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READOUT

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**RISE OF THE
SCAVENGERS**

A FAN PRODUCED SOURCEBOOK BY MICHAEL TODD

TECHNICAL READOUT 2866

RISE OF THE SCAVENGERS

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Published by Michael Todd. Somewhere in the Blue Ridge Mountains of Virginia.

A special thanks to the countless artists who have produced inspirational BattleTech related art and whose images have been scattered throughout the text of this publication. Also to my dear wife and five children who put up with their father obsession with big stompy robots.

Also by Michael Todd, the "Chronicles of the 69th Virginia Expeditionary Force", a two-part series covering the exploits of a small mercenary command between 3039 and 3051.

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Primus Karpov:

I have completed the assessment of the BattleMech production capacity of the Great Houses as well as their current level of related military technology. There is little doubt that Organizational Edict 3056 and the subsequent Operation Holy Shroud have severely crippled the Great Houses' ability to prosecute war on a large scale and has not only prevented them from regaining access to Star League secrets but has actually accelerated the loss of what advanced technology they still possess. Simply stated, the Great Houses have been reduced to the level of technology prevalent in the Terran Hegemony circa 2500.

To fully appreciate just how far the Great Houses have fallen, I have included a brief historical overview of BattleMech development from its inception to its pinnacle just prior to General Kerensky's Exodus. From there, I present the current situation followed by an atlas detailing the location and capabilities of all remaining BattleMech and related production facilities.

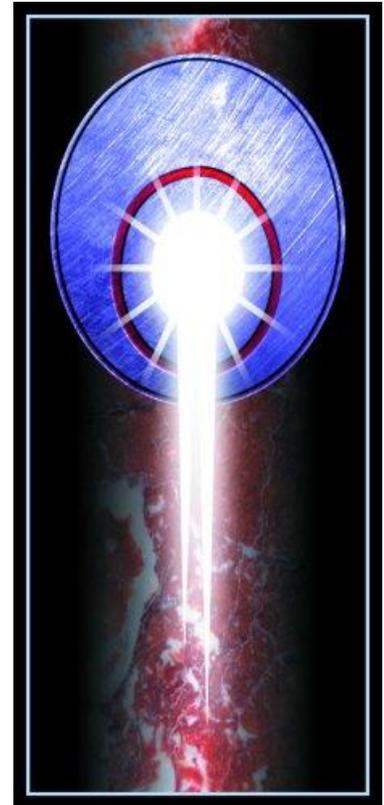
I believe the data will speak for itself. A scant 47 BattleMech models remain in production when once there was easily twice that number. More importantly, only about two dozen major defense contractors have survived the series of ongoing wars that has engulfed the Inner Sphere since the fall of the Star League. Areas of particular vulnerability include the production of fusion engines and targeting and tracking systems, without which it would be all but impossible to continue to the manufacture of BattleMechs.

However, while the number of BattleMech models in production has been in steady decline for almost a century now, there has been a recent proliferation in alternate variants. A number of these new variants are presented in the fourth section of the report and they demonstrate a remarkable level of adaptation on behalf of the remaining engineers of the Inner Sphere. For example, the TBT-6P variant of the *Trebuchet* takes a traditional missile platform and transforms it into a potent scout with long range fire support. Another radical departure from the original is the MAD-4U *Marauder*. Taking its cues from the all but extinct 100-ton Star League *King Crab*, the MAD-4U carries a pair of arm mounted Pontiac-100 Class 20 autocannons. The development of these additional variants is a clear response to the loss of a number of designs, altering existing models to serve in roles vacated by their lost brethren.

Looking forward, the continuing and increasing scarcity of BattleMechs, and the parts required to keep them operational, can be seen in the diminishing number of BattleMech regiments the Great Houses are able to field. Increasingly the House militaries are being forced to replace their advanced war machines with conventional internal combustion powered vehicles and even traditional infantry formations. The largest hurdle facing the Successor Lords, however, is their limited DropShip and JumpShip transport capacity. New JumpShip production, and to a lesser extent DropShips as well, are but a minute fraction of what they once were. This lack of transport seriously hampers efforts by any of the Houses to launch major offensives along a broad front. Likewise, it also hinders the ability of the Houses to react to any incursions by sending significant reinforcements or logistical support. At the current rate of attrition, the Great Houses will soon find themselves permanently mired in a defensive posture.

There are a few disturbing trends which threaten the fulfillment of the prophecy of our Blessed Founder. The Successor Lords are becoming increasingly wary of the toll war has taken on their industrial base. With the loss of the last WarShip, the LCS *Invincible*, almost 40 years ago, orbital bombardment and planetary siege tactics have already effectively disappeared. Most disturbingly, however, is the emergence of a new kind of low intensity warfare based loosely upon the ideals put forth in the Ares Conventions. Signed in 2412, the Conventions prohibit the use of the weapons of mass destruction, including nuclear, biological, and chemical weapons, but what is of particular concern are the rights of surrender, safe passage, and the prohibition of combat in or around civilian and industrial centers.

It now appears the Successor Lords have informally agreed to suspend attacks on what remains of the infrastructure used to build the most technologically advanced equipment. Equipment upon which the very ability to conduct war and even the survival of entire planets depends upon. This includes items such as Faster-Than-Light ships, fusion engines, air and water purification systems, and even BattleMechs themselves.



This development can be traced directly to the envoys dispatched by Archon Elizabeth Steiner, just two years ago in 2864, to both of her neighbors, the Draconis Combine and the Free Worlds League. While ultimately these peace overtures failed, an informal agreement was reached regarding the conduct of future conflicts. In theory, attacks against JumpShips, orbital shipyards, and other irreplaceable industrial infrastructure are prohibited, all this in addition to the edicts put forth by the resurgent Ares Conventions. Furthermore, it seems likely given an extended period of peace, a decade at the minimum, that the Great Houses will be able to regain a significant portion of the technology that is currently lost to them. Given another decade or two, it may even be possible for them to reclaim some of the lost technologies of the Star League, including the ability to construct new Kearny-Fuchida drives and even Hyperpulse Generators.

Regarding the current political situation, the most promising situation that could be exploited is in the Draconis Combine, which is now just emerging from a debilitating power struggle between Roweena Kurita, former Coordinator of the now defunct People's Reconstruction Effort, and the current Coordinator Miyogi Kurita. House Kurita has a long history of paranoia, and more importantly, of attacking those who learn of its internal struggles. Coupled with the assassination of Yoguchi Kurita in 2850 at the hands of Snow Fire, a Lyran spy, and the aggressive forays in the Combine's Rasalhague Military District by Lyran merchants, it would take little encouragement to spark a conflict between the two Great Houses. Furthermore, our ROM agents have learned of secret talks between the Draconis Combine and the Free Worlds League, including a possible plot to assassinate Archon Elizabeth Steiner.

Also of note is the "Peace of Money Movement." Started by a consortium of Capellan and Free Worlds League businessman, the movement seeks to bring about an end to hostilities in order to create an environment in which all business can thrive. The emissaries of this movement received a friendly welcome from Prince Michael Davion, who was considering advancing his own peace initiatives at that time. Fortunately, the other Successor Lord gave them a decidedly colder response, the prevailing belief, fanned by our own agents, that the Lyran business acumen would elevate House Steiner into a dominate position.

Taken as a whole, since the fall of the Star League, there has never been as many different groups, or as many peace initiatives, as are underway across the Inner Sphere today. It is my recommendation that we leverage our control of the information network to stoke the lingering hostilities between the Successor States as well as indirectly provide select intelligence to incite the House militaries and their special forces into action. If House Kurita were to learn that the Lyrans have intimate knowledge of their internal struggles they would almost certainly attack. This would in turn inspire House Davion to attack the perceived weakened Draconics Combine. And if an assassination attempt were to be made against the Lyran Archon by Free Worlds League operatives, whether successful or not, war would like erupt along that border as well.

Every day of peace takes us further and further away from the vision of Our Blessed Founder.

Make Peace Be Upon you,

Janice Laidlaw

Precentor ROM



HISTORICAL OVERVIEW OF BATTLEMECH DEVELOPMENT

RISE OF THE SCAVENGERS

First Generation BattleMechs

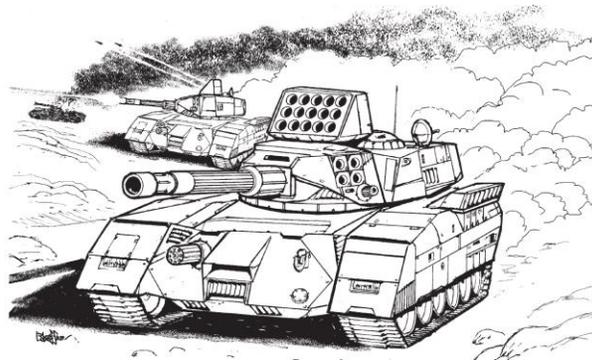
Outside of Yakima, Terra, Colonel Charles Kincaid of the Hegemony Armed Forces introduced the Inner Sphere to the BattleMech on February 5, 2439. He was piloting a 100-ton prototype MSK-5S *Mackie* built by Skobel MechWorkds. Armed with a particle beam weapon, a medium-light autocannon and a heavy laser, he made short work of the four remote controlled Merkava Mk. VI main battle tanks that opposed him.



MCK-5S Mackie

Until Kincaid's demonstration, the Merkava had long represented the best hardware the HAF could build, but Kincaid's performance sealed its fate. The Merkava would get one last revision, the Mk. VIII in 2465, but by then it was already being shifted away from the frontlines as fast as BattleMechs became available to take its place. It would get its final taste of glory fighting in the Reunification War. By 2597 it was declared obsolete and production was ended.

It is ironic to note that by today's degraded standards, the 75-ton Merkava Mk. VIII powered by a Vlar 300 fusion engine and armed with an AC/5, LRM-15, SRM-4, and two machine guns, would far outperform the main battle tanks the Successor States now field such as the Demolisher, Ontos, or Partisan, all of which are powered by heavy and fuel-dependent internal combustion engines.



Merkava Mk. VIII

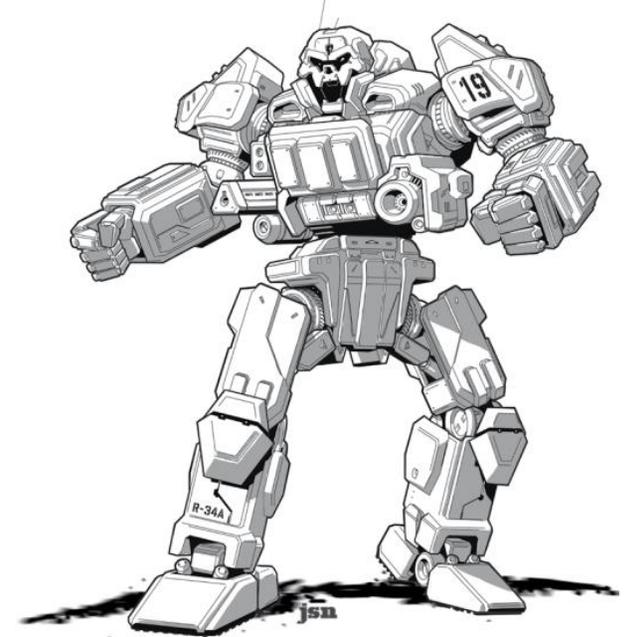
News of the stunning success of the BattleMech spread like wildfire through the stars, first through the Terran Hegemony then out to the fledgling alliances surrounding it. Three years later, Quarry Arms, who had worked with Skobel MechWorks on the *Mackie*, would produce the second BattleMech, the EMP-1A *Emperor* in 2442. One year later, Martinson Armaments unveiled its 45-ton *Kyudo* BattleMech and two years after that the 95-ton *Banshee* would enter the field as well built by Defiance Industries of Hesperus II, marking the first time a BattleMech was produced outside the border of the Terran Hegemony.

Up until 2445, the Terran Hegemony had limited all BattleMech research, development, and manufacturing to within their own borders giving the HAF unquestioned military superiority. With envious eyes, the various House Lords fearing the might of the HAF plotted and schemed to steal the secrets of BattleMech production. The opening of a 'Mech production facility on Hesperus II, outside of the tightly controlled border of the Hegemony, would prove to be their undoing.

The Lyran Commonwealth would be the first State to make a move, launching Operation Prometheus on February 7, 2455. Although Archon Katherine Steiner had ordered the LIC to infiltrate the Hegemony and steal plans years earlier, it would have to wait until her son, Alastair Steiner took the throne before they were successful. Colonel Simon Kelswa, whose family controlled the Tamar Pact, led a daring raid on the Hegemony BattleMech production facility on Hesperus II and succeeded in stealing the plans for the BNC-1E *Banshee*. Known as Operation Prometheus, it marked the first time the secrets of BattleMech design and manufacture were out of the control of the Terran Hegemony.

It would take until 2462 however, before the Lyrans could take what they had stolen and turn it into their own unique

design. Coventry Defense Conglomerate would develop the BWP-X1 *Ymir* prototype, also known as the "Bipedal Weapons Platform", but it would take until 2475 before the 90-ton BattleMech was a viable platform.



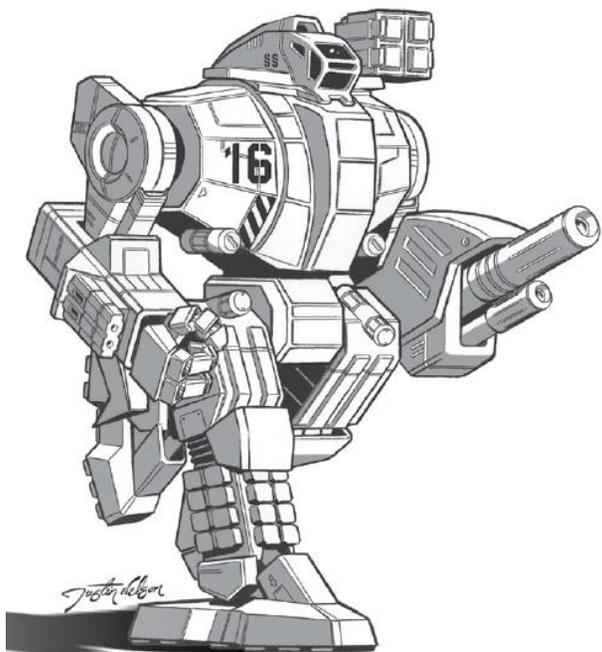
BNC-1E Banshee

However just one year later, in 2463 Coventry Defense Conglomerate would unveil the 25-ton COM-1A *Commando*, marking the development of the first completely original design made outside of the Terran Hegemony. The *Commando* would go on to be a huge success and its successor, the COM-2D, is still in production today.

The Lyran Commonwealth is also implicated in both the Free Worlds League and the Draconis Combine launching independent BattleMech production projects. In 2461 agents from the Draconis Combine broke into Coventry Defense Conglomerate and stole the production blueprints for the COM-1A. Coordinator Kozo Von Rohrs awarded the blueprints to New Samarkand Armor Works who produced the 55-ton GLD-1R *Gladiator* seven years later, which was used to create the first BattleMech units for the DCMS.

The very next year, 2462, subcontractors based on Alarion were also able to acquire a complete set of blueprints from Coventry Defense Conglomerate, taking them with them to the Free Worlds League. From there they found their way into the hands of Corean Enterprises on Stewart. However, it would take until 2470 before they were able to

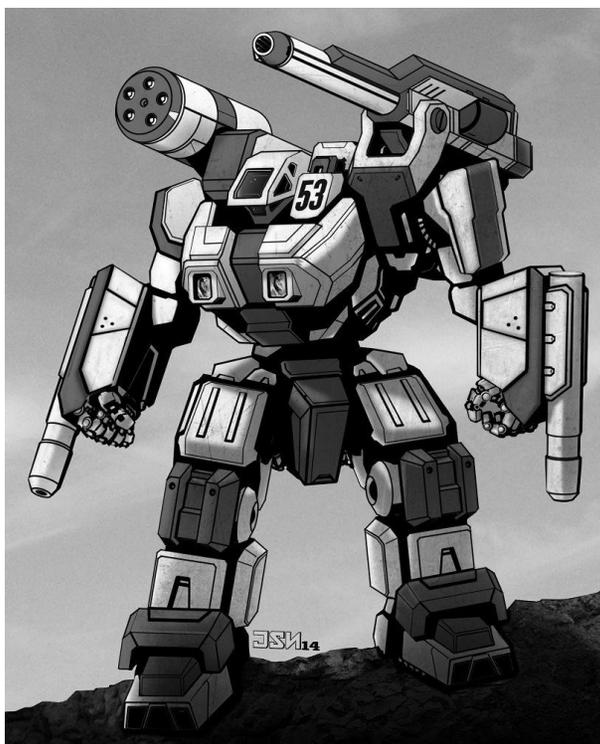
build their first BattleMech prototype, the 40-ton ICR-1X *Icarus*, followed on year later by the 70-ton HOR-1C *Hector*. In both instances, Archon Alastair Steiner ordered the entire security detail imprisoned for life and executed their commanding officers for the critical security lapses.



ICR-1X *Icarus*

The Federated Suns also have the Lyrans to thank for establishing their own internal BattleMech production capability. In 2457, just two years after the successful Lyran raid of Hesperus II, First Prince Simon Davion would enter into negotiations with the Lyrans for access to the data they had stolen. The Lyrans demanded an exorbitant amount of money in exchange, which ultimately the Prince would approve before falling into a coma a dying shortly after. Nonetheless, the invest paid off two years later with Archernar BattleMech's introduction of the 70-ton BKX-1X *BattleAxe*.

In 2463, shortly after his ascension to the throne of the Federated Suns, Prince James Davion would commission the second indigenous BattleMech, this one to be produced by Jerricho Industries, based on Robinson. While originally intended to be produced in large number and distributed throughout the Federated Suns, the SWD-1 *Swordsman* remained largely in the Terran March region through the manipulations of Prince Mikhail Rostov, the ruler of the Terran March. The design, which was rushed through development, was fraught with problems and after its extensive use by rebels during the Davion Civil War the design fell into disfavor and was discontinued.



SWD-1 *Swordsman*

The Capellans were the last major State to acquire BattleMech technology. It took them until 2483 to develop the 35-ton WAM-B prototype, originally called the "Weapon-Armed 'Mech-Alpha". It is generally believed the Confederation Defense Corporation, headquartered on Boardwalk, reverse engineered existing BattleMechs to come up with their own design. By this time, there were at least two dozen different models being produced throughout the Inner Sphere, some of them having already undergone their first major overhaul to incorporate second generation BattleMech technology, such as the BNC-3E *Banshee* and the BWP-2B *Ymir*.

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Mackie MSK-5S	100	1,436	37	2439
Mackie MSK-6S	100	1,461	37	2439
Bellerophon BEL-1X	60	957	24	2442
Emperor EMP-1A	90	1,453	40	2442
Kyudo KY2-D-01	45	748	21	2443
Banshee BNC-1E	95	1,458	38	2445
BattleAxe BKX-1X	70	1,079	31	2459
<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Helepolis HEP-1H	75	1,063	37	2460

Ymir BWP-X1 "Bipedal Weapons Platform"	90	1,212	34	2462
Commando COM-1A	25	475	12	2463
Swordsman SWD-1	40	692	20	2463
Wasp WSP-1	20	314	10	2464
Griffin GRF-1A	60	1,024	26	2465
Shadow Hawk SHD-1R	50	851	24	2467
Gladiator GLD-1R	55	1,027	27	2468
Crossbow CRS-X	60	969	27	2468
Icarus ICR-1X	40	700	20	2470
Ostwar OWR-2M	65	1,205	34	2470
Eisenfaust EFT-2	45	715	15	2471
Hector HOR-1B	70	949	24	2471
Phoenix PX-1R	50	900	22	2474
Hector HOR-1C	70	993	24	2476
Longbow LGB-0C	85	1,295	36	2480
Toro TR-A-1	35	671	18	2481
Firebee FRB-1E (WAM-B)	35	514	14	2483
Thunderbolt TDR-1C	65	1,237	33	2491
Rifleman RFL-1N	50	931	20	2504
Dervish DV-1S	55	864	26	2520
Xanthos XNT-2O	100	1,300	35	2564

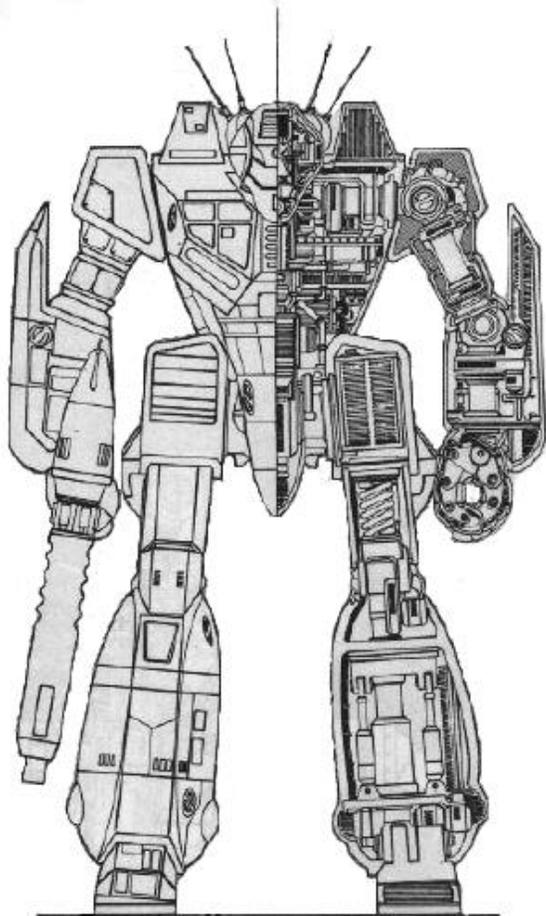


WAM-B "Weapon-Armed 'Mech-Alpha"

Second Generation BattleMechs

Predictably, the *Mackie* was the first 'Mech to incorporate advances in BattleMech technology. In 2470 the MSK-7A was released and a number of variants quickly followed carrying an assortment of different ballistic and energy weapons. Most importantly, however, the -7A was built using a lighter, stronger frame and powered by a considerably more efficient fusion engine. By this time the armor had been improved as well, allowing the *Mackie* to carry significantly less actual weight in armor while maintaining the same level of protection.

In 2471 General Mechanics updated their *Wasp* in a similar fashion with the introduction of the WSP-1A model that is still in use today, followed shortly thereafter by an updated BNC-3E *Banshee*. From there the Terran Hegemony would begin to focus their efforts on building entirely new second generation BattleMechs, built from the ground up with the latest technological advances.



WSP-1A Wasp



CRS-6B Crossbow

Once again the Lyrans were the first outside of the Terran Hegemony to acquire the latest advances in technology, updating their own homegrown *Crossbow* to the CRS-6B model by 2473. Oddly enough it was Arcturan Arms, not Coventry Defense Conglomerate, that was the first to manufacture the advanced structural composite, armor, cockpit, and improved fusion engines that marked the second generation of 'Mech technology.



BWP-2B Ymir

improved security.

Immediately behind the Lyrans, the Federated Suns updated their *BattleAxe* in 2475 and their *Swordsman* in 2482 while the Draconis Combine overhauled their

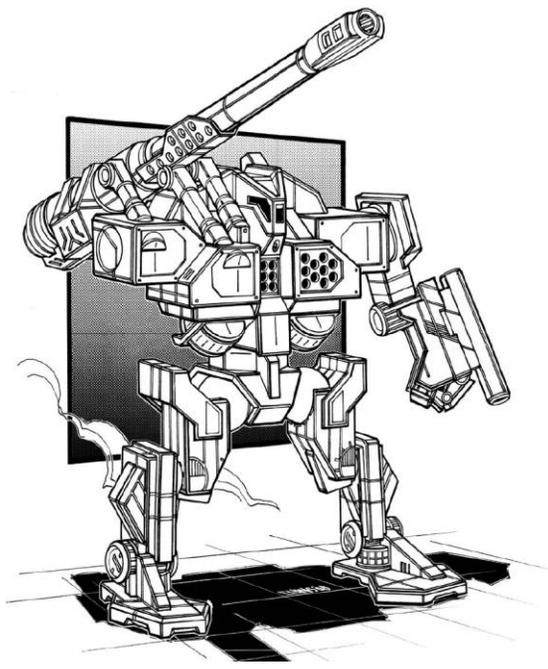
Gladiator in 2487. However, it would take until 2518 for the Free Worlds League to introduce their first second generation BattleMech, an updated ICR-1S *Icarus II*. The Capellans were even further behind with the FRB-2E Firebee not released until 2524.



GLD-4R Gladiator

Earthwerks Incorporated was the first major Terran defense contractor to introduce entirely new BattleMechs based around the second generation technology. Their ARC-2R *Archer* debuted in 2474 followed by their STG-3R *Stinger* in 2479. Earthwerks was also well on their way to developing the *Thunderbolt*, with the first generation TDR-1C rolling off the assembly lines by 2491. They would next overhaul the 60-ton GRF-1A BattleMech, a design they purchased from Maxwell-Manufacturing, Inc., into the ubiquitous 55-ton GRF-1N *Griffin* in 2492.

The Federates Suns would unleash their first ground up second generation BattleMech just one year after Earthwerks Incorporated. In 2475 Archernar BattleMechs, located on the capital of New Avalaon, debuted their 75-ton HMH-3D *Hammerhands*. Jump capable and armed with a pair of Mydron Model B class 10 autocannons, two medium lasers and a SRM-6, the *Hammerhands* would go on to become one of the most highly respected designs of the era, eventually inspiring the development of the vaunted WHM-6R *Warhammer* in 2515.



HEP-2H Helepolis

Mitchell Vehicles unleashed their revised artillery 'Mech, the HEP-2H Helepolis, in 2488. Ford Military Limited, based on Terra, released the 25-ton THE-F *Thorn* to much fanfare in 2490, marking their one and only contribution to the BattleMech marketplace. Bergan Industries would enter the burgeoning BattleMech market next, with the release of their iconic LCT-1V *Locust* in 2499, another design still in heavy use hundreds of years later.

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Mackie MSK-7A	100	1,900	47	2470
Wasp WSP-1A	20	384	14	2471
Crossbow CRS-6B	60	1,210	28	2473
Archer ARC-2R	70	1,477	39	2474
BattleAxe BKX-7K	70	1,329	32	2475
Hammerhands HMH-3D	75	1,381	36	2475
Ymir BWP-2B	90	1,289	36	2475
Banshee BNC-3E	95	1,422	38	2475
Ymir BWP-2E	90	1,393	36	2478
Stinger STG-3R	20	359	14	2479
Commando COM-1D	25	558	15	2480
BattleAxe BKX-7NC	70	1,252	31	2480
Crossbow CRS-6C	60	1,204	26	2481
Swordsman SWD-2	40	803	23	2482
Commando COM-2D	25	541	15	2486

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Gladiator GLD-2R	55	1,184	29	2487
Von Rohrs VON 4RH-5	65	1,170	30	2487
Helepolis HEP-2H	75	1,369	41	2488
Thorn THE-F	20	510	16	2490
Gladiator GLD-3R	55	1,282	32	2490
Griffin GRF-1N	55	1,272	30	2492
Hammerhands HMH-4D	75	1,356	33	2492
Gladiator GLD-4R	55	1,291	30	2495
Locust LCT-1V	20	432	14	2499
Flea FLE-4	20	432	11	2501
Emperor EMP-5A	90	1,830	45	2502
Koschei KSC-3I	65	1,255	29	2504
Thunderbolt TDR-5S	65	1,335	36	2505
Victor VTR-9A	80	1,236	33	2508
Victor VTR-9A1	80	1,302	35	2508
Chameleon TRC-4B	50	999	21	2510
Victor VTR-9B	80	1,378	37	2510
Ostroc OSR-2C	60	1,228	31	2511
Eisenfaust EFT-4J	45	977	24	2515
Warhammer WHM-6R	70	1,299	32	2515
Icarus II ICR-1S	40	869	23	2518
Phoenix PX-3R	50	1,106	28	2520
Flea FLE-15	20	430	13	2523
Firebee FRB-2E	35	808	18	2524
Orion ON1-K	75	1,429	39	2525
Longbow LGB-0W	85	1,337	36	2529
Talos TLS-1B	50	924	29	2532
Toro TR-A-6	35	864	21	2548
Firestarter FS9-A	35	773	19	2550
Firestarter FS9-K	35	763	18	2550
Shadow Hawk SHD-2H	55	1,064	30	2550
Rifleman RFL-2N	50	1,093	25	2556
Catapult CPLT-C1	65	1,399	33	2561
Catapult CPLT-A1	65	1,285	33	2563
Catapult CPLT-C4	65	1,358	32	2565
Locust LCT-1S	20	440	14	2567
Phoenix Hawk PXH-1	45	1,041	25	2568
Scorpion SCP-1N	55	1,019	25	2570
Locust LCT-1M	20	424	15	2571
Striker STC-2C	80	1,488	36	2571
Hunchback HBK-4G	50	1,041	28	2572
Wolverine WVR-6R	55	1,101	29	2575
Pillager PLG-1N	100	1,812	50	2575
Banshee BNC-3M	95	1,595	39	2579
Xanthos XNT-3O	100	1,948	53	2579
Stinger STG-3G	20	497	14	2581

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Phoenix PX-4R	50	996	27	2581
Falcon FLC-4N	30	610	18	2582
Hoplite HOP-4C	55	986	28	2584
Phoenix Hawk PXH-1D	45	1,083	25	2586
Stalker STK-3F	85	1,559	42	2594
Wolverine WVR-6K	55	1,248	32	2598
Ostscout OTT-7J	35	596	16	2600
Phoenix Hawk PXH-1K	45	1,073	27	2603
Clint CLNT-1-2R	40	707	17	2607
Clint CLNT-2-3T	40	770	19	2608
Whitworth WTH-1S	40	917	26	2610
Dervish DV-6M	55	1,146	30	2610
Longbow LGB-7Q	85	1,618	45	2610
Helepolis HEP-3H	75	1,380	42	2625
BattleMaster BLR-1G	85	1,519	40	2633
Koschei KSC-3L	65	1,384	32	2634
Stalker STK-3H	85	1,624	42	2638
Spider SDR-5V	30	622	16	2650
Sentinel STN-1S	40	632	18	2651
Goliath GOL-1H	80	1,449	39	2652
Awesome AWS-8Q	80	1,605	39	2665
Charger CGR-1A1	80	981	18	2665
UrbanMech UM-R60	30	504	12	2675
Assassin ASN-21	40	749	17	2676
Hoplite HOP-4B	55	1,162	33	2682
Awesome AWS-8R	80	1,470	38	2683
Whitworth WTH-1	40	982	26	2689
Ostsol OTL-4D	60	1,277	30	2694
Firestarter FS9-H	35	694	19	2703
Cyclops CP-10-Z	90	1,317	34	2710
Rampage RMP-2G	85	1,444	40	2735
Panther PNT-8Z	35	741	21	2739
Cicada CDA-2A	40	659	16	2740
Javelin JVN-10N	30	594	18	2751
Dragon DRG-1C	60	1,215	33	2752
Crusader CRD-3R	65	1,317	32	2752
Crusader CRD-3L	65	1,297	36	2753
Whitworth WTH-0	40	863	25	2754
Dragon DRG-1N	60	1,125	30	2754
Atlas AS7-D	100	1,897	52	2755
Crusader CRD-3D	65	1,338	34	2756
Blackjack BJ-1	45	949	27	2757
Panther PNT-9R	35	769	20	2759
Hornet HNT-151	20	488	14	2760
Crusader CRD-3K	65	1,290	34	2765
Blackjack BJ-1X	45	964	27	2769

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Rifleman RFL-3N	60	1,039	26	2770
JagerMech JM6-S	65	901	26	2774
Vulcan VL-2T	40	642	19	2777
Enforcer ENF-4R	50	1,032	27	2777
Vulcan VL-5T	40	942	24	2778
JagerMech JM6-A	65	1,122	27	2778
Jenner JR7-A	35	712	16	2779
Quickdraw QKD-4G	60	1,192	30	2779
Grasshopper GHR-5H	70	1,427	39	2780
Jenner JR7-F	35	1,011	24	2784
Jenner JR7-D	35	875	20	2785
Valkyrie VLK-QA	30	723	21	2787
Titan TI-1A	100	1,959	50	2787
Kintaro KTO-18	55	1,187	33	2792
Ostroc OSR-2M	60	1,239	29	2793
Shadow Hawk SHD-2D	55	899	24	2796
Flashman FLS-7K	75	1,480	36	2796
Hermes II HER-2S	40	784	21	2798
Wasp WSP-1L	20	335	14	2799
Trebuchet TBT-5N	50	1,191	27	2799
Orion ON1-V	75	1,298	35	2799
Firefly FFL-4A	30	831	21	2801
Centurion CN9-A	50	945	28	2801
Cyclops CP-10-Q	90	1,584	44	2801

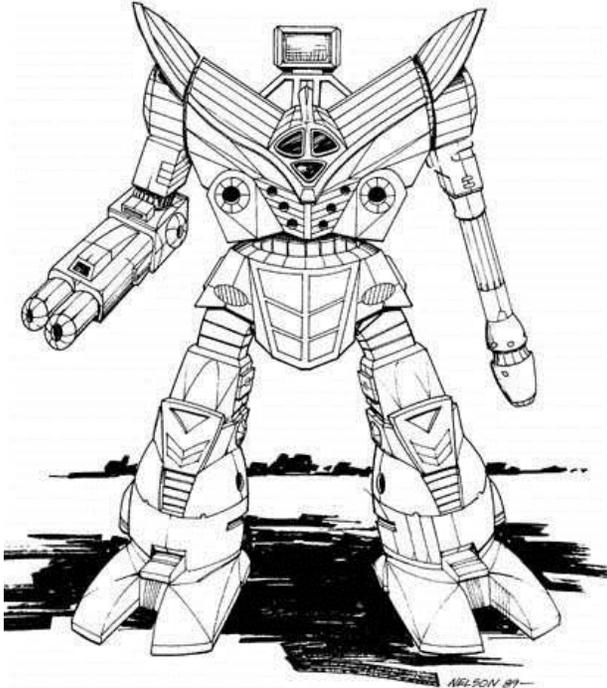
<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Hermes II HER-2M	40	910	24	2802
Shadow Hawk SHD-2K	55	1,147	30	2803
Black Knight BL-7-KNT	75	1,443	34	2809
Black Knight BL-7-KNT-L	75	1,409	33	2809
Mercury MCY-98	20	553	15	2810
Crab CRB-20	50	1,143	27	2810
Champion CHP-2N	60	1,116	27	2810
Locust LCT-1E	20	553	15	2811
Awesome AWS-8T	80	1,593	39	2815
King Crab KGC-0000	100	1,810	44	2815
Wolverine WVR-6M	55	1,291	32	2816
Wasp WSP-1K	20	376	14	2818
Javelin JVN-	30	835	20	2819
Hunchback HBK-4H	50	1,067	28	2819
Marauder MAD-3R	75	1,363	35	2819
Wyvern WVE-6N	45	1,005	29	2821
Wasp WSP-1D	20	403	15	2823
Guillotine GLT-4L	70	1,400	37	2825
Warhammer WHM-6L	70	1,311	31	2825
Vindicator VND-1R	45	1,024	28	2826
Vindicator VND-1X	45	1,008	28	2826
Mongoose MON-67	25	741	19	2830
Sentinel STN-3K	40	652	18	2830

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Sentinel STN-3KA	40	847	20	2830
Sentinel STN-3KB	40	823	21	2830
Warhammer WHM-6K	70	1,305	32	2830
Guillotine GLT-4P	70	1,376	35	2833
Marauder MAD-3D	75	1,470	35	2834
Warhammer WHM-6D	70	1,471	36	2835
Thug THG-10E	80	1,501	39	2835
Cicada CDA-2B	40	626	16	2840
Cicada CDA-3C	40	771	17	2840
Striker STC-2S	80	1,466	36	2845
Quickdraw QKD-4H	60	1,242	29	2847
Spider SDR-5K	30	503	16	2850
Trebuchet TBT-5J	50	1,191	28	2850
Spider SDR-5D	30	524	16	2853
Lynx LNX-8Q	55	1,292	30	2853
Hermes HER-1A	30	601	16	2856
Hermes HER-1B	30	687	18	2856
Hunchback HBK-4J	50	1,143	31	2856
Archer ARC-2K	70	1,356	34	2856
Griffin GRF-1S	55	1,253	30	2857
Vindicator VND-1AA	45	966	22	2863
Trebuchet TBT-5S	50	984	29	2864
Lancelot LNC25-02	60	1,236	30	2864



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Third Generation BattleMechs

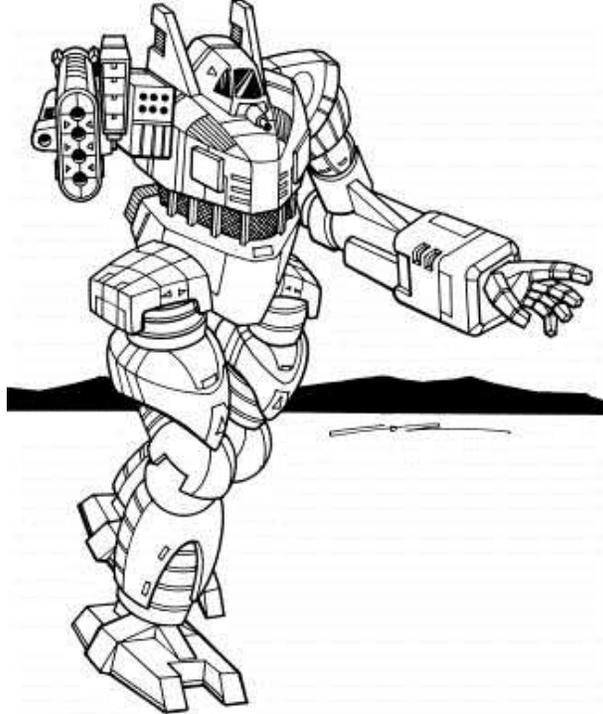


GLT-3N Guillotine

By 2499, the Terran Hegemony's military superiority was a thing of the past with all of the major powers now producing BattleMechs of quality equal to their own. However, the Hegemony, seeking to regain their advantage, developed the first third generation BattleMech, Newhart Industries' GLT-3N *Guillotine*. Built on an advanced lightweight titanium and aluminum skeleton, the *Guillotine* would go on to serve as the future Star League's primary frontline BattleMech for decades. Newhart Industries, who made the *Guillotine*, had production facilities located on New Earth and Thorn, both well within the Hegemony borders. The HAF kept a tight rein on them in hopes of preventing the Great Houses from stealing their military secrets for a second time.

Newhart Industries would remain the sole producer of Endo-Steel for fifty years before the HAF trusted the secrets of its manufacture to another company. Ford Military Limited, whose production facilities were all located directly on Terra, introduced the overhauled third generation THE-N Thorn in 2549. Built out of the same lightweight titanium and aluminum composite used in the *Guillotine*, the *Thorn* was the first BattleMech to

incorporate Cellular Ammunition Storage Equipment, or CASE. This breakthrough technology protects volatile ammunition from catastrophic explosion. In the event of an ammunition explosion, the force of the blast is redirected away from the central core of the BattleMech. While this almost always leaves the BattleMech severely crippled, it does protect the fusion engine, gyro, and the pilot from destruction.

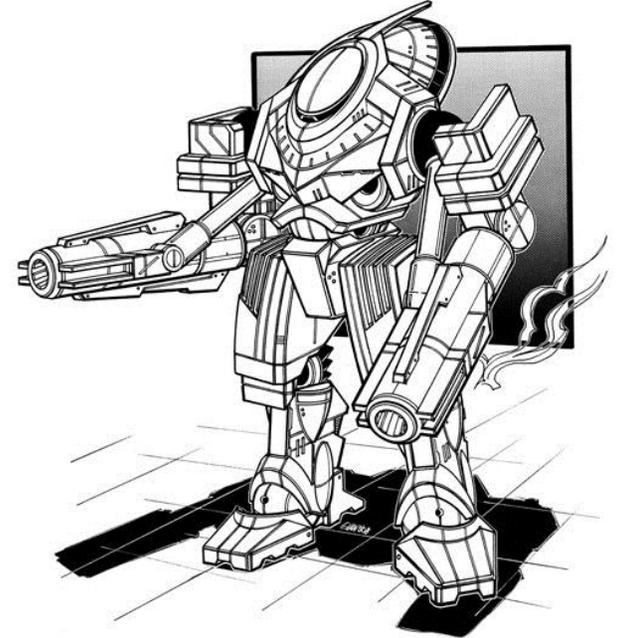


THE-N Thorn

Twenty-one years later, in 2570, the next major breakthrough in BattleMech technology was announced by Mitchell Vehicles based on Graham IV, another core world of the Hegemony. By this time all the major houses had signed treaties with the Terran Hegemony, and the Star League Accords would be signed the very next year. Mitchell Vehicles entered the BattleMech market during its infancy with their HEP-1H *Helepolis* which they went on to update in 2488 with second generation technology. Built around an Armstrong Industries Sniper artillery piece, the concept of using a BattleMech for long range fire support was never fully accepted by the HAF outside of a few rare circumstances and the engineers at Mitchell were forced to go back to the drawing board.

Instead of looking for ways to provide indirect fire support, this time the engineers took a much more

straight forward route. Inspired by Kallon Industries' well received RFL-2N *Rifleman*, Mitchell Vehicles unveiled their own direct fire support platform, the GLH-1D *Galahad*. Armed with two heavy lasers and two particle projection cannons, the GLH-1D could generate enormous amounts of waste heat. Even the RFL-2N with its two heavy lasers and two medium-light autocannons was prone to overheating. To combat this, Mitchell Vehicles built the *Galahad* on an Endo-Steel chassis and equipped it with 13 double strength heat sinks, the first ever production BattleMech to carry them.



GLH-1D Galahad

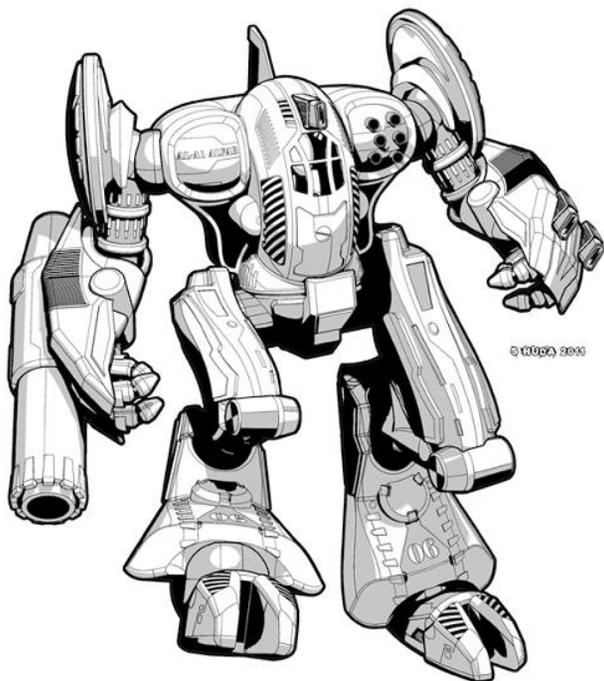
In 2572, Maltex Corporation united all three new Hegemony technologies in their 80-ton THG-11E *Thug* assault 'Mech, one of the first 'Mechs to be built especially for the new Star League Defense Forces. Built on a Endo-Steel chassis, equipped with 18 double heat sinks, and with the ammunition for its dual Bical SRM-6 racks protected with CASE, the *Thug* went on to have a long and illustrious career in the SLDF, which would eventually go on to commission a highly advanced "Royal" version almost 200 years later.

Watching the continuing advances being made in BattleMech technology by the Terran Hegemony, now the undisputed leader of the nascent Star League, the house militaries realized they were once again being left behind. Although all the leaders of the Great Houses made various and repeated attempts to pierce the veil of security guarding these secrets, they almost all failed,

the Star League having taken the Hegemony's lessons of Operation Prometheus to heart.

Ironically, it was once again the Lyrans who managed to pry secrets out of the Star League's iron grip, this time the zero-gravity production process required for the manufacture of Endo-Steel. Archon Tracial Steiner awarded this valuable information to Coventry Defense Conglomerate, now calling itself Coventry Metal Works, with the understanding they would develop a mobile third generation BattleMech exclusively for the LCAF.

As part of their own research and development for this next generation 'Mech, Coventry Metal Works made their own new metallurgic discovery, Ferro-Fibrous armor, an improved armor composite made from a weave of steel, titanium, and diamond fibers. Thicker than traditional armor, it offers 12% more protection than a comparable amount of traditional armor, allowing a 'Mech to either enjoy greater protection for the same weight, or reduce the amount of armor carried in favor of additional weapons or heat sinks without sacrificing protection. Coventry Metal Works would incorporate both Endo-Steel and Ferro-Fibrous in the construction of the 55-ton AL-A1 *Alfar*.



AL-A1 *Alfar*

Even the original *Mackie* would be updated with CASE in 2576 in order to increase its survivability, but the next major change came in 2578 with the announcement of

Kong Interstellar's BL-6-KNT *Black Knight*. The first BattleMech designed from the ground up to serve as a command 'Mech, it wasn't the Endo-Steel chassis that made it remarkable, but the suite of advanced electronics it carried. Together, the powerful TransComm Alpha communication system and the TransComm Beta targeting and tracking system could coordinate BattleMech activity at the company and even battalion level. It could also serve as a limited mobile headquarters, linking together the various command frequencies used across an entire regiment while also providing the ability to communicate with orbiting satellites, space stations, DropShips, and aerospace units.

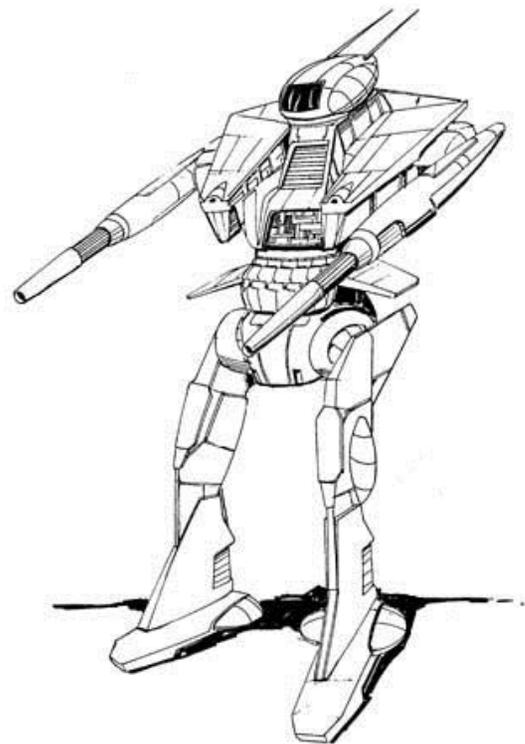


BL-6-KNT *Black Knight*

The *Black Knight* was also the first BattleMech to carry the sophisticated Beagle Active Probe. Seamlessly integrated with the TransComm Beta, the two systems work hand-in-hand to detect and identify enemy units even when they are camouflaged or shut down. At the same time, the Active Probe also significantly boosts the range at which targets can be acquired and tracked. Just as important, however, is its ability to burn through electronic jamming systems, which were becoming increasingly prevalent at this time, although the sophisticated Guardian ECM Suite would have to wait until 2599 to be incorporated by Orguss Industries in the upgraded PXH-2 *Phoenix Hawk*. All considered, the

Black Knight was designed to provide a commander with all the information necessary to make the best tactical decisions and allow those decisions to be quickly and efficiently communicated to the larger formation, making it one of most highly sought after 'Mechs of its time.

Krupp Interstellar, based on Terra with production facilities on Mars, unveiled the next major advance in BattleMech construction in 2581 with the 60-ton LNC25-01 *Lancelot*. With a top speed of almost 100 kph, it was the first heavy 'Mech capable of reaching such high speeds. The secret was the lightweight Hermes 360XL fusion engine. Constructed using a newly developed crystalline polymer, similar to that found in double heat sinks, instead of the traditional heavy tungsten carbide, the Hermes 360XL weighed only half that of a standard fusion engine. While significantly more bulky than a traditional power plant, the massive weight savings allowed engineers considerably more flexibility in BattleMech design. Not only was the *Lancelot* shockingly fast, it carried a formidable array of weapons including two Krupp Model 32 "Fur Burner" large lasers, and a powerful Kinslaughter PPC. The installation of 13 double strength heat sinks ensured the *Lancelot* could effectively utilize its devastating firepower making it one of the most dangerous BattleMechs on the field.



LNC25-01 *Lancelot*

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Guillotine GLT-3N	70	1,418	37	2499
Thorn THE-N	20	546	16	2549
Galahad GLH-1D	50	1,307	29	2570
Thug THG-11E	80	1,640	41	2572
Alfar AL-A1	55	1,447	36	2573
Mackie MSK-8B	100	2,019	49	2576
Mackie MSK-9H	100	2,022	51	2576
Black Knight BL-6-KNT	75	1,551	39	2578
Lancelot LNC25-01	60	1,422	30	2581
Kintaro KTO-19	55	1,160	33	2587
Highlander HGN-732	90	2,227	50	2592
Galahad GLH-2D	60	1,648	35	2594
Lancelot LNC25-05	60	1,365	29	2594
Pillager PLG-3Z	100	2,697	53	2594
Phoenix Hawk PXH-2	45	1,145	30	2599
Champion CHP-1N	60	1,233	31	2602
Cestus CTS-6X	65	1,424	31	2609
Excalibur EXC-B1	70	1,549	34	2619
Hussar HSR-200-D	30	636	13	2620
Excalibur EXC-B2	70	1,533	34	2620
Kyudo KY2-D-02	45	1,286	32	2625
Exterminator EXT-4D	65	1,385	35	2630
Hermes HER-1S	30	716	18	2632

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Sentinel STN-3L	40	717	21	2652
Night Hawk NTK-2Q	35	997	24	2656
Mongoose MON-66	25	758	22	2660
Wyvern WVE-5N	45	1,089	29	2660
Champion CHP-1N2	60	1,233	32	2667
Talon TLN-5V	35	1,075	23	2670
Flashman FLS-8K	75	1,779	37	2701
Crab CRB-27	50	1,198	27	2719
Koschei KSC-4I	65	1,516	36	2719
Koschei KSC-4L	65	1,503	38	2723
Ymir BWP-3A	90	1,491	38	2733
Bombardier BMB-12D	65	1,480	36	2735
Crockett CRK-5003-1	85	1,923	48	2735
Osprey OSP-15	55	1,564	37	2738
Mercury MCY-99	20	586	16	2742
King Crab KGC-000	100	1,906	46	2743
King Crab KGC-010	100	2,181	49	2743
Rampage RMP-4G	85	2,130	43	2750
Talon TLN-5W	35	1,175	23	2760
BattleMaster BLR-1Gc	85	1,577	43	2763
Spartan SPT-N1	80	1,498	35	2764
Jackrabbit JKR-8T	25	414	13	2765
Lancelot LNC25-01X	60	1,659	33	2765

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Spartan SPT-N2	80	1,605	39	2765
Sling SL-1G	25	578	15	2766
Sling SL-1H	25	731	19	2766
Cestus CTS-6Y	65	1,701	37	2766
Rampage RMP-5G	85	1,933	47	2767
Nightstar NSR-9J	95	2,399	51	2767
Jackrabbit JKR-9R	25	614	18	2768
Spartan SPT-NF	80	1,605	39	2770
Dragoon AEM-01	70	1,669	38	2771
Thunder Hawk TDK-7X	100	2,577	51	2771
Starslayer STY-2C	50	1,365	28	2772
Atlas AS7-D-DC	100	1,858	52	2776
Falcon FLC-4Nb	30	947	21	2776
Shogun SHG-2H	85	2,087	55	2777
Annihilator ANH-1X	100	1,926	48	2779
Trebuchet TBT-3C	50	1,342	34	2780
Zeus ZEU-5T	80	1,729	40	2787
Zeus ZEU-5S	80	1,474	36	2788
Mongoose MON-69	25	737	19	2819
Mongoose MON-70	25	750	19	2819
BattleMaster BLR-1G-DC	85	1,494	41	2855



Fourth Generation BattleMechs

Now firmly established under First Lord Ian Cameron, the Star League would begin to build the greatest military force ever seen under the direction of his wife, Shandra Noruff-Cameron, who would serve as the first Chief of Staff and Commander-in-Chief of the Star League Defense Force.

Noruff-Cameron would devise a system of six Military Regions, centered on Asta, Altair, Fomalhaut, Procyon, Sirius and Rigil Kentarus. Each of the regions was interposed between one of the Member States and Terra itself. In 2577, the First Lord would embark upon the Star League's first major war, the Reunification War, ultimately defeating the four major Periphery powers and forcing them into the Star League as non-voting Territorial States.

This massive conflict saw SLDF forces working hand-in-hand with each of the House militaries, with the sole exception of the Capellan Confederation, whose Chancellor Ursula Liao was busy focusing on integrating the recent flood of technology from the Star League, revitalizing the Confederation's economy and overhauling their educational system.



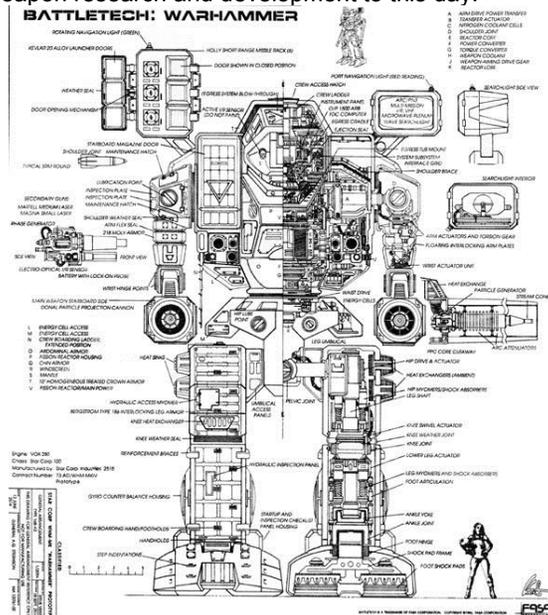
HGN-732b Highlander

As a result of the deployment of SLDF soldiers and equipment throughout the Inner Sphere, as well as the technological concessions made as part of the Star League Accords, the advanced BattleMech technology once exclusive to the Terran Hegemony began to diffuse throughout the Inner Sphere. In addition, the massive

logistics required to keep the SLDF supplied and in the field throughout the 20 year long Reunification War, resulted in the construction of SLDF BattleMech production facilities further and further away from the traditional boundaries of the Hegemony.

After the end of the Reunification War in 2597, the Terran Hegemony would once again assert its military superiority. When the SLDF was created, General Shandra Noruff-Cameron made certain the core of each of the six regional commands were made up from former Hegemony Armed Forces divisions. The soldiers who served in these so called "Royal" divisions were all natives from planets controlled by the Terran Hegemony.

To ensure the continued supremacy of the SLDF military, as well as the dominance of the Terran Hegemony within the Star League, these "Royal" divisions were equipped with state-of-the-art technology, including the newest and most advanced BattleMechs. Made in 2598, the first of these Forth Generation BattleMechs was the legendary HGN-732b *Highlander*. Produced by StarCorps Industries on the Hegemony world of Fletcher, the Highlander ushered in a new era a weapons development with the introduction of the mighty M-7 Gauss Rifle. Capable of stripping armor off enemy targets a full ton at a time at distances exceeding that of even long range missiles, the Gauss Rifle was a revolutionary new weapon system. Using a series of powerful electromagnets to propel slugs of nickel-iron alloy at incredible velocities, it remains unsurpassed as a weapon system, representing the absolute pinnacle of weapon research and development to this day.



One year later, the SLDF would commission a special "Royal" variant of another of StarCorps Industries BattleMechs, the *Warhammer*. The WHM-6Rb featured 17 double heat sinks, 10 tons of Ferro-Fibrous armor, and was the first 'Mech to carry the Artemis IV fire control system, which was mated to its Headhunter SRM-6 rack. The Artemis IV is a guidance system that allows bi-directional communication to missiles in flight. The result is a 35% increase in the number of missiles that strike the target, making missile systems significantly more effective than in the past.

Ostmann Industries, located on Terra, updated their premier reconnaissance 'Mech, the 35-ton *Ostscout* at the behest of the SLDF in 2600. By switching to an Endo-Steel chassis, the engineers were able to install a Beagle Active Probe along its already formidable TRSS.2L3 targeting and tracking system. Combined with its powerful narrow-band Barret 509p communications system, the *Ostscout* can send incredibly detailed topographical, hydrological, and environmental data from deep behind enemy lines. The built in auto mapping feature also makes the *Ostscout* the scout 'Mech of choice for many commanders, especially when dropping into unfamiliar territory.

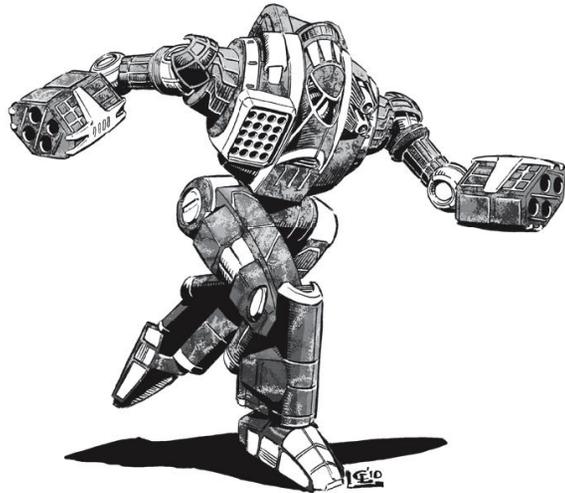
With the death of Ian Cameron in 2602, the mantle of First Lord passed to his son Nicholas Cameron. With the Reunification War over and the SLDF firmly established as the premiere military force in the Inner Sphere, the Star League began its golden age.



LCT-1Vb Locust

In 2610, Bergan Industries began producing the LCT-1Vb *Locust* for the “Royal” brigades of the Star League. Built on an Endo-Steel chassis, powered by an Extra-Light fusion engine, protected with Ferro-Fibrous armor and featuring 10 double heat sinks, the humble *Locust* was the first BattleMech to utilize pulse laser technology. Carrying a both a Blankenberg medium pulse laser and small pulse laser in each arm, while retaining the center line Martell medium laser, the -1Vb carried fully two and half times the firepower of the original with no loss in either speed or protection. However, the large pulse laser would have to wait another 50 years until Maltex Corporation on Errai developed the “Royal” WVE-5Nb *Wyvern* in 2660.

Following the success of their “Royal” *Ostscout*, Ostmann Industries would surprise everyone by completely overhauling their First Generation 65-ton *Ostwar*, creating the OWR-2Mb version in 2620. Using three Newhart Extended-Range large lasers and twin Totschlagen-6 SRM-6s, the *Ostwar* was powered by a Hermes 325XL engine, giving it a top speed of over 85 kph, far exceeding that of the original. Built using Endo-Steel and mounting an incredible 18 double heat sinks, the *Ostwar* could maintain a blistering rate of fire out to almost 600 meters.

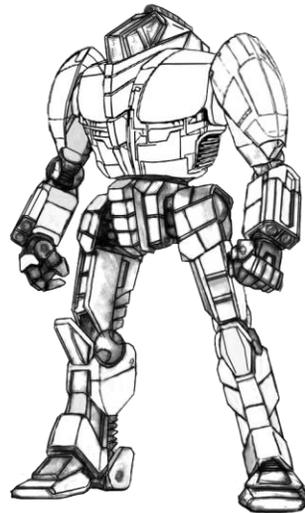


OWR-2Mb *Ostwar*

By this time, the Terran Hegemony defense industry had also introduced the Narc Missile Beacon, first appearing on the *Kintaro*, and the lightweight Lubalin Ballistics 10-X autocannon utilizing the advanced Mercury IV fire control system and capable of firing both slug and cluster rounds. The LB 10-X autocannon was first found on Bergan Industries’ 60-ton *Champion*, introduced in 2602, followed 10 years later by an upgraded version of the

venerable *Emperor*, the EMP-6A, the production having been taken over by a burgeoning StarCorps Industries.

As a side note, First Lord Nicholas Camerson appointed Joshua Hoshiko in 2614 as the Minister of Communications for the Star League. Hoshiko would launch the Technological Communications and Specifications Project the very year to explore the possibility of Faster-Than-Light communications, recruiting Cassie DeBurke in the process. Springboarding off research conducted by Rhylene HyperTech of Oriente, DeBurke and her team would go on to build the first HyperPulse Generator just outside the Court of the Star League in late 2629. This breakthrough allowed messages to be sent from Terra to the furthest reaches of the Periphery in less than 5 months, a feat which made the management of the Inner Sphere immensely easier.



EXT-4Db *Exterminator*

The apex of Star League BattleMech development, however, was reached in 2630 with General Systems’ development of the experimental 65-ton EXT-4C *Exterminator*, but it would take another 88 years until the release of the EXT-4Db in 2718 to produce it an any significant numbers. Carrying the Chameleon Light Polarization Shield and equipped with the Null Signature System, the *Exterminator* was all but invisible to enemy units. Designed to penetrate enemy lines and hunt down and destroy their commanders, the *Exterminator* was made for the most dangerous of all assignments, headhunting. Usually assigned at the regimental level, the -4Db was reserved for special assignments and only

trusted to the most experienced and loyal Hegemony born pilots. A lighter, faster, version, the 35-ton SPR-4F *Spector*, was also produced in extremely limited quantities beginning in 2640 and equipped with the same advanced stealth capabilities as its larger cousin. Both were produced on Caph, one of the largest and most heavily guarded Hegemony research and production facilities outside of Terra itself.



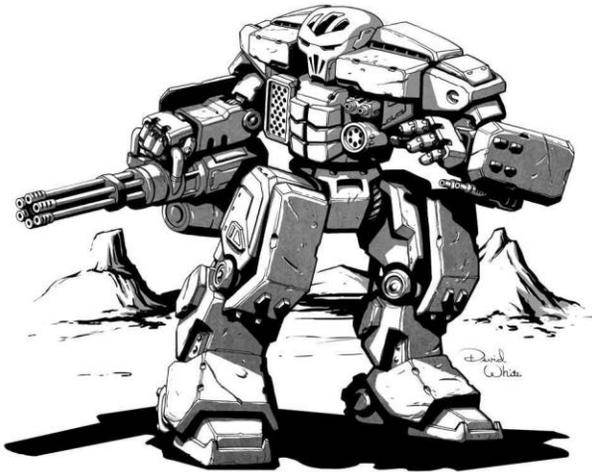
BLR-1Gb *Battlemaster*

The Defiance Industries STN-3L *Sentinel*, although not the “Royal” version, marked the first use of the Kawabata Weapons Incorporated Ultra Class 5 Autocannon in 2652. Capable of twice the rate of fire compared to a standard Class 5 autocannon and boasting a 60 meter increase in range, it was accompanied by a Defiance Streak-2 SRM next generation missile launcher. The Streak missile system uses the Targa/7 fire control system to ensure a hard target lock before the shot is fired. This virtually ensures each time the missile system attains a lock-on, it will hit the target. Not only does this conserve previous munitions, but it also prevents extraneous heat buildup.

The last and most anticipated weapon upgrade, the extended-range particle projection cannon, would have to wait until 2751, the same year First Lord Simon Cameron died, leaving his throne to his 8 year old son, Richard Cameron II, and marking the beginning of the end for the Star League. Released simultaneously on both the “Royal” BL-6b-KNT *Black Knight* and the GRF-2N *Griffin*, the ER PPC boasted an almost 30% increase in range over the standard model with no loss in damage

potential. Nine years later it would find its way onto the MAD-2R *Marauder* and the BLR-1Gb *Battlemaster*.

The final BattleMech to be developed by the Star League was released in 2765, the same year that saw the New Vandenberg Uprising. The Periphery states had long been marginalized by the Star League, but the Taxation Edict of 2763 by a young and inexperienced First Lord Richard Cameron II, was the straw that broke the camels back. New Vandenberg, along with 17 other planets in the Taurian Concordant announced their succession from the Star League. General Aleksandr Kerensky was promptly dispatched to deal with the rebellion. Piloting the new AS7-D-H Atlas II built by Hegemony Research and Development Department, Weapons Division on New Earth, it would go on to save his life when the Taurians launched a massive attack on his headquarters on New Vanderberg.

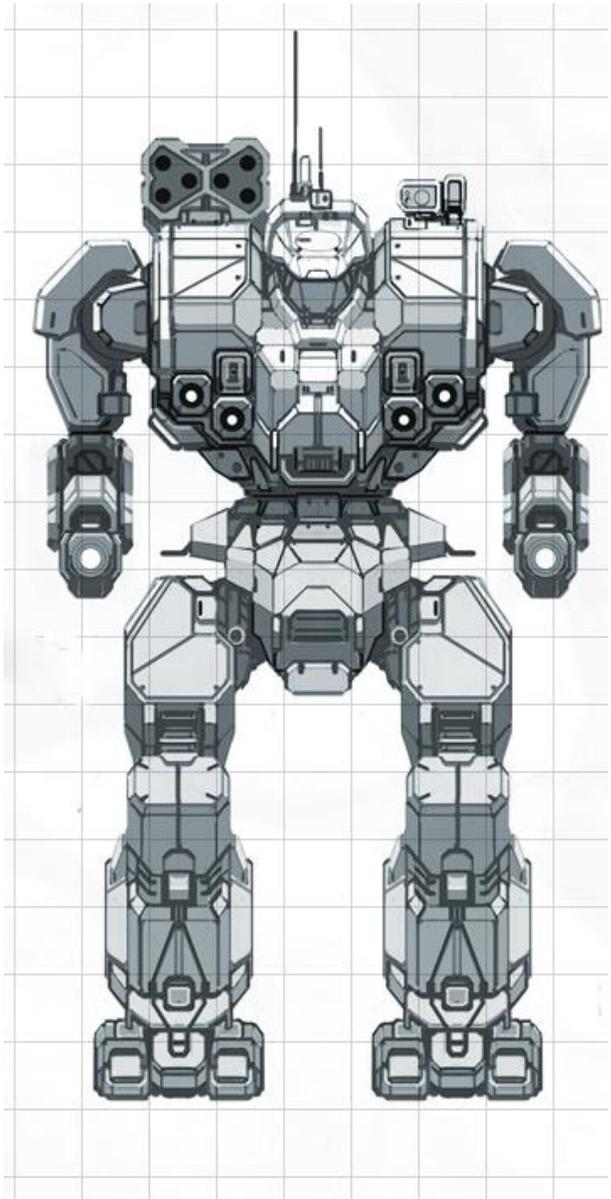


AS7-D-H Atlas II

Weighing 100 tons, the Atlas II is armed with a LB 10-X autocannon, a LRM-20, a SRM-6, two medium pulse lasers and two extended range large lasers. Protected with 17 tons of Ferro-Fibrous armor, equipped with CASE in both torsos and with a full set of hand actuators and 14 double strength heat sinks, the Atlas II is just as capable providing long range fire support as physically brawling on the battlefield.

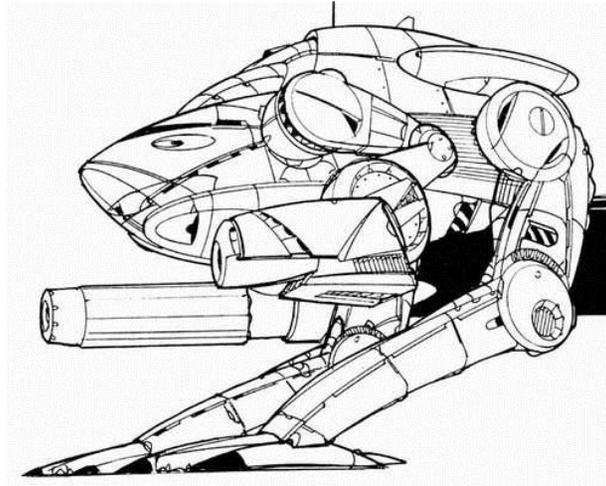
The Atlas II saw extensive action during the Amaris Civil War, and as with many other advanced Star League factories, the primary factory producing it on New Earth was destroyed during the brutal fighting by 2767 never to be rebuilt.

<u>Model</u>	<u>Ton</u>	<u>BV</u>	<u>PV</u>	<u>Year</u>
Highlander HGN-732b	90	2,335	56	2598
Warhammer WHM-6Rb	70	1,431	38	2599
Ostscout OTT-7Jb	35	610	19	2600
Locust LCT-1Vb	20	642	16	2610
Emperor EMP-6A	90	1,969	45	2612
Marauder MAD-1R	75	1,420	37	2612
Ostwar OWR-2Mb	65	1,638	36	2620
Shootist ST-8A	70	1,507	41	2621
Crusader CRD-2R	65	1,533	38	2649
Wyvern WVE-5Nb	45	1,006	26	2660
Catapult CPLT-C1b	65	1,570	39	2688
Stalker STK-3Fb	85	2,029	51	2705
Sentinel STN-3Lb	40	1,260	24	2715
Exterminator EXT-4Db	65	1,694	37	2718
Crab CRB-27b	50	1,308	30	2719
Rifleman II RFL-3N-2	80	1,543	41	2720
Stinger STG-3Gb	20	674	16	2720
Ostroc OSR-2Cb	60	1,478	33	2729
Kintaro KTO-19b	55	1,265	35	2731
Excalibur EXC-B2b	70	1,715	39	2735
Hussar HSR-200-Db	30	934	21	2735
Hermes HER-1Sb	30	1,112	25	2740
Mongoose MON-66b	25	934	23	2740
King Crab KGC-000b	100	2,039	54	2743
Thorn THE-Nb	20	740	16	2743
Black Knight BL-6b-KNT	75	1,627	42	2751
Champion CHP-1Nb	60	1,632	33	2751
Griffin GRF-2N	55	1,606	37	2751
Archer ARC-2Rb	70	1,705	45	2752
Crockett CRK-5003-1b	85	2,307	54	2752
Shadow Hawk SHD-2Hb	55	1,354	32	2752
Thunderbolt TDR-5Sb	65	1,613	41	2753
Marauder MAD-2R	75	1,630	40	2760
BattleMaster BLR-1Gb	85	1,825	44	2760
Phoenix Hawk PXH-1b	45	1,512	27	2760
Thug THG-11Eb	80	1,759	41	2760
Warhammer WHM-7A	70	1,679	40	2761
BattleMaster BLR-1Gbc	85	1,825	42	2763
Atlas II AS7-D-H	100	2,169	52	2765
Wolverine II WVR-7H	55	1,301	32	2770
Atlas II AS7-D-H2	100	2,340	56	2780



Fifth Generation BattleMech

The fifth generation of BattleMechs never made it past the initial design phase. The only real evidence of what the next generation of BattleMechs might have looked like can be found in the renderings of what were to be General Motors' successors to their 75-ton *Marauder*, the MTR-X *Maelstrom* and DGR-X *Dragon Fire*.



Rendering of the MTR-X Maelstrom

The unique ball-and-socket arm joints found only on the *Marauder* provide a greater field of fire as well as a significantly faster transverse rate. The reverse canted legs, first used on the humble *Locust*, provide an incredibly stable platform even at high speeds. The unusual insect-like profile presents a considerably more difficult target than the traditional humanoid design of most BattleMechs. The design drawings of both the *Maelstrom* and *Dragon Fire* retain all of these distinctive features.

However, perhaps the most tantalizing clue to what the future of BattleMech design may have held is contained in the arm mounted weapon "pods" used to house the *Marauder's* PPCs and medium lasers. As any BattleMech technician who has worked on one can attest too, the design is a modular one, allowing quick and easy replacement or repair of damaged weapons. The technician simply identifies the damaged module and replaces it, allowing the damaged module to be repaired at a later time.

It is likely that both the *Maelstrom* and *Dragon Fire* would also have used this same modular approach for their weapons. Furthermore, given that all three designs were

based on a 75-ton chassis, these modules, and possibly the actuators as well, would likely have been interchangeable among all three models, allowing pilots to tailor the arm mounted weapons for specific missions on a case by case basis. This would also have had a huge impact on logistics which the Star League was already struggling with given the vast number of different model 'Mechs the SLDF fielded.

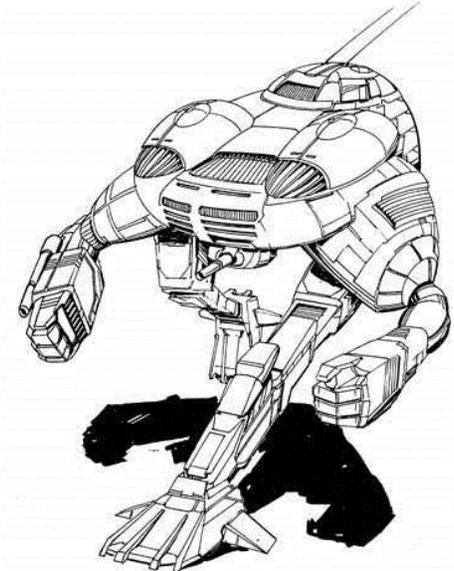


Rendering of MAD-X Marauder

The original *Marauder* was introduced in 2612, followed by the upgraded -2D in 2760. It is interesting to note that the only other BattleMech that incorporated a modular approach to weapons was the MCY-99 *Mercury*, introduced in 2742 by Mitchell Vehicles on Terra. While a degraded *Marauder* eventually found its way into the armies of the House Lords, the *Mercury* was never allowed outside direct control of the SLDF. After the departure of General Kerensky and the dissolution of the Star League, a few *Mercurys* remained behind, most of them with the Eight Recon Battalion of the Third Regimental Combat Team, better known as the Eridani Light House, that would go on to become one of the most successful mercenaries units in the Inner Sphere.

It is reported the 20-ton *Mercury* could reach speeds of up to 172 kph, carried exclusively energy based weapons and used Ferro-Fibrous armor. Given the *Mercury* was known to be powered by the same LTV 160 fusion engine found in the *Locust*, the source of this

speed is open to speculation. Two of the most plausible theories involve some kind of advanced myomer system or an engine "supercharger." There is also speculation the *Mercury* used an entirely different type of heat sink, or in the very least, some kind of advanced heat management system.



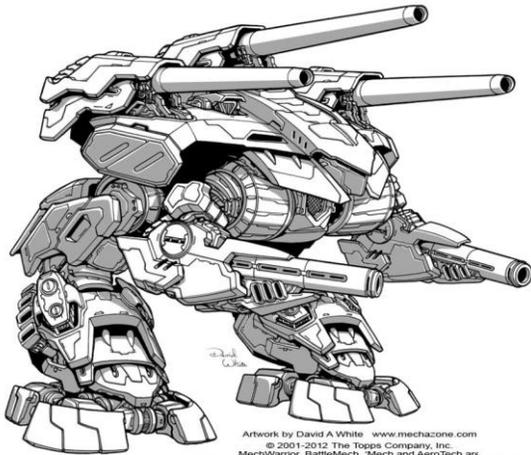
MCY-99 Mercury

Other likely next generation technologies would include a full line of the LB-X and Ultra autocannons, as well as extended range versions of the medium and small laser. It is even possible to imagine that both the extended range and pulse technologies would eventually merge into a line of extended range pulse lasers given enough time. The Streak fire control system would appear on both the SRM-4 and SRM-6, perhaps even on long range missile packs.

Improved electrolytes could lead to the development of "supercapacitors" which in turn could be used to enhance particle projection cannons. Material advances could lead to new types of internal structure and armor, but it is almost certain some type of lightweight gyro would be introduced, as it is one of the few components that remains largely unchanged from the inception of the BattleMechs.

The Star League had already begun to experiment with a number of specialized munitions, including the homing long range Swarm missiles and Thunder warheads capable of laying down ad-hoc minefields on the battlefield. Autocannons would benefit from shaped charges and other advances, creating the potential for armor-piercing and extended range cartridges, along

with the cluster rounds introduced alongside the LB-X autocannon.



Artwork by David A White www.mechazone.com
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Rendering of a Fifth Generation BattleMech

Advances in neural interfaces could allow MechWarriors an unprecedented level of control over their war

machines and technologies now considered dead-end, such as the binary laser cannon, could be perfected given enough research and development.

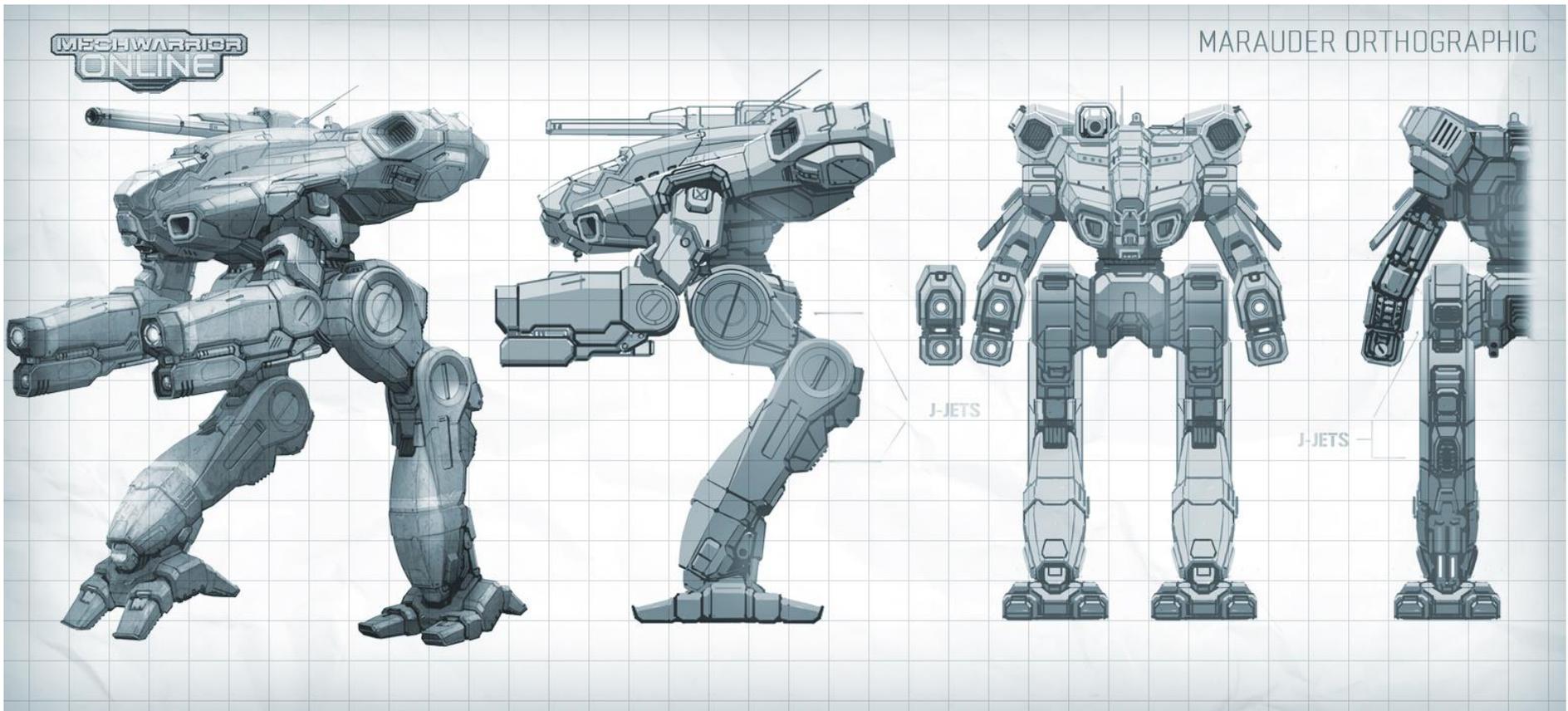
Ultimately, given the rapid technological decent of the Great Houses, the fifth generation of BattleMechs will almost certainly never be realized. It must be pointed out, however, that the destruction wrought first by the Amaris Civil War and then the Successions Wars is not the primary cause of the current technological dark age. That responsibility lies solely with General Aleksandr Kerensky.

Although it is well known that General Kerensky took over 80% of the SLDF with him when he departed the Inner Sphere, what remains largely a secret is the vast number of civilian scientists, researchers, educators, and technicians he took with him. Furthermore, there is a significant amount of evidence to support the assertion that not all of these civilians joined his Exodus willingly but were forced. In addition, General Kerensky did an exceedingly thorough job of stripping the multitude of SLDF bases of equipment, and notably, destroying the invaluable memory cores that lay at their heart. To this

day, not a single copy of the massive Prometheus database has ever been found despite innumerable attempts by all of the Successor Lords, along with countless treasure hunters, to locate one.



Rendering of a Fifth Generation BattleMech

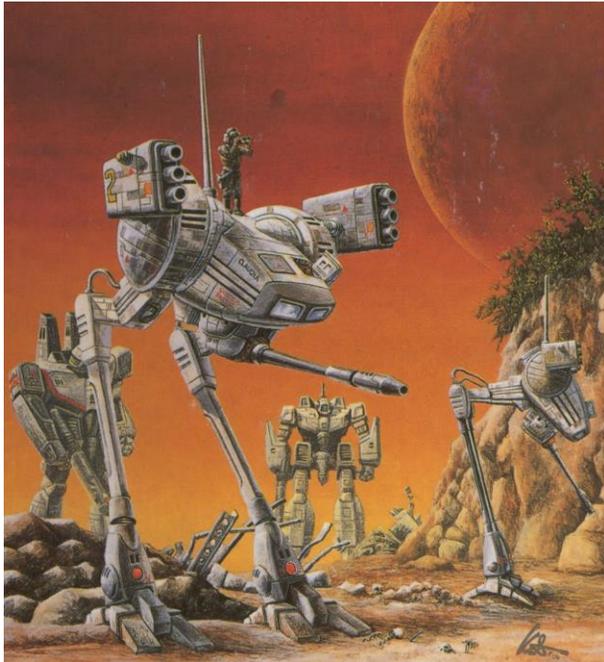


**CURRENT STATUS OF
BATTLEMECH PRODUCTION
IN THE GREAT HOUSES**

RISE OF THE SCAVENGERS

The State of BattleMech Technology as of 2864

The destruction wrought by the Amaris Civil War and the subsequent Succession Wars has reduced the Great Houses of the Inner Sphere to a technological level roughly equivalent to that of the Terran Hegemony circa 2500. The ability to produce anything more sophisticated than the Second Generation of BattleMechs has entirely disappeared. Production capacity has also dropped precipitously, along with the number of models available. Currently only 9 light, 16 medium, 12 heavy, and 10 assault class BattleMechs remain in production throughout the Inner Sphere.



Two Locusts, a Phoenix Hawk, and a Stinger conduct reconnaissance.

The list of companies still able to produce BattleMechs is even shorter. A scant 25 defense companies have survived the ravages of the last 100 years of non-stop warfare and all of them are but a pale reflection of their former selves. Most of them, in fact, have been reduced to a single semi-operational facility.

The list of defense companies whose assembly lines have been destroyed or severely damaged is as long as it is impressive. The list below shows the year, company name, the production lines destroyed, and the planet on

which it was located. It omits the numerous companies based on both Mars and Terra as they are both under the control of ComStar.

- 2767 – Hegemony Research and Development
(*Atlas II*) – New Earth
- 2774 – Stormvanger Assemblies
(*Javelin, Striker, Cyclops*) – Caph
- 2774 – Lang Industries
(*Shadow Hawk*) - Caph
- 2774 – Skobel MechWorks
(*Mackie, Mercury, Jackrabbit, Excalibur*) - Caph
- 2774 – Martinson Armaments
(*Kyudo, Spartan*) – Caph
- 2775 – Mitchell Vehicles
(*Mercury, Shootist, Shogun*) – Graham IV
- 2776 – Newhart Interstellar
(*Spider, Hussar, Guillotine*) – New Earth
- 2776 – Bergan Industries
(*Champion*) – New Earth
- 2776 – Whitworth Company
(*Whitworth*) – Dieron
- 2786 – MatherTechno Incorporated
(*Vulcan*) – Northwind
- 2786 – Cosara Weaponries
(*Crab, King Crab*) – Northwind
- 2786 – Wakazashi Systems
(*Bombardier*) – Al Na'ir
- 2791 – Hollis Incorporated
(*Catapult, Battlemaster, Xanthos*) – Corey
- 2793 – General Systems
(*Exterminator*) – Caph
- 2793 – Triad Technologies
(*Stalker*) – Caph
- 2796 – General Motors
(*Blackjack, Cestus, Nightstar*) – Kathil
- 2796 – Renault Prime Industries
(*Flashman*) – Wasat
- 2805 – Confederation Defense Corporation
(*Firebee*) – Exedor
- 2812 – Andoran Industries
(*Clint*) – Bell
- 2815 – Blackstone BattleMechs
(*Talon*) - Inarcs
- 2820 – Komiya/Nissan General Industries
(*Hunchback*) – Matsuida
- 2831 – StarCorps Industries
(*Warhammer, Longbow, Emperor, Highlander*) – Fletcher
- 2835 – Maltex Corporation
(*Assassin, Wyvern, Thug*) – Errai
- 2837 – Orguss Industries
(*Phoenix Hawk, Urbanmech*) – Marcus
- 2837 – Diplan MechYards
(*Mongoose, Jenner*) – Ozawa

- 2840 – Hartford Company
(*Cicada*) – Bryant
- 2843 – Lantren Corporation
(*Grasshopper*) – Bryant
- 2845 – Corean Enterprises
(*Centurion*) – Ramen II
- 2850 – Triad Technologies
(*Stalker*) – Basalt
- 2855 – Kong Interstellar
(*Ostscout, Ostsol, Black Knight*) – Connaught
- 2861 – HildCo Interplanetary
(*Victor, Pillager*) – St. Ives
- 2862 – StarCorps Industries
(*Warhammer, Emperor, Highlander*) – Son Hoa



A Grasshopper, Cicada, Catapult and a Whitworth, all victims of the Succession Wars, advance across the desert.

This severe loss of BattleMech production capacity has forced the Great Houses of the Inner Sphere to do more with less. While refit kits have long been available for the majority of BattleMech models, a number of defense contractors have recently introduced significantly more complex refit kits. Refit kits are generally restricted in the scope of change they offer, focusing primarily on changing existing weapons, heat dissipation capacity, and the amount of armor carried. These kits can often be completed in the field with minimal access to support facilities.

However, a number of these newly introduced refit kits require access to a true BattleMech maintenance facility. Such facilities are most often found aboard military class DropShips as well as on major military installations and industrial centers. These advanced refit kits allow radical changes to be made to the weaponry, engine rating, and even the jump capacity of a given model. In many cases, this gives an existing 'Mech an entirely new role on the battlefield. Alshain Weaponry's PNT-9Y refit is an excellent example of one of these new sophisticated retrofits.

With the loss of Diplan 'Mechyard's JR7-D *Jenner* assembly lines, the Draconis Combine Mustered Soldiery was left without a fast, jump-capable 'Mech. In fact, unlike the other four Great Houses, the Draconis Combine lacks production facilities for even the commonplace 20-ton *Stinger* or *Wasp* BattleMechs. As the number of *Jenners* continued to dwindle, the Procurement Department of the DCMS turned to Alshain Weaponry, the sole remaining producer of light 'Mechs in the Combine, for a solution.



Built by Diplan 'Mechyards, the JR7-D Jenner was produced until the factory on Ozawa was destruction in 2837.

Lacking the advanced equipment and technical expertise to build an entirely new assembly line, the engineers at Alshain Weaponry chose to modify one of their existing *Panther* lines instead. Replacing the *Panther's* original Hermes 140 fusion engine with a GM 210, the PNT-9Y has a top speed of well over 90 kph, giving it the speed a scout 'Mech requires. Jump capacity has also been increased to a full 180 meters. To accommodate these changes, the Lord's Light PPC is replaced by a lighter and less heat intensive Harmon heavy laser while the Telos Four-Shot is downgraded to a Bical Twin-Rack. The end result is a fast, heavily armored and well-armed scout BattleMech also capable of serving as a striker or

in a pursuit lance, all roles the standard PNT-9R is unable to fulfill.



The original TBT-5N produced by Corean Enterprises.

Corean Enterprises has done something similar with their TBT-6P *Trebuchet* refit. Increasing both speed and jump capacity has transformed the *Trebuchet* into a highly mobile fire support platform capable of accompanying fast moving reconnaissance elements, or even serving as the command unit for such formations. Carrying armor equivalent to that of the vaunted *Phoenix Hawk*, but weighing 50 tons, the TBT-6P is the heaviest BattleMech available capable of such high speeds while its bulk allows it to absorb a tremendous amount of punishment as compared to other scout 'Mechs.

On the other end of spectrum is the WHM-6W *Warhammer* refit issued by StarCorps Industries. Instead of offering greater mobility, this refit focuses instead on increased firepower and superior heat dissipation. Replacing the Vox 280 with a smaller, lighter GM 210, the same engine used by the upgraded 35-ton *Panther*, the -6W adds an additional shoulder mount SRM-6, allowing it to fire a devastating salvo of twelve short range missiles. Two Donal PPCs, matched Magna Mk. II medium lasers, and paired Firestorm

flamers round out the potent weapon loadout. Two heat sinks have also been added along with a 20% increase in overall protection, making the -6W an even more deadly, albeit slower, design than the original.

These extensive modifications to existing designs represents a fundamental shift in BattleMech production. Whereas the Star League traditionally commissioned entirely new designs to fulfill specific needs within the SLDF, the Great Houses have been forced instead to modify their limited number of BattleMechs to fulfill a much broader range of use. This not only allows them to maximize their limited production capacity but also ameliorates the extensive logistical requirements of using a large variety of different designs.

Whereas a typical SLDF Battlemech battalion could easily contain over two dozen different models, the armies the Successor States now field feature significantly fewer designs. The DCMS Battlemech units, for example, are dominated by only a dozen different types of BattleMechs. This reduction allows a given unit to stock considerably fewer components than a much more diverse force making maintenance, supply and repair much easier and resulting in a unit that can stay in the field for extended amounts of time.

This is especially critical given the precipitous decline in available Faster-Than-Light transport. The ability to keep an army in the field sufficiently supplied when engaged on a hostile world depends almost exclusively on JumpShip and DropShip transportation and it is one of the reasons the BattleMech remains essential to any major combat operation. Ton-for-ton the BattleMech is by far the most effective unit any military force can utilize. Conventional armor and infantry units while significantly less expensive and still well within the ability of the Successor States to manufacture and outfit, require roughly three times the logistical support of BattleMechs. With their reliance on internal combustion engines, the fuel requirements alone of armor and motorized infantry units presents a daunting logistical challenge for any commander. Coupled with their heavy dependence on munition based weaponry, keeping a conventional unit in the field for any amount of time requires an extensive and reliable supply chain, often one that must extend across multiple star systems. Consequently, conventional forces are primarily used as garrison forces and relegated at best to support roles for operations such as planetary assaults and raids.

In the absence of another widespread conflict, such as the First and recently ended Second Succession War, it is highly unlikely there will be a substantial further reduction in BattleMech output or that the overall level of

technology will decline beyond its current base level. Defiance Industries' massive complex on Hesperus II has already been attacked no less than eight times and each attempt has failed. These attacks have included attempts at siege, orbital bombardment, fast raids and protracted ground assaults conducted by veteran troops. All of the Great Houses are keenly aware of the value of each of their remaining BattleMech assembly lines and invariably these installations are all well-guarded by experienced warriors armed with the best possible equipment.

However, only a small handful of these factories are truly self-sufficient. Corean Enterprises' facility on the capital world of the Federated Suns, New Avalon, being a prime example. Producing the chassis, fusion engine, jump jets, armor, as well as all of the electronics, Corean Enterprises has only to import the weapons, which are readily available from any number of other defense contractors, in order to complete the assembly of its 35-ton *Valkyrie*. Earthwerks Incorporated's Keystone plant, Luthien Armor Works, located on the capital of the Draconis Combine, and Ceres Metals Industries facility on Capella are also examples of largely self-reliant BattleMech production lines.

On the other end of the spectrum are companies such as Ronin Incorporated and Blue Shot Weapons who make nothing but the chassis of the 'Mech itself. Companies such as these are entirely reliant on an extensive network of subcontractors for the fusion engines, armor, weapons and electronics necessary to make a fully functional war machine. They are, in effect, little more than assembly points where components sourced from throughout their respective House, and sometimes even beyond, are simply put together.

Most factories lay somewhere between the two extremes and also reveal the legacy of the fallen Star League. The GRF-1N *Griffin*, while first manufactured by Earthwerks Incorporated, has spread throughout the Inner Sphere and is now also produced by Defiance Industries, Victory Industries, Kallon Industries and Brigadier Corporation. Other designs such as the *Stinger*, *Wolverine*, and *Warhammer* are also produced by numerous companies spread throughout the Great Houses. Most, if not all of these, are directly attributable to the vast network of contractors used by the SLDF to supply and equip its massive military. The disintegration of the Star League left these factories spread across the five warring Houses, in many cases producing the same exact model across the newly established State borders.

Herein lies the House Lords' greatest vulnerability. While the BattleMech factories themselves are

consistently guarded by elite troops, critical subcontractors are considerably more exposed. The most obvious among these are the few remaining dedicated producers of fusion engines. Edasich Motors, Magna Metals Incorporated, General Motors, and Dow-Nexus Fusion Products being excellent examples. Producers of ballistic weapons, munitions, armor, and even communications and targeting and tracking systems are much less likely to cause serious supply disruptions due to the sheer number of companies engaged in these areas. These components are also commonly used in the construction of conventional military vehicles and their manufacture is still well understood.



The most common military DropShip, the Union-class, carries 12 BattleMechs along with a pair of aerospace fighters.

The last point of vulnerability is in the transport of BattleMechs, specifically the military DropShips designed to carry, deploy and maintain them. While there are numerous DropShips capable of carrying BattleMechs as cargo, only three designs have survived the destruction of the Succession Wars that are capable of deploying BattleMechs in atmosphere. These DropShips are also heavily armed and armored, and contain the facilities necessary to maintain and repair BattleMechs. In addition, they carry numerous AeroSpace fighters for both offensive and defensive purposes making them an absolutely indispensable part of any invasion force.

The *Leopard*-class DropShip carries four BattleMech as well as a pair of aerospace fighters. There are only three remaining shipyards capable of producing this small DropShip. Irian Technologies on Clipperton, Bowie Industries on Alarion, and Federated-Boeing Interstellar

on Galax. The *Union*-class, by far the most common 'Mech carrier, is made by Irian Technologies, Matabushi Incorporated on Avon, Earthwerks Incorporated's Ares plant, Bowie Industries, and Federated-Boeing Interstellar. The massive *Overlord*-class, capable of carrying a full battalion of BattleMechs along with a squadron of aerospace fighters, is reserved almost exclusively for planetary assault. The appearance of an *Overlord* in atmosphere almost always signals the beginning of a major campaign. Only three shipyards remain capable of constructing the 9,700 ton *Overlord*-class DropShip: Shipil Company on Skye, along with Matabushi Incorporated and Earthwerks Incorporated.

The ability to be "dropped" in atmosphere is one of the qualities unique to BattleMechs, giving them a distinct advantage. Often they are "dropped" in order to establish a secure landing zone or to achieve tactical surprise. Coupled with their ability to transverse virtually any type of terrain, including water, heavy forests, and even mountains, BattleMechs provide the greatest tactical flexibility of any type of unit. Powered by fusion reactors and mounting powerful energy, ballistic and missile weapons, the BattleMech's mobility often allows it to out maneuver conventional forces while at the same time offering greater firepower and superior protection.

With the loss of the last functional WarShip in 2853, the ability to simply level a factory, or some other target, from orbit has disappeared as well. The long range indiscriminate destruction wrought by the massive naval autocannons, lasers, particle cannons and capital missiles carried by WarShips is now a thing of the past. Coupled with the reduced industrial capacity of the Successor States, any future conflict will likely be low-intensity as compared to the mass destruction of the two most recent wars. This in of itself elevates the BattleMech into an even more prominent role within the militaries of the Great Houses.



WarShips conduct a burn to take orbit around a planet.

However, even as the role of the BattleMech in warfare becomes increasingly important, the number of BattleMech regiments fielded by the Great Houses has been steadily declining for decades. Today's typical BattleMech assembly line produces on average only a scant two dozen units per year.

At one extreme lies the Corean Enterprises' *Valkyrie* line on New Avalon. Capable of producing 130 units per year, it is one of the few remaining fully automated factories left. During the height of the Star League such factories were common, but with the loss of technology this factory has become more and more of a black box. The Federated Suns has recently begun an in-depth studying this facility with the help of nearby faculty from Albion Military Academy. If the advanced robotics and automation systems can be understood and replicated, these techniques could be applied to other assembly lines potentially resulting in a dramatic increase in both efficiency and output.

At the other end lay such facilities as the HildCo Interplanetary's facility on St. Ives. Once a major producer of both spacecraft and BattleMechs for the Star League, the Succession Wars has taken a tremendous toll on their ability to continue operations. Currently, Hildco Interplanetary only retains the ability manufacture their trademark HildCo Model 12 jump jets as well as few assorted repair parts. The plant on St. Ives remains unable to manufacture even their own HildCo Type 5 chassis used in building the *Victor* assault 'Mech. As a sign of just how desperate the situation is, HildCo Interplanetary provides generous financial support to most any salvage mission aimed at recovering the lost technologies of the Star League in hopes of being able to one day rebuild their decimated industrial base. In the meantime, the facility of St. Ives serves primarily as a maintenance and repair facility for civilian and military spacecraft as well as CCAF BattleMechs.

The combined military-industrial capacity of the Great Houses is no longer able to support the number of BattleMechs regiments fielded by their militaries. For example, shortly after the fall of the Star League, the Free Worlds League Military had almost 100 BattleMech regiments on its roster. Since that time that number is down by almost a third, to closer to 70 operational regiments, and is expected to decline even further. The total combined annual BattleMech output of the Free Worlds League is approximately 500 units. Given the FWLM maintains roughly 8,000 BattleMechs, they can only replace about 6% of their forces a year and even that assumes optimal conditions.



The Free Worlds Legionnaires parade through the streets.

It becomes quickly apparent that, over the long term, any prolonged military action involving large numbers of BattleMechs will result in permanent losses. Assuming 2% of a BattleMech regiment is undergoing routine refurbishment at any given time, it has a fighting strength of 106 BattleMechs. Due to orbital bombardment, tactical nuclear weapons, and other forms of mass destruction, a number of units fighting in the First Succession War experienced equipment losses of 70% or higher. By the Second Succession War average unit equipment losses were maxing out closer to 50% but the systematic salvage and repair of both lost and captured BattleMechs pushed the effective rate down further to approximately 35%. This rate translates roughly into the loss of entire battalion worth of BattleMechs per regiment on the front lines of a war zone. At this rate of loss, even given the entire industrial output of the Free Worlds League for an entire year, only enough BattleMechs could be produced to support 13 frontline BattleMech regiments. The DCMS Fourth Sword of Light, the LCAF Fourth Royal Guards, Ninth Arcturan Guards, and Tenth Skye Rangers are but a few of the famous BattleMech regiments disbanded or destroyed over the past few decades due to the inability to replace lost equipment after suffering heavy losses.

Given these numbers and barring any unforeseen technological advancements, it seems likely the House militaries will stabilize between 40 – 60 BattleMech regiments depending on their production capacity. The Federated Suns will likely remain at the high end, while the Draconis Combine, with the most limited production capacity, will stabilize near the low end. Even this assumes combat doctrine will adopt an acceptable loss percentage closer to 30% and that an emphasis on salvage and repair will increase the successful reclamation of damaged units closer to the 50% mark.

This would result in a given BattleMech regiment permanently losing only about 15 units per year during operations. And even this number assumes only roughly half of the BattleMech regiments of a given army will be engaged in combat operations during any particular year.

If the analysis is correct, it virtually guarantees a fundamental shift in the nature of how warfare will be conducted in the future. Smaller scale engagements with increasingly conservative commanders will degrade the likelihood of any major offensives and consequently of any significant changes in the currently established borders. However, a prolonged period of relative peace could allow the House militaries to rebuild their armies at the rate of 3 -4 regiments a year, although ongoing maintenance of these forces would continue to present an almost insurmountable challenge. Nonetheless, it could embolden the House leaders to prosecute major offensive operations, likely targeting the few remaining BattleMech factories, as is evidenced by the continued attempts of the DCMS to damage, destroy, or capture the facility on Hesperus II.

Already efforts by companies such as HildCo Interplanetary and the Albion Military Academy demonstrate the premium placed upon the re-acquisition of Star League production practices, advanced material manufacture, and other lost technologies. If such information is recovered, likely from a lost or damaged Star League memory core, the possessor of this information would almost immediately acquire a huge advantage over those without access to it, potentially resulting in a decisive shift in existing borders, or possibly even the destruction of one of the competing Great Houses.

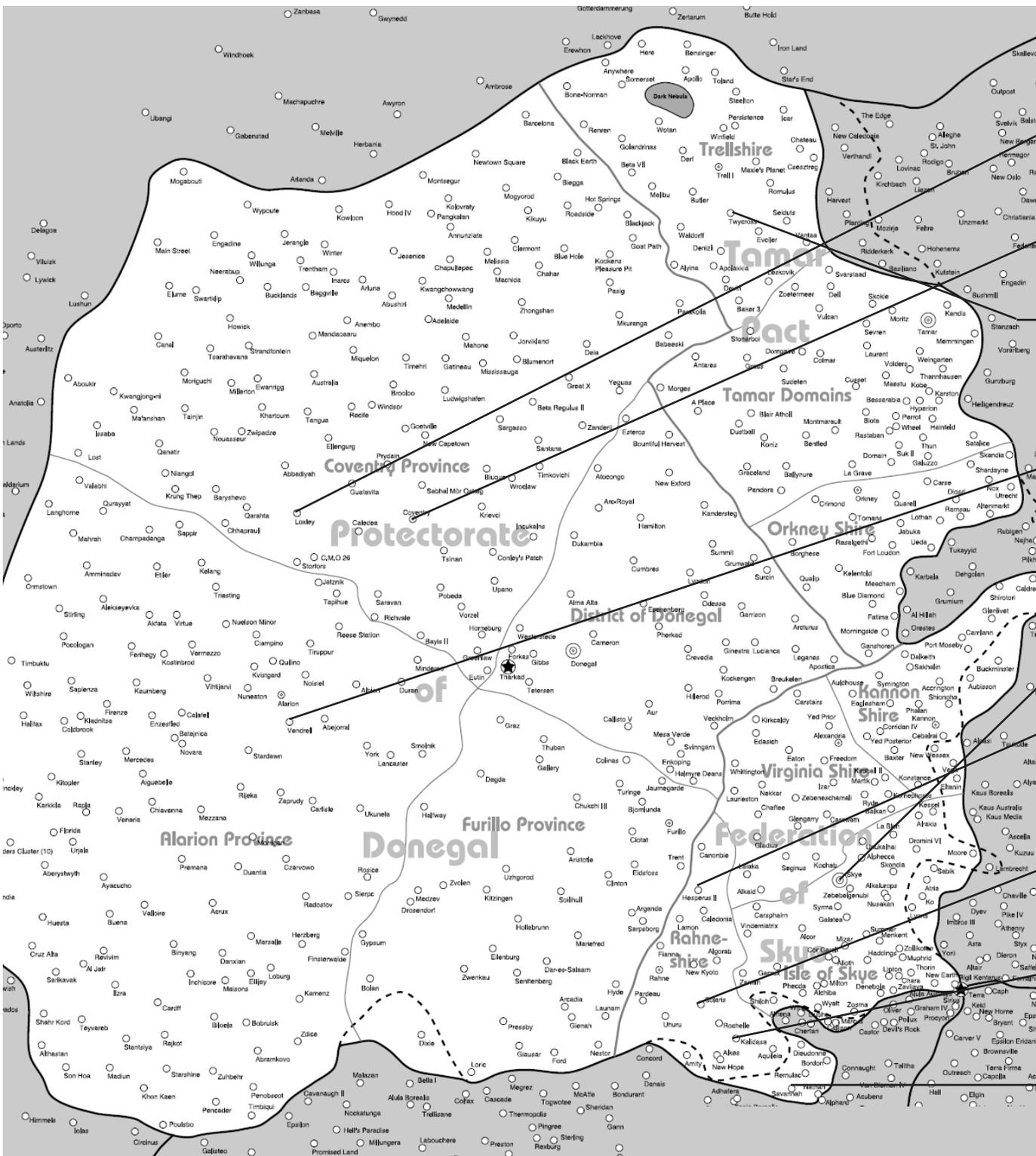
However, if the flames of war can be rekindled once again and the Inner Sphere plunged once more into a general conflagration, it is almost certain to result in further permanent reductions to the size of House BattleMech forces while causing little change to the existing political balance. A situation which can only serve to further the influence of our blessed organization.



The definitive incendiary 'Mech, the FS9-H Firestarter.

**ATLAS OF BATTLEMECH
PRODUCTION COMPANIES AND
MAJOR SUBCONTRACTORS**

RISE OF THE SCAVENGERS



Blue Shot Weapons
STY-2C Starslayer



Coventry Metal Works
STG-3R Stinger
COM-2D Commando
VL-2T Vulcan
PXH-1 Phoenix Hawk



Trelshire Heavy Industries
RFL-3N Rifleman
BLR-1G Battlemaster
STK-3F Stalker



Mountain Wolf BattleMechs
NTK-2V Night Hawk



Argile Technologies
FS9-H Firestarter



Defiance Industries
TRC-4B Chameleon
STN-3K Sentinel
GRF-1N Griffin
ARC-2R Archer
FLS-7K Flashman
ZEU-6S Zeus



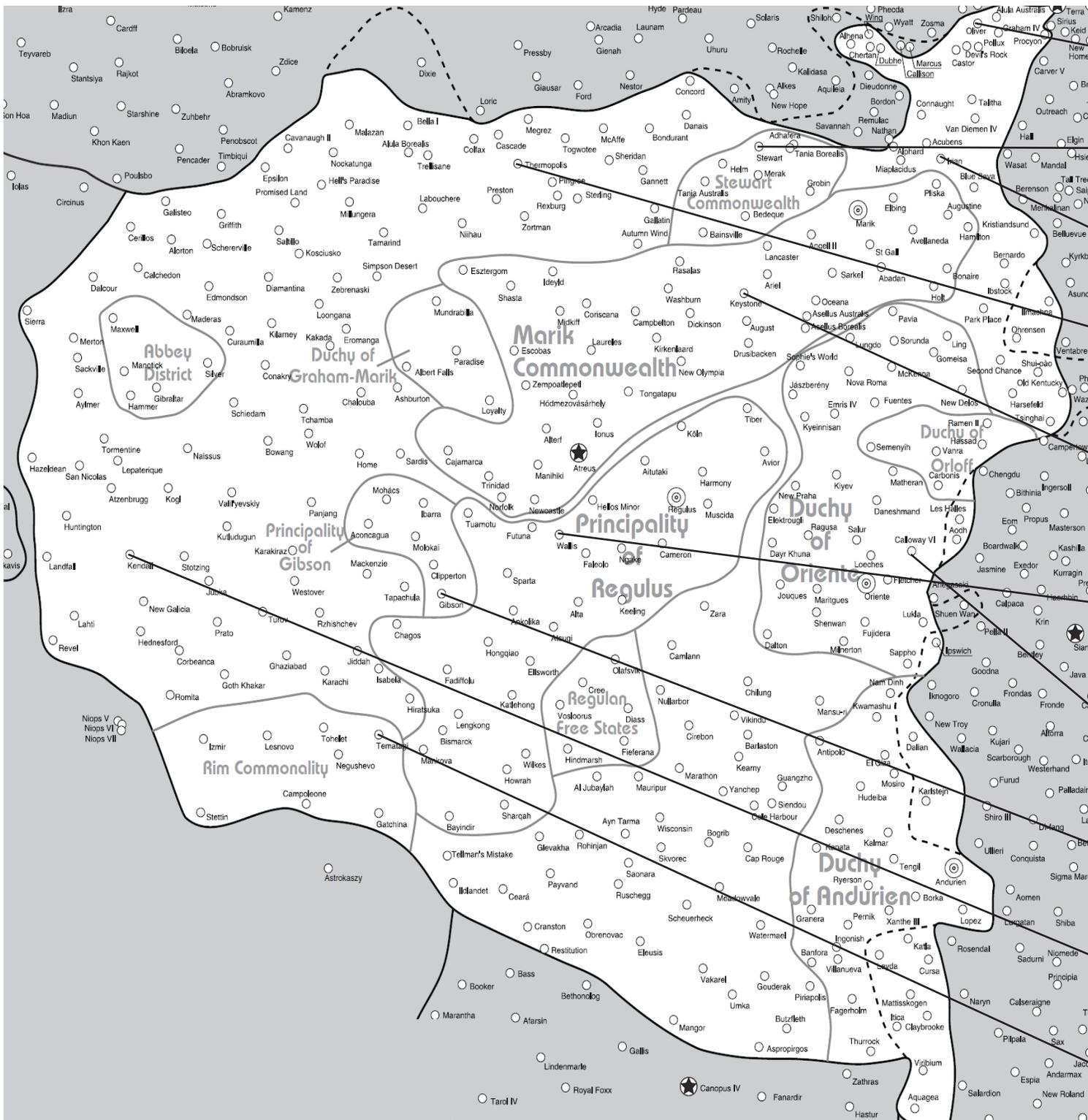
Blue Shot Weapons
LNX-8Q Lynx



Kali Yama Weapons
WSP-1A Wasp
HBK-4G Hunchback
ON1-K Orion



Technicon Manufacturing
QKD-4G Quickdraw
AWS-8Q Awesome



Brigadier Corporation
 SCP-1N Scorpion
 GRF-1N Griffin
 CRD-3R Crusader
 GOL-1H Goliath



Corean Enterprises
 LCT-1V Locust
 TBT-5N Trebuchet
 GOL-1H Goliath



Irian BattleMechs
 HER-2S Hermes



Kallon Industries
 WVR-6R Wolverine



Earthwerks Incorporated
 STG-3R Stinger
 PXH-1 Phoenix Hawk
 GRF-1N Griffin
 TDR-5S Thunderbolt
 BLR-1G Battlemaster
 THG-10E Thug



Ronin Incorporated
 WHM-6R Warhammer
 MAD-3R Marauder



Earthwerks Incorporated
 STG-3R Stinger
 SHD-2H Shadow Hawk
 ARC-2R Archer



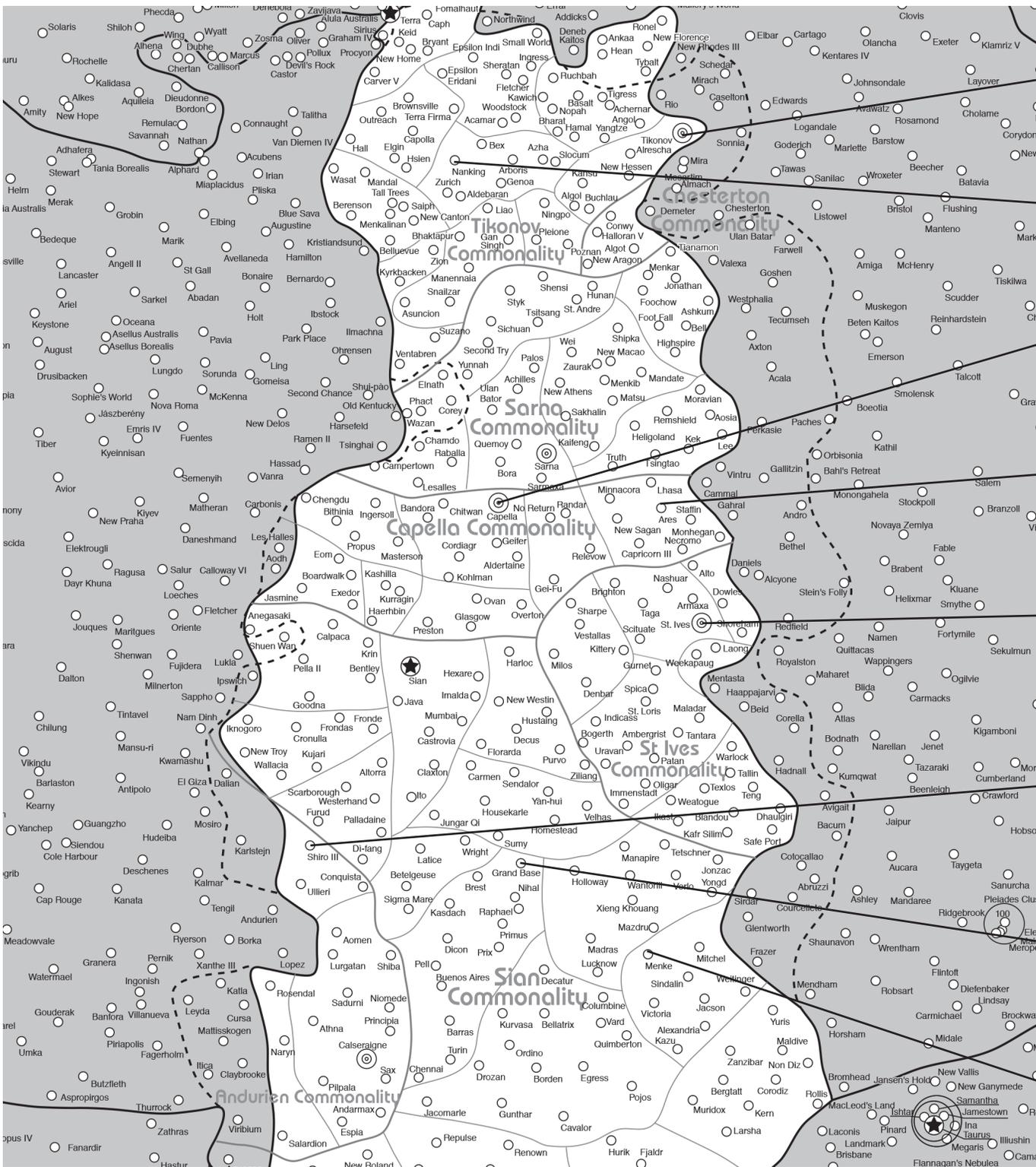
**Free Worlds League
 Defense Industries**
 LCT-1V Locust
 WVR-6R Wolvertine



Kali Yama Weapons
 ON1-K Orion



Nimakachi Fusion Products
 SDR-5V Spider
 VL-2T Vulcan



Earthwerks Incorporated
TDR-5S Thunderbolt



Kallon Industries
WVR-6R Wolverine
CRD-3R Crusader
JM6-S JagerMech



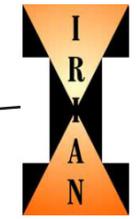
Ceres Metals
VND-R Vindicator



Bergan Industries
LCT-1V Locust
STG-3R Stinger



StarCorps Industries
WHM-6R Warhammer
LGB-7Q Longbow



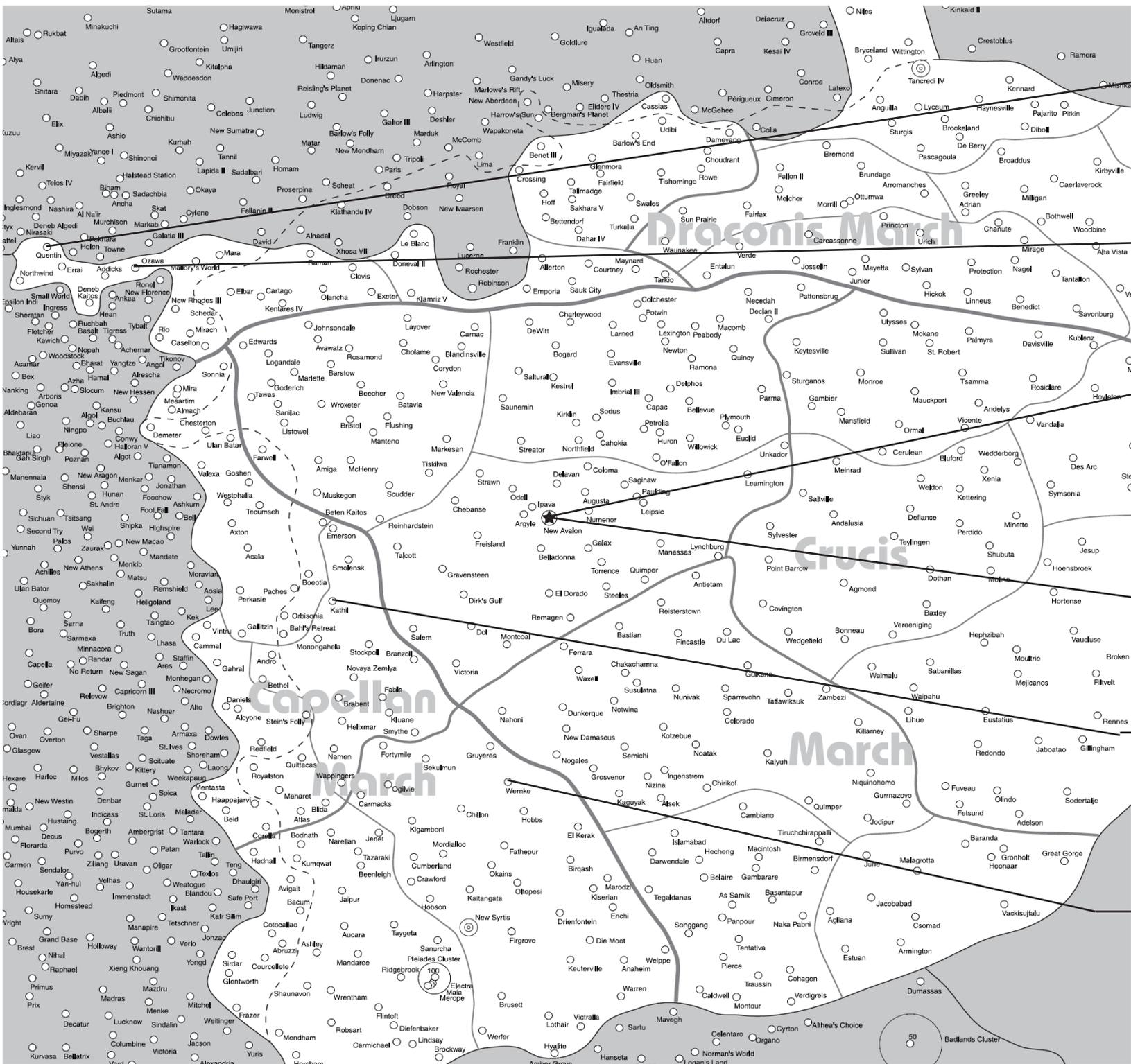
Irian BattleMechs
WSP-1A Wasp
HER-2S Hermes II



Earthwerks Incorporated
STG-3R Stinger



StarCorps Industries
WHM-6R Warhammer



Independence Weponry
 MAD-3R Marauder
 VTR-9B Victor
 AS7-D Atlas



General Dynamics
 THG-10E Thug



Achernar BattleMechs
 LCT-1V Locust
 WSP-1A Wasp
 PXH-1 Phoenix Hawk
 ENF-4R Enforcer
 DV-6M Dervish



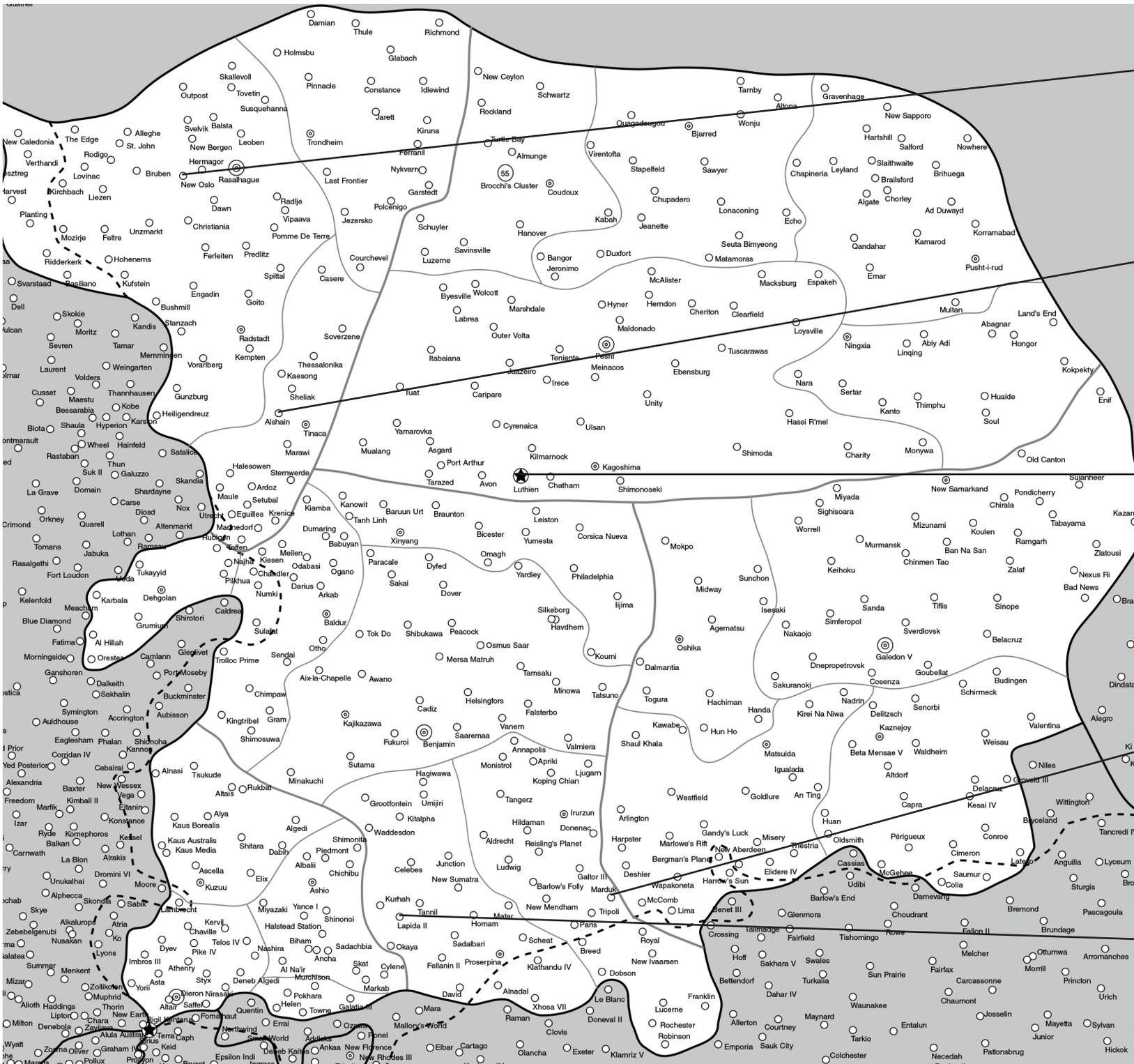
Corean Enterprises
 VLK-QA Valkyrie



General Motors
 MAD-3R Marauder



Kallon Industries
 ENF-4R Enforcer
 GRF-1N Griffin
 RFL-3N Rifleman
 JM6-S JagerMech



Alshain Weapons
PNT-9R Panther



Alshain Weapons
PNT-9R Panther



Luthien Armor Works
DRG-1N Dragon
LNC25-02 Lancelot
QKD-4G Quickdraw
CGR-1A1 Charger



General Motors
MAD-3R Marauder



Nimakachi Fusion Products
WHM-6R Warhammer

BATTLEMECH REFITS

RISE OF THE SCAVENGERS

LCT-2D Locust

History:

One of the most common, and lightest, 'Mechs in existence, the *Locust* was first built by Bergan Industries in 2499. The key to its success and long life is its combination of superior speed and heavy armor. Its major weakness is its lackluster firepower. While equivalent to other 'Mechs of similar weight, a *Locust* pilot will find himself outgunned by just about everything else on the field.

Originally designed as a reconnaissance 'Mech, the *Locust* is fast enough to get where it needs quickly, and perhaps more importantly, get away just as fast.

Just over 100 years later, Bergan Industries would launch their first Third Generation BattleMech, the CHP-1N *Champion* in 2602. Weighing three times as much as the *Locust*, but keeping the same design aesthetic, the *Champion* featured the latest advances in composite armor, an improved missile fire control system, and a lightweight, extended range autocannon licensed from Lubalin Ballistics.

While Bergan Industries was able to sell *Locusts* to all of the Star League Member States, due to the advanced technology used by the *Champion*, it was restricted to SLDF use only. Ironically, with the destruction of Bergan Industries' New Earth plant during the Amaris Civil War, and the subsequent technological decline, the *Champion* has slowly disappeared from Inner Sphere while its low tech little brother, the *Locust*, lives on.

In fact, after the fall of Star League, Bergan Industries sold production licenses for the *Locust* to Achernar BattleMechs, Corean Enterprises and the Free Worlds League Defense Industry, as well as to number of companies located in the Periphery.

Capabilities:

With the loss of many of the BattleMech manufacturing centers throughout the Inner Sphere from the ongoing Succession Wars, the *Locust* has been forced into new roles on the battlefield. Now assigned to the front lines, the *Locust* is often required to engage heavier 'Mechs in holding actions until reinforcements can arrive to relieve it. Originally armed with a single medium laser and a

pair of anti-infantry machine guns, the LCT-1V simply lacked the firepower to engage other units with any chance of success.

The LCT-2D variant gives the venerable *Locust* a fighting chance on the modern battlefield. Replacing the original LTV 160 fusion engine with a lighter Hermes 140, the -2D carries significantly more firepower with only a slight reduction in mobility.

Still capable of maintaining a top speed of almost 120 kph, and retaining its formidable armor, the -2D carries a complement of three Martell medium lasers backed up by a pair of Diverse Optics Type 10 small lasers giving it triple the firepower of the original.

In addition, the use of an exclusively energy based weapons load out dramatically increases its survivability by eliminating the possibility of a catastrophic ammunition explosion.

One of the most commonly overlooked features of the *Locust* is its relatively spacious cockpit when compared against other 'Mechs of the same weight. This means a scout who can stay alert longer when on extended patrols of the countryside. The reverse canted legs and large, fully articulated feet also provide an unusually smooth and stable ride for such a swift machine.

The *Locust* is also well equipped for night operations. Most models feature a directional searchlight mounted above the cockpit that is directly integrated with the O/P 911 targeting and tracking system. In addition the O/P 911 features infrared and seismic sensor arrays.

Variants:

Aside from the original -1V model, at least three other variants of the *Locust* are commonly found among the armies of the Great Houses.

In 2567, engineers in the Lyran Commonwealth introduced the LCT-1S version. Carrying a Bical SRM Twin-Rack in each arm, it retains the center torso mounted medium laser. However, the increased firepower comes at the expense of the 1/Star Slab armor, which is replaced with the thinner Durallex Light.

The most radical version of the *Locust*, the LCT-1M, was pioneered by Achernar BattleMechs on New Avalon and began production in 2571. Removing the arm mounted machine guns in favor of a pair of Holly LRM-5s and keeping the medium laser, the -1M is protected by only a single ton of armor. Useful only as a light and fast fire support platform, the -1M can easily be rendered inoperable by any opposing unit, including even infantry. Due to its fragility, it is the most uncommon variant, found primarily among House Davion's Ceti Hussars and other similar units styled after the SLDF light horse regiments.

The -1E, first produced in 2811, carries a Magna Mk II medium laser and its smaller brethren, the Magna Mk I, in each arm and eliminates the centerline medium laser. It retains its trademark heavy armor and marks the first attempt to make the *Locust* a front line fighter.

Current Manufacturers:

The Lyran Commonwealth is the only Successor State that does not produce *Locust*.

Bergan Industries
Ares – Capellan Confederation

Achernar BattleMechs
New Avalon – Federated Suns

Corean Enterprises
Stewart – Free Worlds League

Free Worlds League Defense Industry
Gibson – Free Worlds League

Model	Cost	BV	PV
LCT-1V	1,511,200	432	14
LCT-1M	1,535,200	424	15
LCT-1S	1,511,200	440	14
LCT-1E	1,574,200	553	15
LCT-2D	1,590,200	617	???

Alpha Strike Statistics

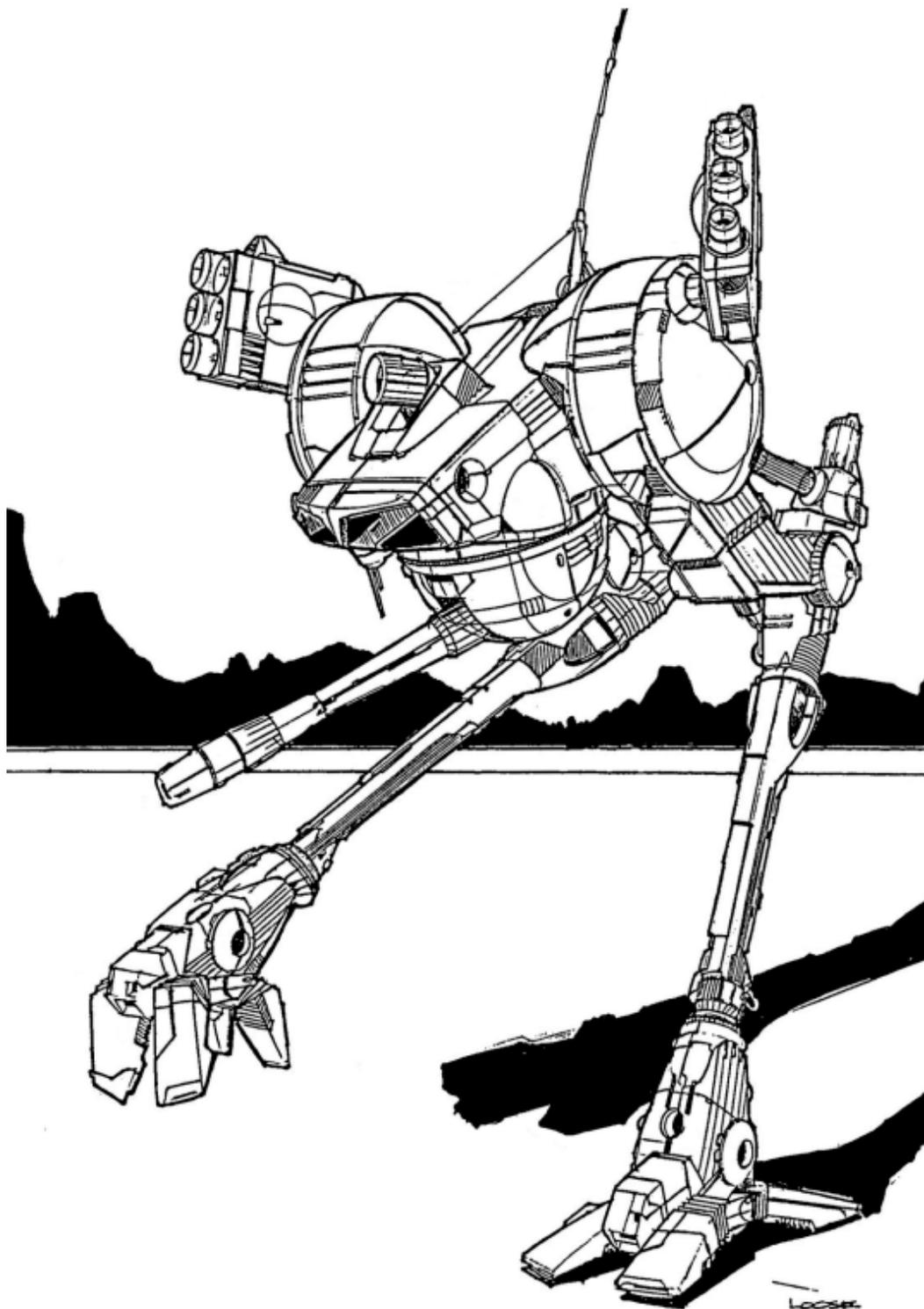
TP: **BM** SZ: **1** TMM: **+3**
MV: **14"** Role: **Striker**
Damage S: **3** M: **2** L: **0**
OV: **0**
Armor: **0 0**
Structure: **0 0**
Special: **ENE**

Mass: 20 tons
Chassis: Bergan VII
Power Plant: Hermes 140
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: None
Jump Capacity: None
Armor: 1/Star Slab
Armament:
 3 x Martell Medium Laser
 2 x Diverse Optics Type 10 Small Laser
Original Manufacturer: Bergan Industries (2499)
Communications System: Garret T10B
Targeting and Tracking System: O/P 911

Type:	LCT-2D Locust		<i>Tons</i>
Tonnage:	20 tons		
Internal Structure:			2.0
Engine:	Hermes 140		5.0
Walking MPs:	7		
Running MPs:	11		
Jumping MPs:	0		
Heat Sinks:	10		
Gyro:			2.0
Cockpit:			3.0
Armor Factor:	64		4.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	6	
Center Torso:	6	10/2	
Rt./Lt. Torso	5	8/2	
Rt./Lt. Arm	3	5	
Rt./Lt. Leg	4	8	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	CT	1	1.0
Medium Laser	RA	1	1.0
Small Laser	RA	1	0.5
Medium Laser	LA	1	1.0
Small Laser	LA	1	0.5



STG-4S Stinger

History:

Another of the early scout BattleMechs, the *Stinger* was introduced in 2479 by Earthwerks Incorporated, only eight years after General Mechanics began mass producing the *Wasp*. In fact, because of the extensive similarities between the two machines, General Mechanics pursued a copyright infringement case against Earthwerks before finally abandoning the case 20 years later due to escalating legal costs.

However, it is generally accepted that since Earthwerks debuted the 70-ton *Archer* BattleMech five years earlier, that the *Stinger* was their own legitimate in house design. There is little doubt, however, the Chilton 360 jumps jets used by the *Stinger* benefited greatly from the exhaustive troubleshooting General Mechanics was forced to conduct on the problematic Rawlings 52 jump jets used on the *Wasp*.

Designed as scout, the *Stinger's* jump capability is what sets it apart. Lightly armored and equally lightly armed, the *Stinger* is not designed for sustained fighting, but rather to locate a target and call in heavier units.

The *Stinger* often serves in another role as well, that of a training 'Mech for MechWarriors. Due to its relatively low cost and the sheer number of them produced annually, many pilots throughout the Inner Sphere's first experience in the cockpit of a BattleMech was in a STG-3R *Stinger*. Given its prolific production, it may one day surpass Defiance Industries' TRC-4B *Chameleon* as the most common, though certainly not the best, training 'Mech out there.

Earthwerks Incorporated has licensed production of the common -3G to both Bergan Industries and Coventry Metal Works.

Capabilities:

A good scout is a fast scout, and in this regard the *Stinger* is lackluster. Originally designed with a top speed of 97.2 kph, there are many BattleMechs weighing twice as much that can match both its speed and jump capability while carrying significantly more firepower at the same time.

The Star League Defense Force recognized just this shortcoming and commissioned a special variant of the *Stinger* for use by its vaunted Royal Divisions. Increasing the speed, jump capability, and firepower by using an advanced lightweight engine and composite internal structure, the STG-3Gb, along with the LCT-1Vb, set the bar for what a 20-ton BattleMech could offer. Unfortunately, these advanced technologies, along with innumerable others, were lost in the aftermath of the fall of the Star League.

The STG-4S *Stinger* seeks to reclaim some of the glory of its vaunted Royal cousin. Replacing the GM 120 with a Hermes 140 fusion engine and adding an additional vent to the Chilton 360 jump jets, the -4S Stinger is every bit as fast and jump capable as the -3Gb SLDF Royal version.

It retains the full three tons of Riese-100 armor as well. The two LFN Linblad machine guns, and their associated ammunition, have been removed, replaced with a single Diverse Optics Type 10 small laser. It retains the Omicron 3000 medium laser carried in its right arm.

The end result is an exceptional nimble scout 'Mech capable to getting in and getting back out of almost any situation while still carrying enough firepower to defend itself if required.

In addition, backed by the huge industrial might of Earthwerks Incorporated, this is one of the few 'Mechs which can claim to have an ample supply of spare parts available throughout the Inner Sphere.

Variants:

The *Stinger* exhibits in unusual lack of variations across the Inner Sphere.

The STG-3G variant removes both of the machine guns in favor of an additional Omicron 3000 medium laser and increases the armor protection to four tons of 1/Star Slab.

Current Manufacturers:

Bergan Industries
Ares – Capellan Confederation

Earthwerks Limited
Grand Base – Capellan Confederation
Keystone – Free Worlds League
Calloway VI – Free Worlds League

Coventry Metal Works
Coventry- Lyran Commonwealth

Model	Cost	BV	PV
STG-3R	1,614,240	359	14
STG-3G	1,662,240	497	14
STG-4S	1,710,149	424	???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+3**
MV: **14j**” Role: **Scout**
Damage S: **1** M: **1** L: **0**
OV: **0**
Armor: **0 0**
Structure: **0 0**
Special: **ENE**

Mass: 20 tons

Chassis: Earthwerks STG

Power Plant: Hermes 140

Cruising Speed: 75.6 kph

Maximum Speed: 118.8 kph

Jump Jets: Chilton 360

Jump Capacity: 210 meters

Armor: Riese-100

Armament:

1 x Omicron 3000 Medium Laser

1 x Diverse Optics Type 10 Small Laser

Original Manufacturer: Earthwerks Incorporated (2479)

Communications System: Datacom 26

Targeting and Tracking System: Dynatec 990

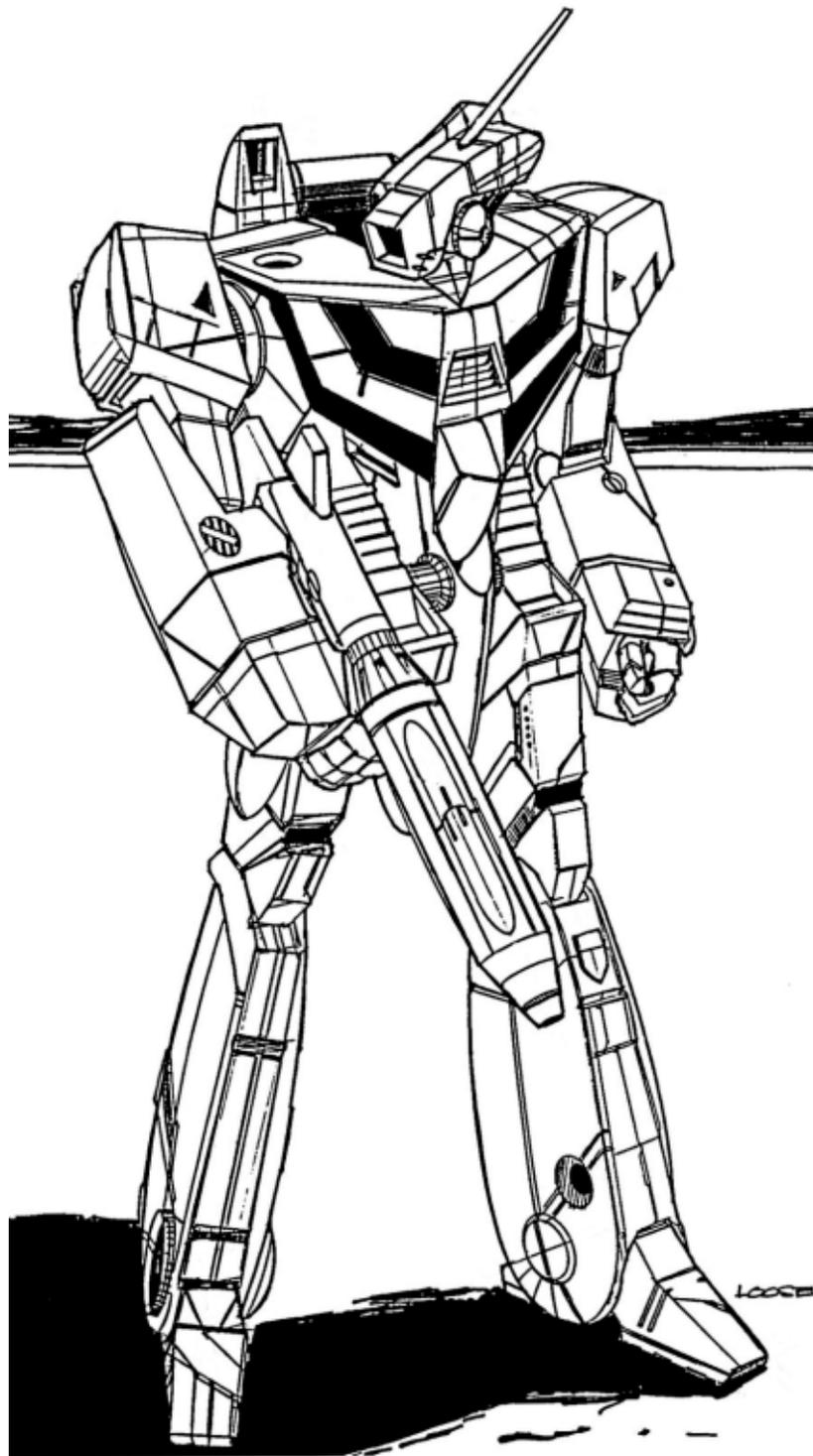
Type: **STG-4S Stinger**

Tonnage:	20 tons	<i>Tons</i>
Internal Structure:		2.0
Engine:	Hermes 140	5.0
Walking MPs:	7	
Running MPs:	11	
Jumping MPs:	7	
Heat Sinks:	10	
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	48	3.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	4
Center Torso:	6	8/2
Rt./Lt. Torso	5	6/2
Rt./Lt. Arm	3	4
Rt./Lt. Leg	4	5

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RA	1	1.0
Small Laser	CT	1	0.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
Jump Jets	CT	1	0.5



WSP-2B Wasp

History:

The *Wasp* is the oldest continuously produced BattleMech in the Inner Sphere. It is also the most common. First built by General Mechanics on Mars in 2464 only a scant 25 years after the introduction of the MSK-5S *Mackie*, it was the first 'Mech to mount jump jets although the technology was fraught with problems at the time.

By 2471, General Mechanics had largely resolved the problems with the Rawlings jump jets, and rolled out the now familiar Second Generation WSP-1A *Wasp*. Often found in the role of scout or raider, the pilot must rely on their jump capability to get them out of harm's way given the mediocre ground speed and light armor of the unit.

With the debut of their 55-ton KTO-19 *Kintaro* in 2587, General Mechanics would go on to be the first company to introduce another new revolutionary BattleMech technology, the Narc Missile Beacon. The *Kintaro* was built from the ground up with a single purpose: to tag enemy units with a missile homing Narc Pod. Once tagged, the Pod serves as a virtual missile magnet drawing missiles to itself and significantly increasing the number of both short range and long range missiles that strike the target. The KTO-19 itself could fire a volley of 12 SRMs and 5 LRMs, but it was almost always accompanied by heavier fire support units, such as *Archers* or even tracked LRM carriers.

General Mechanics' facilities on Mars were believed to have been destroyed in 2767 during the fighting for the Terra system, and in any case, the last munitions plant capable of producing the highly specialized Narc Missile Pods was gone by 2792.

The company's legacy lives on, though. Given the age of the *Wasp* and the sheer number that have been produced over the centuries, anyone who was interested has been able to reverse engineer its construction. Achernar BattleMechs, Irian BattleMechs, Kali Yama Weapons and numerous Periphery based manufacturers all currently produce the *Wasp*.

In addition, General Dynamics recently resurrected the *Kintaro*, building a new facility from equipment decontaminated and salvaged and the ruins of the

famous Diplan 'MechYards on Ozawa. Unfortunately this version, the KTO-18, is a significant downgrade from the original due to the loss of the Narc Missile Beacon.

Capabilities:

Weighing 20-tons and protected with only three tons of Durallex Light armor, the *Wasp* is easy prey for just about any other BattleMech it may encounter. Every reconnaissance pilot knows the value of speed both for covering vast tracts of territory as well as extracting oneself from dangerous situations.

In 2632, Irian BattleMechs commissioned the HER-1S *Hermes* for the Star League Defense Force. Weighing 30-tons with a top speed of over 150 kph, the *Hermes* was the fastest 'Mech ever made. Built on an advanced lightweight chassis, the secrets of its manufacture fell along with the Star League and Irian BattleMechs was forced to end production, replacing it with its heavier and much slower cousin, the HER-2S *Hermes II* beginning in 2798.

The WSP-2B *Wasp* brings back the legendary speed of the HER-1S. Replacing the original GM 120 fusion engine with the more powerful 180 found in the *Vindicator*, the WSP-2B has a top sustained ground speed of a blistering 151.2 kph. Its cruising speed approaches 100 kph, equaling the top speed of the original -1A. The troublesome Rawlings 52 jump jets have been removed to make the space necessary for the larger power plant.

Armed with two Diverse Optics Type 2 Medium Lasers and backed up by an arm mounted Olympian Flamer, it carries twice the firepower of its brother. The medium lasers serve as a deterrent against other light 'Mechs, while the flamer is a strong defensive weapon, especially effective against unarmored targets such as infantry.

Variants:

Engineers working for House Liao introduced the -1L variant in 2799. It replaces both original weapons with a single SRM-4 with one ton of ammunition.

The version used by the Draconis Combine Mustered Soldiery, carrying the -1K designation, replaces the Bical

Twin-Rack with a machine gun and a half ton of ammunition. This allows the armor to be upgraded to the thicker 1/Star Slab commonly found on the *Locust*, giving it a full 25% more protection than the original and providing it with potent anti-infantry capabilities. It was first seen in 2818.

The Federated Suns variant, introduced in 2823, also replaces the Bical Twin-Rack. Twin small lasers and a flamer are mounted in the left torso giving this version significantly more firepower, albeit at a shorter range.

Current Manufacturers:

Achernar BattleMechs
New Avalon – Federated Suns

Irian BattleMechs
Shiro III – Free Worlds League

Kali Yama Weapons
Kalidasa – Free Worlds League

Model	Cost	BV	PV
WSP-1A	1,614,240	384	14
WSP-1L	1,624,320	335	14
WSP-1K	1,614,240	376	14
WSP-1D	1,638,240	403	15
WSP-2B	1,582,440	504	???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+3**
MV: **18"** Role: **Scout**
Damage S: **2** M: **1** L: **0**
OV: **0**
Armor: **OO**
Structure: **OO**
Special: **ENE**

Mass: 20 tons
Chassis: 1A Type 3
Power Plant: GM 180
Cruising Speed: 97.2 kph
Maximum Speed: 151.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Light
Armament:

2 x Diverse Optics Type 2 Medium Lasers
 1 x Olympian Flamer

Original Manufacturer: General Mechanics Incorporated (2464)

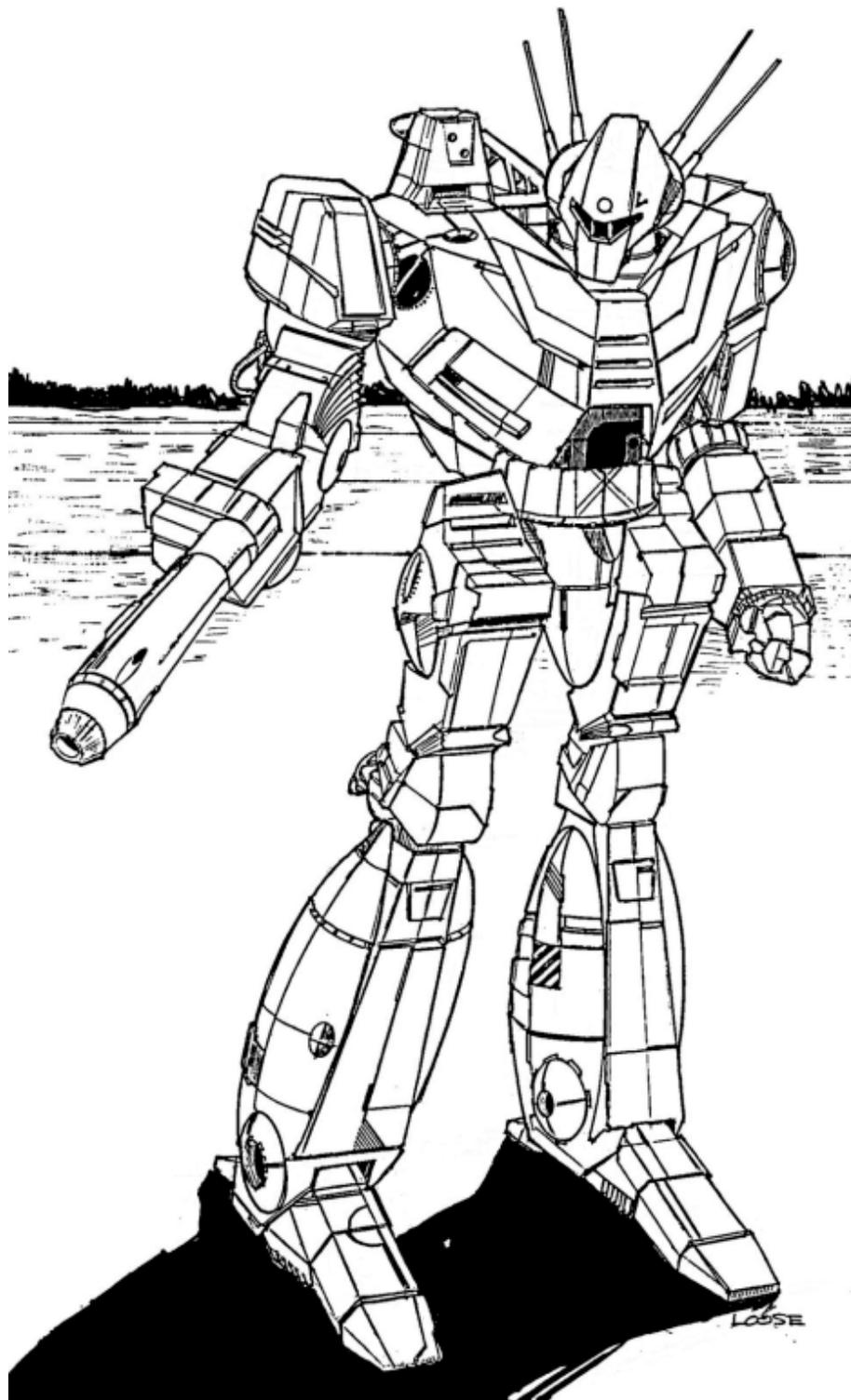
Communications System: Duotek 65

Targeting and Tracking System: Radcom TXX

Type:	WSP-2B Wasp		<i>Tons</i>
Tonnage:	20 tons		
Internal Structure:			2.0
Engine:	GM 180		7.0
Walking MPs:	9		
Running MPs:	14		
Jumping MPs:	0		
Heat Sinks:	10		
Gyro:			2.0
Cockpit:			3.0
Armor Factor:	48		3.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	4	
Center Torso:	6	8/2	
Rt./Lt. Torso	5	6/2	
Rt./Lt. Arm	3	4	
Rt./Lt. Leg	4	5	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RA	1	1.0
Medium Laser	CT	1	1.0
Flamer	LA	1	1.0



COM-2G Commando

History:

The *Commando* was one of the first successful BattleMech designs, beating out the ubiquitous *Wasp* by a single year. In 2463, Coventry Defense Conglomerate, the predecessor to Coventry Metal Works, debuted the first BattleMech designed from the ground up as a scout, the First Generation CMD-1A *Commando*.

Originally armed with a single Odin heavy laser, the -1A *Commando* featured prominently in the first large scale BattleMech battle in the history of the Inner Sphere, which took place on Nox in 2475. During the fighting against the elite DCMS Second Sword of Light regiment, the *Commando* repeatedly engaged and defeated the Combine's 55-ton *Gladiator* BattleMechs forever sealing its place in the heart of the LCAF and causing the DCMS to end production of the humiliated *Gladiator* shortly thereafter.

Five years later in 2480, Coventry Metal Works updated their design with the latest advances in technology, giving it the -1D designation and adding an SRM-6 to complement the existing heavy laser.

Just six years after that, in 2486, Coventry Metal Works unveiled the now familiar COM-2D model changing the 'Mech's role from that of reconnaissance to that of a striker by significantly altering the weapon load out.

The *Commando* is also notable for being among the first BattleMechs designed and produced entirely outside of the Terran Hegemony. In fact, through the adroit political and industrial maneuvering of House Steiner, the *Commando* never made its way out of the Lyran Commonwealth and even the SLDF was never successful in getting their hands on the design.

It should be noted, however, that Coventry Defense Conglomerate's initial foray into BattleMech construction was actually the 90-ton BWP-X1 *Ymir*, which began testing in 2462, just one year before the CMD-1A. They were not able to produce a viable version of the *Ymir* until 2475, which carried the BWP-2B designation, and by that time production of the CMD-1A was well underway.

Interesting enough, Defiance Industries, another Lyran

Commonwealth based defense contractor, was working on their own BattleMech prototype, the BEL-1X *Bellerophon*, as well. Construction of the first one was completed in 2442, and Defiance Industries went on to build three more units before finally abandoning the project entirely due to insurmountable stability problems.

Defiance tried again almost 30 years later, this time partnering with the by now successful Coventry Defense Conglomerate, in a project that would ultimately result in the production of a single EFT-2 *Eisenfaust* prototype. Unfortunately, the *Eisenfaust* turned out to be a thinly armored and clumsy 'Mech, only capable of plodding along at 32kph and carrying a paltry ten rounds for its main weapon, a Class 10 autocannon. This design too was ultimately shelved as unworkable.

Capabilities:

Every large military organization in the Inner Sphere features cavalry units. In fact such highly mobile lightly armored and armed units have existed since the Pharaohs of ancient Egypt on Terra.

Instead of horse pulled chariots or formations of mounted soldiers, the light horse units of today are formed mostly from fast light 'Mechs. The COM-2G is designed to provide fire support to just these kinds of unit. With a sustained top speed of 97.2 kph, it can keep pace with most any 'Mech on the field today. Armed with a pair of Coventry Five-Tube LRM-5s, it can provide fire support against targets over 600 meters away, supporting its lancemates even as it closes.

A pair of Defiance B3M medium lasers mounted one on each arm ensure that when it does close it carries enough firepower to finish to job. In addition, its protection has been increased by 25% courtesy of five tons of Star Guard I making it among the toughest of light 'Mechs.

But what really makes it shine is the TharHes Star Shark targeting and tracking system. Capable of locking onto a target almost a kilometer away, its range and full complement of sensors make it an invaluable addition to any scouting or raiding force. The Star Shark features infrared, electromagnetic, and seismic sensors along with a full 360-degree scanning arc. It can track three

primary and five secondary targets and has target identification. The Star Shark is among the best targeting and tracking systems manufactured in the Inner Sphere.

Variants:

Technically, the COM-1D *Commando* was produced prior to the introduction of the common COM-2D. Nonetheless, it can still be found, albeit rarely, among the forces of the Lyran Commonwealth Armed Forces. Carrying a large laser and an SRM-6, it often serves as a sniper for light 'Mech lances.

Current Manufacturers:

Coventry Metal Works
Coventry - Lyran Commonwealth

Model	Cost	BV	PV
CMD-1D	1,811,250	558	15
CMD-2D	1,823,750	541	15
CMD-2G	1,786,250	660	???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+2**
MV: **12"** Role: **Missile Boat**
Damage S: **2** M: **2** L: **1**
OV: **0**
Armor: **0 0 0**
Structure: **0 0**
Special: **LRM 0*/1/1, IF1**

Mass: 25 tons

Chassis: Coventry Metal Works

Power Plant: Omni 150

Cruising Speed: 64.8 kph

Maximum Speed: 97.2 kph

Jump Jets: None

Jump Capacity: None

Armor: Star Guard I

Armament:

2 x Defiance B3M Medium Laser

2 x Coventry Five-Tube LRM-5

Original Manufacturer: Coventry Defense Conglomerate (2463)

Communications System: TharHes Crystal Flower RG-2

Targeting and Tracking System: TharHes Star Shark

Type: **COM-2G Commando**

Tonnage: 25 tons *Tons*

Internal Structure: 2.5

Engine: Omni 150 5.5

Walking MPs: 6

Running MPs: 9

Jumping MPs: 0

Heat Sinks: 10

Gyro: 2.0

Cockpit: 3.0

Armor Factor: 80 5.0

Structure *Armor*

Head: 3 6

Center Torso: 8 12/2

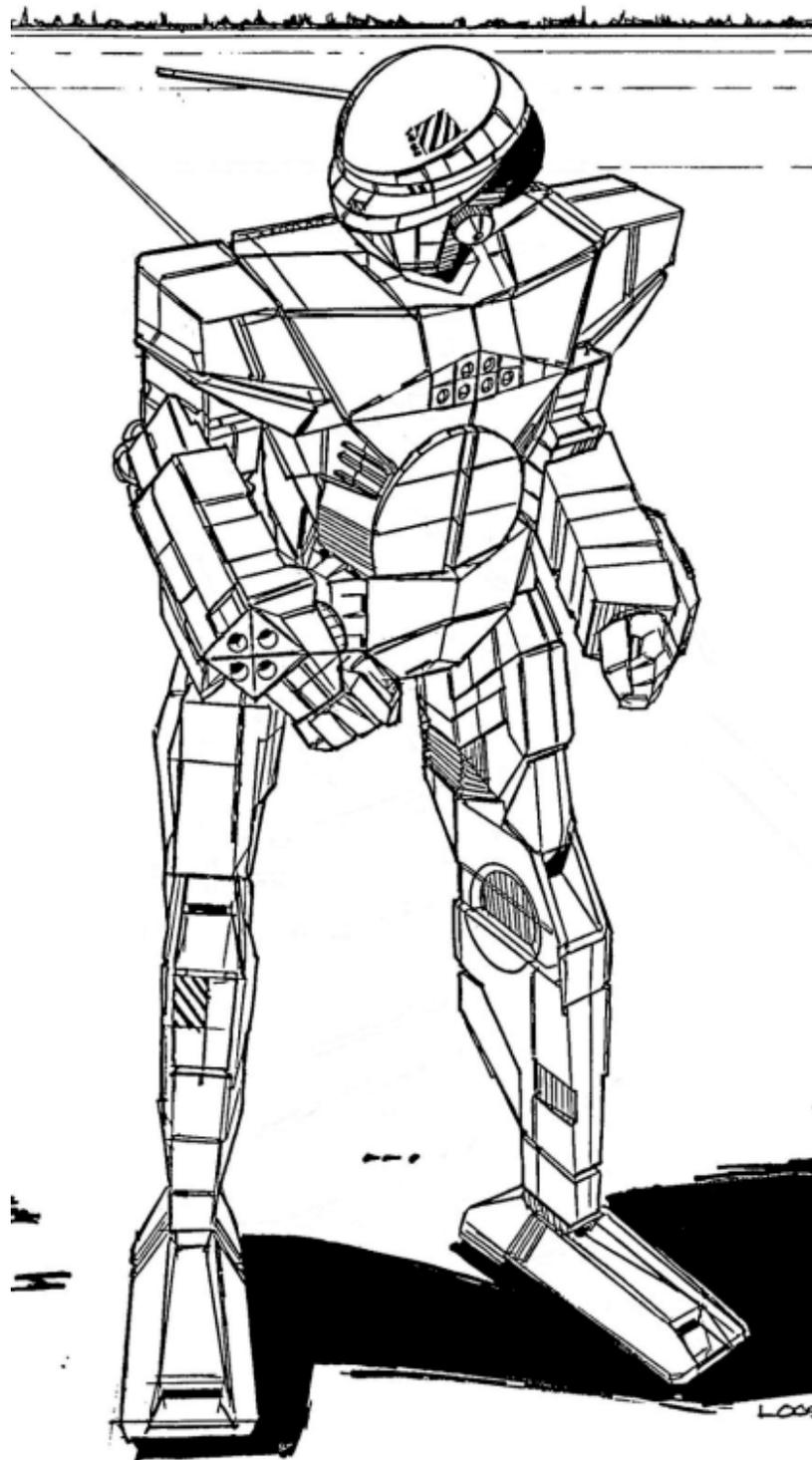
Rt./Lt. Torso: 6 10/2

Rt./Lt. Arm: 4 8

Rt./Lt. Leg: 6 10

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	LA	1	1.0
LRM-5	RT	1	2.0
Ammo (LRM-5) 24	CT	1	1.0
LRM-5	LT	1	2.0
Medium Laser	RA	1	1.0



SDR-6X Spider

History:

When the Quartermaster for the Star League Defense Force Special Operations put out a Request for Proposals for a new light reconnaissance and attack BattleMech, Newhart Industries was the first to respond with the plans for their *Spider*. In reality, Newhart Industries had begun design work on the 30-ton 'Mech prior to the RFP even being issued. As fast as a *Locust* and with a jump capacity even greater than that of the 20-ton *Wasp* and *Stinger*, the *Spider* far exceeded the design minimums put forth by the SLDF.

Graced with all energy based weapons and built with the most reliable parts available, it is the sophisticated Pitban LFT-10 jump jets that really raised the eyebrows of the SLDF Special Operations forces. The ability of the LFT-10s to alter the direction of the 'Mech mid-jump makes the *Spider* an extraordinarily maneuverable BattleMech, perhaps even the most maneuverable 'Mech ever built. This ability alone quickly earned it a home within the vaunted Blackhearts, the elite anti-terrorist division of the SLDF, and delivery of the SDR-5V began in earnest in 2650.

Some thirty years prior, in 2620, Newhart Industries began design and manufacture of the Third Generation 30-ton *Hussar* BattleMech, which went on to become one of the most popular reconnaissance 'Mechs fielded by regular SLDF forces. With a blazing top speed of 151.2 kph, it is actually faster than the *Spider*, but completely lacks any jump capacity. The *Hussar* also carries the dubious distinction of being one of the least armored BattleMechs ever to set foot on the battlefield. Covered with only 1.5 tons of armor, anything that manages to hit the machine stands an excellent chance of crippling it. Armed with a single Newhart turret-mounted extended range large laser and high-efficiency heat sinks, the *Hussar* can engage opponents as far away as 600 meters, giving it extraordinary range and hitting power for a light 'Mech.

Newhart Industries got its start building the GLT-3N *Guillotine* back in 2499, during the infancy of the BattleMech industry. The *Guillotine* went on to become the standard SLDF heavy 'Mech for decades. The GLT-3N is a remarkable machine, built on a Crucis-I Endo

Steel chassis, it marks the first use of the advanced light weight titanium-aluminum steel alloy in the construction of a BattleMech.

This is one of the main reasons why Newhart Industries had a reputation for high quality, intelligently designed and technically advanced BattleMechs, and the SLDF always kept a tight rein on its factories. Ultimately, this reputation resulted in the destruction of their main assembly lines on New Earth during the Amaris Civil War in 2776. It wasn't until the Free Worlds League was able to obtain a set full set of technical drawings and contract with Nimakachi Fusion Products that the *Spider* was returned to production. Due to the advanced materials and electronics used by both the *Hussar* and *Guillotine*, Nimakachi was unable to return either of those designs to production.

Capabilities:

The SDR-6X carries a complement of three top-of-the-line Aberdovey medium lasers, one in the chest and one in each arm. The Aberdovey is generally regarded as the best medium laser still in production in the Inner Sphere. Extensive environmental seals and an integrated shock mount keep the optics free of particulates and maintain the critical alignment of the mirrors. Consequently, the laser requires significantly less maintenance than other models making it well suited for extended operations and work behind enemy lines, situations scout pilots often find themselves in while also giving a significantly more potent bite.

The O/P 500A communications system and the O/P TA 1240 targeting and tracking system are also particularly well suited for reconnaissance. Fully integrated, they are capable of transmitting sensor readings as well as verbal communications long distances, making the *Spider* an invaluable tactical resource. However, due to the bulk of the electronics suite, the cockpit of the *Spider* lacks sufficient space for an ejection seat, instead having a small escape hatch in the rear.

The Pitban LFT-10 jump jets are also unique, giving the 'Mech the ability to change directions mid-flight. This ability to pivot in the air makes the *Spider* and exceptionally difficult target.

The -6X variant of the *Spider* retains this ability although it sacrifices 30 meters of the original's jump capacity and has a slightly lower top speed. To offset this, and to safeguard the valuable electronics, the -6X uses the heavier Livingston Ceramics armor instead of the original and more common Durallex Light, resulting in considerably more protection and a much more durable machine.

Variants:

In the 2850's, Nimakachi Fusion Products created two variants of the SDR-5V *Spider*, both targeting an anti-infantry role.

The -5K removes two of the jump jets and one of the medium lasers in order to mount machine guns in each arm. The ammunition is housed in the center torso.

The -5D version removes on the medium lasers, replacing it with an Akrum Flamer in the right arm.

Neither variant was well accepted. Due to the increasing scarcity of BattleMechs, the idea of designing a 'Mech as an anti-infantry platform was generally considered an inefficient use of a BattleMech.

Current Manufacturers:

Nimakachi Fusion Products
Tematagi – Free Worlds League
Lapida II – Draconis Combine

Model	Cost	BV	PV
SDR-5V	2,984,540	622	16
SDR-5K	2,727,140	503	16
SDR-5D	2,942,290	524	16
SDR-6X	2,867,540	823	???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+3**
MV: **14j** Role: **Striker**
Damage S: **2** M: **2** L: **0**
OV: **0**
Armor: **0 0 0**
Structure: **0 0 0**
Special: **ENE**

Mass: 30 tons

Chassis: Newhart 1200

Power Plant: GM 210

Cruising Speed: 75.6 kph

Maximum Speed: 118.8 kph

Jump Jets: Pitban LFT-10

Jump Capacity: 210 meters

Armor: Livingston Ceramics

Armament:

3 x Aberdovey Mk III Medium Lasers

Original Manufacturer: Newhart Interstellar Industries (2650)

Communications System: O/P 500A

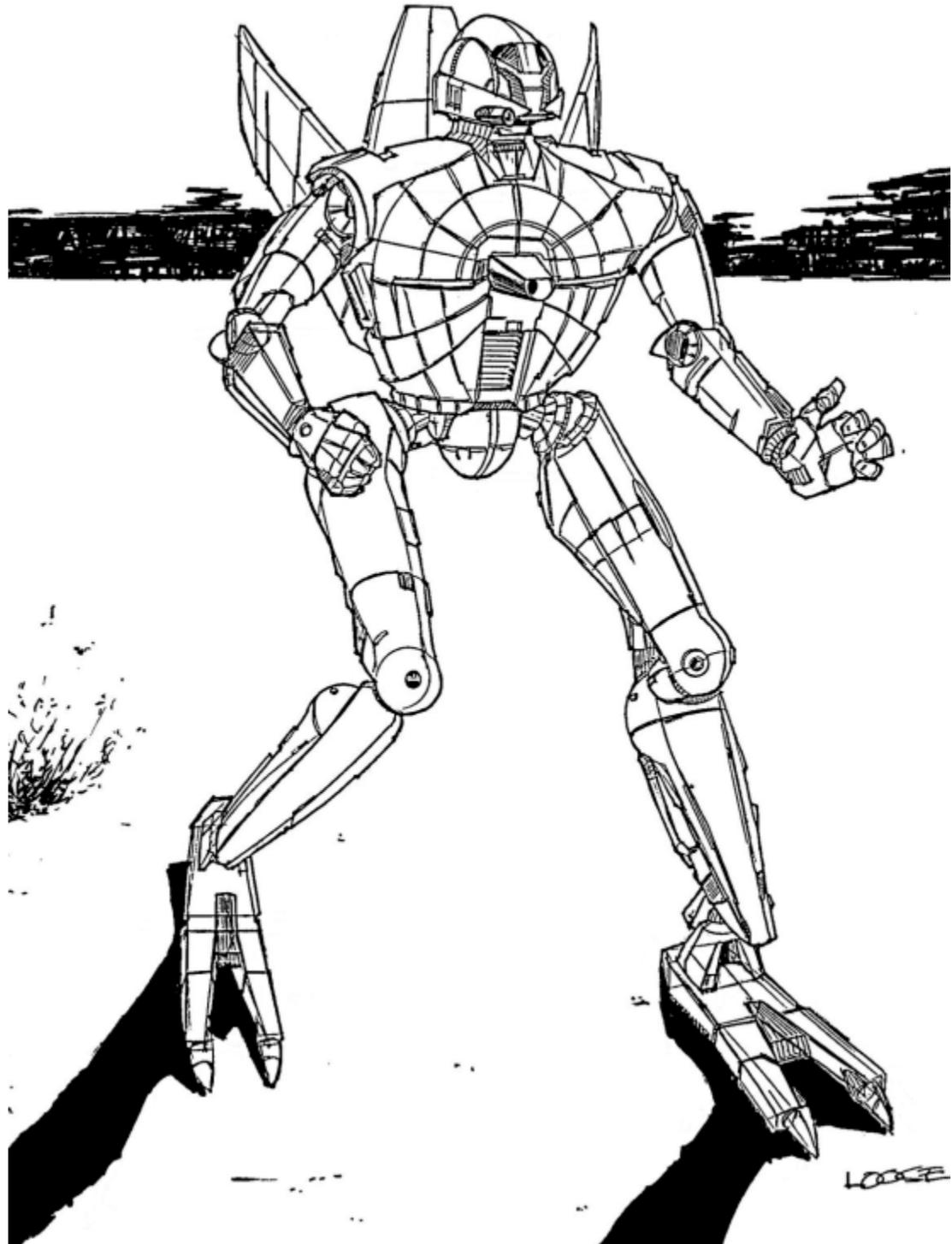
Targeting and Tracking System: O/P TA1240

Type: **SDR-6X Spider**

		<i>Tons</i>
Tonnage:	30 tons	
Internal Structure:		3.0
Engine:	GM 210	9.0
Walking MPs:	7	
Running MPs:	11	
Jumping MPs:	7	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	88	5.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	7
Center Torso:	10	15/2
Rt./Lt. Torso	7	12/2
Rt./Lt. Arm	5	8
Rt./Lt. Leg	7	10

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	CT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
Jump Jets	CT	1	0.5



VLK-QH Valkyrie

History:

Originally intended for use by the Star League Defense Force, by the time Corean Enterprises began production of the *Valkyrie* in 2787, the Star League had disintegrated, the SLDF has disappeared beyond the Periphery, and Minoru Kurita's declaration of himself as the new First Lord had plunged the Inner Sphere into what would become the first of a series of Succession Wars.

One of only a handful of military contractors located outside the Terran Hegemony, Corean Enterprises manufactures the *Valkyrie* at their headquarters on New Avalon, the capital world of the Federated Suns. The only other Corean plant to survive the horrors of the Succession Wars is located on Stewart, in the Free Worlds League.

The New Avalon facility is notable for being one of the few remaining fully automated BattleMech facilities left. Capable of producing close to a dozen BattleMechs per month, it ranks among the most productive facilities left in the Inner Sphere today. Many such factories existed at the height of the Star League, heavily clustered in the Terran Hegemony, producing BattleMechs for the SLDF, the largest single military force to have ever existed. These factories were among the earliest casualties of the First Succession War and only the fact Corean Enterprises was located on the well defended capital of the Federated Suns spared their plant the same fate as so many of its cousins.

Ultimately, the *Valkyrie* was adopted as the standard light 'Mech of the Armed Forces Federated Suns replacing the lighter and older *Wasps* and *Stingers* that tend to dominate the light 'Mech forces of other Great Houses.

Due to its heavy armor, respectable speed and jump capacity, the *Valkyrie* serves well as both a scout and scout hunter. The key to this success is the Devastator Series-07 LRM-10, giving the light 'Mech the ability attack targets well over half a kilometer away, a rare ability for its weight class.

There have been credible reports, however, that the Sync Tracker (39-42071) targeting and tracking system has serious flaws and can fail completely under stress, forcing a MechWarrior to rely only on visual line-of-sight for targeting.

Regardless, the *Valkyrie* has a well-deserved reputation as a tough fighter and an even tougher kill. Many of them are piloted by veteran MechWarriors, a testament to how well regarded it is and the 'Mechs ability to survive combat.

Corean Enterprises has a long and rich history. One of the few major military contractors located outside of the Terran Hegemony, it was instrumental in bringing BattleMech technology to the Free Worlds League. In 2470 it produced the first of six 40-ton ICR-1X *Icarus* prototypes on Stewart. Corean would continue refining the design, eventually introducing the Second Generation ICR-1S *Icarus II* in 2518, the first mass produced BattleMech designed in the FWL.

Beginning in 2471, Corean Enterprises also designed and manufactured the First Generation HOR-1B *Hector*. Utilizing a heavy primitive fusion engine, basic controls, and rudimentary armor, the *Hector* was not a particularly effective machine, the two Irian Weapons Works large lasers making it prone to easily overheat. Regardless of its problems, including the infamous "exploding leg" flaw which was fixed 5 years later by replacing the leg mounted machine guns and ammunition with small lasers and an additional heat sink, it became a workhorse for the FWLM until the *Icarus II* became available.

Capabilities:

The VLK-QH variant gives the versatile *Valkyrie* the ability to fulfill yet another role on the battlefield, that of sniper. One of the few drawbacks of the Devastator Series-07, in fact of all LRM systems, is the minimum range restriction, making it all but impossible to use in close combat. Couple that with the fact the -QA only carries 12 reloads for the system, and it's easy to see how the *Valkyrie* could find itself in trouble during an extended engagement.

The -QH version replaces the original Sutel IX medium laser with a much more powerful ChisComp 43 Special heavy laser, commonly found on the 50-ton *Enforcer*. While lacking the extreme range of the LRM, the ChisComp delivers on average 33% more damage but more importantly, focuses all that damage on one location. A single hit from the ChisComp would entirely destroy the arm of a *Wasp*, or even the more heavily armored *Locust*, and penetrate the armor of just about anything else.

Taking the place of the Devastator Series-07 is a Harpoon-6 missile launcher. Capable of firing a full spread of six short range missiles, it seeks out and exploits the holes created by the ChisComp large laser making the VLK-QH a deadly and ruthless opponent.

All the while the -QH retains the mobility and jump capacity of the -QA. It utilizes slightly lighter StarGuard I armor and had one less heat sink than the original model.

Variants:

There is only one major variant of the *Valkyrie* found among the armies of the Successor States, the VLK-QF.

Much as with done with the *Spider*, the -QF replaces the medium laser in the right arm with a Flamer. This variant serves as an incendiary and anti-infantry 'Mech. As BattleMechs have become increasing scarce, this variant is rarely seen, in fact it is often returned to the original configuration to better serve on the front lines.

Current Manufacturers:

Corean Enterprises
New Avalon – Federated Suns

Model	Cost	BV	PV
VLK-QA	2,166,320	723	21
VLK-QF	2,124,070	653	19
VLK-QH	2,202,720	732	???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+2**
MV: **10j** Role: **Striker**
Damage S: **2** M: **2** L: **0**
OV: **0**
Armor: **0 0 0**
Structure: **0 0 0**
Special: **SRM 1/1**

Mass: 30 tons

Chassis: Corean Model 1AA

Power Plant: Omni 150

Cruising Speed: 54.0 kph

Maximum Speed: 86.4 kph

Jump Jets: Norse Industries 3S

Jump Capacity: 150 meters

Armor: StarGuard I

Armament:

1 x ChisComp 43 Special Large Laser

1 x Harpoon-6 SRM-6

Original Manufacturer: Corean Enterprises (2787)

Communications System: Lynx-shur

Targeting and Tracking System: Sync Tracker (39-42071)

Type: **VLK-QH Valkyrie** *Tons*

Tonnage: 30 tons

Internal Structure: 3.0

Engine: Omni 150 5.5

Walking MPs: 5

Running MPs: 8

Jumping MPs: 5

Heat Sinks: 10

Gyro: 2.0

Cockpit: 3.0

Armor Factor: 80 5.0

Structure *Armor*

Head: 3 6

Center Torso: 10 12/2

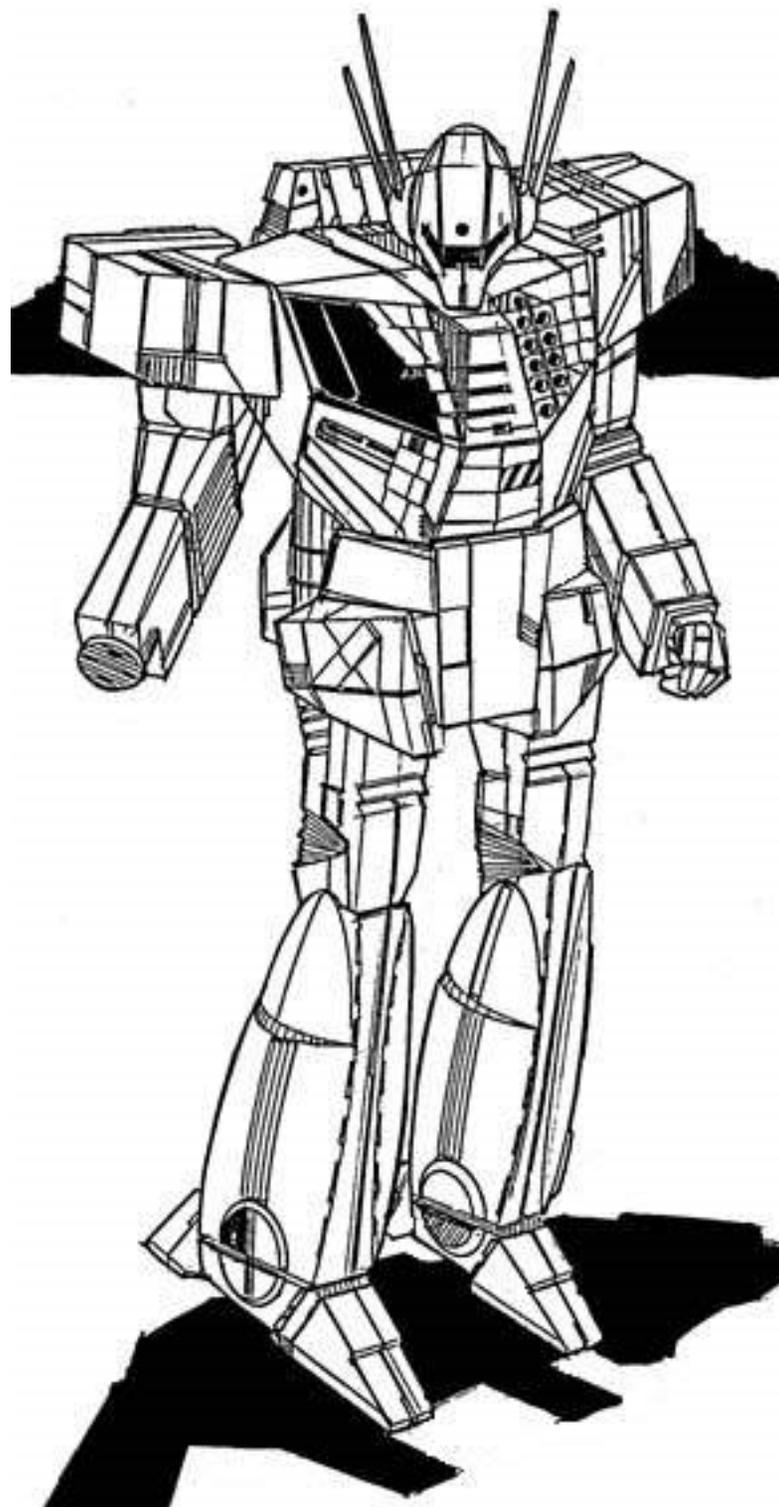
Rt./Lt. Torso: 7 10/2

Rt./Lt. Arm: 5 8

Rt./Lt. Leg: 7 10

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	LT	1	1.0
Jump Jets	CT	1	0.5
Jump Jets	RT	2	1.0
Jump Jets	LT	2	1.0



FS9-N Firestarter

History:

Launched by Argile Technologies of Skye in 2550, the *Firestarter* was designed from the ground up to serve as an incendiary BattleMech, a role at which it excels. In fact, it is the standard against which all other incendiary 'Mechs are compared. The original design, the FS9-A carried a blazing array of four Purity L-Series Flamers, including one mounted in the center rear torso, along with a pair of Defiance B3S small lasers. In 2703, the popular FS9-H was introduced which continues to dominate the battlefield today. Replacing the small lasers with a pair of torso mounted Deprus RF machines guns and reducing the armor by one ton, the FSH-9 is capable of wreaking havoc on infantry and lightly armored vehicles.

However, the *Firestarter* gained its notoriety from its ability to quickly and easily ignite massive fires on the battlefield. Capable of spewing copious amounts of superheated plasma directly from its GM 210 fusion engine in a full 360 degree circle, there is almost nothing a *Firestarter* can't set afire.

In the hands of skilled pilot, many *Firestarters* have sent walls of flame advancing towards entrenched enemy lines, flushing them out of their defensive positions. Others have used strategically created fires to funnel or even trap enemy units in specific areas. Few 'Mechs have influenced tactical doctrine to the extent this 35-ton 'Mech has.

Often the smoke generated by these fires is as useful as the fire itself. Given appropriate prevailing winds, huge smoke clouds can cloak an advance on an enemy position, or if needed, cloak a withdrawal or to hamper pursuing force.

The *Firestarter* is also frequently selected to lead raids deep behind enemy lines. With no ammunition dependency, a top speed of almost 100kph, and a jump capacity of 180 meters, the *Firestarter* can penetrate enemy lines quickly and operate for extended periods. It is also an ideal choice for destroying weapon depots, ammunition dumps, and refueling points, jobs it can accomplish quickly with its multitude of Purity L-series flamers. These targets are also often guarded by softer

units, such as infantry and light armor companies, which are particularly susceptible to the *Firestarter's* armament.

What the *Firestarter* isn't, however, is a front line BattleMech. Armed with only medium lasers and relatively lightly armored compared to other 'Mechs, it had limited range and lacks a major anti-'Mech weapon system, forcing it to have to get dangerously close in order to engage.

Capabilities:

As the number of BattleMechs continuously declines, the *Firestarter* is found in increasing numbers on the front lines of the battlefield. The FS9-N has been designed with just this reality in mind. While maintaining the 'Mechs traditional incendiary capabilities, the FS9-N can also serve as a quick strike, high intensity fighter.

The flamer in the rear center torso has been replaced in favor of an additional forward facing Magna Mk II medium lasers, giving the FS9-N a full complement of three medium lasers, along with three flamers. The two machine guns found on the -H have also been removed. In their place, two more heat sinks have been installed. This ability to dissipate significantly more heat allows the -N a much higher rate of fire than past versions. This is especially handy when the *Firestarter* finds itself in the middle of one of the blazes it has set. Twelve heat sinks allows the 'Mech to continue to operate in high heat environments while maintaining its offensive capability.

Heat is every bit as much a 'Mech's enemy as another 'Mech, capable of rendering it just as inoperable as weapon damage. Another tactic often employed by bold *Firestarter* pilots is bathing enemy units in the superheated plasma from their trio of flamers, forcing them to shutdown from overheating. While risky, this tactic can reap rich dividends by capturing enemy BattleMechs with very little damage.

Variants:

The first *Firestarter* to emerge from the factory in 2550 carried two small lasers instead of the later machine guns and added a ton of armor. It carried the FS9-A designation.

At the same time the -A was introduced, Argile Technologies also introduced the -K version. The -K version converts the *Firestarter* into a potent scout. Carrying a large laser, two small lasers, and a pair of flamers, it was quickly overshadowed by its brothers as the value of a dedicated incendiary unit was realized.

At that time the SLDF and the heavily regulated armies of the Great Houses could afford to have numerous specialized 'Mechs in their forces. This variant is now a highly sought after variant, but due to its age and limited production run, quite difficult to find.

There are rumors Argile Technologies plans to introduce a new version of the *Firestarter* in the near future, or perhaps it will simply choose to revisit the -K version.

Current Manufacturers:

Argile Technologies
Skye - Lyran Commonwealth

Cost

FS9-A	3,075,975	773	19
FS9-K	3,069,225	763	18
FS9-H	3,045,600	694	19
FS9-N	3,081,375	772	???

Alpha Strike Statistics

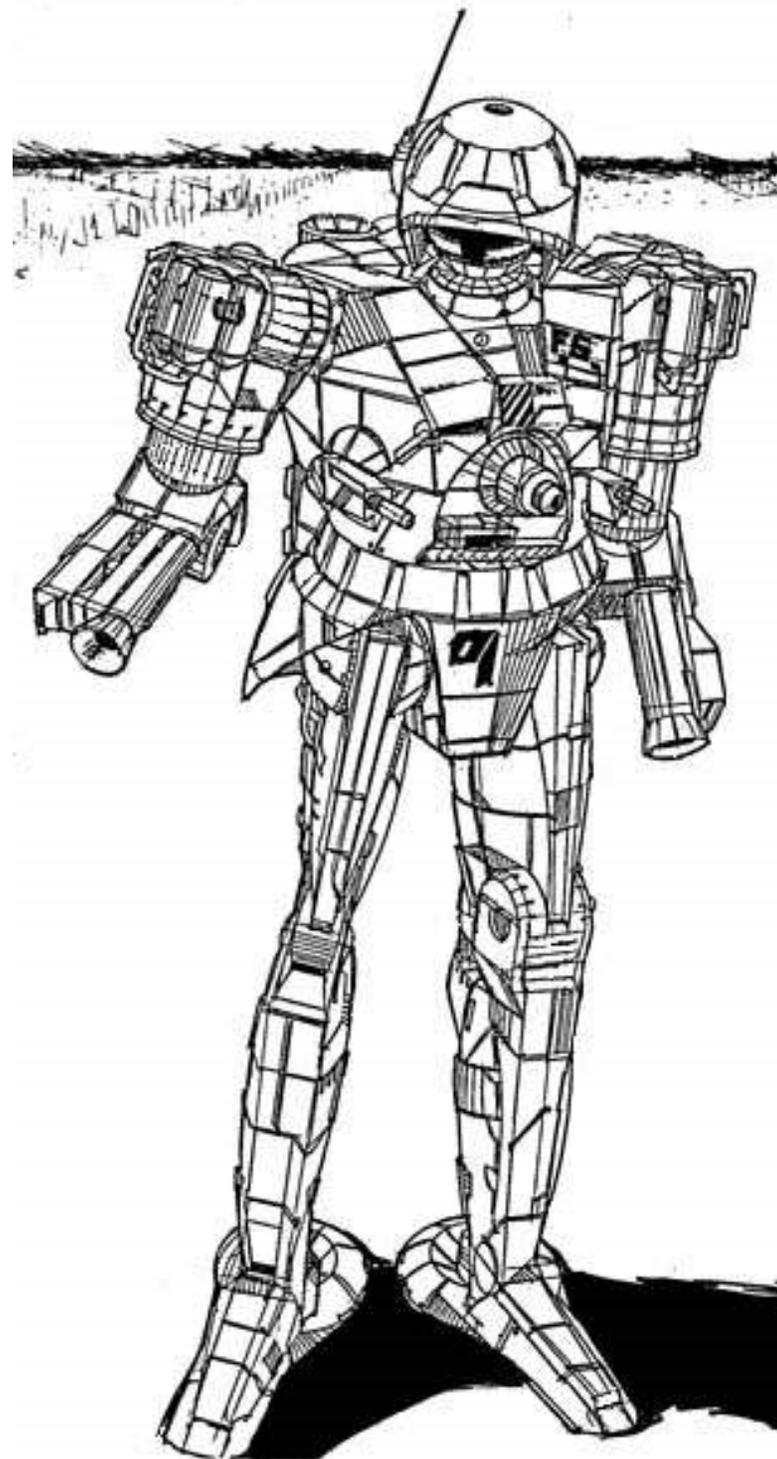
TP: **BM** SZ: **1** TMM: **+2**
MV: **12j** Role: **Striker**
Damage S: **2** M: **1** L: **0**
OV: **1**
Armor: **000**
Structure: **000**
Special: **HT 1/-**

Mass: 35 tons
Chassis: Argile H/09
Power Plant: GM 210
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Firestone Radial 6s
Jump Capacity: 180 meters
Armor: Livingston Ceramics
Armament:
 3 x Magna Mk II Medium Lasers
 3 x Purity L-series Flamer
Original Manufacturer: Argile Technologies (2550)
Communications System: Tansech Omni-7
Targeting and Tracking System: Tansech C30-97

Type:	FS9-N Firestarter		<i>Tons</i>
Tonnage:	35 tons		
Internal Structure:			3.5
Engine:	GM 210		9.0
Walking MPs:	6		
Running MPs:	9		
Jumping MPs:	6		
Heat Sinks:	12		2.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	88		5.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	11	13/6	
Rt./Lt. Torso	8	11/5	
Rt./Lt. Arm	6	6	
Rt./Lt. Leg	8	8	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RT	1	1.0
Flamer	RA	1	1.0
Medium Laser	LT	1	1.0
Flamer	LA	1	1.0
Medium Laser	CT	1	1.0
Flamer	CT	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



NTK-2V Night Hawk

History:

When the Star League called for a new light BattleMech specifically designed to hunt down pirates, raiders, and other elusive units, two Lyran companies were quick to respond. The 'Mech was to be as fast or faster than a *Wasp* or *Stinger* and as heavily armed as possible.

Raids from Periphery based forces were becoming increasingly common in the years following the bloody Reunification War, and the SLDF was struggling to find an effective defense against these small, nimble, and fast moving raiders. While the traditional heavy BattleMech forces of the SLDF were well suited for planetary assaults and building strong defensive belts, against raiders they were easily bypassed, rendering them ineffective and allowing attackers access to critical rear support areas. Star League ammunition dumps, repair facilities, and parts stockpiles were often the primary targets of these grab-and-go raids, along with occasional food stores and fuel bunkers.

Predictably, the massive Defiance Industries was the first to submit a design. Fresh from their success with the 40-ton STN-1S Sentinel in 2651, which was upgraded for use by the SLDF just one year later and given the STN-3L designation, it was the lightest 'Mech Defiance Industries had produced up to that point and gave them confidence they could successfully built a truly light 'Mech in addition to the heavier models they already produced.

However, as it turned out, a young, emerging company, Mountain Wolf BattleMechs, located on Vendrell, had submitted a design as well. Their first attempt at BattleMech design and production, the 35-ton NTK-2Q *Night Hawk* was delivered for testing in 2655.

Powered by a state-of-the-art GM 210XL fusion engine, it had a top speed of close to 100 kph and the seven tons of ProTech light armor made it the most heavily armored 'Mech in its class. Armed with a Maxell Extended-Range large laser, a Defiance B3L large laser, and a Defiance P5M medium pulse laser, it also carried far more firepower than anything else in its weight class. Equipped with an entirely energy-based complement of weapons, the Night Hawk can operate for as long as needed without having to worry about reloading, or a

possible ammunition explosion. A full dozen double-strength heat sinks easily dissipate even the massive heat generated by its arsenal of lasers.

The design was far more ambitious than the one submitted by Defiance Industries and during field testing it outperformed the Defiance entry in every category, including cost. The SLDF subsequently placed an initial order for 700 of the new machines and Mountain Wolf BattleMechs began delivering them in 2656.

Defiance Industries scrapped their design and returned to focusing on heavier units and has yet to successfully enter the market for light BattleMechs.

Capabilities:

With the loss of the advanced manufacturing facilities and the engineers that made it possible, Mountain Wolf BattleMechs was forced to downgrade their Third Generation *Night Hawk*, refitting it with components they still had the ability to produce.

The GM 210XL was replaced with its heavier and less complicated brother, the increase in weight causing the extended-range large to be replaced by a Defiance B3M medium laser. The problem wasn't unique to Mountain Wolf BattleMechs either. Defiance Industries found itself unable to continue production of their P5M medium pulse laser, another component used on the -2Q model, and Mountain Wolf was forced to change that to the standard B3M model as well. The only weapon to remain unchanged in the -2V is the B3L heavy laser mounted in the right arm.

The loss of double heat sinks was another major setback the re-engineering of the design. However, dropping the second heavy laser provided significant relief to the problem and another was added, giving the -2V a total of 13 heat sinks.

The armor was also reduced by a half ton, the -2V switching to the readily available Maxmillian instead of the original ProTech.

The last change involved the electronics suite. Deepening their relationship with their former competitor,

Defiance Industries, Mountain Wolf contracted with TharHes Industries, a subsidiary of Defiance, to use the well regarded Crystal Flower RG-2 communications suite and the Star Shark targeting and tracking system used by the *Commando*.

The final result is a 'Mech that only echoes the effectiveness of the original design. Armed with a heavy and two medium lasers, it has less firepower and less range. While the overall speed and armor remain roughly the same, the loss of Star League technology has taken a significant toll on the design, and it remains to be seen if there will be enough continued interest in the design to sustain Mountain Wolf BattleMechs into the future.

Variants: None.

Current Manufacturers:

Mountain Wolf BattleMechs
Vendrell – Lyran Commonwealth

Cost

NTK-2V 2,803,275 849 ???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+2**
MV: **12"** Role: **Striker**
Damage S: **2** M: **2** L: **0**
OV: **0**
Armor: **0 0 0**
Structure: **0 0 0**
Special: **ENE**

Mass: 35 tons

Chassis: Telestar Model 6LQ

Power Plant: GM 210

Cruising Speed: 64.8 kph

Maximum Speed: 97.2 kph

Jump Jets: None

Jump Capacity: None

Armor: Maxmillian 42

Armament:

1 x Defiance B3L Large Laser

1 x Defiance B3M Medium Laser

Original Manufacturer: Mountain Wolf BattleMechs (2656)

Communications System: TharHes Crystal Flower RG-2

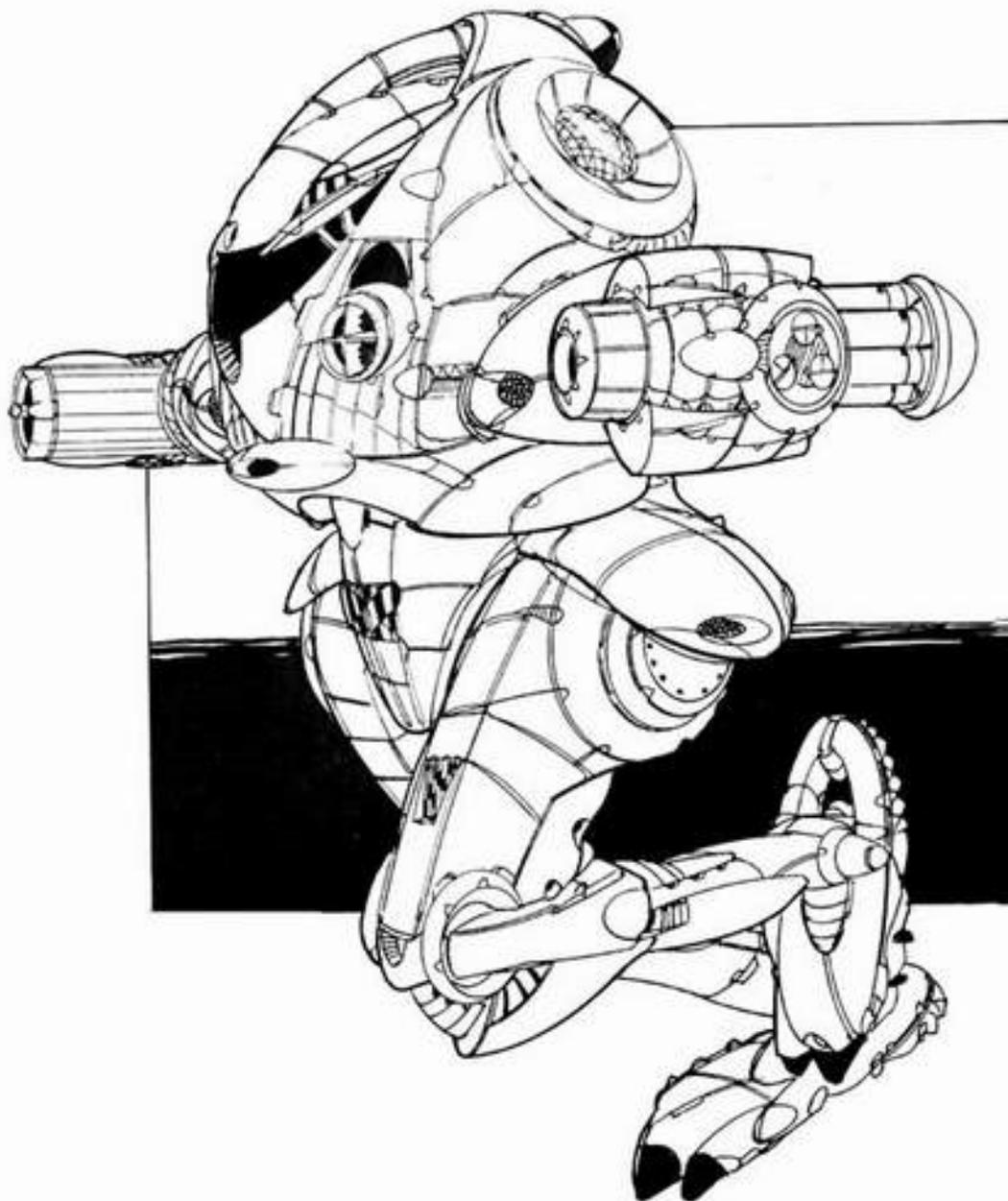
Targeting and Tracking System: TharHes Star Shark

Type: **NTK-2V Night Hawk**

		<i>Tons</i>
Tonnage:	35 tons	
Internal Structure:		3.5
Engine:	GM 210	9.0
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	0	
Heat Sinks:	13	3.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	104	6.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	11	15/4
Rt./Lt. Torso	8	13/3
Rt./Lt. Arm	6	10
Rt./Lt. Leg	8	12

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Medium Laser	LA	1	1.0
Medium Laser	CT	1	1.0



PNT-9Y Panther

History:

The PNT-8Z *Panther* was commissioned by the Star League in 2739 to provide mobile fire support for light BattleMech lances. It would have to wait twenty years, however, before it would see its first action along the Periphery border in 2759. On St. John, the *Panther* was involved in heavy fighting against bandits coming from the Draconian Rift region. The battle revealed both the greatest weakness as well as the greatest strength of the design.

Its main weapon, a Tronel heavy laser slung underneath its right arm, proved to generate disproportionate amounts of heat when fired repeatedly. While the Tronel had been used successfully on other 'Mechs, most notably the 75 ton *Black Knight*, when engineers at Alshain Weaponry modified its housing to make it compact enough to be carried by a light 'Mech they seriously compromised the cooling jacket causing chronic overheating problems. The problem was so severe Alshain Weaponry immediately revised the design, replacing the Tronel III with a Lord's Light particle cannon and changing the designation to the PNT-9R.

The decision to switch to using a PPC was vindicated almost immediately. Many Star League officials were convinced that the use of such a heavy and heat intensive weapon system on a light 'Mech would lead to even more problems. However, once the revised PNT-9R returned to the frontlines, its performance was astonishing. Always intended to serve as a light, direct fire support unit, the PPC gave the *Panther* both greater range and increased damage and all for less heat than the faulty Tronel III heavy laser had produced.

The fighting on St. John had also revealed the *Panther's* greatest strength. The original -8Z carried 7.5 tons of Starshield armor, the absolute maximum the Alshain 56-Carrier chassis could support. It would prove to be the 'Mech's saving grace on St. John, allowing the 35-ton machine to absorb tremendous amounts of damage while still remaining operational. While its top speed is considerably less than that of other light 'Mechs, its mobility is helped significantly by the four Lexington Lifter jump jets carried in its legs.

For the most part, when Alshain engineers revised the design, they kept the heavy protection. The -9R uses 6.5 tons of Maximillian 42, which still places it among the most heavily armored light 'Mechs in production.

After the fall of the Star League, the Draconis Combine found itself in possession of both of Alshain Weaponry's 'Mech production facilities, consisting of their headquarters on Alshain and a smaller secondary facility on New Oslo. As the sole producer of the *Panther*, over time it has come to be regarded as almost an exclusively Combine design, and is rarely seen outside of the DCMS.

Often paired with the swift and agile 35-ton *Jenner*, another common Kurita design, the combination of speed and firepower between the two 'Mechs has earned the respect of MechWarriors throughout the Inner Sphere and have provided Lord Kurita many with victories.

The Lyrans in particular have learned to treat the 35-ton 'Mech with respect. Known for lurking in the streets and alleys of cities, the Lyrans have taken to calling the *Panther* the "Alley Cat" for its ability to suddenly ambush its opponents and then quickly jump away, disappearing back into the urban jungle.

Capabilities:

The loss of the Combine's last *Jenner* factory in 2848 combined with the destruction of the massive Diplan 'Mechyards of Ozawa just over 10 years earlier, left the *Panther* as the sole light BattleMech produced within the borders of the Draconis Combine.

While hundreds, if not thousands, of *Jenners* still serve in the DMCS, due to simple attrition, their numbers are steadily dwindling leaving them to be replaced with PNT-9R *Panthers*.

Due to its speed, which tracks much more closely with that of heavy class BattleMechs, the *Panther* makes a poor choice for reconnaissance work, traditionally one of the strengths of light BattleMechs. In fact, it is not unusual within the DCMS to see a *Jenner* replaced with an 80-ton *Charger*, an assault 'Mech with a greater top

speed than the 35-ton Panther. The 60-ton *Quickdraw*, produced by Luthien Armor Works, is not only faster, but can also out jump the Panther by a good 30 meters.

Concerned by the loss of their fastest BattleMech model, the DCMS tasked Alshain Weaponry with developing a version of the *Panther* suitable for use as a scout or fast raider.

Alshain Weaponry exceeded these expectations with the introduction of the PNT-9Y. Built around a much more powerful engine, the GM 210, the -9Y has a top speed of close to 100 kph. Two additional Lexington Lifter jump jet exhaust ports have also been installed, giving the -9Y a full 180 meter jump capacity. While not quite the equal of the agile *Jenner*, this brings the *Panther's* mobility inline with most other reconnaissance units.

However, the increase in speed comes at the expense of its armament. The popular and compact Lord's Light PPC has been exchanged for a Harmon heavy laser, a weapon that's been carried with great success by the *Phoenix Hawk* for hundreds of years. The original Telos Four-Shot SRM-4 has been downgraded to the Bical SRM Twin-Rack used on the commonplace *Wasp*.

After the debacle with the Tronel heavy laser on the original -8Z, Alshain engineers were careful to use only the most tried and tested weapon systems on their new design.

Variants: None.

Current Manufacturers:

Alshain Weapons
Alshain – Draconis Combine
New Oslo – Draconis Combine

Cost

PNT-9R	2,449,260	769	20
PNT-9Y	3,053,160	798	???

Alpha Strike Statistics

TP: **BM** SZ: **1** TMM: **+2**
MV: **12j**” Role: **Scout**
Damage S: **1** M: **1** L: **0**
OV: **0**
Armor: **000**
Structure: **000**
Special:

Mass: 35 tons

Chassis: Alshain 56-Carrier

Power Plant: GM 210

Cruising Speed: 64.8 kph

Maximum Speed: 97.2 kph

Jump Jets: Lexington Lifters

Jump Capacity: 180 meters

Armor: Maxmillian 42

Armament:

1 x Harmon Large Laser

1 x Bical SRM Twin-Rack

Original Manufacturer: Alshain Weapons (2739)

Communications System: Sipher CommCon CSU-4

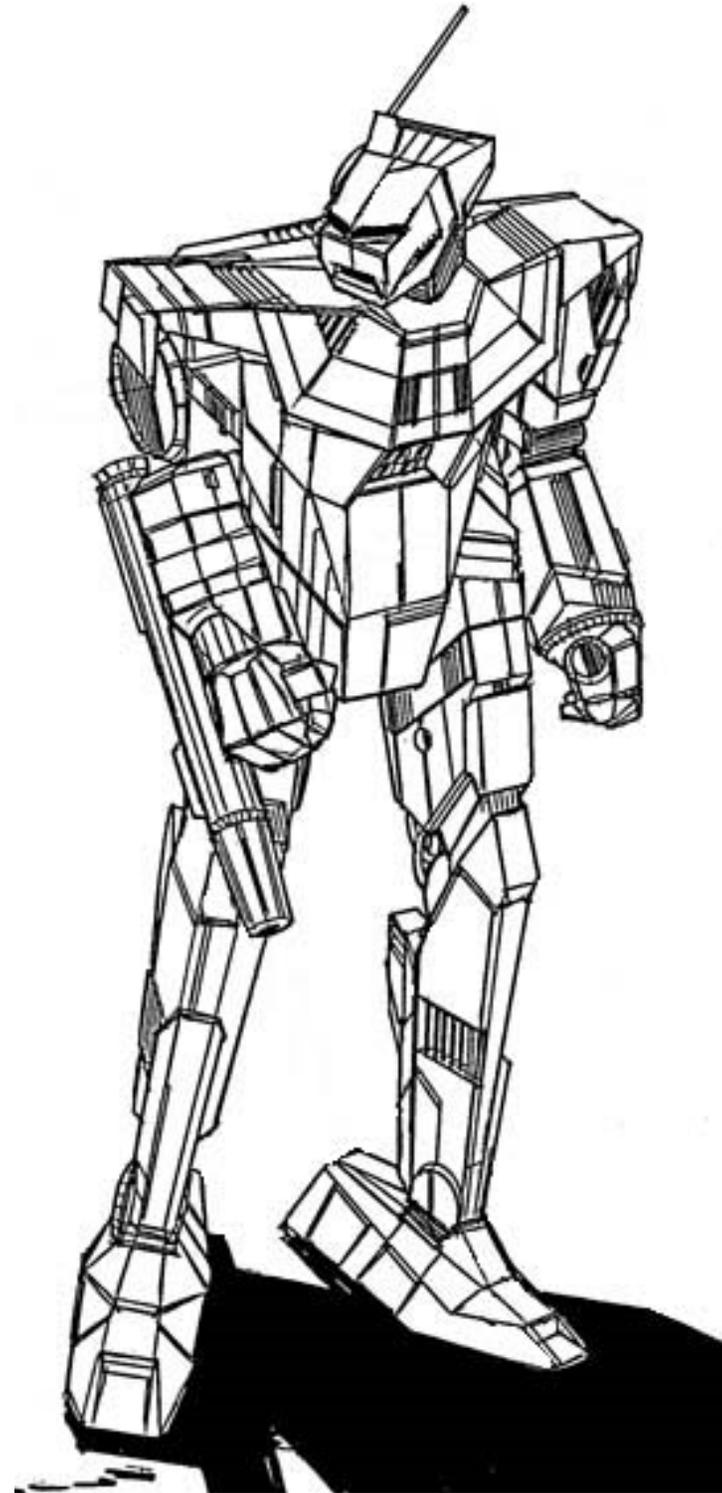
Targeting and Tracking System: Cat's Eyes 5

Type: **PNT-9Y Panther**

		<i>Tons</i>
Tonnage:	35 tons	
Internal Structure:		3.5
Engine:	GM 210	9.0
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	104	6.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	11	15/4
Rt./Lt. Torso	8	13/3
Rt./Lt. Arm	6	10
Rt./Lt. Leg	8	12

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
SRM-2	CT	1	1.0
Ammo (SRM) 50	CT	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



HER-3T Hermes II

History:

First produced after the fall of the Star League, the *Hermes II* is actually one of the newest BattleMech designs in the field today. Designed by Irian BattleMechs in 2798 as the successor to the original *Hermes* introduced in 2632, the *Hermes II* is 10 tons heavier and carries significantly more firepower and armor than its predecessor.

Created to serve as both a scout and a strike unit, it is equally at home operating with other scout units such as the *Stinger* and *Phoenix Hawk*, or heavier units like the *Hunchback* and *Shadow Hawk*. This is made possible by the HER-2S's top speed of 97.2 kph combined with the long range of the Oriente medium autocannon carried in its right arm. Seven and half tons of Riese-456 armor give it enough protection to engage in protracted fights, even against units heavier than itself.

Its name comes from the distinctive wing shaped flanges on the back of its feet. Originally conceived as heat sinks, by the time the *Hermes II* was put in production one had been moved the engine compartment and the other to the left torso near the ammunition bin, but the trademark shape remained.

The *Hermes II* has also proven to be a particularly reliable and resilient design. After overcoming an early problem with the placement of the Oriente autocannon, the 'Mech has gone to earn the nickname "Old Reliable" due to the ease of maintenance and repair, which often must be completed in the field under less than ideal circumstances.

Irian BattleMechs is one of the oldest companies operating in the Inner Sphere. Tracing its roots back to 2182 as United Fiber Optics on the planet of Irian, they expanded first into mining and refining renaming themselves Irian Technologies in 2309. The Irian BattleMechs division got its start as part of Project Arcturus, where the FWL reverse engineered the Terran Hegemony's *Archer* and *Wasp* BattleMechs. The WSP-1A *Wasp* is still produced today at their facility on Shiro III, alongside the HER-2S *Hermes II*, while the *Archer* found its way to Earthwerks Incorporated's plant on Calloway VI.

Irian BattleMechs also began building the stolid GLT-3N *Guillotine* under license from Newhart Industries shortly after it was introduced. It continued to produce the *Guillotine* even after Newhart's New Earth plant was destroyed in 2776. However, due the inability to produce Endo-Steel, by 2825 they were forced to downgrade the *Guillotine*, and switched production over to the GLT-4L.

There are rumors Irian BattleMechs is now looking to partner with another FWL BattleMech producer, Technicon Manufacturing, in hopes of licensing their wildly successful *Awesome* and *Quickdraw* BattleMechs.

Capabilities:

The HER-3T replaces the Hermes 240 fusion engine with a powerful Vox 280, increasing its top speed to almost 120 kph and making it one of the fastest BattleMechs on the field. This increased speed makes it an even more potent scout, capable of ranging well in front of the main body and able to outpace most any other 'Mech it may encounter.

Protected by seven tons of 4/Star Slab armor, the HER-3T can handle a sustained engagement even against heavier units and can fight a holding action until additional friendly units arrive.

Armed with a Thunderbolt A5M heavy laser and backed up with an Irian Weapon Works medium laser, the HER-3T can make short work of other light scouts. A single well placed shot with the Thunderbolt can disable a light 'Mech, and coupled with its speed, the -3T has little trouble getting into position for such a shot. Because of this, the -3T is also well suited for duty in a pursuit lance, tracking down and destroying retreating and fleeing enemy units.

The Olympian Flamer also allows the HER-3T to serve as an incendiary 'Mech, setting fires to cover an advance or, when required, to cover its withdraw from the battlefield. The Olympian is an unusual design, using a liquid-fuel mixture instead of venting plasma directly from the fusion engine. This makes for a significantly safer weapon, although the gel mixture is relatively difficult to manufacture. The tanks are mounted just behind the flamer itself. The *Hermes II* also uses its flamer as an anti-infantry weapon.

The *Hermes II* also carries the Irian E.A.R. communications system. This powerful system is capable of communicating with orbiting satellites giving it significant value as a command and control unit and greatly enhancing its scouting prowess. Weather, navigation, communication, even scientific and military satellites can be acquired. Many battles have been determined not by actions on the battlefield, but by weather or by a superior understanding of the local topography. It can also handle communications with friendly DropShips, relaying them directly to friendly units.

Variants:

Thus far there has only been one major variant of the *Hermes II* produced. The HER-2M, introduced in 2802, dispenses with the autocannon in favor of additional short range weapons. Two more medium lasers, along with a pair of machine guns, replace the Oriente autocannon. This variant also uses the larger Vox 280 fusion engine making it faster than the original. An additional heat sink has also been added.

The version is used almost exclusively by the Dark Shadows, the 'Mech unit of SAFE, the intelligence arm of the Free Worlds League.

Current Manufacturers:

Irian BattleMechs
Irian – Free Worlds League
Shiro III – Free Worlds League

Cost

HER-2S	3,159,380	784	21
HER-2M	3,262,513	910	24
HER-3T	3,266,713	939	???

Alpha Strike Statistics

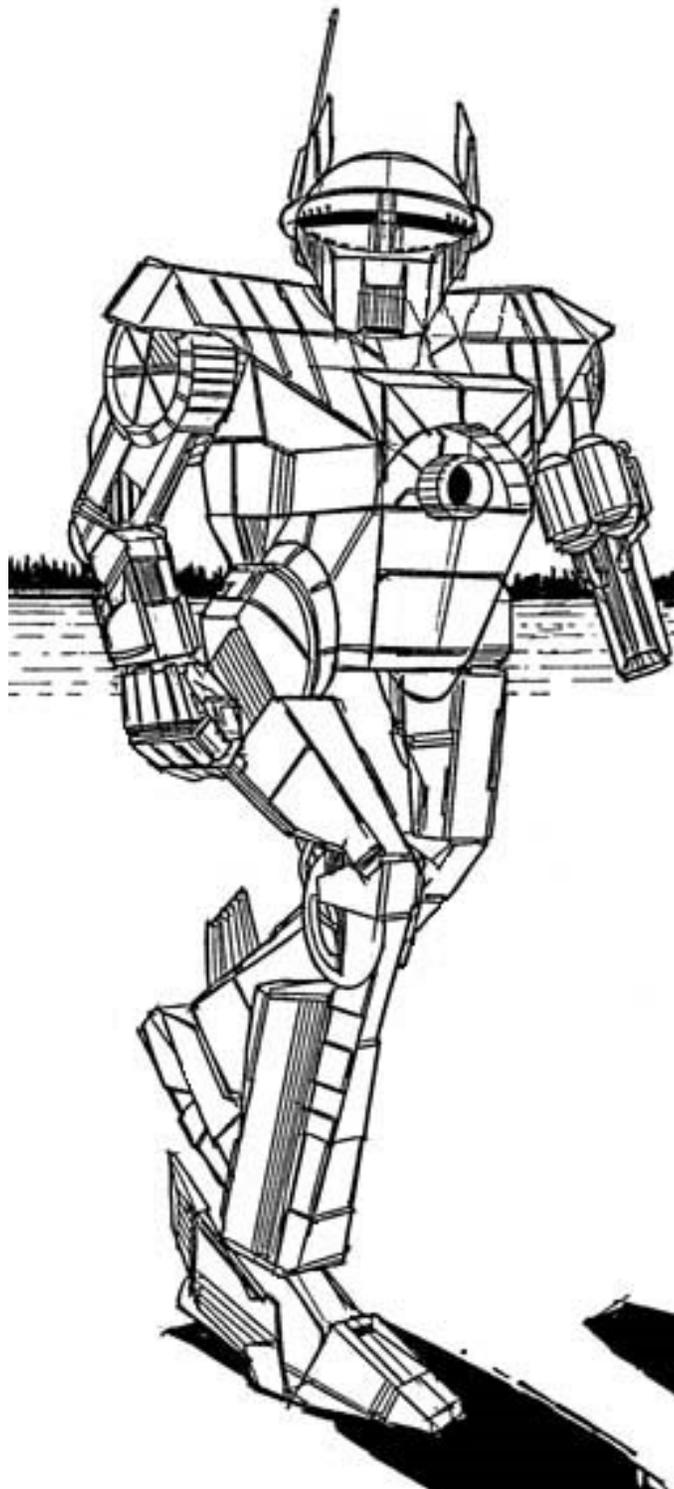
TP: **BM** SZ: **2** TMM: **+3**
MV: **14"** Role: **Striker**
Damage S: **2** M: **2** L: **0**
OV: **0**
Armor: **0 0 0 0**
Structure: **0 0 0**
Special: **ENE**

Mass: 40 tons
Chassis: Irian Chassis Class 40
Power Plant: Vox 280
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: None
Jump Capacity: None
Armor: 4/Star Slab
Armament:
 1 x Thunderbolt A5M Large Laser
 1 x Irian Weapon Works Medium Laser
 1 x Olympian Flamer
Original Manufacturer: Irian BattleMechs (2798)
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

Type:	HER-3T Hermes II		<i>Tons</i>
Tonnage:	40 tons		
Internal Structure:			4.0
Engine:	Vox 280		16.0
Walking MPs:	7		
Running MPs:	11		
Jumping MPs:	0		
Heat Sinks:	10		
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	112		7.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	8	
Center Torso:	12	18/4	
Rt./Lt. Torso:	10	14/3	
Rt./Lt. Arm:	6	10	
Rt./Lt. Leg:	10	14	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RA	1	1.0
Large Laser	RT	2	5.0
Flamer	LA	1	1.0



STN-3P Sentinel

History:

A product of the massive Defiance Industries industrial complex on Hesperus II, the *Sentinel* was originally intended to serve exclusively in the LCAF.

Commissioned by House Steiner shortly after the Star League Council voted to impose limits on the size of the military forces its Member-States could maintain, known as Council Edict 2650, the *Sentinel* was intended to serve as a cost effective unit for guarding military installations and supply depots.

The initial version, the STN-1S, was armed with a Defiance Model F AC/5, a Coventry Quad-rack SRM-4, and a Defiance A-1 small laser. After its introduction in 2651, it quickly garnered interest from not only the Star League itself, but also from the Free Worlds League and the Federated Suns.

At first it was something of a coup to have Defiance Industries, which was at that time controlled largely by the Terran Hegemony, manufacturing a BattleMech exclusively for the Lyran Commonwealth. However, just one year later, the Star League would pass a special amendment allowing the SLDF to upgrade the design with advanced technology for its own use.

In 2652, the STN-3L, built for use only by the SLDF, rolled off the assembly lines of Defiance Industries. House Steiner, Marik, and Davion would have to wait for decades before getting access to the Third Generation version of this 'Mech.

The STN-3L was the first BattleMech designed to carry the Kawabata Weapons Industries Ultra Autocannon/5. Capable of maintaining twice the rate of fire of a standard autocannon and with greater range, the Ultra AC/5 was the first of entirely new generation of ballistic weapons. That the Terran Hegemony granted Defiance Industries a license to produce the advanced autocannon on Hesperus II, which it outside of its boundaries, is remarkable in of itself.

The -3L also carried another first, the Defiance Streak SRM-2. The Streak missile launcher utilizes a highly advanced fire control system in order to minimize ammunition consumption. The launcher eliminates

wasted ammunition by only firing if a hard target lock is acquired first. It was assumed the Star League would go on to adapt the technology for use on both SRM-4s and SRM-6s, but the development of the larger systems was cut short by the Amaris Civil War and the Great Houses lacked the research and development centers to complete it on their own after the Star League fell.

The only original weapon system retained on the -3L was the Defiance A-1 small laser. Ironically, this was the weapon that suffered from the most problems. Located just below the short range missile launcher in the right torso, the exhaust from the missiles tended to damage the optics while the vibrations from the launch itself would knock the mirrors out of alignment.

Ultimately, Defiance was forced to develop the ruggedized B-1A small laser, and all of the original A-1 lasers were replaced by 2678. The B-1A is actually the precursor to the popular Defiance B3S produced today.

However, the replacement of the small laser led to new problems. The bulkier laser required the SRM feed mechanism to be moved. This resulted in occasional jams of the missile launcher, especially during high stress maneuvers. Pilots quickly discovered the jam could usually be cleared by banging on their chest with the 'Mechs right arm. But this too had it own consequences. Over time, the repeated beating of the chest tended to fatigue the internal structure causing even more frequent jams as occasionally structural damage. This problem was never resolved in either the -1S or -3L models.

During the height of the Star League records indicate a Royal version of the Sentinel was developed as well. Carrying the "b" designation at the end, it carried a lethal M-7 Gauss Rifle, possibly the lightest BattleMech to ever carry such a massive and devastating weapon.

Unfortunately, with the fall of the Star League, Defiance Industries found itself unable to continue production of the Third Generation model, and by 2830 it had switched over entirely to the -3K. The -3K carries a standard Defiance Type J AC/5, a Holly SRM-2, and the older B-1A small laser.

Capabilities:

The STN-3P *Sentinel* exchanges the downgraded autocannon in favor of a Donal particle projection cannon, simultaneously doubling the damage potential while maintaining the excellent range of the original AC/5. To help deal with the additional heat, the -3P now carries a total of 14 heat sinks.

The -3P also returns the original SRM-4 from the -1S, except this time using the in-house TharHes 4-pack rather than the Coventry Quad-Rack. The problematic small laser has been replaced by a Defiance B3M medium laser. These extensive changes seem to have resolved the problems that have plagued the right torso in the past as the missile feed system has been entirely overhauled, and the B3M is a well known and reliable product serving on many Defiance Industries BattleMechs.

Of special note are the sophisticated electronics, inherited from the Star League, which the Sentinel still retains. The Targa-7/Vid-Com-17 is a particularly powerful long range targeting and tracking system making the *Sentinel* extremely valuable as a mobile observation post as well as on patrol. The StarLink/Benicia Model AS829G is a multi-frequency communications system capable of coordinating battalion-level operations. It also allows direct contact with rear support units and can deliver polar artillery coordinates to artillery units.

Variants: None.

Current Manufacturers:

Defiance Industries
Hesperus II – Lyran Commonwealth

Cost

<i>STN-3K</i>	3,098,830	652	19
STN-3P	2,776,947	946	???

Alpha Strike Statistics

TP: BM	SZ: 2	TMM: +2	
MV: 10"	Role: Skirmisher		
Damage	S: 2	M: 3	L: 1
OV: 0			
Armor:	0 0 0 0		
Structure:	0 0 0		
Special:	None		

Mass: 40 tons
Chassis: Defiant V
Power Plant: Nissan 200
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-456

Armament:

- 1 x Donal PPC
- 1 x TharHes 4-Pack SRM-4
- 1 x Defiance B3M Medium Laser

Original Manufacturer: Defiance Industries (2651)

Communications System: StarLink/Benicia Model AS829G

Targeting and Tracking System: Targa-7/Vid-Com-17

Type: **STN-3P Sentinel** *Tons*

Tonnage:	40 tons	
Internal Structure:		4.0
Engine:	Nissan 200	8.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	14	4.0
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	120	7.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	12	18/5
Rt./Lt. Torso:	10	14/4
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	10	14

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	LA	3	7.0
SRM-4	RT	1	2.0
Ammo (SRM) 25	RT	1	1.0
Medium Laser	RT	1	1.0



VL-3W Vulcan

History:

The Vulcan was conceived as an anti-infantry BattleMech. Designed by MatherTechno Incorporated on Northwind, it reached the front lines just as General Kerensky was making his final assault on Terra. There it earned its reputation as a tough urban fighter in the bitter street by street city fighting that marked the end of the bloody Amaris Civil War.

As General Kerensky's forces fought their way through the Terran Hegemony, the need for such a specialized anti-infantry 'Mech became painfully obvious. Heavily armed infantry were well entrenched in the cities of the Hegemony, and a surprising number of BattleMechs met their fate in the face of their concentrated and concerted firepower, especially in the narrow streets and alleys of the cities.

Armed with a Firestorm flamer in the right arm, and a SperryBrowning machine gun in the left, the *Vulcan* can lay down a withering field of anti-infantry fire in a full 300 degree arc as it advances. Its five tons of StarGuard I armor give it adequate protection against soft targets but any MechWarrior who chooses to engage another BattleMech or even a main battle tank will quickly find themselves in danger of critical damage.

The Armstrong light autocannon, backed up by a single Randell medium laser, were originally intended to give the *Vulcan* some anti-'Mech capability. In reality, however, they lack the power to make the *Vulcan* a serious threat, even to units lighter than itself. This is especially true given the lack of articulated hands, leaving the *Vulcan* at a severe disadvantage in physical combat as well.

MatherTechno Industries assembly line on Northwind was destroyed in the opening salvos of the First Succession War. However, the blueprints eventually found their way into the hands of both the Lyran Commonwealth and the Free Worlds League. As the War dragged on and more and more factories and BattleMech designs disappeared, ground into radioactive dust or turned into burning ruins to feed the never-ending hunger of the Successor Lords. Desperate for 'Mechs of any kind to bolster their quickly diminishing armies, House Steiner gave the blueprints to Coventry

Metal Works in hopes of restarting production. House Marik did the same, awarding their recovered copy of the blueprints to Nimakachi Fusion Products.

Capabilities:

The VL-3W *Vulcan* is designed to provide direct fire support to other lighter, faster BattleMechs while still retaining some of its trademark anti-infantry capability. Replacing the original Pitban 240 with a lighter Nissan 200 fusion engine allows the -3W to carry the heavier and more potent Oriente medium autocannon instead of the much-maligned Armstrong light model.

A second Randell medium laser takes the place of the SperryBrowning machine gun while the Firestorm flamer is retained for use against soft targets.

The armor has been increased from five tons of StarGuard I to a full eight tons of Durallex Light giving the -3W best-in-class protection and making it suitable for service on the front lines.

The *Vulcan* also benefits from an unusually thin profile, making it a difficult target to hit, especially when jumping and has earned it the nickname "Scarecrow." Another unique design feature are the jump jets mounted across its back. Specially built to shunt heat away from the rear of the 'Mech, they generate noticeably less heat than other models and also allow unarmored units to more closely follow the *Vulcan* into combat than would otherwise be possible.

Variants:

The VL-5T was introduced just one year after the Vulcan debuted in 2777. Converting the 'Mech into a potent short range fighter, the -5T dispenses with the autocannon entirely in favor of an additional three medium lasers. Two more heat sinks are installed to deal with the increased heat and it carries two more tons of armor as well.

Current Manufacturers:

Coventry Metal Works
Coventry - Lyran Commonwealth

Nimakachi Fusion Products
Tematagi - Free Worlds League

Cost

VL-2T	3,460,100	642	19
VL-5T	3,556,700	942	24
VL-3W	2,928,567	935	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **10j** Role: **Sniper**
Damage S: **2** M: **2** L: **1**
OV: **0**
Armor: **0000**
Structure: **000**
Special: **None**

Mass: 40 tons
Chassis: Mather Tech 500
Power Plant: Nissan 200
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Pitban Model 9
Jump Capacity: 150 meters
Armor: Durallex Light
Armament:

- 1 x Oriente AC/5
- 2 x Randell Medium Lasers
- 1 x Firestorm Flamer

Original Manufacturer: MatherTechno Incorporated (2777)

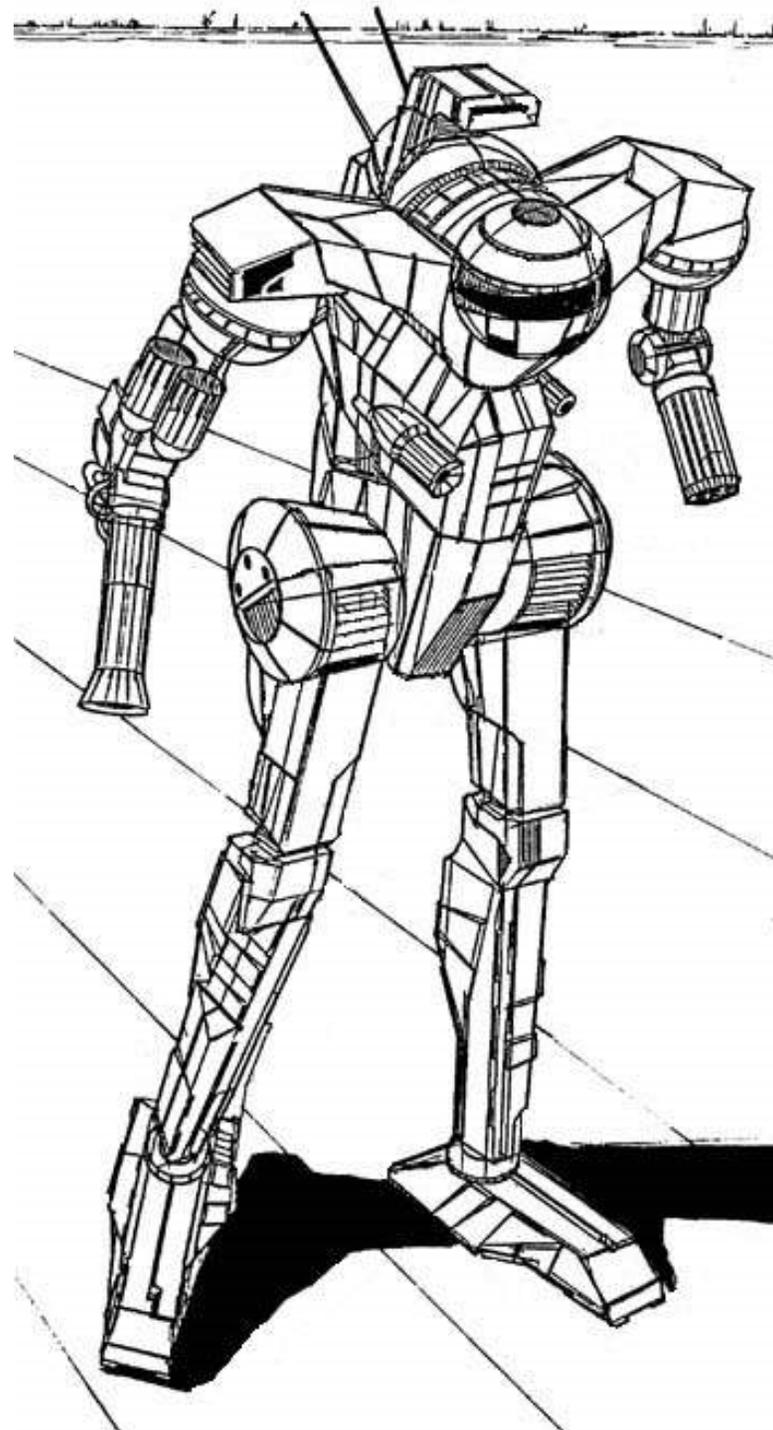
Communications System: Hartford 200S

Targeting and Tracking System: Hartford TA10

Type: VL-3W Vulcan		<i>Tons</i>
Tonnage:	40 tons	
Internal Structure:		4.0
Engine:	Nissan 200	8.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	5	
Heat Sinks:	10	
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	128	8.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	12	18/5
Rt./Lt. Torso	10	16/4
Rt./Lt. Arm	6	12
Rt./Lt. Leg	10	16

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Flamer	RA	1	1.0
AC/5	RT	4	8.0
Ammo (AC) 20	RT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LA	1	1.0
Jump Jets	CT	1	0.5
Jump Jets	RT	2	1.0
Jump Jets	LT	2	1.0



VND-1T Vindicator

History:

The *Vindicator* is a recent addition to the BattleMechs of the Inner Sphere. Production began in 2826 during a brief lull between the First and Second Succession Wars. It was commissioned by the Capellan Confederation purely out of necessity in the aftermath of the disastrous First and Second Succession Wars in which House Liao lost almost all of their 'Mech production facilities.

Designed to be able to fulfill numerous roles on the battlefield, the *Vindicator* excels at none. Equipped with a Jaguar LRM-5 for fire support, a Smasher PPC for front line duty and rounded out by a medium and small laser, the *Vindicator* is a jack of all trades.

The real strength of the machine lies in its manufacturer, Ceres Metal Industries. Ceres Metals was founded on Terra long before the formation of the Star League. By the time the Star League was founded, Ceres Metals had expanded into JumpShip and DropShip production, with factories on hundreds of worlds across the Inner Sphere. While most were clustered in the Terran Hegemony, Ceres Metals also invested heavily in trade, even subsidizing the colonization of planets in the Periphery.

This diversification reaped huge profits, making it one of the most profitable and influential companies in the Inner Sphere and eventually allowing them to expand into the mining and water purification sectors as well.

Ceres Metals was also involved in the Capellan Confederation's first foray in BattleMech design. Working with the Confederation Defense Corporation located on Exedor, Ceres Metals helped supply both the Ceres Shield 2.2 armor and the Anderson Propulsion 12 jump jets used by the Second Generation FRB-2E *Firebee* produced in 2483.

The devastation the Amaris Civil War inflicted on the Terran Hegemony, however, destroyed the vast majority of Ceres Metal's industrial might, including their shipyards and many of their industrial factories forcing the company to relocate their headquarters to Capella in the Capellan Confederation.

Once there, Ceres Metals quickly secured its future by becoming the chief state securities broker for the

Confederation. As an interstellar company, Ceres Metals had offices across the Inner Sphere, notably on Coventry, Kimball, Sarna and Ward. The company moved to establish its neutrality by adopting a policy of selling arms and equipment to any organization with the C-bills to meet their prices.

When the Capellan Confederation Armed Forces approached Ceres Metals and asked them to design a new 'Mech to be used to rebuild the shattered CCAF, Ceres Metals was quickly to oblige. Just about every component used in the *Vindicator* is built on Capella by Ceres Metals making the 'Mech cheap, easy to mass produce, and with a ready supply of repair parts it is one of the few 'Mechs easily repairable.

Its lackluster speed is only partly offset by the Anderson Propulsion 30 jump jets and there is a well-documented problem with the ejection system. The head mounted CeresArms medium laser intrudes into the cockpit making it not only uncomfortably cramped but also potentially deadly. The propulsion system used by the ejector seat had been known to foul itself on this intrusion and explode, killing the MechWarrior.

Capabilities:

The VND-1T replaces the CeresArms Jaguar LRM-5 in the left torso with a Holly LRM-10 significantly improving its ability to perform as a fire support unit. Coupled with the CeresArms Smasher PPC in its right arm, the *Vindicator* can lay down heavy fire at long range although with only 14 heat sinks, a prudent MechWarrior will keep a close eye on the heat levels.

The Smasher PPC also incorporates an unusual cooling jacket. Water intake ports are built all around the muzzle of the weapons allowing the pilot to quickly cool the weapon down by dipping it directly into a water source such as a lake or creek.

The original Hessen small laser in the left arm has been upgraded to a medium class one, giving the VND-1T two CeresArms medium lasers for close in work.

The original nine tons of StarShield armor have been replaced with 7.5 tons of Riese-456 giving in adequate protection for a 45-ton BattleMech.

Variants:

There are no common variants of the Vindicator in production.

The VND-1AA was briefly produced in 2863. Increasing the 'Mech's top speed to 86.4 kph and giving it a jump capacity of 150 meters, the -1AA cut the amount of armor in half, leaving it with just barely more protection than the 20-ton *Locust*. Intended to provide the CCAF with a version that could be used as a scout 'Mech, it was quickly shown to be a dismal failure on the battlefield and production ceased shortly after it began.

Current Manufacturers:

Ceres Metals Industries
Capella – Capellan Confederation

Model	Cost	BV	PV
VND-1R	3,137,583	1024	28
VND-1AA	3,820,533	966	22
VND-1T	3,253,220	1040	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+1**
MV: **8j** Role: **Brawler**
Damage S: **3** M: **3** L: **2**
OV: **0**
Armor: **0000**
Structure: **0000**
Special: **IF1, LRM 0*/1/1**

Mass: 45 tons
Chassis: Ceresplex IV
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 30
Jump Capacity: 120 meters
Armor: Riese-456

Armament:

- 1 x CeresArms Smasher PPC
- 2 x CeresArms Medium Laser
- 1 x Holly LRM-10

Original Manufacturer: Ceres Metals Industries (2826)

Communications System: CeresCom Model 21-Rs

Targeting and Tracking System: C-Apple Churchill

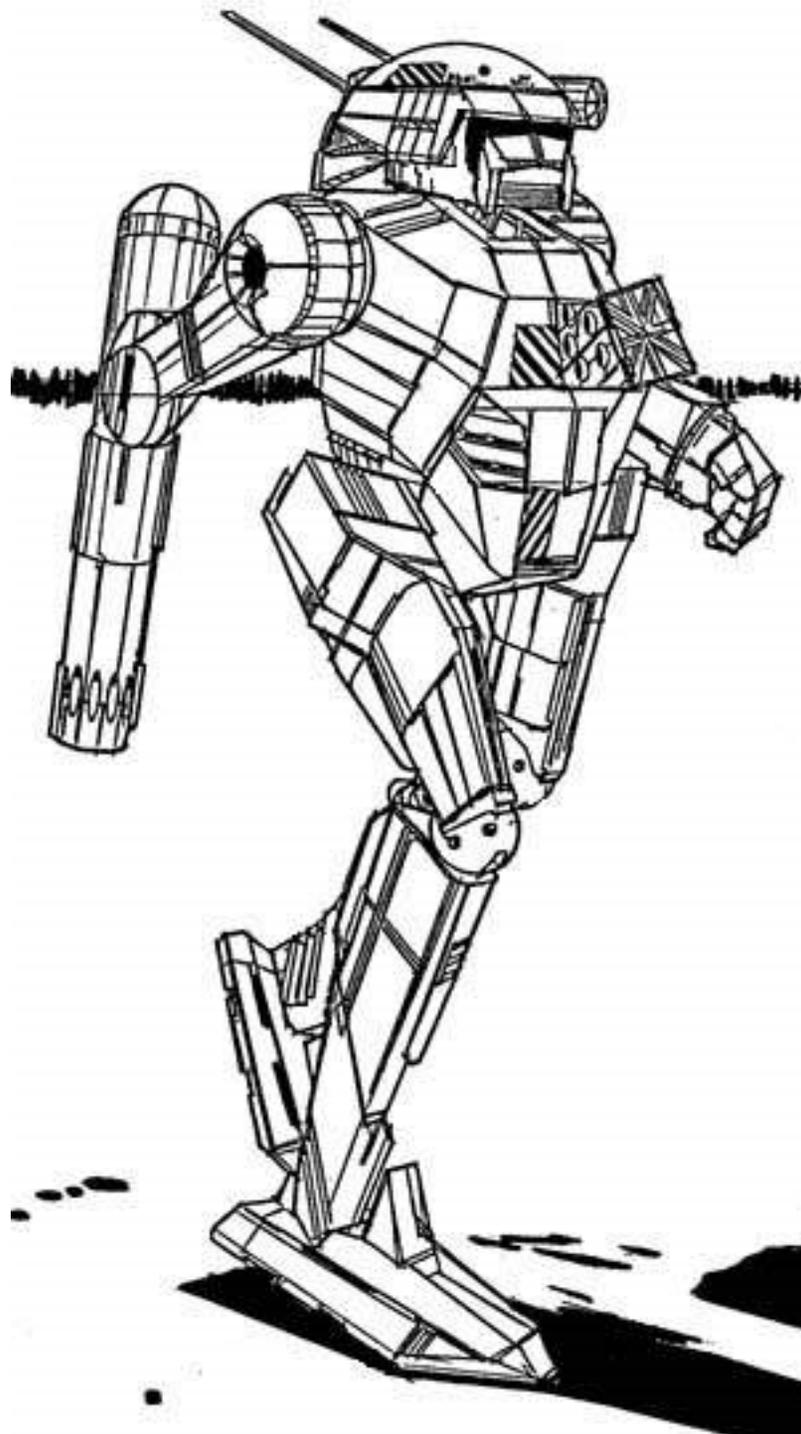
Type: **VND-1T Vindicator** *Tons*

Tonnage:	45 tons	
Internal Structure:		4.5
Engine:	GM 180	7.0
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	14	4.0
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	120	7.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	14	18/5
Rt./Lt. Torso	11	15/4
Rt./Lt. Arm	7	11
Rt./Lt. Leg	11	14

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	2	7.0
Medium Laser	H	1	1.0
Medium Laser	LA	1	1.0
LRM-10	LT	2	5.0
Ammo (LRM) 12	LT	1	1.0
Jump Jets	CT	2	1.0
Jump Jets	RL	1	0.5
Jump Jets	LL	1	0.5



CLN-1C Chameleon

History:

In 2510, the Terran Hegemony commissioned Defiance Industries of Hesperus II to construct a BattleMech specifically designed to train new MechWarriors. This commission resulted in the production of the 50-ton TRC-4B *Chameleon*, also known as the CHM-3 Chameleon Training Scout.

Never intended for combat, the *Chameleon* is built to help teach students the arts of piloting, jumping, heat management, and volley fire. Incorporating a Vlar 300 fusion engine, the *Chameleon* has a cruising speed of 64.8 kph and a top speed of almost 100 kph, making it, interestingly enough, the fastest 'Mech in its weight class.

Equipped with six McCloud Special jump jets, the same model used on the *Enforcer*, it has a jump capacity of 180 meters, again the best in its class. For armament, it carries a Cyclops Eye large laser, two Intek medium lasers, four Defiance B3S small lasers, and two ScatterGun machine guns.

Carrying only the standard ten heat sinks, this configuration of weapons makes the *Chameleon* incredibly easy to overheat. If it were to fire all of its weapons and jump a full 180 meters, there is good chance the 'Mech will simply shutdown from the excess heat, a common mistake made by many rookie pilots and an excellent "teaching moment."

Instead, the weapons were chosen to demonstrate the importance of heat management and volley fire. Configured into three groupings, there is an optimal set of weapons to use based on the distance from the target. Firing only the heavy laser at long range, the two mediums at medium range, and the full complement of four light lasers and two machine guns at short range, the heat can be managed effectively.

Given this 'Mech was never designed to engage in combat, it carries only six tons of SimplePlate Type M armor. Enough to protect the machine from falls and simulated combat, the armor is quite inexpensive but it does not have the same barrier armor rating as standard BattleMech armor.

In addition, the *Chameleon* features special software that constantly monitors the 'Mech's heat level, automatically shutting off weapons that might raise the temperature above a critical level. This was done largely in response to a number of incidents early in the 'Mech's career where cadets inadvertently cause the machine gun ammunition to explode from excessive amounts of heat.

Capabilities:

Inevitably, the TRC-4B has been forced into true combat situations, often to defend the very MechWarrior Academies where it serves. In addition, as fully functional BattleMechs become more and more scarce and the demand for them continues to rise, the value of the *Chameleon* has grown considerably, leading many Academy's to replace or augment their *Chameleons* with the lighter and considerably less expensive STG-3R *Stinger*.

In response to this, Defiance Industries developed a combat ready version of the venerable training 'Mech made available as a refit kit. Officially carrying the CLN-1C designation, the refit exchanges six tons of SimplePlate armor in favor of eight tons of Durallex Light. To accommodate the additional armor, two light lasers, one of the machine guns and a half-ton of ammunition have been removed. The machine gun and ammunition have also been moved to the left arm, while the medium lasers are shifted to the torso.

The electronics are fully upgraded as well, bringing them into line with standard military specifications. The communications are handled by a Neil 6000 system, while targeting and tracking duties are now handled by an Octagon Tartrac.

The result is a surprisingly effective scout 'Mech, one that is on par with the well regarded *Phoenix Hawk*. Highly mobile, respectably armed and armored, the CLN-1C is likely to catch an opponent off guard by expecting the machine to be piloted by a rookie and carry paper thin armor.

Variants:

There is only extremely rare variant of the Chameleon seen occasionally and only as the most prestigious MechWarrior academies. The TRC-4B-DC varies from the standard model by removing two small lasers in favor of installing a dual cockpit.

This arrangement allows an instructor to accompany a student inside the 'Mech during training runs. It also gives them the ability subsume control over the BattleMech if needed. As a training tool, the TRC-4B-DC is unparalleled allowing for direct in-cockpit observation of the student.

Unfortunately, installing a second cockpit in a BattleMech is an extremely complicated process, requiring extensive modifications to the control system. While dual cockpits, and even command consoles, were well within the ability of the Star League to manufacture, they are no longer within the reach of the Successor States. As such, the only ones that exist are highly prized and almost never seen on the battlefield.

Current Manufacturers:

Defiance Industries
Hesperus II – Lyran Commonwealth

Model	Cost	BV	PV
<i>TRC-4B</i>	4,624,500	999	21
CLN-1C	4,613,250	1076	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **12j** Role: **Scout**
Damage S: **2** M: **2** L: **0**
OV: **1**
Armor: **0 0 0 0**
Structure: **0 0 0 0**
Special:

Mass: 50 tons
Chassis: Enran TXS2A
Power Plant: Vlar 300
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: McCloud Specials
Jump Capacity: 180 meters
Armor: Durallex Light
Armament:

- 1 x Cyclops Eye Large Laser
- 2 x Intek Medium Lasers
- 2 x Defiance B3S Light Lasers
- 1 x ScatterGun Machine Gun

Original Manufacturer: Defiance Industries (2510)

Communications System: Neil 6000

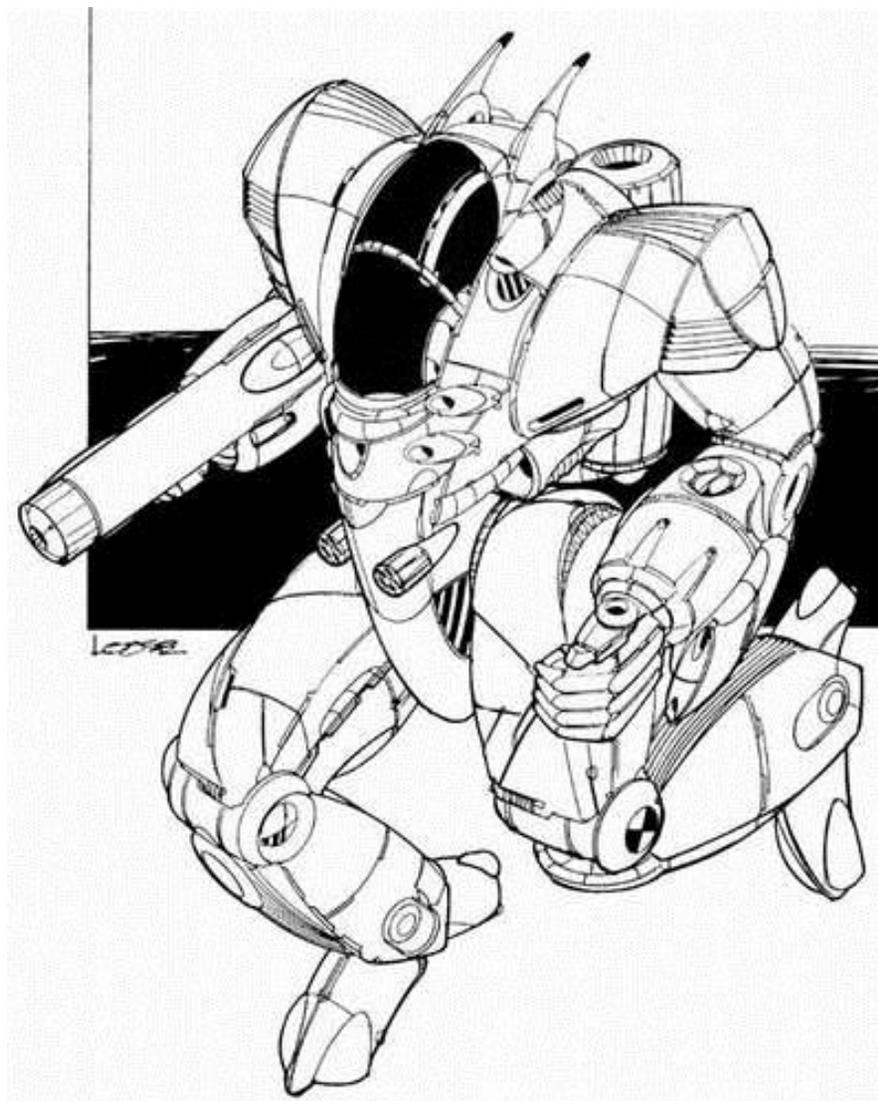
Targeting and Tracking System: Octagon Tartrac, System C

Type:	CLN-1C Chameleon	<i>Tons</i>
Tonnage:	50 tons	
Internal Structure:		5.0
Engine:	Vlar 300	19.0
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	0.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	128	8.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	8
Center Torso:	16	20/4
Rt./Lt. Torso	12	16/4
Rt./Lt. Arm	8	12
Rt./Lt. Leg	12	16

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0
Small Laser	RT	1	0.5
Small Laser	LT	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 100	LA	1	1.0

Jump Jets	RT	1	0.5
Jump Jets	LT	1	0.5
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



ENF-4T Enforcer

History:

2777 was a historic year. On January 23, Aleksandr Kerensky launched the final phase of Operation Liberation. Massed SLDF troops on eight different Terran Hegemony worlds began their final advance on Terra itself. By October of 2779, well over 100 million people would be dead, including the Usurper Stephan Amaris and his entire family.

It was during this tumultuous time that Davion engineers discovered plans for a new SLDF BattleMech in the research and development library at Achernar. Achernar was already producing the *Locust*, *Wasp*, *Phoenix Hawk* and *Dervish* at this point, although the vast majority of production was going directly to the SLDF to replace their massive and ongoing losses.

When First Prince John Davion learned of the discovery, he ordered Achernar to begin production of the never-before-seen design immediately, intending to use it exclusively to continue bolstering the size of the AFFS. The initial prototype carried a Federated Class 10 autocannon in the right arm along with a pair of ChisComp 39 medium lasers in the left. A small laser was also located in the left torso to provide additional close range firepower. However, engineers quickly discovered the left arm could support a full ChisComp 43 Special heavy laser, and after extensive testing modified the design plans before the 'Mech entered full scale production.

This new BattleMech would become known as the ENF-4R *Enforcer* and go on to become the standard medium 'Mech for the entire AFFS, a role it continues to serve to this day. This is in large part due to its utility. Though its speed is average at best, it is jump capable and armed with enough firepower to engage 'Mechs significantly heavier than itself while at the same time armored heavily enough to sustain combat on the front lines.

It is not without its own share of problems. Limited to carrying just 10 rounds for the Federated Class 10, an inexperienced MechWarrior can quickly find themselves out of ammunition for their most potent weapon. This is partially offset by a unique "clip" design that allows the

'Mech to be quickly reloaded from the rear often by support vehicles waiting near the battlefield. The *Enforcer* also has unusually thin rear armor, equivalent to that found on 'Mechs half its size, and many opponents will try to maneuver behind it in hopes of scoring a quick kill on the otherwise heavily protected machine.

The *Enforcer* is often paired with another iconic Davion design, the 55-ton *Dervish*, which is also produced by Achernar BattleMechs. Many Davion commanders have lost *Enforcers* to BattleMechs with longer range. Although the *Enforcer* can lay down a heavy barrage, it is only effective out to 450 meters, making it especially vulnerable to 'Mechs carrying long range missile and particle cannons. For this reason, the *Enforcer* is most effective when accompanied by fire support 'Mechs, such as the *Dervish* which can provide cover fire while it advances.

The *Enforcer* is also a formidable urban fighter. With its jump jets and powerful weaponry, it can unleash a devastating fusillade and quickly jump away disappearing back into the city scape.

Capabilities:

Unlike most other First Princes, Michael Davion was much more a diplomat and peacemaker than a warrior. Luckily for the Federated Suns, Michael Davion appointed his uncle, Peter Davion, as Prime Marshal effectively seceding control of the entire AFFS to his much more military minded relation.

Rumors circulated in 2846 that officers in the AFFS wanted Peter to take the throne instead of his nephew but he staunchly refused to support any attempted coup, instead concentrating on strengthening the AFFS. With his extensive battlefield experience, Peter Davion was well aware of the shortcomings of the ENF-4R and using his position commissioned Achernar BattleMechs to develop a new variant designed to address its shortcomings.

Well aware of the -4R's relatively short range and lackluster speed, engineers at Achernar first tried increasing the speed by installing a Magna 250 fusion engine. However, the engine was only available from

either Magna Metal on Lopez in the Free Worlds League or from Edasich Motors out of their Aur facility in the Lyran Commonwealth.

Unwilling to source such a critical component from outside of their own borders, the engineers looked to the weapon systems instead. Replacing the original Federated autocannon with the Mydron Model C Class 5 autocannon used on the *JagerMech*, they succeeded in addressing two problems at once. Not only did the Model C have a longer effective range, but it also had twice the number of rounds per ton of ammunition, significantly reducing the need to frequently reload the 'Mech on the battlefield, an operation fraught with risk.

To help offset the loss of firepower from downgrading the autocannon, the engineers replaced the ChisComp 43 Special with a Fusigon Longtooth PPC. It made the perfect partner. Not only is the Fusigon a more powerful weapon, but its range matches that of the Model C perfectly. The small laser was also upgraded to a ChisComp 39 medium to provide additional close range capability as well.

To help offset the additional heat from the particle cannon, another heat sink was added, giving the -4T a total of thirteen. Armor was also added the vulnerable torsos to help further protect the ammunition stored there and improve its survivability.

Variants: None.

Current Manufacturers:

Achernar BattleMechs
New Avalon - Federated Suns

Kallon Industries
Talon – Federated Suns

Model	Cost	BV	PV
<i>ENF-4R</i>	3,527,875	1032	27
ENF-4T	3,619,000	1098	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+1**
MV: **8j**” Role: **Sniper**
Damage S: **2** M: **2** L: **2**
OV: **0**
Armor: **00000**
Structure: **0000**
Special: **AC 0*/1/1**

Mass: 50 tons

Chassis: Dorwinion Standard

Power Plant: Nissan 200

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: McCloud Specials

Jump Capacity: 120 meters

Armor: Starshield A

Armament:

1 x Mydron Model C Class 5 Autocannon

1 x Fusigon Longtooth Particle Projection Cannon

1 x ChisComp 43 Special Large Laser

1 x ChisComp 39 Medium Laser

Original Manufacturer: Achernar BattleMechs (2777)

Communications System: Achernar Electronics HICS-11

Targeting and Tracking System: Federated Hunter

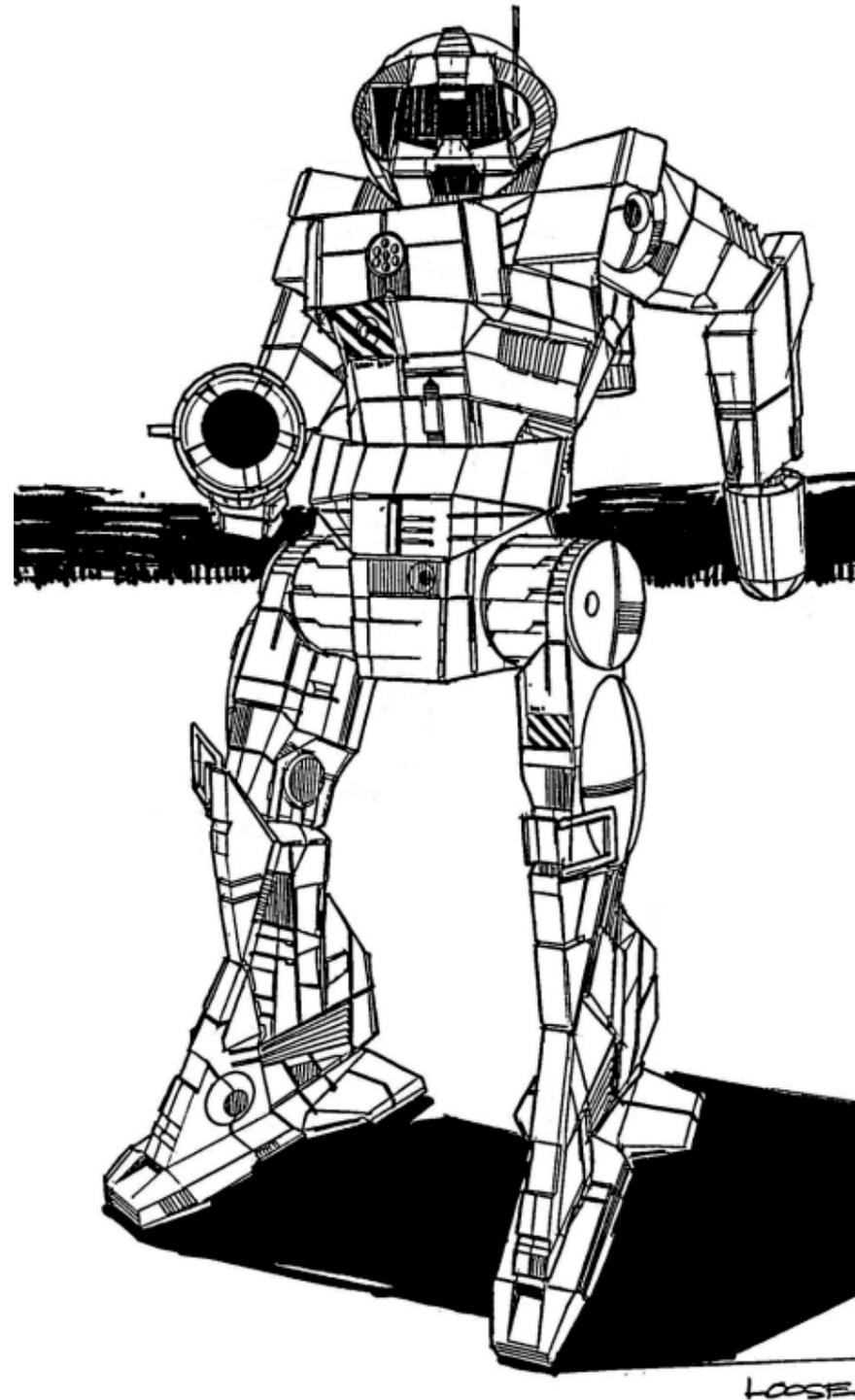
Type: **ENF-4T Enforcer**

		<i>Tons</i>
Tonnage:	50 tons	
Internal Structure:		5.0
Engine:	Nissan 200	8.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	13	3.0
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	152	9.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	16	23/4
Rt./Lt. Torso	12	20/4
Rt./Lt. Arm	8	14
Rt./Lt. Leg	12	20

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/5	RA	4	8.0
Ammo (AC) 20	RT	1	1.0
PPC	LA	3	7.0
Medium Laser	LT	1	1.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



STY-2H Starslayer

History:

In 2719, the Star League Defense Force was on the verge of adopting Cosara Weaponries' CRB-27 *Crab* as the standard medium 'Mech of the SLDF. However, over fifty years later, Cosara Weaponries had still only managed to deliver less than 1,000 of 50-ton 'Mechs, averaging only a paltry 20 BattleMech per year.

Fed up by Cosara's continued promises, and missed deliveries, the SLDF finally issued a RFP for a new medium BattleMech in 2763. That same year, Blue Shot Weapons, headquartered on the famous game world of Solaris VII, entered their STY-2C *Starslayer* for consideration. They had begun delivery of their LNX-9Q *Lynx* to the SLDF just two years earlier.

Just like the CRB-27, the *Starslayer* carried a pair of heavy lasers as its main armament. Where the *Crab* carried a RAMtech 1200 in each arm, the *Starslayer* utilized a pair of BlazeFire Systems large lasers, one mounted in the right arm, the next one adjacent to it in the right torso, giving it its distinctive profile.

In addition, the *Starslayer* carries a TharHes 4-pack SRM system, two Defiance B3M medium lasers, and a single rear-mounted B4M small laser. By comparison, the *Crab* carried only a single medium and small laser as backup.

The STY-2C is protected by 9.5 tons of Norse-34 Ferro-Fibrous armor with CASE, which is among the best armor ever manufactured, and it carries eleven double-strength heat sinks to deal with the heat from its extensive energy weapons.

While slightly slower than the *Crab*, the *Starslayer* is built with Odin's Own Model 34z jump jets, giving it a jump capacity of 150 meters.

The SLDF was impressed with the design and awarded Blue Shot a contract in 2765 with high hopes they would be able to produce large numbers of the medium 'Mech in relatively short order.

Trouble was already on the horizon. In 2762, as Richard Cameron came of age and claimed the mantle of First Lord, his first official action was to issue Executive Order 156. Executive Order 156 called for the Great House

militaries to completely disband, along with any and all other private armies. All weapons larger than a hunting rifle were banned and any device more powerful than a grenade was now illegal. An emergency High Council meeting was called as the House Lords declared the Order illegal. Under the eyes of General Aleksandr Kerensky, the young Richard Cameron was forced to rescind the Order, but that would prove to just mark the beginning of troubles for the SLDF.

Just on year later, First Lord Richard Cameron would issue the Taxation Edict of 2763, which increased taxes across the entire Inner Sphere, but especially in the Periphery. A clear violation of the Reunification Treaties, the Periphery states began a dramatic military buildup as they prepared for what they felt was going to be another SLDF invasion.

Sure enough two years later, in 2765, a cluster of 18 worlds in the Taurian Concordant succeeded from the Star League in what would become known as the New Vandenberg Uprising and SLDF forces were sent to fight in the Periphery once again.

Blue Shot Weapons was struggling with its own issues as well. The FireScan with IndirectTrack targeting and tracking system was proving to be a nightmare. Commonly used on SRM and LRM carriers, Blue Shot was having serious trouble adapting it to work with the direct energy weapons carried by the *Starslayer*. It would take Blue Shot seven years before they would be able to reach full production, and even then the FireScan still suffers from glitches. By that time the Amaris Civil War was well underway and General Kerensky was just launching the Hegemony Campaign aimed at retaking Terra and removing the Usurper from the throne.

Finally in full production, the SLDF, desperate for war material, was even more eagerly awaiting complete and regular shipments of the *Starslayer* to in order to help rebuild its forces at they drove towards Terra. However, Archon Robert Steiner II's distrust of General Kerensky's long term plans led him to interfere with Blue Shot's delivery schedule causing shipping delays to continue. It wasn't until 2781, after the liberation of Terra and the subsequent stripping of Kerensky's title as Protector, that

the SLDF finally received the *Starslayer*. Three years later the SLDF, and Kerensky, would disappear forever.

Consequently, the *Starslayer* is regarded as a Lyran design, as the LCAF is the only force to have ever received the 'Mech in significant numbers.

Capabilities:

The *Starslayer* weathered the slow decline in technology much better than most BattleMechs. This was largely due to the fact it did not carry any of the advanced SLDF weapon systems. It was, however, built on an endo-steel chassis but using a traditional fusion engine.

The -2H is constructed using a standard chassis. To make up for increased weight of the structure, both medium lasers and the rear mounted small laser have been removed. In addition, three tons of armor have also been removed, substituted with 4/Star Slab, and three additional heat sinks have been added to help better manage the heat generated by the heavy lasers.

The troublesome FireScan with IndirectTrack has been replaced by the popular and capable Tek Tru-Trak, complementing the BattleCom communications system it already installed.

Variants: None

Current Manufacturers:

Blue Shot Weapons
Loxley – Lyran Commonwealth

Model	Cost	BV	PV
STY-2H	4,331,750	1096	???

Alpha Strike Statistics

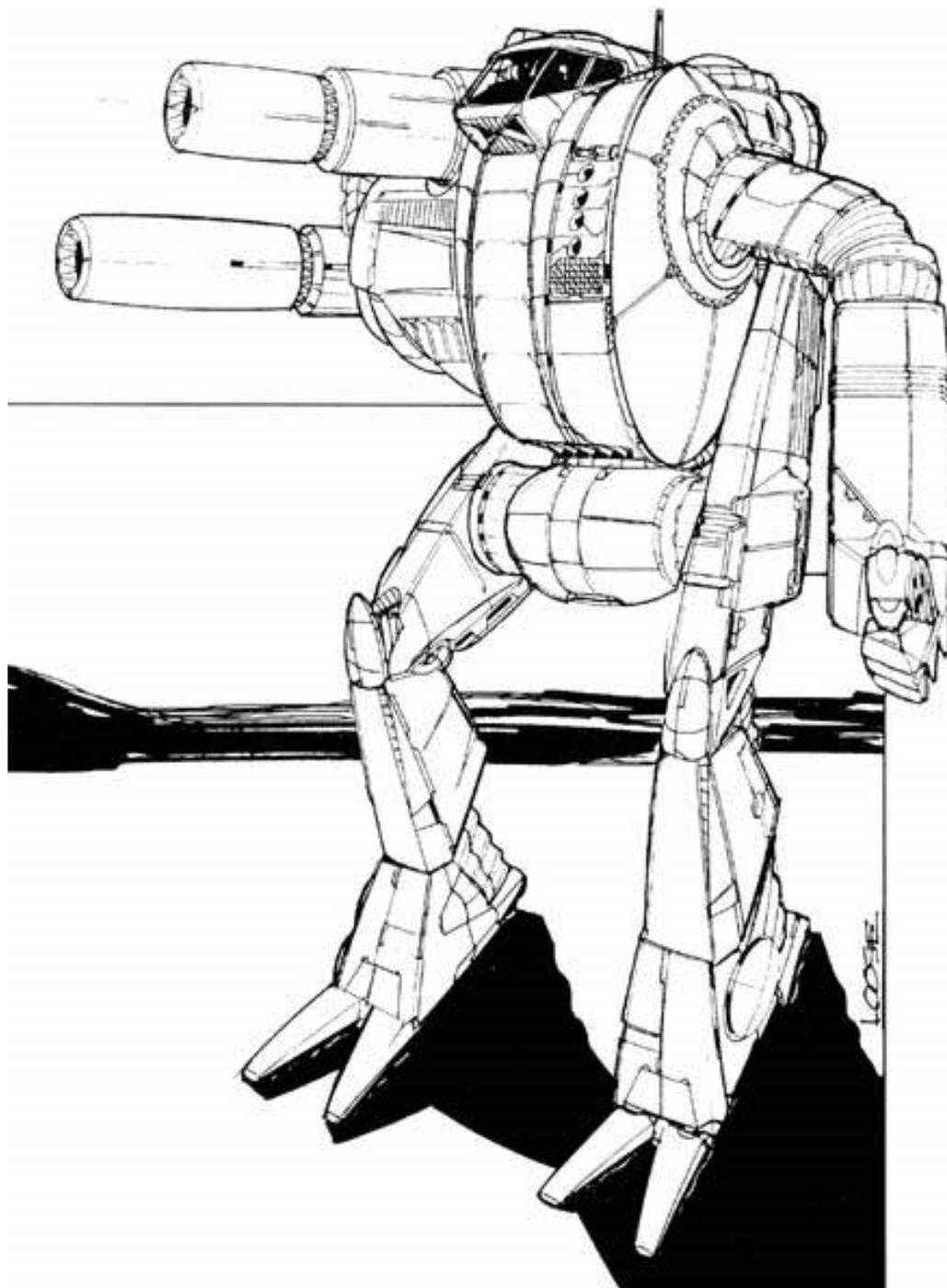
TP: **BM** SZ: **2** TMM: **+2**
MV: **10j**” Role: **Skirmisher**
Damage S: **3** M: **3** L: **0**
OV: **0**
Armor: **0000**
Structure: **0000**
Special: **SRM 1/1**

Mass: 50 tons
Chassis: Thor-2
Power Plant: Magna 250
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Odin's Own Model 34z
Jump Capacity: 150 meters
Armor: 4/Star Slab

Armament:
 2 x BlazeFire Systems Large Laser
 1 x TharHes 4-Pack SRM-4
Original Manufacturer: Blue Shot Weapons (2772)
Communications System: Tek BattleCom
Targeting and Tracking System: Tek Tru-Trak

Type:	STY-2H Starslayer		<i>Tons</i>
Tonnage:	50 tons		
Internal Structure:			5.0
Engine:	Magna 250		12.5
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
Heat Sinks:	14		4.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	112		7.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	16	17/4	
Rt./Lt. Torso	12	14/4	
Rt./Lt. Arm	8	10	
Rt./Lt. Leg	12	13	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Large Laser	RT	2	5.0
SRM-4	LT	1	1.0
Ammo (SRM) 25	LT	1	1.0
Jump Jets	CT	1	0.5
Jump Jets	LT	2	1.0
Jump Jets	RT	2	1.0



TBT-6P Trebuchet

History:

The original *Trebuchet* was far more advanced than the version fielding by the armies of today's Successor States. Commissioned by the SLDF, unlike most BattleMechs, the *Trebuchet* was designed from the beginning to operate within a lance, rather than as a standalone machine, providing both long range bombardment and close fire support. Unveiled in the closing years of the Star League, the first *Trebuchet* walked off the assembly lines in 2780, shortly after General Aleksandr Kerensky's liberation of Terra from the Ursurper, Stefan Amaris. Carrying two Zeus LRM-15s enhanced with the now lostech Artemis IV Fire Control System, along with a full four medium lasers, the *Trebuchet* epitomized fast fire support.

Powered by a now extinct 300-rated Extra Light fusion engine, the TBT-3C could sustain speeds close to 100 kph. The chassis was built from an advanced lightweight composite material and the heat sinks were twice as efficient as the ones currently produced, making the TBT-3C a technological marvel even in its own time.

Due to the steady decline of technology that began shortly after General Kerensky's legendary Exodus, Corean Enterprises, the manufacturer of the *Trebuchet*, found itself unable to continue production of the original advanced -3C version. By 2799, less than twenty years after the disintegration of the Star League, Corean was forced to switch production over to the significantly less sophisticated Second Generation TBT-5N version.

The -5N retains the two Zeus LRM-15s, losses one of the medium lasers, and has a slower top speed. Even then, today's *Trebuchet* is still regarded as one of the most effective medium-class BattleMechs ever made and a dangerous opponent at any range.

If the *Trebuchet* has any flaws, it's the limited number of rounds it carries for its LRM launchers. At its maximum rate of fire, the *Trebuchet* can exhaust its ammunition bins in little over a minute, making it dependent on a steady supply of munitions.

Two years later in 2801, Corean Enterprises introduced the CN9-A *Centurion* which was designed specifically to operate alongside the *Trebuchet*. Armed with a Luxor

D-Series autocannon, a Luxor 3R LRM-10 and a pair of Photech 806 medium lasers, it quickly earned a reputation for making slow steady advances at the side of its companion 'Mech. Just over 40 years later, however, the Corean Enterprises plant on Ramden II was destroyed, leaving the *Trebuchet* to soldier on alone. Corean still conducts regular runs of spare parts for the *Centurion*, but no new ones have been built since and the 'Mech is slowly fading away as so many other designs have already before.

Capabilities:

The TBT-6P restores the speed of the original -3C while at the same time giving it the same jump capacity as the highly respected *Phoenix Hawk*. Six McCloud Special jump jets have been installed in the legs and torso areas allowing the -6P to jump a full 180 meters.

The three arm mounted Magna Mk. II medium lasers have also been retained, and combined with the power of its physical attacks, give the -6P considerable close range ability.

The two Zeus LRM-15s have been replaced with a single Devastator Series-07 LRM-10 while the armor has been increased by a half ton.

The result is a highly mobile heavy reconnaissance 'Mech capable of providing long range fire support to other fast moving units while at the same time carrying sufficient short range firepower to destroy anything of equal or lesser size.

Variants:

The TBT-5J is the first variant to introduce jump jets. By removing one of the Zeus LRM-15s in favor of jump jets, the -5J has a jump capacity of 150 meters. Two additional heat sinks are also added to help deal with the heat generated by jumping. This variant began production in 2850.

Introduced just two years ago in 2864 as the Second Succession War ended, the TBT-5S covers the *Trebuchet* into an extremely potent close range fighter. Both LRMs are replaced with Thunderstroke SRM-6s and an additional eight heat sinks are installed. This

allows the -5S to fire its full complement of three medium lasers along with a devastating salvo of 12 SRMs continuously all without building excess heat. The complete lack of long ranged weaponry, however, means the -5S requires fire support from other units in order to close to within its effective combat range without being damaged or destroyed in the process.

Current Manufacturers:

Corean Enterprises
Stewart – Free Worlds League

Model	Cost	BV	PV
TBT-5N	4,203,500	1191	27
TBT-5J	4,338,500	1191	28
TBT-5S	3,942,500	984	29
TBT-6P	4,626,000	1094	???

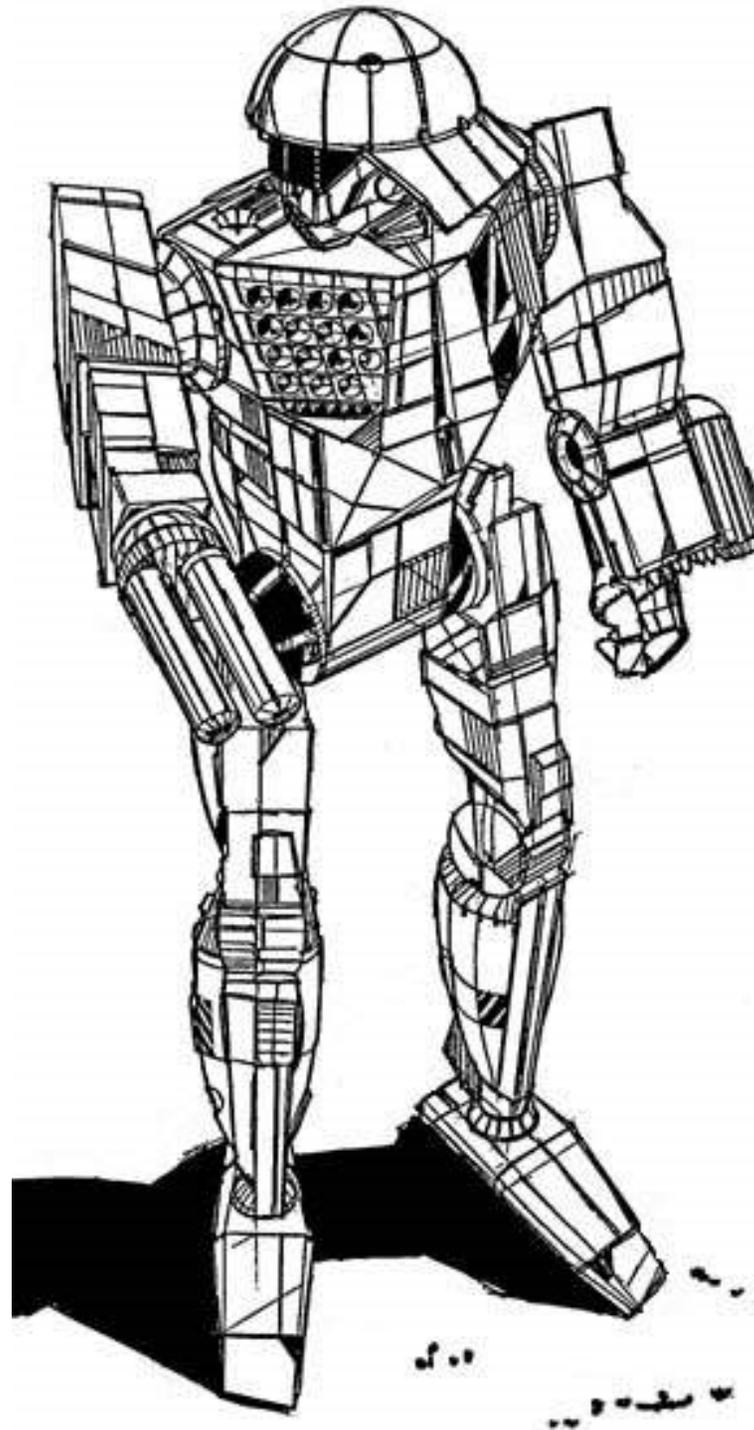
Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **12j** Role: **Scout**
Damage S: **2** M: **2** L: **1**
OV: **1**
Armor: **OOOO**
Structure: **OOOO**
Special: **IF1, LRM 0*/1/1**

Mass: 50 tons
Chassis: Corean Model 9C
Power Plant: Vlar 300
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: McCloud Specials
Jump Capacity: 180 meters
Armor: Durallex Light
Armament:
 3 x Magna Mk. II Medium Lasers
 1 x Devastator Series-07 LRM-10
Original Manufacturer: Corean Enterprises (2780)
Communications System: Corean TransBand-J9
Targeting and Tracking System: Corean B-Tech

Type:	TBT-6P Trebuchet	<i>Tons</i>
Tonnage:	50 tons	
Internal Structure:		5.0
Engine:	Vlar 300	19.0
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	128	8.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	6
Center Torso:	16	21/5
Rt./Lt. Torso	12	16/4
Rt./Lt. Arm	8	12
Rt./Lt. Leg	11	16

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-10	RT	2	5.0
Ammo (LRM) 12	RT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Jump Jets	RT	1	0.5
Jump Jets	LT	1	0.5
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



DV-6T Dervish

History:

The *Dervish* was the last First Generation BattleMech produced. Commissioned by the Lyran Commonwealth in 2520, it was mass produced and sold to all of the Great Houses. The initial version, the DV-1S, was slower than the common -6M and lacked the two medium lasers. It had a jump capacity of 90 meters. Still, with its dual LRM-10s and matched SRM-2s, it excelled as a quick fire support unit, and came to be known as the “Poor Man’s Archer.”

The design saw extensive action during the Reunification War and would prove to be surprisingly effective in provide quick fire support to beleaguered troops. This was due in large part to its jump capacity, a feature lacking in other fire support ‘Mechs such as the *Crossbow*, *Archer*, and *Longbow*.

This would lead the Star League to incorporate the *Dervish* into its own forces. In 2610, thirteen years after the end of the Reunification War, a now unified Star League would commission the DV-6M for use among its own line regiments.

Incorporating the latest advances in BattleMech constructions and building upon its already well established strengths, Star League engineers increased both the top speed and jump capacity of the *Dervish*. Now capable of speeds approaching 90 kph and with a full 150 meter jump capacity, the upgraded *Dervish* was a wholesale improvement. Engineers also added a pair of medium lasers as secondary armaments for use in the rare occasions when the *Dervish*’s ammunition bins might run dry.

The updated DV-6M would go on to serve both in the SLDF as well as in the private armies of all the Successor Lords. In the early 2700’s, however, Davion engineers working at Archernar BattleMechs, the main producer of the *Dervish*, would give the design another revamping, this time incorporating a state-of-the-art Extralight fusion engine.

Using the weight savings from the XL engine, the DV-6Md upgraded the two Federated 10-Shot missile launchers to Federated 15-shot missile launchers. Also added was an additional ton of ammunition for the LRMs

which were now protected with CASE. Two more heat were installed, bringing the 6Md up to a full dozen heat sinks.

The Davion Brigade of Guards, also known simply as the Davion Guards, would make extensive use of the DV-6Md during the time of Star League. In fact, the Guards, along with the First Avalon Hussars, were the first forces in the Federated Peacekeeping Forces, the precursor to the Armed Forces Federated Suns, to receive BattleMechs. In fact, when the Star League was formed, the Davion Guards were the only unit the Federated Suns who did not contribute forces to the Star League Defense Force. And furthermore, when Council Edict 2650 was passed mandating a reduction in the size of the House militaries, the Davion Guards were the only unit in the AFFS which was not downsized.

This preferential treatment traces back to origins of the Davion Brigade of Guards as the personal guard of the Davion family, a responsibility reaching back all the way to 2340 when Reynard Davion became President of the Federated Suns. When Simon Davion became the first person to hold the title of First Prince in 2418, the Davion Guard was officially incorporated as the Royal Brigade and entrusted with the First Prince’s safety along with that of his family.

The Davion Guards were invariably the first unit to see action in every major campaign, even before the formation of the Star League, and afterwards often recruited from among the finest officers in the SLDF. They also received the finest equipment the Federated Suns could make and in later years were the first units to incorporate armor, infantry, artillery and aerospace formations, marking the creation of the first Regimental Combat Teams seen outside of the SLDF.

Capabilities:

Forced to revert back to the -6M model due to the loss of the special lightweight materials used in the manufacture of Extralight fusion engines, the engineers at Archernar never forgot the success of their homegrown -6Md variant.

When an enterprising young engineer noticed that a lance of Thumper artillery vehicles attached to the

Davion Guards still had their original Strand 220 fusion engines, he proposed a radical idea: replacing the entire engine.

He theorized that by using a Strand 220 engine to return the speed of the *Dervish* back to that of the -1S, he could free up enough space to upgrade the weapons back to that of the -6Md. Intrigued by the possibility, Marshal Timothy Woods, commander of the Fourth Davion Guards, authorized the dismantling of the four Thumper artillery vehicles and the promising engineer was given his chance.

Ultimately, he succeeded even beyond his original plans. The use of the Strand 220 ended up freeing up so much weight, not only did he upgrade the Federated 10-shots to 15-shots as well as adding the additional ton or armor, but was also able to upgrade the two arm mounted SRM-2s to SRM-4s. In his zest to increase the firepower, what he forgot to do, however, was add the additional heat sinks, leaving the DV-6T as it become known, with only the integral ten heat sinks.

While initial testing has been promising, the revised *Dervish* is prone to overheating, an especially dangerous situation considering the ‘Mech carries four tons of ammunition.

Variants: None.

Current Manufacturers:

Achernar BattleMechs
New Avalon – Federated Suns

Model	Cost	BV	PV
<i>DV-6M</i>	4,813,267	1146	30
DV-6T	4,734,733	1157	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+1**
MV: **8j”** Role: **Missile Boat**
Damage S: **2** M: **2** L: **2**
OV: **2**
Armor: **OOOO**
Structure: **OOOOO**
Special: **IF2, LRM 1/2/2, SRM 1/1/-**

Mass: 55 tons
Chassis: Dorwinion Standard
Power Plant: Strand 220
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Swingline X-1000
Jump Capacity: 120 meters
Armor: Maxmillian 105

Armament:

2 x Federated 15-Shot LRM-15
 2 x Federated 4-Shot SRM-4
 2 x ChisComp 39 Medium Lasers

Original Manufacturer: Archernar BattleMechs (2520)

Primary Factory: New Avalon

Communications System: Achernar Electronics HID-21

Targeting and Tracking System: Federated Hunter Mk II

Ammo (SRM) 25	CT	1	1.0
Medium Laser	RA	1	1.0
Medium laser	LA	1	1.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0

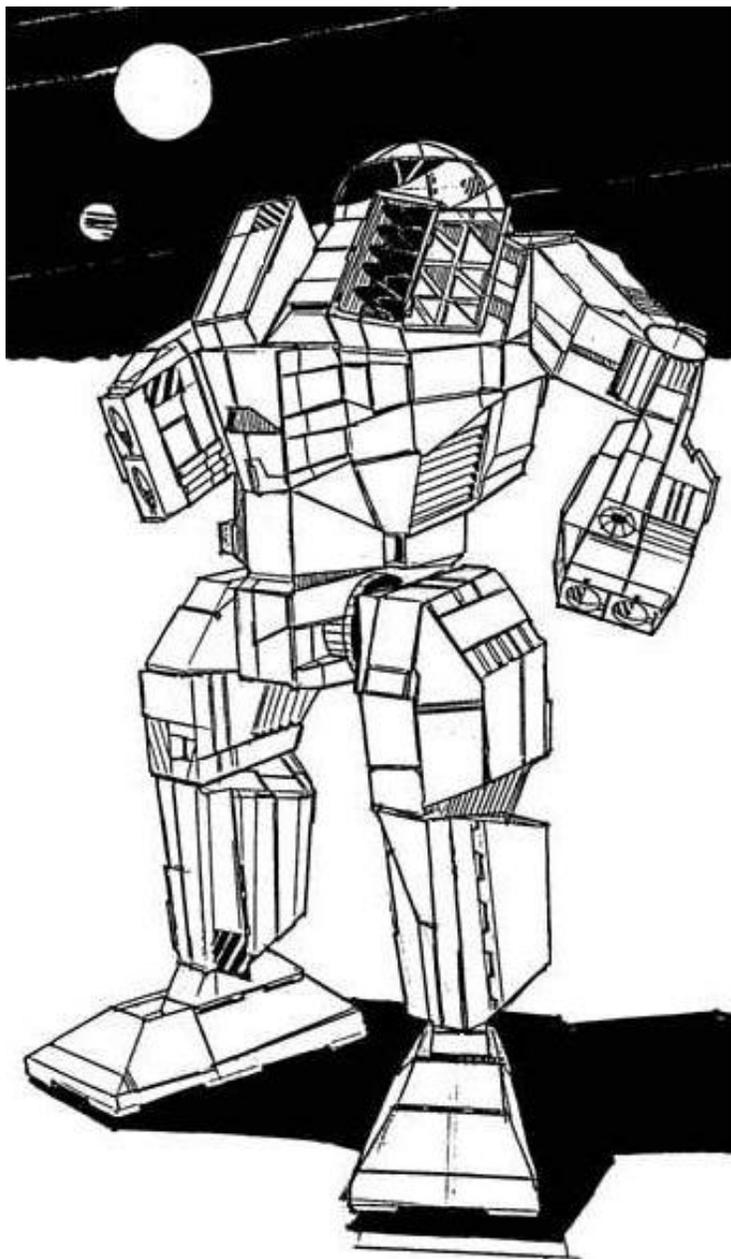
Type: **DV-6T Dervish**

Tonnage:	55 tons	<i>Tons</i>
Internal Structure:		5.5
Engine:	Strand 220	10.0
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	10	
Gyro:	Free	
Cockpit:		3.0
Armor Factor:	120	7.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	8
Center Torso:	18	20/4
Rt./Lt. Torso	13	15/4
Rt./Lt. Arm	9	10
Rt./Lt. Leg	13	15

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-15	RT	3	7.0
LRM-15	LT	3	7.0
Ammo (LRM) 8	RT	1	1.0
Ammo (LRM) 8	LT	1	1.0
Ammo (LRM) 8	CT	1	1.0
SRM-4	RA	1	2.0
SRM-4	LA	1	2.0



LNx-8V Lynx

History:

Blue Shot Weapons, located on the famous game world of Solaris VII, was a relatively late arrival to BattleMech production. In 2761, just five years before the Amaris Civil War would begin, Blue Shot would market their first BattleMech, the 55-ton *Lynx*, to the Star League Defense Force.

One of the few 'Mechs to mount an Extended-Range particle project cannon, the *Lynx* is regarded as the perfect blend of firepower, speed, and armor, making it one of the most effective striker 'Mechs ever built. Many people attribute this to Blue Shot's involvement in the Solaris games. The Games feature BattleMechs from all over the Inner Sphere, many of them heavily customized by the Stables that own them. With so many different models, and numerous variants, available to study, Blue Shot has access to an incredible trove of combat performance analysis.

Settling on a 55-ton chassis as the perfect balance of speed and firepower, Blue Shot elected to use an entirely energy based weapon load. Not only does the eliminate the possibility of an ammunition explosion, but it all allows the *Lynx* to continue fighting for as long as it is operational without the pilot having to worry about conserving, or even running out of ammunition for its weapons. This also makes the *Lynx* an excellent choice for deep penetration raids, scouting, and any other mission that would take it far from supply lines.

Contracting with nearby Defiance Industries, Blue Shot armed the *Lynx* with a Defiance 1001 ER PPC, one of the first extended range particle cannon to enter mass production. This made the *Lynx* the first BattleMech outside of the elite SLDF "Royal" divisions to carry one as standard issue. Up until this point, only the BL-6b-KNT *Black Knight*, carrying a Kinslaughter ER EPPC, the CHP-1Nb *Champion*, and the GRF-2 *Griffin*, carried the potent and long range weapon.

To supplement the particle cannon, the *Lynx* carries a Defiance B3L large laser in the right torso, and a quartet of B3M medium lasers, two in the left arm, one in the left torso, and one housed in the center torso. The total firepower of the 55-ton 'Mech exceeds that of anything

in its weight class and, in many cases, surpasses that of most heavy BattleMechs as well.

To manage the incredible heat burden of the energy intensive loadout, the *Lynx* carries fifteen dual heat sinks, making it among the most efficient BattleMechs ever produced at dissipating waste heat. Powered by a Nissan 275 XL engine, and carrying twelve tons of Kallon Unity Weave, the *Lynx* has a top speed of 86.4 kph and a jump capacity of 150 meters thanks to its Luxor Load Lifter jump jets.

The maximum armor, extended range, mobility, and firepower combined to make the *Lynx* an overnight success for Blue Shot Weapons. The SLDF ordered even more of them than Blue Shot could produce and never received as many as it wished before the winds of war began to blow.

Most of the *Lynxes* the SLDF did manage to get its hands on were destroyed in the bitter fighting that marked the Amaris Civil War. Following on the heels of the civil war and collapse of the Star League, came the horrific First Succession War. By the time the fighting stopped 35 years later, the facilities and knowledge required to make Extralight fusion engines and dual strength heatsinks were gone, along with countless other technologies. Even the massive Defiance Industries had lost the ability to manufacture their own 1001 ER PPC, leaving Blue Show Weapons unable to continue production of the -8V.

Capabilities:

When Blue Shot Weapons was forced to remove the lostech 275 XL engine and double heat sinks, the resulting changes eviscerated the formidable design. The subsequent version, the -8Q, was generally considered a dismal failure as the 'Mech could no longer serve as an effective Striker.

Returning the drawing board, Blue Shot engineers entirely abandoned the idea of making the *Lynx* a Striker, and instead decided to reimagine the *Lynx* as a heavy scout. Using a number of Vox 330 engines salvaged and decommissioned from the maligned quadruped SCP-1N *Scorpion* BattleMech, Blue Shot installed them into their *Lynx* BattleMech making it faster than ever before. Increasing its jump capacity to match, now an

astounding 180 meters, the -8V *Lynx* is the fastest most jump-capable 'Mech on the market today. These changes come at the expense of just about everything else, however. To make space for the larger engine, the armor has been reduced to just seven tons of SimplePlate Type M, a product made by Defiance Industries for use on their training 'Mech, the *Chameleon*. For weapons it carries a single Defiance B3L and a trio of B3M medium lasers and now has only the ten integral heatsinks that come standard in the engine.

Initial reports of the *Lynx* operating as a scout and fast raider have been quite positive however, ensuring its continued production.

Variants:

Unable to continue making the advanced LN-9Q model, Blue Shot Industries was forced to downgrade the *Lynx* by 2853 during the thick of the Second Succession War. The downgrade took the once stellar 'Mech and made it into an albatross. The ER PPC was replaced by a second Defiance B3L heavy laser, two medium lasers along with the jump jets were removed, a ton of armor taken off, and the heat sinks replaced with standard single models and finally, the original Nissan 275 XL was replaced by the commonplace CoreTek 275. The end result was a pale shadow of the original. Only because the Successor Lords were so desperate for BattleMechs did the *Lynx* even survive the downgrade, and even now production remains as a snail's pace.

Current Manufacturers:

Blue Shot Weapons
Solaris VII – Lyran Commonwealth

Model	Cost	BV	PV
LN-8Q	4,417,242	1292	30
LN-8V	5,638,125	1088	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **12j** Role: **Skirmishert**
Damage S: **2** M: **2** L: **0**
OV: **1**
Armor: **○○○○**
Structure: **○○○○○**
Special: **ENE**

Mass: 55 tons
Chassis: RAMTech QWT
Power Plant: Vox 330
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Luxor Load Lifters
Jump Capacity: 180 meters
Armor: SimplePlate Manufacturers Type M
Armament:

1 x Defiance B3L Heavy Laser
 3 x Defiance B3M Medium Lasers

Original Manufacturer: Blue Shot Weapons (2761)

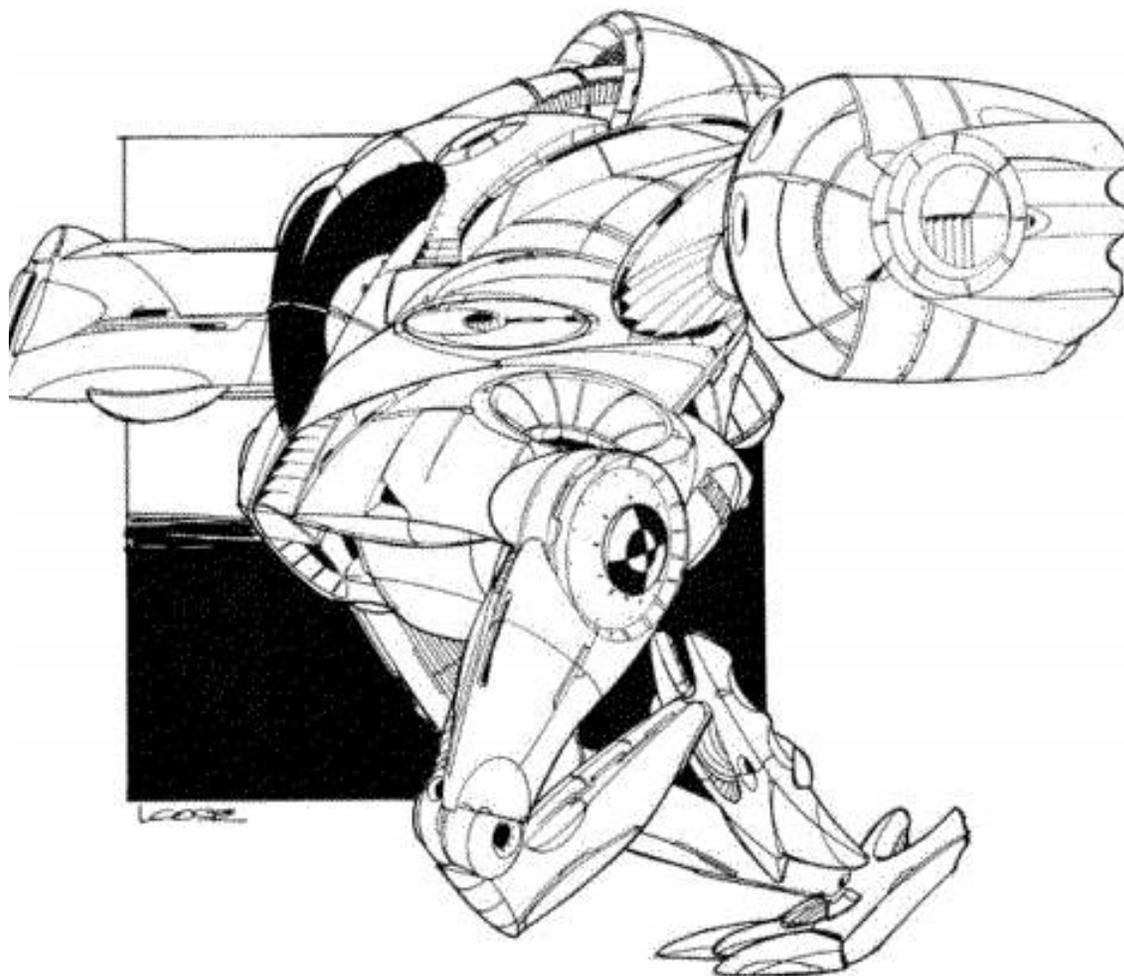
Communications System: Lynx-shur

Targeting and Tracking System: Cyclops Multi-Tasker 10

Type: LNX-8V Lynx		<i>Tons</i>
Tonnage:	55 tons	
Internal Structure:		5.5
Engine:	Vox 330	24.5
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	6.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	112	7.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	18	18/5
Rt./Lt. Torso	13	12/4
Rt./Lt. Arm	9	12
Rt./Lt. Leg	13	12

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Medium Laser	LA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	CT	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



SHD-2N Shadow Hawk

History:

The *Shadow Hawk* is the longest continuously produced BattleMech design in existence. First introduced by Lang Industries in 2457, only 18 years after the creation of the first BattleMech, the MSK-5S *Mackie*, the *Shadow Hawk* has a long and storied history. The initial SHD-1R carried only an Armstrong J-7 AC/5 and a single medium laser. Commissioned by the Hegemony Armed Forces the SHD-1R proved a phenomenal success, opening the door for Lang Industries to bid on many important military contracts over the coming centuries.

There were, however, problems with the placement of the armor, most notably around the legs. The myomer bundles that powered the legs would wear against the inner surface of the armor causing them to fail prematurely. Regular replacement of the bundles was required to keep the 'Mech operational.

In 2550, Lang Industries completely overhauled the *Shadow Hawk* line fixing the problems with the wear on the myomer bundles and incorporating the latest advances in engine, cockpit, and armor construction. The newly christened SHD-2H has remained on the front lines of the battlefield ever since. Armed with an Armstrong J-11 medium autocannon, a Holly LRM-5 and SRM-2, and a Martell medium laser, the SHD-2H can effectively engage at any range.

With a top speed of 86.4 kph and a respectable jump capacity of 90 meters, the *Shadow Hawk* is as equally at home performing as a scout as it is leading a frontal assault. The over-the-shoulder mount of the Armstrong autocannon is also a noteworthy feature. As versatile as an arm mounted design, the Armstrong can provide fire in both the front and left side arcs due to its unique design.

The Sparrow 300J life support system is also well known. Arguably the most advanced system of its kind, it keeps the cockpit 30% cooler on average. This not only keeps the MechWarrior comfortable during long duty assignments, but also allows the *Shadow Hawk* to maintain a withering rate of fire without having to keep a constant eye on the heat gauge.

In addition, the *Shadow Hawk* makes a formidable brawler. One of the few 'Mechs equipped with two fully manipulative hand actuators, the Lang actuator system is the most powerful one available today. This makes it an excellent choice as a raider, capable of easily picking up and carrying away supplies. It has even been known to have been used by technicians as an impromptu repair platform for repairing other BattleMechs.

Capabilities:

The SHD-2N retains the movement profile, protection, and the twelve heatsinks of the -2H while significantly upgrading the weapons.

The Holly LRM-5 is replaced with a larger LRM-10 model while at the same time upgrading the Holly SRM-2 to a SRM-4. This is made possible by replacing the Armstrong autocannon with a Thunderbolt A5M heavy laser, commonly found on the 80-ton Zeus assault 'Mech. The only weapon which remains unchanged is the Martell medium laser carried on the right arm.

A cool running design to begin with, thanks in part to the Sparrow 300J, the -2N can inflict significantly more damage at all ranges making it an even more effective multi-function 'Mech.

Variants:

Similar in concept to the failed VND-1AA *Vindicator* variant, the SHD-2D *Shadow Hawk* sacrifices armor in exchange for additional weaponry. Five full tons of armor are removed, leaving it scarcely more armored than a 20-ton *Locust*. In exchange for this loss of protection, the -2D mounts an additional SRM-2, along with another ton of ammunition, a second medium laser in the right arm, and two more heat sinks. The few units that utilize the variant use it largely as an ambusher. It unleashes an alpha-strike then quickly retreats.

The -2K variant, developed by House Kurita, is referred to derogatorily by the Lyran's as a "Griffin knockoff." Carrying only a PPC and an LRM-5 along with 17 heatsinks, the -2K has proven itself a formidable support machine. Capable of maintaining a constant stream of punishing long range fire, it had earned grudging respect

from the LCAF due to the heavy losses it had inflicted on them.

Current Manufacturers:

Earthwerks Limited
Calloway VI – Free Worlds League

Model	Cost	BV	PV
SHD-2H	4,444,057	1064	30
SHD-2D	4,450,257	899	24
SHD-2K	4,498,307	1147	30
SHD-2N	4,591,307	1238	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **10"/6j"** Role: **Skirmisher**
Damage S: **3** M: **3** L: **1**
OV: **1**
Armor: **○ ○ ○ ○ ○**
Structure: **○ ○ ○ ○ ○**
Special: **IF1, LRM 0*/1/1, SRM 1/1**

Mass: 55 tons

Chassis: Lang T1

Power Plant: CoreTek 275

Cruising Speed: 54.0 kph

Maximum Speed: 86.4 kph

Jump Jets: Pitban LFT-50

Jump Capacity: 150 m

Armor: Maxmillian 43

Armament:

1 x Thunderbolt A5M Large Laser

1 x Holly SRM-4

1 x Holly LRM-10

1 x Martell Medium Laser

Original Manufacturer: Lang Industries (2467)

Communications System: O/P 3000 COMSET

Targeting and Tracking System: O/P 2000A

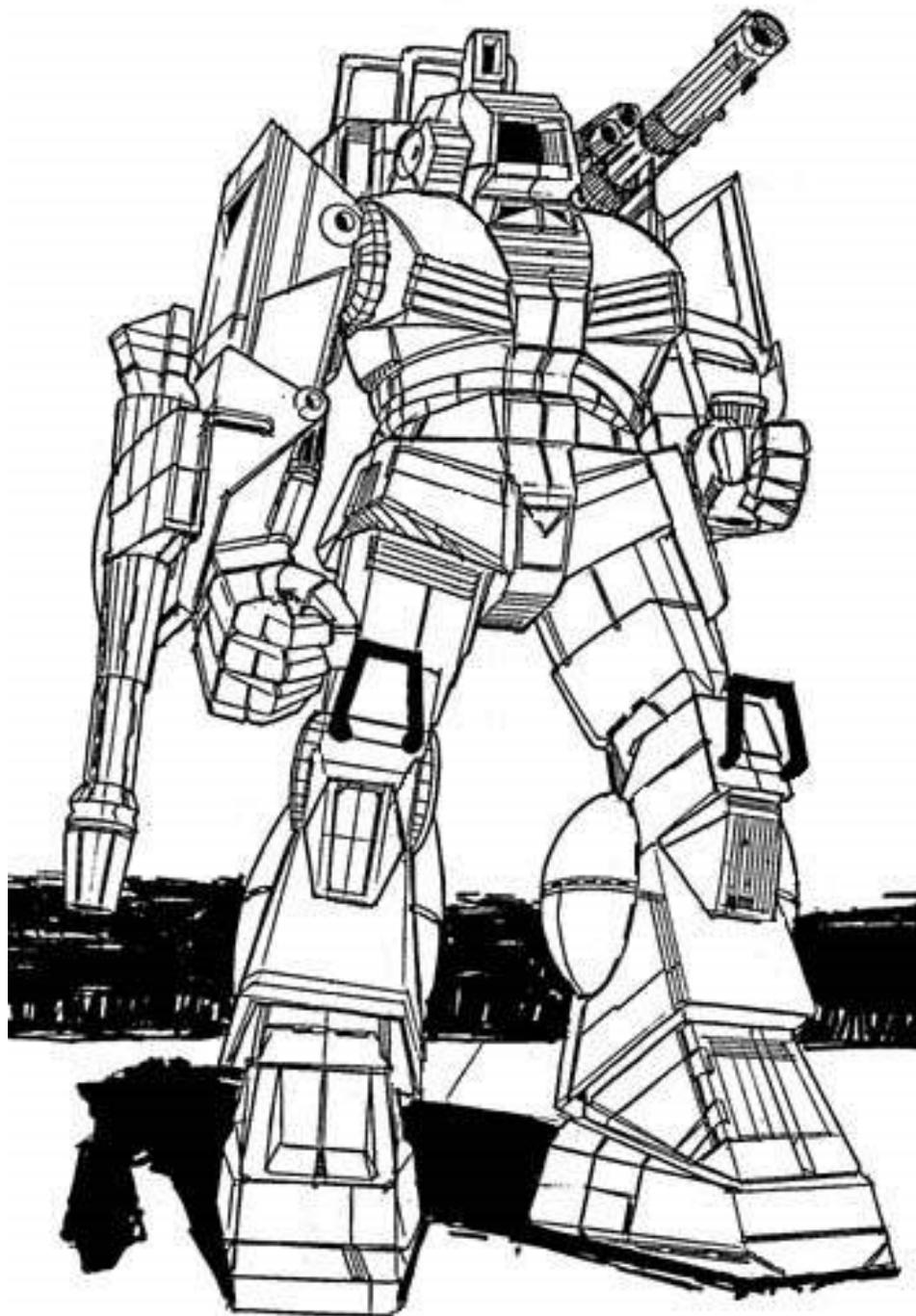
Type: **SHD-2N Shadow Hawk**

		<i>Tons</i>
Tonnage:	55 tons	
Internal Structure:		5.5
Engine:	CoreTek 275	15.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	3	
Heat Sinks:	12	2.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	152	9.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	18	23/8
Rt./Lt. Torso	13	18/6
Rt./Lt. Arm	9	16
Rt./Lt. Leg	13	16

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	LT	2	5.0
Medium Laser	RA	1	1.0
LRM-10	RT	2	5.0
Ammo (LRM) 12	RT	1	1.0
SRM-4	H	1	2.0
Ammo (SRM) 25	CT	1	1.0
Jump Jets	CT	1	0.5
Jump Jets	RT	1	0.5
Jump Jets	LT	1	0.5



DRG-2K Dragon

History:

Shortly after General Aleksandr Kerensky assumed the mantle of Protector of the Star League, serving as regent for a young Richard Cameron, the SLDF requested proposals to replace its antiquated 55-ton *Shadow Hawk*. At this point the *Shadow Hawk* had been in continuous service since 2467, making it one of the longest serving designs in the Inner Sphere and had not undergone a serious revision since the release of the -2H in 2550.

Luthien Armor Works was the first to respond, submitting its 60-ton DRG-1C *Dragon* by 2752. Armed with an Emperor Smoothie-2 Class 2 autocannon in the right arm and equipped with a Telos DecaCluster LRM-10 for fire support, the design carried an amazing thirteen tons of armor making it almost as heavily protected as the vaunted 65-ton *Thunderbolt* and far surpassing anything else in its class. It also carried a pair of Victory 23R medium lasers, one rear mounted, to round out its armament.

However, unwilling to see their cash cow slaughtered, Lang Industries, the sole manufacturer of the venerable *Shadow Hawk*, pulled out all the stops with the submission of their SHD-2Hb "Royal" *Shadow Hawk*. Located on Caph, one of the major BattleMech research and development centers for the Star League, Lang Industries utilized the absolute latest technological advancements in the -2Hb.

Armed with a Luballin Ballistics 10-X autocannon, including both slug and cluster rounds, along with a pair of state-of-the-art Streak SRM-2 missile launchers, the -2Hb is built on an Endo-Steel chassis and protected by Ferro-Fibrous armor. An additional Martell medium laser was also added and it uses eleven dual heatsinks to keep heat levels well in check.

When the two BattleMechs were compared, the results were obvious. The "Royal" *Shadow Hawk* performed far above and beyond the DRG-1C in every single performance category. Coupled with the fact that many of the components, such as the actuators, electronics, engine, and exhaust ports among others, were interchangeable with the SLDF's existing inventory of

SHD-2H *Shadow Hawks*, the decision was an easy one to make. Ironically, the SHD-2H is still produced today by Earthwerks Incorporated even though Lang Industries' factories on Caph have long been destroyed.

After the *Dragon* was rejected by the Star League Defense Force, Takiro Kurita, the Coordinator of the Draconis Combine, quickly stepped in. Sensing trouble on the horizon and anxious for BattleMechs to bolster the regiments of the Mustered Soldiery, Coordinator Kurita wasted little time in contracting with Luthien Armor Works for as many *Dragons* as they could produce. Still smarting from their loss to the upgraded *Shadow Hawk*, the engineers at LAW decided to upgrade the Emperor Smoothie-2 to the larger Emperor-A Class 5 autocannon at the expense of some of the 'Mechs heavy armor. The newly christened DRG-1N joined the DCMS in 2752 and remains a mainstay of the DCMS to this day.

The *Dragon* is also noted for its squat design, ample rear armor, and is one of the few 'Mechs with rear mounted weaponry standard. This makes the *Dragon* a fearsome brawler, capable of wading into the thick of battle with little fear of being surrounded. In fact, the low center of gravity makes the *Dragon* a difficult 'Mech to knock down and the autocannon is protected by an armored sleeve allowing the MechWarrior to use it for physical attacks with little chance of damaging the weapon. On the other side, the hip actuators are known to be problematic requiring frequent maintenance and must be completely overhauled on a regular basis.

Capabilities:

The Draconis Combine has far fewer BattleMech production facilities than any other Successor State. Consequently, they have become masters of doing more with less. When Luthien Armor Works was asked to develop a companion model for their DRG-1N, they only had to look as far as their own extensive factory complex.

Repurposing the Pitban 240 used in their downgraded LNC-25-02 *Lancelot*, engineers at LAW freed up 7.5 tons of space by lowering the *Dragon's* top speed to 65 kph. This allowed them to upgrade the autocannon once more, this time to the Emperor-B Class 10 model. The

original LRM-10 is also upgraded to a PentaDecaCluster LRM-15. It retains both medium lasers, moving the rear mounted one to the forward arc and a new rear facing Victory 12R small laser now discourages any opponents who manage to get behind it. And additional heat sink has also been added.

The result is a heavy 'Mech with significantly more firepower and improved fire support capability. When partnered with the original, and faster DRG-1N, the marginal loss of speed is neutralized and when working together, they make a devastating team.

Variants:

The original DRG-1C carries an Emperor Smoothie-2 autocannon and three tons of additional armor.

Current Manufacturers:

Luthien Armor Works
Luthien – Draconis Combine

Model	Cost	BV	PV
<i>DRG-1N</i>	4,926,400	1125	30
DRG-1C	4,894,400	1215	33
DRG-2K	4,803,600	1164	???

Alpha Strike Statistics

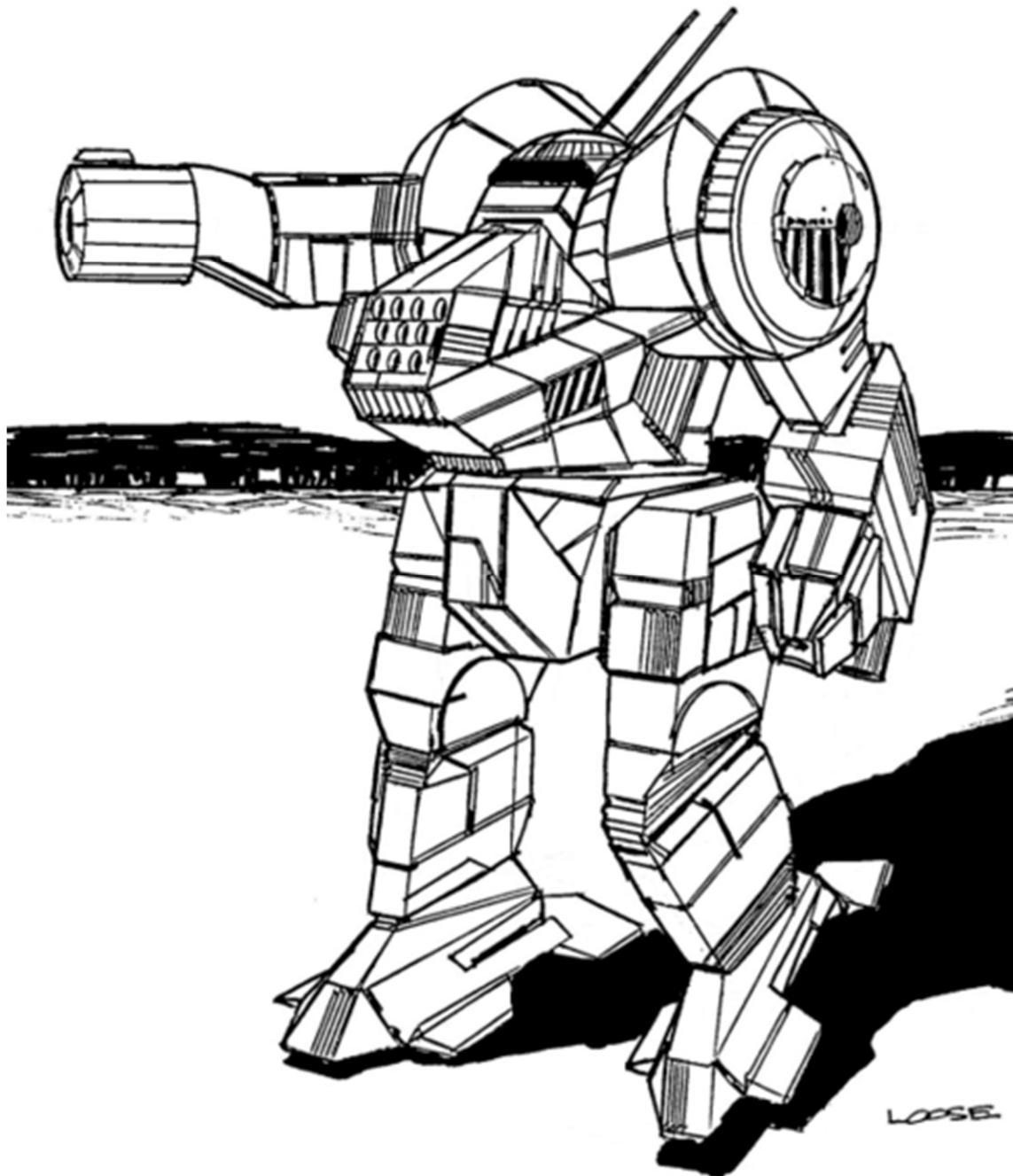
TP: **BM** SZ: **3** TMM: **+1**
MV: **8"** Role: **Brawler**
Damage S: **3** M: **3** L: **1**
OV: **0**
Armor: **00000**
Structure: **00000**
Special: **IF1, LRM 0*/1/1, AC 1/1/0, REAR 0*/0/0**

Mass: 60 tons
Chassis: Alshain Type 56-60H
Power Plant: Pitban 240
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-500
Armament:
 1 x Imperator-B Class 10 Autocannon
 1 x Telos PentaDecaCluster LRM Missile System
 2 x Victory 23R Medium Lasers
 1 x Victory 12R Medium Laser
Original Manufacturer: Luthien Armor Works (2754)
Communications System: Sipher CommSys 3
Targeting and Tracking System: Eagle Eye SY-10-10

Type:	DRG-2K Dragon		<i>Tons</i>
Tonnage:	60 tons		
Internal Structure:		6.0	
Engine:	Pitban 240	11.5	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	10		
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	160	10.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	20	27/12	
Rt./Lt. Torso	14	16/8	
Rt./Lt. Arm	10	14	
Rt./Lt. Leg	14	18	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/10	RA	7	12.0
Ammo (AC) 20	RT	2	2.0
LRM-15	LT	3	7.0
Ammo (LRM) 16	LT	2	2.0
Medium Laser	LA	1	0.5
Medium Laser	LT	1	1.0
Small Laser	CT (R)	1	0.5



LNC 25-02B Lancelot

History:

Shortly after the Ian Cameron and the five Great House Lords signed the Star League Accords in 2571, a nascent Star League Defense Force put out a request for proposals for a new medium class BattleMech. The document put forth three requirements for the new design. First, that it should require minimal logistical support. Second, that it be maneuverable enough to take part in mobile operations. Third, that it have sufficient firepower to pose a credible threat to other units of equal size or greater on the battlefield.

Krupp Stellar Technologies Incorporated, based on Terra and with production facilities on Mars, was already well known for their advanced battle computers, communications gear, and targeting and tracking systems. However, they had yet to try and enter the highly profitable BattleMech market. That changed in 2581 when Krupp debuted their 60-ton LNC25-01 *Lancelot* in response to the SLDF RFP.

At the heart of their design lay a powerful, and incredibly expensive, Hermes 360 Extralight fusion engine. The cost of the engine alone was well over 5.5 million C-bills, with the total per unit cost upwards of 13 million, making the LNC 25-01 by far the most expensive 60-ton BattleMech ever made. With a top speed of close to 100 kph, the LNC 25-01 was armed with a Kinslaughter PPC, two Krupp Model 32 large lasers, often referred to as "Fur Burners," and a single Model 2 medium laser.

Protected by 9.5 tons of PanzerSlab Type 5 armor, the *Lancelot* is as well protected as most any 55-ton BattleMech, but by heavy standards its protection is considered light. In truth, the design was intended to come in at 55-tons, but the engineers at Krupp were forced to slightly increase the overall weight to accommodate its heavy weaponry. Equipped with 13 dual heat sinks and Krupp's trademark KBC battle computer, the 'Mechs trial runs on Soul were so impressive the SLDF immediately signed a contract for an initial run of 250 of the fast, powerful BattleMech.

The Krupp KBC Starlight Model 3 deserves special note. Capable of simultaneously tracking 50 different targets, over twice the capacity of most other systems, the battle

computer identifies those enemy units that are targeting the *Lancelot* and brings them to the pilot's immediate attention. This includes conventional as well as aerospace units, and the KBC is known to be an excellent anti-aircraft system, able to track extremely fast moving targets with ease. In fact, indications were the SLDF intended to use the *Lancelot* as their primary anti-aircraft 'Mech, replacing the aging *Rifleman*, but ultimately the high unit cost prevented whole sale replacement from occurring.

The *Lancelot* also features an unusually slim profile making it a deceptively difficult target. The swept back torso, narrow legs and subtle curves all combine to present a significantly smaller target than more traditional designs. Considered all together, the *Lancelot* is a highly mobile, dangerous BattleMech, and even with its relatively light armor and bulky engine, a surprisingly difficult BattleMech to bring down.

It is believed Krupp Stellar Technologies' facilities on both Terra and Mars were destroyed during the Amaris Civil War effectively ending production of the LNC 25-01.

Capabilities:

The LNC-02 *Lancelot* may have set a record for earning the worst reputation in the shortest amount of time. Released just two years ago, it earned the nickname "The Coffin" in less than twelve months of being deployed among units of the DCMS.

Already much maligned, the engineers at Luthien Armor Works quickly returned to drawing room rushing the -02B into production in an attempt to salvage the design before even more damage was done. Looking to their successful and iconic DRG-1N *Dragon* for guidance, they improved the speed of the -02B by using the same Vlar 300 engine that powered the *Dragon*. They also improved the armor, once again matching the *Dragon* exactly by using 10 tons of Starshield armor.

Next, they removed the Lord's Light PPC from the right torso replacing it with a second Victory 23R medium laser while retaining both of the arm mounted heavy lasers. The changes returned most of the speed to the *Lancelot* while also making it possible for MechWarriors to effectively manage their heat. Now carrying the same

protection as the *Dragon*, pilots who criticized the new design risked criticizing the *Dragon* as well.

Only now are the first -02Bs being delivered to the DCMS. If it proves successful, it is likely LAW will switch their production entirely over the -02B, perhaps even issuing field refits kits for the existing "Coffins."

Variants:

There is much speculation as to how a full set of design blueprints for Krupp's LNC 25-01 *Lancelot* ended up in the hands of Luthien Armor Works. In 2864, LAW resurrected the *Lancelot* with the LNC 25-02 version. Without access to the facilities required to manufacture Extralight fusion engines, and dual heat sinks now lostech, the 25-02 is a sad, pale, reflection of the original.

Built around a Pitban 240, ironically the same engine used by the *Rifleman* which it was intended to replace, the 25-02 has a top speed of just 64.8 kph, an almost 40% reduction from the original. An additional six heat sinks were added, bringing it up to total of 19, and the armor was changed to the common Starshield A although the amount remained the same. It retains the original weapons load, though the PPC is now a Lord's Light, and the lasers are provided by Victory Industries. The electronics have also been downgraded to systems produced on Hachiman by Tanadi Computers.

The result is a slow, lightly armored BattleMech prone to frequent overheating. However, the DCMS is so strapped for BattleMechs its virtually guaranteed that LAW will continue production for the foreseeable future.

Current Manufacturers:

Luthien Armor Works
Luthien – Draconis Combine

Model	Cost	BV	PV
LNC 25-02	4,769,600	1236	30
LNC-25-02B	4,899,200	1297	???

Alpha Strike Statistics

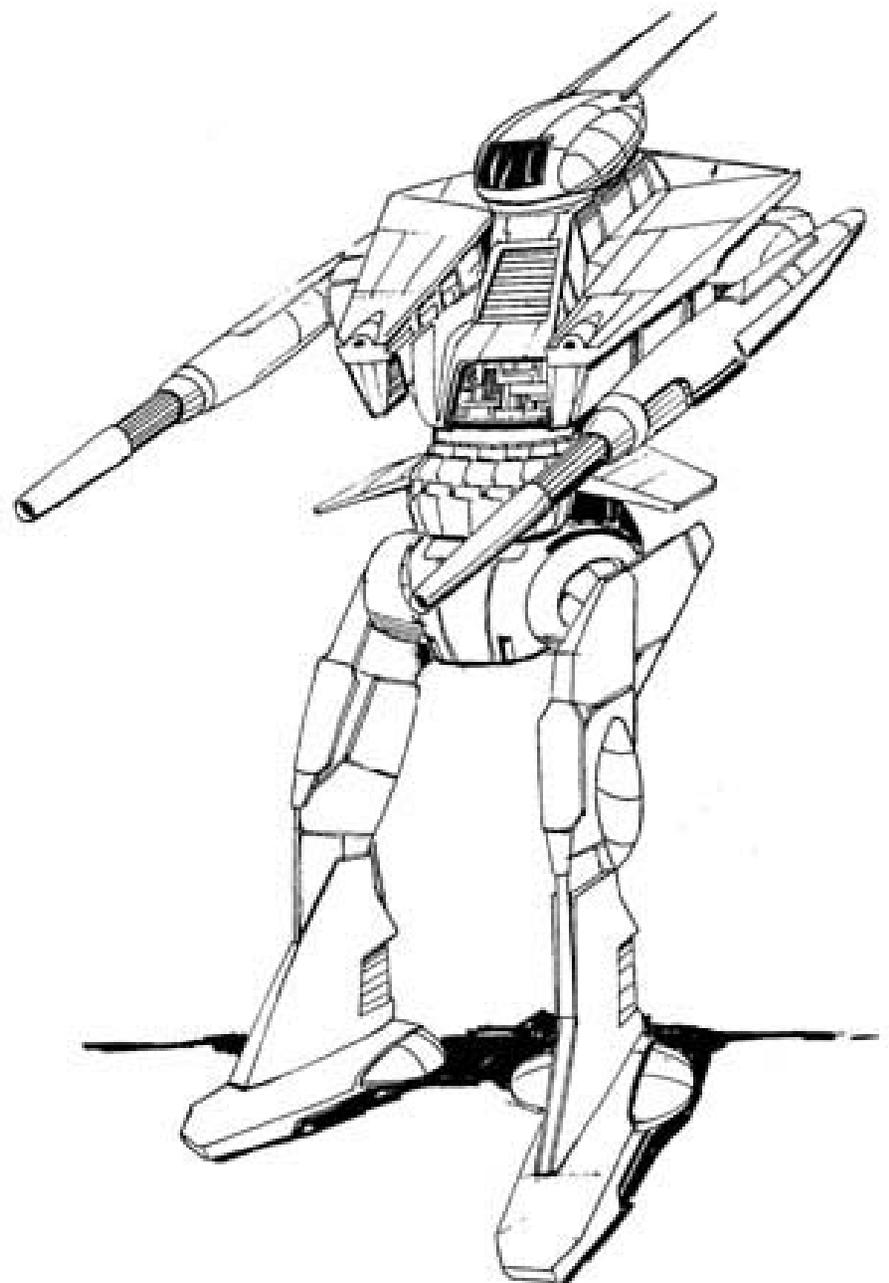
TP: **BM** SZ: **3** TMM: **+2**
MV: **10"** Role: **Striker**
Damage S: **3** M: **3** L: **0**
OV: **0**
Armor: **0 0 0 0 0**
Structure: **0 0 0 0 0**
Special: **ENE**

Mass: 60 tons
Chassis: MangoTech 500 Spiral Jection
Power Plant: Vlar 300
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:
 2 x Victory 34R Heavy Lasers
 2 x Victory 23R Medium Lasers
Original Manufacturer: Krupp Stellar Technologies (2581)
Communications System: Sipher KIT-4
Targeting and Tracking System: Hawkeye B3

Type:	LNC 25-02B Lancelot		<i>Tons</i>
Tonnage:	60 tons		
Internal Structure:			6.0
Engine:	Vlar 300		19.0
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	0		
Heat Sinks:	17		7.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	160		10.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	20	25/8	
Rt./Lt. Torso	14	20/5	
Rt./Lt. Arm	10	16	
Rt./Lt. Leg	14	18	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Large Laser	LA	2	5.0
Medium Laser	CT	1	1.0
Medium Laser	RT	1	1.0



QKD-4K Quickdraw

History:

The *Quickdraw* is designed by the same company that produces the *Awesome*, the 80-ton legendary dreadnaught. Technicon Manufacturing introduced the *Awesome* in 2665 as a replacement for the aging and uninspired *Striker*, a 'Mech that had dominated the ranks of the SLDF for decades. The success of the *Awesome* far surpassed even their highest hopes as orders poured in not only from the SLDF, but also from the quartermasters of the armies maintained by the House Lords. Today, the *Awesome* still ranks among the most feared BattleMechs of all time and is often found in the vanguard of actions designed to penetrate heavy enemy defenses.

In 2779, over a hundred years after the introduction of the *Awesome*, Technicon Manufacturing hoped to enjoy equal success with the introduction of its QKD-4G *Quickdraw*, positioning it as a replacement for the venerable 60-ton *Rifleman*. However, as the Succession Wars broke out and factory after factory was reduced to rubble, it quickly became apparent that each and every BattleMech, regardless of quality, would find a willing buyer.

Produced out of the same facility on Savannah that manufactures the *Awesome*, the *Quickdraw* is one of the few heavy 'Mechs equipped with jump jets. The powerful Chilton 460 jump jets are capable of propelling the machine a full 150 meters, an astounding distance for such a heavy machine. The *Quickdraw* also uses the same Vlar 300 fusion engine found in the 100-ton *Atlas* assault 'Mech. This massive power plant allows the *Quickdraw* to indefinitely sustain speeds of over 85 kph, making it exceptionally fast for its weight class. Eight tons of Riese-475 armor protect the sensitive inner workings.

The original -4G version carries a Delta Dart LRM-10 for engaging at long-range while 4 Omicron 4000 medium lasers, two of them rear mounted, supported by a Hovertec Quad rack, make it a dangerous short range fighter.

The *Quickdraw* also features unusual arm actuators. Capable of bending backwards as well as forward, this allows the arm mounted Omicron lasers to be fired into the rear arc. Combined with the two lasers already

located in the right rear torso, the *Quickdraw* can put just as devastating an amount of firepower on a target behind it as it can on one in front of it, effectively giving it a full 360 degree firing arc.

The foot assembly is also unique. The distinctive circular rotors used by the ankles make the feet highly articulated. This allows the *Quickdraw* to transverse slopes 12 degrees steeper than comparable BattleMechs. In addition, the advanced foot actuator provides additional stability when jumping or moving across rough or slick surfaces, such as snow, mud, or even ice.

The downside is the rotor housing is notoriously fragile and enemy MechWarriors often intentionally try to kick, stomp, or shot at it in hopes of crippling or even immobilizing the nimble machine.

Technicon Manufacturing licensed the *Quickdraw* to Luthien Armor Works who gave it the PLD-4N *Paladin* designation. It is identical to the QKD-4G *Quickdraw*.

Capabilities:

Instead of relying on an LRM-10 for long range fire, the QKD-4K *Quickdraw* replaces the medium laser in the right arm with a compact Lord Light's particle projection cannon. This significantly increases its damage potential with very little loss in range and partially reduces the deadly threat of an ammunition explosion. The Lord's Light PPC was chosen specifically because the mount doesn't interfere with the hyper-extending arm actuators unique to the *Quickdraw* chassis.

Because the *Quickdraw* can flip its arms to fire into the rear arc, one of the rear mounted medium lasers has been moved to front to give it provide additional firepower. The second rear mounted medium laser has been replaced with an additional heat sink to help offset the additional burden from the PPC, giving the -4K a total of 14 heat sinks.

Variants:

The -4H variant simply moves the Hovertec Quad Rack to a rear mount while switching the two rear medium lasers to the front, giving it more forward firepower.

Current Manufacturers:

Technicon Manufacturing
Savannah – Free Worlds League

Luthien Armor Works
Luthien – Draconis Combine

Model	Cost	BV	PV
QKD-4G	5,423,360	1192	30
QKD-4H	5,423,360	1242	29
QKD-4K	5,458,560	1249	???

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+2**
MV: **10j**” Role: **Skirmisher**
Damage S: **3** M: **3** L: **1**
OV: **0**
Armor: **0000**
Structure: **00000**
Special:

Mass: 60 tons

Chassis: Technicon Type E

Power Plant: Vox 280

Cruising Speed: 54.0 kph

Maximum Speed: 86.4 kph

Jump Jets: Chilton 460

Jump Capacity: 150 meters

Armor: Riese-475

Armament:

1 x Lords Light PPC

2 x Omicron 4000 Medium Laser

1 x Hovertec Quad SRM-4

Original Manufacturer: Technicon Manufacturing (2779)

Communications System: Garret T12E

Targeting and Tracking System: Dynatec 2180

Type: **QKD-4K Quickdraw** *Tons*

Tonnage: 60 tons

Internal Structure: 6.0

Engine: Vlar 300 19.0

Walking MPs: 5

Running MPs: 8

Jumping MPs: 5

Heat Sinks: 14 4.0

Gyro: 3.0

Cockpit: 3.0

Armor Factor: 128 8.0

Structure *Armor*

Head: 3 9

Center Torso: 20 18/5

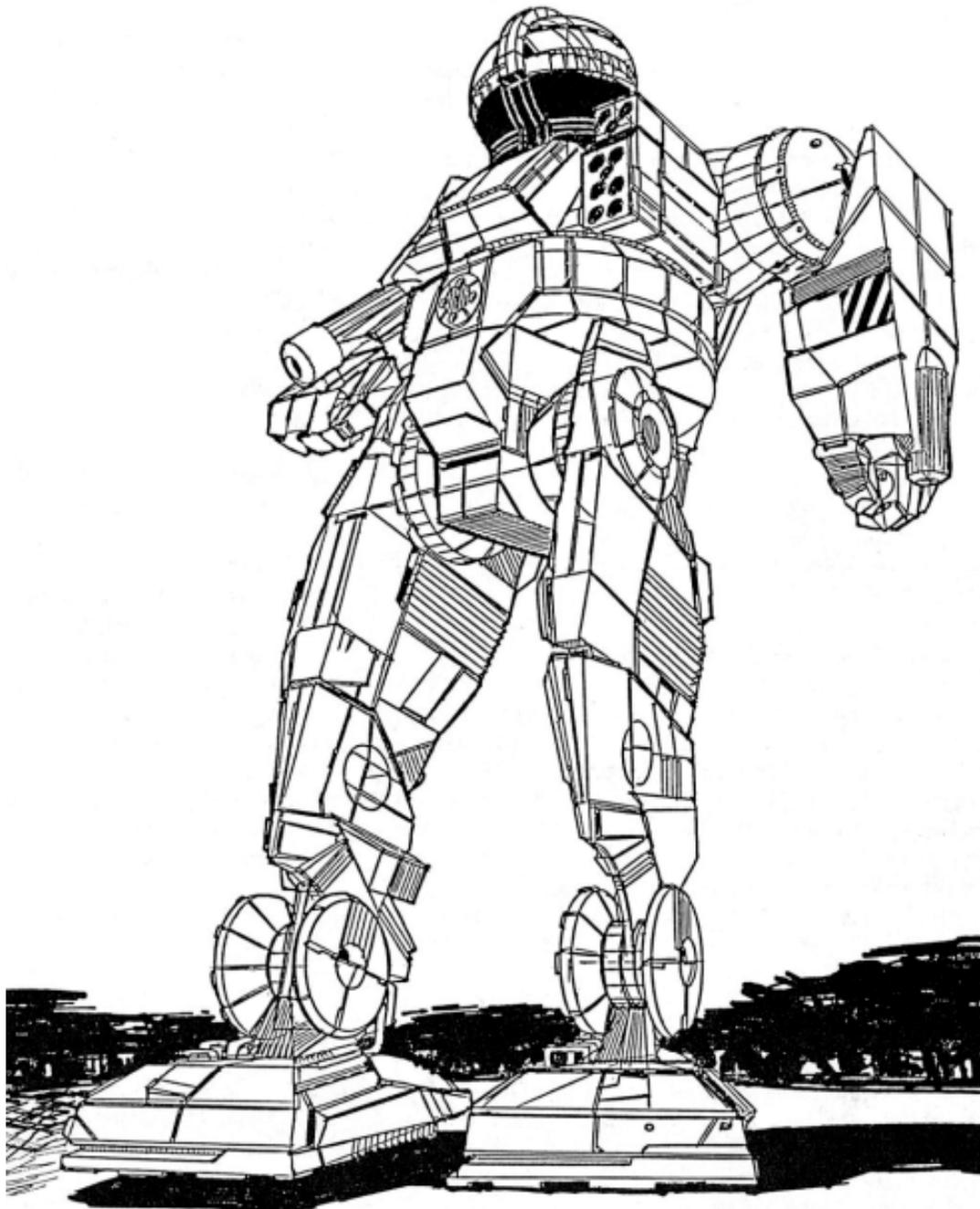
Rt./Lt. Torso: 14 15/5

Rt./Lt. Arm: 10 12

Rt./Lt. Leg: 14 16

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	2	7.0
Medium Laser	RT	1	1.0
Medium Laser	LA	1	1.0
SRM-4	LT	1	2.0
Ammo (SRM) 25	CT	1	1.0
Jump Jets	CT	1	1.0
Jump Jets	RT	2	2.0
Jump Jets	LT	2	2.0



RFL-4P Rifleman

History:

Few BattleMechs can claim to be as old as the *Rifleman*. First introduced by Kallon Industries in 2504 and weighing 50 tons, the RFL-1N *Rifleman* used a first generation fusion engine, primitive armor, and an early, much heavier, cockpit. Armed with an over/under style heavy and medium laser in each arm, it suffered from chronic overheating due to its all energy weapon loadout.

Almost fifty years later, in 2556, Kallon Industries would update the design to incorporate the latest advances in BattleMech construction. At that time they also hoped to address the overheating problems. Carrying the -2N designation, the first thing the designers did was to incorporate sixteen heat sinks. Eliminating the over/under laser configuration, the engineers choose instead to install a single large laser in each arm, shift the medium lasers to the torsos and add a second medium laser to either side, giving it a total of four medium lasers. The result was a 'Mech still vulnerable to overheating but with an improved top speed of 86.4 kph and significantly better at managing the heat for its energy intensive weapons.

When properly deployed and supported by other more mobile units, the RFL-2N provided to be a successful medium fire-support 'Mech. If it had a single saving grace, it was the extremely accurate Garret D2j targeting and tracking systems. Capability of tracking fast moving aerospace fighters, the *Rifleman* quickly earned a reputation as a superb anti-aircraft 'Mech and was often deployed in just that capacity.

It was just that capability, in fact, that caused the SLDF to commission a "Royal" version of the *Rifleman* in 2720, a job Kallon Industries eagerly accepted. Adding 30 tons to the overall weight, making it effectively an assault-class design, Kallon Industries took advantage of the latest and most effective advances in anti-aircraft weaponry. Returning to the original over/under design, the 80-ton RFL-3N-2 *Rifleman II* carries a Luballin Ballistics 10-X autocannon along with a heavy pulse laser in each arm. It carries both slug and cluster rounds for the autocannon in its heavily armored center torso, and retains to two torso mounted medium lasers.

The RFL-3N-2 also carried the advanced Beagle Active Probe, enhancing its already potent sensor array and making it capable of detecting approaching aerospace fighters, as well as ground units, even further away than the original. Protected with 12 tons of armor and carrying 14 double-strength heat sinks, the Rifleman II was the single most effective anti-craft platform ever built. Powered by a Pitban 320XL engine and built on an Endo-Steel chassis, it was also one of the most sophisticated BattleMech ever created.

Kallon Industries would then go on to revamp -2N model and introduce the iconic RFL-3N *Rifleman* fifty years later, four years after the beginning of the Amaris Civil War, and 10 years before the collapse of the Star League itself. Keeping with the original over/under arrangement, the -3N carries matched Imperator-A Class 5 autocannons and Magna Mk III heavy lasers in each arm while increasing the overall weight to 60 tons. Armor is increased slightly to 7.5 tons of Kallon Royalstar and the top speed is reduced to 64.8 kph. While the designers had hoped switching to autocannons would make the heat levels more manageable, the -3N only carries ten heat sinks making it just as prone to chronic overheating at the original -1N model.

It is almost a certainty the design would have been discontinued but for the fall of the Star League. Desperate for 'Mechs of any kind, Kallon Industries had little trouble selling every unit they could produce and with the attendant loss of technology and the exodus of the SLDF, the *Rifleman II* disappeared forever from the battlefields of the Inner Sphere, leaving only its younger less capable brother to soldier on.

As a side note, Kallon Industries took another stab at resolving the ongoing problems with the *Rifleman* with their introduction of the 65-ton JM6-S *JagerMech* in 2774, just four years after the release of the -3N. Using many of the same components and electronics as its cousin, the *JagerMech* carries two Class 5 and two Class 2 autocannons, although it comes at the cost of protection. The JM6-S carries only a paltry six tons of armor, although it doesn't suffer from the same heat problems as its little brother.

Capabilities:

In yet another attempt to solve the recurring heat problems of the *Rifleman*, Kallon Industries introduced the -4P model. The -4P does away with Magna Mk III heavy lasers in favor of two additional Imperator-A autocannons, solving the heat problem once and for all. A second ton of ammunition is stored in the center torso and the two Magna Mk II medium lasers are downgraded to Mk I small lasers. To accommodate the weight of the additional autocannons, the original Pitban 240 had been replaced with a GM 180 fusion engine and half a ton of armor has been removed.

The result continues to be an excellent anti-aircraft and long-range fire support 'Mech, although the pilot must be diligent about the rate of ammunition consumption. Also, with the reduced top speed, this 'Mech is often assigned to guard headquarters or other static, or slow moving, positions where it can both keep up and also reload its ammunition bins when they run dry.

Variants:

The -2N weighs 50 tons, carries 16 heat sinks, two heavy lasers, and four medium lasers. With a top speed of 86.4 kph and 6.5 tons of armor, production ended with the introduction of the -3N model.

Current Manufacturers:

Trellshire Heavy Industries
Twycross – Lyran Commonwealth

Kallon Industries
Talon – Federated Suns

Model	Cost	BV	PV
RFL-3N	4,852,800	1029	26
RLF-2N	4,028,000	1127	???
RFL-4P	3,968,800	890	???

Alpha Strike Statistics

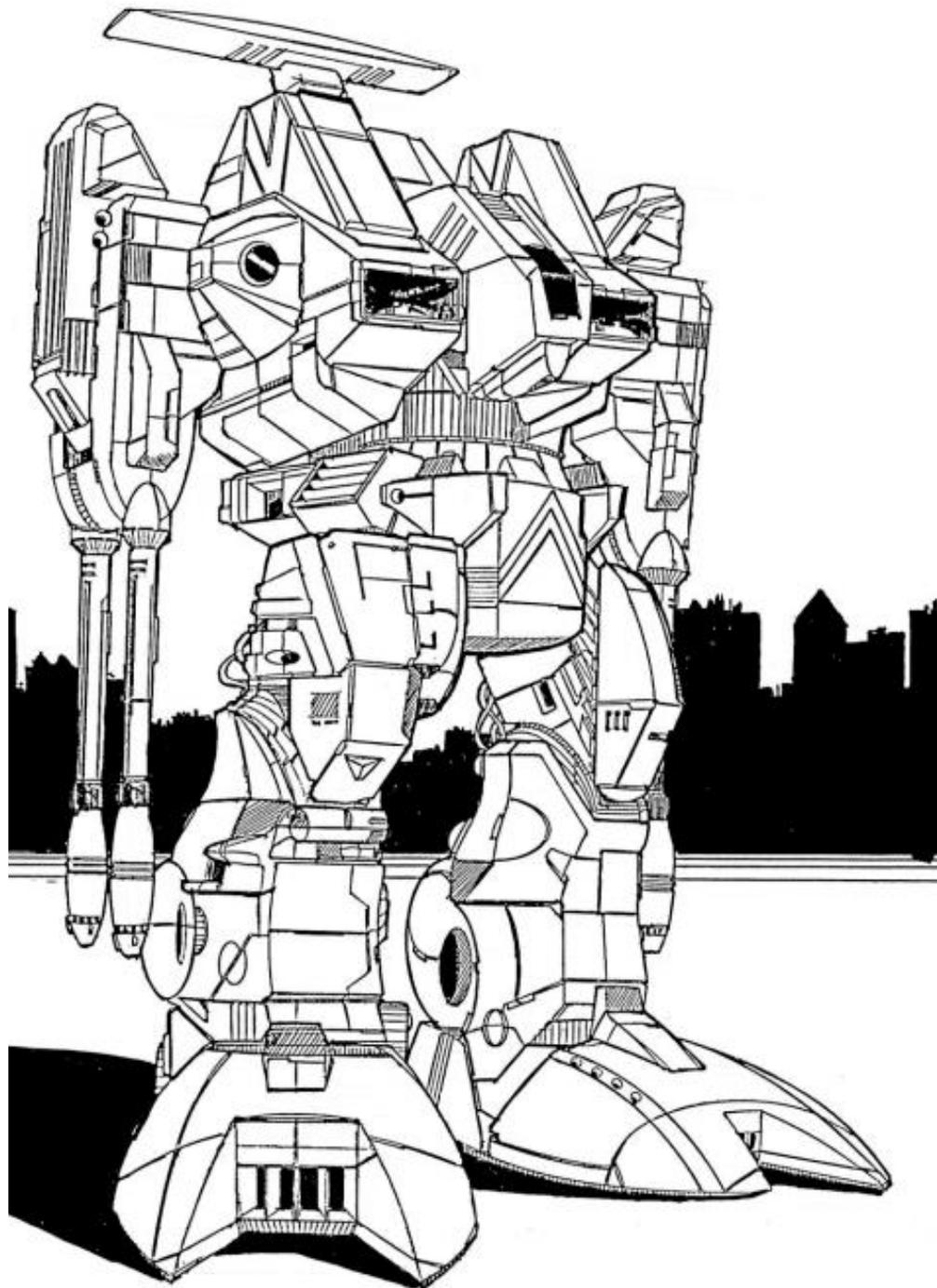
TP: **BM** SZ: **3** TMM: **+1**
MV: **6"** Role: **Sniper**
Damage S: **3** M: **2** L: **2**
OV: **0**
Armor: **0000**
Structure: **00000**
Special: **AC 2/2/2**

Mass: 60 tons
Chassis: Kallon Type IV
Power Plant: GM 180
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 pkh
Jump Jets: None
Jump Capacity: None
Armor: 4/Star Slab
Armament:
 4 x Imperator-A Class 5 Autocannons
 2 x Magna Mk II Small Lasers
Original Manufacturer: Kallon Industries (2504)
Communications System: Garret T11-A
Targeting and Tracking System: Garret D2j

Type:	RFL-4P Rifleman	<i>Tons</i>
Tonnage:	60 tons	
Internal Structure:		6.0
Engine:	GM 180	7.0
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	10	
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	112	7.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	6
Center Torso:	20	20/4
Rt./Lt. Torso	14	15/2
Rt./Lt. Arm	10	12
Rt./Lt. Leg	14	12

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/5	RA	4	8.0
AC/5	RA	4	8.0
Small Laser	RT	1	0.5
Small Laser	LT	1	0.5
AC/5	LA	4	8.0
AC/5	LA	4	8.0
Ammo (AC) 20	CT	1	1.0
Ammo (AC) 20	CT	1	1.0



JM6-W JagerMech

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+1**
MV: **8"** Role: **Sniper**
Damage S: **3** M: **3** L: **1**
OV: **0**
Armor: **○○○○○**
Structure: **○○○○○**
Special: **AC 1/1/1**

History:

Kallon Industries debuted the iconic *Rifleman* in 2504 and it remains in production to this day. After over 250 years of service on the battlefields of the Inner Sphere, Kallon Industries had a wealth of information regarding its performance. Three issues repeatedly came up. The *Rifleman* had overheating problems, rapidly exhausted its ammunition stores, and was easily damaged due to its relatively light armor.

Armed with this information, the engineers at Kallon Industries took the best aspects of the *Rifleman*, addressed what shortcomings they could, and designed the JM6-S *JagerMech* which entered production in 2774. They retained the incredibly powerful Garret D2j targeting and tracking system as well as the Garret T11-A communications suite. The Garret D2j remains the premiere anti-aircraft targeting system and the *JagerMech* is an even more potent anti-aircraft platform than its cousin.

While the *Rifleman* carries a pair of Magna Mk. III heavy lasers in addition to its autocannons, the *JagerMech* replaces them with matched Mydron Model D light autocannons, giving it a total of four arm mounted autocannons. This change in of itself deals with the chronic overheating problems of the *Rifleman*.

The *JagerMech* also carries two tons of ammunition for the Mydron Model Cs and a single ton of ammunition for the Model Ds, giving it fully twice the number of rounds the *Rifleman* carried and greatly extending its useful life on the battlefield. The autocannons are backed up by a pair of Magna Mk. II medium lasers and it carries the standard complement of 10 heat sinks.

The one area the engineers at Kallon Industries were not able to address was the armor. While the *Rifleman* was armored with 7.5 tons of Kallon Royalstar, the *JagerMech* carries even less, a paltry six tons, making it incredible vulnerable to return fire.

Still, the *JagerMech* has proven itself an excellent direct fire support unit, a capable sniper, and an exceptional defense against aerial attacks. A wise pilot, however, will leverage the extraordinary range of the autocannons and stay as far away as possible from the enemy units.

Capabilities:

First and foremost, the JM6-W address the serious lack of armor. By swapping out the two Mydron Model C medium autocannons for two more Mydron D light autocannons, the -W can carry nine tons of armor instead of only six. The armor has been switched from the original Kallon Royalstar to the Starshield armor used on both the *Trebuchet* and *Enforcer*.

Mounting four light autocannons also allows a MechWarrior to fully leverage the incredible range of Mydron D autocannons. In fact, the Mydron D is the longest range weapon available to any BattleMech. The aggregate damage of all four autocannons equals that of a heavy laser but with a 60% longer range.

The JM6-W carries four Magna Mk. II medium lasers for point defense instead of the two found on the original JM6-S model, giving it twice the short range firepower. This ensures that any enemy that manages to survive the withering long range autocannon fire and close with the *JagerMech* will only find themselves facing a deadly volley of laser fire instead.

Variants:

Just four years after introducing the JM6-S, Kallon Industries created the JM6-A variant. The -A removes the two Mydron Model C medium autocannons in favor of a pair of Zeus LRM-15s. Each missile launcher has only a single ton of ammunition, limiting it to eight salvos before the bins the run dry. The -A does carry two additional tons of armor usually switching to the stronger and well respected Durallex Light for this purpose.

Current Manufacturers:

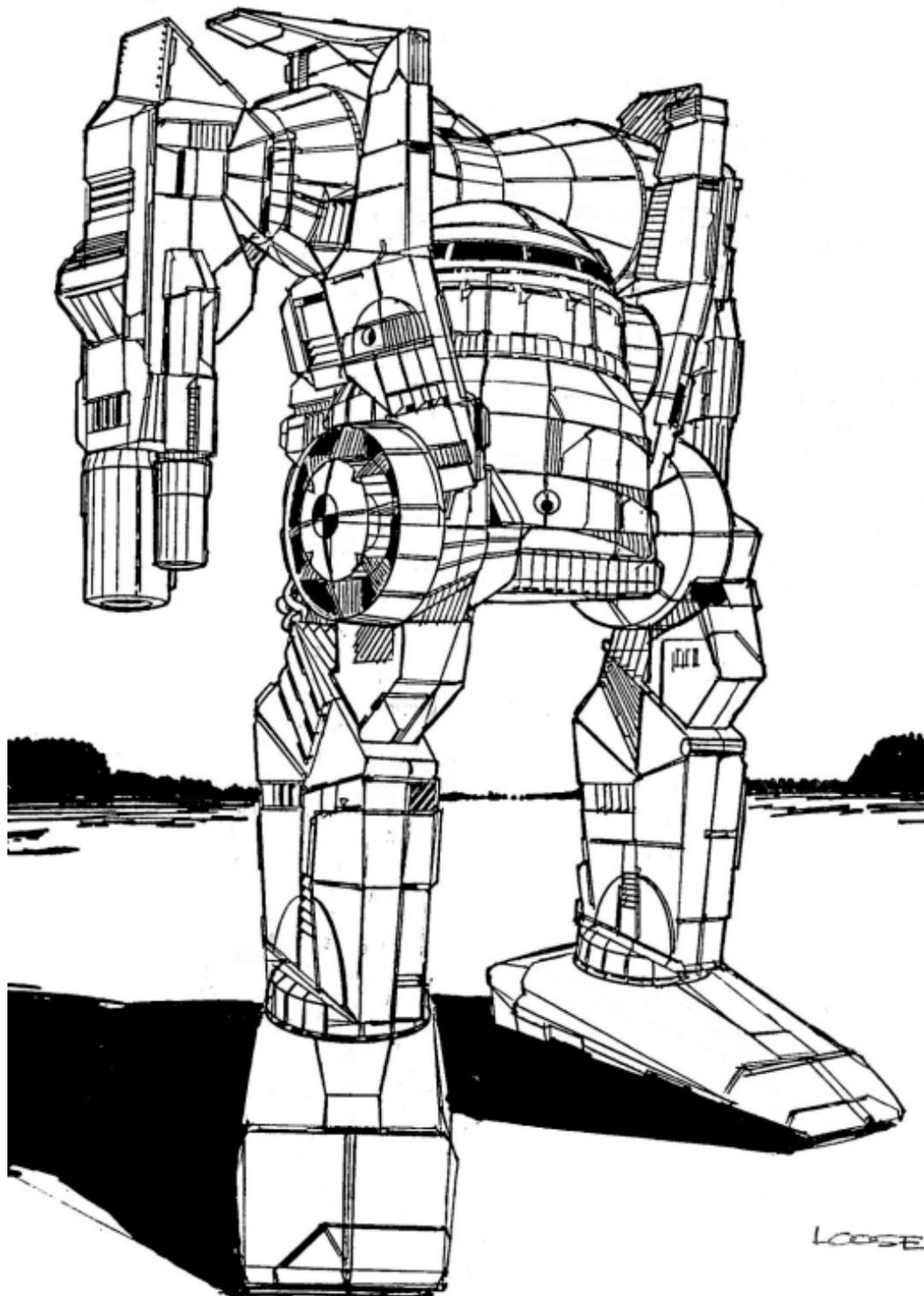
Kallon Industries
Nanking – Capellan Confederation
Talon (Wernke III) – Federated Suns

Model	Cost	BV	PV
JM6-S	5,215,925	901	26
JM6-A	5,413,925	1122	27
JM6-W	5,232,425	1037	???

Mass: 65 tons
Chassis: Kallon Type XII
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:
 4 x Mydron Model D Light Autocannon
 4 x Magna Mk. II Medium Laser
Original Manufacturer: Kallon Industries (2774)
Communications System: Garret T11-A
Targeting and Tracking System: Garret D2j

Type:	JM6-W JagerMech	<i>Tons</i>
Tonnage:	65 tons	
Internal Structure:		6.5
Engine:	Magna 260	13.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	0.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	144	9.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	21	22/5
Rt./Lt. Torso	15	18/5
Rt./Lt. Arm	10	15
Rt./Lt. Leg	15	16

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/2	RA	1	6.0
AC/2	RA	1	6.0
AC/2	LA	1	6.0
AC/2	LA	1	6.0
Ammo (AC) 45	CT	1	1.0
Ammo (AC) 45	CT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0



TDR-5JW Thunderbolt

History:

Initially introduced by Earthwerks Incorporated in 2491, and updated to the deadly and highly sought after TDR-5S shortly thereafter in 2505, the *Thunderbolt* is designed for planetary assault. Carrying 13 tons of Ryerson 150 armor, it is more heavily protected than many assault class BattleMechs and as equally well armed even though it tips the scales at just 65-tons.

Equipped with a drum style Delta Dart LRM 15-rack and a Sunglow Type 2 heavy laser, the *Thunderbolt* carries significant long range weaponry. For close quarters combat, the -5S carries a trio of Diverse Optics Type 18 medium lasers and a Bical SRM Twin-Rack. Two Voelkers 200 machines guns make the T-bolt a deadly anti-infantry 'Mech as well. This array of weapons allows the MechWarrior to effectively engage the enemy at any range and the damage curve only increases as the enemy gets closer.

In 2357, Earthwerks Incorporated was founded on Terra where they pioneered a robotic mining machine that revolutionized the industry and turned Earthwerks Incorporated into an overnight success. Flush with cash, they quickly expanded into manufacturing all types of robotics and related technologies, culminating in 2490 with the acquisition of Maxwell-Manufacturing Incorporated.

Maxwell-Manufacturing, a Terran Hegemony producer of IndustrialMechs located on the planet of Procyon, had recently expanded into the nascent BattleMech market in 2465 with their primitive and well received GRF-1A *Griffin*.

With the acquisition, the *Griffin* became property of Earthwerks Incorporated and it marked one of many successful forays into the lucrative BattleMech market. Within two years, Earthwerks Incorporated updated the GRF-1A, put their own name on it and introduced the GRF-1N *Griffin*, which also remains in production to this day. They were already producing both the ARC-2R *Archer*, as of 2474, and the STG-3R *Stinger*, by 2479, both of which also still remain in production hundreds of years later.

The expertise Earthwerks acquired from Maxwell-Manufacturing is credited for the record time in which the *Thunderbolt* was conceived, designed and manufactured.

Earthwerks Incorporated, now headquartered on Tikonov in the Capellan Confederation, expanded into the Free Worlds League by building a new plant on Keystone in 2505 specifically to produce the updated TDR-5S design. They also maintain facilities on Grand Base and Calloway VI where they produce a number of other designs, including the vaunted BLR-1G *Battlemaster* which they acquired after the destruction of the Hollis Industries factory on Corey during the First Succession War.

In fact, Earthwerks Incorporated has enjoyed notable success acquiring the designs of its competitors either through corporate acquisition or through the destruction of their facilities. After the destruction of Lang Industries shortly after the fall of the Star League, Earthwerks Incorporated was the sole company to acquire and continue production of another highly successful BattleMech, the *Shadow Hawk*.

Earthwerks Incorporated also manufactures the PXH-1 *Phoenix Hawk*, as does Coventry Metal Works and Achernar BattleMechs. The design was recently orphaned after the loss of the Orguss Industries factory on Marcus in 2837. Arguably the most successful reconnaissance BattleMech ever developed, the blueprints and specifications were sought after, and acquired, by many of the intelligence agencies of the Great Houses.

Capabilities:

Borrowing heavily from their successful *Griffin* BattleMech, the TDR-5JW replaces the Sunglow Type 2 heavy laser and Delta Dart LRM-15 with a Fusigon PPC and Delta Dart LRM-10 both used by the GRF-1N. The Bical Twin-Rack and Voelkers machine guns are removed in favor of adding Chilton 460 jump jets, giving the 'Mech a jump capacity of 120 meters. One ton of LRM ammunition as also been eliminated in order to add an addition heat sink, giving it a total of 16.

These changes turn the *Thunderbolt* from a brawler into a heavy raider and skirmisher thanks to the increased mobility. Equipped with two hand actuators, and one of the heaviest jump capable 'Mechs, the -5JW can inflict devastating physical damage at close range when needed.

The extremely heavy Ryerson 150 armor ensures a long life on the battlefield and has earned the *Thunderbolt* a reputation as one of the toughest 'Mechs on the battlefield. With only 16 heatsinks, however, an over zealous MechWarrior can quickly find themselves in an overheated 'Mech and in danger of shutting down.

Careful attention must be paid to heat management, which can be made significantly easier if water can be found. Earthwerks engineers placed two heat sinks in each of the legs of the *Thunderbolt*. Because of this, when standing in water, the TDR dissipates 25% more heat than under normal operating circumstances. A *Thunderbolt* standing in water is an especially dangerous encounter, as it able to fire its full complement of weaponry almost continuously. Faced with such an onslaught, many MechWarriors, even pilots of assault class machines, will give the T-bolt wide berth and seek out targets elsewhere if possible rather than face it.

Current Manufacturers:

Earthwerks Limited
Tikonov – Capellan Confederation
Keystone – Free Worlds League

Model	Cost	BV	PV
<i>TDR-5S</i>	5,268,560	1335	26
TDR-5JW	5,623,310	1458	???

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+1**
MV: **8j**” Role: **Brawler**
Damage S: **3** M: **3** L: **2**
OV: **1**
Armor: **○ ○ ○ ○ ○ ○ ○ ○**
Structure: **○ ○ ○ ○ ○**
Special: **IF1, LRM 0*/1/1**

Mass: 65 tons

Chassis: Earthwerks TDR

Power Plant: Magna 260

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: Chilton 460

Jump Capacity: 120 meters

Armor: Ryerson 150

Armament:

1 x Fusigon Particle Projection Cannon

3 x Diverse Optics Type 18 Medium Laser

1 x Delta Dart 10-Rack

Original Manufacturer: Earthwerks Incorporated (2491)

Communications System: Neil 8000

Targeting and Tracking System: RCA Instatrac Mark X

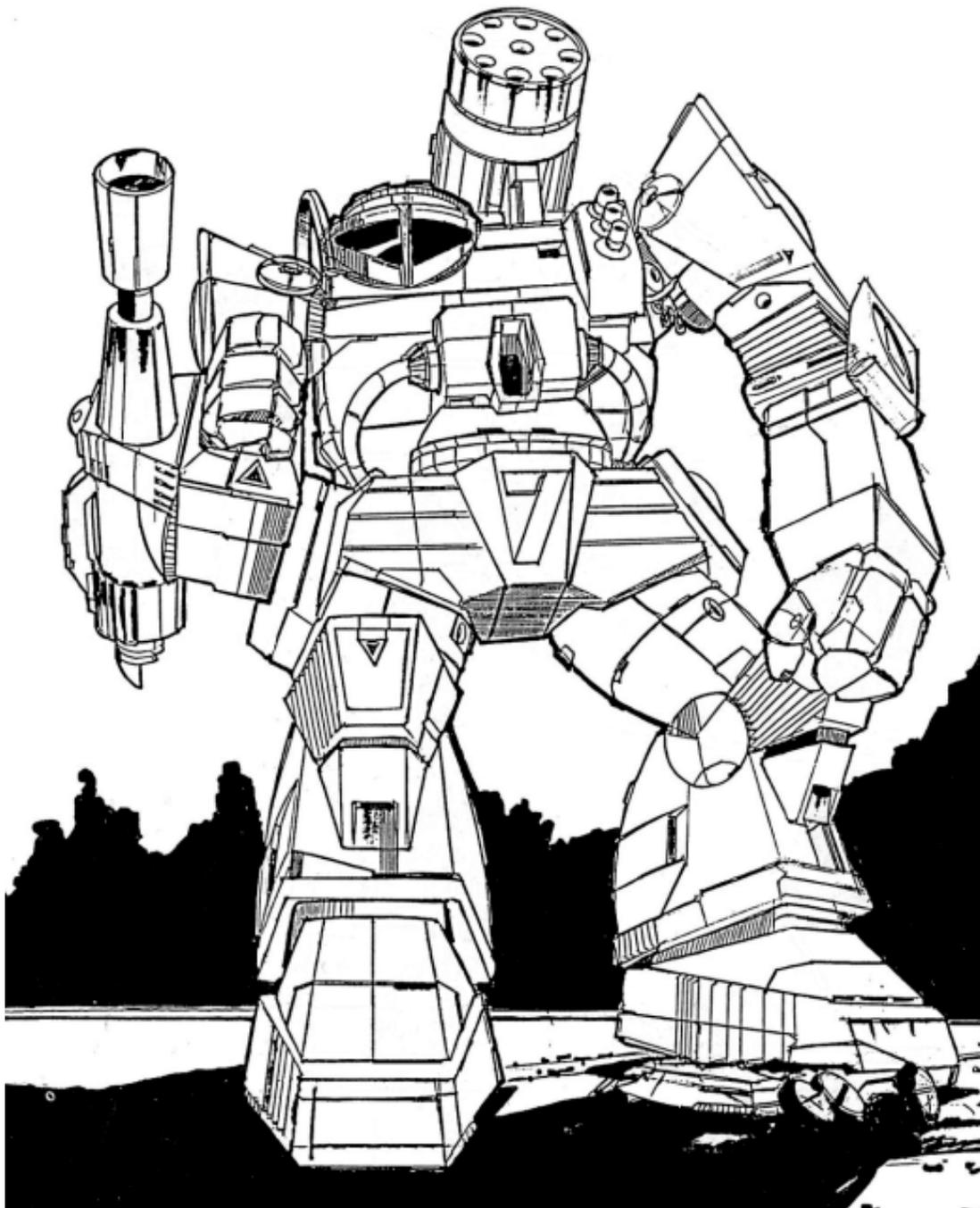
Type: **TDR-5JW**

		<i>Tons</i>
Tonnage:	65 tons	
Internal Structure:		6.5
Engine:	Magna 260	13.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	16	8.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	208	13.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	21	31/10
Rt./Lt. Torso	15	22/8
Rt./Lt. Arm	10	20
Rt./Lt. Leg	15	29

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
LRM-10	RT	2	5.0
Ammo (LRM) 12	CT	1	1.0
Jump Jets	RT	2	2.0
Jump Jets	LT	2	2.0



WHM-6W Warhammer

History:

The original Star League Request for Proposal that resulted in the design of the WHM-6R *Warhammer* called for a “mobile BattleMech with enough firepower to destroy or severely damage any ‘Mech of the same weight class or lower.”

In 2515, StarCorps Industries unveiled a 70-ton BattleMech bristling with weaponry. Carrying two massive Donal particle projection cannons, medium and small lasers, machine guns, and a shoulder mounted Holly SRM-6, the sheer firepower carried by the ‘Mech was well beyond anything ever seen outside of a few assault class BattleMechs. It also marked the first of a long string of successes for StarCorps in the development of heavy and assault class BattleMechs.

StarCorps Industries was born when Lockenburg-Holly Industries, the creator of the primitive LGB-0C *Longbow*, debuted in 2480, merged with several other manufacturers. The *Longbow* was a slow 85-ton BattleMech designed for fire support. It was equipped with two arm mounted Holly LRM-20s, each with a massive magazine, and backed up by two medium and one small laser. The design was updated in 2529 with the faster and much more lightly armored -OW version and by 2610 StarCorps Industries had introduced the popular -7Q variant, capable of launching a full salvo of 50 LRMs.

Flush with the success of the *Longbow*, StarCorps Industries went on to acquire Quarry Arms, the maker of the primitive EMP-1A *Emperor*, first built in 2442. Much as they did with the -OW *Longbow*, StarCorps updated the design with the latest advances in construction, and introduced the EMP-5A *Emperor* by 2502, notable for being the first jump capable assault ‘Mech ever made. In 2612, StarCorps Industries updated the design once more with the EMP-6A, a design made exclusively for the Royal Units of the Star League Defense Force. Built on Son Hoa, the EMP-6A featured an Extra Light fusion engine, a light weight, extended range autocannon, pulse laser technology, and double efficiency heatsinks. The Son Hoa facility was destroyed by House Marik forces using nuclear weapons during the Second Succession War.

The Son Hoa plant was also home to StarCorps greatest technical achievement, and arguably, the most respected BattleMech of all time, the legendary 90-ton HGN-732 *Highlander*, first produced in 2592 and the first ‘Mech to carry the awesome M-7 Gauss Rifle. They would go on to produce a Royal variant of this ‘Mech just six years later, the HGN-732b. The -732b adds the lostech Artemis IV Fire Control System to both the Holly LRM-20 and Holly SRM-6 missile launchers, utilizes double heat sinks and adds an additional medium laser.

Just one year after beginning production of the HGN-732b, in 2599, StarCorps Industries would unveil the Royal version of their *Warhammer*, the WHM-6Rb. Carrying 17 double strength heatsinks, the -6Rb adds an Artemis IV FCS to it’s Holly SRM-6 and uses an advanced lamellor ferro-fibrous armor to increase its protection without the need to increase the weight of the armor it carries.

Capabilities:

Few BattleMechs are powerful enough to directly influence the tactical situation on the battlefield, but the *Warhammer* is one of them. The -6W replaces the ten tons of Leviathan Plus armor with twelve tons of Riese-500 giving it 20% more protection. Two additional heat sinks are installed for a total of 20, and the shoulder mount searchlight has been removed in favor of a second Holly SRM-6. The small lasers and machine guns have been exchanged as well for a pair of Firestorm flamers.

To accomplish this, the original Vox 280 power plant has been downgraded to a GM 210, giving the -6W a top speed of just over 50 kph.

The final result is a ‘Mech that can continuously lay down a long range fusillade of PPC fire that few, if any, ‘Mechs can withstand, and certainly none of the same weight class or less. For those ‘Mechs who do manage to find a way to close with the -6W, they will find its short range firepower just as devastating. Twin Martell medium lasers followed by a salvo of 12 short range missiles plus dual flamers will reduce anything the PPCs failed to destroy to scrap in seconds.

Given its slow speed, an intelligent commander will deploy faster supporting units with the *Warhammer* to help guard its flanks and prevent it from becoming surrounded.

Variants:

The -6L variant simply replaces the two SperryBrowning machine guns with two Firestorm flamers.

The -6K also removes the two machine guns, replacing them with two additional heat sinks, for a total of 20.

The -6D, introduced in 2835, addresses the lack of armor by removing the SRM-6 and associated ammunition, and covering it with a total of 14 tons of Valiant Lamellor, giving it Assault ‘Mech class protection. In a nod to the -6K released just 5 years earlier, both machine guns are removed in favor of additional heat sinks. The -6D is also noted for carrying a complete energy based weapons load out, entirely eliminating the possibility of an ammunition explosion.

Current Manufacturers:

StarCorps Industries
Menke – Capellan Confederation
St. Ives – Capellan Confederation

Nimakachi Fusion Products
Lapida II – Draconis Combine

Ronin Incorporated
Wallis – Free Worlds League

Model	Cost	BV	PV
WHM-6R	6,023,383	1299	32
WHM-6L	6,031,883	1311	31
WHM-6K	6,013,183	1305	32
WHM-6D	5,945,183	1471	36
WHM-6W	5,615,100	1351	??

Alpha Strike Statistics

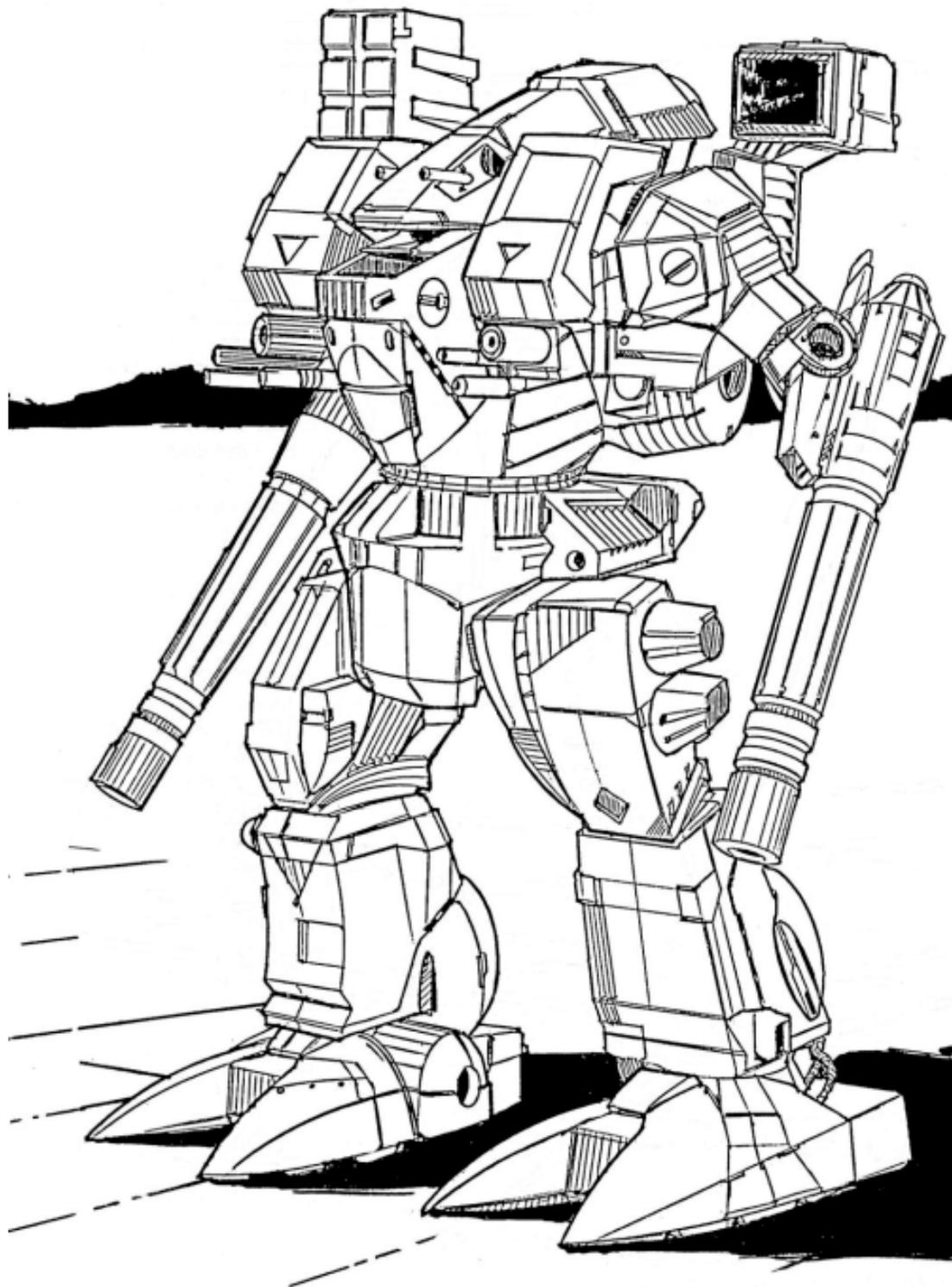
TP: **BM** SZ: **3** TMM: **+1**
MV: **6”** Role: **Juggernaut**
Damage S: **3** M: **3** L: **2**
OV: **2**
Armor: **0 0 0 0 0 0**
Structure: **0 0 0 0 0 0**
Special: **SRM 2/2**

Mass: 70 tons
Chassis: StarCorp 100
Power Plant: Vox 280
Cruising Speed: 35.4 kph
Maximum Speed: 51.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-500

Armament:
 2 x Donal PPC
 2 x Magna Mk. II Medium Laser
 2 x Firestorm Flamers
 2 x Holly SRM-6
Original Manufacturer: StarCorp Industries (2515)
Communications System: O/P 3000 COMSET
Targeting and Tracking System: O/P 1500 ARB
Type: WHM-6W Warhammer

Tonnage:	70 tons	<i>Tons</i>
Internal Structure:		7.0
Engine:	GM 210	9.0
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	20	10.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	192	12.0

	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	22	29/10	
Rt./Lt. Torso	15	22/8	
Rt./Lt. Arm	11	20	
Rt./Lt. Leg	15	22	
Weapons and Ammo:	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
PPC	LA	3	7.0
Medium Laser	RT	1	1.0
Flamer	RT	1	1.0
SRM-6	RT	2	3.0
Ammo (SRM) 15	RT	1	1.0
Medium Laser	LT	1	1.0
Flamer	LT	1	1.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	LT	1	1.0



MAD-4U Marauder

History:

The *Marauder* was produced by General Motors in 2612 and was intended to be the first of an entirely new generation of BattleMechs. Commissioned by the Star League Defense Force for use by their Royal units, the initial design, the MAD-1R, carried the familiar over-under arm mounted Magna Hellstar PPCs and Magna Mk. II medium lasers. It also carried a class 5 GM Whirlwind autocannon atop its uniquely shaped chassis. The autocannon rounds were protected with Cellular Ammunition Storage Equipment to mitigate the effects of an ammunition explosion, and it was protected by eleven tons of advanced Ferro-Fibrous armor.

In 2760, two years before a young Richard Cameron would assume the mantle of First Lord, General Motors updated the *Marauder* with the latest technological advances. The PPCs were replaced with the Magna Firestar extended-range version and the sixteen original heat sinks were upgraded to double-strength versions.

Just five years later, in 2765, shortly after Christmas, Richard Cameron along with every other member of House Cameron, lie dead on the floor of the Palace Throne Room on Terra at the hands of the Usurper, Stefan Amaris. What followed was a bloody 14-year civil war that heralded the end of the Star League.

On the heels of the Amaris Civil War came the Succession Wars and by 2819 General Motors was forced to downgrade the -2R version due to the loss of many of the advanced production facilities they relied up for advanced weapons, armor and heat dissipation and the familiar MAD-3R was released.

Returning to the original Magna Hellstar PPCs and sixteen standard heat sinks, the -3R is quite similar to the original -1R. CASE was no longer available and neither was the advanced Ferro-Fibrous armor. Consequently, the -3R is protected with 11.5 tons of Valiant Lamellor, giving it slightly less protection even with the increased weight of the armor.

The rest of the next generation of BattleMechs the *Marauder* was supposed to usher in never made it out of the General Motor's engineers workstations, although it

was rumored they had made significant progress on two more designs. With the Succession Wars raging almost without pause, it was all General Motors could do to keep their operations on Kathil functioning, even at reduced capacity. McKenna Shipyards, located at the Zenith point of the Kathil system, was once the most advanced manufacturer of JumpShips, DropShips, and even majestic WarShips for the Federated Suns before repeated attacks from the Capellan Confederation reduced it to a shell of its former glory. Located near the border with House Laio, Kathil is under constant threat of invasion and is the frequent target of raids.

By now the *Marauder* had established itself as one of the most effective BattleMechs on the field. With annual production numbers for the popular 'Mech dropping steadily due to near constant attacks, the Armed Forces of the Federated Suns asked General Motors to license the design to Independence Weaponry, located in the famous Steel Valley on Quentin. Independence Weaponry is the Federated Suns premier producer of heavy and assault class BattleMechs. However, its location puts it within striking distance of the Draconis Combine as well as the Capellan Confederation and it has found itself in much the same situation as Kathil, constantly under the threat of attack and production capacity slowly dwindling.

General Motors, now faced with the real possibility that it may not be able to continue operations, also licensed the *Marauder* to one other company, this one outside of the Federated Suns. It was a bitter pill to swallow for the company that invented the fusion engine on Terra in 2020 and at one point had been the largest producer of civilian and military vehicles in the entire Inner Sphere as well the largest single contractor for the AFFS.

Ronin Incorporated, in the Free Worlds League, also carries a license to produce the *Marauder*. Their facility on Wallis, however, is more of an assembly point rather than a true production factory and it is constantly plagued with supply chain and labor problems. It is however located safely with the boundaries of the FWL and provides a measure of diversification General Motors has lacked since the fall of the Star League.

Capabilities:

The MAD-4U takes its inspiration from the legendary 100-ton KGC-000 *King Crab*. Mounting a pair of the most massive autocannons ever produced, the Deathgiver AC/20, and fed by two tons of ammunition in each torso, the MAD-4U is capable of destroying or disabling any other 'Mech in existence with a single salvo. Keeping the 11.5 tons of Valiant Lamellor, the -4U features 13 heat sinks and a top speed of 51.2 kph. The two backup Magna Mk. II medium lasers have been moved to the torsos due to the incredible space required to mount the Deathgivers. In fact, the Deathgiver is such a colossal weapon, parts of it also had to located in the torsos, as the arm assembly simply didn't have enough space. It also mounts three HildCo Model 12 jump jets.

Variants:

When Independence Weaponry received the production drawings for the MAD-3R *Marauder*, they made a few minor changes of their own, giving it the MAD-3D designation. With CASE no longer built into the chassis, battlefield records revealed numerous -3R *Marauders* have been lost to catastrophic ammunition explosions. Engineers at Independence chose to remove the GM Whirlwind autocannon and ammunition, in favor of a Magna Mk. III heavy laser and four additional heat sinks.

Current Manufacturers:

General Motors
Kathil – Federated Suns

Ronin Incorporated
Wallis – Free Worlds League

Independence Weaponry
Quentin – Federated Suns

Model	Cost	BV	PV
MAD-3R	6,627,250	1363	35
MAD-3D	6,597,500	1470	35
MAD-4U	6,328,000	1459	???

Alpha Strike Statistics

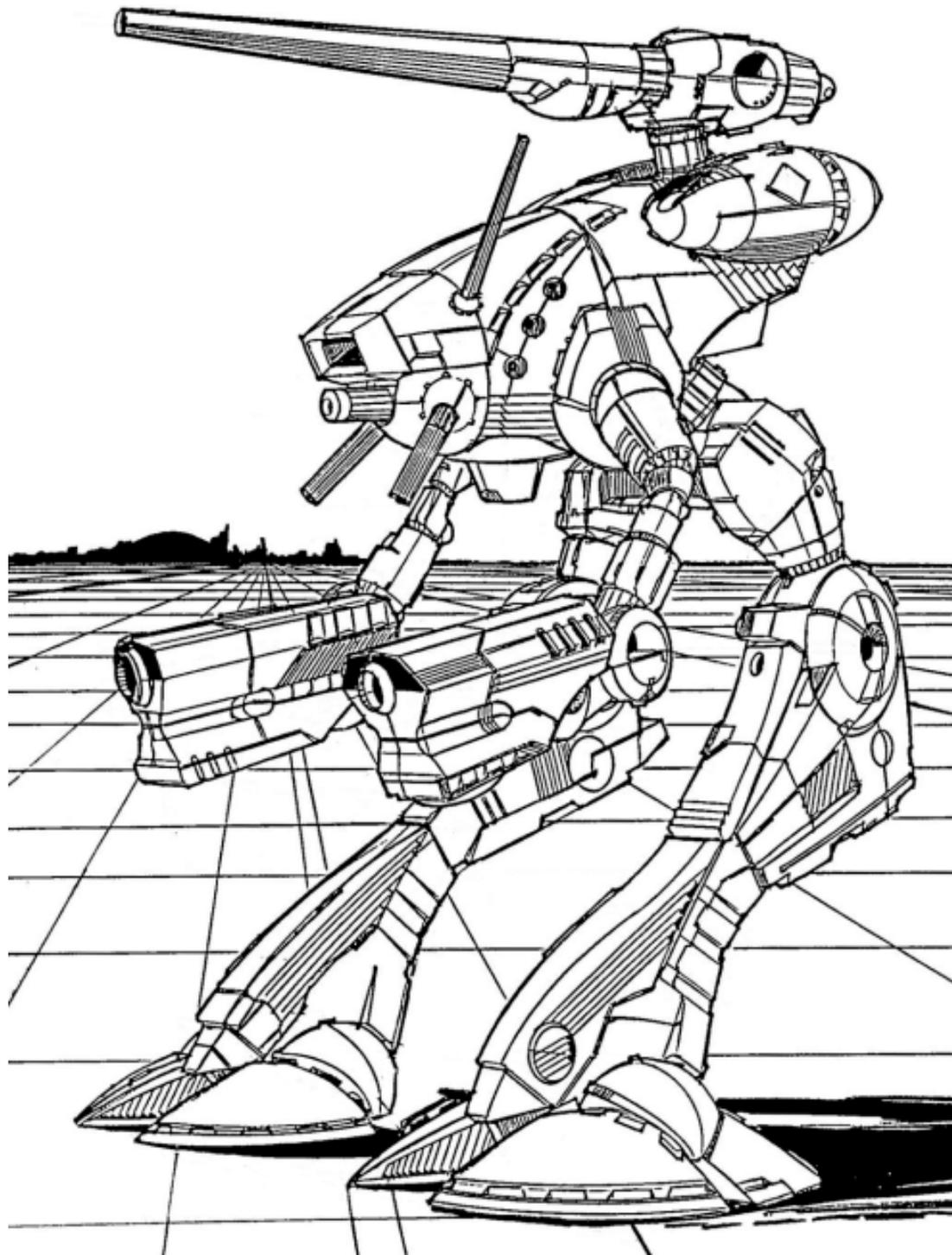
TP: **BM** SZ: **3** TMM: **+1**
MV: **6j** Role: **Brawler**
Damage S: **4** M: **4** L: **0**
OV: **1**
Armor: **○○○○○○**
Structure: **○○○○○○**
Special: **AC 4/4/-**

Mass: 75 tons
Chassis: GM Marauder
Power Plant: Vox 225
Cruising Speed: 35.4 kph
Maximum Speed: 51.2 kph
Jump Jets: HildCo Model 12
Jump Capacity: 90 meters
Armor: Valiant Lamellor
Armament:
 2 x Pontiac-100 Autocannon/20
 1 x Magna Mk II Medium Laser
Original Manufacturer: General Motors (2612)
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban Hirez

Type:	MAD-4U Marauder		<i>Tons</i>
Tonnage:	75 tons		
Internal Structure:			7.5
Engine:	Vox 225		10.0
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	3		
Heat Sinks:	13		3.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	184		11.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	23	27/8	
Rt./Lt. Torso	16	22/6	
Rt./Lt. Arm	12	20	
Rt./Lt. Leg	16	22	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	RA/RT	10	14.0
Ammo (AC) 10	RT	2	2.0
Medium Laser	RT	1	1.0
AC/20	LA/LT	10	14.0
Ammo (AC) 10	LT	2	2.0
Medium Laser	LT	1	1.0
Jump Jet	RL	1	1.0
Jump Jet	CT	1	1.0
Jump Jet	LL	1	1.0



ON1-N Orion

History:

The first true heavy BattleMech to be built, the ON1-C Orion was constructed on Hesperus II in 2480. Commissioned by the Terran Hegemony, the -C lacked the LRM-15 of the popular -K introduced in 2525, and mounted an AC/5 instead of the Kali Yama Class 10 autocannon seen today.

It went on to serve with distinction in the Reunification War and become a mainstay in the SLDF and the armies of the Member States. Perhaps its most famous role, however, was that of the personal 'Mech of General Aleksandr Kerensky during the Amaris Civil War. General Kerensky's *Orion* was the 'Mech that kicked down the door to the Usurper's palace on Terra, taking Stefan Amaris prisoner and ending the war.

With the Cameron family dead and the House Lords unable to agree on a Successor, the Council Lords stripped Kerensky of his title as Regent and Protector of the Star League and effectively dissolved the Star League less than a year later in 2781. Unwilling to watch the Great Houses descend into chaos and ultimately war, Kerensky gathered the SLDF commanders still loyal to him on Terra in 2783 and outlined Operation Exodus. Less than a year later, over six million men, women, and children accompanied Kerensky and disappeared into the Deep Periphery.

After the fall of the Star League, Kali Yama Weapons Industries took over production of the *Orion* and began producing them on Kendall, in the Free Worlds League. Carrying an AC/10, a Death Bloom LRM-15, two Irian Weapon Works medium lasers, and an SRM-4, the *Orion* is lethal at any range. In fact, this mix of weaponry means the pilot will always have a weapon system at the optimal range when engaging hostile forces.

The other key to its success is the 14 tons of Valiant Lamellor armor, giving it more protection than many assault class machines. Capable of withstanding incredible punishment and carrying large ammunition stores, the *Orion* can maintain high intensity operations for far longer than most any other currently produced BattleMech.

Another reason for the 'Mech's longevity is the ease with which it can be repaired. Technicians have long noted the spacious interior and the ease of access to critical component and systems.

However, technicians have also noticed the placement of the Kali Yama autocannon in the right torso is problematic. Protruding past the body of the 'Mech, it restricts the movement of the right arm and many MechWarriors have inadvertently struck the weapon with their arm, knocking it out of alignment. The feed mechanism for it is troublesome as well although the fix is well known. The weapon tends to jam if a full 20 rounds are loaded into the ammunition bins. Oddly enough, if only 19 rounds are loaded, the feed problem all but disappears.

The Wasat Agressor Type 5 targeting and tracking system is also well known. One of the longest ranged tracking systems available today, it features a full suite of sensors, including infrared, electromagnetic, and seismic capability. A full 360 degree scanning arc, along with built in target identification, the Wasat Agressor can also track fast moving aerial targets. For just these reasons, the *Orion* is often assigned to guard mobile headquarters and is highly sought after by company and even regimental commanders.

Capabilities:

The ON1-N replaces the troublesome Kali Yama autocannon with the Thunderbolt A5M large laser found on the slightly heavier 80-ton *Zeus*. In fact, the similarities between the *Zeus* and *Orion* are striking, although the *Zeus* was not introduced until 2787, almost 300 years after the first *Orion* rolled off the assembly lines. Historians and researchers have suggested, in fact, that Defiance Industries was able to salvage equipment and design information from ruins of the original ON1-C factory and repurpose them into what would become the *Zeus*.

The removal of the autocannon, the associated ammunition, and one ton of armor, also allows the Death Bloom LRM-15 to be upgraded to a full Doombud LRM-20. The Irian Weapons Works Class 4 missile system

has also been upgraded to a full Harpoon-6 SRM-6. The two medium lasers remain unchanged and an additional six heat sinks have been added to help deal with the additional of the heavy laser, giving it a total of 16 heat sinks.

Variants:

In 2799, Kali Yama Weapons Industries debuted the ON1-V. By removing three tons of armor, a second Irian Weapons Works Class 4 missile system has been added to the right arm.

Current Manufacturers:

Kali Yama Weapons
Kalidasa – Free Worlds League

Model	Cost	BV	PV
ON1-K	6,501,250	1429	39
ON1-V	6,553,750	1298	35
ON1-N	6,496,000	1471	???

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+1**
MV: **8"** Role: **Brawler**
Damage S: **3** M: **3** L: **2**
OV: **1**
Armor: **○○○○○○○**
Structure: **○○○○○○**
Special: **IF2, LRM 1/2/2, SRM 1/1**

Mass: 75 tons
Chassis: Kali Yama Chassis
Power Plant: Vlar 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:

- 1 x Thunderbolt A5M Large Laser
- 1 x Doombud LRM-20
- 1 x Harpoon-6 SRM-6
- 2 x Irian Weapon Works Medium Laser

Original Manufacturer: Kali Yama Weapons Industries (2456)

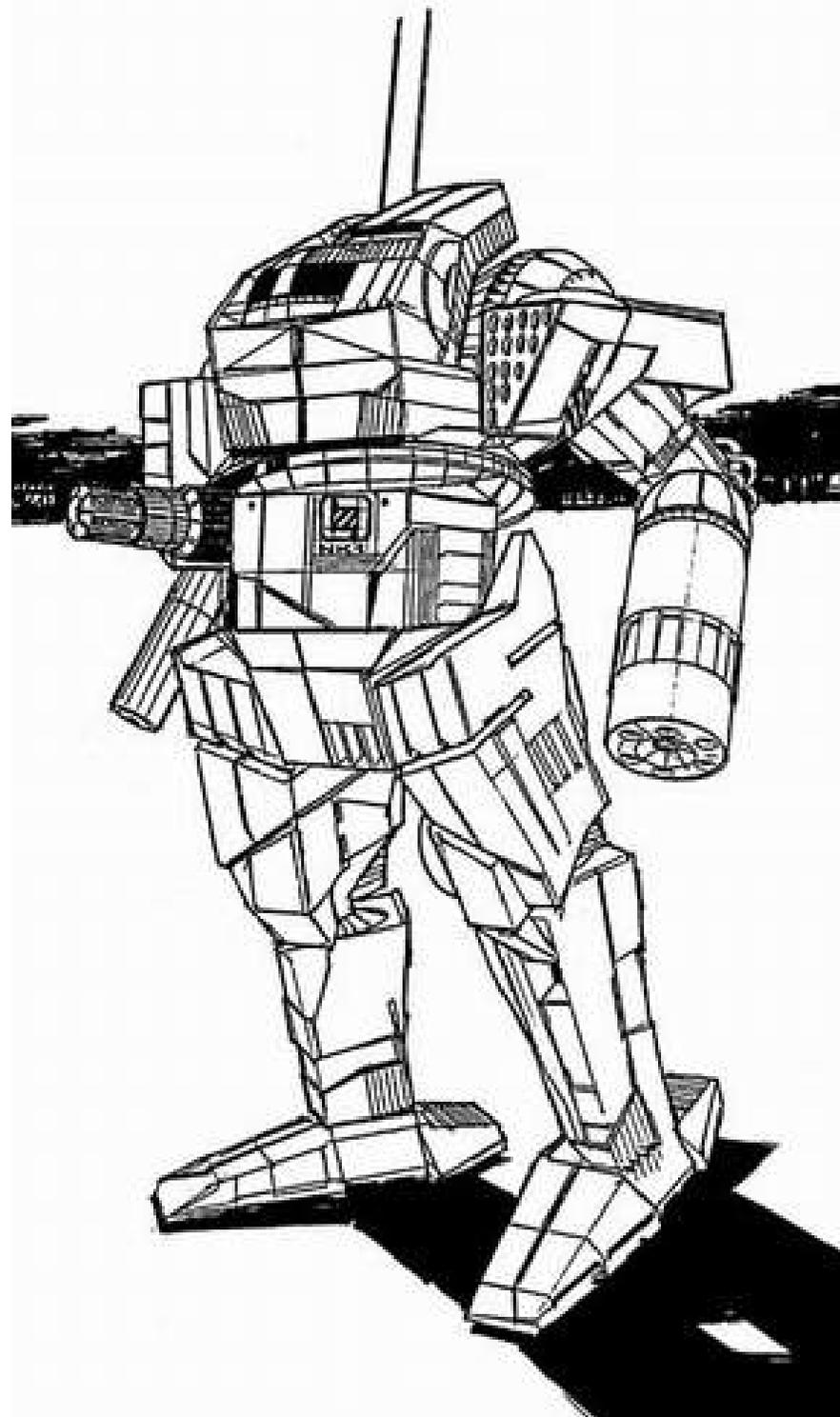
Communications System: Irian Orator-5K

Targeting and Tracking System: Wasat Aggressor

Type:	ON1-N Orion		<i>Tons</i>
Tonnage:	75 tons		
Internal Structure:		7.5	
Engine:	Vlar 300	19.0	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	16	6.0	
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	216	13.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	23	35/8	
Rt./Lt. Torso	16	24/8	
Rt./Lt. Arm	12	22	
Rt./Lt. Leg	16	28	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RT	2	5.0
LRM-20	LT	5	10.0
Ammo (LRM) 12	LT	2	2.0
SRM-6	LA	2	3.0
Ammo (SRM) 15	RT	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	RA	1	1.0



CGR-2B5 Charger

History:

Wells Technologies delivered the CGR-1A1 *Charger* to the Star League in 2665. Promising to deliver an ultra-heavy reconnaissance BattleMech capable of surviving sustained contact with the enemy, the -1A1 was designed solely to gather information, never to engage in actual combat.

Built around the massive LTV 400 power plant, the largest fusion engine ever built, and carrying ten tons of Durallex Heavy armor, the -1A1 tips the scales at 80 tons, technically making it an assault class 'Mech. With a top sustained speed of 86.4 kph, the *Charger* can in fact keep up with units weighing just half its size, and it is an awe inspiring sight to see such a massive BattleMech moving so quickly.

However, the LTV 400 engine alone weighs as much as a medium BattleMech at an astounding 52.5 tons. With so much space and weight dedicated to just the engine, the *Charger* is left with little room for weapons. Carrying an array of five Magna Mk. I light lasers, it is outgunned by even the lowly 20-ton *Stinger*.

The engineer at Wells Technologies did not see this as a problem. Given the *Charger's* primary role was that of a scout, there was little need for heavy weapons, in fact, they reasoned keeping the armament so minimal would encourage the pilot to stay focused on gathering intelligence rather than engaging enemy forces.

To their credit, the engineers at Wells Technologies spared no expense on the electronics suite. The Charger uses the multi-channel Tek BattleCom communications system. The Tek BattleCom is heavily shielded against interference and can be outfitted with jamming and ECM gear. It is also capable of establishing an uplink to orbiting satellites, making it invaluable to forward operation commanders and an ideal system for a scout 'Mech.

Interestingly enough, it also carries the Dalban Hirez targeting and tracking system. Designed by Apple Computers Interstellar, it remains one of the most advanced T&T systems available today. With built in target identification, a 180 degree scanning arc, and a full suite of sensors, it was likely chosen for its ability to

quickly identify, with 90% accuracy, enemy units rather than to actually target them with its paltry weapons. The Dalban Hirez also features a lock-on indicator, which warns the pilot when an enemy 'Mech has targeted them giving the pilot time to initiate evasive maneuvers.

Ultimately the massive price tag and poor weapons load out doomed the *Charger* and barely had the SLDF taken the first shipments of the ultra-heavy scout 'Mech than it was pulled from the frontlines and assigned to garrison duty and other non-critical areas.

Technicians soon discovered, however, that the *Charger*, for its many flaws, was a well built and utterly reliable machine requiring significantly less maintenance than the most BattleMechs. Ironically, it was the fall of the Star League and the complete devastation of the First Succession War that saved the ill regarded BattleMech. Desperate for BattleMechs of any kind, the Draconis Combine Mustered Soldiery was all too happy to buy as many *Chargers* as Wells Technologies could produce, including their many surplus units.

Capabilities:

The CGR-2B5 addresses the main flaw of the *Charger*, its armament, while maintaining its best asset, its mobility. The colossal LTV 400 is replaced with a much lighter Pitban 320, reducing its top speed to 64.8 kph. To offset this loss of speed, four massive HildCo Model 12 jump jets have been added to the legs and center torso giving the -2B5 a jump capacity of 120 meters.

The five light lasers are discarded in favor of three Magna Mk. III heavy lasers. An additional twelve heat sinks are installed to deal with the heat, giving it a total of 22 heat sinks. The armor has been increased as well, with the -2B5 carrying 11.5 tons of Valiant Lamellor.

With excellent mobility for its weight class, the *Charger* is also well known for its devastating physical attacks. Its kick is capable of destroying the entire leg of any light scout 'Mech on the field with a single blow and a punch from its armored battle fist rivals the power of a particle cannon. The *Charger* is capable of literally ripping apart light 'Mechs and quickly pounding heavier ones into scrap.

Variants:

There are no commonly produced variants of the *Charger*.

Current Manufacturers:

Wells Technologies
Luthien – Draconis Combine

Model	Cost	BV	PV
CGR-1A1	7,520,370	981	18
CGR-2B5	7,722,120	1435	???

Alpha Strike Statistics

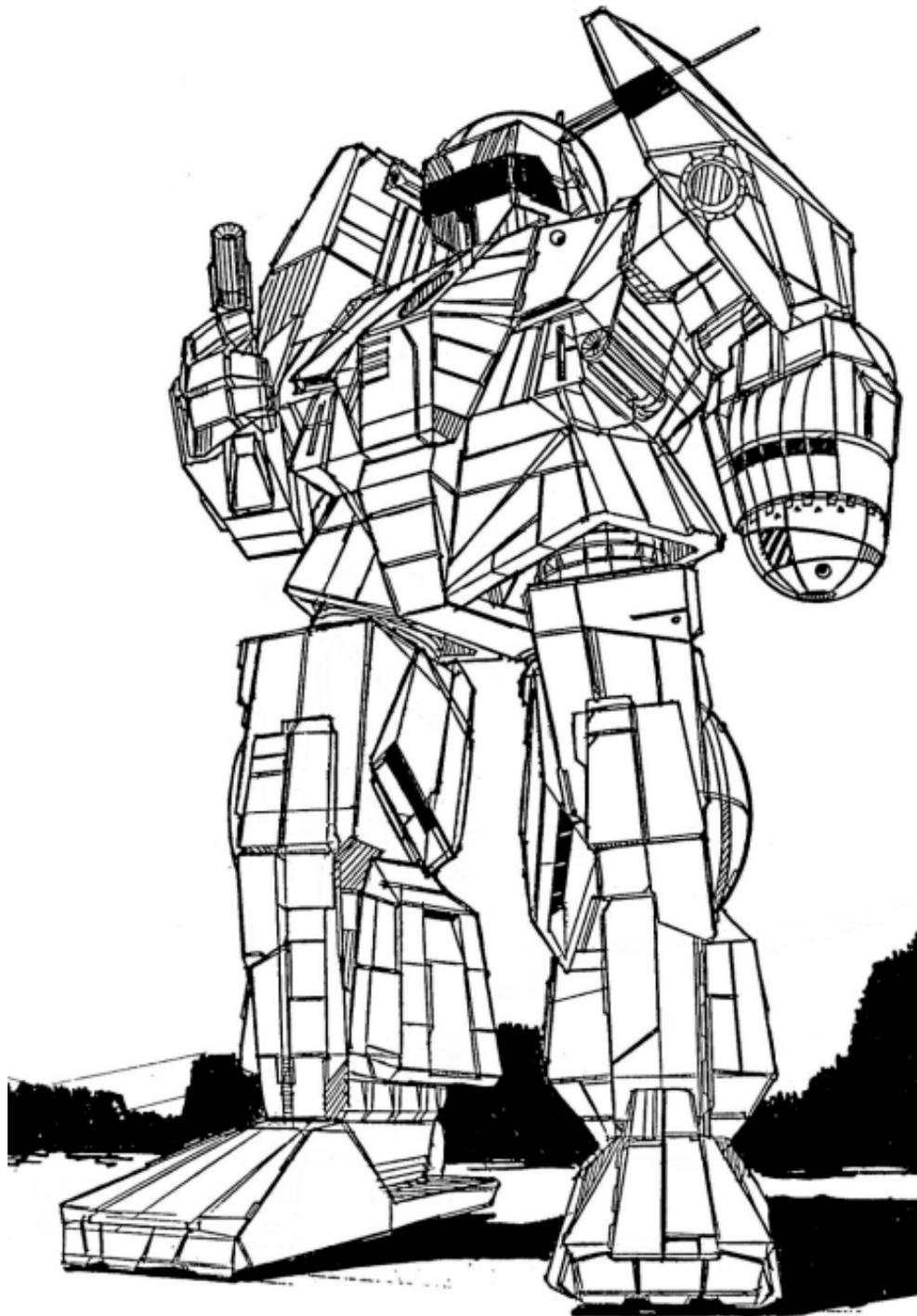
TP: **BM** SZ: **4** TMM: **+1**
MV: **8j** Role: **Skrimisher**
Damage S: **3** M: **3** L: **0**
OV: **0**
Armor: **000000**
Structure: **000000**
Special: **ENE**

Mass: 80 tons
Chassis: Wells 990
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: HildCo Model 12
Jump Capacity: 120 meters
Armor: Valiant Lamellor
Armament:
 3 x Magna Mk. III Large Laser
Original Manufacturer: Wells Technologies (2665)
Communications System: Tek BattleCom
Targeting and Tracking System: Dalban Hirez

Type:	CGR-2B5		<i>Tons</i>
Tonnage:	80 tons		
Internal Structure:		8.0	
Engine:	Pitban 320	22.5	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	4		
Heat Sinks:	22	12.0	
Gyro:		4.0	
Cockpit:		3.0	
Armor Factor:	184	11.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	25	27/8	
Rt./Lt. Torso	17	24/6	
Rt./Lt. Arm	13	18	
Rt./Lt. Leg	17	22	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RT	2	5.0
Large Laser	LT	2	5.0
Large Laser	LA	2	5.0
Jump Jets	CT	2	2.0
Jump Jets	RL	1	1.0
Jump Jets	LL	1	1.0



THG-11K Thug

History:

Designed by Maltex Corporation as a direct competitor to StarCorp's hugely successful 70-ton *Warhammer*, the engineers at Maltex had the benefit of 57 years of battlefield reports about the *Warhammer* to help identify each of the 'Mechs shortcomings before introducing their own.

One thing quickly became clear. The *Warhammer's* ten tons of Leviathan Plus armor was woefully inadequate for the roles it found itself in on the battlefield. This was especially true of the legs, which each carry less than a single ton of armor, leaving them extremely vulnerable to kicks. In fact, the loss of a leg was the leading cause of the 'Mech becoming disabled during combat.

The second major shortcoming was the eighteen heatsinks. Armed with dual Donal particle cannons supported with medium and small lasers, the heat sinks were quickly overwhelmed in combat, impairing the combat efficiency of the 'Mech.

In addition the *Warhammer* carried two tons of ammunition, one for the Holly SRM-6 and one for two SperryBrowning machine guns. The machine gun ammunition, in particular, is stored in the center torso, directly above the engine compartment. While rare, there were numerous credible reports of the ammunition exploding due to serious overheating and destroying the entire BattleMech. A few were also destroyed when their opponent got a lucky shot in, hitting one of the two ammunition bins.

The final often cited criticism of the *Warhammer* is the design's lack of hand actuators. Not only does this limit the *Warhammer's* effectiveness in physical combat, but also limits its utility as a raider, making it extraordinarily difficult for the 'Mech to pick anything up.

In 2572, Maltex Corporation announced the 80-ton THG-11E *Thug*. Built at their headquarters on Errai, a former Terran Hegemony world now in Federated Sun space, it marked the company's entrance into the lucrative and booming BattleMech business.

Built on an Endo-Steel II chassis, it systematically addresses each of the *Warhammer's* most prominent

flaws. Protected by 15.5 tons of Mitchell Argon, the *Thug* carries 50% more armor than the *Warhammer*, and more than both the *Awesome* and *Battlamaster*, making it one of most durable designs ever built. Particular attention was paid to the legs as well, with each leg sheathed in more than two tons of armor each, the maximum the chassis could accommodate.

While the *Thug* retains the same physical number of heatsinks as the 'Mech it intended to replace, they are each dual heatsinks, giving the *Thug* fully twice the heat dissipation of its older brother.

To backup its primary weapons, two massive arm-mounted Tiegart particle cannons, the engineers at Maltex choose a pair of Bical-6 SRM Launchers. Battlefield analysis of the *Warhammer* clearly revealed the effectiveness of the SRM-6 in exploiting the holes created by the powerful particle cannons. Sensitive to the issue of storing volatile ammunition, Cellular Ammunition Storage Equipment (CASE) was integrated into both torsos sections to prevent the loss of the entire machine from an ammunition explosion.

The Maltex engineers also choose to include hand actuators on the *Thug* by mounting the particle cannons to the outside of the lower arm assemblies. This allowed the 80-ton 'Mech to engage in hand-to-hand combat, wield clubs as well as pick up and manipulate other objects, and to assist in the recovery of damaged 'Mechs or help carry off supplies.

The design would go on to become successful enough that Maltex Corporation sought the help of Earthwerks Incorporated to keep up with demand. Earthwerks opened a production line for the *Thug* at their sprawling industrial complex on Keystone, a move that would prove quite fortuitous for the design.

In the chaotic aftermath of the fall of the Star League, Maltex Corporation's plant on Errai was wiped out, but Earthwerk's line continued producing the *Thug*, although by 2835 they were forced to switch over to the less advanced THG-10E model. Ironically, lacking advanced technology, the *Warhammer* was considerably less susceptible to the loss of technology that accompanied the fall of the Star League and continues to be produced at numerous sites throughout the Inner Sphere.

Capabilities

The THG-11K was created more out of necessity than as an attempt to improve on the downgraded -10E model. Critically short of particle projection cannons, the engineers at Earthwerks determined they could replace the original Tiegart PPCs with Imperator-B Class 10 autocannons. In another twist of irony, the PPCs originally intended for the -10E *Thug* were sent to Ronin Incorporated for use on the *Warhammer*, which lacked sufficient space to accommodate the bulky and heavy autocannons.

To help offset the loss in effective range, a pair of LRM-5s are installed in the chest. For close range work, two SRM-2s and matched medium lasers give the -11K *Thug* frightening short-range firepower.

The -11K is powered by the common Pitban 240 fusion engine, giving it a top speed of 54.0 kph, on par with the *Awesome*, but significantly slower than the original. Like the -10E, it also carries one less ton of armor.

Variants

The -10E variant lacks the Endo Steel, double heatsinks, and CASE of the original. Consequently, the SRMs are downgraded to SRM-4s and one ton of ammunition has been eliminated. In addition, one ton of armor has been removed in favor of adding an additional heat sink. The electronics have also been exchanged for more primitive versions as well.

Current Manufacturers

Earthwerks Incorporated
Keystone – Free Worlds League

Model	Cost	BV	PV
THG-10E	7,712,040	1501	39
THG-11K	6,450,840	1562	???

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **6"** Role: **Brawler**
Damage S: **3** M: **3** L: **1**
OV: **1**
Armor: **○○○○○○○○**
Structure: **○○○○○○**
Special: **AC 2/2/-, LRM 0*/1/1**

Mass: 80 tons
Chassis: Earthwerks THG
Power Plant: Pitban 240
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy

Armament:

- 2 x Imperator-B Class 10 Autocannons
- 2 x Irian Weapon Works Class 2 SRM-2s
- 2 x Irian Weapon Works V2 LRM-5s
- 2 x Irian Weapon Works Medium Lasers

Original Manufacturer: Maltex Corporation (2572)

Communications System: O/P 3000 COMSET

Targeting and Tracking System: O/P 1500 ARB

Type: **THG-11k Thug** *Tons*

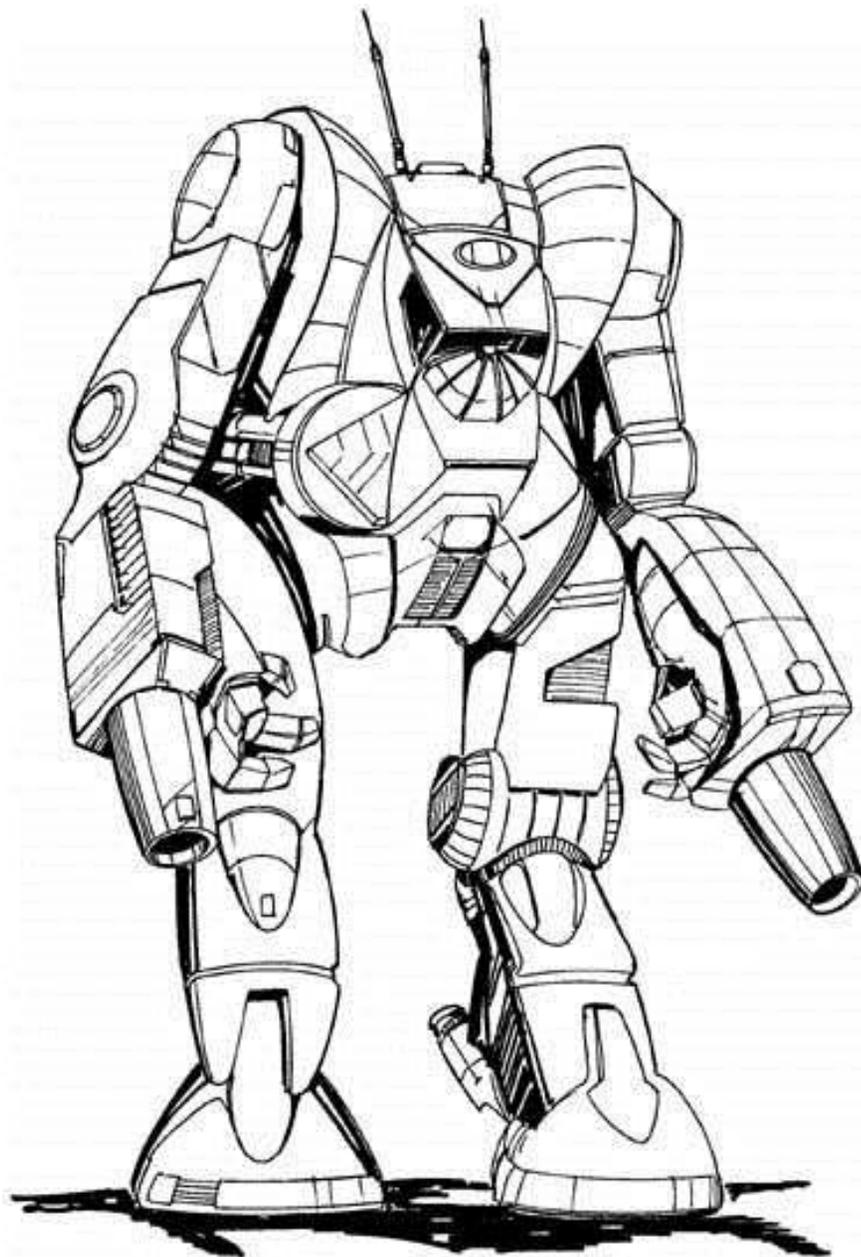
Tonnage:	80 tons	
Internal Structure:		8.0
Engine:	Pitban 240	11.5
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	12	2.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	232	14.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	25	40/11
Rt./Lt. Torso	17	28/8
Rt./Lt. Arm	13	24
Rt./Lt. Leg	17	26

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/10	RA	7	12.0
Ammo (AC) 20	RT	2	2.0
AC/10	LA	7	12.0
Ammo (AC) 20	LT	2	2.0
LRM-5	RT	1	2.0
SRM-2	RT	1	1.0
Medium Laser	RT	1	1.0

LRM-5	RT	1	2.0
SRM-2	RT	1	1.0
Medium Laser	RT	1	1.0
Ammo (LRM) 24	CT	1	1.0
Ammo (SRM) 50	CT	1	1.0



VTR-9C Victor

History:

In 2508, HildCo Interplanetary delivered the first VTR-9A *Victor* to the Terran Hegemony, tweaking the design just two years later with the familiar VTR-9B. Initially designed as a jump capable support 'Mech, the *Victor* approaches it support role in a rather unique way. While most support units mount an array of long range missiles, low caliber autocannons or PPCs, the *Victor* carries exclusively short range weapons.

When a *Victor* moves in to support another unit, it often literally leaps into the fray using its powerful HildCo Model 12 jump jets. Capable of jumping 120 meters, the *Victor* often interposes itself directly between the enemy and friendly unit once the friendly unit has reeled its target into short range.

Then the *Victor* brings its primary weapon into play, a massive Pontiac 100 Class 20 autocannon, the largest autocannon ever made. One of only a few 'Mechs mounting such a devastating weapon, it is capable of destroying a light 'Mech with a single shot, blowing limbs off medium class machines, and crippling anything heavier. Add to this a pair of Sorenstein V medium lasers and a Holly SRM-4, and you have the most effective close support platform ever built.

Given its mobility and 11.5 tons of Durallex Heavy armor, the *Victor* can be a difficult target, especially when jumping, for such a large 'Mech. It also features an unusually large magazine for its ammunition hungry Pontiac 100. A full three tons of space is dedicated to carrying the punishing rounds for the Class 20 autocannon, allowing it 15 shots before needing to rearm.

The *Victor* also makes a fine urban combat unit where most fighting tends to occur at shorter ranges. The Pontiac 100 is an ideal ambush weapon, able to inflict massive damage with just a single shot. Equipped with jump jets, the *Victor* can also easily get away by leaping behind a nearby building and disappearing into the streets and alleyways.

The same is largely true of alpine, and other difficult to navigate environments. The *Victor* can go where other

assault class 'Mechs cannot, making it an especially nasty surprise for units operating in such areas.

After serving the Terran Hegemony for over 50 years, the *Victor* was adopted by the Star League Defense Force line regiments where it served well during the Reunification Wars. Afterwards, the *Victor* was offered to the Member States as well who were all too happy to purchase the potent, battle-tested BattleMech.

The downside of this is that the *Victor* was never outfitted with any of the advanced technology the Star League so zealously guarded. This would prove to be fortuitous, however, in the aftermath of the League's disintegration.

The First Succession War saw the destruction of all three of HildCo Interplanetary's *Victor* assembly lines, including their headquarters on St. Ives. That would have doomed the 'Mech if it had not been for a Star League era Regular Army licensing agreement with Independence Weaponry on Quentin which allowed production of the *Victor* to continue. Independence Weaponry had also negotiated agreements with the SLDF Regular Army to produce two other well-respected designs in the Steel Valley, General Motor's MAD-3R *Marauder* and the iconic 100-ton AS7-D *Atlas*, which carries the massive Pontiac 100 Class 20 autocannon as well.

Capabilities:

The VTR-9C replaces the cumbersome Pontiac 100 autocannon, along with its three tons of explosive ammunition, with a powerful Kreuss particle beam weapon. This gives the -9C sorely needed long range support capability, albeit at the cost of hitting power.

The other flaw of the Pontiac 100, aside from its short range, is its incredible weight. The Kreuss PPC weighs only half that of the autocannon. With the weight savings, a second Holly SRM-4 has been installed immediately below the original to help offset the loss of short range firepower. Both missile launchers utilize the same ammunition bin. Another five heat sinks have been added as well bringing it up to a total of 20, giving the -9C an excellent rate of fire.

Most importantly, the armor has been completely

overhauled. The original 11.5 tons of Durallex Heavy have been replaced with 14.5 tons of the much thicker Star Guard IV, making the -9C among the most heavily armored machines in existence, carrying armor equivalent to the vaunted *BattleMaster*.

Between the heavy armor, and largely energy based weaponry, the VTR-9C can stay on the battlefield significantly longer than its predecessor.

Variants:

The original VTR-9A carried only 8.5 tons of armor. This allowed the -9A to carry a full complement of anti-infantry weapons consisting of a machine gun and two flamers.

The -9A1 utilized ten tons of Durallex Heavy armor and carried two SperryBrowning machine guns for anti-infantry use.

Current Manufacturers:

Independence Weaponry
Quentin – Federated Suns

Model	Cost	BV	PV
VTR-9B	7,941,720	1378	37
VTR-9A	7,923,720	1236	33
VTR-9A1	7,932,720	1302	35
VTR-9D	7,941,720	1536	???

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **8j** Role: **Skirmisher**
Damage S: **3** M: **4** L: **1**
OV: **0**
Armor: **○○○○○○○○**
Structure: **○○○○○○**
Special: **SRM 1/1**

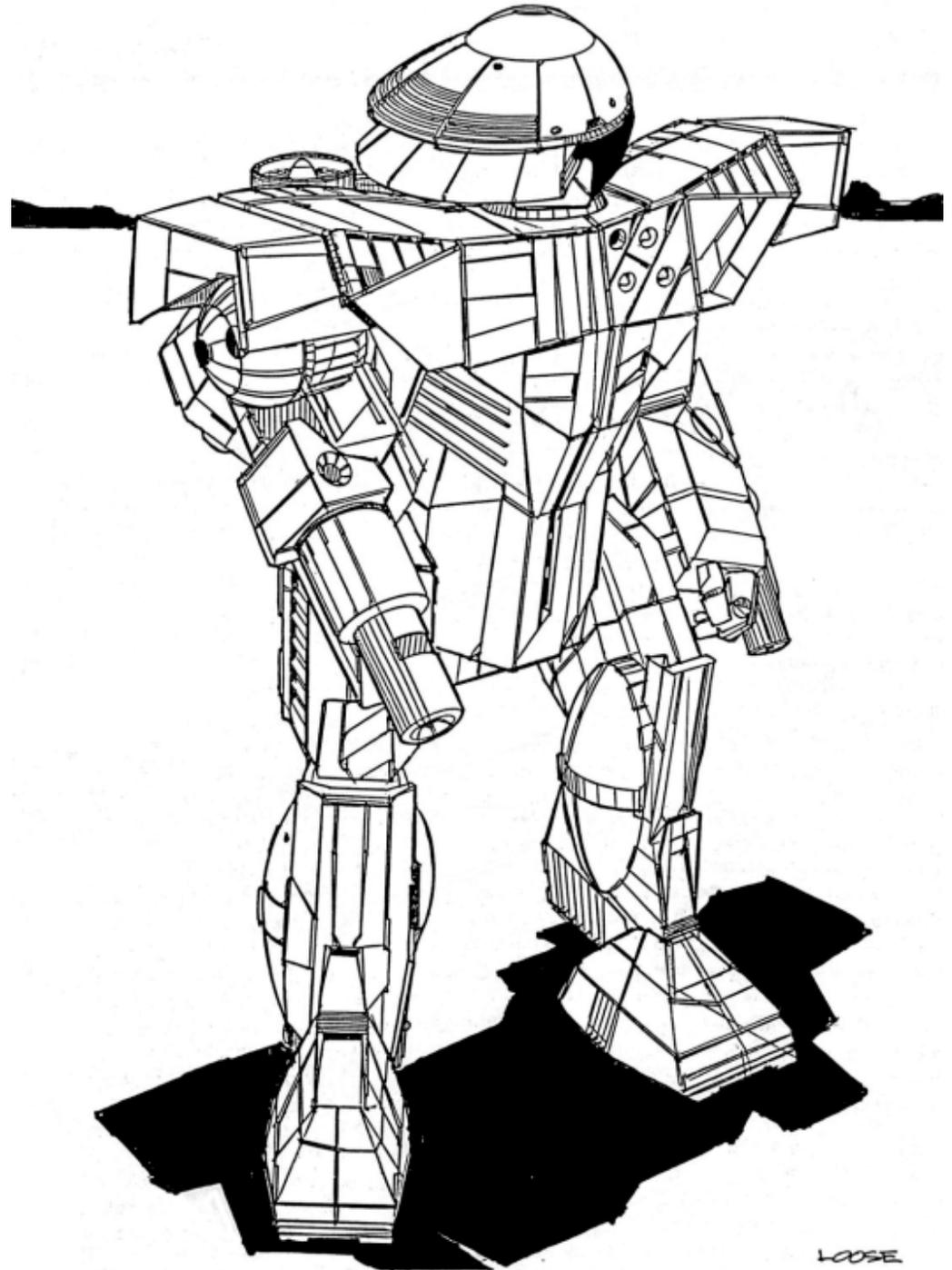
Mass: 80 tons
Chassis: HildCo Type V
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: HildCo Model 12
Jump Capacity: 120 meters
Armor: Star Guard IV
Armament:

- 1 x Kreuss PPC
- 2 x Sorenstein Medium Laser
- 2 x Holly SRM-4

Original Manufacturer: HildCo Interplanetary (2508)
Communications System: Opus III Highbeam
Targeting and Tracking System: MaLandry 34

Type: VTR-9C		<i>Tons</i>
Tonnage:	80 tons	
Internal Structure:		8.0
Engine:	Pitban 320	22.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	20	10.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	232	14.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	25	35/10
Rt./Lt. Torso	17	26/8
Rt./Lt. Arm	13	25
Rt./Lt. Leg	17	30

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
SRM-4	LT	1	2.0
SRM-4	LT	1	2.0
Ammo (SRM) 25	LT	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	LA	1	1.0
Jump Jets	CT	2	2.0
Jump Jets	RL	1	1.0
Jump Jets	LL	1	1.0



LOOSE

BLR-1W Battlemaster

History:

The Battlemaster was the third and final BattleMech designed and produced by Hollis Industries based on Corey. Initially located in the Capellan Confederation, Corey was wrestled away by the Free Worlds League in 2787. Unwilling to lose the valuable heavy and assault 'Mech production facilities of Hollis Industries without a fight, Chancellor Barbara Liao ordered first a counterattack than attempted to siege the Marik forces attacking her realm. Ultimately, the CCAF was unsuccessful in their bid to retake Corey, along with numerous other planets and by 2791 Hollis Industries was reduced to a smoking ruin, another victim of the bitter Succession Wars.

Even before that, Hollis Industries came dangerously close to becoming just a footnote in the history of the Inner Sphere. Their initial foray into BattleMech construction was in 2564 with the primitive 100-ton *Xanthos*, the first quadruped BattleMech ever produced. In 2579 they released the Second Generation XNT-30 version. Clumsy and stiff, the *Xanthos* was never accepted by the Terran Hegemony, but eventually found a customer in the Capellan Confederation. Brigadier Corporation would continue to develop the quadruped technology even as Hollis Industries abandoned it, releasing the 55-ton SCP-1N *Scorpion* in 2570 and the 80-ton GOL-1H *Goliath* 82 years later, both of which remain in production.

After the failed *Xanthos* project, Hollis Industries tried again with a traditional bipedal design, the 65-ton jump-capable CPLT-C1 *Catapult* fire support 'Mech. Equipped with two Holly LRM-15s and 4 Martell medium lasers, this design was accepted by the Terran Hegemony in 2561, just a few years before the official creation of the Star League. However, just three years later when it came time to renew the contract, the Terran Hegemony declined to renew it due to recurring problems with the Anderson Propulsion 21 jump jets. Hollis Industries would eventually be forced to conduct a general recall of the *Catapult* in 2566 to replace the Anderson 21 jumps jets with the re-engineered 25 model.

Still looking to land its first major contract with the newly

formed Star League, Hollis Industries next tried an entirely different tactic. After StarCorps Industries debuted the extremely successful and deadly HGN-732 *Highlander* assault 'Mech, officials from Hollis Industries met with their counterparts at StarCorps. After a long series of negotiations, Hollis Industries was granted a license to produce the 95-ton BattleMech at their facility on Corey.

The experience and technical knowledge Hollis Industries gained producing the *Highlander* assault 'Mech led to the development of their third and final BattleMech, the 85-ton Battlemaster, released in 2633.

The Battlemaster was an overnight sensation and Hollis Industries finally had its breakout moment. Discontinuing the *Catapult*, they retooled the line to help produce the 85-ton behemoth, but even then they were never able to meet the demand for this extremely tough BattleMech.

The BLR-1G is literally bristling with weaponry and is one of the few 'Mechs that feature rear mounted weapons standard. Carrying a powerful Donal PPC, six Martell medium lasers, a Holly SRM-6, and two SperryBrowning machine guns, the closer an enemy gets to the Battlemaster, the more punishment it deals out.

Covered with 14.5 tons of Star Guard IV armor, the Battlemaster is one of the most heavily armored BattleMechs to ever walk the field of battle. With eighteen heat sinks and a top speed of 64.8 kph, it combines a blistering rate of fire with the maneuverability of a much lighter machine.

Equipped with two fully functional hand actuators, the Battlemaster has unique ability to either entirely disengage the Donal PPC carried in it and, or switch it over to the other arm. This also makes the Battlemaster an excellent brawler capable of inflicting devastating physical attacks.

Considered by many the premier command 'Mech for its durability, during the height of the Star League a special variant was commissioned by the SLDF featuring a command console. This allowed the 'Mech to accommodate both a pilot who was focused on combat

and a commanding officer managing the over tactical situation.

After the destruction of Hollis Industries, both Trelshire Industries in the Lyran Commonwealth, and Earthwerks Incorporated in the Free Worlds Leagues took over production of the venerated BattleMech.

Capabilities:

The -1W strips off the Donal PPC, replacing it with a massive Kali Yama Big Bore AC/20, the largest autocannon available. To offset the loss of range, the Holly-6 is removed in favor of a Zeus LRM-15. A total of eight Martell medium lasers are located in the torsos, two of which are rear facing. The legendary protection provided by the Star Guard IV remains unchanged and two more heat sinks have been added.

To accommodate these changes, the original Vox 340 fusion engine had been swapped out with a Strand 255 engine used by the *Stalker*. This gives the -1W a top speed of 54 kph, which is in line with other 'Mechs of its size. This creates a deadly war machine capable of destroying practically any other 'Mech in existence with a single close range volley.

Variants: None.

Current Manufacturers:

Trelshire Heavy Industries
Twycross – Lyran Commonwealth

Earthwerks Limited
Keystone – Free Worlds League

Model	Cost	BV	PV
<i>BLR-1G</i>	8,399,493	1519	40
BLR-1W	7,451,060	1639	???

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **6"** Role: **Juggernaut**
Damage S: **5** M: **5** L: **1**
OV: **1**
Armor: **○○○○○○○○**
Structure: **○○○○○○○○**
Special: **IF1, LRM 0*/1/1, REAR 1/1/-**

Mass: 85 tons

Chassis: Hollis Mark X

Power Plant: Strand 255

Cruising Speed: 32.4 kph

Maximum Speed: 54.0 kph

Jump Jets: None

Jump Capacity: None

Armor: Star Guard IV

Armament:

1 x Kali Yama Big Bore AC/20

1 x Zeus LRM-15

8 x Martell Medium Laser

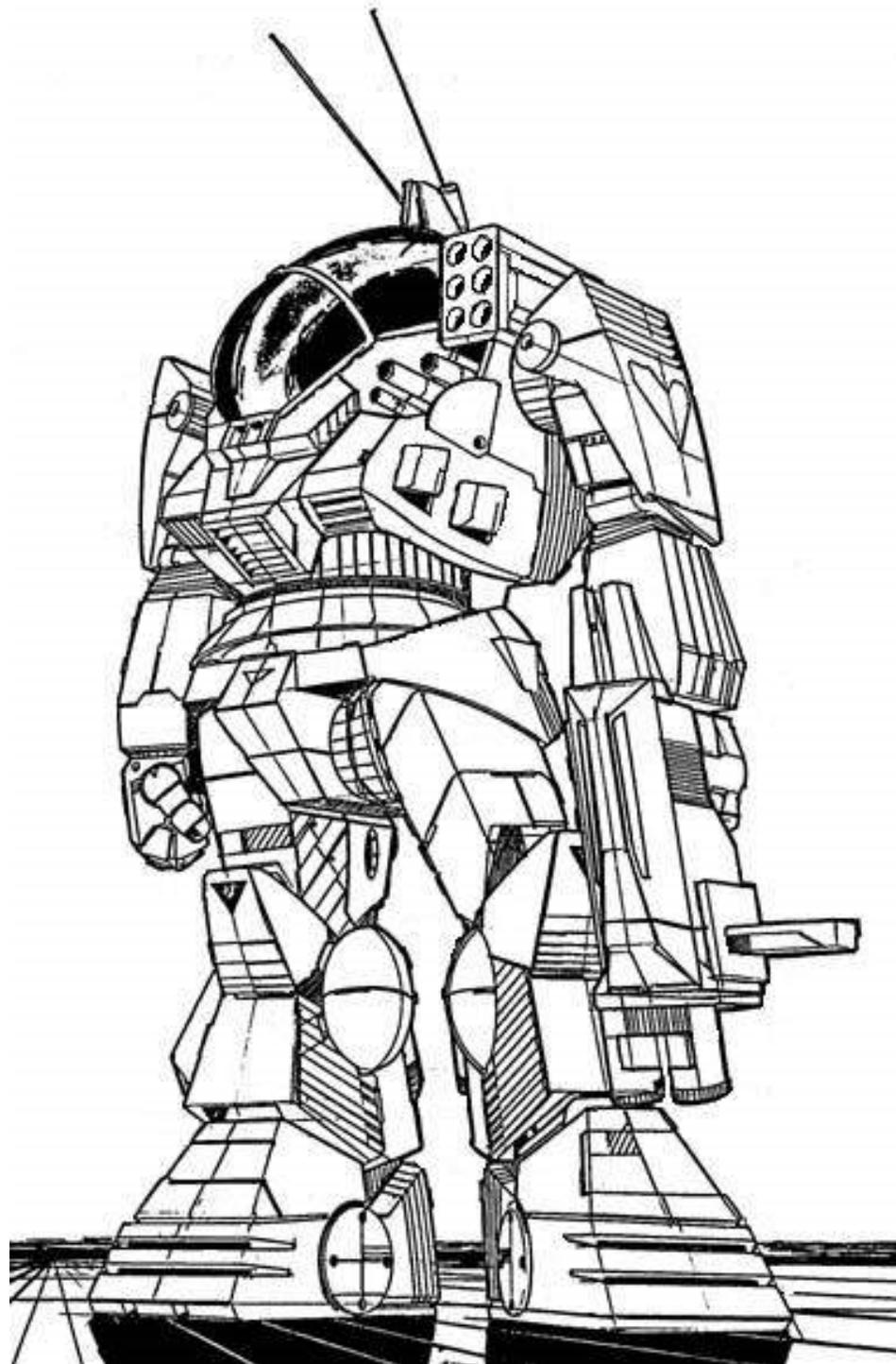
Original Manufacturer: Hollis Industries (2633)

Communications System: HartfordCo COM 4000

Targeting and Tracking System: HartfordCo XKZ 1

Type: **BLR-1W Battlemaster**

			<i>Tons</i>
Tonnage:	85 tons		
Internal Structure:			8.5
Engine:	Strand 255		13.0
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	0		
Heat Sinks:	20		10.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	232		14.5
Head:	3	9	
Center Torso:	27	40/11	
Rt./Lt. Torso	18	28/8	
Rt./Lt. Arm	14	24	
Rt./Lt. Leg	18	26	
Weapons and Ammo:			
AC/20	RA/RT	10	14.0
Ammo (AC) 10	RT	2	2.0
LRM-15	LT	3	7.0
Ammo (LRM) 16	LT	2	2.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT(R)	2	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT(R)	1	1.0



LGB-7T Longbow

History:

The *Longbow* is the brainchild of Lockenburg-Holly Industries. One of the oldest 'Mechs still in production, it is a contemporary of the venerable *Archer*, *Stinger* and *Thunderbolt*. Introduced as the LGB-0C in 2480, it used the primitive technology of the time, making it slow, lightly armored, and under gunned by modern standards. It was, however, only the second 'Mech after the ARC-2R *Archer*, to mount the massive LRM-20 missile system.

At the time, however, it was an enormous success for Lockenburg-Holly Industries and a show case for their missile systems. Spring boarding from this success, they would go onto merge with several other manufactures to form the now familiar StarCorps Industries.

In 2529, StarCorps Industries updated the *Longbow* with Second Generation BattleMech technology. This gave the engineers a chance to address the most popular complaint regarding the 85-ton design. Replacing the primitive 255 fusion engine with a standard Strand 340 model, the LGB-0W has a top sustained speed of almost 65 kph. The backup lasers were also removed from the original design, with the exception of the head mounted small laser, and replaced with two Delta Dart LRM-5s giving the -0W the ability to launch salvos of 50 long range missiles at a time, surpassing the capacity of its closest competitor, the *Archer*.

The armor remained effectively unchanged. While the -0C carried 13.5 tons of primitive armor, the -0W only carries nine. However, with the advances in metallurgy and manufacturing techniques, the protection is equivalent even though it weighs 4.5 tons less.

In 2610, StarCorps Industries took another look at the wildly successful *Longbow*. This time, however, they chose to address the other major complaint at the expense of the first. Swapping out the large Strand 340 in favor of a modern Strand 255, the LGB-7Q returned to the top speed of the original, 54 kph. It also returned to the original 14.5 tons of armor, this time using the updated StarSlab/9.5 Mk II, giving it protection matched only by that of the vaunted BLR-1G Battlemaster. The -

7Q also carries a pair of pair of Ceres Arms medium lasers should it find itself in close quarters combat.

Interestingly enough, the Star League never commissioned a Third Generation variant of the *Longbow*, content with the potent capabilities of the both the -0W and -7Q models. Many pilots preferred the added speed of the -0W over the additional armor of the -7Q, and StarCorps continues to produce both models.

Capabilities:

The -7T model finally makes a compelling case for those pilots who preferred the -0W to finally make the switch. Armed with 4 Holly LRM-15s, the -7T can vomit forth an astounding 60 long range missiles in a single devastating volley. Equipped with six tons of ammunition, and retaining the two supplementary medium lasers, it carries 18 heat sinks. The -0W only carries 13, while the -7Q mounts a full 22 heat sinks. Also using the Strand 255 fusion engine, the -7T reduces the armor by one ton as compared to the -7Q, switching to the respected Valiant Lamellor for the purpose.

One of the other features which makes the *Longbow* so sought after is the Octagon Tartrac System C tracking system. Rivaling the famous Garret D2j for anti-aircraft work, the Tartrac can simultaneously track a multitude of fast moving targets allowing the 85-ton fire support platform to bring its long ranged missiles to bear. Many an Aerospace fighter pilot has discovered only too late that there was a *Longbow* on the field.

Variants:

The -0W carries two LRM-20s, two LRM-5s and small laser, along with six tons of ammunition. It has a top speed of 65 kph, 13 heat sinks, and is protected by nine tons of armor. This allows the -0W to keep pace with most other heavy 'Mechs.

Current Manufacturers:

StarCorps Industries
St. Ives – Capellan Confederation

Model	Cost	BV	PV
LGB-0W	8,314,671	1,337	36
LGB-7Q	7,130,825	1618	45
LGB-7T	7,356,525	1733	???

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **6"** Role: **Missile Boat**
Damage S: **2** M: **4** L: **3**
OV: **1**
Armor: **0000000**
Structure: **0000000**
Special: **OVL, IF3, LRM 2/3/3**

Mass: 85 tons
Chassis: StarCorp 100
Power Plant: Strand 255
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:

4 x Holly LRM-15
 2 x CeresArms Medium Laser

Original Manufacturer: StarCorps Industries (2480)

Communications System: O/P 3000 COMSET

Targeting and Tracking System: Octagon Tartrac System C

Type: **LGB-7T Longbow** *Tons*
 Tonnage: 85 tons

Internal Structure: 8.5

Engine: Strand 255 13.0

Walking MPs: 3

Running MPs: 5

Jumping MPs: 0

Heat Sinks: 18 8.0

Gyro: 3.0

Cockpit: 3.0

Armor Factor: 216 13.5

Structure Armor

Head: 3 9

Center Torso: 27 33/8

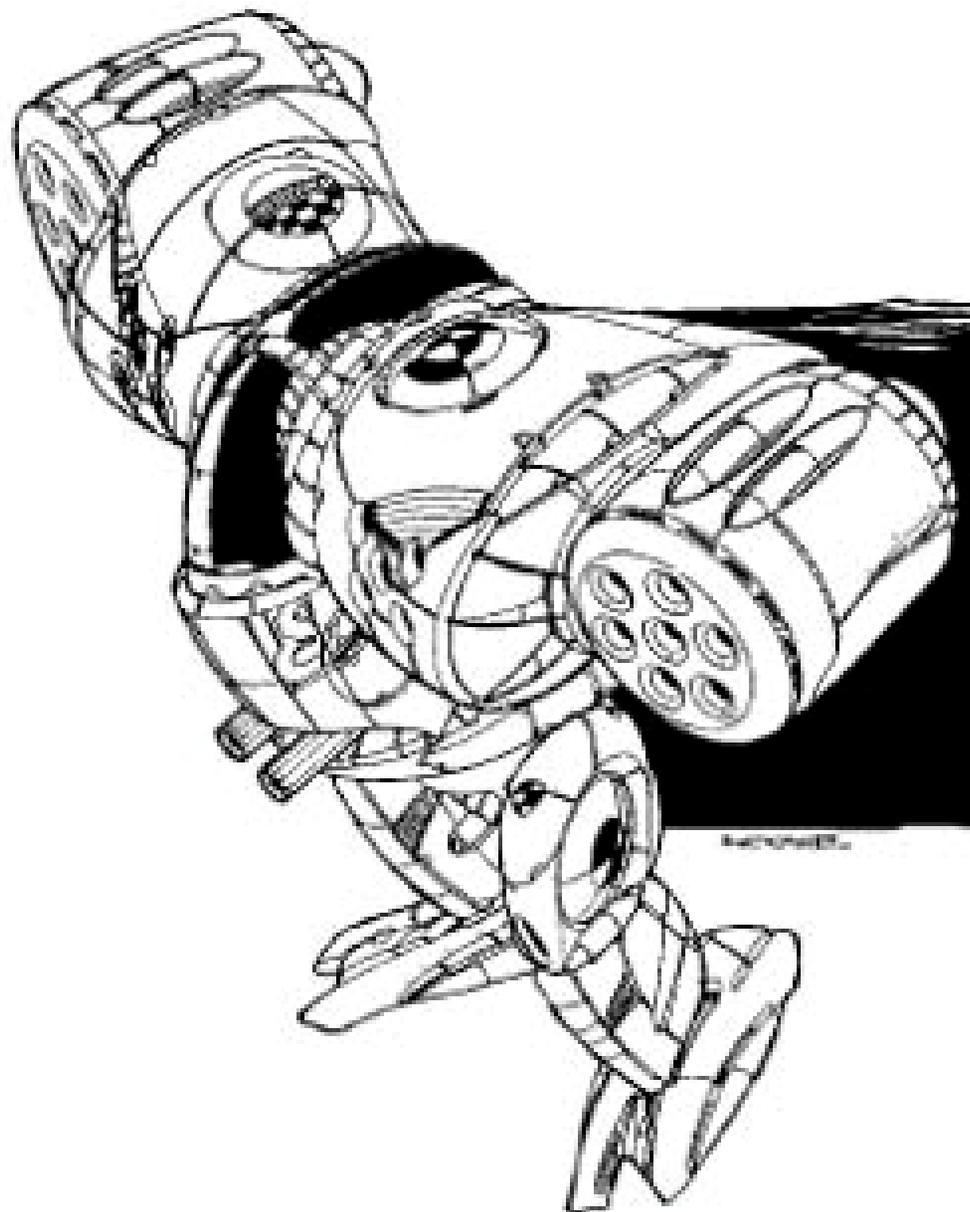
Rt./Lt. Torso 18 26/8

Rt./Lt. Arm 14 24

Rt./Lt. Leg 18 25

Weapons and Ammo:

Type	Loc.	Critical	Tons
LRM-15	RA	3	7.0
LRM-15	RT	3	7.0
Ammo (LRM) 24	RT	3	3.0
LRM-15	LA	3	7.0
LRM-15	LT	3	7.0
Ammo (LRM) 24	LT	3	3.0
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0



STK-3N Stalker

History:

The Reunification War began in 2577 with both the invasion of the Taurian Concordant by joint SLDF/AFFS forces and an attack on the Magistracy of Canopus led by Marion Marik, the Captain-General of the Free Worlds League. Operations against the other two major Periphery powers, the Rim Worlds Republic and the Outworlds Alliance, would soon follow.

While the Star League had expected relatively short campaigns due to their numerical and technological superiority, many of the operations, especially those against the Taurian Concordant and Rim Worlds Republic, quickly bogged down. The Taurian Defense Force proved itself especially tenacious and devious. One the eve of the invasion, they implemented operation Case Amber which savaged the AFFS navy, immobilizing their ground forces through lack of transport capacity. The AFFS lost more than two dozen WarShips and JumpShips, while the Taurians lost only three.

As report after report of high-intensity fighting across all four of the Periphery territories reached SLDF headquarters, the decision was made to commission a new assault class BattleMech. This 'Mech was to be heavily armored, bristling with weapons, and capable of single handedly punching holes through enemy lines.

Engineers at Triad Technologies leapt into action and by 2594 the SLDF received their first shipments of the 85-ton STK-3N *Stalker* just in time for the BattleMech to catch the end of the Reunification War.

Protected with 13.5 tons of Valiant Lamellor armor, the *Stalker* has an unusually shaped chassis. Lacking true arms, much like the ubiquitous *Locust*, the nose of the *Stalker* is heavily armored. Designed to plow a path through buildings, hardened walls and fortifications, many *Stalker* pilots have ambushed enemy units by hiding inside of buildings and then unleashing a devastating short range volley at their light armored rear. Equipped with four Magna Mk. II medium lasers and two Thunderstroke SRM-6s, few 'Mechs can withstand even a single volley from the *Stalker's* short ranged weapons.

The *Stalker* carries a weapon load out designed to be able to engage targets at optimal range regardless of the

target's actual distance. Two arm mounted Jackson B5c LRM-10s provide long distance and fire support capability, while matched Magna Mk. III heavy lasers are optimal for targets located between the LRM's range and that of the medium lasers and SRMs.

To manage this formidable array of weapons, the *Stalker* uses the sophisticated Spar 3c Tight Band targeting and tracking system. Capable of tracking two primary targets simultaneously along with numerous secondary targets, the Spar 3c is revolutionary in that it analyzes and prioritizes threats and suggests the optimal selection of weapons with which to engage it. This is even more important given the *Stalker* carries only 20 heat sinks. If a pilot were to fire everything simultaneously, the resulting heat would shut down the 'Mech immediately and likely set off a catastrophic ammunition explosion destroying the machine and possibly even killing the MechWarrior.

The *Stalker* served the forces of the Star League well for almost 200 years, then went on to serve the armies of the Successor States. So well respected is this design that when Triad Technologies' assembly line was destroyed in the brutal fighting that immediately followed the fall of the Star League, both Irian BattleMechs and Trelshire Heavy Industries rushed to produce the *Stalker* at their own plants.

Given its long history and ability to withstand enormous punishment on the battlefield, many *Stalkers* have managed survive for hundreds of years. This longevity has revealed a problem with the Titan H1 chassis the *Stalker* is built around. Due to the massive weight the chassis must support, the skeleton is prone to deterioration, albeit at a slow rate. It is likely the original engineers never intended the BattleMech to survive for centuries so this issue wasn't considered a problem at the time, if it was, in fact, known at all. If the deterioration is severe enough, the problem can be ameliorated by removing 10-15 tons of equipment.

Capabilities:

The STK-3N *Stalker* removes the four medium lasers in favor of increasing its long range capabilities. The two

Jackson B5c LRM launchers are upgraded to the Magna Longbow-15 model and each launcher is supplied with two tons of ammunition.

The Thunderstroke SRM-6s have been downgraded to Hovertec Quad racks, and an additional ton of armor has been added as well, giving it 14.5 tons of Star Guard IV. The two original Magna Mk. III heavy lasers have been retained.

This makes -3N is an extremely effective siege fighter capable of maintaining an extended barrage at long range. With 20 heatsinks, an excellent rate of fire can be maintained, with the dual Hovertec Quads sufficient to finish of anything that manages to survive long enough to close with the heavily armor assault 'Mech.

Variants:

The -3H variant removes the large lasers in order to mount a pair of Doombud LRM-20s, each supplied with two tons of ammunition. Nothing else has been changed.

Current Manufacturers:

Trelshire Heavy Industries
Twycross – Lyran Commonwealth

Irian BattleMechs
Shiro III – Free Worlds League

Model	Cost	BV	PV
STK-3F	7,252,925	1559	42
STK-3H	7,437,925	1624	42
STK-3N	7,178,925	1603	???

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **8j** Role: **Juggernaut**
Damage S: **3** M: **4** L: **2**
OV: **1**
Armor: **○ ○ ○ ○ ○ ○ ○ ○**
Structure: **○ ○ ○ ○ ○ ○ ○ ○**
Special: : **IF2, LRM 1/2/2, SRM 1/1**

Mass: 85 tons

Chassis: Titan H1

Power Plant: Strand 255

Cruising Speed: 32.4 kph

Maximum Speed: 54.0 kph

Jump Jets: None

Jump Capacity: None

Armor: Star Guard IV

Armament:

2 x Magna Longbow-15 LRM-15

2 x Magna Mk. III Heavy Lasers

2 x Hovertec Quad Rack SRM-4

Original Manufacturer: Triad Technologies (2594)

Communications System: Cronol PR

Targeting and Tracking System: Spar 3c Tightband

Type: **STK-3N Stalker**

Tonnage: 85 tons *Tons*

Internal Structure: 8.5

Engine: Strand 255 13.0

Walking MPs: 3

Running MPs: 5

Jumping MPs: 0

Heat Sinks: 20 10.0

Gyro: 3.0

Cockpit: 3.0

Armor Factor: 232 14.5

Structure *Armor*

Head: 3 9

Center Torso: 27 36/10

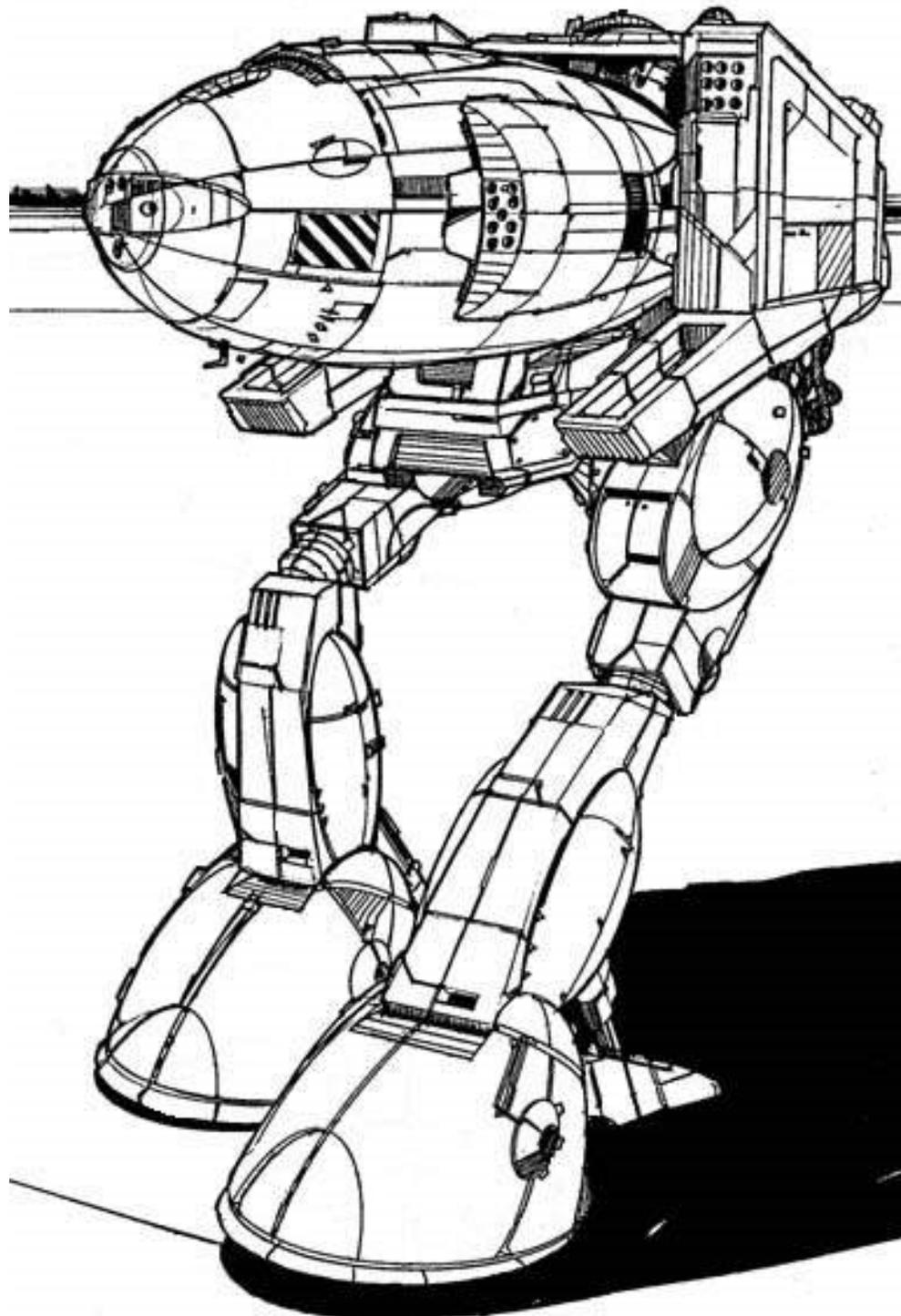
Rt./Lt. Torso 18 28/8

Rt./Lt. Arm 14 24

Rt./Lt. Leg 18 28

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-15	RA	3	7.0
Ammo (LRM) 16	RA	2	2.0
LRM-15	LA	3	7.0
Ammo (LRM) 16	LA	2	2.0
SRM-4	LT	1	2.0
SRM-4	RT	1	2.0
Ammo (SRM) 25	CT	1	1.0
Large Laser	RT	2	5.0
Large Laser	LT	2	5.0



AS7-H Atlas

History:

The *Atlas* is the most famous and easily recognized BattleMech in the Inner Sphere. Designed according to specifications laid out by General Aleksandr Kerensky himself in 2755, the 100-ton *Atlas* was built in hopes of ensuring the Star League Defense Forces' military superiority over each of the Great Houses.

It proved to be everything General Kerensky had asked for and arrived just in time to see extensive action during the Amaris Civil War. Carrying 19 tons of armor, a full four tons more than its nearest competitor the *Awesome*, it was by far the most heavily protected BattleMech ever built and quickly became a favorite among SLDF commanders.

Carrying the massive Defiance 'Mech Hunter Class 20 autocannon in its right torso, along with four Defiance B3M medium lasers, two of which are rear mounted, and a Thunderstroke SRM-6, a single volley at close range can destroy or cripple most any other 'Mech in existence. For engaging at long range, the *Atlas* also carries a FarFire Maxi-Rack LRM-20 supplied with two tons of ammunition.

As if the weapons themselves are not intimidating enough, over a year was spent designing the 'Mech's trademark skull-like "Death's Head," making it as Kerensky himself said, "A 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

Indeed, the mere sight of the formidable giant on the battlefield has caused countless MechWarriors, even veterans, to withdraw from battle rather than try and face it. Equipped with powerful hand actuators, there are stories of the behemoth picking up small BattleMechs and hurling them across the battlefield or even into other 'Mechs.

The *Atlas* also offers ground-to-space communications capability via a small foldable satellite dish located in the head. If it has one drawback, however, it's speed. Topping out at just 54 kph, the *Atlas* is an easy 'Mech to avoid, a choice most wise MechWarriors make. When forced to fight this juggernaut, most pilots try to maintain the greatest range possible, hoping to run it out of LRM

ammunition and then bring it down with their own long-range weapons.

Oddly enough, when General Kerensky called for members of the SLDF to join him on his Exodus, an astounding two-thirds of *Atlas* pilots refused his offer, choosing instead to serve in the armies of the Successor States. Invariably, these experienced former SLDF soldiers equipped with their assault class BattleMechs were welcomed with open arms and often given high rank, noble titles, land grants, and other gifts to sway their allegiance and many speculate this is exactly why so many *Atlas* pilots remained behind.

While originally produced at the massive Defiance Industries complex on Hesperus II, Independence Weaponry also manufactures the *Atlas* on Quentin. There is also rumored to be a manufacturing site located on one of the asteroids in the Al Na'ir system in the Draconis Combine, which is located uncomfortably close to Federated Suns controlled space.

Capabilities:

Few companies have facilities large enough to even build assault class BattleMechs. Of these, only Independence Weaponry has demonstrated a willingness to try and improve upon the most successful assault 'Mech ever built.

But they did so only after thoroughly researching what little information was left regarding the *Atlas*' successor, the *Atlas II*. The *Atlas II* was built in 2765, ten years after the debut of the original, and it was reserved specifically for use only by the SLDF "Royal" Divisions. It is believed that Aleksandr Kerensky took every last *Atlas II* with him when he departed the Inner Sphere, along with all of the associated production information and blue prints.

What Independence Weaponry was able to determine from archival sources and rare battle ROM footage, was the weapons the monster carried. A lightweight Class 10 autocannon, a pair of extended-range heavy lasers, two state-of-the-art medium pulse lasers, along with the familiar LRM-20 and SRM-6 missile systems.

Looking to emulate the loadout of the mystical *Atlas II*, Independence engineers did their best to re-create the legendary monster using available technology.

Having lost the ability to manufacture the advanced weapon systems it used, engineers choose to replace the original Lubalin Ballistics autocannon with a Magna Hellstar particle cannon instead. The heavy and medium lasers now use the readily available Sutel XII and Sutel IX models from Precision Weaponry, and both the LRM-20 and SRM-6 remain unchanged. One additional heat sinks was, giving it a total of 21, and both rear mounted medium lasers were eliminated.

Variants:

An extremely rare variant of the *Atlas* exists equipped with a command console at the cost of the two rear mounted medium lasers and one ton of the LRM ammunition. Designated the AS7-D-DC, the command console offers extensive command, control, and communications equipment along with a full set of BattleMech controls for a second MechWarrior, almost always a commanding officer. Because these advanced 'Mechs were heavily favored by high ranking officers, they were often singled out as targets, leaving very few units to survive to today.

Current Manufacturers:

Defiance Industries
Hesperus II – Lyran Commonwealth

Independence Weaponry
Quentin – Federated Suns

Yori 'Mech Works
Al Na'ir – Draconis Combine

Model	Cost	BV	PV
AS7-D	9,412,000	1897	52
AST-H	9,294,000	1918	???

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+1**
MV: **6"** Role: **Juggernaut**
Damage S: **3** M: **4** L: **3**
OV: **2**
Armor: **0 0 0 0 0 0 0 0 0 0**
Structure: **0 0 0 0 0 0 0 0**
Special: **SRM 1/1/-, IF2, LRM 1/2/2**

Mass: 100 tons
Chassis: Foundation Type 10X
Power Plant: Vlar 300
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy
Armament:

- 1 x Magna Hellstar Particle Projection Cannon
- 1 x Holly LRM-20
- 1 x Holly SRM-6
- 2 x Sutel XII Large Lasers
- 2 x Sutel IX Medium Lasers

Original Manufacturer: Independence Weaponry (2755)
 Primary Factory: Quentin

Communications System: Army Comm Class 5

Targeting and Tracking System: Army Comp Type 29K

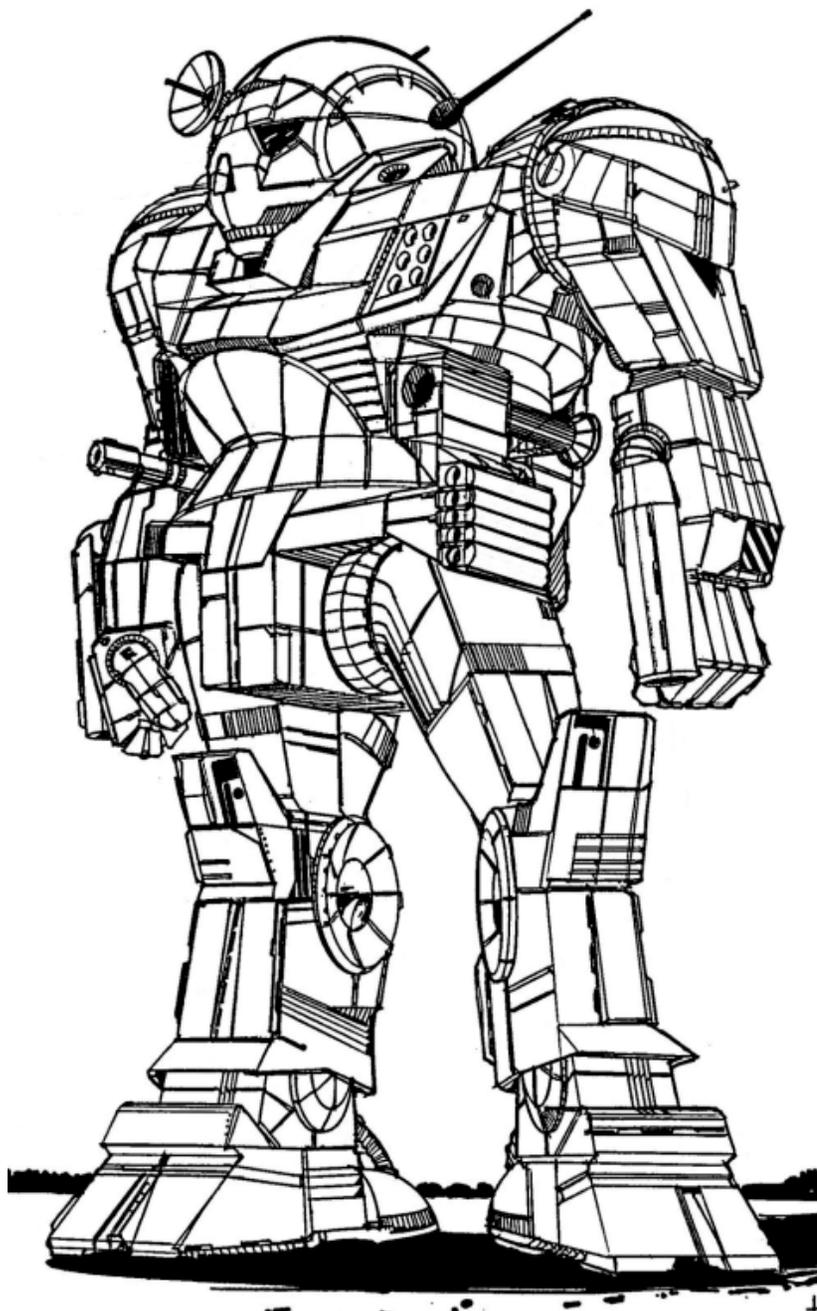
Type: AS7-H Atlas		<i>Tons</i>
Tonnage:	100 tons	
Internal Structure:		10.0
Engine:	Vlar 300	19.0
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	21	11.0
Gyro:	Fixed	3.0
Cockpit:		3.0
Armor Factor:	304	19.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	31	47/14
Rt./Lt. Torso	21	32/10
Rt./Lt. Arm	17	34
Rt./Lt. Leg	21	41

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RT	3	7.0
LRM-20	LT	5	10.0
Ammo (LRM) 12	LT	2	2.0
SRM-6	LT	2	3.0
Ammo (SRM) 25	LA	1	1.0
Medium Laser	RT	1	1.0

Medium Laser	RT	1	1.0
Large Laser	RA	2	5.0
Large Laser	LA	2	5.0



SCAVENGER BATTLEMECHS

RISE OF THE SCAVENGERS



A 50-ton Hunchback undergoes an extensive overhaul in one of the rare 'Mech repair facilities remaining in the Inner Sphere.

THE-Nx Thorn

History:

When Ford Military Limited decided to enter the BattleMech market in the late 24th century, it did so with the 20-ton THE-F *Thorn*. Armed with a pair of medium lasers and a LRM-5 the design was put up against the well-known LCT-1V *Locust* produced by Bergan Industries. The quartermasters for the Terran Hegemony quickly determined the *Thorn* lacked the speed required to be an effective scout and politely turned it down.

Not willing to abandon the lucrative and burgeoning BattleMech market, the engineers at Ford Military returned to drawing board. Entirely rebuilding the chassis using recently perfected lightweight Endo-Steel and incorporating Cellular Ammunition Storage Equipment (CASE) to protect against an ammunition explosion, Ford Military resubmitted an upgraded design carrying the -N designation.

The use of these advanced technologies turned a number of heads in the Hegemony Armed Forces, causing the quartermasters to re-evaluate the design. The THE-N *Thorn* was the first production BattleMech to be built on an Endo-Steel skeleton and also marked the debut of CASE.

A number of influential commanders within the HAF were quick to point out the 20-ton 'Mech carried far more firepower than any other model in its weight class and with the inclusion of the LRM-5, had well over twice the effective range of its nearest competitors. Making it even more attractive was the best-in-class 4.5 tons of armor it carried, making it even more heavily protected than the well respect *Locust*.

On the other hand, its detractors continued to deride its relatively low speed and lack of jump jets, making it ill-suited for the traditional scouting and reconnaissance roles that light 'Mechs are traditionally assigned.

In the end, however, the HAF accepted the upgraded THE-N *Thorn* and began integrating it into their growing BattleMech regiments. Once deployed, it quickly found a niche with front-line regiments due to its hardy nature and ability to provide fast fire support. Deployed in conjunction with other more maneuverable units, the

Thorn became a highly sought after light 'Mech for units expecting heavy fighting.

It went on to serve admirably in many Star League Defense Force units and was successful enough that in 2743 Ford Military Limited was asked to make a special variant for the SLDF Royal Divisions.

The Royal THE-Nb *Thorn* incorporated even more advanced technology, notably the inclusion of Myomer Accelerator Signal Circuitry, giving it the ability reach speeds of close to 130 kph for short periods of time. In addition, the -Nb is powered by a GM 120XL engine and utilizes double heat sinks.

Armed with a Hellion X-III extended range heavy laser, it retains one of the original Hellion Spitfire medium lasers, while the second head-mounted Spitfire was downgraded to a Starflash Plus small laser. Now armed exclusively with energy weapons, the CASE was dropped, and due to the range of the X-III, the *Thorn* retained is trademark long range capabilities without the need to sacrifice any of its considerable armor.

Notable 'Mechs and MechWarriors:

Captain Laura Brodie

Serving as a battalion commander in the Langendorf Lancers, Captain Laura Brodie's THE-N *Thorn*, named the "Rose," is one of the few left serving on the battlefields of the Inner Sphere. Rumored to have come down through her family via the St. Ives Armored Cavalry, which serves as the provincial force for the St. Ives Commonality in the Capellan Confederation, the "Rose" has been extensively modified through the intervening decades by a succession of her family's MechWarriors.

The Free Worlds League suffered from regular attacks by the CCAF during the First Succession War. To help protect their holdings, the merchant princes of Calloway VI formed their own private army, which eventually became known as the Langendorf Lancers. It was during one of these frequent raids by the CCAF that "Rose" was salvaged by Captain Brodie's grandfather, Reginald, who lost his own *Stinger* in the process.

Desperate to prevent becoming dispossessed, he turned to the remains of his own *Stinger* in order to rebuild the less damaged *Thorn*. As fate would have it, he was able to combine both damaged GM 120 fusion engines into a single working one. Doing a similar thing with a number of the *Thorn*'s destroyed actuators, he managed to get it moving once again.

Amazingly, the prized Endo-Steel structure remained largely intact as did one of the original Hellion Spitfire medium lasers. Replacing the Zeus LRM-5 with a common Holly LRM-5 and salvaging his *Stinger*'s Omicron 3000 for the *Thorn*'s left arm, he finally managed to get it fully operational once more.

When "Rose" was passed on to his granddaughter, Captain Laura Brodie, she modified it once again following a disastrous, although ultimately successful, defense against a Warrior House Matsukai raid against the IMB Systems facility on Carbonis. Pitted against a skilled and fanatical Capellan unit, the Lancers suffered heavy losses, although they did salvage a significant number of Capellan 'Mechs.

Forced to rebuild almost the entire right-side of "Rose," Captain Brodie had the Langendorf technicians install a Jackson B5c LRM-10 salvaged from a Capellan *Stalker* in place of the LRM-5. To accommodate the additional weight of the missile launcher, the armor was downgraded to the widely available Riese-100 and the replacement Omicron 3000 medium laser was removed, freeing up the 'Mech's left arm for physical attacks.

Alpha Strike Statistics

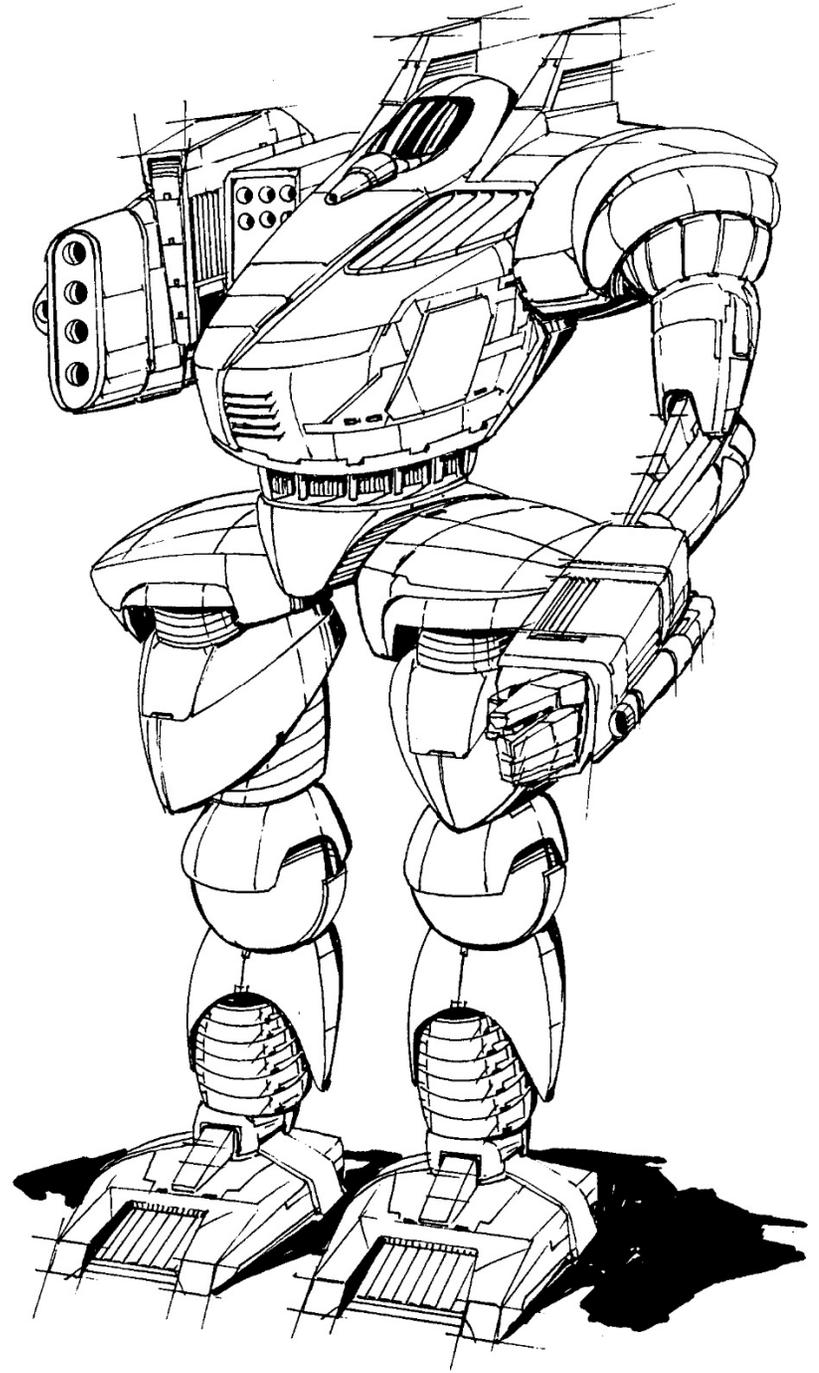
TP: **BM** SZ: **1** TMM: **+2**
MV: **12"** Role: **Striker**
Damage S: **2** M: **2** L: **1**
OV: **0**
Armor: **00**
Structure: **00**
Special: **IF:1, LRM -/1/1**

Mass: 20 tons
Chassis: Chariot Type II (Endo-Steel)
Power Plant: GM 120 (Stinger)
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-100 (Stinger)
Armament:
 1 x Jackson B5c LRM-10 (Stalker)
 1 x Hellion Spitfire Medium Laser
Original Manufacturer: Ford Military Limited (2490)
Communications System: Opus I Ultrabeam
Targeting and Tracking System: Orion 80

Type:	THE-Nx Thorn		<i>Tons</i>
Tonnage:	20 tons		
Internal Structure:	Endo-Steel		1.0
Engine:	GM 120		4.0
Walking MPs:	6		
Running MPs:	9		
Jumping MPs:	0		
Heat Sinks:	10		
*Gyro:	Free (Stinger)		2.0
Cockpit:			3.0
Armor Factor:	48		3.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	4	
Center Torso:	6	6/4	
Rt./Lt. Torso	5	6/2	
Rt./Lt. Arm	3	4	
Rt./Lt. Leg	4	5	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	HD	1	1.0
LRM-10	RA	2	5.0
Ammo (LRM) 12	RT	1	1.0



JVN-10Nx Javelin

History:

The 30-ton *Javelin* marked Stormvanger Assemblies second successful BattleMech design. Unlike their advanced 90-ton *Cyclops*, intended to serve as a headquarters unit for Star League Defense Force field commanders, the *Javelin* was designed from the beginning with the export market in mind.

While the *Cyclops* carried one of most sophisticated battle computers ever designed, the Tacticon B-2000, and was equipped with an equally powerful communications suite, including satellite uplink capability, the *Javelin* uses all off-the-shelf components.

Its Star Guard I armor can be found on the *Vulcan* and the Rawlings 95 jump jets are quite similar to the Rawlings 52 and 55 models used by the *Wasp* and *Griffin* respectively. The Garret T-10B communications system can be found in the commonplace *Locust* and Dynatec targeting and tracking systems can be found in the *Stinger*, *Quickdraw*, and *Awesome*.

Its movement profile is on par with other reconnaissance 'Mechs of similar weight and four tons of armor gives it average protection.

Armed with two chest-mounted Arrowlite SRM-6 racks each fed by their own ammunition bin, the *Javelin* can launch an impressive volley of missiles, albeit only at medium and close range. However, as many MechWarriors have discovered much to their dismay, with such a staggering number of short range missiles coming at them, at least one is practically guaranteed to either find a weak spot in their armor, or exploit a pre-existing breach and cause critical damage.

For just this reason, many commanders have taken to deploying their *Javelins* as ambushers, a role the 'Mech is well known for throughout the Inner Sphere. Using its speed and jump capacity to get into a favorable location, a *Javelin* pilot will quietly lay in wait, often times even temporarily shutting down or going into low-power standby. There it will wait for an enemy scout to pass by, or even have its lance mates bait an enemy unit.

Once the enemy is within range, the *Javelin* will announce its presence with a blistering volley of twelve short range missiles. This is often enough by itself to

destroy or severely cripple any 'Mech of the same size or lighter or even a heavier 'Mech if it has previous battle damage.

Always intended for export, the *Javelin* was never upgraded to incorporate any of the advanced Star League military technology, nor was the *Javelin* ever integrated into the SLDF forces before the onset of the Amaris Civil War. In fact, Stormvanger Assemblies would only manufacture the *Javelin* for a scant 23 years before the Rim Worlds Republic Military under orders from Stephan the Usurper destroyed their factory on Caph in 2774.

John Davion, First Prince of the Federated Suns from 2745 – 2797, bought vast numbers of *Javelins* from Stormvanger to help fuel his massive expansion of the Armed Forces Federated Suns. Consequently, the *Javelin* is often considered a Federated Suns design, although it is not an indigenous model. However, due to their large numbers of *Javelins*, House Davion engineers introduced the -10F "Fire Javelin" variant in 2819, the only known variant of the 'Mech. It replaces both Arrowlite SRM-6s with four Diverse Optics Type 18 medium lasers. Two additional heat sinks are added and the armor is upgraded to Riese-470, the same armor used on another highly successful Davion BattleMech, the *Valkyrie*.

Notable 'Mechs and MechWarriors:

First Lieutenant Nancy Anderson

A member of the Fourth Deneb Light Calvary, known as "Eveline's Originals," Lieutenant Anderson has seen extensive action along House Davion's border with the Capellan Confederation and her BattleMech, "Spike" bears witness to it.

Most recently involved in heavy fighting on Axton against Hurloc's Hussars, Anderson's *Javelin* suffered heavy damage during the initial, and ultimately successful, planetary assault. Lucky for her, a resourceful and skilled technician was able to patch it back together, largely using parts from another scrapped BattleMech, a former Lyran *Commando* that had somehow made its way into the ranks of Hurloc's Hussars, and the ample

supply of *Valkyrie* parts the Deneb Light Calvary had on hand.

The original GM 180 engine was replaced with the scrapped *Commando*'s Omni 150, reducing the top speed to just over 85 kph. Next, a spare two-ton *Valkyrie* gyro was installed and the damaged jump jet exhaust ports were replaced with Norse Industries 3S vents, also used on the *Valkyrie*. Once again taking from the *Valkyrie* stockpiles, the *Javelin*'s armor was upgraded to the much thicker Riese-470.

For weapons, the technician then turned back to the remains of the *Commando*, repairing and reusing the chest mount Shannon Six Shooter SRM-6 and retrofitting the entire left arm assembly of the *Commando*, including the Defiance B3M medium laser, onto the *Javelin*.

Not willing to leave the left torso entirely empty, he then went on to install a second medium laser there as well as to add two more heat sinks. The resulting 'Mech takes a page from both the established -10N and -10F variants, combining the best of both versions into one functional platform.

After that, a grateful Lieutenant Anderson went to the Major in charge of her battalion and requested the technician be assigned directly to the company command lance, of which she was a part, and put him in for a Silver Sunburst. Although the tech did not receive the commendation, ever since then Lieutenant Anderson makes sure no one in the battalion gives even thinks about giving him a hard time.

Alpha Strike Statistics

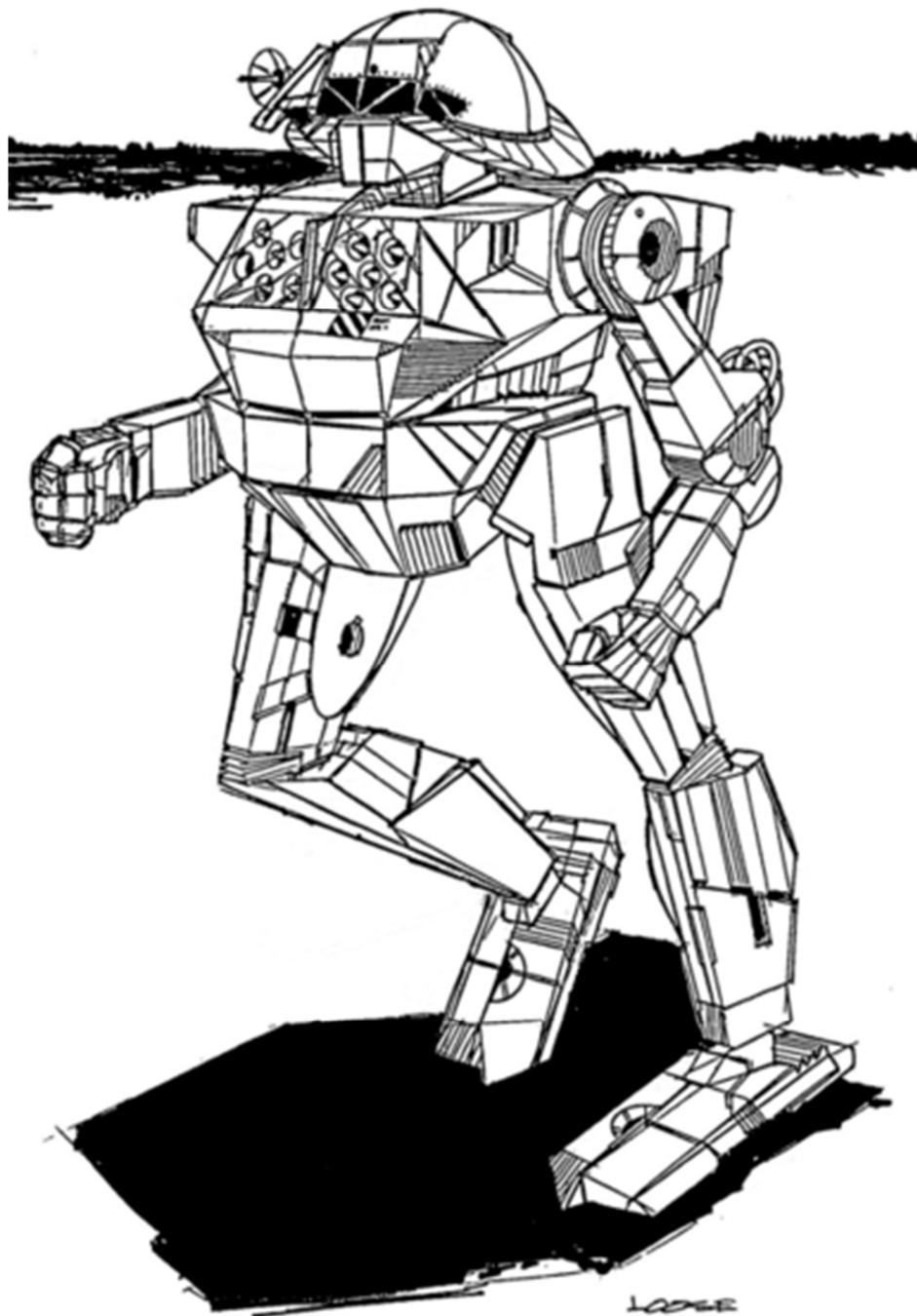
TP: **BM** SZ: **1** TMM: **+2**
MV: **10j** Role: **Striker**
Damage S: **2** M: **2** L: **0**
OV: **0**
Armor: **○○○**
Structure: **○○○**
Special: **SRM 1/1/-**

Mass: 30 tons
Chassis: Duralyte 246
Power Plant: Omni 150 (Commando)
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Norse Industries 3S (Valkyrie)
Jump Capacity: 150 meters
Armor: Riese-470 (Valkyrie)
Armament:
 1 x Shannon Six Shooter SRM-6 (Commando)
 1 x Sutel IX Medium Laser (Valkyrie)
 1 x Defiance B3M Medium Laser (Commando)
Original Manufacturer: Stormvanger Assemblies (2751)
 Primary Factory: Caph (Destroyed 2774)
Communications System: Garret T10B
Targeting and Tracking System: Dynatec 128C

Type:	JVN-10Nx Javelin		<i>Tons</i>
Tonnage:	30 tons		
Internal Structure:	Standard		3.0
Engine:	Omni 150		5.5
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
Heat Sinks:	12		2.0
Gyro:	Free		2.0
Cockpit:			3.0
Armor Factor:	96		6.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	8	
Center Torso:	10	14/4	
Rt./Lt. Torso	7	12/2	
*Rt./Lt. Arm	5(4)	9(6)	
Rt./Lt. Leg	7	12	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
SRM-6	RT	2	3.0
Ammo (SRM) 15	RT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LA	1	1.0



CDA-2Ax Cicada

History:

HartfordCo Industries got its start producing communications and targeting and tracking systems for the Terran Hegemony, followed by the Star League, and then the Capellan Confederation before the destruction of its headquarters on Bryant in 2840.

Its earliest products, the HartfordCo COM 2500 and 3000 series were found in the quadruped *Xanthos* and the 60-ton *Galahad*. Those BattleMechs also utilized their early targeting and tracking systems, the XKK 2 and XHW 7.

In 2612, HartfordCo Industries, entered the military hardware market with the introduction of the 100-ton *Von Luckner* assault tank. The *Von Luckner* was one of the few combat vehicles designed from the ground up to be powered by a fusion engine. Considered to be a "BattleMech without legs," the *Von Luckner* carries a formidable array of weaponry and is well protected by eleven tons of 4/Star Slab armor, the same armor used by the 55-ton *Scorpion* BattleMech.

Carrying a turret mounted Armstrong Class 20 autocannon, two Holly SRM-6s, a Dannel SRM-4, and a Holly LRM-10, the *Von Luckner* is one of the few tanks capable of destroying an enemy 'Mech in a one-on-one engagement. It also carries a Ramsey machine gun and a Firestorm flamer for point defense and use against infantry and other soft targets.

Having gained a measure legitimacy from the success of the *Von Luckner* and with a proven track record for producing quality BattleMech electronics, Hollis Industries partnered with them beginning in 2633 to provide the cockpit electronics for their new BattleMech, the 85-ton BLR-1G *BattleMaster*. The *BattleMaster* was an instant success, cementing Hollis Industries place in the top tier of defense contractors, and giving HartfordCo precious publicity among the generals and quartermaster of the SLDF.

After the debut of the *BattleMaster*, the SLDF quartermasters adopted the *Von Luckner* for use among its frontline armor divisions beginning in 2683 thereby solidifying HartfordCo Industries financial future. Their next big break would come in 2733 when Mitchell

Vehicles, one of the oldest, largest, and most successful defense contractors of all-time, requested a license to manufacture the HartfordCo COM 4000 and XKZ 1 targeting and tracking system, the same set used on the *BattleMaster*, for use in their new 85-ton *Shogun* BattleMech.

Having now worked successfully with two different BattleMech manufacturers, HartfordCo Industries decided it was finally time to enter that market as well. In 2740, they unveiled their 40-ton CDA-2A *Cicada*, a BattleMech aimed directly at replacing Bergan Industries antiquated 20-ton LCT-1V *Locust*.

Equally fast and weighing twice as much, the *Cicada* carries two medium lasers and a small laser, giving it slightly better firepower while carrying the same amount of armor as the 20-ton *Locust*. The SLDF accepted the design just as HartfordCo had hoped, using them to replace destroying *Locusts*. However, the per unit cost was over twice that of the 20-ton *Locust* and once they had been deployed along the periphery border, it was quickly discovered the HartfordCo heat sinks were defective, operating at only 60% efficiency, necessitating an expensive and embarrassing recall. Consequently, the HartfordCo never achieved its goal of replacing the *Locust*, and the *Cicada* remained a rare and somewhat marginalized design.

Having failed to achieve any significant penetration in the BattleMech market, HartfordCo took a step back, designing and delivering an advanced "Royal" Von Luckner tank to the SLDF Royal Divisions in 2761, and then contracted with MatherTechno Incorporated in 2777 to provide electronics for their 40-ton *Vulcan* anti-infantry BattleMech. They would go on this way until 2840 when the storm inhibitors on their home planet of Bryant were destroyed during the Succession Wars, making the planet uninhabitable.

Notable 'Mechs and MechWarriors:

Second Lieutenant Wilfred Wildes

A member of the Second Ceti Hussars, a House Davion unit formed from the remnants of the SLDF's Eighth Striker and 1894th Light Horse regiments, Lieutenant Wildes originally piloted a LCT-1M, a variant of the

common 20-ton *Locust*. During one of the many frequent attempts to wrestle the industrial stronghold of Tikonov away from the Capellan Confederation, his *Locust* was destroyed during bitter fighting against the Frist Chesterton Voltigeurs.

During the course of the unsuccessful campaign, the Ceti Hussars salvaged a 40-ton *Cicada*, among other BattleMechs, before they were forced to withdraw from the planet.

The LCT-1M, with its dual arm mounted LRM-5s, was envisioned as a fast mobile fire support platform, however the increased weight of the missile launchers left the 20-ton 'Mech with only a single ton of armor to protect it. Consequently, as Wildes found out, it is easily destroyed.

Working with the Hussar technical team, Wildes directed them to refurbish the *Cicada* along the same lines as his former *Locust*. Replacing the destroyed Pitban 320 fusion engine with a Vox 280 salvaged from a Capellan *Assassin* freed up a considerable amount of space in the chassis allowing the technicians to install a Holly LRM-5 in each of the *Cicada*'s stubby arms while retaining the two medium lasers.

Determined not to become dispossessed again and blaming the destruction of his former LCT-1M on its ridiculously light armor, Wildes went to instruct the technical team to "slap as much armor on that ugly bird as humanly possible and then add one more ton." Ultimately, the Ceti Hussar's technicians were able to cover Wildes' *Cicada* with six tons of Riese-470 armor, giving it vastly better protection than his original *Locust*, and 50% more protection than even the original *Cicada*.

Current Manufacturers: None

Alpha Strike Statistics

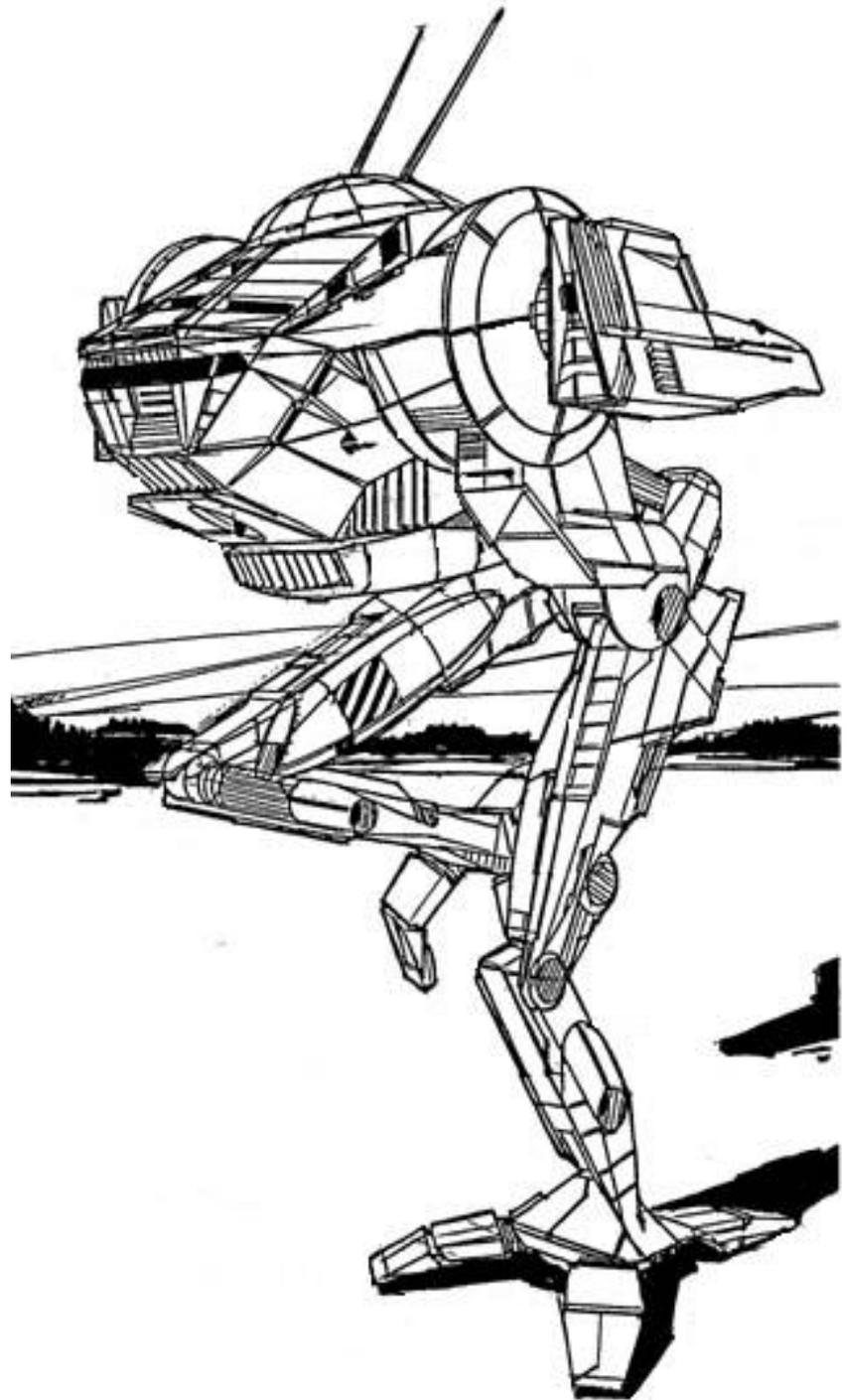
TP: **BM** SZ: **1** TMM: **+3**
MV: **14"** Role: **Striker**
Damage S: **2** M: **2** L: **1**
OV: **0**
Armor: **000**
Structure: **000**
Special: **IF1, LRM -1/1**

Mass: 40 tons
Chassis: Hartford 300
Power Plant: Vox 280 (Assassin)
Cruising Speed: 75.6 kph
Maximum Speed: 118.9 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-470 (Valkyrie)
Armament:
 2 x Magna Mk. II Medium Lasers
 2 x Holly LRM-5 (Locust)
Original Manufacturer: Hartford Company (2740)
 Primary Factory: Bryant (Destroyed 2840)
Communications System: Hartford J15 B
Targeting and Tracking System: Hartford S1000

Type:	CDA-2Ax Cicada		<i>Tons</i>
Tonnage:	40 tons		
Internal Structure:	Standard		4.0
Engine:	Vox 280		16.0
Walking MPs:	7		
Running MPs:	11		
Jumping MPs:	0		
Heat Sinks:	10		
*Gyro:	Fixed		4.0
Cockpit:			3.0
Armor Factor:	96		6.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	8	
Center Torso:	12	14/4	
Rt./Lt. Torso	10	12/2	
Rt./Lt. Arm	6	9	
Rt./Lt. Leg	10	12	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0
LRM-5	RA	1	2.0
LRM-5	LA	1	2.0
Ammo (LRM) 24	CT	1	1.0



PXH-1x Phoenix Hawk

History:

The *Phoenix Hawk* owes its existence to its much lighter cousin, the 20-ton *Stinger*. Orguss Industries, based on Marcus and a long time military sub-contractor for Earthwerks Incorporated, discovered that the Earthwerks STG chassis could be strengthened enough that it could support over twice the weight of the original.

Engineers at Orguss then proceeded to re-engineer the chassis, giving it the Orguss Stinger designation, and began work on a new BattleMech. After extensive testing, they discovered the reinforced skeleton could effectively support up to 45 tons.

Given the long term success of the *Stinger*, it was quickly decided the new 45-ton 'Mech should emulate both the speed and jump capacity of its little brother. Having been an integral part of the extensive supply chain that fed the massive Earthwerks Incorporated interstellar empire, Orguss had little trouble sourcing the components needed to build a new 'Mech.

They first turned to General Motors, commissioning a 270 rated fusion engine for use in their BattleMech. The GM 270 would go on to become a successful engine for General Motors, ultimately serving in the *Highlander*, *Hussar*, and *Hermes*. Next, they turned to Lang Industries for assistance in the design and manufacture of the jump jets. The Pitban LFT-50 jump jets found on their *Shadow Hawk* had proven themselves reliable, if unremarkable, for over 100 years at this point, making them one of the oldest models on the market. This partnership resulted in the development of the 9000 series, which would go on to continue Pitban's unbroken chain of successful jump jet development, eventually culminating in 2650 with the directional LFT-10 series used on the SDR-5V Spider.

For electronics, Orguss turned to Apple Computers Interstellar, headquartered on Macintosh in the Federated Suns. Originally a manufacturer of high quality personal electronics on Terra, the company had grown so fabulously wealthy they simply bought an entire planet to serve as their new home base. Producing the widely used and respected Dalban line of communications and targeting and tracking systems,

Apple Computers was surprised when Orguss asked them to design new systems for their exclusive use. The engineers at Apple Computers quickly rose to the challenge, however, providing Orguss with the Tek BattleCom communications suite and Tru-Trak targeting and tracking system.

For weapons, Orguss Industries looked inward, developing a full line of Harmon lasers. It is believed these borrow heavily from the Omicron line produced by Fusigon Heavy Weaponry on Campbelton. Much like the *Stinger's* Omicron 3000 medium laser, the Harmon heavy laser is one of the few handheld models produced. Energy hookups are located in both arms so the 'Mech may carry the heavy laser in which ever arm the MechWarrior prefers. The M100 machine guns are provided by Brigadier Corporation on Oliver, which uses them to build the 65-ton *Crusader*.

Seeing an entirely new BattleMech rise from the ashes of an old one, the engineers at Orguss Industries dubbed the new 45-ton design the "Phoenix Hawk." Production began in earnest in 2568, just three years before the official creation of the Star League.

The Star League would adopt it immediately, and the *Phoenix Hawk* would quickly become the SLDF reconnaissance 'Mech of choice due to its heavy armor, substantial firepower, and ability to keep up with other much lighter scout 'Mechs. However, once it became widely deployed, its true value as a command 'Mech became quickly apparent.

The sophisticated multi-channel Tek BattleCom was easily capable of coordinating company and even battalion level communications but just as importantly it was heavily shielded against interference and incorporated advanced encryption algorithms to ensure secure battlefield transmission. The BattleCom was so successful, in fact, that less than 10 years later, Kallon Industries would contract with Apple Interstellar for use with its 55-ton Wolverine, which would itself go onto become a highly sought after command 'Mech for medium class units.

Apple Interstellar would go to develop a number of specialized expansion modules for the Tek BattleCom,

including a highly prized Iostech Electronic Counter Measures module as well as a ground-to-space uplink/downlink module for communication with orbiting satellites and naval vessels.

Orguss Industries' headquarters on Marucs would fall victim to the border fights between the Lyrans Commonwealth and the Free Worlds League during the Second Succession War, their facility being destroyed in 2837 when the planet was successfully taken by House Steiner.

By this point, however, the *Phoenix Hawk* had become such a popular design that Earthwerks Incorporated, upon whose chassis the *Phoenix Hawk* was originally based, was already producing the 'Mech out of their Keystone facility. Both Coventry Metal Works, who ironically also produced the *Stinger*, and Achernar BattleMechs also obtained licenses from Orguss during the time of the Star League.

Notable 'Mechs and MechWarriors:

First Lieutenant Angel "Redemption" Salazaar

Much like its namesake, Salazaar's *Phoenix Hawk*, "Bennu," died in fire only to reborn again. Heavily damaged, Northwind Highlander technicians replaced the GM 270 with a much lighter GM 180 from a *Vindicator*. This freed up sufficient space to install a pair of Arrolite SRM-6s from a salvaged *Javelin* in the chest of "Bennu," fed by the modified center torso ammunition bin formerly used by the machine guns. Also added was another half-ton of armor to provide additional protection for the head, arms, and legs.

What makes it particularly remarkable is that "Bennu" retains the full 180 meter jump capacity, although due to the less powerful engine, two additional exhaust ports were added, giving it a total of eight exhaust ports. It also retains the three-ton free gyro of the original. The additional weapons have resulted in many a surprised, and subsequently defeated MechWarrior.

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+3**
MV: **12j** Role: **Striker**
Damage S: **2** M: **2** L: **0**
OV: **2**
Armor: **0 0 0 0 0**
Structure: **0 0 0 0**
Special: **SRM 2/2/0**

Mass: 45 tons

Chassis: Orguss Stinger

Power Plant: GM 180

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: Pitban 9000

Jump Capacity: 180 meters

Armor: Durallex Medium

Armament:

1 x Harmon Heavy Laser

2 x Harmon Medium Lasers

2 x Arrowlite SRM-6 Racks

Original Manufacturer: Orguss Industries (2568)

Communications System: Tek BattleCom

Targeting and Tracking System: Tek Tru-Trak

Type: **PXH-1x Phoenix Hawk** *Tons*

Tonnage: 45 tons

Internal Structure: 4.5

Engine: GM 180 7.0

Walking MPs: 4

Running MPs: 6

*Jumping MPs: 6

Heat Sinks: 12 2.0

*Gyro: 3.0

Cockpit: 3.0

Armor Factor: 136 8.5

Structure Armor

Head: 3 8

Center Torso: 14 23/5

Rt./Lt. Torso 11 18/4

Rt./Lt. Arm 7 12

Rt./Lt. Leg 11 16

Weapons and Ammo:

Type Loc. Critical Tons

Large Laser RA 2 5.0

Medium Laser RA 1 1.0

Medium Laser LA 1 1.0

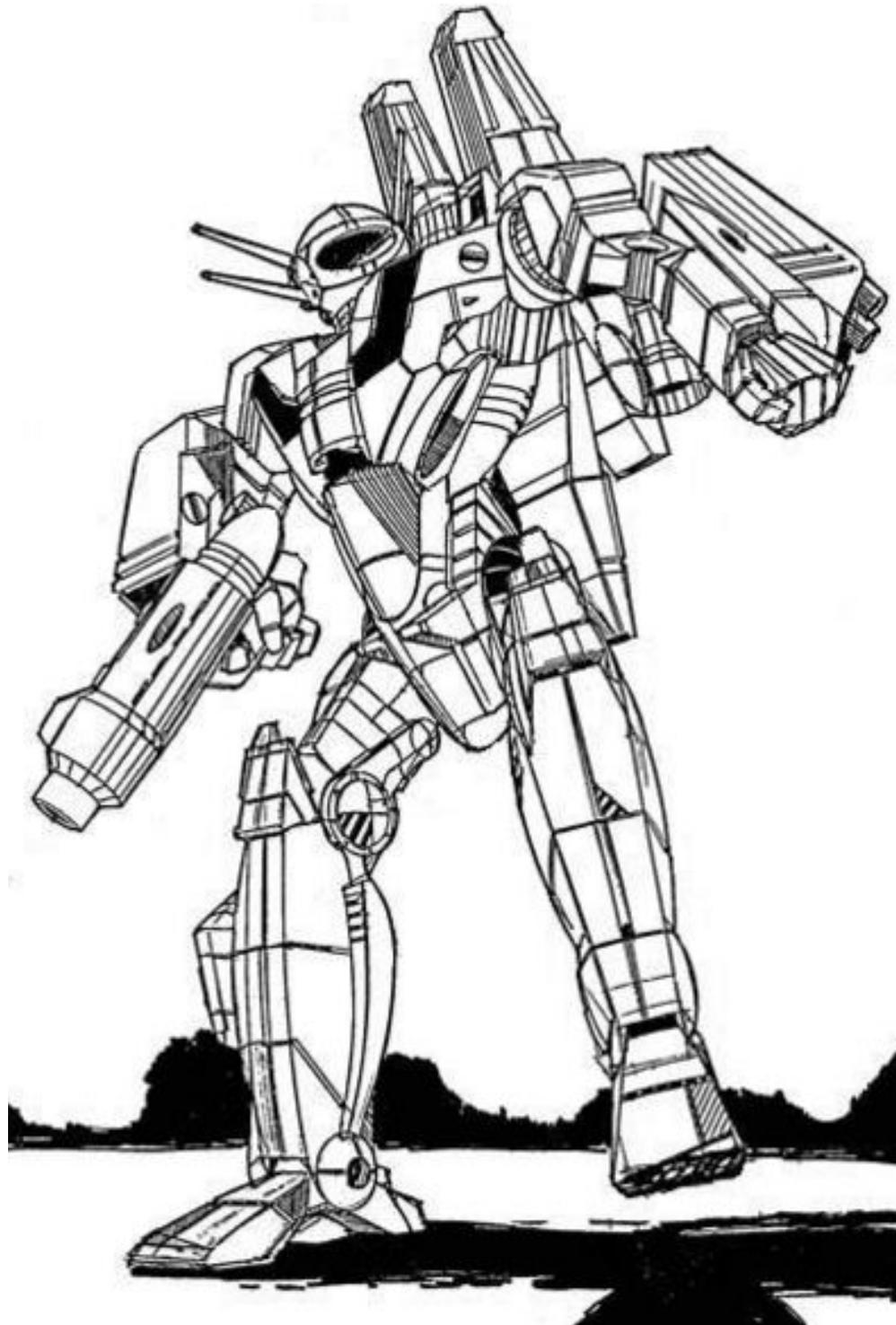
SRM-6 RT 2 3.0

SRM-6 LT 2 3.0

Ammo (SRM) 15 CT 1 1.0

Jump Jets RT 4 2.0

Jump Jets LT 4 2.0



WVE-5Nx Wyvern

History:

Maltex Corporation, the manufacturer of the *Wyvern*, got its start producing BattleMechs in 2572 with its introduction of the 80-ton *Thug*. Intended to both replace and improve upon the venerable *Warhammer*, the *Thug* was quickly accepted by a nascent Star League Defense Force and went on to become one of their most sought after and combat effective assault BattleMechs.

The design proved so successful in fact, that Maltex's assembly lines on Errai were unable to keep up with demand, and they were subsequently forced to license the design to Earthwerks Incorporated who began producing the *Thug* out of their massive industrial complex on Keystone in what is now the Free Worlds League.

Almost a hundred years would pass before the introduction of Maltex Corporation's next BattleMech. In 2660, they unveiled a tough 45-ton jump-capable urban fighter, the WVE-5N *Wyvern*. While slower than most other medium 'Mechs, the *Wyvern* carries enormous firepower and its 9.5 tons of Kilosh 1000 armor offers best-in-class protection. Both torsos are also equipped with CASE to protect against a catastrophic ammunition explosion. Armed with a Nighwind heavy laser, a Jackson Dart LRM-10, a Totschlagen-6 SRM-6, backed up with a pair of Starflash light lasers, the *Wyvern* can engage enemies at any range and is capable not only of easily destroying 'Mechs equal and lighter than itself, but can also engage heavier 'Mechs with a reasonable chance of success.

The Star League generals who witnessed its field tests were so impressed they immediately asked Maltex Corporation to create a special "Royal" variant incorporating the latest BattleMech technology. The same year the -5N was released, Maltex also began delivery of the -5Nb variant to select SLDF Royal Divisions. While both models were built around an Endo-Steel chassis and protected with Cellular Ammunition Storage Equipment, the -5Nb featured an Extra-light fusion engine. This allowed the Nightwind heavy laser to be replaced by a state-of-the-art Tronel XIII large pulse laser. One of the Starflash lasers was also upgraded to a medium, and an additional heat sink was also installed.

Maltex Corporation would continue developing new BattleMechs for the Star League, their next design taking square aim at a replacement for the aging *Stinger* and *Wasp* BattleMechs that had been in use for centuries. 2676 ushered in the 40-ton ASN-21 *Assassin*. Leveraging their success with both the *Thug* and *Wyvern*, Maltex lobbyists had little trouble convincing the Star League quartermasters the *Assassin* would be the premier reconnaissance and scout hunter BattleMech.

Indeed, on paper the *Assassin* appeared formidable. Weighing 40-tons with a top speed of almost 120 kph and equipped with weapons that allowed it to engage at any range, it could jump over 200 meters, making it second only to the *Spider* in terms of maneuverability. Unfortunately, in order make the cost more attractive when compared to the inexpensive *Wasp* and *Stinger*, Maltex Corporation cut corners in the manufacturing process anywhere and everywhere possible, resulting in numerous components that frequently failed prematurely.

When these failures began affecting the life support system, the SLDF launched an investigation of the assembly lines where they discovered that a number of sub-standard components. The assembly lines were temporarily closed and production of the *Assassin* ground to halt. Maltex Corporation eventually overhauled the life support system, but even then the cockpit remains incredibly cramped and the 'Mech has a reputation for spending as much time in the repair bay as it does on the field.

Nonetheless, due to its speed and jump capacity, the *Assassin* proved a superb reconnaissance 'Mech whenever it did manage to take the field. Production never reached full capacity and eventually Maltex abandoned the design entirely, selling it to Hellespont Industrials based on Sian in the Capellan Confederation.

Maltex Corporation would go on to release a "Royal" variant of the *Thug* just before the Amaris Civil War, making it one of only a few BattleMechs to carry the vaunted Tiegart Magnum extended range particle cannon. Following the fall of the Star League, Maltex was forced to downgrade the *Wyvern*, creating the -6N in 2821, and returned to producing the original -11E *Thug* shortly before their headquarters were destroyed in 2835.

Notable 'Mechs and MechWarriors:

Captain Laurent Lafoe

When the First St. Ives Lancers were rebuilt for the second time following their hard fought defense of Spica against the Ceti Hussars, among the replacement BattleMechs was a 45-ton *Wyvern*. Pulling rank, the recently dispossessed Captain Laurent Lafoe immediately claimed it for himself only to discover the 'Mech was barely operational. Its ancient fusion reactor was leaking dangerous amounts of radiation as well as heat, the Jackson Dart LRM-10 feed mechanism was a tangled mess and the heavy laser's cooling jacket was all but non-existent.

Pulling rank again, Captain Lafoe ordered the Lancer technicians to take whatever they needed from the unit stockpiles in order to get his new *Wyvern* fully operational. Pulling a salvaged CoreTek 275, along with the Northrup 12000 jump jets from a scrapped Davion *Wolverine*, they managed to get the *Wyvern* mobile.

Next, turning to an ancient and battered *Assassin* that had long been a maintenance nightmare, the technicians removed both the Holly LRM-5 and Holly SRM-2, installing them in the torso of the *Wyvern*.

Finally, they repurposed a ChisComp 43 Special heavy laser to replace the damaged and bulky Nightwind in the right arm. Covering it with nine tons of Starshield armor, also taken from a scavenged Davion *Enforcer*, they completed the refurbishment of Captain Lafoe's *Wyvern*.

While the rebuilt *Wyvern* has successfully completed its field trials, it remains to be seen how well it will hold together in combat. Where the original *Wyvern* was known best as a urban street fighter, the rebuilt *Wyvern*'s profile makes it much more suited for reconnaissance and quick strikes.

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **12j** Role: **Striker**
Damage S: **2** M: **2** L: **0***
OV: **0**
Armor: **00000**
Structure: **0000**
Special: **IF0*, LRM -J0*/0***

Mass: 45 tons
Chassis: Ost Endo Steel (Partial)
Power Plant: CoreTek 275 (Wolverine)
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Northrup 12000 (Wolverine)
Jump Capacity: 180 meters
Armor: Starshield (Enforcer)

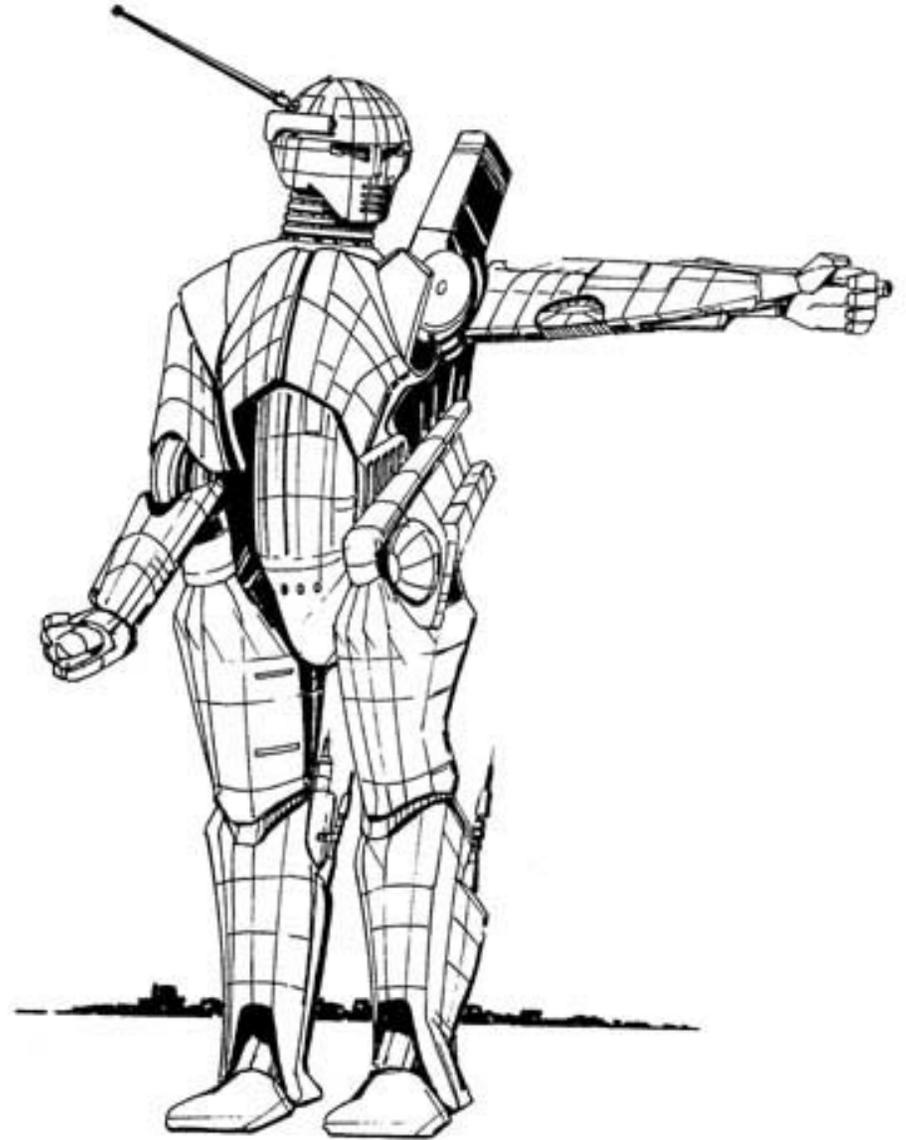
Armament:
 1 x ChisComp 43 Special Heavy Laser (Enforcer)
 1 x Holly LRM-5 (Assassin)
 1 x Holly SRM-2 (Assassin)
Original Manufacturer: Maltex Corporation (2660)
 Primary Factory: Errai (Destroyed 2835)

Communications System: Ostmann AMB
Targeting and Tracking System: Scrambler-7 Series

Type: WVE-5Nx Wyvern		<i>Tons</i>
Tonnage:	45 tons	
*Internal Structure:	Endo-Steel	3.5
*Engine:	CoreTek 275	15.5
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	
*Gyro:	Free	2.0
Cockpit:		3.0
Armor Factor:	144	9.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	14	23/4
Rt./Lt. Torso	11	17/3
Rt./Lt. Arm	7	14
Rt./Lt. Leg	11	20

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
LRM-5	RT	1	2.0
Ammo (LRM) 12	RT	1	0.5
SRM-2	LT	1	1.0
Ammo (SRM) 25	LT	1	0.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5



HBK-4Mx Hunchback

History:

Built as a collaboration between Komiyaba and the prominent fusion engine manufacturer, Nissan General Industries, the *Hunchback* was manufactured not for the Star League, but for sale directly to the Great Houses as well as any Periphery power with enough money to buy them. Consequently, the *Hunchback* was never fitted with advanced technology and the Star League was never interested enough in the design to commission an upgraded version.

This turned out to be its saving grace, as production of the *Hunchback* continued uninterrupted even after the fall of the Star League and the subsequent loss of its advanced military secrets. When the Komiyaba assembly planet was destroyed during the ongoing Succession Wars, Kali Yama Weapons quickly bought the rights to the design and began producing it out of their factory on Kalidasa. Traditionally a part of the Free Worlds League, Kalidasa is currently occupied by forces from the Lyran Commonwealth.

Unleashed in 2572, the 50-ton HBK-4G *Hunchback* is infamous for its massive Tomodzuru Class-20 autocannon. One of the largest weapons ever built, the Tomodzuru by itself weighs 14 tons and takes up almost the entire right torso. So much space, in fact, that the ammunition for the huge cannon had to be located on the opposite side of its chest.

Backed up by a pair of Ichiba 2000 mediums lasers and a Diverse Optics Type 10 light laser, the *Hunchback* is strictly a close range fighter. Considered one of the deadliest urban combat 'Mechs, the narrow streets and limited range of city fighting suit its armament perfectly. By itself, the Class-20 autocannon can cripple or even destroy another light or medium 'Mech with a single shot.

Thickly armored with 10 tons of Starshield, the same amount carried by the vaunted 70-ton *Warhammer*, the *Hunchback* has also proven itself incredibly durable. Its thirteen heat sinks also allow it to effectively dissipate the heat from its immense shoulder mounted autocannon while also allowing for the simultaneous use of its twin medium lasers. The *Hunchback* is also equipped with a pair of powerful battle fists for physical attacks.

The *Hunchback*'s shortcomings are as well-known as its devastating autocannon. Powered by a Nissan 200 fusion engine, it tops out at just 64.8, making it one of the slowest medium class BattleMech ever built. If the *Hunchback* is caught out in the open, enemy 'Mechs with long range capability can often disable it before it can bring its deadly autocannon into play.

For this reason, the *Hunchback* is often deployed alongside fire support 'Mechs that can effectively cover its advance, or assigned to the second wave of an attack. It is also commonly deployed as a bodyguard 'Mechs for commanders, forcing an enemy 'MechWarrior who wishes to close to face the *Hunchback*'s devastating autocannon first.

When Kali Yama Weapons took over production of the 'Mech, they changed a number of components used by the design. While functionally equivalent, the Kali Yama version of the -4G is built on a Crucis V chassis, and uses their own Kali Yama Big Bore Class 20 autocannon. The medium lasers are Hellion-V models, and the cockpit electronics have also been swapped out, leaving only the Diverse Optics Type 10 unchanged from the original specifications.

In 2819, the first of two variants appeared. The HBK-4H exchanges some of the autocannons raw power for increased range. Using a Kali Yama Class 10 instead of the Class 20, the -4H has an almost 70% increase in range when compared to the -4G. Two additional medium lasers have also been added to the -4H, making its total damage potential equal to that of the original.

The HBK-4J, build in 2856, is such a radical departure from the original, it is often referred to as a *Swayback*. Dropping the enormous autocannon entirely, the -4J actually looks significantly different from either the -4G or the -4H. Carrying two LRM-10s in the right torso instead of the autocannon and adding three additional medium lasers also to the right torso, it is both an effective medium fire-support 'Mech as well as a dangerous close range fighter. The -4J is often assigned to protect fire support lances

Notable 'Mech and MechWarriors:

Thomas "The Dragon" Lagemann

Currently the Class Five reigning champion on the game world of Solaris VII, Thomas "The Dragon" Lagemann's modified Hunchback is a legendary arena fighter. Retaining the original Tomodzuru autocannon, his *Hunchback*, named after his beautiful Kuritan wife, Nadja, is a technological marvel.

Capable of jaw-dropping bursts of speeds of up to 108 kph, Lagemann is known for quickly closing with his opponent and reducing them to scrap within seconds using his 'Mech's lethal autocannon.

Speculation is rampant as to how he accomplishes such blinding speeds with a 'Mech known for its slow plodding nature. The most credible theories center around a heavily modified Nissan 200 fusion engine. While the use of a supercharger is certainly likely, a supercharger alone cannot explain the incredible acceleration of his 'Mech.

The only other likely source for this speed would be a lostech Myomer Accelerator Signal Circuitry system. However, MASC was only available to the Star League and the secrets of its production were thought to have been lost with the fall of the Terran Hegemony. Furthermore, the only known BattleMech to carry the system was the 20-ton MCY-99 *Mercury*. While the Eridani Light Horse was known to possess a company of them, they were all reported lost during fighting on Sendai in 2798.

If Lagemann has indeed found a way to salvage and adapt and MASC system and to combine it with a supercharger, it could explain his 'Mechs terrifying speed. However, both systems are known to be inherently unstable, so it remains to be seen how long "Nadja" can last before suffering an immobilizing failure.

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+1**
MV: **12"** Role: **Brawler**
Damage S: **3** M: **3** L: **0**
OV: **0**
Armor: **0 0 0 0 0**
Structure: **0 0 0 0**
Special: **AC 2/2/-**

Mass: 50 Tons

Chassis: Komiyaba Type VIII

Power Plant: Nissan 200

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: None

Jump Capacity: None

Armor: Maxmillian 60

Armament:

1 x Tomodzuru Autocannon Type 20

2 x Diverse Optics Type 18 Medium Lasers

Original Manufacturer: Komiyaba/Nissan General Industries (2572)

Communications System: Sony MST-15

Targeting and Tracking System: Tacticon Tracer 300

Type: **HBK-4M Hunchback**

Tonnage: 50 tons *Tons*

Internal Structure: 5.0

Engine: Nissan 200 8.5

Walking MPs: 4

Running MPs: 6 (8) (10)

Jumping MPs: 0

Heat Sinks: 10

Gyro: 2.0

Cockpit: 3.0

Armor Factor: 152 9.5

Structure Armor

Head: 3 8

Center Torso: 16 20/8

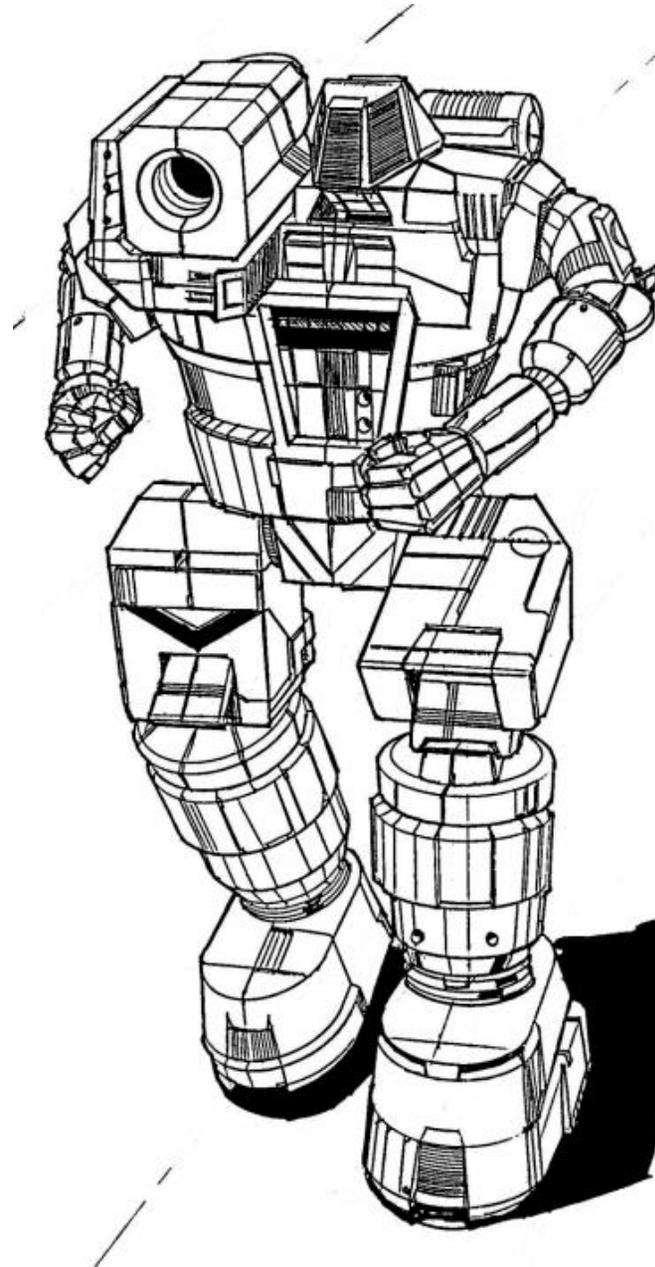
Rt./Lt. Torso 12 20/6

Rt./Lt. Arm 8 16

Rt./Lt. Leg 12 16

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	RT	10	14.0
Ammo (AC) 10	LT	2	2.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
MASC	LT	3	3.0
Supercharger	CT	1	1.0



GRF-2Px Griffin

History:

The *Griffin*, first released in 2492, has the distinction of being the most widely produced BattleMech in the Inner Sphere today. Manufactured by Defiance Industries on Hesperus II, Earthwerks Incorporated on Keystone, Brigadier Corporation on Oliver, Norse BattleMech Works on Marduk, and Kallon Industries on Talon, it is one of the few BattleMechs today that can claim to have a sufficient supply of replacement parts.

The First Generation model, the GRF-1A was built by Maxwell-Manufacturing Incorporated on Procyon in 2465 and weighed 60-tons. It carried a prototype particle projection cannon, a LRM-5, eleven heat sinks and 14.5 tons of primitive armor.

During the late 25th century, the Terran Hegemony was dumping cash on any and all defense contractors who were, or planning to enter, the burgeoning BattleMech market in hopes of cementing its military superiority. Top executives at Maxwell-Manufacturing, which had gotten its start producing Industrial 'Mechs for the Hegemony, wasted little time in taking massive amounts of money from the Hegemony while promising to deliver a BattleMech which could outperform the *Mackie*.

While they managed to deliver the promised 'Mech, the GRF-1A *Griffin*, they also managed to line their pockets with enormous amounts of Hegemony money. When numerous financial irregularities appeared in their books, the Hegemony launched an investigation, eventually convicting all the top corporate officers of misconduct. The Hegemony then seized all of Maxwell-Manufacturing's assets and promptly sold them to Earthwerks Incorporated.

Earthwerks Incorporated quickly revisited the -1A design bringing it up to the current standards of technology, releasing the familiar GRF-1N in 2492. The -1N reduced the overall weight of the 'Mech by five tons placing it in the medium category, while retaining the long range weaponry, consisting now of a Fusigon particle canon and a Delta Dart LRM-10.

Having no loyalty to the design, Earthwerks Incorporated freely offered licenses to the GRF-1N to any other defense contractors who were willing to pay. Numerous

companies jumped at the opportunity, and the Griffin quickly became one of the most common 'Mech in existence.

It would remain essentially unchanged until 2751 when the Star League asked Earthwerks Incorporated to produce a "Royal" variant of the long respected design. Incorporating Endo-Steel, Ferro-Fibrous armor, and double strength heat sinks, and with the ammunition protected by CASE, the GRF-2N utilized almost all of the latest advances in construction and protection. Armed with an extended-range Fusigon Longtooth PPC and dual Harpoon-6 SRM-6s, the "Royal" *Griffin* addressed its only major shortcoming, the lack of short range firepower. The GRF-2N was also one of only a few BattleMechs to carry the sophisticated Guardian Electronic Countermeasure suite as standard.

With the dissolution of the Star League, the GRF-2N would fade into history due to loss of the advanced manufacturing centers needed to produce many of its components, and Earthwerks would be forced to return to the older GRF-1N to production.

There have been new developments, however. Defiance Industries released the GRF-1S just over a decade ago, in 2857. Replacing the PPC with both a Defiance B3L heavy laser and a pair of B3M medium lasers, the -1S also addresses the -1N's lack of close range firepower. The LRM-10 was downgraded to a LRM-5 and one ton of ammunition eliminated so that four additional heat sinks could be added to help deal with the heat from the new array of lasers.

Notable 'Mechs and MechWarriors:

MechWarrior Reese "Pieces" Montgomery

When Daniel McGregor, the Stablemaster for Skye Tigers Stables, one of the famous Solaris VII 'Mech cooperatives, heard rumors Defiance Industries had developed a potent new BattleMech weapon, he was determined to obtain one and use it to catapult his stable to an elite AA ranking and maybe even win a Solaris Championship on the way.

Traveling to Hesperus II himself under the pretense of purchasing new BattleMechs for his stable, he was able

to gain a meeting with Defiance executives as well as get tour of the massive underground construction facility. Being well acquainted with the shady underside of the Lyran Commonwealth from his time on Solaris, McGregor, with the help of a large number of C-bills, managed to confirm the rumors of a new prototype weapon referred to as a "Blazer."

A consummate and extremely charismatic businessman, McGregor managed to convince the Defiance executives to sell him, at exorbitant cost, a customized *Griffin* which would carry the experimental weapon. In exchange, he agreed to take along a "technician" and to provide Defiance Industries will detailed combat performance information on the newly designed weapon.

From a technical standpoint, the *Griffin* is among the best understood BattleMechs in the Inner Sphere making an ideal choice as a test bed. At Defiance, they removed the traditional Fusigon PPC, installing the 9-ton binary laser cannon in its place. Created by combining two heavy laser cores into a single weapon, early tests showed the combination had terrifying damage potential, well beyond that of even the particle cannon it replaced. Preliminary tests of the prototype revealed it was capable of entirely destroying the fully armored head of a BattleMech with a single shot, something only a Class 20 autocannon could do.

Returning with the *Griffin* to Solaris, McGregor entrusted it to Reese "Pieces" Montgomery, the best MechWarrior in his stable and one of the few with extensive combat experience. A former member of the Third Skye Rangers, Montgomery rode the *Griffin* to a string of victories, decapitating an number of 'Mech in the process, and eventually talking McGregor into installing a Supercharger into the Strand 220 fusion engine to make up for its slow top speed. Thus configured, Montgomery went to become crowned as Solaris Champion in 2870, naming his *Griffin* "Trotzige Feuersturm."

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **8j"/10"** Role: **Striker**
Damage S: **2** M: **2** L: **1**
OV: **0**
Armor: **00000**
Structure: **00000**
Special: **IF1, LRM 0*/1/1**

Mass: 55 tons

Chassis: Earthwek GRF

Power Plant: Strand 220

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: Rawlings 55

Jump Capacity: 120 meters

Armor: Starshield A

Armament:

1 x Defiance D10C Binary Laser Cannon (Prototype)

1 x Delta Dart LRM Ten-Rack

Original Manufacturer: Earthwerks Incorporated (2492)

Communications System: Neil 6000

Targeting and Tracking System: Octagon Tartrac, System C

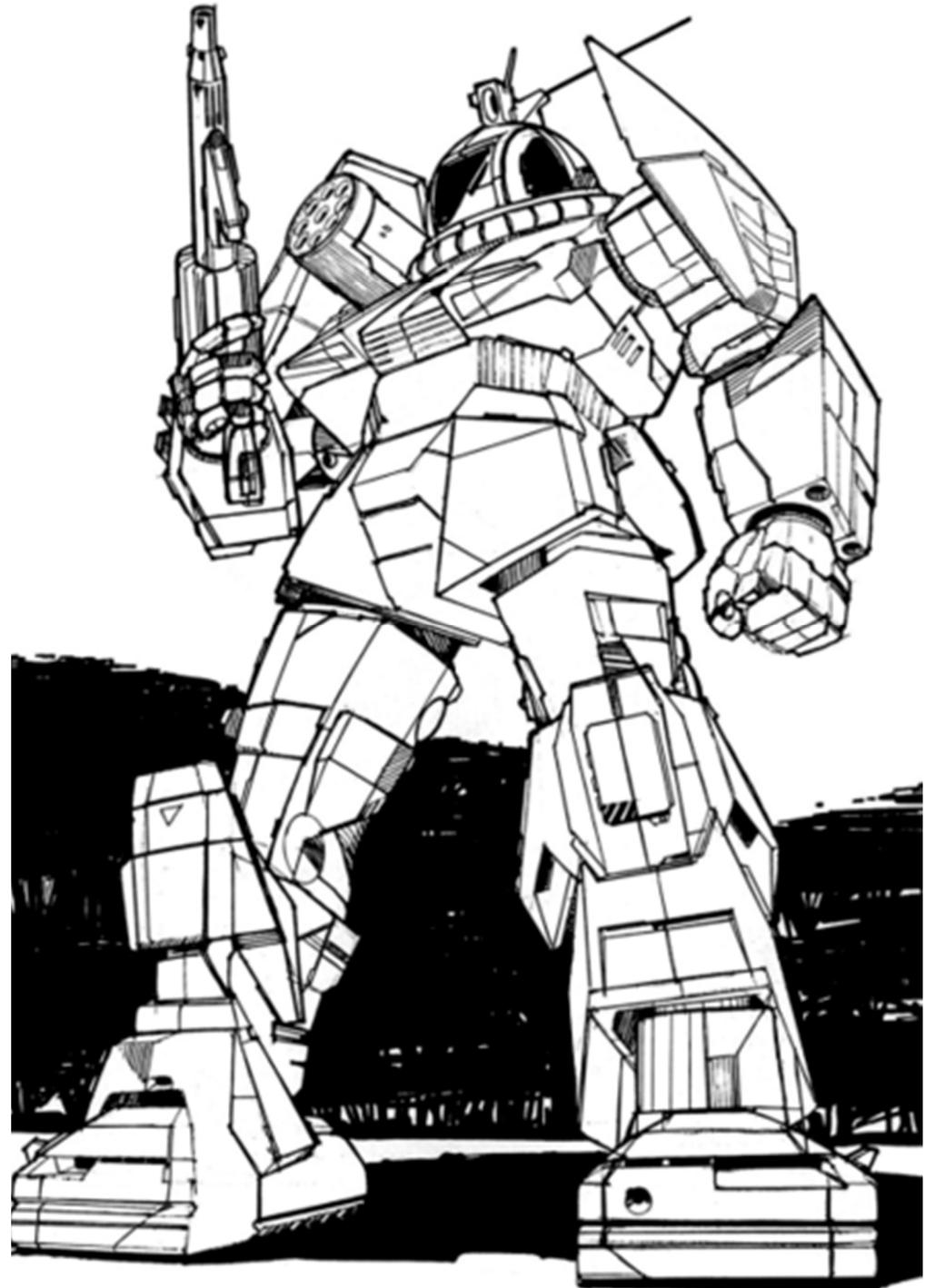
Type: **GRF-2P Griffin** *Tons*

Tonnage:	55 tons	
Internal Structure:		5.5
Engine:	Strand 220	10.0
Walking MPs:	4	
*Running MPs:	6 (8)	
Jumping MPs:	4	
Heat Sinks:	16	6.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	152	9.5

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	18	20/7
Rt./Lt. Torso	13	20/6
Rt./Lt. Arm	9	14
Rt./Lt. Leg	13	18

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
*Binary Laser Cannon	RA	4	9.0
LRM-10	RT	2	5.0
Ammo (LRM) 12	RT	1	1.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0
*Supercharger	CT	1	1.0



KTO-18x Kintaro

History:

General Mechanics is best known for the design and manufacture of the iconic 20-ton *Wasp*, which remains one of the most common BattleMechs in the Inner Sphere today. Introduced in 2464, it was the first jump capable BattleMech ever created, although it would take until 2471 before the technology was truly reliable.

Another 123 years would pass before General Mechanics designed and produced another BattleMech at their facility on Mars and by then they had licensed the *Wasp* to numerous other defense contractors throughout the Successor Houses and even in the Periphery.

In 2587 General Mechanics not only unveiled the 55-ton KTO-19 *Kintaro* but also introduced a way to dramatically increase the accuracy of long-range and short-range missiles. The Narc Missile Beacon consists of a three-ton launcher that fires special “pods” with magnetic heads. These pods are actually powerful homing beacons that work in tandem with Narc-equipped missiles.

Once a “pod” is attached to a target, it emits a wide-range electromagnetic beacon that can be tracked by a modified guidance package installed in standard long and short-range missiles. While these guidance packages roughly double the costs of the munitions, it results in much higher percentage of missiles striking the target. In addition, since the homing beacon is attached to the target, there is almost no way for the target to stop the beacon from broadcasting, making it, literally, a magnet for missiles.

The KTO-19 *Kintaro* was designed around the Narc Missile Beacon, the launcher being installed in its heavily armored chest. It has one mission, and one mission only, to successfully attach homing beacons to enemy ‘Mechs. While the KTO-19 carries a complement of two HoverTec-6 SRM launchers and single Holly 5 LRM system, it’s invariably found the company of other larger missile carrying ‘Mechs such as the *Trebuchet*, *Crusader*, *Archer*, or even the 80-ton *Longbow*, which are expected to actually deal the killing blow.

To help with its mission, the designers gave it a top speed of 86.4 kph and covered it with 11 tons of top-of-the-line Leopard V Ferro-Fibrous armor, giving it almost the maximum amount of armor the Technicron-1 chassis can carry.

In practice, however, *Kintaro* pilots often found it difficult to disengage an enemy ‘Mech after “tagging” it. Lacking jump jets and with only average speed for a 55-ton ‘Mech, many *Kintaros* were destroyed after delivering their specialized payload.

The KTO-19 is also heavily dependent on logistical support. While it carries a pair of medium lasers on its right arm, all of its major weapon systems are ammunition dependent, giving it limited range. To make matters worse, the *Kintaro* only carries six of the advanced homing beacons for its Narc launcher. Once these six pods are gone, so is the *Kintaro*.

In 2731, General Dynamics delivered the KTO-19b to the SLDF Royal Brigades. Using a CoreTek 275XL engine and dual strength heat sinks, the -19b upgrades the original Holly LRM-5 to a full 15-rack with two tons of ammunition. It also adds CASE to both torsos and increases the armor by a half-ton.

The fall of the Star League less than 50 years later was not kind to the *Kintaro*. When the last Narc munitions factory was destroyed during the First Succession War, the *Kintaro* became just another missile boat, and its importance, as well as its numbers, steadily declined. Combined with the fact General Dynamics’ sole production facility was located on Mars, the *Kintaro* became virtually extinct.

Eventually, however, General Dynamics managed to rebuild a production line on Ozawa, in the Federated Suns, from which they produce the downgraded KTO-18 *Kintaro*. Lacking the sophisticated Narc Missile Beacon and Ferro-Fibrous armor of the original, the -18 replaces the Missile Beacon with a third HoverTec-6 SRM launcher, allow it to launch an astounding 18 short-range missiles at a time. The armor is also replaced with standard resulting in a loss of protection as well.

Notable ‘Mech and MechWarriors

Lord George Subraj

Lord Subraj traces his family’s roots back to the commanding officer of the SLDF 42nd Striker Regiment, which along with the 10th Heavy Assault Regiment, declined General Aleksandr Kerensky’s invitation to join him on his famous Exodus. The two regiments combined to form the 12th Star Guards and took up immediate employment with the Capellan Confederation guarding a dozen different worlds.

Subraj’s *Kintaro* also traces its origin back to the SLDF, having been built in 2653 at the now defunct General Mechanics plant on Mars. Over the intervening centuries, his ‘Mech has been modified time and time again as the supply of parts dwindled, others became almost impossible to find, and still others, such as the Narc launcher and pods, became extinct.

The current incarnation of his *Kintaro* still retains the ‘Mechs original design concept, carrying an almost exclusively missile based loadout of weapons. Four Holly LRM-5s provide better long range fire support than the original model, while a pair of Holly SRM-4s provide close range firepower. The only original weapons left are the two Magna medium lasers carried on the right arm. The speed and number of heat sinks remain unchanged while the armor is now the commonly available Starshield.

The key to his ‘Mechs longevity is the Cellular Ammunition Storage Equipment built into both torsos of the 55-ton ‘Mech. CASE has prevented his *Kintaro* from being reduced to scrap countless times over its long life, but it remains to be seen how much longer Subraj can maintain the lostech protection system.

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **10”** Role: **Missile Boat**
Damage S: **2** M: **3** L: **1**
OV: **1**
Armor: **○ ○ ○ ○ ○**
Structure: **○ ○ ○ ○ ○**
Special: **LRM 1/1/1, SRM 1/1/-**

Mass: 55 tons
Chassis: Technicon-1
Power Plant: CoreTek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 pkh
Jump Jets: None
Jump Capacity: None

Armor: Starshield

Armament:

- 4 x Holly LRM-5
- 2 x Holly SRM-4
- 2 x Magna Mk II Medium Lasers

Original Manufacturer: General Mechanics (2587)

Communications System: OmniComm 3

Targeting and Tracking System: Starbeam 3000

LRM-5	LT	1	2.0
LRM-5	LT	1	2.0
Ammo (LRM) 24	LT	1	1.0
Ammo (LRM) 24	LT	1	1.0
CASE	LT	1	0.5

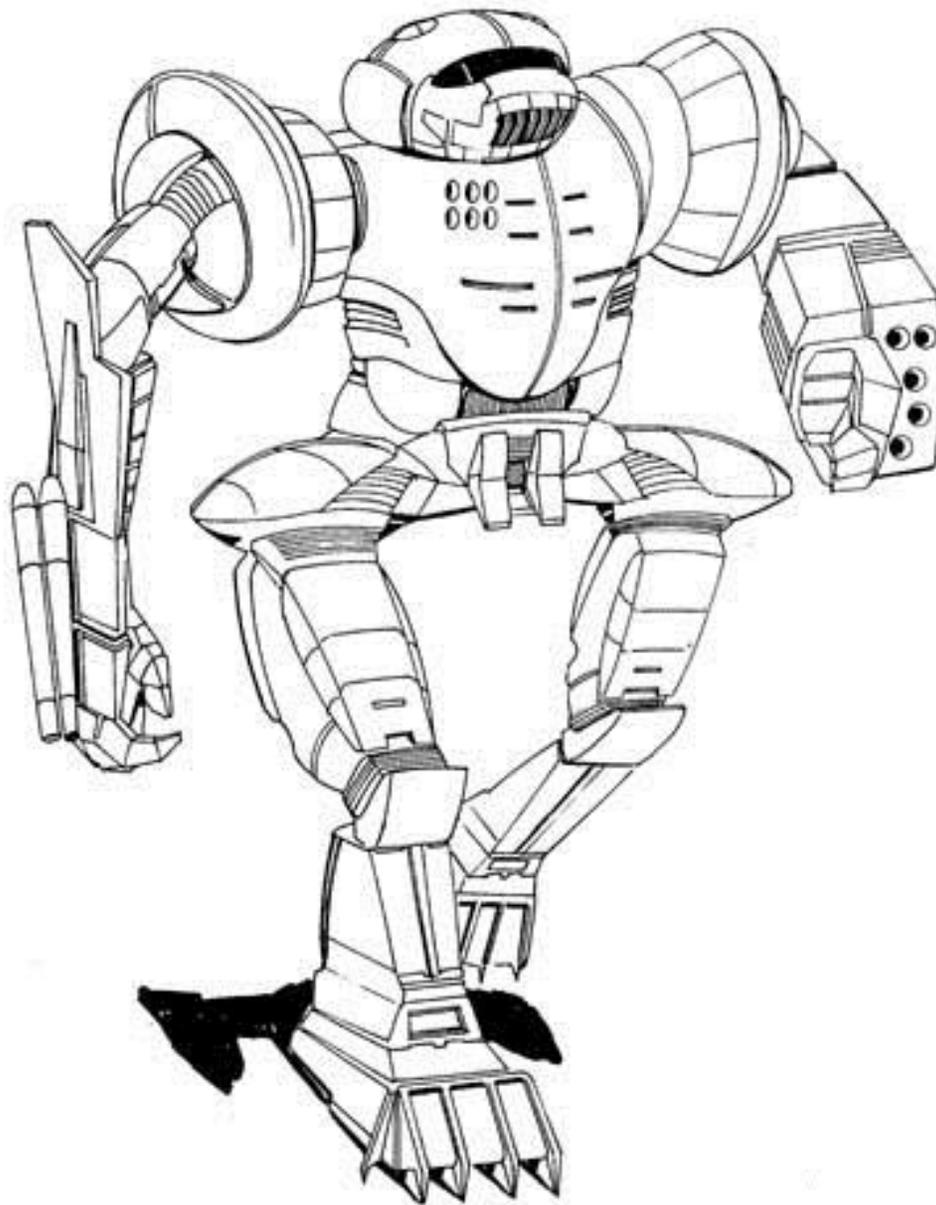
Type: **KTO-18x Kintaro** *Tons*

Tonnage:	55 tons	
Internal Structure:		5.5
Engine:	CoreTek 275	15.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	160	10.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	18	26/5
Rt./Lt. Torso	13	20/4
Rt./Lt. Arm	9	16
Rt./Lt. Leg	13	20

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RA	1	1.0
Medium Laser	RA	1	1.0
SRM-4	RT	1	2.0
SRM-4	RT	1	2.0
Ammo (SRM) 25	RT	1	1.0
CASE	RT	1	0.5
LRM-5	LA	1	2.0
LRM-5	LA	1	2.0



WVR-6Rx Wolverine

History:

Released in 2575 by Kallon Industries, few 'Mechs have as long and successful a track record as the 55-ton *Wolverine*. Originally designed as a fast strike or heavy reconnaissance BattleMech, the *Wolverine's* blend of speed, jump capacity, and firepower make the 'Mech a success in just about every role on the battlefield.

Equally at home with a 20-ton *Stinger* as with a 75-ton *Marauder*, the *Wolverine* has been put to the test in every major conflict from the Star League Reunification Wars to the current Succession Wars. One of its many keys to success is its use of the Tek BattleCom communications suite and Tek Tru-Trak targeting and tracking system. Found originally on Orguss' Industries 45-ton *Phoenix Hawk*, the Tek electronics are ideal for reconnaissance work and with the BattleCom's ability to coordinate communications at the company level, many commanders also select this BattleMech for their own personal use.

Armed with a detachable GM Whirlwind Class 5 autocannon carried in the 'Mechs right arm, the *Wolverine* can begin engaging opponents almost 550 meters away, giving it longer range than most other scout 'Mechs while allowing it provide direct fire support to advancing friendly 'Mechs. In addition, the weapon can be dropped if damaged or to free up the hand for physical attacks and it may even be carried in the left hand for MechWarriors who prefer it. The ammunition is carried in a "clip" attached directly to the weapon and it is even possible for a MechWarrior to reload this weapon himself provided another "clip" is available. At closer ranges, the *Wolverine* can bring its Harpoon SRM-6 and Magna Mk II medium laser into play as well.

The design is not without a few flaws, notably the Northrup 12000 jump jets. While capable of leaping up to 150 meters, a full jump places a serious strain on the exhaust ports. Operating the jump jets at full thrust for extended periods is known to cause premature failure of the ports, often caused by the partial melting of the vents themselves. In addition, the ball-turret mounting of the medium laser can occasionally cause damage to the 'Mech itself if the MechWarrior is not careful. While it originally provided a full 360 degree firing arc, when the Harpoon-6 and electronics blister were later added, the

ability to fire in the rear arc was interrupted.

The *Wolverine* has been around long enough that a number of variants have been developed over the years. The first, the -6K introduced by House Kurita in 2598, eliminates the high maintenance jump jets, as well as the autocannon, in favor of a heavy laser, a second medium laser, and a small laser. Two more heat sinks are added as well, giving it a total of 14, and the armor is changed to the much heavier Valiant Lamellor often seen on the *Marauder*.

In 2770, during the thick of the Amaris Civil War, the SLDF turned to Kallon Industries for a "Royal" version of their trusty *Wolverine*. The WVR-7H, often called the "Wolverine II," was a quick but effective upgrade of the original. Built on an Endo-Steel chassis and utilizing Ferro-Fibrous armor, the original Whirlwind was replaced by a Kawabata Weapons Ultra Class 5 autocannon. With fully twice the rate of fire as the old autocannon, the ammunition capacity was doubled as well. The Harpoon-6 was enhanced with the Artemis IV Fire Control System, and the medium laser replaced by a medium pulse model. It carries 10 double strength heat sinks, nine tons of Ferro-Fibrous armor and is protected with CASE.

The last variant to be developed was the -6M by House Marik in 2816. With the "Royal" variant nothing but a ghost as this point, Kallon engineers on Thermopolis also chose to replace the autocannon of the -6R, this time with a Magna Mk III heavy laser. Switching to a significantly lighter weapon system and eliminating the associated ammunition allowed the engineers to also install a second medium laser, two more heat sinks, and upgrade the protection by a full ton.

Notable 'Mechs and MechWarriors:

Captain Jochen "E3" Vettel

A captain with the Eleventh Arcturan Guards, Captain Vettel originally piloted a TDR-5S *Thunderbolt*, which he'd taken to calling "Alison." In fact, Vettel was so deeply in love with the traditionally Capellan 'Mech, that he had the unit chaplain conduct a marriage ceremony, following his Lutheran upbringing, where he pledged, "I will respect, trust, help, and care for you; I will share my

life with you; through the best and worst of what is to come, and as long as we live."

Unfortunately, nine months later the First Oriente Hussars attacked Dixie in hopes of wresting the planet, and it's long since looted Castle Brian, away from the Lyran Commonwealth. Leading a valiant counterattack that blunted the advance of the Hussars and allowed the Guards enough time to reform their shattered lines, "Alison" was destroyed. But not before scoring a lance worth of kills against the Hussars, claiming a *Wolverine*, *Trebuchet*, *Hermes II*, and a *Vulcan* before finally succumbing.

Seeing the heartbroken Captain Vettel grieving the loss of his "wife," but having saved the Eleventh Arcturan Guard from a humiliating defeat, Colonel Tobias Henreich ordered the Arcturan technicians to do anything and everything possible to bring "Alison" back to life.

Upon examining the remains, it was discovered the structure of the T-Bolt was so thoroughly destroyed no amount of work, short of an entirely new chassis, was going to be able to bring it back. In fact, more than one technician observed just how amazing it was that the Captain had even survived.

Turning their sights on the salvaged Marik *Wolverine*, one particularly gifted technician remarked she thought it might be possible to transform the 55-ton 'Mech into a miniature *Thunderbolt*. Pulling off "Alison's" remaining weapons, the Arcturan engineers began bolting, shoving, stuffing, and cramming them into the Crucis-A chassis, stripping out the troublesome Northrup 12000 jump jets in the process. Scavenging an old DAV 220 fusion engine from an ancient Star League era Demon fighting vehicle, they replaced the original CoreTek 275, adding three more heat sinks and a half ton of armor in the process.

A grateful Captain Vettel kissed each tech, then greeted his "wife." He has slept in the cockpit ever since refusing to be parted ever again.

Alpha Strike Statistics

TP: **BM** SZ: **2** TMM: **+2**
MV: **8"** Role: **Brawler**
Damage S: **3** M: **3** L: **1**
OV: **0**
Armor: **00000**
Structure: **00000**
Special: **IF1, LRM 0*/1/1**

Mass: 55 tons
Chassis: Crucis-A
Power Plant: Strand 220 (Demon)
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Leviathan Plus (Warhammer)

Armament:

- 1 x Sunglow Type 2 Large Laser (Thunderbolt)
- 1 x Delta Dart LRM 15-Rack (Thunderbolt)
- 2 x Diverse Optics Type 18 Medium Lasers (Thunderbolt)
- 1 x Bical SRM Twin-Rack (Thunderbolt)
- 2 x Voelkers 200 Machine Guns (Thunderbolt)

Original Manufacturer: Kallon Industries (2575)

Communications System: Tek BattleCom

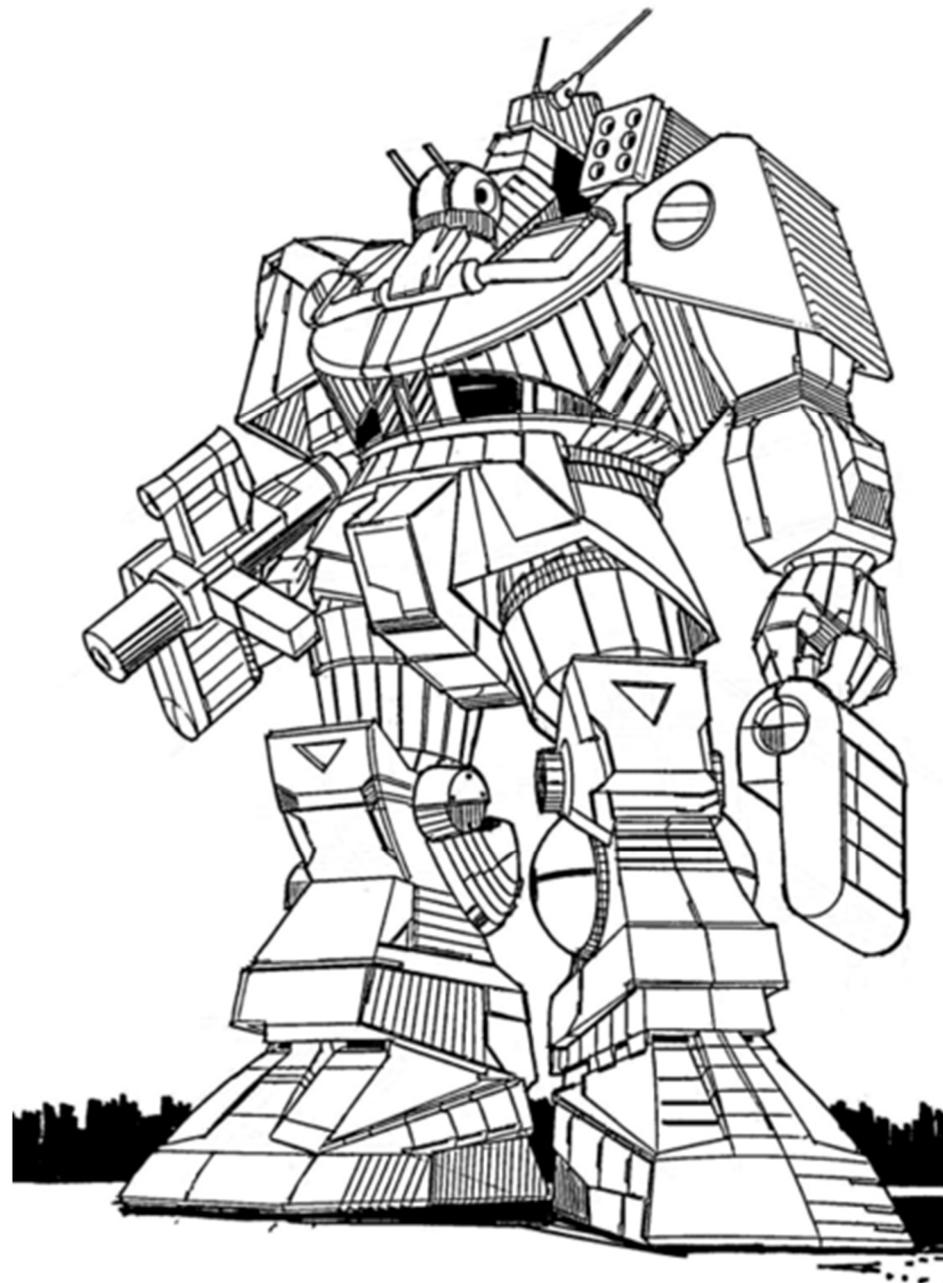
Targeting and Tracking System: Tek Tru-Trak

Type: WVR-6Rx Wolverine		<i>Tons</i>
Tonnage:	55 tons	
Internal Structure:		5.5
Engine:	Strand 220	10.0
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	15	5.0
Gyro:	Fixed	3.0
Cockpit:		3.0
Armor Factor:	160	10.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	18	22/9
Rt./Lt. Torso	13	17/8
Rt./Lt. Arm	9	20
Rt./Lt. Leg	13	15

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
LRM-15	RT	3	7.0
Ammo (LRM) 12	RT	2	1.5
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
SRM-2	RT	1	1.0
Ammo (SRM) 25	RT	1	0.5

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Machine Gun	LA	1	0.5
Machine Gun	LA	1	0.5
Ammo (Machine Gun) 100	LA	2	0.5



CRD-3Vx Crusader

History:

In 2649, the Star League Quartermaster's Office commissioned a new heavy close assault BattleMech to serve in Royal Brigades of the massive SLDF. Kallon Industries responded that same year with their 65-ton CRD-2R *Crusader*.

Built on a lightweight Endo-Steel chasis, the -2R was armed with a two Magna Longbow LRM-15s enhanced with the Artemis IV fire control system. For close range combat, the -2R carried four Phoenix Streak SRM-2s along with a pair of Intek medium lasers. Ten double heatsinks, a pair of M100 machine guns, and a full twelve tons of armor completed the potent package. Both torsos are also built with CASE to protect against ammunition explosions.

The 'Mech would go on to prove itself an extremely versatile platform, capable of handling missions from long-range fire support to close assault and anti-aircraft operations. Due to its operational success within the Royal Divisions of the SLDF, Kallon Industries manufactured a version without the restricted technology for sale to the Successor States in 2752. At the same time, Kallon Industries licensed the new downgraded design, the CRD-3R, to Brigadier Corporation who began building an assembly line on Oliver to manufacture the popular design.

The -3R lacks the Endo-Steel chassis, Artemis IV FCS, CASE, and Streak missiles system of the original. Retaining the Magna Longbow LRM-15s, the -3R carries a pair of Harpoon-6 SRM Launchers in addition to the two medium lasers and machine guns. The resulting 'Mechs were snapped up as quickly as they could be made by hungry Successor Lords eager to increase the size and potency of their private armies.

Production of the -2R would cease shortly after the fall of the Star League.

Over the intervening years, the *Crusader* has shown itself to be an incredibly reliable and easy to maintain BattleMech. Combined with its best-in-class armor protection, many *Crusaders* have survived decades, even centuries, on the battlefields of the Inner Sphere.

During the time a number of additional variants have appeared.

Perhaps the most radical departure, the CRD-3L, produced out of Nanking in the Capellan Confederation, was introduced just one year after the -3R. The -3L downgrades both missiles racks in order to make space for four GM JetStar jump jets, giving the -3L a jump capacity of 120 meters.

The -3D version, first seen in 2756, marked the first attempt to improve the -3R's ability to handle heat. Exchanging the Harpoon-6 racks for Federated Four Shots and removing the machine guns allowed for the installation of four additional heat sinks.

The -3K version, released in 2765, took it one step further. Downgrading the Magna Longbows to LRM-10s as well as removing the machines guns, made space for six more heat sinks, giving the -3K sixteen heat sinks in total.

Notable 'Mech and MechWarriors:

Major Ting Shan

During bitter fighting against the Second Orloff Grenadiers on Claybrooke, Major Ting Shan's CRD-3L was seriously damaged by a Marik *BattleMaster*. By the end of the Second Succession War, Major Shan and the prestigious Red Lancers were forced to surrender the planet to the Free Worlds League under continued pressure from the seemingly endless supply of Marik assault 'Mechs.

During the rest and refit period following their defeat, Major Shan had the Capellan engineers make a number of changes to what remained of his -3L *Crusader*. As it turned out, Major Shan's *Crusader* had undergone a previous refit at some point in the past. Much to the engineers surprise, they discovered the chest portion of Major Shan's 'Mech was built from Endo-Steel, indicating it had originally been a "Royal" -2R version. The limbs and head all used standard internal structure.

Having suffered from serious overheating problems during the failed defense of Claybrooke, Shan had the machine guns removed in favor of mounting two

additional heat sinks. And since both legs had to be rebuilt, he also had the engineers shift the SRM-6 racks from the hips up into the left and right torso. Both medium lasers were moved into torso as well, freeing up both hands for physical attacks.

The most radical request, however, was the inclusion of a Supercharger into the Magna 260 power plant. This boosts the 'Mechs top speed to 86.4 kph, albeit only for short amounts of time.

These changes transform his *Crusader* into a formidable physical brawler, one also capable of either providing long-range fire support or even covering its own advance against the enemy. Between the Supercharger and the jump jets, this 'Mech can get to exactly where it wants, regardless of terrain, with frightening speed for such a heavily armed and armored machine.

Currently stationed on Calseraigne, just across the border from the Free Worlds League, Major Shan is anxiously awaiting the opportunity to test his new *Crusader* against the forces of the FWLM once more.

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+1**

MV: **8j** Role: **Missile Boat**

Damage S: **3** M: **3** L: **2**

OV: **1**

Armor: **○ ○ ○ ○ ○ ○**

Structure: **○ ○ ○ ○ ○**

Special: **MASC, LRM 1/1/1, SRM 2/2/-**

Mass: 65 tons
Chassis: Crucis-b (Partial Endo-Steel)
Power Plant: Magna 260 w/ supercharger
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: GM JetStar
Jump Capacity: 120 meters
Armor: Riese-500

Armament:
 2 x Irian Weapon Works V5 LRM-10s
 2 x Irian Weapon Works Class 6 SRM-6s
 2 x Intek Medium Lasers
Original Manufacturer: Kallon Industries (2572)
Communications System: Garret T11-b
Targeting and Tracking System: Garret A6

Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0
Supercharger	CT	1	1.5
Jump Jets	RL	2	2.0
Jump Jets	LL	2	2.0

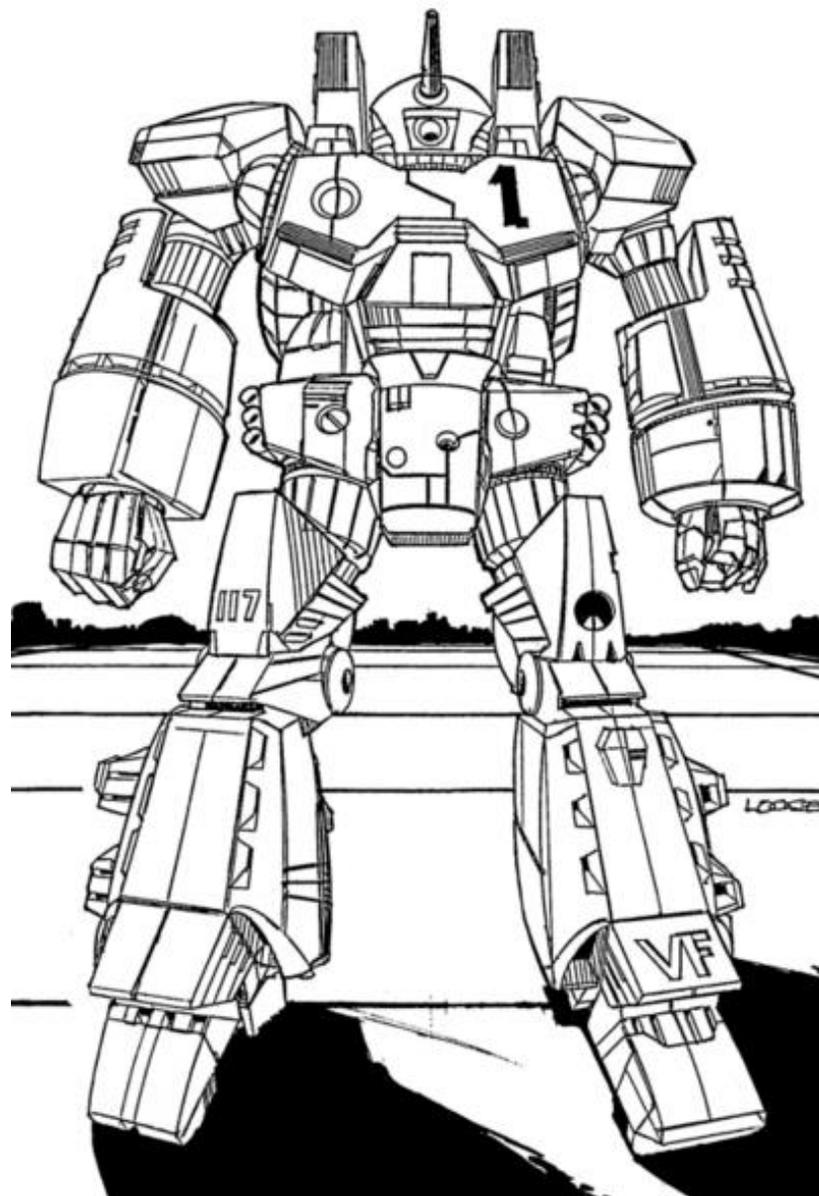
Type: **CRD-3V Crusader** *Tons*

Tonnage:	65 tons	
Internal Structure:		4.0
Engine:	Magna 260	13.5
Walking MPs:	4	
Running MPs:	6 (8)	
Jumping MPs:	4	4.0
Heat Sinks:	12	2.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	192	12.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	21	33/8
Rt./Lt. Torso	15	24/6
Rt./Lt. Arm	10	20
Rt./Lt. Leg	15	21

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-10	RA	2	5.0
LRM-10	LA	2	5.0
Ammo (LRM) 12	RT	1	1.0
Ammo (LRM) 12	LT	1	1.0
SRM-6	RT	2	3.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	CT	1	1.0



ARC-2Rx Archer

History:

The ARC-2R is of the oldest BattleMechs still in production. Introduced in 2474 by Earthwerks Incorporated, it has come to define what a fire support 'Mech should be. It is also the first BattleMech to be designed and built from the ground up based on the Second Generation of BattleMech technology.

Carrying a pair of Doombud LRM-20s, each fed with two full tons of ammunition, the *Archer* can sustain a devastating barrage of missile fire for two full minutes. Often used to bombard enemy fortifications or heavily entrenched units, the *Archer* also carries a pair of Diverse Optics Type 18 medium lasers for close combat, and another pair mounted in the rear center torso.

When it was first released, the *Archer* was considered an assault class BattleMech and it's 13 tons of Maximilian 100 armor makes it among the most heavily protected 'Mechs of all time. If the *Archer* has a shortcoming, it is in the number of heat sinks it carries. Equipped with only the standard 10 heat sinks built in its Vox 280 fusion engine, the *Archer* will steadily build up heat during a sustained barrage, although with only two forward facing medium lasers, this is rarely a problem during close combat.

To make it a more formidable and versatile 'Mech at close range, the Earthwerk engineers equipped the *Archer* with a full set of arm actuators including two heavily armored battle fists. This enables the 70-ton 'Mech to deliver punishing physical attacks with little worry of damaging the 'Mech. The designers also placed the cockpit beneath the center torso, with the main armor belt running above it to protect the delicate gyro assembly and expensive fusion engine.

It is interesting to note that over time the *Archer* has become one of the 'Mechs favored by field commanders. This is due in large part to its ability to provide massive indirect fire support to friendly units while staying well back from the front lines thus allowing commanders to relatively safe as they watch the battle unfold.

For being such an old design, surprisingly few variants of the *Archer* were ever produced, a testament to the effectiveness of the original design. Predictably,

however, the Star League Defense Force did commission a "Royal" variant of the vaunted fire support 'Mech, although for some reason they would wait until 2752 before doing so. Carrying the ARC-2Rb designation and built using an Endo-Steel chassis, the -2Rb retains the two original LRM-20s but enhances them both with the Artemis IV Fire Control System, increasing the number of missiles that strike the target by 35%. An additional ton of LRM ammunition was added at the expense of one of the rear mounted medium lasers and the chassis is fully protected by CASE. Finally, the heat sinks were upgraded to double strength versions, taking an already daunting 'Mech and making it even more effective.

Fairly recently, however, the Draconis Combine began retrofitting their existing stock of *Archers* beginning in 2856. The ARC-2K downgrades both LRM-20s to LRM-15s while upgrading the two medium lasers to heavy lasers. Both rear mounted medium lasers are removed, as well as two tons of armor, but two additional heat sinks have been added. This gives the -2K substantially more staying power on the field allowing it to provide medium range direct fire support with its heavy lasers.

Notable 'Mech and MechWarriors

Mechwarrior Yuan Li

Blandford's Grenadiers trace their roots back to the Tikonov Union that existed before the formation of the Capellan Confederation. In 2368 the unit was absorbed into the Capellan Hussars, the most prestigious brigade in the CCAF and based on the strategically important world of Sarna, the home of Tengo Aerospace.

The Grenadiers are noted for their successful defense of Lee against the Fifth Davion Guards in 2802-03. Just seven years later the Grenadiers would go on to destroy Edom's Bandits, a mercenary unit employed by the Free Worlds League, during the Bandit's attempted conquest of Sirius. Most recently, In 2854 the Grenadiers would go on a deep penetration raid, striking deep into the heart of Davion space and destroying yet another mercenary outfit, this time Tamara's Black Sword in the employ of House Davion on Carver V.

As befitting such a successful regiment, the Grenadiers get priority access to the best equipment the Capellan Confederation can produce.

Mechwarrior Yuan Li, a member of the Grenadiers, piloted an ARC-2R *Archer* until it suffered a devastating ammunition explosion fighting against elements of the Second Free World Guards on Tsinghai. The explosion destroyed the entire left side of his BattleMech including both legs. While Li ejected successfully, the neural feedback from the detonation of the ammunition left him in a coma for almost a month.

The explosion was not caused by enemy fire. Rather Li stared down an approaching Guard striker lance, unleashing a non-stop barrage of LRMs, bringing down both a *Wolverine* and *Trebuchet* before being forced to switch over to short range missiles where he accounted for the destruction of a *Hermes II* before his *Crusader* critically overheated, detonating its ammunition.

His heroic stand bought enough time for reinforcements to arrive, and ultimately the Guard thrust was pushed back. A thankful Grenadier commander ordered the reconstruction of what was left of his *Archer*. What the technicians had however, was a surplus of *Crusader* parts and a serious lack of *Archer* parts.

Consequently, the techs were forced to rebuild Li's *Archer* by fusing it with a number of *Crusader* limbs, including both legs and the entire left side. The resulting 'Mech is as much, if not more *Crusader* than *Archer*. When Li awoke from his coma, the first thing he asked about was his beloved 'Mech. Upon seeing the rebuilt machine, he immediately named it "Arcinstein."

"Arcinstein" still carries the original LRM-20 and medium laser from the *Archer*, but now also has a LRM-15, SRM-6, and a machine gun from a *Crusader*. Since then, it has seen a number of minor engagements and performed well. How long it will hold together still remains to be seen.

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+1**

MV: **8"** Role: **Missile Boat**

Damage S: **2** M: **3** L: **3**

OV: **1**

Armor: **○○○○○○○**

Structure: **○○○○○○**

Special: **IF3, LRM 2/3/3, SRM 1/1-, REAR 1/1-**

Mass: 70 tons
Chassis: Earthwerks ARC
Power Plant: Vox 280
Cruising Speed: 48.3 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Maxmillian 100

Armament:

- 1 x Doombud LRM 20-Rack
- 2 x Diverse Optics Type 18 Medium Lasers
- 1 x Magna Longbow-15 LRM Launcher
- 1 x Harpoon-6 SRM Launcher
- 1 x M100 Heavy Machine Gun

Original Manufacturer: Earthwerks Incorporated (2474)

Communications System: Neil 9000

Targeting and Tracking System: RCA Instatrac Mk XII

Type: **ARC-2Rx Archer** *Tons*

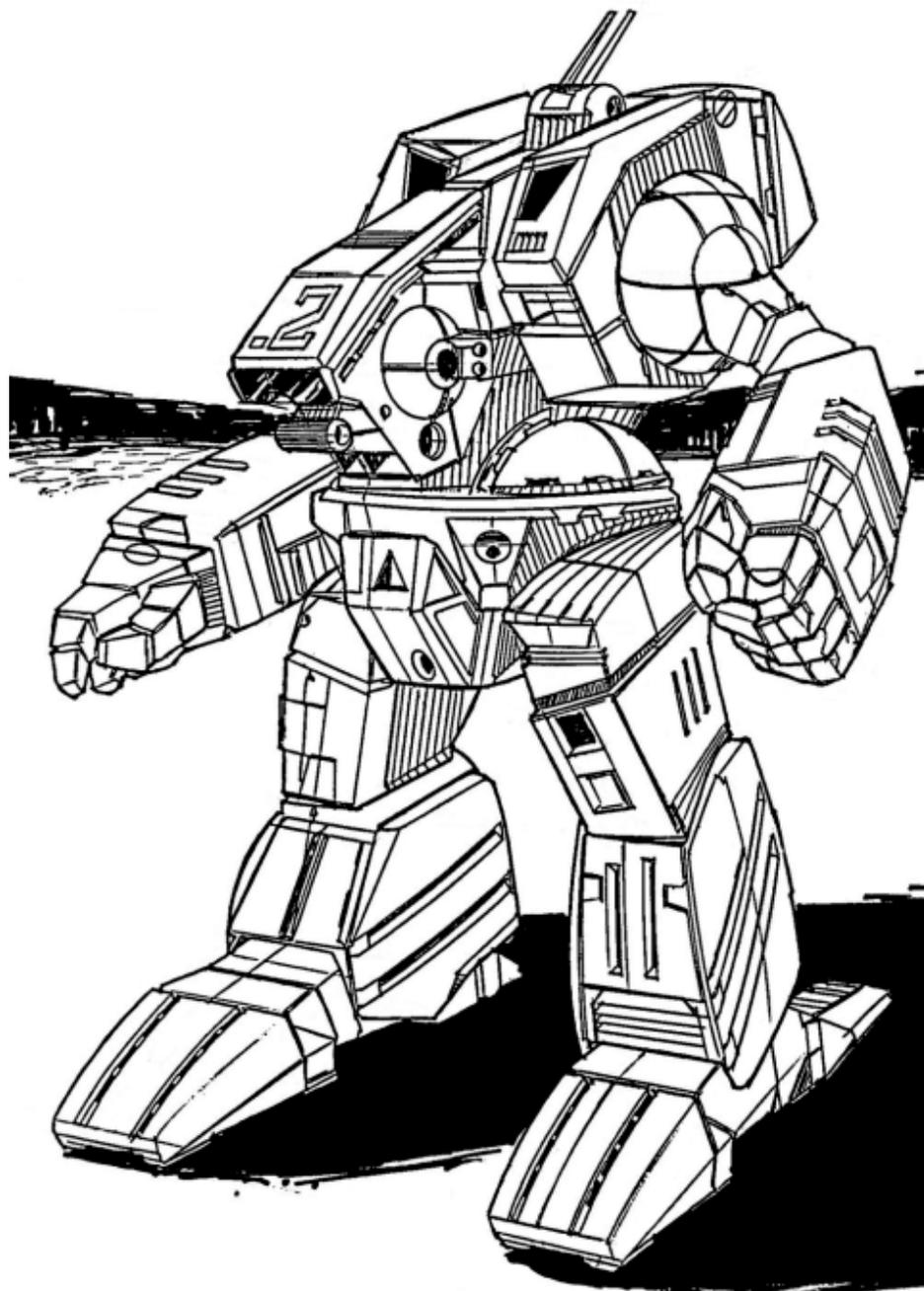
Tonnage:	70 tons	
Internal Structure:		7.0
Engine:	Vox 280	16.0
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	208	13.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	22	33/10
Rt./Lt. Torso	15	24/6
Rt./Lt. Arm	11	22
Rt./Lt. Leg	15	26

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-20	RT	5	10.0
Ammo (LRM) 12	RT	2	2.0
Medium Laser	RA	1	1.0
LRM-15	LT	3	7.0
Ammo (LRM) 16	LT	2	2.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	LT	1	1.0

Machine Gun	LA	1	0.5
Ammo (MG) 100	LA	1	0.5
Medium Laser	CT (R)	1	1.0



GLT-3Nx Guillotine

History:

The GLT-3N *Guillotine* was the first Third Generation BattleMech produced. Introduced in 2499 by Newhart Industries, it was built on a Crucis-I Endo Steel chassis, marking the first ever use of the advanced steel, titanium, and aluminum composite. The highly complex manufacturing process for Endo Steel requires Zero-G conditions in order to attain a uniform mix of the different metals. The resulting material weighs only half as much as the traditional foamed aluminum core sheathed in titanium-steel internal structure. Although the resulting skeleton is physically larger and bulkier than standard structure, the 50% weight savings is more than worth the loss of space.

While it would seem plausible that Endo-Steel would eventually have become the “standard” for internal structure, the orbital facilities required for its manufacture made a whole sale switchover cost prohibitive. Even at the height of the Star League, the necessary orbital manufacturing facilities were relatively rare.

Furthermore, the Terran Hegemony who pioneered Endo-Steel, jealously guarded its advanced military technology, much as did its successor the Star League. Consequently, the secrets of manufacturing Endo Steel would remain tightly controlled until 2573, when the Lyran Commonwealth unveiled the 55-ton AL-A1 *Alfar*, a product of Coventry Metal Works. Unfortunately, the *Alfar* relied heavily on non-standard components and proved to be a logistical nightmare to support. Few were made, and none survived the First Succession War.

On the other hand, the *Guillotine* went to become the standard heavy ‘Mech of the SLDF, serving with distinction for literally hundreds of years and seeing extensive combat in every major SLDF campaign. The key to its extraordinary success lies in its mobility and heavy armor. While capable of a top speed of close to 65 kph, the Anderson 398 jump jets give it a jump capacity of 120 meters, a rare thing to find on a 70-ton BattleMech.

As the SLDF brought faster units online, the *Guillotine* saw its role change from that of the front-lines to that of a heavy raider. The jump capability made the *Guillotine* ideal for operations in heavily wooded and steep terrain.

With twelve tons of thick Ultston Prime armor, the *Guillotine* could absorb tremendous amounts of damage and still remain functional.

Armed with a Sunglow Type 2 heavy laser, four ExoStar II medium lasers, and a top-of-the-line Coventry-6 SRM launcher, the *Guillotine* carried enough firepower to demand the respect of its opponents although its range is somewhat limited and it performed best when partnered with long range fire support units such as the *Bombardier*, *Crusader*, or *Archer*.

Over the years, however, a number of problems cropped up with its weapons systems. The Sunglow’s power cables run uncomfortably close to the shoulder and when lifting the right arm above its head, the power cables have been known to snap. Experienced pilots rarely experience this problem, knowing to simply lower the arm and try again, but those unaware of this problem can render the laser inoperable.

The Coventry-6 also had an intermittent glitch in the arming regulator. Occasionally missiles five and six will fail to arm in the launcher. Though countless attempts have been made to locate the cause of the seemingly random failure, nothing short of replacing the entire launcher has seemed to resolve it.

Regardless, the design proved so popular that Newhart Industries was unable to keep up with demand from the massive SLDF and was forced to license the design to both Irian Technologies and Lycomb-Davion IntroTech which began producing the ‘Mech out of Irian and Demeter respectively.

After serving for nearly 300 years, the Amaris Civil War and the subsequent fighting caused by the fall of the Star League left both Newhart Industries and Lycomb-Davion’s Demeter facility in smoking ruins. In 2825, Irian Technologies would finally be forced to abandon the -3N due to the technological decline of the Succession Wars, and begin producing the downgraded GLT-4L variant which lacked the Endo Steel chassis and CASE.

Notable ‘Mechs and MechWarriors:

Major Alex Martinez

A member of the Third Fusiliers of Oriente, Martinez’s *Guillotine*, aptly named “Anne Boleyn,” has been passed down through his family for generations. One of the original GLT-3N models, Boleyn retains the rare Crucis I Endo-Steel chassis although it had been patched numerous times. The Martinez family keep a constant watch for salvaged Endo-Steel parts in order to maintain the integrity of the lostech chassis.

The chassis, along with the jump jets and cockpit electronics are about all that remain true to the original equipment. Captain Martinez’s *Guillotine* was badly damaged by the superior range of a Capellan *JagerMech*, which he later claimed as salvage, during fighting on Ipswich against the Liao Guard.

Forced to rebuild the entire torso and with a new found respect for long range autocannons, Martinez ordered the Fusilier’s technicians to incorporate the *JagerMechs* autocannons into his *Guillotine*.

With much banging and cussing, the technicians eventually succeeded in relocating the *Jager’s* Mydron Model C and Model D autocannons into the chest cavity. However, in order to make space for the heavy ballistic weapons, the VOX 280 was removed and replaced with a GM 210 taken from a *Firestarter*, resulting in a significantly slower top speed.

The troublesome Sunglow Type 2 heavy laser, in fact much of the entire left arm assembly, was replaced by a Magna Mk III large laser taken from a *Rifleman*, while the two medium lasers in the other arm were replaced with a pair of Magna Mk I light lasers from a scrapped Capellan *Warhammer*.

TP: **BM** SZ: **3** TMM: **+1**
MV: **6j**” Role: **Brawler**
Damage S: **3** M: **3** L: **2**
OV: **0**
Armor: **○○○○○**
Structure: **○○○○○**
Special: **AC1/1/1**

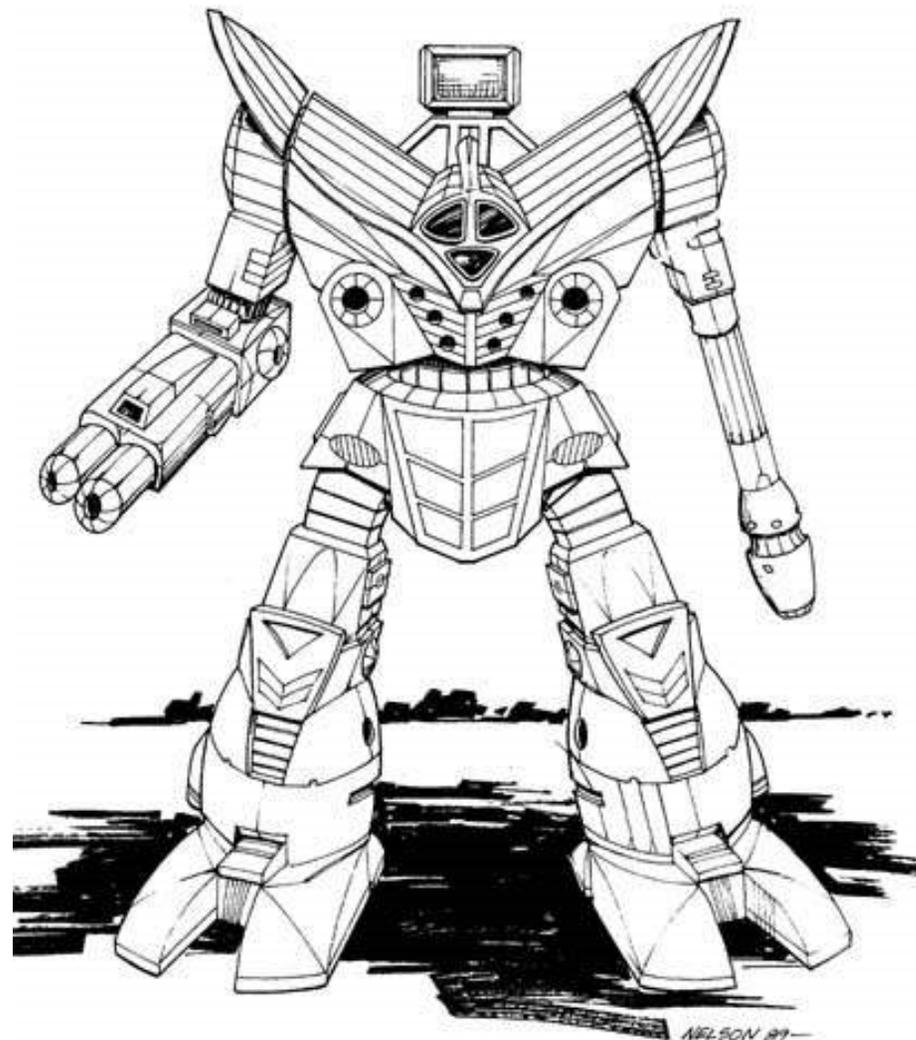
Mass: 70 tons
Chassis: Crucis-I Endo-Steel
Power Plant: GM 210 (Firestarter)
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: Anderson 398
Jump Capacity: 90 meters
Armor: Valiant Lamellor (Zeus)
Armament:
 2 x Mydron Model C Medium Autocannons (JagerMech)
 2 x Mydron Model D Light Autocannons (JagerMech)
 2 x Magna Mk. I Light Lasers (Warhammer)
 1 x Magna Mk. III Heavy Laser (Rifleman)
Original Manufacturer: Newhart Industries (2499)
 Primary Factory: New Earth (Destroyed 2776)
Communications System: StarLink 955G
Targeting and Tracking System: Pulsar Tri-X

Type: GLT-3Nx Guillotine		<i>Tons</i>
Tonnage:	70 tons	
Internal Structure:	Endo-Steel	3.5
Engine:	GM 210	9.0
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	3	
Heat Sinks:	10	
Gyro:	Free	
Cockpit:		3.0
Armor Factor:	184	11.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	22	26/9
Rt./Lt. Torso	15	22/6
Rt./Lt. Arm	11	20
Rt./Lt. Leg	15	22

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	LA	2	5.0
Small Laser	RA	1	0.5
Small Laser	RA	1	0.5
AC/5	LT	4	8.0
AC/5	RT	1	6.0
AC/2	LT	4	8.0
AC/2	RT	1	6.0

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Ammo (AC/5) 20	RT	1	1.0
Ammo (AC/5) 20	LT	1	1.0
Ammo (AC/2) 45	CT	1	1.0
Jump Jets	CT	1	1.0
Jump Jets	RT	1	1.0
Jump Jets	LT	1	1.0



ST-8Ax Shootist

History:

When the Star League Defense Force wanted to commission a command 'Mech for use in their vaunted "Royal" divisions, Mitchell Vehicles was an obvious choice. An unwaveringly loyal company, they traced their roots back to the merger of the "Big Three" North American automakers in 2108. Having faithfully served the Terran Hegemony since its inception and having always maintained their numerous factories within the traditional borders of the Hegemony, Mitchell Vehicles was simply given the contract, bypassing the normal procurement procedures.

Prioritizing protection and communications capability foremost, the engineers at Mitchell designed the 70-ton ST-8A *Shootist*, delivering the first unit 2621. Carrying 12 tons of MV Ferro-Fibrous armor, the *Shootist* carries 99% of the absolute maximum amount of armor its Dennenbach-Mitchell Mark IV chassis can accommodate, making it as heavily armored as the 85-ton assault class *Stalker*.

For communications, Mitchell created the Domman Echo II command, control, and communications suite. Far more advanced than its closest rival, the Tek BattleCom, and rivaling the capabilities of a full battle computer, such as the Tacticon B-2000 found on the *Cyclops*, or the Krupp KBC battle computer on the *Lancelot*, the Echo II could not only coordinate battalion level communications, but was also integrated with the Wayne Marksman allowing it to share targeting and tracking information at the lance and even company level.

Furthermore, both the Echo II and Marksman supported numerous expansion modules, including electronic counter measures, active probes, aerospace targeting, anti-missile integration, Artemis IV compatibility, auto mapping, ground-to-space communication, and polar artillery plotting.

Eschewing the vulnerable and fragile Extralight fusion engine in exchange for maximum survivability, the *Shootist* isn't as heavily armed as most other "Royal" BattleMech variants. The main ranged weapon it carries is the Blankenburg Extended-Range large laser. This weapon has an astounding range of close to 600 meters, approaching that of traditional long-range missiles.

But its close range weaponry is where the BattleMech truly shines. Carrying a massive, and aptly named, Deathgiver Class 20 autocannon, the largest ever produced, few BattleMechs dare to close with a *Shootist*, and of those who do, almost none survive the encounter. This potent close range weapon is backed up by a pair of Blankenburg medium pulse lasers and single head mounted Dinattech Mk III small laser ensuring those few 'Mechs that manage to survive the Deathgiver won't survive much longer.

Unfortunately for Mitchell Vehicles, in 2633 Hollis Industries took the wrapping off its 85-ton *Battlemaster* assault 'Mech. After serving as the premier command 'Mech for the SLDF "Royal" units for just over a decade, the *Battlemaster* quickly eclipsed the 70-ton *Shootist*, taking over its place as the 'Mech of choice among commanders.

Still, the heavy armor and devastating short range firepower of the *Shootist* ensured it continued to serve on the front-lines. Instead of being a command 'Mech, however, it was most often used as a bodyguard for the 'Mech serving the role once intended to be its. Mitchell Vehicles last factory on Graham IV was destroyed in 2775 just as the First Succession War began. It has since become all but extinct.

Notable 'Mechs and MechWarriors:

Captain Deegan "Roach" O'Riley

Stationed on Concord, on the border between House Steiner and House Marik, Fuchida's Fusiliers have watched the planet Amity swing back and forth between the two Great Houses at least a dozen times.

During their most recent attempt to retake the planet in conjunction with units from the Marik Milita, the Fusiliers faced off against the Second Donegal Guards. Among the units fielded by the Second Donegal was a rare *Shootist*. Staying well clear of it, Captain O'Riley ordered his *Archers* and *Crusaders* to concentrate their LRM fire on the 70-ton 'Mech.

True to its reputation, the *Shootist* absorbed a stunning number of volleys from the two fire support 'Mechs, forcing Captain O'Riley to engage it in his *Wolverine*. No sooner had he closed with the 70-ton 'Mech, cutting off

its attempt to close with his fire support lance, than the entire right side of his *Wolverine* was obliterated by its assault autocannon.

Lucky for him, the damage had already been done, and with the time Captain O'Riley had bought them with his *Wolverine*, the two missile boats were finally able to bring the *Shootist* down, although it also succeeded in heavily damaging one of the Fusilier *Archer* as well.

After the battle, Captain O'Riley claimed the *Shootist* as salvage, ordering it repaired to replace his lost *Wolverine*. Using battlefield salvage, the Fusilier technicians repaired the Shootists' Vox 280 using shielding from the unit stockpiles originally intended for repairing the units *Archers* and *Warhammers*.

The Deathgiver autocannon was replaced by a Pontiac 100 from a scrapped *Victor*, and both the large laser and medium lasers were replaced using plentiful salvage from multiple Donegal Guard Zeus' that were destroyed in the fighting. The only original weapon remaining on the Captain's rebuilt *Shootist*, was the Dinattech small laser, but technicians were forced to remove it due to damage. The armor was also replaced with Riese-500, stockpiled for the unit's *Crusaders*.

Even though the Fusilier's won the battle, they ultimately lost the war, and Amity currently remains in Lyran hands.

Alpha Strike Statistics

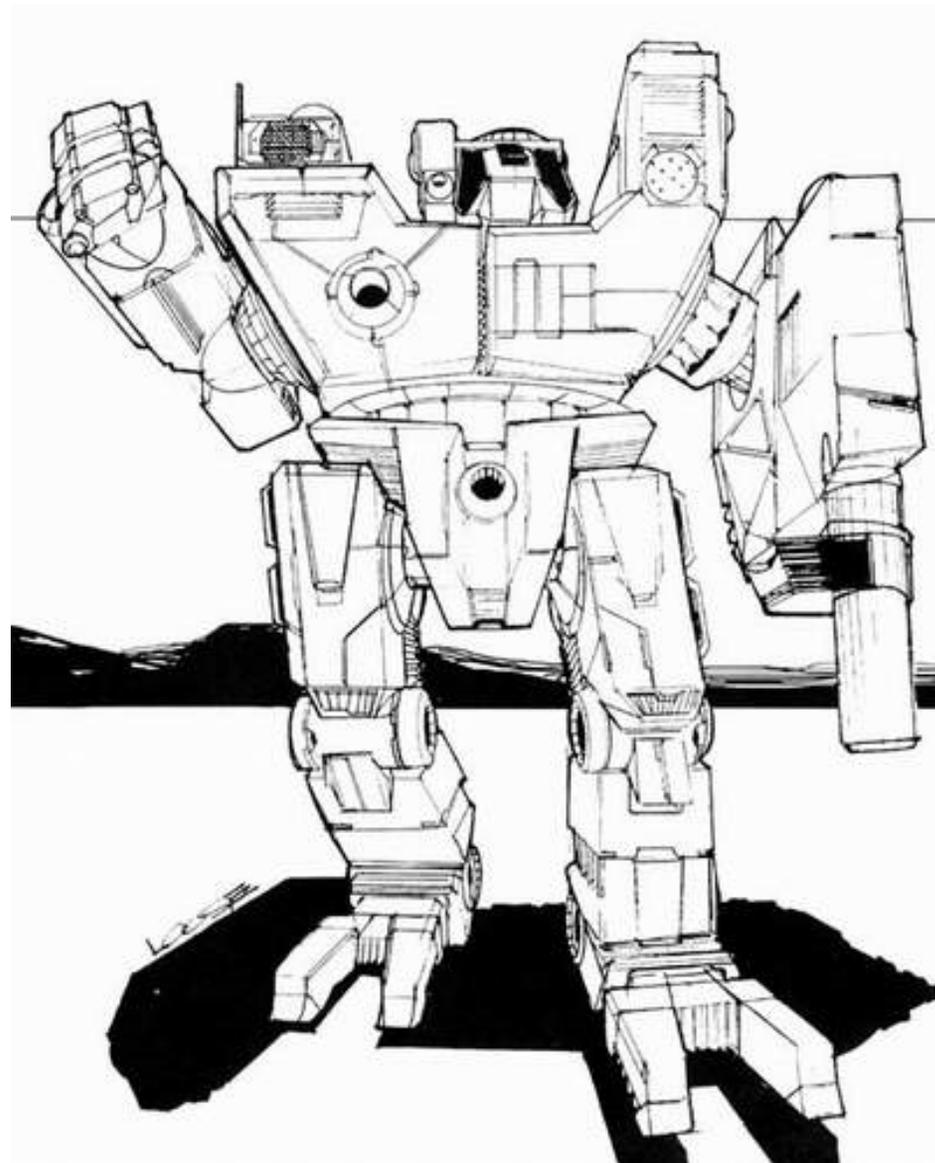
TP: **BM** SZ: **3** TMM: **+1**
MV: **8"** Role: **Brawler**
Damage S: **4** M: **4** L: **0**
OV: **0**
Armor: **○ ○ ○ ○ ○**
Structure: **○ ○ ○ ○ ○**
Special: **AC 2/2/-**

Mass: 70 tons
Chassis: Dennenbach-Mitchell Mark IV
Power Plant: Vox 280 (Archer)
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-500 (Crusader)
Armament:
 1 x Pontiac 100 Autocannon/20 (Victor)
 1 x Thunderbolt A5M Large Laser (Zeus)
 2 x Defiance B3M Medium Lasers (Zeus)
Original Manufacturer: Mitchell Vehicles (2621)
 Primary Factory: Graham IV (Destroyed 2775)
Communications System: Domman Echo II
Targeting and Tracking System: Wayne Marksman

Type:	ST-8Ax Shootist		<i>Tons</i>
Tonnage:	70 tons		
Internal Structure:	Standard		7.0
Engine:	Vox 280		16.0
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	16		6.0
Gyro:	Fixed		3.0
Cockpit:			3.0
Armor Factor:	192		12.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3		9
Center Torso:	22		33/8
Rt./Lt. Torso	15		24/6
Rt./Lt. Arm	11		20
Rt./Lt. Leg	15		21

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	LA	10	14.0
Ammo (AC) 10	LT	2	2.0
Large laser	RT	2	5.0
Medium Laser	RA	1	1.0
Medium Laser	CT	1	1.0



FLS-7Kx Flashman

History:

The 75-ton *Flashman* is one of the most effective BattleMechs ever built. Originally put into production by Renault-Prime on Wasat beginning in 2701, its configuration of exclusively energy-based weapons allowed it operate almost indefinitely on the field of battle.

It quickly became one of the most highly sought after BattleMechs among SLDF line regiments, often finding a home in heavy and assault lances. In fact, the SLDF would go onto to create a number of battalions consisting only of *Flashmen*. Being assigned a *Flashman* was all but a guarantee a MechWarrior would serve on the frontlines and see extensive combat.

Jokingly referred to as the “Flashbulb” due to its distinctive bulb-like chest, the FLS-8K packs a trio of Seiltex Radionic large lasers, five Ichiba 3000 medium lasers, including a rear mounted one, and a Zippo Mk. X flamer for use against infantry and other soft targets.

Not only is the *Flashman* capable of laying down a non-stop barrage of laser fire, its also protected with 13.5 tons of Kemplar 5000 armor, making it more heavily armored than many other assault class BattleMechs. Its thick hide is not its only protection either. The *Flashman* also mounts a Buzzsaw anti-missile system. This system reduces the damage from incoming missiles strike by almost 20%, making it an even more difficult to bring down.

Equipped with 15 double strength heat sinks, the *Flashman* can also maintain a blistering rate of fire, which is quite an accomplishment for a ‘Mech carrying so many heat intensive weapons.

Its electronics are also remarkable. A Duotek 195 handles communications duties but the Faust/Shinji AT/TS is among the most accurate targeting and tracking systems ever made. The Faust/Shinji is almost among the most specialized T&T systems ever created. Since the *Flashman* is armed only with direct energy weapons, the T&T system is specifically built to handle the unique profile of lasers.

This specialization comes at a cost, however. Most other Targeting and Tracking systems can be reprogrammed for use in other model BattleMechs. Dynatec systems, for example, are found as standard equipment in the *Stinger*, *Quickdraw* and *Awesome* and the versatile O/P series of T&T systems are used in the *Locust*, *Spider*, *Shadow Hawk* and *Warhammer*. Attempts to repurpose the Faust/Shinji, however, have all failed, often even resulting in degraded performance when forced to handle ballistic and missile based weapons.

The *Flashman* is powered by a state-of-the-art General Motors 375 Extralight fusion engine. This mammoth power plant can propel the 75-ton ‘Mech at speeds approaching 90 kph, making the *Flashman* shockingly quick and nimble for such a heavy machine.

If there is drawback to this successful and effective design it was the price tag. At almost 18 million C-bills per unit, the FLS-8K was by far the most expensive 75-ton BattleMech, and one of the most expensive ever manufactured regardless of size, costing twice that of the 100-ton AS7-D *Atlas*.

Production would temporarily end with the destruction of the Renault-Prime assembly lines in 2796. Defiance Industries then acquired the design schematics and production blueprints from the now defunct Renault-Prime and opened a line for it in their massive Hesperus II facility.

Unfortunately, neither Defiance Industries nor any of its subcontractors such as Edasich Motors, were capable of producing the advanced lightweight GM 375XL engine and consequently the Defiance engineers had to adapt the original -8K design to use available technologies.

The resulting design, the -7K, is a pale shadow of its former glorious self. Forced to replace the GM 375XL with the commonly produced Vlar 300, found on ‘Mechs throughout the Inner Sphere from the *Dragon* and *Marauder* to the *Orion* and *Atlas*, it is one of the most well understood fusion engines still manufactured by the Successor States.

This change dropped the top speed of the FLS-7K to 64.8 kph, close the average speed for a ‘Mech of this

size. Also gone are the double-strength heat sinks, replaced instead with 23 standard ones. The chest mounted heavy laser has been removed along with the lostech Buzzsaw anti-missile system. The armor is the only thing that remains unchanged from the -8K version, as Defiance Industries was also forced to change out the cockpit electronics, using their familiar TharHes counterparts.

Notable ‘Mech and MechWarriors:

Captain Rabbie “Rabies” Ramsay

A member of Marion’s Highlanders, a unit of the illustrious Northwind Highlanders, Captain Ramsay’s *Flashman* is one of the few, if not the only one, left retaining the original GM 375XL engine. Traditionally favoring heavy and assault class designs, one of the Marion’s Highlanders most recent actions was the defense of Almach against the House Davion’s elite Deneb Light Calvary.

During the heavy fighting, Ramsay’s *Flashman* proved a stalwart point of defense and an effectivally point, although by the end his ‘Mech was seriously damaged. While replacement limbs are available from Defiance Industries, it is unknown how Captain Ramsay, and those before him, have been able to maintain the sophisticated GM 375 engine, leading many to suspect Northwind must have been home to a Star League lostech tech. Located so close to Terra, it is well known Northwind was originally part of the Terran Hegemony and at one time produced both the *Crab* and *King Crab* BattleMechs for the SLDF on plant.

Ramay’s *Flashman* carries three heavy lasers along with four medium lasers. It retains the formidable speed and heat dissipation of the original. However, due to the less than perfect repairs on its advanced engine, it has been forced to drop the rear mounted medium laser, anti-missile system, and a half ton of armor in order to prevent overstressing the chassis.

Alpha Strike Statistics

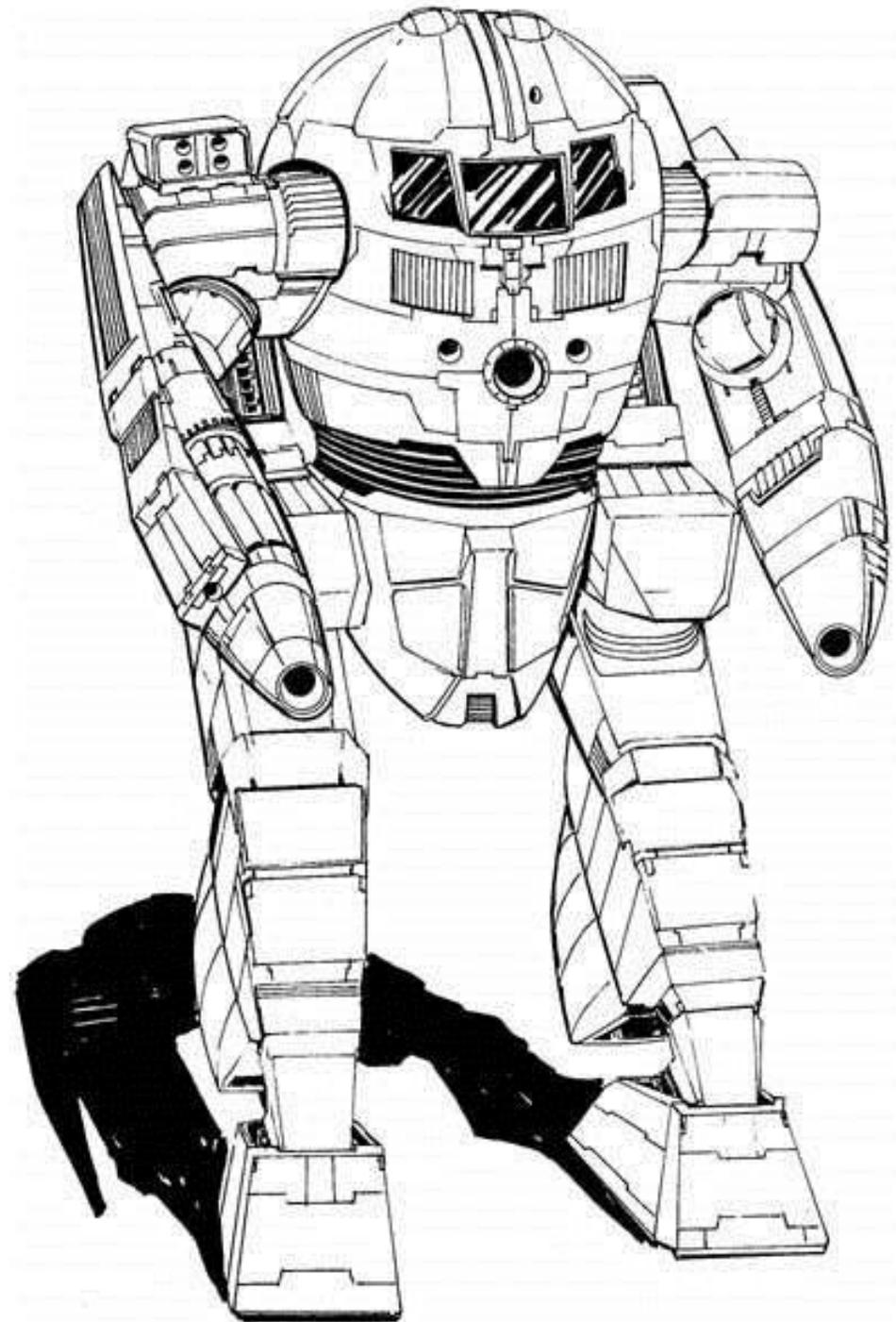
TP: **BM** SZ: **3** TMM: **+2**
MV: **10”** Role: **Brawler**
Damage S: **5** M: **5** L: **0**
OV: **0**
Armor: **○○○○○○○**
Structure: **○○○○○○**
Special: **ENE**

Mass: 75 tons
Chassis: FLS/HV-1
Power Plant: Partial Extralight GM 375
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Ryerson 150
Armament:
 3 x Defiance B3L Large Lasers
 4 x Defiance B3M Medium Lasers
Original Manufacturer: Renault-Prime Industries (2701)
Communications System: Duotek 195
Targeting and Tracking System: Faust/Shinji AT/TS

Type:	FLS-7Kx Flashman		<i>Tons</i>
Tonnage:	75 tons		
Internal Structure:			7.5
Engine:	GM 375XL		23.5
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	0		
Heat Sinks:	15 (30)		5.0
Gyro:			4.0
Cockpit:			3.0
Armor Factor:	208		13.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	23	30/11	
Rt./Lt. Torso	16	24/6	
Rt./Lt. Arm	12	22	
Rt./Lt. Leg	16	27	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Large Laser	LA	2	5.0
Large Laser	CT	2	5.0
Medium Laser	RA	1	1.0
Medium Laser	LA	2	3.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0



AWS-8Zx Awesome

History:

Technicon Manufacturing got its start producing Invader-class JumpShips on Tamarind in the Free Worlds League. Largely spared the devastation of the Succession Wars, their orbital facility there remains one of the few operational plants capable of manufacturing new K-F drives. Partnered with Forerunner A.G., also located on Tamarind and considered the premiere JumpSail maker in the Inner Sphere, they are one of the most productive JumpShip manufactures left.

Rather than taking the prodigious profits from their business in FTL ships and increasing their production capacity, Technicon Manufacturing chose to diversify instead. In 2665, Technicon opened its first BattleMech factory on Savannah, which was, at the time, also a part of the Free Worlds League. It would later fall to the Seventeenth Arcturan Guards during the Second Succession War, and currently remains in Lyran hands.

Hoping to win a contract with the SLDF for a replacement for the ancient, and uninspired 80-ton STC-2C *Striker*, Technicon submitted the now famous AWS-8Q *Awesome* for the High Command's consideration.

Armed with a trio of the vaunted Kreuss Particle Projection Cannons and equipped with an astounding 28 heat sinks, the SLDF was suitably impressed and immediately granted Technicon an open-ended contract. As the 80-ton 'Mech made its way to frontline SLDF units to replace the *Striker*, commanders quickly realized its value. Its long-range, all energy based load-out made it an ideal siege 'Mech, capable of maintaining a massive barrage of particle beams indefinitely.

Protected by 15 tons of Durallex Special Heavy, the *Awesome* is also often found in the vanguard of assaults on heavily fortified enemy positions or against high concentrations of other enemy BattleMechs. Laying down a constant barrage of particle cannon fire, there are very few 'Mechs capable of withstanding its terrifying firepower, and those are invariably only other assault 'Mechs. It is generally agreed throughout the Inner Sphere that, "the only defense against an *Awesome* is another *Awesome*."

It is a testament to the effectiveness of the original design that this wildly popular 'Mech was never altered for use by the SLDF Royal Brigades. Only a single variant was ever manufactured during the time of the Star League, and it was generally considered a failure.

The AWS-8R introduced in 2683, only 17 years after the 'Mechs debut, removed the PPCs in favor of a pair of LRM-15s and a large laser in the right arm. While in theory the damage potential remains largely unchanged, the dependence on ammunition severely limits the time the -8R can sustain its barrage and very few were sold before Technicon ended production of the unpopular variant.

After the fall of the Star League, Technicon tried improving upon the -8R variant largely due to supply problems with the Kreuss PPCs. The -8T differs from the -8R in that it carries five less heat sinks and carries a second heavy laser in its left arm while retaining both LRM-15s and the design's original head mounted Diverse Optics Type 10 light laser. While better regarded than the -8R version, the original -8Q remains the design of choice.

The *Awesome* would prove so popular, that Technicon was unable to keep up with demand. They first licensed the design to Lycomb-Davion IntroTech on Demeter before finally partnering with the massive Irian BattleMechs Unlimited for additional production capacity. Capellan forces destroyed the Demeter facility shortly after the start of the Succession Wars, although IBU's flagship facility on Irian still currently produces the AWS-8Q.

Notable 'Mechs and MechWarriors

Captain "Wild Bill" Remington

A member of the Seventeenth Arcturan Guards, "Wild Bill" has an incredible fondness for ballistic weapons. When his AWS-8Q was seriously damaged fighting against the 23rd Marik Militia in their foiled attempt to retake Savannah, he finally had an opportunity to indulge his obsession. Wielding an ancient Terran Desert Eagle .44 magnum, he had little trouble convincing the engineers at Technicon to rebuild his *Awesome* according to his specifications.

Already severely damaged, he ordered the engineers to rebuild his 'Mech with a full array of autocannons. Under his Eagle eye, the engineers managed to accomplish their task to his satisfaction.

Wild Bill's *Awesome*, dubbed "Buckshot", now carries an Emperor Zeta-A Class 20 autocannon in its right arm, an Emperor A Class 5 autocannon in its right torso, an Emperor B Class 10 autocannon in its left torso, and a pair of Deprus RF machine guns.

While retaining the thick armor and slow speed of the original, "Buckshot" only carries the standard ten heat sinks. However, with the exception of the massive Zeta-A autocannon, the rest of the ballistic weapons generate little heat, making the 'Mech capable of maintaining a pummeling stream of lead that only gets worse as the target gets closer.

On the flipside, however, "Buckshot" carries a total of five tons of ammunition, including machine gun ammunition in the center torso, making it a walking ammo explosion waiting to happen.

Regardless, "Wild Bill" is extremely pleased with his customized *Awesome*, and so far it has proved to be quite the surprise to enemy MechWarriors accustomed to 'Mechs normal trio of PPCs.

Alpha Strike Statistics

TP: **BM** SZ: **3** TMM: **+1**
MV: **8"** Role: **Brawler**
Damage S: **4** M: **4** L: **1**
OV: **0**
Armor: **○○○○○○○○**
Structure: **○○○○○○**
Special: **AC 4/4/1**

Mass: 80 tons
Chassis: Technicon Type G
Power Plant: Pitban 240
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy

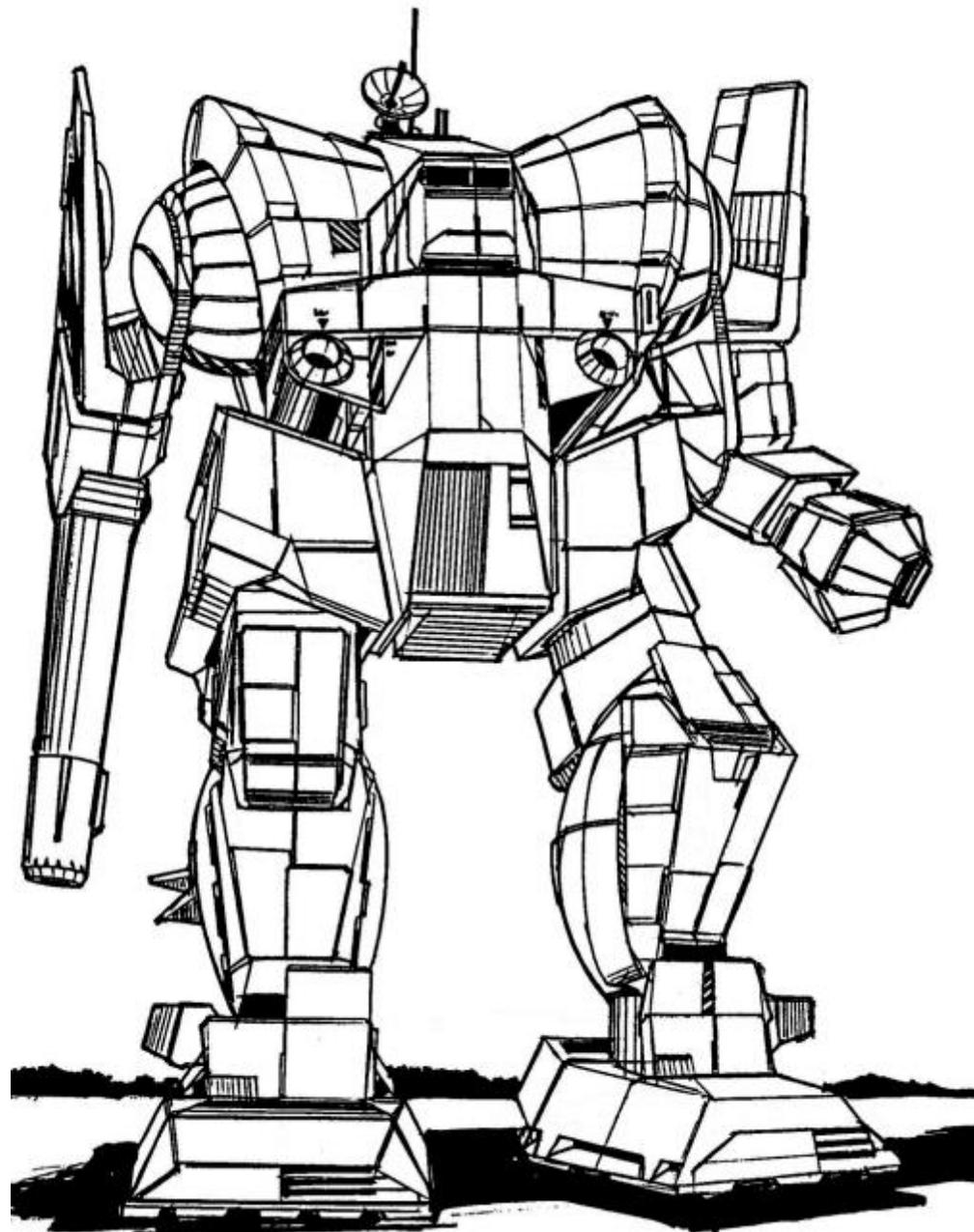
Armament:
 1 x Imperator Zeta-A Class 20 Autocannon
 1 x Imperator B Class 10 Autocannon
 1 x Imperator A Class 5 Autocannon
 2 x Deprus RF Machine Guns
Original Manufacturer: Maltex Corporation (2572)
Communications System: Garret T19-G
Targeting and Tracking System: Dynatec 2780

Machine Gun	LT	1	0.5
Ammo (MG) 100	CT	1	0.5

Type: AWS-8Z Awesome		<i>Tons</i>
Tonnage:	80 tons	
Internal Structure:		8.0
Engine:	Pitban 240	11.5
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	240	15.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	25	30/19
Rt./Lt. Torso	17	24/10
Rt./Lt. Arm	13	24
Rt./Lt. Leg	17	33

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	RA/RT	9/1	14.0
Ammo (AC) 10	RT	2	2.0
AC/5	RT	4	8.0
Ammo (AC) 20	RT	1	1.0
Machine Gun	RT	1	0.5
AC/10	LT	7	12.0
Ammo (AC) 10	LT	1	1.0



Lee

ZEU-5Sx Zeus

History:

The *Zeus* was one of the few BattleMechs that was built after the fall of the Star League. Built by Defiance Industries at the behest of the Lyran Commonwealth Armed Forces, it has become the iconic Lyran BattleMech since its introduction in 2787.

With a respectable top speed of close to 65 kph, the 80-ton *Zeus* is capable of keeping with many much lighter units. Designed to provide long range fire support, the *Zeus* carries an LRM-15 as well as a Class 5 autocannon. These weapons are supplemented by a Thunderbolt A5M heavy laser and a pair of Defiance B3M medium lasers.

Carrying 17 heat sinks and armored with 11.5 tons of Valiant Lamellor armor, the *Zeus* has a long history of capable and dependable performance.

The original design, the -5T, carried an Ultra AC/5 instead of the current Model J, featured an extended-range heavy laser, and utilized the advanced Artemis IV fire control system to improve the accuracy of its long range missiles. To keep it cool, it used fourteen double strength heat sinks.

A companion model, the -5S, was introduced just a year later in 2788. Replacing the ballistic weapon in favor of an extended-range particle cannon, the -5S carried seventeen heat sinks and utilized superior Ferro-Fibrous armor.

Over the intervening years, however, even the prestigious Defiance Industries has suffered from the slow and steady decline of technology and has been forced to downgrade the mighty *Zeus* to accommodate today's reduced level of technology.

Rumors persist, however, that engineers at Defiance Industries plan to return to the PPC, albeit the standard model on a future version. It is believed the model would also carry two additional heat sinks to help offset the additional load from the particle cannon.

Notable 'Mech and MechWarriors:

Major Moria Tolan

A battalion commander in the mercenary group The Filthy Lucre, currently under a long term contract with House Steiner, Major Tolan has accumulated over two dozen 'Mech kills and is considered one of the most feared MechWarriors along the Lyran border with the Free Worlds League.

The Filthy Lucre is best known for its instrumental role in the capture of Dixie as the Second Succession War was winding down. Facing elements of the Marik Militia backed by the elite Third Fusiliers of Oriente, Major Tolan's heavy 'Mech battalion successfully stormed the ancient SLDF Castle Brian located there taking the final Marik stronghold and prompting the Third Fusiliers to retreat off planet.

Her venerable ZEU-5S, lacking the advanced Star League weaponry it had once carried, was all but destroyed as she led the charge against the heavily fortified Castle Brian but not before she singlehandedly destroyed two major defensive turrets along with a Fusilier *Trebuchet* and *Cicada*, clearing the way for the rest of her unit to continue the assault.

As The Filthy Lucre carried the fight into the broad underground tunnels, passages, and massive bays of the former Star League base, a Fusilier *Crusader* took an ammunition hit resulting in a spectacular explosion. The resulting damage to the interior walls revealed a previously undiscovered storage chamber.

Once Tolan's forces had taken full control of the facility, she immediately dispatched the battalion's technical team to examine the contents of the hidden chamber. There, they discovered a small cache of lostech, including an advanced fusion engine core and a supply of lightweight engine shielding.

Claiming the cache as spoils of war, Tolan ordered the technicians to replace the damaged reactor core of her

Zeus with the Star League version and to incorporate as much of the lighter engine shielding as possible. Rebuilding her *Zeus* using the repair facilities located in

the captured Castle Brian, the technicians succeeded in replacing the core along with about a third of the original engine shielding.

The new core and shielding proved to take up considerably more space, however. Not only was the entire center torso taken up by the new engine, but the shielding also extends into both the right and left torso as well. Much to the technician's surprise, they discovered the resulting power plant, while physically larger, weighed 4.5 tons less than the original Pitban 320.

This weight savings allowed them to replace the original Type J autocannon with the larger Defiance Killer Type T model as well as add an additional half ton of armor.

When Major Tolan powered on her rebuilt *Zeus* for the first time, she was shocked to discover the regenerative cooling system of the Star League fusion core incorporated double-strength heat sinks. She immediately ordered the technicians to remove all of the original single heat sinks located outside of the engine compartment.

In exchange, she had the technicians expand the size of both of the magazines, giving her *Zeus* a total of 16 rounds for the Coventry Star Fire LRM-15 and twenty rounds for the Type T autocannon. She also had them reorient the rear mounted medium laser to her forward fire arc while moving the second from the now overcrowded center torso to the right side.

The result is an astounding piece of technology. When Defiance Industries, maker of the 80-ton *Zeus*, heard of her customized version, they immediately offered her a full lance of factory new *Zeus*'s, but she refused the offer. Subsequently, she was granted an extensive landhold on Dixie and given a noble title. Her *Zeus* is likely among the most advanced BattleMechs left in the Inner Sphere today.

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **8"** Role: **Brawler**
Damage S: **3** M: **4** L: **3**
OV: **0**
Armor: **○○○○○○**
Structure: **○○○○○○**
Special: **LRM 1/1/1, AC 1/1/-**

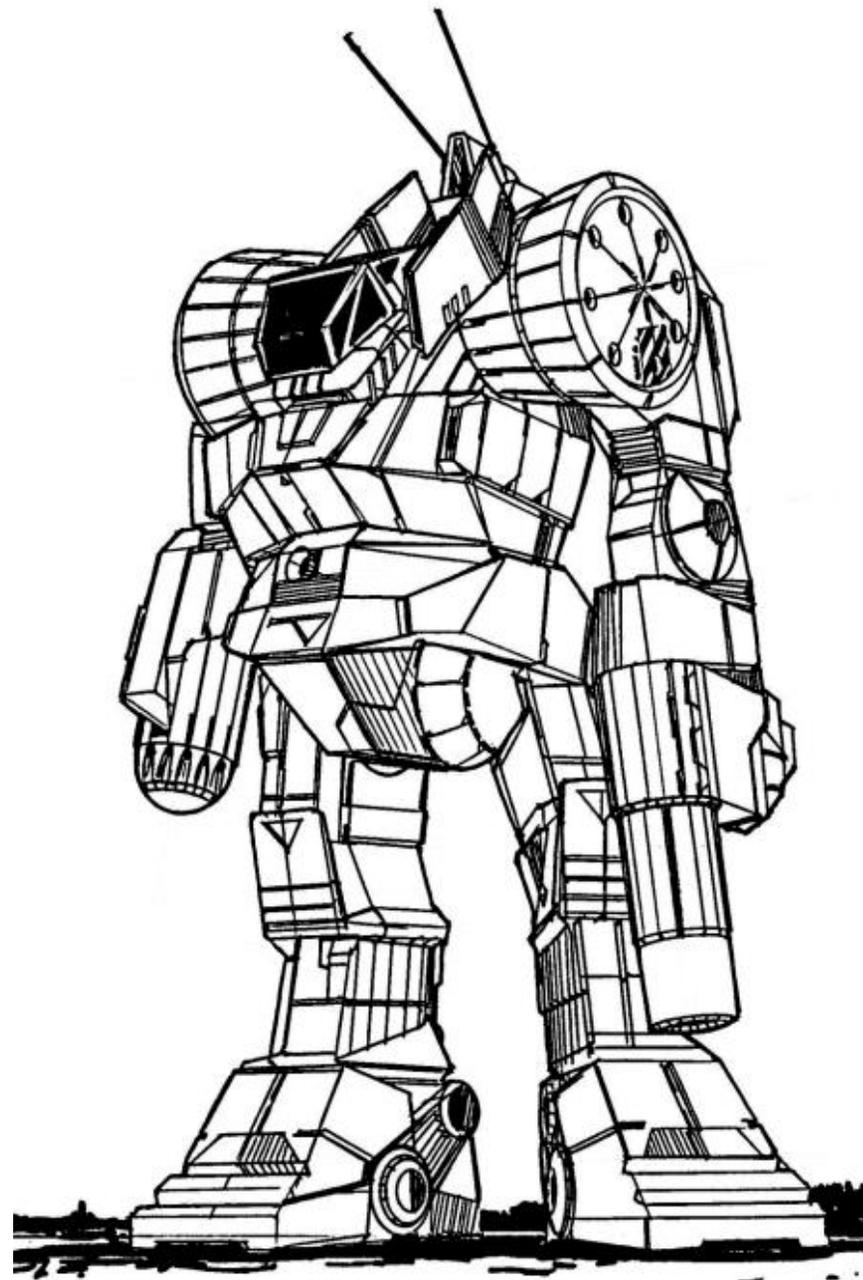
Mass: 80 tons
Chassis: Chariot Type III
Power Plant: Pitban Extralight 320 (Partial)
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-500

Armament:
 1 x Kreuss Particle Projection Cannon
 1 x Doombud LRM-15
 1 x Defiance Killer Type T Class 10 Autocannon
 2 x Defiance B3M Medium Lasers
Original Manufacturer: Defiance Industries (2787)
Communications System: TharHes Calliope ZE-2
Targeting and Tracking System: TharHes Ares-7

Type:	ZEU-5Sx Zeus		<i>Tons</i>
Tonnage:	80 tons		
Internal Structure:		8.0	
Engine:	Pitban 320XL	18.0	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	12 (24)	2.0	
Gyro:		4.0	
Cockpit:		3.0	
Armor Factor:	192	12.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	25	27/8	
Rt./Lt. Torso	17	24/6	
Rt./Lt. Arm	13	22	
Rt./Lt. Leg	17	22	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-15	RA	3	7.0
Ammo (16)	RT	2	2.0
AC/10	LA	7	12.0
Ammo (20)	LA	1	2.0
PPC	LT	3	7.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0



BNC-3Ex Banshee

History:

The *Banshee* is among the first BattleMechs ever developed. Built by the Terran Hegemony in 2445, only the *Mackie*, *Emperor*, and *Kyudo* can claim to have reached production status before this 95-ton assault 'Mech. The original First Generation model, the BNC-1E, had a top speed of 54 kph and carried a particle cannon, a class 5 autocannon, two medium lasers and a single light laser. Carrying a staggering 22.5 tons of primitive armor and cooled by 16 heat sinks, the *Banshee* epitomized what an early assault class BattleMech should be.

In 2475, the Terran Hegemony updated the design, incorporating the latest advances in fusion engine design, armor and structure composites, and cockpit control electronics, giving it the BNC-3E designation. By this time a handful of other Second Generation BattleMechs had also been developed, including the familiar WSP-1A *Wasp* and ARC-2R *Archer*, along with an updated MSK-7A *Mackie* and a finalized CRS-6B *Crossbow*.

Unfortunately when the Terran Hegemony engineers brought the *Banshee* up to the standards of the time, they also addressed its major shortcoming: speed. Choosing to replace the primitive 345 fusion engine with a modern GM 380, they managed to increase the 'Mechs top speed to around 65 kph, a significant improvement.

However, the GM 380 turned out to be such a massive engine, tipping the scales at over 40 tons, that the engineers were forced to drop both secondary medium lasers as well as eliminate a ton of ammunition for the autocannon. Oddly, the engineers retained all sixteen of the original heat sinks even though with the loss of the medium lasers, the *Banshee* had little need for so many. They also keep the heavy armor, making the *Banshee* second only to the vaunted *Atlas* in terms of sheer protection.

The result was a faster and still well-protected, but woefully under-armed, BattleMech. Nonetheless, with BattleMechs still considering an emerging technology at this point, the HAF continued to build and deploy the 95-ton behemoth.

It did not take long, however, for the *Banshee* to earn a reputation as a white elephant. Outranged by much lighter and just as mobile 'Mechs such as the *Archer* and *Crossbow*, and outgunned by both the *Hammerhands* and *Battleaxe*, which were introduced the same year as the BNC-3E, commanders quickly began to view the 'Mech as more of a liability than an asset on the battlefield. Within just ten years of its introduction, the assembly lines building the *Banshee* were all shut down. Still, production had been prolific with over 500 *Banshees* built annually during that time.

Seeing its potential value, House Marik altered the design and issued a field refit to its -3E *Banshees* in 2579. The BNC-3M removes the Imperator-A autocannon in favor of a second Magna Hellstar PPC. It also returns the two medium lasers from the original -1E model. This gives the 'Mech a much stronger array of weapons but also creates a crippling amount of heat forcing MechWarriors to carefully manage their heat levels.

Ironically, it's the *Banshee*'s poor performance that saved it. Assigned to second-line militia units and backwater planets along the periphery, the *Banshee* saw little action during the years of the Terran Hegemony and Star League. Consequently, many of them survived to see the outbreak of the Succession Wars. Desperate for BattleMechs, and with their industrial base in tatters, the Successor Lords have been forced to pull 'Mechs from wherever they could find them to bolster their armies. For this reason, the *Banshee* can once again be found among front-line regiments after an almost 500 year hiatus.

While its combat performance remains lackluster, its re-emergence among fighting units has rekindled interest in its design. At 95-tons, it remains among the largest BattleMechs ever built and in the rare instances it can bring its massive bulk into play, its physical attacks are devastating.

Notable 'Mechs and MechWarriors:

Graf Stine Tibalt

Nominal ruler of Bone-Norman along the Periphery border in the Trelshire region of the Tamar Pact, Graf

Tibalt also serves as the commander of the planetary militia. Finding his ancestral holdings under frequent pirate attacks and with little help coming from the beleaguered LCAF forces along the border with the Draconis Combine, Graf Tibalt was determined to end the pirate threat once and for all.

Inheriting the family's BNC-3E *Banshee*, one of only a handful of 'Mechs on the entire planet, Graf Tibalt paid handsomely to have his 'Mech shipped across the Lyran Commonwealth to Defiance Industries for a complete overhaul. Engineers at Defiance eagerly accepted the job along with an obscene amount of unmarked, low denomination Kroners, and set to work on the 95-ton assault 'Mech. Pulling out the enormous GM 380 and the accompanying 4-ton gyro, they replaced it with a Vlar 300, used to power their 75-ton *Flashman*, and a standard fixed three ton gyro.

Looking to their own 80-ton *Zeus* for inspiration, they next installed both a Coventry Star Fire LRM-15 and a Thunderbolt A5M heavy laser. Turning their sights on the largely ineffective Imperator-A autocannon, they replaced it with another of their products, the massive Defiance 'Mech Hunter Class 20 autocannon. The armor and electronics remained unchanged, but the engineers did manage to add two additional heat sinks, giving it a total of 18. The resulting custom design, while slower than the original, now carried a formidable and wide array of weapons allowing it engage opponents at any range.

Shortly after the Graf received his rebuilt *Banshee*, the pirates conducted another water raid on Bone-Norman. Graf Tibalt lulled the pirates into close range of his new 'Mech and caught them off guard with his new devastating Defiance 'Mech Hunter AC/20. Surprised again by the new longer range of his *Banshee*, Graf Tibalt cut the pirates to pieces with his LRM-15, PPC, and heavy laser as they tried to beat a hasty retreat. The attacking pirate force was decimated and the resulting salvage more than made up for the cost of refurbishing and shipping his *Banshee*.

Alpha Strike Statistics

TP: **BM** SZ: **4** TMM: **+1**
MV: **6"** Role: **Juggernaut**
Damage S: **4** M: **4** L: **1**
OV: **1**
Armor: **○○○○○○○○**
Structure: **○○○○○○○○**
Special: **IF1, LRM 0*/1/1, AC 2/2/-**

Mass: 95 tons
Chassis: Star League XT
Power Plant: Vlar 300 (Flashman)
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy (Awesome)

Armament:

- 1 x Coventry Star Fire LRM-15 (Zeus)
- 1 x Magna Hellstar PPC
- 1 x Thunderbolt A5M Large Laser (Zeus)
- 1 x Defiance 'Mech Hunter Autocannon/20
- 1 x Magna Mk I Small Laser

Original Manufacturer: Star League Weapons Research (2445)
 Primary Factory: Unkown

Communications System: Dalban Commline

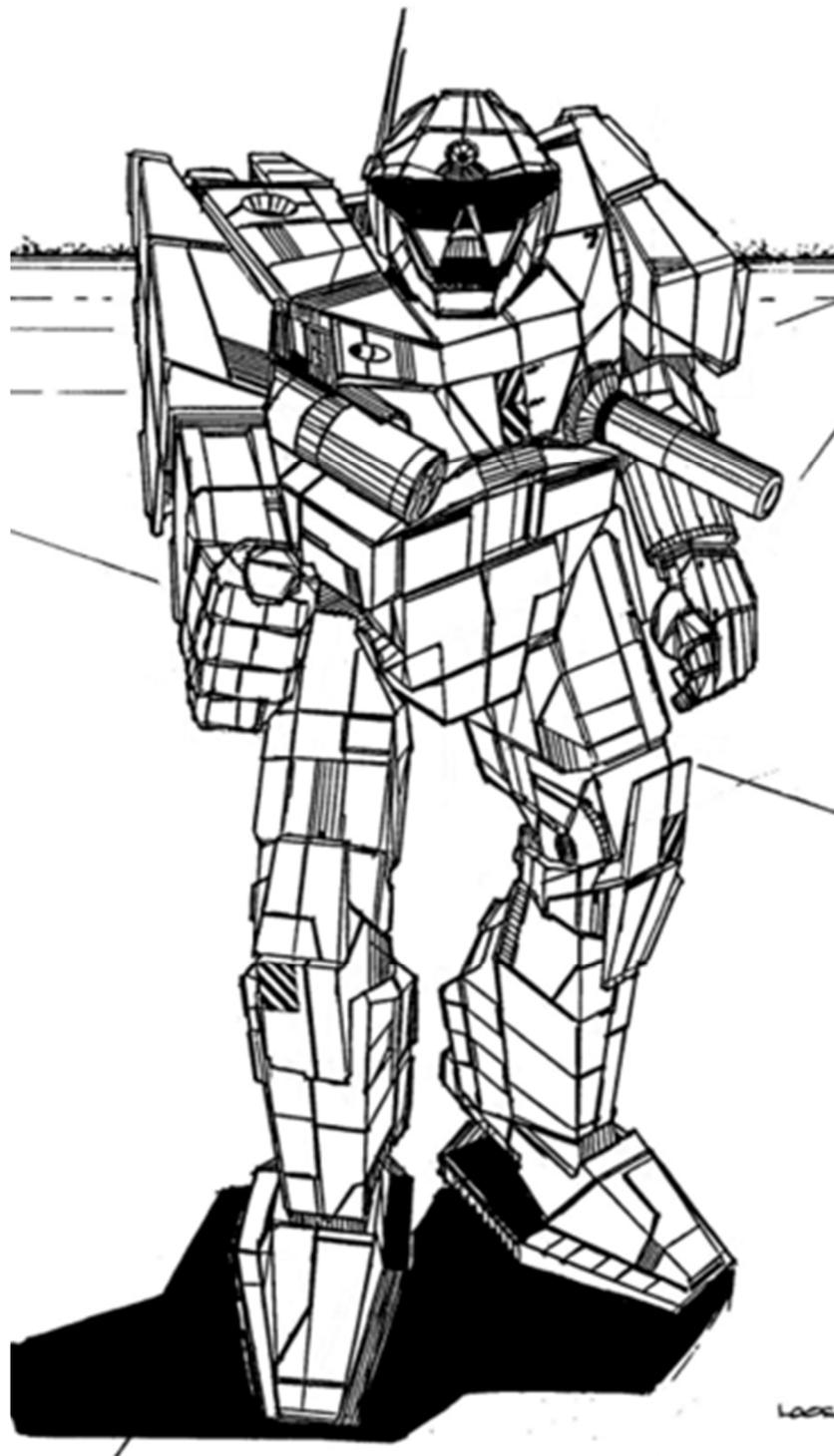
Targeting and Tracking System: Dalban HiRez-B

Type: **BNC-3Ex Banshee**

		<i>Tons</i>
Tonnage:	95 tons	
Internal Structure:	Standard	9.5
*Engine:	Vlar 300	19.0
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	18	8.0
Gyro:	Fixed	3.0
Cockpit:		3.0
Armor Factor:	240	15.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	30	40/17
Rt./Lt. Torso	20	30/10
Rt./Lt. Arm	16	21
Rt./Lt. Leg	20	26

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-15	RT	3	7.0
Ammo (LRM) 16	RT	2	2.0
PPC	RT	3	7.0
Large Laser	LA	2	5.0
AC/20	LT	10	14.0
Ammo (AC/20) 10	LT	2	2.0
Small Laser	HD	1	0.5



RULES EXPANSION

RISE OF THE SCAVENGERS



An AWS-8Q under fire.

Fortunes are won and lost on the battlefields of the Inner Sphere. With the price of single medium laser able to support a typical family for at least two years, the lure of huge windfalls has proven irresistible to many. These men and women scour the war torn worlds of the Inner Sphere in hopes of making that one big find. They don't fight for honor, they don't fight for some House Lord, in fact they rarely even work under contract. They are not mercenaries. They are scavengers.

Like the vultures that descended upon the battlefields of old, they pick the carcasses of military machines clean leaving nothing of value behind. They care nothing for who is fighting or why. Constantly lurking in the shadows of the war, they venture out only to claim the fallen of victor and loser alike. For them the prize is possession of the battlefield and even then only for as long as it takes to salvage the remnants and depart.

They have been known to attack both sides of a conflict, openly or in disguise. Whatever it takes to ensure greater destruction thereby increasing their chance to reclaim valuable parts. They have been known to make a temporary alliance with one side guaranteeing victory in exchange for the rights to salvage the loser's equipment from the battlefield. They have been known to visit worlds killed by nuclear radiation, deadly biological plagues, or caustic chemical weapons. They have even attempted to locate lost worlds in hopes of finding ancient factories, supply depots, or even just forgotten battlefields.

But above all, they dream of finding one of the legendary lostech caches, cleverly hidden Star League era facilities filled with advanced BattleMech technology and left behind by General Kerensky's forces when they departed the Inner Sphere forever. Technology spoken of in hushed whispers and sidelong glances. Weapons far more destructive than the ones made today. Weapons with range in excess of anything currently in production. Superior armor, structure, and heat dissipating materials. Advanced fire control systems, lightweight engines, and specialized munitions. And, of course, the greatest prize of all. The scavenger's Holy Grail. A functional Star League BattleMech.

Such a find, like winning the lottery, would set them up, and whomever else they chose, for the rest of their lives. Life is cheap, BattleMechs aren't.

Expanded Engine/Gyro Criticals

The standard record sheet provides six engine critical slots and four gyro slots. Each of these slots are treated the same in terms of critical effects. However, a more nuanced representation of the engine and gyro is possible by further detailing each slot.

1. Reactor Core
2. Magnetohydrodynamics Generator
3. Regenerative Cooling System
4. Engine Shielding
5. Reaction Wheels
6. Reaction Wheels

1. Reaction Wheels
2. Gyro Housing
3. Engine Shielding
4. Engine Shielding
5. *Roll Again*
6. *Roll Again*

The effects of critical hits on these components are as follows:

Reactor Core – The superheated plasma that circulates in the heart of the fusion engine is bounded by a series of extremely powerful electromagnets. This is where the actual fusion process is taking place. These magnets are arranged in such a way as to create a doughnut shaped pathway along which the plasma flows. Toroidal and poloidal arrangements of electromagnets are by far the most common. A critical hit to this sub-system results in a dangerously unstable path for the plasma current. If the pathway deforms too abruptly, too much, or becomes too weak to contain the plasma, a catastrophic breach can occur. For this reason, when the containment field is damaged the fusion reactor is immediately and automatically shut down rendering the BattleMech inoperable.

However, when the reactor core is damaged there is a chance of a catastrophic breach occurring. A second critical hit roll is immediately made to determine if the core was actually breached. If the chamber is breached, air will be sucked into the superheated core where it will violently expand, resulting in a catastrophic explosion. This explosive thermal expansion causes the BattleMech to take one point of damage for every 5 points of the engine rating. This damage is applied first to the internal structure of the center torso where the engine is located.

Therefore, a Vox 280 fusion engine that took a critical hit directly to the reactor core and then rolled a second critical would take 56 points of damage, first to the center torso internal structure than to any remaining armor. This virtually guarantees the complete destruction of the BattleMech although the MechWarrior may still be able to safely eject. For purposes of determining any possible salvage, excess damage is applied first to structure and then to armor, to the right/left torso, then head, left/right leg, and finally right/left arm. Units within 30 meters of the explosion take half damage applied in 5-point clusters. At 60 meters the damage is reduced to one quarter, and at 90 meters damage is 1/8 of the original.

Magnetohydrodynamics (MHD) Generator – The MHD generator converts thermal energy into the electrical energy required to power the BattleMech and its energy intensive weaponry. It generally consists of a series of conductor loops wrapped around the reactor. The conductive plasma racing around in the reactor core passes repeatedly through these conductor loops

generating electrical current. Critical damage to this sub-system results in a significant, but not complete, loss of power. The regenerative cooling system, while far less efficient and much smaller, also generates electrical power along with limited lithium-based battery backup. The loss of power reduces the speed of the BattleMech in half and causes all energy-based weaponry to deal only half damage.



A JR7-D Jenner takes a critical hit to the leg from an enemy AS7-D Atlas.

Regenerative Cooling System – While the MHD generator can approach an astounding 90% efficiency, there is still a great deal of waste heat created. A secondary power generation system reclaims energy from this waste heat using a much more traditional and well-understood method, a closed cycle gas turbine. The waste heat is used to heat gas, such as nitrogen or helium, which flows through a rotary turbine that in turn generates electricity. Not only does this provide additional electrical power to the BattleMech, but it also in effect dissipates a significant amount of waste heat by converting it into useful energy. In fact, for just this reason the regenerative cooling systems is often thought of as heat sinks “hidden” in the engine.

When this system is damaged, it is not the loss of electrical power that impairs the BattleMech, but the loss of the additional cooling capacity. The exact amount of additional heat generated depends on the engine’s rating, which in turn determined how many heat sinks were “hidden” in the engine. One heat sink is “hidden” for each full 25 points of the engine rating. For example, a Vox 280 whose regenerative cooling system has taken a critical hit, would generate 11 points of additional heat per round, unless the BattleMech only had a total of 10 heat sinks, in which case the number would be reduced to 10. An Omni 150 with damage to the regenerative cooling system would generate an additional 6 points of heat.

Engine Shielding – The heavy tungsten carbide shielding that blocks radiation and, to a lesser extent, heat from the fusion core easily accounts for the majority of the engine’s mass. Designed to protect the core, as well as radiation from the pilot, the shielding can actually absorb a considerable amount of damage before completely failing. For each engine shielding critical hit the engine generates an additional 5 points of heat. If all of three locations representing the engine shielding are destroyed the reactor is immediately shutdown to prevent both life threatening radiation leakages and catastrophic overheating.

Reaction Wheels – The gyroscope of a non jump-capable BattleMech contains three sets of counter rotating wheels that are fixed directly to the internal structure. The three sets of wheels are set at 90-degree angles from each other, one set tasked to the z-axis, one to the y-axis, and one to the z-axis. When both the BattleMech’s balance sensors and the MechWarrior’s neurohelmet agree the ‘Mech is off balance, the gyro pushes or pulls against the spin of the appropriate ring and uses the resulting angular momentum to stabilize itself.

Jump capable ‘Mechs are considerably more sensitive to unwanted gyroscopic effects. To help minimize this, their Gyroscopes are housed in a series of three freely moving concentric spheres. The rings are located inside of these spheres. Depending on the angular momentum need to stabilize the off balance ‘Mech, one or more of these spinning spheres is temporarily immobilized and the resulting torque used to rectify the balance.

When one of these rings is destroyed, the MechWarrior must make an immediate piloting check with a +3 penalty or fall. During subsequent turns, if the ‘Mech runs or jumps, at the end of the move it must also make a piloting check with the same +3 penalty or fall. All other piloting checks apply the +3 penalty.

If a second set of rings takes a critical hit, the gyro is effectively destroyed and the BattleMech automatically falls. The MechWarrior must make a piloting check with a +6 penalty to avoid the damage from this fall. At this point the BattleMech may still change facing given it has enough movement points and may also fire weapons following the standard *Firing When Down* rules. While it is unable to stand, it is not considered an immobile target.

Gyro Housing – When the Gyro Housing is damaged, there is a chance one of the rings is damaged as well. When the Gyro Housing takes a critical hit, a second critical roll is made immediately after. If this second critical roll is successful, one of the Reaction Wheels was also damaged by the hit. In this case, where both the Gyro Housing and at least one set of the Reaction Wheels were damaged, the gyro is effectively destroyed and the ‘Mech automatically falls. In all other aspects, treat a Gyro Housing critical hit in the same way as a Reaction Wheel critical hit.

Expanded Head Criticals

The head of a BattleMech contains many critical command and control systems. The standard record sheet simplifies this list into three generic areas: sensors, life support, and the cockpit. To provide a more realistic accounting of the systems located in the head, the following revised head critical slots can be used.

1. Life Support
2. Targeting and Tracking
3. Cockpit
4. *Roll Again*
5. Communications
6. Diagnostic Interpretation

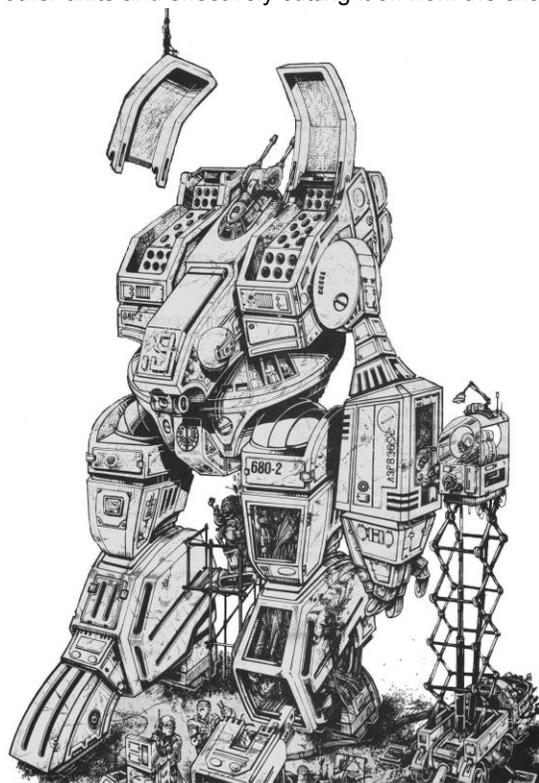
The effects of a critical hit to these components are as follows:

Life Support – A critical hit to the life support destroys the system. Each Heat Phase the 'Mechs internal temperature is between 10-20, the MechWarrior takes 1 point of damage. If the heat is 20+, the MechWarrior takes two points of damage. A critical hit also destroys the internal air supply and biological filters. If the BattleMech is operating in a hostile environment, the MechWarrior takes 1 point of damage each turn it remains in the hostile environment.

Targeting and Tracking – A critical hit to the targeting and tracking system destroys it, forcing the MechWarrior to rely on unassisted direct line-of-sight for targeting. This imposes a +4 penalty to weapons fire. There is no penalty for physical attacks.

Cockpit – A critical hit to the cockpit kills the MechWarrior, rendering the 'Mech inoperable until repaired.

Communications – A critical hit to the communications system destroys it, leaving the MechWarrior incapable of communicating with other units and effectively cutting it off from the chain of command. The MechWarrior suffers a -2 penalty to their individual initiative roll due to their degraded situational awareness.



An ACR-2R Archer undergoes extensive repairs.

Diagnostic Interpretative Computer – The DI computer monitors and manages all the internal systems of the BattleMech. Such things as internal structure, armor, actuators, myomers, heatsinks, as well as the interface between the Mechwarrior's neurohelmet and the gyro. It also feeds information to the targeting and tracking system, prevents the 'Mech from damaging itself, and provides constant feedback on the condition of the 'Mech. However, since its operation is critical to the performance on the BattleMech, a level of redundancy is built in. If the DI is destroyed, a smaller, less capable, backup takes over. This results in significant impairment, but at least keeps the 'Mech operable. When the DI is destroyed, all gunnery and piloting checks are made with a +2 penalty. In addition, the round the DI is destroyed the MechWarrior must make an immediately piloting check with the +2 penalty. If this check fails, the 'Mech falls.

Expanded Construction Rules

Under-sized Engines:

A 'Mech may utilize a fusion engine with a lesser rating than standard construction rules allow. For example, a LCT-1V *Locust* utilizes a LTV 160 fusion engine, giving it 8 movement points. The engine is severely damaged in battle, however the unit salvages an Omni 150. With penalties, the Omni 150 can be used to replace the *Locust's* LTV 160. For every 5-point difference between the standard and replacement engine, the pilot suffers a +1 penalty on piloting checks. In addition, they also lose one movement point. So a *Locust* pilot using an Omni 150 to power their BattleMech would have seven movement points and a +2 penalty on all piloting checks.

Over-sized Engines:

A 'Mech may utilize a fusion engine with a greater rating than standard construction rules allow. For each 5-point difference between the standard and replacement engine, the engine generates one additional heat point when operating. A PNT-9R *Panther* is built around a Hermes 140 fusion engine and has 4 movement points. The engine is destroyed and replaced with an Omni 150. The *Panther* is assessed a +2 heat penalty every round the 'Mech is in operation. It does not gain any additional movement points for the over-sized engine.

When using any non-standard replacement engine, the difference in weight must also be properly accounted for using standard



A DRG-1N Dragon crushes the head of an enemy 'Mech as a Quickdraw watches on.

construction rules. The following fusion engines are produced as of 2866. The 'Mech(s) that use them are listed immediately after the engine.

GM 120 – 4.0 tons - Wasp – Stinger
Hermes 140 - 5.0 tons - Panther
Omni 150 – 5.5 tons - Commando - Valkyrie
LTV 160 – 6.0 tons - Locust
GM 180 – 7.0 tons- Vindicator
Nissan 200 – 8.5 tons - Enforcer - Hunchback
GM 210 – 9.0 tons - Firestarter – Night Hawk
Pitban 240 11.5 tons – Spider – Vulcan – Rifleman – Awesome – Sentinel - Lancelot
Hermes 240 – 11.5 tons - Hermes II
Magna 250 – 12.5 tons - Trebuchet - Starslayer
Strand 255 – 13.0 tons - Stalker - Longbow
Magna 260 – 13.5 tons - Crusader – Jagermech - Thunderbolt
GM 270 – 14.5 tons - Phoenix Hawk
CoreTek 275 – 15.5 tons - Dervish – Griffin – Shadow Hawk – Wolverine - Lynx
Vox 280 – 16.0 tons - Archer - Warhammer
Vlar 300 – 19.0 tons - Dragon – Quickdraw – Marauder – Orion – Atlas – Flashman – Chameleon
Pitban 320 22.5 tons – Goliath – Victor – Zeus - Thug
Vox 330 – 24.5 tons - Scorpion
Vox 340 – 27.0 tons - Battlemaster
LTV 400 – 52.5 tons - Charger

Under/Overweight Gyros:

A BattleMech can operate with an over/underweight gyro with difficulty. For each difference in class between the standard weight and the weight of the installed gyro, the pilot is assessed a +1 penalty on piloting and gunnery checks due to the instability.

Jump Jets:

Jump Jet exhaust ports come in three classes determined by weight, 0.5, 1.0, and 2.0 ton models. A skilled technician can use a different class of exhaust port to restore a damaged 'Mechs jump capacity as long as the total weight of exhaust ports matches the original weight of the 'Mechs installed jump jets and all ports are the same model. For example, a 60-ton Quickdraw normally uses five 1.0 ton Chilton 460 exhaust ports. However, it could be modified to use ten 0.5 ton Rawlings 52 jump jet exhaust ports instead.

Mixing different class jump jets:

Different class jump jets can be mixed on a BattleMech with penalty. For example, one of the Chilton 460 exhaust ports on a Quickdraw is destroyed in battle. The destroyed exhaust port could be replaced with two 0.5 ton Rawlings 52 jump jets. For each original jump jet substitution, the 'Mech generates an additional +1 heat when jumping. So a Quickdraw using 4 Chilton 460 and 2 Rawlings 52 exhaust ports would generate +1 heat when jumping.

Mounting additional jump jets:

A BattleMech may mount additional jump jets beyond the maximum of its standard movement rate. For each additional jump movement point beyond its standard, it takes twice the number of additional exhaust ports, generates twice the heat, imposes a +1 piloting penalty, and forces a piloting skill check whenever the 'Mech jumps beyond its normally allowed capacity. For example, a Panther is normally allowed four jump movement points. Four additional Lexington Lifter exhaust ports could be installed to give it six jump movement points. The two additional jump points would require four additional Lexington Lifter ports weighing a total of two tons, would generate eight heat at the maximum jump, and require the MechWarrior to make a piloting skill check with a +2 penalty.

The follow Jump Jet exhaust ports are manufactured as of 2866. The 'Mech they are found on follows the make and model of the ports.

Rawlings 52 – Wasp
Rawlings 55 – Griffin

Chilton 360 – Stinger
Chilton 460 – Quickdraw



A rare House Marik downgraded GLT-4L Guillotine leaps into action.

Pitban LFT-10 – Spider
Pitban Model 9 – Vulcan
Pitban 9000 – Phoenix Hawk
Pitban LFT-50 – Shadow Hawk
Norse Industries 3S – Valkyrie
Luxor Load Lifters – Firestarter - Lynx

Lexington Lifters – Panther
Anderson Propulsion 30 – Vindicator
McCloud Specials – Enforcer – Chameleon
Odin's Own Model 34z – Starslayer
Swingline X-1000 – Dervish
Northrup 12000 – Wolverine
HildCo Model 12 – Victor

Repair/Replacement of Actuators:

The actuators in a BattleMechs are rated by the tonnage of the chassis they support. They are also among the most difficult components to source as they are unique to a particular model of BattleMech. The ball and socket actuators used by the *Marauder* and the hyper-extending actuators used in the *Quickdraw* being two excellent examples of this. The chassis also determines which actuators are present. For example, the *Locust* and the *Rifleman* both lack lower arm and hand actuators, while the *Marauder* lacks only hand actuators.

An actuator that has been destroyed is ideally replaced with a matching actuator from the same model. When this is not possible, an actuator carrying the same rating may be able to be substituted instead. That is to say, the upper arm actuator from a 55-ton *Griffin* may be used to replace a destroyed upper arm actuator on a different 55-ton BattleMech. However, the modifications necessary in order for this to work can be quite difficult and may result in failure. Particular attention must be paid to hand actuators. In this case, there is a left hand and a right hand actuator and they are not interchangeable. Furthermore, not all BattleMechs are equipped with hand actuators making them among the most difficult actuators to replace.

Please note there is no such thing as a “shoulder” or “hip” actuator. These are integral structure components used to physically attach the limbs to the main body of the BattleMech. When a shoulder or hip is damaged, the entire limb must be rebuilt, although undamaged components within the limb can still be reused. The repaired limb is then reattached to the chassis.

Non-standard Actuators:

If the specific actuator, or an actuator with the same rating is unavailable, an actuator with a different rating may also be adapted, although this can be extremely risky. For each 5 ton difference in rating between the replacement actuator and the appropriate rating, a +1 penalty applies to weapons mounted in the location with the non-standard actuator and a +1 penalty to piloting checks is applied if it is a leg actuator. These penalties are cumulative.

Partial Endo-Steel Internal Structure:

As of 2850, Endo-Steel is considered lostech, the Inner Sphere having lost all of the zero-gravity production facilities necessary for its construction. However, it is still possible find 'Mechs with their original Endo-Steel chassis partially, or even rarely, almost entirely intact.

The use of Endo-Steel requires two critical slots for each location of the chassis that uses Endo-Steel. Furthermore, a partial Endo-Steel chassis does not provide the full 50% weight savings of a complete chassis. To determine the weight savings provided by a partial Endo-Steel chassis, first determine the locations which utilize it. Generally speaking, the center torso accounts for 20% of the structural weight, while each torso section and leg account for 15%. The arms account for 10% each, and the head is considered negligible in terms of structural weight.

A full Endo-Steel skeleton for a 60-ton 'Mech would weigh 3 tons, but if that same skeleton only used Endo-Steel for the center, left and right torso sections, the structural weight would be 4.5 tons. If both legs also used Endo-Steel bones, the total chassis weight would be 4.0 tons. To determine the amount a partial Endo-Steel skeleton weighs, taking the total tonnage of the normal weight savings, in the above case it is 3 tons, and multiple it by the percentage of the structure made from Endo-Steel. Subtract this from the total weight of standard chassis and round up the nearest half ton.

If a supply of Endo-Steel can be located or salvaged, it can be used to repair damage to existing sections of Endo-Steel. It can also be used to fabricate entirely new sections of a BattleMech's chassis, although such work requires access to a repair or a construction facility and suitable qualified personnel.

Partial Extralight Fusion Engines:

The last Extralight Fusion Engine manufacturing plant was destroyed in 2865, making it effectively lostech. Extralight fusion engines weigh only half as much as their traditional counterparts. This weight savings comes from two key differences. The first is the use of a lightweight crystalline polymer for the engine shielding as opposed to the much heavier tungsten carbide used today. The second is in the design of the fusion core itself. Incorporating an advanced energy dampening grid, as well replacing a number of standard components, primarily the rare earth magnets, with their equivalents made from other lighter weight materials, the core itself weighs less than its modern equivalent.

This advanced lightweight engine shielding, and even an improved fusion core, can be incorporated piecemeal into a BattleMech provided the specialized facilities and trained personnel can be found to conduct this highly specialized work. In such a case, each point of lightweight engine shielding reduces the overall weight of the fusion engine by 10%. If all three points of engine shielding are thus replaced, the resulting engine would weigh only 70% of the original. This shielding is considerably bulkier, however, and for each point of engine shielding replaced in this way an additional “Engine Shielding” critical slot must be placed in the left and right torso section.

Likewise, an advanced fusion engine core can be retrofitted into an existing engine of the same rating. Such a replacement results in a 10% reduction in overall weight. Note this can be done while still retaining the original heavier tungsten carbide shielding or in conjunction with the lightweight version of the shielding. An advanced engine core takes up an additional critical

slot in both the right and left torso. If using the optional expanded engine critical rules, these “Fusion Core” slots are assigned to the center torso, and the “Magnetohydrodynamics Generator” slot to one side torso and the “Regenerative Cooling System” to the other torso.

In this way it is possible to “build” an XL engine. Such an engine, however, would weigh 60% of the original engine weight and occupy a total of four critical slots in either torso.

Partial Ferro-Fibrous Armor Replacement:

Ferro-Fibrous armor is extinct throughout the Inner Sphere as of 2810. However, caches of this advanced combat armor may still be found in lost Star League caches or even scavenged off the chassis of long destroyed BattleMechs. Ferro-Fibrous armor provides roughly 12% greater protection for the same weight. This greater protection is largely due to the diamond fiber filament woven through the steel layer of the armor itself. While standard armor provides 16 points of protection per ton, Ferro-Fibrous provides roughly 18. This increased protection comes at a cost. Ferro-Fibrous armor, although it weighs the same, is considerably bulkier than its standard counterpart. Any location that mounts Ferro-Fibrous armor must assign two critical slots to account for the increased space it takes. Note this makes it impossible to use both Endo-Steel and Ferro-Fibrous armor in any location with fewer than four free critical slots.

If a sufficient quantity of Ferro-Fibrous armor can be located, it is possible to increase the overall protection of 'Mech or to reduce the weight required to maintain the current level of protection. Generally speaking, 3.5 tons of Ferro-Fibrous armor gives the equivalent protection as 4 tons of standard armor. Thus, if a BattleMech carried a total of four tons of armor across both of its legs, this level of protection could be maintained by 3.5 tons of Ferro-Fibrous armor although it would take up both free critical slots in each leg. This would result in freeing up a half-ton for additional equipment. Conversely, it could instead maintain the four tons of armor and increase the armor on each leg from 32 points to 36 points.

Optional Rules

LRM Damage Location Resolution:

LRM damage may be resolved on a per missile basis instead of the standard five-point groupings. Roll first on the Cluster Table to determine how many missiles hit and then roll locations for each one. For example, an LRM-10 hits and then rolls on the Cluster Table to determine how many. Six missiles in total strike the target. Roll 2d6 six times to determine the location each of the six missiles hit.

Autocannon Rate of Fire:

Autocannons may be fired at twice the standard rate of fire. For each round the autocannon fires at an accelerated rate there is a chance the weapon jams. On the first round if the to hit roll is 3 or less the weapon jams. If the MechWarrior chooses to continue to fire at the maximum rate the chance of jamming is increased by +2 for each subsequent round. So, two successive rounds would make a jam occur on a to-hit roll of 5 or less, while three consecutive rounds would raise the chance of jamming to a roll of seven or under. Once the weapon is jammed, it cannot be used again until cleared by a Technician.



A VTR-9K Victor raises its Emperor Zeta-A Class 20 autocannon in triumph.

Ammunition Bin Size:

Ammunition can be allotted in half ton increments for any weapon. When doing so, round down if necessary. For example, a half ton of SRM-4 ammunition would hold 12 rounds. A half ton of AC/5 ammunition would hold only two rounds.

Ammunition Critical Hits:

When an ammunition bin takes a critical hit, a second critical hit roll is immediately made. A second successful critical roll indicates the ammunition bin has catastrophically exploded. Calculate damage based on all of the remaining rounds multiplied by the maximum damage of each round. However, if the second critical roll fails, the feed mechanism has been destroyed instead. Assign damage equal to one exploded round directly to the internal structure of the housing location. At this point any weapon using that ammunition can no longer fire due to the inability of it to be reloaded. Note, this additional damage does one point of damage to the MechWarrior and itself results in another chance for critical damage due to the destruction of internal structure.

Supply Depots

Some units are better supplied than others, but all units maintain some level of repair and replacements parts. Generally speaking, a unit maintains a stockpile of parts equal to 30% of the combined weight of the unit. For example, a lance with a combined weight of 200 tons would have 60 tons of parts on hand at any given time. The distribution of parts also follows a general formula. The best way to determine the exact stockpile of parts, munitions, etc, any given unit possesses is to first determine the composition

of the force.

The tables below reflect the BattleMechs most commonly found in each of the Great House militaries. The tables are based largely on the 'Mech production capability, and to a lesser degree 'Mech stockpiles, of the House during the Third Succession War era. The House militaries have begun to streamline the array of 'Mechs found in their line regiments, largely for logistical reasons. Older, out of production models are rarely found among active combat units and when they are it is usually due to their unique capabilities or a strong MechWarrior preference.

Models such as the Clint, Mongoose, Whitworth, and Bombardier, among many others, are the bane of 'Mech technicians. They are regarded as maintenance nightmares, especially in a combat zone, often requiring specialized parts and expertise in order to repair. This almost invariable results in significantly less time on the battlefield and significantly more time in the repair bay. Consequently, they are often found in militia units and units stationed well behind the frontlines.

Light BattleMechs

Roll	Steiner	Marik	Liao	Davion	Kurita	Out of Production
2	(Kurita)	(Liao)	(Marik)	(Kurita)	(Davion)	Ostscout
3	(Marik)	(Steiner)	(Davion)	(Liao)	(Steiner)	Javelin
4	Stinger	Wasp	Wasp	Wasp	Stinger	Mercury
5	Stinger	Locust	Wasp	Wasp	Stinger	Jenner
6	Wasp	Locust	Stinger	Valkyrie	Panther	UrbanMech
7	Commando	Stinger	Stinger	Valkyrie	Panther	Thorn
8	Commando	Stinger	UrbanMech	Valkyrie	Jenner	Mongoose
9	Firestarter	Vulcan	UrbanMech	Locust	Jenner	Hermes
10	Night Hawk	Vulcan	Locust	Locust	Locust	Hussar
11	Locust	Spider	Locust	Stinger	Spider	Talon
12	Out of Production	Ostscout				

Medium BattleMechs

Roll	Steiner	Marik	Liao	Davion	Kurita	Out of Production
2	(Kurita)	(Liao)	(Marik)	(Kurita)	(Davion)	Ostsol
3	(Marik)	(Steiner)	(Davion)	(Liao)	(Steiner)	Assassin
4	Vulcan	Vulcan	Hermes II	Blackjack	Hunchback	Cicada
5	Sentinel	Hermes II	Hermes II	Griffin	Griffin	Clint
6	Lynx	Phoenix Hawk	Vindicator	Enforcer	Wolverine	Whitworth
7	Griffin	Trebuchet	Vindicator	Enforcer	Wolverine	Blackjack
8	Starslayer	Griffin	Vindicator	Dervish	Griffin	Centurion
9	Phoenix Hawk	Scorpion	Wolverine	Dervish	Hunchback	Wyvern
10	Chameleon	Shadow Hawk	Wolverine	Phoenix Hawk	Phoenix Hawk	Crab
11	Hunchback	Wolverine	Shadow Hawk	Centurion	Phoenix Hawk	Kintaro
12	Out of Production	Ostsol				

Heavy BattleMechs

Roll	Steiner	Marik	Liao	Davion	Kurita	Out of Production
2	(Kurita)	(Liao)	(Marik)	(Kurita)	(Davion)	Excalibur
3	(Marik)	(Steiner)	(Davion)	(Liao)	(Steiner)	Ostroc
4	Quickdraw	Crusader	Crusader	JagerMech	Quickdraw	Cestus
5	Quickdraw	Crusader	Crusader	JagerMech	Quickdraw	Catapult
6	Rifleman	Thunderbolt	JagerMech	Marauder	Dragon	Grasshopper
7	Rifleman	Orion	Warhammer	Marauder	Dragon	Champion
8	Archer	Orion	Warhammer	Marauder	Dragon	Exterminator
9	Archer	Thunderbolt	Thunderbolt	Rifleman	Warhammer	Bombardier
10	Orion	Warhammer	Thunderbolt	Rifleman	Warhammer	Guillotine
11	Flashman	Marauder	Catapult	Archer	Lancelot	Black Knight
12	Out of Production	Shootist				

Assault BattleMechs

Roll	Steiner	Marik	Liao	Davion	Kurita	Out of Production
2	(Kurita)	(Liao)	(Marik)	(Kurita)	(Davion)	Night Star
3	(Marik)	(Steiner)	(Davion)	(Liao)	(Steiner)	Stalker
4	Stalker	Thug	Stalker	Stalker	Stalker	Cyclops
5	Stalker	Thug	Stalker	Stalker	Stalker	Banshee
6	Zeus	Goliath	Longbow	Victor	Charger	Crockett
7	Zeus	Goliath	Longbow	Victor	Charger	Highlander
8	Zeus	Battlemaster	Longbow	Victor	Charger	King Crab
9	Battlemaster	Battlemaster	Battlemaster	Atlas	Battlemaster	Spartan
10	Awesome	Awesome	Battlemaster	Atlas	Battlemaster	Striker
11	Atlas	Awesome	Victor	Battlemaster	Atlas	Emperor
12	Out of Production	Pillager				

The size of a unit's parts stockpile is modified by circumstances such as location, type of unit, and combat status.

Base Percentage

	30%
Located on a Class A planet:	+5%
Located on a Class B planet:	+0%
Located on a Class C planet:	-5%
Located in the Periphery:	-10%
Located within an active war zone:	+10%
Located within one jump of an active war zone:	+5%
Elite House Unit	+10%
Veteran House Unit	+5%
Regular House Army	+0%
House Militia	-5%

Mercenary units vary widely in regards to how well stocked they are. Generally, larger mercenary unit are better supplied than smaller mercenary commands, but this is not always the case.

Mercenary (company or less)	1d6 -5%
Mercenary (battalion)	1d6 +0%
Mercenary (regiment)	1d6 +5%

Once the composition of the force and the modified supply percentage is determined, the actual tonnage of the parts stockpile can be calculated. As an example, a regular House Marik BattleMech company is stationed one jump from the front lines on a Class A planet. The company is comprised of the following BattleMechs:

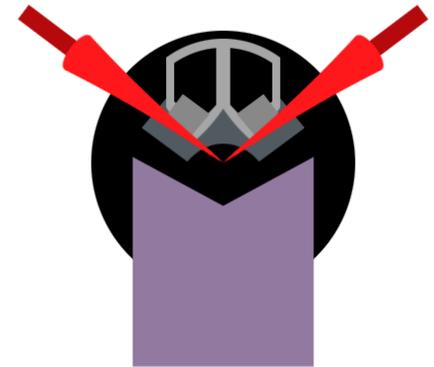
Locust, Stinger, Vulcan, Vulcan (120 tons)
Hermes II, Trebuchet, Shadow Hawk, Wolverine (200 tons)
Crusader, Warhammer, Orion, Orion (285 tons)

The combined weight of the company is 605 tons. The base parts percentage is 30% + 5% for being one jump from the frontlines, and +5% for being located on a Class A planet for a total of 40%. This gives the unit a stockpile of 242 tons.

A lance of Steiner militia 'Mechs is stationed on the periphery border. They consist of a Stinger, two Commandos, and a Wasp weighing a total of 90 tons. The base 30% is lowered by -5% for being a militia unit and an additional -5% for being on a Class C world, leaving them with only 20%. This gives them a scant 18 tons of spare parts, which includes munitions.

Once the total weight of the stockpile is determined, it can be broken down into specific components. A parts stockpile is generally divided in the following way:

<i>Weapons</i>	25%	<i>Structure</i>	10%
<i>Munitions</i>	20%	<i>Heat Sinks</i>	10%
<i>Aarmor</i>	25%		



The unit insignia of the 21st Centauri Lancers. Originally a battalion of House Liao's St. Ives Armored Cavalry, in 2875 they mutinied against their regimental commander and went mercenary.

Actuators, Gyro Parts, Engine Parts, and Replacement Limbs represent the remaining 10% of the stockpile. Since many of elements don't have a specific weight, the amount on hand is determined by the number of machines supported.

Component	Lance (4 'Mechs)	Company (12)	Battalion (36)	Regiment (108)
Actuators	1d6	3d6	(3d6 + 3) x 3	(9d6 + 9) x 3
Gyro Parts	-	1d6	3d6 + 3	9d6 + 9
Engine Parts	-	1d6	3d6 + 3	9d6 + 9
Head Parts	-	1d6	3d6	9d6
Replacement Limbs	-	1d6	3d6	9d6

To return to the regular House Marik BattleMech company, the stockpile was established at 242 tons. It would break down generally like this (round normally):

Weapons:		60.5 tons	Heat Sinks:		24.0 tons
LFN Linblad Machine Gun x 5		2.5	Heat Sinks x 24	24.0	
Imperator-A AC/5 x 2		16.0	Actuators		12
Imperator-B AC/10x 1		12.0	Upper Arm (Locust, Crusader)		
Delta Dart LRM-5 x 1		2.0	Lower Arm (Orion, Stinger)		
Magna Longbow LRM-15 x 2		14.0	Right Hand (Wolverine)		
Magna Mk. II Medium Laser x4		4.0	Left Hand (Stinger)		
Omicron 3000 Medium Laser x 1		1.0	Upper Leg (Crusader, Wolverine)		
Harpoon-6 SRM-6 x 3		9.0	Lower Leg (Shadow Hawk, Vulcan)		
Munitions:		48.0 tons	Foot (Trebuchet, Vulcan)		
Machine Gun		5.0	Gyro Parts		6
AC/2		3.0	2-ton Reaction Wheel (Fixed) x 1	x 1	
AC/5		10.0	2-ton Reaction Wheel (Free) x 1		
AC/10		4.0	3-ton Reaction Wheel (Fixed) x 2		
LRM		14.0	2-ton Gyro Housing x 1		
SRM		12.0	3-ton Gyro Housing x 1		
Armor:		60.5 tons	Engine Parts		4
48 - Riese-100		3.0	Magna 250 – Trebuchet	Engine Shielding	
64 - 1/Star Slab	2.5		CoreTek 275 - Shadow Hawk – Wolverine	Engine Shielding	
80 - StarGuard I	5.0		Vox 280 – Warhammer	Engine Shielding	
120 - Riese-456	9.0		Vlar 300 – Orion	Engine Shielding	
152 - Maxmillian 60		11.0	Head Parts		2
160 - Leviathon Plus		8.0	Life Support		1
192 - Riese-500	9.0		Irian Orator-5K Communications		1
224 - Valiant Lamellor		13.0	Replacement Limbs		3
Structure:		24.0 tons	Right Leg – Stinger		1
384 points (16 pts / ton)			Left Arm – Vulcan		1
			Left Leg – Orion		1

The Steiner militia lance only has an 18-ton parts stockpile to support a Stinger, Wasp, and their two Commandos.

Weapons		6.0	Armor:		6.0
Medium Laser x 3		3.0	48 - Durallex Light		2.0
SRM-2		1.0	Lexington Limited		4.0
SRM-4		2.0	Structure		1.0
Munitions		4.0	16 points (16 pts. / ton)		
Machine Gun	1 ton	1.0	Heat Sinks		0.0
SRM	3 tons	3.0	Actuators		2
			Foot (Commando)		
			Upper Arm (Wasp, Stinger)		

Creating a Rise of Scavengers Unit

Mech Rarity Table:

Light 'Mechs		Medium 'Mechs		Heavy 'Mechs		Assault 'Mechs	
Locust	4+	Assassin	10+	Dragon	9+	Awesome	9+
Wasp	5+	Cicada	10+	Ostroc	13+	Charger	10+
Stinger	3+	Clint	10+	Ostsol	11+	Goliath	9+
Mercury	10+	Hermes II	7+	Quickdraw	8+	Victor	10+
Thorn	11+	Vulcan	7+	Rifleman	8+	Spartan	13+
Commando	7+	Whitworth	11+	Champion	12+	Striker	13+
Mongoose	9+	Sentinel	8+	Lancelot	9+	Zeus	10+
Javelin	10+	Blackjack	11+	Catapult	12+	Thug	10+
Spider	6+	Phoenix Hawk	6+	Crusader	8+	BattleMaster	9+
UrbanMech	9+	Wyvern	10+	Cestus	12+	Longbow	10+
Valkyrie	7+	Vindicator	8+	JagerMech	8+	Stalker	9+
Hermes	11+	Centurion	10+	Thunderbolt	8+	Crockett	14+
Firestarter	7+	Chameleon	8+	Exterminator	12+	Cyclops	13+
Night Hawk	7+	Enforcer	7+	Bombardier	12+	Emperor	11+
Jenner	9+	Hunchback	8+	Archer	8+	Highlander	11+
Ostscout	9+	Trebuchet	8+	Grasshopper	11+	Banshee	14+
Panther	6+	Crab	11+	Excalibur	12+	Nightstar	13+
Talon	9+	Starslayer	8+	Warhammer	6+	Atlas	10+
Hussar	10+	Dervish	8+	Shootist	12+	King Crab	13+
		Griffin	4+	Guillotine	12+	Pillager	12+
		Shadow Hawk	8+	Marauder	7+	Thunder Hawk	14+
		Scorpion	8+	Orion	8+		
		Wolverine	5+	Black Knight	11+		
		Kintaro	11+	Flashman	9+		
		Lynx	8+				

Players begin by selecting their starting BattleMech. Once they have selected the model BattleMech they wish to pilot they must roll on the BattleMech Rarity Table. If they roll the target number or higher, the BattleMech is available. If they roll lower than the target number they must select another model BattleMech and roll for that one. This process repeats until the player obtains a BattleMech.

Once they have determined their BattleMech, they apply a randomly determined starting amount of damage to it based upon the class and weight of the 'Mech.

Light BattleMechs receive 1d6 + 1 damage rolls.

Medium BattleMechs receive 1d6 + 2 damage rolls.

Heavy BattleMechs receive 1d6 + 3 damage rolls

Assault BattleMechs receive 1d6 + 4 damage rolls.

The amount of each damage rolls equals the 'Mech tonnage / 10 rounded up. In addition, for each damage roll there is an automatic chance of a critical hit. For each successful critical, a second critical roll is made to determine whether the component is destroyed or salvageable. A second successful critical means the component is destroyed and must be entirely replaced.

For example, a player wishes to start with a *Hermes II* which has a rarity of 7+. They roll a 5 so they have to select a different model. They pick an *Enforcer* which has a rarity of 7+. They roll a 10 so they receive that 'Mech. The *Enforcer* is assessed 1d6 + 2 damage rolls since it is a medium class 'Mech. They roll a 3 so the *Enforcer* takes five damage rolls. Each damage roll does 5 points of damage since the 'Mech weighs 50 tons.

The first location roll is 3, so 5 damage is assessed to the right arm. A critical roll gives a 7, so there is no critical damage. The second roll is an 11, so 5 damage is placed on the left arm. The critical roll is a 6, so once again no critical damage. The third damage roll is another 3, so another 5 damage is assessed to the right arm. The critical roll is a 7, again no critical. The fourth damage roll is an eight, 5 damage to the left torso. Critical roll is a 5, so once more no critical. The final damage roll is a six, so five damage is applied to the right torso. The critical roll is an eight. The critical roll is resolved as per the standard rules and is determined to be the AC/10 ammunition bin. This results in the 'Mech being able to carry only half the standard amount of ammunition in that bin. Since one ton of AC/10 ammunition is normally 10 rounds, with the critical damage applied the 'Mech is only able to carry 5 rounds.

In another example, a player wishes to pilot a Thunderbolt with a rarity of 8+. They roll a four and choose a Orion instead. They roll a 6 and have to pick again. They next select a Battlemaster with a rarity of 9+ and roll a 9. They next roll 1d6 for starting damage and roll a 6. Since it is an assault class Mech it takes a total of 10 damage rolls. The amount of damage assessed is 9 points per roll.

For locations they roll 8, 5, 5, 8, 4, 7, 11, 3, 5, 9 and apply 9 damage to each location. Once the damage has been applied, the right leg has taken a total of 27 points of damage resulting in damage to the internal structure and forcing an additional critical roll check. They roll a 10 for this check resulting it two critical hits. One Heat Sink and the Right Upper Leg Actuator take critical hits. Another critical roll is made for these two components to determine condition. For the Heat Sink a 6 is rolled, meaning this component is of salvage quality and can be repaired given the necessary parts and a successful repair roll. A 9 is rolled for the Actuator meaning it is completely destroyed and must be entirely replaced.

They next make the ten associated critical rolls and roll 6, 9, 4, 7, 5, 4, 8, 8, 8, 9. The Right Leg, Left Arm x 2, Right Arm, and Left Leg all take criticals. The exact components are determined, Right Leg Hip, Left Upper Arm Actuator and a machine gun located there, the PPC in the right arm takes a critical hit, and a Heat Sink in the Left Leg is hit as well. Finally, the condition of each damaged component is determined by a second critical roll and established as either destroyed or of salvage quality

This is the starting condition of the BattleMech.

Once the unit has been created, the size of the initial stockpile of parts can be determined. This is done in exactly the same fashion as determining the contents of a Supply Depot.



A WHM-6K Warhammer takes a brief moment to enjoy the sun before returning to the front lines.



The year is 2866. The once mighty armies of the Successor States have been shattered by over 100 years of near continuous fighting. The huge industrial-military complex built by the defunct Star League that once sprawled across the length and breath of the Inner Sphere has been reduced to just a handful of heavily defended and only partially functional factories.

The House armies whose ranks were once dominated by the huge war machines known as Battlemechs, now jealously guard them as their numbers continue to dwindle. Tanks, tracked, wheeled, and hover, backed by legions of conscripted civilians now form the bulk of their forces.

The great WarShips are all but a distant memory, destroyed in the same fighting that claimed the rare orbital shipyards that manufactured them. JumpShips and DropShips, the very things that make interstellar travel possible, are themselves approaching extinction. Those that are left are the sole domain of the Successor Lords, serving at the beck and call of their militaries, leaving commerce and trade to grovel at their feet for critical supply and part runs.

It is the time of scavengers. Desperate men and women willing to brave the radioactive wastelands and twisted biological horrors of dead and dying worlds in hopes of uncovering a few valuable technological artifacts or, for the lucky few, the rusting hulks of ancient Star League BattleMechs left abandoned on the field of battle.

Even as the Inner Sphere continues its exorable slide into darkness, the five bloodthirsty House Lords continue to push their already faltering realms to the brink of complete collapse in an increasingly hopeless attempt to declare themselves as the rightful claimant for the dusty throne of a long destroyed Star League.

MechWarriors, the select few people trained to pilot the monstrous humanoid BattleMechs, are treated with awe and deference and even the House Lords are forced to acknowledge their importance, for without them, their realms would become easy pickings for the ever vigilant vultures that are constantly circling.

