

CLASSIC BATTLETECH

TECHNICAL
READOUT:

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CREDITS

Writing

Herb A. Beas II
Randall N. Bills
Ken' Horner
Nick Marsala
David McCulloch
Ben Rome
Jason Schmetzer
Paul Sjardijn

Additional Writing

Jim Rapkins
Björn Schmidt

Product Development

Randall N. Bills
Assistant Development
Mike Miller
Chris Wheeler

Production Editing

Jason M. Hardy

BattleTech Line Developer

Herb A. Beas II

Production Staff

Art Direction

Randall N. Bills

Cover Art

Michael Komarck

Cover Design

Ray Arrastia

Layout

Ray Arrastia

Illustrations

Ray Arrastia
Doug Chafee
Brent Evans
Duane Loose
Matt Plog

Evolved Faction Logos Design

Jason Vargas

Classic BattleTech Logo Design

Shane Hartley and Steve Walker

Proofers

Rich Cencarik, Jim Rapkins, Björn "Keiran" Schmidt,
and Patrick Wynne.

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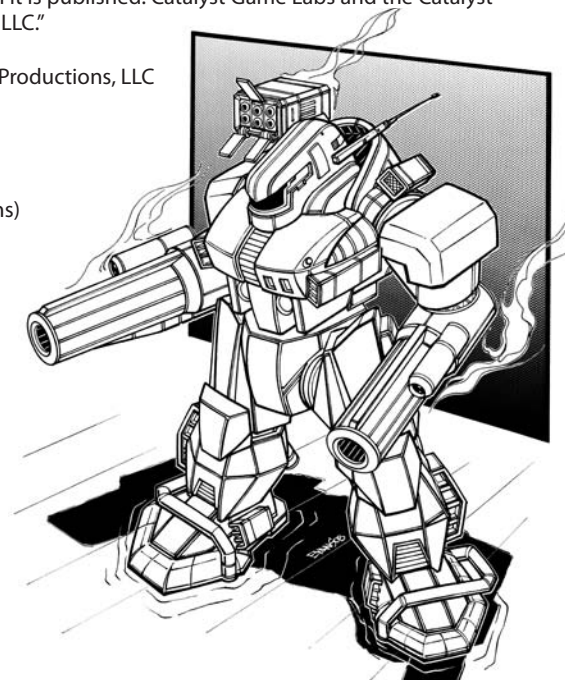
Mike Miller would like to thank Adam Smith for teaching him to respect the medium laser and the BattleMaster.

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FIND US ONLINE:

classicbattletech@catalystgamelabs.com
(e-mail address for any Classic BattleTech questions)
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INTRODUCTION

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Indolent. Decadent. Corpulent. Gluttonous. Ignominious.

These are but a few of the descriptions splashed with disdain upon my name. That the blood of the Dragon flows in my veins—while my person seems so stained—has shamed many for long, long years. Yet there is irony, *so ka*. Irony in the very fabric of my existence.

Wheels within wheels within wheels. A perfect, never-ending symmetry of lines, circles, and whorls undulating across the Inner Sphere in a skein few see and fewer comprehend. Not even the legendary *cha-no-yu* (and the perfection of that ceremony's garden) performed by the greatest tea master of the last century—Jiro Ishiyama—on Echo V might compare. Like the lost treasure of Jiro and his craft, I have spent a lifetime honing my skills. Disassembling. Obfuscating. Falsifying. Most assume the media or my enemies branded me "Uncle Chandy," yet the decades-old moniker comes from my own hand. After all, one can never suspect the Smiling Buddha.

There are legion that practice this same craft, from astute businessman to the blackest SpecOps teams of the Houses' intelligence agencies. Yet mine is a craft not of my own hand, but an apparatus gifted to me as a matriarchal legacy of blood across generations. Backed by unlimited funds and beholden to no one but my own Honor to the Dragon, I am ensconced in a rather unique position.

Yet, even now, long committed to this course of action, revealing my hand is anathema. Painful. What should have taken mere moments has consumed days as I struggle to overcome my obsession with standing in the shadows and emerge to the light.

But now it begins.

For long years I have hunted secrets in the dark. I have derived much enjoyment from puzzling over ancient mysteries and discovering vanished tomes and treasures. Yet I have always striven to protect the Dragon. Even as the Federated Commonwealth was riven with civil war, I doubted the authenticity of the Word of Blake. I saw how they practiced my own precious art of subterfuge, and I re-allocated vast resources to discovering their Truth. As the Jihad began to unfold, I was forced to stand idle, my knowledge unused. Knowing that any stolen details I provided, even to the Dragon, would expose inroads made against the Blakists. Infiltrations would be found and exterminated, a decade's work lost. Even with the crown of the Combine embattled and falling, my hands were tied. Many will decry my actions, branding me a traitor worse than any usurping Von Rohrs. Yet I stayed the course, delving ever deeper to discover the secrets behind the Word of Blake.

I have discovered and verified those secrets. The location of one of their Hidden Worlds. And more. Much more.

With such power in hand it is time to step forward. Time to entrust the power of those secrets to those who will use them with brutal efficacy, while I continue my own clandestine campaign. To accompany those Blake Documents, I am providing a comprehensive document in the traditional Wolfnet (and ComStar before them) technical specification readout format. The *Cutting Edge* section documents the latest machines of war marching off Inner Sphere and Clan assembly lines, while the *Age of War* section details information discovered within the Hegemony Memory Core and the current rise of those designs following its comprehensive and rapid dissemination in the early years of the Jihad.

May fate smile upon all of us as we strive against the Word of Blake. As I stand in the light, eyes adjusting to its harshness, I know that I have signed my own death warrant. And yet even one born to shadows knows *giri* and must stand against the darkness at the day of judgment.

Honor to the Dragon.

—Chandrasekhar Kurita

31 January 3075

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BATTLEMECHS: THE AESTHETIC EVOLUTION

For reasons only known to my master, Chandrasekhar Kurita has allowed inclusion in this document of a short dissertation concerning the evolution of BattleMech visual aesthetics, which is perhaps quite fitting in a document covering both the latest, cutting-edge BattleMech designs as well as the first, primitive designs from six hundred years ago. I've burned his ears into the early hours many a night with my fascination on the subject. Yet I hope to be brief and avoid passing to you, the reader, the burden that my master so easily bears. Keep in mind I am not referring to the development of technology, which is covered by a legion of experts and historians through endless text books and technical briefs, including this very document. Instead I refer to how the armor is shaped and the weapons placed: the 'Mech's appearance in its final form.

Vehicles most often embody the simplest, most effective way to mount armor upon a chassis. There is a balance at work, where bean counters seek the cheapest form of production while soldiers strive to maintain appropriate combat protection. There are some exotic examples, especially among the Clans, where the dominance of the warrior culture—especially seen in the slavish use of animalistic symbolism—has led to some unique vehicle armor configurations. Despite these exceptions, vehicles tend to fall into a rather straightforward template, which has been copied with only subtle variations across millennia.

BattleMechs, however, are an altogether different category, somewhat akin to those odd Clan vehicles. When the uninitiated refer to BattleMechs as “walking tanks,” they are missing the mark; no one who has stood at the foot of one of these titans ever employs such terminology. The sheer presence of a walking metal titan conjures subconscious, deeply embedded mythological (and cultural) symbols, imbuing the 'Mech with power well beyond its battlefield capabilities. Psychological warfare at its finest. The Inner Sphere's centuries-old culture that embraces the MechWarrior elite—strengthened by the dominance of hereditary nobilities in Sphere government—only enhances these aspects.

When BattleMechs first walked off Terran Hegemony assembly lines, such thoughts were far from the minds of scientists and engineers. Compared to the latest crop of designs, the first BattleMech, the *Mackie*, was ungainly, with disproportioned limbs, overly large feet, torso, and head. It also tended toward curves and rounded lines; an extravagance of engineering for its time, but one that would vanish immediately as it failed to be cost effective. Such ungainliness, along with the almost simplistic armor configuration, completely reflected the concept of a walking tank—simple, direct, and ungainly. Just as the Mark I tank first rolled forth with ugly performance across the battlefield in 1916 on ancient Terra, mounting primitive technologies¹, the *Mackie* took its first stumbling steps and changed warfare for ever.

As soon as additional prototype BattleMechs appeared, the curves and rounded lines gave way to blocky shapes and hard edges (once again the bean counters flexed their clout, as it proved too expensive to mass-produce rounded armor at the time). However, with the technology still in its infancy, many 'Mechs still sported disproportioned limbs. Though the “primitive stage” of BattleMech development would only last from 2439 to approximately 2520², many “modern stage”³ BattleMechs designed during this same time period or shortly thereafter sported the same lack of proportion. By 2500, however—whether through aesthetic dictate or maturing of design capabilities—most new designs eliminated that ungainly look. The *Victor* and *Dervish* are excellent examples of these early designs with their blocky, hard edges, yet proportionate limbs.

In the time of the Star League, a new aesthetic emerged. Harkening back to the era of the *Mackie*, the 'Mechs that would become the workhorses of the Star League Defense Force—and would later be sold to the House Lords—sported simplistic armor designs. What's more, advances in technology allowed for the mass production of curved, crystal-aligned steel armor. A few of these designs even embraced the disproportionate look, such as the *Thug* and *Crockett*. Some of the cutting-edge Star League designs, such as the *Night Hawk* and *Lynx*, would take the smooth curves to a new extreme while embracing a stylized armor aesthetic.

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The weight of socio-cultural anthropomorphism appeared in earnest during the Star League era. Examples of such forays are the *Crab*, *Black Knight*, and *King Crab*, where engineers strove to work known images (whether taken from a historical or animalistic context) into the 'Mech's shape. General Aleksandr Kerensky himself knew well the power of such a psychological edge when he laid down the specifications for the *Atlas*: "A 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally." An entire year would be spent crafting a "death's head" that would strike fear into the enemy before a shot was fired.

When the Clans swept aside the armies of the Inner Sphere in 3050, they brought 'Mechs often designed with the anthropomorphic influence. While the modular needs of Omnitechnology somewhat blunted those attempts, the nomenclature attached to these new designs by fearful Spheroids—such as *Vulture* and *Mad Dog*—is a testament to the power of their imagery. Digging further into the Clans shows that they took that imagery to heart more so than almost any Spheroid designs, as with totem 'Mechs such as the *Mandrill* and *Fire Scorpion*.

Meanwhile the Inner Sphere had already taken steps in further embracing this unique aspect of BattleMech design. It is not surprising that House Kurita—whose warriors closely associate BattleMechs with the katana blades they wield—would build a 'Mech that embraces their cultural heritage: the *Hatamoto-Chi*. Just as the Clans' appearance sparked a feverish technological advancement, their practice of physically endowing 'Mechs with the icons they praise led to a similar revolution within the Inner Sphere.

While the earliest designs following the Clan invasion stayed firmly wedded to the blocky aesthetic—such as the *Watchman*, *Snake*, and *Rakshasa*—toward the end of the 3050s the rounded curves of the Star League era were embraced again. By the dawn of the 3060s, designs such as the *Akuma*, *Men Shen*, and *Yu Huang* exemplified the trend of smooth, rounded lines embracing cultural aesthetics; armor shape and weaponry placement served as stark proclamations of a faction's cultural influence. As a strange testament to this power, Clan Diamond Shark, ever perceptive of market trends, fashioned the *Ha Otoko* with Japanese aesthetics in an effort to increase sales to House Kurita.

With the next great Inner Sphere war well under way and a new crop of 'Mechs making an appearance, one can already see the socio-cultural influence once again coming to bear on scientists and engineers as they craft new machines of war. Despite the somewhat homogenized look of the Word of Blake Celestial series (due to its Omnitechnology), the angelic and demonic influences are starkly apparent: angels to the pilots who march them to war, demons to the enemies that face them. Just as fascinating, unlike the rounded appearance which has dominated for so long, they embrace the blockier style of the past.

As long as BattleMechs remain dominant in warfare, the desire—both conscious and subconscious—to craft a BattleMech that is more than just a machine will hold sway. A walking tank is a fine machine of war. But a metal titan, whose image empowers its pilot while striking fear into the heart of any enemy—that is an avatar of death.

—Professor Col Hari

¹By comparison to the tanks that would debut just a short twenty years later.

²Such construction began to phase out in 2500, but it would take another two decades until all primitive production stopped.

³Referring to the basic level of technology of construction still in use today.

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GAME NOTES

Technical Readout: 3075 covers the widest breath of units and equipment of any previously published Technical Readout. As such, to understand how these various units plug into the core *Classic BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare (TW)* and *TechManual (TM)* rulebooks present the core game and construction rules for *Classic BattleTech (CBT)*, otherwise referred to as the standard rules.

Advanced Rules

Beyond the standard rules, a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations: *Tactical Operations (TO)* is the first in the "staging" Advanced Rulebooks. Its focus is during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations: *Strategic Operations (SO)* is the second "staging" Advanced Rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

Interstellar Operations: *Interstellar Operations (IO)* is the third and final "staging" Advanced Rulebook. Players are staged up to the final level of play, where they can assume the roles of a House Lord or Clan Khan and dominate the galaxy.

How To Use This Technical Readout

Complete rules for using 'Mechs, vehicles, battle armor, fighters, and DropShips in *Classic BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some of the equipment found on some units is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

Some of the variants mentioned in the Age of War section are "Primitive" designs, using Primitive Construction rules presented in *Interstellar Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3075* and are presented in the Standard and Advanced Rulebooks.

- **Standard:** Any equipment mass produced "in universe"; can be used with *Total Warfare* rules alone.
- **Advanced:** Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.
- **Experimental Rules:** Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

All Battle Values listed in this book for unit types appearing in *Total Warfare* were generated using the Battle Value system as it appears in *TechManual*; if it mounts Advanced equipment, Battle Values were generated using the addendum rules from *Tactical Operations*. Battle Values for those units appearing in *Strategic Operations* were generated using the addendum rules found in that rulebook.

THE CUTTING EDGE

The last thirty years have seen a resurgence and advancement of technology unlike anything humanity has seen since the original industrial revolution. While impressive in its own right, not even the advances of the first Star League could match the gains made since the Clan invasion. Though the Star League had begun the development of Ultra autocannons and Streak missile systems, it was the Clans and the Inner Sphere who finished implementing the ideas and who are now bringing the next stage of military technology to fruition.

Some of the advances are evolutionary, such as the Clans' combination of Streak technology with long-range missiles, or the Inner Sphere's advancements in new warheads for existing missile classes. But there are also revolutionary advances in military technology. Not just advanced weapons, but new armors and components have come out of think tanks, universities, and corporate research departments, increasing a battlefield unit's life expectancy with compact gyroscopes, power plants, and cockpit systems. Each nation made advances in their own ways, from the Federated Suns' targeting systems and autocannon munitions to the Capellan Confederation's stealth armor. The Clans duplicated (or in some cases independently developed) many of these advanced construction techniques and further improved their Gauss-based weapons and missile systems. Even the Periphery was not left out of the technological advancement as the Marian Hegemony debuted the rocket launcher. Though hardly advancing technology forward, the rocket launcher pods were innovative enough to spread throughout the Inner Sphere, especially among variants of designs geared toward a quick strike or ambush.

The list of military technology developed and tested in the past decade may be impressive, but so is the hardware now undergoing field-testing. New types of lasers, electronic warfare devices, and C3 systems are still considered experimental but are starting to see action in the scramble to continue the fight for survival. Even equipment once discarded as unfeasible is being re-examined, though the list of that equipment is too extensive for the scope of this readout; the equipment will be discussed in a later briefing, and variants of designs listed here utilizing such technology will be noted in the variants and upgrades sections.

Humanity does not just persevere. Humanity does not just survive from day to day. Humanity advances. To do otherwise is to not be human.

—Mirza Peter Abdulsattah



THE INNER SPHERE

While a significant number of BattleMech designs were introduced following the start of the FedCom Civil War, the wholesale capture, disruption, or destruction of manufacturing centers around the Inner Sphere has stifled new BattleMech development among many Houses since the beginning of the Jihad. Instead of pursuing new BattleMech designs, Houses have been setting up large supply depot and repair/refit centers to equip BattleMechs already in the field with the latest technology and weapons. Old designs once thought obsolete and mothballed for backwater militias, such as the *Chameleon* and *Jenner*, have been brought out, upgraded, and sent into combat.

New military designs are also appearing in conventional units, including new vehicles, new fighters, and new battle armor suits. With so many remaining BattleMech production lines already operating at full capacity since the start of the Jihad, plants have been turning to alternative units to replace losses realized since the onset of the conflict.

There is no denying that many of these new designs are coming out of Word of Blake manufacturing plants. Some are becoming staples for the combined-arms Protectorate militia, protecting WoB conquests with a zeal not seen since Hegemony natives fought Successor State invasions, while other designs are appearing sporadically (but in increasing numbers) within the Blakists' frontline units. These new designs, dubbed the "Celestials," seem to be sculpted for maximum psychological impact, with their appearance and frightening physical weapons sometimes negatively impacting their combat capabilities. Word of Blake battle armor instills fear in even the most hardened soldiers, including those who dealt with the shock Clan Elementals delivered over two decades ago. Blakist soldiers are discussed as if they have emerged from the ranks of a demonic army, and now they look the part.

This is not to say the Blakists have a monopoly on advancements inside the Inner Sphere. No longer able to rely on their vast infrastructure, the nations fighting the zealots—and each other—have looked into alternate avenues of advancements, such as WiGEs and other support vehicles to rebuild their devastated armies. Conventional military vehicles continue to see a resurgence, being less expensive and easier to maintain for nobles and militias eager to prepare themselves for when the Blakist conflict comes to their world, while the formerly powerful House Lords are nowhere to be found.

Others have used copies of the newly released New Dallas Memory Core, which reaches back to a time when warfare was just as continuous as it is today. These groups look at the primitive machines with an eye towards updating them for modern mass production, though some of the original designs are being produced in limited numbers where local skill is not able to handle modern military technology.

The following designs have debuted in the last decade within the Inner Sphere.

—Mirza Peter Abdulsattah



NIGHTHAWK MK. XXI PA(L)



The first Star League witnessed advances in science and technology unparalleled by any other time in history, fueled in part by nightmares that plagued First Lord Jonathan Cameron. Obsessed with preventing the destruction of the League and the fall of Terra, the First Lord launched an ambitious program to build up the Terran Hegemony's defenses. New BattleMechs, AeroSpace fighters, and WarShips were developed, and the Hegemony was fortified with a formidable network of automated weapons platforms and drones that came to be known as the Space Defense System.

Although commercial exoskeletons had been in use since the early space age, they had never been successful in a combat role. It took some of the best engineers in the Hegemony (backed by generous funding) fifteen torturous years to perfect the concept. After totally reworking their prototype twenty times, the SLDF High Command was presented with the Mk. XXI Nighthawk in 2718. Testing soon proved that a Nighthawk-equipped trooper possessed unparalleled mobility and protection. Sophisticated ECM and stealth capabilities made the design ideal for reconnaissance and covert missions. Though vulnerable to heavy weapons, protection against small arms fire was excellent. Armored gloves allowed the use of standard weapons (usually the SLDF's Mauer 960 Assault System) and equipment with no loss of dexterity—a highly useful feature, as the Nighthawk lacked integral weapons.

After successfully completing two years of field-testing, the new suit entered service with the Special Forces Command, who equipped their elite Special Armed Services troops (the Blackhearts) with the Nighthawk. The deployment was never acknowledged publicly, and the men and women of the SAS were so skilled that all the other Star League Member States ever heard were vague rumors of some kind of advanced sneak suit. Attempts to develop a combat-orientated version for deployment in SLDF Royal Divisions produced the Mk. XXII, but the Amaris Coup and the fall of the Star League prevented that version entering full production. With the outbreak of the Succession Wars both versions were all but lost. But the Nighthawk research went with the Star League Defense Force when they followed General Aleksandr Kerensky into exile, becoming the seeds of what would become battle armor.

ComStar retained a few Mk. XXIs, which were uncovered when Jerome Blake took control of Terra. Attempts to duplicate the design produced the inferior Tornado PA(L). More recently, the Grey Death Legion recovered several suits on Karbala, but these were turned over to the NAIS for study, their secrets providing Davion engineers data that helped create the Infiltrator Mk. II suit. However, it was not until 3065 that the Word of Blake finally overcame the technical challenges of duplicating the Nighthawk. ComStar quickly followed suit, establishing a modest manufacturing plant on Tukayyid. Until the manufacturing facility was destroyed in 3067, ComStar shared the output with the SLDF, who deployed the Mk. XXIs with several Fury Teams. Since the collapse of the Second Star League, the Word of Blake has been using the Nighthawk to build up the infantry component of their Protectorate Militia, preserving the bulk of their more advanced battle armor designs for frontline operations. Handicapped by the loss of Tukayyid and the casualties suffered during the disastrous Case White operation, ComStar has restarted manufacturing the Nighthawk only recently on Arc-Royal. With priority going to outfitting personnel engaged in covert operations, deployment with regular infantry has been spotty at best.

Concerned with the belligerence of neighboring Periphery states, the Niops Association dug into their First Star League records and started production of both the Nighthawk Mk. XXI and the combat-oriented Nighthawk Mk. XXII. In 3071 the Marian Hegemony's VI Legio Ripariensis attempted to raid Niops V, but they were totally unprepared for their first encounter with power-armored infantry. When Legatus Onufry Sopaczak's *Starslayer* went down under a swarm of Nighthawks, the invaders broke and ran.

Small numbers of Nighthawks captured from the Word of Blake have started to surface on the arms market. While the House militaries continue to prefer their home-grown battle armor designs, a number of mercenaries, private security forces, and even militia have snapped up all they can get.

Unlike the Mk. XXI, the Nighthawk Mk. XXII sacrifices the ECM system to carry an integral weapons system. Perched on the left shoulder, an auto-loading grenade launcher allows this variant to engage light armor and even smaller BattleMechs.

Notable Troopers

Captain John Smith: Smith's murky past may lie within the Federated Suns' Intelligence community, but the Captain is extremely evasive when anyone inquires too closely about his life before becoming a mercenary. While serving with the Killer Bees he built up a small but talented reconnaissance and special operations team that executed the successful boarding and capture of a Combine JumpShip during the War of '39. Working first with ComStar's Explorer Corps and then the Star League Intelligence Command's Special Circumstances division, Smith and his men gained access to Nighthawks. Ideal for their modus operandi, the power armor proved itself invaluable in operations against the Word of Blake on Tukayyid.

Following the Killer Bees' merger with the Twenty-first Centauri Lancers, Smith has been given command of the Lancers' conventional reconnaissance assets and is assisting in the training of Captain Furst's infantry to use the Nighthawk Mk XXII.

NIGHTHAWK MK. XXI PA(L)

Type: Nighthawk Mk. XXI

Manufacturer: Arc-Royal 'Mech Works, Krupp Armament Works,
Niops Project Workshop III

Primary Factory: Arc-Royal (ComStar), Terra (Word of Blake),
Niops V (Niops Association)

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Power Armor (Light)

Maximum Weight: 400 kg

Battle Value:

11 (Mk. XXI)

11* (Mk. XXII)

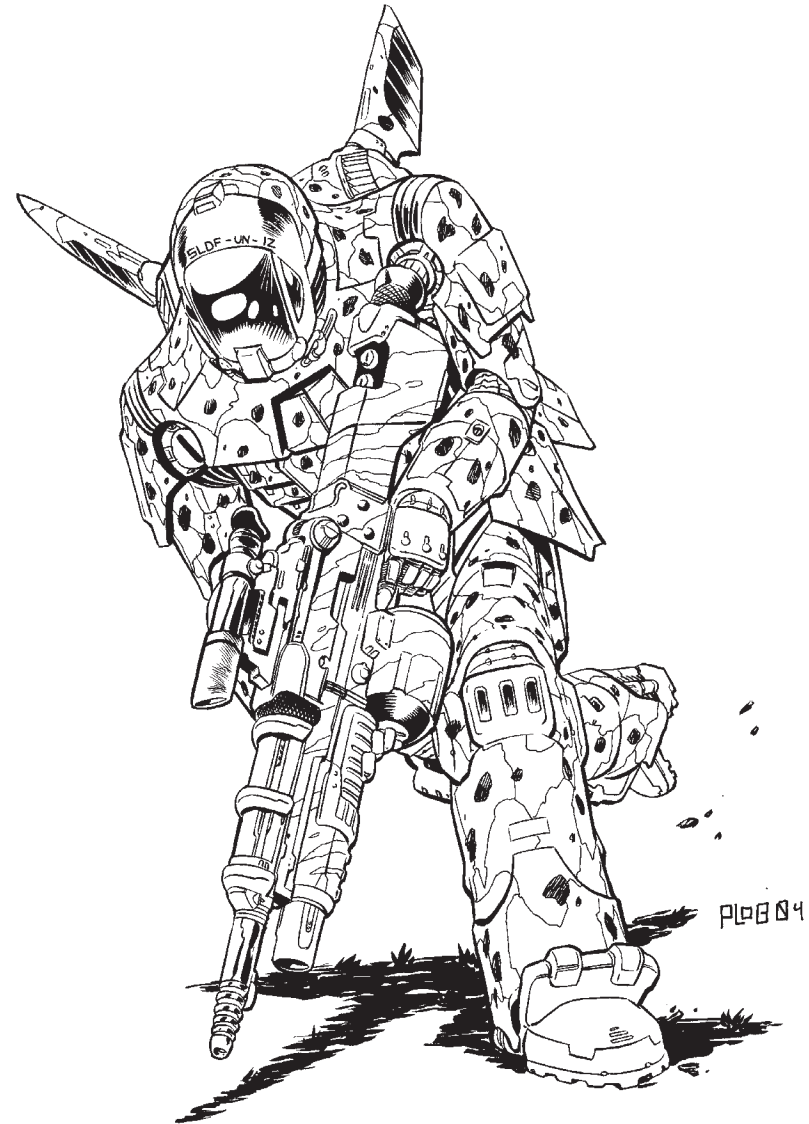
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: Typically armed with a Mauser 960 Assault System.

Equipment	Slots	Mass
Chassis:		80 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	75 kg
Manipulators:		
Left Arm:	Armored Glove	0 kg
Right Arm:	Armored Glove	0 kg
Armor:	Standard Stealth	4
Armor Value: 2 + 1 (Trooper)		

Weapons and Equipment	Slots Location	(Capacity)	Mass
<i>Mk. XXI</i>			
ECM Suite	Body	1	100 kg
Extended Life Support	Body	1	25 kg
<i>Mk. XXII</i>			
Extended Life Support	Body	1	25 kg
Grenade Launcher	LA	1	100 kg

* Without any AP Weapon.



TORNADO PA(L)



Based on the Nighthawk, the P12 was one of a series of PA(L) suits developed in the late 29th century by ComStar. This expensive suit was intended for special-forces operations and initially deployed exclusively with ROM. Since evidence indicates that ComStar's "P" project was intended to enhance its military advantage, we suspect the existence of PA(L) suits with enhanced combat functionality, but to our knowledge no such suits have been fielded.

After the Schism, the Word modified the software of its P12 suits to prevent infiltration by ComStar. This work included software and user interface enhancements, including some meant to reduce the urge of some operators to remove the helmet by enhancing the sound processing and adding situational awareness aids. Otherwise identical to the P12, the Word identifies suits modified in this manner as the G12 Tornado. While ComStar has made similar adjustments after capturing a few intact G12 suits, they continue to designate their suit as the P12 "Hurricane" series.

Each G12 suit must be custom-fitted to its wearer, which makes them almost unusable by any except the designated wearer without major adjustment. The helmet's HUD system provides the wearer with information on the battlefield and the suit's status, though some troopers continue to wear the suit without its helmet, forsaking protection and electronic aids in favor of unimpeded hearing and vision. While a trooper wearing G12 armor can operate most conventional weapons while fully suited,

some choose to go without its armored gloves, increasing manual dexterity at the expense of protection.

The G12's functionality is enhanced by two connection ports at its waist, allowing external systems to draw power from the suit's military power pack. During brief engagements, some operators use modified energy weapons that draw power from the suit's pack rather than weapon-specific power packs; most do not compromise their suit's operational endurance or their weaponry's reload ability during extended deployments.

The Tornado's primary function is to drastically increase the protection and stealth of its wearer, and its armor systems along with its advanced camouflage system allow it to perform these tasks exceptionally well. Its nearly 400-kilogram mass is supported entirely by the suit itself, allowing operators to go on extended journeys to their target site without additional fatigue. It is also common for operators to overload the suit with mission equipment, effectively carrying the burden as they would if unaugmented.

ComStar employed its PA(L) suits numerous times in the 30th and 31st centuries, including several missions against the Combine, but the best-known use of the Tornado occurred when the Word of Blake seized Terra in 3058. Blakist special forces captured the majority of the Terran SDS in advance of the main landings, saving the invasion force from grievous damage.

The past years have seen a considerable increase in PA(L) manufacture, despite the increased use of heavier battle armor. Because the Nighthawk has largely supplanted the Tornado as WoB ROM's spec-op suit of choice, the majority of G12 suits are now assigned to Word of Blake marines and security troops, and sold to FWLM units. In most instances, the new operators of the G12 rarely benefit from the suit's stealth capabilities, but they are happy to take advantage of the suit's electronics and defensive properties.

With this adjustment in operational use, the Word has redesigned the Tornado and now also produces a G13 on

Terra. The G13 model does not include the camouflage system, instead offering a modular weapon mount capable of deploying any appropriately adapted support-class weapon available to its operators. The G13 may have been adapted from an earlier P-series prototype, but analysis of an acquired specimen indicates it is based on the Achileus.

After several requests to produce a Tornado suit with armored mission equipment space to support squads of G12s, G13s, or regular infantry, the Word has begun producing the G14 at Terra.

More recently we have begun to suspect a third manufacturing site of the G12/G13/G14 suits. Sporadic reports from the last two decades suggest a flow of required parts and materials to locations other than the two known factories. While it remains very speculative, the margin of error in this analysis continues to decrease. The prospect of a mobile PA(L) factory certainly offers considerable strategic flexibility to the Word and would help explain the extent to which PA(L)s have found their way into the hands of isolated but Word-sympathetic entities. If such a factory vessel exists, it is most likely a modified large merchant vessel.

Notable Troopers

Adept XII Michael Lahiri: After insurgents against the Word of Blake regime freed Fritz Donner on New Home, the planet slipped into open revolt. When the local Protectorate Militia found itself unable to deal with the well-supplied rebels, the Word sent a special detachment of ROM to the planet to help pacify it. They succeeded in January 3072. Adept Lahiri is credited for the majority of the effort, having killed every man and woman who publicly announced themselves as a leader of the resistance. He was also critical in the effort to destroy rebel P12 suits, and the Word now claims that it has destroyed all of them.

TORNADO PA(L)

Type: Tornado PA(L)

Manufacturer: Krupp Armament Works, Free Worlds Defense Industries

Primary Factory: Terra (Word of Blake), Gibson (FWL)

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: PA(L)

Maximum Weight: 400 kg

Battle Value:

9 (G12/P12)

14 (G13)

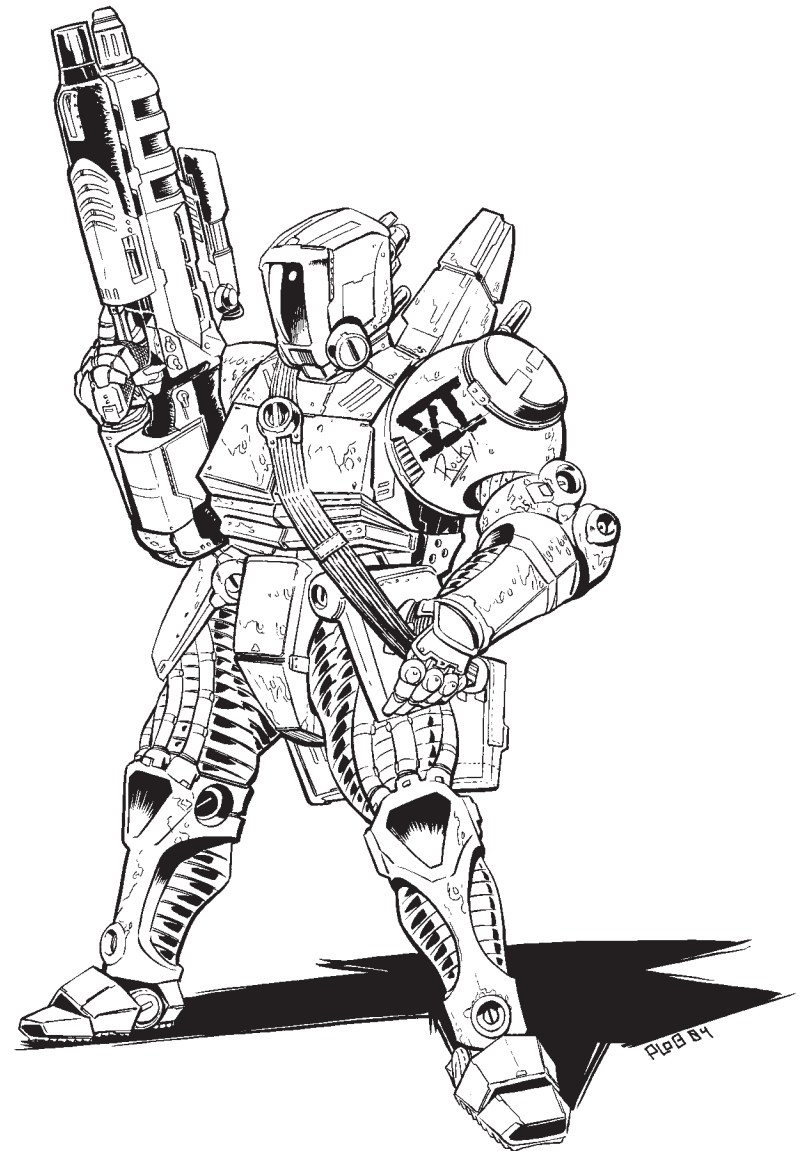
8 (G14)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: Tornados lack integral weapons but may use standard infantry weapons.

Equipment	Slots	Mass
Chassis:		80 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	0	0 kg
Manipulators:		
Left Arm:	Armored Glove	0 kg
Right Arm:	Armored Glove	0 kg
Armor:	Basic Stealth	3
Armor Value: 2 + 1 (Trooper)		

Weapons and Equipment	Slots Location	(Capacity)	Mass
<i>G12/P12</i>			
Camo System	Body	2	200 kg
<i>G13</i>			
Modular Weapon Mount	RA	1(1)	10 kg
Flamer	—	1	150 kg
Machine Gun	—	1	100 kg
Small Laser	—	1	200 kg
Grenade Launcher	—	1	100 kg
David Light Gauss Rifle	—	1	100 kg
<i>G14</i>			
Mission Equipment	Body	1	210 kg



DJINN BATTLE ARMOR



To accompany the Celestial OmniMech series, the Word of Blake debuted a series of six distinct battle armor classes equally tailored to its elite ranks. Dubbed the “Demon” series, these suits are another apparent brainchild of Doctor Devon Cortland (aka Precentor Vapula) and come in a broad range of sizes and configurations. First seen in action in 3070, though it would be another year before significant numbers of these suits engaged in a major action, the Demons have seen extensive use in various engagements, particularly in the more troubled worlds of the Blake Protectorate, Word-occupied Galatea, and on Gibson, where they have become synonymous with Manei Domini oppression.

Like the Celestials, the Demons use a unifying nomenclature that distinguishes them from other battlesuits and reinforces their conceptual origins as a cohesive force, with each suit in the series intended to complement its sibling designs. In this case, however, the names invoke the antithesis of the Celestials’ angelic titles, a fitting concept considering the relationship between ‘Mechs and battle armor. Of these, the Djinn—lightest of the series—was the first to be identified and extensively documented by various intelligence networks.

Named for often-evil creatures of Islamic lore, the Djinn are clearly engineered for the Manei Domini. With cybernetic enhancements available to lessen their need for larger physiques, Manei Domini of smaller frames can pilot battlesuits as ably as the more robust soldiers of other armies. The Djinn takes advantage of this to sport a sleeker

form, designed as much to inspire fear as to provide function. The armor’s alien, dog-like legs and its dramatic adaptation of the partial wing system particularly demonstrate this effect while borrowing elements seen in other battle-suit designs.

The standard Djinn carries a light weapon load that consists of a machine gun and a light TAG system that enables its warrior to spot for friendly artillery while sweeping built-up areas clear of enemy infantry. Within a year of the Djinn’s first appearance, however, scattered reports of a new variant trickled in when observers began noting Djinn squads paired with troops wearing mimetic Purifier armor. These Djinn, it was said, could blend into their surroundings in the same fashion as their Purifier comrades, but because these “mimetic” Djinn appeared completely identical to the original versions, many of these reports were dismissed as “battlefield confusion.” Only later analysis confirmed that the Word had indeed created a new Djinn variant.

Once confirmed, the so-called Stealth Djinn was initially presumed to be superior to the standard Djinn in every way, but this myth was ultimately debunked after careful study revealed its lack of mobility over the standard model. Furthermore, the Stealth Djinn’s partial wing structure (undoubtedly retained to confuse observers) actually cannot achieve the glide distance of its sister design since it lacks the required flight controls and avionics. The weight savings from this alteration, coupled with the removal of the standard Djinn’s machine gun and TAG, allowed the suit to mount a David light Gauss rifle for greater reach, as well as a sophisticated electronic camouflage system that roughly duplicates the capabilities of the Purifier’s mimetic armor. The Stealth Djinn also gains a twenty percent upgrade in armor strength, making it harder to put down as it stalks its prey.

Although it was the first of its line to appear in the Word of Blake’s ranks, the Djinn (like all of the Demon series) has yet to appear outside of the arsenals of the Manei Domini Shadow Divisions. Whether this is due to a rumored rift between the Precentor Martial Cameron St. Jamais and Manei Domini Precentor Apollyon or whether it is simply a consequence of the Demons’ tailored engineering to Domini cybernetics is open to considerable debate.

Notable Troopers

Ghost Adept Omega Berit Smitty: A battle armor squad commander with the Forty-seventh Shadow Division, Adept Smitty was identified only through intercepted communications transcripts provided by the few survivors of the Galatean resistance who managed to get messages off-world. Tall, sleek, and graceful, with the fair skin and golden blonde hair that speak of Scandinavian or Germanic heritage, Smitty might have passed herself off as a world-class gymnast or dancer were it not for the jagged scars and the metallic implants that have transformed her face into a mask of gleaming metal and glowing optics.

Smitty’s Manei Domini implants have made her into a dedicated tracker, a task she takes to with unrelenting fervor. She has been personally linked to the deaths of over six hundred mercenary warriors and support personnel during the Forty-seventh’s year-long occupation, many claimed by her squad of Stealth Djinn battlesuits in brutal ambushes that often catch their hapless prey outside of their combat machines. A hallmark of these ambushes is the utterly dispassionate manner in which Smitty herself often makes her kills, often without so much as the heartfelt recitation of Blake’s Will for which so many Domini are known. For this reason, many of the denizens of Galatea have nicknamed her the “Bionic Witch of Galaport.”

Both the MRBC and the Allied Mercenary Command have placed a bounty on Smitty’s cybernetics-enhanced head, with a reward of 100,000 C-bills for the one who takes out the “Witch.” Though many bounty hunters have answered the call, none have yet succeeded in even injuring this Manei Domini trooper—and few have survived an encounter against her.

DJINN BATTLE ARMOR

Type: Djinn (Demon)

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

26 (Standard)

35 (Stealth)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None

Equipment

Chassis:

Motive System (Standard):

Ground MP: 1

Jumping MP: 3 (4: Standard only)

Manipulators:

Left Arm: Battle Claw 15 kg

Right Arm: Battle Claw 15 kg

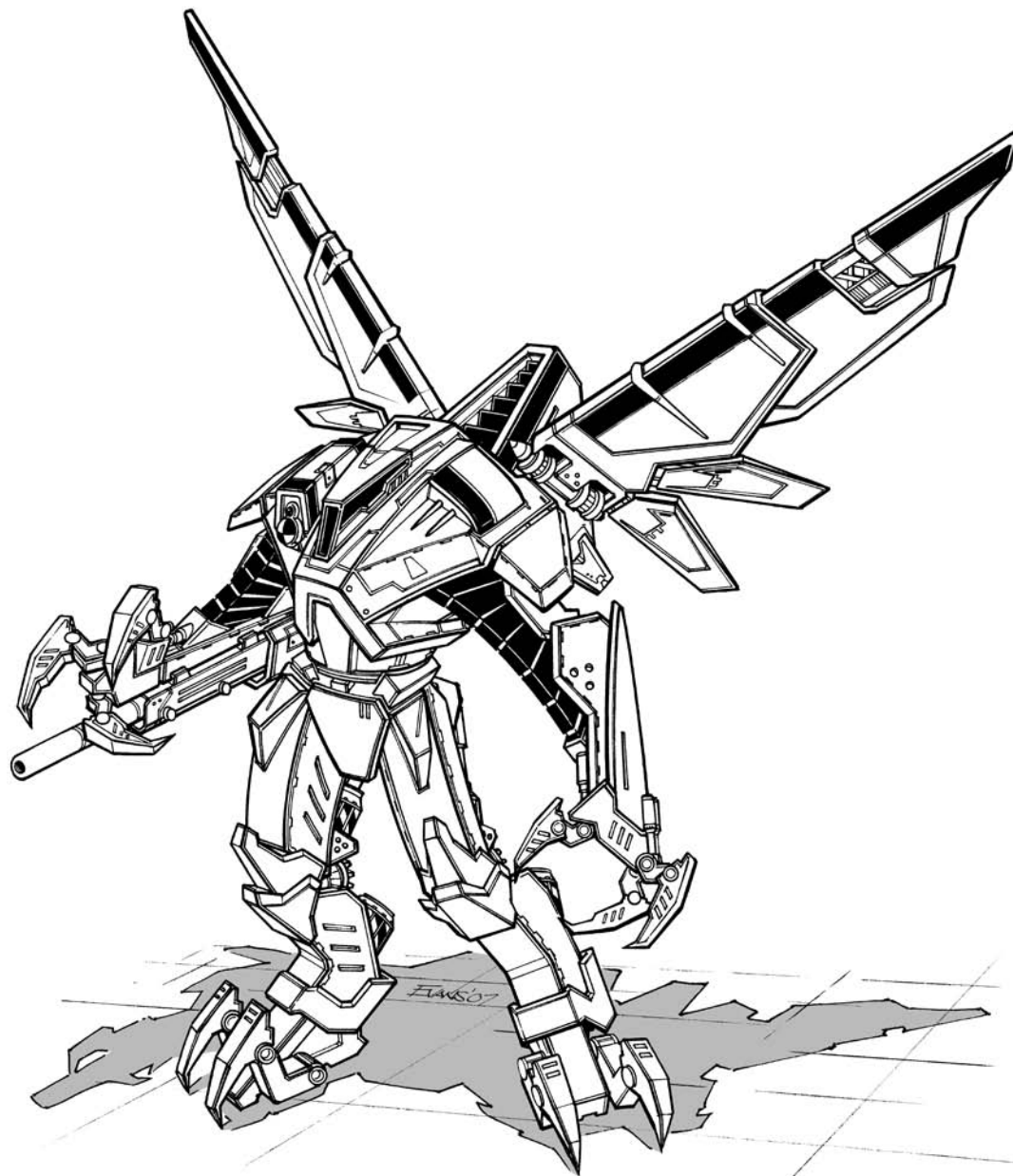
Armor (Standard): Advanced 5 200 kg

Armor Value: 5 + 1 (Trooper)

Armor (Stealth): Advanced 5 240 kg

Armor Value: 6 + 1 (Trooper)

	Slots		Mass
Weapons and Equipment	Location	(Capacity)	
<i>Standard</i>			
Partial Wing	Body	1	200 kg
Machine Gun	RA	1	100 kg
Light TAG	Body	1	35 kg
<i>Stealth</i>			
David Light Gauss	RA	1	100 kg
Camo System	Body	2	200 kg



KOBOLD BATTLE ARMOR



The origins of the Kobold can be traced back to 3062, when the infantry of the Free Rasalhague Republic's Second Kavalleri were trying to acquire Kage battle armor. With tensions rising on all fronts, however, the Draconis Combine was unwilling to fulfill the Republic's request. Undeterred, Överste Jack Koslow continued to lobby his commanders until given approval to approach the SLDF and ComStar with a proposal to create a new battle armor design. The Republic would supply raw materials while ComStar and the SLDF would supply the technological know-how for a development project that would be funded equally by all three.

Research and development was started on Grumium while construction of a prototype manufacturing line was rushed to completion. Originally aiming to copy the Kage's capabilities, the development team was soon proposing changes to make the suit more effective as a frontline combat unit while retaining the reconnaissance capabilities of the Combine design. The prototype entered testing on schedule in 3065 with the Republic's Second Kavalleri and Com Guards 116th Division, but the SLDF was forced to pull out of the project because ongoing conflicts amongst League member states had cut into its funding. Early teething problems with the suit's stealth systems under conditions of high humidity were quickly eliminated, and Grumium Creations started full-scale production in 3069.

Building on the Second Kavalleri's experience, the KungsArmé used the Kobold as the basis of new battle armor battalions attached to the Third Drakøns, Second Freemen, Third Hussars, and the Second and Fourth

Kavalleri. The First Tyr was reinforced with a battle armor regiment, but with their emphasis on combat this formation received proportionately fewer Kobolds in relation to heavier suits. In battle with the Word of Blake, the Kobold has performed well, holding its own against the Blakist Purifiers and Phalanxes. Improving ties with Clan Ghost Bear have provided the Republic with limited access to Clan battle armor technology. The conservative Bears, on the other hand, remain deeply suspicious of incorporating stealth technology into their armored infantry, and they have shown no interest whatsoever in "inferior" Inner Sphere technology.

Unlike the KungsArmé, the Com Guards have not concentrated their Kobolds into large formations. Instead, individual Level I's of six troopers have been deployed in an ad-hoc manner throughout the six armies of Precentor Martial Davion's reorganized forces. The Com Guards no longer have access to new Kobolds from Grumium's production lines due to the deterioration of relations between Com Star and the Free Rasalhague Republic. Integrating well with the Guard's combined arms philosophy, Kobolds serve as scouts and spotters for other elements in a Level III. Elements of the First and Fourth armies deployed on Coventry, Hesperus II, and Galatea grouped several precious light OmniMechs with Kobold-equipped troopers into Level IIs.

Although sacrificing some of the Kage's mobility, the Kobold can carry heavier weaponry in the form of an integral anti-Mech weapon—normally a support laser or an auto grenade launcher—on a modular mount on the right arm. Each Kobold squad also carries a support weapon, usually a TAG unit with which they can operate closely with units armed with Arrow IV artillery and rare Marik-manufactured semi-guided LRMs. Standard practice is to have the squad leader carry the support weapon slung under the suit's left arm, leaving the hands free, while the other squad members carry an anti-personnel weapon on the same arm.

Slightly better armored than the Kage, the Kobold can withstand a direct hit from a medium laser. Its armor shares the same stealth capabilities of the Kurita design, and an important part of training troopers to use the suit is familiarization with the electronics.

Notable Troopers

Överste Jack Koslow: Commander of the Second Kavalleri's attached infantry regiments, for all intents and purposes Koslow is the father of the Kobold design. A veteran of Rasalhague's fight for freedom from the Draconis Combine, Koslow has adapted to the use of battle armor far better than many of his contemporaries. Joking that "you *can* teach an old dog-soldier new tricks", the Överste passed the necessary medical and physical exams and went through battle armor training beside his men despite being over sixty years old.

Following his creation every step of the way, Koslow is intimately familiar with the Kobold's capabilities and limitations. Currently his greatest challenge lies in persuading the Republic's new allies that stealthy battle armor has a place on the battlefield. As the hidebound Ghost Bears are just as stubborn as Koslow, his task will take some time.

Demi-Precentor Anette Dawn: Drawn to service with the Com Guards after their heroic stand against the Clans on Tukayyid, Dawn's faith in ComStar was shaken severely by the unmasking of Primus Sharilar Mori as a Draconis Combine agent. Nevertheless, she chose to remain in ComStar, and her aptitude for command and loyalty (taken with the Com Guards' mass desertions and heavy casualties) have ensured her rapid advancement to command of a mixed Level III in the Fifty-Sixth Division.

In late 3075 Dawn's command was given the task of securing Galatean City when the Fourth Army moved to clear out the Blakists on Galatea. Supporting her conventional infantry with battle armor, her troops advanced street by street, methodically eliminating pro-Blakist mercenaries and scattered cells of Manei Domini shock troops. The stealth armor tactics that the Word of Blake had pioneered were used to perfection against their creators by Demi-Precentor Dawn.

KOBOLD BATTLE ARMOR

Type: Kobold

Manufacturer: Grumium Creations

Primary Factory: Grumium

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

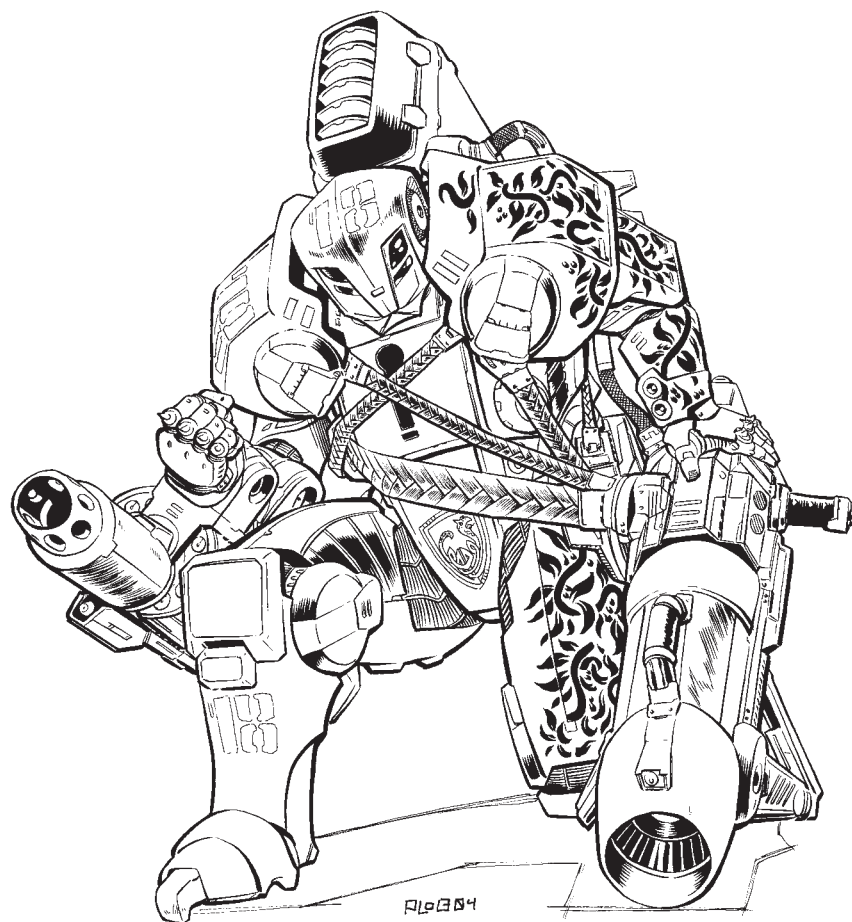
Battle Value: 34

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: Support weapon carried by squad member 1. Other squad members carry an AP weapon.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	75 kg
Manipulators:		
Left Arm:	Armored Glove	0 kg
Right Arm:	Armored Glove	0 kg
Armor:	Basic Stealth	3
Armor Value: 5 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1(1)	10kg
Small Laser	—	1	200kg
Micro Grenade Launcher	—	1	75kg
Support Weapon Mount	LA	1(1)	0kg
Light TAG	—	1	18kg
Flamer	—	1	75kg
Small Pulse Laser	—	1	200kg



ASURA MEDIUM BATTLE ARMOR



While the Word of Blake's Celestial-series OmniMechs were well documented by 3072, their companion Demon battle armor series remained a lesser-known quantity. Doctor Cortland's six Manei Domini-centric designs represented an aggressive new program that set the Word's elite forces head and shoulders above their regular militia comrades. Created both to fulfill a specific mission role while also imposing an element of psychological warfare, each suit did its best to live up to its infernal label.

The Asura—named for demons of Hindu lore—is one of the two medium-weight designs in this battle armor series, and the one most clearly intended to act as an all-aspect combatant. Although it is under-armored compared to the Clan Elemental, the Asura has the same overland mobility and jump capability. Its standard armament boasts a greater reach against armored targets, with a four-tube detachable rocket launcher and a medium recoilless rifle providing roughly the same potential damage as the basic Elemental suit but at a noticeably greater range. When used in full squads of six elite Manei Domini shock troops, this extended range gives the Asura a significant edge over the Elemental "gold standard," providing the ability to deliver the same amount of damage with a powerful first strike.

Like the Djinn, the Asura does not make use of modular components, but it has been witnessed in two additional variants that visually differ as little as possible. In addition to the standard "main battle" model, a stealthier

version has appeared that excels in anti-infantry operations. This model trades the detachable rocket rack and recoilless rifle for an electronic camouflage system, a machine gun, and a Firedrake incendiary needler (likely "liberated" from Lyran stores and duplicated by Blakist factories on Gibson). Although this weapons load sacrifices the reach and armor-penetrating power of the standard Asura, these suits are harder to track in combat and murderous against soft targets such as conventional infantry—or the often ill-equipped rebels battling Blakist occupation forces.

The second Asura variant known to exist in significant numbers is the SRM model. Likely intended for ambush tactics at close range, this version replaces the standard Asura's weaponry with a single-shot six-tube SRM launcher and a heavy machine gun for a much more powerful strike at a reduced range. While ideal against vehicles and light 'Mechs where a single squad can conceivably deliver a quick kill, this variant lacks the stealth capabilities of the anti-infantry model and thus may encounter mixed success if confronted by a more technologically sophisticated foe before the trooper can strike.

As with the other Demon-series battlesuits, the Asura has not seen significant deployment beyond the ranks of the Manei Domini. However, rumors from local resistance sources have placed a few samples among the regular Blakist Militia troops guarding Terra. While these reports remain unconfirmed, further analysis suggests that the non-Domini Asuras may represent a first run of this battle armor that was reportedly prone to minor glitches and discarded.

Notable Troopers

Banshee (Demi-)Precentor Tau Jaegar van Ribkis: Wounded during a Chaos March raid back in 3068, van Ribkis—then a Tornado squad commander with the as-yet unknown Forty-fourth Shadow Division—was further augmented as an infantry warfare specialist. Van Ribkis is a veritable Frankenstein's monster of metal parts, synthetic flesh, and scar tissue, and intelligence on this troop commander suggests that his implants include dermal plating, MASC-

enhanced leg prosthetics, and a toxin effuser that allows him to literally spit venom. These features have made van Ribkis a fearsome enemy in any encounter—whether he is in his armor or not. Just prior to the Third Battle of New Avalon, van Ribkis was reassigned to one of the first Asura battlesuits to be shipped beyond Terra, and he used it to good effect in the fighting that pitted Avitue's Avenging Angels against the remaining Davion forces under Jackson Davion's command. Reliable reports credit van Ribkis with three Davion BattleMech kills in as many hours, including a 60-ton Davion Guards *Argus*.

Poltergeist Adept Omega Lila Anaru: A trooper with the Forty-first Shadow Division (Uriel's Blinding Fire), Lila Anaru took part in numerous counter-insurgency operations on Canopus during the Division's brief stay there in 3071, excelling at the same incendiary tactics that gave her unit its name. Although that first operation saw Anaru in command of a standard Purifier battlesuit, by the end of 3072 this deadly warrior had upgraded to an anti-infantry Asura, which she used to flush out and slaughter scores of Canopian troops and local resistance forces.

When Ebon Magistrate forces finally tracked the Forty-first back to Aspropirgos in June of 3073, Anaru led a brilliant but desperate infantry strike against the Canopian field commander's BattleMech. Despite suffering mortal wounds from experimental "catalytic munitions" employed by the Canopians' Capellan allies, Anaru managed to reach and ascend the enemy 'Mech even though her battlesuit was breached and the myomers in her implants continued to self-combust. In a final act of defiance, Anaru triggered her own self-destruct implants while clinging to the canopy of the Ebon commander's cockpit and critically wounded the enemy commander.

ASURA MEDIUM BATTLE ARMOR

Type: Asura (Demon)

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Technology Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

30 (Standard)

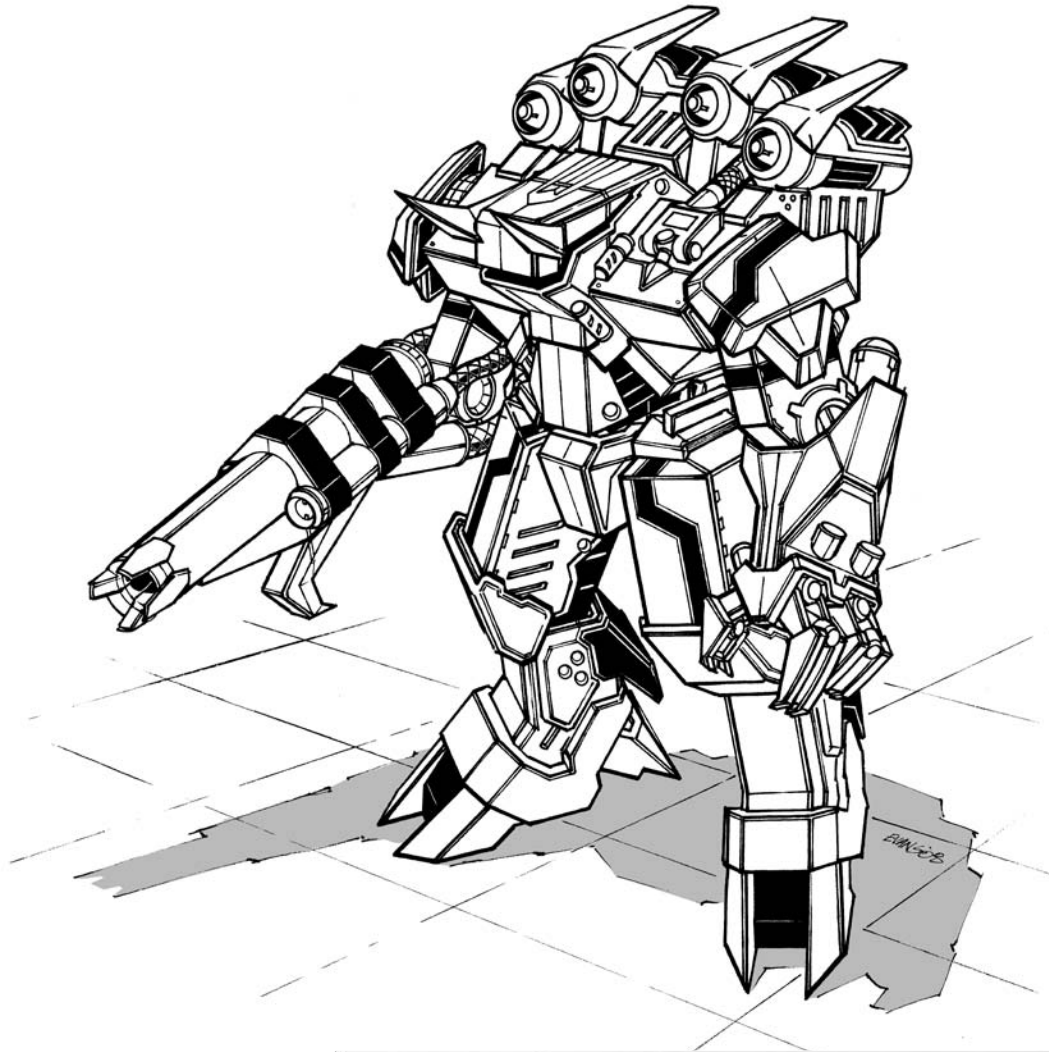
39 (Anti-Infantry)

43 (SRM)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Equipment	Slots	Mass
Chassis:		175 kg
Motive System (All):		
Ground MP:	1	0 kg
Jumping MP:	3	150 kg
Manipulators (<i>Standard/SRM</i>):		
Left Arm:	Battle Claw	15 kg
Right Arm:	None	0 kg
Manipulators (<i>Anti-Infantry</i>):		
Left Arm:	Battle Claw	15 kg
Right Arm:	Battle Claw	15 kg
Armor (All):	Advanced	5
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Medium Recoilless Rifle	RA	2	250 kg
Rocket Launcher 4 (OS)			
Detachable Missile Pack	Body	1	110 kg
<i>Anti-Infantry</i>			
Machine Gun	RA	1	100 kg
Firedrake Support Needler	LA	1	50 kg
Camo System	Body	2	200 kg
<i>SRM</i>			
Heavy Machine Gun	RA	1	150 kg
SRM 6 (OS)			
Detachable Missile Pack	Body	4	210 kg



ROTTWEILER BATTLE ARMOR



On initial inception, quad battle armor was received with skepticism among the commanders of the LAAF. While useful when a fast punch is necessary, it still failed to impress with its average speed and firepower. Lyran engineers took this as a challenge and saw the promise that quad battle armor could bring with superior mobility. They directed their efforts to create a suit that would outpace any other battle armor in production by any House and be so low to the ground that it would be nearly impossible to hit. Pushing engineering limits and LAAF patience, the engineers developed the Rottweiler quad battlesuit.

Topping speeds of 54 kph, the Rottweiler can close quickly to its target zone and withstand most attempts to destroy it. Its survivability is due to a thicker hide of advanced sensor-baffling armor that exceeds the parameters of the Fenrir despite only weighing half as much. By leaving off the vulnerable turret assemblage, the Rottweiler uses a simple dorsal mount for its weapons array. The usual load-out consists of a standard support laser and a Firedrake needler anti-personnel weapon. With this arrangement, the pilot is able to lie inside the machine more comfortably and thus endure longer missions with less fatigue. Because the Rottweiler's design capabilities are geared towards a scouting and reconnaissance role, it also features an enhanced sensor suite.

The battlesuits came into their own as the Jihad swept over the Lyran Alliance. Used as forward scouts during the border war with the Free Worlds League, Rottweilers

performed admirably in the role, noting targets of interest and troop movements that often assisted artillery and unit commanders in pinpointing FWL defenses. It became common practice to drop off several squads of Rottweiler and Fenrir armor in key strategic zones ahead of the main assault force.

As the war progressed, so did the need for variants of the battlesuit. Critically short of standard Infiltrator Mk. II and having lost the Gray Death Battle Armor factory on Glengarry, the LAAF adapted the Rottweiler to close-quarters combat situations. The Firedrake needler was replaced with a machine gun and the support laser removed for a flamer. With the basic stealth armor still intact, the battlesuit became a deadly urban fighter against hardened infantry positions. Its quick speed allowed it to move swiftly through the mazes of city streets, affording it a fast response time to a battle's ebb and flow.

To augment their defensive scout forces, some Rottweilers underwent an intensive upgrade that saw the enhanced sensor package replaced with a remote sensor dispenser and both top-mounted weapons removed for a long-range King David light Gauss rifle. The additional range afforded by the Lyran clone of the King David gave entrenched suits a longer defensive reach to hold off attackers for critical seconds before withdrawing. The remote sensors would enhance the perimeter grids and help guide reinforcements or even artillery fire, if preplanned.

This newer defensive variant became critically important during the liberation of Donegal in 3071. After establishing several beachhead sectors, General Adam Steiner had several mixed Rottweiler squads deployed on both flanks to guard against any Blakist counterattacks. Early in the morning two days after landing, two separate squads of Rottweilers managed to hold off a probing attack by a Blakist Shadow Division, taking down at least one *Nexus* and a *Firefly* that had tripped the early warning sensors placed the night before. Using triangulation telemetry from the sensors, the Rottweilers were able to pinpoint the location of the intruders and managed to lay a fast ambush for the approaching Word 'Mechs. Hitting from a distance, both squads kept the

two 'Mechs back as they bounded from one entrenched position to another. While they took over fifty percent losses, the two squads were successful in their actions as a lance of Regulars arrived in time to push back the rest of the Blakist scouts. The flank remained secure, and the force moved on to capture the main spaceport.

Notable Troopers

Sergeant Brian "Top" Hustcarle: Commander of Fifth Company, Third Donegal Infantry Brigade, Sergeant Hustcarle led the successful defense of the Lyran flank on Donegal during the initial landings. A Loyalist during the Civil War, the sergeant occasionally feels the need to defend his devotion to the Lyran state with his fists.

The Dark Dragos: A small, independent security force employed by Coventry Metal Works, the Dark Dragos had to go underground when the Word of Blake captured the facility and occupied Coventry. Operating as a guerilla force in and around the main facility complex, the unit maintained a constant watch on the occupying Blakist force, supplying the LAAF with much needed intelligence. The Dragos used their small squads of Fenrir and Rottweilers to some effect, setting off ambushes and laying sensors to gather data, which became extremely useful when the Lyrans arrived to liberate the facility.

Martius Jaguar: A former Smoke Jaguar Elemental who had defiled himself by coming to Solaris VII to fight, Martius found a tolerable existence with the Iron Men, a relatively new stable located in New Brighton. Working his way up from a battered Nighthawk PA(L) to a three-legged Fenrir, Martius fought alongside Erik Gray's SHDL and helped the rebel force capture the International Zone in late 3070. Discovering a warehouse that had several "confiscated" battlesuits, Martius immediately took to the lone Rottweiler. Even as Solaris continues to recover from the devastation, he can be found winning matches in the Crankshaft and the Scrapyard in his "Lone Jaguar."

ROTTWEILER BATTLE ARMOR

Type: Rottweiler Battle Armor

Manufacturer: TharHes Industries

Primary Factory: Eutin

Tech Base: Inner Sphere

Chassis Type: Quad

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

40 (Standard)

40 (Close Combat)

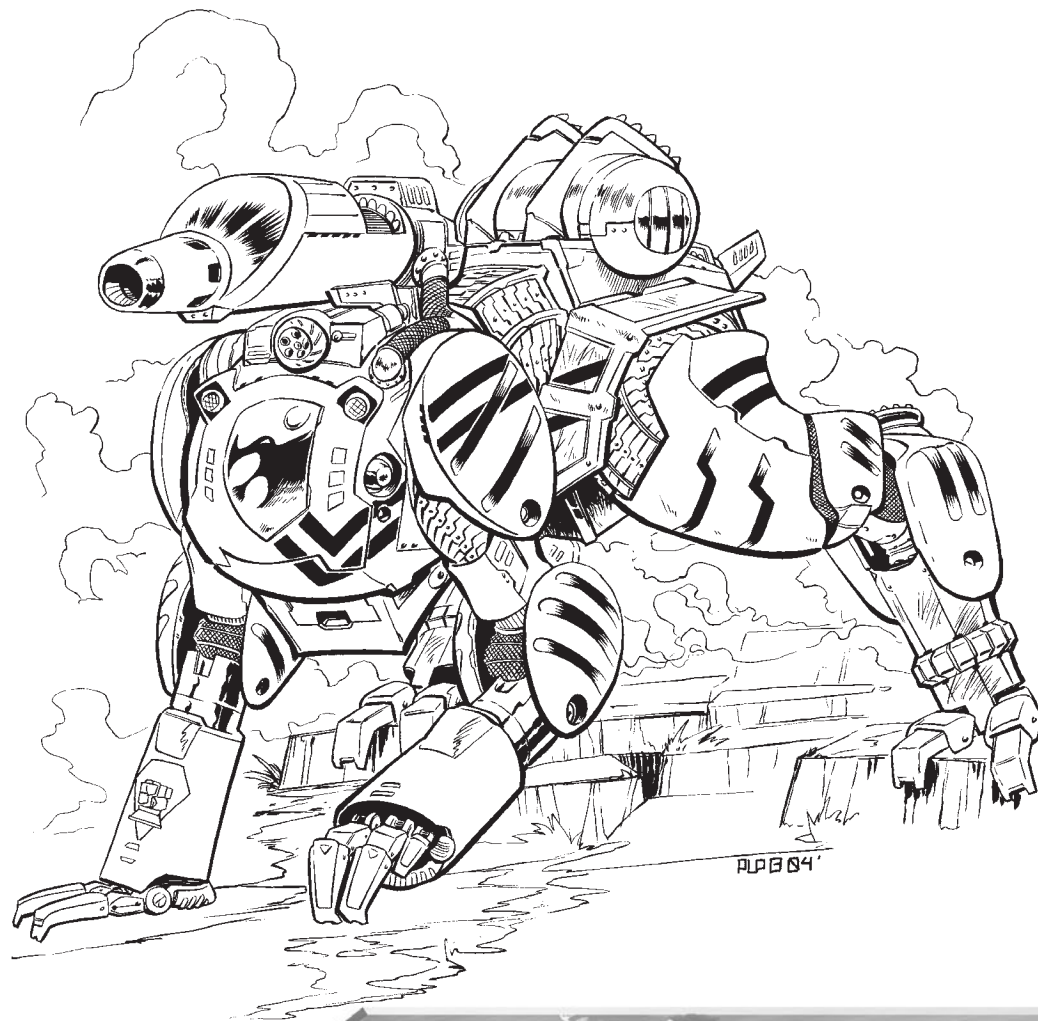
35 (Upgrade)

Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: None.

Equipment		Slots	Mass
Chassis:	Medium Class Quad		175 kg
Motive System:			
Ground MP:	5		120 kg
Jump MP:	0		0 kg
Manipulators:			
Left Arm:	None		0 kg
Right Arm:	None		0 kg
Armor:	Basic Stealth	3	385 kg
Armor Value: 7 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Small Laser	Body	1	200 kg
Improved Sensors	Body	1	65 kg
Mission Equipment	Body	1	5 kg
Firedrake Support Needler	Body	1	50 kg
<i>Close Combat Variant</i>			
Flamer	Body	1	150 kg
Improved Sensors	Body	1	65 kg
Mission Equipment	Body	1	5 kg
Machine Gun	Body	1	100 kg
<i>Upgrade</i>			
King David Light Gauss Rifle	Body	2	275 kg
Remote Sensor Dispenser	Body	1	40 kg
Mission Equipment	Body	1	5 kg



SE'IRIM MEDIUM BATTLE ARMOR



Demon-class battlesuits first appeared in 3070. Clearly intended to complement the Word's newly debuted Celestial OmniMechs, this six-suit series—also the brainchild of the Manei Domini's engineering precentor, Vapula—shares many of the same visual aesthetics as its larger relations. Unlike the Celestials, Demon suits are not fully modular, but many feature detachable weapon mounts and have been deployed concurrently in variable configuration. The Djinn and Asura, for instance, both entered service with a standard combat configuration and a stealth-capable anti-infantry version specifically intended to keep opponents guessing. This provides a range of capabilities that can prove particularly effective when combined with the flexibility of the Celestials and the cybernetic implants favored by the Manei Domini elite who represent the Demons' primary (if not exclusive) operators.

The second of two medium-weight battlesuits in the Demon series (the other being the Asura), the Se'irim is named for the satyr-like beings of ancient Hebrew lore. But where the Asura was built mainly to be an up-front fighter, the Se'irim is styled more for stealth, eschewing jump jets for fast overland mobility and equipped with sensor-defeating armor to deter enemy ranged attacks. Se'irim troopers thus tend to favor ambush tactics, hiding in local cover until their prey draws close enough to guarantee a solid first strike, followed by a devastating swarm attack. For standard Se'irim squads, this first strike may deliver up to thirty SRMs, backed by the explosive shells from a sextet of light recoilless weapons, for a volley powerful enough to

lay waste to most conventional infantry, pummel enemy battle armor, or even bring down a light 'Mech outright. With their prey stunned, these troops may then close to point-blank range, where their vibroclaws can tear into any survivors or enable them to scale enemy vehicles for a coup de grace.

As devastating as this standard configuration is, however, the Se'irim's anti-infantry variation has been characterized as an attempt to create the perfect platform for mass murder. This variant drops the missile rack in favor of two shoulder-mounted machine guns and trades in the recoilless rifle for a standard flamer with an extended fuel supply. Already so deadly that even a single trooper can wipe out a conventional platoon in seconds, this model's anti-personnel mount—slung under the right forearm—seems almost superfluous.

In mid-3073, however, an even more devious form of the Se'irim appeared, making use of the Word's newly developed detachable weapon pack (DWP) system. Used exclusively by designated Manei Domini "capture teams," this Se'irim variant has two battle claws rather than the vibro-enhanced single claw seen in earlier models and carries a light machine gun in each arm for anti-infantry work. Its main feature, however, is the DWP-mounted 'Mech taser it uses to disable or disrupt enemy vehicle and 'Mech units. A successful attack by these troopers can quickly net the Manei Domini not only some prime salvage, but also a POW whose ultimate fate at the hands of the Master's troops can only be imagined.

Although initial analysis speculated that the Word's Celestial and Demon series units were intended to eventually phase out their current equipment across all Blakist line forces, the Demon series battle armor has only appeared in significant numbers among the ranks of the hyper-elite Manei Domini, and the Se'irim is no exception. Whether this is because the Demons are specially made for Manei Domini troops—perhaps to interface with their cybernetics on levels most modern battle armor cannot—or whether this is further evidence of a rift between the Domini and the regular forces commanded by Cameron St. Jamais remains uncertain.

Notable Troopers

Zombie (Demi-)Precentor Tau Kona Jenkins: Although a junior officer in the Forty-fifth Shadow Division, Jenkins achieved notoriety throughout the Domini as a proponent of what she called a "Choir" formation. Roughly analogous to a Clan Nova, the Choir consists of two Level IIs—one of battle armor and one of 'Mechs—organized as a single unit. During the Word's conquest of Benjamin in 3072, Jenkins put her Choirs to good use, rapidly deploying her battle armor in advance of DCMS formations, then allowing her 'Mechs to fall back enough to place the enemy units in a killing zone between them. Using this tactic, Jenkins' Choir destroyed over a company of Draconis BattleMechs and vehicles, and captured several dozen warriors.

In recognition of her efforts, Jenkins received a promotion to a Level III command and was seemingly on the fast track to her ascension within the Manei Domini ranks when Clan Nova Cat suddenly pounced on Benjamin in late 3072. The innovator of the Choir formations never lived to see her tactic employed against real Clan forces, as the Nova Cat forces conducted a hot combat drop on her command post as the very first part of their assault.

The Demon Hounds: A special Level II of battle armor attached to the Forty-third Shadow Division, the Demon Hounds included at least one Level I of Se'irim battlesuits during the Forty-third's ill-fated attack on Arc-Royal in 3072. Thought destroyed during the attack, the Hounds actually went to ground on Arc-Royal, and its warriors spent the next two years conducting reconnaissance and espionage strikes aimed at weakening the planetary defenses from within. In their most daring attack, the Demon Hounds destroyed a Kell Hounds munitions storage compound outside of Old Connaught and caused significant damage to the Arc-Royal MechWorks facilities in New Hannover.

SE'IRIM MEDIUM BATTLE ARMOR

Type: Se'irim (Demon)

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

49 (Standard)

40 (Anti-Infantry)

49 (Capture Team)

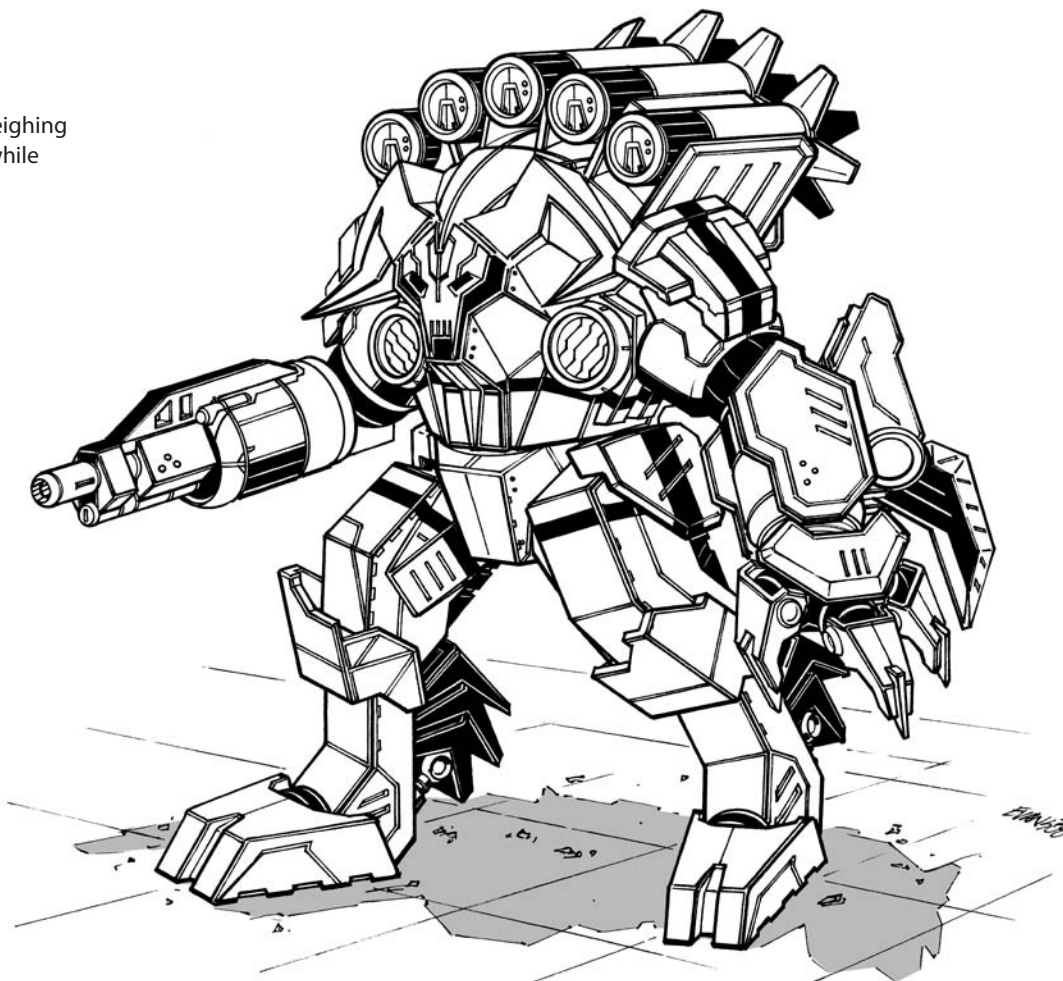
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: The Anti-Infantry Se'irim may mount a single AP weapon weighing up to 5 kg. Capture Team Se'irims may only move at 1 Ground MP while carrying the 'Mech taser.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System (All):		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators (<i>Standard/Anti-Infantry</i>):		
Left Arm:	Battle Vibro-Claw	50 kg
Right Arm:	None	0 kg
Manipulators (<i>Capture Team</i>):		
Left Arm:	Battle Claw	15 kg
Right Arm:	Battle Claw	15 kg
Armor (All):	Basic Stealth	3
Armor Value:	6 + 1 (Trooper)	330 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Light Recoilless Rifle	RA	2	175 kg
Detachable SRM-5 (OS)	Body	3	185 kg
Searchlight	Body	1	5 kg
<i>Anti-Infantry</i>			
Flamer	RA	2	155 kg
Anti-Personnel Weapon	LA	1	5 kg
Machine Gun	Body	1	100 kg
Machine Gun	Body	1	100 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Capture Team</i>			
Light Machine Gun	RA	1	75 kg
Light Machine Gun	LA	1	75 kg
'Mech Taser (Detachable Weapon Pack)	Body	1	225 kg
Searchlight	Body	1	5 kg



TRINITY MEDIUM BATTLE ARMOR



Trinity battle armor is not one suit of battle armor, but rather three armors built on a common frame. The actual development history of the armor is somewhat suspect, as the suit appeared with amazing speed at a very convenient time. Capellan second-line commanders and the Capellan's allies spoke up after the preferential treatment that elite and politically connected military units received when the Fa Shih armor debuted. That the commanders were willing to put their jobs—and possibly their lives—on the line by officially noting their displeasure spoke volumes of the need for more battle armor. With Canopian and Taurian promises to fund the R&D for the new battle armor, the CCAF spared no expense and the Trinity moved from initial development to standard production in less than 2 years.

During the prototype stage, the Capellans worked with designers from both realms to outfit designs that would fit the operational and cosmetic needs of their nations. The Capellan version, the Ying Long or “Shadow Dragon,” is a bit shorter and harkens back to the Chinese dragon, while the Taurian Asterion resembles the Taurian Minotaur totem. The Canopians made a direct political statement by naming their somewhat taller armor after Theseus, the legendary slayer of the Minotaur. Once all three designs were complete, the Capellans agreed to produce them until the two realms could produce their own models. After a few years filled with “communication errors” and “misplaced parts,” Taurus Territorial Industries and Foxx

Infantry Systems finally reverse-engineered the design, ending the two realms' purchases, much to the surprise of the Capellans who were then stuck with a few score of the foreign designs.

The Trinity is tougher and sleeker than its predecessor, able to take a full large-laser impact and survive, while it is capable of sustaining a 30 kph ground speed. They feature battle claws to swarm enemy machines and also a modular weapons mount on the back. The Capellans typically use a plasma rifle, while the first Periphery versions mounted a medium recoilless rifle. Since manufacturing moved to the Periphery as well, the Taurians began tinkering with a variant wielding a support PPC, while the Canopians have been known to trade down to a lighter recoilless rifle to add in a trio of rockets.

Another gap between the armor used by the Periphery powers and the Capellans has caused notice in not only those realms, but also all their neighbors as well. The Ying Long mounts the cutting-edge mimetic armor used on the Purifier. The Word of Blake stopped just short of official accusations of espionage while the Free Worlds League and Federated Suns wondered if there was collaboration between the Liaos and Blakists. Meanwhile, the Taurians and Canopians rose above the snubbing and produced their cheaper armor at greater rates.

While the armor performed well in minor conflicts and raids, it finally got a good test on the battlefield during Operation Sovereign Justice. The Trinity managed to outperform the Fa Shih, using better armor and longer combat range to overcome the lack of jump jets. Even the Davion Cavalier battle armor wasn't ready for the range that the Trinity had, and Trinity suits were able to defeat the Davion armor before it could reach combat ranges. If the Capellans and Canopian forces found a problem with the new battle armor, it was the inability of the Trinity to mount on non-OmniMechs.

Notable Troopers

Ensign Rodrigo Chavez: While being a man in the MAF can be a drawback at times, the physical demands of battle armor make society take a back seat to practicality. Leading a lance of battle armor for the Second Canopian Cuirassiers, Chavez has made Canopian infantry a force to be reckoned with. When he was first assigned, his superiors thought him too uneducated for the job and blamed his appointment on his wealthy mother or her influential husband. After destroying an entire Davion recon lance with his unit, however, he has earned their respect in spades.

Shia-ben-bing Ming Thompson: An average warrior in most aspects, Thompson became a minor hero after a nearby Swfitwind recorded her personal battle against a Federated Suns *Fireball*. Unable to hit Thompson with ranged fire, the Davion warrior foolishly moved in to try and step on her. In response, the *Shia-ben-bing* clamored up the light 'Mech and started tearing into the cockpit. The enemy MechWarrior panicked and ejected, and the resulting blast knocked Ming off the *Fireball*. The rough landing and burns kept her hospitalized for a month, but Thompson has since returned to Syn's Hussars with much fanfare from her fellow battle armor troopers.

Section Leader Bill “Bull” Williams: Commander of a squad of Asterions, Bull Williams was at the forefront of the fighting against the Federated Suns. His squad was the first to receive the upgraded Asterion with the support PPC, a surprise Davion forces weren't ready for. After cutting up a squad of Cavalier armor, Bull's squad was forced to retreat when a lance of BattleMechs was dispatched their way. Bull has touted that as a victory, happy to make the “Feddies waste resources on some Taurian good ol' boys,” as he is fond of saying.

TRINITY MEDIUM BATTLE ARMOR

Type: Trinity Medium Battle Armor

Manufacturer: Ceres Metals, Foxx Infantry Systems, Taurus Territorial Industries

Primary Factory: Capella (Liao), Royal Foxx (Magistracy of Canopus), Sterope (Taurian Concordat)

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

37 (Ying Long)

40 (Asterion/Theseus)

36 (PPC)

39 (Rocket Launcher)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Left Arm:	Battle Claw	15 kg
Right Arm:	Battle Claw	15 kg
<i>Ying Long</i>		
Armor:	Mimetic	400 kg
<i>Asterion/Theseus</i>		
Armor:	Standard	400 kg
Armor Value: 8 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Ying Long</i>			
Modular Weapon Mount	Body	1	10 kg
Man-Portable Plasma Rifle	Body	2	300 kg
<i>Asterion/Theseus</i>			
Modular Weapon Mount	Body	1	10 kg
Medium Recoilless Rifle	Body	2	250 kg
<i>Support PPC Variant</i>			
Modular Weapon Mount	Body	1	10 kg
Support PPC	Body	2	250 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Rocket Launcher Variant</i>			
Modular Weapon Mount	Body	1	10 kg
Light Recoilless Rifle	Body	2	175 kg
3 Rocket Launcher 1	Body	3	75 kg



VOID MEDIUM BATTLE ARMOR



After the Combine's early armor successes with the Kage, Raiden, and Kanazuchi battle armor suits, the DCMS oddly hedged on moving forward with their battle armor programs. Fueled in part by the lingering traditional dislike of non-Mech units as well as slight opposition to the Coordinator's continuing reforms, the Combine lagged farther behind the other Houses in creating mission-dedicated suits. Despite a flurry of adaptations and upgrades to the current production models, it wasn't enough to maintain parity with most of the other Houses, especially the Combine's constant rival, the Federated Suns.

With technology ramping up in order to build and maintain battle armor on a large scale—as demonstrated in Operation: Bulldog—the DCMS old guard acquiesced and assigned more resources and larger budgets to the development of new models. The decision was an intelligent one, as shown almost immediately during the Combine–Ghost Bear War and the heightened hostilities and skirmishes with Draconis March troops.

Despite the increase in resources and budgets, the DCMS battle armor program slipped promised dates consistently, with the first new design prototype being unveiled in 3067, five full years after the go-ahead was given.

Combine scientists decided to use the successful Kage armor as a base template rather than start from scratch. With an idea of their final design specs in mind, they continually modified the Kage armor to the point of being

unrecognizable. The suit was unusually tall for mid-weight battle armor; the reason became clear when a Nova Cat Elemental suited up during a demonstration. This demonstration of the Void's versatility with respect to operator sizes had a mixed reaction, as it also required explanations to askance observers that the newly christened Void was purely a Combine design that allowed for extreme changes in pilot size and did not include questionable technical support from the Nova Cats. The Elemental's superior skills allowed the team to showcase the extremes of the Void's capabilities. The Void's combat potential revealed, the DCMS High Command enthusiastically authorized production, and trade possibilities opened up with the Nova Cats soon after.

The Void was in full production by the time of the Black Dragon coup in December 3067. Most of the Otomo and First Genyosha were equipped with a mixture of Voids and Raiden suits, which performed well together in fire teams that roamed the smoke- and rubble-choked streets of Imperial City. Because Ishikawajima-Harima's main factory was located on the south polar continent of Luthien, it was well out of the way of most of the fighting that raged on the planet for nearly five years. CEO Jonas Tigiki declared his company's support to the loyalists early on in the fighting and supplied repair parts and new suits to the Genyosha and its allies as they became available. With a moderately successful blockade of the system by Word of Blake forces, Ishikawajima-Harima had a difficult time attempting smuggling operations; fortunately they had already begun building facilities on Loysville and Agematsu in 3066 in anticipation of the DCMS's acceptance of the Void.

Void suits are now a common sight among most DCMS elite commands; less so with regular DCMS line units and Clan Nova Cat garrison forces, while being nearly non-existent outside of the Combine. ISF and O5P operatives still prefer the Kage armor.

Most Void troopers retain the support particle cannon, which gives them range and versatility along with decent

firepower. Nova Cat second-line troopers who utilize the Void find the shoulder-mounted support PPC too bulky and usually have it removed in favor of a left-arm mounted MagShot Gauss rifle, which the Nova Cats have apparently been able to copy or acquire from the Federated Suns since the Void's introduction. This version gives the Clan infantry tremendous range and hitting power; the heavy vibro battle claw in the right hand makes them vicious in close-quarters combat.

Draconis Combine Admiralty Void troopers also eschew the bulky PPC mount and utilize a small laser mounted on the left forearm over a heavy battle claw. The increase in flexibility for the tighter confines of shipboard combat makes the downgrade to the smaller weapon palatable; most DCA marines back it up with a right-hand assault rifle that utilizes accelerated energy transfer rounds in order to minimize damage to critical systems.

Notable Troopers

Star Captain Harris West: One of the most vocal of the Nova Cat Delta Galaxy's infantry members, West is in the minority of voices that do not like the adamant direction the Khans are taking the Clan. He insists that chasing after an unproven Inner Sphere leader such as Devlin Stone will only lead to the death of the Clan in the future.

Major Byron Montague: Rumored to be a twin to one of the deadly members of the Opacus Venatori, Major Montague tends to answer any questions surrounding his brother by punching the questioner. Completely loyal to ComStar when the Star League was formed, Montague was the first volunteer to form up the SLDF's Fury teams. Recruited later by Captain Webb when the Jihad struck, Montague has taken his XO role with the Star Seeds very seriously. A specialist in marine engagements, Montague has assisted the Seeds in many boarding actions, through the classified events of 3074.

VOID MEDIUM BATTLE ARMOR

Type: Void Battle Armor

Manufacturer: Ishikawajima-Harima BAI

Primary Factory: Luthien

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

34 (Standard)

36 (Nova Cat)

37 (DCA)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment		Slots	Mass
Chassis:	Medium Class Humanoid		175 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	4		150 kg
Manipulators:			
Left Arm:	Basic Manipulator		0 kg
<i>Standard and DCA Variants</i>			
Right Arm:	Armored Gloves		0 kg
<i>Nova Cat Variant</i>			
Right Arm:	Heavy Battle Vibro-Claw		60 kg
Armor:	Improved Stealth	5	300 kg
Armor Value:	5 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Jump Booster	Body	2	125 kg
Support PPC	Body	2	250 kg
<i>Nova Cat Variant</i>			
Jump Booster	Body	2	125 kg
Magshot Gauss Rifle	Body	3	175 kg
<i>DCA Variant</i>			
Jump Booster	Body	2	125 kg
Small Laser	LA	1	200 kg



PHALANX BATTLE ARMOR



Though starting later than the Federated Commonwealth and Draconis Combine in Battlearmor research and development, the Free Worlds League quickly surpassed the other houses, coming out with the acclaimed and highly coveted Longinus and Achileus suits. While some of this was from their own military industrial complex completing advanced, compact weapons systems, much of the armor composites in the advanced stealth systems were developed with the assistance of the Word of Blake, who had success with their Tornado suits. What the Free Worlds League was lacking, though, was a heavy support suit, such as the larger Fenrir and Kanazuchi suits. These heavy suits had proven themselves feasible despite their mobility and weight issues after the Free Worlds League decided that lighter and more compact suits would be the trend.

Wary of tying themselves further to the increasingly ambitious Word of Blake, the FWLM, in contrast to past practice, first made several attempts to complete the design on their own. However, numerous design problems appeared seemingly out of the blue, delaying the project. Odd problems, ranging from processor suites constantly breaking to the myomer musculature regularly failing during the initial trials plagued the program and threatened its existence. Eventually the military allowed Word of Blake technical teams to enter into the program to troubleshoot the design. In record time, the assistance solved the issues, resulting in a first-rate design by Inner Sphere standards.

Despite lacking jump jets, the improved ground mobility of the Phalanx, coupled with its battle claw that allows it to mount OmniMechs, allows it to pace most forces. Its firepower is just as impressive, with four shoulder-mounted short-range missile tubes. Also carried is the deadly man-portable King David Gauss rifle, which, while not as formidable as the Federated Suns-developed Magshot, is not as heavy. To mask its approach into firing range, the improved stealth armor (the same mounted on the earlier Achileus suit) hides the armor from many targeting systems and also provides ample protection against all but the heaviest BattleMech mounted weapons systems. An armored glove on the right hand allows troopers to perform more precise actions, from handling lighter anti-personnel weapons, to keypads and external datapads, to even lockpicks when trying to break into a locked installation.

In exchange for all this help, Word of Blake would have the right to use the new design, which worked well with their other stealthy designs. Because of this, during the development of the suit, the Blakists also created a "B" variant of the design, swapping the Gauss out for their newly developed 'Mech taser rifle and additional hardening of its electronics for protection from the devastating feedback of using taser rifles. With the exception of Free Worlds units that have joined the Word of Blake Protectorate, very few troops have tried to get their hands on this version. Part of this is due to its very limited role, but it is mostly due to the fact that while the Word of Blake first debuted it as a "field variant," seemingly overnight they were manufacturing it on Gibson, obviously limiting the customer base.

The Word of Blake is increasing its usage of the Phalanx as the Jihad is progressing, using it as a heavy-support design for its lighter Purifier and Nighthawk suits in combat situations. Instead of simply fielding the Phalanx-A, the Blakists have employed a new model sporting a heavy mortar and a Word copy of the Magshot. The Phalanx-A can supply long-range direct and indirect fire support for other battle suits, while the Phalanx-B often focuses on capturing high-value battlefield targets, typically commanders of units, and disabling the vehicles of key political personas.

Alys Rousset-Marik's resistance movement has garnered a limited number of -B models and much greater numbers of the original, and the units have proven themselves useful by providing missile fire support for unarmored guerillas, firing from hidden plots at the last minute when fighting protectorate militias.

Notable Troopers

Demi-Precentor Glenda Durham: One of Heart of Blake's more recent recruits, Glenda Durham brought her squad of Phalanx-Bs with her to the unit, defecting when the mercenary unit raided Epsilon Eridani in 3073 in search of war supplies and bounties. Part of a group regularly sent out to hunt down traitors and high-profile opponents, Demi-Precentor Durham and her soldiers became disillusioned over time about their orders, as they were often sent to capture seemingly harmless protesters and political opponents with no military value. On more than one occasion, her unit was ordered to use their tasers on soldiers surrendering to make an example for the other enemy combatants, which she credits for making her rethink her allegiance.

Using her unit's tasers, Durham and her troopers have helped the Heart of Blake capture many Blakists and Blakist mercenaries, which has granted a huge boon of military intelligence on Blakist operations to the various resistance movements in the Inner Sphere. It has also earned Durham a huge bounty on her own head, at a level the Blakists normally reserve for the highest-ranking personnel in hostile forces. Already wounded once during an attempted capture by a mercenary bounty hunter team, she lost her left arm (since replaced by a myomer prosthesis) during the battle. It was her use of the taser against the last surviving unarmored raider that prevented her from being taken back to her former Blakist masters.

PHALANX BATTLE ARMOR

Type: Phalanx

Manufacturer: Free Worlds Defense Industries, Irian Technologies

Primary Factory: Gibson, Irian

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

56 (Phalanx-A)

61 (Phalanx-B)

47 (Phalanx-C)

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/Yes

Notes: May Jettison SRM (no effect in gameplay).

Equipment	Slots	Mass
Chassis:		300 kg
Motive System:		
Ground MP:	2	80 kg
Jump MP:	0	0 kg
Manipulators:		
Left Arm:	Battle Claw	15 kg
Right Arm:	Armored Glove	0 kg
Armor:	Improved Stealth	5
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Phalanx-A</i>			
Detachable SRM 4 (2 shots)	Body	3	330 kg
King David Lt Gauss Rifle	RA	2	275 kg
<i>Phalanx-B</i>			
Detachable SRM 4 (2 shots)	Body	3	330 kg
'Mech Taser Rifle (OS)	RA	2	300 kg
<i>Phalanx-C</i>			
Heavy Mortar	Body	3	480 kg
Magshot Gauss Rifle	RA	3	175 kg



TENGU HEAVY BATTLE ARMOR



Of the six battle armor designs in the Demon series, the Tengu appears to be the most experimental, featuring more modular technologies and what some observers have characterized as “an overworked motive system arrangement.” Its name taken from demons of Japanese lore, the Tengu first appeared soon after the Djinn—making it the second Demon-series battlesuit to enter service. Though readily recognized as part of the series thanks to its winged appearance and snarling visage, it soon became clear that the Tengu was one of the more unusual creations conceived by Precentor Vapula. While the other Demons quickly defined their various standard configurations, the Tengu’s capabilities seemed to vary so wildly in the first months after its debut that many military tech experts could only speculate on the capabilities of the standard-model Tengu. In fact, a prevailing theory soon surfaced that the Tengu represented Vapula’s first experiments in creating a battle armor type with the same flexibility as the Celestial OmniMech series—experiments that ultimately were abandoned in favor of more hard-wired variants.

Core to this presumption was the fact that the Tengu—unlike virtually every battle armor design in existence—boasts both a high ground speed (for its size) and jump jets. Considered inefficient in the kilogram-conscious economy of battlesuit design, this approach runs counter to conventional wisdom, which emphasizes one movement mode over all others (as exemplified by the Clan Elemental, which barely outpaces conventional infantry on foot but

can leap forward in 90-meter hops). How such an arrangement might benefit the trooper in more than a select few circumstances remains unclear, but the result is a design that sacrifices hundreds of potential weapon and armor kilograms to seemingly superfluous motive systems.

Adding to the impression of the Tengu as a test-bed design is its armament. To date, at least four general-use configurations have been identified along with a score of personalized variants. The standard and support versions, which were the first models to appear, each employ a modular left arm primary weapon mount and a secondary right arm anti-personnel weapon mount. In the primary mount, the standard Tengu carries a man-portable plasma rifle. Its support counterpart, meanwhile, uses a light recoilless rifle, saving enough weight for a detachable one-shot SRM triple-tube launcher. Both of these suits leave ample space for secondary weapons while still sporting enough armor to survive most heavy weapon hits.

Far more recently, two more Tengu configurations have surfaced that employ the semi-external detachable weapon mount. Taking advantage of the weight and space savings made possible by this technology, these suits are more sluggish in combat and lack roughly eight percent of the original Tengu’s armor. Yet each one carries heavier weapons than normally expected on such suits, including the lightweight version of the Word’s new variable-speed lasers or even a semi-external medium laser.

Because all four primary configurations of the Tengu use modular or detachable equipment, many field variations have been reported as well, including a completely weapons-free model (presumably used more as a guardian in safer interior areas, though sporadic reports seem to suggest that these supposedly unarmed suits actually carry sophisticated electronics intended to mimic the capabilities of the Word’s powerful improved C3 computers). Other unconfirmed reports claim that a custom Tengu exists that carries twin torso-mounted five-tube rocket launchers, backed by a machine gun and battle claws for anti-infantry work.

During the first major action involving Demon battle armor—the 3071 purge of the New Gibson Freedom

League from Gibson’s capital city of Portent—Tengus operated in close concert with Djinn and Purifier battlesuits to cut down rebel infantry and vehicle support over a bloody, two-day street battle. Since then, these battlesuits have become a fixture in most of the Shadow Divisions, but—like all of the other Demons—they remain almost unheard of beyond the ranks of the Manei Domini.

Notable Troopers

Specter Precentor Sigma Dantalion: Long-time deputy to the Forty-ninth Shadow Division’s commander, Precentor Naamah, Dantalion is the ascended Manei Domini who has led the Forty-ninth on all of its major outings while Naamah herself operated covertly in the Regular Court (under the alias of “Sonja Amora”). Under the command of this cross-trained MechWarrior and battle armor trooper, the Forty-ninth—“Naamah’s Nightwalkers”—destroyed both the Second Regular Hussars and a hefty portion of the First Regular Hussars in devastating attacks on Wallis and Regulus itself. During the attack on Regulus, Dantalion eschewed his modified *Albatross* and stormed Prince Cameron-Jones’ palace in his Tengu battlesuit to personally extract his commander.

Shortly before the inevitable Regular assault on Gibson in 3073, Dantalion found himself in full command of the Nightwalkers when Naamah stood down as the division’s commander. When the Regulars attacked, Dantalion once more chose to fight in his Tengu. Sketchy after-action reports claim that Dantalion’s squad eliminated the Regular force’s commander at the peak of the fighting, resulting in the eventual rout of the surviving task force troops. Following this victory, the warriors of the Forty-ninth honored their new commander by formally renaming the division “Dantalion’s Dirge.”

TENGU HEAVY BATTLE ARMOR

Type: Tengu (Demon)

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

48 (Standard)

52 (Support)

52 (Small VSP Laser)

67 (Medium Laser)

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/Yes

Notes: The Standard Tengu may mount a single AP weapon weighing up to 35 kg. The Support Tengu may mount a single AP weapon weighing up to 25 kg, but may not jump until it jettisons its SRM-3. The Small VSP Laser Tengu may mount a single AP weapon weighing up to 5 kg, but may only move at 1 Ground MP and cannot jump while carrying the Small Variable-Speed Laser. The Medium Laser Tengu may mount a single AP weapon weighing up to 10 kg but may only move at 1 Ground MP and cannot jump while carrying the Medium Laser.

Equipment	Slots	Mass
Chassis:		300 kg
Motive System (All):		
Ground MP:	2	80 kg
Jump MP:	2	250 kg
Manipulators (All):		
Left Arm:	Basic Manipulator	0 kg
Right Arm:	Basic Manipulator	0 kg
Armor:		
(Standard/Support):	Advanced	5
Armor Value:	13 + 1 (Trooper)	520 kg
(Small VSP/Medium Laser):	Advanced	5
Armor Value:	12 + 1 (Trooper)	480 kg

Weapons and Equipment	Slots Location	(Capacity)	Mass
<i>Standard</i>			
Modular Weapon Mount	LA	1	10 kg
M-P Plasma Rifle	LA	2	300 kg
Anti-Personnel Weapon	RA	1	5 kg
<i>Support</i>			
Modular Weapon Mount	LA	1	10 kg
Light Recoilless Rifle	LA	2	175 kg
Anti-Personnel Weapon	RA	1	5 kg
SRM 3 (OS)			
Detachable Missile Pack	Body	2	135 kg

Weapons and Equipment

Small VSP Laser

Small Variable-Speed Laser

(Detachable Weapon Mt.)

Anti-Personnel Weapon

Slots Location	(Capacity)	Mass
LA	1	380 kg
RA	1	5 kg

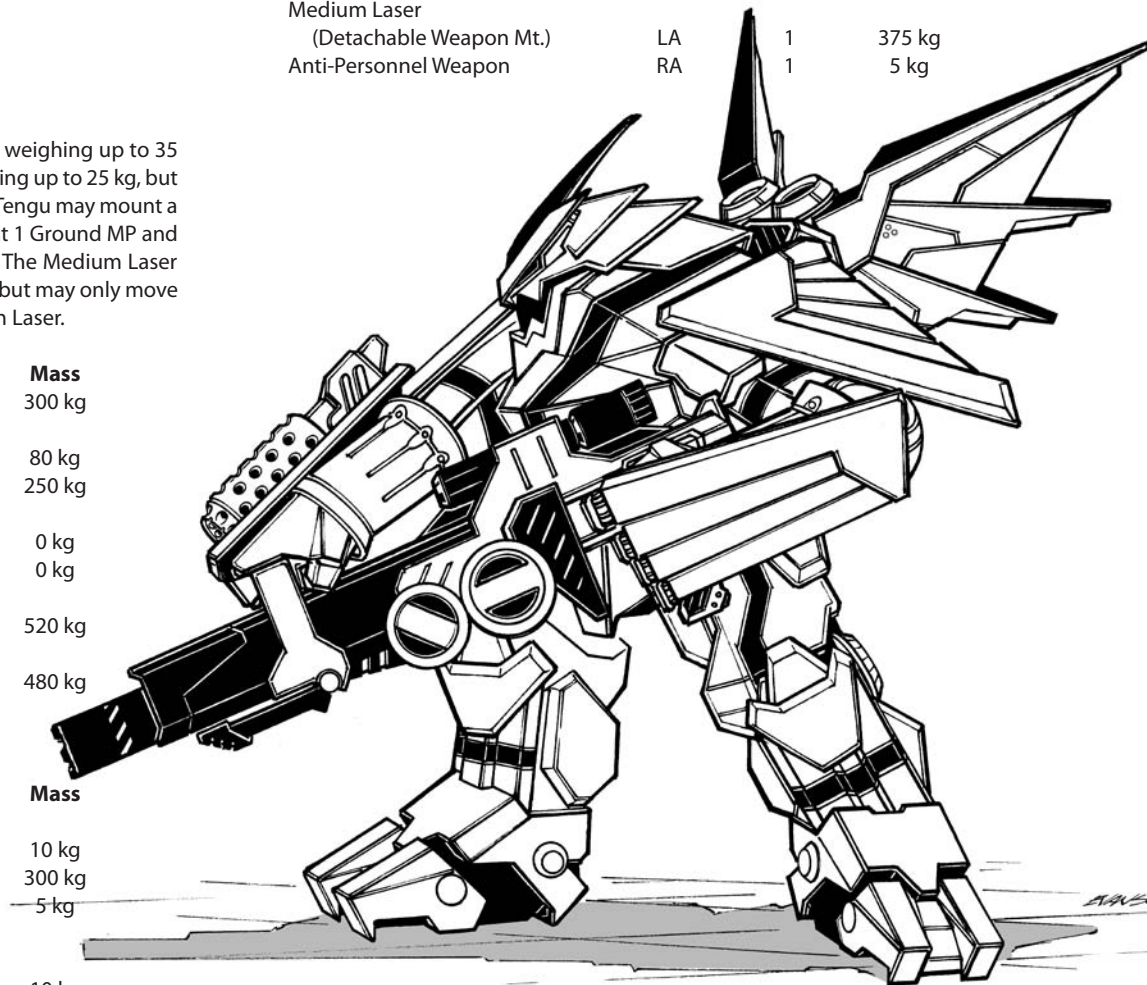
Medium Laser

Medium Laser

(Detachable Weapon Mt.)

Anti-Personnel Weapon

Slots Location	(Capacity)	Mass
LA	1	375 kg
RA	1	5 kg



GRENADIER BATTLE ARMOR



Despite NAIS developing many of the battle armor suits used by the Federated Suns, they were not the only Suns R&D group working on what would become a staple in future ground forces. The Hahm-Heinze Design Bureau, a group with ties to various GM subsidiaries, used its connections and reputation to gain a foothold in the proposal process when the then-Federated Commonwealth sent out a request to its military-industrial complex for new battle armor suits.

Though involved in the process, Hahm-Heinze did not submit a design, realizing just how massive the task would be. It would be over a decade, in 3062, when the firm approached the AFFC with their original Grenadier concept and two prototypes.

The initial design was more of a proof of concept intended to see how much weaponry could be mounted on a battlesuit while retaining acceptable mobility. Though impressive, the suit evolved into a support platform. The Grenadier has a uniquely high endurance for a missile-equipped suit. Not content with just a quad rack of short-range missiles, each suit carries seven reloads for the rack, allowing it to stay at range for longer than most fire-support battle armors. Even when this ammunition is exhausted, the Grenadier retains a modularly mounted support laser.

But the timing was not right, and the Federated Commonwealth rejected the Grenadier. Not until the height of the FedCom Civil War did both sides realize the

suit's potential as they scrambled for any new war materiel to replenish its losses. Despite the renewed interest, very few Grenadiers made it to combat, as the armors produced on New Avalon for the loyalists were held back in storage due to massive bureaucratic red tape, and the Talcott facility at the time was only able to produce suits in limited quality until after the end of the war.

Sales for the Grenadier have remained steady but slow due to the problems of secure transportation and communication caused by the Jihad, resulting in many executives calling for the shutdown of production at several points in time. In response, supporters within GM (often allies of the Hahm-Heinze group) initiated a massive military and public relations campaign to advertise the effectiveness of the armored suit called "Operation Parade," recruiting hundreds of retired armored infantrymen. Equipped with Grenadiers and other prototype suits, these units are battalion and company size, and they travel to various systems locked in combat to supplement and assist the Federated Suns commands. The reinforcements are a welcome sight, and Operation Parade is allowing GM to showcase just how effective the heavy battlesuit can be in combat. Though technically independent units, the formations follow the local AFFS commander's orders, often encouraging the use of the Grenadier in ambushes and hunter-killer units.

In the fighting for New Avalon City, a company of Operation Parade Grenadiers deployed with mixed conventional and Inferno rounds, which the Grenadiers used to successfully ambush and destroy a Level II unit of medium Blakist BattleMechs. Unable to detect the suits before the initial volley of infernos and with their mobility hampered by the rubble of the mauled metropolis, the overheated 'Mechs could only return fire and destroy a few suits before the subsequent volleys of SRMs crippled or destroyed the entire Blakist unit in little over a minute. Several other successes of this sort, on New Avalon and elsewhere, have prompted other Blakist units to assign small battle armor squads to accompany BattleMech patrols in urban areas.

With new battle reports and debriefings from both customers and Operation Parade coming in steadily, GM

has begun offering alternatives to the Grenadier's standard support laser. These have included standard flamers and recoilless rifles, the advanced Magshots, and even a light TAG to assist LRM-armed Hauberks. A much more extensive variant known as the Hunter-Killer Grenadier has appeared, designed to maximize the range and firepower strengths of the original for ambushes. At the expense of some ammunition, this version removes the modular anti-personnel mount for a Firedrake needler system and a larger SRM launcher. This version's arm mount may sport a missile system, including the Compact NARC system that has been reverse-engineered from salvaged Purifier suits. This allows further improvement in the Hunter-Killer Grenadier's missile damage, thanks to increased accuracy.

Notable Troopers

Command Sergeant-Major Douglas Trum: Though born in the Pleiades Cluster, Trum was nonetheless a loud Federated Suns supporter and served in a loyalist unit during the Federated Commonwealth Civil War using his Cavalier suit, not willing to betray those he served with for over almost two decades. Worried his career was shattered due to his decision, he mustered out, only to have the Jihad break out shortly thereafter. Recruited by GM for Operation Parade, he was the one who suggested his battalion be assigned to shore up the Taurian/Suns border by being attached to Hansen's Roughriders to demonstrate the suit's ability in counterinsurgency operations. After the destructive terrorist attack on Taurus and the subsequent rabid surge of Taurian forces across the border and their vicious assault on anything Davion, Trum and his men have inherited the cold and bitter hatred of the Periphery power that the Roughriders have maintained for almost a decade.

GRENADIER BATTLE ARMOR

Type: Grenadier

Manufacturer: NAIS, GM

Primary Factory: New Avalon, Talcott

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

63 (Standard)

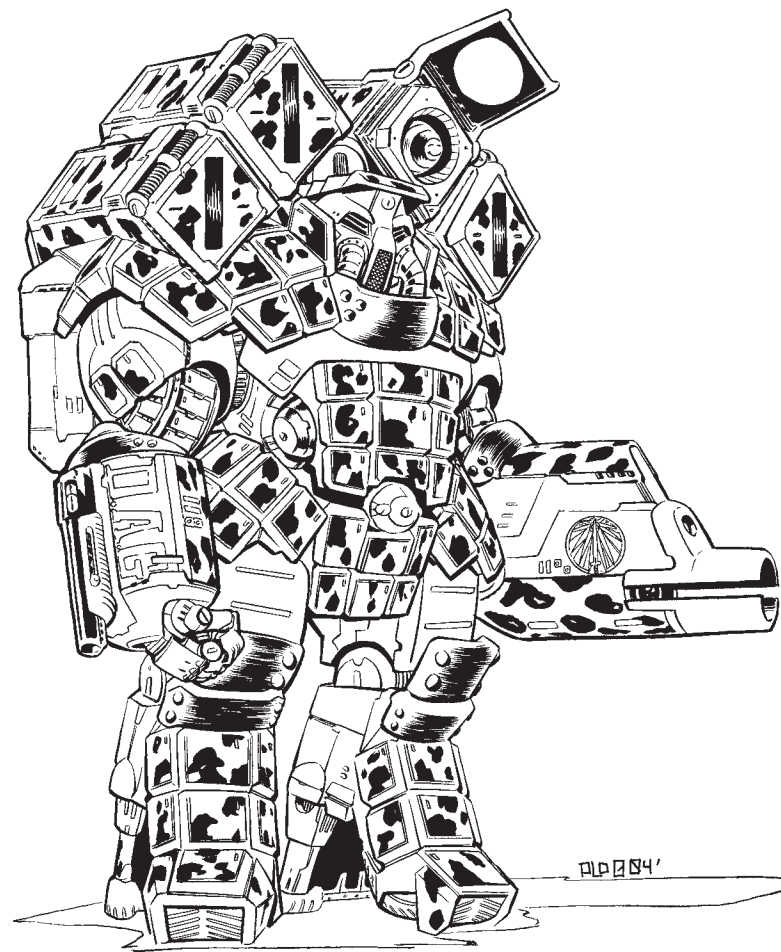
73 (Hunter-Killer)

Swarm/Leg Attack/Mechanized/AP: No/No/No/Yes

Notes: None.

Equipment	Slots	Mass
Chassis:		550 kg
Motive System:		
Ground MP:	2	160 kg
Jump MP:	0	0 kg
Manipulators:		
Left Arm:	None	0 kg
Right Arm:	Basic Manipulator	0 kg
Armor:	Standard Stealth 4	540 kg
Armor Value: 9 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
SRM 4 (7 shots)	Body	5	530 kg
Modular Weapon Mount	LA	4(3)	10 kg
Small Laser	—	2	200 kg
Flamer	—	2	160 kg
Magshot Gauss Rifle	—	3	185 kg
Light Recoilless Rifle	—	3	175 kg
Light Tag	—	3	50 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
<i>Hunter-Killer</i>			
SRM 5 (4 shots)	Body	5	510 kg
Missile-Capable			
Modular Weapon Mount	LA	4(3)	10 kg
Magshot Gauss Rifle	—	3	185 kg
Compact Narc (3 shots)	—	2	180 kg
Firedrake Support Needler	RA	1	50 kg



HAUBERK BATTLE ARMOR



The Hauberk assault battle armor has its genesis in Clan Goliath Scorpion's aquatic Undine battle armor design. With the Word of Blake attacking on all fronts, the Great Houses desperately sought any and all means of increasing their military output in the hopes of stemming the tide. As Clan Diamond Shark had already established a reputation for being willing to sell Clan technology directly to the Inner Sphere—as was the case with their *Mad Cat II*—the Houses discreetly courted the Diamond Sharks in the hopes they would funnel additional Clan war material their way.

In the case of the Undine, the Federated Suns made significant concessions in trade for several suits of battle armor. Hopes that this new suit could be deployed in the field quickly were dashed—the Undine's specialized nature proved to be tactically limiting. Maintenance problems (and the high price the Diamond Sharks were asking for HarJel) also conspired to derail Davion plans. However, it was felt that the basic chassis, which was more refined than anything the Inner Sphere had been able to produce to date, could provide a solid foundation on which to develop a new assault battle armor that was capable of challenging designs such as the Kanazuchi and Golem. With intense fighting raging on New Avalon, and the destruction of other key manufacturing centers by Word of Blake and the Capellan Confederation forces, the AFFS turned to General Motors on Salem to develop and build the new battle

armor. Armed with data spirited out of the NAIS before it was destroyed, GM had the first prototypes in the field by 3069, and by 3070 the suit was in full-scale production.

The Hauberk's first taste of combat came just weeks later on Demeter when the elite McKinnon's Raiders (also known as the Fox's Teeth) raided the Blakist-held world. The Blakists Ninth Division dispatched Call of the Faithful III-delta to deal with the smaller Davion force, but the Raiders proved to be elusive quarry. When two Level IIs caught up with the company, it turned out to be a carefully coordinated ambush when a company of Hauberks emerged from hidden positions to pour missile fire into their rear. Turning to deal with the battle armor, the Blakists found the Hauberk to be a difficult target. Caught between the anvil of battle armor and the hammer of an elite BattleMech company, the Word of Blake troops were smashed.

As the Federated Suns continues to gain experience with the new battle armor, Hauberks are being deployed beside Infiltrator Mk. IIs and standard battle armor suits. The Hauberk is proving popular with the Crucis Lancers, Avalon Hussars, and March Militia units lucky enough to receive battle armor. Deployment of the suit has been limited only by the rate at which GM can turn out new suits.

At first glance the Hauberk looks almost identical to its parent, the Undine. Although exceptionally slow and unmaneuverable, the battle armor mounts one of the most potent weapon systems attached to battle armor to date: a long-range five missile rack on the suit's torso, just behind the head. With six salvos of missiles, a squad of Hauberks are effectively a waddling missile battery with the firepower to cripple an unwary BattleMech or vehicle. A small laser in a fixed mount on the right arm provides the Hauberk with the weaponry to deal with threats at short range. Though lacking anti-personnel weapons, the suit's powerful battle-claw makes it dangerous at close quarters.

Offsetting the lack of speed and jump jets, the Hauberk's advanced stealth armor allows it to spring devastating ambushes on its foe, while the solid combined arms tactics of the AFFS enable the suit to escape retaliation.

Many Blakist BattleMechs have been felled by the massed fire of several Hauberk squads smashing through their weaker rear armor, while their comrades watched the Hauberks then race away aboard fast hover APCs before the surviving Blakists could react. When an opponent manages to fire at a Hauberk, the value of the thick stealth armor can be seen in the low accuracy of the hostile fire and the survival rate of the Hauberks.

Only one variant has surfaced to date, developed during the vicious street fighting in Avalon City. The Hauberk II replaces the small laser with a small pulse laser, and the LRM system—all but useless in the point blank urban combat—is replaced with twin Magshot Gauss weapons.

Notable Troopers

Captain Nicholas Scott: Scott started his military career as a MechWarrior with the First Kathil Uhlans, but injuries suffered during the campaign to eradicate Clan Smoke Jaguar made it impossible for him to use a neurohelmet. Almost any other man would have quit the military life, or at least accepted a post in a non-combat arm of the AFFS, but Scott chose to retrain as an infantryman.

His previous career has given Scott a unique insight into how to break BattleMechs, and this skill channeled him into the armored infantry corps. Assigned to the team testing the prototype Hauberks, Scott has worked closely with Ross McKinnon in finding new and unpleasant ways to use the battle armor against the Word of Blake.

HAUBERK BATTLE ARMOR

Type: Hauberk

Manufacturer: General Motors

Primary Factory: Salem

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

70 (Standard)

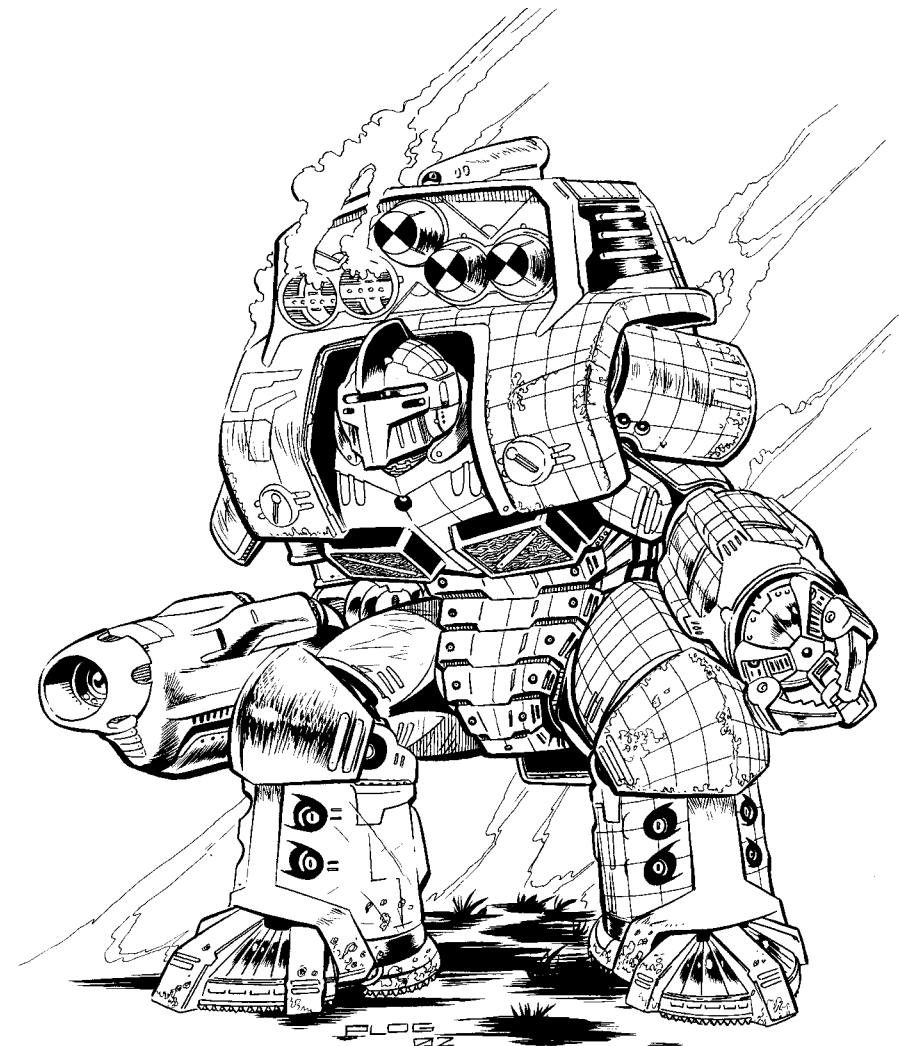
63 (Hauberk II)

Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: None.

Equipment		Slots	Mass
Chassis:		0	550 kg
Motive System:			
Ground MP:	1	0	0 kg
Jump MP:	0	0	0 kg
Manipulators:			
Left Arm:	Battle Claw	0	15 kg
Right Arm:	None	0	0 kg
Armor:	Improved Stealth	5	660 kg
Armor Value: 11 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Small Laser	RA	1	200 kg
Power Pack	RA	1	25 kg
LRM 5 (6 shots)	Body	6	550 kg
<i>Hauberk II</i>			
Small Pulse Laser	RA	1	400 kg
Power Pack	RA	1	25 kg
2 Magshot Gauss Riles	Body	6	350 kg



NEPHILIM ASSAULT BATTLE ARMOR



Alongside its counterpart, the Shedu, the Nephilim rounds out the Demon-series with its entry into the assault class. Debuting last in the entire line, the Nephilim's first recorded appearance was noted in the fighting on Gibson in mid-3071. Even then, this battlesuit's powerful build, thick mimetic armor, and range of configurations quickly identified it as perhaps the pinnacle of Precentor Vapula's creations. Stealthy, mobile, and well armored, the Nephilim's generous use of either modular or detachable weapons emphasizes a flexibility many of the other Demons only appear to dabble in. Meanwhile, even the very name for this suit class—taken from Christian legends of half-angels who lived amongst humanity—hints at their closer relation to the Celestial OmniMechs and likely the engineering goals Vapula aimed for when developing the entire series.

The Nephilim appeared in three distinct configurations when this battlesuit first entered service, all of which feature good overland capability (for an assault class design) and enough mimetic armor to not only sneak up on an unwary target but also sustain fire from some of today's heaviest conventional weapons. The standard-model Nephilim focuses on the principal firepower of twin dual-tube SRM launchers mounted over the suit's shoulders, while its handless right arm houses a modular weapon mount typically devoted to a man-portable plasma rifle. This version is well suited for engaging enemy ground forces of all types, relying on their mimetics to close in and deliver a powerful missile and plasma barrage.

The second, more distinctive Nephilim variant features two Blakist-made duplicates of the FedSuns' Magshot Gauss rifle in shoulder mounts, backed up by a David light Gauss rifle in the suit's right arm. Though it lacks the damage potential of the standard model's SRM volleys, this "Gauss Nephilim" weapons load offers more continuous and accurate firepower, especially in the hands of the elite Manei Domini warriors.

The third version of the Nephilim was the most curious of the original Nephilim variants. Dubbed the "Seeker" configuration, this suit carries a detachable three-tube SRM launcher with three volleys, while a standard machine gun typically resides in its right arm modular mount. In addition, this variant packs an enhanced sensor package and a searchlight in a drum mount over the armor's left shoulder, which combine to enhance the trooper's capabilities as a hunter/killer.

Additional Nephilim versions have emerged more recently, including a support variant that carries two detachable four-tube rocket launchers and a small laser. The advent of the detachable weapon pack (DWP) mount, which enables battlesuit designers to install heavier weaponry in a semi-external fashion, also provided for further variants that temporarily sacrifice mobility in favor of heavier firepower. The special "capture team" model, for example, combines the Word's anti-Mech taser with a two-tube LRM launcher and a modular mount on the right arm capable of housing a heavy machine gun. A Narc-based variant has also been identified that employs both a detachable, two-shot light Narc launcher and a support PPC with a semi-external weapon mount, leaving enough weight free to add a twin-tube rocket launcher for additional firepower.

The flexibility of all six basic configurations identified to date has opened the door to even more varied one-offs that have been observed in battles all across the Inner Sphere. As a result, many commanders expecting to face Nephilim battle armor often tell their troops only that they can expect a combination of missile or rocket fire from suits that feature heavy mimetic armor. As these suits are

invariably too tough for most other battle armor to contend with quickly, medium-weight vehicles and 'Mechs are often seen as the most effective way to counter these assault Demons in battle.

Though it has a wide range of basic configurations, the Nephilim remains one of the most recently introduced of the Demon battlesuits and thus has one of the lowest apparent distribution rates of the entire series. As with the other Demons, Nephilims do not appear in the ranks of the regular Word of Blake Militia forces or the Protectorate Militia, but even the Shadow Divisions lack widespread access to these suits. Indeed, recent intelligence sources have placed the largest significant concentrations of these suits in the 44th, Forty-seventh, 49th, and 52nd Divisions only.

Notable Troopers

Zombie Adept Omega Joe "Crymo" Richmond: Once a veteran battle armor trooper who took part in the 3058 Word of Blake conquest of Terra, Adept Richmond was augmented by the Manei Domini after a freak accident in 3062 cost him both legs. Returned to duty nearly three years later with enhanced prosthetic replacements and apparent cross-training as a MechWarrior, Richmond has become a master in stealth and reconnaissance for his new unit, the Forty-seventh Shadow Division. Though he has been observed in command of a lightweight and ultra-fast *Locust-6M*, this warrior clearly favors the up-close and personal combat style of battle armor over BattleMechs. Particularly fond of the Seeker-configuration Nephilim suit, Adept Richmond commanded a battle armor squad on Galatea alongside that of the Ghost Adept Berit Smitty (the so-called "Bionic Witch of Galaport") and may have been responsible for the deaths of approximately six hundred mercenary warriors, support personnel, and civilians, resulting in a bounty on his head worth 100,000 C-bills (just like Smitty).

Since that time, Richmond's activities with the Forty-seventh have claimed at least a company's worth of 'Mechs and vehicles in various raids launched by the Word.

NEPHILIM ASSAULT BATTLE ARMOR

Type: Nephilim (Demon)

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

70 (Standard)

81 (Gauss)

82 (Seeker)

70 (Support)

74 (Capture Team)

79 (Narc)

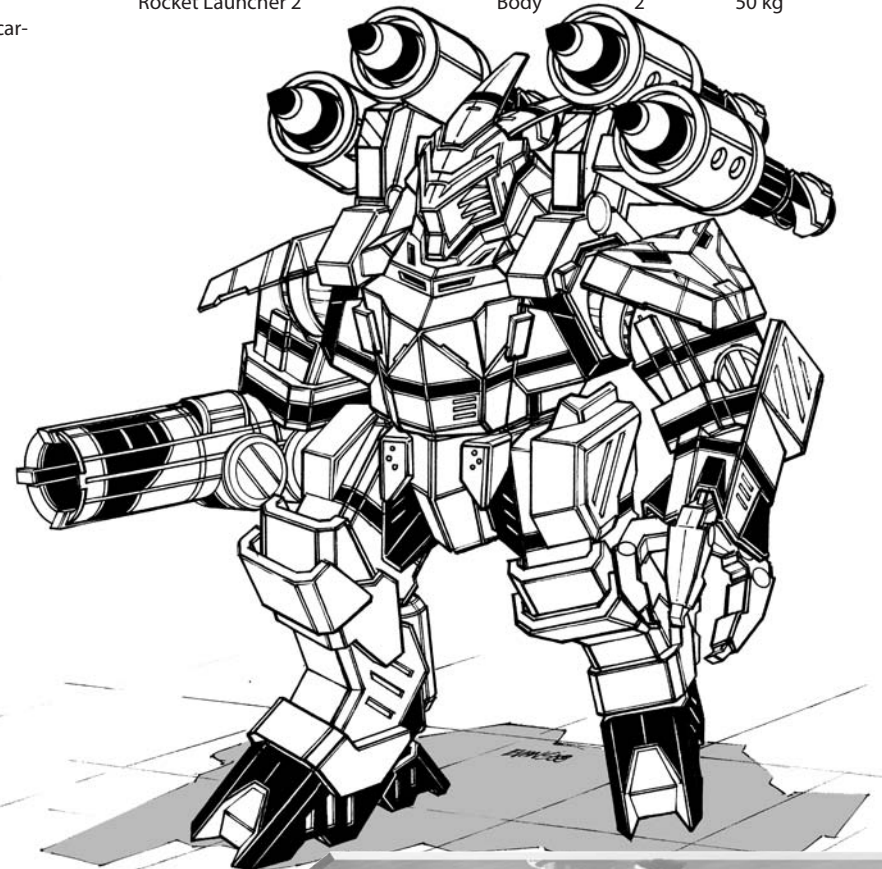
Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: Capture Team and Narc Nephilims may only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons.

Equipment	Slots	Mass
Chassis:		550 kg
Motive System (All):		
Ground MP:	2	160 kg
Jump MP:	0	0 kg
Manipulators (All):		
Left Arm:	Heavy Battle Claw	20 kg
Right Arm:	None	0 kg
Armor (All):	Mimetic	7
Armor Value:	16 + 1 (Trooper)	

Weapons and Equipment	Slots Location	(Capacity)	Mass
<i>Standard</i>			
Modular Weapon Mount	RA	1	10 kg
M-P Plasma Rifle	RA	2	300 kg
2 SRM 2 (OS)	Body	4	150 kg
<i>Gauss</i>			
David Light Gauss Rifle	RA	1	100 kg
2 MagShot Gauss Rifles	Body	6	350 kg
<i>Seeker</i>			
Modular Weapon Mount	RA	1	10 kg
Machine Gun	RA	1	100 kg
Detachable SRM 3 (3 Shots)	Body	3	280 kg
Improved Sensors	Body	1	65 kg
Searchlight	Body	1	5 kg
<i>Support</i>			
Small Laser	RA	1	200 kg
2 Detachable Rocket Launcher 4	Body	6	220 kg

Weapons and Equipment	Slots Location	(Capacity)	Mass
<i>Capture Team</i>			
Modular Weapon Mount	RA	1	10 kg
Heavy Machine Gun	RA	1	150 kg
LRM 2 (OS)	Body	3	80 kg
'Mech Taser (Detachable Weapon Pack)	Body	1	225 kg
<i>Narc</i>			
Support PPC (Detachable Weapon Pack)	RA	1	195 kg
Detachable Compact Narc (2 shots)	Body	2	180 kg
Rocket Launcher 2	Body	2	50 kg



SHEDU ASSAULT BATTLE ARMOR



Arguably the most radical and experimental departure from the rest of the Demon battle armor series, the Sheddu assault armor is the only four-legged design in the lot. Named for bull-human hybrid demons of ancient mythologies, this battle armor, with its animalistic appearance and “folded wing” armor plates, conjures the same otherworldly imagery established by the rest of Precentor Vapula’s designs.

As experimental as the Sheddu looks, its quadruped engineering offers excellent ground speed for an assault-class battlesuit—undoubtedly the primary reason Vapula chose such an approach when devising the slower Nephilim’s companion. However, rather than give in to the temptation to emphasize speed over armor and weapons (as the designers responsible for the Fenrir and Rottweiler had done), Vapula and his engineers ensured that the Sheddu carried enough armor to withstand hits from some of the heaviest weapons in common use before establishing the suit’s motive systems. This decision left the Sheddu with far less weight and space for weapons than the Lyran Fenrir, but this effect is easily offset by the tactical doctrine that drives the Demons in the same manner as their Celestial counterparts—these battlesuits are designed to operate in groups.

Upon its debut, the Sheddu appeared in three primary variations focused on mission-specific goals. The standard “main battle” model, like most Demons, carries a weapons array well suited to both infantry and vehicular targets.

Twin heavy machine guns, protruding from the suit’s head like horns, pack a devastating punch against most conventional infantry, while a turreted recoilless rifle follows up with armor-defeating blasts.

In the support Sheddu variant, two single-volley SRM-3 packs provide a greater volume of anti-’Mech fire than the standard Sheddu, with support from a pair of small lasers to boot. This powerful but single-shot volley may deliver enough damage to endanger almost any light ’Mech or even eradicate entire squads of other battle-armored troops.

The most unusual of the original Sheddu models, however, was the recon model. Equipped with an electronic camouflage system, a light ECM suite, and even improved sensors, this quad becomes a demonic bloodhound, sniffing out enemy forces while remaining effectively invisible and almost impossible to hit. Once a squad of these Sheddu variants finds its prey, a light mortar weapon on the battlesuits’ backs can deliver a concentrated indirect attack powerful enough to scatter a conventional infantry platoon or crumple a light structure.

More recent developments—such as the Blakists’ new detachable weapon pack (DWP) system—have prompted the emergence of another wave of stock Sheddu variants, such as the PPC variant that carries twin support PPCs on a modular turret, backed up by a semi-external DWP-mounted heavy machine gun for close-in work. Slow when operating at a full load, this variant is better suited to defensive operations than an attack role, but as with all suits equipped with DWP weapons, this mobility handicap can be easily overcome.

A more radical use of the DWP appears in the so-called “capture team” variant. Designed specifically to disable enemy ’Mechs, this variant features two DWP-mounted ’Mech tasers. Given the high risk of taser feedback even under ideal conditions, this design choice would seem to be a risky proposition in battle, but a fully staffed (and very fortunate) Sheddu capture team may well manage to disable or disrupt up to a dozen enemy units single-handedly with such an arrangement. Even so, the addition of a Magshot

Gauss rifle in a modular turret mount adds a little extra damage potential to this variant, allowing these suits to contribute even after all taser lines have been expended.

Thanks to the Sheddu’s unusual design and the fact that it was one of the last of the Demons to enter service, this battle armor is a fairly rare sight compared to its fellow Demons. Still, it is more widely deployed among the Word of Blake’s elite Shadow Divisions than its Nephilim companion design. Like the other Demons, of course, the Sheddu remains firmly in the hands of the Manei Domini and has yet to appear in the colors of even the most prestigious and trustworthy Word of Blake Militia commands.

Notable Troopers

Poltergeist Adept Tau Jack “Lucky” Kingslay: A loyal follower of the Word of Blake since the 3052 Schism that spawned it, Kingslay was a devoted Toyama sect MechWarrior who was severely wounded when his *Archer* was destroyed in an ammunition explosion during the Word’s second Outreach assault in 3067. After intense retraining as a battle armor trooper and rehabilitation that included cybernetic replacements, Kingslay was adopted by the Manei Domini and eventually transferred to the Forty-third Shadow Division (Haborym’s Legion) after the unit’s mauling over Arc-Royal in 3072. Assigned to a Sheddu battlesuit during the Forty-third’s covert mission on Radstadt, Kingslay fought alongside his fellow Manei Domini when the Ghost Bears came to destroy the serpent in their midst. At the peak of the battle, Kingslay used his capture-team Sheddu to disable a Ghost Bear *Ursus* and—despite suffering serious burns from his taser’s feedback—managed to doff his armor and take control of the Clan ’Mech. Using the captured *Ursus* to rally his fellow squad mates, Kingslay managed to account for two more Ghost Bear kills while covering his squad’s retreat before falling back himself. Since Kingslay was unaccounted for after the Forty-third’s rout, it is unclear if he survived the battle for Radstadt or succumbed to his injuries.

SHEDU ASSAULT BATTLE ARMOR

Type: Shedu (Demon)

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Tech Base: Inner Sphere

Chassis Type: Quad

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

72 (Standard)

69 (Support)

64 (Recon)

72 (PPC)

81 (Capture Team)

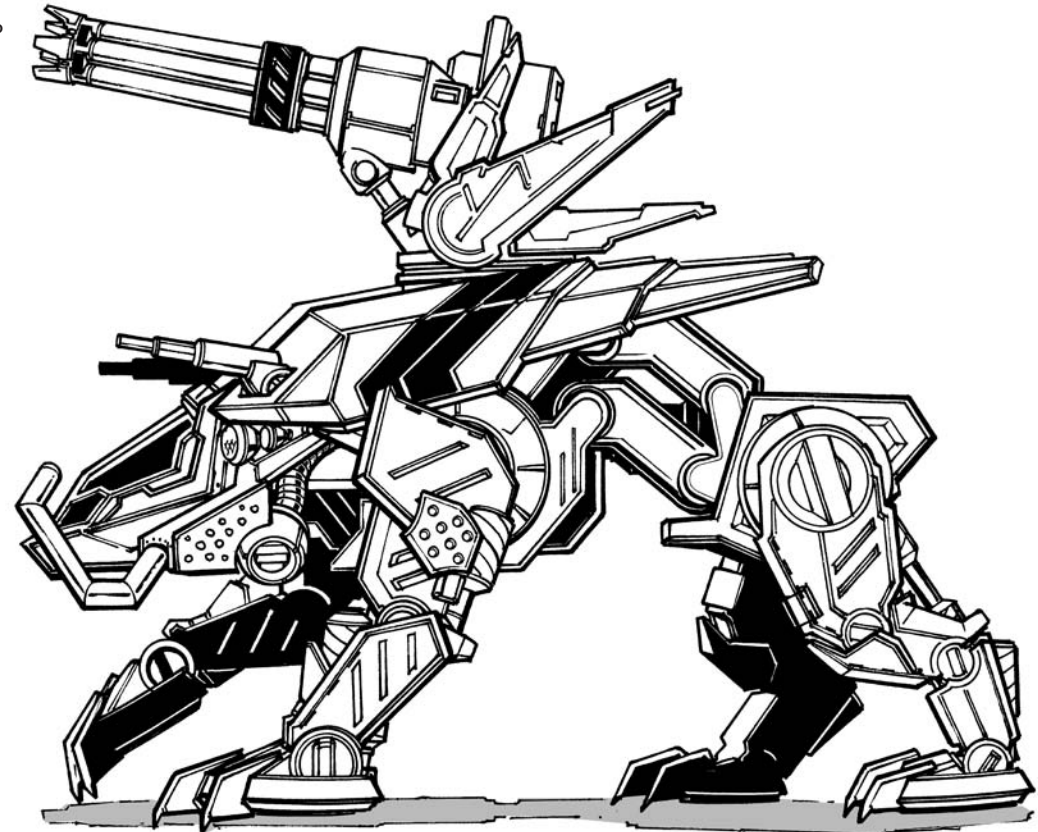
Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: PPC and Capture Team Shedus may only move at 1 Ground MP while carrying any Detachable Weapon Pack weapons.

Equipment	Slots	Mass
Chassis:		550 kg
Motive System (All):		
Ground MP:	3	160 kg
Jump MP:	NA	0 kg
Manipulators (All):		
Left Arm:	NA	0 kg
Right Arm:	NA	0 kg
Armor (All):	Advanced	5
Armor Value:	15 + 1 (Trooper)	600 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Modular Turret Mount	Body	4 (3)	40 kg
Heavy Recoilless Rifle	Body	3	325 kg
2 Heavy Machine Guns	Body	2	300 kg
<i>Support</i>			
2 SRM 3 (OS)	Body	4	250 kg
2 Small Lasers	Body	2	400 kg
<i>Recon</i>			
Light Mortar	Body	2	300 kg
Camo System	Body	2	200 kg
ECM Suite	Body	1	100 kg
Improved Sensors	Body	1	65 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>PPC</i>			
Modular Turret Mount	Body	5 (4)	70 kg
2 Support PPC	Body	4	500 kg
Heavy Machine Gun (Detachable Weapon Pack)	Body	1	115 kg
<i>Capture Team</i>			
Modular Turret Mount	Body	4 (3)	60 kg
Magshot Gauss Rifle	Body	3	175 kg
2 'Mech Tasers (Detachable Weapon Pack)	Body	2	450 kg



CROW SCOUT HELICOPTER



Mass: 15 tons

Movement Type: VTOL

Power Plant: DAV 100 Fusion

Cruising Speed: 140 kph

Flank Speed: 216 kph

Armor: StarSlab/3

Armament:

2 Exostar ER Small Lasers

Manufacturer: Yan Manufacturing

Primary Factory: New Samarkand

Communications System: Scuti Dualcom w/
Apple-Churchill Guardian ECM

Targeting and Tracking System: Skyhunter IV w/
Forward-1 TAG and Wunderland Beagle Active Probe

Overview

The Crow Scout Helicopter is based largely on the civilian Soar search-and-rescue craft, although significant modifications had to be made to bring the Crow into line with military specifications. Yan Manufacturing, a civilian aircraft manufacturing subsidiary of Luthien Armor Works, modified the Crow to perform airborne electronic intelligence and RF suppression duties after the DCMS suffered significant losses to its light BattleMech forces during the Ghost Bear Dominion War.

The Soar is one of the most effective SAR craft ever manufactured, and Yan wisely kept most of the craft's strengths when they converted the airframe to combat uses. A larger fusion engine gives the Crow the capacity

for heavier equipment and a more capable airframe, and a full payload of top-shelf electronics gives the Crow top-notch eyes in the sky.

Despite the Crow's obvious qualifications, the hefty price tag of the high-end electronics made the DCMS procurement officers wary of investing too much of the still-fragile military budget in an unknown craft. It wasn't until the financial ruin of the attack on Luthien that Yan managed to strike a deal with Warlord Minamoto's staff: in return for supplying the electronics, the DCMS would receive eighty percent of all Crows produced without charge, while the remainder would be sold on the open market to generate much-needed capital to keep the former juggernaut of LAW operational. Although the Warlord himself could not be involved in such a mundane matter as a contract negotiation, the tacit approval granted by his obvious lack of sanction provided the impetus to move the deal forward. The first production Crow entered service a little over six months after the start of negotiations.

Capabilities

With a top speed over 215 kilometers per hour, the Crow is one of the fastest combat VTOLs in production. It compares favorably with the popular Michaelson Heavy Industries designs that have gained prominence in recent years, and most Combine technicians are already familiar with the way Yan airframes are put together since the Soar appears on almost every Combine world.

When the Yan engineers added the DAV fusion engine, they knew that military pilots would be pushing the frame of the vehicle much more strenuously than civilian operators ever did, so they added strategic reinforcements to the proven Soar frame. The rotors of the Crow, for example, use advanced composites that are virtually as strong as conventional military armor but retain the requisite flexibility and fatigue tolerance of VTOL rotors. This has, sadly, led to a recognized flaw in the Crow's design, especially among the horde of mercenary buyers that snapped up the helicopter when it first reached the market. Because the Crow's blades are built solely on New Samarkand, mercenaries outside the Combine are forced to replace worn equipment with

locally made, lower-quality components that often fail when subjected to the same level of stresses at which the Crow's pilots trained. Efforts to get the spare parts packages shipped outside the Combine have been stymied by the travel and communication disruptions of the Jihad, but Yan promises it is doing everything in its power to rectify the situation.

As the Crow is designed as a reconnaissance craft, it mounts only a pair of extended-range small lasers. Although these weapons provide respectable reach and damage for such a light craft, the Crow's primary defense is still its phenomenal speed—the Crow's armor simply cannot face modern opponents.

Deployment

Although production delays related to the delicate electronics continue to plague the Crow's manufacture, a number of production runs have been shipped to many of the premier units of the DCMS, including the Genyosha and the Ryuken, as well as the regular line regiments. Among mercenary circles, the export-built model of the Crow continues to sell well despite the repair problems, and the next three runs are already spoken for.

Variants

Shortages of TAG equipment have led to Yan mounting a C3 slave unit in its place on a number of production runs of DCMS-exclusive units.

An export version, a dedicated strike and harasser craft, is built and marketed to mercenaries. This Crow removes the electronics and adds more weaponry and armor, including a pair of machine guns and a bank of one-shot rocket launchers. With a price tag of approximately one-third of the original Crow, this attack craft is very popular.

Notable Crews

Dragonfly: The first Crow to fly with the Genyosha, Dragonfly has already claimed four kills with its TAG designer, and its crew is already lobbying to have its ineffective lasers replaced with a C3 slave module.

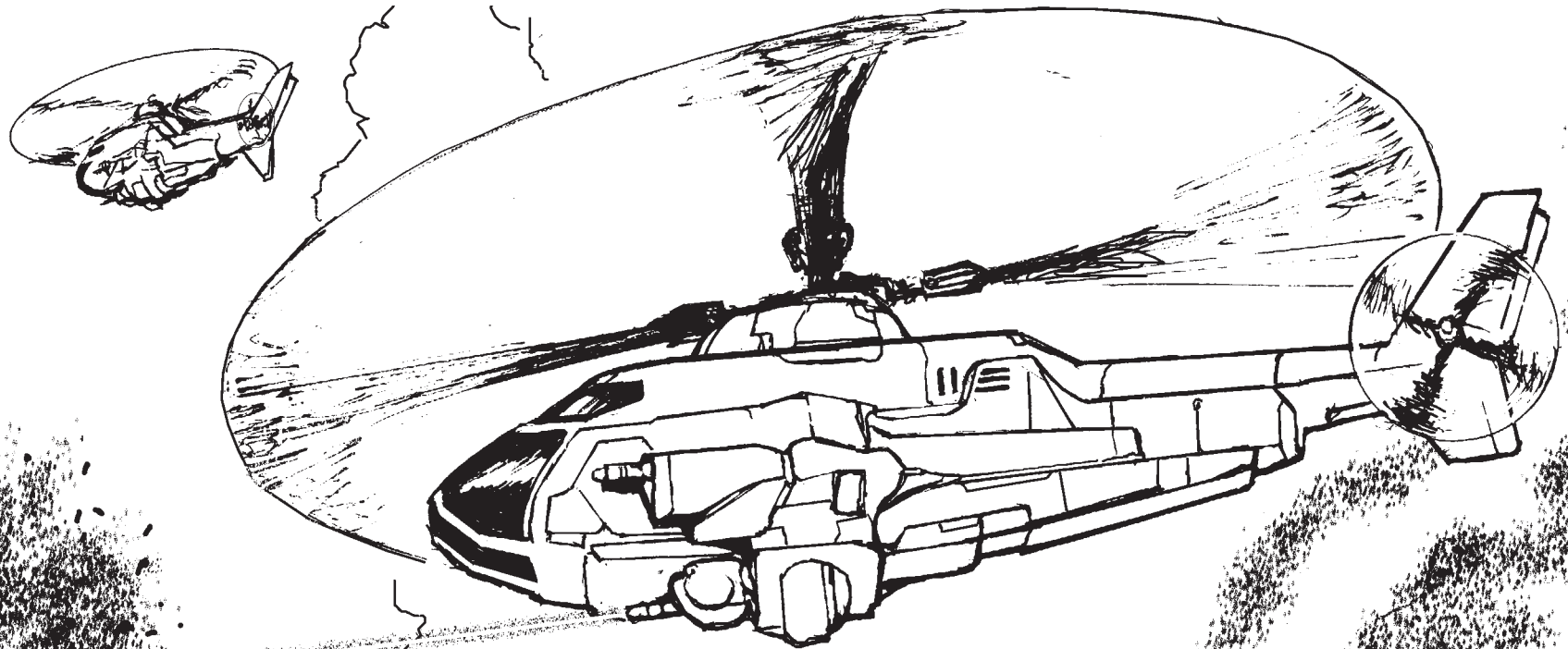
CROW SCOUT HELICOPTER

Type: **Crow Scout VTOL**
 Technology Base: Inner Sphere
 Movement Type: VTOL
 Tonnage: 15
 Battle Value: 288

Equipment		Mass
Internal Structure:		1.5
Engine:	100	4.5
Type:	Fusion	
Cruising MP:	13	
Flank MP:	20	
Heat Sinks:	10	0
Control Equipment:		1

Equipment		Mass
Lift Equipment:		1.5
Armor Factor:	24	1.5
	<i>Armor Value</i>	
	Front	8
	R/L Side	5/5
	Rear	4
	Rotors	2

Weapons and Ammo	Location	Tonnage
2 ER Small Lasers	Front	1
TAG	Front	1
Guardian ECM Suite	Body	1.5
Beagle Active Probe	Body	1.5



MIT 23 MASH VEHICLE



Mass: 20 tons
Movement Type: Wheeled
Power Plant: Hermes 80 Fusion
Cruising Speed: 54 kph
Flank Speed: 86 kph
Armor: StarSlab/Sheet
Armament:
None
Manufacturer: ComTech
Primary Factory: Arc-Royal
Communications System: Angst WideCom
Targeting and Tracking System: None

Overview

A half-decade into their overt war against the Word of Blake, ComStar was quickly losing one vital resource faster than it could replenish it: trained soldiers. Analysts pointed out that they could cut their losses by over a third if medical treatment could be administered as little as fifteen minutes earlier. To this end, they worked to update the Star League-era MASH units that remained in the Inner Sphere. A quick answer was found in the MIT 23, a MASH unit that had recently entered service with the second Star League. By 3073, the MIT 23 had decreased ComStar's death toll by over ten percent.

Capabilities

The MASH is not designed to be a combat vehicle. Designers knew that the MIT 23's primary focus would be

in major battles where the combatants would respect the sanctity of medical units. If not, the miniscule armament of other MASH units was unlikely to be much of a deterrent. The MIT 23 was designed with a top speed of 86 kph, a fast speed for a unit primarily serving infantry units. A special gyro-stabilized compartment was installed in the back of the unit, allowing the surgical area to remain steady and usable, even in the worst of terrain. To protect the vehicle, three-and-a-half tons of StarSlab armor prevents all but the most powerful battlefield weapons from damaging the surgery theaters. While not enough to stop a determined assault, it will endure an errant shot.

The theaters themselves are a work of medical and technological art. Utilizing some equipment and techniques adapted from the Clans, the MASH matches the capabilities of all but the best Inner Sphere hospitals. With an eye towards an eventual peace, the theaters are designed so they can be reconfigured for specific purposes, though most are currently outfitted as trauma centers. Two of the operating rooms can remove the wall in between them to allow for the most invasive of surgical operations. Doctors can even perform transplants and prosthetic attachments in most MASH theaters. One of the most innovative ideas in the MIT 23 is the common storage area. Fully automated, this allows sterile implements and supplies to be kept in one area, reducing shortages and wasteful redundancy.

Deployment

The MIT 23 had been widely dispersed, with each division having been assigned at least one. Many Level IIIs—particularly those units with a greater number of soldiers—have been assigned them, and demand is still high throughout the Com Guards. Infantry moral is much higher when they know there is a MASH vehicle in the vicinity, while MechWarriors pay little attention as a whole; armor crews rest somewhere between the two extremes.

Variants

Since the MIT 23 is a new vehicle, there are no variants as of yet. Preliminary discussions of tracked and hover versions have occurred, but nothing is expected in the near future.

Unlike some other support units such as the mobile headquarters or ammo transports, there will be no "trick units" of the MIT 23 made. There is no wish to invite attacks on MASH vehicles, no matter what slight edge could be gained.

Notable Crews

Dr. Josh Hemmingway: Commander of the *Nightingale*, Dr. Hemmingway has overseen the most active crew in 3074. Traveling independently of any military unit, the *Nightingale* saw action in three major campaigns. While designed more for infantry units, this crew found themselves with an abnormally high number of vehicle crews and have established new battlefield surgery techniques to increase the survival rates for burn victims. Perhaps the most noteworthy of all their accomplishments is the establishment of a truce between Blakist and ComStar forces outside the town of Obsterfern. While operating on a be-draggled ComStar Level II, half a Level III from the Word of Blake surrounded their position. After the initial engagement, Dr. Hemmingway convinced the Blakists to pull back if the MASH treated their wounded. For the next day the air was tense as soldiers from both sides were being worked on, but in the end, this Blakist unit was true to its word and retreated with their recovering wounded.

Chop Shop: The nickname applied to an MIT 23 captured by Blakist forces, the Chop Shop is a white vehicle painted with teal circled crosses and a red hand on the back. It seems to have been modified to specifically work on the Manei Domini. Wild rumors of surgical experiments on prisoners are likely just that, but there is a reward for the return of this MIT 23 to ComStar.

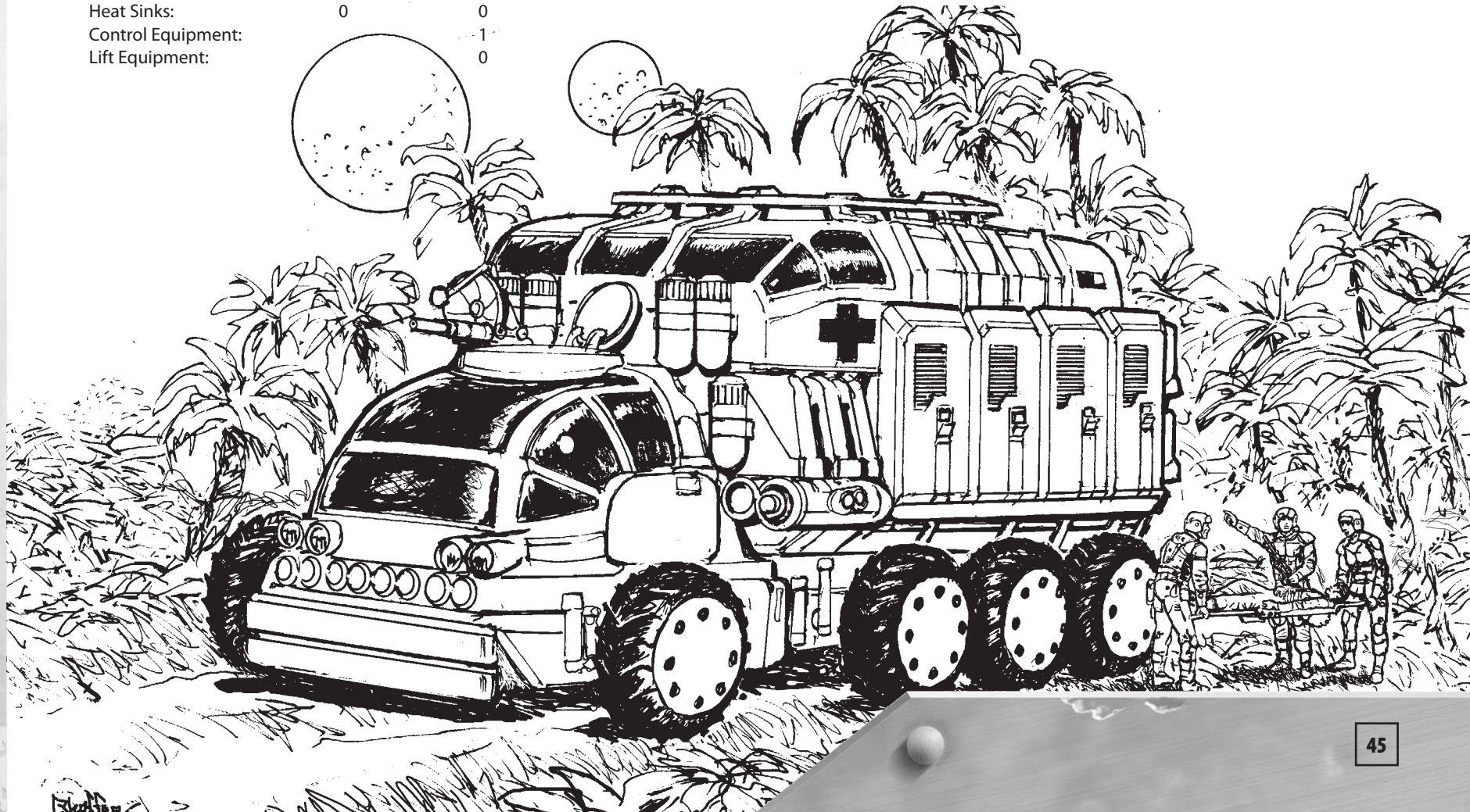
MIT 23 MASH VEHICLE

Type: MIT 23 MASH Vehicle
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 20
 Battle Value: 172

Equipment		Mass
Internal Structure:		2
Engine:	80	4
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		0

Equipment		Mass
Power Amplifier:		0
Turret:		0
Armor Factor:	56	3.5
	Armor Value	
	Front	20
	R/L Side	13/13
	Rear	10

Weapons and Ammo	Location	Tonnage
MASH Unit (7 Theaters)	Body	9.5



TAMERLANE STRIKE SLED



Mass: 20 tons

Movement Type: Hover

Power Plant: Magna 155 Fusion

Cruising Speed: 129 kph

Flank Speed: 194 kph

Armor: Maximillian 43

Armament:

1 Diverse Optics Extended Range Medium Laser

1 Marklin Mini SRM 2-pack

Manufacturer: Novis AT-H, Inc

Primary Factory: Detroit

Communications System: Marconi M-Pulse VI

Targeting and Tracking System: Marconi TTS series II

Overview

Built on the same principles as the “flying gun” designs such as the Savannah Master and SM1, the Tamerlane Strike Sled was born of the Canopian military’s desperation for a cheap and fast harasser. With some success under its belt, Novis executives then shopped the small scout vehicle to the Strategios of the CCAF. Though hesitant to accept a “Periphery-made rocket pile,” the Confederation placed a few small orders to bolster local militias. As the Tamerlane began to garner feedback—especially in regards to its simple maintenance—the CCAF enlarged its order and soon outpaced Novis’s single factory capacity. By 3075, Novis had built and put online two other factories on Krimari

and Palladix. Orders for the Tamerlane remain brisk, and the company has begun selling the sleds to Magistracy-employed mercenary units at below-market pricing.

Capabilities

Built for speed and handling, the Tamerlane mounts a powerful Magna 155 fusion engine near the back. To give the two-man crew extra visibility, Novis duplicated the bubble cockpit of Luthien Armor Work’s SM1 from a stray SM1 that had been carried by the vagaries of war all the way across the Inner Sphere to the Magistracy. The Tamerlane’s control systems were adapted to the LAW assemblage (which allows for easy replacement during maintenance and repair).

Easy access to the ammunition bay, which is mounted underneath the vehicle, allows crews to quickly swap out between standard SRM warheads and Inferno rounds. Because of the speed of the sled, long-range weaponry isn’t necessary as the sled can rocket in and out of an engagement quickly.

The only complaint many crews have is the abysmally cramped confines of the bubble cockpit. Seated in tandem, the pilot and gunner are limited in their movement options, and many of the initial crews suffered severe back and leg pain. A subsequent modification to the interior of the cockpit has alleviated the problems, though taller crew members still have problems after long sorties.

Because the sled uses a “hard” cushion, side-slipping can be a problem for inexperienced pilots. When operating at full velocity and power, pilots have to be prepared for any alterations in the underlying terrain or they could find themselves sliding out of control in the blink of an eye.

Deployment

Tamerlane Strike Sleds are fielded mainly in MAF and CCAF militaries. Only recently have some mercenary units taken Novis up on their generous pricing offer, which also includes a five-year exclusivity contract with regards to parts and repairs.

Variants

Novis has made a few new variants from the baseline model for the Tamerlane. The most common is more of a downgrade, as it only swaps out the ER version of the laser for a standard one. This was due to a brief shortage of Diverse Optics lasers to the Magistracy between 3073-74; though production on the original version has resumed, the extended-range versions are still uncommon, and for the time being only MAF units receive them.

Two newer variants have surfaced in the last two years. One removes the SRM-2 launcher for four one-shot 10-pack rocket launchers. Two are mounted on the front of the sled and two to the rear, giving the Tamerlane a solid one-two punch during a slashing attack. Usually found with troops who specialize in fast recon or striking attacks, it has become a favorite slasher for the more reckless male pilots in the MAF. The size of the launchers, however, crowds out some of the cockpit bubble view, which is partially to blame for the recent accident that involved a Tamerlane and the governor of Booker’s Avanti hoverlimo.

The fourth variant is a recent addition to Novis’ offer sheet. Rigged for longer duty sorties, this version of the sled mounts two medium lasers in the turret and a flamer in the front. The bubble cockpit is specially treated with a darker optical coating, giving it a tinted look. The treatment is necessary, since the excessive brilliance of the flamer could dazzle crews to the point of near-blindness.

Notable Crews

Corporal Seth Cuvala: Son to Major Paul Cuvala in the Raventhir Cuirassiers, Seth remains a dark shadow over his father’s successes. Frequently finding himself in positions that his father has to bribe him out of, he was busted back to corporal three times over the last ten years. Posted with the Second Raventhir Infantry Guard, Cuvala was assigned one of the unit’s four new Tamerlanes in 3073 when Colonel Hill decided to augment his infantry battalion with some light vehicle support.

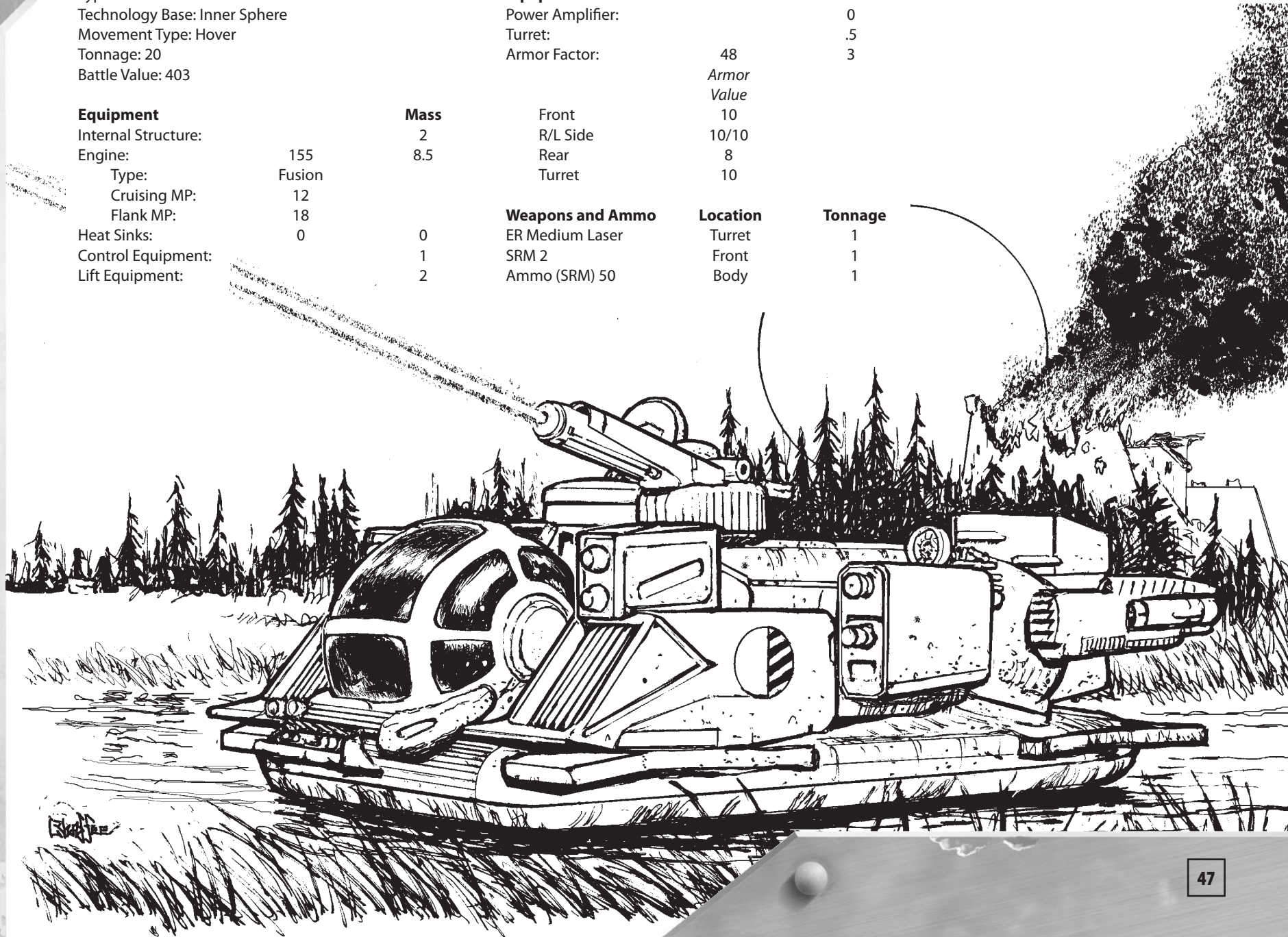
TAMERLANE STRIKE SLED

Type: **Tamerlane Strike Sled**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 20
 Battle Value: 403

Equipment		Mass
Internal Structure:		2
Engine:	155	8.5
Type:	Fusion	
Cruising MP:	12	
Flank MP:	18	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		2

Equipment		Mass
Power Amplifier:		0
Turret:		.5
Armor Factor:	48	3
	<i>Armor Value</i>	
	Front	10
	R/L Side	10/10
	Rear	8
	Turret	10

Weapons and Ammo	Location	Tonnage
ER Medium Laser	Turret	1
SRM 2	Front	1
Ammo (SRM) 50	Body	1



SAXON APC



Mass: 35 tons

Movement Type: Hover

Power Plant: GM 175 Fusion

Cruising Speed: 108 kph

Flank Speed: 162 kph

Armor: ArcShield Heavy II

Armament:

1 Kicker-2 Machine Gun

Manufacturer: Cyclops Incorporated,
Defiance Industries, Quikscell Company

Primary Factory: Skye, Hesperus II, Richvale

Communications System: TharHes KR-A P/Com

Targeting and Tracking System: TharHes Mars 1

Overview

In the face of improvements in battlefield weaponry, existing APC designs were demonstrating a worrying vulnerability. To address its ever-increasing commitments, the LAAF called for upgraded vehicles to improve the effectiveness and survivability of its infantry forces. Cyclops Incorporated on Skye rose to the challenge, delivering a company of Saxon prototypes to the Second Skye Guards in early 3070.

Having proved itself in the fighting throughout the Isle of Skye, the APC earned deployment by the LAAF. Reports that Cyclops could not meet demand prompted other manufacturers to express an interest in the design. Both Defiance Industries and Quikscell have acquired licenses to manufacture the Saxon.

Capabilities

Blindingly fast, the Saxon sacrifices weaponry for speed, capacity, and, most critically, armor protection. The roomy fighting compartment is spacious enough to accommodate a foot infantry platoon or a battle armor squad in what Succession Wars veterans would consider shameless luxury. The compartment allows the APC to be used in extended deployments with provisions for additional stores. The fusion-powered Saxon is free from the supply lines to which designs such as the Maxim remain tied.

Mounting a single Kicker-2 machine gun, the Saxon's ability to support the troops it carries is limited. The lives of the three-man crew (driver, gunner, and cargo master) are extremely dependent on the skill of their passengers. Well-trained troops can disembark or embark through the large rear hatch in seconds. However, the APC's heavy armor can be sorely tested when greener troops force the vehicle to remain stationary under enemy fire.

Deployment

The first Saxons were evaluated by the newly formed Second and Third Skye Guards. Still deficient in BattleMechs, these regiments incorporate powerful infantry formations—to which the Saxon has been a perfect compliment. Following the Skye Guards' success with the vehicle, the LAAF placed a large order. Deployed to infantry formations engaged on the Marik and Jade Falcon fronts, the Saxon has been an unqualified success. Duchess Hermione Aten began offering a discount to mercenaries interested in taking on contracts bolstering Skye's defenses. The Raging Horde was the first to accept such an offer, and other small mercenary commands quickly followed.

During the Word of Blake's attack on Skye in 3074 the Second Skye Guard's infantry were thrown into the line against the Blakist Third Division. The Saxon's speed and durability proved a decisive factor in the battle, allowing coalition forces to hold the attackers in place long enough for a flanking attack to land the finishing blow.

After the Hesperus II factories were liberated from Blakist control in late 3074, Defiance Industries produced a number of Saxons for the reinforced security contingent.

Used to perform regular security sweeps, the Saxons have helped to defeat several attempts by Blakist insurgents to disrupt production of arms for coalition forces.

Variants

In a bid to improve firepower, some crews have replaced the Kicker 2 machine gun and ammunition with an extended-range medium laser.

Both Quikscell and Defiance Industries have used the Saxon's chassis as the basis for specialized support vehicles. Defiance has outfitted it as a basic mobile headquarters, a role for which the Saxon's speed and armor is well suited. Armed with two extended-range medium lasers and TAG in the turret, this model can fend off the attentions of lighter units and outrun heavier ones, and its three tons of communications gear aid a commander's control of the battlefield.

Quikscell has converted the Saxon into a battlefield ambulance equipped with two basic surgical operating theaters. The machine gun has been retained, and its magazine has been expanded to a full ton. Quikscell's less-than-sterling reputation for quality control is well known, and on several occasions wounded soldiers have refused to undergo treatment aboard these vehicles.

Notable Crews

Stanley Connelly, Richard Baxter, and William Fulton: This trio of notorious pranksters serves in the Second Skye Guards as a Saxon crew. When on training maneuvers, the Second's infantry have learned to be on the lookout for seemingly innocuous items of equipment that turn out to be replicas. These are programmed to broadcast insulting and/or embarrassing phrases and noises or (in the more extreme cases) explode to coat everyone with flour, cream, or worse. The most famous prank for which the trio was allegedly responsible (nothing was ever proven) was smuggling a Tharkan gazelle into their commander's office one night.

If it were not for the skill and dedication the three displays when under live combat conditions, General Ferguson (the Second Skye Guard's long-suffering commander) would have bounced them from the regiment long ago.

SAXON APC

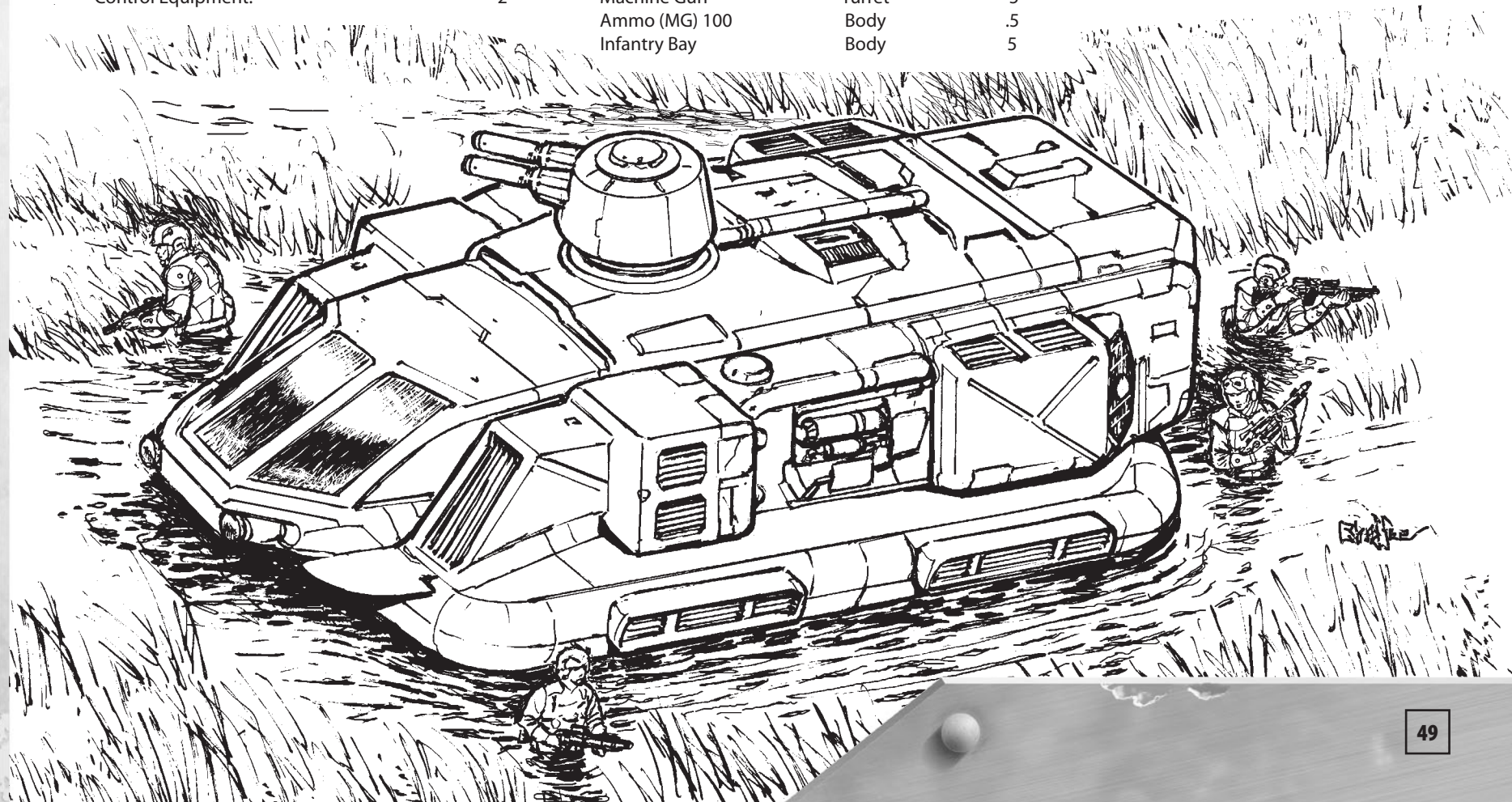
Type: **Saxon APC**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 35
 Battle Value: 435

Equipment		Mass
Internal Structure:		3.5
Engine:	175	10.5
Type:	Fusion	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		2

Equipment	Mass
Lift Equipment:	3.5
Power Amplifier:	0
Turret:	.5
Armor Factor:	144

	Armor Value
Front	33
R/L Side	26/26
Rear	24
Turret	35

Weapons and Ammo	Location	Tonnage
Machine Gun	Turret	5
Ammo (MG) 100	Body	.5
Infantry Bay	Body	5



HIRYO ARMORED INFANTRY TRANSPORT



Mass: 40 tons
Movement Type: WiGE
Power Plant: GM 205 Light
Cruising Speed: 86 kph
Flank Speed: 129 kph
Armor: New Samarkand Heavy Ferro-Fibrous
Armament:
1 Lords Light 2b Snub-Nose PPC
Manufacturer: Pesht Motors
Primary Factory: Unity
Communications System: Neil 400
Targeting and Tracking System: Chichester ASR 26

Overview

Deploying an ever-increasing number of armored infantry units, the DCMS found itself critically short of suitable transports during the brief Combine-Ghost Bear War. Seeking to rectify this, the Procurement Department called on the Combine's vehicle manufacturers. Many offered variants of existing hovercraft or VTOL designs, but it was Pesht Motors' wing-in-ground-effect (WiGE) craft that captured Procurement's attention.

Better known in the domestic market for civilian vehicles, Pesht Motors was embroiled in competition with Wakazashi Enterprises. By introducing their Kio transport WiGE, Wakazashi (a military aerospace manufacturer) was poaching on what Pesht Motors had long considered their private preserve. In response, Pesht had started to develop WiGE designs at their Unity production plant

even before the call for a new transport came. In trials, the Hiryu (Flying Dragon) made an impressive showing, prompting the Procurement Department (despite aggressive lobbying by Wakazashi executives) to order fifty units for field evaluation.

Capabilities

Powered by one of GM's new light fusion plants, the Hiryu's range and endurance is limited only by its crew. Meanwhile, the New Samarkand heavy ferro-fibrous armor is the strongest produced in the Inner Sphere to date. Outperforming the best the first Star League could offer, this armor was "acquired" from the Lyran Alliance by covert means.

Well protected within the vehicle's core is a compartment large enough to transport eight troopers in full battle armor. While on board, the suits can charge off the Hiryu's fusion engine, and the compartment provides storage for additional ammunition and supplies. It even includes a limited maintenance facility where minor repairs and basic maintenance can be performed in the field. While grounded, troops use a rear ramp to enter and exit the craft, but eight extra hatches located along the Hiryu's underside allow for rapid airborne deployment of jump-capable suits in combat.

Deployment

The Hiryu's first live combat came when defending Pesht against the Word of Blake in 3069. Operating in support of the Fourth Pesht Regulars, a squadron of prototype Hiryos deployed Pesht security forces to meet Blakist raiders. Though suffering heavy losses, they successfully defended the Pesht Motors production lines. When the Blakists' Twenty-ninth Militia and Forty-second Shadow Divisions returned in 3071, fighters from the Forty-second encountered the vehicles in greater numbers. Heavily armored and more agile at lower altitudes, the Hiryos damaged several low-flying *Defiance* and *Shiva* OmniFighters. Meanwhile the Hiryu's battle armor stalled the Twenty-ninth's drive on the District headquarters, forcing the invaders to deploy tactical nuclear weapons in order to carry the day.

Despite the loss of Pesht, production of the Hiryu continues on Unity. Battle armor units attached to the Pesht Regulars and the Ryuken were the first to receive these craft, and the Procurement Department expanded its original order to equip the Legion of Vega and the Ghost Regiments. The design has finally started to trickle down to planetary militia as they receive first-generation battle armor cast-offs from frontline troops who are being equipped with more advanced designs.

With Luthien and Pesht once more under Combine control, Hiryu-equipped battle armor formations have been rushed to reinforce the troops garrisoning these key worlds.

Variants

Since the Hiryu's introduction, Pesht has experimented with limited production runs of modified WiGEs. The first replaces the snub-nose PPC with a pair of light PPCs, making the vehicle slightly more effective at longer range. A second variant mounts an MRM-20 system and three tons of ammunition. Although this weapon is more effective than a PPC against soft targets, the loss of half the WiGE's transport capacity has limited deployment of this "gunship" version.

A number of field refits have experimented with replacing some or all of the battle armor compartment capacity with other weapons and equipment, but to date none have found favor with the DCMS.

Notable Crews

Peter Masoru, Bert Pentedemos, and Sasaki Kenta: Attached to the under-strength Tenth Pesht Regulars on Nowhere, the Eleventh "Nowhere Men" have received an influx of modern equipment. Formerly crew for a Warrior VTOL, pilot Peter Masoru and gunner Bert Pentedemos are survivors of the DCMS's "Thirty-day Wonder WiGE Conversion Crash Course". Joined by Sasaki Kenta, a bear of a man who serves as their Cargo Master, the trio operate the Hiryu they have christened "Crash Course" in anti-piracy sweeps along the Periphery frontier.

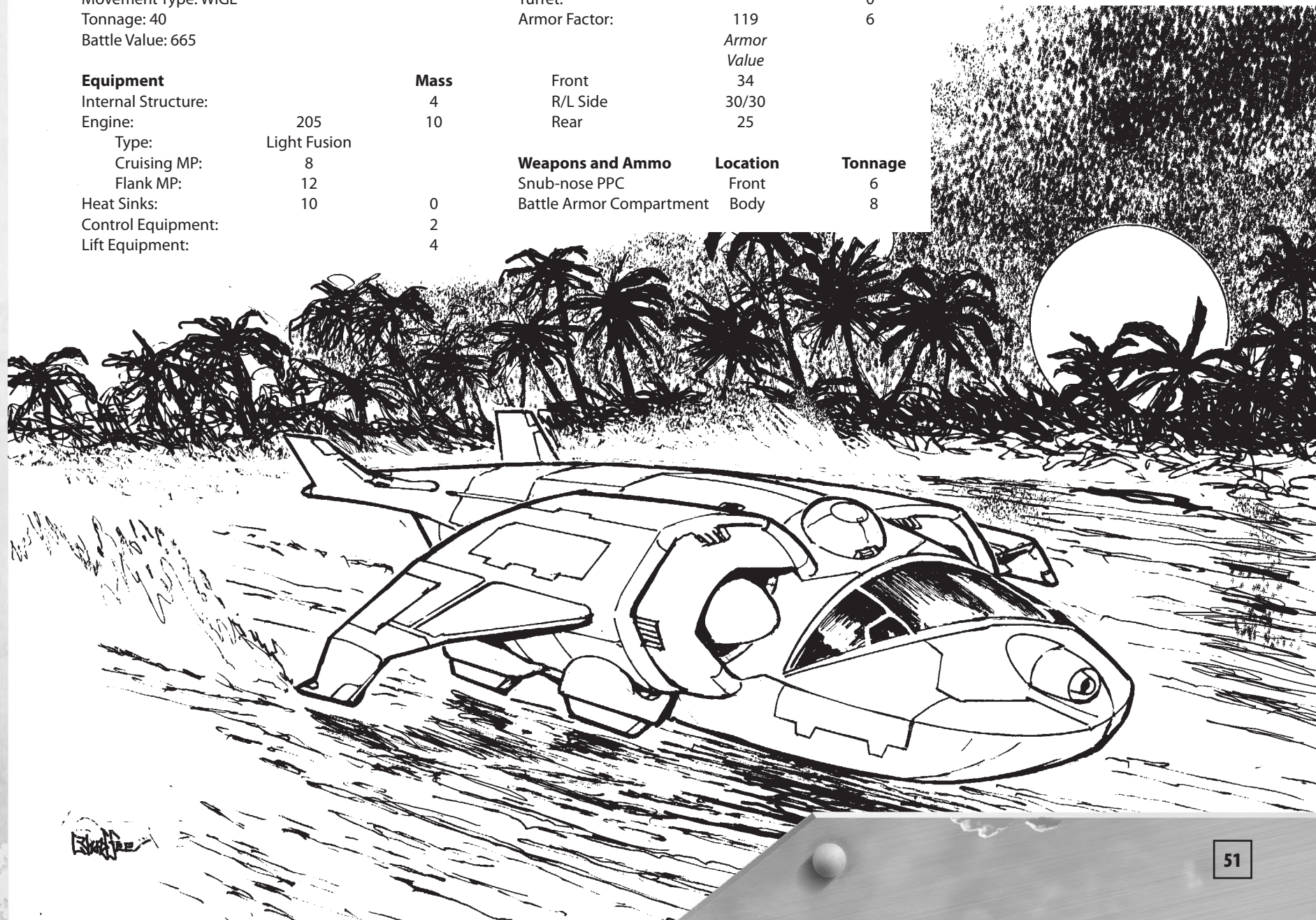
HIRYO ARMORED INFANTRY TRANSPORT

Type: **Hiryo Armored Infantry Transport**
 Technology Base: Inner Sphere
 Movement Type: WiGE
 Tonnage: 40
 Battle Value: 665

Equipment		Mass
Internal Structure:		4
Engine:	205	10
Type:	Light Fusion	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		4

Equipment		Mass
Power Amplifier:		0
Turret:		0
Armor Factor:	119	6
	<i>Armor Value</i>	
	Front	34
	R/L Side	30/30
	Rear	25

Weapons and Ammo	Location	Tonnage
Snub-nose PPC	Front	6
Battle Armor Compartment	Body	8



DANAI SUPPORT VEHICLE



Mass: 45 tons

Movement Type: Wheeled

Power Plant: GM 205 Fusion

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: Maximillian 43

Armament:

1 Bithinian Ballistics Thumper Artillery Piece

2 Firmir Improved Extended-Range Medium Lasers

Manufacturer: Detroit Consolidated Vehicle Works

Primary Factory: Detroit

Communications System: Magestrix Alpha

Targeting and Tracking System: Magestrix Gamma

Overview

For the Magistracy, the Trinity Alliance has been a double-edged sword since it was first signed. Although the Capellans have provided Canopus with more than its share of educators and economic aid, the construction of the factories on Detroit—rather than a Magistracy world—was a hard pill to swallow, coupled with the continuing losses suffered by the Canopian units deployed in the Confederation under the military terms of the Trinity Alliance. As a salve to the damaged Canopian pride, Capellan administrators helped the MAF design and build a new mobile artillery vehicle. Although the design effort dragged on for years, in 3073 a production vehicle was finally released and named for the fallen heir to the

Canopian throne, Danai Centrella. With its combination of speed and firepower, most believe the late officer would be proud of her namesake vehicle.

Capabilities

The core of the Danai is of course the Bithinian Ballistics Thumper Artillery piece, which is in a fixed mount on the forward hull. With the Jihad raging and Canopus quiet under the Word of Blake blanket, Capellan planners took no chances; two hundred artillery pieces were shipped to Detroit under heavy guard to ensure a steady initial production run. With those artillery pieces came the Danai's defensive weapons, a pair of advanced extended-range medium lasers from the Capellans' premier laser weaponry provider. Even the staunchest Magistracy detractor could find no fault with the Confederation's commitment to the Danai's success.

The rest of the vehicle is tried and true Magistracy equipment. The Maximillian 43 armor has been used for centuries and provides a solid base of protection for the support vehicle. As the Danai is not intended for direct combat, the six-and-a-half tons allocated is more than enough. With the extra range the Firmir lasers provide and excellent speed from a powerful 205-rated GM fusion engine, the Danai has little trouble getting itself out of trouble.

Deployment

In full production since 3073 the Danai has spread to nearly every Canopian combat unit and many Capellan ones. The design is routinely shipped as cargo among the heavy convoys that move combat units between the Confederation and the Magistracy, and mercenary units in Canopian and Capellan employ have been clamoring for access to the tank. To date the MAF has not allowed sales to non state-sponsored units, but with the recent policy changes from Canopus, sales to mercenaries may be allowed at last.

The largest single concentration of these tanks is the security force of the factory itself, where two full companies of Danais help protect the complex. With the heavy raiding

that has plagued the Magistracy during the Jihad, these crews have become some of the most adept in the use of their big guns.

Variants

With the tank's current successes there are no known variants in production, although there are surely small modifications being made to individual vehicles as battle damage accrues. There are rumors that the Detroit Consolidated Vehicle Works is testing a heavier vehicle, mounting a formidable Long Tom cannon, but sheer mass precludes that weapon's inclusion on a Danai hull.

Notable Crews

Commander Erin Bowker: Commander Bowker is the senior Danai commander in the security battalions of the Detroit plants. She came to prominence in 3073 when a surprise Blakist raid fell upon the world before the defenders could react properly. The Blakist raiders, intent on either raiding or destroying the Detroit facilities, grounded outside the range of the defenders' artillery positions. Commander Bowker, taking command of all of the Danais on scene, came up with a simple solution. With MAF 'Mechs ordered to slow the advancing Blakists, the Danais sortied—away from the advancing Blakists.

As the Word of Blake unit closed on the facility, engaging the fixed defenses and the light MAF BattleMech units in their path, the Danais ignored them and used their mobility to move into a firing position on the Blakists *Seeker*-class DropShip. Taking a page from ancient Terran warfare, Bowker orchestrated a time-on-target barrage on the *Seeker*. With continuous fire following the initial volley, the DropShip was unable to lift before being pounded to scrap. Commander Bowker then masterfully trapped the stranded Word of Blake raiders between a sally of MAF BattleMechs and Danai artillery fire.

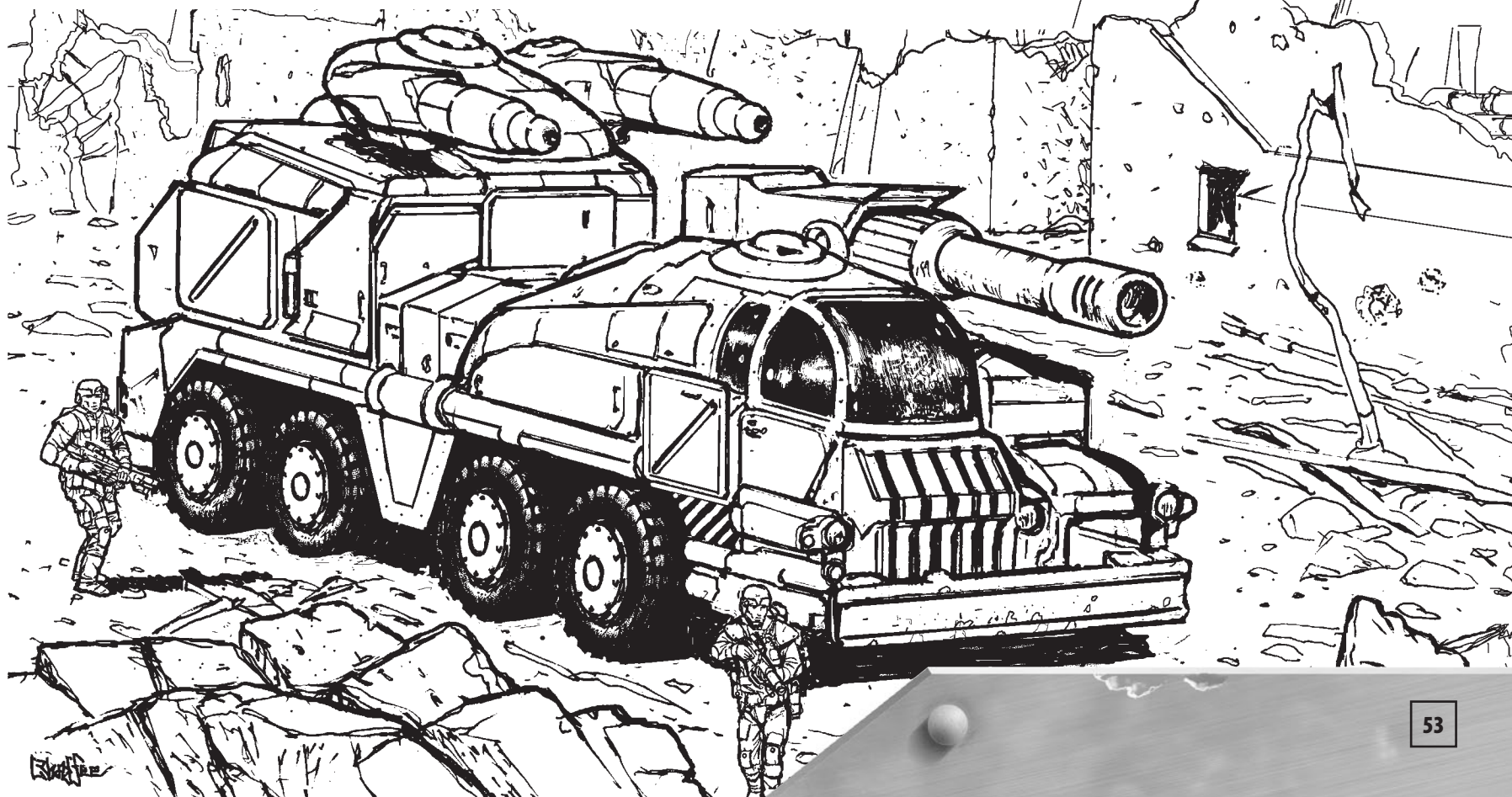
DANAI SUPPORT VEHICLE

Type: **Danai Support Vehicle**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 45
 Battle Value: 648

Equipment		Mass
Internal Structure:		4.5
Engine:	205	8.5
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		2.5

Equipment		Mass
Power Amplifier:		0
Turret:		.5
Armor Factor:	104	6.5
	<i>Armor Value</i>	
	Front	29
	R/L Side	17/17
	Rear	15
	Turret	26

Weapons and Ammo	Location	Tonnage
Thumper Artillery	Front	15
Ammo (Thumper) 20	Body	1
2 ER Medium Lasers	Turret	2



CONDOR HOVER TANK (UPGRADE)



Mass: 50 tons
Movement Type: Hover
Power Plant: CoreTek 215 XL
Cruising Speed: 97 kph
Flank Speed: 151 kph
Armor: StarSlab/9.5 Ferro-Fibrous Mk II
Armament:

- 2 SureFire MiniGuns
- 1 Valiant Abalest LRM 15-pack
- 1 Mydron Excel 5SG LB-X AC

Manufacturer: Quikscell Company
Primary Factory: Richvale

Communications System: TharHes KR-A P/Comm
Targeting and Tracking System: TharHes Mars 1

Overview

Red Devil Industries' manufacturing plant on Pandora was lost when the Jade Falcons overran the world in 3064. However, just before the Clan assault, the Quikscell Company (another Pandora-based manufacturer) acquired the rights for several of Red Devil's products – the Condor Hover Tank among them. Quikscell had already been in the process of relocating, and one of their manufacturing lines had been moved to Richvale (at some cost to the Lyran taxpayer).

With the FedCom Civil War finally over, Quikscell salesmen targeted both local militia who had been stripped of equipment during or after the war, and regular forces who were desperate enough to buy almost anything, even products with Quikscell's reputation. Quikscell's engineers

then faced the challenge of matching the hype generated by the company's marketing department.

Capabilities

Taking the original Condor design, Quikscell's engineers had the luxury of choosing from a smorgasbord of advanced technology—technology that before the Civil War had been available in limited quantities and to the most favored of manufacturers. By replacing the 165 Jones ICE with a powerful 215-rated XL fusion engine, the new Condor has even greater speed and agility. The lasers and power amplifiers have been replaced with a turret-mounted LRM-15 launcher that gives the kind of long-range striking power needed on the modern battlefield, and the LB-X autocannon (with magazine space for a variety of ammunition types) is effective against both infantry and vehicles. The experiences of the Civil War prompted the addition of an extra machine gun. Conventional infantry are now often better equipped and trained than in the Succession Wars era, and they represent a significant threat.

The final result (now sporting ferro-fibrous armor) is a vehicle that bears little resemblance to Red Devil Industries' design from decades earlier.

Deployment

Even the most optimistic projections fell short of the level of demand that has been generated by the aggressive marketing campaign. With commands like the Fourth Skye Rangers and Sixth Lyran Guards leading the way, orders soon outstripped the capacity of the Richvale production line.

While hurrying to commission a second production line, Burton Richards (a Quikscell executive) hit upon the idea of packaging the unassembled components and selling them in kit form (at a small discount) to the growing list of impatient customers. Surprisingly, the concept proved remarkably popular, although the resulting vehicles had some reliability issues, often in direct proportion to the competence of the tech crews given the task of assembling these "Flat-Pack" tanks. On more than one occasion worried customers found themselves with a completed Condor and a pile of unidentifiable components for which there was no apparent use.

In the wake of the surprise attacks by the Word of Blake following the dissolution of the Star League, demand for the Condor continued to soar. Duke Robert Kelswa-Steiner personally purchased two companies of the vehicle to help outfit the newly formed Second and Third Skye Guard. Success on the battlefield encouraged the Guards to purchase more of the vehicles, resulting in a preponderance of hover vehicles in the Skye Guards' armor component. Fending off the Word of Blake's assault on Skye in 3073, the Second Guards used their Condors to repeatedly sting the Blakists' Third Division, slowing their advance long enough for the BattleMechs and infantry to get into position to defend New Glasgow.

Both mercenaries and regular Lyran Alliance troops used the speedy Condor to great effect on Coventry as they hunted down the remnants of Word of Blake troops trapped on the surface.

In the Free Worlds League, sales of the Condor have picked up dramatically as different factions look to their own defenses. The Andurien Rangers now field at least two companies, and the design is also becoming a common sight in Regular and Orloff armor commands.

Variants

In a bid to reduce the Condor's dependence on ammunition, Quikscell has produced a variant that replaces the autocannon with a Cyclops extended-range large laser. The vehicles have been augmented by adding a turret-mounted anti-missile system, a ton of armor, and an ECM unit.

Notable Crews

Miranda Lee, Boris Kutstov, Frya McClintoch, and Freddie Von: Amongst the few members of the Twenty-first Centauri Lancers to survive the devastation of Tukayyid, the four were forced to abandon their old Scimitar when the Killer Bees ran the Blakist blockade to rescue the Lancers. Presented with an upgraded Condor as their new ride, the crew has worked hard to resurrect the mercenary command from the ashes.

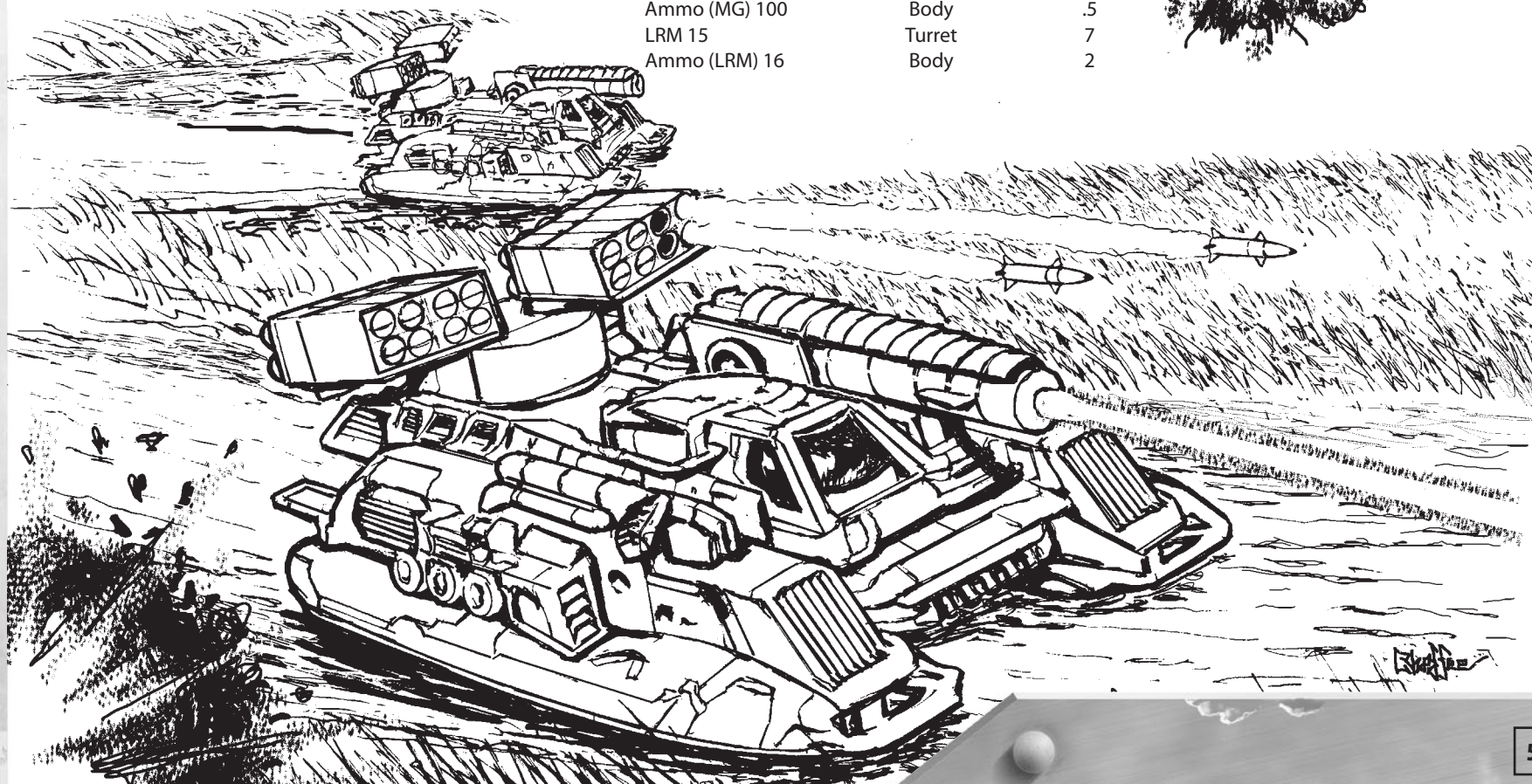
CONDOR HOVER TANK (UPGRADE)

Type: **Condor Hover Tank (Upgrade)**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 50
 Battle Value: 965

Equipment		Mass
Internal Structure:		5
Engine:	215	10
Type:	XL Fusion	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5

Equipment		Mass
Power Amplifier:		0
Turret:		1
Armor Factor:	107	6
	<i>Armor Value</i>	
	Front	31
	R/L Side	21/21
	Rear	14
	Turret	20

Weapons and Ammo	Location	Tonnage
LB 5-X AC	Front	8
Ammo (LB-X) 40	Body	2
2 Machine Guns	Front	1
Ammo (MG) 100	Body	.5
LRM 15	Turret	7
Ammo (LRM) 16	Body	2



JES I TACTICAL MISSILE CARRIER



Mass: 50 tons

Movement Type: Hover

Power Plant: JES 15 Fusion

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: Lexington Ltd. High Grade

Armament:

3 Holly SRM 6

4 Holly SRM 4

2 22mm Gatling Guns

Manufacturer: Joint Equipment Systems

Primary Factory: Panpour

Communications System: Communicator

Targeting and Tracking System: FireScan with IndirecTrack

Overview

Missile carriers have been a staple of the modern battlefield for centuries, and for most of that time Joint Equipment Systems (JES) has been a provider of those vehicles. The Ghost Bear conquest of Alshain and the loss of their main production facility, combined with the loss of the contracts for the upgraded SRM/LRM Carriers in the mid 3050s, nearly killed the remaining Inner Sphere branches of the company. It was only after JES' commercial engine facilities on Panpour were expanded into full production lines that JES was able to reintroduce themselves to the Inner Sphere arms markets. Of course, by that time, the influx of new technologies had pushed the concept of the missile carrier well past where JES had left it, and a long road of rebuilding was in store.

The JES I Tactical Missile Carrier is the Federated Suns-based company's first new offering, and while it mounts an impressive number of missile batteries, many believe that the JES engineers did so at the expense of nearly every rational design philosophy. Strong proponents of thinking outside the box, the Panpour-based JES engineering team is hoping the vehicle will stimulate new sales with its unorthodox design and construction.

Capabilities

The JES I is a short-range attack vehicle, designed to bombard enemies during an ambush and then slip away. With an initial barrage capability of more than thirty missiles, the fifty-ton JES is a powerful foe. Many MechWarriors, when faced with such a cloud of missiles, have felt the icy hand of death upon them and feared the worst.

But then most of them look again, and the JES I's faults come to light.

A series of simulations run at the New Syrtis University of Saso highlighted the craft's fatal flaw. "What kind of an idiot," one student remarked, "builds such a slow hovercraft?" JES' designers are quick to compare the JES I's speed to other tracked and wheeled missile carriers, but detractors simply wave their hands and point to the JES I's slow speed compared to other hovercraft.

The reason behind JES's design choice was quite simple; lacking the capital to invest in military-grade fusion engine facilities and with interstellar shipping heavily disrupted, JES adapted one of their civilian engine lines to produce the tiny 15-rated fusion engine used on the JES I. Although hugely inefficient, the designers felt that the ready supply of engines and their reduced cost would attract buyers.

With all but one of the missile launchers facing forward, the JES I seems designed with a charging attack in mind. However, the vehicle's slow speed in relation to most other combat vehicles—especially light 'Mechs that are vulnerable to massed SRM fire—combined with weak armor make such a charge almost suicidal.

Deployment

Although JES has been producing the JES I nonstop since the initial carrier floated off the assembly line, few buyers are lining up to purchase them. A number of mercenary purchasing agents, desperate to find military suppliers when all the major manufacturers are overbought by the state governments, have visited the Panpour facility and left in disgust. The only shipments purchased so far are headed to the Periphery: both the Taurian Concordat and its breakaway state, the Calderon Protectorate, have taken advantage of JES's need for buyers and have purchased large numbers at cut-rate prices. Whether these vehicles will be turned against AFFS forces in the Pleiades region is a subject of much debate.

Variants

The JES I is too new to have any notable variants, but already rumors are suggesting that JES is listening to customer complaints and are contemplating a swifter version of the hover missile carrier. The few JES in service have not been fiddled with, most likely because their owners are too afraid of the balky and fragile vehicle to disturb it.

Notable Crews

Jose Consuelo, Marcus Digby, Sasha Jacobs, and Sandra MacDougal: These four crewmen control the only JES I currently in active Davion service, named "Nonesuch." Nonesuch is the fourth vehicle of a missile carrier lance—the other three are Heavy LRM carriers, tracked monstrosities that crawl across the ground even more slowly than the JES. As part of the Firgrove planetary militia, Nonesuch sees very little action, but in exercises it has successfully defended the Heavy LRM Carriers from destruction at the hands of short-ranged opponents. JES has seized on these successes as a marketing point, but they fail to point out that, despite its performance issues, the Heavy Carriers in the platoon rarely have to protect the JES I.

JES I TACTICAL MISSILE CARRIER

Type: **JES I Tactical Missile Carrier**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 50
 Battle Value: 736

Equipment		Mass
Internal Structure:		5
Engine:	15	10
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3
Lift Equipment:		5

Equipment		Mass
Power Amplifier:		0
Turret:		.5
Armor Factor:	72	4.5
	Armor Value	
	Front	22
	R/L Side	14/14
	Rear	10
	Turret	12

Weapons and Ammo	Location	Tonnage
SRM 6	Turret	3
2 SRM 6	Front	6
Ammo (SRM 6) 30	Body	2
4 SRM 4	Front	8
Ammo (SRM 4) 50	Body	2
ER Small Laser	Front	.5
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5



THUMPER ARTILLERY VEHICLE



Mass: 60 tons

Movement Type: Wheeled

Power Plant: Strand 220 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: Durallex Heavy

Armament:

- 1 Edward Industries Thumper Artillery Piece
- 2 Hellion c-II ER Small Lasers
- 4 Voelkers 200 Machine Guns

Manufacturer: Brooks Incorporated

Primary Factory: Irian, Andurien

Communications System: Irian E.A.R. 5

Targeting and Tracking System: Irian FFE-9

Overview

Artillery is a boon to a large, well-coordinated military. Often referred to as a force multiplier, artillery allows other military units to be more efficient by pinning the enemy, inflicting damage upon them, or both. It even has more varied uses, such as dispensing or eliminating minefields. The success of the Star League's Thor artillery vehicle led to a knock-off design, the Thumper, by Brooks Incorporated. Mass produced and sold to just about everyone, the Thumper is probably the most common mobile support platform to date. The Thumper was produced from 2734 to 3046, but sales finally dropped off in the years following the Fourth Succession War, leading to the eventual

shutdown of the line. The recent surge in defense spending, however, encouraged Brooks to revitalize the line, and the sudden reappearance of the Thumper combined with its use of new technology has given rise to rumors of Brooks conspiring with the Word of Blake.

Capabilities

The Thumper artillery vehicle is a capable war machine. While lacking the speed of the Thor, the Thumper has good mobility for an artillery piece. The wheeled locomotion limits the terrain it can transverse, but this rarely hinders the Thumper on a strategic level, as its weapon has a radius of effectiveness of multiple kilometers. The area effect of the shell is far more useful than its raw damage, capable of damaging multiple enemy units. If the enemy finds the Thumper, six small guns help to deter recon units and can devastate infantry formations. Twelve-and-a-half tons of armor allow the Thumper to endure some punishment before retreating, and a CASE unit saves the vital crew and key systems from ammunition explosions. Finally, an ECM system further protects the Thumper and any escorts it may have.

With the four-man crew often in the field for a long period of time, the Thumper is designed to give the crew some comfort, carrying a mini-kitchen and a spacious interior. The interior is also soundproofed, but microphones allow the crew to hear what is going on outside the vehicle. During battle, the communications computer filters out the sound of the gun firing, so the crew will be aware of any noises that would normally be covered up by the massive thunder of the cannon.

Deployment

Brooks is trying to avoid the chaos in the Free World League by selling to all authorized parties, including the Word of Blake. The need for artillery units is steady if unspectacular, so there is a reasonable chance of a regiment having a Thumper unit as one of its artillery pieces. Brooks' Periphery sales department has tried to find buyers for the unit, but with the Marian Hegemony trying to consolidate

its position, most of the other Periphery realms find artillery next to useless in the sporadic, mobile raids they usually experience.

Variants

The current model of Thumper is far too new and specialized to have any variants. A few executives have floated the idea of a variant with an active probe replacing the ECM to drive up sales, but no one in sales can imagine an artillery piece being used as a recon unit. The older Thumpers lacked the pair of lasers in the turret, the electronics and the CASE unit, mounted less armor, and were powered by an internal combustion engine.

Notable Crews

Rich, Jake, Luke, and Terry Jones: Father Rich and his sons operate a Thumper Artillery Vehicle attached to the Ninth Regular Hussars. A tight-knit team, the Joneses have been known to unload their ammo bins in half the time of other Thumper units, then race back to the supply lines to re-arm themselves and return to combat as quickly as possible. Their superiors have scolded them for wasting ammunition, but the troops they support have yet to complain about the coverage the Jones family delivers.

Adept Lambda-X Carlos "Stinky" Taos: Seen supporting the Forty-seventh Shadow Division, Adept Taos is known for his use of chemical artillery shells to incapacitate the enemy. Much like the Word of Blake's reputation, Taos' standing is based upon a few incidents and a lot of uninformed rumors. On Galatea in 3072, the Forty-seventh were impersonating the Northwind Highlanders and faced a stubborn defense in the town of Naperland. Taos' Thumper used rounds filled with mercaptans to clear out the town of infantry and any armored units with "unbuttoned" hatches. Such units were crippled by the stench of the sulfur compounds to the point of incapacitating nausea when the Blakist forces hit.

THUMPER ARTILLERY VEHICLE

Type: **Thumper Artillery Vehicle**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 60

Battle Value: 797

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

220

Fusion

4

6

10

Mass

6

15

15

3

0

3

Equipment

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

200

Armor

Value

Front

R/L Side

Rear

Turret

60

40/40

27

33

Weapons and Ammo

Thumper Artillery

Ammo (Thumper) 40

2 Machine Guns

2 Machine Guns

Ammo (MG) 200

2 ER Small Lasers

Guardian ECM Suite

CASE

Location

Front

Body

Front

Rear

Body

Turret

Body

Body

Mass

0

0

5

12.5

Tonnage

15

2

1

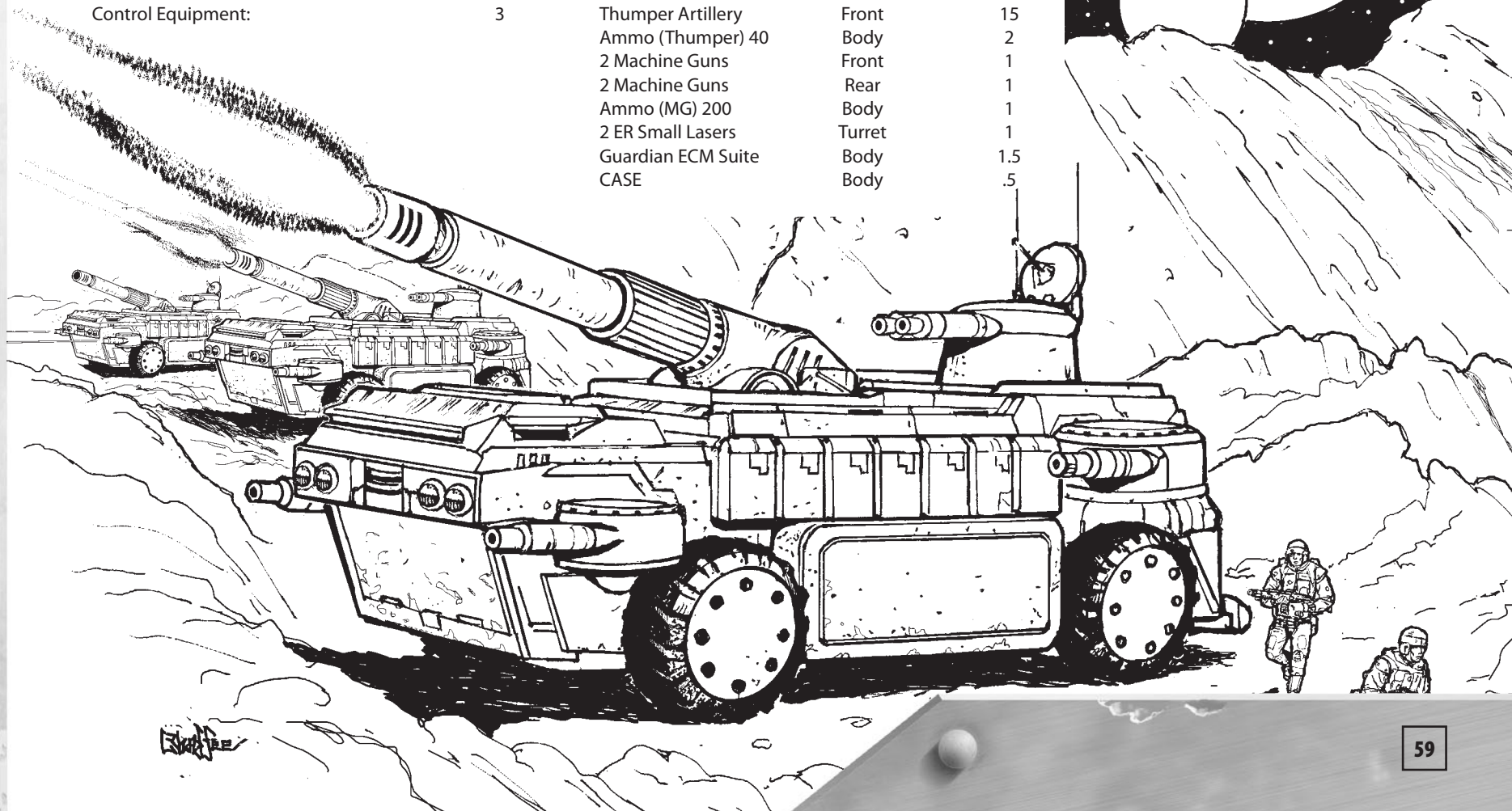
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1.5

.5



DI MORGAN ASSAULT TANK



Mass: 100 tons

Movement Type: Tracked

Power Plant: GM 300 XL Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: Durallex Super Ferro-Fibrous

Armament:

3 Defiance 1001 ER PPCs

2 Coventry Light Autogun Machine Guns

Manufacturer: Defiance Motors, Defiance Industries

Primary Factory: Tharkad, Hesperus II

Communications System: Neil 6000V

Targeting and Tracking System: Angst Clear View 2AV

Overview

Morgan Hasek-Davion has the distinction of being one of the few individuals from the Federated Suns side of the former Federated Commonwealth who is still highly regarded by the Lyran Alliance. Killed while on a mission to take the fight to the Clans' own Homeworlds, Morgan's legacy was unsullied by the vicious civil war. This was especially true of systems close to the Jade Falcon Occupation Zone, who appreciated his efforts to defend their homeworlds.

Based on a partial set of schematics for an upcoming Word of Blake heavy tank that were smuggled off Hesperus II, Defiance assigned some of its remaining development personnel to quickly finish it. Several prototypes were produced by the Defiance Motors division on Tharkad in late

3073. The Defiance program manager, born on and rescued from Blair Atholl, idolized Morgan Hasek-Davion and decided to name the design after him. Though some designers protested, desiring "a more Lyran-centric" name, they could not form a coherent argument to oppose it, and the name was officially adopted.

Capabilities

Intended to replace the aging Schrek design, the DI Morgan was heavier, weighing one hundred tons and carrying an extra-light fusion engine for adequate mobility. Three extended-range particle projection cannons mounted in the turret give the Morgan impressive firepower at long range in every arc, something desperately needed during the Jihad.

Unfortunately, due to the heat requirements of the main guns, over a third of the DI Morgan's weight is devoted to heat sinks. This forced Defiance Industries to put a limited amount of armor on the design, partially compensating for the thin hull by using ferro-fibrous composites.

Deployment

Unlike many of the BattleMech lines of the recently liberated Hesperus II, which were heavily damaged in the fighting and saw the associated models licensed to other manufacturers to sustain production, several of the conventional vehicle line installations were untouched. Defiance Industries exploited this luck by churning out DI Morgans as quickly as possible to replenish the horrific losses suffered in the past several years.

DI Morgan Assault tanks, in the original configuration and two variants, are replacing destroyed Alacorns, Schreks, and Sturmfeurs. Crews have been generally enthusiastic about the new tank, though this is mostly due to the fact that they believe the appearance of a new design, conventional or otherwise, is a signal that the tide of war has finally turned in their favor.

Unfortunately, all the advanced technology mounted on the tank has made this design quite expensive, precluding smaller commands and militias from being able

to afford the effective design. In response, Defiance has offered low-interest financing to many of these units, allowing them to access a market that otherwise would be inaccessible. However, those that have taken this option seem hesitant about putting their DI Morgans in harm's way, fearing having to make payments on something years after it has been destroyed.

Variants

Defiance Industries has recently begun offering up two new variants of the DI Morgan Assault Tank. The LRM variant is meant for customers who prefer more traditional missile carriers. This variant strips out the PPCs and heat sinks to mount four Artemis-enhanced 20-tube LRM launchers in a turret, supported by a pair of ER medium lasers. CASE is mounted to protect the crew, and a C3 slave allows it to connect to any C3 networks that might be available. Obviously intended to be a replacement for the Sturmfeur, the DI Morgan presents a significant loss in armor protection, despite its heavy ferro-fibrous armor.

Another version forgoes the particle projection cannons for a trio of Gauss rifles, a C3 slave, and a targeting computer. The engine is reduced to a smaller 200-rated XL Fusion, and two-and-a-half tons of armor are also removed to make a deadly, if fragile, sniper.

Notable Crews

EisenJäger: Best known for the killing of a particularly ruthless Blakist Precursor during the occupation of Tharkad, this ad hoc tank formation assigned to kill prominent Blakist targets took heavy casualties during that fight, forcing them to dissolve. Noting the need for prominent successful commands for propaganda purposes, Archon Adam Steiner has recently reformed the unit as an independent company using the survivors from the unit's climatic last battle. The unit has recently shipped out of Hesperus II to aid in Devlin Stone's burgeoning anti-Blakist coalition after the Archon gifted it with a pair of Gauss-variant DI Morgans.

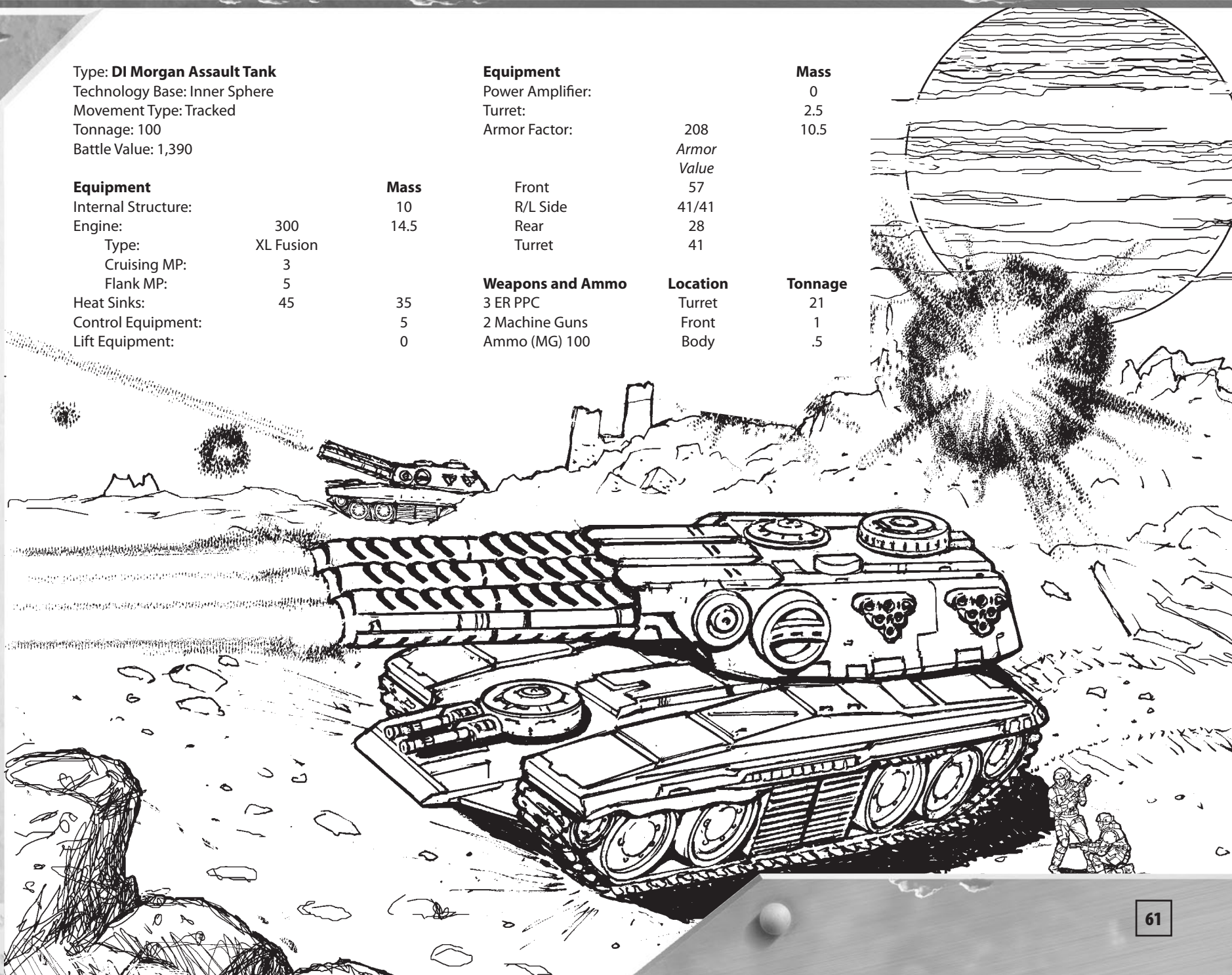
DI MORGAN ASSAULT TANK

Type: **DI Morgan Assault Tank**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 100
 Battle Value: 1,390

Equipment		Mass
Internal Structure:		10
Engine:	300	14.5
Type:	XL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	45	35
Control Equipment:		5
Lift Equipment:		0

Equipment		Mass
Power Amplifier:		0
Turret:		2.5
Armor Factor:	208	10.5
	Armor Value	
	Front	57
	R/L Side	41/41
	Rear	28
	Turret	41

Weapons and Ammo	Location	Tonnage
3 ER PPC	Turret	21
2 Machine Guns	Front	1
Ammo (MG) 100	Body	.5



JI-50 "JIFTY" TRANSPORTABLE FIELD REPAIR UNIT



For as long as military vehicles have been fighting away from prepared positions there has been a need for repairing them where they are damaged. Although thousands of recovery vehicles have been created over the last millennia of armored warfare, most of them are devoted to bringing the damaged vehicle back to a repair base and all the attendant tools. Very few of those vehicles bring the repair base to the damaged vehicle, but that is exactly what Johnston Industries' JI-50 does.

Utilizing many of the design features of the FWL's Paramour MRV, the 60-ton "Jifty" (as it's called) is designed around a fusion engine that frees the vehicle from its own logistical tail and has a top speed of 64 kph. Almost a third of the vehicle is dedicated to cargo capacity, and a pair of lift hoists makes deploying this cargo a self-contained operation. Because it is expected to bring logistical support to units in the field, a tracked motive system was used to allow the Jifty to handle as many terrain types as possible. Although it is not a combat unit, the vehicle mounts a pair of light machine guns for self-defense against enemy sappers and snipers, and three-and-a-half tons of industrial-grade armor protect the crew and frame from damage.

Although the main factory for the JI-50 is in one of the auxiliary wings of the main Johnston Industries complex on New Syrtis, since 3069 a limited number of licenses have been granted to small manufacturers outside the Capellan March. The Jifty is still most commonly deployed with Davion units and Davion-sponsored mercenaries, but the Capellans captured a great number of them during their invasion of the Capellan March, and the Taurian Concordat has recovered almost a dozen from Davion forces in and around the Pleiades Cluster. With the Jihad raging out of control, it is not known if these realms will be able to reverse-engineer enough of the JI-50 to keep them running once their parts begin to fail, but it is certain that every military recognizes the usefulness of this machine.

With the continuing violence of the Jihad, JI-50s have seen much modification, with the most common alteration being the replacement of the light miniguns with heavier-caliber machine guns. A number of JI-50s have had their cargo capacity reduced in order to add a third lift hoist to increase their cargo lifting capabilities. Some even mount a pair of medium lasers, and there are rumors of a Taurian Q-vehicle on Merope that has been turned into an ambush-buster. Evidently almost all of the cargo capacity has been filled by short-range missile launchers, although the targeting systems have not been similarly upgraded.

Legal proceedings have been brought against Blue Bull, Inc. for the supposed patent violations used in the production of the I.C.E.-powered "Nifty" support vehicle, but with the ongoing war against the Blakists distracting most of the involved parties, very little progress is being made in the lawsuit.

Type: **JI-50 "Jifty" Transportable Field Repair Unit**

Chassis Type: Tracked (Medium)

Mass: 60 tons

Equipment Rating: D/X-X-D/E

Battle Value: 231

Equipment		Mass
Chassis/Controls:		13.5
Engine/Trans:	Fusion	16
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Fuel:	N/A	0
Turret:		0
Armor Factor (BAR 6):	92	3.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	6	27
R/L Side	6	20/20
Rear	6	25

Weapons and Ammo	Location	Tonnage
2 Light Machine Guns	Front	1
Ammo (Light MG) 100	Body	.5

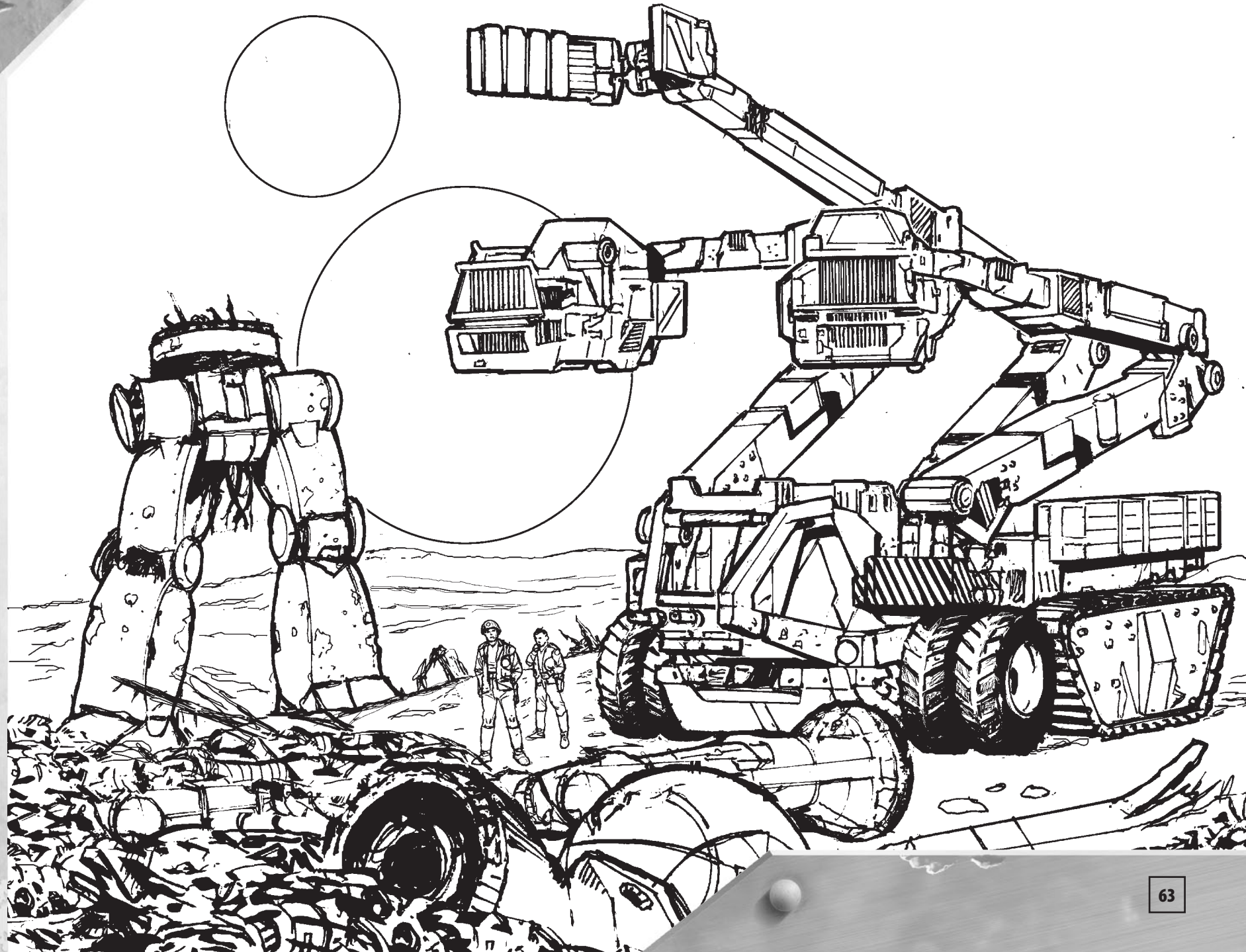
Crew: 4 (2 enlisted/non-rated, 2 gunners)

Cargo

19.5 tons standard 1 Door (Rear)

Notes: Features Armored Chassis and Controls Modification and 2 Lift Hoists (6 tons, rear).

JI-50 "JIFTY" TRANSPORTABLE FIELD REPAIR UNIT



O-66 HMRV "OPPIE"



The devastating usage of thermonuclear, chemical, and biological weapons during the First Succession War created a need for a tool to help salvage and recovery teams safely extract materials from targeted hot zones. Designated the Oppenheimer—later shortened to "Oppie"—the Hazardous Material Recovery Vehicle (HMRV) was created by Brown-Corning, Limited to fill that roll. Unfortunately, the primary Brown-Corning plant was destroyed on Caph after Combine raiders mistook the industrial complex for a BattleMech line assembly facility.

With vast sums of C-bills infused into its economy after the local government voluntarily signed a defense pact with the Word in the mid-3060s, Caph began to rebound from its depression. The Blakists arrived, and after two years of intense labor announced the reopening of the B-C assembly plant along with newly built Martinson Armaments and Skobel MechWorks plants. With some minor upgrades and the addition of a fully sealed infantry bay, the first new Oppie in centuries rolled off the rebuilt assembly lines in 3068.

Oppies are after-the-fact support vehicles used in clean-up operations with salvage teams, who are themselves usually suited up in full environmental gear. Rare is it to find these massive tractor crawlers and their attendant trailers in the middle of a firefight, though reports from Outreach in 3070 tell of a few Oppies escaping a raging firefight between Dragoon rebels and Widowmaker mercenary forces.

Brown-Corning can barely keep up with the demand for their HMRV Salvage Beds, which utilize a universal trailer hook-up, allowing it to be attached to a wide variety of construction equipment and even heavy tanks.

The DeConAid trailers are now a common sight among many medical units on Protectorate worlds. Buoyed with their successes with the O-66 line, B-C has been considering plans to produce larger salvage beds and other specialized equipment in the near future.

Type: **O-66 HMRV "Oppie"**
 Chassis Type: Tracked (Large, Environmentally Sealed, Tractor)
 Tonnage: 150
 Battle Value: 903
 Equipment Rating: E/D-X-E/E

Equipment		Mass
Chassis/Controls:	Tracked	76.5
Engine/Trans:	Fusion	22.5
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	0	0
Fuel:	N/A	0
Turret:		0
Armor Factor (BAR 8):	300	13.5
	<i>Armor Value</i>	
Front	100	
Front R/L Side	40/40	
Rear R/L Side	40/40	
Rear	40	

Weapons and Ammo	Location	Tonnage
None	—	—
Crew: 4		
Cargo		
Infantry Bay (Foot)	1 Door (FRS)	5 tons
Liquid Storage (18 ton capacity)	20 tons	

Notes: Features Environmental Sealing and Tractor Chassis Modification, Minesweeper (Front, 3 tons), Bulldozer (Front, 2 tons), Backhoe (Rear, 5 tons), 4 Manipulator Arms (FRS, FLS, RRS, RL—40 kg), 2 Sprayers (RRS, RLS—30kg), 4 Mounted Searchlights (Front, FRS, FLS, Rear—2 tons); and Paramedic Equipment (Body, 250 kg).

Type: **HMRV Salvage Bed**
 Chassis Type: Tracked (Large, Trailer)
 Tonnage: 150
 Battle Value: 594
 Equipment Rating: E/D-X-E/D

Equipment		Mass
Chassis/Controls:	Tracked	25.5
Engine/Trans:	NA	NA
Cruise MP:	NA	
Flank MP:	NA	
Heat Sinks:	0	0
Fuel:	N/A	0
Turret:		0

Armor Factor (BAR 8):	244	11
	<i>Armor Value</i>	
Front	30	
Front R/L Side	40/40	
Rear R/L Side	40/40	
Rear	54	

Weapons and Ammo	Location	Tonnage
None	—	—
Crew: 3		
Cargo		
Standard Cargo Bed (100 tons)		

Notes: Features Trailer Chassis Modification, 2 Lift Hoists (FRS, FLS—6 tons), Backhoe (Rear, 5 tons), and 5 Mounted Searchlights (Front, FRS, FLS, 2 Rear—2.5 tons)

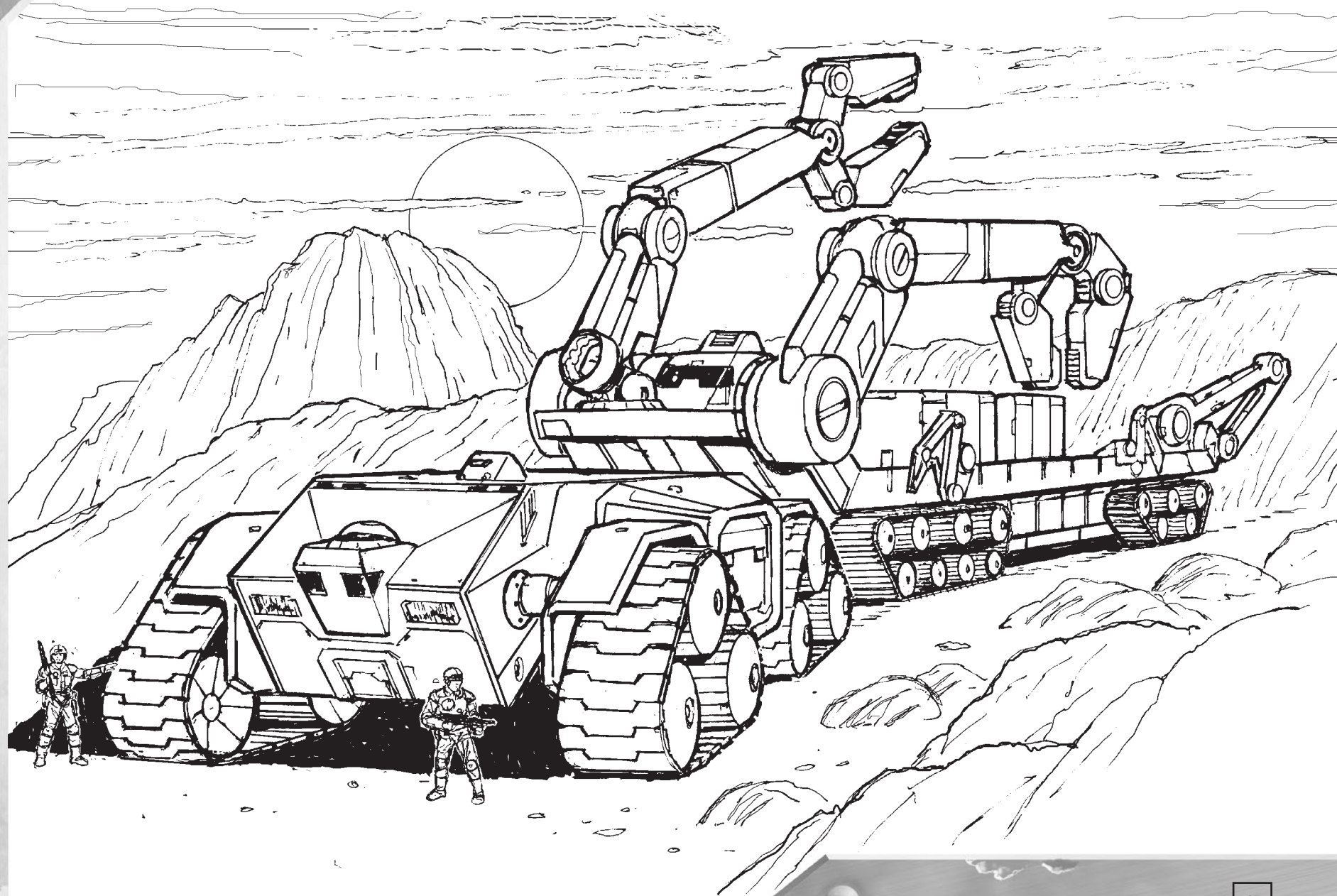
Type: **HMRV DeConAid Trailer**
 Chassis Type: Tracked (Medium, Environmentally Sealed, Trailer)
 Tonnage: 60
 Battle Value: 354
 Equipment Rating: E/D-X-E/D

Equipment		Mass
Chassis/Controls:	Tracked	12.5
Engine/Trans:	NA	NA
Cruise MP:	NA	
Flank MP:	NA	
Heat Sinks:	0	0
Fuel:	N/A	0
Turret:		0
Armor Factor (BAR 8):	122	5.5
	<i>Armor Value</i>	
Front	30	
R/L Side	31/31	
Rear	30	

Weapons and Ammo	Location	Tonnage
None	—	—
Crew: 57		
Cargo		
Liquid Storage (18-ton capacity)	20 tons	

Notes: Features Environmental Sealing and Trailer Chassis Modification, 6 Mounted Searchlights (2 Front, Right, Left, 2 Rear—3 tons), 2 Sprayers (Right, Left—30 kg), MASH Unit with 11 Theaters (Body, 13.5 tons), and an Infantry Bay (Body, 5 tons).

O-66 HMRV "OPPIE"



C-MK-O MALAK



Mass: 30 tons

Chassis: Celestial Series MK1E

Power Plant: DefHes 210 Light Fusion

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Divine Shield Light Ferro

Armament:

9.5 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha with
C3i Computer

Targeting and Tracking System: Master's Sight 1-Omega

Overview

The entire Celestial series is a masterstroke of Word of Blake military engineering and propaganda. The Blakists had previously been seen as lacking in OmniMech development since the floundering of the *Grand Crusader* Omni Project, so it came as a complete shock to many observers to see not one, but *six* new designs emerge with similar core elements and a distinctive supernatural flair. Clearly tailored to the elite Manei Domini, each 'Mech in the Celestial series is named for angelic beings from a variety of classical religions—notably Christianity, Judaism, Islam, and Hindi.

Capabilities

The lightest of the Celestials at 30 tons, the *Malak*—Arabic for “angel”—is a dedicated recon unit, fast and well armored. Using an endo-steel chassis, light fusion engine, a small cockpit, an extralight gyro, and light ferro-fibrous armor, the *Malak* saves as much tonnage as possible without using the bulkiest components available. An integrated improved C3 computer—hard-mounted on all of the Celestial OmniMechs—offers improved combat coordination as well, ensuring that this scout can maximize its capabilities as part of an effective Level II formation.

Deployment

Since their 3069 debut on Terra, the Celestial OmniMechs have appeared in gradually increasing numbers (and configurations) among the ranks of most of the Word's known elite cadres, especially the cybernetically enhanced Shadow Division forces, for whom these machines may have been intended. Indeed, beyond the Martinson factories and production sites on Terra and Mars, reliable reports from Gibson indicate that the Word has begun production of all six OmniMechs there as well, and there have been changes to a number of subsystems. However, the Gibson-built machines—earmarked only for Precentor Apollyon's cyber-minions—allegedly use more extensive modifications that enhance their use by the Manei Domini alone, such as cockpits that employ vehicular direct neural interface (VDNI) technology.

Notable MechWarriors

Ghost Adept Omega Anaku: Like many of his fellow Manei Domini, Anaku's background—including his previous name—before he joined the Word of Blake and rose to the ranks of the Domini remain shrouded in mystery. First observed on Blakist propaganda vids out of Terra, where he appeared as part of the Fifty-first Shadow Division, his right eye sensory implant and accelerated prosthetic legs marked him as a one-time foot trooper specialized for reconnaissance. A more recent vehicular direct-neural interface (VDNI) implant, however, has enabled him to virtually fuse his skills and instincts as a trained scout with the electronic suites on his *Malak* Comminus. As a result, Anaku has become a superb tracker for the ongoing counter-insurgency effort

on Terra, where he has been credited with the “reclamation” of no fewer than four hundred rebel operatives.

Type: **Malak**

Technology Base: Inner Sphere OmniMech

Tonnage: 30

Battle Value: 792

Equipment

	Endo Steel	Mass
Internal Structure:	1.5	
Engine:	210 Light	7
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor:	101	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	14
Center Torso (rear)		4
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	13

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	0
Right Torso	2 Light Fusion Engine 4 Endo Steel Light Ferro-Fibrous	5
Left Torso	2 Light Fusion Engine 2 Improved C3 Computer 3 Double Heat Sinks 4 Endo Steel	1
Right Arm	6 Endo Steel	2
Left Arm	3 Double Heat Sinks 2 Light Ferro-Fibrous	3
Right Leg	2 Light Ferro-Fibrous	0
Left Leg	2 Light Ferro-Fibrous	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Invictus (Primary) Weapons Configuration</i>		
Flamer	1	1
Light PPC	2	3
Ammo (SRM) 50	1	1
CASE	1	.5
Retractable Blade	3	2
SRM 2	1	1
ER Medium Laser	1	1

C-MK-O MALAK

Dominus (Alternate A) Weapons Configuration

3 Light Machine Guns	RA	3	1.5
Light MG Array	RA	1	.5
Ammo (Light MG) 100	RT	1	.5
CASE	RT	1	.5
ER Small Laser	RT	1	.5
Flamer	RT	1	1
3 Light Machine Guns	LA	3	1.5
Light MG Array	LA	1	.5
ER Medium Laser	LA	1	1
Flamer	LT	1	1
ER Medium Laser	H	1	1
Battle Value: 794			

Infernus (Alternate B) Weapons Configuration

ER Medium Laser	RA	1	1
Guardian ECM Suite	RT	2	1.5
ER Medium Laser	LA	1	1
Snub-Nose PPC	H	2	6
Battle Value: 1,047			

Comminus (Alternate C) Weapons Configuration

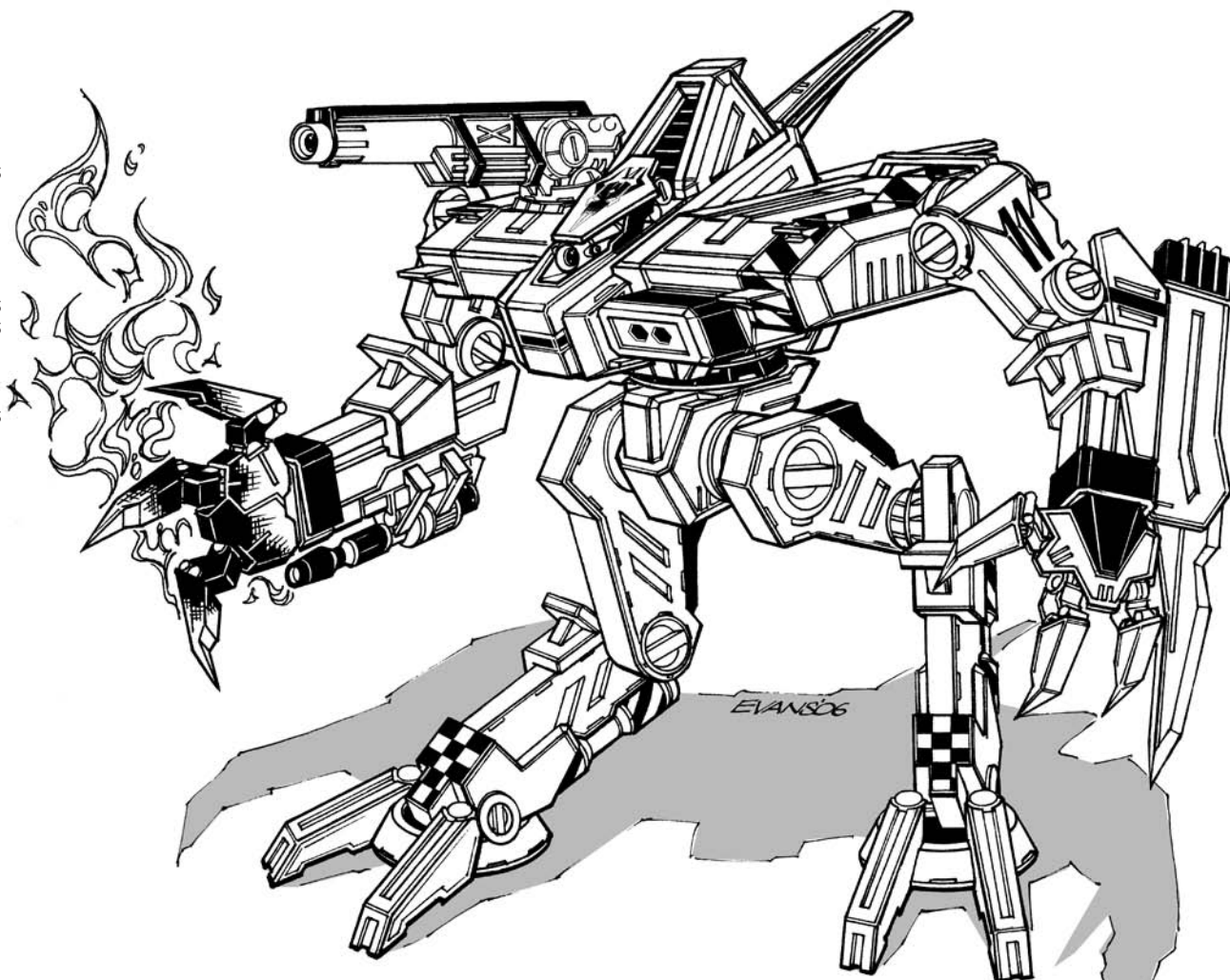
3 ER Small Lasers	RA	3	1.5
Guardian ECM Suite	RT	2	1.5
ER Medium Laser	RT	1	1
Targeting Computer	RT	1	1
B-Pod	RT	1	1
Beagle Active Probe	LA	2	1.5
ER Medium Laser	LT	1	1
TAG	H	1	1
Battle Value: 979			

Luminos (Alternate D) Configuration

Light PPC	RA	2	3
ER Medium Laser	RA	1	1
ER Small Laser	RT	1	.5
Light PPC	LA	2	3
ER Medium Laser	LA	1	1
ER Small Laser	LT	1	.5
ER Small Laser	H	1	.5
Battle Vale: 1,055			

Eminus (Alternate E) Weapons Configuration

Thunderbolt 5	RA	1	3
Ammo (Thunderbolt) 12	RA	1	1
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Medium Laser	LT	1	1
Light PPC	H	2	3
Battle Vale: 957			



V4-LNT-K7 VALIANT



Mass: 30 tons
Chassis: Small Bug-B Modified
Power Plant: GM 210
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Valiant Gauntlet
Armament:
3 Diverse Optics ER Medium Lasers
1 BSW Light Hatchet
Manufacturer: VEST, Wakazashi Enterprises, Johnston Industries
Primary Factory: Solaris VII (VEST), Dover (Wakazashi), Benet III (Johnston)
Communications System: Olmstead 37
Targeting and Tracking System: Irian 511

Overview

Designed originally on a grant given to the Vining Engineering and Salvage Team (VEST) from Irian BattleMechs, the *Valiant* had just finished undergoing field-testing when the Jihad came to Solaris VII. VEST managed to save all five original prototypes before losing their Xolaran facilities, dedicating themselves to the support of Erik Gray's Solaran Home Defense League resistance movement. However, knowing they still had to pay the bills somehow, VEST managed to smuggle two *Valiants* off-world in hopes to sell the design to a larger manufacturing firm.

After an adventure worthy of an action holovid, the VEST team found themselves indebted to the Combine and finalizing a multi-year contract to produce *Valiants* for the SHDL and the DCMS. After Solaris VII liberated itself in 3071, VEST renegotiated their contract with Wakazashi to include building a new factory on the continent of Greyland to replace the loss of VEST's Xolaran and Tangerine facilities.

In 3074, Margaret Florence—CFO of the VEST/Wakazashi factory and co-designer of the *Valiant*—stepped down from her position after a bitter power struggle. In November 3074, she resurfaced as Chief Design Operator of Johnston Industries in the Federated Suns. Her unveiling of a new variant of the *Valiant*, the VAL-NT-J3, sparked a vicious legal battle over the *Valiant's* ownership that looks to remain locked in Combine, Lyran, and FedSuns courts for possibly decades to come, while the factories continue to ignore the lawsuits to supply their demanding customers.

Capabilities

Utilizing a basic GM engine and myomer accelerator circuitry, the *Valiant* has a high land speed but lacks jump jets. Built for harassing rather than stand-up fighting, the *Valiant* is more suited to heavy urban warfare, using its tremendous speed to surprise its opponent—often by burying its two-ton hatchet in their back.

Much has been made in recent years regarding VEST's decision to place a large armor flange over the right wrist and forearm. Though the flange looks very much like a shield, it lacks the structural support mechanism necessary to function as one. The original test pilots of the *Valiant* knew not to use the cosmetic shield as such, but the confusion was very evident among the first generation of DCMS pilots. Subsequent Wakazashi production runs discarded the cosmetic piece after several complaints by Combine warriors. The company's decision may have been a catalyst for Florence's subsequent actions; the Johnston Industries version mounts a shield along with some other design modifications.

Deployment

Despite the current legal battles raging in three different House courts, the *Valiant* can be found with some regularity among line units in both the Combine and Federated

Suns. Curiously, the *Valiants* produced on Solaris VII are not shipped to Lyran units but are mainly sold on-planet to lower-tier fighters, SHDL veterans, and the blossoming mercenary market. A few *Valiants* have been found in Word of Blake Militia units, but they appear to be battlefield salvage acquisitions.

Variants

The Johnston Industries *Valiant* has the same design ethos as the original VEST version, but with several core changes. The J3 mounts a 210 GM Light Fusion engine, imported from the Lyran Alliance. The right forearm was redesigned to support a small shield. Additionally, a FireTech F6 Infernus flamer has been worked into the cavity right below the wrist to give opponents a surprise in close combat.

New Terminal heavy ferro-fibrous armor replaces the original Valiant Gauntlet to provide additional protection. The MASC was removed for a loss of speed, but the addition of three Diverse Optics ER small lasers gives the J3 additional punch for anti-vehicle and infantry hunting operations.

VEST hasn't been idle, however. Though not a complete redesign of the *Valiant*, the VEST Solaris VII version debuted in Hartford Gardens to some critical acclaim. The VLN-3T improves the right forearm to mount a light shield at the reduction of armor in the torso and legs. VEST produces the new 3T on a limited basis and only for Solaris stables, since the design is considered under-armored for real warfare.

Notable MechWarriors

Chu-i Taylor Ding-wa: One of the first recipients of a K7 *Valiant* on Luthien, the *Chu-i* led his truncated lance through grueling missions across Imperial City for over a year. Working with his two lancemates—one in a *Scarabus* and one using a salvaged *Nightsky*, the "axe pack" became extremely adept in night fighting, often head hunting Blakists separated from the main body. The three Genyosha MechWarriors went missing in late 3071 near the Budan complex and were found barely alive in a liberated Black Dragon prison camp in 3073.

V4-LNT-K7 VALIANT

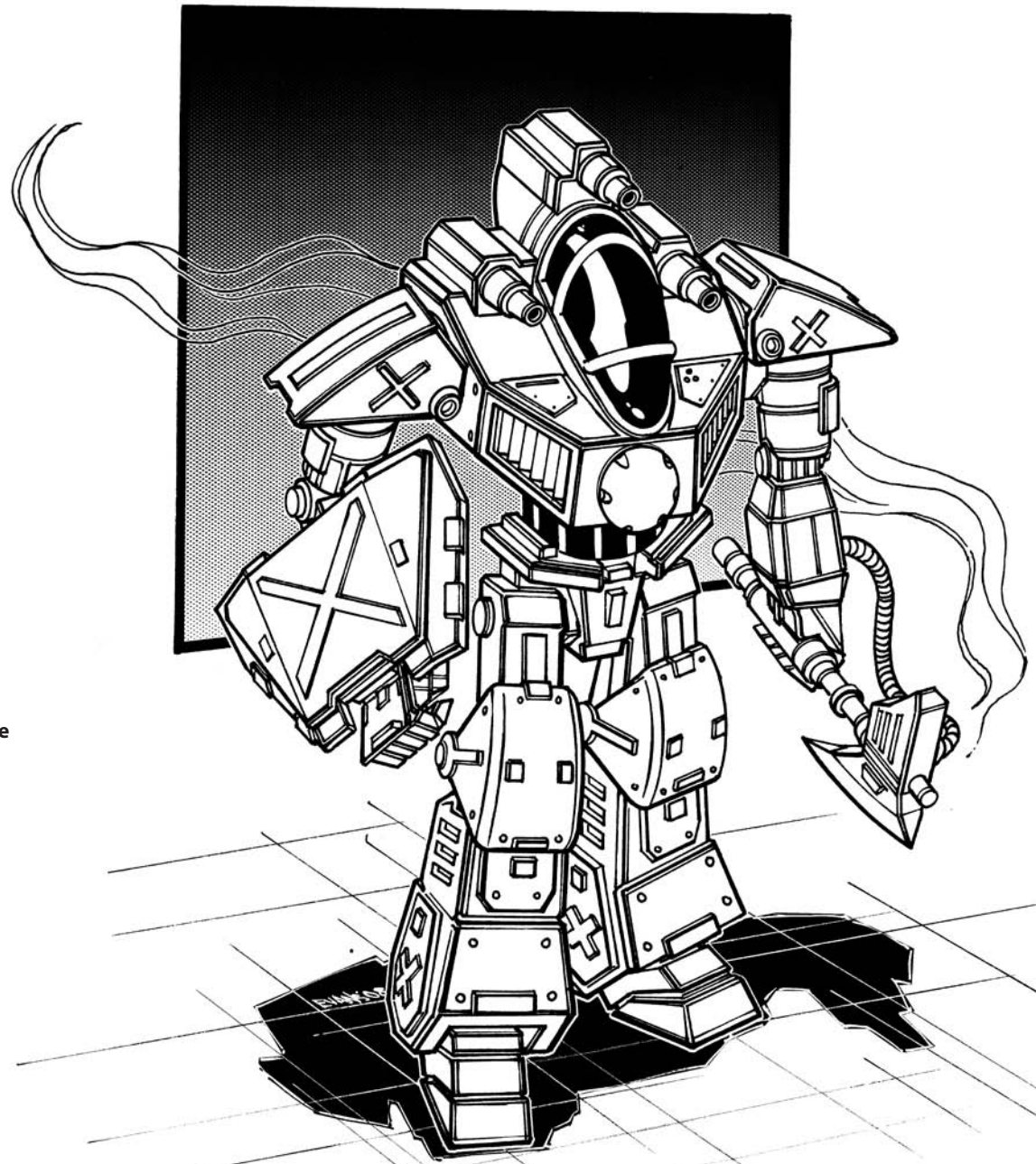
Type: **Valiant**
 Technology Base: Inner Sphere
 Tonnage: 30
 Battle Value: 833

Equipment

		Mass
Internal Structure:		3
Engine:	210	9
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	80	5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	10	9
Center Torso (rear)		3
R/L Torso	7	8
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	11

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
ER Medium Laser	H	1	1
Hatchet	LA	2	2
MASC	CT	2	2



WGT-1 LAW/SC WIGHT



Mass: 35 tons

Chassis: Alshain 560-Carrier Endo Steel

Power Plant: Omni 175 Compact

Cruising Speed: 54 kph

Maximum Speed: 84 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Royal Heavy Ferro-Fibrous

Armament:

1 Lord's Light Heavy Particle Projector Cannon

2 Diverse Optics Extended Range Medium Lasers

Manufacturer: Luthien Armor Works, StarCorps Industries

Primary Factory: Mobile Factory (LAW),
Son Hoa (StarCorps)

Communications System: Sipher CommCon SCU-4

Targeting and Tracking System: Cat's Eyes 5

Overview

Given a directive from the Coordinator to “demonstrate to the universe the Dragon is still strong,” Luthien Armor Works was put into an untenable position. The loss of their primary production facility on Luthien in early 3068 steeply reduced the company's ability to accomplish such a mandate. However, LAW knew they could not shy away from such a critical aide in the defense of the Draconis Combine against the Blakist and Black Dragon assaults. While many outside the Combine might fail to grasp the significance of a single new light 'Mech design against the awesome onslaught of the Jihad, symbols are a powerful

weapon within the Japanese-centric culture of House Kurita. LAW's commitment to continue its duty and produce new war materials after suffering such devastating losses served as one more beacon for the people of the Draconis Combine to rally around.

LAW implemented several radical programs in an effort to meet the call of the Dragon. First, LAW took the unusual step of contracting with Wakazashi Enterprises. The company purchased a large stock of *Panthers* due for refurbishment. These would be stripped down to the bare endo-steel skeletons, comms, and T&T systems. Next, LAW took a page from Alshain's joint venture with Irian Technologies in building the AWS-10KM *Awesome* and contracted with StarCorps Industries. StarCorps would provide much needed capital to expand Luthien Armor Works' mobile factories concept, and in return StarCorps would receive shipments of the base design, including dual extended-range medium lasers in the left torso but without the primary weaponry and armor, allowing StarCorps to tailor the design to their own markets.

A daring and innovative concept, the *Wight* has recently seen combat and appears to hold up to its initial specifications despite being designed by committee.

Capabilities

The *Wight* is built around one of the most tried-and-true chassis in the Combine: the Alshain 560-Carrier Endo Steel. This is the same chassis as the PTN-10K *Panther*, a light 'Mech that is a hallmark Combine design and fills recon roles within every House Kurita regiment.

Using the cash influx from StarCorps, LAW then utilized a slightly more expensive and daring new technology—a compact engine—in an effort to increase its battlefield longevity. The Diverse Optics extended-range medium lasers round out the core chassis that LAW shipped, per contract, to StarCorps.

To finalize the initial 1LAW/SC, Luthien Armor Works then mounted 5.5 tons of the newly developed heavy ferro-fibrous armor, as well as giving the *Wight* one of the most powerful punches mounted on a light 'Mech with the inclusion of the newly fielded heavy particle projector canon.

Deployment

The *Wight* is filling the ranks of Combine regiments as quickly as it can be produced. Unlike so many designs before it—such as the *Akuma*, *No-Dachi*, *Hatamoto-Chi* and others—that were first deployed with House Kurita's elite regiments, the *Wight* is placed with those units in the most desperate need of 'Mechs, whether the elite of the Pillar of Steel or the dregs.

Strangely enough, though StarCorps is known to be manufacturing the *Wight* in significant numbers, it cannot be verified whether any have been sold to date. Whether StarCorps is selling to a hidden party, stockpiling the designs for mass sales at a later date, or building its own personal army is unknown at this time.

Variants

Though the 1LAW/SC also bears the StarCorps manufacturer designation, StarCorps engineers blasted the original configuration fielded by LAW, citing the low mobility for a light 'Mech. The 2SC mounts standard ferro-fibrous armor, a snub-nose PPC and jump jets; StarCorps felt the trade-off of firepower for enhanced mobility on a light 'Mech was well worth the design choice.

In response to the scathing review of the 1LAW/SC's mobility by StarCorps, LAW apparently went overboard with a brand-new variant currently in testing, which switches to 5.5 tons of light ferro-fibrous armor and trades the heavy PPC for a light particle projector canon and improved jump jets. While extremely mobile, only live-fire testing of the 2LAW variant will determine whether the significant losses of firepower and armor were worthwhile.

LAW has also offered a C3 slave in a field refit kit for both of its models, which replaces one of the medium lasers with the slave.

Rumors are circulating of a 3SC in development by StarCorps that trades the jump jets for a plasma rifle. The rumors remain unsubstantiated at this time, though it is an obvious choice for StarCorps if they wish to try and sell a new light 'Mech to the Capellan market.

WGT-1 LAW/SC WIGHT

Type: **Wight**

Technology Base: Inner Sphere

Tonnage: 35

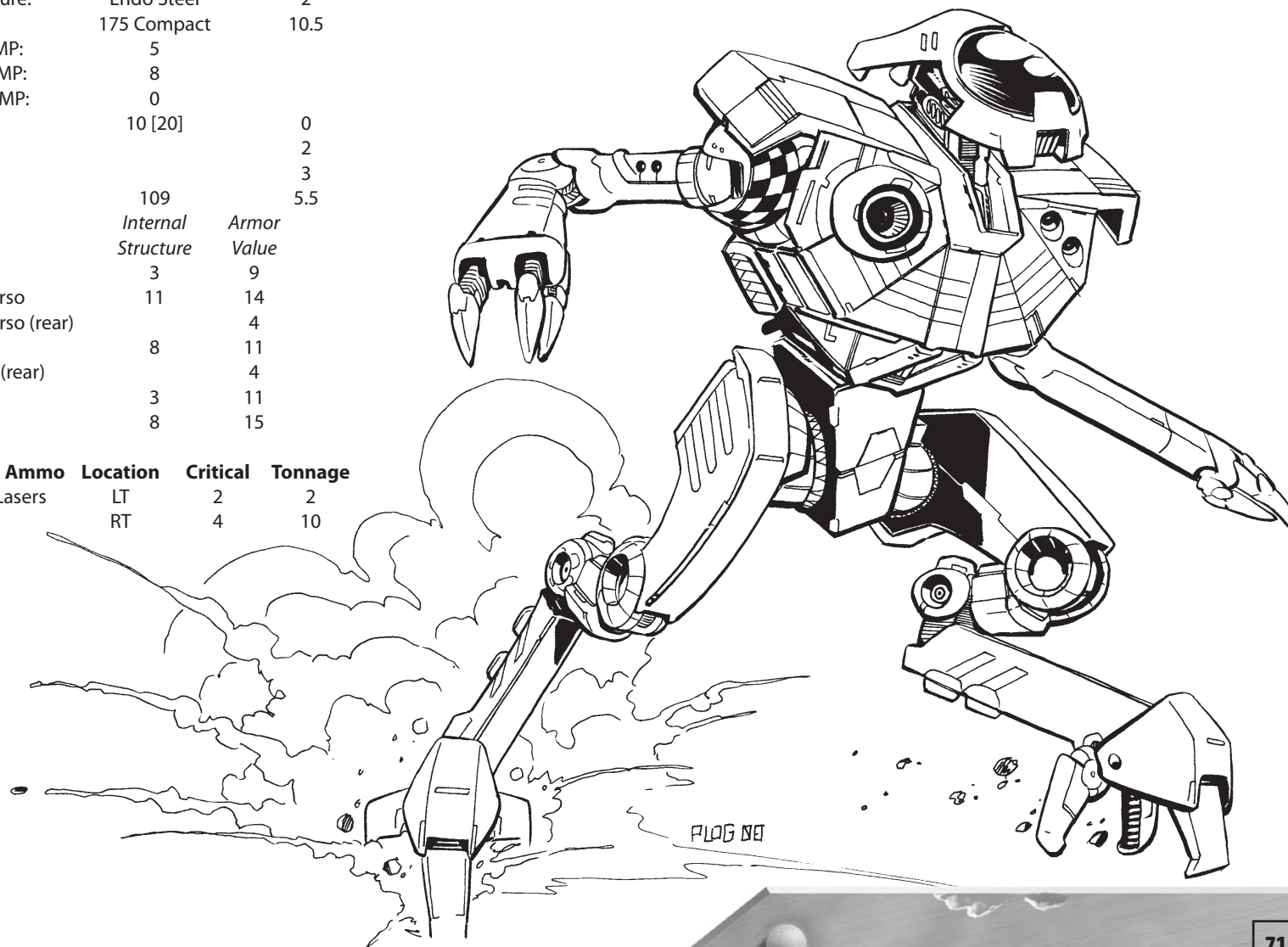
Battle Value: 1,142

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	175 Compact	10.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	109	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		4
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	3	11
R/L Leg	8	15

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	LT	2	2
Heavy PPC	RT	4	10



MON-266 MONGOOSE II



Mass: 40 tons

Chassis: Alshain Type 69-40S

Power Plant: Pitban 320 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph, 172 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Starshield

Armament:

1 Diverse Optics Sunbeam Extended Range Large Laser

Manufacturer: Arc-Royal MechWorks,
Defiance Manufacturing Annex

Primary Factory: Arc-Royal, (Arc-Royal MechWorks),
Kwangjong-ni (Defiance)

Communications System: Nashan Comm-i U-284

Targeting and Tracking System: Nashan Trac V-102
with Active Probe

Overview

Part of the fallout of the near collapse of Luthien Armor Works was the dispersion of many ongoing projects. One of those was the *Mongoose II*, meant to help replace the grievous losses that ComStar had recently suffered. While it seemed to be a setback for ComStar, they found willing partners in both Arc-Royal MechWorks and Defiance Industries. Defiance was altering its business plan; the factories on Hesperus II could churn out 'Mechs faster than almost any facility except Terra, but retooling the lines while they tinkered with their designs was cutting

into production. By refitting an old Rim Worlds Republic factory on Kwangjong-ni, they could make a multitude of designs in smaller numbers which could then be tested in the field. The first projects were the new *Zeus* and *Banshee* designs. The success of the 8S *Banshee* over the slower 9S was a surprise to the executives, but not to the pilots. The loss of Hesperus II to the Word of Blake accelerated these plans, bringing Defiance together with ComStar. In exchange for the plans and financial backing, Defiance agreed to sell two-thirds of the output to ComStar for the first two years.

Capabilities

The *Mongoose II* can keep pace with the original at 129 kph but also sprint yet faster with a boost from a MASC system to 172 kph. To guard the vulnerable XL engine, seven tons of Starshield armor provide good protection; Defiance offered to use ferro-fibrous or even the more exotic stealth armor, but ComStar staff declined, not wanting to overburden their fragile supply lines.

For offense, the Sunbeam extended-range large laser offers a long-ranged, ammunition-independent punch. The Alshain-designed frame was a challenge to adapt to the Lyran manufacturing systems at first, but it has proven reliable.

It is the electronics suite that makes the *Mongoose II* shine, though. Turning to computer giant Nashan, Defiance was able to outfit the unit with a Beagle Probe, Guardian ECM, and a C3i system. The probe and C3i system allow the *Mongoose II* to act as an advanced scout and spotter, while the ECM protects it and its comrades. Nashan based their probe on the venerable TransComm Beta, incorporating not only gun and cockpit cameras but additional video and audio receivers placed throughout the 'Mech. The data is recorded in both the cockpit sensor system and also the torso-mounted probe system, allowing recovery of the data unless the 'Mech is nearly obliterated. It can then be reviewed in the 'Mech or transferred to another computer system.

Deployment

The *Mongoose II* has been used to rebuild the Com Guard's First Army and to upgrade the Forth. If the design

does well, it will no doubt be distributed to all the Com Guards. The Lyran Alliance has also sent a few of the 'Mechs to their elite units. The -267 variant has been more widely dispersed to Alliance units, especially units with *Firestarter* Omnis, allowing for scout lances with C3 networks.

Variants

With current Lyran units being equipped for the original C3 system, the *Mongoose II* sold to Alliance forces replaced the C3i with a C3 slave unit. Six-and-a-half tons of stealth armor, the first to be made domestically in the Lyran Alliance, makes the MON-267 a difficult target while an advanced targeting computer improves the *Mongoose II*'s accuracy.

Still in the testing stage is the MON-268, which is intended as command 'Mech for recon units. The armor is upgraded to ferro-fibrous, the ECM and C3i computer are replaced with a C3 master unit, while the large laser is replaced by three Ramtech ER medium lasers tied into a targeting computer.

Notable MechWarriors

Leutenant Steven Menken: Commander of a recon lance, Menken's performance has always been praised. His gun camera footage was often sent to Lyran academies but instructors are eager to get the increased data from his new *Mongoose II*'s active probe. Menken himself is excited to be getting a faster 'Mech with a longer reach. When off-duty, Menken likes to share his collection of photos taken while reconnoitering the enemy. A keen amateur photographer, he has placeholders for the few 'Mechs he hasn't photographed in combat.

Adept Epsilon-V Shepard Tremayne: Pilot of the only *Mongoose II* to see combat so far, Tremayne clashed with a Blakist *Hussar* on Coventry. They tangled for a minute before their Level IIs arrived, but Tremayne's comrades were able to take advantage of the C3i network to finish off the *Hussar* while his ECM prevented his opponents from doing the same.

MON-266 MONGOOSE II

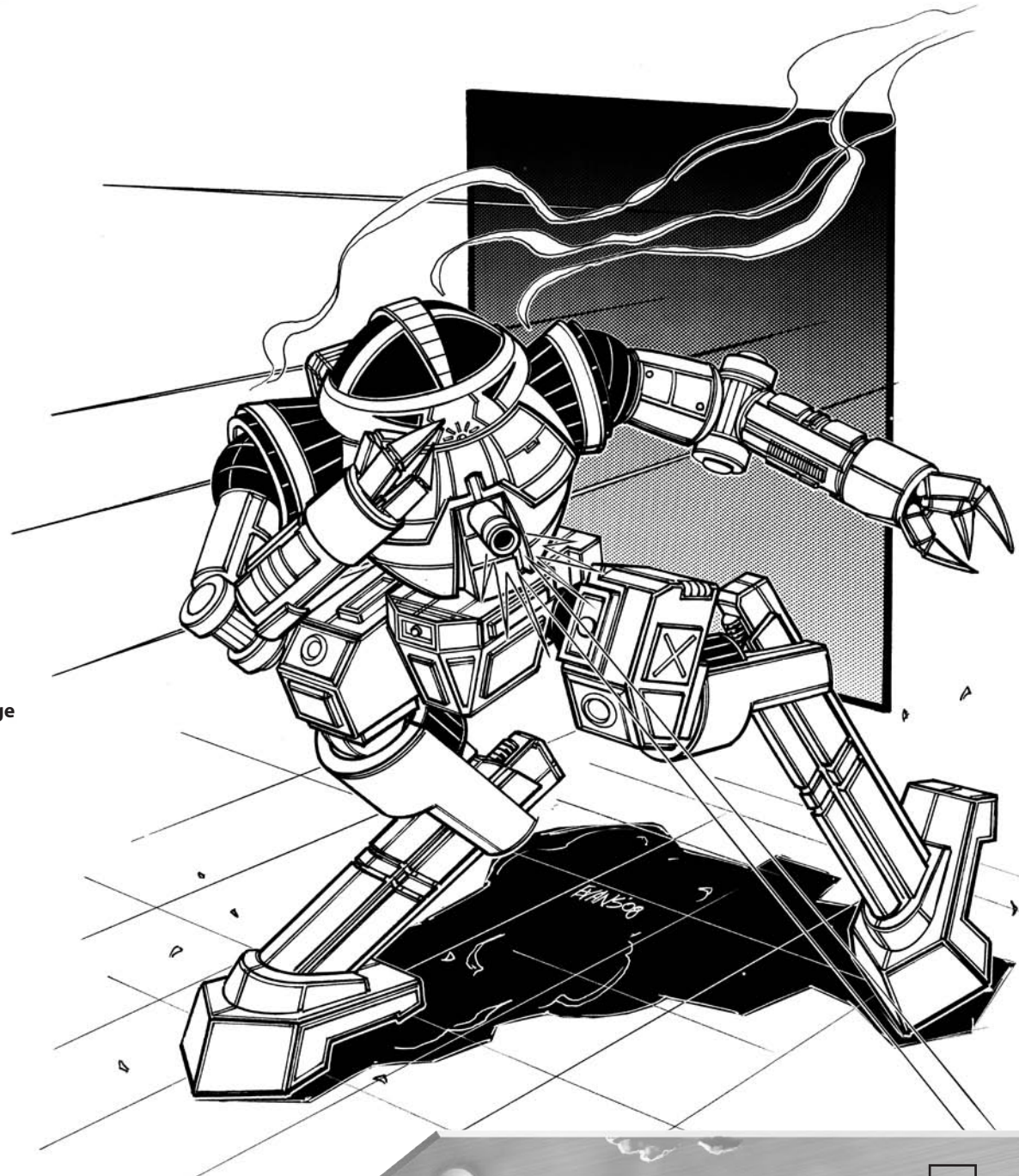
Type: **Mongoose II**
 Technology Base: Inner Sphere
 Tonnage: 40
 Battle Value: 1,000

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	320 XL	11.5
Walking MP:	8	
Running MP:	12 (16)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	112	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	14
Center Torso (rear)		5
R/L Torso	10	12
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	10	16

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	CT	2	5
Improved C3 Computer	RT	2	2.5
Guardian ECM Suite	RT	2	1.5
MASC	LT	2	2
Beagle Active Probe	LT	2	1.5



C-PRT-O PRETA



Mass: 45 tons

Chassis: Celestial Series PR1E

Power Plant: GM 270 Light Fusion

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Divine Protector

Armament:

15 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight 1-Omega

Overview

Reports lay the design of the entire Celestial series on one Doctor Devon Cortland, a military engineer who came into contact with the Word of Blake while developing the *Toyama* and—over the years since—somehow gained notoriety with the Manei Domini (likely through the implementation of numerous upgrade packages tailored for their unique combat style and capabilities). Cortland reportedly pitched the Celestials to Precentor Apollyon himself early in the Jihad and was commissioned to begin design work on Terra immediately after Case White. Cortland's medium-class Celestial—the *Preta*—debuted on Terra in late 3069.

Capabilities

The 45-ton *Preta* (a Hindu term for “ghost”) is more of a raider and skirmisher than the lighter *Malak*. Not as fast but better armored and using more compact technologies (such as standard armor and gyros), it reserves fifteen tons of pod space for weapons.

The *Preta* is best used to harass heavier prey while sweeping away lighter forces. Indeed, with a third of its overall weight devoted to pod space and half of its six known standard variations configured for jumping, this OmniMech often acts as the “hound” for its comrades, moving quickly through difficult terrain to flush out enemy units into the killing zones of open ground.

Deployment

As with the other Celestials, the *Preta* is seen almost exclusively amongst the Word's most elite troops, with the Manei Domini definitely the biggest users of this machine. Rumors persist that the Word's long-term goals for the Celestials may include extending them throughout the Word of Blake militia. This would, of course, relegate all “obsolete” non-Omnis to second-line status and likely service in the Protectorate Militia, and the move is understandable given how many dozens of designs the Word fields amongst its relatively small forces. But with the current tumultuous state of the war, it is unlikely that such a program, entailing replacing the output of many critical factories already running at full speed, would be launched immediately.

Notable MechWarriors

Phantom (Demi-)Precentor Tau Shannadah: A MechWarrior of indeterminate age and exotic features, Aria Shannadah of the Forty-first Shadow Division might have been beautiful once (or at least pretty) had she not chosen the life of the Manei Domini. Now sporting a bald scalp lined with scars and metal, optical sensors in place of her natural eyes, and a myomer-laced prosthetic arm known to house a toxic dart gun, the only remnant of Shannadah's humanity is her curious accent and a dancer-like grace that translates directly into every gesture her OmniMech makes at her command. While quick with a smile on the few vids capturing her outside of battle, Shannadah's demeanor as a

Domini is icy cold. This is perhaps best demonstrated in the dispassionate way she and her personalized *Preta* incinerated both fellow Domini and Ebon Magistrate forces alike in 3073, when the Forty-first defended Aspropirgos against a combined Capellan/Canopian raid.

Type: **Preta**

Technology Base: Inner Sphere OmniMech

Tonnage: 45

Battle Value: 1,067

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 Light	11
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		5
R/L Arm	7	13
R/L Leg	11	20

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	2 Improved C3 Computer	0
Right Torso	2 Light Fusion Engine 2 Endo Steel	8
Left Torso	2 Light Fusion Engine 2 Endo Steel	8
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Invictus (Primary) Weapons Configuration</i>		
Snub-Nose PPC	RA 2	6
Double Heat Sink	RT 3	1
Retractable Blade	LA 4	3
Anti-Missile System	LT 1	.5
Ammo (AMS) 12	LT 1	1
CASE	LT 1	.5
Light PPC	H 2	3

C-PRT-O PRETA

Dominus (Alternate A) Configuration

Double Heat Sink	RA	3	1
2 ER Medium Lasers	RA	2	2
4 Improved Jump Jets	RT	8	4
Double Heat Sink	LA	3	1
2 ER Medium Lasers	LA	2	2
4 Improved Jump Jets	LT	8	4
Targeting Computer	H	1	1
Battle Value: 1,302			

Infernus (Alternate B) Configuration

Heavy PPC	RA	3	10
Double Heat Sink	RA	3	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
ER Medium Laser	H	1	1
Battle Value: 1,338			

Comminus (Alternate C) Weapons Configuration

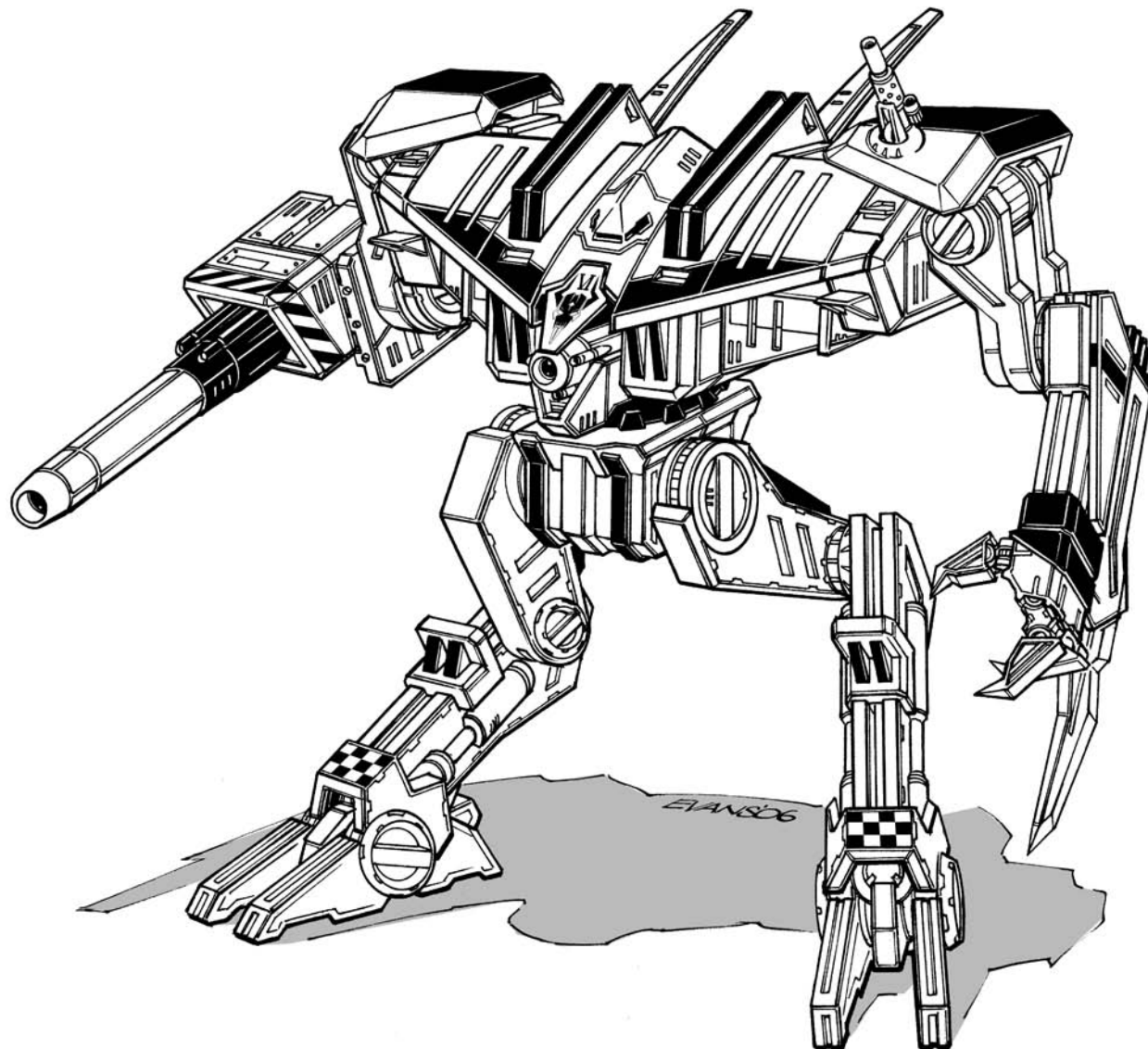
Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RA	2	2
ER Small Laser	RT	1	.5
2 Medium Pulse Lasers	LA	2	4
TAG	LT	1	1
Beagle Active Probe	H	2	1.5
Battle Value: 1,187			

Luminos (Alternate D) Weapons Configuration

Medium Pulse Laser	RT	1	2
Small Pulse Laser	RT	1	1
3 Jump Jets	RT	3	1.5
Medium Pulse Laser	LT	1	2
Small Pulse Laser	LT	1	1
3 Jump Jets	LT	3	1.5
Snub-nosed PPC	H	2	6
Battle Value: 1,158			

Eminus (Alternate E) Weapons Configuration

Thunderbolt 15	RA	3	11
Ammo (Thunderbolt) 4	RA	1	1
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Medium Laser	LT	1	1
Rocket Launcher 10	H	1	.5
Battle Value: 1,211			



LGN-2D LEGIONNAIRE



Mass: 50 tons

Chassis: 2A Type 15 Endo Steel

Power Plant: Magna 350 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard II

Armament:

1 Mydron Model RC Rotary Autocannon 5

Manufacturer: Corean Enterprises, Achernar BattleMechs

Primary Factory: Augusta (Corean), Cahokia (Achernar)

Communications System: PCE-4X "Blaster"

Targeting and Tracking System: Reginald Systems TC-A

Overview

In the mid-3060s, just as the FedCom Civil War was breaking out, Corean Enterprises formulated a new BattleMech research project. Desiring a heavier version of the venerable *Centurion* since the late 3040s, the AFFS command had never pursued the matter after the Clan Invasion of the '50s. The project was reopened once Prince Victor returned from the Clan Homeworlds.

After two years of intense testing of a new structural skeleton, the Legion Project team finally concluded that a heavier *Centurion* would not be feasible according to the parameters set by the AFFS. Rather than discard the prototype skeleton, the project changed focus to make a light, fast, effective flanker with the permission of Jackson Davion and the First Princess.

When the Word of Blake struck New Avalon in 3068, the team redoubled their efforts. Because research and testing facility 44-J2A was a well-kept DMI secret, the Word was unaware of its existence. The four prototypes were finished quickly and then field-tested in a series of local attacks against the Word of Blake Militia and attendant Forty-fourth Shadow Division. The newly-named *Legionnaire* made a name for itself in the critical defense of the Thames River, turning the tide of the battle against the Word.

One prototype and several data chips of intelligence were successfully smuggled off world in 3073 and delivered to the Corean facility on Augusta. Only one of the remaining prototypes survived the siege of New Avalon; the last one fell during the collapse of Mount Davion and the Inferno bombings of the Davion Palace that covered the Forty-fourth Shadow Division's retreat from the world in 3074. Two *Legionnaires* are reported to be undergoing a complete rebuild and have become icons to the Davion units remaining on-planet.

Impressed with the battlefield performance and easy construction of the medium 'Mech, newly promoted CEO Christopher Thompson immediately saw the value of having such a fast, quick-striking flanker available to beleaguered AFFS forces. However, because Corean had lost several facilities to the Jihad, Thompson struck a partnership deal with Achernar BattleMechs. Quickly working out the legalities, *Legionnaires* were soon walking off the assembly lines from several Achernar facilities.

Capabilities

Similar in capability and concept to the Steiner *Blitzkrieg*, the *Legionnaire* is the Davion equivalent of a 'Mech centered around a single deadly weapon. By combining the new high-speed rotary cannon with a targeting computer, the *Legionnaire* is a deadly strike and scout 'Mech. Originally designed to utilize a Beagle probe system to augment the scouting role, the idea was scrapped after the LGN-1X prototypes suffered numerous catastrophic systems failures. A cascade effect in the wiring between the targeting computer and the probe would crash the combat computer for critical seconds; one prototype went down due to an ill-opportune cascade and was subsequently destroyed by a Blakist *Toyama*.

Deployment

The *Legionnaire* can be found among the most heavily damaged of the AFFS line forces. Though not considered a versatile 'Mech, it is nevertheless well-received by Davion troops because of the inspiration it provides as a survival story from the Siege of New Avalon.

Variants

The initial prototype was intended as a scout unit and mounted a smaller rotary cannon, a Beagle probe, two extended-range medium lasers, and an additional half-ton of armor. Corean ultimately selected the LGN-2X, the prototype version of Achernar's official LGN-2D. There is little difference between the LGN-2X and -LGN-2D other than cockpit display placement and slightly different internal systems.

Corean is pondering other "big gun" variants, especially the possibility of a larger-bore ultra autocannon paired with a targeting computer, but has not even built test units yet.

Notable MechWarriors

Leftenant Robert Doucette: A technician and retired MechWarrior intimately familiar with the *Legionnaire* and its capabilities, Doucette is one of the only surviving members originally assigned to Facility 44-J2A. He managed to escape from Precentor Avitue's command base, rescuing another pilot in the process. His inspired defense of the Corean facility with his LGN-2X earned him the respect of the late Jackson Davion, who submitted Doucette's name for the Sunburst Medal as one of his final actions before the Field Marshall's death.

Private Davis Pendelton: Responsible for the last-minute evacuation of a small forestry camp caught in the path of the onrushing Forty-fourth Shadow Division during the final days of the Blakist occupation of New Avalon, Pendelton managed to delay a *Toyama* from hitting the fleeing civilians. Though his *Legionnaire* was effectively combat destroyed, AFFS High Command has made it a priority to repair it from the ground up as a symbol of Davion perseverance.

LGN-2D LEGIONNAIRE

Type: **Legionnaire**

Technology Base: Inner Sphere

Tonnage: 50

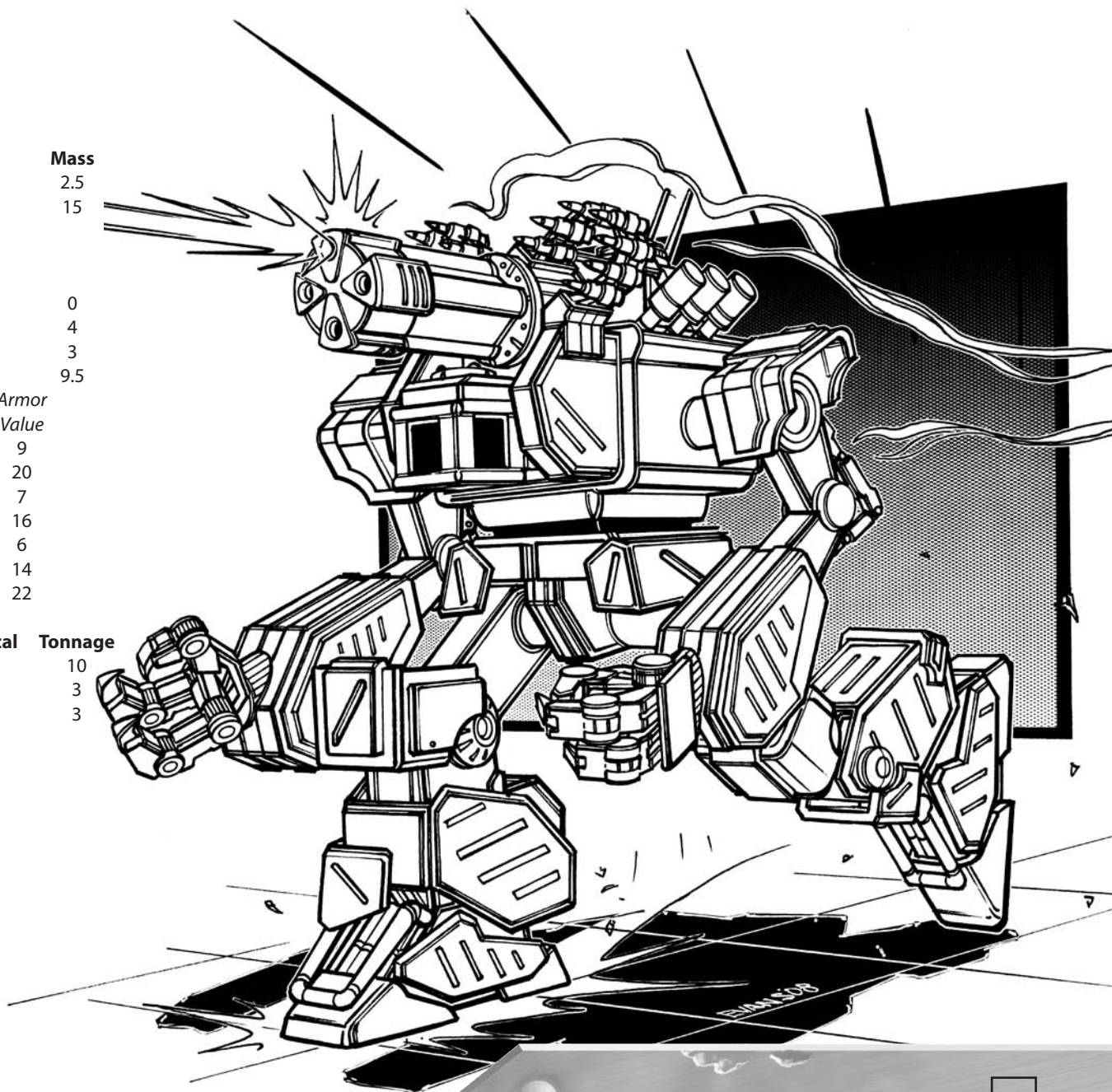
Battle Value: 1,386

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	350 XL	15
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	20
Center Torso (rear)		7
R/L Torso	12	16
R/L Torso (rear)		6
R/L Arm	8	14
R/L Leg	12	22

Weapons and Ammo	Location	Critical	Tonnage
Rotary AC/5	RT	6	10
Ammo (RAC) 60	RT	3	3
Targeting Computer	LT	3	3



EYK-45A EYLEUKA



Mass: 55 tons

Chassis: Dynastic 55-E

Power Plant: ER Motors 275 Extra Light

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Nike Doublejet 9s

Jump Capacity: 210 meters

Armor: Hellespont Lite Stealth

Armament:

1 Diverse Optics Sunbeam ER Large Laser

2 Diverse Optics Type II ER Medium Lasers

1 Spencer Selectable 9 Tube

1 Diverse Optics TAG

Manufacturer: Detroit Consolidated MechWorks

Primary Factory: Detroit

Communications System: FoxxCom 75

Targeting and Tracking System: FoxxFire 180

Overview

While the Trinity Alliance had served the Magistracy of Canopus well, most of their BattleMech designs were secondhand units from the Confederation. In response, a group of Canopian design teams began work on a new medium 'Mech. After a half decade of work, they had barely managed to get beyond the prototype stage for a design named after a legendary Ethiopian Queen. Meanwhile, the Confederation was in need of a 'Mech for its special operations units. The Trinity Alliance brought the two groups together and got the *Eyleuka* to production status, but the Canopians were not happy with the weapons load. Revised

again, the 'Mech finally emerged as an obvious result of design by committee and compromise.

Capabilities

The *Eyleuka* has good ground speed for its size, but with seven improved jump jets it is superior in the air. Almost ten tons of stealth armor protect the 'Mech well, especially at long range, but it is not enough to make it a brawler. The weapons payload is where the *Eyleuka* can shine; based around an ER large laser and MML-9, it has good long-ranged firepower and can keep up the barrage with the launcher at short range while switching to a pair of ER medium lasers. Three tons of ammunition for the launcher allows for a lot of flexibility, such as mine or Inferno rounds, while a TAG unit can be used to bring artillery to bear.

The *Eyleuka* has many critics, though. While damage to head-mounted systems (without the entire head being destroyed) is rather rare, the dual ammo bins and small cockpit make many pilots cramped and nervous. Additionally, the ten double heat sinks are inadequate. Finally, the XL engine can be vulnerable, though the odd placement of the ammunition offers no more risk than 'Mechs with CASE equipment and XL engines.

Deployment

In the Magistracy the *Eyleuka* has seen wide deployment, starting with the Light Horse and Fusilier units. The *Eyleuka* first saw combat during Operation Sovereign Justice, used as a secret raider and guerrilla fighter. The Death Commandos, Red Lancers, and House Imarra were the first Confederation units to receive the *Eyleuka*.

Variants

The original Canopian-designed *Eyleuka*, the 4A, was very different. With only a dozen prototypes existing, it was twenty percent faster and had a MASC system, but it only jumped 180 meters. While it lacked stealth armor, it compensated with an additional two tons of armor. The weapons load was somewhat different as well, mounting one ER large and medium lasers and eight machine guns in two arrays, while the electronics originally included an active

probe. The 35A, the heavily Capellan influenced design, lacked the compact gyro and featured dual arm-mounted LRM-10 launchers and a pair of ER medium lasers.

Detroit has recently begun offering the 45B, which replaces the MML launcher with a head-mounted snub-nosed PPC and three more heat sinks. The production of this variant has been very limited due to the small number of PPCs imported from the distant Draconis Combine.

Notable MechWarriors

MechWarrior Carol Trevaline: Rumored to be the estranged daughter of the legendary Paula Trevaline, Carol bounced around the MAF until finding a home in the First Canopian Light Horse. In the past few years she has begun to show considerable ruthlessness on the battlefield while being amenable and friendly with her fellow soldiers. There were complaints in other units when she was assigned an *Eyleuka* to replace her ancient *Dervish*, but Colonel deSummersville has shown he is far more interested in results than scuttlebutt.

MechWarrior John "Tiger" Hudek: Assigned to long patrols for the Third Canopian Light Horse, "Tiger" Hudek set up ambushes during Operation Sovereign Justice using his missiles to lay down minefields and Infernos to cripple larger enemy 'Mechs. He complains about being assigned to the "death-by-head-explosion 'Mech," but Hudek has managed to be effective despite his trepidation. Canopian leaders were shocked when he managed to return from missions with an intact 'Mech but having used up all of his ammunition, starting with the bins near the cockpit. Reviews of his BattleROM footage have shown that he rarely wastes any missiles.

Sao-wei Janice Abermann: After being cashiered out of McCarron's Armored Cavalry for her poor attitude, *Sao-wei* Abermann was able to catch on with St. Cyr's Armored Hussars who were desperate for quality 'MechWarriors. While her past failure has blunted her antagonistic personality, humility still isn't her strong suit; she has managed to wear out her *Catapult* fighting pirates and Blakists, leading to her replacement *Eyleuka*.

EYK-45A EYLEUKA

Type: **Eyleuka**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,600

Equipment

Internal Structure:

Engine:

Walking MP: 5
Running MP: 8
Jumping MP: 7

Heat Sinks: 10 [20]

Gyro (Compact):

Cockpit (Small):

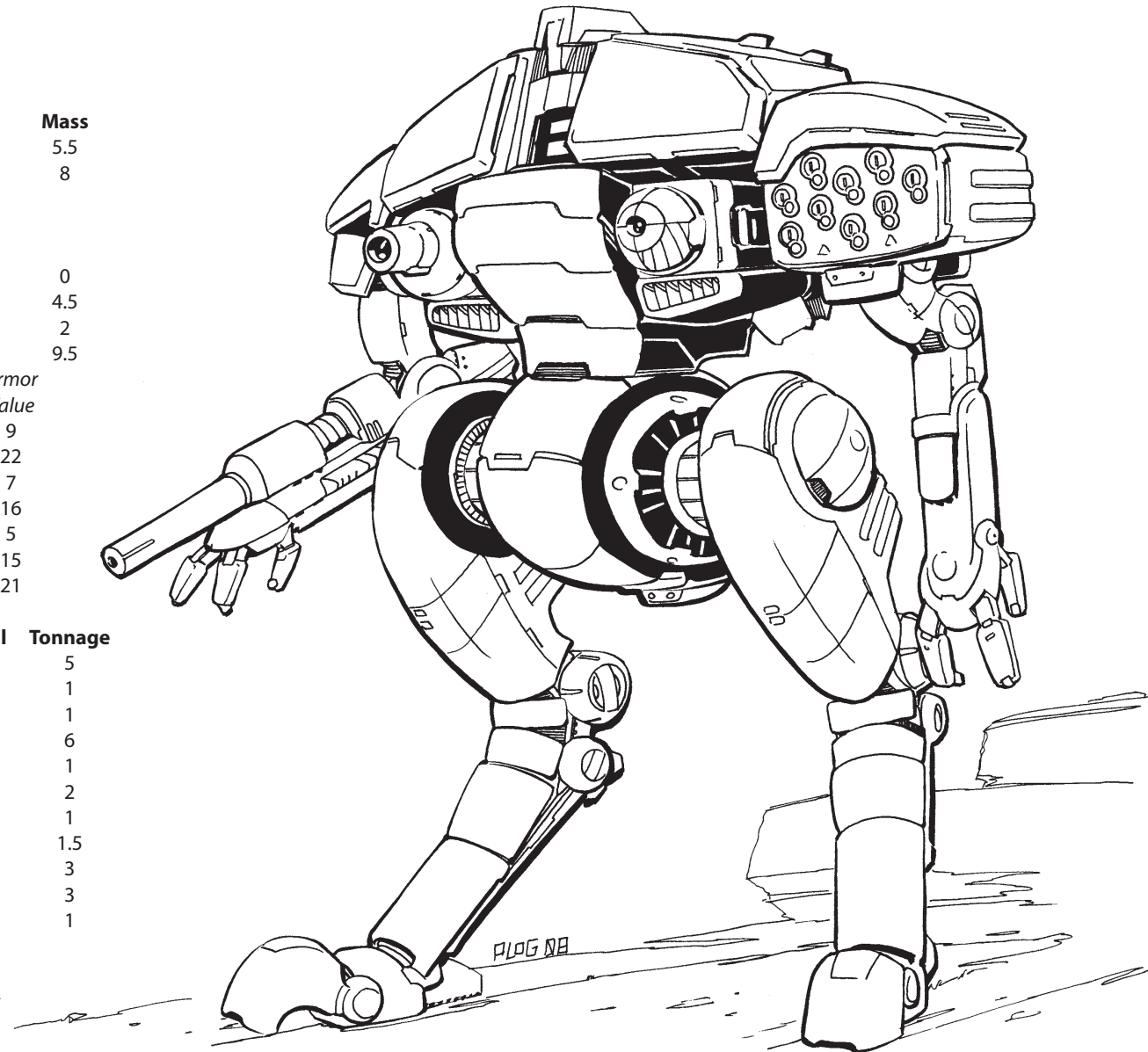
Armor Factor:

	Mass
Internal Structure:	5.5
Engine:	8
Heat Sinks:	0
Gyro (Compact):	4.5
Cockpit (Small):	2
Armor Factor:	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	22
Center Torso (rear)		7
R/L Torso	13	16
R/L Torso (rear)		5
R/L Arm	9	15
R/L Leg	13	21

Weapons and Ammo

Location	Critical	Tonnage
ER Large Laser	2	5
ER Medium Laser	1	1
ER Medium Laser	1	1
MML 9	5	6
Ammo (MML) 13/11	1	1
Ammo (MML) 26/22	2	2
TAG	1	1
Guardian ECM Suite	2	1.5
Improved Jump Jets	6	3
Improved Jump Jets	6	3
Improved Jump Jet	2	1



C-GRG-O GRIGORI



Mass: 60 tons

Chassis: Celestial Series GG1

Power Plant: GM 240 Light Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Divine Shield-B Light Ferro

Armament:

28 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight 1-Omega

Overview

Although developed to span the entire range of weight classes and design roles, Doctor Cortland's Celestial series clearly favors the heavier weight ranges, presumably due to these OmniMechs' intended role as a main battle force. Although it likely would have been easier for the Word to simply develop one Celestial for each weight class, Doctor Cortland apparently saw six as a sacred number—not to mention the basic element size of Word of Blake formations—and pushed hard to ensure that there would be six Celestial OmniMech classes in all, allowing him to double up on the heavy and assault weight ranges.

The *Grigori* entered service with the Blakist forces stationed on Terra in late 3069. However, while its schematics

and development were initiated at the same time as its five fellow Celestials, this OmniMech was one of the last designs to be introduced out of the Martinson factory in Australia, allegedly because Cortland himself took a personal hand in the final touches of production.

Capabilities

The 60-ton *Grigori* is named for a class of fallen Christian angels. Designed to play a complementary role with the 70-ton *Deva* as a main brawler, most of the *Grigori*'s main configurations are primarily set up for missile support, dispersing the majority of their damage at range to wear down armor and morale while other units work their way in close to deliver the killing blows. Though nearly half the *Grigori*'s total tonnage is devoted to pod space, each main configuration includes secondary weapons—typically lasers—to discourage enemies from engaging a *Grigori* in close-quarters combat.

Deployment

As with all of the other Celestials, the *Grigori* is dominantly used by the Word of Blake's most elite troops, with the Manei Domini and the Word's most trusted Terran defense forces taking up the lion's share. Despite its slight delay in entering production, this OmniMech has become one of the Word's most prolific; in any given Level III that employs Celestials, *Grigoris* tend to outnumber every other Celestial class.

Notable MechWarriors

Poltergeist Precentor Sigma Tamiel: An "ascended" Manei Domini of unknown origins, Tamiel was identified as one of the Level III commanders assigned to the Forty-seventh Shadow Division (Azazel's Watchers), during its 3072 assault on Galatea. His personalized *Grigori*—which combines two Thunderbolt-10 launchers, a snub-nosed PPC, and a Guardian ECM suite—led his Level III (the Watching Hands III-Gamma) on several combat drops and surprise ambushes against the scattered mercenary resistance. Favoring the "choir" formations first championed by Precentor Kona Jenkins, Tamiel and his warriors often work in close concert with Demon battle armor. During the Forty-seventh's year-long stint on Galatea, Tamiel's III worked closely with

the anti-insurgent actions of both Adept Berit Smitty (the "Bionic Witch of Galaport") and her Djinn battlesuits, as well as Adept Joe "Crymo" Richmond and his Seeker Nephilim assault troops.

Type: **Grigori**

Technology Base: Inner Sphere OmniMech

Tonnage: 60

Battle Value: 1,245

Equipment

		Mass
Internal Structure:		6
Engine:	240 Light	9
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor:	186	11
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	26
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		6
R/L Arm	10	19
R/L Leg	14	26

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	0
Right Torso	2 Light Fusion Engine	10
Left Torso	2 Light Fusion Engine	8
	2 Improved C3 Computer	
Right Arm	3 Light Ferro-Fibrous	5
Left Arm	3 Double Heat Sink	5
Right Leg	2 Light Ferro-Fibrous	0
Left Leg	2 Light Ferro-Fibrous	0

Weapons and Ammo Location Critical Tonnage

Invictus (Primary) Weapons Configuration

Weapon/Ammo	Location	Critical	Tonnage
MRM 20	RA	3	7
Ammo (MRM) 12	RT	1	1
Ammo (LRM) 16	RT	2	2
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
Retractable Blade	LA	4	3.5
LRM 15	LT	3	7
Streak SRM 4	LT	1	3
Light PPC	H	2	3

C-GRG-O GRIGORI

Dominus (Alternate A) Weapons Configuration

Heavy PPC	RA	4	10
2 Jump Jets	RT	2	2
ER Medium Laser	RT	1	1
Medium Pulse Laser	RT	1	2
Double Heat Sink	RT	3	1
Ammo (Streak) 15	RT	1	1
CASE	RT	1	.5
2 Jump Jets	LT	2	2
ER Medium Laser	LT	1	1
Medium Pulse Laser	LT	1	2
Double Heat Sink	LT	3	1
Streak SRM 6	H	2	4.5

Battle Value: 1,536

Infernus (Alternate B) Weapons Configuration

MML 7	RA	4	4.5
Artemis IV FCS	RA	1	1
2 Jump Jets	RT	2	2
Plasma Rifle	RT	2	6
Ammo (Plasma) 20	RT	2	2
MML 7	LA	4	4.5
Artemis IV FCS	LA	1	1
2 Jump Jets	LT	2	2
Ammo (MML) 28/34	LT	2	2
CASE	LT	1	.5
ER Small Laser	LT (R)	1	.5
Medium Pulse Laser	H	1	2

BV: 1,408

Comminus (Alternate C) Weapons Configuration

2 Streak SRM 6	RA	4	9
ER Medium Laser	RT	1	1
2 Jump Jets	RT	2	2
3 MRM 10	LA	4	9
ER Medium Laser	LT	1	1
Ammo (Streak) 15	LT	1	1
Ammo (MRM) 24	LT	1	1
2 Jump Jets	LT	2	2
CASE	LT	1	.5
Guardian ECM Suite	H	2	1.5

BV: 1,438

Luminos (Alternate D) Weapons Configuration

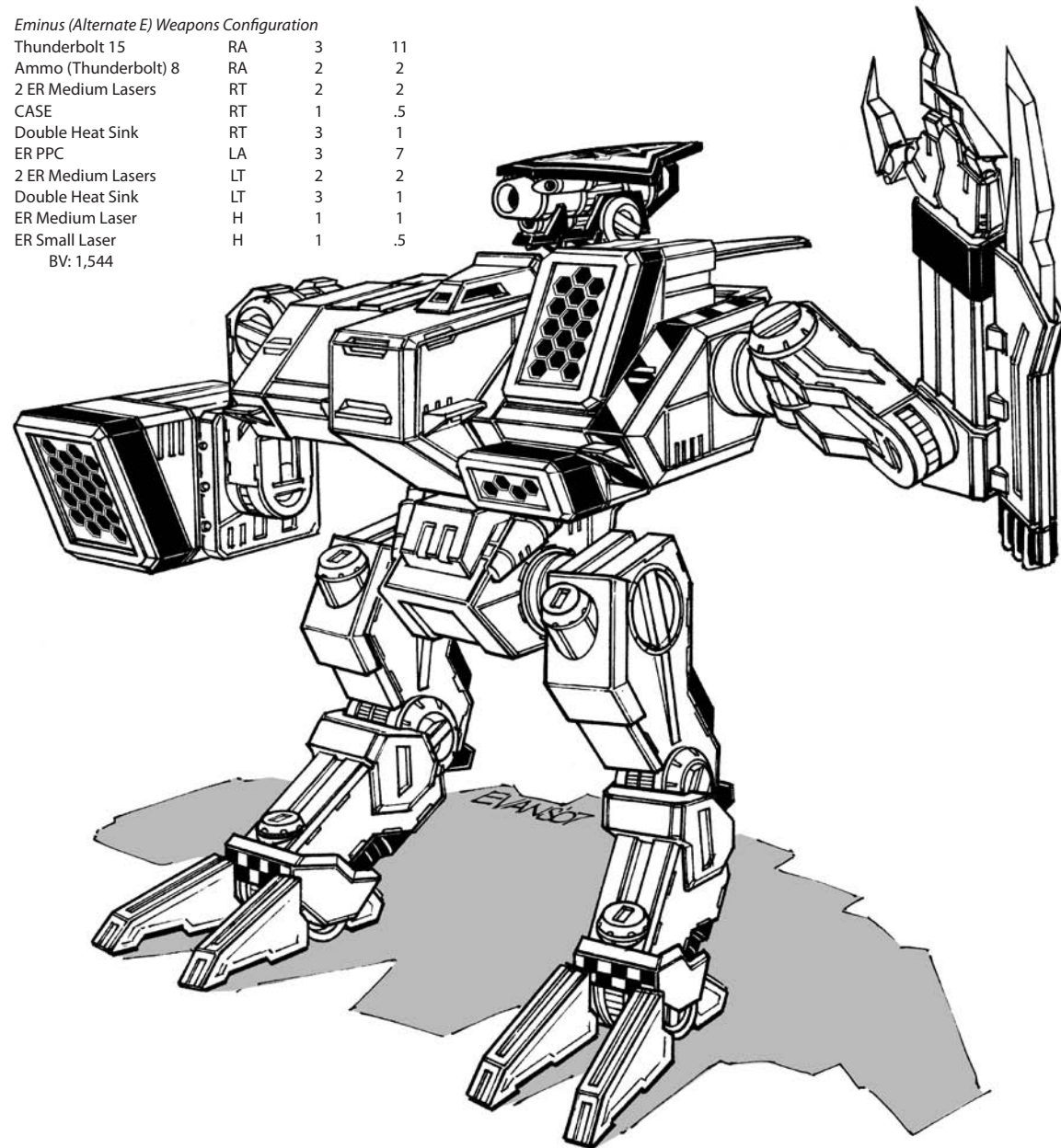
Heavy PPC	RA	4	10
ER Medium Laser	RT	1	1
3 Improved Jump Jets	RT	6	6
2 ER Small Lasers	LA	2	1
ER Medium Laser	LT	1	1
3 Improved Jump Jets	LT	6	6
Light PPC	H	2	3

BV: 1,568

Eminus (Alternate E) Weapons Configuration

Thunderbolt 15	RA	3	11
Ammo (Thunderbolt) 8	RA	2	2
2 ER Medium Lasers	RT	2	2
CASE	RT	1	.5
Double Heat Sink	RT	3	1
ER PPC	LA	3	7
2 ER Medium Lasers	LT	2	2
Double Heat Sink	LT	3	1
ER Medium Laser	H	1	1
ER Small Laser	H	1	.5

BV: 1,544



PKM-2C PATRIOT



Mass: 65 tons

Chassis: RI-12b Pikeman

Power Plant: Hermes 260 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

1 Magna Starflare HPPC

1 Holly Arrow IV Missile System

1 LFN Lindblad Shotgun Anti-Missile System

Manufacturer: Ronin Incorporated

Primary Factory: Wallis

Communications System: Garrett C22A

Targeting and Tracking System: Wasat Watchdog W120 with A-Trac

Overview

When Kirc Cameron-Jones declared himself the Captain-General of the Free Worlds League in 3069, one of his first priorities was the consolidation of his military and economic power. Once he turned his attention to the League's industrial capabilities, he focused on Ronin Incorporated on Wallis. Ronin had been expanding its portfolio by designing a 'Mech it called the *Pikeman* after producing the *Warhammer* and *Marauder* for several centuries. The Prince demanded several changes when he was shown the design and explained its planned battlefield role. The new design, which he called the *Patriot*, would

be a commander's 'Mech, with the capabilities to control a 'Mech regiment and support groups. It would rely on long-range weaponry, bodyguard units, and other support to keep itself out of the thick of the fray. Cameron-Jones specifically requested artillery capability to ensure the commander could be relevant at range, without an urgent need to close with the enemy.

Capabilities

Ronin's original design called for a massive LB 20-X autocannon, which allowed them to adjust the design to the equally large Arrow-IV missile launcher with only limited difficulties. The electronics package was drastically improved, and a TAG unit was added. An ECM suite and an AMS were also installed to improve the *Patriot's* defensive capabilities, all at the expense of the original design's brace of ER medium lasers. The *Pikeman's* HPPC was retained, providing the *Patriot* with a very powerful long-range punch. Up close, the *Patriot* has no offensive tools at its disposal, making independent operation ill advised.

Deployment

The redesign necessary to meet Kirc Cameron-Jones' mandates delayed completion of the *Patriot's* first prototype until the last months of 3070. Some of the first were included with the Ninth Regular Hussars when they attacked Oriente in 3071. Several models were used by the Second Hussars in the defense of Wallis, but they did not exist in large enough numbers to have a significant impact on the battle, and the Hussars were slaughtered to the last man. The First Regular Hussars lost most of their *Patriots* during the Night of Fire, but they performed well against the Blakists. In its most ironic deployment, the *Patriot* was used to maintain security during Kirc's Purge, its massive weapons keeping resistance to a minimum.

Variants

The PKM-2D model is almost identical to Ronin's original *Pikeman*. It replaces the Holly Arrow IV with an Emperor LB 20-X autocannon and a pair of torso-mounted ER medium lasers but retains the electronics package of the 2C model. This model is popular with the First Regular Hussars.

Taking a more generalist approach, the PKM-2E is a new model produced by Ronin that has yet to make it to any frontline units. There is broad interest in the BattleMech and the amount of firepower it can project from three Artemis-enhanced MML-7 launchers.

As the 2C model is geared specifically to a relatively limited group, Ronin intends to reduce its production to cover regular attrition once it has completed sufficient to equip all company commanders and higher, switching to alternating runs of the 2D and 2E model, which have more traditional battlefield roles.

Notable MechWarriors

Colonel Mark Brandhauber: Leading the defense of Regulus City in 3072, Colonel Brandhauber's *Patriot* was one of the few 2C models made available to the First Regular Hussars. The majority of the unit's commanders preferred the 2D model and its massive autocannon. Brandhauber managed to facilitate the destruction of numerous Blakist 'Mechs using homing Arrow IV missiles but was ultimately killed outside his 'Mech at the palace.

Force Commander Noel Joliceur: Starting his career as a MechWarrior, Lieutenant Joliceur was forced to take command of an armor company by a political enemy. He excelled at this new task and rose to command the Eleventh Chertan Heavy Armor regiment of the Fifth Hussars. Recently he exchanged his Partisan tank for a brand new PKM-2C, as he believes it will allow him to better lead and support his regiment. While he has been able to prove this with significantly improved scores in exercises with the other elements of the Fifth Hussars, a small but vocal number of his command resent his preference of a BattleMech.

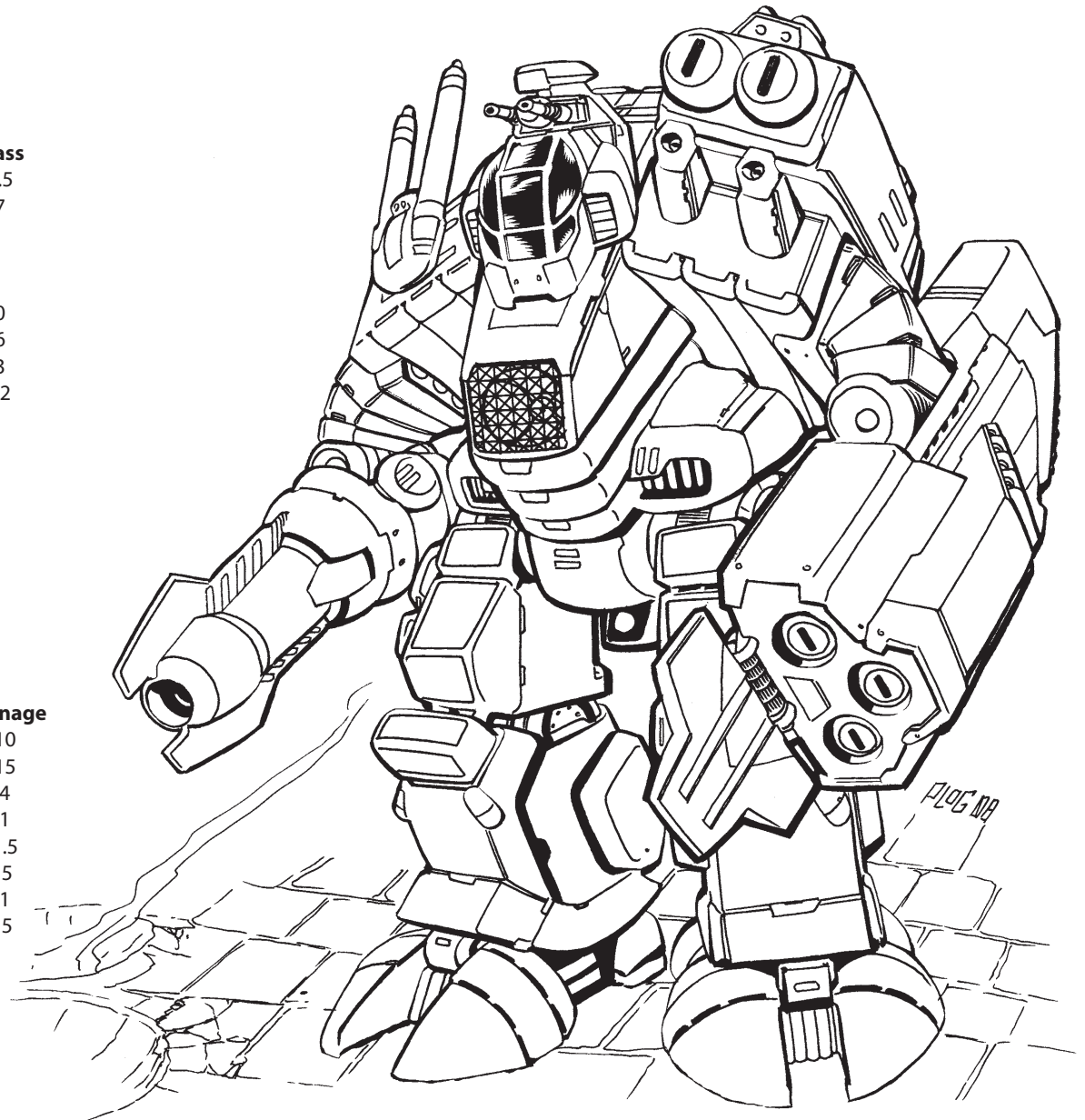
PKM-2C PATRIOT

Type: **Patriot**
 Technology Base: Inner Sphere
 Tonnage: 65
 Battle Value: 1492

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	260 XL	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (Heavy-Duty):		6
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	31
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	10	15
R/L Leg	15	27

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
Arrow IV System	LA/LT	9/6	15
Ammo (Arrow) 20	RT	4	4
TAG	RT	1	1
Guardian ECM Suite	CT	2	1.5
Anti-Missile System	H	1	5
Ammo (AMS) 12	RT	1	1
CASE	RT	1	5



C-DVA-O DEVA



Mass: 70 tons

Chassis: Celestial Series DV1E

Power Plant: Inspiration 280 Light Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Divine Protector

Armament:

29.5 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight 1-Omega

Overview

The *Deva* OmniMech—its name derived from Hindu and Buddhist mythologies, a reference to minor angels or divinities—is strikingly similar to its fellow heavyweight Celestial, the *Grigori*, so much so that the reason for its design is questionable. The dominant theory, supported by this unit's constant deployment in close concert with *Grigoris*, maintains that the two models were deliberately built to function in pairs—akin to the design philosophies that produced the *Hammer* and *Anvil* 'Mechs. One observer likened the coordination between these two machines to that of identical twins, joined together by some intangible spiritual link.

Capabilities

Matching its lighter brother in mobility but sporting thicker armor and a heavy-duty gyro, the 70-ton *Deva* has the ruggedness to act as the close-combat fighter, while the *Grigori* provides standoff support. With little more than a ton of extra pod space for weapons than the *Grigori*, the *Deva* focuses more on direct-fire weapons over missiles in all six of its known standard configurations. As a result, this machine makes for an excellent brawler, but its firepower can be felt at almost any range, enabling its MechWarrior to pick and choose where and how close the *Deva* needs to get to deliver its attacks.

Deployment

As mentioned above, the *Deva* is particularly common in any formation that also includes a *Grigori*, and so it is dominantly seen among the Word of Blake's most elite troops, including the Manei Domini. Even though *Grigoris* tend to appear in greater numbers, it is rare to see any operating in a formation that does not include at least one *Deva*.

Notable MechWarriors

Precentor VII Seth Smith-Solomon: Commander of the Word of Blake Seventh Division's Bells of Faith III-lambda, which fought to defend Mars against the Wolf's Dragoons' incursion in 3067, Smith-Solomon was badly wounded trying to hold back the remnants of Zeta Battalion near Koryo. Returning to active duty after a full year of reconstructive surgery and rehabilitation, he was reportedly approached by representatives of the Manei Domini but declined an offer to join their ranks while his Division remained in desperate need of troops. In 3073, Cameron St. Jamais personally rewarded him for his devotion to the Word with a commission to command the Seventh Division. His fresh-from-the-factory *Deva* OmniMech, also awarded by the Word's Precentor Martial, has been featured prominently in many Blakist propaganda vids, showing Smith-Solomon leading his troops on a "goodwill tour" of several recently fortified Blake Protectorate border worlds, including Ko, Zollikofen, and Lipton.

Type: **Deva**

Technology Base: Inner Sphere OmniMech

Tonnage: 70

Battle Value: 1,584

Pod Space: 29.5 tons

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280 Light	12
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (Heavy-Duty):		6
Cockpit (Small):		2
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	30

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 Light Fusion Engine 2 Endo Steel	6
	2 Improved C3 Computer	
Left Torso	2 Light Fusion Engine 4 Endo Steel	6
Right Arm	2 Endo Steel	6
Left Arm	2 Endo Steel	6
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo

	Location	Critical	Tonnage
<i>Invictus (Primary) Weapons Configuration</i>			
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Light PPC	RT	2	3
CASE	RT	1	.5
Retractable Blade	LA	5	4
Light PPC	LT	2	3
Light PPC	H	2	3

C-DVA-O DEVA

Dominus (Alternate A) Weapons Configuration

MML 7	RA	4	4.5
Targeting Computer	RT	4	4
2 ER Medium Lasers	RT	2	2
Rotary AC/5	LA	6	10
ER Small Laser	LA	1	.5
Ammo (RAC) 60	LT	3	3
Ammo (MML) 34/28	LT	2	2
CASE	LT	1	.5
Light PPC	H	2	3

Battle Value: 1,727

Infernus (Alternate B) Weapons Configuration

ER PPC	RA	3	7
Double Heat Sink	RA	3	1
2 Double Heat Sink	RT	6	2
ER PPC	LA	3	7
Targeting Computer	LA	5	5
2 Double Heat Sinks	LT	6	2
2 Medium Pulse Lasers	H	2	4
Guardian ECM Suite	CT	2	1.5

Battle Value: 1,713

Comminus (Alternate C) Weapons Configuration

Ultra AC/20	RA/RT	10	15
Jump Jet	RT	1	1
Double Heat Sink	RT	3	1
Double Heat Sink	LA	3	1
3 ER Medium Lasers	LA	3	3
Jump Jet	LT	1	1
Ammo (Ultra) 15	LT	3	3
CASE	LT	1	.5
ER Small Laser	LT (R)	1	.5
Guardian ECM Suite	H	2	1.5
2 Jump Jets	CT	2	2

Battle Value: 1,749

Luminos (Alternate D) Weapons Configuration

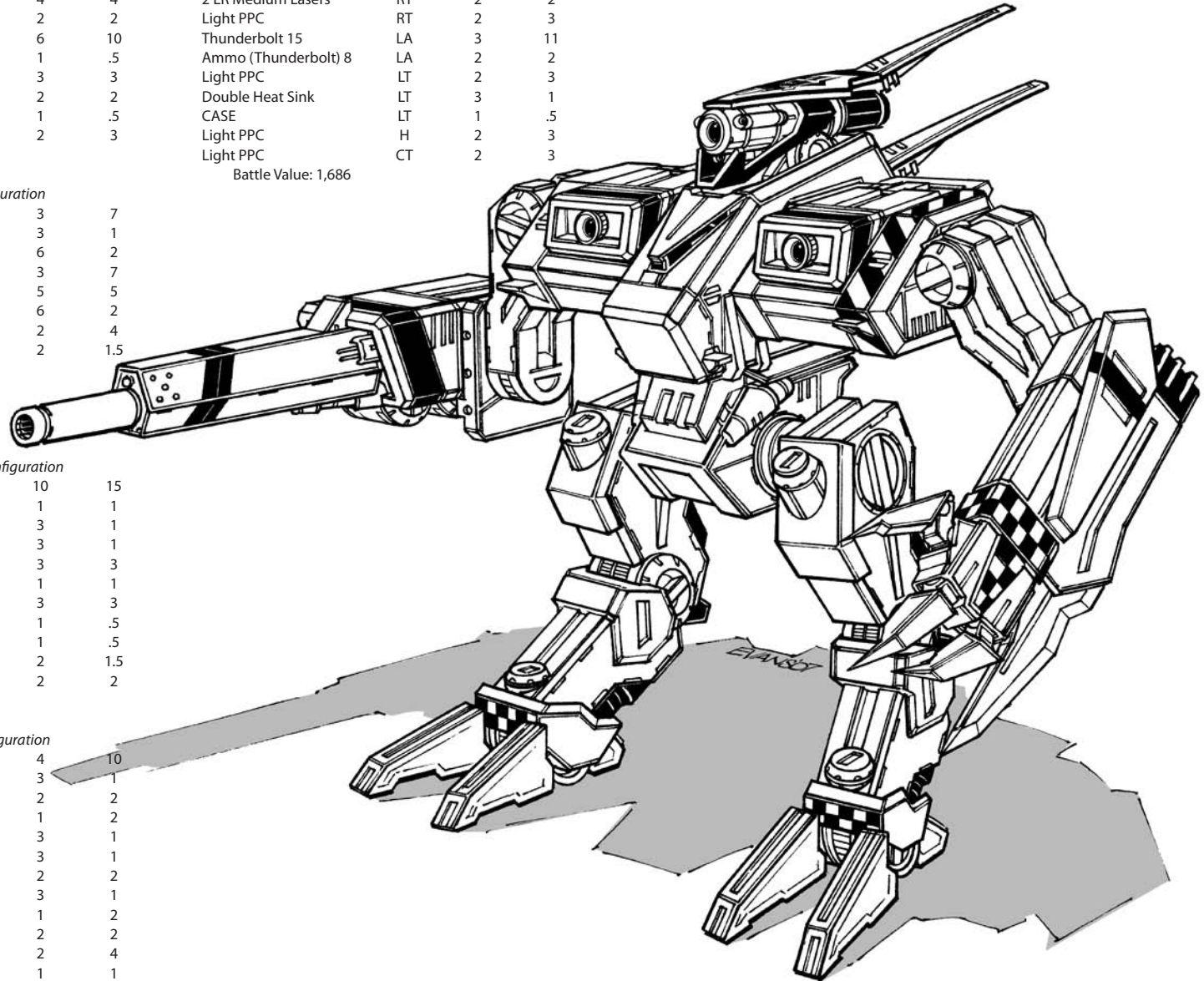
Heavy PPC	RA	4	10
Double Heat Sink	RA	3	1
2 Jump Jets	RT	2	2
Medium Pulse Laser	RT	1	2
Double Heat Sink	RT	3	1
Double Heat Sink	LA	3	1
2 ER Medium Lasers	LA	2	2
Double Heat Sink	LT	3	1
Medium Pulse Laser	LT	1	2
2 Jump Jets	LT	2	2
2 Medium Pulse Lasers	H	2	4
ER Medium Laser	CT (R)	1	1
ER Small Laser	CT (R)	1	.5

Battle Value: 1,711

Eminus (Alternate E) Weapons Configuration

Double Heat Sink	RA	3	1
2 ER Medium Lasers	RT	2	2
Light PPC	RT	2	3
Thunderbolt 15	LA	3	11
Ammo (Thunderbolt) 8	LA	2	2
Light PPC	LT	2	3
Double Heat Sink	LT	3	1
CASE	LT	1	.5
Light PPC	H	2	3
Light PPC	CT	2	3

Battle Value: 1,686



DFN-3S DEFIANCE



Mass: 75 tons

Chassis: Defiant V Endo Steel

Power Plant: Edasich 300 Light

Cruising Speed: 43 kph, 54 kph with TSM

Maximum Speed: 64 kph, 86 kph with TSM

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

2 Defiance 1001 ER PPCs

1 Defiance Disintegrator LB 10-X Autocannon

2 Diverse Optics Type ER Medium Lasers

2 Diverse Optics Type ER Small Lasers

1 Coventry 90mm Six Rack SRM Launcher

1 Trelshire MiniGun

Manufacturer: Defiance Industries

Primary Factory: Furillo

Communications System: Angst Discom

Targeting and Tracking System: Angst Accuracy

Overview

Intended to be Defiance Industries' flagship, the prototype DFN-3C *Defiance* demonstrated a number of design flaws during Field Marshal Brandel Gareth's abortive revolt in 3057, and development was suspended in favor of the successful *Fafnir*. But with the loss of Hesperus II and with other key weapons manufacturers on Tharkad and Coventry out of commission, the LAAF found itself facing shortages in supplies and equipment. However, Defiance still had a BattleMech factory on Furillo that had underutilized lines for light and medium 'Mechs. While it would take too long to convert those production lines to produce additional assault

'Mechs, Furillo's light and medium lines could be modified to handle further production of heavy BattleMechs with minimal disruption.

Casting about for heavy BattleMech designs, the Furillo engineers stumbled over the abandoned *Defiance*. Reworked to correct some of the original prototype's flaws and to use readily available components, the DFN-3S *Defiance* was rushed into production in 3074.

Capabilities

Once described as "a *Warhammer* on steroids," the *Defiance* indeed shares characteristics with that older design. Lacking hand actuators, its primary armaments are two arm-mounted particle weapons that have been augmented with a Defiance Disintegrator autocannon. The secondary armament is also similar to the classic *Warhammer*, with a six-tube SRM launcher and two extended-range medium lasers supported by two extended-range small lasers and a machine gun. All this weaponry imposes a massive load on the *Defiance's* cooling system, and it is very easy for a rookie MechWarrior to overload its twelve double heat sinks.

The large searchlight perched on the BattleMech's left shoulder is another feature that the Defiance Industries engineers copied from the *Warhammer*. Tied into the Angst Accuracy targeting system, this installation can be tuned to emit light from across the infrared, visible, and ultraviolet spectrum. With it, the *Defiance* is a formidable night fighter that can also "see" through smoke and dust.

Standing on digitgrade legs, the *Defiance's* mode of locomotion is markedly different from many humanoid designs. The 'Mech can put on bursts of speed over eighty kilometers per hour when its triple-strength myomers heat up. Few opponents are prepared for such a maneuver, and even fewer survive when the *Defiance* opens up with its formidable close-range firepower.

Deployment

Priority for *Defiance* shipments has been given to LAAF commands that have lost heavy BattleMechs fighting the Word of Blake or the Jade Falcons. The design has proven especially popular with the Arcturan Guards.

Several mercenary commands have also acquired the design in limited numbers. Curiously, one of the original prototypes has been sighted on the far side of the Inner Sphere. Battling elements of the Word of Blake's Forty-

fourth Shadow Division in the rubble of Avalon City, DFN-3C-002 is serving as the command unit for the mercenary Covenant's Commandos.

Variants

The original DFN-3C prototype was powered by an Edasich 300 XL engine and used an experimental compact gyro that allowed a second Coventry SRM-6 to be mounted in the center torso. Extended-range medium and small lasers were not available in the Commonwealth at that time, and so secondary energy armament consisted of two Defiance P5M medium pulse lasers and two Defiance B3S small lasers. The prototype was less well protected, carrying only twelve tons of Durallex Heavy armor.

Suffering from shortages of all kinds, technicians with the Arcturan Guards replaced the damaged ER PPCs of one *Defiance* with old Magna Hellstar PPCs. Although this reduces the BattleMech's maximum range, it helps significantly in dealing with the *Defiance's* heat problems. Defiance Industries is now considering offering the DFN-3T configuration as a factory option.

Notable MechWarriors

Colonel Thomas Hogarth: Formerly commander of the Furillo Bolan Province Militia, Colonel Hogarth was "promoted" to the position of LAAF liaison with Defiance Industries at the end of the FedCom Civil War.

In April 3074 Blakist raiders attacked Furillo in a bid to destroy the vital BattleMech factory. Three OmniMechs broke through the Furillo BPM, only to run into Hogarth's *Atlas*. The Colonel crippled one attacker with a lucky shot, and the other two wasted time demolishing his BattleMech, allowing battle armor from Defiance Industries security to arrive and swarm them.

Hailed as a "Hero of the Alliance," Hogarth was presented with a new *Defiance* to replace his wrecked *Atlas*. He accepted the gift graciously, but he secretly yearns for a heavier "proper" BattleMech.

Captain Matthew Covenant: A veteran with twenty years of experience of the mercenary life, Covenant has formed his Commandos from orphans of other shattered mercenary units. The Captain claims that he discovered his unique DFN-3C aboard a derelict DropShip on New Valencia.

DFN-3S DEFIANCE

Type: **Defiance**

Technology Base: Inner Sphere

Tonnage: 75

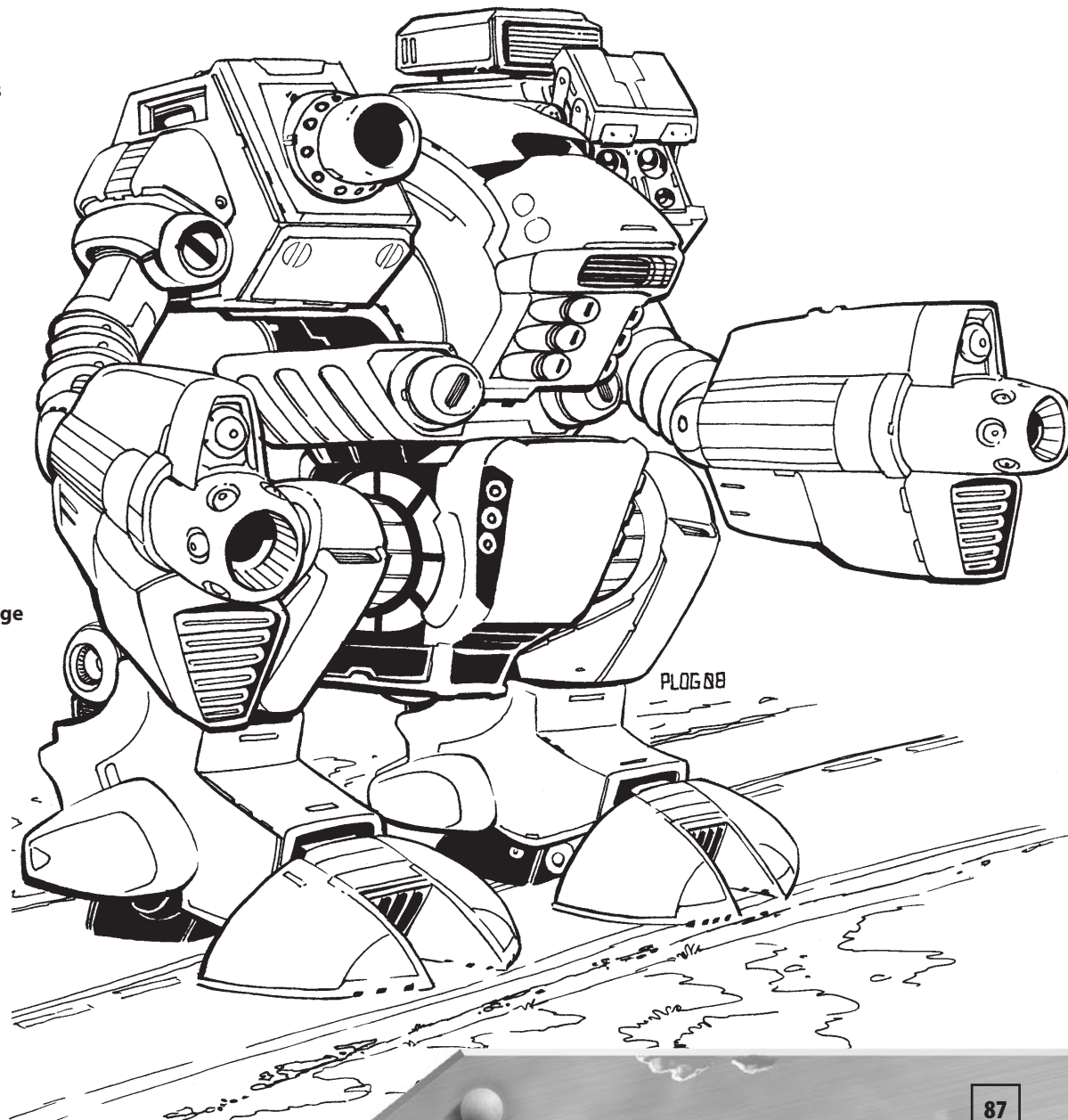
Battle Value: 1,836

Equipment

Internal Structure:	Endo Steel	4
Engine:	300 Light	14.5
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	21
R/L Torso (rear)		7
R/L Arm	12	22
R/L Leg	16	31

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
LB 10-X AC	RT	6	11
Ammo (LB-X) 20	RT	2	2
Machine Gun	H	1	5
Ammo (MG) 100	RT	1	5
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
2 ER Medium Lasers	LT	2	2
2 ER Small Lasers	LT	2	1
ER PPC	LA	3	7



BLR-2D WARLORD



Mass: 80 tons
Chassis: Hollis Mark XII Endosteel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special Heavy
Armament:
2 Magna Hellfire Heavy PPCs
6 Martell ER Medium Lasers
Manufacturer: General Motors
Primary Factory: El Dorado
Communications System: Sony MSF-31
Targeting and Tracking System: Federated Stalker

Overview

The BLR-2D *Warlord* is a streamlined model of the *BattleMaster*. As seen in the strong family resemblance, the *Warlord* is based on the original BLR-1 chassis rather than one of the more recent BLR models. However, after some weight reduction to use locally built Pitban 320 engines and new weaponry, GM's intellectual property lawyers deemed a new name was appropriate. To match the increase in firepower, the BLR-2D was renamed the *Warlord*.

Oddly, GM went to pains to avoid its existing assault 'Mech assets by using a new facility (the Camino IndustrialMech facility on El Dorado), a new engineering team (GM's military branches had no personnel to spare in 3068-3070), and a new design (the *BattleMaster*, which was not previously a GM product).

Despite the hurdles, there were good reasons behind most of the decision: El Dorado is one of the Federated Suns' "Golden Five" worlds and, if it's not known for its military production, it was virtually untouched by the Succession Wars and the recent Civil War. Its powerful civilian industry has been reaping the benefits of the Helm Memory Core for decades. The most important reason, though, was that the Sanromea-Davions wanted BattleMechs.

The Sanromea-Davions might not have much political clout, but they are extremely wealthy bankers with El Dorado in their hip pocket and access to BLR-1G *BattleMaster* plans through a now-defunct investment in Trelshire Heavy Industries' Twycross facility. Diversified GM could bring all aspects of BattleMech production to one planet, free of the disruptions of the Jihad. It was a perfect match.

Capabilities

The *Warlord* is meant to be independent for wars where supply is rare. Heavy armor keeps it on the battlefield after lesser 'Mechs have fallen, while a standard engine and moderate center torso weaponry gives the *Warlord* battlefield utility when those lesser 'Mechs would have retreated with incapacitating damage. An entirely energy-based weapons array spares the *Warlord* dependence on conventional supply trains and also "out-penetrates the *Penetrator*" by pairing a massive primary battery of Magna Hellfire Heavy PPCs with a potent short-range battery of six Martell extended-range medium lasers. The cooling system is sufficient to keep the *Warlord* firing either battery continuously, or in a half-and-half firing pattern, all the while moving at top speed.

More than battlefield thriftiness, the *Warlord* was streamlined industrially. Its single imported extravagance during the deprivations of the Jihad is the endosteel for its chassis. The remainder of the 'Mech, except the focusing system of the lasers, is made of conventional materials and components that El Dorado's advanced industry ably retooled to produce. Even the powerful Hellfires simply use more of the common components of the Magna Hellstars. The overdeveloped *BattleMaster* second cockpit position, normally a wiring harness nightmare for production, is left vacant as elbowroom for the pilot.

Deployment

The *Warlord* entered full production in 3070 after live field trials in 3069. *Warlords* first went into El Dorado's Planetary Guards unit, eventually forming several heavy cavalry battalions that are the spine of the planet's BattleMech forces. After 3073, some of the production is being used to rebuild the Davion Brigade of Guards.

Variants

Disruptions in interstellar commerce made endosteel supplies spotty for the BLR-2D, but the crystalline polymers used in double heat sinks—and XL engines—were readily available from El Dorado's chemical industry. The BLR-2G *Warlord* exploits this by using a standard chassis and changing the Pitban's engine shielding to XL shielding. The BLR-2G is distinctive for its two quintuple torso laser bays, consisting of standard medium lasers in a two-over-and-three-under format, but is named for its -1G configuration of twin, rear-mounted lasers. An additional ton of armor attempts to compensate for the vulnerable XL engine.

Notable MechWarriors

Leftenant Melissa Sanromea-Davion: A young, competent MechWarrior of the El Dorado Planetary Guards, Leftenant Sanromea-Davion led a test lance of prototype *Warlords* on New Syrtis. Sanromea-Davion secured fame by destroying nine of the Third McCarron's Armored Cavalry BattleMechs at the Battle of Saso City, which she modestly attributes to improbable luck (though other witnesses also note grievous tactical mistakes by her opponents). While showered with well-earned accolades, the leftenant has not been promoted since Saso City—her performance reports, with input from her commander and subordinates, indicate that she handles her 'Mech well but seems to have trouble coordinating her lance in battle. Subordinates also report a poor managerial style. Sanromea-Davion tries to be friends with members of her command rather than leading them. A larger command would be a disaster until Sanromea-Davion can have her bad habits ground out.

BLR-2D WARLORD

Type: **Warlord**

Technology Base: Inner Sphere

Tonnage: 80

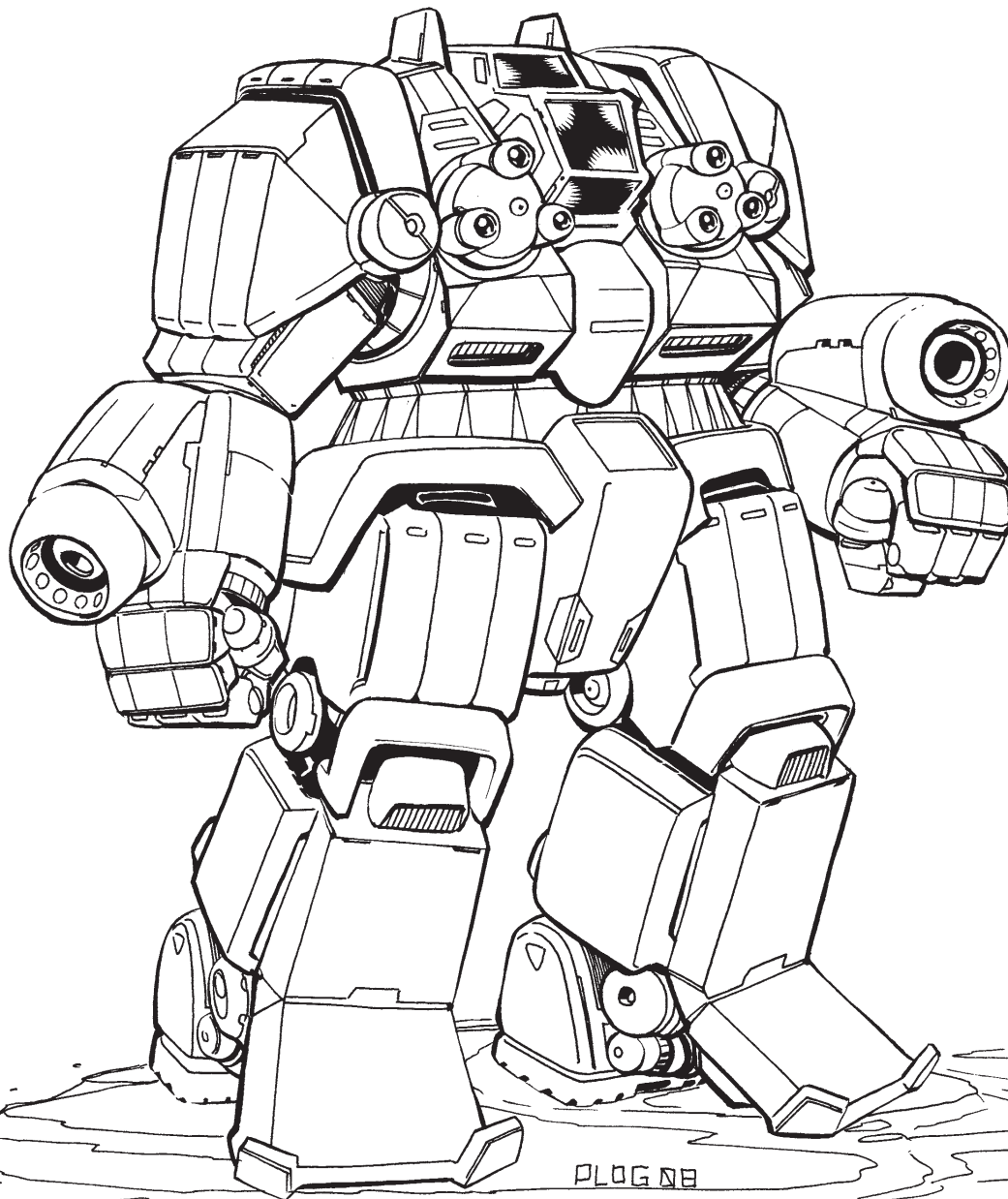
Battle Value: 2,041

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	232	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	38
Center Torso (rear)		7
R/L Torso	17	26
R/L Torso (rear)		7
R/L Arm	13	26
R/L Leg	17	30

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	LA	4	10
2 ER Medium Lasers	LT	2	2
2 ER Medium Lasers	CT	2	2
2 ER Medium Lasers	RT	2	2
Heavy PPC	RA	4	10



C-SRP-O SERAPH



Mass: 85 tons

Chassis: Celestial Series SP1

Power Plant: GM 255 Light Fusion with Triple-Strength Myomer

Cruising Speed: 32 kph, 43 kph with TSM

Maximum Speed: 54 kph, 64 kph with TSM

Jump Jets: None

Jump Capacity: None

Armor: Durallex Divine Guardian

Armament:

43 tons of pod space available

Manufacturer: Gibson Federated BattleMechs, Martinson Armaments

Primary Factory: Gibson (Gibson Federated), Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight 1-Omega

Overview

One of the most widely recognized Celestial OmniMechs, the *Seraph* is also the light assault unit of the bunch. Like the other Celestials, it takes its name from supernatural beings associated with the afterlife, mostly of the heavenly variety, and shares the standard of trading out the usual utilitarian terms for its configurations (such as "Primary", "A", "B", and so forth) for Latinesque "High Dominus" terms such as *Invictus*, *Dominus*, and so on. In this fashion, Doctor Cortland ensured that the Celestials would forever stand apart from other OmniMech designs, with nomenclature as unique as their appearance.

Capabilities

At 85 tons, the *Seraph* is the lighter of the two assault-class Celestials, and is arguably the one that is more of a generalist. With a light fusion engine, small cockpit, and thick armor, it is harder to kill than many modern 'Mechs of its tonnage. Meanwhile, triple-strength myomers provide it a speed boost and devastating physical attack potential in high-intensity combat. To maximize this potential, virtually all of the known *Seraph* configurations are optimized to produce sufficient heat for the myomers' activation, encouraging the kind of brutal, fanatical fighting many of the Word's elite appear to enjoy.

Deployment

Of the two assault-class Celestials, the *Seraph* is far more common than the heavier *Archangel*, but still seen only among the Word of Blake's most elite forces, such as the Word of Blake Militia divisions in the Blake Protectorate, the defense forces on Terra, and the Manei Domini. Some sketchy reports, however, placed *Seraphs* in significant numbers among the so-called "Warrior Houses" Kali Liao fielded a few years back. However, as these 'Mechs appeared (and were largely destroyed) during the failed assault on Sian in 3074, it remains unclear if they were actually part of Kali Liao's Thuggee-Domini hybrid forces or the Word's supporting troops.

Notable MechWarriors

Phantom Precentor Sigma Sabnock: A recently ascended Manei Domini from the Fiftieth Shadow Division (originally known as Precentor Beran Kiel), Sabnock was a native of Donegal in the Lyran Alliance before joining the Word of Blake some time in the 3050s. Before his induction into the Domini, Kiel had a master's in biochemistry and was evidently working on some kind of bio-weapons research for the Toyama before the Jihad. It is unclear how Kiel came to join the ranks of the Domini per se, but he was an accomplished MechWarrior for the Word of Blake Militia in the years prior to the Jihad and may have suffered severe wounds in battle against Chaos March insurgents during some undocumented battle there. Second in command of the Fiftieth Shadow Division, Kiel—now known simply as Sabnock—prefers to lead from the cramped cockpit of his *Seraph* *Luminos* and is as fond of wading into the thick of a chaotic battle as he is unleashing bio-chemical weapons on unsuspecting opponents.

Type: **Seraph**

Technology Base: Inner Sphere OmniMech

Tonnage: 85

Battle Value: 1,794

Pod Space: 43 tons

Equipment

		Mass
Internal Structure:		8.5
Engine:	255 Light	10
Walking MP:	3 (4)	
Running MP:	5 (6)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor:	256	16
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	40
Center Torso (rear)		13
R/L Torso	18	26
R/L Torso (rear)		9
R/L Arm	14	27
R/L Leg	18	35

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 Light Fusion Engine	10
Left Torso	2 Light Fusion Engine 2 Improved C3 Computer	8
Right Arm	None	8
Left Arm	2 Triple-Strength Myomer	6
Right Leg	2 Triple-Strength Myomer	0
Left Leg	2 Triple-Strength Myomer	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Invictus (Primary) Weapons Configuration</i>		
Double Heat Sink	RA 3	1
Ultra AC/10	RA 7	13
MML 5	RT 3	3
Ammo (Ultra) 30	RT 3	3
Ammo (MML) 48 / 40	RT 2	2
Ammo (Streak) 15	RT 1	1
CASE	RT 1	.5
Retractable Blade	LA 6	5
Double Heat Sink	LT 3	1
MML 5	LT 3	3
Streak SRM 6	LT 2	4.5
Snub-Nose PPC	H 2	6

C-SRP-O SERAPH

Dominus (Alternate A) Configuration

Double Heat Sink	RA	3	1
Heavy PPC	RA	4	10
2 Improved Jump Jets	RT	4	4
Targeting Computer	RT	5	5
Ammo (Plasma) 10	RT	1	1
Improved Jump Jet	CT	2	2
Retractable Blade	LA	6	5
2 Improved Jump Jets	LT	4	4
Medium Pulse Laser	LT	1	2
ER Medium Laser	LT	1	1
TAG	LT	1	1
Ammo (Plasma) 10	LT	1	1
Plasma Rifle	H	2	6

Battle Value: 2,324

Infernus (Alternate B) Configuration

LB 20-X AC	RA/RT	10/1	14
Ammo (LB-X) 15	RT	3	3
Anti-Missile System	RT	1	1.5
Ammo (AMS) 12	RT	1	1
CASE	RT	1	.5
Heavy PPC	LA	4	10
Targeting Computer	LT	8	8
Snub-nose PPC	H	2	6

Battle Value: 2,181

Comminus (Alternate C) Weapons Configuration

2 Double Heat Sinks	RA	6	2
Plasma Rifle	RA	2	6
2 ER Medium Lasers	RA	2	2
MRM 40	RT	7	12
Ammo (MRM) 12	RT	2	2
CASE	RT	1	.5
Double Heat Sink	LA	3	1
Heavy PPC	LA	4	10
2 Double Heat Sinks	LT	6	2
Ammo (Plasma) 20	LT	2	2
2 Flamers	H	2	2
Guardian ECM Suite	CT	2	1.5

Battle Value: 2,136

Luminos (Alternate D) Weapons Configuration

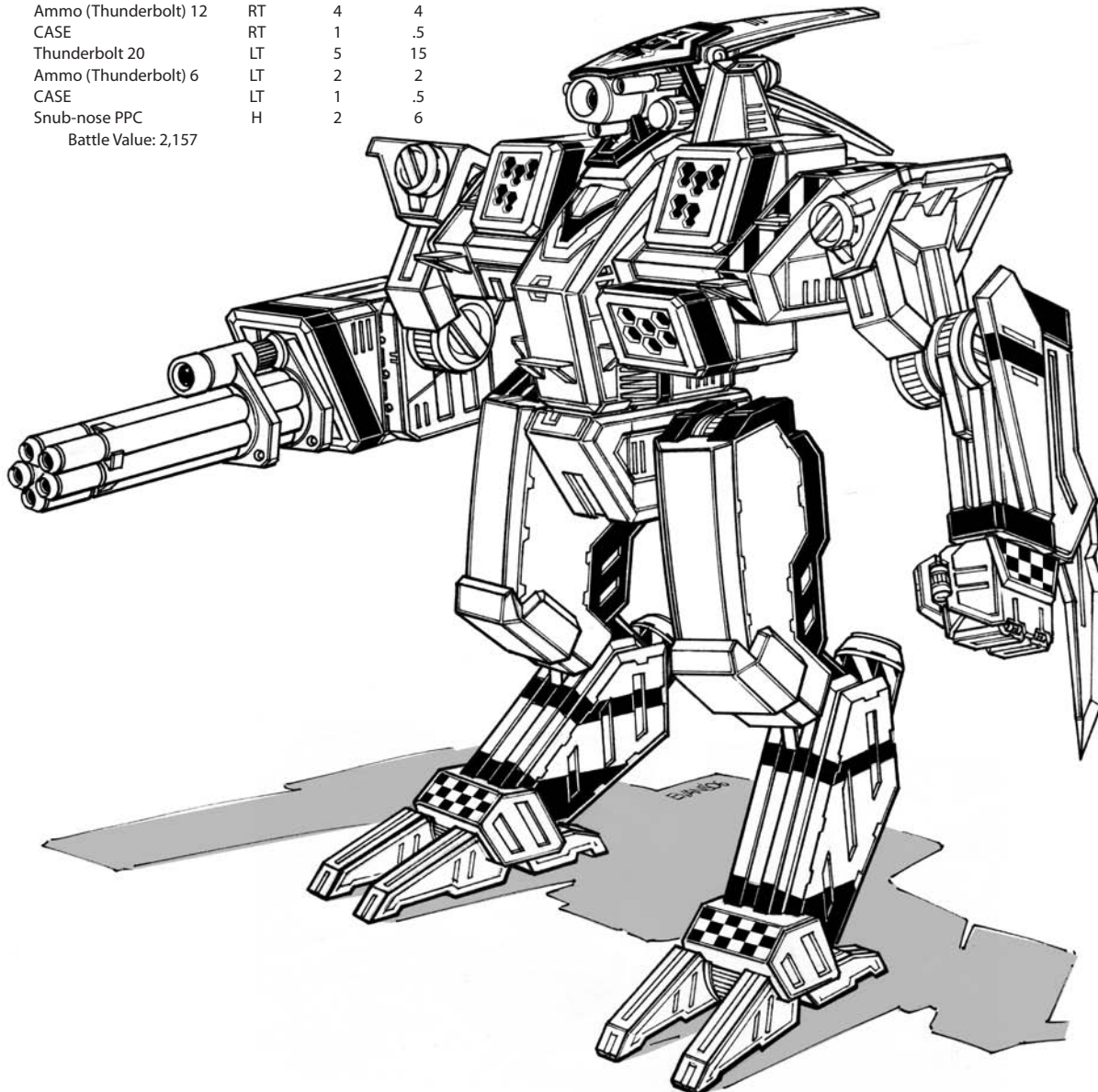
Heavy PPC	RA	4	10
Double Heat Sink	RA	3	1
2 Improved Jump Jets	RT	4	4
Light PPC	RT	2	3
Small Laser	RT	1	.5
Medium Pulse Laser	RT	1	2
Heavy PPC	LA	4	10
Double Heat Sink	LA	3	1
2 Improved Jump Jets	LT	4	4
Small Laser	LT	1	.5
Medium Pulse Laser	LT	1	2
Flamer	H	1	1
Medium Pulse Laser	H	1	2
Improved Jump Jet	CT	2	2

Battle Value: 2,291

Eminus (Alternate E) Weapons Configuration

Thunderbolt 20	RT	5	15
Ammo (Thunderbolt) 12	RT	4	4
CASE	RT	1	.5
Thunderbolt 20	LT	5	15
Ammo (Thunderbolt) 6	LT	2	2
CASE	LT	1	.5
Snub-nose PPC	H	2	6

Battle Value: 2,157



C-ANG-O ARCHANGEL



Mass: 100 tons
Chassis: Celestial Series AA1E
Power Plant: Immortus 300 Compact Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy Gold
Armament:
 36 tons of pod space available
Manufacturer: Gibson Federated BattleMechs, Martinson Armaments
Primary Factory: Gibson (Gibson Federated), Terra (Martinson)
Communications System: Master's Voice Cel-Alpha
Targeting and Tracking System: Master's Sight 1-Omega

Overview

With the completion of the Celestials project (and its concurrent battle armor series, the Demons), the Word—and in particular the Manei Domini—received a line of weapons that underscored the industrial might of the Word, infused their military with bold new units, and filled the ranks of the elite with machines that can strike fear into an enemy's heart while providing a symbol the fanatics can rally behind. Cortland, having accomplished everything he set out to do for the Word and his Lord Apollyon, was rewarded for his efforts with a rare non-combatant entry into the Manei Domini and even earned his own ascended name in the Domini's hierarchy: Vapula.

Capabilities

The 100-ton *Archangel* represents the pinnacle of Cortland/Vapula's Celestial series, yet its design departs quite

radically from others in the line. Intended as a command unit or an anchor for assault and defense formations, this beast sports a compact engine, gyro, and cockpit—sacrificing tonnage for sheer survivability. An endo-steel chassis helps alleviate the weight costs, but only slightly, leaving this machine with only 36 tons of pod space for weapons—a pittance compared to most OmniMechs in its tonnage. However, with this design approach, the *Archangel* becomes a virtual zombie on the battlefield, often standing through withering fire that would crush or cripple any other assault 'Mech in production today.

Deployment

As the heaviest and most expensive of all the Celestials, the *Archangel* is, unsurprisingly, the rarest of them all. Largely limited to command Level IIs in the Word's most elite formations, even Manei Domini formations rarely field more than one in a single six-unit group.

Notable MechWarriors

Specter Precentor Omicron Berith: Originally born Benjamin Emory, Berith—the ascended Manei Domini who commands the elite Opacus Venatori independent command—began his career in the hellish fires of Devil's Bath during the Battle of Tukayyid. Possessing incredible natural combat skills, his career was on the rise even after his defection to the Word of Blake, where he became an instructor for the Light of Mankind (the Blakist version of Blake's Wrath). [EDITOR'S NOTE: It is worth pointing out that Emory saw his loyalties to Terra first and didn't initially seem to buy into the Word's unique interpretation of Blake's teachings, so his defection may have been more about keeping his feet on Terran soil than anything else.]

Early in the Jihad, Emory's prowess attracted the attention of Precentor Apollyon, leader of the Manei Domini, who evidently gained the ROM instructor's loyalties over the years since, eventually inducting him into the Word's cybernetic elite after Emory suffered grievous injuries in the name of the Word. As a Domini, Emory continued to skyrocket through the ranks, and many believe him to be Apollyon's handpicked protégé and possible successor as leader of the Domini, a fact evidenced by Apollyon's uncharacteristically affectionate reference to him as his "spiritual son."

Berith is equipped with an enhanced VDNI implant and other top-of-the-line cyberware, so it comes as little shock that his preferred ride is a personalized red-and-white *Archangel* that he nicknamed "Guardian."

Type: **Archangel**
 Technology Base: Inner Sphere OmniMech
 Tonnage: 100
 Battle Value: 2,237
 Pod Space: 36 tons

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	300 Compact	28.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro (Compact):		4.5
Cockpit (Small):		2
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weight and Space Allocation

Location	Fixed	Spaces
<i>Remaining</i>		
Head	None	2
Center Torso	2 Improved C3 Computer	5
Right Torso	5 Endo Steel	7
Left Torso	5 Endo Steel	7
Left Arm	None	8
Right Arm	None	8
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Invictus (Primary) Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
Jump Jet	RT	1	2
Double Heat Sink	RT	3	1
Retractable Blade	LA	6	5.5
Jump Jet	LT	1	2
Targeting Computer	LT	4	4
Plasma Rifle	H	2	6
Jump Jet	CT	1	2
Guardian ECM Suite	CT	2	1.5
Ammo (Plasma) 20	CT	2	2

C-ANG-O ARCHANGEL

Dominus (Alternate A) Weapons Configuration

Heavy PPC	RA	4	10
2 Double Heat Sinks	RA	6	2
Double Heat Sink	RT	3	1
Heavy PPC	LA	4	10
2 Double Heat Sinks	LA	6	2
2 Double Heat Sinks	LT	6	2
Snub-nose PPC	H	2	6
2 ER Medium Lasers	CT	2	2
Double Heat Sink	CT	3	1

Battle Value: 2,134

Infernus (Alternate B) Weapons Configuration

Heavy PPC	RA	4	10
2 Double Heat Sinks	RA	6	2
2 Double Heat Sinks	RT	6	2
2 Light PPC	LA	4	6
2 Double Heat Sinks	LA	6	2
2 Double Heat Sinks	LT	6	2
Snub-nose PPC	H	2	6
Snub-nose PPC	CT	2	6
Double Heat Sink	CT	3	1

Battle Value: 2,069

Luminos (Alternate D) Weapons Configuration

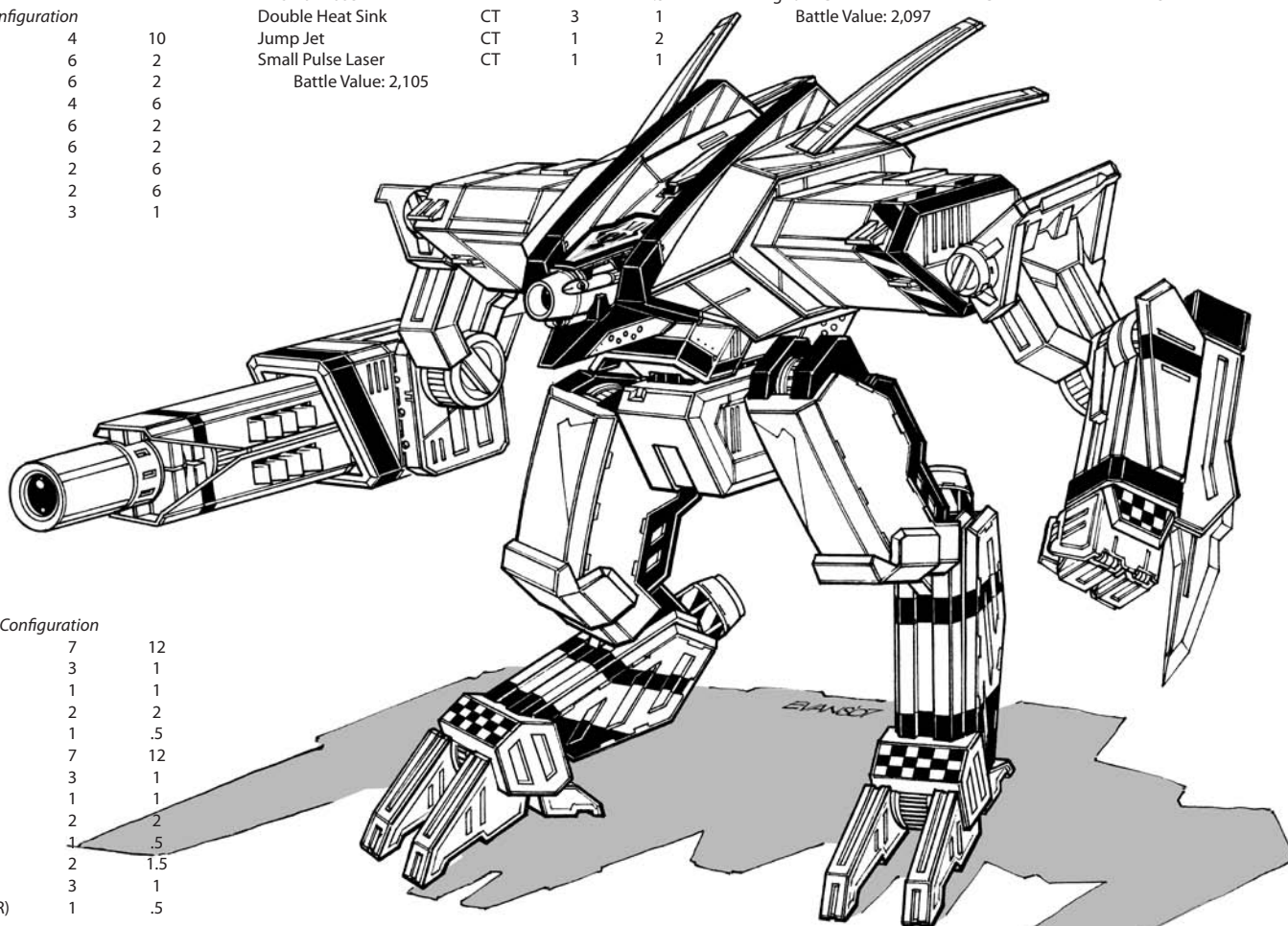
ER PPC	RA	3	7
2 Double Heat Sinks	RA	6	2
Jump Jet	RT	1	2
2 Medium Pulse Lasers	RT	2	4
ER PPC	LA	3	7
2 Double Heat Sinks	LA	6	2
Jump Jet	LT	1	2
Guardian ECM Suite	LT	2	1.5
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	H	1	2
ER Small Laser	H	1	.5
Double Heat Sink	CT	3	1
Jump Jet	CT	1	2
Small Pulse Laser	CT	1	1

Battle Value: 2,105

Eminus (Alternate E) Weapons Configuration

ER PPC	RA	3	7
2 Double Heat Sinks	RA	6	2
ER Small Laser	RT	1	.5
2 Double Heat Sinks	RT	6	2
ER PPC	LA	3	7
2 Double Heat Sinks	LA	6	2
ER Small Laser	LT	1	.5
Targeting Computer	LT	6	6
ER Large Laser	H	2	5
Double Heat Sink	CT	3	1
Light PPC	CT	2	3

Battle Value: 2,097



Comminus (Alternate C) Weapons Configuration

MRM 40	RA	7	12
Double Heat Sink	RT	3	1
ER Medium Laser	RT	1	1
Ammo (MRM) 12	RT	2	2
CASE	RT	1	.5
MRM 40	LA	7	12
Double Heat Sink	LT	3	1
ER Medium Laser	LT	1	1
Ammo (MRM) 12	LT	2	2
CASE	LT	1	.5
Guardian ECM Suite	H	2	1.5
Double Heat Sink	CT	3	1
ER Small Laser	CT (R)	1	.5

Battle Value: 2,010

TI-2P TITAN II



Mass: 100 tons

Chassis: Kressly TIA-Infused

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Kressly Stoneskin 10

Armament:

1 Blankenburg "Divine Wrath" Heavy PPC

4 Diplan M3-XR Extended-Range Medium Lasers

1 ZT Triple Fire Streak SRM-6

2 Helga Series 9-Tube Multi-Missile Launchers

1 Kressly Premiere Optics Extended-Range Small Laser

Manufacturer: Kressly WarWorks

Primary Factory: Epsilon Eridani

Communications System: Kressly-Lantern Allet C500

Targeting and Tracking System: Kressly-Lantern Allet T101

Overview

Although it shares a certain lineage with the Vining Engineering and Salvage Team design, the *Titan II* is not to be confused with the *Grand Titan*. Indeed, the assault 'Mech ultimately created by VEST—and produced by Earthwerks—drifted so far away from its own (unpublicized) origins as a modern remake of a pre-Exodus SLDF prototype that it effectively became its own machine.

The *Titan II*, on the other hand, essentially resurrected the specs for the original TI-1A *Titan*, which was initially prototyped for General Kerensky in 2765, only to be later

abandoned with the onset of the Amaris Civil War. The forgotten design was eventually recovered by FedSuns forces centuries later in 3023, but by then FedSuns production capabilities lacked the means (or the will) to produce the design. Rumors of experimental models circulated for years, but when VEST's *Grand Titan* debuted, it became clear that Vining's tinkerers had been given access to the recovered specs and allowed to run wild with them.

As early as 3071, rumors of a new assault 'Mech operating among the garrison forces of the Blake Protectorate soon confirmed that the Word of Blake had brought the *Titan* back, but with significant modifications meant to take advantage of the military production facilities at hand. Dubbed the *Titan II*, this BattleMech has already made its presence felt in numerous engagements against allied insurgents.

Capabilities

The TI-2P outwardly resembles the original TI-1A model *Titan* and employs the same frame, engine, gyro, and control systems as its progenitor. Also, like the 1A, the 2P sports nineteen tons of standard armor, but similarities largely end there. A different arrangement of armor protection, coupled with a much more modern weapon load and double heat sinks, offers this machine improved heat management capabilities and greater punch in combat. Indeed, with a heavy PPC and four extended-range medium lasers, backed by a Streak-6 launcher and twin nine-tube multi-missile launchers, the 2P is far less a brawler than its predecessor and more of an all-around support 'Mech able to engage enemy units at any range.

However, the most curious thing about the *Titan II*'s development as a Protectorate Militia unit is not so much what this 'Mech carries as what it lacks. While much of the arrangement suggests cost-saving measures—such as the use of standard engines, gyros, control systems and structure—the *Titan II* carries enough modern firepower to make the lack of advanced electronics like the Word's ubiquitous C3 computer most conspicuous. This general lack of such technologies among many Protectorate units, combined with this deliberate omission, reinforces the theory that the Word is restricting its best equipment for

its more dedicated commands, rather than risking them on the "less devoted" (or simply less capable) warriors of their second-line forces.

Deployment

The *Titan II* is a rare sight outside the Protectorate Militia forces Cameron St. Jamais has arrayed on the worlds around Terra. Indeed, while a few have appeared among the Word of Blake Militia forces engaging allied troops Sphere-wide, and even a few of the Word's more trusted mercenary forces, none have appeared at all among the elite Manei Domini Shadow Divisions. This development—more than anything else—seems to confirm the possibility that the *Titan II* is made exclusively for the Protectorate, and may even lend credence to reports that the Word's Precentor Martial and the leader of the Manei Domini are engaged in some sort of personal conflict.

Variants

The original TI-1A *Titan*, presumed to be extinct, used a different armor arrangement as well as a mere twenty-two single heat sinks, and a weapon load that included two PPCs, six medium lasers, four SRM-4 launchers, and an SRM-6. Rumors that the AFFS tested several upgraded variants have never been confirmed.

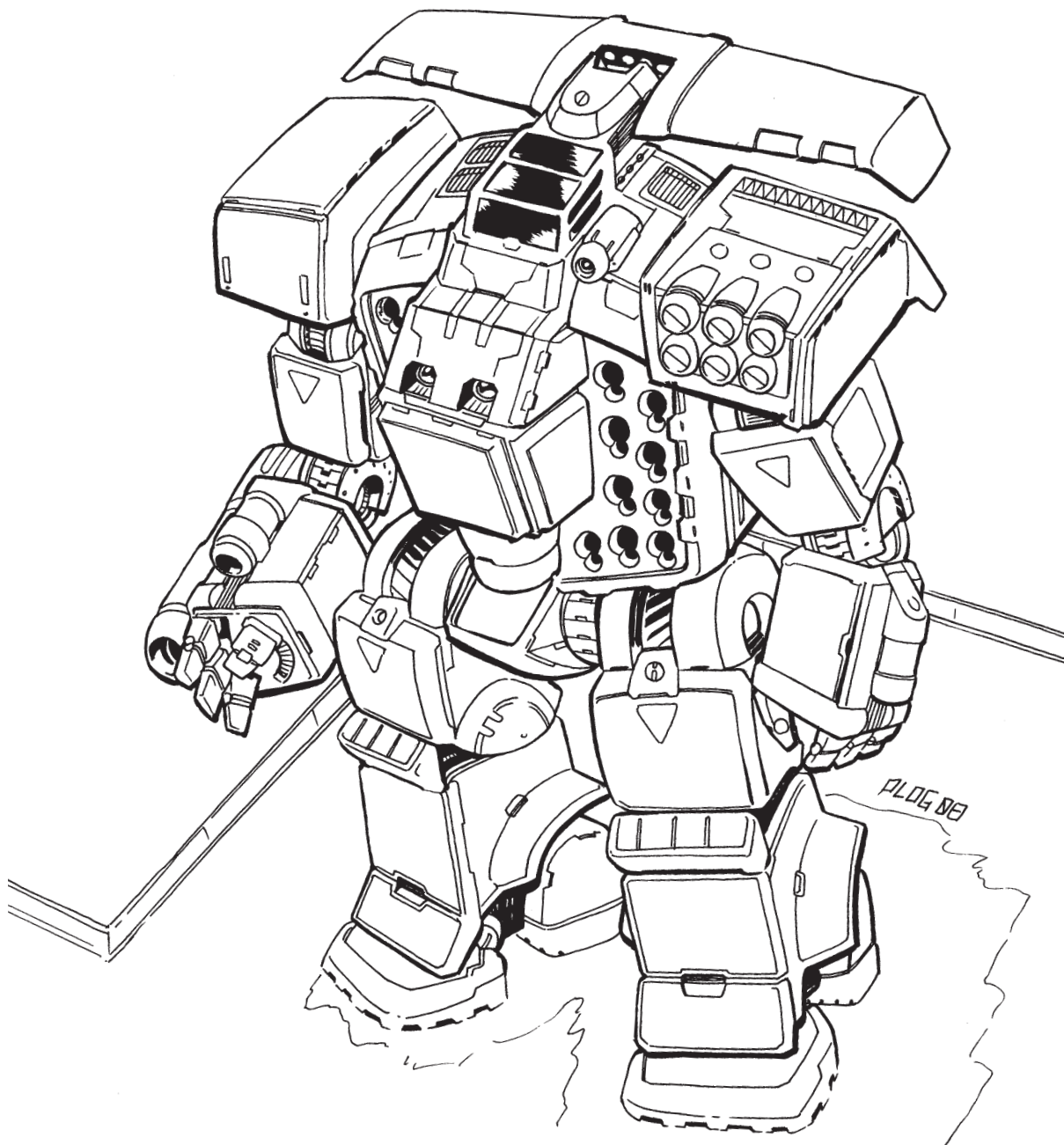
The Word, meanwhile, has been experimenting with at least one new configuration of their own, in which the 2P's weapons are swapped for a pair of plasma rifles, four standard medium lasers, a Streak-6 launcher, and 8 machine guns in two four-gun arrays. Clearly intended as an anti-insurgent and urban combat unit, the TI-2PA variant also mounts a Beagle active probe system to sniff out hidden vehicles and 'Mechs.

TI-2P TITAN II

Type: **Titan II**
 Technology Base: Inner Sphere
 Tonnage: 100
 Battle Value: 2,143

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	304	19
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	41
Center Torso (rear)		20
R/L Torso	21	27
R/L Torso (rear)		15
R/L Arm	17	33
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
Heavy PPC	RA	4	10
ER Medium Laser	RA	1	1
MML 9	RT	5	6
CASE	RT	1	5
Ammo (MML) 26/22	RL	2	2
2 ER Medium Lasers	CT	2	2
Streak SRM 6	LA	2	4.5
Ammo (Streak) 30	LA	2	2
ER Medium Laser	LA	1	1
MML 9	LT	5	6
CASE	LT	1	5
Ammo (MML) 26/22	LL	2	2
ER Small Laser	H	1	5



HYN-4A HYENA SALVAGEMECH



Mass: 55 tons
Chassis: Technicon-1a
Power Plant: CoreTek 275
Cruising Speed: 56 kph
Maximum Speed: 84 kph
Jump Jets: None
Jump Capacity: None
Armor: Corning 84 (Industrial)
Armament:
 Defiance B3S Small Laser
Manufacturer: Vining Engineering and Salvage Team (VEST)
Primary Factory: Solaris VII
Communications System: Sipher WideCom
Targeting and Tracking System: Hartford T100M

Overview

Although VEST lost most of its production facilities on Solaris VII when the Word of Blake invaded, the short availability window of the *Hyena* cemented their already-competent reputation as masters of BattleMech innovation and know-how. The converted SalvageMech has already become the standard by which most other salvage vehicles are measured, and several major corporations are rumored to be in negotiations with VEST to bring the *Hyena* to full production.

Capabilities

One of the most difficult problems facing salvage teams is usually access to the wreck; the superior mobility of the BattleMech often means that they fight and are lost in terrain that is inaccessible to conventional vehicles,

sometimes even airborne vehicles. The *Hyena*, being almost a BattleMech itself, can go nearly anywhere. Its improved musculature and environmental sealing means it can reach even the most hazardous climes, and with the capacity to carry even the heaviest BattleMech unassisted, the *Hyena* is a fantastic recovery vehicle.

A pair of lift hoists mounted on the back of the *Hyena's* shoulders aid recovery operations, as does the sophisticated right salvage arm. With a top speed comparable to regular medium-class BattleMechs, the *Hyena* is fast enough that it doesn't need support to keep pace with the combat elements. Many times during the Jihad a *Hyena*-equipped salvage team has beaten competing teams to the site of a battle and made off with the salvage before the more cumbersome recovery vehicles have even reached the site.

Although it is a salvage vehicle, its role as a combat-support unit means that it may enter hostile zones, and so VEST protected the 'Mech with seven-and-a-half tons of industrial-grade armor, while a center-mounted small laser provides some discouragement against attack.

Deployment

Only a single production run was completed before the Word of Blake struck Solaris VII, but every single machine in that run was immediately sold. Pre-orders on the second run were taken, but with the destruction of VEST's production facilities in Xolara, it is unlikely they will be able to meet those sales.

Rumors abound that outside manufacturers such as Earthwerks have offered to begin production of the *Hyena*, in much the same way that they constructed the VEST-designed *Jackal*, but so far Dr. Vining and his team have balked at the offers. With the success of the *Hyena* so certain, it is likely they're biding their time until they can begin production again themselves.

Variants

Although both of the prototype *Hyenas* (built from converted *Kintaro* BattleMechs) on Solaris VII were destroyed in 3072, VEST designers working in makeshift facilities were able to bring three ICE-powered models online to support the Solaris Home Defense League.

Notable MechWarriors

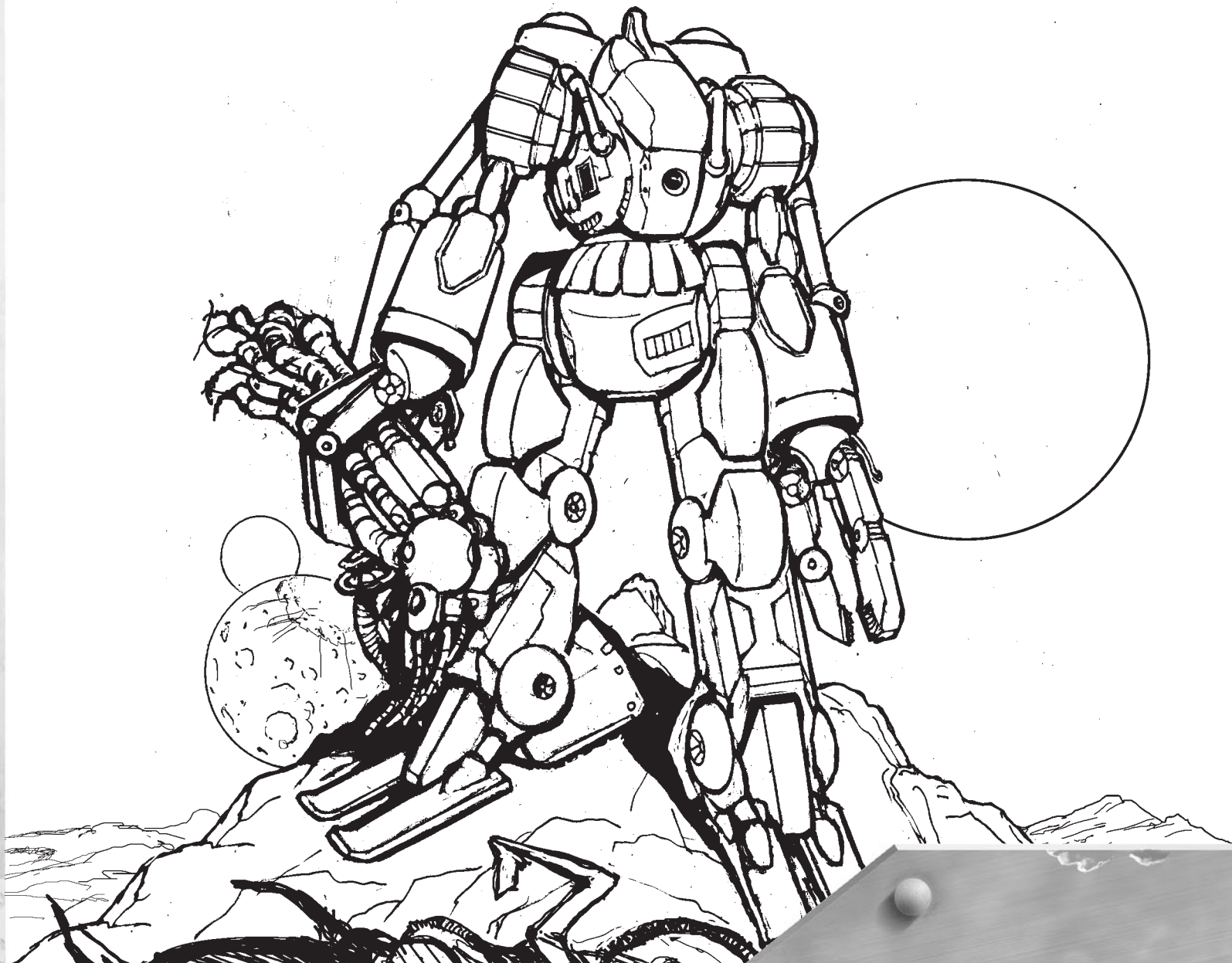
Hermann Cachet: Cachet's *Hyena* was one of the original prototypes operating on Solaris VII until their destruction (and Hermann's death) in 3072. Involved in the salvage of an ambushed Blakist *Legacy*, Cachet and his team had just removed the valuable engine from the carcass when a full Level II attacked them. Although he attempted to flee, Cachet and his *Hyena* were caught and destroyed.

Type: *Hyena*
Technology Base: Inner Sphere (IndustrialMech)
Tonnage: 55
Battle Value: 513
Equipment Rating: E/X-X-E/E

Equipment		Mass
Internal Structure:	IndustrialMech	11
Engine:	275 Fusion	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:	IndustrialMech	3
Armor Factor:	80	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	18	11
Center Torso (rear)		5
R/L Torso	13	8
R/L Torso (rear)		4
R/L Arm	9	7
R/L Leg	13	9

Weapons and Ammo	Location	Critical	Tonnage
Industrial TSM	—	12	0
Salvage Arm	RA	2	3
Small Laser	CT	1	.5
Lift Hoist	LT (R)	3	3
Lift Hoist	RT (R)	3	3
Environmental Sealing	—	8	5.5

HYN-4A HYENA SALVAGEMECH



S-HA-O SHADE



Mass: 35 tons

Chassis: Spectral Series SH1F

Power Plant: Hermes 245 Extralight

Armor: Divine Shield-D Ferro Aluminum

Armament:

15.5 tons of pod space available

Manufacturer: Master's Wings Aerospace
(formerly Brigadier Corp.)

Primary Factory: Gibson

Communications System: Master's Voice Cel-Beta

Targeting and Tracking System: Master's Sight 2-Psi

Overview

The *Shade* is the lightest, fastest, and most recently deployed of the Word of Blake's Spectral-series OmniFighters, a group of aerospace craft specially designed for the Manei Domini. Commissioned by Precentor Apollyon himself and designed by Precentor Vapula (who developed the Celestial series of OmniMechs), the first Spectrals rolled off the refurbished assembly lines at Master's Wings Aerospace—formerly known as the *Monarch* DropShip line of Brigadier Corporation's Portent factory on Gibson—in late 3071 with the debut of the *Striga* heavy OmniFighter. The *Shade*, named for a ghostly apparition in keeping with the Spectrals' motif, flew roughly a year later.

Capabilities

The *Shade's* overall design appears to represent the apex of Vapula's unique approach to high-powered vector-thrust design. Coupled with a unique collapsible wing, the *Shade* can fold its wings close to its fuselage in space, drastically reducing its silhouette to the point where it resembles a small shuttle or escape pod more than a proper fighter. Surprise, however, was not Vapula's apparent aim, as much as it was a means to rapidly vector the craft's thrusters to provide greater maneuverability and tighter turns than most other comparable fighters. While less noticeable in atmosphere (where the craft's wings must be extended to provide lift), the *Shade's* unique capabilities provide an edge that its Manei Domini pilots seem ideally suited to exploit.

Deployment

As the newest of the Spectral OmniFighters, the *Shade* has only been confirmed among the aerospace assets of the Fifty-second and Forty-ninth Shadow Divisions so far. Uncorroborated reports from local resistance groups, however, have placed a few of these fighters among the Forty-fourth and Fifty-first Divisions as well, with the former evidently replacing combat losses on New Avalon, and the latter used to bolster the Terran defense forces. As is the case with most of the Spectrals, none of these fighters to date has turned up in the hands of the Word's regular Militia or Protectorate planetary defense forces.

Notable Pilots

Phantom (Demi)-Precentor Delta Rainer Hill: Believed to be a native of one of the Word's hidden worlds, Hill is a first-generation Manei Domini. First witnessed flying a *Tomahawk* with the Forty-second Shadow over Luthien, Hill later turned up in the Fifty-second Shadow Division, commanding an aerospace Level III from the cockpit of

a new *Shade* OmniFighter. During the raids on Hall and Alphard, as well as during the defense of Gibson in 3073, Hill made good use of the fighter's speed and manageability, accumulating at least fourteen confirmed kills during numerous air-to-ground sorties. When the Fifty-second assaulted Caledonia in late 3073, Hill's fighter was reportedly shot down while engaging a Twenty-second Skye Rangers' DropShip. Reports suggest, however, that he not only survived the battle but also underwent further augmentation during his recovery and is slated for ascension.

Type: **Shade**

Technology Base: Inner Sphere OmniFighter

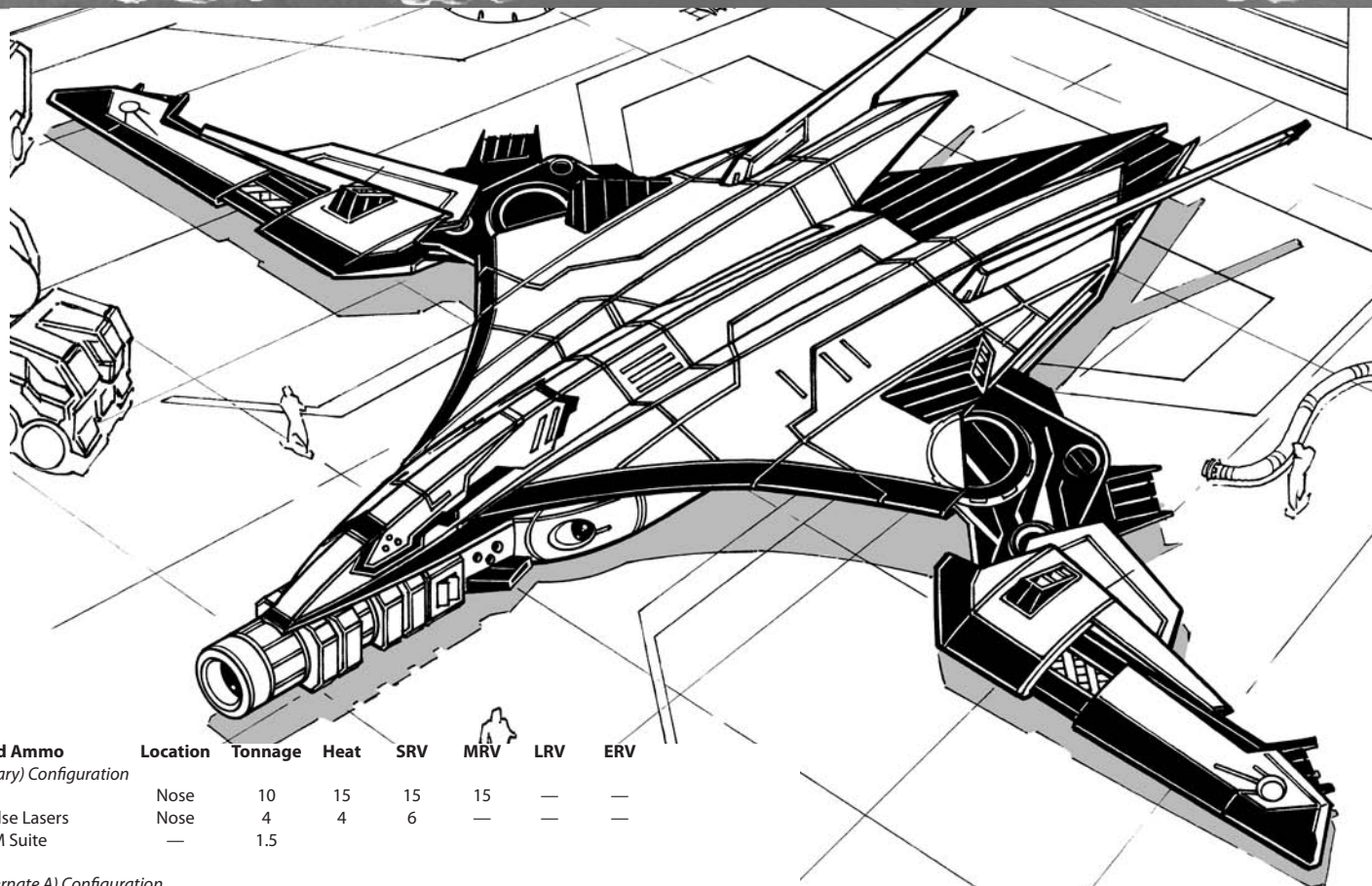
Tonnage: 35

Battle Value: 1,268

Equipment

		Mass
Engine:	245 XL	6
Safe Thrust:	9	
Maximum Thrust:	14	
Structural Integrity:	9	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit (Small):		2
Armor Factor:	116	6.5
	<i>Armor Value</i>	<i>Free Space</i>
Nose	40	5
Wings	28/28	4/4
Aft	20	5

S-HA-O SHADE



Weapons and Ammo

Invictus (Primary) Configuration

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Heavy PPC	Nose	10	15	15	15	—	—
2 Medium Pulse Lasers	Nose	4	4	6	—	—	—
Guardian ECM Suite	—	1.5	—	—	—	—	—

Dominus (Alternate A) Configuration

LRM15 with Artemis	Nose	8	5	12	12	12	—
Ammo (LRM) 16	—	2	—	—	—	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 ER Medium Lasers	RW	2	5	5	5	—	—
Double Heat Sink	—	1	—	—	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 1,265							

Infernus (Alternate B) Configuration

2 ER Large Lasers	Nose	10	12	8	8	8	—
ER Small Laser	Aft	.5	2	3	—	—	—
Targeting Computer	—	3	—	—	—	—	—
2 Double Heat Sinks	—	2	—	—	—	—	—
BV: 1,209							

Comminus (Alternate C) Configuration

Thunderbolt 10	Nose	7	5	10	10	—	—
Ammo (Thunderbolt) 12	—	2	—	—	—	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 ER Medium Lasers	RW	2	5	5	5	—	—
2 Double Heat Sinks	—	2	—	—	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 1,186							

Weapons and Ammo

Luminos (Alternate D) Configuration

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Large Pulse Lasers	Nose	14	10	9	9	—	—
ER Small Laser	LW	.5	2	3	—	—	—
ER Small Laser	RW	.5	2	3	—	—	—
ER Small Laser	Aft	.5	2	3	—	—	—
BV: 927							

Eminus (Alternate E) Configuration

Light Gauss Rifle	Nose	12	1	8	8	8	8
Ammo (Gauss) 16	—	1	—	—	—	—	—
ER Medium Laser	LW	1	5	5	5	—	—
ER Medium Laser	RW	1	5	5	5	—	—
CASE	—	.5	—	—	—	—	—
BV: 973							

S-RSL-O RUSALKA



Mass: 65 tons

Chassis: Spectral Series RS1F

Power Plant: Hermes 325 Extralight

Armor: Divine Shield-D Ferro Aluminum

Armament:

33 tons of pod space available

Manufacturer: Master's Wings Aerospace
(formerly Brigadier Corp.)

Primary Factory: Gibson

Communications System: Master's Voice Cel-Beta

Targeting and Tracking System: Master's Sight 2-Psi

Overview

The second Spectral-series OmniFighter to enter service, the medium-weight *Rusalka* demonstrates the rapid evolution of Precentor Vapula's efforts to empower the Manei Domini's aerospace arm. Featuring the same high-powered multi-directional thrust vectoring engines, this craft also incorporates a collapsible wing structure that reduces its profile in space combat, where wing structures can be more a hindrance than a help. As with the *Striga* OmniFighter, this lends the *Rusalka* a distinctly alien appearance, particularly in airless combat zones, and some pilots facing these fighters mistook them for shuttles or landing craft.

Capabilities

The *Rusalka*—named for vengeful spirits in ancient Slavic lore—is a dedicated dogfighter with excellent speed and armor for dueling other fighters. Capable of sustained bursts of up to five-and-a-half gees, one of these fighters can be more than enough for an enemy to handle when flown by an elite Domini pilot. As with the *Striga*, roughly half of the *Rusalka's* mass is devoted to firepower. Most identified configurations focus on energy weapons for maximum combat endurance, enabling this agile fighter to hang in the fight longer.

Deployment

The *Rusalka* is fast becoming a common sight in the air-support formations of every Shadow Division, though its fairly recent introduction and the constant movement of the Shadow Divisions has prevented most of the Manei Domini forces from fielding much more than a squadron of these craft. Rather than immediately replacing existing designs with the same mission role, the first *Rusalkas* went to those Shadow Divisions that suffered heavy losses in combat. The Forty-fifth Division received the lion's share of the initial production run shortly after its retreat from Benjamin, while the majority of later runs have gone to the two units stationed on Gibson, the Forty-ninth and Fifty-second Divisions. The WoBS *Beneficence* (formerly the FSS *Melissa Davion*) also received at least two Level IIs of this OmniFighter, replacing most of that *Avalon*-class WarShip's existing fighter complement.

Notable Pilots

Poltergeist Adept Omega Noelani Amisal: Like many of the Manei Domini, Noelani Amisal is a complete mystery, but given her exotic features and accent, the best guess is that this ace fighter pilot for the Fortieth Shadow Division is a native to one of the Word's hidden worlds. Expertly cross-

trained as a special operations warrior, Amisal was initially observed at the controls of a *Bloodhound* BattleMech during the Word's assault on Hesperus II and was later seen in command of a *Gotha* aerospace fighter before receiving her current *Rusalka*. It was in this new OmniFighter that Amisal took part in a raid against Arcturus, single-handedly shooting down at least five allied fighters, including two belonging to McFadden's Sky Raiders.

Type: **Rusalka**

Technology Base: Inner Sphere OmniFighter

Tonnage: 65

Battle Value: 1,883

Equipment

		Mass
Engine:	325 XL	12
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	11 [22]	1
Fuel:	400	5
Cockpit (Small):		2
Armor Factor:	215	12
	<i>Armor Value</i>	<i>Free Space</i>
Nose	70	5
Wings	50/50	4/4
Aft	45	5

S-RSL-O RUSALKA

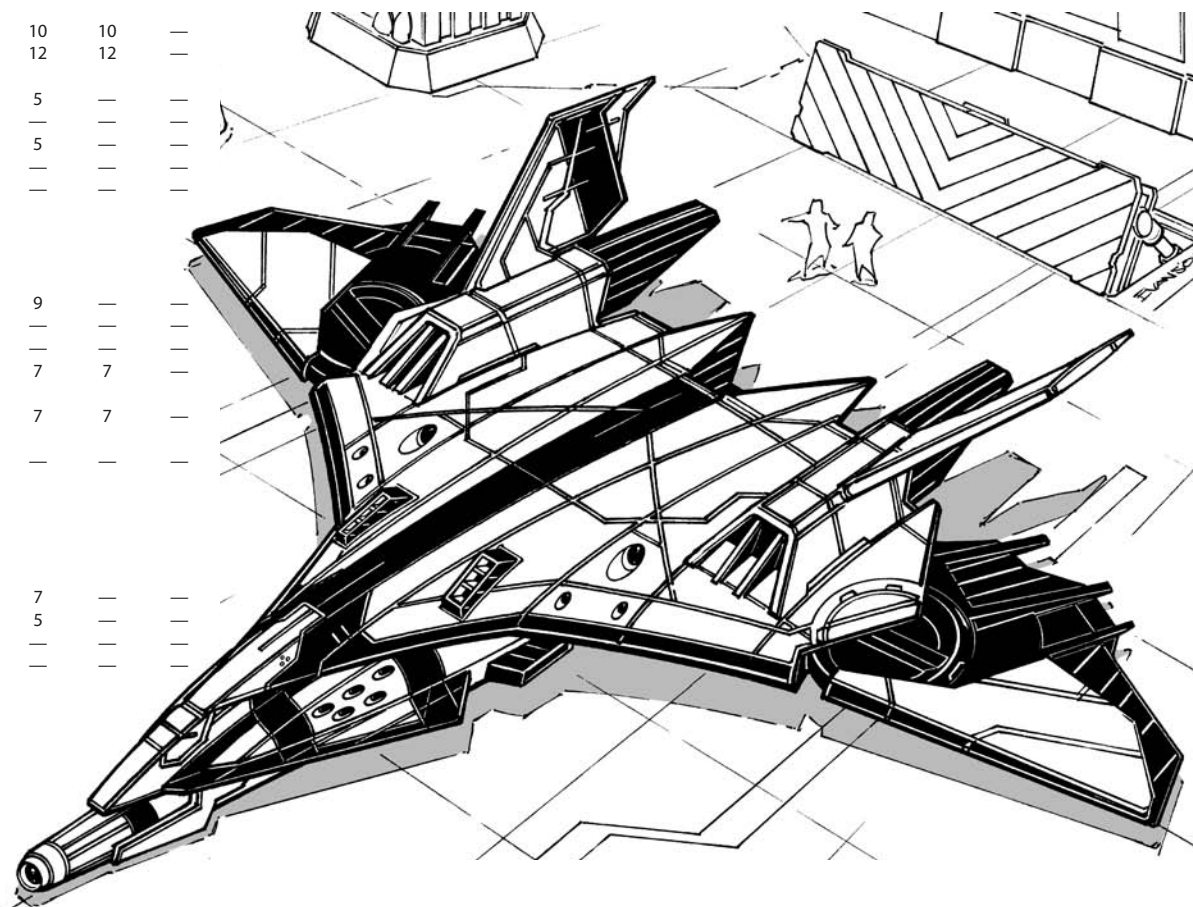
Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Invictus (Primary) Configuration</i>							
ER PPC	Nose	7	15	10	10	10	—
LRM 15 with Artemis	Nose	8	5	12	12	12	—
Ammo (LRM) 16	—	2	—	—	—	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
Medium Pulse Laser	LW	2	4	6	—	—	—
2 ER Medium Lasers	RW	2	5	5	—	—	—
Medium Pulse Laser	RW	2	4	6	—	—	—
ER Small Laser	Aft	.5	2	3	—	—	—
7 Double Heat Sinks	—	7	—	—	—	—	—
CASE	—	.5	—	—	—	—	—

<i>Dominus (Alternate A) Configuration</i>							
Large Pulse Laser	Nose	7	10	9	9	—	—
2 Medium Pulse Lasers	Nose	4	4	6	—	—	—
ER Small Laser	Nose	.5	2	3	—	—	—
MML 9 with Artemis	LW	7	5	7	7	7	—
Ammo (MML) 26/22	—	2	—	—	—	—	—
MML 9 with Artemis	RW	7	5	7	7	7	—
Ammo (MML) 26/22	—	2	—	—	—	—	—
2 Medium Lasers	Aft	2	3	5	—	—	—
Double Heat Sink	—	1	—	—	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 1,407							

<i>Inferus (Alternate B) Configuration</i>							
Large Variable-Speed Laser	Nose	9	10	10	7	—	—
2 ER Medium Lasers	Nose	2	5	5	5	—	—
2 Medium Variable-Speed Lasers	LW	4	7	7	—	—	—
2 Medium Variable-Speed Lasers	RW	4	7	7	—	—	—
6 Double Heat Sinks	—	6	—	—	—	—	—
BV: 1,369							

<i>Comminus (Alternate C) Configuration</i>							
MRM 40	Nose	12	12	24	24	—	—
Ammo (MRM) 18	—	3	—	—	—	—	—
2 Medium Pulse Lasers	Nose	4	4	6	—	—	—
2 Medium Pulse Lasers	LW	4	4	6	—	—	—
2 Medium Pulse Lasers	RW	4	4	6	—	—	—
ER Small Laser	Aft	.5	2	3	—	—	—
5 Double Heat Sinks	—	5	—	—	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 1,639							

<i>Luminos (Alternate D) Configuration</i>							
Heavy PPC	Nose	10	15	15	15	—	—
2 ER Medium Lasers	Nose	2	5	5	5	—	—
Large Pulse Laser	LW	7	10	9	9	—	—
Large Pulse Laser	RW	7	10	9	9	—	—
6 Double Heat Sinks	—	6	—	—	—	—	—
1 ton Additional Fuel (80 points)	—	1	—	—	—	—	—
BV: 1,712							



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Eminus (Alternate E) Configuration</i>							
Light Gauss Rifle	Nose	12	1	8	8	8	8
Ammo (Gauss) 32	—	2	—	—	—	—	—
ER Large Laser	LW	5	12	8	8	8	—
ER Medium Laser	LW	1	5	5	5	—	—
ER Large Laser	RW	5	12	8	8	8	—
ER Medium Laser	RW	1	5	5	5	—	—
Small Laser	Aft	.5	1	3	—	—	—
6 Double Heat Sinks	—	6	—	—	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 1,721							

S-STR-O STRIGA



Mass: 85 tons

Chassis: Spectral Series ST1F

Power Plant: Perdition 340 Extralight

Armor: Divine Shield-D Ferro Aluminum

Armament:

43.5 tons of pod space available

Manufacturer: Master's Wings Aerospace
(formerly Brigadier Corp.)

Primary Factory: Gibson

Communications System: Master's Voice Cel-Beta

Targeting and Tracking System: Master's Sight 2-Psi

Overview

The heaviest of the Blakists' new Spectral series OmniFighters, the *Striga* represents Precentor Vapula's first foray into aerospace fighter technology. Its engineering seemingly derives from that of the FWLM's *Shiva*, but with its ultra-compact cockpit and multi-directional "swing-wing" vectored thrust engine systems, the *Striga* is clearly tailored exclusively to Manei Domini pilots. The *Rusalka* and *Shade* fighters that followed this craft's late-3071 debut would further refine the unique silhouette-changing features that have become the Spectrals' hallmark, adding collapsible wing structures that can almost halve the fighter's profile in space combat.

Capabilities

Named for vampiric, transformed spirits of ancient lore, the *Striga* features multi-positional thrusters that lend this heavy fighter a bizarre, almost alien look. Drawing power from a massive 340-XL fusion plant, these thrusters can achieve almost five Gs in space—a rare feat for even Clan-made heavy fighters—but with unparalleled maneuverability only elite pilots can handle. Matching this performance is an airframe that supports eighteen tons of ferro-aluminum armor, providing a near-record level of protection while still leaving over half of the fighter's weight to weapon pod space.

Deployment

Unlike their 'Mech companions in the Celestial series, all Spectrals are virtually unseen beyond the ranks of the Word's hyper-elite Shadow Divisions. However, as the first Spectral to reach widespread production, the *Striga* has appeared outside the normal Shadow Division usage, first while undergoing field trials with the Opacus Venatori, and later in limited numbers among the Word of Blake Militia forces operating on and near Terra. Precentor Apollyon himself has apparently refused several requests for the fighter from Cameron St. Jamais, further fueling speculations of a growing rift between the Word's highest ranking military leaders.

Notable Pilots

Phantom Adept Beta Bryan Morgan: Growing up in the Circinus Federation, Morgan spent his childhood as a close friend and confidant of Calvin McIntyre. When McIntyre joined the Word of Blake, Morgan was forced to stay behind in the Federation where he was "encouraged" to join the McIntyre House Guards. Taking part in the defense of the Federation when the Marian Hegemony attacked, he was shot down in his aging *Transgressor* fighter and paralyzed

from the waist down. Cast aside by the Guards, Morgan was facing a life of hardship and poverty when McIntyre returned to Circinus. Hearing about his friend's plight, McIntyre (now a precentor) organized Morgan to meet with "some friends of his." The next time Bryan Morgan surfaced, it was at the controls of a Fifty-second Division *Striga* OmniFighter, chasing down the remnants of the Fourth Regular Hussars as they fled from "impregnable" Gibson.

Type: **Striga**

Technology Base: Inner Sphere OmniFighter

Tonnage: 85

Battle Value: 2,586

Equipment

		Mass
Engine:	340 XL	13.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	8	
Heat Sinks:	13 [26]	3
Fuel:	400	5
Cockpit (Small):		2
Armor Factor:	322	18
	<i>Armor Value</i>	<i>Free Space</i>
Nose	100	5
Wings	76/76	4/4
Aft	70	5

S-STR-O STRIGA

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary (Invictus) Weapons Configuration</i>							
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 16	—	2	—	—	—	—	—
2 ER Medium Lasers	Nose	2	5	5	5	—	—
Heavy PPC	LW	10	15	15	15	—	—
Heavy PPC	RW	10	15	15	15	—	—
2 ER Medium Lasers	Aft	2	5	5	5	—	—
2 Double Heat Sinks	—	2	—	—	—	—	—
CASE	—	.5	—	—	—	—	—

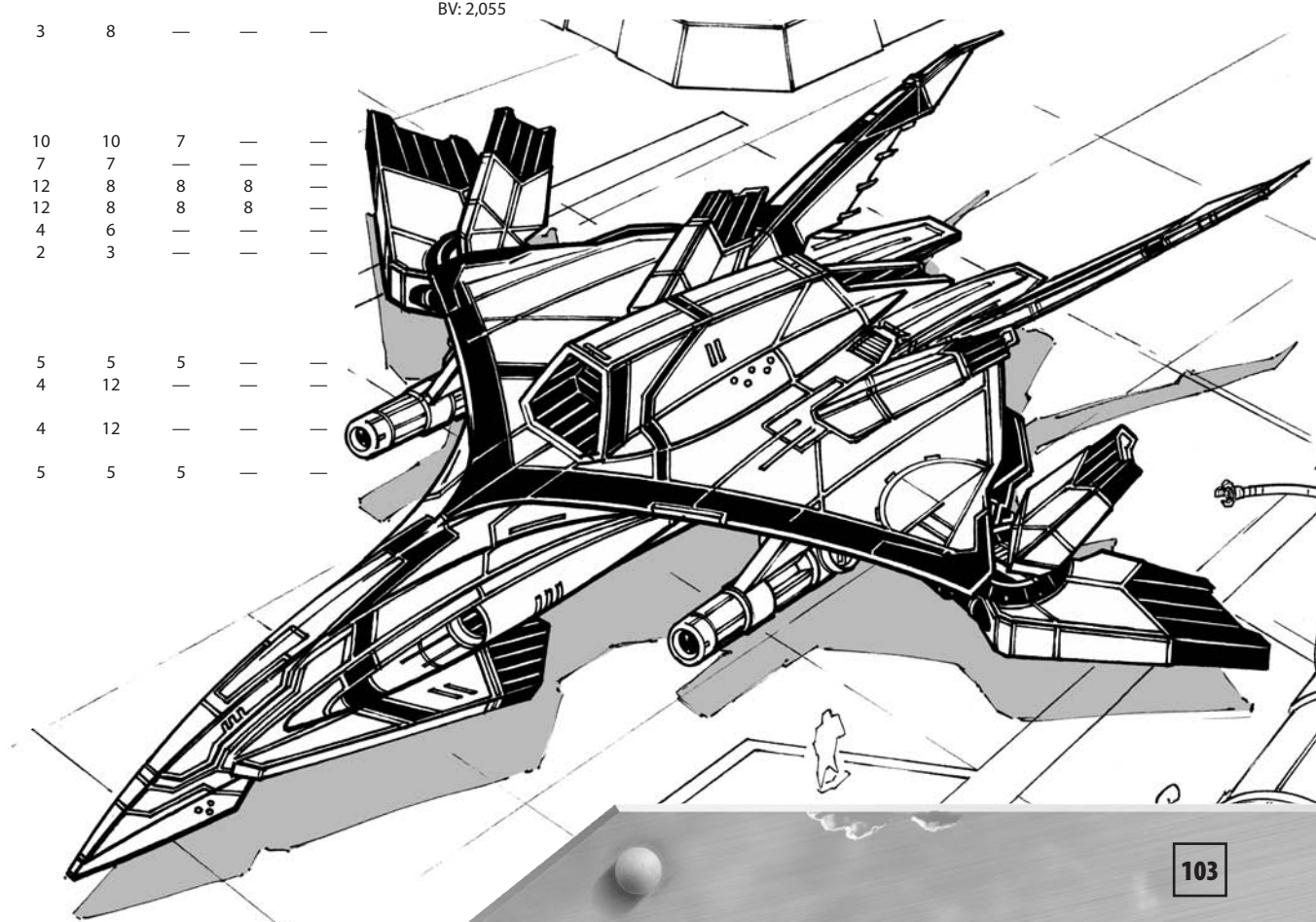
<i>Dominus (Alternate-A) Configuration</i>							
Heavy PPC	Nose	10	15	15	15	—	—
Rotary AC/5	LW	10	6	20	20	—	—
Ammo (RAC) 60	—	3	—	—	—	—	—
Streak SRM 4	LW	3	3	8	—	—	—
Ammo (Streak) 25	—	1	—	—	—	—	—
Rotary AC/5	RW	10	6	20	20	—	—
Ammo (RAC) 60	—	3	—	—	—	—	—
Streak SRM 4	RW	3	3	8	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 2,535							

<i>Infernus (Alternate B) Configuration</i>							
2 Large VSP Lasers	Nose	18	10	10	7	—	—
Medium VSP Laser	Nose	4	7	7	—	—	—
ER Large Laser	LW	5	12	8	8	8	—
ER Large Laser	RW	5	12	8	8	8	—
2 Medium Pulse Lasers	Aft	4	4	6	—	—	—
ER Small Laser	Aft	.5	2	3	—	—	—
7 Double Heat Sinks	—	3	—	—	—	—	—
BV: 1,871							

<i>Comminus (Alternate C) Configuration</i>							
4 ER Medium Lasers	Nose	4	5	5	5	—	—
3 Streak SRM 6	LW	13.5	4	12	—	—	—
Ammo (Streak) 30	—	2	—	—	—	—	—
3 Streak SRM 6	RW	13.5	4	12	—	—	—
Ammo (Streak) 30	—	2	—	—	—	—	—
2 ER Medium Lasers	Aft	2	5	5	5	—	—
6 Double Heat Sinks	—	6	—	—	—	—	—
CASE	—	.5	—	—	—	—	—
BV: 2,201							

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Luminos (Alternate D) Configuration</i>							
ER PPC	Nose	7	15	10	10	10	—
2 ER Medium Lasers	Nose	2	5	5	5	—	—
ER PPC	LW	7	15	10	10	10	—
ER PPC	RW	7	15	10	10	10	—
2 ER Medium Lasers	Aft	2	5	5	5	—	—
ER Small Laser	Aft	.5	2	3	—	—	—
Targeting Computer	—	7	—	—	—	—	—
11 Double Heat Sinks	—	11	—	—	—	—	—
BV: 2,388							

<i>Eminus (Alternate E) Configuration</i>							
3 Light Gauss Rifles	Nose	36	1	8	8	8	8
Ammo (Light Gauss) 48	—	3	—	—	—	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 ER Medium Lasers	RW	2	5	5	5	—	—
CASE	—	.5	—	—	—	—	—
BV: 2,055							



AURORA



First conceived of as an inexpensive civilian transport, the *Aurora*-class DropShip began as a joint project between Dynamico, Ltd. of Delavan and Shipil Company of Skye in 3056. The secession of the Lyran half of the Federated Commonwealth brought progress to an abrupt halt. However, after-action reports from Operation Bulldog showed that the venerable *Leopard* lacked the flexibility needed in a modern light military transport, prompting the LAAF and AFFC to call for new DropShip designs. Dusting off the *Aurora*'s blueprints, Dynamico and Shipil modified the design into such a vessel.

Initial orders for evaluation prototypes were placed in 3061. Dynamico delivered the first vessels just before the outbreak of the FedCom Civil War—a conflict in which the *Aurora* proved its worth during the fighting on Kentares IV and New Avalon. The launch of Shipil Yards' prototypes was delayed repeatedly—first by a host of minor technical problems, and then by the Civil War—until late 3067.

Though the craft is smaller than the *Leopard*, the *Aurora*'s larger cargo capacity allows it to operate longer independently. The *Aurora*'s flexibility comes from a feature that is actually a holdover from the craft's genesis as a civilian transport. Four modular bays are attached to the vessel's spine—two on each side. Although the necessities of structural integrity do not allow these bays to be quickly attached or released, an *Aurora* can be reconfigured for specific roles in a matter of days with only limited ground support.

Each module can mount up to one hundred and fifty tons of equipment. Standard modules for transporting individual BattleMechs, aerospace fighters, three light vehicles, cargo, or fuel are available. Additionally, custom modules can be produced on demand. The most common configuration is that of a BattleMech lance transport, but light vehicle or combined arms company transports are also quite common. Dedicated tankers, armored merchants, fighter carriers, and even heavily armed gunship variants have been created. It has been this extraordinary flexibility that has made the *Aurora* a success, even if critics have derided its boxy silhouette. In the *Aurora*, many small mercenary commands have found the perfect transport.

Production at major yards has been disrupted by Blakist operations, but because of its humble origins, the *Aurora* can be produced by merchant yards and upgraded repair facilities more easily than other military designs.

AURORA-CLASS DROPSHIP

Type: Military Aerodyne

Use: Troop Transport

Tech: Inner Sphere

Introduced: 3069

Mass: 1,600 tons

Battle Value: 3,745

Dimensions

Length: 116 meters

Width: 72 meters

Height: 32.5 meters

Fuel: 100 tons (5,000)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 50 [100]

Structural Integrity: 8

Armor

Nose: 180

Sides: 150

Aft: 125

Cargo

Bay 1: BattleMech (1) 1 Door

Bay 2: BattleMech (1) 1 Door

Bay 3: BattleMech (1) 1 Door

Bay 4: BattleMech (1) 1 Door

Bay 5: Cargo (164 tons) 0 Door

Escape Pods: 3

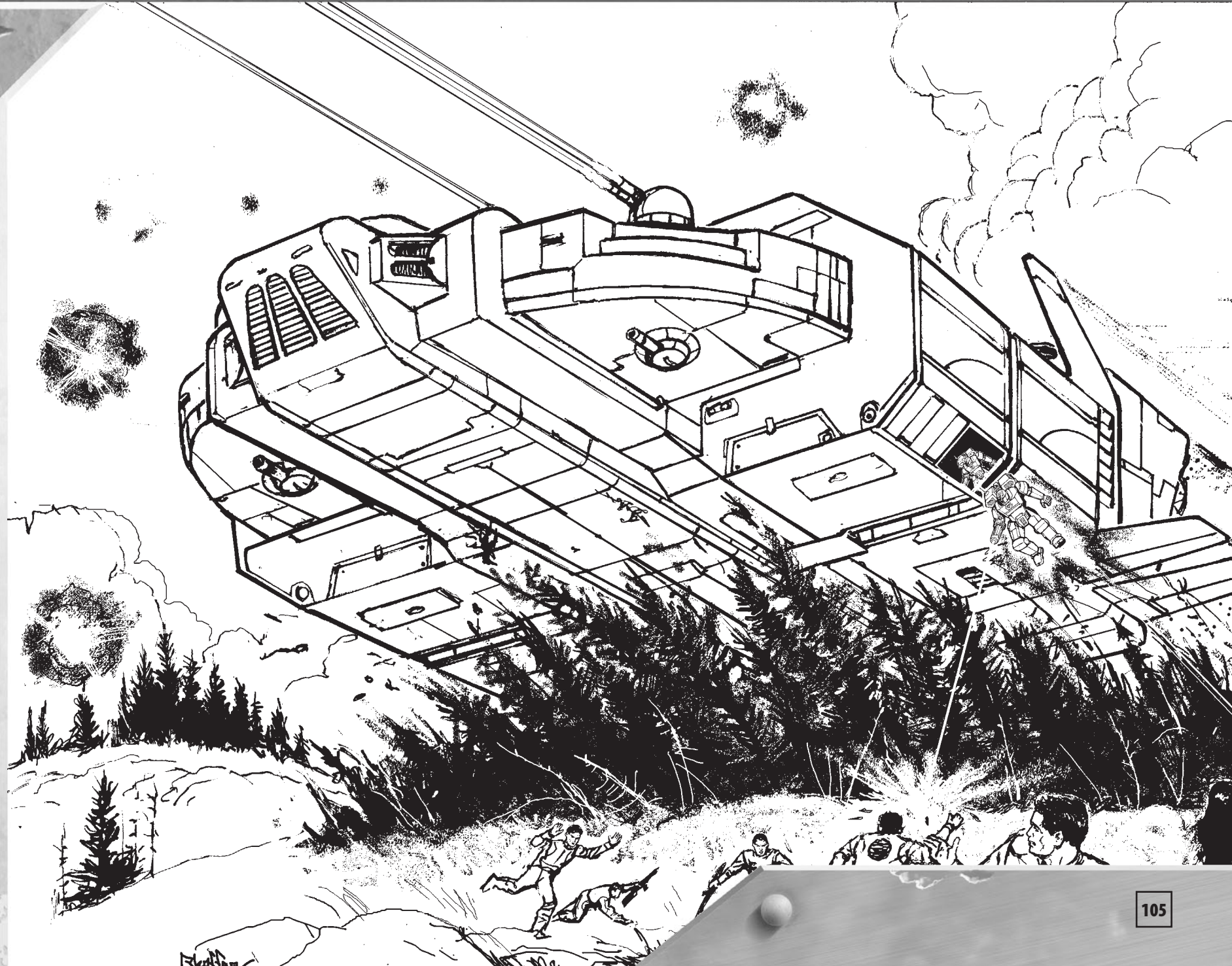
Life Boats: 0

Crew: 1 officer, 3 enlisted/non-rated, 2 gunners, 8 bay personnel

Ammunition: 80 rounds Gauss ammunition (10 tons)

Notes: Equipped with 32 tons of ferro-aluminum armor.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (12 Heat) 2 Gauss Rifles (40 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
2 ER Medium Lasers	1 (10)	1 (10)	—	—	Laser
FW/RW (30 Heat) 2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
Aft (22 Heat) 2 Gauss Rifles (40 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
2 Large Pulse Lasers	2 (18)	2 (18)	—	—	Pulse Laser



LEOPARD "POCKET WARSHIP"



During the Fifty-second Shadow Division's raid on Caledonia in 3073, the newly unveiled *Leopard* Pocket WarShip made a lasting impression, breaching the hulls of the defending *Avengers* in single salvos. Though the model was originally thought to be a brand-new design, intelligence bulletins sent out by Alys Rousset-Marik's resistance network conclusively proved that these were in fact a new modification of the *Leopard* being manufactured on Clipperton by Irian Technologies. Word of Blake forces have made no attempt to hide or disguise these vessels in any shape or form, preferring to use intimidation tactics against civilian transports with these, keeping them in line while they are stormed by marines. [EDITOR'S NOTE: Originally based on the Leopard CV, Leopard PWs are now most frequently based on the standard Leopard, which is much more numerous than the valuable fighter carrier.]

Unlike most other pocket warships appearing within the Word of Blake's ranks, the *Leopard* is noticeably different than its original configuration. Its stern engine exhaust ports are slightly larger, the visible result of an enlarged drive, and an extra two dozen tons of ferro-aluminum armor have thickened portions of the hull. The most noticeable difference is the large ventral bulge housing the tele-operated Killer Whale missile launcher, which was simply attached to the belly of the DropShip. The associated changes to the transit drive's exhaust port arrangement to accommodate the launcher are also distinctive to the trained eye. Due to the ship's small size, removing all the 'Mech and fighter bays merely provides an eleven-missile magazine and an elaborate rotary feed mechanism.

When the Ghost Bears moved on Luthien and Pesht, it was a group of *Leopards* that gave the invasion force the most trouble. The pocket warships would fire a missile way off course, only to have it turn and strike the targeted craft in its weakest spot. After losing several ships to these attacks, the Ghost Bears concentrated heavily on the otherwise unimportant-looking vessels, though the *Leopards'* heavier armor allowed several more volleys to be fired before the last one was destroyed.

Recently, Rousset-Marik's resistance movement won a stunning victory when they infiltrated the Clipperton shipyards and hijacked nearly half a dozen of these pocket warships, which were getting ready to be sent to Protectorate militia. Still painted in Word of Blake colors, these ships are being used to harass Blakist-affiliated merchant convoys dealing with the supply and fortification of the Protectorate defenses.

LEOPARD CLASS "POCKET WARSHIP" DROPSHIP

Type: Military Aerodyne

Use: Pocket Warship

Tech: Star League

Introduced: 3073

Mass: 1,900

Battle Value: 6,607

Dimensions

Length: 70.2 meters

Width: 53 meters

Height: 24.5 meters

Fuel: 100 tons (4,000 points)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 70 [140]

Structural Integrity: 12

Armor

Nose: 339

Sides: 254

Aft: 169

Cargo Bay 1: Cargo (65.5 tons) 1 Door

Life Boats: 0

Escape Pods: 2

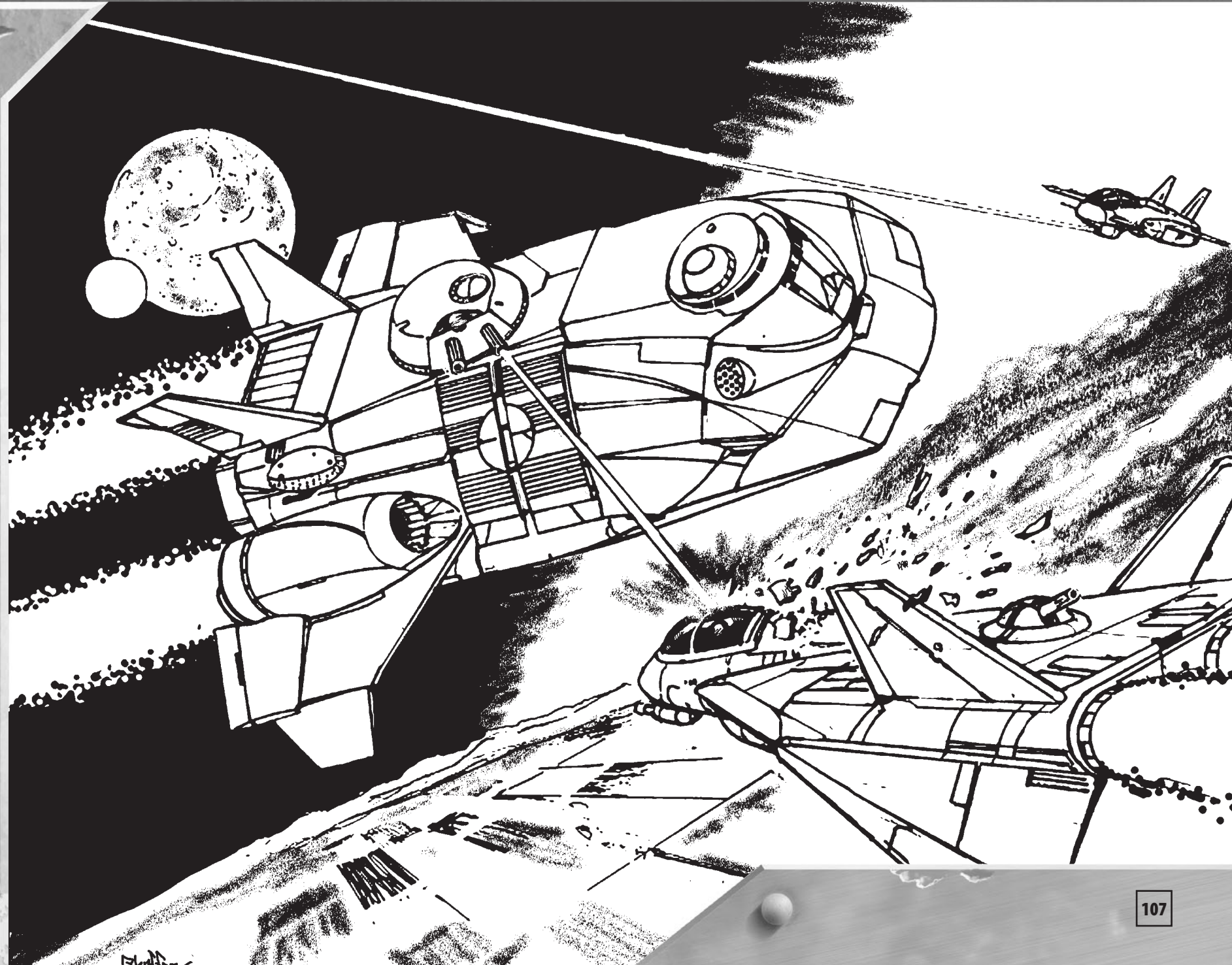
Crew: 2 Officers, 4 Enlisted/non-rated, 4 Gunners

Ammunition: 36 rounds LRM ammunition (6 tons), 11 Killer Whale-T Missiles (550 tons)

Notes: Equipped with 54 tons of ferro-aluminum armor.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (68 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
LRM 20+Artemis IV (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
3 Medium Pulse Lasers	2 (18)	—	—	—	Pulse
1 Killer Whale-T (11 Missiles)	4	4	4	4	Capital Missile
FL/FR (32 Heat)					
LRM 20+Artemis IV (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
Medium Pulse Laser	1 (6)	—	—	—	Pulse
Aft (20 Heat)					
ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse

LEOPARD "POCKET WARSHIP"



UNION "POCKET WARSHIP"



First spotted over Dante in 3071 using nuclear warheads to destroy a Snow Raven WarShip, the *Union*-class Pocket WarShip has been added to the Word of Blake's expanding naval arsenal as another ship profile to suspect of a possible clandestine attack, alongside the *Mule*.

Shortly after the attack that disrupted the mighty space navy Clan's conclave, the ships, which are nearly four thousand tons each, have been spotted in increasing numbers defending Protectorate jump points and space stations in addition to the Word of Blake's more typical offensive operations.

Analysts reviewing testimonies and intercepted transmissions confirm the near gutting of the *Union's* interior for a magazine of various capital missiles. These are primarily Barracuda missiles but also the larger Killer Whale and White Shark classes. The magazine feeds a pair of bow AR10 launchers, one mounted in each of the ships fore-arcs, for an impressive arc of coverage. Its medium lasers have also been seen with better range, evident of the standard versions being swapped for extended-range models. While the original's fighter contingent is retained, a pair of small craft was added along with four squads of battle armor troopers. On several occasions a *Union* Pocket WarShip has fired a warning shot over a merchant ship's bow and stormed the ship with its marines to search and confiscate any smuggled contraband.

The bays themselves have been moved to where the BattleMech bay doors were originally located, allowing

the AR10 launchers to be concealed until it is time for them to fire. Like their *Mule-Q* ship, the *Union* Pocket WarShip is indistinguishable from its other typical counterparts until the first volleys of capital missiles are fired, despite the armor on the hull being more advanced ferro-aluminum composites.

The Word of Blake has been using groups of these on offensive missions with frightening success. Pretending to be typical troop carriers, the ships will be approached by intercepting assault DropShips, only to let loose with their powerful capital missiles. These "naval Thunder Runs" have become common as a prelude to the real attack, eliminating most if not all, of the space defenses that might threaten the troop ships. Afterwards, the *Unions* will remain in orbit, using their remaining missiles (sometimes equipped with nuclear-tipped warheads) to provide support to the ground force or interdicting retreating defenders.

UNION CLASS "POCKET WARSHIP" DROPSHIP

Type: Military Spheroid

Use: Pocket Warship

Tech: Star League

Introduced: 3071

Mass: 3,600

Battle Value: 7,935

Dimensions

Length: 81.5 meters

Width: 82 meters

Height: 78 meters

Fuel: 215 tons (6,450 points)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 100 [200]

Structural Integrity: 11

Armor

Nose: 182

Sides: 171

Aft: 120

Cargo

Bay 1: Cargo (167 tons) / 4 Doors

Battle Armor (4 Squads)

Bay 2: Small Craft (2) / 2 Doors

Bay 3: Fighters (2) / 2 Doors

Life Boats: 0

Escape Pods: 7

Crew: 3 Officers, 6 Enlisted/Non-rated, 7 Gunners, 38 Bay personnel

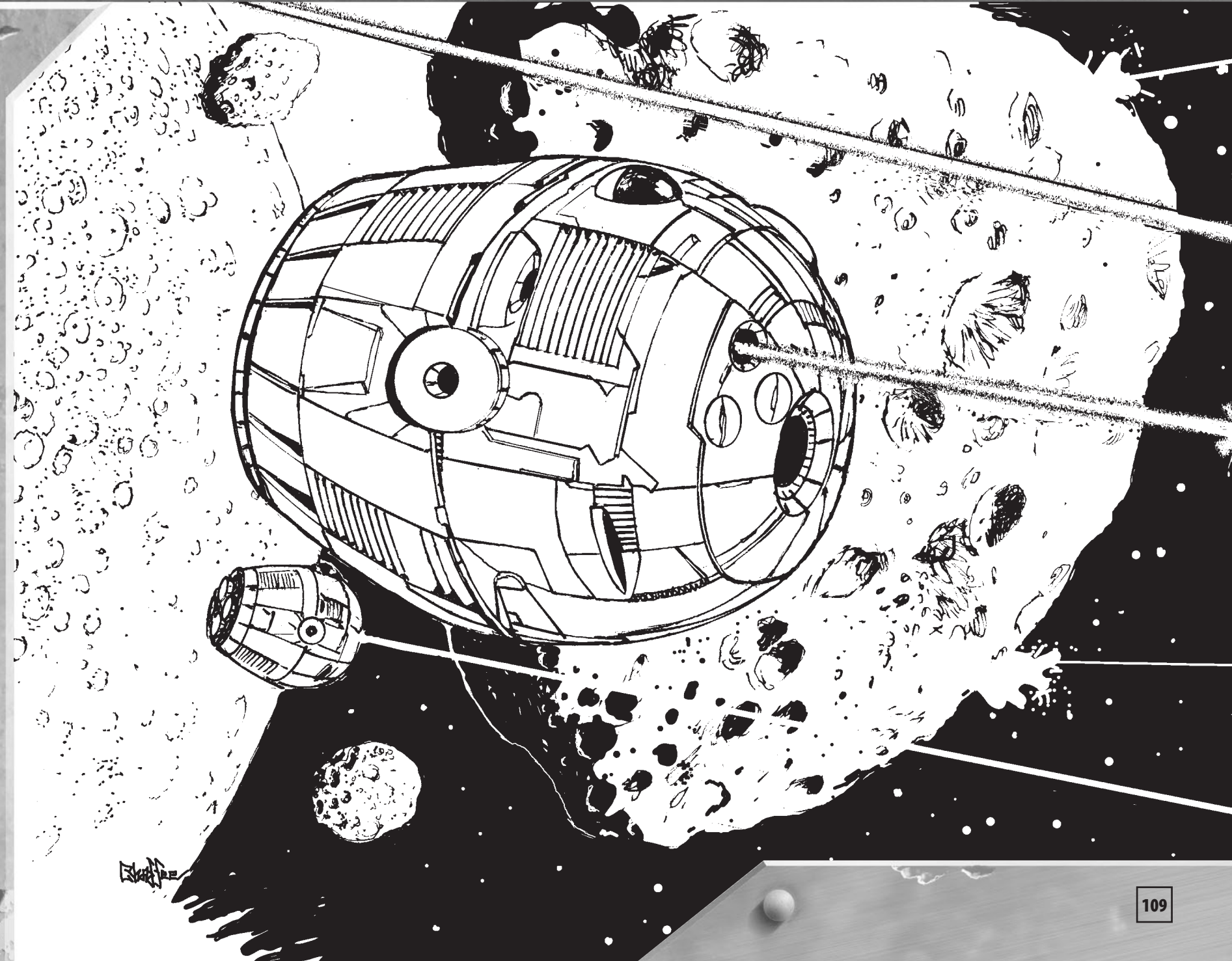
Ammunition: 72 rounds Gauss ammunition (9 tons), 72 rounds LRM 20 Ammunition (12 tons), 4 rounds Killer Whale Ammunition (200 tons), 6 rounds White Shark ammunition (240 tons), 10 rounds Barracuda ammunition (300 tons)

Notes: Carries 33.5 tons Ferro Aluminum armor.

Weapons: Arc (Heat) Type Nose (38 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Gauss Rifle (24 rounds) (24 rounds)	2 (15)	2 (15)	2 (15)	—	AC
2 LRM 20+ Artemis IV (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Medium lasers	1 (10)	1 (10)	—	—	Laser
FL/FR (70 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Gauss Rifle (24 rounds)	2 (15)	2 (15)	2 (15)	—	AC
2 LRM 20+ Artemis IV (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
1 ER Large Laser, 2 ER Medium lasers	2 (18)	2 (18)	1 (8)	—	Laser
1 AR10 (2 KW, 3 WS, 5B)	*	*	*	*	Capital Missile
AL/AR (22 Heat)					
1 ER Large Laser, 2 ER Medium lasers	2 (18)	2 (18)	1 (8)	—	Laser
Aft (22 Heat)					
1 ER Large Laser, 2 ER Medium lasers	2 (18)	2 (18)	1 (8)	—	Laser

*By Missile Type (heat factored as for Killer Whale).

UNION "POCKET WARSHIP"



MULE "POCKET WARSHIP"



Deception has always been a component of warfare. An ancient deception in naval warfare is to disguise an armed vessel as a merchant ship or to arm a regular merchant vessel with concealed weaponry. Such vessels are known as Q-Ships. The conventions of the Succession Wars ensured that only pirates would make use of the tactic, but the Word has left few proven tactics unused in their Jihad.

Blakist Q-ships continue to be used to raid merchant shipping, but they are increasingly employed in escorting WarShips and providing orbital bombardment. The Blakist *Mules*, based on an obscure Star League *Mule* Q-Ship, are utilized the same way, although the frequency with which they attack merchant vessels appears to be decreasing. When combined with the recent deployment of *Mule* Q-ships at Arc-Royal and Benjamin, this may be an indication that the Blakist naval assets are stretched thin, or that *Mule* attrition exceeds their production and conversion capabilities. The recent sighting of a Star League-era *Mule*, along with its Barracuda and White Shark launchers, seems to support this theory. Its drive system and maneuvering thrusters were in obvious disrepair, and the vessel performed poorly when challenged.

The adjusted deployment of the *Mule* Q-ships could also be a deliberate strategic choice, now that security measures to severely inhibit sneak-attacks by *Mules* have become widespread. These measures continue to place an Inner Sphere-wide strain on trade, and the reduced number of attacks is still sufficient to maintain the asymmetrical effect.

The vessel's eight AR10 launchers are installed in the upper cargo bays, with each cargo door hiding two. The lower cargo bay contains most of the missile magazines and also provides berths and quarters for a squadron of fighters and support staff. The squadron uses one of the lower cargo doors, properly modified for fighter launch and recovery, while the other door provides access to the vessel's remaining cargo hold. The vessel's armor is more than doubled in mass, providing protection on par with that of other combat DropShips. The increased armor is difficult to detect at range, and when the vessel's AR10 launchers are undeployed, the modified *Mule* is nearly indistinguishable from a regular one. While the majority of converted Blakist *Mules* continue to lack the armor upgrade, nearly all *Mules* on long-term deployment at a hostile planet or that escort WarShips are fully upgraded.

MULE CLASS "POCKET WARSHIP" DROPSHIP

Type: Military Spheroid

Use: Q-Ship

Tech: Star League

Introduced: 3068

Mass: 11,200

Battle Value: 14,123

Dimensions

Length: 158 meters

Width: 158 meters

Height: 100.4 meters

Fuel: 319 tons (9,570)

Tons/Burn-day: 4.22

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 160 (320)

Structural Integrity: 10

Armor

Nose: 176

Sides: 154

Aft: 132

Cargo

Bay 1: Cargo (354 tons) 1 Door

Bay 2: Fighters (6) 1 Door

Life Boats: 2

Escape Pods: 2

Crew: 3 officers, 4 enlisted/non-rated, 11 gunners, 12 bay personnel

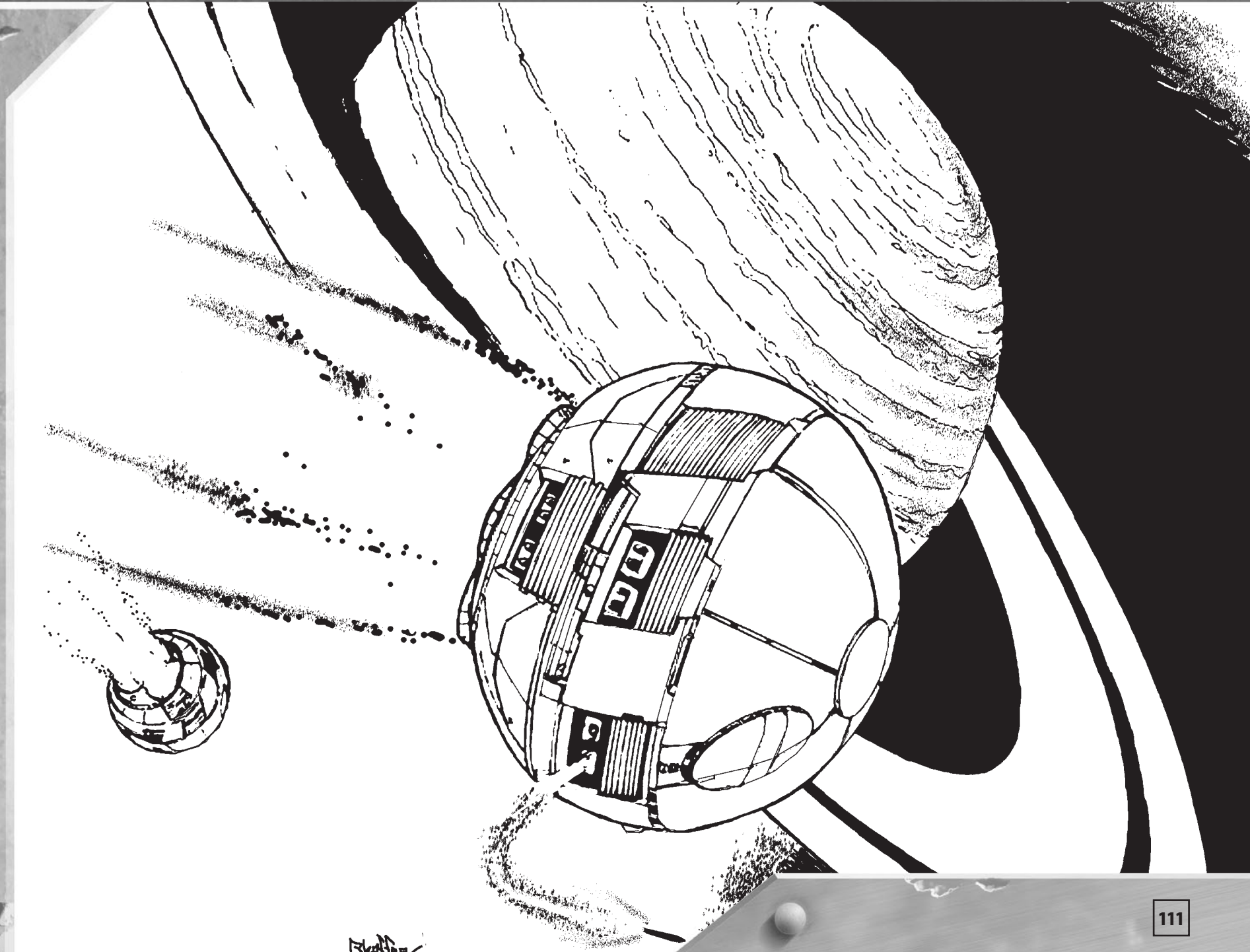
Ammunition: 40 Killer Whale missiles (2,000 tons), 40 White Shark missiles (1,600 tons), 40 Barracuda missiles (1,200 tons), 40 rounds AC/5 ammunition (2 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 36 tons of standard armor.

Weapons: Arc (Heat) Type Nose (6 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 AC/5 (40 rounds)	1 (5)	1 (5)	—	—	Autocannon
1 Medium Laser	1 (5)	—	—	—	Laser
2 Small Lasers	1 (6)	—	—	—	Point Defense
FL/FR (90 Heat)					
4 AR/10 (20 KW, 20 WS, 20 B)	*	*	*	*	Capital Missile
1 SRM 6 (15 rounds)	1 (8)	—	—	—	SRM
2 Medium Lasers	1 (10)	—	—	—	Laser
AL/AR (13 Heat)					
1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	Laser
Aft (13 Heat)					
1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	Laser

* By missile type (heat factored as for Killer Whale)

MULE "POCKET WARSHIP"



EXCALIBUR "POCKET WARSHIP"



The *Excalibur* Pocket WarShip project came into being when the Steffelbus family approved a venture by Interconnectedness Unlimited to pursue a refit program for *Excalibur*-class DropShips. IU reached a deal with Federated-Boeing to modify the vessels at the Galax Megaplex. The first modified vessel from this program became operational in 3059, and six more followed quickly.

Why the AFFS Quartermaster Department backed the vessels was unclear beyond "lobbying pressure," given the enormous spending on WarShip, *Conquistador*, and *Overlord-A3* projects and the relatively few *Excaliburs* that the AFFS possessed. In any case, seven ships seemed to be the limit of the quartermaster's tolerance, at least until successes of other assault DropShips and the threat of the Word of Blake's WarShip fleet made the AFFS return to the "pocket WarShip" concept.

New evidence offers an odd explanation for the origins of an odd program: It was a covert operation by the Combine to gain additional pocket WarShips, and following the program's logic requires a look at some basic facts. First and foremost, the Draconis Combine had the most *Excaliburs* of any Inner Sphere nation. The original *Excalibur* lacks the operational flexibility of other troop carriers, and its long unloading times relegate it to second-line duties, but it was a large military DropShip—in summary, it was a class of ship the Combine could spare for conversion. On top of that, the Combine's aerospace industry was overwhelmed with WarShip programs. The Combine had a neighbor apply its considerable aerospace expertise by blackmailing the Steffelbus family into lobbying for the conversion program, making it look like an AFFS operation. Why the Combine did so covertly when it was overtly cooperating with the Federated Suns on other development projects remains unclear—the reason might be as simple as seizing an opportunity to avoid the enormous development costs

of the program. The program ended with plans for a functional pocket WarShip sitting in foreign hands, but the Suns only had a few *Excaliburs* they could convert. To date, the Combine's only benefit from this operation is the plans for the *Excalibur* Pocket WarShip, but that is still an enormous return on investment.

The *Excalibur* Pocket WarShip mounts eight AR/10 and two Kraken-T launchers, and the lowest vehicle deck now contains an aerospace fighter squadron bay. An infantry deck was converted to house a flag deck, allowing the *Excalibur* to function as the flagship for independent flotillas. Compared to purpose-built assault DropShips, the *Excalibur's* unmodified internal structure and armor is inferior, but when deployed in a task force containing assault DropShips and fighter carriers, the *Excalibur's* capital missiles allow it to provide heavy support from a safe distance. An extensive array of AMSs and several screen launchers help reduce the design's vulnerability.

Three of the Federated Suns' five *Excaliburs* that survived the Civil War have been destroyed as a result of combat, and the two surviving vessels are now owned by the Medusans mercenary unit. In 3068, Admiral Petain ordered the refit of ten AFFS *Excaliburs* to shore up the Suns' navy. The Word of Blake succeeded in capturing these half-finished vessels when the Galax Yards fell in April of 3069. Several *Excalibur* Pocket WarShip vessels have been seen with the Blakists since then.

EXCALIBUR CLASS "POCKET WARSHIP" DROPSHIP

Type: Military Spheroid

Use: Pocket WarShip

Tech: Star League

Introduced: 3059

Mass: 16,000

Battle Value: 24,609

Dimensions

Length: 113 meters

Width: 113 meters

Height: 124.9 meters

Fuel: 300 tons (9,000)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 445

Structural Integrity: 14

Armor

Nose: 200

Sides: 180

Aft: 150

Cargo

Bay 1: Cargo (420 tons)

1 Door

Bay 2: Fighters (6)

2 Doors

Life Boats: 4

Escape Pods: 25

Crew: 9 officers, 21 enlisted/non-rated, 20 gunners, 28 marines, 12 bay personnel

Ammunition: 32 rounds Gauss ammunition (4 tons), 72 rounds LRM 10 ammunition (6 tons), 432 rounds AMS ammunition (36 tons), 60 rounds screen ammunition (60 tons), 20 Kraken-T missiles (2,000 tons), 32 Killer Whale missiles (1,600 tons), 32 White Shark missiles (1,280 tons), and 48 Barracuda missiles (1,440 tons).

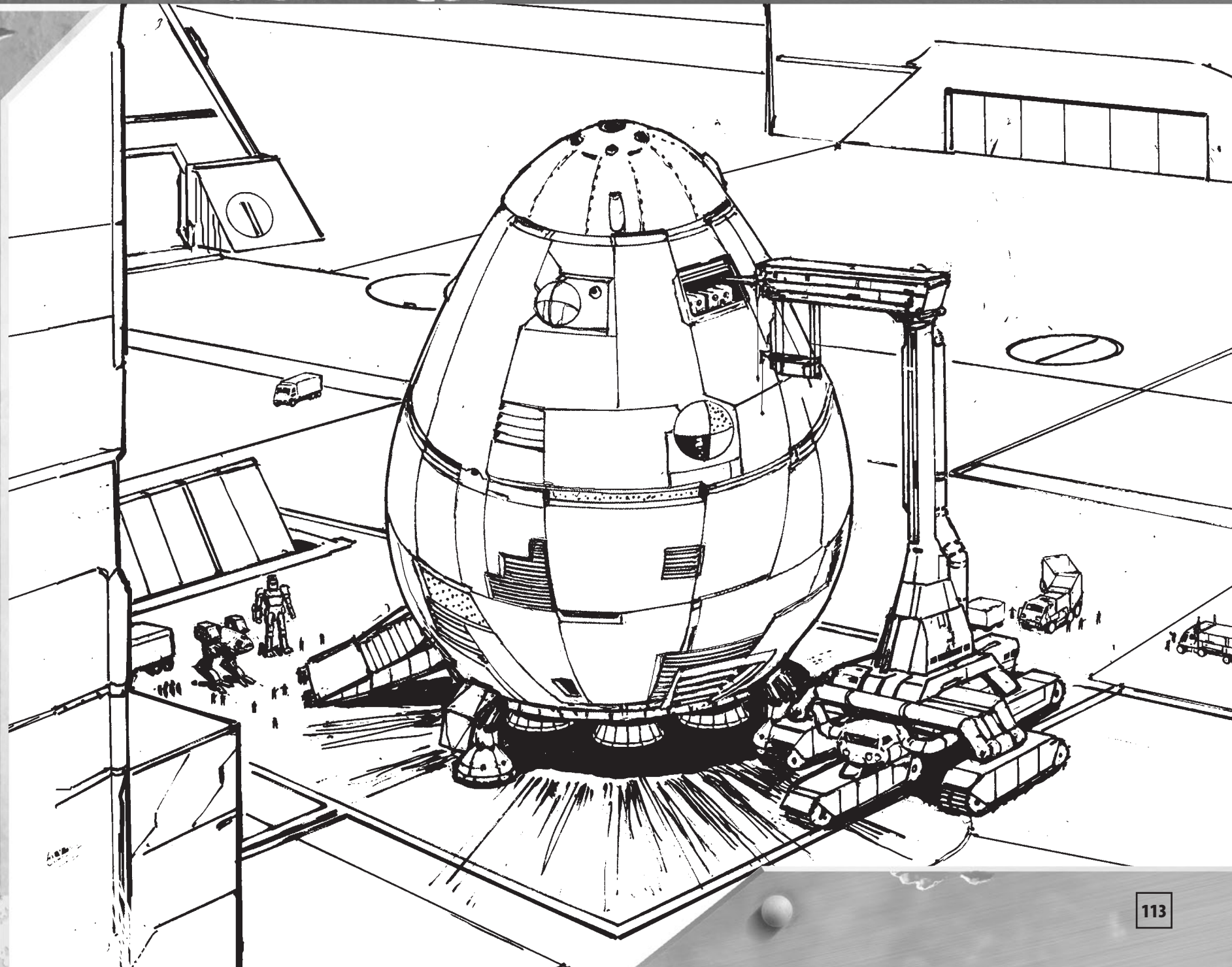
Notes: Equipped with 47 tons of standard armor.

Weapons: Arc (Heat) Type Nose (113 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Kraken-T (20 missiles)	20	20	20	20	Capital Missile
1 Gauss Rifle (32 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 LRM-10+Artemis (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
1 ER Medium Laser	1 (5)	1 (5)	—	—	Laser
3 AMS (72 rounds)	1 (9)†	—	—	—	AMS
FL/FR (86 Heat)					
2 AR/10 (8 KW, 8 WS, 12 B)	*	*	*	*	Capital Missile
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 LRM 10+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 ER Medium Lasers	1 (10)	1 (10)	—	—	Laser
3 AMS (72 rounds)	1 (9)†	—	—	—	AMS
1 Screen Launcher (20 screens)	—	—	—	—	Screen
AL/AR (65 Heat)					
2 AR/10 (8 KW, 8 WS, 12 B)	*	*	*	*	Capital Missile
1 ER Large Laser, 2 ER Medium Lasers	2 (18)	2 (18)	1 (8)	—	Laser
3 AMS (72 rounds)	1 (9)†	—	—	—	AMS
Aft (30 Heat)					
1 ER Large Laser, 2 ER Medium Laser	2 (18)	2 (18)	1 (8)	—	Laser
3 AMS (72 rounds)	1 (9)†	—	—	—	AMS
1 Screen Launcher (20 screens)	—	—	—	—	Screen

† Only against missiles.

* By missile type (heat factored as for Killer Whale)

EXCALIBUR "POCKET WARSHIP"



THE CLANS

Once thought stagnant and inflexible, the Clans have shown the Inner Sphere that they are capable of learning and advancing just as well as us. With the Great Refusal in effect, the Clans finally realized the potential missed by not developing their once overwhelmingly superior military technology. Taking a page from the Inner Sphere, the Clans have introduced new battle armor, mounted new weapons, and built acceptance for the once-experimental ProtoMechs as effective tools of war.

One can see a distinct divergence in design philosophy for new designs depending on each Clan's size and location in space. Isolated Clans restricted to a single world or two—such as the Blood Spirits in the Homeworlds or the Wolves-in-Exile and the Nova Cats outside of the Occupation Zones—tend to favor cheap, easily produced designs that they can mass-produce with their limited resources, or lower-quality technology they can distribute or acquire from sympathetic factions (such as the Draconis Combine in the case of the Nova Cats, or the Snow Ravens and Diamond Sharks with the Blood Spirits). These same Clans have also begun to rely on more traditional, less costly, or formerly shunned arms such as conventional vehicles or the relatively new ProtoMechs.

The other Clans, however, have not followed the same frugal practices. Previously, most second-line BattleMechs were refitted from the original Star League designs or designs that appeared right before the introduction of the OmniMech; now these archaic and inferior designs are surging forward to frontlines, re-energized by the recognition that the carnage spreading across known space makes them a valued part of a Touman.

Unfortunately, our intelligence assets have not been able to determine what is occurring in the Clan Homeworlds in recent years. While operatives have been able to flesh out and detail military technology that appeared in the Homeworlds before the Blakist white-out as well as technologies that appeared in Inner Sphere space, recent developments remain unknown. Even with snippets taken from Clan communications, all we can determine is that whatever is happening may be as bad or worse than what the Inner Sphere is experiencing. If that is imaginable.

That may be a blessing in disguise for the Inner Sphere. If the Crusader Homeworld Clans did not have such distractions around them, they may have felt the time was ripe for a new invasion, one that could just as easily brush aside our currently disorganized defenses. As it is, Clans such as the Ice Hellions and the Hell's Horses have appeared en masse, fortunately cutting into other invading Clans' territories rather than the Houses. Only the Snow Ravens and Ghost Bears have made their presence felt within the Successor States' space, with the purpose of pursuing personal vendettas and goals rather than making any sort of real push toward Terra.

But it may be just a matter of time before that nightmare scenario becomes a reality.

—Mirza Peter Abdulsattah



AERIE PA(L)



Although Clan Snow Raven has developed numerous zero-g and space variants of battle armor suits since first employing them in the Golden Century, none of these designs had been built expressly for space-borne operations, either in free-flight or aboard larger vessels. In the 3060s, as the Clan began to expand out of its homeworld holdings and into the Deep Periphery, the Ravens gained access to new resources and areas of expertise from leading scientists in the Outworlds Alliance, which progressed to the development of wholly new battle suits.

Although Raven scientists have pursued numerous avenues of investigation, only the lightweight Aerie has entered widespread use. Built with Clan technology and drawing on marine combat experience by both Snow Raven troops and their Alliance counterparts, the suit masses just under 400 kg and is extremely swift and agile, as comfortable in free-flight between orbiting vessels as it is on the ground. Its 35 kilograms of advanced armor composites provide some protection against the hazards of space and small-arms fire, though this protection is minimal compared to that available on more combat-dedicated battle suits. The suit's exoskeleton boosts the wearer's strength, enhancing their load-shifting abilities and melee combat capabilities, but the lightweight design does not hamper freedom of movement. As such, it is ideal for close-quarters fighting aboard spacecraft (as when making or defending against boarding operations).

The Aerie has no integral weapons, but its armored gloves allow the user to wield standard weapons like a regular infantryman. Raven armored infantry equipped with the Aerie generally wield laser systems, avoiding the recoil that might otherwise plague null-g operations, but troopers also employ ballistic and missile weapons when necessary.

Initially, Aeries were deployed with the Raven's Alpha Galaxy. Reports that the suit was in service with the Alliance proved false at the time, but as of 3075 nearly all dedicated Alliance military vessels have their marines outfitted with the Aerie. The move is more precautionary in nature since the Alliance has seen very little pirate activity, and any Word of Blake attacks have been through suicide moves and not traditional boarding actions.

The most common use of the Aerie now by the Ravens is as a high-grade salvage suit. By removing the extended-life support adaptation and installing a dedicated salvage arm in the right forearm, the Aerie becomes a powerful tool for Raven technicians to utilize in repair operations. Originally a quick-fix modification after the initial loss of the Swift Wing Naval Assault Star, Chief Technician Rourke managed to convince the Clan Council to allocate resources to produce several new Aeries of this variant. The fact that the Ravens did so during a period when resources were extremely tight shows how persuasive Rourke was.

The Chief Technician proved to be prescient as well. Shortly after the new upgrades started, the Lum yards were destroyed, the Ravens lost several resource facilities in the homeworlds, and two more naval Stars suffered tremendous damage. Cut off from the Clan homeworlds and piling into an overstretched Alliance, the Clan suddenly found themselves in dire need of repair and salvage facilities. After years of political stalling and multiple acts of sabotage, the Clan will finally see some dedicated facilities orbiting Ramora (by 3077) and Quatre Belle (reportedly by 3081). Until then, however, the Clan's naval might is more a paper tiger, as most of the Clan's vessels have been temporarily transformed into orbiting barracks, transports, or

mobile salvage units. Despite recovering one of the three destroyed "Galedon Plague ships," the Clan refuses to press the battered *Storm Crow* into service as a mobile fleet repair base until the scientists have scrubbed every rivet and wire of possible plague virus.

A typical Raven Salvage Binary consists of a large-bay DropShip such as a *Mule* (or in at least two instances, *Behemoths*), several small craft to serve as makeshift tugs and transports, two Points of aerospace fighters for Combat Air Patrol, and at least a Star of Aeries—usually a mix of standard and salvage variants. Intel reports count at least twenty of these Salvage Binaries in service to the Clan and at least two unverified reports indicate the Alliance is forming their own salvage teams—though their purpose has yet to be determined.

Notable Troopers

Star Captain Jonas: Overlooked for a Bloodname due to his age, Raven Star Captain Jonas is the current leader of the salvage team responsible for not only locating the *Storm Crow* in an unnamed system in Combine space but also cleaning and repairing it. After working closely with the scientist and technician castes for nearly a year on developing proper bio-hazard and salvage procedures, Jonas is confident his Binary and attendant crew will be able to get the critically damaged WarShip functional. The reclamation of the *Sovetskii-Soyuz* has taken on incredible importance to the battered Snow Ravens as a symbol of the Clan's inner strength and desire to survive. Jonas has taken this passion to rebuild the *Storm Crow* to new heights, rivaling the dedication most Ghost Bears put into their Great Work.

Jonas requires all of his Aerie troopers to carry at least one combat weapon at all times. Because the salvage operation is deep within Combine territory, the Star Captain refuses to be caught unaware by anyone. The order has hampered operations somewhat; the expected return of the *Storm Crow* to Ramora has been pushed back to 3076.

AERIE PA(L)

Type: Aerie PA(L)

Manufacturer: CSR Battle Armor Facility Alpha

Primary Factory: Ramora

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: PA(L)/Exoskeleton

Maximum Weight: 400 kg

Battle Value:

5* (Standard)

5* (Salvage)

Swarm/Leg Attack/Mechanized/AP: N/N/N/Y

Notes: Aeries include stealth abilities that increase the to-hit modifier against Aerie units by +1 at short and medium range, and +2 at long. Beagle Active Probes and their Clan equivalents cannot locate hidden Aerie units.

Though Aeries lack integral weapons, they may use standard infantry weapons. Attacks by an Aerie Point are resolved as a conventional direct fire attack, with ranges and damage as appropriate to the infantry weapons being used.

Equipment	Slots	Mass
Chassis: PA(L) Class Humanoid w/HarJel		130 kg
Motive System:		
Ground MP: 2		25 kg
Jump MP: 3		75 kg
Manipulators:		
Left Arm: Armored Glove		0 kg
Right Arm: Armored Glove†		0 kg
Armor: Standard Stealth	4	35 kg
Armor Value: 1 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
Space Operations Adaptation	Body	1	100 kg
Extended Life Support	Body	1	25‡

*Dependant on what AP weapons it's armed with.

†Salvage Manipulator Arm on the Salvage Aerie.

‡On the Standard Aerie only.





Looking to rebuild the battered Ice Hellion morale, Khan Montose charged her scientists with producing new designs of all types as both a symbolic and military gesture to her Clan.

Following in the footsteps of the new generation of battle armor that appeared over the previous decade, the various design teams began creating several rather mission-optimized designs. One was a reconnaissance design with superior ground speed and VTOL capability that lacked any integral weapons or defensive measures, while another encompassed impressive anti-infantry capabilities but looked to be pointless with the Ice Hellions apparently intent on remaining in the Clan homeworlds. Khan Montose combined the two projects and teams in an effort to create a design that, in her words, “Embodies the beliefs and traits of our totem.” The two staffs deliberated and debated, and in some instances the test pilots engaged in a Circle of Equals when an agreement could not be reached. Finally, just as the deadline was about to pass, the two teams debuted the Afreet to Khan Montose, and the design impressed her during its demonstrations.

Like the typical Ice Hellion battle doctrine, the Afreet emphasizes raw speed over everything else. Not only does it have full jump capacity, but a relatively recent acquisition of jump booster technology allowed the Afreet to become the fastest home-clan-designed suit (short of the much-maligned Sylph suit). Taking advantage of its speed, the

improved sensors give the suit the ability to perform low-key reconnaissance when commanders deem BattleMechs insufficiently stealthy. Taken from the alternate suit’s anti-infantry capability, a light recoilless rifle and a pair of vibro-claw adaptations have an impressive psychological impact against conventional infantry forces while increasing the suit’s effectiveness against BattleMechs when performing swarm or leg attacks.

For years the Ice Hellions guarded their battlesuit with zeal, going to great length to prevent any from falling into the hands of other Clans. Though rumors of Afreet points being used during the Jade Falcon attacks on various Lyran systems persisted, it was not until a point of Afreet-clad Elementals arrived with the Falcon delegation on Arc-Royal that non-Hellion Afreet use was confirmed. Its use by the Falcons against Inner Sphere forces proved it was a potent suit against conventional forces, as the few innovative Elementals in the Falcon forces were seen loading their recoilless rifles with different kinds of ordnance, ranging from anti-vehicle to incendiary to even flares, depending on the mission.

Since then, both the Jade Falcons and the Hell’s Horses have captured large quantities of Afreet suits during the fighting in the Occupation Zones, enough to make them a common sight in the two Clans’ forces in the Inner Sphere. In addition to fielding the original configuration, both Clans modify their suits extensively to match their needs and equipment availability, but so far only the Jade Falcons have been shown to now produce the design, though the Hell’s Horses may be doing so back in Clan Space.

Notable Troopers

Point Commander Jeremiah Icaza: Sent along with the small delegation to Arc-Royal and later on to Tharkad to assist in liberating the planet from the Word of Blake’s grasp, Point Commander Icaza and his unit have used their Afreet suits in ways nobody, not even the designers, expected.

While on nighttime patrols looking for Blakist ambushes, Icaza has used flash rounds to temporarily blind enemies before rushing in with his vibro-claws, or for heavier opponents, used a Narc round before calling in heavy missile fire from supporting units. While questioned by Lyran liaisons on his rather un-Clanlike actions, Icaza has claimed that the Blakists do not deserve zellbrigen or any other sort of honorable combat, allowing him to use many of the dirty tricks once used on his comrades by Inner Sphere forces during the initial Clan Invasion. It is these innovative acts that have made many Inner Sphere observers take notice of the Afreet Battlesuit and look toward duplicating it for their own use.

Point Commander Duncan: Duncan was inducted into the ranks of the Jade Falcon Touman during Khan Marthe Pryde’s drive to Coventry in the late 3050s. While having an impressive record early in his career, Duncan failed to secure a Bloodname several times since, and his career had spiraled downward until he was reassigned to a second-line unit at the start of the Jihad. Duncan seemed inclined to sink into memories of the “good times,” like the brutal Coventry campaign where he won a successful Trial of Possession for the then-newly debuted Jade Falcon version of the Afreet suit. However, Duncan fought and won a trial for a spot on the “Trial Run” of Jade Falcon forces being sent to fight alongside Devlin Stone’s Coalition forces retaking Coventry, believing it a good omen for him to return to where his career started.

Unfortunately, Point Commander Duncan died from the devastating wounds inflicted when his point engaged in hand-to-hand combat with a squad of Djinn-equipped Manei Domini. Appearing out of nowhere (as it was previously determined no Domini units were present in-system), the Domini attempted to assassinate the Jade Falcon commander. Though the Domini unit was able to withdraw, Duncan was credited in holding off the unit, allowing the Falcon commander to avoid this “headhunter” attack.

Type: Afreet

Manufacturer: Hector MechWorks Facility Beta, Olivetti Weapons

Primary Factory: Hector (Ice Hellions), Sudeten (Jade Falcons)

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

43 (Standard)

63 (Jade Falcon Variant)

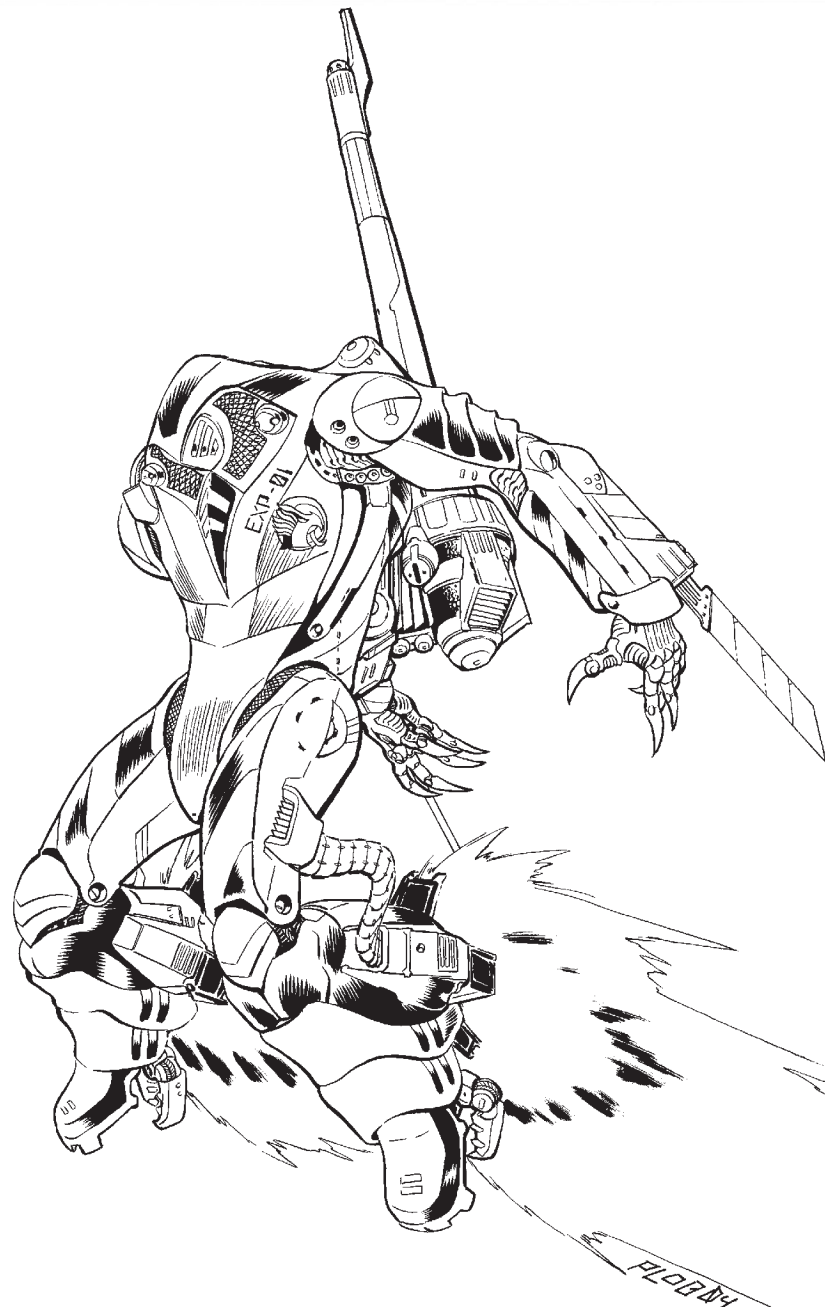
32 (Hell's Horses Variant)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: None.

Equipment	Slots	Mass
Chassis:		250 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	4	275 kg
Manipulators:		
Right Arm:	Battle Vibro-Claw	50 kg
Left Arm:	Battle Vibro-Claw	50 kg
<i>Standard and HH</i>		
Armor:	Standard	125 kg
<i>Jade Falcon</i>		
Armor:	Fire-Resistant	5
Armor Value:	5 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Improved Sensors	Body	1	45 kg
Light Recoilless Rifle (40 shots)	RA	3	195 kg
Jump Booster	Body	2	125 kg
<i>Jade Falcon Variant</i>			
AP Gauss (40 shots)	RA	3	225 kg
Jump Booster	Body	2	125 kg
<i>Hell's Horses Variant</i>			
SRM 3 (OS)	Body	2	60 kg
Bear Hunter AC (40 shots)	RA	3	180 kg
Jump Booster	Body	2	125 kg



CLAN MEDIUM BATTLE ARMOR



Following its forced relocation to the Inner Sphere, Clan Nova Cat faced a daunting task replacing equipment lost in the withdrawal from Clan Space. As an Elemental, Khan Santin West took a special interest in rebuilding his battle armor forces. With many new designs from both the Inner Sphere and the Clans starting to reach the battlefield in numbers, Khan West charged his Scientist Caste with developing a new Nova Cat design to match them.

Starting with the basic Elemental suit, the scientists improved mobility by increasing jump performance using the "Jump Booster" pioneered by the Gray Death Legion in their Scout battle armor. The modification and installation of the newer Clan equivalent required some changes to the Elemental suit design. Armor protection was reduced, and the shoulder-mounted short-range missile launchers were replaced with a detachable multi-shot short-range missile launcher. A fixed heavy flamer was substituted for the right arm modular weapon system; the left arm anti-personnel weapon was removed. The inclusion of a powerful searchlight has proven to be a useful addition both on and off the battlefield.

The final styling was influenced by the Nova Cat's new home in the Draconis Combine; the addition of the stylized samurai armor was done as a gesture of respect to the Dragon for their gracious gift of their new homes as well as the subsidizing of the new battle armor factory built at New Barcella.

In 3062, development was interrupted as the Nova Cats were caught up in hostilities between the Ghost Bears and House Kurita. The few operational prototypes proved successful against the Bears, and full-scale production finally started in 3067.

Clan Diamond Shark (now established on a handful of Inner Sphere worlds) was quick to smell profit. By offering the Nova Cats discount prices on weapons and supplies from the homeworlds in exchange for the blueprints and schematics, the Sharks merchants were soon trading Clan battle armor (nicknamed "Rabids" among Cat Elementals) manufactured in factories on Twycross, Trondheim, and Itabiana to the Ghost Bears and Wolves. Unsubstantiated reports have it that the design was marketed to the Inner Sphere and Clan Wolf (In Exile), a move that apparently sparked a confrontation between the Sharks and the Clan Council that escalated out of control and spread to orbit around Strana Mechty.

With resources remaining tight on the Nova Cat worlds, the Rabid has replaced the standard Clan Elemental suit among the Clan Touman. It has been noted that now only high-ranking Elemental commanders utilize the "Toad" suit, in order to reduce the rate of equipment losses.

The Sharks are reported to be examining the potential of the suit as a basis for new variants. The Wolves developed a laser variant (called the "Volk" among Wolf Elementals) for their faster flanking units, which replace the dual one-shot SRM-2 missile packs with a one-shot SRM-3. The flamer is replaced with a heavier ER semi-portable support laser; a heavy battle claw is mounted in the left arm. Still regarded as a poor-Elemental's armor, the suit has received acclaim among Wolf *solahma* units, which frees up the Clan's dwindling supply of Elemental armor for frontline troops. The shortage appears to be short-lived as two new factories are scheduled to go online in the next year; whether the Clan will continue to use the lesser medium suit is unknown.

The Bears also utilize the Cat-designed armor, but the merchant caste only deals for theirs directly from the Sharks. The Clan, however, rarely fields these in their

ground-based forces but instead have a special naval version built, which they nicknamed the "Bär." Fielded on every Ghost Bear WarShip, this version does away with the missile pack, replaces the heavy flamer with a semi-portable support pulse laser, and mounts an extended life-support system throughout the suit for space operations. The basic manipulator in the left hand is replaced with a heavy vibro battle claw, suitable for tearing through bulkheads and outside hatches.

Notable Troopers

Point Commander Dru: A Shark Elemental of average skill, Dru travels alone with a small group of Shark merchants, nominally assigned as the warrior liaison. However, the merchants utilize the hapless, aging Elemental as their showpiece model, having Dru suit up in the Clan armor to demonstrate its capabilities for other representatives. Surprisingly, Dru is rather tight-lipped to his commanding officer regarding some of the merchant team's exploits and destinations. However, as long as the merchants are successful and not starting any wars, the warriors are satisfied.

Star Captain Piers Tseng: Head of the marine detachment stationed on the *White Tornado* (a converted "assault" JumpShip) and rumored to be one of the few surviving Tseng Bloodname holders, Piers successfully led the boarding team that captured the *Danika's Run* over Luthien. The fleeing DropShip housed several Word of Blake commanders, including a Manei Domini whom Tseng managed to kill in savage combat. The Manei Domini's suicide explosion took Piers' left arm off at the elbow. Unwilling to wait for a new replacement to be grown, Piers also eschewed a cybernetic replacement. Technicians have managed to modify his suit to account for the loss of his hand; his reaction time with the battle claw is only a few milliseconds slower than before the accident.

CLAN MEDIUM BATTLE ARMOR

Type: Clan Medium Battle Armor

Manufacturer: Barcella Battlearmor Facility /

Clan Diamond Shark IndustriPlex-C

Primary Factory: Irece (Nova Cats), Itabiana (Diamond Sharks)

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

48 (Standard)

48 (Volk)

53 (Bär)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

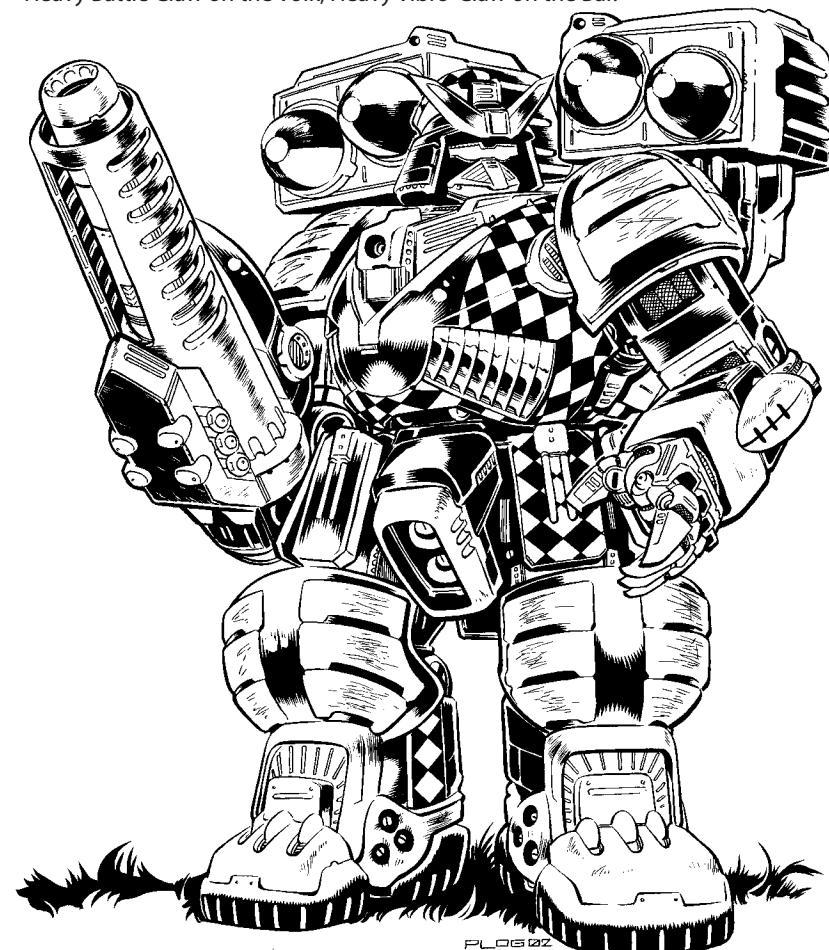
Notes: If using a Clan Battle Armor Point's searchlights in CBT games, note that the searchlight has a range of 9 hexes, and a facing for the squad must be designated during the weapon attack phase.

Equipment	Slots	Mass
Chassis: Medium Class Humanoid w/ HarJel		250 kg
Motive System:		
Ground MP:	1	150 kg
Jump MP:	3 (4)	0 kg
Manipulators:		
Left Arm:	Basic Manipulator*	0 kg
Right Arm:	Basic Manipulator	0 kg
Armor:	Standard	225 kg
Armor Value: 9 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
SRM 2 Launcher (OS)	Body	2	40 kg
SRM 2 Launcher (OS)	LA	2	40 kg
Heavy Flamer (10 shots)	RA	1	150 kg
Searchlight	LA	1	5 kg
Jump Booster	Body	2	125 kg
<i>Volk</i>			
SRM 3 Launcher (OS)	Body	2	75 kg
ER Micro Laser (30 shots)	RA	1	150 kg
Heavy Battle Claw	LA	0	20 kg
Searchlight	LA	1	5 kg
Jump Booster	Body	2	125 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Bär</i>			
Micro Pulse Laser (17 shots)	RA	1	160 kg
Heavy Battle Claw (Vibro)	LA	0	60 kg
Extended Life Support	Body	1	25 kg
Searchlight	LA	1	5 kg
Jump Booster	Body	2	125 kg

*Heavy Battle Claw on the Volk, Heavy Vibro-Claw on the Bär.





By many accounts, Clan Star Adder is one of the largest and most progressive Clans remaining in the Homeworlds. After the combat trials that decided which Clans would invade the Inner Sphere, Khan Cassius N'Buta knew that some of the paradigms that had come to define the Clan way of life would change considerably once mixed into the cauldron that is the Inner Sphere. He assigned a select group of warriors to develop new concepts and tactics while charging his senior scientists with designing new technologies that would help the Star Adders retain their combat superiority. One of the products of this think-tank would eventually be the heavy laser. Another was the Corona battle armor.

The Corona represents a departure from the well-defined battlefield tactics and customs of the Clans that, while not significant, was still radical enough to keep this battle armor from wide production for several years. The Adders had long ago defined their need for mechanized battle armor cavalry, but what they did not have was a heavy cavalry—heavily armed ground troops able to seriously threaten even assault-class BattleMechs from a distance.

That was the problem with the standard Clan battle armor—once its missiles were expended, it had an extremely limited range. The Corona is not so limited.

The Corona's firepower is centered on a heavy support pulse laser, allowing it to reach ranges that no other Clan battle armor could, and with greater punch. Of course, there was a price for this significant increase in firepower.

The Corona's designers had to drop the jump pack, significantly limiting its maneuverability. This was considered a secondary concern, however, as Corona Points could still be delivered to a battlefield by OmniMechs. Once on the ground, they pack a greater punch at a longer range than their cousins. Their limited maneuverability and unique characteristics, however, required new tactical thinking, stalling widespread deployment and acceptance within the Adders.

After the Burrock Absorption, the Corona was finally put into production. It didn't make its first true appearance in Clan Space for several years; apparently Clan Star Adder's leadership didn't want knowledge of their new battle armor leaking out until it could field it in great numbers. Surprisingly, Xi, Rho, and Tau Provisional Galaxies were the first to be assigned full Binaries and Trinaries of Coronas, followed by Beta and Alpha Galaxies, where they are concentrated in the Assault and Armored Cavalry Clusters.

The first true tests of the battlesuit came on York, where several Binaries and Trinaries were used to try several different tactical and strategic approaches against the dug-in Blood Spirits. York had already become a system-wide training center for every facet of the Adder Toman; it only stood to reason that the Clan would try their newest armor against their oldest foe.

The trials by fire were beneficial. Though initial losses were heavy, continued application of the Corona and its necessary support OmniMechs began turning the tide in several engagements as Adder commanders learned and adapted to their newest assets. Even with the Blood Spirits fielding more and more ProtoMechs due to dwindling BattleMech resources, the Adders adapted.

According to a few (admittedly outdated) intelligence reports, the Adders were extremely reluctant to disseminate the Corona suit to other Clans, including their allies. Clan Cloud Cobra is one of the few confirmed Clans to field the Corona, but whether or not the Cobras have the ability to produce the suit is unknown. What armor they do have is mostly within their Beta and Epsilon Galaxies. The Vipers and Coyotes are also rumored to have a few Coronas in their Clan Keshiks.

Only one possible variant might exist of the Corona; the information comes from a spotty Mimir report regarding the fighting that occurred on Thule back in August 3073. An unidentified group of Star Adders hit a Cluster of Hell's Horses that was apparently raiding the main spaceport. The three-way fighting was particularly brutal, and Dominion officials have refused to talk about it; however, a two-minute holocam recording managed to make its way into the hands of the Mimir. Among the footage, a Star of Adder Coronas can be seen attacking a Horse *Burrock* and ripping it to shreds. What is significant is that this version of the battle armor can be seen sporting a massive SRM-5 launcher that fired repeatedly. As the *Burrock* closed, the Coronas unleashed a wall of flame from their heavy flammers; in one brief close-up shot, what looked to be a heavy recoilless rifle could be seen mounted underneath the suit's battle claw.

Notable Troopers

Star Colonel Grissom Opriq: Racking up an impressive codex during four different "training tours" on York, Opriq is one of several battle armor commanders who has fully embraced the power and strategic concepts of the Corona. Utilizing the mix of light and medium Omnis at his command, he is able to operate his 15th Armored Cavalry Squadron as a true cavalry, often arriving at a key point and position in battle to quickly turn the engagement into a Star Adder victory. His legacy assured, he continues to advise new troops rotating to York on the capabilities of the Corona and how to use them to deadly effect.

Type: Corona Heavy Battle Armor

Manufacturer: Facility C-BA-32

Primary Factory: Sheridan

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

95 (Standard)

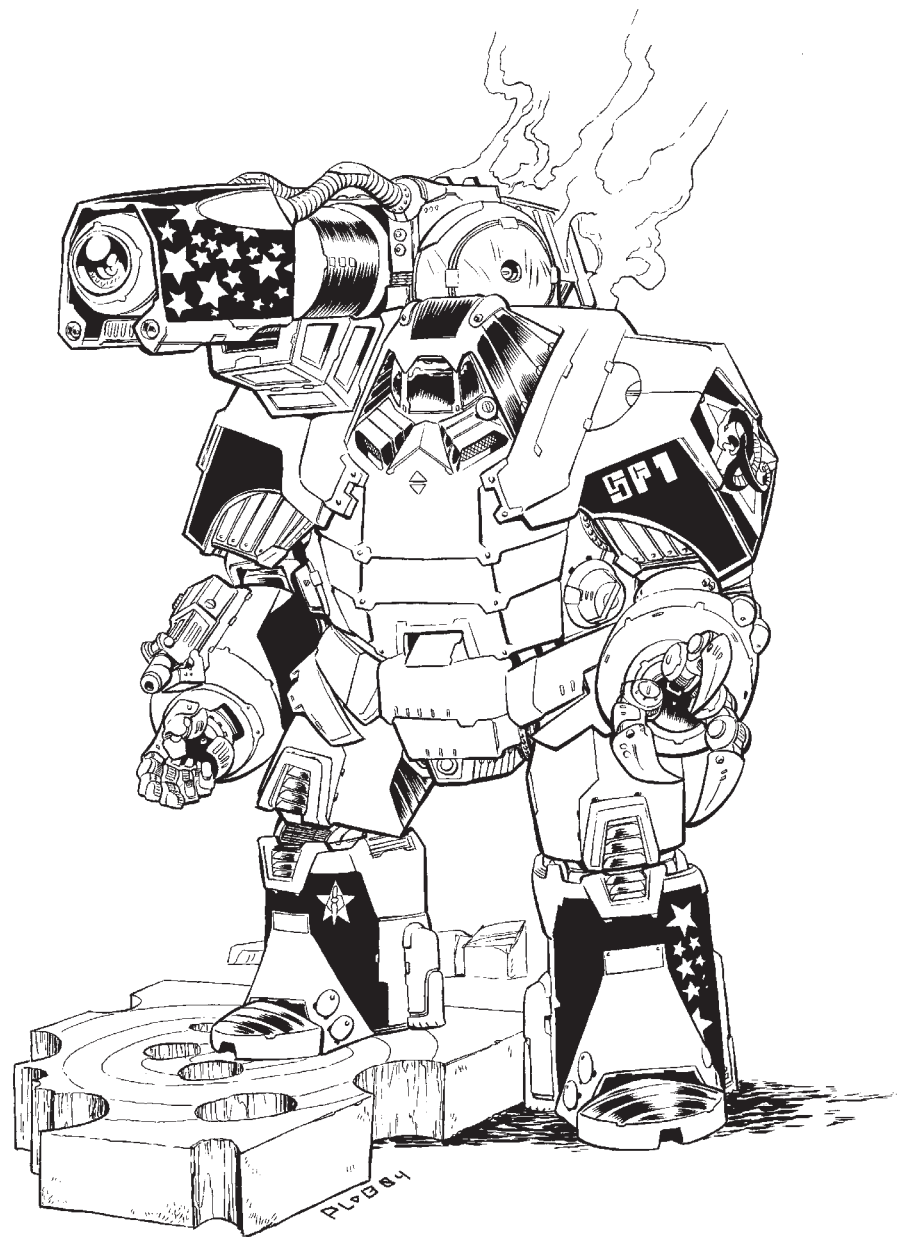
80 (SRM Variant)

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

Notes: Each Corona carries one Clan medium pulse laser, which is resolved as per standard battle armor direct fire attacks, with the usual -2 to-hit bonus for pulse lasers.

Equipment	Slots	Mass
Chassis:	Heavy Humanoid w/ HarJel	400 kg
Motive System:		
Ground MP:	2	80 kg
Jump MP:	0	0 kg
Manipulators:		
Left Arm:	Battle Claw	15 kg
Right Arm:	Basic Manipulator	0 kg
Armor:	Standard	200 kg
Armor Value: 8 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Medium Pulse Laser (12 shots)	Body	3	800 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
<i>SRM Variant</i>			
Heavy Recoilless Rifle (20 shots)	LA	3	325 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Heavy Flamer (10 shots)	RA	1	150 kg
SRM 5 Launcher (3 shots)	Body	4	325 kg



ROGUE BEAR HEAVY ARMOR



In 3074, following a devastating Word of Blake attack on Radstadt, the Ghost Bear Clan suddenly and overwhelmingly launched a no-holds-barred assault against the Word of Blake forces operating within the Draconis Combine, hitting the Word-occupied worlds of Luthien and Pesht with a Galaxy of troops each. Demonstrating a brutality in combat scarcely matched by the Word itself, the Bear forces have left few survivors in their wake, going so far as to execute warriors trapped in their own downed cockpits. The sheer volume of troops committed to this new campaign has been massive, with intelligence agencies and observers in the Combine and elsewhere estimating that no less than fifty percent of the Bears' entire Touman is on the move.

Given the further evidence that the Clan Occupation Zones have experienced a major upheaval, expert analysis has suggested that this extreme deployment has left the Bears' Dominion even more vulnerable to attack. However, recent findings—including revelations of several new 'Mech and battle armor designs currently undergoing widespread deployment—have shown that not only have the Bears seen to the security of their hard-won worlds, they have ensured that the defenders are well equipped.

The Rogue Bear heavy battlesuit was first spotted in Ghost Bear garrisons in December 3073. Though it is lighter than the Golem, the Rogue Bear, with its torso-mounted missiles and twin arm-mounted machine guns, is clearly patterned on the Golem—so much so that initial reports

confused the two designs, especially after the Hell's Horses' recent debut of a more mobile Fast Assault Golem variant. Careful analysis, however, soon revealed that the Rogue Bear was a completely new model, engineered along similar lines, but built lighter and with a different focus in mind.

Where the Golem is a hulking monster best suited to heavy assault formations or defensive operations, the Rogue Bear is a rapid responder for a battlesuit its size. At the same time, its weapons load and armor design appear far less sophisticated than those of the Golem, underscoring the notion that this suit is not meant so much to serve as a shock troop as it is a secondary, supporting element. Slow overland but capable of sixty-meter jumps under terrestrial gravity, the Rogue Bear carries only three hundred kilograms of standard armor—merely twenty percent more than a standard Elemental. Its primary weapons consist of a four-shot, three-tube SRM launcher hardwired to its back and an antipersonnel machine gun in each arm. The missile launcher's hard-mounted nature makes this suit bulky even under optimum conditions, but this feature suggests a pressing need to discard as little as possible, even in combat. Meanwhile, for ultra-close combat (as well as the ability to mount up on Omni units for fast transport), the Rogue Bear uses vibro-blade-enhanced battle claw manipulators.

Unlike other newly developed units joining the Ghost Bears' Touman, the Rogue Bear has not appeared among the commands engaging the Word of Blake. Instead, this armor—still in limited numbers—has turned up among a few second-line Clusters staged across the Ghost Bear Dominion, including the recently activated First Tyr Assault Cluster stationed on the former Free Rasalhague Republic capital of Orestes. This is particularly striking considering that the First Tyr is primary manned by ethnic Rasalhagians and was formerly known as the First Tyr Regiment before the Ghost Bears annexed the remains of the Republic. After the former KungsArmé command—then undergoing retraining in Clan-style organization and tactics—narrowly avoided destruction during the brutal fighting

on Radstadt in 3074, the Bears apparently chose to reward these *abtakha* troops with the first run of Rogue Bear suits and other Clan equipment.

Notable Troopers

Point Commander Igmar: Born on Tukayyid in 3051, Igmar Ohlson lived under the specter of the Clan invasion and ComStar overwatch for practically his entire life. Raised in the shattered, post-Invasion Republic, Ohlson adopted many of the common Rasalhagian attitudes towards mercenaries and the Clan invaders, as well as a general distrust toward all outsiders. Coming of age at the onset of the Jihad, Ohlson quickly developed a new hatred for the Word of Blake after Blakist troops sacked his homeworld, and he laid some of that blame on ComStar as well. In 3068, he joined the KungsArmé with dreams of driving the Word and ComStar out of his realm forever, and his raw physical strength and aptitudes won him a place in the battle armor corps and an eventual assignment to the First Tyr.

When the Ghost Bears later came to "liberate" Tukayyid and simultaneously presented an offer of alliance with the Rasalhague Republic, Ohlson was one of many Rasalhagians who found themselves conflicted and angry. Despite this, he swore his loyalty to the Republic and its people, which—to him—included those living under the Bears' Dominion. In early 3074, the First Tyr was called upon to help purge a Blakist terror cell on Radstadt that turned out to be the 43rd Shadow Division. As one of the few survivors of the devastating battle, Ohlson's heroic actions in covering a fighting withdrawal by Rasalhagian and Ghost Bear troops won him a Trial of Position for the rank of Point Commander and a Rogue Bear battlesuit—fresh from the factory—to replace the Kobold he lost on Radstadt.

ROGUE BEAR HEAVY ARMOR

Type: Rogue Bear

Manufacturer: BA Facility Gamma

Primary Factory: Mannendorf

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value: 67

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

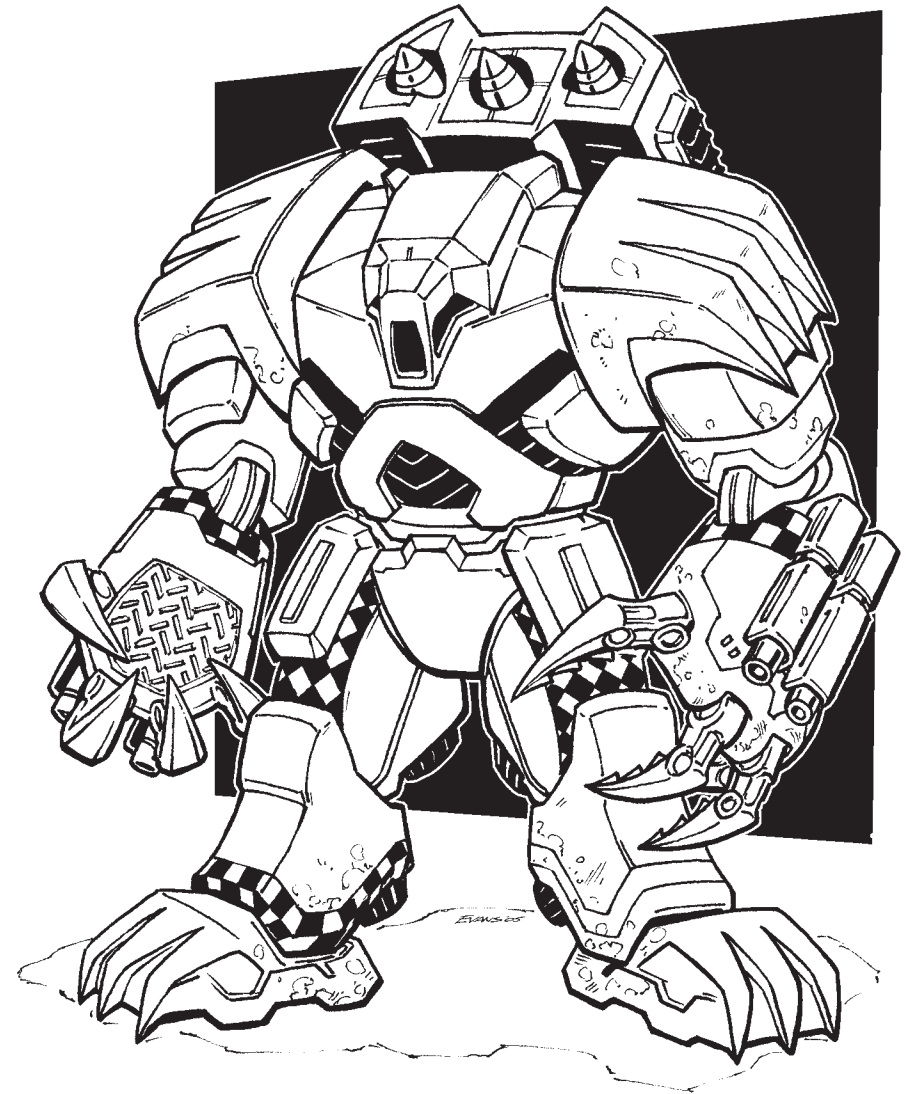
Notes: None.

Equipment

	Slots	Mass
Chassis:		400 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	2	250 kg
Manipulators:		
Left Arm:	Battle Claw (Vibro)	50 kg
Right Arm:	Battle Claw (Vibro)	50 kg
Armor:	Standard	325 kg
Armor Value:	13 + 1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Mass
Machine Gun (50 shots)	LA	1	100 kg
Machine Gun (50 shots)	RA	1	100 kg
SRM 3 (4 shots)	Body	3	225 kg



GOLEM ASSAULT ARMOR



Clan Ghost Bear began development of the Golem-class assault battlesuit in 3064. Inspired by the Hell's Horses' Gnome and the Draconis Combine's Kanazuchi—two newer battle armor designs debuted by enemies who attacked the Ghost Bears' Dominion in the early 3060s—the Golem was designed to be the last word in assault battle armor. Though it took the Bears a long time to produce, this battle armor has become almost ubiquitous among frontline forces and many Elemental-heavy Clusters since 3070.

When the Golem finally debuted in September of 3067, the massive battlesuit demonstrated that the Bears had indeed learned well from their longtime foes in Clan Hell's Horses. Weighing in at a massive two tons and layered with enough flame-resistant armor to survive virtually any conventional weapon (short of an assault-class autocannon or artillery missile), the Golem may be slow, but it can weather some of the thickest fighting an infantryman can expect in modern warfare. In close quarters, a pair of Ghost Bear-made superheavy infantry autocannons (the Clan's equivalent to the Hell's Horses' "Bearhunter") makes it possible for even a lone trooper to make quick work of conventional infantry by platoon-fulls. Backing up these arm-mounted guns is a five-tube, detachable advanced SRM launch system with two shots, ideal for scouring armor off vehicles, 'Mechs, or even other battle armor.

The Ghost Bears' efforts to recover from the double-impact of the Horses and Combine invasions slowed the development and eventual widespread production of the

Golem for several years while 'Mech and aerospace forces took temporary priority. Battle armor recovery—largely dominated by proven "standard" Elemental designs—took slightly longer, but eventually the Golem found its niche.

The Golem's proven performance eventually inspired the Hell's Horses' variants, the Rock Golem and the Fast Assault Golem. The Rock Golem, first appearing in 3072, uses the same basic chassis and armor design as the standard model but drops the "Bearhunter" autocannons and downgrades the torso launcher to a detachable one-shot standard SRM-5 system. The arm weapons, replaced now with heavy recoilless rifles, use the Horses' new detachable weapon pack (DWP) system to offset their load on the suit's design, producing a significant loss in the armor's mobility as a result. The increased range and hitting power of the rifles against armored targets, however, makes the Rock Golem a challenge few can ignore.

The Fast Assault Golem, also developed by the Horses, is an even more radical design in which the fire-resistant armor is swapped out for standard battlesuit plates, and the ground motive systems have been lightened in favor of a boosted jump jet system. This Golem variant uses the same detachable missile pack used on the Rock Golem but carries only a single standard machine gun in its right arm, while the left sports a generic anti-personnel weapon mount.

For their part, the Ghost Bears have not introduced any new variants of their own Golems. Instead, a completely separate design—apparently intended for second-line deployment—dubbed the Rogue Bear clearly uses the Golem's basic chassis as a template.

Notable Troopers

Jaszko: Star Commander Jaszko (of the Vong Bloodhouse) has had a checkered career in Clan Ghost Bear. Once seen as something of a ristar, Jaszko was assigned to the Third Claw Cluster of Zeta Galaxy (the Claws of the Ghost Galaxy) after the war between the Dominion and the Draconis Combine. A Point Commander whose Dominion-Combine war record included two 'Mech kills and over a dozen battle

armor kills, Jaszko earned a place in the same Trinary as a fellow war hero, Star Captain Jake Kabrinsky.

The two warriors, according to sketchy reports, took an instant dislike to each other and clashed often both on and off the field. During the 3068 Hell's Horses raid on Rasalhague, Jaszko's Point was noticeably and inexcusably late in lending vital support that might have prevented a great deal of damage and the Horses' capture of Kabrinsky himself (who, it turns out, was the primary objective of the attack). His career stained by this act, Jaszko was reassigned to the Ghost Bear Watch.

In 3074, Jaszko's sector of the Ghost Bear Watch was called upon to investigate a possible Word of Blake terror cell operating among Radstadt's weak anti-Dominion resistance. But when the "terror cell" turned out to be a Word of Blake Shadow Division, the simple investigation quickly became a war for the planet. It was during this brutal fighting that Jaszko managed to obtain access to a Golem battlesuit and fought with several Manei Domini ground troops.

Critically wounded when enemy forces ultimately overran him, Jaszko barely survived to be evacuated from Radstadt, and he required extensive reconstructive surgery that included prosthetic implants. In the course of his recovery, Jaszko—burning with a newfound thirst for revenge—also demanded to take on EI neural implants and successfully lobbied to return to the field as a warrior again. As of this writing, he reportedly serves with the Ghost Bear forces currently assailing Word of Blake positions across the Draconis Combine and has personally claimed the lives of over a hundred known Blakist troops and their supporting mercenaries—but some of his superiors have voiced alarm about what appears to be growing signs of early mental breakdown attributed to Jaszko's implants.

GOLEM ASSAULT ARMOR

Type: Golem

Manufacturer: Bergan Industries BA Annex, Transitional Facility A-4

Primary Factory: Alshain (Ghost Bear), Mobile (Hell's Horses)

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

125 (Standard)

113 ("Rock Golem")

73 (Fast Assault)

Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: The Fast Assault Golem may mount a single AP weapon weighing up to 10 kg. The Rock Golem has 1 Ground MP when carrying detachable weapon packs, and returns to 2 Ground MP when the weapons are dropped.

Equipment	Slots	Mass
Chassis:		700 kg
Motive System (Standard/"Rock"):		
Ground MP:	2	160 kg
Jump MP:	0	0 kg
Motive System (Fast Assault):		
Ground MP:	1	0 kg
Jump MP:	2 (3)	625 kg
Manipulators (All):		
Left Arm:	Basic Manipulator	0 kg
Right Arm:	Basic Manipulator	0 kg
Armor (Standard/"Rock"):	Fire Resistant	5
Armor Value:	18 + 1 (Trooper)	540 kg
Armor (Fast Assault):	Standard	
Armor Value:	18 + 1 (Trooper)	450 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Bearhunter Superheavy AC	LA	2	150 kg
Bearhunter Superheavy AC	RA	2	150 kg
Detachable Advanced SRM-5 (2 shots)	Body	5	290 kg
<i>Rock Golem</i>			
Heavy Recoilless Rifle (Detachable Weapon Mount)	LA	1	245 kg
Heavy Recoilless Rifle (Detachable Weapon Mount)	RA	1	245 kg
Detachable SRM-5 (One-Shot)	Body	3	110 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Fast Assault</i>			
Machine Gun	RA	1	100 kg
Detachable SRM-5 (One-Shot)	Body	3	110 kg
AP Weapon Mount	LA	1	5 kg



BELLONA HOVER TANK



Mass: 45 tons

Movement Type: Hover

Power Plant: Fusion Type 170

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: Forging HTT05

Armament:

1 Type 9 Ultra Autocannon/10

4 Series HL-II Light Machine Guns

2 Type 14b Flamers

Manufacturer: HH Complex Beta

Primary Factory: Tiber

Communications System: Series XII ComSys

Targeting and Tracking System: Build IX TTS

Overview

As the Hell's Horses under Khan James Cobb prepared for their renewed assault on the Inner Sphere Clans, certain elements of the scientist caste saw an opportunity to field a new cavalry vehicle, which they christened Bellona. Designed as a strike and flanker, the Bellona carries enough firepower on a nimble enough frame to keep up with even the fastest Clan advance. Although the long chain of JumpShips needed to ferry the tanks to the Inner Sphere makes it difficult to place large numbers of this exciting new tank in the frontline Clusters, those that have arrived are wreaking great havoc in the Trials against the Wolf Clan.

Capabilities

The design parameters called for a swift tank with heavy firepower and the ability to withstand the return fire of heavy opponents. The original draft called for a tracked vehicle, but the head Hell's Horses test pilot—a longtime cavalry *solahma*—testified to the cavalry warrior's love of speed. "Velocity," he argued, "is the best armor." The plans were modified to place the hull on a hover chassis, giving the fusion-powered vehicle a top speed of more than 150 kph.

The Bellona's main firepower is a class ten Ultra autocannon, with sufficient ammunition for a lightning engagement. Mounted in an armored turret, the autocannon's long range allows the crew to bring this powerful weapon to bear whether it is advancing or withdrawing. The vehicle drivers of Clan Hell's Horses have never been ones to stay at the periphery of an engagement, however, and so a battery of light machine guns and flamers is provided to keep opportunistic Elementals and other infantry threats at bay. While the light machine gun is a weapon more suited to unarmored infantry, Watch analysts are positing that the Bellona's designers are planning for a time when the Hell's Horses have eliminated the Wolves as a threat and moved on to face the rest of the Inner Sphere.

Eight tons of armor protect the hull and motive system of the Bellona, which is the most the designers could mount and keep the necessary speed. As most Clan warriors—even vehicle drivers—tend to charge into battle, the majority of the armor is mounted on the forward hull, although the turret is not neglected.

Deployment

Barely six Stars of Bellonas have arrived from the Homeworlds and have been scattered throughout the frontline Clusters currently engaged in operations against the Wolves and Ice Hellions. Almost that number of vehicles again are currently estimated to be in transit, but so far the trickle of resupply has barely kept up with combat losses.

Variants

With the long supply lines tracing their way back to the Homeworlds, a new variant of the Bellona is already planned. By dropping one flamer, enough mass is freed to replace the autocannon with an extended-range large laser and an LRM-10 battery. Although the missile launcher is still dependent on ammunition, the laser is the Bellona's primary weapon, and not even conventional troops will complain much if their "harassment weapon" sometimes runs dry of ammunition. While none of these new Bellonas have yet reached the Inner Sphere, it is only a matter of time.

Notable Crews

Star Commander Dylan: Dylan chafes as a vehicle commander, although he acknowledges that he cannot fight his Bellona alone. His tank and crew have been involved in more Trials of Grievance than any other warriors in their Cluster, and the majority of those have been fought against their fellow Hell's Horses for slights against their "inferior" vehicle. The most recent of these was on Nyserta, against a Star Captain in his *Ice Ferret*. The MechWarrior attempted to keep the tank at range and use his PPC, but after six minutes of maneuvering, he realized that the slight advantage he held in speed over the Bellona was not enough to force the confrontation he wanted. Dylan and his crew took advantage of the Star Captain's frustration and managed to force him into a small canyon, where the ranges were too close for him to avoid the Bellona's fire. Although the crew managed to fire off all its cannon ammo, it was when they closed on the disabled *Ice Ferret* and roasted the paint off of the Star Captain's cockpit with their flamers that he finally acquiesced.

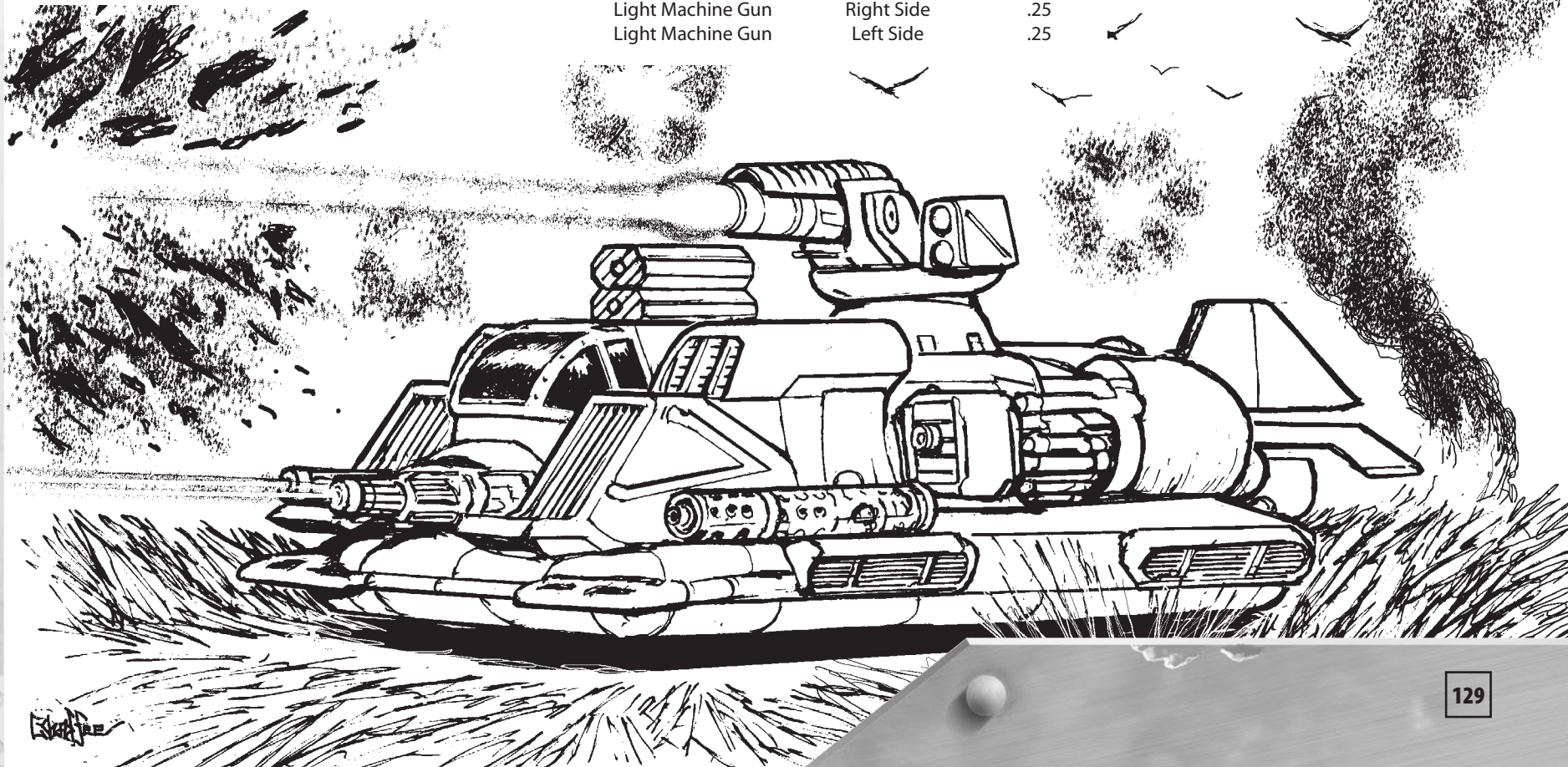
BELLONA HOVER TANK

Type: **Bellona Hover Tank**
 Technology Base: Clan
 Movement Type: Hover
 Tonnage: 45
 Battle Value: 1,018

Equipment	Mass
Internal Structure:	4.5
Engine:	9
Type:	Fusion
Cruising MP:	9
Flank MP:	14
Heat Sinks:	10
Control Equipment:	2.5
Lift Equipment:	4.5
Power Amplifier:	0

Equipment	Mass
Turret:	1.5
Armor Factor:	120
	<i>Armor Value</i>
Front	30
R/L Side	21/21
Rear	21
Turret	27

Weapons and Ammo	Location	Tonnage
Ultra AC/10	Turret	10
Ammo (Ultra) 20	Body	2
2 Light Machine Guns	Front	5
Ammo (LMG) 300	Body	1.5
2 Flamers	Turret	1
Light Machine Gun	Right Side	.25
Light Machine Gun	Left Side	.25



SM1 TANK DESTROYER



Mass: 50 tons

Movement Type: Hover

Power Plant: 165 Standard Fusion

Cruising Speed: 86 kph

Flank Speed: 129 kph

Armor: Advanced Compound Beta

Armament:

4 Series 2C Light Machine Guns

1 Type 10 Ultra Autocannon/20

Manufacturer: LAW-Barcella

Primary Factory: Irece

Communications System: Unit 2J2 "Basher"

Targeting and Tracking System: Able-Seven Sensor Suite

Overview

With their immersion in the Inner Sphere, the Nova Cats were forced into the harsh realities of Sphere life far faster than the other invading clans who isolated themselves in their captured lands. The Nova Cats, however, found that their advanced BattleMech manufacturing capacity was lacking and they did not have the time or money to build up as they had done in the past. Instead, they slowly embraced the combined-arms approach that is far more popular in the Inner Sphere than the Clan homeworlds.

After the success of their Shoden experiment, the Nova Cats looked to build on this accomplishment with a fast-strike vehicle. The Nova Cats worked with LAW to design an inexpensive but effective hovertank to address the

Clan's limited construction capacity. At the same time, they agreed to retool LAW's Irece plant in exchange for a share of ownership in that facility and exclusive purchasing rights of the SM1 for the first five years of production. To maintain control over the plant's operations and avoid the cost of upgrading the plant to the technological level of the Clans, the Nova Cats are supplying the weaponry from their own Irece facilities rather than on-site. [EDITOR'S NOTE: The Nova Cats renamed Irece's planetary capital "New Barcella," after the Clan homeworld, which sometimes creates confusion about the SM1's production site.]

Capabilities

The SM1 is easy to manufacture. The chassis of either side is a mirror image of the other while the dual "bubble" cockpits are identical and redundant. The two halves are then sandwiched around the power plant and a large ballistic weapon, while the turret is added on top and the motive system below. Unsure how the final testing would go, designers started out with the intimidating Ultra class-20 autocannon to maximize its chances for success. There was some in-house humor that they had out-blitzkrieged the *Blitzkrieg*. For anti-infantry and back-up functions, quad light machine guns were mounted in the turret.

The top speed of 129 kph is a feature admired by all SM1 crews, since it allows them to escape anything that they can't deal with and catch many things they can. To new crews, the glass-like appearance of the cockpits can be worrisome, but once they have been through a few battles and seen how resilient the armored transparencies are, they tend to appreciate the excellent visibility. The rest of the hovercraft is well protected, with seven-and-a-half tons of armor allowing it to absorb some punishment and escape when the battlefield gets too hot.

Deployment

Since the beginning of the Jihad, LAW has tripled production at the request of the Nova Cats. Once a widely distained vehicle slowly filling the ranks, the SM1's success

on the battlefield has made the vehicle an accepted and common sight in Nova Cat formations. Additionally, the Ryuken have been seen using a few SM1s, presumably taken in honor battles with their neighbors. LAW has managed to turn a profit on parts to the Combine, as the agreement with the Nova Cats only specified complete tanks in the exclusivity agreement.

Variants

Somewhat shocked with the success of the original configuration, LAW went on to develop the SM1A and SM3 variants. The SM1A uses a class-20 LB-X autocannon and eliminates a ton of ammunition to add a light active probe and an array for the machine guns. The SM3 mounts a Gauss rifle and a medium pulse laser, but test runs have shown this model to be rather ineffective on the modern battlefield. Engineers have noted that the tonnage of the weaponry would allow the installation of an Arrow IV launcher on the hovercraft as well, but the reworking would be significant, and this concept has not moved past the speculation stage.

Notable Crews

Warriors Phyllis and Gaye: Former bondswomen and MechWarriors from the Jade Falcons, Warriors Phyllis and Gaye were assigned to pilot one of the first SM1s. They have racked up over a dozen kills in it so far, mostly by sluing around the back of an opponent and unleashing a torrent of firepower. With a *King Crab* and *Grand Titan* among Phyllis and Gaye's victims, some in the Touman wonder whether they would return to a 'Mech if given the opportunity.

Star Captain Joshi: After a Nova Cat Star Captain had a "vision" of Joshi's future following a bar fight where he managed to defeat two MechWarriors he was accepted as a bondsman. He has risen quickly in the Nova Cat Touman, bringing excellent vehicle command skills to the Clan.

SM1 TANK DESTROYER

Type: **SM1 Tank Destroyer**
 Technology Base: Clan
 Movement Type: Hover
 Tonnage: 50
 Battle Value: 1,585

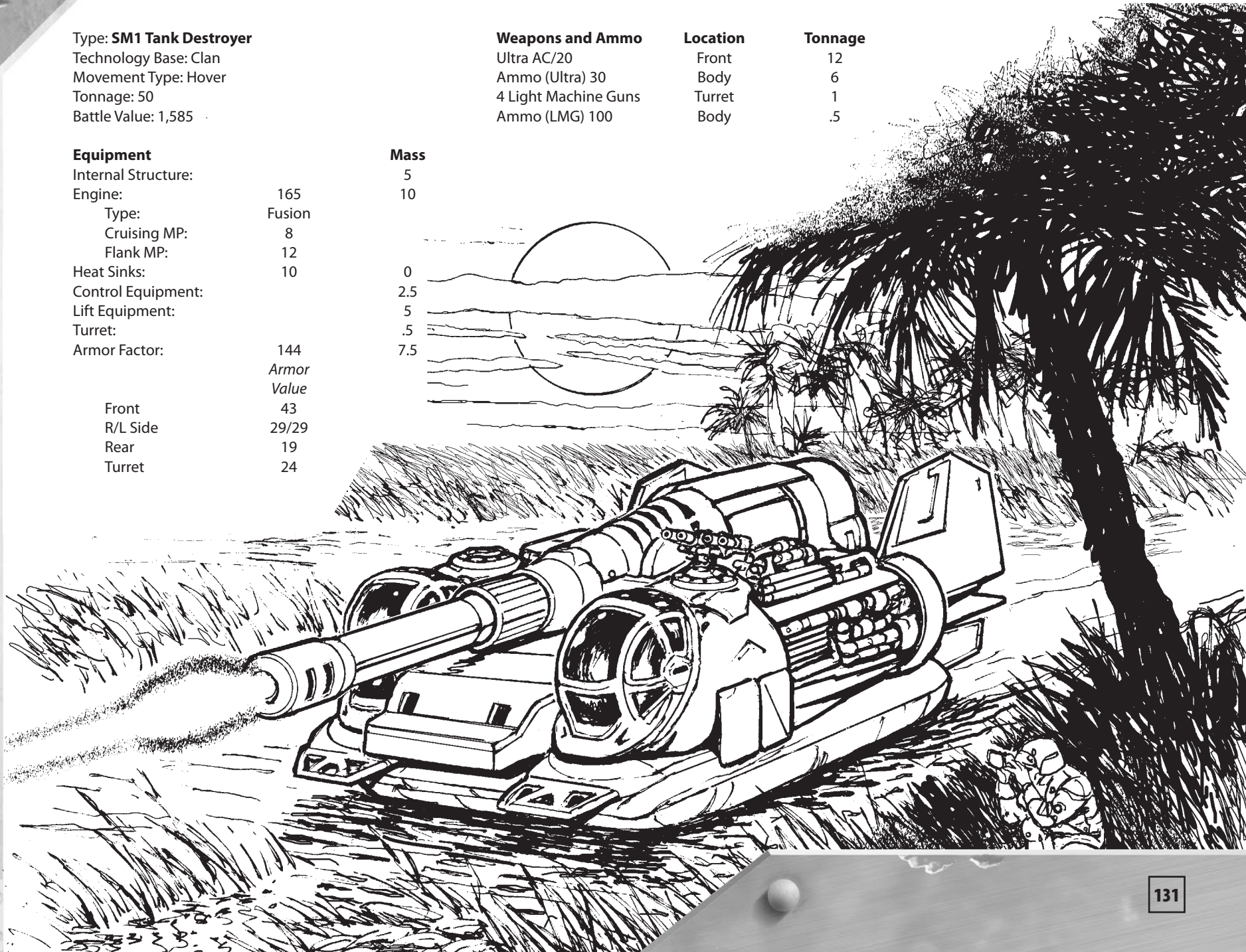
Weapons and Ammo
 Ultra AC/20
 Ammo (Ultra) 30
 4 Light Machine Guns
 Ammo (LMG) 100

Location
 Front
 Body
 Turret
 Body

Tonnage
 12
 6
 1
 .5

Equipment

		Mass
Internal Structure:		5
Engine:	165	10
Type:	Fusion	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Turret:		.5
Armor Factor:	144	7.5
	<i>Armor Value</i>	
Front	43	
R/L Side	29/29	
Rear	19	
Turret	24	



BEAR CUB



Mass: 25 tons

Chassis: Coriolis Class XXV

Power Plant: Firebox 200 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound A-4

Armament:

2 Series 2f ER Medium Lasers

1 Type 1 Cross-Pattern SRM 4

1 Type V LRM 5 Launcher

1 Series 1s ER Small Laser

Manufacturer: Bergan Industries

Primary Factory: Alshain

Communications System: CH2 Series Integrated

Targeting and Tracking System: Able-Seven Sensor Suite

Overview

Intended to be a simple and inexpensive second-line unit capable of filling a variety of roles, the *Bear Cub* design has existed on the drawing boards for the last seventy years. Originally conceived when Khan Nadia Winson of the Ghost Bears ordered new equipment designed in anticipation of the end of the Great Debate and the Clans' return to the Inner Sphere, development on the *Bear Cub* was halted when the Warden faction derailed the Crusaders' plans by proposing the Dragoon Compromise.

The brief conflict with the Draconis Combine and the belligerence of other Clans has prompted the Ghost Bears to resurrect the *Bear Cub* and put it into production alongside the *Ursus* at the Bergan Industries facilities on Alshain.

Capabilities

For such a light 'Mech, the *Bear Cub* is reasonably well armed, with a mixed array of weapons that make it suitable for a variety of combat roles. The LRM-5 provides limited long-range firepower, and the arm-mounted extended-range medium lasers add extra firepower at intermediate distances. The four-tube SRM system provides additional weapons support for close-in work, and an extended-range small laser adds a limited anti-infantry capability. A relatively speedy BattleMech, the *Bear Cub* can usually dictate the range of an engagement.

As it is not intended for front-line service, the Ghost Bear scientists and technicians who created the design cut some corners. The armor is not the advanced ferro-fibrous material found on many Clan BattleMechs, and the internal structure uses no advanced materials. Most significantly, the twelve heat sinks are not the double-strength variety used almost exclusively by the Clans, but instead are the far less effective single-efficiency models available from Inner Sphere facilities. Although this allows the *Bear Cub* to be built and repaired easily using materials captured or constructed in the Inner Sphere, the lack of advanced heat sinks can cause critical heat problems.

While functionally adequate, the cockpit is reportedly cramped and uncomfortable over extended periods of operation, even by Clan standards.

Deployment

The thrifty *Bear Cub* has been deployed throughout the Ghost Bear Dominion with Provisional Garrison Clusters and other second-line formations, where it serves as an effective defensive unit and allows the Ghost Bears to deploy their more advanced equipment in offensive operations. The *Bear Cub* has also proven itself to be well suited to a BattleMech trainer role and is the first BattleMech that a new generation of Ghost Bear warriors will pilot.

In 3070 Periphery raiders known as Barlow's Boys made a bold assault on Thule, doubtless hoping to grab some ClanTech. Unexpectedly encountering the Hind Paw Sibko—who were on field maneuvers with two Stars of *Bear Cubs*—Barlow attempted to break contact. Unfortunately for the bandits, the *Bear Cubs* easily outpaced their heavier (but antiquated) machines, and in raw firepower the two sides were almost evenly matched. Several hours later elements of the Fifty-fourth Provisional Garrison Cluster arrived to find two surviving *Bear Cubs* standing over the wreckage of the battlefield. The fifteen-year-old cadets had hanged the four bandits who had survived the destruction of their BattleMechs.

Variants

The Ghost Bears have produced two minor variations on the basic *Bear Cub* model. In the first, a second SRM-4 launcher is installed in place of the LRM-5, but this has proven less popular because it sacrifices the ability to engage an opponent at long range. The second version does the opposite, substituting a second LRM-5 for the SRM-4. Both variants still have problems dealing with the heat generated by the weapons array.

Notable MechWarriors

MechWarrior Cardine: Once a Star Commander in the Seventh Bear Guards, the Trueborn Cardine was badly wounded during the short war with the Draconis Combine. He lost an arm and was in a coma for several months after being pulled out of the wreckage of his *Vulture*. Finally pronounced fit for duty, he underwent a Trial of Position to regain command of his Star. He was still adjusting to his artificial limb, however, and performed poorly, earning relegation to the Fifty-fourth Provisional Garrison Cluster.

Star Commander Scott: The only surviving member of the Hind Paw Sibko to pass the Trial of Position, Scott's two kills have earned him the rank of Star Commander and acknowledgment as Clan Ghost Bear's latest ristar. Scott sees his posting with the Fifty-fourth Provisional Garrison Cluster as a temporary assignment.

BEAR CUB

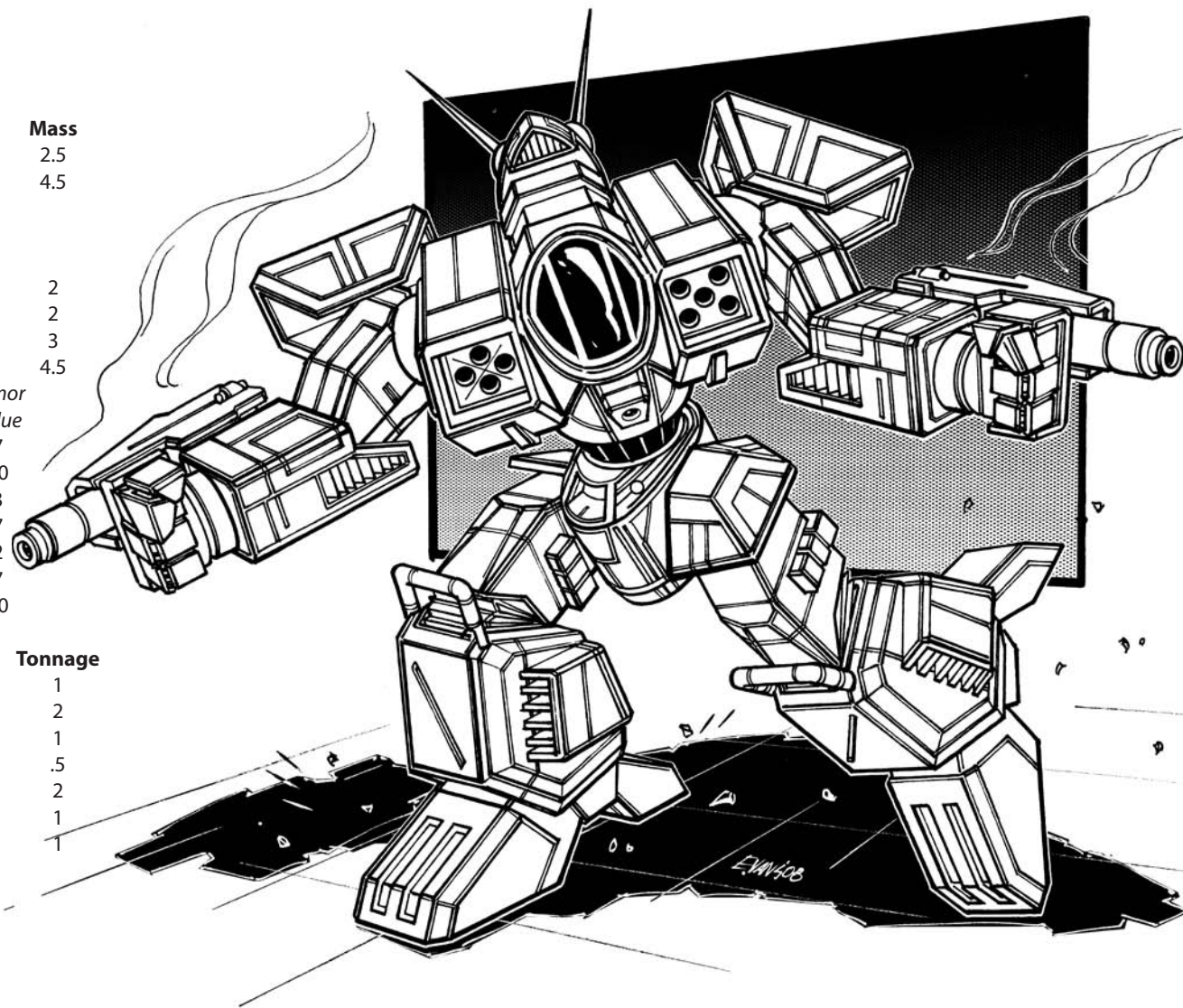
Type: **Bear Cub**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 1,052

Equipment

Internal Structure:		2.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head	3	7
Center Torso	8	10
Center Torso (rear)		3
R/L Torso	6	7
R/L Torso (rear)		2
R/L Arm	4	7
R/L Leg	6	10

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
ER Small Laser	CT	1	.5
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
ER Medium Laser	LA	1	1



CRIMSON HAWK



Mass: 25 tons
Chassis: York II XT
Power Plant: 125 York XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Series Type I Light
Jump Capacity: 150 meters
Armor: Compound 6A
Armament:
1 Series 7J Extended Range Large Laser
1 Series 7K Extended Range Large Laser
Manufacturer: Manufacturing Plant DSF-IT1
Primary Factory: Itabiana
Communications System: Able-Seven Sensor Suite
Targeting and Tracking System: Multi-Spread 9

Overview

Initially conceived and designed by Blood Spirit scientists, the *Crimson Hawk* was plagued incessantly with internal problems, system malfunctions, and a decided lack of resources. During the Star Adders' blockade of the Blood Spirit Clan on York, the Spirits suffered a slow constriction of resources, components, and morale. As the siege wore on, it became apparent that the Adders were keeping the Spirits from complete Annihilation only so they could be used as a ready-made crucible for their own warriors' development.

This became evident when the Adders stopped challenging other Clan merchant caste vessels from

approaching and leaving York. During one such trip in 3069, an observant Diamond Shark commander noticed a partially built *Crimson Hawk* in an out-of-the-way hangar. Intrigued, he issued a Trial of Possession for it. Shocked and outraged, the Spirits defended the Trial with a Binary of 'Mechs in the hellish Morgrave Swamplands. The battle was well fought, but the Sharks emerged from the swamps triumphant; only two Spirit warriors survived.

The *Crimson Hawk* and the entire Spirit technical and scientist team were then transferred to Itabiana, arriving in 3070. Safe outside the escalating warfare and confusion in the Homeworlds, the Sharks continued the development of the light 'Mech design in relative secrecy.

In 3073, Combine spies observed the Diamond Sharks loading eight *Overlord-Cs* with *Crimson Hawks* and subsequently disappearing on the *Titanic*. This tidbit was ignored until a chance rumor snagged from a Ghost Bear Watch intercept indicating that the *Titanic* had "run a vigorous Adder blockade and escorted several DropShips to the planet below before being split in half by a large WarShip, suspected to be the *Sovereign Right* or *Absolute Truth*."

Capabilities

The *Crimson Hawk* is a 'Mech of contradictions. Though the standard weapons are two extended-large lasers, they are not the same models. The 'Mech was designed with subterfuge in mind—clearly the Sharks' contribution—with the Series 7J and its massive cooling sleeve mounted to the top of the torso on a hinge mount reminiscent of the old *Shadow Hawk's* "stow and go" autocannon. The Series 7K on the right arm is stripped to its essential mountings and at first glance looks exactly like the Series 3K extended-range medium laser. The confusion is apparently intentional, as the mounting plates and connections can easily house the Series 3K, allowing the possibility of other mission equipment or weapons mounted elsewhere to pack a surprise for opponents.

Deployment

The *Crimson Hawk* has been eagerly snapped up by Falcon merchants, possibly due to the persistent rumors

of severe internal attacks that have devastated the Clan's Touman within the Falcon OZ. The Exiled Wolves have begun negotiations with the Sharks for the design and possibly a production facility.

Variants

Only two variants of the *Crimson Hawk* are known. The O5P observation team noted that the *Hawks* loaded on Itabiana mounted heavier-style lasers. Due to intel gathered after Operation Serpent indicating that the Blood Spirits have a fascination with the heavy laser design and that the weapon is an easy match in tonnage and power allotment for the Series 7 lasers, it is reasonable to assume that these *Crimson Hawks* mounted them instead of the standard extended-range versions.

The other variant seems to be a modified redesign being tested by the Wolves (in Exile) for possible production. Because it mounts heavier jump jets that give it twenty percent more distance, its internal structure appears to have been reinforced. The Series 7K large laser is replaced with a smaller Series 3K extended-range medium, making the now very maneuverable *Crimson Hawk* decidedly heat-efficient and more deadly as a scout 'Mech.

Notable MechWarrior

Galaxy Commander Stephan Faulk: A skilled Diamond Shark warrior who possesses the mind of a merchant, Faulk was the warrior who spotted the Spirit's first *Crimson Hawk* prototype and fought a successful Trial for it. The Spirits have since refused to deal with any other Diamond Shark warrior or merchant during the Shark's dwindling presence among the Homeworlds, respecting his battle prowess, if not his shrewdness. It is rumored among the merchant caste that it was at Faulk's insistence that over a Cluster's worth of *Crimson Hawks* was shipped to the Spirits, even after the Clan had departed the Homeworlds for good. What he has given up for such an odd request may never be known; he was last reported seen by the O5P boarding a shuttle bound for the *Titanic* when it left Itabiana.

CRIMSON HAWK

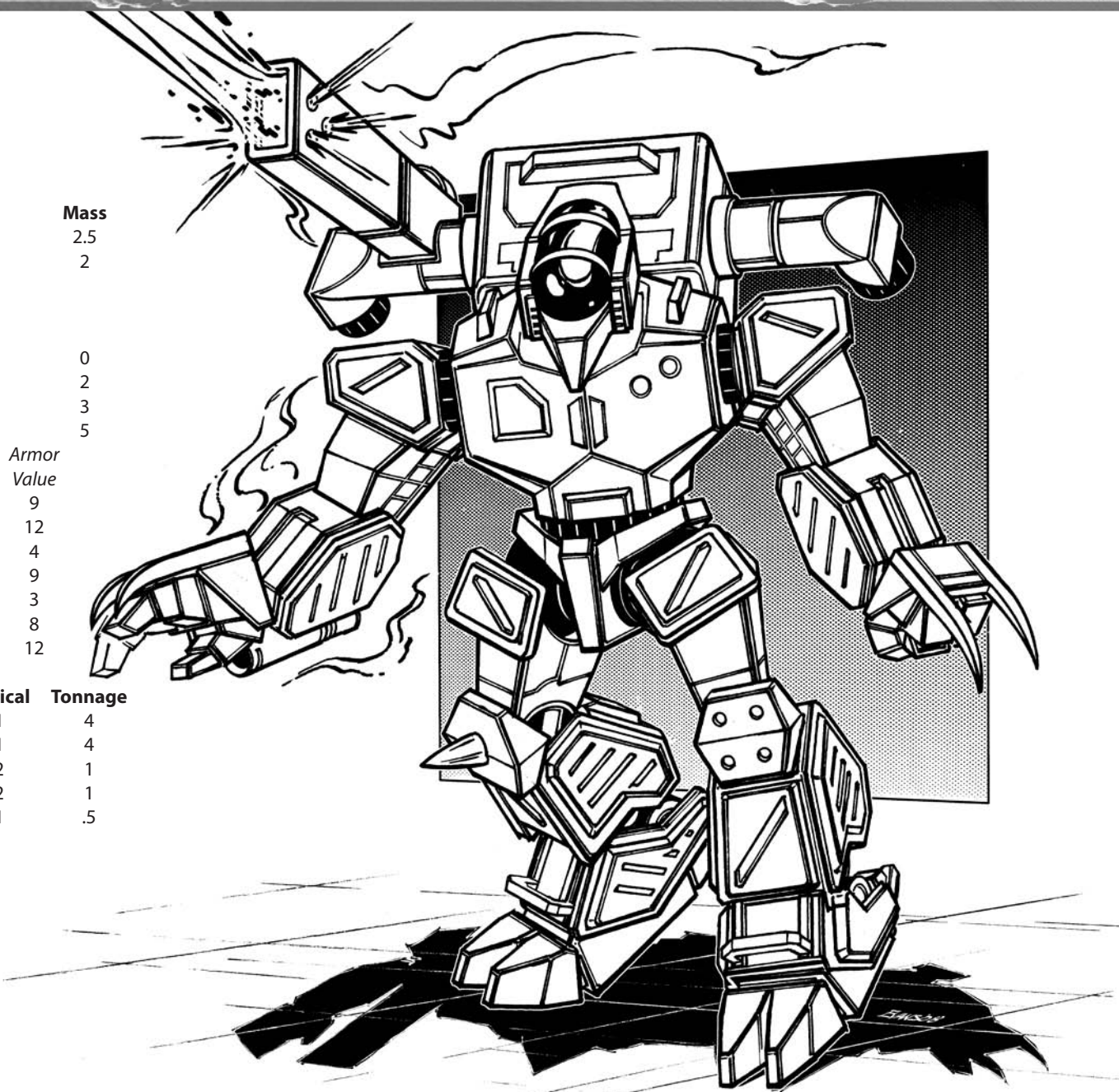
Type: **Crimson Hawk**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 1,285

Equipment

Internal Structure:		Mass
Engine:	125 XL	2.5
Walking MP:	5	2
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	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	9
R/L Torso (rear)		3
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
ER Large Laser	RT	1	4
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jet	CT	1	.5





Mass: 35 tons

Chassis: CurtissFox Ocelot

Power Plant: 210 General Systems XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Leaper Model L6

Jump Capacity: 180 meters

Armor: Forging FF01 Ferro-Fibrous

Armament:

2 Series 2d ER Medium Lasers

1 Model X Heavy Large Laser

1 Irecean "Squealer" Light Active Probe

Manufacturer: Irece Alpha

Primary Factory: Irece

Communications System: Raldon R1

Targeting and Tracking System: Dalban HiRez II

Overview

During their Abjuration and subsequent flight from Clan space, Clan Nova Cat, in an attempt to bring with them everything of value to their new home in Combine space, acquired a group of Smoke Jaguar scientists as *isorla*. Having had a vision about them being key to the Cats' need for a symbol of their rebirth, Khan Santin West assigned a pair of lead Nova Cat scientists to the team and charged them to immediately produce a viable design.

Despite reservations from those suspicious of anything to do with the former Clan Smoke Jaguar, the group was able to design a BattleMech that could be manufactured quickly and put on the firing line immediately.

Capabilities

Taking after Clan Wolf (in Exile), who had been surviving on the Inner Sphere side of the OZ border much longer, the Nova Cats designed a light chassis that could be produced in large numbers with sparse resources. Its main armament is a torso-mounted heavy large laser, providing a hefty mid-range punch backed by a pair of extended-range medium lasers. Designers first wanted to mount a single weapon, a Clan ER PPC, but only a few were available, as most were being sent to rebuild the already devastated Touman. Though also unable to produce any significant quantity of the Model X heavy large lasers—one of the few weapons the scientist team deemed necessary for a viable weapon system—a chance encounter with a Diamond Shark Trading Fleet provided them with a sizeable stockpile from which to draw until an in-house manufacturing source could be created. Originally mounted on the shoulder like the *Wolves' Pack Hunter*, the laser's focusing difficulties forced them to move it into the main torso cavity with shock absorbers to deal with the swift movements of the design in combat.

Unfortunately this had the side effect of limiting the overall fire arc, forcing many pilots to twist the 'Mech's torso more so than other designs—even occasionally in mid-air during evasive maneuvers—to bring the laser to bear, occasionally making this twist in mid-air during evasive maneuvers. To compensate for the awkward weight changes and chassis instability, the designers implemented a "stub wing" design for the jump pack to help keep the BattleMech balanced while jumping.

Deployment

Despite protests from many hard-line MechWarriors within Clan Nova Cat, the *Ocelot* was put into mass production and pushed to several frontline Clusters, while others allowed remaining OmniMechs in second-line units to be reassigned to frontline Galaxies.

During the disastrous attempt to retake Luthien in 3072, several Stars from Xi Galaxy, which included three *Ocelots*, were able to avoid being captured by Word of Blake forces. The massive punch of the heavy lasers downed several Blakist BattleMechs attempting to surround the surviving units before they could make it to their transports, allowing a portion of the remaining ground forces to make it to safety.

Variants

The *Ocelot 2*, mounting a now more common extended-range PPC instead of the heavy laser, sacrifices a heat sink, a half-ton of armor, and the active probe. This is mostly a MechWarrior preference and is an easy field modification, having being initially tested by engineers at the manufacturing plant.

The *Ocelot 3*, presently undergoing trials, replaces the heavy laser and the extended-range mediums with two heavy medium lasers in the arm and an extended-range large laser in the torso. Both a targeting computer and an ECM suite are added at the expense of three heat sinks to aid in long-range sniping and defense. Instead of manufacturing the electronics, Clan Nova Cat is in negotiations with the Diamond Sharks to provide a steady stream of both pieces in exchange for a certain percentage of Irece Alpha's output, though the details have yet to be finalized.

Notable MechWarriors

SaKhan Karl Devalis: Not initially impressed with the *Ocelot*, SaKhan Devalis insisted that he take the prototype out on the live-fire range in a mock Trial of Position. Within minutes, he had downed three light 'Mechs—an *Adder*, a *Kit Fox*, and the design's inspiration, a *Pack Hunter*. Afterwards, he commented to the scientist team, which still included the former Smoke Jaguar scientists who now wholeheartedly embraced their new Clan, "Agile as a Jaguar, swift as a Panther, dead as a Nova Cat. Though our warriors are superior in soul, it is good to have the weapon of the Jaguar. I welcome the *Ocelot* to the Clan so that we may merge the warrior spirit with the claws of battle."

OCELOT

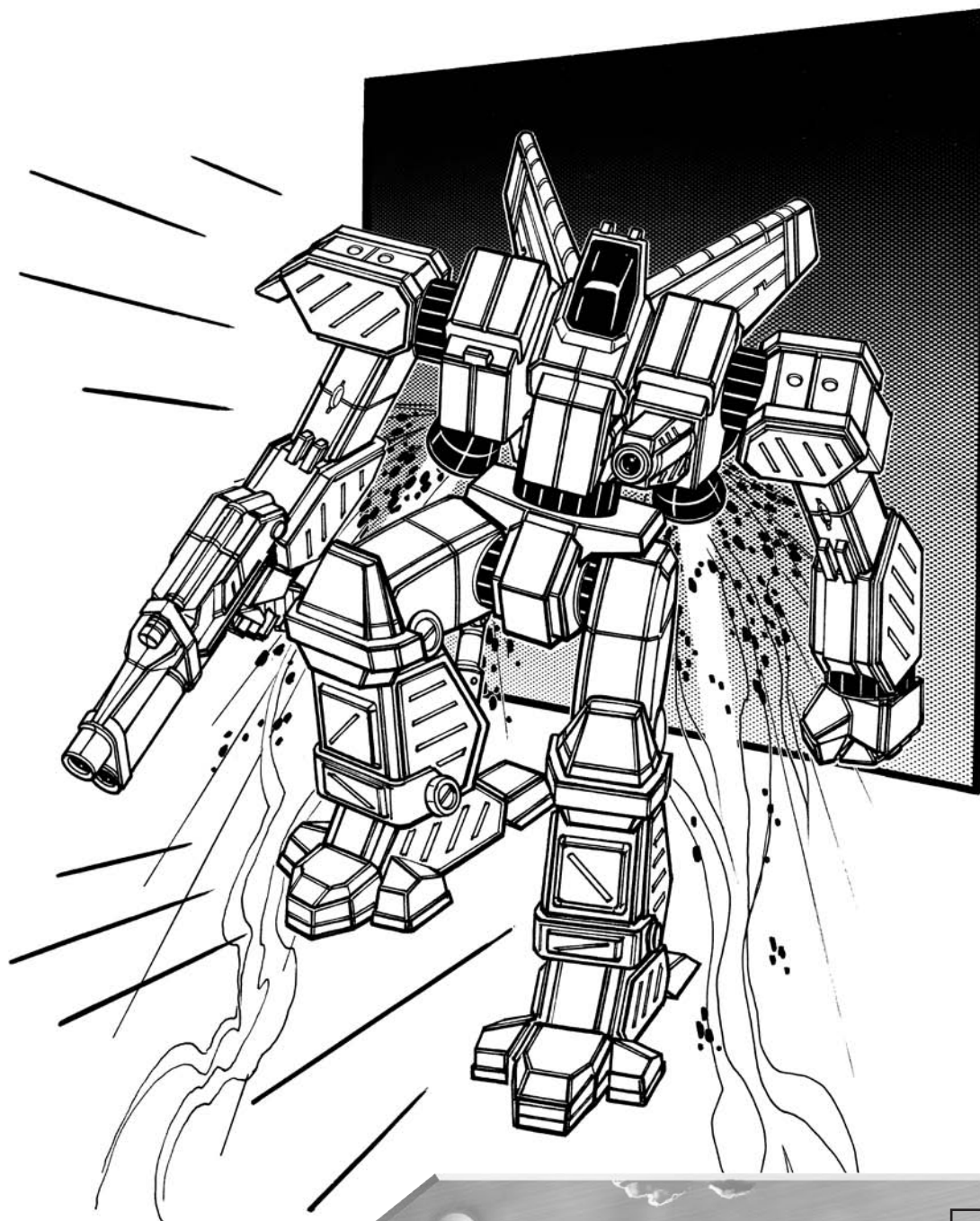
Type: **Ocelot**
 Technology Base: Clan
 Tonnage: 35
 Battle Value: 1,439

Equipment

		Mass
Internal Structure:		3.5
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	119	6.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		6
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
Heavy Large Laser	LT	3	4
2 ER Medium Lasers	RA	2	2
Light Active Probe	H	1	.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5



"PARIAH"



Mass: 55 tons
Chassis: Unknown
Power Plant: 275 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Unknown
Armament:
 28 tons of pod space available
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

[EDITOR'S NOTE: We received this report from our Diamond Shark contact on Itabiana. It's quite pieced together; considering the fact that the Sharks don't mention anything about their Homeworld dealings anymore, it's a miracle we got this much out of them. What I'm not understanding is why the Sharks are so upset by this new OmniMech. I've scoured it numerous times and added my own observations to this file. -PA]

In early 3072, the Diamond Shark enclave on Babylon was subjected to a nighttime assault that came out of nowhere. Leading the charge was a BattleMech design completely unrecognizable to any of the Clan's warriors. The only thing that was obvious was the Clan Coyote emblem emblazoned on its chest.

The Coyote force, which consisted of scores of these new 'Mechs, ProtoMechs, and battle armor, rolled over the Shark enclave in a matter of minutes. Though the elite warriors of the 39th Strike Cluster put up a valiant defense, it proved fruitless.

Across Babylon, the same scene replayed itself out at the Cobra and Hellion enclaves. Within twenty-four hours, the planet was in Coyote hands. While many Shark, Cobra, and Hellion lower castemen were able to leave if they chose, very few of these Clans' warriors made it offworld. The Sharks seem strangely obsessed with the entire incident; it is unclear as to why, since by all appearances it was standard Clan warfare as we understand it. It is quite possible the Coyotes might be challenging the Shark's market, though this conjecture makes little sense considering that the Clan's standard doctrine has little to do with the merchant caste.

Capabilities

The footage provided from technicians who observed the Babylon assault have led the Sharks to call this new medium-weight design the "Pariah". Though upon first glance it appears to be as dysfunctional as it is ugly, the performances of these 'Mechs on Babylon prove otherwise. Analysts have tagged them with the standard Omni nomenclature according to the frequency variants are seen on Babylon.

The "Pariah" Prime is something that should give many Star Commanders pause when faced with a full group of them (one observer saw seven Primes drop a Kingfisher in less than five seconds). The fact that this is the most common version with such a powerful new weapon seems to have disturbed the Sharks, who are arguably the biggest Clan supplier of the weapon.

The version tagged as the A configuration appears to be a flexible support version. The B configuration seems to be an anti-battle armor and ProtoMech killer; it is highly mobile with pod-mounted improved jump jets and was observed to be a devastating urban fighter.

The "Pariah" C appears to be geared toward vehicle and battle armor hunting. The triple plasma cannons that are included should give many warriors pause, especially if their 'Mechs are heat challenged.

The D appears to be either a command 'Mech or a flanking or support machine. Few of these were spotted on Babylon; most communication traffic seemed to be emanating from them during the attacks.

Deployment

Currently, the "Pariah" has only been seen among Clan Coyote forces; however, this information is at least three years out of date.

Type: "Pariah"
 Technology Base: Clan
 Tonnage: 55
 Battle Value: 2,511

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	172	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	18	23
Center Torso (rear)		7
R/L Torso	13	18
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Left Arm	7 Endo Steel	1
Right Arm	7 Ferro Fibrous	1
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
HAG 40	RT	10
Ammo (HAG) 12	LT	4
ER Large Laser	LT	1
Targeting Computer	LT	4

"PARIAH"

Alternate Configuration A

3 Heavy Small Lasers	RA	3	1.5
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
Double Heat Sink	RT	2	1
3 Heavy Small Lasers	LA	3	1.5
ATM 12	LT	5	7
Ammo (ATM) 15	LT	3	3
Double Heat Sink	LT	2	1
Double Heat Sink	CT	2	1
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1
Battle Value: 1,935			

Alternate Configuration B

Small Pulse Laser	RA	1	1
Double Heat Sink	RA	2	1
Large Pulse Laser	RT	2	6
Double Heat Sink	RT	2	1
2 Improved Jump Jets	RT	4	2
Small Pulse Laser	LA	1	1
Double Heat Sink	LA	2	1
Large Pulse Laser	LT	2	6
Targeting Computer	LT	3	3
2 Improved Jump Jets	LT	4	2
Small Pulse Laser	H	1	1
Improved Jump Jet	CT	2	1
Improved Jump Jet	RL	2	1
Improved Jump Jet	LL	2	1

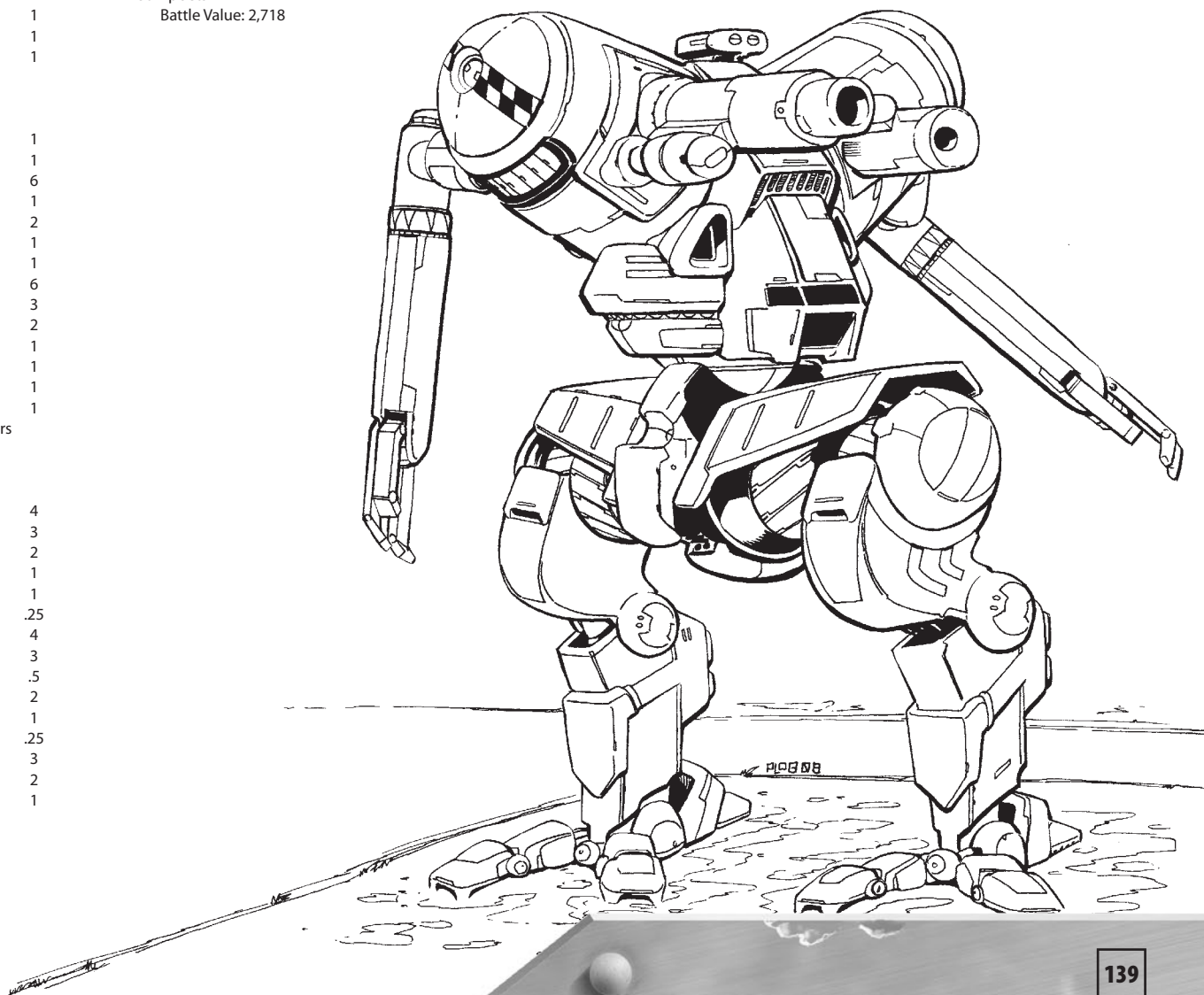
Note: Does not have Lower Arm or Hand Actuators
Battle Value: 2,310

Alternate Configuration C

2 Medium Pulse Lasers	RA	2	4
Plasma Cannon	RA	1	3
4 AP Gauss Rifles	RT	4	2
Ammo (AP Gauss) 40	RT	1	1
4 Machine Guns	RT	4	1
MG Array	RT	1	.25
2 Medium Pulse Lasers	LA	2	4
Plasma Cannon	LA	1	3
Ammo (MG) 100	LT	1	.5
4 AP Gauss Rifles	LT	4	2
4 Machine Guns	LT	4	1
Machine Gun Array	LT	1	.25
Plasma Cannon	H	1	3
Ammo (Plasma) 20	CT	2	2
Double Heat Sink	RL	2	1
Battle Value: 2,227			

Alternate Configuration D

Ultra AC/20	RT	8	12
Ammo (Ultra) 10	RT	2	2
ER PPC	LT	2	6
3 ER Small Lasers	LT	3	1.5
Targeting Computer	LT	4	4
Jump Jet	CT	1	.5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
Battle Value: 2,718			



SUN COBRA



Mass: 55 tons

Chassis: IX Endo Steel

Power Plant: 220 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Advanced/3

Armament:

2 Series II Gauss Rifles

Manufacturer: W-7 Facilities

Primary Factory: Tamar

Communications System: Build 1685 Tacticom

Targeting and Tracking System: Build 2 Cat TTS

Overview

Clan Wolf suffered grievous losses when the Word of Blake scoured Tamar with several small nuclear devices. With the Occupation Zone under assault by the Hell's Horses, the Ice Hellions, and even small Jade Falcon forces, Khan Vlad Ward's Wolves needed a new, simple BattleMech dedicated to one simple task: destroying the enemy. The scientist caste, looking for a new 'Mech to test several of the new production facilities being constructed on Tamar, developed the *Sun Cobra* just for this need, and so far the 'Mech has lived up to its billing.

Capabilities

The *Sun Cobra*, despite its name, is not a flashy 'Mech. It is not an OmniMech, nor is its armor modeled after a canine totem. It is not overly fast nor heavily armored. It does not appear in prominent positions in the Wolf Toman, nor is it hotly contested for in Trials of Possession. It has but one simple task, and it excels at that task as few other 'Mechs do. It is built to kill the enemy.

The *Sun Cobra's* design proposal called for "concentrated, directed firepower" along with the ability "to project precisely aimed destruction where most needed." The Scientist Caste delivered on those specifications and more.

The *Sun Cobra* is slow for a 'Mech of its mass, but speed is not called for. Its weapons load, a pair of deadly Gauss rifles, is well-balanced and unsupported by secondary weapons. A massive targeting computer, wrapped around the left edges of the XL fusion engine, provides delicate and devastating fire control for these killer guns. In the hands of the coolly competent Wolf warriors, *Sun Cobras* are shattering the Clan's enemies all across the Occupation Zone.

Deployment

Although it is a potent design, the *Sun Cobra's* singular construction is still sneered at by many trueborn warriors who prefer the versatility of OmniMechs. Because of this, a number of younger or freeborn Wolves have embraced the *Sun Cobra* and are using the machine to win victory after victory for their Clan and codices. In fact, in many of the Wolves' PGCs, entire Stars have been composed of this deadly 'Mech, often forming the anvil for the rest of their Trinary to hammer enemies upon.

Thus far the *Sun Cobra* has found a home in the ranks of Beta and Delta Galaxies, with only a few samples appearing in the high-profile ranks of the Alpha Galaxy. Most striking, however, is the rumor that a Diamond Shark envoy has been inquiring about the possibility to challenge for a production license for the Sharks' factories on Twycross.

Variants

Only in production since 3074, the *Sun Cobra* has no variants. With its similarities to one of the alternate configurations of the *Mad Dog* OmniMech, the *Sun Cobra's* fixed configuration may become an asset to production; those who want variety may simply transition to a *Mad Dog* and leave the *Sun Cobras* in the hands of more steady warriors.

Notable MechWarriors

Star Captain Edoras: Commander of an assault Trinary, Star Captain Edoras pilots his *Sun Cobra* wherever his Khan sends him. In the wake of the Tamar assault, Edoras and his Trinary challenged a small unit of Ghost Bears on Rasalhague for supplies and relief equipment. Faced with an assault Binary from the Bears' Alpha Galaxy, Edoras' Trinary fought a slow-moving battle punctuated by furious weapons exchanges. Four times the Bear warriors charged the Trinary, attempting to close and disrupt the *Sun Cobra's* formation, but each time the Wolf warriors held their ground and fired, using their targeting computers to pile damage on the Bear warriors. After the most junior Wolf warrior had succeeded in blowing both the legs off the Ghost Bear Star Captain's *Executioner*, the rest of the Binary requested hegira and retired.

MechWarrior Eileen: Eileen pilots the only *Sun Cobra* currently outside Clan Wolf. A member of the losing Binary on Rasalhague, Eileen was one of the warriors who claimed hegira and withdrew. Before the Wolf Trinary left Rasalhague, however, Eileen challenged one of the Wolf warriors for his 'Mech and met him unaugmented. A master of the ancient Terran martial art known as savate, Eileen defeated the Wolf and claimed the *Sun Cobra* as her own. Her fellow Ghost Bears look at her askance, as she gave up a *Dire Wolf* to pilot the *Sun Cobra*, but her victories in two subsequent Trials of Grievance have quieted the dissenters.

SUN COBRA

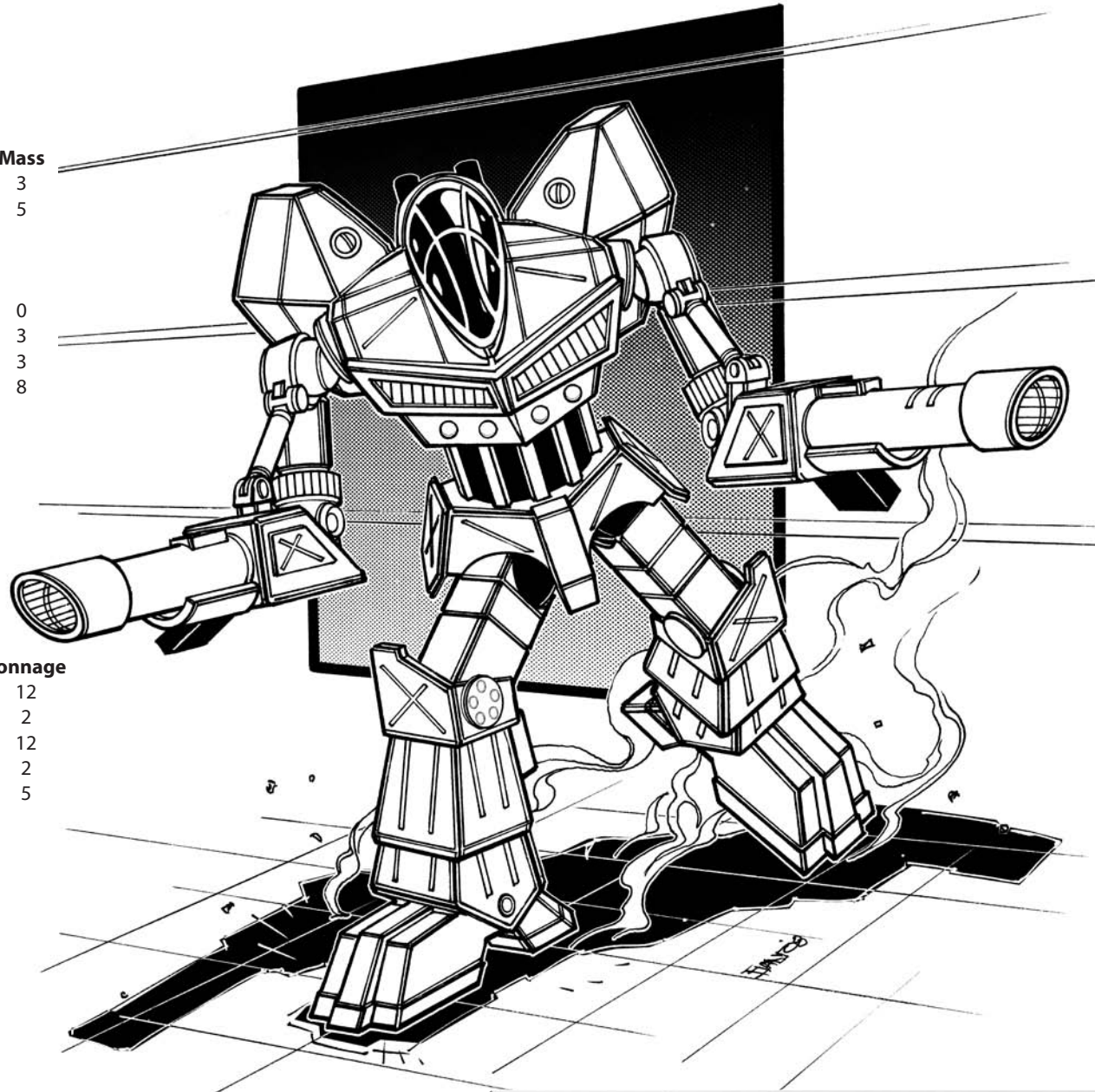
Type: **Sun Cobra**
 Technology Base: Clan
 Tonnage: 55
 Battle Value: 1,677

Equipment

Internal Structure:	Endo Steel	3
Engine:	220 XL	5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	18
Center Torso (rear)		7
R/L Torso	13	14
R/L Torso (rear)		5
R/L Arm	9	15
R/L Leg	13	13

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	8	12
Ammo (Gauss) 16	RA	2	2
Gauss Rifle	LA	8	12
Ammo (Gauss) 16	LA	2	2
Targeting Computer	LT	5	5



BALIUS



Mass: 65 tons
Chassis: Type BMHQ-5 Endo Steel
Power Plant: 390 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Forged Type HH35 Ferro-Fibrous
Armament:
 20 tons of pod space
 1 Creosote Special-H Flamer
Manufacturer: Hell's Horses
Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The genesis of the OmniMech known as the *Balius* seems to further support suspicions that the Hell's Horses' recent invasion is not happening by that Clan's time table. As with the *Cygnus*, efforts to produce this 'Mech were rushed, but so far all information indicates that the *Balius* is being hand-built by an elite group of techs assigned by Khan Cobb himself. This production procedure suggests an effort by the Khan to create a quintessential totem-'Mech for his Clan, a symbol of martial pride. The unknown cause of the abrupt and even forced nature of many of the Clan's actions since their return may warrant such an extraordinary (and expensive) venture to boost his Touman's morale.

Capabilities

Beyond an above-average quality of workmanship and reliability, the *Balius* is a capable heavy OmniMech, seemingly optimized for that Clan's preferred style of combat while counteracting a quad 'Mech's characteristic weaknesses. All weaponry save a flamer in the head is pod-mounted.

The primary configuration mounts a pair of ER large lasers backed by two medium pulse lasers. Another pair of rear-mounted medium pulse lasers protect the rear of the 'Mech. It is built to pick off opponents at range, utilizing its superior maneuverability to dictate the range, then closing in for the kill.

Configuration A sports a HAG-20 cannon supported by an ER large laser and ER medium laser on the opposite side. Two rear-mounted ER medium lasers round out the design.

Optimized for point-blank range combat, configuration B wields a pair of ER large lasers just like the Prime but relies on eight heavy small lasers for the bulk of its firepower. A pair of heat sinks helps deal with the output of this weaponry. A rear-mounted large pulse laser may be the largest rear-mounted weapon yet seen on a Clan OmniMech.

Configuration C wields two ATM-9 racks, along with two ER medium lasers and two rear-mounted medium pulse lasers.

The D configuration mounts an ER PPC and four ER medium lasers. Its rear weaponry consists of the typical pair of medium pulse lasers. It also mounts sufficient jump jets to provide a 180-meter jump capability.

Deployment

To date, the *Balius* has only been seen in the hands of the Hell's Horses most elite Bloodnamed MechWarriors, invariably of high rank or significance.

Notable MechWarriors

saKhan Tanya DeLaurel: After taking possession of the first *Balius*, DeLaurel was able to use it in battle several times during the Clan's engagements with the Wolves, and later against the Ice Hellions. An exemplary warrior in a 'Mech type that is largely ignored by other Clans, DeLaurel's own performance has done much to improve the respect the Clan's warriors have for their Khan's personal project.

Type: **Balius**
 Technology Base: Clan
 Tonnage: 65
 Battle Value: 2,157

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	390 XL	23
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	211	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		7
R/L Front Leg	15	27
R/L Rear Leg	15	27

Weight and Space Allocation

Location	Fixed	Spaces
Remaining		
Head	Flamer	0
Center Torso	None	2
Right Torso	2 XL Engine 3 Ferro Fibrous	7
Left Torso	2 XL Engine 3 Endo Steel	7
Right Front Leg	2 Ferro Fibrous	0
Left Front Leg	2 Endo Steel	0
Right Rear Leg	2 Ferro Fibrous	0
Left Rear Leg	2 Endo Steel	0

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
ER Large Laser	RT	1	4
Medium Pulse Laser	RT	1	2
2 Double Heat Sinks	RT	4	2
ER Large Laser	LT	1	4
Medium Pulse Laser	LT	1	2
2 Double Heat Sinks	LT	4	2
2 Medium Pulse Lasers	CT (R)	2	4

Alternate Configuration A

HAG 20	RT	6	10
ER Medium Laser	RT	1	1
Ammo (HAG20) 18	LT	3	3
ER Large Laser	LT	1	4
2 ER Medium Lasers	CT (R)	2	2
Battle Value: 2,201			

Alternate Configuration B

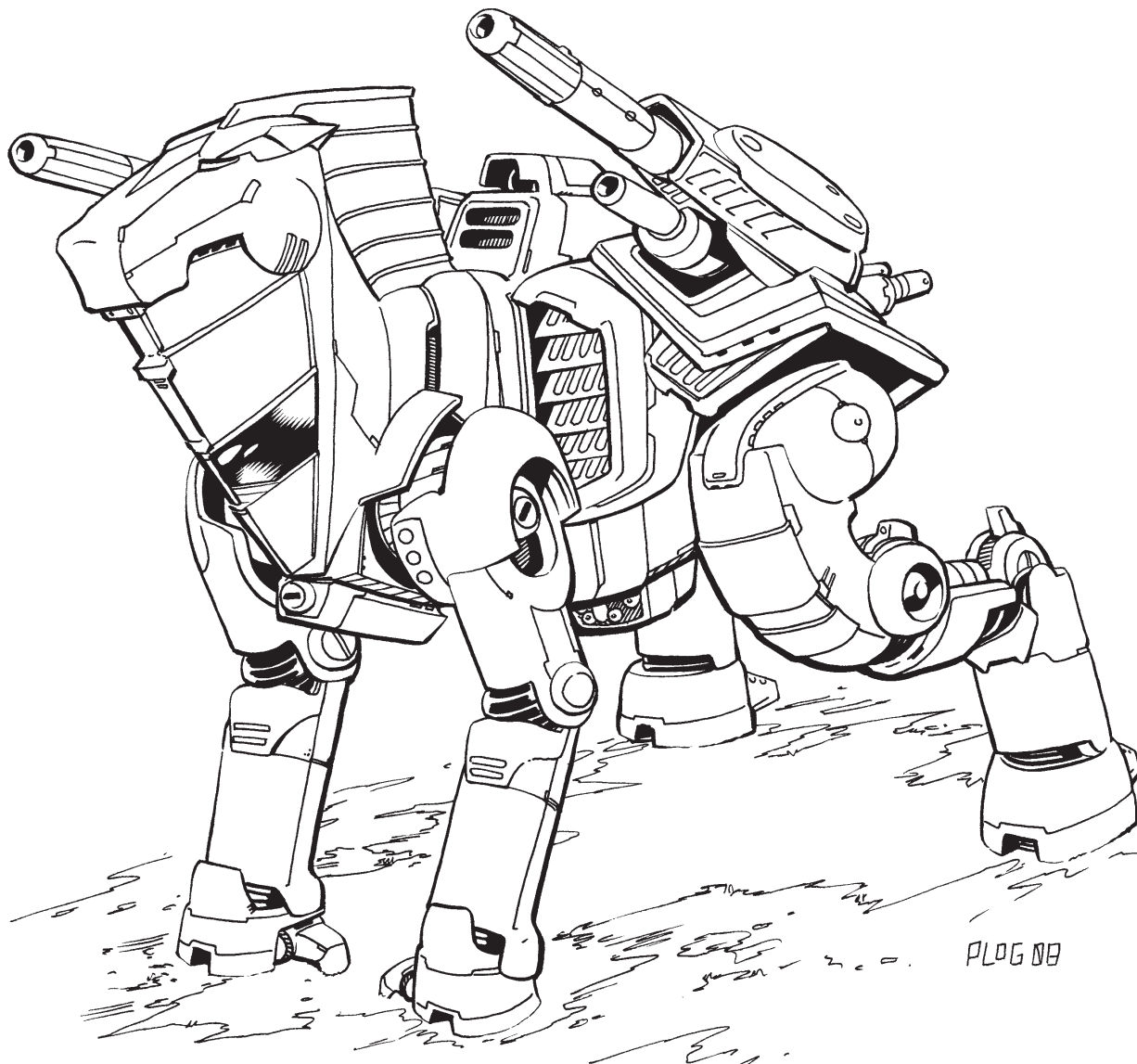
ER Large Laser	RT	1	4
4 Heavy Small Lasers	RT	4	2
Double Heat Sink	RT	2	1
ER Large Laser	LT	1	4
4 Heavy Small Lasers	LT	4	2
Double Heat Sink	LT	2	1
Large Pulse Laser	CT (R)	2	6
Battle Value: 2,029			

Alternate Configuration C

ATM 9	RT	4	5
Ammo (ATM 9)	RT	2	2
ER Medium Laser	RT	1	1
ATM 9	LT	4	5
ER Medium Laser	LT	1	1
Ammo (ATM 9)	LT	2	2
2 Medium Pulse Lasers	CT (R)	2	4
Battle Value: 2,103			

Alternate Configuration D

ER PPC	RT	2	6
3 Jump Jets	RT	3	3
4 ER Medium Lasers	LT	4	4
3 Jump Jets	LT	3	3
2 Medium Pulse Lasers	CT (R)	2	4
Battle Value: 2,417			



RYOKEN II



Mass: 75 tons

Chassis: DSAM ENDO 5

Power Plant: GM 375 Fusion Extralight

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging ZK20

Armament:

4 Type OVR-X LB 2-X Autocannon

2 Type XVI LRM 15 Launchers

Manufacturer: Bergan Industries

Primary Factory: Alshain

Communications System: Garret GBX-2 Amalgamated

Targeting and Tracking System: Alshain B4 Series 2 T&T

Overview

The original *Ryoken* (*Stormcrow*) OmniMech became a workhorse for the Clans, widely manufactured and deployed since its debut. But as careful as the Ghost Bear relocation to the Inner Sphere was, the Clan lost the ability to manufacture many of the standard Clan OmniMech lines, in part due to Trials fought against Clan Wolf (in Exile). However, to address this matter, the Ghost Bears—inspired by the Diamond Shark Clan's similar efforts to revitalize many such "classics" such as the *MadCat* (*Timber Wolf*)—turned to their recently refurbished manufacturing sites in the Dominion to devise a more powerful, redesigned

version of the *Ryoken*. Earlier this year, the first *Ryoken IIs*—a name selected by the Ghost Bears in an apparent effort to further embrace their Spheroid populace—walked off the assembly lines at Bergan Industries on Alshain, just in time to join the Ghost Bear forces now engaging the Word of Blake with a vengeance.

Capabilities

Although it looks fairly similar to the workhorse OmniMech from which it derives its name, the *Ryoken II* is much larger, outweighing the Clan *Storm Crow* by a full twenty tons. Though not constructed as an OmniMech (an apparent consequence of Bergan Industries' technical limitations or a rush to get the design into the field as quickly as possible), this 'Mech maintains the same mobility and armor profiles expected of Clan-made heavy designs, keeping pace with familiar standbys like the *Mad Cat* and the *Vulture*.

For firepower, the *Ryoken II* emphasizes range over all other concerns and is most adept at anti-vehicle and anti-fighter operations. Central to this is a quartet of LB 2-X autocannons, capable of inflicting damage at greater ranges than almost any other 'Mech-based weapon (beyond artillery), backed by a pair of 15-tube LRMs for better saturation fire. This makes the *Ryoken II* particularly good for fire-support missions and for lending a hand to beleaguered comrades in a chaotic battlefield. To maximize survivability, these weapons are entirely torso-mounted, leaving the arms and hands free for physical attacks (a tactic favored by some of the Bears' *abtakha* MechWarriors) or for other utilitarian purposes.

Deployment

Fresh from the assembly lines, the *Ryoken II* appears to be set for deployment to various Ghost Bear second-line forces, a surprising number of which have been called to assist in the Clan's new assault on the Word of Blake. Why the Bears are deploying so many units beyond the Dominion's borders is unclear, especially given the crises that continue to swirl at home in the wake of their

Rasalhagian annexation. Indeed, given the *Ryoken II*'s design origins and capabilities, it would seem more reasonable to keep such forces deployed at home, both to better support domestic peacekeeping efforts and to underscore the Dominion leaderships' willingness to work with its native population.

Variants

There have been no known variants of the *Ryoken II* observed in the field, but it is a very new design. A version reportedly in the planning stages, however, would replace all four of the 'Mech's OVR-X autocannons with a pair of deadlier Type DL Ultra-10s provided by the Horses in a recent trade. In addition to exchanging range for punch, however, this variant would also sacrifice two tons' worth of armor to provide ample ammunition for an extended firefight.

Another considered variant uses a similar approach but would install Hyper-Assault Gauss-20s instead of the DL Ultra-10s. To accomplish this, the Bears would likely need to expand their shaky trading alliance with the Horses. The two Clans may have put aside their feud, but many tensions remain, especially now that the Horses and Bears are once again neighboring Clans.

RYOKEN II

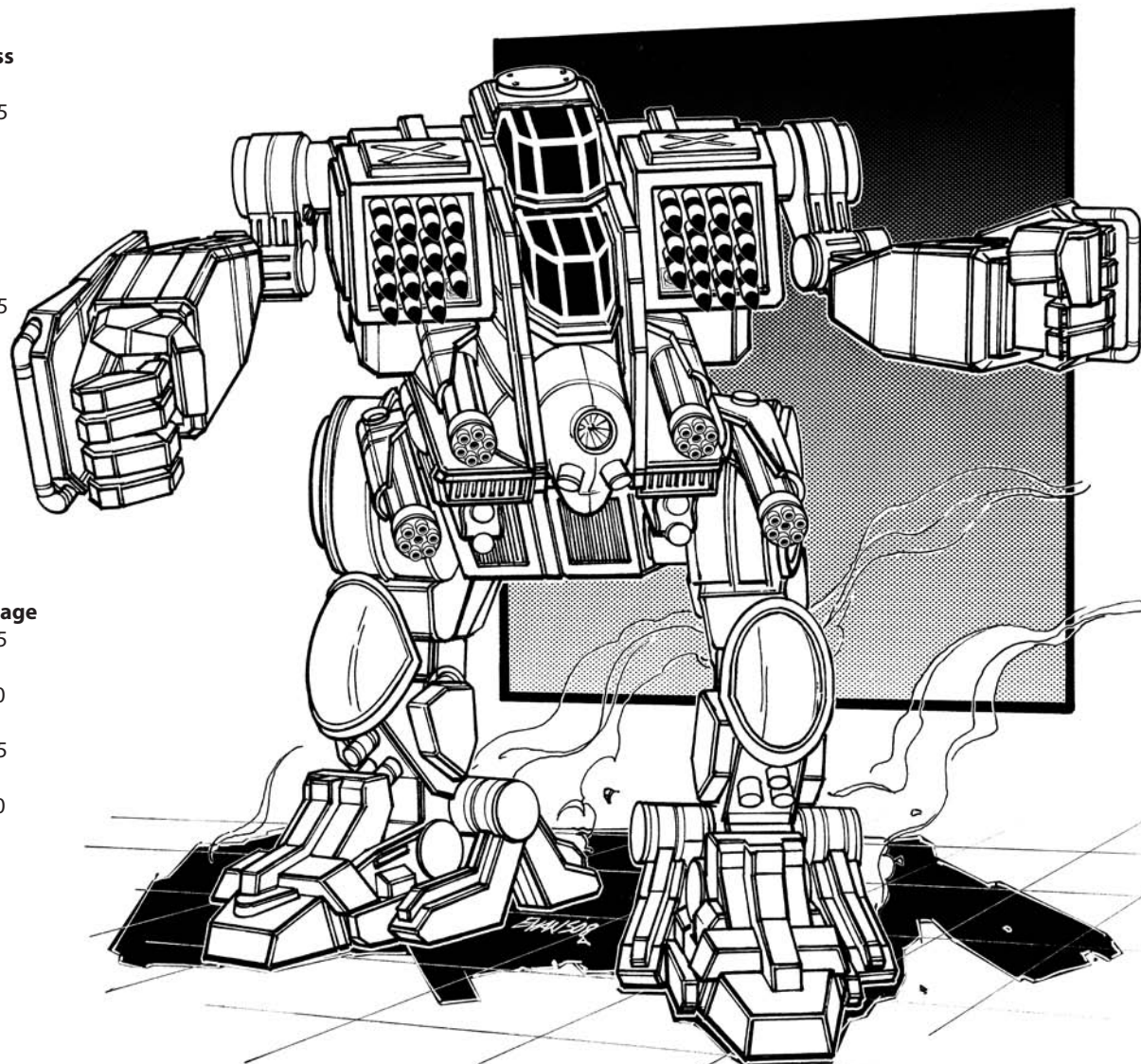
Type: **Ryoken II**
 Technology Base: Clan
 Tonnage: 75
 Battle Value: 1,801

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	32
Center Torso (rear)		11
R/L Torso	16	22
R/L Torso (rear)		8
R/L Arm	12	22
R/L Leg	16	30

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
2 LB 2-X AC	RT	6	10
Ammo (LB-X) 45	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 8	LT	1	1
2 LB 2-X AC	LT	6	10
Ammo (LB-X) 45	LT	1	1





Mass: 95 tons

Chassis: Type BMH-7 Endo Steel

Power Plant: GM 380 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Forged Type HH34 Standard

Armament:

2 Mydron Excel Ultra Type 10 Autocannon

4 Kolibri Omega Series Medium Pulse Lasers

Manufacturer: Transitional Facility HH-Beta, WC Site 1

Primary Factory: Mobile (HH-Beta),
Arc-Royal (WC Site 1)

Communications System: CH6 Series Integrated

Targeting and Tracking System: Hunter (7a)

Dedicated TTS with Targeting Computer

Overview

Apparently spurred on (at least in part) by a wave of fierce new fighting across the Clan homeworlds, the Horses' recent assault on Clan Wolf seemed almost desperate, like the actions of a military force on the run. The arrival of their civilian castes and a score of disassembled factories scant months later only served to enhance this appearance as the returning Horses raced to lay down roots in the Inner Sphere. As their invasion finally slowed in 3072, the exhausted Horses scrambled to recoup their military losses

with that same kind of desperation—going so far as to send merchant and military envoys to the Ghost Bears and Jade Falcons.

One of the fruits of this labor was the *Cygnus*, a BattleMech clearly developed in haste, with aid from unlikely allies in the exiled Wolves of Arc-Royal.

Capabilities

The *Cygnus* draws much of its inspiration from a newer variation on the *Annihilator*, an infamous design used by Wolf's Dragoons and now widely used by the Kell Hounds and the exiled Wolves on Arc-Royal. However, the chassis blends features found in classic Clan OmniMechs such as the *Masakari* (*Warhawk*) and the *Daishi* (*Dire Wolf*), including the distinctive "chicken walker" design and the hooded torso/canopy style.

Built as a standard BattleMech rather than an Omni, the *Cygnus* nonetheless maintains an impressive land speed for an assault-class unit, in keeping with Clan design standards. Its armor is of basic design, but there is enough to protect the endo-steel frame against the rigors of heavy combat.

The firepower, however, is where the lessons of the newer *Annihilators* truly shine. Impressed by the firepower of the ballistic monstrosity, the Horses saw potential in the *Annihilator's* payload style if it was mated with more efficient Clan technology. The Horses' engineers chose to mimic the *Annihilator's* quartet of LB 10-X weapons with a pair of arm-mounted Ultra AC/10s by coordinating with scientists from the Wolves (in Exile), while retaining the four medium pulse lasers for close-in defense. Although the result was less effective against conventional vehicles and infantry, the sheer firepower—especially mated to a targeting computer—can quickly devastate hardened units such as other BattleMechs.

Strangely, unusual problems with the arm assemblies—combined with the race to get the BattleMech into the field—forced engineers working on the *Cygnus* project to resort to an atypical approach when completing the chassis design. Presenting a distinctive look on the battlefield, the *Cygnus'* ammunition feeds actually seem to

run along the outside of the 'Mech's hull, spilling into the weapon from shoulder-mounted bins. Though this unusual design choice would appear to be a hazard in combat, the armored belts and feed mechanisms have proven surprisingly resilient in battle, and some Clan scientists have claimed that they may even reduce the chances of weapon misfeeds that could render the 'Mech's autocannons inoperative at a critical moment.

Deployment

As a brand-new design, only a dozen or so *Cygnuses* have appeared as of this writing, with most undergoing testing with the Hell's Horses and the exiled Wolves.

Variants

To date, the Horses have experimented with at least two known *Cygnus* variants that employ their new Hyper-Assault Gauss weapons. The *Cygnus 2*, a dedicated assault unit, trades both of the Mydron Ultra-10s, the targeting computer, and four heat sinks for a pair of massive HAG-40s with four tons of ammunition each. The pulse lasers on this model are also swapped out for extended-range versions, but while this payload is powerful, the 'Mech lacks the cooling capacity to effectively employ all its firepower at once.

The *Cygnus 3*, meanwhile, uses four much smaller HAG-20 weapons, but to do so, it drops five heat sinks, the targeting computer, and all lasers from the base design, and even sacrifices a ton of armor (mostly from the legs). A total of six tons of ammunition feeds these weapons, giving the *Cygnus 3* a mere ninety-second offensive lifespan of continuous fire, but the sheer volume of fire may well be enough to ensure that any units facing down these guns will not live to exploit this weakness.

CYGNUS

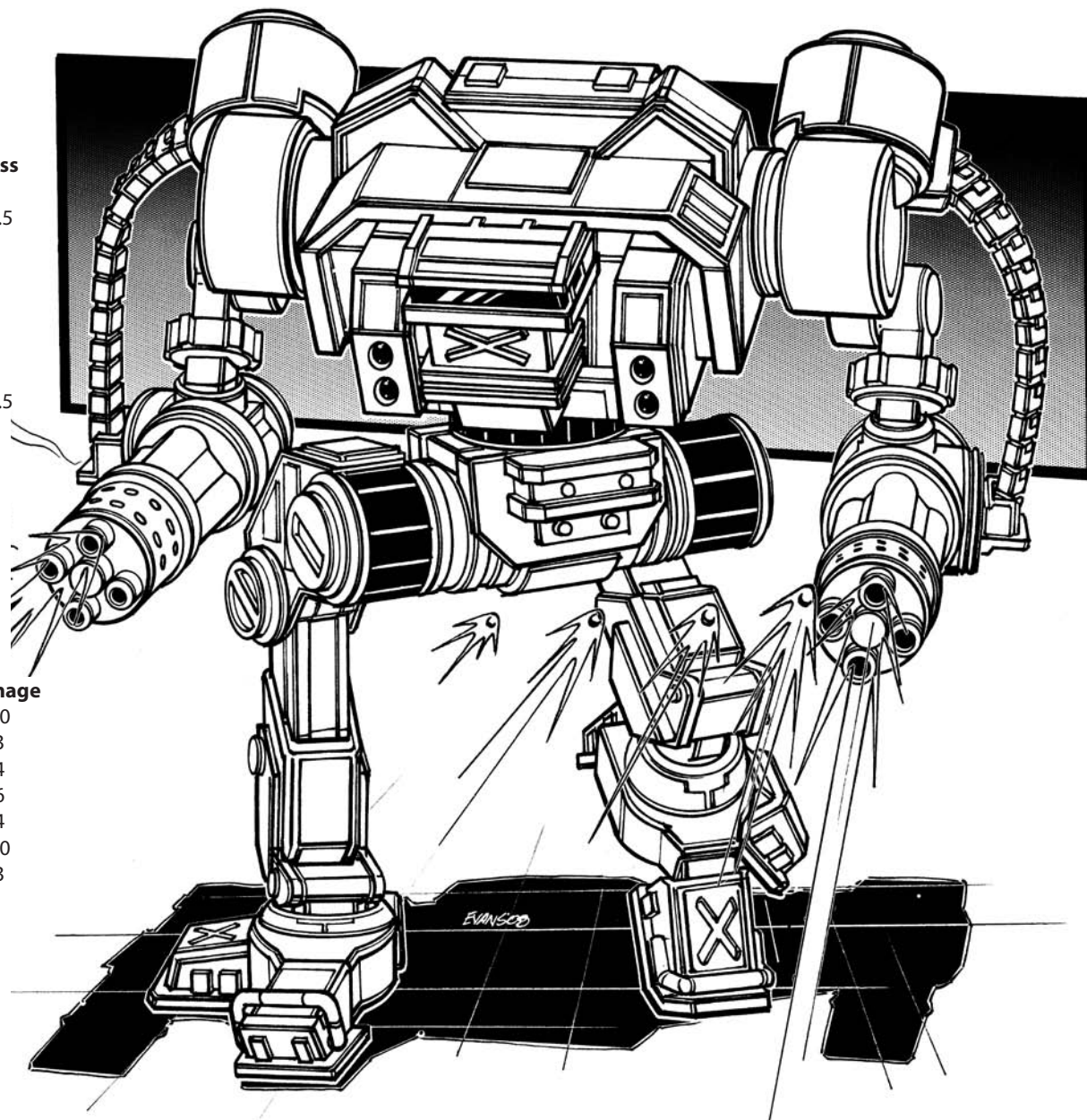
Type: **Cygnus**
 Technology Base: Clan
 Tonnage: 95
 Battle Value: 2,583

Equipment

Internal Structure:	Endo Steel	5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	280	17.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	38
Center Torso (rear)		15
R/L Torso	20	26
R/L Torso (rear)		14
R/L Arm	16	31
R/L Leg	20	38

Weapons and Ammo	Location	Critical	Tonnage
Ultra AC/10	RA	4	10
Ammo (Ultra) 30	RA	3	3
2 Medium Pulse Lasers	RT	2	4
Targeting Computer	RT	6	6
2 Medium Pulse Lasers	LT	2	4
Ultra AC/10	LA	4	10
Ammo (Ultra) 30	LA	3	3



JUPITER



Mass: 100 tons

Chassis: Olivetti Stage 9

Power Plant: Gorvachs 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Raydient Series 5

Armament:

2 Type XX Extended Range PPCs

2 Series IV Long-Range 15 Launchers

4 Type DL Ultra-5 Autocannons

Manufacturer: CJF Factory Zone 4

Primary Factory: Erewhon

Communications System: Raptor X-T Type iii

Targeting and Tracking System: Goshawk E-Series

Overview

Looking for a way to jump-start new production, Khan Pryde tasked the Scientist and Technician Castes to develop a new second-line assault 'Mech that would form the backbone of the Falcon's garrison clusters. The new design had to be resource-friendly and ready to go online by 3070.

The *Jupiter* came about quickly—suspiciously so. Rumors from the Falcon Zone suggested that the scientist caste had already developed such a design and was playing politics with the warriors before revealing it in late 3067. Production was slated to begin after a new factory complex was finished on Erewhon.

Jupiters began appearing in large quantities along most of the Periphery border in 3068, and the model

was eagerly embraced by the warrior's of the second-line units defending these worlds. When the Hellion assault began, it faced Falcon worlds bolstered with newly upgraded garrisons; many PGCs had their firepower increased exponentially, which gave the Falcons the capability to deliver devastating damage in the defense of their Periphery border.

Capabilities

Made of entirely of local resources, the *Jupiter* is a solid design capable of withstanding and dealing intense punishment for a significant amount of time. Utilizing a long-range paradigm that mixes PPCs and lighter caliber autocannon with the "spike collar" Goshawk sensor suite, which can be raised or lowered depending on battlefield conditions. Many Falcon warriors enjoy standing off and blasting down opponents at range. During the Hellion invasion, it was not uncommon for a Star of these 'Mechs to skyline a ridge and cut down Hellions by the Flurry before they reached spitting distance. Due to its incredible battlefield success, demand for the *Jupiter* among Falcon warriors has increased greatly, even among frontline Clusters, with rumors of warriors conducting Trials for the right to pilot the Cluster's small allotment.

Deployment

Before the "Hellion Tantrum," *Jupiters* were mainly found among Clan Jade Falcon's garrison clusters. Few early *Jupiters* made it back into the Homeworlds before the Falcons shut down their shipping lanes in the Deep Periphery after crushing the Hellions. With few exceptions, the new assault 'Mech has remained primarily a Falcon weapon, with the Clan winning every Trial issued for it. Strangely, *Jupiters* were reportedly seen in a dubious Hell's Horse attack that hit Thule in August 3073. How and why the Horses acquired the assault 'Mech remains to be seen, since the Falcons are adamant in their claims of having never lost a Trial for it.

Variants

One common variant of the *Jupiter* sacrifices some ranged firepower for mobility and heavy hitting power. Swapping out the four Ultra AC5s for dual Ultra AC10s and jump jets gives the *Jupiter 2* extra punch in closer range.

The design has become a favorite with many garrisons stationed on worlds with heavy urban and industrial targets.

In recent months, rumors have surfaced among Lyran Intelligence regarding a new *Jupiter* variant that mounts dual Hyper-Assault Gauss rifles. Paired with a set of Ultra autocannon 10s, this design is capable of dealing out a massive amount of devastation in one volley. This new variant would seem more at home among Horse units; why such a curious assault platform is being seen only among Falcon forces has many intel analysts scratching their heads.

Notable MechWarriors

Loremaster Brian Pryde: Commander of Clan Jade Falcon's Alpha Galaxy, Pryde was recently tapped as the unofficial successor to Loremaster Kael Pershaw, who perished during a Falcon assault into the Periphery in 3072. Specially groomed by the shrewd head of the Watch before his heroic demise, Pryde still retains command of his ad-hoc Galaxy (of which he is the only Bloodnamed warrior, by the Khan's initial decree). Pryde is cunning and ruthless in battle; one unconfirmed report mentioned an incredible solo stand against an entire enemy Star of ProtoMechs that lasted all of ten minutes.

Galaxy Commander Dorcas Helmar: Quickly taking command of Rho Galaxy after Lizabet Danforth fell to the Hellions on Winfield in 3072, Helmar proved himself an astute warrior and ristar in the Falcon counterattack. Challenging the Hellion's Delta Galaxy to a Trial, Helmar took on Galaxy Commander Damon Hawkins and his entire command Star. Despite the Hellion's dubious use of zellbrigen in the ensuing battle, Helmar managed to put down all four 'Mechs and a point of Sylph battle armor with near-surgical precision. Impressed with Helmar's warrior spirit and determination, Khan Marthe Pryde has since rotated the entire Galaxy to Sudeten in order to augment Falcon defenses against a possible Blakist counterattack.

JUPITER

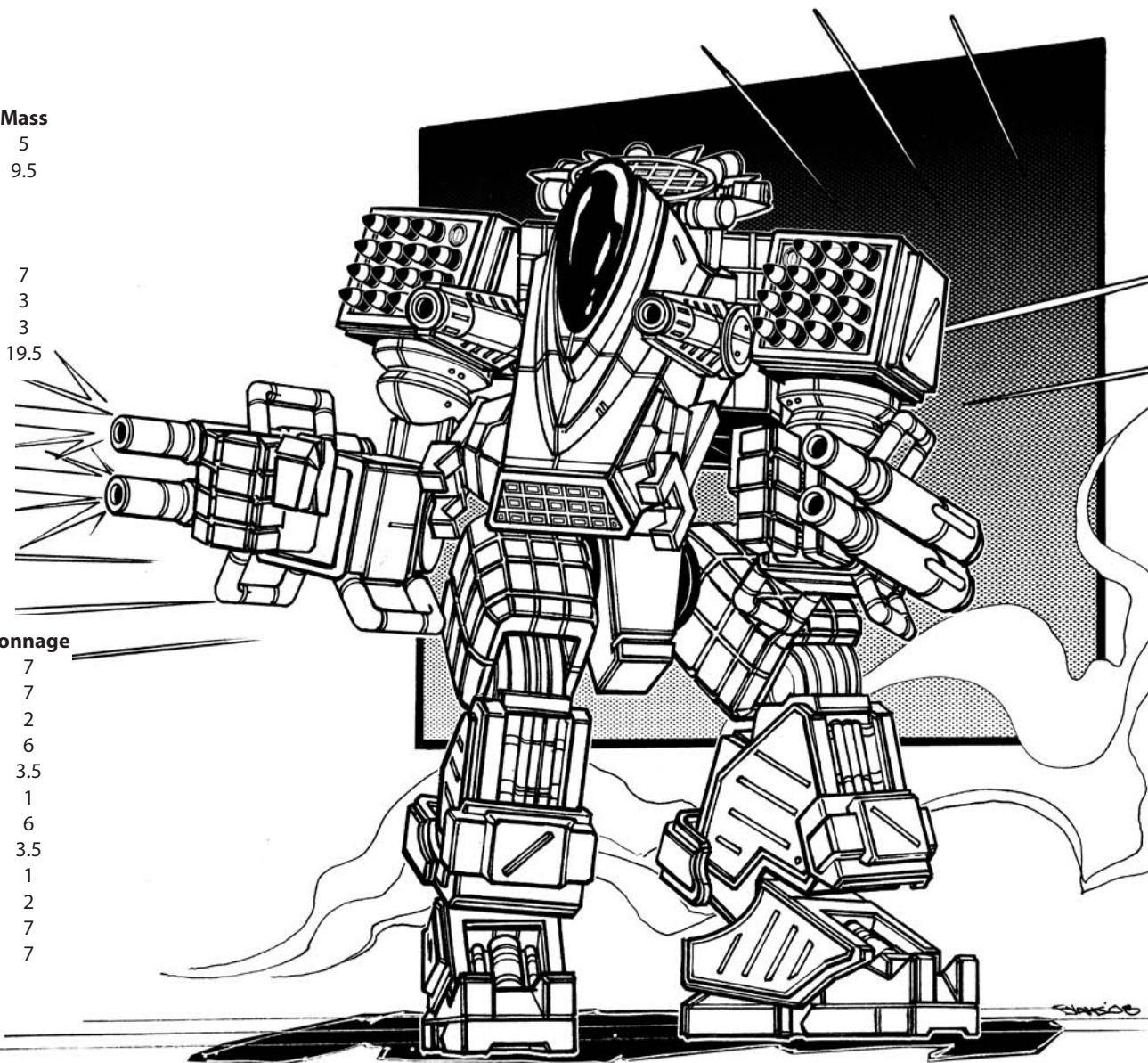
Type: **Jupiter**
 Technology Base: Clan
 Tonnage: 100
 Battle Value: 2,784

Equipment

Internal Structure:	Endo Steel	5
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
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
Ultra AC/5	RA	3	7
Ultra AC/5	RA	3	7
Ammo (Ultra) 40	RT	2	2
ER PPC	RT	2	6
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
ER PPC	LT	2	6
LRM 15	LT	2	3.5
Ammo (LRM) 8	LT	1	1
Ammo (Ultra) 40	LT	2	2
Ultra AC/5	LA	3	7
Ultra AC/5	LA	3	7



ERINYES



Mass: 2 tons
Chassis: Teslan Perricote
Power Plant: Fireball 12
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: 4 MicroTan Streaks
Jump Capacity: 120 meters
Armor: PermaPlate Standard
Armament:
1 SRM-1 Launcher
Manufacturer: CJF Factory Zone 5
Location: Erewhon
Communications System: PMT-429
Targeting and Tracking System: Ribaldi 402 TTS

Overview

One of the first ProtoMechs designed by Clan Jade Falcon after obtaining access from the deceased Smoke Jaguars' scientific records, the *Erinyes* was deemed a lackluster effort by the Khan. More a proof-of-concept design by the Falcons, it failed miserably in test raids against the Lyran Alliance; a very unimpressed Khan Marthe Pryde terminated the program in 3064.

Or so many believed.

Despite the program being shut down, dark and unconfirmed rumors swirled in the Periphery that the Scientist Caste continued to maintain the project at some secret location; most likely to improve upon the project for the Clan.

After the devastating attacks on Somerset and Winfield in the middle of 3072 by an unknown attacker, the truth of the matter became even more clouded.

With much of the enemy force fielding a large number of light ProtoMechs, including a newly upgraded version of the *Erinyes*, it became obvious to Loki agents that the Falcons were in major confusion over who and what had hit them. Popular conjecture from Clan experts have the ProtoMechs coming from the Dark Caste. Regardless, the Clan is tight-lipped regarding their enemy's attacks across the Occupation Zone between 3072 and 3074.

Capabilities

Originally built along the lines of the Jaguars' *Harpy*, the *Erinyes* is barely more than a slightly upgraded and heavier version of a basic Clan battlesuit. The torso mounts a single SRM tube with a small ammo bay that can only hold five rounds. Woefully underarmed for any type of combat save guard duty and riot control, it is easy to see why the Clan discontinued the program. Favoring quick-striking units that carry a heavier punch, the *Erinyes* is a design that does not fit the Clan's approach to warfare.

Deployment

After the failure of the original program, the bulk of the *Erinyes* built were redistributed to several Periphery border worlds, along with their pilots. The reshuffling that resulted—with many units being pulled to the Lyran border shortly after the second IncurSION—saw many of the Falcon coreward worlds guarded with *solahma* and ProtoMech forces. This left the Falcons ill-prepared for Clan Ice Hellion's whirlwind assault along the Falcon's Periphery border.

In the initial assault on Bone Norman, the Hellion's 200th Attack Cluster was nearly wiped out, thanks to the creative tactics and frequent ambushes by the Falcon's Eleventh PGC. With several of the Eleventh's Trinaries having been transferred to Beta and Gamma Galaxies and replaced with several Trinaries of ProtoMechs, mostly *Erinyes*, the Falcons used the heavy woods and canyons to stage multiple ambushes as the Hellions attempted to secure the planet after breaking zellbrigen in the first week of combat.

With restrictions off, Star Colonel Vikkers Helmar used the planet's restrictive terrain to his advantage.

Working in formations of at least a Star in size, the *Erinyes* navigated the heavy woodlands around the Hellion's command post and sniped enemy patrols as they returned from extended shifts. The *Erinyes* were very effective as they concentrated their fire on one target, often crippling it within a few salvos. Fading back into the underbrush, the ProtoMechs would make a clean escape using paths that were too restricting to the Hellion BattleMechs.

Variants

After the project was initially shelved in 3064, a newer variant was circulated through those ProtoMechs still in service. Pilots were given the option of using the original design or a newer one that sported a slightly heavier engine with a marginal increase in speed. The armor was lighter, however, and sported a small extended microlaser that did little damage to anything larger than an armored infantryman.

During the recent troubles that hit the Falcons from within, another new variant of *Erinyes* was detected. Falcon Watch reports intercepted by Loki show the design sporting the larger engine but mounting more leg armor and a light machine gun in the torso. The additional armor kept the *Erinyes* functional in the destructive city fighting on Sudeten, Blackjack, and Somerset.

Notable Pilots

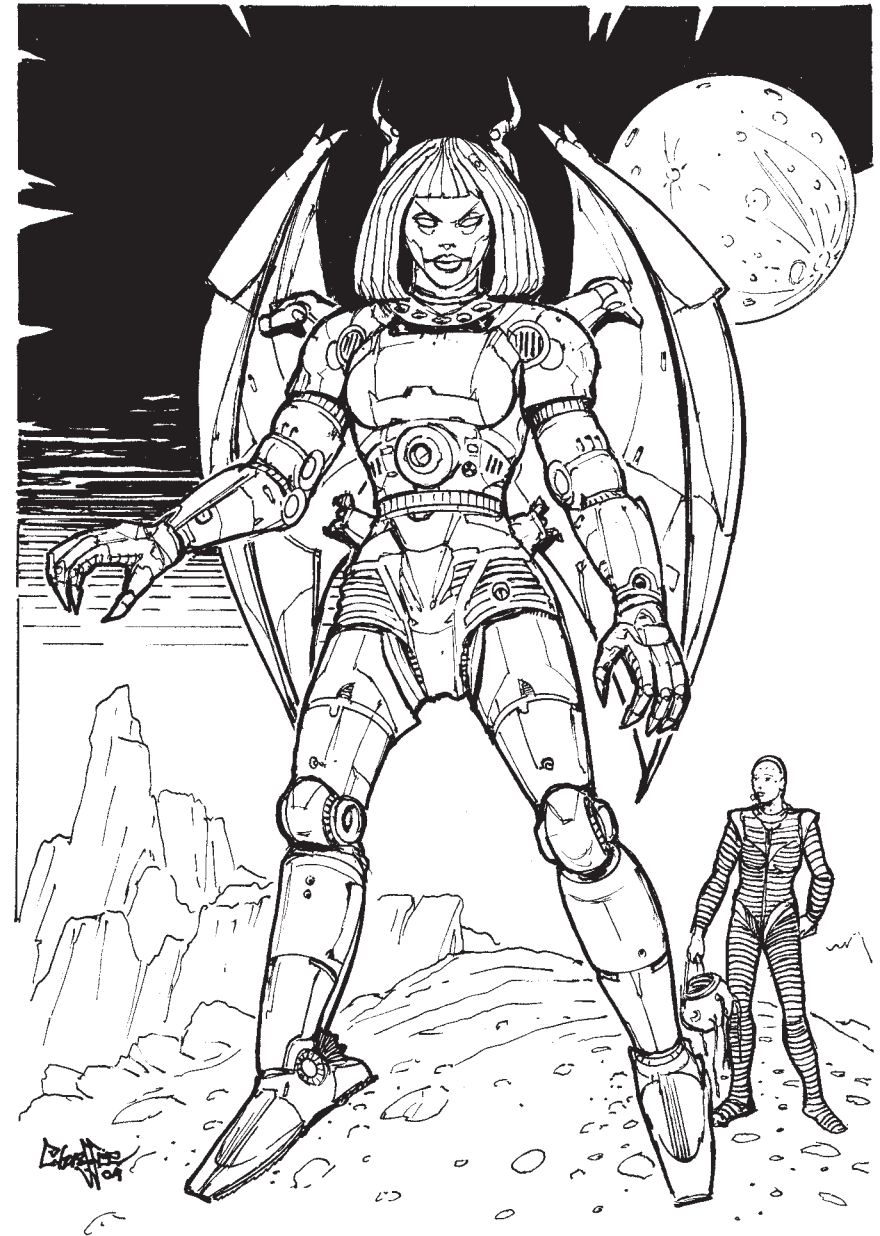
Star Captain Kandari Falcon: One of the Star Captains in charge of the harassment operations against the Hellions on Bone Norman, Kandari commanded the Star that nearly took down Ice Hellion saKhan Conner Rood's *Kit Fox*. Emptying every missile they had into the saKhan, the Star converged on the 'Mech and engaged it in hand-to-hand combat. The ProtoMechs failed only due to the saKhan's unfortunate ammunition explosion, which killed the last two of Kandari's Starmates and blew the Star Captain clear from the Khan's crippled 'Mech. The *Kit Fox* managed to escape before the Falcon ProtoMech could reorient himself to finish the fight.

ERINYES

Type: **Erinyes**
 Technology Base: Clan ProtoMech
 Tonnage: 2
 Battle Value: 67

Equipment		Mass (kg)
Internal Structure:		200
Engine:	12	300
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	0	0
Cockpit:		500
Armor Factor:	10	500
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	1	2
Torso	2	4
Main Gun	-	-
R/L Arm	1/1	1/1
Legs	2	2

Weapons and Ammo	Location	Mass (kg)
SRM 1	T	250
Ammo (SRM) 5	T	50



CECEROPS



Mass: 3 tons

Chassis: York Raptoris

Power Plant: 45 Type CX Fusion

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: BloodWeave Prosis

Armament:

1 ER Micro Laser

Manufacturer: Clan Blood Spirit Reserve Industriplex-2

Location: York

Communications System: Tabitha-II Howler

Targeting and Tracking System: CEC-PM 7

Overview

Fully designed by Clan Blood Spirit using resources “donated” by the Snow Ravens, the *Cecerops* is the first second-generation ProtoMech developed in the Clan Homeworlds. Bearing a striking resemblance to the sphinx-raptor found on a few Clan worlds, the snakelike *Cecerops* is quite comparable to that deadly hunter with its speed and agility. Among the Blood Spirit ProtoMech forces, being a pilot of a *Cecerops* is considered an extremely high honor.

With BattleMechs becoming a major casualty in the continuing war for York between the Spirits and Adders, ProtoMechs have practically usurped most of the Clan’s Touman as a necessary weapon of choice. Rumors of failed MechWarrior sibkos attempting to adapt to the Spirit’s

ProtoMech program abound, as it seems to be the only logical reason why the Clan is able to field such large numbers of them effectively.

Capabilities

The defining characteristic of the *Cecerops*, aside from its snakelike visage, is speed. Only a couple of ProtoMech designs can equal or exceed the *Cecerops*’ tremendous land speed, and it can easily keep pace with most light BattleMechs and hovercraft forces. Even when standing still, the *Cecerops* looks as if it is in motion; the forward thrusting head and cowl are aerodynamically engineered to reduce drag and give it the appearance of constant movement.

Utilizing an ER micro laser avoids ammunition dependency, allowing *Cecerops* Stars to function for long periods in the field; the self-sufficiency of the design makes it a favorite of many Cluster commanders. When operating in packs, the overwhelming and constant barrage of laser fire can intimidate most medium ‘Mech pilots and bring down light ‘Mechs with proper tactics. Most *Cecerops* pilots are highly experienced by the time they make it to such an honored weapon system; the chaotic swirl of a *Cecerops* pack can be hypnotic and deadly to a sensor-overloaded ‘Mech pilot. The similarity to the sphinx-raptor’s hunting style is a deliberate choice and one that seems to be highly effective for the Clan.

Deployment

The *Cecerops* is found predominately among Clan Blood Spirit forces. Several shipments of the ProtoMech went to the Snow Ravens initially, though that agreement ended in 3071 with the Ravens’ abrupt departure from Clanspace. None have been shipped off York since 3072, partially due to the destruction of one of the production facilities by Clan Cloud Cobra. Fortunately, the Spirits managed to convert one of the defunct facilities left on Albion by the Ravens and have begun producing as many of the design as possible. Even so, no other Clan is known to use the *Cecerops* aside from the few Clusters remaining in Raven hands.

However, this information appears to contradict rumored sightings of *Cecerops* among several small raiding

forces that hit the Falcon and Horse Occupation Zones in late 3073. These designs seemed modified from the original version built by the Spirits. These gray-painted forces were responsible for the surprise attacks on several warrior barracks and arming facilities across both Clans’ zones. If the Falcons and Horses have knowledge of their attackers, they have not revealed it to the Inner Sphere.

Variants

The Blood Spirits utilize a few variants, developed during their constant clashes with the Adders on Arcadia and Albion. The first and most widely used variant reduces the power plant size by a hair, allowing enough room in the torso to mount an ammunition-efficient Streak SRM-1 launcher. Another variant reduces engine size, slowing it even more, in order to mount a heavier SRM-2 launcher, along with a slight armor upgrade. This design is not favored by many *Cecerops* pilots, as the cockpit is completely restructured in order to fit the bigger missile launcher, making it exceedingly cramped even by ProtoMech standards. Pilots with the McFadden blood lineage tend to gravitate to this version, however, as their smaller body type seems more comfortable in the compacted space.

The last known recorded variant is one reportedly seen with the mysterious attackers that have burned several Clan economic centers in the Falcon and Horse zones. It has a speed equivalent to the Streak version but mounts an energy-efficient micro pulse laser. This version is easier to put down, however, as it seems to mount less armor in the head and legs. Indeed, the visual aspect of the head seems to support this analysis, as the raptor-like skull has more of a decidedly skeletal visage.

Notable Pilots

Star Commander Iris McFadden: One of the few successful ProtoMech phenotype warriors produced by the Blood Spirits, Iris McFadden has proved her worth to the Clan in spades. She was instrumental in protecting Facility 402 from a massive Adder assault in 3070, rallying her Trinary of *Cecerops* and *Chrysaors* to savage and decimate an Adder Nova led by Galaxy Commander Valerie Talasko.

CECEROPS

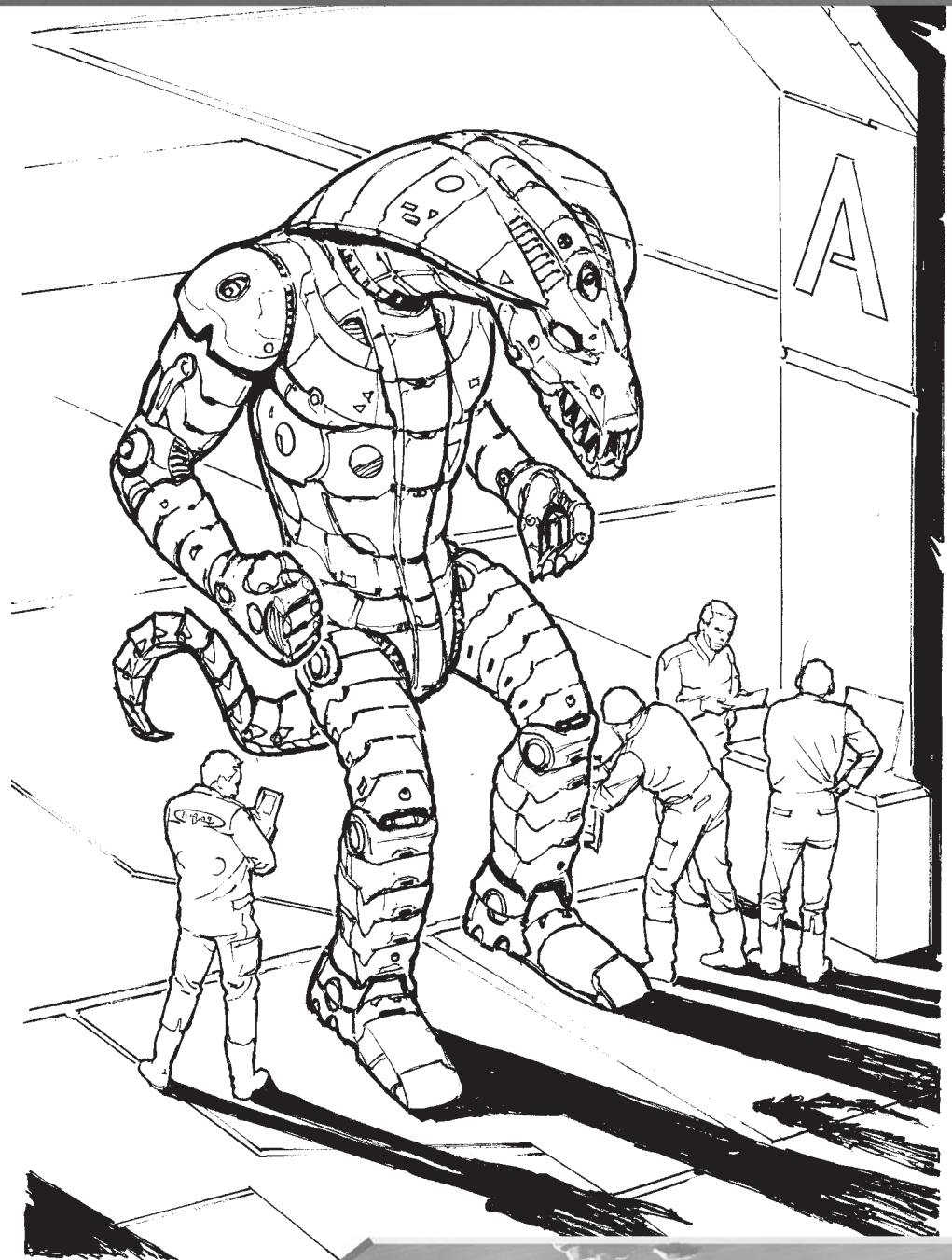
Type: **Cecerops**
 Technology Base: Clan
 Tonnage: 3
 Battle Value: 86

Equipment

		Mass (kg)
Internal Structure:		300
Engine:	45	1,000
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	1	250
Cockpit:		500
Armor Factor:	14	700
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	1	3
Torso	3	5
Main Gun	-	-
R/L Arm	1/1	1/1
Legs	2	4

Weapons and Ammo

	Location	Mass (kg)
ER Micro Laser	T	250





Mass: 4 tons

Chassis: ProtoMech Standard 4-O

Power Plant: 36 Fusion

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: ProtoMech Standard

Armament:

4 Single-Tube SRM Launchers

Manufacturer: Clan Hell's Horses Industriplex Upsilon

Primary Factory: Niles

Communications System: CH5-Baker Series Augmented

Targeting and Tracking System: EI-Pattern J, Series 2.1

Overview

After the Clans' first failure to gain an Inner Sphere foothold and the rise of James Cobb to the Khanship, Clan Hell's Horses launched a revitalization program aimed at both recovering the Clan's damaged morale and preparing its Touman for an eventual return to the Occupation Zones. ProtoMech technology, initially used by the Horses on a probationary basis after they assimilated it from the fallen Smoke Jaguars, was gradually introduced into the Clan's combined arms doctrine at this time. In 3066, after confirming the value of many first generation ProtoMechs, the Horses unveiled their first homegrown model, built with their own unique battle philosophies in mind.

Capabilities

The four-ton *Orc* is built for speed and maneuverability, with overland speeds comparable to many Clan medium 'Mechs. Its weapons load—a quartet of single-tube SRM launchers spread across the arms and torso—is ideal for anti-vehicle or anti-infantry work, areas the Horses themselves have sworn by for centuries.

Deployment

After their pre-invasion revitalization, the Horses fielded entire ProtoMech Stars as special attachments to every Cluster in their frontline forces, with some operating Binaries or even Trinaries, spread out across the formation. Every ProtoMech Star assigned to the Clan's Alpha and Beta Galaxies fielded as many as two *Orcs*.

Recent observations, however, have shown a sharp decline in ProtoMech deployment across the Horses' entire Touman, following a rash of raids by other, unidentified Clan forces in and around their new Occupation Zone. Though details are scarce, the mysterious invaders, fielding ProtoMechs of their own, may represent other Homeworld Clans eager to capitalize on the Horses' success and the chaos of the Jihad for their own ends. It is largely presumed that many of the Horses' own ProtoMechs fell victim to these attackers, who have largely focused on lesser objectives the Clan might commonly assign only a few Points to garrison.

Variants

A long-range variant of the *Orc*, in which all four SRM tubes are replaced with two LRM-2 packs and a machine gun, entered production sometime in the middle of 3067. Known as the *Orc 2*, its primary weapon lacks the ammo endurance of the base model's SRMs but can provide long-range cover fire to beleaguered comrades.

A more extreme variant on the *Orc* has also been witnessed that carries a total of five SRM tubes, with one in each arm and three in the torso, each with three shots. To mount this kind of firepower, the *Orc 3* sacrifices armor, making it easier to kill.

The *Orc 4*, meanwhile, appears to be a compromise between the *Orc 2* and the *Orc 3*. With a three-tube SRM launcher in the main body, it also carries a machine gun in each arm, with just enough ammunition for a minute of sustained fire.

Notable Pilots

Warrior Elo: According to her codex, Elo (of the Dudzinsky Bloodhouse) effectively failed her Trial of Position as an aerospace pilot before she even climbed into her cockpit, but tested high enough in ground combat aptitudes to be selected for the Horses' ProtoMech program. Demonstrating "unHorselike" contempt for ground troops—particularly infantry and vehicles—Elo took an immediate shine to the newly developed *Orc* ProtoMech and was among the first Horses to insist on deploying with incendiary weapons loads during field trials.

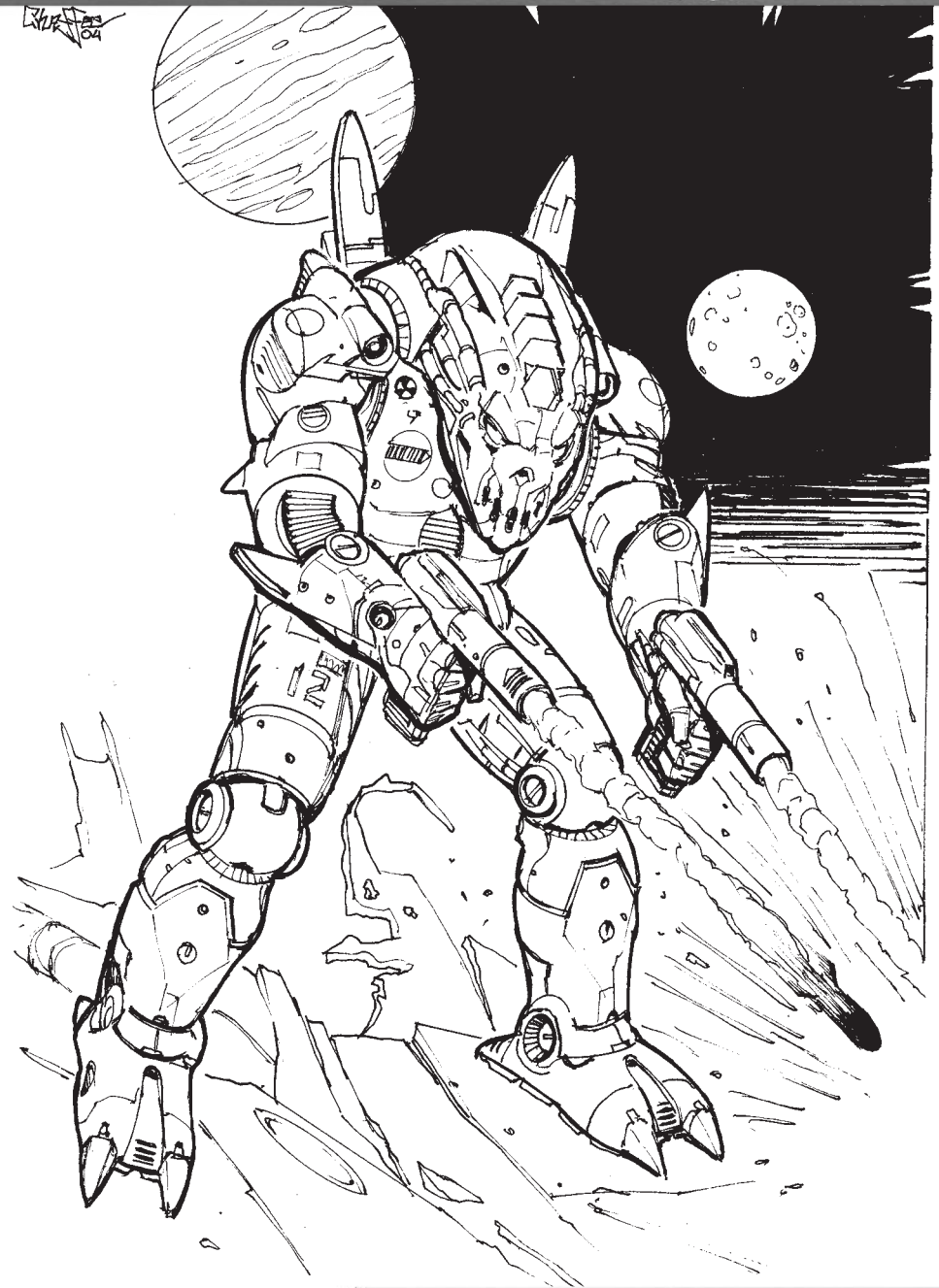
Type: **Orc**
 Technology Base: Clan ProtoMech
 Tonnage: 4
 Battle Value: 182

Equipment

		Mass (kg)
Internal Structure:		400
Engine:	36	900
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	0	0
Cockpit:		500
Armor Factor:	20	1,000
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	1	4
Torso	4	7
Main Gun	—	—
R/L Arm	1/1	2/2
Legs	3	5

Weapons and Ammo

	Location	Mass (kg)
SRM 1	RA	250
Ammo (SRM) 5	RA	50
SRM 1	LA	250
Ammo (SRM) 5	LA	50
2 SRM 1	T	500
Ammo (SRM) 10	T	100



PROCYON



Mass: 5 tons

Chassis: ProtoMech Standard C5P

Power Plant: 45 Fusion

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: ProtoMech Standard

Armament:

2 Extended Range Small Lasers

Manufacturer: Clan Coyote Beta Plant 3F

Primary Factory: Tamaron

Communications System: Build 2083 Micro

Targeting and Tracking System: Proto-Enhanced, Model 4

Overview

After Clan Smoke Jaguar's fall, the Coyotes were among the first to stage Trials on Huntress for ProtoMech technology, and they immediately launched several development projects to explore and implement the new battlefield concept. The first fruits of this effort, the five-ton *Procyon*, entered full-scale production after three years of testing.

Capabilities

Originally devised as a quadruped design (in the Coyotes' efforts to reclaim their former glory as the "innovator Clan"), practical limitations with both the technology and the pilots themselves quickly forced Coyote engineers to re-envision their debut machine with a humanoid

configuration. Built as a support unit for heavier BattleMech and Elemental formations, the *Procyon* combined good mobility with an energy weapon payload for maximum field endurance.

Deployment

ProtoMech Stars in the Coyotes' Alpha and Epsilon Galaxies fielded brand-new *Procyons* in Point-sized formations within a year of this unit's introduction. Additional samples appeared in the Hell's Horses Touman by 3066, suggesting that the two Clans colluded on the design at some stage. Recent data suggests, however, that the Coyotes experienced a surge in ProtoMech development—including the appearance of newer *Procyon* variants—but little evidence exists to confirm how or why this may have occurred.

Variants

The *Procyon 2* variant swaps the small lasers and heat sinks for the range of twin, torso-mounted LRM-4 packs and an additional 200 kilograms of armor. However, this *Procyon* variant is hampered by a short ammo supply and a lack of backup weapons.

Three more variants have also been confirmed as of this writing as well. The *Procyon 3* takes the base model, drops the left arm laser, and trades the other one for a heavy small laser instead. The remaining tonnage is devoted to a three-tube LRM with six volleys. Meanwhile, the *Procyon 4* takes the same chassis but swaps its weaponry for a Streak-3 launcher in its torso and a machine gun in its right arm. The *Procyon 5*—the only one to employ jump jets—retains an arm-mounted ER small laser and backs it up with a five-shot torso-mounted SRM twin-pack.

Notable Pilots

Point Commander Kreig: Unlike many ProtoMech warriors, Kreig did not come into the program from failure as an aerospace fighter pilot, as he had not even graduated from his warrior training when he joined the ranks of ProtoMech pilots. All of one year away from his final Trial of Position, Kreig's sibko was suddenly reassigned to the

Coyote ProtoMech program in an effort to turn out as many such forces as possible when the technology matured. As a result, Kreig—a ProtoMech Point Commander as of roughly three years ago—was as adept at aerospace tactics and operations as he proved to be at ground warfare. As evidenced by a Trial fought shortly before the virtual blackout of all contact in the Clan homeworlds, Kreig demonstrated his ristar nature by defeating a Snow Raven 'Mech and two Points of Elementals in a combined-arms Trial against his five ProtoMechs (including his own *Procyon 4*) and a pair of Donar VTOLs.

Warrior Samantha: One would not realize it at first glance, but Warrior Samantha of Clan Coyote is, in the words of other members of her *Procyon* point, almost as much machine as her *Procyon*. Samantha had a lukewarm career as a MechWarrior when the Coyotes acquired ProtoMech technology. She leapt at the opportunity offered by the nascent Coyote ProtoMech program. Her survival of the intervening years has provided the Coyote Scientist Caste with endless data and no few genes for a ProtoMech Pilot Phenotype. That she also survived the intervening years of equipment failures, misuse after misuse of ProtoMechs in combat by her commanders, and the normal hazards of combat is remarkable, particularly considering how many times she was injured. Samantha has accepted some reconstructive surgery to eliminate the worst scarring, but her impatience to get back to fighting—driven, perhaps, by the desire to avoid crèche duty or *solahma* status—has given Clan Coyote medical Scientists and Technicians opportunity to push the limits of their knowledge of prosthetics, limbs, organs, and senses.

Warrior Samantha is not nearly as mechanical as her comrades-in-arms joke. Rather, she unpredictably shifts from friendly to raging, often to the detriment of morale in her point. Whether this is due to psychological trauma from repeated severe injuries or brain damage from years of using the ProtoMech's interface is uncertain. However, it is certain that both the Coyote warrior and scientist castes allow Samantha to remain on active duty out of a calculating interest in seeing how long a ProtoMechwarrior can remain functional.

PROCYON

Type: **Procyon**

Technology Base: Clan ProtoMech

Tonnage: 5

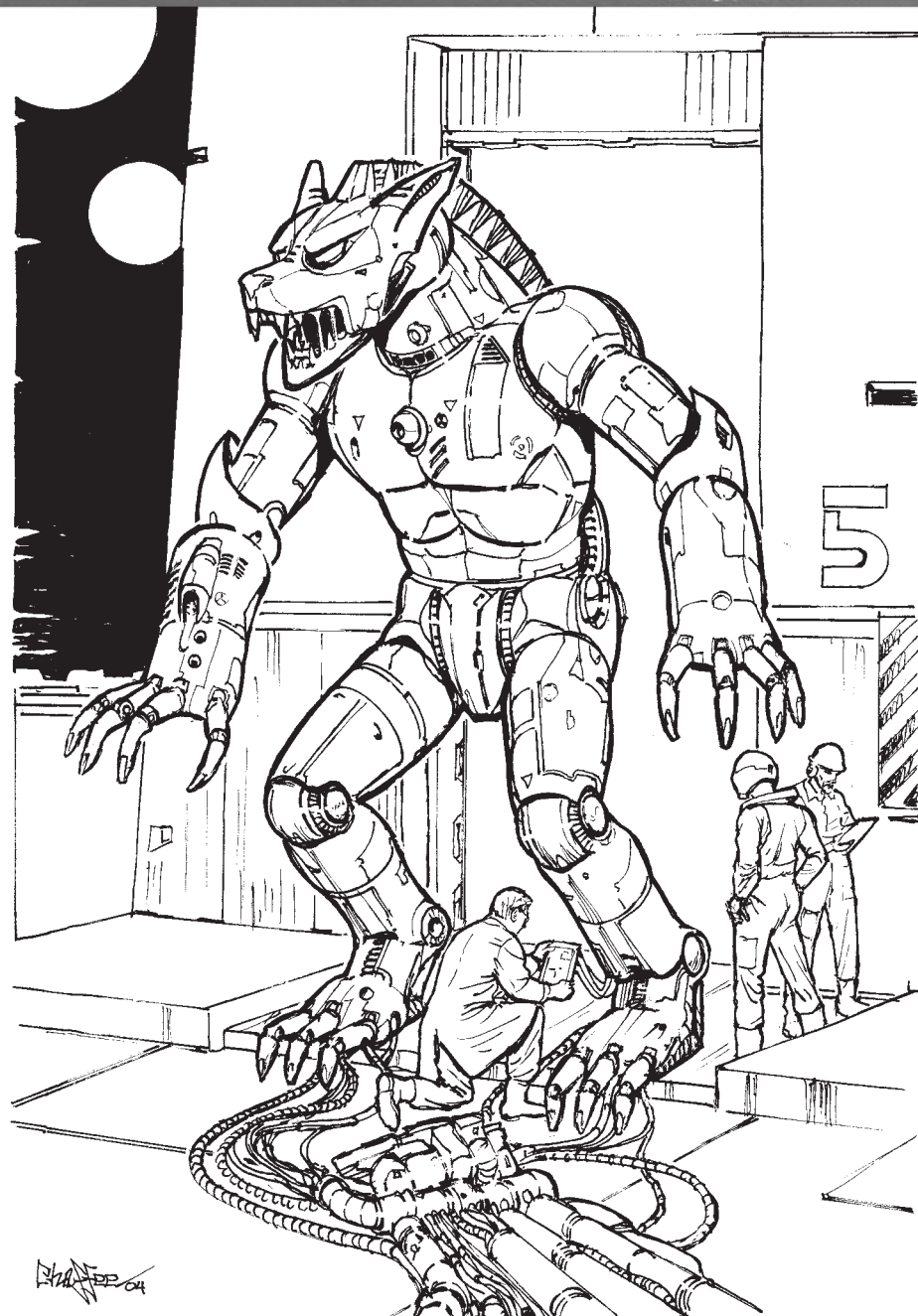
Battle Value: 186

Equipment

		Mass (kg)
Internal Structure:		500
Engine:	45	1,000
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	4	1,000
Cockpit:		500
Armor Factor:	20	1,000
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	1	2
Torso	5	8
Main Gun	—	—
R/L Arm	1/1	2/2
Legs	3	6

Weapons and Ammo

	Location	Mass (kg)
ER Small Laser	RA	500
ER Small Laser	LA	500



CHRYSAOR



Mass: 6 tons
Chassis: MED-6
Power Plant: Stark 55
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: PolyCarbide 90
Armament:
4 ER Micro Lasers
Manufacturer: CBS Reserve Industriplex-2,
CSR Aeroyard Gargain
Locations: York, Bearclaw
Communications System: SqwakBox 67
Targeting and Tracking System: BloodEye 3 2

Overview

Clan Snow Raven and Blood Spirit worked together to get their ProtoMech lines running, starting with the *Chrysaor*. However the design turned out to be an engineering challenge, and it didn't reach production until after the *Cecerops* had already hit the field. Its first appearance was not a blazing success, either, initially being blamed for the debacle on Arcadia. Since then its battlefield success has redeemed the design, though some warriors will likely never accept a ProtoMech.

Capabilities

The *Chrysaor* is a solid design. With a top speed of nearly 100 kph it can keep pace with most 'Mechs and

ProtoMechs. Nearly a ton and a half of armor keep it protected from smaller weapons, though most determined BattleMechs could quickly kill the *Chrysaor*. At short range, the four ER micro lasers can add up to quite a potent strike. Combined arms units that have given up on zellbrigen will often use their larger units to hammer the enemy and then let a Point of *Chrysaors* use their score of lasers to find the holes and finish them off, while the larger unit can move on to the next unit.

When the Blood Spirits attacked Arcadia seeking to restore their original conclave, *Chrysaors* were among the units deployed. Comprising an entire Trinary in the 171st Crimson Guards under Suzanna Church, the machines were a great asset for the Clan. Church treated the *Chrysaors* as "super Elementals" rather than use them as ProtoMechs. They were overkill when used against enemy Elementals, and their mobility was wasted when used in tight areas with little clear ground. Church blamed the *Chrysaors* when chastised for her delay in accomplishing her goals. With the Clan already split and slow to accept the concept of ProtoMechs, it looked like the end for the *Chrysaor*. However, a *Chrysaor* pilot, Andre, challenged Church to a Trial of Grievance over her statements. Since the challenge was issued in front of other Star Colonels and her troops, Church could not hope to turn down the challenge and retain any sense of honor. Despite fighting augmented, Church fell to Andre's clever use of tactics, and he not only won the Trial but also displayed the ability of the *Chrysaor* at the same time.

Deployment

Both Blood Spirit and Snow Raven use the design liberally in their ProtoMech units. The Ravens have been exporting some of them to their Inner Sphere operations recently. This led to a shipment, a full Star of *Chrysaors*, being raided by unknown pirates suspected of operating out of Antallos. Where these will end up is an interesting line of conjecture. Diamond Shark merchants have also appeared bearing the *Chrysaor*, likely purchased at rock-bottom prices following erroneous reports of a poor showing on Arcadia prior to Andre's trial. These have since trickled to the Clans in the Inner Sphere, though the Diamond Sharks have kept a point for themselves as a demonstration unit.

With the Snow Raven fleet primarily deployed to the Inner Sphere, other Clans have taken advantage of this to take territory from them. Clan Goliath Scorpion attempted to get a foothold on Circe and engaged the Second Raven Garrison Cluster. Anticipating weak resistance from their ground forces, the Scorpions were initially pushed back as the *Chrysaors* hit them unexpectedly hard. Scorpion defense found early success by using battle armor to hold the ProtoMechs off. The missile fire of the Elementals outranged the Ravens' weaponry, and they moved out of cover to finish off the job. The Raven forces used their superior mobility, however, to encircle the Scorpions and tear into them with their lasers. Low on ammo and outmatched in firepower, movement, and armor, the Scorpions made a costly retreat through the Raven forces. The Ravens moved in for the kill, but a *Griffin IIC* from the 3rd Scorpion Seekers arrived unexpectedly to decimate the Ravens.

Variants

A close-combat version of the *Chrysaor* was introduced that replaced the quad lasers with dual micro pulse lasers. The reduction of the power and heat dissipation systems allowed five jump jets to be added, giving the *Chrysaor 2* much improved mobility.

Notable Pilots

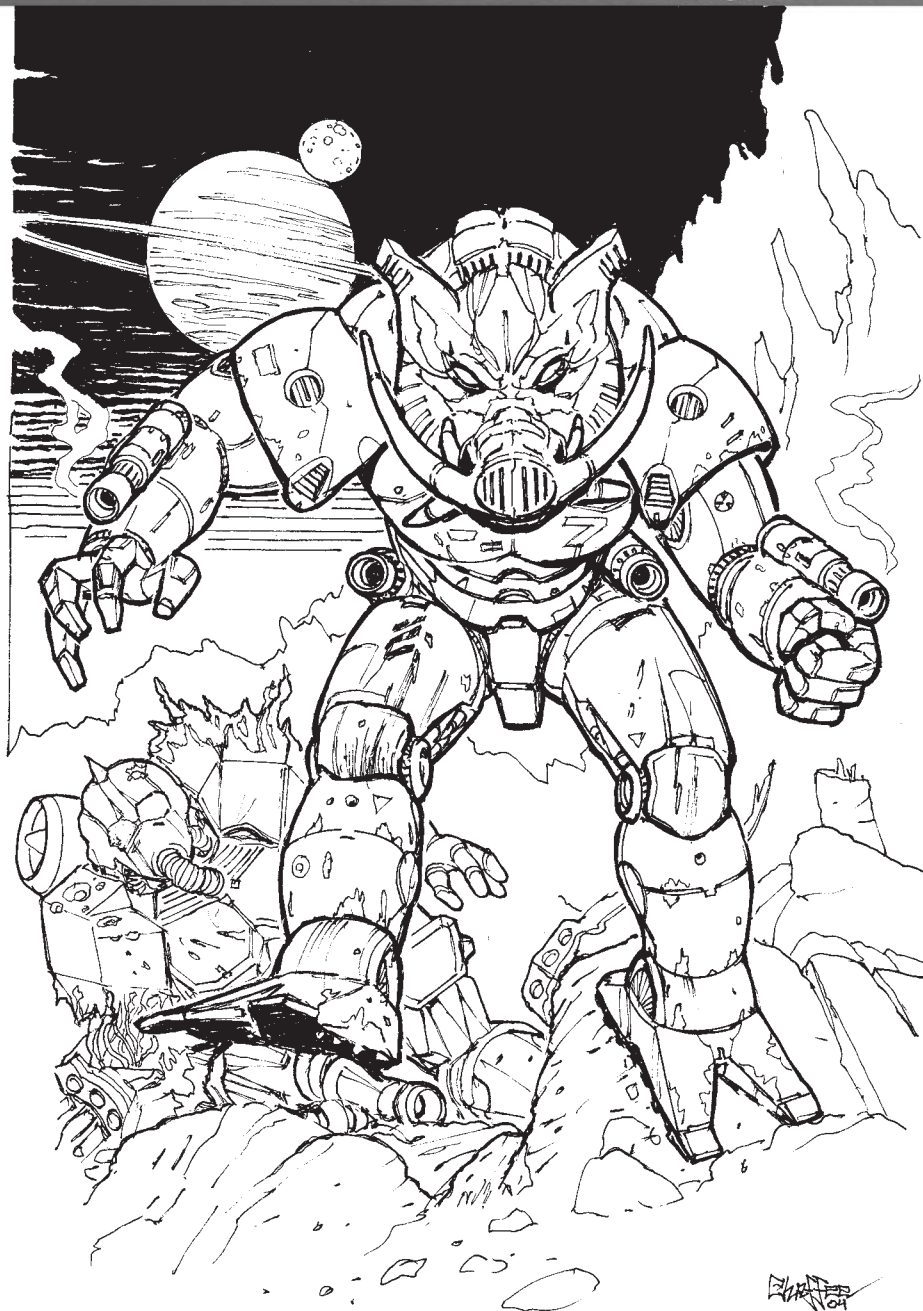
Star Commander Andre: Since being promoted for his successes on Arcadia, Andre has risen quickly, aided by ProtoMech supporters in the Blood Spirits. He favors fighting slower, much heavier 'Mechs where he can use his Point's mobility to continually flank the heavier opponent. If forced to deal with other ProtoMechs, he generally attacks smaller units, using his heavier armor to his advantage.

CHRYSAOR

Type: **Chrysaor**
 Technology Base: Clan ProtoMech
 Tonnage: 6
 Battle Value: 174

Equipment		Mass(kg)
Internal Structure:		600
Engine:	55	1500
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	4	1000
Cockpit:		500
Armor Factor:	28	1400
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	2	3
Torso	6	10
Main Gun	-	-
R/L Arm	2/2	4/4
Legs	4	7

Weapons and Ammo	Location	Mass (kg)
1 ER Micro Laser	RA	250
1 ER Micro Laser	LA	250
2 ER Micro Laser	T	500



BASILISK



Mass: 7 tons

Chassis: Standard

Power Plant: 45

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Standard

Armament:

1 Extended Range Medium Laser

1 LRM 3 Launcher

Manufacturer: Complex H-6 CCC

Primary Factory: Homer

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

Produced in response to the need for more reliable and powerful ground forces, the Cloud Cobras intended the *Basilisk* to support heavy armored infantry and 'Mechs. With firepower to match some light BattleMechs and enough armor to allow the slow-moving Proto to close with its enemies, the *Basilisk* is a welcome addition to the Clan's ground forces.

Capabilities

Unusual for a Clan war machine, the *Basilisk's* trademark is sturdiness and reliability. Almost two full tons of armor protect the pilot from attack, while a full-size, 'Mech

scale extended-range medium laser allows it to inflict considerable damage. Most *Basilisk* Points use their lasers as primary weapons, taking full advantage of their missiles' range to weaken opponents.

Although seeming slow when compared to a Light BattleMech, the *Basilisk* is still faster than the standard Elemental battlesuit, despite its lack of jump jets. The pace of most *Basilisk* operations is, in contrast to standard Clan battle doctrine, slow and steady, but the *Basilisk's* heavy armor allows the ProtoMechs to survive this approach.

Deployment

Although slow to appear in the Cloud Cobra's Touman, the *Basilisk* has lately become a steady presence, even outside of Beta Galaxy. With the recent fighting in and around the Tanite worlds, the *Basilisk* has seen steady use, making it one of the most reliable ProtoMechs in the Cloud Cobras' arsenal. Its successes have been noted by other Clans, most notably the Steel Vipers, who have challenged for several Points worth of ProtoMechs.

The last reports received from the Clan Homeworlds indicate that the Cloud Cobras are increasing production and deployment of the *Basilisk* and their other ProtoMechs. When taken together with other portents of increased violence in the Homeworlds, this raises questions of how Homeworld activity will affect Clans already engaged in the Inner Sphere.

Variants

A second version of the *Basilisk*, one more suited to close-in fighting, is in common use among Beta Galaxy. Although it was first tested among the warriors of Alpha Galaxy's 149th Cobra Guards, the warriors of Beta Galaxy—who have embraced the *Basilisk* in all its forms—have adopted it more fully. A small and two micro lasers replace the big extended-range medium weapon, while short-range missiles and jump jets replace the primary version's long-range missiles. With larger ammunition larders than the long-range version, the *Basilisk 2* is a brawler, often assigned to the most aggressive ProtoMech pilots.

There are rumors of other *Basilisk* variants in use on the Tanite worlds, but no details of those ProtoMechs have reached us. Past practice would suggest removing the long-range missiles to increase the *Basilisk's* mobility, but there is a question of whether or not enough mass can be freed up without reducing the ProtoMech's armor beneath acceptable levels.

Notable Pilots

Point Commander Dannen: Dannen and his Point have been at the forefront of the recent fighting on the worlds of the Tanis system, and their *Basilisks* show the scars of those actions. When facing a mixed Star of Protos and light OmniMechs in a recent Trial, Dannen and his Point sought out and challenged the Star Commander's *Fire Moth Prime*. Although the MechWarrior held them in contempt and used his 'Mech's speed to keep his distance from them, he was forced to close in order to make his disdain with the ProtoMechs known with his 'Mech's weapons. What he failed to realize was that the whole time the *Basilisk* Point was harassing him with missile fire at range, they were simply baiting him into the range of their medium lasers. Once the battle was joined, the Star Commander wasn't able to get clear before the ProtoMechs disabled the *Fire Moth's* legs.

Warrior Khaled: Pilot of the only *Basilisk* sighted in the Inner Sphere to date, Khaled is part of a mixed Point of Protos operating as part of the Diamond Shark's Deep Periphery forces. Seen on Twycross in 3073, Khaled was part of a Trial between the Crusader Wolves and the Diamond Sharks for a shipment of OmniMechs from the Trelshire Heavy Industries factories on that world. His *Basilisk* acted as the anchor for his Point, while the lighter and faster ProtoMechs harassed the Wolves. His Star lost the Trial, but not before his Point accounted for three OmniMech kills. Khaled survived the loss, but the Diamond Sharks have not yet been able to procure a replacement *Basilisk* for him. The merchant Clan has already promised him one, however, and if anyone can deliver, it is the Diamond Sharks.

BASILISK

Type: **Basilisk**
 Technology Base: Clan ProtoMech
 Tonnage: 7
 Battle Value: 319

Equipment		Mass
Internal Structure:		700
Engine:	45	1,000
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	5	1,250
Cockpit:		500
Armor Factor:	38	1,900

	Internal Structure	Armor Value
Head	2	5
Torso	7	14
Main Gun	1	3
R/L Arm	2/2	4/4
Legs	4	8

Weapons and Ammo	Location	Mass (kg)
ER Medium Laser	T	1,000
LRM 3	M	600
Ammo (LRM) 2	M	50



TRITON



Mass: 8 tons

Chassis: Standard

Power Plant: 50

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: 4

Jump Capacity: 120 meters

Armor: Standard

Armament:

1 Streak SRM-4 Launcher

1 Extended Range Micro Laser

Manufacturer: Triton Assembly Yard

Location: Roche

Communications System: Unknown

Targeting and Tracking System: Unknown

Overview

Feeling humbled after a string of failures following the Great Refusal in the Homeworlds, Clan Goliath Scorpion's overtures to the Snow Ravens netted them minimal but crucial resources. The Scorpions were able to create a new Galaxy dedicated to their Seeker tradition and also jump-start their faltering ProtoMech program. This led to the introduction of the heavy *Triton* ProtoMech, a unit designed to efficiently compliment those solitary warriors dedicated to carrying on the Seeker mandate.

Capabilities

Protected by almost two tons of armor, the basic hull of the *Triton* can keep pace with most Scorpion Seeker MechWarriors with little outside assistance, using ample ground speed and full jump capability.

The bulk of the *Triton's* firepower is an efficient Streak quad launcher with enough ammunition for ten volleys. Unlike many other missile-carrying ProtoMechs, the *Triton's* Streak system makes every missile count. It also carries a torso-mounted extended-range micro laser for extended battles in the unlikely event it runs out of ammunition.

Deployment

Clan Goliath Scorpion included the *Triton* in their recently deployed Chi Galaxy. During the last transmitted briefings from the Lootera outpost, it was revealed that the Goliath Scorpions had allowed Elemental units in second-line units to have Trials to move to frontline units. Those that successfully tested out of less-prestigious units are being replaced by points of *Tritons*. This has led to much friction between the two groups, as the ProtoMech pilots are feeling denigrated and humiliated at automatically being placed below *solahma* warriors. In fact, the briefings had the ProtoMech units declaring Trials of Refusal against battle armor units who were being moved to frontline units.

Those assigned to the Chi Galaxy, however, have had no such issues whatsoever.

Variants

A fire-support variant exists that swaps the Streak launcher for an LRM-3 and a dozen rounds of ammunition. An extended-range small laser and a second micro laser, allowing for effective point-blank fighting conditions, use up the excess tonnage.

Two other variants, used much more sparingly, appeared right before the HPG white-out occurred, making use of heavy lasers. One strips the entire weapon load out for a single heavy medium laser. Though lacking in overall

firepower, this configuration lacks any need for ammunition resupply and has an impressive armor penetration capability. The other, more radical, variant loses the main gun (keeping the armor profile on the rest of the *Triton* the same with the exception of the torso) and mounts a heavy small laser in each arm and an extended-range micro laser in the torso.

Notable Pilots

Seven Deadly Sins: Unrelated to the rogue FedCom developmental team turned Solaris stable in the mid-50's, this group of the "Seven Deadly Sins" is a unit of *Triton* ProtoMechs made bondsmen by the Eridani Light Horse during the initial series of Trials of Possession for the unit stationed at Lootera. Not having any other ProtoMechs within their ranks, Colonel Barclay has grouped the seven pilots into a single augmented point. Though wary of their comrades and their barbaric ways, the seven "Sins" have remained appreciative of the unit's efforts to accommodate them, both in terms of time allowed in the cockpit and in Trials declared to procure the proper drugs to sustain them. More importantly, they believe they have been treated with the same respect as any other Clan bondsman within the Light Horses ranks, be it MechWarrior, aerospace pilot, or Elemental.

In recognition of these efforts and overtures, the group has zealously briefed and trained the Light Horse soldiers in the ways of the "superior" ProtoMech forces appearing within the ranks of the various Clans and how to deal with them effectively using both simulator and live-fire training exercises. They have also claimed that even though they retain their Clan-like ways and beliefs, they would rather fall in combat than return to their Clan's ranks, where they would be forced into *solahma* units.

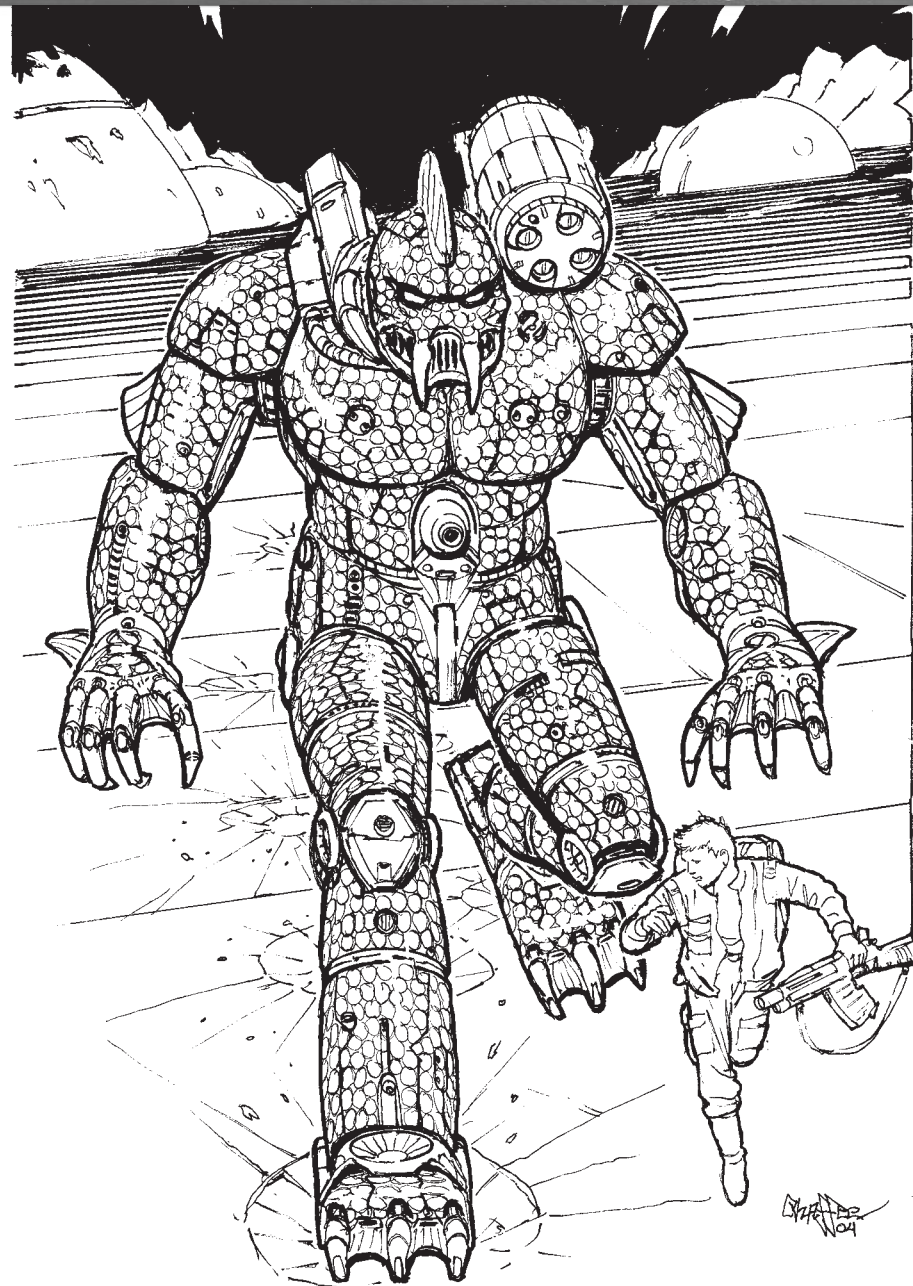
Like the rest of the ELH contingent in Clan space, the fate of the group post-white-out remains unknown other than the fateful message sent at the end of 3068 and received years later.

TRITON

Type: **Triton**
 Technology Base: Clan ProtoMech
 Tonnage: 8
 Battle Value: 286

Equipment		Mass (kg)
Internal Structure:		800
Engine:	50	1,500
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	400
Heat Sinks:	1	250
Cockpit:		500
Armor Factor:	38	1,900
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	2	6
Torso	8	13
Main Gun	1	3
R/L Arm	2/2	4/4
Legs	5	8

Weapons and Ammo	Location	Mass (kg)
Streak SRM 4	M	2,000
Ammo (Streak) 10	M	400
ER Micro Laser	T	250



DELPHYNE



Mass: 9 tons
Chassis: Del-9 Standard
Power Plant: Bairn 75
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: 5
Jump Capacity: 150 meters
Armor: MicroSlab 5
Armament:
1 Medium Pulse Laser
Manufacturer: Clan Fire Mandrill Kraftwerk,
Kindraa Payne-Beyl-Grant Main Production Facility
Locations: Shadow, York
Communications System: JRD-125p
Targeting and Tracking System: DragonEye 5

Overview

The progeny of Clans Blood Spirit and Fire Mandrill and the aesthetic offspring of a dragon, the *Delphyne* is a powerful ProtoMech that can stand up to some Inner Sphere 'Mechs one-on-one. The *Delphyne* has the advantage of lessons learned from the mistakes of the *Minotaur*, and it has rewarded them with performance superior to that of its similarly massed brethren.

Capabilities

With a top speed of nearly 90 kph, the *Delphyne* can keep up with many Clan heavy 'Mechs and any assault unit. While it has yet to engage Inner Sphere opponents other

than the few archaic designs used in testing, it would be able to pace most medium designs and even a few lights. For even more maneuverability, jump jets with 150 meters range were mounted. Over two tons of armor allow it to take some punishment, to the extent that even a Gauss rifle to the torso will not penetrate the massive chest armor. The mouth-mounted medium pulse laser that the *Delphyne* carries is reliable and accurate. While not terrifying by itself, a full Point with five medium pulse lasers can easily destroy lighter 'Mechs and most any other ProtoMech.

Deployment

The *Delphyne* is found mainly in the Toumans of the Blood Spirits and Fire Mandrills. Raids by Clan Coyote on Foster netted them a few dozen *Delphyne*s, many of which have been modified and were sent out for field-testing. Should they do well for the Coyotes, they will no doubt look into production of their own machines. In Clan Fire Mandrill, the *Delphyne* is only regularly deployed in the forces of Kindra Payne-Beyl-Grant, though a rare *isorla Delphyne* might be found in another Kindraa.

A Coyote assault hit Shadow in the first few days of 3072, and the *Delphyne* was forced into more combat than previously seen. Initial skirmishes against Coyote ProtoMechs went to the invaders, but as the fighting went along the lack of ammunition dependence turned the tide in the *Delphyne*'s favor. As Coyote Elementals and BattleMechs pulled back for refit or for other objectives, the Mandrills moved in. Overwhelmed by the *Delphyne*'s armor, the Coyote *Procyons* and *Rocs* fell back. While the Mandrills eventually felt defeat, it was not the fault of the *Delphyne*.

Variants

Two variants have been seen so far. The *Delphyne 2* has a more diversified weapons load, with a pair of arm-mounted ER micro lasers and dual chest-mounted SRM-3 tubes. With ten rounds for each, this version has plenty of staying power, despite sacrificing armor to mount the increased weaponry. The *Delphyne 3*, as it has been labeled, is more a modification of the primary version. Captured *Delphyne*s are refitted with an ER medium laser and an arm-

mounted micro pulse laser by Coyote technicians. These are frequently seen accompanying *Procyons* as something of a command ProtoMech Star.

Notable Pilots

Point Commander Kar: Kar is a natural with ProtoMechs, partly because he is one of the first generation to be raised as a ProtoMech pilot. He is able to see ProtoMechs for what they are, while many warriors treat them as super Elementals or micro BattleMechs. When cover is available, he has managed to find areas that are difficult for BattleMechs to negotiate while allowing his pointmates full mobility, while shifting his units around to draw battle armor out of a reverse situation. Many members of the Blood Spirits think he could go so far as to obtain a Bloodname. If that were to occur, it would be a watershed event for the acceptance of ProtoMechs in the Blood Spirits and the Clans as a whole.

Warrior Ando: One of Kindraa Payne-Beyl-Grant's best ProtoMech pilots rose in prominence as Kindraa Payne moved to defend Kindraa Beyl-Grant against Kindraa Sainze. Despite the rest of his Point being incapacitated, Ando took on a Mandrill *Mandrill* one-on-one. Although being only a third the size of the 'Mech, Ando was able to use his superior mobility to defeat the 'Mech that his Kindraa had once designed, bringing the *Mandrill* down with continuous fire from the rear. Sadly, he was the lone survivor of an isolated engagement on Shadow against the Coyotes. Damage to his control system left him near dead and his nervous system overwhelmed. It is unknown if he will make a full recovery, as since coming out of a coma he has ranted about WarShips with treads fighting on the planet's surface, giant ProtoMechs, and General Kerensky asking him to serve as ilKhan.

DELPHYNE

Type: **Delphyne**
 Technology Base: Clan ProtoMech
 Tonnage: 9
 Battle Value: 384

Equipment		Mass(kg)
Internal Structure:		900
Engine:	75	2,000
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	500
Heat Sinks:	4	1,000
Cockpit:		500
Armor Factor:	42	2,100
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	2	6
Torso	9	18
Main Gun	-	-
R/L Arm	2/2	4
Legs	5	10

Weapons and Ammo	Location	Mass (kg)
Medium Pulse Laser	T	2,000



DELPHYNE

Using the term Age of War as the title of this section is not completely accurate, as some of the designs noted here premiered after that time, including some not seen until the fall of the Star League centuries later. The bulk of this information, however, deals with this important time that saw the birth of the BattleMech and the transition of primitive combat technologies to modern developments. To fully appreciate this document and its contemporary relevance, one must delve deep into ancient and even obscure history.

THE TERRAN ALLIANCE

The formation of the Terran Alliance heralded massive strides in scientific endeavors. However, the rift between the haves and have-nots threatened the first global government as smaller countries felt eclipsed by the most powerful nation-states. The initiation of the Deimos Project, which culminated in the development of the Kearny-Fuchida jump drive, only worsened the situation. Though most of the resources and funds required for the project were drawn from the wealthier nation-states, their smaller counterparts felt the increased taxes much more sharply. The success of the Deimos Project and the opening of interstellar space to colonization neutralized the discontent—at least for a while—as many seized the opportunity to escape the “Alliance yoke.”

However, early colonization reheated the simmering discontent. Terran Alliance representation was based upon wealth and population, and the United States of America, as one of the top five most populous nations and possessing a high per-capita wealth, was able to exert extreme pressure on the Alliance government. It contributed to both the best and worst aspects of the Deimos Project, and the USA’s influence allowed it to colonize some of the choicest worlds near Terra.

Expansion continued unabated for the next century. However, the heavy-handed tactics of the Alliance—instigated by its most powerful member states—finally resulted in disaster as the outlying colony world of Denebola declared independence in 2236. Alliance attempts to put down the rebellion were an unmitigated disaster and resulted in a new, conservative party gaining control; they immediately severed all ties with colonial settlements more than thirty light-years distant. The harsh restrictions enacted by the isolationists created the first Exodus, with a mass wave of citizens fleeing tyranny.

This downward spiral only worsened. By 2310 the Alliance was tearing itself apart, with the representative nations using their power to back various Alliance government parties, all at war. Sickened by the divisiveness of such nation-state machinations, Admiral James McKenna seized power and set about destroying all vestiges of such nations and their destructive nationalism, though some survive even to this day as a semi-distinct provinces of ComStar’s Branch of Terran Affairs. But the separation of powers between Terra’s nations and its world government was firmly eradicated as McKenna forged the new Terran Hegemony.

NATION-STATES VS. CULTURE

An example of McKenna’s changes is found in the United States of America and its efforts to colonize many of the best worlds nearest Terra, which forced other nations to travel much further afield to find colony worlds. Members such as France and Great Britain established colonies in the region of space that would eventually form House Davion; China and Russia in the region of space that would form House Liao; Germany in the region that would form House Steiner, and so on. However, that very distance from Terra meant that the bonds of nationality, once sundered by the founding of the Terran Hegemony, quickly died. Yet the cultures survived, flourished, and were eventually adopted across the Inner Sphere, surviving as the bedrock of the Great Houses.

In bitter contrast to the Terra-shaping power of the culture of the USA, most Americentric colonies were at ground zero for the destruction of the early Succession Wars; these staunchly pro-Hegemony worlds were not ready to accept “foreign” (House) leadership following the collapse of the Hegemony and the SLDF Exodus. By seizing the best and choicest colonies close to Terra, Americans put themselves on the most contested planets of the Succession Wars.

NEW DALLAS

By the 2350s the Terran Hegemony was firmly established, with a new Director-General at its helm. With a desire to continue remaking the Terran Hegemony along James McKenna’s vision of a “repository of all mankind’s knowledge and compassion,” Michael Cameron instituted numerous programs, but three are the most significant.

The first was the creation of the Hegemony Research Alliance Department. The efficiency of the program and the Director-General’s commitment of the entire state to the advancement of science would see the Hegemony lead the Inner Sphere in technology for centuries to come. His second grand reformation, in 2351, was the re-institution of the nobility system from medieval Terra; this system eventually swept the Inner Sphere and become the de facto system of rule (albeit with myriad flavors). His final project, started in 2353 and often ignored by most histories, was to restart colonization within his own borders; since Cameron was no longer willing to wage war to acquire planets, colonization was the only available means of growth. Yet the vast majority of easily settled worlds in the region were long since taken. With the knowledge obtained through the successful terraforming of Mars and Venus, however, colonization of previously ignored, marginally habitable worlds began. This ensured that the vast terraforming workforce not only remained employed but expanded.

While the forward-thinking James McKenna and Michael Cameron won over the lion’s share of Terra’s population despite the dismantling of previous nations (or perhaps because of it—Terrans had grown sick of two centuries of Alliance abuse), some local regions managed to retain their collective cultures. While not actively anti-Hegemony, the old USA remained one such region. In an effort to appease the perception that ancient cultures were being steam-rolled—while likely secretly hoping the move would finally eliminate old-fashioned nationalism—Michael Cameron allowed a large portion of those same citizens to choose worlds he would “turn into paradises.” New Dallas was founded in 2354, colonized primarily by a USA subregion called Texas.

The carrot approach became an institution in Hegemony bureaucracy. As citizens of New Dallas (and a few others) stubbornly refused to abandon their Americentric culture, the Hegemony continued efforts to bind the world to itself. This included ensuring the world’s militia was one of the first in the Hegemony—outside of the HAF—to obtain BattleMechs. As modern BattleMechs reached full production, New Dallas received allotments of those designs. In a gesture typical of an era where BattleMechs were rare and valuable, New Dallas built a large “boneyard” bunker and mothballed the ancient designs instead of scrapping older machines when bequeathed new ones.

By the fall of the Star League, the bunker and its contents were forgotten. During the First Succession War, New Dallas refused to side with a House, indicative of their generation’s loyalty toward the Hegemony, which was tempered in the crucible of the Amaris Coup. New Dallas established a stiff resistance thanks to its continued access to cutting-edge military machines right up to the start of the conflict, and the Great

Houses resorted to nuclear weapons to annihilate those Royal Regiment-quality machines. The use of weapons of mass destruction also destroyed the planet's terraformed ecology, and the world's native environment quickly took over. By the Second Succession War, New Dallas had completely reverted to its original environment, and citizens not killed during the horrors of the First Succession War left in droves. The system fell off star charts and into history.

Information gathered by Chandrasekhar Kurita's intelligence apparatus—supplemented with additional data gleaned by Interstellar Expeditions—pointed towards the concept of Terran Hegemony planetary militias being outfitted with the finest equipment available at the height of the Star League. Under Chandrasekhar's orders, the Devil's Brigade mercenary unit mounted an expedition. Yet only wasted landscapes remained, since the machines had fought on the frontlines against the invading Houses. The ancient boneyard bunker, however, was discovered. At the bunker's heart lay a Hegemony Memory Core with full data specs on a host of original war machines, including those built by the various Great Houses and even the Periphery—a testament to the Hegemony's intelligence operations.

NEW PROLIFERATION

The proliferation of the Hegemony Memory Core followed a very different path from that of the Helm Memory Core found at the start of the Fourth Succession War. The Helm Memory Core only found its way into House governments and what copies somehow proliferated beyond those limits were hunted down and destroyed by a zealous ComStar. With that history as a sterling example of what might happen to this data, Chandrasekhar moved to ensure it would be available to everyone in equal measure. Using every asset at his disposal—propagation through HPGs, data sent via merchant JumpShip captains, and even black-box technologies—Chandrasekhar was determined that history not repeat itself.

That widespread dissemination of information created startling results in the few years since its discovery. Complete access to free BattleMech schematics on antiquated designs has meant very little to the monolithic interstellar corporations such as IrTech, DefHes, LAW and others. With dozens of advanced 'Mech designs rolling off assembly lines on numerous worlds, such information is irrelevant. Even relative newcomers like Norse-Storm and J.B. that have snagged larger government contracts and established a reputation for cutting-edge design find this data to be only of historical interest.

However, two interesting trends have emerged.

RE-EMERGENCE

The first surrounds smaller corporations, usually building limited numbers of IndustrialMechs—or parts of IndustrialMechs—such as Iroquois Machinery Limited or N&D WorkMechs. Such corporations lack the funding or clout to land even small military contracts that might allow them to bootstrap into the production of military equipment. And with ruthless corporations such as IrTech (they are renowned as the worst, but all mega-corporations fall within this category) ensuring that full BattleMech specs are kept under tight lock and key, small-scale companies are stymied.

However, the data in the Hegemony Memory Core—combined with the uncertainty of the current Jihad and the threat of an attack from any quarter, no matter how buried a world is in the interior of a Great House—has become a catalyst for the re-emergence of these machines. Small corporations have leveraged the opportunity to secure funds from uncertain nobles and upgrade their production lines. With ancient designs that are often similar to IndustrialMechs, re-tooling is usually quick and cost effective. What's more, companies have used the proliferation of new technologies and weapons over the last decades to create upgrades of ancient BattleMechs. While these machines might not stand toe-to-toe with the newest 'Mech walking off an interstellar conglomerate's assembly line, they can still be dangerous on the modern battlefield.

RETROTECH

Another interesting trend (coined "RetroTech" by the MRBC) is also emerging. Some worlds, lacking the infrastructure, resources, and skills required to build full production BattleMechs, have produced primitive BattleMechs from these schematics; designs akin to the *Mackie*, *Icarus* and other famous "first BattleMechs." (Some third-tier 'Mech production facilities, in an effort to feed the monstrous demands of the Jihad, have also initiated production of primitive 'Mechs, preferring quantity over quality.) Barely more sophisticated than armed IndustrialMechs, such machines fall below even the most ancient BattleMechs. Yet they provide a sense of security that worlds are desperate to acquire during these dark times. And with the reduction of central authority through all the Houses—whether real or perceived—worlds seize upon drastic measures when they cannot find security from House Lords.

One might argue that this empowering of local nobility and planetary militias will slow the spread of the Blakist Protectorate, the Jihad, and will eventually topple the Word of Blake. While this is a goal worth any measure, one must believe that planets so emboldened will not settle easily back into docile acceptance of a House Lord's absolute rule come the end of this horrible war.

IN CONCLUSION

It is unlikely that the Hegemony Memory Core will result in the universe-shaking discoveries of its Helm progenitor. However, with the re-emergence of so many of these designs in unlikely quarters, it is important to be aware of their history and capabilities.

Perhaps the most notable element of the memory core is irrefutable proof that information found within ComStar's *Technical Readout: 2750* document was in error—at least in the sense that ComStar incorrectly listed those units as the height of Star League militech (whether this was oversight or deliberate may never be known). The introduction to the Terran Hegemony section of this document provides brief specifics—gleaned from the Core—on advanced variants of some of the designs fielded by the Royal Regiments of the SLDF (not to be considered comprehensive, as the depths of the Core still have not been unlocked). That we have begun to see such designs within the ranks of the Word of Blake is particularly troubling.

I've organized the information within this section along star empire lines, as such distinctions were crucial to the genesis and manufacture of these machines of war. The majority of the text of each entry centers upon the historical significance of each machine. However, I've appended appropriate upgrade notes to various units to account for known instances of re-emergence and RetroTech.

As the cradle of humanity, the Terran Hegemony—like its predecessor, the Terran Alliance—represented the peak of social and scientific sophistication. Surrounded by the fledgling nations that became the five Great Houses, the Hegemony relied heavily on its technological edge and industrial might to field a military powerful enough to dissuade its neighbors from territorial adventurism.

Masters of the Stars

From a technological standpoint, the Hegemony Navy was decades ahead of the rest of the Inner Sphere and almost a century ahead of the Periphery. Continued advancements in electronic warfare and fire-control systems maintained the Hegemony's edge over foreign fleets. Over time this lead eroded, especially after the formation of the Star League allowed member states to acquire older Hegemony vessels and technology.

Another key to Hegemony naval dominance was an almost fanatical devotion to an intensive training regimen. Considered by some to be a throwback to the final days of the Terran Alliance and the fleet of Admiral James McKenna, the HAF preferred exercises with live ordinance to simulators. Though expensive, this approach gave Hegemony crews a level of competence and coordination far beyond their counterparts in other navies.

Ultimately, the Hegemony Navy's greatest advantage lay in raw numbers. Possessing both a large population and an advanced industrial base, the Hegemony could build and maintain a fleet equal to the combined might of the other Inner Sphere nations. Maintaining this fleet was problematic, especially considering the shocking degree of inertia in naval architecture. Faced with the specter of other navies closing the technological gap, the immediate response was often to build more and/or bigger ships.

Hegemony naval superiority was therefore built on overwhelming numbers, superior technology, and skilled and experienced crews.

Lords of the Battlefield

For the first half of the Age of War, HAF ground forces existed under the Navy's shadow, but that changed when Director General Jacob Cameron instigated an ambitious military development program. Based on the IndustrialMechs created through Professor Gregory Atlas' groundbreaking work, the first BattleMech—the *Mackie*—underwent final trials on Terra's Yakima test range in 2439. The other Inner Sphere states picked up rumors of some new Hegemony weapons system but remained in the dark until the HAF unleashed their first BattleMech units in 2443.

Soon the HAF were also using the new technology in vehicles and fighters.

This stunning new BattleTechnology was not destined to remain the exclusive property of the Terran Hegemony. Lyran commandos stole plans in 2455, and by 2480 all the major states had secured the technology. However, by then the Hegemony had moved on to a new generation of BattleMechs, and they would maintain their technological lead until the fall of the Star League.

Star League

Even after the creation of the Star League, the Terran Hegemony guarded its technological superiority jealously. The distinct demarcation of SLDF units into Regular and Royal troops was only one of a range of steps taken to keep the latest technology out of the hands of the League's Member States. Comprising personnel drawn exclusively from the Terran Hegemony, the Royal units were the first to get the latest and greatest technology. In addition, the Hegemony weapons industry produced upgraded variants of many common designs exclusively for these Royal commands.

Specific details of these breakthrough designs remained sketchy. The battles to reclaim the Terran Hegemony from the clutches of the Usurper took a heavy toll on Hegemony-born troops, and the survivors took their advanced equipment with them when they followed Aleksandr Kerensky into exile. Thus the equipment ComStar inherited from SLDF troops who remained behind to help Jerome Blake secure Terra consisted predominantly of that reserved for use by the Regulars.

With factories producing advanced variants reduced to smoking ruins, there was little left for those who came to pick over the carcass of the dead Terran Hegemony.

From the Ashes

Although immensely valuable, the famous Helm Memory Core has proven frustratingly incomplete, representing as it does only a fraction of the Terran Hegemony's massive Prometheus database. Even ComStar failed to completely recover all data from the system Amaris' troops destroyed. The New Dallas find represents the most significant addition to our knowledge in four decades, meaning it is finally possible to give some definitive information on cutting-edge equipment manufactured for the SLDFs Royal commands.

Meanwhile, the quest for the Grail—a complete copy of the Prometheus database—continues.



Vehicles

Ripper: Replaces medium lasers with one medium pulse laser.

Nightshade: An XL fusion engine allows the upgrade of a medium laser to a large pulse laser. An additional half-ton of armor has been added, and protection is improved further with ferro-fibrous material.

Cyrano: The trademark large laser is upgraded to an extended-range model, and TAG is added. Defenses are enhanced by the installation of two anti-missile systems (one on each side) and two tons of ammunition. An additional 1.5 tons of armor is added. To free up the mass for these modifications, the power plant is upgraded to an XL model.

Lightning: The one-shot missile systems are replaced with two Streak SRM-2 launchers and a ton of ammunition. A TAG unit is also installed.

Zepher: The SRM launcher is replaced with a NARC launcher and two tons of ammunition.

Demon: With a more powerful 280XL power plant, the Demon's top speed is increased to 86 kph. The medium lasers have been upgraded to pulse models, and the SRM launcher is replaced by three Streak SRM-2 launchers and a ton of ammunition. An additional half-ton of armor is added to the turret.

Fury: Armor weight is reduced to 13.5 tons, but ferro-fibrous material is used. The infantry bay is replaced with a turret-mounted anti-missile system.

Rhino: Advanced Artemis IV fire control is added to the three missile launchers, the medium lasers are upgraded to pulse models, and an anti-missile system is added to the turret. A Guardian ECM suit is also installed. The power plant is upgraded to an XL model to facilitate these changes.

Puma Assault Tank: Utilizing an XL power plant, the Puma adds Artemis IV fire control and two additional tons of ammunition to the LRM launchers. The SRM-4 launcher is replaced with two Streak SRM-2 launchers and one ton of ammunition. The PPC is upgraded to an ER model, and the rear-mounted small laser is upgraded to a pulse version. CASE is added.

BattleMechs

MON-66b *Mongoose*: Equipped with an XL engine and double heat sinks, the MON-66b upgrades the center-torso medium laser to an ER large laser.

HSR-200Db *Hussar*: Installation of an XL power plant allows armor protection to be increased to 5.5 tons of ferro-fibrous armor. A Guardian ECM suite and Beagle Active Probe are installed in the side torsos.

OTT-7Jb *Ostscout*: An active probe is installed in the space freed up by the by the use of endo-steel.

PXH-1b *Phoenix Hawk*: Affectionately known as the *Phoenix Hawk* "Special," this 'Mech uses an XL engine and endo-steel. The large laser is replaced by an ER PPC, and a Guardian ECM system is installed in the center torso. A swivel-mounted ER large laser is added to the right torso, and the ten heat sinks are upgraded to double efficiency models. The MG ammunition is moved to the left torso and is now protected by CASE. A 1c variant was just starting field trials when the Exodus occurred, which traded the ER PPC for the still experimental "snub-nose" PPC, with a ton of armor added to make up the difference.

WVE-5Nb *Wyvern*: A 180XL engine allows the Wyvern to upgrade the large laser to a pulse model. One left arm small laser is upgraded to a medium laser, and an additional heat sink is installed.

CRB-27b *Crab*: Double-efficiency heat sinks handle the heat, and the large lasers are upgraded to ER models.

KTO-19b *Kintaro*: The LRM launcher is upgraded to an LRM-15 with two tons of ammunition, and CASE is added to the left and right torsos. The power plant is replaced with an XL model, and the heat sinks are upgraded to doubles. An additional half-ton of armor is added.

WVR-7H *Wolverine II*: Using endo-steel internal structure and ferro-fibrous armor, the *Wolverine II* drops two heat sinks but upgrades the remainder to double-efficiency models. The autocannon is upgraded to an ultra with an additional ton of ammunition. The SRM launcher is mated to an Artemis IV fire-control system, and the medium laser is upgraded to a pulse model. CASE is added to the side torsos, and an additional half-ton of armor is added to the legs.

OST-2Cb *Ostroc*: Ferro-fibrous armor improves this urban fighter's defenses, and 14 double heat sinks allow it to manage the heat from the two upgraded extended range large lasers. Two Streak SRM 2 launchers replace the SRM 4.

CDR-2R *Crusader*: Endo-steel internal structure allows this design to mate advanced Artemis IV fire control to its LRM launchers. The SRM-6 launchers are replaced by four Streak SRM-2s to fire the accurate Hawk Streak SRM. All ammunition is carried in the side torsos in CASE-protected magazines, and the heat sinks are upgraded to double-efficiency models.

EXC-B2b *Excalibur*: Using endo-steel internal structure, this upgraded version carries another 3.5 tons of much-needed armor.

WHM-6Rb *Warhammer*: Outfitted with 17 double heat sinks, this version adds Artemis IV fire control to the SRM rack to handle the deadly Headhunter SRM. Ferro-fibrous armor improves protection somewhat.

MAD-1R *Marauder*: The MAD-1R is well protected with CASE in the right torso and eleven tons of ferro-fibrous armor. The MAD-1R would later be superseded by the MAD-2R, which upgraded the PPCs to ER models and replaced the heat sinks with doubles.

THE-11Eb *Thug*: A simple upgrade, the *Thug* mounts two ER PPCs.

RFL-3N-2 *Rifleman II*: A radical upgrade, the weight of this version is increased to eighty tons. An XL engine and endo-steel internal structure allows the 'Mech to carry a formidable array of anti-aircraft weapons; two LB 10-X autocannon and two large pulse lasers. Fourteen double heat sinks, two medium lasers, Active probe. Rumor is it that Gray Noton discovered such a *Rifleman* abandoned in the Periphery and brought it back to Solais to become undisputed champion in the Class 5 fight circuit.

BLR-1Gb *BattleMaster*: Utilizing an endo-steel internal structure, this upgraded *BattleMaster* drops the missile launcher, machine guns, and rear-firing lasers. It is armed with two ER PPCs (one in each arm), the standard torso-mounted forward-facing lasers, and a large pulse laser in the center torso. One heat sink is removed, but the others are upgraded to double efficiency models. A variant of this design drops an additional heat sink to allow for the installation of a double cockpit. Another variant existed, deployed to important non-Royal regiments; the -1Gc is much more limited in scope and upgrades the heat sinks to double-efficiency models, while swapping out the machine guns for a double cockpit.

HGN-732b *Highlander*: Dropping two heat sinks and a ton of SRM ammunition, the HGN-732b adds Artemis IV fire control to the LRM and SRM launcher and an extra medium laser to the right torso. The remaining heat sinks are upgraded to doubles.

KGK-000b *King Crab*: Outfitted with 12 double heat sinks, this version expands the AC 20 ammunition bays to 10 rounds each. Artemis IV fire control is added to the LRM launcher.

Aerospace Fighters

TRN-3Tb *Trident*: With an upgraded XL power plant, the TRN-3Tb replaces the medium lasers with pulse models and carries an additional ton of fuel. Double heat sinks are also installed.

RGU-133Eb *Rogue*: Using the mass freed up by the installation of an XL power plant, the RGU-133Eb mounts upgraded pulse lasers and adds Artemis IV fire control to the LRM launchers. Double heat sinks allow the fighter to make maximum use of its upgraded weaponry.

THK-63b *Tomahawk*: In a radical upgrade, the THK-63b replaces the small laser with an ER PPC and adds half a ton of armor to the wings and rear, thanks to the installation of an XL power plant.

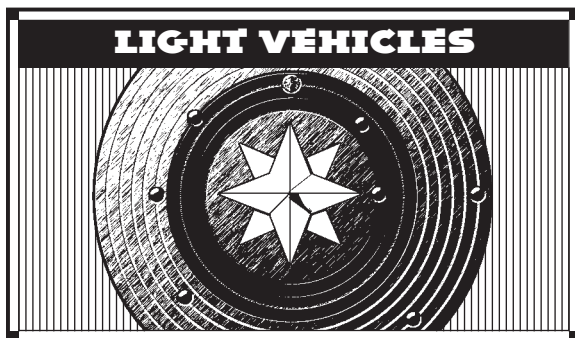
GTHA-500b *Gotha*: Dropping two heat sinks, the GTHA-500b upgrades the remaining twelve to double-efficiency models. The PPC is replaced with a large pulse laser, and Artemis IV fire control systems are added to the LRM launchers.

IRN-SD1b *Ironsides*: Outfitted with an XL engine, the IRN-SD1b upgrades its PPCs to extended-range models. Five extra heat sinks, an extra ton of SRM ammunition, and CASE are added.

HMR-HDb *Hammerhead*: An M-7 Gauss rifle and two tons of ammunition replace the Emperor Zeta autocannon.

RPR-100b *Rapier*: Adding three double heat sinks, the RPR-100b replaces the PPCs with large pulse lasers. The LRM launcher is upgraded to a 20-rack mated to Artemis IV fire control, and three tons of ammunition are stored in a CASE-protected magazine. A new aft-mounted medium pulse laser covers the fighter's rear. An XL power plant frees the mass required for these changes.

AHB-443b *Ahab*: Upgrading to double-efficiency heat sinks allows an extended-range model to replace the large laser. The armor is now ferro-fibrous.



Mass: 30 tons

Movement Type: VTOL

Power Plant: Hermes 100 Fusion

Cruising Speed: 86 kph

Flank Speed: 129 kph

Armor: FiberTech Light

Armament:

1 Omicron 950 Medium Laser

2 McArthur Anti-Missile Systems

Manufacturer: Aldis Industries

Primary Factory: Terra

Communications System: Datacom 100

Targeting and Tracking System: Tarmac Quasar V

Overview

The newly formed Star League Defense Force was ill prepared for the unconventional tactics employed against it by the Periphery States in the Reunification War. While some hidebound officers ploughed through all opposition regardless of casualties, others developed new tactics to deal with guerrilla forces. Before her death at the hands of Taurian Concordat assassins, General Amalthia Kincaid masterminded the creation of special Striker Regiments. Trained to live off the land (depriving the guerrillas of a logistical tail to target) and fully versed in the tactics of their opponents, the Striker Regiments returned the initiative to the SLDF.

Much of the Striker Regiments' success was due to their mobility, an asset provided by transports such as the Cobra Transport VTOL. Introduced in 2582, this was not a flashy combatant, but a workhorse design capable of transporting troops, supplies, or personnel with equal ease.

Capabilities

The Cobra's impressive cargo capacity is the key to its success. The deck, walls, and ceiling of the compartment are festooned with tie-down points and power, cooling, and filtration hook-ups. So equipped, the Cobra can carry almost any cargo imaginable. The compartment can be sealed to transport liquids, and fight forest fires by dumping a full load of water out the rear hatch is not an uncommon duty for a Cobra during peacetime.

The Cobra's armor protection, while good, cannot withstand sustained fire. The vehicle was designed to support combat operations, not become directly involved in the fighting. Man-portable missile launchers proved to be the most common threat to Cobras during the Reunification War, and Aldis Industries eventually mounted twin anti-missile systems on the underside of the fuselage at the expense of a reduced cargo bay. Cobra pilots soon perfected the "snake-bite" maneuver; when faced with missile fire, pilots flew directly toward the incoming salvo and then pulled back on the stick to bring the nose up and allow the anti-missile systems to engage the approaching warheads. This maneuver placed greater-than-anticipated stresses on the vehicle, resulting in several fatal accidents before the introduction of a reinforced airframe.

The only offensive armament is a nose-mounted medium laser that can be fired either by the pilot or the navigator/cargo master. When a crew must resort to using the weapon, it generally means they are in over their heads.

Deployment

The Cobra's initial success with the Striker Regiments ensured that it became one of the standard SLDF transports. The design later proved itself an invaluable asset to SLDF troops and their civilian supporters who were trapped on Terran Hegemony worlds during the Civil War. The VTOLs became mobile bases from which these resistance fighters waged a long and bitter struggle against the occupying Rim Worlds Republic troops.

ComStar inherited the Cobra along with a mountain of other Star League equipment when it took control of Terra in 2788, and the Clans used the *Cobra's* chassis as the basis of their Anhur Transport. Both sides consequently possessed similar logistical transport capabilities during the historic battle on Tukayyid, though few Clans on Tukayyid paid the necessary attention to logistics.

In the wake of the ComStar Schism, the Word of Blake came into possession of a handful of Cobras. When Terra fell under Blakist control, the Aldis Industries production lines were reactivated, and the design has remained in production since 3058. The Blakists' line divisions make limited use of the Cobra. The Protectorate Militia, however, fields far more conventional infantry and armored units, and the strain this places on their transport infrastructure means that, in spite of their prolific use of the vehicle, they never have enough Cobras.

Variants

Most Cobra variants involve installing additional equipment in the large cargo bay. Some have been modified into flying MASH units, while others are outfitted as flying Command, Communication, and Control centers.

Notable Crews

Joseph Cope and Mark Jefferies: Natives of Hesperus II, this duplicitous duo were blissfully pursuing a career of smuggling (from guns to booze: anything for a profit) when the Word of Blake invaded. Finding the new planetary rulers to be even less tolerant of their activities than the Lyran Alliance, the pair was forced to flee to the East Barrens continent in an appropriated Cobra. Falling in with a group of resistance fighters, the pair took a page from history and used the vehicle as a mobile base from which to strike at the Blakists.

Following the liberation of Hesperus II, this nefarious double act and their resistance fighter comrades threw their lot in with Devlin Stone's coalition.

COBRA TRANSPORT VTOL

Type: **Cobra Transport VTOL**
 Technology Base: Inner Sphere
 Movement Type: VTOL
 Tonnage: 30
 Battle Value: 367

Equipment
 Control Equipment: 1.5
 Lift Equipment: 3
 Power Amplifier: 0
 Turret: 0
 Armor Factor: 48

Weapons and Ammo
 Medium Laser
 2 Anti-Missile Systems
 Ammo (AMS) 36
 Cargo

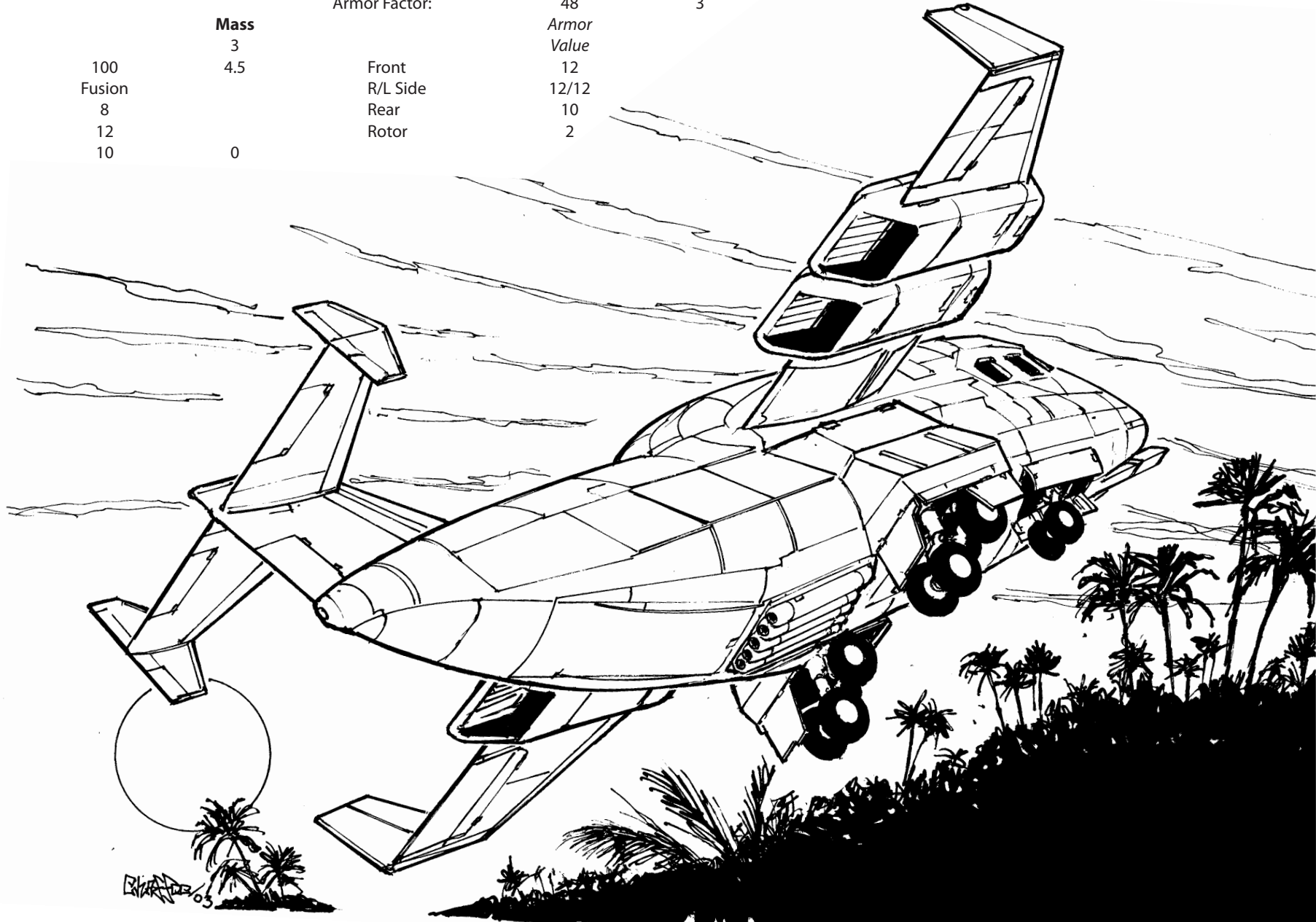
Location
 Front
 Front
 Body
 Body

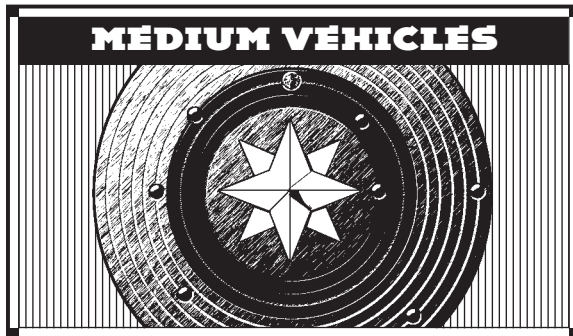
Tonnage
 1
 1
 3
 10

Equipment

Internal Structure:		3
Engine:	100	4.5
Type:	Fusion	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0

Front 12
 R/L Side 12/12
 Rear 10
 Rotor 2





Mass: 50 tons

Movement Type: Wheeled

Power Plant: GM 180 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: Mercury Weave Ferro-Fibrous

Armament:

2 Amdecker 300 Large Lasers

2 Ramsey-65 Machine Guns

Manufacturer: Buhallin Military Products

Primary Factory: Dieron (destroyed 2776)

Communications System: SP/2 HAYOT

Targeting and Tracking System: Baltex K580

Overview

Buhallin Military Products, a company renowned for their wheeled combat vehicles, introduced the Turhan in 2530. Designed in response to the Hegemony Armed Forces' search for a new urban combat vehicle, the Turhan scored over its competitors with its organic infantry unit, allowing it to serve as an APC as well.

Capabilities

Using multiple axles and wheels, the Turhan exerts ground pressure equivalent to a typical civilian prime mover, but the most notable feature is the way the chassis articulates. The Turhan's designers had to make their vehicle long and narrow when faced with the challenge of designing a vehicle to navigate the narrow streets common to the Hegemony's oldest cities. This presented

its own problems, for such a vehicle would have trouble with the tight corners it would encounter. The solution was to include an articulating joint at the chassis's midpoint, a decision that earned the Turhan the label of "the bendy tank."

Unlike most combat vehicles of the era, the Turhan's primary armament is energy-based, and it lacks the customary auxiliary missile armament. Twin turret-mounted Amdecker lasers provide the bulk of the firepower, with two machine guns installed for anti-personnel fire. After 2583, the tank was armored with the newly developed ferro-fibrous armor.

Time and again it has been demonstrated that armored vehicles cannot operate without infantry support in an urban environment. The Turhan provides its own in the form of an infantry bay with a five ton capacity. The vehicle soon became a popular APC as it was able to transport a wide variety of troop types.

Deployment

The 2549 "September Revolt" was the first real test of the Turhan's capabilities. Elements of the Fifty-first Dragoons Regiment attempted to take control of the Hegemony after rejecting the authority of newly elected Director-General Ian Cameron. The rebels failed to capture key government members when they seized the Hegemony's capital city of Geneva. Finding themselves isolated when their HAF comrades swore fealty to the new Director-General, the Fifty-first were besieged in the ancient city. As the days passed and nobody rallied to their cause, tempers began to flare, and soon the rebels were fighting amongst themselves. At this point HAF troops entered the city to stop the fighting. Unlike the rebel's heavy armor, the Turhan could negotiate Geneva's narrow streets with ease. The vehicle's primary duty was to ferry HAF infantry into the fighting, but it was also pressed into service as a makeshift ambulance, while also being used to evacuate civilians from the fighting that was demolishing their historic city.

The Turhan continued to serve the Hegemony troops who were later incorporated into the Star League Defense Force. Its utility as a well-armed and -armored

troop transporter kept it on the front lines of the bloody Reunification War, and the vehicle continued to be an important component of the League's infantry divisions until the fall of the Star League.

ComStar inherited a substantial number of Turhans and, given the Com Guards' combined arms philosophy, they proved to be an invaluable asset. Many were lost on Tukayyid, but their contribution to that victory ensured that they were amongst the designs used to rebuild ComStar's shattered forces. As a result, the Word of Blake also possesses many Turhans.

With the Draconis Combine's military industry in chaos, Pesht Motors have converted several of their civilian production lines to produce combat vehicles. An updated Turhan is one of the first fruits of this effort.

Variants

The Clans used the Turhan's chassis as the basis for their Ku Wheeled Assault Tank, sacrificing the infantry compartment for heavier armament.

Pesht Motors have started constructing the Turhan at their commercial freight vehicles plant on Unity, and they have introduced an upgraded version too. Using an XL fusion engine, it replaces the turret-mounted machine gun with an anti-missile system and a ton of ammunition. The infantry compartment is reduced to four tons, and a C3 master computer has been installed.

Notable Crews

Private Sandra Ustus: An SLDF Turhan gunner with the Seventieth Infantry Division, Ustus was inexplicably struck deaf, blind, and dumb for five days in 2742. Upon recovering, Ustus claimed the ghost of Jocasta Cameron had appeared to her and prophesied that First Lord Simon Cameron would be slain by an "assassin's digging machine."

The incident was all but forgotten until 2751, when Simon Cameron was killed by a malfunctioning Miner 'Mech. This, along with other similar incidents, fueled the creation of the Cult of St. Cameron during the final years of the First Star League.

Type: Turhan

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 50

Battle Value: 673

Equipment

Internal Structure:

	Mass
Engine:	180
Type:	Fusion
Cruising MP:	4
Flank MP:	6
Heat Sinks:	16

Equipment

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

	Mass	Armor Value
Control Equipment:	2.5	30
Lift Equipment:	0	29
Power Amplifier:	0	26
Turret:	1.5	20
Armor Factor:	134	

Mass

2.5

0

0

1.5

7.5

Weapons and Ammo

2 Large Lasers

Machine Gun

Machine Gun

Ammo (MG) 200

Infantry Compartment

Location

Turret

Turret

Front

Body

Body

Tonnage

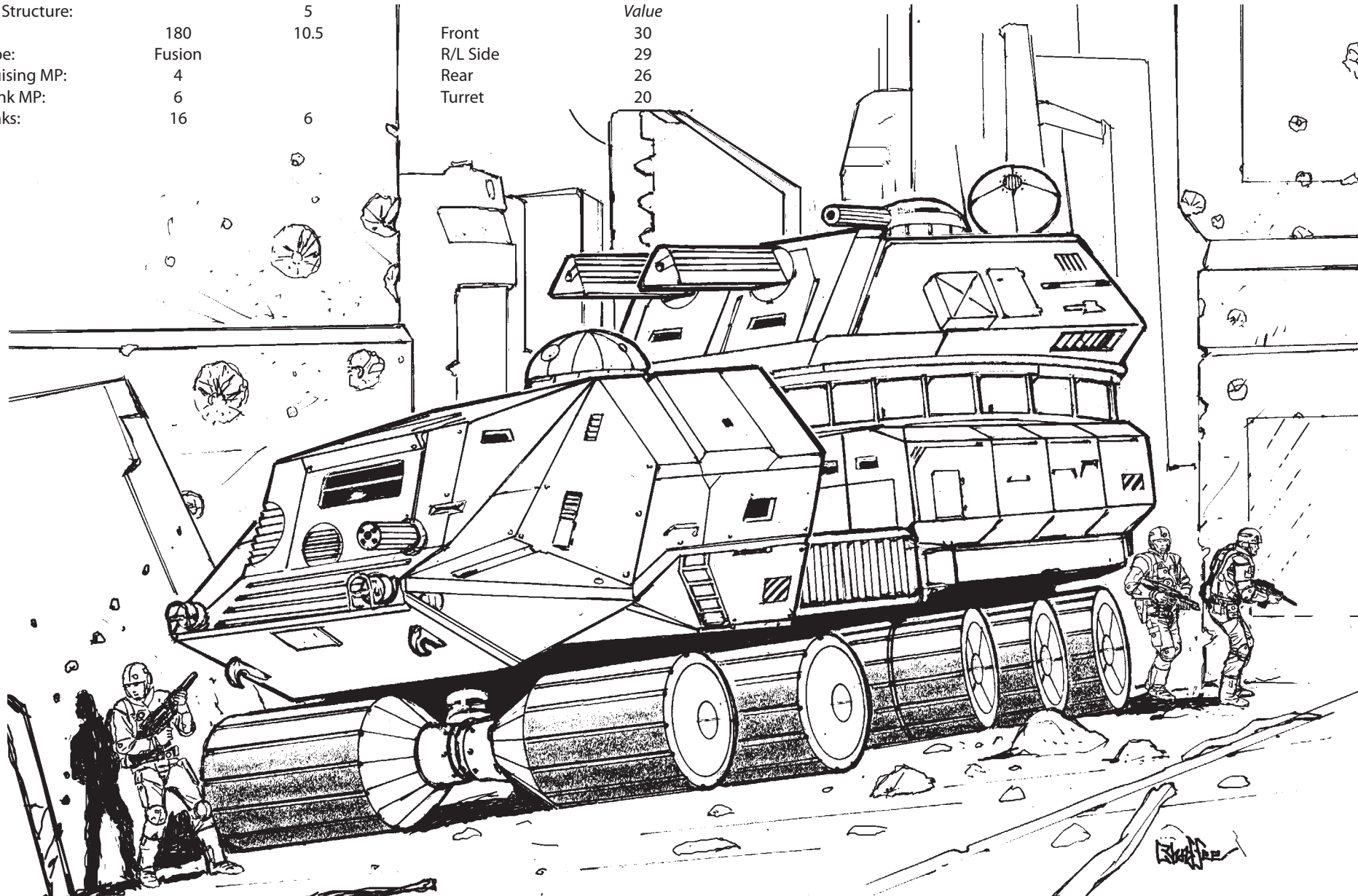
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.5

.5

1

5





Mass: 75 tons

Movement Type: Tracked

Power Plant: Vlar 300 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: PanzerSlab

Armament:

- 1 Class 5 Armstrong Autocannon
- 1 Harpoon-15 LRM launcher
- 1 Harpoon-4 SRM 4 launcher
- 2 M-3 Machine Guns

Manufacturer: Leopard Armor

Primary Factory: Terra (discontinued 2601)

Communications System: Teledon 11

Targeting and Tracking System: Baltex K400

Overview

Manufactured by Terra's biggest producer of armored vehicles, the Merkava Heavy Tank entered service with Terran Alliance heavy armor platoons in 2294. With the formation of the Terran Hegemony, the Mk. II became the keystone of the HAF's armor formations. The Mk. VII earned a reputation for soaking up damage while continuing to fight and was upgraded by Leopard Armor several times during the Age of War. With the introduction of modern weapons and armor, the Mk. VII was slowly phased out of HAF service in favor of the upgraded Mk. VIII in 2465.

Capabilities

The Merkava is a typical heavy tank from the Age of War. The primary weapon is a turret-mounted ballistic

weapon—an automatic 105mm Armstrong autocannon—supported by missile launchers and machine guns.

Where the Merkava scored over other contemporary designs is in the use of a fusion engine. Previously, mass-produced combat vehicles had relied almost exclusively on internal combustion engines. This was not due to the lack of more advanced technology, but rather because reactor maintenance in the field was dangerous and time consuming. The Mk. VII Merkava was one of the first ground vehicles to benefit from new low-maintenance fusion engines that were spun-off from the research and development programs that ultimately created the BattleMech.

Deployment

At the forefront of Director-General James McKenna's campaign to reintegrate the systems abandoned by the Demarcation Declaration, which had limited Terran Alliance control to only those systems within thirty light-years of Terra, the Merkava came to symbolize Hegemony military might. The tank soon achieved an iconic status similar to that now enjoyed by the *Atlas* or the *Mad Cat*. During a six-month campaign in 2431 to wrestle control of Kentares IV from battle-hardened Federated Suns troops, the limitations of ICE combat vehicles were keenly felt. This prompted the introduction of the Mk. VII in 2435, which enjoyed great success against Capellan forces during the Battle of Tybalt.

Many of the now-obsolete Mk. VIs ended their days with planetary militias or as targets on the practice range. Four were modified into remote-control target drones and participated in the first live-fire test of the *Mackie* prototype. Colonel Charles Kincaid smashed the converted Merkavas in a brutal exhibition that terrified even the drone operators.

The Mk. VII's 2465 successor, the Mk. VIII, utilized a yet more advanced fusion engine also drawn from BattleMech research. The Mk. VIII continued to serve the HAF until the end of the Reunification War. Believing it was no longer practical to modify the aging design to keep pace with advances in weapons technology, Leopard Armor ceased production to concentrate on new vehicle designs. Many Mk. VIIIs were sold for scrap or to the Star League's member

states, while others were sent to Hegemony militia forces. Few remained by the fall of the Star League, and those were cannibalized for their fusion engines during the Succession Wars.

Earthwerks has created a makeshift vehicle manufacturing plant on Tiber, where they have produced an updated Merkava for the Principality of Regulus. Since the beginning of 3073, the new Mk. IX has been entering the Regular Hussars in large numbers.

Variants

Fitted with a primitive fusion engine, the antiquated Mk. VII had a top speed of 54 kph. Its primitive armor was no match for modern weapons, but its weapons were quite sophisticated, with the only significant difference from the Mk. VIII being a smaller LRM-10 launcher and SRM-2 rack. The Mk. VIs, the last combustion-powered Merkava, had about the same weaponry as the Mk. VII. Those refitted as remote-controlled target drones removed the LRM launcher and ammunition.

The new Mk. IX mounts a light fusion engine. This allows the autocannon to be replaced with a light Gauss rifle, and the SRM launcher has been upgraded with Streak technology.

Notable Crews

Major Theodore Cameron: When the 132nd Heavy Armor Regiment lost its commander to a Capellan air strike during the bloody Battle of Tybalt in 2435, Major Cameron (a relative of Director-General Jacob Cameron) assumed command. Rallying his surviving armor, the Major led his troops from the front, driving through the Capellan defenses at Aswan Ridge and breaking the stalemate.

Force Commander Niomi Challenger: A survivor of the ill-fated assault on Gibson, Challenger has been assigned to command the newly formed 108th Regular Armored Regiment. She now has the daunting task of training her green Tankers to face the Word of Blake and their terrifying Manei Domini infantry.

MERKAVA MK. VIII HEAVY TANK

Type: **Merkava Mk. VIII Heavy Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 75

Battle Value: 879

Equipment

Internal Structure:

Engine: 300 Fusion

Type: 4

Cruising MP: 6

Flank MP: 10

Heat Sinks: 0

Equipment

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor: 160

Front 32

R/L Side 32

Rear 24

Turret 34

Mass

4

0

0

2

10

Armor

Value

Weapons and Ammo

AC/5

Ammo (AC) 20

LRM 15

Ammo (LRM) 16

SRM 4

Ammo (SRM) 25

MG

MG

Ammo (MG) 200

Location

Turret

Body

Turret

Body

Turret

Body

Turret

Front

Body

Tonnage

8

1

7

2

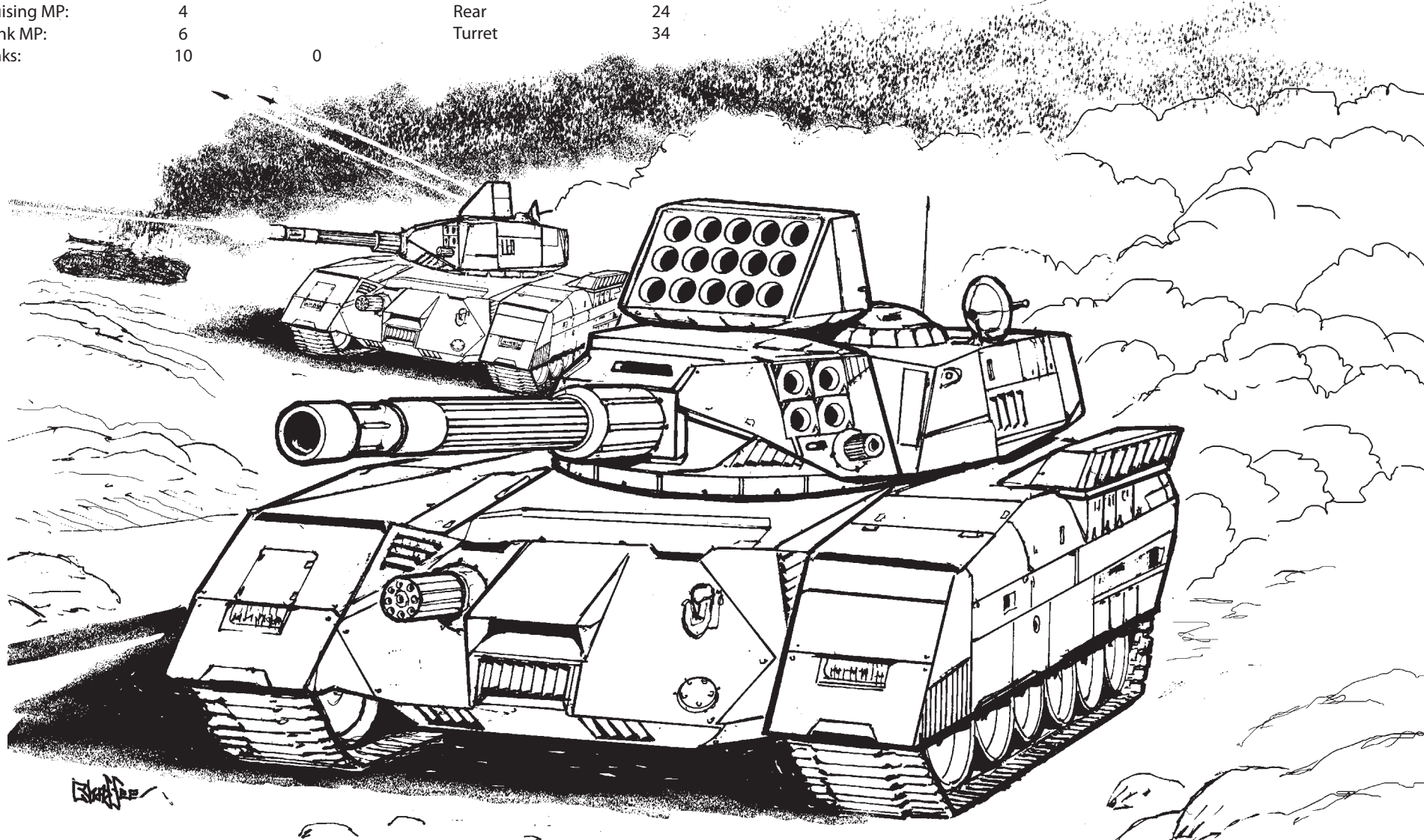
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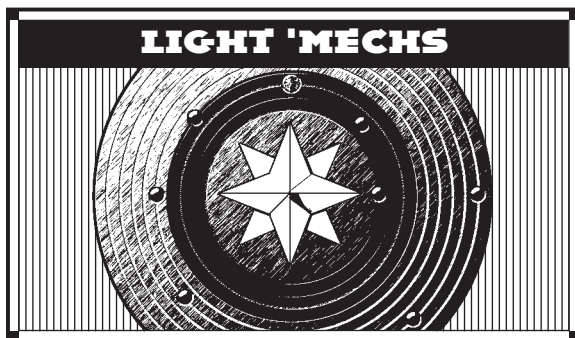
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.5

.5

1





Mass: 25 tons
Chassis: Skobel 100-ROB Endo-Steel
Power Plant: GM 150
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Krupp 150 Ferro-Fibrous
Armament:
1 Armstrong JJ-Lite Autocannon/2
1 Holly Streak SRM 2
Manufacturer: Skobel MechWorks
Primary Factory: Terra
Communications System: Exeter Longscan 200
Targeting and Tracking System: Garret T15AJ

Overview

In 2763 the SLDF invited the Hegemony's weapons manufacturers to bid on a contract for a new light 'Mech capable of both serving as a scout and supporting infantry and armor. Skobel MechWorks unveiled the first prototype of their entry, the *Jackrabbit*, the following year.

Skobel's design was evaluated alongside those of several other competitors over the next two years. The *Jackrabbit* scored high on reliability and ease of maintenance, and the design received clearance for combat testing just weeks before Rim Worlds Republic troops seized control of the Terran Hegemony. Skobel's factories fell to Republican forces more or less intact, and the *Jackrabbit* was among the designs Stefan Amaris ordered into full production for his troops.

Capabilities

Since the machine was never evaluated in combat conditions, several fundamental flaws in the *Jackrabbit's* design were not revealed until SLDF and Republican troops began to clash on the outermost Hegemony worlds. Designed to be fast while also providing long-range fire support, the *Jackrabbit* tried to be a jack-of-all-trades.

The *Jackrabbit*, however, cannot match the speed of fast recon units since it mounts a weapon heavier than any commonly found on such a light 'Mech. While the weaponry is adequate against infantry, it lacks the punch needed to deal with hard targets. The Krupp 150 Ferro-Fibrous armor provides excellent protection by weight, but the tonnage devoted to weaponry means that the light 'Mech cannot carry enough of it. Worse, weight constraints forced the engineers to exclude CASE from the design. Dependent on ballistic and missile weapons, the *Jackrabbit* is unsuited to the role of a raider, and it lacks the special electronics that would make it stand out in the role of a scout.

Despite these failings, there was nothing fundamentally wrong with the basic chassis or subsystems. Indeed, technicians reported the 'Mech a pleasure to work on.

Deployment

Knowing that General Kerensky and the SLDF were fighting their way through the automated defenses of the Hegemony and might eventually reach Terra, Stefan Amaris had over five hundred *Jackrabbits* built to bolster his forces. The weaknesses in the design were not known to his troops. However, they soon became apparent as Kerensky's troops battled toward their ultimate target. Many *Jackrabbits* fell to the expert marksmen in the ranks of the SLDF, and the lack of jump jets limited their mobility in the savage urban combat that marked the campaign.

Running down *Jackrabbits* soon became a popular sport among SLDF MechWarriors, and combat losses for the design ran to over eighty percent. Of those 'Mechs to survive the final battles, none were taken by General Kerensky's troops when they departed from the Inner Sphere. ComStar inherited these when they captured Terra, but they used the *Jackrabbit* sparingly. The few

that were deployed on Tukayyid fared poorly against the Clans, and ComStar chose to radically redesign the 'Mech and create the *Nexus*. Since the formation of the Word of Blake Protectorate, the remaining *Jackrabbits* have appeared in the ranks of the Protectorate Militia.

Variants

Rim World Republic technicians attempted to boost the *Jackrabbit's* effectiveness by replacing the autocannon with a large laser, an extra heat sink, and a ton of armor. When SLDF troops first encountered the JKR-9R amongst the packs of unmodified *Jackrabbits*, they nicknamed it "the Joker." About half of the *Jackrabbits* fielded by the Protectorate Militia are of this type.

Upgrades

In 3055 ComStar modified the design to produce the *Nexus* to help rebuild the Com Guards following the heavy casualties they suffered in the historic battle on Tukayyid. Although marginally similar in appearance, the *Nexus* is radically different from the old *Jackrabbit* in performance.

The Word of Blake has recently introduced the JKR-9W. Firepower is improved significantly by replacing the Class 2 autocannon with a light Class 5 autocannon and adding an extended-range medium laser to the right torso.

Notable MechWarriors

Lieutenant Gregor Savage: A member of the 18th Amaris Chasseurs (Death's Head Regiment), Lieutenant Savage earned the dubious distinction of having more 'Mechs shot out from beneath him in battle than any other MechWarrior before him. He lost one 'Mech to an air attack, four to SLDF BattleMechs, one to a minefield, one to an ammunition explosion caused by a damaged fusion power plant, and one to friendly fire.

Gregor's ultimate fate remains unknown, as his body was never identified following the final SLDF assault. Some historians speculate that he survived once again and later escaped Terra amidst the confusion as the Star League disintegrated.

JKR-8T JACKRABBIT

Type: **Jackrabbit**

Technology Base: Inner Sphere

Tonnage: 25

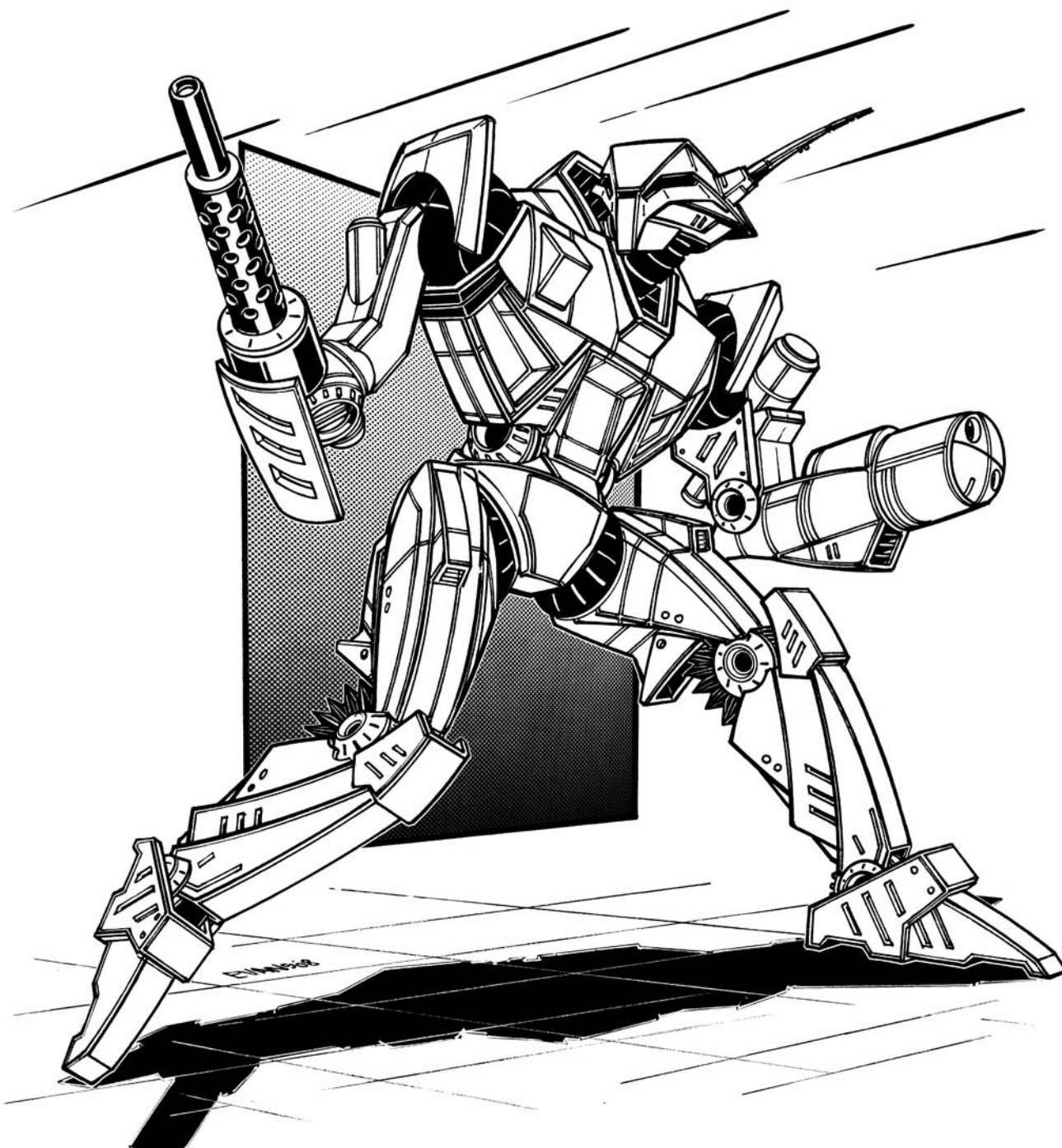
Battle Value: 417

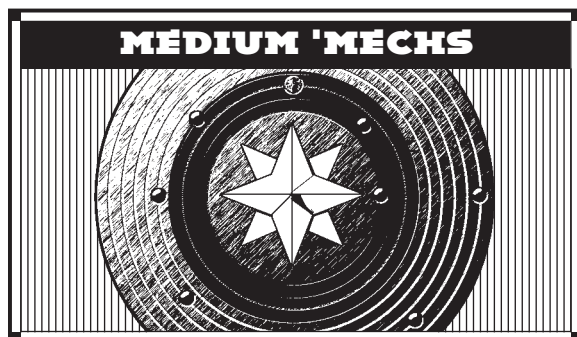
Equipment

		Mass
Internal Structure:	Endo-Steel	1.5
Engine:	150	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	62	3.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	5
R/L Torso (rear)		3
R/L Arm	4	5
R/L Leg	6	6

Weapons and Ammo	Location	Critical	Tonnage
AC/2	RA	1	6
Ammo (AC) 45	RT	1	1
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	LT	1	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: Armorscale 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.

KY2-D-02 KYUDO

MEDIUM 'MECHS

179

Type: **Kyudo**

Technology Base: Inner Sphere

Tonnage: 45

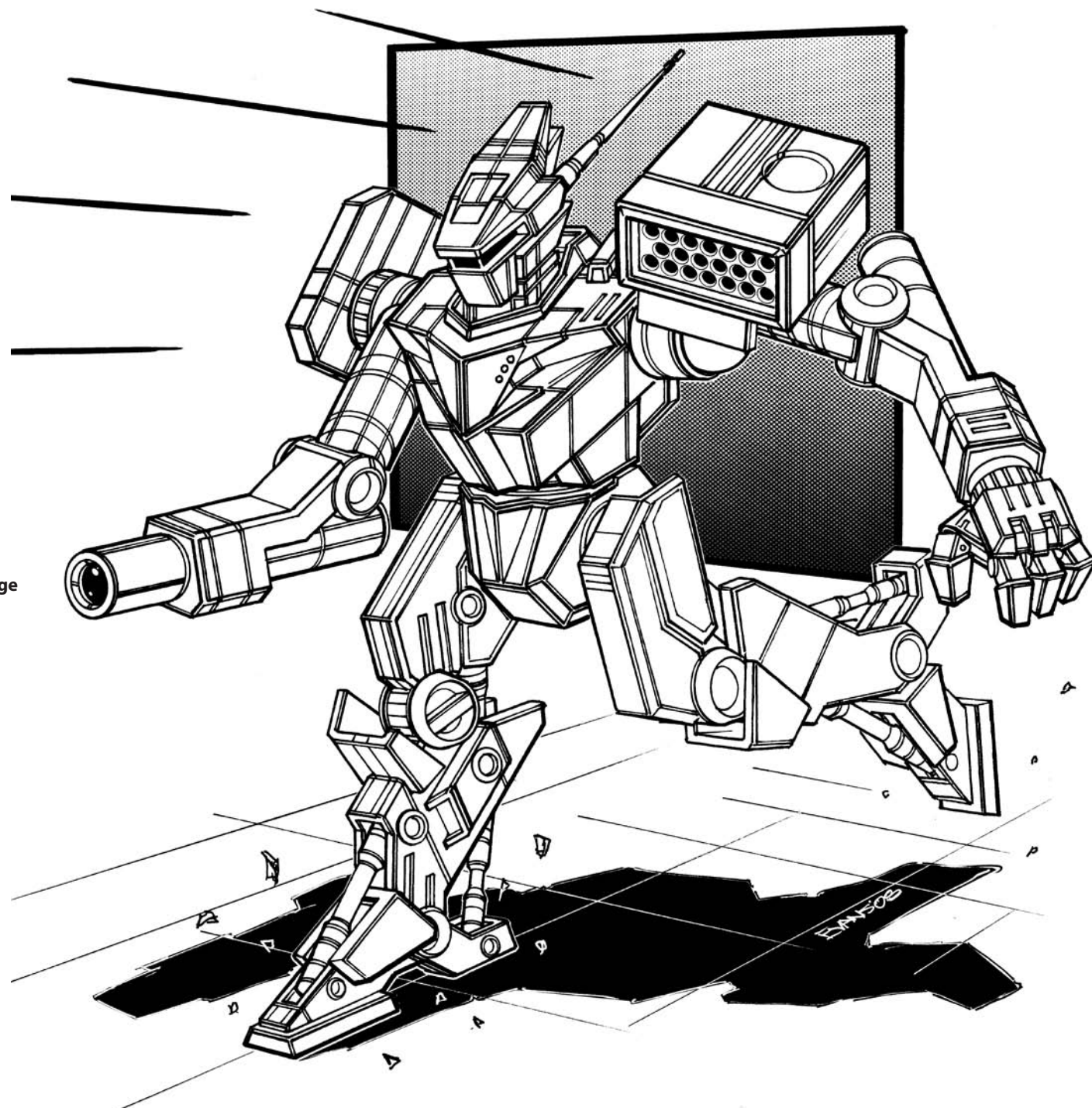
Battle Value: 1,286

Equipment

	Endo-Steel	Mass
Internal Structure:	225	2.5
Engine:	225	10
Walking MP:	5	
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: 60 tons
Chassis: Star League VI
Power Plant: GM 180
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Grumman-3 Ferro Fibrous
Armament:
2 M-7 Gauss Rifles
Manufacturer: Mitchell Vehicles
Primary Factory: Graham IV (destroyed 2775)
Communications System: HartfordCo COM 3000
Targeting and Tracking System: HartfordCo XHW 7

Overview

The *Galahad* was born from the Terran Hegemony's attempts to create a medium fire-support platform more advanced than the RFL-1N *Rifleman*. Mitchell Vehicles unveiled their prototype in 2570, but like its predecessor it suffered numerous overheating issues. With the development of the Gauss rifle, Mitchell Vehicles was inspired to redesign the *Galahad* in 2594, transforming it into a heavy design in the process.

Production of the upgraded GLH-2D *Galahad* continued until the destruction of Mitchell Vehicles' Graham IV manufacturing center during the First Succession War.

Capabilities

Mounting two of the largest ballistic weapons available would have been impossible without the development of advanced construction materials. Armed with two M-7 Gauss rifles and plenty of ammunition, the *Galahad's* ability to lay down a prolonged barrage quickly earned it the nickname "Gausszilla." This long-range firepower comes at significant cost, however. Ground speed is mediocre at best, making it difficult for the 'Mech to keep pace with the very forces it is supposed to be supporting. The complete lack of secondary armament or hand and lower arm actuators also represents a major weakness in prolonged engagements or close quarters fighting.

Although upgraded when the *Galahad* was redesigned as a heavy BattleMech, the actuators have proven to be prone to accelerated wear. In addition, the shoulder rotation rings were designed to support a predominantly energy-based weapons array. During the Reunification War, front-line units began to report catastrophic failure of the shoulder couplings, often accompanied by graphic accounts of fifteen tons of detached Gauss rifle spinning through the air from recoil of a shot. The couplings were redesigned, but the *Galahad* still spent an average of fifteen percent more time in the repair bays undergoing preventative maintenance.

Deployment

The Hegemony Armed Forces deployed the *Galahad* during the Reunification War. Tied to supply lines by its low speed and dependency on ammunition, the design was of limited usefulness on the mobile battlefields common in the Periphery campaigns. During the Star League's golden years, the *Galahad* served in limited numbers with the SLDF's Heavy and Dragoon Royal regiments. A few made their way into regular commands, but the Hegemony continued to take great pains to keep the powerful Gauss weaponry out of the hands of the League's member states.

The process of manufacturing the M-7's superconductors was one of the first casualties of the Succession Wars. With endo-steel and ferro-fibrous armor soon to follow, it became effectively impossible for the Successor States to duplicate the design, and a low-tech version would have

required a ground-up redesign. A handful survived in ComStar's secret weapons cache, but until the arrival of the Clans the design essentially vanished from the battlefield.

In the wake of capturing Hesperus II in 3070, the Word of Blake began production of a new version of the *Galahad* for service in their divisions. The Fortieth Shadow Division deployed this design with telling effect against coalition forces during the siege at Maria's Elegy. When the Blakist fortifications finally fell at the end of 3074, the First Skye Jaegers salvaged several relatively intact examples.

Variants

The original GLH-1D *Galahad* was a fifty-ton design powered by a 150-rated fusion engine and constructed on an endo-steel internal structure protected by ten tons of standard armor. Even with thirteen double efficiency heat sinks, the combined armament of a PPC and large laser in each arm caused serious overheating.

Clan Widowmaker updated the design with newly developed weapons, internal structure, and armor, giving it the new designation of *Glass Spider*. When Clan Wolf absorbed the Widowmakers in 2834 many were captured, and the design subsequently spread to the other Clans.

The Word of Blake's improved GLH-3D employs a 240 light fusion engine and a small cockpit. The Gauss rifles were replaced with light Gauss rifles developed in the Free Worlds League. Sophisticated electronics were installed in the torsos—a Guardian ECM system in the right, and an improved C3 unit in the left.

Notable MechWarriors

Phantom Demi-Precentor Delta Laodices: A member of the Manei Domini serving with the Fortieth Shadow Division, Laodices is a sophisticated fusion of human and machine. Using a Direct Neural Interface, he (or she—it is impossible to be sure with all the modifications Laodices has received) pilots a *Galahad* as an extension of his/her body.

In the brutal fighting on Hesperus II, Laodices almost single-handedly stalled the First Skye Jaegers attack, picking off senior officers with phenomenal marksmanship.

GLH-2D GALAHAD

Type: **Galahad**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,648

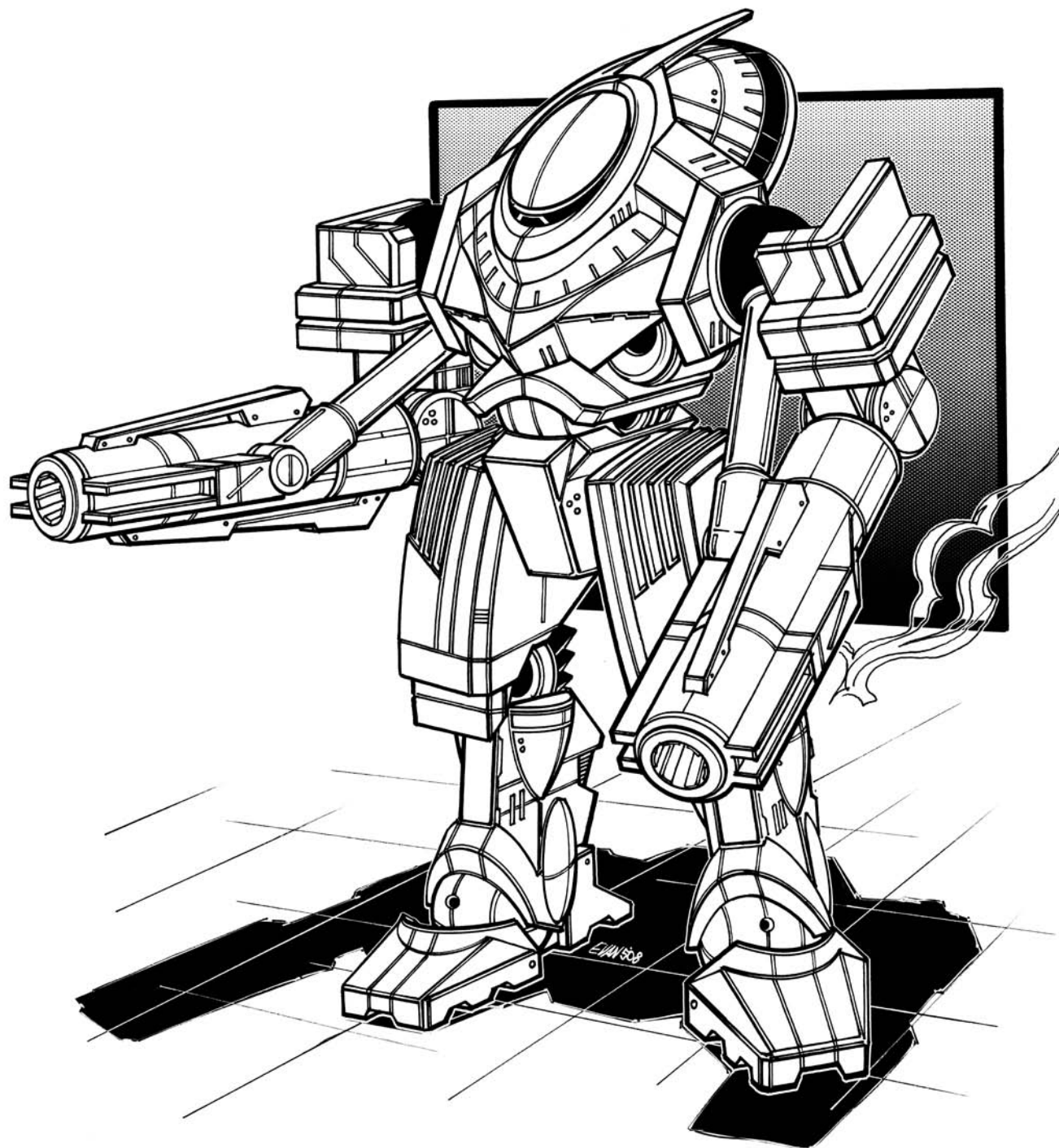
Equipment

	Endo-Steel	Mass
Internal Structure:	180	3
Engine:	180	7
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	197	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	26

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2





Mass: 75 tons

Chassis: Mitchell Heavy HEP

Power Plant: VOX 225

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Armorscale with CASE

Armament:

1 Armstrong Industries Sniper Artillery Piece

1 Nova Large Laser

1 Starflash Medium Laser

1 Coventry Starfire LRM 10

1 Thunderstroke SRM 6

Manufacturer: Mitchell Vehicles

Primary Factory: Graham IV (destroyed 2775)

Communications System: Exeter Longscan 100

Targeting and Tracking System: Tacticon Tracer 150b

Overview

Hemmed in on all sides, the Terran Hegemony adjusted its strategic thinking, switching from offensive to defensive tactics and starting construction of the first Castles Brian in the 2390s. The Hegemony then used the technological advantage provided by its new BattleMechs to secure the frontiers. This change in thinking culminated several generations later in Director-General Deborah Cameron's "Strategy of Aggressive Peacemaking," which paved the way for the creation of the Star League.

The growing emphasis on defensive weapons systems inspired Mitchell Vehicles to design the first BattleMech artillery system. Named the *Helepolis*, this slow and lumbering creation was met with skepticism by both the

artillerymen and MechWarriors of the Hegemony when it was unveiled in 2460. In spite of these misgivings, the Hegemony Armed Forces tried out the design in several experimental deployments.

Capabilities

Built around Armstrong Industries' powerful and accurate Sniper, the *Helepolis* sacrifices speed to carry the large artillery piece. This allows the 'Mech to provide prolonged long-range fire support, and it excels as a siege engine capable of breaking down the most stubborn static defenses. Even with heavily reinforced leg actuators, the BattleMech must come to a full stop to fire the main gun. Knowledgeable foes tend to be quick with counter-battery fire, and so a MechWarrior piloting a *Helepolis* must learn to be fast off the mark once a salvo is away.

A Coventry LRM system was added in 2488, slightly improving the *Helepolis*' ability to deal with threats at closer range. Even then, the 'Mech's slow ground speed and lack of mobility leaves it vulnerable. The HAF invariably assigned infantry and armor to screen *Helepolis* batteries from attack.

Deployment

After some experimentation, the HAF chose to deploy the *Helepolis* in a defensive role with batteries of four 'Mechs often being permanently assigned to strategic strong points.

In September 2549 Director-General Joseph Cameron was assassinated by Captain Henry Green, a member of a warrior cabal opposed to the Hegemony's non-confrontational policies. Ian, Joseph's brother, declared himself Director-General two days later without waiting for a public vote. Using this irregularity as a pretext, disgruntled elements of the Fifty-first Dragoons Regiment seized Geneva in an attempt to take control of the government. The Camerons' Household Guard, supported by several *Helepolis* batteries, surrounded Geneva and contained the rebels while the new Director-General secured his control over the rest of the HAF.

The mobility required by the newly formed Star League Defense Force during the campaigns in the Periphery kept the *Helepolis* relegated to duties such as securing rear-area supply centers and static anti-aircraft defense. Deployed on

Meadowvale, the BattleMech artillery proved ineffective against the rapidly moving Canopian 'Mechs of Colonel Adam Buquoy's raiding force. The damage inflicted by the raid stalled Star League operations against the Magistracy of Canopus for six months.

Like many other specialized designs, the *Helepolis* did not survive the Succession Wars. However, the design has recently been sighted again. The surviving members of the Vining Engineering and Salvage Team have developed a makeshift production facility in the ashes of the Blakist occupation of Solaris VII. VEST produced a battery of upgraded *Helepolis*es for the Thor's Hammers mercenary command, currently stationed on Zanderij in support of the Tooth of Ymir and Greenburg's Godzillas. The artillery 'Mech has performed superbly against the Jade Falcons, pinning elements of Iota Galaxy under constant artillery attack and keeping them from breaking out of their landing zone. The Hammers anticipated the subsequent headhunter attacks against their position, and the Jade Falcon Elementals were wiped out by conventional screening forces while the barrage continued. Faced with a hopeless situation, Iota's survivors withdrew.

Variants

The HEP-1H lacks the double heat sinks and LRM launcher. Powered by a 180-rated fusion engine, it can only just top 30 kph and features a primitive cockpit and armor.

The HEP-3H is a modest modification introduced in 2625 that upgrades the large laser to an extended-range model.

VEST's variant retains the extended-range laser upgrade but uses endo-steel and a light 300 fusion engine to boost top speed to 64 kph. Space constraints necessitated splitting the LRM launcher into two separate five-tube weapons.

Notable MechWarriors

Captain Gustav Colt: Commanding the Thor's Hammers' Charlie Battery, Colt is a veteran artilleryman from the now-defunct Twelfth Star Guards. Part of his responsibility is Major Napoleon Hobart's latest experiment, a motley collection of artillery-armed BattleMechs known as "Hobart's Funnies."

HEP-2H HELEPOLIS

Type: **Helepolis**

Technology Base: Inner Sphere

Tonnage: 75

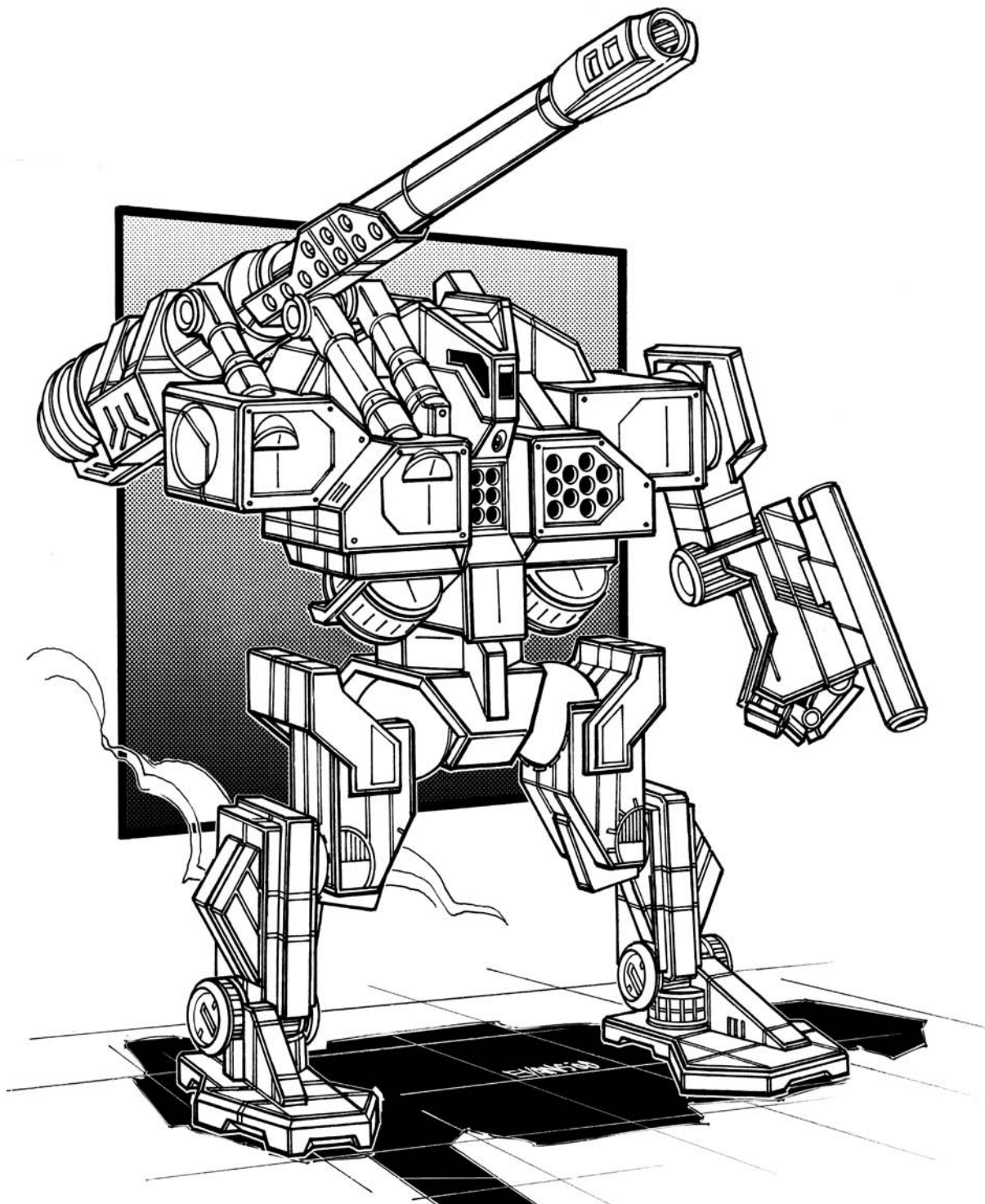
Battle Value: 1,382

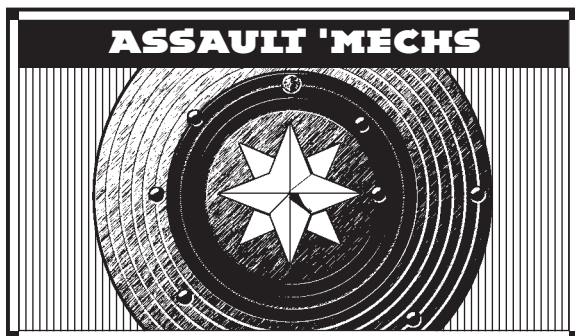
Equipment

		Mass
Internal Structure:		7.5
Engine:	225	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	31
Center Torso (rear)		12
R/L Torso	16	21
R/L Torso (rear)		10
R/L Arm	12	22
R/L Leg	16	25

Weapons and Ammo	Location	Critical	Tonnage
Sniper	RA/RT	10/10	20
Medium Laser	H	1	1
SRM 6	CT	2	3
LRM 10	LT	2	5
Ammo (Sniper) 20	LT	2	2
Ammo (LRM) 12	LT	1	1
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5
Large Laser	LA	2	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: StarSlab/2 Ferro Fibrous with CASE

Armament:

- 1 Blankenburg LB 10-X Autocannon
- 1 Holly-20 LRM Launcher
- 2 Raker-V Medium Pulse Lasers
- 1 Holly-6 SRM Launcher
- 2 Blankenburg 25 Extended Range Large Lasers

Manufacturer: Hegemony Research and Development
Department, Weapons Division

Primary Factory: New Earth (destroyed 2667)

Communications System: Army Comm Class 5

Targeting and Tracking System: Army Corporation Type 29K

Overview

Designed in 2755 to maintain the SLDF's edge over the League's Member States, the AS7-D *Atlas* remains a formidable assault 'Mech even today. But to General Aleksandr Kerensky that was only the beginning, and an advanced version developed for the Royal BattleMech regiments was just beginning deployment on the eve of the bloody Amaris Coup.

Capabilities

An evolution of the iconic AS7-D, the AS7-D-H *Atlas II* retains the basic structure and electronics. The original

missile armament is retained, but a smaller caliber arm-mounted LB 10-X autocannon replaces the heavy autocannon. Installed in a double mount on the left forearm, extended-range large lasers complement the autocannon and LRM launcher. With this heavier arm-mounted weaponry, rear-firing weaponry was deemed redundant and the medium lasers (upgraded to pulse models) were switched to fire forward.

There was no way to surpass the *Atlas*' legendary armor, but upgrading to ferro-fibrous allowed CASE to be installed. Many of the stylistic alterations in the BattleMech's appearance were made during this change in armor type.

Deployment

The *Atlas II* was in its first stages of deployment when the New Vandenburg Revolt sparked off the Periphery uprisings in 2765. Facing formidable odds, these few AS7-D-Hs performed magnificently. General Kerensky himself piloted one in his escape from New Vandenburg.

With the news that the Terran Hegemony was under Amaris' control, Kerensky led his troops to secure the lightly defended Rim Worlds Republic as a base of operations. Captured Republican factories were used to produce the *Atlas II* for Royal commands as they fought to liberate the Terran Hegemony. While many AS7-D *Atlas* pilots remained in the Inner Sphere, the surviving AS7-D-H *Atlas II* pilots chose to follow their Commanding General into exile. The Clans highly prized these Assault 'Mechs whenever they were discovered in Brian Caches during their formative years, and one was sighted in the Jade Falcon Touman during the fighting on Tukayyid in 3052.

While they were in possession of Defiance Industries factories on Hesperus II, the Word of Blake produced several runs of the *Atlas II* for their troops. After the coalition forces evicted the Blakists, Defiance chose to keep the *Atlas II* in production.

Variants

Produced in very limited numbers before the fall of the First Star League, the AS7-D-H2 replaces both large lasers with a Kinslaughter ER PPC and a Gauss rifle replaces the LB 10-X autocannon. One heat sink is removed.

Notable MechWarriors

ilKhan Nicholas Kerensky: Eldest son of Commanding General Aleksandr Kerensky, Nicholas followed his father into exile when the Star League collapsed. Although he was designated as Aleksandr's successor, many officers with more seniority refused to follow Nicholas in the aftermath of their Commanding General's death. As chaos consumed the five Pentagon worlds, Nicholas and his followers retreated to Strana Mechty. Over the next twenty years Nicholas reforged his people into a new society. Declaring himself ilKhan, he then led the twenty "Clans" on a crusade to retake the war-ravaged worlds of the Pentagon in 2821.

ilKhan Nicholas Kerensky, founder of the Clans, died at the controls of his *Atlas II* in 2834. The ilKhan intervened in a Trial of Grievance between Widowmaker Khan Cal Jorgensson and Wolf Khan Jerome Winson following the Widomakers' gross breach of zellbrigen, the body of rules that govern the ritualized combat between Clans. Khan Jorgensson fired into the *Atlas II*'s cockpit, killing the ilKhan and sealing Clan Widowmaker's fate.

Devlin Stone: A man with no past, the enigmatic Devlin Stone is the leader of a growing coalition battling the Word of Blake. While Stone has won victory after victory, the Inner Sphere governments are seemingly paralyzed by the ferocity of the Blakist onslaught. Escaping from captivity in a Blakist reeducation camp, Stone liberated Kittery and several other worlds on the Capellan March/St. Ives Commonality border to form the "Kittery Prefecture."

Stone's *Atlas II* was assigned originally to the Blakist garrison on Kittery, but it became Stone's command vehicle when the planet was liberated. Now sporting its distinctive black-and-white skeletal color scheme, Stone piloted the "Phantom" as he led David McKinnon, John Hopewell, and Bella Lee against a Star of Ghost Bears in 3073 during the Trial of Possession for the use of the Tukayyid HPG for one year. In mid-3074 Stone personally led an ad-hoc battalion in a flanking maneuver that shattered the Blakist's Third Division on Skye.

AS7-D-H ATLAS II

Type: **Atlas II**

Technology Base: Inner Sphere

Tonnage: 100

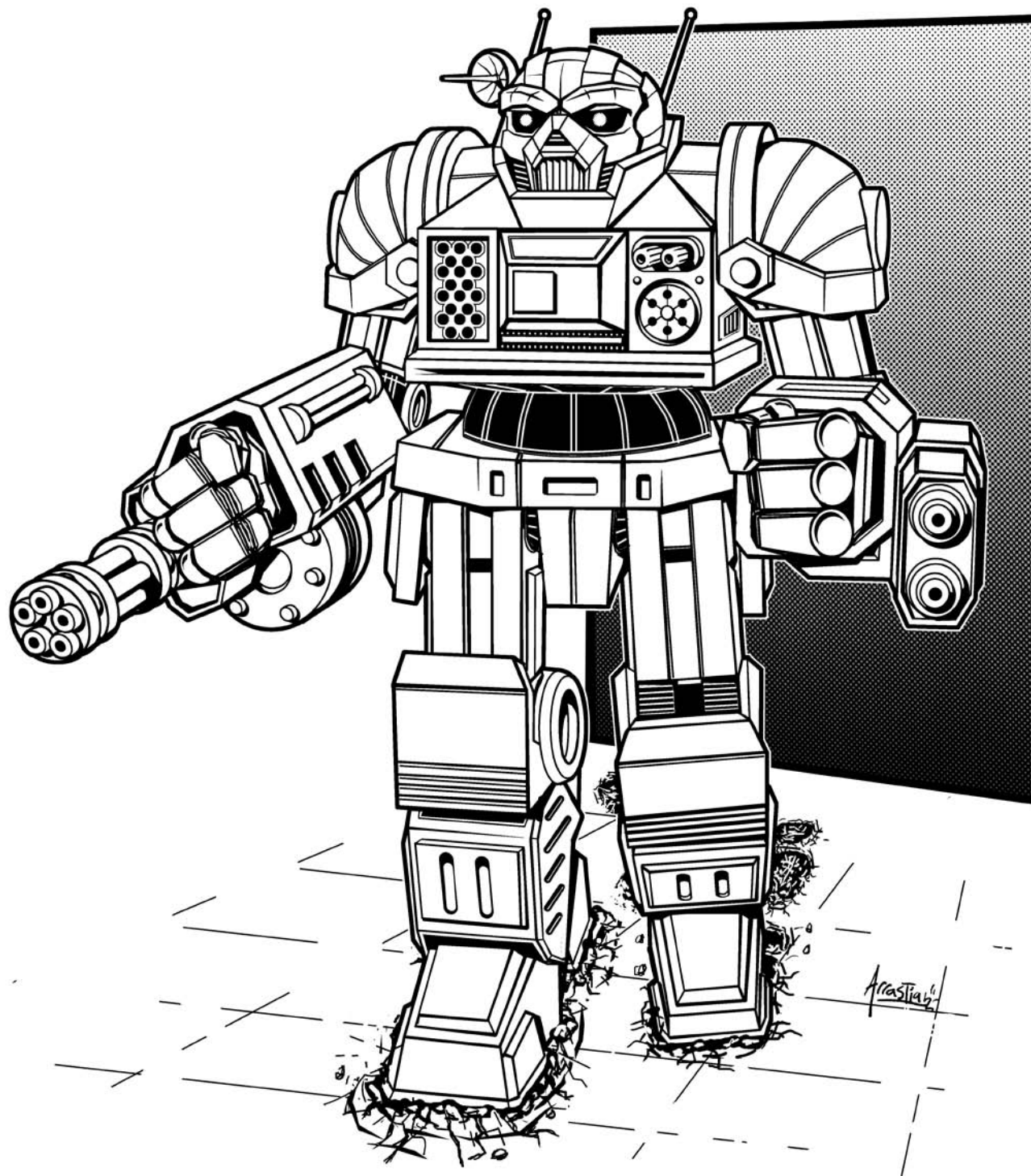
Battle Value: 2,169

Equipment

		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	304	17

	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
LB 10-X AC	RA	6	11
LRM 20	RT	5	10
Ammo (LRM) 12	RT	2	2
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
2 Medium Pulse Lasers	LT	2	4
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5
2 ER Large Lasers	LA	4	10





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

Type: **Mackie**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,022

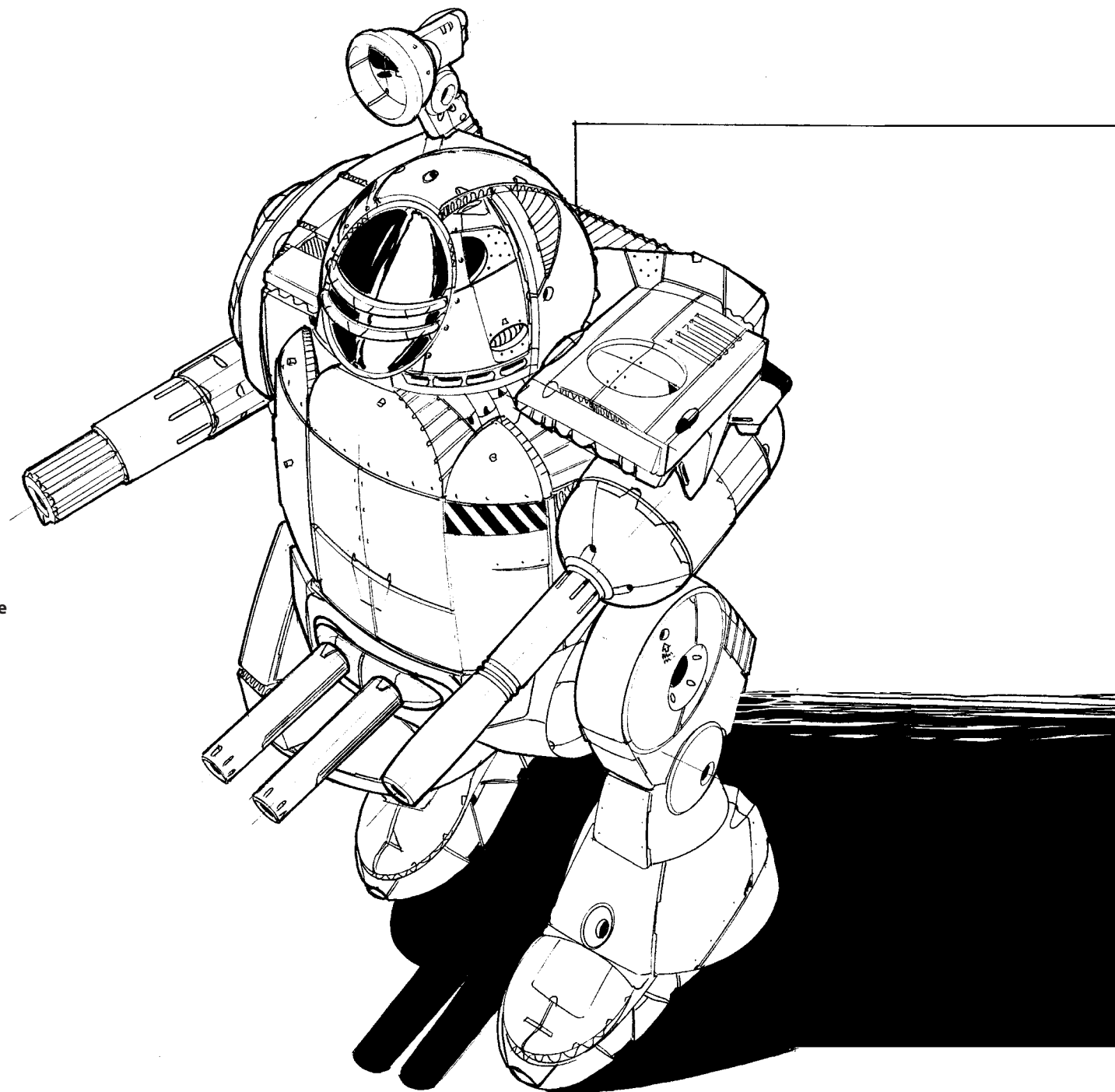
Equipment

		Mass
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 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: 60 tons

Frame: Lycomb 6

Power Plant: GM 240

Armor: SlabPanzer 5

Armament:

3 Diverse Optics/A Large Lasers

5 Starflash Medium Lasers

Manufacturer: Mitchell Vehicles

Primary Factory: Graham IV (destroyed 2775)

Communications System: Telecron L50

Targeting and Tracking System: Telecron M75

Overview

By the mid-twenty-seventh century, Mitchell Vehicles was well established as a combat vehicle and BattleMech manufacturer. With the Reunification War long over and the Inner Sphere showing disturbing signs of sliding into a prolonged period of unprofitable peace, the industrial giant concluded unhappily that continued growth was only achievable via diversification. With interstellar trade at an all-time high, there remained a strong demand for aerospace designs, and so Mitchell Vehicles entered the aerospace business with the launch of the *Hellcat*.

Mitchell Vehicles did not survive the Star League's fall, but several of their designs did, including the *Hellcat*. Lycomb-Davion IntroTech in the Federated Suns and the Lockheed/CBM Corporation in the Lyran Commonwealth continued manufacturing the fighter—with slightly different components—until the Blakist attacks on Tharkad and New Avalon brought production to a halt.

Capabilities

From an aerodynamic standpoint, the *Hellcat* subscribes to the school of thought that even a brick will fly if it has enough thrust. With their expertise in building ground vehicles, Mitchell's designers created a "flying tank," and the first prototype clawed its way off the ferrocrete in 2671.

Armed exclusively with energy weapons, the *Hellcat*'s endurance is limited only by its five-ton fuel tank. Best suited to space operations, the ruggedly constructed fighter has minimal maintenance requirements. This ease of maintenance and resupply became one of the *Hellcat*'s biggest selling points amongst the mercenaries, security forces, and militia who operated it.

Deployment

Despite aggressive lobbying, Mitchell failed to interest the SLDF in their untried creation, and it was in the private sector that the first *Hellcat* sales were made. Space was too big for the SLDF to be everywhere at once, leading many private shipping concerns to operate their own security forces or hire mercenaries. Low-level piracy was omnipresent even at the Star League's height. Often these freebooters were working for themselves, but it was not uncommon for the League Member States and even large corporations to use the predations of these illegals to mask their own activities.

With privately owned *Hellcats* delivering a string of combat victories, interest in the fighter began to grow. Although the SLDF considered the fighter to be too primitive for frontline commands, its ruggedness marked it as an excellent choice for deployment with second-line and militia formations. These same traits allowed the *Hellcat* to survive the Succession Wars, where it flew in support of Federated Suns *Corsairs* and Lyran Commonwealth *Lucifers*.

Seeking a new fighter design as a complement to their *Lightning*, the Outworlds Alliance developed an upgraded *Hellcat* with the aid of Clan Snow Raven scientists and technicians. Alliance pilots scored a major victory over a belligerent group of unidentified fighters at Ramora in 3074. In the wake of such successes, Clan Snow Raven started a limited deployment of the fighter in their second-line Clusters.

Variants

Mitchell Vehicles attempted a number of modifications in a bid to make their *Hellcat* more appealing. The HCT-213R is a reconnaissance variant that drops the nose large laser to double its internal fuel capacity. On the other hand, the HCT-213S is a space-superiority variant that replaces the wing-mounted large lasers with PPCs to enable it to punch through the armor of other fighters. The HCT-213D is reserved for tackling enemy DropShips. The three large lasers are replaced with two SRM-6 launchers and two tons of ammunition in each wing, and an extra heat sink is added.

Mitchell Vehicles' most radical modifications led to the creation of an entirely new fighter in 2710, which was dubbed the *Hellcat II*.

Upgrades

With aid from Clan Snow Raven advisors, United Outworlders Corporation on Ramora introduced an upgraded version of the *Hellcat*. Using Lushann Industrials Limited's high-quality lasers, they have created the HCT-313 *Hellcat*. Equipped with double heat sinks, all the lasers have been upgraded to extended-range models. Armor protection is improved significantly via the use of heavy ferro-aluminum armor, which provides over twenty percent more protection for the same weight.

Notable Pilots

Captain Urquest N. Owen: Formally a member of the HAF's elite Eighteenth Fighter Wing, Owen resigned his commission in 2691 to pursue a life unfettered by irksome rules and petty regulations. Working as a freelance contractor, he accepted almost any assignment and any excuse to fly hard and fast—to him the money was almost irrelevant. Owen virtually lived in his trademark white flight suit, flying his *Hellcat* with equal enthusiasm whether he was defending merchant DropShips or performing aerobatic exhibitions.

HCT-213 HELLCAT

Type: **Hellcat**

Technology Base: Inner Sphere

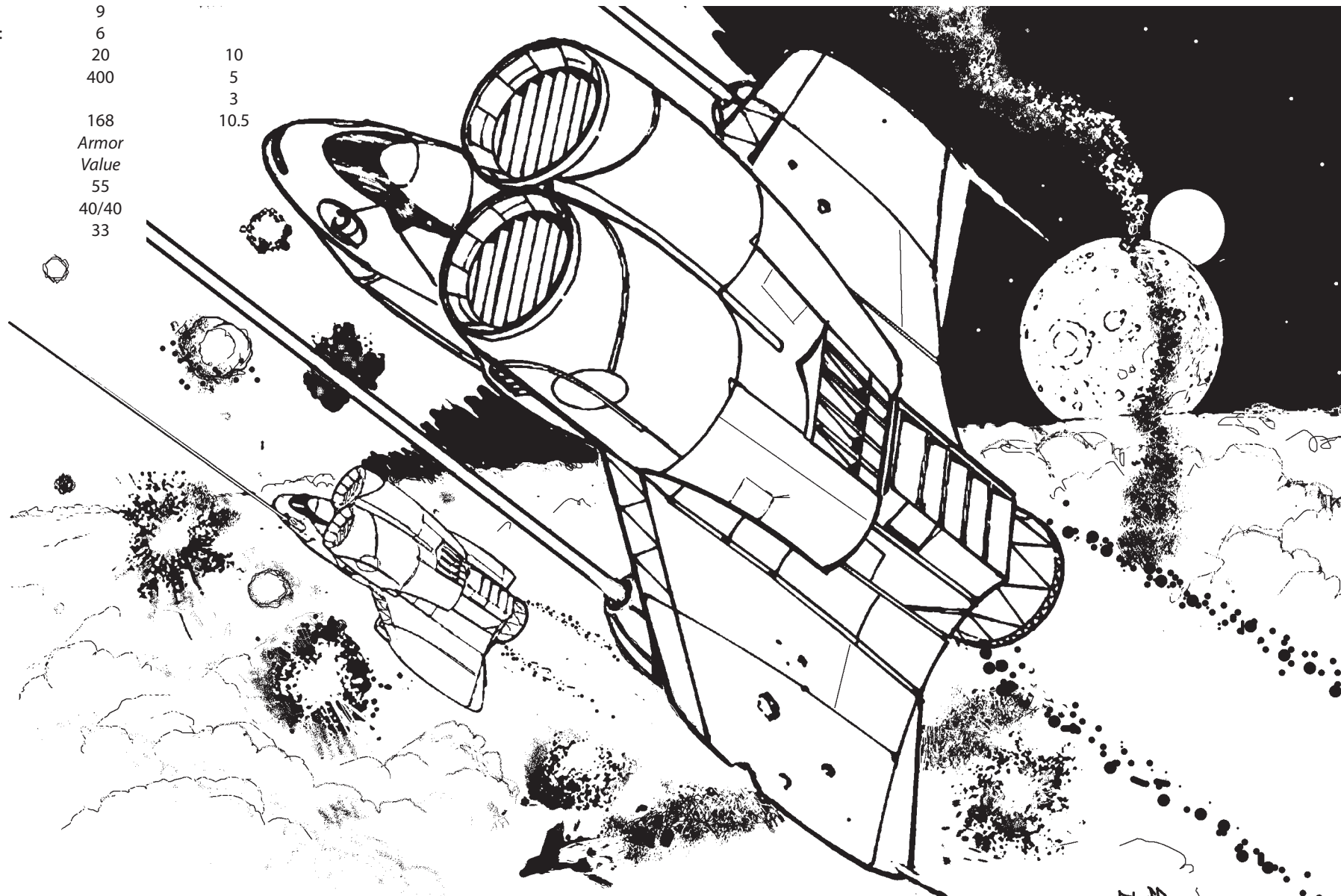
Tonnage: 60

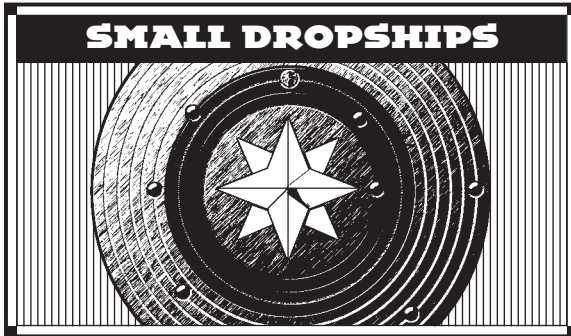
Battle Value: 1,262

Equipment

Engine:	240	Mass	11.5
Safe Thrust:	6		
Max Thrust:	9		
Structural Integrity:	6		
Heat Sinks:	20	10	
Fuel:	400	5	
Cockpit:		3	
Armor Factor:	168	10.5	
	<i>Armor Value</i>		
Nose	55		
Wings	40/40		
Rear	33		

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Large Laser	Nose	5	8	8	8	—	—
2 Medium Lasers	Nose	2	3	5	—	—	—
Large Laser	RW	5	8	8	8	—	—
Medium Laser	RW	1	3	5	—	—	—
Large Laser	LW	5	8	8	8	—	—
Medium Laser	LW	1	3	5	—	—	—
Medium Laser	Aft	1	3	5	—	—	—





With the invention of the BattleMech the face of warfare changed forever. As effective as this new weapon system was, however, it was only good if it could be transported to the intended battlefield. The limiting factor for the military planners of the time was not how many BattleMechs they could build, but how to transport them from jump point to planetary surface. Early attempts to use existing military vehicle or infantry transports demonstrated limited success at best. In a bid to solve its transport and deployment problems, the Terran Hegemony Naval Department started experimenting with turning merchant cargo hulls into military 'Mech haulers.

The *Manatee* was considered the most promising of several available designs. The ship's cargo bays were all open and located on the same deck, forming a large space that could be partitioned into compartments where the massive gantries that would hold the BattleMechs in transit could be installed. These bays were then provided with individual bay doors to facilitate rapid deployment of the 'Mechs once the DropShip was on the ground. [EDITOR'S NOTE: The technique of dropping BattleMechs had not yet been developed, and the *Manatee* lacked the additional gear needed to do so]. Finally, the ship was armed exclusively with energy-based weapons as a way to save space for 'Mech spare parts and supplies.

The *Manatee's* first deployment was against Davion forces on Kentares in 2449. Hegemony 'Mech forces faced the Fourth Avalon Hussars contesting Hegemony ownership. Initially the battle went well against the Hussars, with the 'Mech technology proving its worth. However, as the campaign continued the delivery vessels were found to be too lightly armed and armored, and thus vulnerable to attack. The Hussars exploited this weakness, and several

DropShips (and their precious BattleMechs) were lost. The Hegemony Armed Forces soon learned to deploy heavier fighter screens around these DropShips.

Having proven the basic concept of a 'Mech transporter, the *Manatee* was soon copied by the other Inner Sphere powers to transport their new BattleMechs. Variants of the design later cropped up in the Periphery during the Reunification War era. But eventually, more advanced BattleMech transports replaced the aging vessel. By the collapse of the First Star League it was thought extinct, but in recent years greater contacts with Nueva Castile in the Deep Periphery have shown that the *Manatee* is still in service. It remains unclear whether these are home-built vessels or ancient survivors from before the Succession Wars.

MANATEE CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech Carrier
Tech: Inner Sphere
Introduced: 2449
Mass: 1,900 tons
Battle Value: 1,761

Dimensions
Length: 37 meters
Width: 35 meters
Height: 31 meters

Fuel: 135 tons (5,400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 129
Structural Integrity: 10

Armor

Nose: 80
 Sides: 70
 Aft: 60

Cargo

Bay 1: Cargo (396 tons)	1 Door
Bay 2:'Mech (1)	1 Door
Bay 3:'Mech (1)	1 Door
Bay 4:'Mech (1)	1 Door
Bay 5:'Mech (1)	1 Door

Life Boats: 0

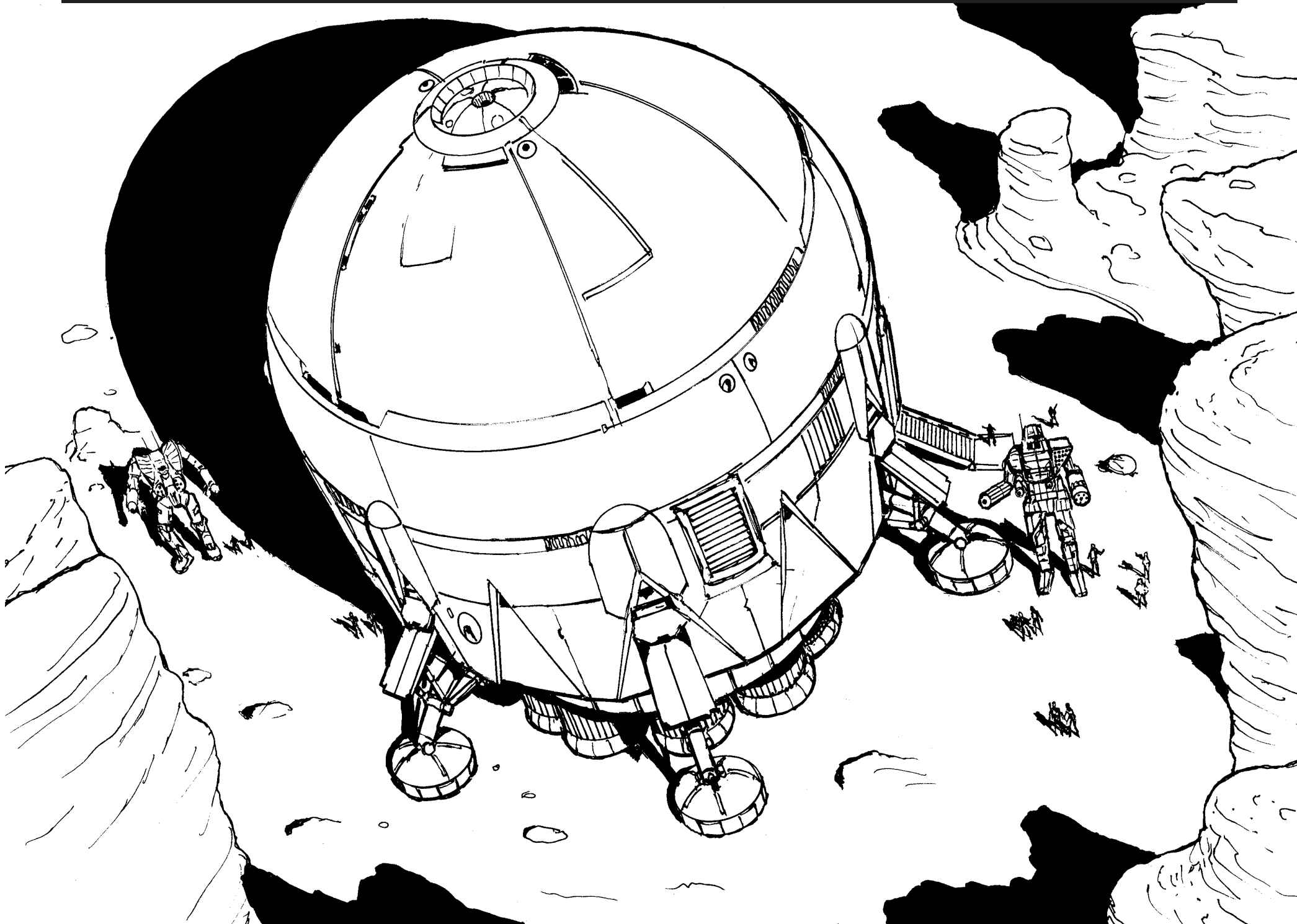
Escape Pods: 2

Crew: 2 officers, 2 enlisted/non-rated, 6 gunners, and 6 bay personnel.

Ammunition: None.

Notes: Mounts 15 tons of standard armor.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (14 Heat)					
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
FL/FR (28 Heat)					
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
AL/AR (28 Heat)					
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
Aft (14 Heat)					
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser





The *Pentagon* was the first DropShip designed specifically for deployment with the *Congress*-class Frigate to provide additional anti-fighter defenses. The *Pentagon* generates an incredible 5.573 Gs of thrust with the massive GM 5600 Sublite Maneuver Drives. With access to better acceleration than many aerospace fighters, crews of this DropShip operate at the very limits of human endurance. The armament is configured to place fire on enemy fighters at all ranges, and the weaponry was regularly updated with the best the Hegemony had to offer. Initially consisting of large lasers and PPCs backed by missile racks, later versions featured extended-range lasers and Gauss rifles. Armor protection is also heavier than usually encountered on such a small vessel—another design feature for dealing with elusive small craft.

In the years following the Reunification War, the SLDF's WarShips were rarely called into action against other capital vessels. With growing demand for convoy escorts, the *Congress*-class (and attached *Pentagons*) often saw more action than the SLDF's Battle Cruiser and Battleship squadrons combined. During the Second Periphery uprising, the *SLS Star Devil* (a *Congress*-class Frigate) was participating in a sweep of an uninhabited system where it stumbled into four aging Taurian *Lola IIs*. The destroyers were screening a Taurian force en-route to assault the SLDF supply and command infrastructure on Brisbane. Far from any support, the *Star Devil* launched both her *Pentagons* with orders to concentrate on the Taurian troop transports. Fighting their way through the enemy fighter screen, the DropShips inflicted crippling damage on four JumpShips before being destroyed. The *Star Devil* was also lost, but not before taking three enemy destroyers with her.

The automated defenses protecting the Terran Hegemony were completely familiar with the capabilities of the *Pentagon*-class DropShips. Thus it was no surprise that the *Caspar* defense drones treated *Pentagons* as high priority targets, and consequently none are recorded as having survived the campaign to retake Terra from the Usurper. The design was thought lost until 3068, when ComStar launched its Case White attack to recapture Terra. During that abortive attack, the Com Guard fleet ran into heavy resistance from previously unknown Blakist naval units, including several squadrons of *Pentagons*.

The Word of Blake has introduced a modified *Pentagon* that sacrifices its missile armament, marines, and much of its cargo capacity to mount a single AR-10 launcher in the nose. Ammunition is limited to four Killer Whales, two White Sharks, and four Barracudas.

PENTAGON CLASS DROPSHIP

Type: Military Spheroid

Use: Assault

Tech: Inner Sphere

Introduced: 2540

Mass: 4,000 tons

Battle Value: 12,658

Dimensions

Length: 89 meters

Width: 75 meters

Height: 75 meters

Fuel: 600 tons (18,000)

Tons/Burn-day: 1.84

Safe Thrust: 7

Maximum Thrust: 11

Heat Sinks: 170 (340)

Structural Integrity: 21

Armor

Nose: 368

Sides: 323

Aft: 278

Cargo

Bay 1 (573.5 tons)

0 Doors

Life Boats: 1

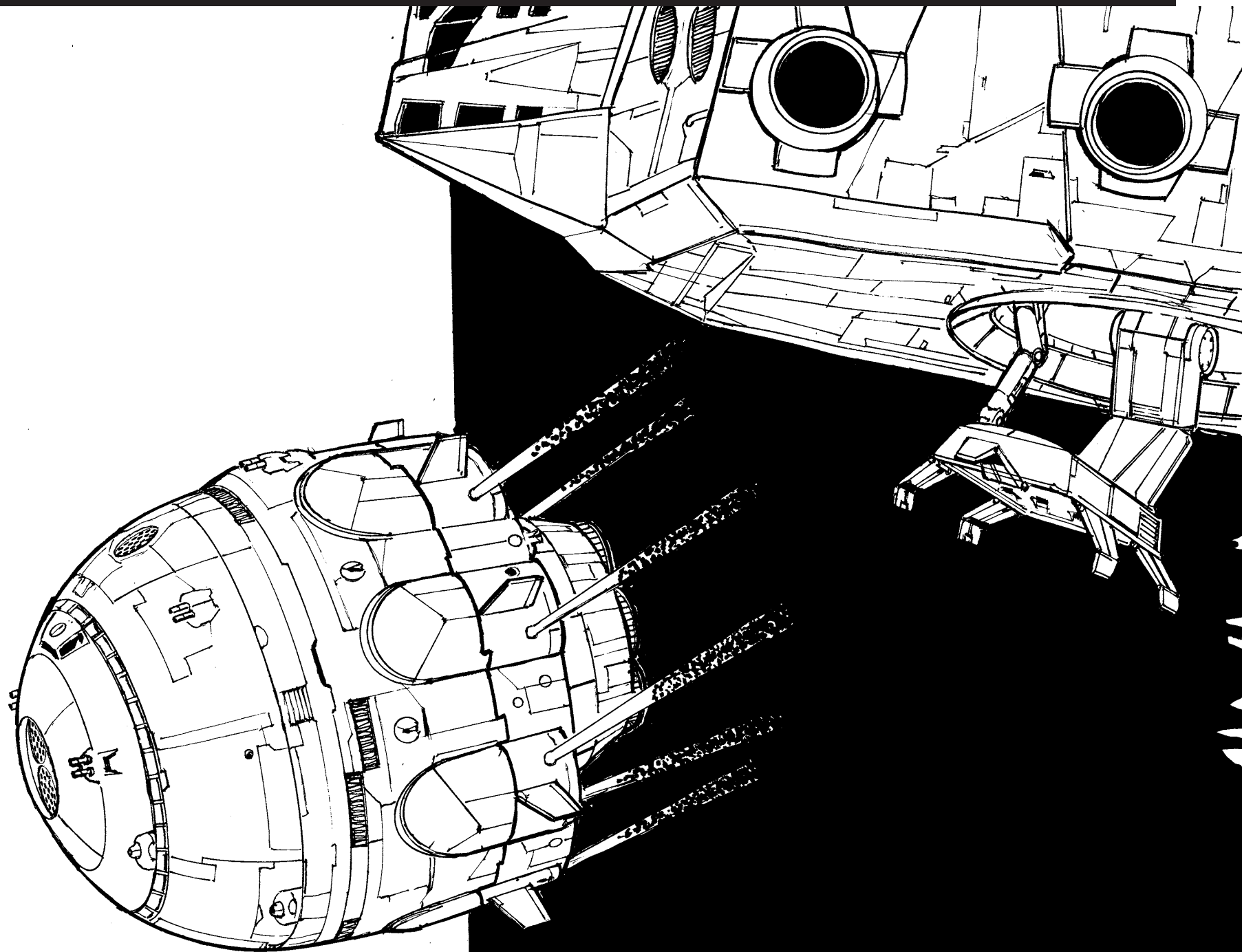
Escape Pods: 8

Crew: 4 officers, 10 enlisted/non-rated, 8 gunners, and 25 marines.

Ammunition: 80 rounds Gauss ammunition (10 tons), 180 rounds LRM 20 ammunition (30 tons).

Notes: Mounts 75.5 tons of standard armor.

Weapons: Arc (Heat) Type Nose (68 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 ER PPC	2(20)	2(20)	2(20)	—	PPC
2 Gauss Rifle (48 rounds)	3(30)	3(30)	3(30)	—	Autocannon
2 ER Large Laser	2(16)	2(16)	2(16)	—	Laser
2 LRM 20 + Artemis IV (24 rounds)	3(32)	3(32)	3(32)	—	LRM
FL/FR (67 Heat)					
2 ER PPC	2(20)	2(20)	2(20)	—	PPC
Gauss Rifle (16 rounds)	2(15)	2(15)	2(15)	—	Autocannon
2 ER Large Laser	2(16)	2(16)	2(16)	—	Laser
2 LRM 20 + Artemis IV (48 rounds)	3(32)	3(32)	3(32)	—	LRM
AL/AR (45 Heat)					
ER Large Laser, 4 Medium Lasers	3(28)	1(8)	1(8)	—	Laser
ER PPC	1(10)	1(10)	1(10)	—	PPC
LRM 20_Artemis IV (30 rounds)	2(16)	2(16)	2(16)	—	LRM
Aft (39 Heat)					
ER Large Laser, 4 Medium Lasers	3(28)	1(8)	1(8)	—	Laser
ER PPC	1(10)	1(10)	1(10)	—	PPC



THU 1993



The Reunification War outlined the shortcomings of SLDF's 'Mech transports. With few exceptions (such as the *Leopard*), most were converted vehicle and infantry transports, or worse, modified cargo hulls. Time and again the inability to deploy large 'Mech forces quickly hindered operations. The need for an effective high capacity 'Mech Carrier prompted Di Tron Heavy Industries to embark on a research and development project in 2582. The design they assayed, the *Dictator*, was capable of carrying three full BattleMech companies, but it was dogged with bureaucratic and technical delays, and the war ended by the time the design became operational in 2600.

The spheroid hull is built around three separate company-sized 'Mech bays stacked one atop the other. Each bay is isolated from the other and has a dedicated drop mechanism, access ramp, and door. While this arrangement helps protect individual companies should one bay receive damage, moving 'Mechs and heavy equipment between bays is virtually impossible unless the ship is grounded. Envisaged as operating as part of a taskforce, the DropShip has no provision for fighter bays. Independent actions were to remain the domain of the smaller *Leopard* and *Confederate*.

Two decades after its introduction, a Command variant of the *Dictator* entered service. Used to carry a Regimental Command Company and three Battalion Command Lances, this vessel replaced the third BattleMech bay with eighteen heavy vehicle bays to transport the support vehicles of the Regimental Battlegroup. Theoretically one in four *Dictators* was supposed to be a Command version, but in practice the ratio was closer to one in ten.

The *Dictator* proved itself reliable and effective, serving with distinction long after production ceased in 2725. Operation Smother, the SLDF campaign to end hostilities between the Federated Suns and the Draconis Combine in 2729, depended heavily on the design. The Amaris Civil War proved to be the *Dictator's* last campaign. As the primary 'Mech transport in the drive to liberate the Terran Hegemony, many *Dictators* were destroyed by automated SDS *Caspar* drones. When the SLDF departed the Inner Sphere they preferred the new *Overlord* design and abandoned the aging *Dictators*. Three Succession Wars took their toll on the *Dictator*, and most of the survivors are in a very poor state of repair. A few exceptions rest in the hands of the Magistracy of Canopus, which has deployed several flotillas of pristine-condition *Dictators* over the course of the last five years. It remains uncertain whether these are home-built craft or originate from another source.

DICTATOR CLASS DROPSHIP

Type: Military Spheroid

Use: 'Mech Carrier

Tech: Inner Sphere

Introduced: 2600

Mass: 9,000 tons

Battle Value: 4,863

Dimensions

Length: 85 meters

Width: 85 meters

Height: 121.5 meters

Fuel: 150 tons (4,500)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 109

Structural Integrity: 12

Armor

Nose: 205

Sides: 182

Aft: 151

Cargo

Bay 1: BattleMechs (12) 1 Door

Bay 2: BattleMechs (12) 1 Door

Bay 3: BattleMechs (12) 1 Door

Bay 4: Cargo (704 tons) 1 Door

Life Boats:

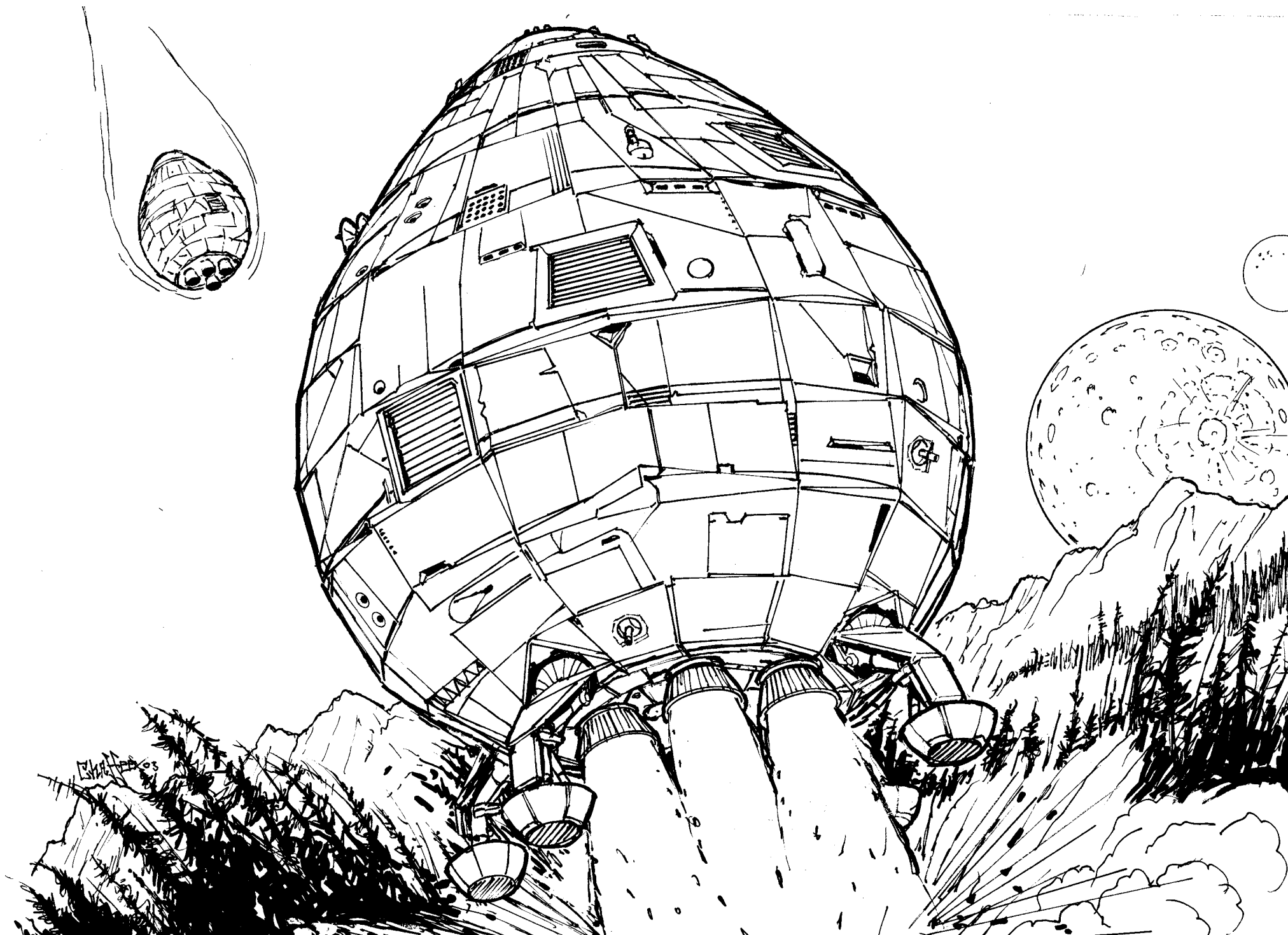
Escape Pods: 4

Crew: 6 officers, 27 enlisted/non-rated, 6 gunners, 72 bay personnel.

Ammunition: 120 rounds SRM 6 ammunition (8 tons), 220 rounds AC/10 ammunition (22 tons), 180 rounds LRM 20 ammunition (24 tons).

Notes: Mounts 42 tons of standard armor.

Weapons: Arc (Heat) Type Nose (27 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Medium Lasers	1 (10)	—	—	—	Laser
2 LRM 20 (48 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
3 AC/10 (60 rounds)	3 (30)	3 (30)	—	—	Autocannon
FL/FR (32 Heat)					
2 LRM 20 (48 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
1 Large Laser,	2 (18)	1 (8)	—	—	Laser
2 Medium Lasers					
2 AC/10 (30 rounds)	2 (20)	2 (20)	—	—	Autocannon
AL/AR (17 Heat)					
2 Medium Lasers	1 (10)	—	—	—	Laser
2 SRM 6 (60 rounds)	2 (16)	—	—	—	SRM
1 AC/10 (30 rounds)	1 (10)	1 (10)	—	—	Autocannon
Aft (12 Heat)					
2 Medium Lasers	1 (10)	—	—	—	Laser
2 AC/10 (40 rounds)	2 (20)	2 (20)	—	—	Autocannon





In addition to the Terran Hegemony's formidable WarShip fleet, the Star League Navy operated a large number of auxiliary craft. But the campaigns in the Periphery stretched the new Star League's supply and support apparatus to its limit. Post-war analysis showed that it was often the League's inability to keep enough combat craft on the frontlines that robbed the SLDF's commanders of decisive victories, thus prolonging the war far beyond initial estimates. Determined never to be placed in such a position again, the SLDF Navy Department of Procurement began a program to upgrade and expand the naval support auxiliary. As part of this, it issued a request for bids to design a new heavy tug DropShip that could also operate as an assault DropShip to defend mobile repair yards and supply convoys. Only the Nimakachi Fusion Products Ltd. submission fulfilled the requirements, and over a hundred *Model 96s* were constructed.

At the time, the *Model 96* was the largest tug DropShip ever built. Constructed around massive PlasmaStar Interplanetary Drives, the vessel can generate four Gs of thrust, enabling it to move the SLDF's largest WarShips and space stations. As a tug, the ship is designed with a reinforced bow and universal docking adaptors that allow it to mate with most spacecraft. From the front this arrangement gives the vessel its characteristic "elephant's head" appearance and earns the class its nickname. Well armored and armed, the *Model 96* also has transport capacity for a short combined-arms battalion.

First entering service in May 2600, the "Elephant" saw service throughout the Inner Sphere attached to SLDF fleets and shipyards and was periodically upgraded over the years.

During the Amaris Coup the *Model 96s* stationed at the shipyards orbiting Titan, Mars, and Venus fought a valiant but ultimately futile action against the Rim Worlds Republic and the compromised automated Space Defense System. Two squadrons of the Twenty-Third Wing (Little Beavers) destroyed the *Dart*-class cruiser RWRS *Conquistador* over Mars, but such successes were the exception.

Between 2882 and 2994, ComStar constructed a handful of *Model 96s* at the Titan Yards to support their *Faslane*-class YardShips and the fleet bases at Luyten 68-28 and Ross 248. Several of these defected to the Word of Blake in 3052, and the Blakists have constructed more to service their own growing fleet. There have even been scattered reports of Blakist-operated *Model 96s* operating in the vicinity of the Hanseatic League operating under the call sign "Erinyes."

MODEL 96 "ELEPHANT" CLASS DROPSHIP

Type: Military Spheroid

Use: Tug/Assault Ship

Tech: Inner Sphere

Introduced: 2600

Mass: 15,000 tons

Battle Value: 12,887

Dimensions

Length: 150 meters

Width: 68 meters

Height: 68 meters

Fuel: 700 tons (21,000)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 200 [400]

Structural Integrity: 25

Armor

Nose: 371

Sides: 325

Aft: 279

Cargo

Bay 1: Cargo (2,528.5 tons) 2 Doors

Bay 2: Small Craft (4) 2 Doors

Bay 3: 'Mechs (12) 4 Doors

Bay 4: Vehicles (8 Heavy) 2 Doors

Bay 5: Infantry (4 jump platoons) 2 Doors

Life Boats: 2

Escape Pods: 10

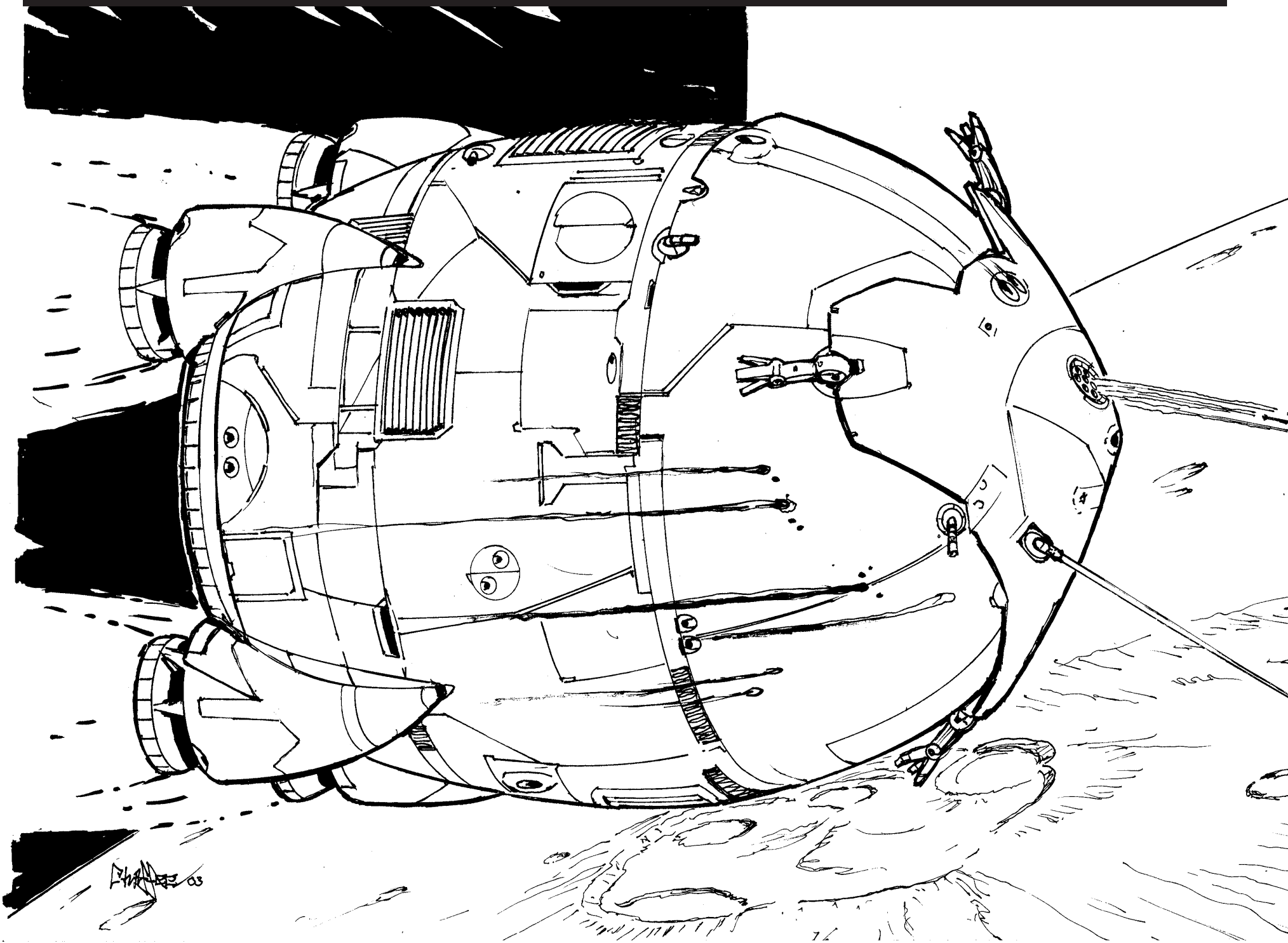
Crew: 7 officers, 28 enlisted/non-rated, 9 gunners, 25 marines, and 192 bay personnel.

Ammunition: 240 rounds Gauss ammunition (60 tons), 96 rounds LRM 10 ammunition (8 tons).

Notes: Mounts 76.5 tons of ferro-aluminum armor.

Weapons: Arc (Heat) Type Nose (84 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
ER Large Laser 2 Medium Laser	2 (18)	1 (8)	1 (8)	—	Laser
LRM 10+Artemis IV (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
2 Gauss Rifles (48 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
FL/FR (54 Heat)					
ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
LRM 10+Artemis IV (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 Gauss Rifles (48 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
FL L/AR (62 Heat)					
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	Laser
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 Gauss Rifle (48 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
FL (58 Heat)					
4 ER Large Lasers, 2 Medium Lasers	4 (42)	3 (32)	3 (32)	—	Laser
LRM 10+Artemis IV (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM

MODEL 96 "ELEPHANT"





In 2651, five regiments of the SLDF participated in a series of war games in the conquered Periphery territories. The results were embarrassing, revealing a lack of coordination and cooperation between the different combat arms. In a drive to rectify the situation, the SLDF High Command created the Regimental Combat Teams. Operating as fully integrated combined arms units, these specialized combat teams needed suitable transportation.

Mitchell Vehicles Interstellar delivered a bold design that fulfilled the SLDF's requirements for a transport that could carry and support a combined-arms regiment. Massing 20,000 tons, the aptly-named *Colossus* is the largest Assault DropShip built during the Star League era. Designed to be easy to maintain and repair in the field, the *Colossus* sports numerous redundant systems to make it both robust and reliable. The DropShip is armed with an array of lasers, PPCs, and missiles, and wrapped in sixty tons of the Star League's most advanced armor.

Such a large and sophisticated vessel comes with an equally impressive price tag. At over 700 million Star League dollars, the *Colossus* was too expensive for the SLDF to risk in normal operations. Despite being upgraded over the years, all but a handful were lost during the Amaris Coup, and the SLDF chose to replace them with the smaller (and less expensive) *Excalibur*-class.

In 3024, Snord's Irregulars stumbled across a buried *Colossus* on the Lyran world of Phecda. The ship's structural integrity was still sound, a testament to its design. From its buried hold, the Irregulars salvaged a stockpile of 'Mechs and parts, and the ship itself was later cannibalized by Lyran forces. More recently another *Colossus* was discovered on the planet Epsilon Eridani in the summer of 3067. While the mercenary Renfield's Renegades and the Lone

Star Regiment were battling, they unearthed a Star League Depot hidden in the Shamus Mountains. Both laid claims to the pristine DropShip, and neither side was willing to back down. Driven more by greed than their orders, both commands suffered heavy casualties. In the end it was the Lone Star Regiment who emerged victorious, taking the *Colossus* and salvage from the battlefield as their prize.

With most of the Federated Suns' shipyards in ruins, several smaller repair yards are being expanded to provide limited construction capabilities. Orbiting Firgrove, Clyde Spaceyards have started producing a small quantity of *Colossus*-class vessels a year. Their latest DropShip, the *Revenge*, is being constructed for the mercenary Medusans combat squadrons as part of the payment for providing yard security.

COLOSSUS CLASS DROPSHIP

Type: Military Spheroid
Use: Assault Ship
Tech: Inner Sphere
Introduced: 2660
Mass: 20,000
Battle Value: 7,366

Dimensions
Length: 125 meters
Width: 135 meters
Height: 165 meters

Fuel: 375 tons (7,500)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 255
Structural Integrity: 20

Armor
Nose: 252
Sides: 221
Aft: 192

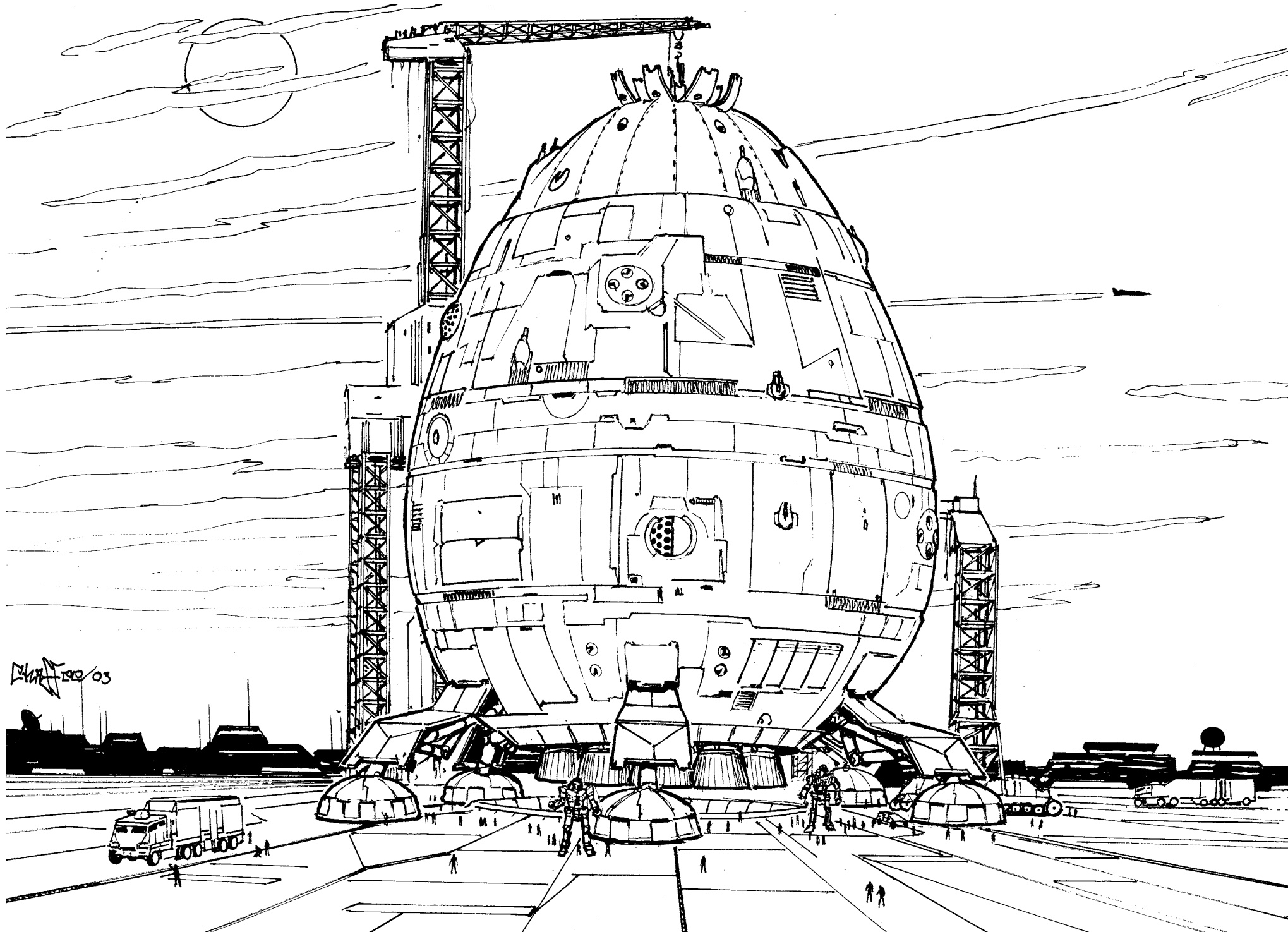
Cargo
 Bay 1: Vehicles (72 Heavy) 2 Doors
 Bay 2: 'Mechs (36) 4 Doors
 Bay 3: Infantry (12 foot platoons) 4 Doors
 Bay 4: Cargo (1,056 tons) 0 Doors

Life Boats: 4
Escape Pods: 25
Crew: Crew: 9 officers, 37 enlisted/non-rated, 9 gunners, and 984 bay personnel.

Ammunition: Ammunition: 30 rounds Arrow IV ammunition (6 tons), 96 rounds Gauss ammunition (12 tons), 96 rounds LRM 20 ammunition (16 tons).

Notes: Mounts 60 tons of Ferro-Aluminum Armor with CASE.

Weapons: Arc (Heat) Type Nose (76 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Gauss Rifles (96 rounds)	3 (30)	3 (30)	3 (30)	—	Gauss
ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
2 Arrow IV Systems (30 rounds)	4 (40)	4 (40)	4 (40)	4 (40)	Artillery
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
FL/FR (51 Heat)					
2 LRM 20+Artemis IV (48 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
AL/AR (51 Heat)					
2 LRM 20+Artemis IV (48 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
Aft (36 Heat)					
2 ER Large Lasers, 4 Medium Lasers	4 (36)	2 (16)	2 (16)	—	Laser



199/03

Born of a scattering of star realms and forged into the Dragon by Lord Shiro Kurita, the Combine was quick to establish itself as an interstellar power. With the fanatical warrior spirit of the DCMS, the Combine was a force to be reckoned with as it absorbed smaller neighboring stellar nations such as the Azami worlds and the Principality of Rasalhague. With most technological advancement within the Dragon focused on the military, the cultural progress of the citizenry remained bound to the *neo-bushido* ideology introduced by Coordinator Urizen II.

Utilizing the exceptional skills of its DEST program, the Combine managed to steal BattleMech technology from House Steiner in 2461. The information was quickly put into the hands of the Dragon's corporate arms; by order of Coordinator Von Rohrs, BattleMechs dominated the DCMS, beginning with models such as the *Gladiator* and *Von Rohrs*. Even after the re-establishment of the Kuritan dynasty, the focus on these twelve-meter avatars of war remained unchanged.

Advancement in weapons technology continued to escalate as more government-subsidized corporations came online to handle the increasingly divergent needs. Particle projection cannons became an instant battlefield favorite, and untold trillions of K-bills were constantly poured into the research, development, and production of PPCs for Combine weapons platforms on the ground and even in space. Though the initial technology was stolen from the Hegemony, thanks again to the incredible skill of infiltrating DEST teams, the Dragon's fascination with the weapon over the centuries can be seen in the rapid progress of new PPC technology platforms in the modern era.

The amazing proliferation of new weapons, equipment, vehicles, BattleMechs, and spacecraft in the Combine during the Age of War can be rightly attributed to the Dragon's own rigid style of governance. With nearly all of the nation's corporations following the government's dictates, the Combine's military strength grew rapidly—which was necessary, considering the continual aggression from its borders with Houses Steiner, Davion, and Cameron.

As the Age of War waned, the Dragon hit a technology wall. The singular focus on battle technology had severely crippled other important industries such as exploration, agriculture, and even transportation. Though Coordinator Siriwan Kurita's attempt to re-ignite the Dragon's commerce with the rapid development of Luthien was a noble effort, it wasn't until the Combine's inclusion into the Star League that the rest of the nation finally had a chance to catch up. Though weapons technology increased during the Golden Age at a slower pace, the Combine experienced a near-rebirth in many other areas, finally catching up to the standard of living of its neighbors in terms of commerce if not freedoms.

Archivist Megumi Kaneda

Honorable Master

As requested, I have done some considerable research into the New Dallas memory core and cross-referenced much of it with several obscure files found in the ruins of the Noble History Arcology Project on Luthien. While many of these newly discovered artifacts can be put into production at numerous facilities, some of them have a stigma that I am sure many of the Dragon's citizens will not wish to carry.

Thus, the Combine finds itself in a peculiar predicament.

As a nation, the Dragon continues to breathe, and powerfully so. Her claws, though bloodied, are still sharp. Her eyes are dull but still have vision. And her heart, though battered, still beats.

But while I retain faith in the might of the Dragon, I fear for her.

The loss of Luthien Armor Works' entire series of complexes on Luthien, including LAW City on Tokyo Island, struck a very deep blow to the Dragon, deeper than any it has suffered it before. The losses to the company were staggering, registering at least tens of billions of K-bills (per annum) in terms of damage to the industrial facilities, lost revenue, lives, and future production. Though the company has taken extraordinary steps to right itself, the damage will be felt for years, if not decades.

However, the balm to LAW's pain has been the resiliency and determination of the Dragon's other suppliers. Corporations such as Wakazashi and Buda Weapons have stepped forward out of their usual niches to provide new armaments for the Dragon's claws such as the Crow, *Valiant*, and the rebirth of the *Wolf Trap* and *Charger* designs. Even steps taken to partner with Clan Nova Cat have born fruit, as *Ocelots* and SM-1 Destroyers find their way into the ranks of the DCMS.

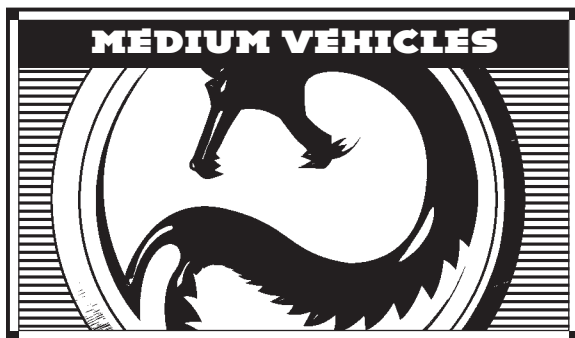
The Kanrei—through the Coordinator's direction, despite the apparent rumors to the reverse—has continued to authorize the formation of new corporations and ventures, along with the relaxation of many centuries-old "understandings" for the Combine's corporate world. This influx of opportunity has opened opportunities for new baseline factories along the Periphery border, where cheap and battle-worthy 'Mechs and vehicles can be built to carry the Combine's banner against the Blakist fires.

But is it worth staining the Dragon's honor by using tools better left as dust on the winds of time?

That is a question I am unable, unwilling, and unworthy to answer, best left to the stewards of the Dragon's honor and spirit.

Your Humble Servant,
Jose Maestas





Mass: 50 tons

Movement Type: Hover

Power Plant: Nissan 215 Fusion

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: Nimakachi Type 3

Armament:

4 Intek Medium Lasers

2 Intek Small Lasers

2 Holly-4 SRM 4s

Manufacturer: Buda Imperial Vehicles

Primary Factory: Dabih (destroyed 2883)

Communications System: Dalban Series K

Targeting and Tracking System: Dalban AQ

Overview

In 2452, Cairo Enterprises debuted a scout hovercraft, the Sand Devil, in the Azami worlds. A flat-nosed heavy hovercraft, it bore a striking resemblance to the head of the sand devil serpent that inhabited the wastes of Arkab. Fast and nimble, it fit perfectly with the Azami style of fighting and was instantly accepted.

The Sand Devil proved its worth during the 2497 invasion of the Azami worlds by the Combine. Already intimately acquainted with their hover tanks and the terrain, the noble warriors of the Azami tribes used their mobile tank groups in successful raids and feints that frustrated Combine MechWarriors.

In 2673, Buda Imperial Vehicles executives touring Dieron District worlds witnessed a fabled "dune race" on

Dabih's small but picturesque deserts. Intrigued by the design profile of the Sand Devil as well as its amazing durability—many of the hover tanks were hundreds of years old at that point—the executives conducted a long series of negotiations with the Dabih government and secured a permanent lease to build a large factory complex on the equatorial continent. The sole production line would be dedicated to a remade form of the Sand Devil.

The Sabaku Kaze ("desert wind") made its debut in 2695. Retaining the flat-nose shape, this newest hover tank mounted a fusion engine (eliminating dependence on petrochemical fuel), military-grade armor, and a bigger weapons load, making the Sabaku Kaze fast and deadly in open terrain.

With the Sabaku Kaze's popularity among Azami warriors and some DCMS commanders, Buda could not keep up with demand. In 2883, a Davion raid on Dabih destroyed part of the factory, taking malicious care to smash open the containment building of the factory's fission reactors. The factory fires carried radioactive debris from the cores across the factory site and surrounding countryside, rendering it inhospitable for years and dangerous to visit to this day.

Suffering from several setbacks including a corporate scandal and a continuing loss of technology, Buda opted to not rebuild on Dabih, and consequently the Sabaku Kaze faded from the battlefield. Most of those left could not be repaired easily, since parts were specific to the design, and many became spare parts for each other.

Capabilities

The Sand Devil used a petrochemical internal combustion power plant that gave it tremendous speed but took up nearly half the vehicle's weight. The armor was simple high-density commercial plate. The Sand Devil's high speed and maneuverability were key to its survival. It was not meant to be the main thrust of any type of attack; even though it mounted two medium and two small lasers in a topside turret, it could not deliver sustained onslaughts.

The Sabaku Kaze retained these characteristics. Buda rebuilt it using an expensive but much lighter fusion engine and reaped tremendous benefits from the trade-off. No longer restricted by range and capable of using the

power plant to power its lasers, the newer Sabaku Kaze was able to mount heavier armor plate for better protection as well as a better weapons compliment in the turret. With nearly double the Sand Devil's original firepower and with front and rear-firing SRMs, a capable pilot could do significant damage to any opponent encountered during patrol.

Deployment

Sand Devils were found only among Azami forces. Even after the failed attempt by the Von Rohrs dynasty to conquer the Islamic people and the subsequent more peaceful inclusion of them in later years, no Sand Devils were ever found among DCMS forces. It was Buda's fortuitous meeting on Dabih that brought this then-premier scout unit to the Combine.

Demand today for this scout tank is low, since there are other more useful and efficient hover tanks available. Buda has no plans to make new Sabaku Kazes, and according to the company they do not have the right to sell the design or license it to any other manufacturer. Additionally, Buda officials will not say who owns the actual rights to the hover tank.

Variants

No known mass-produced variants of the Sabaku Kaze exist. Sabaku Kaze variants still in use are generally vehicles that have been cannibalized for parts or have been part of experiments in battlefield scavenging.

Notable Crews

Warriors of the Spear: One of the more successful defenders during the Combine assault on Algedi in 2497, this group of six Sand Devils accounted for at least two confirmed BattleMech kills. BattleROM footage of their ambush and raid of a DCMS ammunition convoy is still shown at the Sun Zhang Academy as the closest example of near-perfect mobile warfare.

SABAKU KAZE HEAVY SCOUT HOVER TANK

MEDIUM VEHICLES

203

Type: Sabaku Kazi Heavy Scout Hover Tank

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 50

Battle Value: 997

Equipment

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor: 136

Mass

5

0

.5

8.5

Weapons and Ammo

4 Medium Lasers

2 Small Lasers

SRM 4

SRM 4

Ammo (SRM) 25

Location

Turret

Turret

Front

Rear

Body

Tonnage

4

1

2

2

1

Equipment

Internal Structure:

Engine: 215

Type: Fusion

Cruising MP: 9

Flank MP: 14

Heat Sinks: 14

Control Equipment:

Mass

5

9.5

4

2.5

Front

R/L Side

Rear

Turret

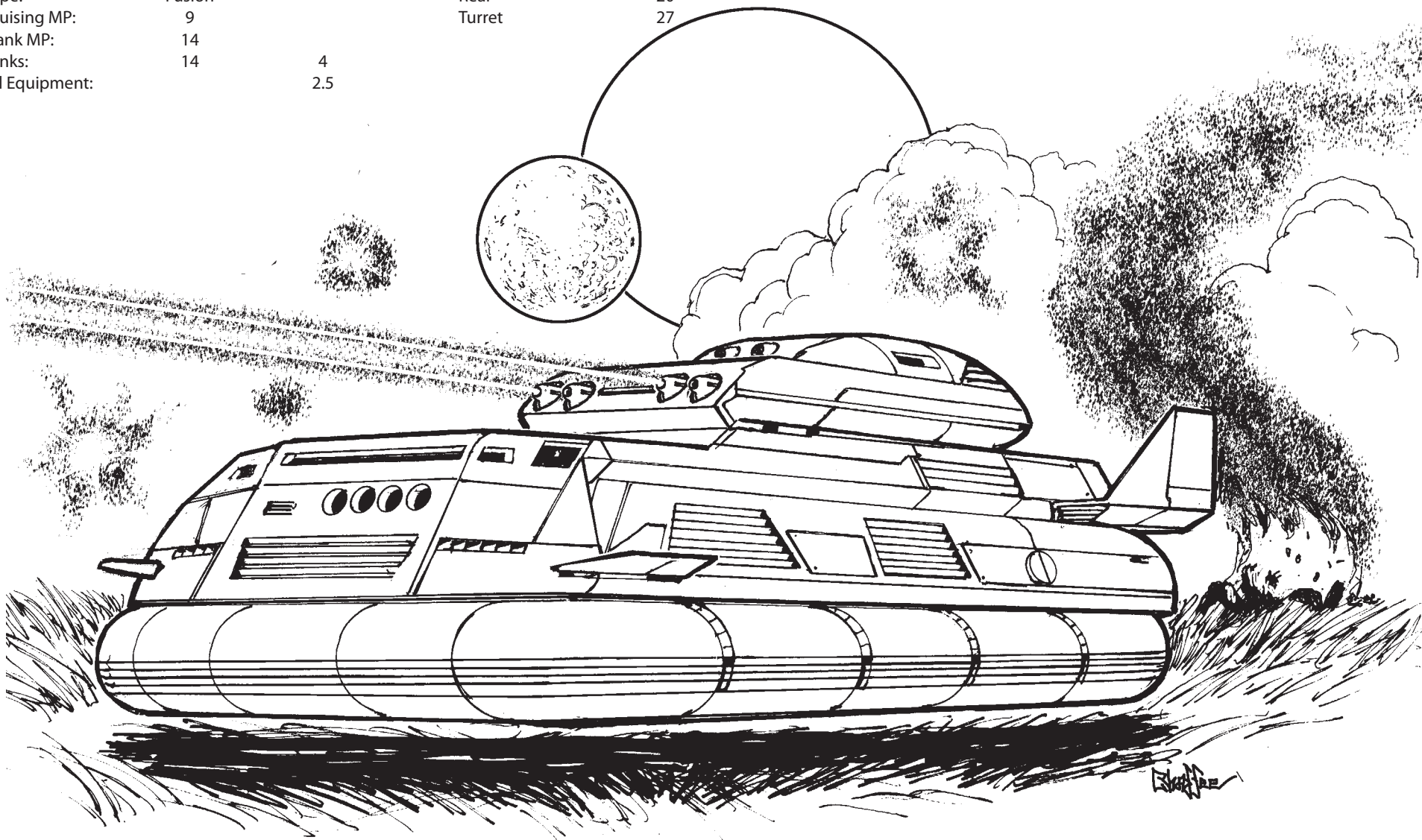
Armor Value

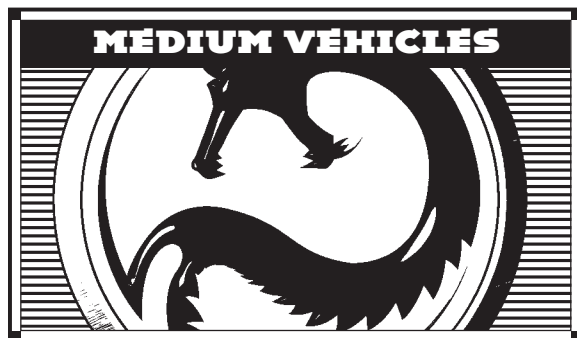
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27/27

20

27





Mass: 50 tons

Movement Type: Wheeled

Power Plant: Vlar 230 Fusion

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: StarSlab/3

Armament:

1 RAMtech 1200 Large Laser

4 Type 87 Machine Guns

Manufacturer: Buda Imperial Vehicles

Primary Factory: Luthien

Communications System: Sipher Battlesys 5.2

Targeting and Tracking System: Eagle Eye VY 9-3

Overview

Designed and built before the advent of the Succession Wars, the Daimyo was intended to let a battlefield commander communicate with units at the theater level. In order to compete with other manufacturers, the tank was built with defensive capabilities in mind. Combine commanders received the 67-K with acclaim, and Daimyos soon could be found in every DCMS line regiment.

In late 2796, the majority of orders issued to units on Kentares came from the first Daimyo HQ produced, which was used by Coordinator Jinjiro Kurita himself. In the first two months of the Kentares Massacre, Jinjiro watched the executions on the interior monitors. Once the Coordinator started to attend executions in person, the horrified crew of the vehicle passed recordings to a local ComStar

representative, who made certain they were broadcast to the rest of the Inner Sphere. When their disobedience was discovered, the crew paid for their treasonous actions with their lives at the hands of the Otomo.

Production of the Daimyo ceased in 3027. Buda revisited the need for a dedicated command vehicle for DCMS forces in 3057, and after some delays new Daimyos began rolling off the line in 3063. Production was limited to fifteen a year, with priority going to DCMS line units. In 3067, a series of contracts and negotiations with the KungsArmé and the SLDF was signed, only to see less than ten delivered to the Free Rasalhague Republic since the outbreak of the Jihad.

Capabilities

Featuring the same command capabilities as other mobile headquarters but weighing twice as much, the Daimyo spends much of that extra weight on defensive weaponry and a small infantry bay for perimeter guards.

The most distinctive feature of the Daimyo, however, is its expandable sides. When the sides are contracted, space is at a premium, with room only for a commander and an aide, plus a duty officer for each communication station. When the sides are expanded, a mid-sized holotank is revealed as the floor and interior space is nearly doubled. The sophisticated Sipher Battlesys computer—a lost technology until the recent recovery of a working Sipher by Interstellar Expeditions on Shibukawa—feeds realtime data to the tank and allows a commander to handle all aspects of planetary defense, from the smallest DEST operation to orbital defense.

The Daimyo is capable of traveling with the sides expanded but cannot exceed cruising speed or the off-center weight distribution will tear the chassis apart. This added mobility has saved the life of its commander more than once.

Deployment

Daimyos were found in every DCMS line regiment during the Second Succession War; as technology to repair or replace the Sipher computer was lost, the Daimyo was

severely limited in capability. Consequently, the 67-K fell out of use after the Fourth Succession War and Buda closed the line down in 3027. Though not produced in the numbers seen during the apex of the Succession Wars, a small number of 67-Ks and other variants are produced and can be found among Sword of Light regiments and to a lesser extent, the KungsArmé.

Variants

Throughout the Succession Wars, there were no significant variants of the 67-K except for attempts to find substitutes for the Sipher computer.

Upgrades

With the recovery of the Sipher computer technology, the Daimyo resumed production in several formats. Harnessing light PPC weaponry, the 67-K2 replaces two machine guns and the RAMtech laser with two of the new PPCs. The two remaining machine guns were removed from the turret and placed on each side of the HQ to provide support fire for the infantry.

More rare is the 67-R version serving the KungsArmé. The Rasalhague version has been modified to mount a new plasma rifle in the turret, two “sidecar” rocket pods on the cab and one rocket pod on the back end of the vehicle.

Notable Crews

Vengeance: Originally named “Jinjiro’s Revenge,” this Daimyo is the original one used by the Coordinator on Kentares. It has been meticulously maintained, even through five massive refits. It was employed in the defense of Luthien in 3052 and most recently during the three-way war that engulfed Luthien for nearly seven years. Recognizing its significance and not wanting its redeemed honor stained once more, the crew escaped the traitorous Second Sword command camp and made their way to the First Genyosha, where the vehicle has since been used to coordinate much of the inspired defense of the planet against the Black Dragon usurpers and Blakist interlopers.

DAIMYO HQ 67-K

Type: Daimyo HQ

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 50

Battle Value: 561

Equipment

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor: 112

Armor

Value

Front

34

R/L Side

22/22

Rear

15

Turret

19

Mass

0

0

1

7

Weapons and Ammo

Large Laser

4 Machine Guns

Ammo (MG) 100

Communications Equipment

Cargo

Location

Turret

Turret

Body

Body

Body

Tonnage

5

2

.5

7

4

Equipment

Internal Structure:

Mass

5

Engine:

230

16

Type:

Fusion

Cruising MP:

5

Flank MP:

8

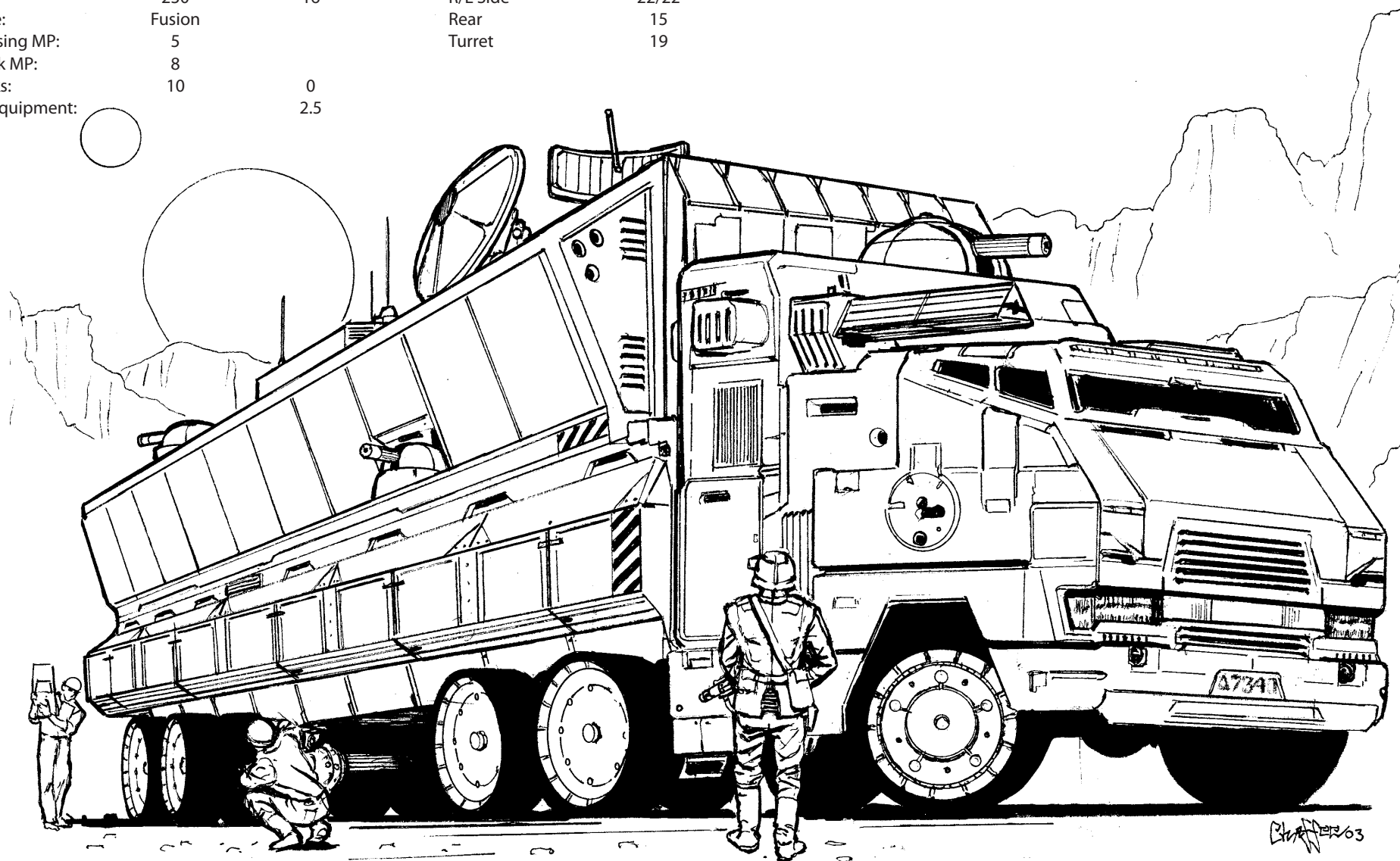
Heat Sinks:

10

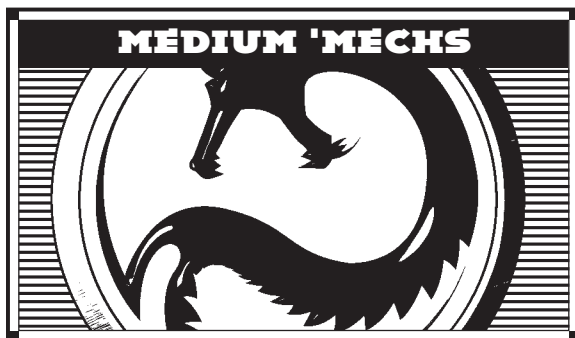
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Control Equipment:

2.5



03



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

207

Type: **Gladiator**

Technology Base: Inner Sphere

Tonnage: 55

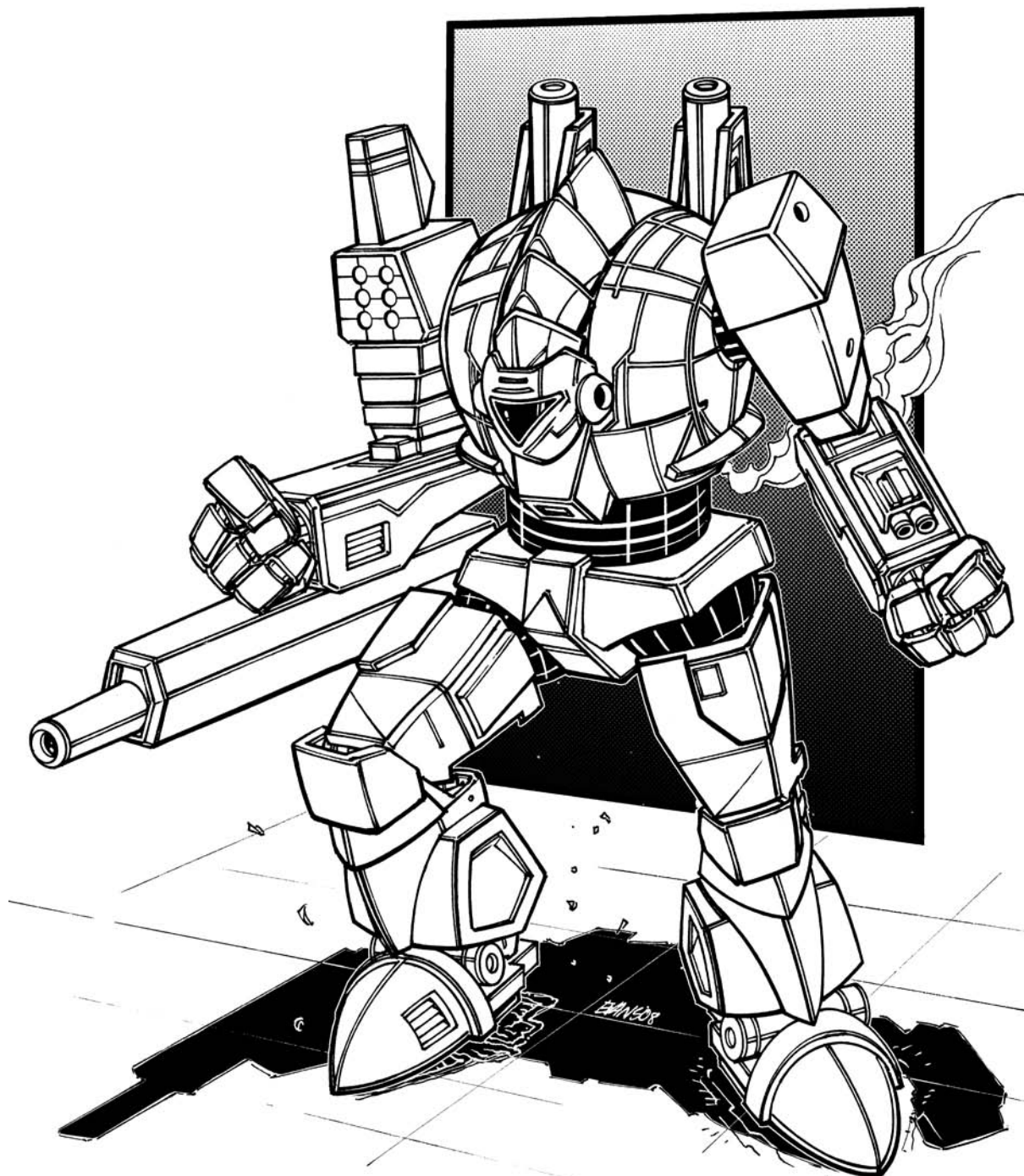
Battle Value: 1,291

Equipment

		Mass
Internal Structure:		5.5
Engine:	275	15.5
Walking MP:	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: 65 tons

Chassis: Kankoku SP-VI

Power Plant: VOX 325

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kemplar 5000

Armament:

1 Lord's Light P1 PPC

1 MagnaFlex Flamer

1 DLC-10 Long Range Missile 10 Racks

Manufacturer: Kankoku MFC

Primary Factory: Sverdlovsk (discontinued 2510)

Communications System: Dalban Primer-I

Targeting and Tracking System: Dalban TTS-A

Overview

Embarrassed by the poor performance of the *Gladiator* on Nox, the Von Rohrs family immediately created and funded a new BattleMech construction company, Kankoku MFC. The sole purpose of the company was to take the lessons learned by NSAW and the battlefield failures of the *Gladiator* and produce a BattleMech that would not only be superior to the Combine's enemies but also a standing reminder of the head of the Dragon. In 2487, the Combine's first "modern" BattleMech was christened the *Von Rohrs* by Kankoku and walked off the assembly line. It was immediately put to use.

The *Von Rohrs* served in every Kurita line regiment that reclaimed worlds lost to the Steiners during the 2463

Lyran invasion. It was on its way to becoming the standard Combine BattleMech unit when the success of the McAllister Rebellion wiped out the Von Rohrs line. One of Martin McAllister's first formal orders after taking command of the Combine was to issue the DCMS an order to immediately change the name of all *Von Rohrs* to *Hebis* (serpent). None of the *Hebis* were to be replaced if destroyed, and Kankoku MFC was immediately closed down and dissolved. Fortunately for the Combine, the years after McAllister's Rebellion were peaceful, allowing the Combine to dismantle and replace the symbols of the former dynasty. Nearly seventy years later, the Combine's leadership blamed this sudden spike in manufacturing and military purchasing (and, by extension, the Von Rohrs Coordinators) for the House's poor economic position when the Star League was formed. Few foreign economists agreed, instead pointing toward much more recent economic mismanagement of the Combine's economy.

Capabilities

The *Von Rohrs* was the first Combine BattleMech to mount the new particle projector cannon, technology acquired from the nearby Terran Hegemony. Paired with a standard DLC-10 LRM rack, the *Von Rohrs* packed quite a heavy punch at range. For close-up defense, a MagnaFlex flamer could keep swarms of infantry and vehicles at bay. The one-two punch of a *Von Rohrs* surprised many Steiner units during the reclamation of Combine worlds in the waning years of the 25th century.

Deployment

Because of its immediate successes over the more primitive GLD-1R *Gladiator*, the *Von Rohrs* was pushed out to every Kuritan line unit that fielded BattleMech technology. While critics centuries later have commented that this mass-production and dissemination was due more to the ego of the Von Rohrs dynasty than to the quality of the machine, the fact remains that the 'Mech was a solid heavy design and performed well during its short time in the field.

None of these 'Mechs exist in the present day; the last *Von Rohrs/Hebis* was dismantled in 2518. Few Kuritans are aware of the 'Mech ever existing at all; even the military

academies gloss over much of the Combine's BattleMech history between 2461 and 2510, touching only on the Combine's acquisition of the technology and the disastrous battle of Nox in 2475. [EDITOR'S NOTE: This information was not purged from Combine records; those whose pursuits lead them to in-depth study of the Dragon's past will certainly find ample evidence of this peculiar design.]

Variants

One variant model was on the planning table when McAllister's edict came down. This version replaced the LRMs with two SRM-4 packs and mounted an additional heat sink. This version would be ideal in confined terrain, with no range restrictions on the missile targeting systems. It is unknown if any made it past the planning stages before Kankoku was permanently shut down.

Notable MechWarriors

Colonel "Ibis" Von Rohrs: Her true first name unknown, Ibis took command of the Second Sword of Light after the disastrous showing on Nox. The first MechWarrior in the Second to receive a *Von Rohrs*, she was a pure egotist. Colonel Von Rohrs led from the front of the battle line, charging into every fray—though interestingly enough, most of the personal battles she fought were against vehicles and infantry. Her subordinates managed to shield her from heavy Steiner counterattacks on numerous occasions.

It became common knowledge that if a soldier wished a discharge from the DCMS, they only needed to volunteer for duty as a lancemate of the Colonel. Inevitably her lance would draw enough counterbattery fire to severely damage the unit, which often injured the pilots. The Colonel was eventually captured by a Steiner flanking assault on Galuzzo; it was joked for much of the Succession Wars that the Lyran "social general" concept came from Ibis Von Rohrs' lifestyle.

VON 4RH-5 VON ROHRS / HEBIS

Type: **Von Rohrs / Hebis**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,170

Equipment

Internal Structure:

Engine: 325

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 15

Gyro: 4

Cockpit: 3

Armor Factor: 144

	<i>Internal Structure</i>	<i>Armor Value</i>
--	---------------------------	--------------------

Head	3	9
------	---	---

Center Torso	21	22
--------------	----	----

Center Torso (rear)		7
---------------------	--	---

R/L Torso	15	15
-----------	----	----

R/L Torso (rear)		5
------------------	--	---

R/L Arm	10	13
---------	----	----

R/L Leg	15	20
---------	----	----

Weapons and Ammo Location Critical Tonnage

PPC	RA	3	7
-----	----	---	---

Flamer	LA	1	1
--------	----	---	---

LRM 10	RT	2	5
--------	----	---	---

Ammo (LRM) 12	RT	1	1
---------------	----	---	---

Mass

6.5

23.5

5

4

3

9

	<i>Internal Structure</i>	<i>Armor Value</i>
--	---------------------------	--------------------

Head	3	9
------	---	---

Center Torso	21	22
--------------	----	----

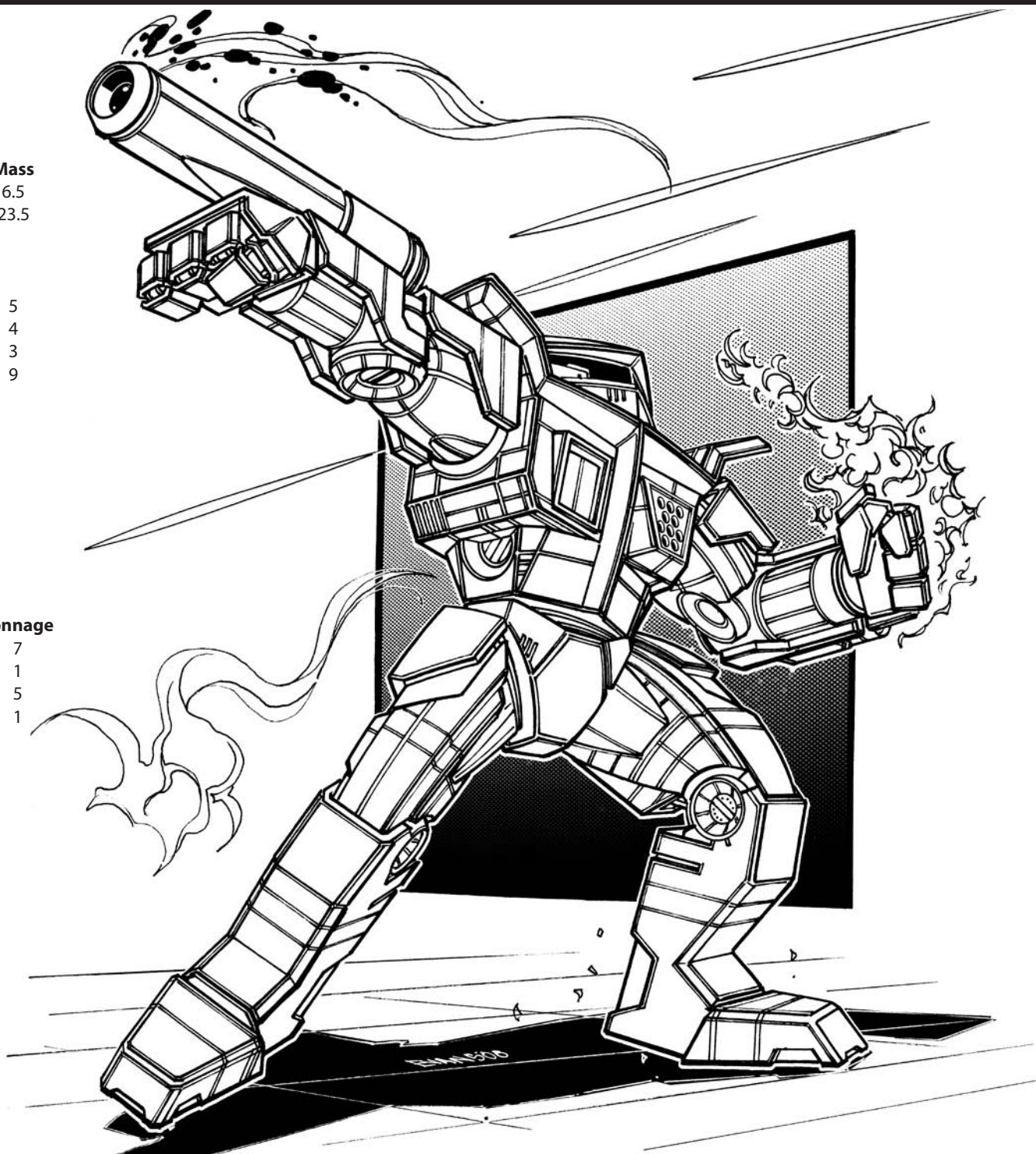
Center Torso (rear)		7
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R/L Torso	15	15
-----------	----	----

R/L Torso (rear)		5
------------------	--	---

R/L Arm	10	13
---------	----	----

R/L Leg	15	20
---------	----	----





Mass: 100 tons
Chassis: Osaka KR4
Power Plant: Nissan 200 Fusion
Cruising Speed: 21 kph
Maximum Speed: 32 kph
Jump Jets: None
Jump Capacity: None
Armor: Tybalt Blue Heavy Industrial Plate
Equipment:
 1 Osaka Heavy-Duty Pile Driver
 2 HM1 Lift Hoists
 1 Nagy Rock Cutter
Manufacturer: Osaka Heavy Metrics
Primary Factory: Dieron, Togura,
 New Samarkand, Philadelphia
Communications System: HeadMaster 41-con
Targeting and Tracking System: Diplan I-TT

Overview

Debuting in 2638, in the middle of the Star League's Golden Age, the *Kiso* was designed to be the nexus of huge construction operations such as the gigantic building projects across the Combine, and allowed a construction boss and pilot to not only handle major foundation work but also coordinate and multitask such massive projects.

These massive four-legged 'Mechs are a true sight to behold when in full operation. Because they are on site for years at a time and become tied to the community surrounding the project, it became tradition for them to be decorated in wild colors and street art, each new project adding to their overall design like *yakuza* tattoos.

The three main Osaka plants were destroyed during the First Succession War and with them went the technology to produce the larger console and sophisticated

communications suites, making *Kisos* exceedingly rare through the 3050s. Only recently was that information re-discovered; Osaka Heavy Metrics has *Kisos* rolling off four different assembly lines across the Combine as demand for the massive constructors is at its highest, thanks to the Blakists.

Capabilities

A *Kiso* mounts a tungsten-cored, steel-sheathed, heavy-duty pile driver, useful in forming and foundations. The lift hoists telescope into the air, creating a medium-sized crane that can assist most commercial and industrial building projects. The Nagy diamond-studded rock-cutting equipment is useful in tearing up old ferrocrete and demolishing buildings, as well as doing simple quarry and embankment work.

After 2703, the foreman's position was upgraded to a civilian version of the command console, allowing the head foreman to connect with planetary networks, gaining access to permit officers, utility grids, geographic and metallurgic data, weather satellites, and even localized security cameras. The mini-holographic projector could display multiple layers of blueprints from any angle and detail, giving the foreman virtual control over multi-billion K-bill projects.

The sophisticated communications suite is capable of network uplinks and maintaining an entire construction team's radio and holo network on encrypted frequencies. The twenty tons of container space allows a *Kiso* to carry important tools and equipment that construction teams may need on site; the containers are removable and modular, allowing a *Kiso* to swap loads with ease.

Variants

Designed mainly for excavation, mining, and canal work, the K-3N-KR5 replaces the rock cutter with a back hoe and the pile driver with a dual cutting saw. Produced by request only, less than ten survived the Succession Wars and are currently only being built on Togura.

Notable MechWarriors

Budapest Chain Gang: A group of prisoners who escaped the destruction of Prison Facility 93 on Luthien, these hardened criminals saw Imperial City suffer near-daily abuse thanks to Black Dragon and Blakist assaults. Finding two barely-functional *Kisos* in an industrial warehouse, the Budapest Gang, led by a short burly man known only as

"Asano," dedicated their lives to rebuilding what they could. The gang avoids combat unless local civilians are threatened; Asano himself managed to catch a Blakist *Red Shift* under the tungsten cap of his *Kiso's* pile driver in a neatly laid ambush in 3073.

Type: **Kiso**

Technology Base: Inner Sphere (IndustrialMech)

Tonnage: 100

Equipment Rating: D/C-F-E/D

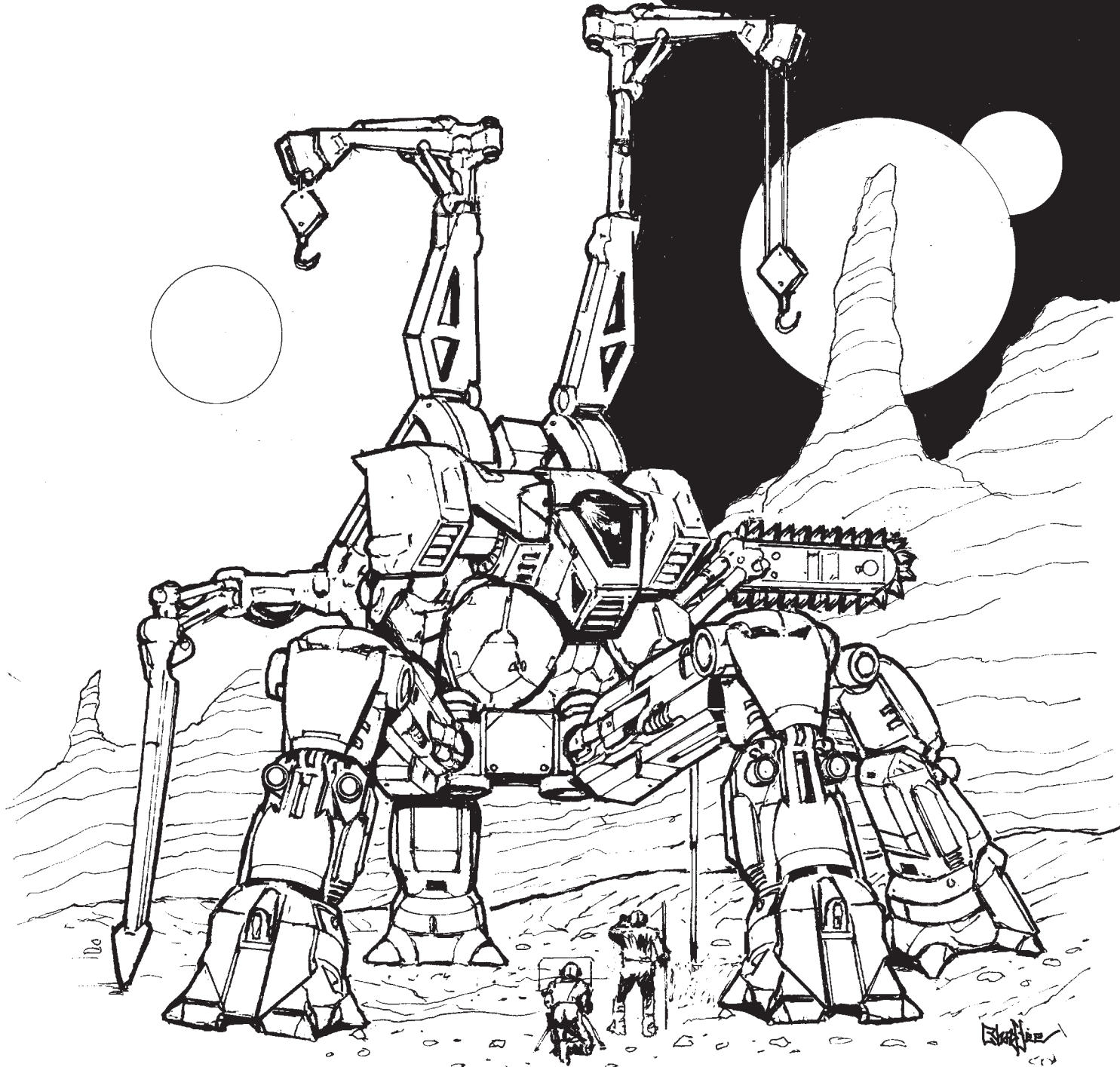
Battle Value: 954

Equipment

		Mass
Internal Structure:	IndustrialMech	20
Engine:	200 (Fusion)	8.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:	IndustrialMech	3
Armor Factor:	248	15.5

	Internal Structure	Armor Value
Head	3	9
Center Torso		23
Center Torso (rear)		16
R/L Torso	31	22
R/L Torso (rear)		14
FR/FL Leg	21	32
RR/RL Leg	21	32

Weapons and Ammo	Location	Critical	Tonnage
2 Searchlights	RFL	2	1
2 Searchlights	LFL	2	1
Heavy-Duty Pile Driver	RT	8	10
Lift Hoist	RT	3	3
Comm. Equipment	LT	3	3
Rock Cutter	LT	5	5
Lift Hoist	LT	3	3
2 Cargo Containers	CT	2	20
2 Searchlights	RLL	2	1
2 Searchlights	RRL	2	1
Command Console	H	1	3





Mass: 25 tons

Chassis: Inazuma SI-32

Power Plant: Nissan 225

Armor: Nimakachi Type 3

Armament:

3 Tronel II Medium Lasers

Manufacturer: Wakazashi Enterprises,
Lockheed/CBM, Jalastar Aerospace

Primary Factory: Kervil (Wakazashi),
Donegal (Lockheed/CBM), Panpour (Jalastar)

Communications System: BipStar 49-G

Targeting and Tracking System: Ki-II TTS

Overview

The longest-serving fighter in the Combine navy, the *Sabre* series has its origins in the fledgling Alliance of Galedon. A solid design, it received little attention due to its singular role as a garrison unit. What the *Sabre* is now known for is one of the greatest corporate spy rings propagated on four nations for nearly four hundred years.

The Raimei facility on Galedon formed a close-knit relationship with the Kurita family. Indeed, Shiro Kurita was a prominent shareholder of the company. The quiet partnership between the family and Raimei helped set the stage for one of the Combine's greatest intelligence projects.

During the rise of the Terran Hegemony, Raimei saw opportunities to increase their market share in several areas of production. And the Kurita family saw opportunities to gain intelligence on their rivals.

By 2572, Raimei had built and opened up a *Sabre* production facility in every Great House and two Periphery nations, running them all as semi-independent facilities. By 2676, each also had become a clearinghouse for ISF spies; valuable intelligence was gathered, disseminated, and then transmitted from each facility back to the Combine through clandestine channels. During the years of the Succession Wars, however, this invaluable spy network began to fray. At times, various ISF Directors managed to stabilize the network, but when Raimei collapsed financially in 2814, the subsequent buy-outs of the facilities by the local partnerships severely damaged the intelligence ring.

The "Raimei Ring" sputtered sporadically into the 31st century; the last intel report was received by the ISF in 3019. However, the elaborate operation remained a Combine secret until the Blakist White-Out, when it was fully revealed in a series of Blakist rantings before the HPG network was restored. This recent revelation has sent ripples of distrust between politicians and corporations which possess satellite facilities in other nations.

Capabilities

Because the SB-26 only carried two tons of fuel, its operational range was limited and rarely used in convoys or fighter screens. When compared to other fighters of the time, it was exceptionally fast and maneuverable. As technology climbed, lighter fusion engine weights allowed Raimei to install an engine that gave the SB-27 greater thrust capabilities and twice the fuel reserves. Breakthroughs in aerospace armor also gave the fighter the same protection for less weight, which meant the original weapons complement did not change.

The SB-27 became the planetary defense fighter of choice for planetary militias, freeing up other, better-armed fighters to handle attack and fleet duties. As technology broke down during the Succession Wars, these newer fighters became increasingly important and *Sabres* were used to fill gaps in planetary defenses. It was not uncommon to find a lone *Samarkand* carrier defending a system loaded with nothing but *Sabres*, providing a sizeable obstacle for attacking forces to sweep aside.

Deployment

Because of Raimei's secret agreement with the ISF, SB-27 *Sabres* became common throughout the Inner Sphere and were found in some numbers within most planetary garrisons. As the Succession Wars ground down Raimei's facilities, only four remained to be bought out by local corporations such as Lockheed/CBM, Jalastar Aerospace, Majesty Metals and Pinard Protectorates Limited.

Variants

The *Sabre* received an upgrade in the Terran Hegemony in 2753, when Raimei/Lockheed on Outreach produced a limited-run SB-28. This variant mounted a newer extra-light engine, freeing up space for an extended-range laser in the nose and leaving the venerable medium laser in the wing ports. Ferro-aluminum armor gave the fighter better protection, and several squadrons were produced for the Hegemony Navy. Surprisingly, this variant was not shared among Raimei's other facilities, most likely bowing to Hegemony political pressure at the time.

The Donegal facility recently acquired the schematics for this variant from the Kell Hounds (likely from the Wolves-in-Exile) and has restarted their production lines to build them for the mercenaries.

Upgrades

Wakazashi recently acquired new schematics to a prototype *Sabre* and celebrated its return to the Combine in 3068 on Kervil. The SB-29 mounts a light PPC in the nose and a pair of extended-range medium lasers in the wings. DCA pilots have become reacquainted to this fast, nimble fighter and it is quickly supplanting older aerospace assets within the Admiralty.

Notable Pilots

Coordinator Shiro Kurita: The First Coordinator of the Draconis Combine, Shiro Kurita flew occasionally as a hobby. At his request, Lord Kurita flew the first SB-26 that rolled out of the assembly hanger. The *Sabre* flown by the Coordinator has never been flown since; it resides in the Cultural History Center in Yamashiro on New Samarkand.

SB-27 SABRE

Type: **Sabre**

Technology Base: Inner Sphere

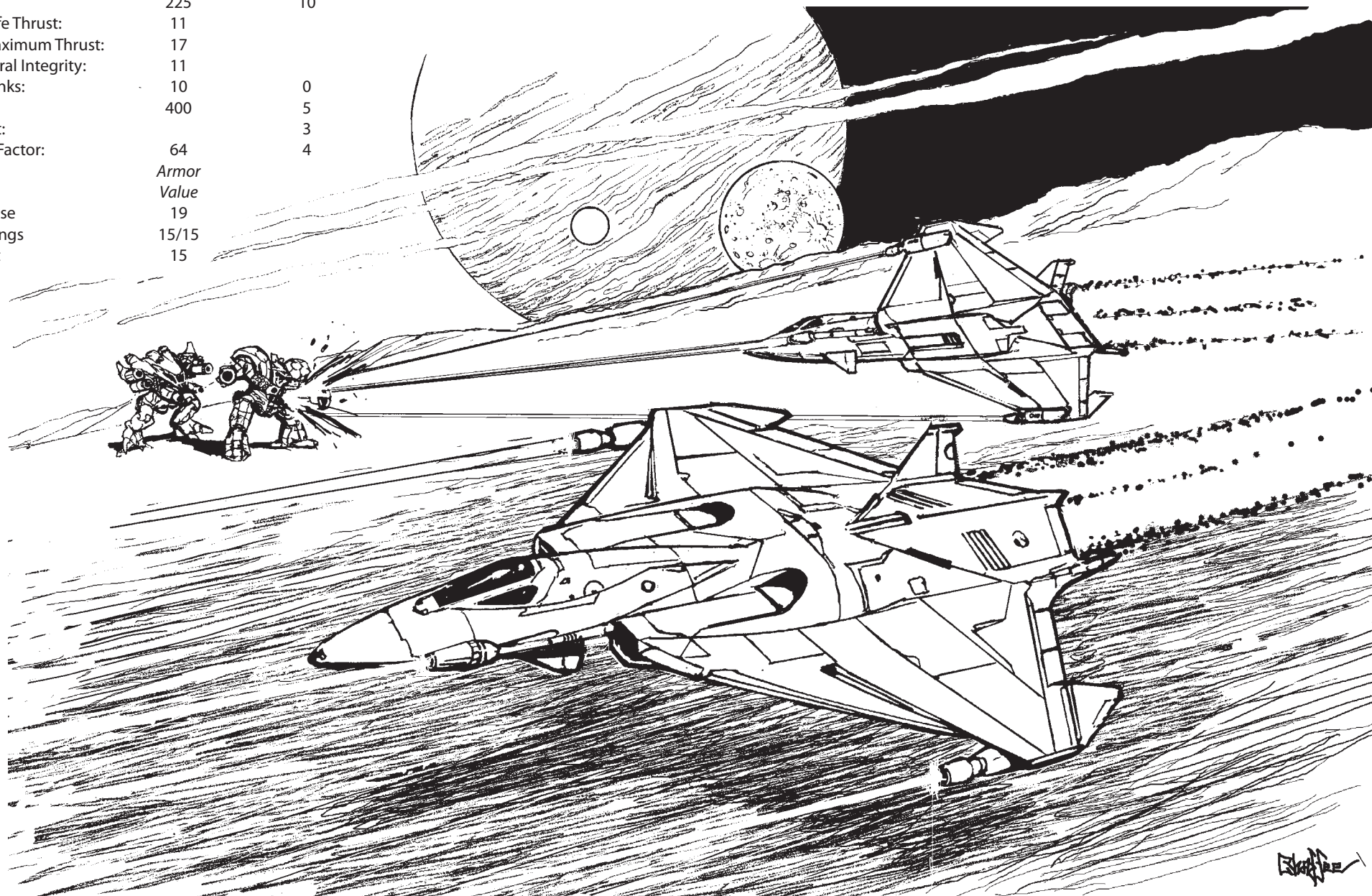
Tonnage: 25

Battle Value: 574

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Medium Laser	Nose	1	3	5	—	—	—
Medium Laser	RW	1	3	5	—	—	—
Medium Laser	LW	1	3	5	—	—	—

Equipment

	Mass
Engine:	225
Safe Thrust:	11
Maximum Thrust:	17
Structural Integrity:	11
Heat Sinks:	10
Fuel:	400
Cockpit:	3
Armor Factor:	64
	<i>Armor Value</i>
Nose	19
Wings	15/15
Aft	15





Developed by the Alliance of Galedon (before the advent of the Draconis Combine) to support Lord Shiro Kurita's expansionist policies, the *Vulture* was considered invaluable by troops under Warlord Urizen Kurita's command. The dedicated troop transport proved decisive in the early campaigns against the Ozawa Mercantile Association, the Principality of Rasalhague, and numerous other independent worlds. The lightning attacks helped advance the Warlord's powerbase as the nascent Combine continued to expand.

Originally meant to be carried internally by pre-docking collar JumpShips, the *Vulture* had little space for anything more than the cramped quarters for six platoons of infantry and a company of light vehicles, the *Vulture* decidedly lacks amenities. The four V450 engines, power plant, and spaceframe, however, have proven their low maintenance requirements, reliability, and durability time and again. A prime example of this can be seen in the *Vulture* found on Algedi in 2612 (the crew long since dead from a local virus) that was easily restored to flying condition, even after sitting half-submerged in a swamp for nearly 115 years.

Over time, the *Vulture* fell into disfavor with the DCMS, which began to prefer higher-capacity, more voluminous transports that were designed for the escalating conflicts of the Age of War and to be carried externally on JumpShips. Because of the limited space, Combine companies had to often be split between two ships; recombining the split units proved difficult under fire. After several inglorious defeats where defending forces encircled the Combine

landing zones and destroyed infantry battalions piecemeal, DCMS commanders began to only carry complete companies of four platoons aboard the *Vultures* when making combat landings. Additionally, the *Vulture* is incapable of carrying the heavier combat vehicles now favored by the House armies as conflict escalated.

Despite these limitations, the *Vulture* design was copied extensively, especially in the Capellan Confederation. The introduction of the more flexible *Seeker*, however, led to the end of the *Vulture's* House service. A large number of the decommissioned ships were sold to mercenary and Periphery markets, and some venerable versions are still in use in the modern era as converted commercial shipping vessels. Parts for these DropShips are rare so most operable *Vultures* are repaired with "close enough" pieces. The most well known *Vulture* is the *Samhain* in service with the Devil's Brigade. This *Vulture* not only survived the Word of Blake's surprise attack on Arcturus but managed to down a Blakist *Union*; the pilot was rewarded by Chandrasekhar Kurita for his bravery.

VULTURE CLASS DROPSHIP

Type: Military Spheroid

Use: Troop Carrier

Tech: Inner Sphere

Introduced: 2312

Mass: 3,500 tons

Battle Value: 2,941

Dimensions

Length: 75.5 meters

Width: 71 meters

Height: 75.5 meters

Fuel: 300 tons (9,000)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 78

Structural Integrity: 9

Armor

Nose: 145

Sides: 115

Aft: 98

Cargo

Bay 1: Infantry (6 foot platoons) 1 Door

Bay 2: Vehicles (12 light) 2 Door

Bay 3: Cargo (1,106.5 tons) 1 Door

Life Boats: 20

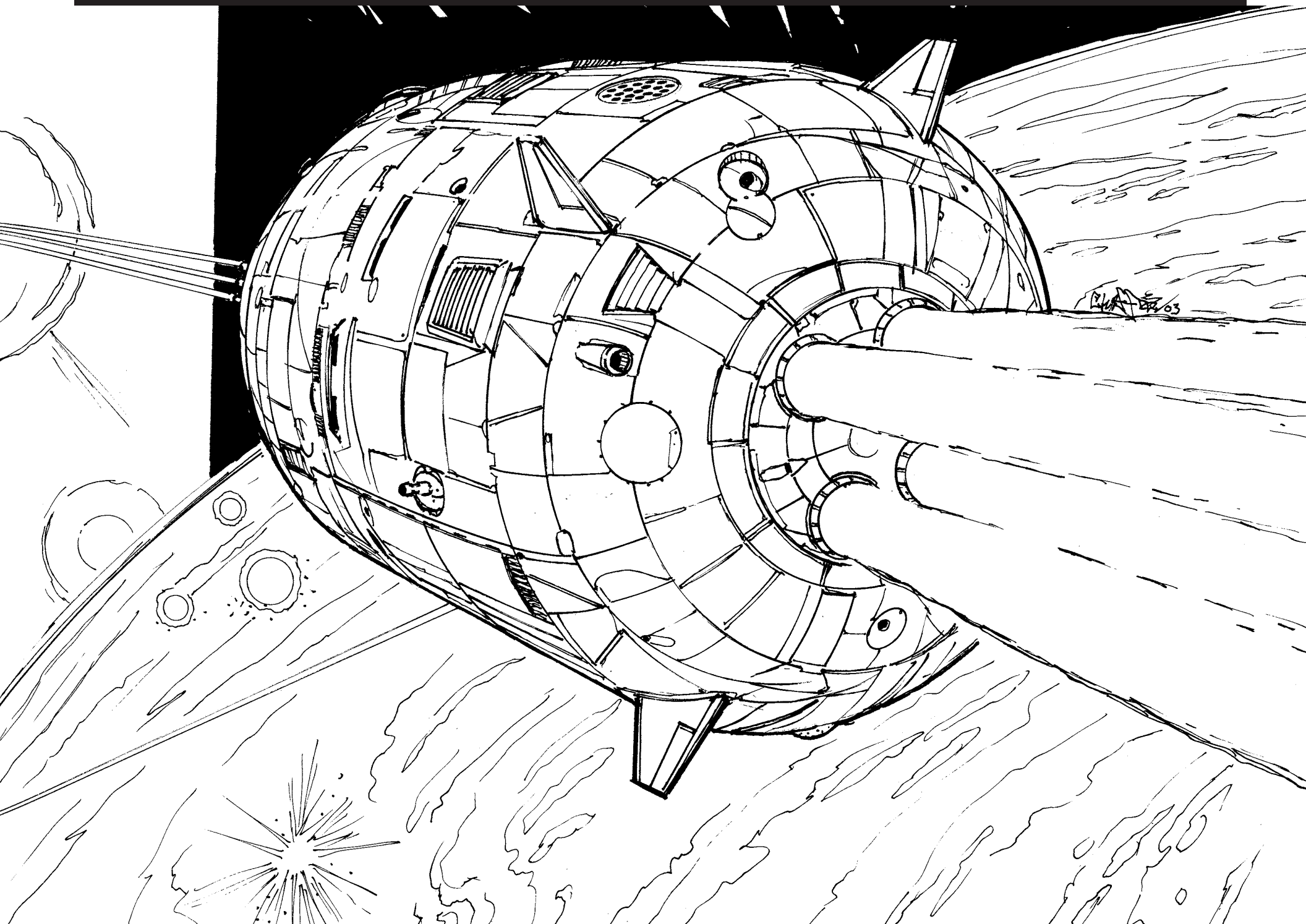
Escape Pods: 7

Crew: 3 officers, 11 enlisted / non-rated

Ammunition: 280 rounds AC/5 (14 tons), 192 rounds LRM 15 (24 tons)

Notes: Mounts 27.5 tons of standard armor

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (13 Heat)					
3 AC/5 (120 rounds)	2 (15)	2 (15)	—	—	Autocannon
2 LRM 15 (64 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
FL/FR (4 Heat)					
AC/5 (40 rounds)	1 (5)	1 (5)	1 (5)	—	Autocannon
Medium Laser	1 (5)	—	—	—	Laser
AL/AR (11 Heat)					
AC/5 (40)	1 (5)	1 (5)	1 (5)	—	Autocannon
2 LRM 15 (64 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
Aft (6 Heat)					
2 Medium Lasers	1 (10)	—	—	—	Laser





The brainchild of Coordinator Hehiro Kurita, the *Samarkand* was fast-tracked into production as soon as the Reunification War became inevitable. Knowing the tremendous boost a WarShip would bring to the economy of several planets, Hehiro authorized the *Samarkand* carrier project, with the caveat that the first of the ships had to be ready within two years. In June of 2581, the *Samarkand* and her sister ship, the *Benjamin*, loaded their full fighter compliments and jumped into the fray against the Outworlds Alliance. Two more of the Block I *Samarkands*, the *Dieron* and *Alshain*, left their slips in 2585; both served the Dragon well through the end of the war.

During the economic boom following the Reunification War, the surviving three carriers were assigned to assist in the massive colonial expansion of the Dragon. One of their first actions in this new role was escorting Lord Sanethia during her first visit to Luthien, the Dragon's newly declared capital. The three WarShips became icons of the Dragon's prosperity as they delivered needed supplies, equipment, and resources to the developing world.

Urizen II authorized construction of newer Block II versions in 2668 to take advantage of breakthroughs in armor and weapons technologies. Multitudes of carriers had entered service before the end of the Star League, with many serving as escorts in the Star League Defense Force. Most of them were destroyed during the liberation of Terra; it is unknown if any made the Exodus with General Kerensky.

The few that remained in the Combine were posted along the Lyran and Suns borders, defending recharge stations and important resource and factory worlds. Most were destroyed during the First and Second Succession Wars; only one has survived to the present day—the *Togura*—and barely serves as a museum piece orbiting New Samarkand.

The *Samarkand* performed decently well as a carrier and escort ship; designed more to utilize its massive fighter complement to rip apart enemy DropShips and destroyers, it was not meant to be in the vanguard of an attack. Underarmored and outgunned, the WarShip was known to be vulnerable near the large engine mounts in the lower rear of the limited aft firing arcs. With spare parts and fighters soon in short supply, *Samarkands* were often used in a last-ditch delaying tactic that bought time for ground defenders to prepare for an attacking force. Despite their impressive anti-aerospace defenses, *Samarkands* were easily overcome when few or no escorts were available.

SAMARKAND (CARRIER)

Tech: Inner Sphere
Introduced: 2579 (Block I) 2668 (Block II)
Mass: 350,000 tons
Length: 501 meters
Sail Diameter: 967 meters
Fuel: 2,678 tons (6,562 points)
Tons/Burn-day: 66.42
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 3
KF Drive Integrity: 8
Heat Sinks: 950 (Block I), 1700 (Block II)
Structural Integrity: 71 (Block I), 73 (Block II)
Battle Value: 27,249 (Block I), 51,757 (Block II)

Block I

Armor
Fore: 48
Fore-Sides: 38
Aft-Sides: 38
Aft: 40

Cargo

Bay 1: Fighters (36) 4 Doors
 Bay 2: Small Craft (12) 1 Doors
 Bay 3: Fighters (36) 3 Doors
 Bay 4: Cargo (46,757 tons) 6 Doors

DropShip Capacity: 3

Grav Decks: 2 (150 meters; 60 meters diameter)

Escape Pods: 25

Life Boats: 0

Crew: 35 Officers, 110 enlisted/nonrated, 35 Gunners, 30 Marines, 204 Bay personnel

Ammunition: 40 rounds NAC/10 (8 tons), 144 rounds LRM 10 (12 tons), 500 rounds Machine Gun (2.5 tons) 54 rounds LRM 20 (9 tons), 100 rounds SRM 4 (4 tons)

Notes: Equipped with 494 tons of Standard Armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (177 Heat)					
1 Medium NPPC	9	9	9	9	Capital PPC
5 LRM 20 (54 rounds)	6 (60)	6 (60)	6 (60)	—	LRM
4 Medium Laser	2 (20)	—	—	—	Laser
FL/FR (110 Heat)					
1 NAC/10 (20 rounds)	10	10	10	—	Capital AC
4 LRM 10 (72 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
3 SRM 4 (50 Rounds)	2 (18)	—	—	—	SRM
LBS/RBS (210 Heat)					
1 Light NPPC	7	7	7	—	Capital PPC
10 Machine Guns (100 rounds)	2 (20)	—	—	—	MG
AL/AR (258 Heat)					
2 NL35	7	7	7	—	Capital Laser
2 Large Laser, 2 Medium Laser	3 (26)	2 (16)	—	—	Laser
6 Machine Guns (100 rounds)	1 (12)	—	—	—	MG

Aft (146 Heat)

2 NL45	9	9	9	9	Capital Laser
2 Medium Laser	1 (10)	—	—	—	Laser
6 Machine Guns (100 rounds)	1 (12)	—	—	—	MG

Block II

Armor
Fore: 91
Fore-Sides: 70
Aft-Sides: 70
Aft: 80

Cargo

Bay 1: Fighters (36) 4 Doors
 Bay 2: Small Craft (12) 1 Doors
 Bay 3: Fighters (36) 3 Doors
 Bay 4: Cargo (36,029 tons) 6 Doors

DropShip Capacity: 4

Grav Decks: 2 (150 meters; 60 meters diameter)

Escape Pods: 30

Life Boats: 0

Crew: 35 Officers, 110 enlisted/non-rated, 35 Gunners, 100 Marines, 204 Bay personnel

Ammunition: 30 rounds NAC/20 (12 tons), 144 rounds LRM 10 (12 tons), 500 rounds Machine Gun (2.5 tons) 174 rounds LRM 20 (29 tons), 100 rounds SRM 4 (4 tons)

Notes: Equipped with 511 tons of Ferro-Carbide Armor.

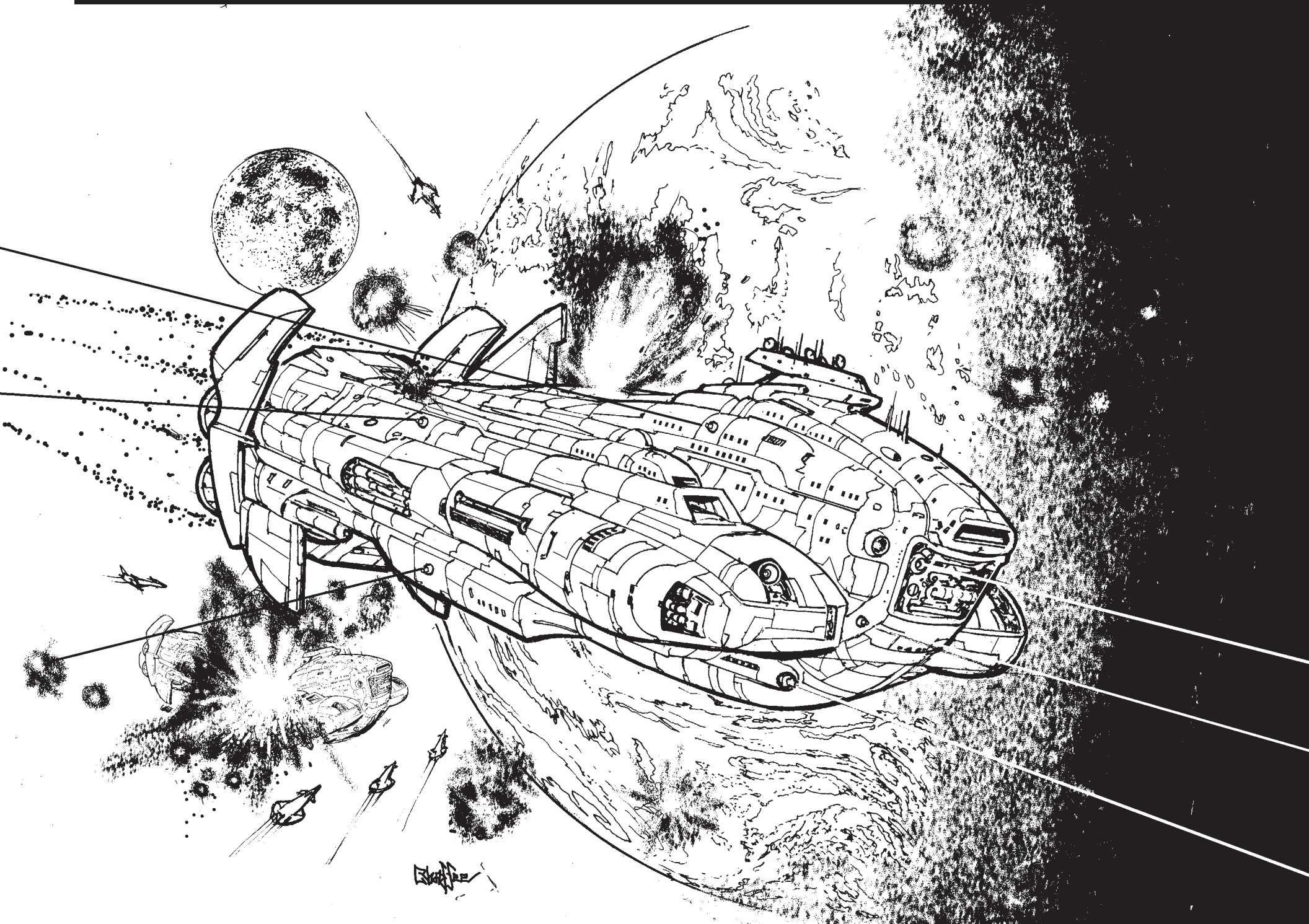
Weapons:

Nose (416 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Medium NPPC	18	18	18	18	Capital PPC
2 NL35	7	7	7	—	Capital Laser
5 LRM 20 (54 rounds)	6 (60)	6 (60)	6 (60)	—	LRM
4 Medium Laser	2 (20)	—	—	—	Laser
FL/FR (170 Heat)					
1 NAC/20 (15 rounds)	20	20	20	—	Capital AC
4 LRM 10 (72 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
3 SRM 4 (50 Rounds)	2 (18)	—	—	—	SRM
LBS/RBS (210 Heat)					
1 Heavy NPPC	15	15	15	15	Capital PPC
10 Machine Guns (100 rounds)	2(20)	—	—	—	MG
AL/AR (258 Heat)					
2 NL35	7	7	7	—	Capital Laser
2 Large Laser, 2 Medium Laser	3 (26)	2 (16)	—	—	Laser
5 LRM 20 (60 rounds)	6 (60)	6 (60)	6 (60)	—	LRM
6 Machine Guns (100 rounds)	1 (12)	—	—	—	MG
Aft (146 Heat)					
2 NL45	9	9	9	9	Capital Laser
2 Medium Laser, 1 Large Laser	2 (18)	1 (8)	—	—	Laser
6 Machine Guns (100 rounds)	1 (12)	—	—	—	MG

SAMARKAND (CARRIER)

WARSHIPS

217



Formed in 2317, the Federated Suns was always considered one of the most liberal of the Houses, in terms of their way of life and the political freedoms they enjoyed, from the lowliest peasant to the mightiest noble. It is also probably one of the most violent, having several bloody internal wars, as various families struggled to obtain or hold on to power in the nation that could be considered the strongest collection of planets besides the Terran Hegemony.

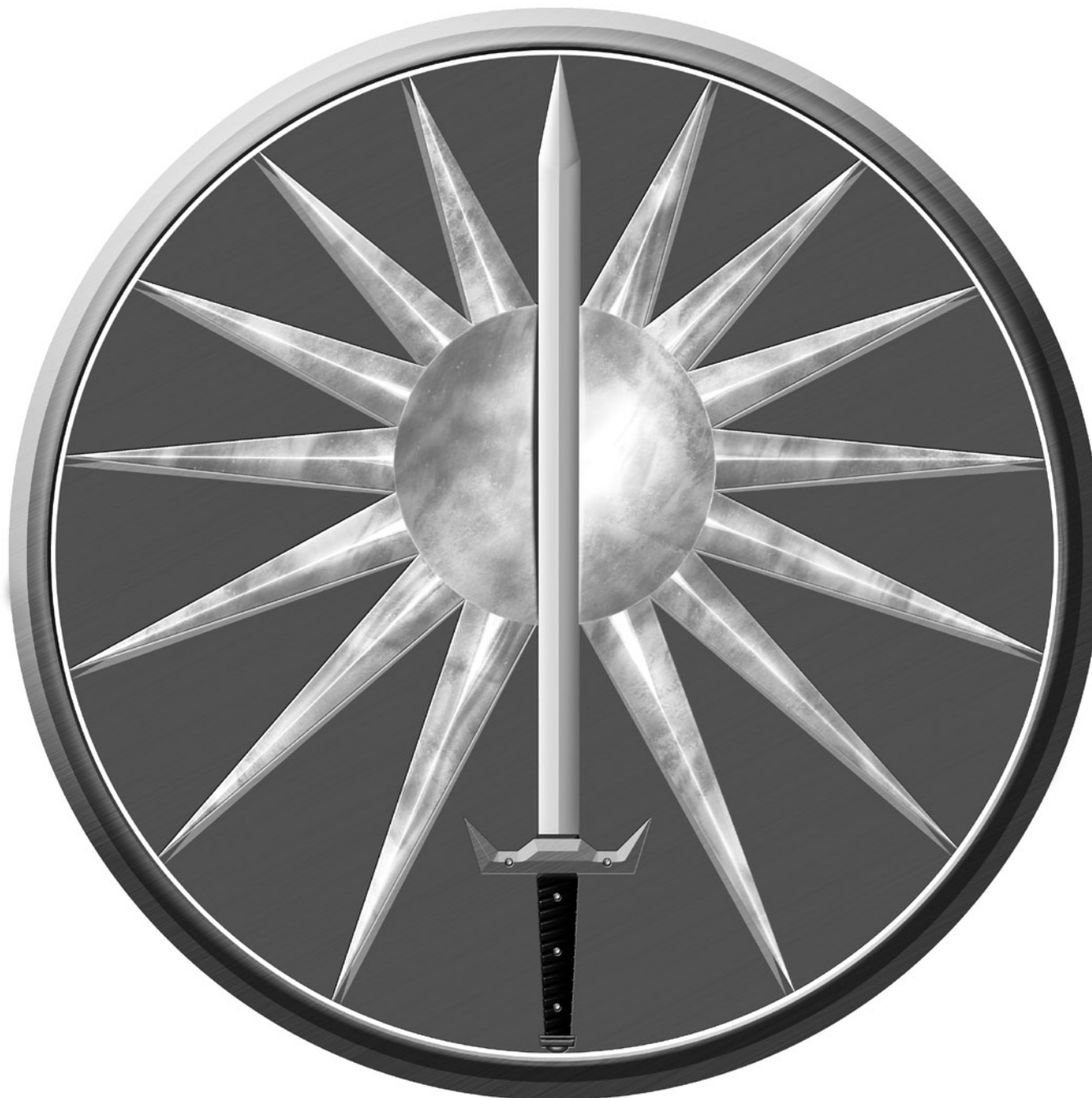
While other factions stole, seduced, or blackmailed to get their hands on the blueprints and technological know-how needed to design and construct BattleMechs, the Federated Suns used diplomatic channels to peacefully purchase the precious information. Though some bribery is now known to have taken place to open the channels to negotiation, First Prince Simon Davion nonetheless bargained in good faith, giving the Lyran Commonwealth compensation for such a prize. While primitive, the *BattleAxe* (and its successor, the *Hammerhands*) was formidable for its time, setting the bar of versatility and effectiveness for future Federated Suns 'Mech designs.

But technological advances would not be limited to BattleMechs. Infantry units, combat support vehicles, WarShips, and industrial support 'Mechs all benefited from the knowledge gained over the years by Federated Suns technicians. And while the subsequent Succession Wars devastated the Suns' technical base and degraded their technology to archaic levels, the basic principles and beliefs behind the innovations and applications would not be lost, living on in the hearts and minds of the Federated Suns nobles and leaders until the recovery of ancient knowledge from the Star League. Hanse Davion founded the New Avalon Institute of Science, which led the way in deciphering the Helm Memory Core, regaining and re-applying the lost technologies it contained. New ideas were built upon those original ones, and neither the splintering of Federated Commonwealth alliance nor the vicious five-year civil war between the two factions could take those advances away. It was not until the landing of Blakist troops on New Avalon and the subsequent destruction of many of its factories that some began to worry of a return to the dark age of technology.

The presence of Blakist death squads, assassinating anyone who researched innovations that could be used against them, combined with the long timeframe needed to create new designs, made the preservation and development of technology difficult. Many patriotic and loyal executives discussed how to speed up the design process while reducing their personal risk, and companies, instead of creating brand new designs, went back to their archives, reviewing designs long since abandoned due to obsolescence or unpopularity. Support designs, Industrial BattleMechs specifications, and even the original Federated Suns BattleMech blueprints were brought out, dusted off, and updated with the latest technologies. Many upgrades were easy, but others (like the *Robinson*-class transport) were impossible due to the lack of resources and factories.

The Federated Suns' older production lines, often long ago given over to civilian production, whose equipment matched the older technology, were selected to manufacture the updated designs. Creaking with dried lubricant and moving slowly as the factories tried to remember the motions of long-unused industrial muscles, the lines got back up to speed and once again produced their formerly obsolete designs. These now-completed ghosts are marching out of the factories and into frontline units to relive their glory days. Despite their ancient history and roots, these machines are armed with the latest technology and weaponry, replacing centuries-old missiles and laser systems for one last push against the darkness for the sake of their fatherland.

[EDITOR'S NOTE: Even though the *Darter* was produced during the Succession Wars, it has remained in obscurity despite its immense use by the Davion military. It was only briefly listed in the last version of the now-discontinued revised Technical Readout 3026. Due to its vital role in nearly every Federated Suns military operation since its debut, it has been included in this section.]





Mass: 13 tons

Movement Type: Wheeled

Power Plant: GM 75 ICE

Cruising Speed: 75 kph

Flank Speed: 151 kph

Armor: ProtecTech Light

Armament:

1 Johnston Minigun Machine Gun

Manufacturer: General Motors

Primary Factory: Kathil

Communications System: Overlook J9

Targeting and Tracking System: Brightstar 17 Mk. I

Overview

By the end of the First Succession War, the Federated Suns realized the constant drain on resources was going to reach a critical point. Unwilling to divert funds from continuing BattleMech production and development (what little was left), or to downgrade their line forces, the AFFS charged manufacturers with producing a support vehicle that did not require equipment quartermasters needed for more combat-oriented machines such as BattleMechs and heavy tanks. General Motors eventually won the contract in 2822 with their Darter.

Capabilities

The Darter, being so small, has little room to mount anything other than its engine and some armor. Instead of putting in a pre-selected set of electronics or sensors, the engineers included three tons of unused space. GM

did, however, put in an innovative automatic tire pressure monitoring system. Unlike most other vehicle designs, when the surface a Darter is crossing changes from soft to hard (such as moving from a road to sand dunes near a coastline), the tire pressure automatically changes to the appropriate kPa. Other vehicles need to stop and manually change the pressure, an action that may not be possible in a combat situation.

With the exception of the tires, the Darter is defined by its general paucity of integral weapons, electronics, or any other technologically advanced features. Almost every part could either be reproduced on a lightly industrialized world or adapted from other parts, and General Motors gives instructions on modifying or jury-rigging a wide variety of parts to replace broken or damaged OEM parts. Fed Suns drivers have appreciated this greatly, and most Darters more than a few years old have had many parts already replaced with battlefield salvage.

Deployment

The Darter's most memorable action came only a few years after its introduction. In June 2828, the Capellan Confederation landed on Orbisonia en-masse, in one of the assaults that kicked off the Second Succession War. Led by Chancellor Ilsa Liao, the main body composed of heavy *Marauders* and *Warhammers* threatened to demolish the outnumbered and outgunned Davion defenders and conquer the major staging ground.

However, the defenders possessed a company of Darters and immediately set them to observe and shadow the attackers. The Confederation MechWarriors, unable to close and attack the Darters, instead decided that their presence was insignificant enough to warrant any further intention. Little did they realize that the scout cars were feeding the Davion Hussar regiments vital information on the Liao troop movements, allowing them to outmaneuver and outsmart the heavier force. On the fourth day, one of the Darters discovered that Chancellor Ilsa Liao was leading the rear-guard action, allowing her troops to withdraw from the system. The subsequent strike based on the Darter's information allowed the Fed Suns troops to claim the life of the first Chancellor to fall in battle.

The ability to rebuild a Darter using duct tape, aluminum foil, and chewing gum has left thousands of these scout vehicles in operation, making them a popular choice among conventional scout units. In fact, General Motors twice stopped production for a year; first in 3003, and then again in 3037.

Variants

A few crews replace the cargo with short-range missile systems to give them basic return fire capability against something larger than an infantry squad. Most that do this also commonly load up on Inferno rounds to set fires as they speed away.

As advanced technology spread, some have taken the cargo and mounted various C3, ECM, and active probes instead of the older infrared and electromagnetic sensors. These are all changes performed in the field, depending on the unit's needs, and GM does not offer any manufacturer's variants.

Notable Crews

Corporal Randy Poss: One of the few survivors of the Davion Light Guards during the initial assault on New Avalon, Corporal Poss has turned his lowly Darter into a pseudo-OmniVehicle, replacing many of the parts in his spare time with salvage and ferro-aluminum armor taken from destroyed OmniVehicles scattered through the Sun's capital world. Most of these "configurations" enhance his ability to remain behind enemy lines and unseen by advanced sensors, but the jury-rigged fusion engine has allowed him on two separate occasions to carry relatively considerable firepower and spot for long-range missile support. Corporal Poss was last seen leaving for another scouting mission behind Word of Blake lines on New Avalon in 3072, carrying several tons of top-secret cargo in his Darter, nicknamed "ABC's Folly." It is suspected that Poss has either been captured or killed by Word of Blake forces.

DARTER SCOUT CAR

Type: **Darter Scout Car**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 13
 Battle Value: 125

Equipment
 Lift Equipment:
 Power Amplifier:
 Turret:
 Armor Factor: 32

Mass
 0
 0
 0
 2

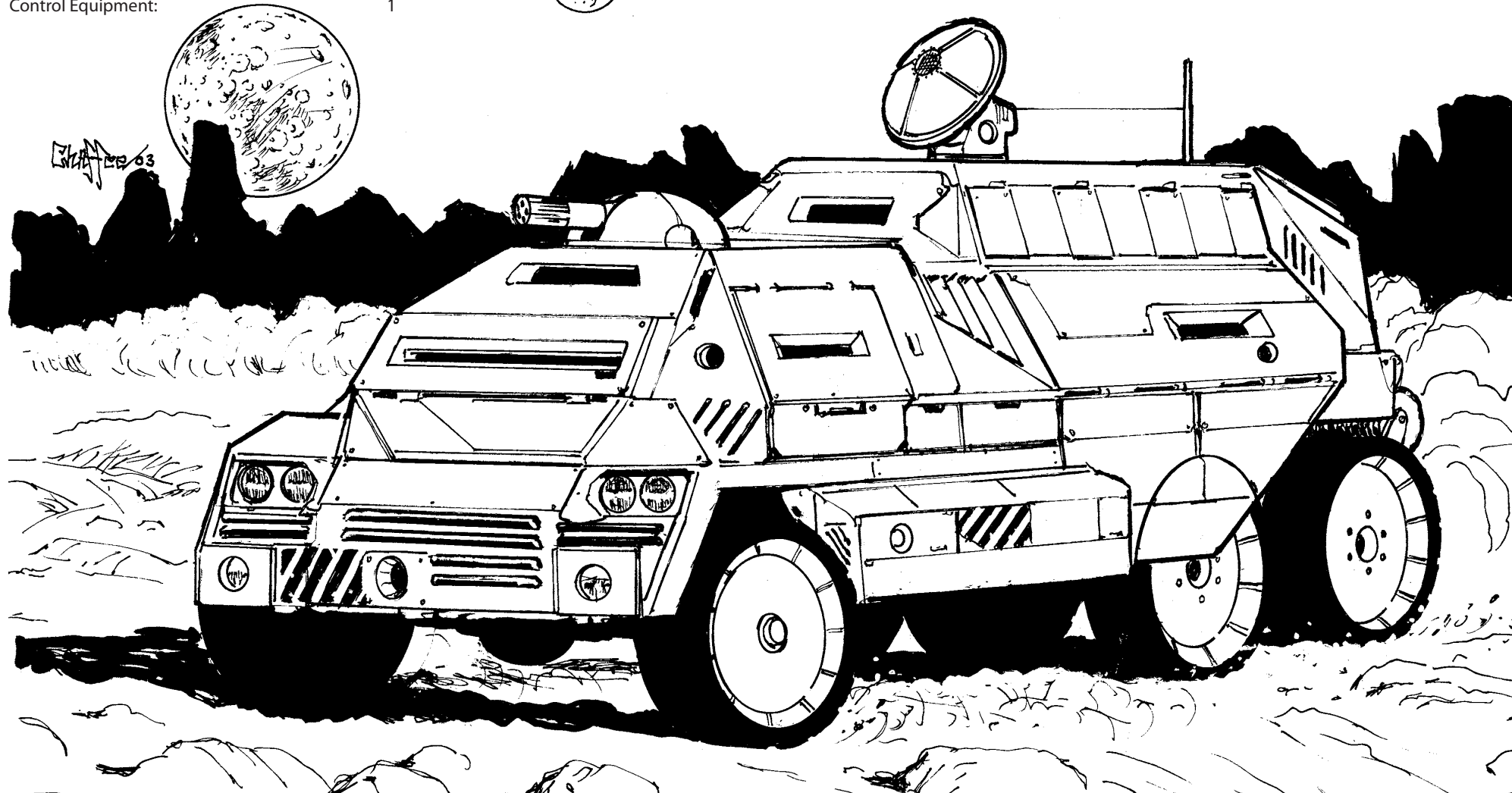
Weapons and Ammo
 Machine Gun
 Ammo (MG) 200
 Cargo

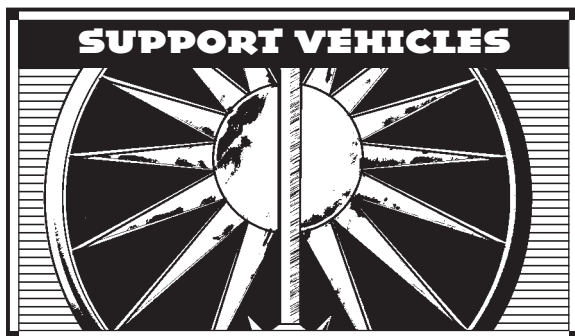
Location
 Front
 Body
 Body

Tonnage
 .5
 1
 3

Equipment
 Internal Structure: 1.5
 Engine: 75 4
 Type: ICE
 Cruising MP: 7
 Flank MP: 11
 Heat Sinks: 0 0
 Control Equipment: 1

Armor Value
 Front 10
 R/L Side 7/7
 Rear 8





Many critics of over-reliance on BattleMechs, typically conventional vehicle commanders who became generals, began to worry about their reputation (and budgets) as the feasibility of large BattleMech formations was proven time and time again. In response, several Federated Suns generals began working on programs to help conventional forces mitigate the advantages BattleMechs held. Most notable was the ability of BattleMechs to bypass terrain that conventional vehicles could not, such as destroyed bridges, rivers, and the occasional steep crater.

When these generals put out a call for bids in 2471 for anything that could help their cause, Olympus Construction Vehicles of Fallon II submitted a design. This vehicle, the Prometheus Combat Support Bridgelayers, was designed to assist conventional forces in bypassing otherwise impassable terrain features by going over them. The design mounted a fusion engine along with ten tons of 'Mech-grade armor, could keep pace with the heavier ground forces, and carried token weaponry including a sizeable long-range missile rack and an energy weapon. Its key feature is a pair of side-mounted folding heavy bridgelayers, capable of laying down two thirty-meter spans that each could support ninety tons of friendly forces. The Prometheus can also

carry a platoon of infantry, typically combat engineers, who can assist not only in the installation of the bridge, but also can take part in a wide variety of combat operations such as demolition of enemy fortifications and mine clearing. Extra space for supplies and replacement beams were also included to repair any bridges damaged in the battle.

Often regarded as an inferior tank, the Prometheus was generally ignored in battle, allowing it to carry out its mission unhindered. Despite its contribution to conventional ground warfare, the Prometheus never became a priority target in most cases, allowing large numbers to survive until the modern day, despite the manufacturer's destruction by a Kuritan invasion force in the First Succession War.

While the Prometheus would not be enough to save the conventional tank from losing its title of "King of the Battlefield" to the BattleMech, the capabilities of the Prometheus did not completely vanish with the proliferation of BattleMechs. Even though 'Mechs could traverse more rugged terrain, there were still hundreds of thousands of conventional vehicles serving both offensive and defensive purposes. Additionally, some of the newer BattleMechs lacked either the jump jets or the speed that would help them move through water or traverse some gaps in terrain, and they still needed the services of the Prometheus.

In recent years, Olympus has resurfaced to fill a perceived shortage of dedicated bridgelayers in the AFFS, and the company has offered up many of their older designs, including the Prometheus, during the reconstruction period that followed the Federated Commonwealth Civil War. Prometheus CSBs can be found in many Federated Suns systems that have sizeable conventional militia forces, and the tanks are independently attached to almost every RCT in the Suns TO&E. While many are of recent manufacture, there are a small number of the original production run still in existence.

Type: **Prometheus Combat Support BridgeLayer**
 Chassis Type: Tracked (Medium)
 Mass: 75 tons
 Equipment Rating: D/E-E-E/E
 Battle Value: 747

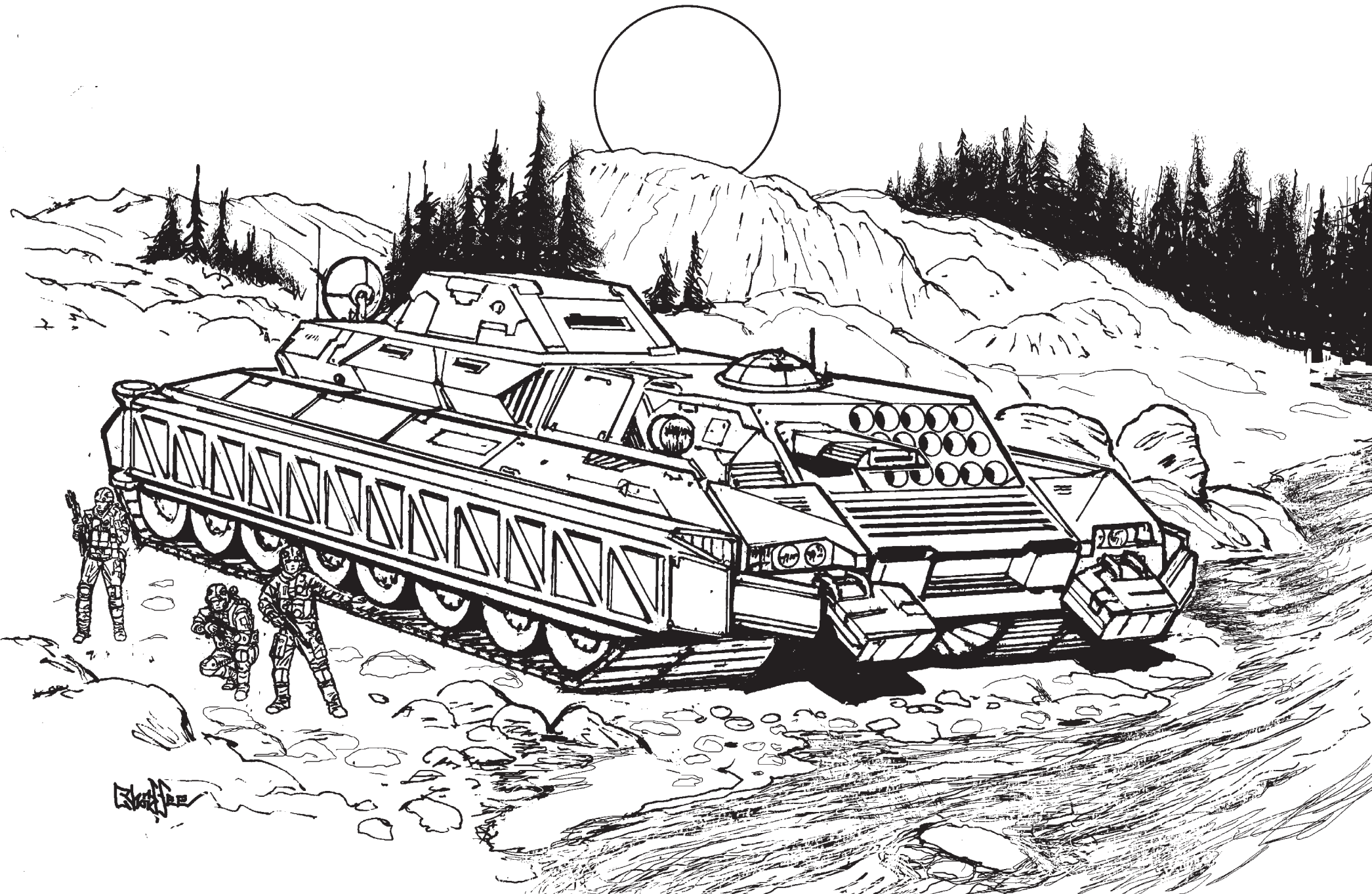
Equipment		Mass
Chassis/Controls:		17
Engine/Trans:	Fusion	13
Type:	Tracked	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	3	3
Fuel:	N/A	0
Turret:		0
Armor Factor (Bar 10):	154	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	8	40
R/L Side	8/8	40/40
Rear	8	34

Weapons and Ammo	Location	Tonnage
Medium Laser	Front	1
LRM 15	Front	7
Ammo (LRM) 8	Body	1
Heavy Bridgelayers	Left	6
Heavy Bridgelayers	Right	6
Advanced Fire Control	Body	1

Crew: 8 (2 officers, 2 enlisted/non-rated, 4 gunners)

Cargo:
 Infantry Compartment (5 tons)
 5 tons standard 1 Door (Rear)

Notes: Features Armored Chassis and Controls Modification





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

Type: **BattleAxe**

Technology Base: Inner Sphere

Tonnage: 70

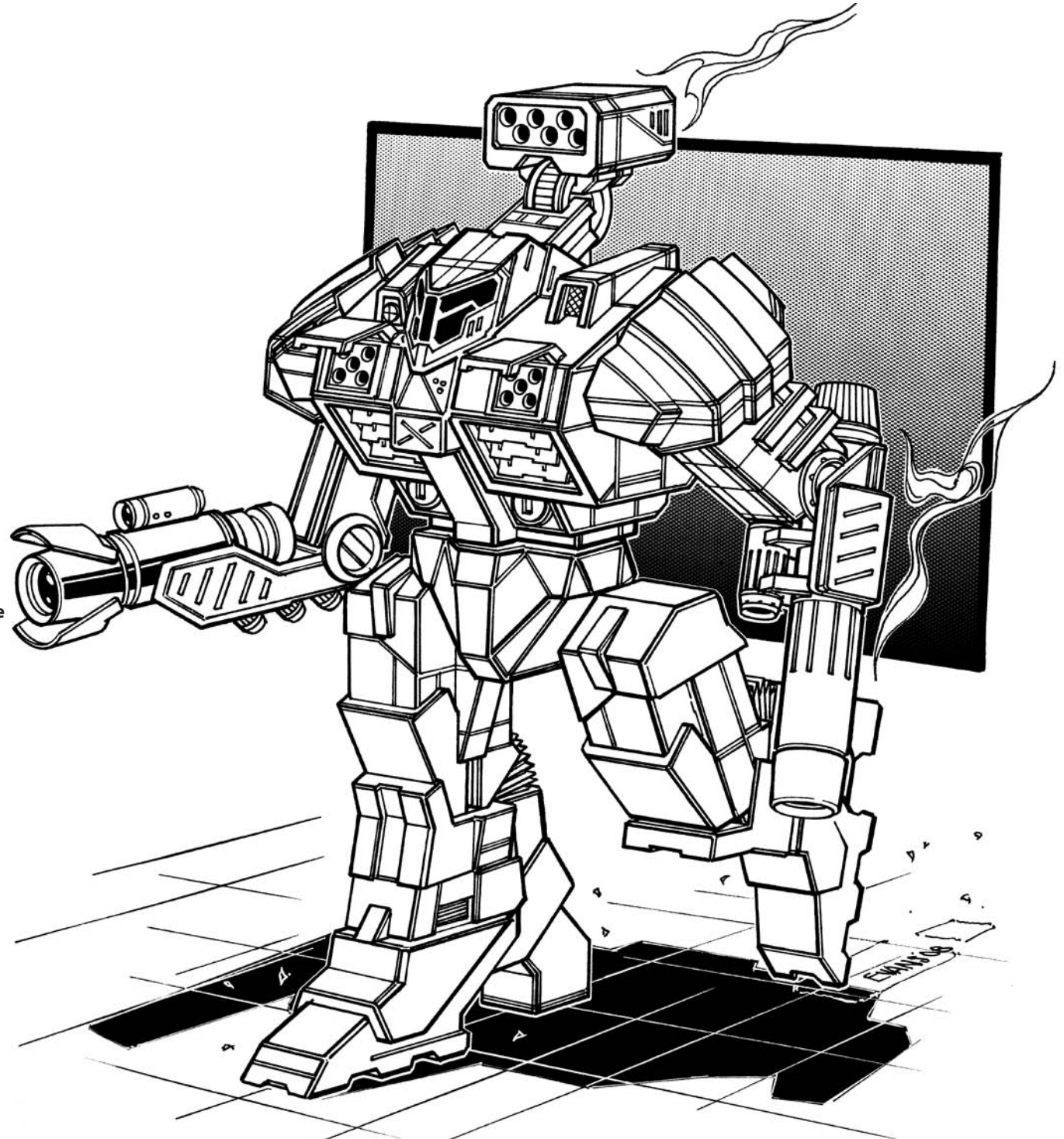
Battle Value: 1,329

Equipment

		Mass
Internal Structure:		7
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	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 Ammo	Location	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: 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

Type: **Hammerhands**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,381

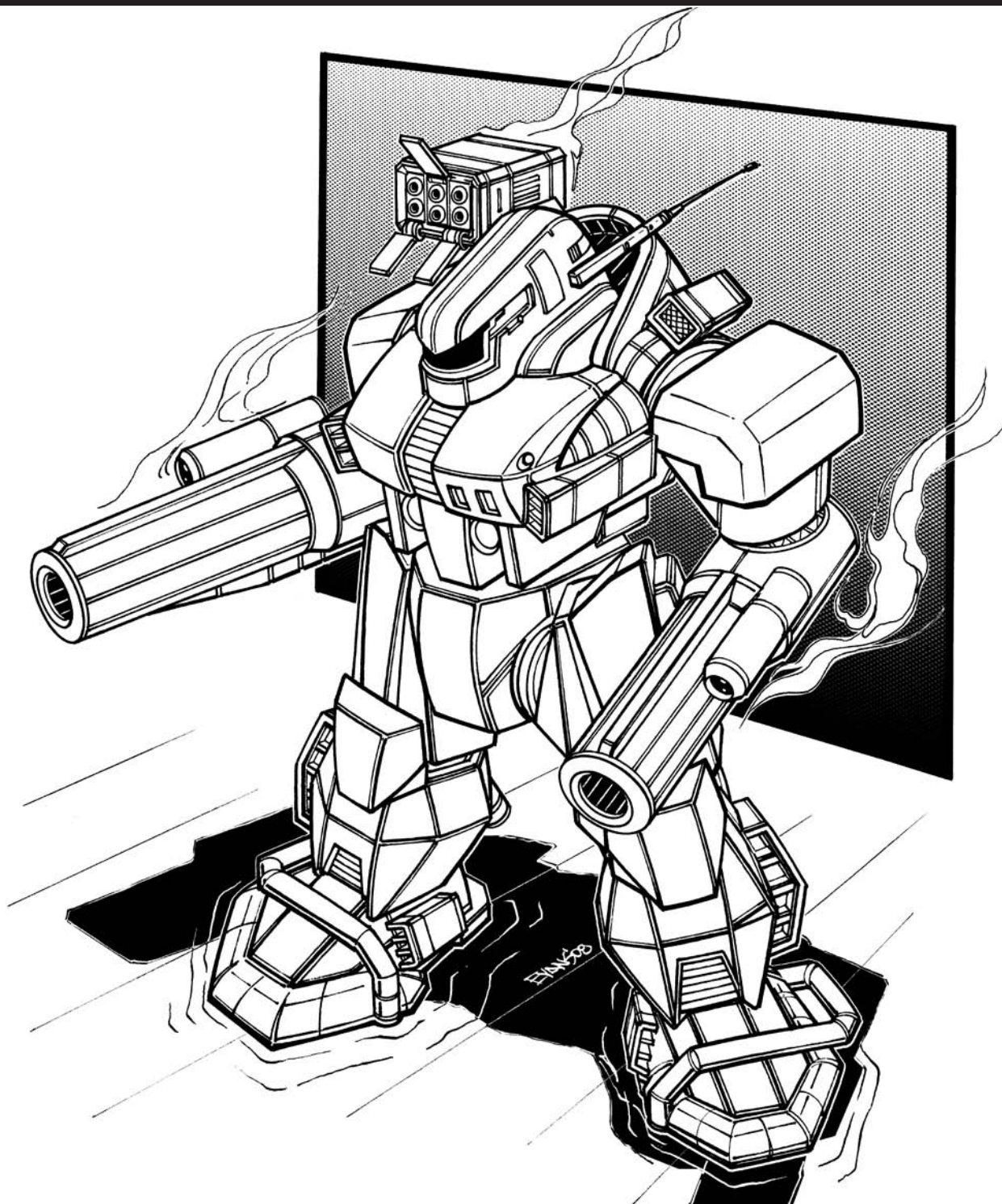
Equipment

		Mass
Internal Structure:		7.5
Engine:	225	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	13	3
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	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
RA	7	12
RA	1	1
RA	1	1
LA	7	12
LA	1	1
LA	1	1
LA	1	1
RT	1	1
RT	2	3
RT	1	1
LT	1	1
CT	1	1
RL	1	1
LL	1	1





Mass: 50 tons

Chassis: Corean Model KL80 Industrial

Power Plant: GM 200

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Panpour Specials

Jump Capacity: 90 meters

Armor: ArcShield Maxi Special (Industrial Heavy)

Equipment:

1 StarCorps Salvage Arm

1 JAI Spot Welder

2 JAI Lift Hoists

Manufacturer: Jalastar Aerospace

Primary Factory: Panpour

Communications System: O/P R Janxiir

Targeting and Tracking System: Jal ConstrucTrak Mk I

Overview

Originally developed as a general military support unit in 2549, the JAW-66A *Jabberwocky* fell far short of that goal due to engineering limitations and was relegated to unimportant tasks.

By 3069, devastation on all fronts forced the Federated Suns to pull every available armed machine from storage or support units and put them on the firing line. This stripped many engineering units, leaving them woefully under-equipped for the massive fortification and reconstruction efforts with which they were already struggling.

As one of the few companies relatively unscathed in the Jihad, Jalastar Aerospace seized the opportunity to expand their market, and in 3070 they debuted a completely reworked *Jabberwocky* Engineering IndustrialMech.

Capabilities

Mounting equipment almost entirely produced on Panpour, the *Jabberwocky's* parts are found almost everywhere, meaning maintenance is simple. While many IndustrialMechs rely on manual controls, the *Jabberwocky* utilized Jalastar's stockpile of old neurohelmets, giving pilots better control of the fifty-ton chassis.

The -66B uses a salvage arm and spot welder to quickly pull apart any battlefield salvage, while a pair of Industrial-TSM powered lift hoists allow the *Jaberwocky* to carry double its own tonnage in salvage. The tracked propulsion system, oft-derided as useless on 'Mechs, allows the design to maintain higher speed when on paved surfaces. For extremely rough terrain, the *Jabberwocky* even has three jump jets. A searchlight and environmentally sealed chassis help the *Jabberwocky* at night and in many hostile environments.

Its most attractive feature is its semi-modularity. More akin to a *Mercury* than an OmniMech, the *Jabberwocky* can have either its rear torso or arms replaced with others mounting different pieces of industrial equipment.

Deployment

Orders for this design have far outstripped Jalastar's production capabilities, with many Federated Suns support units attempting to replenish their depleted ranks with the versatile *Jabberwocky*. A number of mercenary units, interested in VEST's *Hyena* SalvageMech prior to the Blakist takeover of Solaris VII, have also turned to Jalastar to supply their orders.

Variants

Every *Jabberwocky* sold arrives in the 66B battlefield salvage configuration. The semi-modular limbs and torso sections have allowed Jalastar to sell a number of variant packs, so techs can modify *Jabberwockys* as required. The Demolition (or 66C) variant removes the left torso lift hoist, and replaces the spot welder with a rock cutter. The Construction variant (66D) sacrifices the same hoist for a single ton internal cargo bay and a nail/rivet gun in each arm, supplied by a ton of nails or rivets for reconstruction projects.

All of the original JAW-65A models were scrapped within a few decades of their manufacture. This slower, fuel cell-powered model carried much less armor and equipment, and lacked jump jets.

Notable MechWarriors

MechWarrior Heather Corpez: As part of reconstruction efforts on New Syrtis, MechWarrior Corpez has clocked more time in her *Jabberwocky* cockpit than any other pilot of this design. Clearing away thousands of tons of rubble by herself, she often uses her rock cutter attachment to trigger a safe demolition of a major piece of wall before carting it away to a dump truck.

Type: **Jabberwocky EngineerMech**

Technology Base: Inner Sphere (IndustrialMech)

Tonnage: 50

Equipment Rating: D/X-X-E/D

Battle Value: 358

Equipment		Mass
Internal Structure:	IndustrialMech	10
Engine:	200 (Fusion)	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	3	
Heat Sinks:	10	0
Gyro:		2
Cockpit:	IndustrialMech	3
Armor Factor:	56	3.5
	Internal Structure	Armor Value
Head	3	6
Center Torso	16	9
Center Torso (rear)		3
R/L Torso	12	5
R/L Torso (rear)		2
R/L Arm	8	6
R/L Leg	12	6

Weapons and Ammo	Location	Critical	Tonnage
Industrial TSM	—	12	0
Salvage Arm	RA	2	3
Spot Welder	LA	1	2
Environmental Sealing	—	8	5.5
Searchlight	LT	1	.5
Lift Hoist	RT (R)	3	3
Lift Hoist	LT (R)	3	3
Tracks	RL	1	5
Tracks	LL	1	5
Jump Jet	CT	1	.5
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5



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Mass: 30 tons

Chassis: Lockheed/CBM 120

Power Plant: Pitban 240

Armor: Rander Special

Armament:

3 Maxell Medium Lasers

Manufacturer: Jalastar Aerospace,

Lockheed/CBM Corporation

Primary Factory: Panpour (discontinued in 3000),
Donegal

Communications System: Lockheed/CBM Comset86b

Targeting and Tracking System: Rander TA2

Overview

Until the dawn of the twenty-fourth century, space combat was exclusively performed by armed JumpShips and large, plodding shuttles armed with little more than pop guns. While adequate for orbital combat, these precious shuttles were too valuable to risk any sort of ground-support actions. A defending system could be expected to have maneuverable, capable conventional fighters, which would handily defeat ground forces and opposing shuttles alike, at least until the invaders could establish a secure foothold and a useable airstrip, and then deploy their own conventional fighters. Often this forced planners to deploy far more ground forces than they preferred, as ground forces took considerable casualties until friendly fighters could be deployed.

Impressed with the progress made by the Terran Hegemony, the Federated Suns embarked on their own crash aerospace fighter program to assist its transports

and ground forces. Looking for something that could outmaneuver anything it could not outgun (while understanding the hefty cost associated with such a design), this new "fighter" would emphasize speed and survivability. In 2430, the Federated Suns' first domestically built aerospace fighter, the *Centurion*, debuted. Though primitive by modern standards, this fighter was impressive not just for morale purposes, but also for its ability to fight equally well both in space and in atmosphere, preventing the need for dangerous shuttle strafing runs or for establishing a spacehead without aerospace superiority.

Capabilities

As an early design, the *Centurion* hewed to a simple design principle that is still followed by most of today's aerospace forces. Three medium lasers located across the hull give the light fighter adequate firepower and the ability to strafe ground forces, making the craft an ideal attachment to small raiding units. What made the *Centurion* impressive was its heavy armor for the time. Despite massing only thirty tons, the small fighter could take large amounts of damage and remain airworthy. This trait only improved when engineers mounted BattleMech-grade armor onto the fighter, a feature that was added decades after the craft's initial appearance. The advancement of technology also provided an increased speed and operational range for the fighter.

Deployment

The *Centurion* served as the Federated Suns' premier light aerospace fighter until the nation acquired various *Sparrowhawk* production lines toward the end of the First Star League. The *Sparrowhawk's* electronics suite and ability to fly while damaged far surpassed the abilities of the *Centurion*, and the older fighter was quickly shunted to local militia forces. With permission of the Federated Suns government, the design was traded with the Lockheed/CBM Corporation for another ancient design, the *Sabre*, for testing, and Jalastar allowed production to continue until 3000, when they decided to permanently shut the line down to construct other designs. At that time, Lockheed/CBM replaced the *Centurion's* aging frame and communications systems with more up-to-date versions.

Variants

Due to the plethora of other light aerospace fighters, no significant variants of the *Centurion* were developed. One prototype that received a limited production run was the 2D, which replaced armor and fuel with an SRM-6 pack, allowing the craft to be used as a short-range interceptor.

Upgrades

In the scramble to raise the quality of all military equipment, the *Centurion's* current manufacturer, Lockheed/CBM, redesigned the light fighter into a dedicated ground-support fighter. Replacing the medium laser with a nose-mounted TAG unit and employing a pair of wing-mounted extended-range medium lasers, the new *Centurion* also gained increased speed and armor. Unfortunately only a few of these 3S upgrades were produced before the plant fell into the hands of the Blakists, who distributed the design to their Protectorate Militia. Production remained steady after the liberation of the Donegal system, with shipments going to Lyrans and to Stone's anti-Blakist coalition.

Notable Pilots

Captain Josh Freebard: Captain Josh Freebard was a decorated *Centurion* pilot who opposed the decision to replace the *Centurion* with the newly acquired *Sparrowhawk* light fighters. Believing the loss of weapons range was a critical problem, Freebard challenged several *Sparrowhawk* pilots to demonstrate his point. At first his challenges were successful, until several smart opponents, after dueling in space, led the damaged fighters into the atmosphere, where they could jettison their damaged armor plates and maneuver faster and easier than Freebard. He grudgingly accepted the *Sparrowhawk's* superiority after a pair of humiliating defeats.

CNT-1D CENTURION

Type: **Centurion**

Technology Base: Inner Sphere

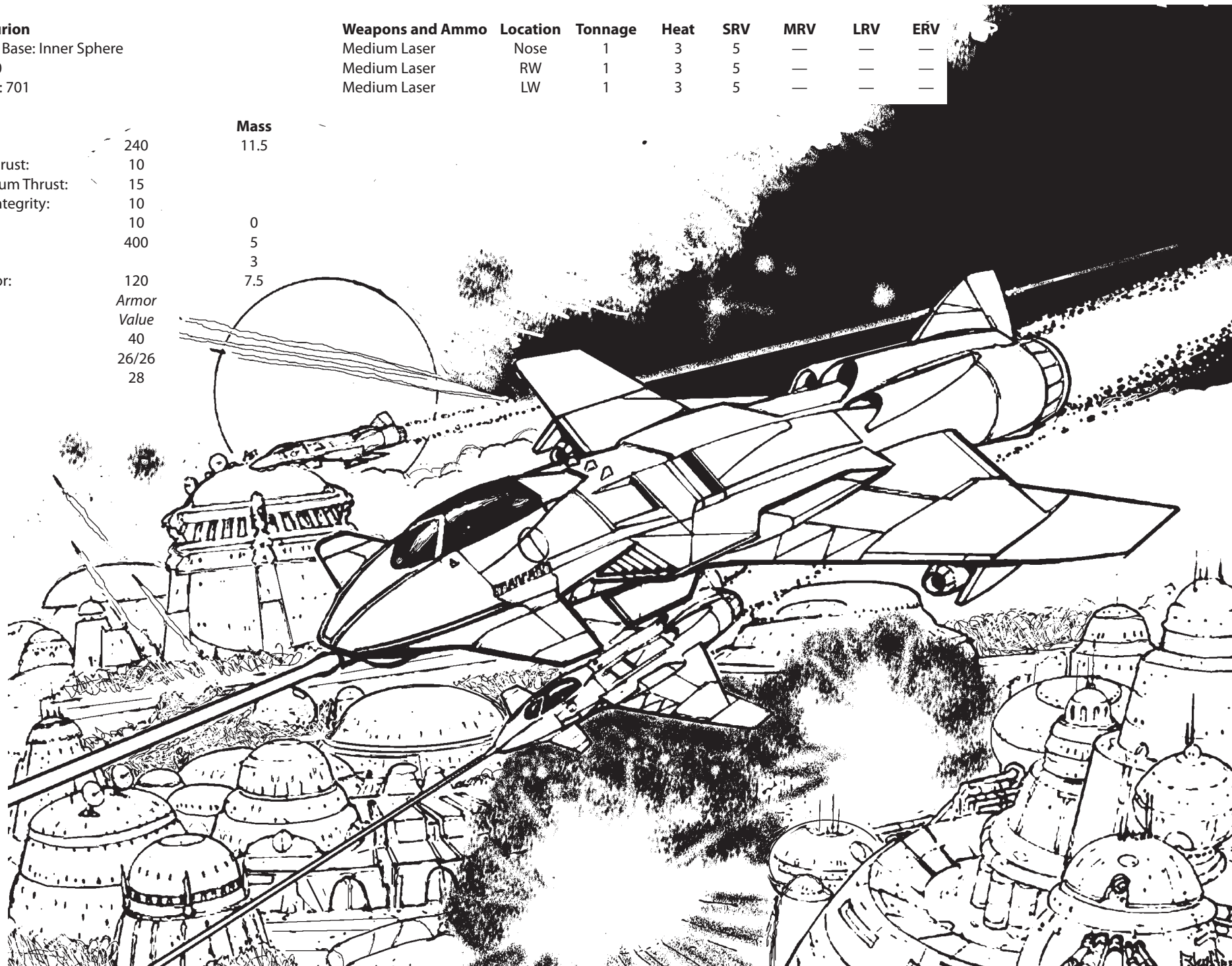
Tonnage: 30

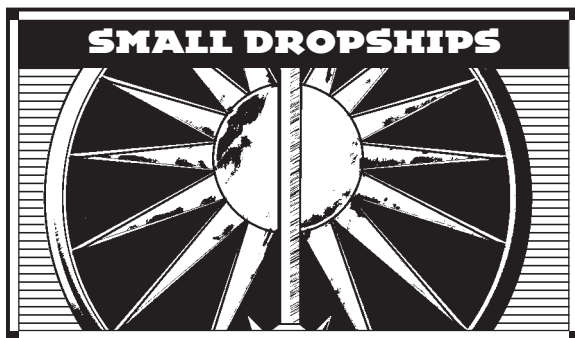
Battle Value: 701

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Medium Laser	Nose	1	3	5	—	—	—
Medium Laser	RW	1	3	5	—	—	—
Medium Laser	LW	1	3	5	—	—	—

Equipment

		Mass
Engine:	240	11.5
Safe Thrust:	10	
Maximum Thrust:	15	
Structural Integrity:	10	
Heat Sinks:	10	0
Fuel:	400	5
Cockpit:		3
Armor Factor:	120	7.5
	<i>Armor Value</i>	
Nose	40	
Wings	26/26	
Aft	28	





With the *Vampire's* small size, fast speed, and quality armament, many inexperienced soldiers mistook the craft for a heavy aerospace fighter. This was intentional, as Markesan Aeronautics developed the small, shuttle-like DropShip to minimize jump infantry's exposure to aerospace interceptors by using speed and a misleading appearance.

The *Vampire's* armor profile and armament is surprisingly similar to the heaviest fighters put into service. Its speed also caught observers off-guard, and often the troop ship would be spotted in the midst of several squadrons of fighters, anchoring for the group and allowing it to move swiftly without strain. When approaching a target, the *Vampire* would veer off in the final moments and make a low-altitude, high-speed pass, allowing the three jump platoons to leap out of the specially designed compartment doors and make a combat drop on enemy units and positions. This tactic was successfully used many times, most notably over Redfield in 2762. The Avalon Hussars combat-dropped several elite infantry companies while passing over fortified Capellan command posts, and the troopers were able to break into the defending command structure and win the system for the Suns. Federated Suns Special Forces were fond of the *Vampire*, since it gave them the advantage of surprise during many operations.

The *Vampire*, however, was never meant for long flights. Its fuel bunker was barely adequate to get it from the jump point to the target planet and back, and then only for typical habitable star systems. Its infantry compartments were so cramped that many platoons despised having to stay inside for any length in time. Most often troops would transfer in from other transports once in system or, if they could manage it, after the force had reached orbit. After a contested insertion, the *Vampire's* hull often needed extensive repairs to its light armor before performing the next operation.

The end of the *Vampire* would not come from combat directly, but rather from its high-performance engines. The Donovan XVIII had a short lifespan and required maintenance far above that of comparable DropShip engines. When Markesan Aeronautics was destroyed by DCMS troops during their push towards New Avalon, the several dozen *Vampire* DropShips that survived combat eventually had to be scrapped due to engine failure. However, Jalastar has begun testing a pair of reworked prototypes to explore the possibility of reviving the design for AFFS special operations.

VAMPIRE CLASS DROPSHIP

Type: Military Aerodyne
Use: Troop Carrier
Tech: Inner Sphere
Introduced: 2715
Mass: 400 tons
Battle Value: 2,142

Dimensions

Length: 42 meters
Width: 28 meters
Height: 9.5 meters

Fuel: 38 tons (2,660)
Tons/Burn-day: 1.84
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 34
Structural Integrity: 11

Armor

Nose: 134
Sides: 107
Aft: 92

Cargo

Bay 1: Infantry (3 Jump Platoons) 4 Doors
 Bay 2: Cargo (20 tons) 1 Door

Life Boats: 0

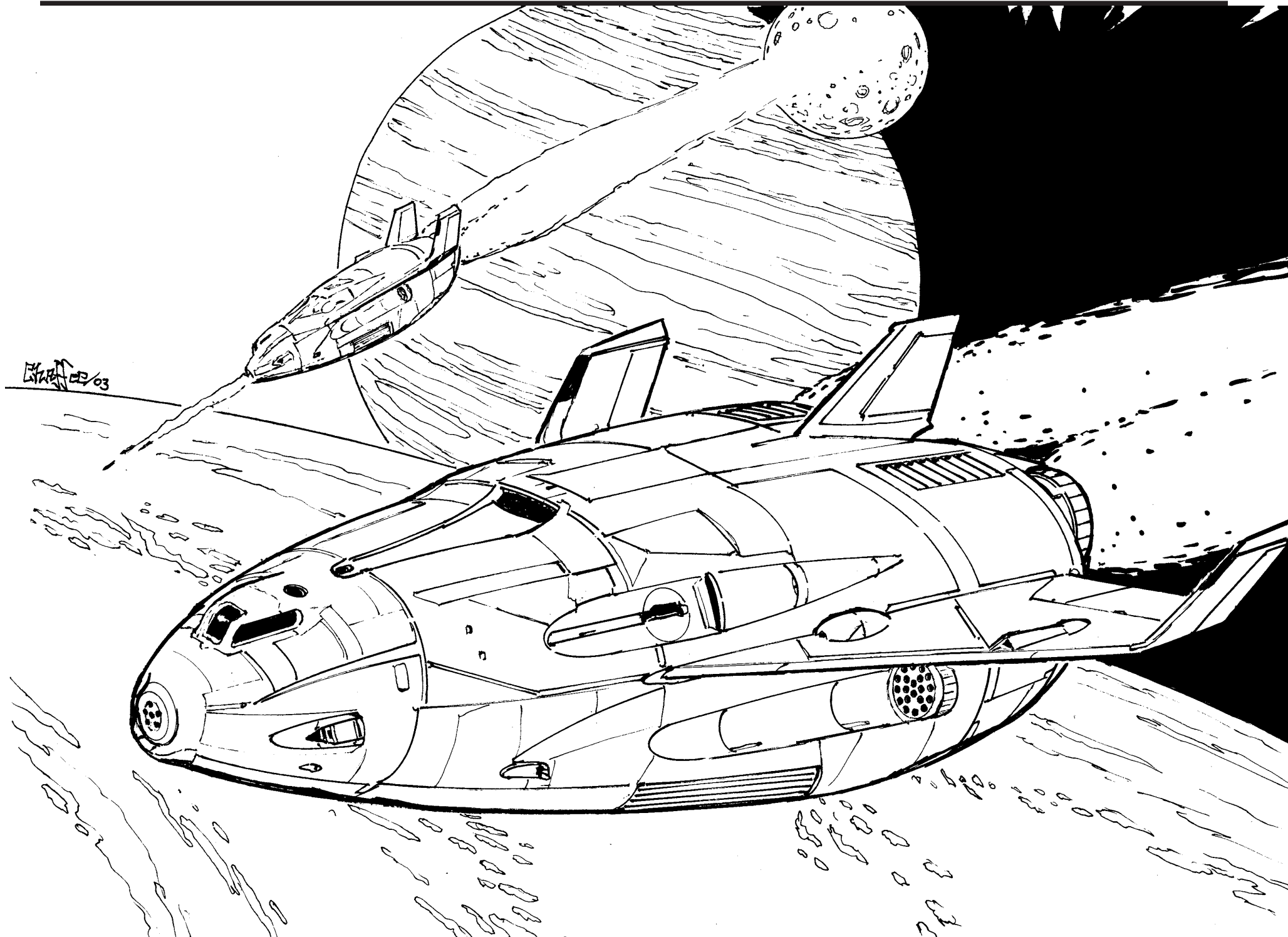
Escape Pods: 0

Crew: 1 Officer, 3 enlisted/non-rated, 2 gunners.

Ammunition: 30 rounds SRM 6 ammunition (2 tons), 36 rounds LRM 20 ammunition (6 tons)

Notes: Mounts 25 tons of standard armor

Weapons: Arc (Heat) Type Nose (10 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Medium Lasers	1(10)	—	—	—	Laser
1 SRM 6 (30 rounds)	1(8)	—	—	—	SRM
FL/FR (14 Heat)					
1 LRM 20 (36 rounds)	1(12)	1(12)	1(12)	—	LRM
1 Large Laser	1(8)	1(8)	—	—	Laser
Aft (6 Heat)					
2 Medium Lasers	1(10)	—	—	—	Laser





While Alexander Davion's reforms eliminated most forms of regional loyalties after the Davion Civil War, he was also acutely aware of the need to reward those who supported him despite any reservations they might have had. As a form of boosting the border systems' morale and building a potent naval force, a new WarShip, dubbed the *Robinson*, appeared in 2560.

The *Robinson* was intended to both transport troops between stars and support ground actions once troops were on the ground, eliminating the need for additional naval vessels. The on-board shuttles were large enough to transport a single BattleMech from the transport's bay (which housed a total of thirty-six 'Mechs), or the 'Mechs could be transferred to one of the four carried DropShips via the docking collars. The *Robinson's* armament was mainly geared toward pinpoint orbital bombardment of military targets and anti-assault DropShip duty (the only form of orbital attack allowed by the Ares Conventions), but it mostly relied on its four squadrons of fighters for defenses against small targets. The ability to combat-drop BattleMechs from low orbit onto the planetary surface using special cocoons was also built into the ship. It was believed that the battalion of 'Mechs could insert themselves from low orbit with cover provided by the *Robinson's* fighters and secure a landing zone for the rest of the invasion force.

As newer technology filtered out of the Hegemony and into Federated Suns, the military decided to upgrade the *Robinson*, much like it did with the once-maligned *Davion* destroyer. Unlike the destroyer, which was completely transformed, the *Robinson* gained no extra mass but instead carried more anti-fighter weaponry while doubling its armor protection, making it an impressive armored transport.

Unlike most other WarShips, which were assigned to floating naval taskforces, *Robinsons* were most often attached to specific commands, namely the Ceti Hussars when the unit was assigned to the Kuritan border. Other *Robinsons* could be

found protecting the border near New Syrtis, similar to the way the *New Syrtis* Fighter Cruisers patrolled the border with Kurita. *Robinsons* preformed admirably in combat, though the Kuritan Navy discovered a fatal weakness that led to the capture of two of the remaining Block I's during the Succession Wars. Centuries later, those captured ships became the inspiration for the *Kyushu* Frigate.

ROBINSON (TRANSPORT)

Tech: Inner Sphere
Introduced: 2560 (Block I) 2705 (Block II)
Mass: 400,000 tons
Length: 537 meters
Sail Diameter: 968 meters
Fuel: 2,600 tons (6,500 points)
Tons/Burn-day: 65.79
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 9
Heat Sinks: 2,324 (Block I), 1672 (3,344) (Block II)
Structural Integrity: 79 (Block I), 80 (Block II)
Battle Value: 63427 (Block I), 73900 (Block II)

Block I

Armor
Fore: 56
Fore-Sides: 50
Aft-Sides: 50
Aft: 45

Cargo

Bay 1: Fighters (24) 5 Doors
 Small Craft (12) 3 Doors
 Bay 2: Cargo (56,609.5 tons) 2 Doors
 Bay 3: BattleMechs (36) 4 Doors

DropShip Capacity:

4
Grav Decks: 2 (both 75-meters diameter)

Escape Pods: 30

Life Boats: 0

Crew: 46 officers, 95 enlisted/nonrated, 30 gunners, 180 bay personnel

Ammunition: 20 rounds NAC/30 ammunition (30 tons), 48 rounds LRM ammunition (8 tons)

Notes: Equipped with 631.5 tons of Standard Armor.

Weapons: Arc (Heat) Type Nose (425 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
1 Heavy NPPC	15	15	15	15	Capital PPC
FL/FR (698 Heat)					
3 Light NPPC	21	21	21	—	Capital PPC
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
2 LRM 20 (48 Rounds)	2 (24)	2 (24)	2 (24)	—	LRM

LBS/RBS (540 Heat)					
2 Medium NPPC	18	18	18	18	Capital PPC
AL/AR (432 Heat)					
2 Medium lasers	1 (10)	—	—	—	Laser
3 NL 45	14	14	14	14	Capital Laser
Aft (351 Heat)					
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
2 NL 35	7	7	7	—	Capital Laser
1 Heavy NPPC	15	15	15	15	Capital PPC

Block II

Armor
Fore: 104
Fore-Sides: 93
Aft-Sides: 93
Aft: 84

Cargo

Bay 1: Fighters (24) 5 Doors
 Small Craft (12) 3 Doors
 Bay 2: Cargo (56,684.5 tons) 2 Doors
 Bay 3: BattleMechs (36) 4 Doors

DropShip Capacity:

4
Grav Decks: 2 (both 75-meters diameter)

Escape Pods: 30

Life Boats: 0

Crew: 46 Officers, 95 enlisted/nonrated, 33 Gunners, 180 Bay personnel

Ammunition: 20 rounds NAC/30 ammunition (30 tons), 216 rounds LRM ammunition (36 tons)

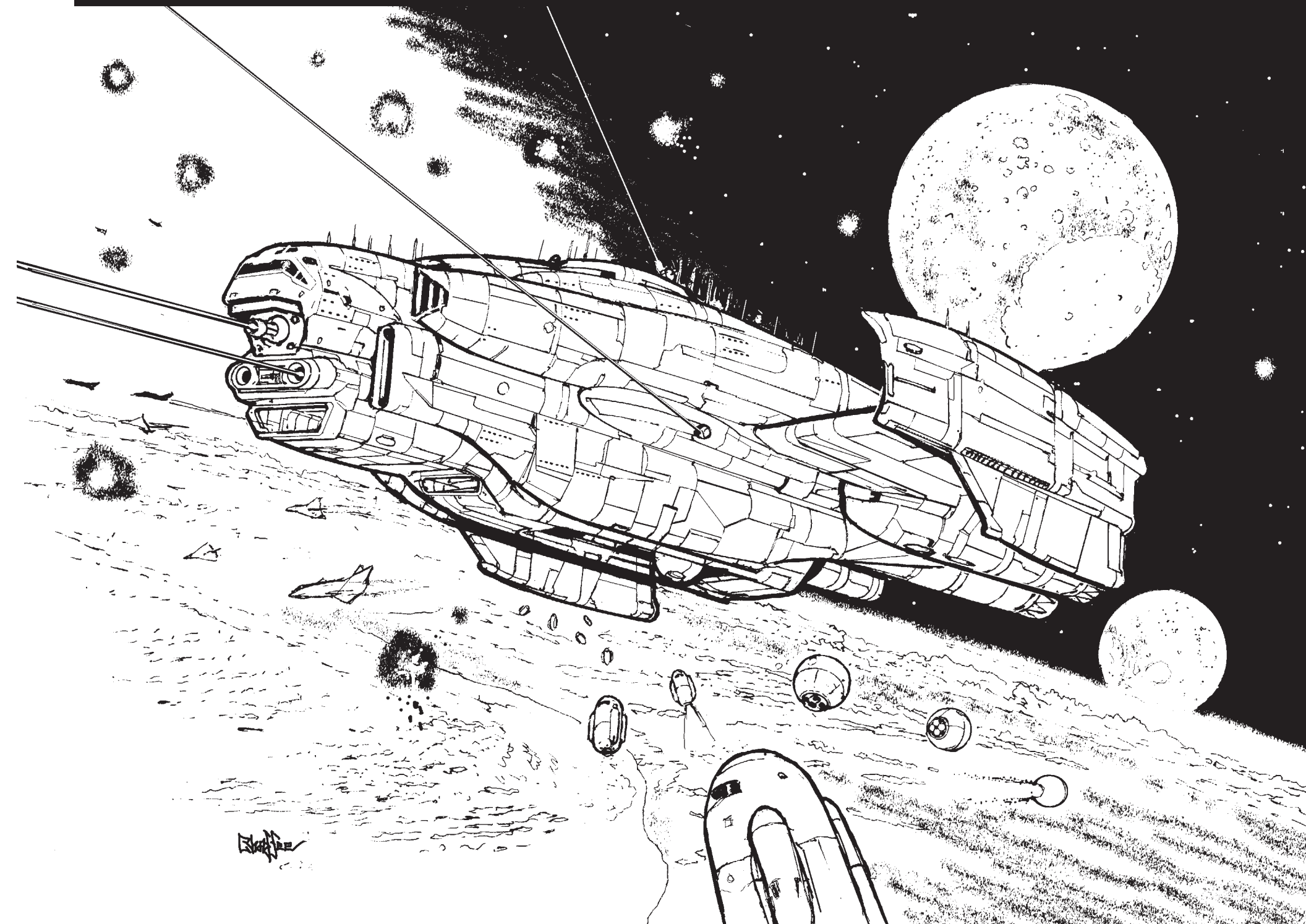
Notes: Equipped with 639.5 tons of Ferro-Carbide Armor.

Weapons: Arc (Heat) Type Nose (465 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
1 Heavy NPPC	15	15	15	15	Capital PPC
4 PPCs	4 (40)	4 (40)	—	—	PPC
FL/FR (698 Heat)					
3 Light NPPC	21	21	21	—	Capital PPC
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
2 LRM 20 (48 Rounds)	2 (24)	2 (24)	2 (24)	—	LRM
LBS/RBS (636 Heat)					
2 Medium NPPC	18	18	18	18	Capital PPC
3 PPC	3 (30)	3 (30)	—	—	PPC
3 LRM 20 (30 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
AL/AR (456 Heat)					
6 Medium Lasers	3 (30)	—	—	—	Laser
3 NL 45	14	14	14	14	Capital Laser
Aft (387 Heat)					
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
2 NL 35	7	7	7	—	Capital Laser
1 Heavy NPPC	15	15	15	15	Capital PPC
6 LRM 20 (60 rounds)	7 (72)	7 (72)	7 (72)	—	LRM

ROBINSON (TRANSPORT)

WARSHIPS

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The Capellan Confederation was formed around a dense cluster of heavily populated worlds. This gave the young nation a good starting point against larger alliances and helped shape not only the nation but also its culture. Smaller than its interstellar neighbors, the Confederation has been at its best when its people come together and its worst when fighting amongst themselves. Their weapons of war were no different, the innovative Raven and the much maligned *Vindicator* reflecting this.

During the Age of War, the Capellans took every chance they could to design cutting edge weapons and were rewarded with the Korvin battle tank. As leadership and the economy slid, so did their weapon programs. Unable to sit on their laurels, the Capellans watched as the Hegemony and then every other Successor State developed the BattleMech. When their first BattleMech strode onto the battlefield, it was already behind the times.

When the war weary Confederation helped create the Star League, the nation was able to use this respite to rebuild their nation and their military. Perhaps the high point came when Normann Aris, a skilled weapons designer in his own right, briefly took the mantle of the Chancellorship. Under the peaceful umbrella of the Star League and steady leadership, the Confederation thrived. The two centuries of peace and development was vital for the Confederation as the collapse of the Star League once again left the Capellans facing larger nations on all sides.

I've compiled a listing of Capellan units from the Age of War, removing the more common ones that have already seen publication in other common sources. While all were developed in the Age of War or Star League era, only three saw production that continues through today. Their exclusion from other intelligence briefings are on either extremes; the *DemolitionMech* is so specialized that few saw it being of much notice while the *Lightning* was so widespread that it was assumed the details of it were ubiquitous.

Oddly, the Capellans seem to be revisiting their failures more than their successes. Perhaps it is part of the recent unity and 'rising from the past' or just a wish to avoid dwelling on past successes but instead focusing on the future. While the nation's first BattleMech sits on the back burner, one of the biggest busts in history has been remade into a fearsome war machine, albeit with outside help. Yet another design, the *Koschei*, seems to be ignored for its Tikonov ancestry in face of the neo-Chinese "Xin Sheng" movement. This sort of "resurrection" trend will likely continue for the near future.

Archivist Tesuko Punzal

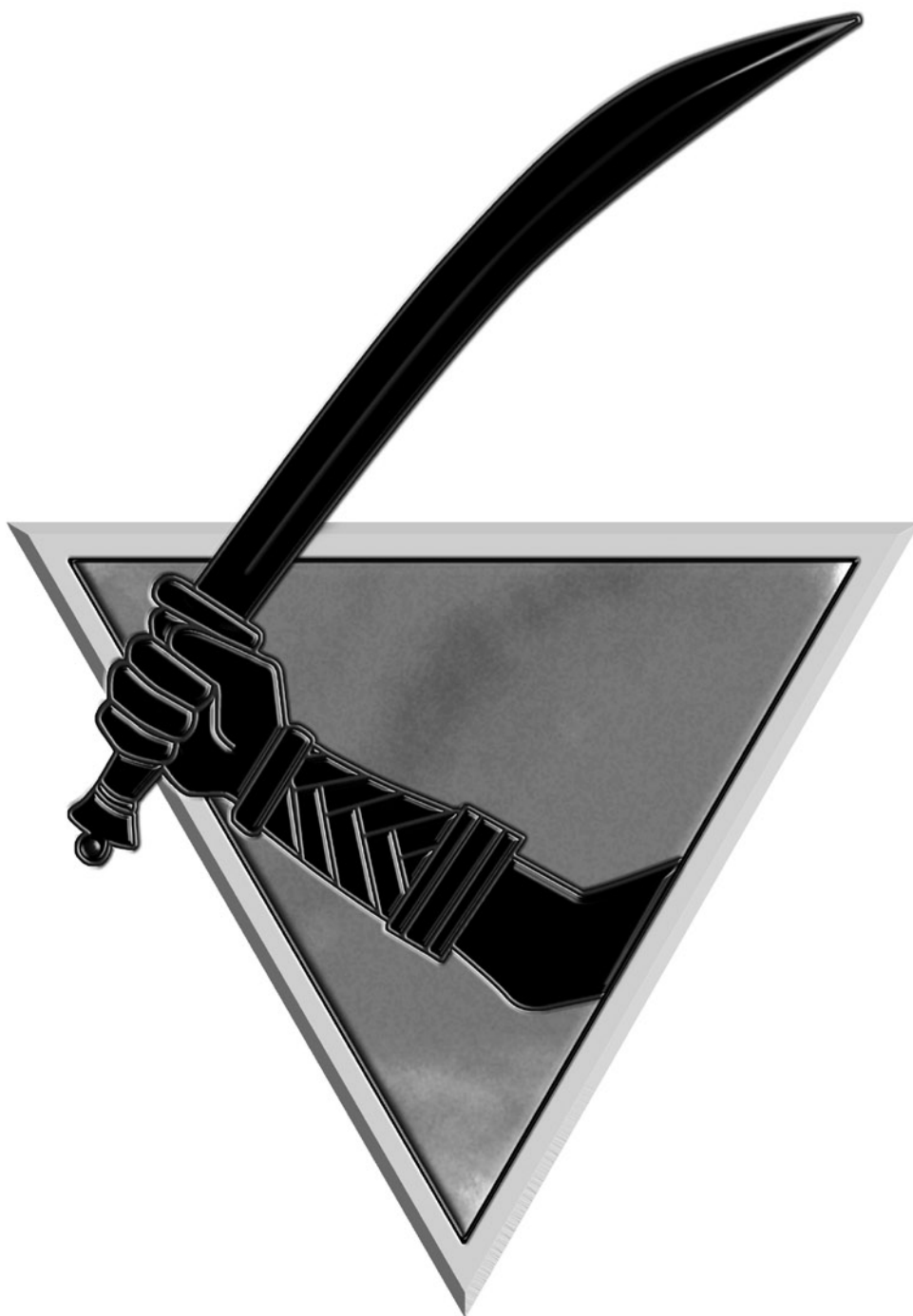
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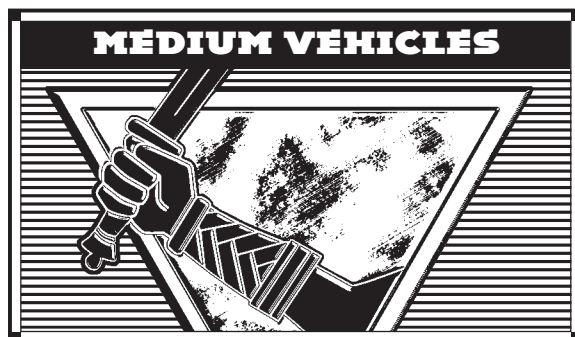
The files for the Confederation are attached, including a forward by our archivist on this project. I would be remiss if I did not further expound on some insight and nuances that he may have missed. The Confederation is probably relatively stronger than it has been in a century and should not be overlooked. The Xin Sheng movement is strong, but the resurgence of Chinese culture has often blinded analysts of how practical the current government is. While new rank designations, design names and other superficial aspects of the movement are noted, the useful and productive aspects of the past are not ignored. The *Raven* and *Vindicator* have not been tossed aside, nor has McCarron's Armored Calvary been renamed. Similarly, I doubt that such a strong and pragmatic leader as Sun Tzu would ignore older designs because of cultural or political stigma.

The Capellans are merely being practical about their immediate needs. Building a battleship based on an old, flawed design such as the *Du Shi Wang* makes no sense but a production line that can be quickly renovated to produce an impressive assault 'Mech is a good use of industrial resources. The Capellans are even using the *Koschei*, and while the ancient 'Mech is not being distributed to Capellan forces, the income it provides are helping the Confederation's foreign currency reserves. As the data in this file shows, when the Capellans see an advantage, they will use it as long as they can. Other realms may seek to placate the desires of their warriors, but the Confederation pushes forward with designs built around what the government directs. The successes of the Korvin, *Lightning* and *Firebee* have proven that point.

Of course, this has the disadvantage of introducing yet more models for the strained CCAF logistical services to support, quite to the contrary of major military's desire for fewer designs in service, but the immediate needs of the Confederation means its armed forces will just have to adapt to the multitude of machines as they did during the Succession Wars. We should keep an eye on the Capellans for this reason so that there is no surprise when the CCAF fields yet another new war machine.

Your Loyal Student,
Antonio Yodama





Mass: 50 tons

Movement Type: Tracked

Power Plant: Magna 250 Fusion

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: ProtecTech 4

Armament:

1 Wu Heavy Laser

5 Browning Large Caliber Machine Guns

1 Longbow LRM 10 Rack

Manufacturer: Wu Industries

Primary Factory: Capricorn III,

Sian (discontinued 2612)

Communications System: WuChat 2.4

Targeting and Tracking System: WuSight 13.8

Overview

In the early 24th century, the Terran Hegemony introduced lasers that were small yet powerful enough to become battlefield weapons. When the large laser was first fielded, it could frequently defeat the armor of the era outright. After managing to secure some of these weapons, the Capellan Confederation used the Hegemony examples to finish their own laser development and began designing a vehicle around the new weapons.

Named after explorer and philosopher Alana Korvin DeVall, the Korvin Tank gave the Confederation a brief period of dominance over its neighbors. Deployed with missile tanks, the Korvin would close with foes and cripple them

with its large laser. As armor technology advanced, however, the Korvin became less and less effective, finally serving as an expensive garrison tank. Wu Industries introduced a new model in 2430 to revitalize sales. While it was a better match to the vehicles of the time, it was still considered mediocre. Wu closed its doors in 2612.

Capabilities

The Korvin is a well-armed tank for its size and speed. Because the original lasers required a fusion engine, the design has been blessed with a lighter power plant than similar tanks with internal combustion engines. The Wu large laser and missile rack give the KRV-3 a good punch at most ranges. Additionally, machine guns provide close-range support, though they are primarily anti-infantry weapons. At 86 kph, the Korvin can keep pace with most tanks of its class and serve as flanking units for heavy armor and BattleMechs. The rugged tracks and eight tons of solid armor give it a measure of endurance on the battlefield. Some of the internal systems, especially the environmental controls, are prone to breakdowns, a result of the hasty design that also gave the tank its odd silhouette.

Deployment

During the 24th century, the Korvin was assigned to the premier Capellan regiments. Crewmen at the time were the 'Mech pilots of their day, until the true BattleMech came along. When the laser of the Korvin no longer decimated enemies and opponents mounted even heavier weapons, the Korvin started dying quickly. In the early 25th century, the tanks were assigned to garrison forces. The KRV-3 was distributed like a standard medium tank at its introduction and pushed the older KRV-2s into retirement.

Some KRV-2s were scrapped but most were sold to the Periphery. Due to battle damage and the dearth of spare parts for the reactor, few KRV-2s remain operable.

Variants

The original KRV-2 had a substantially more primitive chassis, armor, engine, and controls. The primitive laser needed the full-time attention of two weapon specialists,

leaving a third gunner for the bow machine gun. In addition to the usual driver and commander, a full-time engineer oversaw the reactor, bringing the crew to six. With a poorly compartmentalized hull and armor inadequate to stop its own main gun, Korvin vs. Korvin battles were as deadly as they were rare.

Notable Crews

Sergeant Yuri Karpov: Sgt. Karpov and his crew were a terror on the battlefield, recording kills of over one hundred enemy tanks and three BattleMechs by the time they were transferred to military academies. Already an experienced crew when the Korvin was introduced, their accurate fire and Karpov's ability to negotiate the battlefield made them nearly unstoppable. They would often race through an enemy force leaving crippled tanks for others to clean up. After their initial success, Karpov was promoted to lieutenant, but he proved ill suited to coordinating other tanks, often leaving them to go on his hunting sprees. His crew lost only three Korvins in over two decades of frontline service, and their last Korvin remains on display at the Sian War Museum.

Captain Liu Goldberg: In the right place at the right time, Goldberg enjoyed the success of the Korvin. Graduating from the New Aragon Military College, he was thrust into a commanding role over a lance of Korvins. His successes just happened to end up being broadcast as highlights of the war effort, and he shot up to celebrity status thanks to his fame as a war hero. He deserved his promotion but spent a lot of time afterward dating celebrities and becoming a publicity figure. His life fell apart after BattleMechs came to rule the battlefield. He tried to become a pilot for a *Firebee* but was not suited to be a MechWarrior. Despondent after being assigned to a garrison unit, he took his own life in 2488.

KORVIN TANK

Type: Korvin Tank

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 50

Battle Value: 792

Equipment

Internal Structure:

Equipment	Mass
Engine:	250
Type:	Fusion
Cruising MP:	5
Flank MP:	8
Heat Sinks:	10

Equipment

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Equipment	Mass
Armor Factor:	128
Front	38
R/L Side	26/26
Rear	17
Turret	21

Mass

2.5

0

0

1

8

Weapons and Ammo

Large Laser

LRM 10

Ammo (LRM) 12

2 Machine Guns

Machine Gun

Machine Gun

Machine Gun

Ammo (MG) 200

Location

Turret

Turret

Body

Front

Right

Left

Rear

Body

Tonnage

5

5

1

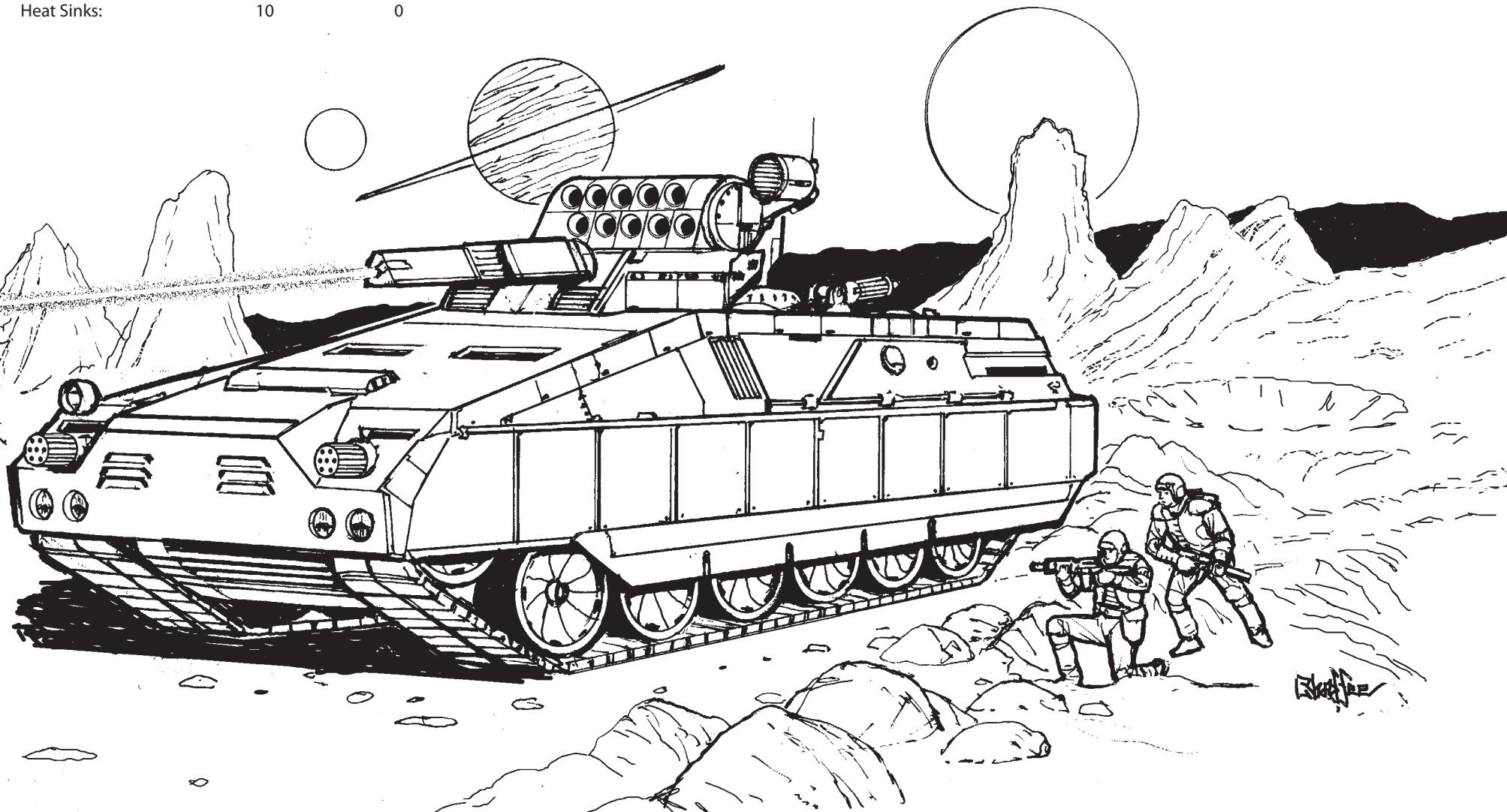
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1





Chancellor Normann Aris knew that the Capellan Confederation was extremely vulnerable during his rule. Economic problems had nearly bankrupted his nation while others flourished, and recovery would be slow. While the Star League provided some security, the scars of the Reunification War were fresh enough to make the Confederation wary. A brilliant weapons designer, Aris started many projects designed to shore up the defense while not devastating the struggling economy. One of these plans was a fixed-wing aircraft that could extend the range of their fighters. This eventually became the Stork Light Refueling Craft, but Chancellor Aris would not live to see his idea come to fruition.

When the Stork finally got off the ground in 2623, it was an immediate success. The basic design enabled it to sustain a limited amount of combat, keep up with the heaviest aerospace fighters, and carry enough fuel to refill three fighters, meaning a pair of Storks could service a squadron. With little conflict at that time, the Stork was still able to play a major role by keeping fighters aloft during patrols and training missions. By the time the Stork finally saw significant combat, the Succession Wars had started.

The Stork was designed to survive some combat, mainly against smaller craft and guerilla surface-to-air missiles. Designers at Asuncion Industries reasoned that if the enemy sent a heavy fighter after the Stork, there was little they could do to against it, so they used small amounts of military grade armor that would protect the Stork from the weapons that light fighters typically mount. In addition, quad anti-missile systems (added in 2677 after losses to insurgent missile fire) reduce the effect of missiles, and a pair of short-ranged missile racks dissuade some fighters from getting in range. Designers also concentrated the armor in the front and the rear, as Storks tend to be either coming toward or moving away from combat, not maneuvering in the middle of battle.

Designers knew most of the Stork's duty would be dull and routine, so they built it to do its tasks well. The refueling system is advanced, allowing the computer to take over for both the Stork and the receiving craft while refueling takes place.

Notable Craft:

Enola: The longest serving Stork in the Confederation, the Enola has accumulated fifteen kills while in service, mostly VTOLs or small fighters that were unfamiliar with the Stork's armament. While the Enola is a great combat asset for the CCAF, it has been an even greater PR tool, assisting in searches and rescue operations.

Trade Winds: The dedicated Stork for the Death Commandos, the Trade Winds is the eighth Stork to fill that role, with only one other surviving long enough to be retired from duty.

Type: **Stork Light Refueling Craft**
 Chassis Type: Fixed Wing (Medium)
 Mass: 80 tons
 Equipment Rating: E/E-F-D/D
 Battle Value: 468

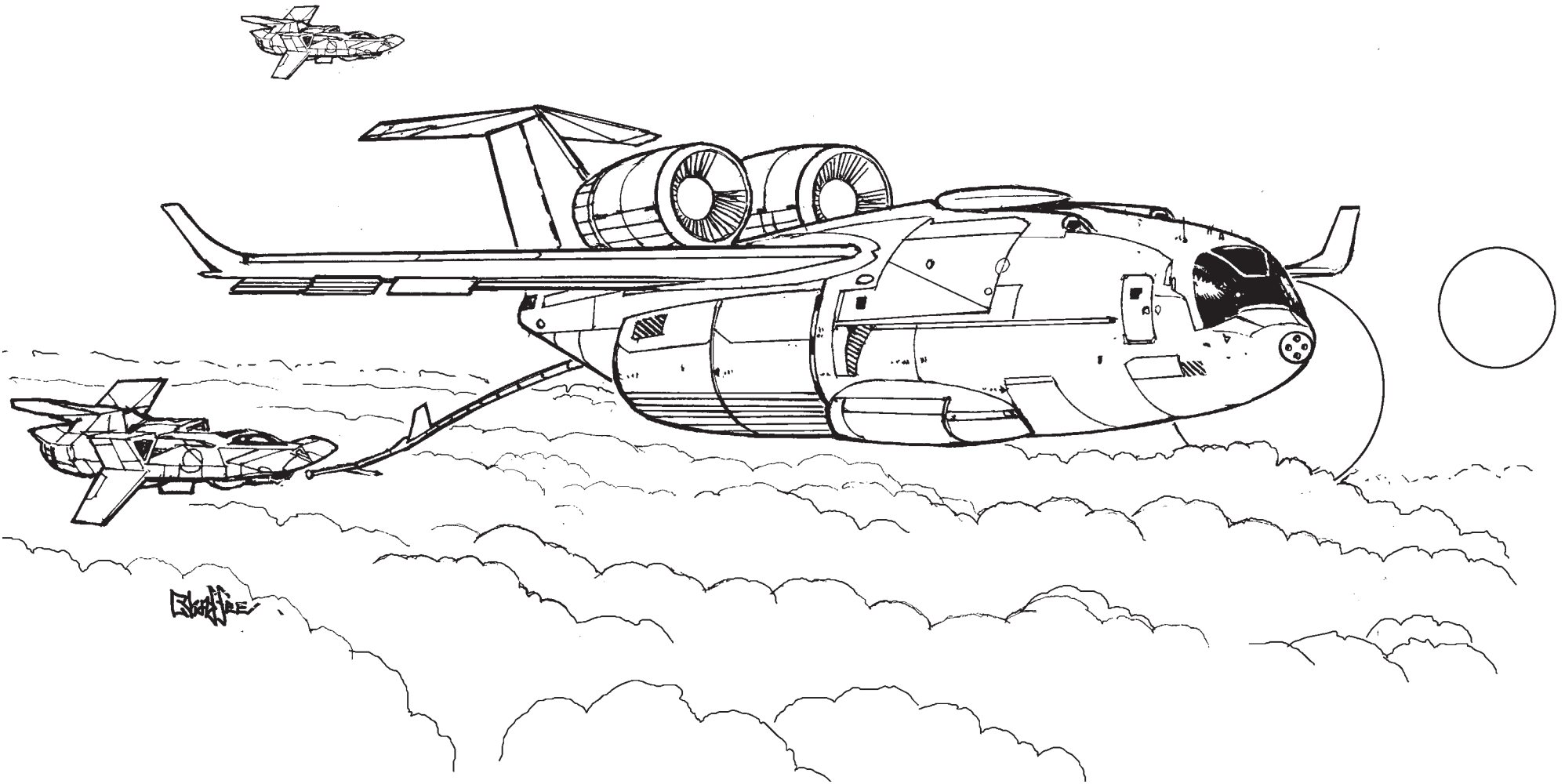
Equipment		Mass
Chassis/Controls:	Fixed Wing, Armored	12
Engine/Trans:	Fusion	23.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	0	0
Fuel:	250	5
Armor Factor (BAR 10):	84	5.5
	<i>Armor Value</i>	
Nose	25	
Wings	17/17	
Aft	25	

Weapons and Ammo	Location	Tonnage
SRM 4	Nose	2
SRM 4	Aft	2
Ammo (SRM) 25	Body	1
2 AMS	Nose	1
2 AMS	Aft	1
Ammo (AMS) 36	Body	3

Crew: Crew: 4 (2 enlisted/non-rated, 2 gunners)
Cargo: 19.5 tons insulated (22.5t) 1 Door (Rear)

Notes: Features Armored Chassis and Controls Modification, Advanced Fire Control (.5 tons) and a Refueling Drogue (1 ton).

STORK LIGHT REFUELING CRAFT





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

Type: **Firebee**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 808

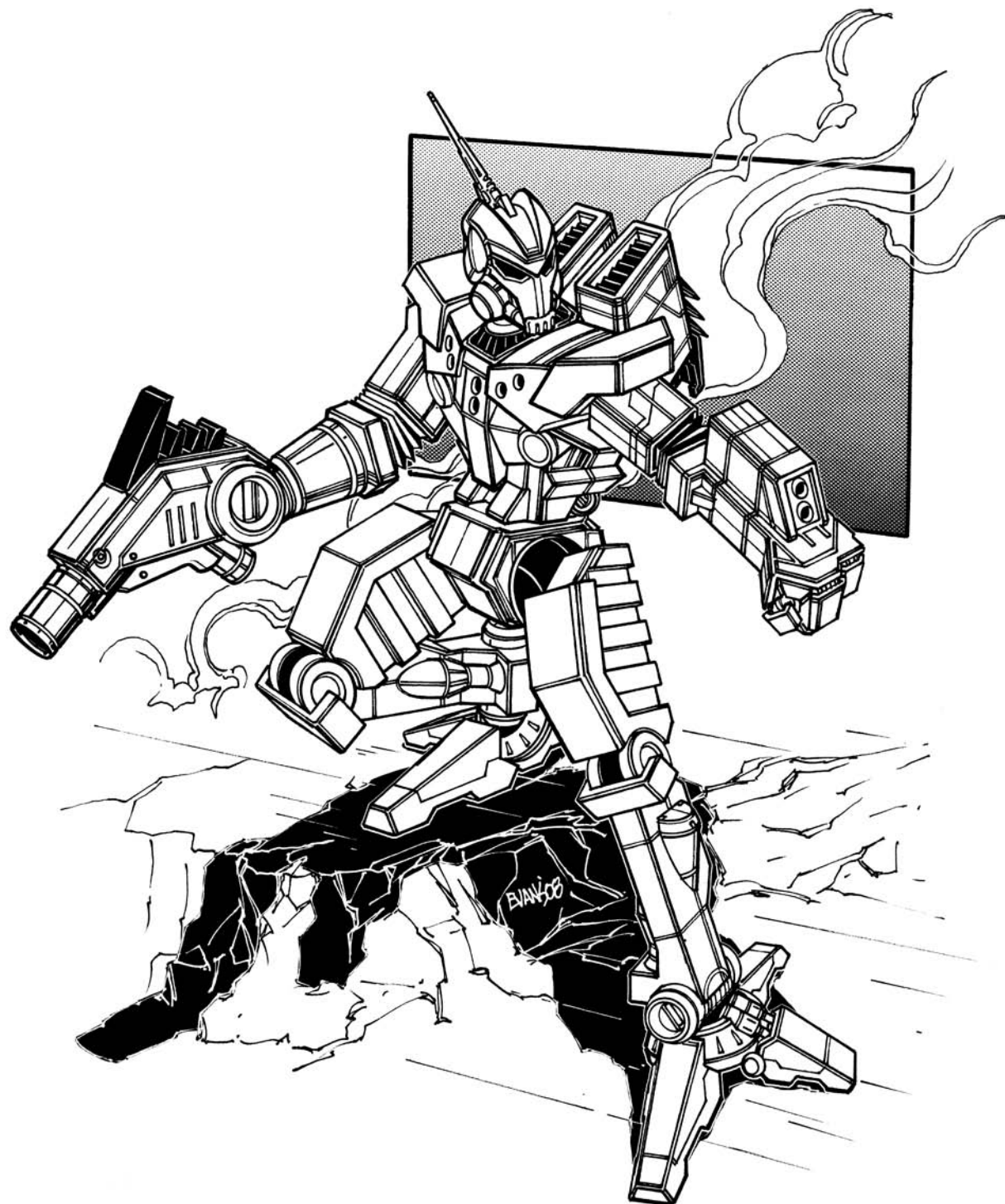
Equipment

		Mass
Internal Structure:		3.5
Engine:	175	7
Walking MP:	5	
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: 65 tons

Chassis: Earthwerks KSC

Power Plant: VOX 325

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 40

Armament:

- 1 Emperor-B Autocannon
- 2 Magna Mk II Medium Lasers

Manufacturer: Earthwerks Incorporated

Primary Factory: Tikonov

Communications System: Neil 2000

Targeting and Tracking System: RCA Instatrac Mark IV

Overview

The Confederation's first foray into creating a BattleMech resulted in a solid light 'Mech, but the *Firebee* was no match for larger 'Mechs such as the *Mackie* and the *BattleAxe*. Regent Salindar recognized this dire need and used his decree powers to provide funding for Earthwerks, Ltd. to expand into 'Mech production for the Confederation [EDITOR'S NOTE: Earthwerks Incorporated's Interstellar branch had been producing BattleMechs for the Terran Hegemony for over thirty years, but various exclusivity agreements forbade them from sharing the technology with the Capellan home branch.] The Confederated Defense Company offered as little help as possible, so Earthwerks relied heavily upon local engineers from Tikonov. They chose to name their design after an undying demon of Slavic myth.

Capabilities

The first *Koscheis* to step onto the battlefield in 2504 were hearty machines for the time. The 'Mech used its autocannon to soften targets at medium ranges. As it closed, a pair of medium lasers were brought to bear. With a maximum speed of 86 kph, phenomenal for a heavy 'Mech of the time, the *Koschei* was able to quickly close with heavier 'Mechs and keep pace with medium 'Mechs. Twelve tons of armor allowed the *Koschei* to take a beating intact. Due to the low heat load of the main weapon, a pilot has to try hard to overheat his 'Mech unless the *Koschei* is damaged.

Deployment

The *Koschei* was distributed to the Confederation's best units for the first century of its life. As new designs emerged, the tough *Koschei* lacked the firepower to be a frontline machine, and it languished in garrison and reserve units. Finally, after decades of dropping sales, Earthwerks shut down the production line and began to update the design in 2714.

The 4I emerged in 2719 and was distributed to frontline units. However, the increase in firepower was minimal, and the design fell into disuse during the Succession Wars. After the Confederation liberated Tikonov in early 3067, Earthwerks reintroduced the *Koschei* but found no Capellan interest because the design did not meet with the Confederation's *Xin Sheng* aesthetic. Fortunately, Earthwerks found buyers in the mercenary market.

Meanwhile, the Magistracy of Canopus had acquired the plans for the design due to their alliance with the Confederation. In 3068, Majesty Metals and Manufacturing began building limited amounts of their redesigned *Koschei* on Dunianshire.

Variants

The 3L was introduced to improve the *Koschei's* long-range firepower, but it proved less effective than lighter fire-support units. The 3L replaced the autocannon and one laser with a 15-tube LRM rack and a large laser. The recent 4L updated the 3L with endo-steel and Artemis and changed the lasers to pulse weapons. The 4L used double heat sinks to deal with the increased weaponry.

The 4I upgrade used advanced alloys in the frame and armor, upgraded the autocannon to an LB-X version, and added lasers, but the enhancements had a lukewarm reception.

Earthwerk's new 5I, introduced in 3071, trades the traditional 3I weaponry for advanced lasers and PPCs, while using an extralight engine, light ferro-fibrous armor and endo steel to mount thirteen double heat sinks, jump jets, and an ECM suite. The Canopian version of the 5I, the 5MC, replaces the 5I's weaponry and jump jets with a rotary autocannon, snub-nosed PPC, extended-range lasers, and an additional heat sink.

Recently Earthwerks began work on a 5X model. With pulse weapons, jump jets, and claws, this version is optimized for urban combat.

Notable MechWarriors

Captain Xania Vacariu: Vacariu received the first 5MC when the original recipient, her commander in the First Canopian Light Horse, rejected it, saying, "Give the good 'Mech to a good pilot, not me." Vacariu dueled a *Seraph* during a skirmish against Blakist units, both delivering and receiving tremendous damage before Vacariu got behind her opponent and detonated its ammunition with her PPC, quickly ending the combat.

Lieutenant Christopher Knight, Jr.: Leaving the NAIS after reinforcements disrupted the WoB blockade, Knight joined up with the One Eyed Jacks in a *Koschei-5I* that he purchased with his father's insurance payout after his death during Case White. The merc unit, in the middle of reconstruction, gladly accepted the gifted recruit, who is familiar with the maintenance of most new energy weapons thanks to his studies at NAIS.

Sub-Commander Benson Chung: As a member of the Fifteenth Sian Dragoons, Chung killed over a dozen *BattleAxes*, making him something of a poster boy for fighting against the Federated Suns. He earned the hate of many Davion units but ended up perishing in the Reunification War at the hands of the Taurians.

KSC-3I KOSCHEI

Type: **Koschei**

Technology Base: Inner Sphere

Tonnage: 65

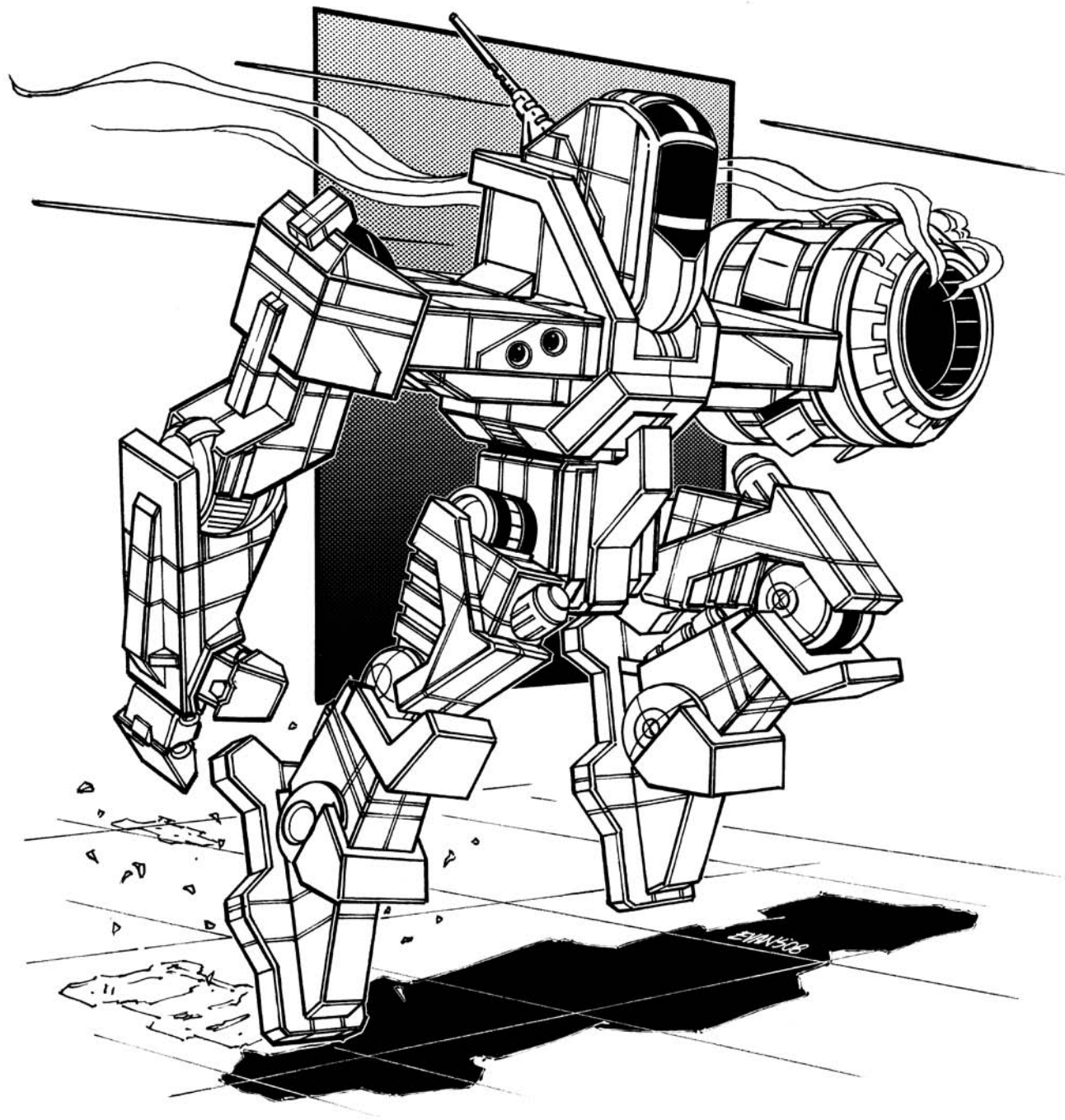
Battle Value: 1,255

Equipment

		Mass
Internal Structure:		6.5
Engine:	325	23.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	29
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	24

Weapons and Ammo	Location	Critical	Tonnage
2 Medium Lasers	RT	2	2
AC/10	LA	7	12
Ammo (AC) 20	LA	2	2





Mass: 100 tons

Chassis: Hollis XNT Mark V

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

1 GE 508 Class 20 Autocannon

1 Donal PPC

3 Martell Medium Lasers

1 Holly Short Range Missile Pack (6)

1 Diverse Optics Type 10 Small Laser

Manufacturer: Hollis Industries

Primary Factory: Corey

Communications System: HartfordCo Com 2500

Targeting and Tracking System: HartfordCo XKX 2

Overview

Many were shocked when Hollis was given a contract to build the *Catapult*, as the company had never built a 'Mech before. Few knew that Hollis had been working for decades on a revolutionary 'Mech design. A young engineer named Dr. David Harrison had an idea that a four-legged 'Mech could be a solid firing platform. Hollis, naming the design after the horse that bore Achilles, used the largest chassis feasible to hold his vision.

Due to working so secretly (to the extent of refusing any outside engineering aid), Hollis was decades behind

basic 'Mech know-how, and the four-legged technology was completely in its infancy. After the Terran Hegemony canceled the *Catapult*, Hollis pushed the *Xanthos* project into overdrive, hoping that throwing money at the design would generate success. Despite Harrison's objections, the design was pushed to production. It was presented to a Star League purchasing review committee and failed miserably. The *Xanthos* was clumsy and stiff during the few times the pilot was able to keep the design upright.

After sinking so much money into the *Xanthos*, Hollis didn't have the financial reserves to explore other options. Hollis was later able to employ refinements from Harrison's technologically successful *Scorpion* and *Goliath* designs to get a serviceable version of the *Xanthos*, but the original bad publicity and broken promises resulted in poor sales of the *Xanthos* (and acceptance problems for the *Scorpion* and *Goliath*). Within a few years, Hollis declared bankruptcy. Hollis shrank to a refit and maintenance firm that bounced in and out of solvency for decades until their successful *BattleMaster* turned the company's fortunes around.

Capabilities

Once the kinks were worked out of the *Xanthos*, it proved to be a solid assault design. Over twenty tons of armor and twenty-three heat sinks granted the *Xanthos* great battlefield endurance. A PPC provides long-range firepower to supplement a massive GE autocannon. A trio of lasers and a six-tube rack of short-range missiles exploit damage wrought by the heavier weapons. With only fifteen salvos each for the autocannon and missile rack at their disposal, new pilots may worry about endurance, but with decent escorts the *Xanthos* can empty the ammo bins and use the energy weapons to clean up the battlefield.

Deployment

House Liao purchased most of the *Xanthos* 30's. The 'Mechs did well in the field, but delivery delays led the Confederation to end procurement of the assault machine. Attrition resulted in the design disappearing from the battlefield by the Second Succession War.

Elite Capellan, mercenary, and Lyran units have been receiving the redesigned *Xanthos* in the past few years.

Variants

A few of the primitive prototypes can be found in museums or landfills on Corey. With heavy, archaic components, the XNT-20 had lighter weaponry and fewer heat sinks than the production model XNT-30.

Learning from history, Hollis and Norse Storm worked together to redesign the *Xanthos* for the 31st century. The XNT-40 uses a compact engine and heavy duty gyro to free up room and add durability to the original chassis. The lasers were upgraded to ER versions while a heavy PPC and twin light PPCs replaced the other weapons. For increased mobility, a trio of jump jets was mounted, and the design was covered with 20.5 tons of stealth armor.

The two companies are also experimenting with the XNT-50. This variant uses an endo-steel frame and light ferro-fibrous armor, and replaces the weapons with an ER PPC, a quintuplet of medium pulse lasers, and a rear-mounted ER small laser. A compact gyroscope makes room for five improved jump jets.

Notable MechWarriors

Colonel (Ret) Edward N. Smith: Caught off of Northwind as his wife was receiving medical care on Canopus IV during the first shots of the Jihad, Smith joined with Devlin Stone to fight against the Blakists blockading his home world. Smith is able to use his *Xanthos* to anchor an assault unit, often making himself the main target of enemy fire while his lancemates get position to destroy their opponents.

Sao-shao Jia Fournier: Fighting in Operation Sovereign Justice was good for the Holdfast Guards. Fournier was promoted for her actions, and her abused *Goliath* was replaced with a new *Xanthos*. Her expertise at piloting a quad has shown in skirmishes with Blakist forces, though the durability of the *Xanthos* is the only reason she has returned from some missions. Units under her command respect her, but superstition about a green-eyed woman often results in some minor insubordination.

XNT-30 XANTHOS

Type: **Xanthos**

Technology Base: Inner Sphere

Tonnage: 100

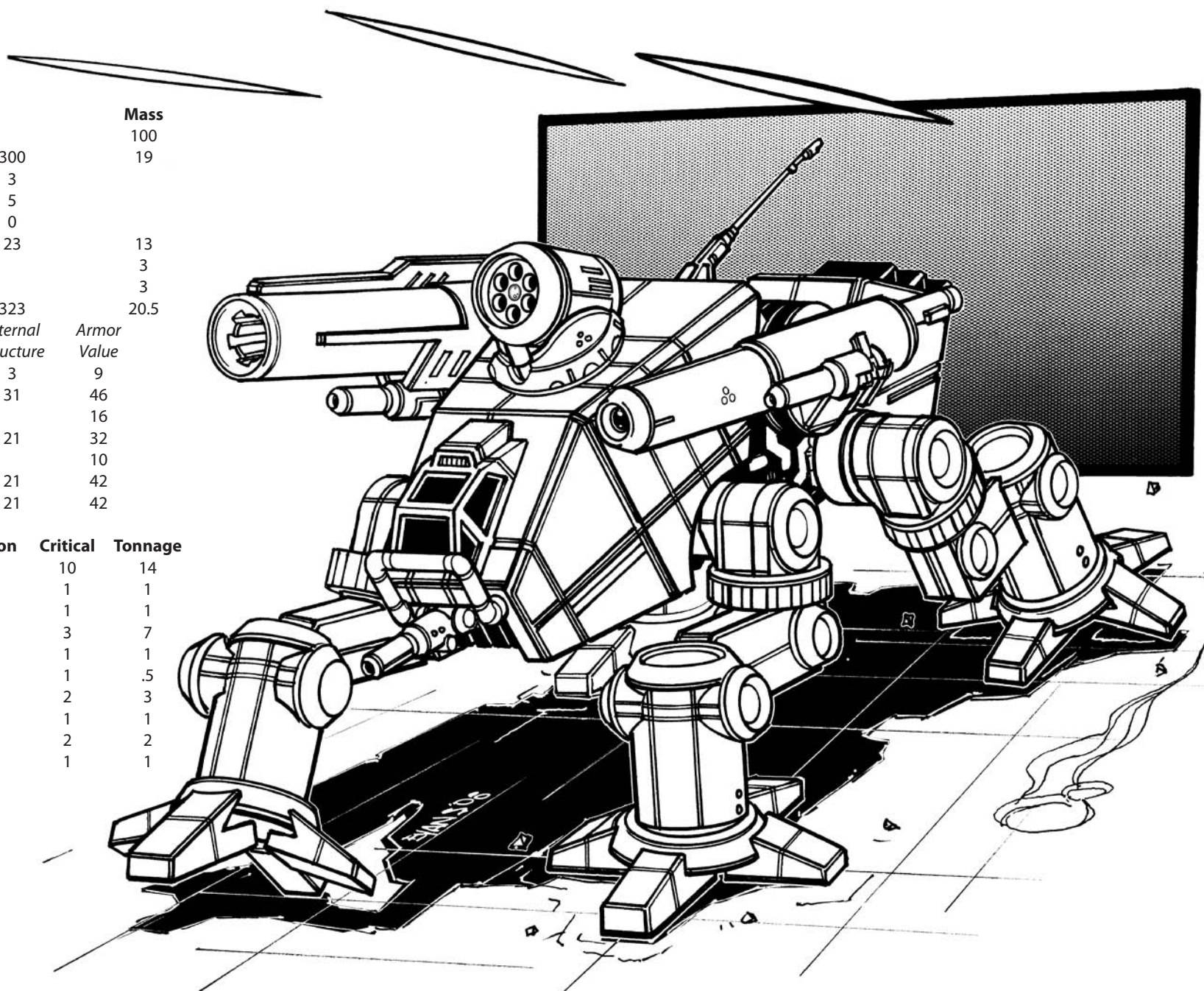
Battle Value: 1,948

Equipment

		Mass
Internal Structure:		100
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	23	13
Gyro:		3
Cockpit:		3
Armor Factor:	323	20.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Front Leg	21	42
R/L Rear Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Medium Laser	RT	1	1
Ammo (AC) 5	RT	1	1
PPC	LT	3	7
Medium Laser	LT	1	1
Small Laser	LT(R)	1	.5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Ammo (AC) 10	LT	2	2
Medium Laser	H	1	1





Mass: 35 tons
Chassis: Wesley Industries SN1-P35
Power Plant: GM 140 Fuel Cell
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/Commercial
Equipment:
 1 Camberlee Wrecking Ball
 1 Diverse Optics Type I Small Laser
 1 Johnson Rock Saw
Manufacturer: Wesley Industries
Primary Factory: Glasgow
Communications System: O/P CommTalk
Targeting and Tracking System: None

Overview

With the massive urban sprawl of the Capellan Confederation suffering from the invasions of the Age of War, Wesley Industries noticed a need for more demolitions equipment. Demolitions operations were often long and involved processes. Wesley decided to create an IndustrialMech that could easily navigate the broken rubble, demolish a damaged building, and clean up the debris. The DemolitionMech was put on the market in 2513 and has dominated its niche ever since.

Capabilities

The DemolitionMech isn't terribly fast, especially for its size. Competitors have larger, faster machines, but a top speed exceeding 50 kph allows the DemolitionMech to get

around urban areas as quickly as streets allow. War-torn areas can be very dangerous, with unexploded munitions and collapsing buildings posing hazards, so higher speeds are not necessarily useful. To keep the DemolitionMech safe, eight tons of armor gives it more protection than even some BattleMechs. To both keep costs down and to minimize pollution, Wesley used a fuel cell power plant.

The true centerpiece of the DemolitionMech is its destructive power. The wrecking ball can obliterate a light structure in two swings, while the cutting blade easily carves through most materials. Many competitors scoff at the laser, but Wesley has shown that being able to damage a structure at some distance can improve survivability. Experienced DemolitionMech pilots often utilize all three tools to their best advantage. Using blueprints, they smash the ferrocrete over the support beams with the wrecking ball and laser, then cut through the exposed beams with the saw. Once most of the beams are severed, the building tumbles down like a giant sand castle.

The DemolitionMech has been appealing to the military at various times over the years. In armed conflicts, the DemolitionMech is best used as a supplemental unit in confined spaces, such as dense forests or urban areas where it can get close. More than one scout 'Mech has met its demise from the wrecking ball.

Deployment

Wesley's primary distribution area is the Confederation, but they also have foreign sales offices to supply most of the worlds of the former Terran Hegemony, where urban sprawls are large and conflicts are relatively common. Competition in the Free Worlds League is fierce between Wesley and Defiance's 'Zilla, but Wesley's low price keeps it on top.

Variants

For dealing with military-grade fortifications, the WI-DM2 removes the laser and a ton of armor to upgrade the rock cutter to a heavier-duty dual saw.

Notable MechWarriors

Tim Yu: A DemolitionMech pilot on Sian, Yu worked an incredible fifty-six hours straight to save victims of the "Davion" bombardment of the capital. After a day off, he

returned to work twelve-hour shifts every day until the Chancellor was found. For his effort, Yu was promised a MechWarrior's slot in the Sian Center for Martial Disciplines once Sian is restored.

Yuwen Zhang: Piloting a DemolitionMech in New Hartford on Sarna, Yuwen has fought against every invader to his city for the last three decades. His most famous conflict was when he beat a Capellan *Vindicator* to a pulp.

Type: DemolitionMech

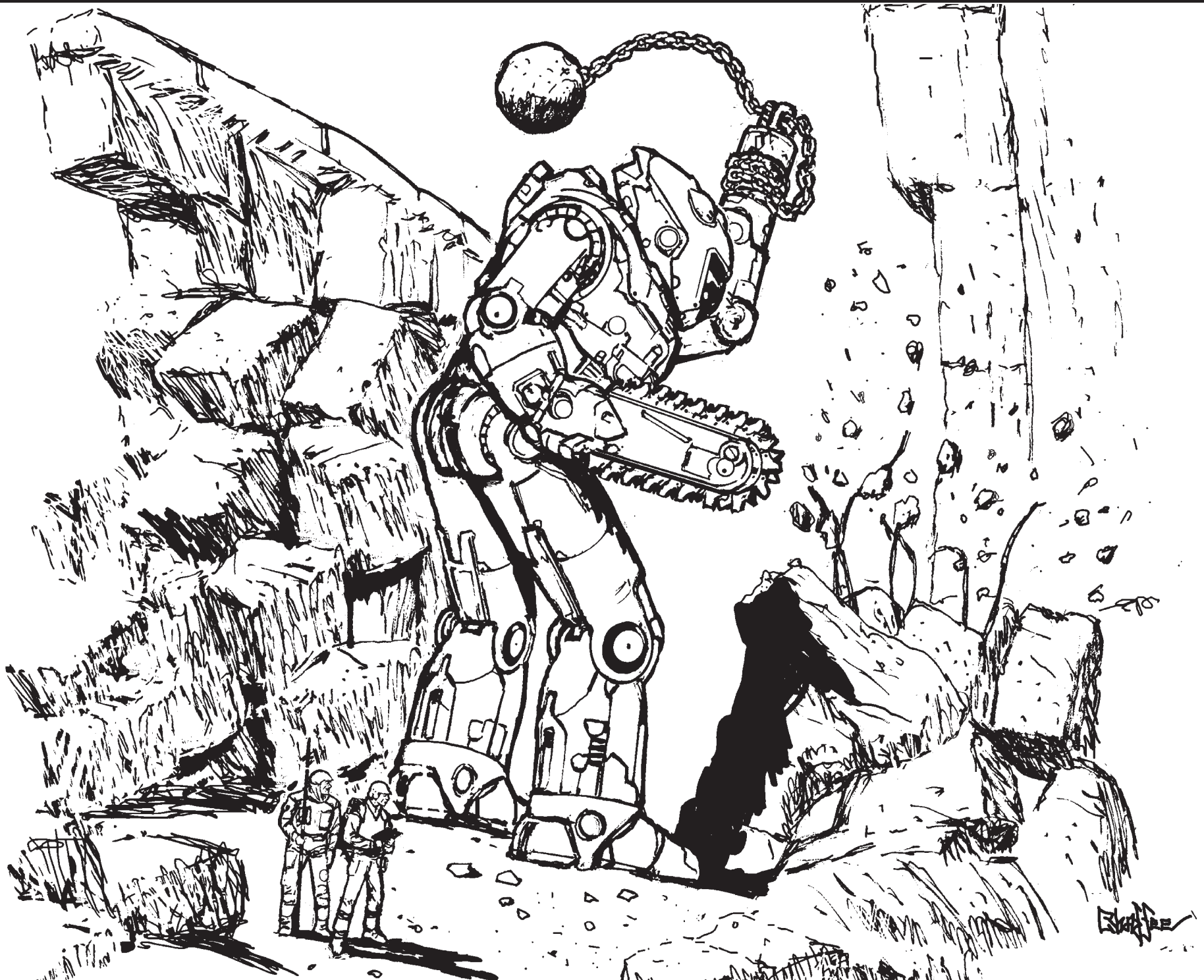
Technology Base: Inner Sphere (IndustrialMech)
 Tonnage: 35
 Equipment Rating: D/D-E-D/D
 Battle Value: 259

Equipment

		Mass
Internal Structure:	Industrial Mech	7
Engine:	Fuel Cell	4.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	1	0
Power Amplifier:		.5
Gyro:		2
Cockpit:	IndustrialMech	3
Armor Factor:	85	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	11	10
Center Torso (rear)		5
R/L Torso	8	8
R/L Torso (rear)		5
R/L Arm	6	8
R/L Leg	8	10

Weapons and Ammo Location Critical Tonnage

Wrecking Ball	RA	5	4
Rock Cutter	LA	5	5
Small Laser	CT	1	.5
Cargo	CT	1	.5





Mass: 50 tons

Frame: Hildco Aerospace Type 4

Power Plant: GM 200

Armor: Aerobus Vanluminum Advanced

Armament:

1 Luxor Heavy 20 Autocannon

4 Diverse Optics II Medium Lasers

Manufacturer: Tenco Aerospace, HildCo Interplanetary, Lockheed/CBM Corporation, United Outworlders Corporation

Primary Factory: Sarna, St. Ives (Tenco),

Texlos (HildCo), Tharkad (Lockheed/CBM),

Ramora (Outworlders)

Communications System: Endicott Type 22 Master

Targeting and Tracking System: Dwyerson Mark XI

Overview

After reverse engineering the Terran Hegemony's massive class 10 autocannon, the Capellan Confederation began a crash development project to design a state-of-the-art aerospace fighter to mount the potent weapon, resulting in the LTN-G14 *Lightning* in 2465. However, the 26th century technological renaissance in military technology made the *Lightning* a has-been by the early 26th century.

As the *Lightning* continued to be outperformed by newer designs and sales fell, Tenco revitalized their line to keep up with the times and renew their contract with the Capellan Confederation. The new Luxor autocannon, based on the Lyran Commonwealth's new massive weapon, along with a more efficient engine and armor revitalized the *Lightning*. After giving a dozen of the new G15s to the CCAF

in 2511 for combat testing, Tenco waited for a response. And waited. Finally, with a retooled line sitting idle for two years, the CCAF ordered another three dozen of the design in 2513, admiring the new design's firepower, speed, and armor.

After more positive feedback, the Confederation decided they needed a medium-weight fighter with a massive cannon, decent speed, and four medium lasers. So they signed a long-term deal with Mujika for the *Lightning* knock-off, the *Transit*. With a new frame and most of the same components, the *Transit* helped Mujika take over most of Tenco's suppliers, and they started mass-producing the craft while Tenco was forced to sell to mercenaries, militia forces, and Periphery nations.

To stave off bankruptcy, Tenco illegally sold the blueprints to the Lyran Commonwealth and Federated Suns, and the resulting royalties paid for Tenco's rebuilt manufacturing line. The Confederation arrested and executed Tenco executives for treason, but the damage had been done. New management, armed with a supplemental contract, opened up a new plant on St. Ives while the original frame manufacturer, HildCo, licensed the design for their Texlos plant.

Capabilities

With decent thrust and armor, the *Lightning* is somewhat under-gunned and short-ranged, with four medium lasers for dueling and staffing. When the massive class 20 autocannon can be brought to bear, the circumstances change dramatically. Equally dangerous to 'Mechs, fighters, and DropShips, the *Lightning* can dominate a large swath of space by reputation and fear alone. Pilots praise the easy handling, and technicians enjoy the easy maintenance access of the well-designed frame.

Deployment

The *Lightning* is common in every military except the Free Worlds League. The Draconis Combine has a large number of *Lightnings* purchased from the Outworlds Alliance and the Magistracy of Canopus, where the fighters are built by both Tenco and HildCo. Other major powers manufacture the *Lightning* themselves. Between the Fourth Succession War and Operation Guerrero, limited amounts of the *Lightning* were sold to the constituent states of the Free Worlds League.

Variants

After becoming a commercial export fighter during the 26th century, the *Lightning* changed little because it no longer had bountiful government funds to support development of variants. It was not until after the Succession Wars and the relative shortage of aerospace fighters that owners revisited second-line aerospace fighters like the *Lightning*.

Upgrades

Lately, the *Lightning* has been redesigned to take advantage of the new technology being fielded across known space. All updates use ferro-aluminum armor and double heat sinks to increase the firepower of the design. House Liao's LTN-16L uses ER lasers and an Ultra autocannon, while the Taurians' LTN-16T increased ammunition for the Luxor, added an imported targeting computer, and updated the lasers. The Outworlds Alliance's LTN-16O forgoes new armor but uses an LB-X autocannon and replaces each set of wing lasers with a trio of extended-range small lasers.

The two biggest changes have come from the former Federated Commonwealth. The Federated Suns' LTN-G16D upgraded the engine to an XL version and replaced the nose weapons with a pair of rotary autocannons. The original wing lasers were upgraded to ER models, and a medium pulse laser was added to each wing. The Lyran Alliance's G16S used heavy ferro-aluminum to afford a massive heavy gauss rifle in the nose and added a pair of ER small lasers to each wing. The Lyran *Lightning* also used a light fusion engine and upgraded the rest of the lasers to ER versions.

Notable Pilots

Sho-i William "Spike" Stern: After a few decades of service with the Third Sword of Light, Stern has slowed down a bit and moved up to a heartier fighter. Using a brand new *Lightning* imported from the Outworlds Alliance, Stern has taken a liking to his new cannon, using the cluster rounds against lighter enemies and slug rounds against larger foes.

LTN-G15 LIGHTNING

Type: **Lightning**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,057

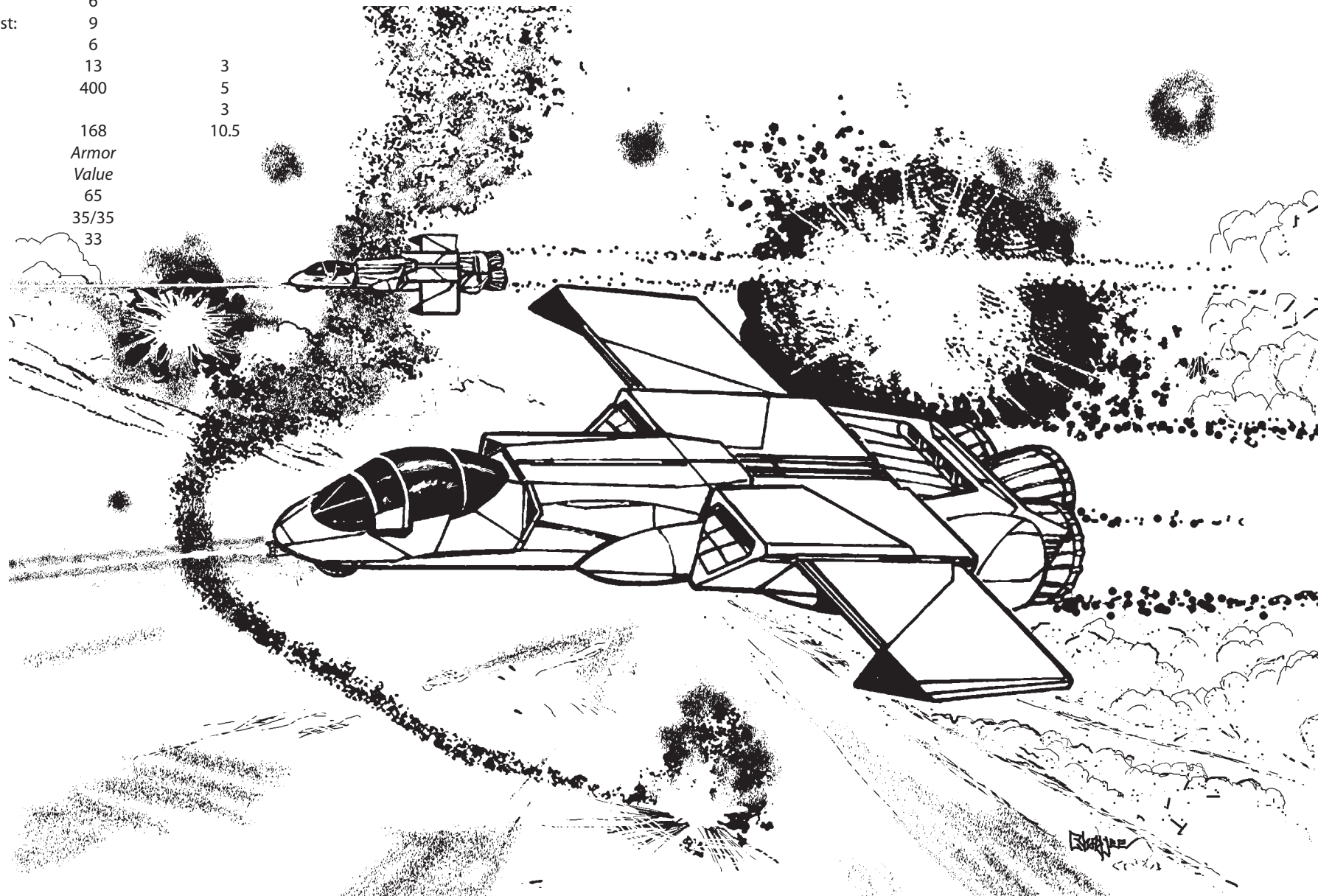
Equipment

Engine: 200
 Safe Thrust: 6
 Maximum Thrust: 9
 Structural Integrity: 6
 Heat Sinks: 13
 Fuel: 400
 Cockpit: 3
 Armor Factor: 168

Mass
 8.5
 3
 5
 3
 10.5
Armor Value

Nose 65
 Wings 35/35
 Aft 33

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
AC/20	Nose	14	7	20	—	—	—
Ammo (AC) 10	—	2					
Medium Laser	Nose	1	3	5	—	—	—
Medium Laser	RW	1	3	5	—	—	—
Medium Laser	LW	1	3	5	—	—	—
Medium Laser	Aft	1	3	5	—	—	—



DU SHI WANG (BATTLESHIP)



The Duchy of Liao, knowing that warfare was bound to escalate, began work on a new battleship around which to anchor their massive fleet. With the formation of the Capellan Confederation a few years later, this ship was launched as the first Capellan battleship and named after the god of burning suffocation.

And burning suffocation is what the *Du Shi Wang's* enemies faced, delivered either by the all-energy payload of the ship or the void of space victims were often flung into. Designed for long patrols, the ship carried energy-based weaponry that removed the need for ammunition storage and reloading systems, while a pair of grav decks helped keep the crew healthy. Despite the wealth of the Duchy and the Confederation, those nations did not have the funds to outfit their craft with the massive broadsides that other battleships possessed. Instead they designed a frontal attack craft, with four of the massive new heavy naval PPCs (only recently copied from stolen Hegemony weapons) on the front backed by more armor than had been seen on the nose of a warship. When the *Du Shi Wang* outmaneuvered an opponent, few lasted long. However, the engines were merely capable of two-and-a-half Gs of thrust, standard for many ships of similar size, leaving the true work of maneuvering to the navigation crew.

The ship also suffered from a class-based Capellan military mentality. The majority of the crew lived forward in the ship, while the senior officers, marines, and passengers shared a rear section, with exclusive use of the smaller grav deck. Lifeboats and escape pods were a similar problem, with enough for the rear quarters and bridge but insufficient for crew in other areas of the ship. The devastating fighting of the Age of War confirmed this flaw many times.

The *Du Shi Wang* is notable for being involved in the opening engagements of the Age of War and for its novel use of orbital bombardment at Novaya Zemlya in 2399. Less than a dozen of the class survived to the First Succession War, and they were all gone by the end of the Second. One captured *Du Shi Wang*, originally the *Jasmine Liao* and renamed the *Quicksilver Mongoose*, survived the liberation of Terra and accompanied General Kerensky on his Exodus. Clan records show that it served Clan Mongoose until its demise, being mothballed after its near destruction by the Smoke Jaguars. It now resides in the Strana Mechty system.

DU SHI WANG (BATTLESHIP)

Tech: Inner Sphere
Introduced: 2380
Mass: 900,000 tons
Length: 870 meters
Sail Diameter: 1,300 meters
Fuel: 5000 tons (12,500)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 18
Heat Sinks: 2100
Structural Integrity: 150
Battle Value: 57,066

Armor

Fore: 240
Fore-Sides: 135
Aft-Sides: 135
Aft: 120

Cargo

Bay 1: Fighters (18) 6 Doors
Bay 2: Cargo (73,320 tons) 4 Doors
Bay 3: Cargo (70,000 tons) 4 Doors

DropShip Capacity: 2

Grav Decks: 2 (150 and 70 meters diameter)

Escape Pods: 15

Life Boats: 25

Crew: 60 officers, 265 enlisted/ non-rated, 30 gunners, 36 bay personnel, 10 marines, 5 first class passengers

Ammunition: None

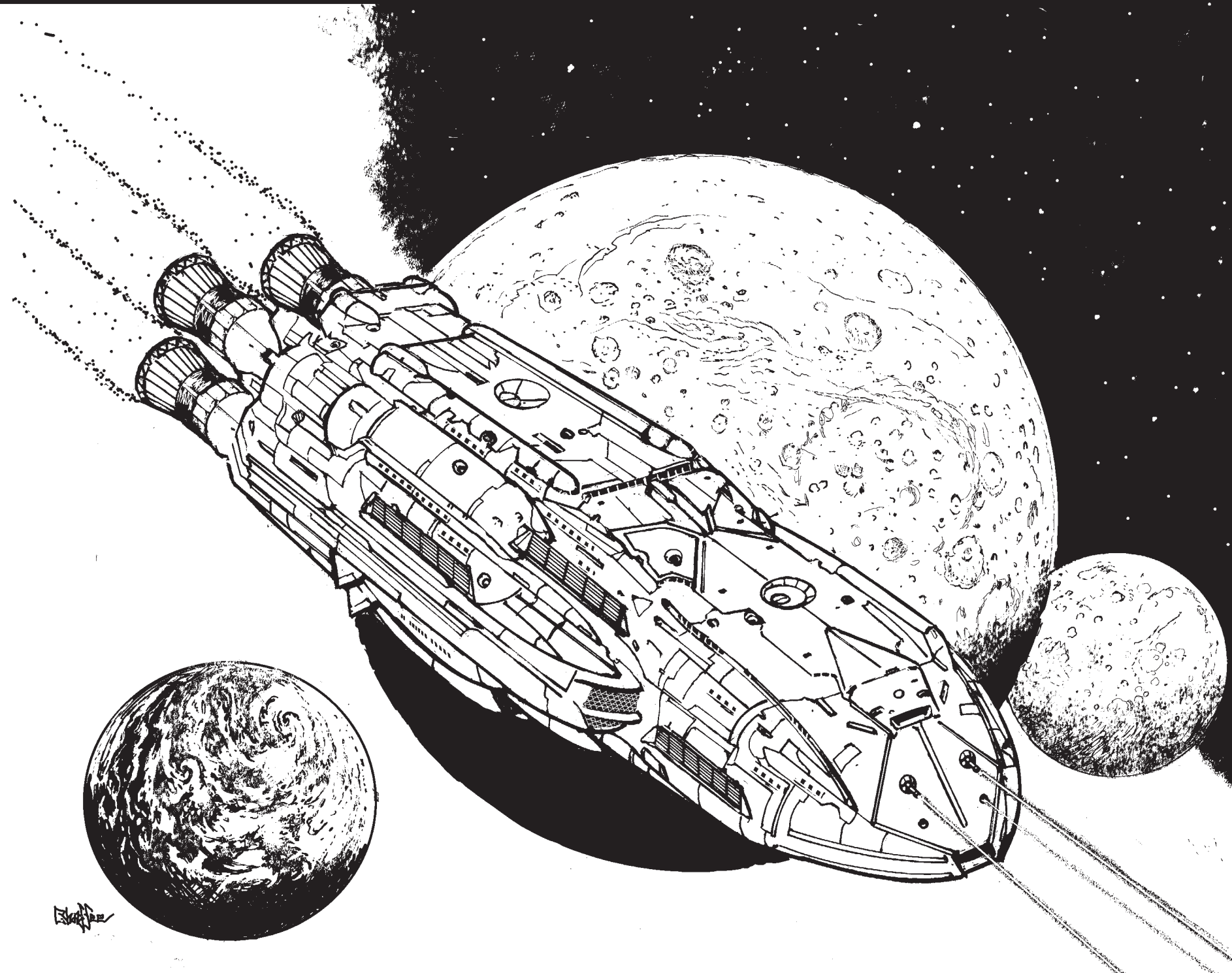
Notes: Mounts 2,024 tons of standard armor

Weapons: Arc (Heat) Type Nose (900 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
4 Heavy NPPC	60	60	60	60	Capital PPC
FL/FR (420 Heat) 3 NL45	14	14	14	14	Capital Laser
LBS/RBS (560 Heat) 4 NL45	18	18	18	18	Capital Laser
AL/AR (420 Heat) 3 NL45	14	14	14	14	Capital Laser
Aft (270 Heat) 2 Medium NPPC	18	18	18	18	Capital PPC

DU SHI WANG (BATTLESHIP)

WARSHIPS

253



The Free Worlds League, unique among the great interstellar polities of the Inner Sphere in claiming at least the shadow of democracy, has long fought to keep its place among its peers economically, socially, and militarily. A gathering of independent sub-states dominated by the Marik Commonwealth, the Free Worlds have always been fractious, and several civil wars have undermined the stability of the nation throughout its history. Although the horrors of the Jihad threaten to once again shake the foundation [EDITOR'S NOTE: Many would say that foundation has already crumbled.], the people of the Free Worlds will not let anything shake them from their determination to live free under the only true republican government in space.

During the Age of War, the Free Worlds were late in acquiring BattleMech technology and suffered several devastating military reversals at the hands of the Lyran Commonwealth, who fielded BattleMechs first. It was only after a crash intelligence operation copied Lyran plans and then developed the homegrown *Icarus* 'Mech that the Free Worlds League military was able to hold its own against the Lyrans and make significant gains against the Capellan Confederation, which was lagging even further behind than the Free Worlds in advanced battlefield technology.

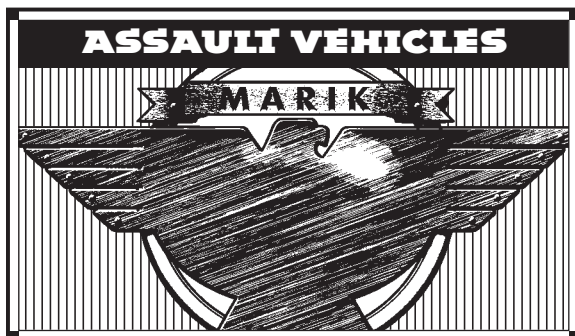
Military technology flourished in the Free Worlds once BattleMechs reached the League and the rest of the Inner Sphere, and many provincial governments such as the Principality of Regulus and the Duchy of Andurien wasted little time in fielding their own 'Mech units. Indeed, it was only the resolve of units like the Defenders of Andurien that allowed the Free Worlds to keep from suffering staggering losses in conflicts like the Second Andurien War and others. Other aspects of military technology kept pace as time and warfare flowed ever closer to the turbulent age of the Star League, and House Marik's integral role in the creation of that vast empire insured that the League had as much—if not more—access to the advanced technology of the Star League as the other Member States. The collapse of the League and the centuries of internecine warfare that followed, dubbed by historians as the Succession Wars, were just as damaging to League technology as the rest of the Successor States, but it was after the Fourth Succession War that the Free Worlds began to experience an industrial renaissance to rival the Golden Age of the Star League as Free Worlds manufacturers began to unlock the secrets of the rediscovered Helm Memory Core.

The coming of the Clans secured the League's standing as an economic powerhouse, and it was only the prodigious output of Free Worlds factories that kept the debilitated war machines of the Federated Commonwealth and the Draconis Combine functional against the juggernaut of the initial Clan Invasion. Treaties signed by Thomas Marik, Hanse Davion, and Theodore Kurita at the conference held by Wolf's Dragoons on Outreach kept funds pouring into League treasuries even as the Davion and Kurita coffers were running dry. By the time the Clans were stopped in 3052, both the FC and the Combine had grown dependent on League manufacturers, and the Free Worlds looked to continue enjoying the windfall of peaceful war goods production.

The death of Joshua Marik in 3057 caused the end of that period of peace, however, as the Free Worlds was forced to go on the offensive to reclaim territory stolen from it during the Fourth Succession War, and the years of strife and combat that followed kept the majority of funding going to the Free Worlds League Military and its companion, the newly formed Word of Blake. Rapidly escalating tensions erupted into open warfare with the Lyran Alliance in the late 3060s, and the near-constant warfare since then has rapidly degraded even the powerful Free Worlds economy's ability to supply its troops. Efforts to generate supplies by any means necessary have worked some wondrous miracles.

Old designs, some recovered from a new memory core and some just pulled from outdated system files, are beginning to walk off production lines across the League. Sadly, most of these are being diverted directly to provincial and planetary militaries instead of the federal forces that need them most, but every new 'Mech, vehicle, or aerospace fighter helps our sons and daughters defend us from the long night. Even such passé avatars as the *Icarus* are being resurrected in the hopes of staving off the devastation of total warfare, and more and more League worlds are being forced to resort to cruder and cruder technologies to defend themselves.





Mass: 85 tons

Movement Type: Surface Naval

Power Plant: GM 225 Turbine ICE

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: Republic UltraWeave

Armament:

1 Mydron Model B Autocannon/10

1 Holly LRM 15

5 20mm Gatling Guns

Manufacturer: Earthwerks Incorporated

Primary Factory: Calloway VI

Communications System: CBR ComSat

Targeting and Tracking System: Corean B-Tech

Overview

Since the widespread deployment of fusion-powered aerospace fighters and space-going WarShips, the strategic importance of surface water vessels has dropped drastically. While many predicted the death of the bluewater navy, history has proven that a place remains for these vessels. The circumstances that warrant large multi-kiloton naval vessels are rare among the thousands of worlds of the Inner Sphere, but a need remains to project power across a body of water. Typically tasked with pirate hunting, such vessels rarely play a major role in defending against planetary assaults, where they can be easily bypassed by attackers. In some rare instances, however, an attacker may have reason to bring along such smaller vessels to secure strategic or

economic objectives. Despite the scarcity of such occurrences, the small tonnage of most modern day naval vessels is more often dictated by the requirement to move them in standard DropShips than by any economic imperative.

One of the most common of these vessels is the Mauna Kea-class, named for a volcano on Terra's Hawaii island. The lookout post atop that mountain would warn of any approaching danger coming from the island's north, making it a sentinel post for the Hawaiians, and the Hegemony's Earthwerks hoped the nomenclature would remind buyers of that role. The relative simplicity of the design and weaponry has allowed manufacturers in every Successor State to duplicate the vessel after paying a nominal licensing fee. Charging much less than is standard for such fees, Earthwerks decided that a large volume of licenses would be more lucrative than a standard rate—a gamble that paid off.

Capabilities

Built to command other ships at sea, the Mauna Kea is not flashy or attention grabbing. It has speed sufficient to accompany a naval task force and uses simple construction materials designed to make the standard licensing agreements even easier to negotiate. Fifteen tons of armor wrap the hull and superstructure to protect the commanders and the vessel's weaponry, and the GM turbine engine provides enough speed to make the vessel a difficult target.

The Mauna Kea's offensive weapons consist of a Mydron autocannon and a Holly long-range missile battery. The LRMs are commonly used to support other members of the task force during engagements, while the Mydron is held in reserve to defend the vessel against direct attacks. Five machine guns are spread around the periphery of the hull in point-defense and anti-boarding stations, each capable of being commanded individually by a gunner or slaved to the main combat director on the bridge.

Six tons of cargo space and a dedicated communications suite allow each Mauna Kea to be customized as needed, often with some of that space set aside for a marine platoon or two, and the rest used for command facilities.

Deployment

The Mauna Kea (or its various licensed clones) appears in almost every command position in wet navies across the Inner Sphere and near Periphery, though it earned its reputation during the Age of War in the FWL. Although Earthwerks hasn't produced a new Mauna Kea in the Free Worlds League in centuries, worlds with traditional wet navies like Skye in the Lyran Alliance still occasionally produce a new hull to replace losses or serve as a new social officer's flagship. The sheer number of licenses Earthwerks has handed out since they laid the first keel in 2463 ensures that Mauna Keas (no matter what local name they carry) stand in important positions on the oceans of many worlds.

Variants

Some owners prefer a greater firepower and install a second LRM-15 rack at the expense of the cargo bay, while others require an anti-submarine capability, installing LRT racks.

Upgrades

To date, no navy has invested the resources to upgrade the Mauna Kea with advanced technology, but Earthwerks claims it is working on an upgraded spec that uses an LB 10-X autocannon and adds Artemis IV FCS.

Notable Crew

Acero: Flagship of a bluewater squadron operating in the Yehudan Sea on Helm in 2532, *Acero* was responsible for clearing out the littoral pirates infesting the shoreline near the town of Durandel. *Acero* was the heaviest of its improvised squadron, with the rest being shallow-draft revenue cutters and a pair of machine-gun equipped hydrofoils. They went against a pirate force of hovercraft, helicopters, and a displacement hull missile carrier roughly half of *Acero*'s mass. Although the more experienced pirates managed to sink *Acero* during their final engagement, she and her squadron took the pirates with them.

MAUNA KEA COMMAND VESSEL

Type: Mauna Kea Command Vessel

Technology Base: Inner Sphere

Movement Type: Surface Naval

Tonnage: 85

Battle Value: 869

Equipment

Internal Structure:

Engine:	225	20
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0

Equipment

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:	240	15
	<i>Armor</i>	
	<i>Value</i>	

Front	55
L/R Side	43/43
Rear	44
Turret	55

Mass

5

0

0

2

15

Weapons and Ammo

AC/10

Ammo (AC) 20

LRM 15

Ammo (LRM) 16

Machine Gun

2 Machine Guns

2 Machine Guns

Ammo (MG) 100

Cargo Bay

Communications Equipment

Life Boats

Location

Turret

Body

Turret

Body

Rear

Left

Right

Body

Body

Body

Body

Tonnage

12

2

7

2

.5

1

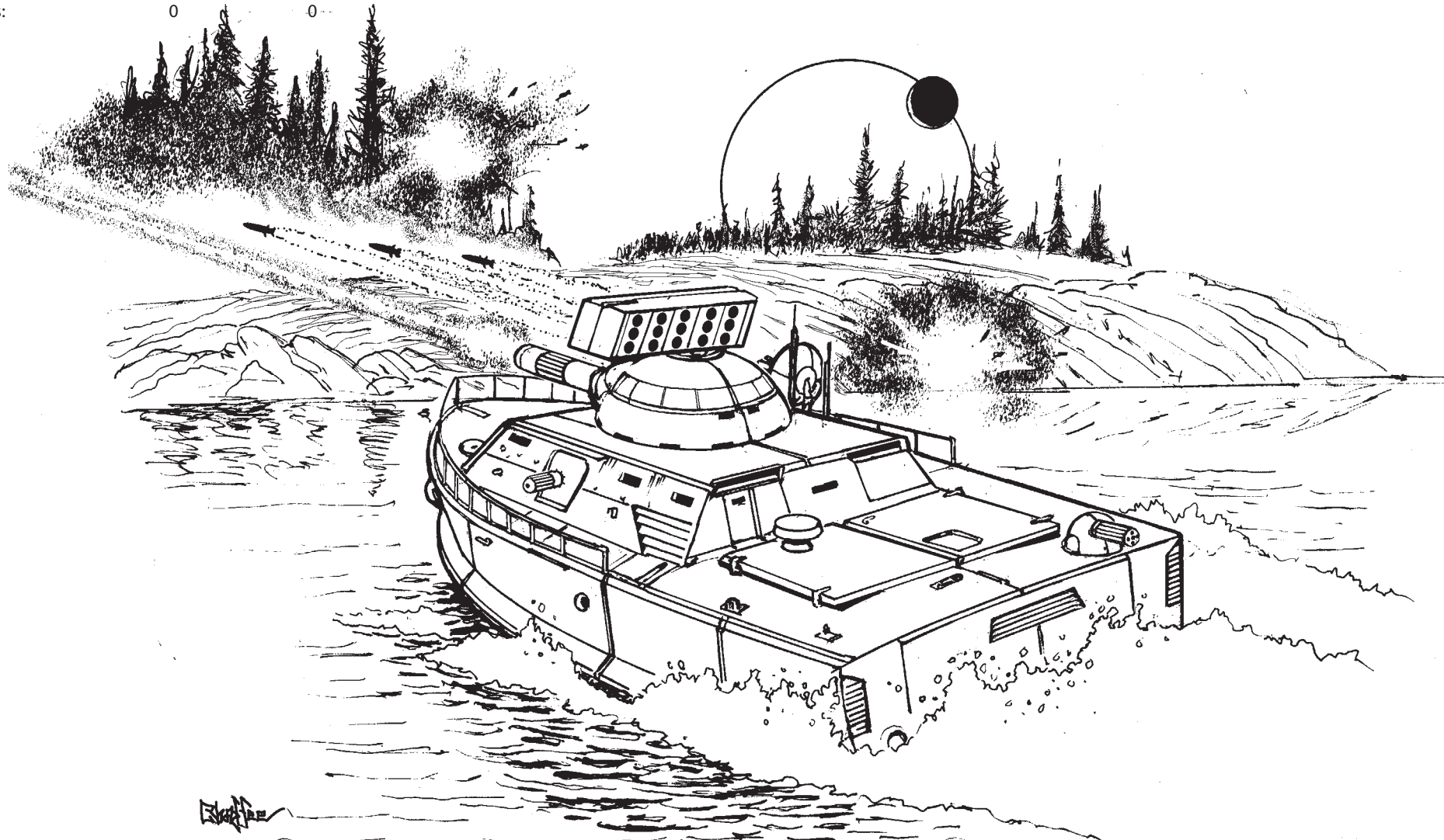
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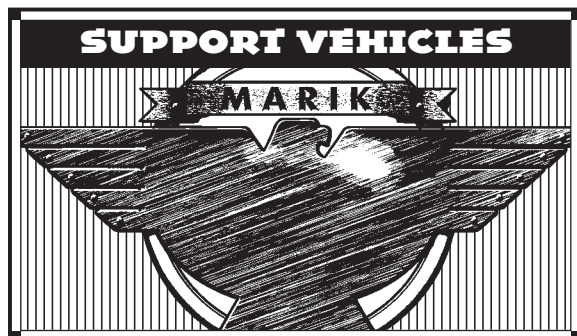
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8

1

2





As the Free Worlds League prepared to enter the first Star League, FWLM planners wanted to make sure that the League military would always be able to at least match the nascent Star League Defense Force in prestige, if not size. As one of the architects of the Star League, the League could not risk an overt show of force, so the staff assigned to the problem came up with a softer image to support: that of logistics. One of the jewels of that program was the Paramour Mobile Repair Vehicle.

The aphorism "Amateurs study strategy, professionals study logistics" was well known long before humanity left the cradle of Terra, but the design team on the Paramour took the words to heart. From its shape to its function to even its advertising, the Paramour was designed to be the perfect companion of the modern FWLM officer. Gilbert, Sachs, and Belafonte, the Tiber-based conglomerate that won the contract to produce the Paramour, embraced this ideal with the relish one would expect from a company that had cut its teeth making exotic excursion vehicles for rich Free Worlders. The unusual thing, however, was that while it might be said that the pretty contract went to the dilettantes, the dilettantes got it right. While it was pretty,

it was also functional, and the FWLM bought every single machine GSB, Inc. produced.

The heart of the Paramour is the sizeable cargo area, capable of holding 15 tons of spares and tools for a variety of jobs. A pair of lift hoists enables the Paramour to lift up to 60 tons of damaged BattleMech or vehicle on the battlefield, making the Paramour a fully functional, if well-polished, repair vehicle. A GM minigun gives the appearance of local security, and APCs carrying small infantry forces often escorted the vehicles to provide additional protection.

During the Star League's heyday, duty aboard a Paramour became the post of prima donnas. The interior crew accommodations were so spacious that FWLM quartermasters routinely made the Paramour their field headquarters, and daily inspections were often made on the crew areas and uniforms. Visiting officers often scoffed at the attention to uniform detail among the "grub-covered wrench-monkey corps" of mechanics and technicians, but once they saw the Paramour crews in action they were impressed with the technicians' dedication and professionalism.

GSB, Inc. did not survive the Second Succession War, and although a good number of Paramours were produced and each is rigorously maintained, attrition and entropy have gradually thinned the ranks of functional Paramours left in the field.

The rigors of the Jihad and the collapse of Federal authority have brought many retired units back into service. Two Paramours have recently appeared on Regulus, being reconditioned for service with the Regular Hussars. By replacing the quarters and cargo space with a mobile field base, the Paramour has been turned into a true repair vehicle. Where the Regular Prince intends to send these vehicles remains a subject of much conjecture.

Type: **Paramour Mobile Repair Vehicle**

Chassis Type: Tracked (Medium)

Mass: 60 tons

Equipment Rating: D/C-E-D/E

Battle Value: 228

Equipment		Mass
Chassis/Controls:		13.5
Engine/Trans:	Fusion	16
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Fuel:		0
Turret:		0
Armor Factor (BAR 6):	92	3.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	6	27
R/L Side	6	20/20
Rear	6	25

Weapons and Ammo	Location	Tonnage
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5

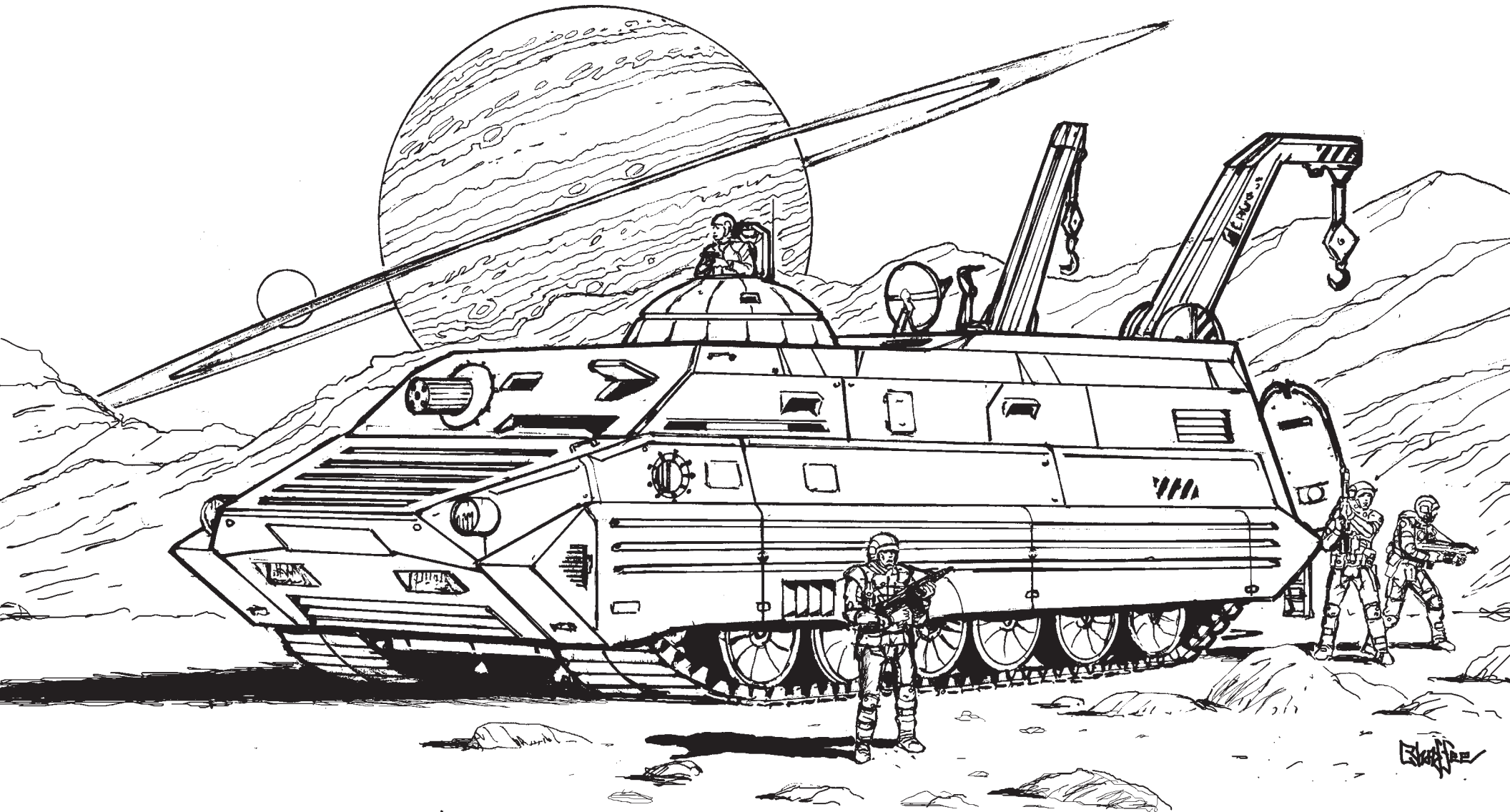
Crew: 3 (2 crew and 1 gunner)

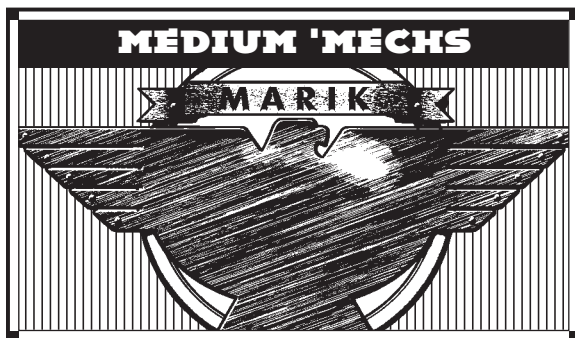
Cargo:

15 tons standard 1 Door (Rear)

Notes: Features Armored Chassis and Controls Modification, infantry bay (5 tons, Body), and 2 Lift Hoists (6 tons, Rear).

PARAMOUR MOBILE REPAIR VEHICLE





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 Emperor-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 Emperor 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 Emperor, 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.

ICR-1S ICARUS II

Type: **Icarus II**

Technology Base: Inner Sphere

Tonnage: 40

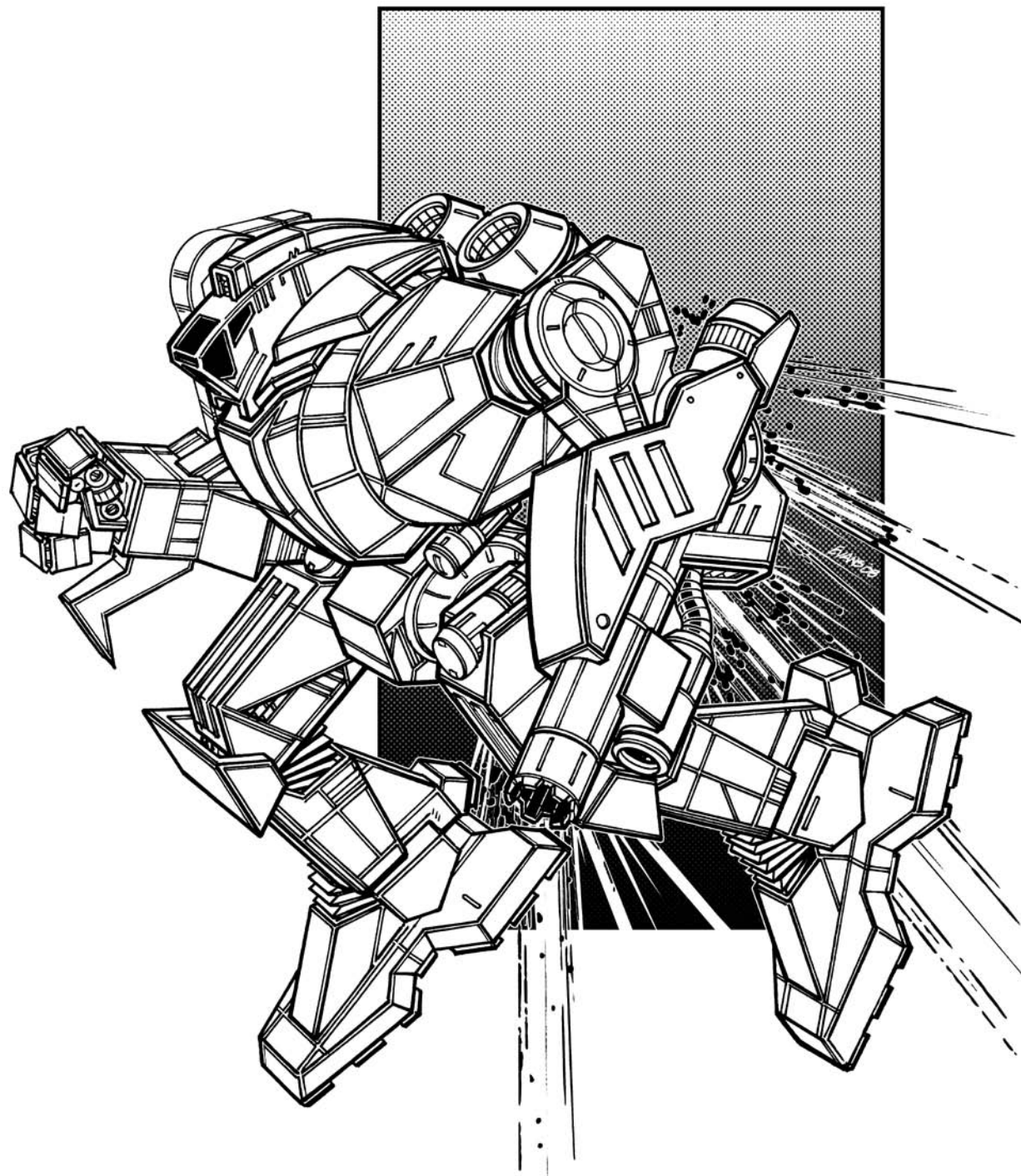
Battle Value: 869

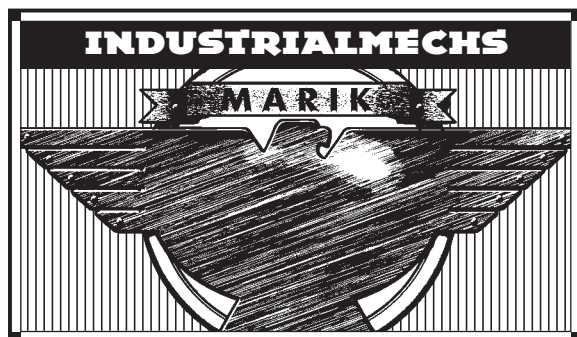
Equipment

		Mass
Internal Structure:		4
Engine:	160	6
Walking MP:	4	
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: 15 tons
Chassis: AR1 Standard
Power Plant: Vlar 30 PowerStack Fuel Cell
Cruising Speed: 21 kph
Maximum Speed: 32 kph
Jump Jets: None

Jump Capacity: None

Armor: Type 7 IndiPlate Commercial

Equipment:

- 1 AR Standard Lift Hoist
- 1 AR-6 Sprayer

Manufacturer: Atrean Robotics

Primary Factory: Atreus

Communications System: Apple Communicator

Targeting and Tracking System: None

Overview

With the advent of the BattleMech, new logistics concerns arose. One of the foremost concerns was a way to reload the heavy weapons of the twelve-meter-tall behemoths, and the answer was found in the BattleMech's immediate ancestor, the WorkMech. The fifteen-ton *Patron*, created by Atreus-based Atrean Robotics, was among the first of the so-called LoaderMechs to come into common use in the Free Worlds League. Designed to reload the new *Icarus* series of BattleMechs, the *Patron* was a success that built Atrean Robotics into a company that spanned sixteen separate worlds in three districts before the Succession Wars drove them out of business.

With the proliferation of BattleMechs and the diversification of sizes and models, the early *Patrons*, optimized

for the *Icarus*, were phased out of production and replaced with a more generic model. The few *Icarus*-specialized *Patrons* that remain are on display in corporate museums across the League.

Capabilities

The *Patron* is specifically designed for use in 'Mech bays. At 15 tons, it is small enough that it isn't a danger to most small equipment and it is too small to do any real harm to a BattleMech. A lift hoist in the torso capable of lifting seven tons of materials at once makes it easy for a *Patron* to load the ammunition a BattleMech needed to keep fighting, while a bunker in the IndustrialMech's chest was routinely filled with coolant in case a freshly returned combatant was overheated. While the 'Mech's speed is slow compared to BattleMechs, a machine that routinely carries several tons of munitions is not expected—or encouraged—to move quickly.

Deployment

Patrons served in almost every FWLM BattleMech force prior to the Succession Wars, and several survive to this day. After the fracture of the Free Worlds in the wake of the Paul Coup, Graham-Davis Enterprises on Tamarind resumed production of these LoaderMechs, and several new-build *Patrons* are already supporting Photon Brett-Marik's forces as they battle the Word of Blake and Lyran opportunists.

Other LoaderMechs are common sights in large 'Mech bays across the Inner Sphere, but in the Free Worlds the *Patron* is held in high regard. A recent report out of the Abbey District had a new-build *Patron* servicing one of the new *Icarus* 'Mechs also making an appearance. That holo is making the rounds across the League, often serving as a rallying force for the depleted regional military forces that are finding themselves increasingly isolated by the terrors of the Jihad.

Variants

The specialized *Icarus*-only *Patron* shared many of that 'Mechs antiquated features. Mounting a less efficient engine and primitive cockpit, these first *Patrons* lacked the coolant bunker and searchlight of later models.

Notable Pilot

Servitor: The first *Patron* to see service, Servitor supported the first *Icarus* prototypes to hit the battlefield. Rumors abound that the Snord Museum on Clinton has managed to secure Servitor, though the LoaderMech is not currently on display.

Type: **Patron LoaderMech**

Technology Base: Inner Sphere (IndustrialMech)

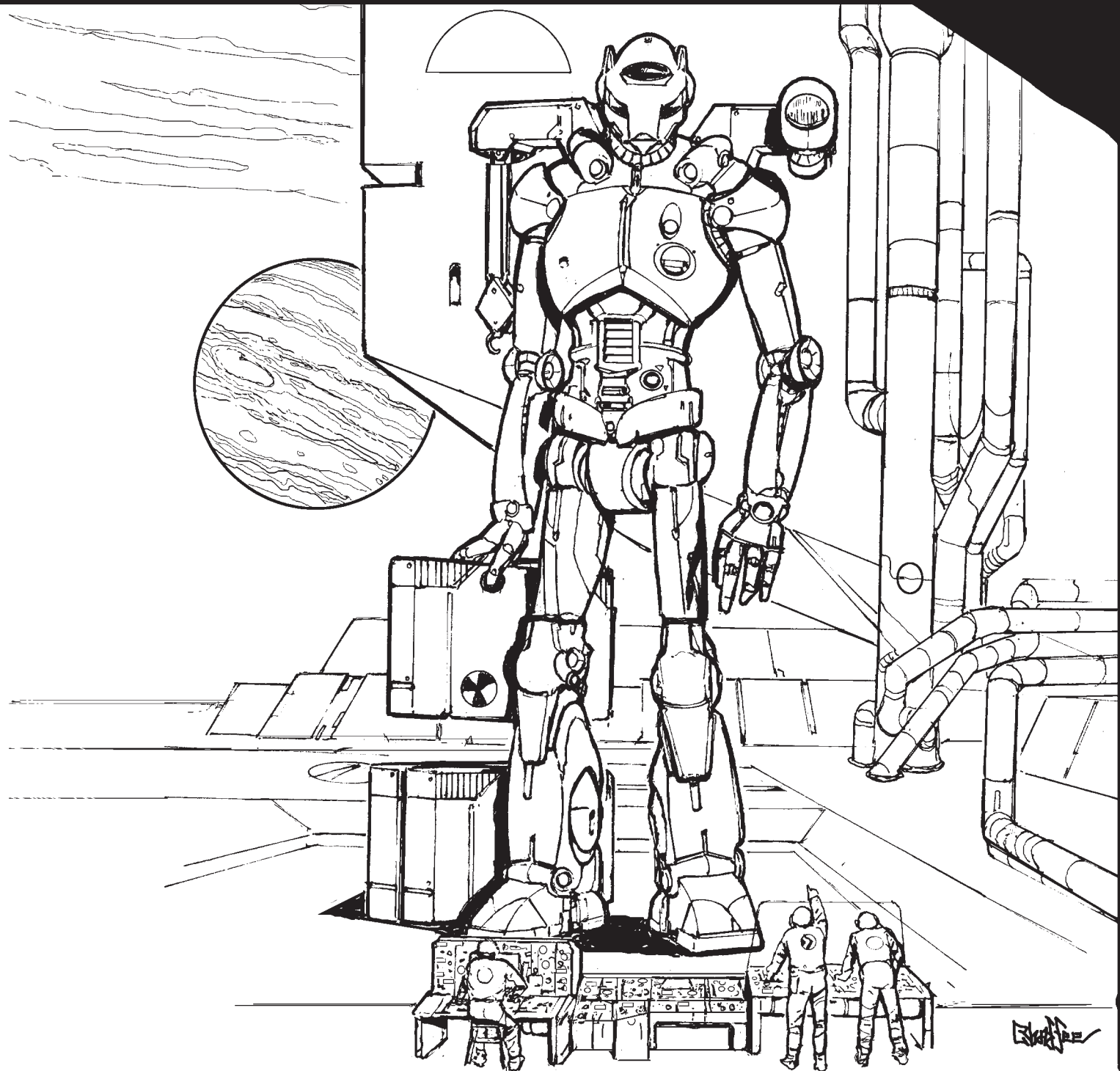
Tonnage: 15

Equipment Rating: D/D-D-C/C

Battle Value: 74

Equipment		Mass
Internal Structure:	IndustrialMech	3
Engine:	30 (Fuel Cell)	1.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	1	0
Gyro:		1
Cockpit:	IndustrialMech	3
Armor Factor (BAR 5):	24	1.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	3
Center Torso	5	3
Center Torso (rear)		2
R/L Torso	4	2
R/L Torso (rear)		2
R/L Arm	2	2
R/L Leg	3	2

Weapons and Ammo	Location	Critical	Tonnage
Lift Hoist	RT	1	3
Mounted Searchlight	LT	1	.5
Insulated Liquid	CT	2	1
Cargo Bay (.87t)			
Sprayer	CT	1	.5



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Mass: 75 tons

Frame: ImStar Alpha

Power Plant: Vlar 300

Armor: StarSlab/2

Armament:

3 Magna Mk III Large Lasers

4 Magna Mk II Medium Lasers

Manufacturer: ImStar Aerospace, Lockheed/CBM, Wangker Aerospace

Primary Factory: Atreus (ImStar; destroyed 2811), Gibbs (Lockheed), Axton (Wangker)

Communications System: Datacom 26

Targeting and Tracking System: Dynatec 990

Overview

One of the earliest examples of a heavy aerospace fighter ever produced, the *Eagle* was also House Marik's first attempt at a heavy aerospace superiority fighter. At seventy-five tons it is a rugged fighter, and the design philosophy of the craft was so simple that the airframe has survived and remained in regular use to the current day. The first *Eagle* flew in 2324, a primitive example of aerospace fighters but still a solid design of the time. It has been steadily updated and kept in production, and it is one of the yardsticks that modern aerospace fighters are measured against.

Capabilities

The *Eagle* as it exists today is an extra-atmospheric interceptor and interdiction fighter introduced by ImStar

Aerospace of Atreus in 2601. Carrying a mixture of reliable laser weaponry, the *Eagle* was intended for general and widespread use away from established lines of supply. ImStar's marketing during the first half of the 2600s was directed at the poorer worlds of the League, which explains the *Eagle's* egalitarian components and design.

Although lacking the acceleration of the heavy aerospace fighters of the Star League Defense Force, the *Eagle* compares favorably with many of the standard heavy fighters of the Succession Wars, rivaling the middleweight *Stingray* for acceleration and even outperforming such worthies as the Davion *Stuka* in sheer acceleration. Its fuel capacity is comparable to other fighters without being outstanding.

The *Eagle* carries a mix of Magna lasers, three large lasers for primary ranged fire, and a bevy of smaller, medium-scale lasers for short-ranged combat. An array of twenty-five heat sinks allows the fighter to fire most of these weapons in volley, and opponents can seldom ignore the resulting salvos. The *Eagle* is generously armored for its size, allowing it to soak up a respectable amount of weapons fire before being forced to retire.

Deployment

During the Star League years the *Eagle* was the main fighter in use by Free Worlds League Militia and provincial forces, but the destruction of ImStar's production line during the First Succession War took with it the Free Worlds' ability to construct new *Eagles*. Since then the number of *Eagles* in Marik service has steadily declined, while those in service to other nations have been maintained or even increased.

Davion spies stole the plans for the *Eagle* just before the ImStar plant's destruction (leading to a number of unsubstantiated rumors of sabotage) and put the *Eagle* into production during the Second Succession War. The fighter has gained widespread acceptance in the March Militias. During the horrific attrition of the Third War, *Eagles* even replaced damaged *Stukas* in frontline RCTs.

Variants

Several variants of the *Eagle* exist, from earlier pre-Star League primitive variants to upgrades found among the more prosperous worlds of the Inner Sphere. A number of low-tech versions exist, having proliferated through the Succession Wars, and they continue to fly with planetary militias and mercenary forces. The R4 *Eagle*, with five medium lasers, two large lasers, and industrial-grade armor, is a typical example of a backwater *Eagle*.

One variant replaces the large lasers with two Hellstar PPCs and one more heat sink. The PPCs are placed on the wings, and this variant, designated the R9, is primarily used in orbital facilities as a defense against hostile DropShips. Another variant, the R10, is an attempt to create a ground-attack *Eagle* and removes the wing-mounted large lasers, replacing each with three additional medium lasers and two heat sinks.

Upgrades

In 3071 a small mercenary fighter squadron appeared over the Lyran world Arcadia and faced down a flight of pirate fighters. It deployed two modified *Eagle* fighters, both using upgraded technology retrofitted onto vintage fighters. Apparently, ten heat sinks had been removed and the remainder replaced with double-strength models. The fuel storage had been doubled, giving the *Eagles* incredible range, and large pulse lasers replaced the wing-mounted large lasers. The aft medium laser had been removed, and the nose large laser replaced with an ER PPC.

Notable Pilots

Leftenant Bethany Bajio: Leftenant Bajio served with the Capellan March Militia during the Fourth Succession War, and her *Eagle* was responsible for six Capellan *Transit* kills during that war. Made an instructor pilot in 3032, she returned to active service in the War of 3039 where she piloted her *Eagle* against the Draconis Combine. Her flight encountered one of the new Ghost regiments, and she and her wingman were killed by fighters later identified as *Hammerheads*.

EGL-R6 EAGLE

Type: **Eagle**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,467

Equipment

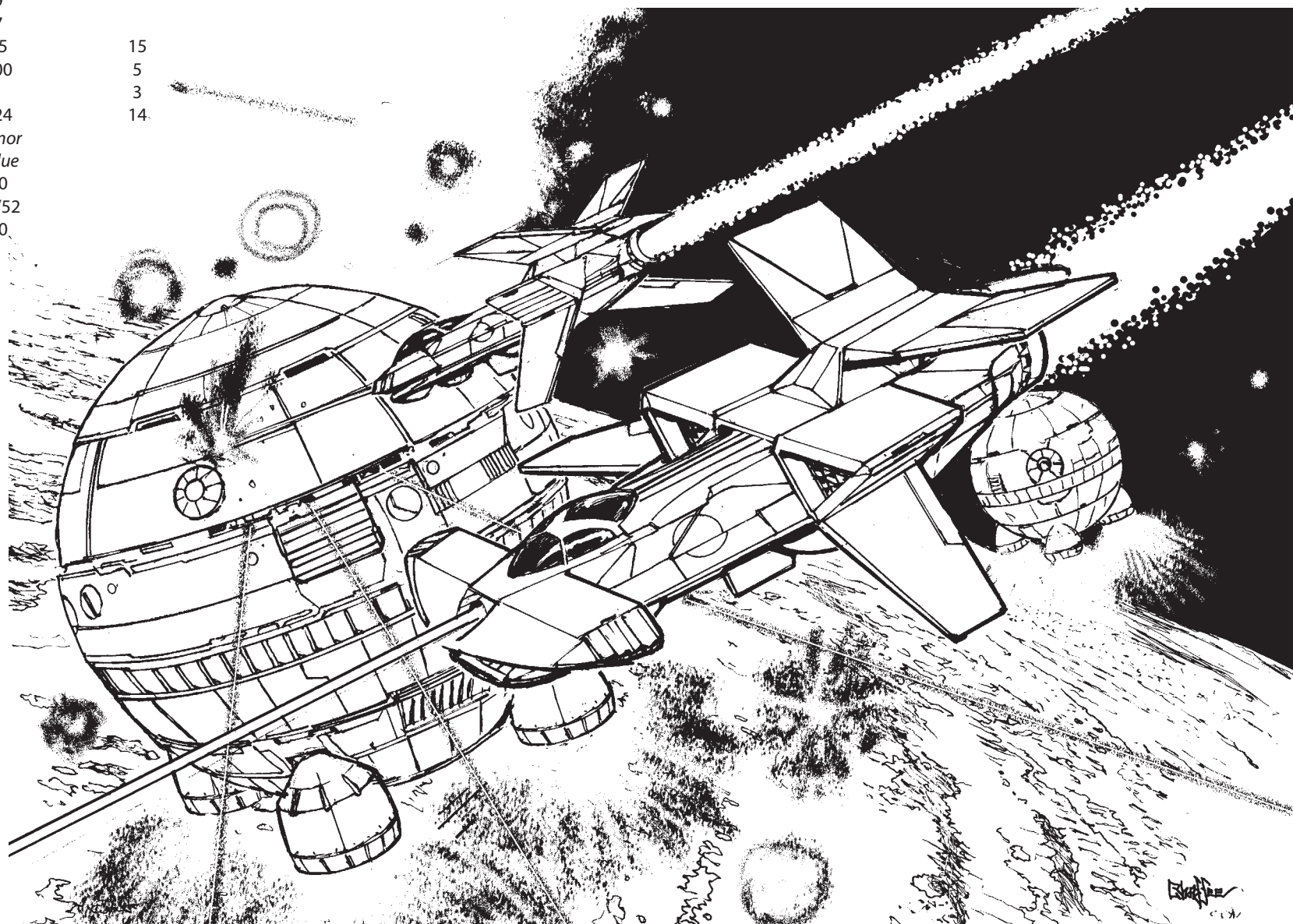
Power Plant: 300
 Safe Thrust: 6
 Maximum Thrust: 9
 Structural Integrity: 7
 Heat Sinks: 25
 Fuel: 400
 Cockpit: 3
 Armor Factor: 224

Mass
 19

 15
 5
 3
 14

Armor Value
 80
 52/52
 40

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Large Laser	Nose	5	8	8	8	—	—
Medium Laser	Nose	1	3	5	—	—	—
Large Laser	RW	5	8	8	8	—	—
Medium Laser	RW	1	3	5	—	—	—
Large Laser	LW	5	8	8	8	—	—
Medium Laser	LW	1	3	5	—	—	—
Medium Laser	Aft	1	3	5	—	—	—





Mass: 80 tons

Frame: F-77/X

Power Plant: VOX 240a

Armor: StarSlab Lite/2

Armament:

1 Emperor X Autocannon-10

4 Hellion-a III Extended-Range Large Lasers

2 Hellion-b II Medium Lasers

Manufacturer: Andurien AeroTech (FWDI)

Primary Factory: Westover

Communications System: Telestar F-61

Targeting and Tracking System: SynCom VAX

Overview

Unveiled in 2744 in response to a Free Worlds League Military request for a high-performance attack craft, the F-77 *Deathstalker*—based on a radical design first proposed during the Age of War—featured the same swept-wing design that would later come to be synonymous with the F-90 *Stingray* interceptor. Although the design met every specification during the design and testing phase, a series of unfortunate events during the flight trials led to the design never seeing full-scale production.

Capabilities

The F-77 combined many of the best concepts in aerospace fighter theory when it was developed. The forward-swept wing design, while not a new concept, proved very stable during testing and development, and the allowed

for the placement of the *Deathstalker's* main weapons along the load-bearing wings themselves. The main nose bay of the fighter—in keeping with the tradition of attack aircraft as far back as ancient Terra—carries a massive Emperor X cannon.

Although the *Deathstalker's* acceleration turned out to be lower than the comparable SLDF fighters it was intended to complement (or face, if need be), Andurien developers insisted it was more than a match in raw firepower. Unfortunately, the SLDF buyers in charge of evaluation were proponents of the lighter-armed but swifter fighters of the day. Despite the fact that the *Deathstalker* routinely managed to defeat several of its attackers before being felled in simulations, the buyers pointed out that the *Deathstalker* was often outmaneuvered and always brought down in the end.

Although the *Deathstalker* never made it into standard production, elements of its design and testing contributed to the design of the *Stingray* fighter. A number of elements aside from the wings were taken, including the inclusion of a powerful, nose-mounted main gun—in the case of the *Stingray*, a powerful PPC.

Deployment

Only twenty *Deathstalkers* were constructed in the initial prototype phase, and the design never entered standard production. Andurien AeroTech, however, has recently begun building small numbers of new *Deathstalkers* on Andurien. Whether the company quietly mothballed the molds and specifications or if the data was always available is not known, but since 3073 perhaps a squadron's worth of F-77 fighters have been operating from a bay beneath the ducal palace in Jojoken. Why the fighter has not seen more use is a subject of great speculation by pundits on Andurien, but no other airframes have been sighted outside of Andurien space.

Upgrades

Observational intelligence has confirmed that the new-production *Deathstalkers* flying from Andurien differ from the original production models, and the degree of the

variation makes it unlikely that the Anduriens have simply found a cache of forgotten airframes and upgraded them. A new ultra-class autocannon replaces the old Emperor, and it must be assumed that Andurien Aerotech also added more ammunition capacity. An ER small laser has been added to the aft section, most likely to discourage the pursuit that brought down so many F-77s during the old Star League trials. These upgrades, together with the replacement of the old Hellion-b IIs with Diverse Optics ER medium lasers, suggest the use of a light fusion engine.

Notable Pilots

Captain Henry Orthanme: Commander of the *Deathstalker* squadron operating on Andurien, Orthanme is a portly man who barely fits inside the cockpit of his aerospace fighter. One of the few men alive who remember serving in the old Defenders of Andurien regiments, Captain Orthanme leads his squadron with devotion to the Duchy and to the Humphreys family that few can match. He and his squadron train in tried-and-true methodical attack tactics, using their lasers and cannons to batter down an opponent's defense before they close for the kill. Recent exercises have been conducted in orbit above Jojoken that appear to be anti-WarShip drills, although no one can say which WarShips the *Deathstalkers* are training to fight. With the Jihad enveloping the sphere of known space, however, even detractors from Andurien's oft-touted independence are hard-pressed to find fault in training defenders to be vigilant.

Lieutenant, J.G. Elise Caruthers: The lead test pilot for Andurien Aerotech in 2744, Lieutenant Caruthers flew all of the simulated combat missions in the *Deathstalker*. Although the fighter was never approved for production, Caruthers continued to fly the craft when she returned to active duty. Along with her wingman, Caruthers served as the jump-point security force for the *Star Lord*-class JumpShip *Pride of Sorunda* for six years before retiring from the FWLM to be Andurien AeroTech's chief test pilot.

F-77 DEATHSTALKER

Type: **Deathstalker**

Technology Base: Inner Sphere

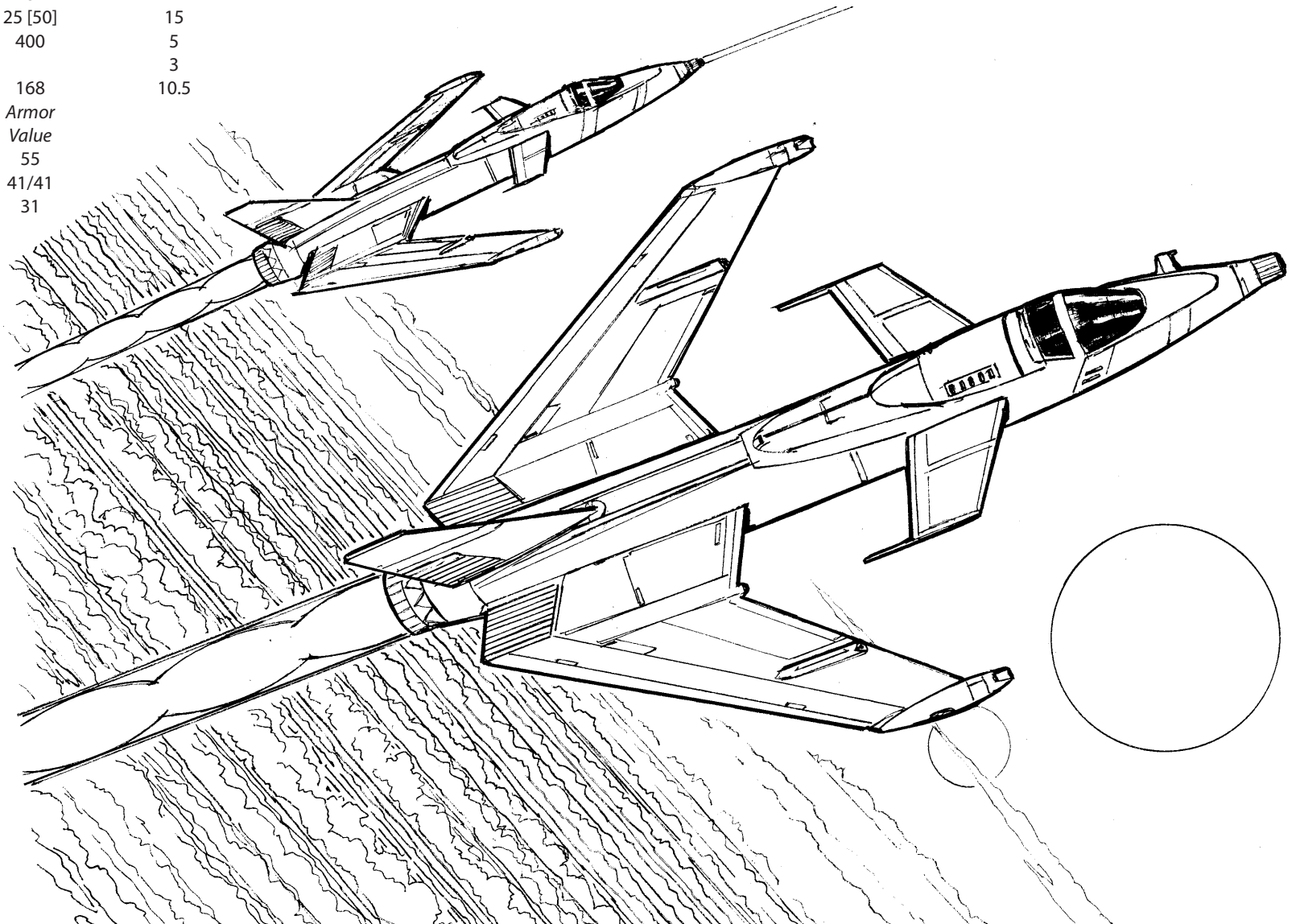
Tonnage: 80 tons

Battle Value: 1,714

Equipment

Engine:	240	Mass	11.5
Safe Thrust:	5		
Maximum Thrust:	8		
Structural Integrity:	8		
Heat Sinks:	25 [50]	15	
Fuel:	400	5	
Cockpit:		3	
Armor Factor:	168	10.5	
	<i>Armor Value</i>		
Nose	55		
Wings	41/41		
Aft	31		

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
AC/10	Nose	12	3	10	10	—	—
Ammo (AC) 10	—	1					
2 ER Large Lasers	RW	10	12	8	8	8	—
2 ER Large Lasers	LW	10	12	8	8	8	—
Medium Laser	RW	1	3	5	—	—	—
Medium Laser	LW	1	3	5	—	—	—





Andurien AeroTech released the *Lyonesse* escort-class small craft to military markets in 2513 and found a ready market, so much so that they produced the larger *Aquarius* just two years later based solely on initial sales figures for the *Lyonesse*.

Larger than standard aerospace fighters but smaller than dedicated attack DropShips, these escorts were able to fill roles that larger DropShips could not and travel distances that aerospace fighters could never hope to reach. Much of the success of these craft was their range and ubiquitous nature; any DropShip that could host a shuttle could host one of these escorts, and their heat-expansion drive allowed them to escort DropShips without pause and patrol the fringes of a system.

Several other firms attempted to replicate AA's success, but by the time the corporation merged with Gibson Federated BattleMechs in 2562 (creating Free Worlds Defense Industries) the market had been nearly filled. Soon after, the demand for such craft fell off, leaving the production lines to be shifted to other products or dismantled completely.

Although it debuted later, the *Aquarius* proved to be the more popular craft. Massing twice the heaviest aerospace fighter, the 200-ton escort was a dangerous adversary to almost any other craft in the sky, with extremely thick armor and a combination of lasers and missiles capable of menacing heavy fighters and DropShips alike.

The *Lyonesse*, twenty-five tons lighter and slightly less well-armored, was still a formidable opponent. Although it couldn't match the *Aquarius*' acceleration, it made up for it with sheer determined firepower in virtually every direction, coupled with armor thicker than that of many light DropShips.

In recent years, the Free Worlds League and the Word of Blake have debuted brand-new variants of these venerable escort craft. The Marik models—dubbed the *Aquarius-M1* and the *Lyonesse-M1*—both boast the twin advantages of extended-range lasers and double heat sinks. The *Aquarius-M1* even gets a speed boost through its larger engine design, while the *Lyonesse-M1* packs wing-mounted heavy PPCs for a more powerful close-in punch. The Blakist variants, meanwhile, take the unusual step of trading many weapons for an Arrow IV missile battery, allowing both craft to function as highly mobile artillery platforms when grounded. These variants also feature faster engines than the original escort craft possessed, as well as ferro-aluminum armor that saves weight but offers nearly identical protection.

AQUARIUS (ESCORT)

Type: Military Aerodyne
Use: Surface-to-Orbit Escort
Tech: Inner Sphere
Introduced: 2515
Mass: 200 tons
Battle Value: 2,510

Dimensions
Length: 29 meters
Width: 25 meters

Fuel: 6 tons (480)
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 32
Structural Integrity: 8

Armor
Nose: 183
Sides: 162
Aft: 101

Crew: 6

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Large Lasers	Nose	10	8	8	8	—	—
LRM 10	RW	5	5	9	9	9	—
LRM 10	LW	5	5	9	9	9	—
Ammo (LRM) 24	—	2	—	—	—	—	—
SRM 6	RW	3	4	8	—	—	—
SRM 6	LW	3	4	8	—	—	—
Ammo (SRM) 30	—	2	—	—	—	—	—
Medium Laser	RW (Aft)	1	3	5	—	—	—
Medium Laser	LW (Aft)	1	3	5	—	—	—
2 Medium Lasers	Aft	2	3	5	—	—	—

Note: All crew quarters assigned as Steerage-class (5 tons per crewman).

LYONESSE (ESCORT)

Type: Military Aerodyne
Use: Surface-to-Orbit Escort
Tech: Inner Sphere
Introduced: 2513
Mass: 175 tons
Battle Value: 2,172

Dimensions
Length: 28 meters
Width: 22 meters

Fuel: 5 tons (400)
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 35
Structural Integrity: 7

Armor
Nose: 165
Sides: 133
Aft: 101

Crew: 6

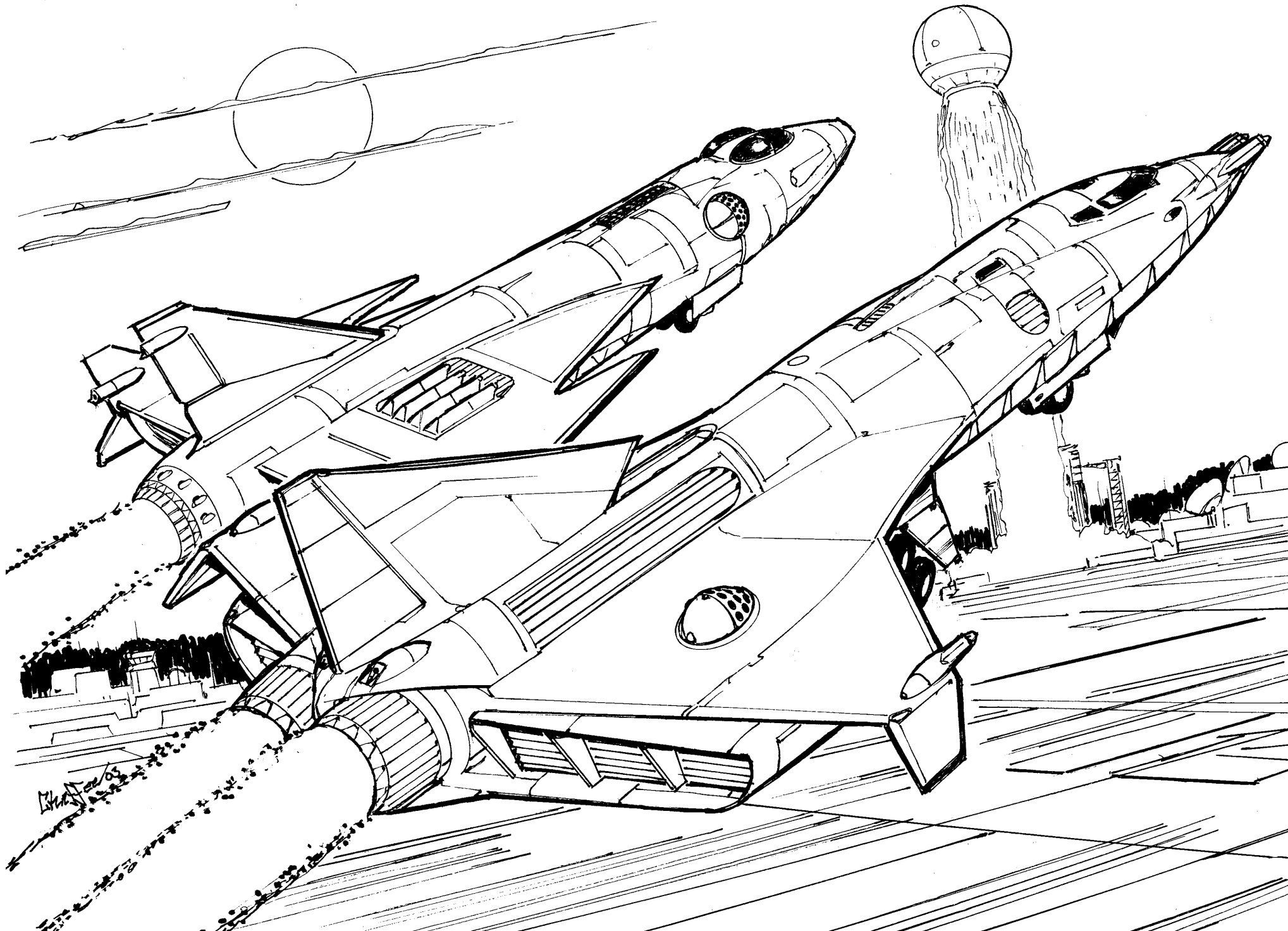
Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 20	Nose	10	6	12	12	12	—
Ammo (LRM) 12	—	2	—	—	—	—	—
SRM 6	Nose	3	4	8	—	—	—
Ammo (SRM) 30	—	2	—	—	—	—	—
4 Medium Lasers	RW	4	3	5	—	—	—
4 Medium Lasers	LW	4	3	5	—	—	—
Medium Laser	RW (Aft)	1	3	5	—	—	—
Medium Laser	LW (Aft)	1	3	5	—	—	—
3 Medium Lasers	Aft	3	3	5	—	—	—
Small Laser	Aft	.5	1	3	—	—	—

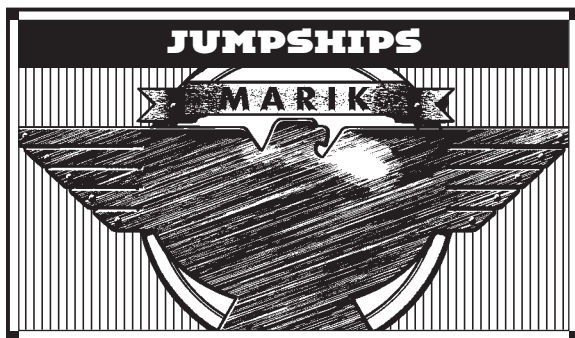
Note: All crew quarters assigned as Steerage-class (5 tons per crewman).

AQUARIUS AND LYONESSE

SMALL CRAFTS

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Perhaps the best example of the wealth (or some would say excess) of the Star League was the *Explorer* JumpShip. Harking back to the early days of the *Pathfinder*, the *Explorer* was designed to seek out new worlds and new resources but was found to be unsuitable for the massive exploration missions that were being performed in the 28th century.

Rather than give up, Irian Technologies tweaked the design to create an executive transport what would ferry small numbers of political and economic VIPs around the Inner Sphere in luxury. The *Explorer* quickly became a status symbol, and any company or dignitary who couldn't gain quick access to one was either behind the times or not powerful enough for the highest social circles. Near the end of the Star League era, that spirit of one-upmanship led to the only known variant of the *Explorer*, which mounted an HPG. The massive expense limited this option to large governments, massive corporations, and the ultra rich. More than one story of a company or tycoon going bankrupt while trying to purchase this vessel was told in the late 28th century.

At a mere 50,000 tons, the *Explorer* is smaller than some DropShips and nearly half the size of the more common *Scout*. Incapable of carrying DropShips during a jump, the *Explorer* relies upon small craft to ferry the crew and passengers about and to restock the cargo hold. An 80-meter grav deck allows passengers and crew to experience the comforts of home and eliminates the need to waste fuel to simulate gravity.

To allow the crew to spend more time catering to the passengers, the *Explorer* was outfitted with a number of automated systems that allow the ship to be run by half the staff if necessary. In the violence that followed the fall of the Star League, the unarmed *Explorer* was an easy target. Of little military value, it was rarely guarded and few remain to this day, mostly forgotten in modern interstellar travel.

Irian possesses most of the remaining *Explorers*. Rumors from former employees indicate that one or more Irian *Explorers* retain HPGs concealed somewhere within the ship. A more insidious rumor indicates Irian may have turned one or more of the extant *Explorers* into Q-ships, removing cargo and installing hidden sub-capital weapons. While such moves are not unexpected, considering the decline of the Ares Conventions during the Jihad, turning a sacrosanct JumpShip into a hidden weapons platform is loathsome in the extreme.

EXPLORER CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2703
Mass: 50,000 tons
Length: 205 meters
Sail Diameter: 740 meters
Fuel: 75 tons (750)
Tons/Burn-day: 9.77
Station Keeping Thrust: 0.10
Sail Integrity: 3
KF Drive Integrity: 2
Heat Sinks: 79
Structural Integrity: 1
Battle Value: 428

Armor

Fore: 7
Fore-Sides: 3
Aft-Sides: 3
Aft: 3

Cargo

Bay 1: Cargo (278.5 tons) 1 Door
Bay 2: Small Craft (4) 2 Doors

DropShip Capacity:

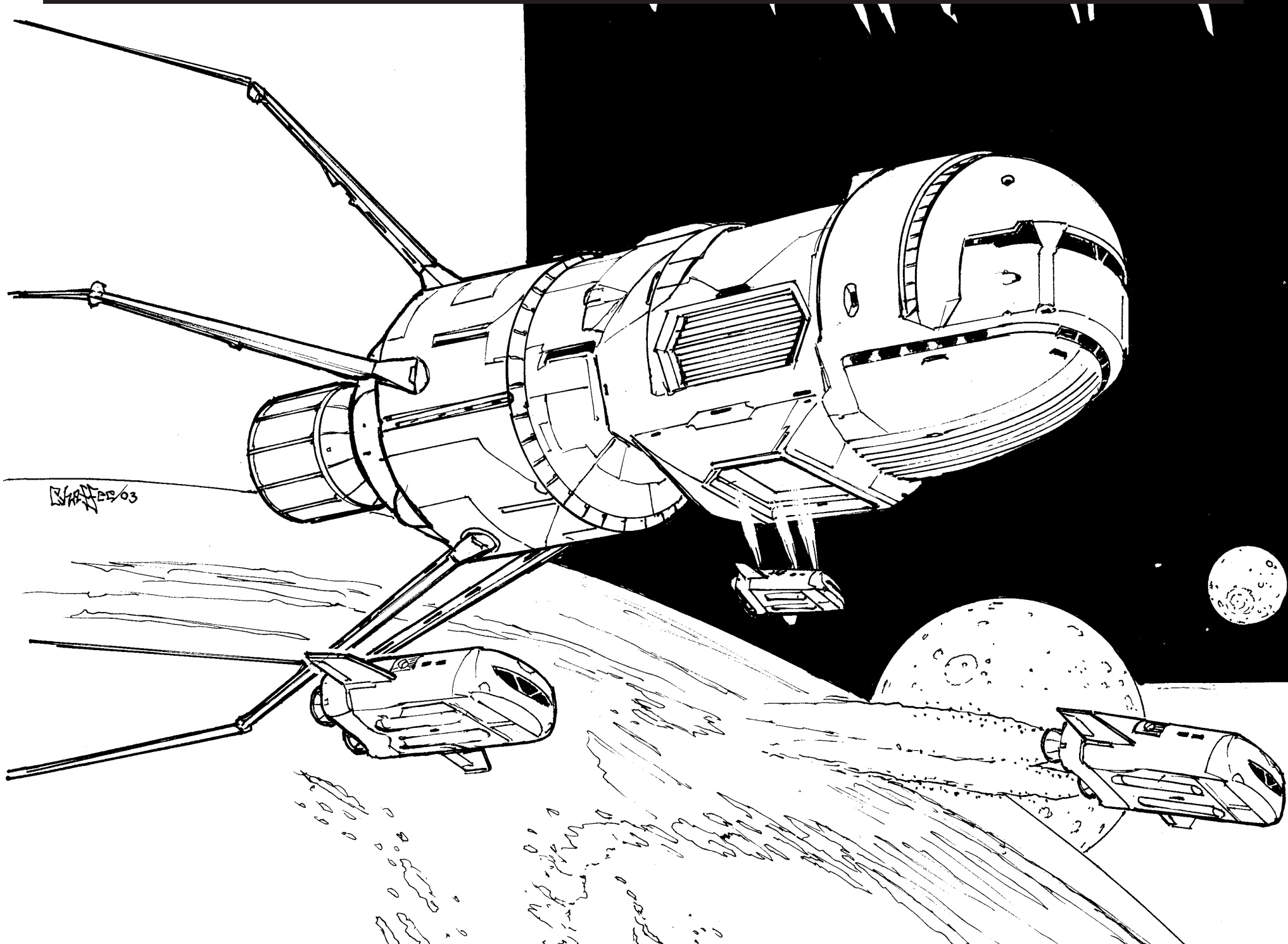
Grav Decks: 1 (80 meters diameter)

Escape Pods: 3

Life Boats: 0

Crew: 1 officer, 8 enlisted/non-rated

Notes: 5 first class and 5 second class quarters, 27 tons of standard armor.



A long-held myth, popular in virtually every realm of the Inner Sphere, maintains that the Lyran Alliance (nee Commonwealth) is a nation that has survived the centuries despite their own staggering military incompetence. Their demonstrated love for heavier, slower 'Mechs and vehicles makes their forces too cumbersome to effectively move in a fluid battlefield, while their emphasis on social and political acumen over tactical experience produces an officer corps wholly unprepared for a real threat.

But these myths belie the fact that the Lyran state has stood through the centuries against the assaults of Houses Kurita, Marik, and even the Clans. Though each war has exacted a toll, the state itself has proven itself capable of survival in spite of its perceived shortcomings. Through the Age of War and the Succession Wars, House Steiner's military has held its ground against the mightiest forces of the Draconis Combine. Surely, against a foe so determined, mere luck cannot counteract military incompetence.

Those who study their history may understand better the reasons for Lyran perseverance. Though they may favor their bloated and dim-witted officers, as well as their sluggish 'Mechs, the bedrock of Lyran military strength has ever been strategic in nature—an emphasis on their ability to out-produce or out-manufacture their enemies, staving off the creeping death of nationwide attrition that can end long-run campaigns and wars even for a victorious general. In short: Lyrans survive and prosper not through battlefield victories, but because they know how to play the long game.

In the Age of War, it was the Lyran Commonwealth—not the Draconis Combine, the Federated Suns, or even the Capellan Confederation—who first secured the secrets of BattleMech technology from the Terran Hegemony. Motivated purely by the threat of collapse as Houses Marik and Kurita closed in around them, the Steiners saw the BattleMech as the ultimate tool for their defense, a technological leap forward in warfare and industry alike. This defensive stance would ironically negate the strategic advantage of being the first non-Terran state to possess 'Mechs, but not before they managed to thwart the two Houses focused on their destruction.

It is a curious pattern for the Lyrans that they seek salvation through industry during times of war, but hardly surprising given their original mandate as a mercantile alliance. It was for these reasons that the nation's fiercest battles have been waged over the likes of Hesperus II, Coventry, and Skye. Today, in the midst of the latest and most devastating war, with even these centers of industry compromised or threatened, the Lyrans have come full circle, aggressively pursuing new production of war materiel while simultaneously reaching back to the age before the first Star League, when House Steiner's survival hung by a precarious thread.

—Maryanne Sheely, *Steiner: Then and Now*, Dobless Press, 3074

My lord,

Were this another time and place, I might have been beheaded for treason by daring to even quote the above article, much less find the grains of truth within its understandably Steiner-centric viewpoint. The Steiners, however, have proven their remarkable resiliency more through their economic and industrial might than any other attribute.

The Age of War saw the Lyran Commonwealth through several make-or-break moments, but none were as powerful as the dawn of the BattleMech era after LCAF commandos successfully captured Terran Hegemony 'Mech plans in a daring raid. But while the Steiners raced to produce their newfound treasures, they also sought to experiment with the concept, producing several models that ultimately withered away. It remains unclear if this experimentation and the Lyran reliance on conventional vehicles was the central factor in slowing their production advantage at this critical time. What is clear is that the result was an innovation that only enabled them to hold their lines for the rest of the Age rather than press their advantage.

In the face of the Jihad, the Lyrans became one of the first states to revisit the Age of War tech race by rebuilding and upgrading several industrial sites that decades ago would've been dismissed as ill-suited to BattleMech production. With limited production capabilities but an abundance of manpower and components, these facilities have begun assembling replicas of the first machines ever to stride off the forgotten factories of the Age of War. Some, like the *Ymir*, have even reappeared in their original "primitive" configurations.

Attached are several classic Age of War-era machines that Lyran refit centers have been (or may be) bringing back to limited production. Though they are shown in their final production forms rather than their "RetroTech" configurations, notes on the primitive-model designs are included with each entry.

May this information serve you well, my friend.

— *Mirza Peter Abdulsattah*





Mass: 60 tons

Movement Type: Tracked

Power Plant: OmniDiesel 180 ICE

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: AA-50 Diamondplate

Armament:

- 2 Alpha Wave SRM 6 Launchers
- 1 Arcturan Arms Longarm Series Autocannon/5
- 2 General A70 Model Machine Guns

Manufacturer: Arcturan Arms/MacEnroe Motors

Primary Factory: Arcturus (discontinued 2545)

Communications System: Arc-Signal 750

Targeting and Tracking System: Land Shark Scanner 15

Overview

First unveiled in 2463, less than a decade after the Lyran Commonwealth successfully obtained plans for the Terran Hegemony's BattleMech, the Marsden II represented one of the first combat vehicles produced using the fruits of BattleMech technologies. Though outwardly similar in appearance to its progenitor, the Marsden I, the Marsden II drew on more advanced manufacturing techniques to assemble a somewhat lighter and more streamlined structure that gained the strength of more resilient 'Mech-grade armor. These changes also paved the way for greater firepower, which allowed this tank to completely supplant its original chassis well before the end of the twenty-fifth century.

Capabilities

Named after the Commonwealth's founder, Robert Marsden, the Marsden II that saw full-scale deployment did not emerge until ten years after the first vehicles to bear the name rolled off Arcturan Arms' assembly lines. However, as they differed only in the armor grade used, the so-called "Primitive Armor" Marsden IIs vanished quickly.

The mainstream Marsden II weighed sixty tons and boasted a top speed of almost 55 kph over most terrain. Well over a quarter of its total weight was devoted to armor, offering enough protection to weather multiple direct hits by even the advanced particle projection weapons coming into play during its time. Its firepower—a mix of forward-mounted SRMs and a standard autocannon in the turret—provided it with excellent offensive punch against most Age of War-era tanks and often left many such targets destroyed or disabled in short order.

Deployment

Considered a cutting-edge vehicle in the 2470s and 2480s, the Marsden II main battle tank saw wide deployment in most Lyran regiments and verged on becoming a nationwide standard. The relentless advance of military technology, however, coupled with the Arcturan economic downturn that started over a century earlier when the Lyran capital was relocated to Tharkad, ultimately spelled the end for the Marsden II. When MacEnroe Motors of Donegal bought out Arcturus Arms, the Marsden II's new owners chose to discontinue the vehicle's production on Arcturus in 2545 in favor of the dismally unsuccessful Marsden III. This disastrous move not only led to the end of the entire Marsden line of tanks, but also to the inevitable closure of MacEnroe Motors in 2551.

Marsden IIs managed to linger for centuries after the last vehicle rolled off the assembly lines in the Age of War, with many relegated to the arsenals of smaller planetary militias and security forces. But while the last of the original Marsden IIs may have vanished during the crucibles of the Succession Wars, the recent activation of new production sites on Arcturus, Halfway, and Buena have breathed new life into these ancient designs.

Variants

Only one noteworthy variant of the Marsden II—the so-named Marsden II-A—appeared during the vehicle's heyday. Dropping the machine guns and one SRM launcher, this variant upgraded the Longarm medium autocannon to a heavier Strongarm AC/10.

The new Marsden IIs produced today on Halfway actually use the II-A base but replace the Strongarm with a Defiance Disintegrator LB 10-X autocannon, swap the SRM-6 for a pair of Streak SRM-2 launchers, and add a Kicker machine gun to the turret mount with a half-ton of ammo for anti-infantry work.

Notable Crews

Hauptmann Eric Dinesen: One of four younger siblings of Robert Dinesen (then Duke of Coventry), Hauptmann Eric Dinesen served as part of the LCAF militia command on Coventry for close to three decades—most of it at the helm of an outdated Marsden II-A main battle tank. Known as much for his devotion to his tank and crew as to the royal house of Dinesen, Eric maintained the same vehicle and crew through much of his career. As part of Archon Viola Steiner-Dinesen's command battalion, Dinesen led his aging vehicle and its crew into battle against Rim Worlds rebel forces many times during the Reunification War. Though he was not among the members of the Archon's guard who were caught up in her infamous "Day of Rage" in 2591, the rumor persists that it was Dinesen relaying a message from his brother that sent the Archon over the edge.

MARSDEN II MAIN BATTLE TANK

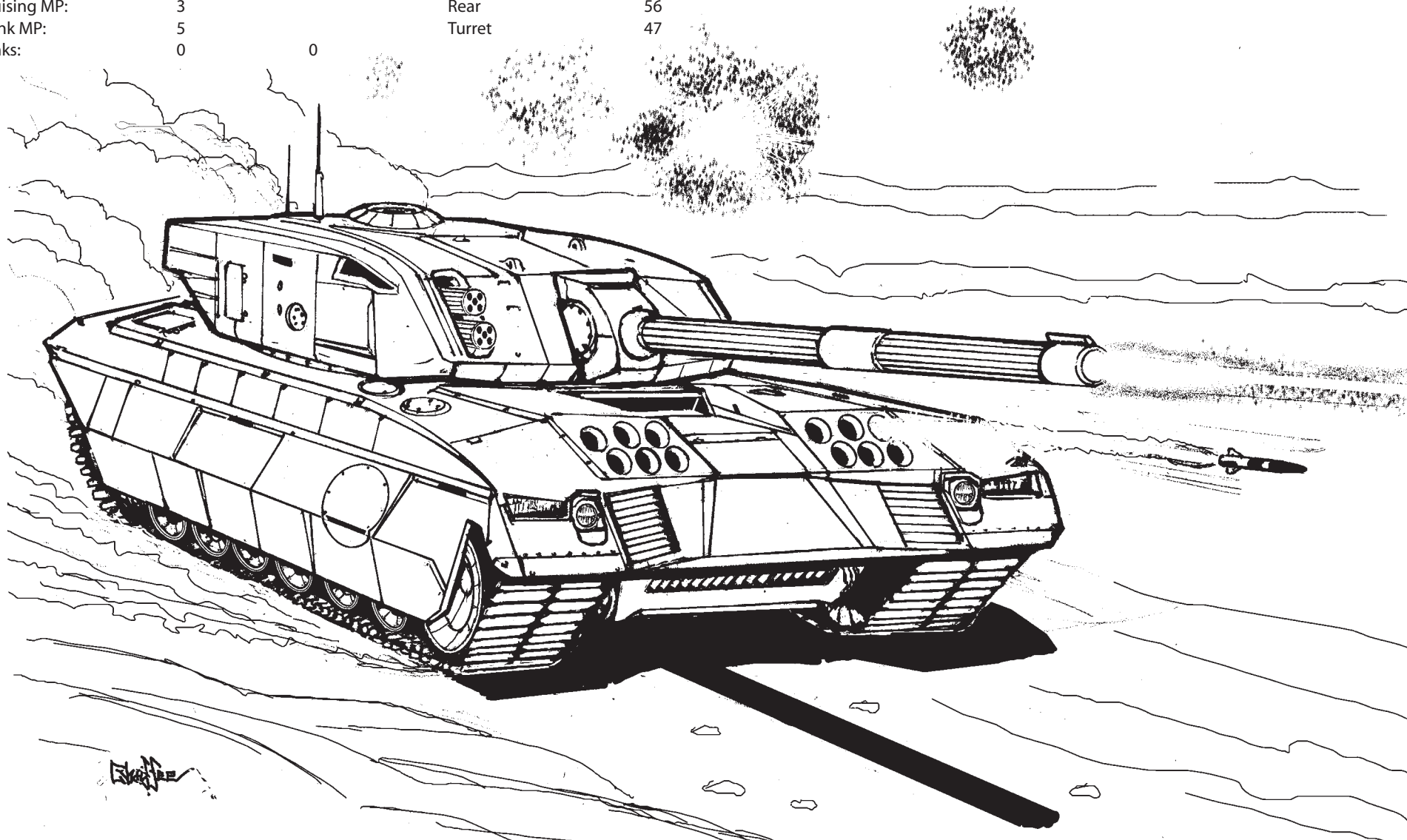
Type: **Marsden II Main Battle Tank**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 60
 Battle Value: 1,056

Equipment		Mass
Internal Structure:		6
Engine:	180	14
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0

Equipment	Mass
Control Equipment:	3
Lift Equipment:	0
Power Amplifier:	0
Turret:	1
Armor Factor:	280

	Armor Value
Front	65
R/L Side	56/56
Rear	56
Turret	47

Weapons and Ammo	Location	Tonnage
2 SRM 6	Front	6
Ammo (SRM) 30	Body	2
AC/5	Turret	8
Ammo (AC) 20	Body	1
2 Machine Guns	Turret	1
Ammo (MG) 100	Body	.5





As can be inferred from its numerical nomenclature, the Büffel VII engineering support vehicle was the latest in a long line of similar vehicles employed throughout history, with a legacy that stretches back before mankind's journey into space. This pre-Mech support vehicle debuted in 2407 as a lightly armed all-purpose unit, designed primarily to traverse broken or heavily contested terrain to extract disabled vehicles or clear obstacles such as ruined buildings and minefields. Though the centuries to come would see such vehicles constructed with greater sophistication, the Büffel VII represented a standard for many combat engineering vehicles that is still accepted today in lesser military commands such as local militias.

At seventy tons, the track-driven, diesel-powered Büffel VII was large and reasonably powered for its role on the battlefield. Although not intended for combat, it carried over five tons of reinforced hull plating armor as well as a trio of machine guns and a pair of close-quarters grenade launchers to discourage infantry.

Beyond the offensive weapons, however, the Büffel's main strengths were its high-capacity dual-lift hoists, which were placed on the vehicle's turret and used in conjunction with its trailer connectors to help haul away disabled

units. To ensure that it could reach such vehicles (or simply to clear a road in a pinch), the Büffel also featured a standard, reinforced bulldozer blade. In addition, a mine-sweeper apparatus was also featured that could be used to remove mines or other unexploded ordnance. Located at the Büffel's rear—where its armor was correspondingly reinforced—this apparatus could only be employed while the vehicle was driven in reverse, though this was a deliberate design choice made necessary by the bulldozer design as much as any desire to avoid seeing Büffel crews or their associated units needlessly speeding through mined territory.

Büffels were a common sight in the LCAF for centuries and saw widespread use in both military and industrial sectors across the Lyran Commonwealth in the Age of War and beyond. Indeed, numerous examples of the Büffel VII (many simply under different names) still exist today and even retain their original Büffel VII design specs. They serve not only in many Lyran planetary militias and mercenary commands, but among many of the LAAF's less sophisticated regiments and even many foreign militaries.

The only significant Büffel VII variant produced by Arcturus Arms (after the company's buyout by MacEnroe Motors in the early 2540s) was the aptly named "Reverse Büffel," which simply swapped the minesweeper and bulldozer mechanisms locations, allowing the minesweeper to be employed at full speed.

Another common aftermarket modification dropped the twin "tail-fin" grenade launchers in favor of an extra ton of cargo bay capacity. The recently restarted Büffel lines on Halfway and Arcturus use a slight derivative of this variant—tentatively known as the Büffel VIII series—which also deletes the forward machine gun and reconfigures the cargo bay to comfortably transport up to twenty combat engineers or foot troops.

Type: **Büffel VII Engineering Support Vehicle**

Chassis Type: Tracked (Medium)

Tonnage: 70

Equipment Rating: C/C-D-C/E

Battle Value: 351

Equipment		Mass
Chassis/Controls:		22
Engine/Trans:	ICE	24
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Power Amplifier:		0
Fuel:	208km (Petrochemicals)	.5
Turret:		1
Armor Factor (BAR 7):	98	5.5
	<i>Armor Value</i>	
Front	20	
R/L Side	20/20	
Rear	24	
Turret	14	

Weapons and Ammo	Location	Tonnage
Bulldozer	Front	2
Minesweeper	Rear	3
2 Lift Hoists	Turret	6
2 Machine Guns	Turret	1
Machine Gun	Front	.5
Ammo (MG) 200	Body	1
2 Veh. Grenade Launchers	Rear	1

Crew: Crew: 6 (1 officer, 2 enlisted/non-rated, 3 gunners)

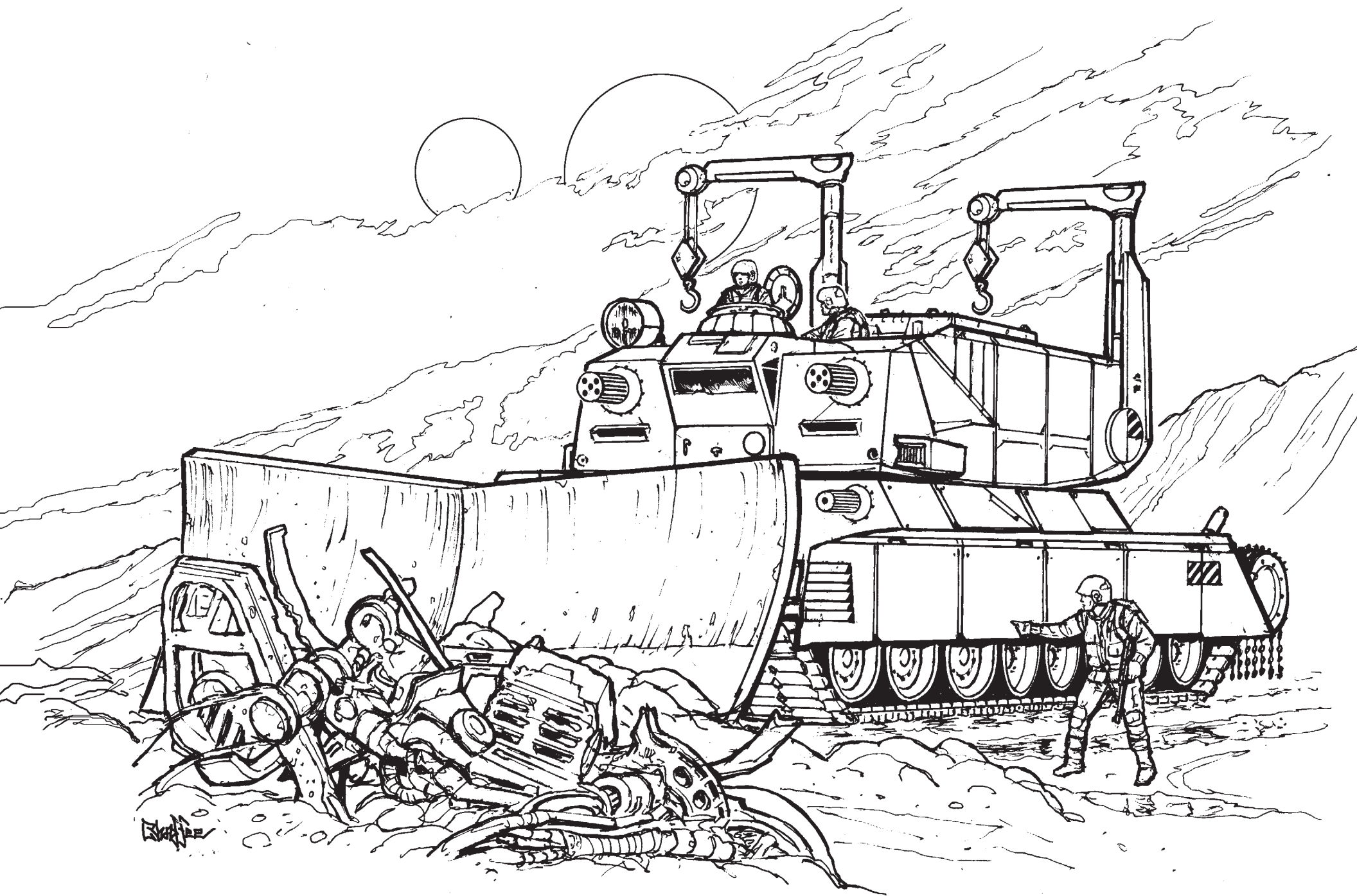
Cargo:
2.5 tons standard (2.5 tons) 1 Door (Rear)

Notes: Features Armored and Tractor Chassis Modifications.

BÜFFEL VII ENGINEERING SUPPORT VEHICLE

SUPPORT VEHICLES

277





Mass: 60 tons

Chassis: Arc Walker 6X-B

Power Plant: AA Eterna 300

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Diamond Skin Beta Series

Armament:

2 CDC Double-Five LRM-10 Launchers

2 Rassal Blue-Beam Medium Lasers

1 A-4 "Lightning" Series Particle Projector Cannon

Manufacturer: Arcturan Arms/MacEnroe Motors

Primary Factory: Arcturus (Discontinued 2550)

Communications System: Arc Signal 1100

Targeting and Tracking System: Arc Walker T&T Prime

Overview

Arcturan Arms' first foray into the BattleMech industry was the sixty-ton CRS-6B *Crossbow*. Considered to be a middleweight machine compared to the heavier *Mackies* and *Ymir's* already in circulation, the *Crossbow* was built to be a fast missile support unit. As was the case with the Coventry Defense Conglomerate, Arcturan Arms' engineers initially failed to make their prototype *Crossbow* live up to expectations, but as the techniques for producing BattleMechs grew more refined, the *Crossbow* received an upgrade worthy of its original concept.

Capabilities

The most distinctive feature of the CRS-6B *Crossbow*—the production-grade model that succeeded the original CRS-X prototypes—were the arm assemblies. With a minimum of complex actuators, these assemblies were designed as self-contained turrets and could theoretically be easily replaced if severed in combat. This feature—combined with the *Crossbow's* primary role as a missile boat—likely inspired the Clan-made *Crossbow*.

Like the *Ymir's* "upgunned" model version, the *Crossbow* integrated its smaller LRM-5 racks into larger LRM-10 launchers for greater combat efficiency, while backing these weapons with medium lasers for short-range engagements. A torso-mounted PPC (which replaced the prototype's large laser) gave a heavier punch, though the meager few heat sinks provided by Arcturan Arms' engineers prevented the *Crossbow* from effectively using all of its long-range firepower together.

With a massive 300-rated fusion plant, the *Crossbow* could bring its firepower to bear faster than many early BattleMechs, but it paid for this speed with thin armor. Though the 6B made up for some of the prototype X-model's lack of protection with improved armor, this thin skin would imperil the lives of many Lyran MechWarriors during the late Age of War.

Deployment

A few years after the first CRS-X prototypes walked onto the field in 2468, the 6B series *Crossbows* entered production, earmarked exclusively for the LCAF's Royal Guard. Though initially successful, a host of foul-ups attributed to Arcturus Arms' race to complete with the 'Mech production lines on Coventry ultimately reduced the company's output to a mere trickle of machines. Constantly behind schedule and suffering from financial and labor crises as Arcturus itself suffered repeated recessions from the relocation of the Lyran capital planet, Arcturus Arms was forced to cancel the *Crossbow* line by 2490 after a mere 337 CRS-6Bs were built. Though efforts to restart the line would come later, they would fail to stave off the company's eventual buyout by MacEnroe Motors in 2541.

Variants

Arcturan Arms released a "brawler" *Crossbow*, the CRS-6C, several years after debuting the 6B. This model traded both LRM launchers and the right arm medium laser for a heavy autocannon with ten shots but retained the left arm medium laser and the torso PPC for ammunition-independent firepower.

A more shocking development in recent years has been the debut of an all-new *Crossbow* variant from the refit facilities built upon the old Arcturan Arms factory complex. This model—dubbed the CRS-9A—employs the same chassis and engine specs as the 6B but trades the LRMs for Streak-6 launchers, enhances the medium lasers to extended-range models, swaps the PPC for an ER large laser, and upgrades the heat sinks to double-strength freezers. With some weight to spare, this model even upgrades the armor to ferro-fibrous and provides enough protection to withstand hits from some of the heaviest weapons available today.

Notable MechWarriors

MechWarrior Elizabeth Raines: Elizabeth Raines was one of the last MechWarriors to command a *Crossbow* in the LCAF. In 2590, her century-old BattleMech was assigned to the Twenty-fifth Skye Rangers as part of the LCAF forces attached to Operation Mailed Fist in the Reunification War. Though new to the Rim Worlds front, Raines nonetheless distinguished herself in the fighting to secure Barcelona for use as an LCAF staging ground against the rebels in the Republic. Unfortunately, what could have been a promising career that already included a personal commendation from Archon Viola Steiner-Dinesen herself turned deadly for MechWarrior Raines (and her *Crossbow*) a year later when her sentry lance was suddenly attacked and destroyed by the Archon during her infamous 2591 Day of Rage.

CRS-6B CROSSBOW

Type: **Crossbow**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,210

Equipment

Internal Structure:

Engine: 300

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10

Gyro: 3

Cockpit: 3

Armor Factor: 128

Internal Structure	Armor Value
Head	3
Center Torso	20
Center Torso (rear)	7
R/L Torso	14
R/L Torso (rear)	5
R/L Arm	10
R/L Leg	14

Mass

6

19

0

3

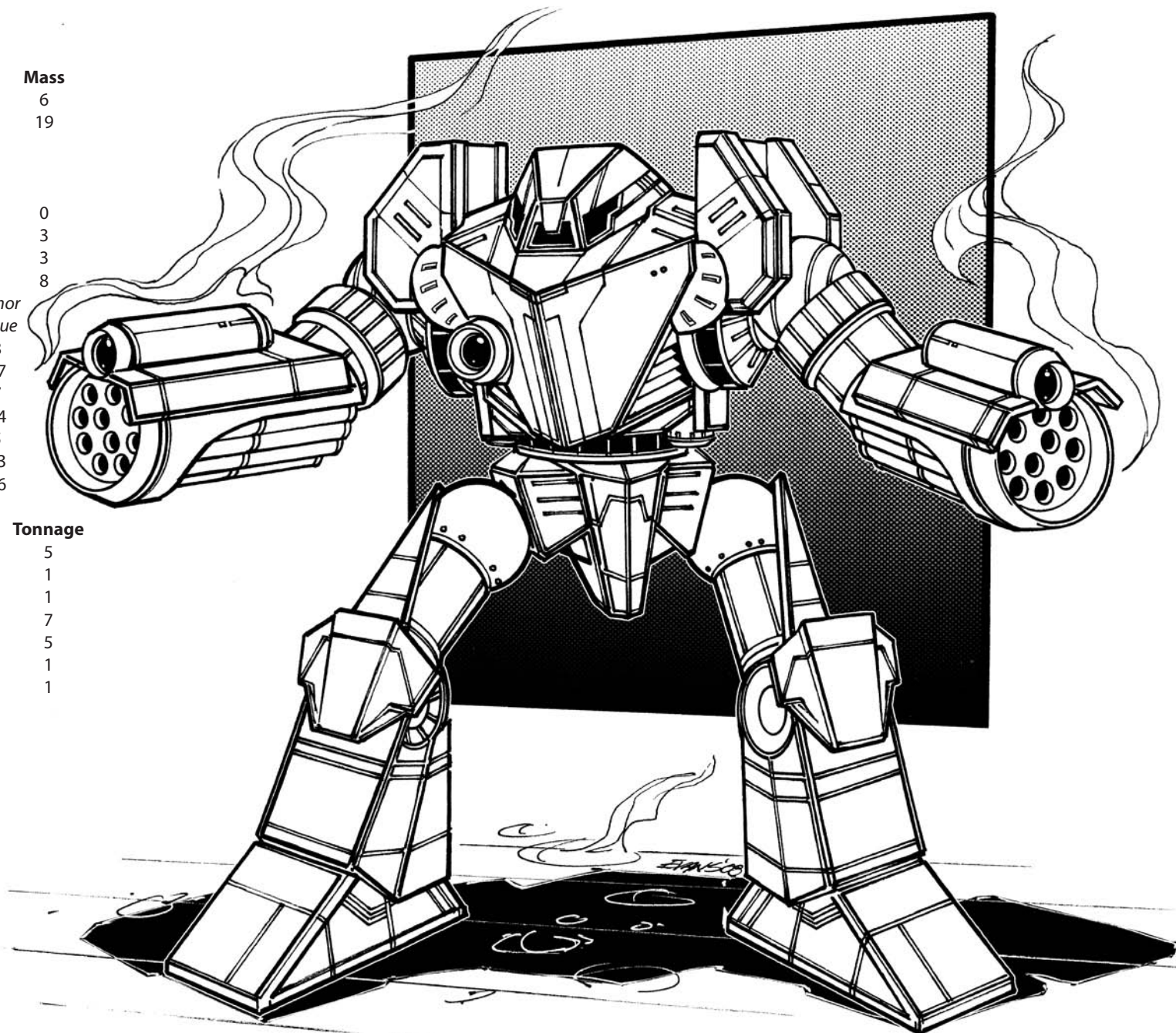
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Internal Structure	Armor Value
Head	3
Center Torso	20
Center Torso (rear)	7
R/L Torso	14
R/L Torso (rear)	5
R/L Arm	10
R/L Leg	14

Weapons and Ammo Location Critical Tonnage

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RA	2	5
Ammo (LRM) 12	RA	1	1
Medium Laser	RA	1	1
PPC	RT	3	7
LRM 10	LA	2	5
Ammo (LRM) 12	LA	1	1
Medium Laser	LA	1	1





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 Lyran 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 Lyran 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 Lyran 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 leutnant in the campaign leader's command lance.

Type: **Ymir**

Technology Base: Inner Sphere

Tonnage: 90

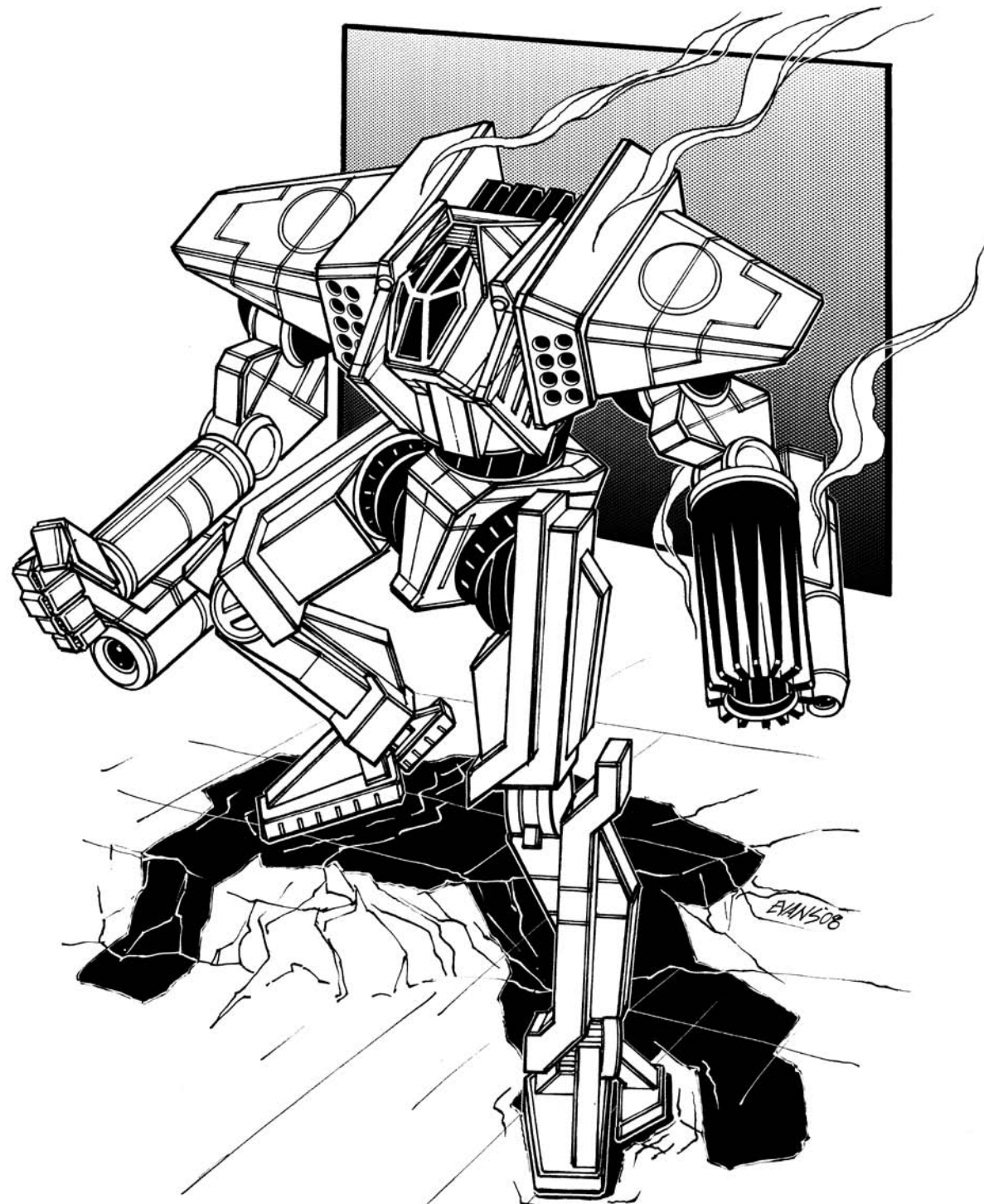
Battle Value: 1,289

Equipment

		Mass
Internal Structure:		9
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

	<i>Internal Structure</i>	<i>Armor Value</i>
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 Ammo	Location	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: 70 tons
Chassis: HD Forester Series 4
Power Plant: Wagner 210 HeavyDuty ICE
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: HD Plasteel Commercial-Grade
Equipment:
 1 Deerfield-690 Chainsaw
 1 Harrow Reinforced Lift Hoist
Manufacturer: Harrow-Deerfield Heavy Industrial Works
Primary Factory: Tamar (destroyed 2820)
Communications System: TigerCom 23/C
Targeting and Tracking System: None

Overview

Harrow-Deerfield Heavy Industrial Works introduced the LM1/A *Lumberjack* in 2355. The IndustrialMech was a first for the company, which traditionally produced heavy construction, mining, and forestry vehicles. While the machine originally weighed in at sixty tons, later refinements would lead to a total overhaul of this design more than a century later, producing the seventy-ton LM4/C model.

Capabilities

The *Lumberjack* was designed to be a self-contained vehicle for timber-harvesting operations. Its bipedal design enabled it to traverse most terrains while its five-ton Deerfield-690 chainsaw could fell trees up to three meters thick in seconds. A reinforced lift hoist in the WorkMech's left arm could then haul the raw lumber up to an open, dump-capable storage bay located in the *Lumberjack's* broad torso.

The *Lumberjack's* Wagner engine provides it with good mobility for its size, while three tons of commercial-grade armor protects it against random collision damage and the like. Unfortunately, given the WorkMech's sheer mass, Harrow-Deerfield found it necessary to issue stern disclaimers discouraging operators from "high-intensity applications," as the armor could be easily breached.

Deployment

The *Lumberjack* series was produced sporadically for well over four centuries before the Harrow-Deerfield plant was destroyed during a Combine raid against Tamar. As a result, the design found its way to timber harvesting and land development operations far and wide. Ample spare parts and third-party production licenses kept the *Lumberjack* maintained for the next two hundred years, but few of these heavy WorkMechs remained in service by the middle of this century. The recent start of new *Lumberjack* production by Rastaban Agricultural Products on Duran has revived this venerable machine.

Variants

Few examples of the original LM1/A *Lumberjacks* survived to the present day, but hundreds of later model LM4/Cs still exist. In addition, there have been countless field modifications, like the armed LM4/P model. This reduces dumper capacity to five tons to fit an LRM-10 launcher, enough heat sinks to handle the weapon, seven-and-a-half tons of military-grade armor, and advanced fire control. Often used for local security, this variant was fairly rare until the outbreak of the Jihad, when Rastaban—racing to fill the void left by several destroyed state 'Mech manufacturers—shifted to LM4/P production for LAAF troops and security forces.

Notable Pilots

Leutenant Garfield Burke: When Lindon Ashley's radical Democracy Now renegades launched their surprise coup attempt on Kaumberg in 3073, Garfield Burke was part of the local garrison stationed at the Gipfelesburg Refit Complex. With most Kaumberg defenders offworld, the desperate Kaumberg House of Lords called upon any and all experienced 'Mech pilots to defend Kaumberg.

Burke, an accomplished ForestryMech driver and veteran of the 3063 Kaumberg Conflict, was given command of an LM4/P and sent into battle against a column of renegade armor intent on raiding the complex. Keeping his distance and sniping away with his missiles, Burke scored two tank kills and four more assists before he was forced to withdraw. For his actions, which proved critical to the successful defense of Gipfelesburg, Burke earned a promotion to lieutenant and a mixed-lance command in the Kaumberg Planetary Guard.

Type: Lumberjack

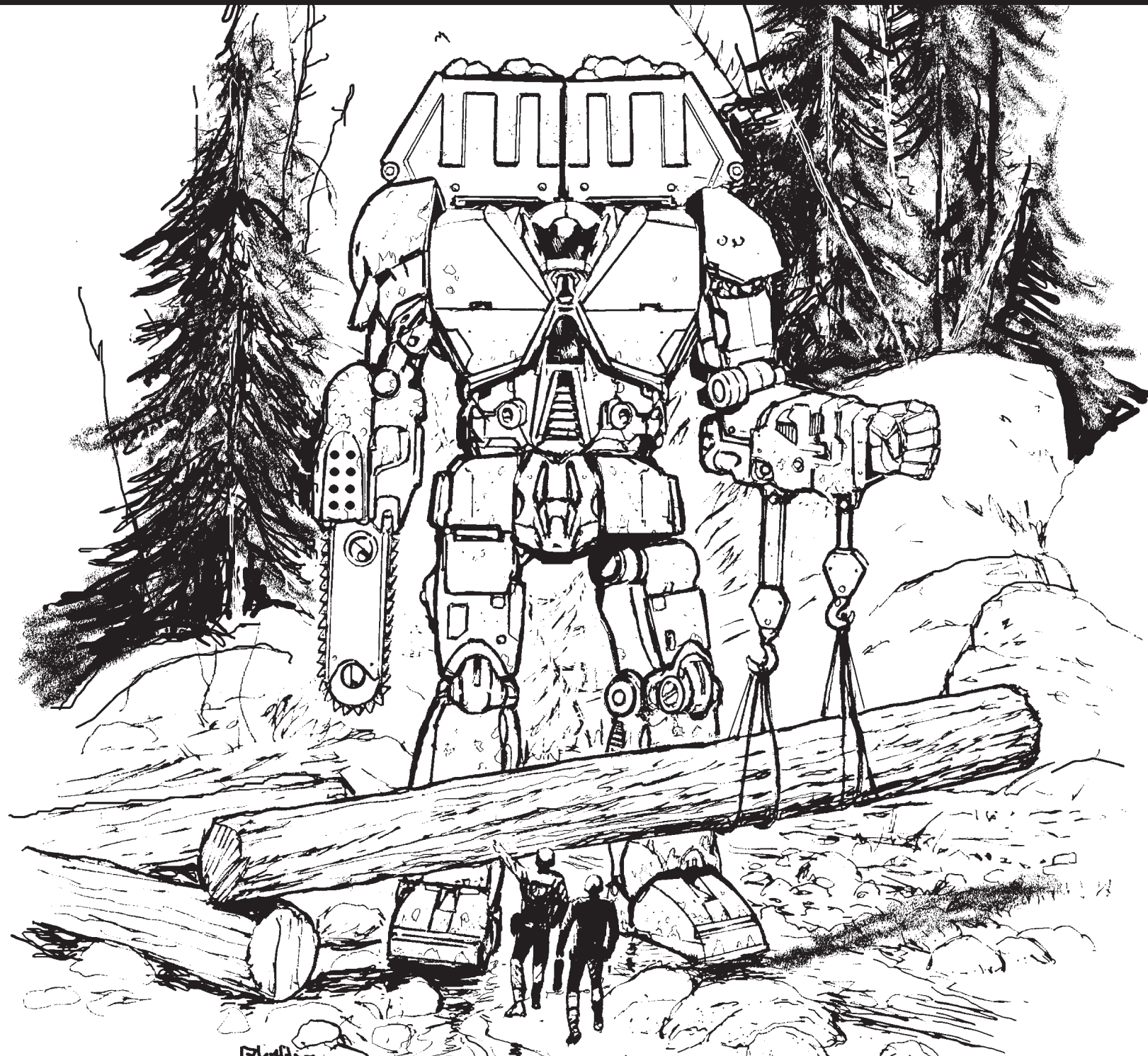
Technology Base: Inner Sphere (IndustrialMech)
 Tonnage: 70
 Equipment Rating: D/E-E-E/C
 Battle Value: 323

Equipment

		Mass
Internal Structure:	IndustrialMech	14
Engine:	210 ICE	18
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	0	0
Gyro:		3
Cockpit:	IndustrialMech	3
Armor Factor (BAR 5):	72	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	4
Center Torso	22	9
Center Torso (rear)		5
R/L Torso	15	8
R/L Torso (rear)		4
R/L Arm	11	7
R/L Leg	15	8

Weapons and Ammo Location Critical Tonnage

Weapons and Ammo	Location	Critical	Tonnage
Chainsaw	RA	5	5
Lift Hoist	LA	3	3
Cargo (10 tons)	RT	10	10
Dumper	RT	1	.5
Cargo (10 tons)	LT	10	10
Dumper	LT	1	.5





Mass: 90 tons

Chassis: CBM T02-A

Power Plant: PlasmaStar 270

Armor: Lexington Lite Standard

Armament:

1 Screamer LRM 15 Pack

4 Rassal Emerald Series Large Lasers

2 Defiance 600 Particle Projection Cannons

Manufacturer: CBM Aerospace

Primary Factory: Donegal

Communications System: CBM COMSET 3

Targeting and Tracking System: CBM TRAK-2

Overview

A few decades before its alliance (and eventual merger) with the Lockheed Corporation of Donegal, CBM Aerospace attempted to break into the heavy aerospace fighter market with its TFN-2A *Typhoon*-class heavy fighter. Debuting in 2461, the *Typhoon* drew on some of the most advanced technologies available to Lyran military science at the time, including then-experimental models of PPCs, and enjoyed a meteoric rise in popularity as the age of the BattleMech dawned in the Inner Sphere. Unfortunately, despite these factors, less than a thousand *Typhoons* were produced before executives at Lockheed and CBM agreed to discontinue the craft in favor of a new flagship fighter, the TRB-D36 *Thunderbird*.

Capabilities

The base model for the *Typhoon* class (which includes the *Typhoon-A* and *Typhoon-M* fighters) was originally built to be a dedicated air-to-ground combatant, though its respectable thrust made it capable of limited dog fighting as well. Its flying-wing design made the *Typhoon* a nimble glider, adept at low-altitude operations, while a wing-mounted array of large lasers and, initially, experimental particle cannons gave it the all-energy punch needed to lay down withering fire against hapless ground units. Unfortunately, the waste heat generated by this load often overwhelmed the craft's heat exchange systems, leading CBM engineers to install a fifteen-tube Screamer LRM launcher in an offset nose pod. Pilots with soaring cockpit temperatures were encouraged to rely on this weapon exclusively while waiting for the fighter's cooling system to recover. Even with large efficiency improvements for the PPCs made in the 2470s, the *Typhoon* remained a hot-running fighter.

Deployment

The *Typhoon's* state-of-the-art design quickly earned it a place among the aerospace forces of the LCAF far and wide, and the fighter was especially favored for carrier operations and planetary defense over critical worlds. Although the *Typhoon* was on the fast track to becoming a mainstay of LCAF forces, projected cost overruns and supply issues between CBM and Tharkad-based Defiance Weapons threw the fighter's fate into doubt by the early 2480s. Though it would be centuries before the last *Typhoons* were retired from service, the manufacture of new TFNs formally ended in 2485 after the debut of the *Thunderbird*.

Variants

During the *Typhoon's* twenty-four year run, CBM Aerospace experimented with two variations on the fighter's signature weapons load, all of which retained the same performance profile, the PPCs and the nose-mounted Screamer launchers. The TFN-3A (often known simply as the *Typhoon-A*) swapped out its twin wing-mounted large

lasers and six heat sinks in favor of a pair of heavy Defiance Blaster Type F autocannons. Although a considerably cooler fighter was the result, the two-ton magazine for the AC/10s often left the *Typhoon-A* only half as effective in combat as it could have been. The less popular *Typhoon-M* (designation: TFN-3M) took a similar approach to the *Typhoon-A* but used FarFire Maxi-Rack LRM launchers to provide devastating fire support capable of disabling heavy vehicles in a single pass.

Upgrades

While the original *Typhoons* faded into history centuries ago, in 3074, Lockheed/CBM of Gibbs resurrected the line with the all-new TFN-5H *Typhoon-H*. This new model fighter took the original *Typhoon* model and replaced its old Defiance 600s with heavy PPCs while trading out the Screamer 15-rack for an Artemis-enhanced LRM-10. With enhanced double-strength heat sinks to handle the load, this variant lost some armor tonnage but made up most of the shortfall by upgrading to ferro-aluminum.

Notable Pilots

Archon Robert Steiner: By far the most famous *Typhoon* pilot in Lyran history was Robert Aubrey Steiner, the illegitimate son of Tatyana Steiner, whose truly impressive record—before he was forced to claim the Archonship in a brief but bloody civil war from 2503 to 2505—began soon after he graduated from the LCAF flight academy and contracted a neuro-muscular condition that gradually robbed him of the physical strength to stand and walk unaided in normal gravity. Despite this, he became an accomplished squadron commander, fighter pilot, and a war hero in countless battles along the Free Worlds League front during the Age of War. Though some history texts describe Steiner as having few friends, he earned so much respect from his fellow pilots that they painted his *Typhoon-A* in lurid colors and emblazoned it with the words “Eagles cry at his approach.”

TFN-2A TYPHOON

Type: **Typhoon**

Technology Base: Inner Sphere

Tonnage: 90

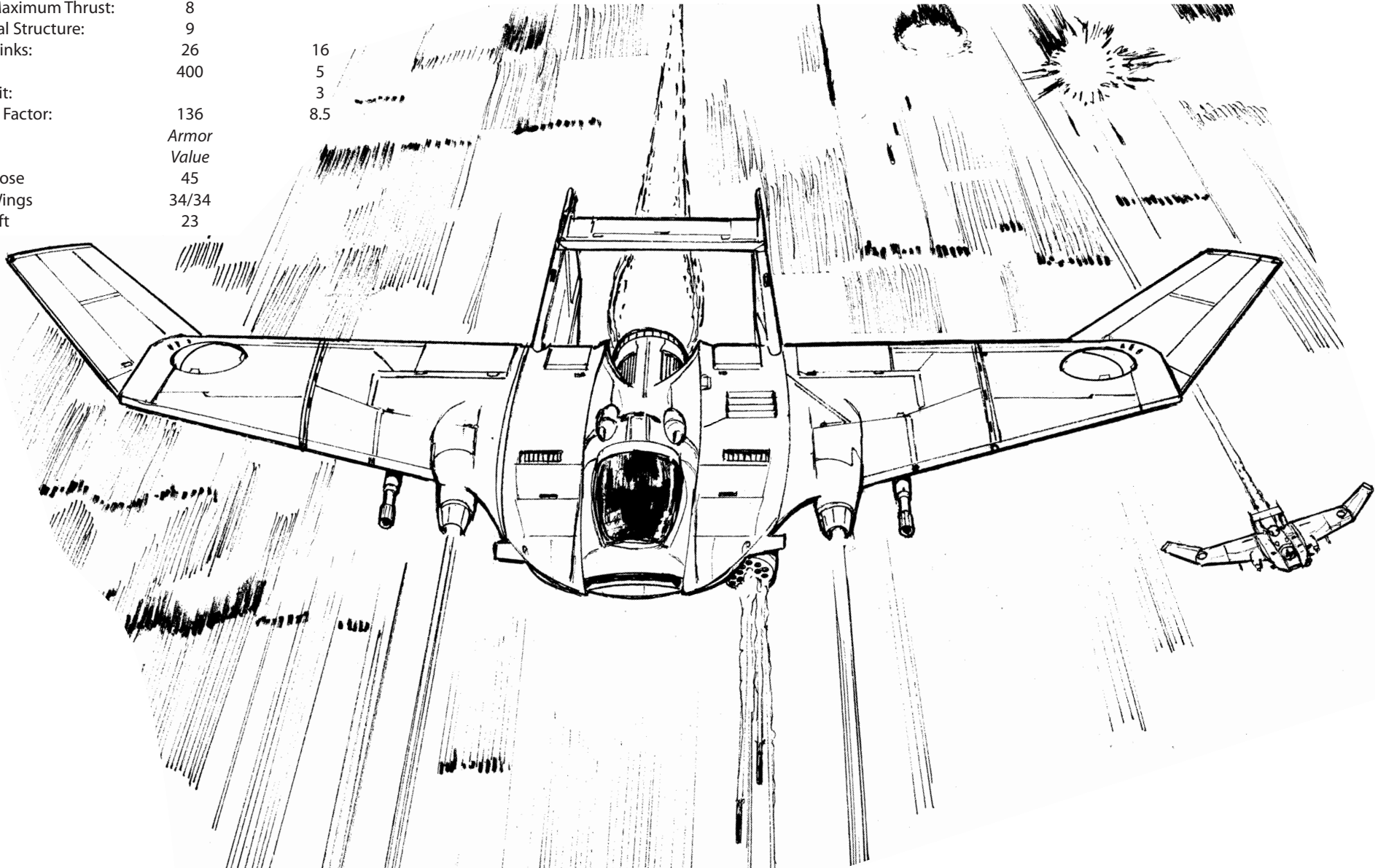
Battle Value: 1,530

Equipment

Engine: 270
 Safe Thrust: 5
 Maximum Thrust: 8
 Internal Structure: 9
 Heat Sinks: 26
 Fuel: 400
 Cockpit: 3
 Armor Factor: 136

Mass 14.5
 16
 5
 3
 8.5
Armor Value
 Nose 45
 Wings 34/34
 Aft 23

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 15	Nose	7	5	9	9	9	—
Ammo (LRM) 16	—	2					
2 Large Lasers	RW	10	8	8	8	—	—
PPC	RW	7	10	10	10	—	—
2 Large Lasers	LW	10	8	8	8	—	—
PPC	LW	7	10	10	10	—	—





Mass: 100 tons

Chassis: Lockheed/CBM 300-TRB

Power Plant: Vlar 300

Armor: L/CBM AeroSteel

Armament:

3 RAMTech 1200 Large Lasers

5 Maxell Medium Lasers

2 FarFire Maxi-Rack LRM 20 Launchers

Manufacturer: Lockheed/CBM

Primary Factory: Gibbs

Communications System: Neil 6000-a

Targeting and Tracking System: N&D Longreach

Overview

An old standby recognized across the Inner Sphere, the TRB-D36 *Thunderbird* was the workhorse of the LCAF aerospace forces within decades of its 2480 debut, cementing a corporate alliance between the Lockheed Corporation of Gibbs and CBM Aerospace of Donegal. Produced steadily by the Lockheed/CBM Corporation for centuries afterward, the original *Thunderbird* was built as an assault fighter, well versed both in air-to-ground attack missions and DropShip escort. Despite its commonality and long career, the solid design of the *Thunderbird* has defied centuries of war with surprisingly little change.

Capabilities

Though it sports a large and rather unconventional look (one early commentator likened its appearance to “a legless cricket with a torch shoved up its tail”), the *Thunderbird* is a solid fighter with heavy armor and a powerful laser-intensive weapons load ideal both for dogfighting and strafing runs. Wing-mounted LRM-20s add an extra punch especially useful when engaging larger craft or bombarding ground targets, or when modulating the fighter’s heat output following a full-on strike.

Deployment

Though the craft was initially produced by Lockheed/CBM for exclusive use by the LCAF, in the centuries since the formation of the Star League other manufacturers have precisely duplicated the *Thunderbird*. As a result, this craft is one of the most common—if rather dated—heavy fighters used across the Inner Sphere. Today, the largest non-Lyran makers of the *Thunderbird* are Wangker Aerospace of Axton (for the Federated Suns) and Pinard Protectorates of Perdition (for the Taurian Concordat).

Variants

Towards the end of the Star League era, Lockheed/CBM introduced an improved *Thunderbird* variant known as the TRB-D46 variant. Manufactured for use by the more elite LCAF and SLDF forces, this variant replaced all three standard large lasers with extended-range versions and dropped the nose-mounted medium laser. At the same time, the wing-mounted LRM-20s were swapped out for smaller but equally effective Artemis IV-enhanced 15-missile racks. Double heat sinks served to better manage the D46’s firing options, while an extra ton of internal fuel capacity and five more tons of armor made it possible for this fighter to stay in combat longer. Though the D46 was intended for eventual widespread deployment, parts shortages after the fall of the League limited its initial run to less than two hundred fighters and forced production back to the TRB-D36 model.

Upgrades

The recovery of lost Star League technology eventually made it possible for Lockheed/CBM to reintroduce the D46 *Thunderbird* in 3055, a full two centuries since the last such craft flew in combat. Since then, two other variants have surfaced: Pinard’s D50 model and the D56 introduced in 3074 by Lockheed/CBM.

The D50 upgrades its armor to ferro-aluminum and drops the LRMs in favor of a second medium laser per wing, while the nose medium laser is traded in for an autocannon/10 and a two-ton magazine. Additional tonnage saved by this variant is devoted to nine more standard heat sinks and an extra ton and a half of armor.

The more radical D56—derived from the D46 model—upgrades the engine to an extralight, mounts over seventeen tons of ferro-aluminum armor, and carries twenty double-strength freezers. Armed with a heavy PPC and an Ultra autocannon/10 in the nose, backed by Artemis-enhanced LRM-20 launchers in the wings, its wing-mounted extended-range medium lasers and tail-mounted ER small lasers seem almost an afterthought to what is clearly a mission role aimed at quickly downing other heavy fighters and DropShips alike.

Notable Pilots

Kommandant Dustin Weaver: A veteran squadron commander with over twenty kills to his credit before he turned thirty, then-Hauptmann Weaver and his heavy fighter squadron were hastily re-activated and attached to the LCS *Invincible* during her fateful last battle over Hesperus II in 2853. In the massive naval battle, Weaver—flying one of the last Star League D46s—personally shot down an estimated ten Kurita fighters and led his squadron to no less than three capital ship kills, including two Combine assault DropShips and an aging *Vigilant* corvette. His fighter damaged in battle, Hauptmann Weaver was on Hesperus II awaiting repairs and reassignment when the *Invincible* vanished due to an apparent misjump after the battle. Four years later, Weaver—now a Kommandant—flew once more in defense of Hesperus II, but as his comrades fended off the Kurita assault, Weaver perished with his *Thunderbird* while trying to down an enemy *Overlord*.

TRB-D36 THUNDERBIRD

Type: **Thunderbird**

Technology Base: Inner Sphere

Tonnage: 100

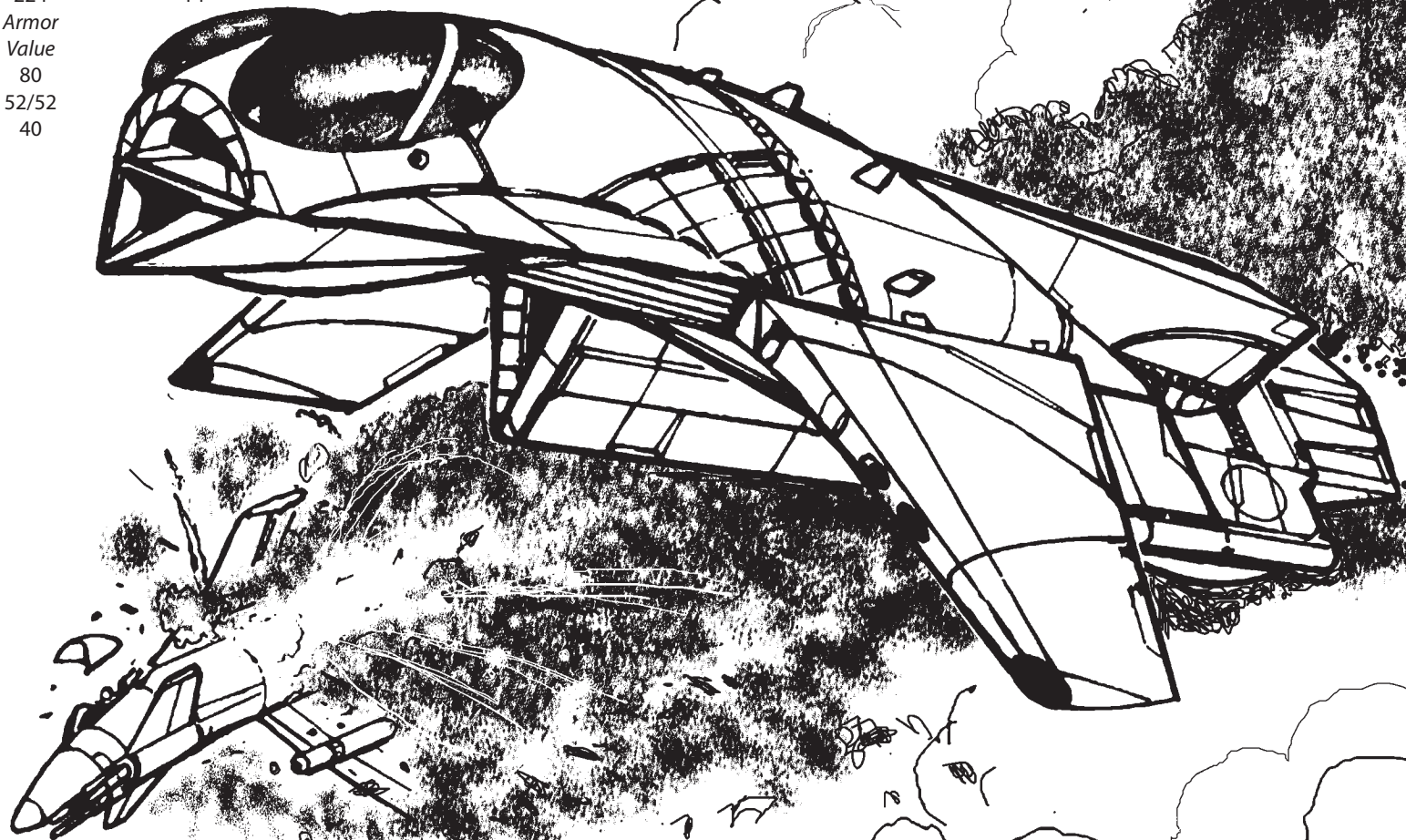
Battle Value: 1,876

Equipment

Engine: 300
 Safe Thrust: 5
 Maximum Thrust: 8
 Structural Integrity: 10
 Heat Sinks: 25
 Fuel: 400
 Cockpit: 3
 Armor Factor: 224

Mass
 19
 15
 5
 3
 14
Armor Value
 80
 52/52
 40

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Large Laser	Nose	5	8	8	8	—	—
Medium Laser	Nose	1	3	5	—	—	—
Large Laser	RW	5	8	8	8	—	—
Medium Laser	RW	1	3	5	—	—	—
LRM 20	RW	10	6	12	12	12	—
Large Laser	LW	5	8	8	8	—	—
Medium Laser	LW	1	3	5	—	—	—
LRM 20	LW	10	6	12	12	12	—
2 Medium Lasers	Aft	2	6	10	—	—	—
Ammo (LRM) 24	—	4					





Designed in 2685 to supplement the Lyran Commonwealth's aging naval fleet (and reduce the realm's dependence on hulls imported from the Terran Hegemony), the *Tharkad*-class battlecruiser was billed by many as the "pride of the Lyran navy." Constructed at the Bolson-Tamar Shipyards, the first vessel of this class—the LCS *Tharkad*—slipped its moors in 2690, and twenty-eight vessels of this class entered service before those yards were destroyed in the First Succession War.

Built to compete with the common fleet cruisers deployed by the likes of the Terran Hegemony—such as the *Avatar*, the *Aegis*, and later the *Sovetskii Soyuz*—the *Tharkad* class spared no expense on acceleration, armor, and firepower. Easily able to outrun (or overtake) most of these older Star League standbys while outgunning them all, the *Tharkad* class set the stage for a new arms race with the Terran Hegemony that would spawn the birth of more powerful vessels like the *Black Lion* class. Backing up the *Tharkad*'s impressive firepower were its six squadrons of fighters and a matching number of DropShip docking collars that enabled this vessel to bring its own fire support in a pinch.

But despite this prowess, only one *Tharkad*—the LCS *Invincible*—survived the various engagements that raged along the Commonwealth's borders after the death of the first Star League. The *Invincible*, herself badly mauled in a fierce engagement over Moore, was reduced to an orbital museum by 2850, destined for mothballs.

In 2853, however, a desperate Lyran leadership called upon the aging ship and a shorthanded crew of equally venerable naval officers to break a Kurita siege over the critical world of Hesperus II. The *Invincible*'s arrival later that year turned the tide of what to this day remains the

most epic chapter in Lyran military history, but the victorious cruiser vanished during her return flight to Tharkad, presumably destroyed by a jump drive failure.

Then came the infamous morning of 5 December 3067 when the LCS *Invincible* reappeared over Tharkad in the colors of the now-sundered Second Star League, helmed by a Word of Blake crew. Though questions about how the Word obtained the pride of Lyran history remain unresolved, it became clear even as the vessel's guns fired on the hapless world below (ostensibly as a "warning shot" to the House Lords) that the Word had completely refurbished the ancient vessel. Moreover, the ship had been retrofitted with a lithium-fusion battery, enabling her to make two jumps in rapid succession—a feature not present on any of the original *Tharkad*-class ships. The allied forces who reclaimed the *Invincible* in the January 3072 liberation of Tharkad were stunned by this discovery, both because of the extent and expense of the refit, and because the vessel's commander evidently made no attempt to employ the system to escape when the battle turned against the Word.

THARKAD-CLASS BATTLECRUISER

Tech: Star League
Introduced: 2690
Mass: 900,000 tons
Length: 975 meters
Sail Diameter: 1,490 meters
Fuel: 3,952 tons (9,880)
Tons/Burn-day: 9.77
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 18
Heat Sinks: 7,000
Structural Integrity: 80
Battle Value: 338,649

Armor

Nose: 145
Fore-Sides: 140
Aft-Sides: 140
Aft: 130

Cargo

Bay 1: Fighters (36) 6 Doors
 Bay 2: Small Craft (8) 2 Doors
 Bay 3: Cargo (53,914.5 tons) 1 Door

DropShip Capacity: 6

Grav Decks: 2 (95-meter diameter)

Escape Pods: 30

Life Boats: 35

Crew: 62 officers, 213 enlisted/non-rated, 87 gunners, 112 bay personnel

Ammunition: 80 rounds NAC/35 ammunition (80 tons), 92 rounds NAC/30 ammunition (74 tons), 138 rounds NAC/25 ammunition (83 tons), 90 rounds NAC/20 ammunition (36 tons), 80 rounds Heavy N-Gauss ammunition (40 tons), 60 Killer Whale missiles (3,000 tons), 360 rounds LRM 20 ammunition (60 tons), and 360 rounds LRM 10 ammunition (30 tons).

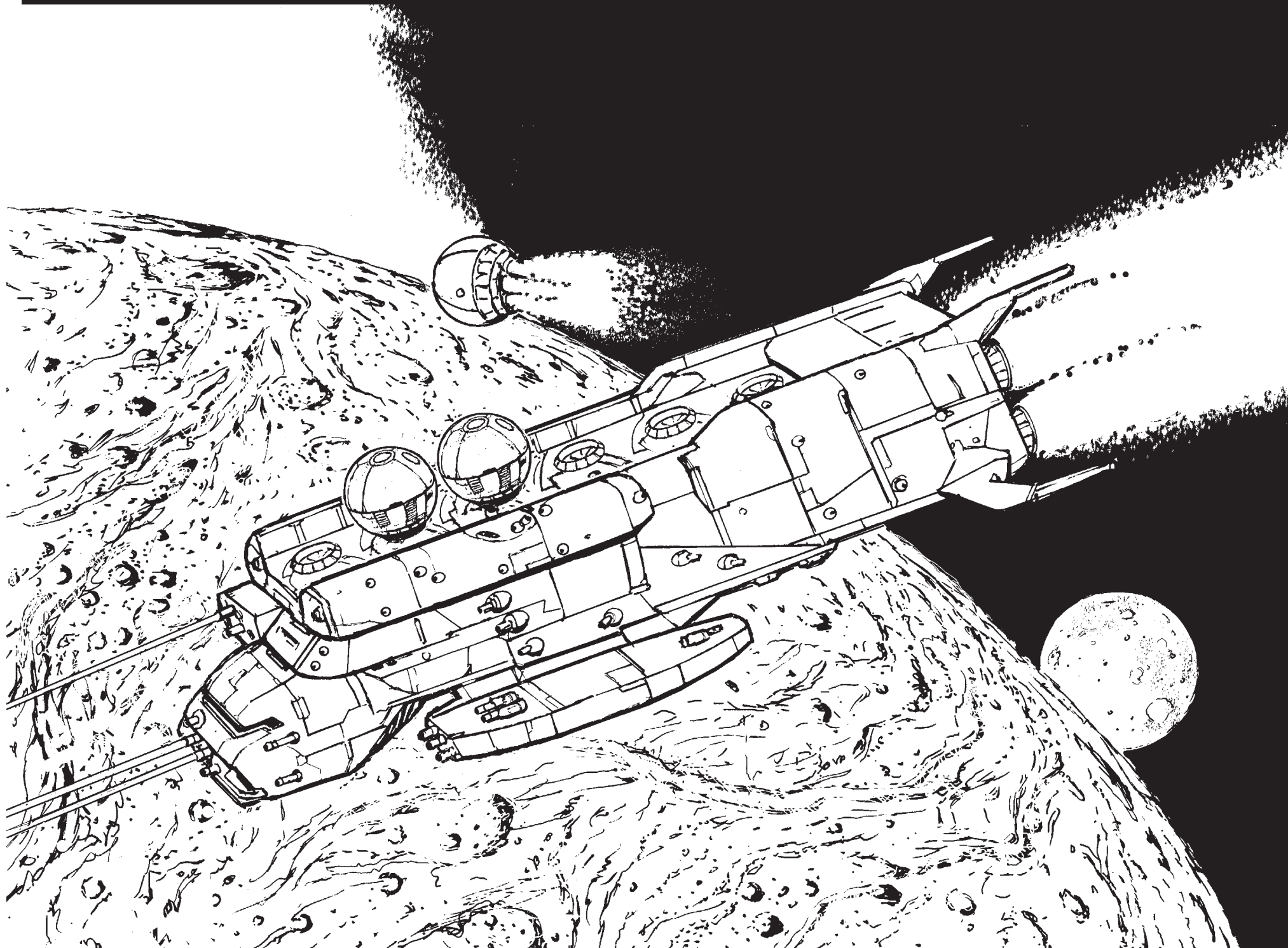
Notes: Equipped with 983.5 tons of ferro-carbide armor.

Weapons: Arc (Heat) Type Nose (992 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
3 NL55	17	17	17	17	Capital Laser
3 Medium NPPC	27	27	27	27	Capital PPC
2 NAC/25 (46 rounds)	50	50	50	—	Capital AC
6 Killer Whales (60 missiles)	24	24	24	24	Capital Missile
3 Large Lasers, 6 Medium Lasers	5 (54)	2 (24)	—	—	Laser
FL/FR (611 Heat)					
3 Medium NPPC	27	27	27	27	Capital PPC
2 NAC/25 (46 rounds)	50	50	50	—	Capital AC
2 Heavy N-Gauss (40 rounds)	60	60	60	60	Capital Gauss
LBS/RBS (1,559 Heat)					
4 NL55	22	22	22	22	Capital Laser
3 Heavy NPPC	45	45	45	45	Capital PPC
2 NAC/35 (40 rounds)	70	70	—	—	Capital AC
2 NAC/30 (46 rounds)	60	60	60	—	Capital AC
4 LRM 20 (60 rounds), 6 LRM 10 (120 rounds)	8 (84)	8 (84)	8 (84)	—	LRM
4 Large Lasers, 8 Medium Lasers	7 (72)	3 (32)	—	—	Laser
AL/AR (713 Heat)					
2 NL35	7	7	7	—	Capital Laser
3 Medium NPPC	27	27	27	27	Capital PPC
2 NAC/20 (30 rounds)	40	40	40	—	Capital AC
5 LRM 20 (120 rounds), 3 LRM 10 (60 rounds)	8 (78)	8 (78)	8 (78)	—	LRM
3 Large Lasers, 6 Medium Lasers	5 (54)	2 (24)	—	—	Laser
Aft (850 Heat)					
4 NL45	18	18	18	18	Capital Laser
2 Heavy NPPC	30	30	30	30	Capital PPC
2 NAC/20 (30 rounds)	40	40	40	—	Capital AC

THARKAD (BATTLECRUISER)

WARSHIPS

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Once mankind's star-nations began crystallizing into distinct spheres based on distance from Terra, it was not long before the citizens of the "Core" and "Inner Sphere" began referring to more distant nations as being part of the "Periphery." While there are some valid cartographic reasons for that designation, the name itself became a label for the gradual changes that occurred in the collective minds of those in the Inner Sphere. As technology and economies flourished, so did arrogance, and it was not long before "Periphery" became a derogatory term with implications of inferiority, ignorance, and hardship. It was this mindset that contributed greatly to the idea of the Reunification War, the concept that the wayward men and women of the Periphery needed to be rescued from their wretched existence. So strong was the belief that the War was for the ultimate good of Periphery denizens that any number of actions to prosecute the war were condoned.

The end result was a self-fulfilling prophecy. Under the Star League's yoke, the Periphery was forced to pay for the war that was inflicted upon them, and much like other conquered nations presented with a bill by its invaders, the people suffered, and the nations declined. The underlying support in the Periphery for the Amaris Civil War is, then, not hard to understand.

Ultimately, even with the end of the Star League—or perhaps because of that end—and the indirect ravages of the Succession Wars, the damage inflicted by the Star League on the Periphery was so profound that it would take centuries to recover.

These historic events also had a significant impact on the 'Mech designs of the Periphery. Initially lagging behind the Houses in technological capability, several Periphery nations began to catch up only in time for the Reunification War. BattleMech design during the occupation was stifled or non-existent, with Periphery factories (the few there were) churning out Star League designs exclusively. The years after the Star League brought few opportunities for innovation as Periphery nations collapsed without the support of the Inner Sphere, making the majority of domestic Periphery BattleMech designs born prior to the Reunification War. This trend extended to all military branches.

The following designs present a cross-section reflecting this development pattern. The *Ignis* is a chilling illustration of the minds of dictators, more so given more recent examples of similar tactics. The *Dromedary* is an example of the state of human hardship in the Periphery—not despite the Star League, but because of it. The ancient *Toro* and *Phoenix* illustrate much of the BattleMech design, strategy, and production philosophies of the two most powerful Periphery nations of the day. The *Quasit* demonstrates some of the arrogance the Inner Sphere held for its neighbors, and how the Periphery has used it to its own ends. And the *Vulcan* is an example of how the Periphery manages to play to its strengths in the face of overwhelming disadvantages.

All this should remind us how much we have in common, which is increasingly critical now that we are faced with some of the darkest aspects of human nature. It is all too easy to disregard the Periphery as trivial and a non-factor in Inner Sphere conflicts, but isn't the Amaris Civil War the greatest example of the folly of this thought process? The Word of Blake certainly believes as much, and it is past time that we arrive at the same conclusion.

Without the Periphery, we cannot win the war.

—Lynn Snyder
HTE Marketing and Research





Mass: 30 tons
Movement Type: Tracked
Power Plant: RWA 120 ICE
Cruising Speed: 43 kph
Flank Speed: 64 kph
Armor: Garbonne Crystal-Plate 9
Armament:
 1 Halta MG turret
 4 Intar Burners
Manufacturer: United Mechanics, LLC.
Primary Factory: Apollo
Communications System: FR-es Special-II
Targeting and Tracking System: Lester ATR

Overview

When components of its populace became increasingly more restless, the Rim Worlds Republic saw reason to give its military the tools necessary to destroy insurgents that could not be uprooted from their urban shelters. The solution came in the form of a heavily modified infantry-support tank. With more than a ton and a half of armor added to its broad front, the vehicle was intended to crash through the wall of a target building, after which its side-mounted flamers would ignite anything—and anyone—inside. A turret-mounted high caliber machine gun would be used to deal with any who would escape this initial assault. Its squad-sized infantry bay was retained, further

amplifying the vehicle's utility in urban combat. Originally named the Ram, most crews called it the Ignis instead after the Vedic god of fire and accepter of sacrifices. The vehicle was officially renamed after a year of use.

Ignis crews were picked for their total devotion to the RWR and their desire to go to any lengths to maintain unity. The Ignis was feared even more than it was hated, and it was successful in breaking the resistance on several worlds. The vehicle was retired after only a decade of use but remained a prominent part of Republic history.

Stefan Amaris revived the Ignis in 2751 and had numerous built for his Dragoons. The Ignis was given to vehicle crews that were known to be sadistic or possess a particularly powerful hatred of the Star League. While the Ignis inflicted a horrible toll on many of the Hegemony's worlds, it was the Ignis assigned to the Ninety-ninth Amaris Dragoons that managed to expand their atrocities to such a level as to still be notorious to this day. Inner Sphere propagandists like to claim that a number of the atrocities committed by the Blakists are inspired by the Ninety-ninth.

Capabilities

The Halta machine gun turret system was a reliable if unremarkable weapon system of its day. The Intar burner units mounted in pairs on the side of the Ignis are known for being able to utilize almost any propellant, a property eagerly explored by a number of Ignis crews, with many switching to a low-heat mixture that prolongs the agony of its victims. The Ignis also mounts an air horn or air-raid siren, which is used to announce its imminent collision with the target building. Some crews use exceptionally large sirens capable of wails in excess of 160 decibels.

Beyond its inability to reciprocate even medium-ranged fire, the Ignis is not a well-designed vehicle. Many suffer from suspension problems after only a year of regular use, and most need to have their engine replaced every two to three years. Persistent electrical problems regularly sideline the vehicle as well.

Deployment

Initially only sent to select elements of the RWR's state security apparatus, the Ignis was not deployed to regular military units until Stefan Amaris began assigning the vehicle to his Amaris Dragoons. Each Dragoon unit had at least one company of the vehicle, although most had in excess of a battalion. With the high number of maintenance issues, it was not uncommon for units to maintain an Ignis vehicle pool numbering twice that of the available crews.

Variants

With the specialist nature of the vehicle, few variants of the Ignis were ever attempted. The only one to gain widespread notoriety dropped one flamer from each side and three tons of ammunition to mount a pair of SRM-2 packs in the turret. This gave the Ignis a longer-ranged punch against vehicles and light BattleMechs, but crews would often fill the twin ammunition bins with alternate munitions. Tear gas and fragmentation SRMs were commonly used, while Inferno rounds soon became a firm favorite with Ignis crews.

Notable Crews

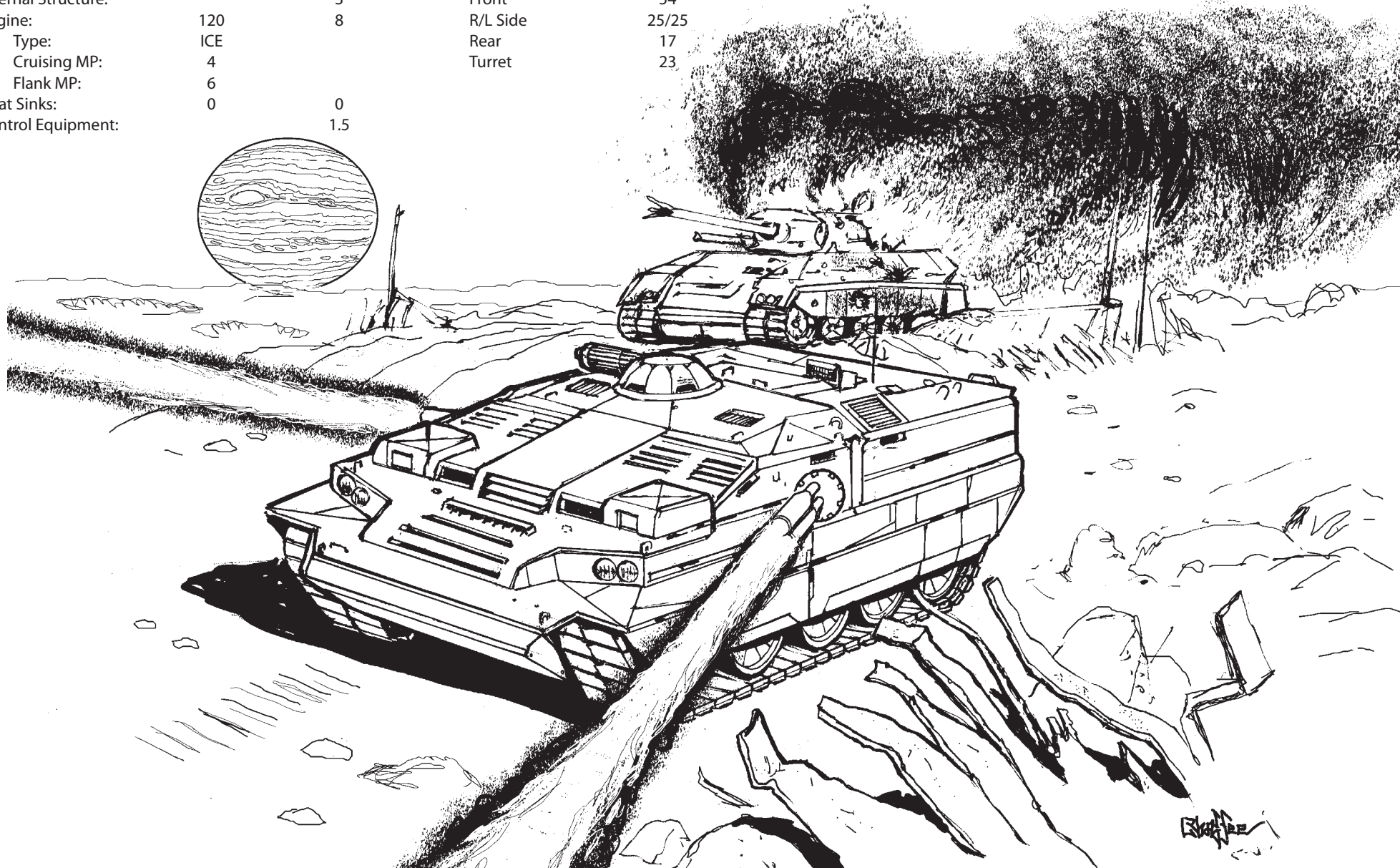
The Messengers: The Messengers were an Ignis platoon of the Ninety-ninth Amaris Dragoons that made a habit of announcing which buildings they would attack the following day. While any insurgents would naturally vacate any such buildings before they returned, the Messengers' infantry detachment would set up surveillance prior to the announcement, allowing them to track the movements of their targets, innocent or guilty. The buildings that received the refugees would then be torched before the original targets were also destroyed. The Messengers were also the first to add caustic chemical agents to their Intars' fuel and use harpoon SRMs against personnel.

Type: **Ignis**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 30
 Battle Value: 463

Equipment		Mass
Internal Structure:		3
Engine:	120	8
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Control Equipment:		1.5

Equipment		Mass
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	144	9
	<i>Armor Value</i>	
Front	54	
R/L Side	25/25	
Rear	17	
Turret	23	

Weapons and Ammo	Location	Tonnage
Machine Gun	Turret	.5
Ammo (MG) 100	Body	.5
2 Flamers (Vehicle)	Right	1
2 Flamers (Vehicle)	Left	1
Ammo (Flamer) 80	Body	4
Infantry Bay	Body	1





With a few notable exceptions, the Periphery is not a place of creature comforts, and many worlds struggle with day-to-day survival. To make life possible on arid planets, water must often be shipped in, either from across the planet or via ice ships from the Inner Sphere. The Dromedary is one link in the delivery chain.

Where wells and canals will not work, the Dromedary can. Many different tankers have tried to make the deserts of the Periphery their trade routes, but they can be seen corroding away where they got stuck. New Vandenburg Autoworks decided to make a reliable vehicle that could handle the geography of the desert, so they gave a dune buggy suspension to a large vehicle, creating the Dromedary. The engine is simple but rugged, requiring little maintenance despite the operating conditions, and the Dromedary was given enough fuel to make trips of over 2500 km on a single tank. While the top speed of 32 kph is hardly impressive to people accustomed to road travel, treacherous desert terrain often precludes faster travel.

Upon arrival, the Dromedary can unload over 45 kiloliters of water, plenty for small settlements with little or no access to water. NVA also included four tons of additional cargo space for spare parts and supplies for the crew,

though some carry salable goods or convert the space to crew quarters. Knowing the dangers of the Periphery, the designers added a turret-mounted machine gun to keep away small bandit groups. Little could be done to make the Dromedary more secure against larger pirate groups, so it falls to the owner to provide some sort of armed escort to protect it. While the four tons of armor can shrug off smaller military grade weapons, heavy autocannons or energy weapons will cut through the consumer plating with ease.

NVA hasn't changed the basic construction of the Dromedary in over half a millennia, and the simple and durable parts can be replaced on most planets. Customers have modified it for a number of personal uses, and rumors abound about secondary tanks for storing more obscure specialty liquids. Dromedaries have also been reworked to transport fuels and industrial chemicals, and while these exceptions are more notable than the typical Dromedary, the standard version fills the boring role of keeping the life-line open for millions of people across the Periphery and a few outlying Inner Sphere worlds.

Notable Craft

The Traveling Oasis: The most famous water delivery vehicle on the Taurian world of Atreus Prime, the Traveling Oasis serves double duty. Most of the time it delivers water to the uranium miners in the Dry Gulch Wastes, but when pirates try to hide out there, it accompanies the militia while they are hunted down. The troops always look forward to the end of a mission, for not only are they helping secure their planet while recovering whatever equipment the bandits had, but the Traveling Oasis also can use up most of its water reserves to make a giant swimming hole in even the most desolate places.

Type: **Dromedary Water Transport**
 Chassis Type: Wheeled (Large)
 Tonnage: 150
 Battle Value: 341
 Equipment Rating: C/C-D-C/D

Equipment		Mass
Chassis/Controls:		47
Engine/Trans:	ICE	36
Cruise MP:	2	
Flank MP:	3	
Heat Sinks:	0	0
Fuel:	2,083 km	7.5
Turret:		.5
Armor Factor (BAR 5):	100	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	15	15
Front R/L Side	15	15/15
Rear R/L Side	15	15/15
Rear	15	15
Turret	15	10

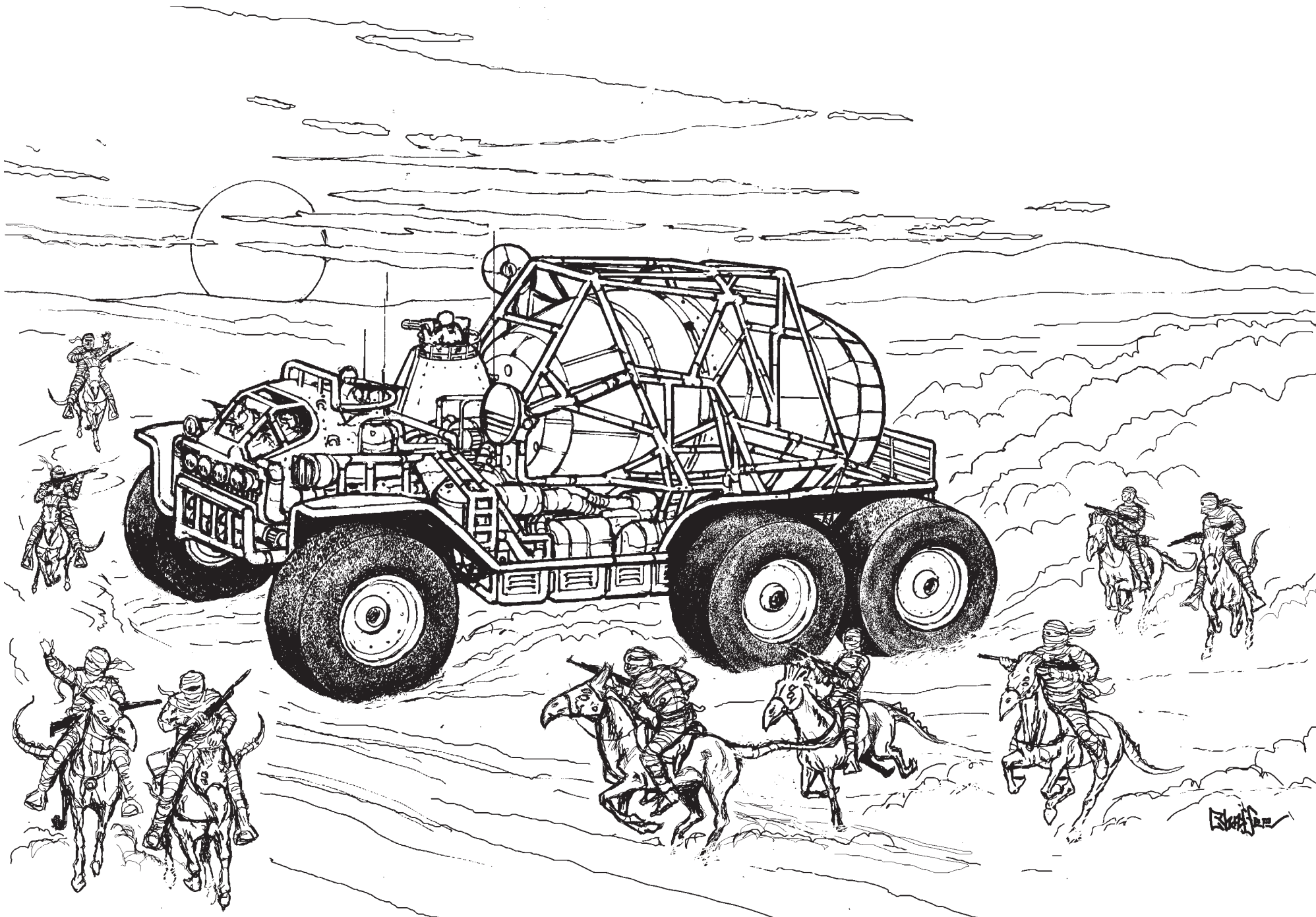
Weapons and Ammo	Location	Tonnage
Machine Gun	Turret	.5
Ammo (MG) 100	Body	.5

Crew: 4 (3 enlisted/non-rated, 1 gunner)

Cargo:
 45.45 tons liquid (50t) 1 Door (Rear)
 4 tons standard 1 Door (Right)

Notes: Features Dune Buggy Chassis and Controls Modification.

DROMEDARY WATER TRANSPORT





Mass: 35 tons

Chassis: Humanoid Mk. VI TR

Power Plant: Magna 175

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Ecto-Mineral Armorplate 2

Armament:

1 Taurus WarWorks Particle Projection Cannon

2 Delta Dart Long Range Missile-5 Racks

Manufacturer: Taurus WarWorks

Primary Factory: Taurus (discontinued 2598)

Communications System: VeraTech MilCom Suite 3

Targeting and Tracking System: VeraTech MechTnT XVT20S

Overview

The Taurian Concordat commissioned its three premier weapons manufacturers to create its first BattleMech, an effort that resulted in an operational BattleMech prototype—the *Toro*, based on captured Capellan *Firebees*—by 2481.

The first TR-A-1 model operated with distinction for a number of years and was consistently upgraded as newer technologies became available to it. The TR-A-6 version was the last to be produced before the Star League closed and dismantled its manufacturing sites in 2598. The Star League hoped that the destruction of all surviving *Toros* and the elimination of its production sites would be instrumental in reducing the residual feelings of national

pride. They provided for the construction of 'Mechs more closely associated with the League instead. If these actions had any effect at all, though, it was only to fan the flames of resistance.

When the Concordat was free of the Star League once again, there was heated debate about whether to rebuild a *Toro* factory. In a rather pragmatic move, it was decided to continue producing the same 'Mechs they already had access to rather than waste resources attempting to resurrect a design that had not walked in almost 200 years.

Capabilities

The *Toro* had a substantial ranged combat capability with its PPC and paired LRM launchers. While initially mounting shorter-ranged weaponry, the Taurian military requested greater competence at long ranges, preferring stand-off engagements rather than close combat. Larger formations of *Toros* succeeded in compensating for their lack of close-range firepower by staggering their lines, allowing at least a part of the formation to always fire its weaponry at optimum range.

The TDF decided to focus on quantity over quality when they adopted the BattleMech, and the sheer number of TRs that had been produced over the years ensured they would remain a significant component of the TDF BattleMech forces even after the Concordat began producing more capable designs.

Even so, its speed, above the average of most Star League medium 'Mechs, and its relatively strong armor and long-ranged punch allowed units of *Toros* to systematically destroy entire formations of slower BattleMechs. And while its LRM racks had too much ammunition by League and House standards, the *Toro* often found itself in extended engagements or deployed in situations that warranted multiple ammunition types for optimum performance.

Deployment

The Taurian Defense Force fielded the *Toro* in large numbers and in almost every independent unit, going so far as deploying entire battalions of the design. The Concordat did not export the BattleMech, but it found its way into the ranks of the Capellans and Suns through

battlefield salvage. The Star League initially salvaged the *Toro*, but after it became reviled by its troops, they began to publicly destroy any salvaged TR 'Mechs in an effort to boost morale. Some Striker regiments set up destruction derbies where *Toros* would be propped up to allow MechWarriors to knock them down, often with charge or death from above attacks. As the war escalated further and further, some units began executing POWs in such derbies, engaging them singly with ten or more 'Mechs. As a result, few *Toros* survived the Reunification War, and only one survived the Star League as a historical artifact.

Variants

The TR-A-1 model was slower than the primitive *Firebee*, and lacked the LRM 5 launcher and third SRM rack of its progenitor. However, the primitive *Toro* more than compensated for this by mounting a large laser and additional armor.

Notable MechWarriors

Colonel "Red" Roy Ferndale: Considered a pirate by the SLDF, "Red" Roy Ferndale was put to death in 2595 when his *Toro* was run to ground after a six-week pursuit. This pursuit is legendary in its own right, with Ferndale never sleeping more than an hour at a time and destroying five Star League 'Mechs before the end. Colonel Ferndale's fame stems largely from his efforts in the Pleiades Cluster, which remained active and dangerous long after the League captured it.

Black Bessie: The only TR-A-6 *Toro* of I Corps to survive the Star League, Black Bessie was considered the mascot and good-luck charm of the unit. Her luck finally ran out on Taurus, when her gyro locked up during the defense of the capitol. Some of the few surviving members of I Corps carted Bessie off, and she remained hidden until the Concordat became free again. Mounted on top of a 185-meter pillar in Samantha, Bessie is treasured by all Taurians as a symbol of its resilience. Bessie remained undefeated until the Taurian capital was destroyed by an asteroid.

TR-A-6 TORO

Type: **Toro**
 Technology Base: Inner Sphere
 Tonnage: 35
 Battle Value: 864

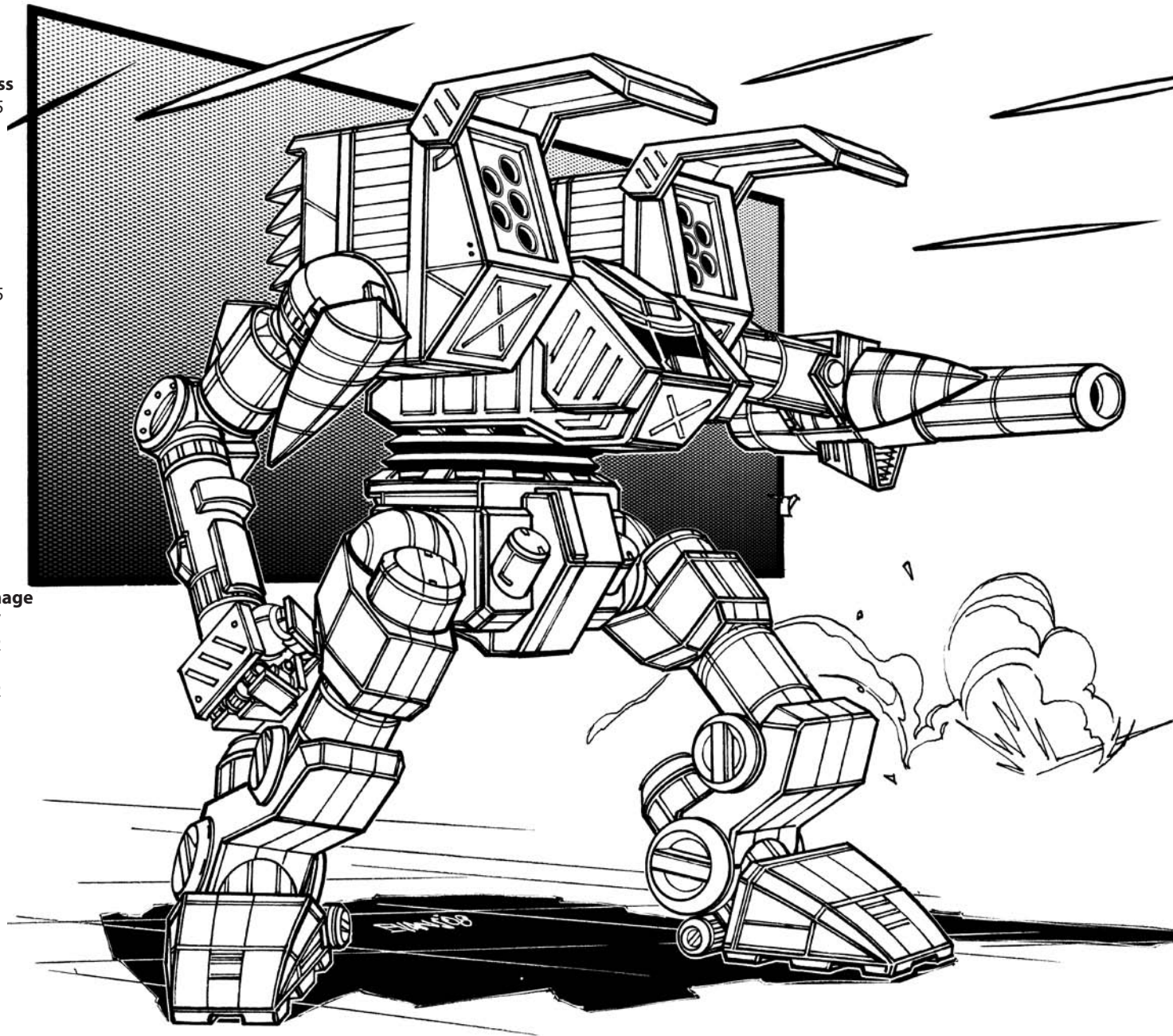
Equipment

Internal Structure:		3.5
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	0
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		3
R/L Arm	6	10
R/L Leg	8	14

Prime

Weapons and Ammo	Location	Critical	Tonnage
PPC	LA	3	7
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1





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

299

Type: **Phoenix**

Technology Base: Inner Sphere

Tonnage: 50

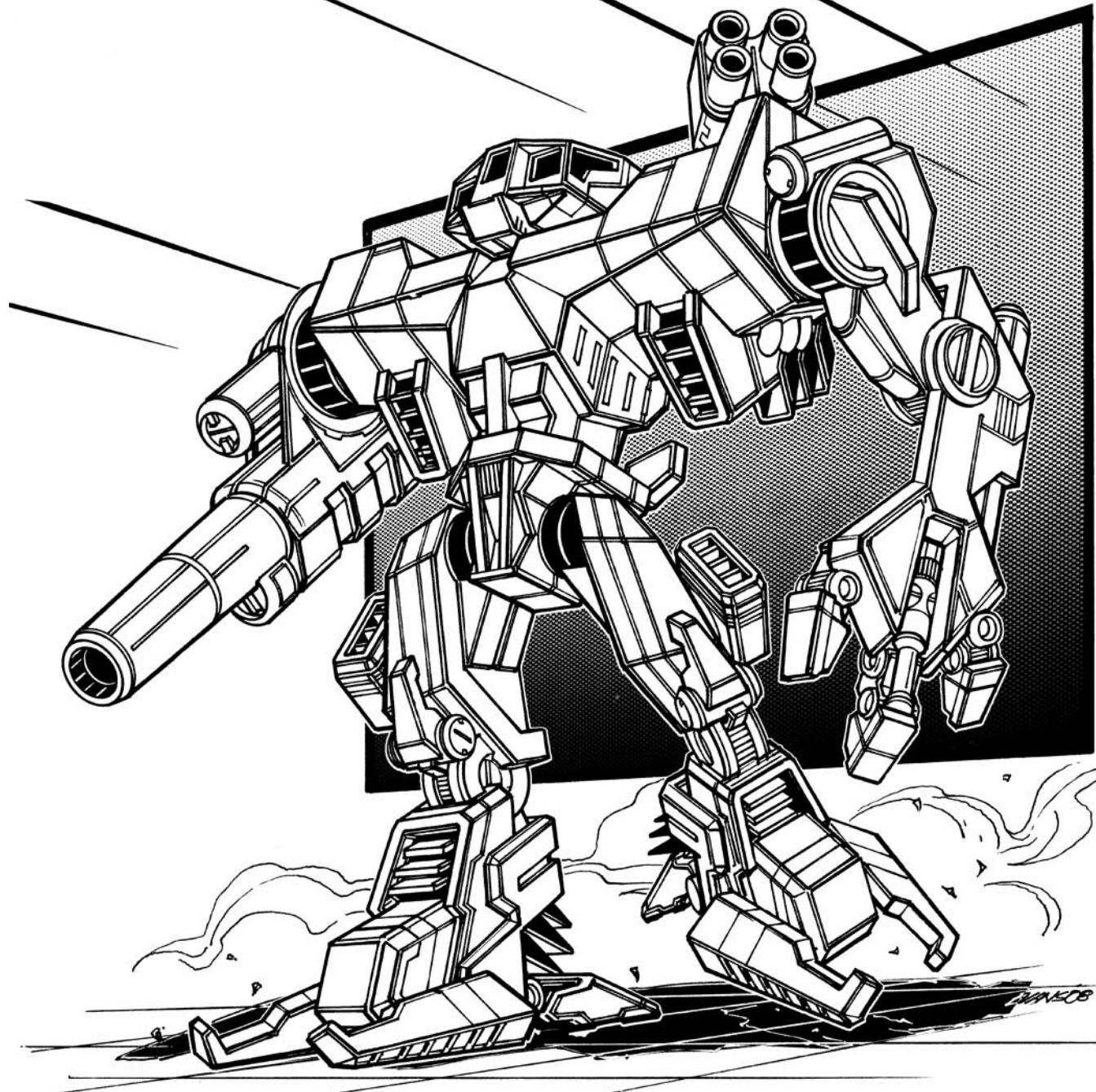
Battle Value: 1,106

Equipment

		Mass
Internal Structure:		5
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 Ammo	Location	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: 45 tons
Chassis: Sherman 958
Power Plant: VOX 225 Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Lexington Limited Heavy Industrial
Equipment:
 1 Chipshot SRM 4 Rack
 1 Diverse Optics Type II Medium Laser
 1 Fairway 5 LRM Rack
 1 Pepper Machine Gun
Manufacturer: Concordat Telecom and TransStellar
Primary Factory: New Vandenburg
Communications System: OWT&T Kathy 3
Targeting and Tracking System: OWT&T Dirk 2

Overview

“And if you believe that, I’ve got a *Quasit* to sell you” is a common phrase heard in the Periphery, having replaced other archaic sayings. It harkens back to the early 26th century, when BattleMechs were still a mystery to most Periphery citizens except those few who had experienced them first hand. So when the Newton brothers showed up with BattleMechs for sale, the locals were intrigued. A quick demonstration would follow, with the *Quasit* usually going underwater and emerging to unleash its firepower on a local tank. Despite the cost, the locals would frequently dig deep to add security to their lives. It wasn’t until Inner Sphere armies arrived that the inhabitants found their *Quasit* was an IndustrialMech designed to pass as a BattleMech.

This scam worked well for years, as the Newtons targeted isolated planets. However, when they landed on Brixтана, things changed. The Newton brothers were ambushed with one of their own *Quasits* during a demonstration, which led to a panicked Jack Newton taking his ‘Mech into a lake for cover, only to have the damaged torso flood.

Manfred Newton pled with the locals to save his brother, but they lynched him instead. Most of the locals had fled from Lynn’s World where they had purchased a lance of *Quasits* and discovered the overrated nature of the machine. Once the Taurian Concordat was notified, they arrested the remaining Newton brother, Allan. Allan was sentenced to a life of hard labor and the company auctioned off.

Capabilities

CT&T has continued to manufacture the ‘Mech, marketing it as a MilitiaMech rather than a BattleMech. In that role, it is adequate, as the LRMs can soften up a unit until the SRMs and laser are in range, while the Pepper machine gun is ideal for anti-infantry work. The *Quasit’s* fusion engine gives it a large range and decent speed, while seven-and-a-half tons of heavy industrial armor give it some staying power. Environmental sealing allows the *Quasit* to go anywhere a BattleMech can go, though this left no room in the cockpit for an ejection seat.

Deployment

With the greater accessibility of BattleMechs in the Periphery, the demand for the *Quasit* has dropped off in the past half millennia. However, its low cost appeals to some cash-strapped consumers, and so the *Quasit* is still found in the Periphery, deployed with smaller BattleMechs.

Variants

CT&T is happy to alter the weaponry to suit the needs of the customer. Recent versions of the *Quasit* with cutting-edge weaponry such as MMLs and Plasma rifles have been sold to worlds at both edges of the Blake Protectorate. New armor paneling has allowed it to be sold as a BattleMech once again, though CT&T denies any involvement.

Notable MechWarriors

Supreme Emperor Greg Kijas: Ruler of the planet Gorgon, he has been successful at keeping bandit raids to a minimum. With only a quarter of a million people and one outgoing shipment of Gorgon’s Breath spice a year, the planet is beneath the notice of most pirates anyway.

Type: **Quasit**

Technology Base: Inner Sphere (IndustrialMech)

Tonnage: 45

Battle Value: 761

Equipment Rating: D/C-E-D/E

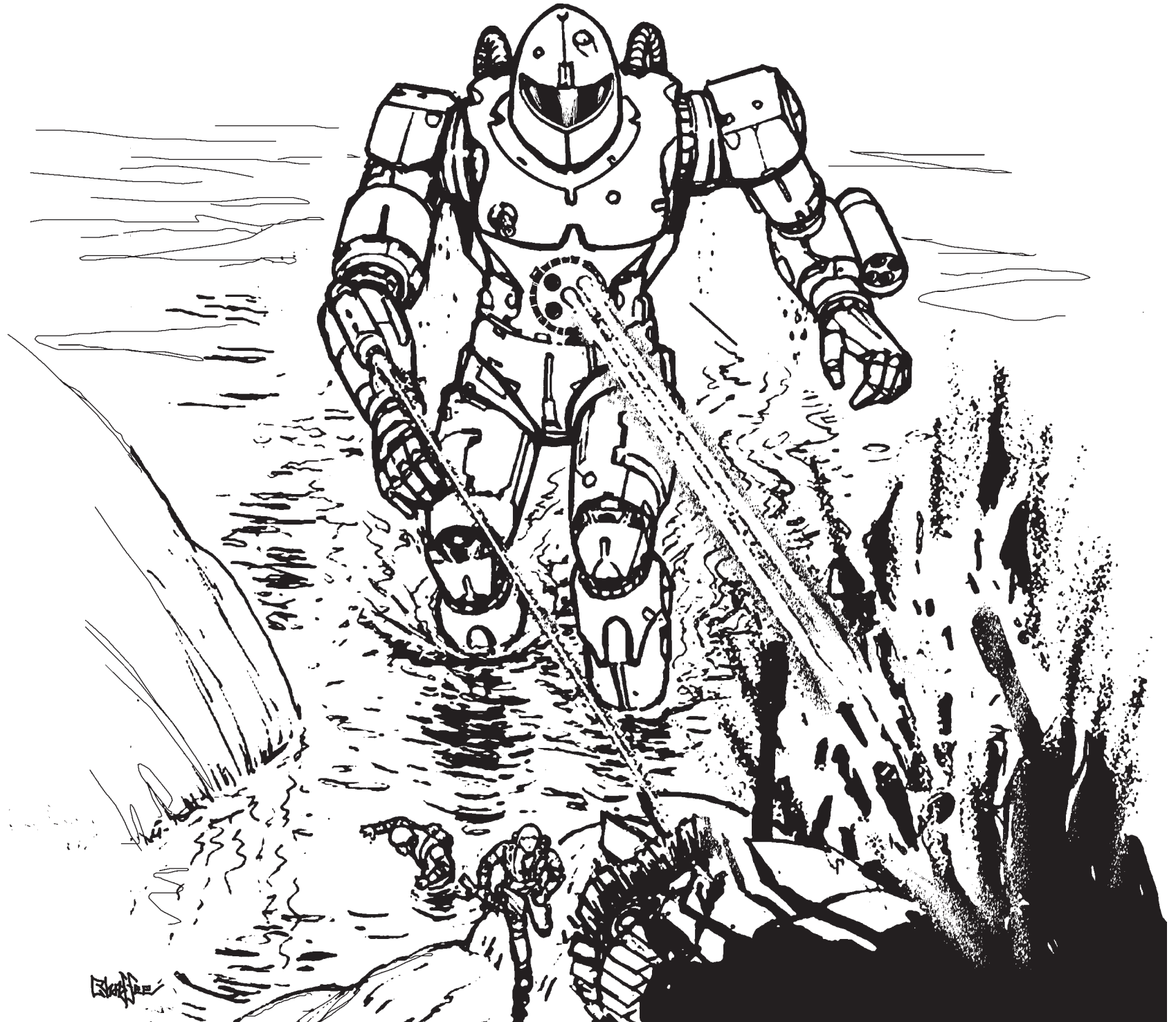
Equipment		Mass
Internal Structure:	IndustrialMech	9
Engine:	225 (Fusion)	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:	IndustrialMech	3
Armor Factor:	120	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	14	20
Center Torso (rear)		6
R/L Torso	11	13
R/L Torso (rear)		5
R/L Arm	7	10
R/L Leg	11	15

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Machine Gun	RT	1	.5
Ammo (MG) 100	RT	1	.5
SRM 4	LA	1	2
Ammo (SRM) 25	LT	1	1
Ammo (LRM) 24	LT	1	1
LRM 5	CT	1	2
Environmental Sealing	All	1/Location	4.5

QUA-51T QUASIT MILITIAMECH

INDUSTRIALMECHS

301





Mass: 80 tons

Frame: Type 698

Power Plant: Olympus 240

Armor: Republic UltraWeave

Armament:

- 1 Firefly Type III Large Laser
- 2 Republic Mk. VII Autocannon/10
- 1 Blue Steel 6-Rack Short Range Missile Launcher
- 2 Firefly Type II Medium Lasers

Manufacturer: Roe Weapon Systems

Primary Factory: Apollo (discontinued 2767)

Communications System: Tangerine 7a

Targeting and Tracking System: XH558 Archer

Overview

Unable to match the Great Houses in constructing and fielding a large force of the new BattleMechs, the Rim Worlds Republic instead concentrated on building up its conventional armor and aerospace forces. Amongst the Republic's home-grown designs, the *Vulcan* heavy aerospace fighter is perhaps the most famous. Introduced in 2525, the fighter was upgraded several times as more advanced technology became available.

Roe Weapon Systems built the *Vulcan* at several locations across the Republic, but their largest manufacturing facility was situated at Woodford on Apollo. Production continued until 2767, when the SLDF seized the Rim Worlds Republic as a base of operations for the campaign to liberate the Terran Hegemony.

Capabilities

With its large curving delta wing, the *Vulcan* handles more like a medium fighter when operating in atmosphere. These excellent handling characteristics have won the craft a special place in the hearts of those who have piloted it.

In 2650 the original armament was augmented with a nose-mounted Firefly large laser and additional heat sinks. However, the *Vulcan's* main weapons remain the Republic Mk. VII heavy autocannons. These guns can punch through the armor on contemporary designs, and even modern fighters are vulnerable. The only flaw in an otherwise excellent design is the limited ammunition capacity. A Blue Steel SRM-6 launcher and two Firefly medium lasers—one firing to the rear—round out the armament.

Always a well-armored craft, the upgraded *Vulcan* has received even more protection and less weight with its new improvements. Combined with a more efficient power plant, these weight savings were critical in allowing for the weapon upgrades.

Deployment

The *Vulcan* was at the forefront of the Rim Republican Army's resistance to the Star League during the Reunification War. Older designs had little chance against the technologically superior Inner Sphere designs, and most were soon destroyed. Only the *Vulcan* could match the heavy aerospace fighter designs deployed against the Republic.

As the first blows of Operation Mailed Fist struck Republic worlds in 2581, the pilots of Lyran Twenty-fifth Skye Rangers received a nasty shock when they discovered the larger *Vulcan* could out-maneuver their lighter *Lucifers* in the atmosphere over Black Earth. Though the Republican world eventually fell, the first stage of the operation had taken far longer than the Star League had anticipated. The *Vulcan* would continue to be a thorn in the side for the Lyran Expeditionary Force throughout the entire campaign.

Over a century later the *Vulcan* once more became the mainstay of the Republic's heavy fighter force. Thus it featured prominently in Stefan Amaris' campaigns to capture the Terran Hegemony and then hold it against the vengeful SLDF. The Rim Worlds Republic also secretly supplied other Periphery realms with *Vulgans* during the build-up to the

New Vandenburg uprising—where Taurian Concordat pilots flying *Vulgans* almost succeeded in trapping Aleksandr Kerensky himself.

Following the dissolution of both the Rim Worlds Republic and the Star League, many Republican troops took their equipment and turned mercenary, and the *Vulcan* has remained a common sight in mercenary fighter wings.

ComStar has confirmed that the Hanseatic League possesses a number of *Vulgans*, and there have also been sightings of the design flying under both Umayyad and Castilian colors.

Variants

With the technology treasure trove of the Terran Hegemony as its spoils, Republican forces in the Hegemony upgraded many *Vulgans* to the VLC-6N specification by swapping the autocannon for Gauss rifles and four tons of ammunition at the expense of eight heat sinks.

Upgrades

What started originally as a student project at the Greenock Flight Academy on Firgrove to restore a *Vulcan* evolved into a major upgrade. Refitted with an XL power plant, the VLC-8N mounts sixteen double-efficiency heat sinks. The medium lasers have been upgraded to extended-range models, and the Firefly Type III has been replaced by two Tronel XIII large pulse lasers. Artemis IV fire control has been mated to the SRM launcher, and light Gauss rifles replace the autocannons. These modifications required the removal of half a ton of armor, but a modern ferro-aluminum was used to provide even greater protection. Demand for this upgrade has prompted several small manufacturers to begin full production of this variant.

Notable Pilots

Captain Mark Leonard: Formally a Rim Worlds Republic pilot, Leonard served with the Twenty-third Republican Light Lancers (informally known as the Stealths) during the Hegemony campaign. With the Civil War over and with the Republic gone, Leonard and his comrades signed on with the Lyran Commonwealth.

VLC-5N VULCAN

Type: **Vulcan**

Technology Base: Inner Sphere

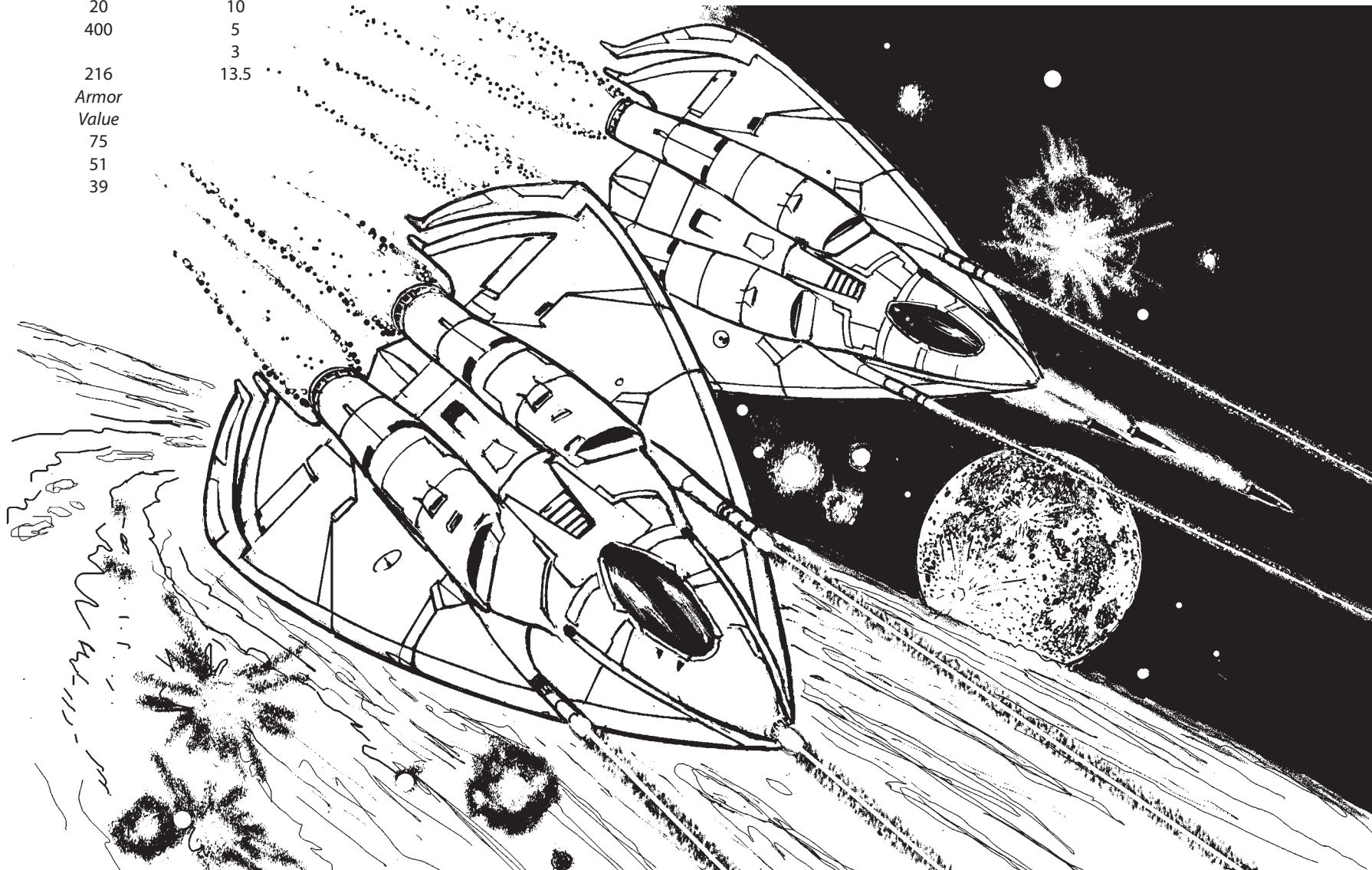
Tonnage: 80

Battle Value: 1,345

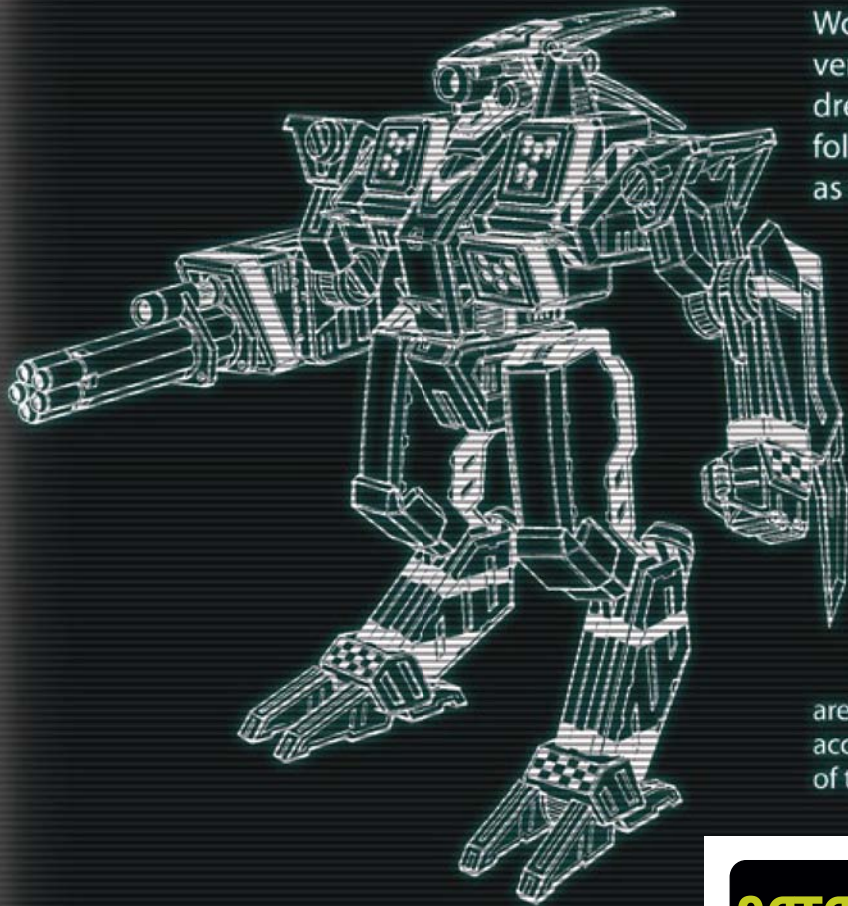
Equipment

Engine:	240	Mass	11.5
Safe Thrust:	5		
Max Thrust:	8		
Structural Integrity:	8		
Heat Sinks:	20	10	
Fuel:	400	5	
Cockpit:		3	
Armor Factor:	216	13.5	
	<i>Armor</i>		
	<i>Value</i>		
Nose	75		
Wings	51		
Rear	39		

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Large Laser	Nose	5	8	8	8	—	—
Medium Laser	Nose	1	3	5	—	—	—
SRM 6	Nose	4	4	8	—	—	—
Ammo (SRM) 15	—	1					
AC/10	RW	12	3	10	10	—	—
Ammo (AC) 10	—	1					
AC/10	LW	12	3	10	10	—	—
Ammo (AC) 10	—	1					
Medium Laser	Aft	1	3	5	—	—	—



THE JIHAD



In November 3067 the Second Star League disbanded. The Word of Blake—a splinter group of ComStar—had been on the verge of joining in fulfillment of ancient prophecies. Denied their dream, the Blakists sought to preserve the Star League against the follies of the Houses, but its fanaticism manifested this noble goal as the Jihad: a horrific war that has pitted every faction against each other and even themselves. Against such an anvil, new cutting edge machines of war are marched into the fire. The discovery of an ancient Hegemony Memory Core graphically showcases the desperation of the conflict, as primitive 'Mechs not seen on a battlefield since the dawn of 'Mech production over a half millennia ago once again appear.

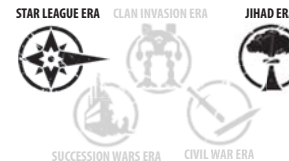
Classic BattleTech Technical Readout: 3075 provides a comprehensive look at the latest machines of war debuting during the Jihad: from 'Mechs to battle armor, Support Vehicles to DropShips and more. In addition, a complete "Age of War" section covers the Terran Hegemony and each of the five Great Houses during the Age of War, including the very first BattleMechs produced by each faction and how such machines are starting to appear once more. Each military vehicle is illustrated in detail, accompanied by a description of its history, capabilities, game stats, and some of the unit's most famous pilots.

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