

BATTLETECH

**TECHNICAL
READOUT**

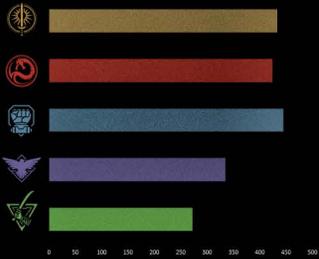
3028

**KNOW
THY
ENEMY**

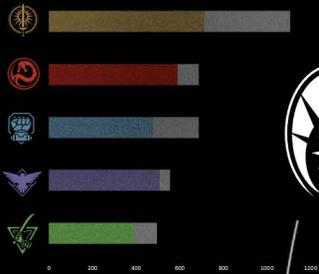
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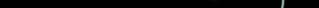
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ACTIVE COMPANIES



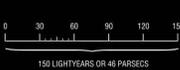
MERCENARY COMPANIES



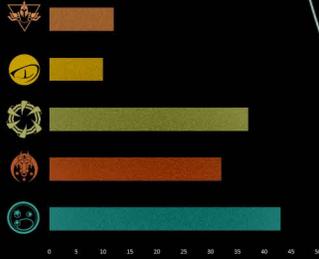
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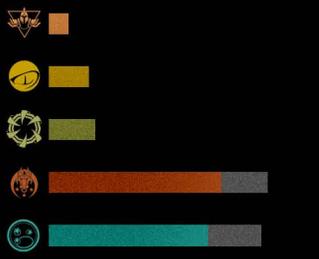
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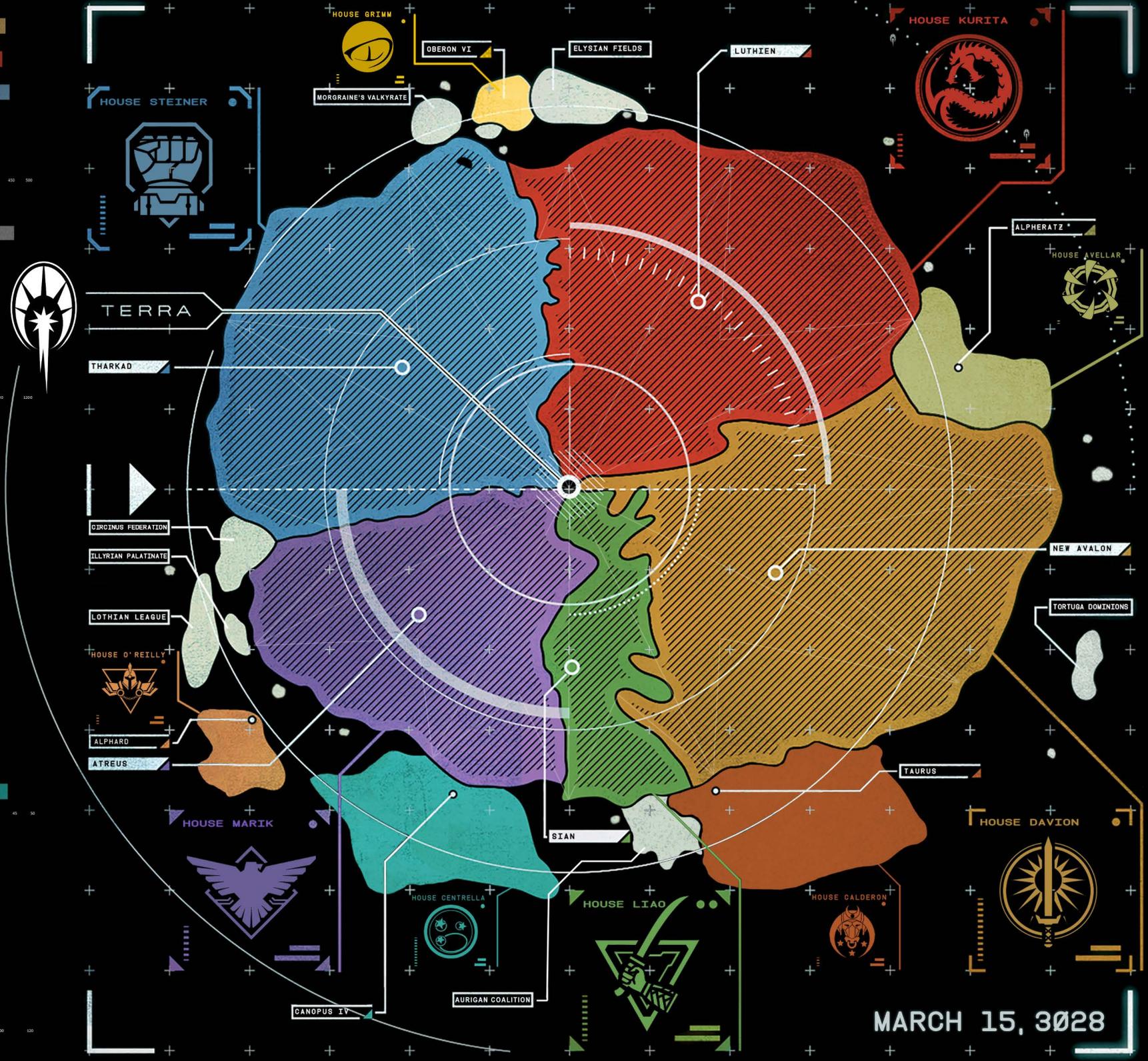
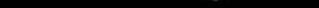
SYSTEMS CONTROLLED



ACTIVE COMPANIES



MERCENARY COMPANIES



MARCH 15, 3028

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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 art and whose images are used in this publication. Of special note is Alex Iglesias who is responsible for creating the individual BattleMech art on behalf of Piranha Games for their MechWarrior Online game as well as the many fans of MechWarrior Online, especially Fernando "Odanan" Prado, who have repainted these BattleMechs. Thanks to Harebrained Schemes for their creative work and inspiring artwork, and finally to Jordan Weisman, the "father" of BattleTech and also to Justin Kase for his work on customizing the beautiful map that graces the back cover.

And finally, a debt of gratitude to my dear wife and five children who have put up with their father's obsession with big stompy robots for years. Thank you Mariam, Layla, Ahmed, Isha, Anousheh and Jasper.

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

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-Note from the Artist Alex Iglesias-

"Years ago, I'd never really thought I'd get to a place where I'd make any lasting sort of artistic impact on anything or anyone. BattleTech was just this weird niche subject that I sort of learned bizarrely well and did fan art of for fun. I never would've predicted that due to a series of fortunate accidents, I'd be influencing a setting older than myself. And for that I am intensely honored and hope to continue to deliver and keep improving."

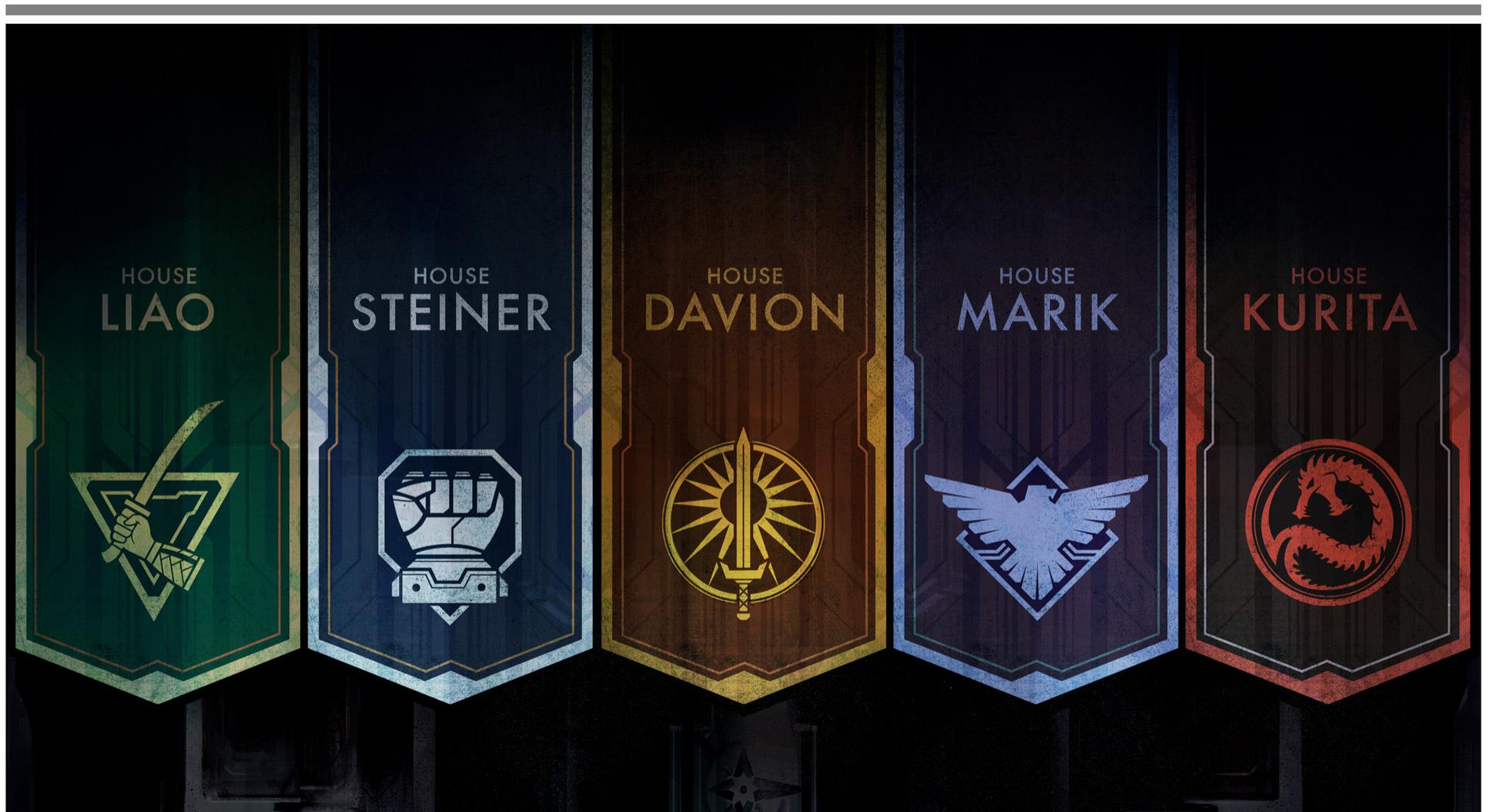
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GREAT HOUSES OF THE INNER SPHERE



MINOR HOUSES OF THE INNER SPHERE



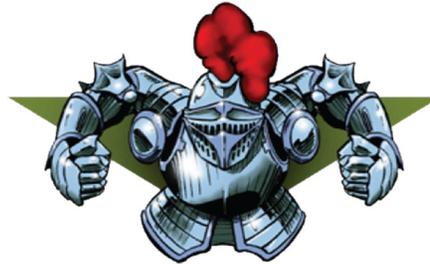
NOTABLE MERCENARY COMPANYS



Wolf's Dragoons



21st Centauri Lancers



McCarron's Armored Cavalry



12th Star Guard



Eridani Light Horse



Blue Star Irregulars



Lexington Combat Group



Hansen's Roughriders



Hampton's Hessens



Grave Walkers



12th Vegan Rangers



Crescent Hawks



Illician Lancers



Lindon's Company

CLASSIFIED: NU-TAU-KAPPA-OMICRON

13 January 3028

Julian Tiepolo
Primus, ComStar
Hilton Head, North America
Terra

Re: Current State of BattleMech Technology in the Inner Sphere

Primus Tiepolo:

There have been a number of striking developments and revelations since the publication of our last technical readout on 5 June 3025. Chief among these are the continued introduction of entirely new BattleMech designs as well as the first true signs of the recovery of the advanced military secrets of the Star League. While many individuals point to House Davion's daring raid on Halstead Station, led by First Prince Hanse Davion himself, and the recovery of the so-called "Halstead Collection," a deeper analysis reveals the Inner Sphere was already well on the way to technological recovery prior to the raid in 3014.

In the late 2900's, Red Devil Industries, a longtime producer of military vehicles, artillery systems and small arms for the Lyran Commonwealth, expanded into BattleMech production. They now produce both the *Rifleman* and *Battlemaster* in addition to their former wares, marking a notable expansion in their operations. Another Lyran firm, Defiance Industries, opened a new fusion engine plant on Tharkad in 3003 to support their own ongoing expansion efforts, primarily to provide engines for the recently refurbished Tolsand factory on Furillo that currently produces the *Zeus*, *Wasp*, and *Locust* BattleMechs. In 3005, former Defiance Industries foreman Michael Olivetti finished the renovation of an old Star League assembly plant on Sudeten, opening up Olivetti Weaponry. They now manufacture both the *Warhammer* and *Thunderbolt*, along with light tanks and hovercraft. In 3012, Defiance Industries spun off their TharHes division, a longtime producer of military electronics, lasers and missile systems. Landgrave Michael Wellby, with substantial financial backing from the Steiner family, acquired the division, founding TharHes Industries on Tharkad. Shortly thereafter, TharHes expanded into BattleMech production with the *Crusader*. TharHes Industries has also begun testing their own unique BattleMech design, the *Wolfhound*. While still in the prototype stage, the 35-ton BattleMech has already undergone field tests with the Kell Hounds mercenary group, whose commander Morgan Kell is known to have close ties with Archon Katrina Steiner herself.

But perhaps the most telling sign of the technological renaissance underway can be found in the Periphery. Mountain Wolf BattleMechs, best known for producing the advanced 35-ton *Nighthawk* BattleMech, lost their primary factory on Vendrell as well as their secondary facility on Alpheratz during the Third Succession War. The company languished until Brandon O'Leary spent almost his entire family fortune rebuilding the smaller, less damaged facility. Located in the Outworlds Alliance, a Periphery power bordering both the Draconis Combine and the Federated Suns, O'Leary not only succeeded in rebuilding the Mountain Wolf BattleMechs assembly line, but also introduced the first entirely new BattleMech design in over two centuries. While the 60-ton *Merlin* does not carry any new or rediscovered technology, it does represent a significant engineering milestone, especially given that it occurred in the Periphery rather than under the auspices of the one of the Great Houses. It must also be noted that Irian Technologies in the Free Worlds League was able to rebuild and reactive their massive industrial complex at Soapstone Mountain within just three years of it being razed during the Marik Civil War.

This is not to say the "Halstead Collection" wasn't a watershed moment, without a doubt it was. The New Avalon Institute of Science was built to house just this collection and thoroughly research the Star League secrets it contained. In 3020 at Friden Aerospace Park on Hoff in the Federated Suns, the first secrets of the "Halstead Collection" were revealed. Dr. Jorge Belasco as his team developed two BattleMech prototypes, the *Super Wasp* and *Super Griffin*. While obviously based on existing designs, the prototype *Griffin* carried an early version of one of the most sought after Star League technologies, the dual heat sink. In addition, it also carried improved jump jets, reportedly allowing it to jump 180 meters. The *Super Wasp* carried a fusion engine supercharger, allowing it to reach speeds approaching 120 kph, and there is speculation it was built around an advanced light-weight chassis, presumably an early version of the Star League Endo Steel. Both prototypes were destroyed by the Black Widow Company of Wolf's Dragoons just two years later in 3022.

More recently, a resurgent Hellsport Industrials on Sian, the capital of the Capellan Confederation, released a new specialized electronic warfare BattleMech, the *Raven*. Having lost their original BattleMech fabrication plants on Betelgeuse during the height of the Succession Wars, Hellsport Industrials relocated what equipment they could salvage to Sian where they produced numerous combat vehicles for the CCAF. In 3024, an early version of the *Raven* was released, marking the third entirely new BattleMech, following the *Merlin* and the *Hatchetman*. However, unlike the previous two, the *Raven* carries the first truly new technology introduced since the fall of the Star League. Carrying a relatively primitive and heavy electronic warfare suite, the *Raven* is the clearest indication yet that not only has the technological decline ended, but, in fact, the Inner Sphere is gaining back lost ground. While not as compact or as powerful as the Guardian ECM suite developed by the Star League, it remains likely, if not inevitable, that Hellsport Industrials will eventually develop an equivalent system.

Also in the Capellan Confederation, the massive defense conglomerate Earthwerks Incorporated has been charged by the Chancellor to develop a new heavy BattleMech. Reminiscent of Ceres Metals Industries *Vindicator*, the 70-ton *Cataphract* makes extensive use of existing components, notably from the *Marauder*, *Shadow Hawk* and *Phoenix Hawk*. That said, it still qualifies as a new design in its right and one of the few the Capellans can manufacture themselves without the need to import any components. Using mostly tried and tested components, Earthwerks has been able to begin production of this BattleMech on both Grand Base and Tikonov in short order, significantly improving the CCAF's ability to replace existing losses and increase the number of BattleMech regiments they can field.

In the Draconis Combine, Luthien Armor Works has recently released an upgraded version of their *Dragon*. Although technically not a new design, Luthien Armor Works refers to the upgraded model as the *Grand Dragon* and it represents a significant improvement over the original. The *Grand Dragon* carries the newly developed Lord's Thunder particle cannon instead of the Imperator-A class 5 autocannon of the previous model, giving it twice the firepower while still retaining the excellent range of the autocannon. There are also unconfirmed rumors that Luthien Armor Works is now working on blueprints for a new assault-class BattleMech although no details are known. What is known is that Luthien Armor Works is currently engaged in a massive expansion of their production facility located on the capital world of the Draconis Combine, including the acquisition of Wells Technologies, the maker of the maligned *Charger*, lending credence to the rumor of a new assault BattleMech, perhaps to be based on the 80-ton *Charger*.

Unlike the other Successor States, the Free Worlds League has yet to introduce any new BattleMechs, although Free Worlds Defense Industries has recently made significant improvements to the troublesome Northrup 12000 jump jets used on their popular WVR-6M *Wolverine* variant. However, the League does produce more DropShips and JumpShips than any of the other Great Houses, including both the massive *Star Lord* and *Monolith* models. The Irian Technologies orbital shipyards around Clipperton remain the largest and best equipped such facility remaining in the Inner Sphere. It is likely Anton's Revolt that engulfed the League in civil war from 3014 to 3015 is at least partially to blame. Not only were numerous industrial sites destroyed during the bitter fighting, but the entire FWL economy was destabilized as the two brothers fought for supremacy.

Close to center of the Marik Civil War was the infamous mercenary group Wolf's Dragoons whose origins remain open to speculation. Provided by Maxmillian Liao, the Chancellor of the Capellan Confederation, directly to Anton Marik to aid in his coup against his older brother, the five regiments of Dragoon BattleMechs include at least eight models of Star League era BattleMechs long thought to have been extinct. Furthermore, Wolf's Dragoons have been able to replenish their supply of these extremely rare BattleMechs via an unknown source in the Periphery. Not as mysterious but just as interesting is the budding relationship between the mercenary group and Blackwell Heavy Industries. Located on Outreach, Blackwell was a minor supplier of components until they were approached by Jamie Wolf, the commanding officer of the Dragoons. By 3012, Blackwell Heavy Industries was producing the 100-ton MAD-4A *Marauder II* as well as various repair parts under exclusive contract to the Wolf's Dragoons. While records existed of the other unusual models that appeared along with the Dragoons, such as the *Hornet*, *Falcon*, *Firefly* and *Shogun*, the *Marauder II* is technically a new design although obviously based upon the original 75-ton model. The 100-ton *Imp* is an altogether different story. This BattleMech has no known predecessor nor have any experimental or pre-production drawings for this BattleMech ever been found even after an exhaustive search of our Blessed Order's extensive historical archives. That said, there are credible battlefield reports the *Imp* carries a variant of the Wasat Aggressor targeting and tracking system commonly found on both the *Orion* and *Hermes II* BattleMechs leading analysts to conclude that while it is a new design, it is likely built using components that are still within the ability of the Successor States to manufacture. How and from where the Dragoons were able to acquire so many mint condition Star League era BattleMechs remains unknown despite numerous attempts to infiltrate the organization. There is little doubt, however, that the mercenary group has the expertise necessary to both maintain and repair these rare BattleMechs as well as to design and help build new ones. It remains one of our Order's highest priorities to determine both the origins of the Wolf's Dragoons and from where their Star League era BattleMechs originate.

In conclusion, the Inner Sphere is well on their way to regaining much of the technology that has been lost since the fall of the Star League. The most prominent example of this is the discovery of the "Halstead Collection" and subsequent founding of the New Avalon Institute of Science. There is also the enigma of Wolf's Dragoon's advanced equipment and burgeoning partnerships with Inner Sphere manufacturers, especially Blackwell Industries. If left unchecked, there is little doubt additional advances will originate from within these two organizations even as the prototype technologies they already have under development reach production status. The recently signed Federated Commonwealth Alliance Document and Concord of Kapteyn have effectively divided the Inner Sphere along just two axis for the first time in history. Given this polarization, it is almost certain a series of major offensives, likely by the Federated Commonwealth, will erupt at any time. If the flames of war can be stoked to the intensity of those from the First or Second Succession War, it is probable the recent technological advances can be stopped or even reversed. The Draconis Combine is a prime candidate to assist in this endeavor. If the DCMS can be strengthened sufficiently to achieve parity with those of the combined LCAF and AFFS, the resulting fighting will likely prove devastating to both sides. If the Federated Commonwealth instead turns their sights on the Free Worlds League and Capellan Confederation, the results could be disastrous for our organization. To that end, special attention must be paid to Thomas Marik who joined our illustrious order in 3006. Already Captain General Janos Marik has begun negotiations for his release and has stated his intention to name Thomas as his heir.

Peace of Blake be with you,

LIGHT BATTLEMECHS





FLE-15 Flea



History

Originally released by Earthwerks Incorporated in 2475 as the TRP-1 *Trooper*, the *Flea* was intended to serve as a light scout 'Mech for the Free Worlds League Military. The TRP-1 was a contemporary of another dedicated scout 'Mech, the WSP-1A *Wasp*. Unfortunately, the design was plagued with problems including numerous design flaws which were discovered shortly after it was put into production.

It took Earthwerks Incorporated 25 years before they finally resolved all of the issues with the 'Mech but by then the lightly armored *Trooper* had earned such a wretched reputation that Earthwerks abandoned the original name entirely, christening the re-engineered 'Mech the FLE-4 *Flea* when they reintroduced it in 2501.

With BattleMechs still in their infancy, Earthwerks had little trouble finding willing buyers even given the 'Mech's light armor and lack of jump capacity.

In 2519, Earthwerks completely re-engineered the design once more, releasing the FLE-14. Weighing only 15 tons, the FLE-14 was the lightest BattleMech to ever make into full scale production and was also the fastest. With a cruising speed of almost 90 kph and a top speed of close to 150 kph, the FLE-14 was blindingly fast. Making it even more maneuverable, the FLE-14 also had a jump capacity of 120 meters allowing it to easily navigate heavily wooded or steep terrain.

The 15-ton 'Mech's armament consisted solely of a single Martell medium laser and it was protected with a paltry single ton of armor. Such light protection meant that even a small laser or heavy infantry weapons could disable or even destroy the fleet-footed machine. Once the FLE-14 was deployed, the lack of armor protection resulted in such a high rate of loss that military quartermasters quickly spurned the ultra-light design causing Earthwerks to suspend production.

Forced to once more re-examine the utility of the *Flea*, Earthwerks engineers redesigned the 'Mech for the third

time just four years after the release of the ultra-light FLE-14. In 2523, they released the FLE-15 which Earthwerks would continue to produce on and off until the fall of the Star League. After General Kerensky's Exodus, Earthwerks would end production entirely, choosing instead to focus on their much more successful and heavier designs, notably the *Griffin*, *Thunderbolt*, and *Archer*.

Between a lack of interest in the design and a lack of spare parts to repair existing machines, the FLE-15 would all but disappear from the Inner Sphere until the arrival of Wolf's Dragoons in 3005.

Among the many lost and forgotten BattleMech designs fielded by the famous mercenary group, were both the FLE-4 and FLE-15 versions of the venerable *Flea*. To the surprise of all, the Dragoon's enjoyed great success with the design, often confusing enemy MechWarriors as to whether they were facing the -4 with its heavy laser, or the up-armored -15 version.

Fielding five full BattleMech regiments along with numerous support units, the Dragoons number among a small elite group of mercenary units in terms of their sheer size and amount of resources. After suffering heavy losses first during the Marik Civil War and then following an unsuccessful attempt to destroy the legendary Defiance Industries complex on Hesperus II, Wolf's Dragoons approached Earthwerks asking that they restart production of the *Flea*. Anxious to please Wolf's Dragoons in hopes of learning the secret of where they obtained their BattleMechs and other advanced technology, Earthwerks agreed and entered into an exclusive agreement to provide new *Fleas*, along with spare parts, directly to the Dragoons.

The *Flea* is among the most inexpensive BattleMechs ever produced. Slightly more expensive than the LCT-1V *Locust*, it is an extremely cost effective 'Mech considering its relatively strong firepower and anti-infantry capability. If Earthwerks Incorporated ever makes the design available outside of the Dragoons, it is likely it will find a welcome home within many militia and second-line units and possibly even within line regiments as well if their performance with the Dragoons is any indication.

Capabilities

For such a light 'Mech, the FLE-15 carries an impressive array of weaponry. Two arm mounted Martell medium

lasers give it as much firepower as any 20-ton 'Mech on the battlefield today, making it a significant threat to other light 'Mechs. Twin machine guns and a chest mounted flamer also make the *Flea* extremely effective against infantry, light vehicles and other soft targets.

Protected by three tons of Livingston Ceramics armor plating, the FLE-15 carries protection equivalent to both the ubiquitous *Wasp* and *Stinger* giving it adequate protection for a scout 'Mech. While not jump capable and slower than the *Locust*, another common scout 'Mech, the FLE-15 addresses this shortcoming by mounting a pair of small lasers in its rear torso, making it a real threat to light units who attempt to circle behind it. Many Mechwarriors, however, choose to flip these two small lasers to the front, giving the *Flea* an even greater bite.

Variants

The FLE-4 *Flea* is the lightest 'Mech to ever carry a heavy laser. In fact, the Harmon heavy laser making up its right arm accounts for a full 25% of the entire weight of the BattleMech. Supplemented by a pair of left arm mounted small lasers, the FLE-4 can engage enemy units at ranges far surpassing that of most other light 'Mechs. It also carries a rear mounted flamer which many MechWarriors have found quite useful for covering their retreat by starting a fire and using the smoke to obscure their position. This also gives the *Flea* some utility as an incendiary 'Mech in a pinch.

Considered to be an effective sniper by most, what the FLE-4 cannot do is take damage. Covered with just two tons of armor, the FLE-4 is easily damaged even by light vehicles or infantry ambushes. Lacking jump jets and with lackluster speed, the FLE-4 cannot easily withdraw from a tight spot without the help of other, heavier, 'Mechs to cover for it.

Current Manufacturers

Earthwerks Incorporated

Ascuncion _ Free Worlds League

Bernardo – Free Worlds League

Model	Cost	BV	PV
FLE-15	1,519,200	430	13
FLE-4	1,519,200	432	11

Mass: 20 tons
Chassis: Earthwerks Trooper
Power Plant: GM 120
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Livingston Ceramics

Armament:

- 2 x Martell Medium Lasers
- 2 x SperryBrowning Machine Guns
- 1 x Olympian Flamer
- 2 x Martell Small Lasers

Original Manufacturer: Earthwerks Incorporated (2501)

Communications System: Neil 2000

Targeting and Tracking System: Dalban HiRez-B

Quirks: Easy to Maintain, No/Minimal Arms, Narrow/Low Profile

Type:	FLE-15 Flea		<i>Tons</i>
Tonnage:	20 tons		
Internal Structure:			2.0
Engine:	GM 120		4.0
Walking MPs:	6		
Running MPs:	9		
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	5	
Center Torso:	6	8/3	
Rt./Lt. Torso:	5	5/3	
Rt./Lt. Arm:	3	4	
Rt./Lt. Leg:	4	4	
Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Flamer	CT	1	1.0
Small Laser	RT	1	0.5
Small Laser	LT	1	0.5
Ammo (MG) 200	CT	1	1.0



Draconis Combine Mustered Soldiery
Seventh Sword of Light – “Teak Dragon”
CO: Tai-Sho Moshu Yodetobo
Homeworld: Luthien

LCT-1V Locust



History

One of the most common light '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 after introducing the *Locust*, 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, including Periphery nations, due to the advanced technology used in the *Champion*, its sale was restricted to only the SLDF. 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 the 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, Free Worlds Defense Industry and Defiance Industries as well as to companies located in the Taurian Concordant, Outworlds Alliance and Magistracy of Canopus.

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. Armed with a single medium laser and a pair of anti-infantry machine guns, the LCT-1V simply lacks the firepower to engage other units with any chance of success. Yet given the scarcity of BattleMechs, there is little chance the *Locust* will be pulled off the frontlines any time soon.

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 pilot 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. Equally important is the ease with which replacement parts can be found, making it one of the most easily repairable BattleMechs and giving it a long operational life.

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 four 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 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 true front line fighter.

The most recent addition, the LCT-3V, released in 3004, also seeks to increase the 'Mech's firepower. By removing a half-ton of armor and a half-ton of ammunition, engineers were able to mount a second Martell medium laser. This second medium laser is mounted coaxially with the first in the heavily armored chest.

There is also a refit available in many Speed Shops throughout the Inner Sphere. The machine guns in the arms, along with their ammunition, are replaced by a pair of medium lasers. This modification is often followed by swapping out the LTV 160 engine in favor of a lighter Hermes 140 and installing two additional small lasers, one in each torso. This makes the *Locust* into a much more formidable 'Mech, one capable of posing a threat to other heavier units.

Current Manufacturers

Bergan Industries

Ares – Capellan Confederation

Achernar BattleMechs

New Avalon – Federated Suns

Corean Enterprises

Stewart – Free Worlds League

Free Worlds Defense Industry

Gibson – Free Worlds League

Defiance Industries

Furillo – Lyran Commonwealth

Taurus Territorial Industries

Taurus – Taurian Concordant

Pinard Protectorates Limited

MacLeod's Land – Taurian Concordant

Alliance Defenders Limited

Alpheratz – Outworlds Alliance

Majesty Metals and Manufacturing

Canopus IV – Magistracy of Canopus

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-3V	1,553,200	490	15

Mass: 20 tons
Chassis: Bergan VII
Power Plant: LTV 160
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
Jump Capacity: None
Armor: 1/Star Slab

Armament:

- 1 x Martell Medium Laser
- 2 x SperryBrowning Machine Guns

Original Manufacturer: Bergan Industries (2499)

Communications System: Garret T10-B

Targeting and Tracking System: O/P 911

Quirks: Easy to Maintain, No/Minimal Arms, Searchlight, Narrow/Low Profile

Armed Forces of the Federated Suns
First Aragon Borderers – “Pride of New Aragon”
CO: Colonel Vincent Kooper
Homeworld: New Aragon

Type: **LCT-1V Locust**

		<i>Tons</i>
Tonnage:	20 tons	
Internal Structure:		2.0
Engine:	LTV 160	6.0
Walking MPs:	8	
Running MPs:	12	
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	8
Center Torso:	6	10/2
Rt./Lt. Torso	5	8/2
Rt./Lt. Arm	3	4
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
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 200	CT	1	1.0



STG-3R Stinger



History

Earthwerks Incorporated's *Stinger* has a litigious history. Production began in 2479, just eight years after General Mechanics released their second generation WSP-1A *Wasp*, and no sooner had the first units emerged from the assembly line than Earthwerks found itself embroiled in a copyright infringement lawsuit due to the similarities between it and the *Wasp*. In fact, many of the components used by the *Stinger* are directly interchangeable with those used by the *Wasp*.

At the time, General Mechanics was one of the largest military contractors for the Terran Hegemony. Anxious to protect their foothold in the burgeoning and lucrative BattleMech market, General Mechanics used large portions of their profits to establish a legal fund to pursue their infringement case against Earthwerks.

What ensued was a 20-year legal battle between the two defense giants during which time Earthwerks continued to churn out *Stingers* in ever increasing numbers. Ultimately, under pressure from the Hegemony Armed Forces who wanted to build up their BattleMech forces as quickly as possible, General Mechanics was forced to abandon the lawsuit due to pressure from the government and escalating legal costs. General Mechanics would then move to license the *Wasp* to a number of other manufacturers throughout the Inner Sphere and Periphery in order to recoup their financial losses and it would take them until 2587 before they could manage to introduce their second BattleMech, the *Kintaro*.

Earthwerks Incorporated, on the other hand, would go on to develop the *Flea*, *Thunderbolt*, *Griffin* and *Thug* in addition to their 70-ton *Archer*, the founding member of their BattleMech line. Their *Stinger* would eventually become one of the most prolific 'Mechs ever built, appearing in military forces throughout human-settled space.

Capabilities

The greatest advantage the *Stinger* possesses is the massive industrial base that has been producing it

nonstop for centuries. With at least seven different manufacturers still churning out factory new units, in terms of the sheer number of operational machines, the *Stinger* is likely the most common 'Mech in existence today. This also makes it among the easiest 'Mechs to source parts for and repair. In fact, the *Stinger* is often used as a substitute for the much rarer, and heavier, 50-ton TRC-4B *Chameleon* training 'Mech. Many MechWarrior's first piloting experience is in the cockpit of a 20-ton *Stinger* and many BattleMech technicians learn their craft on that very same chassis.

Armed with an Omicron 3000 medium laser and a pair of LFN Linblad machine guns, the *Stinger* can acquit itself well against both conventional and infantry forces. Even though it masses the same as the *Wasp* and is powered by the same fusion engine, the GM 120, the *Stinger* is approximately 3.5 kph slower than its brother. However, the Chilton 360 jump jet system it carries is considerably more reliable than the Rawlings system and is contained entirely in the left and right side of the 'Mech's chest.

With a jump capacity of 180 meters and three tons of Riese-100 armor, the *Stinger* is an effective forward spotter and reconnaissance unit and is usually nimble enough to avoid a protracted engagement. In addition, even under the most stressful conditions, the *Stinger* rarely has a problem with heat unless the engine shielding is damaged during fighting.

If the *Stinger* has one shortcoming, other than those inherent from being one of the lightest BattleMechs ever produced, it's the incredibly cramped cockpit. For MechWarriors of even normal stature, the help of a technician is often required in order to squeeze themselves into the command couch, for MechWarriors of any significant girth, it can prove all but impossible. These cramped conditions make it difficult for pilots to maintain peak situational awareness for extended periods of time making it best suited for short patrols and quick missions. The fact that the *Stinger* also has two fully articulated hand actuators makes it an asset on raids where it can help quickly gather and carry off supplies and it can even assist with battlefield recovery and salvage operations as well as making it an effective puncher.

Variants

For such a venerable BattleMech, there is a startling lack of variants of the 20-ton *Stinger*. The sole factory variant to survive the Succession Wars is the STG-3G.

Released just over 100 years after the debut of the -3R, the -3G seeks to transform the *Stinger* into a passable front line combatant by removing the two arm-mounted LFN Linblad machine guns in favor of adding a second Omicron 3000 medium laser. This modification also removes the ammunition bin located directly above the fusion engine compartment, a vulnerability that has led to the complete destruction of countless *Stingers* over centuries of warfare. These changes, however, make the *Stinger* vulnerable to infantry attacks and also makes heat management an important consideration, especially when frequently jumping.

Although it does not carry an official designation, there is a field refit of the *Stinger* that appears with some frequency. The initial modification removes the machine guns and attendant ammunition in favor of mounting two small lasers on each arm. Then, the jump jets are removed, two medium lasers are added to the center torso and the armor is increased by a full ton. Both of these modifications are most often seen among *Stingers* serving in line regiments as they dramatically improve the 'Mechs utility when fighting against other BattleMechs at the cost of their anti-infantry capability.

Current Manufacturers

Earthwerks Incorporated

Keystone – Free Worlds League

Calloway VI – Free Worlds League

Grand Base – Capellan Confederation

Bergan Industries

Ares – Capellan Confederation

Coventry Metal Works

Coventry- Lyrn Commonwealth

Vandenburg Mechanized Industries

New Vandenburg – Taurian Concordant

Illiusin – Taurian Concordant

Pinard Protectorates Limited

MacLeod's Land – Taurian Concordant

Majesty Metals and Manufacturing

Canopus IV – Magistracy of Canopus

Alliance Defenders Limited

Alpheratz – Outworlds Alliance

Model	Cost	BV	PV
STG-3R	1,614,240	359	14
STG-3G	1,662,240	497	14

Mass: 20 tons
Chassis: Earthwerks STG
Power Plant: GM 120
Cruising Speed: 63.4 kph
Maximum Speed: 91.6 kph
Jump Jets: Chilton 360
Jump Capacity: 180 meters
Armor: Riese-100

Armament:

- 1 x Omicron 3000 Medium Laser
- 2 x LFN Linblad Machine Guns

Original Manufacturer: Earthwerks Incorporated (2479)

Communications System: DataCom 26

Targeting and Tracking System: Dynatec 990

Quirks: Easy to Maintain, Cramped Cockpit, Easy to Pilot, Jettison-Capable Weapon (Medium Laser)

Type: STG-3R Stinger		<i>Tons</i>
Tonnage:	20 tons	
Internal Structure:		2.0
Engine:	GM 120	4.0
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
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	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	RA	1	1.0
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 200	CT	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Ryan's Rebels
CO: King Redjack Ryan
Homeworld: Butte Hold



WSP-1A Wasp



History

General Mechanics debuted the WSP-1 *Wasp* in 2464. Among the first BattleMechs ever built, the *Wasp* revolutionized the emerging industry with the introduction of the Rawlings 52 jump jet system. The initial design of the sophisticated propulsion system was fraught with flaws and it would take General Mechanics until 2471 and the release of the second generation WSP-1A before it was considered to be a reliable system.

The *Wasp* also pioneered the extremely risky Death-from-Above maneuver where a MechWarrior engages their jump jets and attempts to land on its target. While this attack damages both BattleMechs, when executed properly, the damage to the target is much greater, including a high probability of damaging the head. This tactic also exposed another serious flaw in the original design, this one regarding the design of the lower legs, which would often rip away entirely from the body of the 'Mech during these high risk attacks. By 2610, this problem too had been rectified by rebuilding the actuator bars with monomolecular stress-resistant materials.

Capabilities

Designed as a fast, jump-capable reconnaissance platform, the *Wasp* has served capably in that role for well over half a millennium, a testament to the utility of the original design. Having seen action in every major conflict since the beginning of the BattleMech era, its capabilities, as well as its shortcomings, and well known to commanders throughout the Inner Sphere.

Armed with one of the first production models of the ubiquitous medium laser, the Diverse Optics Type 2, in addition to a Bical SRM Twin-Rack, the *Wasp* was never intended to serve as a combat line unit. Unfortunately, due to the vast destruction wrought by the Succession Wars, the *Wasp* has often found itself deployed in just that way. As a front line unit, the *Wasp* is most effective when used to engage conventional forces rather than other BattleMechs. In practice, the combination of the medium laser and SRM rack have proved particularly effective against vehicles, often

damaging their motive systems and leaving them on the battlefield in salvageable condition. When engaging foot soldiers and other soft targets, the Bical Twin-Rack is often loaded with Inferno ammunition instead of anti-armor rounds, transforming the *Wasp* into a competent anti-infantry or even an incendiary platform in a pinch.

Hundreds of years of battlefield performance has also brought the *Wasp's* problems into sharp focus. Powered by a GM 120 fusion engine, the 'Mech's top speed of 95 kph is actually slightly below that of similar machines, such as the *Commando*, and well below that of the *Locust* or *Spider*. While this is partially offset by its jump capacity of 180 meters, it remains possible to outmaneuver the *Wasp*, especially in open terrain.

Carrying just three tons of Durallex Light armor, if there is one thing the *Wasp* cannot afford, it is to be caught out in the open. A single hit with any major weapon system, or even two lighter weapons in the same location, can breach the 'Mech's thin armor, leaving it disabled.

Variants

House Liao commissioned the first major variant of the venerable *Wasp* in 2799. Armed with a single SRM-4 in the right arm, the WSP-1L was built specifically to make use of specialized munitions. Aside from the standard high explosive warhead, smoke, fragmentation, Inferno, tear gas, and other warheads featuring various types of guidance packages, could be used based upon the specific needs of a particular mission. As the Succession Wars ground on and these specialized munitions became more and more rare, eventually disappearing altogether in many cases, the WSP-1L model also fell out of favor.

The Draconis Combine altered a number of their own *Wasps* starting in 2818. Issued as a field refit kit, the WSP-1K removes the familiar Bical SRM Twin-Rack in favor of increased protection and anti-infantry capability. The -K carries a single machine gun with a ton of ammunition and is protected by 3.5 tons of armor, utilizing the slightly heavier Starshield for this purpose.

In 2823, Acheron BattleMechs altered their *Wasp* assembly line to produce the WSP-1D. Also choosing to discard the Bical SRM Twin-Rack, Acheron engineers replaced the original SRM ammunition bay in the left torso with a pair of small lasers while replacing the missile launcher in the left leg with a flamer. While this eliminated the possibility of an ammunition explosion, the -1D does run significantly hotter than its brethren,

especially when jumping. Regardless, this version has proved to be quite popular among AFFS MechWarriors.

The most recent and most intriguing variant of the commonplace *Wasp* was first spotted among units of the Wolf's Dragoons mercenary command in 3009, immediately following the first of their mysterious resupply runs. Dubbed the WSP-1W, it carries a full half dozen small lasers, located in pairs, in the right arm, right torso and left torso. This gives -1W unparalleled close-range firepower and when combined with its maneuverability and the skilled pilots of Wolf's Dragoons, the -1W has proven surprisingly lethal, often successfully bringing down heavier units using pack tactics.

A field refit also exists, although it lacks a dedicated designation. First, the SRM-2 and ammunition are replaced with a second medium laser as well as an additional ton of armor, effectively mimicking the STG-3G *Stinger*. Then, the jump jets are removed in favor of a trio of medium lasers, located in the head, center torso and left arm. This radical modification alters the *Wasp* from a scout into a combat line unit.

Current Manufacturers

Irian BattleMechs

Shiro III – Free Worlds League

Kali Yama Weapons

Kalidasa – Free Worlds League

Acheron BattleMechs

New Avalon – Federated Suns

Defiance Industries

Furillo – Lyran Commonwealth

Taurus Territorial Industries

Taurus – Taurian Concordant

Pinard Protectorates Limited

Perdition – Taurian Concordant

Majesty Metals and Manufacturing

Canopus IV – Magistracy of Canopus

Alliance Defenders Limited

Alpheratz – Outworlds Alliance

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-1W	1,633,320	373	13

Mass: 20 tons
Chassis: 1A Type 3
Power Plant: GM 120
Cruising Speed: 66.5 kph
Maximum Speed: 95.1 kph
Jump Jets: Rawlings 52
Jump Capacity: 180 meters
Armor: Durallex Light
Armament:

- 1 x Diverse Optics Type 2 Medium Laser
- 2 x Bical SRM Twin-Rack

Original Manufacturer: General Mechanics (2471)

Communications System: Duotech 65

Targeting and Tracking System: Radcom TXX

Quirks: Easy to Maintain, Weak Legs

Aurigan Defense Contingent
Aurigan Trailblazers
CO: Commander Terri Tupua
Homeworld: Coromodir

Type: **WSP-1A Wasp**

		<i>Tons</i>
Tonnage:	20 tons	
Internal Structure:		2.0
Engine:	GM 120	4.0
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
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	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	RA	1	1.0
SRM 2	LT	1	1.0
Ammo (SRM) 50	LT	1	1.0
Jump Jets	CT	2	1.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



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COM-2D 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 that 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 a reconnaissance unit 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.

Even before the debut of the *Commando*, however, another famous Lyran Commonwealth defense contractor, Defiance Industries, had been hard at work developing their own BattleMech prototype, the BEL-1X *Bellerophon*. 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. Ultimately, this design too was shelved as unworkable.

Capabilities

Able to launch salvos of ten short-range missiles at a time, the *Commando* excels at exploiting breaches in the armor of already damaged enemy 'Mechs. Combined with its solid speed, it can quickly drive in on vulnerable 'Mechs, dispatch them and be back on its way, often before its lance mates can effectively respond.

Supplied with ample ammunition and carrying a Defiance B3M medium laser as backup, the *Commando* can stay active on the battlefield for extended periods as it hunts down its opponents. Respectable armor for its light weight also allow it to take a bit of punishment before having to retire from the field. Against any 'Mech of equivalent size or less, the *Commando* is a formidable opponent, easily capable of handling a *Locust* and even giving heavier 'Mechs such as the *Jenner* or *Firestarter* a run for their money.

But what really makes it shine is its 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 still 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.

After a long period of silence, Coventry Metal Works has created three new variants of the *Commando* within the past ten years, starting with the COM-1B in 3015. Echoing the primary armament of the original, the -1B carries a heavy laser as its primary weapon. Both missile packs have been replaced by a single SRM-2 and it retains the original medium laser.

The -1C, first offered for sale in 3020, also alters the 'Mech's role from that of a striker to a sniper. Dispensing with both missile racks in favor of a Class 2 autocannon, the -1C has extremely long range, although at the expense of hitting power. It also retains the medium laser found on the common -2D.

The most recent addition, the -3A, seeks to improve upon the popular -2D model. By removing a ton of armor and eliminating a ton of ammunition, the -3A carries two SRM-6 racks, allowing it to fire an even greater spread of missiles than the original. However, carrying only a single ton of ammunition to feed both missile racks means a MechWarrior has to choose their shots wisely, as they can only keep up a full barrage for just over one minute before exhausting the ammunition bin. This model carries the familiar medium laser for backup and adds a flamer, giving it anti-infantry capabilities. It is also occasionally used as in incendiary 'Mech when other units, such as the *Firestarter*, are unavailable.

There is also an unofficial field refit known as the "Blazing Inferno." This variant removes the SRM-4, replacing it with a pair of medium lasers, one in the right arm the other in the right torso, along with another ton of armor. This modification is often carried even further, removing the second missile rack in favor of a medium laser in the head along with a full half dozen small lasers, mounted in pairs in the legs and center torso, making this version an easy 'Mech to overheat.

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
COM-1B	1,786,250	616	15
COM-1C	1,742,500	458	13

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: Lexington Limited

Armament:

- 1 x Shannon Six-Shooter Missile Pack
- 1 x Coventry 4-Tube Missile System
- 1 x Defiance B3M Medium Laser

Original Manufacturer: Coventry Defense Conglomerate (2463)

Communications System: TharHes Crystal Flower RG-2

Targeting and Tracking System: TharHes Star Shark

Quirks: Exposed Actuators, Improved Sensors, Multi-Trac

Bromley Stables
Affiliation: Free Worlds League
House Manager: Thaddeus Bromley
Homeworld: Solaris VII

Type:	COM-2D Commando	<i>Tons</i>
Tonnage:	25 tons	
Internal Structure:		2.5
Engine:	Omni 150	2.5
Walking MPs:	6	
Running MPs:	9	
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:	8	8/4
Rt./Lt. Torso	6	6/3
Rt./Lt. Arm	4	6
Rt./Lt. Leg	6	8

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
SRM-6	CT	2	3.0
Ammo (SRM-6) 15	LT	1	1.0
SRM-4	RA	1	2.0
Ammo (SRM-4) 25	RT	1	1.0
Medium Laser	LA	1	1.0



SDR-5V 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 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 among the generals of the SLDF Special Operations units. 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-terrorism 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 turret-mounted Newhart 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* starting 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 lightweight 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

Considered by many to be the premier scout 'Mech, there is almost nowhere a *Spider* cannot go. Capable of leaping almost a quarter of a kilometer in a single bound, obstacles that would stop any other BattleMech rarely stop a *Spider*. Its powerful LFT-10 jump jets can also propel the 30-ton 'Mech to incredible heights. It's not unusual to see a *Spider* perched atop a twelve story building or even on the spire of an otherwise inaccessible mountaintop.

Equally as important as getting to the perfect spot is the ability of the *Spider* to quickly extricate itself from any situation, an essential ability for a 'Mech that carries even less armor than the 20-ton *Locust*.

The SDR-5V carries a pair of chest-mounted top-of-the-line Aberdovey Mk III medium lasers. 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 over 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* an exceptionally difficult target.

Variants

Given the 'Mech's extensive use by the elite SLDF Blackhearts, it's interesting to note that unlike many other designs from this era, the SLDF never commissioned a "Royal" variant of this 'Mech.

However, 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 one of 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

Mass: 30 tons
Chassis: Newhart 1200
Power Plant: Pitban 240
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: Pitban LFT-10
Jump Capacity: 240 meters
Armor: Durallex Light

Armament:

2 x Aberdovey Mk. III Medium Lasers
Original Manufacturer: Newhart Interstellar Industries (2650)
Communications System: O/P 500A
Targeting and Tracking System: O/P TA1240
Quirks: Accurate Weapons (Medium Lasers), Easy to Maintain,
 No Ejection System, Improved Communications

Type: SDR-5V Spider		<i>Tons</i>
Tonnage:	30 tons	
Internal Structure:		3.0
Engine:	Pitban 240	11.5
Walking MPs:	8	
Running MPs:	12	
Jumping MPs:	8	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	56	3.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	6
Center Torso:	10	8/4
Rt./Lt. Torso	7	6/2
Rt./Lt. Arm	5	5
Rt./Lt. Leg	7	6

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0
Jump Jets	RT	4	2.0
Jump Jets	LT	4	2.0



Armed Forces Federated Suns
First Kittery Borderers – “Pride of Kittery”
CO: Colonel Vivian Dulers
Homeworld: Kittery

UM-R60 UrbanMech



History

Orguss Industries, the manufacturer of the 30-ton *UrbanMech*, got its start as a subcontractor producing components for the commonplace *Stinger* and *Wasp* BattleMechs.

When engineers at their main production facility on Marcus discovered the basic chassis of the 20-ton *Stinger* was capable of supporting considerably more weight, they reinforced it, creating the Orguss Stinger chassis which proved capable of supporting up to 45-tons of total weight.

This 45-ton chassis would go on to become one of the most popular BattleMechs ever created, the PXH-1 *Phoenix Hawk*, the standard against which all other scout 'Mechs are compared. Introduced in 2568, the *Phoenix Hawk* would prove so popular that Orguss Industries' sole factory on Marcus was completely overwhelmed by the massive demand.

Consequently, Orguss Industries licensed the PXH-1 design to manufacturers throughout the Inner Sphere, including Coventry Metal Works in the Lyran Commonwealth, Earthwerks Incorporated in the Free Worlds League and Achernar BattleMechs located on the capital world of the Federated Suns.

As the *Phoenix Hawk* proliferated throughout the Terran Hegemony and the Great Houses, its value not only as a scout but as command 'Mech became quickly apparent and it became a mainstay among the forces of the Star League Defense Force.

The SLDF was so impressed by its performance they contracted with Orguss Industries for the design of a new low-cost urban defense BattleMech. In 2675, Orguss Industries would deliver the first 30-ton UM-R60 *UrbanMech* to the SLDF.

Never intended to serve as a front-line unit, the SLDF sent the *UrbanMech* to garrisons and militia units through the Inner Sphere both bolstering their combat

effectiveness and, in many cases, also freeing up other more effective designs to serve elsewhere.

At just over 1.4 million C-bills, the *UrbanMech* has the dubious distinction of being the cheapest BattleMech ever mass produced. As such, Orguss Industries sold large numbers of them not only to the SLDF but also to the private armies of the Great House Lords.

In 2873, during the Succession Wars following the fall of the Star League, Orguss Industries' factory on Marcus was destroyed, ending production of the 30-ton urban defense 'Mech. Ironically, since it was relegated primarily to second-line and militia units, many *UrbanMechs* survive to this day primarily in the Capellan Confederation which had been the largest purchaser of the cost effective war machine.

Capabilities

Powered by one of the smallest fusion engines ever used to power a BattleMech, the 1.5 ton Lennox 60, the *UrbanMech* has a top speed of just 32.4 kph, making it not only the cheapest but also one of the slowest BattleMech ever built. Equipped with two Pitban 6000 jump jets, its incredibly slow speed is partially offset by a 60 meter jump capacity. Intended to operate exclusively inside dense urban areas and other close confine environments, its poor mobility is by intention. One of the favored tactics of *UrbanMech* pilots is to hide inside a building and snipe at enemy units with the 'Mech's powerful Emperor-B Class 10 Autocannon.

Thickly armored by six tons of Durallex armor, the *UrbanMech* mounts as much protection as 'Mechs twice its size, allowing it to absorb a considerable amount of damage. Its short and compact profile also make it a difficult target and the potent punch from its autocannon makes it a threat to large and small 'Mechs alike. Many BattleMechs, even heavy units, have fallen to ambushes laid by *UrbanMechs*.

Lacking proper arms and carrying only a Harmon light laser as a backup weapon, the *UrbanMech* is not particularly effective against infantry and other soft targets. In fact, it is quite susceptible to them. Given its slow speed, the *UrbanMech* has difficulty disengaging from even foot infantry and can only at best match the speed of motorized or mechanized infantry units.

Even with all of its extensive limitations, if deployed and supported properly, the *UrbanMech* can be a startlingly effective machine. Its damage potential combined with

its strong protection make it a significant threat especially in close combat situations. The *UrbanMech* is also noted for the unique ability of its top half to traverse a full 360 degrees allowing it to bring its autocannon to bear on targets that manage to get behind it, which, due to its slow speed, is a frequent occurrence.

Variants

The Capellan Confederation is the only Great House that possessed enough *UrbanMechs* to make any attempt at modification worth the investment. Lacking the massive industrial capacity of the Free Worlds League or the Lyran Commonwealth, by the beginning of the Third Succession War in 2866, the Capellan Confederation Armed Forces were forced to deploy *UrbanMechs* among their front-line forces.

In 2925, the first UM-R60L refit was introduced. By removing two tons of armor, Liao engineers were able to upgrade the original autocannon to the terrifying Emperor-Zeta Class 20 autocannon. One of the largest autocannons ever built, the Emperor-Zeta is capable of downing a light 'Mech with a single shot and severely damaging larger ones.

Carrying only one ton of ammunition for the huge autocannon, however, limits the R60L to a paltry five rounds giving it an incredibly short effective battlefield life. This, combined with the reduction in protection, makes the -R60L well suited for ambush and hit and run tactics. However, if its target survives the first shot, it almost invariably ends up with a disabled *UrbanMech*.

Current Manufacturers: None.

<u>Model</u>	<u>Cost</u>	<u>BV</u>	<u>PV</u>
UM-R60	1,464,125	504	12
UM-R60L	1,568,125	470	11

Mass: 30 tons
Chassis: Republic-R
Power Plant: Lennox 60
Cruising Speed: 21.6 kph
Maximum Speed: 32.4 kph
Jump Jets: Pitban 6000
Jump Capacity: 60 meters
Armor: Durallex Medium
Armament:

1 x Imperator-B Class 10 Autocannon
 1 x Harmon Light Laser

Original Manufacturer: Orguss Industries (2675)

Communications System: Dalban Interact

Targeting and Tracking System: Dalban Urban

Quirks: Narrow/Low Profile, No/Minimal Arms, Extended Torso Twist

Capellan Confederation Armed Forces
Kamakura's Hussars
CO: Colonel Nathaniel Hopkins
Homeworld: Styk



Type: SDR-5V Spider		<i>Tons</i>
Tonnage:	30 tons	
Internal Structure:		3.0
Engine:	Lennox 60	1.5
Walking MPs:	2	
Running MPs:	3	
Jumping MPs:	2	
Heat Sinks:	11	1.0
Gyro:		1.0
Cockpit:		3.0
Armor Factor:	96	6.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	10	11/8
Rt./Lt. Torso	7	8/4
Rt./Lt. Arm	5	10
Rt./Lt. Leg	7	12

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/10	RA	7	12.0
Ammo (AC) 10	RT	1	1.0
Small Laser	LA	1	0.5
Jump Jets	CT	2	1.0

FS9-H Firestarter



History

Launched by Argyle 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 machine guns and reducing the armor by one ton, the FSH-9 is capable of wreaking havoc on infantry and lightly armored vehicles.

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* cannot set afire.

In the hands of a 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 hamper a pursuing force.

The *Firestarter* is also frequently selected to lead raids deep behind enemy lines. With negligible ammunition dependency, a top speed of almost 100 kph 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 often guarded by softer units, such as infantry and light armor, which are particularly susceptible to the *Firestarter's* armament.

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

During the Third Succession War, the facilities of the original manufacturer of the *Firestarter*, Argyle Technologies, was destroyed. Unable to rebuild their plant due to the technological decline, Argyle sold the production rights to Coventry Metal Works who subsequently began producing the iconic incendiary 'Mech.

Capabilities

As the number of BattleMechs continues to decline, the *Firestarter* is found in increasing numbers on the front lines of the battlefield. Unfortunately, the limited range of its weapons and light armor make it ill-suited for this role. However, the *Firestarter* has proved to be a capable scout, often starting fires to mask its retreat or even clearing potential ambush sites in advance of friendly troops by setting the area afire.

Capable of rendering a BattleMech just as inoperable as weapon damage, heat is every bit as dangerous as an enemy 'Mech. Another tactic often employed by bold *Firestarter* pilots who find themselves on the frontlines is bathing enemy units in the superheated plasma from their quartet of flamers. This is especially effective when the target is already running hot from weapons fire. Often, the resulting surge of heat results in the target simply shutting down from overheating, although for this to be effective the *Firestarter* must close to within 100 meters of their target. While extremely 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, Argyle Technologies also introduced the -K version. The -K 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 highly sought after but due to its age and limited production run, quite difficult to find.

In 2893, just one year prior to the destruction of their assembly lines, Argyle Technologies produced what was to become their final variant, the FS9-M. Nicknamed the "Mirage," it was a radical departure from the original. Eliminating all four of the flamers, the -M is intended to be a frontline fighter rather than an incendiary 'Mech. Carrying a pair of medium lasers, two small lasers, and matched machine guns, the -M carries the maximum amount of armor the Argyle H/09 chassis could support. Protected with 7.5 tons of armor, the -M's protection is equivalent to that of many much heavier units and prolongs its life on the battlefield.

Current Manufacturers

Coventry Metal Works

Coventry – Lyran Commonwealth

Model	Cost	BV	PV
FS9-A	3,075,975	773	19
FS9-K	3,069,225	763	18
FS9-H	3,045,600	694	19
FS9-M	3,065,175	798	21

Mass: 35 tons
Chassis: Argyle H/09
Power Plant: GM 210
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets:

Jump Capacity: 180 meters
Armor: Livingston Ceramics

Armament:
 2 x Magna Mk. II Medium Lasers
 2 x Deprus RF Machine Guns
 4 x Purity L-Series Flamers

Original Manufacturer: Argyle Technologies (2550)

Communications System: Tansech Omni-7

Targeting and Tracking System: Tansech C30-97

Quirks: None

Type:	FS9-H 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:	10	
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	12/6
Rt./Lt. Arm	6	6
Rt./Lt. Leg	8	6

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Flamer	RA	1	1.0
Flamer	CT	1	1.0
Flamer	CT	1	1.0
Flamer	LA	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Machine Gun	RT	1	0.5
Machine Gun	LT	1	0.5
Ammo (MG) 200	RT	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



Oberon Confederation
Second Oberon Guards
CO: General Karl Grimm
Homeworld: Oberon

JR7-D Jenner



History

Built by Diplan 'Mechyards on Ozawa, the 35-ton *Jenner* has been the favored light 'Mech of the Draconis Combine Mustered Soldiery since its introduction in 2784. Introduced shortly after the dissolution of the Star League, it is an excellent blend of both speed and firepower.

Diplan 'Mechyards churned out the *Jenner* by the thousands, with the exception of a brief interruption from 2815-2823, until its assembly lines were destroyed by retreating Kurita forces in 2848. After the destruction of the plant on Ozawa and the subsequent capture of the planet by House Davion forces, Ozawa would become a part of the Federated Suns and production of the *Jenner* would end.

Luckily, Diplan 'Mechyards maintained a subsidiary on Luthien, the capital of the Draconis Combine. Absorbed by the mighty Luthien Armor Works, they continue to manufacture replacement parts for the 35-ton 'Mech and rumors have long circulated that LAW has plans to open a new assembly line and return the popular *Jenner* to production at some point in the future.

The reputation of the *Jenner*, however, is forever tarnished by its role in the infamous Kentares Massacre. During the First Succession War, the DCMS, led by Coordinator Minoru Kurita himself, had pushed deep into the Federated Suns, reaching a point where they were only a single jump away from New Avalon itself. In a desperate gamble to stave off the invasion of their capital the Crucis Lancers attacked New Rhodes III, the main DCMS forward supply base being used to prepare for the final attack on New Avalon.

After they successfully destroyed the supply depot there, Minoru Kurita travelled to Kentares IV to personally oversee the establishment of a new forward base of operations for the DCMS. By 2796, they had reduced the Davion defenders there to a single stronghold which they had surrounded. As the Coordinator prepared to wipe out the last of the Davion resistance, he stopped

outside of New Snowfield. As he sat outside conversing with a Buddhist priest, a sniper from the Seventh Crucis Lancers shot him in the back, killing him instantly.

When Minoru's son Jinjiro learned of his father's death, he immediately traveled to Kentares where he ordered the DCMS forces to "kill them all" and "bathe accursed Kentares in blood," going so far as to execute one of his own generals who had dared question his orders. What followed were five months of ruthless mass murders, public decapitations and mass executions. Waves of agile *Jenners* flooded the urban centers gunning down anything that moved and gutting the cities. By the time it was over, 52 million people, almost all civilians, had been killed. When the Buddhist priest who had been by Minoru's side when he had been shot begged Jinjiro to stop the genocide, Jinjiro stabbed him in cold blood leaving him to die along with countless others.

Since that time, the *Jenner* has been a favorite target amongst Davion soldiers.

Capabilities

Carrying four Argra 3L medium lasers and a Thudersstroke SRM-4, the JR7-D is among the most heavily armed light 'Mechs ever built. Often deployed in packs, a lance of *Jenners* can tear apart heavy or even assault class 'Mechs. With a top speed of almost 120 kph and a jump capacity of 150 meters, the *Jenner* makes a difficult target and its maneuverability often allows it to flank or even get behind an enemy unit.

Another tactic often used by *Jenner* pilots is to leap next to an enemy unit, unleash a devastating alpha strike and then leap quickly away to cool down. This 'Mech is also often paired with another Kurita favorite, the *Panther*. This combination is particularly effective as the slow, heavily armored *Panther* can provide the *Jenner* with long range cover fire using its Lord's Light PPC while the *Jenner* closes to within short range.

The *Jenner* is also well suited to extended operations behind enemy lines. Carrying mostly energy based weapons along with 25 reloads for its SRM-4, the *Jenner* is not overly dependent on supply lines. It is not, however, an ideal raider. Lacking true arms, the *Jenner* is unable to help carry away captured parts and munitions. The lack of hand actuators also inhibits the 'Mechs effectiveness in physical combat.

Equipped with only 10 heat sinks, the *Jenner* is an exceptionally easy 'Mech to overheat. The combination

of a heavy energy-based weapon loadout combined with the Smithson Lifter jump jets can quickly overwhelm the 'Mechs cooling system leaving it extremely vulnerable. Effective heat management is a must when piloting a *Jenner*.

In addition, protected by just four tons of Starshield armor, the *Jenner* carries the same amount of armor as the 20-ton *Locust* making it an easy 'Mech to destroy if it can be pinned down.

Variants

The original *Jenner*, the JR7-A, was modeled on the lighter and much more advanced 30-ton HSR-200-D *Hussar*. Just like the SLDF *Hussar*, the -A carried a turret-mounted heavy laser. In the case of the *Jenner*, the Diplan HD heavy laser was also supplemented by a pair of Argra 27CL medium lasers, while the *Hussar* carried only a Newhart extended-range large laser.

During testing, numerous problems were found with the turret mount, often resulting in it becoming immobilized, effectively disarming the entire 'Mech. The chassis and Smithson Lifters, however, performed extraordinarily well. Well enough, in fact, that rather than discard the entire design, the engineers instead just re-designed the weapon systems.

Discarding the turret concept, the engineers at Diplan 'Mechyards installed a pair of Argra 3L mediums in each of the *Jenner's* stubby arms. The armor was also substantially increased. Carrying a full seven tons of armor, the JR7-F was an extremely durable and fast fighting machine. The production run was quite short, however, with the familiar JR7-D making its appearance in 2785, just one year after the -F.

Current Manufacturers: None.

Model	Cost	BV	PV
JR7-A	3,075,975	773	19
JR7-F	3,069,225	763	18
JR7-D	3,161,925	875	20

Mass: 35 tons
Chassis: Diplan Scout-A
Power Plant: Magna 245
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: Smithson Lifters
Jump Capacity: 150 meters
Armor: Starshield

Armament:

4 x Argra 3L Medium Lasers
 1 x Thunderstroke SRM-4

Original Manufacturer: Diplan 'Mechyards (2784)

Communications System: Dawson III

Targeting and Tracking System: Bk-309

Quirks: No/Minimal Arms, Narrow/Low Profile

Type:	JR7-D Jenner		<i>Tons</i>
Tonnage:	35 tons		
Internal Structure:			3.5
Engine:	Magna 245		12.0
Walking MPs:	7		
Running MPs:	11		
Jumping MPs:	5		
Heat Sinks:	10		
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	64		4.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	7	
Center Torso:	11	10/3	
Rt./Lt. Torso	8	8/4	
Rt./Lt. Arm	6	4	
Rt./Lt. Leg	8	6	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
SRM-4	CT	1	2.0
Ammo (SRM) 25	RT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	LA	1	1.0
Jump Jets	RT	2	1.0
Jump Jets	LT	2	1.0
Jump Jets	CT	1	0.5



Alliance Military Corps
Avellar Guard – “President’s Guard”
CO: Chairman Maurice Avellar
Homeworld: Alpheratz

PNT-9R 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 get to 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 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.

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. Gorton, Kinsley and Thorpe Enterprises acquired Alshain Weaponry in a bitter struggle almost half a century ago and since that time has considerably expanded production of the *Panther* although they have chosen to keep the Alshain Weaponry name alive. There are also rumors GKT is planning to begin production of BattleMechs at their plant on Satalice to supplement the vehicles currently produced at their headquarters on Rasalhague. 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 House Kurita with many victories.

The Lyrans in particular have learned to treat the 35-ton *Panther* 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, 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 light scout 'Mech replaced with an 80-ton *Charger*, an assault 'Mech with a greater top speed than that of the 35-ton *Panther*. The 60-ton *Quickdraw*, also produced by Luthien Armor Works, is not only faster, but can also out jump the *Panther* by a good 30 meters and even the 60-ton *Dragon* has a higher top sustained speed.

However, when deployed as direct fire-support, or assigned as a sniper, the *Panther* offers capabilities not seen in other light 'Mechs. Its Lord's Light particle projection cannon gives it the range and the bite of a much heavier BattleMech. A single shot from the cannon can disable or seriously damage any 'Mech equal to or less than its own weight. Combined with its excellent armor protection, the *Panther* is even capable of engaging larger 'Mechs with some degree of success.

The Telos Four-Shot is an excellent secondary weapon. Built to exploit the holes created by the powerful yet compact Lord's Light, it is usually sufficient to dispatch any 'Mech that manages to close to within short range.

Carrying thirteen heat sinks, the *Panther* can maintain a continuous and deadly rate of fire. At a full run it can fire its PPC without building up heat or even jump and fire with little danger of impairing the 'Mech due to heat levels.

The 'Mech's greatest weakness lies in its slow speed. Against other light 'Mechs, a *Panther* pilot will invariably find themselves outmaneuvered and often with a 'Mech in their rear. At the same time, even with their heavy armor, their relatively light mass makes them ill-suited for traditional assault roles.

In light lances, the *Panther* needs faster nimble 'Mechs guarding its flanks while it deals out the punishment. When placed in heavier lances, it's strictly a second wave unit, allowing the larger 'Mechs to absorb the majority of enemy fire with providing long-range support with its PPC.

Variants: None.

Current Manufacturers

Alshain Weaponry

Alshain – Draconis Combine

Jarett – Draconis Combine

New Oslo – Draconis Combine

Model	Cost	BV	PV
PNT-8Z	2,330,460	741	21
PNT-9R	2,449,260	769	20

Mass: 35 tons
Chassis: Alshain 56-Carrier
Power Plant: Hermes 140
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Lifters
Jump Capacity: 120 meters
Armor: Maxmillian 42

Armament:

- 1 x Lord's Light Particle Beam Weapon
- 1 x Telos Four-Shot SRM Missile System

Original Manufacturer: Alshain Weapons (2739)
Communications System: Sipher CommCon CSU-4
Targeting and Tracking System: Cat's Eyes 5
Quirks: None

Type:	PNT-9R Panther		<i>Tons</i>
Tonnage:	35 tons		
Internal Structure:		3.5	
Engine:	Hermes 140	5.0	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	4		
Heat Sinks:	13	3.0	
Gyro:		2.0	
Cockpit:		3.0	
Armor Factor:	104	6.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	11	14/7	
Rt./Lt. Torso	8	10/5	
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>
SRM-4	CT	1	2.0
Ammo (SRM) 25	LT	1	1.0
PPC	RA	3	7.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0

Draconis Combine Mustered Soldiery
Third Benjamin Regulars – “Pride of Benjamin”
CO: Sho-sho Jakodo Naguchido
Homeworld: Irurzun



MEDIUM BATTLEMECHS





ASN-21 Assassin



History

Maltex Corporation, a darling of the Terran Hegemony, designed and produced the widely successful 80-ton *Thug* assault 'Mech, the 45-ton *Wyvern* urban fighter, as well as the fleet-footed 40-ton *Assassin* for use by the SLDF until the fall of the Star League. Afterwards, they briefly produced these same chassis for the Draconis Combine before Errai was taken by the Federated Suns during the Second Succession War. During the bitter and no-holds-barred fighting that marked the early Succession Wars, Maltex Corporation's sole production facility on Errari was destroyed and their ability to produce 'Mechs ended entirely by 2835.

The popular *Thug*, however, would live on. After the destruction of their fabrication facilities, Maltex Corporation would almost immediately license the assault 'Mech to Earthwerks Incorporated who would begin production of it at both their Tikonov and Keystone plants in the Capellan Confederation and Free Worlds League respectively. Earthwerks was forced to downgrade the design due to the loss of the advanced technology used in the original but it still remained a viable BattleMech. The *Wyvern* on the other hand, a specialized machine to begin with, did not weather the loss of technology nearly as well. Although Maltex briefly produced a downgraded version of it, the WVE-6N from 2821 until the factory's destruction in 2835, none of the remaining BattleMech manufacturers were interested in picking up the now orphaned design.

Maltex Corporation designed the *Assassin* as a direct competitor to the significantly lighter *Wasp* and *Stinger*. Twice as heavy, faster, with a greater jump capacity, heavier armor and significantly more and longer-range weapons than either of the pervasive 20-ton 'Mechs it sought to supplant, the *Assassin* was a superior design in every conceivable way except for one: cost. At well over 3.5 million C-bills per unit, as compared to just over 1.5 million for a *Wasp* or a *Stinger*, the *Assassin* is an expensive 'Mech. This is due in large part to the massive Vox 280 fusion engine that gives the *Assassin* its considerable speed. Taking up almost half of the

weight of the entire 'Mech, the Vox 280 is commonly found in much heavier 'Mechs such as the *Archer* and *Warhammer*. Regardless, the performance and hype surrounding the design was great enough, and the Star League concerned enough about maintaining its military superiority, that the SLDF, with some reservations, commissioned the design beginning in 2676.

Maltex ramped up production of the 40-ton war machine which quickly proved popular among SLDF forces as well as throughout the militias of the Great Houses. Unfortunately, within a few years a number of serious problems surfaced regarding the design. When operating at high heat levels, a frequent occurrence during combat when simultaneously jumping and firing, the reloading mechanism of the Holly SRM-2 sporadically jams. To further complicate the problem, the fix requires technicians to partially disassemble the missile launcher in order to clear the jam.

The second serious issue was the small size of the cockpit, ironically, almost as cramped as that found in the 20-ton *Stinger* it sought to replace. Maltex made numerous attempts and invested millions in resolving the problem, including rectifying issues with the cockpit cooling system, but were largely unsuccessful. The most unusual of their multiple attempts to remedy the situation involved shifting the entire cockpit forward and down into the "nose" of the head assembly rather than its traditional position along the top. By 2815, Maltex had solved the problems afflicting the SRM-2, however, cockpit issues continued to plague the design ultimately resulting in a number of different cockpit configurations, including one in which the pilot lays almost prone on the command couch.

Capabilities

The *Assassin*'s name derives from its intended role as a hunter-killer of scout 'Mechs. Twice the size of the most common scout 'Mechs and faster and more maneuverable to boot, the *Assassin* can make short work of the *Wasps* and *Stingers* that traditionally dominate reconnaissance lances. Its Holly LRM-5 is particularly effective against light 'Mechs, allowing it to target and often cripple them from a safe distance. It has also proven surprisingly successful against vehicles such as the Swift Wind Scout Car or Skulker Wheeled Scout Tank.

At closer ranges, the *Assassin* carries a tried and true Martell medium laser in its right arm along with a Holly SRM-2 mounted in the left torso, putting it on roughly

equal footing with most 'Mechs lighter than itself. The left arm is also equipped with a hand actuator giving it the ability to punch as well as to manipulate and carry objects such as supplies or even physical weapons.

With a top speed of almost 120 kph and a jump capacity of an astounding 210 meters made possible by its powerful Lox Lift Series 1 jump jets, few 'Mechs are capable of escaping from or catching a fully functional *Assassin*, making them among the most highly sought after chassis for scouts and reconnaissance specialists and a favored machine among commanders of such units. Protected by 4.5 tons of 100 AFVTA armor, it carries as much armor as other dedicated scout units but ranks among the most lightly armored medium BattleMechs. Equipped with only the standard 10 heat sinks, the *Assassin* can overheat if it continuously jumps and fires its full complement of weapons.

To assist in locating enemy targets, the *Assassin* utilizes a sophisticated suite of electronics designed by Garret SatComm, one of the premier military electronics manufacturers in the Inner Sphere. The Garret 500S targeting and tracking system, combined with the Garret T15-B communications suite, allows the *Assassin* to locate and identify enemy units and to securely transmit this information to friendly units and even distant command centers.

Variants

Only a single variant of the rare *Assassin* was ever created, and even that was a recent development. In 3024, House Davion took what few *Assassins* it still had and modified them by removing two of the seven jump jets and shaving off a half of armor in favor of adding three Maxell 50 small lasers. Given the strength of the *Assassin* has always been its maneuverability, the loss of 60 meters of jump capacity, combined with the lessening of its already scant protection, casts into doubt whether this modification actually improves upon the original design.

Current Manufacturers: None.

Model	Cost	BV	PV
ASN-21	3,686,013	749	17
ASN-101	3,457,463	757	18

Mass: 40 tons
Chassis: Maltex 40
Power Plant: Vox 280
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: Lox Lift Series 1
Jump Capacity: 210 meters
Armor: 100 AFVTA

Armament:

- 1 x Martell Medium Laser
- 1 x Holly LRM-5
- 1 x Holly SRM-2

Original Manufacturer: Maltex Corporation (2676)

Communications System: Garret T15-B

Targeting and Tracking System: Garret 500S

Quirks: Cramped Cockpit, Ammunition Feed Problem (SRM-2)

Twelfth Star Guards
Third Regiment - Paget's War Ponies
CO: Hauptmann-General Mitch DeChavilier
Homeworld: Lyons

Type: ASN-21 Assassin		<i>Tons</i>
Tonnage:	40 tons	
Internal Structure:		4.0
Engine:	Vox 280	16.0
Walking MPs:	7	
Running MPs:	11	
Jumping MPs:	7	
Heat Sinks:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	72	4.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	8
Center Torso:	12	12/4
Rt./Lt. Torso	10	10/2
Rt./Lt. Arm	6	6
Rt./Lt. Leg	10	6

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Medium Laser	RA	1	1.0
LRM-5	RT	1	2.0
Ammo (LRM) 24	RT	1	1.0
SRM-2	LT	1	1.0
Ammo (SRM) 50	LT	1	1.0
Jump Jets	CT	1	0.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



CDA-2A 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*. These 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 75-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 on 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 of legitimacy from the success of the *Von Luckner* and with a proven track record for producing quality BattleMech electronics, Hollis Industries partnered with HartfordCo 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 quartermasters 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*.

Capabilities

[Editor's Note: The CDA-3C *Cicada* variant is the model depicted, not the much more common CDA-2A version.]

Equally fast but weighing twice as much as the *Locust*, the *Cicada* carries two medium lasers and a small laser giving it slightly better firepower while carrying the same amount of armor as the common 20-ton BattleMech. The SLDF accepted the design just as HartfordCo had hoped, using them to replace destroyed *Locusts*. However, the per unit cost was over twice that of the *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 and necessitating an expensive and embarrassing recall. Consequently, 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 contracting with MatherTechno Incorporated in 2777 to provide electronics for their 40-ton *Vulcan* anti-infantry BattleMech.

Headquartered on Bryant, the Amaris Civil War would mark the beginning of the end for HartfordCo Industries. When the planet was taken by elements of the Rim Worlds Republic Army, the planet's critical Storm Inhibitor Array came under attack. Initially used by

Loyalist forces to "fry" attacking DropShips, JumpShips and even overheat concentrations of ground-based units, the Republican forces were eventually forced to destroy it.

With the weather control system now rendered largely ineffective, the environment became increasingly hostile forcing the inhabitants to relocate to the relatively calm poles and abandon the vast majority of their cities.

Down but not out, HartfordCo Industries would embark on an ambitious plan to upgrade the sole BattleMech it produced. Demand for 'Mechs of any and all kinds was so high following the devastation of the First Succession War that HartfordCo suddenly found itself flooded with orders for what had previously been considered a largely ineffective BattleMech.

In 2840, Hartford Co released both the -2B and the much more radical -3C variant. Unfortunately, few of these variants were made before the factory was destroyed by a violent storm following the failure of the planet's weather control system later that same year.

Variants

The first of two variants, the -2B gives the *Cicada* enhanced anti-infantry capabilities by exchanging the Magna Mk I small laser for a flamer. It also carries a half-ton less armor.

The -3C is a highly sought after variant of the 40-ton *Cicada*. Considered by most far superior to the original -2A version, it is likely HartfordCo would have switched their production line over entirely to the -3C had it not been destroyed during the Third Succession War.

By replacing the enormous Pitban 320 fusion engine with the much more compact Vox 280, HartfordCo engineers were able to save 6.5 tons of space. All three original lasers were removed as well in favor of an entirely new weapon load out. Carrying a Donal PPC in the right torso, along with a pair of machine guns in the legs, turns the -3C into a potent high-speed sniper with significant anti-infantry abilities. The -3C has a top speed of 118 kph.

Current Manufacturers: None.

Model	Cost	BV	PV
CDA-2A	3,705,217	659	16
CDA-2B	3,692,967	626	16
CDA-3C	3,304,933	771	17

Mass: 40 tons
Chassis: Hartford 300
Power Plant: Vox 280
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: None
Jump Capacity: None
Armor: 3/Star Slab
Armament:

1 x Donal PPC
 2 x SperryBrowning Machine Guns
Original Manufacturer: HartfordCo Industries (2740)
Communications System: Hartford J15 B
Targeting and Tracking System: Hartford S1000
Quirks: No/Minimal Arms, Cooling System Flaws

Type:	CDA-3C Cicada		<i>Tons</i>
Tonnage:	40 tons		
Internal Structure:		4.0	
Engine:	Pitban 280	16.0	
Walking MPs:	7		
Running MPs:	11		
Jumping MPs:	0		
Heat Sinks:	11	1.0	
Gyro:		4.0	
Cockpit:		3.0	
Armor Factor:	64	4.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	12	11/6	
Rt./Lt. Torso	10	6/3	
Rt./Lt. Arm	6	4	
Rt./Lt. Leg	10	6	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RT	3	7.0
Machine Gun	RL	1	0.5
Machine Gun	LL	1	0.5
Ammo (Machine Gun) 200	CT	1	1.0

Eridani Light Horse
151st Light Horse Regiment – “Dark Horse”
CO: Colonel Robert Fairchild
Homeworld: Colchester



BJ-1 Blackjack



History

Tracing its roots back to a North American automobile producer who later pioneered the fusion engine in 2020, General Motors would become the single largest manufacturer of civilian and military vehicles in the Inner Sphere. Their early lines included armored personnel carriers, main battle tanks and numerous combat support platforms such as engineering vehicles, ordinance transports and even mobile headquarter units.

Even with such a long and illustrious history, General Motors would have to wait until 2612 and the introduction of its highly advanced MAD-1R *Marauder* before fully coming into its own. Reserved exclusively for the use by the SLDF Royal brigades, the *Marauder* would go on to become one of the most popular and feared BattleMechs of all time.

So, when the SLDF went looking for a new medium-class BattleMech for anti-insurgency work, it was only natural General Motors would be one of the contractors they approached. In 2769, General Motors entered their prototype BJ-1X *Blackjack* for consideration, marking their second entry into the BattleMech field.

The need for a new anti-insurgency BattleMech had been growing for years, especially since 2752 when Richard Cameron and the Great Lords passed an amendment to the Council Edict of 2650 once again imposing an onerous tax on the Periphery nations. Thirteen years later the New Vandenberg Crisis would erupt when Protector Nicoletta Calderon gave 18 Taurian worlds her blessing to secede from the Star League.

Even after the succession, the Taurian Concordant was still technically considered a "Territorial State" and General Aleksandr Kerensky was forced to deploy a significant SLDF force to put down the rebellion and garrison the troublesome planets.

This redeployment would set the stage for the Amaris Civil War. With so many SLDF units absent from their postings in the Terran Hegemony, the Rim Worlds Republic moved in, effectively taking control of the

Hegemony. Once the Hegemony was secured, Stephan Amaris assassinated Richard Cameron, along with his entire family, igniting a civil war that would eventually lead to the dissolution of the entire Star League.

General Kerensky moved quickly to invade the Rim Worlds Republic and establish a new base of operations for the remaining loyal SLDF troops. This was completed the very same year, 2769, that General Motors delivered their first BJ-1X *Blackjack* prototype.

The BJ-1X was powered by a Vox 225 power plant giving it a top speed of close to 90 kph. Carrying four arm-mounted GM Flashpoint flamers and four Intek medium lasers, the *Blackjack* was designed first and foremost to destroy light vehicles and infantry units. Eighteen heat sinks allowed the -1X to maintain a withering rate of fire, albeit only at short range. Protected by 8.5 tons of StarGuard II armor, it carried more protection than most any other 45-ton BattleMech.

While the SLDF quartermasters were somewhat impressed with the design, many felt its limited combat range was too severe a limitation and would hamper the 'Mechs overall utility. Subsequently, the SLDF added limited fire support capability as a requirement for the design and politely asked General Motors to revise the -1X design to meet the new criteria.

In 2771, General Motors delivered the first BJ-1 *Blackjack* directly to SLDF forces in time for the beginning of Kerensky's Terran Hegemony Campaign. The design would prove short lived however. Built at GM's flagship plant on Kathil, the assembly line producing the *Blackjack* was destroyed by a CCAF raid during the First Succession War and never rebuilt.

Capabilities

The BJ-1 *Blackjack* replaces the original flamers of the prototype with a pair of GM Whirlwind-L Class 2 autocannons, the longest range BattleMech weapon system ever produced. Early testing showed the light autocannon was particularly effective against combat vehicles, often damaging their drive systems at ranges well beyond their ability to respond, making them sitting ducks for other heavier forces to destroy. Keeping the four Intek medium lasers also gives the *Blackjack* significant anti-'Mech firepower, making it moderately effective against heavier units as well.

To accommodate the additional weight of the autocannons, General Motors was forced to replace the

Vox 225 with their own GM 180 fusion engine. This lowered the top speed of the BJ-1 to just shy of 65 kph. To help offset the loss in speed, the GM engineers installed four Whitworth Jetlifters, giving the BJ-1 a jump capacity of 120 meters. These jump jets were licensed from the Whitworth Company, who used them on their 40-ton WTH-1 *Whitworth* fire support 'Mech and is one of the few components used by the *Blackjack* that were not designed by General Motors.

The number of heat sinks was also reduced to eleven but the trademark heavy armor was retained from the prototype.

The *Blackjack* saw extensive action with the SLDF during the Terran Hegemony campaign and the subsequent Operation Liberation. Oddly, during this time the *Blackjack* got a reputation as an unstable 'Mech with its detractors pointing to the relatively narrow feet actuators as the culprit. Others claimed the StarGuard II armor was unusually brittle and prone to falling off. Neither of these claims were ever substantiated, but the *Blackjack's* reputation would remain tarnished for centuries until the battle of Xhosha III made Davion engineers re-evaluate the design's utility.

Variants

A direct result from the *Blackjack's* successful defense of Xhosha III, General Motors engineers, at the behest of Prince Hanse Davion himself, began looking for ways to improve upon the BJ-1's performance. Their first effort, introduced in 3023, removes the two GM Whirlwind-L autocannons in favor of a pair of ChisComp 43 Special heavy lasers, commonly found on another popular AFFS BattleMech, the 50-ton *Enforcer*.

The BJ-1DB also adds six heat sinks to assist in managing the massive heat load from the heavy lasers while removing a ton of armor. Two of the four Intek medium lasers have also been removed.

The BJ-1DC, a much less radical retrofit released in 3024, dispenses with the antiquated Whitworth Jetlifters in favor of adding two small lasers and an additional heat sink.

Current Manufacturers: None

Model	Cost	BV	PV
BJ-1	3,145,775	949	27
BJ-1DB	3,105,175	1015	26
BJ-1DC	2,972,500	917	27

Mass: 45 tons
Chassis: GM BJ-I
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
Jump Capacity: 120 meters
Armor: StarGuard II

Armament:

2 x GM Whirlwind-L Class 2 Autocannons
 4 x Intek Medium Lasers

Original Manufacturer: General Motors (2757)

Communications System: Dalban Micronics

Targeting and Tracking System: Dalban AQ

Quirks: Bad Reputation

Armed Forces Federated Suns
Second Ceti Hussars – “Three of Diamonds”
CO: Marshal Alan Cline
Homeworld: Verde

Type: BJ-1 Blackjack			<i>Tons</i>
Tonnage:	45 tons		
Internal Structure:		4.5	
Engine:	GM 180	7.0	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	4		
Heat Sinks:	11	1.0	
Gyro:		2.0	
Cockpit:		3.0	
Armor Factor:	136	8.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	14	18/9	
Rt./Lt. Torso	11	15/6	
Rt./Lt. Arm	7	12	
Rt./Lt. Leg	11	17	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/2	RA	1	6.0
AC/2	LA	1	6.0
Ammo (AC) 45	CT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	LT	1	1.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



PXH-1 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.

Capabilities

Considered the premiere reconnaissance BattleMech, the key to the *Phoenix Hawk's* success lies in its speed, heavy armor, and solid firepower. To build it, Orguss Industries first turned to General Motors, commissioning a 270 rated fusion engine for use in the PXH-1. 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. 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 on to develop a number of specialized expansion modules for the Tek BattleCom, including a highly prized lostech 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 Marcus would fall victim to the border fights between the Lyran 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.

Variants

The PXH-1D variant, introduced by House Davion in 2856, removes both machine guns along with the associated ammunition in favor of adding two additional heat sinks. This makes the heat burden of the 'Mech slightly more manageable, especially when jumping.

House Kurita's PXH-1K is a radical departure from the original. By removing the Pitban 9000 jump jets, engineers at Gorton, Kingsley, and Thorpe have added three additional heat sinks along with a chest mounted center laser. As with the PHX-1D, the machine guns have been removed as well, and the armor had been increased to 9.5 tons giving it the most protection of any 45-ton 'Mech.

Current Manufacturers

Coventry Metal Works

Coventry - Lyran Commonwealth

Earthwerks Incorporated

Keystone - Free Worlds League

Achernar BattleMechs

New Avalon - Federated Suns

Model	Cost	BV	PV
PXH-1	4,066,090	1041	25
PXH-1D	4,057,390	1083	25
PXH-1K	3,628,553	1073	27

Mass: 45 tons
Chassis: Orguss Stinger
Power Plant: GM 270
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Pitban 9000
Jump Capacity: 180 meters
Armor: Durallex Light

Armament:

- 1 x Harmon Heavy Laser
- 2 x Harmon Medium Lasers
- 2 x M100 Machine Guns

Original Manufacturer: Orguss Industries (2568)

Communications System: Tek BattleCom

Targeting and Tracking System: Tek Tru-Trak

Quirks: Command Mech, Improved Communications,
 Jettison-Capable Weapon (Large Laser), Accurate Weapon (All),
 Difficult to Maintain

Type: PXH-1 Phoenix Hawk		<i>Tons</i>
Tonnage:	45 tons	
Internal Structure:		4.5
Engine:	GM 270	14.5
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:	14	23/5
Rt./Lt. Torso	11	18/4
Rt./Lt. Arm	7	10
Rt./Lt. Leg	11	15

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	RA	2	5.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 200	CT	1	1.0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



Coventry Metals Works
Security Patrol Force – “North Siders”
CO: Security Chief Wade “Wally” Martin
Homeworld: Coventry

VND-1R Vindicator



History

The *Vindicator*, first produced almost 200 years ago, is still considered one of the more recent additions to the BattleMechs of the Inner Sphere right behind the MLN-1A *Merlin* made 184 years later in 3010. This marks the longest production gap for new 'Mechs in the history of the Inner Sphere.

Production of the *Vindicator* 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 windfalls, 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 into 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 during the infancy of BattleMech technology 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 quick to oblige. Just about every component used in the *Vindicator* is built on Capella by Ceres Metals making the 'Mech cheap and easy to mass produce and with a ready supply of repair parts it is one of the few 'Mechs that is 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 Ceres Arms 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-1R *Vindicator* has a top speed of just 64.8 kph, putting it on par with much heavier 'Mechs and severely limiting its utility as either a reconnaissance or strike 'Mech. Its slow speed is partially offset by its jump capacity of 120 meters which make navigating dense or hilly terrain much easier. Its nine tons of Starshield armor provide the 'Mech with significant protection, equaling that of many heavy class BattleMechs and allow it to operate successfully on the front lines.

The Jaguar LRM-5, combined with the Smasher PPC, gives the *Vindicator* both excellent range and damage potential. At shorter ranges, a medium and small laser provide additional firepower. Equipped with sixteen heat sinks, the *Vindicator* is one of the few 'Mechs carrying sufficient heat sinks to maintain a constant barrage of weapon fire without building up dangerous amount of waste heat.

The Smasher PPC, built by Ceres Arms, is notable for its unusual cooling jacket. The port of the weapon is ringed with a series of water intakes which allow the pilot to physically dip the weapon into a body of water, quickly cooling it down. The stream is vented from the rear of the weapon.

The Ceres Metal engineers also designed the *Vindicator* with a left hand actuator, allowing for both physical attacks as well as increasing its utility as a raider by allowing it to pick up and carry supplies.

Variants

The original model carried a Ceres Arms Model 2 machine gun instead of the Hessen IX small laser. This change necessitated the removal of one of the heat sinks in order to accommodate the ammunition for the weapon. This gave the early *Vindicator*, known as the VND-1X, substantial anti-infantry capabilities as well.

Before beginning mass production of the 45-ton 'Mech, Ceres Metal Industries was forced by the Capellan Confederation, in the interest of stimulating domestic trade, to include as least one major component built by someone other than themselves. Picking the least important, and cheapest component, Ceres Metals contracted with the all but defunct New Hessen ArmorWorks to build a small laser, which subsequently appeared in place of the machine gun on the production model.

The VND-1AA, a radical variant of the *Vindicator*, 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-1X	3,132,870	1008	28
VND-1R	3,137,583	1024	28
VND-1AA	3,820,533	966	22

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: Starshield

Armament:

- 1 x Ceres Arms Smasher PPC
- 1 x Ceres Arms Jaguar LRM Missile System
- 1 x Ceres Arms Medium Laser
- 1 x Hessen IX Small Laser

Original Manufacturer: Ceres Metals Industries (2826)

Communications System: CeresCom Model 21-Rs

Targeting and Tracking System: C-Apple Churchill

Quirks: Easy to Maintain, Improved Cooling Jacket (PPC),
Difficult Ejection

Type: VND-1R Vindicator

		<i>Tons</i>
Tonnage:	45 tons	
Internal Structure:		4.5
Engine:	GM 180	7.0
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	16	6.0
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	144	9.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	14	18/9
Rt./Lt. Torso	11	16/6
Rt./Lt. Arm	7	14
Rt./Lt. Leg	11	18

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM 5	LT	1	2.0
Ammo (LRM) 24	CT	1	1.0
PPC	RA	3	7.0
Medium Laser	H	1	1.0
Small Laser	LA	1	0.5
Jump Jets	CT	2	1.0
Jump Jets	LL	1	0.5
Jump Jets	RL	1	0.5

McCarron's Armored Cavalry
Fifth McCarron's Armored Cavalry – "Rob's Renegades"
CO: Colonel Robert Heptig
Homeworld: Menke



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CN9-A Centurion



History

One of the few 'Mechs designed after the fall of the Star League, the CN9-A *Centurion* has a reputation as a formidable fighter. Intended to serve alongside the *Trebuchet*, another Corean Enterprises design, the *Centurion* is now almost exclusively fielded by the Armed Forces of the Federated Suns.

Ironically, even though they were intended to serve side-by-side, in practice this rarely happens. Beginning in 2801, the *Centurion* was produced on Ramen II which was briefly a part of the Capellan Confederation before falling to the Free Worlds Leagues shortly after the beginning of the First Succession War. Its companion, the *Trebuchet*, was manufactured on Stewart, another Free Worlds League holding. During the bitter fighting that marked the Second Succession War, Corean's facility on Ramen II was utterly destroyed when the CCAF attempted to retake the planet in 2845. The infrastructure of the planet was so badly damaged during the fighting that by the beginning of the Third Succession War Ramen II was considered a dying planet, disappearing entirely from star charts shortly after.

Only in full scale production for a scant 44 years, the *Centurion* would likely have disappeared into history as so many other 'Mechs have before it had Corean Enterprises not continued manufacturing replacement parts from its smaller, secondary sites. The *Trebuchet*, on the other hand, has remained in production since its introduction in 2780.

Using these replacement parts, the *Centurion* would soldier on for another 211 years becoming increasingly rare. When the AFFS began strongly considering phasing out the *Centurion* entirely in favor of Acheron BattleMech's 45-ton *Enforcer*, Corean Enterprises lobbied hard to prevent this from happening. As part of their campaign to save the 50-ton 'Mech they promised to build a new production facility for it and began delivering new *Centurions* to the AFFS in 3012.

Unfortunately, Corean Enterprises has been unable, or perhaps unwilling, to open an assembly line for its comrade on New Avalon as well, leaving little chance the two 'Mechs will ever operate in any significant numbers as the team they were intended to be.

This is complicated by the fact that Corean Enterprises' two main fabrication facilities are separated by hundreds of light years and are in two different Great Houses. Both the Federated Suns and Free Worlds League enforce strict controls intended to prevent the transfer of technology, or even profits, between the two branches making the management of Corean a constant source of headaches for the corporate officers.

Corean Enterprises also maintains the last fully automated Star League era BattleMech factory which produces the 35-ton *Valkyrie*, another iconic Davion 'Mech. It has the highest annual production capacity of any single assembly line in the Inner Sphere, greater than even those operated by the legendary Defiance Industries located on Hesperus II.

Capabilities

The CN9-A carries a custom-fit Luxor D-Series Class 10 autocannon in its right arm. This powerful weapon is supplied with a full two tons of ammunition, giving it a total of 20 rounds before its supply is exhausted. The feed mechanism is fraught with problems however, an issue found on many other 'Mechs carrying high caliber ballistic weapons and further compounded in this case by the extremely tight fit of the large D-Series autocannon.

For decades this issue presented a serious problem for the technicians responsible for the maintenance of the 50-ton 'Mech due to the scarcity of the parts. Since the New Avalon line opened in 3012 this problem has largely been solved by the increased availability of high-quality factory parts and there are already rumors of a new re-engineered *Centurion* being designed in conjunction with the nearby New Avalon Institute of Science.

For engaging at long range, the CN9-A carries a Luxor 3R LRM-10 in the left torso. Like the autocannon, the missile system is supplied with two tons of the ammunition allowing it launch 24 salvos before running out of reloads.

For close range combat, the *Centurion* carries a pair of Photech 806c medium lasers, one of which is rear mounted. Given it has only a top speed of 64.8 kph and

lacks any jump capacity, it is not unusual for a *Centurion* pilot to find a light 'Mech in their rear where the medium laser helps force them to keep their distance.

All together the *Centurion* had shown itself to be a remarkably effective design. Protected by 8.5 tons of StarGuard III armor, the *Centurion* is well known for making slow and steady advances against enemy positions. Equipped with LRMs and carrying ample ammunition, the firepower the *Centurion* lays down only increases as it closes on its enemies.

Variants

The CN9-AH, introduced in 2874 is actually a complex re-fit of the original CN9-A. First seen in 2874, 29 years after the destruction of the Ramen II plant, the -AH replaces the Luxor D-series autocannon with a full featured Luxor DDX-5 Class 20 autocannon. Due to the size of the massive autocannon, the feed mechanism and the associated ammunition bins were moved to the right torso. To accommodate the additional weight of the autocannon both Photech medium lasers were removed. Oddly enough, moving the feed mechanism to the right torso solved many of the problems with the original feed design and many CN9-As subsequently followed suit shifting their ammunition to right torso as well.

The -AL variant, another field refit although this one created by House Liao using captured hardware, also dispenses with the troublesome Luxor D-series, this time in favor of an Angst L-type heavy laser. Much like with the *Wyvern's* Nightwind heavy laser, Liao engineers discovered some of the power for the large laser could be rerouted to support an additional small laser without any loss of effectiveness.

Six additional heat sinks are added to help deal with the heat from the energy weapons and the armor is increased to the absolute maximum the chassis can support giving it even more protection than the well-respected 70-ton *Warhammer*. This refit was first seen in 2915.

Current Manufacturers

Corean Enterprises

New Avalon – Federated Suns

Model	Cost	BV	PV
CN9-A	3,383,500	945	28
CN9-AH	3,409,750	945	29
CN9-AL	3,305,875	1057	28

Mass: 50 tons
Chassis: Corean Model K7
Power Plant: Nissan 200
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard III

Armament:

- 1 x Luxor D-Series Class 10 Autocannon
- 1 x Luxor 3R LRM-10
- 2 x Photech 806c Medium Lasers

Original Manufacturer: Corean Enterprises (2801)

Communications System: Corean Transband-J9

Targeting and Tracking System: Corean B-Tech

Quirks: Ammunition Feed Problems (AC/10), Non-Standard Parts

Magistracy Armed Forces
Second Canopian Fusiliers – “League Killers”
CO: Major Regina Von Strol
Homeworld: Afarsin



Type:	CN9-A Centurion		<i>Tons</i>
Tonnage:	50 tons		
Internal Structure:		5.0	
Engine:	Nissan 200	8.5	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	10		
Gyro:		2.0	
Cockpit:		3.0	
Armor Factor:	136	8.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	16	16/7	
Rt./Lt. Torso	12	12/6	
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/10	RA	7	12.0
Ammo (AC) 20	RA	2	2.0
LRM-10	LT	2	5.0
Ammo (LRM) 24	LT	2	2.0
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0

CRB-20 Crab



History

Cosara Weaponries' first contribution to the BattleMech market came in 2719 with the introduction of the CRB-27 *Crab* along with its "Royal" brother, the -27b, introduced later that same year. Initially designed to serve as a guerilla fighter and raider, the *Crab* proved so popular with both pilots and technicians that the Star League asked Cosara to ramp up production in order to meet demand.

Unfortunately, having just begun producing BattleMechs, Cosara lacked the vast amount of capital required to significantly expand its operations on Northwind and production remained well below what the Star League had hoped. To a lesser extent, however, Cosara choose to pour what resources it did have into the design of a much larger and much more powerful BattleMech, releasing the 100-ton *King Crab* by 2743.

One of the keys to the *Crab's* success is the design team's decision to utilize major components already in use on other successful BattleMechs. In fact, the only piece of untested technology carried by the *Crab* are the cockpit electronics.

The Dalban Series K communications suite is one of the most sophisticated systems ever built. Featuring seven dedicated microprocessors, each tasked with its own special duty, the Series K offers an unsurpassed level of redundancy as any of the seven processors is also capable of taking over the functions of the other six. The Series K monitors the exact location of the BattleMech as well as all other known units. By constantly monitoring all radio frequencies, in addition to short and long wave communications bands, the Series K constantly updates location information in real time.

This advanced system is also capable of forecasting enemy movements, showing both current and projected paths based on current movement information and can even project a path to any specific geographic location the pilot designates. The most remarkable aspect of the Dalban Series K is that it accomplishes all of this without

the need for any satellite communication. This makes the Dalban Series K invaluable as a reconnaissance tool and for just that reason the *Crab* is often sent to monitor enemy movements and even to work behind enemy lines.

Carrying exclusively energy based weapons, the *Crab* is particularly well suited to operating in relative isolation for long periods of time and the cockpit of the 50-ton 'Mech is among the most comfortable. Particular attention has been paid to insulation, protecting the pilot the bulk of the engine heat as well as that from the head and chest-mounted lasers.

The ejection system is also noteworthy. Tied into the sophisticated cockpit electronics, if an imminent explosion is detected, the top hatch is blown off and the seat is jettisoned through the top of the 'Mech. Thrusters built into the seat stabilize the flight and help control the decent, leaving the pilot approximately 200 meters away from the 'Mech. However, if a catastrophic explosion is not imminent, the command couch rotates 90 degrees and exits through the back of the 'Mechs, depositing the pilot only about 30 meters away from their now disabled machine.

The -27b "Royal" variant was a straightforward upgrade of the -27, switching to the use of dual heat sinks and upgrading the heavy lasers to extended range models leaving all other aspects of the 'Mech unchanged.

Regrettably, following the fall of the Star League and the subsequently destruction of Cosara Weaponries, the Dalban Series K became increasingly impossible to maintain and repair, even given the systems redundancy, and it along with the dual heat sinks, extended range heavy lasers and advanced Ferro Fibrous armor all became lostech.

While Cosara lost the ability to build new BattleMech chassis when their factory was largely destroyed in 2786, they have since been able to continue to produce spare parts for the 50-ton *Crab* although the damage was too great to do the same for its larger brother, the *King Crab*, and Cosara was forced to contract with General Motors in order to keep the design alive. These refurbished *Crabs* carry the CRB-20 designation.

Capabilities

As primary weapons, the CRB-20 carries a pair of RAMTech 1200 large lasers in its claw-like forearms. While they have proven to be reliable and effective

weapons, the focusing mirrors are often knocked out of alignment if the pilot engages in physical combat. While the fix is not an onerous or particularly time consuming task, it does require the pilot to physically exit their 'Mech in order to fix the problem. Backing up the matched heavy lasers are a Ceres Arms medium laser and n Exostar small laser, giving the *Crab* considerable close range punch.

Protected by nine tons of Bulldog Standard armor, produced at another Northwind based defense contractor, Bulldog Enterprises, the *Crab* is not an easy kill. In fact, with no onboard ammunition the *Crab* can take damage that would destroy or render most other BattleMechs nonfunctional and remain operational.

The sophisticated cockpit electronics of the original have also been removed in favor of models for which parts and expertise remains available. The Dalban Series K is removed in favor of the tried and true Garret T-11b, commonly found on the *Crusader*, and the Garret D2j targeting and tracking system used by both the *Rifleman* and *Jagermech*

Lacking jump jets, and with a top speed of 86 kph, the *Crab's* greatest weakness is its maneuverability, although this is usually only a problem when operating in difficult terrain. The other problematic area is the BattleMechs lack of a truly long range weapon system. BattleMechs equipped with particle cannon, long-range missile racks, and even lighter caliber autocannons can safely pick apart a *Crab* at distance if the pilot is unable to close with its enemy or lacks proper fire support.

Sixteen heat sinks allow the *Crab* to maintain a solid rate of fire and deployed and supported properly, the *Crab* is among the most effective and resilient BattleMechs ever built. In fact, it was likely the *Crab* would have been named as the standard medium 'Mech of the SLDF had the League not fallen. Still, it remains a testament to the design that so many *Crabs* have survived over three hundred years of non-stop warfare.

Variants: None.

Current Manufacturers: None.

Model	Cost	BV	PV
CRB-20	3,921,875	1143	27

Mass: 50 tons
Chassis: Hollis Mark 1A
Power Plant: Magna 250
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Bulldog Standard
Armament:

- 2 x RAMTech 1200 Large Lasers
- 1 x Ceres Arms Medium Laser
- 1 x Exostar Small Laser

Original Manufacturer: Cosara Weaponries

Communications System: Garret T11-B

Targeting and Tracking System: Garret D2j

Quirks: Easy to Maintain, Improved Communications,
Battle Computer

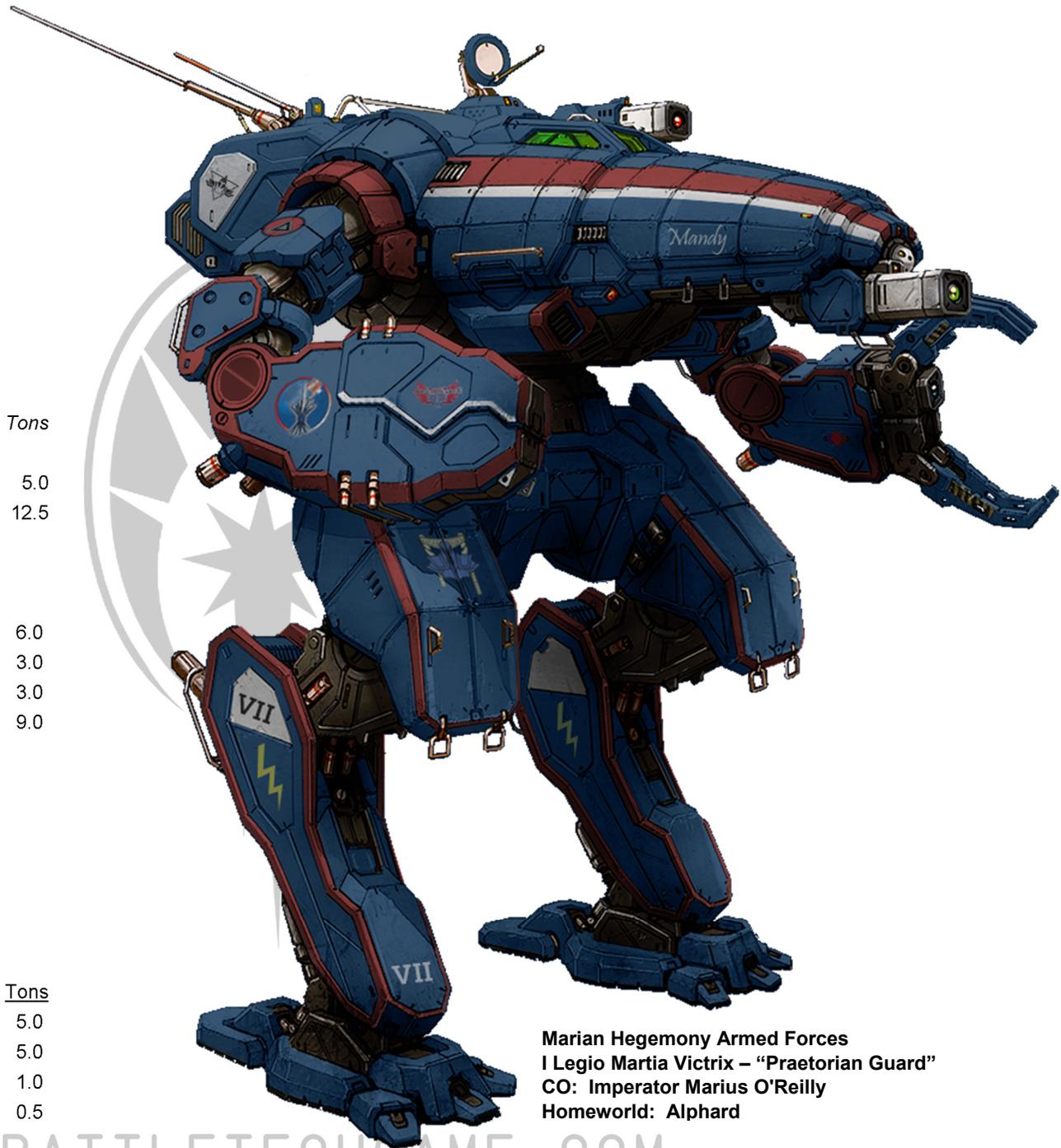
Type: **CRB-20 Crab**

		<i>Tons</i>
Tonnage:	50 tons	
Internal Structure:		5.0
Engine:	Magna 250	12.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	16	6.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	144	9.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	16	18/7
Rt./Lt. Torso	12	14/5
Rt./Lt. Arm	8	14
Rt./Lt. Leg	12	22

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	LA	2	5.0
Large Laser	RA	2	5.0
Medium Laser	CT	1	1.0
Small Laser	H	1	0.5



Marian Hegemony Armed Forces
I Legio Martia Victrix – “Praetorian Guard”
CO: Emperor Marius O'Reilly
Homeworld: Alphard

ENF-4R Enforcer



History

General Aleksandr Kerensky's campaign to free the Terran Hegemony and liberate Terra, the cradle of humanity, from the grip of the Usurper Stephan Amaris had already been underway for five years when the first ENF-4R *Enforcer* rolled off of Acheron BattleMechs' assembly line on New Avalon in 2777.

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 as yet un-made SLDF BattleMech in the research and development library at Acheron. Acheron was already producing the *Locust*, *Wasp*, *Phoenix Hawk* and *Dervish* at this point, although the vast majority of their 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 Acheron to begin production of the never-before-seen design as soon as possible intending to use it to continue bolstering the size of the AFFS. The initial prototype carried a class 10 autocannon in the right arm along with a pair of medium lasers in the left. A small laser was also located in the left torso to provide additional close range firepower.

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.

Rumors, however, continue to swirl regarding the nature of the original production blueprints found in the Acheron library. Many people believe the drawings originally called for the lightweight Lubalin Ballistics 10-X autocannon along with its attendant advanced fire control system, the Mercury-IV. The LB 10-X was capable of using special cluster rounds in addition to the traditional slugs in use today. This seems unlikely, however, as if that were the case the nearby NAIS, the most advanced research and development center in the Inner Sphere, would have almost certainly been able to resurrect the lostech weapon by now.

Other speculation regarding the secret SLDF design includes the inclusion of a heavy pulse laser, cellular ammunition storage equipment, the use of an Endo-Steel chassis, double-strength heatsinks, and even an Extralight fusion engine. If this were all true, however, it is hard to believe that the Federated Suns would not have been able to at least development prototypes of the lost Star League technology during the almost 250 years since its discovery.

Capabilities

The ENF-4R *Enforcer* is a workhorse of the AFFC. 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 autocannon, an inexperienced MechWarrior can quickly find themselves out of ammunition for their most potent weapon.

This limitation is partially offset by the 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.

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 missiles 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. In fact, just as the *Centurion* was intended to be paired with the *Trebuchet*, the *Enforcer* is often accompanied by a *Dervish*.

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.

While an excellent trooper 'Mech, the *Enforcer* is a poor choice for reconnaissance and raids. Hampered by its slow speed and completely lacking hand actuators, the *Enforcer* is best deployed along the frontlines where it can be supported by 'Mechs carrying longer range weapons.

Variants: None.

Current Manufacturers

Acheron BattleMechs
New Avalon - Federated Suns
Kallon Industries
Talon - Federated Suns

Model	Cost	BV	PV
ENF-4R	3,527,875	1032	27

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

Armament:

- 1 x Federated Autocannon
- 1 x ChisComp 43 Special Large Laser
- 2 x ChisComp 32 Small Laser

Original Manufacturer: Achernar BattleMechs (2777)

Communications System: Achernar Electronics HICS-11

Targeting and Tracking System: Federated Hunter

Quirks: Fast Reload (AC/10)

Capellan Confederation Armed Forces
Warrior House Lu Sann
CO: House Master Jesse Villar
Homeworld: Grand Base

Type:	ENF-4R 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:	12		2.0
Gyro:			2.0
Cockpit:			3.0
Armor Factor:	144		9.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	16	23/4	
Rt./Lt. Torso	12	17/3	
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/10	RA	7	12.0
Ammo (AC) 10	RT	1	1.0
Large Laser	LA	2	5.0
Small Laser	LT	1	0.5
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



HBK-4G 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.

Capabilities

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 medium 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 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, making it an ideal brawler.

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 kph, 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 'Mech 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 in 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.

Variants

In 2819, the first variant appeared. The HBK-4H exchanges some of the autocannon's 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, built 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 more 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. An additional heat sink is also added, giving the -4J a total of fourteen heat sinks.

THE HBK-4N first appeared in 2920. It takes aspects of both the -4H and -4J and combines them. Downgrading

the Kali Yama Big Bore to a much lighter and longer ranged Class 5 model, the -4N also adds a pair of LRM-5 missile launchers. Each of these weapons are supplied with a single ton of ammunition, the bins remaining in the left torso. Two additional medium lasers are also added, both in the right torso, giving the -4N a total of four. This allows the -4N to provide both direct and indirect fire support while maintaining a respectable amount of close range firepower.

Another variant referred to as a *Swayback* due to the massive alterations to the right torso, the HBK-4P carries an exclusively energy-based weapon configuration. This radical departure replaces the Big Bore Class 20 autocannon with a six-pack of medium lasers. It also retains the medium lasers in each arm. This gives the -4P fully twice the damage potential of the original -4G. To deal with the tremendous amounts of heat generated by the plethora of medium lasers, the -4P mounts a total of 23 heat sinks, among the most of any BattleMech currently under production, and making the -4P the most popular of the *Hunchback* variants.

The recently unveiled HBK-4SP is a marvel of re-engineering and a testament to the recovery of the technical skills required to heavily modify existing designs. Released in 3025, the -4SP carries an SRM-6 in each torso. Two tons of ammunition for the launchers are now stored in the heavily armored center torso, minimizing the chance of an ammunition explosion as best as can be accomplished given the loss of CASE. An additional medium laser is added to each arm and the -4SP retains the head mounted small laser as well. Keeping the trademark heavy armor, this model also adds six additional heat sinks giving it a total of 19. While lacking the raw firepower of the -4G, the -4SP excels at exploiting breaches in the armor of previously damaged 'Mechs.

Current Manufacturers

Kali Yama Weapons

Kalidasa – Free Worlds League

Model	Cost	BV	PV
HBK-4G	3,437,875	1041	28
HBK-4H	3,407,875	1067	28
HBK-4J	3,470,875	1143	31
HBK-4N	3,385,375	1087	31
HBK-4P	3,377,875	1138	31
HBK-4SP	3,365,875	1053	30

Mass: 50 tons
Chassis: Komiyaba Type VII
Power Plant: Nissan 200
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:

- 1 x Tomodzuru Class 20 Autocannon
- 2 x Ichiba 2000 Medium Lasers
- 1 x Diverse Optics Type 10 Small Laser

Original Manufacturer: Komiyaba/Nissan General Industries (2572)

Communications System: Sony MST-15

Targeting and Tracking System: Tacticon Tracer 300

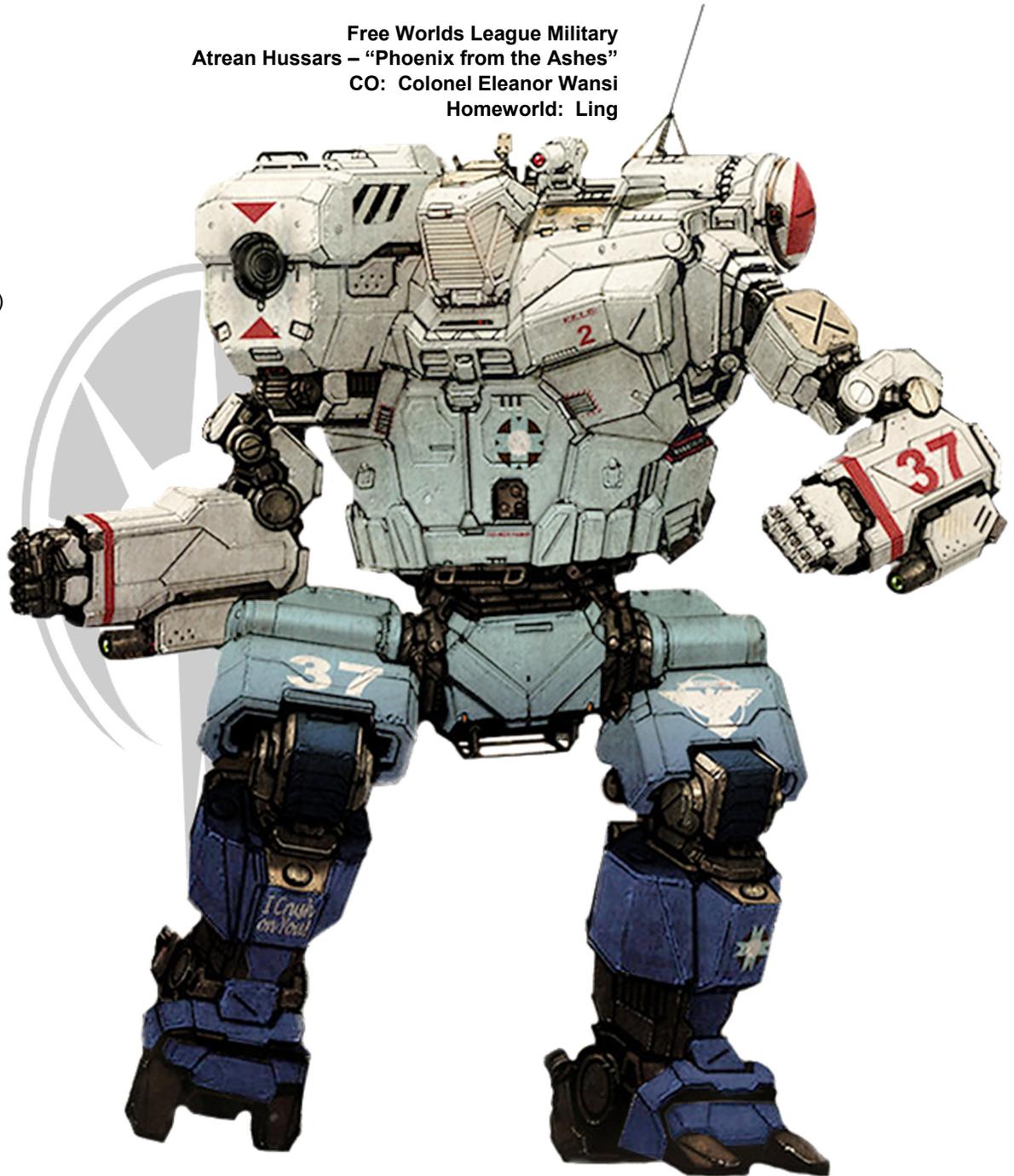
Quirks: Battlefists

Free Worlds League Military
Atrean Hussars – “Phoenix from the Ashes”
CO: Colonel Eleanor Wansi
Homeworld: Ling

Type:	HBK-4G Hunchback		<i>Tons</i>
Tonnage:	50 tons		
Internal Structure:		5.0	
Engine:	Nissan 200	8.5	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	13	3.0	
Gyro:		2.0	
Cockpit:		3.0	
Armor Factor:	160	10.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	16	26/5	
Rt./Lt. Torso	12	20/4	
Rt./Lt. Arm	8	16	
Rt./Lt. Leg	12	20	

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	RA	1	1.0
Medium Laser	LA	1	1.0
Small Laser	H	1	0.5



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TBT-5N Trebuchet



History

The original *Trebuchet* was far more advanced than the version fielded 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 Extralight 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.

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, the Corean Enterprises plant on Ramden II was destroyed, leaving the *Trebuchet* to soldier on alone.

Recently, just 13 years ago, Corean Enterprises built one of the first new assembly lines in centuries to produce the *Centurion*. Located on New Avalon, the capital of the Federated Suns, however, makes it unlikely the two 'Mechs will ever operate together as originally intended.

Capabilities

The TBT-5N retains the two Zeus LRM-15s found on the -3C, loses one of its 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.

Another issue is the relative lack of heat sinks. Utilizing only the ten heat sinks that come standard with any fusion engine, the *Trebuchet* can quickly build up heat if it fires all of its weapons. In fact, firing both of the Zeus LRM-15s and moving causes the 'Mech to build up a small amount of residual heat. If an unwise MechWarrior attempts to fire the three medium lasers as well, they will quickly find their 'Mech's performance degrading and if they continue can risk the 'Mech shutting down or worse.

Carrying 7.5 tons of Starshield armor provides the *Trebuchet* will adequate protection for a fire support 'Mech. When engaging in close range combat or serving on the front lines, however, the *Trebuchet* risks serious damage. With just a single ton of armor protecting either torso, the ammunitions bins located there are quite vulnerable calling for extra caution on the part of the pilot.

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. Five additional heat sinks are also added to help deal with the heat generated by jumping. An addition quarter-ton of armor has been added to both torso sections in help protect the vulnerable ammunition bins. This variant began production in 2850 and had been quite successful as a mobile fire-support platform, occasionally even providing support to fast moving reconnaissance and scout lances.

Introduced in 2864 as the Second Succession War ended, the TBT-5S converts 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.

As with the HBK-4SP, the TBT-5K is a remarkable achievement in re-engineering, lending further support to the fact that the Inner Sphere is regaining a significant portion of the manufacturing knowledge lost during the Succession Wars. Developed at Luthien Armor Works using captured hardware, Kuritan engineers completely reworked the internals of the 50-ton BattleMech.

Dispensing entirely with the long-range missiles launchers in favor of direct support weapons, the -5K carries a Lord's Thunder PPC in the right torso and an Imperator-A Class 5 autocannon in the left torso. For close range combat it carries a Bical Twin-Rack in the right arm. The armor and speed remain unchanged, while one additional heat is added, giving the -5K a total of eleven. First seen in 3025, it remains to be seen whether this variant will be produced in any significant numbers or will even prove a viable platform at all.

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-5K	4,004,000	996	25

Mass: 50 tons
Chassis: Corean Model 9C
Power Plant: Magna 250
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:

2 x Zeus LRM-15
 3 x Magna Mk II Medium Lasers
Original Manufacturer: Corean Enterprises (2780)
Communications System: Corean Transband-J9
Targeting and Tracking System: Corean B-Tech
Quirks: None

Type:	TBT-5N Trebuchet		<i>Tons</i>
Tonnage:	50 tons		
Internal Structure:		5.0	
Engine:	Magna 250	12.5	
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	0		
Heat Sinks:	10		
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	120		7.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	16	22/7	
Rt./Lt. Torso	12	11/5	
Rt./Lt. Arm	8	10	
Rt./Lt. Leg	12	15	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-15	RT	3	7.0
Ammo (LRM) 8	RT	1	1.0
LRM-15	LA	3	7.0
Ammo (LRM) 8	LT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0



Free Worlds League Military
Fourth Regular Hussars – “Kukri”
CO: Colonel Gary Carter
Homeworld: Tiber

GRF-1N Griffin



History

The *Griffin*, first released in 2492, has the distinction of being the most widely produced Medium Class 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 projector 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 defense contractor who had plans to enter the burgeoning BattleMech market in hopes of ensuring a steady supply of the deadly war machine for the HAF. 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 and 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 now 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 back into production.

Recently, however, rumors surfaced regarding the creation of a prototype *Super Griffin* at the Friden Aerospace Park on Hoff in the Federated Suns. The Black Widow Company, a part of the mercenary unit Wolf's Dragoons which was at that time employed by House Kurita, sacked the NAIS research annex in 3022. During the fighting, the prototype *Super Griffin* was destroyed. It reportedly mounted experimental jump jets along with prototype double-strength heat sinks. After the attack, what was left of the research facilities, along with the project leader, Dr. Jorge Belasco, and the remaining staff, were relocated to an undisclosed location, likely the New Avalon Institute of Science on the heavily defended capital world of the Federated Suns.

Capabilities

The *Griffin* is well known as an excellent long-range fire support platform. With a top speed of 86.4 kph and a jump capacity of 150 meters, the *Griffin* can quickly maneuver to an advantageous location and provide either direct fire support with its Fusigon PPC, or indirect fire-support via its drum-mounted Delta Dart LRM-10.

Unfortunately equipped with just 12 heat sinks, it cannot do both for a sustained amount of time without building up substantial amounts of waste heat. The missile rack, however, is provided with two full tons of ammunition allowing the *Griffin* to fire 24 salvos before running out and giving it longevity on the battlefield.

Protected by 9.5 tons of Starshield A armor, the *Griffin* is as heavily protected as most any medium 'Mech allowing it to take part in front line combat as well as provide fire support. Its greatest weakness is its lack of short range weapon systems. The *Griffin's* combat effectiveness actually drops off the closer the target gets. Once an enemy closes to within 100 meters, it becomes almost impossible for the pilot to engage them given the minimum range limitations of both of its weapon systems. This is partially offset by the inclusion of two hand actuators, making the *Griffin* especially effective at punching enemy 'Mechs who get too close. The *Griffin* also features armor baffles on the shoulders and legs providing additional protection for the head and sensitive leg actuators.

Variants

For such a venerable design, there is a surprising lack of variants. In fact, there is only one. Defiance Industries released the GRF-1S in 2857. Replacing the PPC with both a Defiance B3L heavy laser and a pair of B3M medium lasers, the -1S 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.

Current Manufacturers

Defiance Industries

Hesperus II - Lyran Commonwealth

Earthwerks Incorporated

Keystone - Free Worlds League

Brigadier Corporation

Oliver - Free Worlds League

Norse BattleMech Works

Marduk - Federated Suns

Kallon Industries

Talon - Federated Suns

Vandenberg Mechanized Industries

Illiusin - Taurian Concordant

Model	Cost	BV	PV
GRF-1N	4,864,107	1272	30
GRF-1S	4,737,007	1253	30

Mass: 55 tons
Chassis: Earthwerks GRF
Power Plant: CoreTek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Starshield A

Armament:

- 1 x Fusigon Particle Projection Cannon
- 1 x Delta Dart Long Range Missile Ten-Rack

Original Manufacturer: Earthwerks Incorporated (2492)

Communications System: Neil 6000

Targeting and Tracking System: Octagon Tartrac System C

Quirks: Jettison-Capable Weapon (PPC), Battlefists, Protected Actuators, Cowl

Lyran Commonwealth Armed Forces
First Royal Guards – “Archon’s Own”
CO: Archon Katrina Steiner
Homeworld: Tharkad

Type:	GRF-1N Griffin		<i>Tons</i>
Tonnage:	55 tons		
Internal Structure:		5.5	
Engine:	CoreTek 275	15.5	
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
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	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>
PPC	RA	3	7.0
LRM-10	RT	2	5.0
Ammo (LRM) 24	RT	2	2.0
Jump Jets	RT	2	1.0
Jump Jets	LT	2	1.0
Jump Jets	CT	1	0.5



KTO-18 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 broad-spectrum 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 cost of the munitions, it results in a 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 in 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.

Unfortunately, the left arm, which carries both an LRM-5 and SRM-6 has an extremely complicated loading mechanism causing the arm to be “frozen” in place for three seconds while missiles are loaded from the ammunition bin in the adjacent torso.

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 require ammunition. To make matters worse, the *Kintaro* only carries six of the advanced homing beacons for its Narc missile launcher. Once these six pods are gone, often 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 making for a much more survivable design.

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, placing it under the control of ComStar, the *Kintaro* became virtually extinct until General Dynamics resurrected the design in 2792.

Capabilities

General Dynamics built a production line on Ozawa, in the Federated Suns, from which they produce the downgraded KTO-18 *Kintaro*. Salvaging what little equipment was left following the destruction of the Diplan 'Mechyards and after exhaustive decontamination, General Dynamics was able to put together a functional facility. Ozawa itself was all but destroyed in 2837 near the end of the Second Succession War by retreating Draconis Combine forces. Unwilling to allow the massive Diplan 'Mechyards to fall into the hands of their

bitter enemies, the Federated Sun, Draconis Combine forces destroyed almost all of the planet's industrial base using nuclear weapons. To this day Ozawa experiences terrifying lightning storms and the radiation levels in many places remain at lethal levels. Still the rich deposits of valuable and rare industrial metals make the planet far too valuable to abandon. The vast majority of Ozawa's citizens are clustered on just two of the planet's five continents, and even then they live largely in domed cities sealed against the radiation lingering outside.

The KTO-18 lacks the sophisticated Narc Missile Beacon and Ferro-Fibrous armor of the original, replacing the lostech Narc Missile Beacon with a third HoverTec-6 SRM launcher. This allows the *Kintaro* to launch an astounding 18 short-range missiles in a single volley. Such a massive missile also is almost invariably lethal to previously damaged BattleMechs or even undamaged combat vehicles. With so many opportunities, at least one, often more, warheads will find a hole in the enemy's armor or explodes against the fragile motive systems of conventional units often rendering them immobile.

The -18 retains the LRM-5 of the original giving the *Kintaro* a limited ability to engage at long-range. It also keeps the two medium lasers as backup weapons ensuring the pilot always has something to fire, an especially important consideration on such a heavily ammunition dependent 'Mech. The location of the lasers is changed slightly, however, with one of them moving over to the left arm instead of carrying both on the right. The heat sinks also remain unchanged as does the 'Mech's trademark heavy armor. Carrying eleven tons of standard armor, as opposed to ten tons of the advanced Ferro-Fibrous type, maintains its considerable protection.

With a top speed of 86.4 kph and lacking jump jets, the *Kintaro*, unlike most 'Mechs in its weight class, needs considerable fire support in order to be truly effective. Its short range damage is absolutely devastating but the 'Mech must close to within just 270 meters in order to bring its considerable firepower to bear.

Variants: None.

Current Manufacturers

General Dynamics

Ozawa – Federated Suns

Model	Cost	BV	PV
KTO-18	4,532,407	1187	33

Mass: 55 tons
Chassis: Technicon-1
Power Plant: CoreTek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar
Armament:

3 x HoverTec-6 SRM Launchers
 1 x Holly Long Range Missile Pack LRM-5
 2 x Magna Mk II Medium Lasers

Original Manufacturer: General Mechanics (2587)

Communications System: OmniComm 3

Targeting and Tracking System: Starbeam 3000

Quirks: Ammunition Feed Problem (LA SRM-6)

Draconis Combine Mustered Soldiery
First Sun Zhang Academy Cadre – “Vigilance”
CO: Sho-sho Isoroku Kurita
Homeworld: Weingarten

Type: **KTO-18 Kintaro**

Tonnage:	55 tons		<i>Tons</i>
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:	176	11.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	18	26/9	
Rt./Lt. Torso	13	17/7	
Rt./Lt. Arm	9	18	
Rt./Lt. Leg	13	23	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-5	LA	1	2.0
Ammo (LRM) 24	LT	1	1.0
SRM-6	LA	2	3.0
SRM-6	CT	2	3.0
SRM-6	RT	2	3.0
Ammo (SRM) 15	LT	1	1.0
Ammo (SRM) 30	RT	2	2.0
Medium Laser	LA	1	1.0
Medium Laser	RA	1	1.0



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SHD-2H 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 its access to advanced military technology, in 2752, one year after the death of Simon Cameron under suspicious circumstance while touring a mining facility on Star's End, the Terran Hegemony asked Lang Industries to develop a special variant for use by its "Royal" brigades.

Lang Industries quickly obliged, producing the SHD-2Hb, a significant upgrade to the -2H. Equipped with a state-of-the-art Luballin Ballistics 10-X autocannon, essentially huge anti-Mech shotgun, the -2Hb is built on an Endo-Steel chassis. While the armor, top speed, and jump capacity all remain unchanged, the -2Hb incorporates Cellular Ammunition Storage Equipment to protect its three tons of ammunition from exploding and destroying the entire BattleMech. The LB 10-X autocannon is

supplemented with a pair of Streak SRM-2 missile systems and two medium lasers, one mounted on each arm. It also carries eleven double heat sinks, making it an exceptionally cool running design capable of continuing operations even after sustaining damage to its fusion engine. The result is a 'Mech even more effective than the original, capable of engaging opponents at all ranges and inflicting more damage the closer an opponent gets.

The *Shadow Hawk* was also selected as the initial test chassis for the creation of the first Land-Air 'Mech, or LAM. In 2860, First Lord Michael Cameron appointed Admiral David Peterson as commander of the Star League Defense Force. One of the first things Admiral Peterson did was to commission "a series of 'Mechs that could fly as well as function as light ground 'Mechs."

Allied Aerospace would unveil the SHD-2X *Shadow Hawk LAM* in 2862. During the initial SLDF review, however, there were numerous technical problems as well as a number of publicly witnessed test-flight disasters, ultimately dooming the SHD-2X project. Allied Aerospace would go on to develop the highly successful *Phoenix Hawk LAM* some forty years later. Unlike the SHD-2X, the PHX-HK2 was fully trimodal, supporting a BattleMech mode, aerospace fighter mode, and a hybrid AirMech mode. LAMs excel at reconnaissance and raiding and have become one of the rarest and most highly sought after units in the Inner Sphere.

Capabilities

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 autocannon is backed up by a pair of missile systems. A Holly LRM-5 provides light long-range fire support while a Holly SRM-2 adds close range hitting power. The *Shadow Hawk* also carries one of the most common and reliable lasers available, the Martell medium, mounted on its right arm. This particular laser is also found on the *Locust*, *Warhammer*, and even the assault class *BattleMaster*. Equipped with 9.5 tons of Maxmillian 43 armor, it is also well protected.

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 sensitive and 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.

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 before it can be destroyed.

The -2K variant, developed by House Kurita, is referred to derogatorily by the Lyrans 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 has earned grudging respect from the LCAF due to the heavy losses it had inflicted on them. Like the *Griffin* however, its general utility is severely limited by its complete lack of close range weapons, making the -2K considerably less effective at close ranges.

Current Manufacturers

Earthwerks Incorporated

Calloway VI – Free Worlds League

Majesty Metals and Manufacturing

Dunianshire – Magistracy of Canopus

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

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: 90 meters
Armor: Maxmillian 43

Armament:

- 1 x Armstrong J11 Class 5 Autocannon
- 1 x Holly Long Range Missile Pack LRM-5
- 1 x Holly Short Range Missile Pack SRM-2
- 1 x Martell Model 5 Medium Laser

Original Manufacturer: Lang Industries (2550)

Communications System: O/P 300 COMSET

Targeting and Tracking System: O/P 2000A

Quirks: Battlefists, Improved Life Support

Snord's Irregulars
Co: Colonel Cranston Snord
Homeworld: Clinton

Type: SHD-2H Shadow Hawk

Tonnage:	55 tons	<i>Tons</i>
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>
AC/5	LT	4	8.0
Ammo (AC) 20	LT	1	1.0
LRM-5	RT	1	2.0
Ammo (LRM) 24	RT	1	1.0
SRM-2	H	1	1.0
Ammo (SRM) 50	CT	1	1.0
Medium Laser	RA	1	1.0
Jump Jets	LT	1	0.5
Jump Jets	RT	1	0.5
Jump Jets	CT	1	0.5



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WVR-6R 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 striker 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.

Following the Reunification War, the *Wolverine* became such a popular design that even Kallon Industries with its massive industrial might could not keep up with demand for the unit. This was due in large part to the fact the *Wolverine* was one of the few BattleMechs approved by the SLDF for sale directly to the Great House militaries. As such, it was snapped up as quickly as Kallon could make them. To meet the huge demand for the 55-ton BattleMech, Kallon Industries sold production licenses to both the Free Worlds Defense Industry and Norse BattleMech Works in the Federated Suns, making the *Wolverine* one of the most widely produced 'Mechs in existence.

As with many of the most successful BattleMech designs, the SLDF commissioned a "Royal" version of *Wolverine* in 2766, just as the Amaris Civil War was beginning. Within four years Kallon Industries began shipping the upgraded WVR-7H *Wolverine II* to SLDF units rebuilding in the wake of their destruction of the Rim Worlds Republic. The -7H employs many of the advanced SLDF BattleMech construction technologies,

including a weight saving Endo-Steel chassis, lightweight Ferro-Fibrous armor, double strength heat sinks, and Cellular Ammunition Storage Equipment.

The original GM Whirlwind autocannon is replaced General Motor's most advanced autocannon, the Nova-5 Ultra model. Capable of twice the rate of fire as the previous model, it also features a longer effective range, rivaling that of long-range missiles. To accommodate the voracious appetite of the high speed autocannon, a second ton of ammunition is also added. The head-mounted medium laser is upgraded to a Magna 400P pulse model and the Harpoon-6 SRM launcher is mated with the Artemis IV fire control system to enhanced accuracy. An additional quarter ton of armor is also added to each leg.

Capabilities

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 to 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 Tek Tru-Trak targeting and tracking system also help make the *Wolverine* an extremely accurate weapons platform. One of the most advanced systems still capable of being manufactured in the Inner Sphere, it features a full complement of sensors, including infrared, electromagnetic and seismic, but features an extremely narrow, albeit powerful, scanning arc making it all but impossible to engage multiple targets simultaneously.

The design is not without at least one flaw, specifically 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.

With a top speed of 86.4 kph and carrying 9.5 tons of Maxmillian 60 armor, the *Wolverine* is a fast and tough opponent. Equipped with twelve heat sinks, it is also capable of sustaining a high rate of fire making it an even more dangerous enemy.

Variants

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*.

The most recent variant to be developed is 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.

Current Manufacturers

Kallon Industries

Nanking – Capellan Confederation

Thermopolis – Free Worlds League

Free Worlds Defense Industry

Gibson – Free Worlds League

Norse BattleMech Works

Marduk – Federated Suns

Model	Cost	BV	PV
WVR-6R	4,778,857	1101	29
WVR-6K	4,430,494	1248	32
WVR-6M	4,823,807	1291	32

Mass: 55 tons
Chassis: Crucis-A
Power Plant: CoreTek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Northrup 12000
Jump Capacity: 150 meters
Armor: Maxmillian 60

Armament:

- 1 x GM Whirlwind Class 5 Autocannon
- 1 x Harpoon-6 SRM Launcher
- 1 x Magna Mk II Medium Laser

Original Manufacturer: Kallon Industries (2575)

Communications System: Tek BattleCom

Targeting and Tracking System: Tek Tru-Trak

Quirks: Command 'Mech, Fast Reload (AC/5), Accurate Weapons (All), Improved Communications, Jettison-Capable Weapon (AC/5), Cramped Cockpit, Difficult to Maintain

Type:	WVR-6R Wolverine		<i>Tons</i>
Tonnage:	55 tons		
Internal Structure:			5.5
Engine:	CoreTek 275		15.5
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
Heat Sinks:	12		2.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	152		9.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	8	
Center Torso:	18	20/8	
Rt./Lt. Torso	13	20/6	
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>
AC/5	RA	4	8.0
Ammo (AC) 20	RA	1	1.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	LT	1	1.0
Medium Laser	H	1	1.0
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0
Jump Jets	CT	1	0.5

Lone Star Regiment – “Spirit of the Star”
CO: Colonel Samuel Granger
Homeworld: Volders



HEAVY BATTLEMECHS





DRG-1N 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* in 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.

Capabilities

The *Dragon* is noted for its squat and incredibly stable design, ample rear armor and is one of the few 'Mechs with rear mounted weaponry. This makes the *Dragon* a fearsome brawler, capable of wading into the thick of battle with little fear of being surrounded. In fact, its 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.

For a heavy class 'Mech, the *Dragon* is surprisingly fast. Powered by a Vlar 300, the same engine that powers the 75-ton *Maruader*, *Orion*, and even the 100-ton *Atlas*, the DRG-1N can achieve speeds of almost 90 kph, putting it on par with much lighter 'Mechs. Equipped with both a medium class autocannon and LRM-10, the DRG-1N is capable of providing both direct and indirect fire support.

Its ten tons of Starshield armor ensure a long life on the battlefield especially considering the Luthien Armor Works engineers gave both the autocannon and LRM system two full tons of ammunition. Even though it carries only the standard ten heat sinks, the DRG-1N rarely builds up excess heat even when firing its full complement of weapons and moving at top speed.

Variants

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 an upgraded model of their DRG-1N, they only had to look as far as their own extensive factory complex located on the capital world of the Combine.

The changes the LAW engineers made were both straight forward and devastatingly effective. One of the biggest liabilities of the DRG-1N is the two tons of ammunition for the Emperor-A autocannon it carries in the right torso. The ammunition bins and associated feed mechanism being the only major components located there, any breach in the right torso stood an enhanced chance of setting off a devastating ammunition explosion. In fact, many, many *Dragons* were lost in just this way and once the vulnerability became well known, many pilots would attempt to target the vulnerable right side.

To solve this, engineers replaced the Emperor-A autocannon with a full featured Lord's Thunder particle projection weapon, the big brother of the Lord's Light found on the 35-ton DCMS *Panther*. No longer needed, the autocannon's ammunition bins in the right torso were replaced with a second forward facing Victory 23R medium laser, complementing the one already located in its left arm. To help offset the additional heat from the energy weapons, two additional heat sinks are also adding giving the DRG-1G a full dozen.

The DRG-1G was first seen just last year in 3024 but already it has gained a new moniker. Generally referred to as the "Grand Dragon," it represents a significant upgrade to the original although it remains to be seen just how effective this variant will prove in combat.

Current Manufacturers

Luthien Armor Works

Luthien – Draconis Combine

Model	Cost	BV	PV
DRG-1N	4,926,400	1125	30
DRG-1G	5,116,800	1300	31

Mass: 60 tons
Chassis: Alshain Type 56-60H
Power Plant: Vlar 300
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:

1 x Telos DecaCluster LRM Missile System
 1 x Emperor-A Class 5 Autocannon
 2 x Victory 23R Medium Lasers
Original Manufacturer: Luthien Armor Works (2754)
Communications System: Sipher CommSys 3
Targeting and Tracking System: Eagle Eye SY10-10
Quirks: Narrow/Low Profile, Stable

Team Banzai
1st Battalion – “Hong Kong Cavaliers”
CO: Dr. B. Banzai
Homeworld: New Avalon

Type: **DRG-1N Dragon**

Tonnage:	60 tons		Tons
Internal Structure:		6.5	
Engine:	Vlar 300	19.0	
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:	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>
LRM-10	CT	2	5.0
Ammo (LRM) 24	LT	2	2.0
AC/5	RA	4	8.0
Ammo (AC) 40	RT	2	2.0
Medium Laser	LA	1	1.0
Medium Laser	LT	1	1.0



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QKD-4G Quickdraw



History

The *Quickdraw* is designed by the same company that produces the *Awesome*, the legendary 80-ton 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 age or quality, would find a willing buyer and the *Quickdraw* went on to supplement, rather than replace the ancient *Rifleman*.

Furthermore, while Technicon contracted with Garret SatComm to provide the *Quickdraw's* communications system, using their T12E model, they did not use them for the targeting and tracking system, instead using the much more cost effective Dynatec line produced by IMB Systems. They had done this earlier with their *Awesome* without any ill-effect, but given the well-known aerospace targeting capabilities of the *Rifleman's* Garret D2j target and tracking system, it was likely even had the Star League not fallen, the *Quickdraw* would have failed to replace it.

Technicon Manufacturing also licensed the *Quickdraw* to Luthien Armor Works which produces it out of their complex on Luthien.

Capabilities

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 relatively 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 four Omicron 4000 medium lasers, two of them rear mounted, supported by a Hovertec Quad rack, make it a dangerous short range fighter.

The *Quickdraw's* combination of speed, mobility, and firepower make it unique among heavy-class BattleMechs, most which completely lack any jump capacity and few can even manage to match its ground speed. It's not unusual to find the 60-ton *Quickdraw* in command of a heavy reconnaissance lance or even providing mobile fire support for strike lances. In fact, its tactical flexibility is among the best of any BattleMech on the field today making it a well appreciated addition by many unit commanders.

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.

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.

The most recent variant, introduced in 3002, seeks to turn the *Quickdraw* into an effective raider. By eliminating the Delta Dart LRM-10, the -5A sheds much of its ammunition dependency allowing it to operate for extended periods of time away from logistical support. In its place are two additional forward-facing Omicron 4000 medium lasers along with four additional heat sinks.

This transforms the -5A into a devastating short range fighter able to fire four medium lasers along with its Hovertec Quad SRM-4, all at a full run, without building up any excess heat thanks to its 17 heat sinks.

What the -5A lacks, however, are any long range weapons. Effective only within close range, the -5A must use its superior mobility and jump capacity to quickly close with an enemy before it can be picked apart by 'Mechs with superior range.

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-5A	5,404,160	1196	29

Mass: 60 tons
Chassis: Technicon Type E
Power Plant: Vlar 300
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Chilton 460
Jump Capacity: 150 meters
Armor: Riese-475

Free Worlds League Military
Fourth Oriente Hussars – “Voice in the Dark”
CO: Lieutenant Colonel Geddy Carver
Homeworld: Atreus

Armament:

- 4 x Omicron 4000 Medium Lasers
- 1 x Delta Dart Long Range Missile Ten-Rack
- 1 x Hovertec Short Range Missile Quad

Original Manufacturer: Technicon Manufacturing (2779)

Communications System: Garret T12-E

Targeting and Tracking System: Dynatec 2180

Quirks: Hyper-Extending Actuators, Exposed Actuators

Type:	QKD-4G Quickdraw		<i>Tons</i>
Tonnage:	60 tons		
Internal Structure:			6.0
Engine:	Vlar 300		19.0
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
Heat Sinks:	13		3.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	128		8.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	20	17/8	
Rt./Lt. Torso	14	14/7	
Rt./Lt. Arm	10	11	
Rt./Lt. Leg	14	15	

Weapons and Ammo:

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



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RFL-3N 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 system. Capable 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 one of the most effective anti-aircraft platforms 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

The RFL-3N is the definitive direct fire support BattleMech. Carrying dual Imperator-A class 5 autocannons and heavy lasers in an arm-mounted over/under configuration, the *Rifleman* excels at supporting the advance of other, more heavily armored units. Both its speed and armor are adequate at best for

a heavy class BattleMech, but the *Rifleman* was never intended to serve in the vanguard of attacks. Supplied with only ten heat sinks, experienced *Rifleman* pilots alternate the heavy lasers rather than fire them both in order to effectively manage their 'Mech's heat levels. Its other main drawback is the limited ammunition it carries for its matched autocannons along with its complicated feed mechanism. Carrying only a single ton of ammunition for both cannons, the bin is located in the heavily protected chest, with both autocannons drawing from the same bin. However, as one of the few 'Mechs will abundant spare parts available, the feed system is often overhauled on a regular basis

Variants

The second of two *Rifleman* variants commissioned by First Prince Hanse Davion, the -3C upgrades the Imperator-A autocannons to their class 10 counterpart, the Imperator-B, adding an additional ton of ammunition in the process. Davion engineers also added an additional ton of much needed armor to the -3C version while retaining the two chest-mounted medium lasers for backup. Both large lasers are removed to make the necessary space for the larger autocannons.

The -4D version trades in both the Imperator-A autocannons and medium lasers in favor of mounting two Donal particle projection cannons, giving the -4D a shocking amount of raw firepower. However, engineers were only able to add an additional five heat sinks, giving it a total of 15 and making a single alpha-strike from the dual PPCs and heavy lasers risk shutting down the entire 'Mech from the massive amount of excess heat generated by the powerful energy weapons.

Current Manufacturers

Kallon Industries

- Nanking – Capellan Confederation
- Thermopolis – Free Worlds League
- Talon – Federated Suns
- Trellshire Heavy Industries
- Twycross – Lyran Commonwealth

Red Devil Industries

- Pandora – Lyran Commonwealth

Model	Cost	BV	PV
RFL-3N	4,852,800	1039	26
RFL-3C	4,788,800	1066	28
RLF-4D	4,980,800	1173	27

Mass: 60 tons
Chassis: Kallon Type IV
Power Plant: Pitban 240
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar

Armament:

- 2 x Imperator-A Class 5 Autocannons
- 2 x Magna Mk III Heavy Lasers
- 2 x Magna Mk II Medium Lasers

Original Manufacturer: Kallon Industries (2505)

Communications System: Garret T11-A

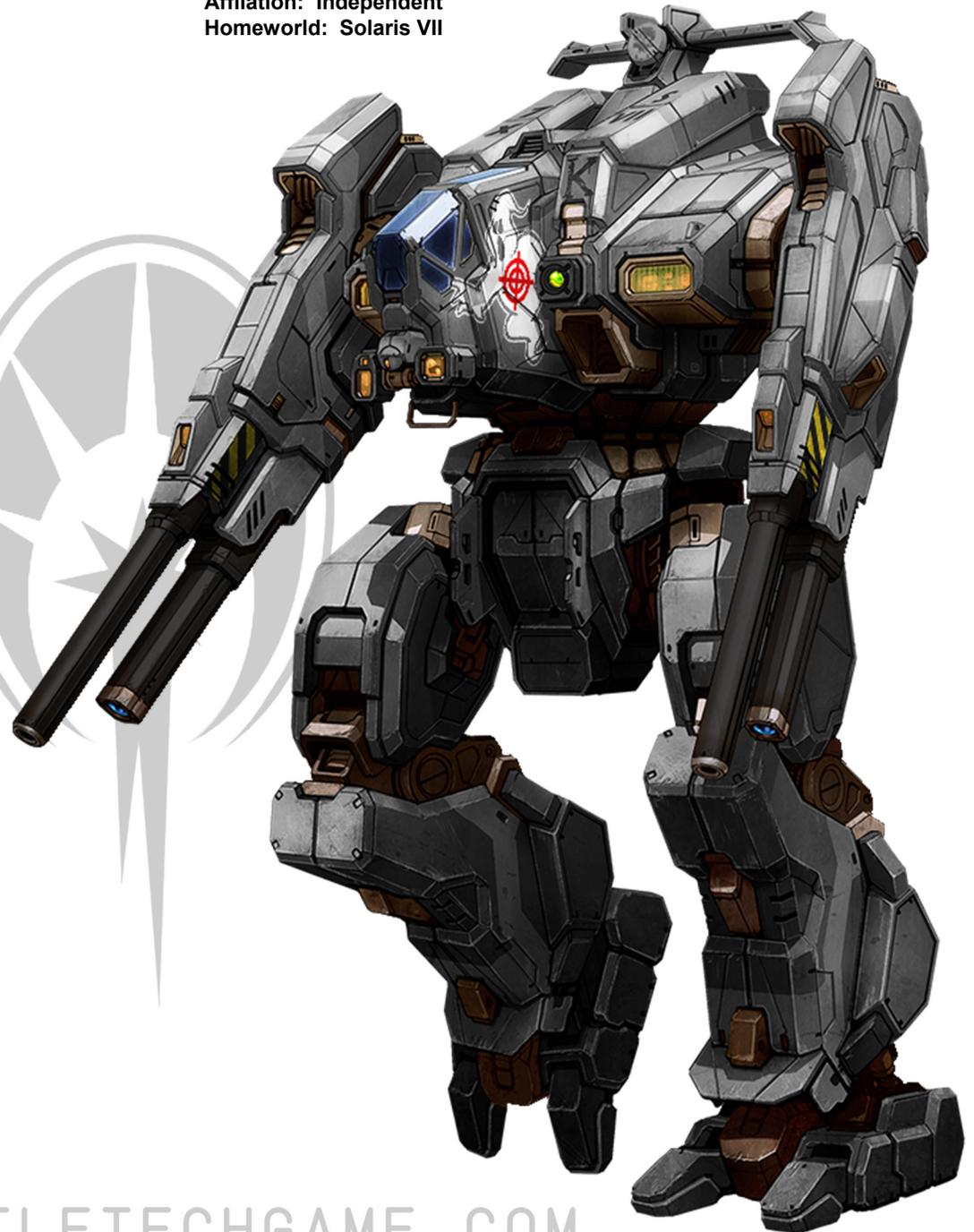
Targeting and Tracking System: Garret D2j

Quirks: Anti-Aircraft Targeting, Improved Communication

Gray "Legend Killer" Noton

Affiliation: Independent

Homeworld: Solaris VII



Type:	RFL-3N Rifleman		Tons
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:	120	7.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	6	
Center Torso:	20	22/4	
Rt./Lt. Torso	14	15/2	
Rt./Lt. Arm	10	15	
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	LA	4	8.0
Ammo (AC) 20	CT	1	1.0
Large Laser	RA	2	5.0
Large Laser	LA	2	5.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0

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CPLT-C1 Catapult



History

Hollis Incorporated got its start as a military contractor for the Terran Hegemony. Based on Corey in the Capellan Confederation, they earned an early reputation for the development of the first ever quadruped BattleMech, the XNT-20 *Xanthos*. The XNT-20 used first-generation technologies, including a primitive fusion engine, cockpit, and armor. The 100-ton prototype was heavily armed, carrying a Class 10 autocannon, SRM-4, large laser, two medium lasers, and a small laser. It had a top speed of 54 kph, on par with other assault-class 'Mechs, 15 tons of armor and carried 18 heat sinks.

The prototype, first built in 2564, would be redesigned with second generation BattleMech technology and released as the XNT-30 in 2579. The production model would carry a large-bore GE508 Class 20 autocannon and a particle projection cannon as its primary weapons. These weapons were backed up by a trio of medium lasers, a SRM-6, and a rear-mounted small laser. Twenty-three heat sinks were incorporated into the production model and it carried an astounding 20.5 tons of armor, a full ton more than even the vaunted AS7-D *Atlas*, giving it the distinction of being the most heavily armored BattleMech ever made.

While the XNT-20 was being finalized, Hollis Industries would introduce another BattleMech, a traditional bipedal design, the 65-ton CPLT-1 *Catapult*. Presented to the Star League for their consideration in 2561, three years before the prototype *Xanthos* would be finished, the *Catapult* was designed from the beginning to be a second-line fire support 'Mech. The Star League awarded Hollis Industries a limited contract for the design and the *Catapult* would go on to be produced in staggering numbers from Hollis Industries' new state-of-the-art production facility on Corey.

However, after just a three year run the Star League chose to cancel the contract, although their existing stock of *Catapults* continued to serve in the SLDF primarily in mountaineering regiments and other specialized formations. The cancellation of the *Catapult* contract is the reason Hollis Industries pushed to show

the early XNT-20 to the quartermasters of the Star League, a move that would ultimately prove fatal for the design. Slow, cumbersome, and built with older technology, the XNT-20 failed to impress the purchasing committee although its four-legged design did raise a number of eyebrows.

Now desperate for money and disenchanted with quadruped designs, Hollis Industries would sell the technology to Brigadier Corporation who would introduce the first marginally successful quadruped design in 2570, the SCP-1N *Scorpion*. Brigadier Corporation would have to wait almost 100 years and the introduction of the 80-ton *Goliath* before producing a quadruped design that was truly embraced.

To further complicate Hollis' financial situation, a serious design flaw was discovered in the Anderson Model 21 jump jets used on the CPLT-C1 *Catapult*. Under prolonged use and heavy stress, the Model 21 jump jets would fail and vent plasma directly into the 'Mech's interior. There were reports of legs melting off and even devastating ammunition explosions resulting from this critical flaw. Consequently, Hollis Industries was forced to conduct a general recall of the entire *Catapult* line, replacing the faulty Model 21s with Anderson Model 25s.

Even through all of this, Hollis Industries managed to survive. They succeeded in selling a number of the XNT-30s to House Liao, although this 'Mech would become extinct by the beginning of the Second Succession War, and they continued to produce regular spare part runs and occasional production runs for their quasi-successful *Catapult*.

Ironically, in 2688, the SLDF would ask Hollis Industries to completely overhaul a number of their existing *Catapults* specifically for use by their "Royal" divisions. Carrying the CPLT-C1b designation, the upgraded design would incorporate Cellular Ammunition Storage Equipment, Ferro-Fibrous armor and twelve dual-strength heat sinks. The ammunition for the Holly LRM-15s is also doubled, making an extremely effective design.

During the First Succession War, a raid by House Marik in 2791 would all but destroy the Hollis Industries facility on Corey and production of the *Catapult* would cease entirely.

Capabilities

Equipped with a pair of Holly LRM-15s, the *Catapult* is a solid fire-support platform. What makes it unusual,

however, are the Anderson Propulsion Model 25 jump jets that give it a jump capacity of 120 meters. This makes the *Catapult* almost unique in its ability to position itself in the most advantageous position from which to rain down long range missiles on its opponents. For this reason, the *Catapult* is often assigned to jump capable lances to provide fire support, an advantage they are often forced to do without.

Protected with ten tons of Durallex Heavy armor and carrying 15 heat sinks, the *Catapult* can take punishment as well as dish it out. For close quarters fighting, it carries four tried-and-true Martell medium lasers, making it a significant threat at all ranges.

Its major weakness, however, is the extremely limited amount of ammunition it carries for its two LRM-15s. With only a single ton of ammunition for each launcher, the *Catapult* can exhaust its ammunition in just over one minute, at which point a wise *Catapult* pilot will retire from the battlefield.

Variants

The CPLT-A1, introduced in 2563, seeks to address the *Catapult's* lack of ammunition at the cost of eliminating all of its close range weaponry. By removing the four medium lasers, two additional tons of ammunition for the LRMs are added along with two more tons of armor. With a complete lack of backup weapons, this variant proved quite unpopular, especially given the lack of lower arm and hand actuators, making the 'Mech basically helpless at close range.

The CPLT-C4, released two years after the -A1, also seeks to address the problem of insufficient ammunition. Eliminating the four medium lasers in favor of a pair of small lasers, the -C4 at least retains some close combat capability. Most importantly, however, the missile racks are upgraded to Holly LRM-20s, the largest available, each provided with a full two tons of ammunition. These changes also necessitated the removal of five heat sinks, leaving the -C4 with just the standard ten, making it run significantly hotter than other versions.

Current Manufacturers: None

Model	Cost	BV	PV
CPLT-C1	5,691,125	1399	33
CPLT-A1	5,460,125	1285	33
CPLT-C4	5,695,250	1358	32

Mass: 65 tons
Chassis: Hollis Mark II
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 25
Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:

2 x Holly Long Range Missile Packs (15)
 4 x Martell Medium Lasers
Original Manufacturer: Hollis Incorporated (2561)
Communications System: O/P COM-211
Targeting and Tracking System: O/P 1078
Quirks: No/Minimal Arms, Difficult Ejection

Free Worlds League Military
First Defenders of Andurien – “Pride of Andurien”
CO: Lieutenant- General Xeng Garibaldi
Homeworld: Andurien

Type: CPLT-C1 Catapult			<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:	15		5.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	160		10.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	21	24/11	
Rt./Lt. Torso	15	19/8	
Rt./Lt. Arm	10	13	
Rt./Lt. Leg	15	18	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-15	RA	3	7.0
Ammo (LRM) 8	RT	1	1.0
LRM-15	LA	3	7.0
Ammo (LRM) 8	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0
Jump Jets	RT	2	2.0
Jump Jets	LT	2	2.0



JM6-S JagerMech



History

Kallon Industries began as a second-tier parts supplier for the Terran Hegemony Armed Forces. However, following the public success of the MCK-5S *Mackie* in 2349, they began investing heavily in the nascent technology in hopes of one day emerging as a major player in the BattleMech industry. Launching Project Falcon Gray, it would take some 150 years before their investment would play off.

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 due to the longer range of its lighter autocannons.

The *Rifleman* was just the first of a long string of successes for Kallon Industries. Following the release of the *Rifleman* but before the introduction of the *JagerMech*, Kallon Industries also designed and built both the *Wolverine*, in 2575, and the *Crusader* beginning in 2649. It is a testament to the reliability and functionality of these war machines that Kallon Industries continues to produce all four of these models remain to this day.

In fact, Kallon Industries remains one of the largest BattleMech manufacturers in the entire Inner Sphere,

running factories on Talon, Nanking, and Thermopolis spread across the Federated Suns, Capellan Confederation as well as the Free Worlds League.

More recently, Kallon Industries tried to resurrect the feared Star League era head-hunting 'Mech, the *Exterminator*. Having recovered blueprints for the EXT-4D *Exterminator*, engineers at Kallon Industries quickly set about modifying the design to accommodate the current reduced level of technology in hopes of finding a replacement for their aging *Wolverine*.

Shortly after the release of the EXT-4A in 3007, it became quickly obvious that without access to the original Star League technology, the design was woefully inadequate, in fact, performing worse than the venerable *Wolverine* it hoped to replace. Forced to replace the original Magna 390 XL fusion engine with a much less powerful Vox 325, the -4A lacked the trademark speed and most importantly the advanced stealth systems of the original. While the weapons remained largely the same, the only change being the anti-missile system being replaced with a M100 machine gun, the -4A was seen as an overpriced and underpowered failure. To make matters worse, the -4A carries only the ten standard heat sinks making it run extremely hot. Kallon Industries produced on a few runs of the EXT-4A *Exterminator* before shutting down the line and returning to the production of their popular *Wolverine*.

Capabilities

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 ten 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 incredibly 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 any enemy units.

Given a clear field of fire, few 'Mechs are capable of laying down, and sustaining, as effective a barrage as the *JagerMech*.

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 bin runs dry. The -A does carry two additional tons of armor switching to the stronger and well respected Durallex Light for this purpose.

This variant has the advantage of being able to offer both direct and indirect fire support to its comrades, making it a popular option, especially considering the extra armor that is installed.

Current Manufacturers

Kallon Industries

Talon – Federated Suns
Independence Weaponry
Quentin – Federated Suns

Model	Cost	BV	PV
JM6-S	5,215,925	901	26
JM6-A	5,413,925	1122	27

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: Kallon Royalstar

Armament:

- 2 x Mydron Model C Medium Autocannons
- 2 x Mydron Model D Light Autocannons
- 2 x Magna Mk II Medium Lasers

Original Manufacturer: Kallon Industries (2774)

Communications System: Garret T11-A

Targeting and Tracking System: Garret D2j

Quirks: Anti-Aircraft Targeting, Improved Communications

Taurian Defense Force
Concordat Jaegers- "Strength through Adversity"
CO: Colonel Patrick Sterling
Homeworld: New Vandenberg

Type: **JM6-S 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	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	96	6.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	21	16/5
Rt./Lt. Torso	15	13/3
Rt./Lt. Arm	10	6
Rt./Lt. Leg	15	11

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
AC/5	LA	4	8.0
Ammo (AC) 20	LT	1	1.0
AC/2	RA	1	6.0
AC/2	LA	1	6.0
Ammo (AC) 45	CT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0



TDR-5S Thunderbolt



History

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 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 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 briefly 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.

More recently, in 3005, Earthwerks Incorporated granted a license to produce the iconic *Thunderbolt* to Olivetti Weaponry on Sudeten in the Lyran Commonwealth. Founded in 2990 by a former Defiance Industries foreman, Olivetti Weaponry is built on the ruins of an old Star League facility making it one of the newest defense contractors in the Inner Sphere today. Olivetti also secured a license for the *Warhammer* and produces a number of combat vehicles there as well.

Capabilities

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 machine 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.

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 15 heatsinks, however, an overzealous 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 opponent, as it is 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.

Variants

The TDR-5SE was a massive re-engineering effort undertaken at the request of the Eridani Light Horse mercenary group, one of the oldest and most well respected units in the Inner Sphere. Specialized in mobile tactics, the Eridani Light Horse asked Earthwerks engineers to give the *Thunderbolt* a jump capacity of 120 meters. In order to do so both the SRM-2 and machine guns have been removed. In addition, the LRM-15 is downgraded to a LRM-10. To help offset the heat from the jump jets, two more heat sinks are installed, giving the -5SE a total of 17 and making the -5SE a mobile terror. Work on this variant was completed in 2910.

The -5SS is a product of Olivetti Weaponry. Once they received the license from Earthwerks Incorporated, their engineers immediately set about improving the design before putting it into production. The -5SS replaces the large laser with a PPC and the machine guns in the left arm with a single flamer. The Delta Dart LRM system is removed in favor of upgrading the Bical Twin-Rack to a full SRM-6 and a six heat sinks are added, giving the -5SS a total of 21.

Current Manufacturers

Earthwerks Incorporated

Keystone – Free Worlds League

Olivetti Weaponry

Sudeten – Lyran Commonwealth

Taurus Territorial Industries

Taurus – Taurian Concordant

Vandenberg Mechanized Industries

Pinard – Taurian Concordant

Model	Cost	BV	PV
TDR-5S	5,268,560	1335	26
TDR-5SE	5,461,610	1414	37
TDR-5SS	5,275,985	1337	35

Mass: 65 tons
Chassis: Earthwerks TDR
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Ryerson 150

Armament:

- 1 x Sunglow Type 2 Large Laser
- 1 x Delta Dart Long Range Missile 15-Rack
- 3 x Diverse Optics Type 18 Medium Lasers
- 1 x Bical Short Range Missile Twin-Rack
- 2 x Voelkers 200 Machine Guns

Original Manufacturer: Earthwerks Incorporated (2505)

Communications System: Neil 8000

Targeting and Tracking System: RCA Instatrac Mk. X

Quirks: None

Lyran Commonwealth Armed Forces
 Tenth Lyran Regulars – “Stinging Barflies”
 CO: Leutnant-General Galway Ashberry
 Homeworld: Denebola V

Type: TDR-5S Thunderbolt			<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:	15	5.0	
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	208	13.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	21	30/11	
Rt./Lt. Torso	15	24/6	
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>
Large Laser	RA	2	5.0
LRM-15	RT	3	7.0
Ammo (LRM) 16	RT	2	2.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
SRM-2	RT	1	1.0
Ammo (SRM) 50	RT	1	1.0
Machine Gun	LA	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 200	LA	1	1.0



ARC-2R Archer



History

The ARC-2R is one 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. Even though it weighs 70 tons, when it was first released the *Archer* was considered an assault class BattleMech although by later standards it was classified as a heavy unit.

Being such an old design, there have been a number of both factory and field refits developed for the *Archer*, although they all respect the 'Mech's traditional fire support role. This includes a vaunted "Royal" version commissioned by the Star League Defense in 2752. 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.

Having served on the battlefields for well over 500 years, the capabilities of the *Archer* are as well known to its pilots as they are to its enemies making it exceedingly difficult for an *Archer* pilot to pull any tricks to surprise an opponent. In fact, the retractable missile bay doors covering the Doombud LRM-20s were originally designed to disguise the fact the BattleMech was carrying a pair of massive missile racks in order to confuse the enemies as to the 'Mech's exact capabilities.

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 substantial indirect fire support to friendly units while staying well back from the front lines thus allowing

commanders to stay relatively safe as they watch the battle unfold.

Capabilities

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.

Thirteen 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 ten heat sinks built directly into 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.

Variants

Beginning in 2856, the Draconis Combine began retrofitting their existing stock of *Archers*. 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 and giving the -2K a role on the battlefield even after its ammunitions bins have run dry.

In 2915, Defiance Industries reworked the *Archer* as well, choosing to increase its short-range firepower at the expense of the ten-ton Doombud Long Range Missile 20-Racks. By switching to the Coventry Star Fire LRM-15, Steiner engineers saved enough weight to install a pair of TharHes 4 Pack SRM-4 missile systems in both the right and left torso, each with their own ton of

ammunition. This variant, carrying the ARC-2S designation, is as effective as short range as it is at long range, making it an especially versatile fighter.

Few and far between are mercenary units with sufficient resources to commission their own custom variant of a BattleMech. One such unit, the Eridani Light Horse commissioned the jump-capable TDR-5SE *Thunderbolt* in 2910, and the ARC-2W, used exclusively by Wolf's Dragoons is another extremely rare example of this.

Much like the ARC-2S, the -2W carries a pair of SRM-4 missile launchers on either side of its chest, significantly increasing its combat effectiveness at short range. The two SRM-4s are feed by a single ton of ammunition stored in its thickly armored center torso. In addition, the -2W retains its trademark devastating Doombud LRM-20s, choosing instead to remove the two rear-mounted medium lasers and shed three tons of armor in order to accommodate the new short-range missile systems.

Current Manufacturers

Defiance Industries

Hesperus II - Lyran Commonwealth
Bowie Industries

Carlisle - Lyran Commonwealth
Earthwerks Incorporated

Calloway VI - Free Worlds League
Vandenberg Mechanized Industries

New Vandenberg - Taurian Concordant

Model	Cost	BV	PV
ARC-2R	6,180,973	1477	39
ARC-2K	5,966,773	1356	34
ARC-2S	6,192,973	1393	36
ARC-2W	6,197,973	1338	35

Mass: 70 tons
Chassis: Earthwerks ARC
Power Plant: Vox 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Maxmillian 100
Armament:

4 x Diverse Optics Type 18 Medium Lasers
 2 x Doombud Long Range Missile 20-Racks
Original Manufacturer: Earthwerks Incorporated (2474)
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mk XII
Quirks: Battlefists

Kell Hounds
CO: Colonel Morgan Kell
Homeworld: Robinson

Type:	ARC-2R Archer		<i>Tons</i>
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
LRM-20	LT	5	10.0
Ammo (LRM) 12	RT	2	2.0
Ammo (LRM) 12	LT	2	2.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0



GHR-5H Grasshopper



History

The *Grasshopper* was originally intended to serve as a head-hunter BattleMech. Lantern Corporation, headquartered on Bryant, originally a part of the Terran Hegemony and now located within the Capellan Confederation, began development of the 'Mech during the tumultuous Amaris Civil War. The initial design drawings called for incorporating the advanced Null Signature System and the Chameleon Light Polarization Shield found only on the EXT-4C *Exterminator*.

The Null Signature System, considered by many the pinnacle of the Star League technology, cloaks the 'Mech's electronic and heat emissions, making it all but invisible to traditional targeting and tracking systems. This advanced stealth system was even capable of defeating the lostech Beagle Active Probe except at short ranges. Ironically, due to the extensive heat baffles required in order to make the system effective, a large amount of waste heat is vented directly into the interior of the 'Mech actually making the 'Mech generate significantly more heat when the Null system is active.

In order to prevent visual detection, the designers called for the inclusion of Chameleon Light Polarization Shield. The Chameleon LPS is best described as a form of mimetic armor. Using a network of embedded cameras to identify the surrounding environment, the LPS shifts the color of the 'Mech's armor to match, breaking up the outline of the 'Mech and helping it blend into the terrain. This real-time color matching requires enormous computing power and also results in the 'Mech generating additional waste heat due to the extensive electronics required to make it operate effectively.

Unfortunately, now embroiled in the Amaris Civil War, the SLDF High Command denied Lantern Corporation's request for access to the advanced technology, afraid it might accidentally fall into the hands of the Ursurper.

Forced to eliminate the stealth systems and left without access to the Star League's advanced military technology, Lantern reworked the design, releasing the

GHR-5H *Grasshopper* in 2780, just after the brutal ending of the civil war and only four years before General Aleksandr Kerensky issued his fateful "Exodus" command exiling over 80% of the SLDF into the Deep Periphery.

Lacking any advanced technology, the *Grasshopper* was quickly integrated into many of the line regiments of the SLDF. As such, many of them remained behind in the Inner Sphere even after General Kerensky's Exodus.

Lantern Corporation would continue producing new *Grasshoppers* for the CCAF until their facility on Bryant was destroyed in 2843, lasting just three years longer than HartfordCo Industries' factory there, which produced the both *Cicada* and the Von Luckner heavy tank. After the loss of the planet's industrial capacity and the failure of its Storm Inhibitor Array, the Capellan Confederation would turn the planet into a prison world.

Capabilities

During the fierce fighting of the First Succession War, the *Grasshopper* would prove itself over and over again. With a top speed of roughly 65 kph and a jump capacity of 120 meters, the *Grasshopper* is far more maneuverable than most 'Mechs of equal weight. The Leviathan Lifter jump jets located in the 'Mechs legs repeatedly provided enemy pilots with a nasty surprise. One of the most common tactics used by *Grasshopper* pilots is to jumping right into the middle of an enemy lance and lay waste with its extensive short range energy weapons.

Carrying four Diplan M3 medium lasers scattered across its body, along with a Diplan HD heavy laser buried deep in its heavily armored chest, the *Grasshopper* can quickly inflict significant damage at close ranges. Equipped with an astounding 22 heat sinks, the *Grasshopper* can maintain a blistering rate of fire almost indefinitely. In fact, it has a reputation as the one of the most high-intensity fighters ever built.

The *Grasshopper* also carries a head mounted Conan/S LRM-5 for engaging enemies at a distance but in practice many 'Mechwarriors actually choose not to reload this weapon once its exhausted, preferring to eliminate the liability of an ammunition explosion rather than reload the small missile launcher. The fact that is located in the head of the 'Mech can also make firing the weapon uncomfortable for some MechWarriors.

Covered with 13 tons of Durallex Heavy armor, the *Grasshopper* is as heavily protected as the well-respected *Thunderbolt* and *Archer* and rivals that of some assault-class BattleMechs. When combined with its lack of significant ammunition stores, this makes the *Grasshopper* capable of absorbing tremendous amounts of damage. In fact, with its heavy laser located in its thickly armored chest, the *Grasshopper* can soldier on even after losing both of its arms and significant portions of its chest. For this reason, it has become known as the definitive "zombie" 'Mech, continuing to push the attack well after any other 'Mech would have been disabled or even destroyed.

Having earned such a fearsome reputation and capable of weathering a devastating amount of damage and still continue to operate, it is common practice for many commanders to prioritize the repair of their unit's *Grasshoppers*, even to the point of placing them ahead of their BattleMechs.

Armed with almost exclusively energy-based weapons and jump capable, the *Grasshopper* makes an excellent guerilla fighter and raider. It is also equipped with two hand actuators making it a proficient brawler as well as able to help carry away supplies from successful raids.

It is a tribute to the 'Mech's durability and effectiveness that it is also called upon to lead flanking attacks and even storm enemy fortifications.

Variants: None.

Current Manufacturers: None.

<u>Model</u>	<u>Cost</u>	<u>BV</u>	<u>PV</u>
<i>GHR-5H</i>	5,973,573	1427	39

Mass: 70 tons
Chassis: Mingh z33/7
Power Plant: Vox 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Leviathon Lifters
Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:

- 1 x Diplan HD Heavy Laser
- 4 x Diplan M3 Medium Lasers
- 1 x Conan/S LRM-5

Original Manufacturer: Lantren Corporation (2780)

Communications System: Allet-C308

Targeting and Tracking System: Allet-T11

Quirks: Non-standard Parts

Armed Forces of the Federated Suns
Third Crucis Lancers – “Achernar Lancers”
CO: Marshal Jesse Pedroza
Homeworld: Caph

Type:	GHR-5H Grasshopper		<i>Tons</i>
Tonnage:	70 tons		
Internal Structure:			7.0
Engine:	Vox 280		16.0
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	4		
Heat Sinks:	22		12.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	208		13.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	22	30/13	
Rt./Lt. Torso	15	20/10	
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>
Large Laser	CT	2	5.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0
LRM-5	H	1	2.0
Ammo (LRM) 24	RT	1	1.0
Jump Jets	RL	2	2.0
Jump Jets	LL	2	2.0



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WHM-6R 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 Extralight 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 its Holly SRM-6 and uses an advanced lamellar ferro-fibrous armor to increase its protection without the need to increase the weight of the armor it carries.

The *Warhammer* also served as one of the premier ‘Mechs of the SLDF “Gunslinger” program, originally known as the Advanced Combat and Maneuvering Skills Project. When the Council Edict of 2650 restricted the size of the armies maintained by the Great House Lords, a number of DCMS units were forced to disband. While they did to, the MechWarriors were allowed to retain their BattleMechs. This began the so-called First Hidden War, a decades long conflict between these Kurita *ronin* and SLDF soldiers. Marked by one-on-one duels between MechWarriors, the former Combine warriors consistently defeated their SLDF counterparts.

Alarmed at their consistent failure to defeat these rogue MechWarriors, the SLDF launched an investigation and quickly uncovered the fact that these *ronin* were not winning due to some technological advantage but rather through their superior skill and tactical mastery. The SLDF initiated the “Gunslinger” program in order to provide their best MechWarrior will advanced training focusing specifically on one-on-one ‘Mech combat. The first class of “Gunslinger” graduated in 2687 and were quickly able to achieve parity with the *ronin*. The program was expanded and moved to the Military Academy of Aphros were it continued until the dissolution of the Star League in 2781.

Capabilities

Armed with twin Donal particle projection weapons, the WHM-6R *Warhammer* packs a long-range punch few

BattleMechs can match. For those few ‘Mechs who can survive the withering PPC fire, the *Warhammer* also carries a pair of Martell medium lasers along with a Holly SRM-6, located opposite its integrated searchlight, to exploit the holes opened by its massive particle cannons.

For close combat, the *Warhammer* carries a pair of Magna Mk I small lasers and two SperryBrowning machine guns for anti-infantry work. A top speed of 65 kph allows it to keep up with other heavy ‘Mechs and ten tons of Leviathan Plus armor provide it with sufficient, although not exceptional, protection. Eighteen heat sinks work to keep the ‘Mech cool, although heat buildup can be problem during prolonged engagements, requiring a MechWarrior to alternate the Donal PPCs, or hold back on some of the shorter ranged weaponry.

Variants

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

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 Lamellar, 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

Nimakachi Fusion Products

Lapida II – Draconis Combine

Ronin Incorporated

Wallis – Free Worlds League

Olivetti Weaponry

Sudeten – Lyran Commonwealth

StarCorps Industries

Menke – Capellan Confederation

St. Ives – Capellan Confederation

Taurus Territorial Industries

Taurus – Taurian Concordant

Vandenberg Mechanized Industries

Pinard – Taurian Concordant

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

Mass: 70 tons
Chassis: StarCorp 100
Power Plant: Vox 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Leviathan Plus

Armament:

- 2 x Donal Particle Projection Cannons
- 2 x Martell Medium Lasers
- 2 x Magna Small Lasers
- 1 x Holly Short Range Missile Pack (6)
- 2 x SperryBrowning Machine Guns

Original Manufacturer: StarCorps Industries (2515)

Communications System: O/P 3000 COMSET

Targeting and Tracking System: O/P 1500 ARB

Quirks: Searchlight

Wolf's Dragoons
Black Widow Company
CO: Captain Natasha Kerensky
Homeworld: An Ting



Type: **WHM-6R Warhammer**

Tonnage:	70 tons		<i>Tons</i>
Internal Structure:		7.0	
Engine:	Vox 280	16.0	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	18	8.0	
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	160	10.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	22	22/9	
Rt./Lt. Torso	15	17/8	
Rt./Lt. Arm	11	20	
Rt./Lt. Leg	15	15	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
PPC	LA	3	7.0
SRM-6	RT	2	3.0
Ammo (SRM) 15	RT	1	1.0
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	RT	1	0.5
Machine Gun	LT	1	0.5
Ammo (MG) 200	CT	1	1.0

BLK-7-KNT Black Knight



History

Kong Interstellar Corporation introduced the BLK-6-KNT *Black Knight* in 2578 marking their first and only contribution to the BattleMech market. Built on the planet Connaught, originally a Terran Hegemony world, their facility fell into the hands of the Free Worlds League after the dissolution of the Star League. Their orbital facility would be among the first victims of the First Succession War, having been completely destroyed in 2802. Kong Interstellar would struggle to rebuild, eventually opening ground based repair and refit facility seven years later in 2809, out of which they would rebuild and refurbish severely damaged chassis, albeit it with downgraded technology. These rebuilt machines carry the BLK-7-KNT designation. Kong Instellar would continue rebuilding machines until 2820, when House Liao forces attacked their facilities, once again inflicting serious damage.

Since then Kong Interstellar has continued to produce spare parts but with the loss of their fabrication facilities they are no longer able to refurbish entire chassis. Consequently, the *Black Knight* is slowly but surely fading from the battlefields of the Inner Sphere. Given the reputation and extreme popularity of the design, however, it is likely given enough time, resources, and most importantly expertise, Kong Interstellar will one day restart production. So far they have been unwilling to license the design to other manufacturers, lending credence to the belief they will one day reopen.

However, while they were still at the height of their success, Ostmann Industries, one of the SLDF's premier defense contractors, with industrial sites confined exclusively to Terra itself, would contract with Kong Interstellar to help them meet the demand for both their 35-ton *Ostscout* as well as their 60-ton *Ostsol*. The *Ostsol* would come first, rolling off the Kong Interstellar assembly lines beginning in 2694, followed by the *Ostscout* starting in 2700.

The relationship with Ostmann Industries proved quite fortuitous, opening the door for the transfer of advanced SLDF weapon technology to Kong Interstellar. Kong Interstellar was already producing Endo Steel at it zero-

gravity orbital fabrication facility for use in the *Black Knight* as well as the sophisticated Beagle Active Probe which provided the *Black Knight* with its famous extended range detection capabilities.

When the SLDF asked Kong Interstellar to develop a "Royal" version of their popular and well respected *Black Knight*, Kong Interstellar in turn asked for access to their latest weapons technology as well as the secrets for manufacturing double strength heat sinks. The SLDF agreed, and Kong Interstellar delivered the first BLK-6b-KNT in 2751, just as Simon Cameron was embarking on his ill-fated tour of the Star League.

The -6b would improve upon the already popular -6 version by upgrading all of its capital weapons while also giving it the ability to dissipate over 60% more heat than the original model. The -6b carried a pair of Raker-X large pulse lasers located on either side of its chest, along with a Kinslaughter extended-range particle projection cannon. In fact, the -6b is renowned for being the first BattleMech to ever carry the potent ER PPC as standard equipment. These weapon systems were backed up by a quartet of Maxell DT medium lasers along with a head-mounted Magna small laser. The resulting 'Mech ranks among the most effective war machines ever built and a favorite among unit commanders.

Oddly enough, Kong Interstellar's other great claim to fame is the quadruped KIC-3 *Harvester Ant* IndustrialMech which they began to sell in 2650, almost 75 years after the successful introduction of their BattleMech. Featuring two combine heads, the *Harvester Ant*, was designed to harvest commodity crops such as corn and various grains, and significantly increased food production across the Inner Sphere during the golden age of the Star League. Featuring the versatile Lennax engine, the *Harvester Ant* could utilize many forms of combustible fuels, including primitive diesel of even biofuels.

During the desperate days of the early Succession Wars, many colonies converted their *Harvester Ants* by arming them various weapon systems, mostly commonly machine guns along with short-range and long-range missile racks, and given the KIM-3M MOD designation.

Capabilities

The downgraded BLK-7-KNT carries a Magna Hellstar II PPC in its right arm for long range work. At medium ranges, it can bring its dual Tronel III heavy lasers into play while at short range, it uses a set of four Tronel II

medium lasers along with a head-mounted Tronel I small laser. This configuration of weapons ensures that the pilot always has a weapon system available at the optimal range while also steadily increasing the damage potential as the target gets closer.

This exclusive energy-based weapons load, however, means the pilot must pay exceptionally close attention to the 'Mech's heat levels. Even though it carries a full 20 heat sinks, even a single alpha strike can shut the machine down making it a sitting duck for enemies. Experienced MechWarriors often configure the fire interrupt circuits, grouping together similar weapons and fire in volley-mode rather than everything at once or attempting to manage the *Black Knight's* plethora of lasers on an individual basis.

The original BLK-6-KNT carried thirteen tons of Numall Durabond, giving it excellent protect and exceeding that of many assault-class 'Mechs. Unfortunately following the destruction of Kong Interstellar's orbital facility, the lightweight Endo Steel Technicron 1L chassis was replaced by the much heavier Technicron Standard. Even after removing the lostech Beagle Active Probe, Kong engineers were still forced to remove a full two tons of armor in order to compensate for the change in chassis material. The armor type was also switched to Valiant Lamellor, which is used on another 75-ton 'Mech, the *Marauder*.

Variants

Technically, the BLK-7-KNT-L is a field refit rather than a true variant. Due to the difficulty of obtaining the rare Magna Hellstar II particle projection cannon, many *Black Knight* owners have been forced to replace the PPC with the readily available Tronel III large laser already used in the chest of the 'Mech. This refit also increases the number of heat sinks to a total of 22.

By eliminating the heat intensive particle cannon and adding two heat sinks, the -L doesn't suffer the same serious overheating problems as the -7. However, this comes at the loss of range, leaving the -L without any true long range capability, making this model dependent on other BattleMechs to provide cover fire and indirect support or risk getting picked apart before it can close with its intended target.

Current Manufacturers: None.

Model	Cost	BV	PV
BLK-7-KNT	6,594,438	1443	34
BLK-7-KNT-L	6,426,438	1409	33

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

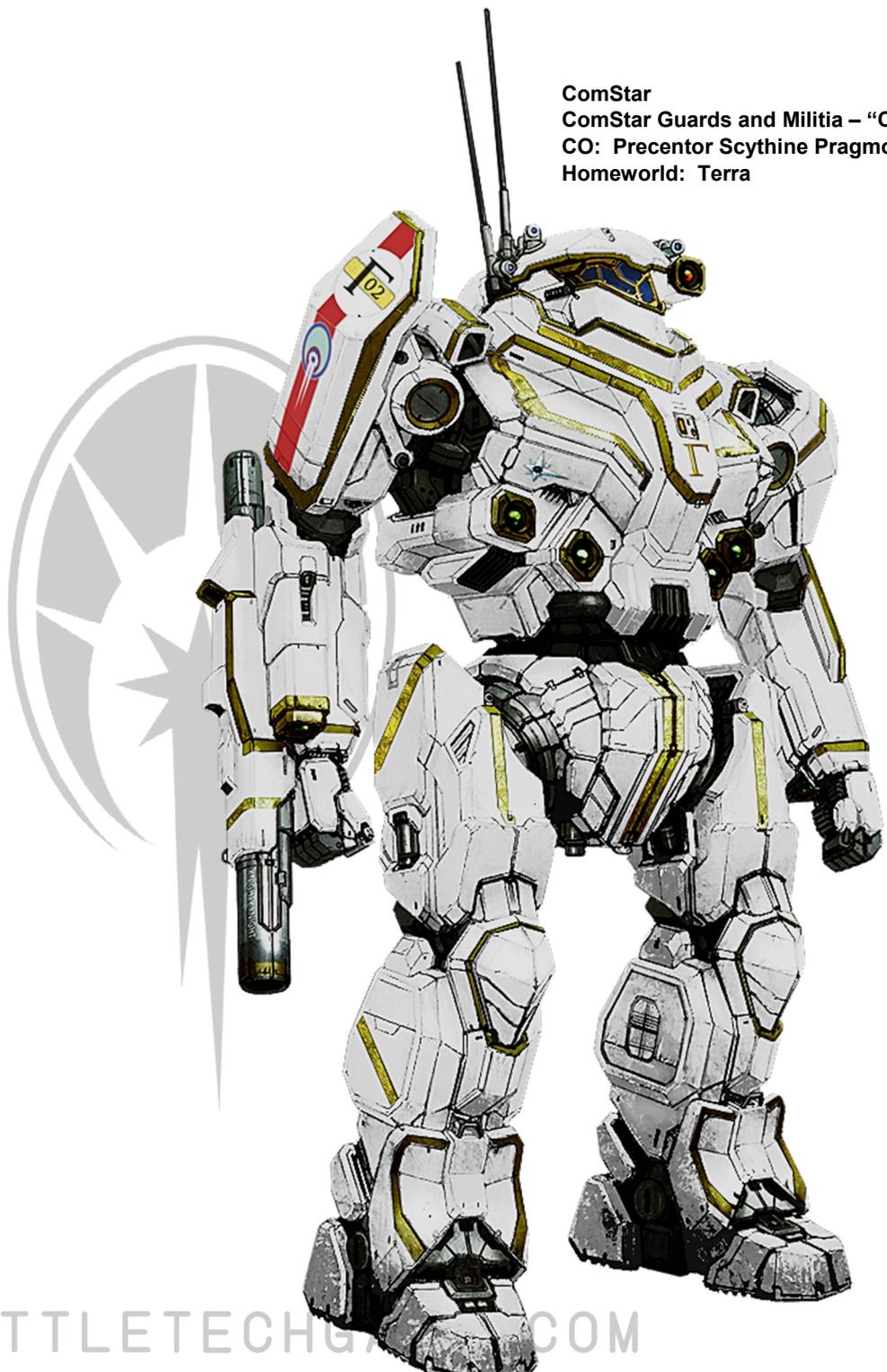
- 1 x Magna Hellstar II PPC
- 2 x Tronel III Large Lasers
- 4 x Tronel II Medium Lasers
- 1 x Tronel I Small Laser

Original Manufacturer: Kong Interstellar Corporation (2578)
Communications System: Tek BattleCom
Targeting and Tracking System: Tek Tru-Trak
Quirks: Command 'Mech, Accurate Weapons (All),
 Improved Communications, Difficult to Maintain

ComStar
ComStar Guards and Militia – “ComGuards”
CO: Precentor Scythine Pragmore
Homeworld: Terra

Type:	BL-7-KNT Black Knight		<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:	20		10.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	176		11.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	23	25/8	
Rt./Lt. Torso	16	20/7	
Rt./Lt. Arm	12	20	
Rt./Lt. Leg	16	20	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
Large Laser	RT	2	5.0
Large Laser	LT	2	5.0
Medium Laser	RT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Small Laser	H	1	0.5



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MAD-3R 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, Richard Cameron along with every other member of House Cameron, would 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 upon for advanced weapons, armor and heat dissipation systems. As a result, the familiar MAD-3R was released.

The rest of the next generation of BattleMechs the *Marauder* was supposed to usher in never made it out of the General Motors engineer's 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. Located near the border with House Liao, 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 General Motors, 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, licensed the *Marauder* to two more companies, both of which were 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, was one of the companies to receive a license to produce the *Marauder*. Their facility on Wallis, however, is more of an assembly point rather than a true production factory and is constantly plagued with supply chain and labor problems. It is, however, located safely within the boundaries of the FWL and provides a measure of diversification General Motors has lacked since the fall of the Star League.

Bowie Industries, best known for producing DropShips and aerospace fighters from its complex on Alarion in the Lyran Commonwealth, was the second company outside of the Federated Suns to receive a license to produce the *Marauder*. Producing it out of their secondary facility on Carlisle, along with the ARC-2R *Archer*, Bowie Industries has succeeded in becoming well diversified as well. They also manufacture numerous combat vehicles from the same factory, notably the PKR-T5 Packrat Patrol Vehicle.

Capabilities

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. Average speed, strong protection, solid electronics and heavy firepower have made the *Marauder* one of the most sought after BattleMechs in the Inner Sphere.

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.

The Marik -3M variant, introduced in 2873, replaces the familiar Magna Hellstar PPCs with heavy lasers using the weight savings to add four additional heat sinks giving the -3M a total of 20. While heat management is considerably easier, this version lacks the longer range of the -3R, making it an unpopular choice.

House Liao introduced the -3L in 2905. Replacing one of the PPCs with a large laser and two additional heat sinks, most MechWarriors consider this version inferior to the -3R. Both the -3M and -3L variants were developed largely in response to a shortage of particle projection cannons with their respective Houses.

Current Manufacturers

General Motors

Kathil – Federated Suns

Independence Weaponry

Quentin – Federated Suns

Ronin Incorporated

Wallis – Free Worlds League

Bowie Industries

Carlisle – Lyran Commonwealth

Taurus Territorial Industries

Taurus – Taurian Concordant

Vandenberg Mechanized Industries

New Vandenberg – Taurian Concordant

Pinard Protectorates Limited

Pinard – Taurian Concordant

Model	Cost	BV	PV
MAD-3R	6,627,250	1363	35
MAD-3D	6,597,500	1470	35
MAD-3M	6,291,250	1335	34
MAD-3L	6,459,250	1369	35

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

Armament:

- 2 x Magna Hellstar Particle Projection Cannons
- 2 x Magna Mk II Medium Lasers
- 1 x GM Whirlwind Class 5 Autocannon

Original Manufacturer: General Motors (2612)

Communications System: Dalban Micronics

Targeting and Tracking System: Dalban HiRez

Quirks: Command 'Mech, Narrow/Low Profile,
Exposed Weapon Linkage (AC/5), Modular Weapons (LA, RA)

"Bounty Hunter"
Affiliation: Independent
Homeworld: Unknown

Type:	MAD-3R Marauder		<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:	184	11.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	23	35/10	
Rt./Lt. Torso	16	17/8	
Rt./Lt. Arm	12	22	
Rt./Lt. Leg	16	18	

Weapons and Ammo:

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



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ON1-K Orion



History

The first true heavy BattleMech to be built, the ON1-C *Orion* was constructed on Hesperus II in 2456 as a response to the successful Lyran Operation Prometheus just the year before. Led by Colonel Charles Kelswa, Lyran Special Forces broke into the Defiance Industries facility on Hesperus II and stole plans for the 95-ton assault class *Banshee*, although there are also reports the stolen plans were that of the primitive 100-ton *Mackie*. The Lyans would utilize the information stolen by Colonel Kelswa to launch their own BattleMech research and development program in hopes of reducing the growing military advantage held by the Terran Hegemony.

With the threat of the Lyran Commonwealth developing their own BattleMechs hanging over their head, the Terran Hegemony commissioned what they described at the time as the “Ultimate BattleMech,” a machine designed to ensure the continued supremacy of the Hegemony.

Shortly thereafter, Defiance Industries delivered the ON1-C. The ON1-C lacked the LRM-15 of the later –K and mounted an AC/5 instead of the Kali Yama Class 10 autocannon seen today.

Updated in 2525 to the familiar ON1-K model, it went on to serve with distinction in the Reunification War, becoming a mainstay of both 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 bloody 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.

The *Orion* would go on to earn the nickname “Poor Man's Atlas,” largely due to both the similarity of the weapons load and the enormous amount of punishment the 'Mech could withstand, and remains among the most respected designs in production today.

Capabilities

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 a Kali Yama Class 10 autocannon, 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 14.5 tons of Valiant Lamellor armor, giving it more protection than many assault class machines and the absolute maximum the chassis can support. 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.

The Kali Yama Death Bloom Missile System, installed in the left shoulder, is also well known for laying down a highly concentrated pattern of missiles, making it one of the most highly sought after missile launchers on the market. Especially effective against combat vehicles and aerospace fighters, the Death Bloom can disable most ground units with a single salvo. The control cables, however, pass directly through the narrow shoulder area, and technicians must pay particular attention to their condition as they often become worn causing the missile launcher to occasionally fail.

Another well-known issue technicians have noticed is the placement of the Kali Yama autocannon in the right torso. Protruding past the body of the 'Mech, it restricts the movement of the right arm and many inexperienced MechWarriors have inadvertently struck the weapon with their arm, in some cases leaving the weapon inoperable until repaired by technicians.

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.

One of the reasons 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.

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.

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 making the –V even more potent at close ranges. However, it retains the standard ten heat sinks making heat management a serious issue with this design and the loss of armor proved unpopular.

Released in 2901 to address some of the complaints regarding the –V, the ON1-VA also adds a second I.W.W. SRM-4 to the right arm but at the expense of the Kali Yama Death Bloom LRM-15 instead of by removing armor. Six additional heat sinks are added, giving the –VA a total of sixteen. This transforms the *Orion* into a heavily armored close assault platform capable of maintaining a constant barrage of laser, autocannon, and missile fire at medium and short ranges. This version, however, is most effective when assigned to a lance capable of providing covering fire as it lacks any significant long range weapons.

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-VA	6,321,000	1328	39

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 Kali Yama Class 10 Autocannon
- 1 x Kali Yama Death Bloom Missile System (15)
- 2 x Irian Weapon Works Medium Lasers
- 1 x Irian Weapon Works Class 4 Short Range Missile System

Original Manufacturer: Kali Yama Weapons Industries (2456)

Communications System: Irian Orator-5K

Targeting and Tracking System: Wasat Aggressor Type 5

Quirks: Command 'Mech, Anti-Aircraft Targeting, Easy to Maintain, Accurate Weapon (LRM), Ammunition Feed Problem (AC/10)

Type:	ON1-K 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:	10		
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	232		14.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	23	36/10	
Rt./Lt. Torso	16	22/10	
Rt./Lt. Arm	12	24	
Rt./Lt. Leg	16	32	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/10	RT	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	RA	1	1.0
Medium Laser	LA	1	1.0
SRM-4	LT	1	2.0
Ammo (SRM) 25	LT	1	1.0



Star League Defense Force
First Army - Terran Corp
CO: General Aleksandr Kerensky
Homeworld: Terra

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ASSAULT BATTLEMECHS





AWS-8Q 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 Lyran's Seventeenth Arcturan Guards during the Second Succession War and then return to the FWL during the Third Succession War.

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 *Awsome* for the High Command's consideration.

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, the AWS-8R, and it was generally considered a failure.

The *Awsome* 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 continues to produce the AWS-8Q, all but monopolizing scarce FWL-produced PPCs in the process.

Capabilities

Armed with a trio of the vaunted Kreuss Particle Projection Cannons and equipped with an astounding 28 heat sinks, the SLDF was so impressed with the AWS-8Q design that they 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 *Awsome* 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 *Awsome* is another *Awsome*."

The *Awsome* can also be used as a "mobile turret." With excellent rear protection, greater armor than even that of the vaunted *BattleMaster*, the *Awsome* can lay down an awe-inspiring barrage of particle beams even when surrounded with little fear.

If the *Awsome* has a drawback, it is its slow speed. Capable of reaching a maximum speed of just over 50 kph, the *Awsome* is a slow and ponderous 'Mech. Heat management can also be an issue if a MechWarrior insists on continuously firing all three particle cannons. This is often addressed by occasionally withholding one of the Kreuss PPCs once heat levels have begun to rise.

The *Awsome* is most effective when supported by LRM equipped 'Mechs, such as the *Archer* or even the 55-ton *Trebuchet*, to prevent it from being slowly picked apart by long-range missile fire. The other issue is its lack of short range weapons other than a single small laser. While the *Awsome* is equipped with massive and spectacularly effective battle fist, at ranges less than 100 meters, the Kreuss particle cannons quickly lose their effectiveness. When guarded by a 'Mech such as the *Hunchback*, most MechWarrior will think twice before trying to close with the mighty 80-ton assault 'Mech.

Variants

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. The only original weapon the -8R retained was the Diverse Optics Type 10 small laser located in the head. This variant is still periodically produced in the Free Worlds League when PPCs are scarce.

After the fall of the Star League, Technicon tried improving upon the -8R variant again 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.

In 2980, Technicon would try once again to address the problems of their earlier variants. The AWS-8V retains the Kreuss PPC in the right arm, incorporates one of the LRM-15s from the -8R, supplied with two tons of ammunition, and a heavy laser in the left torso in a nod to the -8T. This version retains the full 28 heat sinks, and as with all of the variant, the *Awsome*'s trademark heavy armor. While better regarded than both the -8R and -8T versions, the original -8Q remains the design of choice.

Current Manufacturers

Irian BattleMechs

Irian – Free Worlds League

Technicon Manufacturing

Savannah – Free Worlds League

Model	Cost	BV	PV
AWS-8Q	6,598,170	1605	39
AWS-8R	6,328,170	1470	38
AWS-8T	6,490,170	1593	39
AWS-8V	6,373,170	1510	39

Mass: 80 tons
Chassis: Technicron Type G
Power Plant: Pitban 240
Cruising Speed: 35.4 kph
Maximum Speed: 51.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy Special

Armament:

3 x Kreuss Particle Projection Cannons
 1 x Diverse Optics Type 10 Small Laser

Original Manufacturer: Technicron Manufacturing (2665)

Communications System: Garret T19-G

Targeting and Tracking System: Dynatec 2780

Quirks: Battlefists (LA)

Free Worlds League Military
First Marik Militia – “Avenging Angels”
CO: Colonel Shanna del Rey
Homeworld: Fletcher



Type:	AWS-8Q 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:	28	18.0	
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>
PPC	RA	3	7.0
PPC	RT	3	7.0
PPC	LT	3	7.0
Small Laser	H	1	0.5

VTR-9B 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 its 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.

The first iteration of the *Victor* used a Standus 20 targeting and tracking system. During initial field trials, MechWarriors quickly discovered the Standus had an unnerving habit of projecting "ghost" targets, targets that were not physically present. Due to the seriousness and frequency of the problem, HildCo engineers quickly replaced the Standus 20 with the current MaLandry 34 targeting and tracking system, resolving the issues before the *Victor* went into full production.

After serving the Terran Hegemony for over 50 years, the *Victor* was adopted by 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 assault class 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, allowing it to weather the precipitous decline in technology much better than many other more advanced designs.

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.

The *Victor* is occasionally used by AFFS battalion and regimental commanders due to its massive firepower and the excellent mobility provided by the HildCo Model 12 jump jets, although it is more common to see the 'Mech deployed as a bodyguard in a command lance.

Capabilities

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, one of the largest autocannons 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 a devastating close support platform.

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.

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.

The only variant to be introduced after the introduction of the -9B, the VTR-9S removes a ton of armor in order to upgrade the Holly SRM-4 to a full featured SRM-6. While the loss of armor is always unpopular, the upgraded missile rack significantly increases the *Victor's* chance of exploiting a breach in the armor of its target, a breach almost certainly created the Pontiac 100 Class 20 autocannon it carries.

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-9S	7,959,720	1360	37

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: Durallex Heavy

Armament:

- 1 x Pontiac 100 Class 20 Autocannon
- 2 x Sorenstein V Medium Lasers
- 1 x Holly Short Range Missile Pack (4)

Original Manufacturer: HildCo Interplanetary (2508)

Communications System: Opus III Highbeam

Targeting and Tracking System: MaLandry 34

Quirks: None

Type: **VTR-9B Victor**

		<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:	15	5.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	184	11.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	25	30/15
Rt./Lt. Torso	17	20/10
Rt./Lt. Arm	13	15
Rt./Lt. Leg	17	20

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	RA	10	14.0
Ammo (AC) 15	RT	3	3.0
Medium Laser	LA	1	1.0
Medium Laser	LA	1	1.0
SRM-4	LT	1	2.0
Ammo (SRM) 25	LT	1	1.0
Jump Jets	CT	2	2.0
Jump Jets	RL	1	1.0
Jump Jets	LL	1	1.0

Armed Forces of the Federated Suns
Eighth Syrtis Fusiliers – “Snow Cobras”
CO: Marshal Iona Hasek
Homeworld: Avigait



ZEU-6S Zeus



History

The *Zeus* was one of the few BattleMechs constructed after the fall of the Star League. Built by Defiance Industries at the behest of the Lyran Commonwealth Armed Forces, it has become an iconic Lyran BattleMech since its introduction in 2787.

The original design, the -5T, carried an extended-range particle projection cannon instead of the current Defiance Industries Model J Class 5 autocannon. It featured an extended-range heavy laser and utilized the advanced Artemis IV fire control system to improve the accuracy of its Coventry Star Fire LRM-15. To keep it cool, it used 17 double strength heat sinks, making it capable of effectively dissipating the massive heat generated by the ER PPC. Armored with 12.5 tons of Ferro-Fibrous armor, the 5T carried the protection expected from an assault-class machine, making it an extremely durable design.

The -5T would get its baptism by fire when DCMS forces attacked Defiance Industries main factory in what would later become known as the First Battle for Hesperus II. After gutting the orbiting shipyards, DCMS forces landed on planet in a bid to destroy the prized BattleMech production facilities located deep within the Myoo Mountains.

Known as Operation Broken Blade, both the elite Fifth and Eighth Sword of Light regiments, supported by other Kurita forces, managed to break through the defensive perimeter setup by the defending 30th Lyran Guards and begin to approach the entrance to the factories themselves. Desperate to safeguard their largest and most productive military installation and with the DCMS all but knocking on their door, Defiance engineers sent out their two prototype ZEU-5T *Zeus*. The two assault class 'Mechs emerged from the mountain belching missiles, particle cannon streams and heavy laser fire non-stop. Caught completely by surprise and thrown into confusion by the sudden appearance of an entire new, and obviously highly advanced BattleMech, the attacking Sword of Light regiments slowed their advance, allowing

the 30th Lyran Guard enough time to regroup. Rallying to the two 80-ton *Zeus*, the Guard succeeded not only in stopping the Kurita advance but also began pushing them back from the prized factory. Denied orbital support by a stubborn Lyran navy angered by the loss of their shipyards, the DCMS was finally forced to withdraw from Hesperus II having suffered heavy losses and failing to inflict any significant damage to the 'Mech production facilities located there.

During this battle, however, the pilots of the two prototypes discovered the advanced ER PPC was abnormally temperamental, occasionally refusing to fire at all after prolonged use. To make matters worse, when it did fire, it caused not only a tremendous amount of heat but would also sporadically cause the entire 'Mech to brownout.

Defiance engineers quickly traced the problem to insufficient shielding around the magnetic coils of the weapon. However, with the First Succession War underway and the Dragon on the march, they did not have the time required to redesign the entire weapon system, instead they chose to simply replace it.

A companion model, the -5S, was introduced just a year later in 2788. Replacing the flawed ER PPC with a high speed Kawabata Industries Incorporated Ultra AC/5, the -5S carried fourteen dual-strength heat sinks and provided two tons of ammunition for the hungry autocannon. The armor of the -5S, however, was reduced by a ton to 11.5 and switched over to the readily available Valiant Lamellor, giving it the same amount of armor found on the 75-ton *Marauder*.

Over the intervening years, however, even the prestigious Defiance Industries suffered from the slow and steady decline of technology and was finally forced to downgrade the mighty *Zeus* by 2898 with the introduction of the familiar ZEU-6S.

Capabilities

With a respectable top speed of close to 65 kph, the 80-ton *Zeus* is capable of keeping up with many much lighter units. Designed to provide long-range fire support and serve as a light assault 'Mech, the *Zeus* carries an LRM-15 as well as a Class 5 autocannon for distance work. These weapons are supplemented by a Thunderbolt A5M heavy laser and a pair of Defiance B3M medium lasers.

This configuration of weapons guarantees the pilot will have at least one weapon system at the optimal range

when engaging. Starting with the Coventry Star Fire and ending with the dual medium lasers, the *Zeus* can keep up a steady barrage of damage against a target whether it is attempting to close or trying to withdraw.

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 Thunderbolt A5M heavy laser carried by the -6S remains one of the most advanced lasers of its type still manufactured in the Inner Sphere. Located in the left torso, Defiance engineers found the location unable to accommodate the traditional and bulky barrel common to other large lasers. Using fiber-optic technology, the engineers created an entirely new design that completely eliminated the need for a long rifle-like barrel. Defiance Industries remains one of the few defense contractors still able to easily work with fiber optic based technology.

The Coventry Star Fire system is another unique weapon design. Carried in the *Zeus*' right arm, the launcher's missile tubes are recessed and arrayed in a radial fashion around a reinforced central core. This allows the MechWarrior to engage in physical combat without fear of damaging the missile system, making the *Zeus* even more effective at point blank ranges where the LRM system would be useless anyway.

Variants

Having never entirely given up on the specifications of the original -5T design, engineers at Defiance Industries have recently redesigned the entire left arm of the *Zeus*.

Replacing the Type J Class 5 autocannon and associated ammunition in favor of a Parti-Kill particle projection cannon, the -6T maintains the formidable range of the autocannon while providing twice the damage potential and eliminating the ammunition liability. Two additional heat sinks are also added, giving the -6T a total of nineteen. This variant has yet to see major combat, but it is likely if it proves successful that it will replace the -6S at the standard production model.

Current Manufacturers

Defiance Industries

Hesperus II – Lyran Commonwealth

Furillo – Lyran Commonwealth

Model	Cost	BV	PV
ZEU-6S	7,555,800	1348	35
ZEU-6T	7,698,000	1436	34

Mass: 80 tons
Chassis: Chariot Type III
Power Plant: Pitban 320
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 Coventry Star Fire LRM System (15)
- 1 x Defiance Type J Class 5 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

Quirks: Easy to Maintain

Lyran Commonwealth Armed Forces
Fifteenth Arcturan Guards – “Stavlos Tigers”
CO: Leutnant-General Ululo Vuthal
Homeworld: Lost

Type: **ZEU-6S Zeus**

Tonnage:	80 tons	<i>Tons</i>
Internal Structure:		8.0
Engine:	Pitban 320	22.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	17	7.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	184	11.5
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	25	26/9
Rt./Lt. Torso	17	18/6
Rt./Lt. Arm	13	22
Rt./Lt. Leg	17	24

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
Large Laser	LT	2	5.0
LRM-15	RA	3	7.0
Ammo (LRM) 8	RT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	CT	1	1.0
AC/5	LA	4	8.0
Ammo (AC) 20	LA	1	1.0



BLR-1G 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 a counterattack and then 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 after the destruction of Hollis Industries, the Capellans continued to covet the planet, finally reclaiming it by the end of the Second Succession War in 2864.

Before the destruction of their primary facility, Hollis Industries struggled to gain acceptance from the Terran Hegemony for their designs. The first BattleMech to come off their drawing board was the primitive quadruped XNT-20 *Xanthos*. Even after they updated the design in 2579 with the release of the XNT-30, the design was never accepted by the Hegemony, although Hollis Industries did manage to sell a number of them to the BattleMech-starved CCAF.

Their second attempt at building a BattleMech was moderately more successful. The CPLT-C1 *Catapult* briefly found a place with the Terran Hegemony although the Hegemony only committed to a five year production run of the jump capable fire support 'Mech. Even then, Hollis Industries was forced to conduct an embarrassing recall to fix faulty jump jets in the model.

Still looking to land its first major contract, now with the newly formed Star League, Hollis Industries tried an entirely different tactic. After StarCorp Industries debuted the extremely successful and deadly HGN-732 *Highlander* assault 'Mech, officials from Hollis Industries met with their counterparts at StarCorp. After a long series of negotiations, Hollis Industries was granted a license to produce the 90-ton BattleMech at their flagship

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.

Far too valuable to lose, after the destruction of Hollis Industries both Trelshire Industries in the Lyran Commonwealth and Earthwerks Incorporated in the Free Worlds League took over production of the venerated BattleMech almost immediately. In the late 2900's Red Devil Industries also began production of the *BattleMaster*. Originally founded as a technical school and private maintenance company, Red Devil initially entered the defense market by manufacturing small arms and artillery systems. Finding it quite lucrative, and more than willing to skirt the law, Red Devil quickly expanded into combat vehicles, including the Condor hovertank, and Centipede scout car. Quickly discovering the Inner Sphere's inexhaustible appetite for war material and now armed with a surplus of cash, Red Devil Industries next opened a BattleMech line, producing a pair of venerable and well-known designs, the BLR-1G *BattleMaster* and the RFL-3N *Rifleman*.

Capabilities

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* can either entirely disengage the Donal PPC carried normally carried in its right hand or switch it over to the left hand. 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. There are rumors that the Draconis Combine also produced a number of these special command console equipped variants.

Variants

The BLR-1D, introduced by House Davion in 2867 in actually a refit of the -1G rather than a factory produced variant. Unable to build their own *BattleMasters* and anxious to preserve the few they had, Davion engineers sought a way to increase the survivability of the valuable assault 'Mech. By both increasing the armor by one ton and adding six more heat sinks, the -1D carries close to the maximum amount of armor the Hollis Mark X chassis can sustain. In addition, with a total of 24 heat sinks, the -1D can maintain an incredible rate of fire without fear of either impairing its movement, reducing its combat effectiveness or risking an ammunition explosion. These changes come as the cost of a reduction in firepower, however, as the Holly SRM-6 and both rear-firing medium lasers have been removed.

The -1S is a radical departure from the -1G. Pioneered by Red Devil Industries just this year, in 3025, it remains to be seen whether the changes will prove effective or popular. Both the Donal PPC and Holly SRM-6 have been removed, replaced with a LRM-15, a LRM-5, and a pair of SRM-2 missile launchers, effectively turning the -1S into a missile boat. Two additional heat sinks have also been added but the heavy armor remains unchanged. Speculation abounds as to how Red Devil accomplished such a major re-engineering of the *BattleMaster*, but the answers remains unknown.

Current Manufacturers

Trelshire Heavy Industries

Twycross – Lyran Commonwealth
Red Devil Industries

Pandora – Lyran Commonwealth
Earthwerks Incorporated

Keystone – Free Worlds League
Hollis Industries

Corey – Capellan Confederation

Model	Cost	BV	PV
BLR-1G	8,399,493	1519	40
BLR-1D	8,144,193	1522	42
BLR-1S	8,183,643	1507	42

Mass: 85 tons
Chassis: Hollis Mark X
Power Plant: Vox 340
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Star Guard IV

Armament:

- 1 x Donal Particle Projection Cannon
- 6 x Martell Medium Lasers
- 2 x SperryBrowning Machine Guns
- 1 x Holly Short Range Missile Pack (6)

Original Manufacturer: Hollis Industries (2633)

Communications System: HartfordCo COM 4000

Targeting and Tracking System: HartfordCo XKZ 1

Quirks: Command 'Mech, Jettsion-Capable Weapon (PPC), Multi-Trac

Armed Forces Federated Suns
First Avalon Hussars – “Sword of the Prince”
CO: First Prince Hanse Davion
Homeworld: New Avalon

Type: BLR-1G BattleMaster			<i>Tons</i>
Tonnage:	85 tons		
Internal Structure:		8.5	
Engine:	Vox 340	27.0	
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	18	8.0	
Gyro:		4.0	
Cockpit:		3.0	
Armor Factor:	232	14.5	
	<i>Structure</i>	<i>Armor</i>	
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:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Machine Gun	LA	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 200	LT	1	1.0
SRM-6	LT	2	3.0
Ammo (SRM) 30	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LT	1	1.0



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STK-3F 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-3F *Stalker* just in time for the BattleMech to catch the end of the Reunification War.

In 2705, the SLDF would commission a "Royal" variant of the *Stalker*, the STK-3Fb. This version incorporates a Guardian ECM suite along with the advanced Artemis IV Fire Control System. The original Jackson B5c LRM-10s are replaced with LRM-15s and it carries 17 double strength heat sinks. To accommodate these changes the two Thunderstroke SRM-6s have been removed. The two heavy lasers are also upgraded to their extended-range counterparts making the -3Fb an extremely capable fire support 'Mech.

The *Stalker* served the forces of the Star League well for almost 200 years and 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

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.

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.

The -4N variant, introduced in 2876, is an attempt to deal with the serious overheating problem inherent in a BattleMech with some many weapon systems. By removing one of the Jackson B5c LRM-10s, along with its associated ammunition, technicians have installed an additional six heat sinks, giving the -4N a total of 26 heat sinks. At short ranges, this gives the -4N the ability to maintain an incredible rate of fire with its bevy of heavy and medium lasers. Unfortunately this comes at the expense of half of its long range capability, making the -4N in need of covering fire instead its traditional role of providing fire support. Nonetheless, the -4N is among the most dangerous short range fighters in existence.

The -4P is a time consuming and difficult solution to the structural weakness present in many ancient *Stalker* chassis. While reducing the weight of the 'Mech to 75 tons relieves the stress on the frame, it requires a significant reworking of the internals. The original Strand 255 fusion engine is replaced with a lighter 225 and the LRM-10 and ammunition from the left arm are removed. The original armor and twenty heat sinks are retained. Still, many consider the *Stalker* too valuable a 'Mech to simply strip it for parts, and many units with older chassis have chosen to convert them to the -4P in order to allow them to continue to serve on the battlefield.

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-4N	7,090,125	1558	41
STK-4P	6,033,125	1461	39

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: Valiant Lamellor
Armament:

Blue Star Irregulars
CO: General Mona Troy
Homeworld: Ozawa

2 x Jackson B5c LRM-10s
 2 x Magna Mk III Heavy Lasers
 4 x Magna Mk II Medium Lasers
 2 x Thunderstroke SRM-6s
Original Manufacturer: Triad Technologies (2594)
Communications System: Cronol PR
Targeting and Tracking System: Spar 3c Tight Band
Quirks: Combat Computer, Multi-Trac, No/Minimal Arm

Type:	STK-3F Stalker		<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:	216		13.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	27	36/11	
Rt./Lt. Torso	18	25/7	
Rt./Lt. Arm	14	23	
Rt./Lt. Leg	18	25	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
LRM-10	RA	2	5.0
Ammo (LRM) 12	RA	1	1.0
LRM-10	LA	2	5.0
Ammo (LRM) 12	LA	1	1.0
Large Laser	RT	2	5.0
Large Laser	LT	2	5.0
Medium Laser	RA	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	LA	1	1.0
SRM-6	RT	2	3.0
Ammo (SRM) 15	RT	1	1.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	LT	1	1.0



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CP-10-Z Cyclops



History

The Star League's first major combat operation, the Wars of Reunification, sent the SLDF deep into the far flung areas of the Inner Sphere. It took only a few short years for the SLDF to realize it was ill suited for the kind of asymmetrical warfare practiced by the Minor Houses established there in the Periphery.

The BattleMech forces of the Periphery nations were dominated by the 20-ton triumvirate of *Locusts*, *Stingers*, and *Wasps*. These so called "Bug 'Mechs" specialized in fast strikes, often against supply and repair facilities, as well as forming small guerilla units that continually harassed the larger and more cumbersome SLDF units.

To counter these tactics, the SLDF solicited a new "Bug Hunter" BattleMech design. Just five years into the Reunification War, Stormvanger Assemblies stepped forward with their first ever BattleMech proposal, the 30-ton FLC-4N *Falcon* in 2582. With a movement profile identical to that of the *Stinger* and *Wasp*, the *Falcon* carries significantly more armor, fully twice that of the STG and WSP and 50% more than the *Locust*. Originally designed with all energy weapons, the designers added a pair of anti-infantry machine guns late in the process in order to counter the large numbers of light vehicles and infantry fielding by the Periphery nations.

Built out of the sprawling industrial complex on Hesperus II, production of the *Falcon* would continue until the sole assembly line was destroyed by House Marik forces in 2789 during the First Succession War. The *Falcon* would easily have gone extinct by now if the 'Mech hadn't been reintroduced by the mysterious arrival of Wolf's Dragoons in 3005, which fields a number of the rare 'Mech. It remains unknown from where or how the Dragoon's obtained these 'Mechs.

Having now established itself in the lucrative BattleMech market, Stormvanger Assemblies used its profits to establish its own production center on Caph in the Terran Hegemony. From there, they would introduce one of the greatest dedicated command BattleMechs

ever developed, the 90-ton CP-10-Z *Cyclops*, released in 2710.

Built around the sophisticated holographic Tacticon B-2000 battle computer, the *Cyclops* can easily coordinate the movements of an entire BattleMech regiment. As such, it is almost exclusively found among the headquarter units of large military formations. Coupled with the powerful Olmstead 840 suite, which incorporates both a satellite uplink and automatic terrain mapping capabilities, a fully functional *Cyclops* can also maintain planet-wide and orbital communications allowing it to play a critical role in even brigade sized formations.

The *Cyclops* proved to be exceptionally popular among flag officers allowing them to coordinate their units from the relatively safety of a BattleMech cockpit rather than a field or mobile headquarters. Stormvanger would build upon this popularity by releasing the specialized CP-10-HQ variant in 2753. This extremely specialized BattleMech carries a Collapsible Command Module (CCM) on its back. The CCM is essentially a fully functional operational headquarters bunker that can be set up fifteen minutes.

Stormvanger Assemblies would also release the 30-ton JVN-10N *Javelin* in 2751, marking the second product from their light division, although Stormvanger chose to produce this model out of their larger facility on Caph, as opposed to their satellite on Hesperus II. Their facility on Caph, along with many other notable defense contractors, was gutted by the Rim Worlds Republic Military in 2774 during the Amaris Civil War. Stormvanger Assemblies would continue to survive as a shell of its former self until their satellite facility on Hesperus II was destroyed fifteen years later putting them entirely out of business and effectively orphaning the *Falcon*, *Cyclops* and *Javelin* designs.

While ultimately no other BattleMech manufacturer picked up production of any of the three Stormvanger models, there are reports that a number of the Inner Sphere's top computer makers, including Apple Computer Interstellar, Matabushi Computing Equipment, Tanadi Computers and Nashan Computers have projects underway to try and replicate the success of the Tacticon B-2000 Battle Computer.

Capabilities

The engineers at Stormvanger designed the *Cyclops* from the ground up to be a command 'Mech. As such, one of the primary concerns was that the 90-ton 'Mech

be able to keep pace with the units it was commanding. This necessitated the installation of a massive Hermes 360, among the largest fusion engines ever built. Weighing more than a third of the entire 'Mech's weight, the powerful engine is capable of propelling the assault-class 'Mech at speeds close to 65 kph. This allows the *Cyclops* to keep pace with heavy and even some medium-class units on the battlefield.

The *Cyclops* carries a Delta Dart LRM-10 for long range fire support but its primary weapon is a Zeus-36 Mk III Class 20 autocannon. One of only a small handful of BattleMechs mounting such a massive autocannon, the Zeus AC/20 is capable of disabling or crippling an enemy unit with a single shot. Carrying a full four tons of ammunition for the devastating weapon, the *Cyclops* doesn't have to be as selective with its shots as many other 'Mechs which carry less ammunition. Additional short range firepower comes from the popular Hovortec Quad SRM-4 and two Diverse Optics Type 20 medium lasers.

Equipped with a dozen heat sinks, the *Cyclops* can effectively manage the heat from its weapons but it is still possible to overheat the machine, especially with repeated alpha-strikes. If the *Cyclops* has a weakness, it's the ten tons of Starshield armor it carries, which makes it among the most lightly protected assault 'Mechs ever built.

Variants

After the destruction of Stormvanger's assembly lines, an effort was made to significantly increase the survivability of the remaining stock of *Cyclops* in an effort to preserve the valuable Tacticon B-2000 battle computer. Dubbed the CP-10-Q, the Zeus-36 autocannon is removed in favor of adding a second Delta Dart LRM-10 along with three additional tons of LRM ammunition. A third medium laser along with two additional heat sinks are also added but the major improvement is in the armor. The -Q carries a full seventeen tons of armor, 70% more than the original -Z, usually switching over to Durallex Special Heavy for this purpose. This gives the -Q improved long range capability as well as much better protection.

Current Manufacturers: None

Model	Cost	BV	PV
CP-10-Z	9,033,360	1317	34
CP-10-Q	8,869,960	1584	44

Mass: 90 tons
Chassis: Stormvanger HV-7
Power Plant: Hermes 360
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special

Armament:

- 1 x Zeus-36 Mk III Class 20 Autocannon
- 1 x Delta Dart Long Range Missile Ten-Rack
- 1 x Hovertec Short Range Missile Quad
- 2 x Diverse Optics Type 20 Medium Laser

Original Manufacturer: Stormvanger Assemblies (2710)

Battle Computer: Tacticon B-2000

Communications System: Olmstead 840 with SatNav

Targeting and Tracking System: Tacticon Tracer 280

Quirks: Command 'Mech, Battle Computer,
 Improved Communications, Cowl

Type: **CP-10-Z Cyclops**

		<i>Tons</i>
Tonnage:	90 tons	
Internal Structure:		9.0
Engine:	Hermes 360	33.0
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	12	2.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	160	10.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	29	30/11
Rt./Lt. Torso	19	20/8
Rt./Lt. Arm	15	10
Rt./Lt. Leg	19	17

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	RT	10	14.0
Ammo (AC) 10	RT	2	2.0
Ammo (AC) 10	LT	2	2.0
LRM-10	LT	2	5.0
Ammo (LRM) 12	LT	1	1.0
SRM-4	CT	1	2.0
Ammo (SRM) 25	CT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0

Crescent Hawks
CO: Captain Jeremiah Youngblood
Homeworld: Chara III



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HGN-733 Highlander



History

The crowning achievement of StarCorp Industries, the HGN-732 *Highlander* was unleashed on the Inner Sphere in 2592. Having a long history of successfully designing and building assault class BattleMechs, StarCorp Industries is noted for building the first ever jump-capable assault class 'Mech, the 80-ton *Emperor*. Dating back to 2442 during the infancy of BattleMech technology, StarCorp updated the design in 2612 to the EMP-6A which was reserved exclusively for use by the Royal divisions of the SLDF.

Well before they updated the *Emperor*, StarCorp introduced another 80-ton BattleMech, the LGB-0C *Longbow* in 2480. Capable of launching salvos of 40 long-range missiles at a time, the *Longbow* represents the ultimate in indirect fire support. In 2610, they updated this design as well with the LGB-0W, adding a pair of LRM-5 launchers and giving the -0W a full volley of 50 long-range missiles.

The iconic 70-ton WHM-6R *Warhammer* would be released by StarCorp in 2515 placing assault class firepower into a heavy 'Mech sized chassis.

With production facilities scattered throughout the Inner Sphere, StarCorp Industries would become one of the premiere and most prolific of the defense contractors used by the Star League. With facilities on Terra itself, along with Fletcher, Crofton, St. Ives, Son Hoa, Menke, Loburg and Emris IV, StarCorp provided military hardware not only to the SLDF, but to the Capellan Confederation, Lyran Commonwealth, Federated Suns, and the Free Worlds League.

The fall of the Star League would, however, prove especially cruel to the mighty StarCorp empire as one by one their production facilities were destroyed, damaged, or simply taken over, beginning with the plant on Terra itself. Their headquarters and primary production facility on Fletcher would fall next, destroyed during the maelstrom of the First Succession War. Their facilities on St. Ives and Son Hoa would suffer such severe damage during the ongoing fighting they would both be

reduced to the status of repair facilities, no longer able to produce a fully functional 'Mech on their own. Most recently, the assembly lines on Emris IV in the Free Worlds League were destroyed during Duke Anton's Revolt in 3014.

Currently, StarCorp maintains plants on Crofton and Loburg producing the *Longbow* and manufactures the *Warhammer* on both Menke and St. Ives. No longer able to produce new *Highlander* chassis, StarCorp was forced to forge an agreement with Hollis Industries to rebuild damaged *Highlanders*. Hollis Industries conducts these extensive refurbishments out of their facility on Corey. Due to the loss of technology, the old HGN-732 versions are rebuilt using readily available technology and carry the -733 designation.

The original -732 carried what many regard as the pinnacle of BattleMech weapon development, the M-7 Gauss Rifle. Capable of peeling armor off almost a full ton at a time at ranges exceeding that of even long-range missiles, the Gauss Rifle is simply stated the most devastating weapon system ever developed for a BattleMech. Supplemented with an LRM-20, SRM-6, and a pair of medium lasers along with its powerful HildCo Model 10 jump jets, the *Highlander* was designed to be able to destroy any opponent at any range and even to engage multiple targets simultaneously.

Of all of the remaining defense contractors in the Inner Sphere, StarCorp is most actively engaged in research and development. Notably, they introduced the first dedicated "ExplorerMech", the MR-6 *Marco*, in 2712 and updated in 2715. This military-grade IndustrialMech was used extensively first by the SLDF and then later by the ComStar Explorer Service. To this day, StarCorp is a well-known benefactor of any organization seeking to search dead and dying worlds in hopes of discovering the secrets of the lost Star League.

Capabilities

The HGN-732 *Highlander* is regarded by many as the best BattleMech ever built. Its low tech cousin, the -733, is still an extremely effective unit, although the loss of the mighty M-7 Gauss Rifle was a severe blow.

Carrying a Mydron Class B medium-heavy autocannon in place of the original M-7 Gauss Rifle, the -733 loses both range and power when compared with the original. The Holly LRM-20 and SRM-6 remain unchanged, while the Harmon Starclass medium lasers have been replaced with their common Martell counterparts. The

advanced cockpit electronics have also been swapped out in favor systems still manufactured by HartfordCo Industries.

With a top speed of 54 kph, the *Highlander* is unusually nimble thanks to the inclusion of a 90 meter jump capacity courtesy of three two-ton HildCo Model 10 jump jets. In addition, special attention has been paid to strengthening the legs and associated actuators, allowing the 90-ton 'Mech to conduct a shattering Death-from-Above attack at close ranges. This attack has proved so devastating, it has become known as a "Highlander Burial" as the weight of a 90-ton BattleMech landing on a light 'Mech literally drives the target into the ground beneath. This capability gives a *Highlander* pilot a psychological advantage, as few MechWarriors are willing to close with the behemoth and risk such a attack.

For close range combat, the -733 also carries two Martell medium lasers located in the right torso. The left arm also features a hand actuators, making the *Highlander* an even more potent physical brawler. Protected with 17.5 tons of Lang Composite armor, the *Highlander* ranks second, behind only the 100-ton *Atlas* in terms of sheer protection. Thirteen heat sinks work to keep the 'Mech from overheating, more than enough given its primary weapon is a cool running ballistic weapon.

The *Highlander* is also designed to stay on the battlefield of extended amounts of time. Although all of its major weapon systems are ammunition dependent, the LRM is provided with three tons of ammunition, sufficient for 18 salvos, while both the SRM-6 and autocannon are provided with two tons. This makes the *Highlander* significantly less reliant on supply lines given its weapon load.

Variants

The -733C reduces by one ton both the ammunition for the SRM-6 and the LRM-20. This allows the Mydron Class B autocannon to be upgraded to a full Mydron Model A class 20 autocannon.

The -733P exchanges the Mydron autocannon for a particle projection cannon along with seven additional heat sinks, giving the -733P a total of twenty.

Current Manufacturers: None.

Model	Cost	BV	PV
HGN-733	8,010,780	1801	46
HGN-733C	8,192,230	1857	47
HGN-733P	8,037,380	1865	48

Mass: 90 tons
Chassis: Hollis-HGN
Power Plant: GM 270
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: HildCo Model 10
Jump Capacity: 90 meters
Armor: Lang Composite

Gray Death Legion
CO: Colonel Grayson Death Carlyle
Homeworld: Helm

Armament:

- 1 x Mydron Class B Autocannon
- 1 x Holly Long Range Missile 20 Rack
- 1 x Holly Short Range Missile 6 Rack
- 2 x Martell Medium Lasers

Original Manufacturer: StarCorps Industries (2592)

Communications System: HartfordCo Com/A-7

Targeting and Tracking System: HartfordCo Hypertrak/Q-45

Quirks: Reinforced Legs

Type: HGN-733 Highlander			<i>Tons</i>
Tonnage:	90 tons		
Internal Structure:		9.0	
Engine:	GM 270	14.5	
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	3		
Heat Sinks:	13	3.0	
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	280	17.5	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	29	41/17	
Rt./Lt. Torso	19	28/10	
Rt./Lt. Arm	15	30	
Rt./Lt. Leg	19	38	

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-20	LT	5	10.0
Ammo (LRM) 18	LT	3	3.0
SRM-6	LA	2	3.0
Ammo (SRM) 30	LT	2	2.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Jump Jets	CT	1	2.0
Jump Jets	RT	1	2.0
Jump Jets	LT	1	2.0



BNC-3S 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 kept the heavy armor, making the *Banshee* second only to the vaunted *Atlas* in terms of sheer protection for its time.

The final result was a faster and still well-protected but 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.

Ironically, it is 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 of any kind, 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.

Originally designed by Defiance Industries, engineers there, with the help of their counterparts in the Federated Suns, have recently taken another look at the ancient monster. The Lyrans have long loved assault class 'Mechs, favoring them over any other weight class, and with access to the original blueprints, have recently introduced a new version. If the specifications are to any indication, the new BNC-3S will rank among the best assault class 'Mechs built today, raising the possibility that Defiance Industries may return the 'Mech to production after an almost 550 year hiatus.

Not only does this represent a significant engineering triumph, it also serves as yet another sign of the strengthening ties between the Lyran Commonwealth and Federated Suns. Having already introduced the HCT-3F *Hatchetman*, again with the help of the Federated Sun, Defiance Industries appears to be quickly regaining many of the manufacturing and design capabilities it lost during Succession War. If the BNC-3S proves as potent on the field as it is on paper, the LCAF will have a powerful new 'Mech with which to pursue its longtime enemy, the Draconis Combine.

Capabilities

The BNC-3S is slower than the original, topping out at just 54 kph. However, the use of a smaller engine allowed the engineers at Defiance Industries to mount a truly daunting array of weapons. Carrying an Emperor-B Class 10 autocannon, along with two powerful Magna Hellstar PPCs, the BNC-3S can cut down enemy 'Mechs with ease. The damage potential only gets worse as a target gets closer. A quartet of medium lasers, along with a Harpoon-6 SRM-6 and two small lasers, await anything that manages to survive the *Banshee*'s capital weapons.

Protected by 15 tons of Starshield armor, and carrying a whopping 21 heat sinks, the BNC-3S has finally earned its rightful place among assault class BattleMechs.

Variants

In the first attempt to remedy the *Banshee*'s lack of firepower, House Marik altered the design and issued a field refit to its -3E *Banshees* in 2579. The BNC-3M removes the Emperor-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. Nonetheless, many MechWarrior prefer it over the -3E model.

The Capellan Confederation also attempted to fix the machine issuing the -3Q refit in 2915. By removing both the Magna Hellstar PPC and Emperor-A autocannon, Capellan engineers mounted the massive Emperor Zeta-A Class 20 autocannon. They also removed four of the sixteen heatsinks, supplying the awesome weapon with astounding six tons of ammunition. The -3Q is a one trick pony, however, as the only backup weapon it has is the head mounted small laser. However, if the -3Q can close with its target, the combination of the Emperor Zeta-A and it's two battle fists can pulverize an unwary enemy in seconds.

Current Manufacturers

Defiance Industries

Hesperus II – Lyran Commonwealth

Model	Cost	BV	PV
BNC-3E	9,522,078	1422	38
BNC-3M	9,824,328	1595	39
BNC-3Q	9,457,728	1394	37
BNC-3S	8,794,695	1751	45

Mass: 95 tons
Chassis: Star League XT
Power Plant: Pitban 285
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield

Armament:

- 1 x Imperator-B Class 10 Autocannon
- 2 x Magna Hellstar Particle Projection Cannons
- 1 x Harpoon-6 SRM Launcher
- 4 x Magna Mk II Medium Lasers
- 2 x Magna Mk I Small Lasers

Original Manufacturer: Defiance Industries (2475)

Communications System: Dalban Commline

Targeting and Tracking System: Dalban HiRez-B

Quirks: Distracting

Draconis Combine Mustered Soldiery
Sixth Arkab Legion – “Desert Nomads”
CO: Sho-sho Stanislaus Rozurski
Homeworld: Arkab

Type: **BNC-3S Banshee**

Tonnage:	95 tons		<i>Tons</i>
Internal Structure:		9.5	
Engine:	Pitban 285	16.5	
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	0		
Heat Sinks:	21	11.0	
Gyro:		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>
AC/10	LT	7	12.0
Ammo (AC) 20	LT	2	2.0
PPC	LA	3	7.0
PPC	RT	3	7.0
SRM-6	RT	2	3.0
Ammo (SRM) 15	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Medium Laser	RT	1	1.0
Small Laser	H	1	0.5
Small Laser	CT	1	0.5



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AS7-D Atlas



History

The *Atlas* is arguably 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 the vaunted *Awesome*, it was by far the most heavily protected BattleMech ever built and quickly became a favorite among SLDF commanders.

General Kerensky's second-in-command, General Aaron DeChavilier, numbers among the most famous *Atlas* pilots in history. While Kerensky's *Orion* kicked in the door to the Usurper's palace, it was DeChavilier's *Atlas* that absorbed the brunt of the attack that breached the protective walls surrounding the fortified palace.

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

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.

Variants

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 blueprints.

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 load out of the mystical *Atlas II*, Independence engineers did their best to re-create the legendary monster using available technology, releasing the AS7-RS in 2892.

Having lost the ability to manufacture the advanced weapon systems it used, engineers were forced to replace the original Luballin Ballistics autocannon with a Mydron Model B class 10 autocannon. Both missile racks have been downgraded as well, with the -RS carrying a LRM-15 and SRM-4 instead of the larger racks found on the -D. The four medium lasers are replaced in favor of arm mounted ChisComp 43 Special heavy lasers. The speed, armor, heat dissipation capacity and ammunition allotment all remain unchanged.

Appearing just one year after its introduction, 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
AS7-RS	9,102,000	1849	48

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

Lyran Commonwealth Armed Forces
Sixth Donegal Guards – “White Hawks”
CO: Colonel Seamus Kinneil
Homeworld: Denebola

Armament:

- 1 x Defiance 'Mech Hunter Class 20 Autocannon
- 1 x FarFire Maxi-Rack LRM-20
- 1 x TharHes Maxi SRM-6
- 4 x Defiance B3M Medium Lasers

Original Manufacturer: Defiance Industries (2755)

Communications System: Angst Discom

Targeting and Tracking System: Angst Accuracy

Quirks: Command 'Mech, Multi-Trac, Improved Communications, Distracting

Type: AS7-D 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:	20	10.0	
Gyro:		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>
AC/20	RT	10	14.0
Ammo (AC) 10	RT	2	2.0
LRM-20	LT	5	10.0
Ammo (LRM) 12	LT	2	2.0
SRM-6	LT	2	3.0
Ammo (SRM) 15	LT	1	1.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0



KGC-0000 King Crab



History

Cosara Weaponries first entered the BattleMech market with the *King Crab's* little brother. The 50-ton CRB-27 *Crab*, and its "Royal" brother, the -27b, were both released the same year, in 2719. The -27b, with its extended-range heavy lasers and dual heat sinks, was produced at Cosara's main facility on Mars while the -27, intended for use by the general SLDF army, was assembled on Northwind in what is now Federated Suns territory.

The *Crab*, armed exclusively with energy weapons, quickly became popular among the line regiments of the SLDF and proved to be an especially effective raider and guerilla fighter. Possessing solid ground speed and nine tons of Leopard V Ferro Fibrous armor, the *Crab* carried the maximum amount of armor its Hollis Mark 1A chassis could support. Even lacking hand actuators and without jump jets, the *Crab's* mix of lasers and stellar protection made it one of the most popular medium class BattleMechs available and it is likely it would have gone on to become the standard medium BattleMech of the SLDF had the Amaris Civil War not resulted in the dissolution of the Star League. It was also noted for being one of the most easily serviced 'Mechs and technicians soon began referring to a "Crab Walk" as any especially easy assignment.

Cosara Weaponries' second contribution to the BattleMech market came 24 years later in 2743 with the release of the 100-ton *King Crab*. While the first ever BattleMech, the *Mackie*, also weighed 100-tons, in terms of sheer size the *King Crab* is second only to HildCo Interplanetary's PLG-1N *Pillager*, with the iconic *Atlas* not coming out until 12 years later.

In fact, many believe that the *Pillager* served as the inspiration for the *King Crab* as both 'Mechs are the only ones ever built with dual class 20 autocannons. As with the later *Atlas*, General Aleksandr Kerensky himself set forth the specifications for the design. Calling for a BattleMech designed to be able to, "cripple or destroy another 'Mech in one salvo," the engineers at Cosara

Weaponries proposed a 'Mech which would carry a devastating Deathgiver AC/20 in each arm, along with a long-range missile rack and heavy laser for backup. Suitably impressed with the proposal, General Kerensky ordered production to begin immediately and Cosara delivered no less than three different variants of the 'Mech all in 2743.

The inclusion of the state-of-the-art Dalban Commline communications suite and Hirez-B targeting and tracking system made the *King Crab* an excellent candidate for a command 'Mech. While the KGC-000 was intended for regular SLDF forces, the -000b was built specifically for the Royal divisions. By incorporating dual strength heat sinks into the design, Cosara engineers were able to incorporate Cellular Ammunition Storage Equipment into both torsos, double the size of the Deathgivers' magazine, and enhanced the Simpson-15 LRM Launcher with the Artemis IV fire control system.

However, the KGC-010 was the true marvel and by far the rarest and most closely guarded version of the *King Crab*. Intended specially to serve as a command 'Mech for the vaunted Star League Defense Force Royal divisions, the -010 showcased a number of now-lost innovations in weapon design and disappeared along with General Kerensky during the Exodus never to be seen again. Carrying a pair of Luballin Ballistics 10-X autocannons instead of the massive Deathgivers, the LB 10-X autocannons were provided with a stunning six tons of ammunition, including both slug and cluster rounds.

In addition to the advanced cool running long-range autocannons, each torso carried a specially modified Magna Hellstar particle cannon. These PPCs did not require the traditional barrel found on other particle cannons but instead were mounted flush with the torso and surrounded by a custom designed Holly SRM-6 missile launcher. Equipped with ten double heat sinks and armored with 19 tons of armor, the KGC-010 was perhaps the most powerful BattleMech ever built, easily capable of destroying even the vaunted AS7-D *Atlas*.

The destruction of Cosara Weaponries' headquarters on Mars by Republican forces loyal to Stefan Amaris followed by the destruction of their Northwind plant shortly thereafter in 2786 marked the beginning of the end for both the *King Crab* and its little brother. In 2815, General Motors came into possession of the design drawings of the regular KGC-000 in a deal similar to the one between the crippled Hollis Incorporated and StarCorp Industries to rebuild damaged *Highlander*

chassis. Since that time, General Motors has been rebuilding damaged *King Crab* chassis with readily available technology. These refurbished 'Mechs carry the KGC-0000 designation and lack the Ferro Fibrous armor and CASE of the original -000 model.

Capabilities

Unable to build an entirely new chassis, General Motors instead rebuilds existing heavily damaged machines. This refurbishing also eliminates the Cellular Ammunition Storage Equipment and Ferro Fibrous armor of the original -000 version due to the loss of the advanced manufacturing facilities required to build them.

The weapons are also replaced with models General Motors can readily source and technicians can repair. The result is a 'Mech that largely retains the effectiveness of the original -000 design allowing the KGC-0000 to continue to serve on the battlefields of the Successor Lords.

Equipped with a pair of arm-mounted Imperator-D Class 20 autocannons, the -0000 also suffers from the same problem as its predecessor, limited ammunition. At its full rate of fire, the *King Crab* can exhaust the limited supply of ammunition for its massive autocannons in less than one minute. The Doombud LRM-15, also supplied with only a single one of ammunition, is little better, only able to fire eight salvos before needing to be reloaded.

As a backup weapon the -0000 carries a single Magna Mk III heavy laser, although it is hard to justify keeping the 100-ton 'Mech on the field after it's munitions are exhausted just to fire it.

With a top speed of 54 kph, the *King Crab* is among the slowest 'Mechs ever built but that is to be expected given its massive girth. Protected by 17 tons of Valiant Lamellor armor, only the *Atlas* can claim more to have more protection. In addition, the cockpit electronics have also been replaced in favor of less sophisticated but more easily serviced models.

Nonetheless, equipped with 15 heat sinks, the KGC-0000 retains its ability to cripple or destroy any other BattleMech in existence with a single, violent volley.

Variants: None.

Current Manufacturers: None.

Model	Cost	BV	PV
KGC-0000	9,522,000	1810	44

Mass: 100 tons
Chassis: Hollis Mark II
Power Plant: Vlar 300
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor

Armament:

- 2 x Imperator-D Class 20 Autocannons
- 1 x Doombud Long Range Missile Rack (15)
- 1 x Magna Mk III Heavy Laser

Original Manufacturer: Cosara Weaponries (2743)

Communications System: Dalban VirtuTalk

Targeting and Tracking System: Dalban HiRez

Quirks: Command 'Mech, Improved Communications, Accurate Weapons (AC/20), Distracting

Type: KGC-0000 King Crab

Tonnage:	100 tons		<i>Tons</i>
Internal Structure:		10.0	
Engine:	Vlar 300	19.0	
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	0		
Heat Sinks:	15	5.0	
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	272	17.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	31	39/12	
Rt./Lt. Torso	21	29/10	
Rt./Lt. Arm	17	33	
Rt./Lt. Leg	21	34	

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/20	LA	10	14.0
Ammo (AC) 5	LT	1	1.0
AC/20	RA	10	14.0
Ammo (AC) 5	RT	1	1.0
LRM-15	LT	3	7.0
Ammo (LRM) 8	LT	1	1.0
Large Laser	RT	2	5.0

Draconis Combine Mustered Soldiery
Third Pesht Regulars – “Grey Panthers”
CO: Tai-sho Kester Hsiun Chi
Homeworld: Pesht





Sierra
The Free Worlds League
3025

My name is Raymond Lawson, and like any adolescent today I have always dreamed of becoming a MechWarrior.

Watching the latest holovids of the border conflicts, scores of 'Mechs stroll across scorched battlefields, unleashing unbelievable weaponry... and the media proudly displaying each MechWarrior's image as if a celebrity.

My reasons may be slightly skewed from those of the average dreamers. For me it was Castor, my older brother. Ever since I could remember, I would sit on the fence at our ranch and watch Castor train for hours in his glorious *Phoenix Hawk*. Seeing it silhouetted against the setting sun of Sierra's horizon gave me goosebumps.

Our family's *Phoenix Hawk* had gone through a few generations of the Lawson's history. My brother inherited the 'Mech from our mother Alexia, who had been a legendary MechWarrior in her younger years. Now, I can hardly remember her face; she died, along with my father who was the head tech for the 'Mech, in an accidental fire within the 'Mech hangar. My mother inherited the *Phoenix Hawk* from her father who had been part of the Legionnaires with the Free World League Military.

My brother had named the 'Mech "Kaya" after our grandmother. Kaya is a PXH-1 variant painted with a copper color and highlighted by some purple trim to show some loyalty to House Marik. Kaya still has some burns on the left side where the fire had killed my parents. She sports a Magna Mk III Large Laser, fashioned into a rifle modeled specifically for the *Phoenix Hawk*. Kaya is equipped with dual Hellion Spitfire medium lasers, and dual Blackwell B75 machine guns housed within her

forearms. She is well maintained by a crew of techs that our family hired years ago, and have been with Kaya ever since.

Kaya is the only 'Mech within a 100 kilometer radius stationed on Sierra. Why? Sierra isn't very valuable to the Free World's League. It is an arid planet, mostly covered in a desert pocketed by canyons and mesas. Most of the inhabitants survive as livestock ranchers, with some spotted areas good for crops. Not much Marik military funding comes here, but my family does receive a small salary in exchange for supporting the planetary militia. The problem is most of the 'Mechs garrisoned here got pulled to help with the battles further within the Inner Sphere.

So, at this moment, our 'Mech plus a few hover tanks and a small support militia are the only defensive strength for the northern quarter sector. Not much happens here anyway.

My brother had trained me to pilot Kaya. At 20 years old, I knew the basics of operating Kaya. I know how to make her move and fire, but mostly learned by watching Castor train on our ranch.

This must be a quiet chapter in the Lawson's storyline...or so I thought until the distress call came in. I was awoken by one of the farmhands. It was early morning, and the ranch rushed to get themselves equipped for battle. Each member of our small crew had been versed in basic firearm combat. After I put on my gear, which included an old submachine gun and some clips, I ran out to our family's single 'Mech hangar. A few techs had been loading up the 'Mech's ammo, and firing up several systems within Kaya.

At Kaya's feet, I could see my brother. With his trimmed black hair and beard, he was easy to pick out of the crew scurrying about. Neurohelmet under his arm, he waved me over.

"Ray," my brother said with a little apprehension in his tone, "Cassidy Valley just got attacked by off world raiders about an hour ago." He looked at one of the nearest vehicles getting loaded up with some armed techs. "I need you to get aboard, and follow me in."

My adrenaline was pumping, yet I needed to catch up with the situation, "But, Castor, Cassidy Valley is a half day drive from here. Are we going to be too late? How bad is the attack?"

"Don't know," he stated while giving me a hug, "but I want you to be careful, and make sure you have the tech team cover me while I do what I can."

He began to climb the *Phoenix Hawk's* scaffolding, getting handshakes and hugs from the techs who have been finishing loading ammo for the machine guns. I yelled up at him, "be safe, brother!"

Castor looked down at me with some fearlessness beginning to form in his eyes, "Don't worry, Ray, Kaya will take care of us." This would be Castor's real first battle.

I ran to the converted armored feed truck that was loading up with armed techs. I sat in the back across from one of the younger techs, Freya. We had hired her a few cycles back, but she was dedicated to our family and Kaya. She wasn't as tomboyish as most female techs would seem, but she was not afraid to get greasy in Kaya's bowels. Her dark hair had been pulled back under her customary Sierra cowboy hat to keep her vision clear. She carried a Needler Rifle which was usually reserved for military personnel, and she was also the most beautiful thing I had ever seen on Sierra.

Freya kept her eyes on the *Phoenix Hawk* as it finalized its power up sequence. At first, I thought she was listening to make sure it powered up smoothly, but her eyes gazed up into the cockpit. I always assumed she loved my brother, most women did; after watching her eyes, there was no mistaking that she had feelings for him.

Castor, with Kaya and her crew, all took off from the single 'Mech hangar into the rising sun. There was a caravan of three trucks led by the graceful strides of the *Phoenix Hawk* which had a long road ahead.

Hours later, Castor spoke on the comm telling his crew status updates. Kaya had some very advanced sensors within her since she was built to be a forward scouting unit. "Listen up crew. Sensors are picking up a few faint energy readings outside norms." There was a long pause, "I am not picking up any major seismic readings, so this might be a light pirate raid." I watched as Castor brought up Kaya's right arm to ready the 'Mech's primary weapon.

Drexel, one of the old tech leads, commed in with his western drawl, "We hear ya, good buddy. Reckon the rest of us r'gonna spread out so if y'all r'hittin' some heat ol' Kaya here can stretch out."

Everybody complied. I looked at Freya, who still had her eyes on Castor's 'Mech. The other six techs in the back had all been staring at me. They looked concerned. They also knew that my only brother was putting himself on the front lines to protect Cassidy Valley.

Why was Cassidy Valley getting hit? I don't know. There was an old run-down spaceport that exported livestock and the occasional crop harvest. Once in a while, a ship would arrive with a small shipment of supplies and goods, but most of the planet's supplies had been shipped to the more populated section of the planet on the opposite hemisphere.

As we rounded the bend for the final leg of the trip, we saw Cassidy Valley. Pillars of smoke rose from a few areas within the small village. One of the techs noticed it first, he pointed at the wreckage of one of the local hover tanks that had been stationed in the valley. Large scars of energy blasts pocketed the demolished tank. This was no small pirate raid.

Then we all saw it at once. Stomping through the streets like a farmer surveying his harvest, a 55-ton *Wolverine* loomed in the distance. It trudged around as if it was looking for something...or someone. The chassis was unmistakable. I don't think our trucks with small firearms will be much help. Without hesitation Castor sent the family's *Phoenix Hawk* into a full sprint toward the city, making a direct charge at the larger 'Mech. The rest of the trucks in our convoy took off in a spread pattern, making sure Castor had room to "do-what-he-does."

I felt so helpless.

I saw Castor fire a shot from Kaya's large laser rifle. Through the smoke and dust, I saw the *Wolverine* take a direct hit with the blue beam, but was too far away to see any details of the damage. It was clear that the larger 'Mech was caught off guard.

Castor then ignited the jump jets and pillars of bright blue energy lifted his 'Mech gracefully into the sky. To see Kaya in full form and flight was a thing of beauty.

My attention was disrupted when Freya and the other tech opened fire on a group of raiders holding a local family captive on their knees. I noticed few local cowboys lying prone in the dry dirt, the dried earth soaking up their blood. These raiders were as poorly armed as our crew had been. Catching them off guard, the techs in my truck dispatched the small group fairly quickly. Our convoy continued along the wide open plain towards the village without slowing down.

An explosion sounded from my right, and I looked past Freya's shoulder to see that one of our trucks had been hit with an RPG. The destruction of the truck was beyond description, but all of the ranch hands who were aboard had been with our family since I was born. RIP, Jack, Dougry, Altrid, Jenna, Mason and Stolten. If I live past this day, I will always remember you.

A boom of autocannon fire caught my attention again. The *Wolverine* fired back at Castor missing by a wide margin. Castor had known that taking Kaya to the air would make it hard for most enemies to hit. A building briefly blocked my view of

my brother's landing, but I knew he never broke stride. He practiced this move endlessly, and had taught it to me.

When landing, enough dust is kicked up to give you partial cover. Most pilots gather themselves before moving again after a landing; with Castor's maneuver, he hits the ground running, blowing past the dust, and surprising the opponent.



After a brief glance between buildings I saw that Castor was already running past the *Wolverine*. Skidding along the concrete road, Castor brought his large laser to bare down on the *Wolverine*'s back armor. Another blast of pure blue energy seared a large hot scar on the thin composite plates.

Castor was good.

Our truck was hit with a barrage of ballistic small arms fire. Sven and Thomas took many rounds before they slumped off the truck into the streets. Sven tutored me while I was struggling in school, and Thomas always joined me in my horse riding lessons. He was only a few years older than I was.

Freya pushed me to the floor of the flatbed as she joined her firepower with the others on the truck to respond to the attack. Our truck must have been hit in the wheels because Drexel lost control of the truck and slid into a local leather shop.

I don't know how long I blacked out, but I was awoken by Drexel, who had me slung over his shoulder to put me into another truck from the convoy.

Drexel put Freya on the truck, "Keep him safe, darlin." Freya responded by adding a new clip into her needler, and tipping her cowboy hat to him. Drexel strode off with a few others to support one of the local tanks that had been immobilized.

The truck continued driving while I regained my woozy head. Skidding around the corner I saw the *Wolverine* in a smoking heap on the ground. Castor must have dispatched him while I was unconscious. I smiled, but looking at Freya it seemed like the situation wasn't as hopeful as I thought.

Rounding another corner, our truck made an instant stop. About 100 meters away, our family's *Phoenix Hawk* was standing its ground against a *Dragon* and a *Hunchback*. Both enemy 'Mechs looked heavily modified and rusted. Not to shell out

more damage, but to stay combat effective. They seemed to have been pieced together from other salvaged 'Mechs.

The *Wolverine* must have done its share of damage on our *Phoenix Hawk*. The left leg was held at an odd angle while there was black smoke pouring out of its left torso. Firing Kaya's legendary jump jets, Castor flew past both 'Mechs in a plume of dust and exhaust. Castor and Kaya became one as the 'Mech rained machine gun and medium laser fire onto the *Hunchback*.

Landing behind their position, Castor had trouble doing an about face with the damaged leg. My heart sank when I heard the thumping of the *Dragon's* Autocannon spewing its rounds into the Kaya's back, knocking her to the ground.

Both Freya and I screamed in rage. I absently wondered if Castor knew how much Freya cared for him. I mean, she cared for our family as a whole, but did she really express any of her feelings to Castor?

What was left of the crew on the truck all jumped off and we split into the buildings. Our small firearms would do nothing to these metal behemoths.

From my point of view, I could see the *Hunchback* had recovered from the barrage and turned to face the prone *Phoenix Hawk*. Animalistic fury pushed me into firing my submachinegun from a ruined building into the *Hunchback*. I am sure the pilot would ignore me until my brother was dispatched.

BOOM!!!

The *Hunchback* crumpled to the ground with a huge thump that shook the buildings. One of the local tanks that had been off site showed up and must have found a weak spot on the right side of the rusted 'Mech after Castor opened it up.

The building Freya and I had been hiding in probably hadn't been built to sustain proximity to BattleMech skirmishes, it was starting to crack from the shocks of the battle. Just before Freya and I left the building, we heard a weak voice behind us. "Help."

I turned to see a boot sticking out from under some fallen ceiling debris that had collapsed from earlier. "We don't have much time, Raymond," Freya grabbed my arm, "the building may crumble any moment."

Without hesitation, I sprinted to the rubble, ignoring the falling wood studs holding the building up. I began to lift the debris off the struggling victim. At the corner of my eye I saw Freya do the same. I quickly grabbed the arm that reached out and we both pulled free a middle aged man who didn't seem like he was from these parts.

I figured I could ask questions later as our extra seconds were spent diving out of the collapsing structure.

From the ground, I witnessed Castor's *Phoenix Hawk* standing to face the *Dragon* which outclassed Castor by 15 tons. The grey and maroon painted *Dragon* lifted its right arm to fire the Autocannon 5, but Castor made Kaya drop her Large Laser Rifle only to quickly close the distance. I saw Kaya in mid stride, uproot a light pole with her right arm to grasp it like a club. The opposite end of the pole, heavy with a large block of concrete; was brought down on the *Dragon*, sending it off balance into a three story building.

The sight was simply inspirational. Castor seemed to be unbeatable.

"RAY!" Freya screamed at me, holding the wounded man, "we need to move, Castor can take care of himself."

Her voice seemed so distant. I wanted to watch Castor and Kaya move as one; removing all threat from the village with ease.

From the collapsed building the 60-ton *Dragon* stepped out of the rubble. Castor had Kaya winding up for a final swing to knock down his opponent. But the biggest mistake was my own. I was in the middle of the street, watching in awe as my brother showed his skill. The *Dragon* staggered to gain better footing, and had placed itself between me and Castor, which made my brother realize I was right there.

External speakers from Kaya crackled to life, "RAY, GET OUT OF HERE!"

Castor's hesitation for the killing blow bought the *Dragon's* pilot enough time to use its large right arm autocannon like a club, and knock Castor's lighter 'Mech to the ground. The impact shook the street as well as my heart. The second fall of the *Phoenix Hawk* cracked open the cockpit visor, and through the dust, I could see Castor in the command couch gripping the controls to quickly get back up. The *Dragon* moved to Castor's prone 'Mech, Autocannon 5 pointed directly to the cockpit.

With round after round, each impact into the cockpit from the AC/5, my world changed. Rage clouded my sanity, and I sprinted towards the *Dragon*, unleashing my submachine gun. The *Dragon* spun on its feet to face me.

Freya tackled me, only to roll us behind cover behind a concrete barrier. Tears in her eyes, she held me down as she protected me while the local tank and militia began to fire its arsenal into the already damaged 'Mech. The *Dragon* was known for its speed, and used it to make a break for it away from the city. It wasn't going to last long if it stayed.

A few moments later, after the dust settled, I broke free of Freya and sprinted with agony towards my brother's downed 'Mech. Drexel was there at the cockpit with a few of our remaining techs; Kagen, Tashi and Rusty. I was screaming in despair yelling my brother's name, "CASTOR!"

Tashi and Rusty grabbed me and tried to pull me away from what was left of Castor while a teary eyed Drexel watched my rage. I never got to see his body.

We spent the rest of the day hunkered down while the local militia dealt with any raider stragglers. They all had sported the same insignia, a sledgehammer cracking open a skull. This was the work of Grayak's Bonebreakers, a growing pirate threat from the western fringes of the periphery. As to why they came to this desert planet, I wouldn't know.

We stayed the night in Cassidy Village. The gentleman that I rescued, who referred to himself as Ogden, informed us that Grayak was hunting him down. He had been a member of a long forgotten sect of Comstar who kept some knowledge of Star League Era tech. He said that the Bonebreakers had tracked him here and would continue to attempt to capture him alive for his information on the hidden LosTech cache locations.

The next morning, I sat alone among the wreckage of the town square's fountain. It never really worked since water was reserved for livestock and crops here. Ogden approached me, "I wanted to thank you earlier for saving my life." His robed figure sat next to me while my eyes still stung with tears, "I cannot express to you the sorrow I feel for your brother's loss, and will never know how to repay him for his bravery for what he did for me and Cassidy Valley." A long pause, "Your family would be proud."

That statement stung like a gauss round. I wanted to lash out, but bit my tongue. Ogden must have known he hit a nerve. He was silent.

Drexel, Freya and the last of our family's small crew found me sitting with Ogden.

"Ray," Drexel treaded lightly, "Castor died a MechWarrior. Something that your mother would have wished. You should be proud of his chapter."

He knelt down, taking his cowboy hat off so he can look me straight in the eye, "Reckon the Lawson story ain't over." He looked back to his remaining crew who stood behind him with hope. "Kaya, your brother's *Phoenix Hawk*, will run again. We stayed with her all last night, analyzin' the damage, and she can be saddled again within a week," Drexel wiped his brow while he let his statement sink in, "and Kaya will need you to keep her kickin'."

I looked up, blinking tears from my eyes, flashes of Castor's training in my head. I-I think I can do this. Standing up, I spoke to the crew, "I want more than this. I want to take the fight to the Bonebreakers."

"You can't do this with just Kaya," Tashi responded.

Freya finally chimed in, "No, he can't."

Drexel stood up, putting his hat back on, "But maybe with more like Ray here, y'all can do this. It'll take time, but maybe we gather more pilots and 'Mechs to avenge the Lawson's name."

You could feel a glimmer of hope, but Freya hit us with reality, "Guys, 'Mechs on this planet are a rare sight; ya ain't gonna find help here."

Odgen stood up, put his hand on my shoulder, which I realized was a rare robotic prosthetic hand, and said, "We go to Solaris 7... Ray fights in the arenas. There is a lot of money to be made to hire more for your cause. That is a good start."

"You're CRAZY!!" Freya stepped in, frustration in her eyes.

"I'm game," Drexel replied.

Odgen held out his left arm. The whole arm was robotic. In the metallic palm, a small holographic image hovered, "I think Ray can do well with the help of this,

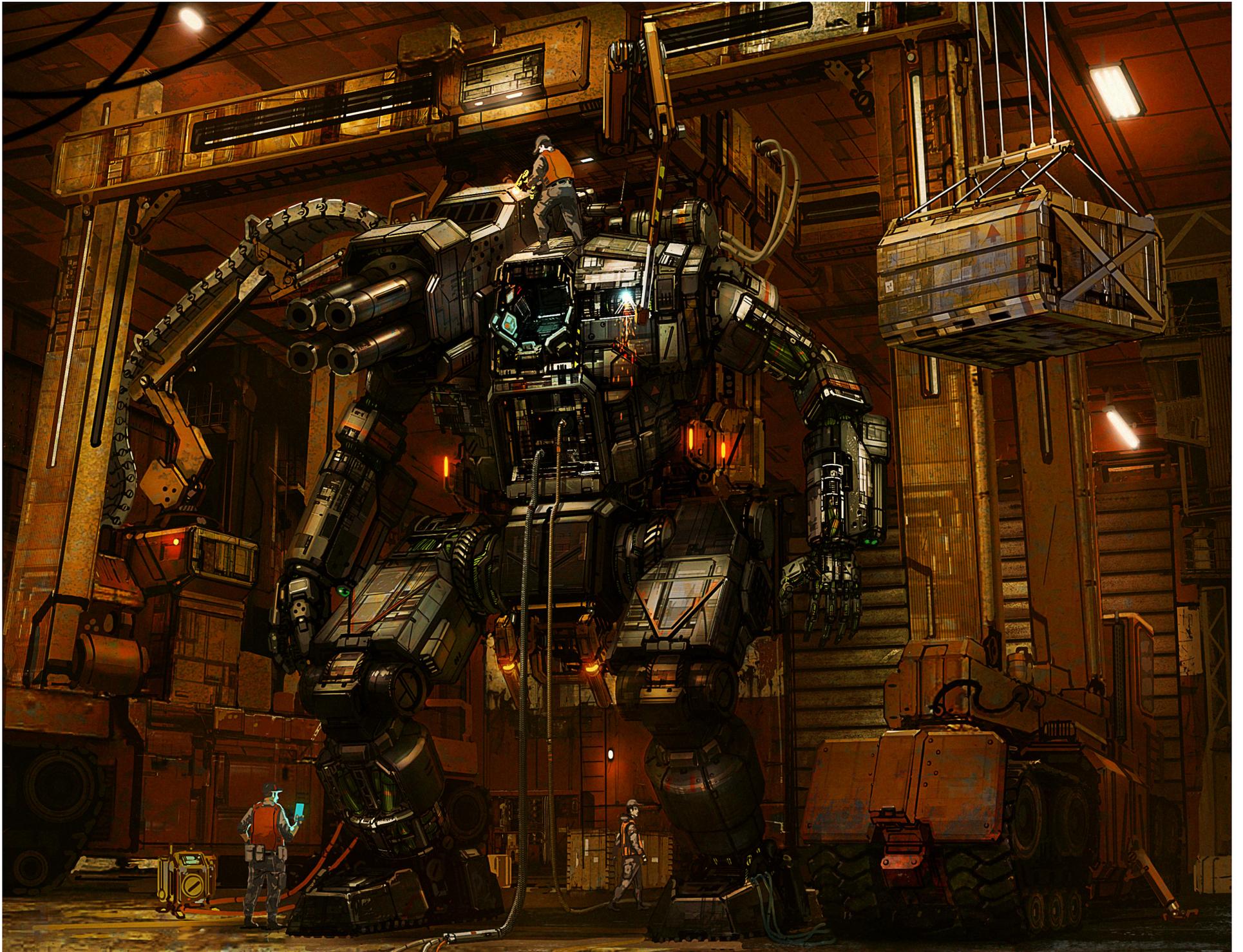
along with a few other surprises." I looked closer at the image, it was a strange looking Neurohelmet, something from the Star League I assumed.

"Come on, team," Drexel clasped my hand, "we have some work to do for our MechWarrior here."



NEW DESIGNS AND PROTOTYPES





RVN-1X Raven



History

While historians generally agree the Third Succession War began in 2866, it is still an open question as to when, or even if it has yet ended. Many argue the signing of the Federated Commonwealth Alliance Document by Prince Hanse Davion and Archon Melissa Steiner on Terra in 3022 marks the end of the Third Succession War. This view is bolstered by the subsequent signing of the Concord of Kapteyn in October of the same year creating a mutual defense pact among the other three Great Houses, House Kurita, House Marik and House Liao, and effectively dividing the Inner Sphere into just two camps.

Regardless of this massive realignment of power, House Liao remains by far the weakest of the Great Houses in terms of territory, military capability as well as industrial output. Shortly after the fall of the Star League, Hellespont Industrials was founded and quickly became one of House Liao's most important defense contractors, second only to the massive Earthwerks Incorporated.

The continuous fighting of the Succession Wars took a heavy toll on Hellespont Industrials, eventually forcing the company to salvage what was left of their damaged production lines and scattered personnel and relocate to Sian, the capital of the Capellan Confederation.

Once on Sian, Hellespont Industrials changed their business model to focus solely on the production of combat vehicles, becoming the primary supplier of them to the CCAF in short time. They currently build the Pegasus scout hovertank, Scorpion Light Tank and Vedette Medium Tank along with a full line of armored personnel carriers including the well-respected 50-ton Maxim hover transport.

However, Hellespont Industrials never forgot their roots in BattleMech production and secretly restarted their BattleMech research and development division early in the 31st century. Inspired by the introduction of the MLN-1A *Merlin* in 3010 by a resurgent Mountain Wolf BattleMechs now located in the Outworlds Alliance,

Hellespont engineers began work on their own original design. The release of the *Merlin* in 3010 marked the first completely new BattleMech design since the VND-1R *Vindicator* debuted an astounding 184 years earlier in 2826.

Hellespont Industrials was not the only defense company to be invigorated by the success of the *Merlin*. The HCT-3F *Hatchetman*, designed by Team Banzai in conjunction with the New Avalon Institute of Science, rolled off the assembly lines of the massive Defiance Industries complex on Hesperus II in 3023, marking one of the first real tangible signs of just how closely House Davion and House Steiner were working together.

Just one year later, in 3024, Hellespont Industrials would unveil their own unique design, the RVN-1X *Raven*. Literally built around the temperamental 7.5-ton Ceres Arms Electronic Warfare X-1 equipment, the *Raven* is a bold attempt at recapturing the sophisticated electronic capabilities of the Star League. Due to its highly specialized nature, the *Raven* is normally only assigned at the battalion level or higher, often acting as a de-facto fifth member of the command lance.

Capabilities

Protected by just four tons of Starshield armor, the *Raven* is extremely vulnerable to enemy fire. Coupled with a top speed of only 86.4 kph, the *Raven* is also among the slowest light 'Mechs, making escape or even withdrawal extremely difficult.

Armed with two Ceres Arms medium lasers and the widely used Harpoon-6 missile system, the *Raven* is capable of inflicting significant damage on 'Mechs equal or lighter than itself. Unfortunately this is offset to a certain degree by its lack of any long-range capability and further complicated by its lack of jump jets, making getting into range a problem in of itself. The 'Mech also lacks both lower arm and hand actuators making it a poor candidate for physical attacks as well.

The *Raven's* strength predictably lies in the electronic warfare package it was custom designed to carry. When operating properly, the X-1 is capable of masking the movements of nearby friendly forces from the enemy's sensors. Its electronics also provide it with enhanced detection capabilities making it quite adroit at spotting ambushes and even concealed and shutdown BattleMechs. When combat begins, the *Raven* is expected to keep a safe distance away, using its

superior targeting and tracking system to direct artillery or indirect fire from other supporting units.

The X-1 electronics warfare suite is also rumored to be able to "attack" a target's electronics. While it is well known to be capable of broad spectrum or discrete communications jamming, it can apparently also confuse an enemy 'Mech's targeting and tracking system in certain situations. There have been reports of targeting and tracking systems reporting multiple electronic instances of the *Raven* even though there is only one physically present. Other reports claim T&T systems refuse to lock-on to the *Raven* forcing the pilot to rely strictly on line-of-sight firing in order to attack the 35-ton machine.

On the other end of the spectrum, there are also rumors the X-1 can unexpectedly short out crippling the entire 'Mech. Other reports claim the powerful electromagnetic pulses generated by the X-1 can interfere with the *Raven's* own electronics causing communication and tracking failures of its own.

Whatever the case, given its recent arrival, it still remains to be seen how effective the 'Mech will prove in sustained combat situations. Regardless, the re-introduction of a true dedicated Electronic Warfare BattleMech is almost guaranteed to influence military doctrine in the future.

Variants: None.

Current Manufacturers

Hellespont Industrials

Sian – Capellan Confederation

<u>Model</u>	<u>Cost</u>	<u>BV</u>	<u>PV</u>
RVN-1X	2,899,575	639	21

Mass: 35 tons
Chassis: Hellespont Type R
Power Plant: Omni 175
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield

Armament:

- 1 x Ceres Arms Electronic Warfare X-1 Equipment
- 1 x Harpoon-6 SRM Launcher
- 2 x Ceres Arms Medium Lasers

Original Manufacturer: Hellespont Industrials (3024)

Communications System: CeresCom Model 22-A

Targeting and Tracking System: C-Apple Churchill

Quirks: No/Minimal Arms, Improved Sensors,
Improved Communications, EM Interference, Prototype

Capellan Confederation Armed Forces
 Prefectorate Guard – “Politics of Warfare”
 CO: Colonel Braxton Gammon
 Homeworld: Sian

Type: **RVN-1X Raven**

		<i>Tons</i>
Tonnage:	35 tons	
Internal Structure:		3.5
Engine:	Omni 175	7.0
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	12	2.0
Gyro:		2.0
Cockpit:		3.0
Armor Factor:	64	4.0

	<i>Structure</i>	<i>Armor</i>
Head:	3	6
Center Torso:	11	8/4
Rt./Lt. Torso	8	6/3
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	RA	1	1.0
Medium Laser	RA	1	1.0
SRM-6	RT	2	3.0
Ammo (SRM) 15	LT	1	1.0
Electronic Warfare Equipment	LT	4	7.5



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WLF-1 Wolfhound



History

The *Wolfhound* has little history to speak of as yet. Originally conceived by the Kell Hounds mercenary unit, the prototype was built at the recently expanded Eire MechWorks of Arc-Royal repair facility. The Kell Hounds were created in 3010 from a bequeath from Arthur Luvon, the Duke of Donegal and the husband of Archon Katrina Steiner, to two of his cousins, Morgan and Patrick Kell. The Kell Hounds are best known for safeguarding the body of Prince Ian Davion after his *Atlas* fell to Yorinaga Kurita, who was at that time a battalion commander in the elite DCMS Second Sword of Light regiment, during the ill-fated defense of Mallory's World.

Morgan Kell, the CO of the Kell Hounds, along with Salome Ward succeeded in disabling Yorinaga's *Warhammer* before he could claim the First Prince's body as a trophy, setting the stage for one of the greatest BattleMech duels of all time. Kell and Kurita faced off for a second time, once again on Mallory's World, three years later in 3016. By this time, Yorinaga Kurita has been promoted to *Tai-sa* and given command of the entire regiment. The mystical Phantom 'Mech ability originates from this epic duel where it is said Kell made his *Archer* disappear from his rival's targeting and tracking system, making Yorinaga repeatedly miss his severely damaged 'Mech even though he was standing still in front of it at point blank range.

The *Wolfhound* is designed to be a scout hunter, intended specifically to destroy the fast-moving *Jenners* and heavily armed *Panthers* fielded by the Draconis Combine Mustered Soldiery. Designed by Clovis Holstein, the illegitimate son of Duke Aldo Lestrade IV, After the Kell Hounds, Wolf's Dragoons was the second military unit to adopt the 35-ton 'Mech. Their rave reviews of the hardy and powerful light 'Mech, excited many within the LCAF.

The Lyran Commonwealth is well-known to favor heavy and assault class BattleMechs, such as the *Zeus* and *Atlas*. This has long placed the LCAF at a significant disadvantage when facing faster more mobile units, a

fact House Kurita has used to its advantage countless times to humiliate the LCAF. In fact, currently, even given the vast industrial resources of the Commonwealth, they produce only two light BattleMechs, the *Commando* and *Stinger*, both manufactured by Coventry Metal Works, in addition to the *Firestarter*, a specialized incendiary 'Mech.

Anxious to begin their own testing of the design, the LCAF, with the Kell Hound's permission, turned to TharHes Industries, located on the capital of the Lyran Commonwealth, for assistance. Long known as a manufacturer of communications, targeting and tracking systems and missile launchers, TharHes was originally a part of the massive Defiance Industries.

A victim of regular attacks from all of the Successor States, the Defiance Industries stronghold deep in the Myoo Mountains has never been fully breached. It has, however, been damaged numerous times in the brutal fighting. In early 3000, House Kurita dropped three BattleMech regiments on Hesperus II, along with numerous support units, in another bid to destroy the legendary production facility. It fell to the First Support Company of the Eridani Light Horse to both hold the StarPort open and challenge the advancing DCMS forces until the Lyran units could organize a defense and reinforcements could arrive.

While the defense was ultimately successful in spite of the Lyran commander's incompetence, this incident combined with another earlier incident on Kalidasa, convinced the Eridani Light House to leave the Commonwealth and negotiate a new contract with the Federated Suns, depriving the LCAF of their premiere light 'Mech unit.

The Kurita attacks did manage to damage some of the Defiance assembly lines before they were forced off world, resulting in a significant, but temporary, reduction in the factory's output. It was during this slump that Defiance Industries CEO and Duke of Hesperus II, Greydon Brewer chose to spin off the TharHes division and sell it in order to raise capital to support his latest venture, the reconstruction of the former Tolsand factory on Furillo. The wealthy Wellby family, with financial backing from the Steiner family itself, bought the TharHes division from Defiance Industries, opening TharHes Industries on Tharkad under Landgrave Michael Wellby, the first CEO of the company.

TharHes Industries initially licensed production rights to the venerable and well understood CRD-3R *Crusader*

from Kallon Industries, the perfect platform to showcase the firm's exceptional missile systems. Production began in 3012 and shortly after delivering its first batch of 'Mechs to the LCAF, a serious flaw was found in the reactor engine shielding forcing TharHes to recall and repair the initial production runs of their *Crusader*. They now also produce the WLF-1 *Wolfhound* under license from both the Kell Hounds and Eire MechWorks.

Capabilities

Carrying 7.5 tons of Durallex Medium armor, the *Wolfhound* offers the best protection available on any light 'Mech. With a top speed of 97.2 kph, it also has the mobility required of a scout 'Mech although its lack of jump jets is a drawback when operating in difficult terrain.

Equipped with a Setanta heavy laser, backed up by four Defiance B3M medium lasers, the *Wolfhound* also offers the greatest amount of firepower available among light 'Mechs. Able to engage targets as far away as 450 meters, it offers much greater range than most any other 'Mech in its class.

If it has one weakness, it is heat management. Supplied with only the standard ten heat sinks and armed with all energy weapons, an aggressive pilot can quickly find himself in an overheated 'Mech. However, since the *Wolfhound* carries no ammunition, it is at least safe from a possibly of a catastrophic ammunition explosion.

The *Wolfhound* is also only the second 'Mech, after the *Hatchetman*, to utilize a full-head ejection system

Variants:

The WLF-1A removes the rear-mounted medium laser in favor of an additional heat sink, giving the -1A a total of eleven.

The WLF-1B also targets the rear-mounted medium laser. Instead of removing it, however, this variant simply flips it forward, giving the -1B a total of four chest-mounted medium lasers in its forward firing arc.

Current Manufacturers

TharHes Industries

Tharkad – Lyran Commonwealth

Model	Cost	BV	BP
WLF-1	6,627,250	1363	35
WLF-1A	6,597,500	1470	35
WLF-1B	6,291,250	1335	34

Mass: 35 tons
Chassis: Arc-Royal KH/3
Power Plant: GM 210
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Medium
Armament:

1 x Setanta Heavy Laser
 4 x Defiance B3M Medium Lasers
Original Manufacturer: TharHes Industries (3028)
Communications System: O/P Com-22/H47
Targeting and Tracking System: Digital Scanlok 347
Quirks: Full Head Ejection System, Prototype

Lyran Commonwealth Armed Forces
Sixth Lyran Guards – “Saucy Sixth”
CO: Leutnant General Daniel Voss-Steiner
Homeworld: Hesperus II



Type: WLF-1 Wolfhound			<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:	10		
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	120		7.5
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	11	16/6	
Rt./Lt. Torso	8	11/5	
Rt./Lt. Arm	6	12	
Rt./Lt. Leg	8	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
Medium Laser	CT	1	1.0
Medium Laser	CT	1	1.0

JHR-X0 Jayhawker



History

It is well known that TharHes Industries, the producer of the controversial JHR-X0 *Jayhawker* prototype, is largely owned and controlled by the Steiner family, the leaders of the Lyran Commonwealth. Officially operated by Landgrave Michael Wellby, an ardent supporter of Archon Katrina Steiner, TharHes Industries is among the newest BattleMech manufacturers in the Inner Sphere.

Originally a division within the massive Defiance Industries empire, TharHes was first known for producing communications and missile systems. Its electronics are still used in both the 25-ton *Commando*, made by Coventry Metals Works, as well as the 80-ton *Zeus* assault 'Mech built by Defiance Industries. While it is generally believed that Defiance Industries chose to sell the division in order to finance the construction of their recently completed facility on Furillo, this may just be smokescreen intended to mask the true reason for its creation.

With generous support flowing from the Steiner family, TharHes Industries was able to construct their own manufacturing facility on Tharkad, the capital world of the Lyran Commonwealth. By the early 3010's, they would be delivering *Crusader* BattleMechs to the LCAF. However, their recent production of the 35-ton *Wolfhound* beginning in 3028 has attracted an enormous amount of attention to the company, especially given its full-head ejection capability, a feature previously found only on the 45-ton *Hatchetman*.

The ability to manufacture a new BattleMech has led some to speculate that TharHes Industries is really a government backed military research and development center, especially given its close proximity to both the Nagelring and Tharkad University, the premiere military academy and research center, respectively, for the Lyran Commonwealth. Also given the close relationship between the Archon's late husband, Arthur Luvon, the Kell Hounds and TharHes Industries, the situation begins to look strikingly similar to that of the New Avalon Institute of Science and Team Banzai. There is also

rampant speculation that Morgan Kell, the founder of the Kell Hounds, and the enigmatic Colonel Jamie Wolf, the leader of Wolf's Dragoons, have a working relationship of some kind. Given the Dragoon's contract with Blackwell Industries and their production of the *Falcon*, *Imp*, and *Marauder II* among other esoteric designs, combined with the fact the *Wolfhound* has been spotted among Dragoon units, it is possible there has been an exchange of technical expertise between the two companies.

Whatever the case, there are a few things which are not in dispute regarding the prototype *Jayhawker*. First among these is that it is based on a heavily modified *Griffin* chassis, a 'Mech produced throughout the Inner Sphere including at Defiance Industries. Among the first BattleMechs ever created, the *Griffin* ranks among the most well understood chassis in existence and as such makes an excellent test platform for new technologies. In fact, the *Griffin* was selected by NAIS to serve as the test bed for their experimental improved jump jets and double-strength heat sinks. Ironically, the so-called "Super Griffin" was ultimately destroyed by the Black Widow Company of Wolf's Dragoon on Hoff in 3022.

Unfortunately, the radical redesign of the chassis led to a number of insurmountable design problems, primarily involving the original CoreTek 275 fusion engine. The low profile and narrow forward cross-section intended to make the *Jayhawker* a difficult target significantly altered the size and shape of the engine cavity. Initial efforts to reshape the engine shielding resulted in inadequate electromagnetic protection that severely impacted the 'Mechs electronics.

Due to these problems, engineers at TharHes Industries eventually abandoned the CoreTek entirely, replacing it with a smaller Strand 220 model. This change presented its own set of challenges, the first being the relative scarcity of the Strand engine itself. Produced exclusively by Brooks Incorporated on Andurien and Irian, both in the Free Worlds League, for use in their Thumper Artillery Vehicles, TharHes could not locate a suitable supplier for the critical component. It must be noted, however, that the recent construction of Defiance Motors, conveniently located on Tharkad as well, may prove enough to either solve the problems with the CoreTek 275 or to supply a steady stream of the Strand 220 model or its equivalent.

Regardless, only a small handful of *Jayhawker* prototypes were built before the project was put on

indefinite hold as TharHes moved to focus on its wildly successful *Wolfhound*.

Capabilities

Designed first and foremost to be as difficult a target as possible, the *Jayhawker* features an unusually low profile and exceptionally small silhouette for a 55-ton war machine. Its backward canted legs allow the 'Mech to literally lower itself down, helping it to maximize any and all available cover. This maneuver is strikingly similar to the hull-down position commonly used by combat vehicles and can effectively put the 'Mech *in defilade*.

Such positioning is extremely effective given the *Jayhawker's* armament. Carrying one Delta Dart LRM-5 high on its left torso and another in its left arm, the JHR-X0 can provide indirect support while the Mydron Model B Class 10 autocannon and BlazeFire large laser provide respectable suppressive fire. A pair of Johnson MiniGuns also give the *Jayhawker* excellent anti-infantry capabilities and ensure the 'Mech cannot be swarmed or overrun even while stationary.

The choice to carry two LRM-5 systems instead of a single LRM-10 also makes the design much more combat effective. By splitting the missile system into two, the *Jayhawker* can weather the loss of one much better than traditional designs featuring larger missile racks. Ammunition capacity remains unchanged when compared to an LRM-10 and engineers claim the combined LRM-5s actually weigh less than the equivalent larger Delta Dart package.

With a top speed of just under 65 kph and lacking any jump capacity, the *Jayhawker* is not a fast nor nimble design but this is largely attributed to the inability to successfully modify the originally specified, and much more powerful, CoreTek engine. Carrying only the standard 10 heat sinks and nine tons of Kallon Royalstar armor, the *Jayhawker* provides only adequate heat dissipation and protection at best.

Variants: None.

Current Manufacturers

TharHes Industries

Tharkad - Lyran Commonwealth

<u>Model</u>	<u>Cost</u>	<u>BV</u>	<u>PV</u>
<i>JHR-X0</i>	4,213,003	1048	28

Mass: 55 tons
Chassis: Earthwerk GRF
Power Plant: Strand 220
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar

Armament:

- 2 x Delta Dart Long Range Missile Five Rack
- 1 x BlazeFire Large Laser
- 1 x Mydron Model B Autocannon
- 2 x Johnson MiniGun

Original Manufacturer: TharHes Industries (3028)

Communications System: TharHes Euterpe HM-14

Targeting and Tracking System: TharHes Ares-8a (Hatchetman)

Quirks: Prototype

Type:	JHR-X0 Jayhawker	<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:	10	
Gyro:		3.0
Cockpit:		3.0
Armor Factor:	144	9.0
	<i>Structure</i>	<i>Armor</i>
Head:	3	9
Center Torso:	18	23/8
Rt./Lt. Torso	13	18/4
Rt./Lt. Arm	9	12
Rt./Lt. Leg	13	18

Weapons and Ammo:

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/10	RA	7	12.0
Ammo (AC) 10	RT	1	1.0
LRM-5	LA	1	2.0
LRM-5	LT	1	2.0
Ammo (LRM) 24	LT	1	1.0
Large Laser	CT	2	5.0
Machine Gun	RT	1	0.5
Machine Gun	LT	1	0.5
Ammo (MG) 200	RT	1	1.0

Lyran Commonwealth Armed Forces
 Fourth Skye Rangers – “Albion”
 CO: Hauptmann-Kommandant Kathleen Heany
 Homeworld: Ryde



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KPLT-K2 Katapult



History

The Al Na'ir system, one of five primary worlds originally settled by the Azami during the 25 century, boasts tremendous mineral wealth. Consisting of five planets orbiting a single class A9II primary star, the Al Na'ir system features a number of major asteroid belts dense with heavy and precious metals.

The Azami are descended from the Touaregs, Hausas, and Fulani, three Muslim desert tribes originating from the Sahara Desert on Terra. The Muslims were the last of the major religious group to depart Terra, it having taken 350 years from the beginning of the Exodus before their religious leaders could reconcile their holy book, the Quran, with space travel.

What the Azami took with them, aside from the beliefs common to all Muslims, was a strong messianic tradition based on the Shi'ite tradition that predicted the return of a 'Twelfth Imam,' who would be a direct descendant of the Kalif Ali. Over the intervening years, this was modified by the Khawarij, a minor sect within Islam, which taught that any true believer, even a slave, could rise to become the "Twelfth Imam" and lead the Kalifate.

An extremely hardy and resilient people with a strong warrior tradition, the Azami settled in the harsh desert wastelands of Al Na'ir, and other similar planets, to await the return of their messiah, the Imam al-Zaman from which they took their name, confident those from the outside would leave them alone.

They were left alone until the spring of 2497, when Algedi, one of the Azami worlds, was invaded by three regiments of BattleMechs from the emerging Draconis Combine. The Draconis Combine demanded the Azami renounce their religion and adopt the Dictum Honorium. When the Azami refused, the DCMS launched a vicious genocidal pogrom.

Ironically, and unbeknownst to the Azami themselves, they carried a virus in their bloodstreams from a virulent Terran plague that had devastated Africa over 400 years earlier and had almost wiped them out. While the Azami

had developed a natural immunity to the virus, the invading Kuritans were all too susceptible. Within six months, the entire DCMS force succumbed to the terrifying and deadly plague. In 2516, an Azami delegation was sent to Luthien where they negotiated for their continued autonomy in exchange for allowing the Draconis Combine to mine natural resources from their systems. In addition, the DCMS provided the Azami with three regiments of light and medium BattleMechs as well as the training necessary to operate and maintain them. This force, known as the Arkab Legion, still serves as part of the DCMS and also safeguards the Azami worlds.

Over time, a number of defense industries would be built of Al Na'ir. Wakazashi Enterprises would produce the advanced BMB-12D *Bombardier* there until the loss of their plant during the First Succession War. Scarborough Manufacturers would establish a huge production complex there as well, churning out Hover APCs, Maxims, Pegasii and most importantly the Scimitar, Saladin and Saracen hover tanks, eventually becoming one of the largest providers of conventional military hardware to the DCMS.

There was also a small hidden BattleMech factory established on one of the larger asteroids in the Al Na'ir system during the time of the Star League. Taking advantage of zero gravity, the facility produced chassis and numerous other major components which were shipped to the surface of Al Na'ir for final assembly. It is believed this facility was originally capable of producing light weight Endo Steel and there are even rumors it may have briefly produced the AS7-D-H *Atlas* II immediately prior to the Amaris Civil War.

More recently, Luthien Armor Works and Alshain Weaponry partnered together to establish Yori 'Mech Works on Al Na'ir which currently produces the AS7-D *Atlas*. The plant was severely damaged in 3010 by Federated Sun forces but has recently restarted operations.

It is now believed, however, that during the rebuilding of Yori 'Mech Works, the facility was significantly expanded, possibly in part from material salvaged from the old Wakazashi Enterprises complex. The recent appearance of the KPLT-K2 *Katapult*, initially among units of the Arkhab Legion, has now spread to other DCMS units. Thought at first to have been an entirely new design, it is now known that it is actually a major redesign of the venerable 65-ton *Catapult*, a 'Mech that has long been out of production.

Capabilities

The KPLT-K2 is such a radical shift from the original *Catapult* that it has been given its own designation. Discarding the familiar missile racks of its progenitor, the -K2 carries a pair of the newly developed Lord's Thunder Particle Projection Cannons. Initially designed for use on Luthien Armor Works' redesigned DRG-1G "Grand Dragon," the Lord's Thunder transforms the -K2 into a direct fire support platform, similar in concept to both the popular *Warhammer* and *Marauder* BattleMechs.

The -K2 carries a full twenty heat sinks allowing it to fully dissipate the massive heat generated by its two particle cannons. At closer ranges, the -K2 retains two of the original four Martell medium lasers, mounted one in each side torso. It also carries a pair of LFN Linblad machine guns, providing an effective deterrent against infantry attacks. The armor has been increased by a full ton as well, giving the -K2 a full eleven tons of protection switching to the heavier and well respected Durallex Heavy for this purpose.

The troublesome Anderson Propulsion 21 jump jets have been entirely removed making the -K2 a significantly less maneuverable machine even though overall speed remains unchanged. However, by eliminating the ammunition hungry Holly LRM-15 racks, Yori 'Mech Works has limited the possibility of a catastrophic ammunition explosion as well as removed the 'Mech's dependency on heavy logistical support.

Although the -K2 has not yet seen any significant action, there is every indication it will be a potent direct fire support platform, easily capable of destroying anything lighter than itself while at the same time continuing to be able to serve as support for heavy and assault 'Mech lances. At 65-tons, it is the lightest 'Mech available capable of mounting two particle cannons and its heat dissipation is actually superior to that of other heavier models similarly armed. This 'Mech is also referred to colloquially as the "Boom Cat" or the "Special K" and many argue that the Draconis Combine first created this variant during the early Succession Wars and that it is not a recent development.

Variants: None.

Current Manufacturers

Yori 'Mech Works
Al Na'ir – Draconis Combine

Model	Cost	BV	PV
KPLT-K2	5,347,925	1319	32

Mass: 65 tons
Chassis: Hollis Mark III
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy

Armament:

- 2 x Lord's Thunder PPCs
- 2 x Martell Medium Lasers
- 2 x LFN Linblad Machine Guns

Original Manufacturer: Yori 'Mech Works (3025)

Communications System: Sipher Security Plus Mk. II

Targeting and Tracking System: Matabushi SuperSentinel

Quirks: No/Minimal Arms, Difficult Ejection, Non-Standard Part

Draconis Combine Mustered Soldiery
First Altenmarkt Militia – “The Wolves”
CO: Tai-Sho Aldus Bergen
Homeworld: Liezen



Type:	KPLT-K2 Katapult		<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:	20	10.0	
Gyro:		3.0	
Cockpit:		3.0	
Armor Factor:	176	11.0	
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	21	24/11	
Rt./Lt. Torso	15	20/8	
Rt./Lt. Arm	10	18	
Rt./Lt. Leg	15	20	

Weapons and Ammo:

<u>Type</u>	<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
Medium Laser	LT	1	1.0
Machine Gun	RT	1	0.5
Machine Gun	LT	1	0.5
Ammo (MG) 200	CT	1	1.0

CTF-1X Cataphract



History

Many consider 3010 as the year that heralded a new renaissance for BattleMech designs. That year, Mountain Wolf BattleMechs released the MLN-1A *Merlin*, ending a 184 year long drought in new 'Mech design. Produced on Alpheratz in the Outworlds Alliance, the *Merlin* is built from readily available components making it easy to maintain and support.

Thirteen years later, Defiance Industries would debut the next new design, the 45-ton HCT-3F *Hatchetman*. Although the *Hatchetman* is manufactured on Hesperus II in the Lyran Commonwealth, the design itself is credited to Dr. Banzai, the enigmatic blue-eyed commander of Team Banzai, a small elite mercenary group under contract with the Federated Suns and affiliated with NAIS.

During this same time frame, the Capellan Confederation was far from idle. With a mandate from Chancellor Maximillian Liao himself, the CSF had already set to work designing its own next generation of Battlemechs, the *Raven*, *Cataphract* and *Linesman*.

While the *Raven* incorporated all of the newest technologies that the Confederation could bring to muster, the *Cataphract* and *Linesman* were polar opposites. Speed, maneuverability and newly designed and sophisticated electronics are the trademark of the light *Raven*. The heavy *Cataphract* and assault *Linesman*, however, took their cues from the *Merlin* instead. Utilizing domestically produced tried and true components, these units rely on their weapons and armor to make them effective on the battlefield.

By 3015, both the *Cataphract* and *Linesman* were being touted as the solution to the Confederations lack of heavy and assault-class BattleMechs. However, the strain on Capellan industry from centuries of warfare and losses meant that only one of the two designs could be brought into full production. Chancellor Liao ultimately decided in favor of the *Cataphract*. In 3025, Earthwerks Incorporated released the 70-ton CTF-1X *Cataphract* from their facility on Tikonov.

Some argue that the *Cataphract* is not technically a new design, rather it is an amalgamation of parts from other pre-existing designs. The bulk of the chassis, including the torso, legs and right arm are largely that of the 75-ton *Marauder*. The left arm is a heavily modified right arm from the 55-ton *Shadow Hawk* and much of the internals have been taken from the 45-ton *Phoenix Hawk*. It is for just this reason that the *Cataphract* has acquired the dubious nickname of "FrankenMech."

Capabilities

The *Cataphract* carries a Ceres Arms Smasher PPC in its right arm, just as does another iconic Capellan 'Mech, the *Vindicator*. This is also by design as it streamlines logistical support and helps maximize the efficiency of the Confederation's few remaining military-industrial complexes.

A SarLon MaxiCannon Class 10 autocannon, supplied with a single ton of ammunition, is installed in the right torso giving the *Cataphract* the firepower a heavy-class BattleMech needs. For close range combat, two Ceres Arms medium lasers are installed in the arms, while two more are rear-mounted on the torso giving the *Cataphract* a full 360 degree firing arc.

Powered by the commonplace Vox 280 fusion engine, the *Cataphract* had a top speed of close to 65 kph, on par with most other heavy 'Mechs. Eleven tons of Kallon Roystar armor give it excellent protection, greater than that of the *Warhammer* but less than that of the slightly heavier *Marauder*.

A full sixteen heat sinks keep the 'Mech cool, easily handling the waste from the Smasher PPC and the MaxiCannon is an exceptionally cool running model making it rare for the *Cataphract* to overheat.

The *Cataphract* has yet to see a significant amount of combat due to its young age. How it will perform on the battlefield is still an open question. If history is any indication, there may be a number of undiscovered flaws in the design, some which may prove to be critical. However, given that it relies so heavily repurposing existing parts, it is likely any such flaws will lie within the electronics rather than the structure.

Variants

Developed concurrently with the RVN-1X *Raven*, there are credible reports an early shipment of CTF-1X *Cataphracts* were sent directly to Hellespont Industrials on Sian to be fitted with the experimental Electronic Warfare Equipment found on the *Raven*.

Speculation abounds regarding the creation of a CTF-0X variant intended to serve as a heavy reconnaissance platform. Retaining the original Smasher PPC, the MaxiCannon is downgraded to a Class 5, the two rear-mounted medium lasers are removed as well as two heat sinks. This creates sufficient space for the bulky 7.5 ton Electronic Warfare Equipment. It is believed this experimental model also carries a Remote Sensor Dispenser. If this is true, it would mark the first time such equipment has been mounted directly on a BattleMech rather than some form of combat vehicle such as the Hi-Scout Drone Carrier, a 60-ton tracked vehicle.

The most recent development, the -2X variant replaces the PPC with a Firmir MaxiLaser heavy laser while the arm-mounted medium lasers are removed in favor of a Hovertec Quad SRM-4. The rear-mounted medium lasers are flipped forward and an additional ton of ammunition for the SarLon MaxiCannon is added. Two heat sinks have also been removed in favor of adding an additional two tons of armor, making this an extremely potent opponent at medium and short ranges.

Current Manufacturers

Earthwerks Incorporated

Tikonov – Capellan Confederation

Model	Cost	BV	PV
CTF-1X	5,987,853	1316	33
CTF-0X	6,618,553	1258	38
CTF-2X	5,811,053	1344	35

Mass: 70 tons
Chassis: Earthwerks CTF
Power Plant: Vox 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar
Armament:

- 1 x Ceres Arms Smasher Particle Projection Cannon
- 1 x SarLon MaxiCannon Class 10 Autocannon
- 4 x Ceres Arms Medium Laser

Original Manufacturer: Earthwerks Incorporated (3025)
Communications System: CommuTech Multi-Channel 10
Targeting and Tracking System: BlazeFire Sightlock
Quirks: Prototype

Type:	CTF-1X Cataphract		<i>Tons</i>
Tonnage:	70 tons		
Internal Structure:			7.0
Engine:	Vox 280		16.0
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	16		6.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	176		11.0
	<i>Structure</i>	<i>Armor</i>	
Head:	3	9	
Center Torso:	22	26/9	
Rt./Lt. Torso	15	16/6	
Rt./Lt. Arm	11	22	
Rt./Lt. Leg	15	22	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
PPC	RA	3	7.0
Medium Laser	RA	1	1.0
Medium Laser	RT	1	1.0
AC/10	RT	7	12.0
Ammo (AC) 10	RT	1	1.0
Medium Laser	LT	1	1.0
Medium Laser	LA	1	1.0

Capellan Confederation Armed Forces
 First St. Ives Lancers – “Ascendant Star”
 CO: Colonel Simone Devon
 Hometown: St. Ives



LMN-1PT5 Linesman



History

While many people now consider the New Avalon Institute of Science (NAIS) the premier research and development facility in the Inner Sphere, the Capellan Science Foundation (CSF) located on Tikonov was once the undisputed leader in recovering the lost technologies of the Star League. Tracing its origins all the way back to 2818, the CSF's first major project involved the creation of an entirely new BattleMech, one to be made with components sourced exclusively from Capellan manufacturers. Working closely with Ceres Metals Industries, which also operated a factory on Tikonov, the 45-ton VND-1R *Vindicator* was born in 2826.

As the Succession Wars ground on and the engineering and industrial base of the Inner Sphere continued to deteriorate, The *Vindicator* would turn out to be the last new BattleMech design until Mountain Wolf BattleMechs unveiled the MLN-1A *Merlin* an appalling 184 years later in 3010. The next new BattleMech to reach production status would come from the enigmatic Dr. Banzai and Team Banzai, a group known to have close ties with the NAIS. In 3023, the 45-ton *Hatchetman* would begin rolling off the assembly lines of the massive Defiance Industries complex providing a clear indication of the strengthen of ties between the Federated Suns and Lyran Commonwealth.

However, the CSF was far from quiet during this time. Partnering once again with Ceres Metals Industries, the CSF would lay the groundwork for what would later become the Ceres Arms Electronic Warfare X-1 Equipment in what many experts consider one of the first true recoveries of Star League LosTech. The X-1 would eventually find a permanent home in the 35-ton *Raven* produced by Hellespont Industries beginning in 3024.

At the behest of Chancellor Maximilian Liao, the CSF would also return to field of BattleMech design after a long hiatus. Working this time with Earthwerks Incorporated, which also maintains a large production facility on Tikonov, and Kallon Industries based on nearby Nanking, the Chancellor ordered the CSF to develop a design similar in spirit to the *Vindicator*.

However, this new design was to be much heavier. The Third Succession War had been especially cruel to the Capellan Confederation with the destruction of one of only a few facilities in the Confederation capable of building heavy and assault-class BattleMechs.

The Capellan Science Foundation, in conjunction with its corporate partners, went on to develop not just one, but two, complete prototypes, the 70-ton *Cataphract* and the 90-ton *Linesman*. The lack of suitable production capacity, however, forced the Chancellor to choose between the two designs. Ultimately, Chancellor Liao chose the *Cataphract* simply due to the fact production could be scaled up much more quickly and the design used only readily available components.

Regardless, CTF, working with both Earthwerks Incorporated and Kallon Industries, would produce a total of five 90-ton *Linesman* prototypes by 3018 before being forced to shelve the project. These prototypes were provided to McCarron's Armored Calvary for field testing. The Big MAC would take these prototypes on their famous "Long March" of 3022-3023 were they saw extensive action, including an unexpected engagement against the Davion Brigade of Guards on Beten Kaitos. During the fighting there, the *Linesman* performed with distinction during a two-day long running battle against the Guards.

Two of the *Linesman* 'Mechs were destroyed during the Long March and a third damaged to the point where it could only be used for parts. Of the two surviving prototypes, one was given to Wassili Cherenkow. Originally an Earthwerks technician, circumstances forced Cherenkow into the cockpit of the very 'Mech he was sent to maintain. During the fighting on Beten Kaitos, he performed with such valor that he was later gifted the BattleMech and subsequently joined Romano Liao's personal guard.

The final prototype was returned to Earthwerks Incorporated on Tikonov. However, there have been recent reputable reports that place the remaining prototype *Linesman* at Luthien Armor Works in the Draconis Combine. The Concord of Kapteyn, signed in 3022 and intended to help offset the looming creation of the Federated Commonwealth, is well known to have included a number of technology transfer provisions making it plausible that the project has indeed been handed off to LAW. Lending further credence to this possibility is LAW's recent acquisition of Wells Technology and their assault-class 'Mech production

facility giving them the capability to build such a massive design.

Capabilities

The *Linesman* is designed for heavy fire support. Carrying four Mydron Model D light autocannons gives the 'Mech unsurpassed range and an extremely ammunition-efficient weapon system. These chest-mounted autocannons allow the *Linesman* to engage enemies at the maximum possible distance making it an excellent sniper and direct fire support platform. They are particularly effective against combat vehicles, often disabling them before they are able to get within range of their own weapon systems.

The *Linesman* can provide indirect fire support as well. Equipped with a pair of Delta Dart LRM-15s, each with a two-ton magazine, the *Linesman* is just as dangerous when lobbing salvos of 30 missiles over intervening terrain in support of its lancemates, putting it on par with both the *Crusader* and *Archer*. For short range weapons, it carries a pair of Ceres Arms medium lasers, with one mounted in each arm.

The 90-ton *Linesman* possesses slightly below average speed and armor for an assault-class design. While only carrying twelve heatsinks, the preponderance of low-heat ballistic weapons gives it adequate heat dissipation.

While few specifics are known, what is clear is that much like both the *Vindicator* and *Cataphract*, the *Linesman* utilizes many pre-existing components. The LRM systems along with the targeting and tracking system are commonly found on the *Thunderbolt*, another 'Mech built by Earthwerks Incorporated on Tikonov. The communications suite and medium laser are taken directly from Ceres Metal's *Vindicator* while Kallon Industries on Nanking contributes both the Royalstar armor plating and, in conjunction with Bithinian Ballistics, the Mydron autocannons.

It is likely, however, that the project was shelved due to the GM 270 fusion engine. Used by the ubiquitous *Phoenix Hawk*, it is sole component not produced within the boundaries of the Capellan Confederation.

Variants: None.

Current Manufacturers: None.

Model	Cost	BV	PV
LMN-1PT5	7,818,500	1400	28

Mass: 90 tons
Chassis: Earthwerk PPT 1
Power Plant: GM 270
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar
Armament:

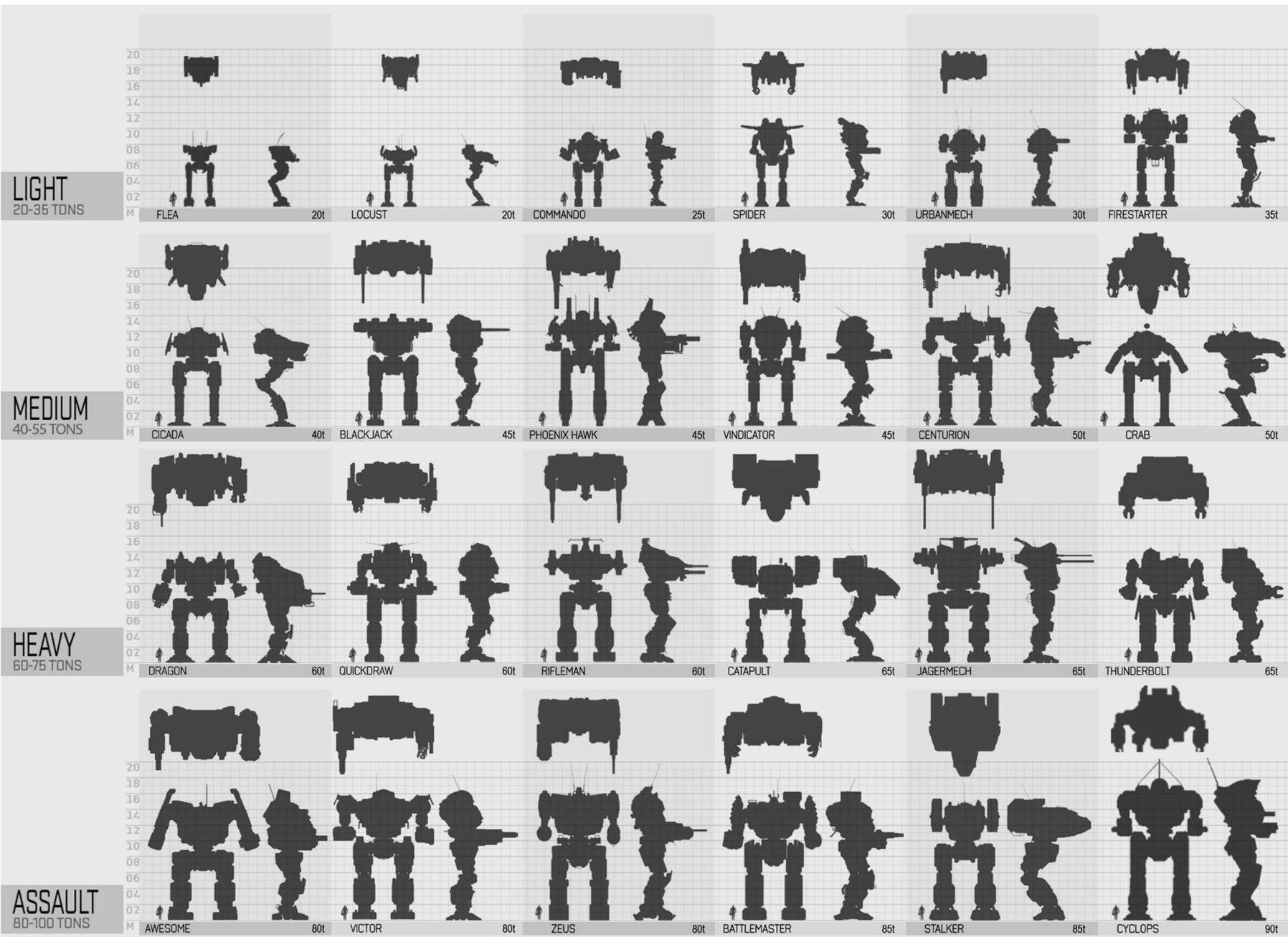
Earthwerks Incorporated
Research and Development Division
CO: Security Chief Anatolyv Ling
Homeworld: Tikonov

4 x Mydron Model D Autocannon
 2 x Delta Dart Long Range Missile 15-Rack
 2 x Ceres Arms Medium Laser
Original Manufacturer: Earthwerks (3018)
Communications System: CeresCom Model 21-Rs
Targeting and Tracking System: RCA Instatrac Mk. X
Quirks: Prototype



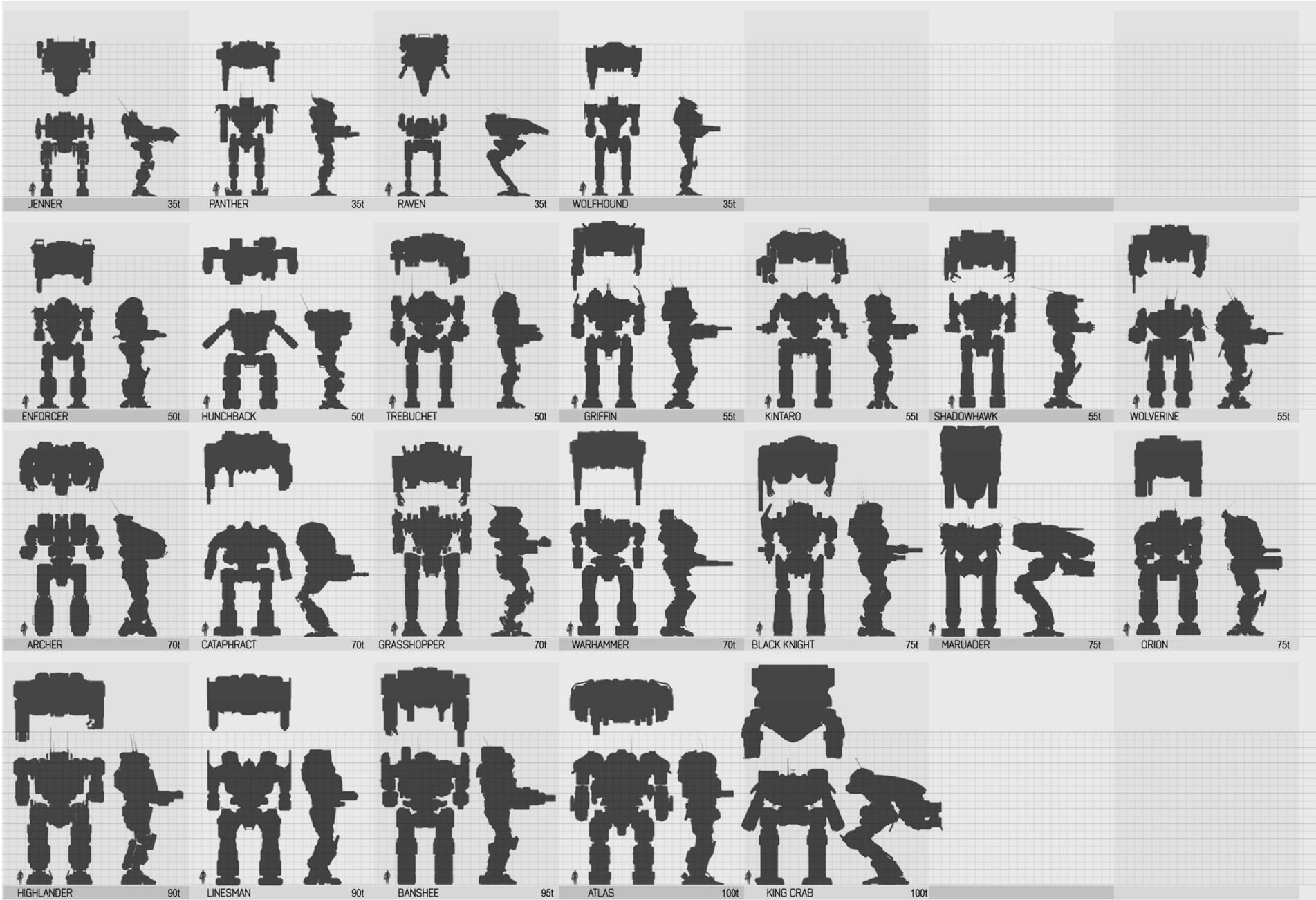
Type:	LMN-1PT5 Linesman		Tons
Tonnage:	90 tons		
Internal Structure:			9.0
Engine:	GM 270		14.5
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	0		
Heat Sinks:	12		2.0
Gyro:			3.0
Cockpit:			3.0
Armor Factor:	200		12.5
	Structure	Armor	
Head:	3	9	
Center Torso:	29	30/9	
Rt./Lt. Torso:	19	28/6	
Rt./Lt. Arm:	15	20	
Rt./Lt. Leg:	19	22	

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	<u>Tons</u>
AC/2	RT	1	6.0
AC/2	RT	1	6.0
Ammo (AC) 45	RT	1	1.0
AC/2	LT	1	6.0
AC/2	LT	1	6.0
Ammo (AC) 45	LT	1	1.0
LRM-15	RT	3	7.0
Ammo (LRM) 16	RT	2	2.0
LRM-15	LT	3	7.0
Ammo (LRM) 16	LT	2	2.0
Medium Laser	RA	1	1.0
Medium Laser	LA	1	1.0

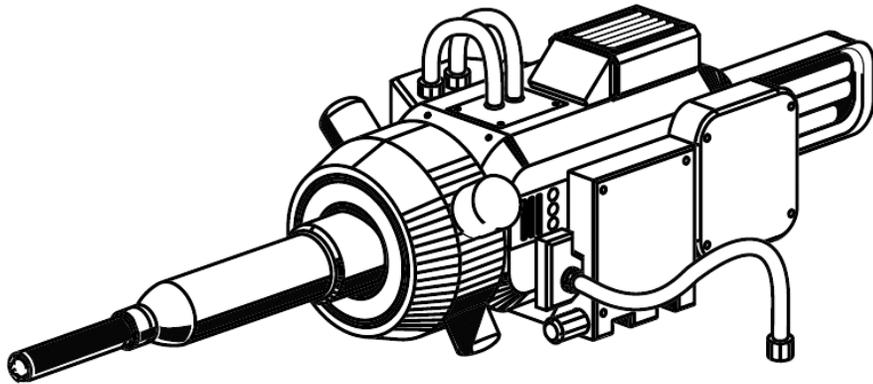


BATTLEMECH SCALE REFERENCE

- Includes Inner Sphere Battlemechs.
- Relative scales displayed with default loadout.
- Silhouettes produced from multiview orthographic projections.



Editor's Note: This is a transcript of a lecture delivered by Dr. Garbald Hansen in 3025 to the faculty of the Tamar War College as part of the college's reopening celebration. The Tamar War College was destroyed by Draconis Combine forces in the early 2900's, reconstruction began in 3017 and finished in 3025. After delivering this lecture, Dr. Hansen was escorted offstage by LIC operatives. He never spoke publicly again.



"The ubiquitous medium laser: A model of efficiency. Weighing a single ton, with a heat index of three, damage rating of five, ton for ton, no other weapon system even comes close in terms of efficacy. But before we get to the true substance of today's lecture, you must be familiar with a number of technical terms.

First of all, the word 'laser' is actually an acronym. It stands for 'Light Amplification by Stimulated Emission of Radiation'. You have all undoubtedly seen the Gaussian beam of light emitted by the military grade lasers found on almost every BattleMech in the Inner Sphere, but today we are going to dig a little deeper into that beam and how it's created.

'Spatial coherence' refers to the ability of a laser to be focused on a given area while 'Collimation' refers to the ability of a beam to retain its integrity over distance. 'Temporal coherence' refers to the ability of a laser to emit light only within a specified spectrum range. 'Irradiance' is measured in watt per square meter and is, effectively, the amount of energy put on a given target surface.

Every laser consists of three major components: An energy source, commonly called the pump, a gain medium, and a series of mirrors that form an optical resonator.

Let's take a look at the Diverse Optics Type 2 medium laser, arguably the oldest laser still in production today. Only 25 years after Skobel MechWorks ushered in the age of the BattleMech with its *Mackie*, the Type 2's predecessor was found on the WSP-1 *Wasp* when it was introduced by General Mechanics in 2464.

Only seven years later, in 2471, production of the WSP-1A *Wasp* began. Armed in part with the Type 2, it remains a common sight on the battlefield over 500 years later. The Diverse Optics Type 2 is currently produced by every Great House with the sole exception of House Kurita. Defiance Industries, Achernar BattleMechs, Kali Yama Weapons Industries, Irian BattleMechs, and Helleport Industrials all manufacture the classic WSP-1A armed with this model.

It is a Diode-pumped solid-state laser, meaning the gain medium is a solid, in this case a neodymium-doped yttrium aluminum garnet crystal rod, abbreviated as Nd:YAG. 'Diode-pumped' refers to the energy source used to power the laser. It is a gross simplification, but you can think of these diodes as extreme versions of the common Light Emitting Diode. Electrical current, usually produced by a fusion engine, powers this pump but other power sources can be used as well. Nd:YAG lasers typically emit light with a wavelength of 1064 nm, which is in the infrared portion of the spectrum. However, other transitions ranging between 940 and 1440 nm are also possible.

Incidentally, this is also where the laser's green color comes from. The infrared light is frequency-doubled using lithium triborate to obtain a wavelength of 532 nm, which you would recognize as 'green'.

Which brings us to the optical cavity, also called a resonating cavity or optical resonator. As we can see here, the optical cavity contains the Nd:YAG rod, aka, the gain medium. On either side of the rod are a series of mirrors. Curved mirrors are placed in tandem to form multiple confocal sections with the rest of the cavity being quasi-collimated using plane mirrors. It is important to note that one of the mirror arrays is highly reflective while the other is only partially reflective. The laser beam you see originates from this partially reflective mirror array.

There are a number of different resonator types. The exact type is determined by the focal length of the mirror and the distance between them. As stated earlier, the Diverse Optics Type 2 uses a confocal arrangement, fairly common among medium class lasers. A concave-convex arrangement is often used in heavier class lasers, while a hemispherical or even plane-parallel configuration can be found among the lighter lasers.

Now lets take a look at the Diverse Optics Type 18 medium laser found on both the familiar *Thunderbolt* and *Archer*. Notice that the Nd:YAG gain medium has been replaced with a Titanium-doped sapphire rod giving it a wavelength in the 660 to 986 nm range, in this case it is tuned for 800 nm, which is in the red portion of the visible light spectrum. Again we see the confocal arrangement in the optical cavity, but notice the pump.

The Type 2 pump source uses relatively simple Double Heterostructure laser diodes consisting of layers of gallium arsenide and aluminum gallium arsenide. The Type 18 improves upon that by adding a layer of indium phosphide between the other two materials creating what is referred to as a Separate Confinement Heterostructure laser diode, a much more efficient arrangement. These SCH diodes are what provide energy to the laser system.

Take a look at the Martell, Defiance B3M and Magna II medium lasers. There are approximately 40 different BattleMech models in production today. Of these, about fifteen, or 40%, all use one of these three medium lasers. They can be found on the *Locust*, *Commando*, *Firestarter*, *Cicada*, *Trebuchet*, *Shadow Hawk*, *Wolverine*, *Rifleman*, *JagerMech*, *Warhammer*, *Marauder*, *Zeus*, *BattleMaster*, *Stalker* and *Atlas*.

And they are all almost identical to the Diverse Optics Type 18 model discussed earlier. Incidentally, the Martell medium laser was first found on the *Ostwar*, a primitive BattleMech developed on Terra by Ostmann Industries in 2470, although it did not enter production until almost 30 years later. This is where the controversy comes in. Given the WSP-1A was developed in 2471, one year after the *Ostwar*,

some academics believe the Martell model is in fact the oldest continuously produced laser in the Inner Sphere, not the Diverse Optics Type 2. Unfortunately, the exact specifications of the medium laser used by the primitive WSP-1 from 2464 are lost to us so there is no way to definitively say whether it carried a Type 2, as the subsequent model did, its prototype, or some other model altogether.

Which segues perfectly into the next medium laser model, the Fuersturm-b also produced by Ostmann Industries on Terra. Found on their *Ostroc*, which debuted in 2511, there are a number of striking differences between it and the models currently in use. The first is the use of an advanced composite ceramic gain medium as opposed to the Nd:YAG or Titanium-doped sapphire in common use today.

But the most interesting difference is in the design of the optical cavity. While it appears to be a confocal configuration, notice the off-axis fixed insertion mirror here and the mobile pickup mirror on the other side. This causes the beam to travel in a circular zigzag path, basically folding the light beam and resulting in a path-length significantly longer than that found in other models. This creates a wavelength of an astounding 1523 nm.

Also, pay particular attention to the pump source. While it also uses laser diodes, the thickness of the active region in the Separate Confinement Heterostructure is so thin it acts as a quantum well. Technically speaking, the Fuersturm-b uses Quantum cascade laser diodes as its pump source. Unfortunately, between the Amaris Civil War and the First Succession War, Ostmann Industries' sole production facility was reduced to ashes and the secrets of the diode manufacture, as well as the composition of the ceramic gain medium, went up in smoke along with it. It is interesting to note, however, that before its destruction Ostmann Industries licensed both its *Ostscout* and *Ostsol* to Kong Interstellar, but, for whatever reasons, both of those models used the Tronel line of lasers as opposed to the Fuersturms.

In fact just three years earlier, in 2774, on Caph, another famous BattleMech manufacturer was reduced to rubble by the excessive violence of the First Succession War: Stormvanger Assemblies, maker of the *Javelin* and *Cyclops* BattleMechs. While the *Cyclops* is best known for its holographic Tacticon B-2000 battle computer and Olmstead 840 tight beam communications systems, it is the Diverse Optics Type 20 medium laser that fascinates me. It is the only Type 20 to have ever been produced.

For those of you who are not familiar with Caph, it was one of the first planets settled by the Terran Alliance and subsequently ended up in the Alliance Core region of the Terran Hegemony. The Caph Institute of Technology was located in the original planetary capital of Brunnel and almost every major weapons manufacturer at the time had a facility on the planet, notably Nirasaki Computers Collective known best for its engineering work on the control systems of the SLDF Space Defense System. New Earth Trading Company, the first true interstellar corporation, maintained a regional headquarters there and it is rumored this is where the artificial intelligence for the Caspar drone ships was designed. General Systems produced the vaunted stealth-equipped *Exterminator* there that was used exclusively by the Royal and Special Forces Commands of the SLDF. Lang Industries, Martinson Armaments, Skobel MechWorks and, of course, the aforementioned Stormvanger Assemblies all had extensive research and manufacturing centers here. Suffice it to say, Caph was likely the most advanced center for military research and development outside of Terra itself.

But, I digress. The Type 20 is revolutionary in two ways. First, the use of an Ytterbium doped glass rod as the gain medium. But second, and most importantly, is the pump source itself. Whereas all of the previous pump sources for the lasers described up to this point have been variations of the laser diode, the Type 20 actually uses a micro laser as its pump source. Note, the idea itself is not revolutionary, but the miniaturization required to assemble this complex apparatus while keeping within the traditional weight and bulk range of medium lasers is nothing short of amazing. The result is that the Type 20 has an optical power output technically placing it within the range of a heavy laser, although it lacks the effective range of its much larger cousins.

Which brings me to the classification of lasers, specifically those lasers found on BattleMechs. We are all familiar with the generic groupings of light, medium and heavy. These classes are defined first by the power output of the laser. Generally speaking, light lasers fall between .8 – 1.5 megawatts, medium between 1.5 and 3.0 MW and heavy lasers fall between 3.0 – 5.0 MW. The power output is then plotted over distance to make the final classification. The overall weight of the laser is also factored in.

The power output is determined by the laser's peak power multiplied by the laser pulse duration. Let's return to the Diverse Optics Type 18 for a moment. The Type 18 has a peak power of 2000 mega joules and a pulse duration of 1 millisecond, giving it a power output of 2.0 MW.

Now here is the Type 20 again. Remember the Type 20 uses a micro laser as its pump source, giving it a peak power of 3000 mega joules while maintaining the same pulse duration resulting in a power output of 3.0 MW.

And here is our old friend, the Fuersturm-b. Its peak power is only 1500 mega joules, however, due the superior heat dissipation properties of the ceramic gain material, it can maintain a pulse duration of twice that of either the Type 18 or Type 20, giving it also a power output of 3.0 MW.

This next one is an Omicron 3000, carried in the right arm of the omnipresent *Stinger*. Introduced only eight years after the WSP-1A *Wasp*, it was originally produced by Earthwerks Incorporated but has since spread throughout the Successor States, including models produced by both Coventry Metal Works and Bergan Industries. This one is remarkable in that it has a peak power of 3000 mega joules, 50% greater than that of the Type 18 and fully twice that of the Fuersturm-b, but it can only maintain a pulse duration of half of a millisecond, giving it the lowest power output of the group and just barely qualifying for the medium bracket at 1.5 MW.

So, when classifying lasers, it is critical to realize that the pulse length can be very short resulting in very high peak powers with relatively low energy, i.e. the Omicron 3000, or can be very long resulting in low peak power and high energy, such as with the Fuersturm-b.

What you are looking at now is a graph. The bottom is distance measured in meters, the vertical axis is power output in megawatts and each colored line corresponds to a specific model medium laser. You can clearly see that both the Diverse Optics Type 2 and the Omicron 3000's power output are the first to begin to drop off. Incidentally, this is just the issue addressed in the later Omicron 4000, found on the *Quickdraw*. Increasing the peak power to 4000 mega joules by switching the type of laser diodes used by the pump, the Omicron 4000 delivers a power output of 2 MW. Diverse

Optics addressed the same shortcoming in their Type 18 model. Notice also the Fuerstrum-b and Diverse Optics Type 20 are the best in class at maintaining power output over distance, with most of the others clustered nicely in between, with one exception.

Are there any *Spider* pilots out there? Well, congratulations. Among all of the medium laser models still capable of being produced by the Inner Sphere, the Aberdovey Mk III is technically the best. Originally manufactured by Newhart Industries, their production lines were all destroyed, the last one in 2776. However, during the collapse of the Terran Hegemony, the Free Worlds League managed to obtain the blueprints for the *Spider*, along with the *Vulcan*, and charged Nimakachi Fusion Products to renew production of the two models at their plants on Lapida II and Tematagi.

The Aberdovey Mk III is remarkable for two reasons, the first having little to do with the technical specifications of the laser itself, but rather its mount. The alignment of the mirrors in the optical cavity is absolutely critical to the efficacy of the laser. As these mirror arrays drift out of alignment, the power output of the laser is negatively impacted. This is often caused by excessive kinetic force, usually the result of taking damage from another weapon system or even jumping, falling or running on rough terrain. The battlefield is full of kinetic energy. However, the Aberdovey features integrated shock absorbers and motion dampeners to assist in maintaining the optimal mirror alignment and hence maintain maximum performance of the entire laser assembly. In addition, special attention has been paid to the optical resonator by hermetically sealing it. This serves as an effective defense against particulates penetrating the cavity and degrading the performance of the laser by causing excessive dispersion of the Gaussian light beam and impacting the laser's collimation. A clever design requiring significantly less maintenance than other models.

As for the laser itself, its spatial and temporal coherence are exceptional. While this model uses the common Nd:YAG gain medium and a traditional confocal optical cavity, it differs from all the others in its use of high pressure Krypton flashtubes as the pump source. While not as efficient as Xenon which is capable of converting 50% of electrical energy into light, the Krypton's spectral-line output in the near-IR range very closely matches the narrow absorption-profile of Nd:YAG. Interestingly enough, the use of Krypton flashtubes also gives the Aberdovey the shortest pulse duration of any medium laser on the market today at .33 milliseconds. However, due to its

spectral purity it can operate at 6000 mega joules peak power, giving it an output of 1.98 MW. It also has an unusually high irradiance due to its relatively narrow band. A fine piece of technology.

At last count, there are at least 19 different models of medium lasers across the 40 or so BattleMech models still in production. Of these, I have only spoken about eight, the other two being out of production. Now, before I move onto the heavy class lasers, I will open the floor for questions."

[Question]

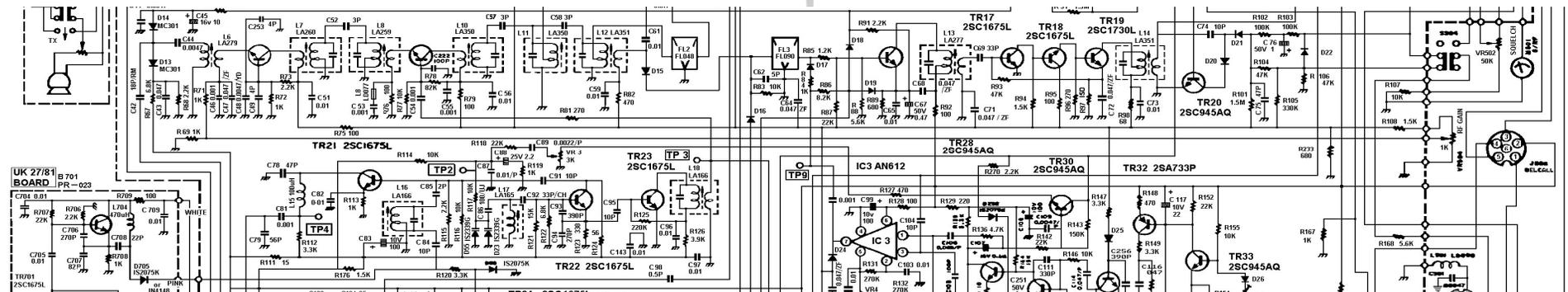
"All of the models I have described thus far operate in a continuous wave mode. Lasers can also be built to operate in a pulsed mode, such as the Star-League era Blakenburg medium pulse or the Defiance P5M medium pulse laser. The beginnings of this can, in fact, be seen in the Aberdovey's use of a Krypton flashtube as a pump source. One of the easiest ways to establish pulse mode operation is to use large capacitors to strobe the Krypton flashtube. That is to say, pulse the pump source itself and the output of the laser will be pulsed as well. There are, of course, others techniques, such as Q-switching, but they are significantly more complex.

Next question."

[Question]

"The increased range of the Star-League era heavy laser was due in large part to the advanced gain medium used inside the optical cavity. Take the Fuerstrum-b discussed earlier. It used a composite ceramic gain medium, the production of which has been lost. However, research is already underway on a Neodymium-doped glass medium, Nd:Glass, that has the potential to remain stable under high energy conditions. In addition, the idea of using another laser as the pump source, such as we saw in the Diverse Optics Type 20, also holds great potential for significantly increasing the energy output. Consider the titanium-sapphire, Ti:Sapphire, laser. Using a light, frequency-doubled Nd:YAG laser as a pump source and a Ti:Sapphire gain medium, the theoretical energy output could potentially result in a significantly less energy loss over distance given high enough collimation. Even more exciting is the possibility of introducing a mode-locked oscillator to the Ti:Sapphire laser."

[Indistinct noises. The recording abruptly ends.]



Weapon Annex

BattleMechs are ideally suited to use energy-based weaponry. Particle cannons and lasers require enormous amounts of power. While conventional military vehicles can also mount these types of weapons, most such vehicles are powered by internal combustion engines rather than the fusion engines found in BattleMechs. Using a conventional engine to power these energy-hungry weapons requires the installation of bulky and heavy power amplifiers and heat sinks. BattleMechs, however, are designed to provide both ample power as well as to deal with the large amounts of waste heat generated by these weapons as every fusion engine features a minimum of ten integral heat sinks. In addition these weapons do not require any ammunition, allowing them to be fired as long as the heat can be effectively dissipated. Since these weapons do not require ammunition, they also eliminate the chance of enemy fire penetrating a magazine and causing a catastrophic ammunition explosion. There are also significant operating and logistical benefits to using energy weapons. Resource strapped units often find themselves spending money on ammunition that could otherwise be allocated to repair and maintenance, and in active war zones it is not unusual for ammunition itself to become scarce.

<u>Energy</u>	<u>Min. Range</u>	<u>Short Range</u>	<u>Medium Range</u>	<u>Long Range</u>	<u>Damage</u>	<u>Heat</u>	<u>Criticals</u>	<u>Weight</u>	<u>Cost</u>
PPC	0m (1) – 180m (3)	181 (4) – 360m (6)	361m (7) – 720m (12)	721m (13) – 1080m (18)	10	10	3	7.0	200,000
Large Laser	-	0m (1) – 300m (5)	301m (6) – 600m (10)	601m (11) – 900m (15)	8	8	2	5.0	100,000
Medium Laser	-	0m (1) – 180m (3)	181m (4) – 360m (6)	361m (7) – 540m (9)	5	3	1	1.0	40,000
Small Laser	-	0m (1) – 60m (1)	61m (2) – 120m (2)	121m (3) – 180m (3)	3	1	1	0.5	11,250
Flamer	-	0m (1) – 60m (1)	61m (2) – 120m (2)	121m (3) – 180m (3)	2	3	1	1.0	7,500

Ballistic weapons fire high-speed, unguided projectiles designed to penetrate armor and cause damage. While they produce far less heat than energy weapons, they are much bulkier, heavier and are dependent on ammunition. However, their design and manufacture are well understood making them both plentiful and easily repairable. Most conventional vehicles carry various caliber autocannons as they do not require any additional power or heat consideration, relying instead on chemical propellants for power. As compared to energy weapons, the lightest autocannon far outranges even the particle cannon, while the heaviest autocannon can deal twice the damage of the PPC albeit at a much shorter range.

<u>Ballistic</u>	<u>Min. Range</u>	<u>Short Range</u>	<u>Medium Range</u>	<u>Long Range</u>	<u>Dam.</u>	<u>Heat</u>	<u>Crits</u>	<u>Weight</u>	<u>Cost</u>	<u>Ammo</u>	<u>Cost/Ton</u>
AC/2	0m (1) – 240m (4)	241m (5) – 480m (8)	481m (9) – 960m (16)	961m (17) – 1440m (24)	2	1	1	6.0	75,000	45	45,000
AC/5	0m (1) – 180m (3)	181m (1) – 360m (6)	361m (7) – 720m (12)	721m (13) – 1080m (18)	5	1	4	8.0	125,000	20	90,000
AC/10	-	0m (1) – 300m (5)	301m (6) – 600m (10)	601m (11) – 900m (15)	10	3	7	12.0	200,000	10	60,000
AC/20	-	0m (1) – 180m (3)	181m (4) – 360m (6)	361m (7) – 540m (9)	20	7	10	14.0	300,000	5	50,000
Machine Gun	-	0m (1) – 60m (1)	61m (2) – 120m (2)	121m (3) – 180m (3)	2	0	1	0.5	5,000	200	1,000

Missile systems come in two basic types, those that utilize long-range missiles and those that carry shorter-range and more powerful missiles. Long range missile packs are among the furthest reaching weapons available, outperformed by only the lightest of autocannons in terms of range and are often used to soften up a target at distance. In addition, they are unique in that they can be fired indirectly without the need for a direct line-of-sight to the target. In such cases, a third party, often another BattleMech or even an infantry spotter, provides targeting information or polar coordinates to the firing unit. While the damage done per missile is relatively modest, this is offset by the large number of missiles that can be launched in a single salvo. The largest LRM launcher can simultaneously fire twenty missiles, while the smallest pack fires only five at a time. As with ballistic weapons, missile systems rely on ammunition driving up operating costs and making the BattleMech and other units that carry them vulnerable to an ammunition explosion. The largest systems take up considerable room and weigh a substantial amount although the heat they generate is still less than that of most energy-based weapons. Ammunition can also be an issue with the larger systems as a full ton of ammunition is only sufficient for six to eight salvos, often necessitating units to carry a large magazine in order to stay on the battlefield without requiring frequent reloading.

Short range missile systems carry significantly more powerful warheads at the cost of reduced range. Launchers are available that fire six, four, or two missiles at a time and even the heaviest SRM pack can fire upwards of fifteen rounds on a single ton of ammunition. Short range missiles are particularly effectively for exploiting existing breaches in a target's armor as they disperse across an area, rather than clustering as with long-range missiles. Unlike long range missiles, short range missiles fire directly rather than using a ballistic launch angle and cannot be used for indirect fire support.

<u>Missile</u>	<u>Min. Range</u>	<u>Short Range</u>	<u>Medium Range</u>	<u>Long Range</u>	<u>Damage</u>	<u>He at</u>	<u>Crits</u>	<u>Weight</u>	<u>Cost</u>	<u>Ammo</u>	<u>Cost/Ton</u>
LRM-20	0m (1) – 360m (6)	361m (7) – 420m (7)	421m (8) – 840m (14)	841m (15) – 1260m (21)	1/missile	6	5	10.0	250,000	6	30,000
LRM-15	0m (1) – 360m (6)	361m (7) – 420m (7)	421m (8) – 840m (14)	841m (15) – 1260m (21)	1/missile	5	3	7.0	175,000	8	30,000
LRM-10	0m (1) – 360m (6)	361m (7) – 420m (7)	421m (8) – 840m (14)	841m (15) – 1260m (21)	1/missile	4	2	5.0	100,000	12	30,000
LRM-5	0m (1) – 360m (6)	361m (7) – 420m (7)	421m (8) – 840m (14)	841m (15) – 1260m (21)	1/missile	2	1	2.0	30,000	24	30,000
SRM-6	-	0m (1) – 180m (3)	181m (4) – 480m (6)	481m (7) – 540m (9)	2/missile	4	2	3.0	80,000	15	27,000
SRM-4	-	0m (1) – 180m (3)	181m (4) – 480m (6)	481m (7) – 540m (9)	2/missile	3	1	2.0	60,000	25	27,000
SRM-2	-	0m (1) – 180m (3)	181m (4) – 480m (6)	481m (7) – 540m (9)	2/missile	2	1	1.0	10,000	50	27,000



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