

TECHNICAL REBOOT

BATTLETECH™

SUCCESSION WARS





KING OF THE BATTLEFIELD

On February 5, 2439, the *Mackie* obliterated all opposition during its first combat trial, ushering in a new era of warfare. The BattleMech—King of the Battlefield—was born. BattleMechs reached their pinnacle during the golden age of the Star League. The fall of the Star League and the Succession Wars that raged for centuries afterward took their toll and by the Fourth Succession War, the technology employed on the battlefields was a mere shadow of what it once was. However, the discovery of the Helm Memory Core unlocked the technological potential to develop new BattleMechs and experimental technologies for the first time in centuries.

Technical Readout: Succession Wars is the perfect “first Technical Readout” companion to the *BattleMech Manual*. Combining the ‘Mechs previously found in *Technical Readout: 3039*, *Technical Readout: 3050 Upgrade*, *Technical Readout: 3058 Upgrade*, and *Technical Readout: 3075*, this volume features some of the most common ‘Mechs from the Age of War to the Succession Wars. Each machine is illustrated in detail, and accompanied by a description of its history, capabilities, game stats, along with their most famous pilots.

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BATTLETECH™



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TECHNICAL READOUT

SUCCESSION WARS



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TECHNICAL READOUT: SUCCESSION WARS

TECHNICAL READOUT: 3039

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ilKhan,

You hold in your hands the requested compilation of BattleMechs in operation across the Inner Sphere, beginning in the Age of War, continuing through the time of the First Star League and the Succession Wars, and up to the eve of Operation REVIVAL.

Reviewing the histories of these BattleMechs brings home the wasteful destruction the Inner Sphere barbarians visited upon the Star League as they fought over its carcass. Truly, the Great Kerensky was wise to foresee the tragic fate of the realm he spent his life protecting and securing. Only his dreadfully accurate predictions of the future provided the foundation for our eventual return, and the restoration of the grandeur of the Star League. His insights were not the product of mystical visions or even intelligence gathering. Rather, the Great Father had closely studied humanity's history, and knew all too well the horrors it could achieve when fueled by ambition. Just as he employed his grasp of history to set us on our path, we too must study the past, so that we can secure the progress of our League over these past decades.

Of course, we must discount the so-called Second Star League as the sham it was. That abomination rightfully fell of its own accord, as the petty members drive to dominate their ancient foes prevented any true reconciliation that would enable the establishment of a League worthy of the name. That this sham League was assembled specifically to fend off we Clans, the only true guardians of the Star League's legacy, revealed it as a farce. It also ensured its ultimate fate, dead due to apathy of voluntary member-states—lighting the match to the conflagration which became known as the Jihad.

The Word of Blake—a blighted and corrupt organization with foundations in invented mysticism and worship of technology—further delayed our ascension with their vile machinations and wastefulness. The ultimate defeat of that cult caused a malaise and stagnation within our ranks. It took another seven decades for us to complete Kerensky's quest: To reclaim Terra and re-establish the Star League.

Understanding the future of the League, of course, requires studying the past to prevent errors and tragedies from being repeating. This compilation aids that study. Told in blood and myomer, endo-steel and coherent light, the Inner Sphere's history is etched into the chassis and cockpits of BattleMechs. From the vacuum of space to the depths of the seas, from mountaintops to the warrens of underground complexes, the BattleMech has reigned supreme on every battlefield humans have created.

The selection of Operation REVIVAL as an end point for this review is intentional. Many new BattleMechs have been introduced since that time, but our analysts have been able to evaluate them as they developed, and their reports are superior to those of questionable Inner Sphere historians and two-century old Wolfnet databases. They are certainly superior to the earliest ComStar-penned treatises, which favored obfuscation and deliberate disinformation.

Reviewing the BattleMechs herein, I was struck once more by the wisdom of retaining their designations, outward appearance, and combat role among the 'Mechs employed by the ilClan today. Honoring the legacy of the Star League required adherence to some of its traditions, making these machines the ancestors to our current 'Mechs, just as the original League is the ancestor to our own.

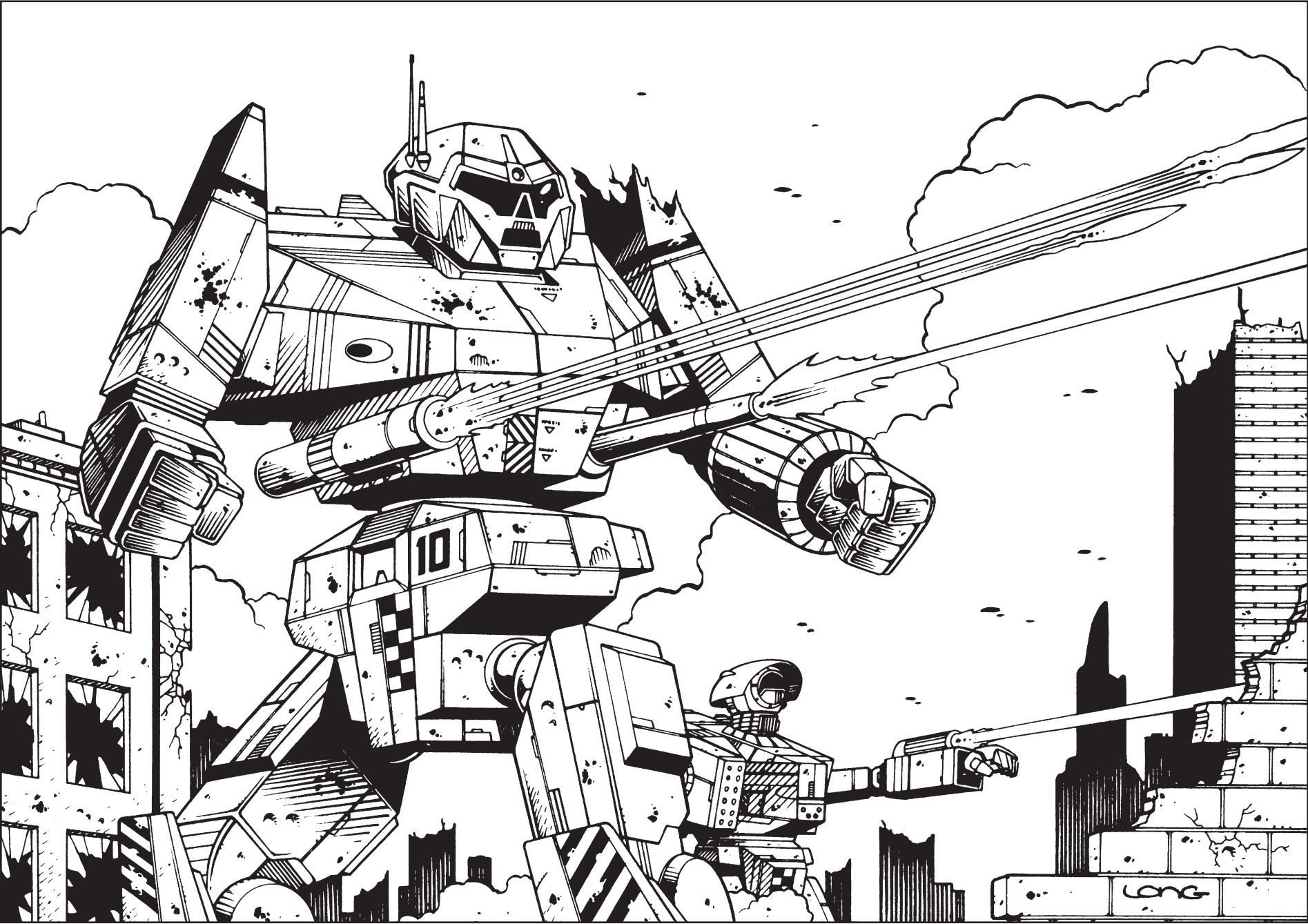
Moreover, the re-employment of these older BattleMechs in the arena system has helped quell the inherent hostility and intransigence of the freebirth masses of the Inner Sphere. The enormous change they have experienced has been eased both by these gladiatorial contests and by the sight of familiar 'Mechs competing in them. Such machines also provide an effective baseline for the evaluation of potential MechWarriors in the contests, given the prohibition against the use of modern technology by the faux warriors. Finally, the familiarity of these 'Mechs provides a bridge for Spheroid citizens between the past and the present. One wonders, for example, whether the feats of Gunslinger Jázon Marik became so legendary across the Inner Sphere in part because they came at the controls of a *Thunderbolt*.

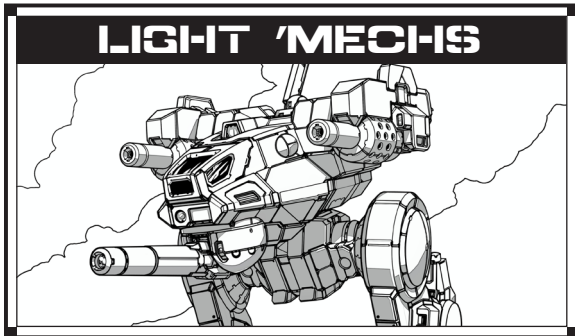
In this way, these ancient BattleMechs have come full circle. Once, they were used to tear down the First League and carry out some of the worst atrocities ever committed by mankind. Now, they tie us to the glories of the past while achieving new triumphs in the League's name, and help vent the ancient animosities of the Inner Sphere.

Rather than view this document as evidence of the barbarism of those you now rule, perhaps consider it an epitaph of that barbarism.

—Star League Loremaster Stephan Roshak

9 July 3250





Mass: 20 tons

Chassis: Earthwerk Trooper M

Power Plant: GM 180

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: Livingston Ceramics

Armament:

2 Martell Medium Lasers

1 Olympian Flamer

Manufacturer: Earthwerks Incorporated

Primary Factory: Asuncion, Bernardo

Communications System: Neil 2000

Targeting and Tracking System: Dalban HiRez-B

Overview

The *Trooper* was the first scout 'Mech manufactured in the Free Worlds League. It was plagued with flaws which took decades to rectify, resulting in the FLE-4 *Flea*. Numerous variants followed, including the short-lived, extremely-fast 15-ton FLE-14, relegated it to the scrapheap due to its paper-thin armor. The *Flea* all but disappeared with the Star League but was resurrected after the Fourth Succession War by exclusive arrangement with Wolf's Dragoons. New variants followed, most balancing relatively low speed (for the mass) with sufficient firepower and armor. The *Flea* was so inexpensive that it quickly spread across the Inner Sphere and Periphery.

Capabilities

The FLE-16 remedied the FLE-14's weaknesses by combining incredible speed with additional armor and

weaponry. The *Flea's* lack of jump capability presents difficulties in hindering terrain. Its great speed, however, ensures that few 'Mechs of any era are able to keep pace with it in the open. While this *Flea* carries more weaponry than its ultra-light progenitor, its armor is still totally incapable of enduring direct combat. Hit and run strikes are the most the *Flea* should engage in, with experienced MechWarriors concentrating on the *run* aspect. Incendiary operations behind enemy lines are another specialty of the *Flea*, especially in massed numbers.

Deployment

When the Black Widow Battalion fought the Second Oriente Hussars on Wallacia in 3032, *Fleas* fought on both sides. Ulzanna Whitehead's new FLE-16 was the only *Flea* in the Widows, while the Hussars fielded several generations-old FLE-4s. The Hussars attempted to scout out the Widows' with a typical reconnaissance force, including *Stingers*, *Wasps*, and *Fleas*. Whitehead detected the incoming scouts and raced from the Widows' position to identify the newcomers. She went alone, since none of the Widows could keep up with her. The Hussars MechWarriors were completely unprepared as she sped through their midst, casually firing lasers into them. Skidding to a stop and reversing course, she blazed back through them, this time targeting the rear of the Hussars scouts before they could turn about. Laughing aloud over an open comm channel, she single-handedly took down all three enemy *Fleas* and sent the *Stingers* and *Wasps* fleeing. Reports of a lone Dragoon scout defeating two recon lances spread through the Second's ranks, winning the morale war even before the Seventh Kommando began destroying supply dumps and comm relays. Whitehead repeated her performance in the destruction of Karlsmith's Company of the Second on 12 September 3032, repeatedly daring enemies to target her while her much heavier comrades obliterated the Free Worlds forces.

Epsilon Regiment of Wolf's Dragoons bore several lances of *Fleas*, whose MechWarriors were trained by Ulzanna Whitehead beginning in 3035, when they were stationed on Caph for the War of 3039. When the Ryuken-ni and Ryuken-san attacked, the Dragoons joined the Davion Assault Guards in relieving the besieged Third Crucis Lancers at the Aswan Military Reservation. The scouts, like most young Dragoon MechWarriors, hated the Ryuken for the catastrophic Dragoon losses on Misery in the Fourth Succession War. These unblooded warriors threw themselves at the Ryuken with abandon. While the *Fleas*

fought above their weight class, they could only survive the skilled, heavily-armed Ryuken for so long. Many *Fleas* were destroyed in reckless charges after their weapons were shot away, while others were simply blasted to pieces attempting slashing attacks. Few Dragoon *Fleas* left the battlefields of Caph intact.

Variants

There are several notable variants of the *Flea*. The FLE-4 was the first put back into production by Earthwerks following the Fourth Succession War, changing the medium lasers for a large and two small lasers and significantly reduced speed. The FLE-15 is a common variant, rearranging the weapons array in both type and placement in order to add armor. The -15 is used for anti-infantry operations. The exclusive contract with the Dragoons is set to end in 3041. Earthwerks has retooled to increase production after that expiration of these—and perhaps new—variants.

Notable MechWarriors

Sergeant Ulzanna Whitehead: Ulzanna Whitehead of Wolf's Dragoons survived the destruction of her FLE-15 *Flea* on Misery. She joined the Home Guard on Outreach after that world was gifted to the mercenary command, eventually marrying Amerindian civilian Chester Copperhead, forming the Whitehead family. Dispossessed for three years, Whitehead obtained one of the first FLE-16s built as part of the command's exclusive contract with Earthwerks. Back in the command couch, she joined the famous Black Widow Battalion in 3031. She remained with the Widows through 3039, when Sergeant Whitehead retired to raise a family.

MechWarrior Phoenix Marik-Steiner: If Phoenix is to be believed, which few do, he is the progeny of an alleged tryst between Janos Marik and Katrina Steiner that occurred in 3001. Everything with him is epic, from his hour-long battle with a *Stinger* that was the key 'Mech in a company about to single-handedly destroy Hassad to fighting off what appeared to be the flu but supposedly was the Miaplacidus Plague. The Second Marik Militia would just as soon be rid of him if he weren't a halfway decent scout, and the Second needs every good pilot they can get.

FLE-16 FLEA

LIGHT 'MECHS

7

Type: **Flea**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 506

Equipment

Internal Structure:

Engine: 180

Walking MP: 9

Running MP: 14

Jumping MP: 0

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 48

Internal
Structure

Mass

2

7

0

2

3

3

Armor
Value

Head 3 5

Center Torso 6 8

Center Torso (rear) 3

R/L Torso 5 5

R/L Torso (rear) 3

R/L Arm 3 4

R/L Leg 4 4

Weapons

and Ammo

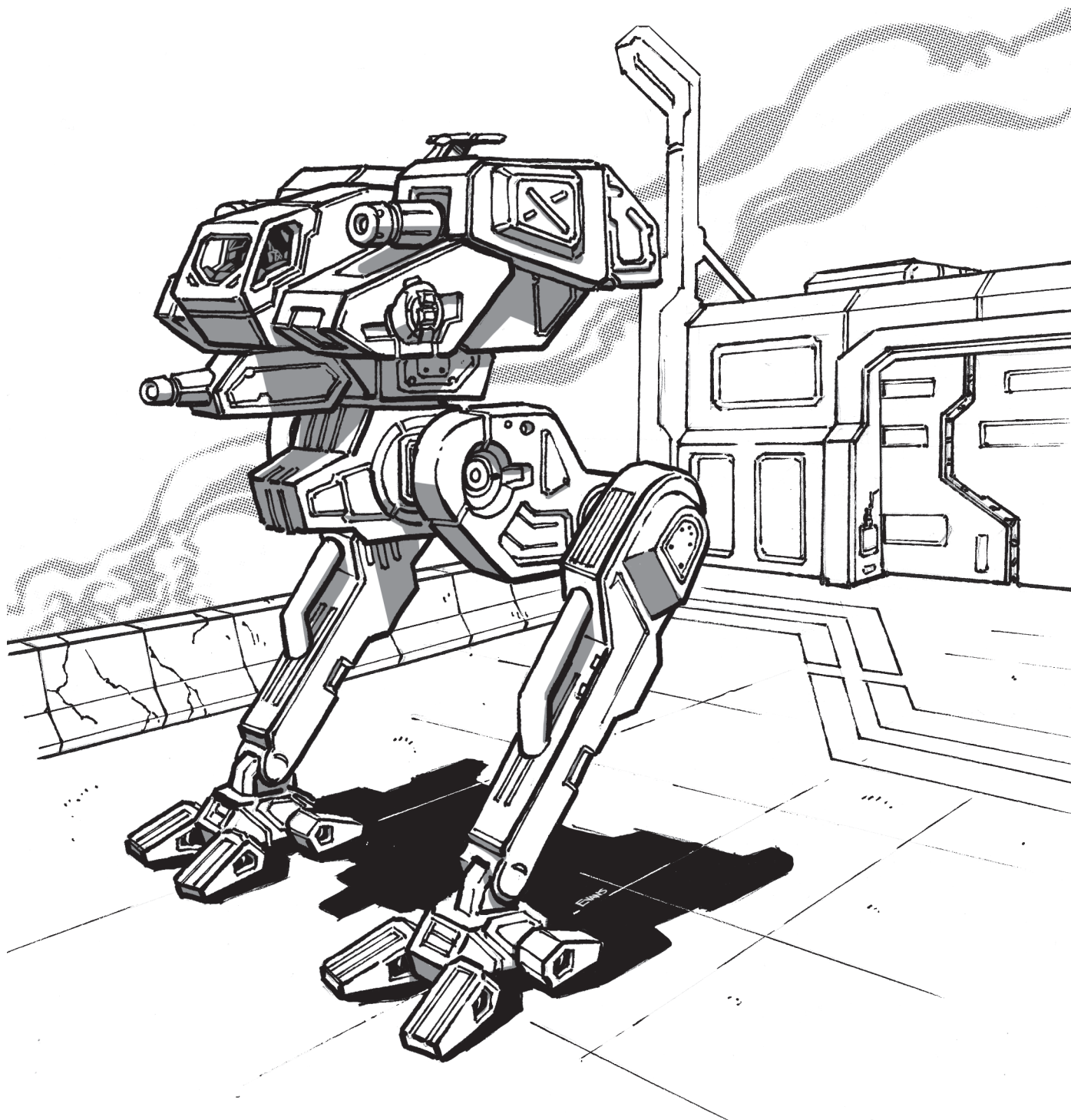
Tonnage

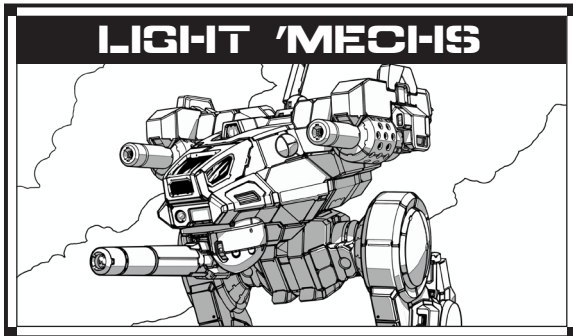
Location Critical

Medium Laser RA 1 1

Flamer CT 1 1

Medium Laser LA 1 1





Mass: 20 tons

Chassis: Bergan VII

Power Plant: LTV 160

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/1

Armament:

1 Medium Martell Laser

2 SperryBrowning Machine Guns

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

Primary Factory: Ares (Bergan), Alpheratz (ADL), Canopus IV (Majesty)

Communications System: Garrett T10-B

Targeting and Tracking System: O/P 911

Overview

First created in 2499, the *Locust* is still one of the most common BattleMechs in operation five centuries later. While several more advanced light 'Mechs have been created over the years, few can match the *Locust's* combination of speed, endurance, and, perhaps most of all, very low cost.

Capabilities

With exceptional speed at the time of its design, the *Locust* makes for an outstanding scout, eclipsed only by scout designs equipped with jump jets. Its armor is near the maximum possible for its weight class, and its SperryBrowning machine guns make it an excellent anti-infantry 'Mech. Against other BattleMechs or against armored vehicles, it only has a single medium laser at its disposal. It

is further hampered by its lack of hands, a distinct disadvantage in physical combat.

As speed is one of its major assets, the LCT-1V is often placed where the front is fluid, as it is quick enough to respond to possible enemy breakthroughs. More often, however, the *Locust* must fight a holding action until larger, better equipped 'Mechs can arrive. It is usually deployed in groups that have the ability to encircle opposing 'Mechs.

Deployment

Present in significant numbers in every BattleMech-equipped military force known to man, *Locusts* are produced by nearly a dozen factories. They are particularly prominent in the armies of the larger Periphery states, where the LCT is a significant fraction of their limited BattleMech production capabilities. Popular among mercenary units for their relatively low cost and wide availability of parts, the *Locust* is also a prominent component of corporate defensive forces and militias.

Variants

A large number of *Locust* variants exist. House Steiner's LCT-1S replaces the machine guns with two SRM-2 launchers and drops a ton of armor. The 1M variant, popular in Davion space, further reduces the *Locust's* armor in order to mount two LRM-5 launchers. The LCT-1E replaces the machine guns to allow it to mount a medium laser and a small laser in each arm. Following the Fourth Succession War, House Liao modified *Locusts* at the Bergan Industries factory on Ares with triple-strength myomer in an effort to discover a compound that is not vulnerable to the combustion-inducing catalyst. Numerous other variants exist in smaller numbers.

Notable MechWarriors

MechWarrior Michael Ferman: Considered an exemplary light 'Mech pilot, Ferman is credited with several feats thought impossible with an LCT, including the destruction of a *Crusader*. As a member of the First Amphigean Light Assault Group's Second Battalion, Ferman has been in the thick of combat during the Galtor campaign and, during the Fourth Succession War, on Galtor III and New Aberdeen. One of the survivors of the First from the Galtor Campaign, Ferman's knowledge of the planet's terrain allowed the regiment to

quickly outmaneuver the planet's defenders at the Wuhan Pass and on the Wagnall Plains. His scouting efforts were also instrumental during the capture of New Derry. On New Aberdeen, the First further benefited from Ferman's efforts when he led his lance to the militia's field headquarters.

Lieutenant Martha Maveries: Lieutenant Maveries is currently assigned to be recon lance of the 32nd Lyran Guard's support regiment. Maveries is a tall, thin woman whose cheeks are scarred heavily from a childhood accident. She pilots a *Locust* named *The Stomper* after her actions in a battle in the city of Shull on the planet Alexandria. In that engagement, Maveries became famous for stepping on small hovercraft and other vehicles defending the city.

MechWarrior George McPhearson: Attached to House Davion's Capellan March Militia, McPhearson commands a light recon unit in the regiment. He has turned down several opportunities to pilot larger 'Mechs in favor of his *Locust*, Wanda's Wonder, which is named after his sister, a MechWarrior lost in the battle for Hoan. He never refers to his 'Mech as a *Locust* but rather as "a garbage can with firepower". McPhearson is respected and well-known throughout the Free Worlds League for his fighting skill in the small 'Mech.

Tariq "The Arkab" al-Nahib: The name "Tariq the Arkab" is inextricably bound with the legend of the Twelfth Vegan Ranger. Al-Nahib was one of the few survivors of the Third Arkab Legion in the final battle of Nouveau Toulouse. There he met the Twelfth Vegan Ranger—first as enemies, but soon became compatriots as they organized the evacuations of the doomed planet. The Ranger and al-Nahib roamed the devastated worlds left behind the Federated Suns' counteroffensives, aiding those in need and defending against pirates, Kuritan stragglers and other opportunists. Along the way they recruited like-minded MechWarriors, amassing a combined-arms battalion by the end of the First Succession War.

Wise and sardonic, al-Nahib was the perfect counterpart to the brash and idealistic Ranger, respectively acting as the mind and heart of the Twelfth Vegan Rangers. Al-Nahib's languid demeanor belied his skill and finesse in piloting *Ænárám*, his *Locust*.

LCT-1V LOCUST

LIGHT 'MECHS

9

Type: **Locust**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 432

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Mass

2

6

8

12

0

10

0

2

3

4

Internal
Structure

Armor
Value

Head

3

8

Center Torso

6

10

Center Torso (rear)

2

R/L Torso

5

8

R/L Torso (rear)

2

R/L Arm

3

4

R/L Leg

4

8

Weapons

and Ammo

Location

Critical

Tonnage

Medium Laser

CT

1

1

Machine Gun

RA

1

.5

Machine Gun

LA

1

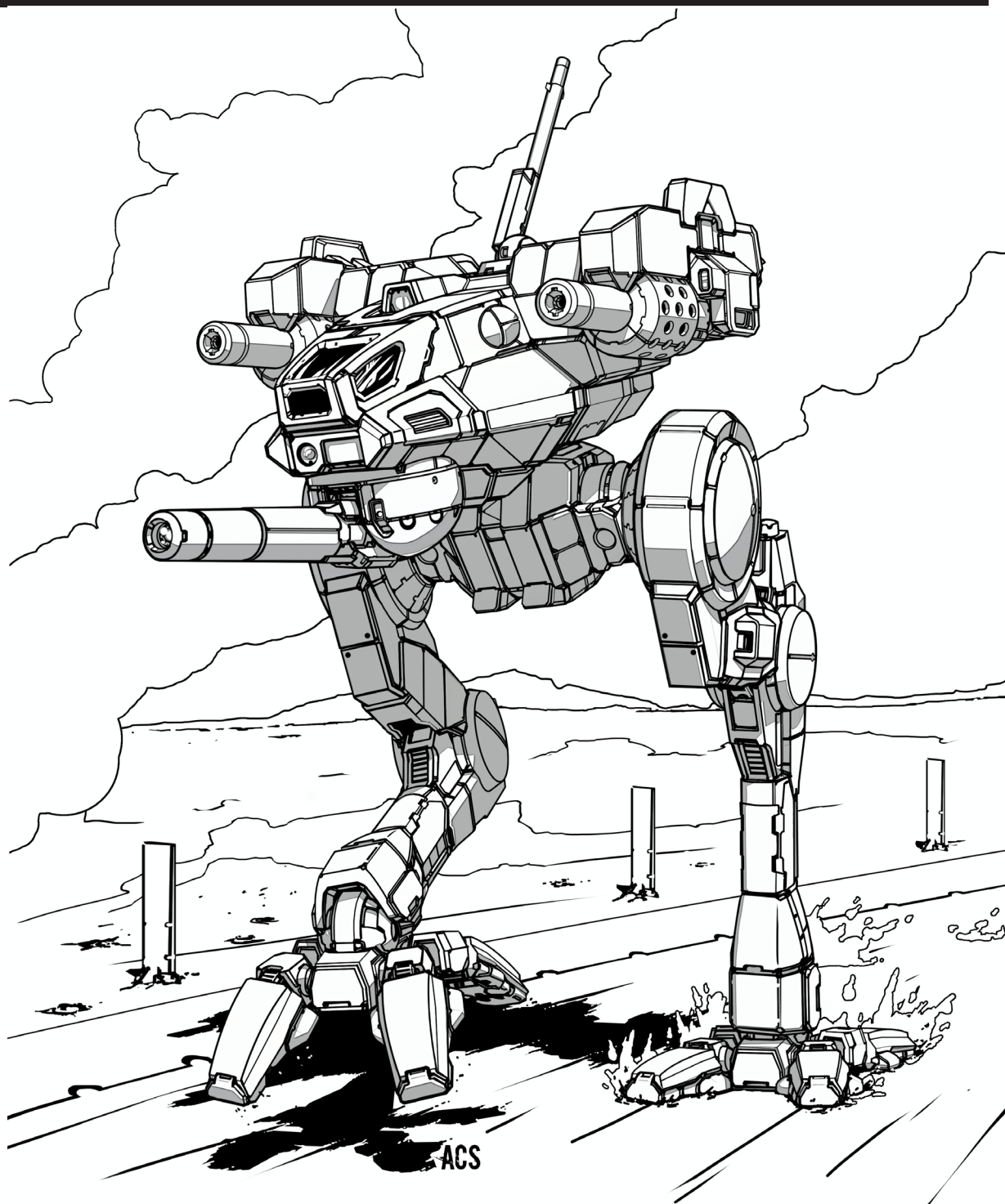
.5

Ammo (MG) 200

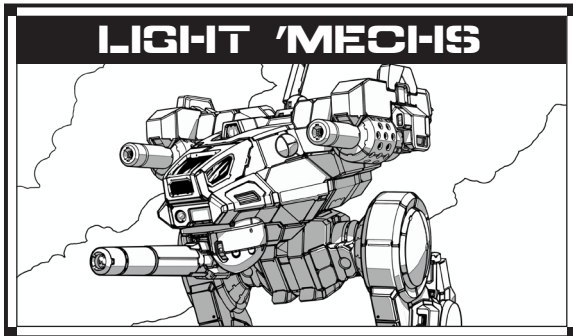
CT

1

1



ACS



Mass: 20 tons
Chassis: Bergan MX II
Power Plant: LTV 160
Cruising Speed: 86 kph
Maximum Speed: 129 kph, 173 kph w/MASC
Jump Jets: None
Jump Capacity: None
Armor: Mitchell-091 Ferro-Fibrous
Armament:
2 Martell Medium Laser
2 Hessen IX Small Laser
Manufacturer: Skobel MechWorks
Primary Factory: Russia, Terra
Communications System: DataTech 401
Targeting and Tracking System: Skyhunter IV

Overview

Many historians credited the *Mercury* with the inspiration of the modern day OmniMech now in use by both the Clans and the Inner Sphere. These beloved BattleMechs disappeared during the vicious Succession Wars. *Mercurys* finally re-appeared during the unveiling of the Com Guards in the mid thirty-first century. Though containing little advanced technology, it was the method of use of the older technology that had historians heaping praise on the light BattleMech.

Capabilities

Using the most innovative technology at the time, the *Mercury* seemed poised to revolutionize Battle-Mechs using its pioneering “plug and fight” technology, which streamlined repair and slashed many man-hours from repair and modification work. Workers only needed to take

off a few bolts and pull a few wiring connectors to remove damaged equipment, and reverse the process to put in new gear. This cut down bay time to a fraction of what most other designs required.

Taking advantage of the MASC-enhanced speed, the *Mercury* can enter and leave a firefight at the astonishing rate of 172 kilometers per hour. When in combat, the *Mercury* relies on an impressive firepower for its size. A pair of medium lasers backed up by a pair of smaller lasers outgunned many other light ‘Mechs, especially those with similar speed. This machine also has the side benefit of being an excellent scout, leading the Com Guards to use the Scout configuration for reconnaissance.

Deployment

Once the standard reconnaissance light Battle-Mech of ComStar, attrition whittled it away from the ranks until then-Precentor Martial Focht retooled three of the moth-balled production lines on Terra to produce both Models 99 and 97 at the onset of the Clan Invasion. Subsequently, one of these lines was reconfigured to produce the more recent *Nexus* in 3054, and when the Word of Blake took over, they converted another line to produce the *Nexus* and began to replace the older design. However, so many *Mercurys* are in circulation and are easy to repair that nobody believes the design will disappear anytime soon.

Variants

When ComStar unveiled its Com Guards, they had re-configured their *Mercurys* to take over scouting for their BattleMech forces. They removed a medium and a small laser to mount Star League-era Beagle Active Probes. This Model 97 was largely discarded after the Battle for Tukayyid as being too light on firepower, even for a scout ‘Mech.

In its massive rearmament campaign, Blakists upgraded the *Mercury* line to take advantage of recent advances in technology. Now built around an endo-steel chassis, the Model 102 *Mercury* carries a medium and a small laser, both extended-range. Replacing the Beagle probe with a C³i suite, the 102 can also assist in targeting for its comrades.

However, in the last two years, intelligence teams suspect that the remaining *Mercury* line on Terra has been reconfigured to produce the recently spotted Model 104. Similar to the 102 version produced in the last decade, this one seems to carry an additional extended-range medium laser and more armor. Targeting acquisition gear seems to be installed as well, due to the suspiciously high amounts of accurate artillery and orbital support that occurs while the *Mercury* is present. Analysis shows that the only way such a configuration is possible without losing the Blakist preference for C³i equipment is mounting an extra-light fusion engine, a modification nearly impossible to perform in the field.

Notable MechWarriors

Adept Julie Spartan: One of the members of the Heart of Blake mercenary unit, Adept Spartan has piloted her model 102 *Mercury* with great skill, foiling Jihadist ambushes attempting to reclaim the unit. However, this has almost led to her death on several occasions, and forced her to take advantage of her BattleMech’s ease of repair. Spartan and her techs often revert to Succession Wars habits of scouring battlefields for suitable battlefield salvage to replace damaged components.

Precentor Terrence Harris: One of the few Manei Domini that House intelligence agents have been able to put a name too, Precentor Harris is an Omega class on Tharkad. Often alone in his Model 104 nicknamed “Insane God,” Harris acts as an easy target for Lyran defenders to draw them out of hiding. As they attempt to corner him, he calls in a small surgical orbital bombardment from the LCS *Invincible* to annihilate the gathered enemies as he engages his MASC to run out of the kill radius. Archon Peter Steiner has put on a twenty million Kroner reward for the head of Precentor Harris, but it is becoming apparent that not too many are willing to risk their lives for the bounty.

MCY-99 MERCURY

LIGHT 'MECHS

11

Type: **Mercury**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 586

Equipment

Internal Structure:

Engine: 160 2 6

Walking MP: 8

Running MP: 12(16)

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 2

Cockpit: 3

Armor Factor: 53 3

Internal
Structure

Armor
Value

Head 3 5

Center Torso 6 7

Center Torso (rear) 3

R/L Torso 5 6

R/L Torso (rear) 2

R/L Arm 3 5

R/L Leg 4 6

Weapons

and Ammo

Location Critical Tonnage

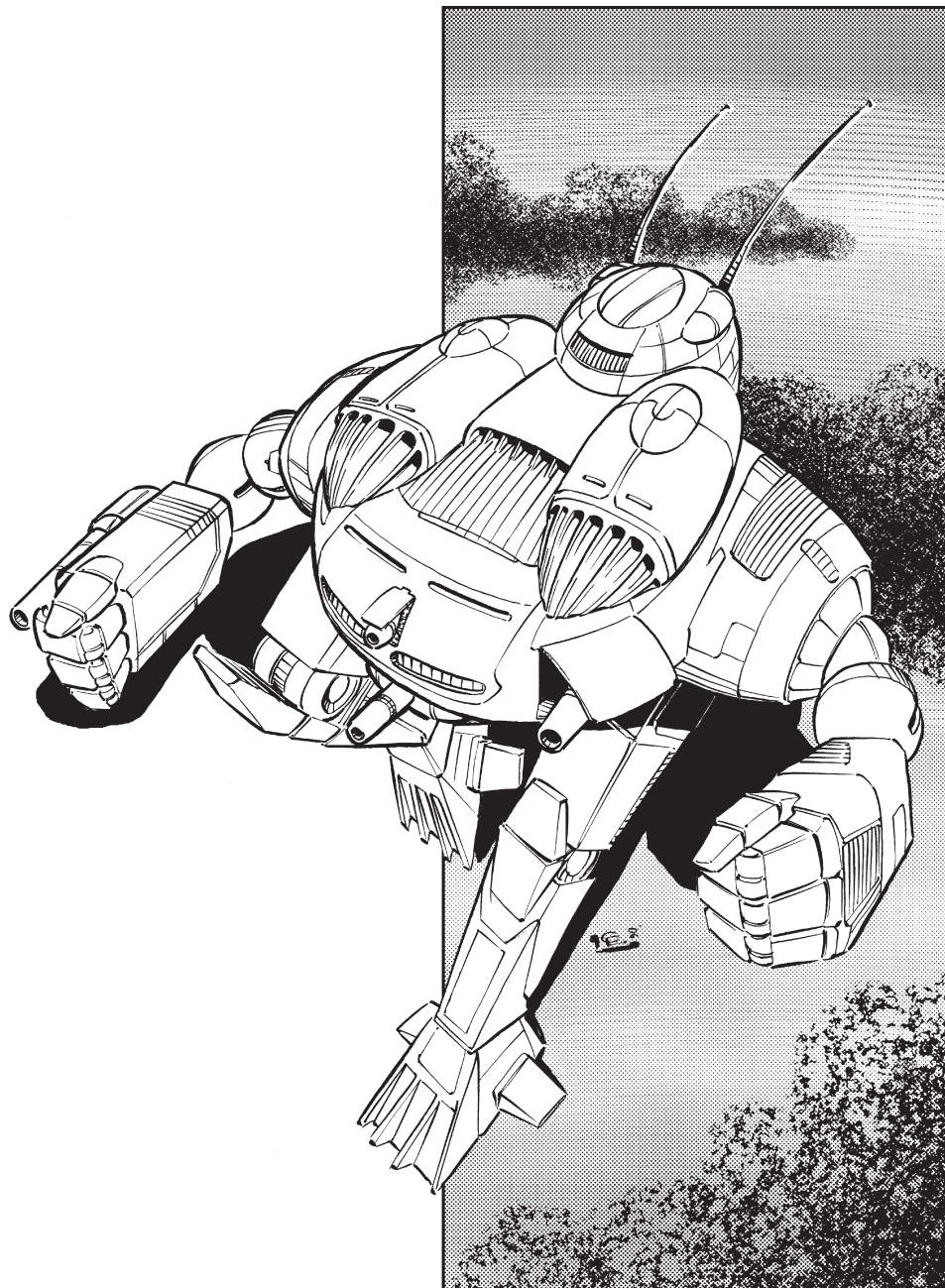
Medium Laser RA 1 1

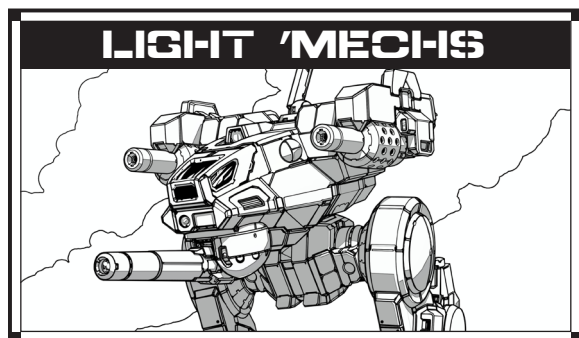
Medium Laser LT 1 1

Small Laser H 1 .5

Small Laser CT 1 .5

MASC CT 1 1





Mass: 20 tons
Chassis: Chariot Type II Endo Steel
Power Plant: GM 120
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Armorscale with CASE
Armament:
1 Zeus LRM 5
2 Hellion Spitfire Medium Lasers
Manufacturer: Ford Military Limited
Primary Factory: Terra
Communications System: Opus I Ultrabeam
Targeting and Tracking System: Orion 80

Overview

Unveiled in 2490, the original THE-F *Thorn* was soon facing stiff competition from Bergan Industries faster LCT-1V *Locust*. Not to be outdone, Ford Military Limited updated their design with the latest technology, adding endo-steel internal structure and CASE. Since the THE-N *Thorn* was one of the first BattleMechs to use these new construction materials, its arrival of the THE-N *Thorn* in 2549 was accompanied by tremendous hype. As Ford had hoped, the HAF placed large orders for the *Thorn*, and the 'Mech continued to play a prominent role in the ranks of the SLDF.

Capabilities

Well armed and armored, the *Thorn* could match many 'Mechs in its weight class in a toe-to-toe slugfest. The Hellion Spitfire medium lasers are efficient and powerful,

although the placement of one directly under the cockpit can make battle uncomfortable for the MechWarrior. The Zeus missile system provides accurate long-range firepower, but it is easily damaged in hand-to-hand combat. In such circumstances the missile-feed system can fail, causing missiles to become lodged in the upper arm. Subsequent damage can detonate the ammunition, blowing the arm off.

Ease of maintenance has earned the design high marks from technicians. Service crews can climb into the 'Mech's arms and legs alongside the myomer bundles and work on repairs from the inside.

Deployment

Lacking jump jets, the *Thorn* is ill-suited to scout duty. Instead the SLDF usually employed the 'Mech as a scout hunter or assigned it to serve alongside 'Mechs like the *Hoplite* to support armor or infantry.

The *Thorn* fared badly during the Succession Wars, and as the ability to repair the sophisticated endo-steel chassis was lost, the upgraded version had all but vanished from the battlefield. The Successor States continued sporadic production of the older THE-F, but pressing need for light scout units often took precedence.

When ComStar seized control of Terra at the start of the Succession Wars it inherited a cache of Star League equipment. Used later to arm the Com Guards, this goldmine of lostech included the THE-N *Thorn*. Many of these retrofitted 'Mechs ended up in the ranks of the Ghost regiments. Now in control of Terra, the Word of Blake has been manufacturing new *Thorns* as part of their drive to build up the Word of Blake Protectorate Militia.

With their SLDF origins, the Clans also possess the *Thorn* in relatively large numbers. Half forgotten in their Brian Caches, these 'Mechs are occasionally reactivated to serve in solahma units.

Variants

The old THE-F was used as the blueprint for the THE-S refit that ComStar provided to the Draconis Combine during the run up to the War of '39. Lacking CASE and endo-steel internal structure, the THE-S also carries half a ton less armor.

With the Clans slicing into the Inner Sphere at the beginning of the 3050s, Precentor Martial Anastasias Focht ordered a crash rearmament program to prepare the Com Guards for the possibility that they would one day have to face the technologically advanced invaders. Produced as a factory refit, the THE-N1 employs an XL power plant to free up space for new suite of weapons. A Kinslaughter H-class extended-range PPC replaces the LRM system, and one medium laser is removed while the other head-mounted laser is replaced with an Intek small laser. Double heat sinks are used to deal with the heat generated by the particle weapon.

The THE-N2 has just entered service with the Word of Blake. Like the THE-N1, this version uses an XL power plant. Instead of a PPC, it is armed with a new multi-missile launcher system. With a CASE-protected magazine and a two-ton capacity, the flexibility of the MML 7 can be exploited well. Like the N1, the only other weapon carried is a small laser—and Diverse Optics extended-range model in this case.

Notable MechWarriors

Adept Kevin Ziwiki: Joining ComStar after the Com Guard's epic battle against the Clans on Tukayyid, Ziwiki was selected for MechWarrior training. Demonstrating a flair for light 'Mech operations, he was assigned to the Thirty-first Division and performed with distinction against the Smoke Jaguars.

With the dissolution of the Star League, this once-idealistic young man has had to watch as the Com Guards disintegrated around him. For Ziwiki the final straw was the revelation that Primus Sharilar Mori was actually a Combine agent. Taking his 'Mech with him, he broke from ComStar, and now he acts as an independent mercenary, scratching out a marginal existence.

THE-N THORN

LIGHT 'MECHS

13

Type: **Thorn**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 546

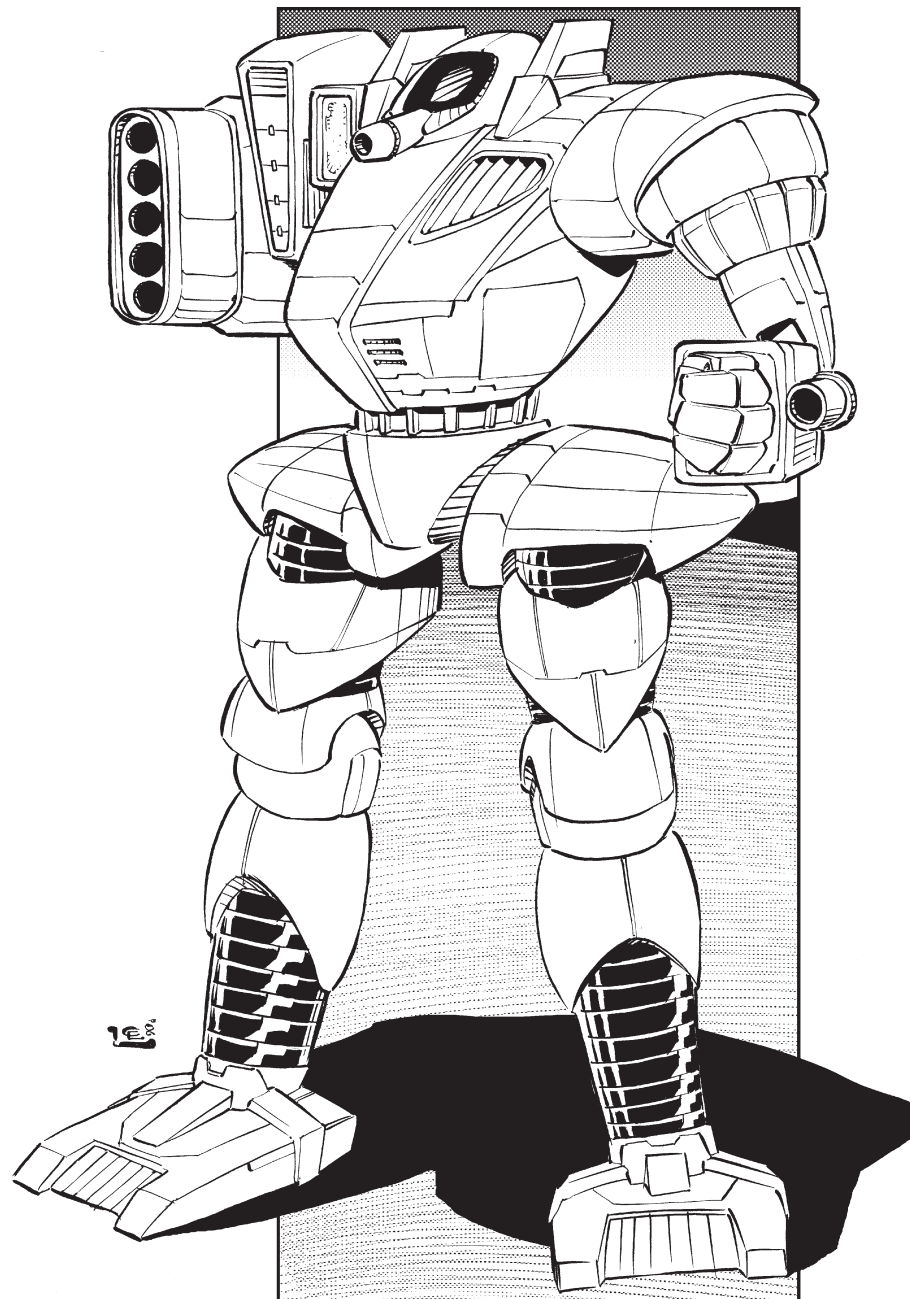
Equipment

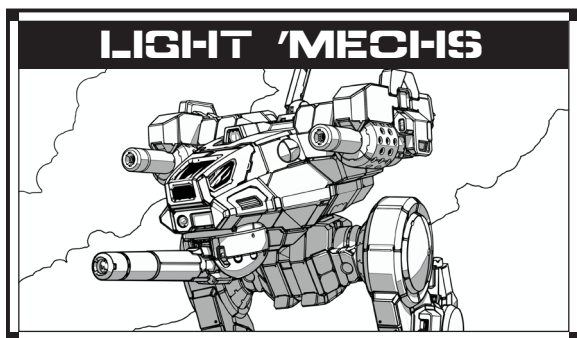
		Mass
Internal Structure:	Endo Steel	1
Engine:	120	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	69	4.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	6	8
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		4
R/L Arm	3	6
R/L Leg	4	8

Weapons and Ammo

	Location	Critical	Tonnage
LRM 5	RA	1	2
Ammo (LRM) 24	RT	1	1
CASE	RT	1	.5
Medium Laser	H	1	1
Medium Laser	LA	1	1





Mass: 25 tons

Chassis: Coventry Metal Works

Power Plant: GM 150

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Limited

Armament:

1 Shannon Six-shooter Missile Pack

1 Coventry 4-Tube Missile System

1 Defiance B3M Medium Laser

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: TharHes Crystal
Flower RG-2

Targeting and Tracking System: TharHes Star Shark

Overview

Looking to compete against the popular *Wasp* and *Stinger* designs, Coventry Metal Works (then known as Coventry Defense Conglomerate) designed and began producing the *Commando*, a slightly heavier scout that could easily handle any other reconnaissance units it may encounter or disrupt an ambush with its firepower. The Lyrans Commonwealth was impressed and commissioned the *Commando* into service in 2486 for its exclusive use, employing whatever bureaucratic and diplomatic tools were needed to keep the design out of foreign powers' hands.

The current *Commando* is much different than the original. The original was built around a large laser mounted in its right arm instead of the current missile rack, but the poorly cooled laser would break down the lubricants used in the 'Mech's wrist and hand, leading to an obscenely high actuator replacement rate, sometimes after every test battle. Though the original model was officially replaced by the COM-2D, MechWarriors have periodically attempted to recreate it to personally judge the effectiveness of the initial prototype.

Capabilities

A short-range brawler, the *Commando* mounts a fearsome punch for its size that can rock the largest assault 'Mech. This firepower is achieved with pair of short-range missile packs with a total of ten tubes. Backed by an arm-mounted medium laser, this armament was frightening when it was introduced and remains a substantial threat, particularly to other light 'Mechs. However, each launcher had only a single ton of ammunition and was unable to draw from the other's bin. In an extended battle, a *Commando* would often be left with just its medium laser after a few minutes of battle.

Other minor flaws have been recognized over the *Commando's* centuries of service. Its four tons of armor only equal that of lighter 'Mechs. Though the protection matters little against other scouts, this can be a fatal flaw against a heavier opponent. Its lack of jump jets exacerbates the vulnerability, as in heavy terrain the *Commando* may have trouble escaping a large 'Mech. MechWarriors must be mindful that the *Commando's* firepower is not accompanied by equally heavy protection.

Deployment

The *Commando* was a popular scout among Lyrans forces even though it lacked the jump capability of other successful designs. Lyrans also found them useful in pairs as they could pin down enemy scouts of heavier weight and use their devastating firepower to shred foes' armor. Against the Draconis Combine's *Panther*, however, the heavier machine's superior weapons range and jump capability proved to be a good foil against these *Commando* hunter-killer groups.

The Lyrans are methodical in their deployment of the COM-3A variant, too. Though perennially popular with those units specializing in ambushes and hunting other light units, the COM-3A's very limited ammunition left it handicapped in all but the quickest skirmishes. [EDITOR'S NOTE: After the War of 3039, some *Commandos* were retro-fitted back to their original configuration in anticipation of the then-revolutionary "freezer" heat sinks preventing the associated actuator failures.]

Variants

Lyrans take very few *Commando* variants seriously. The most common variant with any sort of official support is designated the 3A. The COM-3A replaces armor for a flamer and enlarges the arm-mounted short-range missile pack. Only a single ton of ammunition supplies the twin launchers.

Despite their mixed results in the past, the original 1D variant has maintained a regular, if low-profile, existence throughout the *Commando's* history. With only three tons of armor and just the torso missile rack backing the large laser, the heat generated has made this design unpopular with many MechWarriors.

Notable MechWarriors

MechWarrior Victor Doth: A former 3E *Banshee* pilot in the Third Lyrans Guards, Victor Doth was shot out of his machine during the withdrawal from Vega in the Fourth Succession War. Reassigned to a 3A *Commando* since it was the only ride available at the time, he had made his displeasure known at every opportunity for having been "turned into a Lyrans infantryman with armor," despite now having more firepower and speed than he did with his *Banshee*. MechWarrior Doth made it a habit to take on assault 'Mechs in hopes of crippling them and capturing a new machine to pilot, believing that it would help when his unit would return to Vega, but he failed on every occasion. He lost his life in the War of 3039, fittingly enough, during the bitter fighting on Vega.

Type: **Commando**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 541

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Mass

2.5

5.5

0

2

3

4

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons

and Ammo

Location

Critical

Tonnage

SRM 6

Ammo (SRM) 15

SRM 4

Ammo (SRM) 25

Medium Laser

CT

LT

RA

RT

LA

2

1

1

1

1

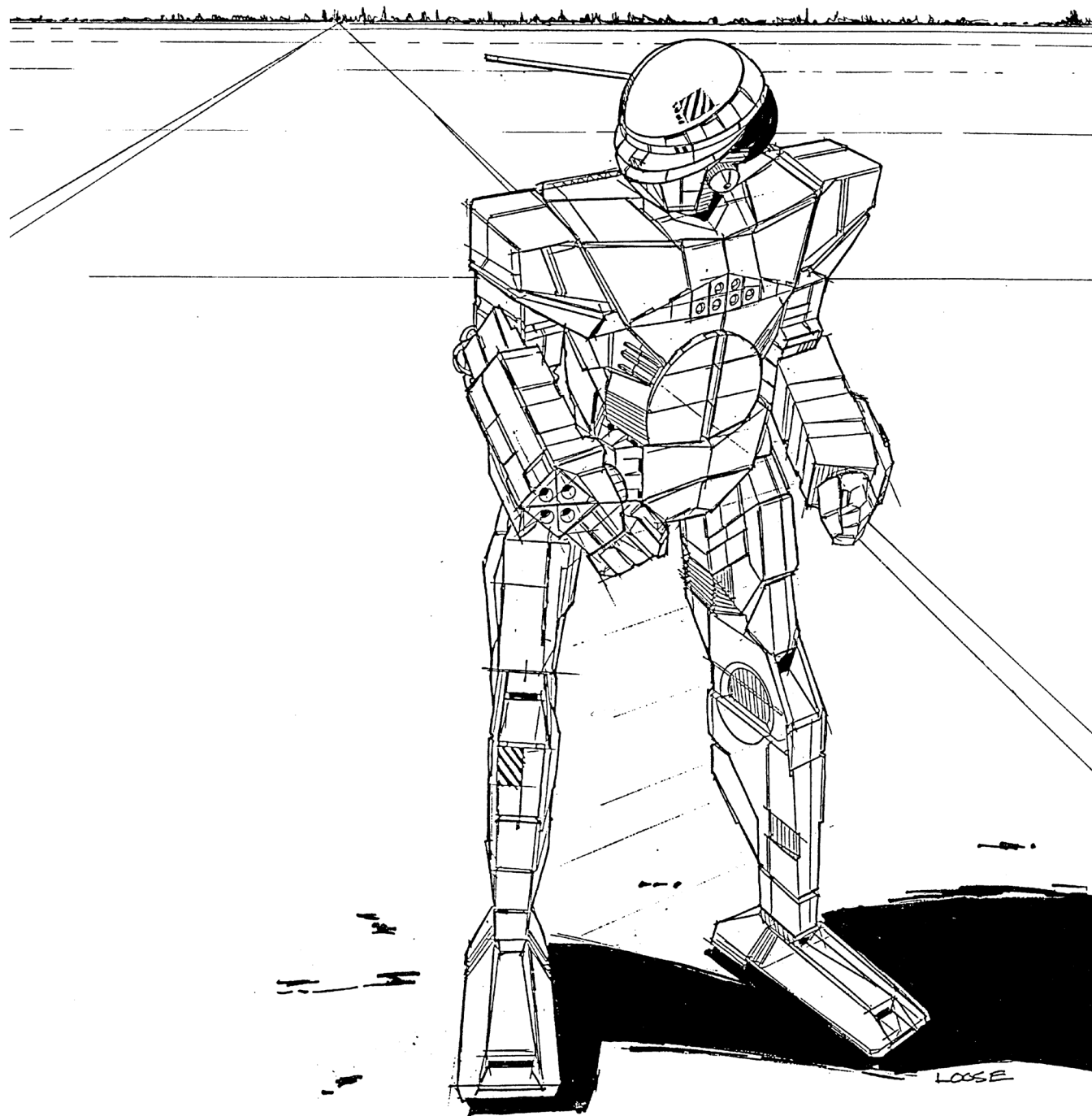
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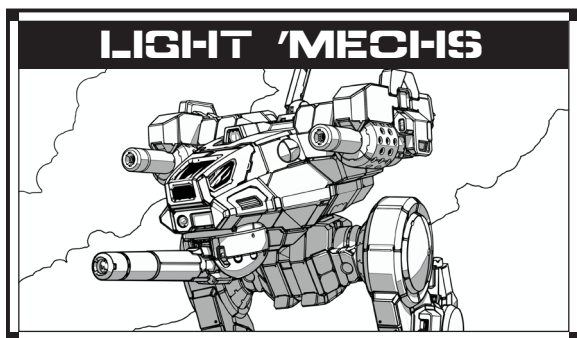
1

2

1

1





Mass: 25 tons
Chassis: Kell/D Endo Steel
Power Plant: Nissan 200
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell GA3 Ferro-Fibrous
Armament:
3 Sorenstein Medium Lasers
1 Starflash Plus Small Laser
Manufacturer: Diplan 'Mechyards of Ozawa
Primary Factory: Ozawa (destroyed 2837)
Communications System: ON-5
Targeting and Tracking System: ON-6 with Beagle Active Probe

Overview

The *Mongoose* was introduced in 2660 as a deep recon 'Mech. However, it soon became a favorite of commanders due to its Beagle Active Probe. Not only do the Beagle's sensors penetrate most interference, but its data storage system retains detailed information on all targets, including analyses of combat tactics employed. This enables quick recognition of any enemy 'Mechs or MechWarriors encountered before. It also allows commanders to evaluate an opponent's capabilities and to test countermeasures in simulation.

Unfortunately, the probe was one of the casualties of the Succession Wars, and no active *Mongoose* is believed to have carried one after the onset of the Third Succession

War. Recovery of lostech has made the Beagle available, however, and currently a *Mongoose* without a probe is almost unheard of.

Capabilities

Because the *Mongoose's* intended missions would require stealth as well as speed, Diplan went against conventional thinking and did not include jump jets in their design. Their theory—obvious in retrospect—was that you can't hide a BattleMech in the air. Diplan employed a Nissan 200 reactor—large for this weight class—to make the *Mongoose* one of fastest Battle-Mechs on the ground.

Because Diplan designers realized a scout 'Mech would usually have to fight alone, the *Mongoose* carries a heavy load of armor, capable of withstanding a PPC blast at close range, and it is armed with four lasers—three mediums and a small. It's a foolhardy MechWarrior that pits a light 'Mech against a *Mongoose* in single combat, and pilots of many medium BattleMechs think twice before tackling the feisty scout one on one.

The *Mongoose* employs primary cooling collars mounted just above the elbows to efficiently dissipate heat from the two arm-mounted weapons. However, the cooling jacket for the laser in the center torso rests directly atop the engine housing and is subject to rapid deterioration. Replacement is recommended after every 100 firings. Jacket failure does not inhibit weapon use, but it makes the cockpit uncomfortable and can interfere with the active probe.

Particularly noteworthy are the internal compensators utilized by the medium laser mounted in the center torso and the small laser mounted just below the 'Mech's cockpit. These compensators allow the two centerline lasers to be fired with uncanny accuracy even when the *Mongoose* is at a full run over broken terrain.

Deployment

The *Mongoose* is a rare BattleMech, and one highly valued by commanders throughout the Inner Sphere. Examples have been observed in all of the major armed forces, several Periphery realms and in mercenary commands ranging from the most prestigious to the most questionable.

Variants

Two variants of the *Mongoose* date from the decades when replacements for the Beagle Active Probe were unavailable. One mounts a short-range missile rack in place of the probe. The second adds a set of flamers to each arm and removes the small laser.

Notable MechWarriors

Adrianna Chowla: When elements of the Second Battalion of the First Marik Militia were surrounded by the Sixth Defenders of Andurien in the city of Baroda, Staff Sergeant Adrianna Chowla found herself the sole survivor of her recon lance and behind enemy lines. Anticipating the First Marik would mount a rescue without her running back to sound the alarm, Chowla chose not to withdraw. Her unorthodox decision proved wise when the First Defenders of Andurien arrived to augment the Sixth. Remaining dangerously close to Andurien forces, she conducted a thorough evaluation not only of the two units' assets, but of the First Defenders' preparations to meet the Marik Militia's thrust. Several times in the opening days of what proved to be the pivotal battle of the Andurien campaign, Chowla made her way clear of the Defenders' positions to broadcast her information to the First Marik. The Defenders were not oblivious to Chowla's presence—the "Ghost 'Mech," as they called her, was sighted and fired on several times. Nor did Chowla evade every pursuer. The battle ROM recording of her *Mongoose's* improbable victory over a *Vindicator-1R* is still part of the light 'Mech dueling module at the Allison MechWarrior Institute. This fire-fight damaged the cooling jacket on the torso-mounted laser. Realizing the data she collected was more important than her own safety, Chowla deliberately disabled the medium laser to keep its waste heat from fogging the Beagle Active Probe's sensor array. Colonel Shanna del Ray cited Sergeant Chowla's reconnaissance as the vital key to the First Marik Militia's victory over the larger Andurien force.

MON-66 MONGOOSE

LIGHT 'MECHS

17

Type: **Mongoose**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 758

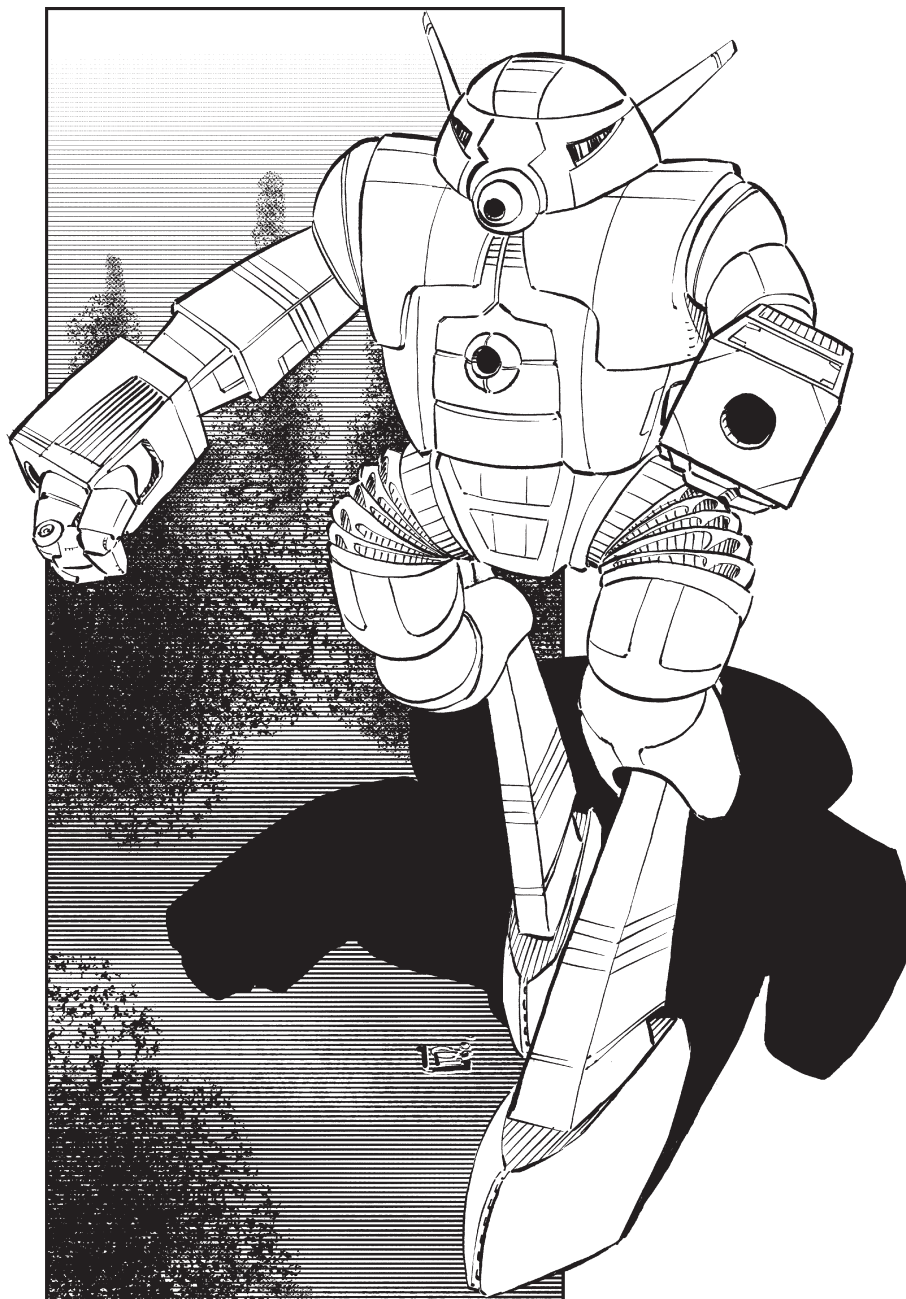
Equipment

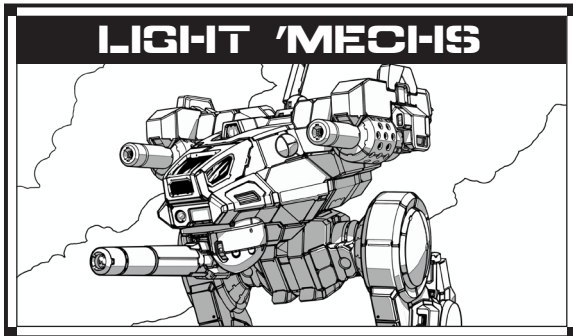
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200	8.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	89	5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		4
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

Weapons

and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT	1	1
Small Laser	H	1	.5
Beagle Active Probe	LT	2	1.5





Mass: 30 tons

Chassis: Duralyte 296

Power Plant: GM 180

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: PRS-60

Jump Capacity: 180 meters

Armor: StarGuard Type II

Armament:

1 SunGlow Type 1 Medium Laser

2 Omicron 1000 Light Lasers

2 Reginald Mark VI Machine Guns

Manufacturer: Stormvanger Assemblies, Light Division

Primary Factory: Hesperus II (destroyed 2789)

Communications System: Garret T20C

Targeting and Tracking System: Dynatec 150A

Overview

The outbreak of the Reunification War left member states of the newly formed Star League fighting a conflict for which they were ill-prepared. True, the Great Houses possessed sizable armies. But they were equipped to fight each other using the tactics and strategies evolved during the Age of War—not to fight at the end of an extended line of supply against guerrilla forces out in the Periphery. The House troops deployed to support the newly created Star League Defense Force needed suitable weapons, and fast.

A flood of new designs emerged to meet the demand for weapons to fight the “barbarians who dared to threaten the unity of mankind.” One of these was

Stormvanger Assemblies’ *Falcon*. A creation of the corporation’s Light Division, the ‘Mech remained in production at Stormvanger’s Hesperus II facility in the “Falcon Wing” until a Marik raid destroyed it during the First Succession War.

Capabilities

Bigger and tougher than the more common *Stinger*, *Wasp*, and *Locust*, the *Falcon* often drew the assignment of “Bug Hunter.” While its armament is only comparable with that of lighter units, the *Falcon* boasts significantly more armor for an edge in any encounter.

Of special note are the two rear-firing machine guns. Early battles in the Periphery had demonstrated graphically that Star League BattleMechs were in as much (if not more) danger from infantry as they were from Periphery ‘Mechs and armor. The machine guns were added late in the design process to keep swarming infantry off the *Falcon*’s back.

Deployment

The new *Falcon* was commissioned into service with units such as the Fourth Royal Guards, Tamar Tigers, and Twenty-fifth Skye Rangers—members of the Lyran Expeditionary Force participating in Operation Mailed Fist. Under overall command of Archon Viola Steiner-Dinesen, the LEF supported the SLDF’s campaign against the rebel government of the Rim Worlds Republic.

In 2591 news reached the Archon that her son, Archon Designate Kevin Dinesen, had been kidnapped on Tharkad. Enraged by (false) rumors that the Dukes of Tamar and Skye were behind the abduction, the Archon led the Royal Guards against the Skye Rangers and Tamar Tigers. In what became known as the “Day of Rage,” *Falcon* fought *Falcon* until SLDF troops arrived to break up the fight.

The *Falcon* was made available to other League member states, and the design also found a home in many SLDF line regiments. However, the loss of the Stormvanger Assemblies production line on Hesperus II put an end to new production, and numbers dwindled during the course of the Succession Wars. Of course ComStar possessed a number of *Falcons* amongst its secret cache of weapons on Terra, but as far as the Inner Sphere was concerned the

design had all but vanished.

The appearance of Wolf’s Dragoons in 3005 marked the return of the *Falcon* to the battlefields of the Inner Sphere. The Dragoons rebuffed all inquiries as to its origins, but their possession of lost designs like the *Falcon* sparked intense speculation. The speculation ended, of course, when the Clans invaded and the Dragoons explained their origins.

After the Fourth Succession War a number of *Falcons* appeared in the Draconis Combine. Thought to have been salvaged from the fighting between the Ryukens and Wolf’s Dragoons on Misery, these ‘Mechs had actually been secretly supplied to House Kurita by ComStar.

Variants

The *Falcons* that remain in the Inner Sphere are almost all extensively repaired, many of them becoming hybrids with arms, legs, and weapons taken from other BattleMechs. Only Wolf’s Dragoons have access to new, undamaged ‘Mechs of this type.

Notable MechWarriors

MechWarrior Maurice Frenn: Formerly a member of Gamma Regiment, Frenn was wounded twice during the brutal fighting that almost destroyed Wolf’s Dragoons in the Fourth Succession War. One of the only MechWarriors of Wisey’s Company to survive the bloodbath at Fort Belvoir on Harrow’s Sun, Frenn was recruited along with a handful of Gamma survivors by the legendary Natasha Kerensky when she formed the Black Widow Battalion.

Frenn’s specialty is setting up ambushes—a skill that the Black Widow has utilized on numerous occasions. Of course this ability has given Frenn a special appreciation of how to read terrain, and he is equally adept at spotting an enemy ambush.

Chu-i Hiro Yoshigi: Of one-quarter Scandinavian extraction, Hiro Yoshigi has battled prejudice throughout his career. Assigned to the (now defunct) Rasalhague Regulars, it is a testament to both Hiro’s skill and loyalty that he has secured a transfer to command a recon lance in the prestigious Genyosha.

Type: **Falcon**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 610

Equipment

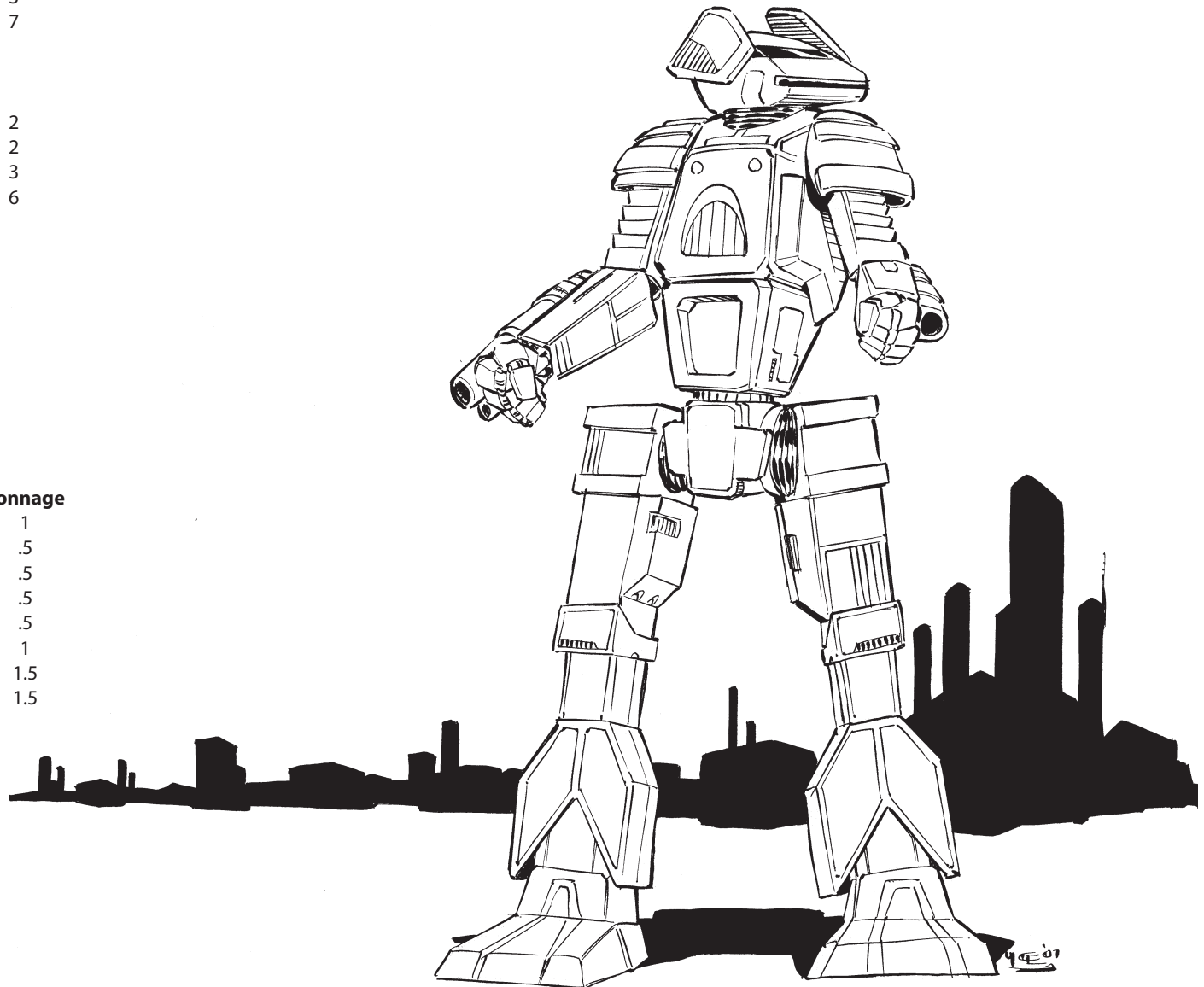
Internal Structure:		3
Engine:	180	7
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	96	6

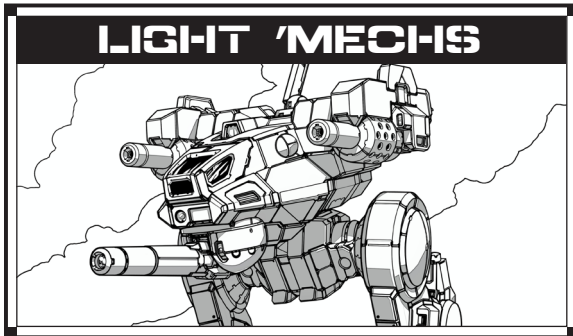
	<i>Internal Structure</i>	<i>Armor Value</i>
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Head	3	9
Center Torso	10	14
Center Torso (rear)		3
R/L Torso	7	12
R/L Torso (rear)		2
R/L Arm	5	8
R/L Leg	7	13

Weapons and Ammo

	Location	Critical	Tonnage
Medium Laser	RA	1	1
Small Laser	RA	1	.5
Small Laser	LA	1	.5
Machine Gun	RT (R)	1	.5
Machine Gun	LT (R)	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 30 tons
Chassis: Earthwerks Firefly
Power Plant: GM 150
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Lexington Lifters
Jump Capacity: 120 meters
Armor: StarSlab/1 with CASE
Armament:
3 Martell Medium Lasers
1 Coventry Five-Tube LRM 5
1 Surefire 444 Anti-missile system
Manufacturer: Coventry/Earthwerks Combine
Primary Factory: Terra (destroyed 2779)
Communications System: Datcom 18
Targeting and Tracking System: Radcom TXX

Overview

Entering service in the late 27th century, the *Firefly* was one of the standard light 'Mechs of the SLDF in its later years. Although slow compared to other 'Mechs of its weight class, it was well armed and armored and often served as the anvil against which other force's recon units were shattered. Examples appeared in all the House militaries, though not in the numbers employed by the SLDF, and save for rumors of odd examples in the Periphery, all were thought destroyed by the end of the Second Succession War.

The reappearance of the design with Wolf's Dragoons in the early 31st century was met with raised eyebrows, though the secret of the *Firefly's* origin was made clear

when the Dragoons' Clan origins came to light. The appearance of a small number of *Fireflies* with the Com Guard forces in the 3040s encountered a similar reaction. [EDITOR'S NOTE: though this design technically belongs in the Star League section of this briefing, its modern association with the Dragoons warrants its inclusion here.]

Capabilities

A *Firefly* field modification began to appear with Wolf's Dragons in the late 3040s as part of their preparations for the Clan onslaught they knew was coming. Very limited in scope, the upgrade was designed to increase the survivability of the *Firefly* at the expense of firepower. An anti-missile system replaced three of the small lasers of the 4A (strangely, a "false" AMS weapon port appears in the right arm) while cellular ammunition storage took the place of the fourth, guarding against the possibility of catastrophic damage within the AMS ammo store. The LRM ammunition was not similarly protected, however, as it would have required a too-extensive remodeling of the chassis. But even with its reduced firepower, the *Firefly* remains a well armed 'Mech for its class, capable in both close-in and medium-range engagements.

Deployment

The Dragoons employed the *Firefly* as the backbone of their light 'Mech formations, adding both firepower and resilience. Despite their relatively low-tech systems *Fireflies* performed well on Luthien and in a host of other battles between the Dragoons and the Clans. Their numbers were steadily denuded over the years, however, and by the time clashes erupted on Outreach, scarcely half a dozen 4Bs remained in Dagoon service. Rumors of more advanced models appearing after the destruction of Harlech would seem to confirm the rumors of full-fledged manufacturing of the *Firefly*, though why such advanced models didn't appear sooner is unclear.

All of the invading Clans employ advanced versions of the *Firefly* with their second-line forces.

Variants

The handful of Com Guard *Fireflies* differ markedly from any of the Dagoon configurations and have received the

4C designation. Known to employ endo-steel skeletons and extra-light engines, they utilize the freed up space to upgrade their laser weaponry to pulse variants. Double heat sinks allow the ComStar *Fireflies* to use the expanded weaponry efficiently, as was demonstrated against the Clans during Operation Bulldog.

The new Dagoon variants—designated 4D—evolve the upgraded model. Retaining the same form factor as the 4B, these new models employ ferro-fibrous armor and an endo-steel skeleton as well as a light engine, using the mass freed up to upgrade the laser weaponry to extended-range versions and adding an Artemis FCS to the LRM launcher. Unlike the ComStar variant, the 4D does not use advanced heat sinks, but the inclusion of two additional sinks allows the 4D to operate efficiently.

An advanced variant of the *Firefly* employed by the Clans follows a radically different path, employing double heat sinks and endo steel but replacing all the 4A's laser weaponry with ER small lasers and medium pulse lasers. An SRM-2 launcher replaces the 4A's long-range missiles, turning the multi-role Star League model into a light brawler.

Notable MechWarriors

Leftenant James Reynolds: How a malcontent like James "Little Jimmy" Reynolds managed to get his hands on a *Firefly*, let alone an advanced Clan model, is a mystery that has troubled bandit hunters in the periphery for the last decade. Together with his little band of pirates, Reynolds has harassed both the Clans and the Draconis Combine since around 3060 (a date that leads many to suspect Reynolds, or at least his equipment, originates with the fallen Smoke Jaguars). He has managed to elude the best efforts of the DCMS and the Ghost Bears to eradicate the menace. Reynolds has managed to stay one step ahead of those hunting him while simultaneously pursuing his primary goal in life: profit. The Ghost Bears have allegedly found links between Reynolds and one of Clan Diamond Shark's trading facilities, but the mercantile Clan has denied culpability for the pirate's activities, maintaining instead that their trading facilities operate on a good-faith basis.

FFL-4B FIREFLY

LIGHT 'MECHS

21

Type: Firefly
Technology Base: Inner Sphere
Tonnage: 30 tons
Battle Value: 870

Equipment

Internal Structure:

Engine: 150

Walking MP: 5

Running MP: 8

Jumping MP: 4

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 104

Internal
Structure

Armor
Value

Head 3 8

Center Torso 10 15

Center Torso (rear) 5

R/L Torso 7 11

R/L Torso (rear) 3

R/L Arm 5 10

R/L Leg 7 14

Weapons and Ammo

Location Critical Tonnage

Medium Laser CT 1 1

Medium Laser LT 1 1

Medium Laser RT 1 1

LRM 5 RT 1 2

Ammo (LRM) 24 LT 1 1

Anti-missile system LA 1 .5

Ammo (AMS) 12 LT 1 1

CASE LT 1 .5

Jump Jets LL 2 1

Jump Jets RL 2 1

Mass

3

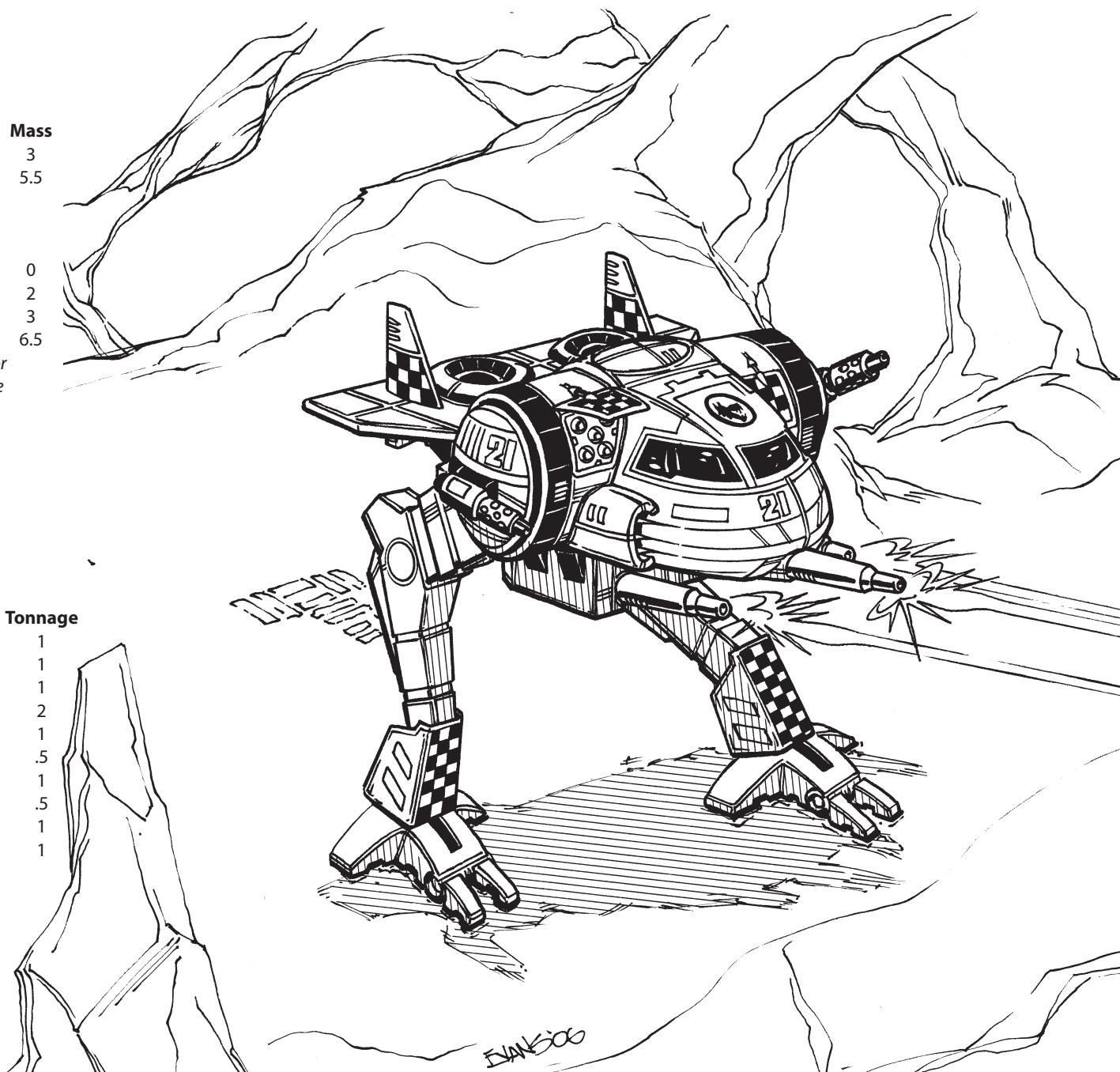
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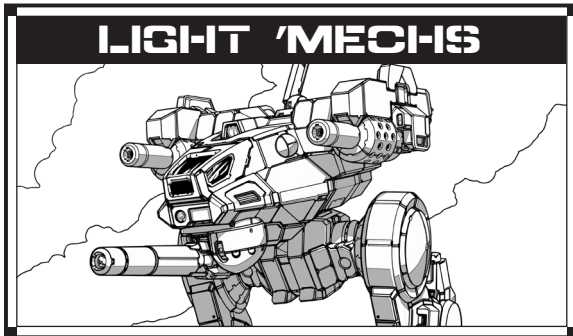
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2

3

6.5





Mass: 30 tons
Chassis: Irian Chassis Class 10 Standard
Power Plant: GM 270
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:
2 Hellion-V Medium Lasers
1 Olympian Flamer
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: None (refits only)
Communications System: Irian TelStar
Targeting and Tracking System: Wasat Aggressor

Overview

Commissioned for the Star League Defense Force in 2632, the *Hermes* was rushed through design and production and entered regular service with a number of glitches and design flaws. Several years of repair and redesign ensued before the *Hermes* began to perform as designed, but by that point several flaws in the basic design had become clear, and these problems made the *Hermes* unpopular in the roles for which it had been procured. The *Hermes* was in production for only nineteen years before the design was canceled and the 'Mech taken out of general SLDF service. It was only the hardship of the Succession Wars that brought the 'Mech out of the militia units to which it had been relegated and brought the production facility back online to manufacture an upgraded *Hermes II* BattleMech.

Today the 'Mech exists as ancient machines held together with spit and ingenuity, with their advanced technology stripped away for any modern equivalent that will get the job done.

Capabilities

The design specifications of the original HER-1S *Hermes* bid called for a 'Mech capable of outpacing almost any other BattleMech on the field at the time, and in that respect Irian delivered. The *Hermes*, with its maximum speed of more than 150 kph, is faster than even the swift *Locust*. Of course, this speed was not gained without cost, in this case the massive GM 270 fusion engine that occupies almost half the *Hermes*' mass.

Lightly armored and lacking jump jets, the *Hermes* attempts to compensate for these deficiencies with firepower. Two Hellion-V medium lasers provide good striking power, while an Olympian flamer allows the *Hermes* to provide its own concealment in case of close-quarters combat.

The real star of the *Hermes* was the Alexis Photon Target Acquisition System, which used a series of computer-controls and ranging lasers to determine whether or not the *Hermes* should fire its weapons when ordered. Although it was a powerful system, the knowledge to keep it running didn't survive the Succession Wars, and it was one of the first systems cannibalized. Except for the few vintage models in the Com Guard, no known examples of the Alexis Photon are known to exist.

Deployment

In the Successor State armies, the HER-1S *Hermes* originally served as a company or battalion-level scout 'Mech. With the loss of the sophisticated technology needed to keep its electronics operating, the HER-1A *Hermes* has been relegated to more traditional recon lance roles where its speed is an asset, even without the advanced sensors.

Several pristine HER-1S *Hermes* have appeared in the Com Guard, where they serve as recon 'Mechs for HPG garrisons and reaction forces. Observations of Com Guard maneuvers indicate the *Hermes*' electronics are all Star League standard, which would give the Com Guard a powerful edge in combat against any Successor State military.

Variants

The original HER-1S *Hermes* didn't serve long enough to have any standard variants produced, and the few HER-1A downgrades remaining on today's battlefields are so scavenged that each is almost its own unique variant. Besides having their advanced endo-steel skeletons replaced with standard materials—resulting in a loss of one and a half tons of armor to compensate—and their sophisticated electronics swapped for more readily available systems, several models of medium laser replace the Hellion-Vs, and some MechWarriors retrofit the Olympian flamer with another medium laser.

Notable MechWarriors

Lieutenant Alex Upland: Lieutenant Upland serves on the staff of Colonel Tomaso Kinchuhara, commander of the First Regular Hussars. His *Hermes* can often be found near Kinchuhara's *Orion* on the battlefield, ready to sprint off to deliver a critical message or scout a distant location. Although it is rare to find a MechWarrior serving as an aide on the battlefield, Lieutenant Upland serves this task as well inside his 'Mech as out of it. He is an adept MechWarrior, despite his near-noncombatant status, with three 'Mech kills to his credit.

Subaltern Peter Grimes: Subaltern Grimes commands the recon lance of the Concordat Commandos in the Taurian Concordat. He pilots the only *Hermes* known to exist in the Periphery, leading a lance made up of his *Hermes*, two *Spiders*, and a *Locust*. This fast lance is adept at scouting terrain across the Commandos' entire axis of advance, despite its size, because of their phenomenal speed. Subaltern Grimes, however, would like to trade his *Hermes* for a more conventional *Spider*. The novelty of the *Hermes* in the Periphery means that every bandit they encounter tries to engage him just to be the one to bring "that funny-looking thing" down.

Type: **Hermes**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 601

Equipment

Internal Structure:

Engine: 270 14.5

Walking MP: 9

Running MP: 14

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 56 3.5

Internal
Structure

Armor
Value

Head 3 7

Center Torso 10 7

Center Torso (rear) 4

R/L Torso 7 6

R/L Torso (rear) 2

R/L Arm 5 5

R/L Leg 7 6

Weapons

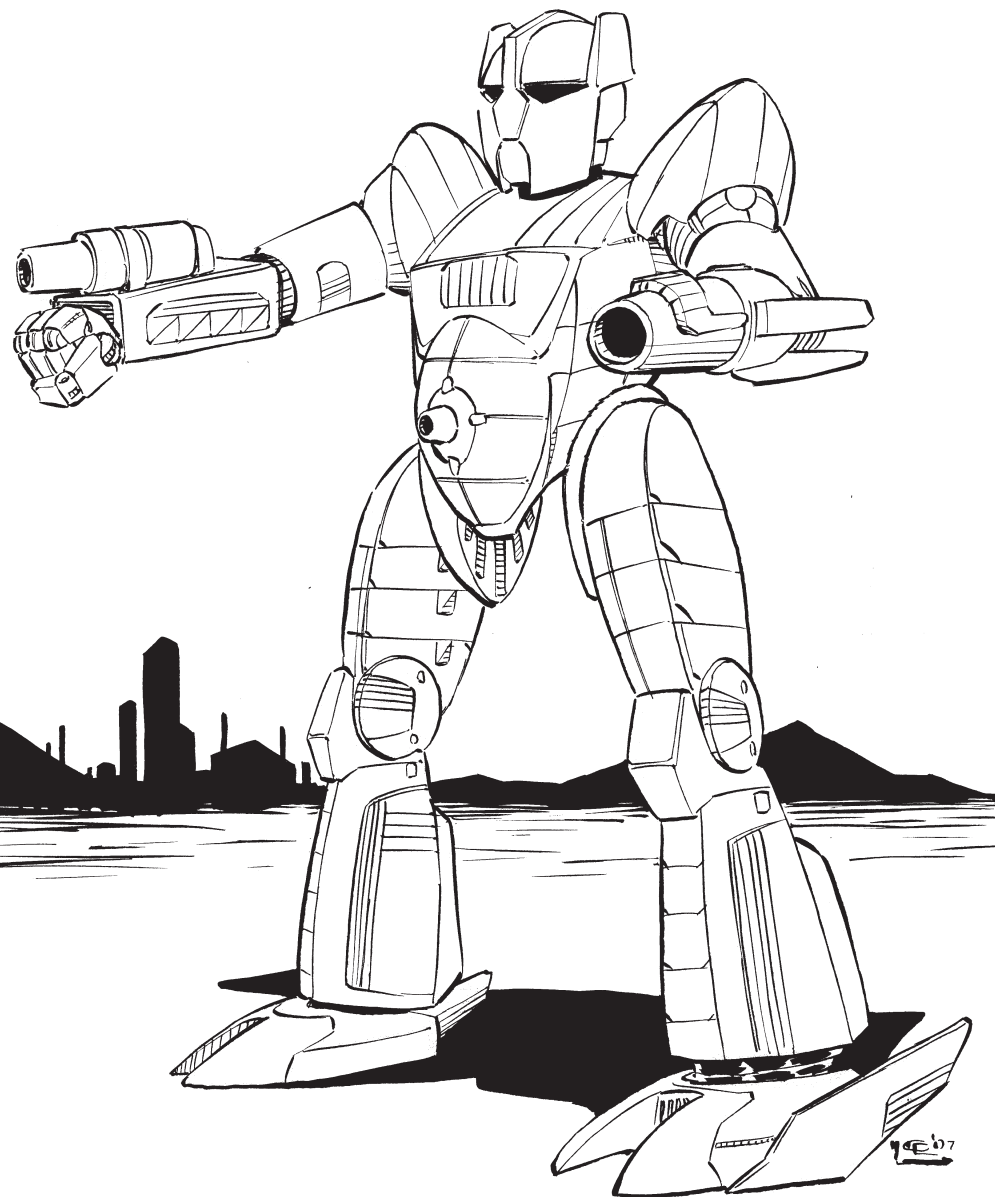
and Ammo

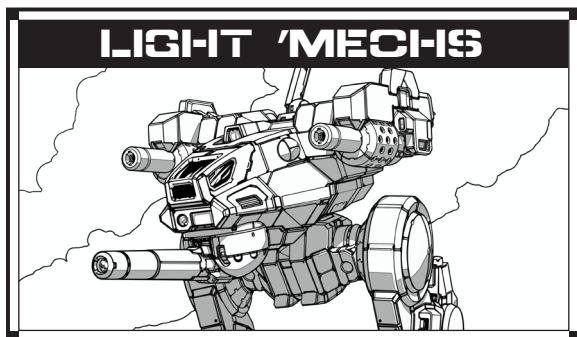
Location Critical Tonnage

Medium Laser RA 1 1

Flamer LA 1 1

Medium Laser CT 1 1





Mass: 30 tons

Chassis: Benztrav 40

Power Plant: GM 270

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Limited High Grade Ferro-Fibrous

Armament:

1 Newhart Extended-Range Large Laser

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: Field Ranger Sightseer

Targeting and Tracking System: Ranger LAF Model 2

Overview

Considered the most common reconnaissance platforms in the Star League Defense Force, the HSR-200-D series could achieve top speeds cresting 150 kph. Because of this, *Hussars* were notoriously difficult to target and engage in straight-up battles. Though more modern designs have become equally capable scouts, the *Hussar* remains the textbook example of a light recon BattleMech.

Because the original SLDF used a large number of the *Hussar* in its light 'Mech formations, very few of the design existed among the Great Houses. Thus, when General Kerensky's Exodus removed the bulk of the SLDF army from the Inner Sphere, scant few of the design remained behind. Subsequently, the *Hussar* became a lost design until unveiled by the Com Guards in 3051. When ComStar opened its archives after the Schism in 3052, Coventry

Metal Works quietly bought the rights to the *Hussar* design from Bonn Mekarmorwerks, who were developing the 400-D series for the Com Guards. The Lyrans company produced several new variants for the AFFC/LAAF between 3055 and 3068. Shipments ceased when the Word of Blake assaulted Coventry during the opening salvos of the Jihad.

Capabilities

Woefully under armored when compared to other recon designs, the *Hussar* is not meant for one-on-one fighting. Though the original design mounts an extended-range large laser, allowing it to snipe from outside most light 'Mechs' weapon ranges, the MechWarrior must remember his primary advantage is speed. Unfortunately, because many inexperienced Lyrans pilots enjoy stand-up fights (due to training in heavier designs), the pilot mortality rate in a *Hussar* is excessively high.

Equipped with superior communications and surveillance gear (ComStar allowed CMW to copy the original Field Ranger Sightseer schematics in 3055), *Hussars* were invaluable to many LAAF commanders during the FedCom Civil War. Towards the end of the conflict, it became standard procedure to drop at least a lance of *Hussars* in the enemy's rear area with orders to scout and cause havoc along the main supply lines. Not a new tactic, it seems that several hard-line Lyrans commanders are copying Kerensky's older SLDF tactical operation maneuvers when it comes to deploying *Hussars*.

Deployment

Predominately found among Lyrans frontline regiments, *Hussars* form the backbone of scout and reconnaissance units. These units seem to work well in conjunction with the *Osiris* and *Stillette* BattleMechs, though they rarely see much combat due to their delicate nature.

Variants

By far the most common variant seen on today's battlefield, the HSR-200-D is equipped with a single ER large laser but only carries one and a half tons of armor across

its nimble frame. The far more rare 300-D was a stripped-down design provided to the Draconis Combine by ComStar during the 3030s as part of their secret re-arming deal with then-Kanrei Theodore Kurita.

ComStar attempted to improve the original design by installing a GM-240 XL engine, allowing enough torso room to mount a heavier LB 10-X autocannon for more close-in combat. The extra space also allowed ComStar engineers to double the design's armor. CMW manufactured both the 200-D and 400-D series on Coventry through the civil war.

Bonn Mekarmorwerks produced the 600-D variant sporting C³i technology and an ER PPC in 3060, which has only been seen among Word of Blake militia forces.

A newer variant was unveiled in mid-3067, mounting a light autocannon. Christened the 900-D series, it was never produced beyond the prototype stage before the Word of Blake seized the CMW complex. Recent Loki reports indicate that both this variant and a newer one have been seen coming from CMW's assembly point. Both variants mount heavy ferro-fibrous armor, with the Blakist version sporting what appears to be a snub-nose PPC and paired ER medium lasers.

Notable MechWarriors

Major Joseph Norton: Commander of a small unit composed of ten *Hussars* attached to the Fifty-first Hussar Regiment of the SLDF's XXX Corps in the twenty-seventh century—also known as "The Fingers of Death"—he has been credited with proving the *Hussar* design a "positive combat asset." Skilled in maneuvering well behind enemy lines, he would orchestrate strikes on several key support elements, destroying communication arrays, ammunition stores, and even killing commanders who believed they were safe in the rear-most areas.

After his retirement in 2642, he published a small book on his vision of scout and reconnaissance warfare (*The Strategy of Support*); the book went unnoticed for centuries until the Alarion Historic Foundation discovered an electronic copy in 3059. Even though it is now a required text at the Nagelring, sales of the book inside the Alliance remain less than those in the FRR.

HSR-200-D HUSSAR

LIGHT 'MECHS

25

Type: **Hussar**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 636

Equipment

Internal Structure:

Engine: 270 14.5

Walking MP: 9

Running MP: 14

Jumping MP: 0

Heat Sinks: 10 [20] 0

Gyro: 3

Cockpit: 3

Armor Factor: 26 1.5

Internal
Structure

Armor
Value

Head 3 3

Center Torso 10 3

Center Torso (rear) 2

R/L Torso 7 3

R/L Torso (rear) 2

R/L Arm 5 2

R/L Leg 7 2

Weapons

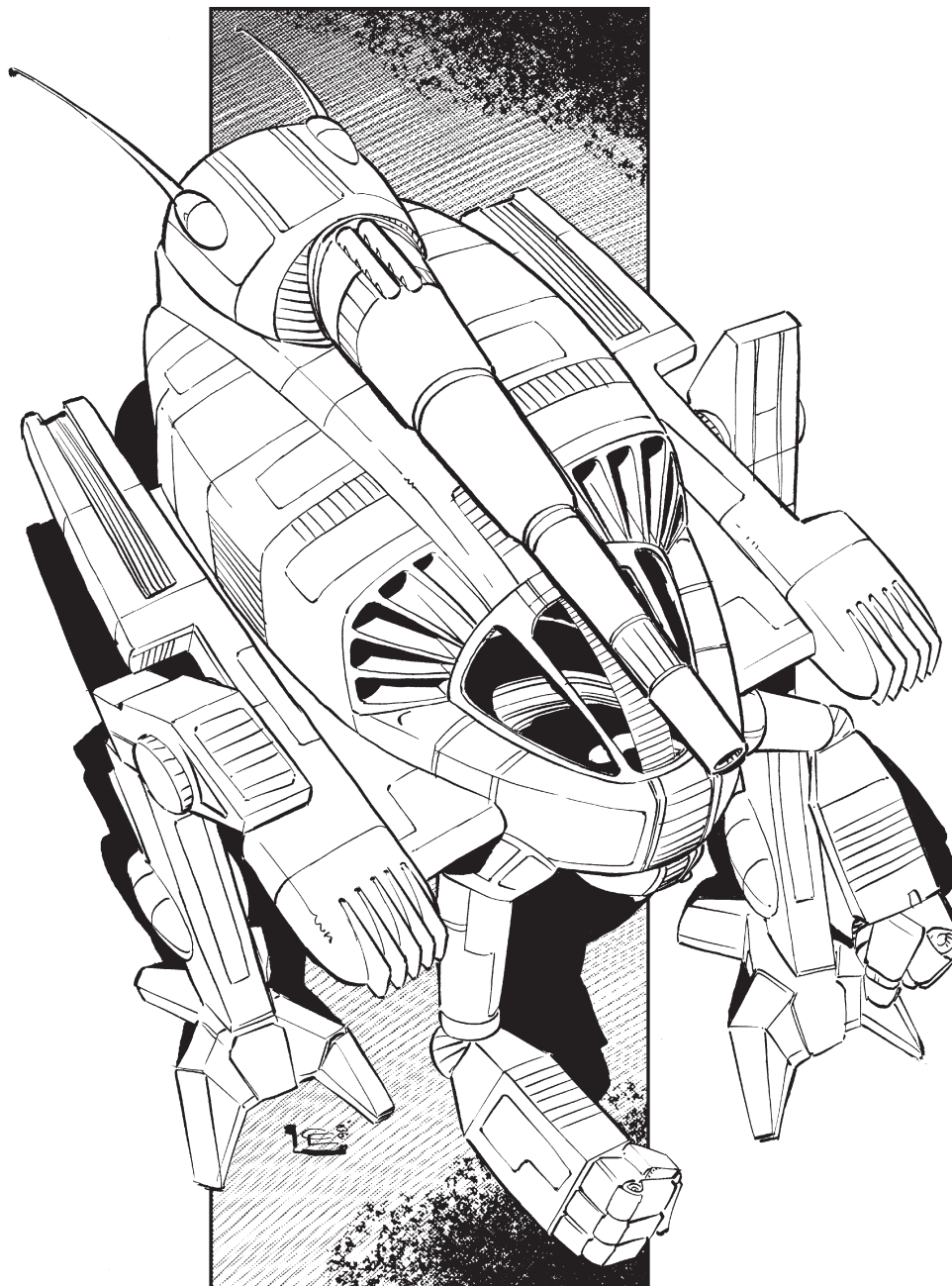
and Ammo

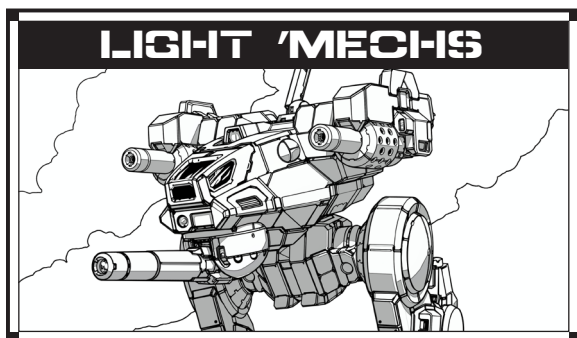
ER Large Laser

Location
CT

Critical
2

Tonnage
5





Mass: 30 tons

Chassis: Duralyte 246

Power Plant: GM 180

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 95

Jump Capacity: 180 meters

Armor: StarGuard I

Armament:

2 Arrowlite SRM 6 Racks

Manufacturer: Stormvanger Assemblies, Light Division

Primary Factory: Caph (destroyed 2774)

Communications System: Garret T10B

Targeting and Tracking System: Dynatec 128C

Overview

In 2751 Stormvanger Assemblies introduced the *Javelin* to the armies of the Inner Sphere as a recon 'Mech with the firepower to survive being spotted. By the opening shots of the First Succession War, the *Javelin* had not yet been fully integrated into most regiments, but centuries of warfare have proven this design well founded and reliable. Despite the destruction of its only production facility, the *Javelin* remains a popular 'Mech, especially in the regiments of House Davion. It has gained a reputation as a versatile and mobile 'Mech that can appear almost out of nowhere, giving rise to the aphorism "sneaky as a *Javelin*."

Capabilities

Although the *Javelin* functions most often as a recon 'Mech, it carries enough firepower to make it a respectable strike and ambush fighter as well. This firepower is provided by a pair of Arrowlite SRM 6 launchers embedded in the *Javelin*'s chest. Each launcher is provided with a ton of ammunition, allowing the *Javelin* to enter combat without undue concern for running out of ammunition too quickly.

Rawlings 95 jump jets give the *Javelin* the mobility it needs to function on the modern battlefield in any of the roles it fills. A respectable top speed of ninety-seven kilometers per hour lets the 30-ton 'Mech keep pace with most early 31st Century scout 'Mechs, and the GM 180 fusion engine is one of the most reliable fusion plants in existence.

The only complaints MechWarriors give about the *Javelin* are its mediocre armor protection and a front-heavy center of gravity. The mass of the Arrowlites placed so far forward in the torso has a tendency to pull the *Javelin* into a forward lean, and it takes a properly dialed-in gyro to keep the 'Mech on its feet when it is running full-out. Experienced *Javelin* pilots learn to adjust for this, but newly assigned MechWarriors often spend the first few months falling over before learning exactly how far they can push their machine.

Deployment

With its long history, the *Javelin* has spread to every Successor State, but only the AFFS has embraced it and tried to employ every chassis it can. The *Javelin* appears in almost every Federated Suns 'Mech regiment, with several formations employing dozens of them. An engagement on Marduk during the War of 3039 illustrated one of the innovative uses Davion commanders have worked out for this sneaky 'Mech.

During the coursing of the Eighth Galedon Regulars outside Stanton by elements of the Tenth Deneb Light Cavalry, a small unit of heavy DCMS armor was cut off from the main body of the Combine forces. It was discovered by a recon lance from the Tenth Deneb, a lance of three *Javelins* and a *Valkyrie*. The recon lance, seeing that

the armor company was alone, attacked despite being outnumbered and outgunned. The lance commander knew his 'Mechs had an edge in mobility and striking power, and with Duke James Sandoval on-world, he wanted to make his name known.

With the *Valkyrie* situated on a distant ridge where its long-range missiles could rain down on the slow-moving tanks, the *Javelins* bounded forward on their jump jets, pushing every drop of performance and maneuverability out of their 'Mechs to keep from being struck down by the Kuritan armor. Once they reached a range of 200 meters, they stayed on the ground and charged right through the Combine formation, each *Javelin* unloading a full barrage of SRMs at the Combine Demolishers.

Three Demolishers were immobilized in the first assault. No *Javelins* were damaged.

For three minutes the *Javelins* repeated the tactic, each time from a different direction, while the *Valkyrie* poured the occasional LRM volley down on the tanks. By the time the remaining tanks had fled, the Combine had abandoned six Demolishers and two Behemoths, all with jammed turrets or shattered tracks. Only one of the *Javelins* had been destroyed, the victim of a lucky autocannon barrage.

Variants

Only one variation is widely used, the JVN-10F *Fire Javelin*, which replaces the Arrowlites with four medium lasers and additional armor. While popular for its endurance, many pilots run afoul of heat problems when trying to use the jump jets in synch with the lasers.

Notable MechWarriors

Captain David Albion: Then-Leftenant Albion was the lance commander on Marduk who challenged the Kuritan armor company. After the battle he was promoted and transferred to Duke Sandoval's planning staff, where he is responsible for researching more tactics that might enable light 'Mechs to stand up to heavy tanks with a chance of survival.

JVN-1 ON JAVELIN

Type: **Javelin**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 594

Equipment

Internal Structure:

Engine: 180 3 7

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10 0

Gyro: 2

Cockpit: 3

Armor Factor: 64 4

Internal
Structure

Armor
Value

Head 3 6

Center Torso 10 8

Center Torso (rear) 2

R/L Torso 7 8

R/L Torso (rear) 2

R/L Arm 5 6

R/L Leg 7 8

Weapons

and Ammo

Location Critical Tonnage

SRM 6 RT 2 3

Ammo (SRM) 15 RT 1 1

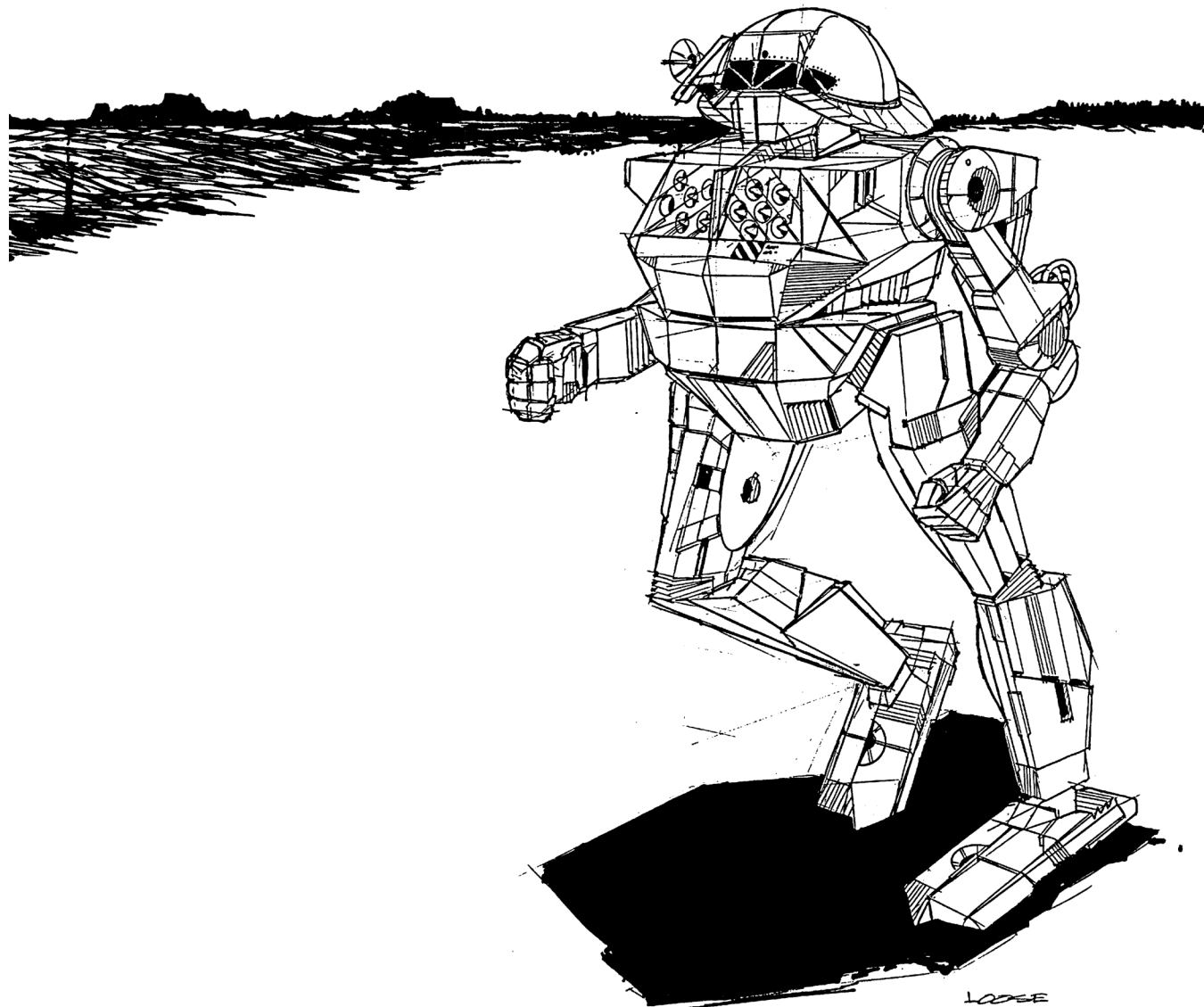
SRM 6 LT 2 3

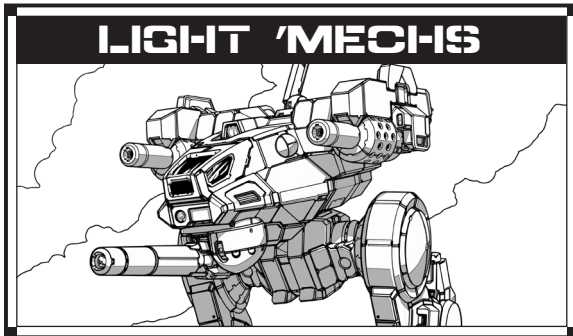
Ammo (SRM) 15 LT 1 1

Jump Jets CT 2 1

Jump Jets RL 2 1

Jump Jets LL 2 1





Mass: 30 tons

Chassis: Newhart 1200

Power Plant: Pitban 240

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: Pitban LFT-10

Jump Capacity: 240 meters

Armor: Durallex Light

Armament:

2 Aberdovey Mk III Medium Lasers

Manufacturer: Nimakachi Fusion Products Ltd.

Primary Factory: Tematagi, Tematagi Minor
(Lapida II)

Communications System: O/P 500A

Targeting and Tracking System: O/P TA1240

Overview

Over 400 years old, the *Spider* was commissioned by the Star League in 2650 for use with Special Operations units. Newhart Interstellar had already designed the *Spider*, and the Star League quickly awarded them the contract. While it was not built in great quantities, the rapid manufacturing process made the *Spider* a popular unit for well-equipped scouting forces until Newhart's factories on New Earth were destroyed by Amaris' forces in 2776. With no new *Spiders* and few spare parts, their numbers dwindled, and offensive operations staged just to steal parts for the *Spider* became commonplace.

The Free Worlds League managed to secure the *Spider*'s technical schematics from the ruins of the Terran Hegemony and tasked Nimakachi Fusion Products with building the design in exchange for Nimakachi's exclusive control of *Spider* technical data. Nimakachi would later expand its Lapida II facility in the Draconis Combine to produce the design as well.

Capabilities

As fast or faster than any BattleMech of the Third Succession War, the *Spider*'s best asset is speed both on the ground and through the air, allowing the *Spider* to have far better mobility than a *Cicada* or *Locust* anywhere except a flat plain or barren desert. Designed with top-of-the-line mobility, the jump jets can even pivot in midair while the computer keeps the 'Mech on track for the original landing point. This "twitchiness" in the air, as enemy pilots refer to it, often makes the *Spider* a very hard target to acquire. In addition, the dual-laser configuration seated next to the fusion reactor needs minimum maintenance and can operate away from support longer than its pilot can. Three-and-a-half tons of Durallex armor offers decent protection against smaller weaponry, but pilots feel speed is a far better defense against enemy firepower.

One of the overlooked reasons the *Spider* is such a good recon unit is the O/P sensor and communication package. As one large system, it is fully integrated, allowing sensor readings to be transmitted alongside voice communication. Even an entertainment unit is included to allow pilots to relax a bit when forced to wait in their unit. This tremendous computer system does have a drawback, as between it and the head armor configuration, the cockpit does not have an ejection system, requiring a slower exit in case of emergency. Most pilots grudgingly accept this fact, though the few pilots of *Spiders* with ammo-dependent weapons are often found practicing escaping from their 'Mech during down time.

Deployment

A smattering of *Spiders* can be found in all the Great Houses as well as larger mercenary units. The Free World League and Draconis Combine sport the greatest numbers of them. Prior to the Fourth Succession War, Wolf's Dragoons had a large number of the Star League design, but they have since relied mainly on Federated Commonwealth manufacturers to rebuild.

Variants

Only two official variants of the *Spider* are known, while many more have been personally modified by their owner. The first of these, which is used primarily by the Federated Suns, is the SDR-5D. The 5D removes a medium laser to add an Arkum flamer to the right arm. The SDR-5K (the Draconis Combine variant) removes two jump jets and a medium laser to install a machine gun in each arm, with a full ton of ammunition seated precariously close to the fusion reactor. Both of these versions are used mainly in militia units or as part of anti-infantry actions since most MechWarriors see it as a waste of a high-performance machine.

Notable MechWarriors

Lieutenant Gwndolyn Snedikor: Recently promoted to command a strike lance in the 151st Dark Horse regiment of the Eridani Light Horse, Gwndolyn has shown a talent for both reconnaissance and raiding but is still new to issuing commands. Suffering from severe arachnophobia, she finds it ironic that she was not only assigned to a *Spider* and has talent using it, but she has also been at the forefront of the unit's run-ins with Natasha Kerensky.

Captain Rhonda Stillston: In charge of a recon company in the Addicks Draconis March Militia, Captain Stillson has been a force to be reckoned with on the Combine border for over two decades. Easily recognizable in her bright red *Spider* with gold highlights, she won't hesitate to engage units twice her 'Mech's mass, using her superior mobility to hit and run. Being on the short list for a promotion to major has curtailed her ferocity to some extent, but her company helps keep her on top of the enemy at all times.

SDR-5V SPIDER

LIGHT 'MECHS

29

Type: **Spider**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 622

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 8

Running MP: 12

Jumping MP: 8

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 56 3.5

Internal
Structure

Armor
Value

Head 3 6

Center Torso 10 8

Center Torso (rear) 4

R/L Torso 7 6

R/L Torso (rear) 2

R/L Arm 5 5

R/L Leg 7 6

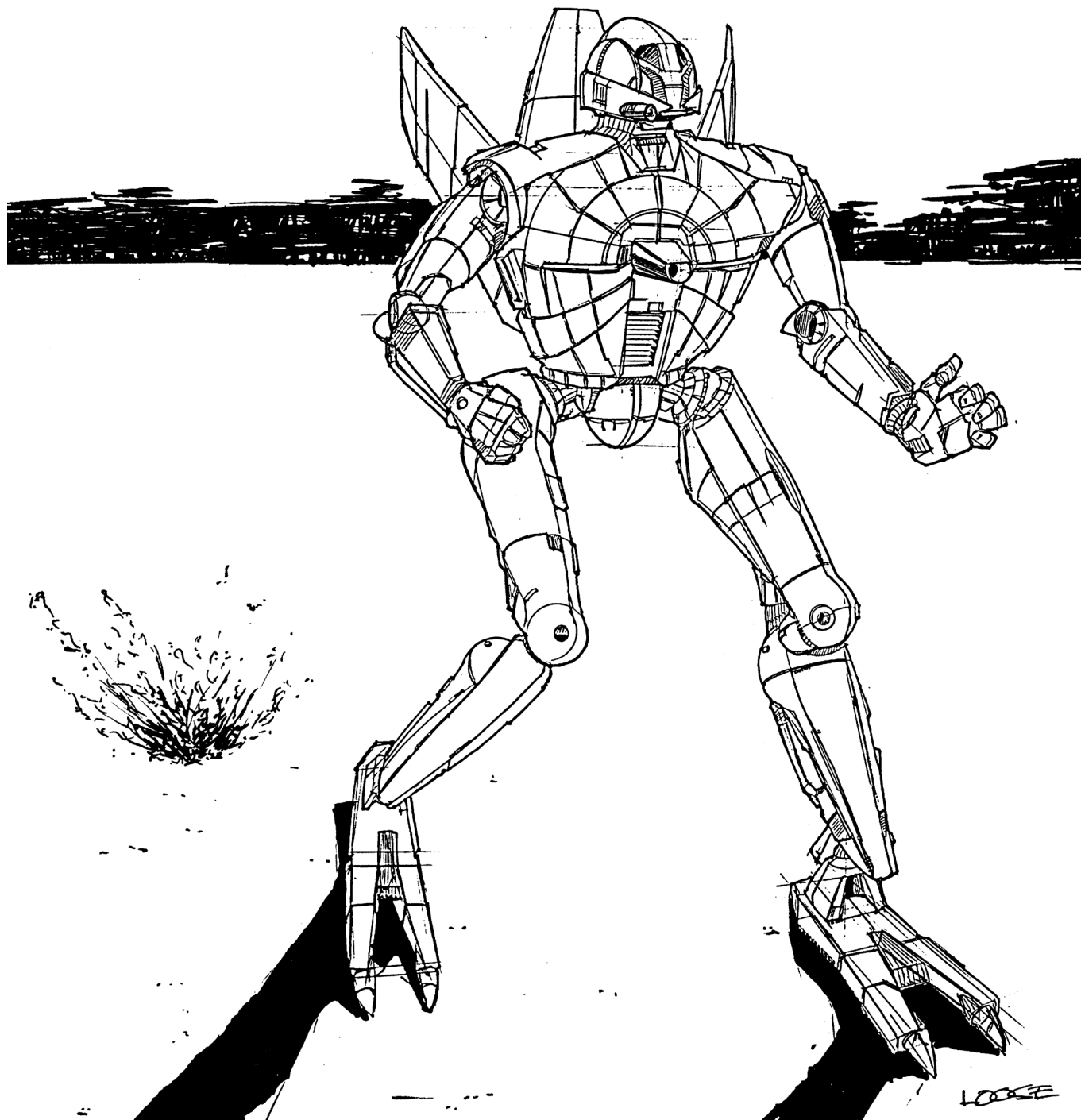
Weapons

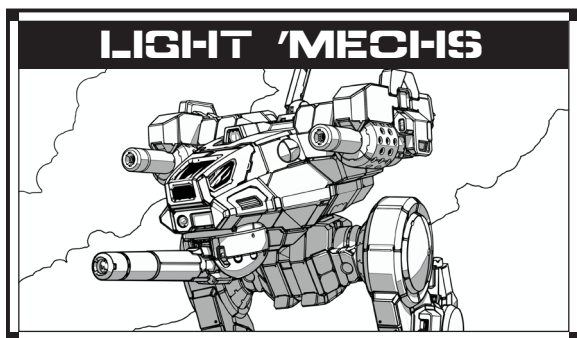
and Ammo

2 Medium Lasers CT 2 2

Jump Jets RT 4 2

Jump Jets LT 4 2





Mass: 30 tons

Chassis: Republic-R

Power Plant: Leenex 60

Cruising Speed: 21 kph

Maximum Speed: 32 kph

Jump Jets: Pitban 6000

Jump Capacity: 60 meters

Armor: Durallex Medium

Armament:

1 Imperator-B Autocannon

1 Harmon Small Laser

Manufacturer: Orgus Industries

Primary Factory: Marcus (destroyed 2837)

Communications System: Dalban Interact

Targeting and Tracking System: Dalban Urban

Overview

Called upon to produce an effective light 'Mech for city fighting, Orgus Industries replied with the *UrbanMech*. Cheap to produce but potent in its assigned duties, the 'Mech was manufactured in large numbers from 2675 until the destruction of the Orgus Industries production lines, and many have survived the Succession Wars.

Capabilities

At 30 tons, the *UrbanMech* is a mid-range light 'Mech, meaning its slow speed would appear to be a distinct liability. But the 'Mech was designed for city combat, an environment that severely limits many other designs. Six tons of Durallex armor provides protection that rivals many medium-class BattleMechs, and the *UrbanMech*'s low, stocky profile presents opponents with a difficult target.

The Imperator-B Class 10 autocannon is a reliable design that is well suited to the *UrbanMech*'s hit-and-run fighting style. Limited magazine capacity is a potential liability in a prolonged fight, and critics often note that, one way or another, an *UrbanMech* is good for about two minutes of combat.

A single Harmon small laser is the only backup to the Imperator-B. Only marginally effective, the laser can still persuade hostile infantry to keep their heads down.

Standard tactics call for *UrbanMech* lances to split up into individual units and use buildings as cover to snipe at the enemy. Then the units fall back to regroup along the next line of defense and re-arm.

Deployment

The *UrbanMech* was used by the Star League to suppress urban guerrillas and hostile light 'Mechs in heavily populated areas. During the Succession Wars the 'Mech was considered more of a liability than an asset. The Great Houses relegated the humble *UrbanMech* to garrison duty or stripped it for parts. Ironically this attitude ensured that the *UrbanMech* was spared the carnage of the First and Second Succession Wars. While many of its contemporaries have been consigned to the pages of history, the *UrbanMech* remains in service.

Unlike the other Successor States, the Capellan Confederation maintains a large number of *UrbanMechs* in its front line forces. Ravaged during the Fourth Succession War, the Confederation is desperate for any BattleMech to put on the field. After the Fourth Succession War, the St. Ives Armored Cavalry and Tikonov Republican Guards inherited many *UrbanMechs*.

A single battalion of Lothar's Fusiliers (then a regiment of Liao's Chesterton Reserves) defended the storehouses at Fort Lyons on Carver V. In 2862 Marik's Fourth Regular Hussars made a grab for the *Atlas* and *Victor* parts stockpiled there, but their lead company ran into Fusilier *UrbanMechs* as it moved into the city. Supported by armor and infantry, the Liao *UrbanMechs* used classic tactics, engaging the heavy 'Mechs with pop-up fire, then vanishing among the buildings. The Hussars wound up with a major fight on their hands, and the assault bogged down.

The Marik attackers eventually pushed the Liao forces back but sustained heavy losses and withdrew with only a fraction of the booty they had anticipated.

Variants

The only major variant of the *UrbanMech* is an armless version. Despite possessing a further streamlined profile, the disadvantages of this design proved fatal, and so very few have survived to the present. House Liao has a few *UrbanMechs* with an Imperator-Zeta Class 20 autocannon, known as the UM-R60L. The weapon's heat and mass have kept the 'Mech from gaining any great popularity.

Notable MechWarriors

MechWarrior Gordon Stuart: Seeing intense city combat as a member of Lothar's Fusiliers of the Chesterton Reserves, MechWarrior Stuart twice refused promotion in favor of remaining with his urban defense lance and his battered but serviceable *UrbanMech*, the "*Gallant*."

Stuart made no secret of his contempt for House Kurita. This attitude proved prophetic with the Combine's failure to aid its Liao allies when the Federated Suns juggernaut romped triumphantly through the Confederation in 3028. Bitter and disillusioned, Stuart and many of his comrades abandoned the Confederation and joined Tikonov's First Republican Guard when Pavel Ridzik formed the (short-lived) Tikonov Free Republic.

Commander Patricia Wellseley: This able officer commands an urban defense lance in the St. Ives Armored Cavalry. Although considered by many to be something of an eccentric (she collects teapots with passionate enthusiasm and tends toward bizarre reading habits), her performance as lance commander has been flawless. Her actions in defense of New Kolis on Maladar against a Davion raiding party have been used as examples of textbook tactics.

As with many MechWarriors, Wellseley's quirks are tolerated, even encouraged by superiors eager to find a competent commander.

Type: **UrbanMech**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 504

Equipment

Internal Structure:

Engine: 60 3 1.5

Walking MP: 2

Running MP: 3

Jumping MP: 2

Heat Sinks: 11 1

Gyro: 1

Cockpit: 3

Armor Factor: 96 6

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 10 11

Center Torso (rear) 8

R/L Torso 7 8

R/L Torso (rear) 4

R/L Arm 5 10

R/L Leg 7 12

Weapons

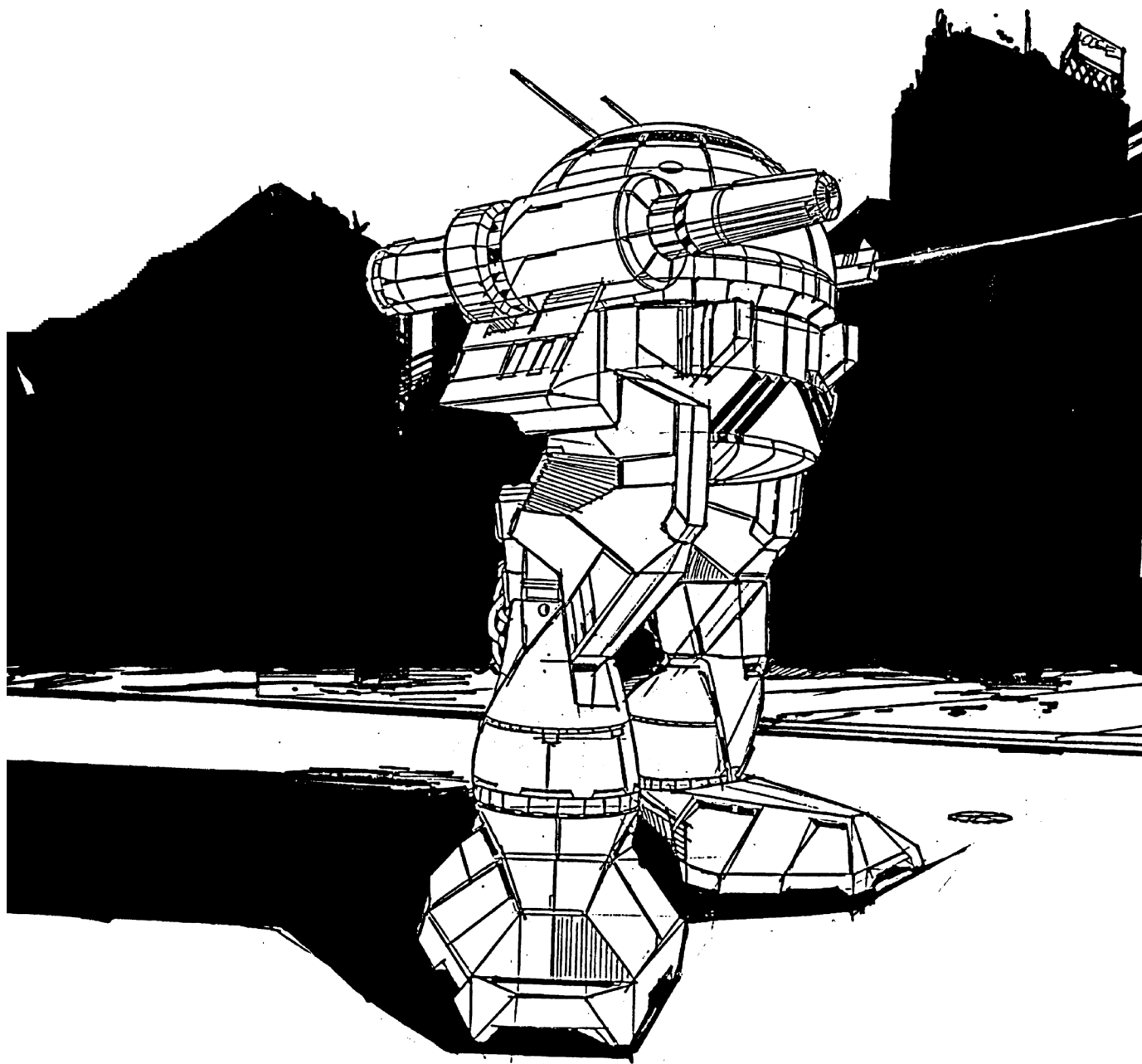
and Ammo

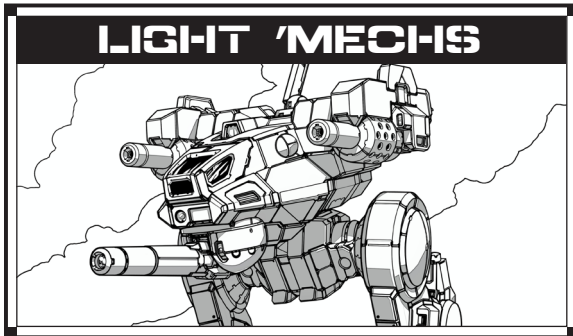
AC/10 RA 7 12

Ammo (AC) 10 RT 1 1

Small Laser LA 1 .5

Jump Jets CT 2 1





Mass: 35 tons

Chassis: Confederated 5

Power Plant: Omni 175

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Anderson Propulsion 12

Jump Capacity: 150 meters

Armor: Ceres Shield 2.2

Armament:

1 Star Cutter 80cm Laser

4 Maui Crossbow 2 Tube Launchers

Manufacturer: Confederation Defense Corporation

Primary Factory: Exedor (destroyed First Succession War)

Communications System: Zenith Sqwak Box 4

Targeting and Tracking System: Maui Missile Trak

Overview

Faced with a military technologically lagging behind all her neighboring nations, Jasmine Liao placed a top priority on obtaining BattleMech specifications for the Capellan Confederation. After a few million L-bills and a dozen agents, Capellan Intelligence was able to obtain plans for what would become the *Icarus*.

Lacking several components, the Chancellor ordered an industrial development program to allow the Confederation's first 'Mech to rely on homemade parts. After nearly a decade of development work, the Weapon Armed Mech, or WAM, was introduced to the field. The

WAM-B, a refinement from the original WAM model A, fought in conflicts with the Free Worlds League. The awkward name lasted until a propaganda piece was aired state-wide. Shot from the gun camera of an observing recon car, it showed a WAM-B using Inferno missiles to cripple an entire company of tanks. The comments from the car's crew were included, with the famous line, "That's not a WAM-B, that's a Fire-B!" leading to the current moniker and model number.

Capabilities

Several design evolutions worked out the kinks in the *Firebee*, leading to the *Firebee* 2E, which was put into mass production in 2524 during the reign of Calvin Liao. With a top speed of over 80 kph, it had good speed for the day and could keep up with its predecessors. Improvements in armor technology meant the six tons of Ceres' second-generation armor was solid protection for a light 'Mech.

It was the weaponry, though, that made pilots of the *Firebee* happy. A large laser gave good firepower at adequate range, while eight tubes of short-ranged missiles made any foe who tried to close regret that decision. New pilots would complain about the overabundance of missiles for the short-range tubes, but experienced *Firebee* pilots enjoyed the ability to choose between varied ammunitions. Salvos of normal and Inferno ammunition were crippling to 'Mechs and devastating to vehicles, especially support vehicles found in garrison units. This made the *Firebee* very unpopular with enemy forces, and it was often their primary target in a fight.

Deployment

First a shock unit, the *Firebee* was the core of many armor-hunting units. As the BattleMech became more popular, the *Firebee* shifted to a recon role, then back to a shock role providing firepower against light units. It filled this role well until the destruction of the Exedor plant at the onset of the First Succession War. The aggressive role that the *Firebee* filled led to its quick extinction on the battlefield by the 30th century. A few remained as museum pieces or curios, but none has seen combat in many generations.

Variants

The original 1E used a primitive cockpit and engine. This limited the weaponry to five long-ranged and six short-ranged missile tubes. The six-and-a-half tons of armor were not nearly as efficient as modern armor, and the 1E did not possess jump jets.

To commemorate Sun-Tzu's survival of the bombardment on Sian, a pair of *Firebees* were refitted with modern technology, demonstrating the never-ending circle of the Chancellorship. Dubbed the 3E, these units have the Confederation's signature stealth armor and a plasma rifle, while the missiles have been swapped out for a smaller multi-missile launcher. An extra-light gyro and small cockpit were used to make room for the CASE system and ECM equipment. The jump jets were removed as well.

Notable MechWarriors

Sao-wei Heather Kohl: Part of the Red Lancers, Kohl was the member of the search party that first heard Chancellor Sun Tzu's cries for help. In gratitude, her *Whitworth* was replaced with one of the refitted *Firebees*. With her pedigree and the Chancellor's good graces, Kohl has become a rising star, and there will undoubtedly be plenty of people trying to hang onto her coattails. How she handles this opportunity while being the focus of attention will determine her future.

Captain Ipsen Chang: The pilot of the first -2E *Firebee* off the production lines, Chang racked up dozens of tank and infantry unit kills and felled a half dozen 'Mechs. The most celebrated first generation 'MechWarrior of the Confederation, he was quick to embrace the life of fame and excess, but it eventually resulted in his death. After finding Chang with one of his wives (some assert that Chang was unaware of the woman's marital status; others disagree), Calvin Liao had him executed by immolation with Inferno gel.

FRB-2E FIREBEE

LIGHT 'MECHS

33

Type: **Firebee**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 808

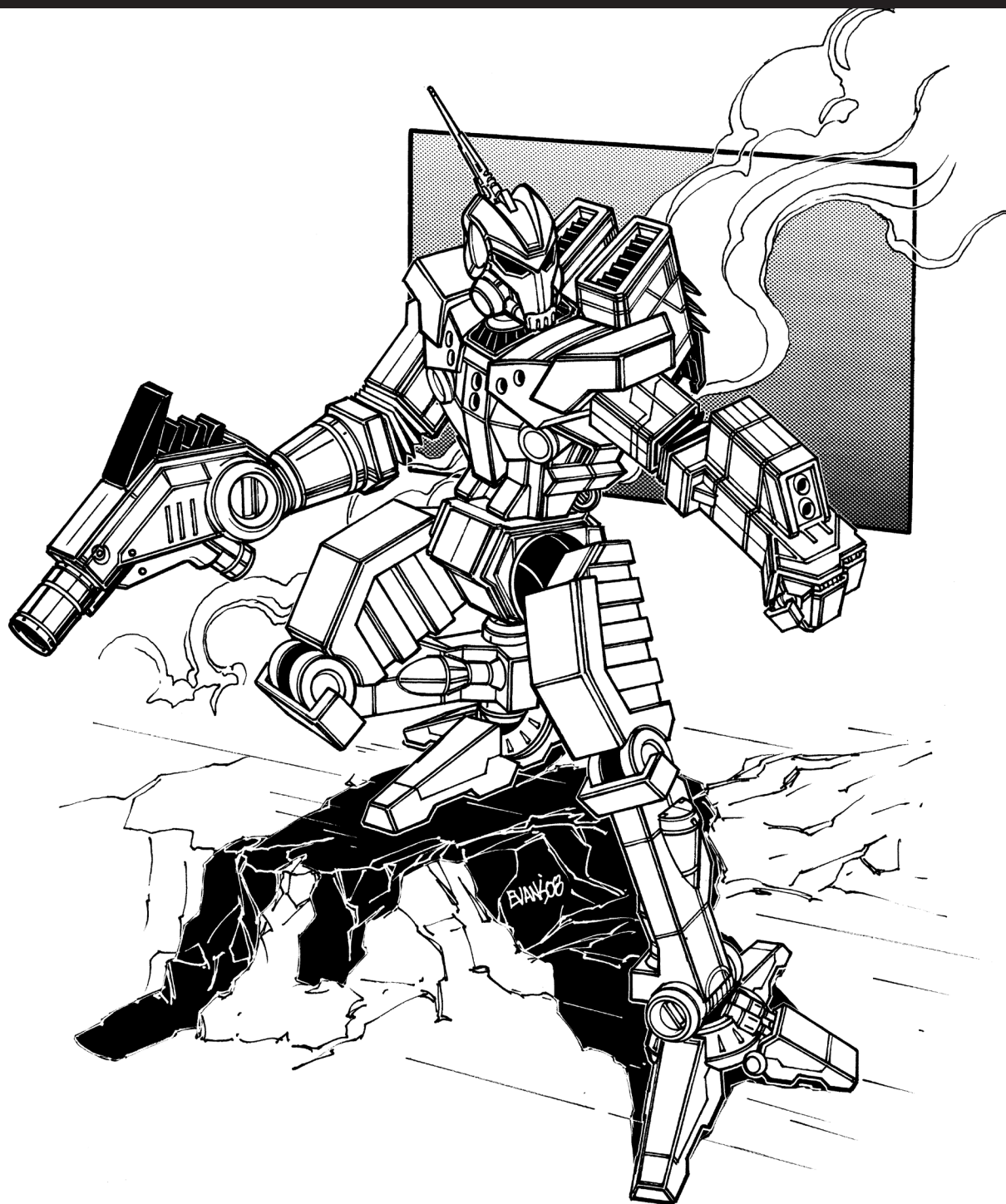
Equipment

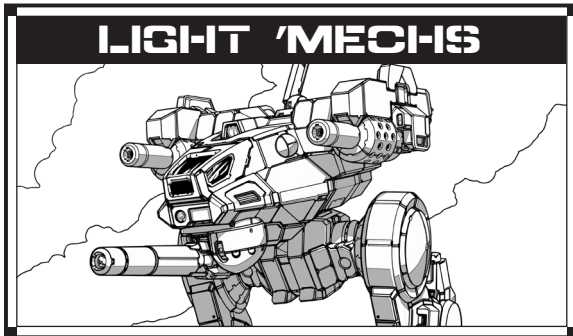
Internal Structure:		Mass
Engine:	175	3.5
Walking MP:	5	7
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	96	6

	Internal Structure	Armor Value
Head	3	8
Center Torso	11	11
Center Torso (rear)		5
R/L Torso	8	10
R/L Torso (rear)		3
R/L Arm	6	10
R/L Leg	8	13

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RA	2	5
SRM 2	RT	1	1
SRM 2	CT	1	1
SRM 2	LA	1	1
SRM 2	LT	1	1
Ammo (SRM) 100	LT	2	2
Jump Jets	RT	2	1
Jump Jet	CT	1	.5
Jump Jets	LT	2	1





Mass: 35 tons

Chassis: Argile H/09

Power Plant: Omni 210

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Luxor Load Lifters

Jump Capacity: 180 meters

Armor: Livingston Ceramics

Armament:

2 Magna II Medium Lasers

2 Deprus RF Machine Guns

4 Purity L-series Flamers

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: Cyclops 14

Targeting and Tracking System: Tansech C30-97

Overview

Conceived primarily as an indirect assault unit, the *Firestarter* was originally constructed by Argile Technologies of Skye from 2550 through early 2776. It was successfully marketed as a highly mobile incendiary 'Mech, and the *Firestarter* was constructed in great numbers before the Succession Wars began. Most 'Mech regiments contained a number of FS9s, and spare parts could be found at all repair depots. Over half of the original production run survived in good condition. Because the FS9 is a popular 'Mech among militia and House units, Argile continued to produce spare parts and new *Firestarters* until the catastrophic destruction of the Argile plant and

headquarters during the Third Succession War. Coventry Metal Works picked up production when Argile indicated it would not rebuild the shattered factory.

Capabilities

The *Firestarter* was rarely attached to a front-line lance and is usually assigned to a company or regiment. It would then be deployed to support an attack group or to scout wooded terrain.

While a capable threat against other light 'Mechs, the *Firestarter's* specified loadout can do little against heavier opponents. However, the ability to set fires made it an invaluable supporting 'Mech. Skillfully placed blazes could rout an enemy force, break lines, and corner 'Mechs—not to mention threaten even the biggest tanks with the one thing those crews fear most: a fiery demise trapped in their tank. An entire series of tactics was developed around creating and spreading wildfires. *Firestarter* pilots are particularly fond of setting dense woods afire while enemy 'Mechs advance through them, or igniting buildings that are sheltering enemy units. If an engagement goes sour, a *Firestarter* can create fire and smoke to cover a retreat and hamper pursuit.

Firestarters also work well as scouts, especially when combined with *Vulcans*. The 'Mech's speed, armor, and maneuverability give it decent protection in the field. Not only can it map terrain as it travels, it can also clear away wooded areas or heavy brush that the enemy might use as defensive positions.

Firestarters were also primarily responsible for scorched-earth missions carried out in the early days of the Succession Wars. On today's modern battlefield, however, that tactic is extremely rare. It is used only when long-term victory is impossible or when a target is too valuable to fall into enemy hands.

Deployment

Because the *Firestarter* was common in all 'Mech forces before and during the Succession Wars, there was no real shortage of these 'Mechs. After the Fourth Succession War, many *Firestarters* were incorporated into light and even medium 'Mech lances to replace more costly units that have been destroyed or taken out of action.

Variants

A number of variants of the *Firestarter* were built during the period Argile still operated on Skye, though the FS9-H remained the most popular and widely used. One "variant" that has ceased production is the original *Firestarter* design, which mounted small lasers instead of machine guns and had a ton more armor. A companion model, the FS9-K, mounted two flamers, a large laser, and two small lasers. However, the -H model proved to be so popular that it was Argile's dominant product after 2703. Argile began testing a scout variant in the early 2890s that replaced all the flamers with two small lasers and three additional tons of armor. Tagged as the FS9-M (and nicknamed the "*Mirage*"), the design only saw a year of production before the catastrophic battle that laid waste to the Argile plant and Skye's capital. The Skye Rangers usually field a lance of FS9-Ms that are painted with one black arm to commemorate the immense destruction and tragedy of that week.

Notable MechWarriors

Force Commander Tybalt Roland: Assigned to the Oriente Hussars, Roland commanded a scout company during a raid on Timbiqui. After being cut off from their DropShips three days into the fight, Roland managed to build a raging forest fire and redirect it toward the city of New Bombei. The tactic worked, as the waiting Lyran forces were immediately recalled to help in firefighting duties. Roland managed to evacuate his entire unit with no losses in the ensuing chaos and left the Lyrans to discover that he had prepared several effective fire breaks that contained the fire three kilometers outside of the city.

FS9-H FIRESTARTER

LIGHT 'MECHS

35

Type: **Firestarter**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 692

Equipment

Internal Structure:

Engine: 210 3.5 9

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 88 5.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 11 13

Center Torso (rear) 6

R/L Torso 8 11

R/L Torso (rear) 5

R/L Arm 6 6

R/L Leg 8 8

Weapons

and Ammo

Location Critical Tonnage

Flamer RA 1 1

Flamer CT 1 1

Flamer LA 1 1

Flamer CT (R) 1 1

Medium Laser RA 1 1

Medium Laser LA 1 1

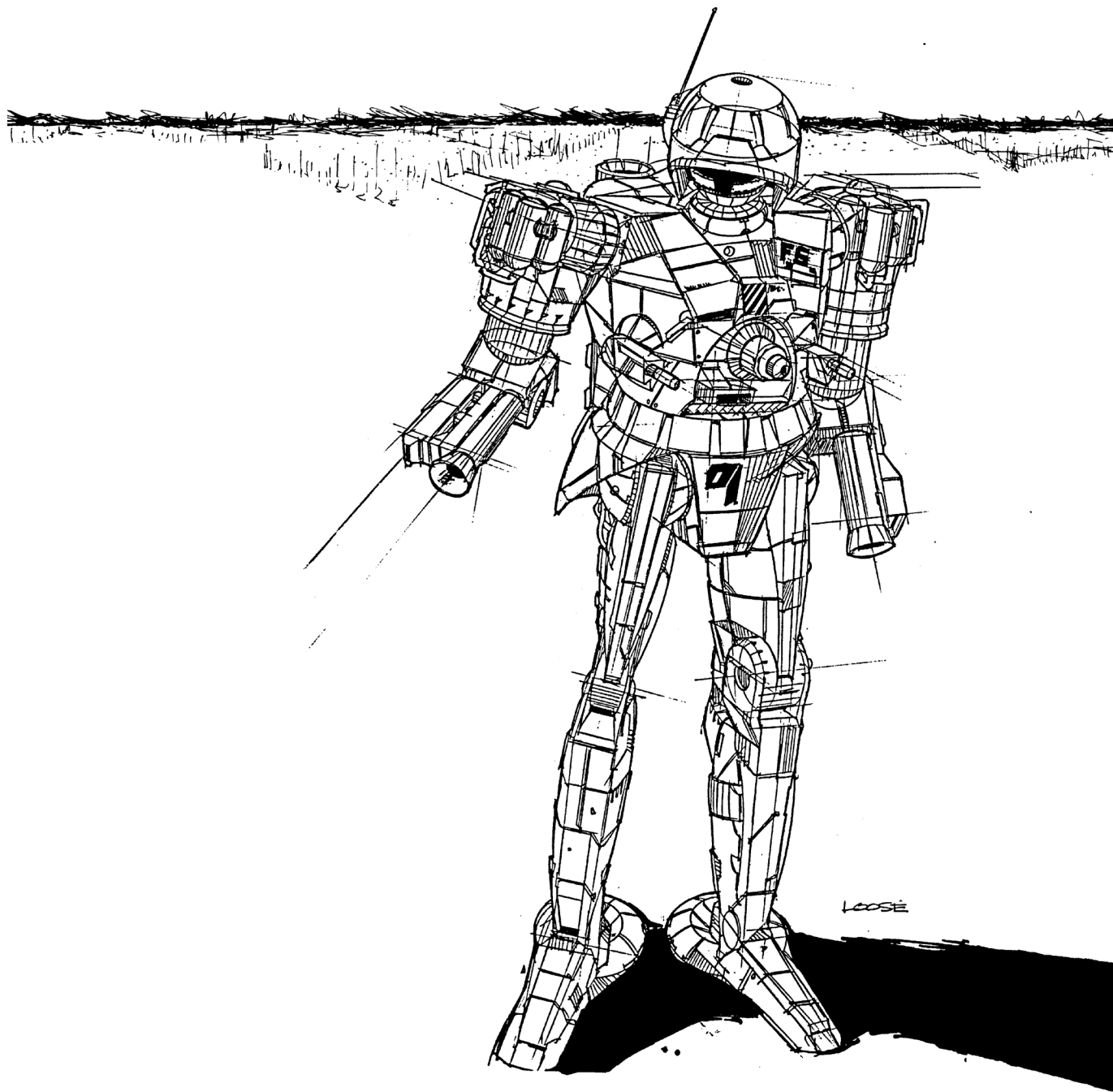
Machine Gun RT 1 .5

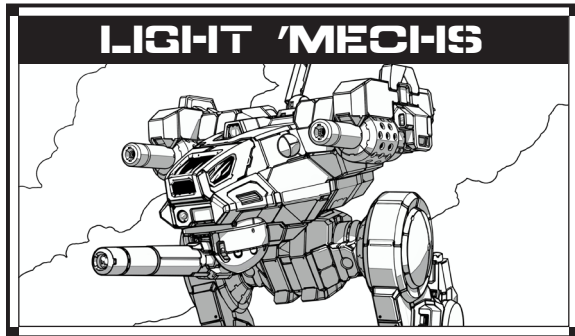
Machine Gun LT 1 .5

Ammo (MG) 200 RT 1 1

Jump Jets RT 3 1.5

Jump Jets LT 3 1.5





Mass: 35 tons

Chassis: Diplan Scout-A

Power Plant: Magna 245

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: Smithson Lifters

Jump Capacity: 150 meters

Armor: Starshield

Armament:

4 Argra 3L Medium Lasers

1 Thunderstroke SRM 4

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Dawson III

Targeting and Tracking System: Bk-309

Overview

Unlike most other BattleMech designs before the 31st century, the *Jenner* was a source of national pride for a single state, the Draconis Combine, as opposed to a 'Mech used by the Star League. Designed, produced, and used solely by House Kurita, the *Jenner* became synonymous with that interstellar power. It would take years, however, before the project came into fruition, as the targeting and weapon systems had countless problems during the testing stage. Later, the *Jenner's* prominent role in the Kentares Massacre would tarnish its reputation.

Many observers joked that the original weapons load-out was an experiment to install a turret from scrapped

Union DropShip onto a BattleMech. However, the turret-mounted lasers proved to be too fragile for production and were stripped out, replaced with extra armor, and new medium lasers were installed in the arms. Later, the developers would replace the added armor with a short-range missile system to augment firepower.

Capabilities

Despite the *Jenner's* fast and nimble design, several oversights have hampered the 'Mech's original mission as a raider and guerrilla fighter. Lack of hands forces the 35-ton machine to be accompanied by other designs to pick up any captured spoils, and its four tons of armor has been derided for its "less than paper-thin" quality when compared to BattleMechs of similar tonnage.

Its speed and armament, however, have no such deficiencies. A pair of Argra 3L medium lasers in each arm gave the *Jenner* an impressive throw-weight in combat. The Thunderstroke SRM 4 pack, which replaced the original large laser, works just as effectively against BattleMechs and vehicles, especially when the single ammo bin is equipped with inferno rounds. Combined, these weapons give the *Jenner* more firepower than most other light BattleMechs in existence and a number of medium BattleMechs as well. Though an "alpha strike" would leave a *Jenner* running hot, MechWarriors were trained to use their impressive jump capability of 150 meters to buy time for their machine to cool down.

Deployment

The design was one of the first to be developed and produced after Kerensky's exodus, which allowed House Kurita to have exclusive access to the design for over fifty years until the Succession Wars took their toll. Shortly thereafter, the remaining Successor States all had small numbers of the light BattleMech.

Despite the destruction of the last *Jenner* factory in 2848, nearly every battalion in the Draconis Combine fielded at least one *Jenner* within its ranks as late as the end of the War of 3039, and every AFFS regiment stationed along the Draconis Combine border had at least one *Jenner* as well.

A favorite tactic was for a lance of *Jenners* (including one or two equipped with inferno SRMs) to gang up and alpha strike a much heavier BattleMech at the same time. If the target survived the initial salvo, it was typically badly damaged and running hot due to the infernos, allowing the *Jenners* to leap away in different directions to cool down. The *Jenners* would regroup seconds later to repeat the tactic. This was a slight revision from the discredited theories of Captain Mercer Ravannion, who strongly believed a horde of ultralight BattleMechs could overwhelm a much heavier opposing force. Once commanders began using the heavier *Jenner* as the preferred model, successes in such tactics began to occur on small scales. [EDITOR'S NOTE: *Gunji-no-Kanrei* Theodore Kurita made rebuilding the *Jenner* line on Luthien a top priority following the agreement with ComStar, but the lengthy process and inexperience of Combine engineers prevented the line from re-opening until 3046.]

Variants

The only variant known to exist before the discovery of the Helm core is the rarely seen JR7-F model without the SRM 4. Carrying more armor, these have had more success as raiders. None of the original prototypes with the large laser are still functional, though a few pilots have attempted, unsuccessfully, to modify their machines to carry a large laser without the turret.

Notable MechWarriors

Chu-i Hugo Green: A descendant from the man who led the death squads during the Kentares Massacre, Green inherited the black-and-red *Jenner* that was used to kill many of the civilians there. Green would successfully pilot it until the Ronin Wars, where as part of Marcus Kurita's personal guard on Predlitz, he committed *seppuku* after allowing a Loki assassin to slip past and murder his commander. The *Jenner* was destroyed beyond any repair or salvage afterward to erase the many stains of dishonor the machine carried.

JR7-D JENNER

LIGHT 'MECHS

37

Type: **Jenner**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 875

Equipment

Internal Structure: 3.5

Engine: 245 12

Walking MP: 7

Running MP: 11

Jumping MP: 5

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 64 4

Internal
Structure

Armor
Value

Head 3 7

Center Torso 11 10

Center Torso (rear) 3

R/L Torso 8 8

R/L Torso (rear) 4

R/L Arm 6 4

R/L Leg 8 6

Weapons

and Ammo

Location Critical Tonnage

SRM 4 CT 1 2

Ammo (SRM) 25 RT 1 1

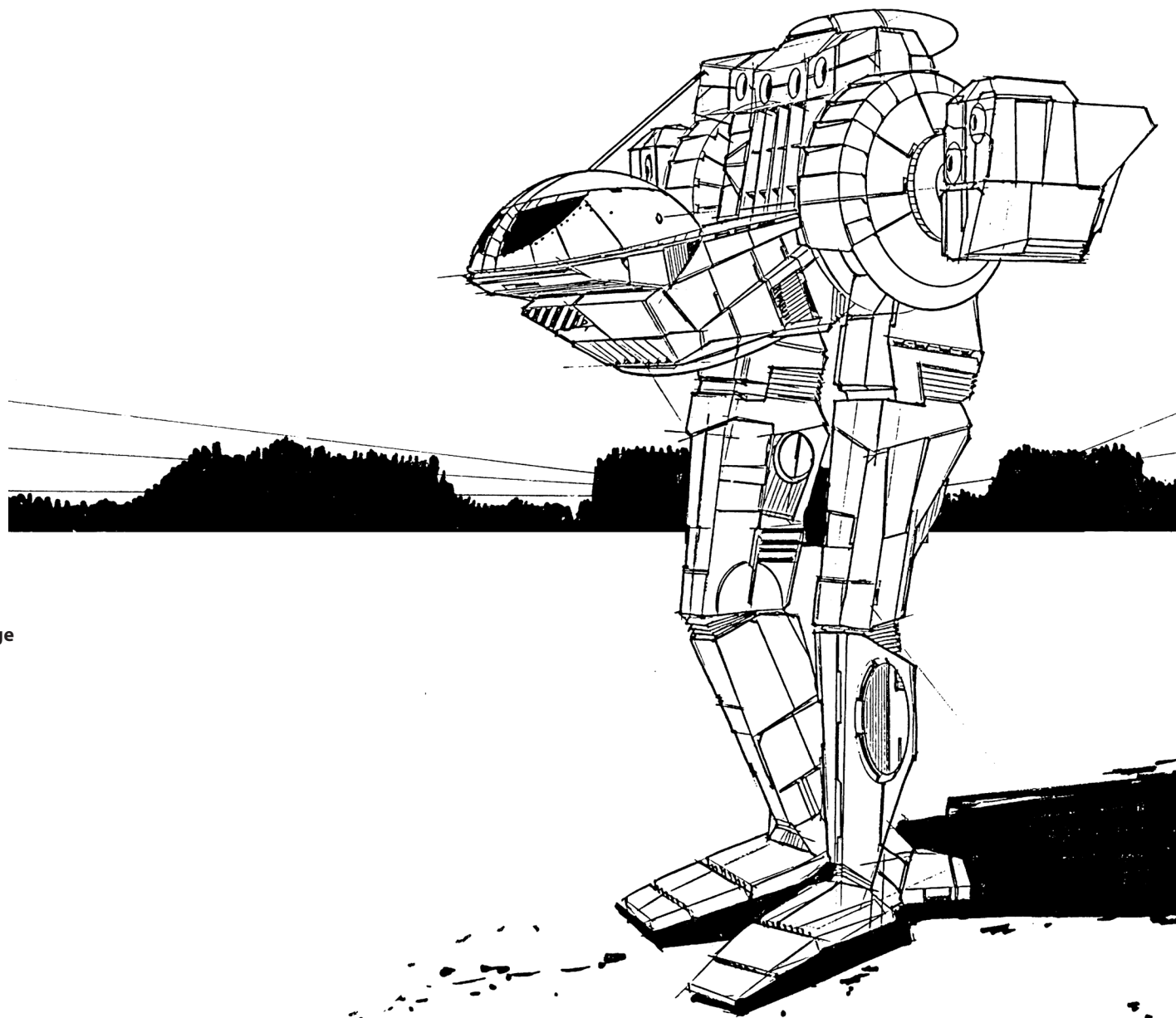
2 Medium Lasers RA 2 2

2 Medium Lasers LA 2 2

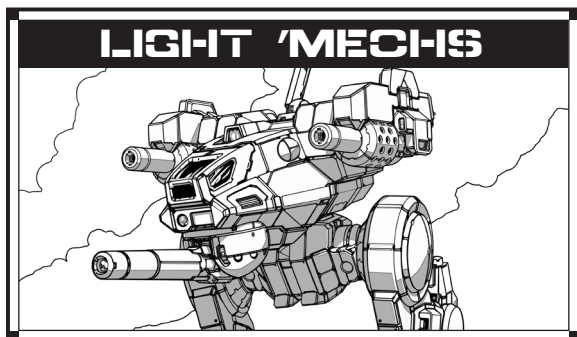
Jump Jets RT 2 1

Jump Jets LT 2 1

Jump Jet CT 1 .5



LOOSE



Mass: 35 tons

Chassis: Telestar Model 6LQ

Power Plant: GM 210 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: ProtecTech Light

Armament:

1 Maxell Extended Range Large Laser

1 Defiance B3L Large Laser

1 Defiance P5M Medium Pulse Laser

Manufacturer: Mountain Wolf BattleMechs

Primary Factory: Vendrell, Alpheratz

Communications System: TharHes Kr-A P/comm

Targeting and Tracking System: RCA Instatrac Mk X

Overview

In 2655 Mountain Wolf BattleMechs designed the *Night Hawk* to meet the SLDF specifications for a 'Mech intended to hunt down Periphery raiders operating behind SLDF lines. The guidelines required the *Night Hawk* to be as fast or faster than the *Wasp* or *Stinger* and be heavily armed with energy weapons to give it maximum effectiveness and endurance in the field.

The *Night Hawk* was Mountain Wolf's first venture into BattleMech design and construction, and they found themselves competing with defense industry powerhouse Defiance Industries for the lucrative contract. There was little doubt in most observers' minds what the outcome would be. However, after six months of extensive combat testing, the SLDF found the newcomer's

machine out-performed the Defiance Industries prototype in every parameter—including unit cost. With the SLDF's initial order of 700 units, the fledgling company's future was made.

Interestingly, Mountain Wolf was never able to duplicate the success of the *Night Hawk*, but the fast and capable 'Mech served the SLDF with distinction for over two centuries. After the fall of the Star League the *Night Hawk* found service in the militaries of every House. The destruction of the Mountain Wolf factory by Marik BattleMech forces in 2945 ended the 'Mech's long success. As the inevitably dwindling pool of remaining machines was cannibalized for parts, the *Night Hawk* faded into extinction.

In 3055 Brandon O'Leary, grandson of Mountain Wolf's last president and CEO Eli O'Leary, reopened Mountain Wolf BattleMechs on the planet Vendrell. The Federated Commonwealth immediately placed orders for as many of the legendary scout/raiders as the Vendrell plant could produce.

Capabilities

True to its design, the *Night Hawk* is equally adept at intercepting raiders or conducting raids of its own. Carrying a maximum load of ProtecTech Light BattleMech armor, the *Night Hawk* can face most opponents with confidence, while the combined firepower of its primary weapons—a Maxell extended-range large laser and Defiance large laser—makes it an adversary even lighter medium 'Mechs hesitate to engage. The Defiance medium pulse laser ensures it can defend itself at closer ranges as well.

Like all machines built for long-term endurance in the field, the *Night Hawk* relies on tested components known for their durability and ease of maintenance. Combined with its all-energy weapons array, this philosophy ensures the 'Mech is able to stay in the field as long as necessary.

Deployment

The Federated Commonwealth deployed the *Night Hawk* primarily along the Jade Falcon/Lyrans Alliance border as well as the Lyrans Alliance/Periphery border. Once their initial commitment to the Federated Commonwealth was fulfilled, Mountain Wolf made the *Night Hawk* available to mercenary commands. Snord's Irregulars were early

customers, and the Blue Star Irregulars have purchased several for rebuilding their 'Mech assets. Of particular interest are verified reports of a *Night Hawk* serving with Vandelay's Valkyries in the Taurian Concordat. Neither Mountain Wolf BattleMechs nor the LAAF have any record of a *Night Hawk* being sold to any force outside the borders of the Lyrans Alliance. It has been suggested the Valkyries' 'Mech is actually an original edition which has somehow survived.

Variants

There is only one variant of the *Night Hawk* offered by Mountain Wolf BattleMechs. The NTK-2S is specifically designed for deep scouting missions, sacrificing the medium pulse laser and one double heat sink for a Beagle Active Probe and Guardian ECM suite.

Notable MechWarriors

Leftenant Rasheeda "Sugarfoot" Hugie: Roman's Bar Hounds, a mercenary unit hired by the LAAF to garrison Ballynure, received a lance of *Night Hawks*, including one 2S-varriant issued to "Sugarfoot" Hugie, a talented deep-recon scout. Hugie was also a gifted mimic and fluent in English, two attributes that stood her in good stead when the Jade Falcon's Lambda Galaxy descended on Ballynure in late April of 3064. Though she saw her share of combat during the four months of guerrilla fighting—accounting for two *Ullers* in separate duels—it was her solo missions behind Jade Falcon lines that provided Colonel Roman with the intel he needed to stay one step ahead. On two occasions she saved the Bar Hounds by broadcasting conflicting commands on Clan channels at critical moments. In August, the nine surviving Bar Hounds—no longer an effective fighting force—escaped to Morges. There Hugie was immediately hired by the Blue Star Irregulars.

NTK-2Q NIGHT HAWK

LIGHT 'MECHS

39

Type: **Night Hawk**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 997

Equipment

Internal Structure:

Engine: 210 XL

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro:

Cockpit:

Armor Factor:

112

Internal
Structure

Armor
Value

Head 3

Center Torso 11

Center Torso (rear) 4

R/L Torso 8

R/L Torso (rear) 3

R/L Arm 6

R/L Leg 8

9

17

4

13

3

10

15

Weapons

and Ammo

Location

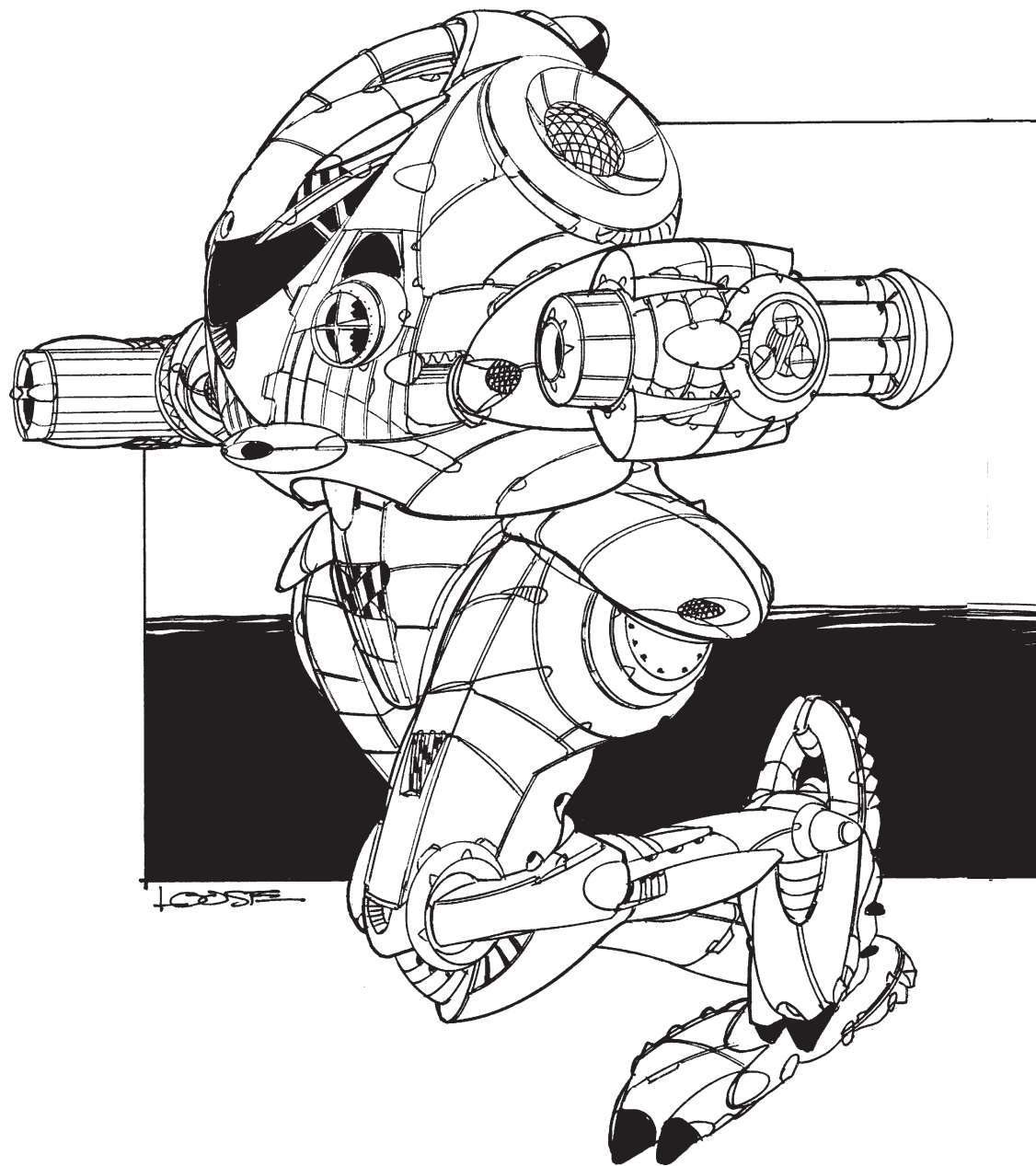
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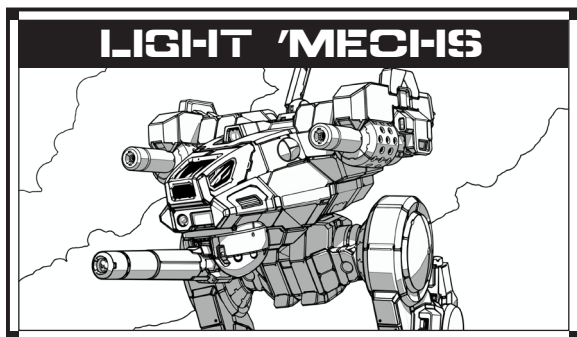
Tonnage

Large Laser CT 2 5

ER Large Laser RA 2 5

Medium Pulse Laser LA 1 2





Mass: 35 tons

Chassis: Kell/S

Power Plant: VOX 280

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: Ostmann Sct-A

Jump Capacity: 240 meters

Armor: Durallex Light

Armament:

1 Tronel II Medium Laser

Manufacturer: Kong Interstellar Corporation

Primary Factory: Connaught (destroyed 2802)

Communications System: Barret 4000

Targeting and Tracking System: TRSS.2L3

Overview

Looking to capitalize on the success of their *Ostroc*, Ostmann Industries attempted to break into the market for support BattleMechs. A pure scout, the *Ostscout* (debuting in 2600), was sold to units in need of a swift reconnaissance BattleMech. However, as demand for their *Ostroc* grew, Ostman's limited production capabilities could not keep pace, and the design was licensed to be manufactured by the larger Kong Interstellar Corporation in 2700, in much the same way the *Ostsol* had been licensed seven years prior to allow the *Ostroc* an additional production line.

Carrying enhanced sensor arrays and superior electronic suites, an *Ostscout* was known for accumulating

more information than it could analyze, often needing to move slowly to ensure it was not moving into a enemy trap, negating its main advantage of speed.

Capabilities

The *Ostscout*'s primary feature is pure speed. Its VOX 280 fusion engine is typically mounted on designs twice its size. Also equipped with a 240-meter jump capability, only the *Spider* can match its maneuverability, and that light 'Mech carries less than the four-and-a-half tons of armor possessed by the *Ostscout*.

Because of this, the *Ostscout*'s combat capability is severely limited. A single medium laser is all the design has, mounted after many of the test pilots aggressively protested the lack of weaponry on the original chassis.

Deployment

Being such an ineffective combat unit, few notable declassified stories of *Ostscouts* exist for public consumption. The most notable success of the design came during 3024, when a Capellan *Ostscout* was dropped to scout out landing zones for a retaliatory strike against Smithson's Chinese Bandits, who raided Sian two years prior. The scout, MechWarrior Mary Finn, was accidentally dropped behind the lines instead, and on what would be known as the "Thousand Kilometer Chase," eluded the Bandit patrols for ten hours until she could make her way to an extraction point, accumulating enough intelligence for a successful reprisal raid.

Unfortunately, many *Ostscouts* have had their precious sensor arrays heavily damaged throughout the years, and numerous units have had them replaced with less-effective, but more robust and traditional, electronics suites.

Variants

Because of *Ostscout*'s specialist nature, no known variants of the 'Mech exist.

Notable MechWarriors

Commander Mary "Hopscotch" Finn: Once attached to the Chesterton Reserves, Mary Finn would later be turned into an independent scout working for various Confederation commands. Her exploits, the most famous being the Thousand Kilometer Chase, became textbook examples of evading enemy patrols and avoiding enemy contact. Shortly after the Fourth Succession War, her tactics became the most studied examples of conduct by the Capellan Armed Forces underneath Chancellor Romano Liao.

In addition, her ability as a competent technician allowed her to keep her advanced (and now rare) sensors array operationally, which was invaluable in the R&D of the *Raven* project. Now a test pilot for Hellespont, she had made her displeasure known at the lack of speed and maneuverability her new *Raven* has compared to her old *Ostscout*.

MechWarrior Igor Minski: Since his desertion from the Davion Guards in 2994, Minski has been in the employ of Hendrik III, earning a high salary for his services. *Ostscouts* are rarely available to the Bandit Kings, and so Minski has been appointed to Hendrik's personal guard as insurance against surprise attacks.

MechWarrior Steven Graham: As a member of Wolf's Special Recon Group, Steven has scouted all types of terrain but finds cities most to his liking. He will usually jump in his *Ostscout* from roof to roof, coming down to street level only when absolutely necessary. This practice nearly killed him on Hesperus II when a building collapsed under his 'Mech. Only quick action by a nearby lance of Dragoons saved the 'Mech from being crushed. Despite this, Graham continues his roof-hopping habits. He maintains that it is the best way to see the town.

OTT-7J OSTSCOUT

LIGHT 'MECHS

41

Type: **Ostscout**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 596

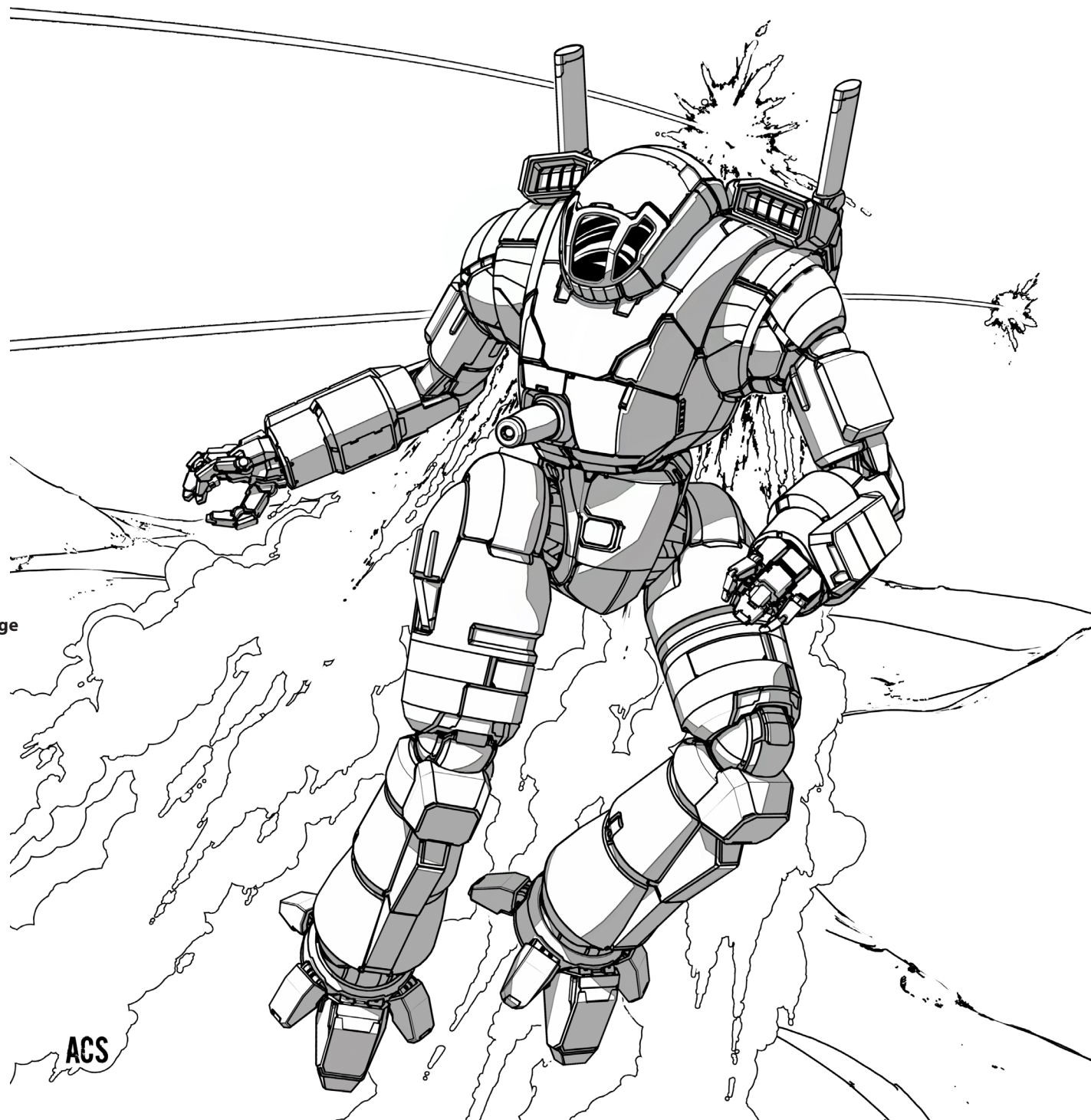
Equipment

Internal Structure:		3.5
Engine:	280	16
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	72	4.5

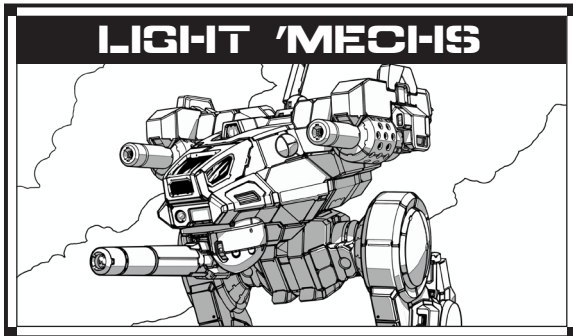
	Internal Structure	Armor Value
Head	3	6
Center Torso	11	12
Center Torso (rear)		4
R/L Torso	8	9
R/L Torso (rear)		2
R/L Arm	6	6
R/L Leg	8	8

Weapons and Ammo

	Location	Critical	Tonnage
Medium Laser	CT	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2



ACS



Mass: 35 tons

Chassis: Alshain 56-Carrier

Power Plant: Leenex 140

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Lexington Lifters

Jump Capacity: 120 meters

Armor: Maximillian 42

Armament:

1 Telos-4 Short Range Missile Delivery System

1 Lord's Light PPC

Manufacturer: Alshain Weapons

Primary Factory: Alshain, New Oslo

Communications System: Sipher CommCon CSU-4

Targeting and Tracking System: Cat's Eyes 5

Overview

Originally conceived and designed as a fire-support vehicle for reconnaissance units, the prototype *Panther* was first built for the Star League during the waning years of the Cameron dynasty. Alshain Weapons began producing *Panthers* shortly after being commissioned in 2739 to build them; League troops were the initial users of the 'Mech in fighting renegade bandits along the Periphery borders.

After the disastrous Battle of St. John in 2759, the Star League re-evaluated the design. With the high-maintenance Tronel large laser system generating enormous amounts of heat for limited power and range, the design lagged as a backbone support unit despite its hardiness

and maneuverability. Star League designers tested the new Lord's Light PPC system and found the heat-to-effectiveness ratio well above acceptable limits; Alshain Weapons immediately ceased production of the PNT-8Z and began installing the new PPC as well as a new armor composite that strengthened the 'Mech's durability.

After the fall of the Star League, the Combine inherited the original Alshain Weapons' *Panther* factories [EDITOR'S NOTE: Both since lost to the Free Rasalhague Republic and the Clans and replaced with others.] With the *Panther* factories inside the Combine's border, combined with the fact that many Kuritan warriors took to the design, the Draconis Combine was the only House that used the *Panther* in any significant numbers during the Succession Wars.

Capabilities

The *Panther*'s main function is as fire support for light and fast-moving 'Mechs. The 'Mech has kept this battlefield role for nearly 300 years, providing covering fire for mobile units in mid-maneuver, whether toward or away from the enemy. Oftentimes, lance commanders can be found in a *Panther* due to its ruggedness and PPC firepower.

Its PPC is unusual for a 'Mech of its size. The Lord's Light combines the firepower of a standard PPC with lightness and flexibility for an arm-carried weapon. If caught at short-range, the *Panther* carries four SRM tubes with enough ammo to last for a few heated firefights.

Star League pilots discovered early on that the *Panther* was well-suited for the dirty tactics required in city fighting. The 'Mech can move easily through the more restricted spaces of a city, while its PPC gives it the chance of disabling all but the heaviest of opponents with a few well-aimed shots. From rooftop ambushes to alleyway-style "muggings," the *Panther* has gained quite a reputation in urban arenas, so much so that Lyran pilots began calling it the "Alley Cat."

Deployment

Panthers are predominately found among DCMS forces, mainly due to the fact that the Alshain Weapons factories were located within Combine space. Initially considered a poor choice for light 'Mech duties like reconnaissance and scouting, the Combine's warriors eventually

warmed to it. With demand for parts and replacements continuing to rise, AW opened a new *Panther* facility on Jarett to handle the workload.

Since the Free Rasalhague Republic's formation in 3034, the *Panther* has rapidly become a mainstay of the Royal KungsArmé, primarily because AW's largest *Panther* complex is located on New Oslo.

Panthers found in the LAAF or AFFS are mainly battlefield salvage from tangles with the DCMS. Since replacement parts were found only in the Combine, pilots of these machines often ran them into the ground before sending them to the scrapyard for recycling or selling them to the mercenary secondary market.

Variants

No variants existed beyond the ancient PNT-8Z "prototypes" produced in limited numbers during the days of the Star League, which mounted an ancient, heat-problematic Tronel large laser. When League designers recommended a change of weapon to the PPC due to the maintenance and heat problems with the Tronel, the *Panther* also lost a heat sink and ton of armor to compensate for the heavier particle cannon. While the know-how to replicate the original sophisticated fire control and communications equipment was lost by Alshain Weapons, Combine engineers worked with the company to support the line, which is dominated by production of the PNT-9R.

Notable MechWarriors

Tai-sho Minobu Tetsuhara: Assigned as liaison officer to the Wolf's Dragoons, he also commanded the Ryoken regiment; an experiment to infuse a DCMS regiment with the Dragoon's unorthodox tactics. Tetsuhara, despite the usual samurai belief, accepted the Dragoons as superior warriors and friends and they responded by willingly teaching the Ryoken. In 3028, as House Kurita sought desperately to hold on to the Dragoons after their contract expiration, Minobu was put into an un-tenable position, forced to face the Dragoons on Misery...and lost. True to his samurai heritage, Minobu absolved the stain on the Ryuken by committing *seppuku*.

PNT-9R PANTHER

LIGHT 'MECHS

43

Type: **Panther**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 769

Equipment

Internal Structure:

Mass

3.5

Engine: 140

5

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 13

3

Gyro: 2

2

Cockpit: 3

3

Armor Factor: 104

6.5

*Internal
Structure*

*Armor
Value*

Head 3

9

Center Torso 11

14

Center Torso (rear) 7

7

R/L Torso 8

10

R/L Torso (rear) 5

5

R/L Arm 6

10

R/L Leg 8

12

Weapons

and Ammo

Location

Critical

Tonnage

PPC RA 3

7

SRM 4 CT 1

2

Ammo (SRM) 25 LT 1

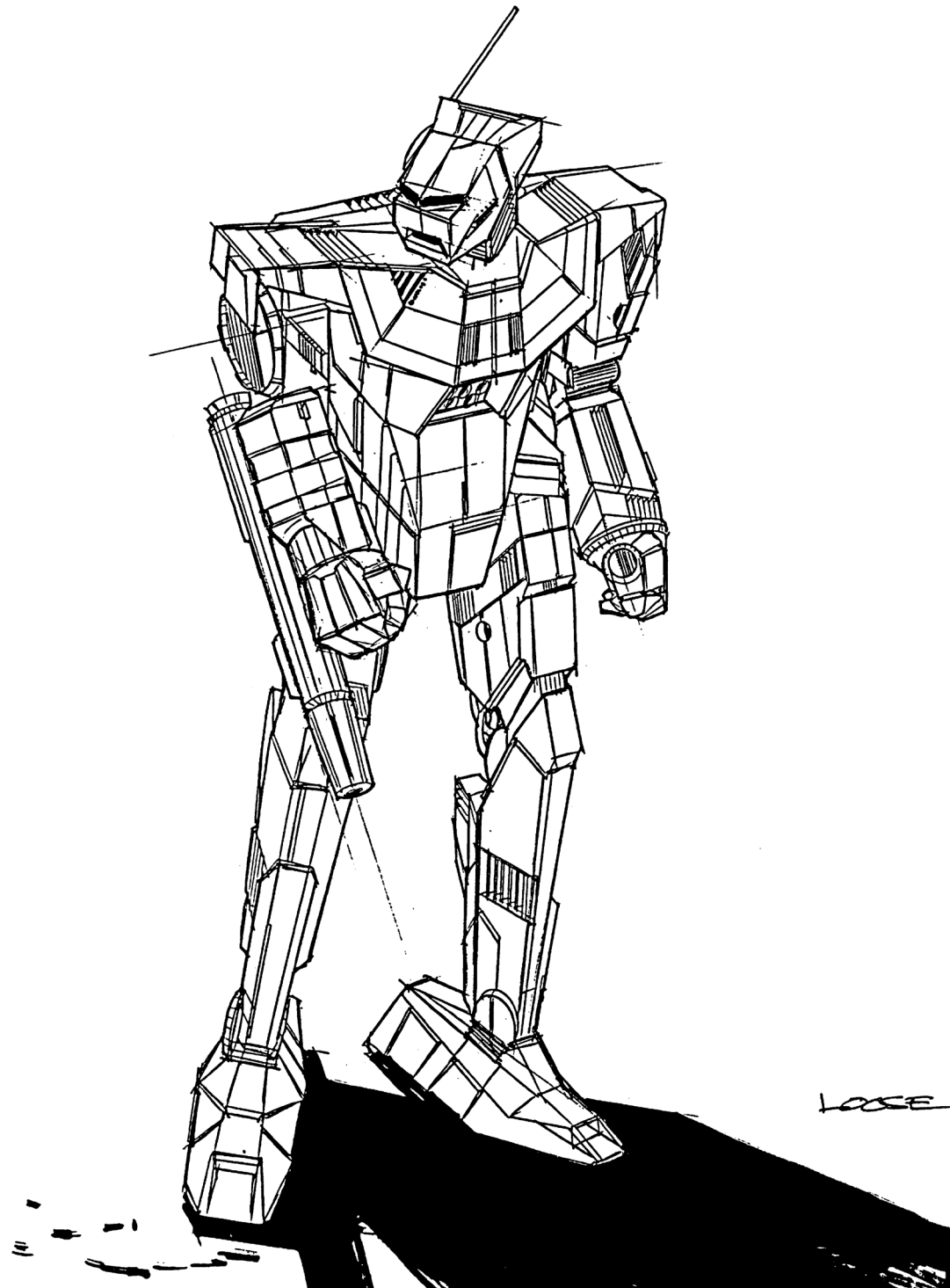
1

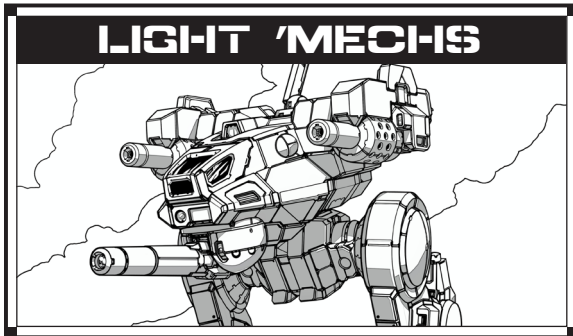
Jump Jets RL 2

1

Jump Jets LL 2

1





Mass: 35 tons

Chassis: Hellespont Type R

Power Plant: Omni 175

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

2 Ceres Arms Medium Lasers

1 Harpoon-6 SRM Launcher

1 Ceres Arms Electronic Warfare X-1 Equipment

Manufacturer: Hellespont Industries

Primary Factory: Sian

Communications System: CeresCom Model 22-A

Targeting and Tracking System: C-Apple Churchill

Overview

Wedge between the Free Worlds League and Federated Suns, the diminutive Capellan Confederation was searching desperately for force multipliers at the end of the Third Succession War. One research and development program was a bold attempt to recreate the sophisticated electronic warfare technology of the long-lost Star League era. Though a technical success, the prototypes were too bulky to install on any of the Confederation's existing BattleMechs.

Rather than abandon a promising technology, Chancellor Maximillian Liao directed his technicians to develop a new design to serve as a platform to carry the electronics into battle. The result was Hellespont Industries' RVN-1X *Raven*.

Capabilities

Lightly armed and armored, the *Raven* leaves combat to other units while it concentrates on its primary mission: providing electronic warfare and countermeasure support at the company level for other BattleMechs. While the company maneuvers, the *Raven* provides ECM cover to mask their movements from the enemy or uses its advanced sensors to scout the way, probing for ambush or other surprises. Once combat is engaged the *Raven* typically stands off, directing artillery or indirect fire.

The *Raven* is literally built around the Ceres Arms electronic warfare package. The sophisticated system has not been without its problems, such as the fact that damage to the electronics can disrupt other systems. Usually this is limited to communications and targeting systems, but occasionally other systems are disabled by powerful electromagnetic pulses.

Deployment

Despite being designed for company-level support, few Capellan companies actually received a permanently assigned *Raven*. Instead, House Liao deployed the *Raven* at the battalion level, attaching it to the command lance as a temporary fifth member. The battalion commander detaches the *Raven* for specific missions to provide electronic warfare support to a company or lance in his command as needed. Some recon lances in prestigious commands have been assigned *Ravens* permanently.

During the Fourth Succession War, House Davion forces captured many *Ravens* as they slashed through the Capellan Confederation. Some of these captured BattleMechs were sent to the New Avalon Institute of Science for reverse engineering, but many others were retained to make up combat losses in the units that captured them. The *Raven* become such a common sight in the AFFS that many civilian observers mistakenly thought the design to be a new Davion 'Mech.

One of the *Raven*'s first assignments was to provide EW cover for the units participating in Operation Intruders Communion. A pair of *Ravens* supported the team sent to raid a secret NAIS lab on Bethel. In the face of stiff opposition from elements of the Davion Light Guards, the Capellan commando team successfully made off with prototypes of a new and powerful type of myomer in exchange for the loss of one *Raven*.

Variants

The Federated Suns replaced the temperamental Capellan electronics in many of their captured *Ravens*. Designated the RVN-2X, this variant replaces the EW equipment with a large laser and adds two-and-a-half tons of extra armor.

The Capellan Confederation continued to tinker with the triple-strength myomer taken from the Bethel Labs. House Liao discovered too late that the technology was flawed—they had wasted time and resources upgrading BattleMechs only to see them burst into flames the first time the new myomer came into contact with a catalyst gas. Despite this ignoble start, House Liao continued to experiment with the myomer. The RVN-3X increased its ground speed with this original triple-strength myomer. Because it is not intended for direct combat, the myomer's benefits outweigh the risks.

A second Capellan variant, the RVN-4X, is an attempt to turn the chassis into a pure combat unit. Removing the EW equipment, the 4X is outfitted with five jump jets, two machine guns, and a ton of ammunition. Armor protection was increased to the chassis' limit.

Notable MechWarriors

Subcommander Jordan Weiss: Fanatically loyal to House Liao, Weiss is an expert scout attached to the Capellan Hussars. Jordan's joy at being honored with the assignment to pilot a new *Raven* cooled somewhat following his experiences fighting the Tooth of Ymir mercenary regiment on Betelgeuse.

Caught in the crossfire, Weiss' *Raven* was hit several times. The EW system overloaded, shorting out all his control systems. More damage jammed the canopy, trapping Weiss in a motionless BattleMech in the middle of the battlefield. He spent the next thirty minutes in darkness receiving electric shocks from short-circuiting electronics, fighting with a malfunctioning waste management system, and praying no one shot at his disabled 'Mech.

Type: **Raven**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: N/A

Equipment

Internal Structure:

Mass

3.5

Engine: 175

7

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 12

2

Gyro: 2

2

Cockpit: 3

3

Armor Factor: 64

4

Internal
Structure

Armor
Value

Head 3 6

Center Torso 11 8

Center Torso (rear) 4

R/L Torso 8 6

R/L Torso (rear) 3

R/L Arm 6 6

R/L Leg 8 8

Weapons

and Ammo

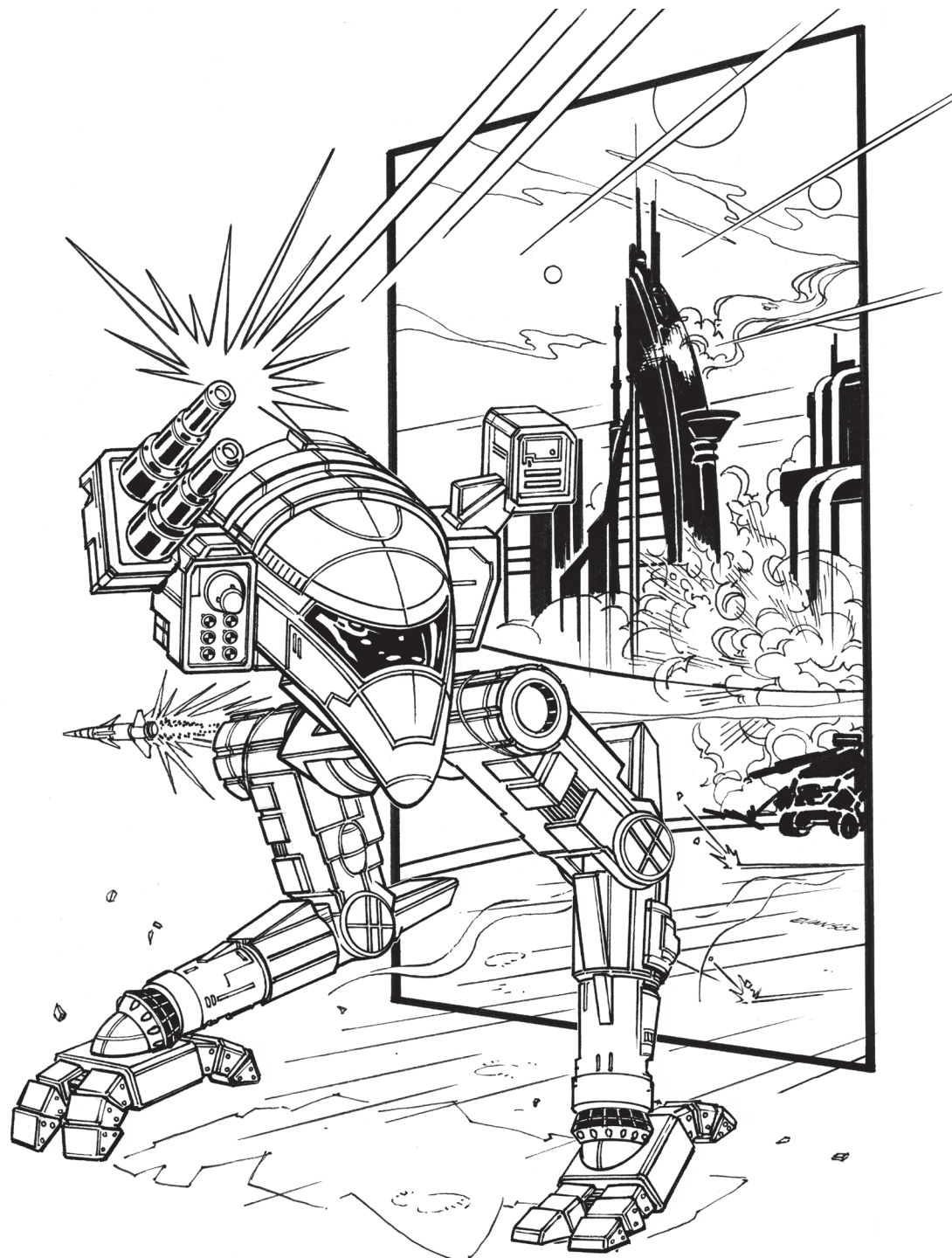
Location Critical Tonnage

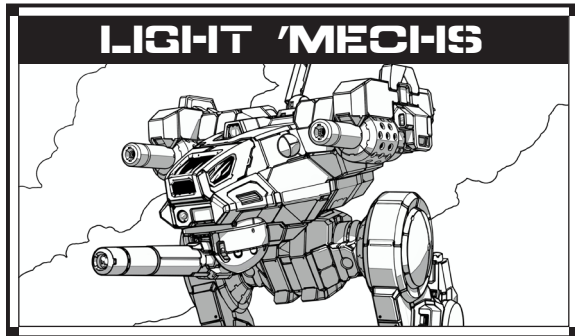
2 Medium Lasers RA 2 2

SRM 6 RT 2 3

Ammo (SRM) 15 LT 1 1

EW Equipment LT 4 7.5





Mass: 35 tons

Chassis: Norse XT-Light Type AE (Endo)

Power Plant: Magna 245 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: HildCo Model 11c

Jump Capacity: 210 meters

Armor: Starshield Light

Armament:

1 Nightwind Large Laser

2 Defiance B3M Medium Lasers

1 Defiance B4S Small Laser

Manufacturer: Norse-Storm BattleMechs Inc.

Primary Factory: Loxley

Communications System: AR-12 Sheathed Directional Beacon with Norse Guardian ECM Suite

Targeting and Tracking System: DLK Type Phased Array Sensor System

Overview

One of the first in the resurgence of Star League-era designs, the *Spector* has steadily gained a wide array of proponents in the modern day. Norse-Storm initially only planned an eight year production run on the re-creation of the light hunter-killer design, and then would convert the production line to its in-house designed *Daemon*. However the design proved so popular with the Federated Commonwealth, and later other Houses during the Second Star League, that Norse-Storm decided to extend the production for another ten years and began to release variants of the production model.

Capabilities

Unable to duplicate the stealth capabilities of the Star League-era model, the production SPR-5F is still impressive by today's standards. A Guardian ECM suite mixed with radar-absorbing armor plate with heat baffles reduces the signature of the *Spector* far below the norm, but is still a far cry from the original Light Polarization Shield and the more advanced baffles the vintage machines carry.

The *Spector's* armament is an efficient mix of standard, proven lasers. Though outdated even by Star League standards, their ruggedness and favorable damage to heat ratio were natural choices. The large laser provides a solid punch against the often-fragile commanders of light BattleMech companies. Backing up the large laser is a pair of medium lasers and a small laser for point-blank engagements.

Deployment

Since its reintroduction in 3053, Norse-Storm's *Spector* has become a linchpin in the handful of light BattleMech units inside the Lyran Alliance Armed Forces. Often paired up with a *Talon*, these small units were sent behind lines on many occasions during the FedCom Civil War to raid and conduct deep reconnaissance. Many mercenary units who fought for the Loyalists during the war were rewarded by being allowed to purchase the light BattleMech, and those who did often did so a lance at a time. During the Second Star League, other powers were theoretically allowed to purchase the design, but it never occurred without Katherine Steiner-Davion's approval. After the dissolution of the Second Star League, Archon Peter Steiner-Davion began allowing only the Com Guards, Lyran Alliance, and the Federated Suns access to the design.

The SPR-5S has been deployed mostly with the McCarron's Armored Cavalry.

Only a handful of the original production *Spectors* remain, with the original working null-signature system and the Chameleon LPS. These are solely in the hands of Storm's Metal Thunder and McCarron's Armored Cavalry, and other than the occasional spotting by opposing units, their existence is denied. However during the recent fighting between the Fourth Armored Cavalry and House Davion troops on Ares, the wrecks of several unmarked vintage *Spectors* were found after a particularly pitched battle.

Variants

Norse-Storm opened communications with Shengli Arms at the behest of Katherine Steiner-Davion, in an effort to gain access to House Liao's stealth armor technology. After several years of intense negotiations resulting in a contract that filled several bound books, confident they'd managed to gain access to the technology—despite the mammoth price, such as the agreement to ship the entire first production run of a new stealth variant for a song—Shengli signed on the dotted line.

A half year into production showed them the error of their ways when all attempts to read the software containing the technical data resulted in failure. After a furious CEO contacted Shengli Arms directly and several more months passed as a bevy of lawyers went over the contract line by line, it became apparent that Shengli Arms managed to pull one over on Norse-Storm; specifically there was no stipulation saying what language the specifications were to be provided in (which in practice turned out to be an obscure and ancient Han dialect). Unable to break the contract—and secretly hoping to use the time and access to obtain the data regardless—Norse-Storm went ahead with the variant with Shengli Arms scientists on hand to “assist.” The SPR-5S trades the two medium lasers for a medium pulse laser, along with the incorporation of stealth armor.

The second variant, SPR-ST, is a bit more extensive in its changes. Changing all its weapons to extended range, it also removes the small laser and the jump jets. The free tonnage is dedicated to an advanced targeting computer system (the technical data for which was donated” by Katherine Steiner-Davion) and a MASC system to compensate for the loss of the jump jets.

SPR-5F SPECTOR

LIGHT 'MECHS

47

Type: **Spector**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,183

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	119	7.5

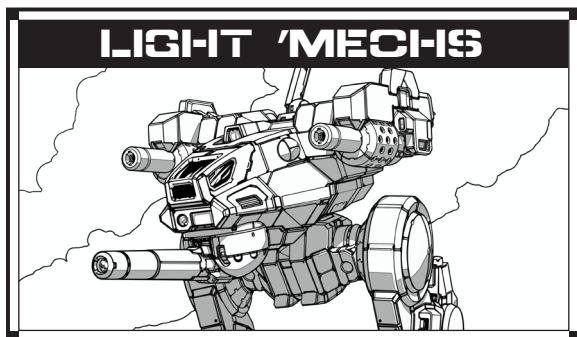
*Internal
Structure* *Armor
Value*

Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	16

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RA	2	5
2 Medium Lasers	LA	2	2
Small Laser	H	1	.5
Guardian ECM Suite	RT	2	1.5
Jump Jet	CT	1	.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5





Mass: 35 tons

Chassis: Blackstone QTS Light

Power Plant: Edasich Motors 280 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Light Shield A

Armament:

1 Lord's Light-2 ER PPC

2 ChisComp 39 Medium Lasers

Manufacturer: Blackstone BattleMechs, Ltd.

Primary Factory: Inarcs

Communications System: Lockheed/CBM Comset 100

Targeting and Tracking System: Sturmfeuer Highlight with BlindFire Radar

Overview

The *Talon* was first assigned to light 'Mech companies in 2670 to bolster long-range firepower of the typically under-armed units. Once the design reached soldiers in the field, the *Talon* became an overnight success. Star League High Command placed more orders for this design than any other light 'Mech design. Commonly used to complement the lighter *Mongoose*, its long-range weaponry provided covering fire should the recon unit find something it could not handle on its own.

Once the first Star League disintegrated, all of the five major houses began buying up the light design as quickly as they could be made. But the harshness of the Succession Wars was greater than the potential of the design, and the units of *Talons* and *Mongoose*s fell just as quickly as they

were produced. The number of *Talons* in service remained relatively steady until 2815, when several tactical nukes took out the production facility that made the design. From there, it was a mere fifteen years until the last *Talon* was destroyed—not in combat, but for spare parts to keep a House Kurita light lance functional.

The Inner Sphere would not see another *Talon* again until 3056, when Blackstone BattleMechs announced they would restart production of the once-popular design. Sent to the Clan occupation zone border, the design did not see combat until the Jade Falcons began an invasion of Coventry, where reports of the 'Mech's performance were highly favorable.

Capabilities

While most designs use long-range weapons to compensate for slow speed, or use impressive speed to get in close fast and use point blank weaponry, the *Talon* combines the best of both worlds. An extended range PPC combined with a cruising speed of 87 kph and a maximum speed of 131 kph gives this thirty-five ton machine the ability to pick apart its enemy at long range no matter the speed of its opposition. Indeed, Blackstone markets the *Talon* as “being able to outrun anything it can't outgun.”

For the few times when the *Talon* gets close to an enemy, it is well prepared. A pair of medium lasers mounted on the left arm allows it to return fire in an arc its PPC may not be able to reach, and seven-and-a-half tons of heavy armor gives it enough stamina to stay in good working order until it can extract itself to a less hostile environment.

Deployment

Despite being a light BattleMech in a military that caters to assault weight-class designs, the *Talon* is quite popular with the units that receive them. Following the rather successful tactics of the First Succession War units, company and battalion commanders have attempted to mimic the tactic of sending out a lance of three *Talons* and a *Mongoose* behind enemy lines for headhunting and supply disruption. Instead of a *Mongoose*, however, a *Specter* is used to flush out enemy commanders. A few of these lances exist, mostly on the Jade Falcon border, but no

command has had enough *Talons* or *Specters* to outfit an entire company as the original SLDF once did.

Since the end of the FedCom Civil War, the Archon has opened up the *Talon* for export, as he knew that most units would prefer to go back to the traditional heavier formation the Lyrans are known for. Despite giving preference to the Lyrans who want the *Talon*, much of the slack in demand has been taken up by the Federated Suns and mercenary units rebuilding as well. The militaries of ComStar, the Free Rasalhague Republic, and the Draconis Combine have also all taken interest in the design and have purchased several lances for evaluation.

Variants

Trying to push the envelope on quick long-range blitzes, Blackstone BattleMechs released the TLN-5Z. Slightly slowing down the speed of the *Talon* by replacing the engine with a 245-rated light, the entire payload is taken out for an extended-range large laser in each arm; while it drops a heat sink, it includes both ferro-fibrous and endo steel. With a nod to the notion of teamwork, a C³ slave system was also installed, allowing a lance or company to relay targeting information to the pilot. Initially this version was intended to be sold exclusively to the Lyrans Alliance, but its lack of interest and intense lobbying has made this a popular export version to the Draconis Combine and the Federated Suns.

Type: **Talon**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,175

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 8

Running MP: 12

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 119

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 11 17

Center Torso (rear) 5

R/L Torso 8 12

R/L Torso (rear) 4

R/L Arm 6 12

R/L Leg 8 16

Weapons

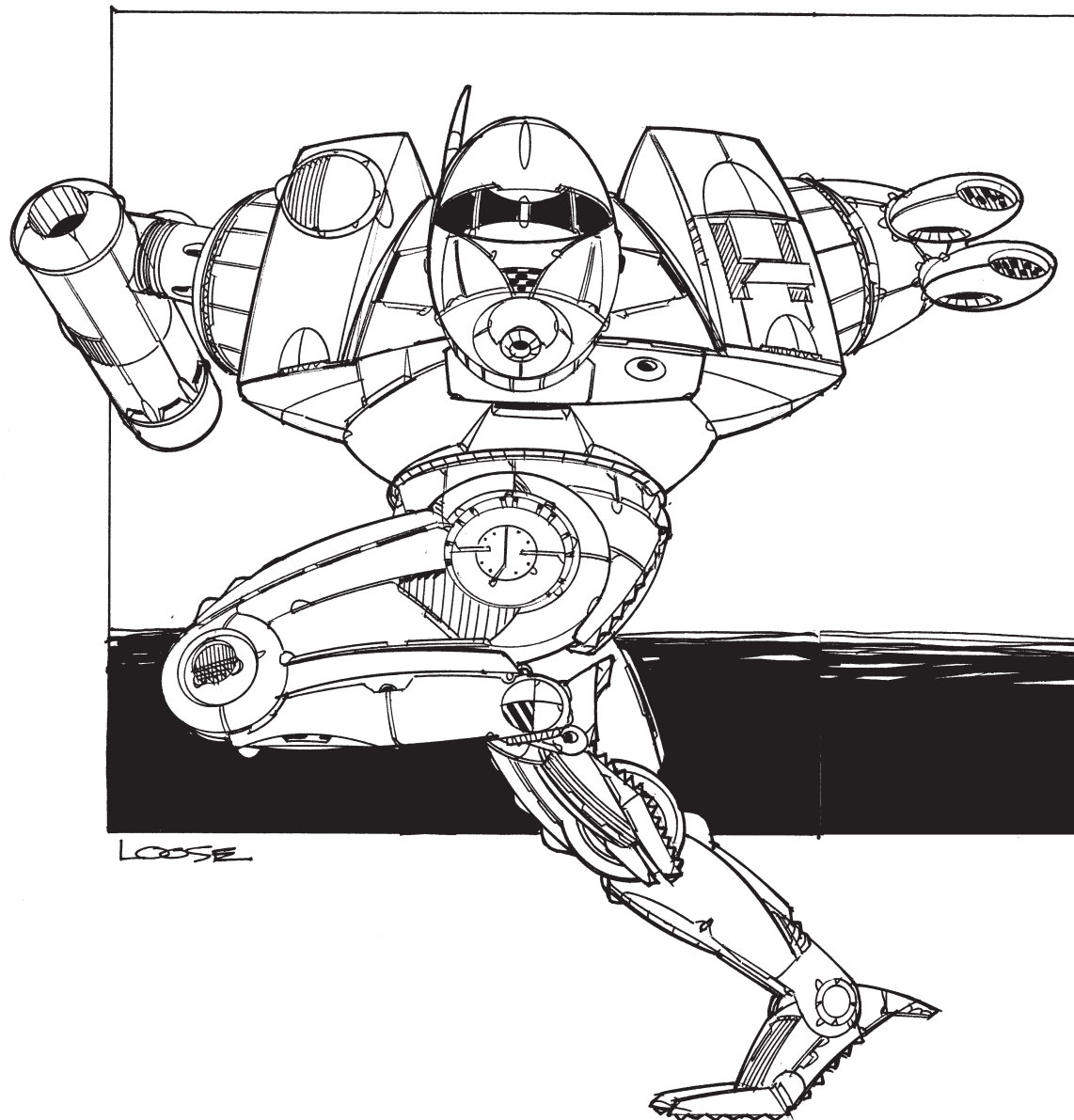
and Ammo

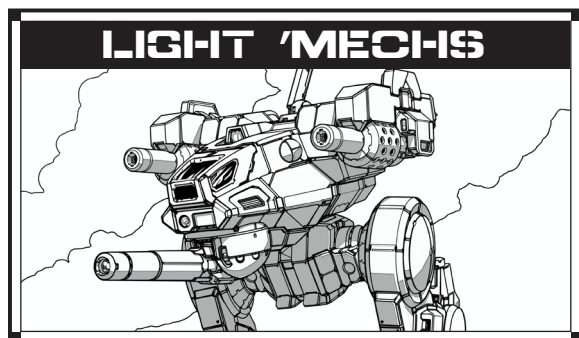
Location **Critical**

Tonnage

ER PPC RA 3 7

2 Medium Laser LA 2 2





Mass: 35 tons

Chassis: Arc-Royal KH/3

Power Plant: GM 210

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Medium

Armament:

1 Setanta Large Laser

4 Defiance B3M Medium Lasers

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Communications System: O/P Com-22/H47

Targeting and Tracking System: Digital Scanlok 347

Overview

After the success of designing and producing the *Hatchetman* just years prior, Archon Katrina Steiner ordered the massive Commonwealth military-industrial complex to capitalize on the gains made by Defiance Industries to produce a BattleMech capable of hunting down and defeating the Kuritan light 'Mechs known for embarrassing the top-heavy LCAF.

Taking a page from the successful Desert Knights project, the Kell Hound mercenary group, known for its unwavering loyalty to the current Archon and House Steiner, was selected to test an experimental BattleMech design in early 3028. Unlike the *Hatchetman* produced by Defiance Industries, which had extensive help from a Federated

Suns mercenary-scientist group, the *Wolfhound* was almost entirely of Commonwealth origins, with only the full-head cockpit ejection system needing outside assistance.

Capabilities

The *Wolfhound* contains many features to address extended campaigns. It is armed entirely with energy weapons, meaning the 35-ton 'Mech never needs to retire from the field for re-supply. A single large laser allows it to maul most light 'Mech designs at range, such as its prime foe the *Jenner*, while four medium lasers grant the *Wolfhound* a hefty short-ranged punch. One of the medium lasers is mounted rearward, allowing the *Wolfhound* to return fire against fast units that happen to get into that traditional blind spot. Though the design runs hot with only ten heat sinks, competent MechWarriors simply rotate their weapon usage depending on their current fighting range. When facing *Jenners*, *Wolfhounds* generally stay at range, but close in under the minimum range of the particle projection cannons of opposing *Panthers*.

Like the jointly designed *Hatchetman*, the *Wolfhound* also possesses a full-head ejection system, allowing the MechWarrior to safely eject in a wide variety of hostile environments. Despite requiring the 'Mech to be in a vaguely upright position with the projected flight path free of obstructions, this radical system has already saved countless pilots' lives.

Deployment

Eventually *Wolfhounds* made their way into the ranks of the mercenary brigade of Wolf's Dragoons in addition to the Kell Hounds testing program. These two units went on to test the design through the rigors of the Fourth Succession War, and its performance impressed many observers. They particularly excelled against the Combine's primary light mechs, the *Panthers* and *Jenners*. After the war, the Federated Commonwealth Alliance ordered large numbers of *Wolfhounds* to equip light units in both Alliance militaries. By the War of 3039, the *Wolfhounds* were spread between the two Houses' militaries and their most loyal mercenary units. Unlike many other designs, the *Wolfhounds* took very few casualties during that one-year

engagement, and only a handful made it into Kuritan hands. The Combine was impressed with the machine but was too prideful to copy an "inferior" House's design, so the Combine instead dissected all the 'Mechs in an attempt to counter the *Wolfhound*, leading to the development of the advanced *Wolf Trap* almost a decade later.

Variants

Being such a new design, no factory-produced variants for the *Wolfhound* are known to exist, though there are reports of individual MechWarriors exchanging the rear laser for an extra heat sink, or instead having it repositioned to fire forward.

Notable MechWarriors

Major Daniel Allard: A member of the famous Kell Hounds, Daniel Allard was given the first prototype *Wolfhound* to test pilot while still a captain after the destruction of his *Valkyrie* in 3027. He would later on go on to use this machine to fight in many famous battles before being promoted to operational commander of the unit.

Force Commander Melissa Berret: Despite the heavy fighting of the War of 3039, the sole *Wolfhound* employed by a non-Federated Commonwealth unit (until the Clan Invasion) was not under a Combine banner, but rather in the Free Worlds League. Despite suffering grievous casualties on Marcus at the hands of the Third Crucis Lancers, the Twenty-fifth Marik Militia had a single success during the campaign; a diversionary raid by then-Captain Berret. Her lance drew off several companies of Lancer light BattleMechs in an attempt to ease the pressure on her regiment by engaging in a hit-and-run battle, striking supply depots behind the Lancers' lines. When the Twenty-fifth's DropShips finally arrived, Berret's lance made its way back to the rendezvous, dragging a *Wolfhound* with a breached cockpit along with them. Promoted to fill in the holes made by the many casualties, Force Commander Berret now pilots the 'Mech design, nicknamed "Small Favors," as a morale booster for the devastated unit.

Type: **Wolfhound**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 932

Equipment

Internal Structure:

Engine: 210 3.5 9

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 120 7.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 11 16

Center Torso (rear) 6

R/L Torso 8 11

R/L Torso (rear) 5

R/L Arm 6 12

R/L Leg 8 16

Weapons

and Ammo

Location Critical Tonnage

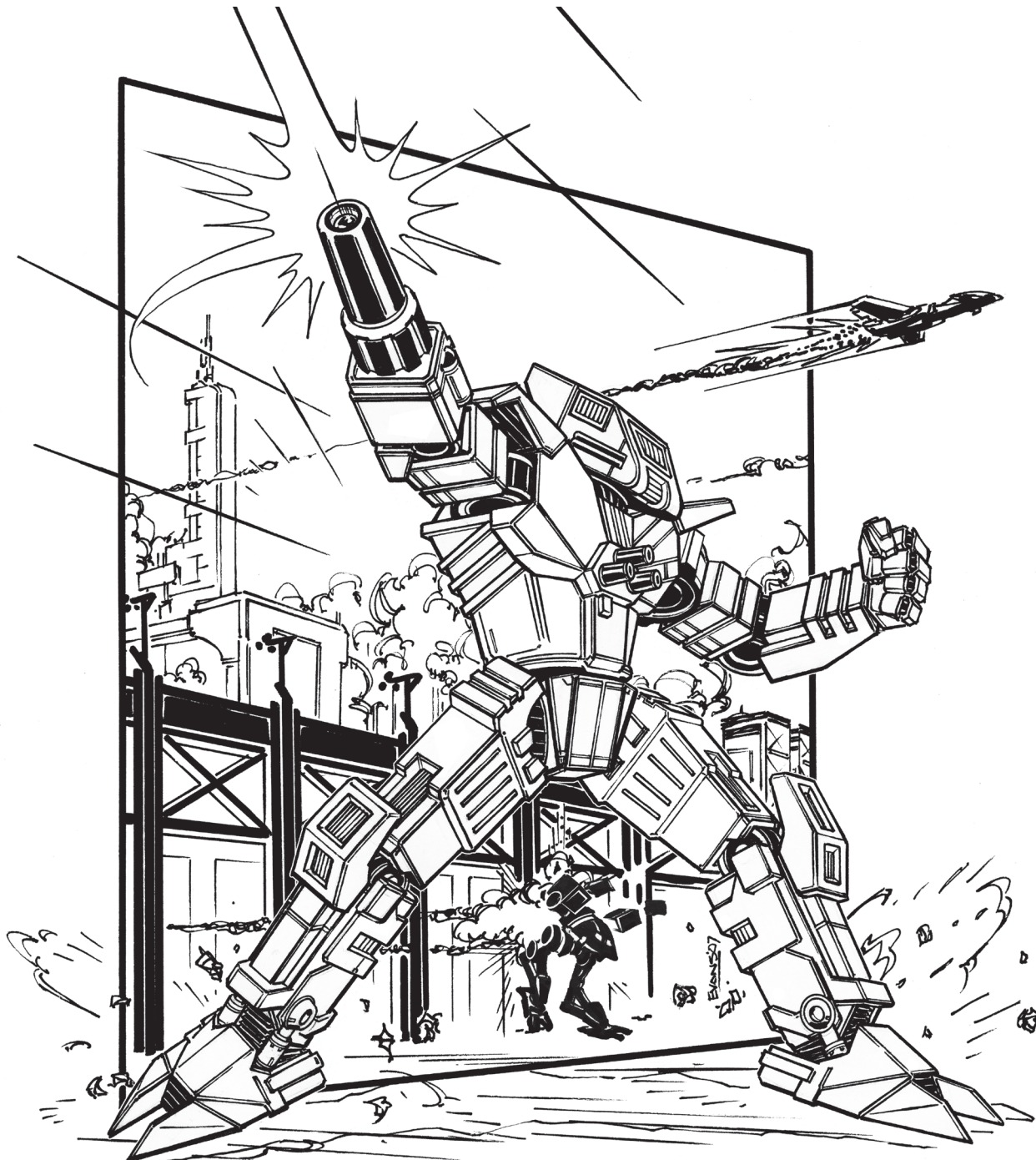
Large Laser RA 2 5

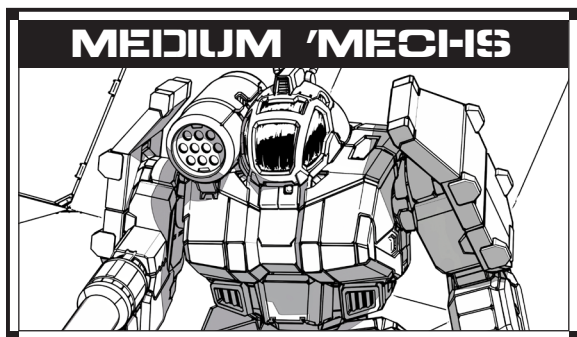
Medium Laser RT 1 1

Medium Laser LT 1 1

Medium Laser CT 1 1

Medium Laser CT (R) 1 1





Mass: 40 tons

Chassis: Maltex 40

Power Plant: VOX 280

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: Lox Lift Series 1

Jump Capacity: 210 meters

Armor: 100 AFVTA

Armament:

1 Martell Medium Laser

1 Holly-5 LRM Launcher

1 Holly-2 SRM Launcher

Manufacturer: Maltex Corporation

Primary Factory: Errai (destroyed 2835)

Communications System: Garret T15 B

Targeting and Tracking System: Garret 500S

Overview

Considered by many military financial experts outside the Star League as more of a political pork project than a potent fighting machine, the *Assassin* nonetheless turned out to be a solid 'Mech in combat against light lances. In order to secure lucrative Star League contracts, however, the *Assassin* was over-hyped in several corporate circles, with exaggerated performance statistics and fudged budget approximations. Greasing a few palms, Maltex finally managed to secure the sought-after SLDF contracts. During production, the company cut corners on several design specifications, and after two of Maltex's *Assassin* plants came under investigation for numerous quality

control violations, the 'Mech's production rate slowed to a crawl. With lackluster firepower for its tonnage, the *Assassin* quietly fell into disuse or was shuffled to the Periphery and militia markets.

Capabilities

The *Assassin* was originally marketed as a heavier competitor against the numerous older *Wasps* and *Stingers* in use as reconnaissance and raider 'Mechs. The *Assassin* was able to defeat these lighter 'Mechs thanks to decent speed and maneuverability, excellent armor coverage (compared to the 'Mechs it was designed to fight against), and solid firepower. However, the over-reliance on consumable ammunition gave the *Assassin* limited long-term capability in extended campaigns. Nonetheless, it became a popular design for garrison and defense forces throughout the SLDF and Marik Militia.

The 'Mechs weaponry consists primarily of three systems: the long-range missile rack, the short-range rack, and the arm-mounted Martell medium laser. Because it can only carry a total of seventy-four salvos for both launchers, the design is limited in endurance unless assigned supply units for support. However, the biggest drawback to most pilots isn't the light ammo loads, it's the extremely tight cockpit—one of the most cramped cockpit designs in the Inner Sphere. During the *Assassin's* four hundred years of service history, Maltex has redesigned the cockpit cooling system dozens of times in efforts to offer more elbow room, but none of the attempts have been successful. The net result is a tight, uncomfortable ride for most pilots that limits in-cockpit time to half of most other standard designs; many ex-*Assassin* pilots have developed a history of back problems that plague them the remainder of their lives.

The only other problem with the *Assassin*—mainly those produced through to 2815—was the ammo feed system for the short-range missile rack. Due to chronic jamming, it usually failed during high-heat situations and could not be corrected except through complete disassembly in a mechanical bay. Holly finally introduced a new feed system under severe corporate pressure in 2815 and even funded several years of recall repairs; however, there are still a large number of privately owned *Assassins* that may still mount the defective system.

Deployment

From its introduction, only several hundred of the ASN-21s were produced by Maltex. Those *Assassins* in service were used sparingly due to a shortage of spare parts, though House Marik enthusiastically used the 'Mech late in the Third Succession War. The *Assassin* was nearly phased out of service after 3058 when an influx of new BattleMech models flooded the markets. Those that remained in service are typically family heirlooms with some degree of modification.

Variants

Only one true variant of the *Assassin* existed in 3039, though it was not designed or supported by Maltex. House Davion experimented with the addition of three small lasers at the price of a few jump jets and armor weight. The design was considered unsuccessful, with only three being retained on the official AFFS roster in the Capellan March Militia. Unofficially, however, rumors persisted for years that Prince Hanse Davion had a secret facility built near Panpour where work included the construction of the ASN-101 design. Circumstantial evidence bears this out as several CMM wargames had more than a few of these designs present, but official TO&Es never listed them. Detractors insist that the AFFS was using standard ASN-21s with fake weapon mounts in order to confuse and distract Maskirovka spies.

Notable MechWarriors

MechWarrior Dale Sandstrom: Assigned to House Marik's Fifth Regular Hussars as an infantryman when his *Archer* was destroyed, Sandstrom was never content to live as one of the Dispossessed. During an extended leave on his home planet of Sophie's World in 3011, he came across the remains of an *Assassin*. Using his entire life savings, he managed to get the 'Mech restored to functionality. After his departure from the Hussars, Sandstrom worked as a freelance bounty hunter in his *Assassin*, the "*DarkDeath*". Before his demise in 3033, he had accounted for nearly 45 "acquisitions." Rumors still persist that Sandstrom was killed when he ran afoul of a certain green-painted *Marauder*.

ASN-21 ASSASSIN

MEDIUM 'MECHS

53

Type: **ASN-21 Assassin**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 749

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Mass

4

16

280

7

11

7

10

0

3

3

4.5

Internal
Structure

Armor
Value

Head

3

8

Center Torso

12

12

Center Torso (rear)

4

R/L Torso

10

10

R/L Torso (rear)

2

R/L Arm

6

6

R/L Leg

10

10

Weapons

and Ammo

Location

Critical

Tonnage

Medium Laser

RA

1

1

LRM 5

RT

1

2

Ammo (LRM) 24

RT

1

1

SRM 2

LT

1

1

Ammo (SRM) 50

LT

1

1

Jump Jet

CT

1

.5

Jump Jets

RT

3

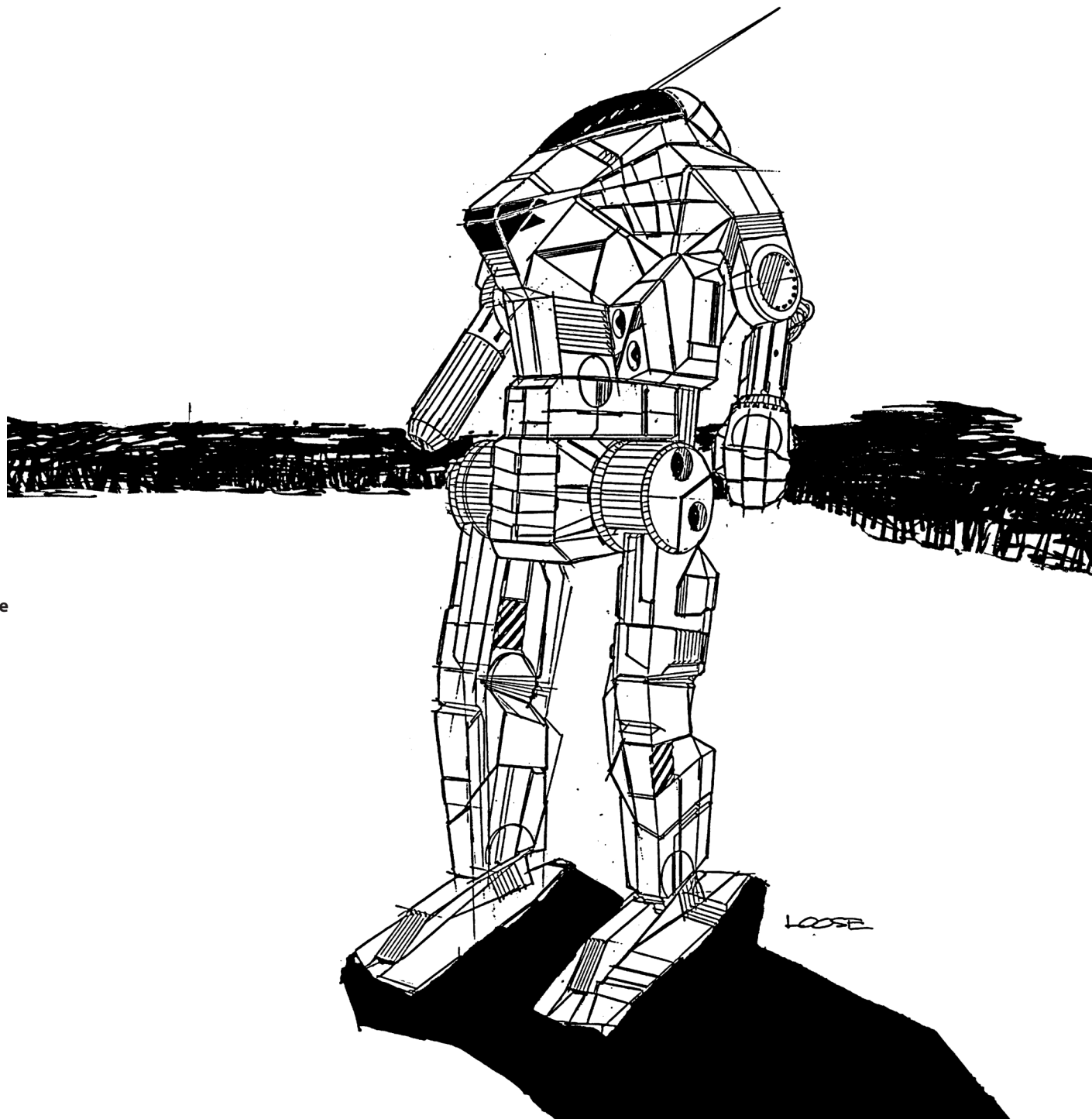
1.5

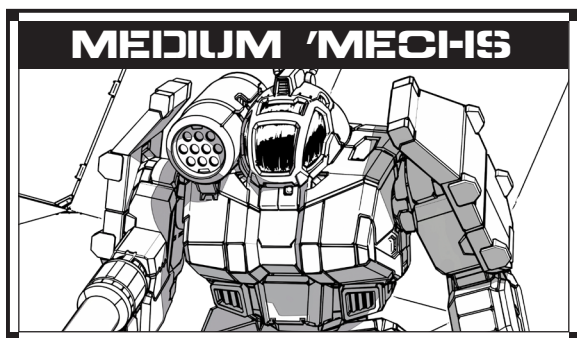
Jump Jets

LT

3

1.5





Mass: 40 tons

Chassis: Hartford 300

Power Plant: Pitban 320

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/3

Armament:

2 Magna Medium Lasers

1 Magna 200 Small Laser

Manufacturer: Free Worlds Defense Industries

Primary Factory: Gibson

Communications System: Datacom 50

Targeting and Tracking System: Dynatec 1122

Overview

The original *Cicada* was designed by a small firm, HartfordCo, whose previous manufacturing experience had been confined to communications and targeting systems. Designed as a supplement or replacement for the popular *Locust* scout 'Mech, the *Cicada* found limited use by the Star League after its introduction in 2740. Although it was more expensive than the *Locust*, its increased mass gave it advantages that the Star League found useful, especially in physical combat.

Although HartfordCo's production facility on Bryant did not survive the Succession Wars, the discovery of the Helm Memory Core has allowed Free Worlds Defense Industries to increase production of the *Cicada* in their newly refurbished Gibson production facility.

Capabilities

The *Cicada*'s prime assets are its speed and its lack of ammunition concerns. A massive Pitban 320 engine—which composes more than half of the *Cicada*'s total mass—gives the 40-ton BattleMech a maximum speed of nearly 130 kph. A trio of lasers, two medium and one small, provide the *Cicada* with enough firepower to face the lighter 'Mechs, its intended targets. The lasers are embedded in the *Cicada*'s armored torso, behind the heaviest protection the 'Mech mounts, but have limited firing arcs. An opponent who succeeds in getting behind the *Cicada* has little to fear.

Unfortunately, the rest of the 'Mech is only lightly armored. Its arms are vestigial—wings, really—and mount only minimal armor. The *Cicada*'s legs, while strong enough to carry the 'Mech at phenomenal speeds, are under-armored as well.

Deployment

Although the number of *Cicadas* HartfordCo produced before its destruction was small, Bryant's location at the core of the Inner Sphere meant that the 'Mech was available to all five Successor States when the Houses fell upon the remains of the Terran Hegemony. These 'Mechs survived most of the Succession Wars, though in steadily decreasing numbers. The Free Worlds League was able to put the design back into very limited production. Since FWDI's refit, the Free Worlds League has become the 'Mech's largest user.

Extant *Cicadas* are often taken in for maintenance to have the substandard HartfordCo heat sinks replaced with newer, more reliable models. Three hundred years of Succession Wars have not been kind to the *Cicada*'s systems, and many 'Mechs were lost to heat overload because of those balky heat sinks. A much-publicized incident on Oriente illustrated the problem very graphically, but it was not until 3029 that the Free Worlds League Military ordered all *Cicadas*, both in federal or provincial service, to be upgraded as soon as feasible.

Variants

HartfordCo produced two very limited variants; the first was an anti-infantry model, the CDA-2B, that carried a flamer in place of the small laser and half a ton of armor. The second was a more radical variant meant to threaten larger 'Mechs. Mounting a Donal PPC in the right torso and two machine guns in the legs, the CDA-3C used a smaller VOX 280 engine to offset the increased weight of the weapons. Few examples of these 'Mechs remain and are found in the arsenal of House Liao, which uses them in their training academies.

Notable MechWarriors

Captain John David John: Captain John first came to prominence as a *Cicada* pilot during engagements against the Draconis Combine on Kesai IV. For that action his *Cicada* was upgraded with new heat sinks and he was given command of a light lance. He went on to further distinguish himself during the siege of Tikonov in the Fourth Succession War. His lance was responsible for scouting the advance of the main Crucis Lancer thrust on the world, earning him the Gold Sunburst and an eventual promotion to captain.

During the Kurita counterattack on Klathandu IV in 3039, Captain John's company led the retreat from Pere Urucin when *Tai-sa* Nelson's attack struck. Although the retreat was scandalous, it was only the clear recon performed by Captain John's company that led the two battalions of the Seventh Crucis Lancers to safety.

Lieutenant Junior Grade Marshall Haupt: Currently assigned to FWDI as a test pilot for the new *Cicadas* being produced there, Lieutenant Haupt is something of a fire-brand. After graduating from the Allison MechWarrior Institute with that school's record for the lowest passing grade, he served a tour with the Second Oriente Hussars as a *Cicada* pilot. Reprimanded six times for disorderly conduct, he nevertheless proved himself the most proficient *Cicada* pilot in the regiment. When the draft came for the posting to Gibson, his company commander helped him pack.

CDA-2A CICADA

MEDIUM 'MECHS

55

Type: **Cicada**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 659

Equipment

Internal Structure:

Engine: 320 22.5

Walking MP: 8

Running MP: 12

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 4

Cockpit: 3

Armor Factor: 64 4

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 12 11

Center Torso (rear) 6

R/L Torso 10 6

R/L Torso (rear) 3

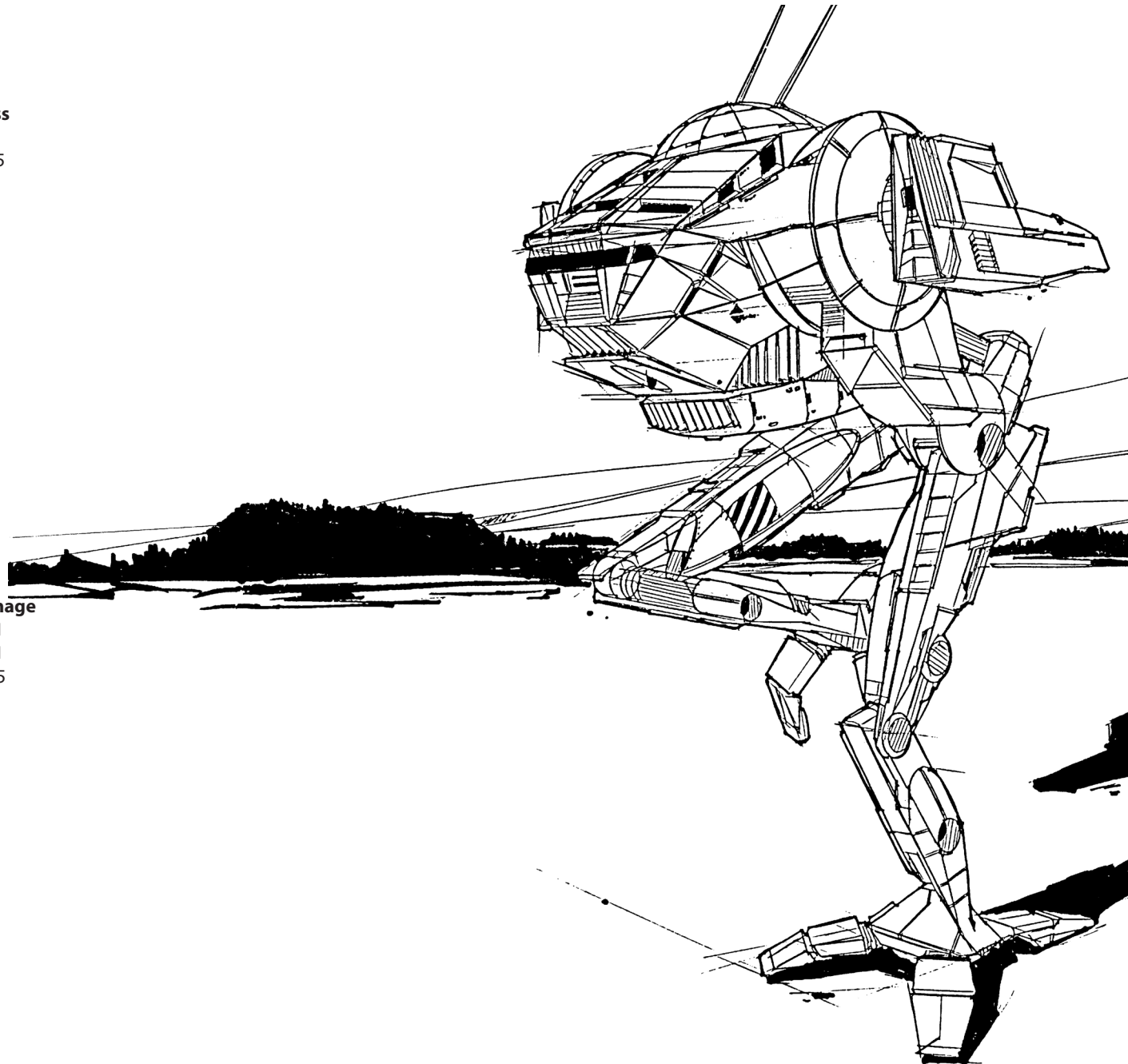
R/L Arm 6 4

R/L Leg 10 6

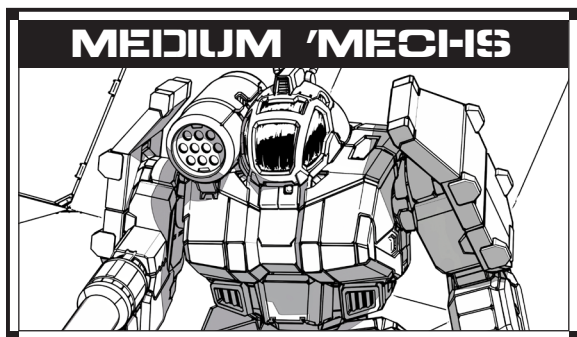
Weapons

and Ammo

	Location	Critical	Tonnage
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5



LOOSE



Mass: 40 tons

Chassis: Andoran Model III

Power Plant: Pitban 240

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Andoran Model JJII

Jump Capacity: 180 meters

Armor: Durallex Medium

Armament:

1 Armstrong Autocannon/5

2 Martell Medium Lasers

Manufacturer: Andoran Industries, Ltd.

Primary Factory: Bell (destroyed 2812)

Communications System: Raldon R1

Targeting and Tracking System: Sloane 220
Lockover System

Overview

In 2607, the SLDF commissioned the *Clint* from Andoran Industries, Limited, a minor BattleMech firm on Bell that secured its bid for the new design with cost-cutting design features. Although the resulting design would prove flawed, well over 300 were built before the fall of the Star League and the destruction of Andoran's factories.

The first *Clint* prototypes lacked jump jets but mounted a larger Buster-class autocannon with more ammunition. The chassis suffered from a number of stress issues that were expensive to repair, so Andoran downgraded the cannon to the lighter autocannon/5.

Capabilities

The *Clint* is an example of the “your ride was built by the lowest bidder” concept as Andoran undercut every other competitor to get the contract from the Star League. To make matters worse, the *Clint* uses very few standard components, requiring specific replacements when a part breaks down. This was a terrible burden on new *Clints* as the shoddy parts often didn't last a year, though it allowed Andoran to recoup the low sales price in the form of hefty service contracts. Particularly hard to replace is the gyroscope for the *Clint*. On the current market, the mechanisms are literally worth their weight in gold. Engineers who can look past the flaws caused by these poor-quality parts, however, generally agree that the overall design of the *Clint* is steady and reliable.

With a top speed of nearly 100 kph, the *Clint* can keep up with most recon units. Its jump jets allow it to traverse broken terrain and urban areas with ease. The Armstrong cannon isn't a stellar battlefield performer, but it has good range and is reliable. A pair of Martell medium gives the *Clint* punch at shorter ranges. The armor coverage on the *Clint* is good enough for an encounter, but the 'Mech isn't meant as a brawler. Among this average equipment, the Sloane 220 targeting system shines in battle. It is easy to use and gives the pilot some of the best battlefield data available.

Deployment

The destruction of the Andoran's facilities on Bell has added much confusion to the *Clint*'s history. Not only were the original design blueprints lost and the factory unable to make new *Clints*, but records of the number of *Clints* produced and variants other than the well-known prototype have been lost forever. *Clints* can be found almost everywhere, and the design is popular in the Periphery. In the Inner Sphere, the Federated Commonwealth and Capellan Confederation possess the most *Clints*.

A lance of *Clints* under Redjack Ryan has been used when Ryan's Rebels are on the offensive. The four 'Mechs reconnoiter enemy formations, normally withdrawing to report on large groups. However, when they encounter an opposing recon lance, they pursue. Few recon elements

can match the speed of four *Clints*, and units that can keep up rarely have the range of four autocannons. If the scouts flee, the Rebels pick them off one-by-one. If they stand and fight, the *Clints*' long-range fire wears their enemies down so that the close-range fighting is quick and decisive.

Variants

Most of the twenty *Clint* prototypes disappeared between various wars and the Exodus, but a few remain. Attempts to emulate this design by stripping down armor and weapons can be found. Another similar modification mounts a pair of lighter autocannons rather than the big Buster. Occasionally other variants of the *Clint* pop up, but because of the loss of Andoran's data, it is unclear if these are factory variants or field modifications.

Notable MechWarriors

Mechwarrior Janos Authur Denton III: While the Dentons have never explained how they got their *Clint*, JAD (as both Janos and the 'Mech were known) has shown he can use it well. As part of the Seventeenth Arcturan Guards, he has followed in his father's footsteps as an urban combat scout. He has even modified the family *Clint* with a large laser and more heat sinks for the close-in battles he often encounters. He particularly enjoys fighting Combine *Panthers*.

Leftenant Steven D. Olin: Leftenant Olin captured his *Clint* when fighting the St. Ives Armored Calvary in the Fourth Succession War. He even managed to ransom the pilot back for a spare gyro for the 'Mech. As part of the First Kittery Borderers, he often espouses his strange philosophies of a reduced military and less reliance on feudalism. On the battlefield, however, he focuses on the goal, and his scout lance is one of the best in the Borderers. Under his supervision, they scout out a large area and use a complex set of hit-and-run tactics if they come across enemy combatants.

CLNT-2-3T CLINT

MEDIUM 'MECHS

57

Type: **Clint**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 770

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 72 4.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 12 11

Center Torso (rear) 4

R/L Torso 10 6

R/L Torso (rear) 4

R/L Arm 6 6

R/L Leg 10 8

Weapons

and Ammo

Location Critical Tonnage

AC/5 RA 4 8

Ammo (AC) 20 RT 1 1

Medium Laser CT 1 1

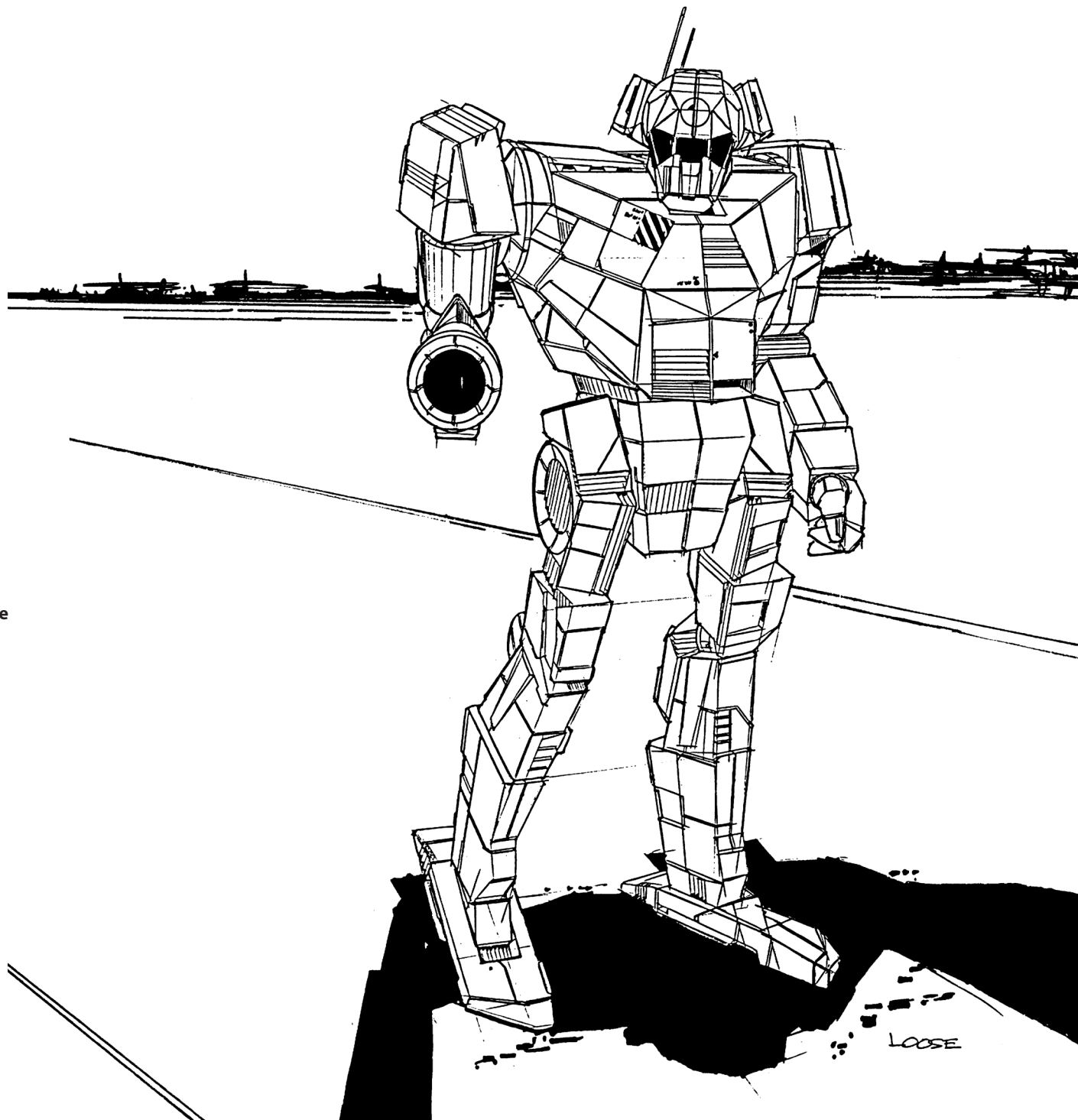
Medium Laser LT 1 1

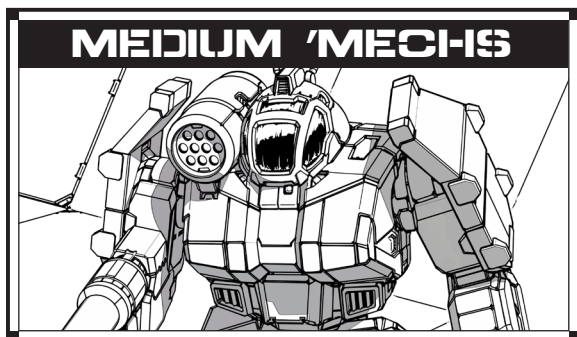
Jump Jets RT 2 1

Jump Jet RL 1 .5

Jump Jets LT 2 1

Jump Jet LL 1 .5





Mass: 40 tons

Chassis: Irian Chassis Class 40

Power Plant: Hermes 240

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Riese 456

Armament:

1 Oriente Autocannon

1 I.W.W. Medium Laser

1 Olympian Flamer

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Irian, Shiro III

Communications System: Irian E.A.R.

Targeting and Tracking System: Wasat Aggressor

Overview

Irian's military bread and butter, this 'Mech is the exclusive property of House Marik despite being based on the earlier, smaller *Hermes* just prior to the opening of the twenty-ninth century. Perhaps Irian's best selling point was the massive production line they had for the unit. With the military build-up following Kerensky's Exodus, this production capacity was vital. The first few carried a prototype autocannon spread across the torso, but rather than making it more durable, it was vulnerable to damage in any part of the torso. A temporary design with lasers was deployed to replace units in the field as designers reworked the *Hermes II* to consolidate the reliable Oriente autocannon into its current mount.

Capabilities

A heavy scout, the *Hermes II* has the tools to do the job. With a top speed of nearly 100 kph, the unit possesses the speed to stay ahead of any large military force. The autocannon and laser give the *Hermes II* decent firepower and range, while the Olympian flamer is not only fearsome to infantry forces but a useful utility weapon on the battlefield. The *Hermes II*'s biggest advantage is the seven-and-a-half tons of Riese armor, more than any lighter unit scout unit. This allows the *Hermes II* to slug it out with lighter 'Mechs and survive a strike from a heavy unit so it can withdraw to fight another day. The famous "wings" on the heels of the 'Mech were originally designed to be heat sinks for the first prototypes but are vestigial as the designers moved the lone, non-engine heat sink to the left torso. Pilots have long been thankful for this, as it gives some protection to the vulnerable ammo bin.

Deployment

Found almost exclusively in the Free Worlds League, a few *Hermes IIs* have made their way out of the League either as battle salvage or with mercenary units. Irian prefers to sell 'Mechs in large lots, so the larger units in the League tend to get priority. Of course, Irian will make adjustments for smaller units desperate for the scout 'Mech—for a premium.

Variants

This solid design has had few variants. The most common one involves swapping out the weapons for a pair of large lasers; the HER-4K. This change is relatively easy as the twenty-eighth century prototype mounted a pair of advanced lasers and a flamer, though with superior heat sinks that could better handle the weapons' heat load. A more dramatic version, the HER-2M is nicknamed the *Mercury* [EDITOR'S NOTE: Not to be confused with the Hegemony design of the same name]. Powered by a larger VOX 280 fusion engine, the *Mercury* is faster, but the autocannon must be removed to offset the additional weight. Short-range firepower is improved with the addition of two more medium lasers and a pair of machine guns, but long-range firepower is severely curtailed. This version is found primarily in SAFE's Dark Shadows unit.

Notable MechWarriors

Force Commander Adam Spivey: Referred to as a "man with no soul" by his fellow warriors in the Dark Shadows, Spivey leads from the front and has earned his subordinate's loyalty. He has been labeled a troublemaker by some commanders, but those are often the ones who don't support their men. A rising star, Spivey made his name as a young lieutenant during the Fourth Succession War. As Tikonov Free Republic forces hit Wasat, the heavy Fifteenth Marik Militia was caught off guard. Colonel Jake Hawkins decided to establish an extremely static defense. Spivey's unit was placed on the east flank to cut off any scouts from running around the defense's end. Using superior mobility and tactics, his lance kept an entire heavy company busy while the middle of the Marik defensive line crumbled and Colonel Hawkins was captured.

MechWarrior Zane "The Dreamer" Ving: Some warriors are not cut out for leadership roles, and Vinge is one of them. He is, however, an excellent scout pilot, and he even managed to take down a *Vindicator* as part of the Fourth Defenders of Andurien's advance into the Capellan Confederation during the Fourth Succession War. He doesn't follow any one particular faith, but rather absorbs philosophies and beliefs from many different sources. His 'Mech, "*Plato*," is covered in sayings and quotes from many different philosophers, from the revered Confucius to the controversial Aleksandr Kerensky and even including the despised Stefan Amaris.

HER-2S HERMES II

MEDIUM 'MECHS

59

Type: **Hermes II**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 784

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 120 7.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 12 17

Center Torso (rear) 6

R/L Torso 10 14

R/L Torso (rear) 5

R/L Arm 6 11

R/L Leg 10 14

Weapons

and Ammo

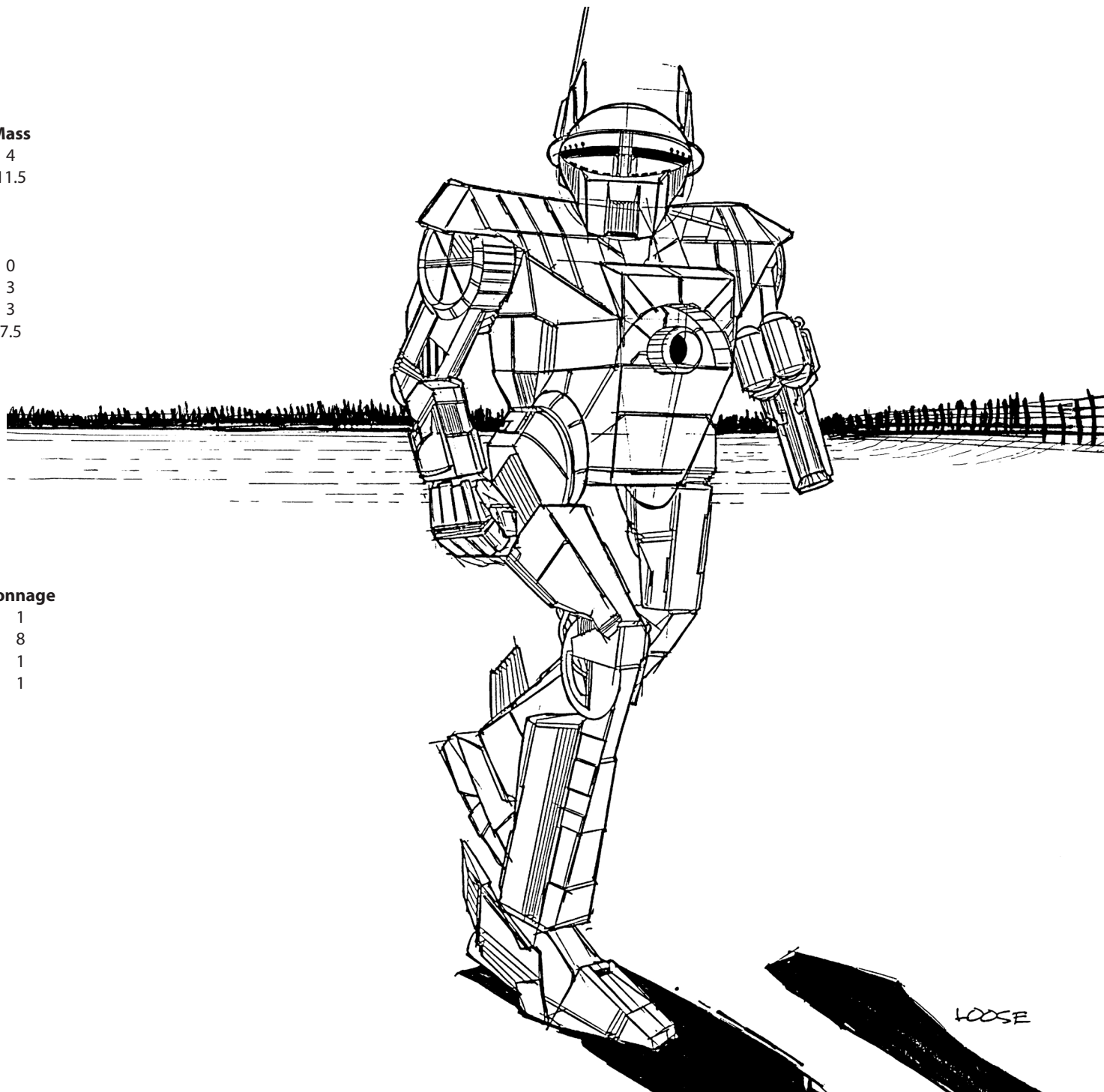
Location Critical Tonnage

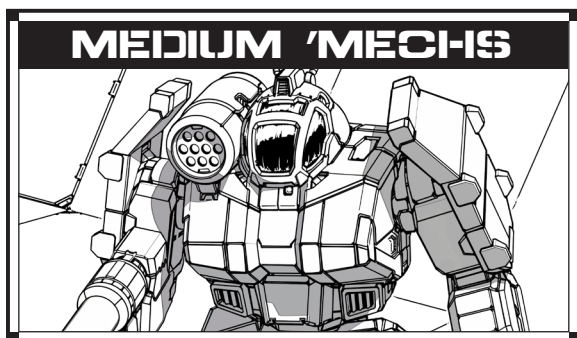
Medium Laser RA 1 1

AC/5 RT 4 8

Ammo (AC) 20 LT 1 1

Flamer LA 1 1





Mass: 40 tons

Chassis: Corean Model 1AA

Power Plant: DAV 160

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Icarus 81

Jump Capacity: 120 meters

Armor: StarSlab/1

Armament:

1 Imperator-B Autocannon/10

2 Diverse Optics Type 2 Medium Lasers

1 Diverse Optics Type 10 Small Laser

Manufacturer: Corean Enterprises

Primary Factory: Stewart (destroyed First Succession War)

Communications System: Basix 100

Targeting and Tracking System: Corean Calcmaster

Overview

The *Icarus* was the first BattleMech created by the Free Worlds after its acquisition of BattleMech technology. A proof of concept design, only six *Icaruses* were produced prior to Corean starting production of the second FWL prototype, the *Hector*. With the maturation of the technology, Corean revisited the *Icarus*, revamping the design. The inclusion of newly acquired jump-jet technology prompted such radical changes that the 'Mech was re-designated the *Icarus II*.

As one of the first 'Mechs to use modern production technology, the *Icarus II* cemented its place in the lore of the Free Worlds League Military. Originally designed as a light

attack and cavalry BattleMech intended to support both heavy Marik tanks and the massive *Mackie* BattleMechs, the *Icarus II* would later fill both support and strike roles in the FWLM before being outperformed and replaced by newer 'Mechs.

Capabilities

At forty tons the *Icarus II* fell at what would become recognized as the low end of the medium-weight class, but when it first appeared it was as powerful a 'Mech as any in its roles. Functioning in the absence of the incredible diversity in BattleMechs that is standard today, this scrapper was a force to be reckoned with. A DAV 160 fusion engine provided power to move the 'Mech at speeds in excess of 60 kph. When compared to modern medium 'Mechs—some of which are twice as fast as the *Icarus II*—it is easy to see how the *Icarus II* was replaced in its cavalry role, but against early BattleMechs its speed was more than sufficient. Later in its career, when *Icarus II* units shifted from cavalry to strike and defensive roles, the design again found its place. With the mobility provided by its Icarus 81 jump jets, the forty-ton 'Mech became a premier city fighter when it could bring the heavy firepower of its paired medium lasers and Imperator autocannon to bear. A single small laser supplemented these weapons. Although not heavily armored, the seven-and-a-half tons of StarSlab armor provided adequate protection.

Near the end of their popularity *Icarus IIs* were paired with faster machines to make light attack lances. A fast scout would seek out the enemy, and then a trio of *Icaruses* would attack the designated target, using concentrated autocannon fire to bring them down. While effective in this role, the *Icarus II* was hobbled by a lack of speed that often meant it could not escape when overmatched.

Deployment

The *Icarus II* was the standard BattleMech of the Free Worlds League for decades and remained in use for centuries before almost disappearing into the cauldron of the Succession Wars. First produced at the Corean Enterprises plant on Stewart, at the height of its prominence it was produced on four separate worlds. Although three of

those factories were retooled before the creation of the Star League, the Corean facilities on Stewart remained in use until they were destroyed in the First Succession War.

A small number of 1S *Icarus II* 'Mechs survived the Succession Wars as part of provincial militias, and a new-build 2S model has even been put into very limited production by Gilmour Militech. Although this small firm is only producing three *Icarus IIs* a year, they are the first new 'Mechs of this class produced in three centuries.

The original, primitive 1X *Icarus* is long gone, not even existing in museums.

Variants

Utilizing a primitive cockpit, engines, and armor, the prototype 1X *Icarus* also lacked jump jets. The weaponry consisted of a large and small laser mounted on the left arm, backed by twin SRM-2 packs and a pair of machine guns.

In 3073, Gilmour Militech introduced the ICR-2S *Icarus II* with advanced technology. An endo-steel frame and an XL engine increased its top speed to 86 kph, and its jump capacity was also increased. A Kalidasa LB 10-X autocannon replaces the older Imperator, while the medium lasers are exchanged for a newer medium pulse laser. The 2S also has increased armor protection and an additional heat sink.

Notable MechWarriors

Captain Sir Declan Reed: One of the few notable SLDF Gunslingers to hail from the Free Worlds League, Captain Sir Reed used his exemption as a Gunslinger to requisition an *Icarus II* that he had upgraded to use in his duels. Sir Reed managed to amass a winning record against Kurita *Panthers*, and after his retirement from the SLDF he returned to the Free Worlds with his 'Mech and accepted command of the Sorunda planetary militia, where he served until his death from natural causes at the age of 121.

Type: **Icarus II**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 869

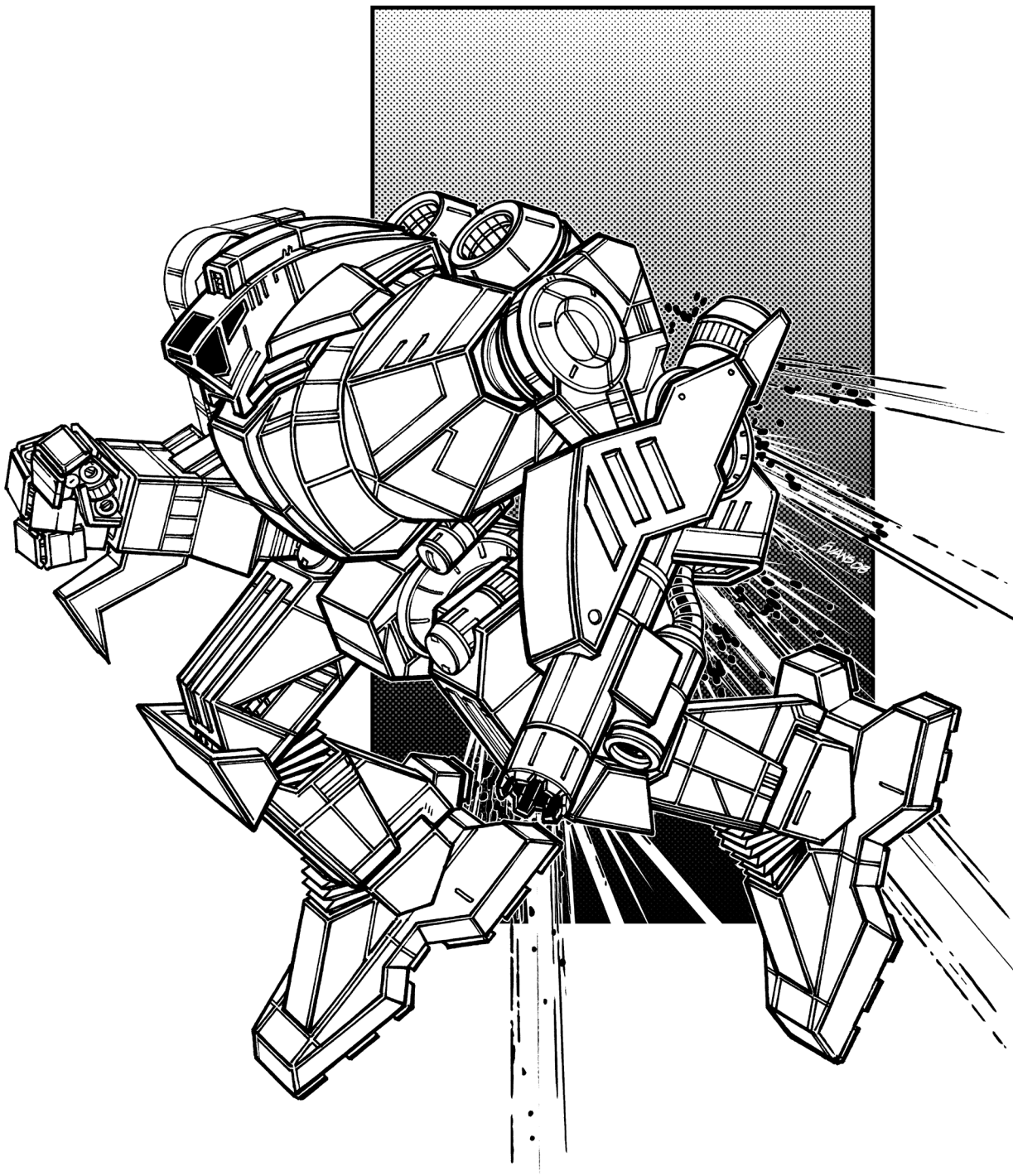
Equipment

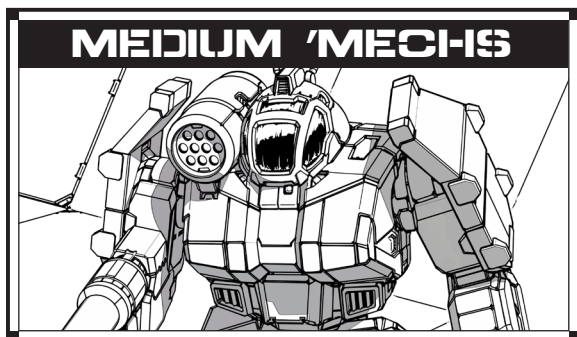
Internal Structure:		Mass
Engine:	160	4
Walking MP:	4	6
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	120	7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	15
Center Torso (rear)		6
R/L Torso	10	14
R/L Torso (rear)		6
R/L Arm	6	10
R/L Leg	10	15

Weapons and Ammo

Location	Critical	Tonnage
AC/10	LA 7	12
Small Laser	LA 1	.5
Ammo (AC) 10	LT 1	1
2 Medium Lasers	RT 2	2
Jump Jets	RL 2	1
Jump Jets	LL 2	1





Mass: 40 tons

Chassis: Defiant V

Power Plant: Pitban 240

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

1 KWI AC/5 Ultra Autocannon

1 Defiance B-1A Small Laser

1 Defiance Streak-2 SRM Launcher

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: StarLink/Benicia
Model AS829G

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

Overview

Defiance Industries—at the time a largely Terran-owned corporation operating on Lyran soil—first began to produce the *Sentinel* BattleMech for the Steiner family in 2651 under an exclusive contract. Though Terran Hegemony politicians initially took umbrage with the Steiners buying 'Mechs directly from Hegemony facilities, Lyran diplomats asserted that their deal with Defiance was perfectly legitimate and mutually beneficial to both Star League realms at the economic level.

When a League Council amendment the following year permitted the expansion of House armies and

opened up the sale of *Sentinels* to the SLDF itself, however, the League military invested heavily in upgraded versions of the Steiners' "exclusive design." That these upgraded SLDF *Sentinels* were slow to reach the LCAF buyers (due to contractual stipulations stemming from their original deal with Defiance) was not lost on the Steiner family.

Capabilities

On the light end of the medium-weight class, the Star League's STN-3L boasted armor and speed roughly identical to that of the Steiners' STN-1S model. With a top speed near 100 kilometers per hour and enough protection to weather the type of firepower carried by most infantry and APC units, the Sentinel was well suited to infantry fire support. In addition, it carried an upgraded Kawabata Weapons Industries "Ultra" Autocannon that nearly doubled the rate and volume of fire the Steiner variant's Defiance Killer Model F (now out of production), along with an enhanced Streak SRM launch system, in place of the less accurate Coventry Quad-Rack. Only the use of the Defiance A-1 small laser matched the payload of the original 1S, but due to lens cracking issues during extended operations, both the SLDF and the Steiner variants phased out the A-1 lasers in favor of the more reliable B-1A series by 2678.

Deployment

Although the Lyrans would spend the better part of two years working to gain access to the upgraded weaponry kits needed to bring their *Sentinels* to the STN-3L standard, Defiance continued to offer the 'Mech primarily to the Hegemony, all but stifling their original customer as part of an economic lesson to the Lyran government. The LCAF would have the last laugh, however, after the fall of the Star League, when Defiance and all its factory lines became part of the Federation of Skye and not only the *Sentinel*, but all Defiance lines would become part of the Steiner military. The ravages of the early Succession Wars and changing LCAF procurement priorities ("big 'Mechs") dwindled *Sentinel* numbers to nearly nothing until the technological recovery of the

3030s made it possible for Defiance to reintroduce the Star League design in the mid-3050s.

Variants

Even before its tech recovery, Defiance fielded a downgraded 3K model *Sentinel* in limited numbers. However, these low-tech variants—which carried a standard SRM-2 and autocannon with a two-ton magazine—could not match the ComStar-provided *Sentinels* that the DCMS deployed in the War of 3039. Even though their STN-3Ms used a standard Canopian-produced Marklin SRM-2 in place of the 3L's Streak system, their combination of a medium laser and original KWI Ultra kept them well ahead of their downgraded Steiner counterparts.

More recently introduced variants emerged in the 3060s, with the FedSuns' radical STN-4D model using endo-steel, ferro-fibrous armor, and double heat sinks to revamp its armor levels while replacing its arsenal with a Rotary AC/5 and an ER medium laser. Meanwhile, the Combine STN-C variant simply took the 3M model and traded in its medium laser for a C³ slave unit.

The newest STN variant, however, only recently emerged from the Blakist-controlled Defiance factory lines. Sporting a light fusion engine and double heat sinks, the STN-5WB packs remarkable firepower with a pair of light AC/5s on its left arm, backed up a trio of ER medium lasers spread across the torso, and even saves enough mass for an overall armor upgrade.

Notable MechWarriors

Penelope Farheim: Piloting a captured BattleMech, Farheim was a test pilot for Defiance Industries when Hesperus II fell to the Word of Blake. She found herself suddenly called upon as a scout for the Hesperan resistance, a ragtag collection of surviving elements of the factory's security corps and scattered LAAF units. Claiming her STN-5WB at the cost of a battered *Stiletto* proved to be the high point of her career to date, but already a lack of adequate munitions and spare parts is threatening to sideline both Farheim and her prize.

STN-3L SENTINEL

MEDIUM 'MECHS

63

Type: **Sentinel**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 717

Equipment

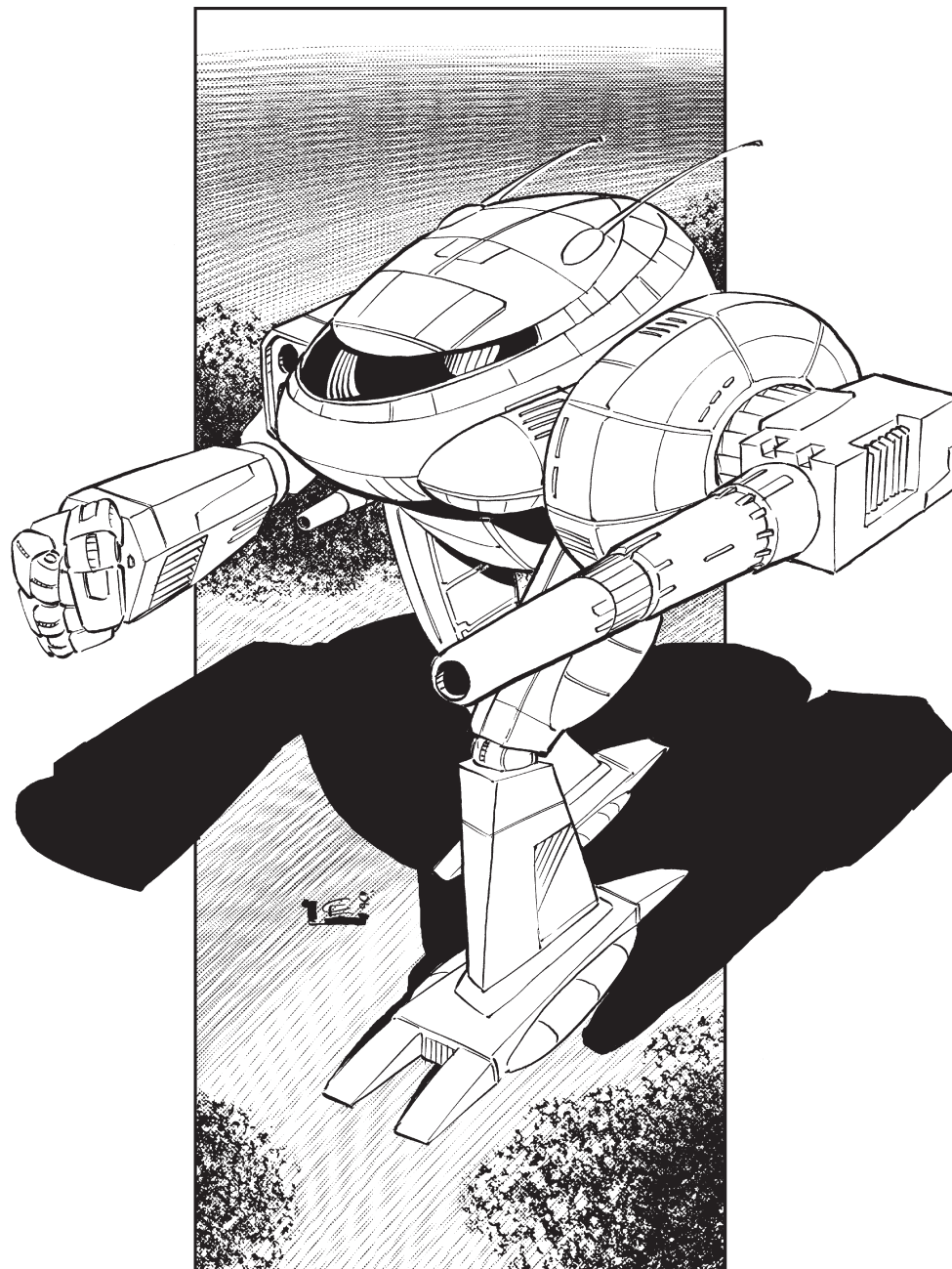
Internal Structure:		4
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	88	5.5

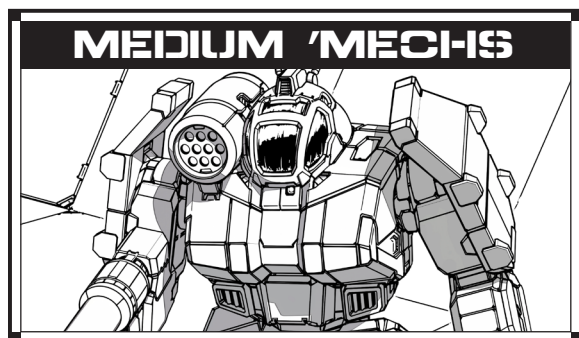
*Internal
Structure* *Armor
Value*

Head	3	9
Center Torso	12	10
Center Torso (rear)		7
R/L Torso	10	8
R/L Torso (rear)		5
R/L Arm	6	8
R/L Leg	10	10

Weapons

and Ammo	Location	Critical	Tonnage
Ultra AC/5	LA	5	9
Ammo (Ultra) 20	LT	1	1
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
Small Laser	RT	1	.5





Mass: 40 tons

Chassis: Mather Tech 500

Power Plant: Pitban 240

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Model 9 Pitban

Jump Capacity: 180 meters

Armor: StarGuard I

Armament:

1 Armstrong Autocannon 2

1 Randell Medium Laser

1 Firestorm Flamer

1 SperryBrowning Machine Gun

Manufacturer: Nimakachi Fusion Products Ltd,
Coventry Metal Works

Primary Factory: Tematagi (Nimakachi),
Coventry (CMW)

Communications System: Hartford 200S

Targeting and Tracking System: Hartford TA10

Overview

As the Star League Defense Force drove into the Rim Worlds Republic-occupied Terran Hegemony, the need for an effective anti-infantry 'Mech was illustrated when many League 'Mechs were lost to Republic infantry. The bitter close-quarters fighting on the streets of the greatest cities of the Inner Sphere secured the *Vulcan's* birth.

When the MatherTechno Inc. production lines on Northwind were liberated by the advancing SLDF, General Aleksandr Kerensky had it converted to manufacture the new *Vulcan* anti-infantry BattleMech design. MatherTechno was destroyed within months of the fall of the Star League,

but the design specifications fell into the hands of the Lyran Commonwealth and Free Worlds League. The *Vulcan* remained in limited production throughout the Succession Wars.

Capabilities

The *Vulcan* is fully equipped with jump jets, giving it unparalleled mobility in its intended role as an urban fighter. The rear-mounted jets are specially vented to reduce heat build-up.

Weaponry includes a light but exceptionally reliable Armstrong autocannon. Initially intended for an anti-'Mech role, it more often sees service as an anti-building weapon. A medium laser serves as backup to the autocannon, but the *Vulcan's* primary weapons are the rapid-fire SperryBrowning machine gun and Firestorm flamer. Both weapons are guaranteed to send enemy infantry scurrying for safety.

The *Vulcan's* armor is not strong for a medium-class BattleMech but provides ample protection against small arms fire from the infantry it was designed to eradicate. In addition, the 'Mech presents a narrow silhouette that makes it a difficult target, and its profile earned the *Vulcan* the nickname of "Scarecrow."

The absence of manipulative hands is the 'Mech's only drawback. Though not a major hindrance, it limits its close combat capabilities against other 'Mechs.

Deployment

The *Vulcan* reached the front lines during General Kerensky's landings on Terra, where it served with the Volunteer Regiments and earned a reputation as a tough urban fighting machine. After the fall of the Star League, every major House secured a sizable number of *Vulcans*. With only the Lyran Commonwealth and Free Worlds League able to manufacture the design, the majority of operational *Vulcans* are now found in their forces.

House Davion used the *Vulcan* extensively to regain control of Kentares IV from House Kurita. *Vulcans* led the Davion counterattack in the cities of Amishton and Davisbury to flush out the Kuritan infantry. Though the 'Mechs' flamers devastated most of these depopulated metropolises, they successfully captured or killed the Kuritan garrisons in both cities.

House Liao deployed many of its *Vulcans* on the planet Sappho, and many were lost when the world fell to House

Marik during the First Succession War. As a result, House Liao has the fewest number of *Vulcans* in service of any of the Great Houses.

Variants

MatherTechno experimented with several variants. The most common is the VL-5T, which replaces the Armstrong autocannon with two tons of armor, two heat sinks, and three Maxum medium lasers. Many of the Federated Suns *Vulcans* are of this type.

Notable MechWarriors

MechWarrior Richard Timms: Richard Timms is the last heir of the famous Timms family. Suffering from Bethold Syndrome (an incurable disease), Timms had a handful of years left to live. He sold all the remaining family lands and used the money to maintain an extravagant lifestyle and to keep his *Vulcan* in perfect working condition. But when a copy of the Helm Memory Core reached the NAIS, everything changed for Timms. Among the first technological wonders recovered was a cure for Bethold Syndrome.

Given a new lease of life, Richard continues to serve in the Third Davion Guards and has secured his name under the flag of House Davion.

Leutnant Sonda Stoverston: Sonda commands a medium lance in Steiner's Twentieth Arcturan Guard, and is considered one of the best MechWarriors in the regiment. Her *Vulcan*, "*Bloodlust*," is painted a brownish-red and reflects her attitude toward combat. Sonda is a major threat to any infantry unit, with a reputation for killing platoons to the last person.

During the Fourth Succession War, Sonda participated in the fighting around Lake Noswe on Buckminster. The Mechanized infantry attached to the Sixth Arkab Legion broke and ran rather than face Sonda and her *Bloodlust*.

MechWarrior Wormmel Hide: Wormmel was assigned to the Fusiliers of Oriente. Drummed out for unknown reasons, he drifted into employment with the notorious Redjack Ryan. His 'Mech is in poor shape, but Hide is a competent MechWarrior who has honed his skills to fight against House Marik.

VL-2T VULCAN

MEDIUM 'MECHS

65

Type: **Vulcan**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 642

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 80 5

Internal
Structure

Armor
Value

Head 3 8

Center Torso 12 10

Center Torso (rear) 6

R/L Torso 10 8

R/L Torso (rear) 4

R/L Arm 6 6

R/L Leg 10 10

Weapons

and Ammo

Location Critical Tonnage

AC/2 RT 1 6

Ammo (AC) 45 RT 1 1

Medium Laser LT 1 1

Flamer RA 1 1

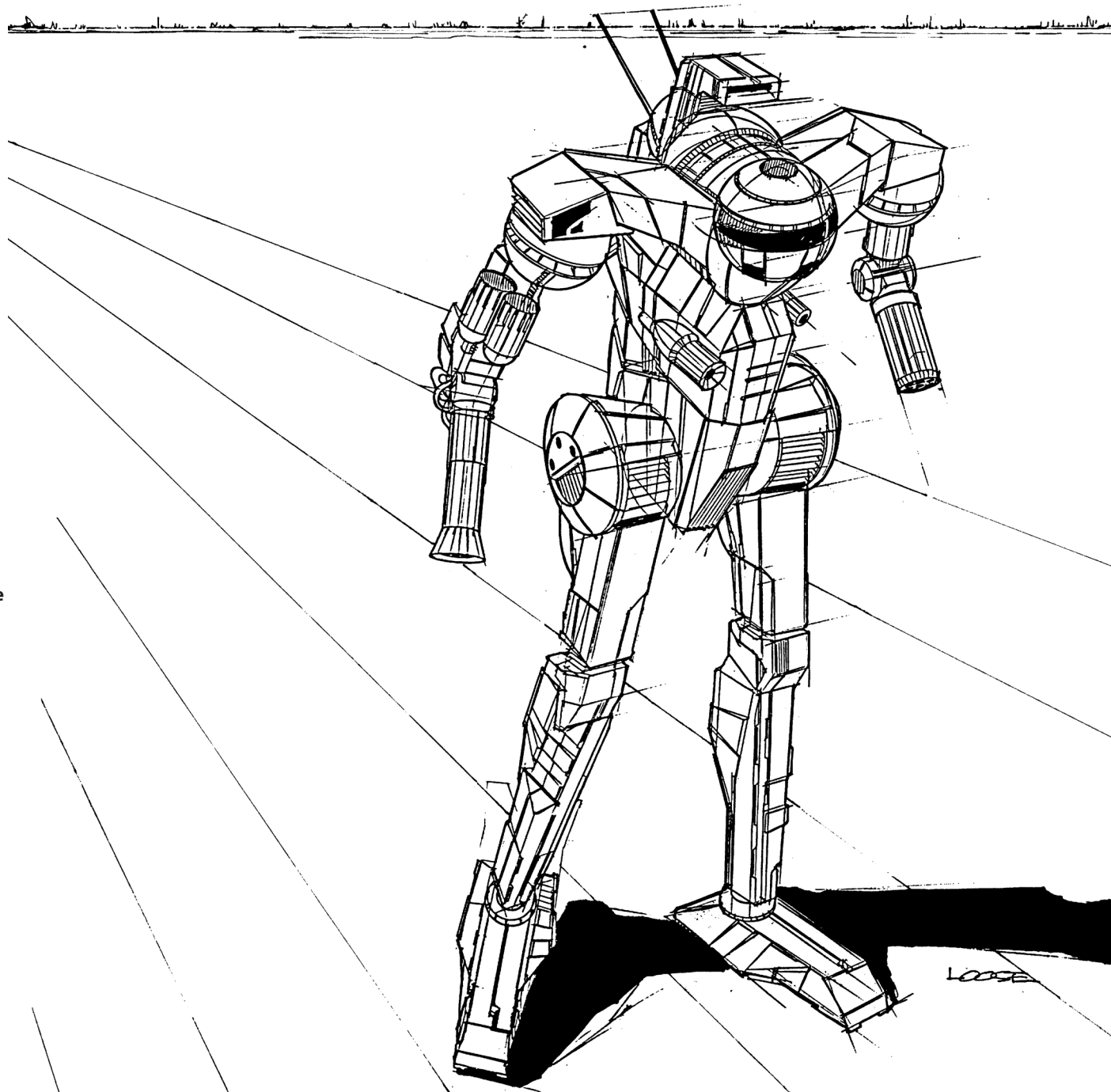
Machine Gun LA 1 .5

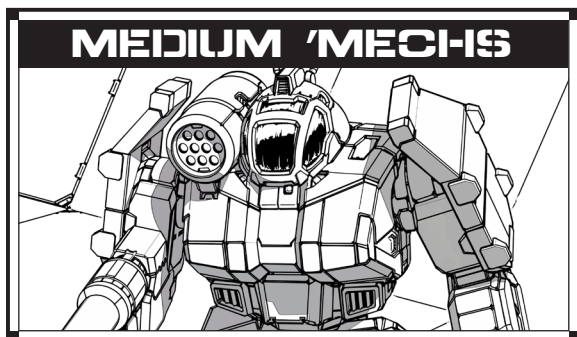
Ammo (MG) 200 LT 1 1

Jump Jets CT 2 1

Jump Jets RT 2 1

Jump Jets LT 2 1





Mass: 40 tons

Chassis: Whitworth Type I

Power Plant: LTV 160

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Whitworth Jetlift

Jump Capacity: 120 meters

Armor: Durallex Light

Armament:

2 Longbow-10 LRM Launchers

3 Intek Medium Lasers

Manufacturer: Whitworth Company

Primary Factory: Dieron (destroyed 2776)

Communications System: Garret T14

Targeting and Tracking System: Garret D2j

Overview

The *Whitworth* was first built in 2610 as a scout 'Mech intended to fill the gap between the light *Wasp* and the medium *Phoenix Hawk* designs. What came out of the Whitworth Company's think tank was a mediocre design that, while decently armed, was slower than either the *Wasp* or *P-Hawk*. Adequately armored, the *Whitworth* had some staying power on the battlefield but could not hope to keep up with its lancemates in a running firefight.

Originally armed with dual Harpoon-6 SRM launchers, Star League designers convinced the manufacturer to switch to the longer reach of the Longbow LRM 10 series after noting that many *Whitworth* pilots would rush into close-range combat in order to effectively use its weapon

loadout (despite the fact that most pilots were Kuritan in origin and adhered to the *samurai*-style of fighting). Known among critics and admirers alike as the "Tin Woodsman," the *Whitworth* served the SLDF as a scout unit or a member of a mobile strike lance.

The Star League's death also brought the destruction of hundreds of *Whitworths*, since many were assigned to heavy combat zones. Though survivors were quickly recruited into the Great Houses' military machine, the destruction of so many factories indicated that the design was destined to fade away at some future point.

Capabilities

Handicapped at close range, the *Whitworth* receives excellent long-range abilities from its Longbow missile launchers. While its mass allows it to stand up in combat against units of equal and lesser size, the 'Mech is not designed as a brawler by any stretch of the imagination. Lacking hand actuators, crippled with a mediocre short-range weapon loadout, and not having the high speed curve of lighter 'Mechs, the *Whitworth* does not serve well as a short-range slugger, and pilots who try to use it as such often find themselves rocketing into the sky on their ejection seat. What's more, the design incorporates a faulty actuator system in the hips and legs (replacing the system isn't feasible, as it would require a complete reworking of the lower half of the torso and leg assembly), meaning that too many MechWarriors have found themselves sprawled on the battlefield and unable to move due to unresponsive (or even missing) legs.

Deployment

The original WTH-1S series was found throughout the Star League armies, often among heavily reinforced urban strike companies. Many Rim Worlds Republic armies employed *Whitworths* in a more brutish role, loading half of their SRM ammo bins with inferno rounds that were used to set entire cities aflame.

After the fall of the Star League, many *Whitworths* were absorbed into the Great Houses. With the massive destruction of the Whitworth Company's extensive complex on Dieron during the Amaris Crisis, these *Whitworths* were

used until they could no longer be repaired and then became "parts storage," as the actuator and structural mounts were adaptable to many medium 'Mech designs.

Less than three hundred *Whitworths* are estimated to be in operational condition, mostly in the hands of families and passed down through MechWarrior generations. Spare parts are hard to come by, though that began changing in 3035 as Whitworth Specialty Manufacturing became incorporated on Benjamin in the Draconis Combine and began manufacturing spare parts specific to the WTH-1 design. Rumors abounded that ComStar was influential in the company's startup and was somehow tied to the secret deal struck between that organization and Theodore Kurita in 3034.

Variants

Though the WTH-1 is the most common *Whitworth* design on the battlefield, there are two very rare variants.

The extremely rare WTH-1S mounted dual SRM 6 racks, which encouraged close-range combat in a design that wasn't armored or maneuverable enough for it. These were phased out and replaced with the LRM 10 racks as a field refit as the newer WTH-1 designs were produced.

The WTH-0 design was fielded exclusively by the Amaris Dragoons and used more as a terror weapon. Only twenty-four were ever made by Whitworth's Republic branch on some forgotten world. The main difference between the WTH-1S and the -0 was the replacement of the left arm laser with a Fleur-Static Flamer system. Painted matte black, these *Whitworths* became notorious for setting entire cities ablaze with their liberal and indiscriminate usage of their flamers and inferno-loaded SRM launchers.

Notable MechWarriors

Diablois Murta: With no known rank, Murta was the unofficial leader of the Ninth Company of the Ninety-ninth Amaris Dragoons. These twelve men were responsible for the systematic razing of nearly two dozen Lyran towns and cities along the Commonwealth-Republic border during the Lyran annexation of the Republic.

WTH-1 WHITWORTH

MEDIUM 'MECHS

67

Type: **Whitworth**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 982

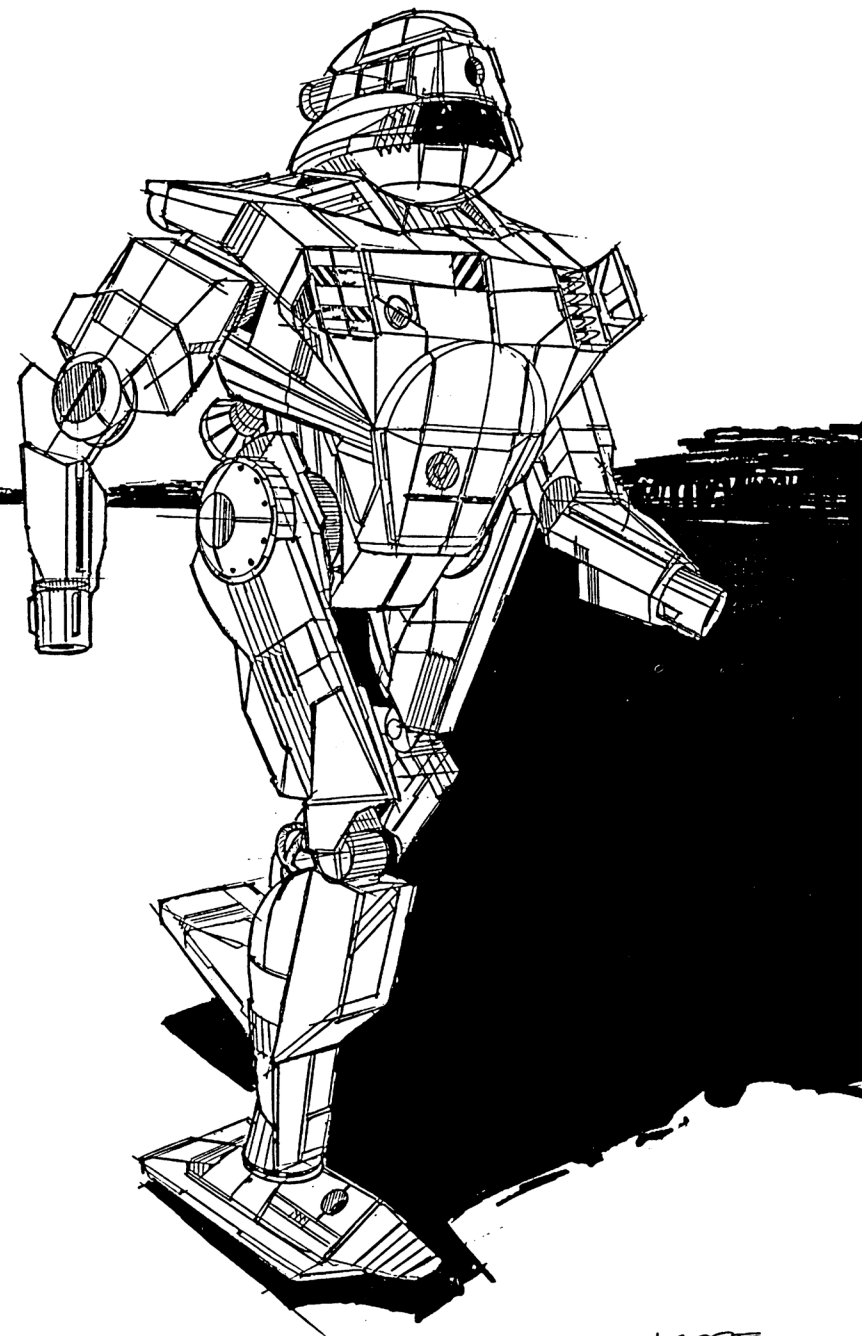
Equipment

Internal Structure:		Mass
Engine:	160	4
Walking MP:	4	6
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	128	8

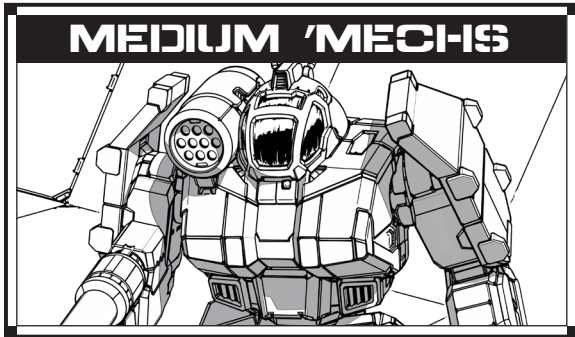
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	12
R/L Torso (rear)		6
R/L Arm	6	12
R/L Leg	10	18

Weapons and Ammo

	Location	Critical	Tonnage
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	H	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1



LOOSE



Mass: 45 tons

Chassis: GM BJ-1

Power Plant: GM 180

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Whitworth Jetlift

Jump Capacity: 120 meters

Armor: StarGuard II

Armament:

2 Whirlwind-L Autocannon

4 Intek Medium Lasers

Manufacturer: General Motors

Primary Factory: Kathil (destroyed 2796)

Communications System: Dalban Micronics

Targeting and Tracking System: Dalban AQ

Overview

General Motors' original contract with the SLDF called for "a medium BattleMech with insurgency suppression and fire-support capabilities." The result was the *Blackjack*. Despite fulfilling all its production requirements, the *Blackjack* unfairly developed a bad reputation and was rejected by the Star League.

Capabilities

The *Blackjack*'s original role was to help suppress insurgent forces (mainly in the Periphery) that challenged Star League authority in the decades before its fall. In its secondary role as a fire support platform, the *Blackjack* is only a moderate success. The Whirlwind autocannon lacks the firepower to deal with well-armored targets. However,

the four Intek medium lasers pose a far greater threat at close range. Jump jets were added very late in the design process, but the Whitworth Jetlift units have proven to be an invaluable asset over the centuries.

The *Blackjack*'s only real drawback was its bad press, which claimed that the entire project was a boondoggle because the 'Mech's basic design was flawed and unstable. It was often said that the 'Mech's narrow footpads led to falls and reduced its mobility, or that the StarGuard II armor was brittle and tended to fall off. Though none of these claims were ever substantiated, the *Blackjack* nevertheless fell into disfavor, and few mourned the loss of GM's production line.

Deployment

The *Blackjack* saw little service with the Star League, and production soon halted. Relegated to service with Hegemony planetary militia or sold off to League member states, the *Blackjack* can still be found on the battlefield today. The majority now serve with the Capellan Confederation and Federated Suns.

The Confederation has nothing short of contempt for the design. On the other hand, the breakaway St. Ives Compact could not be as choosy, and the *Blackjack* serves in the St. Ives Lancers.

The Federated Suns deployed the *Blackjack* in the March Militias until the myth of the *Blackjack*'s inferiority received a blow in 3022 on Xhosa VII. Now the Crucis Lancers and Deneb Light Cavalry began taking a renewed interest in the 'Mech.

The infamous Kuritan Captain Mercer Ravannion attempted to use his "horde" tactics against the Davion garrison on the ice world of Xhosa VII. Cadet Captain Michael Ubodo's "outmoded and inferior" *Blackjacks* took the brunt of the Kuritan attack on the icy Plain of Swords. The fighting was fierce. Driven by fanaticism, Ravannion threw wave after wave of light 'Mechs into battle without regard for men or material.

Ubodo, a recent NAIS Training Cadre graduate brevetted to command of the Xhosa garrison, remained calm. Utilizing what little terrain there was, he shifted his forces to counter each Kuritan thrust. Then he personally led the counterattack that broke the back of Ravannion's assault.

Ravannion withdrew to "further refine his theories," and was killed a year later attempting to use his tactic against McKinnon's Raiders on Fallon II.

Hanse Davion personally decorated Ubodo. The sight of the much-maligned *Blackjack* standing in line for Davion honors alongside *Atlases* and *Victors* has forced some critics to reconsider their opinion of the 'Mech.

Variants

Early *Blackjack* prototypes differed from the production model significantly. Originally armed with twin GM Flashpoint flamers and additional heat sinks in place of each autocannon, it lacked jump jets but was powered by a VOX 225 power plant.

Hanse Davion was so impressed by the *Blackjack*'s showing on Xhosa VII that he began experimenting with new versions. The first thing Davion engineers discovered was that the *Blackjack*'s instability is a myth. The BJ-1DB replaces the autocannon with large lasers and adds six extra heat sinks. This necessitated the removal of the arm-mounted medium lasers and one ton of armor. The BJ-1DC replaces the jump jets with two torso-mounted small lasers and a heat sink.

In the 3030s, the St. Ives Compact experimented with recovered technology on some of their *Blackjacks*. One prototype that showed great promise replaced the autocannon and one heat sink with a pair of Ceres Arms Smasher PPCs. Three of the remaining heat sinks were replaced with experimental "freezer" double efficiency units.

Notable MechWarriors

Major Michael Ubodo: Best remembered for his actions in defense of Xhosa VII, Ubodo and his *Blackjack*, "*The Arrow*," was given a permanent commission in the Eighth Deneb Light Cavalry. Rising through the ranks to command, Michael has earned the respect of his troops with his easy-going but efficient style of command. Major Ubodo is a great proponent of the maligned *Blackjack*, and he challenges anyone who criticizes it. He is just as fiercely loyal to his men and to House Davion.

BJ-1 BLACKJACK

MEDIUM 'MECHS

69

Type: **Blackjack**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 949

Equipment

Internal Structure:

Mass

4.5

Engine: 180

7

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 11

1

Gyro: 2

2

Cockpit: 3

3

Armor Factor: 136

8.5

Internal
Structure

Armor
Value

Head 3

9

Center Torso 14

18

Center Torso (rear) 9

9

R/L Torso 11

15

R/L Torso (rear) 6

6

R/L Arm 7

12

R/L Leg 11

17

Weapons

and Ammo

Location

Critical

Tonnage

AC/2 RA 1 6

AC/2 LA 1 6

Ammo (AC) 45 CT 1 1

Medium Laser RA 1 1

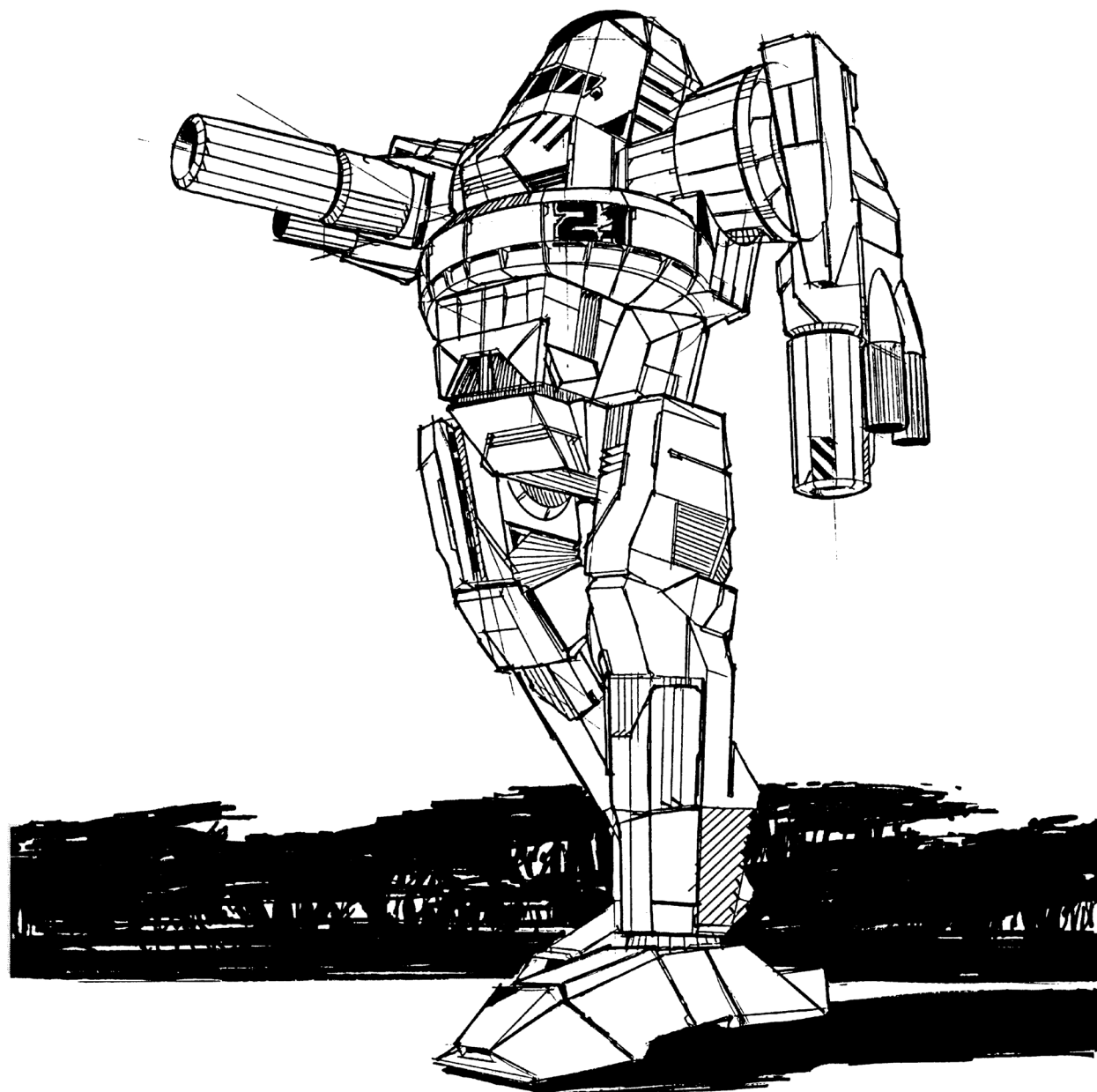
Medium Laser RT 1 1

Medium Laser LA 1 1

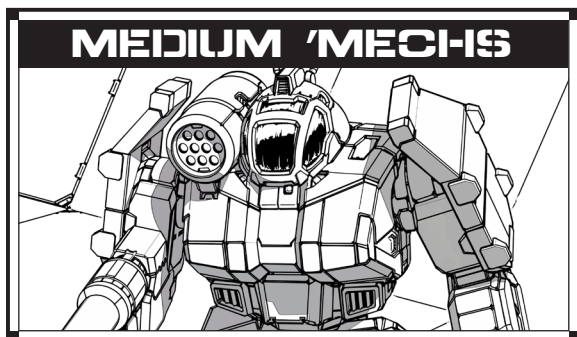
Medium Laser LT 1 1

Jump Jets RL 2 1

Jump Jets LL 2 1



LOOSE



Mass: 45 tons

Chassis: Chariot Type II

Power Plant: GM 180

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Luxor 2/Q

Jump Capacity: 120 meters

Armor: Durallex Medium

Armament:

1 Defiance Killer Autocannon

2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Thalia HM-22

Targeting and Tracking System: TharHes Ares-8a

Overview

The HCT-3F *Hatchetman* is a very unusual 'Mech. Although commissioned by the Lyran Commonwealth, the design itself originates from the New Avalon Institute of Science in the Federated Suns. Carrying the first true innovations in BattleMech design since the fall of the Star League, the *Hatchetman* caused a stir throughout the Inner Sphere when Defiance Industries started production in 3023.

Capabilities

Armed with its trademark "hatchet", the *Hatchetman* excels in urban combat. The Killer Autocannon is a reliable and efficient weapon, and it is buried in the 'Mech's right torso for excellent protection. Twenty rounds of ammunition are held in two ten-shot clips—a design

feature borrowed from the Federated Suns' *Enforcer*. Two arm-mounted medium lasers are included to support the main gun.

While relatively slow, the 'Mech's jump jets help offset this weakness when the *Hatchetman* is deployed in its intended environment. However, in open terrain this lack of speed and light armor can put the *Hatchetman* at a disadvantage.

The *Hatchetman*'s versatile Ares-8a battle computer can track approaching aerospace fighters and advise its pilot how to direct fire at them. The system's sensors are mounted in the armored globe attached to the left side of the 'Mech's head.

The most unusual feature of the *Hatchetman* is its revolutionary ejection system. The entire head assembly is ejected from the damaged 'Mech on rocket motors that propel it clear. Theoretically safer than the traditional ejection seat, the system has proven popular and has been incorporated into the new *Wolfhound* as well. The only drawback to this novel ejection system is that the wounded 'Mech must be either standing, kneeling, or sitting with its head upright, and the flight path must be free of obstructions.

Deployment

The first production runs of the *Hatchetman* were used to supplement Lyran units garrisoning larger cities. Although not intended for general deployment, early successes prompted other units to request the design to replace patchwork Succession War veteran BattleMechs.

As the Commonwealth's ally, the Federated Suns received shipments of the *Hatchetman* just before the Fourth Succession War. Already well versed in the use of the *Enforcer*, the 'Mech soon became a favorite of units such as the First Kathil Uhlans and the Crucis Lancers.

The *Hatchetman* first saw combat when elements of the Fourth Proserpina Hussars raided a city on the Lyran planet of Sevren. Colonel Kester's battalion of the Twenty-sixth Lyran Guards was stationed there, and as luck would have it they had just received the new design. Using his *Hatchetmen* as a diversion, Kester lured the attackers into a huge industrial park. Meanwhile the rest of the battalion evacuated a hospital and university complex that was in the enemy's path.

It was amidst the towers and alleys of the industrial complex that the *Hatchetman* earned its name. As enemy 'Mech units sought to flush out the Lyran Guards, *Hatchetmen* would appear from hiding to catch Combine MechWarriors by surprise—either shooting at point-blank range or cleaving a 'Mech in two.

Variants

The *Hatchetman* is one of the designs that the embryonic Federated Commonwealth earmarked for upgrading with recovered technology. A number of prototype refits replaced the autocannon with an experimental LB-X weapon.

The Draconis Combine was able to construct a *Hatchetman* prototype based on captured Lyran equipment, but the Kuritan techs were unable to reproduce the 'Mech's unique ejection system. The design met with a lukewarm reception among Combine test pilots, and the project was eventually canceled.

Notable MechWarriors

Leutnant Helimar Senton: A member of Colonel Kester's battalion, Leutnant Senton was the first MechWarrior to get a confirmed kill in a *Hatchetman*. Since his victim was an officer and the 'Mech's gruesome cleaving was captured on camera by a local news team, Senton became a local hero.

Over the years that have followed, Senton and his dark green *Hatchetman*, "*Alien*", have earned battle honors in numerous campaigns on the Kurita front, including the fighting on Kandis, Engadin, and Alnasi.

MechWarrior Austin Vorster: A member of Davion's elite McKinnon's Raiders since 3023, Austin Vorster has served with the company almost his entire adult life. Years of heavy fighting have transformed Austin from a wet-behind-the-ears greenhorn into a MechWarrior who has earned the respect of his peers and superiors.

Austin's *Hatchetman* was previously assigned to the NAIS Cadet Cadre, where it was the subject of several experimental modifications. The 'Mech mounts three medium lasers on the left arm and served as a test bed for a prototype LB 10-X autocannon.

HCT-3F HATCHETMAN

MEDIUM 'MECHS

71

Type: **Hatchetman**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 854

Equipment

Internal Structure:

Engine: 180

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 11

Gyro: 2

Cockpit: 3

Armor Factor: 104

Internal
Structure

Mass

4.5

7

6.5

Armor
Value

Head 3 6

Center Torso 14 14

Center Torso (rear) 4

R/L Torso 11 14

R/L Torso (rear) 4

R/L Arm 7 11

R/L Leg 11 11

Weapons

and Ammo

Location Critical Tonnage

AC/10 RT 7 12

Ammo (AC) 20 CT 2 2

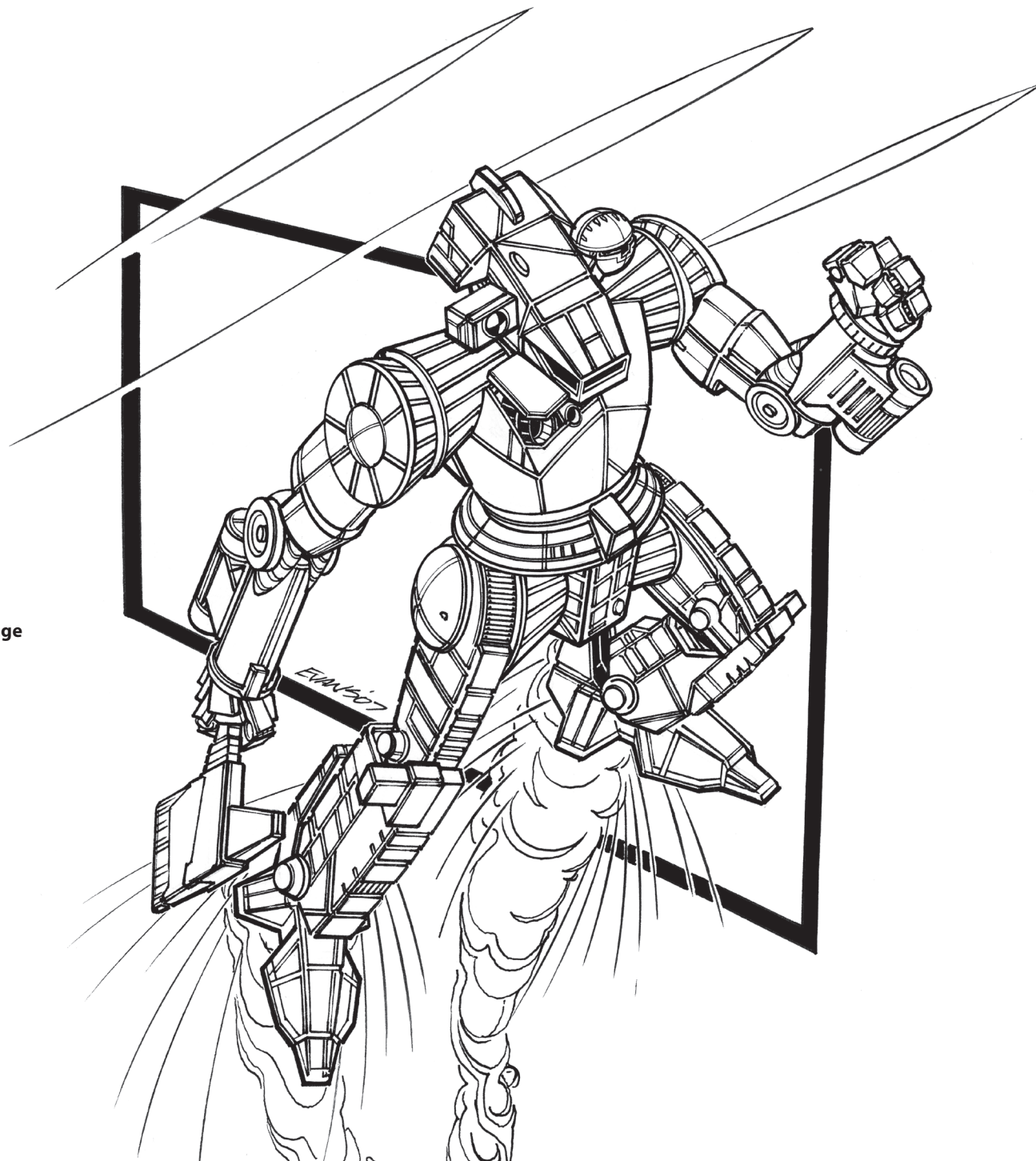
Medium Laser RA 1 1

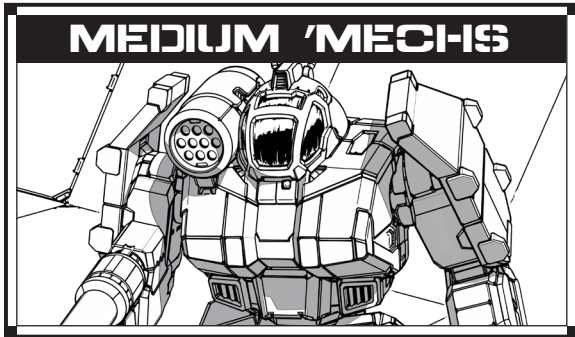
Medium Laser LA 1 1

Hatchet RA 3 3

Jump Jets RL 2 1

Jump Jets LL 2 1





Mass: 45 tons

Chassis: Chariot Type E

Power Plant: VOX 225

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Armscale Ferro-Fibrous with CASE

Armament:

1 Conan/20 LRM 20

1 Sorenstein Extended Range Large Laser

Manufacturer: Martinson Armaments

Primary Factory: Terra

Communications System: Dalban Comline

Targeting and Tracking System: Standus 3
with Artemis IV FCS

Overview

Martinson Armaments, one of the members of the Hegemony's original BattleMech consortium, unveiled their first 'Mech design in 2443. Lighter, faster, and (most significantly) cheaper than the lumbering *Mackie*, the KY2-D-01 *Kyudo* was designed to play a support role alongside better armed and armored 'Mechs and assault tanks.

Rapid advances in technology soon leapfrogged early designs, and the *Kyudo* was relegated to second-echelon duties before the Reunification War. In 2621 Martinson upgraded the 'Mech, but in the post-war era their new KY2-D-02 *Kyudo* faced stiff competition. Martinson Armaments was destroyed in the opening days of the Amaris Coup, and their designs were thought lost to the Inner Sphere.

Capabilities

The rugged Conan LRM launcher makes the *Kyudo* well suited to its primary fire-support role. Though the single Sorenstein extended-range large laser that is employed as secondary armament has brought criticism that the design is under-armed, in practice the *Kyudo* can hold its own against most BattleMechs in its weight class.

Martinson had to develop the KY2-D-01's systems almost from scratch since the company had limited access to the *Mackie*'s blueprints. When upgrading the design in 2625, many of these systems were discarded in favor of more recent off-the-shelf components, including the very newly developed extended-range laser. One element that was retained was the *Kyudo*'s unique suspension and leg actuator layout. Spreading the ground pressure more efficiently, the system made the BattleMech more effective in negotiating soft terrain. A drawback in Martinson's novel approach was that the actuators were more vulnerable than those of most Mechs, especially to infantry attacks.

Deployment

Deployed to support the *Mackie* and other early Hegemony designs, the KY2-D-01 was superseded by more advanced BattleMechs. Nevertheless, it remained in limited service with the Hegemony Armed Forces during the Reunification War. Unfortunately, SLDF spending cutbacks in the war's aftermath limited sales of the upgraded KY2-D-02. By the time Jonathan Cameron became First Lord and launched an ambitious re-armament program in the late twenty-seventh century, the *Kyudo* was again an "old" design, and the SLDF passed it over in favor of newer offerings from other manufacturers.

The *Kyudo*'s first major action came in 2729 along the Federated Suns/Draconis Combine frontier. House Kurita's bid to press a claim to the position of First Prince had (not surprisingly) been flatly rejected by the Davion family, and fighting broke out between the two League member states in 2725. First Lord Jonathan Cameron vacillated over taking action for four long years before finally ordering the SLDF to separate the combatants in Operation Smother. On the verge of defeating the hard-pressed Davion troops, Kurita MechWarriors took exception to the SLDF's intervention.

Soon the *Kyudo* was facing Combine *Phoenix Hawks* and *Wolverines* in nasty little skirmishes. Hegemony technology matched Combine skill to make these encounters inconclusive.

Recently the *Kyudo* has resurfaced on Shiro III in the service with the First Andurien Rangers as they repelled elements of the Second Oriente Hussars. Their knowledge of the terrain allowed the Rangers to make expert use of cover and keep the Hussars under accurate and sustained fire, forcing them to break off the attack.

Variants

The KY2-D-01 *Kyudo* mounts a 220-rated engine and less efficient myomer musculature that gives it a top speed of only 64 kph. It lacks the sophisticated Artemis fire control and is armed with a smaller Conan/10 missile launcher. Without CASE and ferro-fibrous armor, the KY2-D-01 is less well protected, even though it carries nearly ten tons of primitive armor. Like other designs of its era, the KY2-D-01 mounts single efficiency heat sinks—twelve in this case, just enough to handle the heat from the missile launcher and a standard large laser.

With the Irian plant on Shiro III stretched to the limit, Andurien has converted the maintenance facility on Lopez into a makeshift production line. They are using updated plans of long-forgotten equipment in a bid to avoid complicated licensing terms. Their KY2-D-03 replaces the LRM-20 with two advanced MML-7 launchers (both with Artemis IV fire control), one in the left arm, the other in the right torso. Ammunition is limited to two tons.

Notable MechWarriors

Captain Martin Hadden: Formally a member of the First Free Worlds Legionnaires, Hadden threw his support to Andurien following the revelations concerning the Captain-General's true identity. Highly proficient at providing fire support, Hadden repelled the Oriente Hussar's raid on the Irian BattleMechs Unlimited factory on Shiro III. Following this success, Hadden has been assigned to organize and train the Andurien Rangers' Fire Lances.

Type: **Kyudo**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,286

Equipment

Internal Structure:	Endo-Steel	Mass
Engine:	225	2.5
Walking MP:	5	10
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	143	8

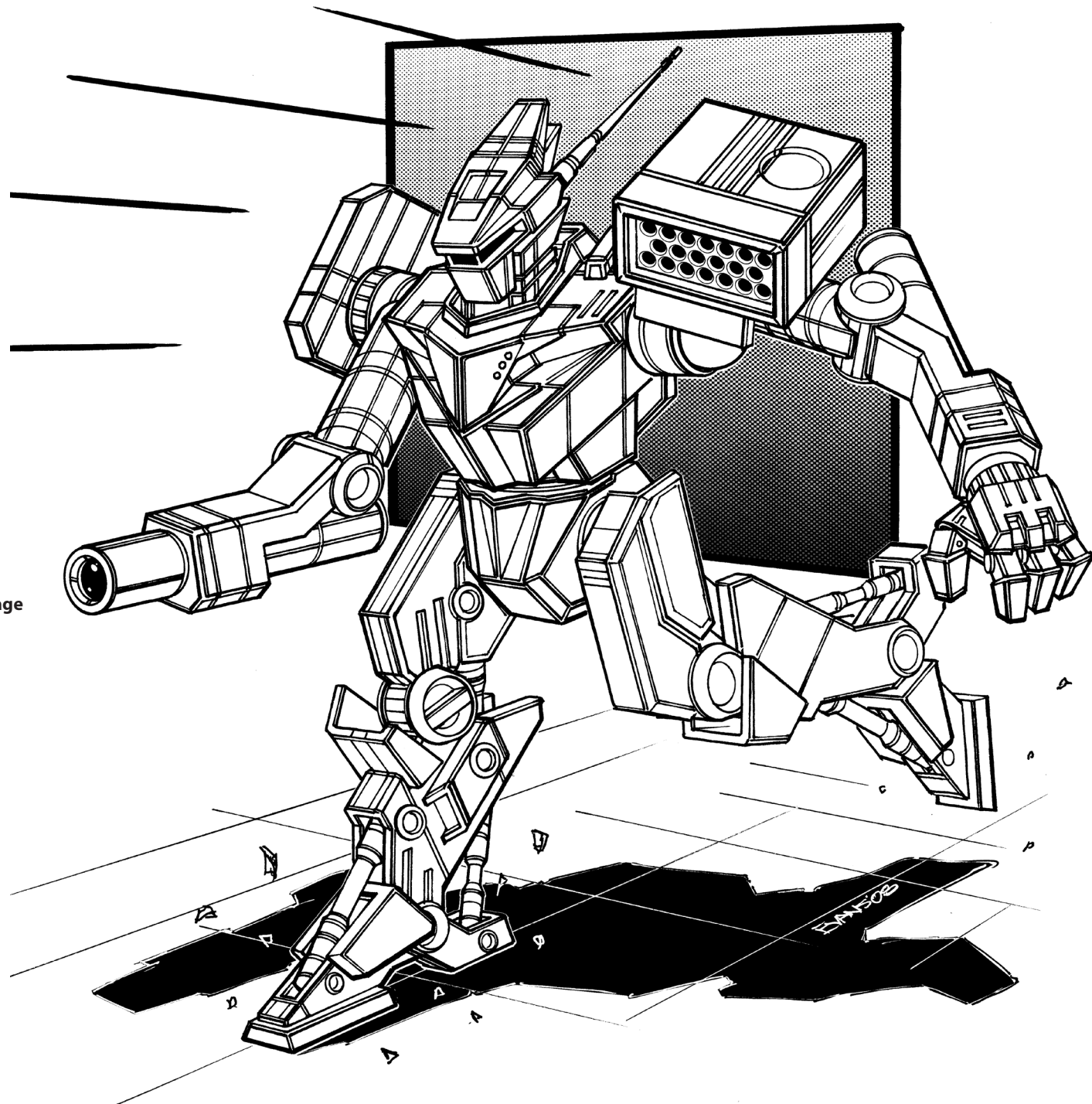
Internal
Structure

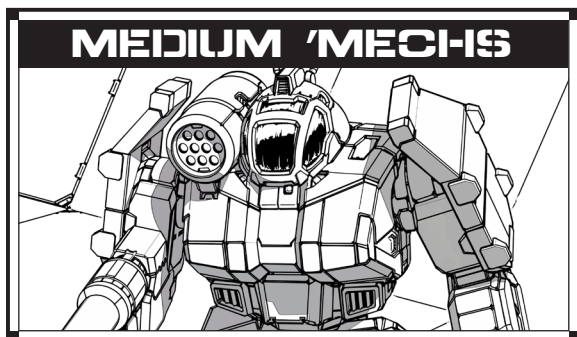
Armor
Value

Head	3	9
Center Torso	14	22
Center Torso (rear)		6
R/L Torso	11	16
R/L Torso (rear)		5
R/L Arm	7	14
R/L Leg	11	18

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
Ammo (LRM) 12	LT	2	2
CASE	LT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1





Mass: 45 tons

Chassis: Ceresplex IV

Power Plant: GM 180

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Anderson Propulsion 30

Jump Capacity: 120 meters

Armor: Starshield

Armament:

1 CeresArms Smashers PPC

1 Sian/Ceres Jaguar LRM Missile System

1 CeresArms Medium Laser

1 Hessen Small Laser

Manufacturer: Ceres Metals Industries

Primary Factory: Capella

Communications System: CeresCom Model 21-Rs

Targeting and Tracking System: C-Apple Churchill

Overview

After the First Succession War, the Capellan military needed 'Mechs badly. Ceres Metals took up the challenge and provided a cheap but tough 'Mech that could be mass produced. Like the proverbial camel, the *Vindicator* is a committee-designed beast that fills many roles adequately but none of them well. It does, however, utilize the Confederation's resources well, being built with parts and weapons that can be manufactured in quantity.

Capabilities

The GM 180 engine at the heart of the *Vindicator* is unexceptional, but it is small and inexpensive, allowing it to be produced in large numbers while granting the

Vindicator a top speed over 60 kph. Four jump jets allow more maneuverability in confined areas, especially the many urban areas of the Confederation. The Starshield armor provides the *Vindicator* with more protection than can be found on any smaller 'Mech. Recent adjustments to the head-mounted laser, which intruded into the cockpit, have made the ejection system less likely to malfunction.

The primary weapon of the *Vindicator* is the Smasher PPC. A reliable weapon with an innovative cooling jacket, the PPC can be cooled with water drawn in through muzzle ports. However, the required kneeling posture leaves the *Vindicator* as a rather tempting, immobile target for long seconds. For additional long-range punch, an LRM 5 rack rests securely in the torso of the 'Mech. At closer ranges, a medium and small laser can be brought to bear. Critics complain that while the slow speed and jumping make the unit well suited to urban terrain, the inability of the missiles and PPC to target opponents at point blank range is a flaw. The *Vindicator* performs far better as a fire-support 'Mech for light units or as a shock trooper against smaller 'Mechs.

Deployment

The *Vindicator* is almost exclusive to the Capellan Confederation. A few have been captured as battle salvage, but the lackluster performance and the outrageous mark-up that Ceres puts on parts sold outside the Confederation makes it a pariah. Even mercenaries working for the Liaos grudgingly accept it, knowing that if they want to keep their *Vindicators* working well they will have to continue to work for the Confederation or pay through the nose. *Vindicators* are the workhorse of the Confederation, and they can be found in every regiment and almost every role, from recon units to filling in force casualties in assault units.

Variants

The first *Vindicators* off the production line carried CeresArms machine guns in place of the Hessen laser. To stimulate domestic trade, the Confederation forced Ceres to purchase at least one non-proprietary weapon system, and Ceres chose the smallest one, the Hessen laser. A later attempt to improve speed and jump capability by sacrificing armor ended in failure. Speed is no substitute for armor on the modern battlefield. A few of the VND-1AA *Avenging Angel* variants were sent to the Free Rasalhague Republic as a "gift."

Notable MechWarriors

Major Choung Vong: Choung Vong is a hard woman to miss. Between her outspokenness and her 125 kg (at least) weight on a 1.85-meter frame, superiors and subordinates are always aware of Vong. While some accuse her of being a bully, the bottom line is that Major Vong gets things done. In the Fourth Succession War her company recorded more kills than any other Capellan company, though they did suffer nearly 75 percent casualties by war's end. Vong herself managed to destroy a Davion *Victor*, pummeling the cockpit to a pulp. She has had her *Vindicator* modified, moving the medium laser to the left arm in place of the small laser, allowing for a roomier cockpit.

Commander Chad Jackson: While a decent MechWarrior in House Imarra, Chad is most famous for posing for underwear advertisements. The warriors under his command grumbled that his looks have advanced him more than his leadership skills, his classic Chinese features being en vogue during Chancellor Romano's regime. While he tried to downplay this, it has been noted that the Chancellor had him over for "private visits" more frequently than even Master Rush in the early '30s.

MechWarrior Michael Jones: Now in the Second St. Ives Lancers, Michael was glad to escape the political nightmare that killed his father and nearly himself. Scheduled to be court-martialed when war broke out, he managed to escape this fate when his unit followed Candace Liao in succession. St. Ives has been more accommodating, going so far as to consider standardizing *Vindicators* based on Jones' field modification: an upgraded LRM system and a large laser to replace the PPC.

VND-1R VINDICATOR

MEDIUM 'MECHS

75

Type: **Vindicator**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,024

Equipment

Internal Structure:

Engine: 180

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 16

Gyro: 2

Cockpit: 3

Armor Factor: 144

Mass

4.5

7

Internal
Structure

Armor
Value

Head 3 9

Center Torso 14 18

Center Torso (rear) 9

R/L Torso 11 16

R/L Torso (rear) 6

R/L Arm 7 14

R/L Leg 11 18

Weapons

and Ammo

Location Critical Tonnage

PPC RA 3 7

Medium Laser H 1 1

Small Laser LA 1 .5

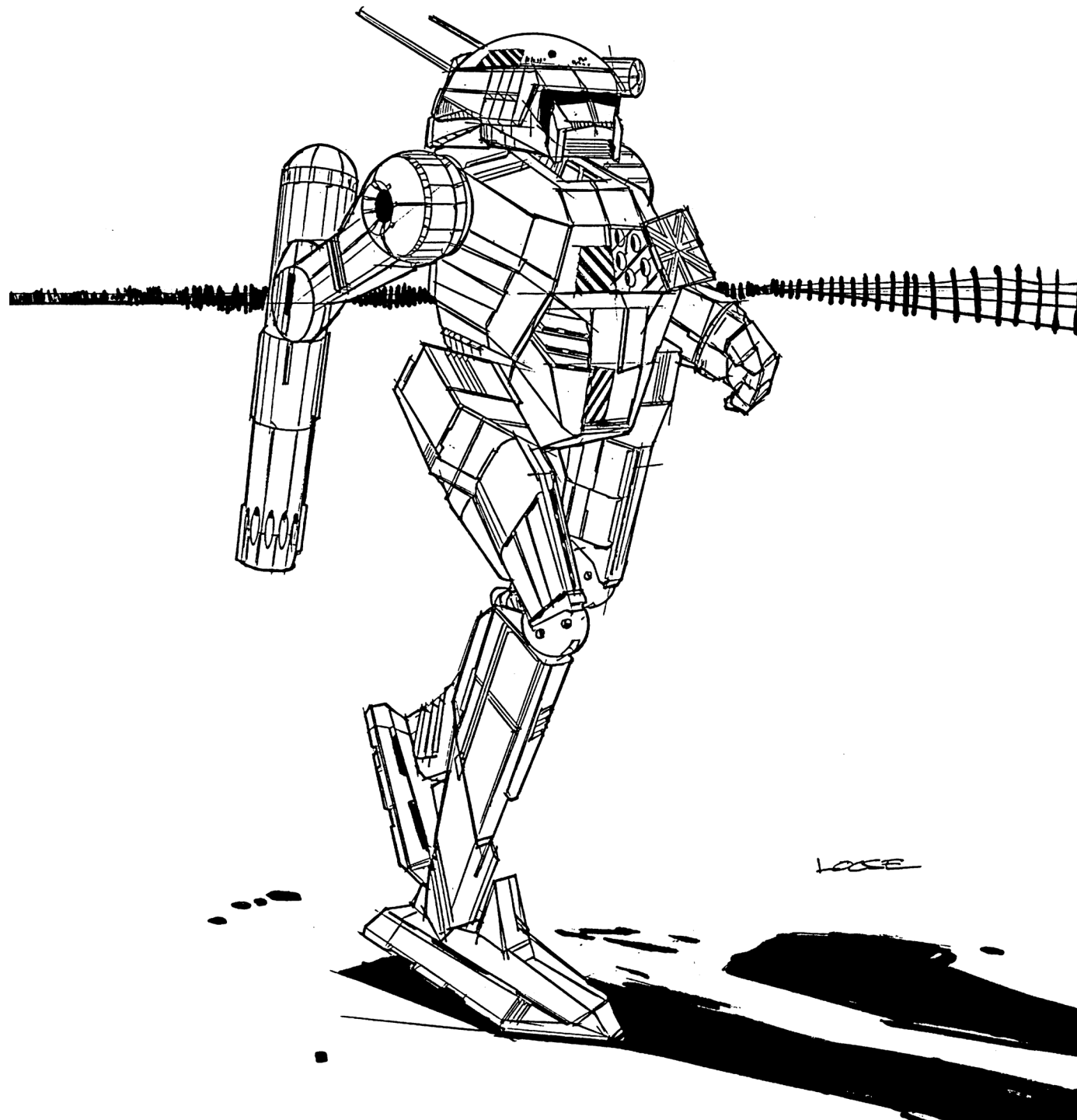
LRM 5 LT 1 2

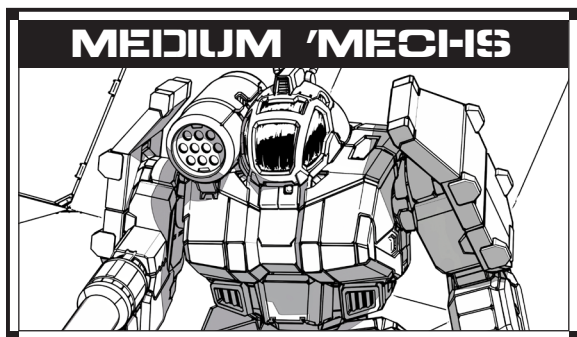
Ammo (LRM) 24 LT 1 1

Jump Jet RL 1 .5

Jump Jets CT 2 1

Jump Jet LL 1 .5





Mass: 50 tons

Chassis: Corean Model K7

Power Plant: Nissan 200

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard III

Armament:

1 Luxor D-Series Autocannon

1 Luxor 3R LRM 10

2 Photech 806c Medium Lasers

Manufacturer: Corean Enterprises

Primary Factory: New Avalon

Communications System: Corean Transband-J9

Targeting and Tracking System: Corean B-Tech

Overview

The *Centurion* was designed and built by Corean Enterprises as an operating partner for the successful *Trebuchet*. Produced initially from 2801 until the main plant on Ramen II was destroyed in 2845, the *Centurion*'s weapons revolve around the arm-mounted Luxor medium-heavy autocannon. Coupled with a Luxor LRM 10 and split-arc medium lasers, the *Centurion* represents a well-rounded combat platform at 50 tons.

Buoyed by the initial success and warm reception of the design by AFFS forces, Corean built a secondary manufacturing facility on New Avalon in 3012 after supplying a steady stream of spare parts to AFFS line units for nearly 150 years. Corean Enterprises also relocated their entire headquarters to New Avalon.

Capabilities

The CN9-A is best known for making slow, steady advances. Its autocannon and medium lasers allow the 'Mech to inflict maximum damage when attacking at close range, and with eight-and-a-half tons of armor, the *Centurion* is tough enough to absorb a considerable amount of punishment. The downside of the *Centurion* is well known in technical circles. With a series of defects in the autocannon loading system, the CN9-A is notorious for having an extremely difficult repair rate when the Luxor autocannon or ammo feed system is involved. Attempts to replace the Luxor system with a different model have met with mixed results, most often ending in failure. The replacement process was extremely time-consuming and with such a low success rate that the AFFS considered phasing the 'Mech from its inventory in the early 3000s for the more durable *Enforcer*. Corean managed to convince AFFS officials not to do so and spent billions of D-bills annually in researching various upgrades and platforms—including experimental weapon systems—to fix the *Centurion*'s chronic problem. The NAIS, noting Corean's continued efforts, signed a partnership deal with the company in 3022 to supply the Federated Sun's most distinguished research lab with a steady supply of test-bed *Centurions*.

Needless to say, the AFFS reconsidered their plans for a phase-out and kept the 'Mech as a centerpiece in its medium 'Mech companies. The twenty reloads for the autocannon and twenty-four rounds for the LRM launcher allow it to operate for a short time from a supply base. With the added ability to move quickly and fire without overheating, the *Centurion* is ideal for AFFS raiding lances.

Deployment

The *Centurion* is considered the unofficial 'Mech of House Davion's BattleMech forces by most of Davion's enemies. The formidable appearance of the *Centurion*'s autocannon tends to elevate the pilot's confidence and give him the feeling he can blast his way through anything. This fighting spirit can often be a valuable psychological advantage to a lance or company facing stiff opposition.

Most *Centurions* found within Combine and Capellan forces are usually battlefield salvage from encounters with AFFS forces. These 'Mechs are often in some state of disrepair, considering Corean's inability to adequately supply rival Houses with repair parts at decent cost.

Variants

The most radical variant eliminates both medium lasers and the troublesome Luxor cannon and replaces them with a Luxor DDX-5 heavy autocannon. This design, known as the CN9-AH, is capable of eviscerating opponents at close range.

Another common variant is the CN9-AL, which replaces the autocannon with large and small Angst lasers, six additional heat sinks, and an extra two-and-a-half tons of armor.

Quite the favorite among the Solaris VII crowd after Justin Xiang Allard won the Grand Championship in 3027 was his unique CN9-YLW *Centurion* "*Yen-Lo-Wang*," which mounts a custom-fit Pontiac 100 AC/20 in place of the Luxor autocannon and LRM launcher. An improvised melee weapon in the form of a set of titanium nails on the left hand rounds out this deadly infighter.

Notable MechWarrior

Justin Xiang Allard: Architect and executor of one of the most successful espionage plots of the 31st Century, Justin Allard was considered a rising star among the AFFS and a close friend of Hanse Davion. Through a series of carefully orchestrated events, he managed to infiltrate the highest levels of the Capellan Confederation's Maskirovka and crippled the entire Capellan nation so the AFFS could bring half the stellar nation into the Davion fold. He also managed to woo the Chancellor's daughter Candace and extract her from Sian (with help from Morgan Hasek-Davion), which later led to the formation of the St. Ives Compact. Xiang Allard was subsequently installed as the Federated Suns' chief of intelligence. His exploits can be followed in an extremely popular trivid trilogy in the AFFS called *The Warrior: En Garde, Riposte, & Coupè*.

CN9-A CENTURION

MEDIUM 'MECHS

77

Type: **Centurion**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 945

Equipment

Internal Structure:		5
Engine:	200	8.5

Walking MP:	4
-------------	---

Running MP:	6
-------------	---

Jumping MP:	0
-------------	---

Heat Sinks:	10	0
-------------	----	---

Gyro:		2
-------	--	---

Cockpit:		3
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Armor Factor:	136	8.5
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	Internal Structure	Armor Value
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Head	3	9
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Center Torso	16	18
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Center Torso (rear)		7
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R/L Torso	12	13
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R/L Torso (rear)		6
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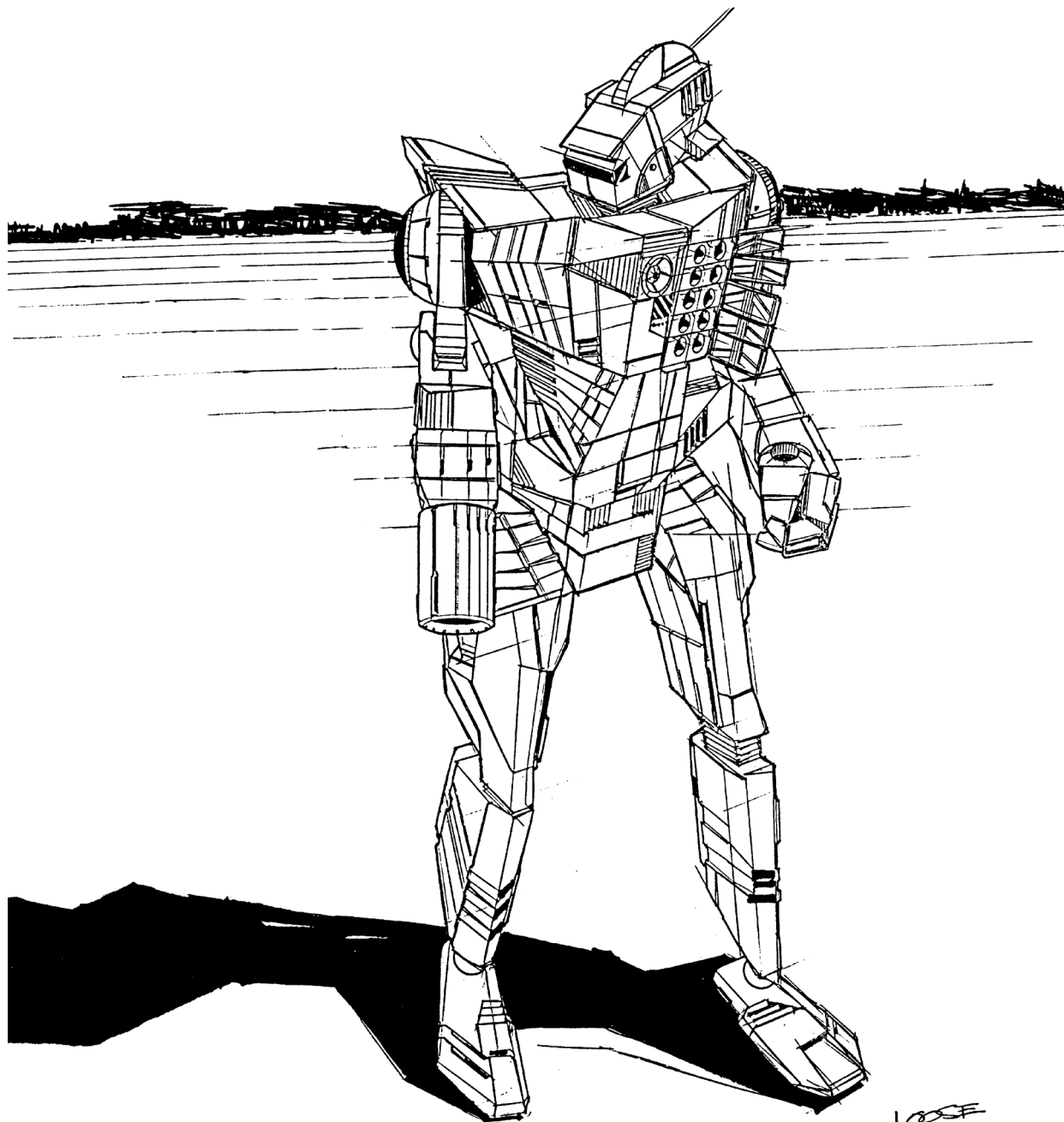
R/L Arm	8	16
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R/L Leg	12	16
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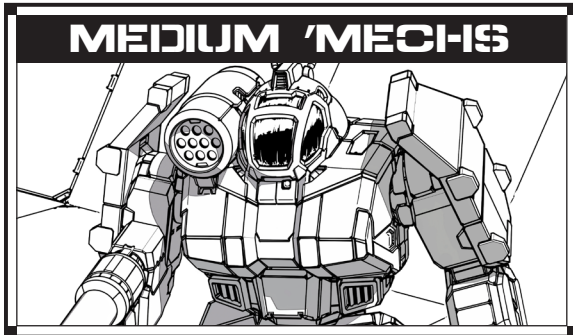
Weapons

and Ammo

	Location	Critical	Tonnage
AC/10	RA	7	12
Ammo (AC) 20	RT	2	2
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Medium Laser	CT	1	1
Medium Laser	CT (R)	1	1



LOOSE



Mass: 50 tons

Chassis: Enran TXS2A

Power Plant: Vlar 300

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: McCloud Specials

Jump Capacity: 180 meters

Armor: SimplePlate Manufacturers Type M

Armament:

- 1 Cyclops Eye Large Laser
- 2 Intek Medium Lasers
- 3 Defiance B3S Small Lasers
- 2 ScatterGun Light Machine Guns

Manufacturer: J.B. BattleMechs Inc.

Primary Factory: Storfors

Communications System: Jolex Systems

Targeting and Tracking System: Optisight-12

Overview

Just about every MechWarrior worth his or her salt remembers the *Chameleon*. The popular training 'Mech has been manufactured since the 2500s, with total production numbers running somewhere in the tens of thousands. Since the production line was within the impenetrable Hesperus II facilities, the *Chameleon* never suffered the same fate as hundreds of other BattleMech lines that were destroyed in the Succession Wars.

In 3052 Inner Sphere Houses ramped up production of new designs to a level unseen since the height of the Star League. To make room for massive demand, Defiance announced that it would be closing down the line to produce the newly developed *NightSky* BattleMech.

Knowing that the need for MechWarrior training would only increase over time, a Lyran businesswoman purchased the rights to once again produce the ancient design under J.B. BattleMechs, and she planned to offer combat variants for purchase to any parties. By 3056, the *Chameleon* was back in production.

Capabilities

Designed with training in mind, Defiance figured academies would want pilots to learn the importance of mobility and heat management. Mediocre armor and an uncomfortably high weapons-to-heat-sink ratio were deliberately included in the design to force greenhorn pilots to think beyond the tactic of a slow advance of alpha-striking.

By giving the *Chameleon* the ability to jump 180 meters and hold a maximum speed of over 95 kph, the designers hoped pilots would realize how beneficial it would be to maintain constant movement during combat to avoid losing what small armor the 'Mech has. Its weapons are also substandard; a large laser and a pair of medium lasers for most situations, and a battery of machine guns and small lasers to deal with light targets. When fired all at once and moving at full speed, the heat generated is enormous, risking immediate shutdown.

To teach pilots heat management, special software was installed in the 'Mech. Beginning at start-up, the program would monitor the current heat level and automatically shut down weapons that would risk raising the ambient temperature beyond a certain level, leaving the pilot with less of a choice. Good pilots found that to stay hard to hit and be able to use their best weapons, a high ground speed would be used instead of constant employment of the jump jets. Though helpful with new MechWarriors, more experienced ones found this program frustrating, preventing the *Chameleon* from being used on a frontline battlefield.

Deployment

Every academy in the Inner Sphere and the Periphery (and, according to some rumors, the Clan home worlds) has at least one *Chameleon* in its ranks. Though not seeing action often, the *Chameleon* is commonly trotted out for actual combat for when invaders attempt to overrun an academy.

Two variants, however, have seen extensive combat since their introduction. Used in various training units that are sent into the battlefield, the cadres of the Federated Suns and the Lyran Alliance put the benign-looking BattleMechs to good use. Enemy units have often mistaken the *Chameleon* variants for a standard version and categorize it as not much of a threat due to its tendency to over-heat quickly. The enemy, then, was often surprised when they were hit by laser blasts coming from a *Chameleon* over five hundred meters out. This occurred several times until units on both sides updated their battle software to recognize the variants.

Variants

Slow sales initially met the release of the combat variants, but the outlook since the Civil War has been encouraging, as many older pilots have a nostalgic attachment to one of the first BattleMechs they ever piloted.

The first variant, known as the 7W, dropped the light weapons for an additional two tons of armor. The large laser is upgraded to an extended range version, while the left-arm medium laser is swapped out for a pulse. Double heat sinks were installed to help manage the heat problems, and J.B. disabled the management software to allow MechWarriors more freedom in battlefield operations, though it can be manually turned back on if the pilot wishes.

The second variant is more of a support version. Instead of an endo steel chassis, an extra-light engine is installed, and all of the weaponry is stripped for a trio of large lasers, the primary one being extended range. Three and a half extra tons of armor are mounted to protect the fragile frame, and double heat sinks allow the 7Z *Chameleon* to become more involved in high-intensity confrontations.

Type: **Chameleon**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,042

Equipment

Internal Structure:		5
Engine:	300	19
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7

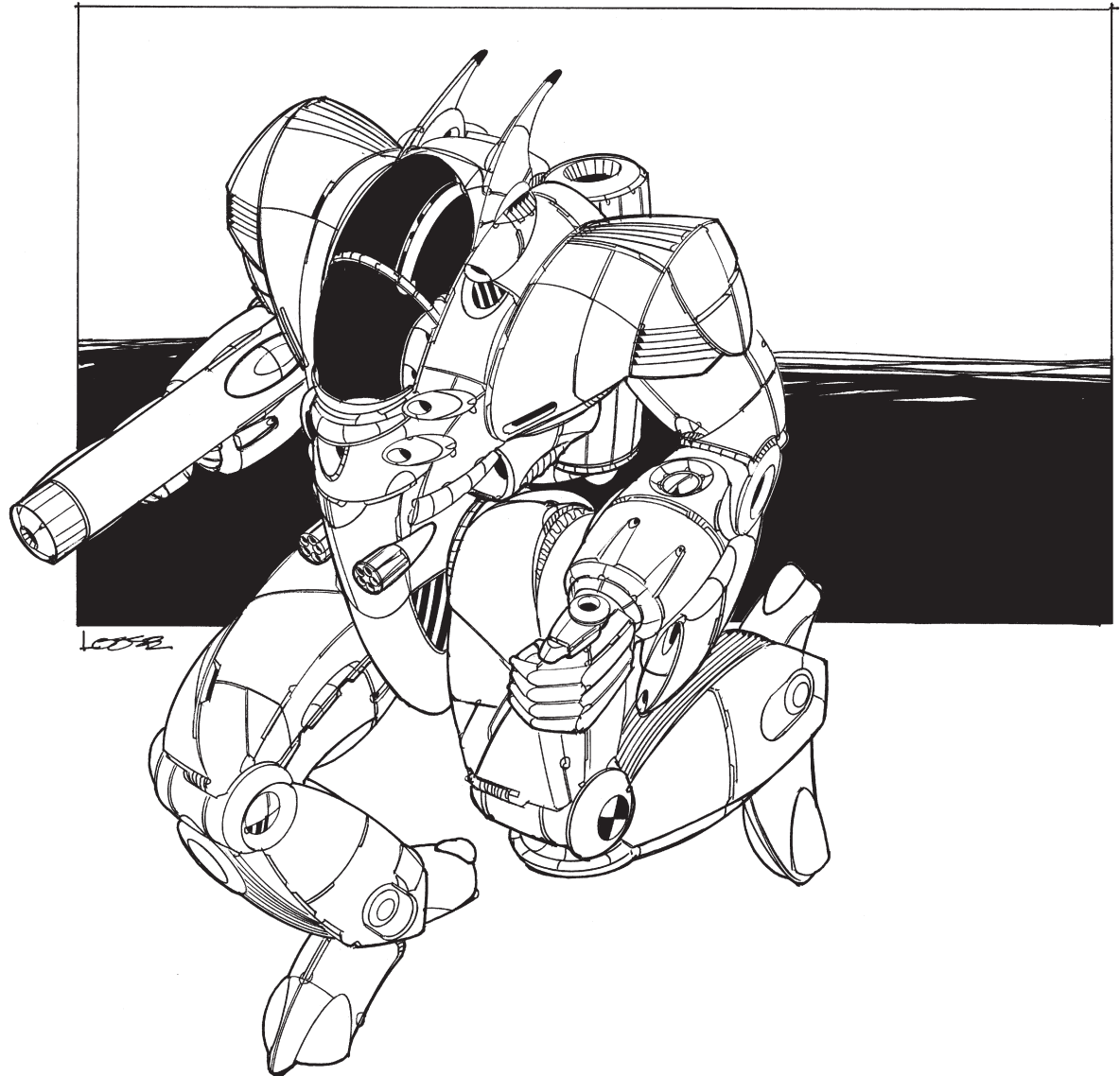
Internal
Structure

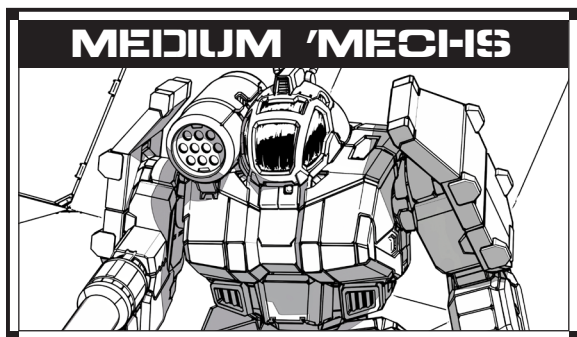
Armor
Value

Head	3	9
Center Torso	16	18
Center Torso (rear)		5
R/L Torso	12	12
R/L Torso (rear)		4
R/L Arm	8	12
R/L Leg	12	12

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RA	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
2 Small Lasers	RT	2	1
Small Laser	LT	1	.5
2 Machine Guns	CT	2	1
Ammo (MG) 100	LT	1	.5
Jump Jet	RT	1	1
Jump Jet	LT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2





Mass: 50 tons

Chassis: Hollis Mark 1A

Power Plant: Magna 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Paulina Ferro-Fibrous

Armament:

2 RAMTech 1200 Large Lasers

1 Ceres Arms Medium Laser

1 ExoStar Small Laser

Manufacturer: Cosara Weaponries

Primary Factory: Northwind

Communications System: Dalban Series K/

Garret T11-b

Targeting and Tracking System: 650 RND/

Garret D2j

Overview

When built for the Star League in 2719, the approach taken by Cosara Weaponries was to create a BattleMech that was easily maintained and well suited to high endurance raiding far from supply lines. With only its sophisticated targeting and communications systems considered cutting-edge (the ferro-fibrous armor it carried was considered proven technology in its day), the *Crab* was seen by many as a reliable standby and the eventual standard for SLDF medium 'Mechs. The League's collapse orphaned the design, however, and the loss of ferro-fibrous production eventually led to centuries where the surviving units

were downgraded to carry standard armor, but the *Crab's* elegant simplicity practically assured that enough would survive to the present era.

Capabilities

The Crab's good land speed and all-laser weapons load enabled it to excel as a raider far from supply lines. To facilitate this, its original communications and targeting systems were designed to interface with local satellite networks and other communications innovations of its day to provide its pilot with unparalleled recon data capabilities. Indeed, the combination of the Dalban Series K and the 650 RND systems allowed the *Crab's* computers to forecast enemy troop movements, but the sophistication of these systems and the ravages of the Succession Wars eventually saw their decline by the end of the Succession Wars, when most of the remaining *Crabs*—except those maintained by ComStar—had to make do with off-the-shelf equivalents.

Deployment

Most of the Crabs active today are found in the arsenals of the Com Guards, the Word of Blake, the Draconis Combine, and certain second-line Clan forces. Many of these are from the original production run for the first Star League—a testament to the design's survivability—though Cosara resumed *Crab* production on Northwind during the 3050s, and rumors abound that ComStar has sold the design specs to the Rasalhague government to produce the CRB-30 model.

Variants

As ferro-fibrous technology grew scarce in the early Succession Wars, the downgraded CRB-20 emerged with standard armor plate. As the bulk of the *Crab's* other systems consisted of widely available components, these variants were far easier to maintain than most Star League relics, and there were still an estimated hundred or so left in circulation by the time the Helm core made possible a refit back to the original model 27 designs.

The rise of C³ technologies in the 3050s and 3060s spawned a pair of newer *Crab* variants. The Draconis

Combine's CRB-C variant emerged first in the mid-50s with a C³ Slave unit installed in place of the centerline medium laser. The ComStar/Word of Blake CRB-30 package was more extensive, with an extra-light engine installed to make room for a C³i unit, a Guardian ECM suite, and a complete weapons upgrade utilizing ER PPCs and extended-range small and medium lasers. Fourteen double-strength heat sinks help control the 'Mech's considerable heat curve.

A new variant, dubbed the CRB-45, reportedly debuted in Word of Blake formations operating on Dieron. These handless variants boast a trio of Light PPCs, backed by a centerline-mounted ER large laser. Improved heavy ferro-fibrous armor enables these machines to carry similar armor levels to the CRB-30 despite having a larger XL engine for a twenty percent speed increase. These machines also use the C³i system and have enough heat sinks to remain cool even when cutting loose with every weapon. Considered too radical to be a mere field refit, the origins of these new *Crabs* remain unclear at this time, but some analysts suggest that the Word might have upgraded the captured Cosara Weaponries factories on Northwind.

Notable MechWarriors

Adept Rho/Rho Judith "Rapier" Faber: Trained as an operative for Blake's Wrath, ComStar's elite special forces command, Adept Faber—codenamed Rapier—was among several operatives who deliberately allowed themselves to be captured during the Battle of Tukayyid as part of a deep cover assignment to learn the location of the Clan homeworlds. Faber—who sacrificed her CRB-27 *Crab* against the Smoke Jaguars at the Racice River Delta—eventually befriended and turned a Jaguar named Trent, which helped her learn the location of Huntress itself, leading directly to the end of the Clan Wars. Since then, Faber returned to duty with the Wrath, rewarded for her efforts with a prize Marauder IIC. Faber was reportedly killed in 3067 while engaging Blakist forces in the Chaos March, shortly before the start of the Jihad, but neither her body nor her 'Mech were ever recovered.

CRB-27 CRAB

MEDIUM 'MECHS

81

Type: **Crab**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,198

Equipment

Internal Structure:

Engine: 250 12.5

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 16 6

Gyro: 3

Cockpit: 3

Armor Factor: 161 9

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 16 20

Center Torso (rear) 8

R/L Torso 12 16

R/L Torso (rear) 6

R/L Arm 8 16

R/L Leg 12 24

Weapons

and Ammo

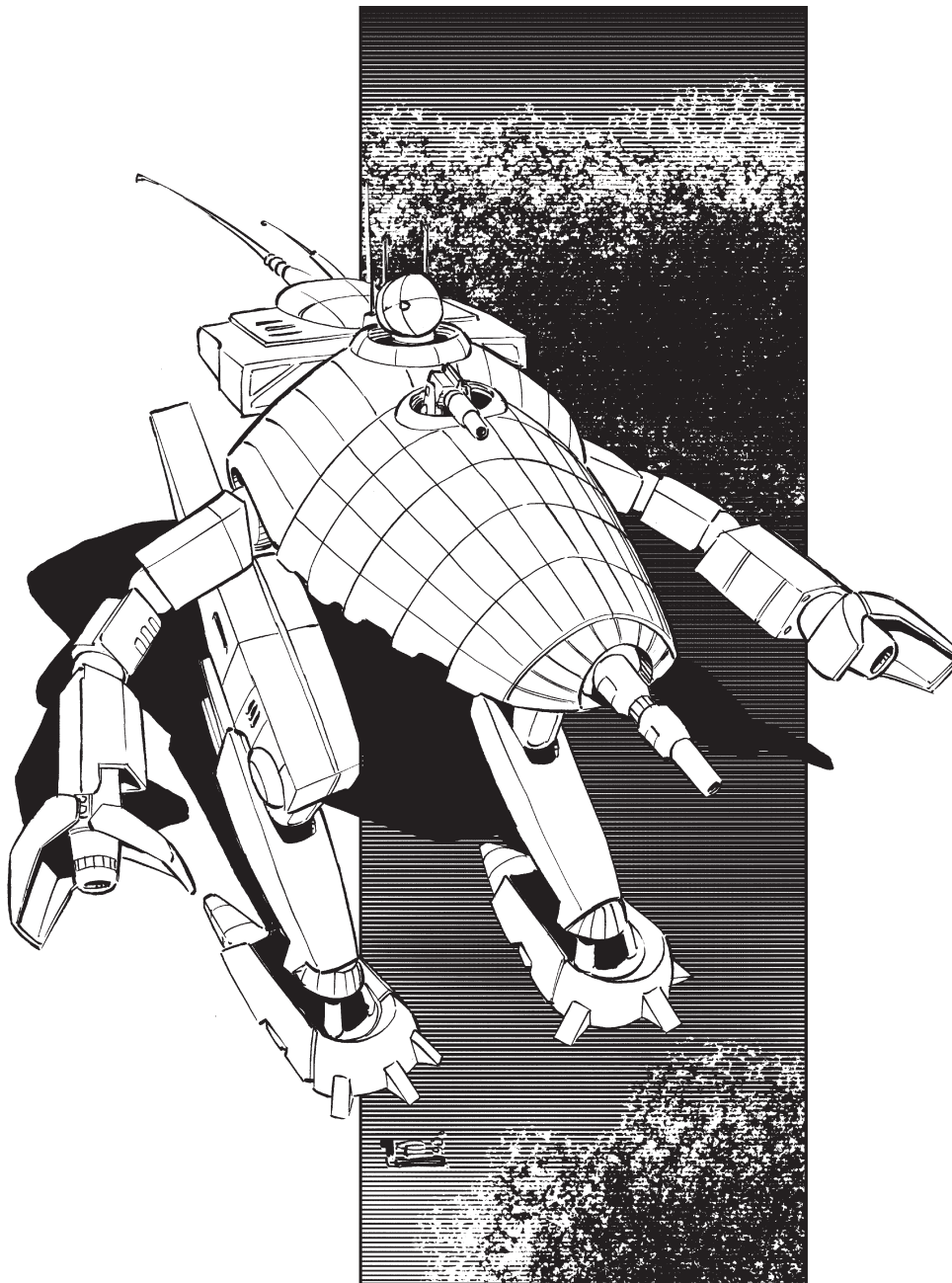
Location Critical Tonnage

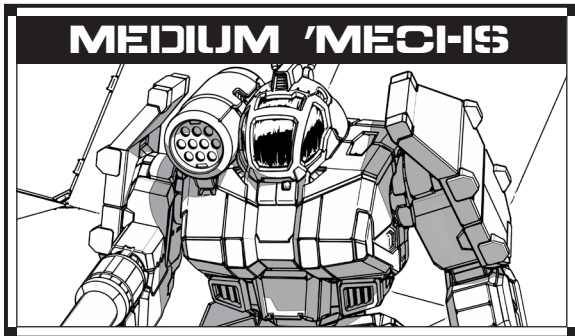
Large Laser LA 2 5

Large Laser RA 2 5

Medium Laser CT 1 1

Small Laser H 1 .5





Mass: 50 tons

Chassis: Dorwinion Standard

Power Plant: Nissan 200

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: McCloud Specials

Jump Capacity: 120 meters

Armor: Starshield

Armament:

1 Federated Autocannon

1 ChisComp 43 Special Large Laser

1 ChisComp 32 Small Laser

Manufacturer: Achernar BattleMechs

Primary Factory: New Avalon

Communications System: Achernar Electronics
HICS-11

Targeting and Tracking System: Federated Hunter

Overview

With the Star League destabilizing, First Prince John Davion was building up his forces. The Federated Suns was in the midst of its love affair with the autocannon, so when Achernar BattleMechs technicians stumbled over forgotten blueprints for an unbuilt autocannon-armed BattleMech, they used it as the basis for a new design.

The new *Enforcer* was rushed through development and was commissioned in 2777, and over the course of the Succession Wars the *Enforcer* became the workhorse of House Davion. During the press of the Clan invasion, the design was also licensed to Kallon Industries to expand production.

Capabilities

The original plans called for two medium lasers on the left arm, but Achernar engineers discovered that the 'Mech was structurally strong enough to handle a large laser instead. Matching the range of the class-10 autocannon, this combination of weapons allows the *Enforcer* to act as a mobile barrage vehicle. In this combat role, it lays down a fast and withering pattern of fire, either as a prelude to an offensive or to blunt an approaching enemy's attack.

As good as the autocannon is, the *Enforcer's* one major flaw is that it can carry only ten ammo rounds. To address this problem, *Enforcers* use ten-round clips that are easily slipped into and out of the 'Mech's back. If possible, a truck and crane system are parked close to *Enforcers* during battle to allow quick reloading of the 'Mech's autocannon. If the battle is too mobile and the *Enforcer* has no opportunities to reload, its pilot has no option but to ration his ten shots carefully.

The *Enforcer* serves the AFFS as a trooper 'Mech. Though it has no hands, the 'Mech is a good brawler with thick frontal armor and jump capability. In the hands of a good MechWarrior, the *Enforcer* can stand up well against almost all other 'Mechs in one-on-one combat. Only those 'Mechs whose armor can withstand more than two or three autocannon or laser hits are too tough for the *Enforcer* to handle alone. The *Enforcer* is also an excellent city sniper. If its pilot is familiar with the city, he can hit and run many times, returning to base to be reloaded while the enemy force flounders about looking for him.

What the *Enforcer* cannot take are attacks to its rear torso, where its armor is weaker than that of even some light 'Mechs.

Deployment

One of the few BattleMech designs that the Federated Suns can still manufacture in quantity, *Enforcers* are found in almost every BattleMech battalion.

During the offensive on Capra in the First Succession War, the *Enforcers* of the Second Crucis Lancers are credited with laying down such a concentrated barrage of autocannon fire that the opposing forces withdrew before the *Enforcers* had finished. A minor legend grew

up around that engagement. Lieutenant Cyril Sombelbime, commander of an all-*Enforcer* lance, was heard exhorting his group to fire "until your cannon glows. If need be, until it explodes!" According to the story, the lieutenant's autocannon did indeed start to glow, and its eventual explosion killed the prophetic officer.

Variants

Engineers have been attempting to up the number of shells the 'Mech can carry. Efforts are currently underway to rebuild the *Enforcer's* entire torso using recovered Star League technology.

Notable MechWarriors

MechWarrior Colin McBurnham: Of proud Scottish descent, Colin is well known for cursing in Gaelic during the heat of battle. His 'Mech, the "*Bannockburn*," is painted in his family's dark green, brown, and blue kilt colors. Its unmistakable appearance sometimes so intimidates McBurnham's foes that he can make an easy kill. Colin's specialty is city fighting. He loves the tense anticipation of waiting for an opponent to blunder into his gunsight.

MechWarrior Sarah Neilson: Tall and beautiful, Sarah has earned a reputation as a fearless fighter who will stand up and face withering enemy fire without the least hesitation. In turn, her aim is deadly. As a member of the Davion Heavy Guards, she has had plenty of chances to demonstrate her devil's eye.

MechWarrior Daniel Waylen: A graduate of the New Avalon Military Academy, Waylen is notable both for the number of black marks he earned while attending NAMA and for landing an assignment in the elite McKinnon's Raiders just before the Fourth Succession War.

Now a seasoned veteran, Daniel Waylen and his *Enforcer* have been selected to test an experimental NAIS Gauss rifle. The weight of the autocannon's replacement prompted the NAIS engineers to adopt the design's original twin medium-laser armament.

ENF-4R ENFORCER

MEDIUM 'MECHS

83

Type: **Enforcer**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,032

Equipment

Internal Structure:

Engine: 200 8.5

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 12 2

Gyro: 2

Cockpit: 3

Armor Factor: 144 9

Internal
Structure

Armor
Value

Head 3 9

Center Torso 16 23

Center Torso (rear) 4

R/L Torso 12 17

R/L Torso (rear) 3

R/L Arm 8 14

R/L Leg 12 20

Weapons

and Ammo

Location Critical Tonnage

AC/10 RA 4 12

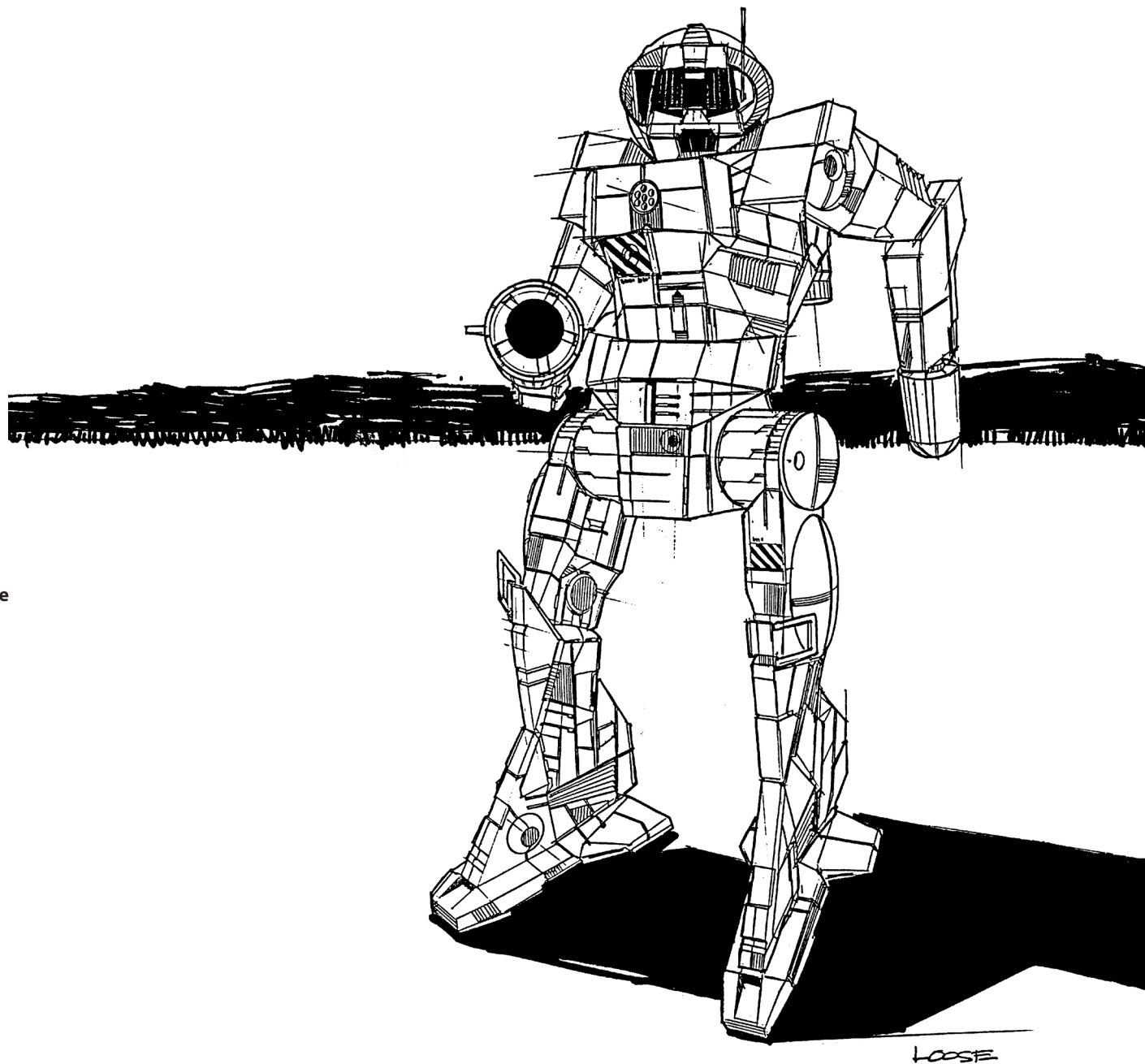
Ammo (AC) 10 RT 1 1

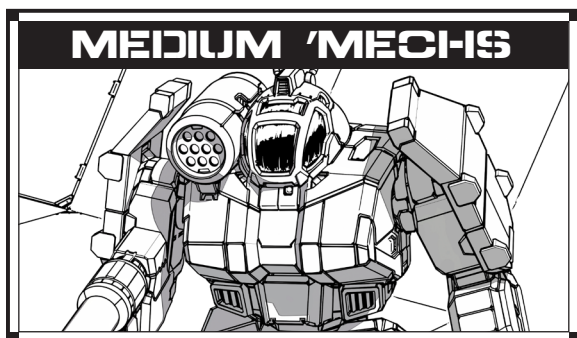
Large Laser LA 2 5

Small Laser LT 1 .5

Jump Jets RL 2 1

Jump Jets LL 2 1





Mass: 50 tons

Chassis: Star League V

Power Plant: GM 150

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Armorscale

Armament:

2 Magna Hellstar PPCs

2 Nova Large Lasers

Manufacturer: Mitchell Vehicles

Primary Factory: Graham IV (destroyed 2790)

Communications System: HartfordCo COM 3000

Targeting and Tracking System: HartfordCo XHW 7

Overview

Mitchell Vehicles intended the *Galahad* to replace the RFL-2N *Rifleman* for the Terran Hegemony. Though it was plagued by the same heat management issues, the *Galahad* found acceptance in the Hegemony Armed Forces and was employed in the Reunification War. The *Galahad* never fully supplanted the *Rifleman*, but it did spread throughout the militaries of the Star League over the next two centuries, when the RFL-3N became the standard fire support 'Mech. Kerensky took many *Galahads* in the Exodus, and the Succession Wars claimed most of those that remained. Occasionally, though, a patchwork *Galahad* can be found defending a Periphery backwater or in the ranks of mercenary commands.

Capabilities

The *Galahad* fared only marginally better than the *Rifleman* it was supposed to replace. As a fire support 'Mech, its slow speed often stalled advances, as the units it accompanied had to slow down to avoid leaving the *Galahads* behind. Its two PPCs and two large lasers outgunned the *Rifleman*'s PPCs and medium lasers, but the heat generation overwhelmed the 'Mech's 13 double heat sinks. These issues were alleviated in part with the introduction of the GLH-2D and its greater weapon range. The endo-steel skeleton caused the death of most *Galahads* after the Star League fell, since the secret of its manufacture was lost and damaged 'Mechs were cannibalized to repair others.

Deployment

When the Ninth Division of the SLDF's III Corps arrived on Keuterville, the defending Taurians fled the superior SLDF and prosecuted a guerrilla campaign. The Taurians weren't prepared for Captain Asa "Ace" O'Banion, though. O'Banion had perfected the art of "ripple-firing" with his *Galahad*. By cycling which weapons fired at a given time, he eliminated the risk of overheating. When the Taurians ambushed O'Banion's patrol in December 2578, he stood his ground and calmly fired first one PPC and both lasers, destroying a *Toro*. While his lance engaged the attacking tanks, he fired both lasers, taking out a *Wasp*. The *Wolverine* leading the attack was better armored, taking several measured volleys before O'Banion resorted to an alpha strike with all four weapons. The *Wolverine* went down, and O'Banion sweltered in the wash of waste heat. Rather than take advantage of his condition, the stunned Taurians fled back into the wilderness. His performance made him a marked man, though not in the usual sense. Taurian scouts kept tabs on his location, taking care to avoid mounting attacks where he might be able to respond. By evading O'Banion and other skilled MechWarriors, the Taurians kept up their guerrilla campaign for over a year, killing thousands of League troops.

Pirates out of Butte Hold mounted a brazen raid on Somerset in June 3026. The pirates included a pair of -1D *Galahads*, providing cover for the rest. A company

of Somerset Military Academy cadets intercepted the slow-moving pirates. The cadets were intrigued by the ancient BattleMechs, and slow to engage. The pirates took advantage of the hesitation and destroyed two cadet 'Mechs. The remaining cadets forgot their interest and tore into the pirates. Both *Galahads* were destroyed, though most of the pirates escaped in faster *Stingers* and *Phoenix Hawks*.

Variants

The original GLH-1D *Galahad* was built in large numbers, but after a quarter century, technological developments led to a new variant. The GLH-2D replaces the PPC-laser combination in each arm with a single Gauss rifle and additional armor. This redesign increased the mass by 10 tons, making it a heavy 'Mech, as the RFL-3N *Rifleman* later repeated. While the -2D did not suffer from overheating concerns, the strain of employing such powerful weapons in the arms required extensive maintenance. The -2D saw limited deployment in the Reunification war, debuting just three years before that conflict ended. Unlike the -1D, however, the -2D was tied to supply lines due to its ammunition-dependency. Mitchell Vehicles manufactured the -2D almost exclusively over the next two centuries before the factory on Graham IV was destroyed in the First Succession War. Most of the *Galahads* taken on the Exodus were -2Ds.

Notable MechWarriors

Captain Matej Havelka: Captain Havelka pilots one of the last known fully-operational GLH-1D *Galahads* in existence. In October 3028, Havelka was part of the Marik invasion of Timbiqui. He destroyed five of the defenders' Galleon tanks, making his way to the valued breweries. He secured the installation without firing another shot, neither side willing to risk losing the beer. He spent the next month getting black-out drunk before redeploying to Poulsbo to support the Sixth Orloff Grenadiers in the surprise invasion there, carting along a cargo hold full of beer. He and his *Galahad* retired from active duty in 3038 for the planetary militia on Holt, longing for Timbiqui Dark fresh from the vats.

GLH-1D GALAHAD

MEDIUM 'MECHS

85

Type: **Galahad**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,307

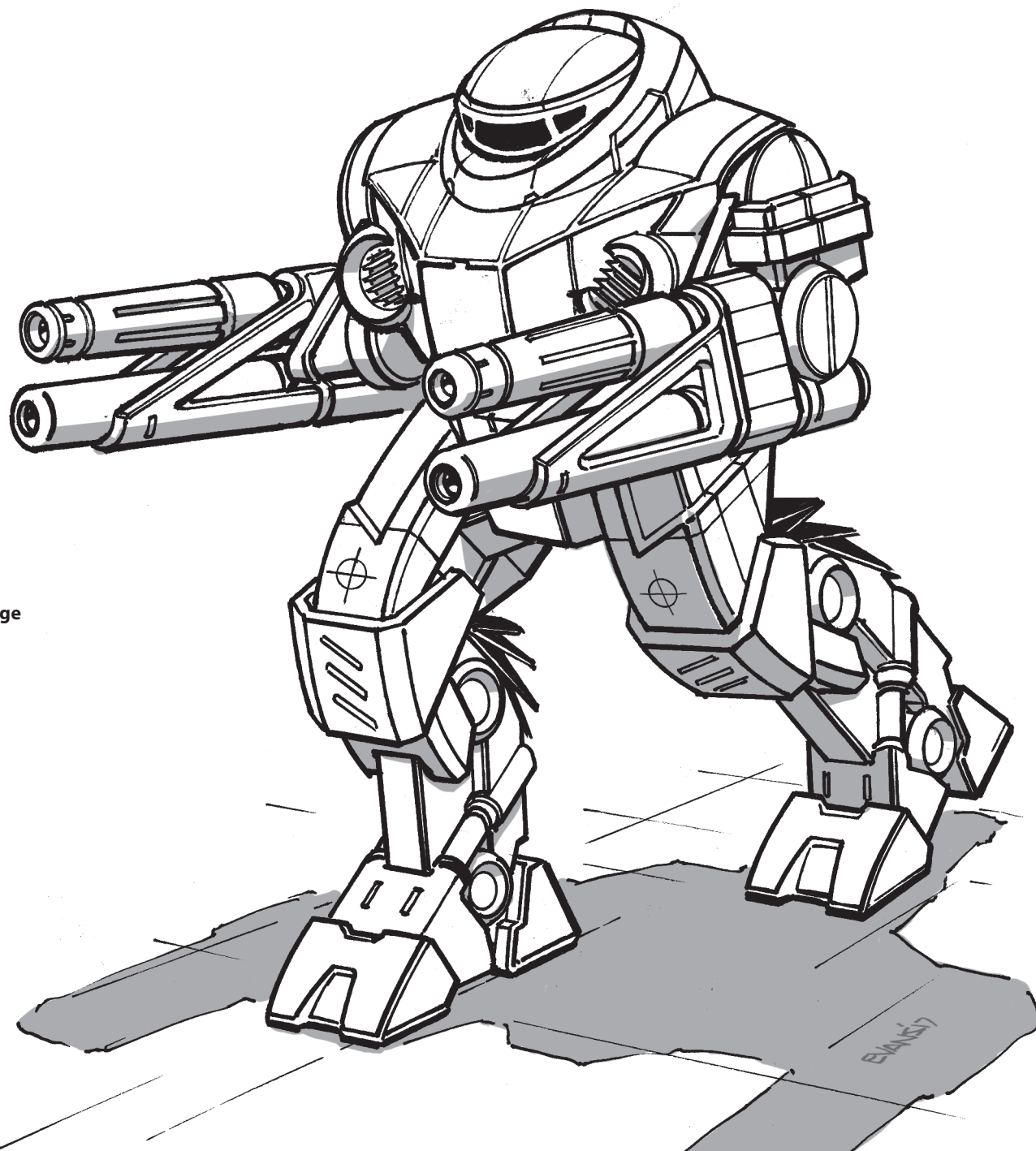
Equipment

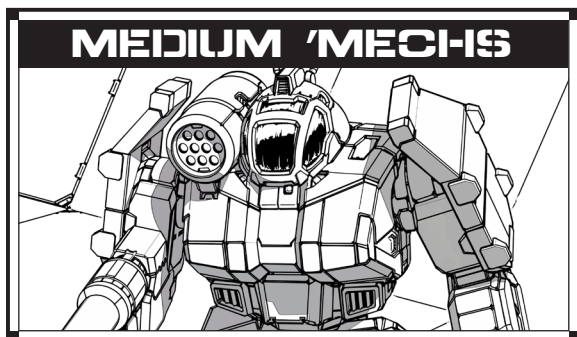
		Mass
Internal Structure:	Endo Steel	2.5
Engine:	150	5.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		2
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		8
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	15
R/L Leg	12	21

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
Large Laser	RA	2	5
PPC	LA	3	7
Large Laser	LA	2	5





Mass: 50 tons

Chassis: Crucis Type V

Power Plant: Nissan 200

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

1 Kali Yama Big Bore Autocannon/20

2 Hellion-V Medium Lasers

1 Diverse Optics Type 10 Small Laser

Manufacturer: KaliYama Weapons Industries

Primary Factory: Kalidasa

Communications System: Omicron 4002

Networking Channel

Targeting and Tracking System: TRSS Eagle Eye

Overview

An earlier design introduced in 2572, the *Hunchback* is a medium- to short-range brawler that rose to prominence during the many urban battles of the Reunification War. Widely known for its street-fighting abilities, the *Hunchback* soon earned the respect and admiration of many MechWarriors.

Though the original Komiyaba/Nissan General Industries factories were destroyed during the Succession Wars, Kali Yama acquired the rights to the design and was soon producing the *Hunchback* for the Free Worlds League

Capabilities

The AC/20 that takes up nearly a third of the design's mass exclusively defines the *Hunchback*. Able to strip armor and breach to internals in a single shot, the Kali Yama Big Bore is highly feared even among MechWarriors piloting assault-class 'Mechs. A pair of arm-mounted medium lasers and a single small laser rounds out the medium- and short-range array. Though the weapons are potent, when fired together the design will run moderately hot despite its thirteen heat sinks.

Though its ten tons of Starshield armor are comparable to many heavy designs, in actual practice the armor has been shown to be too light for the intense conditions many MechWarriors subject it to. With so few secondary systems, once the armor is breached the MechWarrior will often take a direct hit on their autocannon or, worse, their ammunition.

Too slow to keep up with most advanced elements of a fighting force, a *Hunchback* often finds itself as part of the second wave, using its fearsome main gun to exploit the weakened armor of an enemy. Often a defender will feel they have the battle won, only to have their morale plummet upon seeing a new *Hunchback* wading into the mix, dropping BattleMechs with one or two salvos.

Deployment

As an older design, the *Hunchback* is found in the armies of every Great House and Periphery nation. The design is particularly favored by the Draconis Combine and Capellan Confederation as it fits the preferred dueling nature and all-or-nothing tactics used by these states. With the only *Hunchback* factory situated in Marik space, the 'Mech is also used extensively by the forces of the Free Worlds League.

During the campaign for Elidere IV in the War of 3039, the Ninth Ghost Regiment was able to jury-rig two of their *Hunchbacks* with prototype Gauss rifles. Their initial use took the Screaming Eagle mercenaries by complete surprise, as they could not understand why they were taking such heavy damage at such long range. After losing almost half his command in less than half an hour, Colonel Hokala signaled his willingness to surrender and withdraw. Since

the Ninth's techs were unable to resolve the balance issues of the new weapon—the 'Mechs would often stumble and even fall when the Gauss rifles were fired—the original AC/20s were reinstalled following the end of the war.

Variants

Dwindling supplies and personal preference lead to the creation of many variants dubbed "Swaybacks." All strip out the massive autocannon for smaller and more numerous weapons, the most popular being banks of medium lasers (the HBK-4P) or short-range missile racks (the 4SP). Others, like the 4H and 4N designs, use smaller-grade autocannons and additional medium lasers, and some (such as the 4J) even turn their Swaybacks into fire-support designs with long-range missiles.

Notable MechWarriors

Busosenshi Sandy "Turtle" Porter: Piloting one of the two modified *Hunchback* chassis utilized by the Ninth Ghosts, Porter became known for her 'Mech spending more time on its back than standing during battle. Things became so bad that Porter had the Ninth's techs redistribute her 'Mech's armor to strengthen the rear torso. She would also prop her machine against buildings and large trees when firing, though it seemed to only break the trees and destroy buildings. Despite these problems, *Busosenshi* Porter enjoyed the modification to her machine (nicknamed "*Five Chances*") and was saddened by the order to change it back to its original configuration.

MechWarrior Michael Gai: Piloting a *Hunchback* captured during a raid into Marik space, Michael was a Dispossessed MechWarrior for three years prior until his infantry platoon went along with the Lyrans' BattleMech force. A game of "Rock, Paper, Scissors" with another dispossessed MechWarrior won the machine, which Michael named "*Never Again*." Michael has stated that despite once piloting a much heavier *Victor*, "the tactics are the same; get close, aim for the center mass and hold down the firing button till he drops or you do," a belief that his comrades say led to him becoming Dispossessed in the first place.

HBK-4G HUNCHBACK

MEDIUM 'MECHS

87

Type: **Hunchback**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,037

Equipment

Internal Structure:

Engine: 200 5 8.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 13 3

Gyro: 2

Cockpit: 3

Armor Factor: 160 10

Internal
Structure

Armor
Value

Head 3 9

Center Torso 16 26

Center Torso (rear) 5

R/L Torso 12 20

R/L Torso (rear) 4

R/L Arm 8 16

R/L Leg 12 20

Weapons

and Ammo

Location Critical Tonnage

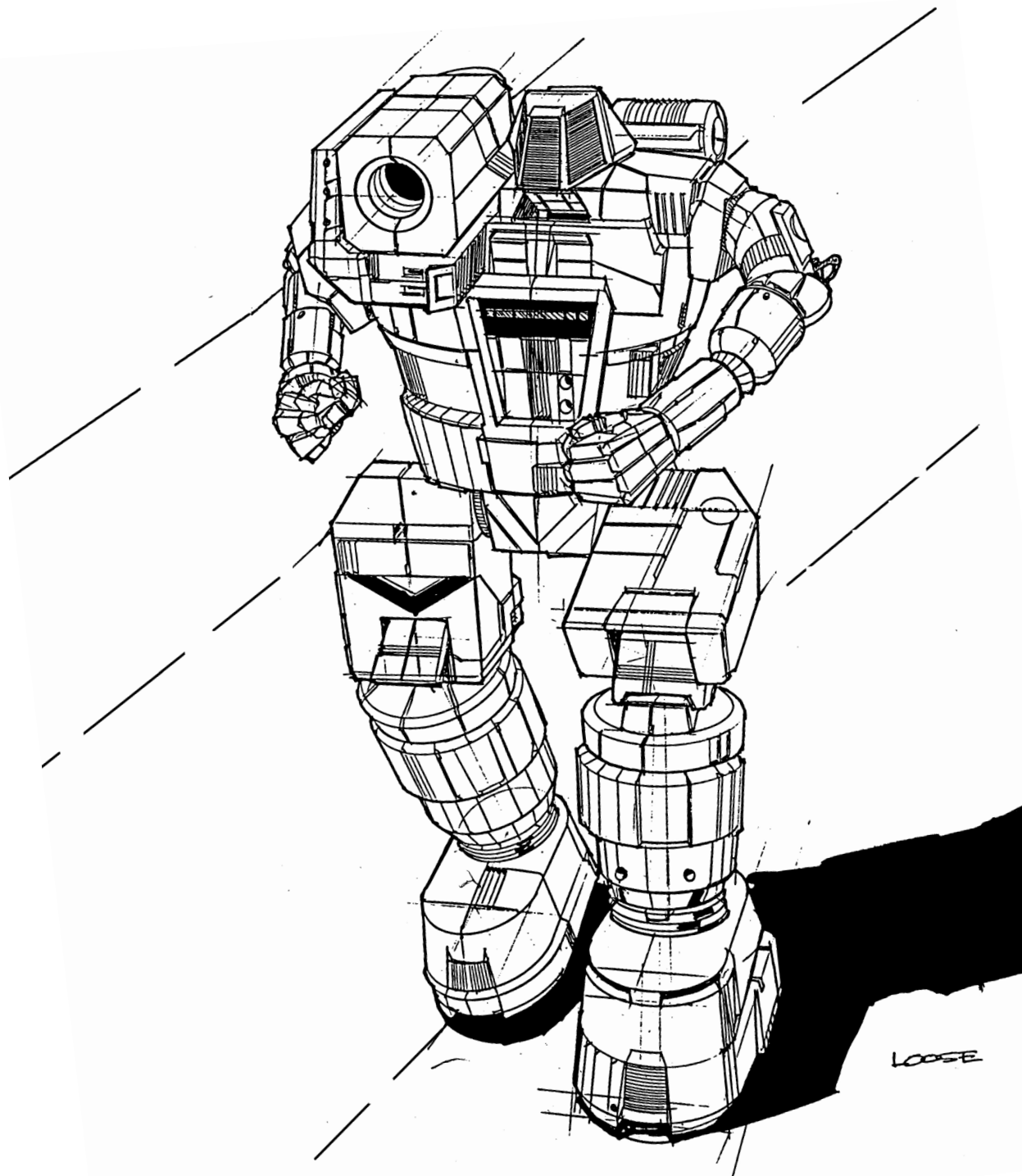
AC/20 RT 10 14

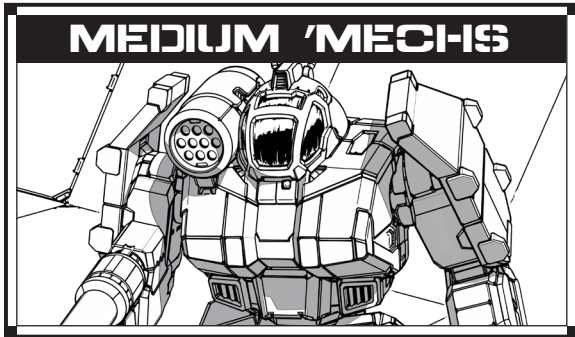
Ammo (AC) 10 LT 2 2

Medium Laser RA 1 1

Medium Laser LA 1 1

Small Laser H 1 .5





Mass: 50 tons

Chassis: 12b Krauss-Liemann

Power Plant: Magna 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Gerard Special A

Jump Capacity: 150 meters

Armor: PanzerSlab Type 3

Armament:

1 Stolz Harbinger 2 PPC

2 Marklin Mini SRM-2 Missile Packs

Manufacturer: Krauss-Liemann Incorporated

Primary Factory: Wotan

Communications System: Vex/Holden TriComm Plus

Targeting and Tracking System: Dillon QuadTrac with Particle Cannon Suite

Overview

Initial reports on the WSP-1A's performance made it clear to Terens Amaris' strategists that jump jet technology was one of the key technologies that would further cement the BattleMech as the pinnacle of modern warfare. Only recently capable of producing BattleMechs, Amaris invested substantial resources to acquire jump jets for reverse engineering. While the Rim Worlds Republic's military was all too happy to receive any kind of BattleMech, the First Consul diverted resources away from other production efforts to swiftly provide for the production of a viable jump jet-capable BattleMech.

Terens decreed that the Rim Worlds' BattleMech corps would be built on the tenet of "quality over quantity." While

this ultimately proved to be a wise directive that paid dividends, it also substantially delayed multiple 'Mech projects as the *Phoenix* turned into a massive money sink. Fitting jump jets on a relatively heavy 'Mech initially proved beyond the Rim Worlds' engineering capabilities. By the time Amaris admitted that she made a mistake, so many resources had been poured into the design that it was more cost effective to see it to its end. Even so, the Rim Worlds could not deploy the *Phoenix* until well after the Terran Hegemony had begun fielding its own medium-class jump-capable 'Mechs, such as the *Griffin* and *Shadow Hawk*.

Capabilities

An agile design, the *Phoenix's* ammunition stores were considered too large by House and Hegemony standards, but most *Phoenix* MechWarriors appreciated the ability to use multiple ammunition types. Few would argue with the quality and dependability of Stolz's particle cannon, although there were frequent accusations of nepotism by the Amaris family ensuring Stolz's acquisition of government contracts.

The *Phoenix* was extremely capable at running down and destroying the lighter 'Mechs employed by the Lyran Commonwealth, Draconis Combine, and pirates. It was also moderately successful against heavier units, or least able to retreat from the field before critical damage could occur. Formations that made use of a number of *Phoenix* 'Mechs learned to become competent at rotating their 'Mechs, forcing their opponents to destroy most of their armor before any serious damage would occur. Never an abundant design, the *Phoenix* was unable to help the Rim Worlds resist Kerensky, especially when confronted by Inner Sphere designs that outclassed it.

The *Phoenix* was the first design used by the RWR in combat drops from DropShips and to experiment with urban combat using jump-capable 'Mechs. After a *Phoenix* crashed into a hospital during a training exercise following a rare malfunction of its Gerard jump jets, legislation was passed in the Republic that banned jump-jet capable 'Mechs from a twelve-kilometer radius of any settlement with more than one thousand people.

Deployment

Produced only in the Rim Worlds Republic, the *Phoenix* was not used or salvaged by any other military. Reports from ComStar indicate the Hanseatic League currently deploy several, though the source of these 'Mechs is unknown.

Variants

One of the first RWR 'Mechs to be equipped with an AC/10, the PX-4R was considered a failure. It was anticipated to be an extremely successful variant, and a large production run was completed prior to the decision to abandon the design. The RWR's inability to provide mobile re-armament points, even after the Striker regiments of the SLDF demonstrated the concept against the Republic's neighbors, was a handicap that further reduced the potential effectiveness of the 4R.

The primitive PX-1R *Phoenix* was noticeably slower than the 3R model that Kerensky faced centuries later and lacked the heat sinks to jump and fire the PPC in short order without building up heat.

Notable MechWarriors

Captain James Kaufman: During the Age of War, Captain James Kaufman, who harbored a powerful hatred for the Lyran Commonwealth after a bloody raid on his native world of Persistence killed his wife, went to horrible extremes to exact vengeance. Kaufman's demise was widely reported across human space when as part of a raid-in-force on Blackjack, Kaufman sacrificed himself to defeat a military target thought to be impregnable to conventional assault. During the combat drop, Kaufman steered his 'Mech straight into the militia's command center, killing the defenders' command staff. This allowed his company to complete their mission and escape with light casualties in the resulting confusion. The Rim Worlds Republic subsequently posted a policy banning such a "misuse of valuable military assets." Kaufman's tactics were revived in the Amaris Civil War during the defense of Apollo and several planets in the Terran Hegemony, when desperate MechWarriors gave their lives and *Phoenix* 'Mechs in dramatic and often futile last acts.

PX-3R PHOENIX

MEDIUM 'MECHS

89

Type: **Phoenix**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,106

Equipment

Internal Structure:

Engine: 250 12.5

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 14 4

Gyro: 3

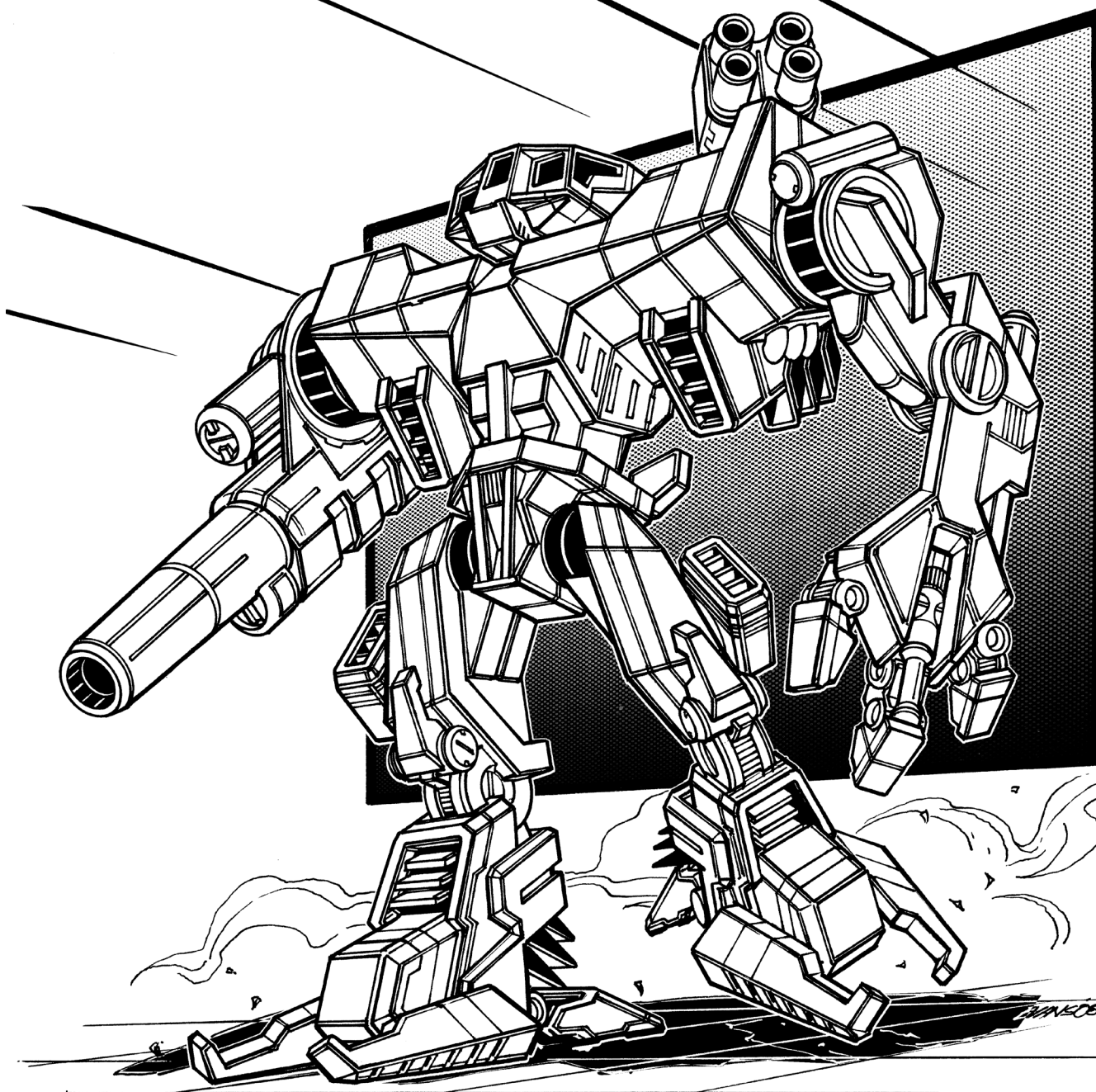
Cockpit: 3

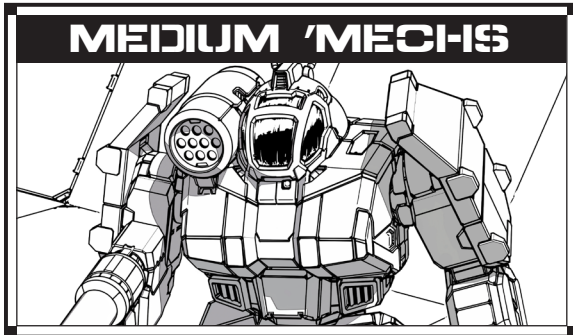
Armor Factor: 144 9

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	20
Center Torso (rear)		7
R/L Torso	12	15
R/L Torso (rear)		5
R/L Arm	8	14
R/L Leg	12	20

Weapons and AmmoLocation Critical Tonnage

PPC	RA	3	7
2 SRM 2	LT	2	2
Ammo (SRM) 100	LT	2	2
Jump Jet	RT	1	.5
Jump Jet	RL	1	.5
Jump Jet	CT	1	.5
Jump Jet	LT	1	.5
Jump Jet	LL	1	.5





Mass: 50 tons
Chassis: Vandenberg Technologies Medium-III
Power Plant: Nissan 200
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Hoyt StarPlate 3
Armament:
 1 Westen Heavy Autocannon class-10
 2 Delta Dart Long Range Missile-5 Racks
 1 Delta Bolt-6 Short Range Missile Rack
Manufacturer: Vandenberg MilTech
Primary Factory: New Vandenberg
Communications System: Kensu-Mocom Angelia-II
Targeting and Tracking System: Rushpoint TT2B5

Overview

The first two decades of the 26th century saw both the Capellan Confederation and the Federated Suns deploy more and more advanced BattleMech designs against each other. The Taurian Defense Force knew it had to expand its own BattleMech forces to be prepared for the day that either or both turned their full attention towards the Concordat, and solicited requirements for a new Taurian 'Mech in 2521. Vandenberg Heavy Industry, one of the Concordat's largest IndustrialMech manufacturers, had recently formed Vandenberg MilTech to produce captured and reengineered Inner Sphere BattleMechs, and was ready to begin producing its own unique designs. Drawing upon the TDF's experience with the *Toro*, as well as its many Inner Sphere "knock-offs," Vandenberg MilTech created a modern BattleMech that

was easy to produce, capable of holding its own on the battlefield, and was well-received by the veterans who piloted the prototypes through their trials.

Capabilities

Time and again TDF MechWarriors complained about the poor heat management capabilities of the BattleMechs they had available to them. Though they might have devastating firepower at their fingertips, the price of delivering such decisive fire often left them incapable of exploiting their opponents' losses, or worse left them vulnerable to powerful return fire. At the same time, logisticians and transportation coordinators were looking for lighter designs that required less maintenance and would be easier to move within the limited cargo capacities of the many early space transports available to the Concordat.

Vandenberg MilTech designed the *Talos* with all of these concerns in mind. As a medium BattleMech, it was less expensive and required less maintenance than the heavier designs favored by the Federated Suns and the Terran Hegemony. Moreover, TDF MechWarriors found it a much easier design to learn to pilot. With a top speed of 64 kph, it equaled or exceeded the average speed and maneuverability of most 'Mech designs found on the battlefield, while its short stature made for easier DropShip loading and unloading.

All of those qualities, of course, would have been irrelevant without a powerful arsenal of weaponry. The designers relied upon proven autocannon and missile technologies, arrayed for layered fire, to provide better heat-management capabilities. The Westen Heavy Autocannon, long praised by Taurian armor crews for its accuracy and potency, was the *Talos*' primary weapon. That autocannon was backed up by a battery of both long- and short-range missiles, giving the *Talos* the ability to hit targets at all ranges, though decisive fire at the longest ranges will require the sustained massed fire of an entire *Talos* lance. Given the relative problems with ranged fire accuracy during the Age of War, however, this was never considered a drawback by either the 'Mech's designers or its pilots, though as the Age of War gave way to the Star League era, more and more *Talos* pilots began to demand a better upgrade or replacement.

Deployment

The Taurian Defense Force accepted its first *Talos* BattleMechs in spring of 2532, after some eight years of development and prototype testing led to numerous minor design upgrades. By the end of the decade, the *Talos* had made its way into every Taurian BattleMech regiment, and was well on its way to replacing the oldest and least capable 'Mechs still in service.

Vandenberg MilTech continued full production on the *Talos* for nearly five decades, selling just over half of its production runs to the militaries of the Rim Worlds Republic, the Magistracy of Canopus, and even the Outworlds Alliance. As military technology and doctrine matured, however, the TDF found itself looking for even newer and more capable designs, prompting Vandenberg MilTech to rotate the *Talos* out of production shortly after the start of the Reunification War. Nevertheless, with thousands of the hardy 'Mechs already built, the *Talos* remained in service within the Periphery armies, as well as second-line Inner Sphere units, until the early Succession War era.

Variants

Neither Vandenberg MilTech nor the TDF ever produced any official variants of the *Talos*, save from regular upgrades to the 'Mech's subsystems. Nevertheless, given how many of the 'Mechs were in service throughout the Periphery, the *Talos* was one of the most customized designs during the Reunification War.

Notable MechWarriors

Brigadier Rook Esposito: Test pilot for the first *Talos* prototype and later selected as commander of the first Taurian battalion to receive the *Talos*, Rook Esposito built and led one of the most elite—and unorthodox—units in the TDF. First Battalion of the First Pleiades Hussars developed a reputation as hard fighters who would just as easily stage an orbital drop into the middle of a Capellan encampment as they would travel a hundred kilometers underwater before breaking through an ice sheet and attacking a Davion supply column. Off-duty, they were also hard-drinkers and gifted pranksters. Approaching ninety years of age when the SLDF hit New Vandenberg, Esposito climbed into the cockpit of his *Talos* one last time, leading a company deep into I Corps' lines and nearly destroying the SLDF Third Brigade's headquarters before he and his MechWarriors fell to a Star League air assault.

TLS-1B TALOS

MEDIUM 'MECHS

91

Type: **Talos**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 924

Equipment

Internal Structure

Engine: 200

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 136

Internal Structure

Head 3 9

Center Torso 16 22

Center Torso (rear) 5

R/L Torso 12 20

R/L Torso (rear) 4

R/L Arm 8 10

R/L Leg 12 16

Weapons

and Ammo

Location Critical Tonnage

AC/10 RA 7 12

Ammo (AC) 20 RT 2 2

2 LRM 5 RT 2 4

Ammo (LRM) 24 RT 1 1

SRM 6 LT 2 3

Ammo (SRM) 15 LT 1 1

Mass

5

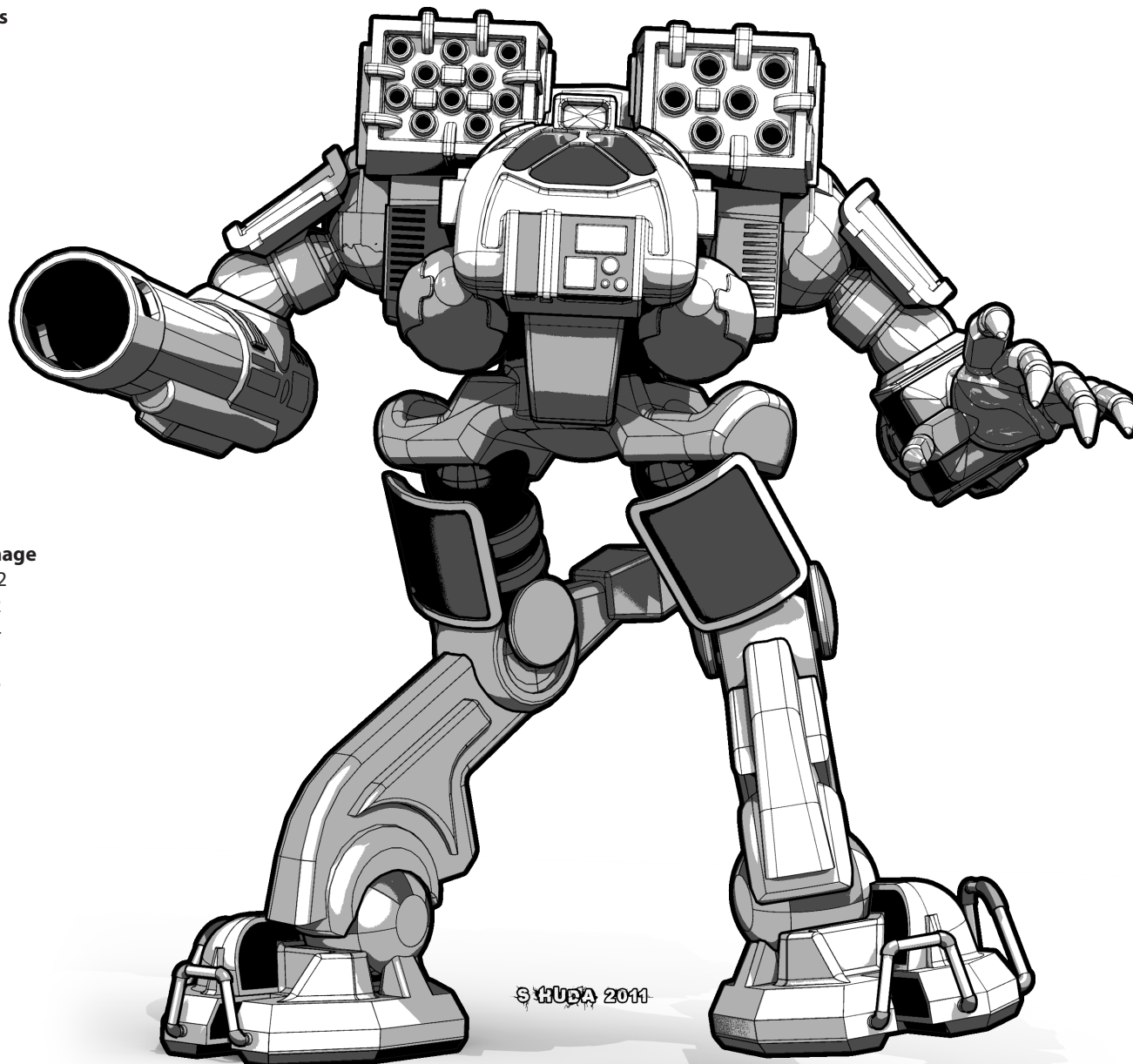
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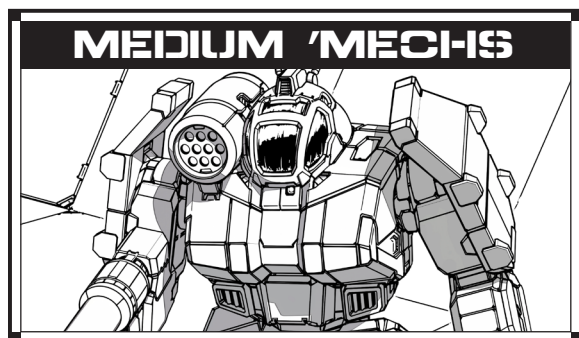
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3

8.5



S. HUPA 2011



Mass: 50 tons

Chassis: Corean Model 9C

Power Plant: Magna 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

2 Zeus LRM 15

3 Magna Mark II Medium Lasers

Manufacturer: Corean Enterprises,

Kali Yama Weapons Industries

Primary Factory: Stewart (Corean),

Kalidasa (Kali Yama)

Communications System: Corean TransBand-J9

Targeting and Tracking System: Corean B-Tech

Overview

Though carrying a blistering array of advanced technology due to its last-minute entry into the Star League Defense Force ranks in 2780, the *Trebuchet* was also one of the first BattleMechs that went back to the drawing board and was re-designed using older technology so Corean Enterprises could continue to manufacture the design through the Succession Wars, though the customer was now the Free Worlds League military.

Capabilities

One of the few pre-Clan Invasion designs made to work in a group rather than as a standalone BattleMech, designers hoped to make the *Trebuchet* a fine blend of

long-range and close-in fire support. Designers could not maximize both roles, but when used in a group, the design is exceptional for its size. Two Zeus LRM racks are the primary weapon of the 50-ton 'Mech. For close-in support, three medium lasers were deemed acceptable during the Succession Wars redesign, though it has been admitted the *Trebuchet* is outgunned up close by many other 'Mechs when fighting independently.

The biggest flaw in the *Trebuchet* is its lack of endurance. Though its lasers preclude any need for resupply when fighting at short range, its LRM racks only have enough ammunition for a little over a minute of continuous fire.

Deployment

House Marik is perhaps the largest user of the *Trebuchet*, thanks to its possession of Corean's and Kali Yama's facilities. At the end of the Third Succession War, the FWLM favored partnering the *Trebuchet* with the similarly armed *Archer*. And within a decade of 3039, *Trebuchet* refit and repair facilities, such as those owned by Irian, were upgraded by recovered technology to full production lines.

Variants

Two major variants have surfaced across the Inner Sphere and periphery nations. The 5J, initially developed by the Free Worlds League for more mobile regiments, replaces the arm-mounted LRM rack with five extra heat sinks and enough jump jets for a 150-meter jump capacity. Though lacking raw firepower, its ability to maneuver in hard terrain surprised the Confederation's Chesterton Reserves when it first appeared.

The second variant is a close-combat unit, replacing the LRMs with a pair of Thunderstroke SRM 6 packs mounted in the same locations. The addition of eight extra heat sinks helps this 5S model stay cool in heavy combat, but like most short-range brawlers, the 5S requires cover when closing with its victims. The FWLM paired the 5Ss with 5Ns in the late 3030s, allowing one to provide cover fire while the other closes to finish the job. These pairings have been so successful that military planners in the League have begun looking into ways to expand this practice to other units (or perhaps to new BattleMech designs) to be paired up in complementary ways.

Notable MechWarriors

Busosenshi Sharron Burgoz: Assigned to the Sorenson's Sabres as an ISF informant, Burgoz eventually grew closer to her unit than handlers anticipated. Her custom 7K *Trebuchet* (nicknamed "Snowball") was a special variant undergoing testing by the DCMS. This version was an attempt to see if direct weapons fire-support could be a viable alternative to the more traditional indirect missile support in the long term, both in combat and logistically, by replacing the conventional *Trebuchet* weaponry with an autocannon, particle projection cannon, and a single SRM 2 pack. The outcome of the experiment is unknown; the proliferation of new technology in the following decades so radically shook up the Combine's design bureaus that sensible, simple experiments like this were lost in the chaos.

Lieutenant Morgana Kirkpatrick: A support lance commander in a minor mercenary command known as Kirkpatrick's Bandit Killers, Lieutenant Kirkpatrick is a raven-haired Canopian native whose maiden name (LaFayre) and penchant for wearing black leather off-duty attire have earned her the nickname "the Witch" amongst her comrades. Yet the wife of the Bandit Killers' commander, James Kirkpatrick (and mother of the couple's only child), ranks among one of the most cool and collected warriors in the battalion. Her ancient, battle-worn *Trebuchet* was often seen holding the rear line of Bandit Killers' battle formations, providing a constant rain of cover fire alongside her heavier lancemates (including a *Quickdraw* and a *Stalker*) while fending off anything fast enough to breach the front lines to engage them directly. During a foray on the world of Andiron for House Steiner, the Witch and her *Trebuchet* "*Rain Maker*" accounted for three Circinian bandit kills, including a vintage *Hussar* whose origins remain a mystery.

TBT-5N TREBUCHET

MEDIUM 'MECHS

93

Type: **Trebuchet**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,191

Equipment

Internal Structure:

Engine: 250 12.5

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 120 7.5

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 16 22

Center Torso (rear) 7

R/L Torso 12 11

R/L Torso (rear) 5

R/L Arm 8 10

R/L Leg 12 15

Weapons

and Ammo

Location Critical Tonnage

LRM 15 RT 3 7

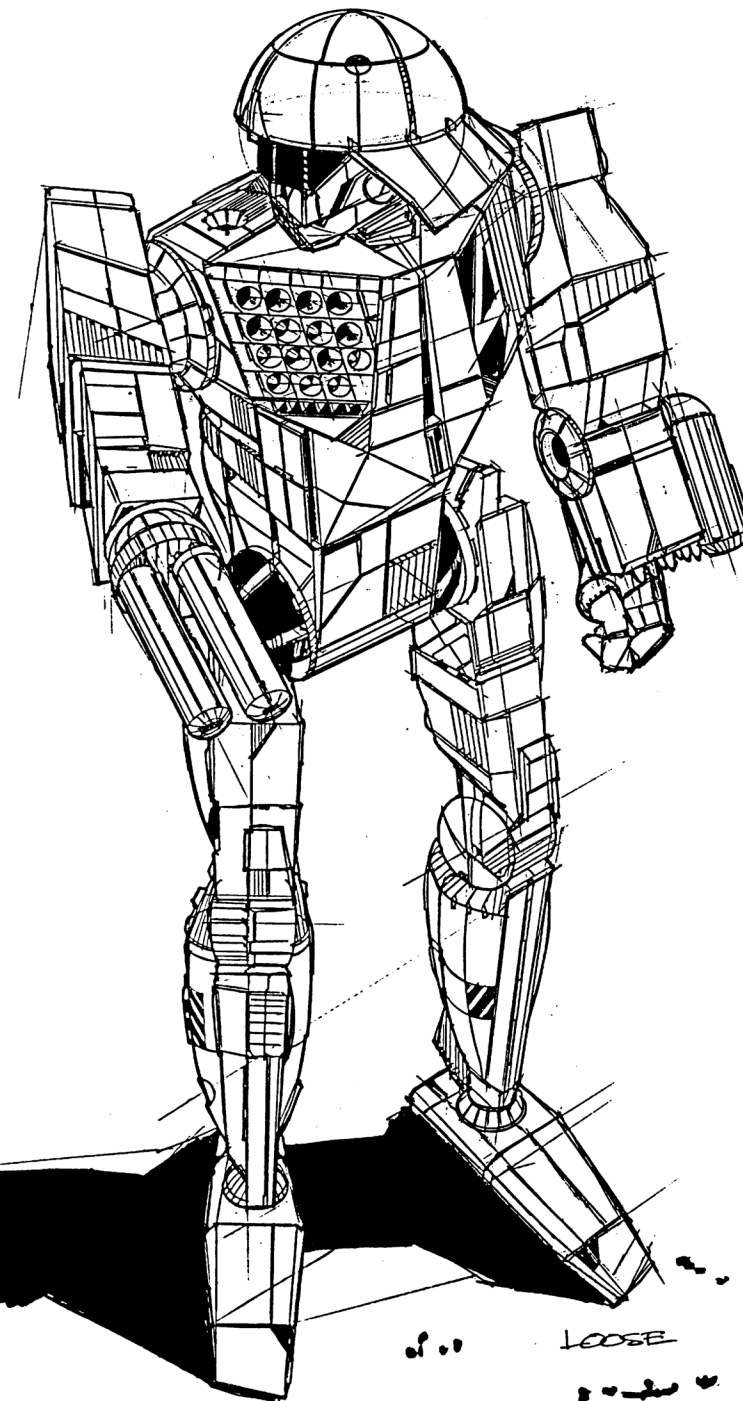
Ammo (LRM) 8 RT 1 1

LRM 15 LA 3 7

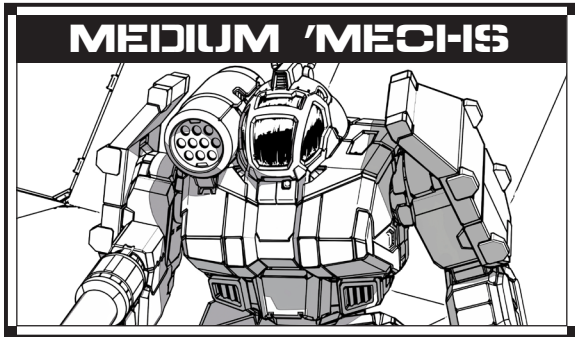
Ammo (LRM) 8 LT 1 1

2 Medium Lasers RA 1 1

Medium Laser LA 1 1



LOOSE



Mass: 55 tons

Chassis: Dorwinion Standard 55T

Power Plant: Core Tek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Swingline X-100

Jump Capacity: 150 meters

Armor: Maximillian 105

Armament:

2 Federated 10-Shot LRM Missile Systems

2 ChisComp 39 Medium Lasers

2 Federated 2-Shot SRM Missile Systems

Manufacturer: Achernar BattleMechs

Primary Factory: New Avalon

Communications System: Achernar Electronics HID-21

Targeting and Tracking System: Federated Hunter Mk. II

Overview

Designed in 2520, the *Dervish* was one of the first BattleMechs the Great Houses built in quantity. It served as a workhorse of their armies and was later commissioned into the SLDF during the bloody Reunification War. Although given a major update later in the twenty-sixth century, numbers have dwindled. Only the Federated Suns continued manufacturing the design during the Succession Wars.

Capabilities

The *Dervish* is a fire-support 'Mech with the twin LRM 10 launchers of its main battery deeply embedded in the 'Mech's torso, where they are well protected.

The supporting two-shot SRMs and their fifty-round magazines are completely self-contained within the 'Mech's paddle-like forearms. Originally these secondary missile launchers were the *Dervish's* only auxiliary weapons, but designers later strapped a medium laser on top of each launcher so that the BattleMech was not completely ammunition-dependent.

The jump jets, originally an afterthought, have proved their worth time and again, giving the *Dervish* the mobility to exploit the surrounding terrain, close quickly with an opponent, or jump out of a tight situation. Two major drawbacks with the design are its relatively weak armor and its lack of hand actuators.

Deployment

The *Dervish* remains one of the Federated Suns most common medium-BattleMech designs, and it is very popular with the Avalon Hussar regiments. The *Dervish* was one of several designs earmarked for the Federated Commonwealth regiments that were formed after the Fourth Succession War. During Deep Periphery explorations, ComStar's Explorer Corps have sighted the original *Dervish* in the ranks of Castilian forces battling the enigmatic Umayyad in Nueva Castile.

Inarguably the most famous event in which the *Dervish* played a role occurred during the First Succession War. By 2796 Kurita forces had driven deep into the Federated Suns to a position where they threatened New Avalon itself. The lightly defended world of New Rhodes III was directly on Kurita's path toward the capital, but the Seventeenth Avalon Hussars had been pulled back to defend New Avalon. Only a small guerrilla force remained.

Taking to the thick forests surrounding the planet's capital, a force of six BattleMechs commanded by Captain Conrad Warrent concealed themselves and waited. When Kurita's Second Sword of Light dropped onto New Rhodes III, they discovered no armed resistance. They began the task of building up a stockpile of supplies to support the final drive on the heart of the Federated Suns.

The Second Sword of Light had rounded up the sullen populace and was busy parading their awesome strength before a captive audience when Warrent's *Dervishes* and *Enforcers* came boiling out of the river bordering the supply

dump. Ignoring the enemy for the moment, the *Dervishes* fired salvo after salvo at the supplies. As one ammunition pile after another blew sky-high, the populace sent up a cheer. Time and again, a *Dervish* emerged from the flames, fired missiles at the Kurita 'Mechs, then disappeared back into the smoke. Holding their fire for fear of destroying even more supplies, it took the Sword of Light ten hours to track down and kill Warrent's command.

To this day historians continue to argue over whether the damage inflicted during this gallant action prevented the invasion of New Avalon. The one undeniable effect of the attack of the "Whirling Dervishes" was that it boosted the morale on both New Rhodes III and on New Avalon, where smuggled tapes of the event were broadcast.

Variants

No production variants of the *Dervish* exist.

The original design used primitive components similar to those used in the first BattleMech, the *Mackie*. During the Reunification War, funds provided by the Terran Hegemony allowed the other League Member States to upgrade their last original-model *Dervishes*, generally found lingering in backwater militias, to the DV-6M standard.

Notable MechWarriors

MechWarrior Hap "Madman" Carsburg: Something of a con man, Carsburg has seen his share of jails. At times when the success of his elaborate cons has brought in a fair sum, he plays the benevolent fool, sporting ridiculous hats and carrying a sword. When he inevitably loses the money, he becomes dark and moody, waiting for the inspiration to create a new scheme.

His erratic behavior during the invasion of Liao in the Fourth Succession War saw Carsburg being cashiered from the Thirty-third Avalon Hussars. Turning to the mercenary life, Carsburg joined the flamboyant Greenberg's Godzillas.

Leftenant Billy Linderman: During the War of 3039, Linderman's fire lance used the new Listen-Kill missiles to cut down fleeing Fourth Ghost Regiment 'Mechs on Rochester. The *Dervish's* speed and mobility allowed the Third Ceti Hussars MechWarriors to stay out of reach of Kuritan PPCs.

DV-6M DERVISH

MEDIUM 'MECHS

95

Type: **Dervish**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,146

Equipment

Internal Structure: 5.5

Engine: 275 15.5

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 120 7.5

Internal
Structure

Armor
Value

Head 3 8

Center Torso 18 20

Center Torso (rear) 4

R/L Torso 13 15

R/L Torso (rear) 4

R/L Arm 9 10

R/L Leg 13 15

Weapons

and Ammo

Location Critical Tonnage

LRM 10 RT 2 5

Ammo (LRM) 12 RT 1 1

LRM 10 LT 2 5

Ammo (LRM) 12 LT 1 1

Medium Laser RA 1 1

Medium Laser LA 1 1

SRM 2 RA 1 1

Ammo (SRM) 50 RA 1 1

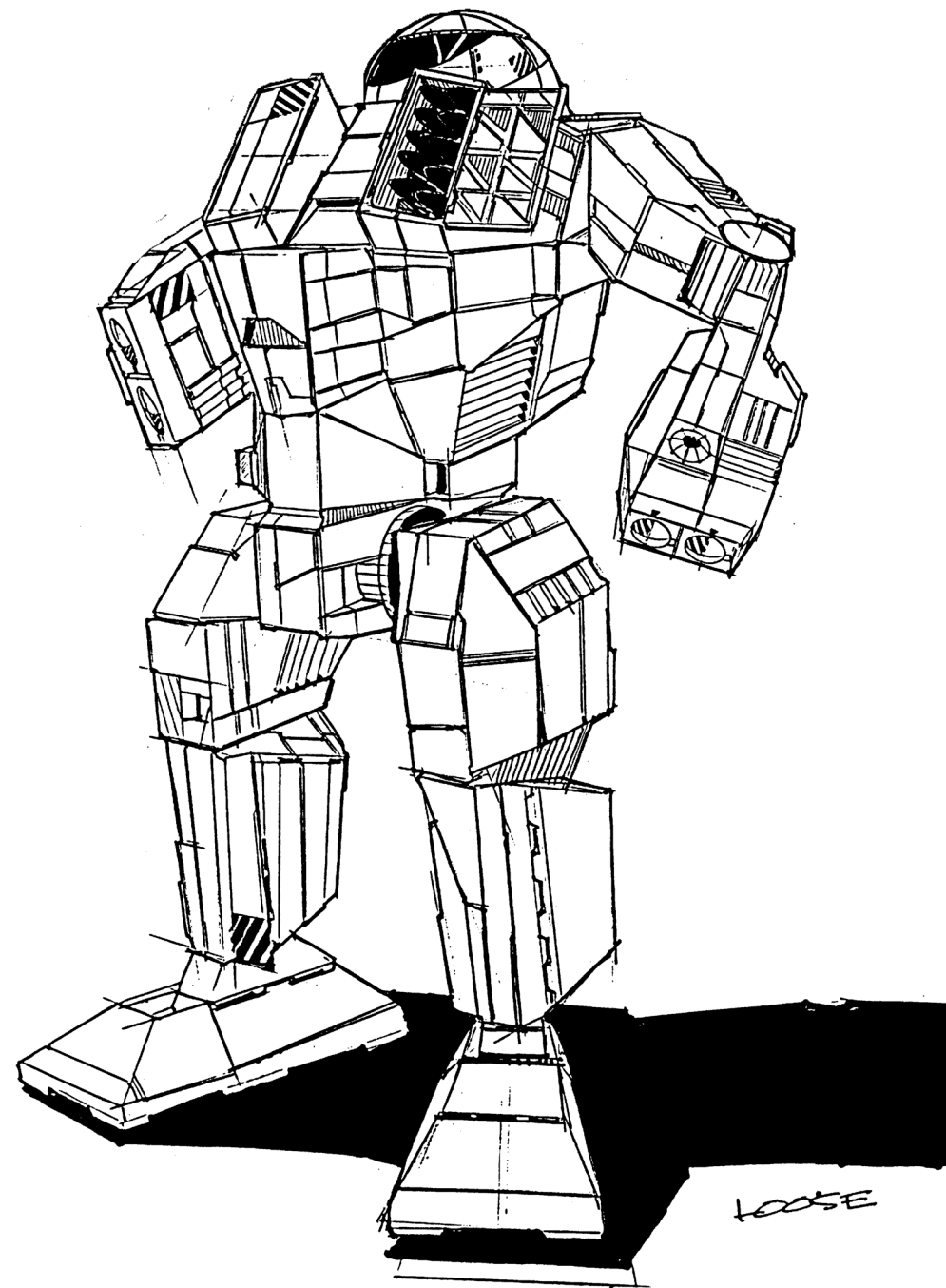
SRM 2 LA 1 1

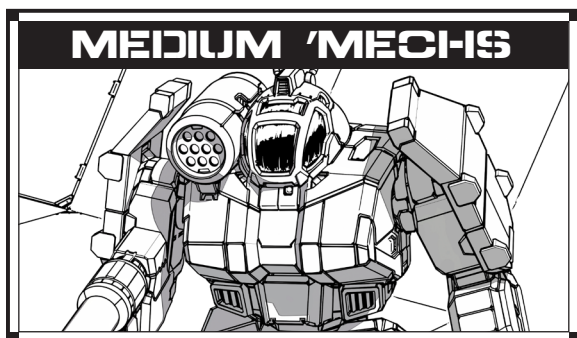
Ammo (SRM) 50 LA 1 1

Jump Jets RL 2 1

Jump Jets LL 2 1

Jump Jet CT 1 .5





Mass: 55 tons

Chassis: MW240

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: GE-2200

Jump Capacity: 150 meters

Armor: Kemplar 5000

Armament:

1 Lord's Light P1 PPC

1 Thunderstroke SRM-6

2 Argra 1L Medium Lasers

Manufacturer: New Samarkand Armor Works,
Merryweather Industries

Primary Factory: New Samarkand (NSAW; closed 2488),
Alula Australis (Merryweather; closed 2495)

Communications System: Fujika Multiband

Targeting and Tracking System: General systems AV-12

Overview

Following the raid in 2461 that netted BattleMech plans for the Draconis Combine, House Kurita set out on a crash course of construction. To build this first design, the paranoid Coordinator Kozo Von Rohrs established a secret division of New Samarkand Metals, watched over obsessively by his newly formed Draconis Elite Strike Teams. It would be up to New Samarkand Armor Works to tackle the Herculean task (when the capital of the Draconis Combine moved, NSAW migrated wholesale, becoming Luthien Armor Works). Due to the restrictions of personnel and resources from such secrecy, the -1R would not reach full production until 2468.

Following the disastrous assault on the world of Nox—the first large-scale 'Mech vs. 'Mech battle—in 2475 against House Steiner, additional resources were poured into the nascent 'Mech program. Advances in new technologies meant an end to the “primitive era” of 'Mech production. With the *Gladiator* forever dishonored by the Nox affair, the Combine moved on to produce its first “modern era” BattleMech in 2487, the *Von Rohrs*. A non-primitive -2R did appear in some Kurita regiments; most likely an NSAW test bed to perfect manufacturing techniques for the *Von Rohrs*.

How the Terran Hegemony company Merryweather Industries obtained specifications for the *Gladiator* is unknown. Merryweather was the first company not intrinsically linked to a large government to attempt to build a BattleMech, and their preliminary planning involved a significant structural re-design of the machine before they began work on the -3R. The small company immediately proved the danger of tackling an undertaking as complicated and expensive as 'Mech production. Already behind the technology curve of the Terran Hegemony—and even the Great Houses—the company nearly went bankrupt to finish their first run in 2490, and the lackluster design was only picked-up by planetary militias. [EDITOR'S NOTE: The MRBC erroneously noted this date as 2468]. Though they managed to secure backing to design a new variant and start a second production run with the -4R, the full run was never finished. Following the debacle, Merryweather Industries re-organized to produce IndustrialMechs and eventually became a statistic of the Succession Wars.

Capabilities

The GLD-4R employed a simple weapons load-out. A PPC provided long-range punch, while twin medium lasers conveyed short-range fire support along with an SRM 6 rack. A respectable eighty-four kilometers an hour top speed, combined with jump jets, newly installed on the -4R, provided solid maneuverability.

Deployment

The dishonor of the *Gladiator*, along with its primitive construction, meant House Kurita never salvaged any GLD-1R losses, and the machine quickly became extinct. A handful of -3R and -4R *Gladiators* can still be found in the hands of planetary militias and low-tier mercenary commands.

Variants

The GLD-1R utilized primitive technology, so little room remained for weaponry—a large laser and two medium lasers—and its maximum speed remained less than seventy kilometers per hour; the -2R retained the same weaponry but installed modern components, increasing the machine's speed.

The first Merryweather test bed, the 3R, retained the speed of the 2R, but mounted twin LRM 10 racks in place of the large laser.

Upgrades

An upgraded *Gladiator* has recently appeared, piloted by Major Alex Keller. Utilizing the full resources of Keller's connections, the original specs can hardly be seen behind the gleaming, cutting-edge equipment. A light fusion engine and XL Gyro—albeit with the same movement profile of the original—frees up significant space, while the addition of improved jump jets and an experimental supercharger helps alleviate maneuverability issues. A snub-nosed PPC (including a prototype capacitor), twin extended-range medium lasers, and MML-5 rack provide substantial firepower. An Improved C3 unit rounds out the design.

StarCorps, after reviewing live fire footage of the design, has begun a limited production of the 5R, removing the experimental equipment and spending the weight savings on heat sinks and an Artemis FCS for the MML-5.

Notable MechWarriors

Major Alex Keller: His arrival on the scene with mysterious connections to Interstellar Expeditions quickly placed Major Alex Keller and his Devil's Brigade on the map. In just a few short years their links to StarCorps, their connections to Chandrasekhar Kurita, and their discovery of the Hegemony Memory Core on New Dallas—not to mention their obsessive fight against the Word of Blake—have ensured that Major Keller and the Brigade are on most “watch” lists. Keller's blunt, sarcastic manner and his dedication to a wildly upgraded ancient 'Mech has many of his fellow mercenary leaders calling him an eccentric glory hound.

GLD-4R GLADIATOR

MEDIUM 'MECHS

97

Type: **Gladiator**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,291

Equipment

Internal Structure:		Mass
Engine:	275	5.5
Walking MP:	5	15.5
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13	3
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

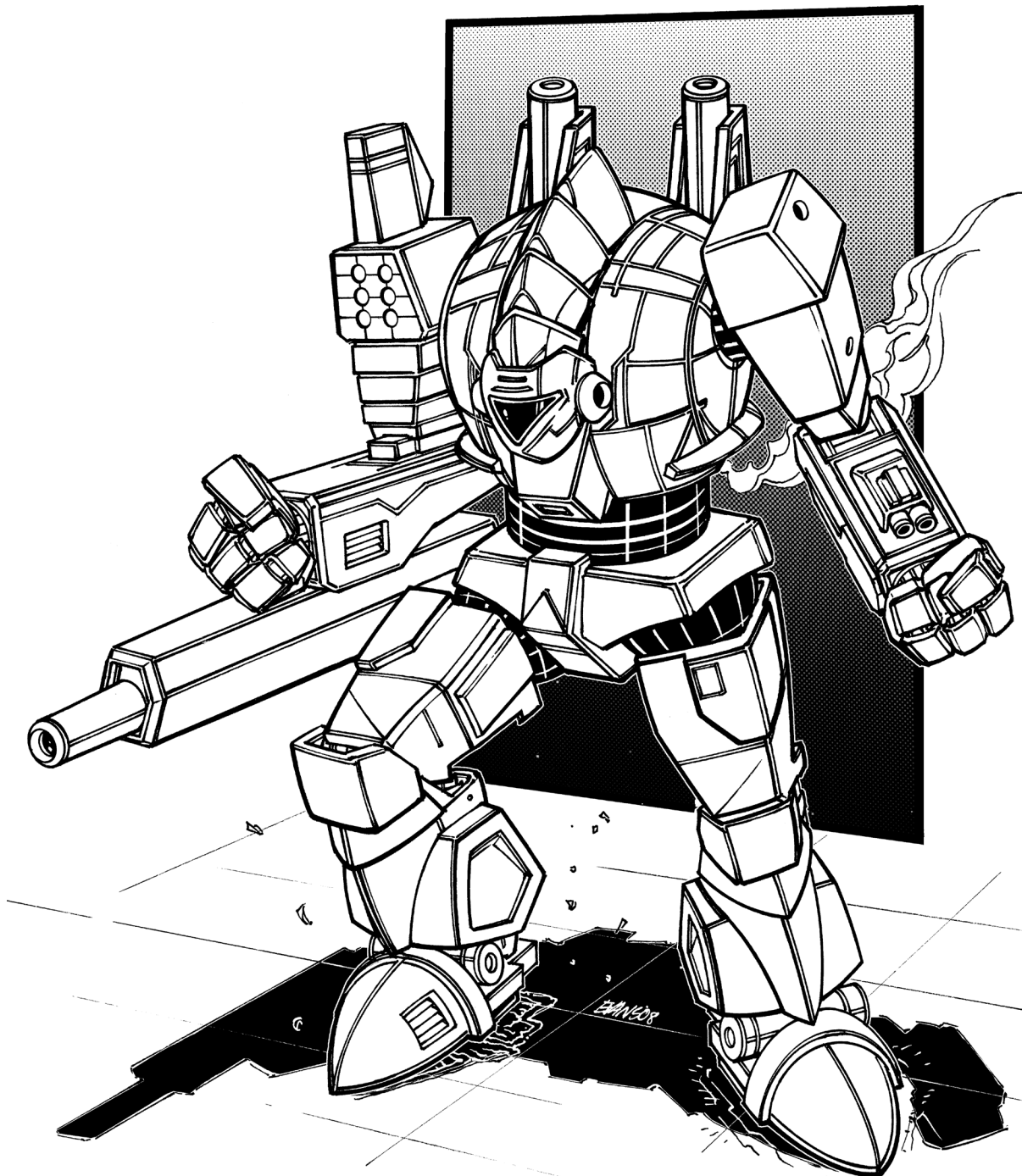
Internal
Structure

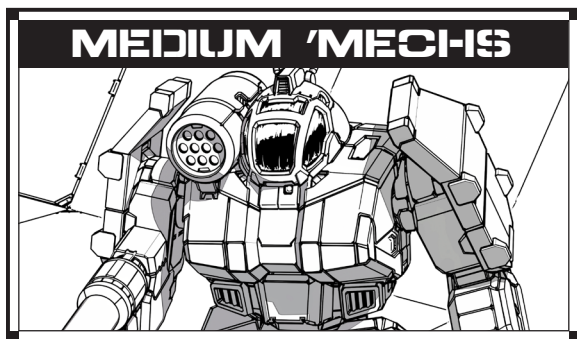
Armor
Value

Head	3	9
Center Torso	18	26
Center Torso (rear)		5
R/L Torso	13	19
R/L Torso (rear)		3
R/L Arm	9	15
R/L Leg	13	19

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
SRM 6	RA	2	3
Ammo (SRM) 15	LT	1	1
2 Medium Lasers	LA	2	2
Jump Jet	CT	1	.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1





Mass: 55 tons

Chassis: Earthwerks GRF

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Rawlings 55

Jump Capacity: 150 meters

Armor: Starshield A

Armament:

1 Fusigon Particle Projectile Cannon

1 Delta Dart Long Range Missile Ten-Rack

Manufacturer: Earthwerks Incorporated,

Defiance Industries, Kallon Industries

Primary Factory: Keystone (Earthwerks),

Hesperus II (Defiance), Talon (Kallon)

Communications System: Neil 6000

Targeting and Tracking System: Octagon Tartrac,
System C

Overview

One of the first designs to fill the void between the massive *Mackie* and the smaller recon 'Mechs, the *Griffin* was considered an advanced design for the time. With the mobility of a recon unit and the firepower and armor of a heavy 'Mech, Earthwerks' creation reigned supreme on the battlefield for a brief period. Then everything else caught up, leaving the *Griffin* filling the role of a mobile fire-support unit.

Capabilities

Fast and equipped with substantial long-range striking power, the *Griffin* is a favorite of pilots and commanders. With two tons of ammo for the missile launcher and almost ten tons of armor, the *Griffin* has staying power as long as the pilot watches heat levels. The only notable weaknesses the 'Mech possesses are the lack of short-ranged weapons and the concentration of weaponry on the right side.

A Lyran *Griffin* and *Black Knight* battled a Davion *Grasshopper* and *Trebuchet* on New Earth in the Second Succession War over a cache of *Stingrays*. With the *Griffin* providing fire support, the *Knight* closed but collapsed after inflicting massive damage. When a well-placed PPC shot detonated the *Trebuchet's* ammunition, the combat became a duel between two abused 'Mechs. Damage to the 'Mechs' legs limited their mobility, and both kept collapsing. The *Griffin* finally backed off and used its PPC to finish the crippled *Grasshopper*. After the battle, the exhausted MechWarriors found their efforts were moot—a treaty hammered out by diplomats gave the fighters back to the Free Worlds League.

Deployment

Any major military will have *Griffins* on their roster. The Capellan Confederation is the only great House not manufacturing the design, but they are able to purchase a limited number from the Taurian Concordat.

Variants

The only production variant is made on Hesperus II by Defiance Industries. The GRN-1S downgrades the PPC to a large laser and the LRM-10 rack to a five-tube rack but adds a pair of medium lasers and four additional heat sinks. This has turned the *Griffin* from a long-range support 'Mech into a medium-range brawler.

Notable MechWarriors

MechWarrior "Dropkick" Darwin Webster: A member of Winfield's Brigade, "Dropkick" is well known for using his *Griffin*, "Hopalong" to get in close against opponents. Shocked by his presence, they aren't ready for his version of death from above, the jump-kick. Though this has left Hopalong battered, his opponents take the brunt of the damage.

MechWarrior Elle Bennett: A new recruit from Sanglamore, Elle performed admirably as the Fifth Donegal Guards drove into the Draconis Combine during the War of 3039. On Alrakis, Combine forces weren't ready for "Sparky," her *Griffin* modified to replace the launcher with five medium lasers, armor, and another heat sink. On Alrakis, Elle would trade fire with *Shadow Hawks* and *Dragons* before closing on them. At short range, they found themselves outmatched by Elle and Sparky but unable to escape. Elle racked up eight kills this way, leaving a laser-cut "E" in each victim's fallen 'Mech.

MechWarrior Pers Stromsky: A member of Bandit King Redjack Ryan's motley 'Mech force, Pers Stromsky is known for his merciless combat style. There are many stories of his sadistic practice of kicking in the cockpits of disabled enemy 'Mechs to ensure the death of the MechWarrior still inside. Redjack Ryan and his men excuse Stromsky's inhuman behavior, saying that he has become more than half machine himself, with both legs, one arm, and the right side of his face now encased in bionic material. Stromsky survived one of the greatest horrors a MechWarrior has to face, that of a cockpit burn through in an overheated 'Mech. Some warriors who know Stromsky say that he tries to destroy disabled MechWarriors out of mercy, so that they will not have to burn as he did, trapped in a disabled 'Mech. Whatever the truth, both House Kurita and House Davion have placed a high price on his head.

GRF-1N GRIFFIN

MEDIUM 'MECHS

99

Type: **Griffin**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,272

Equipment

Internal Structure:

Engine: 275 15.5

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 12 2

Gyro: 3

Cockpit: 3

Armor Factor: 152 9.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 18 20

Center Torso (rear) 7

R/L Torso 13 20

R/L Torso (rear) 6

R/L Arm 9 14

R/L Leg 13 18

Weapons

and Ammo

Location Critical Tonnage

PPC RA 3 7

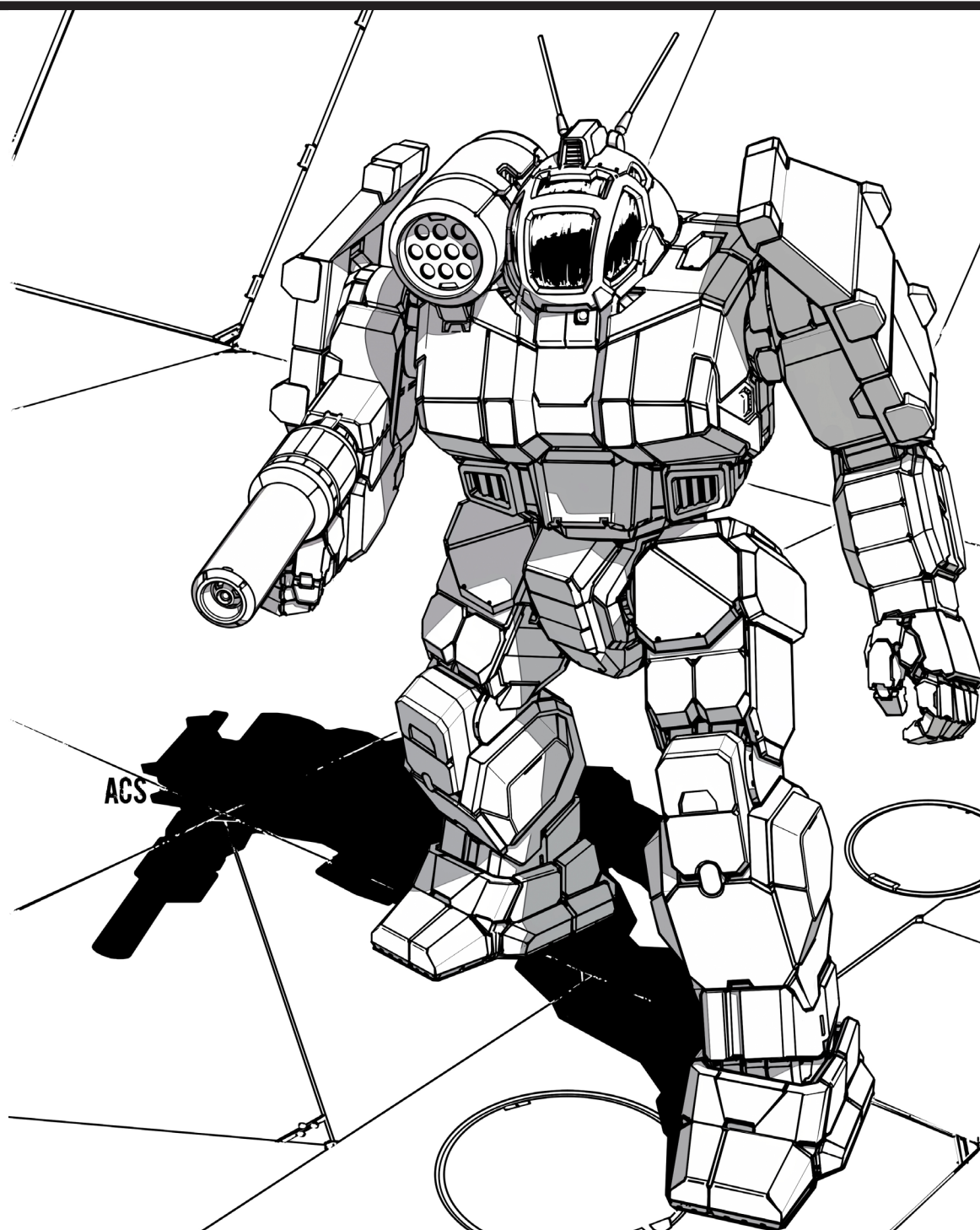
LRM 10 RT 2 5

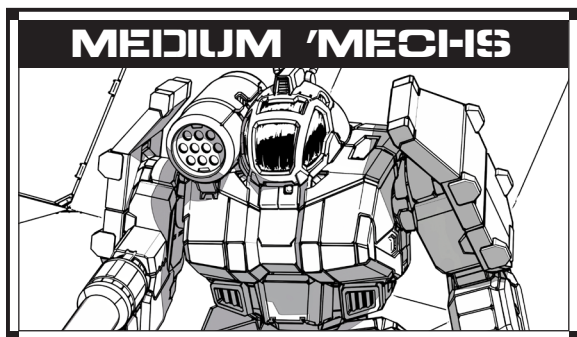
Ammo (LRM) 24 RT 2 2

Jump Jets RT 2 1

Jump Jets LT 2 1

Jump Jet CT 1 .5





Mass: 55 tons
Chassis: Star League HO-01a
Power Plant: DAV 220
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: DuraShield 12-b.1
Armament:
1 Mydron Excel LB 10-X Autocannon
1 Conan/5 LRM-5
Manufacturer: Martinson Armaments
Primary Factory: Terra (destroyed 2767)
Communications System: MultiGab 2000
Targeting and Tracking System: Dalban HiRez II

Overview

Conceived of as a support 'Mech, Martinson Armaments produced the *Hoplite* for deployment with the infantry divisions of the newly created Star League Defense Force. Entering service in 2578, the 'Mech saw extensive action in the opening battles of the Reunification War. After a failed attempt to create a mainline combat version, Martinson upgraded the electronics to create the HOP-4C. This version continued in service into the twenty-seventh century, when it was relegated to Terran Hegemony Militia commands.

Originally thought to have been lost in the chaos of the Amaris Coup and Succession Wars, the design reappeared in the ranks of Wolf's Dragoons. Following the start of the Clan Invasion the mercenaries refitted their *Hoplites* with recovered Star League technology.

Capabilities

Intended to operate closely with infantry, the *Hoplite's* uninspired top speed is little hindrance. However, attempts to deploy the 'Mech in other roles met with varied success. Reliable and with low maintenance requirements, the *Hoplite's* over-dependence on ammunition keeps it firmly anchored to its supply lines.

Wolf's Dragoons have field-modified their *Hoplites*, replacing the old autocannon with a Mydron Excel LB 10-X, a weapon with improved accuracy and range. Lighter than the Luxor HV autocannon, the upgrade allowed magazine capacity to be doubled.

Deployment

The *Hoplite* first saw action against Taurian troops on Ridgebrook. Surprisingly capable of absorbing considerable punishment, the *Hoplites* allowed the infantry of Second Division to withstand determined Concordat counterattacks. With frontal assaults failing to break the SLDF line, the Taurians were forced to fall back on the defensive. Having demonstrated its effectiveness, the *Hoplite* became a common sight in 'Mech battalions assigned to work with the SLDF's infantry formations.

As the Reunification War dragged on, the *Hoplite* became outmoded when the SLDF's tactical doctrine evolved in the face of the realities of Taurian campaign. With increasingly advanced designs coming out of the Terran Hegemony's factories, the *Hoplite* was redeployed to serve alongside designs such as the *Mackie* and *Banshee* in Hegemony militia units. These commands would suffer the heaviest casualties, with most being killed to the last warrior, when the Rim World Republic seized control of the Terran Hegemony in late 2766 to early 2767.

Today the *Hoplite* now only appears in the ranks of Wolf's Dragoons. Drawing equipment from the oldest Clan Wolf Brian Caches, the Dragoons were unaware that the lost 'Mech would draw so much attention. Cut off from the Homeworlds after 3020, the Dragoons no longer have access to the resources to replace lost *Hoplites*. By the end of the Fourth Succession War only a handful remained in the mercenary's ranks, and these were later consigned to the Home Guard.

Variants

The original HOP-4A is essentially identical to the HOP-4C. The older Dalban Sniper targeting system was upgraded to the Dalban HiRez during the Reunification War to counter the increasingly sophisticated Taurian ECM systems.

Wolf's Dragoons fielded a single example of the HOP-4B during the Fourth Succession War. An unsuccessful attempt by Martinson Armaments to produce a main battle 'Mech, the 4B carries a Magna Hellstar PPC in place of the autocannon and upgrades the missile launcher to a Mitchell Systems LRM-15 rack and two tons of ammunition.

The Dragoons have also upgraded the *Hoplite* with salvaged ClanTech taken on Luthien. Designated the *Hoplite C*, this version mounts ten tons of Clan ferro-fibrous armor and ten double heat sinks. Primary armament consists of an Ultra AC/10 with three tons of ammunition and an LRM-15 with two tons of ammunition. Secondary weaponry consists of three torso-mounted medium lasers, two pulse and one extended-range.

Notable MechWarriors

Kevin Tolek: Amongst the orphans inducted into Wolf's Dragoons after the Fourth Succession War, Tolek joined Gamma Regiment just in time for the Clan invasion. Distinguishing himself by scoring three kills against the Nova Cats on Luthien, Tolek went on to build a formidable reputation for himself.

When Wayne Waco (serving as the Word of Blake's cat's-paw) launched his surprise attack on Outreach, Gamma returned to Outreach and secured the world while other commands launched the ill-fated attack on Mars. Soon Tolek was locked in combat with Blakist troops amidst the rubble of Harlech. Salvaging a Home Guard *Hoplite* after his *Imp* was destroyed, he remained on Outreach with the other Gamma survivors to continue a guerrilla campaign while Alpha fled with the Dragoons' dependents.

Extracted from Outreach by a Clan Wolf (in-Exile) force in 3068, Tolek was reunited with other Dragoon survivors on Arc-Royal.

HOP-4D HOPLITE

MEDIUM 'MECHS

101

Type: **Hoplite**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,022

Equipment

Internal Structure:

Engine: 220

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 16

Gyro: 3

Cockpit: 3

Armor Factor: 184

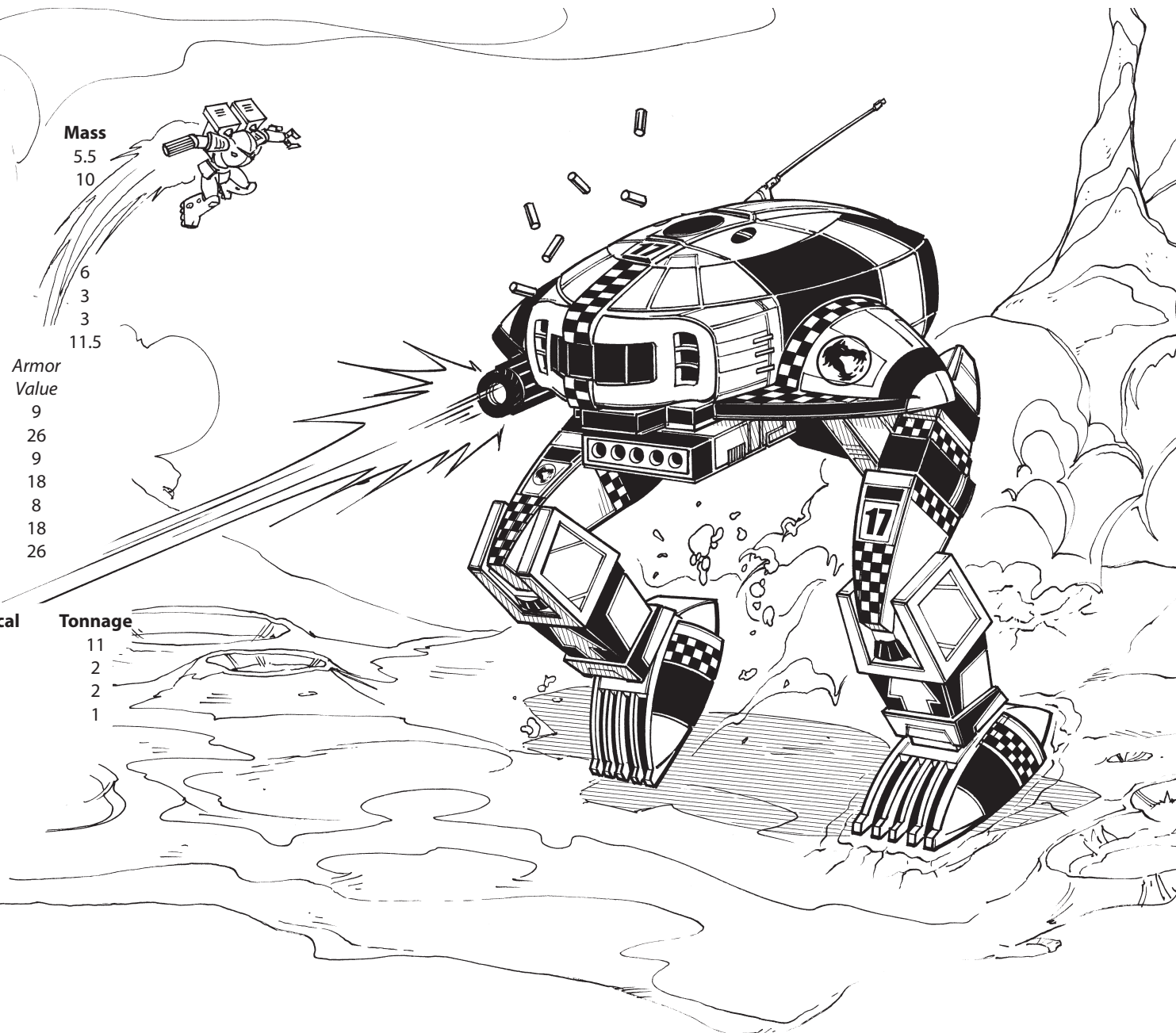
Internal
Structure

Mass

5.5

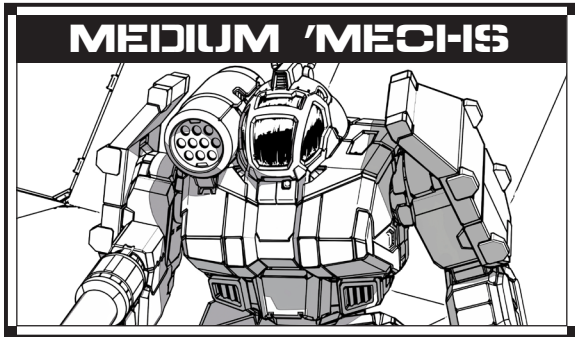
10

11.5



Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
LRM 5	LA	1	2
Ammo (LRM) 24	CT	1	1



Mass: 55 tons

Chassis: Technicron-1

Power Plant: Core Tek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Leopard V Ferro-Fibrous

Armament:

1 Magna Mk. III Large Laser

1 Holly LRM-5 Missile Rack

2 Hovertec SRM-6 Missile Racks

2 Magna Mk. II Medium Lasers

Manufacturer: General Mechanics

Primary Factory: Mars

Communications System: OmniComm 3

Targeting and Tracking System: Starbeam 3000

Overview

When ComStar took command of Terra, it inherited not only a significant amount of military materiel, it also took charge of the system's many prodigious armaments factories. Though ComStar ultimately mothballed those factories, it nonetheless sat upon the largest military stockpile in the Inner Sphere. The *Kintaro*, a medium BattleMech in those warehouses, was one of the designs ComStar supplied the Draconis Combine during the 3030s. Though stripped of its advanced technology, it nonetheless proved a valuable addition to the Combine's rapidly expanding military, as well as to the Com Guards and, later, the Word of Blake.

Capabilities

The KTO-19 *Kintaro* was originally designed around the Narc missile beacon, mounting complementary short and long-range missile launchers. When ComStar gave the 'Mechs to the Combine, ComStar technicians stripped the Narc launcher out, replacing it with a standard large laser from their warehouses. Supported by a pair of arm-mounted medium lasers and the SRMs, the KTO-20 *Kintaro* has a powerful short-range punch, although it is designed to wear down or finish off a target rather than deliver crippling blows. Something of an afterthought, the single LRM-5 launcher allows the 'Mech to harass opponents from range.

Its real strength comes from its mobility and hearty armor protection. A CoreTek 275 fusion engine gives the *Kintaro* a maximum speed of just under 90 kph, making the 'Mech a capable cavalry brawler. Ten full tons of ferro-fibrous armor—the bit of lostech, along with double heat sinks, that ComStar chose not to strip from the 'Mech—give it superior protection. Considering the 'Mech's typical combat profile of “get in and get out,” most *Kintaro* pilots believe it is sufficient.

Deployment

Both ComStar and the Word of Blake militia widely deploy the *Kintaro*, having placed it in every division. Apparently, the Word of Blake restarted production of the 'Mech on Mars several years ago and has created a number of Level II formations solely of *Kintaro* variants, giving them ideal spotters for both their fire-support formations as well as C³i-equipped battle groups. Based on Jihad battlefield reports, it is clear that the Word of Blake also supplied many of their mercenary units with the *Kintaro* as well.

The great majority of the Draconis Combine's *Kintaros* reside within the Ghost Regiments, those units that were secretly raised during the 3030s using ComStar-provided materiel and manned with *yakuza*-trained MechWarriors. Many also operate within the Sword of Light regiments.

Variants

ComStar and the Word of Blake both field the KTO-21 *Kintaro* variant that drops the LRM rack, upgrades the lasers

to ER versions and mounts both iNarc and C³i systems. This was the first 'Mech that carried both of these high-tech advancements into battle, proving their success during the assault on the Clans and the FedCom Civil War.

The Combine fields its own *Kintaro* variants, the first of which removes one of the medium lasers to make room for a C³ slave. The second drops the large laser and LRM rack to mount jump jets, upgrades the SRM launchers to Streak versions with CASE-protected ammunition stores, adds a third medium laser—all likewise upgraded to ER versions—and includes an increasingly standard C³ module.

Notable MechWarriors

Chu-sa Rachel Sakurai: Assigned as the Combine's military attaché to ComStar on Orestes, *Chu-sa* Sakurai found herself embroiled in a rabid battle between ComStar and the Word of Blake when the Jihad finally struck the world. Rather than allow herself to be caught up in the fury, she focused her energies on protecting the citizens of the world, working with local police and Orestes militia to keep the streets safe from the roving war bands. Twice her *Kintaro* has suffered crippling strikes while she was protecting a civilian shelter, and both times she was saved at the last minute by the timely arrival of militia reinforcements.

Adept IV Thim Nho: The lynchpin in the Blakist Eighth Division's Dragon's Teeth battalion-sized hunter-killer strike team, Adept Nho and her comrades infiltrate enemy lines to sow their insidious seeds upon their unsuspecting enemies. “Tagging” enemy 'Mechs with a variety of iNarc electronics pods, they lay the groundwork for the rest of their Level III, or even the entire division, to come in and lay waste to a group as large as a force of assault 'Mechs. Since the beginning of the Jihad, she and the other members of her Level III have claimed hundreds of kill assists, marking her as a target for many bounty hunters looking to claim the sizeable price on her head.

KTO-20 KINTARO

MEDIUM 'MECHS

103

Type: **Kintaro**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,357

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Mass

5.5

15.5

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons

And Ammo

Location

Critical

Tonnage

2 Medium Lasers

SRM 6

LRM 5

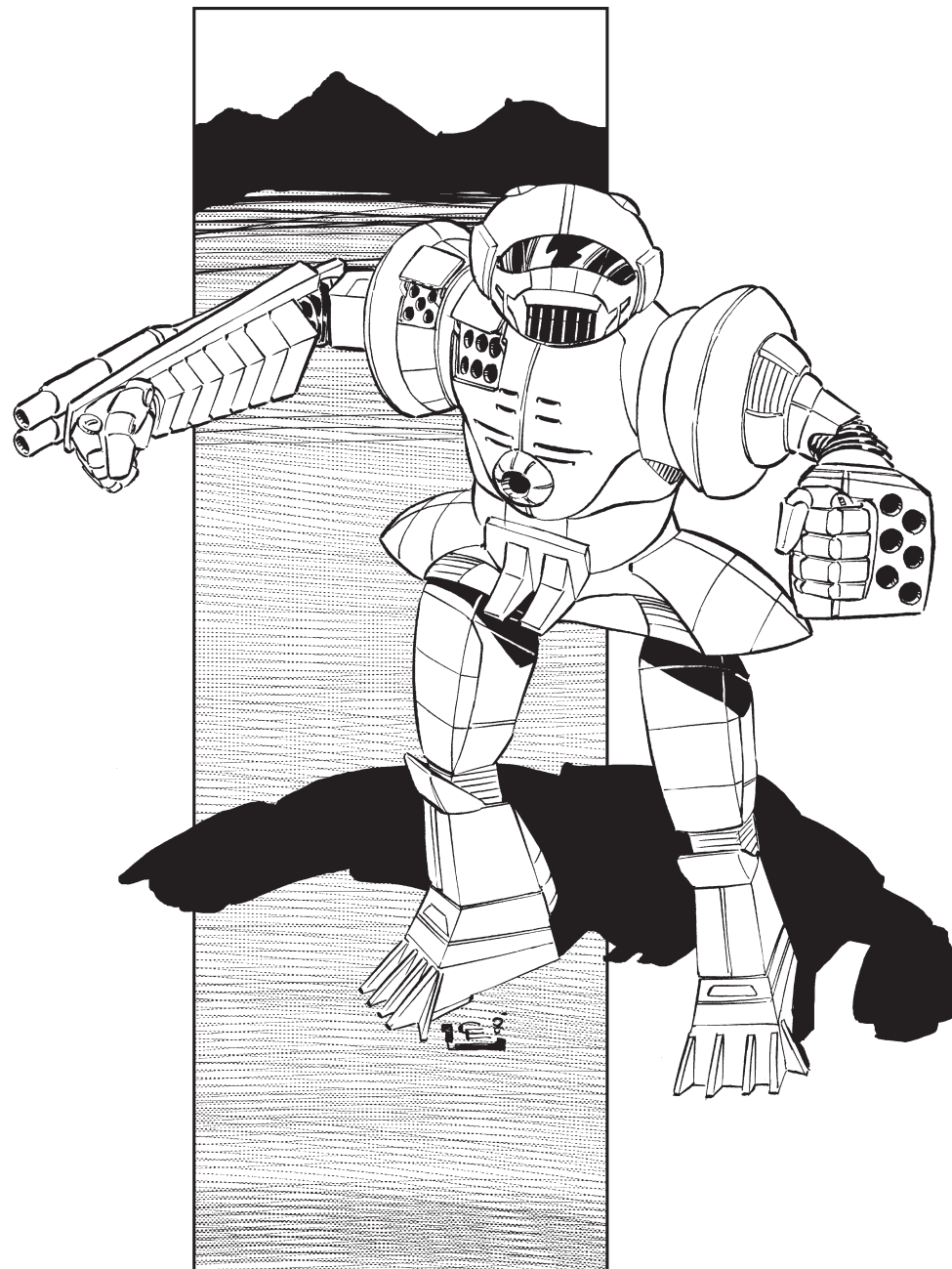
SRM 6

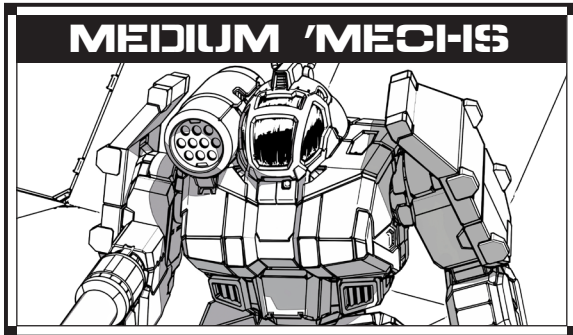
Ammo (SRM) 15

Ammo (LRM) 24

Ammo (SRM) 15

Large Laser





Mass: 55 tons

Chassis: Earthwerks SHD

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Pitban LFT-50

Jump Capacity: 90 meters

Armor: Maximillian 43

Armament:

1 Armstrong J11 Autocannon

1 Holly Long Range Missile 5 Rack

1 Holly Short Range Missile 2 Pack

1 Martel Model 5 Medium Laser

Manufacturer: Earthwerks Incorporated,

Majesty Metals and Manufacturing

Primary Factory: Calloway VI (Earthwerks),
Dunianshire (Majesty)

Communications System: O/P 300 COMSET

Targeting and Tracking System: O/P 2000A

Overview

Though debuting years earlier, the *Shadow Hawk* was forced into a recall when it was discovered that the armor plating could sever key myomer bundles during combat. The overhaul went smoothly and production restarted in 2550, which many historians deemed as the true debut of the multi-role design.

Capabilities

The Star League wanted a medium BattleMech that could function in a variety of roles, and that is what the *Shadow Hawk* delivered. For long- and medium-range exchanges, the Armstrong Autocannon and Holly LRM rack do the job adequately, backed by an SRM launcher and medium laser at short range.

Its pilots however, value the advanced life-support system the most. The Sparrow 300J is known for keeping MechWarriors comfortable almost a third longer than most other systems, allowing for a sharper and more relaxed pilot during long missions.

Deployment

In widespread use throughout the Inner Sphere and Periphery, the *Shadow Hawk* has always been considered one of the most versatile designs in its weight class, and it boasts an impressive battle record. With its jump capacity and dexterous hand actuators, *Shadow Hawks* have been used for reconnaissance, fire support, raiding, and a wide variety of other operations, both large and small.

The Second Proserpina Hussars used several lances of their 2K variants to great effect while raiding Hean in 2920. Attacking supply bases, both sides took heavy losses, but the Hussars were able to capture several hundred tons of supplies and destroyed thousands more. The logistical problems caused by these raids would frustrate the Davion troops in future campaigns against both the Combine and the Confederation.

Variants

Houses Kurita and Davion have modified their *Shadow Hawks* in great numbers.

The Federated Suns 2D model removes much of its armor for a second medium laser and SRM pack, and an additional two heat sinks. While impressive in firepower, its four-and-a-half tons of armor is completely inadequate, and units with these *Shadow Hawks* deploy them in ambushes, hoping to get a deadly opening salvo before falling to counter fire.

House Kurita on the other hand, has a much different variant in the form of the 2K. All the weapons save the LRM system are replaced by heat sinks and a PPC. Highly esteemed by those that pilot it, many Lyran soldiers derided the variant as a "*Griffin* knockoff" despite its contribution to victories on Alexandria and Baxter.

Notable MechWarriors

Sergeant Celeste Rio: With her bionic arm and a personality perceived as even more mechanical, MechWarrior Rio gained infamy among the Houses and many mercenary units when Hansen's Roughriders raided the system of Shiloh for the Lyran Commonwealth. Marik Fighters heavily contested the combat drop, but Rio was credited with scattering the defenders by shooting down a pair of aerospace fighters during her atmospheric descent, which resulted in a crash landing and the loss of her arm. Though several generous offers for her to transfer to other units followed, she instead settled into semi-retirement, training new recruits for her unit.

Major Sergei Vang (The Death's Head): Currently assigned as a training instructor at Davion's Meistmorn Academy on Doneval II, Major Vanghas proved himself many times as a competent leader and MechWarrior. Though he bears several scars and a total loss of hair due to encounters with The Black Widow, he is one of the few to have survived fighting the Widow twice.

Captain Lori Kalmar-Carlyle: Captain Kalmar-Carlyle is the wife of Gray Death Legion CO Grayson Carlyle. She is the command's executive officer and is part of the command lance. Her *Shadow Hawk*, "*Boss Lady*," is Carlyle's former 'Mech. Kalmar-Carlyle's expertise is mobile combat, allowing her to serve as the command lance's mobile observation post. Her greatest fear is the element of fire, a phobia which predates an incident in which Carlyle forced her surrender with an Inferno missile. She was the first recruit for what eventually became the Legion.

SHD-2H SHADOW HAWK

MEDIUM 'MECHS

105

Type: **Shadow Hawk**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,064

Equipment

Internal Structure:

Engine: 275 15.5

Walking MP: 5

Running MP: 8

Jumping MP: 3

Heat Sinks: 12 2

Gyro: 3

Cockpit: 3

Armor Factor: 152 9.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 18 23

Center Torso (rear) 8

R/L Torso 13 18

R/L Torso (rear) 6

R/L Arm 9 16

R/L Leg 13 16

Weapons

and Ammo

Location Critical Tonnage

AC/5 LT 4 8

Ammo (AC) 20 LT 1 1

LRM 5 RT 1 2

Ammo (LRM) 24 RT 1 1

SRM 2 H 1 1

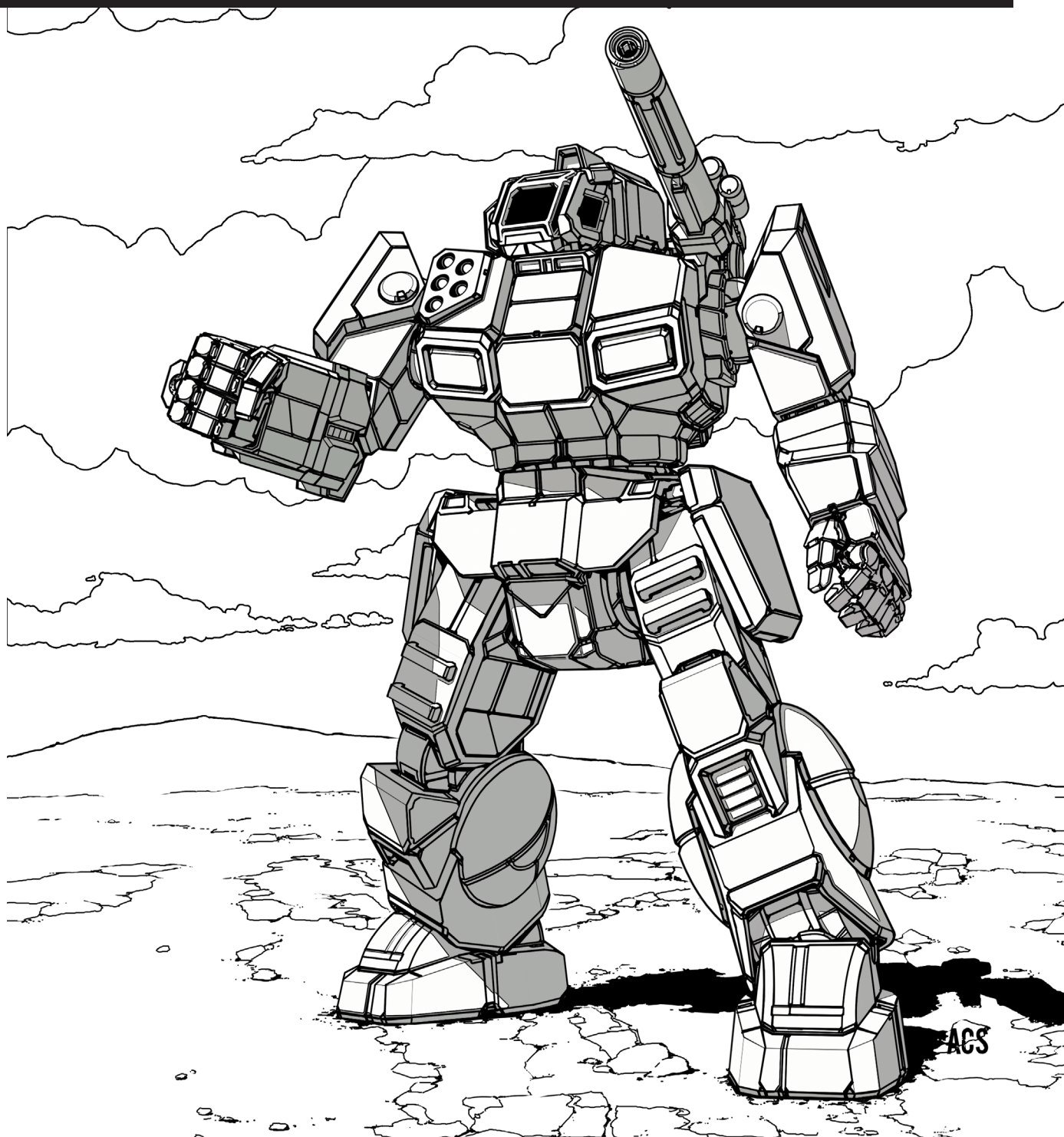
Ammo (SRM) 50 CT 1 1

Medium Laser RA 1 1

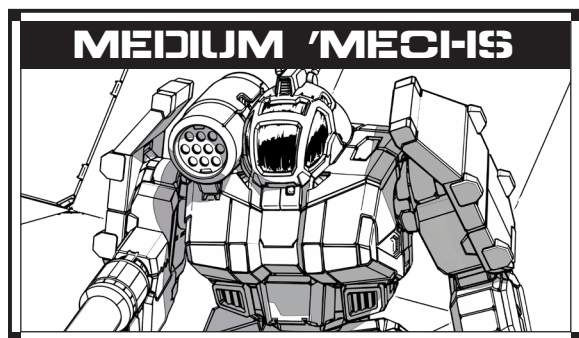
Jump Jet RT 1 .5

Jump Jet CT 1 .5

Jump Jet LT 1 .5



ACS



Mass: 55 tons

Chassis: Crucis-A

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Northrup 12000

Jump Capacity: 150 meters

Armor: Maximillian 60

Armament:

1 Whirlwind Autocannon 5

1 Harpoon-6 SRM Launcher

1 Magna Mk II Medium Laser

Manufacturer: Kallon Industries, Victory Industries,
Free Worlds Defense Industries

Primary Factory: Nanking, Thermopolis (Kallon),
Marduk (Victory), Gibson (FWDI)

Communications System: Garret T11-b

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

Overview

Conceived as a heavy scout capable of undertaking assignments too hazardous for lighter recon 'Mechs, Kallon Industries' *Wolverine* has been produced in prodigious numbers. The design was introduced in 2575 as the newly created Star League Defense Force prepared for the now-inevitable conflict with the Periphery realms. The *Wolverine* went on to serve with distinction and was later made available to the League Member States, in whose ranks it remains in service to this day.

Capabilities

Well armored and relatively fast, the *Wolverine's* mobility is enhanced by its Northrup 12000 jump jets. Unfortunately the Northrups are slightly underpowered for this role and must be run at close to maximum thrust. Consequently, thermal and mechanical failures are common.

As a scout, the *Wolverine* is not as heavily armed as many other BattleMechs in its weight class. Rather, the design emphasizes endurance and survivability. Even with engine damage, twelve heat sinks can cope easily with the heat generated when moving and fighting. Despite the limited scope of its intended role, the *Wolverine* is able to hold its own as a mainline BattleMech.

Deployment

A common sight on the battlefields of the Succession Wars, the majority of *Wolverines* reside within the FWLM, followed by the armies of the Federated Commonwealth. The Federated Suns' capture of the Capellan's Nanking *Wolverine* line during the Fourth Succession War was offset by the loss of their own *Wolverine* line on Marduk to the Draconis Combine. Nanking's larger production facilities left the Capellans as the only loser.

Variants

Following the Reunification War, House Kurita did away with the troublesome Northrup 12000 jump jets on many of their *Wolverines*. Replacing the Whirlwind autocannon with one large, one medium, and one small laser, the WVR-6K carries two additional heat sinks and two tons of extra armor.

The WVR-6M became the mainstay of House Marik's medium BattleMech forces during the Succession Wars. By replacing the Whirlwind autocannon with a large and medium laser, Marik engineers were able to add two heat sinks and an additional ton of armor.

Notable MechWarriors

Hauptmann Lisa Morgan: Serving with House Steiner's Eleventh Lyran Guards, Morgan commanded a recon company during the bitter fighting on Kimball II. By 2932 the world had already changed hands several times, and Morgan's company was pushed to the limit executing raids and commando missions in addition to normal scouting.

Dispatched on a hazardous night mission, the Guards' scouts were ambushed by a battalion of Kurita's Tenth Rasalhague Regulars. Rallying her troops, Morgan tried to punch through the tightening cordon of Combine BattleMechs. Hopelessly outgunned, her *Wolverine* was crippled by enemy fire and fell. As the Combine commander's *BattleMaster* closed in to administer the *coup de grace*, Morgan fired her missiles in one last act of defiance. The salvo struck the Combine 'Mech's head and shoulders, instantly killing the MechWarrior and sending the Rasalhague Regulars falling back in disarray.

Taking advantage of the confusion, Morgan and her troops gathered up the fallen assault 'Mech, which was later awarded to Morgan, and made good their escape.

The Twelfth Vegan Ranger: Lawrence Helmund Nelson was the sole survivor of a traitorous ambush, leaving the young Nelson as the heir to the Duchy of Verde. Fearing for his life, Nelson faded into the mass of AFFS conscripts of the First Succession War. Nelson's only solace in those early years of exile was a rare, worn copy of John R. Loran's *Eleven Against the Stars*; an autobiography painting a romantic picture of the Rangers that protected the fledgling colonies of Vega. Taking Loran's codes to heart instilled in Nelson a sense of justice, purpose and grit. He made Loran's "V" sigil his own and began calling himself the Twelfth Vegan Ranger.

The Twelfth Vegan Ranger, along with his compatriot Tariq the Arkab, wandered the ravaged worlds of the Davion-Kurita border defending them against pirates and oppressors. By the conclusion of the First Succession War, the Ranger had unwittingly assembled a battalion of warriors under his command.

The Twelfth Vegan Rangers eventually found themselves pulling cadre duty on Verde, hired by the very people who had arranged for the murder of the Ranger's family. Nelson's identity was soon discovered, and a botched attempt on his life followed. Nelson brought those involved to justice, while reclaiming the throne of Verde.

WVR-6R WOLVERINE

MEDIUM 'MECHS

107

Type: **Wolverine**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,101

Equipment

Internal Structure:

Engine: 275

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 12

Gyro: 3

Cockpit: 3

Armor Factor: 152

Internal
Structure

Armor
Value

Head 3 8

Center Torso 18 20

Center Torso (rear) 8

R/L Torso 13 20

R/L Torso (rear) 6

R/L Arm 9 16

R/L Leg 13 16

Weapons

and Ammo

Location Critical Tonnage

AC/5 RA 4 8

Ammo (AC) 20 RA 1 1

SRM 6 LT 2 3

Ammo (SRM) 15 LT 1 1

Medium Laser H 1 1

Jump Jets RL 2 1

Jump Jet CT 1 .5

Jump Jets LL 2 1

Mass

5.5

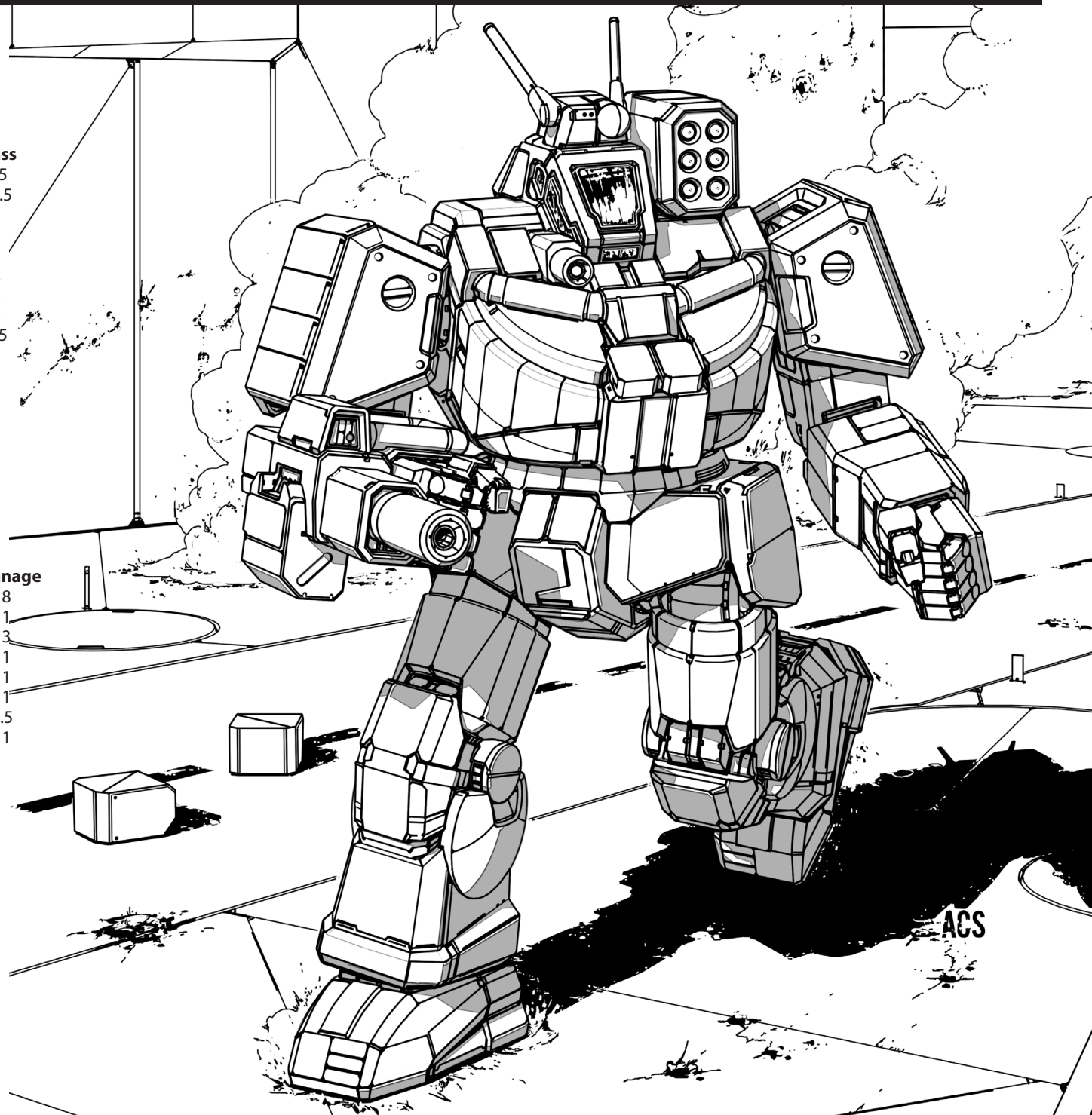
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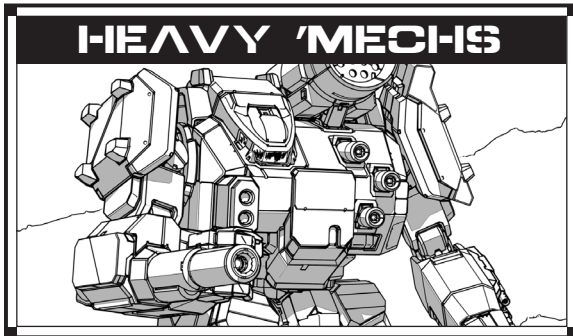
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3

9.5



ACS



Mass: 60 tons

Chassis: Alshain Type 56-60H

Power Plant: Vlar 300

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

1 Telos DecaCluster LRM Missile System

1 Imperator-A Autocannon

2 Victory 23R Medium Lasers

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher CommSys 3

Targeting and Tracking System: Eagle Eye SY10-10

Overview

Although it was designed for sale to the Star League, the *Dragon* was rejected by SLDF purchasing agents in favor of an upgraded version of the *Shadow Hawk*. Luthien Armor Works, amazed and angered by the rejection, pushed the *Dragon* into full production and sold it to the DCMS, where it would soon become the standard BattleMech of the Draconis Combine. In production at various factories since the fall of the Star League and particularly on well-defended Luthien, the *Dragon* is easily the most prominent 'Mech in the Combine arsenal.

Capabilities

A squat BattleMech, the *Dragon* is intended as a strike 'Mech to be used when the battle has stagnated. The designers made the *Dragon* faster than the normal heavy 'Mech with a top speed of 86 kph. This power is provided by a tried-and-true Vlar 300 fusion engine and protected by ten full tons of armor.

Along with its speed, the *Dragon* is armed with an Imperator-A autocannon and a Telos DecaCluster long-range missile rack. These weapons allow the *Dragon* to attack its target during a long charge, using its speed as a deterrent to enemy fire. Missiles and cannon fire soften the target up, and when the *Dragon* closes either a devastating physical attack or concentrated fire from the arm-mounted Victory 23R medium laser finishes the target off.

To support its capabilities as an attack 'Mech, the *Dragon* is endowed with ample ammunition for both of its ranged weapons, allowing it to stay in the field and away from supply lines for extended amounts of time. Although it only mounts ten heat sinks, the weapons load and lack of jump jets means that the *Dragon* is a fairly cool-running BattleMech.

Given its speed and mass, it is not uncommon to see *Dragons* rushing to close range and making devastating charges or other physical attacks. Although the bulk of their weaponry is designed for ranged attacks, the *Dragon* is a deadly in-fighter when grappling with a foe.

Deployment

The *Dragon* appears in every Draconis Combine Mustered Soldiery battalion and in almost every company. Indeed, there are several battalions that are made completely of *Dragons*. It fills nearly every function in a regiment, whether it is attack, defense, harassment, or interdiction. So many have been produced and used that salvage has spread the 'Mech to the Federated Suns and the Lyran Commonwealth in limited numbers, and a large number of mercenaries have captured or bought the design as well.

Because of its origins as a Combine district, the Free Rasalhague Republic uses the *Dragon* as well. In that area of space it is not uncommon to see the *Dragon* fighting alongside, instead of against, Lyran-model BattleMechs like the *Commando* and *Zeus*. There is a strong anti-Kurita sentiment in the newly freed Republic, but it does not yet extend to BattleMechs—*Dragons* and *Panthers* are plentiful and prominent in the Royal KungsArmé.

Variants

The DRG-1G *Grand Dragon* is a major upgrade of the *Dragon*. Mounting a PPC in place of the Imperator, the variant adds two more heat sinks and another medium laser. First produced in the mid-3020s, several of the *Dragon* production lines in the Combine have switched to producing this variant exclusively.

Notable MechWarriors

Sho-sa Leon Gambetta: *Sho-sa* Gambetta of the Second Sword of Light is the oldest MechWarrior on the active rolls of the Second Sword. Gambetta is acknowledged as one of the premier tacticians of the Second Sword, which makes him one of the premier tacticians in the Combine. He is a kind officer, solicitous of his command. He commands the lead company of the Second Sword's third battalion, and his company is often found in the fore of any assault on fortified positions. That a MechWarrior often tasked to such dangerous roles should live so long is unusual.

In 3038 the *Sho-sa's* venerable DRG-1N *Dragon* was replaced with a newly built DRG-1G *Grand Dragon* as a reward for his decades of exceptional service. Strangely, this upgrade has revealed an amateurish flaw in Gambetta's otherwise elite piloting. With the replacement of the Imperator-A by a Lord's Light PPC, Gambetta has almost as much trouble controlling his heat curve as a novice MechWarrior. Decades of piloting a 'Mech with a generous heat curve have apparently left the *Sho-sa* with some bad habits.

Lieutenant Günther "Buzz Saw" Heltschlag: Born into a long-lived MechWarrior mercenary family, Günther earned the nickname "Buzz Saw" at a young age for his abrasive, belligerent personality. That spirit led him to follow Major Danny Cunningham into the formation of Cunningham's Commandos following the Fourth Succession War. Apropos for such a personality, he's an avid boxer, challenging anyone to straight-up fist-a-cuffs at each port of call. This has led to a love of physical attacks when at the helm of his *Dragon*. He likes nothing better than to pound an opponent into the ground with his 'Mech's massive left fist, or, if the perfect opportunity presents itself, to take off a head with a well-aimed kick.

Type: **Dragon**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,125

Equipment

Internal Structure:

Engine: 300 19

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 160 10

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 20 27

Center Torso (rear) 12

R/L Torso 14 16

R/L Torso (rear) 8

R/L Arm 10 14

R/L Leg 14 18

Weapons

and Ammo

LRM 10 CT 2 5

Ammo (LRM) 24 LT 2 2

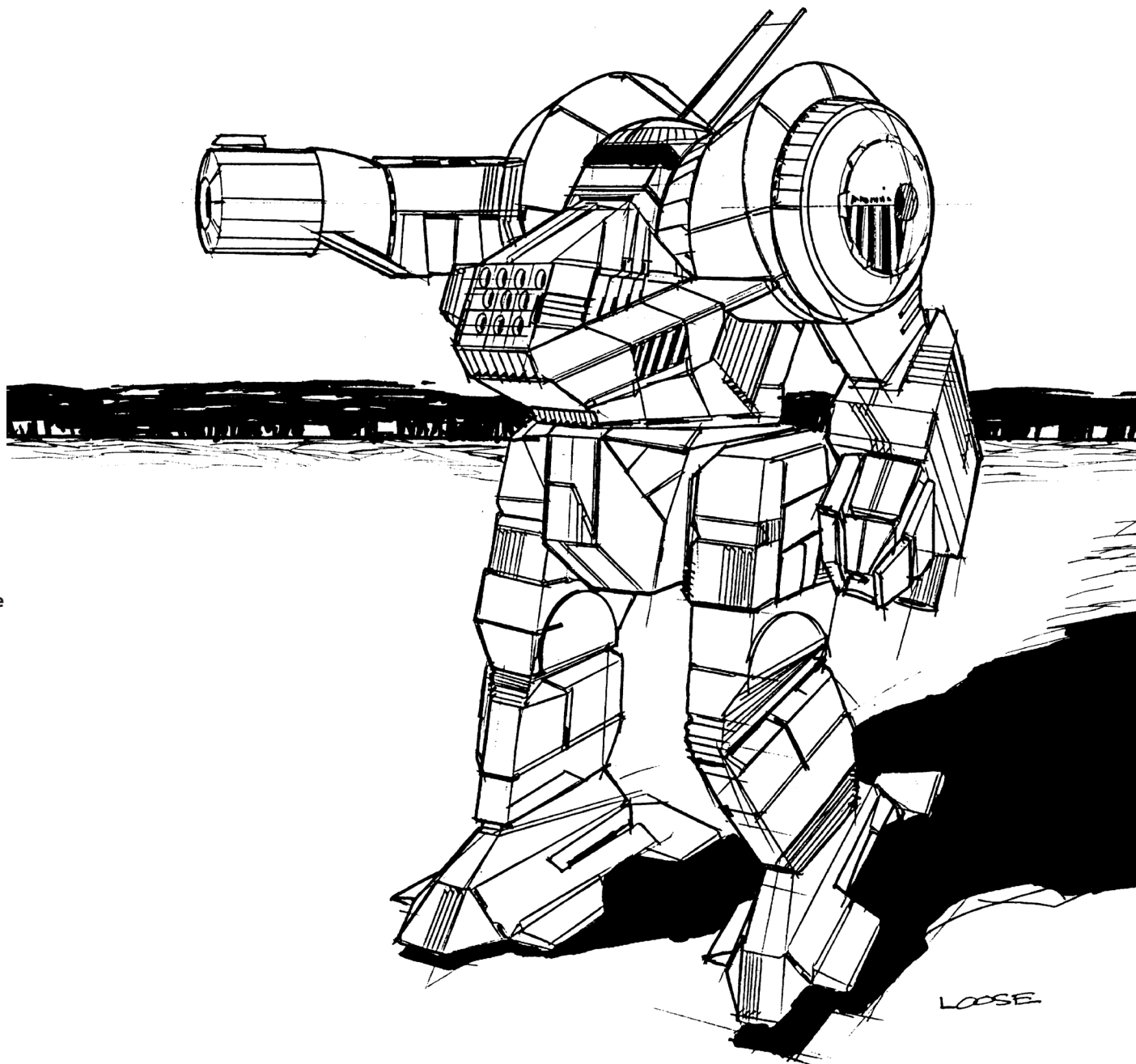
AC/5 RA 4 8

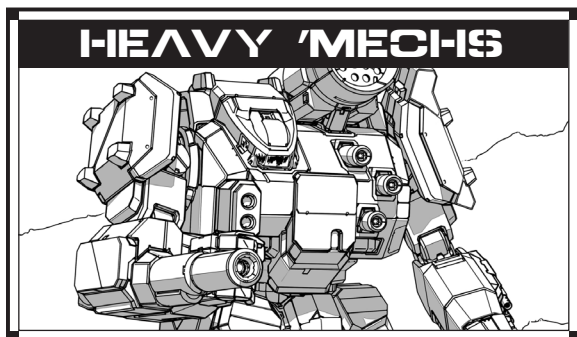
Ammo (AC) 40 RT 2 2

Medium Laser LA 1 1

Medium Laser LT (R) 1

1





Mass: 60 tons

Chassis: MangoTech 500SJ

Power Plant: Hermes 360 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: PanzerSlab Type 5

Armament:

1 Kinslaughter PPC

2 Krupp Model 32 Large lasers

1 Krupp Model 2 Medium Laser

Manufacturer: Krupp Stellar Technologies Inc.

Primary Factory: Mars

Communications System: Krupp-COMM 500

Targeting and Tracking System: KBC Starsight Model 3

Overview

Released in 2581 for mobile units sent on extended missions, the *Lancelot* was a superior design at the time. Using some of the most advanced technology at the time, the sixty-ton BattleMech still maintains a reputation as a swift fighter competing with many more contemporary designs. Its respect was such that then-Precentor Martial Anastasias Focht, shortly after Tukayyid, commissioned and rebuilt the Krupp Stellar factory on Mars to resume *Lancelot* production.

Capabilities

Built around a Hermes extra-light fusion engine, the *Lancelot* can maintain speeds of almost one hundred

kilometers per hour. Further, not a single weapon on the BattleMech requires ammunition. A pair of arm-mounted large lasers, a medium laser, and a supporting particle projection cannon provide excellent damage output for its size.

The *Lancelot's* Star League-era battle computer, the KBC Starsight Model 3, can track and prioritize hundreds of targets and projectiles at the same time, making it an excellent anti-aircraft BattleMech. In fact, records indicate that the *Lancelot* was replacing the *Rifleman* as the Star League's standard anti-aircraft BattleMech, but the Amaris Coup put an end to that trend while in mid-transition.

Deployment

On Al Na'ir, a level II consisting of a trio of *Lancelots* was credited with disposing of a lance of *Atlases* that had so far successfully defended the system's major production facility. Using their comrades to relay targeting data to them, the long-range brawlers pounded away at the *Atlases* in the vacuum environment until they penetrated the side torsos, disabling the heavier 'Mechs' extra-light engines. By the end of the fight, only the *Lancelots* left the field under their own power.

On Liao, many *Lancelots* were assigned to keep the skies safe from attacking Hell's Black Aces aerospace fighters during the Blakists' initial push. Although their state-of-the-art battle computer and improved C³i made them feared by the Aerojocks, even these machines were unable to turn the tide of battle when the Word of Blake attempted to establish a beachhead for the first time outside Liao's capital city, which was foiled by several suicide runs by Black Ace fighters.

Variants

A popular design among those who fought alongside it, the *Lancelot* has several different configurations in circulation. Designed to fight against conventional support, the 05 variant replaces heat sinks and the medium laser with low-tech machine guns. The 04 variant produced on Mars for the Com Guards shortly before the Blakist takeover was built around an endo-steel chassis and carried extended-range lasers and

an improved C³ network. The Blakists took this variant a step further with their 06 model spotted within the last year. Salvaged under fire during a skirmish with the Heart of Blake mercenary unit, this former Blakist unit volunteered the wreckage to the AMC in a gesture of goodwill. Technical experts noted the integration of an extra-light gyro and an advanced targeting system with a compact cockpit. The only odd item of note is that the particle projection cannon is an older, standard model, and not the ER version most expect.

A rarity outside the fractured ComStar and the Draconis Combine, few *Lancelots* survived the Succession Wars. Those that did have been heavily modified through damage; without the proper spare parts, most of these machines had the extra heat sinks and the large lasers removed to mount their more rugged ballistic counterparts, the class-5 autocannons. Not many of the 03 variant are available, but the Word of Blake has reportedly begun to modify their crippled 06 *Lancelots* in a similar way, though they exchange their damaged large lasers with a pair of LB 5-Xs. To make room for the modification, the now-unnecessary advanced targeting system is removed, and the armor is replaced with a newly acquired light ferro-fibrous composite.

Lastly, Luthien Armor Works managed to obtain copies of the *Lancelot's* blueprints after the Second Succession War. Unable to reproduce the 'Mech's advanced engine, heat sinks, and electronics, the downgraded 02 variant still packs a considerable punch, though it was a poor heir of its more capable ancestor.

Notable MechWarriors

MechWarrior Neil Anthony: Anthony received one of the first *Lancelots*, which he used in the Reunification War to single-handedly defeat some 57 Taurian BattleMechs. This was regrettable for the rest of his regiment, since Anthony was an egomaniac braggart whose favorite topics were the many men he'd seduced and the schoolyard foes he'd beaten before he ever took to a real battlefield. Becoming an Inner Sphere media darling and getting his piloting methods into textbooks made him even more insufferable to his fellow soldiers.

LNC25-01 LANCELOT

HEAVY 'MECHS

111

Type: **Lancelot**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,422

Equipment

Internal Structure:

Engine: 360 XL 16.5

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 13 [26] 3

Gyro: 4

Cockpit: 3

Armor Factor: 152 9.5

*Internal
Structure* *Armor
Value*

Head 3 7

Center Torso 20 21

Center Torso (rear) 16

R/L Torso 14 16

R/L Torso (rear) 10

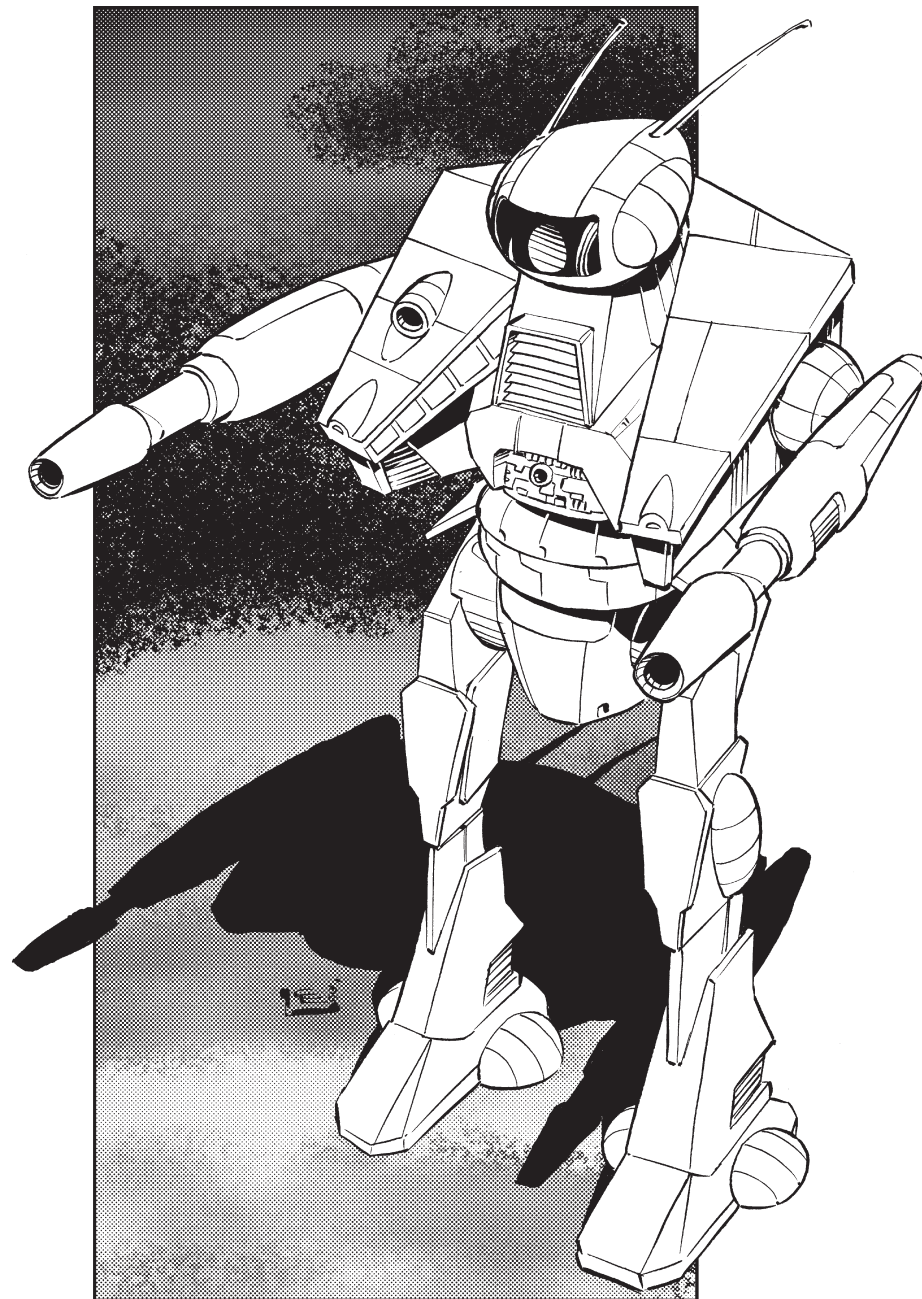
R/L Arm 10 14

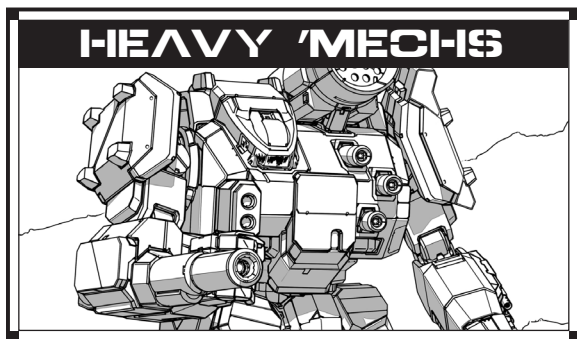
R/L Leg 14 14

Weapons

and Ammo

	Location	Critical	Tonnage
PPC	RT	3	7
Large Laser	RA	2	5
Large Laser	LA	2	5
Medium Laser	CT	1	1





Mass: 60 tons

Chassis: Heavy Star QAT-4

Power Plant: Pitban 240

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Pitban LFT 50

Jump Capacity: 120 meters

Armor: Longanecker PlastiSteel

Armament:

1 Magna Hellstar PPC

2 Martell Model 5 Medium Lasers

1 Holly LRM-5 Rack

1 Zippo Flamer

1 SperryBrowning Machine Gun

Manufacturer: Mountain Wolf BattleMechs

Primary Factory: Alpheratz

Communications System: Magestrix Alpha

Targeting and Tracking System: Magestrix Gamma

Overview

In 2945 House Marik forces destroyed the Mountain Wolf BattleMechs factories on Vendrell. Decades later, Brandon O'Leary, grandson of Mountain Wolf's last CEO, reestablished the company as a manufacturing concern by setting up shop in (of all places) the Outworlds Alliance. The first design off the production line in 3010 was immediately hailed as a technological breakthrough—not because it offered advanced features, but because the *Merlin* was the first totally new 'Mech design to be produced in the Inner Sphere in over a century.

Capabilities

The *Merlin* was designed to stand up to hard use, serve multiple roles, and be easily repaired using commonly available parts. The Pitban 240 gives the *Merlin* speed comparable to heavy 'Mechs commonly encountered during the Third Succession War, and over ten tons of armor offers adequate protection. A balanced mix of weapons makes the *Merlin* versatile enough to handle 'Mechs and infantry with equal ease. The Magma Hellstar PPC and Martell medium lasers are proven systems, veterans of the Succession Wars. The inclusion of Pitban LFT-50 jump jets makes the *Merlin* surprisingly agile.

Mountain Wolf BattleMechs received some criticism for not including hand actuators in their design, but the company countered with the argument that their decision simplifies maintenance and allows the medium lasers to be mounted in the core of each forearm, where they receive maximum protection.

Deployment

Rugged and reliable, the *Merlin* is suitable for a variety of assignments. While it rarely appears in House units, many mercenary commands have been attracted to the relatively inexpensive design. The *Merlin* has served honorably in mercenary ranks the length and breadth of the Inner Sphere. Even against the technologically advanced Clans, the *Merlin's* robust design has proven surprisingly effective.

The *Merlin* is the heaviest design commonly available to the Outworlds Alliance Ground Defense Arm. With Alliance Defenders producing the 'Mech locally, the AGDA have used the heavier 'Mech to stiffen ranks consisting mainly of *Locusts* and *Stingers*. These upgrades came none too soon for the sorely pressed troops of the AGDA, who are under ever-increasing pressure from raids by unidentified bands of Periphery raiders.

Variants

In 3053, Alliance Defenders introduced the *Merlin* 1B. This model removes the machine gun and ammo, adds another heat sink, and moves the LRM ammo from the center torso to the left torso.

Contact with Clan Snow Raven has given the Outworlds Alliance a much-needed technological boost.

The Lushann Industries plant—already renowned for the quality of their lasers—has been able to produce more advanced extended range models. Packaged into a field upgrade kit in 3068, these upgrades have started to make their way into the field. The new 1C model replaces the medium lasers of the 1B with ER medium lasers.

Notable MechWarriors

Lt. Colonel Gavilán “Gabby” Camacho: Gavilán Camacho lived for years in the shadow of his talented sister, Patricia. For years after her death at the hands of the Smoke Jaguars, the Caballeros had little confidence in his abilities. However, since the fighting on Towne, Gavilán has matured. Serving under his father, the redoubtable Don Carlos Camacho, as executive officer of Camacho's Caballeros (also known as the Seventeenth Recon Regiment), his battlefield performance against the Ghost Bears has succeeded in winning over many of his critics.

To the surprise of many, when given the opportunity to replace the “Red-tailed Hawk,” his venerable *Shadow Hawk*, Gavilán chose a *Merlin* instead of one of the larger designs salvaged on Towne. After over a decade of breakdowns and glitches, Gavilán quickly came to appreciate both the simplicity and reliability of his new machine.

Chairman Janet Rice: Given command of the Alliance Grenadiers, Chairman Rice was handed the unenviable task of transforming the Grenadiers from rabble with little skill and even less morale into an effective combat unit. Although still very green, new equipment, intensive training, and battlefield successes against ever-increasing bandit raids have all done wonders for morale.

The daughter of a wily old Periphery trader (or Kuritan Oil Merchant as he was sometimes called), Rice lives by the old adage that if something is too good to be true, then it isn't. As such, she is deeply suspicious of the motives of Clan Snow Raven, and she fears that in the long run they will prove a bigger threat to the Alliance than the worst Periphery scum.

Type: **Merlin**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,217

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 18 8

Gyro: 3

Cockpit: 3

Armor Factor: 168 10.5

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 20 26

Center Torso (rear) 11

R/L Torso 14 18

R/L Torso (rear) 8

R/L Arm 10 16

R/L Leg 14 19

Weapons

and Ammo

Location Critical Tonnage

PPC RT 3 7

Medium Laser RA 1 1

Medium Laser LA 1 1

LRM 5 RT 1 2

Ammo (LRM) 24 CT 1 1

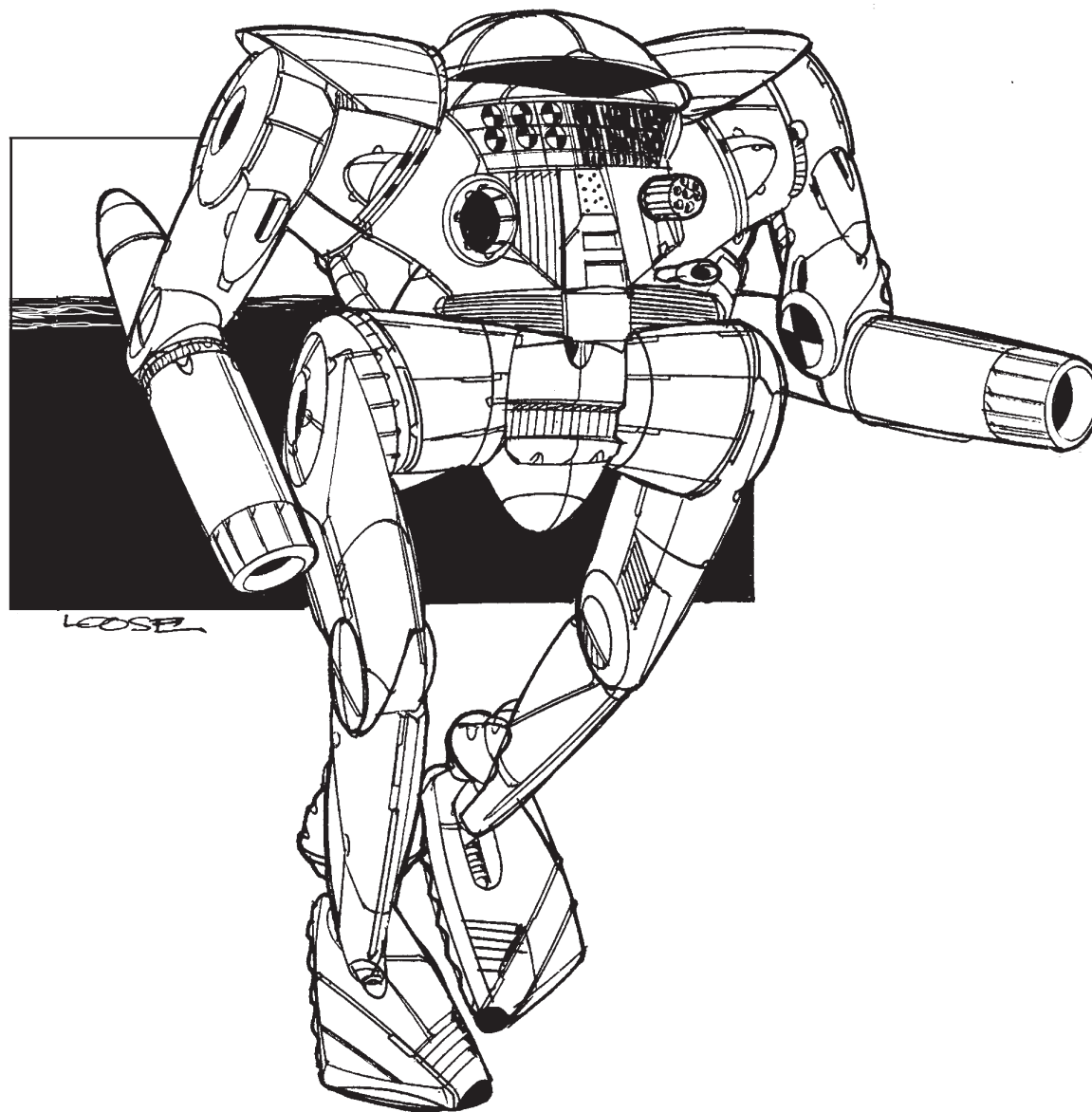
Machine Gun LT 1 .5

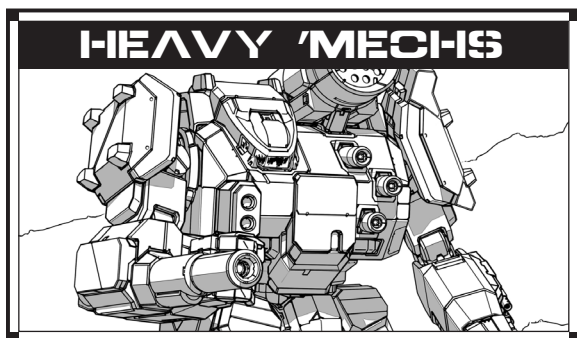
Ammo (MG) 100 CT 1 .5

Flamer LT 1 1

Jump Jets RL 2 2

Jump Jets LL 2 2





Mass: 60 tons

Chassis: Technicon Type E

Power Plant: Vlar 300

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Chilton 460

Jump Capacity: 150 meters

Armor: Riese 475

Armament:

4 Omicron 4000 Medium Lasers

1 Delta Dart Long Range Missile 10 Rack

1 Hovertec Short Range Missile Quad

Manufacturer: Technicon Manufacturing,
Luthien Armor Works

Primary Factory: Savannah (Technicon),
Luthien (LAW)

Communications System: Garret T12E

Targeting and Tracking System: Dynatec 2180

Overview

First introduced in 2779, the original QKD-4G *Quickdraw* is a heavy 'Mech that has gradually earned its place as a workhorse in the military of every Great House. Intended to be a replacement for the *Rifleman*, the *Quickdraw* never supplanted the older 'Mech and has become something of a generalist.

Capabilities

The *Quickdraw* suffers from heat dissipation problems that can limit a MechWarrior's ability to use the lasers in protracted engagements, particularly when the jump jets are also employed. Pilots familiar with the design know to

watch their heat indicators and alternate their effective mix of long- and short-range missiles with the energy weapons. In addition to being somewhat quick for a BattleMech of this size, the *Quickdraw's* real advantage in rough terrain is its highly articulated ankle actuator assembly. This assembly—readily identified by its distinctive circular rotor housing—allows the 'Mech to keep its footing on surfaces ranging from gravel to mud to ice and on grades up to twelve degrees steeper than any other machine in its weight class. Unfortunately this enviable versatility comes at a price: notorious fragility. Enemy pilots familiar with the *Quickdraw* know to target the ankle assemblies to quickly hobble the machine. In close-combat situations it is not uncommon for other BattleMechs to attempt to kick or step on a *Quickdraw's* ankle actuator in an attempt to immobilize the machine.

Another unusual feature of the design is the *Quickdraw's* specially modified arm actuators that can bend to the rear if necessary, giving the 'Mech the ability to fire all four medium lasers to the rear.

Deployment

Produced in the Free Worlds League and Draconis Combine, the *Quickdraw* can be found in most military units of these Houses. It can also be found throughout the Lyran Commonwealth and, in lesser numbers, in many Federated Suns militaries. Though House Liao favors designs which spring from worlds within the Confederation, the *Quickdraw* has proven to be popular among many of the less traditional or more progressive units.

Variants

The rearward-facing lasers give the *Quickdraw* some of the most effective rear-arc firepower of any BattleMech, but many pilots prefer to have the majority of their weapons facing forward. The QKD-4H mounts four forward-firing lasers, while the SRM launcher is re-positioned to cover the rear. Another common variant, intended for protracted missions, is the QKD-5A, which reduces the *Quickdraw's* dependence on resupply by replacing the LRM 10 with two additional lasers. Though it adds four heat sinks, they are not sufficient; the heat dissipation problems that plague the base model are exacerbated in this variant, requiring the pilot to husband his weapons carefully in battles of any duration.

Notable MechWarriors

Major Jeffery Saphara: When Lieutenant-General Augst, commander of the Sirdar Capellan March Militia, decided to bloody his command's idle BattleMech elements with a raid on the agricultural world of Thomas in 3011, he did not expect them to meet much resistance. The planet was tactically insignificant, not even included on many star charts, and had few resources to plunder. All that recommended Thomas as a target was a planetary militia with a reputation for dogged tenacity. Unbeknownst to Augst, St. Cyr's Grenadiers, based on nearby Purvo, were using Thomas's North Continent for training maneuvers. The Capellan MechWarriors were every bit as green as those of the Federated Suns, but with a fundamental difference: St. Cyr's Grenadiers had been all but destroyed by Federated Suns forces in 2952 and again in 2985. The motivated Capellans attacked before the AFFS unit was fully deployed, and the speed of the Grenadiers' assault almost resulted in a third defeat.

Augst had held half of his command in orbit, preferring to meet the local defenders in relays rather than a single mass assault that would have crushed their opponents and taught his green MechWarriors nothing about tactics. He ordered the reserve force to land behind the Capellans, catching them in a vise that would have crushed them but for the quick action and able leadership of Major Saphara. Commanding the rear guard, Saphara wheeled his company of light and medium 'Mechs to meet the Davion charge. Surefooted in the rugged Gienstal foothills, Saphara's *Quickdraw* was able to maneuver quickly across terrain that hampered the heavier 'Mechs of the militia. Combining missile fire with jump maneuvers to manage heat effectively, Saphara accounted for an *Orion* and *JagerMech* in single combat while continuing to direct his company against specific targets. Colonel Gladys Turnbuckle credits Saphara's fast thinking and ability to coordinate his command under fire with saving the Grenadiers and preventing their rout.

QKD-4G QUICKDRAW

HEAVY 'MECHS

115

Type: **Quickdraw**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,178

Equipment

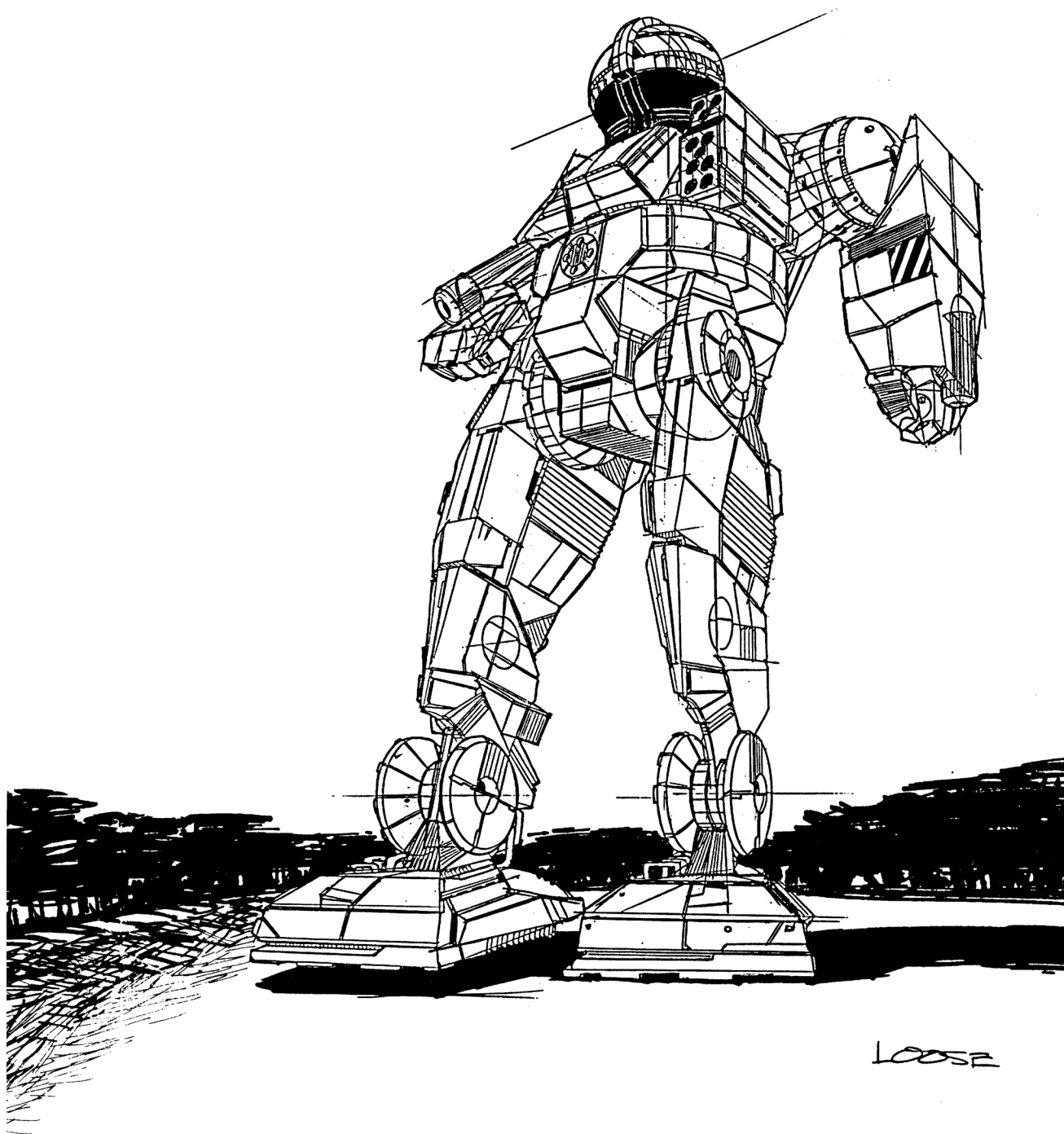
Internal Structure:		6
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13	3
Gyro:		3
Cockpit:		3
Armor Factor:	128	8

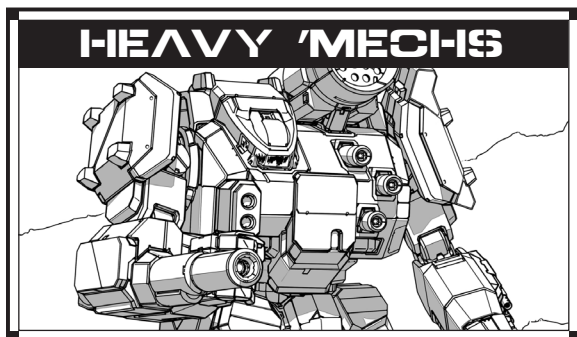
	<i>Internal Structure</i>	<i>Armor Value</i>
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Head	3	9
Center Torso	20	17
Center Torso (rear)		8
R/L Torso	14	14
R/L Torso (rear)		7
R/L Arm	10	11
R/L Leg	14	15

Weapons and Ammo

	Location	Critical	Tonnage
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Medium Laser	RT (R)	1	1
Medium Laser	RT (R)	1	1
Jump Jet	CT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2





Mass: 65 tons
Chassis: KetoBond
Power Plant: VOX 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Choutaka Armorscale, Ltd., with CASE
Armament:
2 Delphinus-20 LRM Launchers
1 Arrowlite-4 SRM Launcher
1 Buzzsaw Anti-Missile System
Manufacturer: Wakazashi Enterprises
Primary Factory: Al Na'ir (destroyed
First Succession War)
Communications System: Neil 9000
Targeting and Tracking System: DLK Type Phased
Array Sensors

Overview

A Star League design specialized in artillery support, the *Bombardier* faded from the Inner Sphere during the Succession Wars. With its primary factories destroyed and the engineering plans lost, Wakazashi left the design to die off, refusing to even produce common-knowledge spare parts for the 'Mech. With its primary manufacturer shifting its focus to aerospace design and production, the *Bombardier* suffered from poor maintenance and low opinion, dooming it to extinction—one more BattleMech design on the scrap heap of history.

Enter Clan Snow Raven and the Outworlds Alliance.

Though little is known about the deals struck with the Alliance, it is becoming apparent that the appearance of a massive factory complex, Clan enclave, and even a DropShip repair facility on Mitchellia is directly tied to the sudden bonding of a Home Clan with the mediocre Periphery power. When the Alliance debuted what appeared to be new *Bombardiers*—in the hands of their Grenadiers, no less—during a massive raid against Enif, Combine agents along the border sat up and took notice. The once-timid and heavily aerospace-dependant Alliance was somehow mass-producing effective fire-support 'Mechs.

Capabilities

The *Bombardier* is efficient in its assigned fire-support role. Its large power-plant allows the 'Mech to advanced more quickly than most fire-support 'Mechs, allowing field commanders the luxury of quickly re-positioning such assets as needed. Though the ammo is only considered adequate at best, the machine is well armored, allowing it to survive to the next ammo depot.

Deployment

Still in some prevalence across the Inner Sphere, the BMB-10Ds (low-tech versions of the 12Ds) and -12Ds generally see service as a walking pile of spare parts; all the more surprising to see apparent new BMB-12Ds in Alliance forces. The Delphinus LRM-20s are more often found as replacement launchers in other, more effective support 'Mechs such as *Archers*, *Apollos*, and *Catapults*. If either model is found in working condition, it is usually a sign that the unit fielding it is on its last legs.

ComStar still fields a limited quantity of BMB-14Cs, though with the latest blows to the organization by the Blakist fanatics it is unknown just how many of these still survive.

A new, highly powerful variant has recently been spotted among Alliance forces as well, leading many to believe that the original “new” BMB-12Ds were simply test-bed models for the more advanced “BMB-05A.”

Variants

Featuring an endo-steel chassis—suggesting that ComStar may have had a facility to produce these 'Mechs at some point—and removing the anti-missile system, the

-14C adds a C³i computer and Artemis fire control for the LRMs while upgrading the small laser to an ER model.

The new BMB-05A *Bombardier* contains an Arrow IV artillery launcher, capable of delivering devastating strikes well out of reach of most conventional units. For heavier punch, a series of newly-designed Doombud rocket pods allows a *Bombardier* pilot the flexibility to deliver an on-site blow that could deliver a destructive force—but only once. The small laser seems almost an afterthought, more placed for the pilot's reassurance than any real strategic thinking. Cheap to build—the most expensive component is the Shigunga Arrow IV system (imported, oddly enough, from the Combine through a FedSuns mercantile intermediary)—the -05A is finding wide acceptance with many of the Alliance's militias.

Curiously, the Draconis Combine has also begun fielding new *Bombardier* variants. Equipped with a preponderance of new multi-missile launchers, these 'Mechs are apparently older -10D and -12D designs that were mothballed for parts by Wakazashi, as almost every encounter shows an older frame with the obviously new MML system reworked into the missile mounts. (The company is rumored to be under investigation by the ISF for the apparent mismanagement that “lost” over a battalion of these 'Mechs more than a century ago.) Instead of the standard AMS or machine gun, a newer MG array with a triad of guns is re-seated on the right forearm. Electronic analysis indicates that these slapdash support units are also being used in company-sized C³ networks. So far, these variants have only showed up in the sporadic border fighting with the Suns.

Notable MechWarriors

Chu-i David Hannsen: Riding one of the rare fully functional BMD-12Ds in existence with the DCMS, *Chu-i* Hannsen distinguished himself during the Combine-Dominion War. A lone *Bombardier* in a company full of *O-Bakemonos* and *Archers*, Hannsen managed to coordinate their mass fire with scant intel onto several Bear positions during his tour with the Benjamin Regulars. His ability to drop such calculated fire helped turn the tide in several engagements. Though he claims more luck than skill, the fact remains that Hannsen is one of the best field support officers of the DCMS, garnering him a promotion to the First Genyosha.

Type: **Bombardier**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,480

Equipment

Internal Structure: 6.5
Engine: 325 XL 12

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 4

Cockpit: 3

Armor Factor: 200 12.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 21 24

Center Torso (rear) 15

R/L Torso 15 20

R/L Torso (rear) 10

R/L Arm 10 20

R/L Leg 15 26

Weapons

and Ammo

Location Critical Tonnage

LRM 20 LT 5 10

LRM 20 RT 5 10

Ammo (LRM) 12 RT 2 2

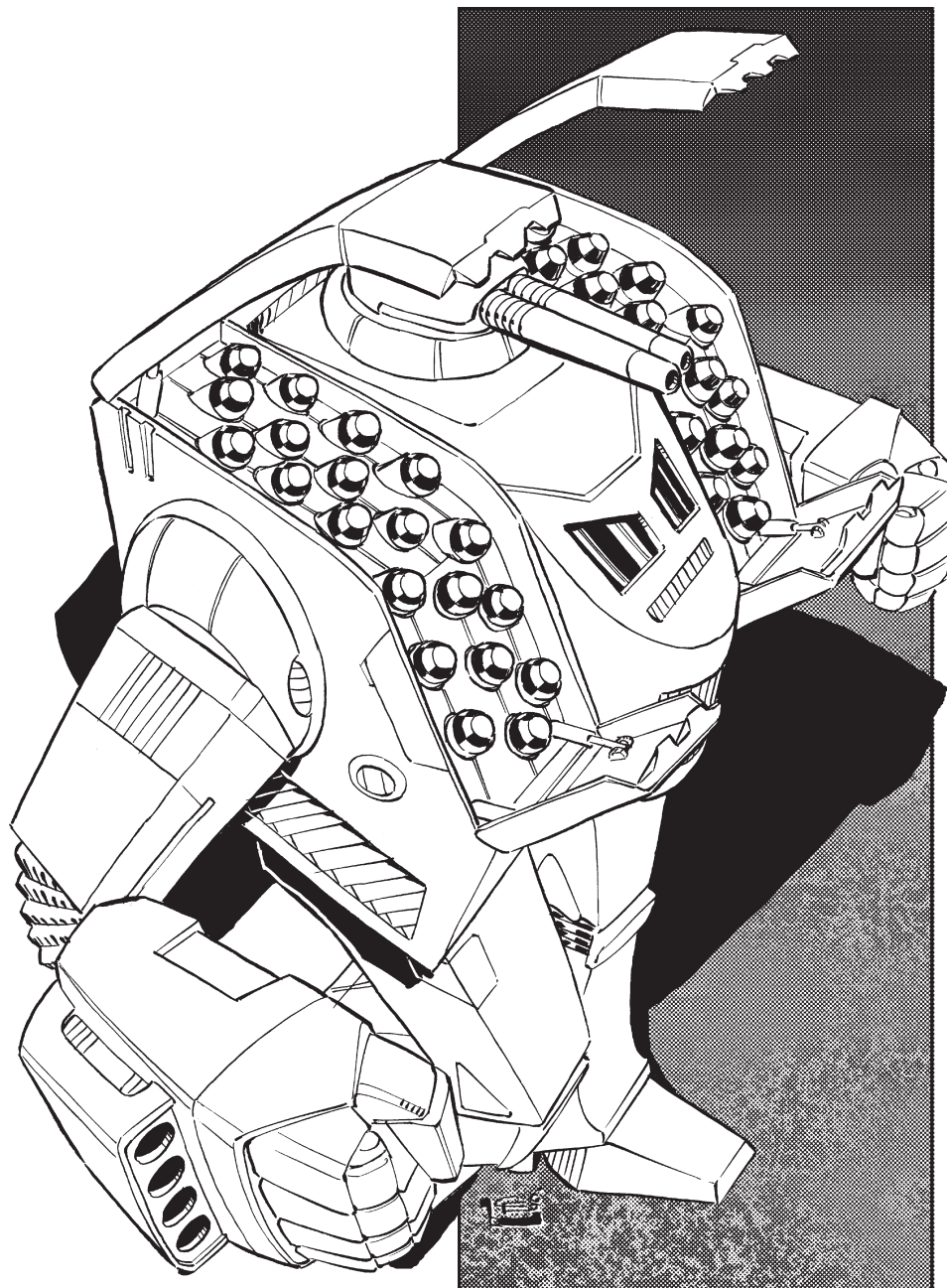
SRM 4 RA 1 2

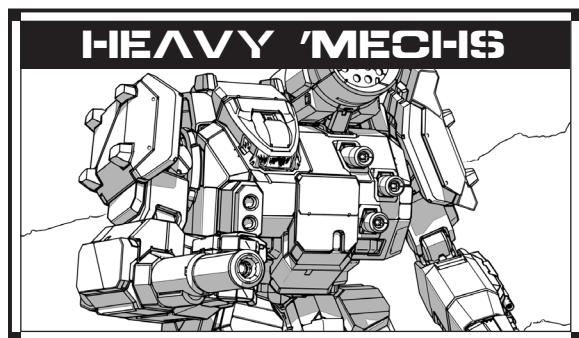
Ammo (SRM) 25 RA 1 1

Anti-Missile System CT 1 .5

Ammo (AMS) 12 CT 1 1

CASE RT 1 .5





Mass: 65 tons

Chassis: Hollis Mark II

Power Plant: Magna 260

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Anderson Model 21

Jump Capacity: 120 meters

Armor: Durallex Heavy

Armament:

2 Holly Long Range Missile Packs (15)

4 Martell Medium Lasers

Manufacturer: Hollis Incorporated

Primary Factory: Corey (destroyed 2791)

Communications System: O/P Com-211

Targeting and Tracking System: O/P 1078

Overview

Hollis Incorporated did things big. When they wanted to test the waters of the BattleMech industry, they did so in grand fashion with a completely new design and a state-of-the-art factory. They shipped out record numbers of *Catapults* for the three-year contract they had with the Terran Hegemony. When it came time to renew the contract in 2563, however, the Hegemony said that while the *Catapult* performed adequately, it was not exactly what they were looking for. Hollis had to rapidly find new applications for the facility, which eventually found fame with the *BattleMaster* seventy years later. With the success of the *BattleMaster*, the *Catapult* was completely ignored and its numbers continued to dwindle. This decline reversed when

Yori Mech Works was contracted by the DCMS to build replacements for the 'Mech, which served the Combine well. Production (initially focused on the CPLT-K2 model) resumed at Al Na'ir in 3033.

Capabilities

The *Catapult* is mainly a fire-support platform built to bring a pair of Holly LRM packs to bear. Its thirty tubes can start punishing an enemy at over 600 meters, before most can respond. When opponents close, four lasers can exploit the punishment the missiles have dealt out. To help deliver that firepower, the *Catapult* has ten tons of armor and fifteen heat sinks. The greatest weakness in the weapons load is the number of reloads for the missiles, which at eight per launcher only borders on the edge of acceptable. The lack of anti-infantry armaments and arms reinforces the need to keep the *Catapult* behind a good battle line when possible.

While the speed is adequate, four Anderson jump jets let the *Catapult* pace faster units over broken terrain. The *Catapult* was initially produced with Anderson Model 21s. These jets are prone to breakdowns that result in the jump jets venting directly into the interior of the 'Mech. This causes catastrophic heat build-up. The League issued a recall and many were replaced with better quality Model 25s, but some *Catapults* never made it back for the recall. Also different is the sidewise ejection system. Regarded as generally safe, it is a surprise to warriors who have never seen a *Catapult's* ejection before.

Deployment

The Star League used the *Catapult* both in second-line and specialist units, such as mountaineering regiments. Many *Catapults* accompanied Kerensky in his Exodus, leaving relatively few behind in second-line units. Of those, most *Catapults* ended up in the Capellan Confederation where Hollis had continued to build spare parts. The Draconis Combine also obtained a sizable group when they seized Dieron. During the Succession Wars, *Catapults* occasionally caused invasions, with House Davion invading Liao several times to secure some of these rare 'Mechs.

Variants

For such a rare 'Mech, the *Catapult* has undergone a lot of tinkering. The CPLT-C4 mounts larger LRM racks at the expense of the lasers and heat sinks. The CPLT-A1 doubles the LRM ammo and adds two tons of armor. House Kurita revamped the 'Mech entirely with their CPLT-K2 variant, which replaces the launchers with PPCs and side torso lasers with machine guns. The jump jets were removed in favor of heat sinks, making it more of a direct fire-support unit. Hollis issued a refit kit for *Catapults* in Royal units in 2688. The heat sinks were upgraded, while more ferro-fibrous armor and ammo were added. Future improvements along these lines were planned for a new series of *Catapults*, but the chaos of the fall of the League and the destruction of Hollis' plant ended those dreams.

Notable MechWarriors

MechWarrior Jenny Templeton: A member of the Chesterton Reserves, Jenny cut down half a dozen Davion warriors in the Fourth Succession War with her *Catapult*, "*Butterbee*." In intense urban combat the attackers regarded her LRM armed 'Mech as only armed with medium lasers. However, *Butterbee* mounted quad SRM 6 packs instead of the Holly LRM launchers. After a few hit-and-jump attacks with the lasers, Templeton would unleash the missiles. Catching the invaders off guard, the missiles spread out and often hit the holes that her lasers left. If they survived the missile blasts, enemies were usually killed off while still in shock.

MechWarrior Janice Abermann: Janice is an exceptional warrior with a rather unsettling personality. A terror on the battlefield, she treats all her opponents and support staff with contempt. Her fashion sense harkens back to mid-28th century neo-gothic, but it doesn't stop men and women from making fools of themselves over her in bars after hours.

CPLT-C1 CATAPULT

HEAVY 'MECHS

119

Type: **Catapult**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,399

Equipment

Internal Structure: 6.5
Engine: 260 13.5

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 15 5

Gyro: 3

Cockpit: 3

Armor Factor: 160 10

Internal
Structure

Armor
Value

Head 3 9

Center Torso 21 24

Center Torso (rear) 11

R/L Torso 15 19

R/L Torso (rear) 8

R/L Arm 10 13

R/L Leg 15 18

Weapons

and Ammo

Location Critical Tonnage

LRM 15 RA 3 7

Ammo (LRM) 8 RT 1 1

LRM 15 LA 3 7

Ammo (LRM) 8 LT 1 1

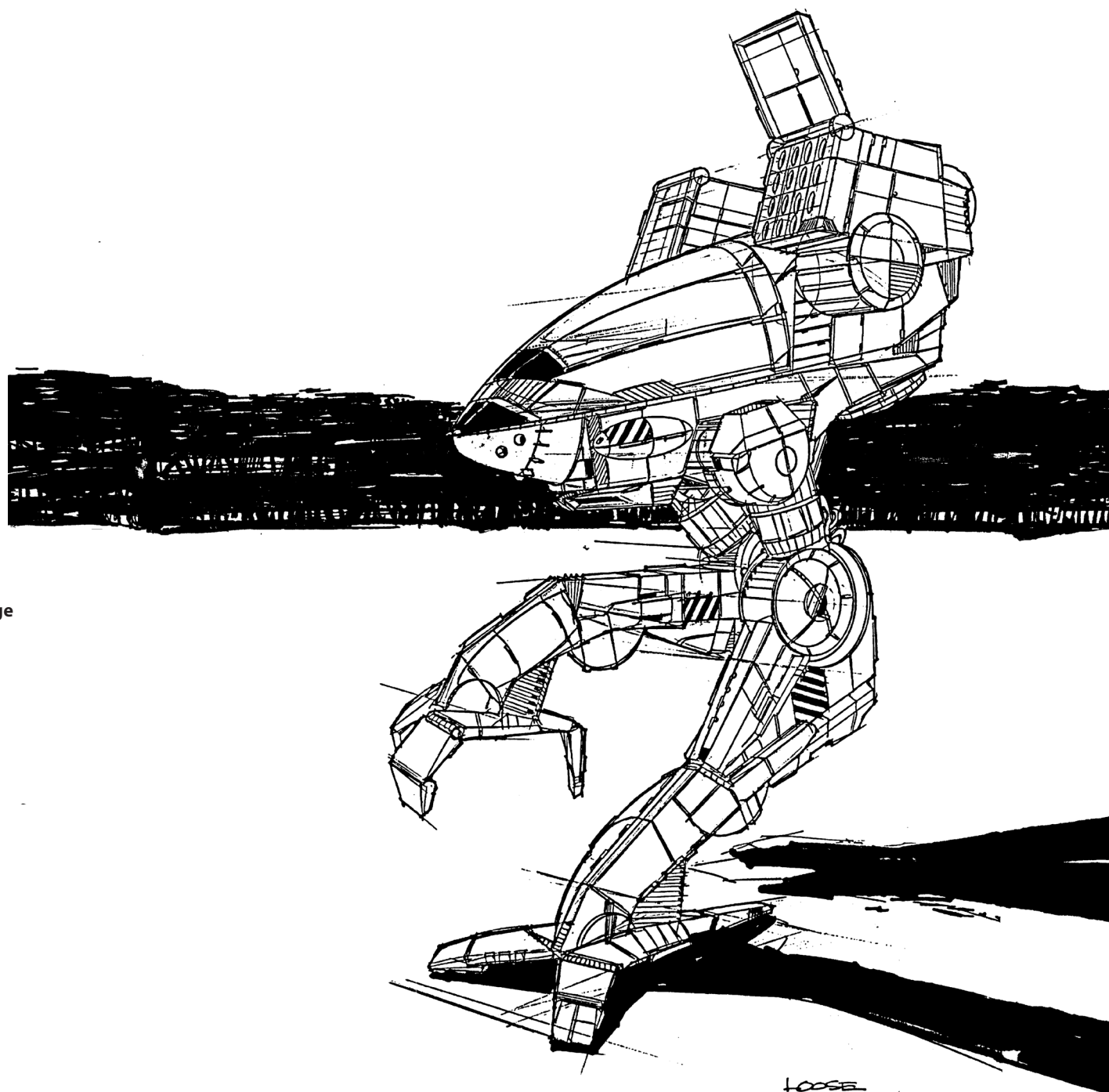
Medium Laser RT 1 1

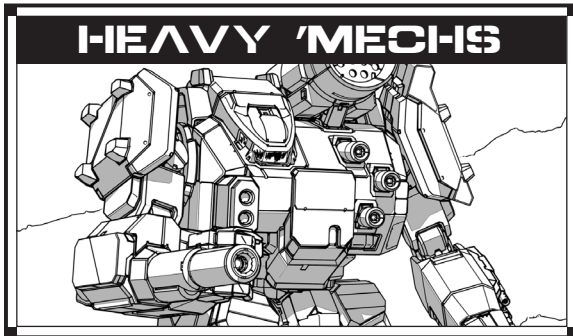
2 Medium Lasers CT 2 2

Medium Laser LT 1 1

Jump Jets RT 2 2

Jump Jets LT 2 2





Mass: 65 tons

Chassis: SL Special

Power Plant: Magna 390 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Chevron II

Jump Capacity: 180 meters

Armor: Fibrolyte Armorscale

Armament:

4 Averell Highpoint Medium Lasers

1 Deadeye-10 LRM Launcher

1 Buzzsaw Anti-Missile System

1 Dinotech Mark III Small Laser

Manufacturer: General Systems

Primary Factory: Caph (destroyed 2793)

Communications System: AR-12 Sheathed
Directional Beacon

Targeting and Tracking System: DLK Type Phased
Array Sensors

Overview

The *Exterminator* was designed from the ground up as a hunter-killer unit. The original General Systems design—which went into active duty in 2630—did not have an impressive weapon's load-out, and its armor was only adequate for a 'Mech of its weight-class. What truly set the *Exterminator* apart was its cutting edge stealth systems. Until the Com Guard revealed itself in the 3030s, no *Exterminators* were known to have survived the First Succession War: Successor State armies trained specialized 'Mech lances to track down and annihilate these battlefield phantoms.

Capabilities

The *Exterminator* mounts an LRM-10, four medium lasers, a small laser, and an anti-missile system. Its true strength lay in its various stealth technologies. Even today, with so much recovered lostech, the *Exterminator* is a marvel of technology, mounting a null signature system, phased array sensor system, sheathed directional communication beacon and Chameleon Light Polarization Shield. The protected communications systems, the heat-baffling capabilities of the null signature system and light-bending attributes of the polarization shield turned the *Exterminator* into a ghost on the battlefield.

Deployment

The centuries since the final *Exterminators* were destroyed have hopelessly muddled the waters surrounding the details of this 'Mech. While ComStar and the Word of Blake field small numbers, few of the hyper-advanced technologies remain. Considering these represented the pinnacle of electronic-warfare development at the height of the Star League, such degradation is not unexpected.

While the Clans possess examples of the design, they have shown no inclination of using it—and by accounts stopped the research of stealth technologies during the Golden Century, believing that the use of such advances was dishonorable. The Inner Sphere was able to maintain several examples of the technology on the *Spector*-class BattleMech, though production was out of the question.

However, these technologies may not stay lost forever. In 3059, Dr. Gerhardt Marks, NAIS Research Coordinator, presented his dissertation to the Interstellar Symposium on Military Technology and alluded to research on the null signature system; work on the Chameleon Light Polarization Shield must surely follow.

Variants

ComStar debuted the EXT-5E *Exterminator* in 3060, a rather extensive refit of this ancient design. Stripping it down to the bone, the 5E was rebuilt utilizing endo-steel. The jump jets were dumped in favor of MASC, while the AMS and LRM-10 were exchanged for improved Narc and C³ systems. The addition of several tons of extra armor helped shore up one of the major flaws of the original design.

The EXT-5F appears to be a direct field refit of the 5E. Trading out the four extended-range medium lasers and

iNarc for twin Light PPCs, an extended-range small laser and a multi-missile launcher-7 rack with two tons of ammunition, the 5F makes extensive use of the latest weaponry available.

Kallon Industries of Thermopolis recovered partial blueprints for the *Exterminator* in 3007 and attempted to use it to replace their aging *Wolverine*. Kallon replicated the overall design, though not the advanced technologies. Employing a 325 Vox standard fusion engine and single-strength heatsinks, the EXT-4A was mostly able to keep the original load-out except the AMS, which a machine gun replaced. The variant failed to live up to Kallon's expectations, as many MechWarriors found the *Wolverine* more effective. Construction was halted after two production runs.

Notable MechWarriors

Andery Kerensky: Despite his death centuries ago, Andery Kerensky is arguably the most famous *Exterminator* pilot of all time. Though little is known about the younger brother of Nicholas Kerensky, his blood connection both to General Aleksandr Kerensky, last commander of the SLDF, and Nicholas Kerensky, founder of the Clans, has ensured a cult following for this seldom-understood man. A recently uncovered apocryphal writing from early in the Clan's Golden Century called Andery "Nicholas' Conscience;" the author is unknown, and the veracity of the document is unverifiable at this time. In the end, all that is really known and remembered among the Clans is that Andery died at the end of Operation Klondike as the nascent Clans conquered the civil war-ridden Pentagon Worlds. While Spheroid-cult members will tell you the Clans had him murdered, we may never know. But his name, and the 'Mech he piloted, will likely echo for ages to come.

Precentor XI Dave Baughman: Commander of the Twenty-eighth Division, Precentor Baughman—supported by the Forty-fifth Shadow Division—led an assault against Wolf's Dragoons Delta Regiment on Buckminster in 3070. However, the Dragoons savaged the Word of Blake forces, killing Precentor Tunrida, commander of the Shadow Division. Blaming Precentor Tunrida for the debacle, Precentor Baughman took command of the entire assault force and executed a brilliant fighting withdrawal off world.

EXT-4D EXTERMINATOR

HEAVY 'MECHS

121

Type: **Exterminator**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,385

Equipment

Internal Structure: 6.5
Engine: 390 XL 23

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10 [20] 0

Gyro: 4

Cockpit: 3

Armor Factor: 168 10.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 21 21

Center Torso (rear) 8

R/L Torso 15 20

R/L Torso (rear) 8

R/L Arm 10 18

R/L Leg 15 19

Weapons

and Ammo

Location Critical Tonnage

LRM 10 LT 2 5

Ammo (LRM) 12 CT 1 1

2 Medium Lasers RA 2 2

2 Medium Lasers LA 2 2

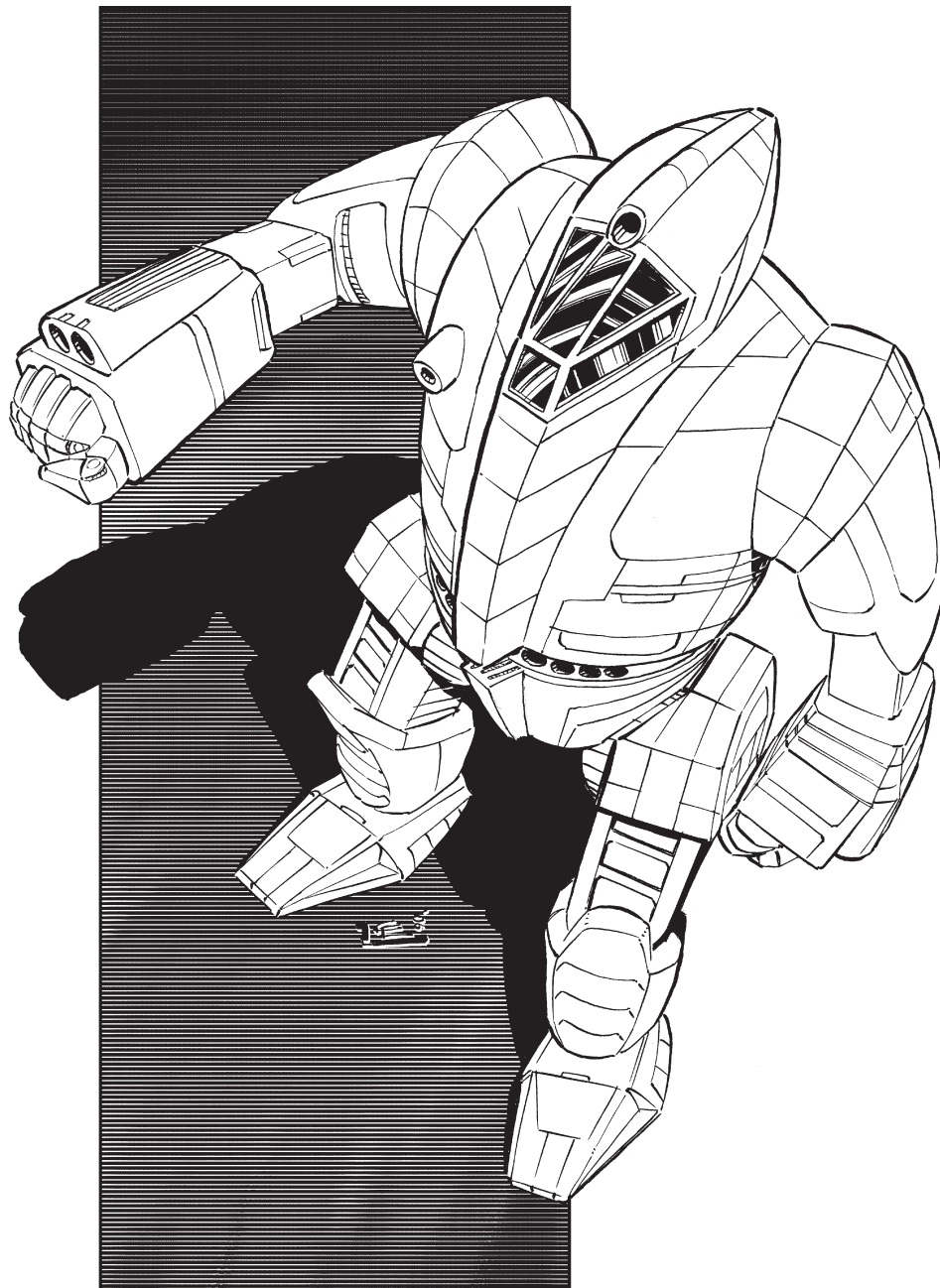
Small Laser H 1 .5

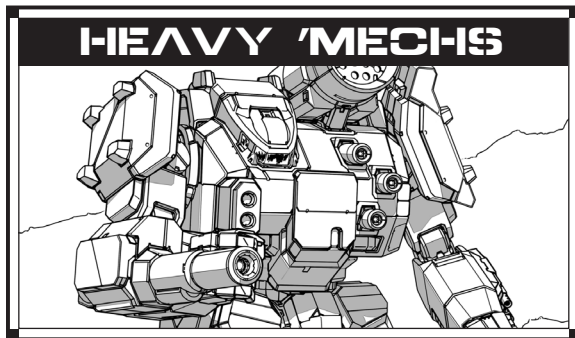
Anti-Missile System RT 1 .5

Ammo (AMS) 12 RT 1 .5

Jump Jets RT 3 3

Jump Jets LT 3 3





Mass: 65 tons

Chassis: Kallon Type XII

Power Plant: Magna 260

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar

Armament:

2 Mydron Model C Medium Autocannons

2 Mydron Model D Light Autocannons

2 Magna Mk. II Medium Lasers

Manufacturer: Kallon Industries

Primary Factory: Talon

Communications System: Garrett T11-A

Targeting and Tracking System: Garret D2j

Overview

After the success (despite its limitations) of the *Rifleman*, Kallon Industries decided to see if the 'Mech could be improved. In reviewing the *Rifleman's* performance, Kallon engineers discovered that it was under-armored, lacking in ammunition, and prone to overheating. In designing the *JagerMech* they tried to keep the best of the *Rifleman* while addressing its key deficiencies.

Two out of three isn't bad.

Although they were able to reduce the ammunition problem and all but eliminate the *Rifleman's* heat burden, there was simply no way to increase the 'Mech's armor protection and retain the same weapons profile.

AFFS procurement officers, impressed with what they saw, approved the design anyway, and the *JagerMech* began standard production.

Capabilities

The key feature of the *JagerMech* is the battery of four autocannons that gives it a deadly direct fire-support capability. Two each of Mydron's Models C and D cannons are mounted, one of each in either arm, and are provided with plentiful ammunition. A pair of Magna Mk. II medium lasers in the torso provide close-in defense, and without the *Rifleman's* large lasers, the *JagerMech's* heat curve is far more manageable. The only flaw in the *JagerMech's* design is the lack of heavy armor to protect it. Kallon responds to this charge, however, by pointing out that the *JagerMech* is intended as a second line 'Mech, staying far behind the main battle lines to pour cannon fire into the enemy at range.

Like the *Rifleman*, the *JagerMech* is a strong anti-aircraft platform. It uses the same Garret D2j targeting and tracking system as the smaller 'Mech, and its weapons are just as accurate when selected for anti-air firing. With its larger ammunition reserves, the *JagerMech* is often the preferred anti-air unit.

Deployment

With their main production facility on Talon, the *JagerMech* is a popular 'Mech in the Federated Suns. The loss of Quentin and the Independence Weaponry factories there during the War of 3039 brings into question the ability of the AFFS to keep the JM6 to themselves, but even captured *JagerMechs* have never been popular in the DCMS. House Liao uses many reconditioned *JagerMechs* captured in combat, but the large majority of the design still serves House Davion.

In AFFS RCTs, *JagerMechs* form the backbone of fire support lances, together with *Dervishes* and the steadfast *Rifleman*. They are also present, often as supporting members, in attack and strike lances, where they can use their cannon to support their lancemates as they advance. While the Model D doesn't deliver heavy damage, its range makes it excellent for suppression fire.

Variants

The JM6-A variant is designed as a better anti-aircraft platform, with the medium autocannon being replaced by Zeus LRM 15 batteries. Kallon only dedicated two production runs to this variant, and most of them are found in Davion RCTs. In several cases the JM6-A has been pressed into ground combat, where it serves as admirably as the standard JM6-S.

Notable MechWarriors

"Devil" Donald Vincent: A former mercenary, Devil Don is a freelance MechWarrior who often flirts with banditry. Most recently Devil Don took a contract to help defend a small factory on Jonathan during the Fourth Succession War. He and his *JagerMech* were out when the AFFS arrived to take control. Citing his contract, he prepared to engage the armored company sent to capture the factory. When he failed to move immediately, the Davion company ignored him and fired a barrage into the factory. As the fires burned out of control, Vincent simply turned and watched. When questioned later, he shrugged. "I was contracted to defend the factory," he said. "With the factory burning, what point was there in getting in a fight?"

Subcommander Bennett Chang: Bennett Chang serves in the Red Guards, where his *JagerMech* is maligned as a Davion toy. Subcommander Chang, however, sees advantage in using a Davion-sponsored 'Mechs against its originators. He and his techs have perfected the art of painting the standard colors of a dozen Davion regiments on the front side of his 'Mech so that it appears to be a Davion line unit from the front side. However, to reduce friendly-fire incidents, they always paint a large Capellan insignia across the *JagerMech's* broad back. While he has not yet been able to test this deception in the field, it has made him the recognized concealment expert in his regiment.

Type: **JagerMech**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 901

Equipment

Internal Structure:

Engine: 260 13.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 96 6

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 21 16

Center Torso (rear) 5

R/L Torso 15 13

R/L Torso (rear) 3

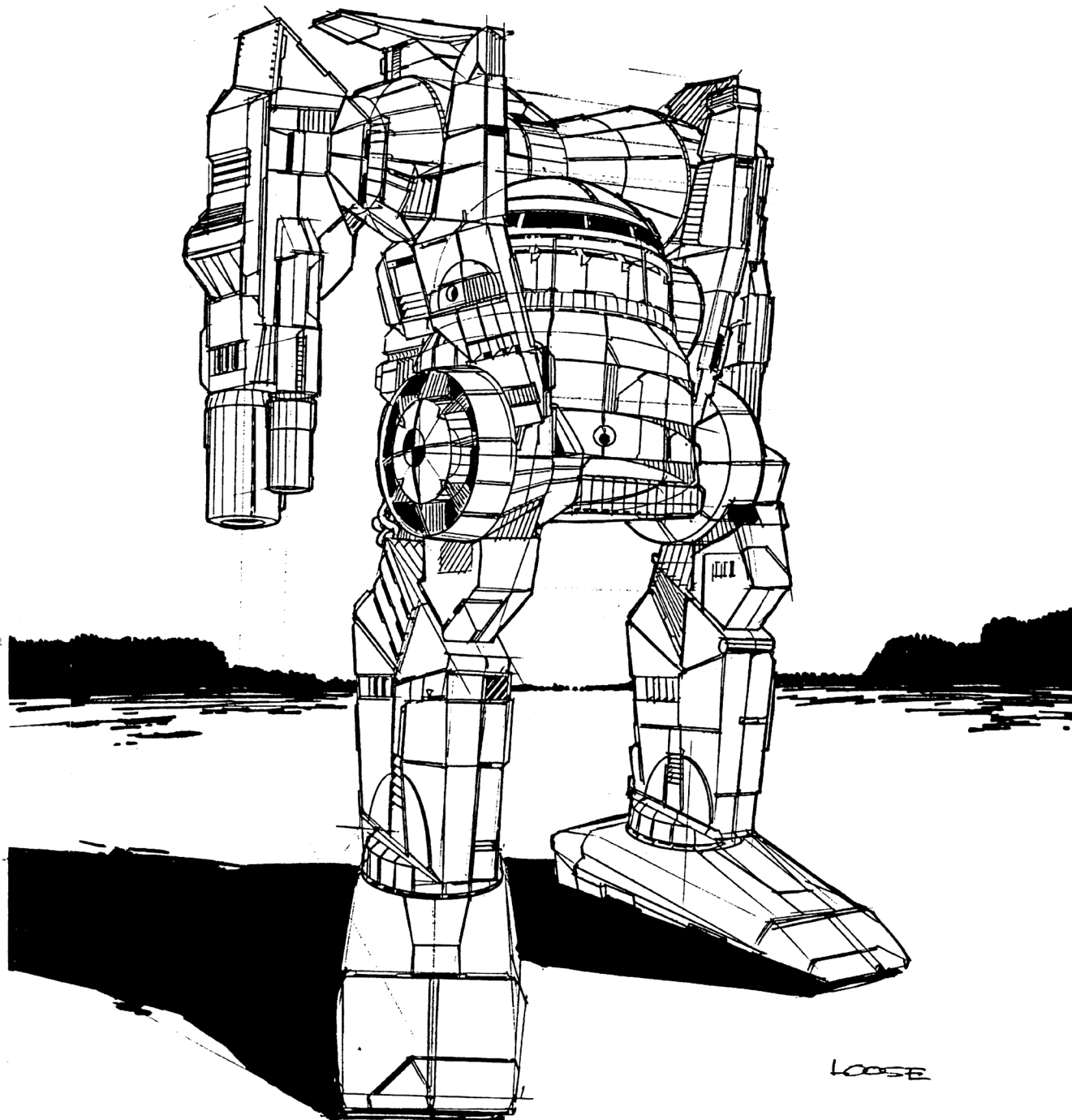
R/L Arm 10 6

R/L Leg 15 11

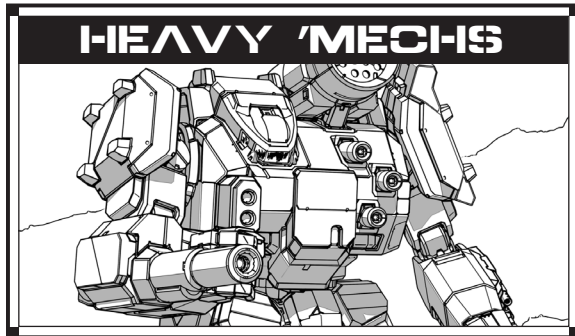
Weapons

and Ammo

	Location	Critical	Tonnage
AC/5	RA	4	8
AC/2	RA	1	6
Ammo (AC) 20	RT	1	1
AC/5	LA	4	8
AC/2	LA	1	6
Ammo (AC) 20	LT	1	1
Ammo (AC) 45	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1



LOOSE



Mass: 65 tons

Chassis: Earthwerks TDR

Power Plant: Magna 260

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Ryerson 150

Armament:

1 Sunglow Type 2 Large Laser

1 Delta Dart Long Range Missile 15 Rack

3 Diverse Optics Type 18 Medium Lasers

1 Bical Short Range Missile Twin-Rack

2 Voelkers 200 Machine Guns

Manufacturer: Earthwerks Incorporated

Primary Factory: Keystone

Communications System: Neil 8000

Targeting and Tracking System: RCA Instatrak Mark X

Overview

First produced in 2491, the TDR-5S *Thunderbolt*—or *T-Bolt* as it is affectionately known—is a familiar sight throughout the Successor States. One of the first 'Mechs designed for planetary assaults, it is renowned for its heavy firepower. Though later superseded by larger and more advanced designs, the *Thunderbolt's* excellent design and fearsome reputation has kept it in production.

Capabilities

One of the best-armed 'Mechs in existence, the *Thunderbolt's* long-range punch come from a Sunglow Type 2 large laser and a drum-mounted Delta Dart LRM 15 launcher, while three Diverse Optics Type 18 medium lasers provide a formidable broadside at closer ranges. A Bical SRM twin-rack and a pair of anti-infantry Voelkers 200 machine guns round out the weaponry.

The *Thunderbolt's* thirteen tons of Ryerson 150 armor is another impressive feature, often outclassing 'Mechs nearly twenty-five tons heavier.

The 'Mech's heavy weaponry is also its Achilles heel, as MechWarriors must ride the heat curve carefully or else risk shutdown and ammunition explosions. Many commanders order their *Thunderbolts* into bodies of water on the battlefield, allowing them to better utilize their armaments.

Deployment

Used extensively by every military across the Inner Sphere and Periphery, *Thunderbolts* appear in heavy lances and even light assault forces. Houses Steiner and Marik are the 'Mechs primary users, though these mercantile nations have sold production runs to other states. House Liao used to field significant numbers of the 'Mech, though the destruction of the Fourth Succession War and Andurien War severely curtailed this number. In the Periphery, the Taurian Concordat—with two *Thunderbolt* factories—uses the 'Mech as the backbone of its military.

Variants

Surprisingly for such an ancient design, only two major variants of the *Thunderbolt* exist. The Steiner TDR-5SS replaces the Sunglow large laser with a Kreuss PPC, substitutes the LRM rack for an SRM-6, and exchanges the Bical SRM pack for two Zippo flamers. The Eridani Light Horse mercenaries have adapted their *Thunderbolts* to act as raiding and reconnaissance units. The TDR-5SE adds Chilton 420 jump jets and an LRM-10 rack at the expense of the LRM-15, the SRM twin-rack, and machine guns.

Notable MechWarriors

Captain "Dashing John" MacAllister: Commander of Eridani Light Horse's Forty-first Support Company, the Ass Extractors, "Dashing John" models himself after the cavalry officers of ancient Terran history. During the War of 3039, the Seventy-first Light Horse was abandoned on Fellanin II due to a bureaucratic mistake. With the White Horse regiment pinned down in Fort Jinjiro by the Second Arkab Legion and the remnants of the Fourth Proserpina Hussars, Colonel Alfieri ordered his battered unit to retreat off-world. Harried all the way back to their LZ, MacAllister fought a desperate rearguard action, setting up numerous ambushes and luring the Kuritans into his artillery's kill zones. The Ass Extractors accounted for over two companies of Kuritan 'Mechs, allowing the majority of the Eighty-second Cavalry Battalion to safely reach the DropShips. Though blown out of his *Thunderbolt*, the "*Toujours L'Audace*," MacAllister was later repatriated in early 3040.

MechWarrior Clare Sarton: Part of Keniston's Assault Lance of House Liao's Seventh St. Ives Armored Cavalry, Clare Sarton is quite young to have achieved a reputation among MechWarriors. Most of her fame is based on the Fourth (and final) battle of Oasis 326 on the desert planet Daniels. Here she single handedly disabled five enemy 'Mechs in as many minutes as they charged down the dunes toward her lance's position. It was mainly Sarton's speed and dexterity at the controls of her *Thunderbolt*, the *Wild One*, that forced the Davion attackers to withdraw. With the arrival of additional Davion reinforcements, however, the Liao forces eventually had to evacuate Daniels some weeks later.

TDR-5S THUNDERBOLT

HEAVY 'MECHS

125

Type: **Thunderbolt**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,335

Equipment

Internal Structure:

Engine: 260 13.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15 5

Gyro: 3

Cockpit: 3

Armor Factor: 208 13

Internal
Structure

Armor
Value

Head 3 9

Center Torso 21 30

Center Torso (rear) 11

R/L Torso 15 24

R/L Torso (rear) 6

R/L Arm 10 20

R/L Leg 15 29

Weapons and Ammo

Location Critical Tonnage

Large Laser RA 2 5

LRM 15 RT 3 7

Ammo (LRM) 16 CT 2 2

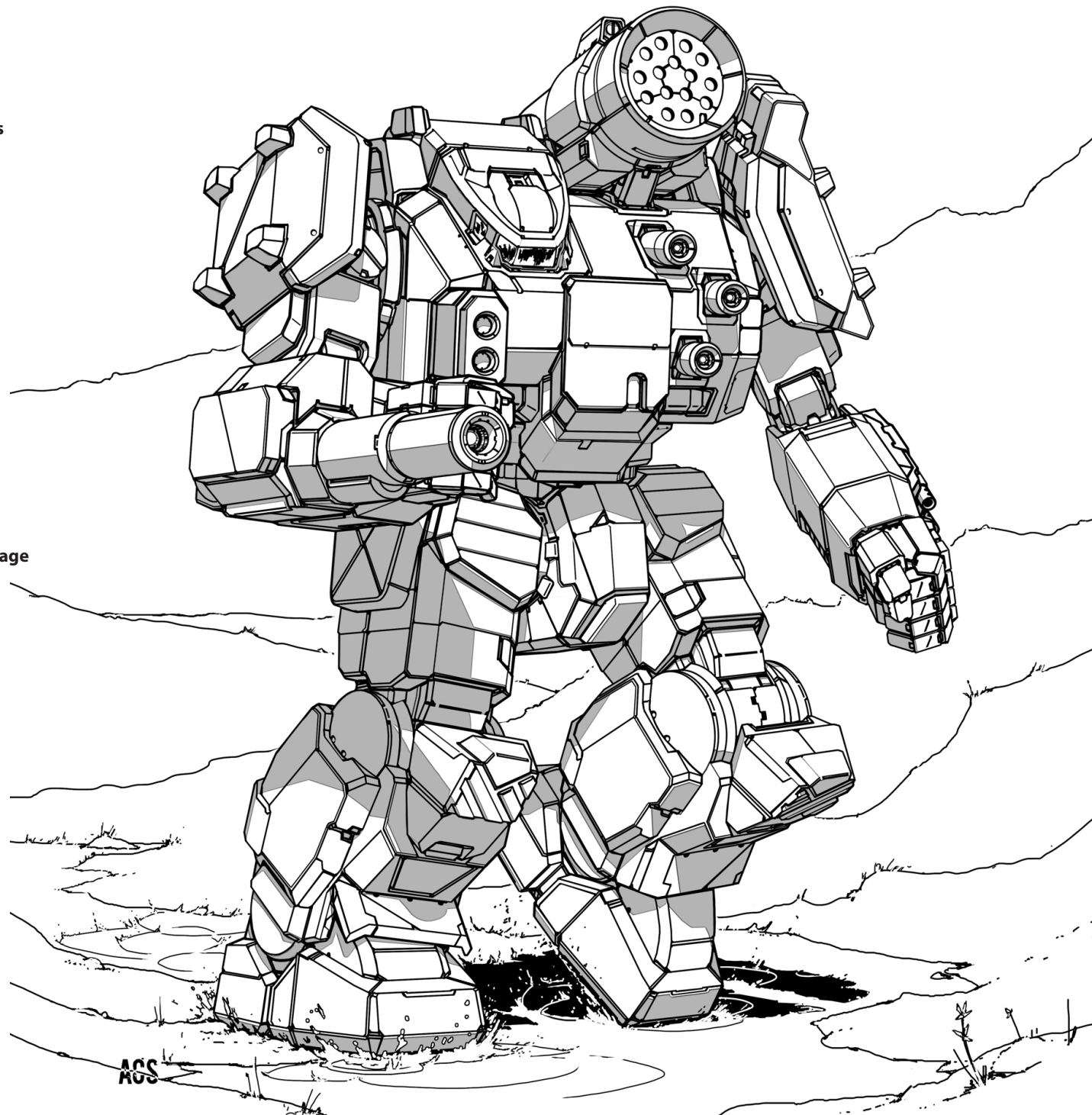
3 Medium Lasers LT 3 3

SRM 2 RT 1 1

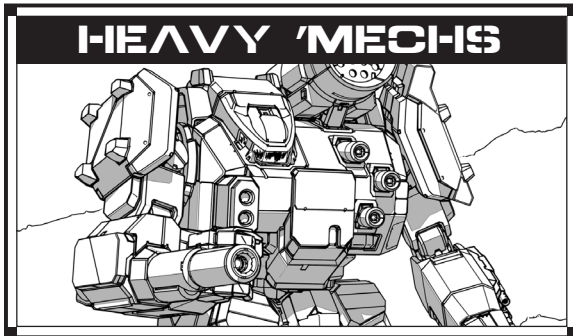
Ammo (SRM) 50 RT 1 1

2 Machine Guns LA 2 1

Ammo (MG) 200 LA 1 1



ACS



Mass: 70 tons

Chassis: Achernar Special Type 4

Power Plant: DAV 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Rawlings 40-Beta

Jump Capacity: 120 meters

Armor: StarGuard-X

Armament:

2 Donal Particle Projection Cannons

2 Federated-5 Shot LRM 5s

1 Harpoon-6 SRM 6

Manufacturer: Achernar BattleMechs

Primary Factory: New Avalon

Communications System: Achernar Electronics HICK-1

Targeting and Tracking System: Federated Gatherer

Overview

After a daring espionage operation netted the Lyrans the plans for building the BattleMech, the Federated Suns developed their own plans for conducting espionage against either the Terran Hegemony or the Lyrans. Rather than use these plans, however, First Prince Simon Davion decided upon a different route: diplomacy. The Suns and the Commonwealth had no common borders and no real conflicts, but both nations shared borders with the powerful Hegemony and the aggressive Draconis Combine. The First Prince opted to send a team of delegates to the Commonwealth, and after an undisclosed amount of effort, negotiation, and money, the team came back with reams of information as well as a precedent that would lead to further relations between the two superpowers centuries later.

Capabilities

The original prototypes that debuted in 2459, like those of the other houses, initially relied on proven weapon technologies such as lasers and missile racks, while most of the other components were still experimental. With the advancement of technology, the *BattleAxe's* primitive components were slowly replaced over the next fifteen years, increasing the 'Mech's speed by a third whilst simultaneously reducing the mass of its cockpit and armor. Though the Suns was getting ready to mass-produce particle projection cannons, they were unwilling to mount unproven technology as the BattleMech's main weapons and instead relied on older large lasers until the late 2460s.

Still unsure of the BattleMech's ability to swiftly move through built-up terrain, the designers later mounted experimental jump jets on the upper legs, allowing the machine to vault anything it could not go through. Extra training for MechWarriors and new actuator software had to be included as several pilots died early on, unable to handle the heavy, bulky design and crude jump jets to land safely on both feet.

Deployment

Unfortunately, even after full-scale production of the *BattleAxe* commenced, its inherent design flaws remained to curse it. The relatively low armor and bad heat curve, designed by engineers who never imagined the levels of ferocity BattleMech campaigns would involve, left large formations of the machines destroyed, crippled, or simply shut down on the battlefield. However, its strong punch ensured that the *BattleAxes* took down plenty of enemy units with them.

The last *BattleAxes* were destroyed during the Second Succession War, when a group of retired MechWarriors gathered for a failed attempt to assist the defenders against the Kuritan invasion of Robinson. This hastily raised company, made of machines considered ancient even by standards of the time, held back several battalions of conventional vehicles and infantry while groups of civilians and support personnel fled to the wilderness. Though half of the *BattleAxes* were destroyed by enemy fire, the other half were lost to ammunition explosions from their ceaseless weapons fire.

Variants

With the introduction of the *BattleAxe's* successor, the *Hammerhands*, no official variants ever surfaced. However, many MechWarriors, especially those who never quite learned to manage the *BattleAxe* as it leapt through the air, had technicians remove the temperamental jump jets and install a second LRM 5 in each torso, deeming it the "No Crash" version, or simply 7NC.

Upgrades

When digging through their archives, Achernar saw a chance to redeem their first design. Using the most advanced technology available to them, the design team corrected the flaws plaguing the original 'Mech. A light fusion engine, light ferro-fibrous compounds, and CASE turned the once-fragile heavy BattleMech into a well-protected anchor unit. The heavy cannons were swapped for a pair of extended-range medium lasers, and the missile racks were exchanged for three MML-7 packs. While still retaining the jump jets, the heat sinks have been upgraded to double-strength versions, and a C3 slave unit has been added. Sometimes mistaken for *Warhammer* variants, the BKX-8D often had MechWarriors already in the cockpits during the peak of the fighting for New Avalon as the last of the plating and wiring were being installed and then marching off to combat without even a simple coat of primer.

Notable MechWarriors

Leftenant Timothy McAuliffe: Having been retired for twenty years and missing the initial Draconis Combine landings on Robinson, Leftenant McAuliffe called up close friends and other retired family members when it became apparent the Kuritan force was winning the campaign. Seeing the destruction wrought by the Dragon, McAuliffe's company of 'Mechs, mostly decrepit *BattleAxes*, held the line long enough for the civilians in his hometown to evacuate. McAuliffe's *BattleAxe* was destroyed in the middle of a jump when incoming fire severed the leg, resulting in a fatal crash.

BKX-7K BATTLEAXE

HEAVY 'MECHS

127

Type: **BattleAxe**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,329

Equipment

Internal Structure:

Engine: 280

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 15

Gyro: 3

Cockpit: 3

Armor Factor: 144

Internal
Structure

Mass

7

16

5

3

3

9

Armor
Value

Head 3 9

Center Torso 22 20

Center Torso (rear) 7

R/L Torso 15 18

R/L Torso (rear) 6

R/L Arm 11 14

R/L Leg 15 16

Weapons and AmmoLocation

Critical

Tonnage

PPC RA 3 7

PPC LA 3 7

SRM 6 RT 2 3

Ammo (SRM) 15 RT 1 1

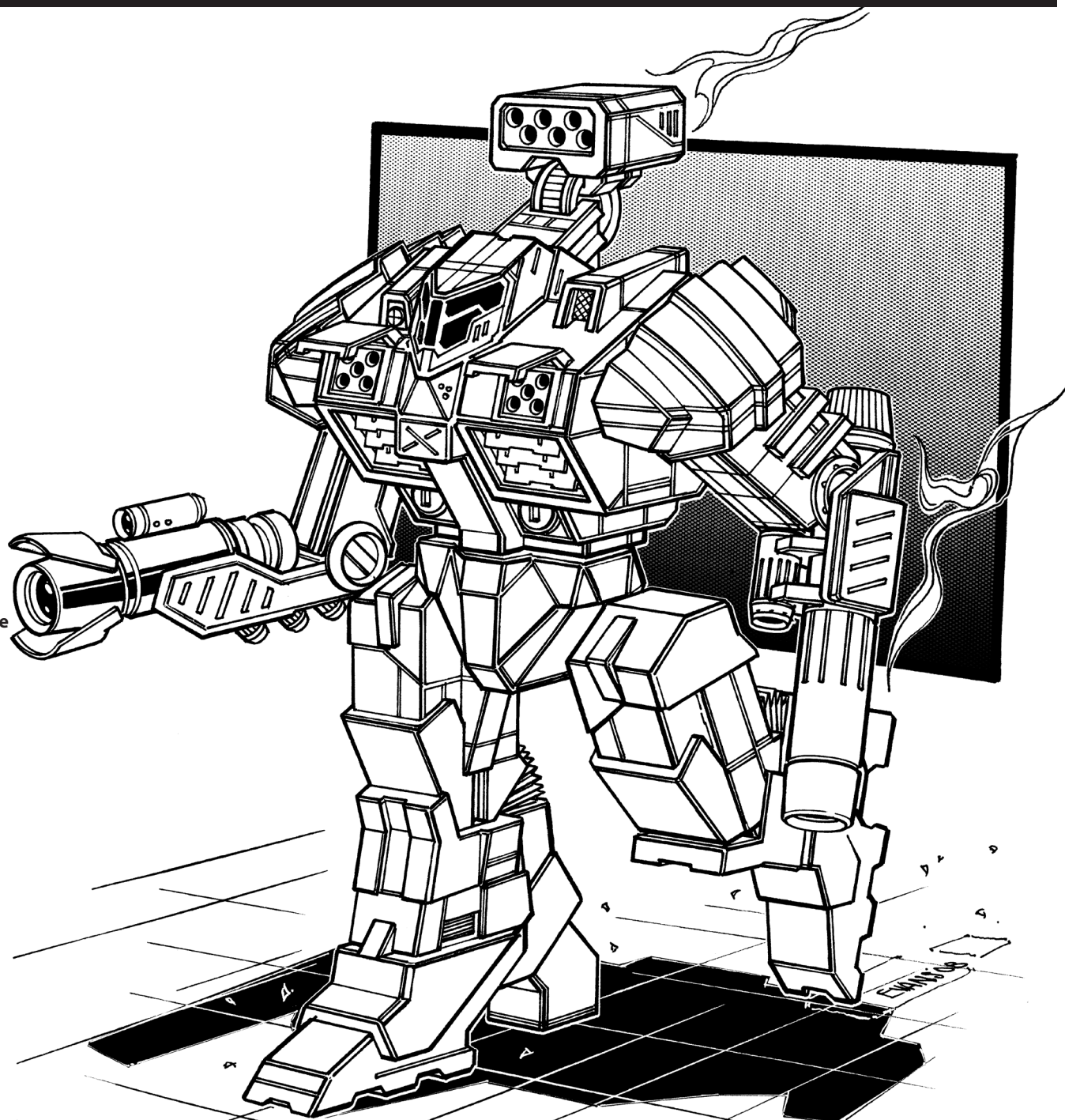
LRM 5 RT 1 2

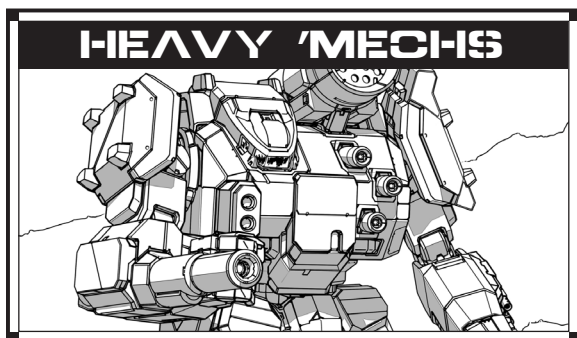
LRM 5 LT 1 2

Ammo (LRM) 24 LT 1 1

Jump Jets RL 2 2

Jump Jets LL 2 2





Mass: 70 tons

Chassis: Earthwerks CTF

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar

Armament:

1 CeresArms Smasher PPC

1 SarLon MaxiCannon Type 10

4 CeresArms Medium Lasers

Manufacturer: Earthwerks Incorporated

Primary Factory: Tikonov, Grand Base

Communications System: CommuTech Multi-Channel 10

Targeting and Tracking System: BlazeFire Sightlock

Overview

Carver V fell to the Free Worlds League in 2953, stripping the Capellan Confederation of vital heavy and assault BattleMech production lines. The battles to liberate the world would rage for three years, and when the dust settled, the Carver V factories had been reduced to smoking piles of rubble. As a result, the Confederation found itself desperately short of heavy BattleMechs during the final years of the Third Succession War. Thus the *Cataphract* design was born from the Capellan Confederation's need for new heavy BattleMechs. But what should have been one of House Liao's proudest achievements of the thirty-first century became a symbol of the Confederation's most embarrassing defeat.

Capabilities

Ruined by the Succession Wars, the Confederation's industrial base had been ravaged to the point that it was almost incapable of manufacturing anything bigger than the *Vindicator*. However, a number of factories could still manufacture parts. It was from this mishmash of available components that the *Cataphract* was born.

Unkindly given the nickname "FrankenMech," on paper the Cataphract certainly resembles the shambling piles of jury-rigged parts that occasionally graced the battlefields of the Succession Wars. The legs, torso, and right arm are based on the *Marauder*, and many *Phoenix Hawk* components have also been incorporated. The left arm was originally the right arm from a *Shadow Hawk* (the first prototype still had the hand actuator assembly in place). But unlike the familiar jury-rigged mechanical nightmares, the *Cataphract* had been carefully designed and the parts engineered for their role on the machine. Perhaps the result was not exactly aesthetically pleasing, but it was both functional and (more critically) something that could be built by the Confederation.

Layered with armor, the *Cataphract* can easily absorb damage, but even more importantly it can deal it out too. At longer ranges the CeresArms Smasher PPC (borrowed from the *Vindicator*) and the SarLon MaxiCannon combine to provide a vicious punch. Close in, a quartet of CeresArms medium lasers provide short-range firepower to both the front and rear.

Deployment

The Cataphract was intended to become the Capellan Confederation's standard heavy BattleMech, but the loss of Tikonov during the Fourth Succession War derailed those plans. It was the troops of House Davion who received the design in quantity. Many of the commands that participated in the incredibly successful Operation Rat rebuilt using equipment captured or manufactured on the many Capellan worlds that fell to the triumphant AFFS. The *Cataphract* became a common sight in the ranks of the Crucis Lancers, and the appearance of a Capellan BattleMech in Davion ranks caused Kurita troops some confusion during the fighting on the Draconis frontier in 3039.

Similarly, when the St. Ives Compact broke away from the Capellan Confederation, a number of prototype *Cataphracts* fell under the control of the St. Ives Lancers.

The defeats of the Fourth Succession War destroyed Chancellor Maximillian Liao's last tenuous hold on reality. Romano, his daughter, assumed control of the pitiful remnants of the Capellan Confederation. Under her leadership the commercial factories of Betelgeuse were converted to more "important" duties. With torture and execution as daily object lessons, the (surviving) workers' frenzied efforts had the *Cataphract* coming off the production line by 3032—just in time to participate in the counteroffensive against the Andurien invaders.

Variants

The CTF-2X added two tons of armor at the expense of two heat sinks. A Firmir MaxiLase large laser replaced the PPC, and the torso lasers fire forward. The arm-mounted medium lasers were replaced by a Hovertec Quad SRM 4 launcher on the left arm. The 2X also carries an extra ton of autocannon ammunition.

Notable MechWarriors

Sergeant Major George Lytton: As members of the elite McKinnon's Raiders (also known as the Fox's Teeth), the Lytton family have served as bodyguards to the McKinnons since the start of the Succession Wars. Lytton's father fell at the Fourth Battle of Harrow's Sun while guarding Ross McKinnon. A grim and powerfully built man, George Lytton serves in the same role, guarding Ian McKinnon's back.

One of the first prototype *Cataphracts* off the production line, CTF2X00013—or "*Lucky Thirteen*" as it is better known—was captured during the defense of the walled city of Tikograd. The CTF-2X variant was given to George as a replacement for his damaged and aging *Warhammer*. Lytton was more than happy with his new BattleMech—once the technicians had corrected all the shoddy Capellan workmanship. Lucky Thirteen was later fitted with an experimental ER large laser and three experimental "freezers."

CTF-1X CATAPHRACT

HEAVY 'MECHS

129

Type: **Cataphract**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,303

Equipment

Internal Structure:

Engine: 280 16

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 16 6

Gyro: 3

Cockpit: 3

Armor Factor: 176 11

Internal
Structure

Armor
Value

Head 3 9

Center Torso 22 26

Center Torso (rear) 9

R/L Torso 15 16

R/L Torso (rear) 6

R/L Arm 11 22

R/L Leg 15 22

Weapons

and Ammo

Location Critical Tonnage

PPC RA 3 7

Medium Laser RA 1 1

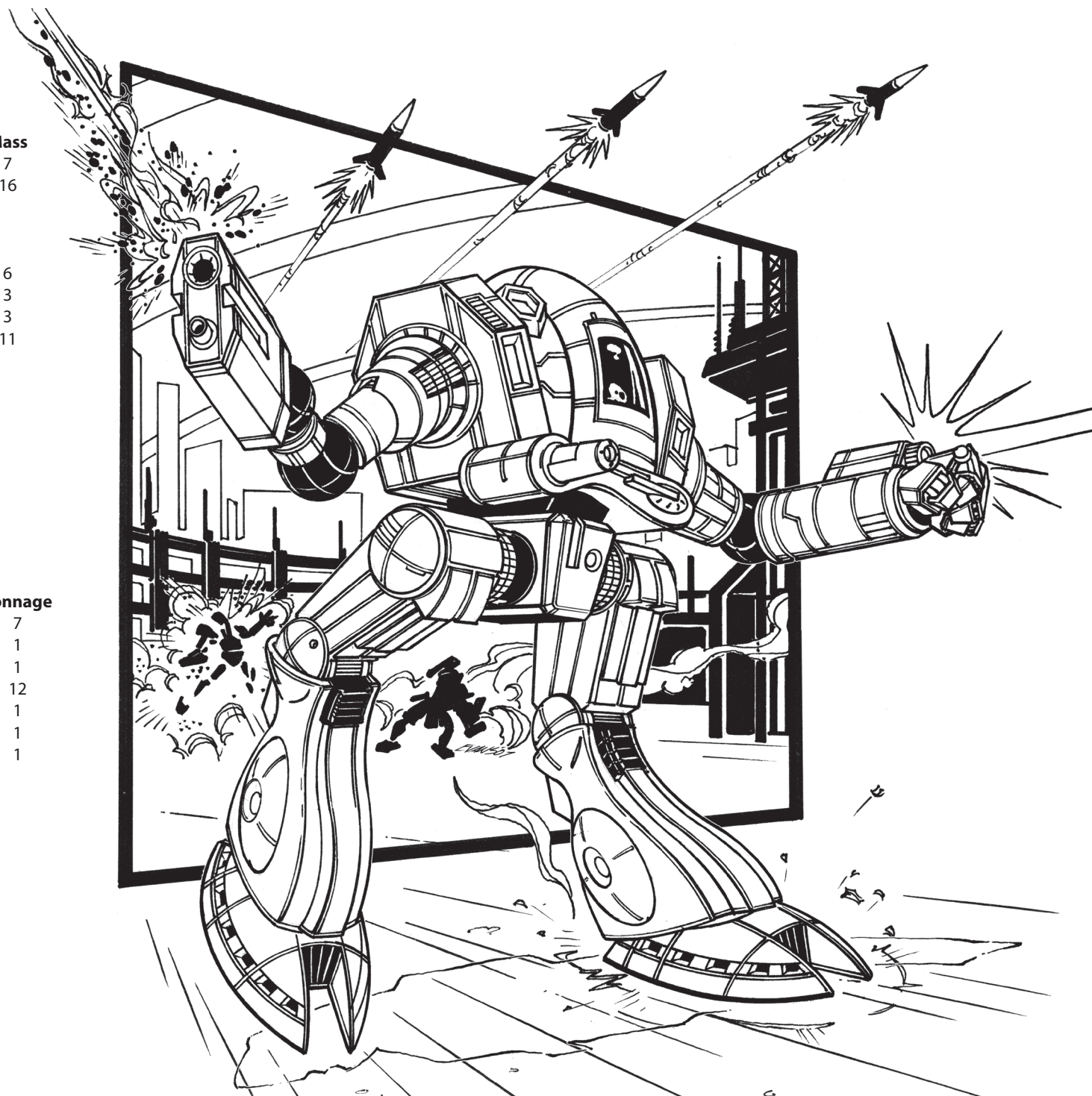
Medium Laser RT (R) 1 1

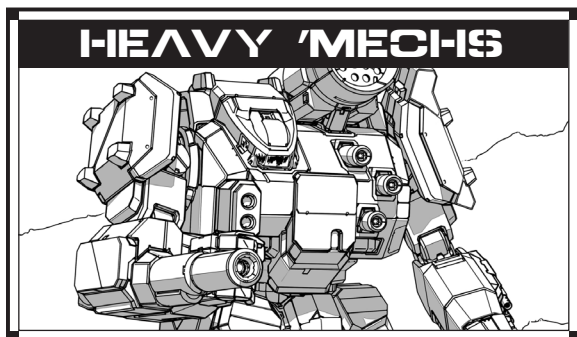
AC/10 RT 7 12

Ammo (AC) 10 RT 1 1

Medium Laser LT (R) 1 1

Medium Laser LA 1 1





Mass: 70 tons

Chassis: Corbine 1

Power Plant: Ford 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Pribak 9000 with CASE

Armament:

1 Grizzard Model 200 Gauss Rifle

1 Ingrid Systems LRM-20 Missile Rack

1 McArthur Anti-Missile System

Manufacturer: Yankee Weapons Systems, Skobel

MechWorks, and Independence Weaponry

Primary Factory: New Earth, Terra, and Quentin

Communications System: Faulk 203 Comset

Targeting and Tracking System: KBC Starsight Model QTA1

Overview

The *Excalibur* first appeared in SLDF units after Yankee Weapons introduced the new 'Mech in 2620. Designed to deliver long-range firepower, the *Excalibur* featured the powerful Gauss rifle extending through a false hand, appearing as a sword on the 'Mech's right arm. The 'Mech's resemblance to a medieval knight led to its name.

Capabilities

The *Excalibur* is one of the fastest 'Mechs in its weight class, thanks to its powerful XL engine. A Grizzard Gauss rifle (a robust and accurate weapon), an LRM-20 rack, and an Artemis IV fire-control system constitute the 'Mech's long-range armament.

As a long-range fire-support 'Mech, the *Excalibur* only carries seven and a half tons of armor. The *Excalibur*'s light protection keeps it out of close quarter combat and forces the 'Mech to withdraw after suffering several hits. Pundits argue the light armor is a serious design flaw; Yankee Weapons counters the criticism by pointing out close combat isn't the *Excalibur*'s intended niche. They further contended the 'Mech's anti-missile system provides ample protection against incoming missiles.

The *Excalibur*'s performance in operations during the Reunification War proved the 'Mech a valuable asset. Records showed units equipped with the *Excalibur*, when used in conjunction with other 'Mechs, had a higher kill ratio compared to other SLDF heavy 'Mech units.

Deployment

The Com Guards field a large number of *Excaliburs*, and many mercenary commands, including Rhonda's Irregulars, also deploy the design. After Terra fell to the Word of Blake, Blakist divisions received those units destined for the Com Guards.

Variants

Only two known variants—EXC-B2 and EXC-C1—were operational, until recently. During the Blakists' invasion of Outreach, a new variant appeared. This configuration—EXC-D1—radically departed from the original design intent. The D1 is equipped with a RAC 5, two ER medium lasers and a single streak SRM-6. Reportedly, this variant's fire is extremely accurate, and the unit works well in a Level II force. Intel analysts believe the 'Mech is equipped with a targeting computer and C³i. The 'Mech is heavily armored and is believed to use endo steel to carry the weight, along with double heat sinks so it may run cool. It retains CASE to protect the autocannon ammo, and also mounts jump jets.

ComStar lost their source of *Excaliburs* until mid-3067 when they inked a deal with the Combine's Independence Weaponry. The Com Guards and the DCMS field their own new variant, the EXC-CS. This configuration replaced the Gauss rifle with a Lord's Light ER PPC, and it retains the LRM-20 with Artemis and three tons of ammunition. Complementing the long-ranged weapons are four ER medium lasers. A targeting computer supports the direct fire weapons. The variant uses endo steel and is protected by thirteen and a half tons of armor with CASE. Twelve double heat sinks and TSM help control the heat generated by the EXC-CS.

Notable MechWarriors

Captain Nicole Doles: A member of the Broadsword Legion, she pilots an *Excalibur* EXC-D1. During massive attack on Outreach by two Blakist divisions, her command turned on the Wolf Spiders and all but annihilated the Dragoon unit. Captain Doles was credited with killing four Dragoon 'Mechs before events spiraled out of control and into the abyss on Outreach.

When the nuclear and orbital bombardment commenced, Captain Doles decided it was time to leave. She led the remainder of her company to commandeer a DropShip and escaped during the confusion. She reportedly told a Dragoon survivor that she wasn't going to be party to this kind of destruction.

Adept Conrad Dobson: Adept Dobson originally piloted a *Warhammer* during the Battle of Tukayyid, but that was lost when he fought against the Ghost Bears. He received a new *Excalibur* after he recovered from his wounds on Terra. Stationed in North America when the Blakists attacked, his command fought a guerrilla war until they finally made it off world when the evacuation was ordered; once again, his 'Mech was shot out from underneath him.

After recovering from wounds suffered on Terra, Dobson received another *Excalibur* and participated in the destruction of the Smoke Jaguars as part of Task Force Serpent. During the assault on Huntress, Dobson used his *Excalibur* to destroy a number of Jaguar 'Mechs. Dobson and his 'Mech survived to see fighting during the FedCom Civil War.

During the Jade Falcon Incursion his luck ran out, and he lost his 'Mech again. After the war, the Com Guards awarded him their highest honor for valor. He received a new EXC-CS, which he piloted while stationed on Tukayyid. Adept Dobson was listed as MIA after the Blakists pummeled the planet with orbital bombardments.

EXC-B2 EXCALIBUR

HEAVY 'MECHS

131

Type: **Excalibur**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,533

Equipment

Internal Structure:

Engine: 350 XL 15

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 11 1

Gyro: 4

Cockpit: 3

Armor Factor: 120 7.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 22 16

Center Torso (rear) 5

R/L Torso 15 14

R/L Torso (rear) 5

R/L Arm 11 13

R/L Leg 15 13

Weapons

and Ammo

Location Critical Tonnage

Gauss Rifle RA 7 15

Ammo (Gauss) 16 RT 2 2

LRM 20 LT 5 10

Artemis IV FCS LT 1 1

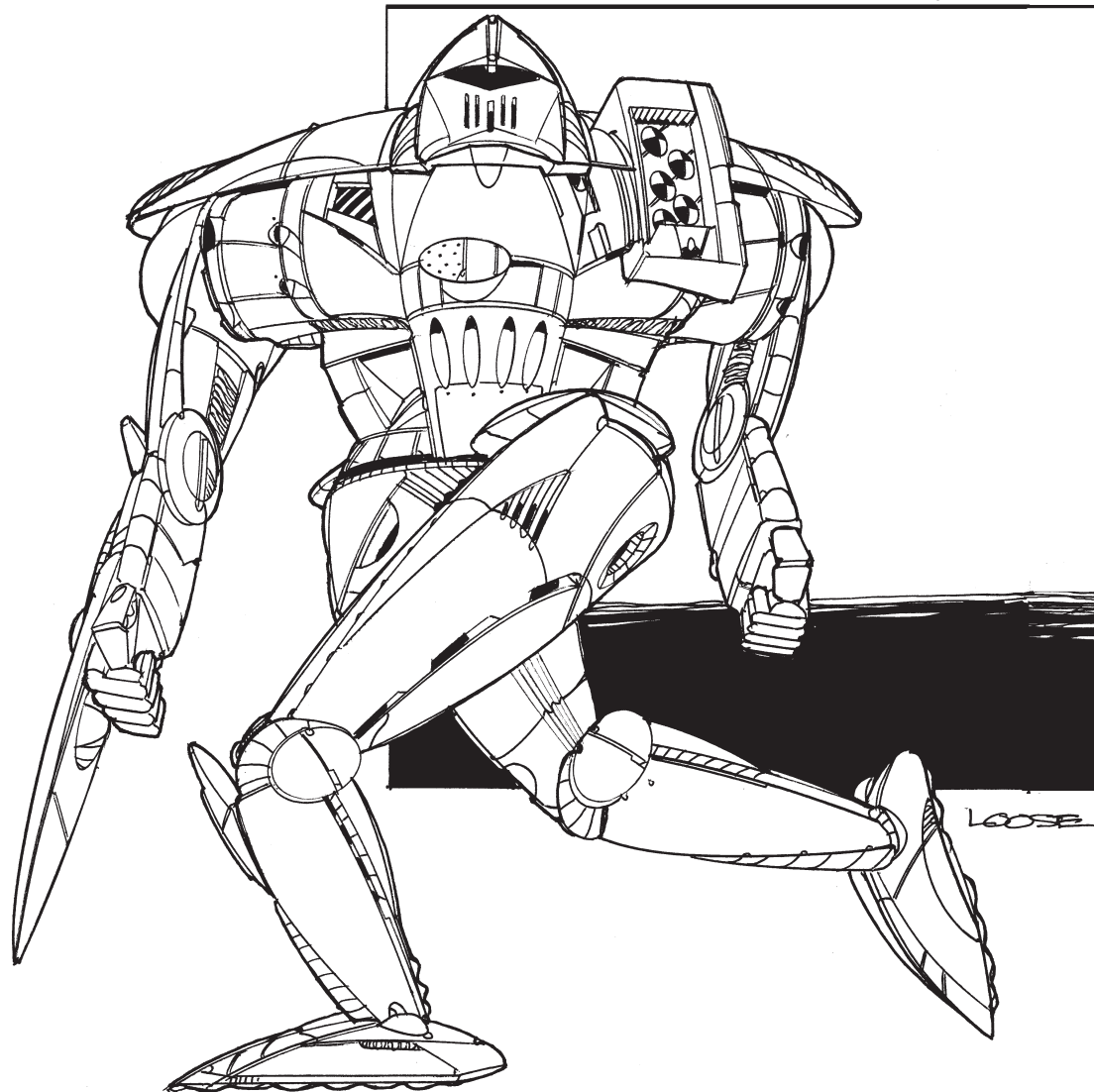
Ammo (LRM) 12 LT 2 2

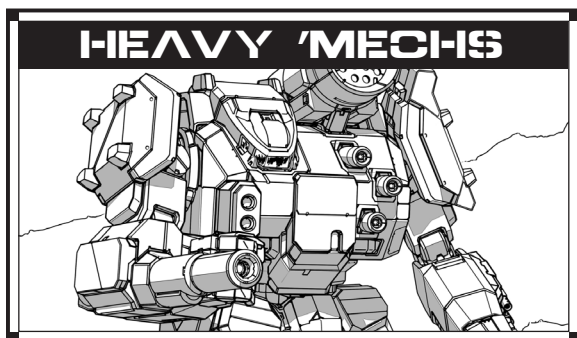
Anti-Missile System CT 1 .5

Ammo (AMS) 12 CT 1 1

CASE LT 1 .5

CASE RT 1 .5





Mass: 70 tons

Chassis: Mingh z33/7

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Leviathon Lifters

Jump Capacity: 120 meters

Armor: Durallex Heavy

Armament:

1 Diplan HD Large Laser

4 Diplan M3 Medium Lasers

1 Conan/S LRM 5

Manufacturer: Lantren Corporation

Primary Factory: Bryant (destroyed 2843)

Communications System: Allet-C308

Targeting and Tracking System: Allet-T11

Overview

A rushed design intended to fight in the various pent-up areas on Terra in both overt and covert operations, the *Grasshopper* would miss the climatic end of the Amaris Coup due to difficulties integrating several stealth systems with the chassis. With the campaign over before testing could begin, many of the new technological features were stripped out before production started in 2780, and distribution of the untested design occurred throughout the Regular army instead of the more prestigious Royal divisions. As defections occurred before the Exodus, Houses found themselves inheriting this unorthodox design.

Worsening global storms and battle-damaged biodomes led to the evacuation of the Bryant plant during

the Second Succession War, ending the *Grasshopper's* production. But due to its capabilities, many units prioritized repair and rebuilding of the heavy design over other damaged units, sometimes even the commander's own machines, leading to a very high percentage of the original production runs still in fighting condition centuries later.

Capabilities

While under-armed when compared to designs of similar weight, in all other aspects the *Grasshopper* is consistently equal or better than other heavy designs. Nearly two dozen heat sinks keep the machine cool in all but the most intense situations. This is a stark contrast to other popular designs such as the *Warhammer* and the *Marauder*. Jump jets assist in keeping the BattleMech out of harm's way, and thirteen tons of armor keep its internals protected in case damage becomes unavoidable.

Mounting an array of medium lasers spread out between torsos and arms, this design can return fire from just about any angle with a mere torso twist. The most favored design feature, however, is the reliable Diplan HD large laser placed in the center of the torso. Even if the BattleMech loses both its arms and incurs damage to both sides of the torso, the pilot can fire its main weapon as long as the machine is upright. This has led many to classify the *Grasshopper* as a "zombie" design in the league of machines such as the *Awesome*, which can take unheard of damage before finally being destroyed.

For longer-range exchanges, an LRM 5 is the unit's sole ammo-using weapon. Too small to have any real effect, pilots often fire the missiles continually, softening up targets until they could get in range to bring the lasers to bear. In an extended campaign, many pilots will often not bother reloading it, instead allowing less self-reliant designs to draw from the LRM stockpiles, which also has the side effect of making the *Grasshopper* immune to any possibility of an ammo explosion.

Deployment

An uncommon but popular design, the *Grasshopper* and its capabilities remained unknown to many units until ComStar published *Technical Readout: 3025* shortly before

the outbreak of the Fourth Succession War. This led to many units treating the 'Mech as a typical heavy design until it got close, where it would leap into the middle of the attackers' formation and disrupt any plan the enemy's commander might have.

Commanders have used *Grasshoppers* in many light and medium companies as a back-up brawler. As lighter units draw the enemy away from support, many are surprised to see such a heavy and yet so mobile BattleMech anchoring the force.

Variants

Many pilots have tinkered with their *Grasshoppers* over the centuries, but no common variants have surfaced. [EDITOR'S NOTE: Even now, decades into the technological renaissance, the original 5H model is still so popular it outnumbers the upgraded 5J version by a ratio of three to one. Only the Draconis Combine, with its recent C3 variants, employs more upgraded models than originals.]

Notable MechWarriors

Överste-Löjtnant Tor Miraborg: In charge of many of the small unit operations ordered to hunt down the *ronin* resistance groups fighting throughout the Free Rasalhague Republic, Tor and his *Grasshopper* not only led the attacks, but also served as the rear guard when retreating. Tor has been injured twice in combat, suffering light wounds when witnesses thought he should have been killed. The Överste-Löjtnant credits his well-designed *Grasshopper* for his survival.

Force Commander Thomas Henten: Henten was the officer in charge of the Marik raiding force that attacked Bryant's Lantren Corporation in 2843 and damaged the factory's protective domes, which had been constructed after the planet's Star League-era Storm Inhibitors were destroyed. Force Commander Henten filled several cargo transports with *Grasshopper* spare parts for his personal machine, the "Red by Night." Now piloted by a distant descendant, the Red by Night still draws from this cache of spare parts and is in pristine condition.

GHR-5H GRASSHOPPER

HEAVY 'MECHS

133

Type: **Grasshopper**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,427

Equipment

Internal Structure:

Engine: 280 16

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 22 12

Gyro: 3

Cockpit: 3

Armor Factor: 208 13

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 22 30

Center Torso (rear) 13

R/L Torso 15 20

R/L Torso (rear) 10

R/L Arm 11 22

R/L Leg 15 26

Weapons

and Ammo

Location Critical Tonnage

Large Laser CT 2 5

Medium Laser RA 1 1

Medium Laser LA 1 1

Medium Laser RT 1 1

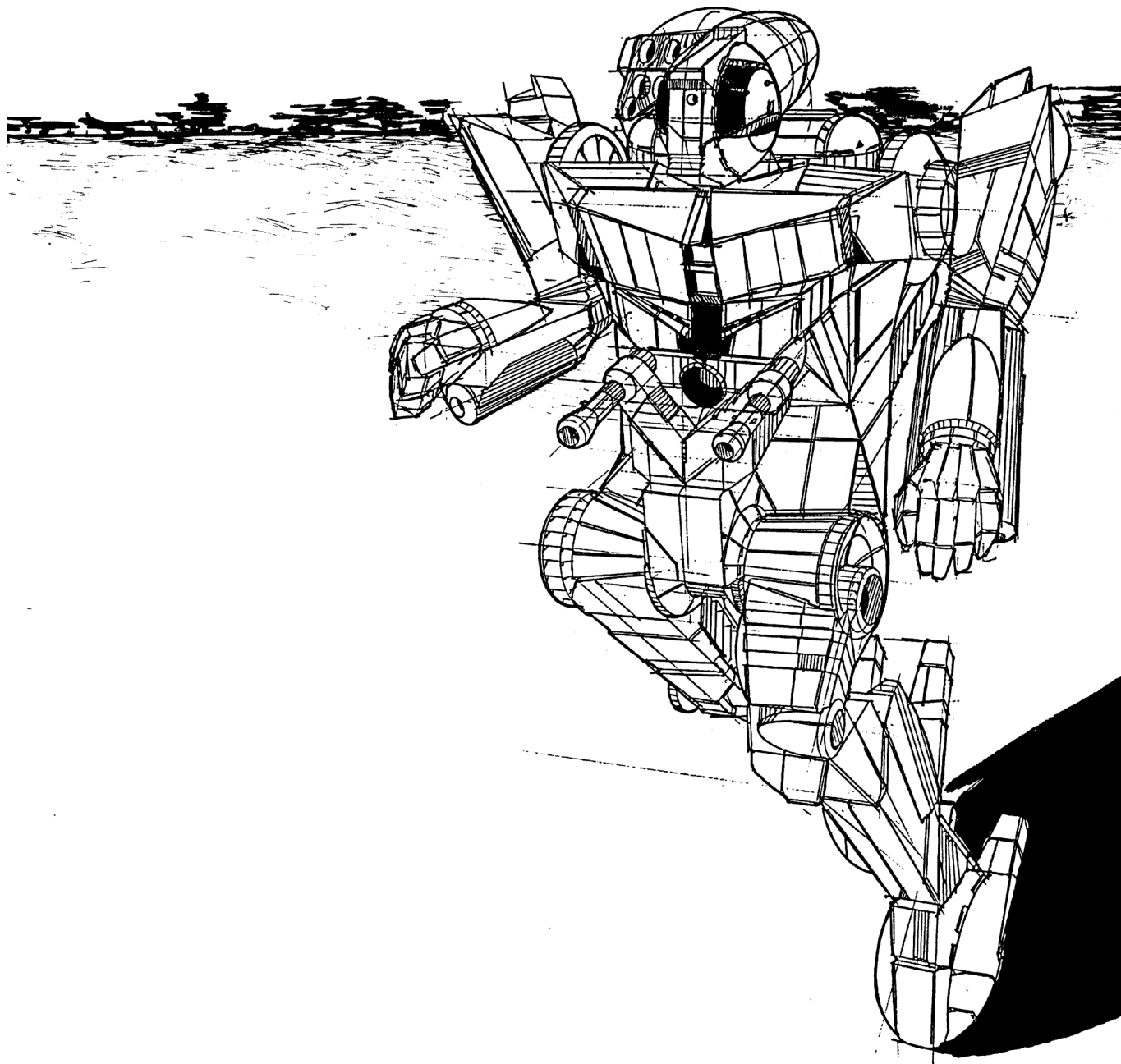
Medium Laser LT 1 1

LRM 5 H 1 2

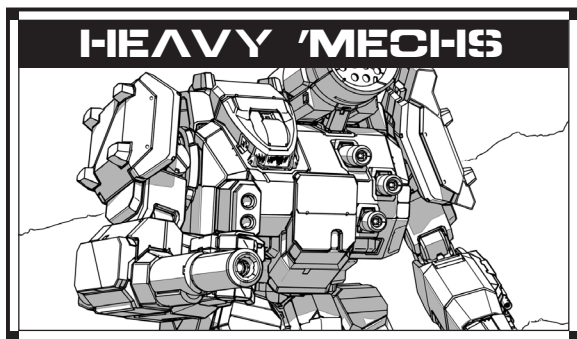
Ammo (LRM) 24 RT 1 1

Jump Jets RL 2 2

Jump Jets LL 2 2



LOOSE



Mass: 70 tons

Chassis: Crucis-I Endo Steel

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Anderson 398

Jump Capacity: 120 meters

Armor: Ulston Prime with CASE

Armament:

1 Sunglow Large Laser

4 ExoStar II Medium Lasers

1 Coventry-6 SRM Launcher

Manufacturer: Newhart Industries

Primary Factory: New Earth (destroyed 2776)

Communications System: StarLink 955G

Targeting and Tracking System: Pulsar Tri-X

Overview

First built in 2499, the *Guillotine* became a favored attack unit for Terran Hegemony forces, setting a standard against which later machines would strive to compete. Known for their excellent mobility, armor, and a dependable mix of weapons, *Guillotines* often anchored other fast attack units such as the *Griffin* and the *Thunderbolt*, providing heavy support fire for entire companies. With the rise of the Star League, the *Guillotine* would become a mainstay of almost every SLDF regiment, though heavier and more sophisticated designs eventually relegated the machine to the role of a heavy raider.

Capabilities

Despite using a weightier standard engine, the *Guillotine* attains a good land speed for a seventy-ton BattleMech and boasts the added benefit of jump jets to overcome more restrictive terrain. Its reliance on common energy weapons assures that its firepower is both consistent in long actions and easy to maintain in the aftermath. Though some glitches persisted throughout this 'Mech's Star League career—particularly with the Sunglow large laser power feeds and an erratic glitch in the Coventry-6 SRM system that served as a backup weapon—the *Guillotine* proved to be a survivor of the highest order, which is how so many of them lived on past the fall of the League.

Deployment

With the departure of Kerensky's forces and the collapse of the League, many of the SLDF *Guillotines* were scattered among the Great Houses. ComStar acquired the largest stockpile after they raided New Earth in 2788, and seized—among other supplies—close to a battalion of *Guillotines* from a former Newhart Industries warehouse. The remaining *Guillotines* eventually began to decline as the Succession Wars dragged on, creating the 4L downgrade that persisted through the later conflicts until the recovery of the Gray Death memory core enabled producers in the Inner Sphere to resurrect this venerable machine. Indeed, Irian Technologies' 5M model—produced from a refurbished plant that once manufactured the original model under a Newhart license—would come to surpass its Star League ancestor.

Variants

As technology declined in the early Succession Wars, the *Guillotines* left in the Successor State armies found themselves downgraded to ease their maintenance needs. A standard internal structure replaced the out-of-production materials of the Crucis I endo steel, while CASE and some heat sinks were lost to offset the weight increase. While these changes made the 4L model run hotter, they affected the BattleMech's performance only slightly, and many survived to the present day.

House Marik's 5M model, which emerged in the late 3040s, not only restored the capabilities of the original 3N, but improved upon them by trading the quirky Sunglow large laser with an improved Sunbeam ER model. An even more radical design appeared on the eve of the FedCom Civil War when the Federated Suns debuted its 8D variant, with its targeting computer-assisted suite of ER lasers, backed by a Streak-6 launcher and cooled by double heat sinks.

Two new variants have appeared in the wake of the Jihad, both apparently produced by Irian Technologies for the Word of Blake. The first, the GLT-6WB, uses a small cockpit, compact gyro, ferro-fibrous armor and double heat sinks to enhance its performance and free up tonnage for a quartet of ER medium lasers and a left arm heavy PPC, while the centerline SRM-6 has been replaced with a larger LRM-15 rack. The 6WB2 model is even more radical, combining a compact gyro, extra-light engine, double heat sinks and improved jump jets to make room for twin Light PPCs, a light Gauss rifle, an Artemis-enhanced LRM-5, and twin ER medium lasers. Both of these Blakist variants also feature an improved C³ system for maximum effectiveness, but the WB2's 180-meter jump distance often comes as the rudest surprise of the two.

Notable MechWarriors

Precentor Sariel: An "Omega" Manei Domini and apparent commander of the Word of Blake's elite Fortieth Shadow Division, Sariel—a twisted mass of flesh and cybernetic implants—personally led the conquest of Hesperus II in 3070 from the cockpit of a prototype 6WB model. Still reportedly on-world while his Division (nicknamed "Sariel's Conquerors") plunders the factory output for replacement machines, Sariel has made sport of hunting down rebel forces in the hinterlands of barren Hesperus II, particularly along the northern edges of the planet's equatorial jungles.

GLT-3N GUILLOTINE

HEAVY 'MECHS

135

Type: **Guillotine**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,418

Equipment

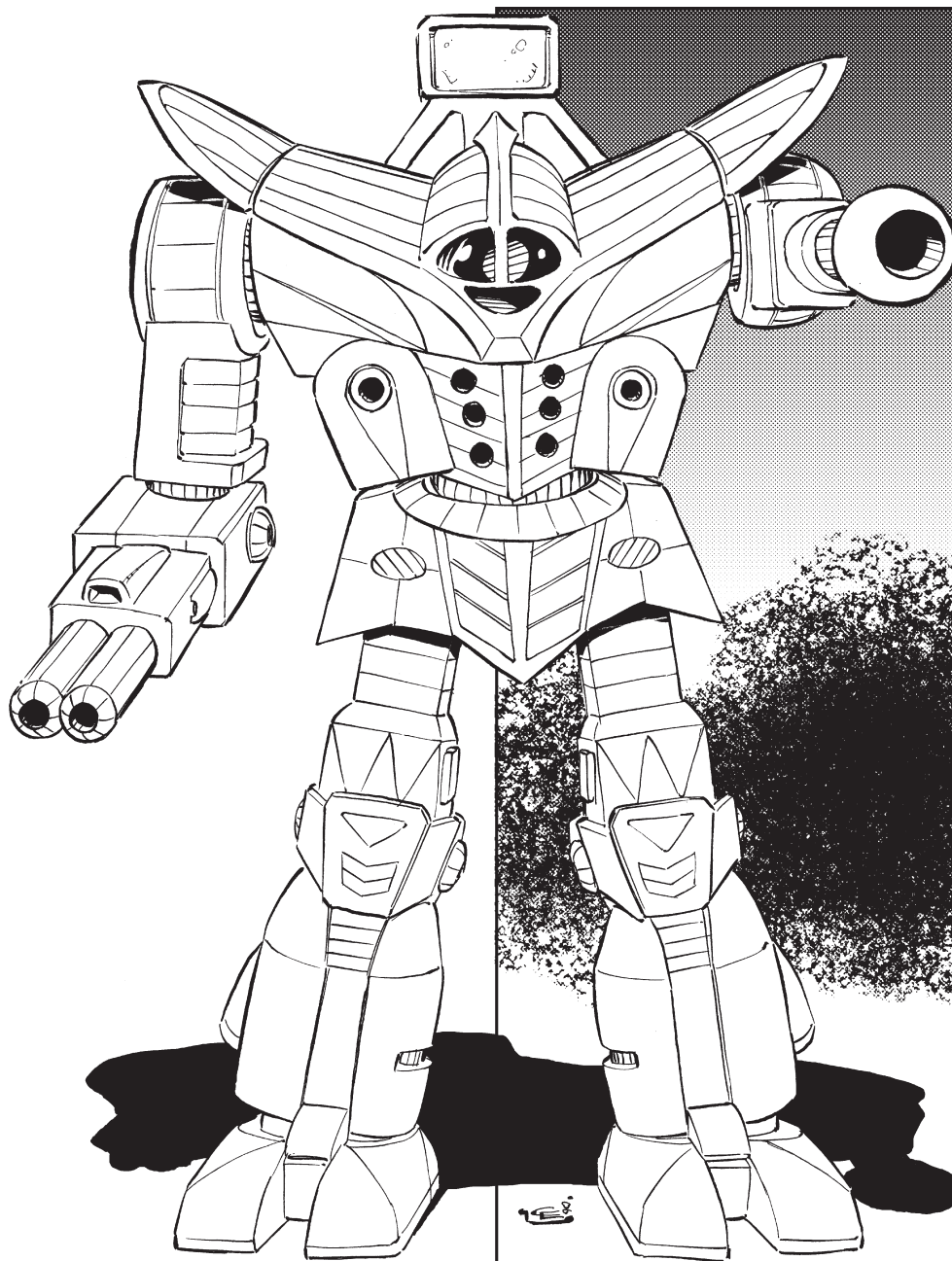
Internal Structure:	Endo Steel	Mass
Engine:	280	3.5
Walking MP:	4	16
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	25	15
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

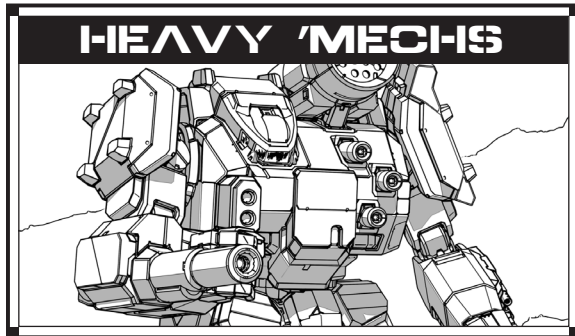
*Internal
Structure* *Armor
Value*

Head	3	9
Center Torso	22	27
Center Torso (rear)		12
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	22

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	LA	2	5
Medium Laser	LT	1	1
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
Medium Laser	RT	1	1
2 Medium Lasers	RA	2	2
Jump Jet	LT	1	1
Jump Jet	LL	1	1
Jump Jet	RT	1	1
Jump Jet	RL	1	1





Mass: 70 tons

Chassis: Dennenbach-Mitchell Mark IV

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: MV Ferro-Fibrous with CASE

Armament:

1 Deathgiver Autocannon/20

1 Blankenburg ER Large Laser

2 Blankenburg Medium Pulse Lasers

1 Dinattech Mark III Small Laser

Manufacturer: Mitchell Vehicles

Primary Factory: Terra

Communications System: Domman Echo II

Targeting and Tracking System: Wayne Marksman

Overview

When it was unveiled in 2621, the *Shootist* was intended to be a command 'Mech in the SLDF's Royal BattleMech regiments stationed within the Terran Hegemony. However, ten years later it was eclipsed in that role in both Line and Royal regiments by the *BattleMaster*. Despite this, the Star League Army continued to order *Shootists*, for it had proven to have a fine balance of speed and weaponry. Judging it to be the perfect 'Mech to provide maximum firepower for heavy lances engaged in close combat, the *Shootist* remained in service with many Royal formations. Like their SLDF predecessors, modern-day *Shootist* pilots routinely seek the largest opponent on the battlefield and engage it as quickly as possible.

Capabilities

The *Shootist* was designed to provide maximum armor protection rather than firepower, a consideration that stems from the design's initial role as a battlefield command platform. The 'Mech carries twelve tons of ferro-fibrous armor on a standard frame. Every location is well armored, though a single concentrated salvo can breach the rear torso.

Although firepower was not the top priority of the *Shootist*'s designers, the 'Mech carries a respectable array of weapons. While the Deathgiver autocannon is a devastating weapon at close range, experts see the Blankenburg extended-range large laser as the *Shootist*'s true claim to fame. Accurate at all ranges, the weapon can savage an opponent as the 'Mech closes the distance. Two medium pulse lasers and a head-mounted small laser round out the arsenal. Pulse technology had only recently been perfected when the *Shootist* went into production, and the 'Mech's designers took full advantage of it.

The combination of a standard engine and CASE allows the *Shootist* to survive a catastrophic ammunition explosion that would cripple or destroy most other Star League designs.

Deployment

Though it has existed for centuries, the *Shootist* never appeared in great numbers. Even during the height of production, construction of this 'Mech barely kept up with combat losses, and few survived the Succession Wars—save those in ComStar's storage bays or Clan Brian Caches.

ComStar (and the Word of Blake) deploy the *Shootist* almost exclusively with heavy and command Level IIs. Particularly paranoid commanders have been known to attach a *Shootist* to their personal battlefield bodyguard. The SLDF discovered that *Shootists* work well together, but their limited availability now prohibits such concentrations.

The brutal fighting on Tukayyid took a heavy toll on ComStar's *Shootists*, and the schism that formed the Word of Blake further depleted their numbers. The violent clashes between Com Guard and Blakist forces in the Chaos March have only served to hasten the end for this classic Star League design. There are now less than fifty *Shootists* remaining in the Inner Sphere, and unless the Word of Blake's production can keep up with losses, experts predict that the current conflict will be the redoubtable *Shootist*'s last.

Variants

Several of the surviving *Shootists* have been upgraded with a C³i. Replacing the medium pulse lasers with ER medium lasers and removing the small laser allows a C³i unit to be mounted in the right torso. Most of these modified 'Mechs retain the autocannon, though a few have replaced the large weapon with a Gauss rifle. This second modification requires the removal of a heat sink.

Notable MechWarriors

Adept Mathew Kincade and Adept Simon Kincade:

Serving with the Fourth Division, these identical twins were the inspiration for the masterful deception designed to keep ComStar ignorant of the Word of Blake Militia's true strength. In field exercises, the brothers used their rare and distinctive *Shootists* (both bearing the same identifying markings) to confuse their opponents as to the actual size and location of the command to which they were attached. Precentor Martial Cameron St. Jamais was so impressed by the effectiveness of the ruses the Kincades executed that he formulated the Blakists' buildup around the same concept.

By building duplicate Level III formations, St. Jamais was able to secretly expand all of his Divisions to a full strength of six Level IIIs each. While Inner Sphere intelligence agencies had some success at discovering a buildup was indeed underway, they failed to detect that many of the Divisions—their component Level IIIs scattered across the Terran system and the Chaos March—were as much as forty percent bigger than they expected.

With Mathew serving in Blake's Messengers III-beta, and Simon assigned to the (previously unknown) Keepers of the Gates III-beta, the Fourth Division participated in operations against the Com Guard's Eighty-third Division (White Cyclones) on Tall Trees as the Blakists overwhelmed the Com Guards stationed in the Chaos March.

ST-8A SHOOTIST

HEAVY 'MECHS

137

Type: **Shootist**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,507

Equipment

Internal Structure:

Engine: 280 16

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 13 [26] 3

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 215 12

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 22 34

Center Torso (rear) 10

R/L Torso 15 24

R/L Torso (rear) 5

R/L Arm 11 22

R/L Leg 15 30

Weapons

and Ammo

Location Critical Tonnage

AC/20 LA 10 14

Ammo (AC) 10 LT 2 2

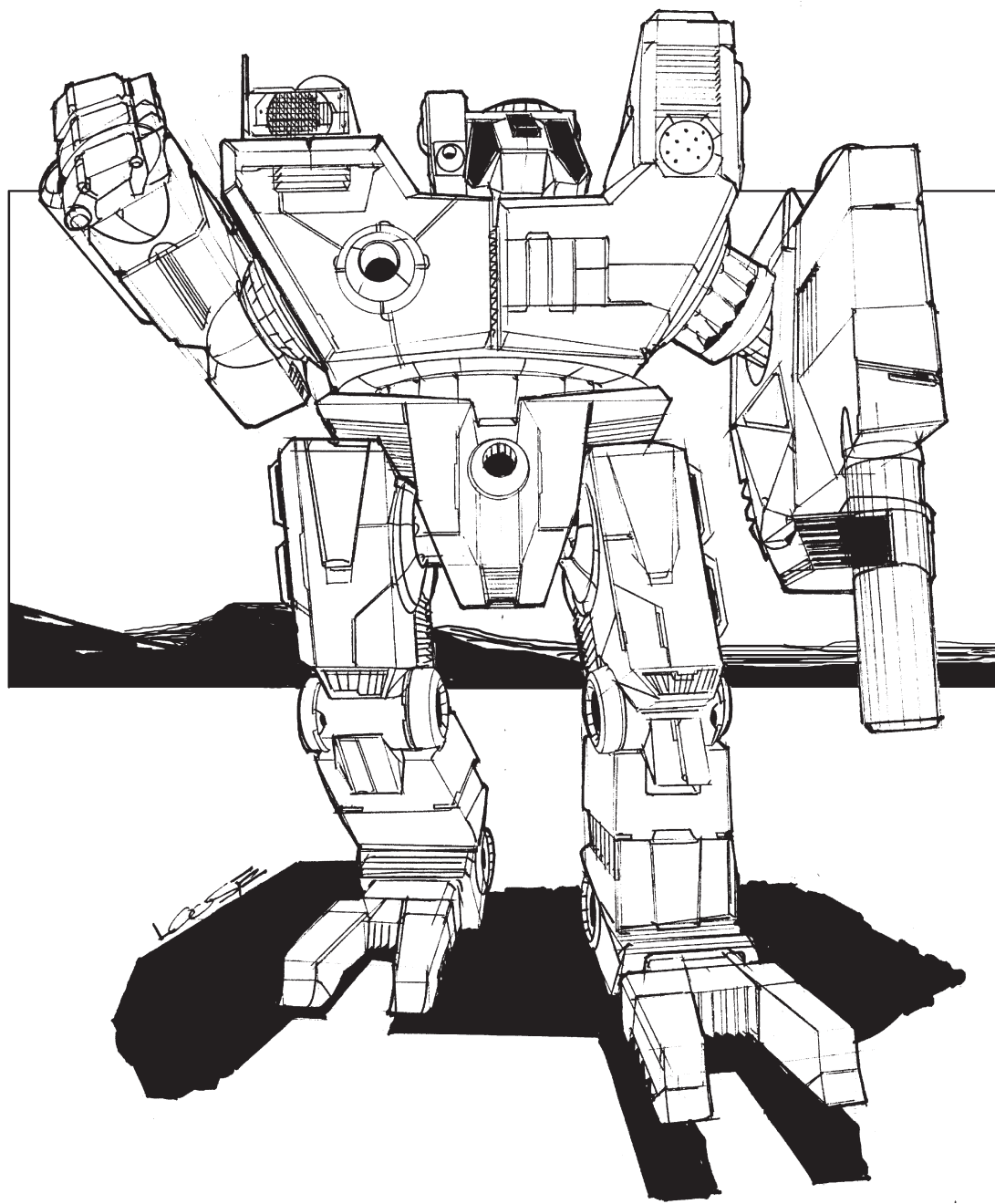
CASE LT 1 .5

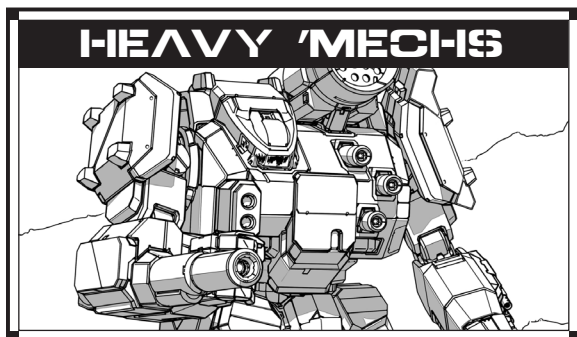
ER Large Laser RT 2 5

Medium Pulse Laser RA 1 2

Medium Pulse Laser CT 1 2

Small Laser H 1 .5





Mass: 75 tons

Chassis: Technicron 1L Endo Steel

Power Plant: Vlar 300

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

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

Manufacturer: Kong Interstellar Corporation

Primary Factory: Connaught

Communications System: TransComm Alpha

Targeting and Tracking System: TransComm Beta
with Beagle Active Probe

Overview

Introduced during the Reunification War, the *Black Knight* has been incredibly successful. In it, Kong Interstellar Corporation came close to the 'Mech designer's Holy Grail of creating the ultimate heavy BattleMech.

After the fall of the Star League, KIC continued production until their manufacturing plants were heavily damaged during the First Succession War. Reduced to manufacturing spares and performing maintenance, KIC's fortunes have finally recovered, with the company rebuilding their BattleMech production plant in 3065.

Capabilities

Mounting heavy armor protection on an endo-steel chassis, the *Black Knight's* external styling resembles a giant suit of medieval armor. An impressive array of energy weapons make the 'Mech a threat few can ignore. However, the high number of energy weapons makes heat buildup a significant problem, even with twenty heat sinks. A Beagle Active Probe allows the *Black Knight* to defeat all but the best ECM. In addition, the system is tied into the weapons system, allowing the Beagle's scanner to analyze nearby objects by riding a low-power laser pulse generated by the Magna small laser.

Over the centuries the *Black Knight* has established a reputation as an extremely tough opponent. Survivors of encounters with the design tell tales of having to literally dismember their foe to halt its inexorable advance.

Deployment

Ready in time for the campaign against the Taurian Concordat, the *Black Knight* saw battle for the first time in 2578 on Ridgebrook. The Third Heavy Assault Regiment (The Pythons) used their new heavy 'Mechs to storm the Fifteenth Fortress Battalion's headquarters. During the fighting, company commanders found that the sophisticated electronics made the *Black Knight* an excellent command 'Mech. Following its successful debut, the SLDF's First Corps deployed the design extensively.

Like the SLDF, ComStar found the *Black Knight* to be an ideal command vehicle in Level II and Level III formations during the fighting on Tukayyid.

The *Black Knight* can also be found in the ranks of the Clan's solahma units.

Variants

Reserved for SLDF Royal BattleMech regiments, the BL-6b-KNT was introduced in 2751. Fitted with sixteen double efficiently heat sinks, weaponry was upgraded with a Kinslaughter ER PPC and two Raker-X large pulse lasers.

ComStar modified a number of *Black Knights* in preparation for fighting the Clans. The BL-9-KNT mounts an XL engine and fifteen double heat sinks. A Magna Sunspot ER PPC gives this "Clanbuster" extended reach, and the medium lasers have been swapped out for more accurate

Aberdovey pulse lasers. The small laser and Beagle system were replaced with a center-torso mounted Aberdovey large pulse laser and additional armor. With the intent of capitalizing on the Clan's distain for physical attacks, a five ton hatchet was added to the left arm.

Robinson Standard BattleWorks secured a license from the KIC to produce the *Black Knight* in 3063. Using high quality lasers imported from Lushann Industries in the Outworlds Alliance, RSB developed the BL-12-KNT variant. Replacing the PPC and the medium lasers with extended-range weapons, this variant adds a sophisticated targeting computer in place of the small laser and Beagle. Even with sixteen double heat sinks, MechWarriors must watch their heat levels.

Notable MechWarriors

Captain Wilbur Frews: Champion of the 124th Royal Heavy Assault Regiment from 2711 to 2718, Captain Frews was probably the Gunslinger Program's strangest graduate. Convinced it would give him an edge, Frews immersed himself in the mythos of the Wild West's gunslingers. He even stopped wearing his uniform, instead dressing like gunmen of the ancient American West. Though never defeated in seven years of dueling, Frews' mental stability deteriorated until his commanding officers finally sent him back to Terra for rest and recovery.

Leftenant David McKinnon: Cousin of Ross McKinnon, commander of the legendary McKinnon's Raiders (also known as the Fox's Teeth), David McKinnon is considered to be something of a loose cannon. Though a skilled warrior and cunning strategist, McKinnon has a tendency to act without waiting for orders. That he is invariably right only serves to irritate McKinnon's superiors all the more, and has kept him a mere Leftenant in the Twentieth Avalon Hussars.

Stranded with his lance on Beid in 3070, McKinnon repelled Word of Blake raiders with an ad-hoc force of local militia and walking wounded evacuated from the Capellan front. With the AFFS High Command paralyzed by the Blakist's tactics, McKinnon has characteristically taken it upon himself to defend Beid and the surrounding worlds. Now piloting a captured BL-12-KNT, McKinnon and his growing force of irregulars are striking back at the Word of Blake.

BL-6-KNT BLACK KNIGHT

HEAVY 'MECHS

139

Type: **Black Knight**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,551

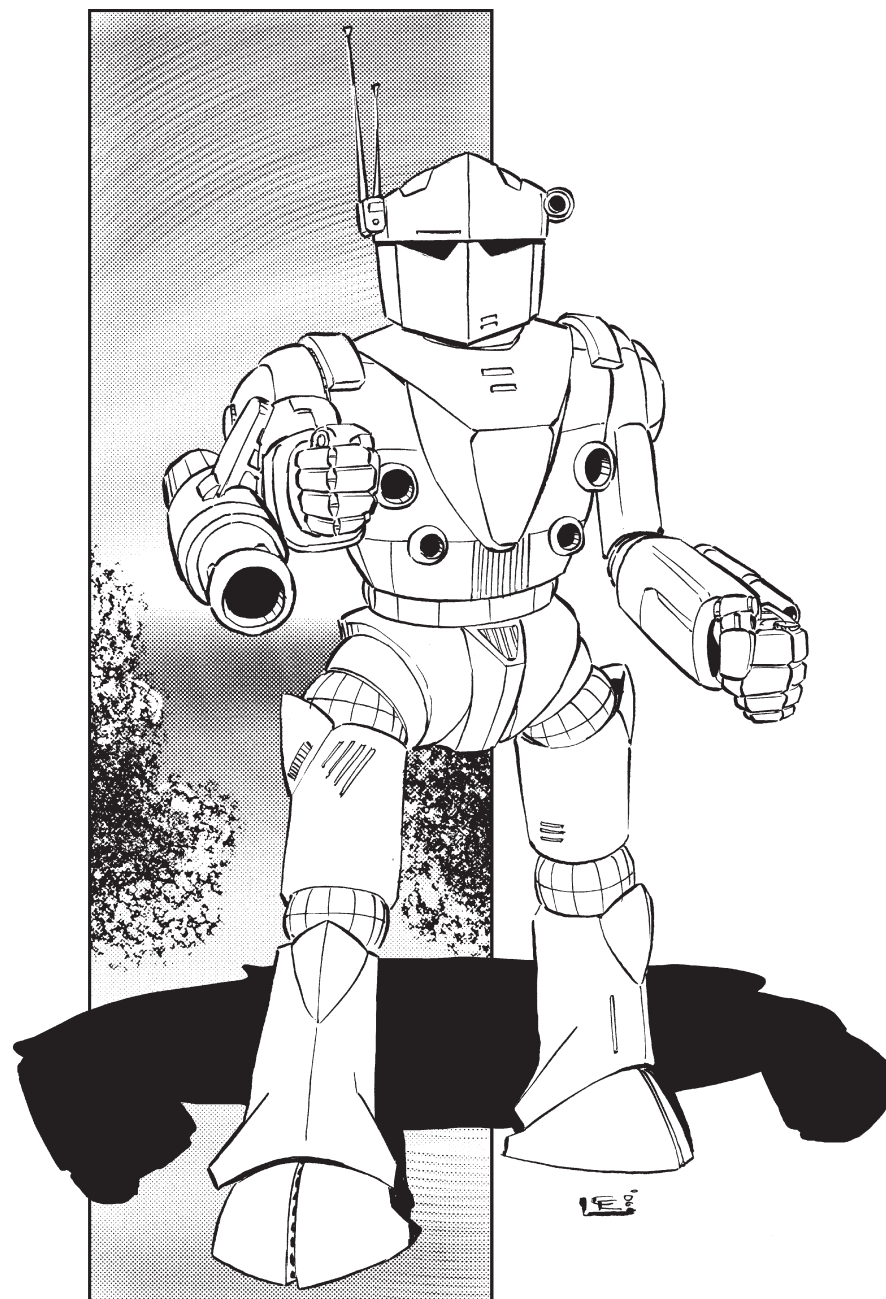
Equipment

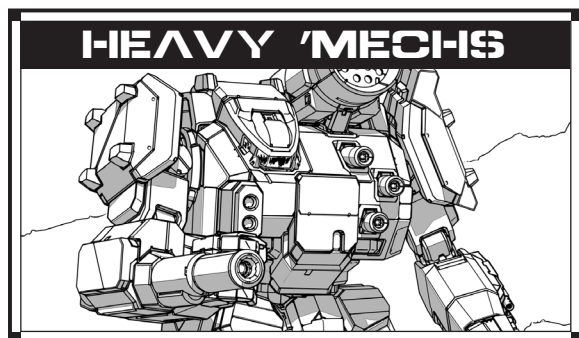
		Mass
Internal Structure:	Endo Steel	4
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	29
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	24

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
Large Laser	RT	2	5
Large Laser	LT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5





Mass: 75 tons

Chassis: FLS/HV-1

Power Plant: GM 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kemplar 5000

Armament:

3 Selitex Radionic (Defiance Thunderbolt A5M)

Large Lasers

5 Ichiba 3000 (Defiance B3M) Medium Lasers

1 Buzzsaw Anti-Missile System

1 Zippo Mark X (Coventry Volcano)

Anti-Personnel Flamer

Manufacturer: Renault-Prime (Defiance Industries)

Primary Factory: Wasat (Hesperus II)

Communications System: Duoteck 195

(Faust/Calliope FM-4)

Targeting and Tracking System: Faust/Shinji AT/TS

(TharHes Ares-7)

Overview

A heavy and dedicated laser boat built for combat far from friendly supply lines, the FLS-8K *Flashman* entered production in 2701 and quickly became a mainstay of the Terran Hegemony's armed forces and, later, the SLDF. The unquestionable effectiveness of this design made it a favored target in the post-Star League era, culminating in the utter destruction of the Renault-Prime factory complexes

that produced it in 2796, but not before Defiance Industries of Hesperus II managed to obtain the design specs and license to produce its own variant. This fortuitous event saved the *Flashman* from utter extinction, permitting its return (albeit in a downgraded variant) for much of the Succession Wars. The recovery of the Gray Death memory core brought this machine back in its full glory, with Defiance once more churning out Star League-quality FLS-8Ks by the mid-3050s.

Capabilities

Originally powered by an extra-light engine, the *Flashman* was fast for its size back in its heyday. While it lacked jump jets, this 'Mech's land speed and double-strength heat sinks enabled it to keep up with most contemporary medium and heavy designs, even while pouring a wall of laser-fire into the enemy. Backing up its formidable array of large and medium lasers with a head-mounted flamer for anti-personnel work (and as a psychological weapon), the *Flashman* also boasted an anti-missile system to weather incoming enemy fire.

Deployment

Because of Defiance Industries' foresight in acquiring the *Flashman* specs before their original lines were destroyed, the Lyran Commonwealth became the second-largest user of this BattleMech through the Succession Wars (after ComStar). Nevertheless, with the downgraded efficiency of their FLS-7K model, these machines failed to stand out over time and were ultimately relegated to a second-line role as a result. The technology renaissance of the 3030s and 3040s allowed Defiance to work toward the reborn 8K model, but it was not until the 3050s that these 'Mechs truly returned to their former glory.

Variants

Defiance Industries' downgraded 7K model is no longer in production, having been replaced by the reintroduction of the 8K design (which differs from its Terran Hegemony version only in the name brands of the weapons and components). The 7K variant—which features a slower standard engine, standard heat sinks, and deleted

both a large laser and the anti-missile system to retain the rest of its capabilities—may still be encountered from time to time, however. Defiance also produced a limited-production variant for ComStar in early 3060s. The 9C upgrades the large lasers to extended-range models, replaces the forward mounted medium lasers with pulse models, and adds a C³i computer. To free up the room for these modifications, it utilizes an endo-steel chassis and removes the flamer and AMS.

In addition, there are three much newer *Flashman* variants in production today. The Draconis Combine's FLS-C, for instance, takes the downgraded ComStar-provided models and installs a C³ system to enhance its battlefield accuracy. The two newer designs, the 9B and 9M, both entered production only recently from the Blakist-controlled Defiance Industries factory lines. Both of these variants feature light engines, light ferro-fibrous armor, and double heat sinks. The 9B model used by the Word employs two ER large lasers, backed up by a mix of ER and pulse medium lasers enhanced by a C³i system—gaining space for this configuration through the use of a compact gyro and cockpit. The 9M, apparently intended for the Marik Commonwealth forces loyal to the Word, uses a standard gyro and cockpit and trades its firepower for twin heavy PPCs and a combination of standard and pulse lasers.

Notable MechWarriors

Lt. Colonel Damon “the Indestructible” Kirkpatrick: The commander of the Kirkpatrick's Invaders mercenary battalion, Damon Kirkpatrick earned the moniker of “Indestructible” for his dubious habit of losing 'Mech after 'Mech in heroic battle while suffering nary a scratch himself. During the Kaumberg Conflict of 3063, Kirkpatrick's ride—an 8K model *Flashman*—continued this fine tradition when its fusion reactor suffered catastrophic damage during a desperate battle inside the capital city of Stuttgart. To Kirkpatrick's credit, his *Flashman*, “Demonfire,” accounted for six LeSat BattleMech kills in that action, including a pristine *Caesar* caught in Kirkpatrick's final blaze of glory. As usual, Kirkpatrick himself escaped his emergency ejection with little more than a black eye and a skinned elbow.

Type: **Flashman**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,779

Equipment

Internal Structure:

Engine: 375 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 15 [30]

Gyro: 4

Cockpit: 3

Armor Factor: 216

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 23 25

Center Torso (rear) 16

R/L Torso 16 22

R/L Torso (rear) 10

R/L Arm 12 24

R/L Leg 16 27

Weapons

and Ammo

Location Critical Tonnage

Large Laser LA 2 5

Medium Laser LA 1 1

Medium Laser LT 1 1

Medium Laser LT (R) 1 1

Large Laser CT 2 5

Flamer H 1 1

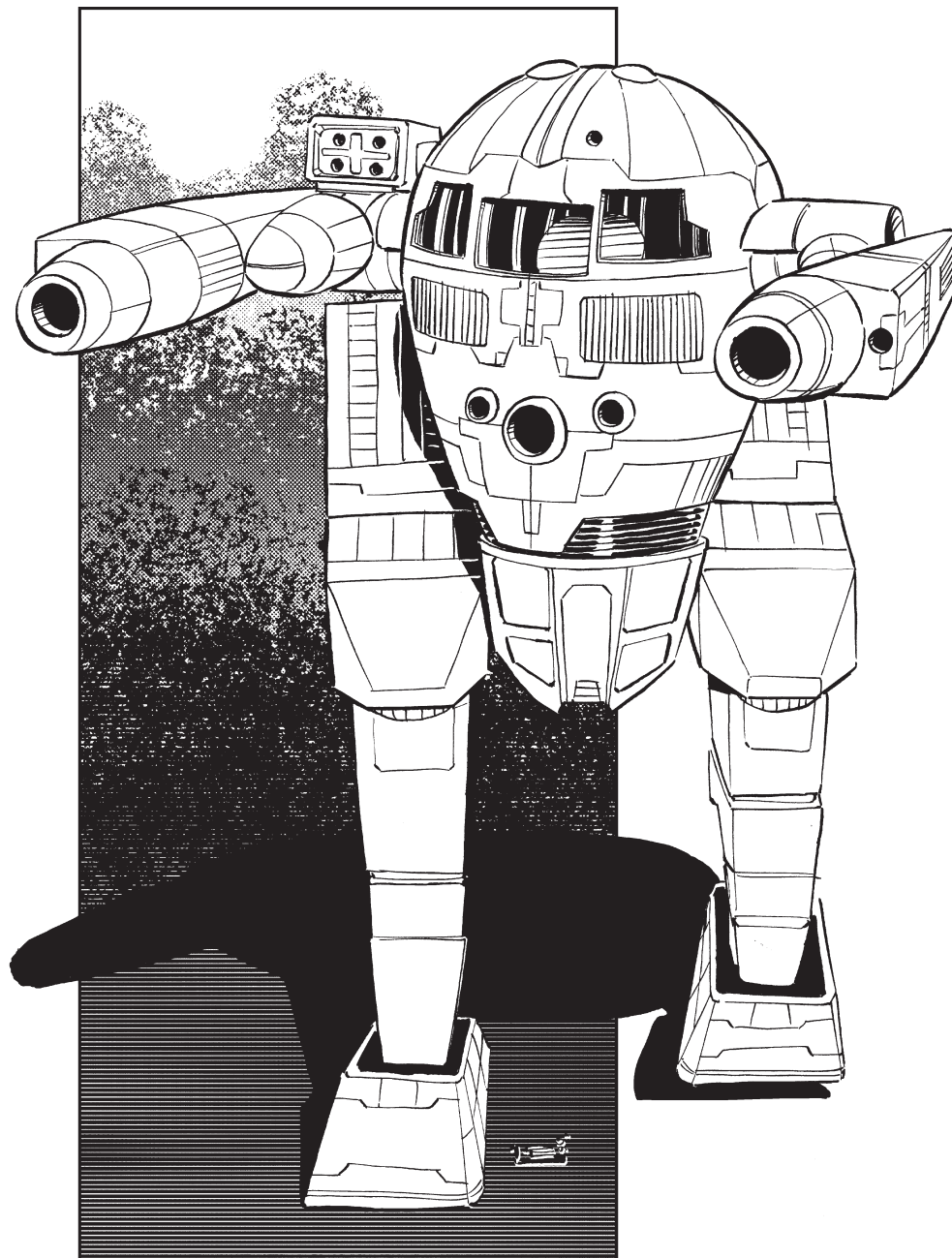
Large Laser RA 2 5

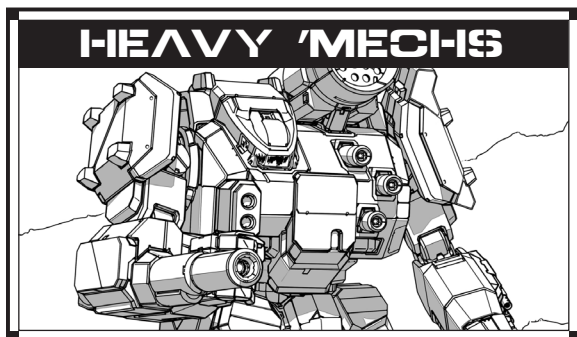
Medium Laser RA 1 1

Medium Laser RT 1 1

Anti-Missile System RT 1 .5

Ammo (AMS) 12 RT 1 1





Mass: 75 tons

Chassis: Achernar Special Type 4-reinforced

Power Plant: DAV 225

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Rawlings 50

Jump Capacity: 90 meters

Armor: StarGuard III

Armament:

2 Mydron Model B AutoCannon/10

2 ChisComp 38 Medium Lasers

1 Harpoon-6 SRM 6

Manufacturer: Achernar

Primary Factory: New Avalon

Communications System: Achernar Electronics HICK-3

Targeting and Tracking System: Federated Gatherer Mk II

Overview

After just over a decade of reviewing the prototype and full production models of the *BattleAxe*, Achernar designers had heard plenty of complaints about the design. Going back to the drawing board, Achernar debuted the Federated Suns' second exclusive design, the *Hammerhands*, in 2475. Though basically a modified *BattleAxe*, the team decided to re-name the design because the modifications were so extensive, and they christened it in honor of the impressive firepower loaded in each arm.

Capabilities

The *Hammerhands* design team attempted to correct the *BattleAxe*'s flaws by slightly increasing the base weight of the chassis and de-rating the engine, allowing the 'Mech

to carry more weapons and heavier armor. The faulty electronics and targeting systems were replaced with newer and more reliable versions, alleviating many technical problems that plagued the lighter design. The 'Mech's heat-intensive particle cannons were replaced with a pair of heavy Mydron B Autocannons backed with a single medium laser in each arm, comprising the seventy-five ton design's main armament.

However, many items from the *BattleAxe* were retained, including its appearance. The shoulder-mounted SRM rack was still in place, as were the once-controversial jump jets, which Davion pilots had finally started to master.

Deployment

The *Hammerhands* became the chosen BattleMech of the Federated Suns military shortly after its debut. Its popularity spread quickly, enough so that the Terran Hegemony actually copied it and the *BattleAxe*, using them to create the *Warhammer* in 2515. Despite Achernar's vehement protests, the name, appearance, and capability of their flagship designs were all revised and improved. The improved secondary weapons, heat dissipation capability, and ground speed made the weapons platform better all around, and the slow *Hammerhands* was gradually replaced. The superiority of the *Warhammer*'s design was demonstrated repeatedly; while the *Hammerhands* performed well against all other 'Mechs, when facing a force of *Warhammers* it was defeated in every instance. The once-crowning achievement of the Federated Suns became known as the "poor man's *Warhammer*," so much so that its predecessor, the *BattleAxe*, was also derided with that sobriquet. The design soon faded into obscurity.

While the design disappeared, the autocannons it mounted endured, as their high performance was demonstrated repeatedly. Media and military spokespeople played up its favorable damage-to-heat ratio and hefty punch. Due to the weapon's growing prestige, many cadets entering the military began seeking out military machines carrying autocannons and finding ways to use them effectively, and the Federated Suns' fascination with autocannons began.

Variants

As was the case with the *BattleAxe*, many MechWarriors stripped the jump jets out of the *Hammerhands* and

replaced the SRM system with the particle projection cannon that was coming into its own. While overheating once again became a major issue, some liked the increased range of the HMH-4D's secondary weapon, as well as the luxury of having a heavy energy weapon for protracted fights.

Upgrades

The *Hammerhands* was the first Age of War design brought back by the Federated Suns military-industrial complex as a trial run for other designs. The first version, the 5D, was more of a proof of concept attempt, using advanced materials to enhance the armor and jump capacity. Two extended-range medium lasers replace the originals, and a C3 slave was added. The original autocannons were retained, with advanced precision and armor-piercing munitions offsetting the archaic performance of the main weapon system. Only a limited production run was completed before a full overhaul of the production line occurred, producing the 6D.

The 6D maximizes jump capacity and adds a special targeting computer in addition to the C3 slave in place of the SRM system. The autocannons have been replaced with rotary versions, and the sacrificed heat sinks are compensated for by the addition of triple-strength myomer. The most controversial aspect of this change is the re-allotment of the original armor; almost none is mounted on the rear to maximize frontal protection.

Notable MechWarriors

Captain Scott "Napa" Parker: Using his *Hammerhands*' autocannons in several widely publicized skirmishes against the Draconis Combine and Capellan Confederation, Parker strafed several cockpits in the same volley, killing enemy MechWarriors in droves. This turned the tide in several raids, and Parker worked his way up to captain before he retired to assist the Mydron Corporation in promoting and improving their line of Mydron autocannons. Parker's marketing efforts were so successful that other nations, such as the Hegemony, became key customers. Mydron would eventually locate many of its factories in the Hegemony only to have them destroyed in the Amaris Coup.

HMH-3D HAMMERHANDS

HEAVY 'MECHS

143

Type: **Hammerhands**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,381

Equipment

Internal Structure:

Engine: 225

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 13

Gyro: 3

Cockpit: 3

Armor Factor: 184

Mass

7.5

10

Internal
Structure

Armor
Value

Head 3 9

Center Torso 23 30

Center Torso (rear) 9

R/L Torso 16 20

R/L Torso (rear) 5

R/L Arm 12 20

R/L Leg 16 23

Weapons and Ammo

Location

Critical

Tonnage

AC/10 RA 7 12

Medium Laser RA 1 1

Ammo (AC) 10 RA 1 1

AC/10 LA 7 12

Medium Laser LA 1 1

Ammo (AC) 10 LA 1 1

Ammo (AC) 10 RT 1 1

SRM 6 RT 2 3

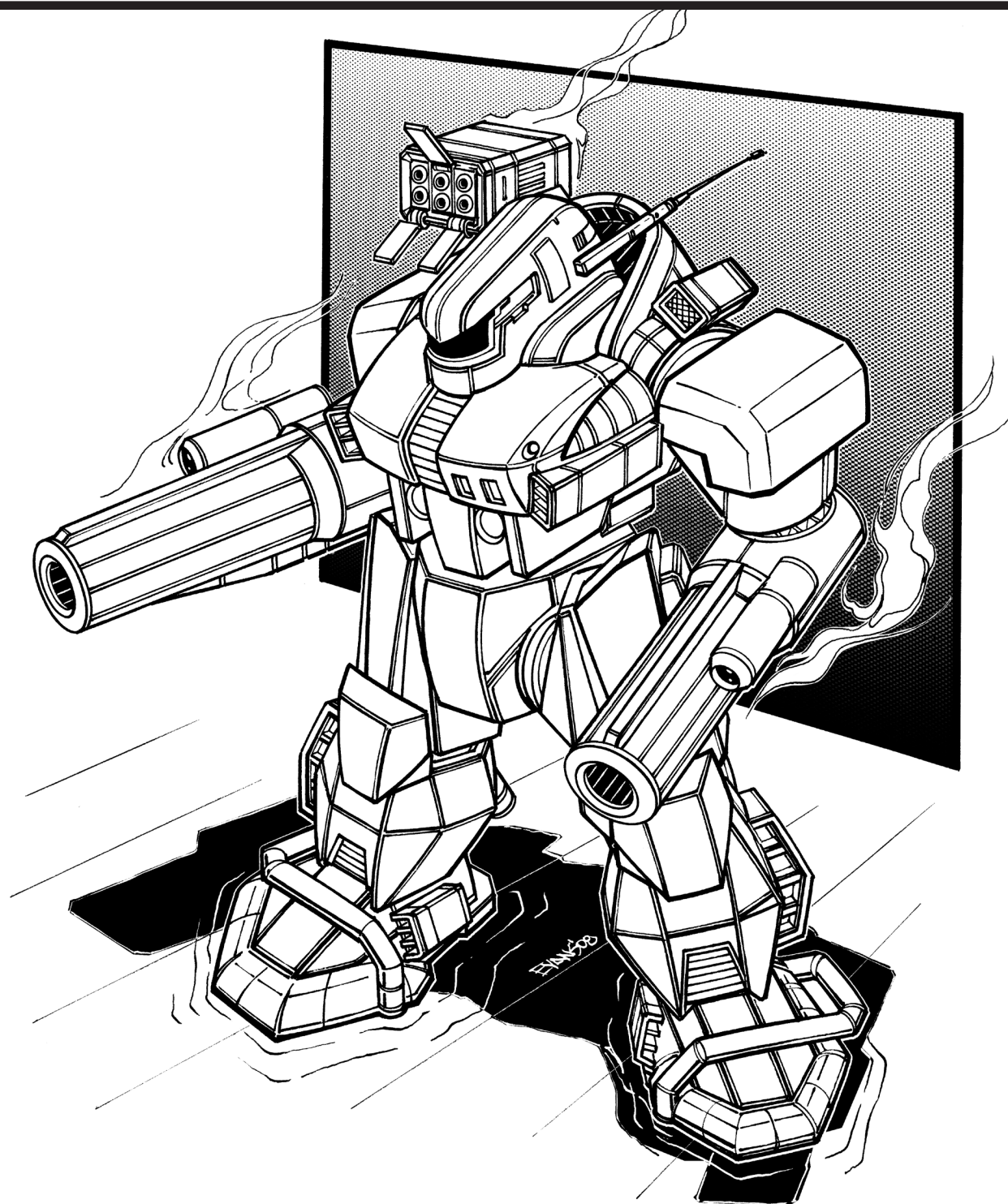
Ammo (SRM) 15 RT 1 1

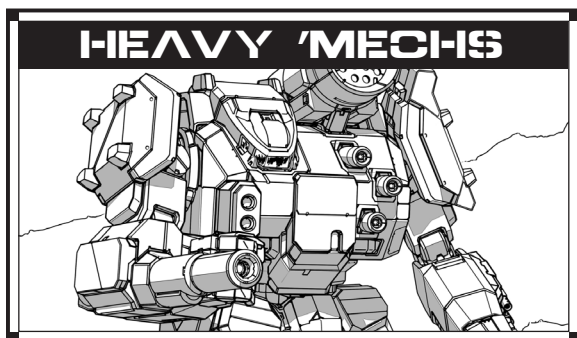
Ammo (AC) 10 LT 1 1

Jump Jet CT 1 1

Jump Jet RL 1 1

Jump Jet LL 1 1





Mass: 75 tons

Chassis: KaliYama Chassis

Power Plant: Vlar 300

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

1 KaliYama Class 10 Autocannon

1 KaliYama Death Bloom Missile System

2 I.W.W. Medium Lasers

1 I.W.W. Class 4 S.R. Missile System

Manufacturer: KaliYama/Alphard Trading Corp.,

KaliYama Weapons Industries

Primary Factory: Kendall, Kalidasa

Communications System: Irian Orator-5K

Targeting and Tracking System: Wasat Aggressor

Type 5

Overview

Sometimes called “a poor man’s *Atlas*” since the introduction of that behemoth, the *Orion* is a venerable, general-duty heavy ‘Mech—and a famous one. Everyone has seen the images of Aleksandr Kerensky storming Amaris’ last defenses on Terra, making the *Orion* one of the best known ‘Mechs in history.

Commissioned by the Terran Hegemony in response to improving ‘Mech designs used by other Houses, the *Orion* is nearly half a millennium old. The roomy chassis has allowed it to be readily upgraded and maintained over the centuries.

Capabilities

Mounting over fourteen tons of armor and a weapons load leaning toward ballistic options, the *Orion* is a hardy ‘Mech that can take a pounding. The Death Bloom and KaliYama autocannon are then able to give as much abuse as the ‘Mech gets. The autocannon is a solid weapon, but the loading system often jams if the ammo bin is full, so most warriors only load nineteen salvos. (In the 3030s, a then-small Commonwealth manufacturer, Norse-Storm Technologies, made a killing with their upgrade to the loading system that corrected the jamming issue.) Backing up the long-ranged weaponry are a pair of Irian Weapon Works lasers and an SRM system that exploits holes in enemy armor dug by the *Orion*’s larger weapons. Some care is required to avoid overheating, but any experienced *Orion* pilot can alternate the weapons sufficiently to avoid any serious issues.

These capabilities were showcased when the *Orion* was the centerpiece of Katrina Steiner’s rescue of the Defiance BattleMech factory on Hesperus II in 2997. After jumping from one continent to another, a company including four *Orions* performed a combat drop onto Marik positions. While the Marik forces focused on the *Warhammers*, *Zeuses* and *BattleMasters*, the *Orions* were able to close and start wreaking havoc at close range. By the time the focus turned to the *Orions*, it was too late as their armor was too thick for the Marik forces. This opened a hole in the invader’s line that the Lyrans were able to move through and reclaim Hesperus II.

Deployment

The *Orion* can be found almost everywhere in the Inner Sphere and the better-equipped Periphery powers, including the up-and-coming Marian Hegemony. Originally built on Hesperus II, *Orions* were a mainstay of the Hegemony Forces. KaliYama took over production after the fall of the Star League but used their own autocannon to increase profits. The largest concentration of *Orions* can be found in the Free Worlds League where they are still manufactured. There are complaints in the League that the Marik Militia receives far more than their fair share of *Orions* coming from Kendall and Kalidasa.

Variants

With so many nations using *Orions* for so long, it is no surprise that there are many variants. Many of these are simple field refits or repositioning weapons to suit pilot preference. The only variants that are seen regularly involve adding a second SRM launcher. The ON1-V relocates the SRM launcher to the left arm while adding another to the right. A ton of ammunition is also added, all at the cost of a drop in armor protection. This can be a problem for some targeting systems, so some versions remove the LRM system. The ON1-VA mimics the configuration of the ON1-V but keeps the armor and adds six heat sinks in place of the Death Bloom launcher. This makes for a nasty infighter that excels in urban or jungle combat.

Notable MechWarriors

MechWarrior Sylvan Greenspan: This Wolf’s Dragoon MechWarrior prefers close quarters battle that tends to leave her *Orion*, “*Phoenix*,” half wrecked. Fortunately, she’s also a skilled technician and insomniac. Following battles, she generally disappears into the repair bay with a pile of parts, and the next morning her machine emerges whole, like its legendary namesake. She managed to keep her ‘Mech in perfect form through battles on Misery and Harrow’s Sun, where a fluke shot sent a shard of display screen into her heart, leaving her and her ‘Mech nearly pristine in death.

Hauptmann Carter Prescott III: Hauptmann Prescott is well regarded in the Third Lyran Royal Guards for both his tactics and leadership qualities. Not only can he lead from the field, he is also a talented teacher of his skills to younger warriors. He often paints his *Orion* to commemorate one of his ancestors. However, the ancestor seems to change on a weekly basis, and those who have seen his work have noted he seems to be related to an unbelievably high number of famous historic figures. His troops and superiors overlook his eccentricity in light of his skills.

Type: **Orion**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,429

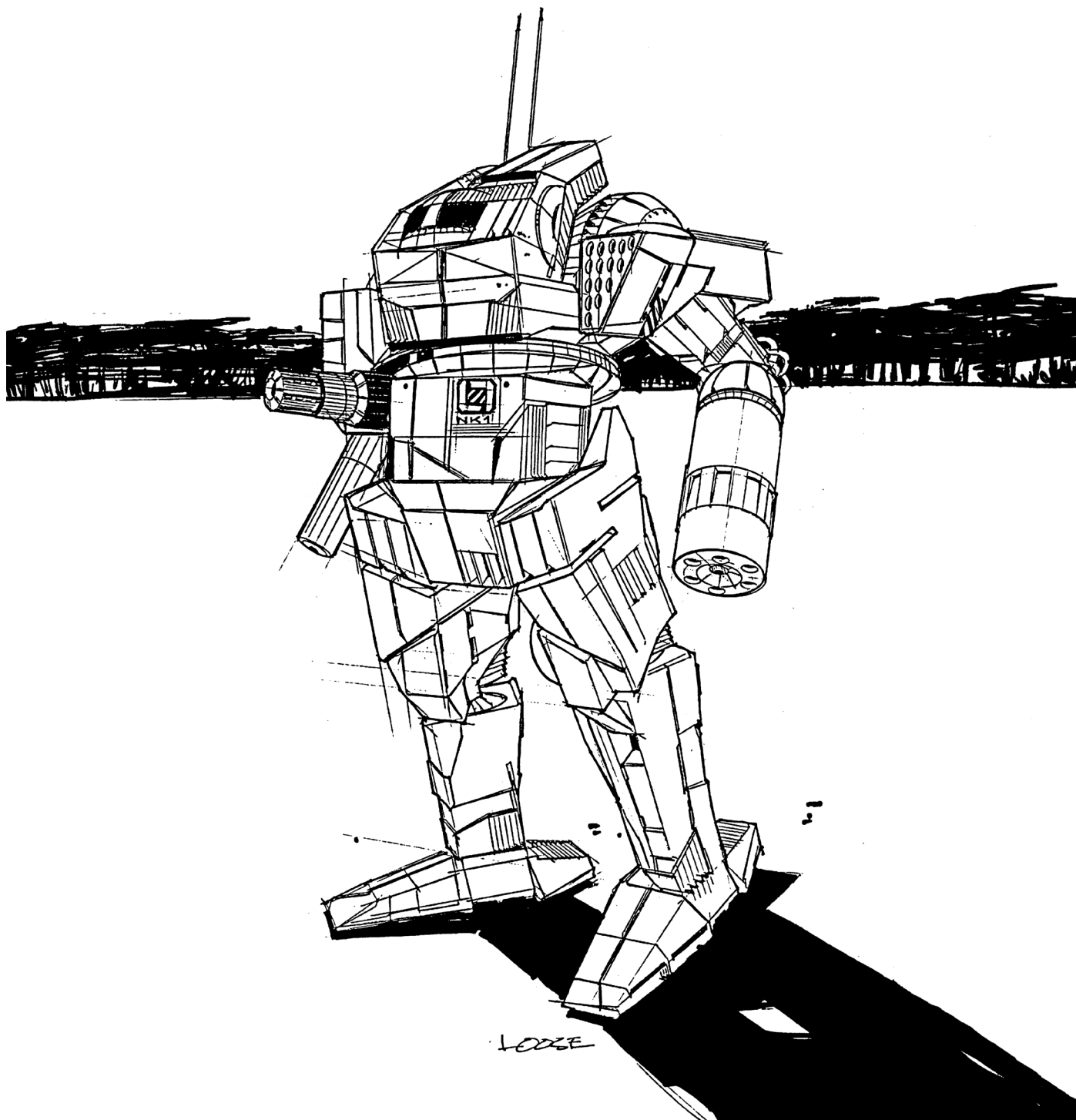
Equipment

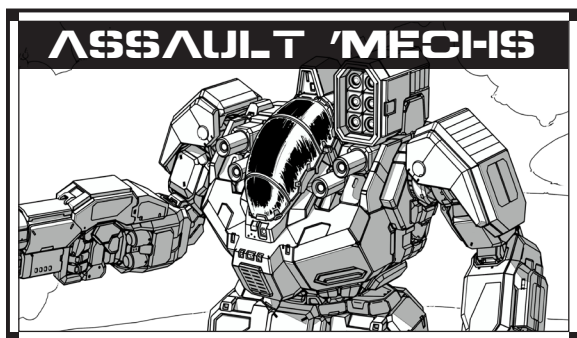
Internal Structure:		7.5
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
AC/10	RT	7	12
Ammo (AC) 20	RT	2	2
Medium Laser	RA	1	1
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
Medium Laser	LA	1	1





Mass: 80 tons

Chassis: Technicon Type G

Power Plant: Pitban 240

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy Special

Armament:

3 Kreuss Particle Projection Cannon

1 Diverse Optics Type 10 Small Laser

Manufacturer: Technicon Manufacturing

Primary Factory: Savannah

Communications System: Garrett T19-G

Targeting and Tracking System: Dynatec 2780

Overview

Commissioned in 2665 for the Star League by the Technicon Conglomerate, the *Awesome's* design was based on the aging STR-2C *Striker*. While not as swift as its ancestor, the *Awesome* is an extremely powerful assault 'Mech. It is not uncommon for BattleMechs to retire the field rather than face a formation containing *Awesomes*. Its capabilities and battle record have made the *Awesome* a popular and common assault 'Mech in the armies of the Inner Sphere.

The *Awesome* is most commonly used to assault a fixed position or to breach the line of the enemy. They are also sought after for defensive operations. MechWarriors

piloting the *Awesome* can expect to be in the heaviest combat and to be tasked with obtaining the most critical objectives, or at least with guarding such objectives from the enemy.

Capabilities

The *Awesome's* capabilities rely almost exclusively on its three Kreuss particle projection cannons. Supported by twenty-eight heat sinks, the AWS is capable of sustaining a heavy and steady barrage from its weaponry. With one-and-a-half tons of additional armor compared to the *Striker*, the AWS is better protected than even the *BattleMaster*.

As with every BattleMech, the *Awesome* is not without flaws. While devastating at range, it is less efficient in point-blank combat, where its PPCs have a harder time connecting with the target. It only has a Diverse Optics small laser and its left fist to fall back on in that situation. Its reduced mobility makes it vulnerable to flanking attacks by faster opponents who eagerly seek to get clear of the PPCs. While they face some of the thickest rear armor found on any BattleMech, the lack of rear facing weapons, or of a weapon mount on the *Awesome's* left arm, have given many MechWarriors a fighting chance against it.

When properly deployed by commanders who are aware of the AWS' weaknesses, formations of *Awesomes* (or even those with just a few) are extremely effective and very difficult to stop or defeat.

Deployment

Awesomes can be found in every House military. As the Free Worlds League controls the only surviving manufacturing plants capable of producing the *Awesome*, it also operates the largest amount of *Awesomes* of any of the Great Houses. Within the League, opinions of the 'Mech vary wildly. Many praise its capabilities, whereas others find its limited mobility too great a price to pay for what it can do. Similar attitudes exist with the other Houses, but none of them are in a position to debate the point beyond academics. There are few commanders who are not eager to get their hands on an *Awesome* for their unit.

Variants

As with every BattleMech that relies on energy weapons, the AWS-8Q taxes its heat sinks greatly. As a consequence, the most common and widespread variants of the *Awesome* replace one or more of its PPCs. The AWS-8R replaces the PPCs with a large laser and two LRM 15 racks. Based on the 8R, the 8T removes five heat sinks to add another large laser. Lastly, the 8V replaces the torso-mounted PPCs with a large laser and LRM 15 rack. However, the lasers are no substitute for a PPC, and the addition of LRM launchers add the logistics and endurance issues of ammunition-based weaponry, so variants along these lines are generally considered inferior to the 8Q configuration.

Notable MechWarriors

Lieutenant Giles "The Bangers" Barners: Barners is considered the ace *Awesome* MechWarrior of House Kurita with seventy-one confirmed 'Mech kills. Barners' lance of black-painted *Awesomes* formed the backbone and fist of Brion's Legion's Wernke Battalion. Barners' *Awesomes* fought a rear-guard action on David during the Fourth Succession War, holding off the Twelfth Deneb Light Cavalry long enough for the rest of the Legion to reach the safety of the local ComStar station.

Leftenant Danielle Peterson: As a member of the Chisholm's Raiders, Peterson has a petite build and physical beauty that is atypical of MechWarriors and seemingly at odds with her *Awesome's* appearance. She is highly regarded for her exceptional piloting ability, and the extraordinary agility and performance she displays in her BattleMech have been well documented. Seemingly uninhibited by the *Awesome's* typical lack of maneuverability, Peterson's incredible skills have made her and her *Awesome* ("Pretty Baby") famous in all the Successor States. Several Solaris VII stables have offered her tremendous financial rewards were she to retire and join them, but so far she has publicly maintained that her allegiance to the Federated Suns, and she claims she does not intend to retire until they are done with her.

Type: **Awesome**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,605

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 28 18

Gyro: 3

Cockpit: 3

Armor Factor: 240 15

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 25 30

Center Torso (rear) 19

R/L Torso 17 24

R/L Torso (rear) 10

R/L Arm 13 24

R/L Leg 17 33

Weapons

and Ammo

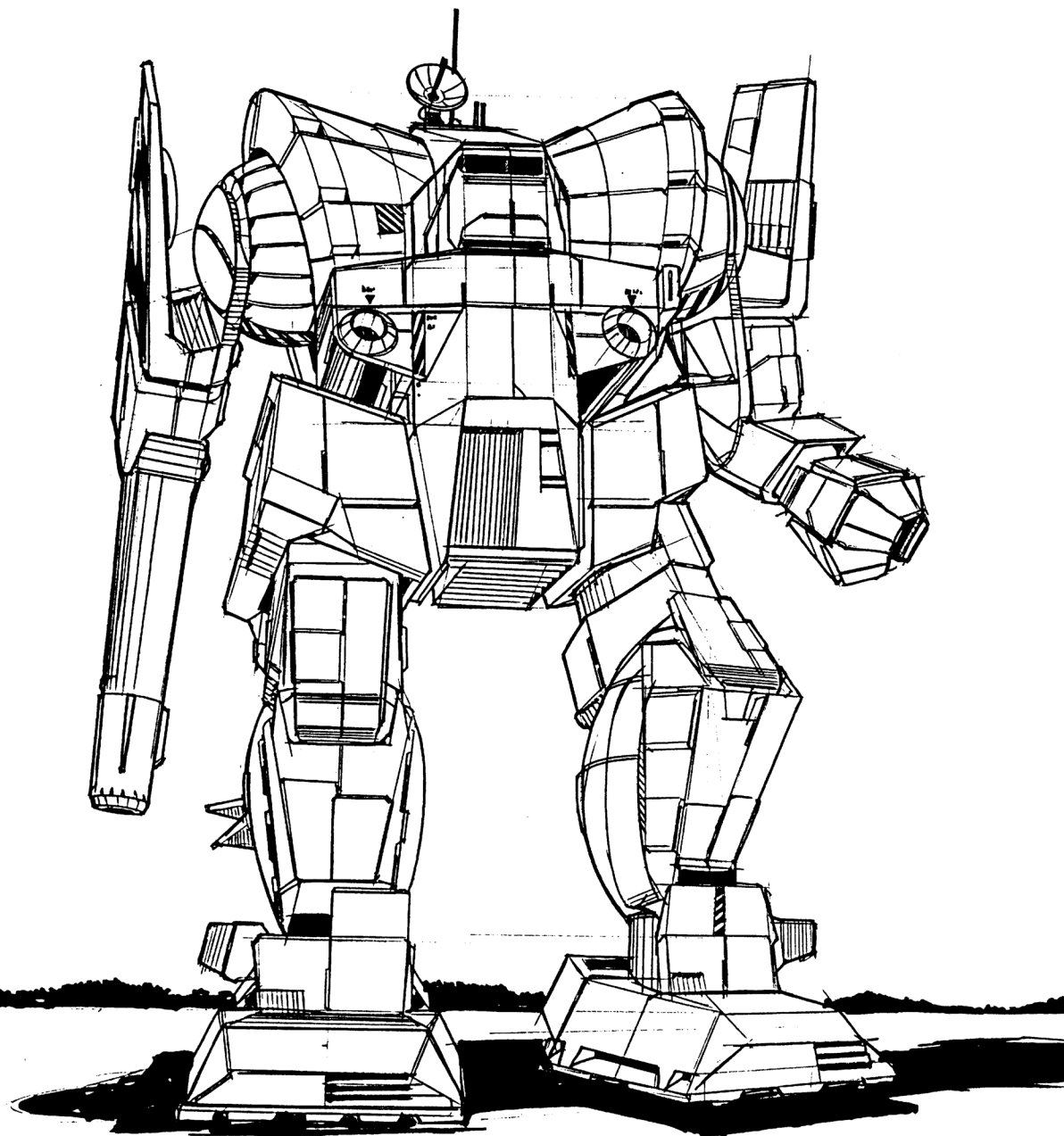
Location Critical Tonnage

PPC RA 3 7

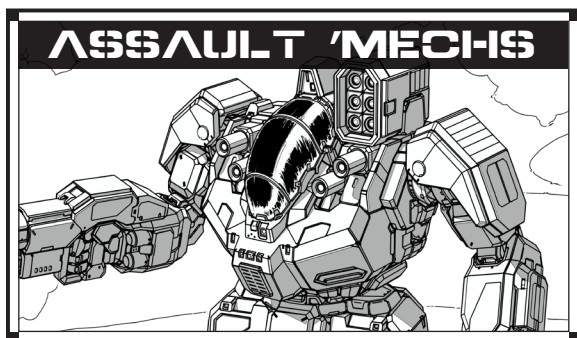
PPC RT 3 7

PPC LT 3 7

Small Laser H 1 .5



LOOSE



Mass: 80 tons

Chassis: Wells 990

Power Plant: LTV 400

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

5 Magna Mark I Light Lasers

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Tek BattleCom

Targeting and Tracking System: Dalban Hirez

Overview

Question: What's a Lyran's favorite recon unit?

Answer: A *Charger* in enemy hands.

The answer to that tired joke refers to Luthien Armor Work's biggest failure, the CGR-1A1 *Charger*. Initially conceived as an ultra-heavy recon element for the SLDF, most Combine warriors see a *Charger* assignment as punishment duty.

The *Charger* was produced by Wells Technologies, a former LAW licensee. Wells Tech closed its doors in 3027 after a major LAW buyout; the CGR-1A1 lines slowed to a trickle shortly afterwards and ceased altogether in 3030.

Capabilities

While the *Charger's* popgun laser array is laughable even to MechWarrior wannabes, its solid Durallex Heavy

armor is not. Sporting ten tons of armor, the *Charger* can easily endure brushes with medium and heavy 'Mechs. Considering the *Charger's* weak offensive firepower, it needs all the time and protection its armor can provide. Sturdy as it is, the armor will not withstand sustained abuse, and *Charger* pilots are often reminded to stay out of heavy combat.

Originally intended as a high-speed recon 'Mech that sported false weapon mounts (along the lines of the *Chameleon* 'Mech trainers), the design utterly failed. With the onset on the Succession Wars, the *Charger* became a reliable, low-maintenance 'Mech, which irked LAW profiteers to no end. It was effective on Periphery border worlds, defending against swarms of *Stingers*, *Wasps*, and any 'Mechs whose main armament was already destroyed.

Deployment

Because the design was withdrawn from SLDF use, Wells Tech found itself practically wallowing in *Chargers* due to inflated sales projections and resultant overproduction. The fall of the Star League and the First Succession War, oddly enough, saved the company from bankruptcy. Needing whatever 'Mechs it could find, the DCMS bought the company's overstock and established a long-term contract to support its rapid expansion. Thus, most *Chargers* are found in DCMS forces.

Inevitably, battlefield salvage distributed *Chargers* into the militaries of the LAAF and AFFS, and to a lesser extent, the FWLM. Davion forces ended up moving the salvage to the mercenary market, while Lyran forces adopted the design as a heavy recon element for its assault companies. Though the Lyrans embraced the *Charger* somewhat more warmly than other Houses, Wells could not actively sell the design to them due to export restrictions. Other avenues were explored; when the ISF finally uncovered the long-running operation, LAW executed an emergency buy-out and invited the Wells Tech corporate board to "dine with their ancestors."

Variants

Only two variants made an appearance in the early part of the 31st century. The CGR-1L was sold to the Capellans by Wells Tech via trade articles of the

Kapteyn Accords. It replaced the small lasers with two mediums and a large laser at the cost of nearly half its armor protection. Considering the desperate mindset of CCAF warriors, however, it was an acceptable variant to the Capellans. The CGR-1A5 variant was a Capellan modification. The engine is downgraded, freeing up enough space to fit an autocannon/20, twin SRM 6 racks, and a medium laser, turning the *Charger* into a fearsome short-ranged brawler.

The DCMS deemed the CGR-1A1 *Charger* a lost cause and formed an advisory board with LAW to redesign the platform. The board initially put the idled *Charger* line to work on the up-gunned, slower CGR-1A9 (mounting one small and four medium lasers and an LRM 20) that so surprised AFFS forces in the War of 3039. Later, the military aid from ComStar gave the DCMS a windfall of advanced technology that, among other things, led to the *Charger*-derived *Hatamoto-Chi*.

Notable MechWarrior

MechWarrior Terry Ford: Once considered the luckiest MechWarrior in the Successor States, Ford piloted the "*Number Seven*" up until his rather unlucky death during a raid with the Ninth Illician Rangers. Notorious for surviving hits that would've destroyed *Atlases* and *Banshees* in droves, Ford refused to allow anyone to repair his 'Mech aside from himself and an astech. The Seven was upgraded numerous times but never performed at optimal efficiency—partly due to Ford's meager technical skills. The Seven's luck finally ran out when Ford leapt off an embankment intent on giving a Sorenson's Sabres *Longbow* a "Highlander Burial." Instead, the gyro overreacted to the freefall and Ford managed to send the Seven into a tremendous face plant that took his life.

The Seven was claimed as salvage by the Sabres but despite a complete rebuild, it was plagued incessantly with constant glitches, malfunctions, and errors. The Seven eventually disappeared from the Sabres' roster—one rumor has the pilot-less Seven "accidentally" falling out of a DropShip during a combat drop drill.

CGR-1A1 CHARGER

ASSAULT 'MECHS

149

Type: **Charger**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 981

Equipment

Internal Structure:

Engine: 400 52.5

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10 0

Gyro: 4

Cockpit: 3

Armor Factor: 160 10

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 25 25

Center Torso (rear) 6

R/L Torso 17 20

R/L Torso (rear) 5

R/L Arm 13 15

R/L Leg 17 20

Weapons

and Ammo

Location Critical Tonnage

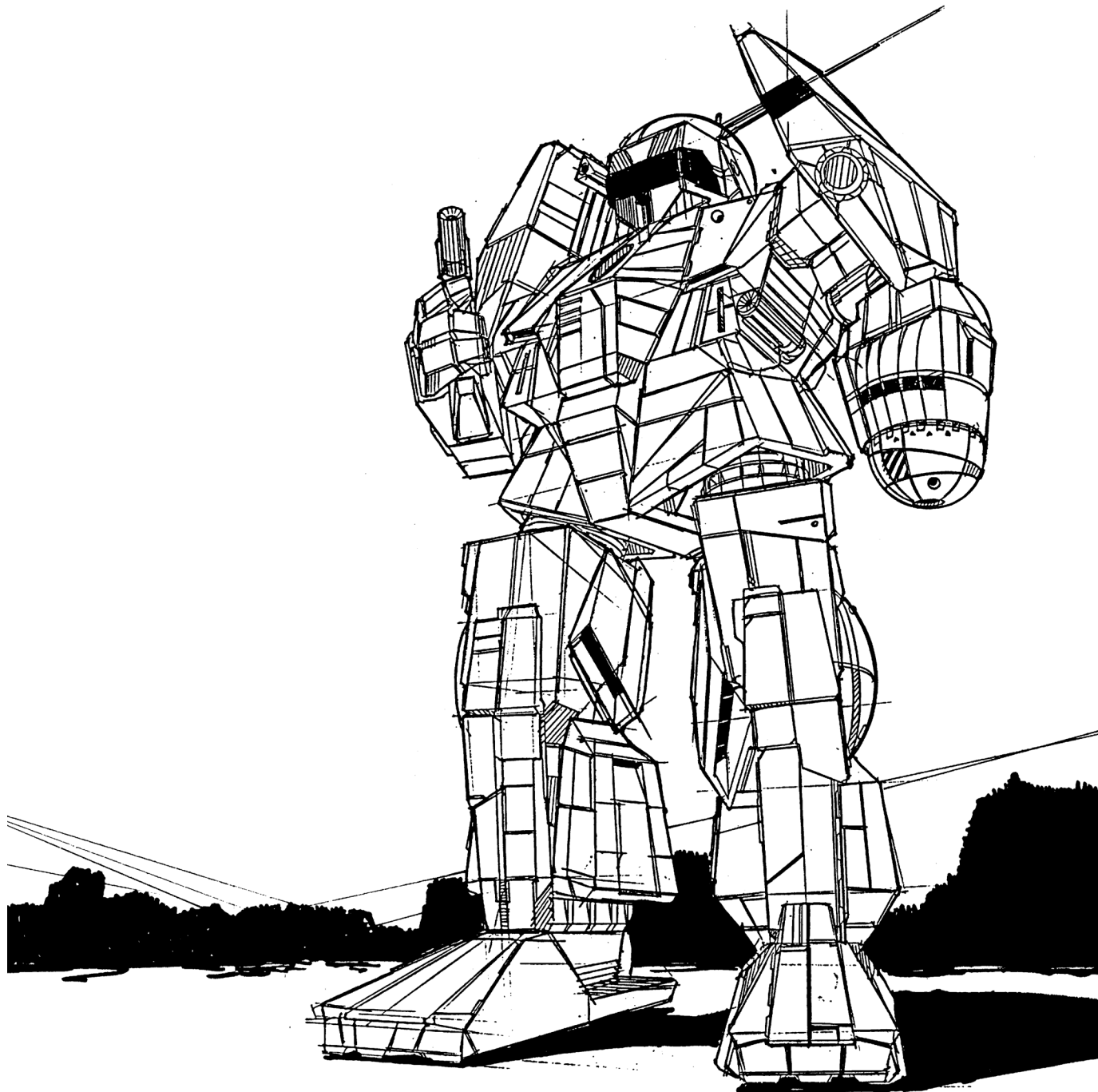
Small Laser H 1 .5

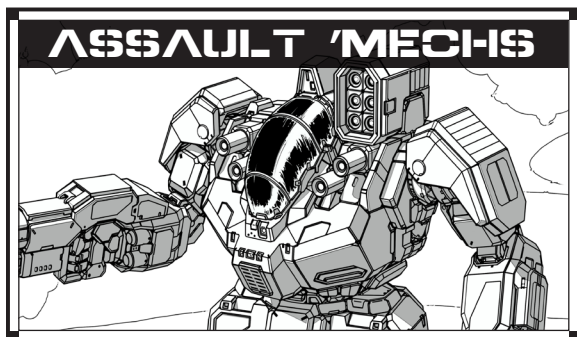
Small Laser RT 1 .5

Small Laser RA 1 .5

Small Laser LT 1 .5

Small Laser LA 1 .5





Mass: 80 tons

Chassis: Earthwerks VOL

Power Plant: Pitban 320

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Mitchell Argon

Armament:

2 Tiegart PPCs

2 Bical-6 SRM 6 Racks

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Colmax 90

Targeting and Tracking System: Garret D2j

Overview

When ComStar gifted the Combine with hundreds of SLDF BattleMechs, the future Coordinator of the Draconis Combine was not content with just a short-term influx of war materiel. He desired long-term advantages in capabilities. Several *Thugs* accidentally left with Star League technology by sloppy ComStar technicians were sent to Luthien Armor Works, where engineers were charged with reverse-engineering the advanced technology as secretly as possible. Rather than convert an assembly line to produce an all-new chassis, the engineers adopted the *Thug's* weaponry to the otherwise shunned *Charger*, for which the Combine had a ready assembly line.

Using the *Charger* chassis, prototype HTM-26Ts were sent for field-testing just in time for the War of 3039. The lessons learned would be incorporated into the main production model, the HTM-27T, when the AI Na'ir endo-steel facility was re-built several years later.

Capabilities

Despite the technological hurdles engineers faced, the resulting *Hatamoto-Chi* remains an impressive 'Mech. Its pair of particle projection cannons was considered at the time among the best main armament possible for a 'Mech of its size, and the fourteen-and-a-half tons of armor was respectable. The downside to this protection and armament is the design's limited heat dissipation. Only seventeen heat sinks cooled down the 'Mech, leaving a *Hatamoto-Chi* running warm if it fired both its main weapons while on the move. This was a result of the concessions needed to retain the *Charger's* conventional chassis instead of the *Thug's* original endo-steel.

The *Hatamoto-Chi* kept the Star League *Thug's* full-sized SRM racks, supplied by a single ton of ammunition. Many pilots protested the limited ammunition, but designers claimed this was intentional to force the pilots to stay at range, reducing the chances of a destroyed *Hatamoto-Chi* prototype falling into Allied hands. Since many high-ranking officers and commanders who were supposed to stay out of intense fighting were assigned these prototypes initially, some accepted this reasoning, but others remained intransigent.

Deployment

The HTM-26T only had a single limited run prior to the War of 3039, mainly prototypes distributed to the various regiments for extensive testing. Their appearance confused the Allied battle-computers, which mistook them for *Chargers*. After the War of 3039 was over, groups of MechWarriors were brought in for feedback on the design's performance. During a heated exchange between the *Hatamoto-Chi's* pilots and LAW observers, the MechWarriors pointed out the numerous occasions the BattleMech ran out of SRM ammunition in the middle

of a battle, while the observers dryly noted that this also prevented the destruction of nearly a dozen machines, as after-action repairs showed that internal damage had penetrated not only the empty ammunition bay, but also the location where a secondary bay was intended to be placed by designers had they the weight to spare.

The 27T Model appeared early in the 3040s, ending the debate for good. The ability to mass produce endo-steel would allow the design to finally increase the missile supply, though overheating would still be an issue since the Combine could not mass produce double heat sinks for quite sometime after the Clan Invasion had commenced.

Variants

Luthien Armor Works took advantage of the roomy, modular torso that came from the *Charger* chassis to create a plethora of variants. While some mounting autocannons were attempts at duplicating designs the DCMS did not have access to, others (such as mounting LRM launchers instead of SRM racks, or a large laser) were made by LAW to produce a design that could be purchased in entirely self-contained units instead of worrying about supplies from subcontractors. This would contribute to the confusion of allied troops, as their intelligence gatherers could not pin down the capabilities of the *Hatamoto-Chi*, or even if it was just a stylized *Charger*.

Notable MechWarrior

MechWarrior Krystal Lutheran: A member of the Eighth Donegal Guards, MechWarrior Krystal Lutheran was credited with the first destruction of a *Hatamoto-Chi* during the fighting on Altai. She was also credited with the second and third kills over several days of fighting but reportedly grew more and more frustrated as she believed she was merely destroying the same one over and over, only to find it appearing on the battlefield rebuilt with only superficial scars in the next day or two (entirely possible, given the ease with which the *Charger* and *Hatamoto-Chi* could be repaired). She would be killed in action by that same *Hatamoto-Chi* via a PPC bolt to her *Archer's* cockpit after seven days of constant fighting.

HTM-26T HATAMOTO-CHI

ASSAULT 'MECHS

151

Type: **Hatamoto-Chi**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,536

Equipment

Internal Structure:

Engine: 320 22.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 17 7

Gyro: 4

Cockpit: 3

Armor Factor: 232 14.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 25 33

Center Torso (rear) 10

R/L Torso 17 24

R/L Torso (rear) 8

R/L Arm 13 25

R/L Leg 17 33

Weapons

and Ammo

Location Critical Tonnage

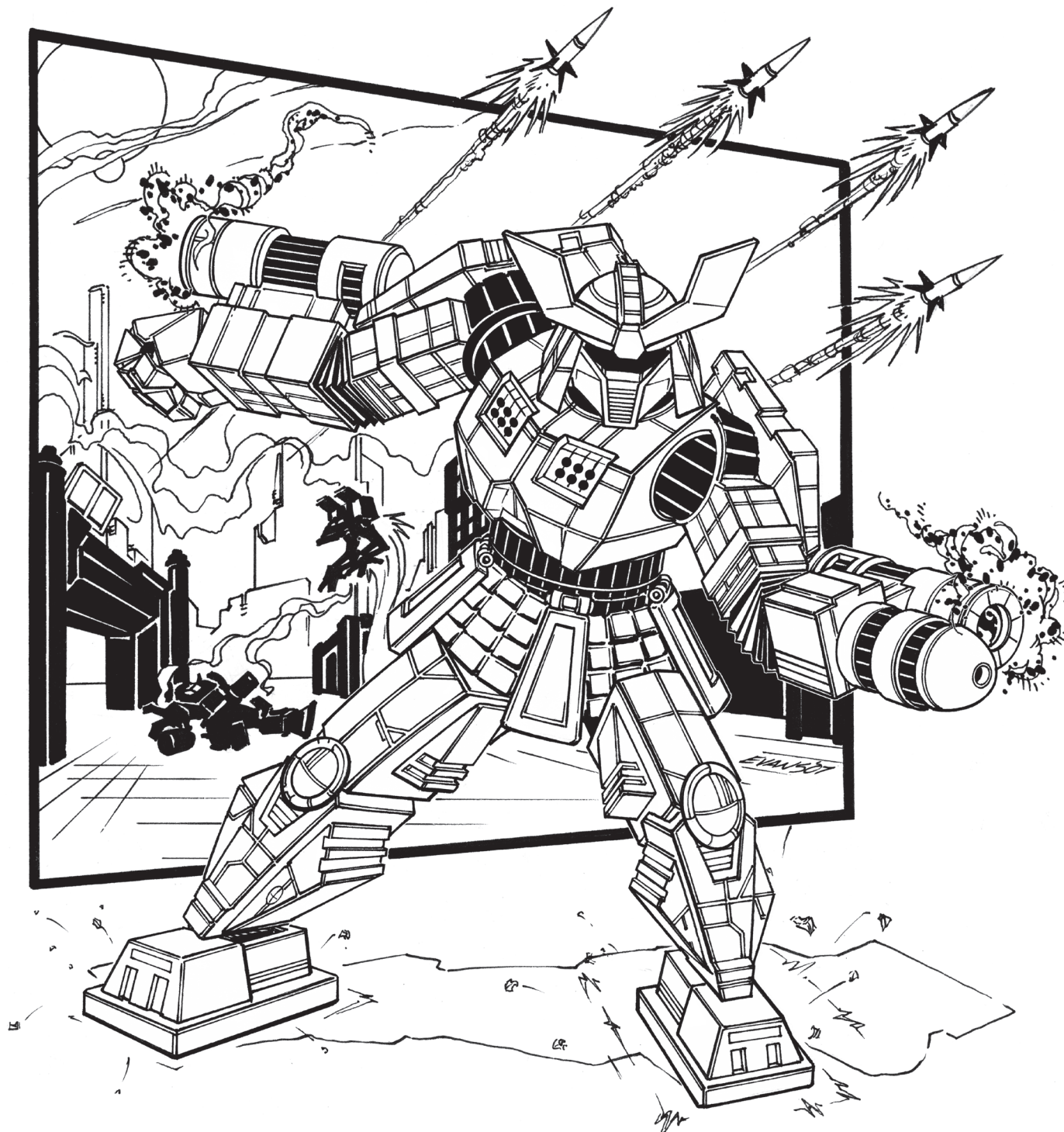
PPC RA 3 7

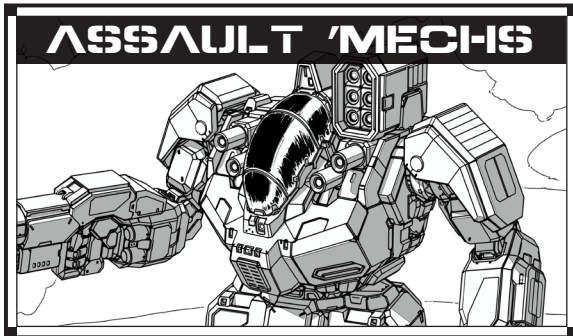
PPC LA 3 7

SRM 6 RT 1 3

Ammo (SRM) 15 RT 1 1

SRM 6 LT 1 3





Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon with CASE
Armament:
 2 Tiegart PPCs
 2 Bical SRM-6 Missile Racks
Manufacturer: Maltex Corporation,
 Earthwerks Incorporated
Primary Factory: Errai, Keystone
Communications System: Colmax 90
Targeting and Tracking System: TharHes Ares-5

Overview

In 2572, the Star League Defense Forces were still but a dream, but the newly formed Star League knew that it would have to prepare for war. At the same time, First Lord Ian Cameron wanted his armed forces to be the most advanced and best-equipped in existence. With that in mind that the Star League contracted the Maltex Corporation, which was already working on designing a competitor to the popular and long-serving *Warhammer*. The resulting *Thug* proved not only a worthy successor, but it remains one of the hardest BattleMechs ever produced.

Despite the destruction of Maltex's production facilities in 2835—reducing Maltex to nothing more than a licensing-house—the design survived. Though the degradation of technology forced a re-working of the 'Mech, Earthwerks-licensed *Thugs* continued to be a feared sight on the battlefields of the Succession Wars, albeit in limited numbers.

Capabilities

At eighty tons, the *Thug* highlights the best qualities of the venerable *Warhammer* while effectively eliminating its drawbacks. Ten tons heavier than its predecessor and utilizing endo-steel, the *Thug* has plenty of spare mass to mount the maximum armor protection possible and a powerful arsenal of weapons. Maltex's engineers retained the tried-and-true arm-mounted PPCs made classic by the *Warhammer*, though they added hand actuators that MechWarriors had long clamored for. Those engineers further eliminated the *Warhammer's* tertiary weaponry in order to mount a second SRM-6 launcher and CASE-protected ammunition bins.

Detractors (and competitors) throughout the years have pointed to the *Thug's* apparent weaknesses, such as a weak damage potential when compared to modern designs, or the fact that it is "over-heat sinked" as proof positive it is an ineffective BattleMech. On the other hand, not a single *Thug* pilot—or opponent—has ever criticized these flaws. It is no mistake that the *Thug* has been known for the last 500 years as the definitive "zombie 'Mech".

Deployment

Owing to its hearty constitution, a relatively small number of *Thugs* have suffered complete destruction throughout the years, though at the same time its endo-steel construction long prevented repair of most of the Star League-era samples that were in service to the Successor States. Both ComStar and the Word of Blake field large numbers of *Thugs*, which form the backbone of their heavy and assault 'Mech formations. The design appears in moderate numbers with the Free Worlds League as well, as a result of their ties with the WoB and Earthwerks' continued production of the 'Mech.

After the formation of the new Star League, ComStar provided the capital for Maltex to partially reconstruct its facilities, allowing production of the *Thug* once again. The production runs have been split between the Com Guards, the reforming SLDF, DCMS, and AFFS.

Variants

The *Thug-12E* is both a field upgrade and a new model currently built by Maltex and Earthwerks, primarily serving ComStar but also used in smaller numbers by the Word of Blake. It upgrades the standard PPCs to ER models, stripping out a heat sink and one ton of CASE-protected SRM ammo to make room for a C³i system. Maltex also builds the 12K, which swaps the C³i out for a standard Combine C³ module and a Guardian ECM suite.

In the last few years, Maltex took the concept of the *Thug* to the extreme, stripping out the missile racks and ER PPCs and utilizing an extra-light engine to make room for three newly developed heavy PPCs and a pair of pulse lasers, all tied through a C³i computer.

Earthwerks' downgraded THG-10E model employed a standard chassis and single heats sinks, and replaced the SRM-6s with a pair of SRM-4s and a single ton of ammunition. The design also reduced the armor protection slightly and did not include CASE.

Notable MechWarriors

MechWarrior Shaun: Shaun was a Dispossessed MechWarrior stuck on Galatea, watching the Jihad-induced hysteria from the sidelines until fate delivered him an opportunity he could not pass up—a *Thug* sprawled out on the ground, its pilot killed by a freak cockpit breach. Hatching a plot with three other former MechWarriors he had been squatting with, he carried their "dead" bodies, dressed in tattered Blakist uniforms, into the Word of Blake camp. There, they stole three more 'Mechs and ravaged the camp before escaping. "The Dead" remain a presence on the world, heroes (and targets) to the thousands of Dispossessed still fighting to make names for themselves, one way or another.

Type: **Thug**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,640

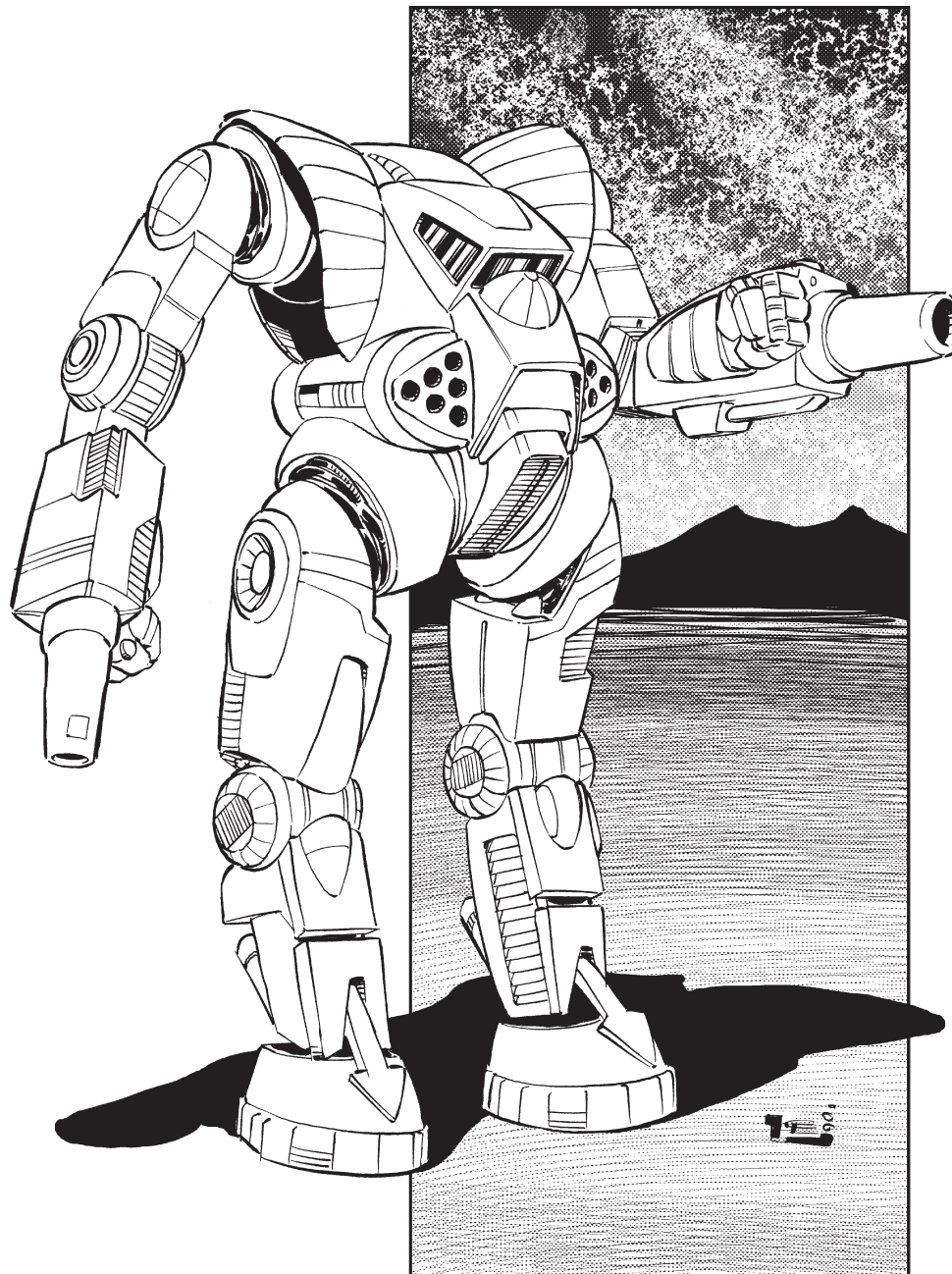
Equipment

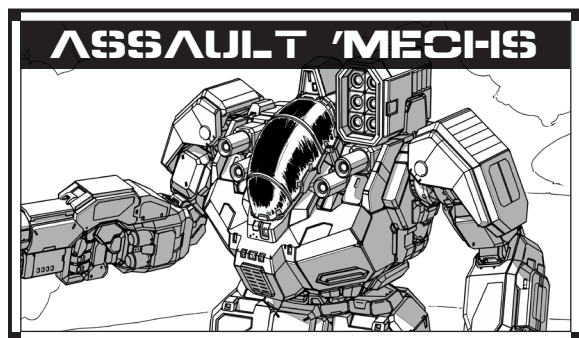
		Mass
Internal Structure:	Endo Steel	4
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		4
Cockpit:		3
Armor Factor:	247	15.5

	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

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
PPC	LA	3	7
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5





Mass: 80 tons

Chassis: HildCo Type V

Power Plant: Pitban 340

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: HildCo Model 12

Jump Capacity: 120 meters

Armor: Durallex Heavy

Armament:

1 Pontiac 100 Autocannon/20

2 Sorenstein V Medium Lasers

1 Holly Short Range Missile Pack (4)

Manufacturer: HildCo Interplanetary,
Independence Weaponry

Primary Factory: St. Ives (HildCo),
Quentin (Independence)

Communications System: Opus III Highbeam

Targeting and Tracking System: MaLandry 34

Overview

The VTR-9B *Victor* was originally built under a defense contract with the Terran Hegemony in 2510. Conceived of as a support 'Mech with jump capabilities, the *Victor* went on to serve the SLDF in the bloody Reunification War, and the design was later made available to the League's member states.

Capabilities

Unlike many assault 'Mechs, the *Victor* has jump capability. Inexperienced MechWarriors do not expect such a large 'Mech to be able to jump, and that can spell their doom when they encounter a *Victor*.

The Pontiac 100 autocannon provides the *Victor* with massive firepower, and although some models have reported ammunition feed problems, this does not appear to be common. The *Victor's* left arm sports the mainstay of its close range weapons, the twin Sorenstein V medium lasers. These lasers are supplemented by a Holly short-range missile rack for close-range fire support.

The *Victor* was originally outfitted with a Standus 20 tracking system, but it was replaced due to its tendency to project targets that did not exist.

Deployment

The destruction of all three HildCo Interplanetary *Victor* production lines left only Independence Weaponry capable of manufacturing the BattleMech. As a result, the bulk of *Victors* are to be found in the Federated Suns, where they remain one of the AFFS's primary assault 'Mechs and a popular mount for battalion and regimental commanders. Consequently, the loss of the planet Quentin and Independence Weaponry is a major concern. This loss forced the Federated Suns to buy *Victors* from the rebuilt HildCo Interplanetary plant situated in the St. Ives Compact.

Davion's Avalon Hussars used their *Victors* advantageously against House Liao during the Second Succession War. With their jump capability, the *Victors* proved to be more dangerous fighting in the mountains of Wei and Redfield than more heavily armed and armored assault 'Mechs. Several Hussar pilots and officers still use the *Victor*.

The Avalon Hussars' *Victors* later engaged Liao 'Mechs on the planet Wright in 3012. A Hussar attack lance consisting of several *Victors* encountered two recon lances of light 'Mechs. The *Victors'* jump attacks and autocannons reduced the two lances to rubble in a matter of minutes.

Although the Draconis Combine now has access to a supply of new *Victors*, they deploy them sparingly. Many proud Kuritan samurai refuse to pilot a design so closely associated with their traditional enemy.

In the breakaway St. Ives Compact, the St. Ives Lancers use the *Victor* as the core of their heavy lances.

Variants

Used by SLDF's line regiments, the *Victor* was never outfitted with the advanced Terran Hegemony technology

reserved for the Royal units—a fact that allowed this more primitive BattleMech to be maintained through the Succession Wars.

Several earlier VTR-9As have surfaced in recent years, units armed with a sophisticated array of anti-infantry weaponry systems. Few of this version were built since technicians felt that the *Victor's* role as a support 'Mech would keep it from engaging infantry, and so the two flamers and machine gun were replaced with armor in the 9B.

A unique example of a modified *Victor* supporting a Holly SRM 6 rack also appeared within the Lyran Commonwealth during the Third Succession War.

Notable MechWarriors

Lieutenant Ramsey Donal: Currently, Lieutenant Donal is working for the Twelfth Vegan Rangers in the attack lance. His 'Mech is in fair condition, but his Holly missile rack has had firing difficulties ever since he tangled with a Kuritan *Warhammer* at close range on the planet Tripoli.

Captain Debbie Malgur: This competent MechWarrior is currently employed by Helmar Valasek, who gave her command of a heavy recon lance. Her *Victor* is a 9A variety. Her history and her method of acquiring this rare 'Mech are unknown, but her skill is reputed to be excellent.

Field Marshal Ardan Sortek: A childhood friend of Hanse "the Fox" Davion, Sortek is also a trusted member of the First Prince's inner circle. A skilled and cunning warrior, Sortek coaxes top performance from his *Victor*—often surprising an opponent with the assault 'Mech's jump capability.

During the liberation of Stein's Folly in 3025, Sortek's autocannon became clogged with mud and jammed. Though deprived of most of his firepower, Sortek still aided in dispatching two Liao heavy BattleMechs—one with a daring death from above attack.

While touring the Lyran Commonwealth in 3027, Sortek fought beside the Kell Hounds against elements of the Second Sword of Light. His one-on-one duel with a Kurita *Awesome* was a textbook example of mobility over raw firepower.

VTR-9B VICTOR

Type: **Victor**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,370

Equipment

Internal Structure:

Engine: 320 22.5

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 15 5

Gyro: 4

Cockpit: 3

Armor Factor: 184 11.5

*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

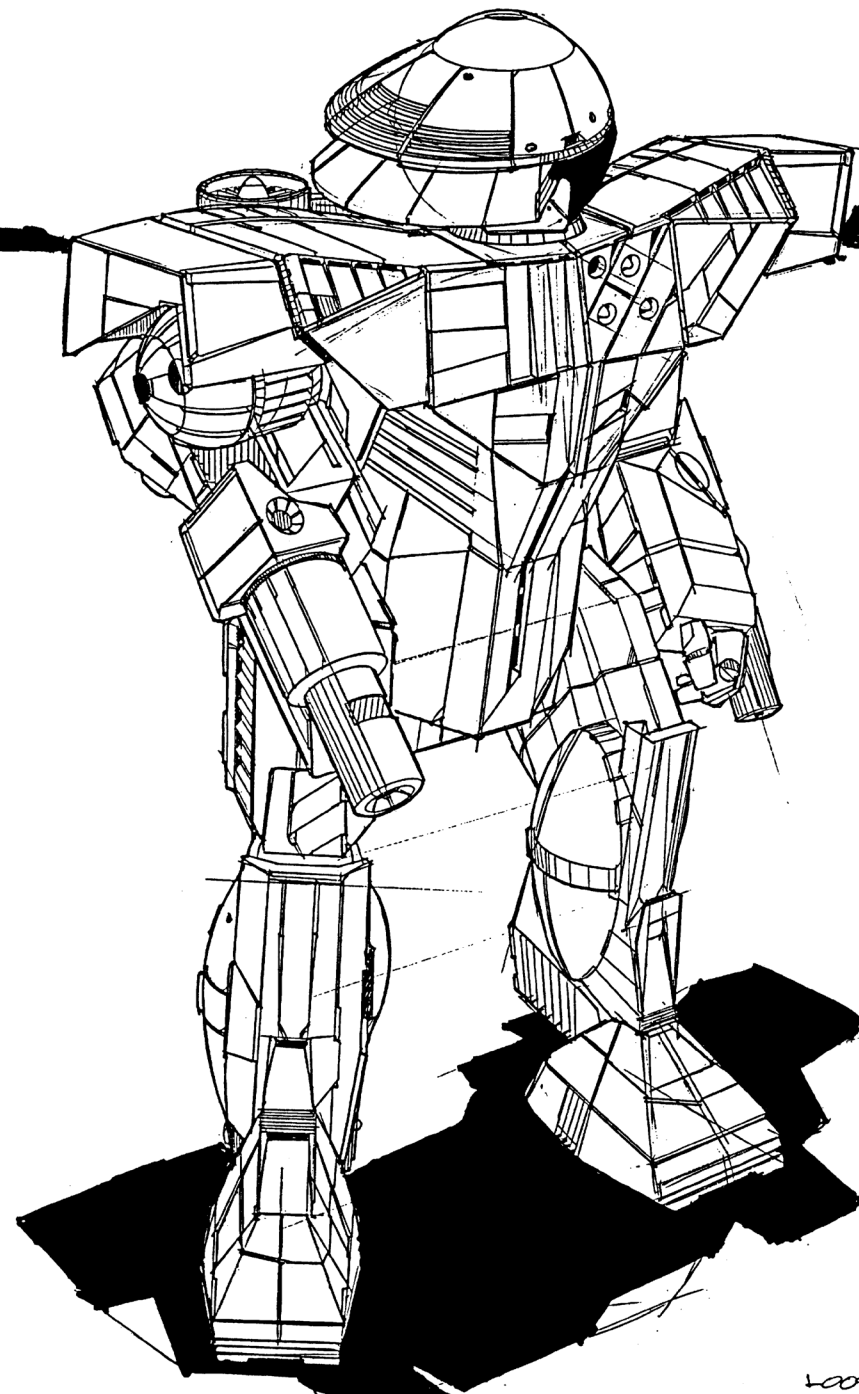
R/L Arm 13 15

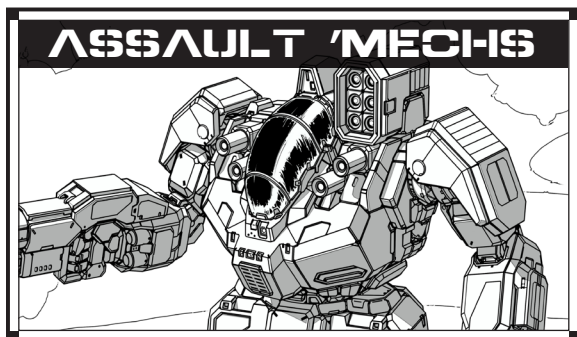
R/L Leg 17 20

Weapons

and Ammo

	Location	Critical	Tonnage
AC/20	RA	10	14
Ammo (AC) 15	RT	3	3
2 Medium Lasers	LA	2	2
SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
Jump Jets	CT	2	2
Jump Jet	RL	1	1
Jump Jet	LL	1	1





Mass: 80 tons

Chassis: Chariot Type III

Power Plant: Pitban 320

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

1 Thunderbolt A5M Large Laser

1 Coventry Star Fire LRM Missile System

1 Defiance Class 5 Autocannon

2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Calliope ZE-2

Targeting and Tracking System: TharHes Ares-7

Overview

With the Star League disbanded in 2781, the stability of the past two centuries passed and the status quo started to change dramatically. Seeking to be prepared for this new political reality, the Lyran Commonwealth began work on a new light-assault 'Mech to bolster its forces. The first *Zeus* walked off the line in 2787, just in time for the First Succession War.

Capabilities

The *Zeus* is built around a sturdy frame and reliable engine. While other 'Mechs designed in the same era used

advanced technology, the *Zeus* stuck with reliable, roomy systems that allowed easy repair and modification. This paid off in the long run, for as advanced weapons, heat sinks, and armor became unavailable, the *Zeus* could still be manufactured with less advanced components without drastically changing the design.

At 64 kph, the *Zeus* can keep up with the heavy 'Mechs that make up the backbone of BattleMech units around the Inner Sphere. With over eleven tons of armor and a wide range of weapons, it can fight with them as well. The LRM and autocannon provide good ranged firepower with low heat. When closing, the large laser can add to that, and a medium laser aids at short ranges where the missiles are inaccurate. For rear defense, another medium laser wards off fast units. When the enemy gets close, the *Zeus*' LRM launcher is of little use but the arm is not. By setting the launcher and tubes back in the arm around a heavy punching core, a *Zeus* pilot can bludgeon the enemy away without fear of damaging the weapon.

The original design was more advanced, having upgraded versions of the large laser and a targeting system for the LRM launcher along with advanced heat sinks and armor. However, most striking was that it mounted a PPC in the left arm. Due to magnetic interactions between the engine and PPC, the PPC was later replaced by an autocannon.

Some pilots complain of the limited amount of ammunition for the LRM, but others retort that by the time the *Zeus* is out of missiles, it's probably running low on armor and an empty bin is safer when the armor fails. Pilots also disagree on the *Zeus*' heat sinks, noting that unless every weapon is fired, a pristine *Zeus* can't build up heat. Some favor this, while others would rather ride the heat curve and have more armor.

Deployment

The *Zeus* can be found in almost any unit arising from the Lyran Commonwealth and many other Federated Commonwealth forces. The *Zeus* has been sold to many different mercenary units; Wolf's Dragoons' Zeta Battalion has nothing but praise for the 'Mech. Former Davion units have not taken to the *Zeus* due to "Davion pride," relegating

it to militia or reserve duty despite its superiority to some of the Davion designs that take its place at the front.

The *Zeus* didn't even make it out of the prototype stage before being tested in combat. The Draconis Combine raided Hesperus II at the onset of the First Succession War. After a few lances broke through the Lyran lines, the prototypes were called up to assist. While the *Zeus*' PPCs rarely hit the enemy, the sheer firepower they were pouring out at long range forced the Kuritan units to pause, having never seen the design before. This bought enough time to allow front-line units to push the Combine forces back.

Variants

The advanced forebears to the current *Zeus*, the 5S and 5T, are long gone, having been downgraded to the 6S model due to damage and lack of parts, if they have survived at all. Advancements after the Third Succession War led to the ability to replace the autocannon with a PPC as originally designed. The resulting ZEU-6T was the new standard model and performed well in the Fourth Succession War and War of 3039 before being overtaken by further technological improvements.

Notable MechWarriors

MechWarrior Sealth: After his homeworld of Zavijava was attacked, Sealth left a conclave of people all descended from Native North Americans to join the Tenth Skye Rangers to help defend his people. An amazingly graceful MechWarrior, Sealth could move his *Zeus* as if it were a 'Mech half its weight, making it a difficult target. In the Fourth Succession War he would flank formations, hitting and dodging. While the enemy was distracted by him, the rest of his unit would hit the enemy head on. After the fighting ended, Sealth retired back to Zavijava, taking his forest-green *Zeus*, Skokomish, with him.

Type: **Zeus**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,348

Equipment

Internal Structure:

Engine: 320 22.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 17 7

Gyro: 4

Cockpit: 3

Armor Factor: 184 11.5

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 25 26

Center Torso (rear) 9

R/L Torso 17 18

R/L Torso (rear) 6

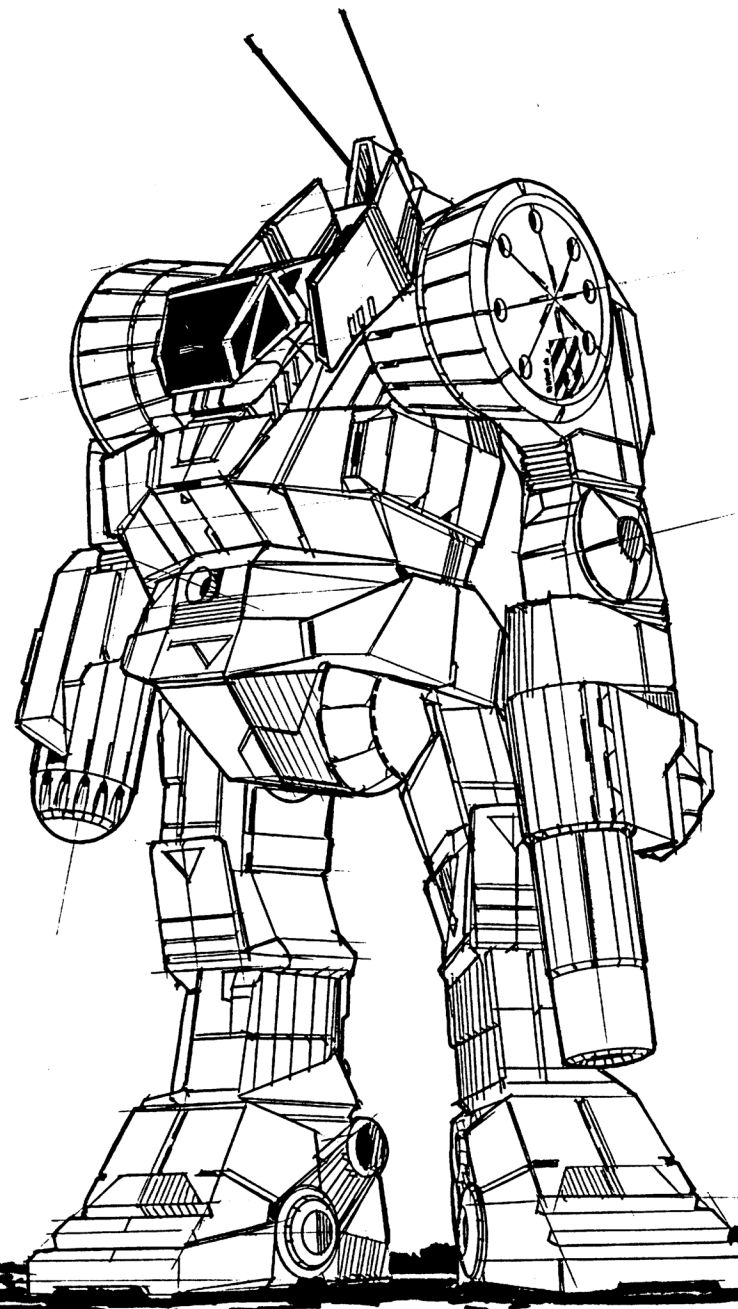
R/L Arm 13 22

R/L Leg 17 24

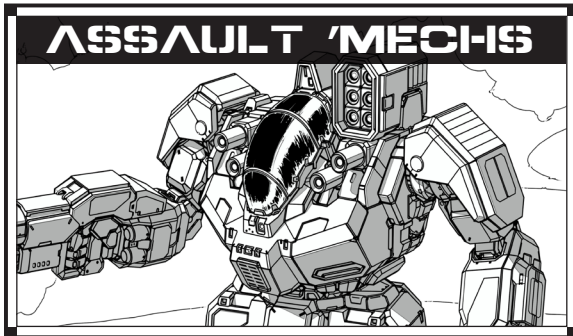
Weapons

and Ammo

	Location	Critical	Tonnage
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
AC/5	LA	4	8
Ammo (AC) 20	LA	1	1
Large Laser	LT	2	5
Medium Laser	LT (R)	1	1
Medium Laser	CT	1	1



LOOSE



Mass: 85 tons

Chassis: Hollis Mark X

Power Plant: VOX 340

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard IV

Armament:

1 Donal PPC

6 Martell Medium Lasers

2 SperryBrowning Machine Guns

1 Holly Short Range Missile 6 Pack

Manufacturer: Earthwerks Incorporated,

Red Devil Industries

Primary Factory: Keystone (Earthwerks),

Pandora (Red Devil)

Communications System: HarfordCo COM 4000

Targeting and Tracking System: HarfordCo XKZ 1

Overview

Debuting in 2633 for the Star League, the *BattleMaster* is one of the most iconic chassis of its time. Many stories of the *BattleMaster's* superior abilities have circulated, from it holding off entire lances single-handedly to a single *BattleMaster* taking out the defenders of important outposts during an invasion. Though Hollis' main factories on Corey were destroyed during the First Succession War, production has continued. However, the special needs of such a massive chassis have limited the number produced to only a handful per year.

Capabilities

The *BattleMaster's* armament is quite formidable, with a forward-firing Donal PPC and four Martell medium lasers. A pair of SperryBrowning machine guns and a Holly SRM 6 pack give it impressive capabilities against conventional forces, while a pair of rear-mounted medium lasers combined with fourteen-and-a-half tons of armor only enhance the *BattleMaster's* aura of invulnerability.

Deployment

Either as a command 'Mech or as an anchor in an assault lance, the *BattleMaster* is favored among those who have the privilege of having one. Its heavy armor and fire-power make the *BattleMaster* highly valued, though this unfortunately marks the design as a high-profile target to be destroyed early during a fight.

Only produced in moderate numbers, the 'Mech is a relatively common sight across the Inner Sphere as techs will go to great lengths to patch a damaged *BattleMaster* back together. The armies of Houses Steiner and Marik contain the most *BattleMasters* due to their possession of functional production lines. Prior to the Fourth Succession War, the Capellan Confederation also possessed a large number of *BattleMasters* within its ranks, though quite a number of these have since fallen to the military juggernaut of the Federated Suns.

Variants

Red Devil Industries produces a missile-support version of the *BattleMaster* for Lyran units. Stripping out everything except the forward-firing lasers, the BLR-1S mounts an array of both short- and long-range missiles and adds two more heat sinks.

Lacking any production capabilities for the design, House Davion instead created the 1D variant. By stripping out the missiles and rear lasers for an extra ton of armor and six additional heat sinks, Davion increased the survivability of their remaining *BattleMasters* in high-intensity conflicts.

Notable MechWarriors

First Prince Hanse Davion: Depending on the person's loyalties, Hanse Davion is either a messiah or the devil incarnate. Taking the mantle from his brother Ian following his death on Mallory's World in 3013, he would go on to not only found NAIS, but also bind the militarily powerful Federated Suns and the economic juggernaut of the Lyran Commonwealth into one entity. Not one to shy away from combat, he was responsible for holding off an attack by Liao's elite Death Commandos with only his *BattleMaster*, defending the fledgling NAIS until the remnants of Team Banzai slowly arrived and relieved him just before he sustained critical damage. [EDITOR'S NOTE: The attack would later be revealed as a covert strike by ComStar attempting to destroy the NAIS and its copy of the Helm Memory Core.]

Major Thompson "Tommy" Dale: As a lance commander in the elite Davion Guards, Major Dale has earned the right to pilot the *BattleMaster* he calls *Dark Death*. His 'Mech is painted a deep grey and is in perfect working order.

Captain Jenny Circi: Jenny is currently assigned to the Third Proserpina Hussars, in command of the regiment's attack lance. Her dream of piloting a *BattleMaster* came true when she was promoted after the battle for Hoff. A small woman but a competent warrior, Captain Circi has been wounded many times in battle. Taking great pride in her 'Mech, which she cares for personally, Circi has been nicknamed "The Hawk" for her battlefield tactics.

Captain Art Mitchell: Captain Mitchell inherited his *BattleMaster* after his brother died fighting on the planet Amity. The 'Mech is in poor shape and has a weakened armor structure. Art is a fine warrior, however, and has been recently promoted to the heavy attack lance of the Fusiliers of Oriente's First Brigade.

BLR-1G BATTLEMASTER

ASSAULT 'MECHS

159

Type: **BattleMaster**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,494

Equipment

Internal Structure:

Engine: 340

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 18

Gyro: 4

Cockpit: 3

Armor Factor: 232

Internal
Structure

Armor
Value

Head 3 9

Center Torso 27 40

Center Torso (rear) 11

R/L Torso 18 28

R/L Torso (rear) 8

R/L Arm 14 24

R/L Leg 18 26

Weapons

and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
2 Medium Lasers	RT	1	1
Medium Laser	RT (R)	1	1
2 Medium Lasers	LT	1	1
Medium Laser	LT (R)	1	1
2 Machine Guns	LA	2	1
Ammo (MG) 200	LT	1	1
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2

Mass

8.5

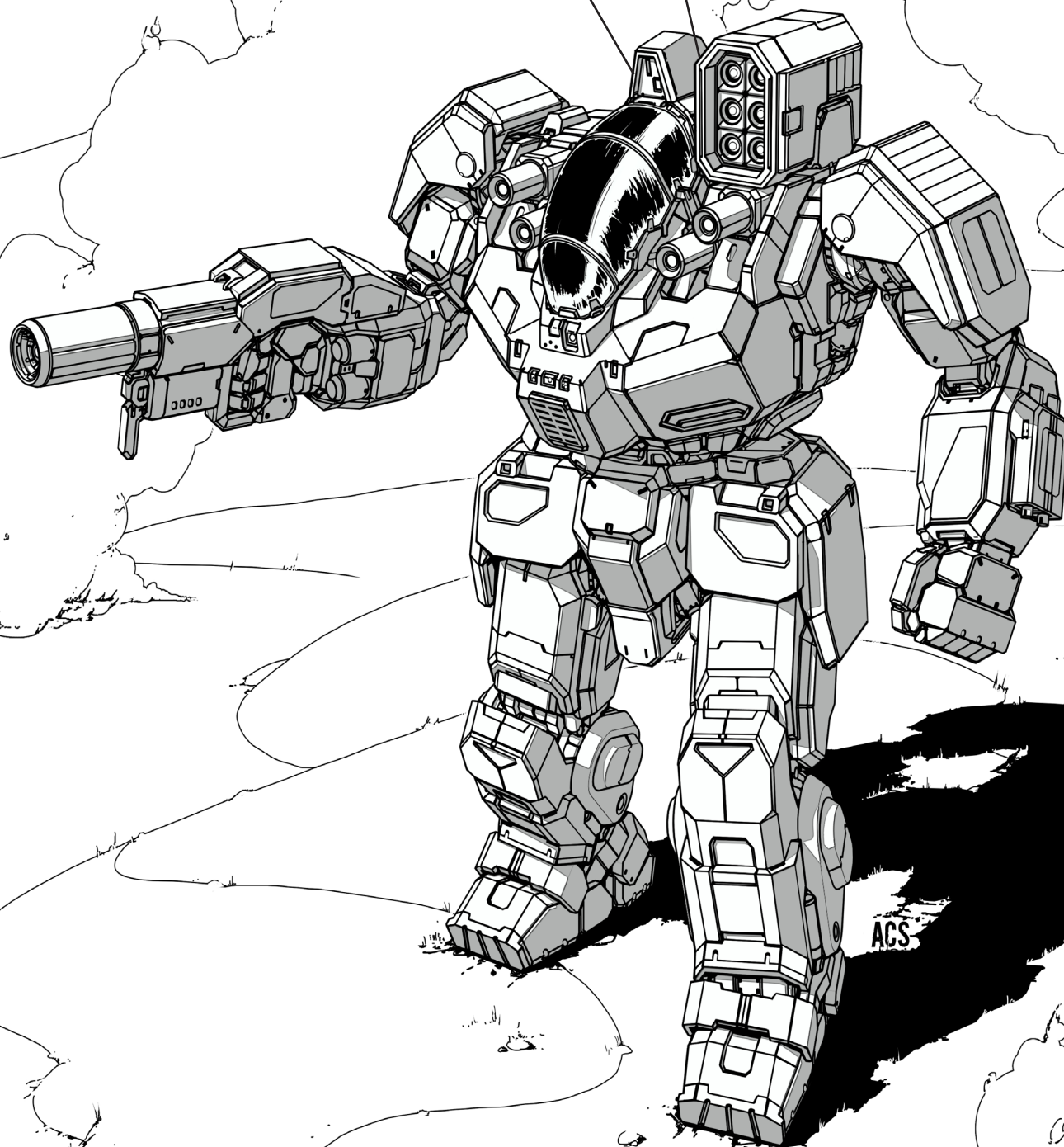
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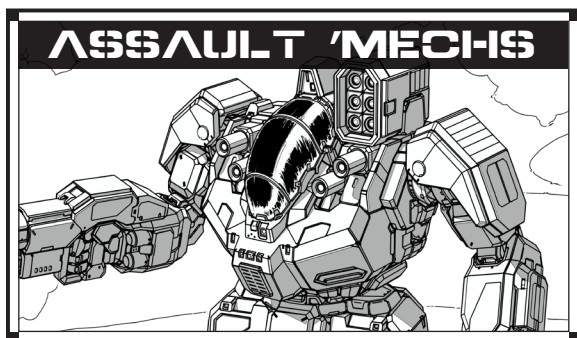
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3

14.5



ACS



Mass: 85 tons

Chassis: Geometric 530 Hard Core

Power Plant: Strand 255D

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Geotec 300

Jump Capacity: 90 meters

Armor: CarboStrand 30 Weight AS

Armament:

2 Blankenburg 25 Extended-Range Large Lasers

2 Holly-6 SRM Launchers

1 Blankenburg LB 10-X Autocannon

2 Dodd Small Lasers

Manufacturer: Blankenburg Technologies

Primary Factory: Terra

Communications System: GRPNTR Groundpainter 5

Targeting and Tracking System: Scope 30 RNDST

Overview

Originally entering limited production in 2735, the *Crockett* was designed as an SLDF trainer assault BattleMech. The *Crockett* far surpassed its designers' intent however, and proved to be a highly successful assault 'Mech in its own right. In fact, the design was so effective on the frontlines that most were stripped from their training programs. The *Crockett* all but disappeared during the conflagrations of the Succession Wars, except for those hoarded by ComStar.

During the 3030s the design had a rebirth of sorts, as numerous stripped-down versions of the 'Mechs were given to the DCMS as part of Primus Myndo Waterly's deal

with then-Kanrei Theodore Kurita. To deflect away any speculation of the 'Mechs origins, the "new" design was renamed the *Katana*.

Capabilities

Although designed as a training platform, Blankenburg took seriously the Quartermaster Command's request that the new trainer should itself be battleworthy. Its wide mix of weapons and the extra mobility of jump jets all add to the machine's training potential, while simplified controls make the *Crockett* ideal for green MechWarriors.

Two Blankenburg 25 extended-range large lasers provide the *Crockett*'s punch at distance, and are backed by a Blankenburg LB 10-X autocannon. Short-range firepower is supplied by a pair of ever-reliable Holly SRM-6 launchers, and two Dodd small lasers round out the design.

The *Crockett*'s signature maneuver in combat is to whittle down an opponent's armor at distance using its long-range weaponry. As the range closes, the *Crockett* uses its jump jets to prevent it from being accurately targeted and then jumps behind its enemy. This forces the target to either turn and face the *Crockett*, thus exposing its rear to the *Crockett*'s lancemates, or let the *Crockett* have free rein to target their opponent's weaker back armor.

Deployment

Once widely deployed across the Inner Sphere, the *Crockett* is primarily fielded by ComStar and the Word of Blake and is occasionally seen in Clan second-line forces. The design saw heavy action on Tukayyid and during Operation Odysseus.

By far the largest contingent of ComStar troops on Terra to survive the initial Word assaults was the Sandhurst training regiment. Despite their commander's assassination and the bombing of their barracks, the survivors made an orderly withdrawal from the college. Knowing the London DropPort was in enemy hands, the cadets withdrew west towards Wales hoping to find transport at a seaport or to use one of the trans-Atlantic tunnels to escape to Ireland or North America. Harried all the way by Word forces, ComStar *Crocketts* made life difficult for the WoB troops, luring them into ambush after ambush. The remnants of the Sandhurst

regiment were eventually crushed, though a number of cadets are believed to have survived the battle.

Variants

As part of ComStar's massive rearmament drive in the 3050s, former Precentor Martial Anastasius Focht ordered the re-opening of Blankenburg's 'Mech division and new 5003-1 *Crocketts* began striding off the production lines in early 3054.

Following the loss of Terra, ComStar looked to expand the Free Rasalhague Republic's BattleMech facilities to produce 'Mechs for the Com Guards. With ComStar funding the expansion, Grumium Creations began to produce the 5003-3 variant in 3062, and the 5004-1 a year later. Minor upgrades, the 5003-3 exchanges armor for CASE in the right torso, while the 5004-1 changes the small lasers for ER models, drops the SRM-6s to 4s and removes a ton of LB 10-X ammunition to add a C³i suite.

Sketchy details suggest the Word has also fielded an advanced *Crockett* of their own, provisionally dubbed the 5005-1. Known to be employing a small cockpit and a C³i suite, this variant is believed to be utilizing a light engine and improved jump jets—something that will come as rude shock to many.

Notable MechWarriors

Fer de Lance: One of the greatest MechWarriors that never existed, *Fer de Lance* was the star of a Sphere-wide smash holovid show from J.F. Madan Productions of El Giza. Debuting over two hundred and fifty years prior to the Immortal Warrior, the mysterious female warrior piloting a boldly painted golden *Crockett* was known as a champion of the downtrodden and defender of the weak.

Cadet Epsilon II Duncan Fergusson: A member of Acid Rain II-Alpha—part of the Sandhurst training regiment—Cadet Fergusson piloted one of the *Crocketts* that gave the Word's forces a run for their money during his regiment's retreat. Blown out of his 'Mech in the final battle outside Lampeter, Fergusson is believed to have been killed, though his body was never found.

CRK-5003-1 CROCKETT

ASSAULT 'MECHS

161

Type: **Crockett**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,923

Equipment

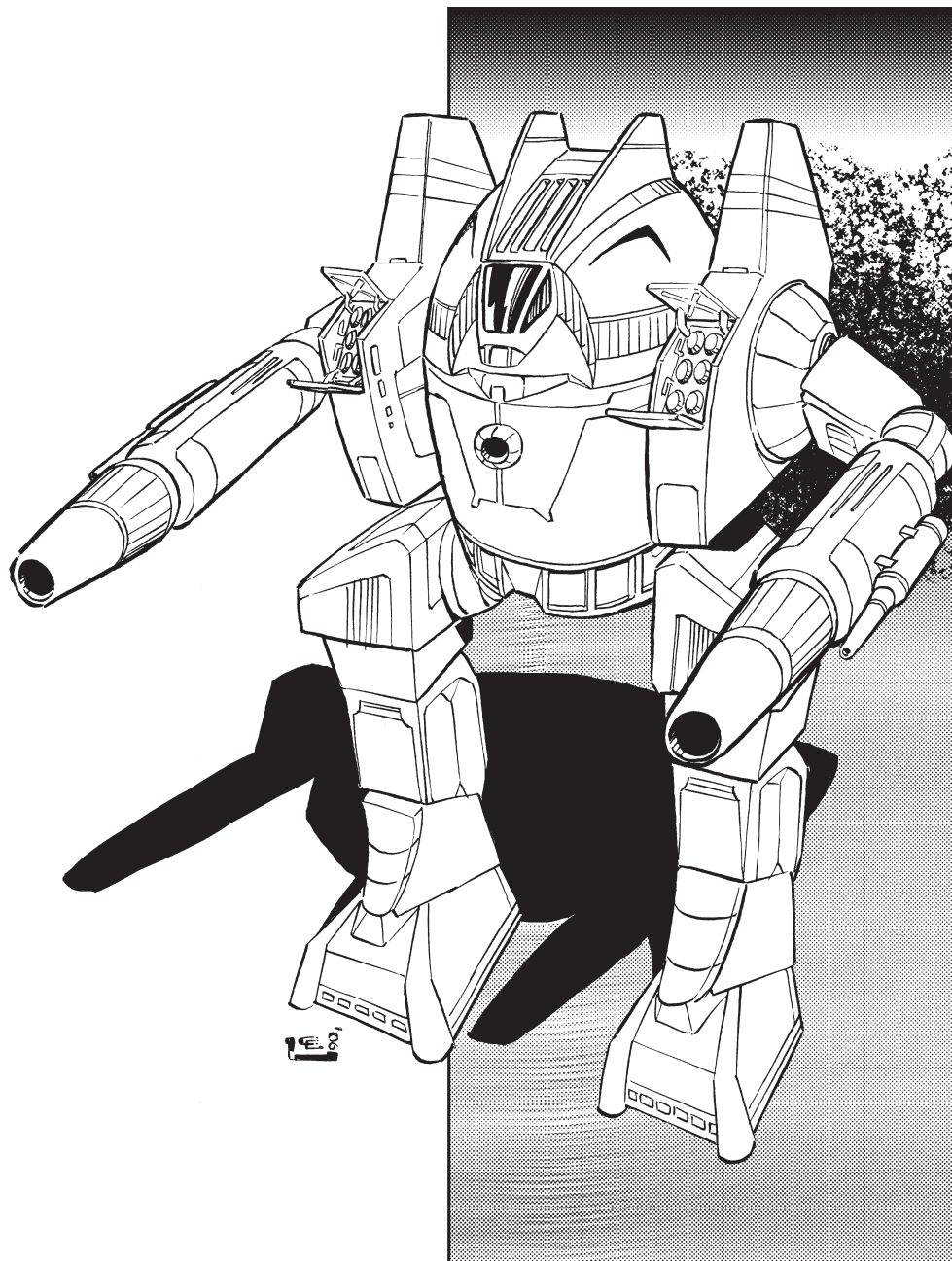
Internal Structure:		8.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	263	16.5

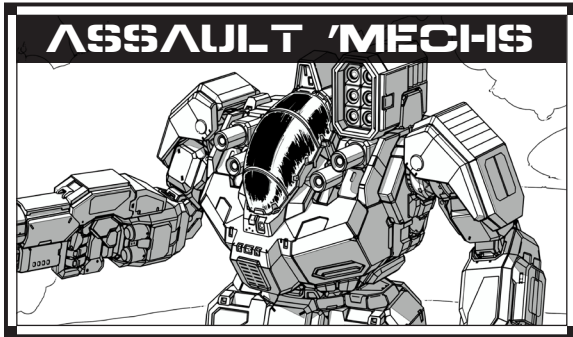
	<i>Internal Structure</i>	<i>Armor Value</i>
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Head	3	9
Center Torso	27	35
Center Torso (rear)		19
R/L Torso	18	25
R/L Torso (rear)		11
R/L Arm	14	28
R/L Leg	18	36

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
SRM 6	RT	2	3
SRM 6	LT	2	3
Ammo (SRM) 30	RT	2	2
LB 10-X AC	LT	6	11
Ammo (LB-X) 20	RT	2	2
Ammo (LB-X) 10	LT	1	1
Small Laser	RA	1	.5
Small Laser	LA	1	.5
Jump Jet	RL	1	1
Jump Jet	LL	1	1
Jump Jet	CT	1	1





Mass: 85 tons
Chassis: Stanwhich 850
Power Plant: AMC 340 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph, 86 kph w/ MASC
Jump Jets: None
Jump Capacity: None
Armor: PanzerSlab Type 9
Armament:
 2 Maxell DT Medium Lasers
 1 Luballin LB 10-X Autocannon
 1 Buzzsaw Anti-Missile System
 1 Zippo Mark X Anti-Personnel Flamer
 1 Jackson Dart LRM-10 Missile Rack
 3 Marklin Mini SRM-2 Missile Packs
 1 Tronel XIII Large Pulse Laser
Manufacturer: Weigel Armory and Munitions
Primary Factory: Kwangjong-ni (destroyed 2767)
Communications System: Transcom Alpha
Targeting and Tracking System: KBC Starsight Model 3

Overview

Originally designed as a standard heavy line 'Mech for the RimWorlds Republic, the *Rampage* served its role adequately. With Amaris' takeover of the Terran Hegemony, he finally had access to all the advanced Star League technology. Knowing he would likely have to fight at least some parts of the SLDF, he had Hegemony engineers design a modern upgrade for the *Rampage*. Rather than leave it a simple assault 'Mech, the engineers enhanced its speed as well as its firepower, producing a fast assault unit that would give the Star League forces fits in the years to come.

Capabilities

The redesigned *Rampage* was built to be fast for its size. Though some designers pushed for a top speed in the 80-kph range, they debated whether to accomplish this by lightening the entire design or by employing an experimental extra-light engine design. As a more economical compromise, they opted for an XL engine augmented by a MASC system, enabling the *Rampage* to reach almost 90 kilometers per hour for short bursts. Meanwhile, to enhance the 'Mech's firepower, designers installed an LB 10-X autocannon and an Artemis-enhanced LRM-10, coupled with a trio of Streak two-packs and a large pulse laser for heavy and accurate punch. For even more power up close, the *Rampage* rounded out its weapons load with a pair of medium lasers and a flamer, while adding the defensive feature of an anti-missile system.

Deployment

The *Rampage* was assigned to the elite Republican Guards, though some—mostly older chassis—were also shipped to the rebelling Periphery realms from which Amaris sought to retain support. *Rampages* were assigned to units that could keep up with their speed, either as a fast strike unit or as heavy support for a medium unit. More than one opponent thought they could use a heavy medium to outmaneuver the *Rampage* and found themselves facing its formidable firepower.

Variants

The *Rampage*-2G, produced for decades in the Rim Worlds Republic, was twenty-five percent slower than the 5G. It also lacked the Streak launchers and Artemis IV fire control systems. Its standard class-10 autocannon had two tons of ammo, but so did the LRM. Instead of the 5G's antimissile system, the 2G used a single machine gun with a full ton of ammo, while a standard large laser replaced the advanced pulse laser. Though this older model boasted ten more heat sinks than the 5G, these standard sinks lacked the efficiency of the 5G's heat management system.

Another progenitor to the 5G was the 4G, which was produced in limited numbers. This variant removed all of the 'Mech's missile systems, a medium laser, three heat sinks and half a ton of armor (mostly from the legs) in exchange for a powerful gauss rifle.

Notable MechWarriors

Captain Bernard "Ogre" Critchly: A captain in the Greenhaven Gestapo, one of the few non-Republican mercenaries to receive the new *Rampage*, Critchly earned the nickname "Ogre" for his poor hygiene and brutal disposition. After having his portraits pray-painted on the Sistine Chapel, Critchly was quickly frustrated by the protests that followed. While the Gestapo managed to control the first outbursts, additional protests mounted in response to the Gestapo's ruthlessness. During one, Critchly blocked in 750 monks who were staging a hunger strike in John Paul II Square, and killed more than six hundred of them with his *Rampage* alone. During the Liberation of Terra, both Critchly and his *Rampage* disappeared; neither the warrior nor his machine were ever reportedly seen again.

Ivan "Ranger" Chekov: Known as "Ranger" for his ability to track down SLDF forces gone guerrilla, Ivan was not only a great stalker, but a formidable foe on the battlefield. Using his *Rampage*'s superior speed, his favored tactic involved gaining the most advantageous positions as quickly as possible before unleashing a torrent of firepower on one side of his foe—then maintaining the same relative position to exploit the weakened flank almost exclusively. Chekov took down more than twenty-five opponents this way. But while he was deadly to SLDF units, Chekov allegedly opposed mistreatment of the local population and prisoners on New Earth. After the war, he was one of the few Republican officers to be cleared of war crimes charges, but soon after retiring to New Earth, he was lynched by the local populace.

Type: **Rampage**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,842

Equipment

Internal Structure: Endo Steel

Engine: 340 XL

Walking MP: 4

Running MP: 6 [8]

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 4

Cockpit: 3

Armor Factor: 256

Internal
Structure

Mass

4.5

13.5

3

4

3

16

Armor
Value

Head 3 9

Center Torso: 27 40

Center Torso (Rear): 13

L/R Side Torso: 18 26

L/R Side Torso (Rear): 9

L/R Arm: 14 27

L/R Leg: 18 35

Weapons

and Ammo

Location Critical Tonnage

LB 10-X AC RA 6 11

Ammo (LB-X) 20 RT 2 2

LRM 10 LA 2 5

Artemis IV LA 1 1

Ammo (LRM) 12 LT 1 1

Anti-Missile System RT 1 0.5

Ammo (AMS) 12 RT 1 1

Medium Laser RT 1 1

MASC RT 4 4

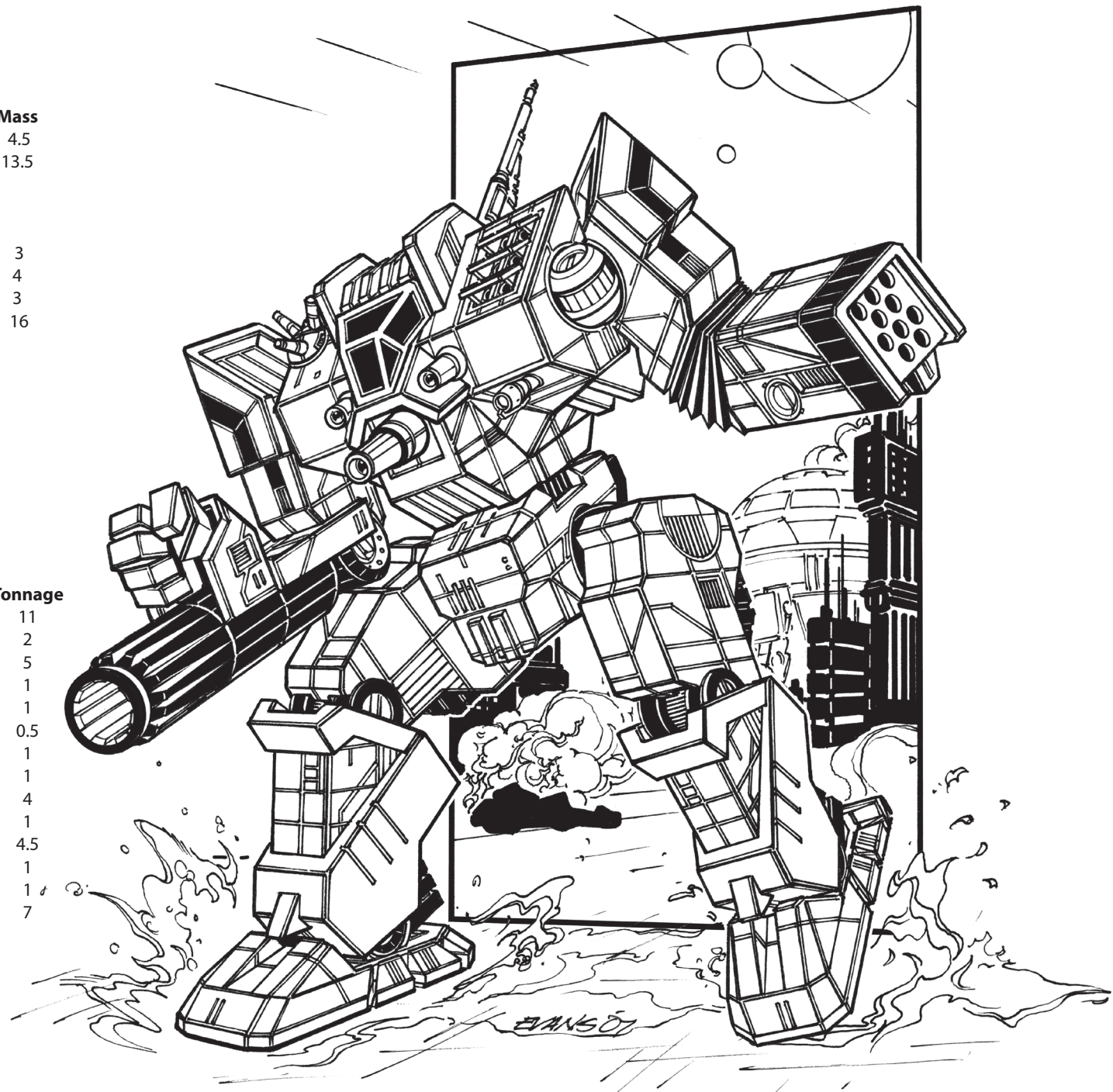
Medium Laser LT 1 1

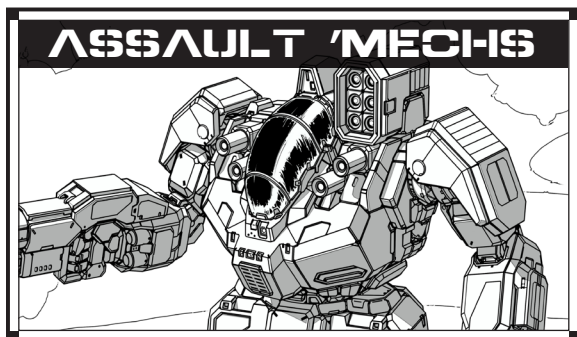
3 Streak SRM 2s LT 3 4.5

Ammo (Streak) 50 LT 1 1

Flamer LT 1 1

Large Pulse Laser CT 2 7





Mass: 85 tons
 Chassis: Kitushi Shogun
 Power Plant: Strand 255
 Cruising Speed: 32 kph
 Maximum Speed: 54 kph
 Jump Jets: Anderson Propulsion 21
 Jump Capacity: 90 meters
 Armor: Riese-350
 Armament:
 1 Magna Firestar Extended-Range
 Particle Projection Cannon
 2 Thunderstroke SRM-6 Racks
 2 Coventry Star Fire LRM Missile Systems
 Manufacturer: Mitchell Vehicles
 Primary Factory: Graham IV (destroyed in
 First Succession War)
 Communications System: HartfordCo COM 4000
 Targeting and Tracking System: HartfordCo XKZ 1

Overview

Rare even in its heyday during the Reunification War, the *Shogun* was thought lost to the Free Worlds League military after Kerensky's Exodus. When the Wolf's Dragoons arrived in the Inner Sphere at the beginning of the thirty-first century, Leaguers were shocked to discover that the mysterious mercenaries fielded several of the rare assault design in Zeta Battalion. Where they had found such ancient designs remained a closely held Dragoon secret.

Because the only factory capable of producing the design on Graham IV was destroyed during the early part of the First Succession War, no spare parts were

available for the custom-built Kitushi frame. Negotiations by Blackwell (on behalf of the Dragoons) with the government on Graham IV ended in repeated failure, all but guaranteeing the extinction of the design. By the late 3050s, reliable intelligence estimates put the number of operational *Shoguns*—all variants, including the rare Clan modification—at only six.

Though a capable BattleMech, one of the first League assault 'Mechs with a reliable jump jet system installed, the *Shogun* has faded from the modern battlefield. The Dragoon survivors evacuated from the system by Wolf (in-Exile) forces in 3068 managed to obtain some of the Dragoon's technological know-how, but not the engineering and design specifications of this particular BattleMech. With much of Outreach in radioactive ruins, it is doubtful any working models are in existence beyond two, both reported to be in the hands of Wannamaker's Widowmakers.

Capabilities

Used frequently by fearless warriors of Wolf's Dragoon's Zeta Battalion, the *Shogun* was an effective urban assault BattleMech. Heavily reinforced legs and hips gave the 'Mech a solid weight that many Dragoon pilots used to their advantage executing the feared "Death From Above" maneuver.

Loaded with both long- and short-range missile racks, *Shoguns* often coordinated with infantry units moving through urban combat zones. The Dragoon infantry would routinely give fire orders to the more distant *Shoguns*, calling down missile hellstorms onto unsuspecting enemy units. During the confusion of the attack's aftermath, the *Shoguns* would then use their superior mobility to jump into short range and pummel their opponents before effective control could be regained.

Though these tactics were sound—and incredibly demoralizing to their opponents—the *Shogun* pilots would often take heavy damage in the exchange. With spare parts being scarce, the damage eventually took its toll. After the brutal losses on Misery, *Shoguns* became rare even among the rebuilt Dragoons and were reserved for more static fire and artillery lances.

Deployment

During the Dragoon's pre-Clan years, *Shoguns* were found almost exclusively within Zeta Battalion. The few *Shoguns* found outside the famed mercenary unit were either hard-fought salvage or an extremely rare Free Worlds League family heirloom.

No *Shoguns* are known to exist in any standing army in the present day, except two salvaged from the remains of a Dragoon supply depot. These are reported to be in poor shape and undergoing decontamination by the Widowmakers.

Variants

The original League design, designated the SHG-2E, used the same weapons loadout as the more common 2F, though with a standard Hellstar PPC system. Both versions were in common usage with the Dragoons during the Third and Fourth Succession Wars, though the exact specifications on the Magna Firestar ER version were a closely guarded Dragoon secret for decades.

Notable MechWarriors

Demi-Precentor Trisha Ryoko: Head of salvage operations on Outreach, Precentor Ryoko is the Word of Blake liaison with Wannamaker's Widowmakers. Word from Outreach indicates that it was Ryoko who somehow managed to find one of the Dragoon's reserve bunkers on Remus. According to the same report, Ryoko has laid claim to one of the two *Shoguns* found there and has modified it during the clean-up operation. Our agent's report has this *Shogun* refitted with snub-nosed PPC and dual LB 5-X autocannons, which replace the damaged PPC and LRM racks, respectively. It is unknown if she plans on utilizing the 'Mech for her own personal ride or if it is to be shipped back to Terra and reverse engineered for mass production.

The MRBC has placed a "Wanted" notice on Precentor Ryoko, as she is believed to be the same Trisha Ryoko previously of the Tiger Sharks mercenary band. Reliable Wolfnet intelligence has pinpointed Ryoko as one of the chief planners of the Home Guard bombings, though the evidence is still circumstantial at best.

SHG-2F SHOGUN

ASSAULT 'MECHS

165

Type: **Shogun**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,804

Equipment

Internal Structure:

Engine: 255

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 17

Gyro: 3

Cockpit: 3

Armor Factor: 248

Internal
Structure

Armor
Value

Head 3

Center Torso 27

Center Torso (rear) 11

R/L Torso 18

R/L Torso (rear) 8

R/L Arm 14

R/L Leg 18

Mass

8.5

13

7

3

3

15.5

Weapons

and Ammo

Location

Critical

Tonnage

SRM 6 RT 2 3

Ammo (SRM) 15 RT 1 1

CASE RT 1 .5

SRM 6 LT 2 3

Ammo (SRM) 15 LT 1 1

CASE LT 1 .5

LRM 15 RA 3 7

Ammo (LRM) 8 RT 1 1

LRM 15 LA 3 7

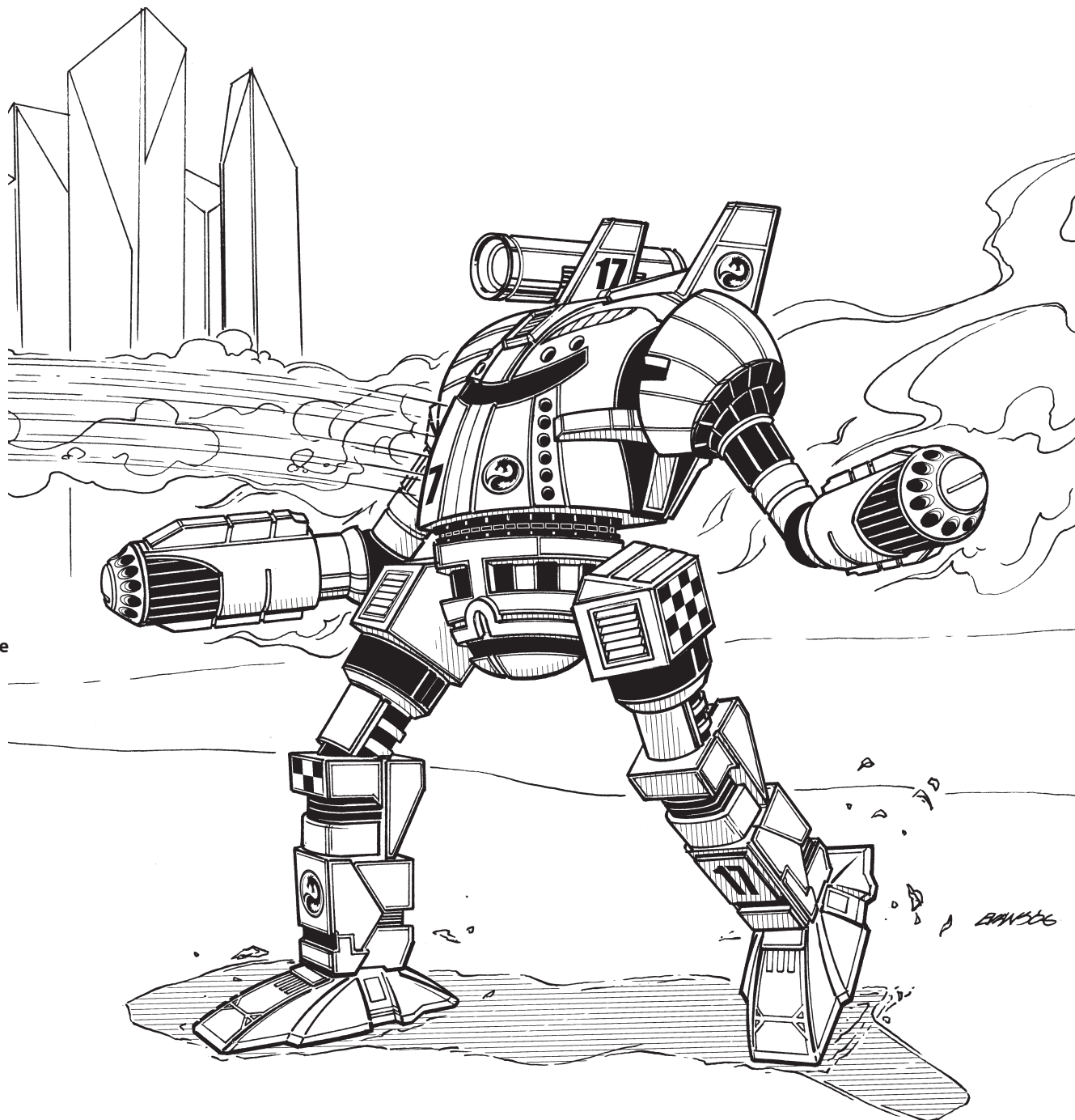
Ammo (LRM) 8 LT 1 1

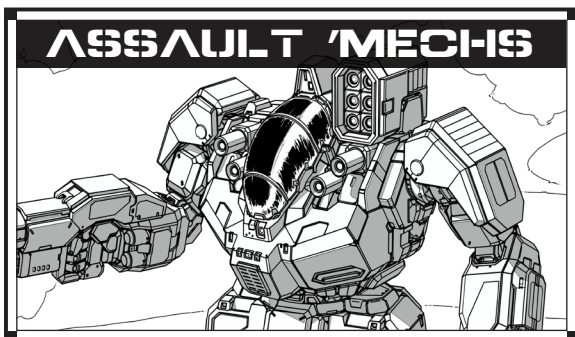
ER PPC RT 3 7

Jump Jet LL 1 1

Jump Jet RL 1 1

Jump Jet CT 1 1





Mass: 85 tons

Chassis: Titan H1

Power Plant: Strand 255

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

2 Jackson B5c LRM 10

2 Magna Mark III Large Lasers

4 Magna Mark II Medium Lasers

2 Thunderstroke SRM 6

Manufacturer: Irian BattleMechs Unlimited,
Trellshire Heavy Industries

Primary Factory: Shiro III (Irian),
Twycross (Trellshire)

Communications System: Cronol PR

Targeting and Tracking System: Spar 3c Tight Band

Overview

Although it doesn't get a large portion of the lime-light in the media that other high-profile BattleMechs receive, the *Stalker* has been the workhorse assault 'Mech of most Successor State militaries for more than two hundred years and served the SLDF for two centuries prior to that. Designed by Triad Technologies in 2594, the *Stalker* is a powerhouse of a 'Mech, mounting a mix of heavy weaponry and heavy armor. While no one will ever accuse the *Stalker* of being fast, few can claim it is easy to stop.

Capabilities

The simplest description of the *Stalker* BattleMech is that it's a brute. At 85 tons it sits comfortably in the middle of the assault 'Mech classification. A 255-rated Strand fusion engine provides power for movement and weaponry, and while it's not fast, the *Stalker's* 54 kph top speed lets it keep up with other assault elements. Thirteen-and-a-half tons of Valiant Lamellor armor keep the *Stalker* in the battle, and twenty heat sinks make heat management easy.

The *Stalker's* armament is varied and crosses most common range bands. A pair of Jackson LRM 10 racks provides long-range bombardment capabilities, while a matched set of Magna Mark III lasers offer powerful middle-range firepower. Once the *Stalker* closes with its enemy, a bank of four Mark II medium lasers support a pair of Thunderstroke SRM 6 launchers. The *Stalker's* only concession to limitations is the need for a staggered firing pattern, employing either the lasers and the Jacksons or the Mark IIs and the Thunderstrokes. MechWarriors who try a so-called "alpha strike" on their opponents find themselves in heat-overload, praying their stored missile reloads don't explode. The *Stalker's* original manufacturer, Triad Technologies, had a simple marketing slogan for this 'Mech: "It's not flashy. It's not the cutting edge. It just keeps coming."

Deployment

In continuous production for over four hundred years, the *Stalker* has a prominent place in the heavy lances of every Successor State and Periphery nation. It is also favored by scores of mercenary units. The Free Worlds League and Lyran Commonwealth hold a small advantage in raw numbers, with several factories producing the 'Mech. It is also a popular 'Mech in the dueling circuits of Solaris VII.

Wherever the *Stalker* is found it is ignored, except when faced in combat. The dichotomy is ironic; only when faced with one will MechWarriors admit to fear of it. Otherwise the *Stalker* is just too common to make a good bogeyman.

Variants

With such a storied career, variants of the *Stalker* are almost as numerous as the 'Mech itself. Before its destruction Triad Technologies introduced one other variant that was designed for siege work. The STK-3H removes the large lasers and upgrades the Jackson launchers to twenty-racks. There are other variants that try to lighten the strain on the 'Mech's legs because of age or damage, but they can only do so by removing weaponry.

Notable MechWarriors

Colonel J. Elliot Jamison: Commander of Zeta Battalion of Wolf's Dragoons, easily the most popular and feared assault battalion in the Inner Sphere, Colonel Jamison believes in leading from the front. His *Stalker* was heavily scarred but functioned perfectly, thanks to the Dragoons' impressive technical staff. Despite the battering Zeta Battalion has gone through, Jameson never lost any of his fire. The longest-serving commander of Zeta Battalion (all the previous Zeta colonels have died in the course of their duties), he resisted moving any higher in the Dragoons' organization, instead preferring to stay with what he knows (and does) best.

Captain Hubert Glass: Captain Glass leads an assault company in the Fifth Marik Militia. During an engagement against Liao raiders on Les Halles in 3039, Glass and his company were separated from the rest of the battalion and then surrounded by two companies of Liao *Vindicators* and *Cataphracts*. Captain Glass, after listening to the Liao commander's harangue about surrender, stood on his cockpit couch, cracked his egress hatch, and made a rude gesture to the Liao commander's *Cataphract*. While the rest of his company attacked, he calmly sat down, sealed his hatch, and buckled in. So furious was the Militia company's fire that the Liao commander was disabled before he could fire on Glass' *Stalker*. In ten hectic minutes of combat the assault company annihilated the two Liao companies to a 'Mech, losing only five of their own.

STK-3F STALKER

Type: **Stalker**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,559

Equipment

Internal Structure:

Engine: 255 13

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 20 10

Gyro: 3

Cockpit: 3

Armor Factor: 216 13.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 27 36

Center Torso (rear) 11

R/L Torso 18 25

R/L Torso (rear) 7

R/L Arm 14 23

R/L Leg 18 25

Weapons

and Ammo

Location Critical Tonnage

LRM 10 RA 2 5

Ammo (LRM) 12 RA 1 1

LRM 10 LA 2 5

Ammo (LRM) 12 LA 1 1

Large Laser RT 2 5

Large Laser LT 2 5

2 Medium Lasers RA 2 2

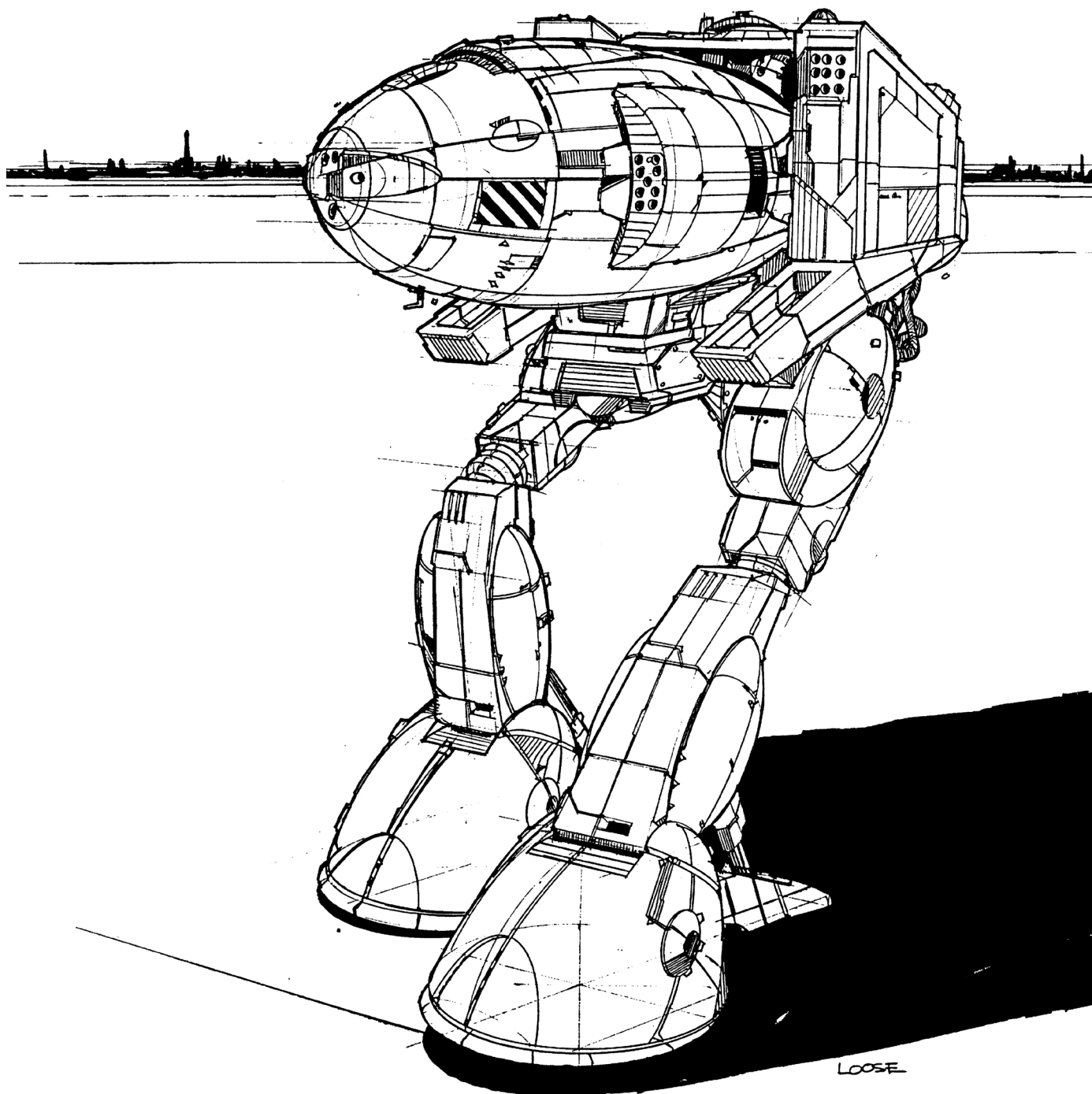
2 Medium Lasers LA 2 2

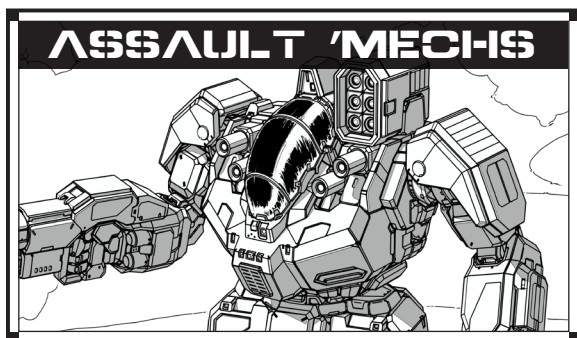
SRM 6 RT 2 3

Ammo (SRM) 15 RT 1 1

SRM 6 LT 2 3

Ammo (SRM) 15 LT 1 1





Mass: 90 tons

Chassis: Stormvanger HV-7

Power Plant: Hermes 360

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield Special

Armament:

- 2 Diverse Optics Type 20 Medium Lasers
- 1 Delta Dart Long Range Missile 10-Rack
- 1 Hovertec Short Range Missile Quad
- 1 Zeus-36 Mark III Autocannon

Manufacturer: Stormvanger Assemblies, Unlimited

Primary Factory: Caph (destroyed 2774)

Communications System: Olmstead 840

Targeting and Tracking System: Tacticon Tracer 280

Overview

The SLDF requested an assault platform able to perform in swift, mobile offensives assisting the commanders of its Regular army units. Engineers eventually debuted the *Cyclops* in 2710 and designed it to be part of a command unit. Unfortunately the *Cyclops* suffers from the mindset that the BattleMech would have ample supplies and supporting units at its disposal. No one expected the carnage of the Succession Wars and the extent that it would strip the military's capabilities to support its BattleMech regiments.

Capabilities

When taking the original expectations into consideration, the *Cyclops* is a good platform, able to keep up with most mobile campaigns thanks to its sizeable Hermes 360 engine. Ten tons of armor keep the design protected enough until reinforcements arrive to drive off would-be headhunter units, and a single LRM rack allows it to support its comrades as it pulls back. For up-close engagements, a Zeus-36 Mark III is a feared gun, forcing opponents to gang up on the command machine to have a chance, while two medium lasers and a back-up SRM 4 pack prevent smaller swarm units from gaining the advantage early on. Twelve heat sinks give the *Cyclops* an acceptable ability to stay cool, though those under heavy fire find out "acceptable" is a relative term.

The key feature of a *Cyclops* is not its weaponry or speed, but something that had no direct effect on combat: its Tacticon B-2000 Battle Computer, which allows MechWarriors to coordinate a full brigade. The highly capable Olmstead 840 communications system allows the B-2000 to monitor brigade activities anywhere on a planet. The ability to coordinate while in the safe confines of a BattleMech cockpit is understandably popular among officers.

Deployment

Due to a lack of spare parts, many B-2000s broke down over the centuries. Only ten percent of the active *Cyclops* are estimated to have a working system, making them highly prized by high-ranking officers. The rest serve as swift, if mediocre, assault platforms, either as bodyguards to the CO, or decoys, drawing enemy fire away from the important officers.

Variants

Due to not seeing much combat, few variants have appeared throughout the years. The most notable—the CP-10-HQ—fits the *Cyclops* with a Collapsible Command Vehicle Module mounted on the rear torso in place of the autocannon. The CCVM could be dismounted and set up in the field within fifteen minutes, establishing a fully operational headquarters bunker. Many were damaged beyond repair during the Succession Wars or attached to makeshift

command vehicles. Among those *Cyclops* with a working B-2000, less than half have a working CCVM.

Another variant, the CP-10-Q, replaces the autocannon with another LRM 10 launcher and medium laser. Three additional tons of ammunition allow the *Cyclops* to support its brethren from afar.

Other versions carry false head protectors, which pilots thought would give slightly more protection against missiles and projectiles impacting against the 'Mech's exposed head. Shortly after the Fourth Succession War, a Federated Suns think tank did a study on this theory, originally proposing to outfit all remaining BattleMechs with such a cheap and low-tech add on. The study determined, however, that the head protectors actually caused more damage by restricting a MechWarrior's vision, and they created extra shrapnel when hit with weapons fire. The proposal was dropped, and many *Cyclops* pilots quickly took off the "helmets."

[EDITOR'S NOTE: With the discovery of the Helm core, attempts were made to reproduce the B-2000 Battle Computers. No notable successes occurred before the Clan Invasion, and the invention of C3 systems for smaller-scale engagements coupled with the doctrinal change of using more secure DropShips for command posts made many lose interest in the B-2000. In campaigns where a B-2000 is present, though, its effects were still very noticeable.]

Notable MechWarriors

Major Wolfgang Hansen: Piloting one of the two *Cyclops* with a working B-2000 in the mercenary regiment Hansen's Roughriders (the other one being used by his father, Colonel Gerhardt Hansen), Major Hansen was slated to take command of the unit once the War of 3039 was concluded. However, his relatively poor performance against the Fifth Sword of Light on Pike IV while defending the city of Mercator (which some attributed to his concerns over his wife who at the time was giving birth to their first child on Algol) has convinced his father to retain command for a few more years while putting Wolfgang through an extremely rigorous training regime to ensure a high level of quality when he finally retires.

CP-10-Z CYCLOPS

ASSAULT 'MECHS

169

Type: **Cyclops**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 1,308

Equipment

Internal Structure:

Engine: 360 33

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 12 2

Gyro: 4

Cockpit: 3

Armor Factor: 160 10

Internal
Structure

Armor
Value

Head 3 9

Center Torso 29 30

Center Torso (rear) 11

R/L Torso 19 20

R/L Torso (rear) 8

R/L Arm 15 10

R/L Leg 19 17

Weapons

and Ammo

Location Critical Tonnage

AC/20 RT 10 14

Ammo (AC) 10 RT 2 2

Ammo (AC) 10 LT 2 2

LRM 10 LT 2 5

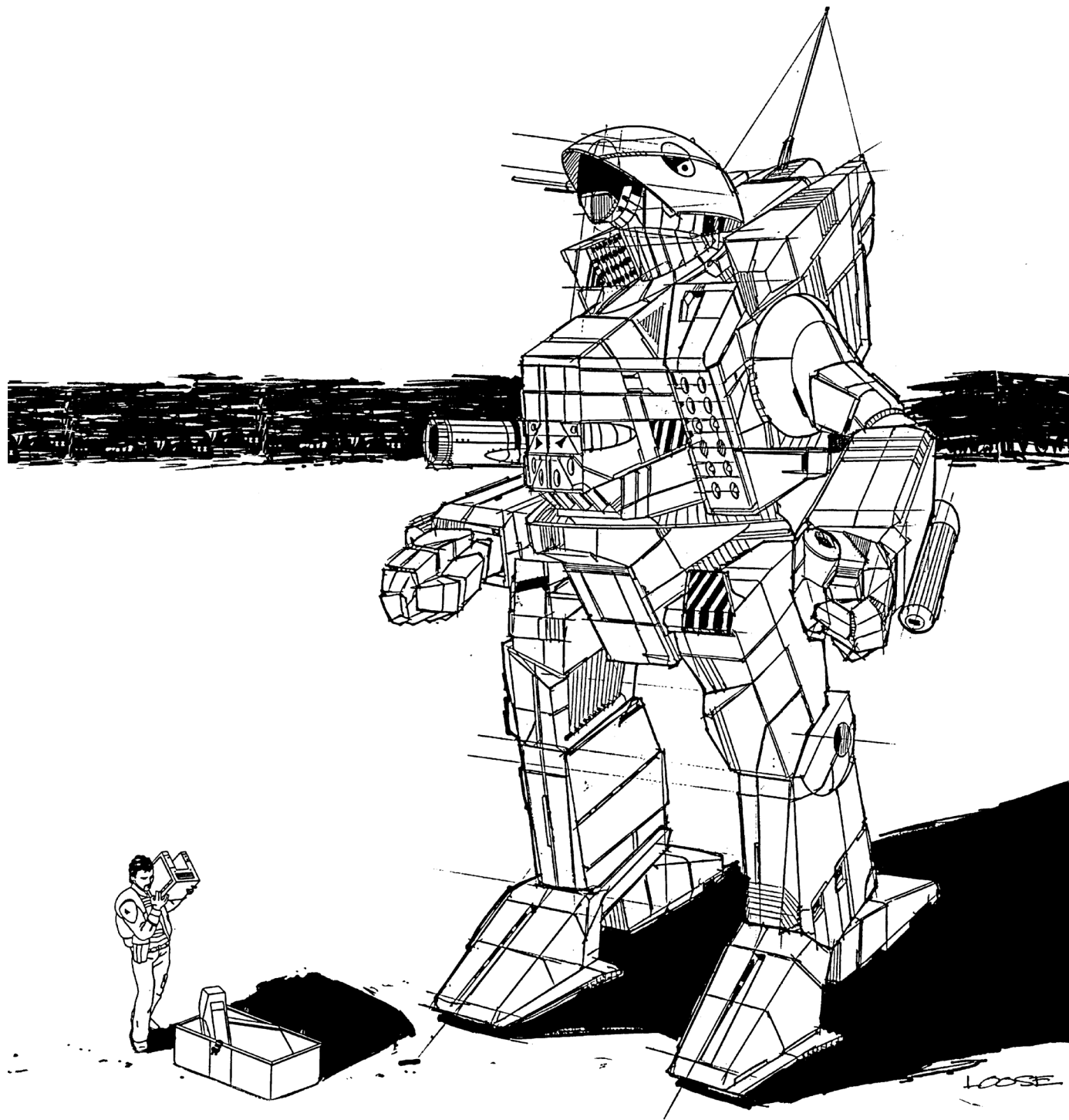
Ammo (LRM) 12 LT 1 1

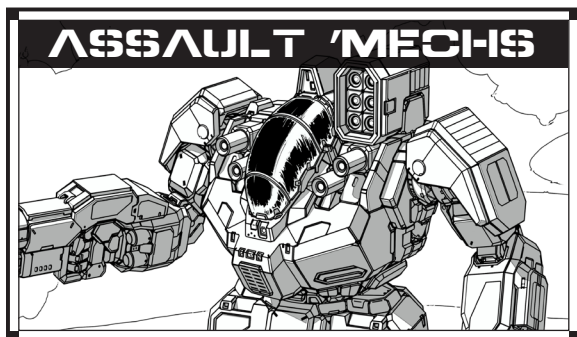
Medium Laser RA 1 1

Medium Laser LA 1 1

SRM 4 CT 1 2

Ammo (SRM) 25 CT 1 1





Mass: 90 tons

Chassis: Titan Super TZ-7EA

Power Plant: PlasmaStar 270 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Pitban LFT-50

Jump Capacity: 90 meters

Armor: ArcShield VII Mk 5

Armament:

2 Imperial Code Red LB 10-X Autocannon

2 Magna Mk III Large Lasers

2 Defiance P5M Medium Pulse Lasers

1 Phototech 806c Medium Laser

Manufacturer: StarCorps Industries

Primary Factory: Son Hoa, Menke, St. Ives, Crofton,
Emris IV

Communications System: Telestar Model XTD-67A1

Targeting and Tracking System: Starlight Seeker LX-4X

Overview

First seen on the battlefield in 2612, the *Emperor's* production ceased during the Second Succession War when Marik forces obliterated Son Hoa's plant with nuclear weapons. StarCorps' completion of a new plant in 3057 reintroduced the *Emperor* and *Highlander* to the battlefields of today.

Capabilities

The original SLDF army required a more powerful assault 'Mech utilizing advanced weapons and components developed by the Star League. StarCorps' *Emperor* assault-class BattleMech won the contract secretly solicited by the SLDF. Per standard policy, only the Royal BattleMech

units stationed within the Hegemony received the newest, most advanced 'Mechs, keeping new technologies out of the hands of the League's member-states.

The XL engine rests at the heart of the *Emperor*, allowing the new assault 'Mech to carry a load of weapons and equipment that would make most 'Mechs too heavy. New double heat sinks increase heat dissipation two-fold, and the 'Mech mounts two Imperial LB 10-X autocannons—a lighter, less bulky weapon—and four tons of CASE protected ammunition. An impressive array of energy weapons supports the autocannons, while the installation of Pitban LFT-50 jump jets increase maneuverability. To top off the whole design, seventeen and a half tons of heavy armor protects the *Emperor's* frame.

Deployment

Due to the *Emperor's* popularity—a testament to its versatility and capabilities—Houses Steiner, Davion, Liao, and now Marik deploy a number of *Emperors* in many frontline units. Mercenary units like HeavyHell Raisers, 13th Stalking Horse, and the Screaming Eagles deploy a number of *Emperors*. Not surprisingly, Blakists deployed *Emperors* during their assaults on Tharkad and New Avalon.

Variants

Recently StarCorps unveiled five new variants of the *Emperor*, tailor-made to appeal to a specific House. From the Son Hoa plant, the EMP-6S deployed in Lyrans units carries massive LB 20-Xs and six tons of ammunition. Complimenting the new autocannons is a suite of pulse lasers.

The Menke and St. Ives plants produce the EMP-6L and EMP-7L, models equipped with maximum stealth armor. The 6L uses an ER PPC and a Gauss rifle with three tons of ammunition, and four medium pulses replace the original lasers, while mounting stealth armor. The 7L uses standard AC/10s with six tons of special munitions; it also has a single ER large laser. Both variants use standard fusion engines, while the 7L lacks jump jets. Installation of triple-strength myomer gives both 'Mechs an added advantage.

At the Crofton plant, StarCorps rolled out the EMP-6D. This variant uses two RAC 5s and six tons of ammunition. Extended range lasers replace the *Emperor's* original lasers, and the increased heat requires the installation of two additional double heat sinks.

Lastly, StarCorps' Emris IV plant produces the EMP-6M for the Free Worlds League and Blakist Militia. Light Gauss rifles replace the autocannons and are supported by two large and two medium lasers. The 6M uses a light engine and endo steel, while triple strength myomer helps with heat management and maneuverability; engineers also installed the C³i system.

Notable MechWarriors

Senior Colonel Warner Doles: The Fifth Syrtis Fusiliers invaded Ares at the beginning of Operation Sovereign Justice, where they found themselves embroiled in a protracted battle with McCarron's Fourth Regiment. During the Capellans' counterattack—Operation Thunderstrike—Colonel Doles and his Lancers deployed from their new base on Beid to relieve the Fourth MAC on Ares.

When the Lancers arrived, General Serena Thompson-Hasek believed the Free Capellan unit was there to reinforce her severely denuded command. She said as much to Lord Carson, the Fourth's commander. When the Lancers grounded, Senior Colonel Doles marched his command while piloting his newly acquired EMP-6L to meet General Thompson-Hasek and her Fusiliers. The Davion unit was shocked when Doles opened fired on the General's *Templar*, followed by the entire Blackwind Lancers firing on the remaining Fusiliers. The Fifth and its general did not survive the surprise assault.

Zhong-shao Lance Hawkins: *Zhong-shao* Hawkins was a war orphan from the Fourth Succession War, adopted by a couple from McCarron's Armored Cavalry. He followed his parents' footsteps and entered McCarron's regional training center on Menke, and after graduating, Hawkins joined his parents' former unit, the "Wild Ones," and eventually took command of the Third Battalion.

During Operation Thunderstrike, the Third McCarron deployed to No Return, supported by the Shin Legion, to recapture it from the First Kestrel Grenadiers. *Zhong-shao* Hawkins led his battalion, piloting an EMP-7L in an effort to engage the Davion unit. The Grenadiers lifted off world as Hawkins' unit moved in and engaged. *Zhong-shao* Hawkins' command briefly aided the local population before lifting for the Capellan March.

Type: **Emperor**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 1,969

Equipment

Internal Structure:

Engine: 270 XL

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 279

Mass

9

7.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 29 48

Center Torso (rear) 10

R/L Torso 19 30

R/L Torso (rear) 8

R/L Arm 15 30

R/L Leg 19 38

Weapons and Ammo

Location Critical Tonnage

LB 10-X RA 6 11

Ammo (LB-X) 20 RT 2 2

LB 10-X LA 6 11

Ammo (LB-X) 20 LT 2 2

Large Laser RA 2 5

Large Laser LA 2 5

Medium Pulse Laser RT 1 2

Medium Pulse Laser LT 1 2

Medium Laser H 1 1

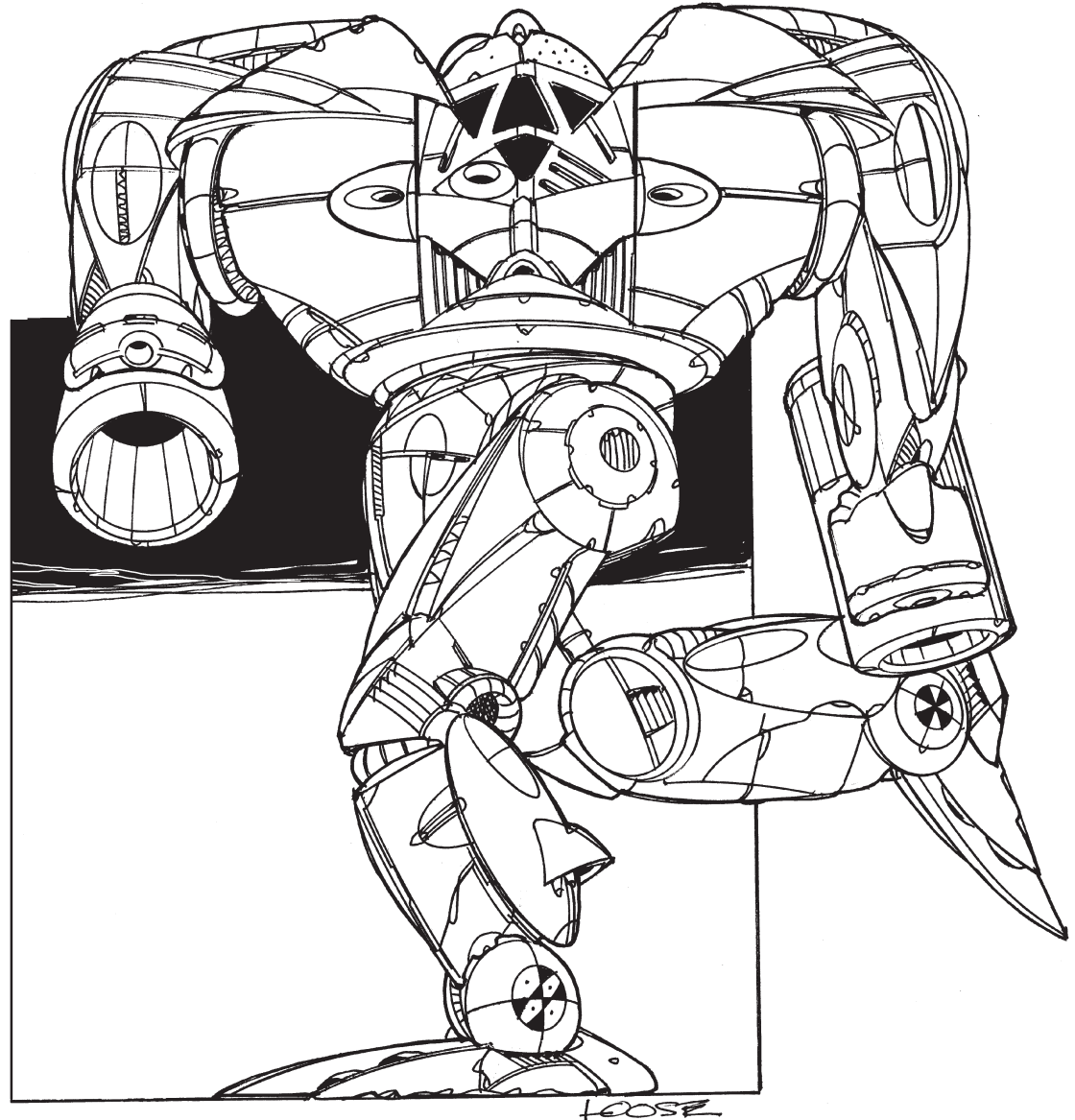
CASE RT 1 .5

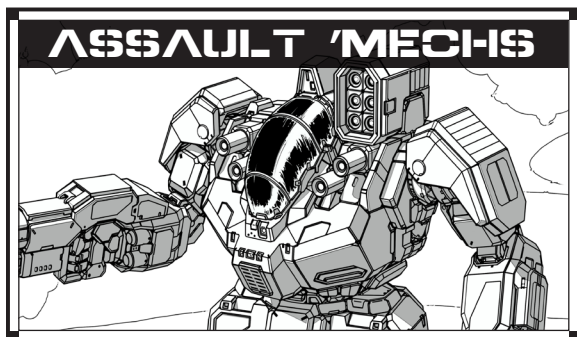
CASE LT 1 .5

Jump Jet RL 1 2

Jump Jet LL 1 2

Jump Jet CT 1 2





Mass: 90 tons

Chassis: Star League XT

Power Plant: GM 270

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: HildCo Model 10

Jump Capacity: 90 meters

Armor: Grumman-3 Ferro Fibrous with CASE

Armament:

1 M-7 Gauss Rifle

1 Holly LRM-20 Missile Rack

1 Holly SRM-6 Missile Rack

2 Harmon Starclass Medium Lasers

Manufacturer: StarCorps Industries

Primary Factory: Son Hoa

Communications System: Hector VII

Targeting and Tracking System: Starlight LX-1

Overview

Having served the SLDF with distinction for almost two centuries, the *Highlander* earned its place in the history books with an absolutely stellar combat record. Yet it is not its withering firepower or superior armor protection that gives this 'Mech its battlefield reputation. Instead, it is best known, and widely feared, because of the infamous "*Highlander* burial."

Capabilities

The *Highlander* entered service with the SLDF in the late 26th century, and within decades it had made

its way into nearly every Regular Army BattleMech regiment. The reason was very simple: it was an incredibly capable 'Mech. Originally meant to be the focus of a city or stronghold's defense, the *Highlander's* mobility and wide-ranging weapons proved that it could command just about any battlefield, no matter the circumstance.

With a Gauss rifle and Holly LRM-20 launcher as its primary weapons, the *Highlander* can engage targets at extreme ranges with withering fire. And if its opponents manage to close in past its LRM's minimum range, it can deliver the coup de grace with its SRM rack and medium lasers. Fifteen-and-a-half tons of ferro-fibrous armor and CASE-protected torsos make it an all-but-unstoppable force—the perfect assault 'Mech. And then there is perhaps its greatest asset—its integral HildCo jump jets. The "death from above" tactic had long been considered a desperate move, but with the advent of the *Highlander* and its specially reinforced legs, it became a virtual art form. MechWarriors used the threat of a "*Highlander* burial"—which could literally drive a light 'Mech into the ground—to scare away all but the boldest of enemies.

Deployment

As it did within the SLDF of old, the *Highlander* serves in attack, fire, assault, and command lances throughout the Com Guards and Blakist Militia. Relatively few found their way into the DCMS in the 3030s, almost all of which had been completely stripped of advanced technologies, but a handful remain in service inside the Ghost regiments. Perhaps unsurprisingly, the Clans are even known to have put an original *Highlander* onto the field.

Since the re-opening of StarCorps' factories on Son Hoa in 3057, brand-new *Highlanders* have also been pouring into the ranks of Lyran BattleMech units, both regular army and mercenary. Assigned to pro-Katherine units prior to and during the FedCom Civil War, most remain within the Lyran armed forces, though some managed to find their way into the AFFS.

Variants

When ComStar began to upgrade its 'Mech forces in the late 3050s, the *Highlander* was one of the many designs

that saw a minor facelift. Now sporting double-strength heat exchangers, a Streak SRM-4, an Artemis-enhanced LRM-20 and a C³i suite, the new HGN-736 is an even more potent enemy.

The Lyran Alliance went a completely different route with its new *Highlanders*, eventually introducing two distinctly Steiner variants. A class-20 LB-X autocannon, two Streak racks and an assortment of ER and pulse lasers make the first a devastating in-fighter. The second mounts a heavy Gauss rifle, backed by an Artemis-equipped LRM-15 launcher as well as a Streak launcher and three ER lasers, and it has already garnered a fearsome reputation among the Blakist MechWarriors it has faced.

Notable MechWarriors

Colonel Porthos Argyle Jameston Stansfield-Turner:

No one quite knows where he came from, or what military, if any, actually trained him, but the self-styled Colonel Porthos Stansfield-Turner, or "Colonel Stans" as he instructs everyone to call him, appeared two years ago on Procyon to fight the "evil overlords." Flamboyant, and quite likely insane, he nonetheless is a popular figure on the world. If his press can be believed, he has single-handedly taken down scores of Blakists; at the very least, there are tri-vid recordings of his destruction of five separate WoB 'Mechs—all lighter than his *Highlander*, and each of which fell prey to his own unique *Highlander* burial.

"Eddie": The *Highlander* known only as "Eddie" appeared on Le Blanc during the War of 3039, fighting alone against Theodore Kurita's raiding force. Ever since, it has moved from mercenary unit to mercenary unit, and from one end of the Inner Sphere to the other. The 'Mech is unmistakable—bright red with crisscrossing white and black stripes—but its pilot is unknown, always wearing a mask and plain jumpsuit outside of the cockpit. He has never wanted for work, choosing his contracts carefully. After a long run on Addicks, he is currently making his way into the Combine with a group of DCMS prisoners he freed from a FedSuns POW camp.

HGN-732 HIGHLANDER

ASSAULT 'MECHS

173

Type: **Highlander**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 2,227

Equipment

Internal Structure:

Engine: 270 14.5

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 12 2

Gyro: 3

Cockpit: 3

Armor Factor: 277 15.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 29 40

Center Torso (rear) 16

R/L Torso 19 28

R/L Torso (rear) 10

R/L Arm 15 30

R/L Leg 19 38

Weapons

and Ammo

Location Critical Tonnage

Gauss Rifle RA 7 15

SRM 6 LA 2 3

2 Medium Lasers RT 2 2

Ammo (Gauss) 16 RT 2 2

CASE RT 1 .5

Jump Jet RT 1 2

LRM 20 LT 5 10

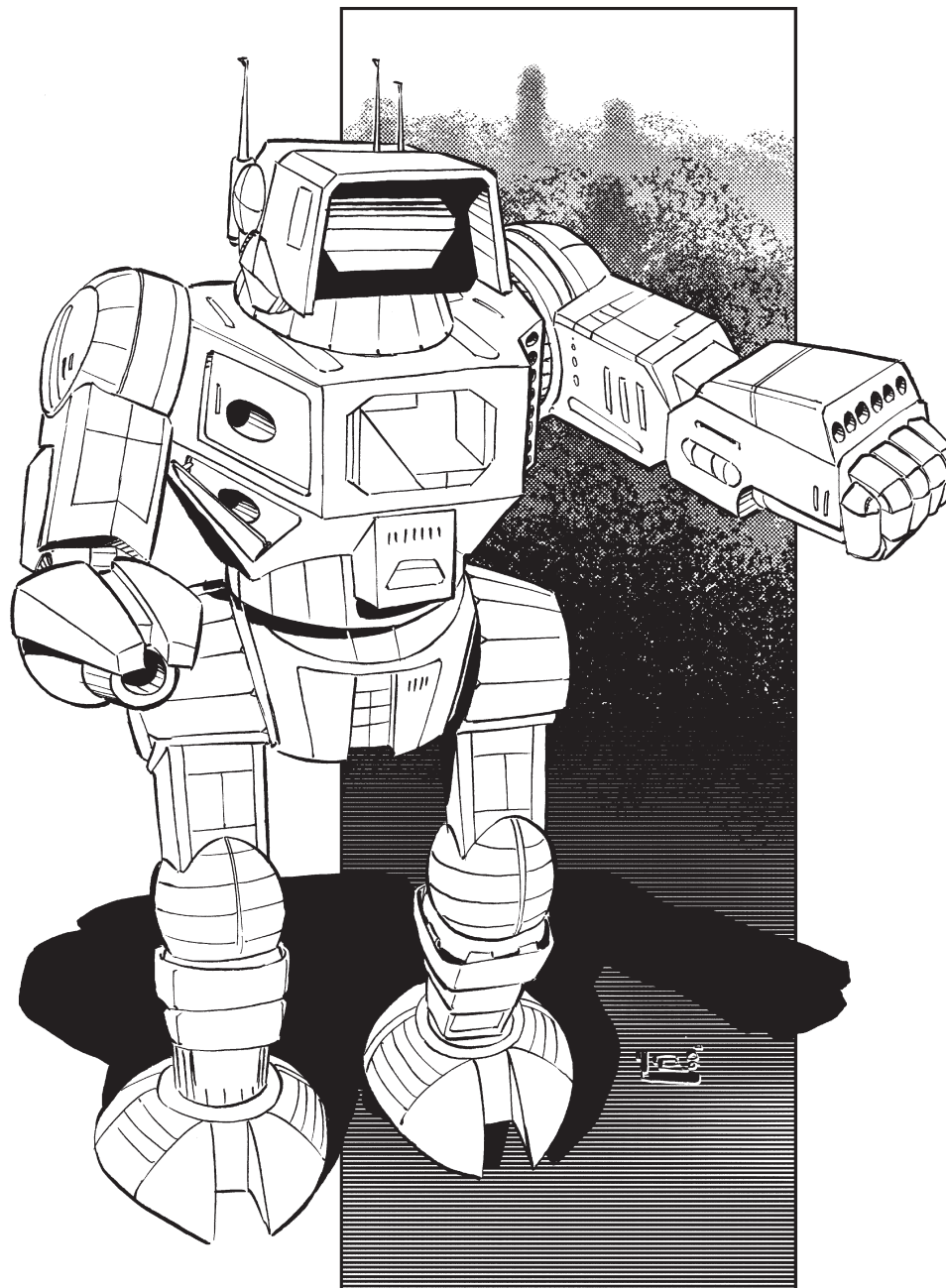
Ammo (LRM) 12 LT 2 2

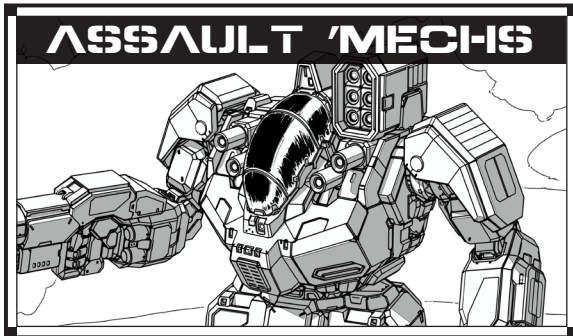
Ammo (SRM) 30 LT 2 2

CASE LT 1 .5

Jump Jet LT 1 2

Jump Jet CT 1 2





Mass: 90 tons

Chassis: BPX-1

Power Plant: Coventry Motors 360

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: CDC Combat Alloy 4X

Armament:

- 1 Accufire Optics Large Laser
- 1 Arcturan Arms Longarm Series Autocannon/5
- 1 Accufire Optics Mini Small Laser
- 4 Coventry B4 SRM-2 Launchers
- 2 CDC Single-Five LRM 5 Launcher

Manufacturer: Coventry Defense Conglomerate

Primary Factory: Coventry (discontinued 2648)

Communications System: CDC Triplex 14

Targeting and Tracking System: Locator C100

Overview

The Lyrans Commonwealth's first homegrown BattleMech design (after its carbon-copy rendition of the *Mackie*) was the 90-ton *Ymir*. Originally introduced in 2462 as the BWP-X1 (Bipedal Weapons Platform), this slightly lighter variation on the *Mackie*—proposed as a faster, stronger, and better alternative to the Hegemony machine—failed to come into its own at its inception. Lacking the sophistication of Terran science, the BWP-X1

retained the *Mackie*'s sluggish mobility, while its weapon mix—a combination of fuel-fed flamers and missile racks backing a large laser and a light autocannon—provided an unimaginative hodgepodge of firepower that was scarcely effective in combat.

Despite these flaws, the X1 *Ymir* managed to survive long enough for more sophisticated engineering techniques to come into play, leading to the far more effective BWP-2B series.

Capabilities

Whether by sheer stubbornness or dumb luck, engineers at Coventry Defense Conglomerates (CDC) managed to get their flagship *Ymir* project back on track as more efficient processes made the development of the BWP-2B possible. Improved power supply and control systems made it possible to coax over thirty percent more speed with only a slight increase in the fusion engine's overall mass, while a lighter cockpit and improved armor design enabled them to also enhance the 'Mech's defensive potential at a significant weight saving.

The weapons load for the 2B *Ymir* was also upgraded from that of the prototype series, with a total of six missile launchers (four twin-tube SRMs and two five-tube LRMs), a standard autocannon, and a large laser backed by a small laser. Though the resulting machine ran hotter when pushed, Coventry's test pilots and executives were nonetheless pleased enough with the results to declare their production-model *Ymir* a success.

Deployment

Like all of the Lyrans Commonwealth's early BattleMech designs, the *Ymir* was immediately earmarked for the best and most trustworthy commands, such as the Royal Guard regiments and the Arcturan Guard. Intended to support—and eventually supplant—the Commonwealth's *Mackie* clones, the *Ymir* was only partially successful in these endeavors before the formation of the Star League, by which time several newer and more sophisticated BattleMech designs were entering the military market.

Variants

In 2478—nearly three years after the 2B *Ymir* entered full production—Coventry Defense Conglomerates introduced the 2E model. Touted as an “upgunned” version of the 2B, the 2E traded in its lasers and autocannon for two PPCs, swapped the SRM-2 racks for a single SRM-6 launcher, and traded out the LRM-5 racks for a single ten-tube launcher. While saving enough weight for an extra half-ton of armor protection, this weapons load easily overwhelmed its unmodified heat management system, which made the 2E a somewhat unpopular variant.

During the latter days of the Star League, advanced technology gave the *Ymir*—then in declining use—a short reprieve from the scrap heap in the form of the 3A model. This variant swapped the PPCs of the 2E variant for standard large lasers, upgraded to double heat sinks to manage the heat better, and added Artemis fire control to the missile launchers. The changes made this model more heat efficient and deadly and even left room for an additional medium laser, mounted in the 'Mech's head, plus an extra ton of armor.

Notable MechWarriors

Leutnant Laura Finster: A Rim Worlds-born citizen of the Lyrans Commonwealth (her home world of Stanley was annexed shortly before the fall of the Star League), Laura Finster was a rookie MechWarrior in the LCAF when her regiment was activated as part of a heavy raiding campaign to reclaim the so-called Bolan Thumb from the Free Worlds League. During the fighting for Radostov in 2793, Finster's *Ymir*-3A accounted for two 'Mech and seven vehicle kills, but it was her downing of a low-flying Marik fighter making a bombing run against Kommandant-General Aric Hasseldorf's mobile command center that earned Finster a promotion to lieutenant in the campaign leader's command lance.

Type: **Ymir**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 1,289

Equipment

Internal Structure:

Engine: 360 33

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 16 6

Gyro: 4

Cockpit: 3

Armor Factor: 168 10.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 29 23

Center Torso (rear) 8

R/L Torso 19 17

R/L Torso (rear) 6

R/L Arm 15 18

R/L Leg 19 23

Weapons and AmmoLocation Critical Tonnage

Large Laser RA 2 5

2 LRM 5 RT 2 4

Ammo (LRM) 24 RT 1 1

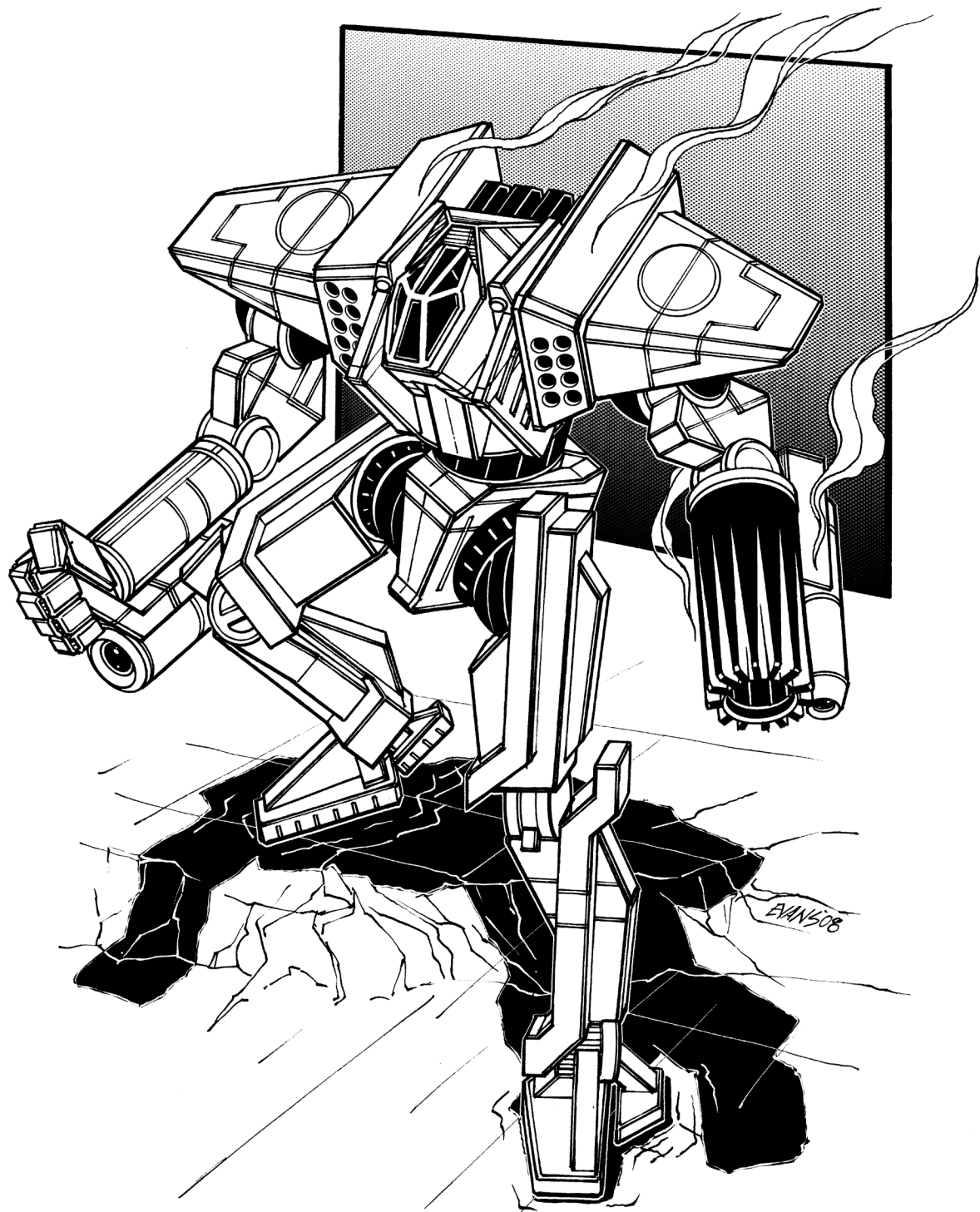
AC/5 LA 4 8

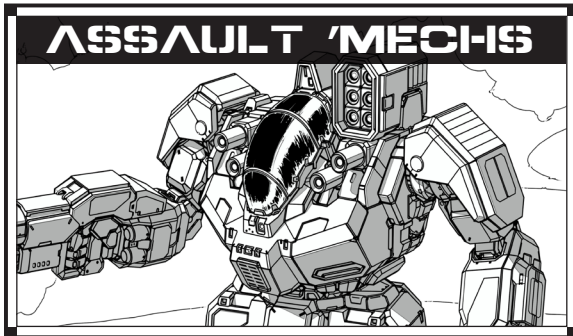
Ammo (AC) 20 LA 1 1

Small Laser LA 1 .5

4 SRM 2 LT 4 4

Ammo (SRM) 50 LT 1 1





Mass: 95 tons

Chassis: Star League XT

Power Plant: Pitban 285

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

1 Imperator-B Autocannon

1 Magna Hellstar PPC

1 Donal PPC

1 Harpoon-6 SRM Launcher

4 Magna Mark II Medium Lasers

2 Magna Mark I Small Lasers

Manufacturer: Defiance Industries (refit)

Primary Factory: Hesperus II

Communications System: Dalban Commline

Targeting and Tracking System: Dalban HiRez-B

Overview

The *Banshee* was first fielded by the Terran Hegemony in the mid-25th century, intended to fulfill a close-combat role. However, poor battlefield performance relegated it to militia and training commands throughout the Inner Sphere and Periphery. The demand for speed was the primary cause for the lack of punch. It wasn't until the Third Succession War's end that a superior *Banshee* finally entered combat. House Steiner's years-long effort delivered on expectations with the BNC-3S. Though slower, the new variant made its mark early and memorably.

Capabilities

The BNC-3S mounts a considerable arsenal. The original torso-mounted PPC has a mismatched mate in the arm, while the meek Class 5 autocannon was upgraded to a Class 10. Lasers and short range missiles in the torso ensure the *Banshee* has a weapon for all ranges and enemies. The *Banshee* is still fast enough to keep pace with most assault 'Mechs, and now can match them in firepower. Considerable armor aids its survival chances in such engagements in urban or wilderness terrain. Unlike the venerable -3E, the -3S is not confined to backwater garrison assignments, instead being assigned to frontline combat commands beginning with the first dozen prototypes.

Deployment

Second Battalion of Justine's Grenadiers mounted a surprise raid against New Earth from their base on Sirius in 3026. They were desperate for spare parts and hoped to make off with enough materiel to justify the risky attack into the Commonwealth. They thought they would only be facing Rivers Gamblers, the first regiment of the Twelfth Star Guards, whose force was known to be deployed in multiple locations to guard the very factories the Grenadiers hoped to raid. However, the Twelfth Donegal Guards had a company on-world for training with the Gamblers. Among the Twelfth was Lieutenant Robin King in a prototype BNC-3S. When the Grenadiers crossed the training ground en route to otherwise easy pickings, King and his comrades waded in. The *Banshee's* powerful armament proved its worth against the mid-weight Grenadiers. Instead of making off with valuable spare parts, the Grenadiers left more than a company in the wreckage. Among them were three *Dervishes* and a *Thunderbolt* taken down by Lieutenant King. The Twentieth Arcturan Guards fought a delaying action against the Sixth Arkab Legion on Buckminster. The Guards had to prevent the Sixth from linking up with the elite Second Sword of Light. Disregarding the *Banshees* in the Guards' ranks as -3Es, the Sixth concentrated fire on the "real" threats: *Zeuses* and *Archers*. Realizing their advantage, the *Banshee* MechWarriors limited themselves to firing only one of their PPCs as they closed, maintaining the deception. Once they were at a comfortable 300 meters, the *Banshees* abandoned their ploy and delivered punishing

fire with autocannons and paired PPCs. Stunned by the withering fire from several lances of *Banshees*, which felled multiple Arkab Legion 'Mechs, the DCMS troops withdrew and closed ranks in confusion. With the Combine's maneuverability sacrificed for security, the Twentieth continued their push to keep the two Combine regiments separated. They held the Arkab Legion until the Third Royal Guards arrived to reinforce the Twentieth, forcing the Legion to retreat entirely.

Variants

The BNC-3E remains the most common *Banshee* in service, though many commands are attempting to retrofit these 'Mechs into the BNC-3S's configuration. The Free Worlds League developed several variants, including the -3M, which replaces the autocannon with a second PPC, and the -3Q, which drops both in favor of a class 20 autocannon. The Magistracy of Canopus developed the BNC-3MC in 3038, trading the class 5 autocannon and some heat sinks for a class 10.

Notable MechWarriors

Kommandant Laurine White: Kommandant White was the program head for the upgrade program that developed the BNC-3S in 3025. She was also the first to pilot the new variant in combat. On New Hope in 3026, she was cut off from her lance and stumbled into a Fifth Regular Hussars company command lance. The Hussars reacted slowly, believing the *Banshee* was the derided -3E variant. When White opened up, she stunned the Hussars by destroying one of the *Shadow Hawks* in her first volley. As the Hussars opened up, White's second attack crippled a *Phoenix Hawk*. Next she dueled the commander's *Marauder*, while a second *Shadow Hawk* flanked her. Crippling heat and severe damage forced her to withdraw, but not before the *Marauder* was crippled. The -3S had proven its mettle.

Type: **Banshee**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 1,751

Equipment

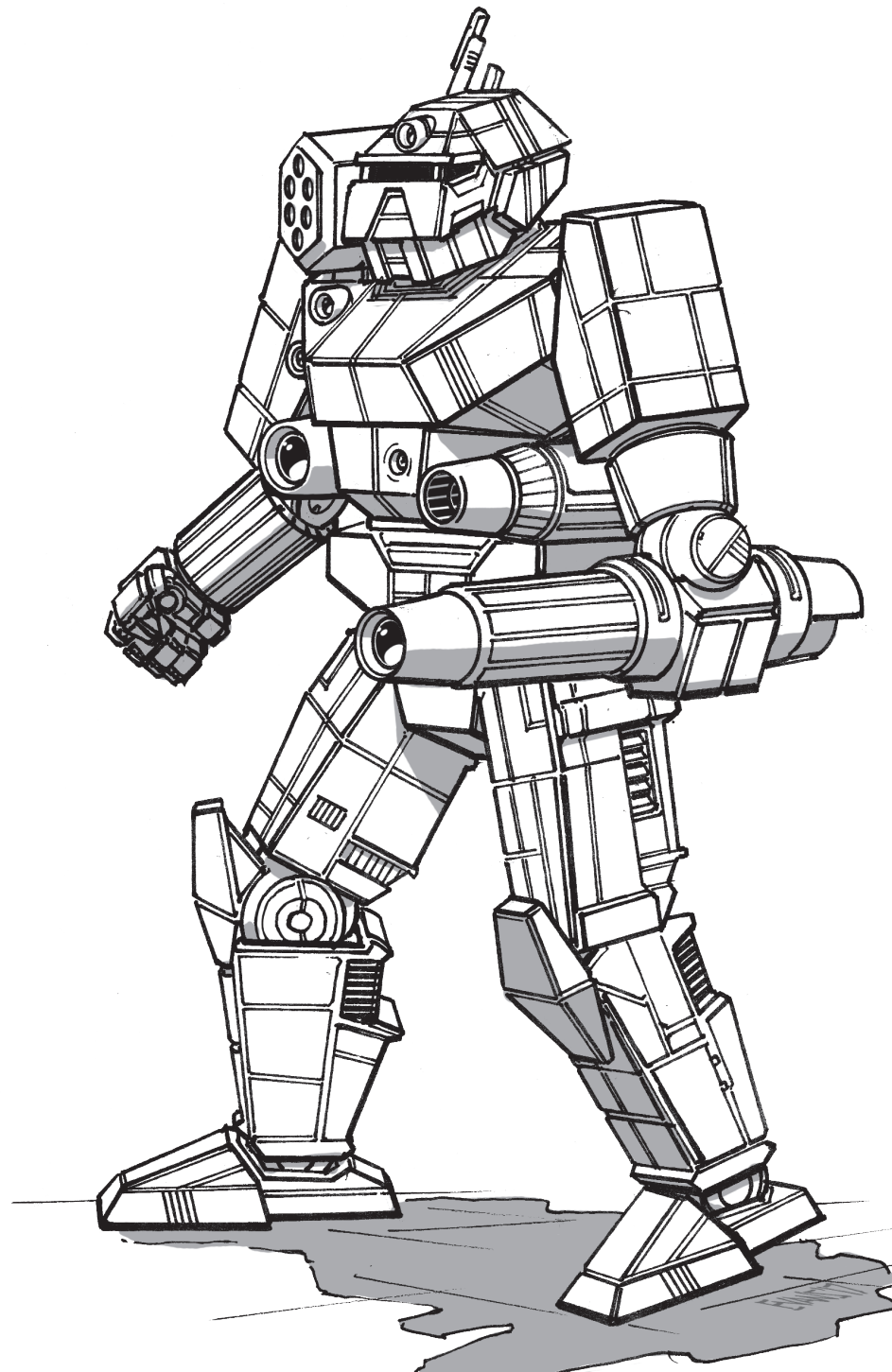
Internal Structure:		9.5
Engine:	285	16.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	21	11
Gyro:		3
Cockpit:		3
Armor Factor:	240	15

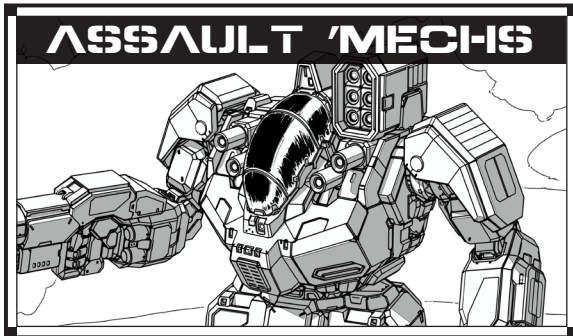
	<i>Internal Structure</i>	<i>Armor Value</i>
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Head	3	9
Center Torso	30	40
Center Torso (rear)		17
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	21
R/L Leg	20	26

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
4 Medium Lasers	RT	4	4
Small Laser	H	1	.5
Small Laser	CT	1	.5
AC/10	LT	7	12
Ammo (AC) 20	LT	2	2
PPC	LA	3	7





Mass: 95 tons

Chassis: Norse-GM Heavy TRQ

Power Plant: Pitban 285 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar Heavy Type K

Armament:

2 Norse-Storm Model 7D Gauss Rifles

1 Defiance 1001 ER PPC

2 Defiance P5M Medium Pulse Lasers

1 ExoStar Small Laser

Manufacturer: General Motors, Norse-Storm Technologies Inc.

Primary Factories: Kathil, Solaris VII

Communications System: Tek BattleCom

Targeting and Tracking System: DLK Type Phased Array Sensors

Overview

The *Nightstar* was born in the early years of the Amaris Civil War when it became clear that battlefield commanders, especially those piloting *Marauders*, were being specifically targeted by Amaris troops. Eight months after the SLDF commissioned this heavy support and command 'Mech, the first *Nightstars* were put into production, yet following Kerensky's Exodus it became an early casualty of the First Succession War—the 'Mech was only produced at two locations, and both were destroyed in 2786. It would take some two and a half centuries before new *Nightstars* would once again roam the battlefields of the Inner Sphere.

Capabilities

The *Nightstar* shares a number of design features with the *Marauder*. Still, twenty tons heavier and powered by a 285-rated extralight fusion engine, the *Nightstar* can mount more than fifty tons of weapons and equipment—not including its eighteen tons of Kallon Royalstar armor.

It is designed to engage and destroy opponents at all range brackets. Two arm-mounted Gauss rifles, supplied with seven full tons of ammunition and complemented by a single extended range PPC, provide a withering fusillade at all ranges, while a pair of medium pulse lasers and a single small laser supplement that at close ranges. Fourteen double heat sinks keep the 'Mech cool under almost any situation.

Its fearsome weapons systems are but one aspect of this powerful and capable BattleMech, however. The excellent Tek BattleCom communications system allows commanders to keep in contact with subordinate units and maintain complete situational awareness of the unfolding campaign. Likewise, the DLK Phased Array Sensor System, arguably the best stock BattleMech targeting and tracking system in the Inner Sphere—prior to the NAIS' development of the add-on targeting computer modules, that is—gives pilots almost preternatural accuracy with their deadly array of weapons.

Deployment

Manufactured in both parts of the former Federated Commonwealth, the *Nightstar* is a common sight with in both the AFFS and the LAAF. From the beginning, the Lyran nation allowed the sale of the *Nightstar* to mercenary units deployed along the Clan Occupation Zones, while the Federated Suns only opened up sales to its most trusted mercenaries once appropriate numbers had been assigned to line units like the Davion Assault Guards.

Variants

A variant built by General Motors, the 9FC, replaces the 285 XL engine with a 380 XL engine that gives the *Nightstar* increased speeds. This comes at a cost, however. Two LB 10-X autocannons with four tons of CASE-protected ammunition replace the massive Gauss rifles, while the array of lasers is replaced by three standard medium lasers. One

heat sink is removed, allowing the placement of all thirteen within the massive engine.

Norse-Storm also builds its own variant, the 9SS, initially designed for combat within the Solaran arenas. A direct upgrade of the stock *Nightstar*, it mounts jump jets and carries two class-20 autocannons—one LB-X version in the right arm and an ultra in the left—with six tons of ammunition. Three medium pulse lasers and a small laser round out its weaponry.

Notable MechWarriors

Leftenant General Annette Leyland: During the FedCom Civil War, soldiers and commanders on both sides of the fight committed atrocities and war crimes, but none worse than Leftenant General Annette Leyland. She took command of the decimated Fifth FedCom RCT on Axton and, when she faced the fresh Fifth Syrtis Fusiliers, used more than a dozen atomic weapons to cripple her opponents. She and the remains of her Fifth FedCom later showed up on Marlette, where they used another warhead before leaving that world and disappearing into the black of space with at least a half dozen more atomic weapons. She and the remains of her unit have not been seen since early 3065, despite nearly 20 million C-bills in bounties on her head.

John "Rattlesnake Jack" Culpepper: A familiar presence on wild worlds like Astrokaszy, Detroit, Herotitus and those belonging to the Fronc Reaches, Rattlesnake Jack is a wandering hired gun, selling his services to those who need additional protection and willing to take on those that would prey upon innocents even when a paycheck is not offered. Rumor has it he was an AFFC officer who had enough of the bickering and simply left, taking his *Nightstar* with him. He wears bits and pieces of an AFFC general officer's uniform, lending credence to that rumor, though if he was an officer, he went by a different name then.

Type: **Nightstar**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 2,399

Equipment

Internal Structure: 9.5
Engine: 285 XL 8.5

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 14 [28] 4

Gyro: 3

Cockpit: 3

Armor Factor: 293 18.5

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 30 50

Center Torso (rear) 10

R/L Torso 20 32

R/L Torso (rear) 8

R/L Arm 16 32

R/L Leg 20 40

Weapons

and Ammo **Location** **Critical** **Tonnage**

Gauss Rifle RA 7 15

Medium Pulse Laser RA 1 2

Gauss Rifle LA 7 15

Medium Pulse Laser LA 1 2

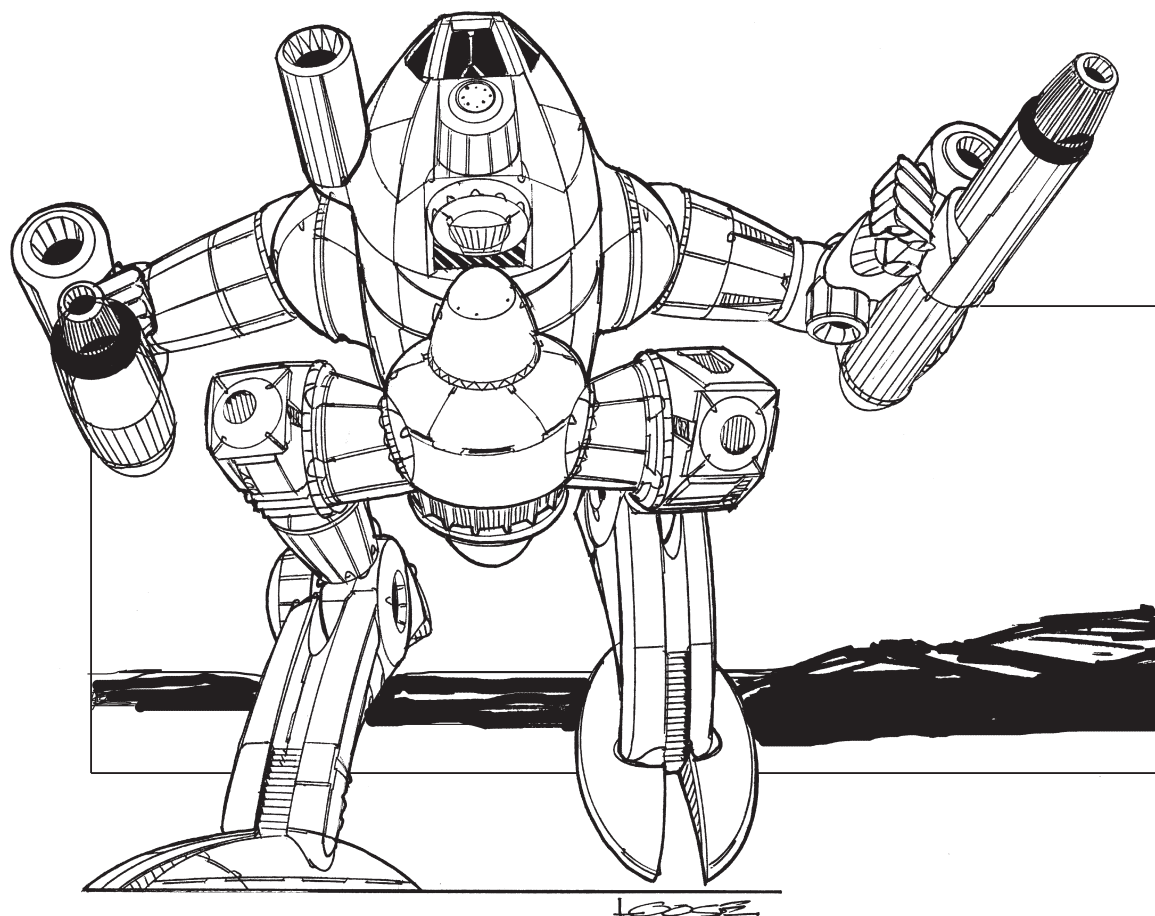
ER PPC RT 3 7

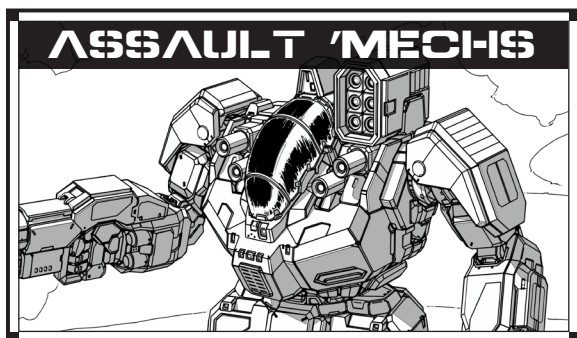
Ammo (Gauss) 24 RT 3 3

Ammo (Gauss) 24 LT 3 3

Ammo (Gauss) 8 CT 1 1

Small Laser H 1 .5





Mass: 100 tons

Chassis: Foundation Type 10X

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Special Heavy

Armament:

1 Defiance 'Mech Hunter Autocannon

1 FarFire Maxi-Rack LRM 20

4 Defiance B3M Medium Lasers

1 TharHes Maxi SRM 6

Manufacturer: Defiance Industries, Yori MechWorks, Independence Weaponry

Primary Factory: Hesperus II (Defiance),
Al Na'ir (Yori), Quentin (Independence)

Communications System: Angst Discom

Targeting and Tracking System: Angst Accuracy

Overview

When General Aleksandr Kerensky laid down the design specifications for the *Atlas*, he said it should be "a 'Mech as powerful as imaginable, as impenetrable as possible, and as foreboding as conceivable, so that fear itself will be our ally." With the Regular army increasingly concerned with the growing strength of the House Lords' personal armies, a new and powerful 'Mech was needed. Despite the coming war and the abandonment of the Inner Sphere by General Kerensky and most of the SLDF, the *Atlas* served its purpose.

Capabilities

The first impression any spectator gets of the *Atlas* is its ferocious appearance. The famous skull-head took designers a full year to perfect, and although there are taller 'Mechs on the field, none of them have the sheer presence of the *Atlas*.

As an assault 'Mech, the *Atlas* has few peers. The largest long-range missile launcher available sits in the left torso, giving the *Atlas* a powerful long-range punch. As the 'Mech closes it can bring a bevy of deadly weapons to bear, the most fearsome of which is the massive Defiance 'Mech Hunter Autocannon in the right torso with enough ammunition to decimate a company of 'Mechs. The cannon is backed by a six-tube short-range missile system and two pairs of medium lasers covering all sides of the 'Mech. Twenty heat sinks give the *Atlas* the freedom to use this firepower, and most MechWarriors are fearful of this 'Mech for very deserved reasons.

Very few if any BattleMechs carry more armor than the *Atlas*, and a complete set of actuators (including hands) give the 'Mech frightful physical combat capabilities. There are myths among MechWarriors of the *Atlas* actually picking up lighter 'Mechs and breaking them like toys.

If the *Atlas* has any weakness it would be its slow speed. Although other assault 'Mechs are as slow, the fact that an *Atlas* is easily escaped is the hope most MechWarriors have when they face such a machine.

Deployment

Although it was built for the Star League, almost all of the *Atlases* built during that era remained when General Kerensky vanished. Since then, production has continued to supply the Successor States with this 'Mech, and it has spread in limited numbers to every Successor State military. It is most often used as a command vehicle for senior commanders, although several common MechWarriors man them in assault lances as well.

Variants

Most militaries are loath to tamper with the *Atlas* for the simple reason that it seems nearly perfect in its role already. Attempted modifications generally fail since most engineers have to make too many concessions to keep the 'Mech functioning.

Notable MechWarriors

Prince Ian Davion: First Prince of the Federated Suns before Hanse Davion, Ian Davion fell in combat on Mallory's World in 3013 against House Kurita. While many scoff at a realm's sovereign entering battle, Ian Davion was a warrior first and a leader second, and his army loved him for it. During his final battle, Prince Davion held a vital pass against Yorinaga Kurita and his Second Sword of Light while his men made their escape. Although other units, including the Kell Hounds, were pushing forward to support him, he fell in battle before help could arrive.

General Aaron DeChavilier: Second-in-command of the SLDF under General Kerensky, General DeChavilier took part in the assault on Amaris' last stronghold. While history records Kerensky's *Orion* kicking in the gates, it was DeChavilier's *Atlas* destroying the outer wall that gave the Commanding General access to that famous gate. MechWarrior lore recounts how DeChavilier continually exposed his 'Mech to fire from the Usurper's defenses, trusting in his *Atlas*' heavy armor to protect him.

Hauptmann-General Kathleen Heany: A member of Field Marshal Nondi Steiner's staff and a former regimental commander in the Lyran Guard, Hauptmann-General Heany is a proponent of the "old school" of Lyran warfare. She routinely rejects the advice of the AFFS officers under her command and ignores any of the tactical innovations that the alliance with House Davion has brought to the LCAF. AFFS officers forced to serve under her apply for transfer as soon as possible, and those Davion units unlucky enough to be placed under her command chafe at the (to them) incompetent orders they are forced to follow.

AS7-D ATLAS

Type: **Atlas**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,893

Equipment

Internal Structure:

Engine: 300

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 20

Gyro: 3

Cockpit: 3

Armor Factor: 304

Mass

10

19

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

Weapons

and Ammo

Location Critical Tonnage

AC/20 RT 10 14

Ammo (AC) 10 RT 2 2

LRM 20 LT 5 10

Ammo (LRM) 12 LT 2 2

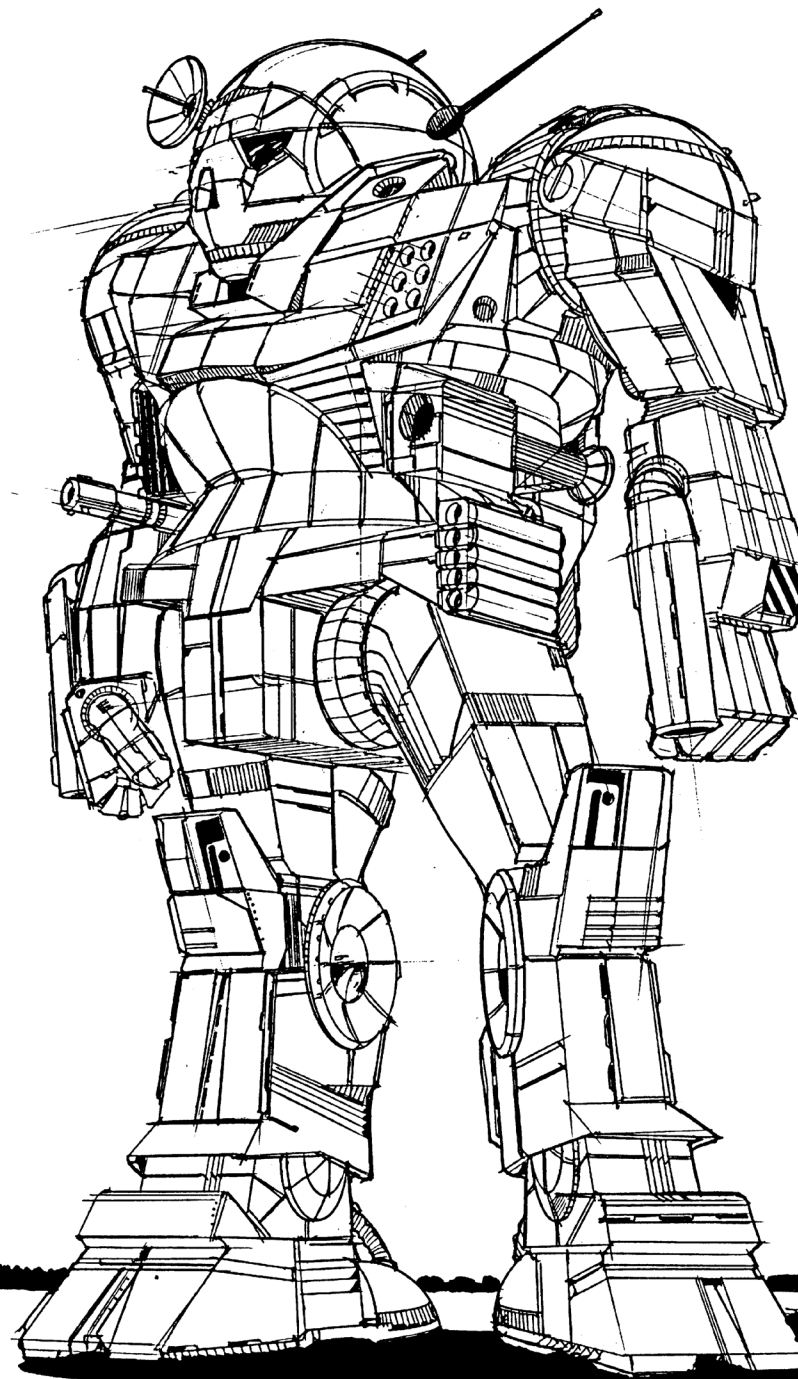
Medium Laser RA 1 1

Medium Laser LA 1 1

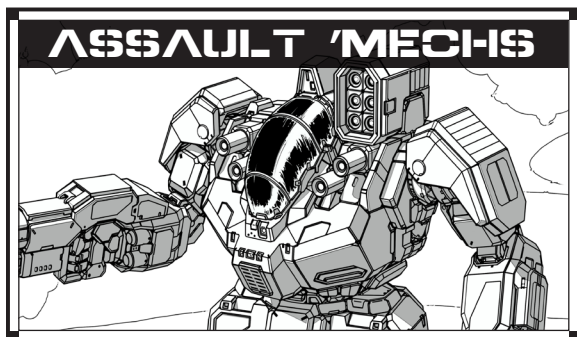
2 Medium Lasers CT (R) 2 2

SRM 6 LT 2 3

Ammo (SRM) 15 LT 1 1



LOOSE



Mass: 100 tons

Chassis: Star League XT

Power Plant: Vlar 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

2 Poland Main Model A Gauss Rifles

2 Donal Particle Projection Cannons

4 Intek Medium Lasers

Manufacturer: Norse-Storm BattleMechs, Inc.

Primary Factory: Loxley

Communications System: Johnston Wide Band

Targeting and Tracking System: Randar Pinpoint-HY

Overview

Designed by General Kerensky himself right before the start of the Amaris Civil War, development of the *Devastator* ended abruptly when Stefan the Usurper took control of the Terran Hegemony. Resources were redirected to the war effort, but the design team was so dedicated to the design that when General Kerensky was about to begin the invasion of Terra, they delivered six prototypes for evaluation, expenses paid out of pocket by the team. None of the *Devastator's* combat records has ever been found; leaving historians unable to evaluate how one of the last original Star League Defense Force designs preformed or if any of the prototypes even survived.

The plans were rediscovered in 3023 on Hoff by a unit exploring a recently uncovered Star League base, but the first engineers to examine the plans could not reproduce any of the new technology that went into the original. It was not until 3033 that the NAIS constructed a *Devastator* prototype using available technologies. Moderate production began a few years later, and the low tech DVS-1D was distributed to elite units until early 3048, when the Federated Commonwealth was able to begin production of a fully outfitted version.

Capabilities

Designed for long-range power to overcome its slow speed, two Poland Main Model A Gauss rifles were mounted, with a secondary pair of particle projector cannons placed in the torso. While conventional wisdom would switch the locations to make the main guns better protected, Norse wanted the *Devastator's* most powerful guns to be able to attack a flanking enemy. In addition, this also meant that should the Gauss rifles explode during combat through a lucky hit, the 'Mech's vulnerable extra-light engine would not be damaged in possible chain reaction, extending the *Devastator's* life expectancy in a high combat situation.

With a battery of medium lasers, the *Devastator* can hold its own in close combat, but its most impressive feature is its heat management capabilities. Fourteen double heat sinks allow pilots to move at maximum speed and fire all of its heavy weaponry without concern. Even while doused in inferno gel, or with multiple engine hits, a *Devastator* pilot only has to marginally cut back on his actions to keep the design from overheating.

Deployment

The *Devastator* has been in service of the Federated Commonwealth (now Federated Suns and Lyran Alliance) militaries for about twenty years and has been ingrained quite deeply. When the Lyran Alliance seceded in 3057, Archon Katherine stopped all shipments of the *Devastator* to the Federated Suns until 3061, when she took power in her brother's realm. Shipments went to loyalist units, and the design saw extensive use during all the heavy combat operations from the Clan Invasion to the even more

devastating Civil War. In addition to being a long-range weapons platform, many commanders assigned the unit to be their personal bodyguard 'Mech, using batteries of PPCs and Gausses to deter any would-be headhunter teams.

In the immediate aftermath of the Civil War, Archon Peter Steiner-Davion placed a massive order for BattleMechs from Norse-Storm. Not touched during the conflict, Norse-Storm was able to keep production at maximum output to meet the Archon's orders. However, unlike its sister design, the *Thunder Hawk*, the *Devastator* is available for export, and the AFFS has been purchasing it to replace many of its lost assault 'Mechs.

Variants

Worried about the *Devastator's* staying power in a protracted battle, Norse-Storm developed and released the DVS-3. Dropping the three front-firing medium lasers, the variant adds an additional half-ton of armor, a rear-firing small laser, and another two tons of Gauss ammo. Only a few have been sold, as many units feel that four tons of Gauss ammunition is more than enough for most battles, and they would rather have the extra medium lasers instead of the extra ammo.

Not in production anymore, the low-tech DVS-1D *Devastator* is still seeing service with some Militia units. Lacking such advanced features such as double heat sinks and Gauss rifles, much of the weaponry was downgraded to make do with what the Federated Commonwealth had at the time. AC/10s in the arms replaced the Gauss rifles, and instead of PPCs, a large laser in each torso makes up for the weight gain resulting from the employment of a standard fusion engine. Sacrificing a half a ton of armor, an extra heat sink in the center torso was added. It is estimated that only several dozen or so of this version exists, as there was a recall to upgrade existing *Devastators* to better technology, and most of those machines are currently in the possession of the Taurian Concordat.

DVS-2 DEVASTATOR

Type: **Devastator**

Technology Base: Inner Sphere

Tonnage: 100

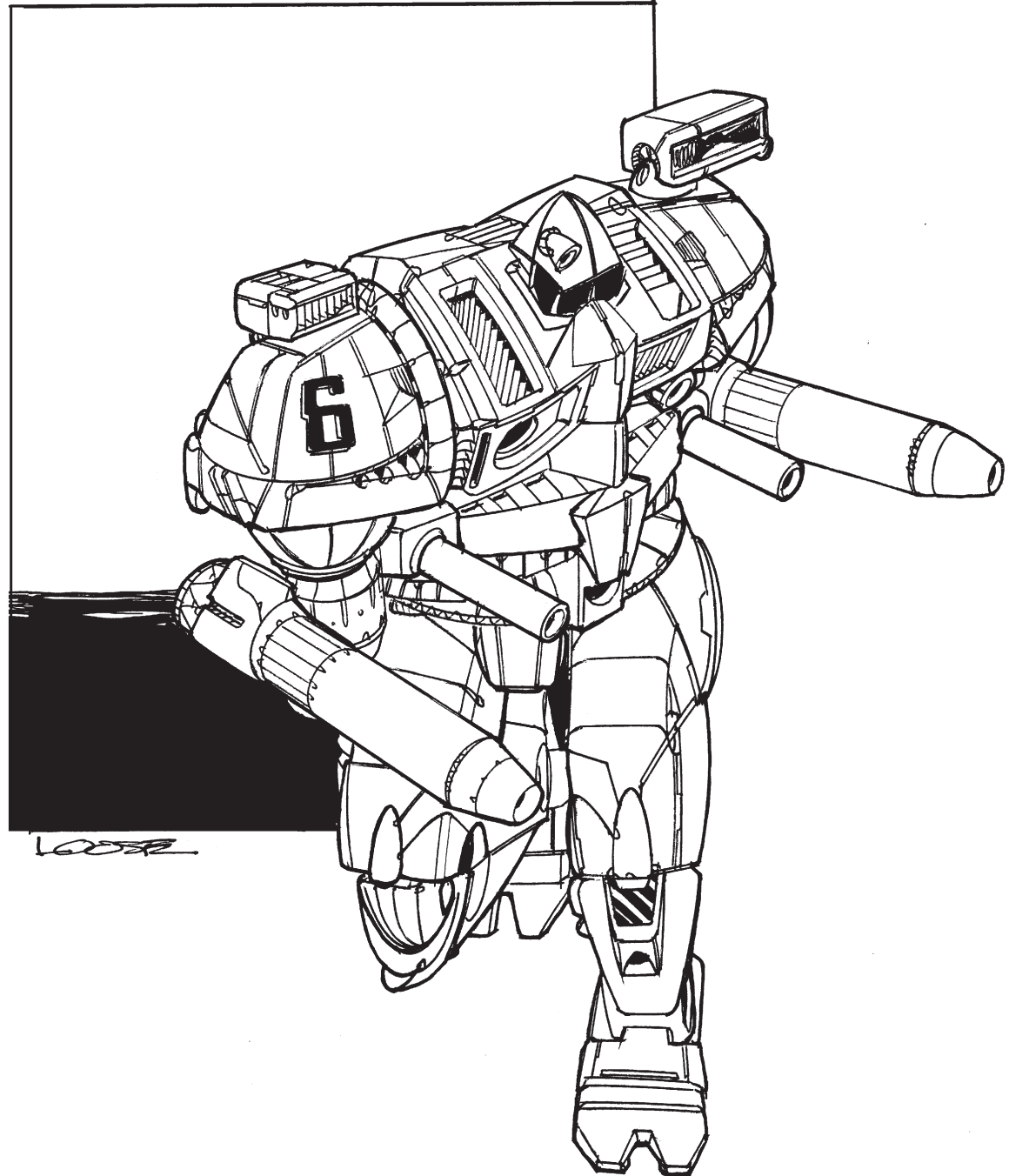
Battle Value: 2,481

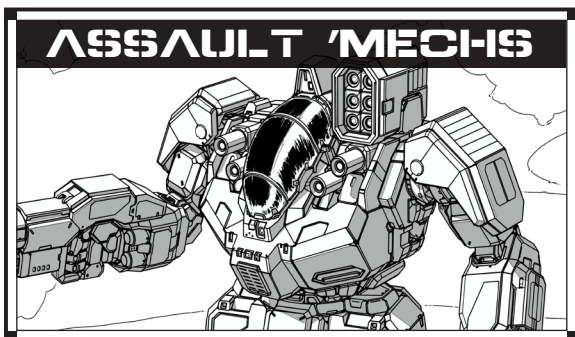
Equipment

		Mass
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	296	18.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		12
R/L Torso	21	30
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	40

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Ammo (Gauss) 8	RT	1	1
Gauss Rifle	LA	7	15
Ammo (Gauss) 8	LA	1	1
Ammo (Gauss) 8	LT	1	1
PPC		RT	3 7
PPC		LT	3 7
Medium Laser	CT (R)	1	1
Medium Laser	H	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1





Mass: 100 tons

Chassis: Hollis Mark II

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

2 Imperator-D Autocannons

1 Doombud Long-Range Missile 15 Rack

1 Magna Mark III Heavy Laser

Manufacturer: Cosara Weaponries

Primary Factory: Mars (destroyed 2767),
Northwind (destroyed 2786)

Communications System: Dalban VirtuTalk

Targeting and Tracking System: Dalban Hi-Rez

Overview

Introduced near the end of the Star League, the *King Crab* fulfilled General Kerensky's order for an assault 'Mech able to cripple or destroy another BattleMech in one salvo. Though not sporting as much armor as other assault 'Mechs, the firepower mounted by the original *King Crab* and its successors admirably fulfills the role for which the 'Mech was designed.

Capabilities

The KGC-0000's role is quite simple: crush any opposition that stands in the way. Its primary weapon systems are two Imperator-D super-heavy autocannons that

make fulfilling its role very easy. The combined damage output from these two cannons alone is enough to strip the armor from even the sturdiest 'Mech designs after a couple of exchanges.

Because the autocannons are mounted in the reinforced arms, the designers also included claw-like protective housings for the weapon barrels. The covers actually open and close in combat, an effect that gives them the appearance of pincers or claws, a characteristic for which the 'Mech is known—and named.

The main drawback to such a heavy-hitting design is the lack of ammo storage capacity for extended operations. While the KGC-0000 mounts the reliable Magna Mark III heavy laser, it is small comfort to a pilot who hears the last of his ammunition being loaded in the middle of a protracted firefight.

Because the KGC-000 *King Crabs* only sport advanced technology in their armor—unlike the *Highlander*, *Crockett* or *Thug*—they were more easily repaired with Succession Wars-era technology. Conversely, they remained at the forefront of most battles and received a larger ratio of destruction. Only a handful of *King Crabs* remained operational by the end of the Third Succession War.

Deployment

Cosara's main factory on Northwind was destroyed early in the First Succession War and the Cosara-Mars facility was repaired and mothballed on the orders of Jerome Blake. In the early 31st century the company was charged with redeveloping the design in order to reinforce ComStar's secret stockpile, which was suffering some minor attrition due to centuries of storage.

Most *King Crabs* initially produced went with General Kerensky in the Exodus, including the entire prototype run of KGC-010s. No -010s are known to exist anywhere in the Inner Sphere.

Variants

The rare KGC-010 variant was developed alongside the initial -000 production run but utilized a prototype PPC being developed by Hellstar Magna. These PPCs did not require an outer "barrel," instead mounting flush with the torso. Cooling sleeves were mounted to the rear of the

weapon, extending out the back of the 'Mech and presenting the appearance of spines. Surrounding the PPC's opening was a specially designed Holly SRM 6 system; the overall pairing of the two weapons gave the -010 the appearance of a new weapon.

The KGC-010 also mounted LB-10X cluster cannons in each arm. With ammunition spread out in the CASE-protected torso and the use of high-efficiency heat sinks, this prototype *King Crab* delivered a shock in close combat. Combined with the massive heat diffusion waves emanating behind it from the cooling vanes and the odd color of the PPC's weapon discharge, the KGC-010 was a true terror to behold during its brief deployment.

Intrigued by the initial success of the model, Kerensky ordered all -010 designs to be placed among the Exodus materials. The design specs were lost during the subsequent Succession Wars; even knowledge of its existence is only relatively recent.

Notable MechWarriors

Lisa Buhallin: An unconfirmed member of the Blackhearts—the Star League's Special Armed Services counterespionage and counterterrorism corps—Lisa Buhallin was instrumental in disrupting Amaris forces during his occupation of Terra. A former scholar at Sandhurst military academy, she put her intimate knowledge of Europe and Central Asia to use in assisting rebel forces against the Amaris Dragoons. She was a quick study and piloted one of several KGC-010 prototypes liberated from a GM design facility. Lisa accepted an invitation given to her and her comrades by General Kerensky to join him on his Exodus from the Inner Sphere.

Corinth Brody: President of the Nightwatch security company, Brody is one of the few independent owners still in possession of a rare KGC-000 *King Crab*. Its origins remain a mystery; it is rumored by other members of the firm that Brody's grandfather actually struck it rich lostech prospecting on Caph during the Third Succession War. The Nightwatch usually hire out only as corporate security; the unit has been under contract to Sekkaris Metalworks on Terra since 3038.

Type: **King Crab**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,810

Equipment

Internal Structure:

Engine: 300

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 15

Gyro: 3

Cockpit: 3

Armor Factor: 272

Mass

10

19

Internal
Structure

Armor
Value

Head 3 9

Center Torso 31 39

Center Torso (rear) 12

R/L Torso 21 29

R/L Torso (rear) 10

R/L Arm 17 33

R/L Leg 21 34

Weapons

and Ammo

Location Critical Tonnage

AC/20 LT/LA 10 14

Ammo (AC) 5 LT 1 1

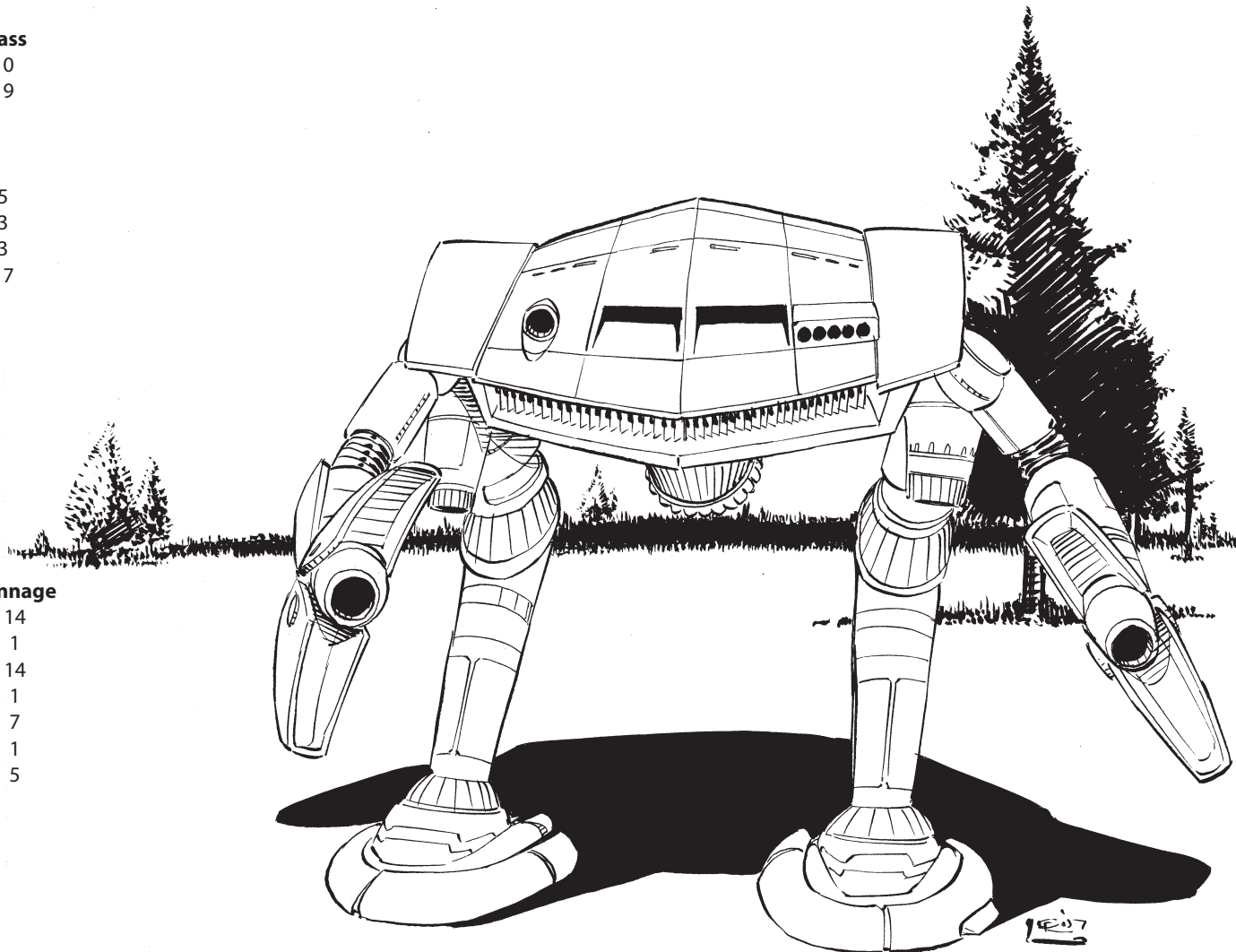
AC/20 RT/RA 10 14

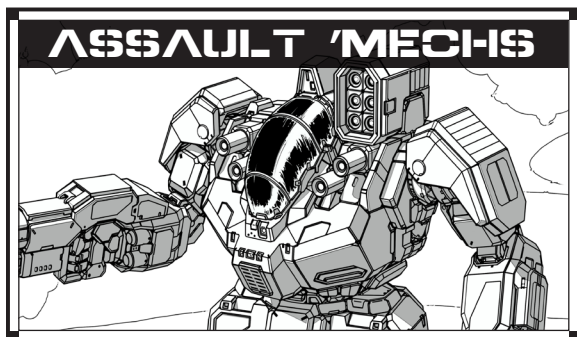
Ammo (AC) 5 RT 1 1

LRM 15 LT 3 7

Ammo (LRM) 8 LT 1 1

Large Laser RT 2 5





Mass: 100 tons
Chassis: Ford Super H QWA5
Power Plant: Vlar 300
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield with CASE
Armament:
 2 Donal PPCs
 1 Imperator Zeta AC/20
 2 Starflash Medium Lasers
Manufacturer: Skobel MechWorks
Primary Factory: Terra
Communications System: Dalban Comline
Targeting and Tracking System: FOI ScanSys VII

Overview

The MSK-5S *Mackie* thundered onto battlefields and into history books in the mid-twenty-fifth century, forever changing warfare. It took over twenty of Terra's best weapons firms to turn IndustrialMech technology, then a century old, into the revolutionary armored vehicle. And the *Mackie* was not just revolutionary—it proved to be a workhorse. By the dawn of the twenty-sixth century, the theft of the *Mackie*'s blueprints had spread the design to every Inner Sphere nation and made it a staple of frontline BattleMech units. [EDITOR'S NOTE: While the rest of the Age of War section presents illustrations of the full-production primitive-models, I felt it appropriate to include the original primitive *Mackie*, as the very first 'Mech.]

But while other nations quickly sought to shed their *Mackies* for domestically designed BattleMechs, the Hegemony remained respectful of the original design.

Hegemony militias continued to generate surprising successes with later models of the 'Mech, defeating endless attempts to completely take it out of service.

Capabilities

When the Lyrans successfully stole plans for the *Mackie*, the Terran Hegemony strove to maintain its technological advantage. Interim solutions included upgrades for existing equipment. The prolific *Mackie* was, of course, a beneficiary of these upgrades, which were also slated for the forthcoming crop of late twenty-fifth century BattleMechs. Those advances kept the *Mackie* on the battlefield for decades longer than anticipated.

The boxy chassis readily accepted more compact engines and gyroscopes, while it was easy to string the frame with more efficient myomers and replace the experimental armor with refined composites. The late-twenty-fifth century myomers even allowed a lighter engine to maintain the same speed. The resulting MSK-7 series was a very credible assault 'Mech before such a concept really existed in military service. The MSK-8 "series" was a catchall Hegemony designation for the many MSK-6S chassis customized with improved technology by multitudinous Hegemony owners.

What became the standard Hegemony militia model, the MSK-9H, was an outgrowth of the MSK-7 series and included numerous trivial reliability improvements. It paired a massive autocannon (the 'Mech-killing Imperator Zeta) with twin PPCs, though updated to Donals. The already-impressive sensors were upgraded further to make it an excellent anti-insurgency unit, while CASE protected the Zeta's sizable ammo bay.

Those militia customers were also on the front lines of defense against Amaris's forces in 2766, meaning few *Mackies* survived to 2768. Amaris detested the *Mackie* for a number of reasons (its production lines could be better used for more advanced assault 'Mechs and "primitive" *Mackies* handed his forces several galling defeats during the Coup). Kerensky barely found one hundred to take on the Exodus, and half of those were scrap.

Deployment

Built in an era when obsolete military vehicles were scrapped when their replacements arrived, the *Mackie*'s endurance is surprising. However, the Hegemony's pride in the first BattleMech and the *Mackie*'s battlefield successes kept it in service with Hegemony militias for centuries.

It was well known, it used simple and widely available components, and it benefited from extensive aftermarket support that kept a few hundred in service until the twenty-eighth century. Additionally, Skobel MechWorks periodically manufactured small quantities on secondary production lines for its remaining Hegemony militia customers.

The MSK-9H was the common militia model, and most Hegemony militias refitted their *Mackies* to this standard in the twenty-seventh century, though with components from varying manufacturers.

With the only surviving *Mackie* factories on Terra and virtually no operable *Mackies* in House service, the *Mackie* did not remain in production through the Succession Wars like its twenty-fifth century contemporaries, the *Archer*, *Wasp*, *Thunderbolt*, and others.

Variants

The battlefield prototype, the MSK-5S, and the production model MSK-6S included notably primitive equipment, like an over-sized engine and archaic cockpit.

The MSK-7 series covered new factory models from the late twenty-fifth century, mostly built around a powerful autocannon and a number of heavy energy weapons.

The MSK-8 "series" was a grab bag of MSK-6S retrofits in numerous forms. The typical MSK-8B is virtually identical to the MSK-9H except for slightly heavier armor, an additional heat sink, and its origins as a retrofit rather than a new build.

The MSK-9H only constitutes a rough standard for Hegemony militia units. With the huge wealth of the Hegemony, militias had access to very advanced technology, and the *Mackie*'s Ford Super H chassis proved easy to customize.

Notable MechWarriors

Colonel Charles Kincaid: Though Colonel Kincaid was immortalized as the first MechWarrior, history often forgets that he was a member of the rich and powerful Kincaid family, who had vested interests in a number of weapons firms. Kincaid also enjoyed a close association with the Hegemony's ruling family. Charges of favoritism aside, Kincaid proved himself at the controls of the experimental BattleMech and went on to command a 'Mech company in the 801st Heavy Armored Regiment.

MSK-9H MACKIE

ASSAULT 'MECHS

187

Type: **Mackie**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,022

Equipment

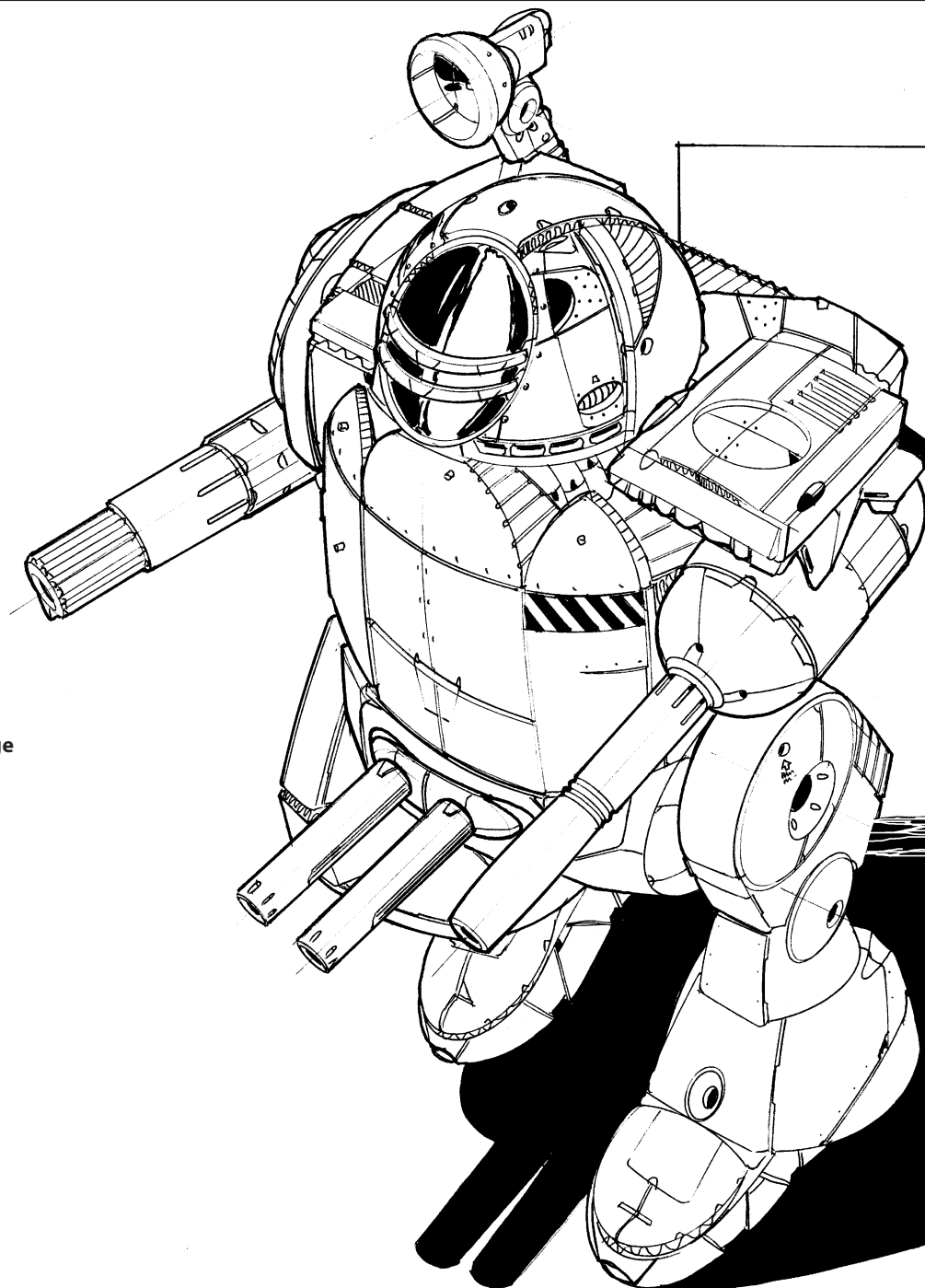
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

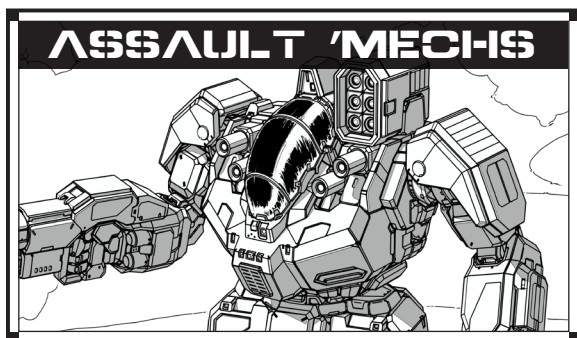
*Internal
Structure* *Armor
Value*

Head	3	9
Center Torso	31	50
Center Torso (rear)		11
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weapons

Weapons and Ammo	Location	Critical	Tonnage
2 PPC	LA	6	14
Beagle Active Probe	LT	2	1.5
2 Medium Lasers	CT	2	2
AC/20	RA	10	14
Ammo (AC) 20	RT	4	4
CASE	RT	1	.5





Mass: 100 tons

Chassis: HildCo Heavy Type VIIQT

Power Plant: Vlar 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: HildCo Model 13

Jump Capacity: 90 meters

Armor: StarSlab/9.5 Mk II

Armament:

2 Poland Main Model A Gauss Rifles

4 Ceres Arms Medium Lasers

1 Defiance B3L Large Laser

Manufacturer: HildCo Interplanetary Inc. and Hellespont 'Mech Works

Primary Factory: St. Ives, Sian

Communications System: CeresCom Recon Model 12K

Targeting and Tracking System: C-Apple Churchill

Overview

Inspired by the success of its *Victor* design, HildCo Interplanetary developed a larger version for assaulting cities and defenses, alone or as part of a lance: the *Pillager*. Built during the Reunification War, the *Pillager* was the largest 'Mech ever constructed by HildCo. Production ceased during the Second Succession War with the destruction of the manufacturing facilities that supplied the *Pillager's* advanced systems, but the decoding of the Gray Death memory core allowed the re-introduction of the *Pillager* to the Inner Sphere.

Capabilities

Built on one of the largest chassis every designed, the *Pillager* presents an intimidating sight. Vlar's 300 XL engine provides the *Pillager* the same top speed as an *Atlas* at half the weight, allowing the installation of heavier weapons and armor.

Armed with twin Gauss rifles, a large laser, and four medium lasers, the *Pillager* is protected by nineteen tons of armor. Fourteen double heatsinks keep the *Pillager* cool. Rounding out the impressive systems equipping the *Pillager* are HildCo's powerful jump jets.

Deployment

The *Pillager's* combat record and history is long and colorful. It has seen action in every war from the Reunification War through the Succession Wars. Records indicate that enemy forces during those conflicts tended to flee at the mere sight of approaching Pillagers.

Most recently, the *Pillager* displayed its awesome power during the FedCom and the Capellan/St. Ives Civil Wars. Many strongholds and defenses collapsed when a *Pillager* lead unit assaulted. Even now with the war waging between Hasek's Capellan March and House Liao, the *Pillager* is making a difference on the field as it did during the Amaris Civil War.

The *Pillager* today serves in most of the house militaries and mercenary units. The Capellan military has the largest number of the brawny 'Mechs thanks to the reintegration of St. Ives.

Variants

When it was re-introduced in 3058, the *Pillager* enjoyed an advantage over many 'Mechs its own size and weight. Military technology though, does not stand still. The *Pillager's* design employs Star League technology, once the pinnacle of technological achievement, but continuing advances have since surpassed the benchmark set by the Star League.

The Strategios asked HildCo to produce a *Pillager* for the CCAF utilizing their newly designed stealth armor. In order to accomplish this, HildCo had to license Hellespont on Sian to produce the *Pillager* in limited runs. The first *Pillager*, dubbed 4Z, walked out of Hellespont's Sian plant in the mid-3060s.

Following the reintegration of the St. Ives Compact, HildCo opened its St. Ives plant for production. When the Strategios revamped the CCAF's tactical doctrines, they asked HildCo to redesign the *Pillager* to reflect these changes.

Currently, two new *Pillager* variants—5Z and 5L—deploy in Capellan line units. The 5Z is an upgraded version of the 4Z. It retains both Gauss rifles and medium lasers and replaces the large laser with an ER PPC, while mounting stealth armor. To accomplish this, designers dropped the jump jets in favor of triple strength myomer, giving this variant great speed.

As an upgrade of the original PLG-3Z, the 5L variant is proof of HildCo's ability to think outside the box. This variant directly reflects the new Capellan tactical doctrine, receiving an Arrow IV with three tons of ammunition. The 5L carries the same energy weapons as the 5Z, with an additional ER medium laser.

Notable MechWarriors

"Stormin'" Michael Searcy: Lieutenant Searcy served in the former AFFC's BattleMech forces until late 3059. Charged with cowardice, a court-martial found him guilty for his actions while on New Canton during the Marik-Liao offensive of 3057. The AFFC drummed Lieutenant Searcy out of the service with "other-than-honorable" discharge. Dispossessed, with little money, Michael made his way to Solaris VII to start over.

Searcy found a place in the Davion-aligned Blackstar Stables, where he fought his way to be one of the top gladiators on Solaris VII. While Searcy made a name for himself, the flames of civil war smoldered in both the Lyran Alliance and Federated Suns. Solaris VII was no different; Steiner-Davion hatred exploded, consuming the gaming world.

During the Open Grand Championship final, Stormin' Michael Searcy, piloting a *Pillager* 3Z, fought against Victor Vandergriff's *Banshee* in the Coliseum. Bad blood between them boiled over during their fight. The two warriors broke through the stadium when the arena's safety systems failed, and their fight spilled out into the city. This action sparked the flashfire of war between Lyran and Davion loyalists. When the smoke cleared and order was restored, Vandergriff and Searcy had killed each other in a final battle.

PLG-3Z PILLAGER

Type: **Pillager**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,697

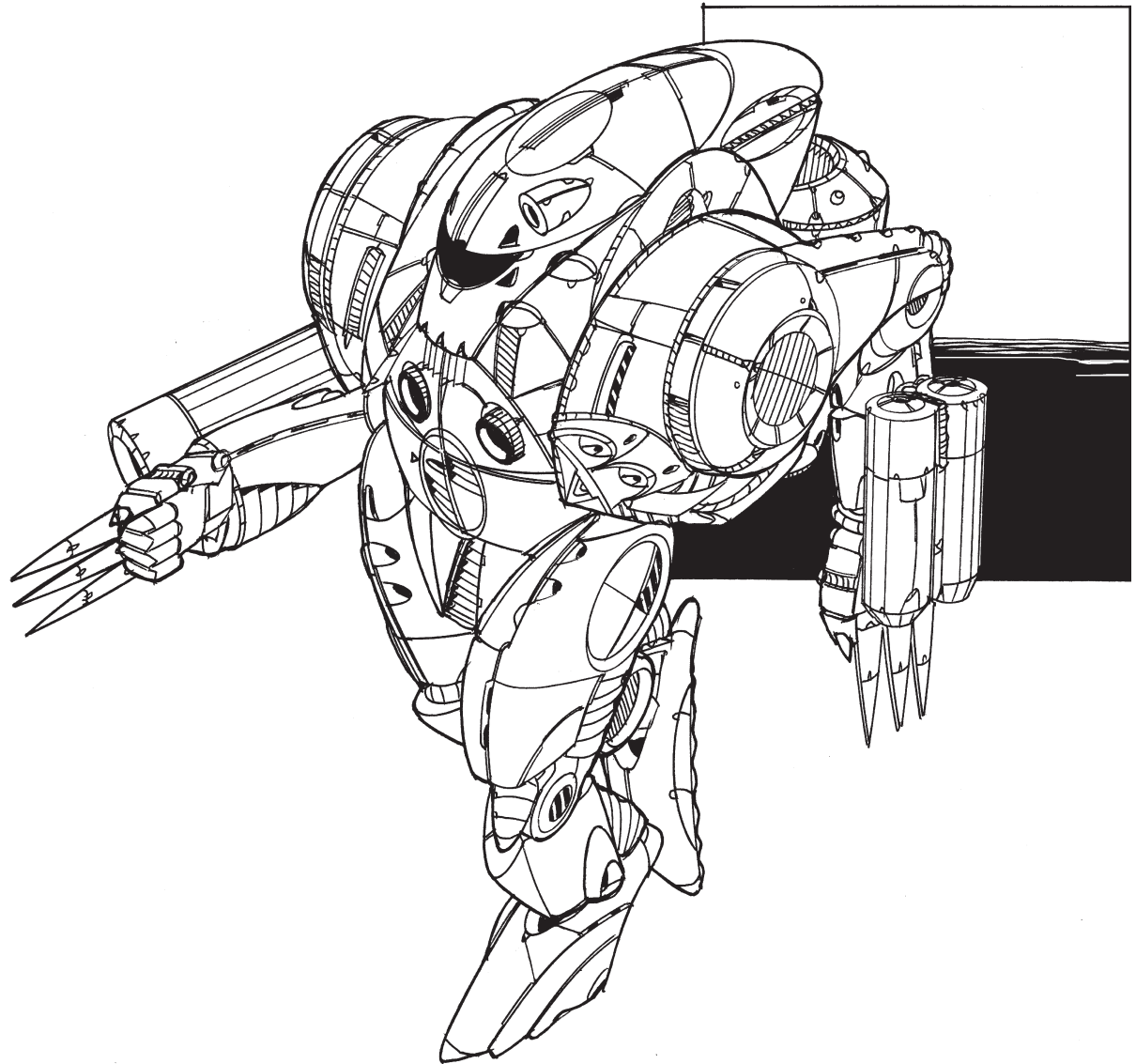
Equipment

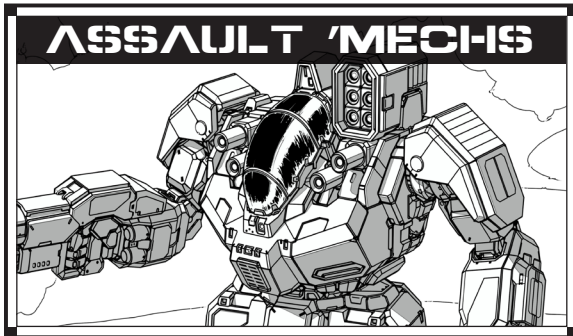
Internal Structure:		Mass
		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	52
Center Torso (rear)		10
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons

and Ammo	Location	Critical	Tonnage
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LT	7	15
Ammo (Gauss) 16	LT	2	2
2 Medium Lasers	LA	2	2
Medium Laser	H	1	1
Medium Laser	CT	1	1
Large Laser	RA	2	5
Ammo (Gauss) 8	RL	1	1
Ammo (Gauss) 8	LL	1	1
Jump Jet	CT	1	2
Jump Jet	RL	1	2
Jump Jet	LL	1	2





Mass: 100 tons

Chassis: Norse Heavy XTI-4C

Power Plant: Vlar 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: ArcShield Heavy Type K

Armament:

3 Norse Model M-7D Gauss Rifles

4 Defiance B3M Medium Lasers

Manufacturer: Norse-Storm BattleMechs Inc.

Primary Factory: Loxley

Communications System: Tek BattleCom

Targeting and Tracking System: DLK Type Phased Array Sensor System

Overview

To assist in the final stages of the invasion of the Amaris-ruled Terran Hegemony, Norse technologies developed and commissioned the *Thunder Hawk*. General Aleksandr Kerensky used all *Thunder Hawks* produced and eagerly took the surviving 'Mechs with him into Exodus. In the mid-3050s, Norse-Storm BattleMechs announced they would begin reproducing several lines of Star League-era designs, with the *Thunder Hawk* at the top of the list.

Capabilities

The punch of the *Thunder Hawk* is its trio of Norse Gauss rifles. With its sizeable ammunition bins included, the long-range firepower of the BattleMech accounts for over fifty percent of the design's weight. Used to give long-range fire support to assault lances, the three rifles are capable of subduing all but the heaviest 'Mechs with a single volley of the massive slugs. Much of the non-explosive ammunition was spread throughout the torso to prevent a single shot from eliminating the *Thunder Hawk's* most potent weapons.

If the *Thunder Hawk* has a weak spot, it is its extra-light Vlar fusion engine. Though protected by the maximum amount of armor Norse could mount on the chassis, once any torso section is breached and the internal armor destroyed, the *Thunder Hawk's* fragile shielding collapses upon itself and the BattleMech is left inoperable.

Deployment

Thunder Hawks have become one of the Lyrans Alliance's signature BattleMech designs since its re-introduction. Assigned to almost every unit that contains assault 'Mechs, the *Thunder Hawk* was used quite heavily by Loyalist forces during the FedCom Civil War. Instead of employing it as a support BattleMech, hanging back to provide covering fire, the Loyalists used the *Thunder Hawk* in the middle of the often brutal combat, as its heavy armor could soak up much of the lighter fire being bandied about.

After the FedCom Civil War, Archon Peter Steiner Davion began awarding units loyal to the Allied forces with the first peacetime shipments of new *Thunder Hawks*. The Archon indicated he will allow the *Thunder Hawk* to be exported to other factions, but not until his military has completed most of its rebuilding.

Variants

The most popular production variant of the *Thunder Hawk* is the 7KMA artillery 'Mech. Designed to provide a company or battalion with readily available artillery

support, commanders have taken a preference to this as their personal 'Mech. Replacing the Gauss rifle in the left torso with an Arrow IV missile system, the 7KMA also replaces the ammunition in the left torso with two tons of missile munitions in the left leg.

The second variant is nowhere near as popular as the first. Instead of touching the Gauss rifles, the four medium lasers are stripped out and two medium pulse lasers are put in. Though this model is more accurate and has better heat management, many pilots complained about the loss of range and firepower, so is not used as much.

Towards the end of the FedCom Civil War, Norse-Storm started to experiment with a more radical approach to the ancient design after witnessing the new tactics being used. Sacrificing two medium lasers, two tons of Gauss ammo, and a ton of armor, Norse designers replaced the *Thunder Hawk's* extra-light engine with a heavier but less fragile light engine. This would theoretically allow the *Thunder Hawk* a longer life span while in the middle of close combat without sacrificing any of its main guns or speed. Only a dozen of these 7S models have been produced, with Norse holding off until they can accurately gauge the popularity of this latest version.

Notable MechWarriors

Major Brian "Full-Ton" Jones: Commander of the Norse-Storm security team, Major Jones pilots one of the only two 7S *Thunder Hawks* in the security battalion of twenty-eight Norse-Storm-produced 'Mechs and two platoons of infantry. Proudly carrying a brash attitude and slight Scottish accent, he has earned not only the scorn of those outside the security team but also the devoted loyalty and admiration of those underneath him, as his blunt nature lets them all know where they really stand. Refusing to declare sides in the FedCom Civil War, he was able to keep the factory safe from attack while preventing even a single soldier of his team from leaving to join the war.

TDK-7X THUNDER HAWK

ASSAULT 'MECHS

191

Type: **Thunder Hawk**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,577

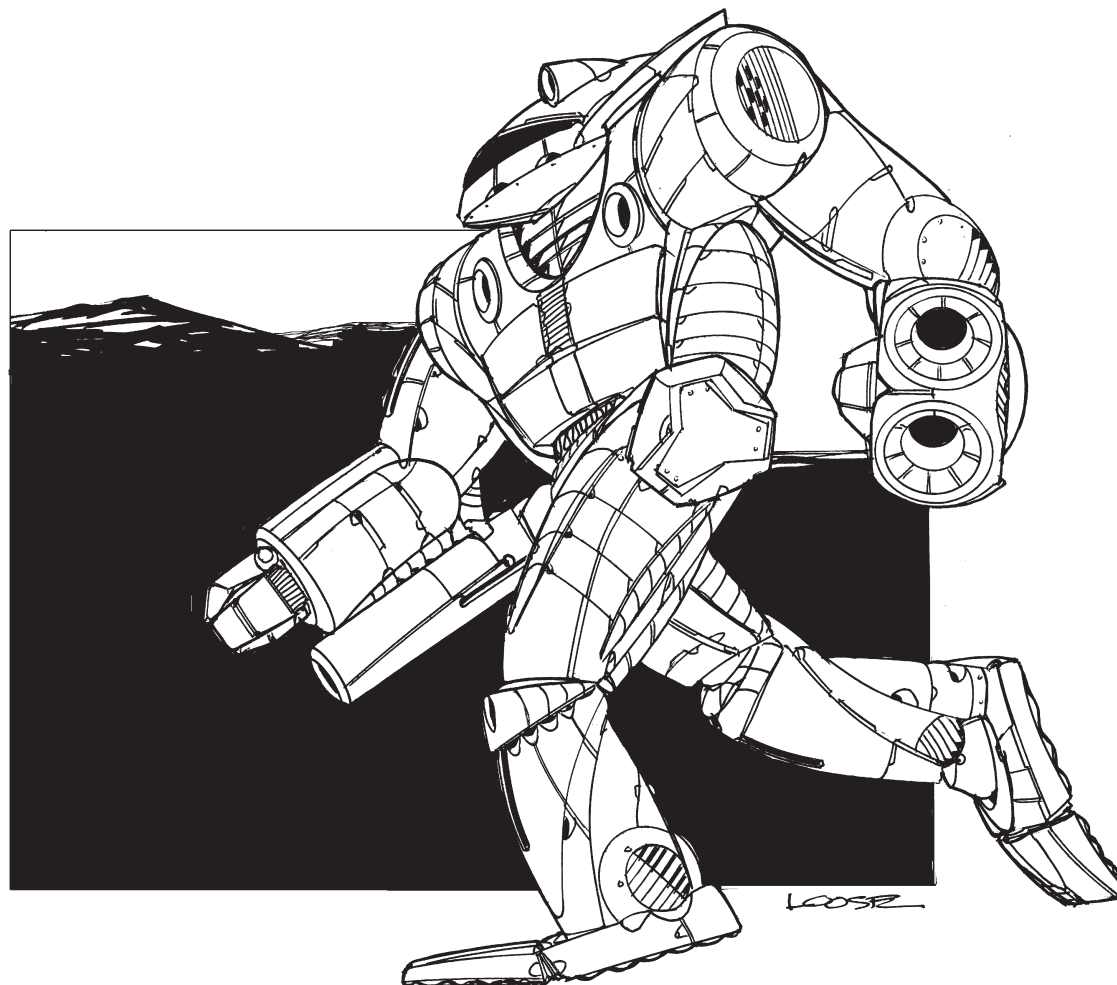
Equipment

Internal Structure:		Mass
Engine:	300 XL	10
Walking MP:	3	9.5
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	50
Center Torso (rear)		12
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons

and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LT	7	15
Ammo (Gauss) 16	LT	2	2
2 Medium Lasers	LA	2	2
Medium Laser	H	1	1
Medium Laser	RA	1	1
Ammo (Gauss) 16	CT	2	2





BATTLETECH
LEGENDS

DECISION AT THUNDER RIFT

WILLIAM H. KEITH, JR.
ALSO WRITING AS IAN DOUGLAS



BATTLETECH
LEGENDS

THE KILLING FIELDS

THE CAPELLAN SOLUTION VOLUME 2
LOREN L. COLEMAN



BATTLETECH
LEGENDS

TACTICS OF DUTY

WILLIAM H. KEITH, JR.



BATTLETECH
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OPERATION EXCALIBUR

WILLIAM H. KEITH, JR.



BATTLETECH
LEGENDS

THE DYING TIME

THOMAS S. GRESSMAN



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LEGENDS

INITIATION TO WAR

ROBERT H. CHARRETTE



BATTLETECH
LEGENDS

MEASURE OF A HERO

BLAINE LEE PORROE



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WARRIOR: EN GARDE

THE WARRIOR VOLUME 1
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CALL OF DUTY

BLAINE LEE PORROE



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STORMS OF FATE

LOREN L. COLEMAN



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TWILIGHT OF THE CLANS VOLUME 5
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BLOOD OF HEROES

ANDREW KEITH



BATTLETECH
LEGENDS

THREADS OF AMBITION

THE CAPELLAN SOLUTION VOLUME 1
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BATTLETECH
LEGENDS

PRINCE OF HAVOC

MICHAEL A. STACKPOLE



BATTLETECH
LEGENDS

ASSUMPTION OF RISK

MICHAEL A. STACKPOLE



BATTLETECH
LEGENDS

SHADOWS OF WAR

TWILIGHT OF THE CLANS VOLUME 8
THOMAS S. GRESSMAN



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LEGENDS

WOLVES ON THE BORDER

ROBERT H. CHARRETTE



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ENDGAME

LOREN L. COLEMAN



BATTLETECH
LEGENDS

PATH OF GLORY

RANDALL M. BILLS



BATTLETECH
LEGENDS

CLOSE QUARTERS

VICTOR MILAN



BATTLETECH
LEGENDS

ILLUSIONS OF VICTORY

LOREN L. COLEMAN



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LEGENDS

WAY OF THE CLANS

LEGEND OF THE JADE PHOENIX VOLUME 1
ROBERT THURSTON



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LEGENDS

FLASHPOINT

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LEGENDS

THE HUNTERS

TWILIGHT OF THE CLANS VOLUME 9
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