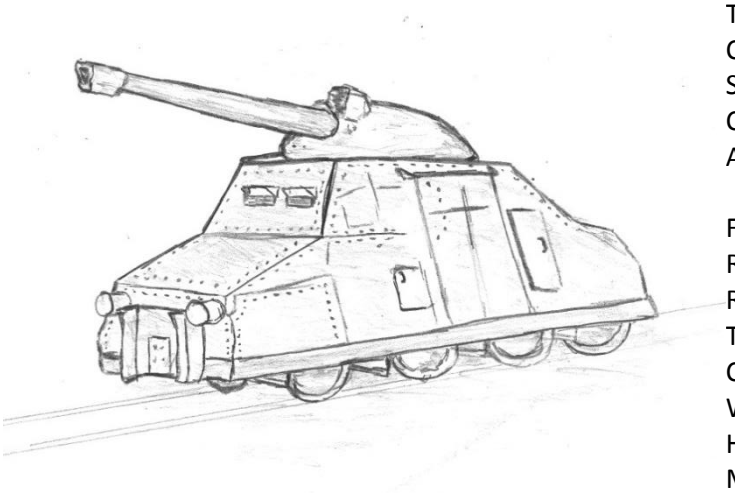
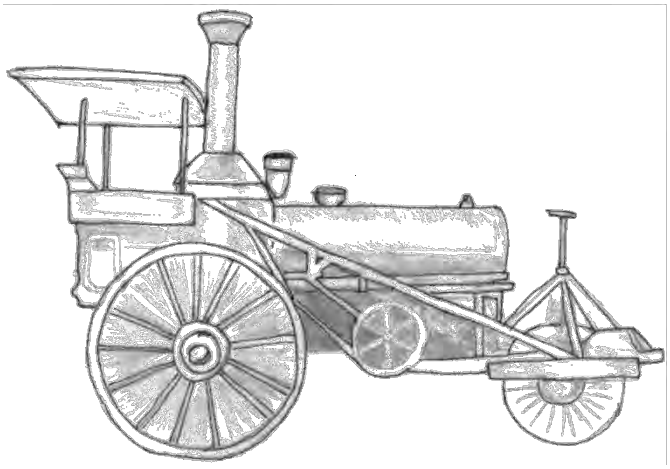


Armored Rail Car
Tonnage: 30 tons
Crew: 5
Steam Engine
Cruise: NA Flank: NA
Armor: BAR 8

	IS	Armor
Front	3	9
Right/Left	3	9
Rear	3	9
Turret	3	22

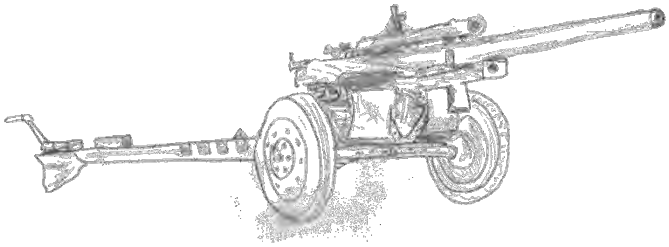
Controls: Basic
Weapons:
Heavy Rifle (Turret)
MG (Turret)
3 tons Heavy Rifle Ammo
.5 tons MG Ammo



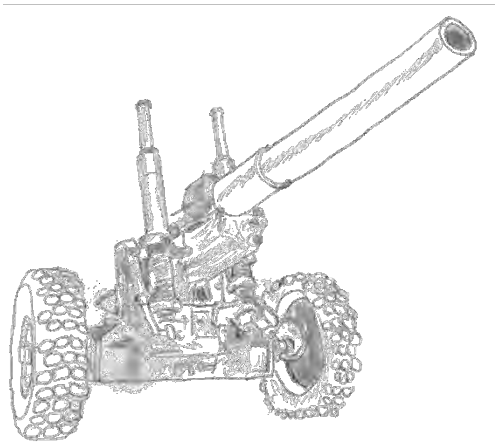
Steam Tractor
Tonnage: 8 tons
Crew: 1
Steam Engine
Cruise: 1 Flank: 2
Armor: BAR 4

	IS	Armor
Front	1	2
Right/Left	1	2
Rear	1	2

Weapons:
3 tons industrial equipment (planters, reapers, threshers, etc.)



"Triple" 3 Inch Naval Gun
Type: Area Effect, Explosive
Damage: 10/2
Heat: 10
Range: 7 Maps
Ammo/Ton: 12
Weight: 10 tons

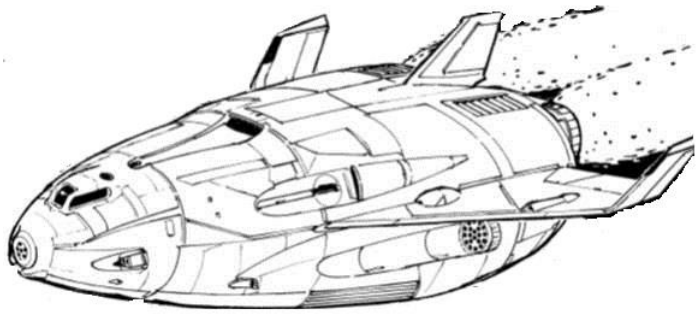


"Fiver" 5 Inch Naval Gun
Type: Area Effect, Explosive
Damage: 20/10
Heat: 20
Range: 21 maps
Ammo: 4/ton
Weight: 40 tons

The Goose Drop Shuttle
Type (Shape): Military Spheroid
Tech Base: Inner Sphere
Mass: 200 tons
Structural Integrity: 9
Height: 24m Length: 22m Width: 22m
Engine (Type): Custom
Safe Thrust: 3g Maximum Thrust: 4.5g
Fuel: 10 tons Burn Rate: 1.84/day
Armament: 3 x ER PPC
Armor: 10 tons Heavy FerroAluminum (198 pts, 51 nose, 49 ea. Left, Right, Rear)
Heat Sinks: 23 double heat sinks (46 points heat dissipation)
Crew: 4 (2 steerage quarters)
Cargo: 65 tons cargo

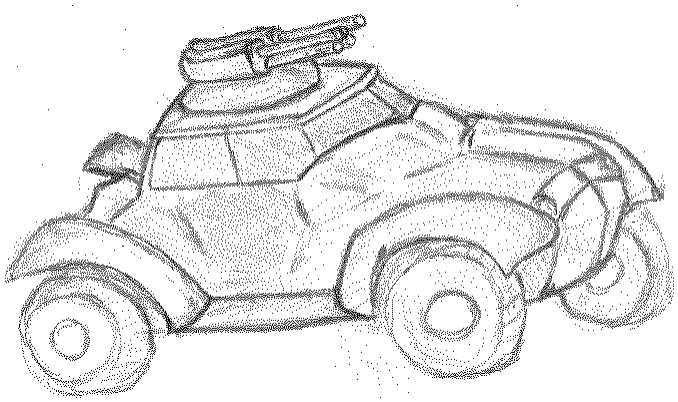
"The Goose" (Also known as the "Flying Pencil") is a custom military-grade dropshuttle commissioned by Hasporn Technologies as a custom resupply vessel for their operations on Caldwell.

Relatively well armored and extremely fast for a small craft, "The Goose" is able to outrun many of the older fighters in Successor State inventories, but this comes at the expense of payload. The Goose has 6 Bay doors that are 11 meters tall and 8 meters wide and lead into a single, customizable cargo hold. 6 Halley-Randolph engines ring the hexogenal shaped dropshuttle. A four meter tall section containing control equipment and fuel tanks makes up the first level of the drop shuttle, with the second level made up of a 14 meter tall cargo area. The highest level is comprised of the bridge and the crew's living quarters. Because of the layout of the dropshuttle, it is possible to transport battlemechs in the dropshuttle, but the battlemechs cannot be taller than 10 meters (generally restricting battlemechs to no more than 40-45 tons). When making a run to Caldwell, the cargo bay contains an additional fuel tank with 19 tons of fuel. This reduces cargo capacity to 45 tons.



Modified Vampire Dropship
Type (Shape): Military Aerodyne
Tech Base: Inner Sphere
Mass: 400 tons
Structural Integrity: 11
Height: 9.5m Length: 42m Width: 28m
Engine (Type): Custom
Safe Thrust: 3g Maximum Thrust: 4.5g
Fuel: 38 tons Burn Rate: 1.84/day
Armament: 8 Medium Lasers (2 each facing)
Armor: 25 tons Standard (pts, 134 nose, 109 ea. Left & Right, 92 Rear)
Heat Sinks: 12 double heat sinks (24 points heat dissipation)
Crew: 6 (6 steerage quarters)
Cargo: 112 tons cargo

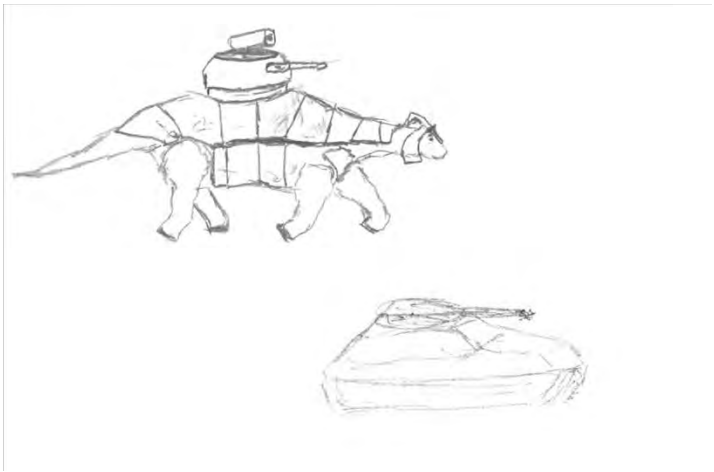
Originally, Hasporn Technologies utilized a heavily modified Vampire Dropship to resupply their base. Unfortunately, this dropship was not fast enough to regularly escape the aerospace fighters on planet, and the dropship was under armed as well. The "Goose" was an effective replacement, but the Vampire was kept in the event of a major operation…it is possible that inserting the player characters on planet is a major operation.
The tallest mechs that can be transported in this vehicle are 8.5 meters (generally no heavier than 25-30 tons).



Growler Armored Car
Mass: 4500 kg
Chassis Modifications: Armored, Off-road, Tractor, Environmentally Sealed
Engine: Fusion
Crew: 2, Ejection Seats
Engine Type: Fusion
Cruise Speed: 11 Flank Speed: 17
Armor: BAR 10

	IS	Armor Points
Front	1	4
Right/Left Side	1	2
Rear	1	1
Turret	1	4

Controls: Advanced
Weapons:
2 x Support Laser, Heavy (Turret) (D: 3, 5/10/15)
2 x Machinegun (Support) (Turret) w/400 bursts (D: 2, 2/4/6)



Armored Lummox
Unique among the few of the farmers of Region 7 in the FFR, the Armored Lummox is closer to an armored vehicle than an infantry mount. Each Armored Lummox has its own custom armor and is "crewed" by a driver and 2 gunners. These animals have been selected for their size, stamina, strength, and demeanor.
Mass: 8000 kg
Cruise Speed: 2 Flank Speed: 3 (can be maintained for up to 8 turns before requiring several turns of rest); the Armored Lummox can move laterally similar to a side slip.
Armor: BAR 5* Any damage that breaches the armor and inflicts a critical hit will wound the animal enough to incapacitate it. Any damage to the I.S. will likely kill the animal. This is not the case for the "turret"; damaging the turret will affect the weapons and the human crew.

	I.S.	Armor
Front (Head)		3
Right/Left Side		5
Rear		2
Body	1	
Turret	1	4

Controls: None
Weapons:
Semi-Portable MG (D: 1, 1/2/3) 240 shots
Heavy SRM Launcher (D:1, 2/4/6) 10 shots

Vishniki's Screamer
Mass: 12-18 kg
Attributes (S/B/D/R/L/W/E): 3/3/2/8/4/4/4
Size Class:
BAR (M/B/E/X):
Damage (AP/BD):
Move (W/R/S):
Traits: Aggressive, Offensive Adaptation: Sonic Stun, Offensive Adaptation: Fangs and Claws
Skills: Animelee +3, Climbing +4
Vishniki's Screamer is an arboreal animal that has adapted to the tall forests on the planet. The animal hunts in groups of 12-24 that attack their prey sonically, hopefully stunning the victim until the pack can subdue and kill the victim. This system of attacks is pretty effective against large prey and it is not unheard of for a pack of 'Screamers' to take down a full-grown, adult Lummox.

The scream of a Vishniki's Screamer is a sonic attack that is roughly as powerful as the attack by a sonic stunner. In a pack, multiple Screamers will attack the target and, occasionally, the target will suffer significant internal damage from the repeated attacks. The damage of the attack is: 0S/4D and the range is: 1/4/6/8.

Tamathian Hunter
Mass: 75 kg
Attributes (S/B/D/R/L/W/E): 8/7/3/8/6/7/6
Size Class: Medium
BAR (M/B/E/X): 1/0/0/0
Damage (AP/BD):
Move (W/R/S):
Traits: Aggressive, Animal Cognition, Combat Sense, Fast Learner, Good Hearing (+2), Good Vision (+2), Good Smell (+2), Night Vision (+2), Offensive Adaptation: Fangs and Claws
Skills: AniMelee +5, Climbing +3, Perception +5, Stealth +3, Tracking +3
The Tamathian Hunter is considered by the inhabitants of Caldwell to be the perfect predator. The Tamathian Hunter ranges between 50 and 75kg, and shares traits with canids and felinids.

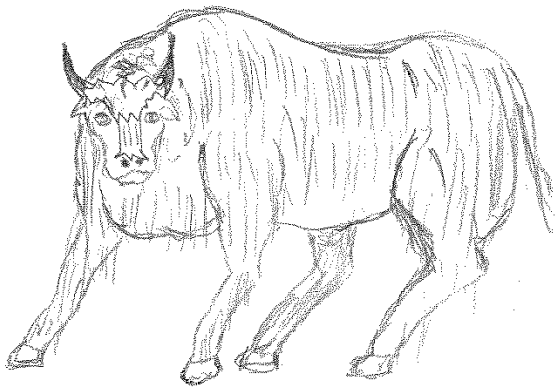
Their fur is normally golden to light brown and both males and females have a short mane and ridge of hair that extends down their spine to their tails that tends to be dark brown to black. Tamathian Hunters also exhibit extreme dexterity with their digits; while the fourth digits on their front legs are not opposable thumbs, they are highly dexterous and Tamathian Hunters have been known to manipulate the controls of human devices (e.g.: door knobs, handles, etc.)
It is lean and strong, but not heavily muscled. Because of its intelligence and attributes, there have been several attempts to domesticate it, but all of them have been largely unsuccessful. It is not unheard of, however, for individual Tamatian Hunters to be trained and successfully integrated trained as pets, but this is unusual.
Tamathian Hunters are respected by most human trappers and hunters, but many farmers see them as a threat to their domestic livestock. Because of this, many farmers actively seek to kill Tamathian Hunters. There have been documented instances where small groups of Tamathian Hunters have destroyed entire farmsteads, but these are rare and it is clear that the Hunters specifically targeted these farmsteads for their anti-Tamathian Hunter activities. There have been other instances where Tamathian Hunters have assisted lost or injured human hunters and trappers and Tamathian Hunters seem to be able to differentiate and recognize different human individuals and classes.
Tamathian Hunters are normally solitary predators, but are not especially territorial.

Ashnix
Mass: 3000 kg
Attributes (S/B/D/R/L/W/E): 55/30/2/5/3/6/2
Size Class: Large
BAR (M/B/E/X): 6/5/4/5
Damage (AP/BD): 2M/
Move (W/R/S):
Traits:
Skills: AniMelee

The Ashnix is the apex predator on Caldwell, and is capable of taking down an individual Tern's Lummox, though an Ashnix will rarely engage a healthy adult Lummox. Ashnix are extremely territorial and will challenge each other as well as humans and vehicles that enter their territory.

The Ashnix is rare on the eastern continent, but it is one of the few animals that regularly travels the saltwater swamps that separate the two continents. When one is sighted in the Principality's territory the military is always activated and the Ashnix is always destroyed unless it manages to successfully escape. There are a few of the creatures that have learned the dangers of the Principality's tanks, and they generally terrorize outlying farms or the FFR before retreating into the wilderness.

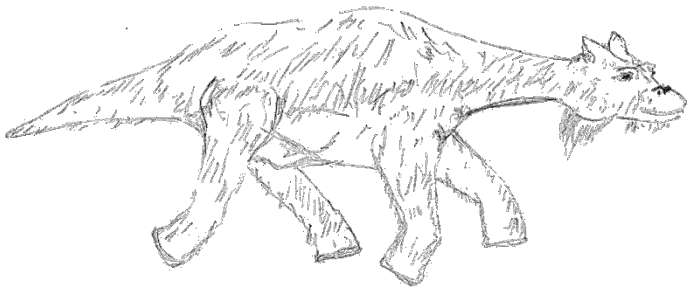
The Ashnix has a unique metabolism that adjusts effectively for the creature to endure all sorts of hardships, and its layer of fat and its armored hide protects the animal in most climates. In fact, scientists that have studied the creature compare it to a "waking hibernation". During these times, reduce the Ashnix's attributes to 40/35/1/2/1/4/2. It takes an Ashnix a full day to recover from these periods, but during the recovery the animal is highly susceptible to blood rages. The Ashnix generally have a multi-hued carpace composed of a composite of calcium carbonate and keratin scales. Individual scales are thin, and the layers are thick but relatively flexible.



Tiagan Yak
Mass: 600 kg Eastern, 900 kg Western
Attributes (S/B/D/R/I/W/E): 33 (38)/20 (23)/1/2 (3)/2/3 (5)/1
Size Class: Large
BAR (M/B/E/X): 1/0/0/0
Damage (AP/BD):
Move (W/R/S): 15/25/35
Traits: Hearty, Good Hearing
Skills:

The Tiagan Yak is a bovid like creature that travels in large groups across the open areas of both continents. The species on the smaller continent (Western Tiagan Yak) differs slightly in that it tends to organize in smaller herds and is slightly larger.

Both species feature bony head plates, but the head plate of the Western Tiagan Yak extends to the nose and to the back of the skull and has several bony protrusions on the brow ridge and straight horns where the Eastern Yak has a smooth skull plate and curved horns. Eastern Tiagan Yaks gather in herds of 60-200 and have large range areas. Because of the danger they pose to farming, the Principality has strung long, barbed wire fences throughout the area. The Western Tiagan Yak, in contrast, ranges only a few dozen kilometers and gathers in herds of 10-20 consisting of 2 or 3 family groups. Adolescent animals, male and female, depart and combine with other "mavericks" to form new herds.



Tern's Lummox
Mass: 8000 kg
Attributes (S/B/D/R/L/W/E): 65/35/3/5/4/3/2
Size Class: Very Large
BAR (M/B/E/X): 1/1/0/1
Damage (AP/BD): 2M/4
Move (W/R/S): 8/40/60
Traits: Armor +1,
Skills:
Tern's Lummox was identified early in Caldwell's history by Cornelius Tern, an early colonist.

The huge animal was extremely friendly and trusting towards humans and Tern exploited this trait to butcher many of them. Because they appeared to willingly face this slaughter, Tern assumed they were unintelligent and named them "Lummox". In truth, however, these creatures are fairly intelligent and readily domesticated.

The Lummox is a warm-blooded animal that is slightly larger than a terrestrial elephant, though it only stands about 3 meters tall. The weight of the animal is distributed evenly on its four legs, and its body is thick and broad, exceeding that of the elephant it is often likened to. Its neck is long, as is its body, and it also has a thick, sinewy tail that allows it to balance on its hind legs when it reaches over 10 meters into the trees. From nose to hind legs it is nearly 8 meters long and from nose to tail it is over 12 meters long. When running or sprinting, the head and neck are held low and parallel to the ground while the tail is extended. The tail is used to counterbalance the rest of the body as the animal makes high-speed turns.

The animal is capable of carrying nearly 1500 kg on its back and is capable of pulling more than 4000 kg over long distances.

Readal's Leaper
Mass: 40kg (female) 60 kg (male)
Attributes (S/B/D/R/L/W/E): 4/6/2/4/3/4/3
Size Class: Medium
BAR (M/B/E/X): 0/0/0/0
Damage (AP/BD):
Move (W/R/S):
Traits:
Skills: Animelee +2

Readal's Leaper is an unusual animal. Females an young move in herds in valleys while the males live in groups of 2 or 3 in the mountains. Herds will retreat to the mountains for protection, but generally graze in the fertile valleys. Males, however, compete with each other for the highest vantages. Males that control the mountain sides are able to select preferred mates from herd and herds congregate where they are best protected by a male group.

Males can be very volatile and, while they are vegetarians, they have been known to hunt and kill other males and humans.