



CLAN GHOST BEAR

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GHOST BEAR'S LEGACY

INTRODUCTION

The Star League, established in 2571, united the five powers of the Inner Sphere into a treaty of peace and economic cooperation in an attempt to end decades of strife. By the twenty-eighth century, greed and years of peace had overshadowed the hatred of war that had resulted in the League. In 2784, Aleksandr Kerensky, deposed leader of the Star League, assembled his loyal officers and departed from the Inner Sphere on an exodus to begin a new civilization. The destiny of this civilization, its Hidden Hope, was to one day return to the Inner Sphere and reform the Star League.

In 2786, Kerensky founded the five planets of the Pentagon, which would be the refugees' new home. Fifteen years later, tensions among the different peoples again turned into war. After Aleksandr Kerensky's death, his son Nicholas gathered together 800 loyal subjects, who left on another exodus to the cluster world of Strana Mechty, "Land of Dreams." Without the influence of a Kerensky, a two-decade war broke out among the planets of the Pentagon.

On Strana Mechty Nicholas Kerensky restructured his society. He divided his 800 followers into 20 Clans, based on a caste system that placed the warrior at the head of the hierarchy. This is a Clansman's family, he has no other. All allegiance is paid to one's Clan.

The Clans returned to and conquered the planets of the Pentagon, and Kerensky continued to remove all vestiges of Inner Sphere life. He established a eugenics program through which all those of the warrior caste, the leaders of Clan society, are created through genetic manipulation of the original members of themselves in battle. Freeborns, those not genetically created, are reviled.

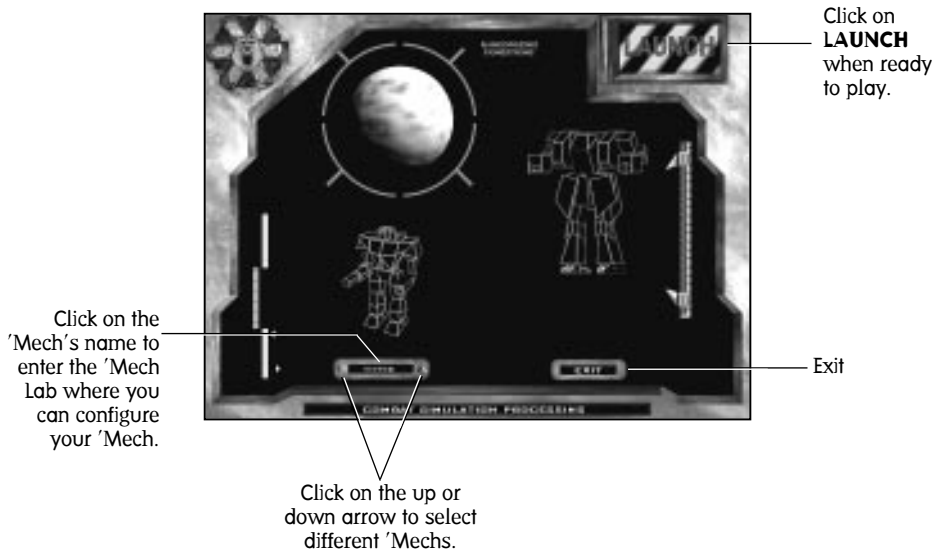
Now, in 3058, the Clans are in the midst of an invasion to retake the Inner Sphere and take back their rightful place as heads of the Star League. Each of the Clans strives to be the first to take Terra, the cradle of the species. Although the Clans are presently bound by a truce, they await the time when they will be able to resume their attack on those planets closest to Terra. Clan Ghost Bear, the mightiest of Kerensky's warriors, must head the Clans' return home.

NON-COMBAT PROTOCOL

COMBAT SIMULATOR

When you're in the Ice Clan Hall, the opening to the right leads to the Combat Simulator, where you have four choices.

Note: These missions are randomly generated by the computer. You may use the 'Mech of your choice, customizable in the 'Mech Lab.



MISSION COMPUTER

Click on **DETAILS** to get additional information about what's happening in the universe around you.

The **BREIFING** section gives written details about your mission.

The **LAUNCH** button will get you started on your mission.

The **LOGOFF** button will take you back to where you were before you came to the computer.



The **INTELLIGENCE** section gives you a communicate from Headquarters. Click on **VIEW** to play it.

STARMATES

The **'MECH PLANT** section allows you to modify your 'Mech.

NOTE: You cannot choose 'Mechs when you are out on a mission; you can only do so when you are at the Ice Clan Hall home base. Choose wisely.

SELECTING A 'MECH

You can only change 'Mechs when you are at the Ice Clan Hall home base; you cannot do so when you are out on missions, although you may configure your 'Mech before every mission. To enter the 'Mech Lab, click on the name of the 'Mech.

NEW WEAPON SYSTEMS

In addition to all the weapons available in MechWarrior 2, Ghost Bear's Legacy provides these new weapon systems for your use.

ANTI-MISSILE SYSTEM

The anti-missile system is a rapid-fire, point-defense machine gun capable of tracking, engaging, and destroying incoming missiles. While very effective, the system's primary drawback is its high ammunition consumption. When a salvo of missiles attacks any BattleMech equipped with an anti-missile system, the system automatically engages the salvo before they can hit the protected 'Mech. An anti-missile system may be turned on or off by pressing **Ctrl-A**.

ARROW IV MISSILE ARTILLERY

The Arrow IV is a stand-alone missile system designed to deliver long-range salvos. The Arrow system uses the area-saturation missile, which attacks an area rather than a specific target, inflicting massive explosive damage to any object within a 45-meter blast radius.

FLAMER

The flamer is a short-range energy weapon that taps into the superheated plasma of the BattleMech's fusion reactor. The flamer causes a great deal of heat to buildup on the target but it also causes a large heat build-up in the 'Mech that is using it. Therefore, caution should be exercised when using this weapon system.

INFERNO MISSILES

Inferno missiles are special-purpose missiles designed to affect the heat level of enemy BattleMechs. Inferno missiles come in guided and dumb-fire modes and operate the same as SSRM-2 and SRM-2 systems.

NARC MISSILE BEACON

The Narc missile beacon is a heavily modified missile launcher that fires special missiles, called pods, made up of powerful homing beacons mounted behind a magnetic head. If the missile hits its target, the pod broadcasts a homing signal for any friendly missile systems equipped to receive Narc transmissions. Once established, the signal lock cannot be broken and the Narc cannot be destroyed.

TORPEDOES

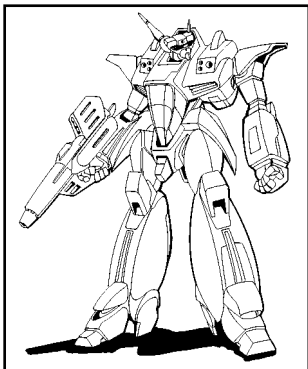
Torpedoes are maritime versions of regular short- and long-range missiles. Units equipped with torpedo racks may not use normal missile ammo, and missile racks may not use torpedo ammunition.

WEAPONS & EQUIPMENT

WEAPON TYPE	HEAT	DAMAGE	RANGE (IN METERS)	TONNAGE	CRITICAL	AMMO (PER TON)
ER Laser (Lg)	12	10	1019	4	1	—
ER Laser (Med)	5	7	510	1	1	—
ER Laser (Sm)	2	5	255	0.5	1	—
ER PPC	15	15	746	6	2	—
Pulse Laser (Lg)	10	10	815	6	2	—
Pulse Laser (Med)	4	7	408	2	1	—
Pulse Laser (Sm)	2	3	204	1	1	—
Gauss Rifle	1	15	1820	12	6	8
LB 2-X AC	1	2	800	5	8	45
LB 5-X AC	1	5	700	7	4	20
LB 10-X AC	2	10	600	10	5	10
LB 20-X AC	6	20	450	12	9	5
Machine Gun	0	2	175	0.25	1	200
Ultra AC/2	1	2	700	5	2	45
Ultra AC/5	1	5	600	7	3	20
Ultra AC/10	3	10	500	10	4	10
Ultra AC/20	7	20	400	12	8	5
SRM-2	2	2/missile	497	0.5	1	50
SRM-4	3	2/missile	497	1	1	25
SRM-6	4	2/missile	497	1.5	1	15
Streak SRM-2	2	*	497	1	1	50
Streak SRM-4	3	*	497	2	1	25
Streak SRM-6	4	*	497	3	2	15
LRM-5	2	1/missile	1000	1	1	24
LRM-10	4	1/missile	1000	2.5	1	12
LRM-15	5	1/missile	1000	3.5	1	8
LRM-20	6	1/missile	1000	5	4	6
Narc Missile Beacon	0	NA		2	1	6
Torpedo						
Inferno SRM-2	2	2/missile	497	0.5	1	50
Inferno SSRM-2	2	*	497	1	1	50
Arrow IV System	10	20/10		12	12	5

DIAGRAMS OF THE BATTLEMECHS (PRIMARY CONFIGURATIONS)

INCUBUS



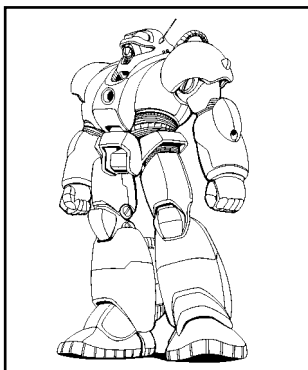
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
ER Large Laser	RA	1	4
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LA	1	0.5
Machine Gun	H	1	0.25
Ammo (MG) 400	CT	2	2

Mass: 30 tons
 Chassis: Endo Steel
 Power Plant: 270 XL
 Cruising Speed: 97.2 kph
 Maximum Speed: 138.6 kph
 Jump Jets: None
 Jump Capacity: None
 Armor: Ferro-Fibrous
 Armament:
 2 Extended Range Medium Lasers
 1 Large Pulse Laser
 5 Machine Guns
 Manufacturer: Unknown
 Communications System: Unknown
 Targeting and Tracking System: Unknown

HORNED OWL



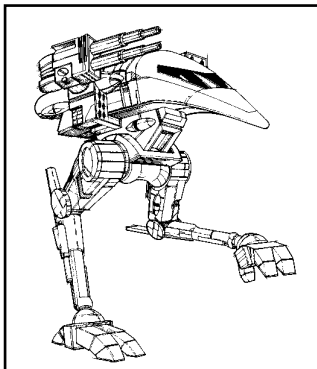
Mass: 35 tons
 Chassis: Endo Steel
 Power Plant: 210 Standard
 Cruising Speed: 60.9 kph
 Maximum Speed: 97.2 kph
 Jump Jets: 6
 Jump Capacity: 180 meters
 Armor: Ferro-Fibrous
 Armament:
 1 Large Pulse Laser
 2 Medium Pulse Lasers
 Manufacturer: Unknown
 Communications System: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	13
Center Torso (rear)		6
R/L Torso	8	10
R/L Torso (rear)		4
R/L Arm	6	9
R/L Leg	8	11

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Large Laser	CT	2	6
Medium Laser	LA	1	2
Medium Laser	RA	1	2
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	RT	1	0.5
Jump Jet	LT	1	0.5

I.S. RAVEN



	Internal Structure	Armor Value
Head	3	6
Center Torso	11	11
Center Torso (rear)		4
R/L Torso	8	11
R/L Torso (rear)		3
R/L Arm	6	8
R/L Leg	8	8

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
SRM-6	RT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
NarcBeacon	LA	2	3
Narc Pods (6)	LT	1	1

Mass: 35 tons

Chassis: Hellespont Type R

Power Plant: Hermes 210 XL

Cruising Speed: 64.8 kph

Maximum Speed: 90.7 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Ferro-Fibrous
with CASE

Armament:

1 Harpoon-6 SRM Launcher

2 Ceres Arms Medium Lasers

1 Apple Churchill Guiding Light

Narc Beacon

Manufacturer: Hellespont Industries

Primary Factory: Sian

Communications System: Ceres Metals

Model 666 with Guardian Electronic

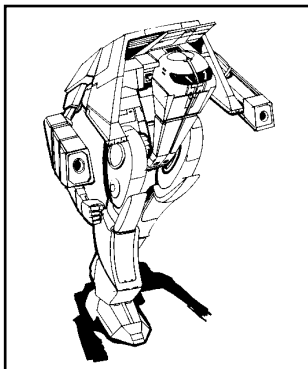
Counter-Measures

Targeting and Tracking System: Apple

Churchill 2000 with Beagle Probe and

442x Target Acquisition Gear

PHANTOM



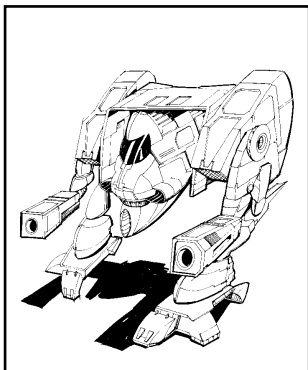
Mass: 40 tons
 Chassis: Endo Steel
 Power Plant: 360 XL
 Cruising Speed: 97.8 kph
 Maximum Speed: 138.2 kph
 Jump Jets: None
 Jump Capacity: None
 (in standard configurations)
 Armor: Ferro-Fibrous
 Armament: 6.5 tons pod space available
 Manufacturer: Unknown
 Communications System: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	12
Center Torso (rear)		8
R/L Torso	10	11
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	13
CASE in all appropriate locations		

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
ER Medium Laser	RA	1	1
LRM-5	LA	1	1
Ammo (LRM) 24	LA	1	1
Ammo (LRM) 48		2	2
ER Small Laser	LT	1	0.5

LINEBACKER



Mass: 65 tons
 Chassis: Endo Steel
 Power Plant: 400 XL
 Cruising Speed: 66 kph
 Maximum Speed: 99.5 kph
 Jump Jets: None
 Jump Capacity: None (in standard configurations)
 Armor: Ferro-Fibrous
 Armament: 17.5 tons pod space available
 Manufacturer: Unknown
 Communications System: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	23
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		9
R/L Arm	10	20
R/L Leg	15	24
CASE in all appropriate locations		

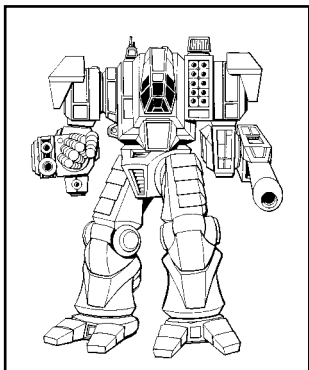
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
ER PPC	RA	2	6
SRM-4 Streak	RT	1	2
Ammo			
(SRM Streak) 25	RT	1	1
ER PPC	LA	2	6
LRM-5	LT	1	1
Ammo (LRM) 24	LT	1	1
ER Small Laser	RT (R)	1	0.5

Capabilities

The Linebacker's increased speed means it carries less armament, but those weapons it does carry, along with its speed, make it a formidable foe on the battlefield. In its standard configuration, the Linebacker punishes threats from a distance. Enemies that do not succumb to its energy weapons or run away from its missile barrage are taken care of by its heavier compatriots.

GRIZZLY



Mass: 70 tons
 Chassis: Endo Steel
 Power Plant: 280 Standard
 Cruising Speed: 43.2 kph
 Maximum Speed: 64.8 kph
 Jump Jets: 4
 Jump Capacity: 120 meters
 Armor: Standard
 Armament:

- 1 Gauss Rifle
- 1 LRM-10 Launcher
- 1 Large Pulse Laser
- 1 Medium Pulse Laser
- 1 Small Pulse Laser

Manufacturer: Unknown
 Communications Systems: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	31
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	27

Primary Weapons Configuration

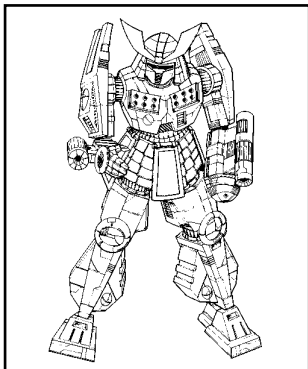
Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
Small Pulse Laser	LA	1	1
LRM-10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Capabilities

The Grizzly is used by PGC commanders for roles that other Clans would fill with Summoners and Hellbringers. The 'Mech's heavier armor and standard engine give it a much higher survival rate, which is fortunate because it is difficult to repair. The Grizzly has layers of sloped armor that tend to lodge in place when damaged, and its bulky leg actuators are apparently unique and hard to obtain.

The Grizzly mounts a deadly array of weapons, featuring a massive Gauss rifle in the right arm. The 'Mech's left arm sports a trio of pulse lasers similar to, but smaller than, the array featured in Configuration D of the Executioner. The 'Mech's long-range firepower is supplemented by a ten-pack of long-range missiles in the right torso.

I.S. HATAMOTO-CHI



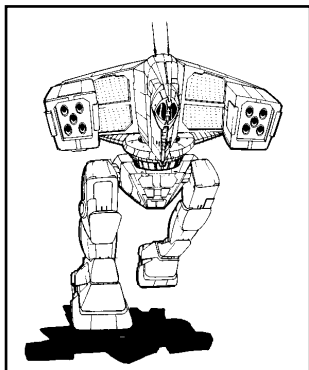
Mass: 80 tons
 Chassis: Earthwerks VOL Endo Steel
 Power Plant: Pitban 320
 Cruising Speed: 43 kph
 Maximum Speed: 65 kph
 Jump Jets: None
 Jump Capacity: None
 Armor: Mitchell Argon Ferro-Fibrous
 with CASE
 Armament:
 2 Tiegart Particle Cannon
 2 Bical-6 SRM Launchers
 Manufacturer: Maltex Corporation
 Primary Factory: Errai
 Communications System: Colmax 90
 Targeting and Tracking System: Garret D2j

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	34
Center Torso (rear)		16
R/L Torso	17	25
R/L Torso (rear)		9
R/L Arm	13	26
R/L Leg	17	34

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
PPC	LA	3	7
PPC	LA	3	7
SRM-6	RT	2	3
SRM-6	LT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	0.5
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5

NAGA



Mass: 80 tons
 Chassis: Endo Steel
 Power Plant: 400 XL
 Cruising Speed: 54 kph
 Maximum Speed: 86.4 kph
 Jump Jets: None
 Jump Capacity: None (in standard configurations)
 Armor: Standard
 Armament:
 2 Arrow IV Missile Artillery Systems
 7.5 tons-pod space available (including Arrow ammo)
 Manufacturer: Unknown
 Communications System: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	17
Center Torso (rear)		10
R/L Torso	17	15
R/L Torso (rear)		9
R/L Arm	13	14
R/L Leg	17	16

CASE in all appropriate locations

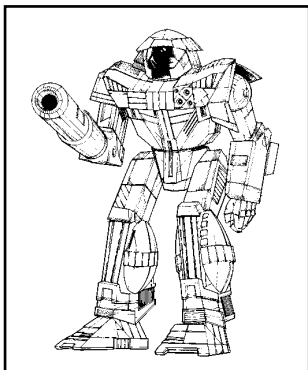
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Arrow IV System	RA/RT	12	12
Ammo (Arrow) 15	RT	3	3
ER Small Laser	RT	1	0.5
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 15	LT	3	3
ER Small Laser	LT	1	0.5
ER Small Laser	CT	1	0.5

Capabilities

The Naga was developed to deliver a sustained barrage of artillery missiles. The OmniMech's standard configuration best fulfills this mission by carrying six tons of missiles, assuring that it will be able to support its Cluster mates through all but the longest battle. However, the standard configuration Naga is the most defenseless in a short-range battle, with only three small lasers to ward off any enemy that manages to come close.

I.S. VICTOR



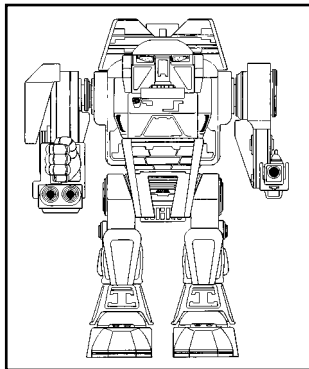
Mass: 80 tons
 Chassis: Alshain Class 920 Endo Steel
 Power Plant: Pitban 320
 Cruising Speed: 43.2 kph
 Maximum Speed: 64.8 kph
 Jump Jets: Lexington Ltd. Lifters
 Jump Capacity: 120 meters
 Armor: Durallex Heavy with CASE
 Armament:
 1 Dragon's Fire Gauss Rifle
 2 Victory Heartbeat Medium Pulse Lasers
 1 Telos-4 Short-Range Missile Delivery System
 Manufacturer: Independence Weaponry, HildCo Interplanetary
 Primary Factory: Quentin (Independence), St. Ives (HildCo)
 Communications System: Sipher Security Plus
 Targeting and Tracking System: Matabushi Sentinel

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	20
R/L Torso (rear)		10
R/L Arm	13	15
R/L Leg	17	20

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	RA	7	15
Ammo (Gauss) 30	RT	2	2
CASE	RT	1	0.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
SRM-4	LT	1	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	0.5
Jump Jets	CT	2	2
Jump Jets	RL	1	1
Jump Jets	LL	1	1

EXECUTIONER



Mass: 95 tons
 Chassis: Standard
 Power Plant: 400 XL
 Cruising Speed: 43.2 kph
 Maximum Speed: 64.8 kph
 Jump Jets: 6
 Jump Capacity: 120 meters
 Armor: Ferro-Fibrous
 Armament: 26.25 tons of pod space available
 Manufacturer: Unknown
 Communications System: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	37
Center Torso (rear)		9
R/L Torso	20	20
R/L Torso (rear)		8
R/L Arm	16	22
R/L Leg	20	28

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	LA	6	12
Double Heat Sink	LA	2	1
CASE	LA	0	0
Ammo (Gauss) 16	LT	2	2
ER Large Laser	RA	1	4
ER Large Laser	RA	1	4
Double Heat Sink (2)	RA	4	2
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0

Capabilities

Most Clan MechWarriors who pilot Executioners choose the exceptional firepower of the Gauss. It combines with the pair of large lasers to deliver harsh punishment to opposing 'Mechs.

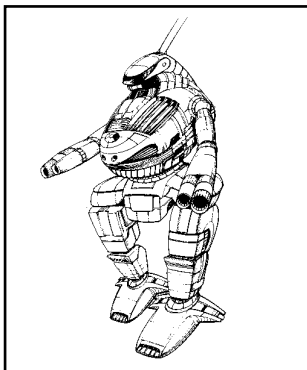
For extended missions where ammunition might become a factor, the Clans normally outfit the Executioner with three large pulse lasers in the left arm and four extended-range medium lasers in the right. The Executioner's 14 double heat sinks allow it to use this array of lasers and still keep its heat under control.

Somewhat similar in performance to the standard version is model B, which carries the huge Ultra-20 Autocannon in the left arm and an extended-range particle projection cannon in the right. A small laser and anti-missile system round out its weaponry.

The fire-support version of the Executioner is relatively uncommon. Its most distinguishing feature is the enhanced targeting for all its weapons systems.

A highly unusual design for the Executioner has also been spotted on Pinnacle. It features a stack of two SRM-6 launchers affixed to its left arm. The right arm is a large triangular pod with a large pulse laser at the top, a row of three medium pulse lasers below it, and a row of five small pulse lasers at the bottom. This configuration has no hand, of course, and also requires the removal of the lower arm actuator.

I.S. ANNIHILATOR



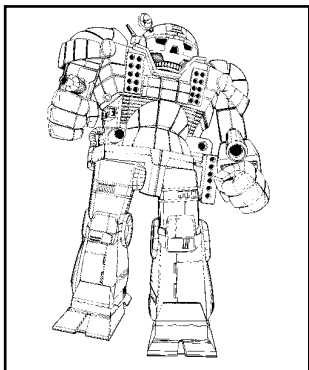
Mass: 100 tons
 Chassis: Star League MN-01
 Power Plant: Nissan 200
 Cruising Speed: 22 kph
 Maximum Speed: 32 kph
 Jump Jets: None
 Jump Capacity: None
 Armor: Starshield Special-b with CASE
 Armament:
 4 Mydron Excel LB 10-X Autocannon
 4 Magna 400P Medium Pulse Lasers
 Manufacturer: Unknown
 Communications System: Garret T19-G
 Targeting and Tracking System: Wasat
 Aggressor Type 5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	25
Center Torso (rear)		10
R/L Torso	21	21
R/L Torso (rear)		9
R/L Arm	17	24
R/L Leg	21	24

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
LB 10-X	RA	6	11
LB 10-X	LA	6	11
LB 10-X	RT	6	11
LB 10-X	LT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	CT	1	2

I.S. ATLAS

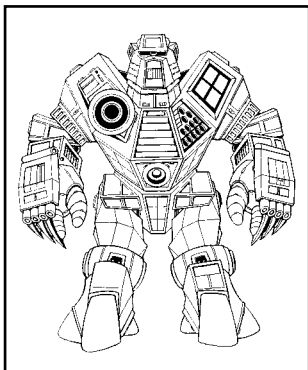


Mass: 100 tons
 Chassis: Foundation Type 10X
 Power Plant: Hermes 300 XL
 Cruising Speed: 32.4 kph
 Maximum Speed: 54 kph
 Jump Jets: None
 Jump Capacity: None
 Armor: Durallex Special Heavy with CASE
 Armament:
 1 Dragon's Fire Gauss Rifle
 1 Shigunga Long Range Missile 20-Rack
 2 Victory Nickel Alloy Extended-Range Large Lasers
 2 Victory Heartbeat Medium Pulse Lasers
 1 Yori Flyswatter Anti-Missile System
 Manufacturer: Yori Mech Works,
 Independence Weaponry
 Primary Factory: Na'ir (Yori), Quentin
 (Independence)
 Communications System: Sipher Security Plus
 Targeting and Tracking System: Matabushi Sentinel

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Gauss Rifle	RT	7	15
Ammo (Gauss) 30	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
Med. Pulse Laser	CT (R)	1	2
Med. Pulse Laser	CT (R)	1	2
Anti-Missile System	LT	1	0.5
Ammo			
(Anti-Missile) 12	LT	1	1
CASE	RT	1	0.5



Mass: 100 tons
 Chassis: Endo Steel
 Power Plant: 400 XL
 Cruising Speed: 43.2 kph
 Maximum Speed: 64.8 kph
 Jump Jets: None
 Jump Capacity: None
 Armor: Standard
 Armament:
 1 Ultra-20 Autocannon
 2 Streak SRM-6 Launchers
 8 Extended-Range Medium Lasers
 1 Extended-Range Large Laser
 Manufacturer: Unknown
 Communications Systems: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	40
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	32
R/L Leg	21	34

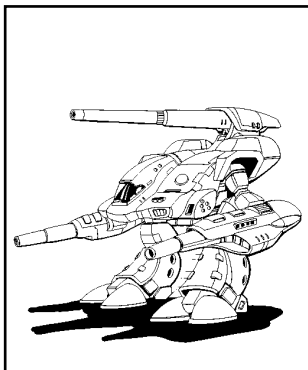
Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Ultra AC/20	RT	8	12
Ammo (Ultra AC/20) 10	RT	2	2
ER Large Laser	CT	1	4
2 Streak SRM-6s	LT	3	6
Ammo (Streak SRM-6) 30	LT	2	2
4 ER Medium Lasers	RA	4	4
4 ER Medium Lasers	LA	4	4

Capabilities

Though never observed in action, certain assumptions about the Kodiak's performance can be made based solely on its weapon load. A devastating Ultra-20 autocannon occupies the entire right side of its torso. Opposite the autocannon is a pair of Streak SRM-6 launchers. Combined, these weapons provide ample close-in firepower but lack the ammunition to fight an extended battle. Designers probably disregarded this factor since the 'Mech is intended for garrison use close to supply lines. Above each hand is a claw-like array of four extended-range medium lasers, giving the Kodiak impressive hitting power even if it runs completely out of ammunition. Supplementing these weapons is a single ER large laser mounted in the torso directly beneath the engine. Likely added as an afterthought, this weapon gives the 'Mech a single shot at long range, but generates too much heat to be used once the enemy closes in.

STONE RHINO



Mass: 100 tons
 Chassis: Standard
 Power Plant: 300 Standard
 Cruising Speed: 32.4 kph
 Maximum Speed: 54.0 kph
 Jump Jets: 3
 Jump Capacity: 90 meters
 Armor: Standard
 Armament:
 2 Gauss Cannon
 2 Large Pulse Lasers
 1 Small Pulse Laser
 Manufacturer: Unknown
 Communications Systems: Unknown
 Targeting and Tracking System: Unknown

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		15
R/L Torso	21	27
R/L Torso (rear)		14
R/L Arm	17	32
R/L Leg	21	36

Primary Weapons Configuration

Weapons & Ammo	Location	Critical	Ton
Large Pulse Laser	LA	2	6
Large Pulse Laser	RA	2	6
Gauss Cannon	LT	6	12
Ammo (Gauss) 16	LT	1	2
CASE	LT	0	0
Gauss Cannon	RT	6	12
Ammo (Gauss) 16	RT	1	2
CASE	RT	0	0
Small Pulse Laser	H	1	1
Jump Jet	RL	1	2
Jump Jet	LL	1	2
Jump Jet	CT	1	2

Capabilities

The Stone Rhino weighs in at a massive 100 tons, comparable to the largest 'Mechs ever manufactured. While such machines bring awesome firepower to the battlefield, ultimately, commanders cannot use them effectively because they cannot afford to lose one.

The Stone Rhino features twin Gauss cannons, a large pulse laser mounted in each arm and an almost superfluous small pulse laser. The arm-mounted weapons feature retractable shock-absorbing cowls covering the barrels which allow the pilot to use the arms as battering rams without damaging the delicate laser assemblies.

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