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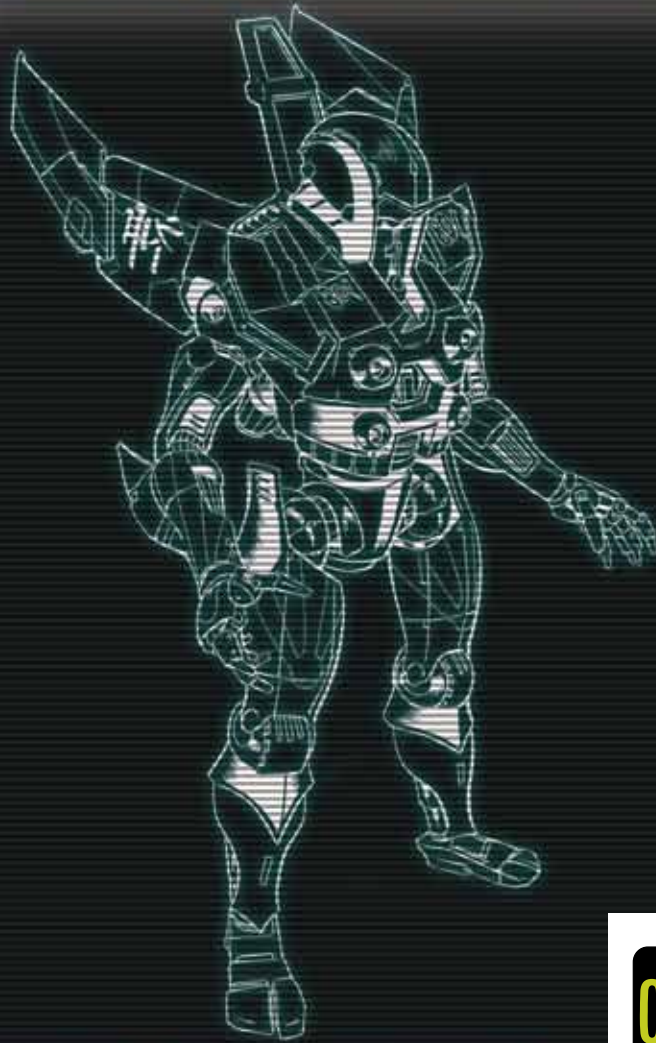
TECHNICAL READOUT:

3055

UPGRADE

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THE CHANGING FACE OF BATTLE

In 3055, a new breed of Inner Sphere BattleMech started rolling off assembling lines—'Mechs specifically designed to counter the Clan invasion—at the same time that second-line Clan 'Mechs began to appear. By 3067 those design have become a staple of the modern battlefield, giving rise to notable MechWarriors and new variants, while the demands of the ever-popular Solaris VII Games have resulted in a plethora of new dueling 'Mechs designed using prototype technology.

Technical Readout: 3055 Upgrade presents the Solaris VII 'Mechs built using prototype technologies. Upgraded in appearance and technology, the designs first presented in the *Solaris VII* box set and *Solaris: The Reaches* are now back in print, along with several new Solaris VII designs. In addition to the upgraded appearance of selected Clan designs, all the art work for *Technical Readout: 3055 Upgrade* is new, providing fresh illustrations of now-classic Inner Sphere BattleMechs and Clan OmniFighters.

The 'Mechs in the Solaris VII BattleMechs section are constructed using select equipment found in *Tactical Operations*. To use those designs, players will need that book.

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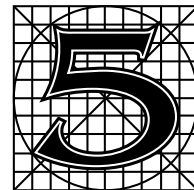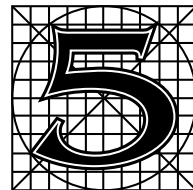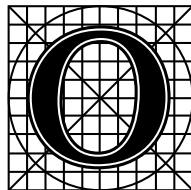
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INTRODUCTION

In the wake of the Clan invasion of the Inner sphere, both sides struggle to strengthen their positions and prepare for what many now refer to as Truce End. New BattleMechs have surfaced in Inner Sphere and Clan units. Technological advances in their infancy in 3050 have come of age and are appearing in bold new designs. Our Blessed Order has assigned me to prepare this manual to keep our members up-to-date on the sweeping changes in war machinery being developed for the day when the Inner Sphere and the Clans clash once more. As everyone knows, the peace of Tukayyid is only a respite. The Clans will not give up their dream of capturing Terra, nor will we slacken in our zeal to defend the birthworld of humankind.

This document contains our best intelligence regarding these new technologies. The first section of this book describes thirty-eight BattleMechs produced by the Great Houses of the Inner Sphere in response to the seemingly unstoppable Clan military machine. The second section describes new Clan BattleMechs that we have identified, including four Clan Wolf OmniMechs and ten second-line BattleMechs. Finally, this document offers information on the twelve OmniFighters most commonly used by the Clans during the invasion.

My staff and I gratefully acknowledge the assistance of Precentor Martial Anastasius Focht, whose first-hand knowledge of the Clans made this book possible. It has been my great honor to work with him for nearly a decade, and I salute his rise from commander of the Com Guards to savior of the Inner sphere. He is an inspiration to us all.

—Merle Jimmus
Adept XXII-sigma
ComStar Archives, Terra
15 July 3055

When I turned over the revised Technical Readout: 3057, I never thought to be saddled so quickly with another such work. Luckily, I received this document in close to its final form, requiring only organization and sign-off based on my extensive experience in modifying these ComStar documents.

However, this work is unlike previous documents my team assembled and revised. In those other documents, we kept most of the information as is, merely corrected and reorganized for better presentation.This product is a complete update, exceptionally executed (as far as my skills can ascertain), adding new information into the existing text and excising information no longer considered essential. Additional materials include such divergent topics as recent battles where a particular BattleMech played a pivotal role, new variants in common use and MechWarriors piloting a given design who have gained recognition across entire sectors of the Inner Sphere. Also covered are additional "Project Phoenix" designs [for more information, see the Project Phoenix document obtained from ComStar (File WN007-Sep67)].

The most unusual addition to this upgrade is the inclusion of the latest BattleMechs designed by a host of small-scale firms on Solaris VII, such as Innovative Design Concepts, Omnitech Industries, O'Neal's BattleMechs, Solaris Arms and Vining Engineering and Salvage Team. Unlike larger facilities, these firms develop BattleMechs (and rigorously test them through the Games), then sell them to larger plants to begin limited or occasionally full-scale production.The original ComStar document published in 3055 contained the first significant mention of these design firms (VEST in particular); just twelve years later, they have become a force to reckon with.

Other changes: At one point I planned to remove the OmniFighters originally presented in the ComStar document, but at the last minute I reversed my decision, updating the data appropriately and appending that information to this document.

Finally, this document really belongs to Ryn Nikoli, who spearheaded the lion's share of the work and made my job infinitely easier. All praise for this document should go to Ryn and her dedicated team.

—Major-General Margaret Tulliver
Deputy Director, Wolfnet
20 October 3067

GAME NOTES

All the 'Mechs in the *Solaris VII BattleMechs* section are constructed using rules and equipment found in *Tactical Operations*. The 'Mechs in that section are considered non-tournament legal units.
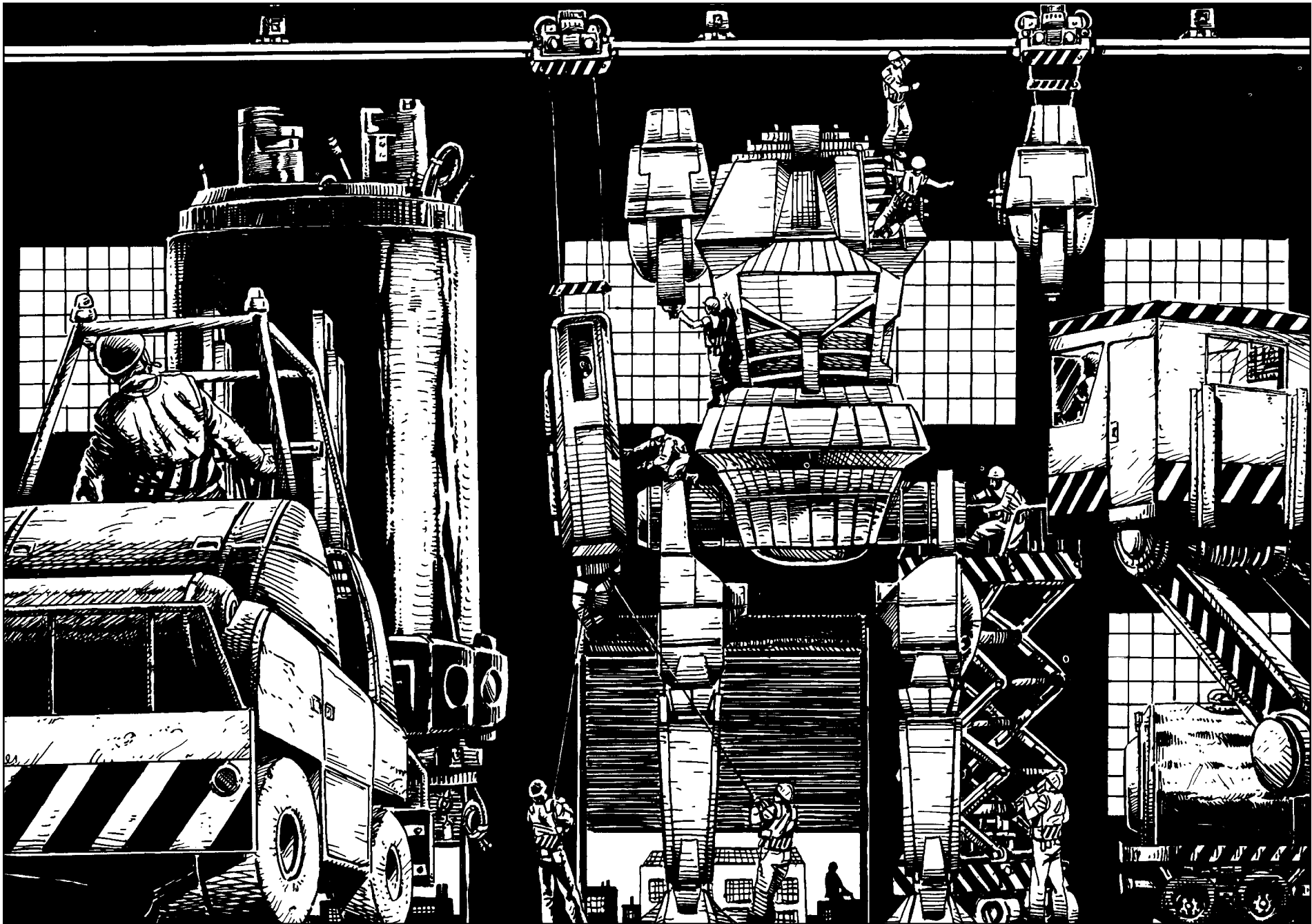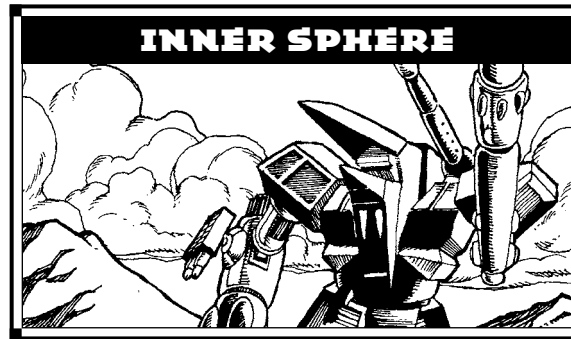
W hen the Clans returned to conquer the Inner Sphere, their first wave of attacks caught the Inner Sphere by surprise. The commanders of the Great Houses were unprepared for the superior technology and savage skill of the invasion force. Fortunately, leaders such as Theodore Kurita and Hanse Davion managed to adapt and turn the tide. The heroic efforts of the Com Guards and the brilliance of our Precentor Martial temporarily stopped the invasion at Tukayyid, but we cannot continue to rely on good fortune.

During the invasion, many new BattleMechs became available to Inner Sphere forces, as outlined in my report of 3050. Most of these designs were retrofits of standard 'Mechs or prototypes put into production prematurely in panicked response to the Clan menace. The Com Guards gave the Inner Sphere a fifteen-year cease-fire in the war with the Clans, and so new designs can now be fully tested before entering production.

Aware of the need to close the technological gap with the Clans, most of the Great Houses have made production of advanced designs a priority. Production of the 3050 "newtech" is not yet equal to the overwhelming demand, however, and most of these new BattleMechs will not be deployed in force for some time.

Initially, the most terrifying Clan units were the Elementals. Many MechWarriors viewed them as a nightmare come to life. Several anti-Elemental 'Mech designs such as the Draconis Combine's *Komodo* went into immediate production, but as MechWarriors became familiar with the "toads" and discovered how to fight them effectively, most of the BattleMechs originally intended for duty as Elemental hunters were reassigned.

Most of these designs first saw action late in 3054 and early 3055. The Great Houses will probably take advantage of the cease-fire to put additional design development on hold, instead testing the effectiveness of the new 'Mechs and refining the integration of advanced technology. At the moment, Inner Sphere commanders are far more concerned with overcoming the Clans' technological edge using innovative strategy.

***

For centuries, the *Warhammer, Marauder* and *Shadow Hawk* were the dominant images on endless Immortal Warrior holovids, played with by billions of kids with 'Mech toys across a hundred worlds. Less than twelve years later, it is hard to imagine a time when the *Venom, Wraith* and *Goshawk* did not stride step for step beside those classic designs.
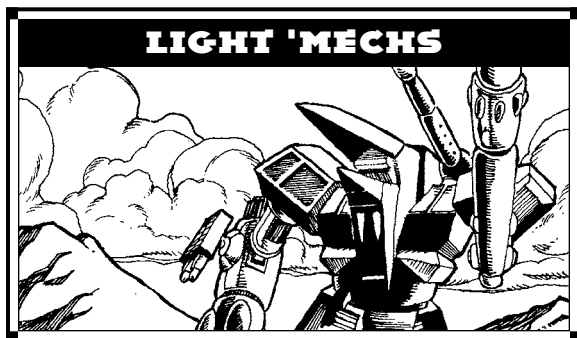
With more new BattleMech designs marching off assembly lines than at any previous time since the height of the Star League, creating a near-glut of weaponry for each Great House and Clan to choose from, the 'Mechs covered in this documents have become the elder statesmen of "newtech." Not field refits, these designs are tailored—from drawing board to field test—for use with newly discovered technologies and tested to achieve new levels of battlefield effectiveness.

Twelve years later, they are more dangerous than ever on any battlefield and have rightfully taken their place in the militaries of every power.

—Captain Ryn Nikoli
Battlefield Intelligence, Wolfnet
7 July 3067

ALM-7D FIREBALL

LIGHT 'MECHS

Mass: 20 tons
Chassis: Corean Model 334AA Endo Steel
Power Plant: DAV 220 XL
Cruising Speed: 119 kph
Maximum Speed: 184 kph
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Nova
Armament:
    1 Hovertec Streak SRM-2 Rack
    1 LFN Lindblad Machine Gun
Manufacturer: Corean Enterprises
    Primary Factory: New Avalon
Communications System: Lynx-Shur
Targeting and Tracking System: Corean B-Tech

Overview

While trying to formulate a strategy to counter the Clan onslaught, Federated Commonwealth commanders held a series of talks with designers at the New Avalon Institute of Science. One outcome of the discussions was a decision to build a light BattleMech that could support heavier units against the surprisingly deadly Clan Elementals. Corean Enterprises was awarded the contract for what would become the ALM-7D *Fireball*.

Capabilities

A product of the panic that gripped the Inner Sphere when the Clans first appeared, the *Fireball* was envisaged as a quick vehicle that could sustain a high fire rate for an extended period in combat.

Armed with only a Hovertec Streak SRM-2 Pod and a Lindblad machine gun, the *Fireball* regretfully proved unequal to the task—indeed, many MechWarriors complained of being outgunned when facing a pack of marauding Toads (as the Elementals were first called by FedCom troops).

The design's only redeeming feature was its exceptional speed, and front-line commanders quickly redeployed the *Fireball* as a scout and raider.

Deployment

The Federated Commonwealth tested the performance of the ALM-7D in front-line situations where veteran units faced the Clans. They assigned the 'Mech to rookie pilots, with the aim of building up their operational experience more rapidly. The concept proved sound, and the Federated Suns has continued this policy.

Given their extensive experience with light 'Mechs, the Crucis Lancers, Deneb Light Cavalry and Ceti Hussar regiments received the first shipments in 3053. With the constant raiding up and down the Clan front, it was only a matter of weeks before reports showed that the *Fireball* was ineffective in its intended role. However, as a light unit able to give even the phenomenally fast Clan *Dasher* a run for its money, the 'Mech was an excellent choice for raiding and scout operations.

Ironically, the heaviest fighting the *Fireball* saw was on the doorstep of the Corean Enterprises plant on New Avalon. During the campaign for control of New Avalon during the FedCom Civil War, Corean Enterprises churned out 'Mechs as fast as possible, first for the Loyalists and later for the Allies. The *Fireball* quickly became the mainstay of the Allied reconnaissance force. Since the end of the FedCom Civil War, the *Fireball* has become a key element in rebuilding the mauled Deneb Light Cavalry and Ceti Hussars regiments.

Variants

Since the *Fireball*'s introduction, successful field modifications have created two variants, both of which upgrade the 'Mech's firepower. The first, designated ALM-8D, replaces the Streak SRM-2 and ammo in the left torso with two medium lasers and additional armor.

A different tech in the same company replaced a damaged *Fireball*'s right-torso machine gun and ammo with a medium laser and some additional armor, creating the ALM-9D.

Both variants have performed well and Corean Enterprises has turned out several production runs of both types.

Notable MechWarriors

Captain Sonja Dekkered: Assigned to the Tenth Deneb Light Cavalry straight out of the NAIS in 3055, Sonja had risen to the position of Recon Company commander by the start of the struggle for control of New Avalon during the FedCom Civil War.

Captain Dekkered is an avid follower of fashion and looks as if she would be more at home on the catwalk than the battlefield. She has worked long and hard to cultivate what some say is a striking resemblance to the late Melissa Steiner-Davion. Her detractors often claim that she based her support for Katherine Steiner-Davion on their similar fashion sense rather than the Archon-Princess' policies.

MechWarrior Robert Grey: Solitary and moody away from his 'Mech, Grey is a hunter who comes alive in battle, enjoying the long, weary hours involved in stalking other 'Mechs. He is also a talented scout, and as a veteran member of McKinnon's Company of the Seventh Crucis Lancers (also known as McKinnon's Raiders, or the "Fox's Teeth") has contributed to their continued success. Initially ecstatic to finally trade his old and battered *Stinger* for a shiny new 'Mech, Grey was unimpressed with the pop-gun armament on the *Fireball* he received, and quickly adopted the ALM-8D field modification.

Detached from the Seventh Crucis Lancers as an independent raiding force, McKinnon's company escaped the regiment's fate. Launching hit-and-run attacks to draw off strength from the forces pursuing Victor Steiner-Davion across the Lyran Alliance, the Fox's Teeth relied heavily on Robert Grey's skills to survive.

ALM-7D FIREBALL

Type: **Fireball**
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 385

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	220 XL	5
Walking MP:	11	
Running MP:	17	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	64	4

	Internal Structure	Armor Value
Head	3	9
Center Torso	6	9
Center Torso (rear)		2
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	7

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 2	LT	1	1.5
Ammo (Streak) 50	LT	1	1
Machine Gun	RT	1	.5
Ammo (MG) 200	RT	1	1

LIGHT 'MECHS
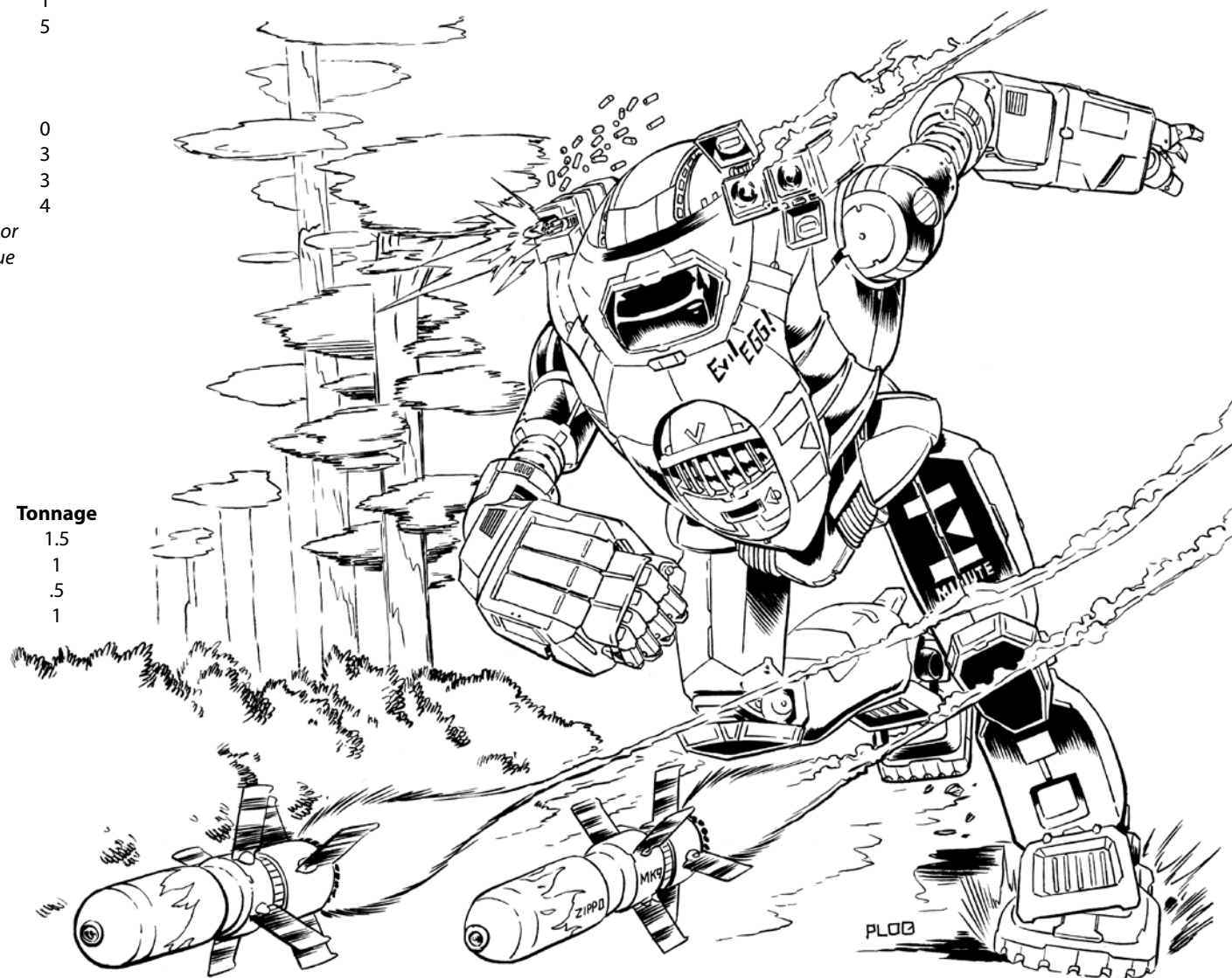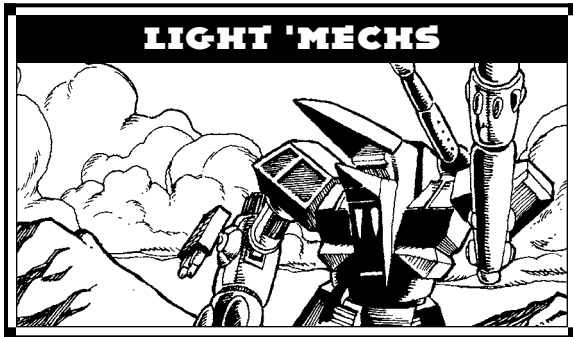
Mass: 25 tons
Chassis: Coventry Metal Works Model D-3
Power Plant: VOX 225
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
       Jump Capacity: None
Armor: Lexington Limited
Armament:
       3 Magna 200P Small Pulse Lasers
Manufacturer: Coventry Metal Works
       Primary Factory: Coventry
Communications System: Cyclops 14
Targeting and Tracking System: Cyclops Multi- Tasker 10

Overview

Designed and built in response to a Federated Commonwealth request for more light 'Mechs free from ammunition dependency, the 25-ton *Dart* was little more than an effort by Coventry Metal Works to remain in the limelight as one of the Commonwealth's primary military suppliers. Using a bare minimum of new technology to keep costs down, the *Dart* handily won a place in the AFFC, and many remain in service with the Lyran and FedSuns armed forces.

Capabilities

Swift and agile, the *Dart* packs a trio of small pulse lasers for greater accuracy when fulfilling its role as a fast raider. Though these weapons promise minimal damage against most hostile units, *Dart*s operating in swarms or in conjunction with other fast, light units may quickly overwhelm slower, heavier prey, including units commonly deployed around static objectives like supply depots and command posts.

Deployment

Debuting during the Clan invasion, the first *Dart*s saw action in Periphery regions, where they were put through their paces in relative secrecy while hunting pirates and the like. After the Battle of Tukayyid, most of these, plus the yield of Coventry's first few production runs, wound up in AFFC units stationed along the Clan border, where they saw heavy use as raiders throughout the 3050s and early 3060s.

Experts believe that during this time, the invading Clans captured several *Dart*s and evidently traded such "inferior technology" among themselves, retaining the machines only as a means of maintaining their garrison forces over the years after the invasion. This theory best explains why, during the invasion of the Smoke Jaguar capital of Huntress, Inner Sphere forces encountered *Dart*s sporting Jaguar colors, even though no *Dart*s were reported lost against that Clan during the post-Tukayyid era.

Variants

Both the 4S and 6S variants of the *Dart* replace its weapons load with medium lasers for better reach and hitting power while retaining the same mobility. The 6S sacrifices one of these lasers in favor of another ton of ferro-fibrous armor. Though both variants may be engineered in the field using existing stockpiles, Coventry now offers all three models as factory-direct options.

Notable MechWarriors

MechWarrior Magda: MechWarrior Magda was a member of a Smoke Jaguar lightweight assault Star attached to her Clan's Sixty-third Solahma Cluster during the battle for Huntress. Her captured DRT-3S *Dart*, along with the rest of her Star, was assigned to the defense of Myer and its nearby factories, where they engaged elements of the First Kathil Uhlans. During the pitched defense, Magda was among several Jaguar warriors assigned to destroy the Uhlans' infantry and vehicle dettachments, and was personally credited with killing a lance of Uhlans hovertanks before severe damage stripped her machine of its weapons.

After her 'Mech was destroyed during a desperate attempt to charge an Uhlans *Wolfhound*, Magda was captured by Inner Sphere forces. Despite being fifteen years past her prime, she proved incredibly difficult to break as a prisoner, and eventually escaped an improvised POW camp in Lootera. Her current whereabouts are unknown.

Leutnant Jonah Keffer: Leutnant Jonah Keffer of the First Alarion Jaegers proudly considers himself a Loyalist, a member of a regiment that fought against pro-Victor troops numerous times during the FedCom Civil War. During the fighting on Tikonov, where the Jaegers and several other Loyalist units arrived in pursuit of Victor Steiner-Davion's forces, Keffer and his DRT-6S *Dart* "Shadowstalker" served as part of a fast response unit, alternating between reconnaissance and harassing strikes against Allied units during the defense of the Earthwerks facilities near Tikograd.

Making the most of his 'Mech's speed, increased armor and medium lasers, Keffer accounted for at least one 'Mech and three vehicle kills in three separate sorties against Allied units outside Tikograd. During the final battles for Tharkad, his skills barely kept him alive after tangling with a Kell Hounds *Cougar*.

DRT-3S DART

Type: **Dart**
Technology Base: Inner Sphere
Tonnage: 25
Battle Value: 436

Equipment		Mass
Internal Structure:		2.5
Engine:	225	10
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	56	3.5

	Internal Structure	Armor Value
Head	3	6
Center Torso	8	7
Center Torso (rear)		3
R/L Torso	6	7
R/L Torso (rear)		3
R/L Arm	4	5
R/L Leg	6	5

Weapons and Ammo	Location	Critical	Tonnage
Small Pulse Laser	H	1	1
2 Small Pulse Lasers	CT	2	2

LIGHT 'MECHS
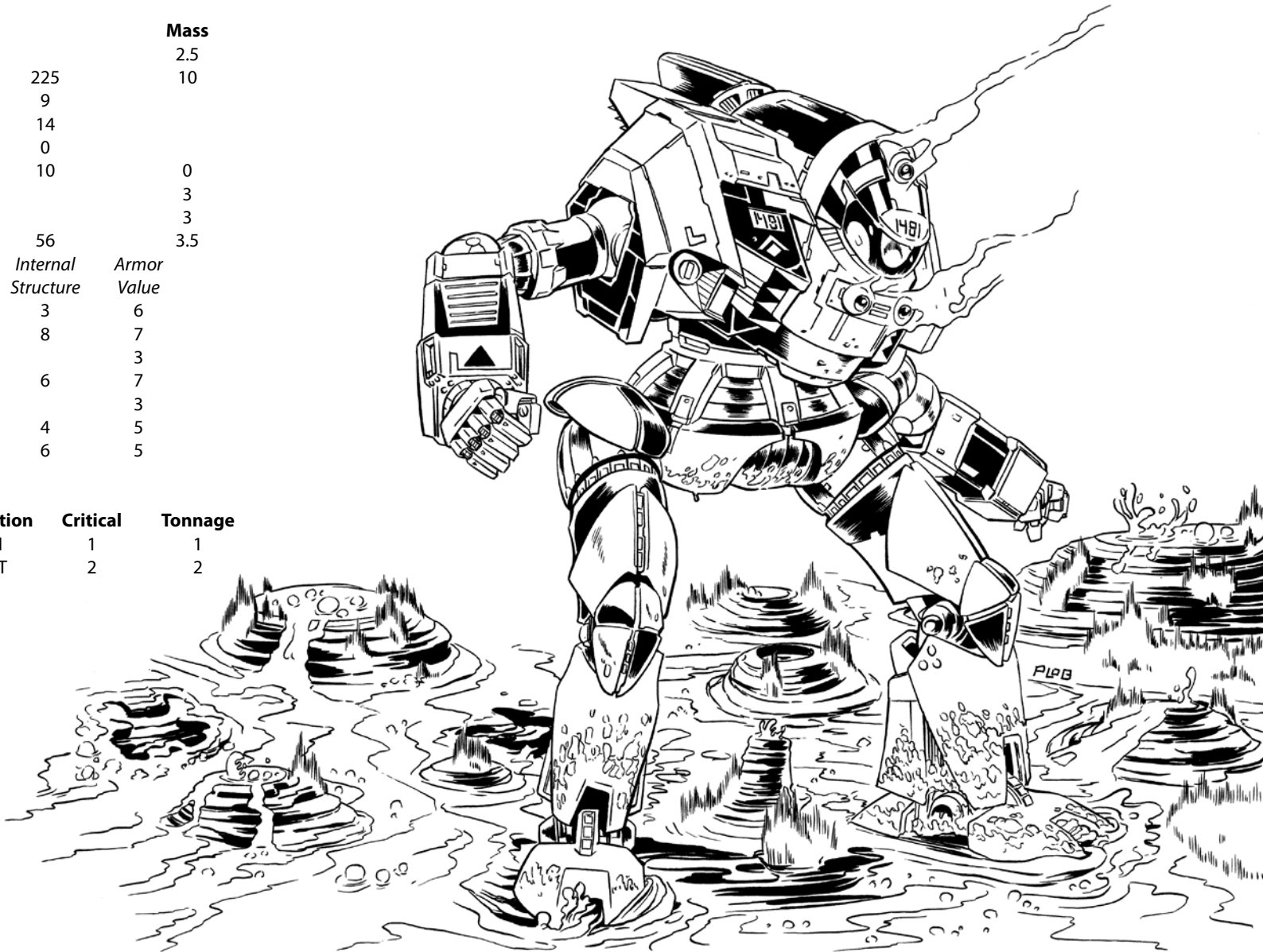
Mass: 25 tons
Chassis: Corean IX Standard
Power Plant: Nissan 200 XL
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: Rawlings 75
    Jump Capacity: 240 meters
Armor: StarSlab/2
Armament:
    1 Hovertec Streak SRM 2
    2 Magna Mk II Medium Lasers
Manufacturer: Corean Enterprises (MacAdams-Suharno)
    Primary Factory: Stewart
Communications System: Garret T-10B
Targeting and Tracking System: Corean CalcMaster

Overview

The success of the GOL-3M *Goliath* prompted Corean Enterprises to take another look at four-legged 'Mech designs. In an effort to avoid the problems shown by the poorly regarded *Scorpion*, the designers decided on an entirely new purpose for the quad chassis. Intended to serve as a light recon 'Mech, the *Tarantula* is the first four-legged design to mount jump jets.

Capabilities

Corean designers took advantage of the stability and maneuverability provided by a quad chassis to build an extremely agile recon 'Mech. The resulting design combined the squat, four-legged look of the *Scorpion* with the sleek lines of the *Mercury*. The noticeably comfortable ride, improved stability and handling are subtle but key factors in

winning pilots over to this unusual design. In fact, once a pilot grows accustomed to the different feel of a four-legged 'Mech, the *Tarantula* is clearly superior to a bipedal 'Mech of similar specifications, such as the *Spider*.

The *Tarantula*'s primary weapons are two Magna Mark II medium lasers, mounted in pods on the upper surface and the left and right torso. The *Tarantula* also sports a Hovertec Streak SRM-2 in the center torso, directly below the cockpit.

Deployment

Originally received with skepticism, the *Tarantula* had to be assigned on a voluntary basis. Corean Enterprises created a comprehensive marketing campaign, including volunteers, promotional holovids for distribution to appropriate units and actual battle footage with MechWarrior testimonials; the company even donated numerous machines. However, the *Tarantula* was so far ahead of the design curve that only the 3060s renaissance in four-legged designs—among them the *Sirocco* and the *Barghest*—enabled it to find acceptance.

Strangely enough, the wild exploits of the Seventeenth Recon Regiment in the Draconis Combine have allowed Corean Enterprises to push the new 4A variant to its largest market yet: the Draconis Combine Mustered Soldiery. The DCMS High Command grudgingly accepted the *Tarantula*'s potency and recently assigned numerous machines to well-known units such as the Legion of Vega and the Proserpina Hussars. Corean is more than happy to exploit the irony that such an undisciplined mercenary group as the Seventeenth Recon managed to create demand for this long-time albatross, much less in House Kurita's straight-laced, generally anti-mercenary culture.

Variants

As extended-range medium lasers became more prevalent, the 2A variant arose, swapping its medium lasers for extended-range versions. A more radical variant, the 3A, trades all the weapons for a pair of medium pulse lasers, while dropping a jump jet and utilizing endo steel. This latter change allows increased armor protection to an impressive 6.5 tons.

The most recent and extreme variant is based on a custom job made famous by Lieutenant Rosita Ramirez of Camacho's Caballeros. The 4A starts out like the 3A, but trades all its weapons and jump jets for an extended-range PPC and a C^3 slave unit, while exchanging a ton and a half of armor for MASC to compensate for the loss of jumping mobility.

Notable MechWarriors

Lieutenant (JG) Rosita Gavila "La Wolverine" Guadalupe Ramirez: If Rosita were beautiful, she would fit the classic femme fatale mold with a capital F. Her almost preternatural abilities have led some among Camacho's Caballeros to call her "little Cassie," in a tribute to Cassie Suthorn—famed as one of the most dangerous women alive. However, "beautiful" is not a word anyone might use upon seeing Ramirez for the first time. Homely doesn't work either; only downright ugly. Ramirez has battled that glass ceiling like a caged animal, pushing her rage into her piloting skills and her disdain of comparisons with Suthorn. Her battle fury allowed her to survive the decimation of Force Commander Bar-Kochba's battalion on Luzerne during the Ghost Bear-Combine War and won her grudging respect in the DCMS. She has even attained limited celebrity status for her refusal to give up despite all odds.

Recruit Jacob Nelson: Though unhappy with his current ride, Jacob is well aware of the alternative. After the pounding taken by the Dragonslayers on Mogyorod and then Conquista, he's lucky not to be Dispossessed. Despite the improved performance of his *Tarantula*-3A, he can't shake the negative impression of the original design spouted by so many MechWarriors, and can't wait to down and capture a "real" 'Mech.

ZPH-1 TARANTULA

Type: **Tarantula**
Technology Base: Inner Sphere
Tonnage: 25
Battle Value: 666

Equipment		Mass
Internal Structure:		2.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head	3	6
Center Torso	8	10
Center Torso (rear)		6
R/L Torso	6	7
R/L Torso (rear)		4
R/L Arm	6	7
R/L Leg	6	7

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM-2	CT	1	1.5
Ammo (Streak) 50	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Jump Jets	LFL	2	1
Jump Jets	RFL	2	1
Jump Jets	LRL	2	1
Jump Jets	RRL	2	1

LIGHT 'MECHS
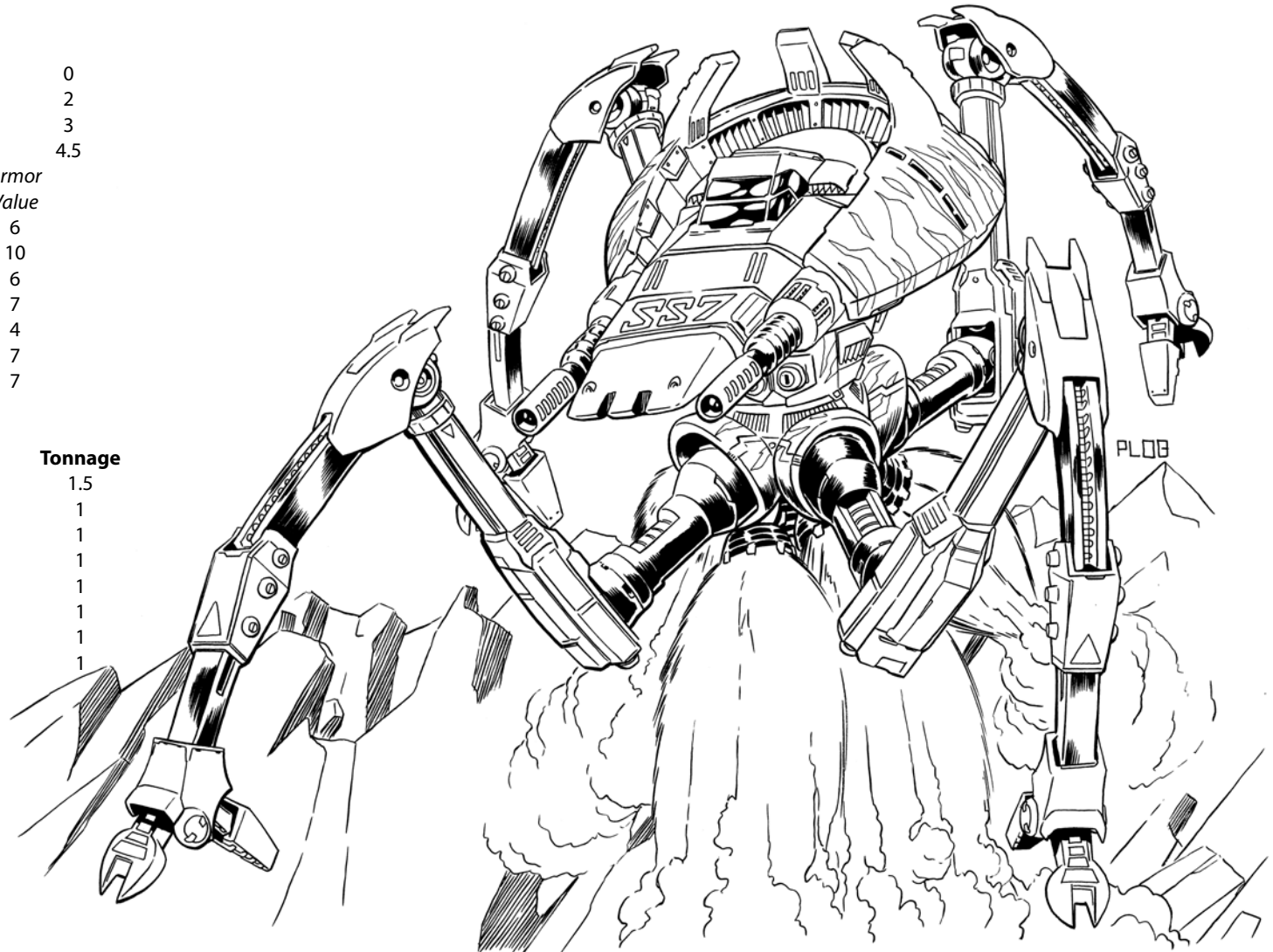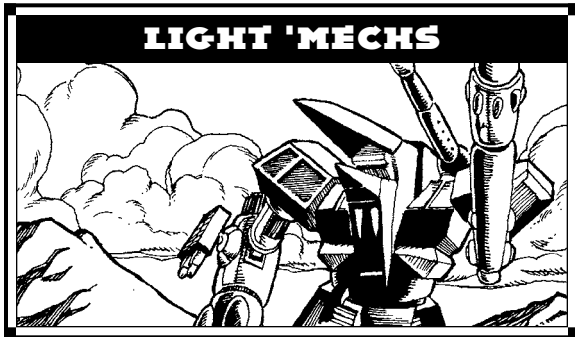
Mass: 30 tons
Chassis: Maltex 40
Power Plant: GM 150 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Luxor 2/Q
     Jump Capacity: 150 meters
Armor: Paulina Heavy Ferro-Fibrous
Armament:
     1 McArthur Anti-Missile System
     1 Hovertec Streak SRM-2 Rack
     3 Defiance P5M Medium Pulse Lasers
Manufacturer: Defiance Industries
     Primary Factory: Hesperus II
Communications System: TharHes Thalia HM-22
Targeting and Tracking System: TharHes Ares-5B

Overview

Defiance Industries was once considered the Inner Sphere's premier BattleMech engineering and construction firm. When it found itself regularly out-classed and out-produced by the Free Worlds League, Defiance up-scaled its Hesperus II facilities in a bold move. Among the new production lines added was one dedicated to building the new *Battle Hawk*.

Capabilities

Many engineers and MechWarriors initially questioned the quality of the *Battle Hawk*'s construction because of the haste that went into initiating production. With heavy armor and pulse lasers, however, the *Battle Hawk* has proven a forgiving ride for rookie MechWarriors.

Despite being relatively slow for a light 'Mech design, the addition of recovered Star League-era defensive technology—specifically, the McArthur anti-missile system—and ferro-fibrous armor ensure that the *Battle Hawk* can survive many more hits.

Like the *Hatchetman*, the *Battle Hawk* is equipped with a full-head ejection system, making it popular with MechWarriors assigned to hostile environments.

Deployment

Eager to demonstrate their creation and boost sales, Defiance Industries pressured the AFFC to deploy the prototype 'Mech in combat. Two lances of *Battle Hawk*s were sent to the First Robinson Rangers, which was being redeployed for raiding missions into the Clan Occupation Zone.

During the first mission, *Battle Hawk* losses were minimal, and reports of their performance encouraging. Unfortunately, the mission itself was a poorly executed disaster. Eager to deflect blame from his troops, the Rangers commander blamed the "untested" *Battle Hawk*. Defiance Industries attempted to suppress the negative publicity from this incident, but to no avail. *Battle Hawk*s already ordered by the Federated Commonwealth were assigned to shore up garrison forces.

Ironically, the *Battle Hawk* proved itself in these postings. During the FedCom Civil War, the rugged *Battle Hawk* ensured the survival of many green MechWarriors of the Alarion APM in the fighting on York. Their experience served them well in later heavy fighting on Tikonov and Thorin. After hostilities ended, the LAAF drew heavily on this core of veteran troops to rebuild more prestigious units. Elsewhere, the Koniz PTM held on for three months against a Jade Falcon Galaxy by combining their expert knowledge of their homeworld with the *Battle Hawk*'s mobility and survivability.

While the LAAF continues to show little interest in the *Battle Hawk* (preferring to field heavy and assault 'Mechs), its relatively low cost and solid track record for survivability have made it popular with mercenary commands.

Variants

Following an unpromising start, Defiance Industries has revisited the design with an eye to enhancing the *Battle Hawk*'s key selling points. By replacing the XL engine with a light model, the new *BH-K306* version is even tougher. The heavier power plant required the replacement of the pulse lasers with ER models, doubling their effective range. The arm-mounted SRM Streak system is upgraded to the latest four-tube model from Hovertec.

Notable MechWarriors

Hauptmann Klaus Davis: The unassuming Hauptmann Davis looks better suited to the classroom than the cockpit of a BattleMech. Indeed, he retired from the AFFC in 3047 to take up a career teaching history on his homeworld of Koniz, until the Jade Falcons' Rho Galaxy invaded.

Pulled out of retirement by his cousin, Colonel Konrad Davis, Klaus found himself back in uniform and in command of a misfit collection of troops loosely described by Konrad as a company. With their mercenary support quickly annihilated, Klaus used his intimate knowledge of the terrain and a few maneuvers drawn from his dusty history data-chips to repeatedly sting the invader for three months before the Koniz PTM was ultimately forced to withdraw.

MechWarrior Yana Gilmor: When a few surviving members of the Knights of St. Cameron reappeared in 3053, Yana was one of many to answer Mortimer Dewey's call for suitable recruits. Though short on experience, she worked her way across the Inner Sphere to reach the Knights' encampment. Colonel Dewey immediately accepted her into the unit, and provided her with a *Battle Hawk* from the Knights' seemingly inexhaustible supply of equipment.

Like the Knights of St. Cameron themselves, few would recognize Yana Gilmor now. Never seen as an outstanding MechWarrior, she (and the rest of the Knights) have stunned observers. Once viewed as little more than a joke, the resurrected Knights handily dealt with the Fourth Davion Guards RCT on Ft. Loudon.

Type: **Battle Hawk**
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 771

Equipment		Mass
Internal Structure:		3
Engine:	150 XL	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	98	5.5
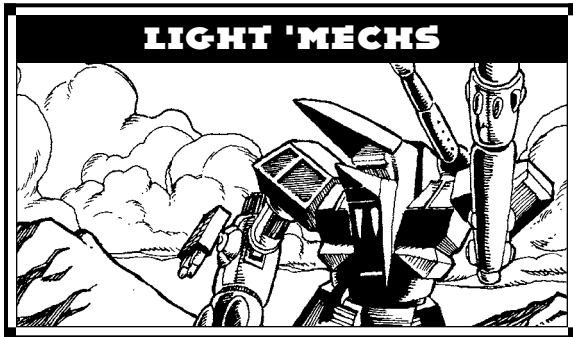
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	16
Center Torso (rear)		3
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	9
R/L Leg	7	12

Weapons and Ammo	Location	Critical	Tonnage
Anti-Missile System	H	1	.5
Ammo (AMS) 12	CT	1	1
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	LA	1	1
3 Medium Pulse Lasers	RA	3	6
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

LIGHT 'MECHS
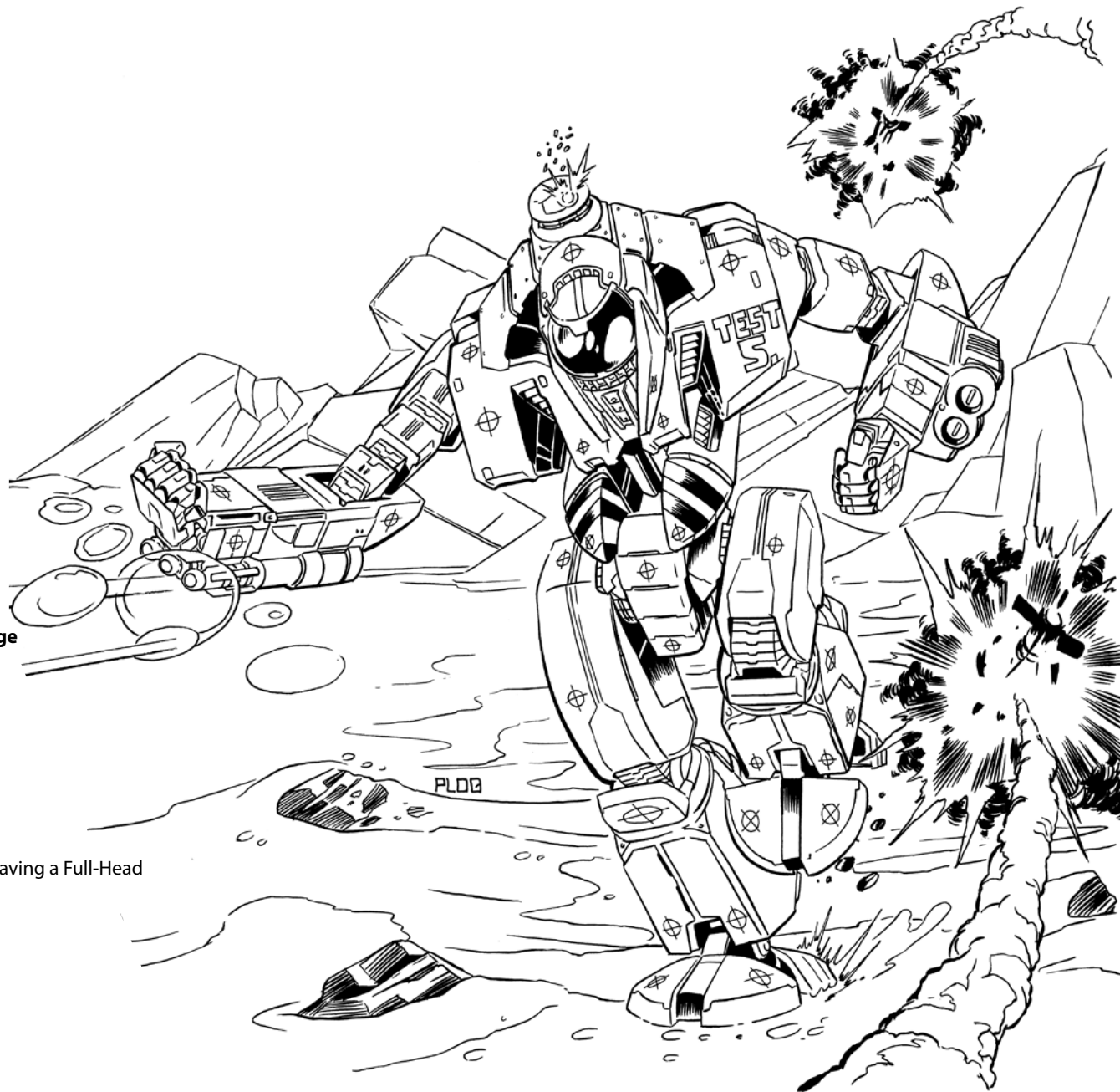
Mass: 30 tons
Chassis: Duralyte 299 Endo Steel
Power Plant: 150 GM
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
    Jump Capacity: None
Armor: Jolassa-325
Armament:
    2 Coventry Five-Tube LRM-5s w/Artemis IV FCS
    3 Martell Medium Lasers
Manufacturer: Free Worlds Defense Industries
    Primary Factory: Gibson
Communications System: Datacom 50
Targeting and Tracking System: Dynatec 1122

Overview

The leaders and high military commanders of the Free Worlds League have eagerly awaited the day when the Inner Sphere powers shift their focus from their mutual Clan enemy to fighting among themselves once more. In preparation, the FWL military commissioned Free Worlds Defense Industries to design and produce a BattleMech that could effectively counter the Federated Commonwealth's *Valkyrie*.

Capabilities

The *Hammer* boasts twin LRM-5s, each with Artemis fire-control systems for greater accuracy.

Each LRM launcher is equipped with enough ammunition to launch 24 salvos in combat. Three medium lasers—the tried-and-true Martell design known throughout the Inner Sphere—complement the long-range missiles.

The *Hammer*'s top speed of 86 kph matches the top running speed of the *Valkyrie*. Engineers swiftly eliminated the only argument for lower speed when the jump jets they tested put too much stress on the BattleMech's frame. That testing also prompted the engineers to use endo steel. The weight savings on the internal structure from this choice allowed the placement of more armor over the volatile missile surfaces on the 'Mech's torso. The communications system is likewise combat-tested: the Datacom 50, in use throughout the Inner Sphere, but especially in the Free Worlds League.

The *Hammer* has been paired with another new design, appropriately known as the *Anvil*. Combat simulations and operations (the latter during the insurrection on Gibson, Operation Guerrero and Operation Bulldog) have demonstrated this combination's worth.

Deployment

The Duchy of Andurien has suffered in recent history from rebellious officials, pirate raids and invasions by neighboring forces. Once the Free Worlds government began to more effectively assert its control over the duchy, the FWLM High Command chose to field test new 'Mech designs in this arena. All units at the edge of Free Worlds space have been assigned some of the new designs. Despite considerable push, however, the rest of the FWLM has been slow to take up the *Hammer*, and the 'Mech likewise faces lackluster export sales. The Word of Blake is so far the largest single client for this design.

The *Hammer* excels at providing long-range covering fire to companies of lighter 'Mechs that routinely lack substantial missile cover in combat. Though it has nowhere near the firepower of the *Archer*, which similarly serves as fire support, the *Hammer* can still force an opponent into a disadvantageous position.

Variants

One variant, nicknamed the *Slammer*, handles extended operations behind enemy lines. This version doubles its missile ammo at the expense of two of the three medium lasers. *Slammer* conversion requires prohibitive amounts of time and manpower, and so remains relatively rare. A second variant, the *Claw-Hammer*, sacrifices one LRM launcher and its ancillary systems for four additional medium lasers. To cope with the excess heat generation, the variant's heat sinks are the advanced DHS variety. The final variant, the *Pein-Hammer,* is the most radical variant, upgrading its lasers to two extended-range medium and two small pulse lasers, while trading out the LRMs for two Streak SRM 4 launchers, a TAG and ten double heat sinks. The amount of work required for such retrofitting makes all three available only as factory-built custom orders.

Notable MechWarriors

Lieutenant Nicholas Paget: The short-lived but brutal insurrection on Gibson gave the *Hammer* a baptism by fire, and Nicolas Paget, a FWLM pilot seconded to Free Worlds Defense Industries, found himself in the thick of the action. When rebels attacked the FWDI compound shortly before the dramatic intervention of Thomas Marik, Paget was the sole combat-experienced defender. Despite being the third-ranked officer, he took operational charge of the troops defending the factory. His *Hammer* was illsuited to such police actions, but the finesse with which he piloted the machine—limiting damage to the complex and the nearby civilian districts—earned him a posthumous commendation after the end of hostilities. Paget was among those slain in the final confrontation, when the rebels employed a nuclear weapon on the battlefield.

Trooper Gemma Jackson: A veteran of the intervention on Arcadia during the FedCom Civil War, Gemma Jackson has become a celebrity on her homeworld of Tamarind. Together with her *Slammer*, she has played a key role in the media blitz supporting Marshal Brett, putting a human face on his unauthorized military adventure. One of the first troopers on the ground, and injured in operations to save the mercenary Krushers, Jackson has become the poster child for those opposed to Captain-General Thomas Marik. She does favor a more interventionist policy, but finds the attention unsettling.

HMR-3M HAMMER

Type: **Hammer**
Technology Base: Inner Sphere
Tonnage: 30 tons
Battle Value: 787

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	150	5.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11	1
Gyro:		2
Cockpit:		3
Armor Factor:	96	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	14
Center Torso (rear)		5
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	10

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
Artemis IV FCS	LT	1	1
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
Artemis IV FCS	RT	1	1
Medium Laser	H	1	1
2 Medium Lasers	CT	2	2

LIGHT 'MECHS
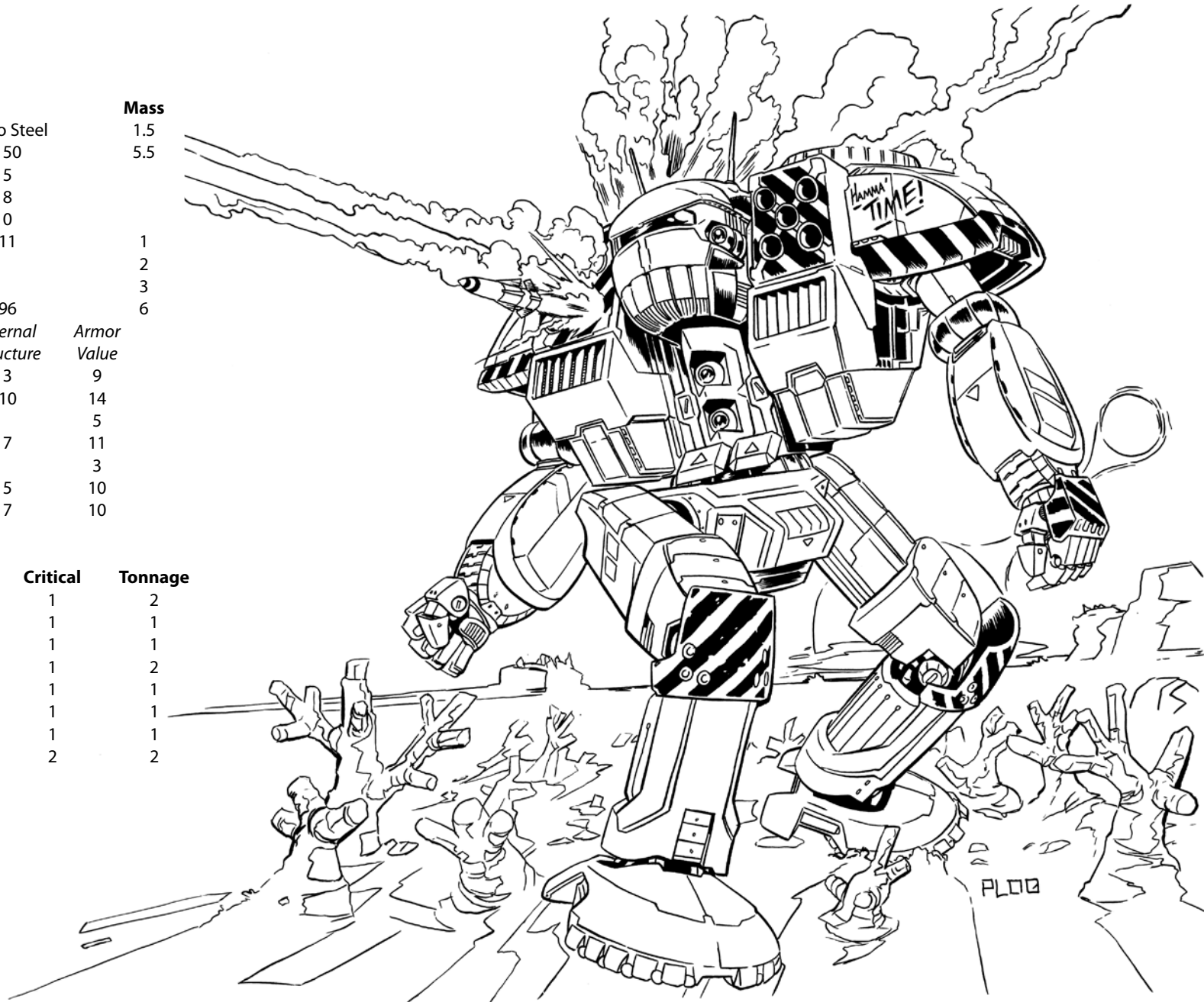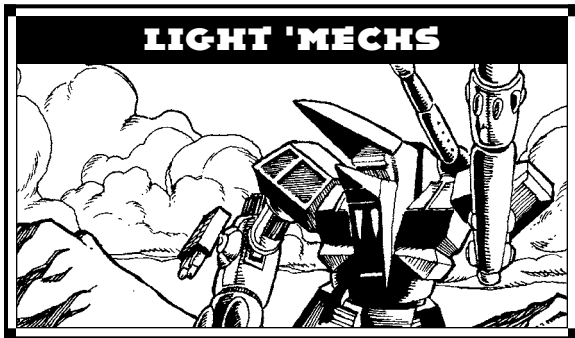
Mass: 30 tons
Chassis: Chariot Type I
Power Plant: GM 210 XL
Cruising Speed: 75 kph
Maximum Speed: 119 kph, 151 kph w/MASC
Jump Jets: None
    Jump Capacity: None
Armor: Starshield A
Armament:
    1 Thunderstroke-L LRM 5 Rack
    3 Argra 3L Medium Lasers
Manufacturer: Diplan 'Mechyards
    Primary Factory: Aix-la-Chapelle
Communications System: Sipher CommCon SCU-4
    with Guardian ECM Suite
Targeting and Tracking System: Cat's Eyes 5
    w. Forward 1 and Artemis IV FCS

Overview

With regiment after regiment falling before the Clan juggernaut, the DCMS scrambled for tactics to counter the enemy's technological advantages. Noting the Clan's minimal use of artillery, analysts identified a need for a fast scout able to carry Target Acquisition Gear. Diplan 'Mechyards submitted the HM-1 *Hitman* design to fill that role.

Famous for their *Jenner* and *Mongoose* designs, Diplan 'Mechyards was a premier manufacturer of light 'Mechs during the first Star League era. However, the destruction of its manufacturing plants during the Succession Wars reduced Diplan to little more than a holding company. Following the Clan assault, Diplan secured financial backing from Hachiman Taro Electronics

Limited, and upgraded its subsidiary component manufacturing plant on Aix-la-Chapelle into a manufacturing center capable of producing the *Hitman*.

Capabilities

Drawing on the key feature of all previous company designs, Diplan's *Hitman* is an extremely agile and fast light 'Mech capable of bursts of speed greater than 150 kph. Should the *Hitman* encounter a foe it cannot outpace, it is armed with a trio of medium lasers and a five-tube LRM launcher slaved to an enhanced Artemis IV fire control system. With full ECM cover, the *Hitman* can sneak up on enemy units undetected and then use its Beagle Active Probe to gather data, or guide precision artillery or air strikes using its TAG system.

Deployment

After extensive testing on the training grounds of New Samarkand's Sun Zhang Academy, the *Hitman* finally entered widespread deployment for the drive against Clan Smoke Jaguar by the forces of the reborn Star League. With large numbers of Arrow IV-equipped vehicles and 'Mechs (such as the *O-Bakemono*) finally reaching front-line units, the DCMS began to team them with the *Hitman*. The Ryuken regiments used their new equipment to devastating effect on the Jaguars, and their perfected tactics served the DCMS well when the Ghost Bears later launched their own assault on the Combine.

Having secured a controlling interest in Tanadi Computers, Chandrasekhar Kurita dispatched the Seventeenth Recon Regiment (a mercenary unit, informally known as Camacho's Caballeros, retained under a long-term contract) to safeguard Tanadi assets on worlds liberated from Smoke Jaguar control. The mercenaries were positioned on Luzerne when the Ghost Bears came roaring across the border. The First Bear Regulars crushed Force Commander Bar-Kochba's battalion as the mercenaries attempted to contest the Clan landing zone. In retaliation, the Seventeenth deployed its scout elements (which included several *Hitman*'Mechs)—and called in a withering artillery barrage that gutted the Ghost Bear Cluster.

Variants

Initially, the supply of *Hitman*'Mechs reaching frontline units far outstripped the available Arrow IV platforms.

Not wishing to waste the rest of the *Hitman*'s excellent capabilities by limiting deployment to the few units with the necessary artillery missile systems, the DCMS created a field modification. By replacing the TAG with a C^3 slave module and swapping the LRM-5 for a NARC beacon launcher, the HM-2 *Hitman* is the perfect "point man" for light and medium C^3-equipped units.

Notable MechWarriors

Chu-i Jenna Ahrmram: Granddaughter of a famous commander of the Third Proserpina Hussars, Jenna was honored to be offered a position with the regiment. All too aware that Theodore Kurita's reforms made it possible for her to follow in her grandfather's footsteps, Jenna is fanatically loyal to the Coordinator.

Jenna views the continuing influence of the Black Dragons in the Combine with alarm, and seeks to unmask their supporters. While her unsanctioned investigations have attracted disapproval from her superiors, they have also brought her to the attention of Ninyu Indrahar.

Lieutenant Junior Grade Duane "Pog" Montablan: Like many of the Seventeenth's MechWarriors, Duane is a native of Galisteo in the Free Worlds League. Another thing Duane has in common with his fellow Caballeros is a penchant for unconventional behavior. A fanatical collector of pre-jump Westerns, Montablan assumes the mannerisms of the characters portrayed in his collection. Continually switching from persona to persona as the situation or whim dictates, Duane bombards those around him with a kaleidoscope of cheesy two-dimensional roles.

While it is rare to find the advanced *Hitman* outside the ranks of the DCMS, Duane's 'Mech was among the salvage acquired by Camacho's Caballeros on Towne after defeating the renegade Fifteenth Dieron Regulars. On Luzerne, Montablan gleefully used the full capabilities of his *Hitman* to call down a carpet of death on the "Mudheads" (as the Caballeros disparagingly call all Clansmen).

HM-1 HITMAN

Type: **Hitman**
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 925

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	80	5

	Internal Structure	Armor Value
Head	3	8
Center Torso	10	10
Center Torso (rear)		6
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	7
R/L Leg	7	9

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Guardian ECM Suite	LT	2	1.5
MASC	RL	2	2
Beagle Active Probe	RT	2	1.5
LRM 5	LT	1	2
Artemis IV FCS	LT	1	1
Ammo (LRM) 24	LT	1	1
3 Medium Lasers	LA	3	3
TAG	H	1	1

JA-KL-1532 JACKAL

LIGHT 'MECHS
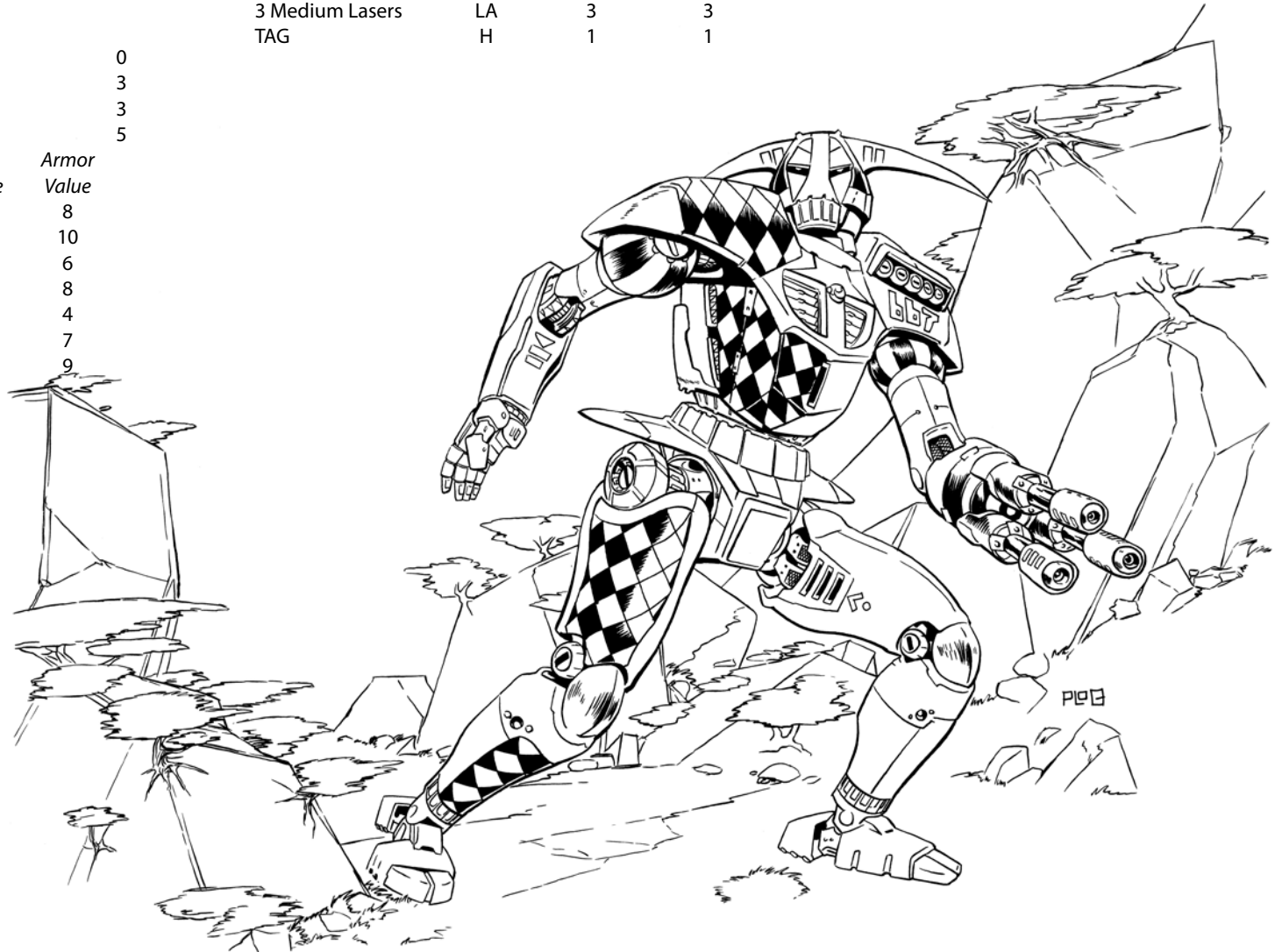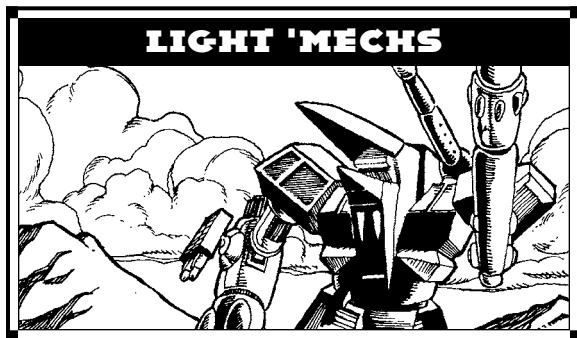
Mass: 30 tons
Chassis: Hollis Mark VI—Alpha (Endo Steel)
Power Plant: GM 210 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: None
    Jump Capacity: None
Armor: York Industries CTC-0
Armament:
    1 Aberdovey Mark XXX Extended Range PPC
    1 Burow Anti-Missile System
    1 Holly Streak SRM-2 Rack
Manufacturer: Earthwerks
    Primary Factory: Keystone
Communications System: Sipher Security Plus
Targeting and Tracking System: Hartford S2000A

Overview

Vining Engineering and Salvage Team of Solaris VII designed the *Jackal* in conjunction with Earthwerks BattleMechs of Keystone in the Free Worlds League, bringing to life one of the first built-from-the-ground-up 'Mechs ever conceived by what is now one of Solaris VII's most sought-after design firms. Based on first-hand research of Clan engagements by VEST techs, the *Jackal* was meant for the battlefield, not the arena, and can compete with the speed and weaponry used by the Clans.

Capabilities

The *Jackal* uses a lightweight engine and an endo-steel frame to maximize its mobility and still leave room for heavier weapons. An Aberdovey Mk XXX extended-range particle cannon gives it reach comparable to most Clan weaponry, with respectable hitting power for a light 'Mech. Backing up the particle cannon is an ammunition-efficient Holly Streak SRM and an anti-missile system to deflect incoming fire. This mix of speed, firepower and point-defense enabled the *Jackal* to act as a highly mobile, long-distance sniper while minimizing potential damage from return fire.

Deployment

In an effort to sell the new design to any interested buyer, VEST debuted its prototype *Jackal* in the arenas of Solaris VII, where the 'Mech's stellar performance quickly attracted the attention of several competing BattleMech factories. Earthwerks—by far the most prominent—eventually struck a deal with VEST for rights to produce the 'Mech out of the Earthwerks plant on Keystone. Earthwerks has since supplied the *Jackal* to various interested buyers, the majority of which included the Capellan and Free Worlds armed forces, plus dozens of mercenary commands throughout the Inner Sphere.

The deal struck with Earthwerks also allowed VEST to produce a limited number of *Jackal*s for its own sales, so long as purchasers were limited exclusively to state or mercenary buyers rather than competing corporations for reverse engineering. As a result, VEST has maintained a modest trade in its flagship BattleMech design, largely with the various stables on Solaris VII.

Variants

A recent variant unveiled by VEST's Solaris operation drops the Burrow anti-missile system and ammunition bin in favor of a targeting computer housed in the right torso. This variant also upgrades the *Jackal*'s heat sinks to double-strength and slightly increases the armor levels on the 'Mech's arms and legs.

Notable MechWarriors

Sir Colin Van Dench: Sir Colin van Dench served in the Third Battalion of the First Knights of the Inner Sphere during the Inner Sphere invasion of Huntress in 3060. During the fighting for control of the New Andery training base, Sir ven Dench and his lancemates encountered a mixed group of Jaguar 'Mechs and ProtoMechs. During the ensuing firefight, van Dench and his *Jackal* squared off against several of what one lancemate dubbed "super-Elementals," while the Jaguar 'Mechs continued to close in.

Thanks to his *Jackal*'s maneuverability and the powerful mix of its PPC and SRMs, van Dench tied up the ProtoMechs for close to a minute, killing two *Centaur*s, one *Roc* and a *Hydra* before heavy damage inflicted by the Protos enabled an arriving *Hellhound* to savage his engine. Though able to retreat to base, van Dench sustained grievous injuries during the fight, requiring years of therapy. He has only recently returned to semi-active duty.

Shannon "Scarlet" Shrike: Shannon Shrike was already a veteran MechWarrior when she received an offer from VEST to test-pilot its new BattleMech in the Solaris VII arenas. Specifically instructed to be "flashy, yet effective," Shrike battled her way to a series of victories at the helm of "Bloody Anubis," the prototype *Jackal* VEST provided for her demonstration.

Shrike's triumphs were more than spectacular enough to win her VEST backers their first production deal with Earthwerks, Incorporated. In fact, impressed by this freelance MechWarrior's style, Tanya and Elizabeth O'Bannon personally approached Shrike with a generous offer to join their Gemini Stables as soon as her contract with VEST expired.

JA-KL-1532 JACKAL

Type: **Jackal**
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 918

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	11	1
Gyro:		3
Cockpit:		3
Armor Factor:	96	6

	Internal Structure	Armor Value
Head	3	8
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	8
R/L Leg	7	12

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RT	3	7
Anti-Missile System	H	1	.5
Ammo (AMS) 12	CT	1	1
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	LT	1	1

LIGHT 'MECHS
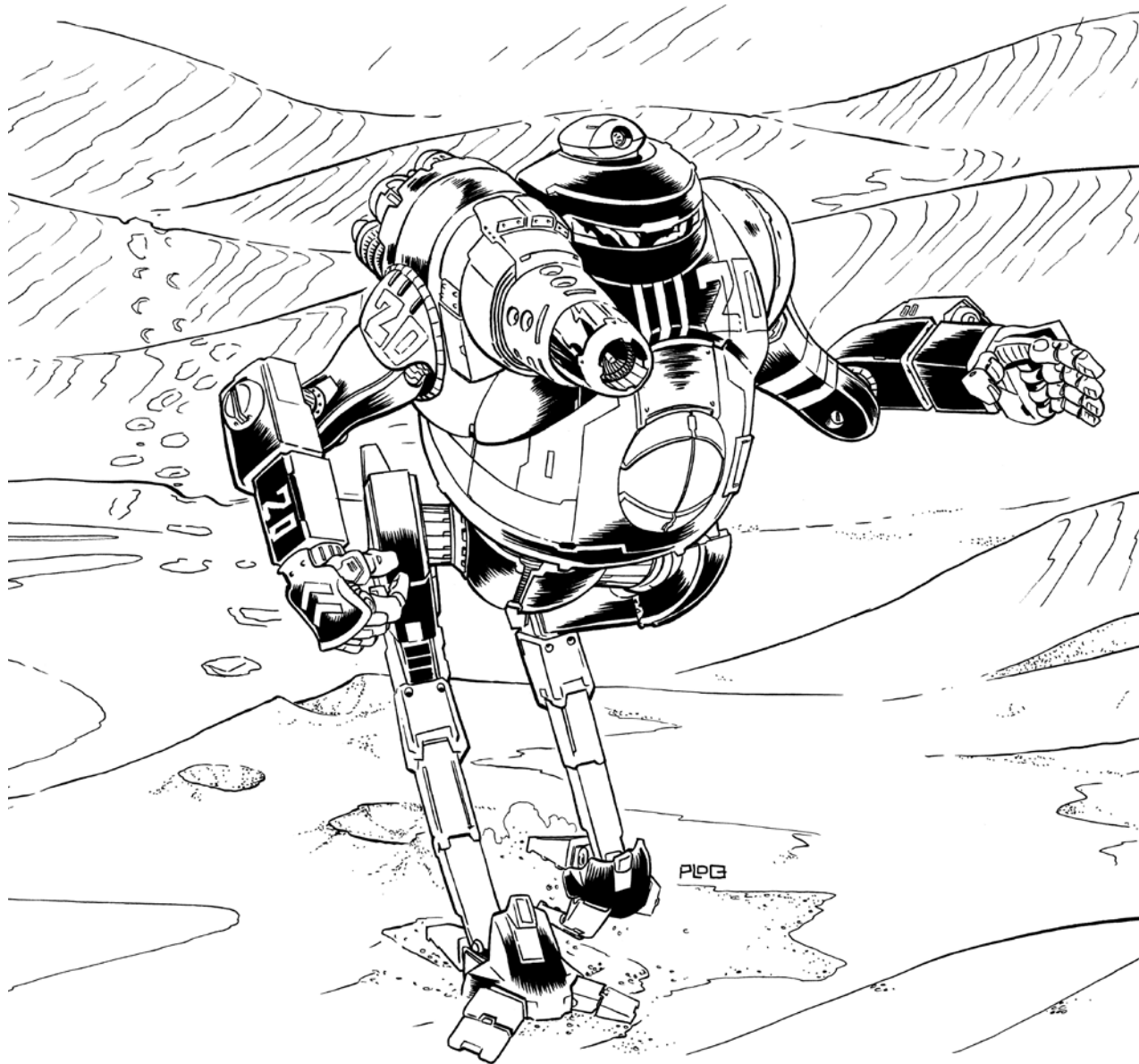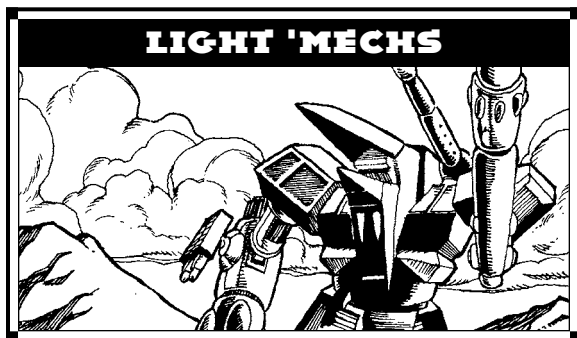
Mass: 30 tons
Chassis: Small Bug-B
Power Plant: Vlar 300 XL
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Jump Jets: None
    Jump Capacity: None
Armor: Valiant Gauntlet Ferro-Fibrous
Armament:
    2 Defiance B3M Medium Lasers
    2 Defiance B3S Small Lasers
Manufacturer: Coventry Metal Works
    Primary Factory: Coventry
Communications System: Wilson Silicon Siren
Targeting and Tracking System: Winston Coral Snake
    with CherrySeed Bullseye TAG

Overview

Based on Solaris VII, Vining Engineering and Salvage Team (VEST) has made a name for itself by producing a raft of innovative new designs. However, the small operation lacks the production facilities to mass-produce its creations. With the AFFC calling for advanced BattleMech designs, Coventry Metal Works snapped up VEST's *Scarabus* design for immediate production. Intended to act as a scout and forward observer, the SCB-9A *Scarabus* was considered a showpiece of Federated Commonwealth technology at its unveiling in 3053.

Capabilities

Recovered Star League technology allowed the *Scarabus* to meet the specifications for a design that could outrun and outshoot a *Locust*. Mindful of the extended periods of isolated operation required by its intended role as a recon 'Mech, VEST restricted the design to beam-technology weapons. Sporting its distinctive "quad-pod" laser army on the left arm, the *Scarabus* is speedy and well armed. Unfortunately, the complex power coupling necessary for this arrangement can be jarred loose. Field technicians often fuse the coupling, which makes repairs more difficult but stabilizes the unit.

To enhance its scouting capabilities, the *Scarabus* incorporates a powerful ECM system with which it can mask the movements of an entire lance. The addition of TAG initially had little apparent use, as the Federated Commonwealth lacked a suitable Arrow IV platform. That finally changed with the introduction of an artillery variant of the *Thunder Hawk*.

As a nod to the Solaris VI arenas, VEST included a small hatchet on the right arm for use in close combat.

Deployment

The first *Scarabus* production runs were rushed out to units facing the Clans. Units originating from the Federated Suns side of the Federated Commonwealth (such as the Deneb Light Cavalry and Ceti Hussars) eagerly adopted the design. More traditionalist Lyran units were less enthusiastic, and many were shuffled off into Militia forces in exchange for heavier (if older) designs. Damage suffered by Coventry Metal Works in the opening phases of the FedCom Civil War temporarily interrupted further production.

The Thorin Freedom Theater Militia was one recipient of this unintentional charity, receiving several *Scarabus*'Mechs. During the FedCom Civil War, the Thorin FTM (more popularly known as Archer's Avengers) fought a series of campaigns over dozens of worlds against Katherine Steiner-Davion's Loyalists and Clan Jade Falcon. Against both of these foes, the *Scarabus* proved itself time and again as a scout and raider.

As with many other Lyran-produced light designs, Coventry has had limited success in marketing the *Scarabus* to the LAAF. The company ships most of its production to the Federated Suns and to mercenary units eager to upgrade to newer equipment.

Variants

The VEST designers added a hatchet to the *Scarabus* because they hoped to take advantage of the Solaris VII fad of adding blades and claws. Several variants were cobbled together with an assortment of experimental hatchets, vibroblades, spikes and shields, but none entered mass production.

The Federated Commonwealth converted many *Scarabus*'Mechs to triple-strength myomer technology. This upgraded SCB-9T became very popular with both sides in the FedCom Civil War.

Notable MechWarriors

MechWarrior Simon Ghant: Jokingly referring to himself as a "Weekend Warrior," Ghant became a member of the Thorin FTM at its formation. Though determined to do his duty by the (then) Federated Commonwealth, Simon was nevertheless reluctant to abandon his law practice to serve in a line unit. Ironically, events ensured that Simon Ghant's militia unit would travel farther and fight longer and harder than almost any other Lyran combat command.

MechWarrior Carjo Yance: An expert in electronic warfare systems, Yance pilots a *Scarabus* in the Killer Bees' single company of BattleMechs. When he isn't tinkering with his 'Mech's ECM systems, Carjo can be found constructing a bizarre range of electronic devices, some of which even have practical applications.

A mercenary command specializing in reconnaissance operation, the Killer Bees are under contract to the SLDF Intelligence Command. Forming the core of the Special Circumstances division's largest Fury Team, Carjo's skills have proven invaluable. Operation Star Fall required the team to penetrate the Clan Jade Falcon Occupation Zone and foil a terrorist act that would have triggered bloody reprisals by the Clansmen, all without alerting the Clansmen to their presence.

SCB-9A SCARABUS

Type: **Scarabus**
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 846

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	300 XL	9.5
Walking MP:	10	
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	98	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	12
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	9
R/L Leg	7	13

Weapons and Ammo	Location	Critical	Tonnage
Guardian ECM Suite	CT	2	1.5
2 Medium Lasers	LA	2	2
2 Small Lasers	LA	2	1
Hatchet	RA	2	2
TAG	H	1	1

BZK-F3 HOLLANDER

LIGHT 'MECHS

Mass: 35 tons
Chassis: Coventry BZK-III
Power Plant: Omni 175
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
    Jump Capacity: None
Armor: Lexington Ltd. High Grade Ferro-Fibrous
Armament:
    1 Poland Main Model A Gauss Rifle
Manufacturer: Coventry Metal Works
    Primary Factory: Coventry
Communications System: TharHes Muse 54-58K
Targeting and Tracking System: Cyclops 9

Overview

Coventry Metal Works' BZK-F3 *Hollander* was born as part of an ongoing effort by the AFFC to match the superior range and firepower of Clan 'Mechs in a lightweight chassis. Though somewhat unorthodox, the *Hollander* delivered on its manufacturers' promise to meet all demands, providing Inner Sphere commanders with a light hunter-killer design capable of taking down almost any other light 'Mech with a single long-range shot, and posing a real threat to most heavier designs.

Capabilities

Essentially a walking cannon, the *Hollander*'s design is as straightforward as it is extreme, its entire chassis and structure developed expressly to carry a single massive Gauss rifle. Lacking any other weapons but using endo-steel construction and ferro-fibrous armor to maximize its options, the design incorporated a standard engine to improve its chances for survival in a pitched battle. This choice, however, limited the *Hollander*'s land speed to that of the average Clan heavy 'Mech, meaning that most of its chosen targets enjoyed a significant edge in speed and maneuverability. Nevertheless, the ability to field a weapon as powerful as the Gauss rifle on a relatively inexpensive chassis led to widespread production of this design for front-line use against the Clan invaders.

Deployment

The Seventeenth Skye Rangers and the First Kearny Highlanders of the Northwind Highlanders mercenary command were the first to receive the new *Hollander*s after Coventry Metals began full-scale production of the design. Not long afterward, several prominent Lyran and FedCom-employed mercenary commands also received these powerful sniper units as the Inner Sphere arms race continued.

Variants

Three variants on the *Hollander* have entered production since this 'Mech's debut, intended to address criticisms of the design's past pilots. The first of these, the BZK-G1 model, answers requests for backup weaponry and additional armor by swapping out the Gauss rifle for an LB 10-X autocannon and two arm-mounted medium lasers, plus two more tons of ferro-fibrous armor for protection.

The more radical variants address the same concerns far more dramatically by adding ten tons to the *Hollander*'s total mass. Because of the radical changes, these models—the BZK-F5 and the BZK-F7—both bear the designation *Hollander II*. For the –F5 model, the added tonnage allowed engineers to mount a Streak missile launcher and a medium laser in addition to the Poland Main Model A Gauss rifle. The –F7, born in the months leading up to the FedCom Civil War, instead mounts a single heavy Gauss rifle for superior punch, though this change simply creates a "bigger brother" to the original *Hollander*—one with the same mobility and armor flaws that go with its all-or-none weaponry approach.

Notable MechWarriors

Lieutenant Bernard Mallins: Bernard Mallins, now a lieutenant in the Eridani Light Horse's Seventh Striker Battalion (Eleventh Company), still pilots the BZK-F3 *Hollander* he rode into battle on Huntress. During the battle, Mallins' lance was among the Light Horse troops that faced arriving Smoke Jaguar reinforcements amid rolling hills and light woods on the Lootera Plains. Enraged by the Spheroids' use of artillery, the Clansmen attacked with berserker fury.

Mallins' lance, singled out by a pair of medium OmniMechs and a Star of Elementals, suffered heavy damage in the Clan assault, and the opening volleys killed its commander, Porter Cormany. Forced to fall back, Mallins used his Gauss rifle to snipe at the Jaguar Omnis while his lancemates kept back the enemy battle armor. During this action, Mallins successfully downed a Jaguar *Ryoken* with a lucky cockpit hit and disabled an enemy *Black Hawk* with a leg hit, buying his lance enough time for reinforcements to arrive from the Light Horse's Twelfth Company.

MechWarrior Georgio Eicher: A Loyalist MechWarrior in the First Chisholm's Raiders during the FedCom Civil War, Eicher and his BZK-F7 *Hollander II* earned the dubious nickname "Detector" when, during an engagement against Duke Sandoval's forces on New Valencia, his 'Mech was critically damaged five times by Thunder mines left by Allied forces.

BZK-F3 HOLLANDER

Type: **Hollander**
Technology Base: Inner Sphere
Tonnage: 35
Battle Value: 953

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	71	4

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

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	CT	2	2

SDR-9K VENOM

LIGHT 'MECHS
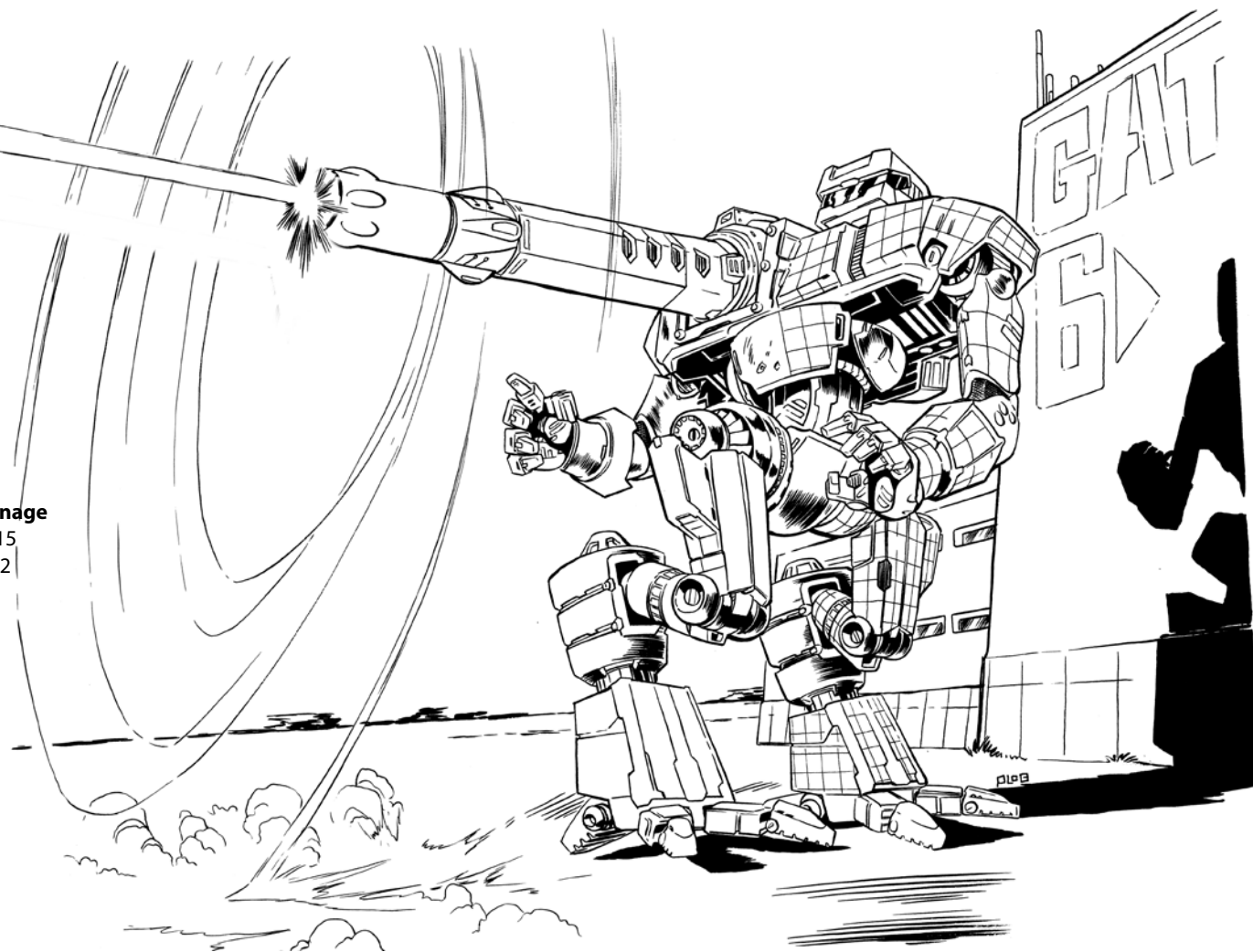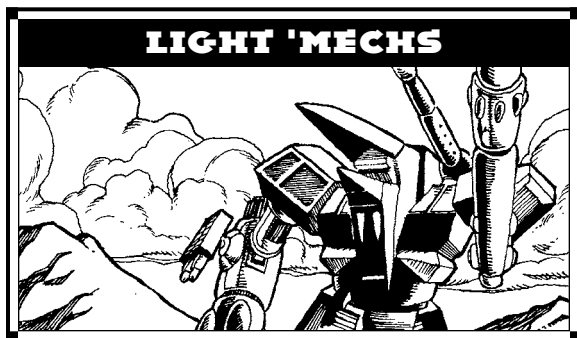
Mass: 35 tons
Chassis: Crucis-II, Newhart Refit Standard
Power Plant: VOX 280 XL
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: Rawlings 75
    Jump Capacity: 240 meters
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
    4 Tronel XII Medium Pulse Lasers
Manufacturer: Nimakachi Fusion Products Limited
    Primary Factory: Lapida II
Communications System: Omicron 4002
    Networking Channel
Targeting and Tracking System: TRSS Eagle Eye

Overview

During the initial Clan invasion of Draconis Combine space, large numbers of Combine 'Mechs were destroyed in the fighting, with no chance of salvage to support reconstruction. Subsequently, Coordinator Takashi Kurita ordered a massive production effort to replace the fallen units.

Eager to profit from these circumstances, Nimakachi decided that a simple expansion of its *Spider* production lines would not guarantee future orders when the fighting slowed down. The company developed a new design with the limited resources available. With an eye to future sales, Nimakachi wanted to incorporate as much new and recovered technology as it could get from the Draconis Combine, and the *Venom* was born.

Capabilities

The *Venom* is a heavier version of the *Spider* produced on Tematagi. It weighs 35 tons and uses Kallon FWL special ferro-fibrous armor. While the new design's speed and maneuverability remain identical to the *Spider*'s, Tematagi engineers installed the VOX 280 extralight engine in order to free up space for increased firepower. The *Venom* features four of the new Tronel XII medium pulse lasers.

Two drawbacks cropped up in the initial production run: the 'Mech's light armor and the extralight engine, both of which increased the likelihood of the machine's destruction in battle. Designers have yet to solve the engine problem, though a variant involving the new Lyran light engine is reportedly in the works. The existing 9KA and 9KC variants provide additional armor to beef up protection compared to the original *Venom*.

Deployment

The first *Venom* came off the production line in late December 3050 and saw deployment mostly to areas near the Periphery, where it protected the border against bandits and held position for potential punitive strikes. Since that time, the *Venom* has steadily grown in stature among Combine forces, gaining a reputation as a deadly light 'Mech. Though a longstanding DCMS preference for the *Panther* as the backbone of its light 'Mech forces remains an obstacle to widespread acceptance of the *Venom*, this 'Mech appears in almost every Combine line regiment, including the Ryuken, the Genyosha and even the Sword of Light. Competition from newer designs such as the *Kabuto* and the *Raptor* OmniMech has yet to make a serious dent in the *Venom*'s deployment.

Variants

The SDR-9KA variant removes a medium pulse laser in exchange for additional armor. The SDR-9KB, a more radical departure from the original design, removes two jump jets and one pulse laser in exchange for a machine gun, ammo, a heat sink and additional armor.

The recently fielded 9KC variant showcases one of the first Combine light 'Mechs to mount double heat sinks. The 9KC *Venom* mounts eleven double heat sinks, an endo steel chassis and seven tons of ferro-fibrous armor, and trades one medium pulse laser for a C^3 slave unit.

Notable MechWarriors

***Tai-i* Yuko Nogami:** *Tai-i* Nogami is a perfect example of the success of Coordinator Theodore Kurita's military reforms. In the battle for Garstedt during Operation Bulldog, the Smoke Jaguars' Seventeenth Regulars proved a tougher foe than the attacking Ryuken-go forces initially expected, inflicting casualties that the Combine unit could not quickly replace. Forced to use the resources at hand, then-*Gunsho* Yuko Nogami fell back on his experience piloting a *Venom* in The Reaches arenas on Solaris VII. He distinguished himself as part of Beta Company of the Ryuken-go Third Battalion, in the final battle for the planet in Nümburg Canyon.

Nogami proved his mettle time and again, in the liberation of Matsuida and An Ting during the FedCom Civil War and in the reprisals on Cassias. Over less than a decade, Nogami has risen to command the company he once fought in without rank, and is an ardent supporter of Theodore Kurita.

Jason "The Clyde" Marshall: Given the *Venom*'s initial posting to commands near the Periphery border, the design inevitably fell into the hands of pirates. One such brigand, Jason "The Clyde" Marshall, is a member of the New Belt Pirates. He survived the butchering of his company by Clan Wolf's Omega Galaxy, but his previously strong support of the ousted Morgan Fletcher II put him on thin ice. Whether he can survive Susie "One-Eye" Morgaine-Ryan is anyone's guess.

SDR-9K VENOM

Type: **Venom**
Technology Base: Inner Sphere
Tonnage: 35
Battle Value: 798

Equipment		Mass
Internal Structure:		3.5
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	62	3.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	11	7
Center Torso (rear)		3
R/L Torso	8	7
R/L Torso (rear)		3
R/L Arm	6	6
R/L Leg	8	6

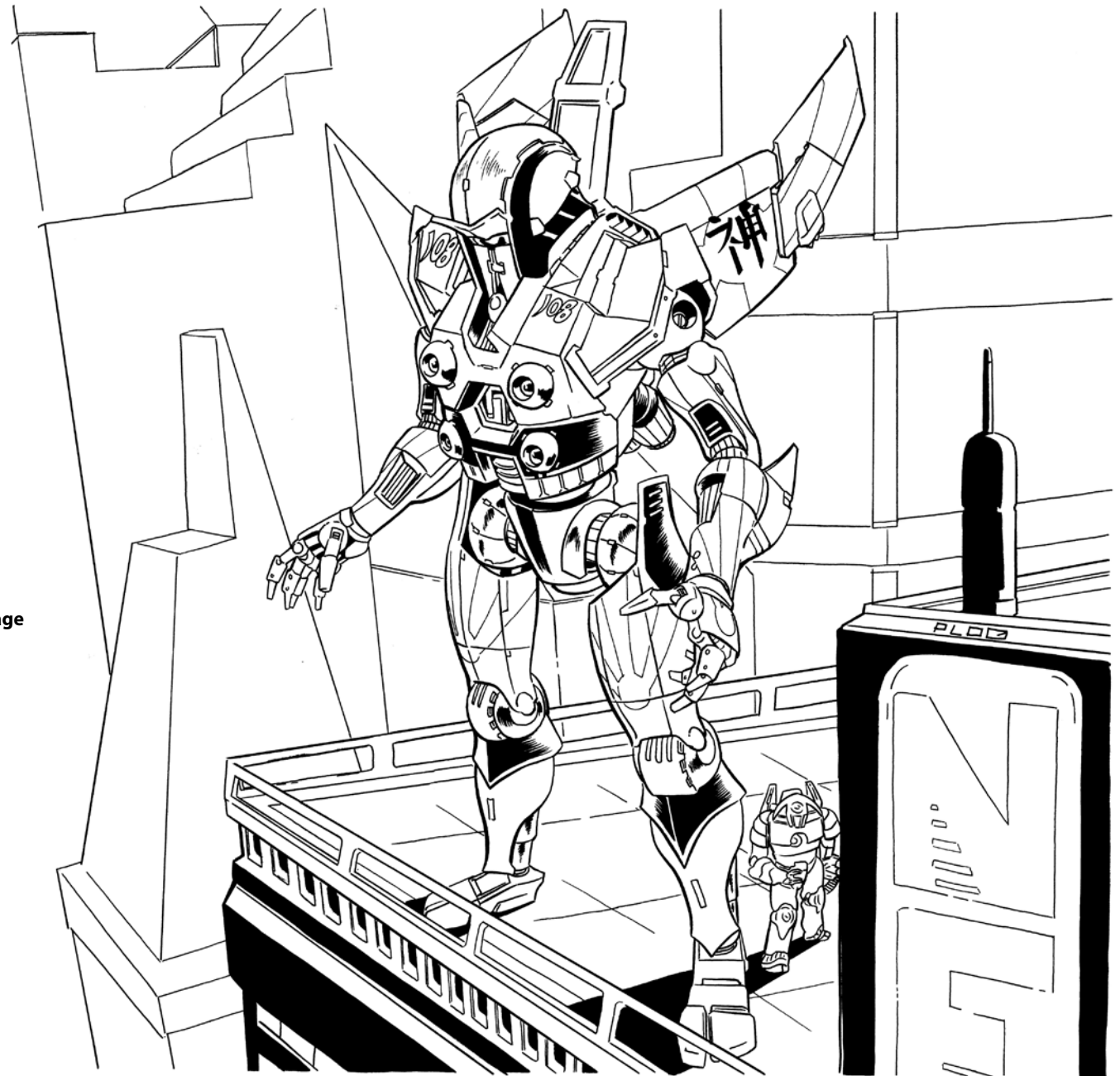| Weapons and Ammo	Location	Critical	Tonnage
2 Medium Pulse Lasers	LT	2	4
2 Medium Pulse Lasers	RT	2	4
Jump Jets	RT	4	2
Jump Jets	LT	4	2

DMO-1K DAIMYO

MEDIUM 'MECHS
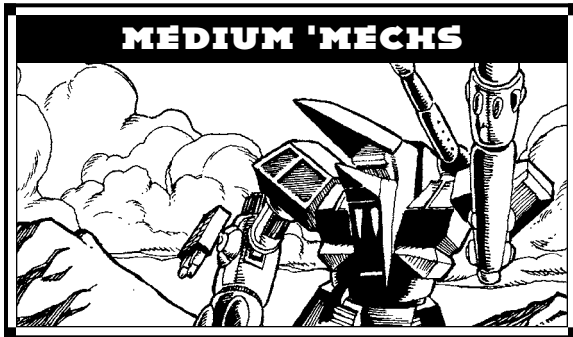
Mass: 40 tons
Chassis: Alshain Type 59-40M
Power Plant: Nissan 200
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
    Jump Capacity: None
Armor: Starshield with Ferro-Fibrous
Armament:
    1 Lord's Light 2 Extended Range PPC
    2 Victory 23R Medium Lasers
    1 Shannon SH-60 SRM-6 Rack
Manufacturer: Luthien Armor Works
    Primary Factory: Luthien
Communications System: Sipher CommSys 4
Targeting and Tracking System: Eagle Eye SY10-10

Overview

In 3052, Luthien Armor Works took heavy damage during the combined assault by the Smoke Jaguars and Nova Cats. Though the Clans failed to take the Draconis Combine's capital, the DCMS desperately needed every BattleMech it could get, making repair of the facilities the highest priority. Even while undergoing reconstruction, Luthien Armor Works continued to develop 'Mech designs using both new and recovered technologies.The *Daimyo* has the distinction of being the first new 'Mech design produced at the rebuilt Luthien Armor Works.

Capabilities

Solid but not flashy, the *Daimyo*'s weapon mix encompasses all firing ranges. The extended-range particle projection cannon in its left arm gives it reach, while the two right-arm mounted medium lasers and an SRM-6 rack embedded in the right torso provide a solid punch at short range.

Following the consternation caused by their decision to use standard heat sinks in the PNT-10K *Panther* upgrade, Luthien Armor Works chose to install double heat sinks this time, but MechWarriors who pilot the *Daimyo* must still be wary of heat buildup.

The *Daimyo* offers respectable speed, though it lacks the jump capability of many other light and medium 'Mechs. Mounting a standard engine and Starshield ferro-fibrous armor allows the 'Mech to absorb tremendous amounts of damage for its size, but some consider the lack of CASE for the generous SRM supply to be a potentially deadly flaw.

Deployment

The *Daimyo* was first produced in February 3053. The Sword of Light regiments were the first to receive the *Daimyo* in a public display staged to show Combine citizens the determination of the Dragon. Deployed as a command 'Mech in light and medium lances, the *Daimyo* works well alongside *Panther* and *Wolftrap* BattleMechs already deployed by the Sword of Light. Subsequently, many other DCMS formations have received the 'Mech to replace medium-weight units lost in action to the Clans.

The Fifteenth Dieron Regulars used the *Daimyo* extensively in their counterattacks against the Draconis March forces that launched an unsanctioned assault against the Combine. Driving on to the Federated Commonwealth world of Addicks, the Regulars were only forced back by the arrival of the Twelfth Deneb Light Cavalry and the mercenary Twelfth Vegan Rangers.

As part of the united front against the Clans forged on Outreach, Theodore Kurita has allowed the beleaguered Free Rasalhague Republic to continue to purchase Combine equipment. Many of the Republic's *Daimyo*s have been assigned to the Second Freeman.

Variants

Luthien Armor Works has experimented with several variants since introducing the *Daimyo*. The DMO-2K and DM0-4K *Daimyo* both attempt to deal with overheating problems. The first variant replaces the PPC with an ER large laser and two heat sinks, while the second swaps the SRM-6 for a medium laser and four more heat sinks.

The latest and most popular variant—the DMO-5K—replaces the SRM launcher with a C^3 master computer, allowing the *Daimyo* to coordinate the fire of a C^3–equipped lance.

Notable MechWarriors

Chu-i Samual Halman: Following in the footsteps of his father, Marco Halman, Samual is a graduate of the prestigious Sun Zhang Military Academy. A traditionalist to the core, Samual nonetheless recognizes the improvements in the DCMS wrought by the Coordinator's reforms. Commanding a mixed lance of *Panther*s and *Daimyo*s, Halman was at the forefront the Fifteenth Dieron Regulars' attack on Addicks.

Marco Halman and Gavro Kent had been adversaries decades before, and when Samual intercepted communications revealing that Kent's son was among the ranks of the Twelfth Deneb Light Cavalry, he launched an unauthorized raid. Screaming challenges, Samual Halman faced off against Leftenant Johnson Kent's *Wolfhound* while their lancemates fought around them. Their personal battle raged for minutes, with neither one able to gain the upper hand. The agility of Kent's lighter 'Mech offset Halman's greater reach.

The stalemate broke when the Twelfth Vegan Rangers discovered the hole in the Dieron Regulars' line where Halman's lance was supposed to be. With his regiment retreating in disarray, Halman grudgingly ordered his own lance to follow.

Kapten Sev Rasmusen: A likeable rogue, Sev Rasmusen is one of the "characters" of the Free Rasalhague Republic's Second Freeman. Commanding a medium company during raids into Republic territory held by the Ghost Bears, Rasmusen somehow acquired a ghost bear cub.

Adopted as the Second Freeman's mascot, Snuggle can usually be found in the officers' mess, masquerading (not very convincingly) as a rug while waiting to ambush the unwary.

DMO-1K DAIMYO

Type: **Daimyo**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 1,148

Equipment		Mass
Internal Structure:		4
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	134	7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	19

| Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
2 Medium Lasers	RA	2	2
SRM 6	RT	2	3
Ammo (SRM 6) 30	RT	2	2

MEDIUM 'MECHS
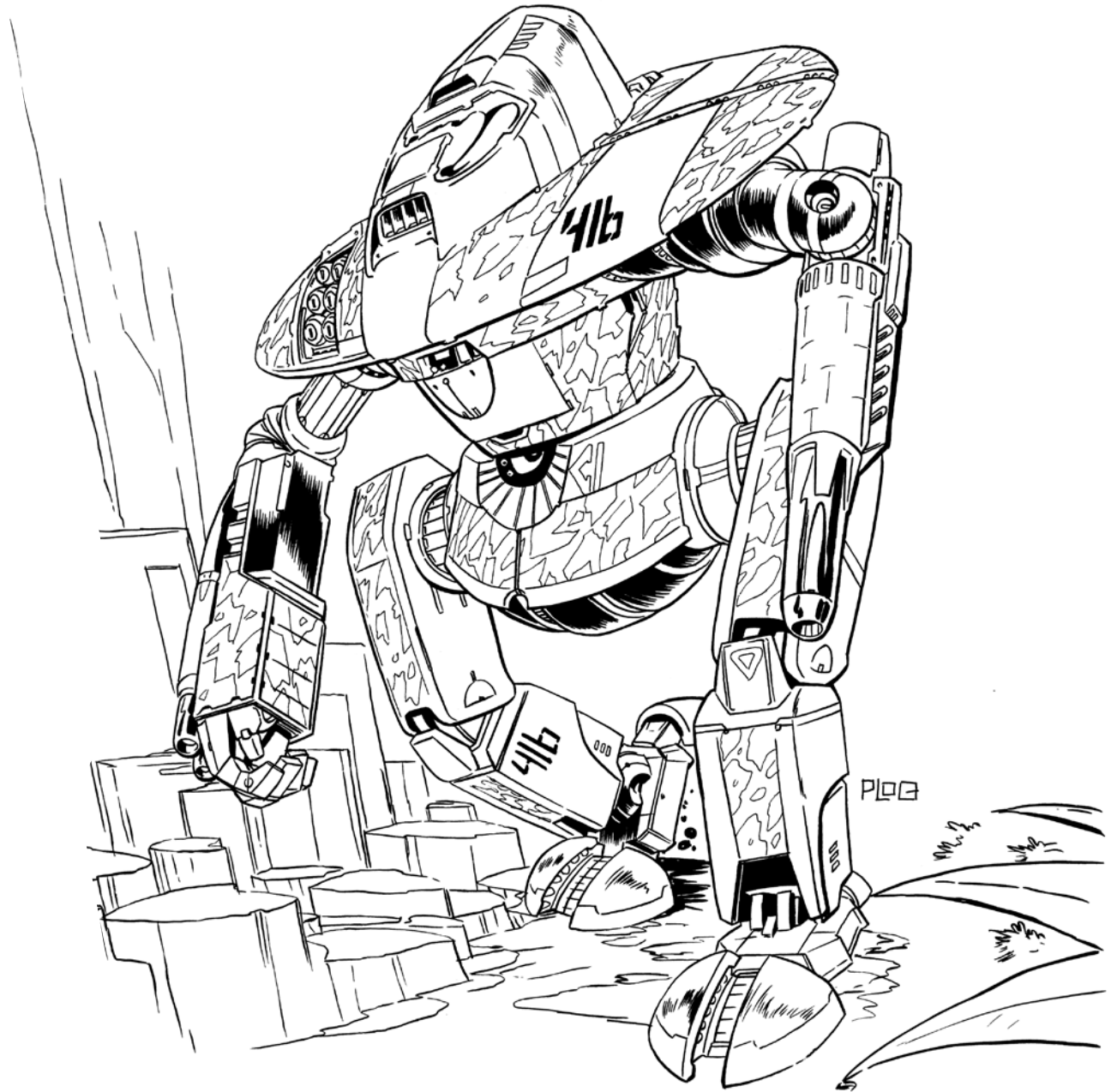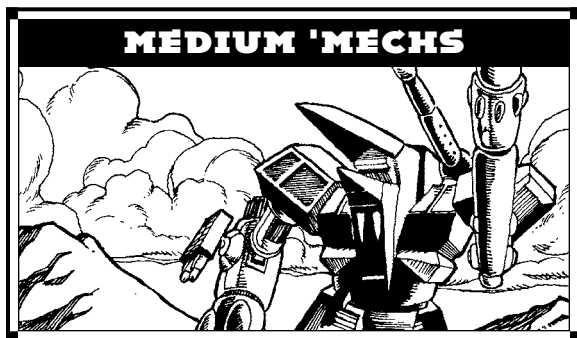
Mass: 40 tons
Chassis: Dorwinion Standard
Power Plant: Nissan 200
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: HildCo Model 12
   Jump Capacity: 150 meters
Armor: Starshield A
Armament:
   1 ChisComp 43 Special Large Laser
   2 ChisComp 39 Medium Lasers
   2 SperryBrowning Machine Guns
Manufacturer: Robinson Standard BattleWorks
   Primary Factory: Robinson
Communications System: Achernar Electronics HICS-11
Targeting and Tracking System: Federated Hunter

Overview

When the Clan invasion struck, Prince Hanse Davion pulled front-line troops from throughout the Federated Commonwealth and placed them in front of the oncoming juggernaut in hopes of slowing the invaders' inexorable advance. Unfortunately, this left many border regions short-changed, including the Draconis March, whose leader, Duke Sandoval, demanded recompense. Unable and unwilling to return front-line units, Prince Hanse quieted the duke in part by sharing the design and production costs of the *Watchman*.

Capabilities

To reduce costs, AFFC Department of the Quartermaster specifications required that the *Watchman* be based on a current model. Designers quickly chose the *Enforcer* as the basis for this new BattleMech, deciding in the process to use the huge available stores of older parts in its design.

The *Watchman*'s designers dropped the *Enforcer*'s autocannon, placing in its stead a pair of ChisComp 39 medium lasers, found predominantly on early *Dervish*es. The two SperryBrowning machine guns were added later when the AFFC appended anti-infantry weapons to the specifications.

The cockpit controls were simplified, to facilitate instruction of inexperienced MechWarriors. The designers also replaced the *Enforcer*'s armor, substituting Starshield A armor with CASE, and swapped in new jump jets to give the 'Mech a jump capacity of 150 meters. All these changes brought the *Watchman* to a lean forty tons, making the 'Mech's price even more attractive.

Deployment

The *Watchman*, regarded as a cheap and basic 'Mech, languished for years, seeing service almost exclusively within the Draconis March. It took the start of the FedCom Civil War and Duke Sandoval's assault into the Draconis Combine to prove the *Watchman*'s ruggedness.

The 'Mech made a name for itself on Proserpina in 3062 and 3063 as a rugged and extremely forgiving BattleMech, especially for the trainees of the Robinson Battle Academy. Even on a modern battlefield filled with lostech, the decidedly low-tech *Watchman* could still deal significant damage. After battle, it was easier to repair and could be put back on the line faster, especially once its MechWarriors learned to stop carrying a full ammunition load—though even then, rebuilding a torso destroyed by an ammunition explosion was easier than if the design had used more advanced technologies such as endo steel and an XL fusion engine.

When reports of its performance circulated, demand for the 'Mech increased beyond production capacity. Duke Sandoval carefully doled out the production runs, giving up the 'Mechs only in exchange for political or logistical support in his campaign against his peoples'"ancient enemy." By the end of the war, this 'Mech had found its way into almost every unit that fought in the Federated Suns, as well as a number of Combine regiments.

Variants

The FedCom Civil War brought the *Watchman* new popularity, but quickly demonstrated that it was undergunned compared to many other 'Mechs it faced on the battlefield. Robinson Standard BattleWorks engineers modified the weapons load by replacing the large laser and machine guns with a Magna Hellstar PPC and another medium laser. They further boosted combat effectiveness by refitting the heat-exchange system with double heat sinks and mounting StarGuard ferro-fibrous armor.

Notable MechWarriors

Major Seri Toht: A second-year cadet in the Robinson Battle Academy when a Combine assault struck Robinson in 3062, Toht snuck aboard the Academy DropShip before it left the world in December. When discovered, she was placed under house arrest, but as casualties took their toll on the First Robinson Rangers, she was given the *Watchman* of a fallen comrade to pilot. Naming it the *Vengeful Lucifer*, she made a name for herself by leading charges directly into the face of Combine counter-charges. She quickly won a battlefield commission and, as casualties among the First Rangers mounted, rose in rank until she ultimately ended up in the Second Rangers as a battalion commander during the final push on New Avalon.

MechWarrior Piotr Vukovich: MechWarrior Vukovich has spent almost as much time in the brig as out of it during his twenty-year career in the FWLM. Only his undeniable skills in a BattleMech have kept him from discharge or permanent incarceration—that, and the fact that his uncle is a prominent Minister of Parliament. He captured his *Watchman* on Wasat in 3057 from a Second Republican lieutenant whom he physically beat into unconsciousness, much the same way he treats his own lieutenants in the Thirteenth Marik Militia.

Type: **Watchman**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 1,067

Equipment		Mass
Internal Structure:		4
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5
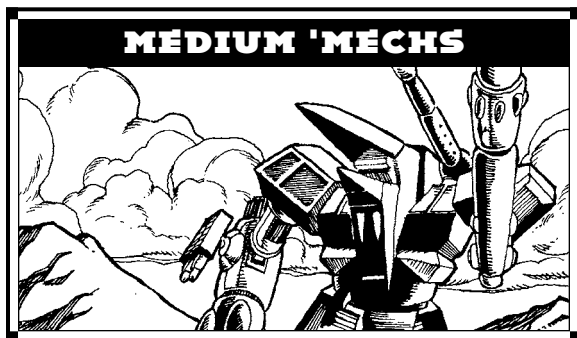
	Internal Structure	Armor Value
Head	3	8
Center Torso	12	16
Center Torso (rear)		8
R/L Torso	10	14
R/L Torso (rear)		6
R/L Arm	6	12
R/L Leg	10	20

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	LA	2	5
2 Machine Guns	LA	2	1
Ammo (MG) 200	LT	1	1
CASE	LT	1	.5
2 Medium Lasers	RA	2	2
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

KIM-2 KOMODO

MEDIUM 'MECHS
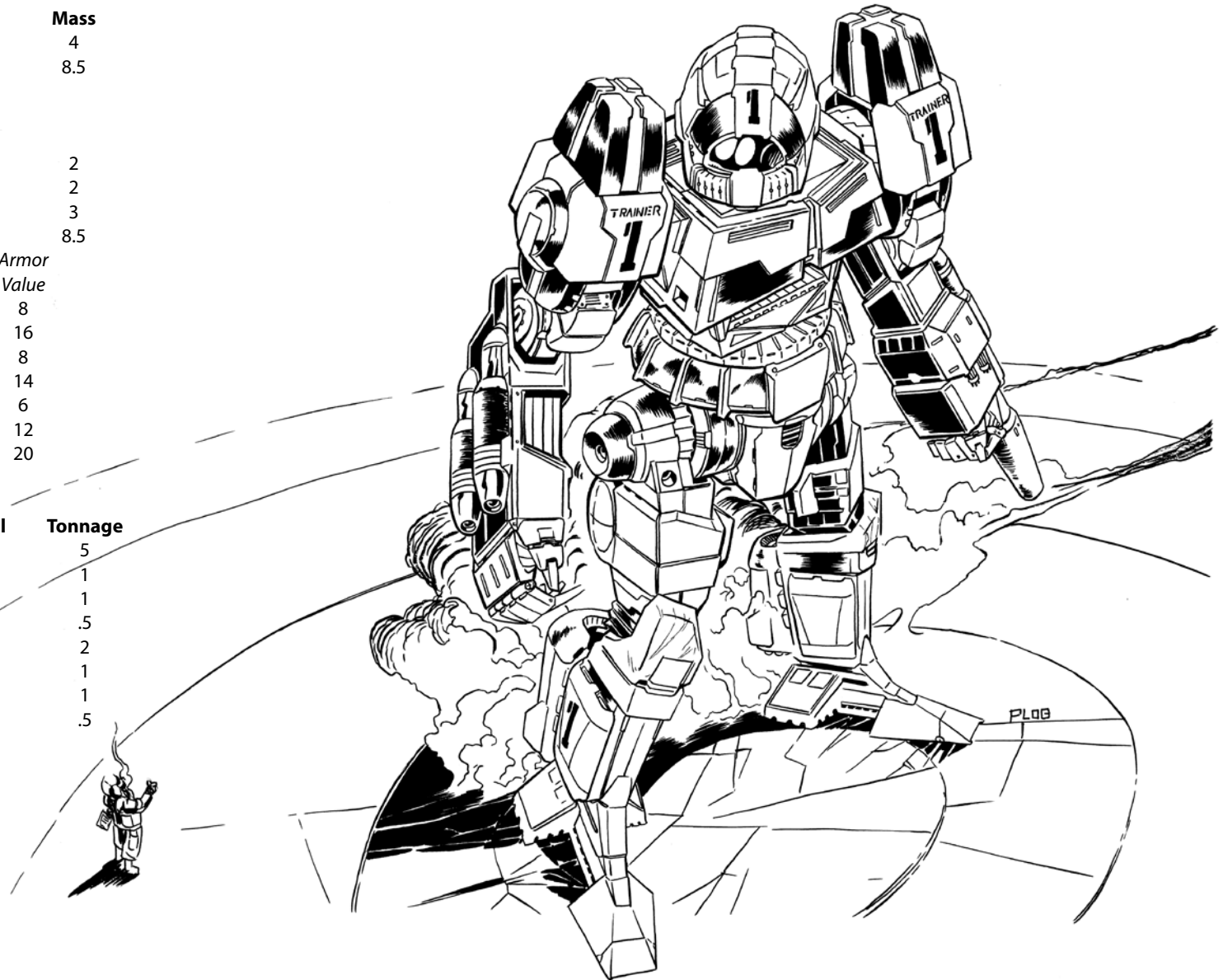
Mass: 45 tons
Chassis: Alshain Type Chi
Power Plant: VOX 225 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Icarus 81
   Jump Capacity: 150 meters
Armor: Valiant Lamellor
Armament:
   10 Victory 23R Medium Lasers
   2 Yori Flyswatter Anti-Missile Systems
Manufacturer: Luthien Armor Works
   Primary Factory: Luthien
Communications System: Sipher Security Plus
   with Guardian ECM Suite
Targeting and Tracking System: Eagle Eye 410 XX
   with TAG

Overview

More than any other conflict, the onslaught of the Clan invasion sparked a ferment of 'Mech design and development as the desperate Inner Sphere nations struggled to hold back what appeared at first to be an alien and unstoppable enemy. New designs, purposely created to counter one Clan advantage or another, quickly came to the fore, their conception and production often executed at a breakneck pace to create extreme configurations of speed, armor and firepower—all focused on just one battlefield objective.

The *Komodo*, conceived by the Draconis Combine in 3051, was one such design. Developed at a small satellite R&D division on New Samarkand and rolling off the production lines at Luthien Armor Works barely a year after ComStar's victory on Tukayyid, this 'Mech drew on more than two years of battlefield analysis to enter the ranks of the DCMS all along the Clan front, and was specifically dedicated to destroying the Clans' fearsome Elemental infantry.

Capabilities

Built expressly to hunt and kill or disable entire Points of Elementals in a single volley, the *Komodo*'s mobility, armor and weaponry are all based on the pursuit and destruction of Clan battle armor in the field. Its average land speed and jump jets, for example, are considered slow compared to most modern middleweight designs, but against armored infantry they offer enough speed and maneuverability to negotiate obstacles in urban settings or thick woods where Elemental units might seek cover.

The *Komodo*'s two clusters of medium lasers—five on each arm—offer this design modest medium-range firepower against heavier 'Mechs, but can skin the armor off an entire Point of standard Elementals in less than ten seconds. A pair of anti-missile systems, a Guardian ECM suite, sufficient armor to withstand several hits by lighter direct-fire weapons and a TAG unit to spot for friendly artillery ensure that in any exchange against Elementals, the *Komodo* always emerges far less damaged than its intended victims.

Deployment

Rushed into the field as soon as they entered production, *Komodo*s appeared in the ranks of virtually every DCMS unit stationed along the Clan front, with many placed on Wolcott for raiding missions against Clans Smoke Jaguar and Nova Cat. Though production of this design has yet to reach the quantities needed to overcome losses sustained during Operation Bulldog, the Ghost Bear/Combine War and the border flare-ups of the FedCom Civil War, many Combine generals hope to place at least one dedicated *Komodo* lance in every front-line command, to provide heavier and more powerful DCMS forces with ample specialized protection against armored infantry.

Variants

The KIM-2A variant, designed mainly as a support fire unit for other *Komodo*s, addresses the base model's lack of long-range firepower by swapping out the left-arm medium laser cluster in favor of an extended-range large laser. The popularity of the basic KIM-2 and the –2A variant, however, has begun to wane since Luthien Armor Works introduced two new *Komodo* variants in late 3064.

The new variants, which have already found postings all along the Ghost Bear border, take advantage of the Combine's powerful C^3 computer system to enhance their lethality against battle armored infantry. Of the two, the KIM-2C is more common, and swaps the basic model's TAG unit for a C^3 slave. The KIM-3C drops the TAG and one medium laser per arm, as well as two double heat sinks, all in favor of a C^3 master computer in the right torso. Already proven as the ultimate anti-infantry BattleMech combination to date, lances of –2C *Komodo*s working in tandem with –3C "Master *Komodo*s" continue to gain wider acceptance among DCMS front-line commands.

Notable MechWarriors

Chu-i Hidekazu Moriyama: In the short and brutal battle to reclaim Asgard during Operation Bulldog, Hidekazu Moriyama, a lance commander in the Second Battalion of the Third Benjamin Regulars, took part in several engagements on the Ragnarok Plains against the Jaguars' Fourth Jaguar Dragoons and Epsilon Galaxy Command Trinary. After the Combine forces, spearheading the attack on Asgard, successfully drove back the Fourth, the Epsilon Galaxy Command opted to withdraw straight into the path of a company of allied Davion Heavy Guards, with Moriyama's company in pursuit.

As Moriyama's lance reached the area where the Jaguar and Davion forces battled, it became apparent that the Clans' technological superiority and abundant Elemental support had the Guards company at a disadvantage. Charging into the midst of the Jaguar Elemental formations, Moriyama led his lance—including two *Komodo*s—on a rampage of destruction, killing nearly two full Stars of Jaguar Elementals and two heavy OmniMechs in the process.

KIM-2 KOMODO

Type: **Komodo**
Technology Base: Inner Sphere
Tonnage: 45
Battle Value: 1,533

Equipment		Mass
Internal Structure:		4.5
Engine:	225 XL	5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5
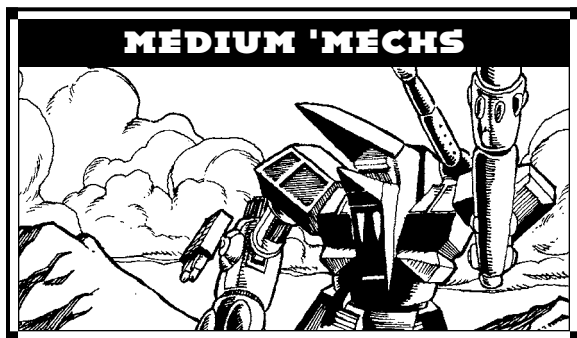
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	13
Center Torso (rear)		6
R/L Torso	11	12
R/L Torso (rear)		4
R/L Arm	7	14
R/L Leg	11	16

Weapons

and Ammo	Location	Critical	Tonnage
TAG	H	1	1
Anti-Missile System	RA	1	.5
Ammo (AMS) 12	RA	1	1
5 Medium Lasers	RA	5	5
Anti-Missile System	LA	1	.5
Ammo (AMS) 12	LA	1	1
5 Medium Lasers	LA	5	5
Guardian ECM Suite	RT	2	1.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

SNK-1V SNAKE

MEDIUM 'MECHS
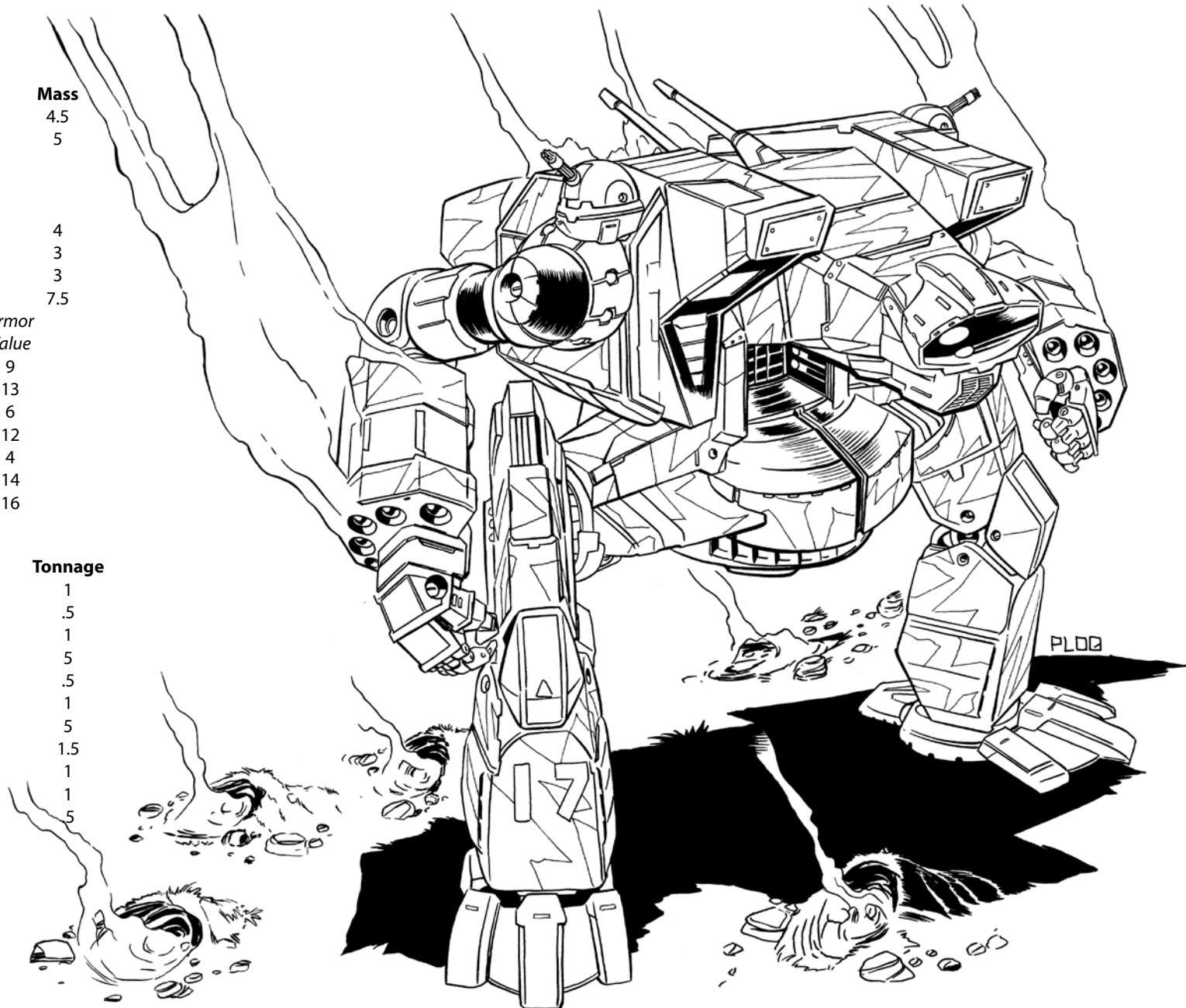
Mass: 45 tons
Chassis: Ceresplex IV
Power Plant: VOX 225 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Anderson Propulsion 30
    Jump Capacity: 150 meters
Armor: Starshield with CASE
Armament:
    1 Mydron Excel LB 10-X Autocannon
    3 Hovertec Streak SRM-2 Racks
Manufacturer: Ceres Metals Industries
    Primary Factory: Capella
Communications System: CeresCom Model 21-Rs
Targeting and Tracking System: Dwyerson Mark XII

Overview

Built around the same Ceresplex IV chassis as the *Vindicator*, the *Snake* is one of several new Inner Sphere BattleMechs introduced to counter to the fearsome Clan Elemental. Or so goes the official story.

In reality, the *Snake* was designed for maximum effectiveness against Inner Sphere battle armor. With Capellan research and development programs lagging behind the other Successor States, Chancellor Sun-Tzu Liao gave high priority to development of an anti-battle armor 'Mech. Reusing an existing chassis should have speeded up development, but the design team squandered the time bickering over the selection of weapons. Only after intervention by the Maskirovka did the surviving designers finalize their recommendations.

Capabilities

With only one weapon capable of delivering the kind of punch needed to take down a Clan Elemental, the *Snake* appears far too lightly armed for its stated role. However, against lighter Inner Sphere battle suits such as the *Sloth* and *Infiltrator* employed by the Federated Commonwealth, the combination of a Mydron Excel LB-10X autocannon and three Hovertec Streak SRM-2 launchers is extremely effective. Speed and mobility were carefully balanced against those features of the *Snake*'s intended target. Likewise, designers deemed the seven tons of armor sufficient to protect against long-range battle armor attacks.

Sharing many components with the ubiquitous *Vindicator*, the *Snake* (unlike some newer designs) has access to plentiful spare parts, and technicians enjoy working on the 'Mech. Unfortunately, the *Snake* is far from impressive when pitted against the latest Inner Sphere BattleMech designs. Lacking energy weapons, its ammunition dependence, relatively light armor and average speed require this 'Mech to fall back on its lancemates for support when facing BattleMech forces.

In some respects, the *Snake* has become obsolete now that the Capellan battle armor program is finally producing workable designs. Worse, the next generation of battle armor promises an increase in firepower against which the *Snake* could find itself under-armored.

Deployment

When the *Snake* was introduced, the Confederation had little chance of facing the Clans. With Inner Sphere battle armor still relatively rare, the *Snake* proved difficult to employ effectively. Many were relegated to anti-vehicle or infantry support roles, and some were even transferred to the Free Worlds League (where they served with the Thirtieth Marik Militia on Wing). Ceres entertained hopes of exporting the design to the Draconis Combine, but talks with the DCMS collapsed after they opted for the homegrown *Komodo* instead.

Following the formation of the Trinity Alliance, Ceres increased production. Many of the new *Snakes* are being shipped to Taurian Concordat and Magistracy of Canopus troops fighting alongside Capellan units in St. Ives and the Chaos March.

Variants

In an attempt to find a new role for the design, Ceres has been experimenting with mounting stealth armor on the *Snake*. The repositioning of the jump jets proved a complex modification, and a Streak SRM-2 launcher had to be removed to make way for the ECM system. Known as the SNK-2B, this variant can maintain its maximum rate of fire while maneuvering, a rare feat for a 'Mech with stealth armor.

Notable MechWarriors

***Sang-wei* Tyler Alban:** A member of the Wild Ones, the Third MAC, *Sang-wei* Alban acquired an unenviable reputation for inflicting heavy civilian casualties during the St. Ives conflict. With enemy battle armor formations few and far between, Alban and his *Snake* were relegated to rear area security duty. Denied any chance of front-line combat, Alban often loaded up with cluster ammunition and set off to "suppress insurgent activity."

Shortly after St. Ives' final surrender, Alban's gruesomely mutilated body was found in his quarters. Though Free Capella has never claimed responsibility for Alban's elimination, few doubt the organization was responsible.

Commander Amanda Lackburn: A graduate of the Liao Conservatory for Military Arts, Amanda Lackburn chose to serve with House Liao's Sixth Confederation Reserve Cavalry, where she fought alongside the Hustaing Warriors during the bitter battles in St. Ives. With a wealth of experience garnered on Inner Sphere battlefields, Lackburn returned to her native Magistracy of Canopus, where she was assigned to the 2nd Raventhir Cuirassiers.

Firmly committed to the Trinity Alliance, Lackburn has been working with her fellow warriors to integrate their tactics with those of their Capellan allies. Given the honor of piloting one of the Cuirassiers' few advanced BattleMechs for her efforts, many expect her to soon receive a battalion command.

SNK-1V SNAKE

Type: **Snake**
Technology Base: Inner Sphere
Tonnage: 45
Battle Value: 980

Equipment		Mass
Internal Structure:		4.5
Engine:	225 XL	5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	112	7

	Internal Structure	Armor Value
Head	3	8
Center Torso	14	16
Center Torso (rear)		6
R/L Torso	11	11
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	16

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
3 Streak SRM 2	LT	3	4.5
Ammo (Streak) 50	RT	1	1
CASE	RT	1	.5
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

MEDIUM 'MECHS
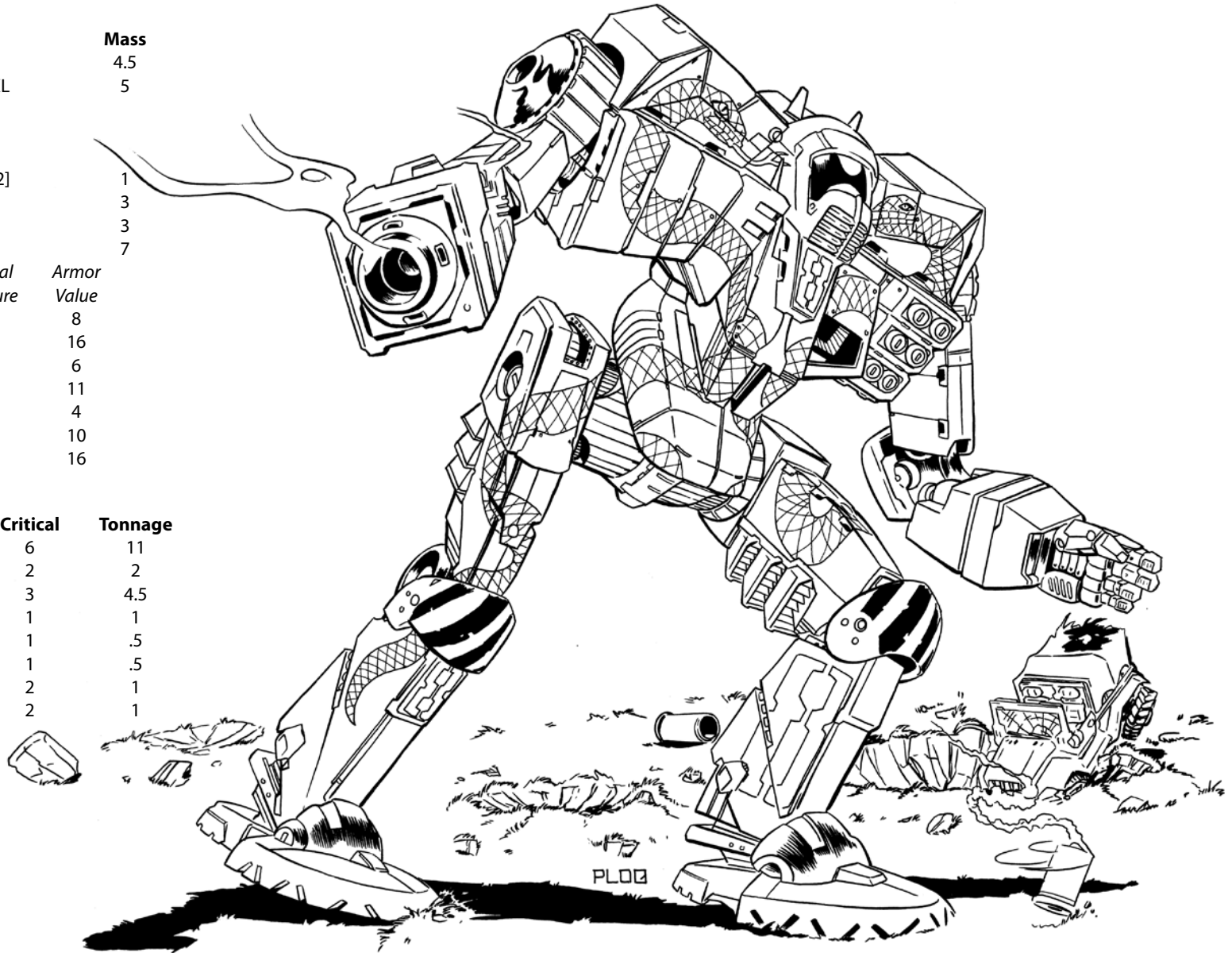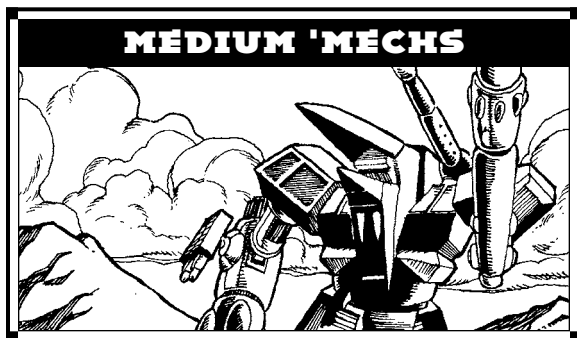
Mass: 45 tons
Chassis: GM Stealth Endo Steel
Power Plant: GM 315 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph, 151 kph w/MASC
> **Jump Jets:** 100AFVTA
> **Jump Capacity:** 210 meters
Armor: Durallex Medium
Armament:
> 1 Shannon SH-60 SRM-6 Rack
> 1 Federated SuperStreak SRM-2 Rack
> 2 Diplan M3 Medium Lasers
Manufacturer: General Motors
> **Primary Factory:** Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez

Overview

The 45-ton *Stealth* is one more entry on the long list of BattleMechs produced by GM over the years for the Lyran Alliance and the Federated Suns. One of the heaviest dedicated scout 'Mechs ever designed, the *Stealth*'s advanced capabilities make it one of the best.

Capabilities

The *Stealth* is a dynamic medium 'Mech, widely misunderstood from the moment of its inception. A MASC system and jump jets that can propel it more than 200 meters make it faster and more maneuverable than most reconnaissance 'Mechs. Its endo steel framework and extralight fusion engine enable it to mount substantial armor protection while carrying a heavy load of weapons and equipment.

That load-out is often mistakenly dismissed as lacking, mainly because the *Stealth* was not designed as an infighter. Its single SRM-6 and Streak-2 racks, backed up by two standard medium lasers, are designed more to discourage pursuit than to provide a heavy punch, while giving *Stealth* pilots assigned to deep-penetration raids more than enough firepower to wreak havoc in an enemy's rear areas. All that is secondary to the Beagle Active Probe, which, when combined with an advanced sensor and mapping suite, makes the *Stealth* an ideal recon 'Mech.

GM exhaustively tested the *Stealth* long before the first production model left the factories and received AFFC certification. Though the company considered these tests successful, after more than a decade in service some *Stealths* have developed serious stress defects in their endo steel structures.

Deployment

Since its debut, the *Stealth* has become the key-stone recon 'Mech in the AFFS and the LAAF. By far the largest users of the *Stealth* are units assigned to the Capellan March. In fact, the 'Mech received its baptism of fire in a 3054 Capellan raid into the St. Ives Compact. Striking the world of Ambergrist, the raiders spread out, expecting little opposition. They had no idea that a trial *Stealth* unit was on-planet. The attacking Capellans never saw the aptly named *Stealths*, which tracked the raiders' every move until the cavalry—in this case, the Illician Lancers' Fifty-ninth Striker—arrived. Aided by the *Stealths*' recon information, the FedCom MechWarriors called in devastating air and artillery strikes on the Capellan positions.

Rumors are still circulating that the AFFS has formed an elite commando team almost exclusively equipped with the *Stealth*. Deployment records do not support these speculations, though there were some as yet unconfirmed sightings of this unit during the FedCom Civil War in action on Capellan worlds.

Variants

Only one official variant of the *Stealth* has ever come off the production lines. The STH-2D replaces the entire weapons loadout with a Streak SRM-6 and three ER medium lasers, retaining the active probe (though a field refit in some well-equipped regiments replaces one of the lasers with a C^3 slave unit or a TAG). Rumors remain rife

of an experimental *Stealth* that mounts prototype reverse-engineered stealth armor along with a single weapon, likely an extended-range PPC.

Notable MechWarriors

Command Sergeant-Major James Rand Xavier Garnett: Command Sergeant-Major Garnett is a third-generation First FedSuns Armored Cavalry MechWarrior and also the regiment's first sergeant, as he has been for nearly a decade. He won the Syrtis Medal of Valor and the Diamond Sunburst for actions on Kathil. More than anyone else, he is the heart and soul of the regiment, and virtual right hand and bodyguard to its commander. Garnett also leads an ad-hoc special operations and reconnaissance group within the Armored Cavalry, which was instrumental in recapturing the city of Radcliffe and ultimately the pacification of Kathil.

Sergeant "Anxious" Andrea Reimer: Few MechWarriors have been bounced from one unit to another as many times as Sergeant Andrea Reimer. Then again, not many have the nervous tics and hyper-active nature that earned Reimer her nickname along with so many transfers. Out of a 'Mech, she looks and acts like someone with an adrenaline or sugar high coupled with a caffeine or amphetamine overdose—a fact confirmed by the accidents that seem to follow her around. Once inside her *Stealth*—the *Lightning*—she seemingly melds with the 'Mech and is nearly unstoppable, though curiously her 'Mech takes on many of her unique mannerisms.

Type: **Stealth**
Technology Base: Inner Sphere
Tonnage: 45
Battle Value: 1,231

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	315 XL	11
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		6
R/L Torso	11	17
R/L Torso (rear)		5
R/L Arm	7	12
R/L Leg	11	20

Weapons and Ammo	Location	Critical	Tonnage
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
MASC	LT	2	2
Beagle Active Probe	RT	2	1.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5

MEDIUM 'MECHS
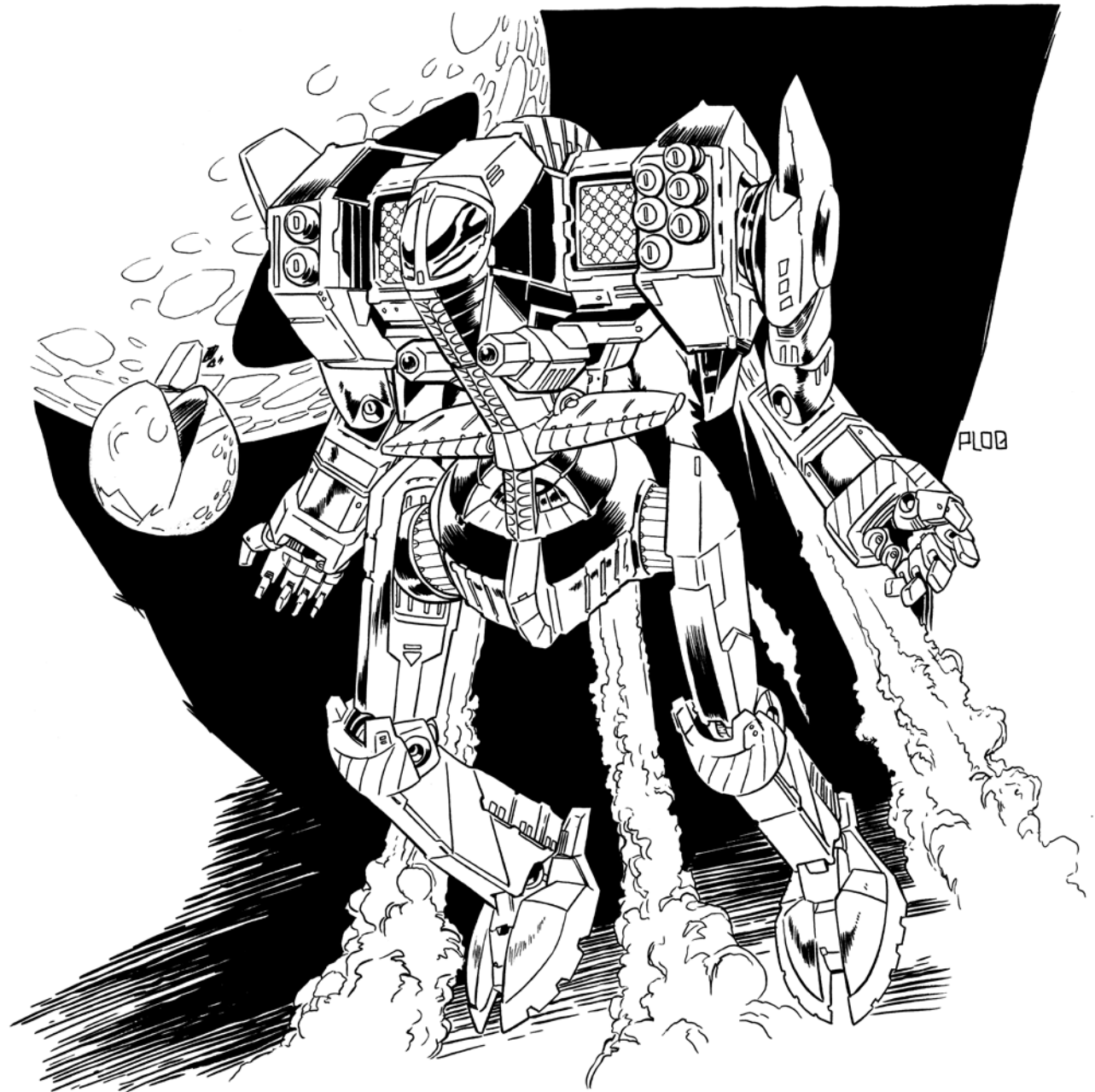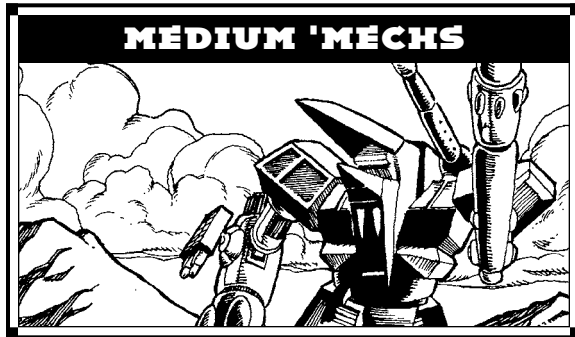
Mass: 50 tons
Chassis: Geometric 590 Endo Class HC (Hard Core)
Power Plant: Magna 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
    Jump Capacity: None
Armor: Valiant Lamellor
Armament:
    1 Grizzard Gauss Rifle (Modified 210 Version)
    1 Martell Extended Range Large Laser
    1 Martell Medium Pulse Laser
Manufacturer: Hollis Incorporated
    Primary Factory: Corey
Communications System: O/P COM-500
Targeting and Tracking System: O/P Scanoptics Model 5

Overview

Hollis Incorporated designed the *Huron Warrior* originally as a medium fire-support 'Mech, much like the *Dervish* or *Trebuchet*. This design began to undergo extensive revision in light of the sketchy combat reports filtering back from the Clan front and the increasing availability of recovered Star League technology.

Capabilities

The *Huron Warrior* was redesigned to counter medium Clan OmniMechs such as the *Black Hawk*. Heavy armor and XL engine technology gave Hollis' design resilience and agility while carrying an effective weapons load. Centered on a modified Grizzard Model 210 Gauss Rifle, the *Huron Warrior* has a reach and punch that any opponent must respect. A medium pulse laser and an extended-range large laser support the main gun. One design element that has drawn heavy criticism is the use of standard heat sinks with such heavy laser armament.

Deployment

McCarron's Armored Cavalry was the first unit to receive the *Huron Warrior*. Such preferential treatment doubtless contributed to that unit's decision to give up their mercenary status and become Capellan House troops. Later deployed throughout the CCAF, flaws in the *Huron Warrior* only became evident during the fighting to reabsorb the St. Ives Compact into the Confederation. Fighting in the Compact all too often became protracted, and the *Warrior's* lack of double heat sinks caused many to shut down in the heat of battle. While experienced troops could manage the heat build-up from the 'Mech's lasers, too many rookie Capellan MechWarriors could not operate without the crutch of Star League "freezers."

Since the formation of the Trinity Alliance, the *Huron Warrior* has made its way into the ranks of the Confederation's allies, and is now fielded in numbers by the Magistracy's Canopian Light Horse regiments and Taurian Pleiades Hussars. House Marik's Second Sirian Lancers also ordered *Huron Warrior*s to replace some of their older 'Mechs, and the Word of Blake purchased the design while building up their forces for their drive to seize control of Terra.

A handful of *Huron Warrior*s are fielded by mercenary units and have seen action against the Clans. In Operation Serpent, the Northwind Highlanders found the Grizzard 210 to be an excellent anti-ProtoMech weapon during the invasion of Huntress.

Variants

Prior to the cooling of relations between the Capellan Confederation and the Free Worlds League, Marik forces tested a modified version of the *Huron Warrior*, designated the HUR-WO-R4M. This version replaces the medium pulse laser with a standard medium laser and adds a ton of Valiant Lamellor armor to the legs and torso.

Reverting to their original design for the *Huron Warrior*, Hollis Incorporated has created a variant that uses eleven tons of Confederation stealth armor. The HUR-WO-R4N carries an LRM-15 and two medium lasers in each arm, with four tons of LRM ammo held in a CASE-protected magazine in the left torso. Ten double heat sinks allow this variant to maintain a constant LRM barrage while keeping the stealth armor activated.

The original version has undergone field modifications to add double heat sinks; the HUR-WO-R4O also swaps one heat sink for an additional ton of Gauss Rifle ammunition.

Notable MechWarriors

Colonel William MacLeod: Perfectly suited to command the "Bad Boys" of the Northwind Highlanders, William MacLeod's flair for unpredictable tactics and his stubborn refusal to be cowed by the odds ultimately proved the downfall of the Smoke Jaguars who faced his troops on Huntress.

Colonel MacLeod's *Huron Warrior* was a gift to the mercenaries from Capellan Chancellor Sun-Tzu Liao. This thinly disguised attempt to curry favor with the mercenaries did not prevent them from accepting the gift, but the Highlanders will always remember the lies and deceit by which the Confederation retained their services during the Succession Wars.

Comptroller Maxwell Albritten: A close friend of Protector Grover Shraplen, Albritten's promotion to command of the Pleiades Hussars was clearly a political appointment. The Protector's favor is also evident in the quality of equipment the unit has received, especially when Albritten obtained a high-tech *Huron Warrior* as his personal BattleMech.

When Grover Shraplen unleashed his III Corps against the Federated Suns, Albritten had visions of returning to Taurus as a conquering hero. Months of fighting in the Pleiades has sharpened Maxwell's combat and leadership skills, but victory for the Taurians remains far away.

HUR-WO-R4L HURON WARRIOR

Type: **Huron Warrior**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 1,530

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11	1
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		9
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
ER Large Laser	LA	2	5
Medium Pulse Laser	LT	1	2

MEDIUM 'MECHS
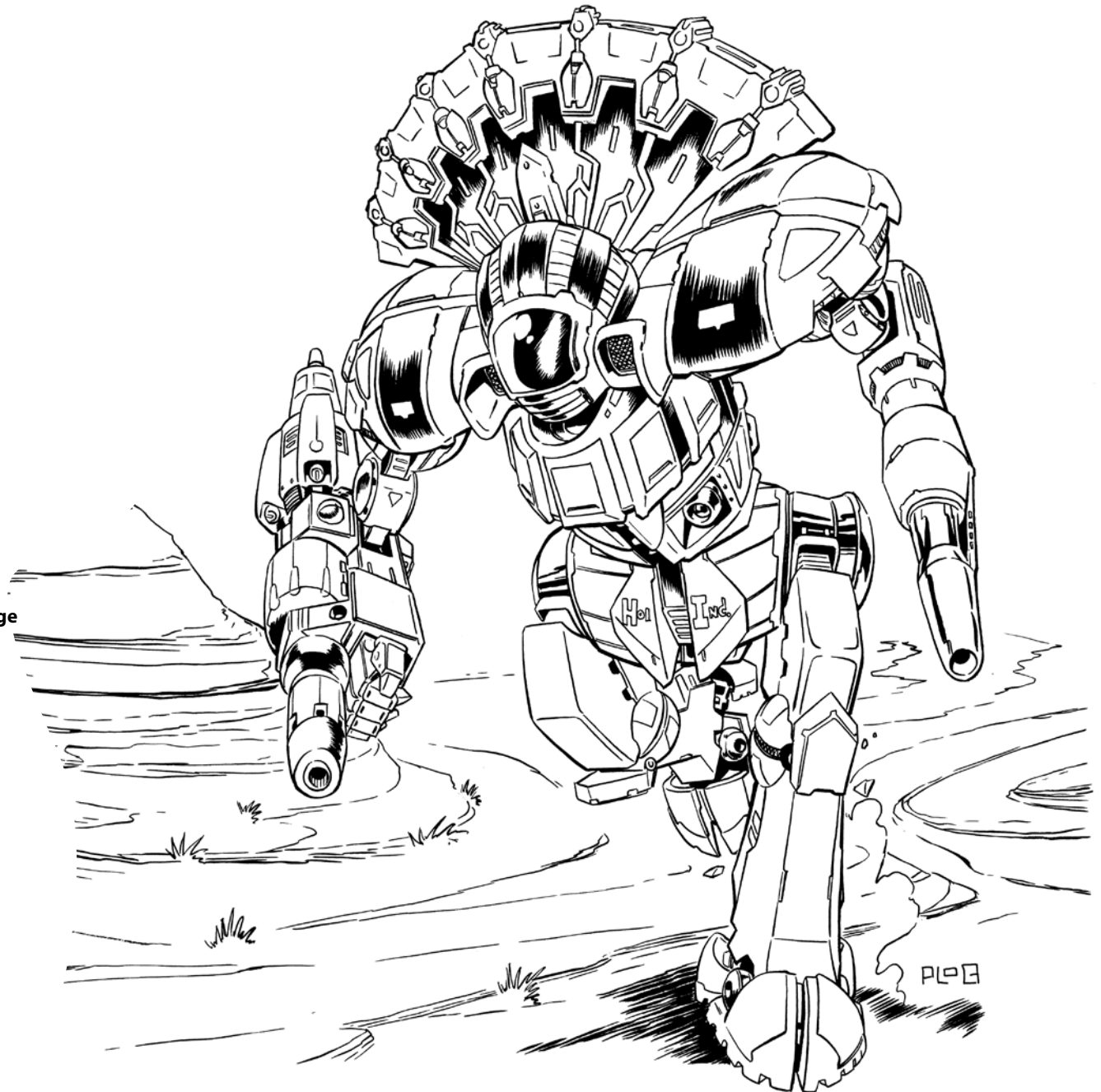
Mass: 50 tons
Chassis: Dorwinion Standard
Power Plant: Vlar 300 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: HildCo Model 13
    Jump Capacity: 180 meters
Armor: Kallon Royalstar
Armament:
    1 Sutel Precision Line Large Pulse Laser
    2 Sutel Precision Line Medium Pulse Lasers
    1 Sutel Precision Line Small Pulse Laser
Manufacturer: Defiance Industries
    Primary Factory: Hesperus II
Communications System: TharHes Calliope Hm10
Targeting and Tracking System: TharHes Ares-8a

Overview

The *Nightsky* was a mid-range continuation of the Federated Commonwealth's successful *Hatchetman-Axman* series, which brought melee combat weapons into regular use on the modern battlefield as a powerful and heat-efficient close-combat option for the experienced MechWarrior. Intended to offer speed and firepower as well, the fact that the Clans disdained physical combat also played a role in the decision to develop this 'Mech, as a means of leveling the playing field by enhancing one of the few areas where Inner Sphere 'Mechs held an advantage over their Clan counterparts.

Capabilities

The basic *Nightsky*, produced on Hesperus II, uses many of the same design features as the FedCom's signature hatchet-wielding 'Mechs, including jump capability and full-head ejection (though the *Nightsky*'s head does not achieve the same distance after ejection as its more aerodynamic predecessors).

Mounting a right-arm hatchet (switchable to the left arm for left-handed MechWarriors), the *Nightsky* can be formidable in melee combat, and boasts the mobility to get close enough to use it under most battlefield conditions. This weapon is backed up by a quartet of pulse lasers—one large, two medium and one small—that give the pilot devastatingly accurate firepower even when making the most of the 'Mech's maneuverability.

Deployment

*Nightsky*s quickly proliferated throughout the Federated Commonwealth after their introduction in 3053, with many replacing *Hatchetmen* or *Axmen* lost in the opening years of the Clan invasion. By the time of the Lyran secession from the Commonwealth, distribution of this design had become fairly even between the two once-allied states, resulting in *Nightsky*s appearing among as many pro-Victor Davion troops as in pro-Katherine Steiner forces during the FedCom Civil War.

Variants

Four major variants on the *Nightsky* have surfaced since the 'Mech first entered production, all of which retain the hatchet as its primary close-in weapon. The -4T variant sports an extended-range large laser in place of the large pulse laser, and uses the reclaimed tonnage to mount an anti-missile system and a standard small laser. A low-heat variant, the –5S model, strips out the *Nightsky*'s jump jets in favor of additional double heat sinks. The NGS-5T, on the other end of the heat spectrum, retains the 'Mech's original mobility and heat sink capacity, but swaps the large pulse laser in favor of an extended-range PPC.

The newest *Nightsky* variant, the –6S model, is the most radical by far. Trading in the XL engine for a light fusion design of equal rating, this design improves its battlefield survivability and reduces its cost somewhat. Furthermore, all of this variant's weaponry has been replaced by seven extended-range medium lasers in the side torsos, head and hatchet-opposite arm. Despite being a heat monster, this configuration promises to be quite effective as a battle armor hunter/killer.

Notable MechWarriors

Leftenant Osias Eisenberg: Born and bred in the Lyran half of the Federated Commonwealth, Osias Eisenberg was serving in the Davion Heavy Guards when Archon Katherine Steiner-Davion created the Lyran Alliance and seceded from the union.

In the brutal fighting on Asgard's Ragnarok Plains during Operation Bulldog, Eisenberg was a lance commander in the Guards' Second Battalion. During this battle, elements of the Smoke Jaguars' Epsilon Galaxy Command Trinary broke and ran from the Combine's Third Benjamin Regulars, their path of retreat aimed straight through the position where Eisenberg's company was stationed. In minutes, the Guards were overwhelmed by heavy Clan OmniMechs and Elementals, forcing the Davion troops to engage the superior skills and technology of the Clan attackers in a fierce delaying action while Combine reinforcements raced to the scene.

Making the most of his *Nightsky*'s capabilities, Eisenberg turned his sights on a Clan *Fenris*, using his jump jets to close in while his pulse lasers weakened the Clansman's armor, before bringing him down with a well-aimed hatchet strike to the enemy's cockpit. Only later, after the rout of the Jaguars, did Eisenberg learn that his foe was one of the Jaguar Trinary's Star Commanders.

NGS-4S NIGHTSKY

Type: **Nightsky**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 1,159

Equipment			Mass
Internal Structure:			5
Engine:	300 XL		9.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor:	152		9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		6
R/L Torso	12	18
R/L Torso (rear)		5
R/L Arm	8	14
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
Hatchet	RA	4	4
Large Pulse Laser	LA	2	7
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	RT	1	2
Small Pulse Laser	H	1	1
Jump Jets	CT	2	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

APL-1M APOLLO

MEDIUM 'MECHS

Mass: 55 tons
Chassis: Earthwerks APL I
Power Plant: DAV 220
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
  Jump Capacity: None
Armor: Maximillian 44
Armament:
  2 Zeus LRM-15s with Artemis IV FCS
  2 Sunglow Prism-Optic Small Pulse Lasers
Manufacturer: Earthwerks Incorporated
  Primary Factory: Keystone
Communications System: Neil 6000
Targeting and Tracking System: Garret A6

Overview

Earthwerks Incorporated of Keystone began producing the *Apollo* when the Free Worlds League Military requested a new design for a medium fire-support 'Mech. Earthwerks anticipates steady production of these 'Mechs for some time and plans to expand its facilities on Keystone for this design.

The Draconis Combine expressed interest in the 'Mech and placed a substantial order in the run-up to Operation Bulldog. Earthwerks received additional orders after the counter-assault against the Clans and the Combine's conflict with Clan Ghost Bear. The AFFC also bought small quantities of *Apollo*s, but the collapse of the alliance in the wake of the Joshua Marik affair stalled plans to export the design to the Steiner and Davion militaries. In the wake of

the FedCom Civil War, however, both House militaries have expressed renewed interest in the *Apollo*.

Capabilities

The new 'Mech's designers nicknamed it the "mini-*Archer*" because they used the *Archer* as a model for a 'Mech that could offer effective fire support. The new design uses two LRM-15 racks with Artemis fire-control systems and two small pulse lasers for close-in support. The *Apollo* is lighter than the *Archer* by fifteen tons, so its missile launchers are smaller and it carries less armor. Critics have compared the new 'Mech to the *Trebuchet*, claiming that the *Apollo* is a less costly Earthwerks knockoff, but the company flatly denies these allegations.

Deployment

Earthwerks continues to produce an unprecedented number of *Apollo*s, meeting current and projected orders. Over the past decade the Draconis Combine has become the design's largest non-domestic buyer, but the FWLM and allied forces (such as the Word of Blake Militia) remain the primary users. The recent removal of the LAAF and AFFS from the "banned sales list" has led to speculation about new exports; sales to ComStar, the Free Rasalhague Republic and the CCAF remain embargoed.

*Apollo*s have appeared in units throughout the FWLM, but are most prevalent in border areas, where they provide additional mobile fire support against raiders. *Apollo*s are serving successfully in fire lances with the old *Rifleman* design as a companion. Field tests show a remarkable compatibility between 'Mechs whose primary weapon is the autocannon. *Vulcan*s, *Crab*s and the occasional *JagerMech* have also been spotted in lances with *Apollo*s.

Variants

Though the *Apollo* is now an established design, Earthwerks has proven reticent about providing sanctioned variants. Field modifications are common, however. One of these involves removal of the Artemis systems in favor of additional ammunition. Another replaces some armor and the small pulse lasers with standard medium lasers and additional heat sinks. A third change involves downgrading the missile launchers in favor of additional ammunition and medium-range weapons.

Notable MechWarriors

Lieutenant Thomas Chian: A veteran of Operation Bulldog, Chian became one of the few recent inductees to the Order of the Chain after his valiant defense of Marik positions on Matamoras. Despite losing half of his 'Mech's torso and an arm to an ammunition explosion— used by some analysts to justify the inclusion of CASE in the design, as well as continued avoidance of XL technologies—Chian continued fighting throughout the campaign until the arrival of the Ryuken-yon crushed the Jaguar counteroffensive. Chian retired from the FWLM on medical grounds in 3060, but remains an active reservist, piloting his venerable *Apollo* (which retains the scars of the Clan campaign) in various FWLM promotional events around the League.

Captain Harmony Lear: Another veteran of Matamoras, Captain Lear has not had the same public attention as Thomas Chian, but is nonetheless well known in FWLM military circles. During clashes with the Nineteenth Striker Cluster, Lear staged a series of raids in conjunction with Combine irregulars against Jaguar positions that may have played a substantial role in the campaign. Unfortunately, the civilian loss of life in such operations—attributed by some in the high command to Lear's efforts to cover herself in glory—have counteracted the successes, much to Lear's chagrin.

APL-1M APOLLO

Type: **Apollo**
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1,207

Equipment		Mass
Internal Structure:		5.5
Engine:	220	10
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	28
Center Torso (rear)		7
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
Artemis IV FCS	LT	1	1
LRM 15	RT	3	7
Ammo (LRM) 16	RT	2	2
Artemis IV FCS	RT	1	1
2 Small Pulse Lasers	CT	2	2

MEDIUM 'MECHS
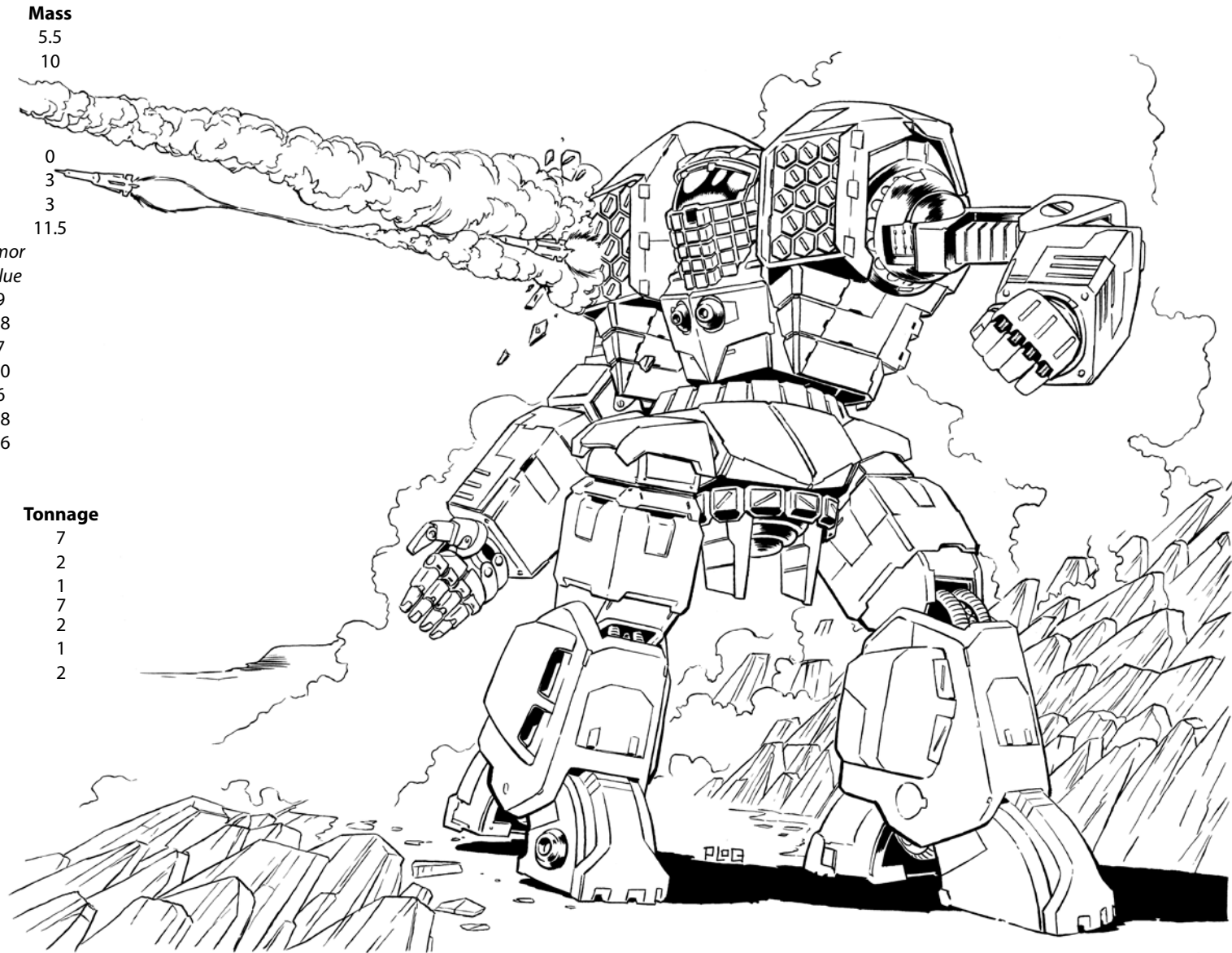
Mass: 55 tons
Chassis: Gigi 200
Power Plant: Core Tek 275 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
     Jump Capacity: None
Armor: StarGuard 3056 Ferro-Fibrous
Armament:
     1 Holly LRM-20 Rack
     1 Holly SRM-6 Rack
     1 Blankenburg Extended Range Large Laser
     1 McArthur II Anti-Missile System
     1 Blankenburg Medium Pulse Laser
Manufacturer: Blankenburg Technologies
     Primary Factories: Germany, Terra
Communications System: Marshall 333
Targeting and Tracking System: O/P Scanoptics 400BP

Overview

Until the Clan invasion and the crucible of Tukayyid, ComStar's military force never suffered sufficient losses to undertake full-scale BattleMech production. Instead, replacement machines came from the Star League-era 'Mechs that ComStar had stored away. Major battlefield losses on Tukayyid, however, along with post-Schism defections to the Word of Blake Militia, forced ComStar to begin a massive rebuilding program to replenish its numbers with a new generation of BattleMechs. Blankenburg's plant on Terra was the first factory to begin full production, churning out new designs with the *Grim Reaper* leading the class.

Capabilities

The *Grim Reaper*'s greatest strength lies in its weapons mix. The LRM-20 rack and extended-range large laser enable the *Reaper* to wear down any target at long range, as well as providing long-range fire support. The 'Mech is even deadlier at short range, with an SRM-6 and a medium pulse laser. Missile ammunitions are stored in the CASE-equipped left torso.

Deployment

The *Grim Reaper* has performed remarkably well in its few recorded combat operations. During Operation Odysseus, remnants of the Com Guards' 201st Division—a Level II comprised mostly of *Grim Reaper*s—faced elements of the Shadow Lancers' Alpha Battalion in Central Africa. The Lancers were a mixed force of armor and infantry, supported by a *Black Knight* and *Bombardier*.

The Com Guards found themselves in a gulley with the enemy holding the high ground. Caught in a classic ambush, they held their position amid heavy weapons fire from the Lancers. When the *Black Knight* and the *Bombardier* attempted to close off their avenue of retreat, four *Grim Reaper*s turned to face the new threat. A *Nexus* and a *Raijin* from the 201st moved forward to face the Lancer vehicles and infantry, while the *Grim Reaper*s charged the Blakist 'Mechs. One *Grim Reaper*, inundated with PPC and laser fire, suffered a catastrophic engine hit and disintegrated. The three remaining *Reaper*s pressed forward and concentrated their attack on the *Black Knight*. In minutes, they reduced it to molten scrap metal, then closed on the *Bombardier* and exchanged three volleys before the heavy 'Mech exploded. The remaining Com Guards escaped into the surrounding jungle.

Currently, all Com Guard and Word of Blake Militia divisions deploy a moderate number of *Reaper*s. The new Blakist-manufactured variants will replace the older variants and are expected to be completed by the summer of 3067. The original PR29 remains in production, mostly for sale to mercenary units.

Variants

Late in 3065, Cameron St. Jamais turned to Giovanni De la Sangre to help upgrade the *Grim Reaper*. Vicore was on Terra at the time, upgrading all factories for manufacturing the new Project Phoenix 'Mechs.

In early 3066, production began in earnest on the new variants. The PR30 replaces the extended-range large laser with an extended-range PPC, the medium pulse laser with an extended-range version and the LRM-20 with an Artemis-equipped LRM-15, while removing the AMS. Vicore designers swapped out the standard Holly SRM-6 launcher for a new Streak SRM-6 and installed C³ for better command-and-control integration. They also installed triple-strength myomer, recently acquired from the Capellans, to help deal with the extra heat and enhance the 'Mech's performance.

The PR31 swaps the LRM-15 and Streak SRM-6 for an LRM-20 with an Artemis IV fire-control system and two tons of ammo. This variant also carries a rear-facing, extended-range small laser to protect the 'Mech's "six."

Notable MechWarriors

Demi-Precentor Rebek Craines: Demi-Precentor Rebek Craines is an institution unto herself. Always the practical joker, she enjoys spamming HPG messages, none of which have yet been traced directly to her. In the cockpit, however, she turns deadly serious. Among other feats, she almost single-handedly saved her command during the disastrous attempt to capture Dr. Rick Raisley when they faced the DropShip Irregulars on Acamar. Along with a promotion, Demi-Precentor Craines was the first to receive a new PR30, which she christened "Blue Marsupial."

Type: **Grim Reaper**
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1,469

Equipment		Mass
Internal Structure:		5.5
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	188	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	26
Center Torso (rear)		10
R/L Torso	13	18
R/L Torso (rear)		8
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RT	5	10
Ammo (LRM) 12	RT	2	2
SRM 6	LA	2	3
Ammo (SRM) 15	LT	1	1
ER Large Laser	RA	2	5
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	RT	1	1
Medium Pulse Laser	LA	1	2
CASE	LT	1	.5

PLDB

TR1 WRAITH

MEDIUM 'MECHS
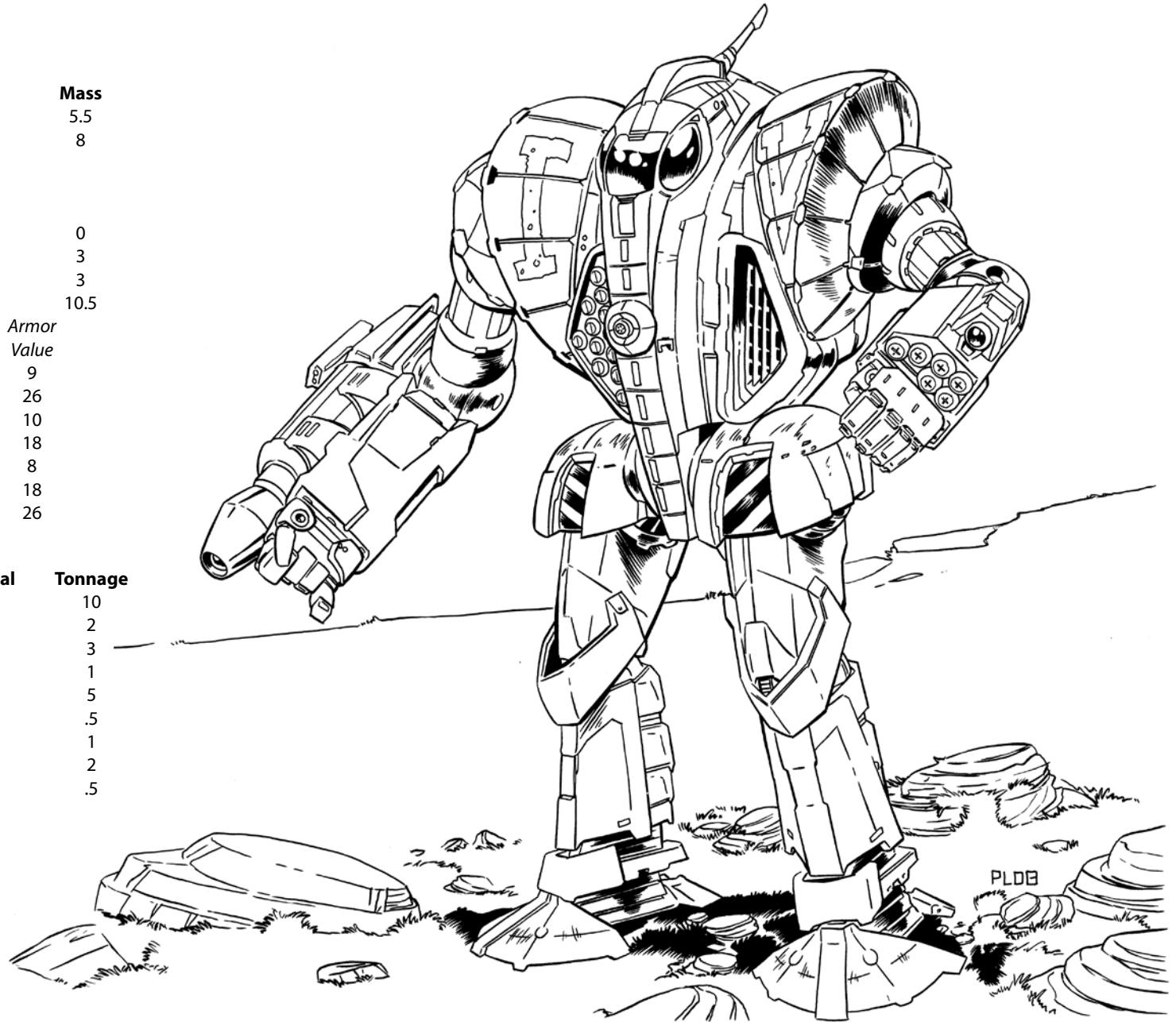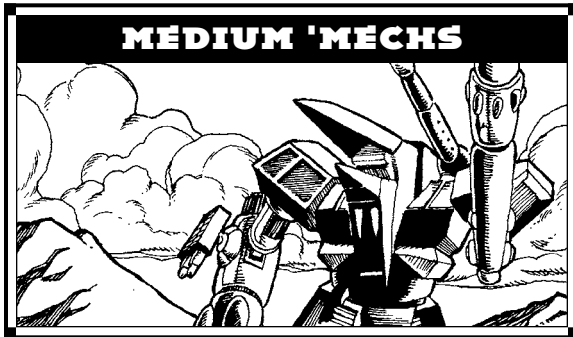
Mass: 55 tons
Chassis: Curtiss Wraith
Power Plant: LTV 385 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: CurtissJet 55
    Jump Capacity: 210 meters
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
    1 Tronel XIII Large Pulse Laser
    2 Tronel XII Medium Pulse Lasers
Manufacturer: Curtiss Militech
    Primary Factory: Paradise
Communications System: CurtissComm Mk I
Targeting and Tracking System: Dynatec 2780

Overview

Long known as the primary manufacturers of water purification systems in the Free Worlds League, Curtiss Hydrosystems faced an uncertain future because of spiraling costs. Seeking to expand into more profitable markets, Curtiss formed a new division. Devoted to using recovered technology to produce state-of-the art military hardware, Curtiss Militech quickly created the specifications for its debut BattleMech design. Analysts who had scoffed at the idea of Curtiss entering the military hardware market were surprised when the new division unveiled the TR1 *Wraith*—a far cry from the "water cooler on legs" some experts had predicted.

Capabilities

Speed and maneuverability are the keystones of the *Wraith's* design. Weapons and armor came secondary to cramming the massive LTV 385 XL engine into a medium chassis. With an endo steel internal structure and more than eight tons of advanced ferro-fibrous armor, the interior is extremely cramped.

Curtiss designers squeezed advanced Tronel pulse lasers onto the 'Mech to provide heavy and accurate short-range firepower. Sacrificing range for accuracy, the pulse lasers call for the *Wraith* to use its speed and close with the enemy, strike and then withdraw. With only ten heat sinks, only such tactics can allow the 'Mech to vent the heat generated by simultaneous use of the lasers and the compact CurtissJet jump jets.

Initially, the *Wraith's* detractors claimed that the 'Mech's unique design would make battlefield repair nearly impossible. Curtiss countered these arguments with a liberal warranty and produced replacement parts to be shipped with each unit.

Deployment

In service, the *Wraith* has proven difficult to employ well. Like the CGR-1A1 *Charger* to which critics often compare the design, the *Wraith* has the speed and durability to act as a heavy scout, but lacks the long-range firepower to deal with lighter (and less expensive) scout hunters. The same lack of long-range punch makes it ill-suited to serving in the line of battle.

With Free Worlds League units along the Marik-Steiner border still struggling to find a niche for the *Wraith*, Curtiss has had more success selling the design on the general market. The Capellan Confederation and Draconis Combine have both purchased the *Wraith*, as have the Word of Blake and independent mercenary commands.

Lately, commanders have started to assign the *Wraith* to independent-minded (or difficult) MechWarriors. Serving as skirmishers or fast raiders, it looks as if the Inner Sphere has finally figured out how to employ Curtiss' exceptional design effectively. A battalion of Hannibal's Hermits employed a perfect example of these tactics against a nest of bandits operating in the Chaos March. While the Hermits' speedy *Wraith*s skirmished with the bandits, pinning them in place, the rest of the mercenary force flanked their position and fell upon them from behind.

Variants

Curtiss appears content with its creation and has produced no official variants. Some individuals have modified the 'Mech in the field, replacing the Tronel XIII large pulse laser with an extended-range PPC. The Word of Blake has also modified the *Wraith*, replacing the medium pulse lasers and one jump jet with two extended-range medium lasers and an improved C^{3}i system. Both versions require time-consuming armor modifications whose unsightly bulges mar the *Wraith's* sleek profile.

Notable MechWarriors

Lien-zhang **Aris Sung:** Outspoken, audacious and willful, Aris Sung is perfectly suited to the task of piloting his *Wraith*. A member of House Hiritsu, Sung entered the Capellan Warrior House through the unconventional approach of penetrating Hiritsu security and then allowing himself to be caught.

Dedicated to House Hiritsu and the Capellan Confederation, Sung was one of the few voices for moderation during the St. Ives conflict. His actions spared many civilians who otherwise would have been slaughtered by fanatical Liao troops.

Major Charles DuVaul: Executive Officer of the mercenary unit Hannibal's Hermits, DuVaul commands the Hermits' first battalion from the cockpit of his *Wraith*. The 'Mech is one of many the regiment has acquired since signing on with the Word of Bake.

The mercurial DuVaul and his *Wraith* are well suited to each other, with the major leading his battalion as they rooted out the Chaos March bandits that had been threatening Keid until that world joined the new "Word of Blake Protectorate" in early 3056.

TR1 WRAITH

Type: **Wraith**
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1,287
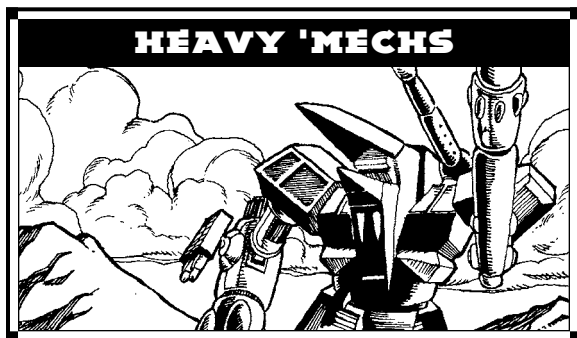
Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	385 XL	22
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	152	8.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	18	23
Center Torso (rear)		7
R/L Torso	13	18
R/L Torso (rear)		5
R/L Arm	9	14
R/L Leg	13	20

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
2 Medium Pulse Lasers	LA	2	4
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

ANV-3M ANVIL

HEAVY 'MECHS
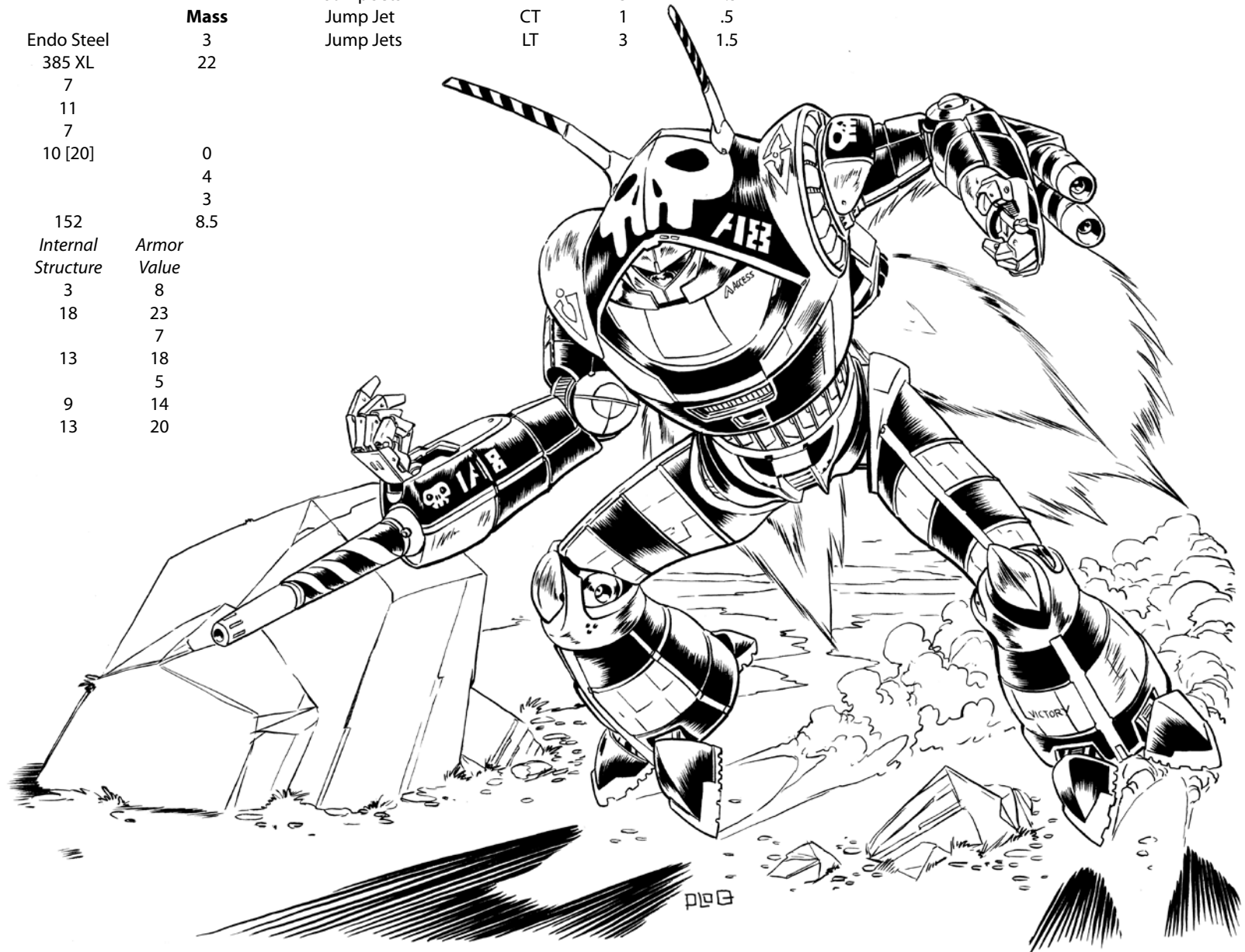
Mass: 60 tons
Chassis: Duralyte 314 Endo Steel
Power Plant: Vlar 300
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Chilton 365
    Jump Capacity: 90 meters
Armor: Jolassa-325
Armament:
    2 Sutel Precision Line Large Pulse Lasers
    2 Martell Medium Lasers
Manufacturer: Free Worlds Defense Industries
    Primary Factory: Gibson
Communications System: Datacom 50
    with Guardian ECM Suite
Targeting and Tracking System: Dynatec 1122

Overview

Originally intended as an independent "brawler" 'Mech, the *Anvil* saw its planned mission change substantially during development. After early tests, an engineer noticed that the as-yet unnamed 'Mech could be suitably matched with another design under production, the *Stingray*. After reviewing the engineer's analysis, the Free Worlds League merged elements of the two designs and renamed the *Stingray* the *Anvil*.

Coupled with the *Hammer*, the *Anvil* becomes part of an effective fighting duo that displays a broad weapons range and is mobile enough to cover terrain quickly. The *Hammer*'s long-range firepower softens up enemy 'Mechs, which then must face the *Anvil*'s deadly accurate large pulse lasers in close combat.

Capabilities

When it was first fielded, the *Anvil*'s advanced technologies were at the cutting edge of what the FWLM had available, including an endo steel internal structure, double heat sinks and Guardian ECM. The *Anvil* also carried highly advanced main weapons: a pair of large pulse lasers mounted on either side of the torso, backed by two conventional Martell medium lasers. The 'Mech has limited jump capability to provide enhanced maneuverability in its close-combat role. By contrast, its armor and power plant used technologies little different from those employed prior to the Fourth Succession War.

Deployment

The *Anvil* and the *Hammer* have served together ever since pilots discovered their compatibility as a team, making solo *Anvil* deployments rare. Like the *Hammer*, the *Anvil* has been spotted in numerous companies throughout the Free Worlds League, especially in the Duchy of Andurien. The *Hammer-Anvil* combination proved effective in Operation Guerrero, the lightning assault into the Federated Commonwealth's Sarna March, and in the campaign against the Smoke Jaguars. In the latter, however, the Clans' technological advantage threatened to overwhelm the Inner Sphere 'Mechs. Only the *Anvil*'s ECM systems and the tenacity of the *Anvil* pilots allowed the Inner Sphere to prevail.

Variants

A decade after entering service, the *Anvil* remains an effective 'Mech, though newer designs and systems have largely surpassed it in technological sophistication. Free Worlds Defense Industries has investigated a number of options for upgrading the *Anvil* and maintaining its usefulness to the FWLM, including field kits and factory modifications.

One option under investigation is the elimination of the three jump jets in favor of additional armor. Another is downgrading the large pulse lasers to medium pulse lasers, saving tonnage for the addition of more weapons or jump jets. Some engineers have suggested removing the Guardian ECM suite, but that modification would drastically reduce the 'Mech's value. A popular field modification also offered as a factory refit removes one medium laser in favor of a TAG system, allowing the swift and resilient 'Mech to serve as an artillery spotter. Several front-line FWLM units have at least one such *Anvil,* whose pilot is temporarily seconded to the FWL navy in order to learn the art of calling in orbital bombardment.

The final and most radical factory refit option downgrades the engine to a 240-rated power plant, with MASC, and swaps out one large pulse laser, two double heat sinks and the jump jets for an Arrow IV System. The other large pulse laser is exchanged for an extend-range large laser, while the two medium lasers are upgraded to extended-range versions as well.

Notable MechWarriors

Force Commander Sally "Terminal" McDonnaugh: One of the first pilots to undergo training in the use of the *Anvil* as a forward observer, fiery-tempered Sally McDonnaugh first proposed cooperation between the artillery companies and the FWL navy. Drawing on reports from the Huntress campaign, she developed the methods employed by the observers and tested them in exercises. Her call-sign originated during this process when a coordination accident resulted in live orbit-surface fire targeting McDonnaugh's position. She and her staff survived the incident, which taught the observers and gunners several valuable lessons. Since then, accidental or deliberate self-targeting of standard or orbital artillery has become known in the FWLM as a "McDonnaugh Kiss."

Captain Sirian Lanark: Born to exiles from the Sirian Holds—hence his unusual first name—Captain Lanark has long advocated the liberation of his ancestral worlds. The disappointment of Operation Guererro and the near-revolt among the Sirian Lancers that followed, in which Lanark took part and which led to the belated liberation of Sirus and Procyon, soured Lanark's view of the FWL and Thomas Marik. Assigned to the command staff of the Lancers, he currently serves as naval liaison. His disaffection with the present state of affairs (including the leadership of the Sirian Holds) has led him to question many long-held beliefs and to seek out like-minded individuals in the liberated worlds. SAFE is keeping a close eye on this "hero of the liberation," but finds its operations hampered by distrust of the League government.

ANV-3M ANVIL

Type: Anvil
Technology Base: Inner Sphere
Tonnage: 60
Battle Value: 1,441

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	3	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	24
Center Torso (rear)		7
R/L Torso	14	19
R/L Torso (rear)		7
R/L Arm	10	15
R/L Leg	14	15

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	LT	2	7
Large Pulse Laser	RT	2	7
Medium Laser	H	1	1
Medium Laser	CT	1	1
Guardian ECM Suite	RT	2	1.5
Jump Jet	LL	1	1
Jump Jet	RL	1	1
Jump Jet	CT	1	1

HEAVY 'MECHS
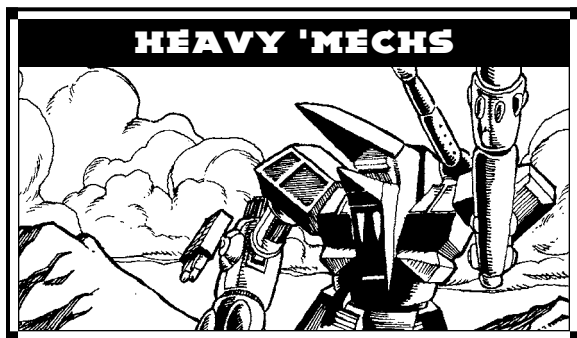
Mass: 65 tons
Chassis: Technicron Type H Endo Steel
Power Plant: Magna 260 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Chilton 465
    Jump Capacity: 120 meters
Armor: Maximillian 100
Armament:
    1 Zeus Slingshot Gauss Rifle
    1 Sutel Precision Line Large Pulse Laser
    3 Diplan M3 Medium Lasers
    1 Irian Weapons Works 60mm SRM-6 Rack
Manufacturer: Irian BattleMechs Unlimited
    Primary Factory: Irian
Communications System: Irian Technologies HMR-35s
Targeting and Tracking System: Wasat Watchdog W100

Overview

The design of the *Tempest* originated in the late 3040s and used little advanced technology. The Clan Invasion and the resulting massive research-and-development effort led to modifications in the design, and the version finally fielded in 3055 was radically different from the original concept. Combat operations have prompted further refinements and the creation of several variants, available as field modifications and factory-built options.

Capabilities

The original *Tempest* plans called for twin PPCs, replaced in the production model with a Zeus Slingshot Gauss rifle and a Sutel large pulse laser. The *Tempest* receives additional firepower from three Diplan M3 medium lasers and an Irian Weapons Works 60mm SRM-6. The Gauss rifle is equipped with two tons of ammunition, for a total of 16 rounds of fire, while the SRM-6 has one ton of ammunition for a total of 15 rounds of fire. Irian designers also incorporated the new Magna 260 XL engine, double heat sinks and a Technicron Type H endo steel chassis. The jump-capable *Tempest* can leap up to 120 meters at a time, allowing it to keep pace with many lighter 'Mechs in the field despite its mediocre power plant and cruising speed. Fine-tuning and testing done on Irian's varied landscapes prompted Irian BattleMechs to claim that the *Tempest* could operate in whatever terrain the FWLM desired with no loss of capability, an assertion the League military has tested on several occasions since.

Deployment

Free Worlds military strategists deployed the *Tempest* throughout the FWLM, individually and in groups. In a move harkening back to the SLDF, they deployed several lance- and company-sized units of *Tempest*s, in some cases complemented and screened by the lighter SHD-5M *Shadow Hawk*. This combination of mobile 'Mechs provides a flexible strike force that can serve offensively or defensively as the need arises.

The largest concentration of *Tempest*s is in the Marik Militias, but the Free Worlds Legions and the Fusiliers of Oriente also field substantial numbers. The *Tempest* has made its greatest impression, however, in the Sirian Lancers. Its balance of firepower and agility proved vital to the unit's success in Operation Guerrero and in the subsequent liberation of Sirius and Procyon.

Variants

To date, no official variants of the *Tempest* exist, though the 3M2 variant is undergoing testing on Irian. Active-duty *Tempest*s, however, include a variety of temporary modifications, ranging from replacing the Gauss rifle with an autocannon to downgrading the SRM-6 in favor of additional ammunition. The 3M2 *Storm Tempest* variant is scheduled to enter limited production before the end of the year and sees a substantial overhauling of weapons systems while retaining the parent design's main framework and equipment. Downgrading the Gauss rifle to a light Gauss weapon extends range and endurance at the expense of damage potential, though technicians have compensated for this to some extent by upgrading the medium lasers to extended-range versions and exchanging the SRM system for a Streak equivalent. An extra heat sink and an extended-range small laser attached to the Gauss rifle rounds off the weapon systems, while minor structural and electronic modifications (available to existing *Tempest*s as part of their regular maintenance cycle) complete the upgrade.

Notable MechWarriors

Force Commander Joseph "Jumpin' Jack" Huda: Born on Regulus to a notable mercantile clan, Force Commander Huda caused consternation in his family when he eschewed the family business for a career in the military. His early service with the First Regulan Hussars was unspectacular, but he finally got a chance to show his skill during the unit's involvement on Hyner in Operation Bulldog. Drawn into a bitter close-quarters fight with a Jaguar *Mad Cat*, Huda used the agility and resilience of his *Tempest*, the *Black Rose*, to good effect, dodging his heavier opponent's attacks long enough for the rest of his command company to surround and crush the Clan Star. Constant leaping to avoid the Clan warrior earned Huda his nickname, but also placed severe stresses on the 'Mech and prompted Irian BattleMechs to reacquire the *Rose*. Company engineers promptly dismantled the 'Mech to study the battle's effects on its chassis. The data led to successive upgrades culminating in the 3M2 variant.

TMP-3M TEMPEST

Type: **Tempest**
Technology Base: Inner Sphere
Tonnage: 65 tons
Battle Value: 1,786
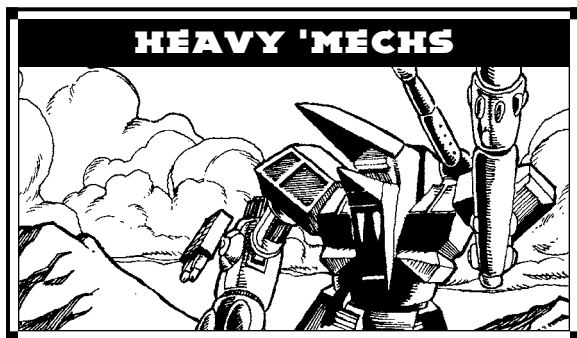
Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	260 XL	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	32
Center Torso (rear)		7
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	18
R/L Leg	15	28

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RA	2	2
Large Pulse Laser	LA	2	7
Medium Laser	H	1	1
2 Medium Lasers	CT	2	2
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2

DAI-01 DAIKYU

HEAVY 'MECHS
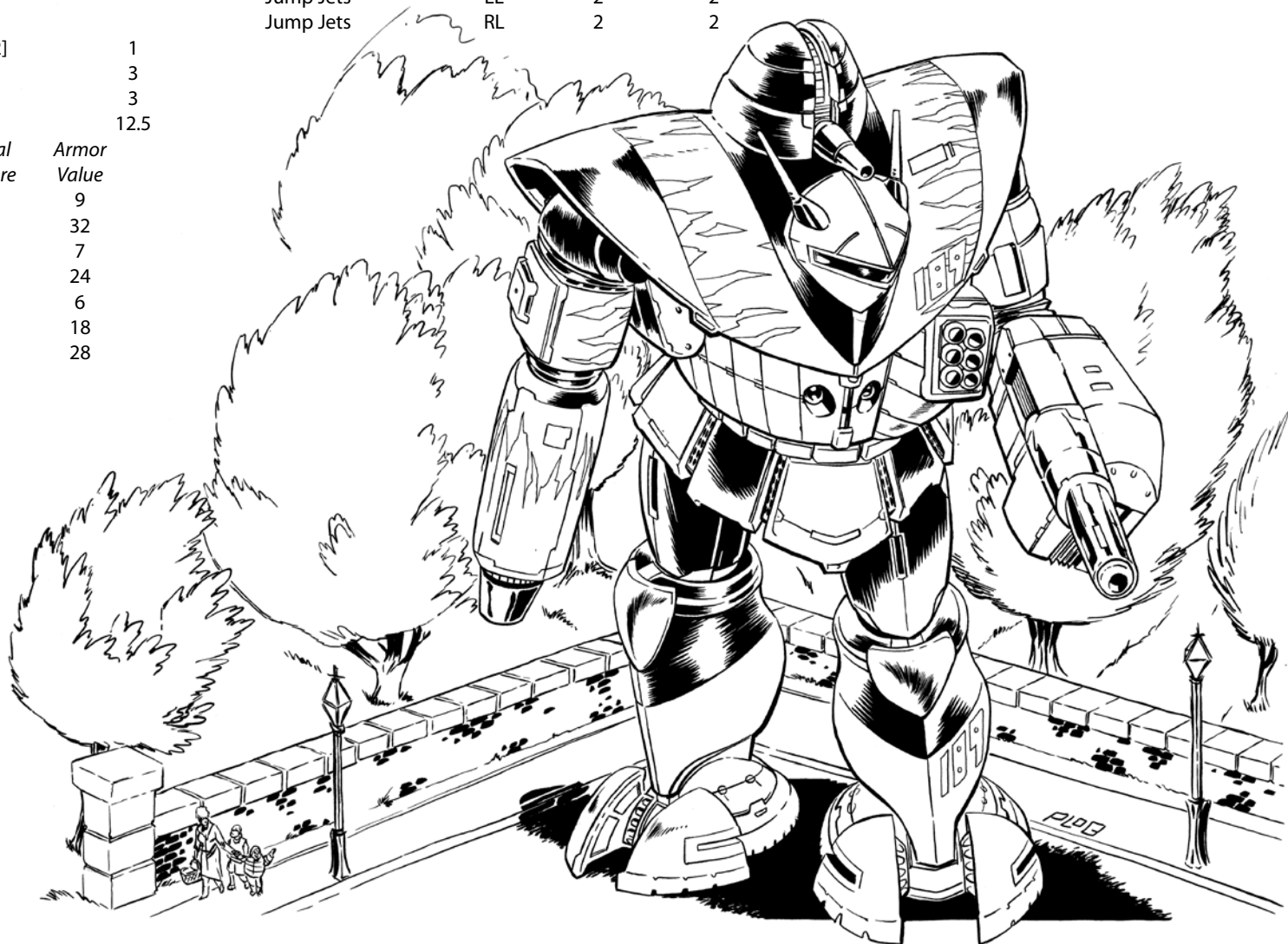
Mass: 70 tons
Chassis: Luthien DAI
Power Plant: Magna 350 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
  Jump Capacity: None
Armor: Starshield A w/CASE
Armament:
  1 Lord's Light 2 ER PPC
  2 Imperator Ultra AC/5s 1 LongFire V LRM-5
  1 Diverse Optics Type 20 Medium Laser
Manufacturer: Luthien Armor Works
  Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Overview

During the Clan invasion, the DCMS faced a more mobile enemy whose firepower and heat dispersal capabilities far surpassed their own. The high command made plans to produce a new, more maneuverable fire-support 'Mech to supplement or replace the aging *Archer* and others of its kind. Luthien Armor Works proposed a revolutionary design, centering on the new Ultra autocannon; the designers named it named *Daikyu*, after the ancient Japanese longbow.

Capabilities

The *Daikyu* provides long-range fire support to medium 'Mech units. It is equipped with a Magna 350 XL engine, giving the 'Mech greater maneuverability than others of its class. It mounts two Imperator Ultra-5 autocannon; the right torso is fitted with CASE, protecting the pilot from ammo explosions. Supplementing the autocannon is a Lord's Light 2 extended-range PPC mounted in the left arm. Secondary weapon systems include the LongFire V LRM-5 rack and a Diverse Optics Type 20 medium laser.

Deployment

The *Daikyu*, along with other new, high-tech designs, was originally deployed to relieve the DCMS of its reliance on ComStar 'Mechs acquired since the Fourth Succession War. Though initially sent only to units on Luthien, Luthien Armor Works ramped up production to begin supplying other units during Operation Bulldog.

While the *Daikyu* now serves in most Combine line regiments, newer designs such as the *No-Dachi* and *Ninja-To* are beginning to take its place in such prestigious units as the Genyosha and Ryuken. Luthien Armor Works is working to reverse this trend.

Variants

Two variants have entered production since the *Daikyu*'s initial deployment. The DAI-02 appeared soon after the end of Operation Bulldog and directly addressed many of the faults noted by pilots, especially the lack of firepower in the ungainly autocannon and the nonexistent jump capability. Luthien Armor Works traded the paired Ultra AC/5s for twin Streak SRM-6 launchers, and the LRM-5 and medium laser for two extended-range medium lasers, jump jets and a C³ slave. These changes made the DAI-02 one of the Combine's deadliest heavy 'Mechs.

The second variant is only now reaching field commands, prompted not by battlefield intel, but by competition. Luthien Armor Works created the DAI-03 to grab back market share from Cosby BattleMech Research, whose *No-Dachi* capitalized on a "demon-mask" look and sword (playing to the samurai mindset). Along with Independence Weaponry's *Ninja-To* and *Shugenja*, these designs all threatened to sideline the older *Daikyu*. To offset this, the state-of-the-art DAI-03 incorporates the new light engine and the almost ubiquitous C³ slave unit. Acknowledging the growing popularity of the medium-range missile system among Combine MechWarriors, this variant trades the paired Ultra autocannon and LRM-5 launcher for an MRM-20 rack, while upgrading the medium laser to an extended-range version. The designers also added MASC, fourteen double heat sinks and ferro-fibrous armor.

Notable MechWarriors

***Chu-i* Arno Mbeki:** A member of Shigeru's Assault Company, Fourth Battalion of the Second Sword of Light, *Chu-i* Mbeki is one of the few warriors to survive the debacle at Kelian Wolds on the world of Hyner in the first wave of Operation Bulldog. There he developed a hatred of Jo Gipps (who also survived), for what he termed "gross misconduct unbecoming a samurai of the Draconis Combine." Though both warriors went on to serve with distinction during the Ghost Bear/Combine War—and have advanced within the Fourth Battalion—their mutual hatred has flared so high that they fought two separate honor duels to settle their differences. The first was a hand-to-hand struggle, while the second involved combat between Mbeki's *Daikyu* and Gipps' *No-Dachi*. That fight settled little, but Cosby BattleMech Research picked up on the media attention paid to warriors in such a famed unit fighting duels and is using it to grab market share from Luthien Armor Works' *Daikyu*. Luthien Armor Works promptly mounted a competing ad campaign and produced its most recent *Daikyu* variant. The company sent the first DAI-03 to *Chu-i* Arno Mbeki as a gift for his "stalwart support of the Combine and the samurai tradition."

Type: **Daikyu**
Technology Base: Inner Sphere
Tonnage: 70
Battle Value: 1,603
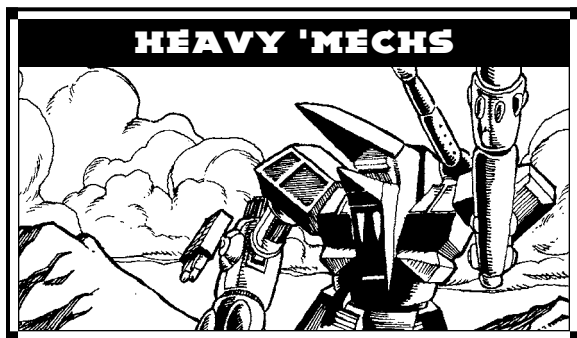
Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	27
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	11	19
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
Ultra AC/5	LA	5	9
Ultra AC/5	RA	5	9
Ammo (Ultra) 40	RT	2	2
LRM 5	LT	1	2
Ammo (LRM) 24	RT	1	1
CASE	RT	1	.5
Medium Laser	LT	1	1

HEAVY 'MECHS
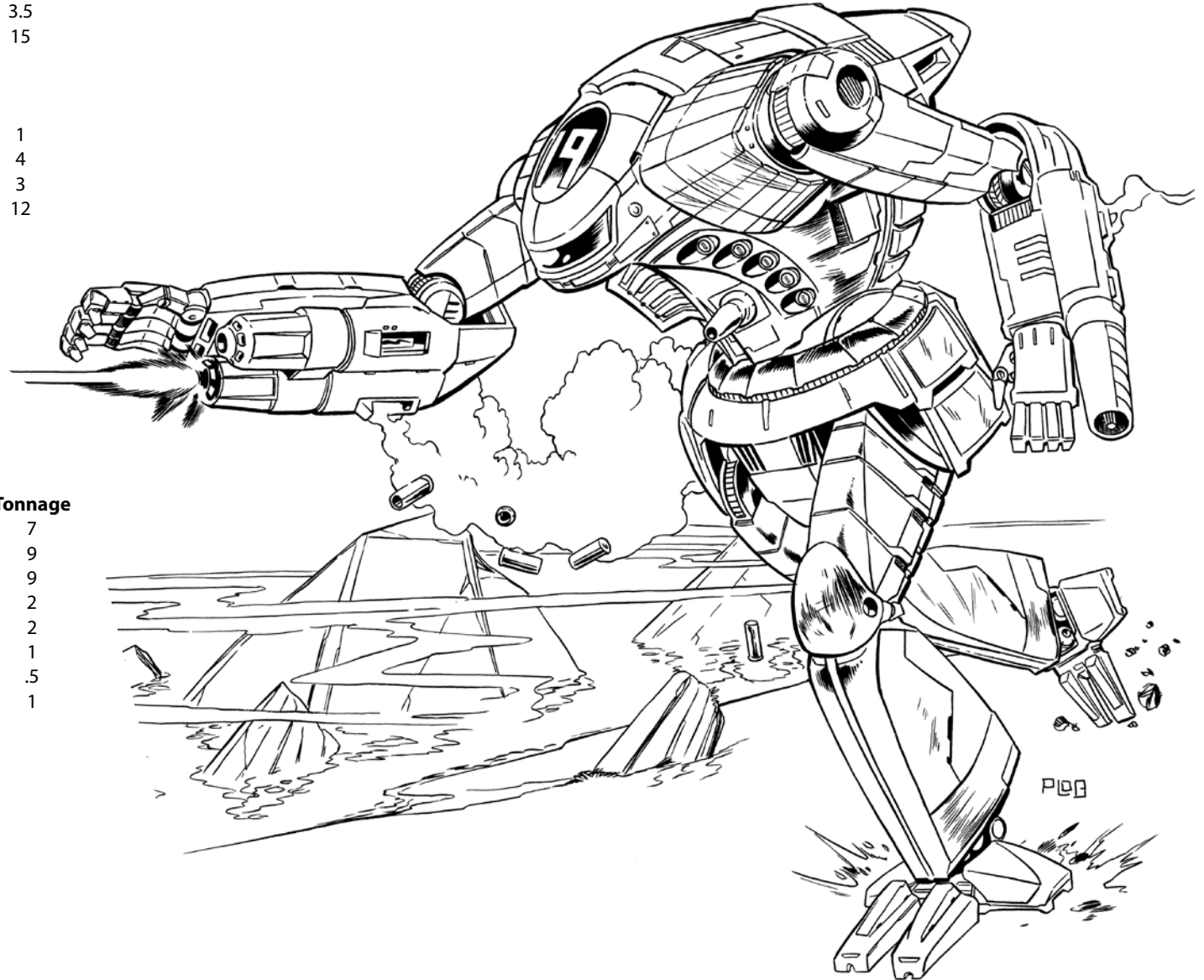
Mass: 70 tons
Chassis: GLKWL-52gls
Power Plant: VOX 280
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Geotec 300
    Jump Capacity: 90 meters
Armor: Valiant Lamellor
Armament:
    1 Tiegart Magnum Extended Range PPC
    2 Sunglow Large Lasers
    2 Magna Quasar Medium Pulse Lasers
    1 Magna Starglow Small Laser
Manufacturer: Blackwell Heavy Industries
    Primary Factories: Outreach
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez II

Overview

A recent offering by Blackwell Heavy Industries, the *Gallowglas* sports an array of energy weapons that makes it a formidable foe at long and short ranges—a necessity against the Clan threat. The model sold by Blackwell differs from the variant commonly fielded by Wolf's Dragoons, though the Dragoons deploy a limited number of the new *Gallowglas*es. The differences between the two stem from proprietary technologies that the Dragoons so far have not shared with the Inner Sphere, but even the lesser *Gallowglas* variant is a welcome addition to Inner Sphere armories.

Capabilities

The *Gallowglas* chassis incorporates endo steel armored with multilayers of Valiant ceramet plate. It possesses typical speed for its weight class, but its Geotec 300 jump jets give it mobility that a heavy 'Mech often lacks.

The Tiegart Magnum extended-range PPC, recently reintroduced, is the *Gallowglas*' primary weapon, backed up by an impressive laser array. Blackwell installed first-rate electronics, while Dalban Micronics supplied the communications and fire control system. Both of these adapt easily to C³ networks.

Deployment

The Dragoons recently transferred all of their older *Gallowglas*es to Beta and Epsilon regiments, to help replace losses. The three operational Dragoons regiments field the newer 3GLS and 4GLS variants. Beta and Epsilon should begin receiving lances of the newer variants by late December of 3067.

Variants

Blackwell's customers were surprised (and just a little upset) to discover that the version the company produced exclusively for the Dragoons utilizes Clantech. Mounting a standard 350-rated engine, the Dragoon's variant removes three heat sinks and replaces the large lasers with Clan ER medium models. The arm-mounted medium pulse lasers are swapped for Clan small pulse lasers and a Clan ER PPC provides devastating long-range firepower.

Blackwell also produces the GAL-2GLS for the open market. Replacing the ER PPC with a Gauss rifle and two tons of ammunition, this design drops eight heat sinks, the head mounted small laser, and one medium pulse laser. CASE is installed in the right torso to protect the engine and gyro in the event of catastrophic damage from an accidental Gauss capacitor explosion.

In the wake of Beta Regiment's defeat on Epsilon Eridani, General Maeve Wolf ordered a re-evaluation of the Dragoons' combat doctrine and equipment. She wanted her forces leaner, faster and able to project more power on the evolving battlefields of the Inner Sphere. Blackwell Industries responded with two new *Gallowglas* variants that answered her needs.

The 3GLS incorporates the new light engine to free up tonnage and increase the 'Mech's speed, and Blackwell's designers also installed a new Dalban HiRez III FC system integrated with an advanced targeting computer. All lasers are upgraded to extend-range versions. Triple-strength myomer increases the overall performance, and the 3GLS carries more armor to increase its survivability.

The 4GLS variant is armed with extended-range laser weapons and equipped with jump jets.

Notable MechWarriors

Lieutenant Sarah McCallan: Lieutenant Sarah McCallan, a Highlander who can trace her lineage back to Terra's ancient past, prides herself on her knowledge of her people and their history. Her great-great-great grandfather, Major Ian MacIntosh, was one of the last surviving members of the Royal Black Watch who disappeared during the Amaris Coup. On Wayside V, she piloted the *Gallowglas*—christened "Bannockburn"—given to her by Major Loren Jaffrey after the famous Battle of The Castle on Northwind. McCallan fought with determination and killed five Jaguar OmniMechs before being injured in the final battle. In 3061, she fought on Huntress and lived to tell about it. She now pilots a 3GLS received from Wolf's Dragoons in honor of her skill and daring.

Type: **Gallowglas**
Technology Base: Inner Sphere
Tonnage: 70
Battle Value: 1,695

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	3	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		9
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	20
R/L Leg	15	22

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
2 Large Laser	RT	4	10
2 Medium Pulse Laser	LA	2	4
Small Laser	H	1	.5
Jump Jet	RL	1	1
Jump Jet	LL	1	1
Jump Jet	CT	1	1

HEAVY 'MECHS
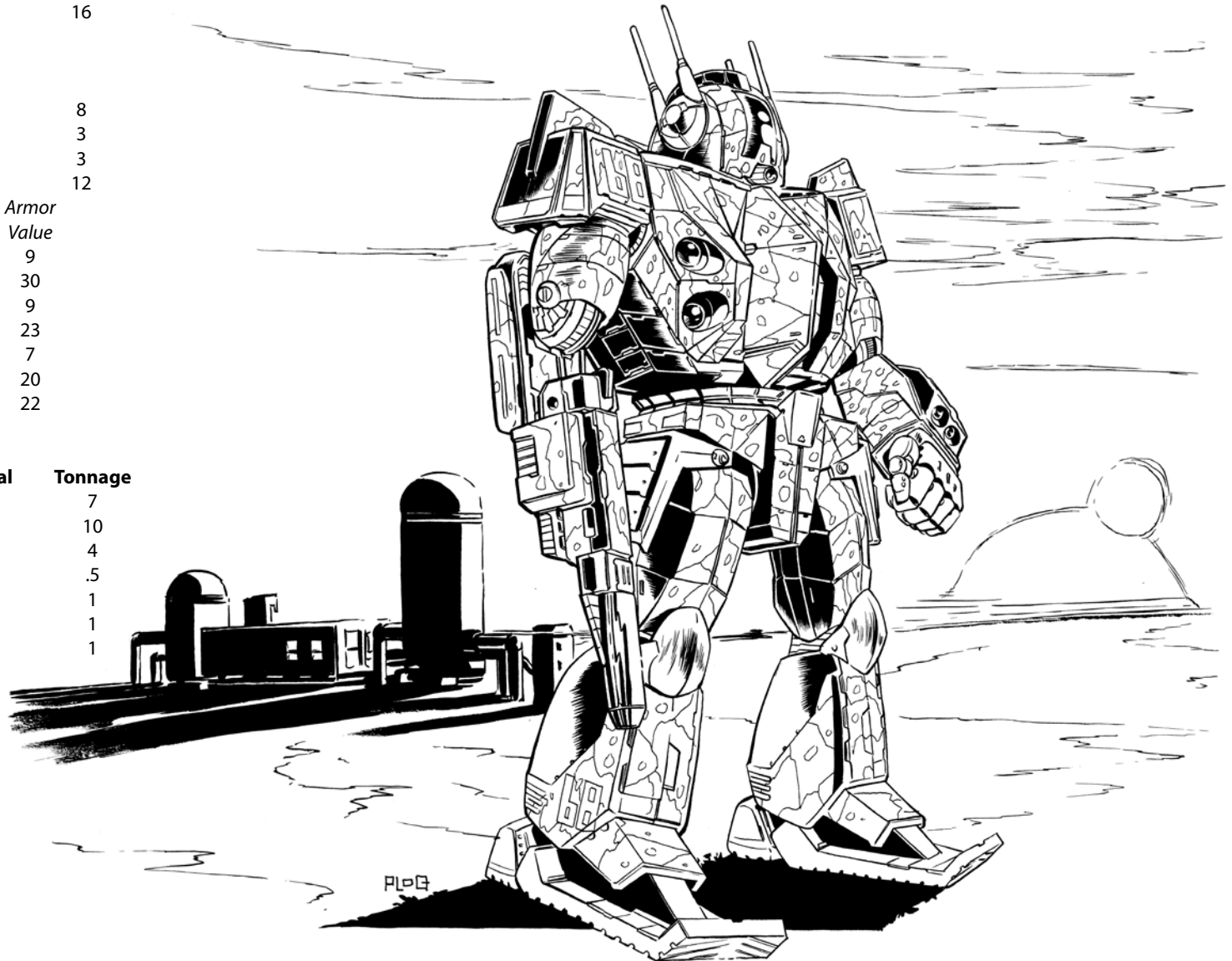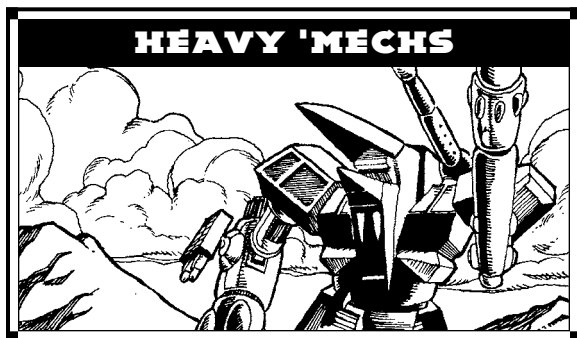
Mass: 70 tons
Chassis: Northrup-502
Power Plant: Magna 350 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
    Jump Capacity: None
Armor: Aldis Heavy Ferro-Fibrous
Armament:
    1 Fusigon Model XI Extended Range PPC
    1 Imperator Code Red LB 10-X Autocannon
    1 Holly Streak SRM-2 Rack
    1 Burow Anti-Missile System
    2 Martell Small Pulse Lasers
    1 Aberdovey Medium Pulse Laser
Manufacturer: Kali Yama/Alphard Trading Corp.,
    Kali Yama Weapons Industries
    Primary Factory: Kendall, Kalidasa
Communications System: Irian Orator-5K
Targeting and Tracking System: Irian 511

Overview

In commissioning the *Hercules*, House Marik sought a 'Mech that balanced mobility and firepower. They wanted the new design to provide a wide range of weapons that could serve a multitude of roles.

Capabilities

The *Hercules* is primarily intended as a mobile firing platform. Mounting a new Magna 350 XL fusion engine, this heavy BattleMech moves at a standard speed of 54 kph, one of the few in this weight class to move so fast.

This 'Mech has equally impressive defensive capabilities. Equipped with eleven tons of Aldis ferro-fibrous armor, the *Hercules* can weather the most deadly volleys, whether from Clan OmniMechs or their Inner Sphere counterparts. With the Burow anti-missile system mounted in the center torso, the *Hercules* can also defeat incoming missile attacks.

The 'Mech's firepower matches its defenses. The reliable Fusigon Model XI extended-range PPC serves as its primary weapon, supported by an Imperator Code Red LB 10-X autocannon. In addition, the *Hercules* carries a Streak SRM-2 rack, a medium pulse laser and two rear-mounted Martell pulse lasers. Added to the original design in order to fend off Elemental swarming attacks, these small lasers have proven a significant selling feature.

Despite its impressive array of defenses and weapons, the *Hercules* has been plagued by minor problems. For example, the electrical system overloads when hit by PPC fire. Despite the addition of several damper circuits, some MechWarriors still complain about this weakness, but Kali Yama officials insist that they have corrected the flaw.

Deployment

The Outworlds Alliance has purchased two dozen *Hercules*'Mechs, making this Periphery nation the third-largest buyer after the FWLM and mercenary troops. Given the higher cost of the *Hercules* over the older-technology 'Mechs usually sold to Periphery governments, these purchases are somewhat unusual. Suggestions that the Alliance bought the 'Mechs to dismantle them and analyze their advanced technologies proved unfounded, though only nineteen are accounted for out of the twenty-four shipped.

With the exception of Operation Bulldog, where it proved its worth against the Smoke Jaguars, the best testing ground for this 'Mech so far has been its participation in the games on Solaris VII. Representatives from Kali Yama Weapons Industries have persuaded some stables and co-operatives to use the *Hercules*, which has fared well In all matches where it competed.

Variants

General dissatisfaction with the Burow AMS prompted a popular field modification of the *Hercules* that removes the anti-missile system in favor of a second Streak SRM-2 rack. Kali Yama does not sanction such modifications, largely because of frequent missile-feed jams resulting from a single ammo bin serving two launchers. The FWLM discourages this modification, but it remains popular with mercenary troops.

Notable MechWarriors

Captain Jatinder Singh: The Regulan Hussars' involvement in the one-sided battle for Hyner during the campaign against the Smoke Jaguars proved the *Hercules*' finest hour. Though it had performed satisfactorily in Operation Guerrero, it did not excel in that short conflict. Against the Clans, however, the combination of hard-hitting long-range and short-range weapons proved devastating. Then-Lieutenant Jatinder Singh was among the best known *Hercules* pilots in the Hyner engagement, wielding her custompainted 'Mech, which she had dubbed *Kali-ma* like an avatar of the god she invoked. The outspoken Captain Singh vocally opposes Thomas Marik and advocates regional autonomy, which may explain why she remains a captain almost a decade after her glories on Hyner. Singh has become a cult figure in her homeland of Regulus and is rumored to be in line for a post on Prince Cameron-Jones' staff.

MechWarrior Chloe: Born to the Magnus bloodline, MechWarrior Chloe of Clan Snow Raven gained a degree of notoriety in her Clan for employing this Inner Sphere 'Mech despite its relative weakness compared to second-line Clan designs. Chloe shrugs off the comments, stating that her "handicap" provides more incentive to excel. Her performance in her captured *Hercules* has made her a prime candidate for a Bloodname in the near future.

Type: **Hercules**
Technology Base: Inner Sphere
Tonnage: 70 tons
Battle Value: 1,561

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	197	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	34
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	18
R/L Leg	15	24

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RT	3	7
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
Streak SRM 2	LT	1	1.5
Ammo (Streak) 50	LT	1	1
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	LT	1	1
Small Pulse Laser	RT (R)	1	1
Small Pulse Laser	LT (R)	1	1
Medium Pulse Laser	LA	1	2

THR-1L THUNDER

HEAVY 'MECHS
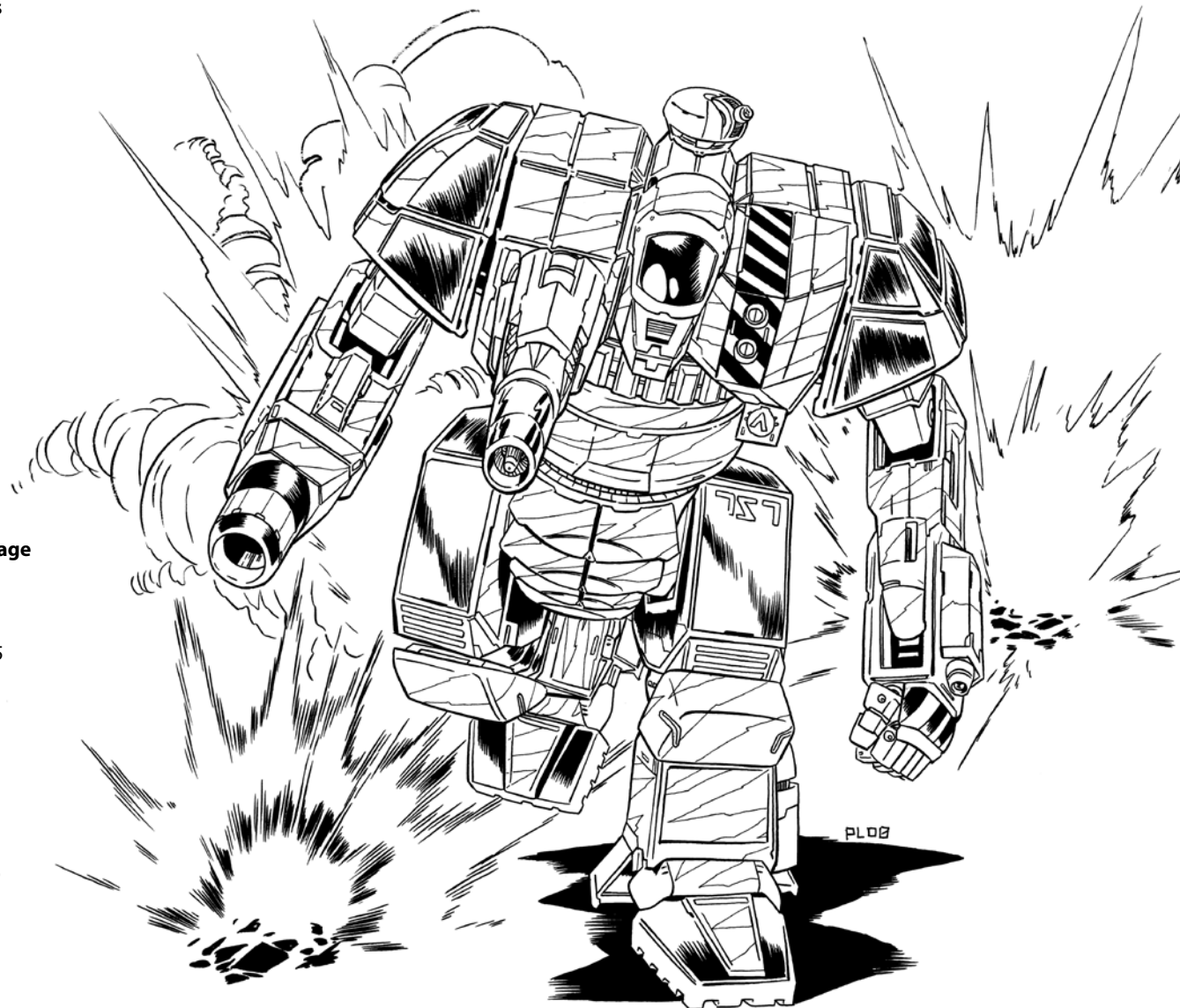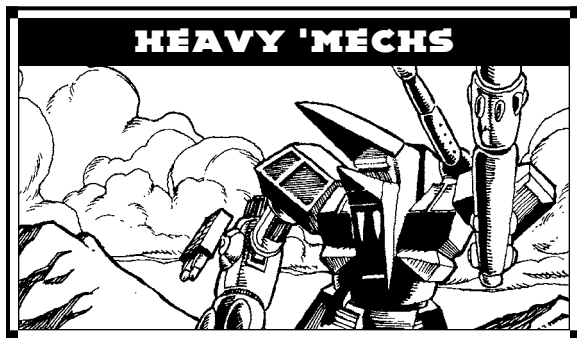
Mass: 70 tons
Chassis: Hollis Mk III
Power Plant: Magna 350 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
 Jump Capacity: None
Armor: Ceres Heavy with CASE
Armament:
 1 Kali Yama Big Bore Autocannon
 1 Sian/Ceres Jaguar LRM-5 Rack
 3 Ceres Arms Model W Medium Pulse Lasers
Manufacturer: Ceres Metals Industries
 Primary Factories: Sian, Capella and St. Ives
Communications System: Ceres Metals Model 21-Rs
Targeting and Tracking System: C-Apple Churchill

Overview

In the wake of the Fourth Succession War, the Capellan military found itself in desperate shape, especially since the Federated Commonwealth had captured several worlds that held most of House Liao's military production facilities. Ceres Metals was one of the few left to rebuild the devastated Capellan military. The company worked feverishly to replenish the depleted CCAF, expanding its production facilities and capabilities in order to get the job done. Less than two decades later, the Clan invasion brought new technologies to the Inner Sphere, much of it reverse-engineered from salvaged Clan OmniMechs. Ceres Metals acquired this information through the Free Worlds League and used it to design the *Thunder*.

Ceres designers wanted a 'Mech that delivered overwhelming firepower without sacrificing maneuverability. The *Thunder* was the first 'Mech produced using new technologies to attain these goals, and Chancellor Romano Liao gave the design team a citation when the 'Mech first entered CCAF ranks.

Capabilities

The THR-1L *Thunder* is the first heavy 'Mech designed and produced by a Capellan manufacturer following the Clan invasion. The *Thunder*'s seventy-ton frame allowed the engineers to install the Kali Yama Big Bore autocannon and three tons of ammunition. Complementing the autocannon is an LRM-5 located in the left torso, with one ton of ammunition. Three medium pulse lasers back up the autocannon for close support, and the designers installed CASE to protect against ammo detonation.

Magna's new XL 350 fusion engine gives this 'Mech speed up to 86 kph, which permits it to engage enemy units half its size. Eleven double heat sinks manage the higher heat output. The *Thunder* also mounts an impressive thirteen and half tons of Durallex heavy armor.

Deployment

During the Battle of Denbar, elements of the Hustaing Warriors became trapped in desert crevasse in an ambush organized by the reconstituted Blackwind Lancers' Second Battalion. With no avenue of escape and being destroyed piecemeal, the Warriors owe their near-miraculous salvation to two *Thunder*s and their Kali Yama Big Bore autocannon. The *Thunder*s surged into the open to face two lances of light and medium Lancers 'Mechs. Side by side and taking heavy fire, the *Thunder* pilots stood their ground and forced the Lancers back, targeting one Lancers 'Mech at a time. Reeling from the devastating autocannon fire, the Lancers' lighter units withdrew and allowed the Warriors to escape. The Lancers lost half their 'Mechs while disabling only one of the *Thunder*s.

*Thunder*s currently serve throughout the CCAF thanks to Ceres' expanding production on Sian and St. Ives. Rumor has it that a few lances of *Thunder*s are deployed in Free Capellan units as well.

Variants

Ceres recently upgraded the *Thunder*, maintaining much of the 'Mech's original equipment while completely redesigning the weapons loadout. The 2L variant uses the new Mydron Devastator LB 20-X autocannon, along with two extended-range medium lasers, Sian/Ceres' new Harpoon Streak SRM-6 rack and an extended-range small laser. The 2L is protected by thirteen tons of stealth armor, and also boasts triple-strength myomer, Guardian ECM and CASE.

The 3L variant serves as a fire-support 'Mech, replacing the LB 20-X and extended-range small laser with an Arrow IV missile artillery system. The 3L is intended to eventually replace the older C-3 *Catapult* in most CCAF line regiments.

Notable MechWarriors

Sang-wei **Benj Dashin:** *Sang-wei* Benj Dashin began his career as a member of Hustaing's planetary reserve militia, piloting a *Hunchback* that was destroyed during the assault by the Blackwind Lancers' Second Battalion. For his actions on Hustaing, he received a THR-1L *Thunder* and command of a lance. *Sao-wei* Dashin's daring assault broke the ambush on Denbar, killing three Lancers 'Mechs. By the end of the war, he had racked up an impressive twenty-four combat kills and earned the Capellan Confederation's highest military award. His loyal service made him the first to receive the new 2L *Thunder*, a 'Mech he affectionately named "Stephanie."

THR-1L THUNDER

Type: **Thunder**
Technology Base: Inner Sphere
Tonnage: 70
Battle Value: 1,471

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	34
Center Torso (rear)		9
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT/RA	10	14
Ammo (AC) 15	LT	3	3
CASE	LT	1	.5
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	RT	1	2

HEAVY 'MECHS
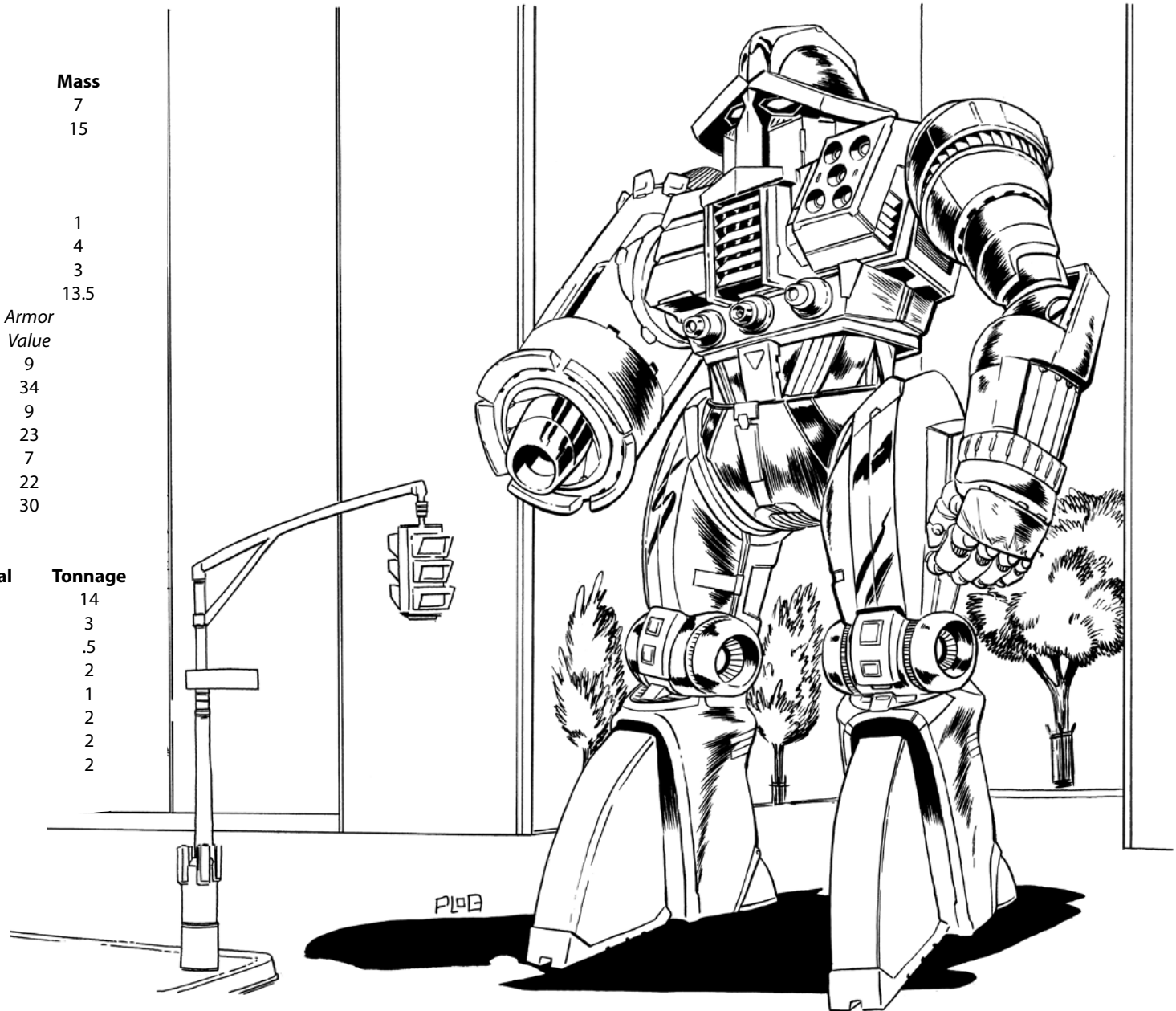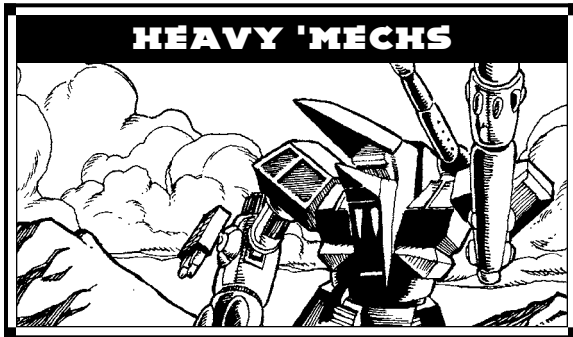
Mass: 75 tons
Chassis: Bander Custom 1
Power Plant: Vlar 300 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
    Jump Capacity: None
Armor: Valiant Chainmail
Armament:
    2 Armstrong Class-B ClusterGuns
    6 Magna Mk II Medium Lasers
    3 Holly LRM-5 Racks
Manufacturer: Bander BattleMechs, Kressly WarWorks
    Primary Factory: Terra Firma (Bander BattleMechs),
        Epsilon Eridani (Kressly WarWorks)
Communications System: Winston Mega Boozee Mark IX
Targeting and Tracking System: Winston Sidewinder

Overview

Chief tech of the Twelfth Star Guard, Felifious Bander used his considerable reputation to recruit former mercenary techs orphaned (like Bander) by the Clans' destruction of their units. His goal was to offer mercenaries the weapons they needed at a price they could afford.

Bander BattleMechs started by upgrading older BattleMechs with the recovered technology that became available after the Clan invasion. Designed by Felifious Bander, the *Bandersnatch* was the first original design to be offered by the company.

Capabilities

With a weapons mix based on the 'Mech refits most often requested by his clients, Bander modeled his design on the popular *Marauder*, giving the *Bandersnatch* a similar profile and style and ensuring a large supply of compatible parts. Two Armstrong Class-B ClusterGuns and three Holly LRM-5s provide long-range firepower. Six Magna Mk II medium lasers; two to each arm, and a pair facing the rear, provide close-range backup for the ballistic and missile weapons. With so much ammunition, the torso ammo bins were equipped with CASE technology.

During initial tests, both rear-firing lasers melted their heat jackets. Unable to determine the cause of the meltdown, Bander raised the lasers half a meter, but the company recommends that field technicians keep a close eye on the condition of the heat jackets.

Deployment

Starting from virtually nothing, Bander BattleMechs lacked the production faculties owned by the likes of Defiance Industries or Irian BattleMechs. Each *Bandersnatch* had to be painstakingly assembled by hand, taking months to complete.

After failing to interest any major manufacturer, Bander turned to Kressly Warworks on Epsilon Eridani. Looking to expand its range of products after the success of the *Lineholder* design, Kressly was interested in a heavy 'Mech design simple enough that a company as limited as Bander BattleMechs could produce it.

Mercenaries are the main users of the *Bandersnatch*, and the ready supply of compatible parts is yet another selling point for the 'Mech. Many of the surviving Chaos March worlds have also purchased the design in some numbers, which has complicated attempts by Capellan Confederation and Trinity Alliance forces to secure the region.

Variants

Upon securing the cooperation of Kressly WarWorks, Felifious Bander began to look into improving his design further. Focusing on the most important consideration for his customers—cost—Bander recently unveiled his new BNDR-01B *Bandersnatch*.

Incorporating new light engine technology dropped the cost of the variant by more than three million C-bills while improving its survivability—especially with the inclusion of CASE in the left torso. The weapons array has been modified, with the Armstrong autocannon replaced by a Magna Hellstar PPC in the right arm and an Imperator Automatic Ultra AC/10 in the left. A Holly Streak SRM 2 launcher replaces the head-mounted LRM 5. The troublesome rear-firing lasers have been replaced by armor.

Notable MechWarriors

Major Simon Verhoeven: As executive officer of Greenberg's Godzillas, Simon Verhoeven has been as involved in the mercenary unit's theatrical exploits as in battlefield operations. An expert in planning and execution of visual effects, Simon developed the system through which the regiment can quickly mock up its BattleMechs to resemble other models.

Though initially intended for filming battle sequences in the epic "The Thirteenth MechWarrior," the Godzillas also use their unique abilities in combat. Deployed to free up DCMS line units for the drive against the Smoke Jaguars, the mercenaries were spread across five worlds. When bandits struck Salford in force, the two companies of mercenaries rigged their 'Mechs to look like Clan OmniMechs. Not wishing to tangle with what appeared to be an overwhelming force, the bandits retreated without a shot being exchanged.

Verhoeven's favorite assignment was for a sci-fi monster holomovie in which his *Bandersnatch* (suitably costumed) trampled a scale model of the Imperial City on Luthien into rubble.

MechWarrior Devin Monroe: No one knows precisely where Devin Monroe hails from. He first appeared on record as a member of the Hsien Hotheads when the mercenaries resurfaced on Gibson in 3061. Devin has a nondescript appearance, with a beard (possibly false) and a Northfield accent (probably assumed). His tactical skills are less than sterling, and on more than one occasion he has been drawn into deadly situations from which only his exceptional gunnery skill saved him.

Type: **Bandersnatch**
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1,478

Equipment		Mass
Internal Structure:		7.5
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	23
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		8
R/L Arm	12	18
R/L Leg	16	18

Weapons and Ammo	Location	Critical	Tonnage
2 Medium Lasers	LA	2	2
LB 10-X AC	LA	6	11
Ammo (LB-X) 20	LT	2	2
CASE	LT	1	.5
2 Medium Lasers	RA	2	2
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
2 Medium Lasers	CT (R)	2	2
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1
LRM 5	H	1	2

FLC-8R FALCONER

HEAVY 'MECHS
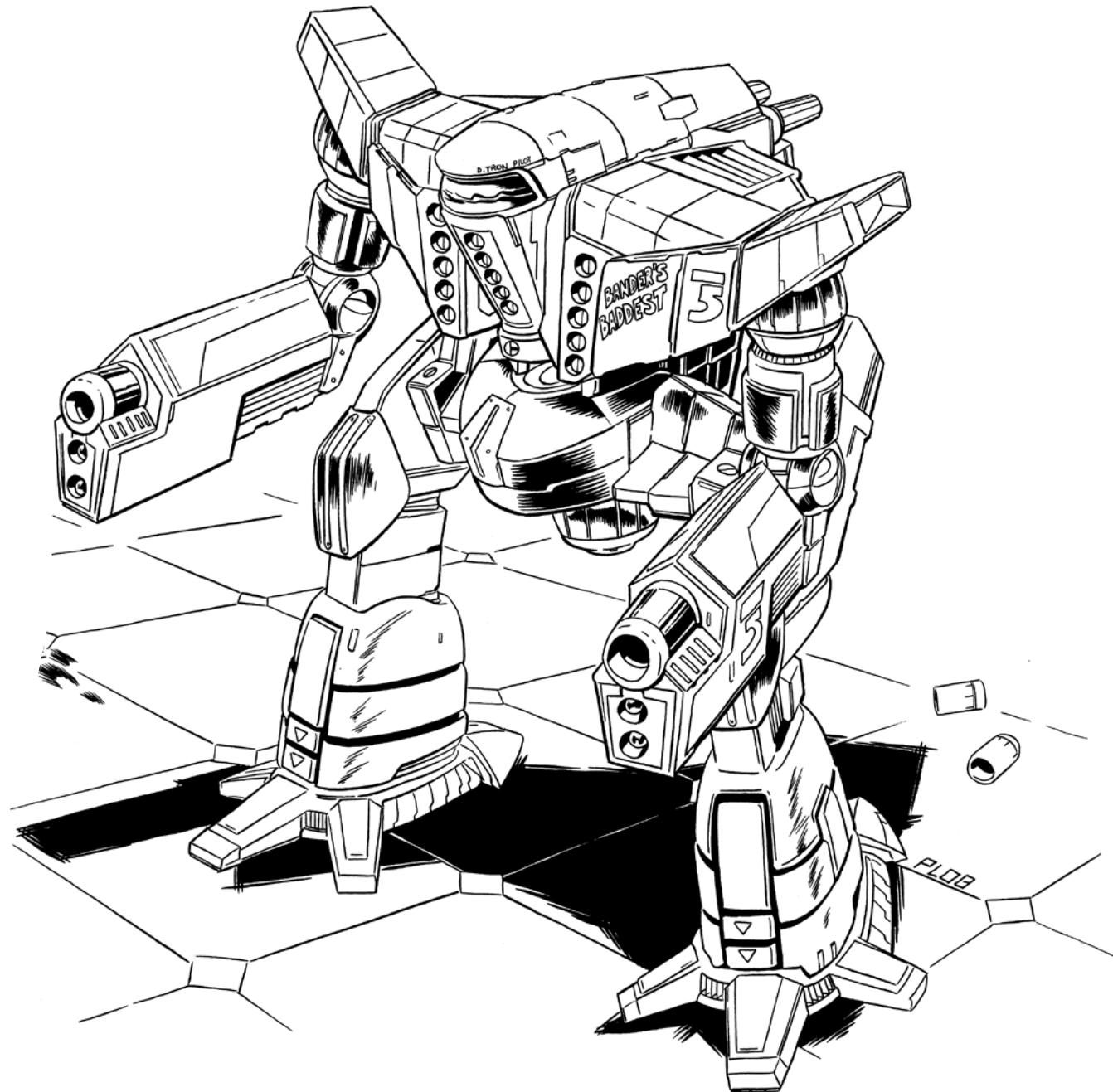
Mass: 75 tons
Chassis: McLarren-75B
Power Plant: GM 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Devil A7
　　Jump Capacity: 150 meters
Armor: Valiant Chainmail
Armament:
　　1 Defiance 1001 Extended Range PPC
　　4 Defiance B3M Medium Lasers
　　1 Poland Main Model A Gauss Rifle
Manufacturer: TharHes Industries, General Motors
　　Primary Factories: Tharkad, New Valencia
Communications System: TharHes Calliope ZE-2
Targeting and Tracking System: TharHes Ares-7i

Overview

Hanse Davion, shortly before his tragic death in 3052, wanted to beat the Jade Falcons at their own game and called for a design that would "tame the Jade Falcons." No one knows if the name *Falconer* was a joke, but it stuck.

Capabilities

The *Falconer*'s specifications called for a 'Mech capable of taking on a Clan OmniMech in combat. Though at that time unable to produce OmniMechs, TharHes Industries' engineers copied features from several Clan designs, marrying them with the best rediscovered technologies available.

The *Falconer*'s Valiant Chainmail armor and modified endo steel chassis make for a solidly protected machine, while the extralight engine, coupled with the 'Mech's jump capability, make it one of the Inner Sphere's most mobile heavy BattleMechs.

The Poland Gauss rifle and the Defiance ER PPC provide accurate and deadly long-range firepower. For close-range combat, the *Falconer* boasts four reliable Defiance medium lasers. The 'Mech's only real weakness is its heat-dissipation capacity; its ten double-strength heat sinks are not enough to allow for continual fire.

In the years since its debut, many have tried to improve on the *Falconer*'s design or make up for its few flaws. Every attempt so far has failed to equal the original, a testament to the *Falconer*'s capabilities.

Deployment

Units like the Davion Heavy Guards, the Tenth Deneb Light Cavalry and the Twenty-third Arcturan Guards were among the first to field the *Falconer*. Since then, it has gained popularity and spread throughout the FedSuns and Lyran militaries, thanks to its standout performance in operations like the FedCom raid on Sudeten in 3054. Though ultimately considered a military failure, that strike by the Fifth and Twelfth DLC freed hundreds of POWs. Moreover, it proved the *Falconer* could live up to its name. DLC MechWarriors piloting the five prototype *Falconer*s assigned to the regiments racked up an impressive twenty-one kills. And while only one *Falconer* left Sudeten operational, the 'Mech's fate and legend were sealed when the AFFC immediately pressed for full-scale production.

Though originally designed and produced by TharHes Industries, General Motors' plant on New Valencia licensed production of the *Falconer* following Archon Katherine Steiner-Davion's assumption of control on New Avalon. This move made the *Falconer* one of the most prominent new BattleMech designs in both the AFFS and the LAAF. Additionally, the Com Guards and the SLDF began purchasing the *Falconer* shortly after the formation of the new Star League.

Notable MechWarriors

MechWarrior Rebekah: Among MechWarriors, there are heroes and villains. And then there are those like Rebekah, whose exploits in the past decade are infamous. She first gained notoriety during Operation Guerrero. Serving with the First McCarron's Armored Cavalry on Hsien, she single-handedly destroyed six Second FedCom 'Mechs. Receiving no credit for her actions, she went AWOL, snuck into the enemy encampment and stole the enemy commander's *Falconer*. In response, her own commander placed her under arrest. She escaped, killing one guard and putting four more in the hospital, took her *Falconer* and disappeared into the Chaos March.

She bounced around from world to world for a number of years, making a living as hired gun and adding to her bloodthirsty reputation. Then she had the encounter of a lifetime. While stalking MechWarriors on both sides of the fight on Kathil, she came across the Bounty Hunter in his green *Mad Cat*. Not recognizing who he was, she tried to take down the lone Clan 'Mech. Instead, the Bounty Hunter made short work of her. Rather than kill Rebekah, however, he made her an offer she couldn't refuse. Within a week, her 'Mech was repaired and she had joined the Bounty Hunter's team. Since then, her reputation for cruelty has grown, along with her kill rate and her bank account.

Acolyte X Epsilon Robert Mykelby: Acolyte Mykelby joined the Com Guards a few months before Operation Serpent. Assigned to the Second Division, he witnessed firsthand the bloody fighting on Huntress. Unlike most of his comrades, he survived, but barely, and with serious emotional scars. On the battlefield, he and his *Falconer* are a force to contend with. Off the battlefield, he is a vociferous opponent of Victor Steiner-Davion, whom he blames not only for the deaths of his friends on Huntress, but also for ComStar losses during the FedCom Civil War.

Type: Falconer
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 2,231

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	31
Center Torso (rear)		8
R/L Torso	16	21
R/L Torso (rear)		6
R/L Arm	12	19
R/L Leg	16	22

**Weapons
and Ammo**

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
2 Medium Lasers	LT	2	2
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
2 Medium Lasers	RT	2	2
Jump Jets	LL	2	2
Jump Jets	RL	2	2
Jump Jet	CT	1	1

PTR-4D PENETRATOR

HEAVY 'MECHS
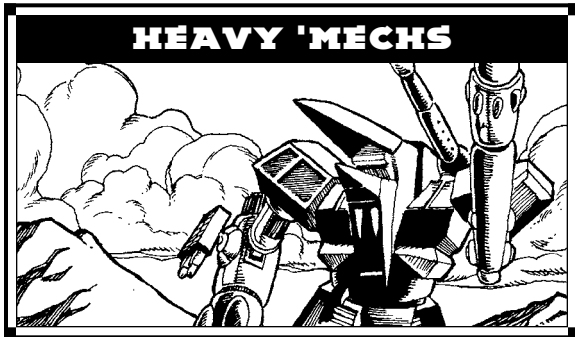
Mass: 75 tons
Chassis: Crucis G
Power Plant: Vlar 300
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Anderson 398
Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:
2 Diverse Optics Sunbeam ER Large Lasers
6 Sutel Precision Line Medium Pulse Lasers
1 Yori Flyswatter Anti-Missile System
Manufacturer: Kallon Industries
Primary Factory: Talon
Communications System: Dalban Micronics
Targeting and Tracking System: Matabushi Sentinel

Overview

After analyzing battle footage from the Clan front, Kallon Industries of Talon based the design of its new *Penetrator* on the devastating *Black Hawk* OmniMech. With the first *Penetrator*s coming off the production line in July 3053, Kallon Industries agreed to keep the Federated Commonwealth as the exclusive customer for this heavy 'Mech.

In a spectacularly successful marketing move, Kallon presented one of these 'Mechs to Cenotaph Stables on Solaris VII. With Cenotaph's owner, the legendary Kai Allard-Liao, piloting the *Penetrator* to victory after victory in the arena, Kallon was hard pressed to keep up with the AFFC's demand for the design.

Capabilities

In an age of endo steel internal structures, XL engines and ferro-fibrous armor, the *Penetrator* is something of a curiosity. The basic structure of the 'Mech incorporates none of the recovered technology commonly used on other 'Mechs. This makes the *Penetrator* relatively slow, but also rugged, durable and inexpensive. The inclusion of jump jets somewhat off-sets the *Penetrator*'s lethargic top speed of 65 kph.

Only the *Penetrator*'s weapons and heat sinks employ advanced technology. Two Diverse Optics extended-range large lasers provide respectable long-range punch, while six Sutel Precision Line medium pulse lasers provide punishing close-range firepower.

Defensively, the 'Mech mounts thirteen tons of Durallex heavy armor backed up by an anti-missile system mounted in the center torso. *Penetrator* pilots frequently criticize the placement of the system's magazine just under the engine, but Kallon Industries has made no move to modify the design.

Deployment

With the ever-present threat of the Clans hanging over it, the Federated Commonwealth shipped many *Penetrator*s to units stationed in Lyran space. Following the secession of the Lyran half of the Commonwealth and the creation of the Lyran Alliance under Katherine Steiner-Davion in 3058, many *Penetrator*s ended up on the rolls of the LAAF.

In the FedCom Civil War, *Penetrator*s served on both sides, where they once more demonstrated their ruggedness. Scant dependence on ammunition made the 'Mech ideal for the mobile campaigns that were the hallmark of that conflict. Allied units such as Archer's Avengers conducted a planet-hopping campaign, always keeping one jump ahead of the Loyalist forces pursuing them. With reliable supply lines almost non-existent, the Avengers had to live off the land. Having little need for ammunition and few advanced components, the *Penetrator* proved an ideal combat unit.

During the FedCom Civil War, a number of *Penetrator*s fell into the hands of mercenary units. Word has it that Kallon Industries may soon relax its policy of only selling the design to the Federated Commonwealth and now the Federated Suns.

Variants

Several variants have been introduced since 3053. The PTR-6M drops a ton of armor and two medium pulse lasers to add five heat sinks, while the PTR-6S removes one and a half tons of armor to mount a Guardian ECM system.

In an attempt to produce a cooler-running version, Kallon experimented with a missile-armed variant. The PTR-4F replaces the extended-range large lasers and two pulse lasers with two Federated 10-shot launchers and integrated Artemis IV fire control. This version proved unpopular, however, and has been produced in limited numbers.

The PTR-6T is an interesting field modification that surfaced during the FedCom Civil War. By replacing the medium pulse lasers with extended-range medium lasers, technicians with the Davion Guards were able to add two heat sinks and an advanced targeting computer.

Notable MechWarriors

General Archer Christifori: A highly decorated veteran of the campaign against the Smoke Jaguars, Archer Christifori retired to his homeworld of Thorin in the hope of finding peace. Unfortunately, Thorin became a flashpoint of the FedCom Civil War, and Christifori was soon leading the Thorin Militia against elements of the Fifteenth Arcturan Guard. With his world out from under the heel of Katherine Steiner-Davion's lackeys, Archer took his makeshift command (known as Archer's Avengers) on a drive across the war-torn Lyran Alliance before launching an audacious counter-attack against the Jade Falcon incursion.

Through countless battles, Archer's *Penetrator* has served him well, especially after the fighting on Huntress when Archer replaced the Diverse Optics large lasers with Clan-tech salvage and two additional heat sinks. Now commander of the newly formed Thorin Freedom Theater Militia, General Christifori has turned down the opportunity to upgrade to an assault 'Mech that befits his exalted rank.

Type: **Penetrator**
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1,687

Equipment		Mass
Internal Structure:		7.5
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	21
R/L Leg	16	26

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
3 Medium Pulse Lasers	LT	3	6
3 Medium Pulse Lasers	RT	3	6
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2

MDG-1A RAKSHASA

HEAVY 'MECHS
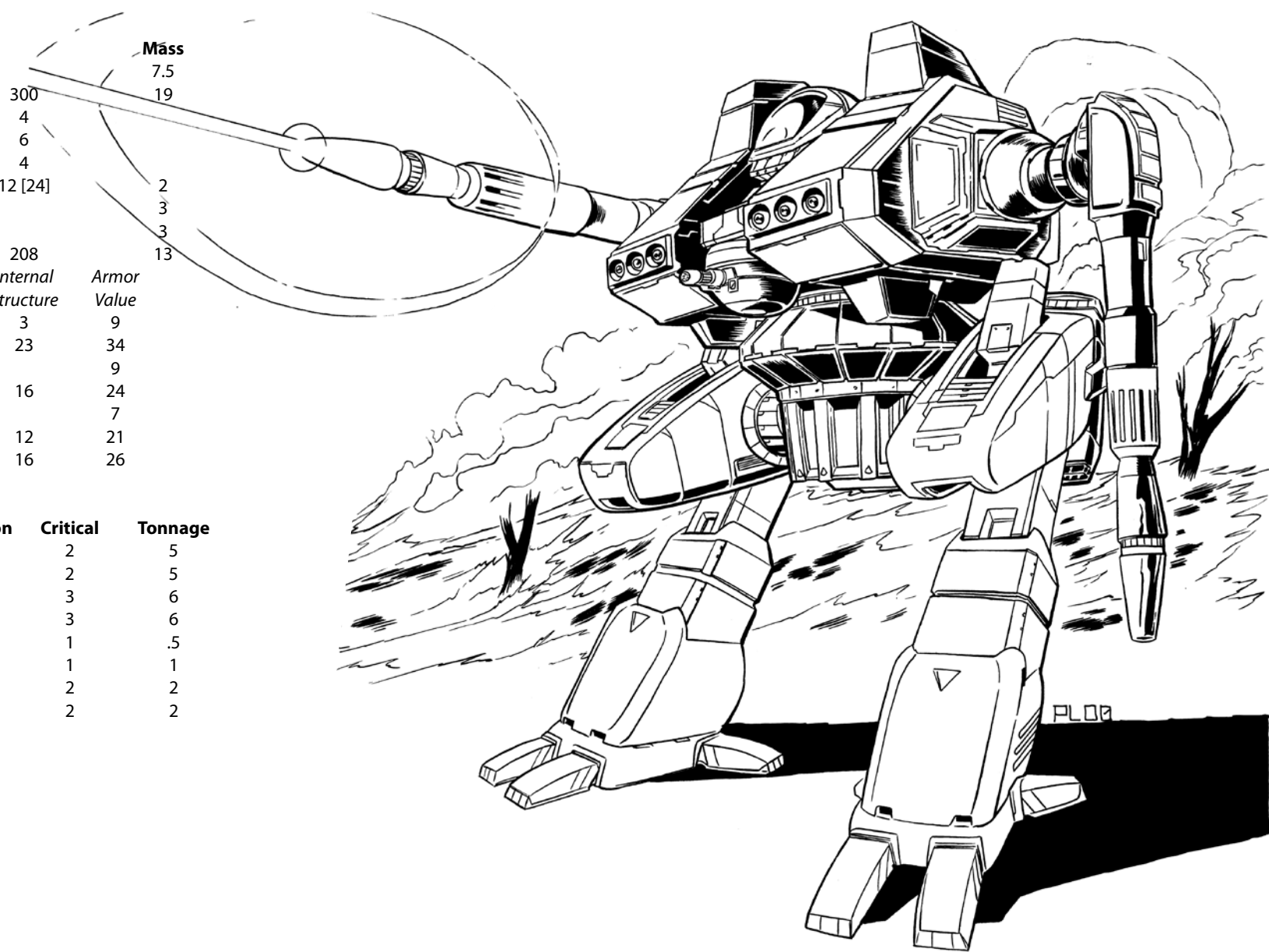
Mass: 75 tons
Chassis: GM Marauder Special MD
Power Plant: GM 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
   Jump Capacity: None
Armor: StarGuard Ferro-Fibrous
Armament:
   2 Federated LRM-10 Racks
   2 ExoStar Extended Range Large Lasers
   2 Martell Medium Lasers
   1 Martell Medium Pulse Laser
Manufacturer: General Motors
   Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Sync Tracker (39-42071)
   with Artemis IV System

Overview

Impressed by the *Mad Cat*'s performance, engineers at the NAIS labored for five years to emulate that 'Mech's design profile. Ultimately they debuted the *Rakshasa*, named for the mythical creature that mimics its adversaries' appearance and skills.

Capabilities

Built on a heavily modified GM Marauder chassis, the 'Mech uses endo steel technology and an extra-light fusion engine to provide as much mass as possible for its weapons array. Of course, even today Inner Sphere technologies

fall far short of Clan standards, which forced the *Rakshasa*'s designers to make a number of compromises.

The *Rakshasa*'s bite comes from two shoulder-mounted Federated 10-shot LRM racks, each mounting Artemis IV fire-control systems, and the arm-mounted ExoStar ER large lasers, each paired with a Martell medium laser. A single Martell medium pulse laser rounds out the *Rakshasa*'s armaments, making it as close to a double of the *Mad Cat* as designers could produce. Its weapon range and firepower are clearly inferior to its Clan progenitor, but compared to other Inner Sphere designs, the *Rakshasa* is a formidable 'Mech with superior accuracy, speed and maneuverability.

Deployment

Though it has found service in units all across the former Federated Commonwealth, the *Rakshasa* has not become the prestige ride that its designers hoped and expected it would. Initial combat trials proved promising, as did its first live-fire action. When a joint FedCom-Clan Wolf task force was formed in 3055 to combat the Red Corsair, two *Rakshasa*s were rushed to the Kell Hounds, who used them to great success on Arc-Royal and Elyssa.

Unfortunately, the 'Mech earned an undeserved reputation during Operation Guerrero two years later. The Eighth FedCom RCT fielded three of these 'Mechs during their defense of Second Try, two of which were assigned to the RCT command company. As it happened, the Eighth was spread thin, and its commander, Hauptmann General Mitchell Weintraub, got cornered by a Capellan battalion. Weintraub's bodyguards fought hard for more than half an hour before reinforcements arrived, but by that time both *Rakshasa*s had succumbed to heat-induced ammunition explosions. Even though he also lost a third 'Mech, a *Crusader*, that way, Weintraub publicly criticized the *Rakshasa*, promising never to allow another into his RCT.

Variants

Even before the first *Rakshasa* left the factory, test pilots recommended one significant change—swapping the extended-range large lasers for standard large lasers. Though never produced by the factory, upgrading to the MDG-1B specs is a relatively popular and easily completed field refit.

The MDG-2A is an extremely popular factory-produced variant. Focusing on a close-range weapons array, it mounts

a single Rotary AC/5, a large pulse laser and four medium pulse lasers. In addition to delivering a far more powerful volley of weapons fire, this *Rakshasa* variant is also much more heat efficient. Debuting at the height of the nearly three-year battle for Kathil, it rapidly became a favorite among Capellan March MechWarriors.

Notable MechWarriors

Sergeant-Major Jessica Nim: Sergeant Nim, a MechWarrior only by virtue of the fact that she could pilot a 'Mech when battle casualties left the First Capellan Dragoons shorthanded, is an AFFS tech assigned to GM's Kathil facilities. Leading a volunteer team of techs, she configured the first MDG-2A and then piloted it into battle. Though disabled in its first fight, the configuration proved a success. Nim was decorated, promoted and put in charge of *Rakshasa*-2A production, all but ending her brief MechWarrior career.

Gunsho **Haruhiko Namona:** Having graduated from the Wisdom of the Dragon School, Haruhiko Namona spent ten years in service to the Dragon before leaving, dissatisfied with DCMS commanders who de-emphasized the qualities that personified a "true samurai." He ultimately discovered a small group of like-minded warriors on Solaris VII. He had only moderate luck in the leagues until he won his *Rakshasa* in a bout. From that point on, Namona and *Raiju*, as he named his 'Mech, steadily climbed up the ranking ladders, building quite a following. That following, filled with professional gamblers and warrior wannabes, forced him to once again seek solace in the DCMS. Enlisting as a mere *hojuhei* in the Ryuken-go, he rejoined just in time to see action against the Ghost Bears and then against Duke James Sandoval's invaders. The epitome of the "true samurai," he earned the respect of his comrades and his opponents.

MDG-1A RAKSHASA

Type: **Rakshasa**
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1,795

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	206	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	32
Center Torso (rear)		9
R/L Torso	16	22
R/L Torso (rear)		7
R/L Arm	12	21
R/L Leg	16	28

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RT	2	5
Artemis IV FCS	RT	1	1
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 12	LT	1	1
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Pulse Laser	LT	1	2

WR-DG-02FC WAR DOG

HEAVY 'MECHS
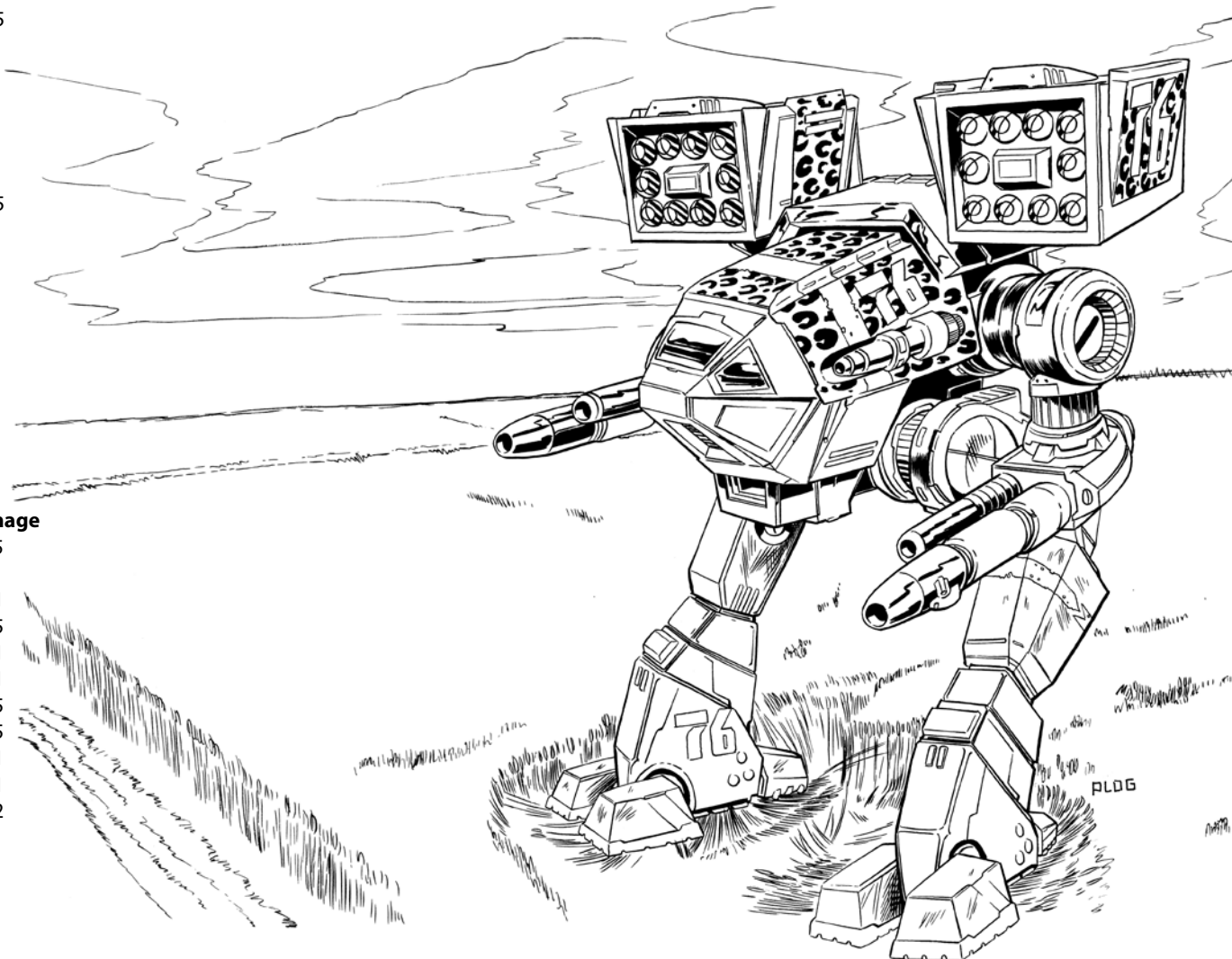
Mass: 75 tons
Chassis: Arc-Royal KH/9
Power Plant: Vlar 300 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
    Jump Capacity: None
Armor: StarSlab 511 Ferro-Fibrous
Armament:
    1 Grizzard Gauss Rifle
    2 Holly Streak SRM-2 One Shot Packs
    1 Blankenburg Large Pulse Laser
    2 Martell Medium Pulse Lasers
    1 Martell Small Pulse Laser
    1 Burow Anti-Missile System
Manufacturer: Blackwell Corporation
    Primary Factory: Outreach
Communications System: Garret T12-A,
    Garret/Guardian Interface Model 2B
Targeting and Tracking System: Garret O2j

Overview

The *War Dog* was originally designed for the SLDF, though the plans and prototype chassis disappeared shortly before the fall of the Star League. Rediscovered by Snord's Irregulars in 3052, several chassis and a complete set of technical plans were delivered to GM/Blackwell on Outreach, whose design teams immediately began work on an extended production run of the *War Dog*.

Capabilities

The key to the success of the *War Dog* is its twelve tons of ferro-fibrous armor, which allow it to weather heavy fire typical of a Clan encounter. The torso-mounted anti-missile system and a Guardian ECM suite provide additional protection.

A Grizzard Gauss rifle provides the 'Mech's main punch, supplemented by a Blankenburg large pulse laser as well as paired medium pulse lasers for close-range fire support. A small pulse laser is rear-mounted on the head, the only modification to the original design specifications. The *War Dog* carries a last-ditch weapons system—two SRM-2 Streak one-shot missile packs—mounted on its legs.

One of this 'Mech's most distinctive features is that its right arm has more armor protection than its left. This requires MechWarriors to practice some gyro balancing, but it also offers exceptional protection to the *War Dog*'s most powerful weapon.

Deployment

The *War Dog* first saw action in the Dragoons Civil War, during which forces loyal to Jaime Wolf used them to great success. Early in the war, vid footage of the fighting—prominently featuring two *War Dogs* destroying five opposing 'Mechs—leaked out to Harlech and ultimately to the rest of the Inner Sphere. Since then, the Blackwell Corporation has filled orders for *War Dogs* from every major Inner Sphere power, as well as from numerous mercenary units. Even the Word of Blake fields a few *War Dogs*, delivered before Wolf's Dragoons placed a prohibition on dealings with the Blakists. On the other hand, the *War Dog* is shunned by many Dragoons, who consider it too much of a reminder of the war.

A fair number of *War Dogs*, menacing and easily recognizable, have also found their way to Solaris VII, where the 'Mech has become a staple in the arenas.

Variants

Almost as many variants of this 'Mech exist as there are *War Dogs* fighting in the Solaris arenas, but only one is produced by Blackwell. The -03-FC's weapons configuration includes a heavy Gauss rifle, a piece of technology "acquired" from the Lyran Alliance, supported by an ER PPC, three ER medium lasers and a pair of medium pulse lasers. A head-mounted C3 slave unit only adds to this *War Dog*'s potency on the battlefield.

Notable MechWarriors

MechWarrior Hubert Turanga: Turanga and *Croaker*, his modified *War Dog*, have been staples on the Solaris arena circuits for more than a decade now.

Though the *Croaker* has almost no original components remaining from the time it walked off GM/Blackwell's assembly lines twelve years ago, it is one of a handful of 'Mechs that have lasted through more than ten years of near-continuous action. Turanga, a recognized master on the freestyle circuits, has modified *Croaker* almost to the point of turning it into an OmniMech. In a matter of hours, his techs can reconfigure it with a variety of weapons and equipment, or given a day can even refit it with different armor.

Leftenant Colonel Andrei Zibler: Andrei Zibler is the son of Ariel Zibler, commanding general of the AFFS' Twelfth DLC, and son-in-law of Field Marshal Andrew Terlecki Jr., commander of the Crucis March and the entire Deneb Light Cavalry. In addition, almost two dozen of his close relatives on both sides of the family are current or retired AFFS officers. A mere leftenant prior to the FedCom Civil War, Andrei Zibler fought admirably in the Eighth DLC, but by the end of the war, the weight of so many lost friends compounded family pressures to succeed. Losing confidence in himself, he gave up his commission in the Eighth DLC, choosing instead to "retire" to New Avalon, where his wife and children could be close to her parents. Major General Jean-Henri de Jeruc, his CO in the Eighth DLC and now a member of the AFFS General Staff, still keeps him on the books. Zibler's *War Dog*, the *Promise*, sits in a hangar in the Fox's Den, awaiting its master.

WR-DG-02FC WAR DOG

Type: **War Dog**
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1,814

Equipment		Mass
Internal Structure:		7.5
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	215	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		9
R/L Arm	12	24/16*
R/L Leg	16	28

*Right Arm has 24 Points of armor, Left Arm has 16

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
Ammo (Gauss) 24	LT	3	3
Streak SRM 2 (OS)	RL	1	2
Streak SRM 2 (OS)	LL	1	2
Large Pulse Laser	LA	2	7
Guardian ECM Suite	CT	2	1.5
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	RA	1	2
Small Pulse Laser	H (R)	1	1
Anti-Missile System	RT	1	.5
Ammo (AMS) 24	RT	2	2

PPR-5S SALAMANDER

ASSAULT 'MECHS
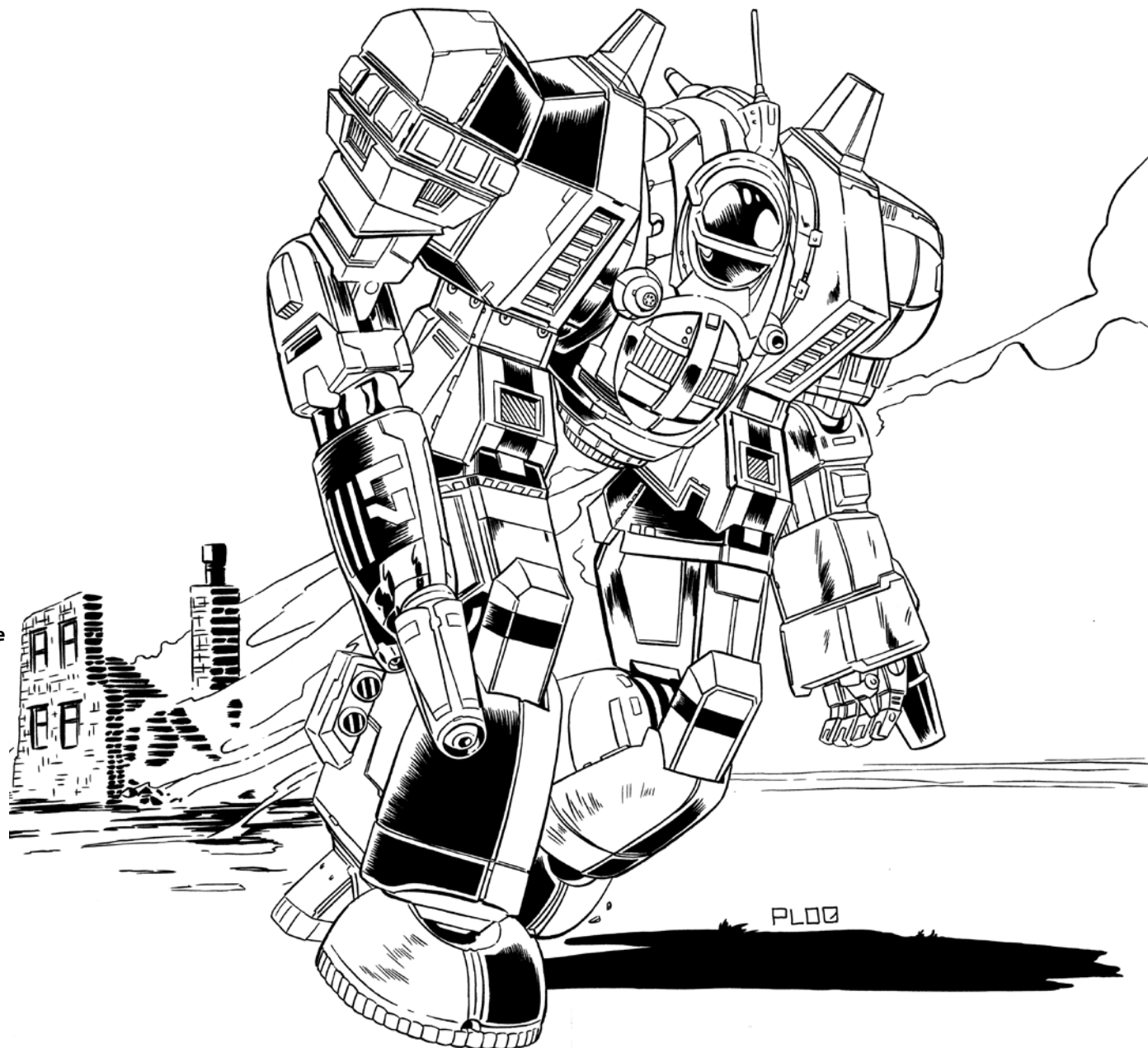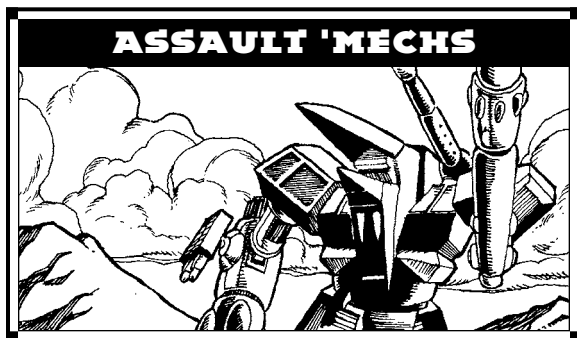
Mass: 80 tons
Chassis: Chariot Type IV with Endo Steel
Power Plant: Pitban 320 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
　　Jump Capacity: None
Armor: Glasgow Limited with CASE
Armament:
　　3 Doombud LRM-20 Racks
　　2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries
　　Primary Factory: Hesperus II
Communications System: TharHes Hm-10
Targeting and Tracking System: TharHes Ares-7

Overview

Defiance Industries' production team prides itself on the radical appearance, design and performance profile of the PPR-5S *Salamander* assault support 'Mech, but critics over the years since its debut have derided the design as a missile-based knockoff of the venerable *Awesome*. Though these accusations—born, some say, of a feud between the Lyran Alliance's biggest 'Mech manufacturer and its corporate rivals—bear little weight, Defiance's public relations department has found the rumors annoyingly persistent and must often defend the "creative integrity" of the company's design teams during press conferences.

Capabilities

Though its chassis is radically different, the *Salamander* shares numerous design points with the AWS-9M *Awesome*. Weighing in at 80 tons, like the *Awesome*, the *Salamander* has the same mobility and hulking form, and devotes much of its tonnage to its primary weapon systems. Like the *Awesome*, the *Salamander* is meant primarily for support and siege missions, to stand at a distance and drown its foes under a relentless storm of weapons fire. The *Awesome* accomplishes this mission through heat-intensive particle cannons; the *Salamander* does it with three LRM-20 racks, each supplied with three tons of ammunition.

Deployment

Production got off to a slow start due to the unusual engineering of the left arm assembly, but the *Salamander* has become increasingly common in the command, assault and support sections of several LAAF units stationed throughout the Alliance. Though originally intended for heavy fire-support along the Clan front, many of these machines saw extensive action during the recent FedCom Civil War, where their pilots turned their devastating firepower against many MechWarriors they might have called fellow countrymen only a decade before.

Variants

Four variants on the *Salamander* have surfaced since its debut. The first of these, designated the PPR-5T model, mounts three LRM-15 racks in place of the standard 20-racks and downgrades the medium lasers, devoting the tonnage savings to a bigger engine for a thirty-three percent increase in the 'Mech's maximum ground speed.

The PPR-6S and –6T models, by comparison, retain the same engine and movement profiles, but trade in one of the LRM-20s for different weapons systems. On the –6S, the trade upgrades the medium lasers to pulse versions and allows for the mounting of an SRM-6 launcher, plus Artemis IV fire-control systems for all missile racks. On the –6T, the medium lasers are again upgraded to pulse models, while a large pulse laser is added for a more solid and accurate punch at medium range.

During the fighting on Melissia against the Jade Falcons in August of 3064, General Sharon Byran's *Salamander*s proved unequal to the terrain, and so wasted much of their long-range capabilities. To counter this, the radically new –7S installs a Lyran "light" engine. The LRM-20s make way for LRM-15s enhanced with Artemis, the medium lasers for extended-range versions. Finally, removal of a half-ton of armor allows for the inclusion of jump jets.

Notable MechWarriors

Kommandant Jim Wendt: A battalion commander in the Eight FedCom RCT, Jim Wendt was a model officer in the AFFC, even though he considered himself far more Lyran than FedCom. Because he rose through the ranks honestly, many of his FedSuns-born colleagues often commented that the cultured and tactically brilliant officer was nothing like the stereotypical "Social Generals" who so plagued the Lyran command structure before and throughout the FedCom era. Though Wendt publicly took these remarks as friendly jibes, deep inside he resented his FedSuns comrades. When the simmering Steiner-Davion hostility exploded in civil war on Kathil in 3062, however, he did not balk at fighting.

During the battle for the city of Radcliffe, Wendt at the helm of his *Salamander* led a charge against elements of the Kathil CMM and engaged the militia commander, Damien Zibler, in a duel to the death. The arrival of Wendt's company nearly turned the tide against the militia as the two commanders dueled, but even as Wendt and his forces took out Zibler's *Victor*, a flight of militia aerospace fighters engulfed his *Salamander* in incendiary bombs. Already overheated from the raging firefight, Wendt's ammunition bins exploded, forcing him to eject to his death inside the raging inferno.

Though his defeat at Radcliffe led to the destruction of the rest of his command—and ultimately the loss of Kathil itself—Jim Wendt received a posthumous award for valor in the face of the enemy for his final actions on Kathil.

PPR-5S SALAMANDER

Type: **Salamander**
Technology Base: Inner Sphere
Tonnage: 80
Battle Value: 1,769

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	320 XL	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	247	15.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	42
Center Torso (rear)		8
R/L Torso	17	28
R/L Torso (rear)		6
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	LT	5	10
Ammo (LRM) 18	LT	3	3
CASE	LT	1	.5
LRM 20	RT	5	10
Ammo (LRM) 18	RT	3	3
CASE	RT	1	.5
LRM 20	LA	5	10
Ammo (LRM) 18	LA	3	3
2 Medium Lasers	CT	2	2

GUN-1ERD GUNSLINGER

ASSAULT 'MECHS
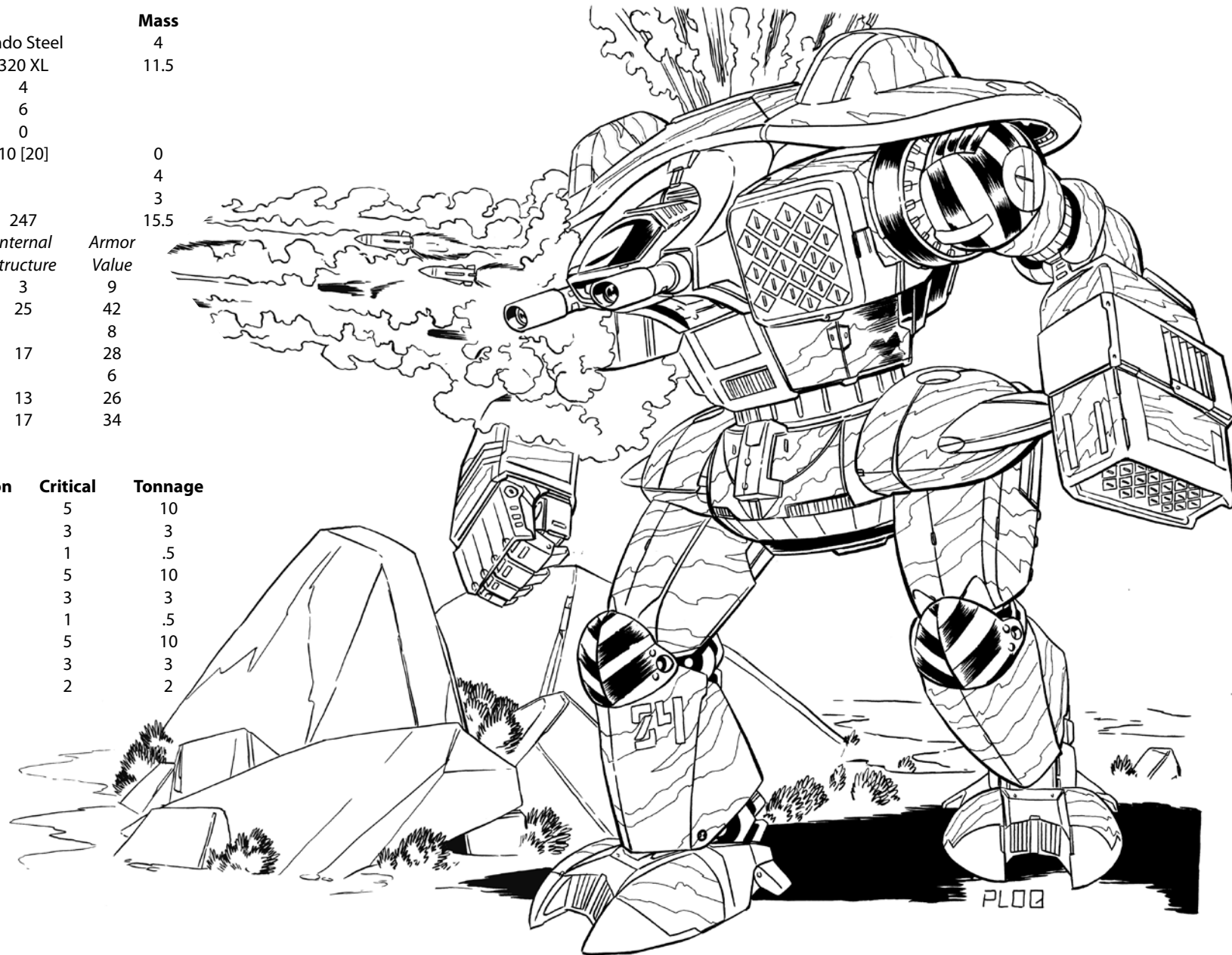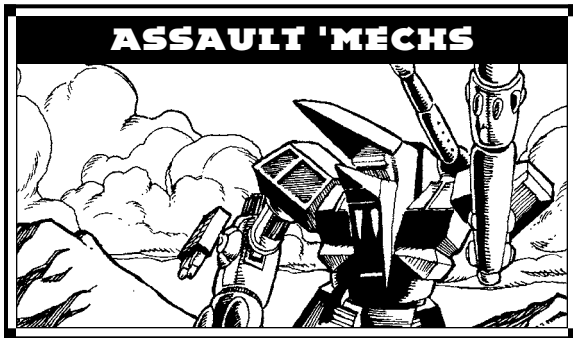
Mass: 85 tons
Chassis: Star League XT
Power Plant: VOX 255 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: HildCo Model 12
Jump Capacity: 60 meters
Armor: Kevlar 5000
Armament:
    2 Poland Main Model A Gauss Rifles
    2 Defiance P5M Medium Pulse Lasers
    4 Defiance B3M Medium Lasers
    1 Defiance A5L Small Laser
Manufacturer: Defiance Industries,
    Independence Weaponry
Primary Factories: Hesperus II (Defiance),
    Quentin (Independence)
Communications System: Nashan Quartet ComSy
    with Guardian ECM
Targeting and Tracking System: Nashan Diana
    Mark II Targeting Computer

Overview

The Clan invasion created some strange bedfellows, the most unlikely of which was the quasi-alliance of the Federated Commonwealth and the Draconis Combine. Though that relationship has soured over the past decade, the *Gunslinger* remains a lasting testament to what can happen when two bitter enemies put aside their mutual hatred and work toward a common goal.

Capabilities

The joint Combine-FedCom team designed this 'Mech around twin Gauss rifles, the only weapon that could compare favorably to its Clan counterpart. They also included a secondary weapon spread akin to that of the long-favored *BattleMaster*; placing four standard medium lasers in the torsos and mounting two additional medium pulse lasers in the legs to protect the 'Mech's rear.

The team equipped the slow-moving 'Mech with almost the maximum armor capacity, and also included a Guardian ECM suite and a Beagle Active Probe to provide extra security. Finally, they included jump jets to improve its mobility and ability to handle terrain. While only able to propel the 'Mech sixty meters, the designers believed this distance would permit the *Gunslinger* to bypass the most dangerous terrain features.

Deployment

The first FedCom *Gunslinger* walked off the line at Defiance Industries on December 5, 3053. It took nearly two more years before the first Combine *Gunslinger* left the Quentin plant, because of problems with the Gauss weapons. Both plants have since built as many *Gunslinger*s as possible each year, severely stretching their resources while breaking production records year after year. Beginning with Operation Guerrero in 3057 and the Jade Falcon invasion of the Lyran Alliance in 3058, the *Gunslinger* proved its strengths, as it has in every other significant military operation in the Inner Sphere since. Consequently, the *Gunslinger* remains in high demand.

One particular action took place on Pesht during Operation Bulldog. Deploying two full lances of *Gunslinger*s, the Seventh Sword of Light found themselves under attack by the Jaguars' Third Assault Cluster. Forced to react to the Jaguars' movements, the Sword of Light dropped the two *Gunslinger* lances ahead of the Third Assault, catching the Jaguars in a withering crossfire. As the Sword of Light pushed the Jaguars from the rear, the *Gunslinger*s stopped the Jaguars' advance cold, destroying more than a dozen Clan 'Mechs in the process. Though only two of those *Gunslinger*s walked off the battlefield, the battle cemented the 'Mech's reputation.

Currently, the *Gunslinger* serves in regiments throughout the AFFS, DCMS and LAAF, with prestige units such as the Davion Assault Guards, the First Royal Guards and the First Sword of Light deploying several *Gunslinger*s each.

Variants

Only one major variant has taken to the field, and even then only in limited numbers. The GUN-2ERD retains the tried and true dual-Gauss configuration as well as the ECM suite, replacing the standard medium lasers with ER versions and dropping the rest of the equipment for a C³master computer and an additional jump jet.

Notable MechWarriors

Kommandant Rayne Irialis: A 3056 graduate of the Armstrong Flight Academy, Rayne Irialis spent two years as a fighter pilot in the Fourth Alliance Guards (then known as the Twelfth FedCom RCT). When the FWL's invasion of the Sarna March struck Marcus, then-Leftenant Irialis was grievously wounded; she survived for three days in her crashed *Slayer* before a League patrol rescued her. She was well cared for and quickly repatriated, but her injuries prevented her from getting flight clearance again. Irialis spent the next year learning to pilot a 'Mech, transferring to the Fourth Guards' 'Mech regiment. Though not the best of MechWarriors, she is the regiment's undisputed sharpshooter, as evidenced by her assignment to the *Gunslinger* she has named *Defiance Peacemaker*.

Kashira **Daniel Shen:** Shot out of his *Hatamoto-Chi* on Quentin during Duke James Sandoval's invasion of the Draconis Combine, Ryuken-ni MechWarrior Daniel Shen took over a *Gunslinger* straight off of Independence's production lines—it hadn't even been primed and painted yet—and quickly became the regiment's avenging spirit. In a month of fighting on Quentin, and later four months on Addicks, Shen racked up an amazing thirty-one 'Mech kills, winning him the Katana Cluster, the Order of the Dragon and the Silver Claw.

GUN-1ERD GUNSLINGER

Type: **Gunslinger**
Technology Base: Inner Sphere
Tonnage: 85
Battle Value: 2,286

Equipment		Mass
Internal Structure:		8.5
Engine:	255 XL	6.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	2	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	248	15.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	34
Center Torso (rear)		19
R/L Torso	18	25
R/L Torso (rear)		11
R/L Arm	14	25
R/L Leg	18	32

Weapons and Ammo	Location	Critical	Tonnage
Guardian ECM Suite	RT	2	1.5
Gauss Rifle	RA	7	15
Ammo (Gauss) 24	RT	3	3
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
Medium Pulse Laser	RL (R)	1	2
Medium Pulse Laser	LL (R)	1	2
2 Medium Lasers	RT	2	2
2 Medium Lasers	LT	2	2
Beagle Active Probe	CT	2	1.5
Small Laser	H	1	.5
Jump Jet	RL	1	1
Jump Jet	LL	1	1

ALB-3U ALBATROSS

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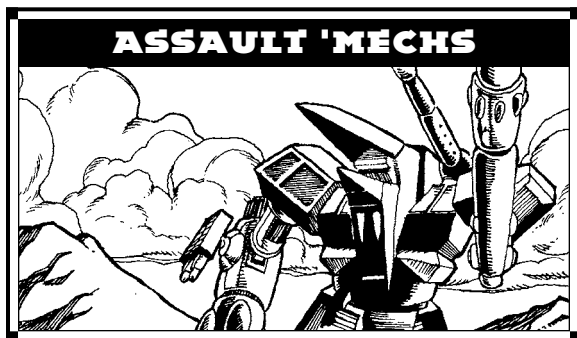
Mass: 95 tons
Chassis: Albat-50
Power Plant: GM 380 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
    Jump Capacity: None
Armor: StarSlab/3 with CASE
Armament:
    1 Oriente Model O LB 10-X Autocannon
    1 Diverse Optics Sunbeam ER Large Laser
    1 Irian Weapons Works V7 LRM-15 Rack
    1 Irian Weapons Works 60mm SRM-6 Rack
    1 Tronel PPL-20 Large Pulse Laser
    2 Irian Weapons Works Super 6 Medium Lasers
Manufacturer: Irian BattleMechs Unlimited
    Primary Factory: Irian
Communications System: Irian Technologies HMR-35s
Targeting and Tracking System: Omicron TrackerKeeper

Overview

The Clans' lightning invasion of the Inner Sphere gave pause to military experts from all the Great Houses. Many people believed humanity had already reached the zenith of its destructive capabilities, but the Clans proved that conviction wrong technologically and militarily. The Free Worlds League received the unique opportunity to sit back and watch the Clan invaders destroy its enemies, while making a profit from that same conflict by providing the embattled Houses with equipment to fight the Clans.

League strategists, however, knew this state of affairs could not last. They believed that after the Clans finished off the Federated Commonwealth, they would come after League worlds. With this in mind, the League's high command launched Project Omega in late 3052, intent on creating an assault 'Mech able to face and defeat Clan OmniMechs. After only five months of design and testing, the Omega team delivered the first *Albatross*.

Capabilities

Irian BattleMechs Unlimited received the go-ahead to produce the *Albatross* while also churning out refits for Federated Commonwealth troops. Using their clients' catalogued preferences and a scattering of reports about Clan fighting styles, the Omega team set out to accomplish this task.

At 95 tons, the *Albatross* is among the heaviest 'Mechs ever produced by House Marik. Thanks to its GM 380 XL engine, it can reach speeds up to 65 kph. Free Worlds designers believed it best not to burden the *Albatross* with an endo steel chassis or ferro-fibrous armor, in order to save ample space for its weapons complement.

The 'Mech's impressive weaponry is designed for use at all ranges. The LRM rack and the Diverse Optics Sunbeam extended-range large laser give tremendous long-range firepower, while the LB 10-X autocannon, large pulse laser and medium lasers keep closer-in enemies busy. For any opponent that closes with the *Albatross*, MechWarriors can bring the SRM-6 rack to bear.

Thirteen tons of armor give the *Albatross* a long lifespan on the battlefield. With only fourteen double heat sinks, however, the machine is prone to overheating.

Deployment

The first *Albatross* rolled off the production line in 3053, just ten months after it was commissioned, but regular line units received none of the initial batch. Instead, the first *Albatross*es became the signature 'Mech of the Knights of the Inner Sphere. Subsequently, Operation Guerrero and the counterassault against the Clans led to more widespread deployment. It remains largely limited to prestige FWLM units, but a few have also been exported to the League's close allies.

Variants

The only known variant, the 4U, replaces the LB 10-X AC with a light Gauss rifle, the medium lasers for extended range versions, the standard SRM for a Streak launcher, and completely removes the ER large laser, adding an extended range small laser and mounting 16.5 tons of ferro-fibrous armor.

Notable MechWarriors

Major Serge Bernstein: Once a senior officer in the mercenary unit Kristen's Krushers, Major Bernstein is now officially listed as rogue, at large in the Lyran Alliance waging his own private war to avenge the slaughter on Coventry. Rumors in the Atreus court and on Tharkad suggest that this private war may have covert backing from hawks in the League government. Bernstein's family ties to the Mariks seem to support this rumor. His wife was Ana Marik, one of the so-called martyrs of Coventry, and his sister-in-law is the troublesome Alys Rousset-Marik. Bernstein and his small band have struck at various targets in the Alliance, all connected with the troubles that befell the mercenaries, attacking without mercy and fading away before the LAAF can mount a counterattack. That Bernstein can pull off such hit-and-fades with his 95-ton monster testifies to his skill and determination.

Knight Nicholas Kirby: Even among the prestigious Knights of the Inner Sphere, one of the best known standout warriors is the "Rock of Huntress," Sir Nicolas Kirby, whose grim defense of FWL positions during Operation Serpent became legendary. Weathering repeated assaults, Kirby refused to withdraw from his position even after running out of cannon and missile ammunition and taking critical damage. He chose instead to sacrifice himself in order to buy his comrades time to regroup. The battleROMs recovered from his downed 'Mech at the end of the campaign show Kirby's glorious last moments against an entire Jaguar Star and his eventual fall to a ProtoMech assault. Kirby's body was not found in the wreckage, nor has anyone yet determined its fate.

ALB-3U ALBATROSS

Type: **Albatross**
Technology Base: Inner Sphere
Tonnage: 95 tons
Battle Value: 1,668

Equipment		Mass
Internal Structure:		9.5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	37
Center Torso (rear)		10
R/L Torso	20	24
R/L Torso (rear)		8
R/L Arm	16	21
R/L Leg	20	23

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	LA	6	11
Ammo (LB-X) 20	LT	2	2
CASE	LT	1	.5
ER Large Laser	LT	2	5
LRM 15	RT	3	7
Ammo (LRM) 16	RT	2	2
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
Large Pulse Laser	RA	3	7
2 Medium Lasers	RA	2	2

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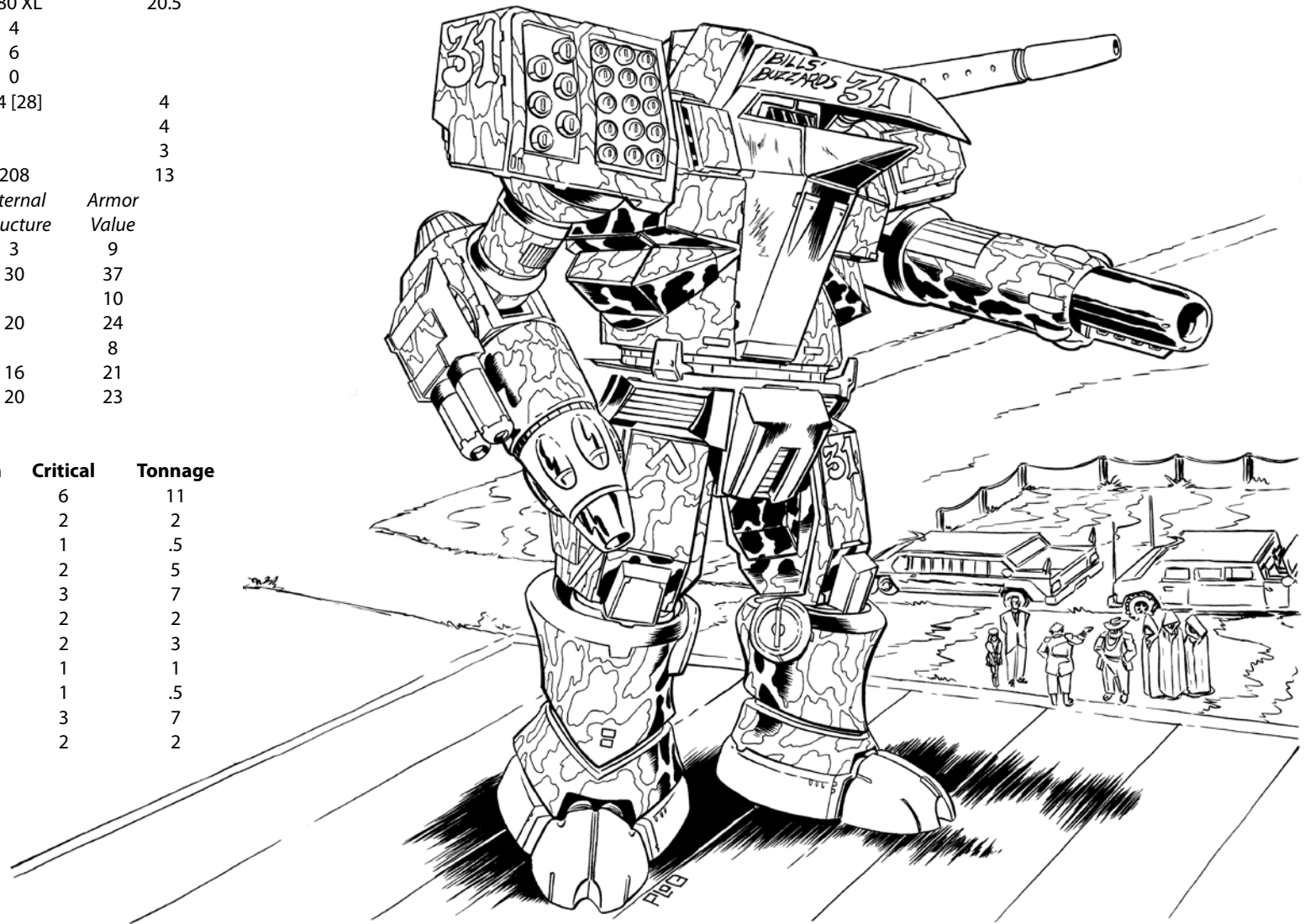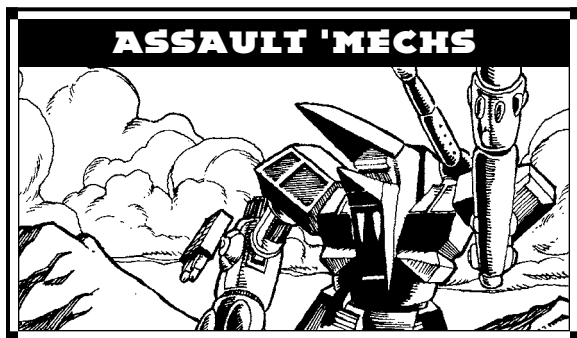
Mass: 95 tons
Chassis: TermoElectron II
Power Plant: GM 380 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
    Jump Capacity: None
Armor: Aldis Heavy Ferro-Fibrous
Armament:
    2 Grizzard Model 200 Gauss Rifles
    4 Blankenburg Medium Pulse Lasers
    1 McArthur Anti-Missile System
    2 Sperry Browning Machine Guns
Manufacturer: LexaTech Industries
    Primary Factory: Hun Ho
Communications System: O/P 3000 OSJ
Targeting and Tracking System: O/P PulseTrack III

Overview

The product of more than a year of effort, the *Cerberus* is the culmination of LexaTech engineers' bid to produce a powerful and menacing assault 'Mech in the tradition of the classic Star League *King Crab* and *Atlas*. With a narrow profile in comparison to other assault 'Mechs, the *Cerberus* possesses a reinforced lower torso and legs, providing a strong and steady firing platform. Combined with formidable armament, this 'Mech is a worthy opponent for any Clan or Inner Sphere foe.

Capabilities

Firepower appears to have been the *Cerberus* designers' sole consideration. For long- and medium-range attacks, it carries two devastating Grizzard Gauss rifles. Though such powerful weapons were in limited supply and costly during the design phase, the unquestionable advantage of possessing such awesome firepower overrode any objections to their use. With several well-placed shots, a *Cerberus* can cripple any opponent.

Supporting the heavy weapons, a quartet of Blankenburg medium pulse lasers lurks behind well-concealed fire doors on the 'Mech's upper torso. During combat, the doors can slide away and the lasers extend for a better field of fire. A favorite tactic of *Cerberus* pilots is to wait until an unsuspecting foe closes to point-blank range before deploying their close-combat weapons. Designers included a pair of rear-firing machine guns as an anti-infantry defense, and a head-mounted anti-missile system provides much-needed protection against missile attacks.

Powered by a massive GM 380 XL power plant, the *Cerberus* is surprisingly fast for an assault 'Mech. This speed comes at the price of a meager eleven tons of ferro-fibrous armor protecting the chassis.

Deployment

With the Inner Sphere still reeling from the Clan Invasion, LexaTech found a ready market for this new design. Cashing in on the rearmament frenzy, LexaTech was more than willing to sell to anyone, from Inner Sphere Great Houses to minor nobles to well-heeled mercenary commands. Today, the *Cerberus* can be found across the Inner Sphere and beyond. Though the initial enthusiasm prompted by the 'Mech's raw firepower has cooled somewhat, demand remains high.

Variants

A common field modification seen across the Inner Sphere, the MR-V3, involves removing the machine guns and increasing armor protection, mostly on the arms and legs. House Marik and the Word of Blake field a variant known as the MNT-A-RY-5M (MR-5M among the Blakists). By replacing the right-arm Gauss rifle with an extended-range PPC and two additional medium pulse lasers, engineers have been able to add three more heat sinks and three tons of armor.

Recently, the Word of Blake introduced a new modification known as the MR-6B. By removing the machine guns and replacing the right torso medium pulse lasers with extended-range medium lasers, the Blakists made room for an improved C^{3}i module and an additional ton of armor on the arms and legs. This modification requires technicians to move the anti-missile system magazine into the left torso to make room for the c^{3}i system.

Notable MechWarriors

Major Eván Greene: An ambitious and politically astute officer, Greene held the rank of Kommandant in the Eighth FedCom RCT. During the Federated Commonwealth Civil War, Eván saw his command consumed as vicious fighting engulfed the key world of Kathil. Captured by Allied forces, Greene later gave evidence during Leftenant General Fallon's war crimes trial. When the dust settled, Greene was reunited with his rebuilt *Cerberus* and offered a battalion command with the newly formed First Royal Cavaliers; a testament to his still powerful connections.

The events of the past few years have done nothing to diminish Greene's ambition. Those who know him expect him to go far, while those who do not would be advised to watch their backs.

Colonel Sandra Barclay: Commander of the Star League Defense Force's Seventy-first Light Horse Regiment, Sandra Barclay is the stepdaughter of the legendary Captain "Dashing John" MacAllister. After graduating from the prestigious NAIS, she served with the elite Seventh Crucis Lancers before joining the Eridani Light Horse.

As commander of the Seventy-first, Colonel Barclay has the dubious distinction of seeing her command decimated twice. The first time occurred on Coventry at the talons of the Jade Falcons, while the second loss came courtesy of the Smoke Jaguars on Huntress. The rebuilt Seventy-first is currently acting as the SLDF garrison on Huntress, where Colonel Barclay is becoming increasingly concerned by the unusual interest shown in her command by warriors of Clan Goliath Scorpion.

Type: **Cerberus**
Technology Base: Inner Sphere
Tonnage: 95
Battle Value: 2,001

Equipment		Mass
Internal Structure:		9.5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	197	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	35
Center Torso (rear)		15
R/L Torso	20	21
R/L Torso (rear)		10
R/L Arm	16	19
R/L Leg	20	19

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RA	2	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LA	2	2
2 Medium Pulse Lasers	RT	2	4
2 Medium Pulse Lasers	LT	2	4
Anti-Missile System	H	1	.5
Ammo (AMS) 12	CT	1	1
Machine Gun	LT (R)	1	.5
Machine Gun	RT (R)	1	.5
Ammo (MG) 100	CT	1	.5

NG-C3A NAGINATA

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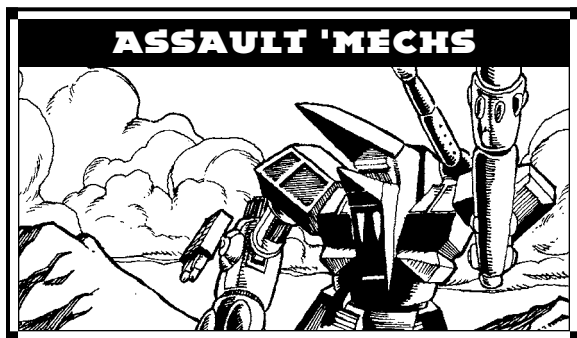
Mass: 95 tons
Chassis: Alshain Class 101a
Power Plant: Pitban 285
Cruising Speed: 32 kph
Maximum Speed: 54 kp**h**
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Heavy Special with CASE
Armament:
    3 Coventry Star Fire LRM-15 Racks
    1 Lord's Light 2 Extended Range PPC
Manufacturer: Independence Weaponry
    Primary Factory: Quentin
Communications System: Garret T19-G
    with C3 Computer
Targeting and Tracking System: Cat's Eyes 5
    with Artemis IV System

Overview

In 3050, the Draconis Combine perfected the revolutionary command/control/communications (C³) computer system. This marvel of modern technology allows unprecedented coordination of 'Mechs and lances, increased firing accuracy and built-in targetacquisition capability; a system unmatched even by generally superior Clan technology. However, expensive and time-consuming refits left this new and potent battlefield technology almost completely unused for five years. That finally changed in 3055, when Independence Weaponry proposed a 'Mech that incorporated the C³ computer as an integral part of the design.

They settled on a 95-ton assault 'Mech for a platform, further defining the new machine's role as a command fire-support unit. They named the 'Mech *Naginata* after the ancient Japanese pole arm.

Capabilities

The heart of the *Naginata* is the C³ computer. Around this all-important system, Independence Weaponry built an appropriate arsenal. The 'Mech's main armament consists of three Coventry Star Fire long-range missile racks, with additional accuracy provided by an Artemis IV fire-control system. The *Naginata* also mounts another long-range weapon, the Lord's Light 2 extended-range PPC, as a reliable backup armament. The PPC's left-arm mounting is flanked by two double-strength freezers to help counter its tremendous heat buildup.

Deployment

The DCMS did not underestimate the importance of distributing this unit as quickly as possible: *Naginata*s were first deployed with the Twelfth Dieron Regulars, the Eleventh Benjamin Regulars and the Seventeenth Galedon Regulars, as well as some Ghost Regiments. However, it was not the *Naginata* that turned the tide of DCMS sentiment toward the C³ system. Instead, a three-part situation unfolded across several years that finally brought this system into mainstream use.

First, following the appearance of a dedicated C³ master 'Mech, a series of field refits became more available and more popular, including slave systems on such venerable designs as the *Panther*, *Grand Dragon* and *Atlas*, as well as the master system on such designs as the *Hatamoto-Hi* and *Katana*. Second, with the groundwork laid, the DCMS implemented the first large-scale use of the system in Operation Bulldog. Against Clan Smoke Jaguar, the system graphically demonstrated its devastating potential. Finally, Hohiro Kurita and the infamous Genyosha sealed the system's acceptance. With C³-equipped command lances from company level upward, the Genyosha triumphed spectacularly on Kiamba and the brutal killing fields of Schuyler.

By the time of the Ghost Bear-Combine War, *Naginata*s were deployed in almost every regiment involved in that conflict.

Variants

During the height of the Ghost Bear-Combine War, while Federated Suns units struck deep across the border,the DCMS demanded an increase in production of *Tai-sho*s—a BattleMech with full company-command capability—in an effort to use technology to offset the two-front war. Unable to meet production quotas, Independence Weaponry created a field modification kit for the *Naginata*, which it began shipping in bulk in mid-3063. The refit modified the NG-C3A into a dual-C³ mounted NG-C3B, sacrificing a single LRM launcher but gaining ECM capabilities, along with a medium and small extended-range laser.

A new and unusual variant, the NG-C3C, has recently appeared, which replaces the C³ master and two tons of LRM ammo with a C³ slave and jump capability.

Notable MechWarriors

Chu-sa **Lainie Shimazu:** Lainie Shimazu grew up richand spoiled, with her yakuza Oyabun father spending voraciously to buy her admittance to the finest schools on half a dozen worlds. She had no interest in being "a lady," and was thrown out of every one. Then her seemingly charmed life turned upside down when her father was removed from power and she found herself on the run. From that time until she appeared in the Ninth Ghost Regiment, no record of her appears to exist. However, her superb leadership abilities enabled her to achieve command of the entire regiment.

In July of 3058, the Ninth Ghost played a key role in foiling an assassination attempt against the Coordinator, but most of the unit was destroyed. Following a purge of the Otomo (many of whom were implicated in the attempt), the remnants of the Ninth filled the vacant holes, continuing the progression of yakuza devotion to the Coordinator begun decades ago.

Upon her death, Tomoe Sakade—Coordinator Theodore Kurita's wife—bequeathed her *Naginata* to *Chu-sa* Shimazu for "all time" in acknowledgement of Shimazu's instrumental role in saving Theodore. Shimazu currently commands the third battalion in the Otomo.

NG-C3A NAGINATA

Type: **Naginata**
Technology Base: Inner Sphere
Tonnage: 95
Battle Value: 1,954

Equipment		Mass
Internal Structure:		9.5
Engine:	285	16.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	240	15

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	35
Center Torso (rear)		14
R/L Torso	20	26
R/L Torso (rear)		8
R/L Arm	16	25
R/L Leg	20	32

Weapons and Ammo	Location	Critical	Tonnage
C³ Computer	LT	5	5
LRM 15	RT	3	7
Ammo (LRM) 32	RT	4	4
Artemis IV FCS	RT	1	1
CASE	RT	1	.5
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
Artemis IV FCS	LT	1	1
CASE	LT	1	.5
ER PPC	LA	3	7
LRM 15	RA	3	7
Artemis IV FCS	RA	1	1

BRZ-A3 BERSERKER

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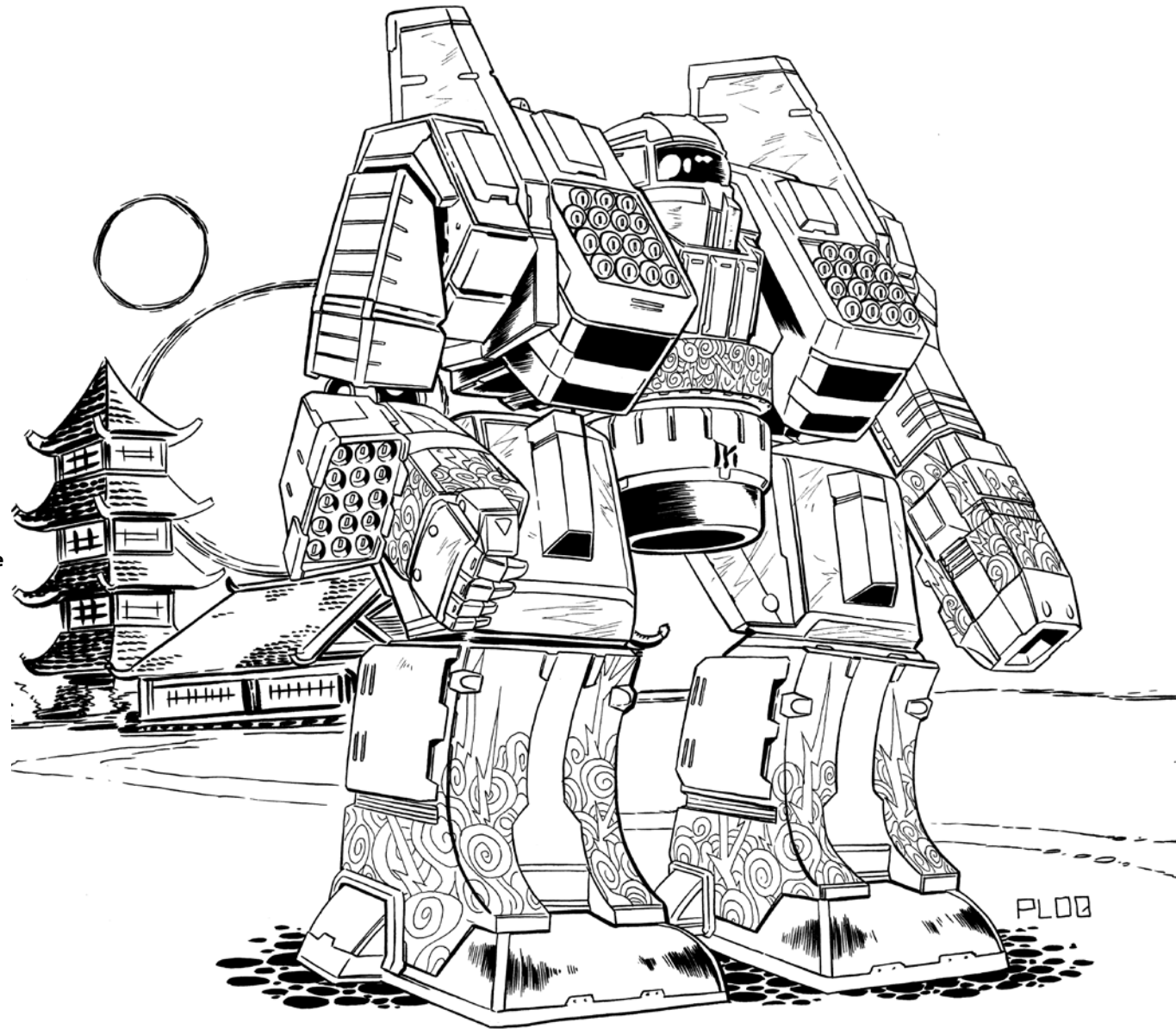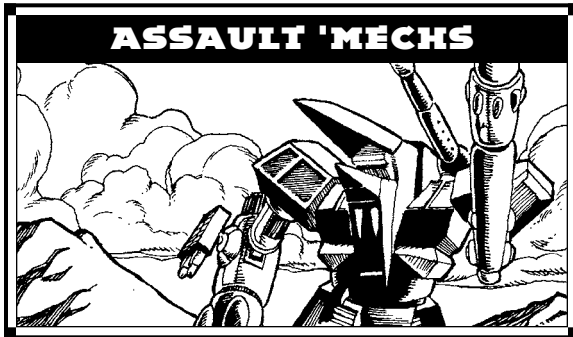
Mass: 100 tons
Chassis: Defiance Berserker
Power Plant: LTV 400 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph, w/MASC 86 kph
Jump Jets: None
   Jump Capacity: None
Armor: Durallex Heavy Special
Armament:
   1 Defiance 1001 Extended Range PPC
   1 Zippo Flamer
   2 Sutel Precision Line Large Pulse Lasers
   1 MainFire Point Defense Anti-Missile System
Manufacturer: Defiance Industries
   Primary Factory: Hesperus II
Communications System: Neil 9000 w/Guardian
   ECM Suite
Targeting and Tracking System: Angst Clear View 2A

Overview

Massive overspending during research and development almost kept the BRZ-A3 *Berserker* from making it off the drawing board. Focusing as much on appearance as on engineering, Defiance Industries spared no expense in creating this new state-of the art juggernaut.

Plagued with design problems, the *Berserker* finally entered full-scale production in 3056. With all of Defiance Industries' marketing muscle behind it, this mighty assault 'Mech became an instant success.

Capabilities

The Berserker weighs in at a staggering 100 tons. It is the fastest 'Mech in its weight class ever built. It breathes fire and carries a really big axe. It is also one of the most expensive BattleMechs in existence.

The awesome *Berserker* is a catalogue of superlatives. Like the classic *Atlas* before it, the *Berserker* was carefully crafted to look intimidating. With its head-mounted Zippo flamer, few who survive the experience can forget the sight of 100 tons of assault 'Mech belching flame as it wades into enemy lines swinging its seven-ton hatchet. When not hacking an opponent apart, the *Berserker* falls back on two highly accurate Sutel Precision Line large pulse lasers and a Defiance 1001 extended-range PPC. Massively armored, the *Berserker's* defenses are strengthened further with Guardian ECM and anti-missile systems.

The key to the *Berserker's* success (and the reason for its mind-numbing price tag of thirty-two million C-bills) is its massive LTV 400 XL engine. Capable of propelling this mountain of weapons and armor at more than 65 kph, sophisticated myomer acceleration signal circuitry (MASC) boosts the engine's performance to an amazing 86 kph.

Deployment

Given its long love affair with the assault 'Mech, it is no surprise that Defiance Industries executives considered the Lyran military their primary market. The awe-inspiring thought of a *fast* 100-ton 'Mech easily overcome the minor point that the same money could purchase three AS7-S *Atlas*es. The Free Rasalhague Republic's KungsArmé traditionally favors hatchet-armed 'Mechs, and immediately purchased a number of *Berserker*s for service alongside the *Axman* and *Hatchetman* in the First Tyr and Third Drakøns regiments. Not surprisingly, the *Berserker* has also proven popular in the Solaris arenas, with several major stables acquiring this unforgettable crowd-pleaser.

Variants

Defiance Industries replaced the large pulse lasers with Coventry StarFire LRM-10 launchers and ammunition in its BRZ-B3 model, but this variant is not particularly popular. With the Lyran military facing the daunting task of rebuilding after the FedCom Civil War, Defiance Industries came up with a second variant that addresses the issue of the *Berserker's* exorbitant cost. At six million C-bills less, the BRZ-C3 replaces the 400 XL power plant with a brand new LTV 400 light engine. The two large pulse lasers give way to six extended-range medium lasers, and triple strength myomers replace the bulky MASC system (giving the 'Mech the same impressive top speed while making the hatchet an even more fearsome weapon). Finally, one heat sink is removed to make way for a C^3 slave unit.

Notable MechWarriors

Överste Gordon Jorgensson: The weight of commanding the Free Rasalhague Republic's Third Drakøns fell squarly on Jorgensson's shoulders after Överste Joan Dahlstrom died on Thun during an unsanctioned raid into the Wolf Clan Occupation Zone. With his senior officer down and the Wolves closing in, Jorgensson executed a brilliant fighting withdrawal. Confirmed as the Drakøns commander, Överste Jorgensson has chosen to harness the "Berserker" mentality that fueled the raid into the Clan Occupation Zone, and has requisitioned replacement 'Mech designs that incorporate hatchets or other close-combat weapons.

Gavin "Hacker" Hastings: A rising star on the Solaris VII fight circuit, Hastings earned his fight name from his fondness for 'Mechs equipped for close combat. Offered a contract with Silver Dragons Stables by Marcus Nevil, Hastings accepted. With access to the resources only the top stables on Solaris can command, Hastings managed to acquire his ultimate BattleMech—a *Berserker* fresh off the production lines of Hesperus II.

Best remembered for his spectacular battle with Richard "Fury" Fulton in 3066, Hastings stalked Fulton's *Juggernaut* through a holographic kaleidoscope of terrain in the Boreal Reaches. In the end, the *Berserker's* phenomenal armor and Hastings' grim determination allowed him to close with his Bromley Stables opponent. The fight ended when "Hacker" Hastings landed the famous hatchet attack whose image now graces the main titles of the popular "MechTalk" show.

Type: **Berserker**
Technology Base: Inner Sphere
Tonnage: 100
Battle Value: 2,117

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	296	18.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		15
R/L Torso	21	31
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	38

Weapons and Ammo	Location	Critical	Tonnage
Hatchet	RA	7	7
ER PPC	LA	3	7
Flamer	H	1	1
Large Pulse Laser	RT	2	7
Large Pulse Laser	LT	2	7
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	CT	1	1
Guardian ECM Suite	RT	2	1.5
MASC	LT	5	5

ASSAULT 'MECHS
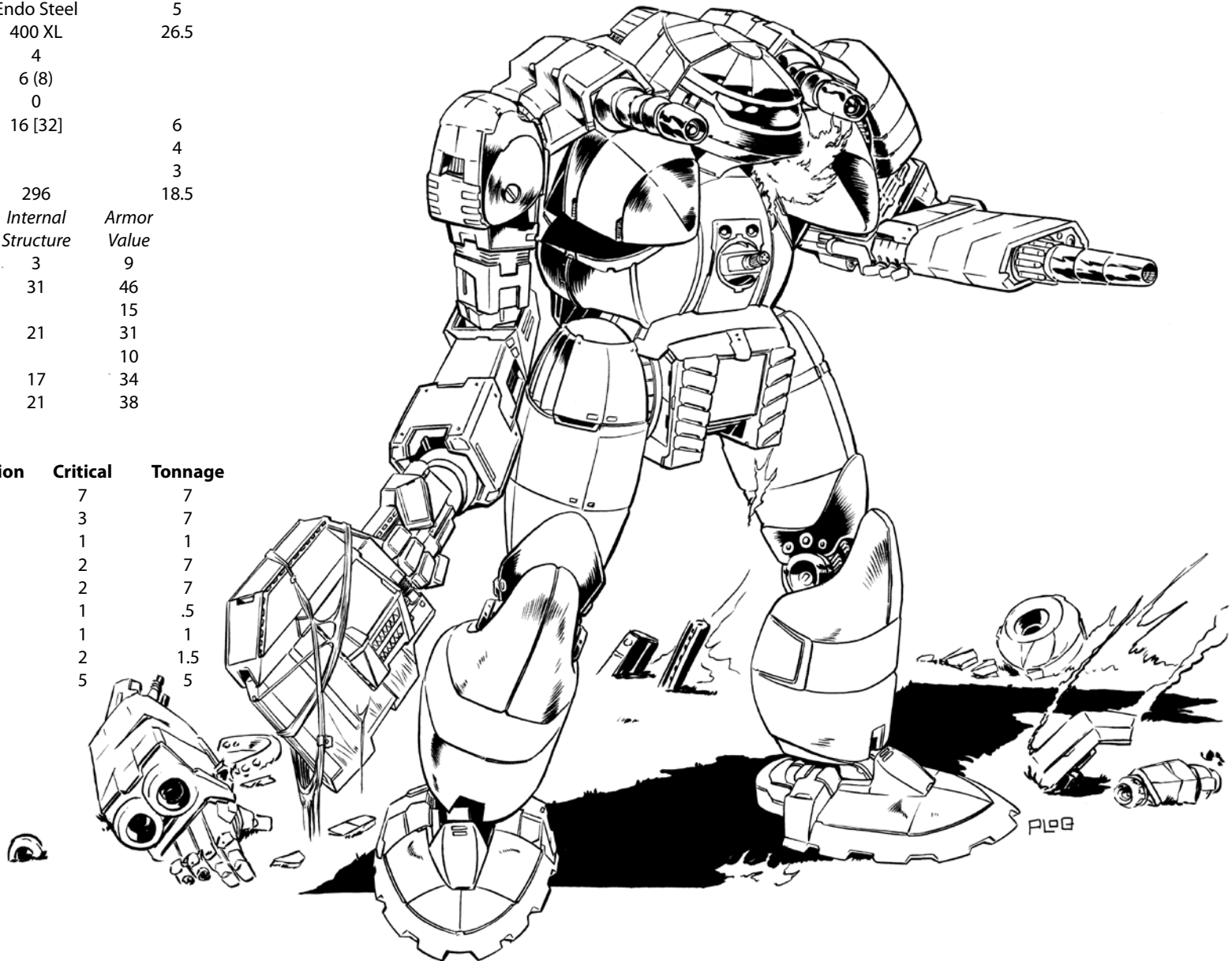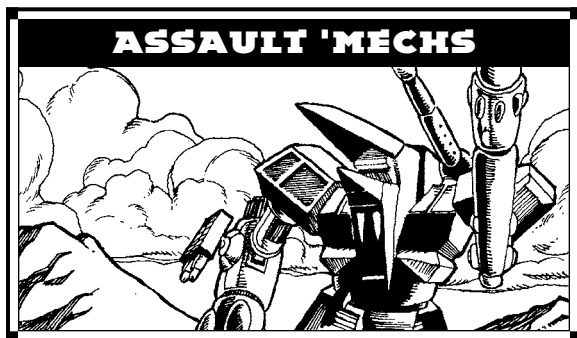
Mass: 100 tons
Chassis: Corean Model 101BLP Endo Steel
Power Plant: LTV 400 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
   Jump Capacity: None
Armor: Durallex Heavy
Armament:
   2 Diverse Optics Type 20 Large Pulse Lasers
   1 Holly LRM-15 Rack
   2 Holly SRM-6 Racks
   2 Diverse Optics Medium Pulse Lasers
   2 Diverse Optics Small Pulse Lasers
   1 McArthur Anti-Missile System
Manufacturer: Earthwerks Ltd.
   Primary Factories: Keystone Plant #3
Communications System: Hartford JEA-1
Targeting and Tracking System: O/P FiberFeed 201
   with Artemis IV FCS Interface

Overview

Vining Engineering and Salvage Team (VEST) corporate officers tasked their engineers with designing a 'Mech that could take on the best machines of the Inner Sphere and the Clans. Unfortunately, their project requirements continually changed, causing serious trouble for the *Grand Titan* team, who were already plagued with technical difficulties and design problems. In the midst of the development process, the VEST marketing department sold Earthwerks (which actually builds the 'Mech) a design significantly different from the final product.

Nevertheless, the team ultimately designed a *Grand Titan* that, if not the ultimate assault BattleMech, remains a capable entry in the assault category.

Capabilities

The *Grand Titan* moves fast enough to get into and out of trouble spots thanks to its LTV 400 XL fusion engine, a power plant that suffered from design problems in the early stages of development. The 'Mech uses an endo steel skeleton and carries eighteen tons of armor, along with an anti-missile system and double heat sinks to let it stay in action longer than its predecessors.

The *Grand Titan*'s offensive capabilities were meant to strike fear into the heart of even the most experienced MechWarrior. Ultimately, its designers had to strip ten tons of equipment from the original design in order to attain certification. On the other hand, the final design is a better focused, close-range fighter that still has bite at significant distances. Paired large pulse and medium pulse lasers, supported by twin SRM-6 racks, provide a powerful close-in punch, while a standard LRM-15 battery gives the *Grand Titan* ranged hitting power. Additionally, each missile rack is equipped with the Artemis IV fire-control system. Finally, two rear-firing small pulse lasers are included to discourage close attacks.

Deployment

The Free Worlds League has continually purchased most of each production run from Earthwerks, with the Word of Blake following close behind for many years, leaving a relative handful in service to other powers. The Knights of the Inner Sphere are by far the most respected users of this massive BattleMech, but the white *Grand Titan*s serving in the Word of Blake's First Division have terrified the most people throughout the Inner Sphere.

A case in point: the "peaceful occupation" of Epsilon Eridani. When Word of Blake forces arrived, the *Grand Titan*'s weapons complement proved capable of leveling entire cities as well as destroying opposing 'Mechs. When Wolf's Dragoons, under the banner of the Allied Mercenary Command, finally arrived, they found themselves evenly matched. Facing an assault company in the Ruger Badlands led by three *Grand Titan*s, the Dragoons were forced to pull back, leaving the Blakists valuable salvage and, more importantly, a victory that resonated throughout the Inner Sphere.

Variants

The N11M model was designed in response to criticism that the *Grand Titan* lacked a powerful enough ranged punch. With an ER PPC and a light Gauss rifle, it can outrange almost anything else on the battlefield, while maintaining significant close-in damage capability. This variant has problems of its own, however, the most visible being a marketing pamphlet that called it the "Grant" *Titan*.

Notable MechWarriors

Lieutenant Senior-Grade Dame Petra Antonsen: Petra Antonsen is the first second-generation member of the Knights of the Inner Sphere. Her mother, Colonel Dame Clarisse Boyer, was one of the first volunteers and now commands the First Knights. After Petra joined the Second Knights three years ago, Colonel Boyer presented her daughter with her own *Grand Titan*, the *Mithril Sword*, the 'Mech that got her through Operation Serpent alive. Still decorated with Boyer's kill markers from Huntress as well as a massive serpent coiled around a dark jaguar painted across its left side, the *Mithril Sword* and its pilot move like grim reapers across the battlefield.

Demi-Precentor Goran Schutter: Epsilon Eridani is rapidly becoming the spark that may set off another powderkeg, and MechWarriors like Demi-Precentor Schutter are the flints. Allegedly responsible for igniting a fire that wiped out a small town and killed 102 people while firing on a Wolf's Dragoons aid convoy, he has also been linked to two mass executions of political prisoners and has been accused of committing wanton acts of cruelty and destruction in pursuing Dragoons "invaders." So far, the bounty on Schutter's head is ten million C-bills; even so, there are few takers who have survived contact with this Word of Blake militia officer.

Type: **Grand Titan**
Technology Base: Inner Sphere
Tonnage: 100
Battle Value: 1,817

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	288	18

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	42
Center Torso (rear)		19
R/L Torso	21	31
R/L Torso (rear)		11
R/L Arm	17	29
R/L Leg	21	38

Weapons and Ammo	Location	Critical	Tonnage
2 Large Pulse Lasers	RA	4	14
LRM 15	LA	3	7
Artemis IV FCS	LA	1	1
Ammo (LRM) 16	LT	2	2
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 15	RT	1	1
SRM 6	LT	2	3
Artemis IV FCS	LT	1	1
Ammo (SRM) 15	LT	1	1
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Small Pulse Laser	RT (R)	1	1
Small Pulse Laser	LT (R)	1	1
Anti-Missile System	H	1	.5
Ammo (AMS) 12	CT	1	1
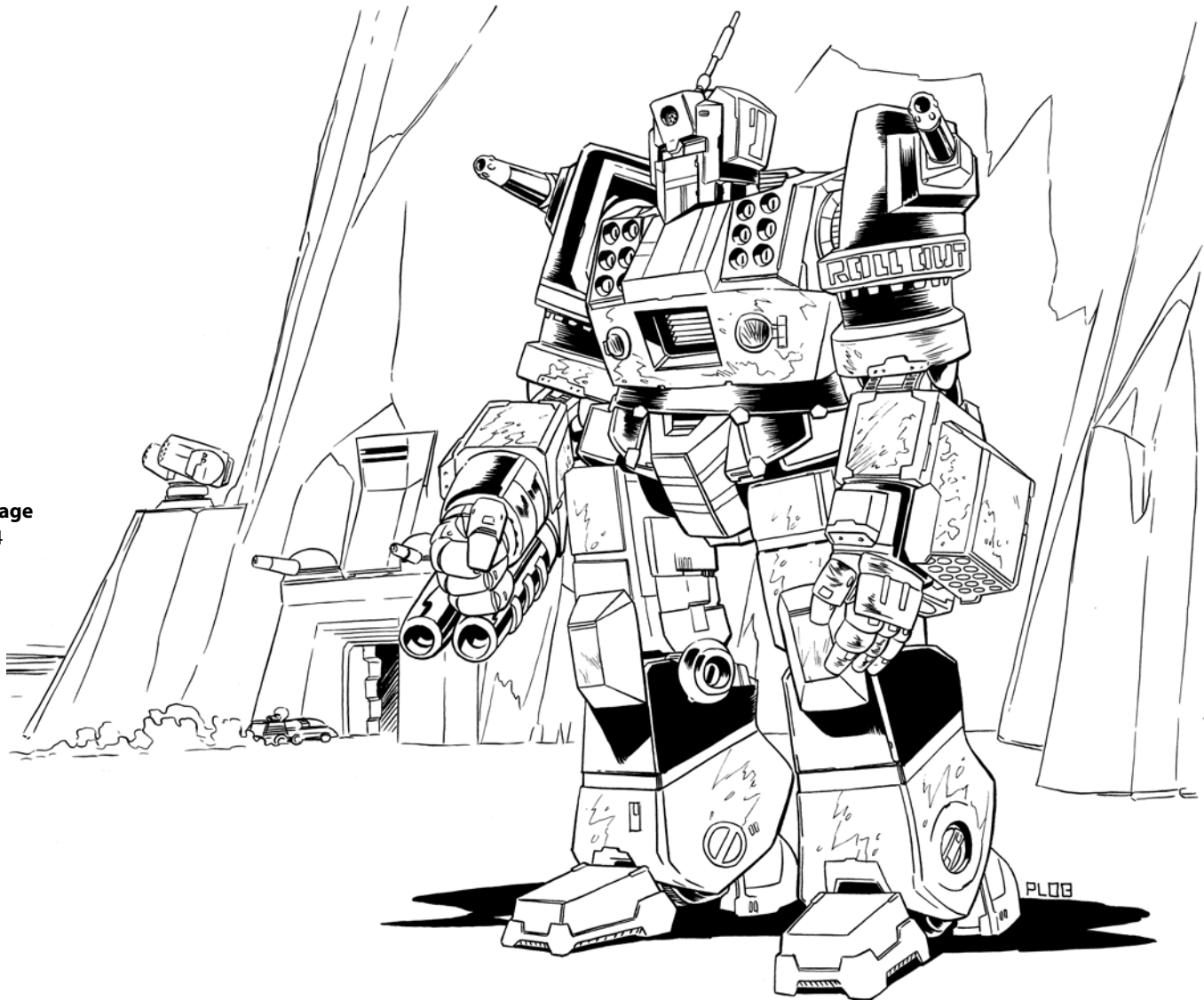
The appearance of the revolutionary OmniMech on the 31st-century battlefield was a surprise few Inner Sphere warriors survived. The Clans' military success during Operation Revival came as much from their technological edge as from their seemingly brutal breeding and training programs. Temporarily halted by the Truce of Tukayyid, the Clans could finally take stock of their toumans and begin to plan for the day fifteen years hence when they could unleash their military might against the Inner Sphere once more.

Quickest off the mark was Clan Wolf. Throughout the Invasion, the Wolf Clan had shown itself the most flexible and adaptable of its brethren, traits that ensured the Wolves a victory on Tukayyid where so many other Clans failed. Khan Kerensky and Khan Ward were intimately familiar with Inner Sphere tactics, and other Clan defeats on Twycross, Wolcott and Luthien showed that the Successor States had begun to adapt once the initial shock of the invasion wore off. Under their Khan's direction, Wolf scientists swiftly introduced a new generation of OmniMech designs and found new uses for old ones. The other invading Clans scrambled to produce new weapons to rebuild their battered forces, but the Wolf Clan was the first to field new OmniMechs after Tukayyid.

Since the first publication of this material, the political and strategic picture has changed almost beyond recognition. Inner Sphere intelligence agencies have gathered more information on these OmniMechs. Khan Phelan Kell (previously known as Phelan Ward) provided even more details following the flight of his Clan Wolf (in-Exile) to the newly formed Lyran Alliance. Actual battle experience against Clan and Inner Sphere opponents has inspired new configurations. Trading and inter-Clan conflicts have started to spread these designs to other Clans, and the introduction of new weapons has highlighted the OmniMech's greatest strength while giving rise to even more new weapon configurations on the battlefield.

As our knowledge of the Clans has increased, we can finally put some flesh on the bones and fill out the body of our technical information. Instead of generic terms such as "large pulse laser" or the infuriatingly uninformative "unknown," we can now fill in many of the details. Thanks in no small part to Khan Kell, we now know far more about Clan battle technology.

All of this new information appears in the updated technical readouts that follow. Any errors identified as resulting from inaccurate intelligence have been corrected, and newly identified weapons configurations have been appended.

—William Connelly
Adept XV-Delta
ComStar Compound, Arc-Royal
02 October 3067

PHANTOM

CLAN OMNIMECHS
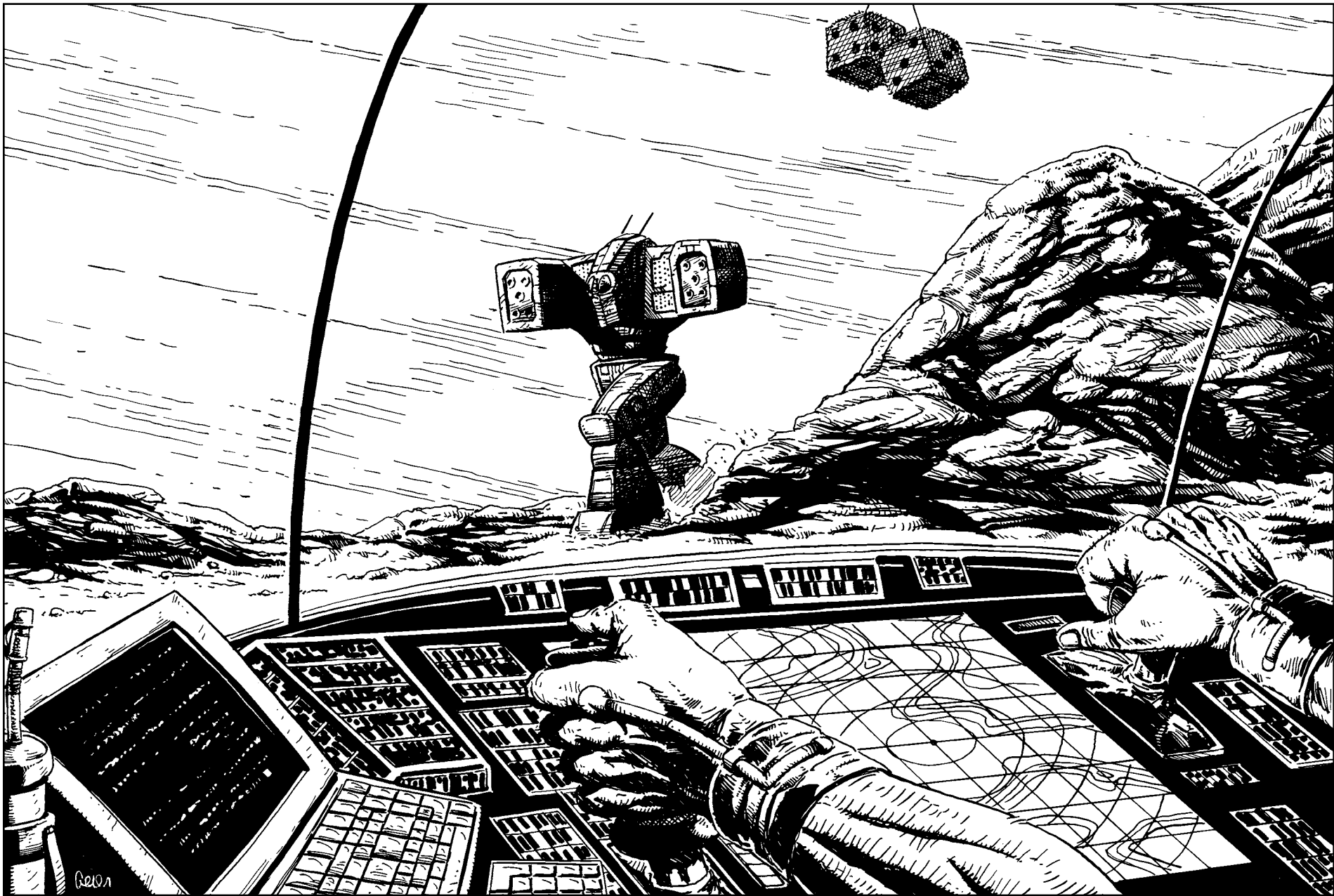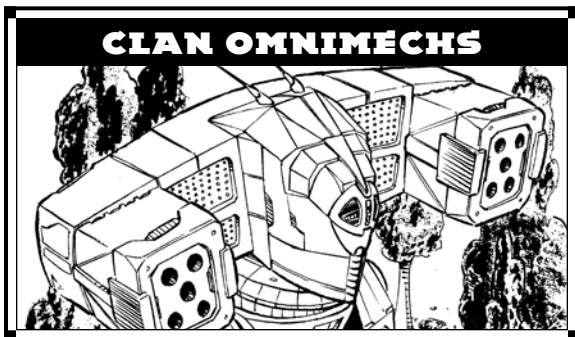
Mass: 40 tons
Chassis: Type-A Endo Steel
Power Plant: Light Force 360 (XL)
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
    Jump Capacity: None
Armor: Composite A-2 Ferro-Fibrous
Armament:
    6.5 tons pod space available
Manufacturer: W-5 Facilities, Wolf Clan Site 1
    Primary Factory: Eden, Arc-Royal
Communications System: Howler 79
Targeting and Tracking System: Model 92 "Stalker"

Overview

Considerable experience with light 'Mechs and insider knowledge of Inner Sphere tactics prompted Khan Phelan Ward (now Kell) to push the concept of a fast, medium-sized reconnaissance OmniMech to its limits. The *Phantom* shares many technical details with the *Ice Ferret*, but trades weaponry and armor for speed.

Capabilities

The standard configuration is packed with enough electronics to shield itself and spot the enemy, but at the cost of cutting its weaponry to a bare minimum. Striker units, in which other 'Mechs handle recon duties, employ Alternate Configuration A. This configuration mixes LRMs and lasers, but still compares unfavorably with the *Ice Ferret*. Alternate Configuration B trades much of the standard version's electronics to produce an up-gunned

reconnaissance unit. Two racks of short-range missiles and a medium laser make this configuration popular.

Like the *Phantom*-B, Alternate Configuration C is relatively weapons-heavy, tying nine small lasers and one medium laser into a targeting computer. One Inner Sphere warrior commented that losing to a *Phantom*-C "is like bleeding to death from a hundred paper cuts." The *Phantom*-D mounts three medium lasers for middle-distance exchanges, backed up by a small laser and rack of Streak short-range missiles. The *Phantom*-E carries the heaviest weapons loadout, packing eight micro pulse lasers and an ATM 3 into its limited pod space. The ATM launcher loses much of its flexibility, however, because this configuration can only carry one type of ATM ammunition.

Clearly inspired by the *Phantom*-C, Alternate Configuration H links six heavy small lasers and a medium pulse laser into a targeting computer.

Deployment

Lacking raw firepower, the *Phantom's* future with the Wolf Clan hung in the balance until the Refusal War and the subsequent Crusader/Warden split. With both groups desperate for equipment to rebuild front-line forces, production of the *Phantom* continued.

The Wolves (in-Exile) proved the *Phantom's* worth in Operation Bulldog and the recent incursion into Lyran Alliance space by Clan Jade Falcon. Khan Vlad Ward's Wolves remain less impressed with a design introduced by a "freebirth," but chronic equipment shortages have forced them to continue using this OmniMech.

The Ice Hellions, Cloud Cobras, Snow Ravens and Goliath Scorpions secured *Phantom*s from Clans Hell's Horses and Jade Falcon, who in turn captured equipment from the Wolves. The Scorpions were so impressed with the *Phantom*-C that they reverse-engineered the design and now manufacture the OmniMech themselves.

Notable MechWarriors

Star Commander Roberto: A member of the Hall Bloodhouse and a dedicated follower of Khan Phelan Kell, Roberto commands a light reconnaissance Star in the First Wolf Strike Grenadiers. That he brought his fragile command through the intense fighting on Melissia and Blair Atholl relatively intact is a testament to his skill.

MechWarrior Sela: An aging warrior embittered by the fall of the Crusader cause, Sela suffered the indignity of playing a support role in the 103rd Striker Cluster. Though the *Phantom's* firepower is a far cry from that of her previous OmniMech, a *Timber Wolf*, Sela's surviving opponents can attest to her skill and aggression.

Type: **Phantom**
Technology Base: Clan OmniMech
Tonnage: 40
Battle Value: 1,159

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	360 XL	16.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	115	6

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

Weight and Space Allocation

Location	Fixed	Space Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Left Torso	2 Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo Steel	0
	1 Ferro-Fibrous	

Weapons And Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER Medium Laser	RA	1	1
ECM Suite	RT	1	1
LRM 5	LA	1	1
Ammo (LRM) 24	LA	1	1
TAG	LT	1	1
ER Small Laser	LT	1	.5
Active Probe	CT	1	1
Alternate Configuration A			
2 ER Small Lasers	RA	2	1
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
2 ER Small Lasers	LA	2	1
LRM 5	LT	1	1
ER Small Laser	LT (R)	1	.5
ER Medium Laser	CT	1	1
Battle Value: 1,410			
Alternate Configuration B			
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
ER Small Laser	RT (R)	1	.5
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Active Probe	LT	1	1
ER Medium Laser	CT	1	1
Battle Value: 1,096			
Alternate Configuration C			
4 ER Small Lasers	RA	4	2
Flamer	RT (R)	1	.5
4 ER Small Lasers	LA	4	2
ER Medium Laser	LT	1	1
Targeting Computer	CT	1	1
Battle Value: 1,590			
Alternate Configuration D			
Streak SRM 4	RA	1	2
Ammo (Streak) 25	RA	1	1
ER Small Laser	RA	1	.5
2 ER Medium Lasers	LA	2	
2 ER Medium Laser	CT	1	1
Battle Value: 1,581			
Alternate Configuration E			
4 Micro Pulse Lasers	RA	4	2
ATM 3	LT	2	1.5
Ammo (ATM) 20	LT	1	1
4 Micro Pulse Lasers	LA	4	2
Battle Value: 975			
Alternate Configuration H			
3 Heavy Small Lasers	RA	3	1.5
Flamer	RT	1	.5
Targeting Computer	CT	1	1
Medium Pulse Laser	LT	1	2
3 Heavy Small Lasers	LA	3	1.5
Battle Value: 1,178			

POUNCER

CLAN OMNIMECHS
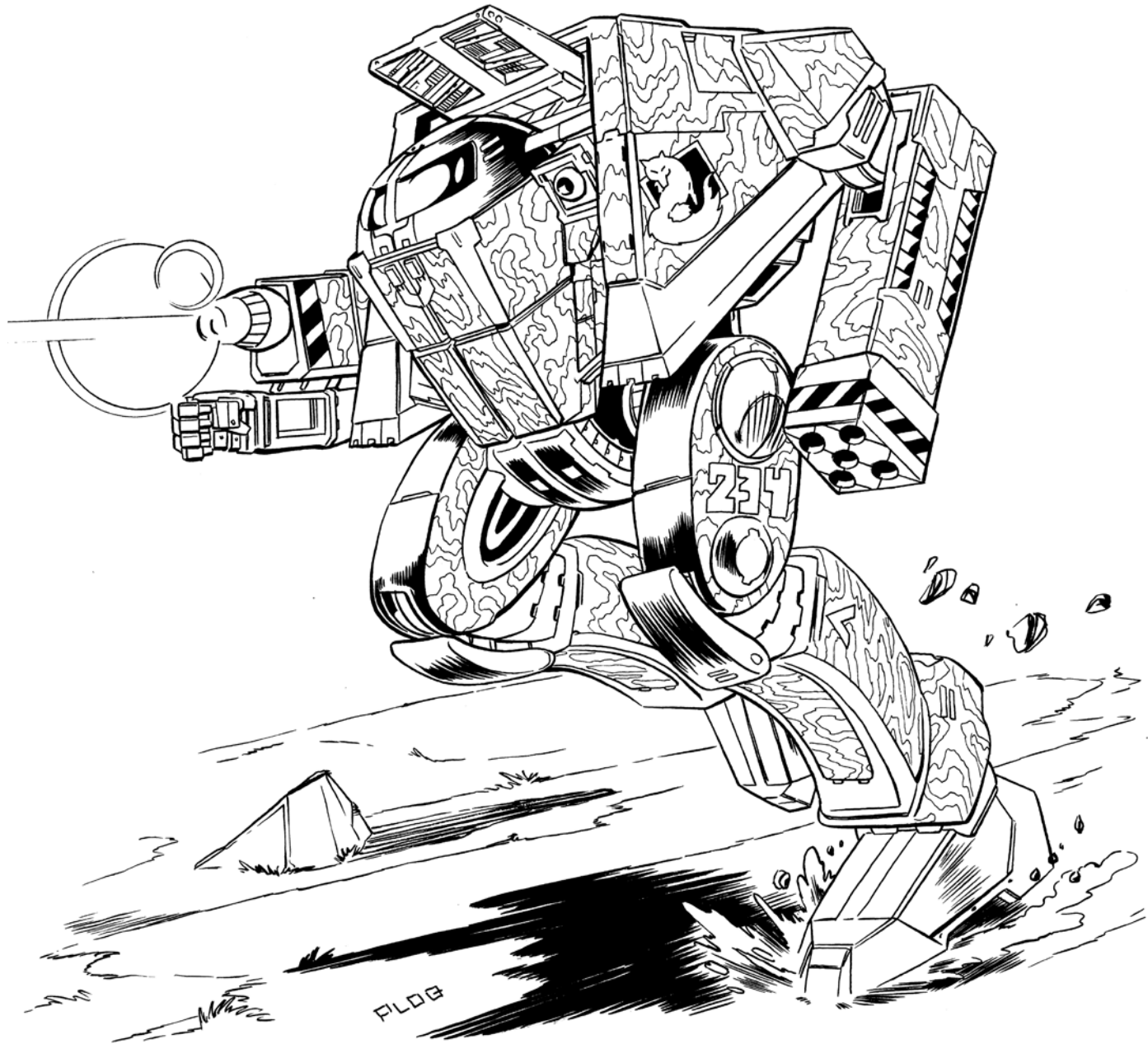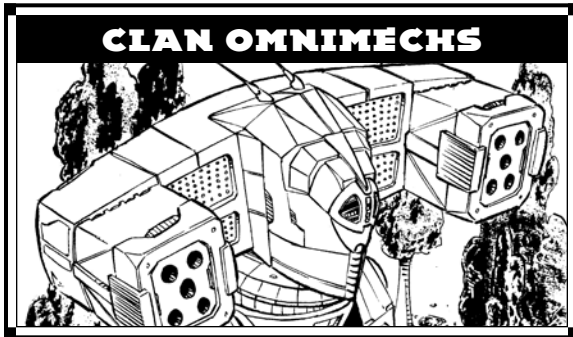
Mass: 40 tons
Chassis: DSAM Endo 4
Power Plant: Fusion 240 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Grandthrust Mk. 4
　　Jump Capacity: 150 meters
Armor: Forging ZM15 Ferro-Fibrous
Armament:
　　15.5 tons of pod space available
Manufacturer: WC Primary Facility 5, Tiber
Communications System: Megaband System 21
Targeting and Tracking System: Dtrac Suite 4

Overview

When the Clans recognized the need to change the way they fought if they wished to succeed in conquering the Inner Sphere, Wolf Khan Ulric Kerensky ordered his technicians to provide his MechWarriors with jump-capable OmniMechs, including an old test vehicle named the *Pouncer*. Redesigned for tougher combat, the *Pouncer* more than fulfilled its duty in the field.

Capabilities

The *Pouncer* is at heart an upgraded variant of the *Puma*. Five tons more massive than its progenitor, the *Pouncer* permanently mounts jump jets as well as two more heat sinks than the *Puma*. The added jump capability makes the *Pouncer* a feared opponent.

The primary configuration nearly duplicates the *Puma's* primary version, exchanging the flamer for an extended-range small laser. Alternate Configuration A is an

efficient fire-support OmniMech with a powerful short-range bite, mounting two LRM-15 racks and four extended-range medium lasers along with a rear-mounted ER small laser. Alternate Configuration B, another fire-support OmniMech, mounts an LRM-10 in its torso and two extended-range large lasers in its arms. For close-in work it relies on two arm-mounted SRM-4 racks, but a chronic mechanical failure in the SRM missile feed systems makes this variant the least popular among MechWarriors.

The *Pouncer*-C, designed to serve as part of a fire team, combines a large autocannon with an array of beam weapons. Configuration D, highly respected in battle, mounts a withering array of six ER medium lasers, their potency enhanced by a targeting computer, backed by two Streak SRM-6 racks.

The final two significant configurations mount brand-new technologies and can deliver a powerful punch at close ranges. The *Pouncer*-E mounts two ATM 9 racks, backed up by an ER medium laser and two ER micro lasers. The H configuration, a throwback to the *Pouncer*-D, mounts two heavy medium lasers in each arm, backed up by a pair of Streak SRM-6 racks and a heavy small laser.

Deployment

The *Pouncer* made its Inner Sphere combat debut in 3050, but the action on Zoetermeer during the Refusal War brought the 'Mech Clan-wide recognition. The *Pouncer* remains common only within the split Clan Wolf, though the Goliath Scorpions also field fair numbers of this 'Mech. Clans Coyote and Star Adder deploy the *Pouncer* in limited numbers.

Notable MechWarriors

Star Colonel Craig Fetladral: Once an Elemental warrior, Craig Fetladral suffered injuries on Wotan that prevented him from ever again donning the Elemental suit. Instead he tested out as a MechWarrior and piloted his *Pouncer* to notoriety within Clan Wolf (in-Exile). Commanding the Sixteenth Wolf Guards Battle Cluster, he has more than earned the continuation of his genetic legacy.

Star Captain Oren: An abtakha warrior adopted by Clan Ice Hellion, Star Captain Oren found acceptance of her unique tactical outlook that made her an outcast among Clan Wolf.

Favoring speed and mobility over raw firepower, she has made a home among the Ice Hellions, who refitted her personal *Pouncer* with a MASC system.

Type: **Pouncer**
Technology Base: Clan OmniMech
Tonnage: 40
Battle Value: 2,557

Equipment			Mass
Internal Structure:		Endo Steel	2
Engine:		240 XL	6
Walking MP:		6	
Running MP:		9	
Jumping MP:		5	
Heat Sinks:		12 [24]	2
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):		115	6

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

Weight and Space Allocation

Location	Fixed	Space Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	0
	1 Jump Jet	
Right Torso	2 Engine	3
	1 Endo Steel	
	2 Ferro-Fibrous	
	2 Jump Jets	
	Double Heat Sink	
Left Torso	2 Engine	5
	1 Endo Steel	
	2 Ferro-Fibrous	
	2 Jump Jets	
Right Arm	1 Ferro-Fibrous	5
	Double Heat Sink	
Left Arm	1 Ferro-Fibrous	5
	Double Heat Sink	
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons And Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER PPC	RA	2	6
Targeting Computer	RT	3	3
ER PPC	LA	2	6
ER Small Laser	LT	1	.5

POUNCER

Weapons And Ammo	Location	Critical	Tonnage
Alternate Configuration A			
LRM 15	RA	2	3.5
Ammo (LRM) 16	RA	2	2
2 ER Medium Lasers	RT	2	2
ER Small Laser	RT (R)	1	.5
LRM 15	LA	2	3.5
Ammo (LRM) 16	LA	2	2
2 ER Medium Lasers	LT	2	2
Battle Value: 2,081			
Alternate Configuration B			
ER Large Laser	RA	1	4
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
ER Large Laser	LA	1	4
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Battle Value: 1,836			
Alternate Configuration C			
Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
ER Small Laser	RT	1	.5
2 ER Medium Lasers	LA	2	2
ER Small Laser	LA	1	.5
ER Small Laser	LT	1	.5
Battle Value: 1,653			
Alternate Configuration D			
3 ER Medium Lasers	RA	3	3
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
3 ER Medium Lasers	LA	3	3
Targeting Computer	LT	2	2
Streak SRM 6	LT	2	3
ER Small Laser	LT (R)	1	.5
Battle Value: 2,246			
Alternate Configuration E			
ATM 9	RA	4	5
Ammo (ATM) 14	RT	2	2
ER Micro Laser	RT	1	.25
ATM 9	LA	4	5
ER Medium Laser	LT	1	1
ER Micro Laser	LT	1	.25
Ammo (ATM) 14	LT	2	2
Battle Value: 1,632			
Alternate Configuration H			
2 Heavy Medium Lasers	RA	4	2
Double Heat Sink	RA	2	1
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
2 Heavy Medium Lasers	LA	4	2
Double Heat Sink	LA	2	1
Heavy Small Laser	LA	1	.5
Streak SRM 6	LT	2	3
Targeting Computer	LT	1	1
Double Heat Sink	LT	2	1
Battle Value: 1,784			

LINEBACKER

CLAN OMNIMECHS
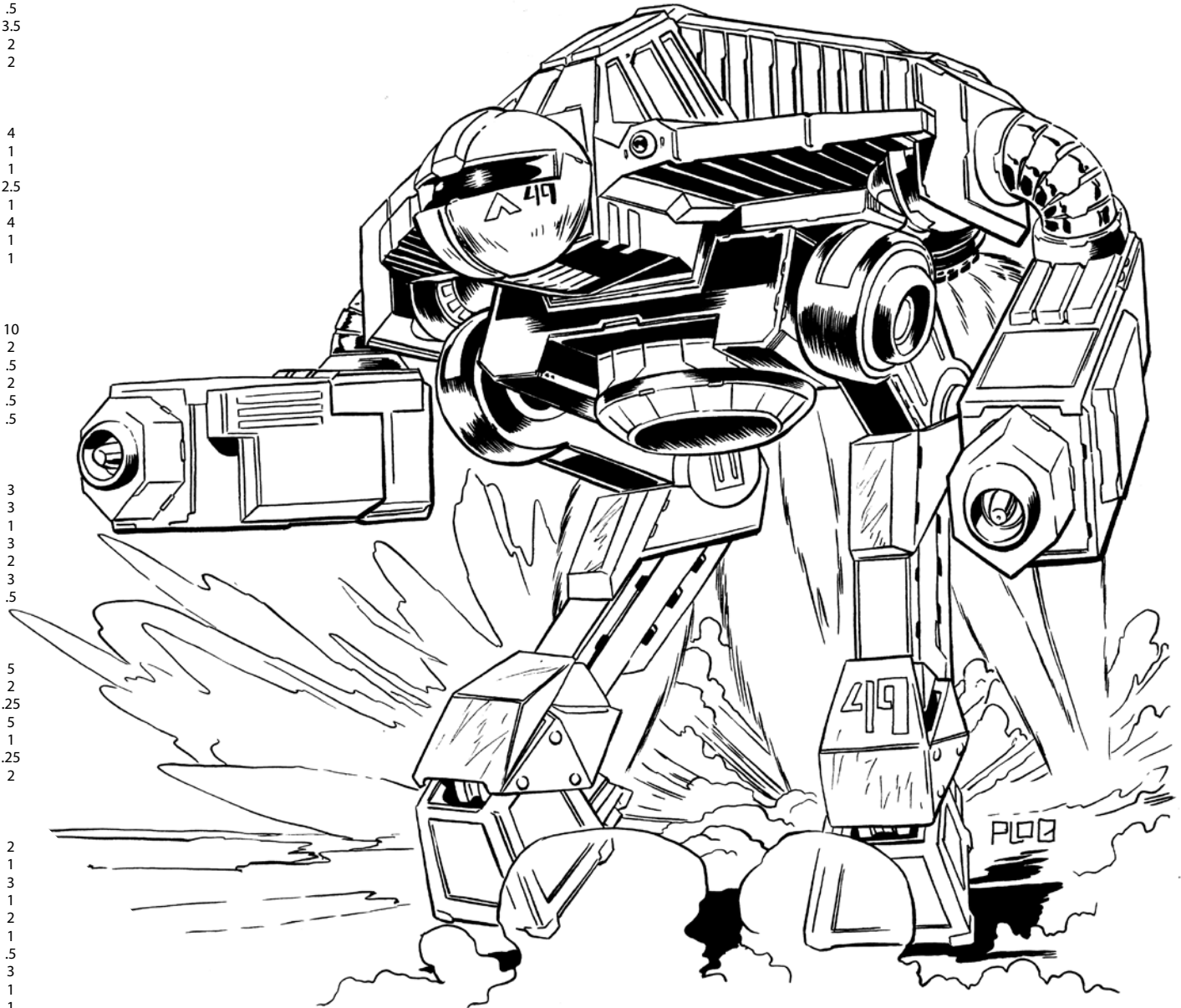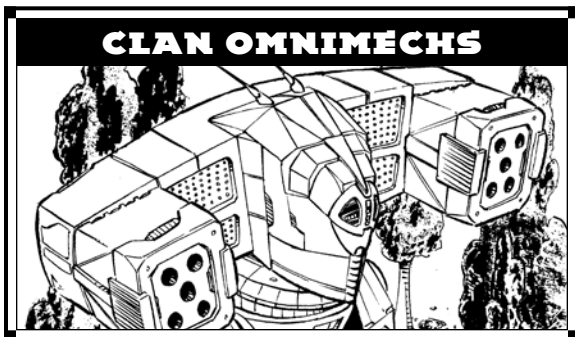
Mass: 65 tons
Chassis: Type W4 Endo Steel
Power Plant: Heavy Force 390 (XL)
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
  Jump Capacity: None
Armor: Composit A-4 Ferro-Fibrous
Armament:
  17.5 tons pod space available
Manufacturer: Wolf Clan Site 2, Wolf Clan Site 1
  Primary Factory: Strana Mechty, Arc-Royal
Communications System: Khan Series (Type 3)
Targeting and Tracking System: Series V OPT

Overview

Concerned by the *Timber Wolf* OmniMech's inability to keep up with its Star-mates in running battles, Khans Phelan Ward Kell and Natasha Kerensky ordered the development of the *Linebacker* to supplement and eventually replace it.

Capabilities

The *Linebacker* trades ten tons of pod space for speed. Even with less armament, its speed makes the new OmniMech a formidable foe. In its standard configuration, the *Linebacker* can punish threats from a distance. Alternate Configuration A also delivers long-distance damage, but with a more missile-oriented mix of weapons. The unusual placement of the Gauss rifle in the right torso of Alternate Configuration B has proven a nasty surprise for Inner Sphere

MechWarriors, while Configuration C emphasizes rear-firing weapons. Khan Natasha Kerensky designed Configuration D for infighting, with plenty of SRMs and medium lasers.

Recently introduced, Alternative Configuration E incorporates two ATM-6 launchers with magazine capacity to use the flexibility offered by the alternate ammunition types. A large laser is the E variant's only fallback weapon. Alternate Configuration H employs the new heavy laser technology, with jump jets giving this version even better mobility.

Deployment

Introduced by Clan Wolf in 2945, the *Timber Wolf* was considered at the optimum balance for a heavy OmniMech. As a result, the *Linebacker* has seen limited deployment outside Striker Clusters. Even the new OmniMech's sterling performances—first in the Refusal War and then against the Smoke Jaguars—have failed to supplant the *Timber Wolf* in the minds of many Wolves (in-Exile). Khan Vlad Ward's Wolves are even more dismissive of the design, considering it the brainchild of a freebirth and a geriatric; only their need for equipment has kept the design in production among them.

Before the Refusal War, the Wolves shared the *Linebacker* design with Clans Snow Raven and Coyote. Wolf combat losses have subsequently spread the OmniMech design to Clan Hell's Horses and to the Jade Falcons. The fighting on Lum allowed the Steel Vipers to acquire *Linebacker*s, many of which later fell to the Cloud Cobras on Homer.

Notable MechWarriors

Star Commander Judd: As a member of the Eleventh Battle Cluster, Judd is a Warden who found himself on the other side of the fence following the Wolf Clan split. Luckily for Judd, the *Linebacker* he pilots has proven far more capable than its detractors believe, as Khan Vlad Ward seeks ever more inventive ways to get the Wardens of the Eleventh killed.

Star Captain Kilian Sender: Ever since winning command of a Striker Trinary in the First Wolf Strike Grenadiers, Star Captain Sender has demonstrated a flair for tactical maneuvering. On Albiero, he used the speed of the *Linebacker*s under his command to deadly effect against the Eleventh Jaguar Regulars. Expecting the Wolves' faster elements to be comprised of

lighter designs such as the *Ice Ferret*, the Jaguars were unprepared for the *Linebacker*'s firepower as the Strike Grenadiers repeatedly launched slashing flank attacks.

Type: **Linebacker**
Technology Base: Clan OmniMech
Tonnage: 65
Battle Value: 2,390

Equipment			Mass
Internal Structure:	Endo Steel		3.5
Engine:	390 XL		23
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	14 [28]		4
Gyro:			4
Cockpit:			3
Armor Factor (Ferro):	192		10

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	25
Center Torso (rear)		10
R/L Torso	10	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	24

Weight and Space Allocation

Location	Fixed	Space Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Left Torso	2 Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo-Steel	0
	1 Ferro-Fibrous	

Weapons And Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER PPC	RA	2	6
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
ER PPC	LA	2	6
LRM 5	LT	1	1
Ammo (LRM) 24	LT	1	1
ER Small Laser	RT (R)	1	.5

LINEBACKER

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration A			
ER Large Laser	RA	1	4
2 ER Medium Lasers	RT	2	2
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
ER Large Laser	LA	1	4
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
Battle Value: 2,264			
Alternate Configuration B			
ER Medium Laser	RA	1	1
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
2 ER Medium Lasers	LA	2	2
ER Small Laser	LT	1	.5
Battle Value: 2,048			
Alternate Configuration C			
Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
Machine Gun	RT	1	.25
Machine Gun	RT (R)	1	.25
Ammo (MG) 100	RT	1	.5
Flamer	RT(R)	1	.5
2 ER Medium Lasers	LT	2	2
ER Medium Laser	LT(R)	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Battle Value: 2,075			
Alternate Configuration D			
2 Streak SRM 6	RA	4	6
Ammo (Streak) 15	RA	1	1
ER Medium Laser	RT	1	1
2 Streak SRM 6	LA	4	6
Ammo (Streak) 30	LA	2	2
ER Medium Laser	LT	1	1
ER Small Laser	LT (R)	1	.5
Battle Value: 2,039			
Alternate Configuration E			
ATM 6	RA	3	3.5
Ammo (ATM) 30	RA	3	3
ER Large Laser	RT	1	4
Light Active Probe	CT	1	.5
ATM 6	LA	3	3.5
Ammo (ATM) 30	LA	3	3
Battle Value: 1,846			
Alternate Configuration H			
Heavy Large Laser	RA	3	4
ER Medium Laser	RT	1	1
3 Jump Jets	RT	3	3
ER Small Laser	CT	1	.5
ER Medium Laser	LT	1	1
Double Heat Sink	LT	2	1
3 Jump Jets	LT	3	3
Heavy Large Laser	LA	3	4
Battle Value: 2,097			

CLAN OMNIMECHS
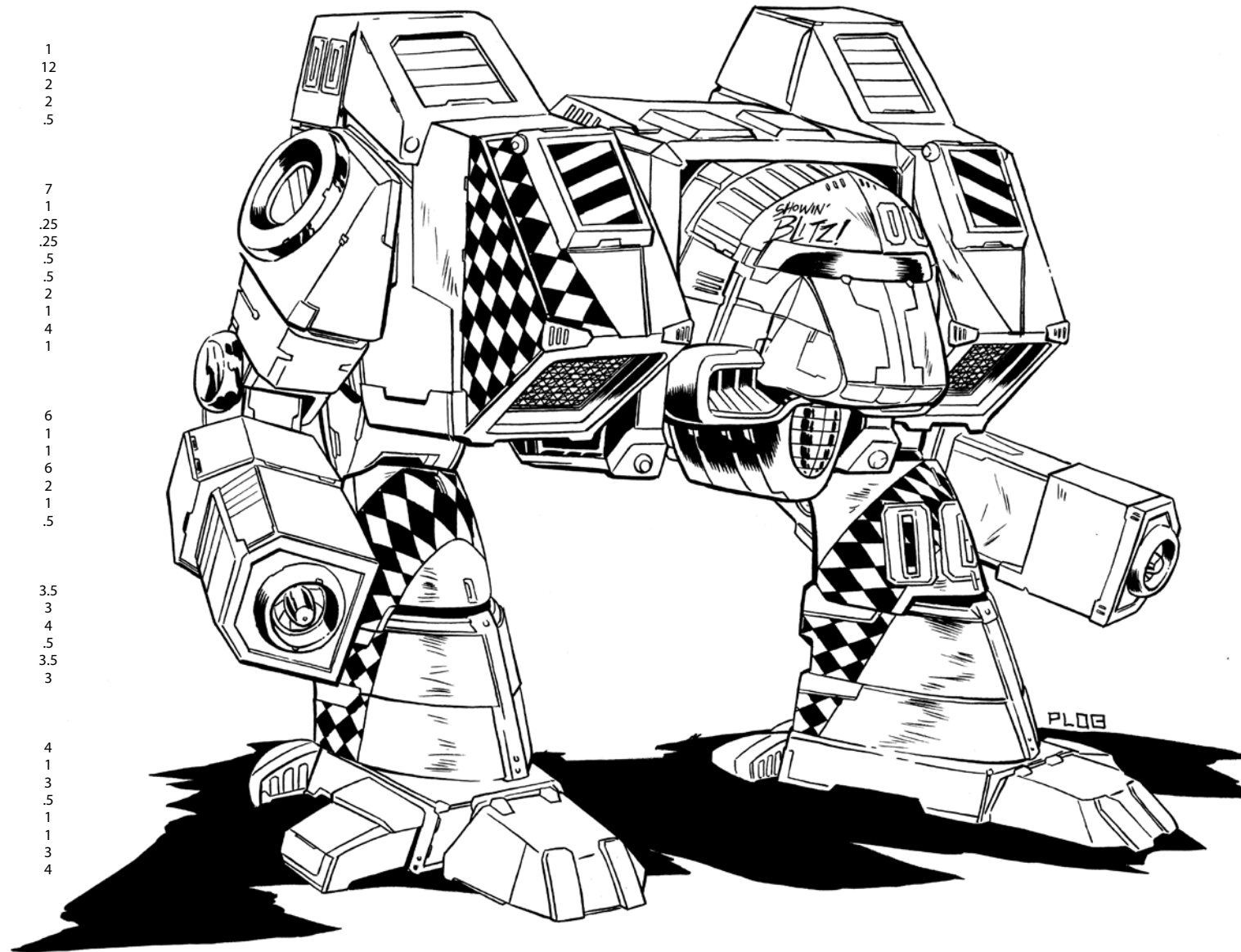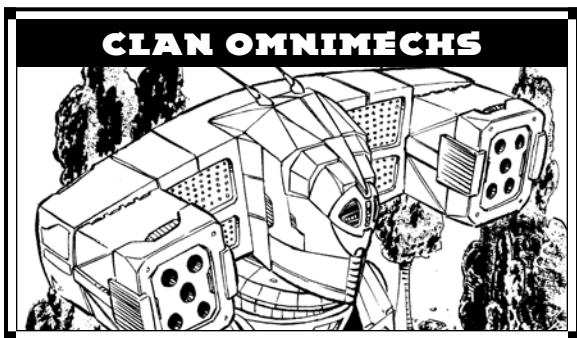
Mass: 80 tons
Chassis: Type BMH-7 Endo Steel
Power Plant: Fusion 400 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
   Jump Capacity: None
Armor: Forged Type 34 Standard
Armament:
   2 Arrow IV Systems
   7.5 tons of pod space available
Manufacturer: Manufacturing Plant WA3, Arcadia
Communications System: Type G3, Mk. XII
Targeting and Tracking System: ArTrack 2 TTS

Overview

In a warrior culture that champions personal glory and ritual combat, the *Naga*—so named because its sweeping torso resembles the hood of a mythological cobra—is an abomination. Nevertheless, when a group of Clan Wolf technicians modified a *Woodsman* to mount a pair of Arrow IV launchers, Clan warriors soon saw its potential.

Capabilities

The *Naga* was designed to deliver a sustained tactical artillery barrage while maintaining maneuverability. The standard configuration, carrying six tons of missiles, best fulfills this mission, but carries only three small lasers to ward off any enemy that manages to close with it.

Every alternate configuration gives the *Naga* more short-range protection. Alternate Configuration A sacrifices one ton of missiles to gain two extended-range medium lasers and an ER small laser. Alternate Configuration B, most favored among *Naga* pilots, carries four tons of missiles but packs one ER small and three ER medium lasers. Alternate Configuration C mounts an SRM-6 missile rack and two ER small lasers to ward off enemies. Alternate Configuration D uses an SRM-4 rack and adds an ER medium laser to its ER small laser.

Deployment

The *Naga* first saw limited deployment in the mid-2900s. It spread slowly from Clan Wolf to other Clans, but even Clans with relatively liberal combat doctrines did not widely accept this 'Mech until the battle for Tukayyid, where the *Naga* proved its worth. During the drive on Brzo and Skupo, *Naga*-equipped Wolf artillery Stars decimated ComStar's Tenth Army formations. After Skupo fell, Wolf *Naga*s continued to bite deep into the retreating Com Guards, who lost more than two hundred POWs to the Wolves in that action alone. Soon afterward, the Hell's Horses began fielding *Naga*-equipped artillery units, followed by the Snow Ravens, the Star Adders, the Cloud Cobras and even the Jade Falcons—the latter in extremely limited numbers.

Notable MechWarriors

Star Captain Istal: Istal joined Clan Wolf's touman as a freeborn warrior. After her Trial of Position merited her an OmniMech in a front-line unit, she received the "honor" of piloting a *Naga* in the Artillery Binary of the elite 328th Assault Cluster. She saw limited action until Tukayyid, and afterward found herself again unneeded. Captured in a Hell's Horses raid, she now serves as her new Clan's chief artillery instructor.

Star Captain Coaler Gastopiv: Barely a whelp from the sibkos when Clan Star Adder first struck York in 3063, MechWarrior Coaler piloted a *Stormcrow* until shot out of his 'Mech. Taking over a captured Blood Spirit *Naga*, he returned to the battlefield with a vengeance. During his four years on York, he rose to the rank of Star Captain and has been credited with more than eighty kills, half of them 'Mechs crippled by FASCAM mine-fields that he laid out. He shares the rest with MechWarrior Shawn, spotter for his support Trinary.

Type: **Naga**
Technology Base: Clan OmniMech (Advanced)
Tonnage: 80
Battle Value: 1,840

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	400 XL	26.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	144	9

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

Weight and Space Allocation

Location	Fixed	Space Remaining
Head		1
Center Torso	1 Endo Steel	1
Right Torso	2 Engine	7
	1 Endo Steel	
	Arrow IV System	
Left Torso	2 Engine	7
	1 Endo Steel	
	Arrow IV System	
Right Arm	Arrow IV System	0
Left Arm	Arrow IV System	0
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Ammo (Arrow IV) 15	RT	3	3
ER Small Laser	RT	1	.5
Ammo (Arrow IV) 15	LT	3	3
ER Small Laser	LT	1	.5
ER Small Laser	CT	1	.5
Alternate Configuration A			
Ammo (Arrow IV) 10	RT	2	2
ER Medium Laser	RT	1	1
Ammo (Arrow IV) 15	LT	3	3
ER Small Laser	LT	1	.5
ER Medium Laser	CT	1	1
Battle Value: 1,988			

Weapons And Ammo	Location	Critical	Tonnage
Alternate Configuration B			
Ammo (Arrow IV) 10	RT	2	2
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
Ammo (Arrow IV) 10	LT	2	2
ER Medium Laser	LT	1	1
ER Medium Laser	CT	1	1
Battle Value: 2,021			
Alternate Configuration C			
Ammo (Arrow IV) 10	RT	2	2
ER Small Laser	RT	1	.5
Ammo (Arrow IV) 10	LT	2	2
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
ER Small Laser	CT	1	.5
Battle Value: 1,805			

Alternate Configuration D			
Ammo (Arrow IV) 10	RT	2	2
ER Medium Laser	RT	1	1
Ammo (Arrow IV) 10	LT	2	2
SRM 4	LT	1	1
Ammo (SRM) 25	LT	1	1
ER Small Laser	CT	1	.5
Battle Value: 1,860			
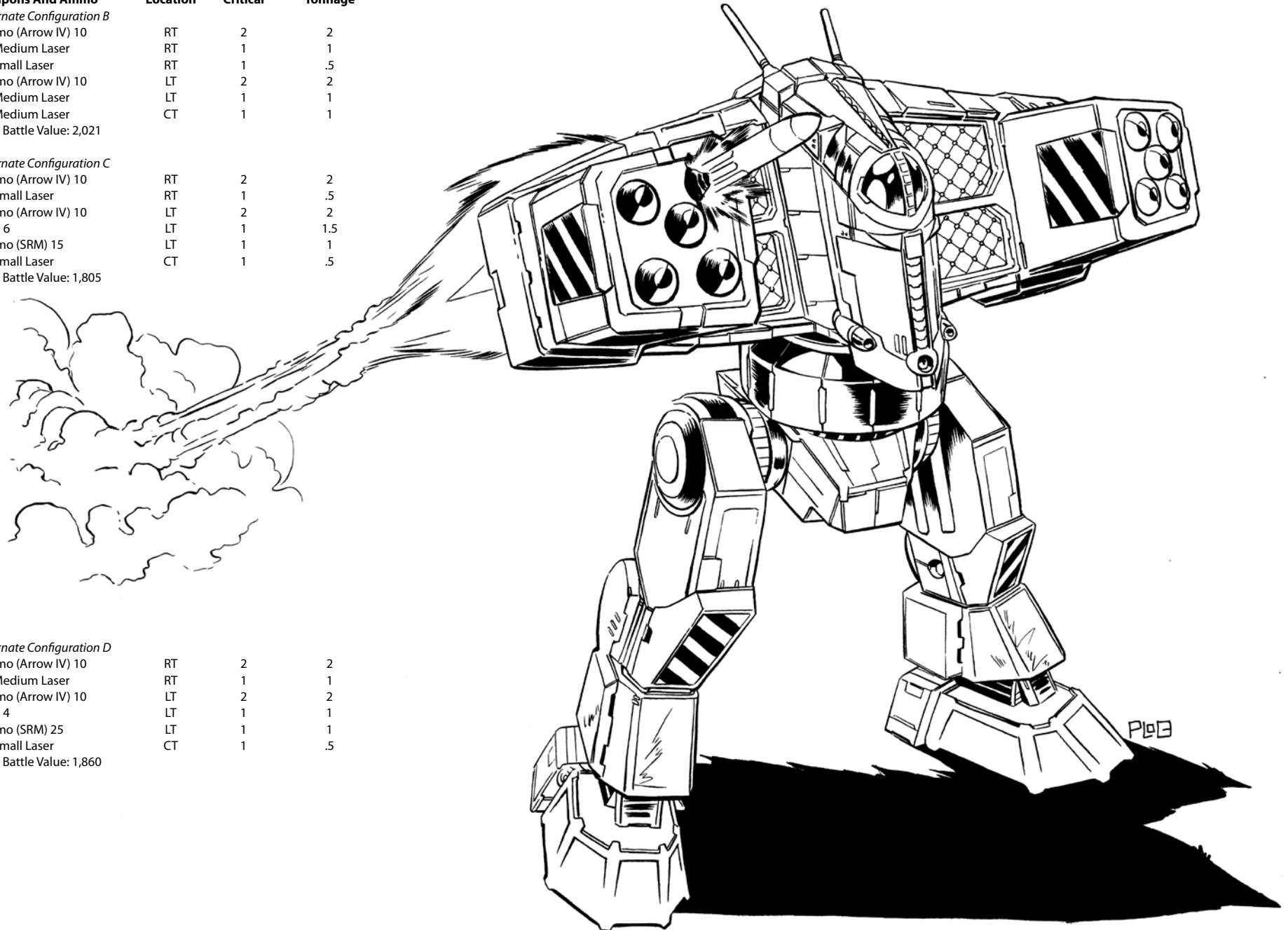
INNER SPHERE "PHOENIX" BATTLEMECHS

    The following file only recently came to my attention; by order of Major Hayz, I have scrubbed the date, as well as any information that might lead to our source. I cannot verify most of the data contained in the holovid file; much of it seems outlandish, to say the least. And if there's one person whose information you shouldn't trust, it's the man you just tried to flatline. Nevertheless, the technical data on the "new" Word of Blake 'Mechs corroborates our own recently acquired intelligence, lending some credence to the overall file. Extreme care should be taken concerning the use of this information and planning any action based upon it.

<div align="right">

—Captain Ryn Nikoli
Battlefield Intelligence, Wolfnet
1 September 3067

</div>

Confidential: Eyes Only
From: Precentor XIV-Delta Tempest Stryker To: Precentor ROM Victoria Parrdeau Date: DELETE
Vid-Recording Data Crystal – Omega 1A24B

Begin File X399-04: (Activate Vid-recording)

    Hello, Victoria. Surprised to hear from me? My team and I survived that little outing you sent us on. Is this how you repay our loyalty, Victoria? You tried to get us killed! We won't forget that. You almost got your wish. But you underestimated us. I've not survived this long by trusting those who make up missions. We figured there was a reason we got another assignment dealing with *Project Phoenix*. Is this what we've come to? Killing off loyal agents because they speak the truth?

Here's some interesting information your little mission produced. Kali Liao runs the Sixth of June! She and St. Jamais are planning something big, though we couldn't get much detail about what. Here's another tidbit, with more detail to it. The Word of Blake is fielding three new BattleMechs… actually, some old 'Mechs upgraded under *Phoenix*. The specific 'Mechs are the *Grand Crusader*, *Raijin* and *Nexus*. None was built on Gibson; instead, each came from Terra's 'Mech plants. And it seems Vicore's involvement amounted to more than just negotiations for licensing rights. Vicore is responsible for the upgrades. Specifics are contained in the data cubes I sent along with my report.

We infiltrated Epsilon Eridani, figuring that a Blakist stronghold would make a good place to start. Once there, we located a few secure bases belonging to what we thought were elements of their First Division. We set up covert surveillance, and before long we started seeing some interesting things. First, these bases aren't standard garrisons; they're training bases. The Blakies are training new recruits, most likely in the neighborhood of three to four Level III's' worth of troops. But which Blakies were running these places? When we realized how many of the recruits were Thuggees, we had our answer. Thuggees are easy to spot; they pray four times a day, screaming out Kali Liao's name as if in the throes of passion. These bases aren't controlled by the Word of Blake Militia; they're controlled and operated by the Sixth of June. After confirming that, we quickly pulled out and made our way to the pickup point.

En route to the rendezvous, we literally stumbled over a hidden 'Mech storage bay. We found ourselves standing on top of it before realizing what it was. We swiftly subdued the guards and I ordered the team to enter the area. None of us could identify the 'Mechs at first. Upon closer inspection, though, we realized what these were. We didn't waste time gawking. My team climbed the 'Mechs, cracked their computer security and downloaded their information. Then we set disabling explosives on each 'Mech. To ensure that no one could salvage them any time soon, we rigged a couple of kilograms of high explosives to bring the bay down when the doors opened.

We made it to our extraction zone and walked into an ambush. I lost two good people that day, *Precentor ROM*, getting out of that firefight! Funny thing about ambushes, though—you can always turn them around if you know what you're doing. I let one attacker live long enough to find out that his "team" had been hired by one of our recruiters. So I tracked down that sonofabitch and extracted information—right before I cut his throat—that *you* had ordered our termination.

With our final mission complete, consider this my resignation. We're independent operators now. Since ComStar has deemed it necessary to keep classified all information concerning *Project Phoenix* and not act on it, I will. I've already made arrangements to get this information out. Don't worry; I won't compromise agents like you did me. The Inner Sphere needs to know what you're hiding, and I will make damned sure they do.

One more thing, Parrdeau. I know you're linked to St. Jamais. I don't have proof…yet. But rest assured, I'll get it. And when I do, my sword will strike more swiftly than the Blakists.

Stryker out…
End File X399-04: (Terminate Vid-recording)

Mass: 25 tons
Chassis: Skobel 100-ROB Endo Steel
Power Plant: Vox-LE 200 Light Engine
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: Rawlings 55
Jump Capacity: 180 meters
Armor: Krupp 200

Armament:
2 Diverse Optics Sunbeam Extended Range Medium Lasers
2 Diverse Optics Sunbeam Extended Range Small Lasers

Manufacturer: Skobel MechWorks
Primary Factories: Russia, Terra
Communications System: Exeter Longscan 200 with C3i Computer
Targeting and Tracking System: Garret T15J

Overview

Overall, the *Nexus* performed poorly in combat. Like the *Raijin*, its thin armor and lack of long-range firepower brought abnormally high combat losses during Operation Odysseus. Though its speed compensated somewhat for these drawbacks, the *Nexus* lost this advantage whenever it closed on a target. Many *Nexus* pilots bitterly complained about having to face the *Mongoose*, a 'Mech with superior range and maneuverability.

Nexus pilots petitioned Precentor Martial St. Jamais for an immediate overhaul of the *Nexus*. to make it better suited for front-line combat. After reviewing all data collected, St. Jamais agreed to address the 'Mech's problems when time allowed. During the most recent phase of upgrades, the *Nexus* finally received attention. Given the 'Mech's limited internal space, Blakist engineers chose to redesign the *Nexus* from the ground up instead of making changes that might compromise the existing design's internal integrity. St. Jamais approved the plan and ordered the production lines modified for the *Nexus II*.

Blakist engineers can thank Katrina Steiner-Davion of the Lyran Alliance, for the solution to the space problem that plagues most light 'Mechs. In order to increase the *Nexus II*'s speed and maneuverability, they incorporated the new light engine obtained from the Lyrans through technology exchanges authorized by the Alliance's former Archon-Princess.

Capabilities

The use of an XL engine over a standard engine normally reduces a 'Mech's survivability. However, the Lyran light engine does not impose such a drastic trade-off. The new engine allowed engineers to increase the speed of the *Nexus II*, matching or exceeding most 'Mechs in its class. They retained the original design's jump jets for extra maneuverability and installed a C3i system for more precise coordination in Level II operations.

Weight and space limitations presented another problem: arming the 'Mech. After consulting with *Nexus* pilots, engineers installed ER medium and small lasers to complement the 'Mech's speed. They retained the endo steel structure, but replaced 3.5 tons of ferro-fibrous armor with standard armor, nearly doubling the 'Mech's armor protection and giving it a new look.

Deployment

The Third Division made good their *Nexus* losses with the bulk of the first two production runs by the end of 3066. The remaining divisions received the new variant shortly thereafter.

Variants

The NXS1-B variant, based on the original NXS1-A, is a progenitor to the *Nexus II*. Replacing the medium pulse lasers with extended-range versions and one extended-range small laser, the AMS and standard medium laser are completely dropped; this allows for the addition of a single jump jet, an improved C3computer, as well as four tons of ferro-fibrous armor.

Currently, only one other *Nexus II* variant is known to exist. The NXS2-B replaces both extended-range small lasers and the jump jets with a Guardian ECM suite, a Beagle active probe and TAG. The addition of stealth armor makes the NXS2-B an advanced reconnaissance 'Mech.

LIGHT

MEDIUM

HEAVY

ASSAULT

INNER SPHERE

Type: **Nexus II**
Technology Base: Inner Sphere
Tonnage: 25
Battle Value: 702

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 Light	6.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	56	3.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	8	7
Center Torso (rear)		3
R/L Torso	6	5
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	7

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
C³i Computer	CT	2	2.5
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
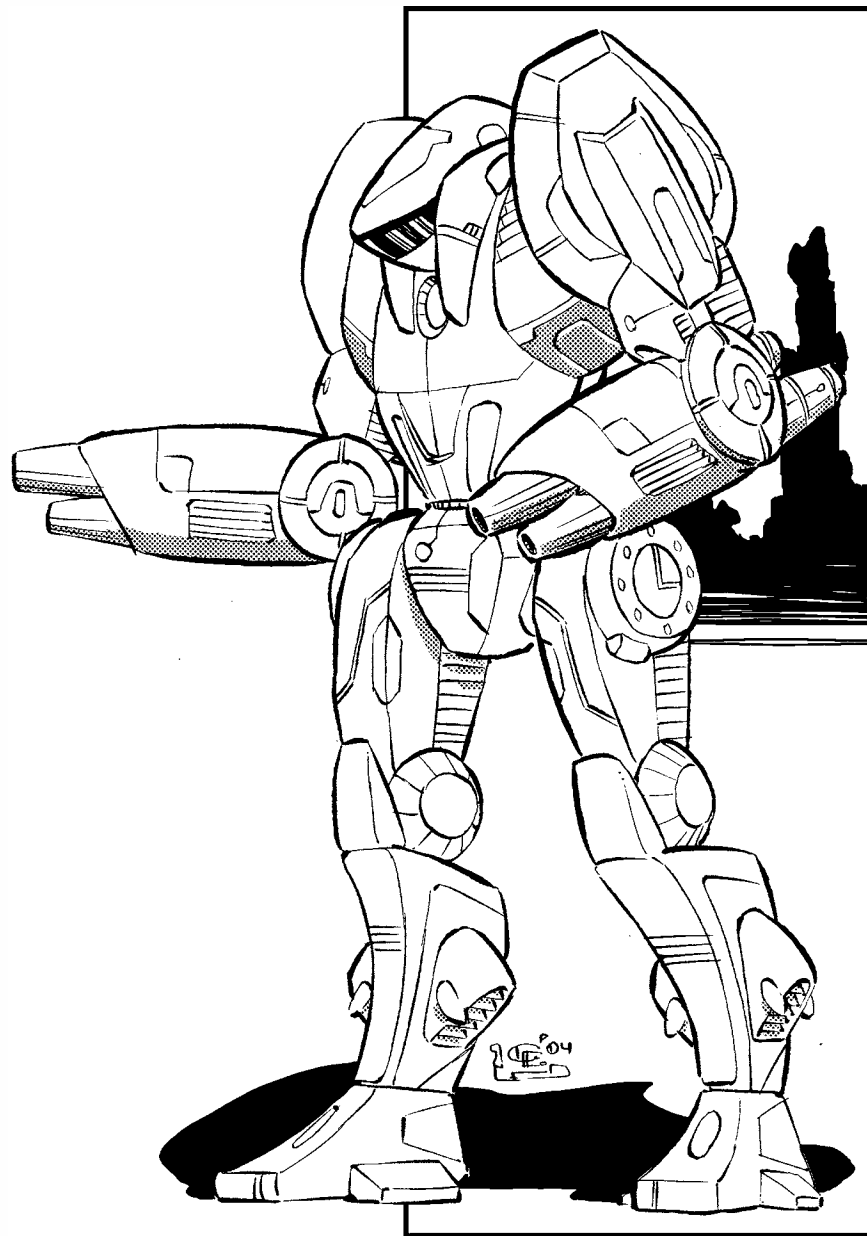
Mass: 50 tons
Chassis: Krupp 200-ES Endo Steel
Power Plant: Vlar 300 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph, 119 kph w/Triple Strength Myomer
Jump Jets: Rawlings 60
Jump Capacity: 180 meters

Armor: Krupp Standard Plate with CASE
Armament:
1 Blankenburg Extended Range Particle Projector Cannon
3 Diverse Optics Sunbeam Extended Range Medium Lasers
1 Holly Streak-4 SRM Launcher

Manufacturer: Krupp Armament Works, Martinson Armaments
Primary Factories: Germany (200A), Australia (200B & C), Terra
Communications System: Exeter Longscan 200 with C3i Computer
Targeting and Tracking System: Garret T12A

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

During Operation Odysseus, Blakist forces suffered large losses among medium 'Mechs, particularly the *Raijin*. After months of carefully researching salvaged battlerooms and hours of interviewing *Raijin* pilots who survived, Word of Blake designers identified three causes of these combat losses: thin armor, ammunition dependence and a lack of sufficient long-range armament. The Raijin carried an ER PPC, but lacked sufficient secondary weapons with comparable range. In addition, the *Raijin*'s ammunition storage bins carried too few reloads. These revelations prompted Precentor Martial St. Jamais to slate the *Raijin* for upgrading in the near future.

In designing the *Raijin II*, Blakist engineers used a process similar to the Draconis Combine's revamp of the *Wolverine*. Each existing unit in the field received upgrade packages, but with greatly simplified installation requirements to limit the units' down time. The first upgrade packages began shipping out in early June of 3066. Meanwhile, production halted at Krupp to incorporate the new upgrades. In a surprising move, Blakist engineers incorporated the Capellan Confederation's newest technology, stealth armor, in the *Raijin* 200-B and 200-C variants. Whether they obtained this technology legally from the Confederation or acquired it through another source remains unknown.

Capabilities

For the 200-A, Blakist engineers kept only the ER PPC from the original design. To this they added three extended-range medium lasers and a single Streak SRM-4, reducing the space needed for ammunition storage. They also incorporated the new C3i system for better unit integration. In addition, the *Raijin II* incorporates an endo steel frame, with a double heat sink to deal with the extra heat generated by the lasers. The designers used triple-strength myomer to increase the 'Mech's speed. Eleven tons of standard armor replaced the original's ferro-fibrous armor, completely altering the look of the *Raijin*.

Deployment

All *Raijin*s currently assigned to Blake Militia divisions received 200-A upgrades, while the First and Sixth divisions received the bulk of the 200-B and 200-C variants.

Variants

Variants 200-B and -C both include the new light engine and stealth armor. The 200-B variant is a heavy recon unit carrying four medium lasers, a single small laser and electronic detection and jamming systems, including a TAG unit. The 200-C resembles the 200-A, but carries no missile weapons and only two medium lasers.

INNER SPHERE

Type: **Raijin II**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 1,763

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	169	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	24
Center Torso (rear)		8
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
ER PPC	RT	3	7
Streak SRM 4	LT	1	3
Ammo (Streak) 25	LT	1	1
ER Medium Laser	H	1	1
C³i Computer	CT	2	2.5
CASE	LT	1	.5
Triple-Strength Myomer	RA/LA/RL/LL	1/1/2/2	0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
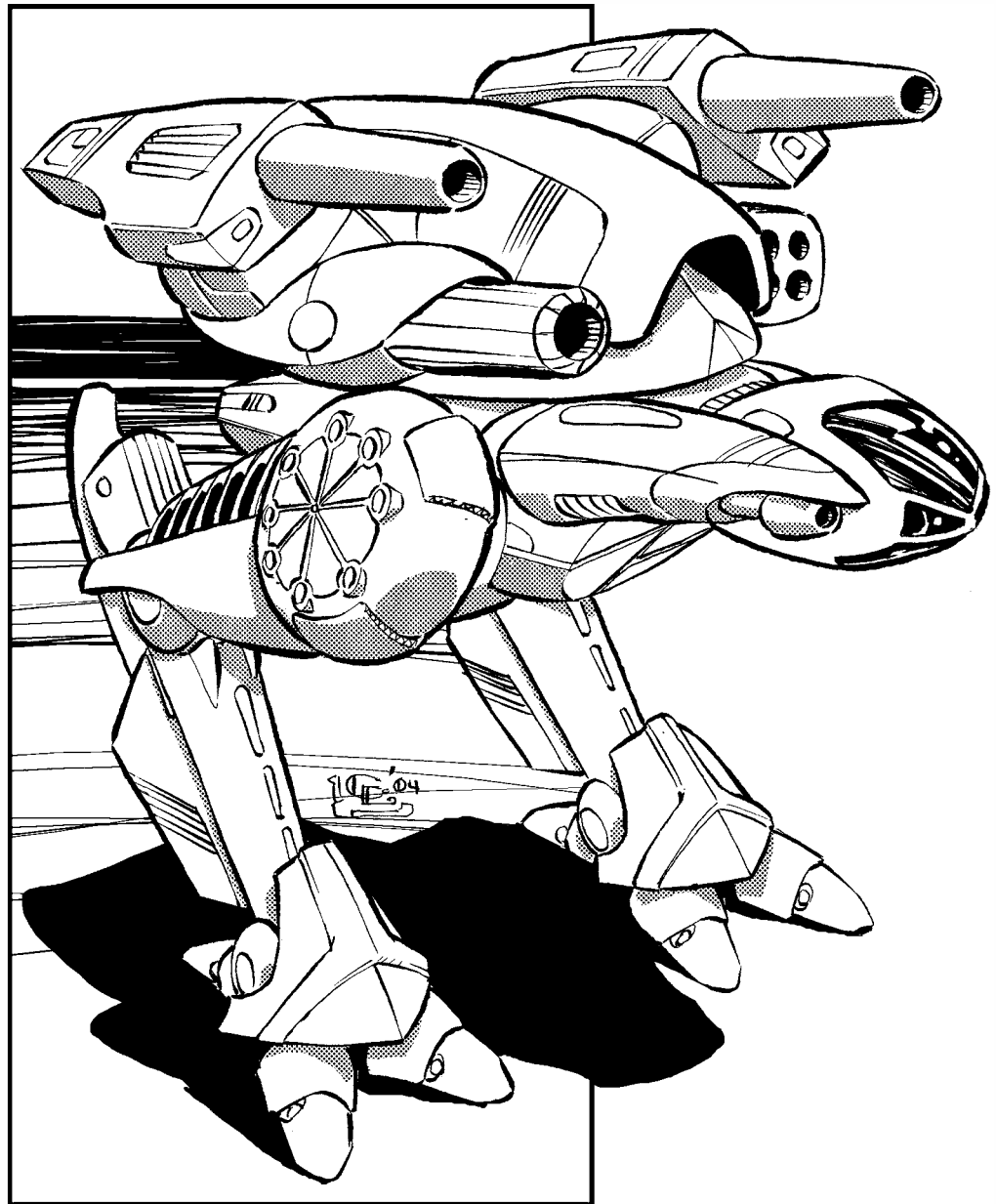
Mass: 80 tons
Chassis: Skobel Template 8 Endo Steel
Power Plant: Pitban 320 Light Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph, 86 kph w/ Triple-Strength Myomer
Jump Jets: CurtissJet 80
Jump Capacity: 120 meters

Armor: Aldis Plate with CASE
Armament:
1 Krupp Strumfurer Light Gauss Rifle
1 Blankenburg Extended Particle Projection Cannon
2 Diverse Optics Sunbeam Extended Range Medium Lasers
1 Guided Technologies 2nd Gen Streak-6 SRM Launchers

Manufacturer: Skobel MechWorks and Krupp Armament Works
Primary Factories: Russia and Germany, Terra
Communications System: Skobel Wave VII Comm with C3i Computer
Targeting and Tracking System: Falcon 15 Watcher

Overview

During the waning months of 3065, the Blakist Militia had nearly completed reorganization of their forces. St. Jamais worked tirelessly toward rebuilding his Militia at a pace that overtaxed Terra's already strained manufacturing capabilities, with three 'Mechs still slated for upgrades. To address this problem, St. Jamais sought Vicore's CEO to help solve his production problems. Vicore's owner, Giovanni De la Sangre, a noted genius in production and manufacturing, traveled to Terra with a large number of technicians and engineers. After a few weeks of study, the team gave their recommendations to St. Jamais, who immediately acted on them.

The new process streamlined production, increasing productivity so that Terra's manufacturers could surpass production quotas. With production on track, Blake engineers had time to redesign one of the first Blakist BattleMechs ever produced by Gibson Federated BattleMechs: the *Grand Crusader*. Vicore's engineers offered suggestions for increasing the 'Mech's capabilities while limiting any impact on an already tight production schedule. One suggestion swiftly adopted was to add another line to existing Skobel

and Krupp plants on Terra, using equipment and materials for 'Mechs like the *Vanquisher* and the *Legacy*. Because the *Legacy* was of the same weight class, the new *Grand Crusader* could share the *Legacy*'s components to save money and resources. The first *Grand Crusader II* production run started in early March of 3066 and ended by late June, followed up with six more by late August of 3067.

Capabilities

The major complaint of Blakist MechWarriors about the *Grand Crusader* was its limited long-range firepower and its extralight engine, which made it vulnerable on the battlefield. To address these issues, engineers decided to use the Light Engine newly acquired from the Lyrans, which the Blakists had begun to produce locally. Engineers also replaced the entire weapons package in favor of an ER PPC and light Gauss rifle, compliments of the Free Worlds League. For close-in work, two ER medium lasers and an SRM streak-six launcher give the *Grand Crusader II* a solid punch. To stand up to the increased heat from the weapons, engineers installed triple-strength myomer, giving the 'Mech extra strength for close combat not normally

seen on an assault 'Mech. Installation of a C3i system strengthened Level II operations and control. Finally, the addition of jump jets gave the *Grand Crusader II* increased maneuverability.

The new upgrade retains endo steel and standard armor. However, using the same armor and endo steel frame as the *Legacy* gave the new 'Mech a more streamlined look, in contrast to the barrel-shaped silhouette of its predecessor.

Deployment

Currently, all divisions deploy the new variants, replacing older models.

Variants

The GRN-D-03 is armed with two ER large and three ER medium lasers, an LRM 15 with Artemis fire-control and a Streak SRM-6 rack. Rumors allude to an OmniMech version in development, apparently slated for production in early 3070.

LIGHT

MEDIUM

HEAVY

ASSAULT

INNER SPHERE

Type: **Grand Crusader**
Technology Base: Inner Sphere
Tonnage: 80
Battle Value: 2,292

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	320 Light	17
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	247	15.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	35
Center Torso (rear)	15	
R/L Torso	17	24
R/L Torso (rear)	10	
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 32	LT	2	2
ER Medium Laser	LA	1	1
Streak SRM 6	LT	2	4.5
Ammo (Streak) 15	LT	1	1
C³i Computer	CT	2	2.5
CASE	LT	1	.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2
Triple-Strength Myomer	RA/LA/RT/LT	1/1/2/2	0
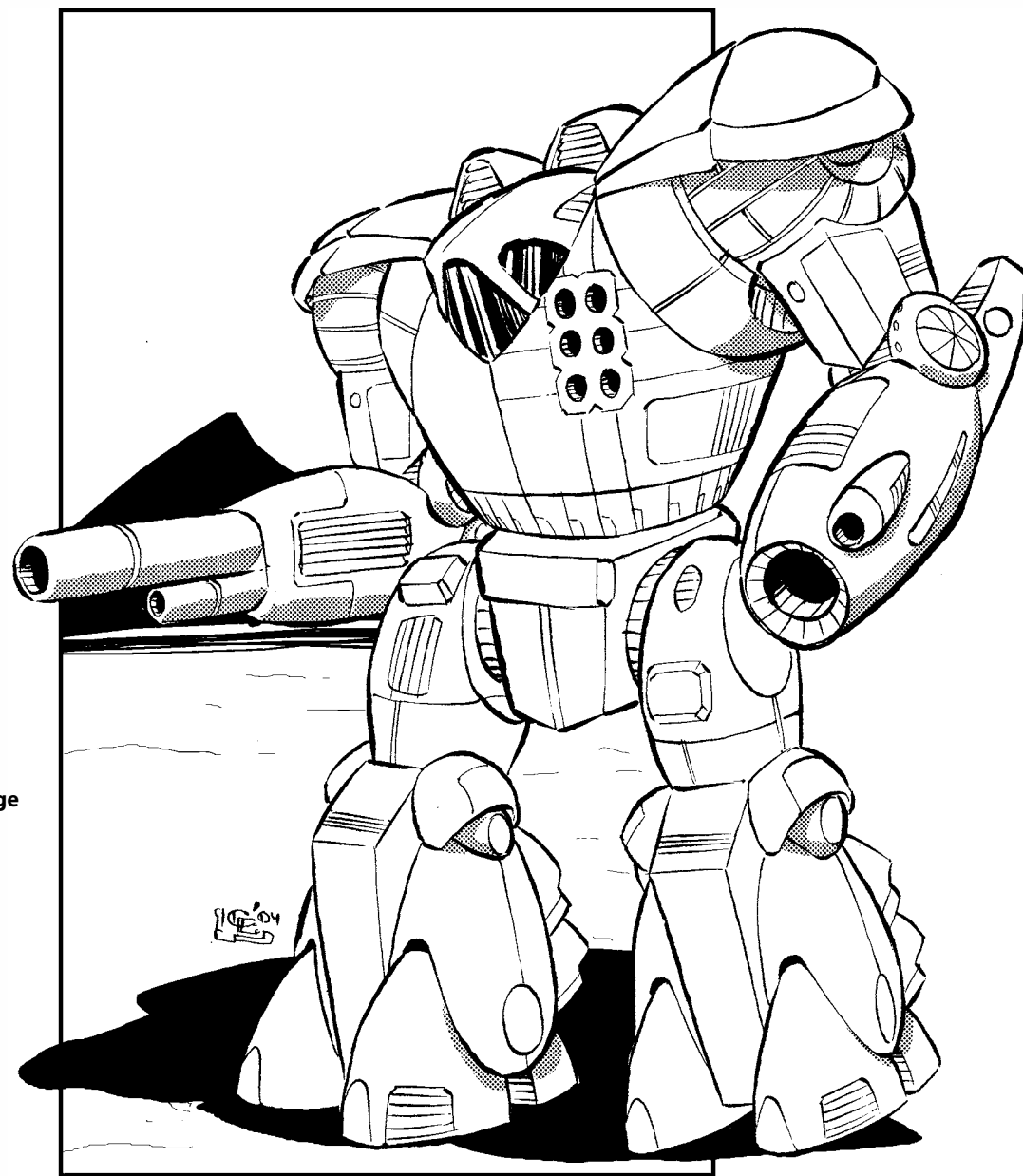
CLAN "PHOENIX" BATTLEMECHS

Precentor Bhaoil:

Forgive me for this delay, but only after my arrival at the Inner Sphere embassy on Strana Mechty have I been able to forward this addendum to my previous report. In my journey along the Diamond Shark trade routes, I have seen much more than these dry reports can tell you, and I could wax eloquent about it all for days at a time.

Now that I have seen the Clan homeworlds, however, I feel that the time to regale you with tales of exploration has ended. A storm is brewing here, one I could sense even among the merchants who carried me into Clan space. The Clans as a whole seem on edge in these, their native worlds, and some of the Sharks are saying they "smell too much blood in the water."

The members of the Eridani Light Horse assigned to the embassy also seem wary, and urgently requested that I append their reports to this one. A few officers even proposed leaving this posting at the earliest opportunity. Like my Clan guides, they cannot say what the trouble is. They only sense that something is coming, something that has all of the Clans waiting for the storm to break.

Demi-Precentor Rochelle Capetturn

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Precentor Parrdeau:

We received the above report only days ago, and it contained—among other things—an addendum to Capetturn's briefing on recent Diamond Shark revisions of classic Clan BattleMech designs. Covering other second-line models already appearing in the Occupation Zones, this report highlights a new concern regarding the Clans. It seems they are in the midst of another surge in military production. A new wave of BattleMech designs has swept the Clan homeworlds, beyond the mere marketing efforts of Diamond Shark merchants. The revamped machines presented in this report hail from a cross section of the Clans, and in some cases are being manufactured at a rate that threatens to outstrip the current crop of warrior trainees.

This surge suggests that the Clans are attempting to build a stockpile, as if in anticipation of a long military campaign. Leaving aside the fact that such a long-range goal appears to herald a significant change in Clan philosophy, it also suggests that either they have finally tapped out their Brian caches in the homeworlds, or that the Clans are collectively anticipating a new wave of warfare—perhaps even a renewed invasion of the Inner Sphere.

I therefore emphasize the need for further reconnaissance. We cannot rely on a handful of agents to warn us if a new offensive lies just around the corner.

Precentor XXIV Padraig O Bhaoil
Director, Explorer Service

Mass: 20 tons
Chassis: Type-A Endo Steel
Power Plant: General Systems 120 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph, 130 kph w/ MASC
Jump Jets: None

Jump Capacity: None
Armor: Type 2 Ferro Fibrous w/CASE
Armament:
4 CC 3-rack Advanced Tactical Missile Systems
Manufacturer: Novy Minsky Armaments Plant
Primary Factory: New Kent

Communications System: Mercer 973
Targeting and Tracking System: GEG Pattern 490/1

Overview

The *Howler* (or *Baboon*, as designated by the Inner Sphere) was first observed in Clan Jade Falcon's second-line Clusters. Initially thought unique to that Clan, the design has since turned up amid the Snow Ravens, Star Adders and Steel Vipers.

After the Jade Falcons booted them out of the Inner Sphere occupation zones, the Steel Vipers returned to the Clan homeworlds and reorganized their touman. In addition to changes in front-line units, many second-line units received an influx of new personnel and equipment. With designs such as the *Matador*, the *Scylla,* the heavy laser variant of the *Phoenix Hawk IIC* and the new version of the *Viper*, the Steel Vipers addressed the needs of their heavy forces. However, lighter second-line BattleMech formations lagged behind. The Viper Khans sought suitable designs to remedy this imbalance and ultimately chose the successful *Baboon*.

Capabilities

The new advanced tactical missile system has proven an exceptionally flexible weapon, so much so that some Clan scientists believe it may one day replace the SRM and the LRM. The ability to use a range of different missiles as dictated by the tactical situation makes the ATM a perfect choice for second-line BattleMechs, which lack the OmniMech's ability to reconfigure their weapon systems.

The new *Baboon* replaces its LRM launchers with four ATM-3s, with which it can harass opponents from extreme range or close to deliver punishing blows. With an extended magazine, the 'Mech can carry a mix of ATM ammunition, though it lacks sufficient capacity to carry the full range of ordnance at one time.

In order to squeeze four of the new weapons into a 20-ton chassis, Steel Viper scientists installed the smaller 120 XL engine, but also used MASC to boost the 'Mech's speed to new heights. These modifications entailed a number of subtle changes to the *Baboon*'s appearance.

When not acting as a light fire-support unit, the *Baboon* is often pressed into service for reconnaissance or screening, a role in which its rugged GEG Pattern 490/1 sensor suite excels.

Deployment

In the Vipers' incessant fighting with the Snow Ravens, the *Baboon* has proven its worth time and again. Deployed in second-line units, most notably Zeta and Rho Galaxies, the *Baboon*s used their ATM launchers to provide effective anti-aircraft fire for their Starmates.

Several updated *Baboon*s have fallen into Snow Raven clutches, where they serve with the Ravens' new Zeta Galaxy. The ATM is proving an ideal weapon for supporting ProtoMech formations.

Variants

The Snow Ravens have refitted a number of captured *Baboon*s. Known as the *Devil*, this version replaces the ATM launchers with an extended-range PPC and a targeting computer.

LIGHT

MEDIUM

HEAVY

ASSAULT

CLAN

BABOON 2

Type: **Howler**
Inner Sphere Designation: **Baboon**
Technology Base: Clan
Tonnage: 20
Battle Value: 757

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	120 XL	2
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	57	3

	Internal Structure	Armor Value
Head	3	7
Center Torso	6	8
Center Torso (rear)		2
R/L Torso	5	7
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	6

Weapons and Ammo	Location	Critical	Tonnage
4 ATM 3	RT	8	6
Ammo (ATM) 40	RT	2	2
MASC	CT	1	1
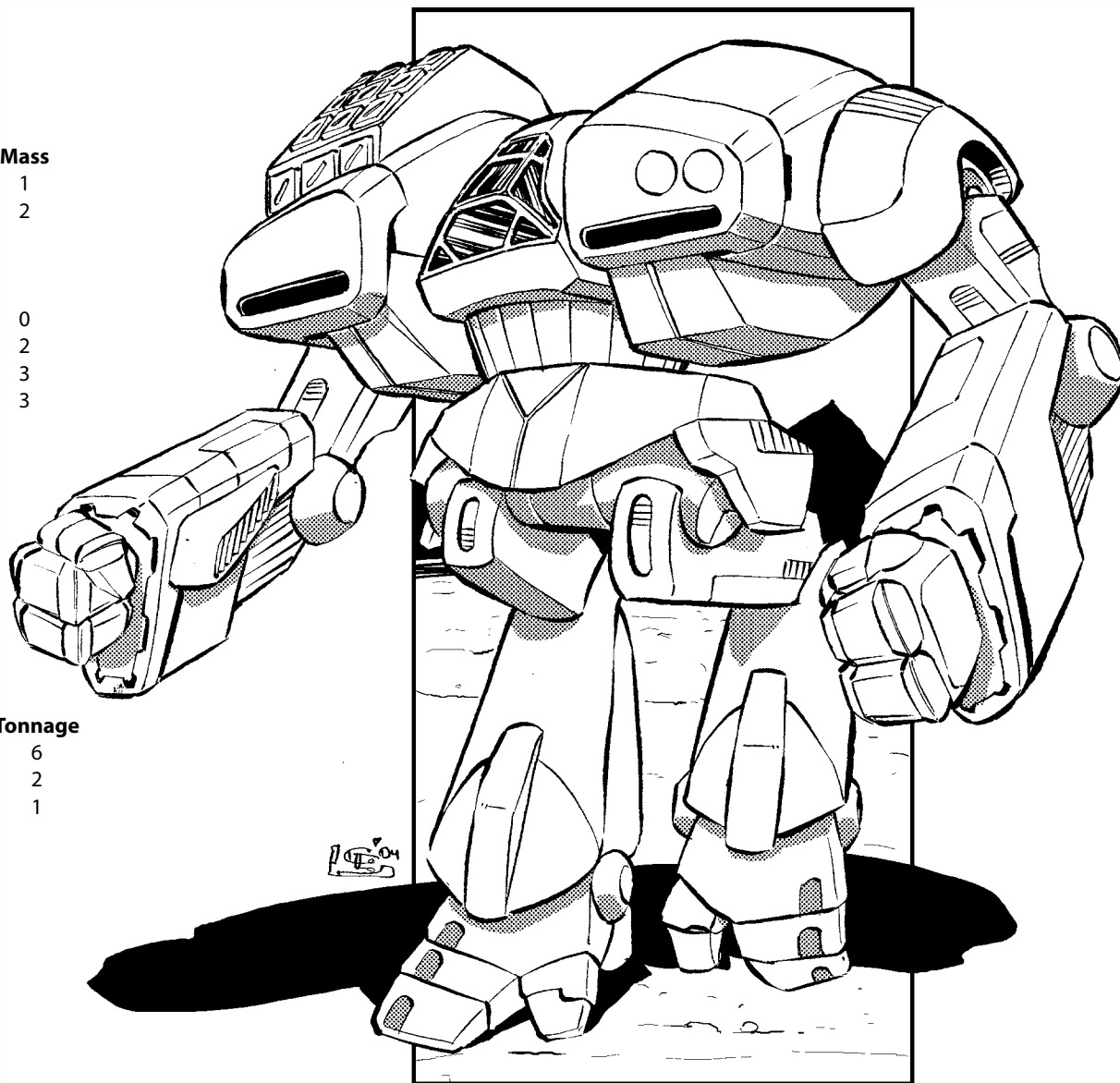
Mass: 30 tons
Chassis: Model MH-26 Endo Steel
Power Plant: Light Force 270 (XL)
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous with CASE
Armament:
1 General Systems Heavy Large Laser
2 Series 14a Medium Pulse Lasers
2 Raid Micro Pulse Lasers
2 Mustang 4.5 ER Micro Lasers

Manufacturer: Tokasha Mechworks Alpha
Primary Factory: Tokasha
Communications System: CH2 Series Integrated
Targeting and Tracking System: Version Gamma-V TTS

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

When Inner Sphere military analysts first sighted the 'Mech they designated the *Vixen* with Clan Jade Falcon, they were stumped in their attempts to guess its possible use. The answer lies in the Clan tradition of settling issues between warriors through single-combat Trials. These fights can range from hand-to-to-hand combat, to sword or pistol duels, to full-on BattleMech combat. The *Vixen*, called the *Incubus* among the Falcons, served as a dueling 'Mech among garrison forces, where the tedium of second-line duty tended to spark personal disputes. The other invading Clans use the *Vixen* in a similar manner, though it also appears in combat formations among second-line forces that run short of equipment.

Clan Hell's Horses, in expanding their BattleMech strength following the recapture of Tokasha MechWorks Alpha, has incorporated some of the latest weapons technology into a new version of this design.

Capabilities

Inspired by Clan Diamond Shark's success in renovating old designs, the Hell's Horses reworked the *Vixen*'s armament while reducing the cost per unit. The result was a markedly different appearance from the original design.

Intended for combat and augmented Trials between MechWarriors and other forces, this version of the *Vixen* can be tailored to the requirements of each fight by disabling any combination of weapons. With the Horses' Elemental-heavy touman, clashes between MechWarriors and Clan super-soldiers who choose to fight augmented can be accommodated by reducing the *Vixen*'s active weapons to its extended-range micro-lasers or micro pulse lasers. The extensive array of energy weapons packed into a relatively small chassis can cause the *Vixen* serious heat problems on the battlefield. This rarely becomes an issue during Trials, which are often fought with fewer active weapons.

Deployment

The new *Vixen* is marching off the Tokasha MechWorks Alpha production line and into the ranks of Epsilon and Theta Galaxies. The 108th Mechanized Cavalry has begun deploying *Vixen*s to support infantry and ProtoMechs. Meanwhile, the Forty-ninth BattleMech Cluster employs its heavy laser-armed *Vixen*s as successful ProtoMech hunters.

With their reliance on lighter 'Mechs, the Ice Hellions have always deployed the *Vixen* in more aggressive roles. The Hellions have copied the Hell's Horses modifications (from captured examples and through trade) to produce their own variant, which they deploy with Zeta, Zeta Prime and Theta Galaxies.

The ill-fated Ice Hellion trade mission to the Tanis system netted Clans Cloud Cobra and Star Adder (who stationed their Rho Provisional Galaxy there to provide additional garrison troops) a number of *Vixen*s. Evidently the *Vixen 5*'s fine showing impressed both Clans, even if victory eluded the Hellion forces as a whole.

Variants

Clan Ice Hellion has introduced another new version of the speedy *Vixen*, in which a six-tube ATM launcher and two tons of ammo replace the heavy large laser. Two extended-range medium lasers and four light machine guns support the missile system.

Type: **Incubus**
Inner Sphere Designation: **Vixen**
Technology Base: Clan
Tonnage: 30
Battle Value: 1,581

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	270 XL	7.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	105	5.5

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

Weapons

and Ammo	Location	Critical	Tonnage
Heavy Large Laser	RA	3	4
Medium Pulse Laser RT	1	2	
Micro Pulse Laser	RT	1	.5
ER Micro Laser	RT	1	.25
Medium Pulse Laser	LT	1	2
Micro Pulse Laser	LT	1	.5
ER Micro Laser	LT	1	.25
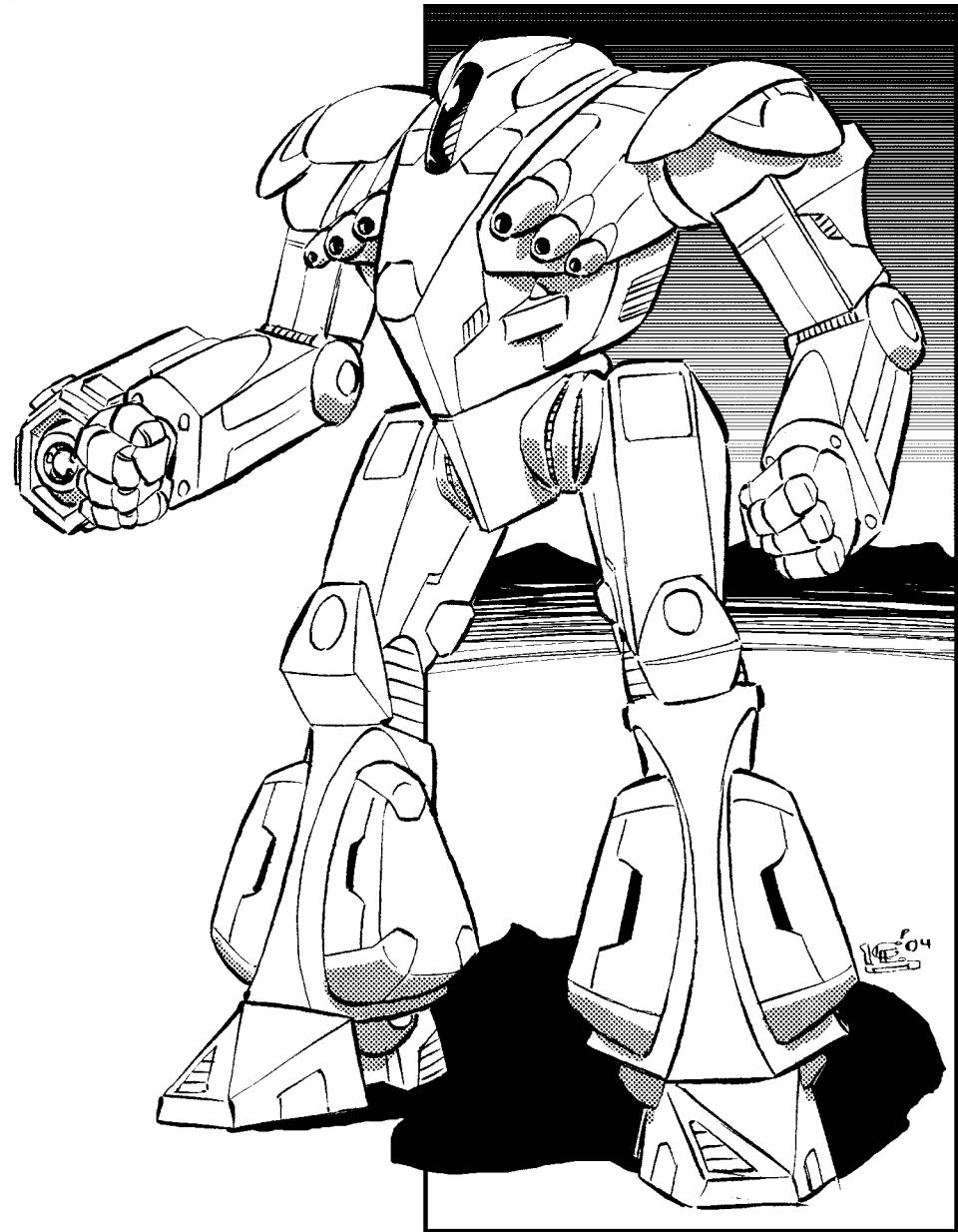
Mass: 35 tons
Chassis: Type D-SA Modified Endo Steel
Power Plant: Series V Fusion 315 XL
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: Clan Type 2 Light
Jump Capacity: 210 meters

Armor: Epsilon Compound 31 Ferro-Fibrous
Armament:
  1 Pattern C4 Streak SRM-4 Launcher
  2 CC 3-rack Advanced Tactical Missile Systems
Manufacturer: Irece Alpha
Primary Factory: Irece

Communications System: NCO System 7
Targeting and Tracking System: Build 1 HLF TTS

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

A minor mystery to Inner Sphere analysts since its first appearance in the mid-3050s, the existence and development of the Clans' *Jenner IIC* light 'Mech has spawned numerous theories as to just how much contact the children of Kerensky had with the Inner Sphere between their disappearance in 2784 and their 3050 return. One of the more intriguing theories suggests that the Minnesota Tribe incident of 2825 was, in fact, a Clan reconnaissance mission in which Nova Cat warriors acting as spies for the Clans engaged Combine forces on Jarrett and captured some *Jenner*s for study. Like all such theories, this one may help explain some mysteries of history, but remains little more than a rumor.

While the original development has remained shrouded in mystery, the newest iteration can be laid squarely on the shoulders of Clan Nova Cat. Following the success of the *Griffin IIC* and *Shadow Hawk IIC* upgrades, Clan Nova Cat moved quickly to upgrade the *Jenner IIC* as well.

In a bizarre move, the Nova Cats appear to still be producing the original base model of the *Jenner IIC*—in addition to the newest *IIC* 4

model—but with the new upgraded appearance, as well. Speculation centers on the Nova Cats' limited resources coupled with their desire to present a strong front; a speculation not without merit, as even the newest model is almost identical to the original. In the end, the ever-enigmatic Nova Cats and their visions make it impossible to determine exactly why they chose this path.

Capabilities

Thanks to Clan technology, the original *IIC* version of the *Jenner* featured enhanced maneuverability and a harder punch in combat, sporting twin SRM-6s and a Streak-4 rack in the center torso. This combination of firepower, far less energy-intensive than the Kurita *Jenner*, allows the 'Mech to run cool and is ideal for anti-vehicle and anti-infantry work. Though ammo dependency can hamper its effectiveness in marathon battles, most Clan engagements tend to be far more brief and brutal.

The current iteration, while updating the physical appearance of the *Jenner IIC* in accordance with the *Griffin/Shadow Hawk* program, maintains the same movement and protection profiles. The only significant change is the replacement of the SRMs with twin ATM3s.

Deployment

Clan Nova Cat remains the primary user of the *Jenner IIC*, employing the original model, its variants, and the current iteration, while most other Clans field only the original model. Indeed, the Nova Cats' reliance on the machine appears so great that considerable resources were spent to bring new manufacturing facilities on-line to begin production of the newest iteration of this fast and versatile scout in the Inner Sphere.

Variants

Since its first appearance, two variants of the *Jenner IIC* have been spotted among the Clans. The first, uncommon beyond the Nova Cats, mounts an LRM-5, ER large laser and small pulse laser in place of the Streak-4 and SRM-6s. The second, less radical refit swaps the Streak launcher for a Narc launcher and replaces the arm-mounted SRMs with a quartet of small pulse lasers. Neither of these variants appears very popular outside the Nova Cats.

CLAN

JENNER IIC 4

Type: **Jenner IIC** Technology Base: Clan
Tonnage: 35
Battle Value: 1,052

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	315 XL	11
Walking MP:	9	
Running MP:	14	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	67	3.5

	Internal Structure	Armor Value
Head	3	7
Center Torso	11	13
Center Torso (rear)		7
R/L Torso	8	6
R/L Torso (rear)		3
R/L Arm	6	3
R/L Leg	8	8

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 4	CT	1	2
Ammo (Streak) 25	RT	2	1
ATM 3	RA	2	1.5
Ammo (ATM) 20	RA	1	1
ATM 3	LA	2	1.5
Ammo (ATM) 20	LA	1	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
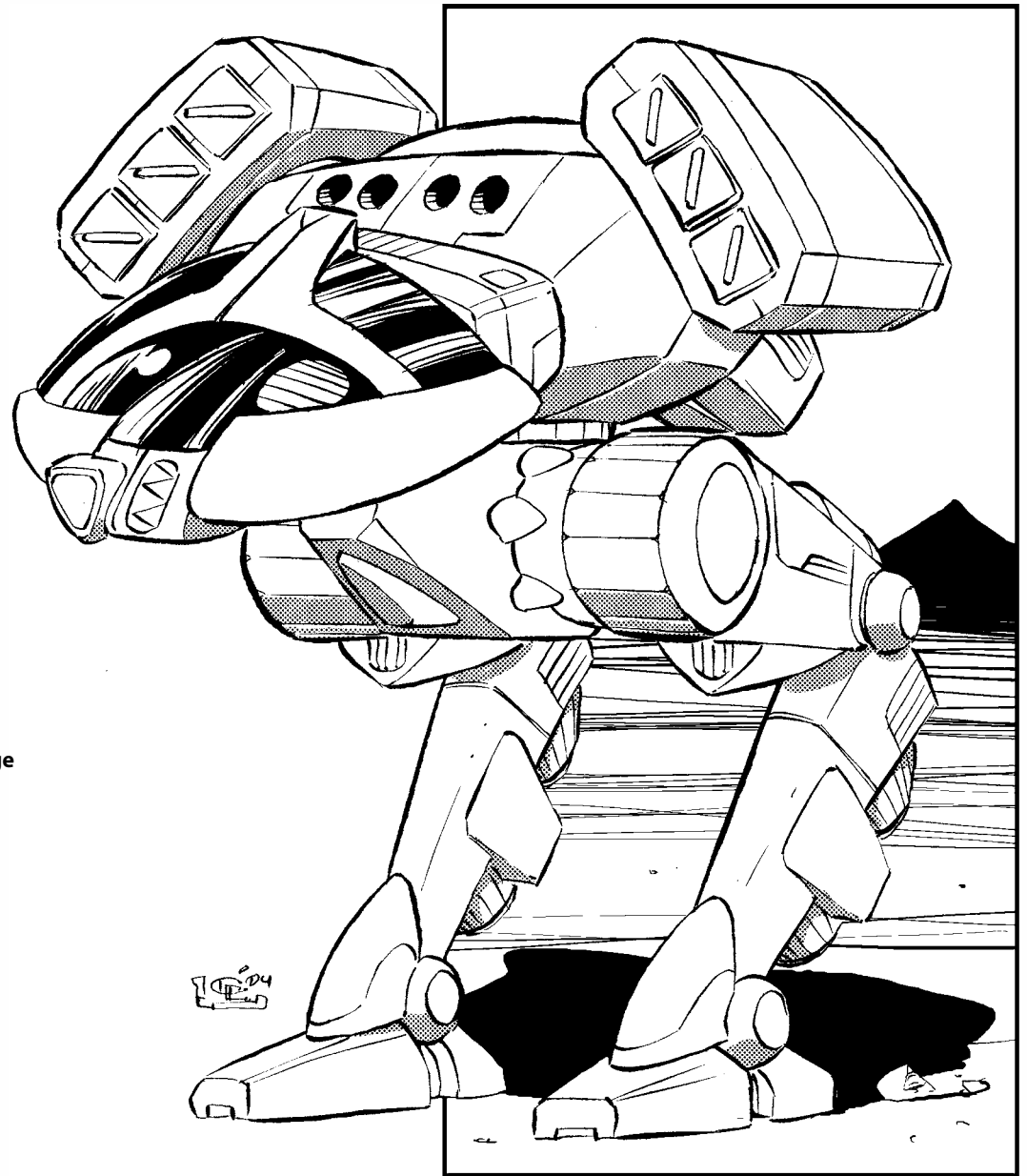
Mass: 35 tons
Chassis: Coriolis Class IIIb Endo Steel
Power Plant: LightForce 210
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Clan Light Series Mk. II
Jump Capacity: 180 meters
Armor: Compound Alpha

Armament:
4 Remer Series Beta ATM-3 Racks
1 General Systems ER Medium Laser
Manufacturer: Abysmal Manufacturing Complex
Primary Factory: Huntress
Communications System: JNE Integrated
Targeting and Tracking System: TRTTS Mark II

Overview

Following the annihilation of Clan Smoke Jaguar, the Goliath Scorpions moved quickly to seize the Abysmal continent on Huntress, the Jaguars' former homeworld. This bold move netted the Scorpions technical data on ProtoMechs and also gave them control of the Abysmal Manufacturing Complex, an isolated facility established by the Jaguars when they first settled Huntress. The Jaguars had long neglected the complex, which could only manufacture light 'Mechs. The Goliath Scorpions considered their prize an important asset, and have extensively refitted it to produce the *Peregrine 4*. Intended as a limited production run to work the bugs out of the renovated manufacturing lines, the redesigned *Peregrine* has proven so successful that the Scorpions have decided to continue with full-scale production.

Capabilities

Forsaking the crutch of pulse laser technology, the *Peregrine 4*'s new weapons array makes extensive use of a recent weapon development, the Advanced Tactical Missile System. With two ATM-3 launchers in each arm, the Peregrine packs a lethal and versatile punch. Three tons of ATM ammunition gives the *Peregrine* great flexibility in tailoring its missile selection to each mission. A centerline medium laser serves as a back-up weapon when the ammo bins run dry. Finally, Goliath Scorpion technicians abandoned the old curved armor design to simplify manufacturing and maintenance.

Clan Snow Raven fields a *Peregrine* chassis identical to the Goliath Scorpion redesign, which suggests an accommodation between the two Clans.

Deployment

Surprisingly, many Scorpion warriors have not received this new *Peregrine* well. Instead, the 'Mech has found a market elsewhere, most prominently in the garrison Clusters of Clan Snow Raven's Kappa Galaxy. The unheralded arrival of a fast ATM platform came as a rude shock to Clan Wolf, momentarily stalling their drive to snap up territory on Circe.

As in the past, the Snow Ravens have supplied Clan Blood Spirit with much-needed BattleMechs, and several *Peregrine*s have found their way into the Spirits' Iota Galaxy. Though the sophisticated (and expensive) ordnance used by these new 'Mechs goes against standard Blood Spirit combat doctrine, ATM launchers have proven an effective counter to Star Adder heavy lasers.

A variant of the *Peregrine 4*, armed exclusively with energy weapons, appeals to the duellist and is quite popular with the warriors of the newly formed Chi Galaxy and the mystical Seekers. Pursuit of Star League-era artifacts can take these Scorpions far from support, a situation where dispensing with the need to carry spare ammunition is a major asset. The Thirty-fifth Scorpion Hussars have also received this variant, often fielding it in "friendly" sparring matches with the Seventy-first Light Horse (of the Eridani Light Horse), who recently took up post as the SLDF garrison for the Star League embassy on Huntress.

Variants

The variant received with such acclaim by Scorpion warriors trades the ATM-3s for an ER large laser in each arm, while a single centerline medium laser using the new heavy laser technology provides extra punch at short range.

LIGHT

MEDIUM

HEAVY

ASSAULT

CLAN

Type: **Horned Owl**
Inner Sphere Designation: **Peregrine**
Technology Base: Clan
Tonnage: 35
Battle Value: 1,198

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	96	5

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

Weapons and Ammo	Location	Critical	Tonnage
2 ATM 3	RA	4	3
Ammo (ATM) 20	RT	1	1
2 ATM 3	LA	4	3
Ammo (ATM) 40	LT	2	2
ER Medium Laser	CT	1	1
Jump Jet	RT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	LT	1	.5
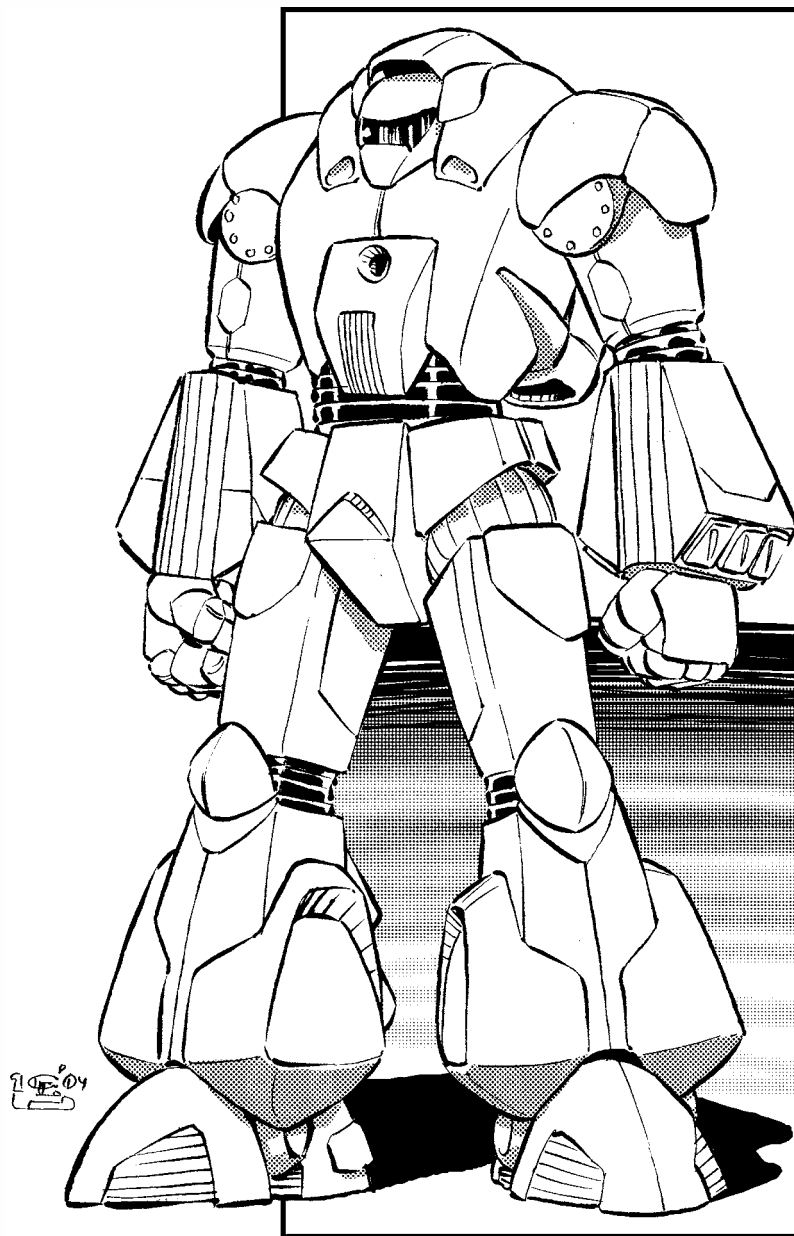
Mass: 50 tons
Chassis: Puma Type Medium Endo Steel
Power Plant: Consolidated Fusion 350 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: BMP Mk. XXI
Jump Capacity: 210 meters

Armor: Alpha Plate Special Ferro-Fibrous
Armament:
1 Type 9 Series 1 Advanced Tactical Missile System
2 Series 14NC Medium Pulse Lasers
Manufacturer: Irece Alpha
Primary Factory: Irece

Communications System: JNE II Integrated
Targeting and Tracking System: Build 4 CAT Advanced TTS

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

Rebuilding a shattered Touman for any Clan is a daunting process, even with an established infrastructure. For the Nova Cats, whose infrastructure could barely keep existing units in the field operational, let alone replace units lost after the Ghost Bear-Combine war, rebuilding proved a Herculean task. The Nova Cats' continued reliance on the Draconis Combine might not last forever. It hurt their pride and threatened to demoralize them in the long run. Khan Santin West and his Nova Cats would need to overcome this challenge if they wanted to survive as a Clan.

Nova Cat scientists, technicians and Galaxy Commanders sought an alternative method to rebuild their depleted Touman. unable to replace the large number of lost OmniMechs, they upgraded existing BattleMechs instead. The first such candidate was the *Hellhound* because of its solid combat record and the implications of its name. All agreed that retooling this 'Mech would go a long way toward shoring up the Nova Cats' battered forces.

To meet new Nova Cat battle doctrines, the *Hellhound*'s performance profile needed refining, which meant the Cats needed help from their longtime friend and ally, Clan Diamond Shark. Khan West contacted Shark Khan Barbara Sennet via the Chatterweb and offered three *Carrack Merchant*-class vessels and the rights to the new *Hellhound*, in exchange for all the necessary materials and components for building it. Khan West also requested aid in rebuilding the Cats' infrastructure, including new factories on Irece and Avon. The Diamond Sharks eagerly agreed to the deal.

Capabilities

The *Hellhound 2* derives its power from a large 350 extralight engine, which gives it speed superior to most medium 'Mechs. Its Mk. XXI jump jets significantly enhance the new *Hellhound*'s maneuverability.

This new variant delivers a devastating missile barrage with a Type 9 ATM missile system. Backing up the ATM-9 are two medium pulse lasers linked to an advanced targeting computer. An endo steel frame allows this medium 'Mech to carry its impressive weapons load. Finally, the 'Mech carries nine tons of ferro-fibrous armor. These changes drastically altered its look compared to its predecessor.

Deployment

Currently, all Nova Cat Galaxies field the new *Hellhound*. Diamond Shark Spina Galaxies field a few Stars of these 'Mechs, as do Clan Wolf (in-Exile) and Clan Coyote. The Nova Cats honored the Second Arkab Legion and the Ryuken-ni with a few new *Hellhound*s as well.

Variants

A third variant of the original Hellhound is armed with medium heavy lasers and an ER large laser supported by a targeting computer. Variant four, designed with Elementals and battle armor troops in mind, carries heavy medium lasers, light machine guns, a medium pulse laser, Streak SRM-6s and a targeting computer. Delta Galaxy deploys the largest concentration of this variant, enhancing anti-infantry operations. The fifth variant, which quickly gained popularity among Nova Cat warriors, employs ATM 6s and ER medium lasers.

CLAN

Type: **Conjurer**
Inner Sphere Designation: **Hellhound**
Technology Base: Clan
Tonnage: 50
Battle Value: 2,097

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	350 XL	15
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	169	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo	Location	Critical	Tonnage
ATM 9	RA	4	5
Ammo (ATM) 21	RA	3	3
2 Med. Pulse Lasers	LA	2	4
Targeting Computer	H	1	1
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
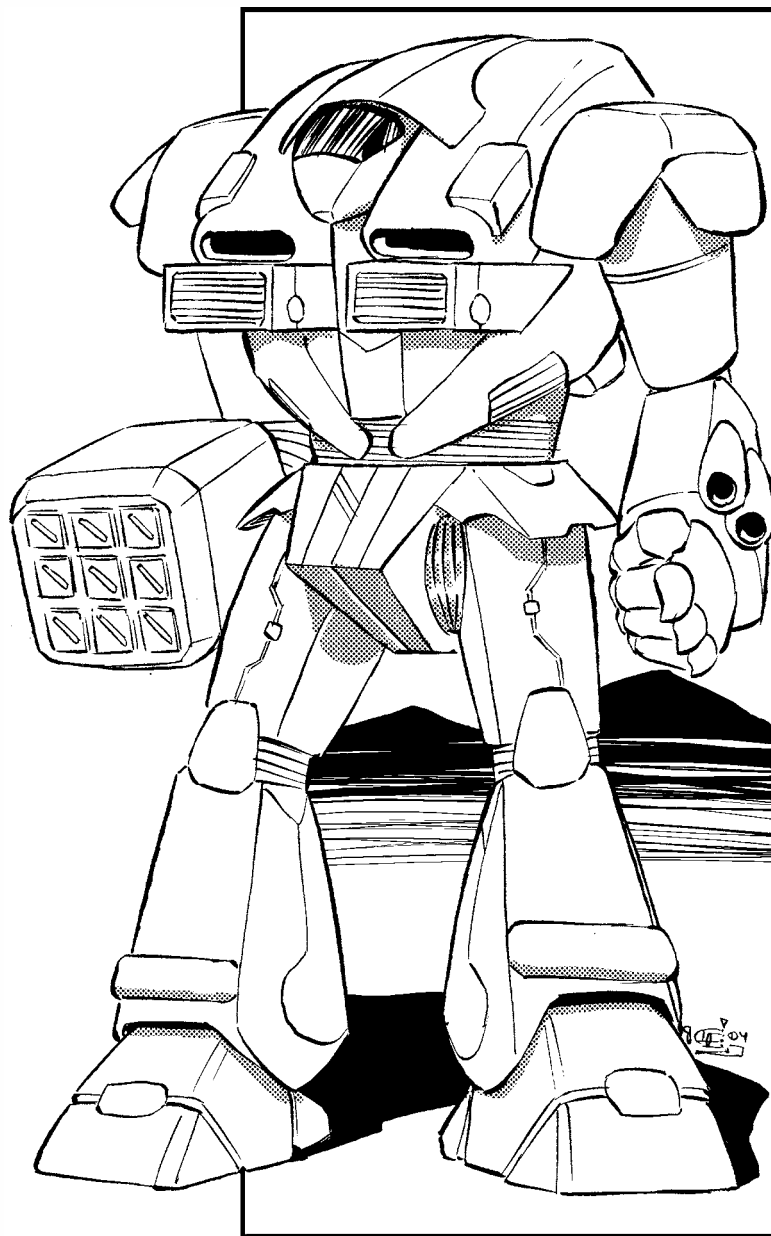
Mass: 55 tons
Chassis: Viper MR6 Endo Steel
Power Plant: New Kent Type 105 330 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Pryzhok WM 5
Jump Capacity: 180 meters

Armor: Compound V133/b Ferro-Fibrous
Armament:
1 Clan Mk. XVII Extended Range PPC
1 Fang Series-A 3-rack Advanced Tactical Missile System
3 Series 5K Heavy Medium Lasers
2 Pattern D-II SRM-2 Launchers

Manufacturer: Clan Steel Viper
Communications System: Mercer 950
Targeting and Tracking System: GEG Pattern 500/3 with Targeting Computer

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

Though a mystery to the first ComStar operatives who saw it in the Clan Occupation Zones, expanded knowledge of the Clans has shed light on the purpose and development of the *Goshawk* (*Vapor Eagle*), fielded primarily by Clan Steel Viper. Principally developed as a dueling 'Mech rather than a line combat unit the base model relied on excellent maneuverability and a series of pulse lasers mated to a targeting computer for maximum effect in one-on-one battles. The lessons of recent years, however, prompted the Vipers to field 'Mechs increasingly better suited to larger and more fluid engagements, resulting in the birth of this latest variant.

Capabilities

Leaving the 'Mech's mobility and overall chassis design intact, the Steel Vipers upgraded the *Goshawk*'s primary firepower with the latest and most powerful weaponry at their disposal. They swapped the right-arm large pulse laser for a devastating extended-range PPC and replaced the medium pulse lasers with more dangerous heavy versions, but by far the most combat-effective alteration was the replacement of the left-arm machine gun pod with an ATM-3 system. Though this new weapons configuration slightly decreases the *Goshawk*'s dueling accuracy, the heavier punch associated with these weapons enables its pilot to take out his enemies more quickly and decisively.

Deployment

The Steel Vipers began producing the new *Goshawk* model soon after their ejection from the Inner Sphere by Clan Jade Falcon, which has led to speculation as to whether the new variant resulted from a broader Viper view of combat prompted by their defeat. To date, many of these machines appear to fill gaps in the ranks of several front-line units, where they have seen combat against rival Clans such as the Snow Ravens and Star Adders in the Vipers' ongoing campaign to secure a dominant position in the Clan homeworlds.

Variants

The original *Goshawk* remains popular among the Vipers as a dueling 'Mech only, and rarely sees combat outside of garrison duty. A second variant, sporting a torso-mounted ultra Autocannon/10, has been known to play a similar role but remains far less popular.

Another, far more radical variant—the *Goshawk 4*—swaps the original weapons load and targeting computer with a mix of seven extended-range lasers and two ATM-6 launchers. The heat generated by this brutal array of weaponry is hardly mitigated by the removal of the familiar jump jets and the additional heat sinks the 'Mech must carry.

CLAN

GOSHAWK 3

Type: **Vapor Eagle**
Inner Sphere Designation: **Goshawk**
Technology Base: Clan
Tonnage: 55
Battle Value: 2,466

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	172	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	28
Center Torso (rear)		5
R/L Torso	13	20
R/L Torso (rear)		5
R/L Arm	9	16
R/L Leg	13	24

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
Heavy Medium Laser	LT	2	1
SRM 2	LT	1	.5
Ammo (SRM) 50	LT	1	1
2 Heavy Med. Lasers	RT	4	2
Targeting Computer	RT	2	2
SRM 2	RT	1	.5
ATM 3	LA	3	1.5
Ammo (ATM) 20	LA	1	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
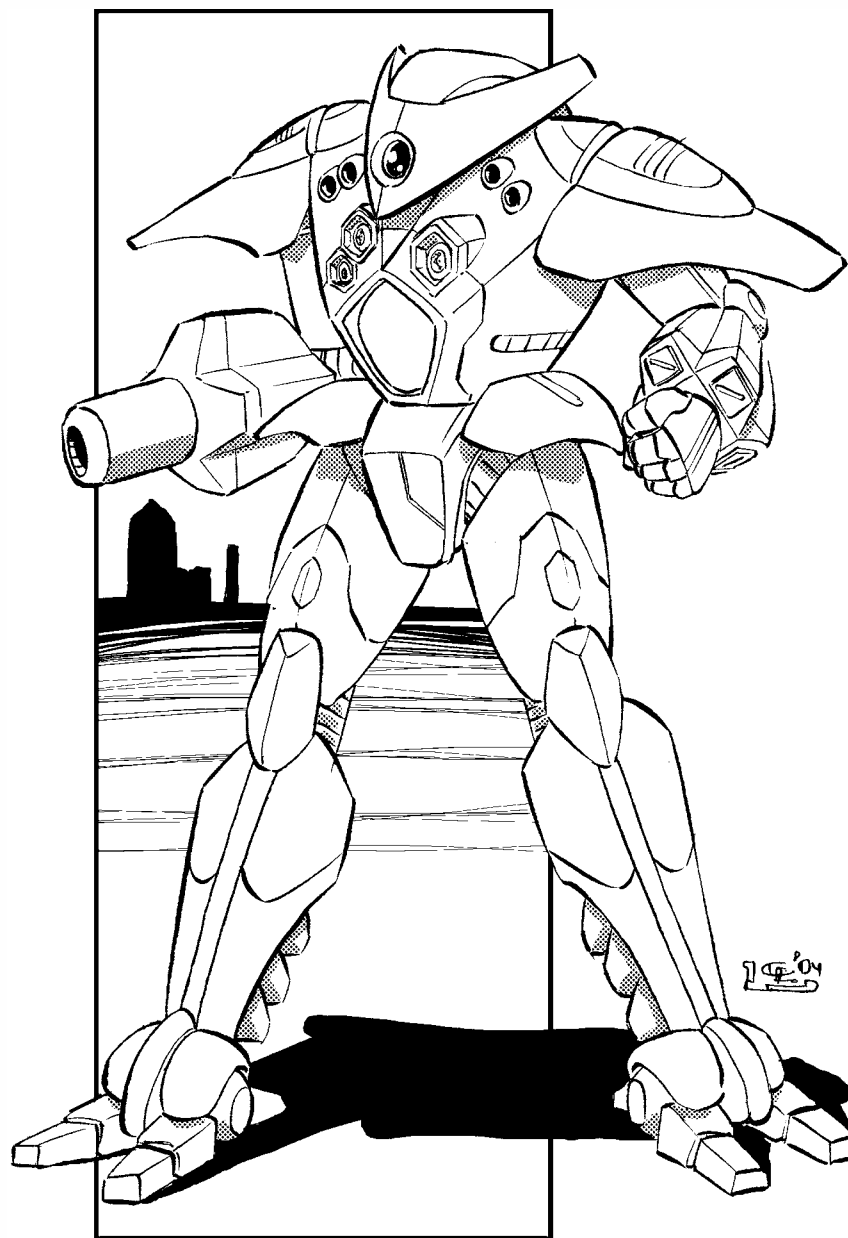
GALAHAD 3

Mass: 60 tons
Chassis: Heavy-Series LX Endo Steel
Power Plant: Fusion 240 Mk. V
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None

Jump Capacity: None
Armor: Forging ZM15 Ferro-Fibrous
Armament:
    2 Type DDS Kingston Extended Range PPCs
    3 Series 6A Heavy Medium Lasers
    2 Series PPS-XIX Medium Pulse Lasers

Manufacturer: Dagda Industriplex Zeta
Communications System: XS-485 Mk. IV
Targeting and Tracking System: GH D8j TTS

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

The *Galahad* is among the most common second-line BattleMechs deployed by the Clans. Directly descended from an early Star League-era 'Mech, itself little more than a redesign of the venerable *Rifleman*, the Clan *Galahad* (renamed *Glass Spider* in the 29th century) became a staple of second-line forces.

Like any other design hailing from the Star League era, the *Galahad* eventually began show its age. Most Clans remained content to produce the same old *Galahad*, but Clan Star Adder chose to incorporate new technologies and upgraded systems into the venerable design.

Capabilities

Adder technicians based this new incarnation of the *Galahad* on a popular field refit, the *Galahad 2*. It carries a pair of Kingston extended-range PPCs, giving it almost the same range and damage potential as the 'Mech's original configuration. This new configuration also sports a significant close-in arsenal, keeping the two torso-mounted medium pulse lasers of the *Galahad 2'* and replacing the three small pulse lasers with three heavy mediums. Like the *Galahad 2*, this new configuration ties all the beam weapons to an advanced targeting computer.

This formidable weapons array, a suite of active and passive sensors that can track more than a hundred air and ground targets, and a second-to-none communications system together make this new *Galahad* one of the most dangerous 'Mechs on today's battlefield. It can easily control a wide swath of territory without being susceptible to attack from an unexpected quarter.

Deployment

Though every Clan fields a large number of *Galahads* in its touman, the *Galahad 3* serves only in the touman of Clan Star Adder, who first fielded this 'Mech in early 3065 on York. Twenty-seven *Galahad 3*s were assigned to assault the key Blood Spirit city of Monamora, six of them from the two support Trinaries tasked with air defense. Overall, the new *Galahad* performed extremely well, but the six machines assigned to air defense ultimately won the battle. Assigned alongside support 'Mechs like the *Rifleman IIC* and the *Kraken*, these *Galahads* linked their sensor suites with those of their Starmates to gain complete control of the skies over Monamora. The *Riflemans*' RADAR and LIDAR systems picked up Blood Spirit fighters long before they reached the battlefield. Directed by the *Galahad*s, the two Trinaries brought down twenty-nine Spirit fighters, while the Adder assault force shot another seventeen from the sky. That sealed the fate of Monamora, where more than a Cluster of Blood Spirits got wiped out.

Variants

The *Galahad 3* is the third significant variant of the modern *Galahad* to be deployed, but the most numerous remains the 'Mech's primary configuration. It mounts a single Gauss rifle in each arm, fed by five cross-linked bins containing a total of forty rounds of ammunition.

The *Galahad 2*, which Clan Wolf debuted more than a century ago, mounts an arsenal of pulse lasers: two large, two medium and three small, all tied to an advanced targeting computer. This variant is by and large the more favored of the two, though far less common.

CLAN

Type: **Glass Spider**
Inner Sphere Designation: **Galahad**
Technology Base: Clan
Tonnage: 60
Battle Value: 2,508

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	201	10.5

	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	28

Weapons And Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
ER PPC	LA	2	6
3 Heavy Med. Lasers	RT	6	3
2 Med. Pulse Lasers	LT	2	4
Targeting Computer	LT	4	4
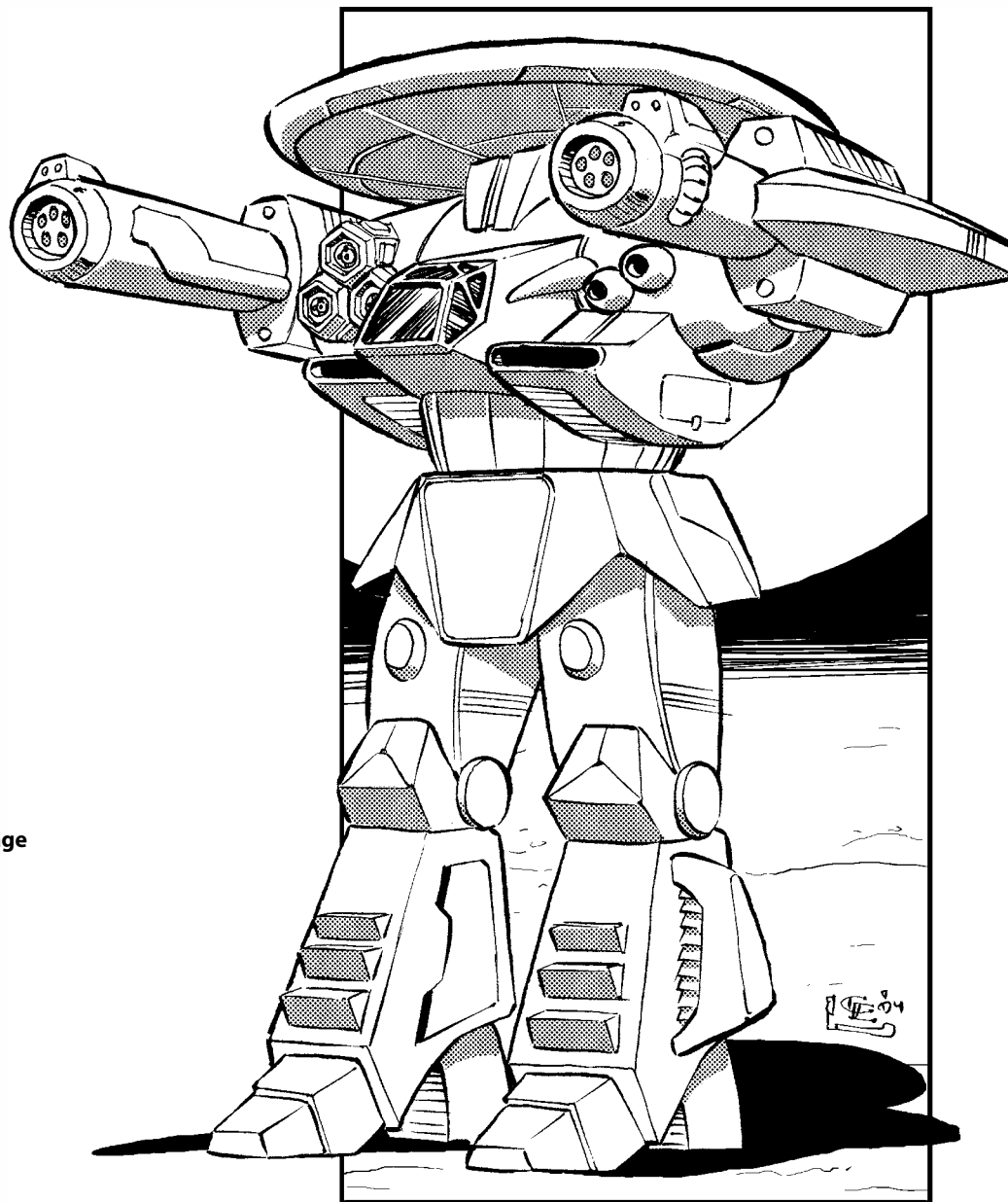
Mass: 75 tons
Chassis: Viper Endo Steel BP2
Power Plant: New Kent Model VII 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Pryzhok jump jets
Jump Capacity: 120 meters

Armor: Armorweave NK 62 Ferro-Fibrous
Armament:
2 Omega Large Heavy Lasers
2 Lambda Medium Pulse Lasers
4 Chi Series Small Pulse Lasers
2 Series XIb Machine Guns

Manufacturer: New Kent Armorworks
Communications System: Mercer 974
Targeting and Tracking System: GEG Pattern 491/8

LIGHT

MEDIUM

HEAVY

ASSAULT

Overview

Reworking the *Viper*, which had never achieved satisfactory results for its designers, became a significant priority for Clan Steel Viper upon their return to Clan space. Preliminary design work, oriented toward integration with available technologies, had taken place in the Inner Sphere, but the return to Clan space prompted a deeper rethink based wholly on Clan technologies. The resulting modifications kept the original *Viper*'s strengths while patching up its weaknesses. The result, rather than merely comparable to an Inner Sphere *Warhammer* or *Marauder*, considerably surpassed them and easily matched heaver designs like the *BattleMaster* and *Albatross*. The combination of armor and firepower enhanced with extraordinary speed and maneuverability for its size make the *Viper 3* (or *Black Python*, as the Clans call it) a deadly opponent.

Capabilities

The *Viper* is a large, fast heavy 'Mech. The standard weapon layout consists of paired large heavy lasers and medium pulse lasers in each torso, augmented by twin small pulse lasers mounted on each side of the 'Mech's forward facing. Twin machine guns—one in each arm—provide additional close-in firepower that is particularly deadly against infantry and light vehicles. All the weapons are tied to a targeting computer, placed in the heavily armored torso, which gives the 'Mech deadly accurate fire.

The upgraded *Viper* retains its predecessor's jump capability, combining sophisticated electronics with a rugged but aerodynamic form to eke maximum performance out of the jets. The *Viper 3*'s profile, while remaining distinctive, appears more robust than the former incarnation, which was often been derided as skinny and unbalanced. Though it uses the same basic chassis, the psychological advantage presented by the "new and improved" *Viper* is significant to a Clan seeking to re-forge its identity and destiny.

Deployment

Though technically a second-line design and thus disdained by Steel Viper trueborns, the *Viper 3*'s effectiveness—combined with recent reforms in the Clan—has led to its adoption throughout the touman. Examples appear in every Galaxy, though it is most plentiful in the garrisons around the Mercer building, where its distinctive shape has become synonymous with Clan Steel Viper.

Variants

The classic *Viper* remains in service with much of the Steel Viper touman, though it is slowly being phased out in favor of the upgrade. This legacy design features twin large pulse lasers instead of the heavy lasers. A variant on the outdated version uses alternate weapons in place of almost everything but the machine gun and small pulse lasers, Instead of the twin laser combination in the torso sections, the variant carries an Ultra-2 autocannon and an extended-range large laser.

The *Viper 4* variant sports an extended-range medium laser instead of the machine guns, making it more effective in an anti-armor role, but at the expense of vulnerability to infantry. This variant needs no ammunition, making it ideal for independent operations.

CLAN

Type: **Black Python**
Inner Sphere Designation: **Viper**
Technology Base: Clan
Tonnage: 75
Battle Value: 2,421

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	4	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	230	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		11
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo	Location	Critical	Tonnage
Large Heavy Laser	LT	3	4
Large Heavy Laser	RT	3	4
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	RT	1	2
2 Small Pulse Lasers	LT	2	2
2 Small Pulse Lasers	RT	2	2
Machine Gun	RA	1	.25
Machine Gun	LA	1	.25
Ammo (MG) 200	LA	1	1
Targeting Computer	RA	4	4
Jump Jets	CT	2	2
Jump Jet	LL	1	1
Jump Jet	RL	1	1
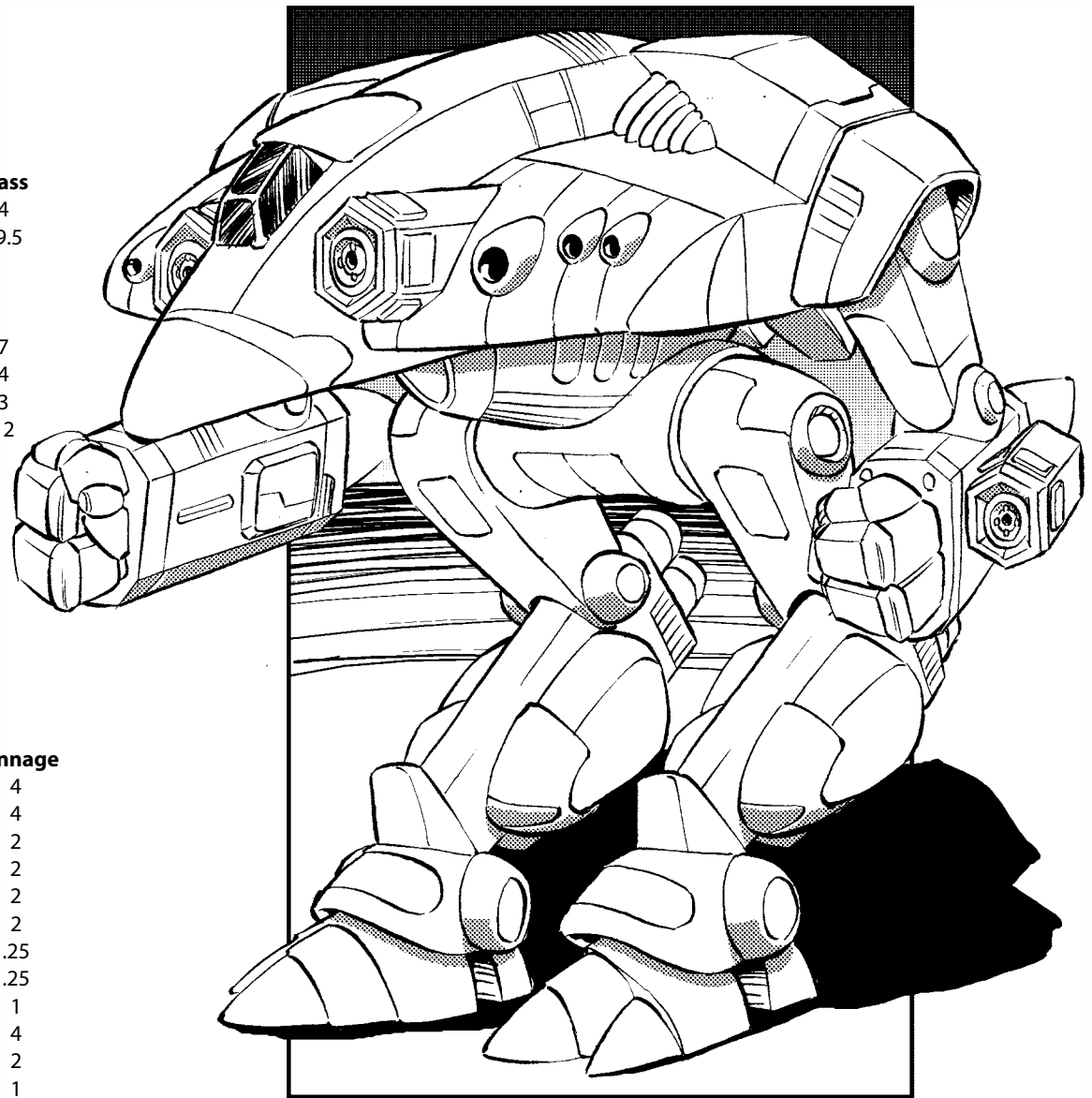
Mass: 100 tons
Chassis: Star League Monster
Power Plant: General Systems 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Grandthrust Mk 5
Jump Capacity: 90 meters

Armor: Compound 12A1 Standard w/CASE
Armament:
2 Series 4D-2 Heavy Large Lasers
4 Series 22a Heavy Medium Lasers
2 General Systems Heavy Small Lasers
2 Thunderstroke Series 2b Gauss Rifles
1 Shield-3 Anti-Missile System
2 Anti-Personnel Pods

Manufacturer: Tokasha Mechworks
Primary Factory: Tokasha
Communications System: Garret L15
Targeting and Tracking System: RCA Instatrac Version 8a

Overview

While Clan Goliath Scorpion's drive to seize assets belonging to the now-extinct Smoke Jaguars netted valuable assets and territory, it also left serious gaps in their touman. Khan Suvorov quickly plugged the holes in front-line formations by swapping out the best equipment from her second-line units, but needed those same troops to help hold Clan Scorpion's gains.

At his Khan's direction, Scientist Burk delved into the Scorpions' hoard of historical records held in the vast museum on Roche. There he discovered ancient plans for the mighty *Behemoth*, an assault 'Mech the Clans later developed into the *Stone Rhino*. Working from these plans, Burk managed to rapidly deliver the specifications for a powerful new 'Mech that could be put into immediate production at the Tokasha Mechworks.

Capabilities

A relic from the Amaris Civil War that brought down the first Star League and ultimately spawned the Clans, the original *Behemoth* came from one of Stefan Amaris' many last-ditch weapons development programs. Intended as an assault 'Mech capable of facing an entire BattleMech company, the lumbering prototype was so massive that its leg actuators failed during its sole test run. The project was scrapped and "Amaris' Folly" passed into legend. General Kerensky's troops discovered records of it after liberating Terra, and carried copies with them into exile.

The Smoke Jaguars (like the Goliath Scorpions after them) used these old plans as the basis of a new design. When Inner Sphere troops first encountered the *Stone Rhino*, they naturally applied the *Behemoth* designation.

The *Behemoth's* new incarnation mounts devastating new heavy lasers, a large, medium and small model in each arm. These weapon clusters can be retracted into heavily armored, shock-absorbing cowls, allowing the pilot to use the arms as battering rams. Two more heavy medium lasers cover the 'Mech's rear arc; two colossal dorsal-mounted Gauss rifles provide long-range firepower. An anti-missile system and leg mounted A-pods protect against missile and infantry attack.

Endeavoring to avoid the actuator problems that doomed the original *Behemoth*, Goliath Scorpion scientists redesigned the entire leg assembly. The new format gives the 'Mech a higher profile, but is also far better at absorbing the shock of landings when the *Behemoth* uses its powerful GrandThrust jump jets.

Deployment

Almost every second-line Scorpion Cluster received at least one new *Behemoth* as they marched out of Tokasha Mechworks. The loss of the Scorpions' Tokasha holdings to the Hell's Horses has temporarily halted deployment until the Scorpions can free up another manufacturing line. Clan Hell's Horses has continued to manufacture the *Behemoth* in small numbers, most of which serve in that Clan's Zeta Galaxy.

Variants

The Hell's Horses are rumored to be evaluating an alternative weapons configuration for the *Behemoth*. Sporting four arm-mounted large pulse lasers, this version reportedly replaces the Gauss rifles with ATM-9 launchers while downgrading the rear-firing weapons to ER microlasers. Additional heat sinks replace the anti-missile system and the A-pods.

LIGHT

MEDIUM

HEAVY

ASSAULT

CLAN

Type: **Stone Rhino**
Inner Sphere Designation: **Behemoth**
Technology Base: Clan
Tonnage: 100
Battle Value: 3,107

Equipment		Mass
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	44
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LT	6	12
Ammo (Gauss) 16	LT	2	2
Heavy Large Laser	RA	3	4
Heavy Med. Laser	RA	2	1
Heavy Small Laser	RA	1	.5
Heavy Large Laser	LA	3	4
Heavy Med. Laser	LA	2	1
Heavy Small Laser	LA	1	.5
Heavy Med. Laser	RT (R)	2	1
Heavy Med. Laser	LT (R)	2	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
A-Pod	RL	1	.5
A-Pod	LL	1	.5
Jump Jet	CT	1	2
Jump Jet	LL	1	2
Jump Jet	RL	1	2
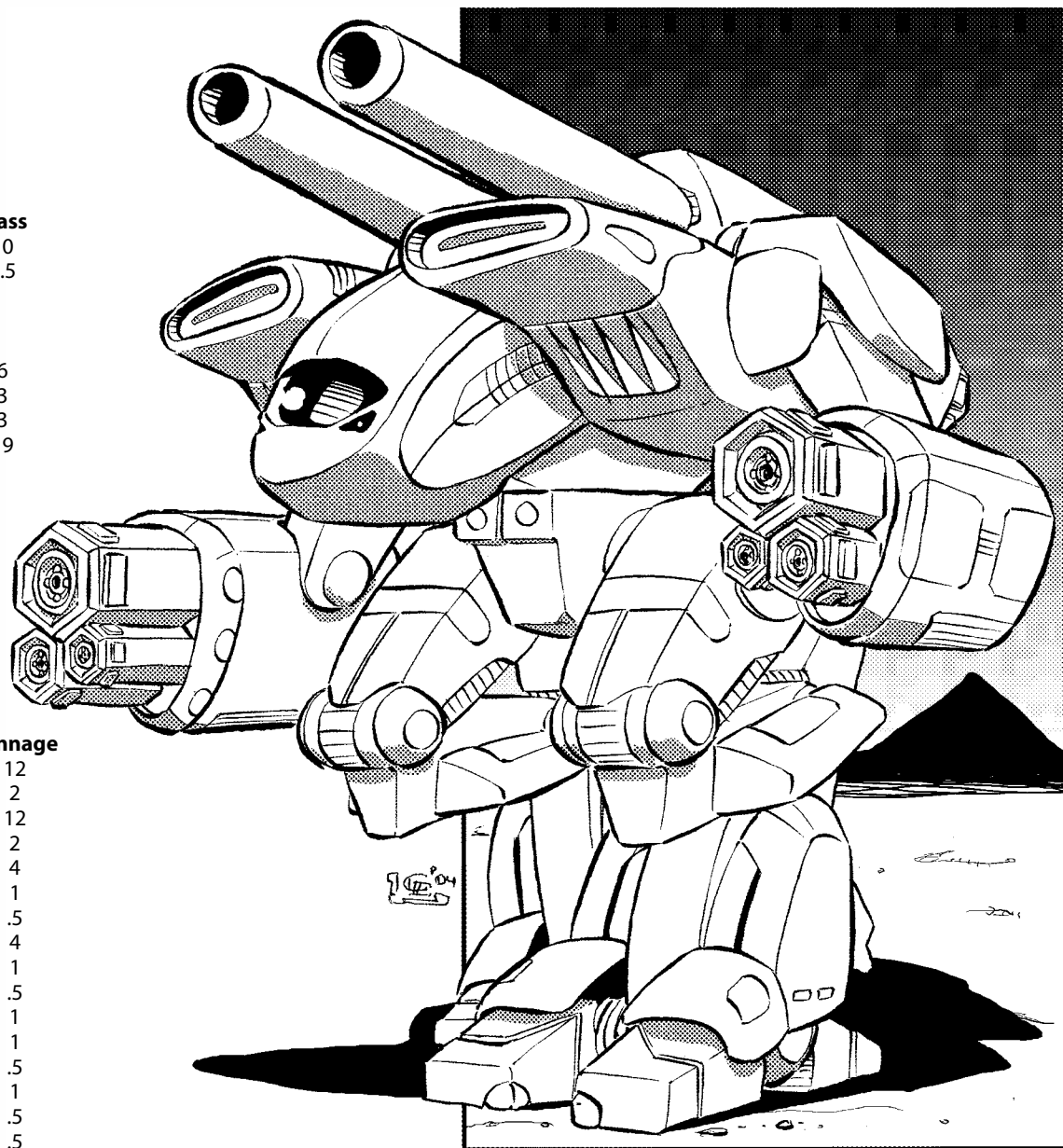
KRAKEN 4

Mass: 100 tons
Chassis: Type AXT, Mk. XX
Power Plant: Fusion 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None

Jump Capacity: None
Armor: Forging C745
Armament:
    2 Model SH Ultra-20 Autocannon
    3 System 4 ATM-6 Launchers
    1 Series 7K Extended Range Large Laser

Manufacturer: Tokasha MechWorks Alpha;
    Olivetti Weapons, Sudeten
Communications System: JNE Integrated
Targeting and Tracking System: Series VI TTS

Overview

The *Kraken*, called the *Bane* among the Clans, was first constructed in the early 29th century. Based on plans for a Star League BattleMech that never reached the prototype stage, the *Kraken* served as a key assault 'Mech in the Clans' arsenals. Over time it came to serve secondary roles, but nevertheless remained a principal member of many Clan defense units, and so made a logical choice for an upgrade.

Capabilities

In upgrading this BattleMech, Clan technicians and engineers gave it more than just a facelift. They reworked the entire design, incorporating two hundred years of fixes, minor updates and field refits. They also strengthened the base frame at key spots, making it a more stable firing platform and far less susceptible to critical failures during the heat of battle. Most internal components remain the same, though the design team altered the placement of some subsystems. Because of this, as well as the new weapons configuration, the *Kraken 4* looks very different from its predecessor.

Like the original *Kraken*, this upgrade centers its weapons loadout around the Ultra-series autocannon. Instead of mounting an array of the lightest autocannons, however, the new *Kraken* mounts a pair of the heaviest Ultras in existence, one in each arm. This array gives *Kraken* pilots, historically assigned to defensive duties, the necessary punch to destroy heavily armored attackers. Unlike the other *Kraken* configurations, the *Kraken 4* carries significant secondary weapons. Three ATM-6 racks add to this *Kraken's* close-in bite and enable it to effectively strike opponents at any range. An extended-range large laser rounds out the weapons complement.

Deployment

Built by the Jade Falcons in Clan space and in their Occupation Zone, the *Kraken 4* is rapidly replacing older versions throughout that Clan's touman. Though fielded too late to take part in the Falcons' 3064-65 incursion into the Lyran Alliance, the *Kraken* has seen a fair amount of action against Lyran troops on the world of Blair Atholl, as well as during subsequent Lyran strikes on Pandora. On both worlds, the 'Mech's first appearance took the Lyran attackers by surprise, tearing them to shreds and forcing them

to retreat. In the Arc-Royal Theater, the new *Kraken* already has a reputation as a deadly and powerful opponent.

Variants

Three other *Kraken* variants serve well within the Clans' second-line forces. The most common variant is armed with five Ultra-2 autocannons in each arm, along with four machine guns for anti-infantry support. The *Kraken 2* mounts two Ultra-10 autocannons in each arm, keeping the four machine guns. With a staggering fourteen tons of ammunition, this 'Mech can maintain a significant volume of fire throughout lengthy engagements.

The third variant mounts four LRM-15 launchers in each arm. Sixteen tons of ammunition allow this 'Mech to continue firing though most fire-support missions. A single one-shot Streak SRM-4 is its only back-up weapon, however.

CLAN

Type: **Bane**
Inner Sphere Designation: **Kraken**
Technology Base: Clan
Tonnage: 100
Battle Value: 2,709

Equipment		Mass
Internal Structure:		10
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:	304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		13
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/20	RA	8	12
Ammo (Ultra) 10	RA	2	2
Ultra AC/20	LA	8	12
Ammo (Ultra) 10	LA	2	2
2 ATM 6	RT	6	7
Ammo (ATM) 30	RT	3	3
ER Large Laser	RT	1	4
ATM 6	LT	3	3.5
Ammo (Ultra) 10	LT	2	2
Ammo (ATM) 10	LT	1	1
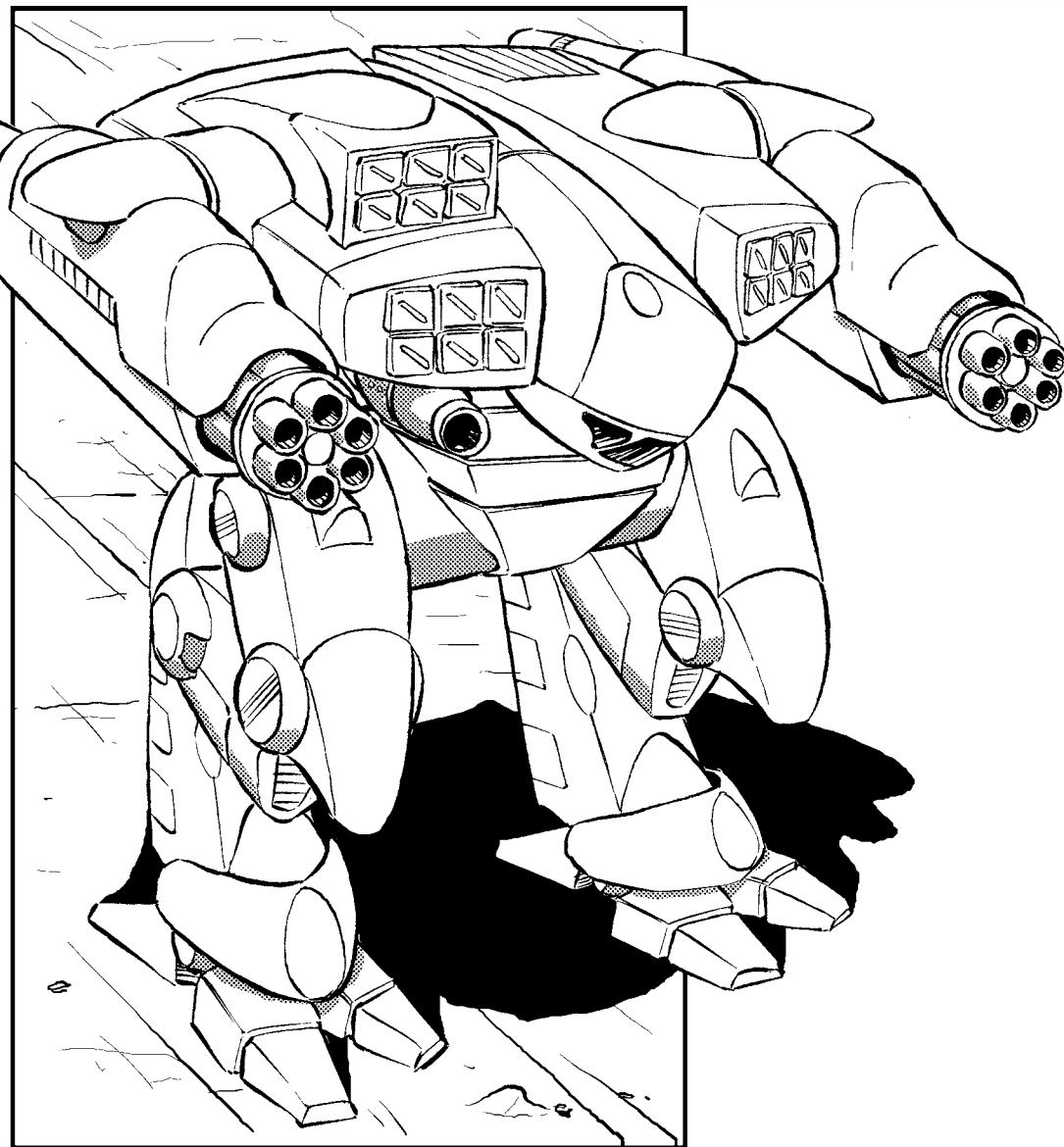
SOLARIS VII BATTLEMECHS

We obtained the following report through our agents on Solaris VII. After careful consideration, including extensive verification and cross-checking with our own people, I submit it unaltered for inclusion in this document. I must conclude that ComStar has either significantly increased their quality control, or their claim of being more open with their information is true…as far as it goes, of course.

—Captain Ryn Nikoli
Battlefield Intelligence, Wolfnet
17 August 3067

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Ever since the first duel between an Orguss Industries *Phoenix Hawk* and a Defiance Industries *Sentinel* in 2695, Solaris VII has been home to an industry that blends humankind's ultimate tools for warfare with the thrills of competition and savage entertainment.

The Games, originally little more than dramatic demonstrations waged by professional test pilots, have given the public access to a new form of gladiatorial combat, waged by hulking pseudo-humanoid war machines, that is now mimicked on dozens of worlds throughout the Inner Sphere. Even the Clans—for all their protests to the contrary— unknowingly imitate these games with their ritualized dueling customs and elaborate rites of passage.

Most BattleMechs are built for the battlefield, where anything can happen and the stakes are the rise and fall of entire star empires. Therefore, it has not typically been ComStar policy to cover the one-offs and experimental machines forged and destroyed in the crucible of Solaris VII's arenas. Indeed, between custom configurations and scratch-built designs, documenting all these machines would consume an entire series of volumes, while accomplishing little more than overwhelming a hapless reader with extraneous details. Few of these 'Mechs, after all, would appear on a real battlefield today.

Times change, however. Nowadays, not *every* machine that grabs the media's attention under flashing spotlights before screaming, bloodthirsty crowds is a mere one-shot design, to be discarded again so lightly. In fact, Solaris VII is home to many design firms and small manufacturing centers—companies like Vining Engineering and Salvage Team (VEST), Omnitech, Solaris Arms and Innovative Design Concepts (IDC)—that have made names for themselves by offering 'Mechs purpose-built for the arenas. Many of their designs use technologies so new, untested, expensive or hard to maintain that even the Great House armies find them too troublesome for battlefield use—a fact that cannot hold true forever.

I therefore devote the following report to exploring these unusual 'Mech designs as possible harbingers of the future. Though a few of them have been dealt with before in short bulletins, many of these have changed their appearance and capabilities in the decades or so since, thanks to ongoing modifications in arms technology and in manufacturing processes. After all, many of the companies that produce these machines routinely manufacture such designs for only a few small orders at a time, between which the line is frequently closed down and then reopened to meet consumer demand or accommodate a recent modification. As a result, while many of these homegrown arena 'Mechs might rely on the same basic engineering, these machines are as much works of art and craftsmanship as marvels of military technology and engineering.

—Anthony Scaglioni
 Demi-Precentor IX-Omega
 ComStar Compound, Solaris VII
 20 January 3067

PRC-1N PORCUPINE

Mass: 20 tons
Chassis: IDC-PRC01 Lite Endo-Steel
Power Plant: Edasich Motors 180 XL
    with Supercharger
Cruising Speed: 97 kph
Maximum Speed: 151 kph, 194 kph
    w/Supercharger

Jump Jets: None
    Jump Capacity: None
Armor: Lexington Limited High Grade
    Ferro-Fibrous w/ Spikes
Armament:
    4 Defiance B3M Medium Lasers

Manufacturer: Innovative Design Concepts
    Primary Factory: Solaris VII
Communications System: Angst Clear
    Channel 3
Targeting and Tracking System: Angst Clear
    View 2A

Overview

Solaris BattleMech design firm Innovative Design Concepts (IDC) recently unveiled the PRC-1N *Porcupine* as the company's first experimental BattleMech designed with the lightweight Class Two arenas in mind. Billed as a "speed demon with attitude," this small machine spares no expense in structure, armor or engine power, affording its pilots the best protection and speed possible for its weight. But while the sales pitch describes the lightning-fast charge specialist as a devastating contender in the modern arena, critics have already begun to decry the *Porcupine* as a "spinning ball of doom" for any MechWarrior insane enough to drive one.

Capabilities

Unlike conventional light BattleMechs, which commonly serve as scouts or patrol units in military formations, the *Porcupine*, designed for the Solaris arenas, is not built simply for speed and sniping. Indeed, with its combination of a powerful extralight engine, an experimental supercharger and reinforced spikes that cover its entire upper body, the *Porcupine* as a whole becomes a weapon more dangerous than its quartet of medium lasers. With speeds approaching 200 kilometers per hour and reinforced spikes to thwart most physical attacks that can doom other light 'Mechs, the *Porcupine* is hard to hit and a remarkably tough contender for its size. The greatest benefit of the spikes-and-speed combination, however, is the sheer devastation of a *Porcupine* charge—a dubious distinction for a machine so light. With a single, well-timed

ramming attack, the *Porcupine*'s spikes can easily tear through armor already worn down by repeated strikes from the 'Mech's medium lasers. The biggest challenge for *Porcupine* MechWarriors is surviving long enough to deliver such a strike.

Deployment

Zelazni Stables recently purchased two *Porcupine*s, becoming the first major stable to put this machine through its paces in real combat. Unfortunately, after a less-than-stellar performance by one during a recent grudge match between Zelazni and Tandrek stables, Victor Zelazni has reportedly started looking for anyone interested in taking the other *Porcupine* off his hands.

Variants

IDC offers a more practical and deadly variation of the *Porcupine* that retains much of its outward appearance but is massively reconfigured on the inside. This version, designated the PRC-2N, uses a smaller—but far more expensive—160 rated IDC-VX XXL engine in place of the supercharged Edasich 180, and uses the same endo steel chassis as the -1N model. It also swaps the reinforced spikes and ferro-fibrous armor for cosmetically enhanced standard armor to give maximum protection against weapons fire, and a smaller, more cramped cockpit opens up as much interior space as possible. This interior space is crammed with two extended-range medium lasers, two experimental X-pulse small lasers and an extended-range small laser, in addition to the four standard medium lasers of the original.

Unfortunately, while this payload makes the variant *Porcupine* particularly dangerous in close combat, even its upgraded double heat sinks cannot vent more than half the waste heat generated by these weapons. Combined with the increased vulnerability and cost of the prototype engine, this factor alone can make the *Porcupine*-2N an easy kill for its opponent, and an expensive way for the overly daring—or the just plain stupid—to die.

PRC-1N PORCUPINE

Type: **Porcupine**
Technology Base: Inner Sphere (Experimental)
Tonnage: 20
Battle Value: 870

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	180 XL	3.5
Walking MP:	9	
Running MP:	14 [18]	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	62	3.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	6	8
Center Torso (rear)		2
R/L Torso	5	7
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	7

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Spikes	RA	1	.5
Medium Laser	LA	1	1
Spikes	LA	1	.5
Medium Laser	RT	1	1
Spikes	RT	1	.5
Medium Laser	LT	1	1
Spikes	LT	1	.5
Supercharger	CT	1	.5
Spikes	H	1	.5
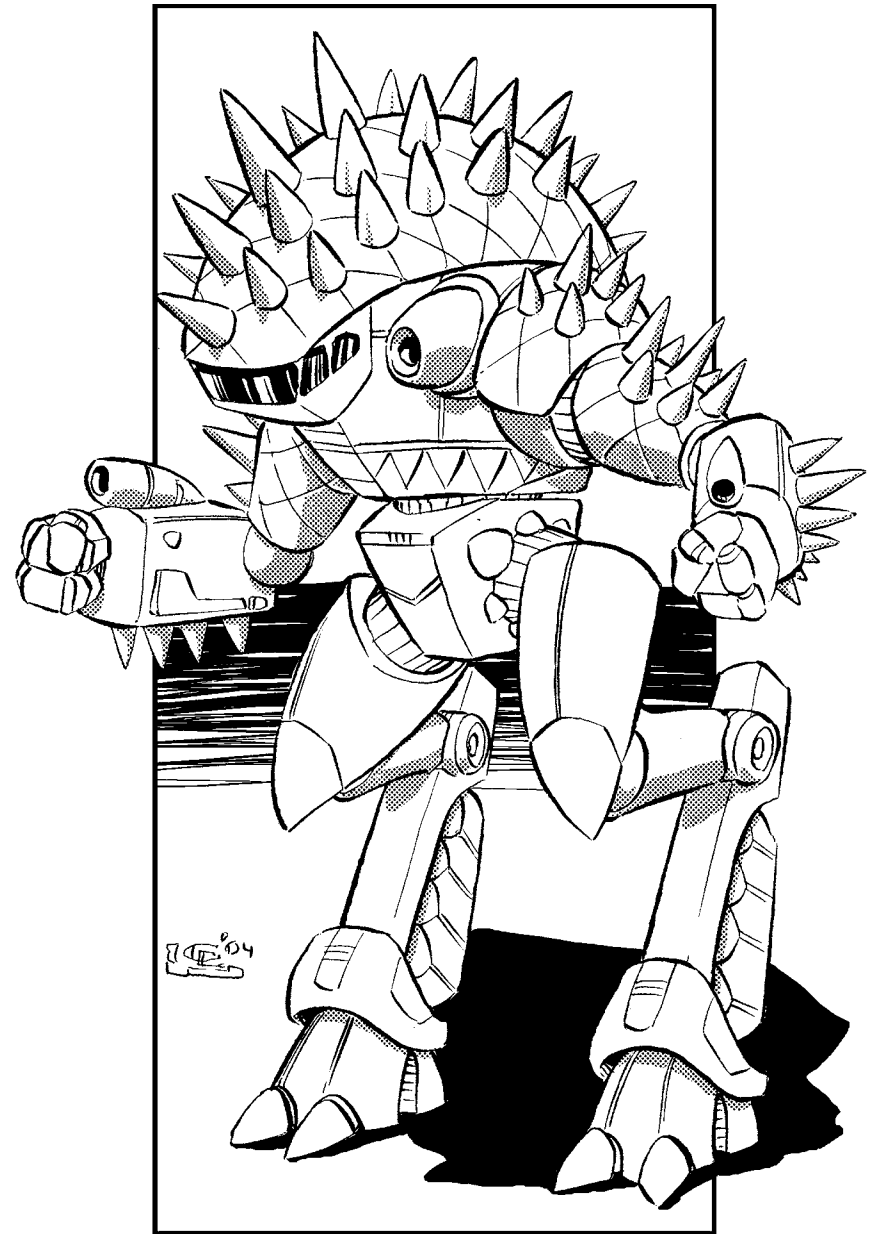
KTO-2A KOTO

Mass: 25 tons
Chassis: Bergan/OmniTekk Light
   Endo Steel 2.5
Power Plant: Nissan 200 Extralight II
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: None

Jump Capacity: None
Armor: Solaris Special Ferro-Fibrous GTL-5
Armament:
   1 Diverse Technology Labs Large
      X-Pulse Laser
   2 Diverse Optics ER Medium Lasers
   1 Diverse Optics ER Small Laser

Manufacturer: Omnitech Industries
Primary Factory: Solaris VII
Communications System: Garret T-10B.2
Targeting and Tracking System: O/P 911,
   OT Mod 3

Overview

Arena leagues have long offered a home to the castoff machines of Great House armies, BattleMechs deemed no longer fit for combat. Demilitarized and dropped into a BattleMech boneyard or sold for scrap, quite a few of these find their way to Solaris, bought for parts or refurbishing. Through this practice, the *Koto* first saw the light of day.

In early 3050, Omnitech Industries sought to develop a new 'Mech that could be competitive in the Class Two arenas. With a seemingly unlimited supply of scrapped *Locust*s available, the company's engineers based their prototype on that ubiquitous light BattleMech. Two years later, they debuted the *Koto* design.

Capabilities

Omnitech's designers believed that the MechWarrior who successfully landed the first blow was most likely to win the bout. To give 'Mech pilots that capability, they tried a number of different weapons and ultimately chose a laser array built around a prototype through a unique agreement with Diverse Optics. That company, among the most respected manufacturers of laser weaponry, wanted to test experimental lasers under field conditions, and exclusively supplied Omnitech with prototype lasers. To capitalize on and showcase the prototype, Omnitech radically overhauled the *Koto*'s appearance, presenting a more dangerous-looking 'Mech for potential customers.

A single large X-pulse laser is the *Koto*'s primary weapon, backed up by a pair of extended-range medium lasers and an extended-range small laser. The *Koto* does not mount enough heat sinks for MechWarriors to continuously fire all its weapons, but it has the speed to sprint into and out of range.

The *Koto*'s main weakness, other than those inherent to a light 'Mech, lies in its electronics. It uses the same subsystems as its predecessor, equipment purchased as surplus. Omnitech technicians refurbished and upgraded the electronics suite with custom improvements, but significant failures sometimes occur, including one deadly incident where the targeting and tracking system completely cut out in the middle of a battle.

Deployment

Thanks to three-time Class Two champion Mercury Sdeidt running her *Koto* in her finals bouts in 3059, 3060 and 3061, orders for *Koto*s have stayed so strong that Omnitech drafted two other 'Mech "garages" to aid in construction. Seventy percent of the orders come from Solaris-based MechWarriors and stables. Roughly half of the remainder find their way to other game worlds, while the rest are pressed into mercenary service.

Variants

Omnitech Corporation produces the *Koto* as a custom order, offering upgrades to the base model that include different armors, MASC and/or superchargers, and even experimental super-lightweight engines and gyros. Recently, Omnitech began marketing the *Koto* to military customers. A few *Koto-3A* prototypes, mounting a large pulse laser and conventional medium and small lasers, have found their way into mercenary circles. Omnitech design teams are also looking at *Koto* variants that replace the X-pulse laser with either a large pulse laser or an ER PPC.

Notable MechWarriors

Mercury "Quicksilver" Sdeidt: Having literally fought her way up from the streets of Solaris City, Mercury Sdeidt is a hero and a true champion to the thousands of Dispossessed MechWarriors on Solaris. She arrived on Solaris in 3053 with nothing more than the clothes on her back and a few C-bills in her pocket, and within six years rose to the top of the Class Two circuits. Mercury officially retired in 3064, but still takes her *Koto* back into the arenas a few times each year—no doubt with Omnitech's backing.

Jose "Dead Head" Eriqui: Jose Eriqui hitchhiked his way across the Inner Sphere with his custom *Koto*, "Ramblin' Rupert." In the past fourteen years, he's served with nineteen different mercenary units and worked for numerous other employers as a hired gun—staying on just long enough to pay for passage to some new world or take part in a mission before finding a new contract. He's been with Wilson's Hussars for the past five months, and is showing signs of finally settling down with the unit rather than moving on.

KTO-2A KOTO

Type: **Koto**
Technology Base: Inner Sphere (Experimental)
Tonnage: 25
Battle Value: 977

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	80	4.5

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

Weapons

And Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
Large X-Pulse Laser	CT	2	7
ER Small Laser	H	1	.5
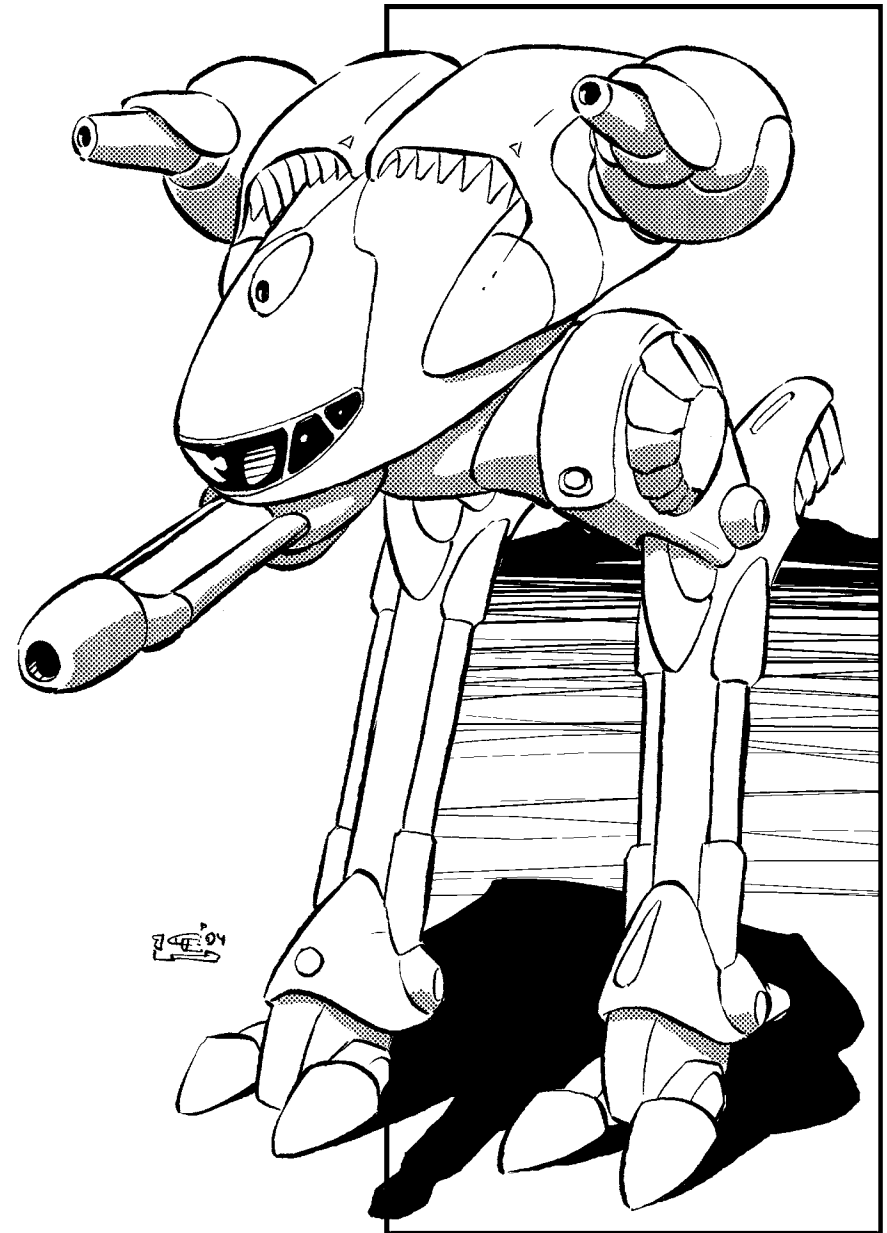
CPR-HD-003 COPPERHEAD

Mass: 30 tons
Chassis: Castelli 211CTC
Power Plant: GM 180 XL w/Supercharger
Cruising Speed: 65 kph
Maximum Speed: 97 kph, 130
    w/ Supercharger
Jump Jets: Luxor 2/Q-EX
    Jump Capacity: 60 meters

Armor: ArcShield Reflective
Armament:
1 Holly Streak SRM-4 Rack
   1 Sutel Precision Line Medium Pulse Laser
     with Bethel Labs X-Pulse
   3 Diverse Optics Extended-Range
     Medium Lasers
   1 Poland Main Model C Magshot

Manufacturer: Solaris Arms
    Primary Factory: Solaris VII
Communications System: Garret T-11B
Targeting and Tracking System: Federated
    Hunter

Overview

Introduced in late 3054, Solaris Arms' *Copperhead* has served many Solaris VII stables. The design rose to fame when MechWarrior Brendon Frazer piloted his *Copperhead,* the "Silver Snake," into the Top Twenty for the Silver Dragons Stable—no mean feat for a light 'Mech. Following Frazer's death, the Silver Dragons commissioned Solaris Arms to modify the design, resulting in the CPT-HD-003 *Copperhead*. The Silver Dragons have used this variant, bristling with the latest technologies, to launch a new assault on the coveted Top Twenty list.

Capabilities

As a light 'Mech, the *Copperhead* normally faces other light or medium 'Mechs. On Solaris, such opponents are armed predominantly with energy weapons, against which the new ArcShield reflective armor makes the *Copperhead* a surprisingly resilient foe. Powered by a supercharged GM 180 XL power plant, the *Copperhead* is speedy, though the extra heat generated can quickly overwhelm the 'Mech's thirteen double heat sinks when its pilot unleashes a devastating alpha strike.

Following the lead of Omnitech Industries, Solaris Arms adopted the X-pulse laser technology pioneered at Bethel Labs. A modified Sutel Precision Line medium pulse laser is mounted on the left arm, supported by a trio of torso-mounted extended-range medium lasers. A Holly Streak SRM-4 and a head-mounted Magshot provide a nasty surprise for any opponent who gets too close.

In order to squeeze all of this equipment into a thirty-ton chassis, Solaris Arms employed a compact cockpit design. While such cramped conditions are unacceptable on the battlefield, scheduled and short arena combat minimizes the time spent by a MechWarrior in the *Copperhead*'s claustrophobic confines.

One item this variant does not address is the 'Mech's limited jump capability, a meager sixty meters. Critics feel Solaris Arms should have scrapped the jump jets altogether, but *Copperhead* pilots like Sharon Wu disagree, having used a quick "jet hop" to drop into the rear arc of more than one opponent.

Deployment

The Clan invasion diminished the role of light BattleMechs in the Inner Sphere arsenal. Facing the powerful Clan OmniMechs, Successor State governments have shown a marked preference for heavier machines. However, the Draconis Combine has purchased the older CPR-HD-002 for battlefield use.

Because of its specialized design and cramped cockpit, the new version of the *Copperhead* is unlikely to see action outside the Solaris fight circuit. The Silver Dragons initially wanted exclusive rights to the design, but the final cost of developing an advanced variant forced the stable to open negotiations with others to help spread the financial burden.

Variants

The CPR-HD-002 lacks the supercharger and small cockpit. It uses Durallex ferro-fibrous armor in place of the advanced reflective ArcShield and only carries twelve heat sinks. A trio of medium lasers supports a left arm-mounted medium and small pulse laser, and this variant incorporates a standard SRM-4 launcher in place of the Streak system. A head-mounted single-shot Streak SRM-2 serves as the 002 *Copperhead*'s surprise punch.

Some owners have altered their CPR-HD-003 models, removing the jump jets and adding more armor to create the CPR-HD-004.

Notable MechWarriors

Sharon "Laser Bait" Wu: The Silver Dragons' lead light 'Mech pilot (and something of a prima donna), Sharon served as the new *Copperhead*'s test pilot. Riding the first prototype, Sharon Wu tore through her opposition in this year's Class Two fight circuit.

Wu's first outing in the auspiciously christened "Silver Snake II" came in the Factory arena against Heinrich Strasser. The Skye Tigers MechWarrior had faced a *Silver Fox*—another design incorporating reflective armor—earlier that year, and he knew victory meant closing with Wu as quickly as possible. However, the *Copperhead*'s supercharged engine gave Wu the edge in mobility. With his *Wolfhound*'s lasers rendered virtually impotent, Strasser suffered yet another defeat.

CPR-HD-003 COPPERHEAD

Type: **Copperhead**
Technology Base: Inner Sphere (Experimental)
Tonnage: 30
Battle Value: 1,117

Equipment		Mass
Internal Structure:		3
Engine:	180 XL	3.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	2	
Heat Sinks:	13 [26]	3
Gyro:		2
Cockpit (Small):		2
Armor Factor (Reflective):	72	4.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	10	10
Center Torso (rear)		4
R/L Torso	7	7
R/L Torso (rear)		2
R/L Arm	5	7
R/L Leg	7	9

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 4	RA	1	3
Ammo (Streak) 25	RT	1	1
ER Medium Laser	RT	1	1
Magshot	H	2	.5
Ammo (Magshot) 50	LT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	LT	1	1
Med. X-Pulse Laser	LA	1	2
Supercharger	CT	1	.5
Jump Jet	RL	1	.5
Jump Jet	LL	1	.5
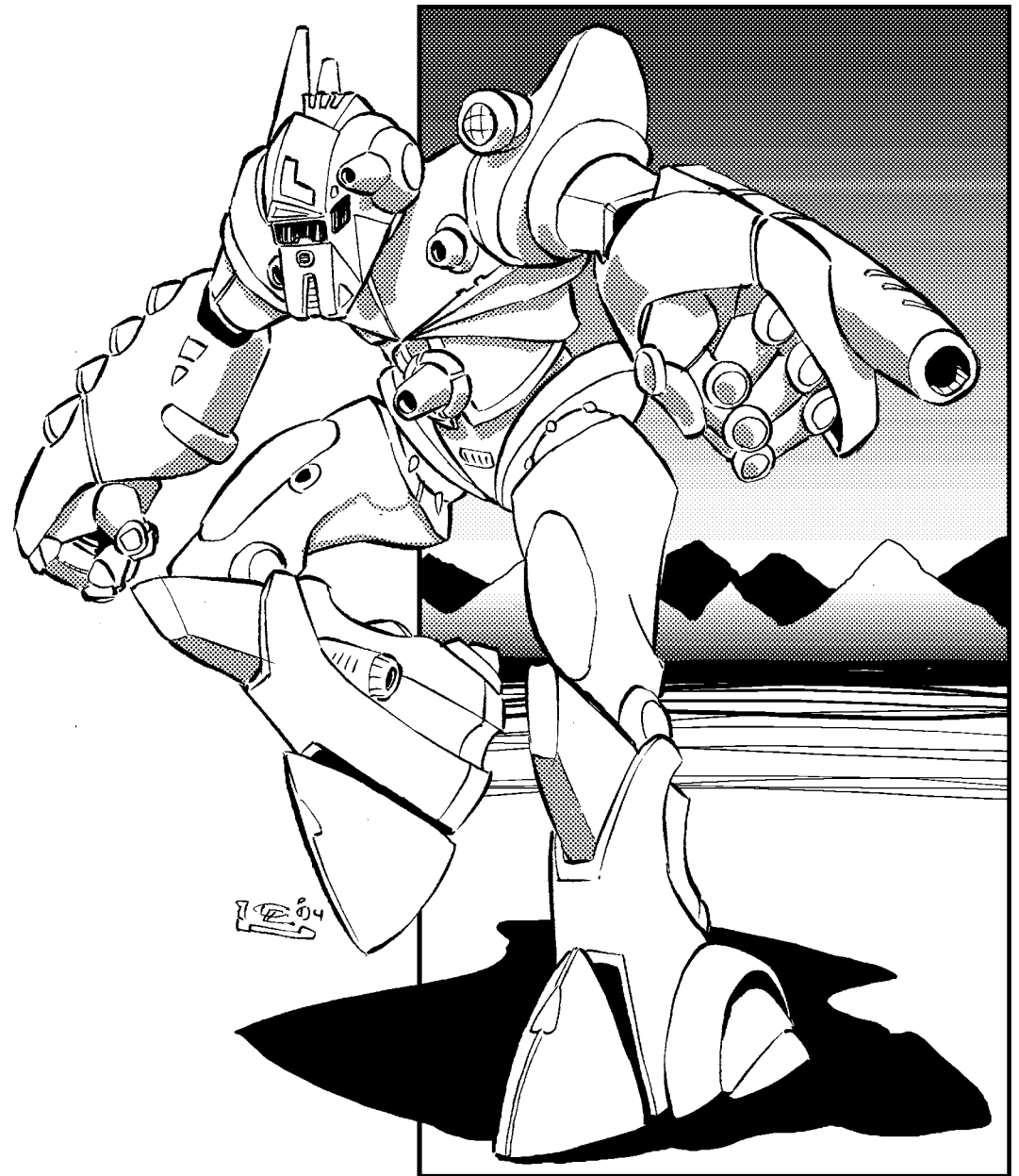
FLS-P5 FLASHFIRE

Mass: 30 tons
Chassis: Omnitech FF-X Endo Steel
Power Plant: GM 180 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 52
    Jump Capacity: 120 meters

Armor: Durallex Tensile-4 w/ Spikes
Armament:
    1 Holly SRM-6 Launcher
    2 Omnitech Firehose Fluid Guns
    4 Diverse Optics Extended Range Small
      Lasers
Manufacturer: Omnitech
    Primary Factory: Solaris VII

Communications System: Garret T15B
Targeting and Tracking System: Garret 500S

Overview

With respectable speed and armor for such a light 'Mech, and a complement of flamers, medium lasers and SRMs ideal for close-quarters fighting, Omnitech's FLS-P2 *Flashfire* became a favorite in the Class One arenas during the mid-3050s. Unfortunately, with the flood of new 'Mechs spawned shortly thereafter, the *Flashfire*'s novelty quickly wore off and sales steadily dropped over the decade following its introduction. However, the recent advent of newer weapons systems designed specifically for the Solaris arenas has given Omnitech a golden opportunity to upgrade this once-popular design, breathing new life into a 'Mech seemingly destined for mediocrity.

Capabilities

With the addition of jump jets, the FLS-P5 *Flashfire* addresses one of the few flaws critics harped on with the original –P2 model. Omnitech engineers also opted for a complete swap of the weapons load. Trading the flamer-medium laser clusters on each arm for small lasers and fluid guns, the new *Flashfire* becomes a far less predictable contender at close range. Because the fluid guns offer a variety of tactical options based on their ammo type, Omnitech installed these unusual weapons with the same *Mercury*-style semi-modular mounts that inspired the advent of Clan OmniMech technology, allowing technicians to more conveniently change hoses and fluid tanks between duels and adding a level of flexibility that can often surprise unwary opponents. Corrosives and obscurants rank among the most popular *Flashfire*

fluid combinations, though some pilots have succeeded with oil slicks and fire-retardant foam. Reinforced spikes, plus a standard dummy mount to mimic the SRM-6 dropped in favor of the new configuration, round out the *Flashfire*'s load.

Deployment

The *Flashfire*-P5 recently debuted in a Hartford Gardens match between the Wraiths Stable and the Huntsmen, where its pilot—Wraiths MechWarrior Harley "Hellspawn" Salazar—combined oil slick and corrosive fluid gun attacks to wear down his opponent. Many of the Garden's walls and trees still bear the burn scars from that battle.

Variants

The original P2–*Flashfire* remains more common than its newest incarnation. Mounting two flamers and a medium laser in each arm, plus dual SRM-6s on the right shoulder, the only drawback of this otherwise solid design is its lack of jump jets. Recognizing this, Omnitech offers many *Flashfire* owners a discount on refits, and typically addresses this disadvantage with the –P4 configuration, which trades one SRM for false ports and jump jets.

Notable MechWarriors

Aaron "Sulphur" Hall: A retired Class Two champion, Aaron Hall piloted the first *Flashfire* ever produced, nicknamed "Brimstone." Hall became a dazzling success after winning six consecutive matches as part of an elaborate

ad campaign to drum up interest in the new design. Omnitech rewarded Hall's efforts with a huge bonus and allowed him to keep his prototype FLS-P2 when he left Solaris in pursuit of a mercenary career.

Harley "Hellspawn" Salazar: Ever since his victory over a Huntsmen *Jackal* in Hartford Gardens, Salazar has ridden a wave of popularity that has brought him a number of sponsors eager to attach their product lines to his continued success. As a result, Salazar's FLS-P5 *Flashfire*, nicknamed "Spitfire," is covered with product logos from a variety of companies ranging from Omnitech and Hollis Weapons to Granger's Coffeehouse and Kopek Holophoto Technologies. Though critics consider Salazar a "sell-out," neither he nor his fellow Wraiths are complaining about the added media attention they now enjoy.

FLS-P5 FLASHFIRE

Type: **Flashfire**
Technology Base: Inner Sphere (Experimental)
Tonnage: 30
Battle Value: 654

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	180 XL	3.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	88	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	12
Center Torso (rear)		3
R/L Torso	12	10
R/L Torso (rear)		2
R/L Arm	8	8
R/L Leg	12	12

Weapons and Ammo	Location	Critical	Tonnage
2 ER Small Lasers	RA	2	1
Fluid Gun	RA	2	2
Ammo (Fluid) 20	RA	1	1
SRM 6	RA	2	3
Ammo (SRM) 15	RA	1	1
2 ER Small Lasers	LA	2	1
Fluid Gun	LA	2	2
Ammo (Fluid) 20	LA	1	1
Spikes	LA	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
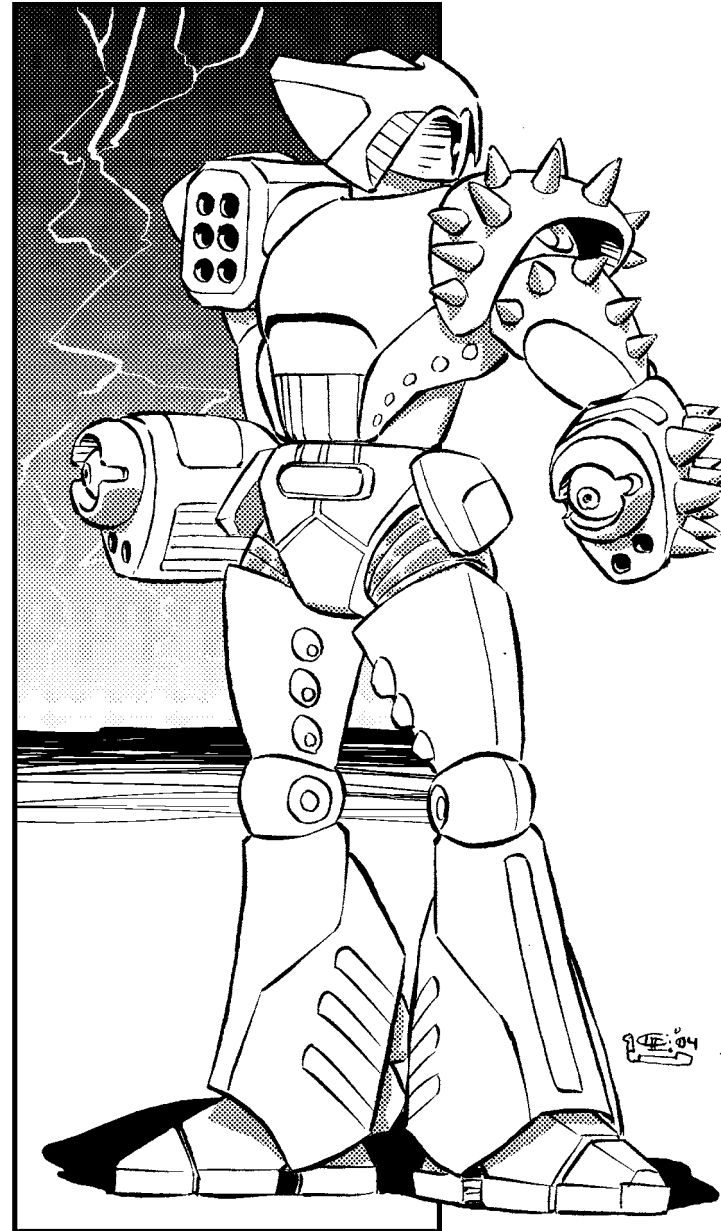
MTS-S MANTIS

Mass: 30 tons
Chassis: Solaris Arms Special Light Endo Steel
Power Plant: GM Rama 270XL
Cruising Speed: 97 kph
Maximum Speed: 151 kph, 194 kph w/MASC
Jump Jets: None
    Jump Capacity: None

Armor: Durralex Light II Ferro-Fibrous
Armament:
    3 Diverse Optics ER Medium Lasers
    2 Diverse Optics ER Small Lasers
Manufacturer: Solaris Arms Industries
    Primary Factory: Solaris VII

Communications System: Endicott Type 22 Master
Targeting and Tracking System: Housier DD-Y-7

Overview

On Solaris VII, a winning image is just as important as a winning MechWarrior. The media "darlings" get all the coverage, even when they lose, and with that coverage comes the best sponsorships. This reality prompted Solaris Arms to give the *Mantis*—which they first produced in the early 3050s—a facelift, with the help of Plaugue & Associates. The redesign won the *Mantis* the coveted "'Mech of the Year" award just a month after its debut.

Capabilities

Solaris Arms engineers started off with an endo steel skeleton originally designed for a medium BattleMech, modified and reinforced at key stress points. Around it they built a framework of conduits, structural supports and myomer bundles that further enhanced the 'Mech's stability and durability. Then they added the vaunted GM "Rama" series extralight fusion engine. Coupled with SuperMASC III circuitry, this engine can propel the 'Mech to speeds nearing 200 kph.

When it came to weapons, the designers spared no expense. Diverse Optics medium and small lasers, later upgraded to extended-range models, give this 'Mech the punch it needs without wasting mass on longer-ranged weapons that wouldn't see much use. Likewise, the design team outfitted the new *Mantis* with some of the best available electronics and other equipment. The cockpit embodies advanced technology and comfort, with primary systems chosen as much for their brand-name appeal as for their capabilities.

Last but not least, Solaris Arms constructed tungsten-reinforced composite claws for the *Mantis*, adding to its insectoid appearance. These claws, combined with the 'Mech's incredible speed, powerful array of laser weapons and five tons of ferro-fibrous armor, make it an opponent to be feared in the arenas.

Deployment

Plaugue & Associates outdid themselves with the PR campaign for the *Mantis*. Some fifteen years after the first *Mantis* fought in the arenas, and six years after its facelift, it has become the most popular light 'Mech produced on Solaris VII. Even though few have gone on to be the "ride of champions" in the Grand Tournaments, the marketing campaign ensures that MechWarriors and stables continue to spend their money on this high-priced brawler.

Variants

The current *Mantis* production models feature an array of extended-range lasers, first introduced in the 3056 models. Prior to that, the *Mantis* mounted standard lasers.

Solaris Arms has custom-built several versions of the *Mantis*, the most popular of which incorporate a light gyroscope and additional armor. From there, the customer can choose between two more options. The first modifies the standard configuration by incorporating a targeting computer or by replacing the ferro-fibrous armor with laser reflective or reactive armor. The second, more radical variant removes the MASC system in favor of triple-strength myomer and adds a supercharger, four medium pulse lasers and one of the newly developed 'Mech lances.

Notable MechWarriors

Hadrian "Chupacabra" Ruui: Following an insider-gambling incident almost ten years ago that nearly destroyed it, Crimson Voodoo Stables has limped along, barely making a showing in the League of Independent Stables, until Hadrian Ruui showed up on the scene with his *Mantis*. In his first season, he shot to the top of the league and has remained the number-one ranked MechWarrior for the past three years, bringing Crimson Voodoo along for the ride. That no one knows where he came from or where he got his *Mantis* only adds to his appeal.

Vernon "Prince of Pain" Kell: Only once in his eight years on Solaris did Vernon Kell break into the top twenty in the Class Two arenas, and twice more into the top fifty, but that never hurt his popularity. This boastful and tantrum-prone MechWarrior, who uses his name to promote himself despite his dubious relation to Grand Duke Morgan Kell and his kin, is a colorful "bad boy" that everyone loves to hate—a position that keeps him well paid.

MTS-S MANTIS

Type: **Mantis**
Technology Base: Inner Sphere (Advanced)
Tonnage: 30
Battle Value: 1,128

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	270 XL	7.5
Walking MP:	9	
Running MP:	14 (18)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	90	5

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		4
R/L Torso	7	9
R/L Torso (rear)		3
R/L Arm	5	9
R/L Leg	7	12

Weapons And Ammo	Location	Critical	Tonnage
Claw	RA	2	2
Claw	LA	2	2
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
ER Medium Laser	LT	1	1
ER Small Laser	LT	1	.5
MASC	LT	2	2
ER Medium Laser	CT	1	1
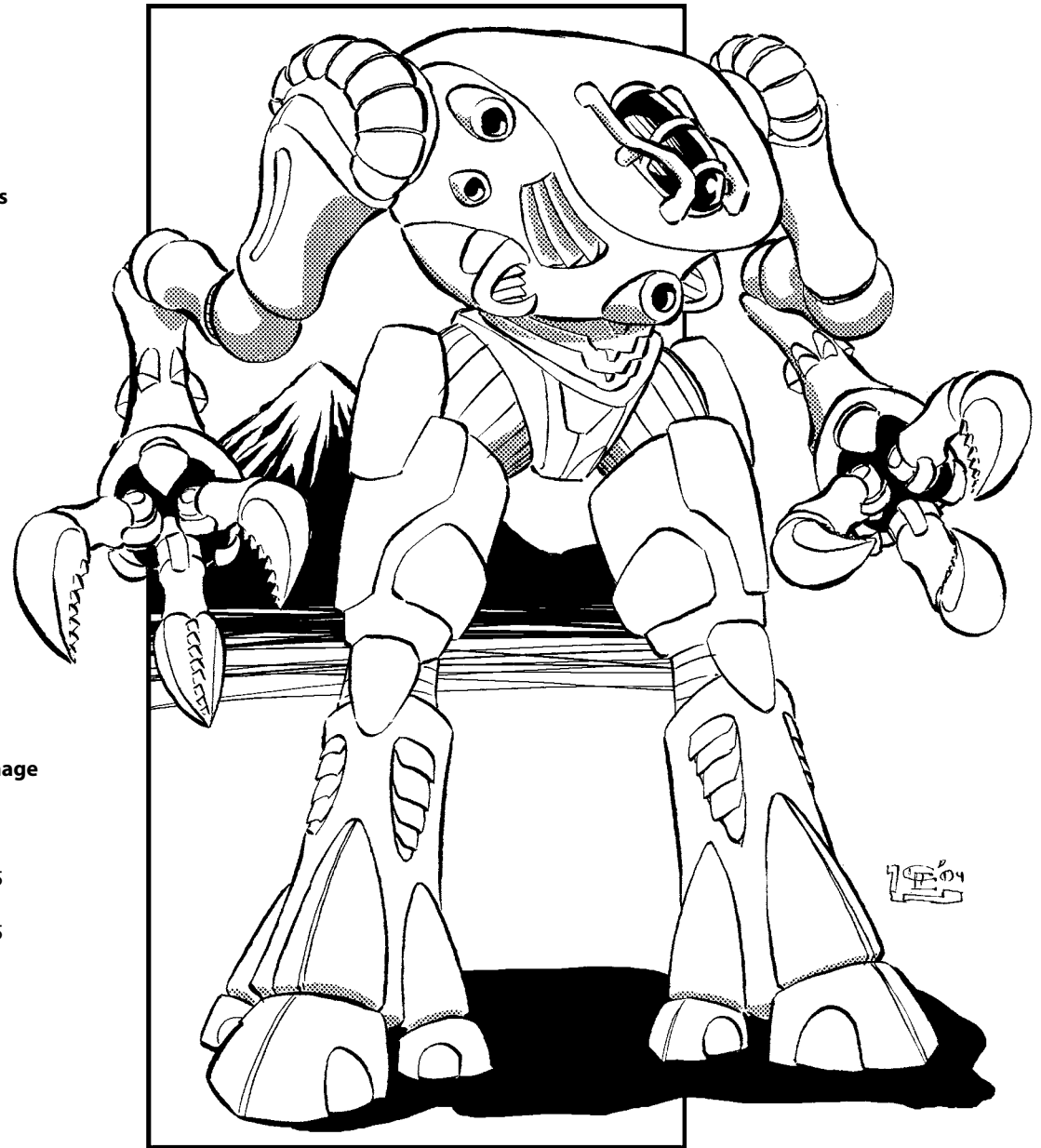
LNG-2 LONGSHOT

Mass: 35 tons
Chassis: Endo Steel
Power Plant: 245 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: None
    Jump Capacity: None

Armor: Riese-400 Reactive
Armament:
    2 TharHes Maxi SRM 6 with Artemis IV
    2 IDC Medium X-Pulse Lasers
    2 IDC Small X-Pulse Laser
Manufacturer: Innovative Design Concepts
    Primary Factory: Solaris VII

Communications System: IDC Hailer B
Targeting and Tracking System: IDC
    ScopeTrak I

Overview

Originally introduced in the mid-3050s, the *Longshot* has become a common feature of featherweight bouts on Solaris VII. Initially poorly received by MechWarriors, its sleek profile, swiftness and agility gradually earned the design a loyal following among match fans, as well as grudging respect from pilots, and recent upgrades have begun to counter pilot skepticism. The large number of quickly placed orders recouped IDC's capital outlay on the design and funded research and testing on several other designs and weapon systems.

Capabilities

Intended as a rival to battlefield designs like the *Jenner* and *Wolfhound*, the basic *Longshot* combined speed and agility with resilience and a substantial punch for its weight. With a top speed close to 120 kph, only a few designs could outpace it on open ground, though many pilots found the absence of jump jets an inconvenience in rugged terrain. With a main armament of dual SRM-6 racks and dual medium lasers, the *Longshot* took a low-tech but robust approach to warfare; the unusual inclusion of a NARC beacon system proved effective in team matches, but a detriment in one-on-one duels. Twin small lasers provide additional close-in firepower, while six tons of armor provide substantial protection for this 'Mech's weight class.

Though little about the classic LNG-1B *Longshot* could be called high-tech, the variants that appeared later in the 3050s and the early 3060s—the LNG-2 and LNG-3— more than made up for that. The blocky appearance of the LNG-2 *Longshot* offered the first clue to its modifications: the inclusion of reactive armor panels that aided resistance against projectile attacks. To make the LNG-2 a more independent fighter, designers replaced the NARC system with an Artemis FCS. The tonnage freed up by this switch allowed an upgrade of the medium lasers to X-pulse variants, while two small X-pulse replaced the twin small lasers.

Variants

Factory-built to order, the LNG-3 *Longshot* is based on the original design's weapon loadout, but upgrades the medium lasers to medium X-pulse versions and the small lasers to extended-range lasers. IDC designers found space for these upgrades by replacing the XL engine with an even lighter weight XXL variant. However, plans to upgrade the NARC launcher to an iNARC (at the expense of downgrading the missile launchers to SRM-4s) stalled when ComStar refused an export license. An upgrade to dual Streak SRM-6 racks is reportedly in the works, and may appear in a forthcoming LNG-4 variant.

Notable MechWarriors

Harmad "The Hudge" Priety: Harmad Priety piloted one of the first *Longshot*s, nicknamed "Lil' John," and played a major role in building the design's reputation. Often matched against larger opponents, "Lil' John" and Priety took a fearsome beating. Only the 'Mech's innate resilience and the skill of its pilot allowed it to eventually prevail. Even when Priety failed to carry the day, the brutalization of the little 'Mech proved extremely popular with audiences (who often bet on how long it would survive, rather than whether it would). The repeated rebuilding of "Lil' John" slowly changed its shape, and after seventy-six matches (and twenty-four complete rebuilds), Priety retired it. The 'Mech became IDC's mascot, and Priety received a brand-new *Longshot* for his efforts on behalf of the IDC design. He retired from active competition in 3061, but continues to serve as team manager for the Flatirons and as a consultant to IDC.

Nia "Ravenger" Elton: Nia currently pilots one of the first LNG-2s to enter service. Registered as SRX63-191, this particular Longshot quickly garnered the nickname "Queenie" in recognition of its temperamental nature. A series of in-arena malfunctions associated with its experimental armor nearly cost the lives of several pilots, and though company designers eventually resolved what they termed these "teething problems," the machine's reputation and name stuck. Nia Elton revels in *Queenie*'s rep and has added her own brand of diva-like demands, making her equally despised and respected in the Class Two league. The partnership is a marketing dream, with numerous sponsors seeking product endorsements.

Type: **Longshot**
Technology Base: Inner Sphere (Experimental)
Tonnage: 35
Battle Value: 1,215

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Reactive):	96	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		7
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	7
R/L Leg	8	10

Weapons and Ammo	Location	Critical	Tonnage
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 15	RT	1	1
Med. X-Pulse Laser	RT	1	2
Small X-Pulse Laser	RT	1	1
SRM 6	LT	2	3
Artemis IV FCS	LT	1	1
Med. X-Pulse Laser	LT	1	2
Small X-Pulse Laser	LT	1	1
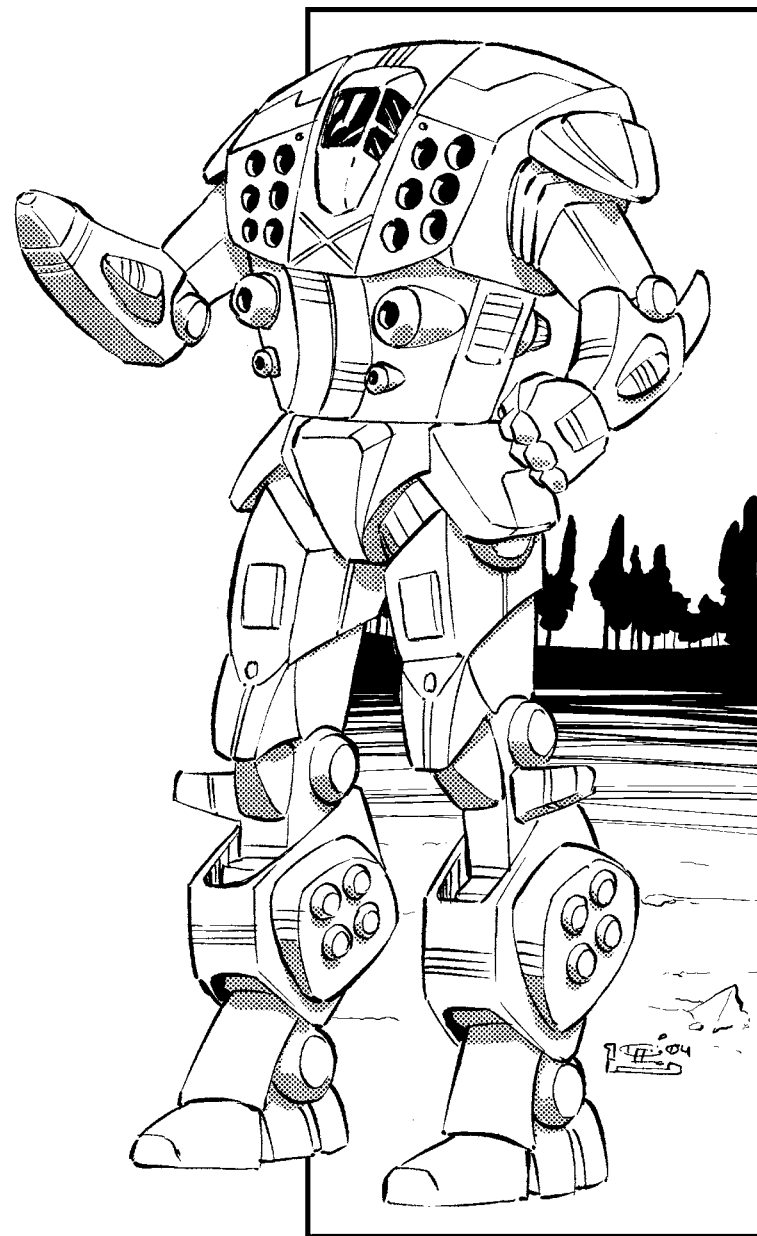
SVR-5X SILVER FOX

Mass: 35 tons **Chassis:** IDC Fox 1
Power Plant: Edasich Motors 315 XXL
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
    Jump Capacity: None
Armor: ArcShield Reflective

Armament:
2 Diverse Optics Extended Range
   Medium Lasers
1 Diverse Optics Extended Range
   Small Laser
5 Poland Main Model C Magshots

Manufacturer: Innovative Design Concepts
Primary Factory: Solaris VII
Communications System: Cyclops 20 with
   CherrySeed Angel ECM
Targeting and Tracking System: Cyclops 9b
   with advanced targeting module

Overview

Distinctive styling and highly reflective armor make the *Silver Fox* stand out, even on Solaris VII. Innovative Design Concepts' latest design has taken the fight circuit by storm since marching out of IDC's workshops.

Capabilities

Emphasizing speed, the *Silver Fox* lacks the tonnage required for heavy weapons. Even with an incredibly light XXL power plant, there remained a limit to what IDC could shoehorn onto the chassis.

Incorporating advanced fire-control systems (borrowing heavily from salvaged Clan technology), IDC tied a cluster of the new Magshot light Gauss weapons and three extended-range lasers into a two-ton targeting computer. While the *Silver Fox* lacks the knock-out punch of a PPC, Gauss rifle or autocannon, it can achieve a kill with finesse when other 'Mechs must fall back on brute force.

Defensively, the *Silver Fox* is among the first 'Mechs to use reflective armor that significantly degrades the effectiveness of energy weapons. Fighting a *Silver Fox* can be an exasperating experience for an opponent overly reliant on lasers. Given its sophisticated ECM system that can play havoc with advanced missiles, only ballistic weapons need worry the *Silver Fox*.

Deployment

The *Silver Fox* proved a nasty surprise when it first entered the Class Two fight circuit. Facing off against his longtime rival, Skye Tiger Heinrich Strasser, Rich Blane pitted his *Silver Fox* against Strasser's *Wolfhound*. Horrified to find his lasers virtually ineffective, Strasser had no option but to try closing with Blane's 'Mech to execute physical attacks. In the wide-open expanses of the Coliseum, Blane used his 'Mech's superior speed to stay away from his opponent while keeping up a constant stream of MagShot and laser fire to wear Strasser down.

Despite its many technological improvements, the *Silver Fox* can still fail. Facing Hombres Stable's Enrico Galivan and his decrepit Succession Wars-era *Javelin*, Ilsa Laszlo found her speed advantage negated by the thick foliage of the Jungle arena. Worse, Galivan's old SRM launchers proved too primitive for Laszlo's Angel ECM system to have any effect. In probably the closest fight witnessed on the circuit in the past decade, Ilsa was finally brought down by the last missile salvo from what remained of Galivan's *Javelin*.

Variants

In an attempt to create a design suited to mass production, IDC replaced the experimental Edasich Motors 315 XXL for a 245 Light power plant and swapped the advanced Angel ECM for a standard Guardian ECM model.

Notable MechWarriors

Rich "Black Hill Bandit" Blane: Rich Blane's arrival on-world preceded the outbreak of the Solaris Riots by mere weeks. A skilled light BattleMech pilot,

Blane was one of many hounded out of the AFFC during Katherine Steiner-Davion's rise to power. Using his hard-won skills to secure a billet with the White Hand Stables, Blane again found himself in a shooting war as the Vandergriff–Searcy feud spilled over into the streets.

Blane and fellow White Hand MechWarriors worked ceaselessly to prevent hospitals and schools from getting caught in the crossfire, engaging opponents to draw them away. During one such operation, Rich Blane first clashed with Heinrich Strasser of the Skye Tigers Stable. Infuriated at being constantly interrupted in his pursuit of glory, Strasser has carried a grudge back into the Class Two arenas.

Ilsa "Foxy Fighter" Laszlo: Ilsa earned her place in the Games the hard way—working her way up from the streets of Solaris City to fight in the Class One circuit, where her performance caught the attention of Gemini Stables. Under the expert tutelage of Elizabeth and Tanya O'Bannon, Ilsa has honed her natural abilities to a deadly edge.

Despite her unexpected defeat in the Jungle, Ilsa remains highly favored for a shot at the Class Two title.

SVR-5X SILVER FOX

Type: **Silver Fox**
Technology Base: Inner Sphere (Experimental)
Tonnage: 35
Battle Value: 1,432

Equipment		Mass
Internal Structure:		3.5
Engine:	315 XXL	7.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Reflective):	112	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	15
Center Torso (rear)		6
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	8	15

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Angel ECM Suite	RT	2	2
ER Small Laser	H	1	.5
Targeting Computer	CT	2	2
Ammo (Magshot) 50	LT	1	1
5 Magshots	LA	10	2.5
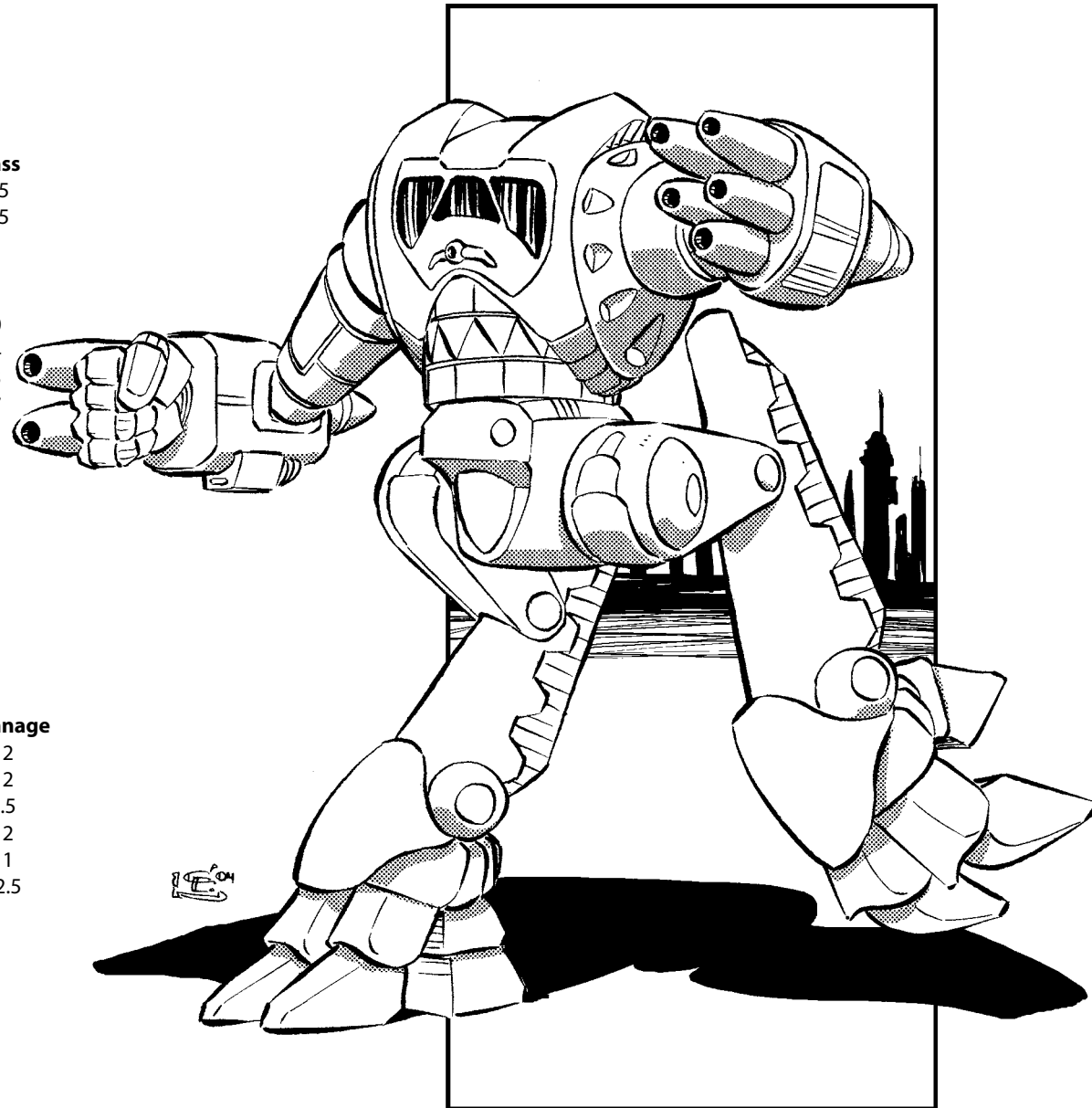
TS-P1D TSUNAMI

Mass: 40 tons
Chassis: Omnitech TS-1 Standard
Power Plant: Pitban 240
Cruising Speed: 65 kph
Maximum Speed: 97 kph, 119 kph
    w/Triple-Strength Myomer
Jump Jets: Luxor 2/Q
    Jump Capacity: 120 meters

Armor: Lexington Limited High Grade
    Ferro-Fibrous with CASE
Armament:
    2 Federated Barrett Magshots
    3 Diverse Optics Extended Range
      Medium Lasers
    1 Holly Streak SRM-4

Manufacturer: OmniTech
    Primary Factory: Solaris VII
Communications System: Garret T15B
Targeting and Tracking System: Garret 500S

Overview

Omnitech's original *Tsunami* medium 'Mech was the company's flagship design in the early 3050s. Well designed but unimpressive, many critics claimed it belonged more to the battlefield than the Solaris arenas. The machine made a home for itself in both venues, with purchases by minor mercenary commands and Solaris stables over the past fifteen years, despite Omnitech's relatively low production rate. The advent of newer technologies has expanded on the versatility of this design, offering a little more style and utility for the mercenary and the Solaris gladiator alike.

Capabilities

The TS-P1D is Omnitech's newest model of the *Tsunami*. Using ferro-fibrous armor to lighten its original armor tonnage and triple-strength myomer to increase its ground speed and melee capabilities, this machine also drops two jump jets in favor of upgraded weaponry. Arm-mounted Magshot Gauss rifles replace the Sperry-Browning machine guns in the original –P1's torso, while a trio of extended-range medium lasers has replaced the twin standard versions. Rounding out the weaponry is a Holly Streak SRM-4 rack in the left torso, replacing the hidden centerline 2-tube launcher sported by the original model.

Deployment

Original and P1D *Tsunami*s appear in several stables and cooperatives throughout Solaris City and its Reaches, with most buyers picking up one or two designs over the past decade. Additional reports have pegged several small

mercenary units as users of this middleweight 'Mech, including the Fighting Intellectuals and Battle Magic.

Variants

The original TS-P1*Tsunami* turns up from time to time, employing standard armor plus twin standard medium lasers and machine guns in each side torso, backed up by a center-mounted SRM-2. Lacking the triple-strength myomer of the -P1D model, these versions rely more on their jump jets, and boast a 180-meter jumping distance to overcome most obstacles.

Notable MechWarriors

Elizabeth "Silver" Dahler: A promising hopeful who recently ranked among Solaris VII's top fifty MechWarriors, Elizabeth "Silver" Dahler is one of Blackstar Stables' latest recruits, but is no stranger to the Games. Originally hailing from a minor cooperative in the Reaches known as the Black Novas, the circumstances behind her change of allegiance from the Lyran-affiliated Novas to Blackstar remain the subject of much debate. Rumors abound that the move is a sign of an unspoken alliance between Blackstar stablemaster Nigel Daelun and the Black Novas' backer, Kimberly Hasseldorf—especially since Dahler's *Tsunami*, "Rags 2 Riches," still sports the Novas' logo beneath that of the Blackstars.

Lieutenant Jonas "No Relation" Davion: Though he bears the last name of one of the Great Houses in the Inner Sphere, Lieutenant Jonas Davion, scout lance commander for the Fighting Intellectuals mercenary command,

insists—often upon introductions—that he has no ties to nobility. Having joined the Intellectuals just before their ill-fated mission on Kandersteg, Davion's older P1-*Tsunami*, "Laser Dancer," suffered extensive damage while covering the mercenaries' retreat from a botched mission, and remains in repair as of this writing. However, as a consummate "tech head" during his off-hours, Davion has taken it upon himself to rebuild his battered ride to P1D specifications, and has already procured enough triple-strength myomer to get the job started.

TS-P1D TSUNAMI

Type: **Tsunami**
Technology Base: Inner Sphere (Advanced)
Tonnage: 40
Battle Value: 1,298

Equipment		Mass
Internal Structure:		4
Engine:	240	11.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	125	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		6
R/L Torso	10	13
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	18

Weapons and Ammo	Location	Critical	Tonnage
Magshot	RA	2	.5 Ammo
(Magshot) 50	RT	1	1
ER Medium Laser	H	1	1
2 ER Medium Lasers	CT	2	2
Magshot	LA	2	.5
Streak SRM 4	LT	1	3
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
Triple-Strength Myomer	RA/LA	3/3	0
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jet	RL	1	.5
Jump Jet	LL	1	.5
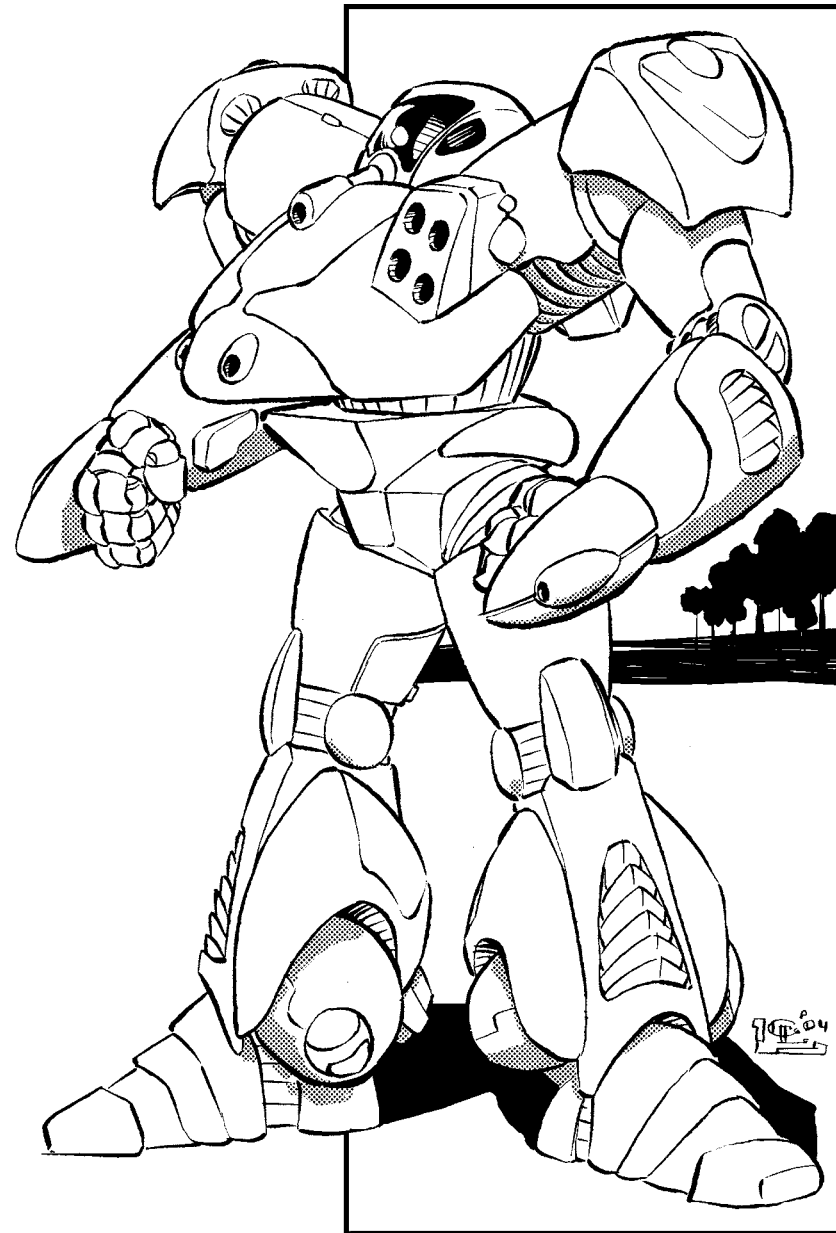
WER-LF-005 WEREWOLF

Mass: 40 tons
Chassis: O'Neil Model II
Power Plant: Nissan 200 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 75
Jump Capacity: 60 meters

Armor: Starshield/Null Signature System
Armament:
1 Harpoon Streak SRM-6
1 Sutel Precision Line Large Pulse Laser
  w/Bethel Labs X-Pulse
2 Poland Main Model C Magshots

Manufacturer: O'Neil BattleMechs of Solaris
Primary Factory: Solaris VII
Communications System: Lynx-shur
Targeting and Tracking System: Eagle Eye
400XX

Overview

O'Neil BattleMechs introduced the *Werewolf* back in 3056, and a succession of victories ensured its popularity. Ideally suited to arena combat, the design was purchased by independents and stables alike. Then the vengeance-hungry Banshees approached O'Neil with a request for several modifications to the WER-LF-004 for an upcoming contest in the Hartford Gardens arena. Intrigued by the requested alterations, O'Neil proposed incorporating additional systems that the company wanted to field-test. Desperate to gain every edge they could, the Banshees agreed.

Capabilities

A pre-production large X-pulse laser gives the *Werewolf* accurate long-range firepower, and thirteen double heat sinks deal with the torrents of heat generated by this primary weapon. As an accompaniment, the efficient Holly Streak SRM-6 launcher and two 'Mech-scale versions of the revolutionary Magshot Gauss weapon offer an excellent low-heat solution.

The component O'Neil wanted to test on this design is a Star League-era null signature system. An imperfect copy made from a salvaged *Specter*, the system has proven extremely temperamental. However, when it works (as it did in the debut fight in the Gardens), such stealth capabilities make the *Werewolf* a dangerous opponent. *Werewolf* pilots prefer arenas like the Scrapyard or Ishiyama, where they can utilize the null signature system to maximum effect.

Rawlings 75 jump jets provide limited jump capability, often used to deliver the showy "Death From Above" attack—either as a flashy coup-de-grace or in a last desperate act of defiance.

Deployment

Having failed to find military buyers, O'Neil has redoubled its marketing efforts on Solaris VII, where several stables have purchased the revamped *Werewolf*. After the success in Hartford Gardens, the design remains a favorite of the Banshees.

Variants

Like Vining Engineering and Salvage Team (VEST), O'Neil BattleMechs has limited manufacturing capabilities. Unlike VEST, O'Neil has so far failed to persuade a major manufacturer to mass-produce its designs. In addition to building the new *Werewolf* to order, O'Neil occasionally fills requests for the older WER-LF-004.

The older version lacks the temperamental null signature system and is armed with a conventional medium pulse laser rather than the expensive large X-pulse laser. It carries a standard SRM launcher in place of the Streak system, and small pulse lasers replace the Magshot Gauss weapons. Two machine guns—one in the center torso and one in the head— add to the 004's short-range firepower. Finally, the WER-LF-004 can jump twice as far as the newer 005 and carries an additional half-ton of armor.

Notable MechWarriors

Itsura "Hell Hound" Mikasai: Allegedly a former member of the renowned Kell Hounds, this independent MechWarrior has racked up an impressive string of victories in his *Werewolf*, "Blood Hound." When O'Neil BattleMechs introduced the revamped version, Mikasai was first in line to upgrade his faithful fighting machine. A patient hunter (something of a rarity among Solaris MechWarriors), Itsura likes to stalk his opponents through the nightmare of Ishiyama's caverns and twisting tunnels.

Alan "Wolfman" Penkerhman: Traumatized by the unconventional tactics of the DropShip Irregulars, Penkerhman gave up the uncertainties of mercenary life and came to Solaris VII. Falling in with the Banshees, Wolfman has pursued a moderately successful career in the arenas.

Penkerhman's finest hour thus far was his victory over Mark "The Shark" Clark of the Huntsmen in Hartford Gardens. The *Werewolf*'s null signature system gave Wolfman a decisive edge, allowing him to make maximum use of abundant cover. Charging from concealment, Penkerhman forced Clark's *Hunchback* into quicksand. Hopelessly mired down, Clark was forced to eject.

Penkerhman's career may soon end, however; he recently began receiving anonymous packages from someone who apparently discovered his debilitating powdered-dessert phobia.

WER-LF-005 WEREWOLF

Type: **Werewolf**
Technology Base: Inner Sphere (Experimental)
Tonnage: 40
Battle Value: 1,082

Equipment		Mass
Internal Structure:		4
Engine:	200 XL	4.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	2	
Heat Sinks:	13 [26]	3
Gyro:		2
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	19

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM-6	RA	2	4.5
Ammo (Streak) 15	RT	1	1
Magshot	RT	2	.5
Ammo (Magshot) 50	RT	1	1
Magshot	LT	2	.5
Large X-Pulse Laser	LA	2	7
Null Signature System	*	*	0
Jump Jet	RL	1	.5
Jump Jet	LL	1	.5

*1 Critical in each location except the head
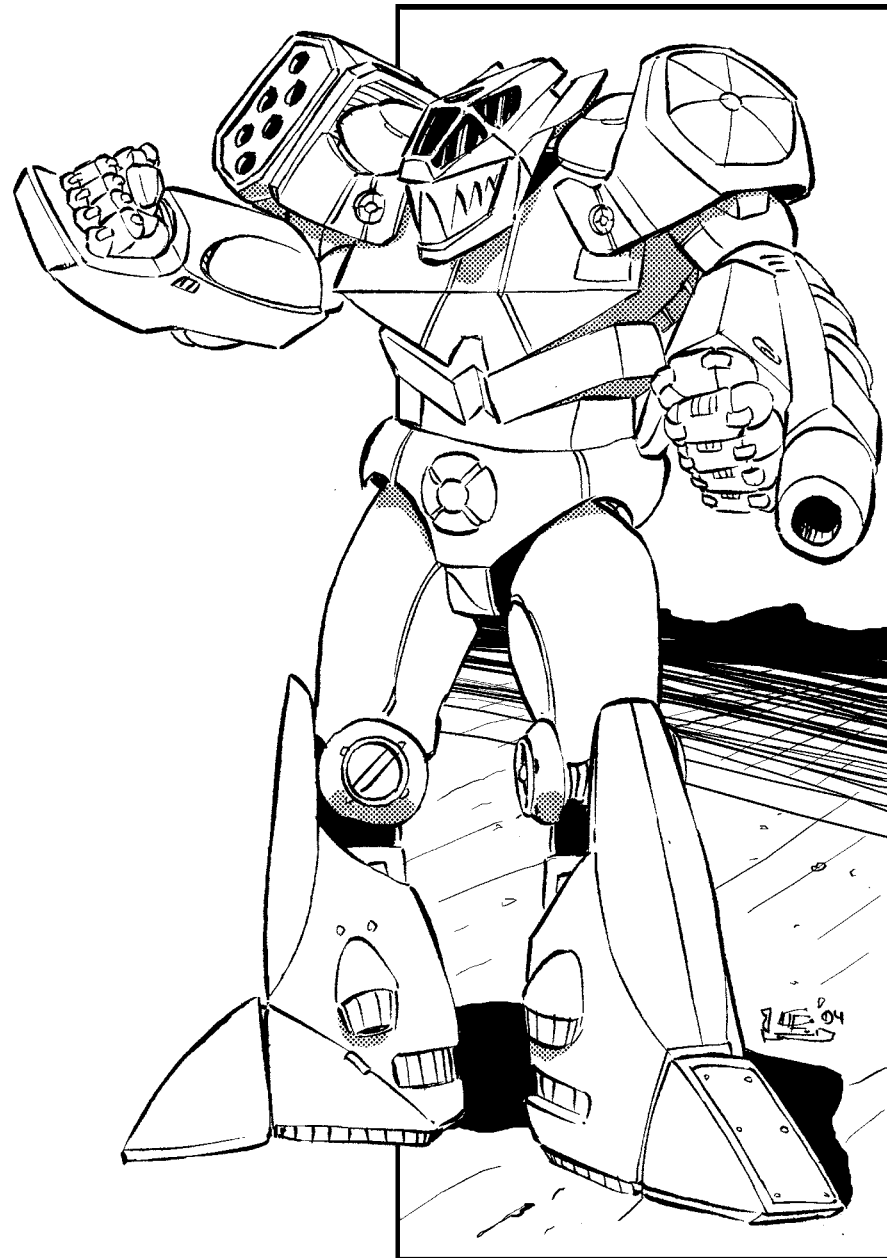
DAD-3D DAEDALUS

Mass: 45 tons
Chassis: Earthwerks PXH II Endo Steel
Power Plant: Hermes 270 XL
Cruising Speed: 65 kph
Maximum Speed: 97, 119 kph
    w/Triple-Strength Myomer
Jump Jets: Rawlings 45
    Jump Capacity: 180 meters

Armor: Durallex Light
Armament:
    1 Tronel XIV-EXP Large X-Pulse Laser
    4 Ramtech 1500Z ER Medium Lasers
    2 Magna Mk IV ER Small Lasers
Manufacturer: Innovative Design Concepts
    Primary Factory: Solaris VII

Communications System: Dalban VirtuTalk
Targeting and Tracking System: Dalban
    HiRez III Advanced FCS

Overview

Built off the frame of an original PXH-1 *Phoenix Hawk*, IDC updated the 'Mech with technological innovations such as endo steel and an XL engine. Originally equipped with a large pulse laser and several missile racks, the *Daedalus* gave its best performances at long range, and it had the maneuverability to keep out of harm's way. However, continuing technological advances eventually left this once cutting-edge 'Mech far behind. Instead of scrapping the *Daedalus*, IDC took a gamble and upgraded it.

As new advancements in BattleMech technology became available, IDC went to work updating the *Daedalus* and soon brought it back to the forefront of Solaris VII arena 'Mechs. Before long, this medium 'Mech once again began making an impact in the local circuits.

Capabilities

Staying close to the original design, IDC's engineers replaced all missile systems with new extended-range lasers, and upgraded the original large pulse laser to Tronel's experimental X-pulse laser. Both these changes increased the 'Mech's range and striking power. To make these longer-ranged weapons more potent, an advanced targeting computer completed the altered electronics. Designers also installed a more compact cockpit, along with two more double heat sinks to handle the heat generated by the energy weapons. Finally, they added triple-strength myomer for extra speed.

Deployment

Currently, only Blackstar Stables fields the new *Daedalus*, though the original design appears in many Reaches arenas and lesser-known co-ops.

Variants

In addition to the original *Daedalus*, two new variants exist. The DAD-4A removes three of the four extended-range medium lasers and large pulse laser, replacing them with two Streak SRM-4s and one Streak SRM-6. A new supercharger enhances engine performance, but sacrifices a ton and a half of armor. The DAD-4B replaces the Streak SRM-4s with medium pulse lasers and adds a heat sink, as well as a ton of armor, but sacrifices the TSM.

Notable MechWarriors

Drago "Death From Above" Alldredge: Drago Alldredge was an average arena MechWarrior until he got the chance to pilot the first *Daedalus*. He made a name for himself on the local circuit piloting his new 'Mech, the "Grimjet," in hit-and-run attacks at close range, often finishing off his opponents with a flashy and dangerous "Death from Above" attack.

His luck ran out when he tried to break into the big leagues. Alldredge fought his first match against Victor Vandergriff, who was fast becoming a fan favorite in the Lyran sector. Piloting a modified *Wolverine*, Victor tore into Alldredge's 'Mech. Drago's dreams of glory and a title died when Vandergriff's assault blew out the "Grimjet's" gyro. After that abysmal performance, no one wanted to sponsor Alldredge. During the uprising of 3062, Alldredge fought alongside Michael Searcy and gave a good account of himself. Afterward, he returned to the local circuit, where he still entertains fans.

Sandra "The Mystic" Salmen: This young lady literally came out of nowhere and refuses to answer questions about her past. She has been observed following rituals similar to those performed by Nova Cat warriors on a vision quest, giving rise to a persistent rumor that she once belonged to Clan Nova Cat. Others claim she's a former Com Guard warrior still practicing the rites of that mystical Order. No matter what people say, they agree on one thing—she excels at piloting a 'Mech. Nigel Daelun of Blackstar Stables, first attracted by Sandra's good looks, found himself further enamored by her uncanny ability to target weak points of armor on any 'Mech she faced. Daelun offered her a spot in his stable and assigned her a DAD-3D to pilot, which she affectionately refers to as "Shaman's Sword."

DAD-3D DAEDALUS

Type: **Daedalus**
Technology Base: Inner Sphere (Experimental)
Tonnage: 45
Battle Value: 1,729

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit (Small):		2
Armor Factor:	153	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
Large X-Pulse Laser	RA	2	7
2 ER Med. Lasers	LA	2	2
2 ER Med. Lasers	CT	2	2
2 ER Small Lasers	HD	2	1
Targeting Computer	RT	3	3
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
Triple-Strength Myomer	RA/LA/RL/LL	1/1/2/2	0
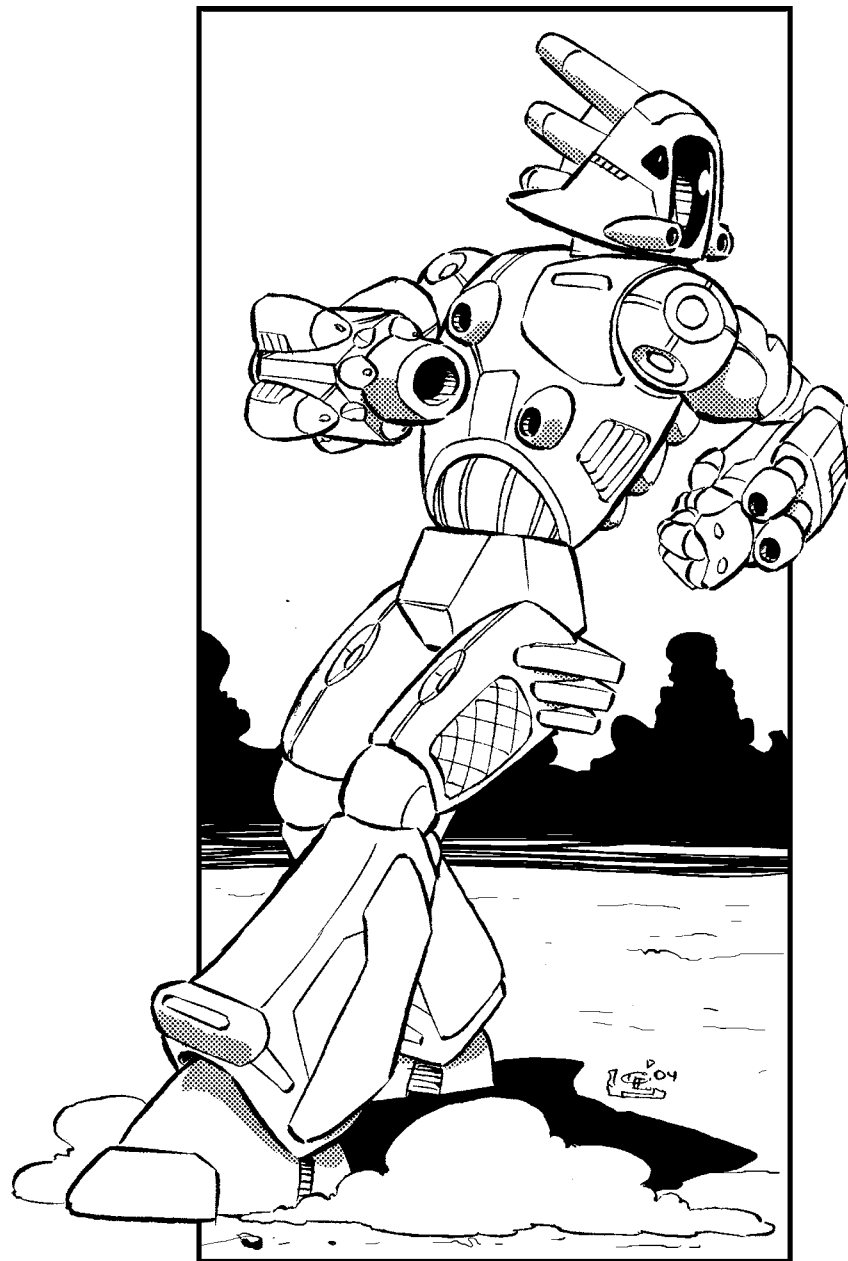
VKH-1 VOLKH

Mass: 45 tons
Chassis: VKH Endo Steel
Power Plant: Edasich Motors 225 XXL
w/Supercharger
Cruising Speed: 54 kph
Maximum Speed: 76 kph, 97 kph
w/Supercharger

Jump Jets: None
Jump Capacity: None
Armor: Durallex Hardened
Armament:
1 Hovertech SRM-4
4 Diverse Optics ER Medium Lasers
2 Lances

Manufacturer: Vining Engineering
and Salvage Team
Primary Factory: Solaris VII
Communications System: Wilson Silicon
Siren (modified)
Targeting and Tracking System: Winston
Coral Snake (modified)

Overview

Renowned for innovative designs used on the battlefield and in the arena, the Vining Engineering and Salvage Team (VEST) created the VKH-1 *Volkh* as a test bed for advanced technologies, a concept that led directly to even more radical designs such as the *Great Turtle*.

Initially intended as an in-house project, the *Volkh's* success in the arena has raised interest among top stables in this unconventional design.

Capabilities

Those who have faced the *Volkh* use terms like "unstoppable" and "impossible to kill" to describe how this medium BattleMech absorbs damage that would fell an assault 'Mech. With almost half the *Volkh's* weight devoted to the incredibly dense Durallex hardened armor, VEST has given its creation armor protection that in real terms can rival that of the mighty *Atlas*. By using an unconventional torso-mounted cockpit, the engineers also ensured that this 'Mech cannot be stopped by a lucky cockpit hit.

The *Volkh's* offensive systems are every bit as unconventional. Four Diverse Optics extended-range medium lasers are mounted where the cockpit would exist in a conventional BattleMech. Supported by a lone Hovertech SRM-4, the 'Mech appears under-gunned. Designed to fight in the Solaris arenas, however, it mounts two of the new 'Mech lances to back up its firepower. Everything else about the *Volkh* is crafted to let it close to point-blank range and inflict crippling damage with those lances.

In order to let the 'Mech carry such massive armor, VEST used a fantastically light Edasich Motors 225 XXL engine. Though the armor limits mobility slightly, the addition of a supercharger still allows the *Volkh* to close quickly with an opponent.

Deployment

VEST lacks the capability to mass-produce its designs, usually turning to the Inner Sphere's military-industrial complex instead. As a result, the *Volkh* must be hand-built. Only a handful exist, with most serving VEST as experimental variants.

Variants

Each *Volkh* is unique, allowing VEST engineers to experiment with various weapon and engine combinations. One successful variant removes the SRM-4 launcher and replaces three extended-range medium lasers with an extended-range large laser. The VKH-7 is currently operated by the Skye Tigers.

Notable MechWarriors

Lorri "Mountain Queen" Bent: A successful independent on the fight circuit, VEST hired Lorri Bent to pilot its new *Sasquatch* in a grudge match against the now-defunct Vampires. Lorri so impressed Dr. David Vining that he offered her a permanent position with his company. As a test pilot for VEST, Lorri gave the *Volkh* its first public airing in a battle against Ivan Menlikov of the Wraiths Stable. Assuming Lorri would pilot a *Sasquatch*, Menlikov chose to fight in a *Banshee*, and was surprised to find himself facing a 'Mech less than half his own machine's weight. Menlikov got another surprise as Bent closed to point-blank range— shrugging off a storm of PPC, Gauss, laser and missile fire—and delivered a flurry of lance blows. Her strikes began to penetrate the assault 'Mech's thick armor, and finally delivered crippling damage to the *Banshee's* XL power plant.

Robert "Zombie" Dalziel: Not a flashy fighter, Dalziel achieves victory by methodically grinding down his opponents. He favors with staying power—preferably designs with a standard engine, lots of armor and exclusively armed with energy weapons.

While contracts with the Skye Tigers Stable can be full of nasty surprises, the stable also has access to some of the best battle technology in the Inner Sphere. Dalziel serves as the Tigers' primary VLK-7 *Volkh* pilot, and the design is well suited to his fighting style. Opponents can quickly become unnerved as Dalziel's medium 'Mech suffers horrendous damage—sometimes even decapitation, a favorite with the crowds—and just keeps on coming.

VKH-1 VOLKH

Type: **Volkh**
Technology Base: Inner Sphere (Experimental)
Tonnage: 45
Battle Value: 1,635

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	225 XXL	3.5
Walking MP:	5	
Running MP:	7 (9)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Torso-Mounted):		4
Armor Factor (Hardened):	140	17.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	14	20
Center Torso (rear)		6
R/L Torso	11	15
R/L Torso (rear)		5
R/L Arm	7	13
R/L Leg	11	20

Weapons and Ammo	Location	Critical	Tonnage
Lance	RA	3	3
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
Targeting Computer	RT	1	1
4 ER Med. Lasers	H	4	4
Supercharger	LT	1	.5
Lance	LA	3	3
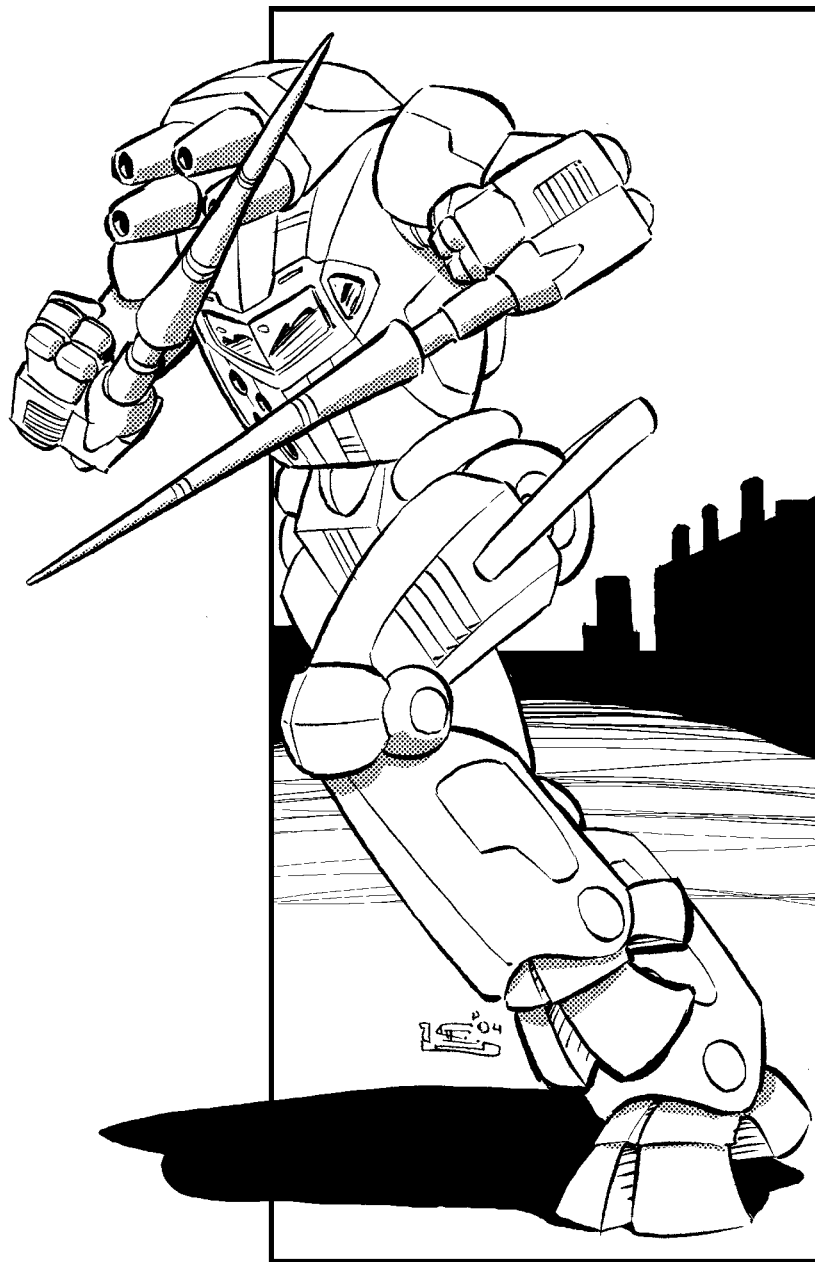
AQS-3 AQUAGLADIUS

Mass: 50 tons
Chassis: Hollis Mark 2B
Power Plant: VLAR Light 300
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
    Jump Capacity: None

Armor: York Industries CTC-0 Light Ferro-Fibrous
Armament:
    1 Alpha BattleMech Taser
Manufacturer: Vining Engineering and Salvage Team
    Primary Factory: Solaris VII

Communications System: Sipher Security Plus
Targeting and Tracking System: Hartford S2000A

Overview

In the mid 3050s, Vining Engineering and Salvage Team (VEST) stormed onto the interstellar market with their innovative designs and won large-scale BattleMech contracts with such machines as the *Jackal* and *Grand Titan* (the designs are built by Earthwerks at that company's Keystone manufacturing center). Other Solaris VII design firms, such as Omnitech Industries, Innovative Design Concepts and Solaris Arms, soon latched onto some of the same concepts, stealing much of the VEST thunder heading into the 3060s.

In an effort to shake the muck off their proverbial 'Mech boots, VEST spent most of the early 3060s virtually redefining the possibilities of 'Mech design. They came up with two designs radically different from the usual 'Mech: the *Aquagladius* and the *Great Turtle*. While each pushes the envelope in a different direction, both use a bevy of bleeding-edge technologies.

Recent public comments by Omnitech Industries and CEO Rico Saman of Solaris Arms deride both designs as "white elephants," whose "cost and upkeep, combined with their excessively focused design parameters, make them nothing more than glorified IndustrialMechs." Despite the negative publicity, limited success by both machines in the arenas has sparked interest. As ever, when PPCs discharge and autocannons blaze, performance is all that matters.

Capabilities

VEST designers incorporated many of the *Jackal*'s electronic systems into the *Aquagladius*, but its chassis is based on a Hollis Mark 1A Cosara Weaponries' *Crab*. In the words of one engineer, "If there's a 'Mech that can fight underwater, it's the *Crab*." VEST made numerous enhancements to the fluid dynamics and placement of the armor, but the *Aquagladius* still reflects its genesis just below the surface.

Inside this unique armor placement, VEST loaded the machine with numerous new systems, including a light engine (purchased from Wolf's Dragoons), a flail for hand-to-hand combat, the radical BattleMech taser ("acquired" from the NAIS) and the prototype BattleMech HarJel system (to stave off rupture damage in underwater environments). Finally, to provide the *Aquagladius* with unparalleled underwater movement capabilities, VEST engineers included the pioneering underwater maneuvering units.

Deployment

To date VEST has sold one AQS-3 and one AQS-4. The AQS-3 belongs to Banshees Stables, where it has proven a holy terror in the Bracken Swamp's Pool arena. Talk of handicapping the design for betting purposes is already making the rounds, as many consider it to have an unfair advantage in the Pool. A mercenary unit, whose identity VEST is refusing to divulge, bought the AQS-4. Apparently, the purchase contract included a confidentiality clause.

Variants

The AQS-4 trades the BattleMech taser for a large X-pulse laser and the flail for four extended-range medium lasers and an additional ton of armor.

Notable MechWarriors

Ken "Fish-man" Sanders: A strange fish (pun intended), Ken Sanders was not simply born to swim, but born to pilot a 'Mech in underwater combat. Having grown up on the streets of Bracken Swamp, he spent most of his childhood sneaking into the Pool arena for the latest match, or into the Banshees Stables. Quickly endearing himself as a useful mascot, he eventually became an astech for the Banshees, and when the opportunity arrived to become a pilot, he took his slot with a vengeance.

Though dangerous enough in a standard 'Mech in the Pool, Ken was instrumental in fine-tuning the *Aquagladius* and has since made an undefeated run across half a season of combat, bringing him to the attention of larger stables and arenas. So far, however, his love of the Pool has led him to fight only in that arena, which limits his potential for greater success.

AQS-3 AQUAGLADIUS

Type: **Aquagladius**
Technology Base: Inner Sphere (Experimental)
Tonnage: 50
Battle Value: 834

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 Light	14.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Underwater MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	161	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		8
R/L Torso	12	17
R/L Torso (rear)		6
R/L Arm	8	15
R/L Leg	12	23

Weapons and Ammo	Location	Critical	Tonnage
BattleMech Taser	LA	3	4
Ammo (Taser) 15	LT	3	3
Flail	RA	4	5
HarJel	LT	1	1
HarJel	RT	1	1
HarJel	CT	1	1
UMUs	LT	2	1
UMUs	RT	2	1
UMU	CT	1	.5
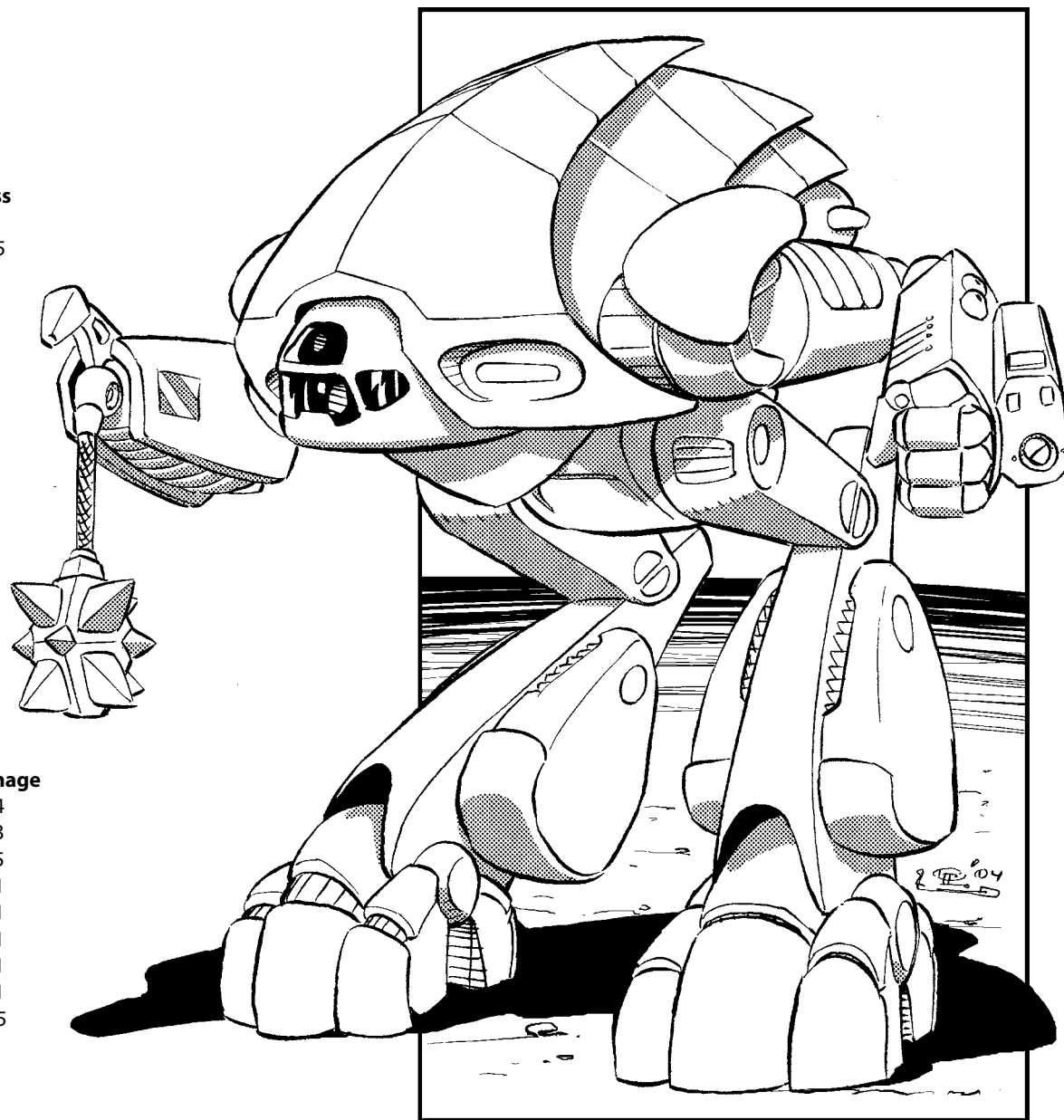
BMB-013 BOMBARD

Mass: 50 tons
Chassis: Solaris Arms BX-01 Endo Steel
Power Plant: Hermes 100 Extralight
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Jump Jets: None
    Jump Capacity: None

Armor: ArcShield Heavy with CASE and Spikes
Armament:
    2 Solaris Arms XT-15 Thunderbolt Launchers
    2 Diverse Optics Extended Range
      Medium Lasers
Manufacturer: Solaris Arms
    Primary Factory: Solaris VII

Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez

Overview

Solaris Arms' radical *Bombard* debuted in 3054 and received a lukewarm reception thanks to its all-or-nothing approach, which favored firepower over speed and survivability. Interest in this unique 'Mech soared briefly in the late 3050s, but the *Bombard*'s little-advertised engineering flaws culminated in a humiliating Davion Arena defeat in 3060, forcing its designers to return to their drawing boards. The improved *Bombard*, released in 3063, is far more structurally sound, but still bears the stigma of its progenitor's failure, especially in the eyes of critics who note that its performance profile remains far too close to that of the original model.

Capabilities

The redesigned *Bombard* uses twin prototype Solaris Arms XT-15 Thunderbolt missile launchers in place of the super-heavy autocannons found on the original BMB-010 model, giving this 'Mech superior reach at only a slight cost in firepower. Backing up these launchers are two extended-range medium lasers, while reinforced spikes on the legs deter kicking attacks in close combat. Most noteworthy are the standard heat sinks that replace the compact but defective 3039-vintage "freezers" used by the original BMB-010s. Unfortunately, critics note that none of these changes mitigate the *Bombard*'s limited mobility, cited by most MechWarriors as the real reason for its failure.

Deployment

Solaris Arms has roused only mediocre interest in the new *Bombard*, despite a few promising matches in the Reaches since its debut. In fact, the biggest *Bombard* purchase to date came from the Blue Fists, a minor off-circuit, pro-Steiner Reaches stable, which recently placed an order for two of these machines.

Variants

Only a handful of original *Bombard*s remain today, sporting twin assault autocannons that tax the structural integrity of the 'Mech's flawed chassis. These models also use 3039-vintage "freezers" to improve their heat management, consequently suffering severe structural damage from decay and corrosion that renders them little more than museum pieces.

Rumor has it that Solaris Arms recently received a special order to produce a more radical, mixed-technology *Bombard* variant. Apparently, the two requested "BMB-1X" refits will incorporate Clan Gauss rifles in place of the Thunderbolt launchers and swap out the close-in weapons for three torso-mounted M-pods, while supercharged XXL engines will give these machines top speeds approaching 90 kph.

Notable MechWarriors

Seamus "Mad Dog" MacNaughton: The pilot of the original *Bombard* prototype—nicknamed "Master Blaster" by its creators—used the surprise value of his twin autocannons to great effect in his first few matches, drawing the attention of a major promoter. The promoter arranged several duels over the next few years, including MacNaughton's famed Boreal Reaches match against Clan War veteran Roman Welles. Unfortunately, Welles proved more than able to adapt to the *Bombard*, despite piloting a much lighter *Wolfhound*. MacNaughton's humiliating loss at Welles' hands doomed his 'Mech and his career, as no stable or cooperative on Solaris would have him after his resounding defeat.

Robyn "Backstabber" Milholland: A virtual unknown in a minor Reaches stable, Milholland's claim to fame is his preference for ambushes, which he perfected during his brief tenure as a member of the Renegades Cooperative (before a dispute with fellow Renegades led to his ouster in 3056). Now a member of an ailing and unaffiliated Breakdown Division Stables, his brutal tactics at the helm of his BMB-013 *Bombard* "Brutus" have won him equal parts respect and scorn in the media.

BMB-013 BOMBARD

Type: **Bombard**
Technology Base: Inner Sphere (Experimental)
Tonnage: 50
Battle Value: 1,019

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	100 XL	1.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		1
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		7
R/L Torso	12	17
R/L Torso (rear)		6
R/L Arm	8	15
R/L Leg	12	23

Weapons and Ammo	Location	Critical	Tonnage
Thunderbolt 15	RA	3	11
Ammo (Thunderbolt) 12	RA	3	3
Thunderbolt 15	LA	3	11
Ammo (Thunderbolt) 12	LA	3	3
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Medium Laser	LT	1	1
CASE	LT	1	.5
Spikes	RL	1	.5
Spikes	LL	1	.5
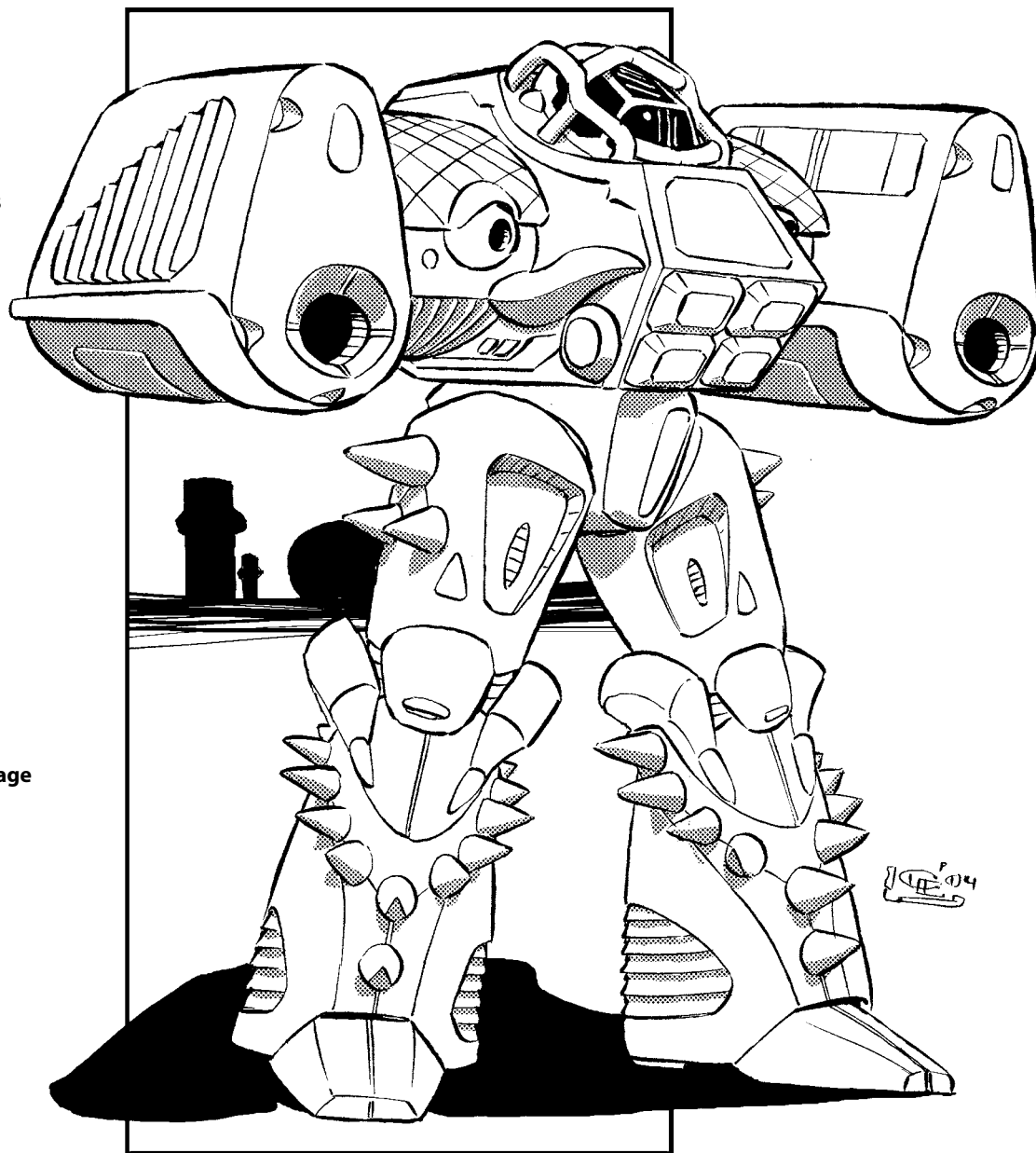
SA-RN7 RONIN

Mass: 50 tons
Chassis: Solaris Arms KL77-Modified Endo Steel
Power Plant: Hermes 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
   Jump Capacity: None

Armor: StarGuard CIV Ferro-Fibrous
Armament:
   1 Sutel Precision Line Large Pulse Laser
   2 Luxor 3R LRM-10 Launchers
   2 Solaris Arms "Pepperspray" M-Pods
   1 Diverse Optics Extended Range
      Small Laser

Manufacturer: Solaris Arms
   Primary Factory: Solaris VII
Communications System: Corean Transband-J9
Targeting and Tracking System: Corean
   B-Tech

Overview

Solaris Arms' first offering in the medium 'Mech market, the SA-RN *Ronin*, was well received in the arenas for its effective mix of accurate firepower at all ranges. Based heavily on the chassis and specifications of the 3050-vintage *Centurion*, this 'Mech set a precedent for many of Solaris Arms' future endeavors by enabling the company to field unique weapons platforms with a minimum of research and development through the use of familiar architecture.

Capabilities

The RN7-*Ronin* commonly produced today is an upgrade of the original SA-RN model that first surfaced in 3051. Taking advantage of weapon systems developed over the past decade, this *Ronin* model enhances the original's reach and firepower with only limited changes in appearance. Rather than relying on Artemis-enhanced SRM tubes for close-in punch, the RN7 employs a pair of larger LRM racks for greater reach, making room for a pair of short-range M-pods that pack a more devastating close-in surprise. Dropping CASE in favor of an additional half-ton of armor and a head-mounted ER small laser, the RN7 *Ronin*'s refined left-arm claw and its right-arm large pulse laser combine to keep this version deadly at all ranges and just as hard to bring down as its predecessor.

Deployment

Lacking dedicated manufacturing plants, like all Solaris Arms designs, *Ronin*s are not common even on Solaris, and are virtually unheard-of throughout the rest of the Inner Sphere. Still, several major stables in Solaris City boast at least one of these machines, and demand for more remains high.

Variants

A true rarity nowadays, the original SA-RN *Ronin*s incorporated a prototype version of the claw that precluded use of a lower arm actuator and so lacked the flexibility of the newer design. The older model also sported slightly less armor, lacked the backup head laser and used four Artemis-enhanced SRM-4s fed by a CASE-protected left-torso ammo bin, rather than the current version's unprotected LRM/M-pod combination.

Notable MechWarriors

"Master Po" Chui: Po Chui, a MechWarrior with Tandrek Stables, was the first Top Twenty MechWarrior to pilot an original *Ronin* (dubbed "Mr. Chan") on the main circuit. Chui successfully battled his way to victory on several occasions, thanks to his uncanny finesse with "Mr. Chan's" complement of enhanced SRMs, until a freak ammunition explosion killed him in front of a sell-out crowd in the Ishiyama Arena in 3052. Popular theory suggests that Chui was yet another victim of the ongoing feud between Tandrek and Zelazni stables, but investigators never confirmed allegations of sabotage during Chui's final match.

Yvette "Ice Maiden" McAllister: Beautiful and deadly, Hombres Stables' Yvette McAllister fosters an almost rabid hatred of the Lyran Alliance and the Federated Suns, despite being born and raised as a citizen of the Federated Commonwealth. Bitter at the fall of her Tamar Pact homeworld during the Clan invasion, McAllister—nicknamed the "Ice Maiden" for the mechanical precision with which she dispatches her foes in combat—views those who fight for either half of the failed Commonwealth as "pathetic weaklings" unworthy of mercy. Her RN7-*Ronin*, "Tamar's Revenge," often employs special laser lighting effects to enhance its outline and is a regular terror in the Scrapyard, her favored arena.

SA-RN7 RONIN

Type: **Ronin**
Technology Base: Inner Sphere (Advanced)
Tonnage: 50
Battle Value: 1,183

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	169	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	24
Center Torso (rear)		8
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
Claw	LA	4	4
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
M-Pod	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
M-Pod	LT	1	1
ER Small Laser	H	1	.5
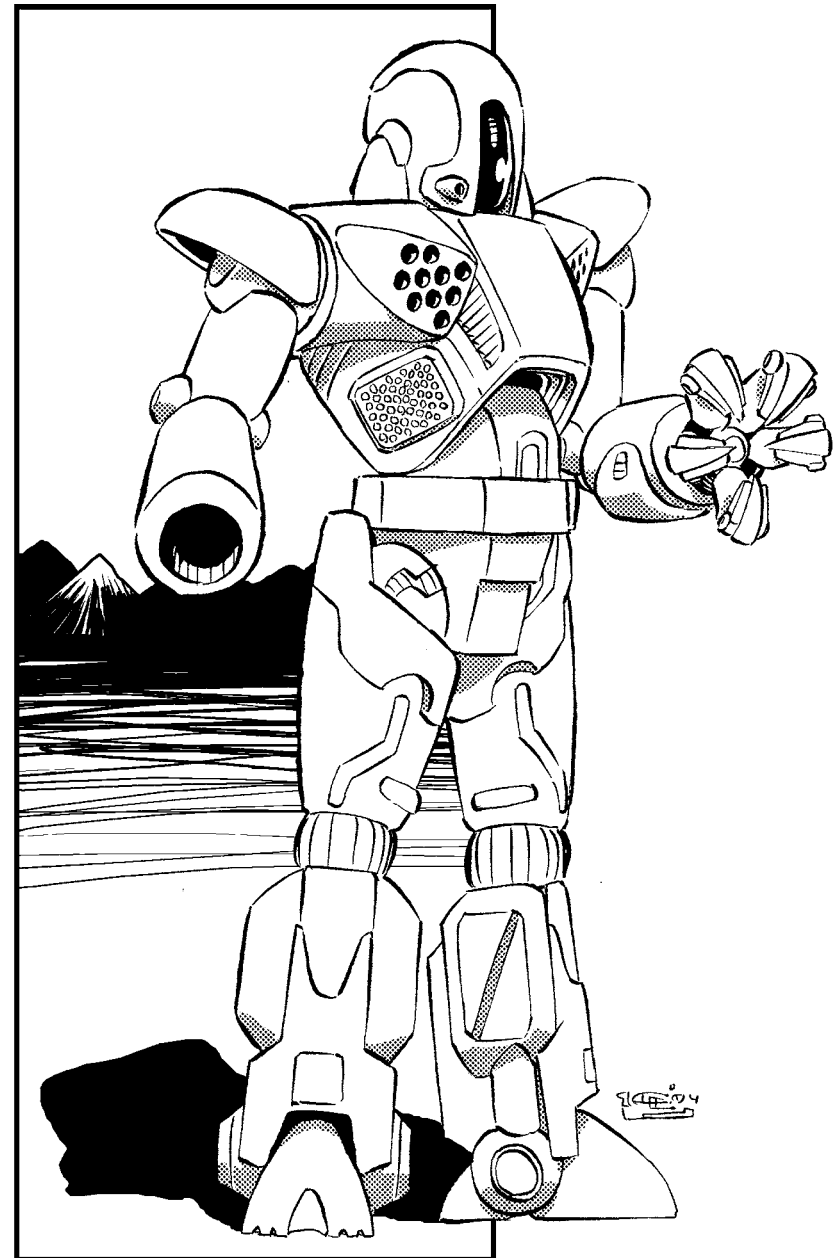
PWR-1X PROWLER

Mass: 55 tons
Chassis: Crucis-AE Composite
Power Plant: Core Tek 385 XXL
    w/Supercharger
Cruising Speed: 76 kph
Maximum Speed: 119 kph, 151 kph
    w/Supercharger
Jump Jets: Northrup 12000
    Jump Capacity: 210 meters

Armor: Durallex Super Medium Heavy
    Ferro-Fibrous Armor
Armament:
    1 Series PPS-XX ER Large Pulse Lasers
      (Clan)
    2 Series PPS-XIX ER Medium Pulse Lasers
      (Clan)
    2 Series PPS-XVI ER Small Pulse Lasers
      (Clan)

Manufacturer: Innovative Design Concepts
    Primary Factory: Solaris VII
Communications System: Dalban StarLink
    Classic
Targeting and Tracking System: Dalban
    HiRez II-a

Overview

When Zellbrigen Stables announced its formation, IDC sent a design team to confer with the Clan newcomers. After being promptly shown the door, IDC bided its time and waited for the Clanners to come to them. Eventually, all Solaris stables call on IDC. Shortly after taking over the stable, Marcin Hammond contacted IDC's head administrator and opened negotiations for technical assistance and a new

'Mech designed specifically for Solaris VII's arenas. Hammond explained to the IDC design team that his warriors had no problem piloting a Solaris-designed 'Mech as long as it carried Clan weapons. IDC's engineers, for their part, had long wanted to get their hands on Clan weapons and incorporate them into specialized designs. Hammond ordered two medium 'Mechs and even supplied two *Wolverine* chassis from which to build the new machines. IDC delivered both BattleMechs fully operational and ready for testing ahead of schedule, and designated the new 'Mech the *Prowler*.

Capabilities

The *Wolverine* chassis were in sound shape, but still needed work. First, IDC engineers replaced the internal structure with a new lightweight composite skeleton. Composite weighs fifty percent less and can carry the same weight, but is susceptible to higher-than-normal damage. To protect the 'Mech's vulnerable internal structure, the IDC team installed nine and a half tons of Durallex's new heavy ferro-fibrous armor.

The heart of the *Prowler* is Core Tek's newest line of fusion plants, the XXL engine. Weighing a third as much as a standard fusion engine, the XXL produces the same amount of power, but takes up a lot of space. To free up more room, engineers installed a compact gyro and a smaller cockpit. They also mated a Bosch Supercharger to the XXL engine, effectively doubling the 'Mech's speed at the press of a button. Clan warriors' preference for long-range combat dictated the weapons selected for the *Prowler*. The 1X model had a standard targeting system, making the experimental extended-range pulse lasers the weapons of choice. Designers installed a large pulse laser in the center torso and two medium lasers in each arm. To protect the *Prowler*'s rear, engineers mounted two rear-facing small pulse lasers. Finally, jump jets gave the *Prowler* greater maneuverability in the arena.

Deployment

The *Prowler* has yet to see an arena match, where its success (or lack thereof) will determine whether IDC finds additional markets for this radical design.

Variants

The second variant produced, the PWR-1X1, received a completely different weapons package. Extended-range lasers replaced the large and medium pulse lasers, and two SRM-4 racks replaced the small pulse lasers for a more potent short-range attack. Designers also removed the supercharger and installed an advanced targeting computer in its place. Finally, they added five more double heat sinks to handle the increased heat generated by the extended-range weapons.

PWR-1X PROWLER

Type: **Prowler**
Technology Base: Mixed (Experimental)
Tonnage: 55
Battle Value: 2,042

Equipment		Mass
Internal Structure:	Composite	3
Engine:	385 XXL	14.5
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	7	
Heat Sinks:	12 [24]	2
Gyro (Compact):		6
Cockpit (Small):		2
Armor Factor (Heavy Ferro):	185	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	27
Center Torso (rear)		9
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Pulse Laser (C)	RA	2	2
ER Medium Pulse Laser (C)	LA	2	2
ER Small Pulse Laser (C)	RT (R)	1	1.5
ER Small Pulse Laser (C)	LT (R)	1	1.5
ER Large Pulse Laser (C)	CT	3	6
Supercharger	RT	1	1.5
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
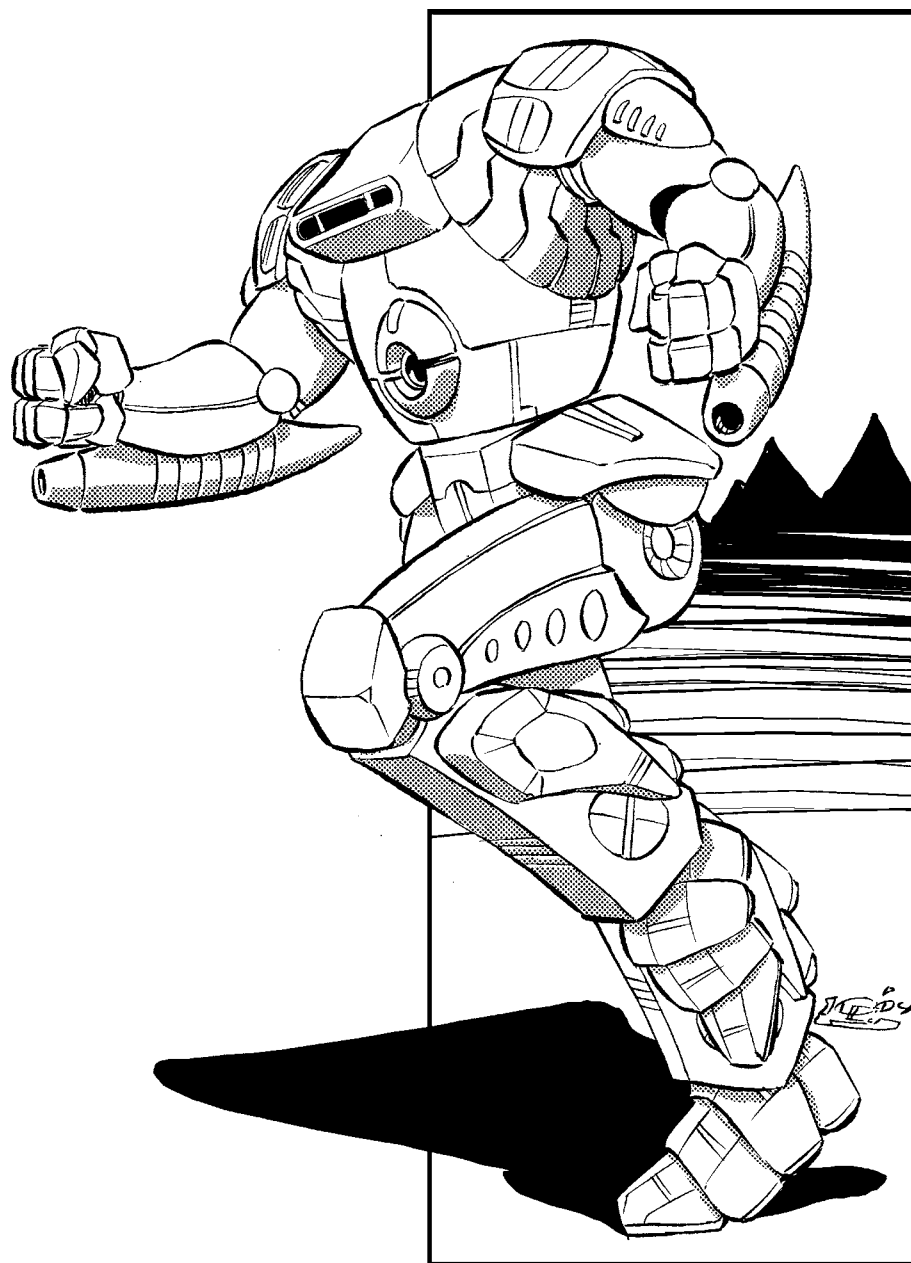
PAL-2 PALADIN

Mass: 60 tons
Chassis: Crusis-III Deluxe Composite
Power Plant: GM Super-Lite 360 XXL
    Fusion Engine
Cruising Speed: 65 kph
Maximum Speed: 97 kph, 119 kph
    w/Triple-Strength Myomer

Jump Jets: HildCo Model 10
    Jump Capacity: 180 meters
Armor: Durallex Light Ferro-Fibrous Armor
Armament:
    1 ExoStar Medium X-Pulse Laser
    1 Mydron Tornado Rotary AC/2
    1 Harpoon 6S Streak SRM-6
    1 Harpoon-4S Streak SRM-4

Manufacturer: Innovative Design Concepts
    Primary Factory: Solaris VII
Communications System: Omicron 4002
    Networking Channel
Targeting and Tracking System: TRSS Eagle
    Eye Advanced T&T FCS

Overview

To call the original *Paladin* eccentric is an understatement. The *Paladin* was IDC's first attempt at a heavy 'Mech based on a variation of the *Hunchback*, with an unusual twist. The original 'Mech carried seven heavy machine guns that acted like a Gatling cannon. The weapons delivered considerable damage while producing little heat. Unfortunately for the *Paladin*, the weapons weren't enough. The prototype, sold many times, earned the nickname "Eviscerator" until it met its end in the Factory at the hands of a *Marauder*.

A few years later, after acquiring some advanced prototype equipment, IDC revisited the design. After intensive work, they completed the new *Paladin*, dubbing it the PAL-2.

Capabilities

IDC built the PAL-2 primarily to test GM's new XXL super-light fusion engine, which could allegedly produce as much power as a standard engine at a third of standard weight. To protect the engine, IDC used a composite alloy produced by Crusis along with Durallex's new light ferro-fibrous armor.

Not wanting to repeat the mistake of the original *Paladin*, the IDC design team installed a Mydron Tornado rotary autocannon acquired from contacts in the Federated Suns. The autocannon could deliver the same firepower as seven machine guns, but at far longer ranges. Supplementing this long-range weapon are an SRM-6 and SRM-4 Streak launcher, along with an X-pulse medium laser. Finally, the design team added triple-strength myomer to give this variant speed and superior performance.

Deployment

A few original Paladins still turn up in smaller, unregistered stables, but no one has yet bought the new variants. IDC hopes to change this situation when their two nova-hot test pilots hit the arenas next season.

Variants

Only one other prototype exists, the PAL-3. This variant's main armament is an Ultra-20 autocannon backed up by four machine guns and one medium X-pulse laser. Designers removed the Streak launcher and jump jets to allow installation of the massive autocannon.

Notable MechWarriors

Jim "Buccaneer" Arnold: Jim Arnold is a MechWarrior running from his past, rumored to include associations with the notorious "Lady Death" Paula Trevaline and her marauders. He purportedly broke ties with her under questionable circumstances which still cause him discomfort. Despite a seedy history, Arnold is an exceptional MechWarrior who can pilot a 'Mech as if it were an extension of himself. He proved his ability in a borrowed *Shadow Hawk* at an IDC-sponsored tryout for new test pilots, and so impressed the company that IDC immediately offered him a slot in their test program. When the PAL-2 was ready for its first test run, Jim Arnold ran it through its paces. After a series of live-fire tests, Arnold named the 'Mech "Eviscerator II" after the original *Paladin*. Arnold has yet to fight with his new 'Mech in an arena, but is getting ready to take the Eviscerator II onto the arena circuit to prove its—and his—worth.

Jessie "Sweetness" Watson: People describe Jessie Watson as short, sweet and full of fire, though she's anything but sweet in the cockpit of a BattleMech. When IDC hired her to pilot the PAL-3, it was a match made in heaven. So far, Jessie has laid waste to every opponent and has dubbed her 'Mech "The Obliterator." She plans to enter the main fighting circuit when the new season opens.

PAL-2 PALADIN

Type: **Paladin**
Technology Base: Inner Sphere (Experimental)
Tonnage: 60
Battle Value: 1,642

Equipment		Mass
Internal Structure:	Composite	3
Engine:	360 XXL	11
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit (Small):		2
Armor Factor (Light Ferro):	201	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	21
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	14	28

Weapons and Ammo	Location	Critical	Tonnage
Med. X-Pulse Laser	RA	1	2
Rotary AC/2	LA	3	8
Ammo (RAC) 45	RT	1	1
Streak SRM 6	LT	2	4.5
Ammo (Streak) 15	RT	1	1
Streak SRM 4	LT	1	3
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
Jump Jet	RL	1	1
Jump Jet	LL	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2
Triple-Strength Myomer	RA/LA/RL/LL	2/2/1/1	0
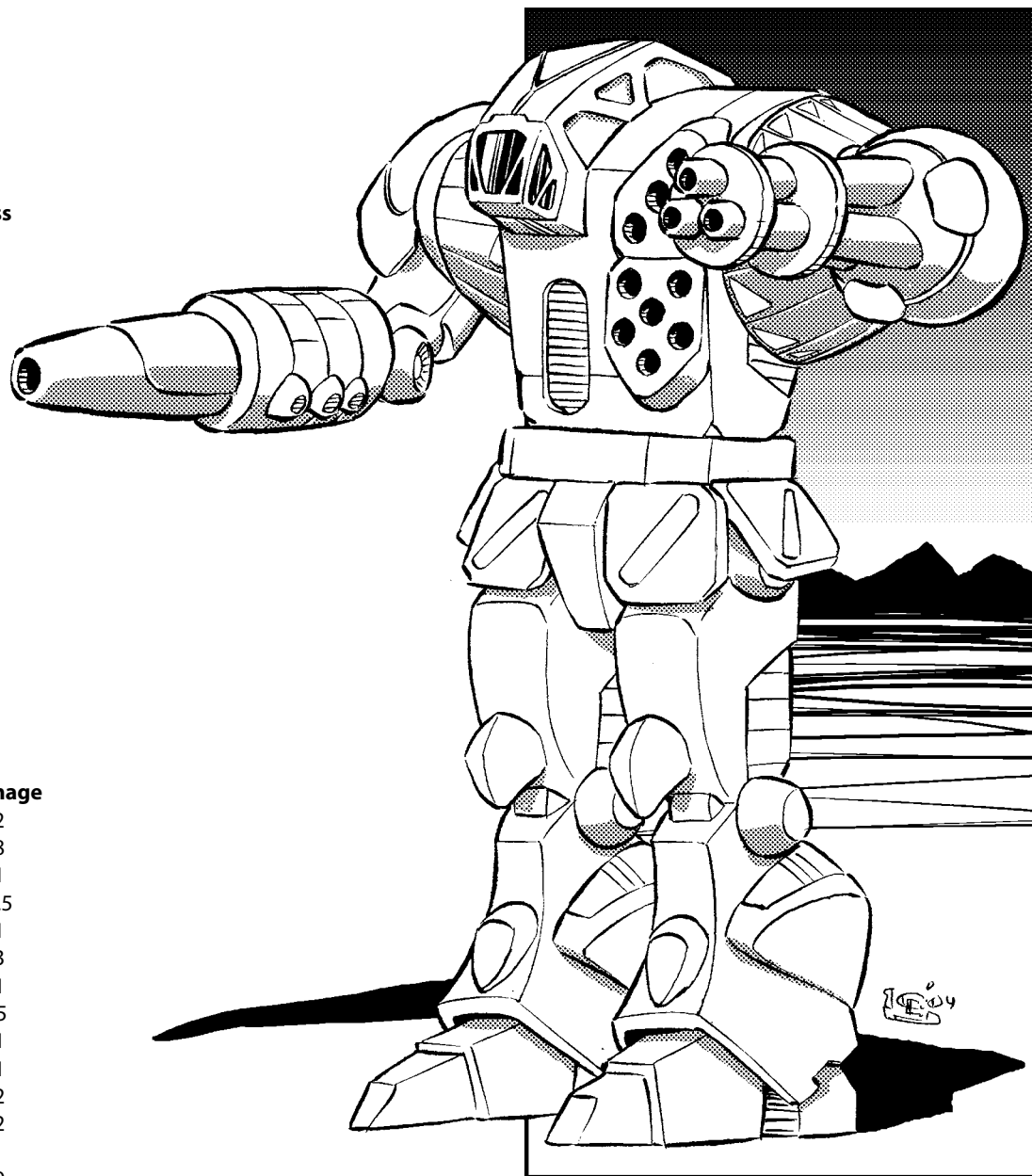
SP1-X SPATHA

Mass: 60 tons **Chassis:** Spatha X
Power Plant: Hermes 360 XXL
Cruising Speed: 65 kph
Maximum Speed: 97 kph, 119 kph
    w/Triple Strength Myomer
Jump Jets: None
    Jump Capacity: None

Armor: Long-Arms Laser Reflect/Max
Armament:
    1 Defiance 1001 ER PPC
    1 Spatha-X PPC Capacitor
    1 Guided Technologies 2nd Generation
      Streak SRM-6
    2 RAMTech 800P-X Medium X-Pulse Lasers
    1 McArthur Laser-X AMS

Manufacturer: Doctor Géné Lyndon
    Primary Factory: Solaris
Communications System: Custom
Targeting and Tracking System: Custom

Overview

One of a host of new designs fielded for the 3067 season on Solaris, the *Spatha* uses bleeding-edge technologies to create a dueling 'Mech as effective as it is elegant. Built by eminent designer Géné Lyndon, the one-off design is hand-assembled and maintained by a team of fifteen dedicated engineers. This labor requirement has been the design's biggest failing to date, vastly adding to the logistical costs of operating the *Spatha*. Doctor Lyndon remains defiantly committed to her 'Mech's virtues, however. "She's a tempestuous and demanding beast, this creation of mine, but with loving care she returns her favors many-fold. You're not paying for some production-line Earthwerks or Defiance junk. This is cutting-edge, bleeding-edge, in fact. You get what you pay for." Doctor Lyndon's personal fortune appears undiminished by the expense of building and maintaining the Spatha; various rumors credit her vast monies to war profiteering, organized-crime ties, or both.

Capabilities

Like many Solaris 'Mechs, the *Spatha* is designed as a brawler, but unlike many recent designs it uses finesse rather than brute strength to survive in the arenas.

Most viewers are immediately struck by its glistening armor, an advanced laser-reflective composite designed to negate opponents' energy weapons. Projectile attacks are countered via an advanced laser-AMS system, leaving only autocannon and Gauss projectiles as any real threat. The second feature most apparent is the massive sword for which the 'Mech is named, gripped in the right hand and able to deal lethal close-in damage. An additional surprise lies in store for the unwary: the *Spatha* is equipped with triple-strength myomer that dramatically boosts the sword's effectiveness when the 'Mech heats up, with the side effect of enhancing the *Spatha*'s already formidable speed and maneuverability.

The *Spatha*'s regular weaponry is among its least innovative elements, but remains at the forefront of modern technology. Only the arm-mounted Streak SRM rack uses regular technology, though even this system is a relative newcomer to the battlefield. At first glance, the extended-range PPC mounted in the left arm is equally mundane, but this weapon is backed by an additional ton of capacitor circuits to bolster its performance far above the norm. The 'Mech's ultralight engine allows the *Spatha* to mount such massive weaponry and still retain its speed, though the engine is particularly susceptible to damage. Finally, the torso- and head-mounted medium pulse lasers are X-pulse variants, combing the accuracy and range of recent technological developments.

Overall, the design is lethal at point-blank range and moderately effective out to 270 meters, more than sufficient for a Solaris duelist.

Deployment

Though rumors abound of Doctor Lyndon building another *Spatha*, or contracting with another Solaris firm to create several custom jobs, she vehemently denies any such allegations.

Notable MechWarriors

Darius "Warlord" Graves: Believed to be a Lyran who made his way to Solaris during the FedCom Civil War, Darius Graves (not his real name, though no one knows his identity before his arrival on Solaris) quickly built a reputation as an uncompromising and highly skilled duelist. Working his way up through the lower leagues in only two seasons, he entered the Unlimited Division as a last-minute replacement in the warm-up match before McGruder vs. Williams. Afterward, more spectators recalled Graves' dogged performance and unexpected victory over his more experienced opponent than the lackluster main event. His performance caught the attention of Doctor Lyndon who used her seemingly limitless fortune to hire him as a test pilot and occasional duelist. He has pushed the machine to its limits (and occasionally beyond), but chafes under the practical restrictions imposed by the testing regime. He much prefers the unbridled action of the *Spatha*'s somewhat limited number of live duels.

SP1-X SPATHA

Type: **Spatha**
Technology Base: Inner Sphere (Experimental)
Tonnage: 60
Battle Value: 2,201

Equipment		Mass
Internal Structure:		6
Engine:	360 XXL	11
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor (Reflective):	176	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	26
Center Torso (rear)		9
R/L Torso	14	18
R/L Torso (rear)		6
R/L Arm	10	18
R/L Leg	14	24

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
ER PPC Capacitor	LA	1	1
Streak SRM 6	LA	3	4.5
Ammo (Streak) 15	LA	1	1
Med. X-Pulse Laser	RT	1	2
Laser AMS	CT	2	1.5
Med. X-Pulse Laser	H	1	2
Sword	RA	4	3
Triple Strength Myomer	RT/LT/RL/LL	2/2/1/1	0
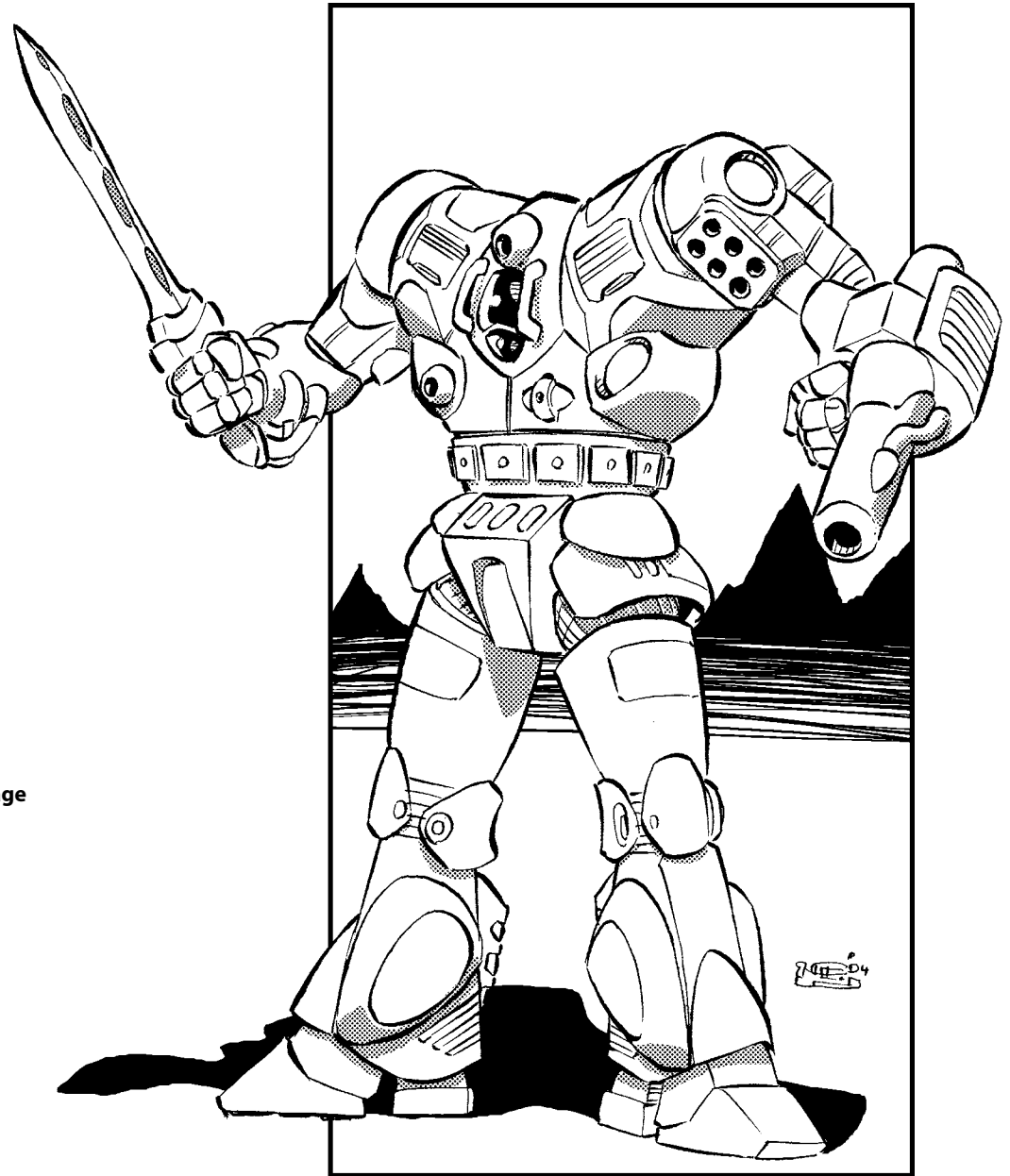
MRP-3S MORPHEUS

Mass: 65 tons
Chassis: Omnitech Morpheus
Power Plant: Edasich Motors 390 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Luxor Load Lifters
    Jump Capacity: 180 meters

Armor: Durallex Special Heavy Ferro-Fibrous w/Spikes
Armament:
    3 Diverse Optics Extended Range Medium Lasers
    1 Poland Main Model C Magshot

Manufacturer: Omnitech Industries
    Primary Factory: Solaris VII
Communications System: TharHes Thalia HM-22
Targeting and Tracking System: RCA Instatrac Mark VIII with ECM Suite

Overview

Essentially a heavier version of the *Tsunami*, Omnitech introduced the *Morpheus* in an attempt to produce a more dynamic-looking design. After the lighterweight *Tsunami*'s lackluster reception, the extra attention to detail in the *Morpheus* has paid off handsomely, making the heavier 'Mech popular among MechWarriors and fans. Omnitech CEO Carl van Holdt has high hopes of repeating the sales success of Omnitech's *Koto* design.

Capabilities

Well armored and fast, the *Morpheus* is relatively poorly armed for a heavy 'Mech. To boost its offensive capabilities, Omnitech retrofitted the design with extended-range medium lasers and a new Magshot ultra-light Gauss weapon. In an inspired move, engineers installed a set of deadly claws mounted on the right hand actuator. Shoulder spikes further enhance this BattleMech's dramatic appearance, though some warriors consider them window-dressing. Combined with its superior speed, these close-combat enhancements make the *Morpheus* an effective brawler, and have garnered the design a sizable following among fight aficionados.

Deployment

Excelling in close quarters, the *Morpheus* came into its own stalking other 'Mechs through the nightmare of twisted passageways in the Ishiyama Arena. In one memorable fight, Jo Davis, a Lion City MechWarrior (known as the "Silesian Streak" for her skillful piloting of fast heavy 'Mechs) stalked Joseph "Lockjaw" Brendal's *War Dog* through those tunnels. Fight fans were treated to a gruesome exhibition of just how deadly 'Mech-mounted claws can be when Davis eviscerated the DeLon Stables 'Mech, taking Brendal out of the running for the 3065 Class IV Championship.

A variant of the *Morpheus* operated by the Banshees has also acquitted itself well in The Pool, an extreme arena where few BattleMechs perform well. When specially outfitted for submerged operations, this version handed the Hombres Stable, previously undisputed kings of The Pool, a string of defeats.

Variants

Like Defiance Industries' *Nightsky*, Omnitech offers a *Morpheus* variant (at an additional cost) that switches the claw to the left arm for left-handed pilots. Omnitech also offers a version that lacks the claws and spikes. Though not as effective a brawler, it boasts impressive defenses via its reactive armor. An experimental laser anti-missile system replaces the Magshot and an additional Diverse Optics extended-range medium laser is added to each arm. Three additional double heat sinks help deal with the extra heat.

Another popular variant replaces the jump jets with the revolutionary underwater maneuvering units and swaps the head-mounted laser for a MechWarrior Aquatic Survival System (MASS).

Notable MechWarriors

Jo "Silesian Streak" Davis: A relative newcomer to the fight circuit, Davis' performance in the tunnels of Stone Mountain catapulted her into the public eye. Many fight aficionados are backing her to take the Class IV championship this year, and some believe she could enter the Class Six Unlimited Championships next year.

Unlike her fellow Lion City MechWarriors, Jo eschews the stable's hallmark sniping tactics, preferring close combat and devastating physical attacks. Vernon Singh, Lion City's stablemaster, tolerates the repair bills run up by what he calls Davis' "orgies of destruction" because they ensure her popularity on the fight circuit.

Steve "Aries" Hendry: Originally known to the public only by his fight name—"Aries"—Hendry piloted "L'Mort" (a *Morpheus* from an early Omnitech production run with the claw mounted in the left arm) to victory, emerging from four fights with barely a scratch. Deciding to quit while he was ahead, Hendry retired from competition in 3054 and ordered "L'Mort" destroyed. However, the lure of the arena proved too strong, and Hendry came out of retirement to fight for Galahad Stables in 3060.

Though unable to recapture his old success, "L'Mort II" has carried Hendry to several notable victories in the 3067 Class VI Championships. Whether or not he can scale the heights and stand shoulder-to-shoulder with the likes of Kelley Metz remains to be seen.

Type: **Morpheus**
Technology Base: Inner Sphere (Experimental)
Tonnage: 65
Battle Value: 1,437

Equipment		Mass
Internal Structure:		6.5
Engine:	390 XL	23
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Heavy Ferro):	208	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	34
Center Torso (rear)		7
R/L Torso	15	23
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
Claws	RA	5	5
ER Medium Laser	RA	1	1
Spikes	RA	1	.5
ER Medium Laser	H	1	1
Magshot	CT	1	.5
Ammo (Magshot) 50	LT	1	1
Guardian ECM Suite	LT	2	1.5
Spikes	LA	1	.5
ER Medium Laser	LA	1	1
Jump Jet	RT	1	1
Jump Jets	RL	2	2
Jump Jet	LT	1	1
Jump Jets	LL	2	2
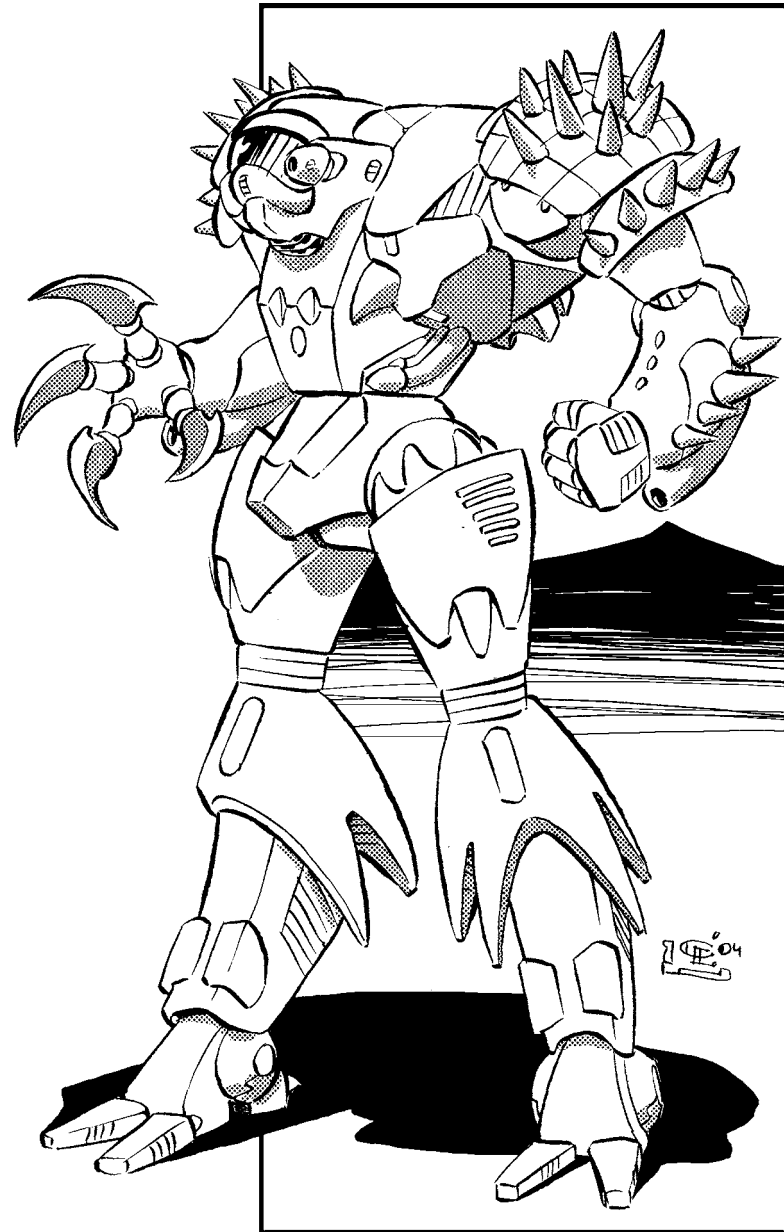
HCA-3T HACHIWARA

Mass: 70 tons
Chassis: Mithril Wyrm Endo-2
Power Plant: Super Magna 350 Extralight Supercharged
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 108 kph w/supercharger
Jump Jets: None

Jump Capacity: None
Armor: Starshield A w/CASE
Armament:
　1 Mydron Excel Ultra Type 10 Autocannon
　2 BrightBloom Extended Range Medium Lasers
　1 Mithril Wyrm Experimental Vibroblade
　4 ES-MRT "Boomstick II" M-Pods

Manufacturer: Silver Wyrm, Ltd.
　Primary Factory: Solaris VII
Communications System: Garret T11-A
Targeting and Tracking System: Garret D5j

Overview

For centuries, mainstream Combine society largely ignored the warrior subculture of Kobe on Solaris VII, as it offended traditionalists in the Draconis Combine. While the lower classes relished tales of battles on the game world and the occasional bootleg holovid, the "true samurai" in the Combine government refused to permit their people to openly watch the Solaris games. With the rise of Theodore Kurita, however, that wall came down. The Draconis Combine still has far to go before it truly accepts these Solaris MechWarriors, but the debut of the *Hachiwara* is a significant—and visible—stride in that direction.

Capabilities

The *Hachiwara* is the Draconis Combine's first attempt to reward Solarais samurai who fight for the honor of the Dragon. Though 'Mechs like the *Akuma* and the *No-Dachi* have placed well on the various arena circuits, the fact that few are customized to excel in the arenas has hindered them somewhat. The *Hachiwara* corrects that failing.

Silver Dragon Stables, having received approval from the highest levels of Combine government, contracted with the Cosby BattleMech Research firm to design a follow-up to the successful *No-Dachi*. In a departure from that 'Mech, the *Hachiwara* uses a supercharged version of the reliable "Super" Magna 350 XL fusion engine, giving MechWarriors that additional bit of speed when needed.

When it came to weapons, the design team knew that the samurai MechWarriors on Solaris saw the *No-Dachi's* katana as the embodiment of their warrior spirit. Unfortunately, the katana could not deliver the kind of damage dealt by other physical weapons common in the arenas without the use of triple-strength myomer. A heavy 'Mech-scale vibroblade *could* deliver that kind of damage, however, and without requiring the pilot to micromanage his waste heat. In addition to the vibroblade, the 'Mech mounts four M-pods, giving *Hachiwara* pilots even more close-in hitting power.

The *Hachiwara's* long- and medium-range punch comes from a Mydron Excel Ultra AC/10 mounted in the left forearm, and two torso-mounted BrightBloom extended-range medium lasers. The three-ton ammunition magazine in the 'Mech's left torso is protected by CASE, giving the *Hachiwara* a modicum of survivability even if disabled by an ammunition explosion.

Deployment

After two years in development, the first prototype *Hachiwara* made its way to Solaris VII, where Silver Wyrm, Ltd.—the custom 'Mech house of Silver Dragon Stables—began fabricating its own *Hachiwara*s. The first of these walked out of the hangar in March of 3064, with the next two finished just in time to take part in a renewed wave of FedCom Civil War-related fighting. The prototype and one final production *Hachiwara* stood guard over the Silver Dragon Stables while the other two, "purchased" by vehement pro-Combine MechWarriors, took to the streets and racked up an impressive score of kills.

One infamous vid, showing those two 'Mechs supported by a *No-Dachi* beheading two Seventeenth Arcturan Guards 'Mechs and ripping to shreds nine more that attempted to take them down, circulated throughout the Inner Sphere. Soon after that incident, Silver Wyrm was inundated with orders.

Variants

One *Hachiwara* variant uses an extralight gyroscope, freeing up space for an upgrade to CASE II and to add spikes to the 'Mech's torsos. Another variant includes the XL gyro and replaces the Ultra AC/10 with an Ultra AC/20. A third, at the moment merely on paper, keeps the supercharger and the *No-Dachi's* triple-strength myomer, but completely replaces the weapons loadout, mounting an extended-range PPC with a capacitor system, five medium lasers, spikes across the torso and a lance in the right arm.

Notable MechWarriors

Roman "Yojimbo" Kota: Currently ranked in Solaris' Top Ten, Roman Kota has piloted his *Hachiwara* to dozens of victories since taking possession of it, which has only increased the attention paid to this unique 'Mech. The fact that he tricks out his ride with a slightly different weapons arrangement for each battle further enhances Kota's success and the *Hachiwara's* popularity.

HCA-3T HACHIWARA

Type: **Hachiwara**
Technology Base: Inner Sphere (Experimental)
Tonnage: 70
Battle Value: 1,656

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8 (10)	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	21
R/L Torso (rear)		8
R/L Arm	11	19
R/L Leg	15	26

Weapons And Ammo	Location	Critical	Tonnage
Large Vibroblade	RA	4	7
Ultra AC/10	LA	7	13
ER Medium Laser	RT	1	1
M-Pod	RT	1	1
Supercharger	RT	1	1.5
ER Medium Laser	LT	1	1
M-Pod	LT	1	1
Ammo (Ultra) 30	LT	3	3
CASE	LT	1	.5
2 M-Pods	CT	2	2
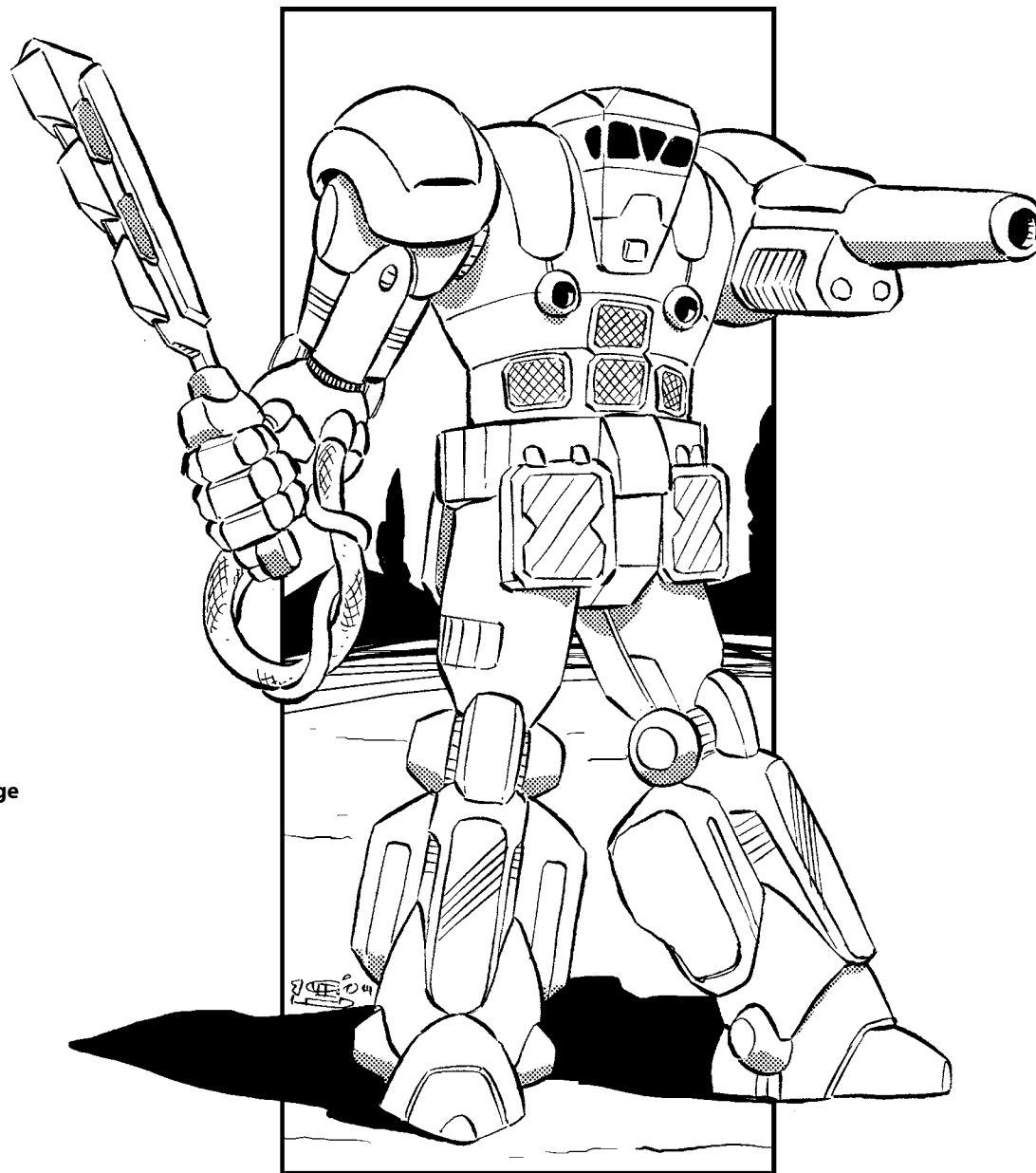
SA-OS2 ONSLAUGHT

Mass: 75 tons
Chassis: Endo Steel
Power Plant: 375 XL Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: 5 Standard Jump Jets
Jump Capacity: 150 meters

Armor: StarGuard CIII with Case
Armament:
　1 SA (Experimental) Light AC/5
　1 SA (Experimental) Large X-Pulse Laser
　6 Voelkers 200 Machine Guns
　2 SureShot MK VIa SRM-6

Manufacturer: Solaris Arms
　Primary Factory: Solaris VII
Communications System: Custom
Targeting and Tracking System: Custom
　(w/ Angel ECM Suite)

Overview

Initially built as a technology test bed in the wake of the Clan invasion, this design soon entered full production. Though considered a "limited run" design by mainstream manufacturers, more than one hundred have been built in the *Onslaught*'s decade and a half of existence, and a surprising forty-five remain in service. Many of these are "Frankensteins," 'Mechs reconstructed from the shattered remains of two or more others. This situation has led to an unusual naming tradition, with rebuilt 'Mechs adopting the names of their "parent" 'Mechs.

Capabilities

By modern standards, the classic SA-OS *Onslaught* was competent but hardly spectacular. Its one claim to excellence lay in its speed and maneuverability, which compared well with designs 10 or 20 tons lighter. This capability, however, came at the price of armor and weaponry that were adequate but hardly exceptional for its weight class. Weapons made up less than half of the classic *Onslaught*'s mass, and its armor massed only 12 tons. In developing the SA-OS2 and SA-OS3 models (which began as custom variants), the designers sought to rectify these drawbacks.

The SA-OS2, which became the standard model in 3062, uses a light autocannon in lieu of the original's Ultra AC and swaps the large laser for an X-pulse version. The mass saved by these changes allows the inclusion of an Angel ECM system, greatly bolstering the *Onslaught*'s electronic warfare capabilities. The components that make up the OS2 are available as an upgrade kit to classic-model *Onslaught*s, allowing the extension of their service lives even on the ultra-competitive battlefields of Solaris.

Variants

Less common than the OS2 because of its fundamental structural modifications, the SA-OS3 variant is available only as a factory build, not a field upgrade. The SA-OS3 downgrades the large laser to a medium X-pulse laser and replaces the Ultra AC/5 with a Solaris-friendly Ultra AC/10. Hidden from casual view are the two main changes to the *Onslaught* design: ferro-fibrous armor (offering similar protection to standard armor for less mass) and a composite chassis rather than endo-steel. These subtle modifications have reinvigorated sales of the *Onslaught* and ensured Solaris Arms' continued existence after the near-bankruptcies of the early 3060s.

Notable MechWarriors

Jack 'n' Jill: In 3059, the short-lived North Shore Stable purchased two *Onslaught*s, which they named "Jack" and "Jill." The two 'Mechs fought in a succession of engagements, but a combination of poor piloting and financial mismanagement put North Shore out of business, its two wrecked *Onslaught*s sold off as scrap. In the wake of the street fighting on Solaris VII that heralded the FedCom Civil War, Marik entrepreneur Connie Nichol-Halas purchased the two hulks and set about restoring them. When repairs quickly proved impractical, Nichol-Halas amalgamated the two into a single functioning machine. In true *Onslaught* tradition, this "Frankenstein" was called "Jack 'n 'Jill" and has performed well in various tournaments in The Reaches and Solaris City. Currently piloted by Jana Tol, "Jack 'n' Jill" remains the star of this duo, which is apparently fine by Jana as she continues her winning streak.

Solomon "The Doctor" Hyde: The life and times of Solomon Hyde can be summed up in the classic phrase, "The star that burns twice as bright burns half as long." Piloting his *Onslaught*, nicknamed "Reaper," Hyde had a meteoric rise and an equally speedy fall from grace. His mix of determination ("a pig-headed swine," according to his ex-manager) and skill (or luck, as he himself claimed) ensured his Top Ten placing in the 3053 season. However, when his involvement in a match-fixing scandal led to the suspension of his license, he took refuge in drink and the dangerous unlicensed "black" matches in The Reaches. There he disappeared into obscurity until his dramatic (and Pyrrhic) return to Solaris City on the eve of the FedCom Civil War.

SA-OS2 ONSLAUGHT

Type: **Onslaught**
Technology Base: Inner Sphere (Experimental)
Tonnage: 75
Battle Value: 1,693

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	30
Center Torso (rear)		15
R/L Torso	16	20
R/L Torso (rear)		10
R/L Arm	12	23
R/L Leg	16	16

Weapons and Ammo	Location	Critical	Tonnage
Light AC/5	RA	2	5
Ammo (Light AC) 40	RA	2	2
Large X-Pulse Laser	LA	2	7
3 Machine Guns	RT	3	1.5
Ammo (MG) 200	RT	1	1
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
3 Machine Guns	LT	3	1.5
SRM 6	LT	2	3
Angel ECM Suite	LT	2	2
Jump Jets	RL	2	2
Jump Jet	CT	1	1
Jump Jets	LL	2	2
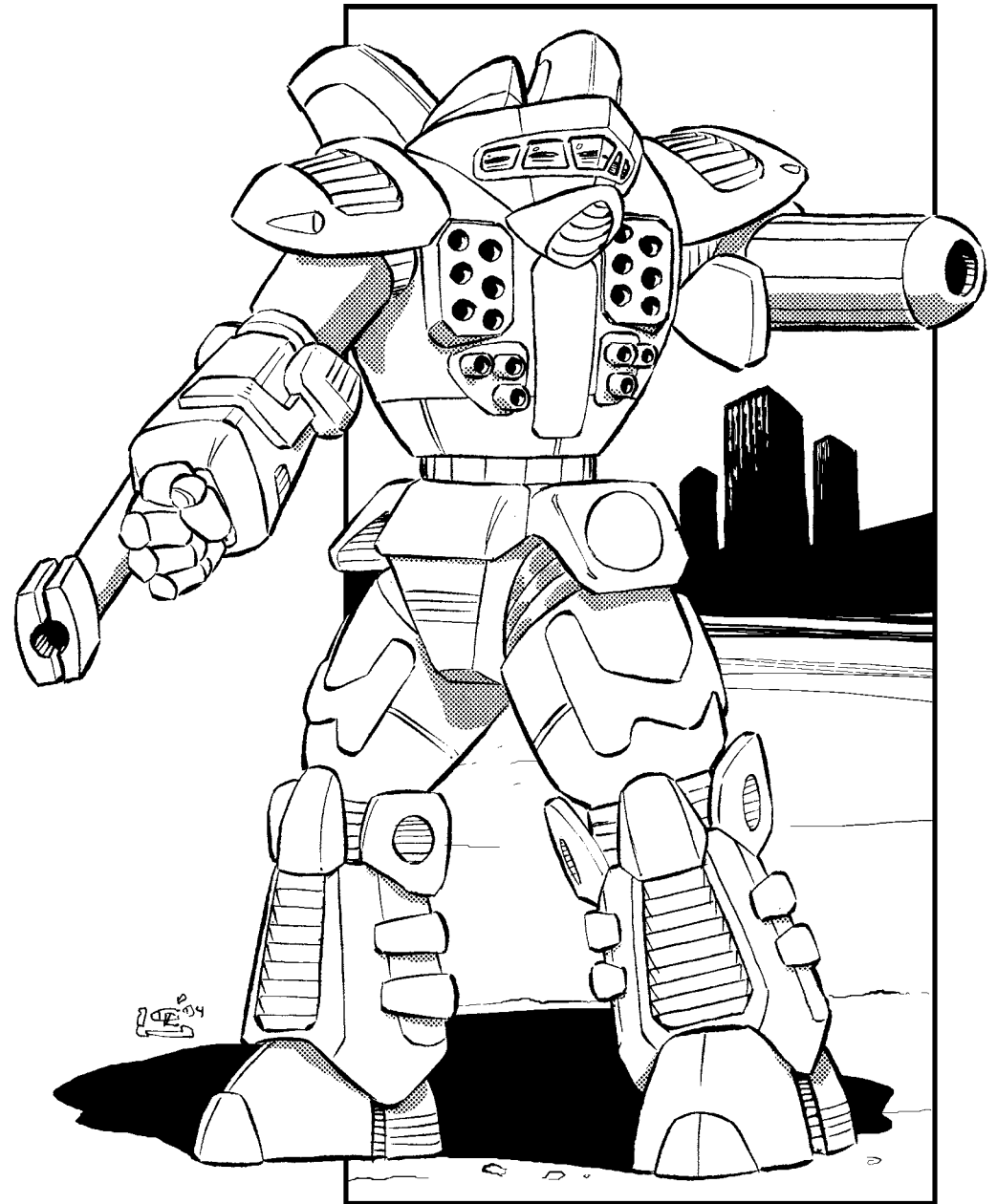
CDG-2A CUDGEL

Mass: 80 tons **Chassis:** Wells 990
Power Plant: LTV 400 XL Fusion Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph, 97 kph
    w/Triple-Strength Myomer
Jump Jets: None
    Jump Capacity: None

Armor: Durallex Light Ferro-Fibrous Armor
Armament:
    5 Magna Mk I Medium Lasers
    4 Magna Mk II Medium Lasars
    1 Magna Mk 1 Small Laser
Manufacturer: Innovative Design Concepts
    Primary Factory: Solaris VII

Communications System: Tek BattleCom
Targeting and Tracking System: Dalban
    HiRez II

Overview

Most massive of all BattleMechs, the assault 'Mech dominates the battlefield. Even more frightening than an ordinary assault 'Mech is one armed with a melee weapon. IDC's mace-fisted *Cudgel* proves this truism of warfare with a vengeance.

Originally based on a *Charger*, engineer Bertrum Moss designed the *Cudgel* as a brawler to bring extra excitement to the Solaris arenas. He even tried his own hand at piloting his 'Mech, but sold his creation to a hot young 'Mech jock when his shot at glory ended in failure. Moss equipped the original *Cudgel* with just enough weapons to keep it competitive against long-range opponents while enabling it to deliver devastating damage in hand-to-hand combat. The advancement of newer technologies, however, soon rendered the *Cudgel* obsolete. Some years later, IDC bought back the 'Mech from a retired MechWarrior and refurbished it. The CDG-2A *Cudgel* carries different weapons and a new type of advanced armor, improving on Bertrum Moss' original design.

Capabilities

IDC removed all of the 'Mech's missile weapons and installed ten lasers for more concentrated firepower. Seven medium lasers—four of them extended-range—fire forward, while two mediums and one small laser protect the *Cudgel*'s rear. The design team also installed a more advanced mace and a new battle claw. Triple-strength myomer replaced the original's MASC to enhance the melee weapons' effectiveness and reliability. In addition, the upgrade reduced the number of double heat sinks to eleven, freeing up weight and space for the new weapons.

Deployment

So far, only Oonthrax Stable has placed an order, but rumors abound of more clients interested in buying this upgraded brute.

Variants

The CDG-2B variant replaces the ten-laser loadout with five extended-range lasers and a Streak SRM-6 rack. IDC has renovated another *Charger* to keep the 1B variant as a test bed for future modifications.

Notable MechWarriors

Duran "Buster" Rodgers: A former member of the Marik Militia, Rodgers piloted a *BattleMaster* for years until he lost it and his left foot during Operation Guerrero. Not satisfied with his subsequent treatment by the LCCC, he journeyed to Solaris seeking fame. Rodgers caught the eye of Bertrum Moss during a typical smash-mouth battle in the Factory, where he demolished an *Awesome* with a *Victor*. Bertrum sold Rodgers his *Cudgel* creation after the MechWarrior agreed to allow the scientist to promote him. Rodgers fought in numerous arenas and advanced to Class Six. He was fast becoming a fan favorite until a freak accident claimed both his legs. A tech accidentally stepped on Rodgers with the *Cudgel* when it slipped on a puddle of oil as the 'Mech was being placed in a gantry. Rodgers has since retired and now helps IDC train new test pilots.

Alexia "Iron Fist" Ramirez: Ms Ramirez is something of an oddity in the lower circuits. She loves to slug it out with her opponents no matter what machine they are piloting—a choice of tactic that earned her the nickname "Iron Fist." Outside her 'Mech, she loves fighting as much as sex. According to several stories, she's had her nose broken twenty-four times. She got a chance to pilot the new CDG-2A after winning a position in the IDC test program. Ramirez has so far won all five matches with her new ride, which she calls "The Hammer."

Billy Joe "Jim Bob" Hudmucker: A homegrown 'Mech jock, Billy Joe cut his teeth on Agro- and ForestryMechs in the backwoods of Solaris VII's Grayland continent. He decided to become a MechWarrior after viewing his grandfather's battle against Frasier Moss, a famous MechWarrior who fell from grace. Known as "Jim Bob" to his friends, Hudmucker is a natural pilot, and won a slot in Oonthrax Stable after using his modified ForestryMech to dissect a *Commando*. He is slated to pilot the CDG-2B in his first match at the beginning of the new season.

CDG-2A CUDGEL

Type: **Cudgel**
Technology Base: Inner Sphere (Advanced)
Tonnage: 80
Battle Value: 1,700

Equipment		Mass
Internal Structure:		8
Engine:	400 XL	26.5
Walking MP:	5 (6)	
Running MP:	8 (9)	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit (Small):		2
Armor Factor (Light Ferro):	247	15

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	38
Center Torso (rear)		12
R/L Torso	17	26
R/L Torso (rear)		8
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo	Location	Critical	Tonnage
2 ER Med. Lasers	RT	2	2
Medium Laser	RT	1	1
Medium Laser	RT (R)	1	1
2 ER Med. Lasers	LT	2	2
Medium Laser	LT	1	1
Medium Laser	LT (R)	1	1
Small Laser	CT (R)	1	.5
Medium Laser	H	1	1
Claw	RA	6	6
Mace	LA	8	8
Triple-Strength Myomer	RT/LT/RL/LL	1/1/2/2	0
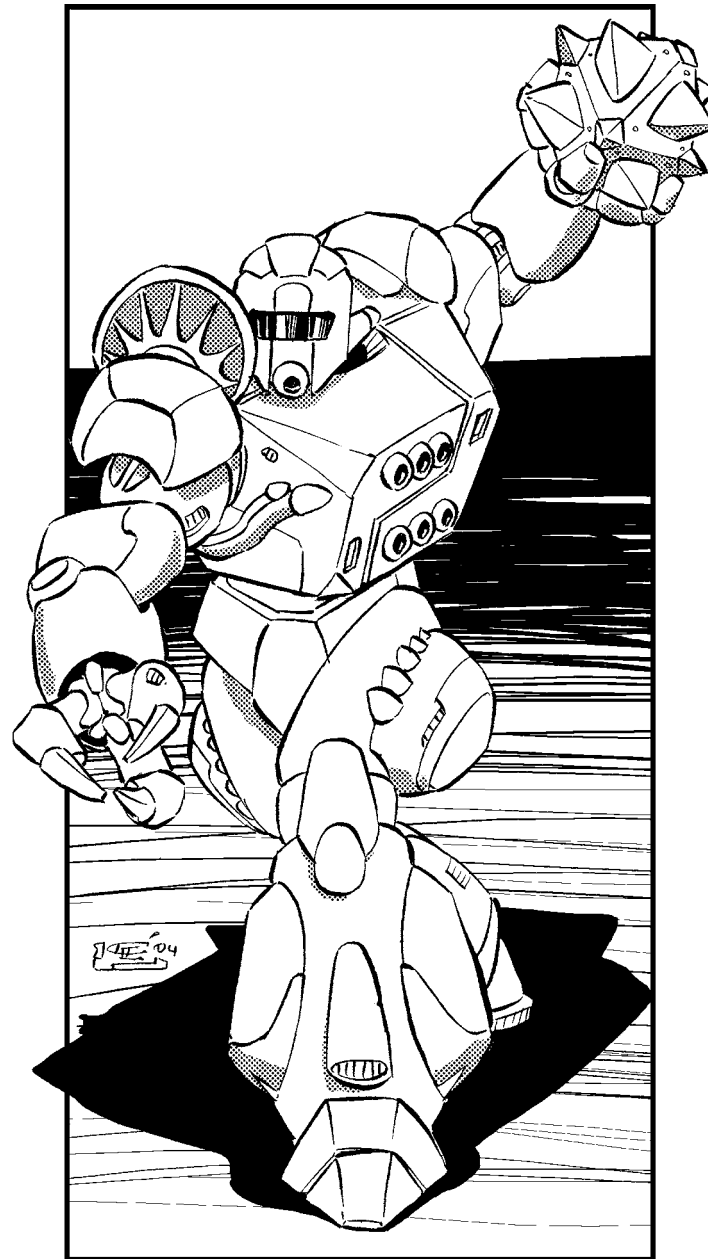
SQS-TH-002 SASQUATCH

Mass: 85 tons
Chassis: VEST 201 Charlie
Power Plant: EXP 425 XXL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
  Jump Capacity: None

Armor: StarSlab Standard
Armament:
  1 Exostar Small Laser
  1 Grizzard Model 200 Gauss Rifle
  3 Martell-X Medium Pulse Lasers

Manufacturer: Vining Engineering
  and Salvage Team
Primary Factory: Solaris VII
Communications System: Irian TelStar
Targeting and Tracking System: O/P 2000

Overview

Having built an early reputation as a leader in unusual BattleMech designs, the Vining Engineering and Salvage Team (VEST) moved to cement their position with a new assault 'Mech in the mid-3050s. However, VEST ran into unexpected problems with Solaris City's cutthroat backroom dealings. The company's prototype *Sasquatch* 'Mech was stolen, and so VEST immediately rushed through a more advanced prototype in an effort to maintain proprietary technology and a potential customer base. The advanced prototype fought against the original, fielded by a Vampire Stables MechWarrior, and the original design lost spectacularly. (This event, along with rumors of underworld work against the Vampire Stables, eventually led to the Vampires' demise, though tales persist of a Vampire Stables in the boondocks of Solaris VII fighting in Class Two and even Class One matches.)

Soon after the famous match, several individuals who witnessed it placed sizable orders for the *Sasquatch*. VEST's glowing sales projections for the new 'Mech indicated the company's confidence in it as a contender in the BattleMech market. In the face of lackluster public sales records over the past decade, however, their confidence appears premature. In an effort to revitalize the aging design, the SQS-TH-002 entered the arenas in 3065, upgraded with a host of new technologies.

Capabilities

Design parameters for the new variant demanded a significant increase in speed, which a standard or an extra-light engine couldn't provide. With that in mind,

VEST made the unusual decision to mount the new prototype X-extra light engine. While the mammoth size of the fusion plant created extensive limitations, it gave the *Sasquatch* speed greater than any previous design of this tonnage, which more than made up for any problems.

The design team kept the original prototype's Gauss rifle as its primary firepower, but exchanged the four medium lasers for a trio of X-pulse lasers, and traded the rest of the secondary ammo and heat sinks for a large shield. VEST kept the small laser in the 'Mech's head, almost as an afterthought.

Deployment

While rumors persist of significant purchases by the Word of Blake, public records show lackluster sales, almost exclusively to stables on Solaris VII.

Variants

The original SQS-TH-001 mounted a smaller VOX 340 engine; jump jets compensated for the slower movement profile. While the 001 mounts almost a ton less armor, its impressive array of weapons includes the Gauss rifle and head-mounted small laser on the 002, as well as four medium pulse lasers, twin machine guns and an anti-missile system.

A variant still in testing, the SQS-TH-003, mounts improved jump jets, giving this assault 'Mech an astonishing two hundred and forty meters of jump capability. It trades the Gauss rifle, shield and a medium X-pulse laser for the jump jets, three additional double heat sinks and a standard large pulse laser.

Notable MechWarriors

Ryn "Witch Queen" Nikolovich: Ryn Nikolovich is almost more trouble than she's worth. The only warrior in the entire 3065 season to be cited five times for "unnecessary brutality and conduct unbecoming a Solaris VII MechWarrior"—leading to her nickname, "Witch Queen"—Ryn has incurred almost half a million C-bills in fines against Fitzhugh Stables. Most stablemasters would have sent her packing long ago, but two points keep her in André Fitzhugh's good graces.

First, Nikolovich is a fellow Andurien native, born and raised on Xanthe III. Second, and more importantly, she harbors a hatred of any non-Andurien Marik that makes Fitzhugh's passion a pale flame to her roaring conflagration. Her grandparents were killed in the vicious fighting on Xanthe III during the Andurien War, which has evolved into a family vendetta of sorts. This fury—despite Nikolovich's recent loss to Kevin McFadden of Bromely Stables—has fueled her long run of successes against MechWarriors from Free Worlds League-affiliated stables.

SQS-TH-002 SASQUATCH

Type: **Sasquatch**
Technology Base: Inner Sphere (Experimental)
Tonnage: 85
Battle Value: 1,993

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	425 XXL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		5
Cockpit:		3
Armor Factor:	263	16.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	40
Center Torso (rear)		14
R/L Torso	18	27
R/L Torso (rear)		9
R/L Arm	14	28
R/L Leg	18	36

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
3 Medium X-Pulse Lasers	LT	3	6
Small Laser	H (R)	1	.5
Large Shield	LA	7	6
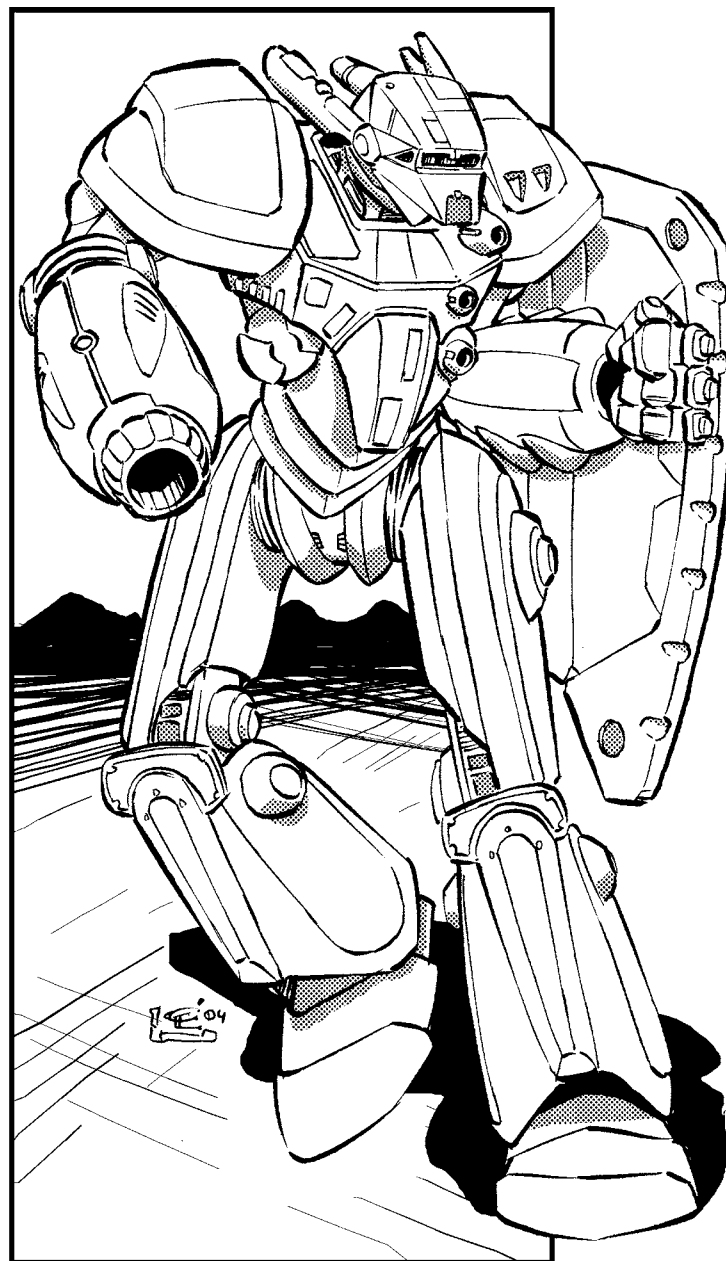
JG-R9T2 JUGGERNAUT

Mass: 90 tons
Chassis: Castelli Juggernaut
Power Plant: GM 270
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
    Jump Capacity: None

Armor: Valiant Chainmail
Armament:
  3 Sutel Precision Line Large Pulse Lasers
    w/Bethel Labs X-Pulse
  3 Sutel Precision Line Medium Pulse
    Lasers w/Bethel Labs X-Pulse
  12 LFN Lindblad Machine Guns

Manufacturer: Solaris Arms
    Primary Factory: Solaris VII
Communications System: Garret T-11B
Targeting and Tracking System: Federated
    Hunter

Overview

A lumbering mountain of armor bristling with weapon ports—if any 'Mech deserves the name *Juggernaut*, Solaris Arms' massive assault 'Mech surely does. Mounting an overwhelming array of weaponry capable of ripping through opponents in record time, this sleeker incarnation of the *Juggernaut* design addresses criticism of the older version's bulky chassis and outboard sensor arrays.

Capabilities

Seeing the success enjoyed by Omnitech Industries with the new X-pulse lasers, Solaris Arms was quick to jump on the bandwagon. Refitting the *Juggernaut* with three large and three medium Sutel Precision Line lasers modified with Bethel Labs revolutionary X-pulse technology, Solaris Arms had a ninety-ton assault 'Mech able to lay down a laser barrage with deadly accuracy. Unfortunately, the company also had a 'Mech that would fry itself with the first alpha strike. The new lasers generate far more heat than the *Juggernaut*'s sixteen double heat sinks can possibly handle. The incorporation of four volatile coolant pods in the torso was a last-ditch attempt at a solution.

The *Juggernaut* carries a staggering twelve machine guns, six in each side torso. In the knife-fighting range at which arena combat is conducted, this massed firepower can chew right through even the toughest BattleMech armor. This is just as well, as the 'Mech lacks hand actuators for a point-blank slugging match.

Deployment

Not a flashy design, the *Juggernaut*'s assault on Solaris' BattleMech market mirrors the slow and determined advances that have become this 'Mech's hallmark. It has taken some time, but major stables such as Bromley have begun to sit up and take note of the *Juggernaut's* growing catalogue of victories.

Open arenas such as the holographic ice fields of the Boreal Reaches or the Steiner Coliseum are excellent venues for the *Juggernaut*. Both favor a measured advance where the target's armor can be chipped away before unleashing a point-blank storm of machine-gun fire.

Variants

Despite problems with its exposed sensor arrays, the old JG-R9T1 *Juggernaut* still appears in the arena on occasion. Armed with conventional pulse lasers, this version protects its ammunition bins with CASE, and carries four small pulse lasers in place of the coolant pods. Though equipped with only twelve heat sinks, the JG-R9T1 is armed with a staggering sixteen machine guns.

In a variant designated the JG-R9T3, Solaris Arms replaced the machine guns with six of the increasingly popular Magshot Gauss weapons. This version also carries two additional coolant pods.

Notable MechWarriors

Desmond "Crusher" Kane: Known as the Crusher for his infamous tactic of felling his opponents with his *Juggernaut*'s superior firepower and then killing them by stepping on the downed foe's cockpit, Desmond Kane was eventually barred from the Solaris Circuit for life. Kane and his *Juggernaut* vanished from Solaris VII, but recently surfaced in the ranks of the Word of Blake Militia.

Richard "Fury" Fulton: Orphaned during the Clan invasion, Fulton lived a hand-to-mouth existence before drifting to Solaris VII. There, he became ensnared in the backstreet Level I fight circuit. Spotted by one of the many talent scouts who inhabit the underside of Solaris City, Fulton was catapulted into the limelight by a string of showy victories.

Now fighting for Bromley Stables, Fulton recently suffered a humiliating (and graphic) defeat at the wrong end of Gavin "Hacker" Hastings' hatchet in the Boreal Reaches. Looking for a rematch, Fulton has upgraded his battered *Juggernaut* to Solaris Arms' latest model. Fight aficionados are bitterly divided over whether this new *Juggernaut* will fare any better against Hastings and his *Berserker*.

JG-R9T2 JUGGERNAUT

Type: **Juggernaut**
Technology Base: Inner Sphere (Experimental)
Tonnage: 90
Battle Value: 1,916

Equipment		Mass
Internal Structure:		9
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	264	16.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	41
Center Torso (rear)		14
R/L Torso	19	27
R/L Torso (rear)		9
R/L Arm	15	28
R/L Leg	19	36

Weapons and Ammo	Location	Critical	Tonnage
Large X-Pulse Laser	RA	2	7
Med. X-Pulse Laser	RA	1	2
6 Machine Guns	RT	6	3
Ammo (MG) 100	RT	1	.5
2 Coolant Pods	RT	2	2
Med. X-Pulse Laser	H	1	2
Large X-Pulse Laser	CT	2	7
6 Machine Guns	LT	6	3
Ammo (MG) 100	LT	1	.5
2 Coolant Pods	LT	2	2
Large X-Pulse Laser	LA	2	7
Med. X-Pulse Laser	LA	1	2

CLS-4S COLOSSUS

Mass: 95 tons
Chassis: Colossus IXb
Power Plant: Pitban 285
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 600
    Jump Capacity: 90 meters

Armor: Valiant Lamellor with CASE and Shields
Armament:
  2 Sutel Precision Line Large Pulse Lasers
    with Bethel Labs X-Pulse
  2 Sutel Precision Line Medium Pulse
    Lasers with Bethel Labs X-Pulse
  1 Defiance Disintegrator LB 20-X
    Autocannon

Manufacturer: Omnitech Industries
    Primary Factory: Solaris VII
Communications System: Neil 6000
Targeting and Tracking System: Angst
    Clear View 2A

Overview

Optimistically described in Omnitech's promotional material as "a deadly fusion of the *King Crab* and the *Marauder II*," the *Colossus* proved a costly failure that threatened to ruin the company. When two of the three prototypes met with ignominious defeat in their first fights, Omnitech shelved the project.

The *Colossus* got a second chance years later, when Bethel Labs finally produced modification kits capable of boosting the range of Inner Sphere pulse lasers to something approaching Clan levels. More important, they also reduced manufacturing costs for the kits to less than the cost of a BattleMech. Seeking a suitable locale in which to field-test their product (and maximize publicity), Bethel Labs approached several Solaris VII BattleMech manufacturers. Intrigued by the modifications' potential, Omnitech was among the first to sign on, and selected the much-maligned *Colossus* as a test bed.

Capabilities

One of the first to receive prototype X-pulse lasers, Omnitech went to great pains to protect the weapons by adding two heavily armored shields to the 'Mech's arms. This defensive equipment required that something equally massive be removed. Omnitech's engineers chose to get rid of the prototype's bulky coolant pods.

The dorsal-mounted Defiance Disintegrator LB 20-X autocannon is a devastating weapon well suited to arena combat. Wanting to eliminate one of the flaws that had doomed the earlier *Colossus* prototypes, Omnitech significantly expanded the capacity of the CASE-protected magazine.

Deployment

The *Colossus* made a triumphant return to the arena in the 3066 Class V Championships. Drawn against a Bromley Stables *Cerberus*, Mike "Hurricane" Higgins and the Starlight Stables *Colossus* stunned everyone. Weathering a storm of Gauss fire by using its arm shields to degrade the heavy weapon's striking power, Higgins closed the range, catching the *Cerberus'* pilot unprepared for return fire thanks to the *Colossus'* extended-range X-pulse lasers. Landing hit after hit, the *Colossus* exploited the relatively weak armor that protected its opponent's heavy weapon, blowing both arms from the Bromley machine and stunning the MechWarrior with neural feedback.

With the unconventionally armed *Colossus,* Starlight Stables went on to take the Class V Championship. Omnitech soon received orders from several other stables, including White Hand, Overlord and Gemini.

Variants

Removing the lasers and the armor that backs their protective shields while retaining the distinctive pincer styling, a less radical version of the *Colossus* mounts an ER medium laser and a Magma HellStar PPC in each arm. An experimental capacitor system is tied into the PPCs, allowing them to briefly match the power output of Clan models. A Gauss rifle replaces the Defiance Disintegrator, and four of Omnitech's controversial coolant pods are mounted in the left and right torsos.

Notable MechWarriors

Mike "Hurricane" Higgins: Tearing through the field to take the 3066 Class V championships for Starlight Stables, Higgins earned the nickname "Hurricane" from Solaris VII fight commentators. His unconventional use of the arm shields to defend other sections of his 'Mech surprised not only his opponents, but also the Omnitech design team. Deeply impressed with his innovative use of new equipment, Omnitech frequently calls Higgins in for consultation on other new designs.

Higgins' fighting career is at a crossroads. Either he pushes into the heady heights of Class VI competition, or he accepts a post as test pilot for Omnitech. Which route he chooses undoubtedly depends on his fortunes in the 3067 championships.

Roberta "The Rock" Kinnison: Never seen as a showy fighter, Kinnison is better known for her slow and deliberate approach to arena combat, a style ideally suited to the *Colossus*. A veteran Overlord Stables MechWarrior, she is just breaking into Class Six fights. Many say she'll have to start taking some risks to finally make a name for herself, or else slide into obscurity.

CLS-4S COLOSSUS

Type: **Colossus**
Technology Base: Inner Sphere (Experimental)
Tonnage: 95
Battle Value: 2,392

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	285	16.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	288	18

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	40
Center Torso (rear)		19
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	38

Weapons and Ammo	Location	Critical	Tonnage
Large X-Pulse Laser	RA	2	7
Medium X-Pulse Laser	RA	1	2
Small Shield	RA	3	2
Ammo (LB-X) 20	RT	4	4
CASE	RT	1	.5
LB 20-X AC	LT	11	14
Large X-Pulse Laser	LA	2	7
Medium X-Pulse Laser	LA	1	2
Small Shield	LA	3	2
Jump Jet	RL	1	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2

GTR-1 GREAT TURTLE

Mass: 100 tons
Chassis: Corean Model 202BLP Endo Steel
Power Plant: Vlar 300
Cruising Speed: 32 kph
Maximum Speed: 43 kph
Jump Jets: Hildco Model 13
    Jump Capacity: 90 meters

Armor: Star Slab/Hardened Mk III
Armament:
  1 Sutel Precision Line Large Pulse Laser
    with Bethel Labs X-Pulse
  3 Sutel Precision Line Medium Pulse
    Lasers with Bethel Labs X-Pulse

Manufacturer: Vining Engineering and
    Salvage Team
  Primary Factory: Solaris VII
Communications System: Hartford JEA-1
Targeting and Tracking System: O/P
    FiberFeed 201

Overview

Using the parameters that put VEST on the map, engineers spent half a year studying reports from the FedCom Civil War. It quickly became apparent that the life expectancy of the MechWarrior has steadily decreased over the past two decades. The drastic increase in damage potential from various weapons at range prompted skyrocketing "instant pilot kill" ratios. With those statistics firmly in mind, VEST set about creating a 'Mech that did not possess overmatched offensive firepower, but instead offered the most effective possible defenses in order to better protect the pilot.

Capabilities

Nothing says protection like a hundred-ton BattleMech with maximum armor. The *Great Turtle*, however, takes this idea to an entirely new level.

First, VEST designers chose a quad chassis with an eye to incorporating a center-torso-mounted cockpit, buried in the body and low-slung for additional safety. A compact gyro offers the 'Mech (and hence pilot) additional longevity. All of that pales in comparison, however, to the 40.5 tons of new hardened armor mounted on the *Great Turtle*. As heavy as a medium 'Mech, it serves as a lance's worth of heavy 'Mech armor on a single chassis. To offset the subsequent reduction in top speed, the machine mounts jump jets.

Finally, even though VEST and Innovative Design Concepts are often at odds, VEST acquired several Sutel X-pulse lasers through IDC for inclusion in its latest design.

No one knows whether this was a one-time backroom deal or a sign of a working relationship despite the two companies' public animosity. Regardless, combined with the new targeting computer system, what the *Great Turtle* lacks in firepower, it more than makes up for in accuracy.

Deployment

Only one fully operational GTR-1 exists, piloted by part-time test pilot Kevin "Sir Crimson Bryn" McFadden of Bromley Stables. In the most notable of three registered fights to date, he ran up against Ryn "Witch Queen" Nikolovich of Fitzhugh Stables' fame. Piloting a *Sasquatch*, the superior-ranked Nikolovich simply could not wear away the mammoth armor protection of the *Great Turtle* quickly enough, and despite the new shield system in place on her upgraded *Sasquatch*, McFadden eventually cored through to the Witch Queen's gyro. McFadden ended the match with a third straight victory, sparking interest in the *Great Turtle* despite its extreme handicaps.

Variants

As acknowledged by VEST engineers, the GTR-1's biggest flaw is its extreme short-range weapons loadout combined with slow movement. In an effort to address this situation while maintaining the core design philosophy of the original, the GTR-2 is currently undergoing testing.

The GTR-2 trades the entire complement of hardened armor for a compact engine and a series of armored components that encompass the engine, gyro and cockpit. To remedy the weapon-range problem, the designers exchanged the large X-pulse laser for an extended-range PPC and an enhanced capacitor. An additional extended-range medium laser acts as a longer-range backup weapon. Finally, to compensate for the increased heat, the design incorporates three additional heat sinks.

Notable MechWarriors

Kevin "Sir Crimson Bryn" McFadden: Originally a member of the Second Knights of the Inner Sphere, McFadden left in 3064 for unknown reasons. He arrived on Solaris VII that same year and quickly cemented a place with Bromley Stables. Given his extensive four-legged 'Mech experience (he piloted a *Sirocco* during his years with the Knights), he was tapped to act as a test pilot in the burgeoning Bromley/VEST relationship.

Like many on Solaris, Kevin McFadden's fight name evolved from various sources and was coined by famous commentator Julian Nero: "Crimson" for the paint McFadden splashes haphazardly on his 'Mechs, "Sir" for his ties to the Knights, and "Bryn" for his Gaelic heritage. Nero called Kevin "bryn" for his mountain-like immovability in the arena; despite the fact that "bryn" actually means "hill," it stuck.

GTR-1 GREAT TURTLE

Type: **Great Turtle**
Technology Base: Inner Sphere (Experimental)
Tonnage: 100
Battle Value: 3,152

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	300	19
Walking MP:	3	
Running MP:	4	
Jumping MP:	3	
Heat Sinks:	14 [28]	4
Gyro (Compact):		4.5
Cockpit (Torso-Mounted):		4
Armor Factor (Hardened):	323	40.5

	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
Large X-Pulse Laser	RT	2	7
2 Med. X-Pulse Laser	LT	2	4
Medium X-Pulse Laser	H	1	2
Targeting Computer	RT	4	4
Jump Jet	LT	1	2
Jump Jet	RT	1	2
Jump Jet	CT	1	2

OMNIFIGHTERS
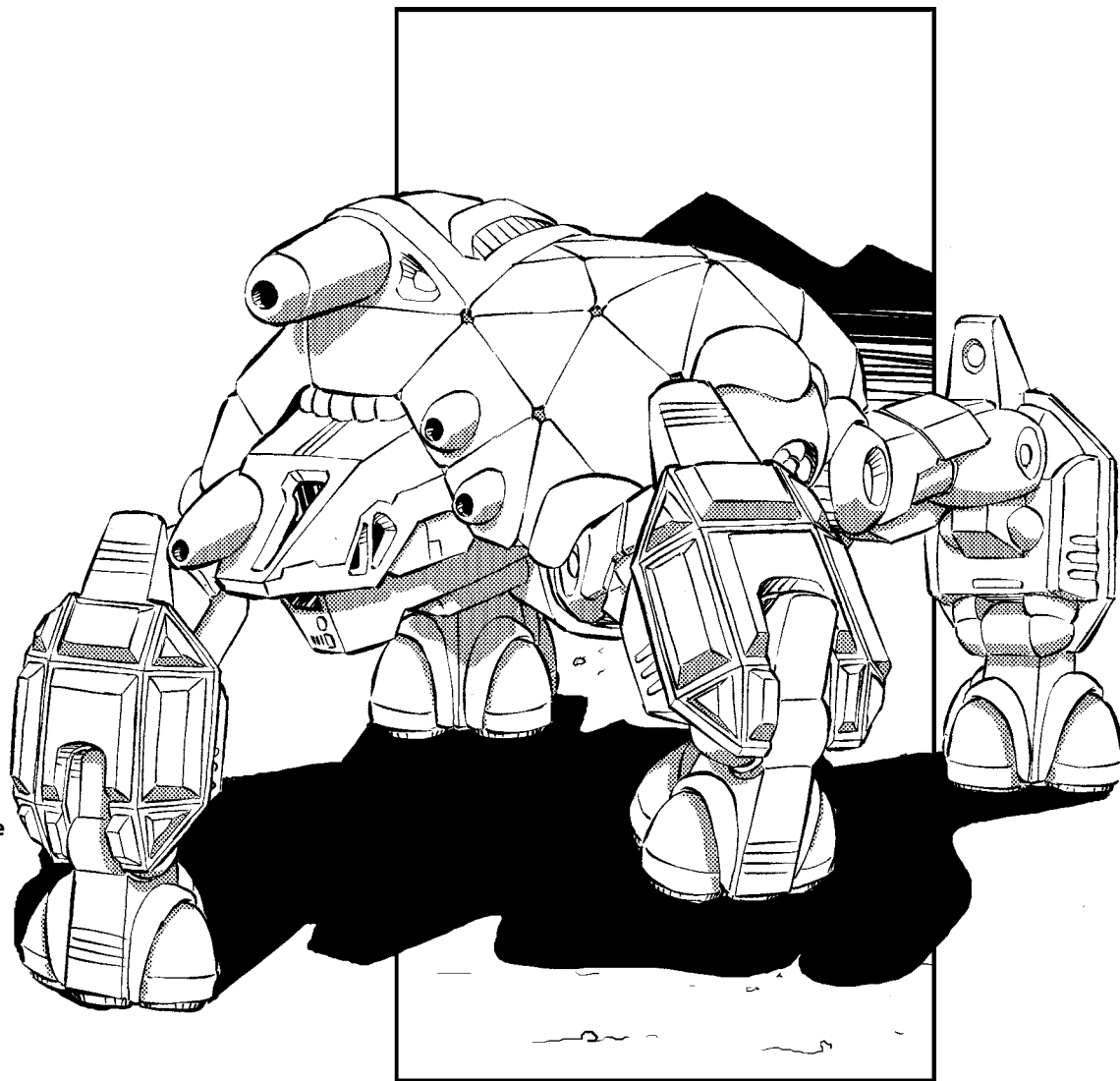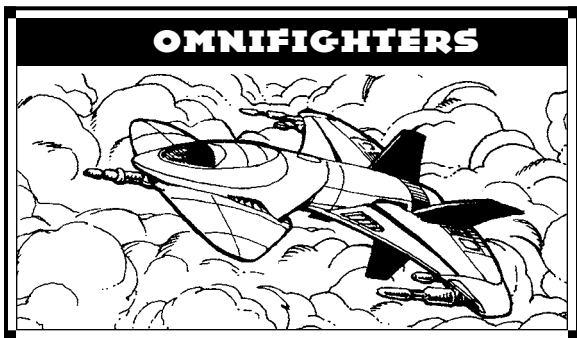
Mass: 20 tons
Frame: Mk 7
Power Plant: 220 XL Fusion
Armor: Lum Steelforge 9 Ferro-aluminum
Armament:
    4.5 tons of pod space
Manufacturer: Crest Foundries
    Primary Factory: Lum
Communications System: Raveneye 6
Targeting and Tracking System: Hawk Pattern 7

Overview

The *Bashkir* is the lightest and fastest OmniFighter in service with the Clans. Its small size severely limits its armor protection, payload and endurance, but like its close kin the *Vandal*, the *Bashkir*'s high speed makes it ideal for reconnaissance missions and swift strikes against unprepared targets.

Capabilities

Swift and super-maneuverable, the *Bashkir* has a limited fuel supply that restricts its endurance in low atmosphere, making encounters with it more likely in high atmosphere or in space where the fighter can coast. Though the method of construction enables the fighter to make successful high-G maneuvers, one or two well-placed shots can render it helpless or even destroy it.

The primary *Bashkir* configuration, seen most frequently with the Steel Viper Clan, focuses on short-range weapons and is best suited to close-in dogfighting. This model is commonly assigned to a first-response

space-superiority role, performing similarly to the Inner Sphere's *Sparrowhawk*.

The A-configuration reverses the missile-energy weapon mix of the base configuration, marginally reducing damage potential and gaining the ability to scour its enemies, increasing the chance of a lucky strike. The B variant of the *Bashkir* trades power for reach, its dual under-wing missile packs granting it the longest range of any *Bashkir* model.

The variants with the greatest endurance—and thus the most popular for extended operations—are the C and D configurations, both of which only employ energy weapons. The D configuration has the edge in damage inflicted, but the C has greater reach. Both place considerable strain on the *Bashkir*'s heat-management systems, but neither overtaxes them.

Deployment

Originally developed by Clan Snow Raven, small numbers of *Bashkir* fighters appear with all the Clans. The Smoke Jaguars had the largest single contingent among all the invading Clans, and the victorious Star League forces took a number of their craft as isorla.

Most were subsequently employed by the Nova Cats, but some serve with the DCMS, AFFS and LAAF.

Notable Pilots

Bashkir 971/J22 "Abtakha": Some Clans—most notably the Goliath Scorpions—track the performance history of 'Mechs and fighters in addition to maintaining warrior codices. Though few Clan warriors believe specific machines have honor or glory per se, a select few vehicles have come to be revered above any warrior that might pilot them. One such craft is *Bashkir* 971/J22, first launched from the Snow Raven yards in 3036 and traded to the Goliath Scorpions a year later, serving in a series of Trials on Dagda and Marshall. During one such Trial in 3045, the fighter was taken as isorla by the Steel Vipers and pressed into service with that Clan's touman, forming part of the task force sent to the Inner Sphere. There it participated in several key battles, including Tukayyid and the war against the Falcons after the Great Refusal. The Vipers' return to the Clan homeworlds brought the 971/J22 back to its origin world of Lum, where the Ravens recaptured it almost thirty years after it was built.

Bondsman Simon: Of all the House militaries, the DCMS fields the largest proportion of captured Clan equipment—OmniFighters as well as battle armor and 'Mechs—and the *Bashkir* piloted by *Tai-i* Simon Pierre is a classic example. Pierre's skill brought him to the attention of the Admiralty and resulted in his being assigned the valuable Clan salvage. He performed well in Operation Bulldog and the more recent conflict with the Ghost Bears. The advanced technologies of his fighter allowed Pierre to compete against his Clan opponents on a level playing field and to demonstrate his skill. His success drove the Bears to greater lengths, however, and the Clansmen eventually captured the *Tai-i* and his machine. In recognition of his valor, Simon Pierre received the honor of the bond-cord.

Type: **Bashkir**
Technology Base: Clan OmniFighter
Tonnage: 20
Battle Value: 1,108
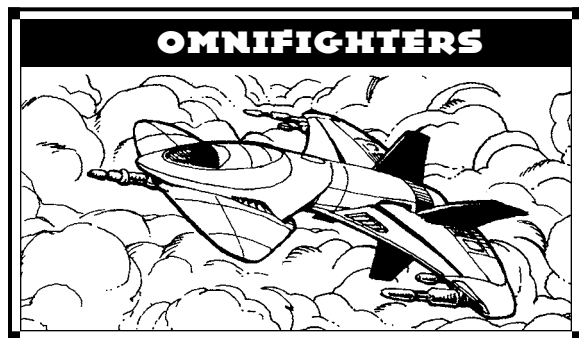
Equipment		Mass
Engine:	220 XL	5
Safe Thrust:	13	
Maximum Thrust:	20	
Structure Integrity:	13	
Heat Sinks:	11 [22]	1
Fuel:	240	3
Cockpit:		3
Armor Factor (Ferro):	67	3.5

	Armor Value	Free Space
Nose	19	5
R/L Wing	17/17	4/4
Aft	14	4

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
ER Small Laser	Nose	.5	2	5	—	—	—
Streak SRM 2	Nose	1	2	4	4	—	—
Ammo (Streak) 50	—	1					
ER Medium Laser	RW	1	5	7	7	—	—
ER Medium Laser	LW	1	5	7	7	—	—
Alternate Configuration A							
SRM 6	Nose	1.5	4	8	—	—	—
Ammo (SRM) 15	—	1					
Medium Pulse Laser	Nose	2	4	7	7	—	—
Battle Value: 763							
Alternate Configuration B							
ER Small Laser	Nose	.5	2	5	—	—	—
LRM 5	RW	1	2	3	3	3	
Ammo (LRM) 24	—	1					
LRM 5	LW	1	2	3	3	3	—
Ammo (LRM) 24	—	1					
Battle Value: 697							
Alternate Configuration C							
ER Large Laser	Nose	4	12	10	10	10	10
ER Small Laser	Nose	.5	2	5	—	—	—
Battle Value: 1,069							
Alternate Configuration D							
Heavy Large Laser	Nose	4	18	16	16	16	—
Heavy Small Laser	Nose	.5	3	6	—	—	—
Battle Value: 1,009							

OMNIFIGHTERS
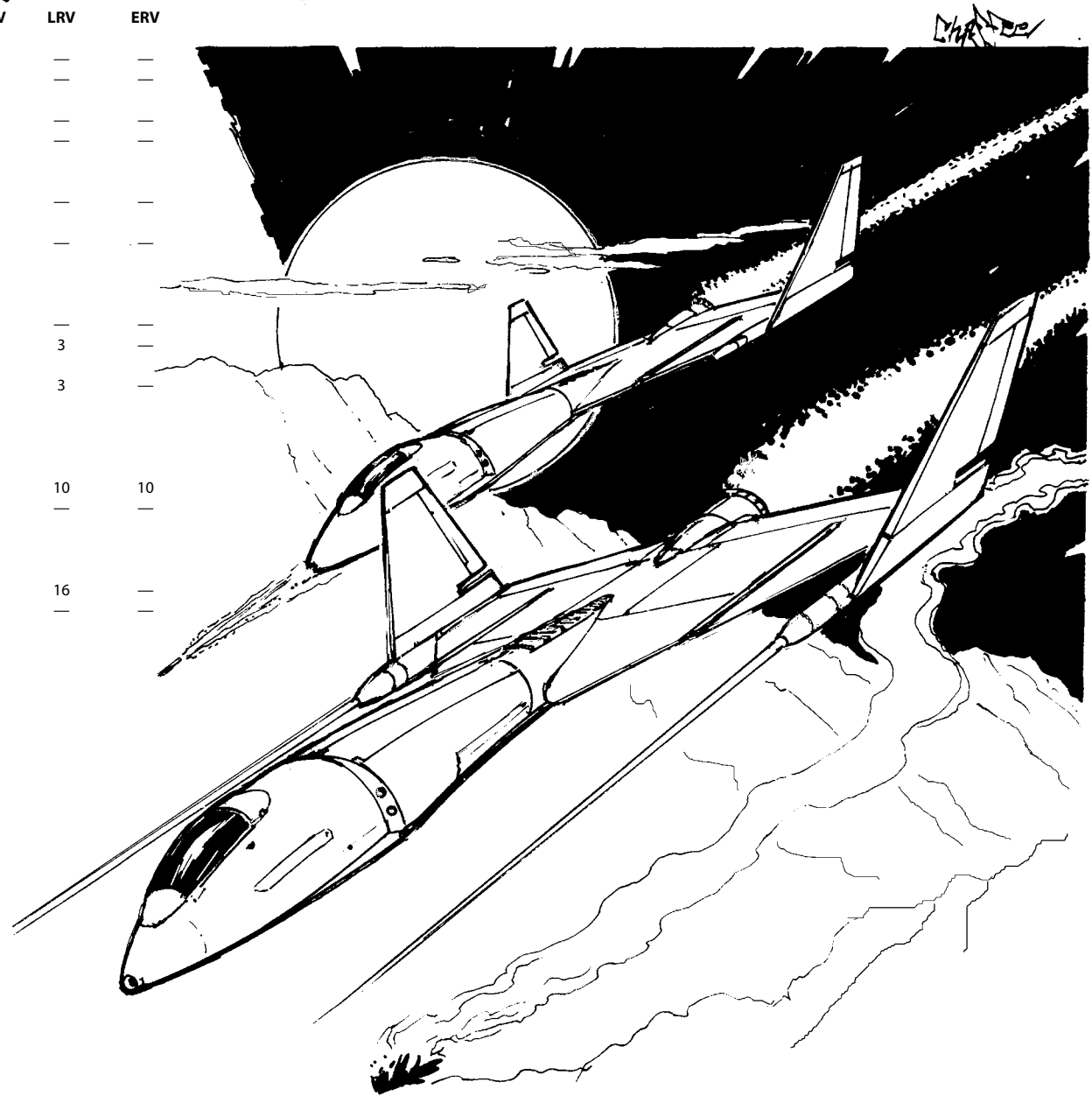
Mass: 30 tons
Frame: Pattern 67
Power Plant: 360 XL Fusion
Armor: Tokasha Foundry Series 9 Ferro-aluminum
Armament:
    3 tons of pod space
Manufacturer: Various
    Primary Factory: Various
Communications System: SL Interlink 5
Targeting and Tracking System: Gatekeeper Model 5

Overview

Though the *Vandal* is the most maneuverable fighter in use among the Clans, its small size limits its versatility and many Clan commanders refrain from giving it a combat role. In most situations, such a fighter would either be withdrawn to rear echelon units or scrapped. However, all the Clans maintain a few *Vandals* for high-speed reconnaissance missions, and the current conflict with the states of the Inner Sphere has led several Clan units to employ *Vandals* for high-speed strikes. Indeed, the years since the Great Refusal have brought the *Vandal* renewed popularity, particularly among the more aggressive home Clans, who regard it as a cheap means of power projection.

Capabilities

The primary *Vandal* configuration is a high-speed reconnaissance vehicle. Often acting as the eyes of a Trinary or Cluster, this fighter carries an active probe. Though the pair of small lasers mounted in the nose is intended for the pilot's defense, some pilots have tried to use them against targets on low-level passes, hoping to gain some glory. The primary configuration also carries an extra ton of fuel, which gives it the best endurance of all the variants.

The A configuration carries a pulse laser in the nose in lieu of the active probe. It is most often used to deliver a precision bomb onto a target. Approaching at supersonic speeds and at treetop height, this variant usually carries out missions against installations or command centers, delivering its payload before the defenders have time to react.

The B variant mounts a plethora of extended-range small lasers and is commonly employed for strafing ground attacks. Rather than carry heavy bombs that would hamper its phenomenal agility, it swoops down swiftly and unexpectedly, making a pass against its target at high speed and then returning from a different direction.

The distinctive triangular weapon mount in the nose of the *Vandal* C makes identification of this variant simple. Unfortunately, many opponents have come to recognize the configuration and exploit its weaknesses. The Vandal D, which first appeared in 3063, has a similar weapons configuration but has gained particular popularity among Clan Hell's Horses pilots, who favor its forthright design and aggressiveness.

Deployment

Historically the *Vandal* has been assigned only to freeborn warriors, and the threat of being issued a *Vandal* usually sufficed to keep the most disobedient freeborn pilot in line. The design's recent battle history, however, has convinced many to reevaluate the *Vandal* and it has gained grudging respect as a scout and pursuit aircraft.

Notable Pilots

Star Commander Leonore: Assigned to the 108th Mechanized Cavalry on Tokasha, Star Commander Leonore gained legendary status by piloting her light fighter against a Jade Falcon incursion despite being outmassed by ten to one. Her fighter gutted and herself forced to eject, Leonore spent six weeks undergoing regen therapy, but her unwillingness to capitulate to the attackers is cited as a classic example of Hell's Horses' spirit.

Pilot Wium: A warrior of Kindraa Faraday-Tanaga, Wium is slight even by the standards of his phenotype, but for all his frailty outside the cockpit, his skills inside his craft—currently a B-configuration *Vandal*—stand the Fire Mandrills in good stead. However, despite his skill,

Wium looks set to be denied a Bloodname. Though gifted in aerial combat, his matrilineal descent comes via the generic Faraday line, and in unaugmented challenges he has struggled to overcome the more robust members of his Bloodname House. His failures in these challenges—three to date—have only spurred him to greater effort. Though a generation older than most competitors, he remains determined to take his place among the Bloodnamed and in the breeding program.

Type: **Vandal**
Technology Base: Clan OmniFighter
Tonnage: 30
Battle Value: 525
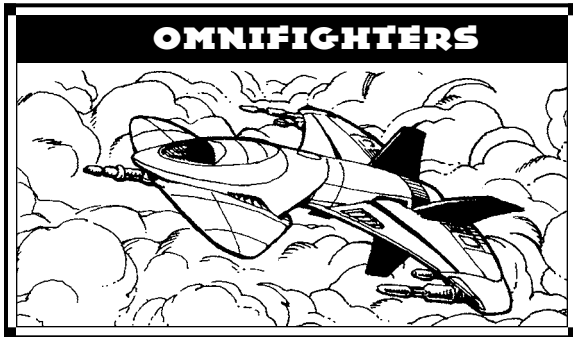
Equipment			Mass
Engine:	360 XL		16.5
Safe Thrust:	14		
Maximum Thrust:	21		
Structure Integrity:	14		
Heat Sinks:	10 [20]		0
Fuel:	240		3
Cockpit			3
Armor Factor (Ferro):	86		4.5
	Armor Value	Free Space	
Nose	29	5	
R/L Wing	20/20	4/4	
Aft	17	4	

VANDAL

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
2 ER Small Lasers	Nose	1	2	5	—	—	—
Active Probe	—	1					
Fuel (80 points)	—	1					
Alternate Configuration A							
Medium Pulse Laser	Nose	2	4	7	7	—	—
ER Small Laser	RW	.5	2	5	—	—	—
ER Small Laser	LW	.5	2	5	—	—	—
Battle Value: 837							
Alternate Configuration B							
2 ER Small Lasers	Nose	1	2	5	—	—	—
2 ER Small Lasers	RW	1	2	5	—	—	—
2 ER Small Lasers	LW	1	2	5	—	—	—
Battle Value: 878							
Alternate Configuration C							
3 ER Medium Lasers	Nose	3	5	7	7	—	—
Battle Value: 1,312							
Alternate Configuration D							
Heavy Medium Laser	Nose	1	7	10	10	—	—
Heavy Medium Laser	RW	1	7	10	10	—	—
Heavy Medium Laser	LW	1	7	10	10	—	—
Battle Value: 1,010							

OMNIFIGHTERS
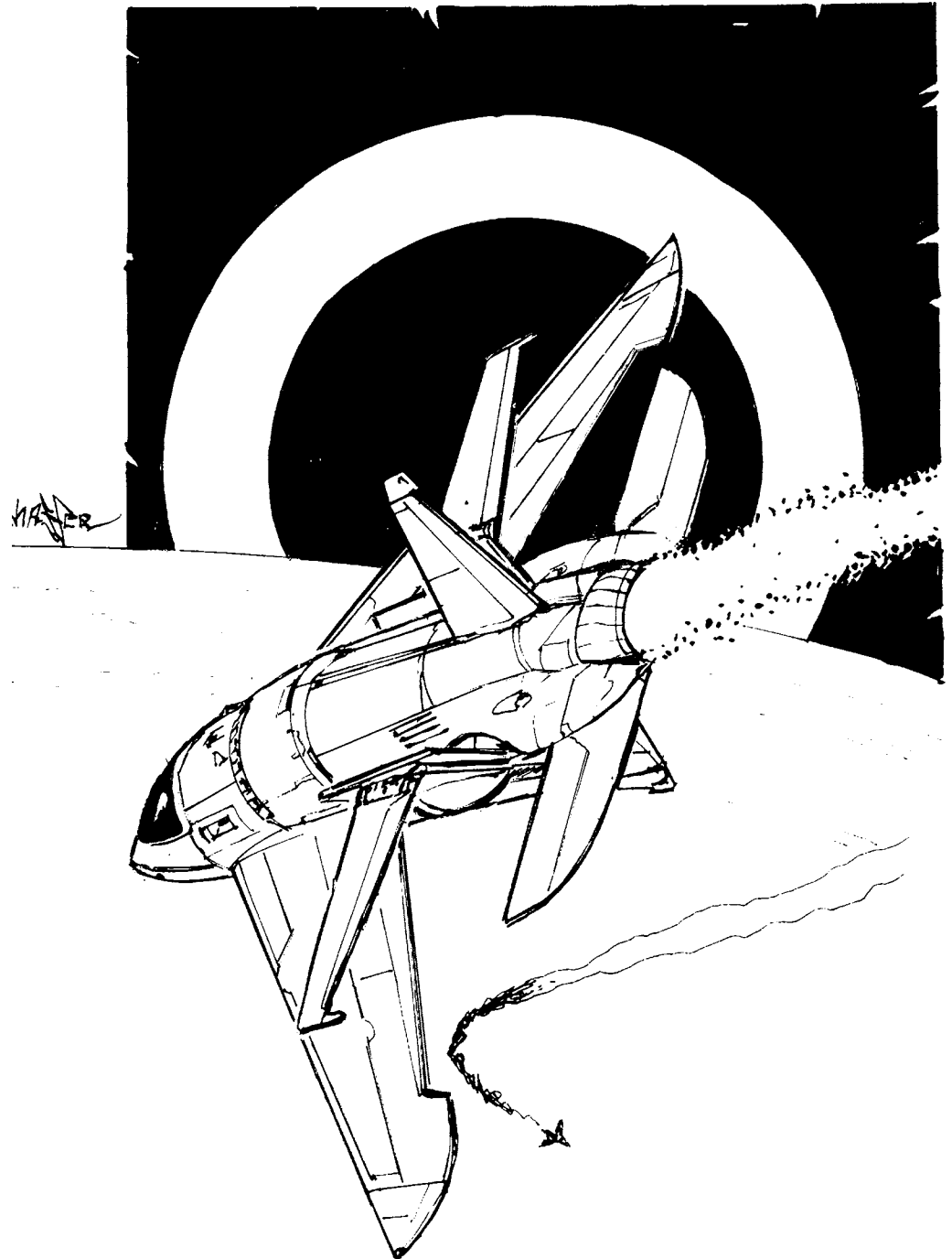
Mass: 35 tons
Chassis: Kerensky Series 9
Power Plant: 280 XL Fusion
Armor: Great Father Type XIa Ferro-aluminum
Armament:
    14 tons of omni-pod space
Manufacturer: Various
    Primary Factory: Unknown
Communications System: LongTalk 2
Targeting and Tracking System: Mark IX TTS

Overview

The *Avar* is an older design, first produced in 2878, with average maneuverability for its weight and moderate amounts of armor, though it is reasonably well armed with fourteen tons of pod space. This solid design offers few surprises, one reason for its lack of popularity with its unpredictable Clan pilots. Commanders, however, appreciate the design as a workhorse that usually gets the job done—as long as its pilots remember that the *Avar*, with its substantial omni-pod complement, is still only a light fighter.

Capabilities

The primary *Avar* configuration carries a mix of weapons, from close-range missiles and laser weapons to a single ultra-long range large-bore laser. It can serve in a wide variety of roles, including ground support and air superiority.

The A variant, notable for its massive nose-mounted missile launcher, uses advanced electronics to guide its missile payload, but its long-range striking power is eclipsed in most cases by the close-in laser weaponry carried in under-wing pods. The A variant also carries a rear-mounted laser, an unusual addition many pilots disparage.

The *Avar* B escapes the ammunition dependency of the primary and A configurations, instead employing a mix of pulse and extended-range lasers. Employing all four weapons simultaneously can strain the *Avar*'s heat-management systems, but because of weapon placement usually only three weapons bear on the target, minimizing the difficulty. The C variant is without doubt one of the most lethal light fighter loadouts in existence, employing massed arrays of SRMs slaved to Narc beacons to enhance missile-on-target accuracy.

The new D variant follows the lead of its C sibling, relying heavily on missiles for its offensive punch. Its primary weapons are advanced tactical missiles that allow pilots to tailor the loadout to mission requirements— default multipurpose rounds, lethal HE munitions or booster-equipped extended-range versions. As with the SRM-carrying C variant, ammunition is limited.

Deployment

The requests of a handful of commanders have kept this venerable design in service. Unlike the *Vandal*, which remains in operation thanks to its highly specialized nature, the *Avar*'s lack of any specialty has saved it from being relegated to a Brian Cache or scrapped. The combination of moderate speed and a relatively large amount of pod space gives commanders enormous flexibility in using this fighter.

Notable Pilots

Star Colonel Megan "Long Meg" Sukhanov: A Snow Raven ristar in the late 3030s, Megan Sukhanov was widely tipped to become a future Khan. Adept at air-to-air and air-to-ground operations, she was feared and respected. Her trademark was low-level precision bombing, approaching the target at treetop height and lofting her bomb payload into an accurate and deadly ballistic trajectory. Unfortunately, in 3047 a technical malfunction—which some observers attribute to sabotage—left Sukhanov crippled. Rather than dishonor her bloodline, she chose to join a solahma unit, dying during the pre-invasion Trials for Operation Revival.

Star Captain Niel Johns: Clan Blood Spirit's isolationist policies do not sit well with all of its warriors, Johns among them. Rather than retreating to York, he believes—despite his particpation in the Fort Weller debacle—that his Clan needs bold moves like the Spirits' intervention in the Burrock Absorption. Since winning his Bloodname in 3064, he has pressed the Clan council to take a more active role in the Kerensky Cluster. His aggressive challenges to the Khans' authority have led to a succession of Trials of Grievance, with Johns surviving each despite the odds against him. His defiance has won him the approbation of his peers and the enmity of his superiors in roughly equal measure.

Type: **Avar**
Technology Base: Clan OmniFighter
Tonnage: 35
Battle Value: 2,068

Equipment			Mass
Engine:	280 XL		8
Safe Thrust:	10		
Maximum Thrust:	15		
Structural Integrity:	10		
Heat Sinks:	10 [20]		0
Fuel:	240		3
Cockpit:			3
Armor Factor (Ferro):	134		7
	Armor Value	Free Space	
Nose	42	5	
R/L Wing	32/32	4/4	
Aft	28	4	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
Streak SRM 6	Nose	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
Medium Pulse Laser	Nose	2	4	7	7	—	—
ER Large Laser	Nose	4	12	10	10	10	10
Medium Pulse Laser	RW	2	4	7	7	—	—
Medium Pulse Laser	LW	2	4	7	7	—	—
Alternate Configuration A							
LRM 20+Artemis	Nose	6	6	16	16	16	—
Ammo (LRM) 12	—	2					
2 ER Medium Lasers	RW	2	5	7	7	—	—
2 ER Medium Lasers	LW	2	5	7	7	—	—
Medium Pulse Laser	Aft	2	4	7	7	—	—
Battle Value: 2,151							
Alternate Configuration B							
2 Large Pulse Lasers	Nose	12	10	10	10	10	— ER
Medium Laser	RW	1	5	7	7	—	—
ER Medium Laser	LW	1	5	7	7	—	—
Battle Value: 2,142							
Alternate Configuration C							
Narc Launcher	Nose	2					
Ammo (Narc) 6	—	1					
ER Medium Laser	Nose	1	5	7	7	—	— 2
SRM 6s	RW	3	2	4	—	—	—
Ammo (SRM) 30	—	2					
ER Medium Laser	RW	1	5	7	7	—	— 2
SRM 6s	LW	3	2	4	—	—	—
ER Medium Laser	LW	1	5	7	7	—	—
Battle Value: 1,747							
Alternate Configuration D							
2 ATM 9s	Nose	10	6	14	14	—	—
Ammo (ATM) 14	Nose	2					
2 ER Medium Lasers	Nose	2	5	7	7	—	—
Battle Value: 1,765							
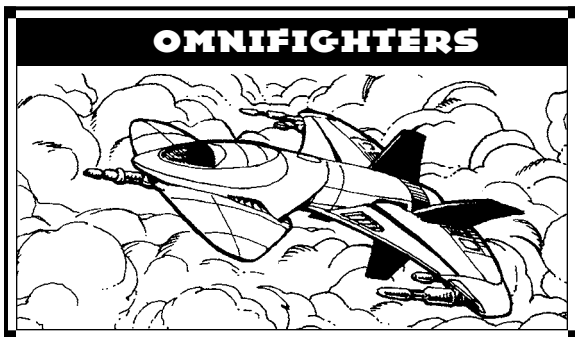
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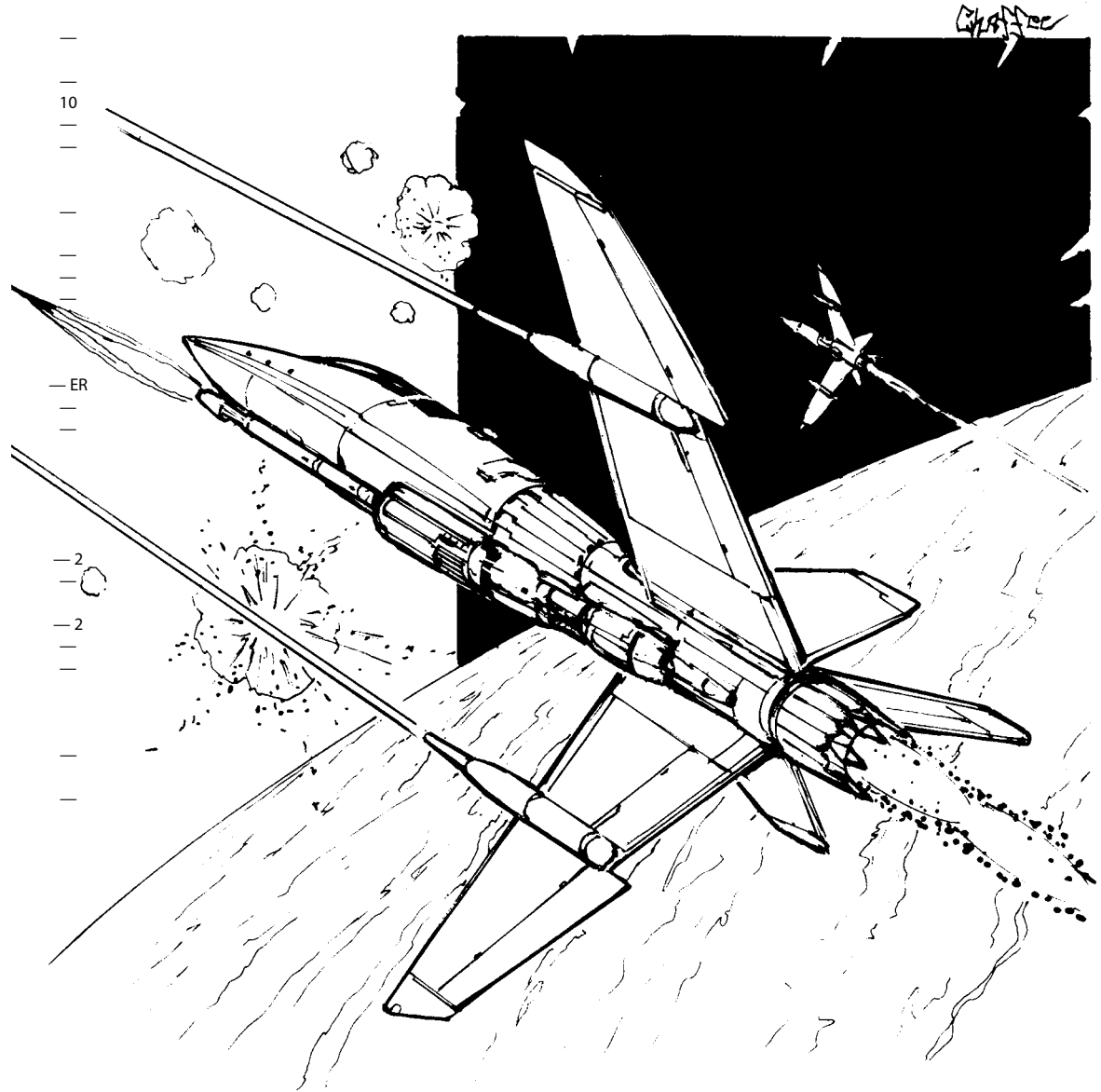
Mass: 40 tons
Chassis: Mercer Ultralight
Power Plant: 280 XL Fusion
Armor: Cobra Pattern 12 Ferro-aluminum
Armament:
    18 tons of pod space
Manufacturer: Mercer Foundries
    Primary Factory: New Kent
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Developed by Clan Steel Viper, the *Batu* fits that Clan's standard pattern of swift, deadly strikes in ground and air fighting. Clans Wolf, Jade Falcon and Fire Mandrill have captured a number of *Batu* over the years, along with pilots and technicians, effectively redistributing the design wherever it was most needed at the time.

Capabilities

The 40-ton *Batu* was designed as a highly maneuverable weapons platform, for primary use as an interceptor. Its high thrust rating enables it to catch all but the fastest enemy craft. The design specifications required a considerable weapons payload, which resulted in a first-response fighter that is slower than most, but whose firepower can easily tip the scales of airborne skirmishes. The *Batu*'s agility gives it an edge over slightly heavier fighters, but its limited fuel supply drastically reduces its staying power.

The primary variant is well suited to its intended dogfighting role, as it carries enough weaponry to disconcert heavier fighters. The A variant is likewise intended for close-in combat, its SRM launchers slaved to a Narc beacon system. The B variant, designed as a strafing vehicle, is equally well suited to the role of interceptor thanks to the installation of numerous pulse lasers and an advanced targeting suite. The C variant, reliant on a Gauss rifle, stands out for its lack of heat dissipation problems, allowing it to fire all its nose and wing weapons simultaneously without suffering adverse effects. This model can inflict massive damage over long ranges, but ammunition for the nose-mounted cannon is severely limited and the fighter must often fall back on its secondary weaponry. The PPC-based D variant retains the hitting power of the C without the *Batu* C's ammunition problems, but its pilots must carefully manage their heat.

Deployment

Batu serve in a number of Clan toumans, primarily as carriers for surface-launched interceptors, though a number are deployed as multi-role aircraft. Most Inner Sphere encounters with the *Batu* have occurred in the Lyran Alliance and the Free Rasalhague Republic, though the Nova Cats and Smoke Jaguars fielded a few in their Kurita theater of operations. Many of those that belonged to the Smoke Jaguars are now in SLDF or DCMS service.

Notable Pilots

Pilot Nathan: The assault on the Snow Raven world of Lum demonstrated to the home Clans that Clan Steel Viper was not weak and that the Vipers' withdrawal from the Inner Sphere was an aberration, not representative of their martial prowess. Pilot Nathan was one of several young warriors graduating since the return to the Kerensky Cluster who demonstrated his worth in the Lum campaign, fighting ferociously to restore Viper honor. Credited with five kills—a considerable number, given the quality of the Snow Raven opposition—Nathan is widely tipped to gain his Bloodname in the coming months. He is already the focus of a militant faction within the younger Vipers who disdain their elders for allowing their Clan's disgrace at the hands of the Jade Falcons.

Star Commander Oren: Even among the pragmatic Diamond Sharks, Oren is an oddity. She serves in a front-line unit, the Twenty-first Combined Assault Cluster, despite being a freeborn (and a Spheroid adoptee at that), assigned one of the unit's *Batu* fighters on a regular basis. Despite her Combine heritage—or perhaps because of it, if rumors of her eta status are to be believed—she has thrown herself into the Clan lifestyle and in many ways is "more Clan" than many born to Clan society. Her skills as a pilot and an artist—her fighter is among the best decorated in the Twenty-first—have earned her grudging respect among her peers. Nonetheless, she has encountered the "glass ceiling" that awaits most adoptees.

Type: Batu
Technology Base: Clan OmniFighter
Tonnage: 40
Battle Value: 2,495

Equipment		Mass
Engine:	280 XL	8
Safe Thrust:	9	
Maximum Thrust:	14	
Structural Integrity:	9	
Heat Sinks:	10 [20]	0
Fuel:	240	3
Cockpit:		3
Armor Factor (Ferro):	153	8

	Armor Value	Free Space
Nose	50	5
R/L Wing	38/38	4/4
Aft	27	4

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
ER Large Laser	Nose	4	12	10	10	10	10
2 Medium Pulse Lasers	RW	4	4	7	7	—	—
2 Medium Pulse Lasers	LW	4	4	7	7	—	—
ER Medium Laser	Aft	1	5	7	7	—	—
Targeting Computer	—	3					
2 Double Heat Sinks	—	2					
Alternate Configuration A							
Narc Missile Beacon	Nose	2					
Ammo (Narc) 6	—	1					
ER PPC	Nose	6	15	15	15	15	—
2 SRM 6s	RW	3	4	8	—	—	—
Ammo (SRM) 15	—	1					
2 SRM 6s	LW	3	4	8	—	—	—
Ammo (SRM) 15	—	1					
1 Double Heat Sink	—	1					
Battle Value: 1,975							
Alternate Configuration B							
3 Medium Pulse Lasers	Nose	6	4	7	7	—	—
2 Medium Pulse Lasers	RW	4	4	7	7	—	—
2 Medium Pulse Lasers	LW	4	4	7	7	—	—
ER Medium Laser	Aft	1	5	7	7	—	—
Targeting Computer	—	3					
Battle Value: 2,651							
Alternate Configuration C							
Gauss Rifle	Nose	12	1	15	15	15	—
Ammo (Gauss) 8	—	1					
2 ER Medium Lasers	Nose	2	5	7	7	—	—
2 ER Small Lasers	RW	1	2	5	—	—	—
2 ER Small Lasers	LW	1	2	5	—	—	—
ER Medium Laser	Aft	1	5	7	7	—	—
Battle Value: 2,109							
Alternate Configuration D							
2 ER PPCs	Nose	12	15	15	15	15	—
ER Medium Laser	Nose	1	5	7	7	—	—
ER Medium Laser	Aft	1	5	7	7	—	—
2 Double Heat Sinks	—	2					
Battle Value: 2,435							
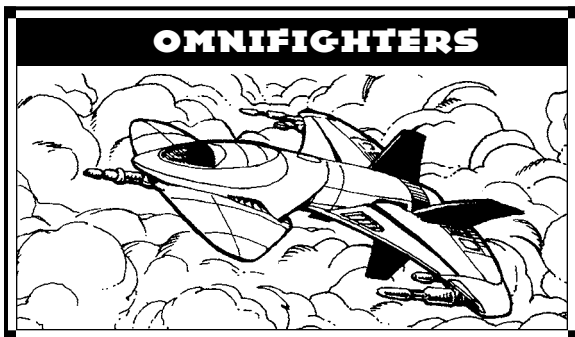
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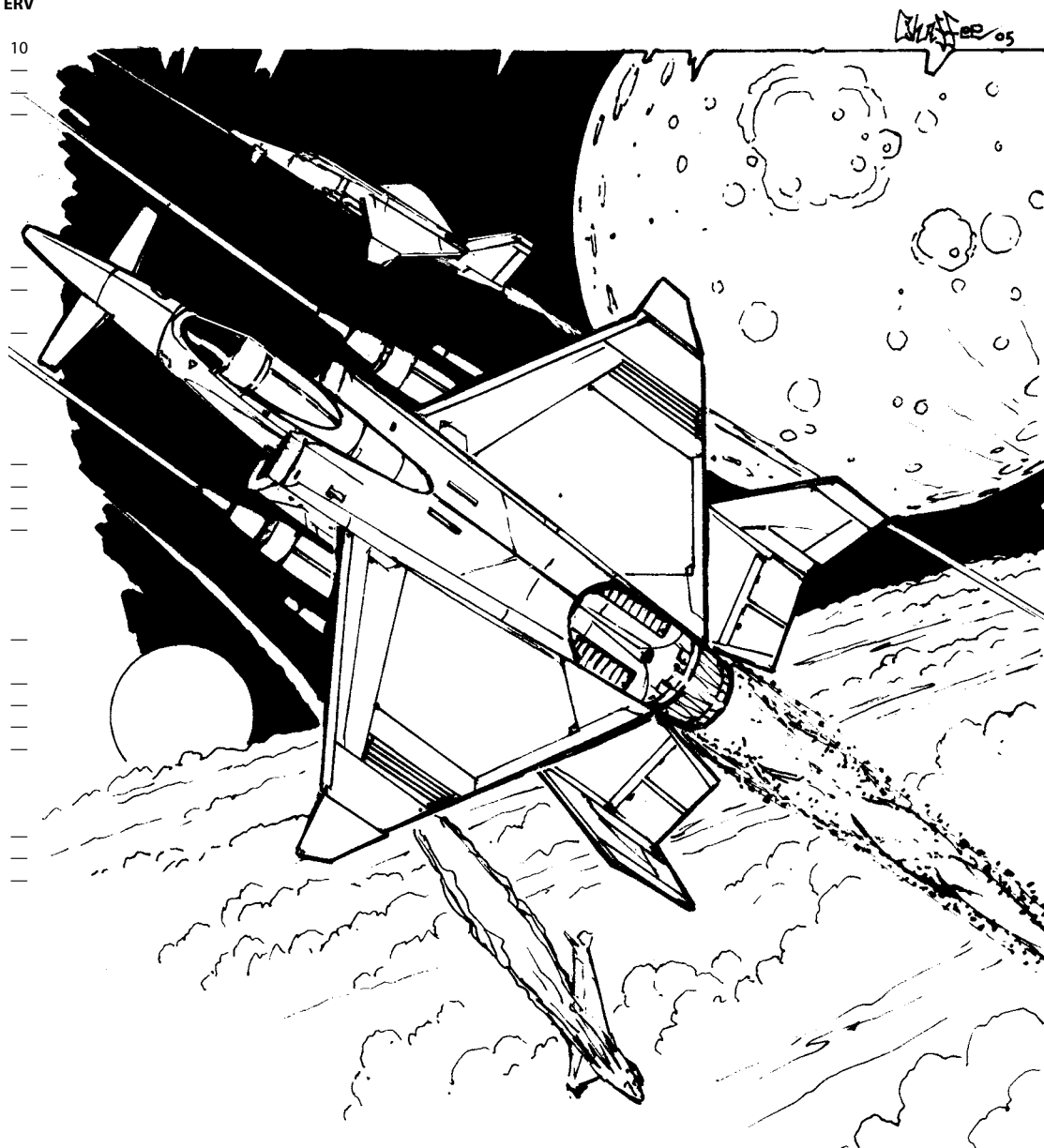
Mass: 45 tons
Chassis: Priori Type A
Power Plant: 315 XL Fusion
Armor: Composition G Ferro-aluminum
Armament:
    14.5 tons of pod space
Manufacturer: Forge 7
    Primary Factory: Priori
Communications System: BCom 8
Targeting and Tracking System: Pattern 9 TTS

Overview

The *Sulla* is a maneuverable and well-protected medium OmniFighter. Its balance of armor and weapons enables it to operate in conjunction with heavier or smaller fighters, though it lacks the edge of more specialized fighters. Because of the superior staying power granted by its large fuel load, the *Sulla* possesses rarely matched patrol ability and sustained combat agility.

Capabilities

The primary *Sulla* is a multi-role craft, used in ground-attack and interception missions. The main weapon is an extended-range PPC, which despite being grossly inefficient can wreck many light fighters with a single hit. The large pulse lasers mounted under each wing provide a deadly accurate supporting volley against ground or air targets. Surprisingly, the *Sulla* mounts a machine gun in the stern, intended to deter pursuit but providing little real comfort to the pilot.

The A variant mounts medium and large extended-range lasers in the nose, giving it limited strafing ability. This configuration's main offensive weapons are the LRM launchers in each wing, slaved to an Artemis fire-control computer that considerably improves their performance. When combined, the two weapon systems give the *Sulla* a standoff capability unrivalled in its class.

The B variant follows the same theme, using under-wing missile launchers slaved to Artemis systems to provide offensive punch. The *Sulla* B exchanges the *Sulla* A's LRM-10 launchers for the devastating power of the huge LRM-20. Ammunition is much more limited, however, and the lack of any back-up weapons often forces pilots to withdraw from combat before the battle is over.

The absence of ammunition and the high endurance of the *Sulla* C make it ideal for long-range patrols or pursuits. The D configuration, despite being ammunition dependent, is rapidly gaining favor in such roles. Older variants of the *Sulla* mount machine guns in their aft arcs rather than the small lasers that have been the norm in the past decade.

Deployment

All the Clans deploy some *Sulla*s, though the toumans of Clans Ghost Bear and Star Adder contain the majority. They are usually deployed in a supporting role, escorting transports and recon vehicles. Some are attached to ground units, where they serve either as ground-attack vehicles or—more commonly—as aggressive combat air patrols.

Notable Pilots

Star Commander Tri Paik: A pilot in the Star Adders' Beta Galaxy, Paik served with distinction in the recent campaign and played a key role in destroying the *Blood Fury* above York. Her service to her Clan allowed her to test up swiftly, and her skill won her the coveted Paik Bloodname at the age of twenty-three. In ongoing conflict, Commander Tri Paik continues to excel. Some among the Star Adders liken her to her gen-emother, Star Admiral Lillith Paik, and regard her as a ristar.

Star Captain Archibald Ben-Shimon: The fall of Clan Smoke Jaguar presented the Goliath Scorpions with many opportunities, particularly on Huntress where the Clan has

significantly expanded its holdings. However, territory is not what appeals to Star Captain Ben-Shimon of the Fourteenth Scorpion Hussars. Like several of his comrades, he is a committed Seeker, but not for him the keepsakes and petty "living heraldry" of his kin. He sees a grander goal for the Scorpions that will bring prestige and strength to his Galaxy and Clan alike. He seeks to bring a living part of the Star League—the original Star League, not the present sham—into the Clan, and with that goal in mind casts avaricious eyes toward Lootera, its embassy and—key to his thinking—its garrison.

Type: **Sulla**
Technology Base: Clan OmniFighter
Tonnage: 45
Battle Value: 2,489

Equipment			Mass
Engine:	315 XL		11
Safe Thrust:	9		
Maximum Thrust:	14		
Structural Integrity:	9		
Heat Sinks:	13 [26]		3
Fuel:	400		5
Cockpit:	3		
Armor Factor (Ferro):	163		8.5
	Armor Value	Free Space	
Nose	46	5	
R/L Wing	41/41	4/4	
Aft	35	4	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
ER PPC	Nose	6	15	15	15	15	—
ER Large Laser	RW	4	12	10	10	10	10
ER Large Laser	LW	4	12	10	10	10	10
ER Small Laser	Aft	.5	2	5	—	—	—
Alternate Configuration A							
ER Large Laser	Nose	4	12	10	10	10	10
ER Medium Laser	Nose	1	5	7	7	—	—
LRM 10+Artemis	RW	3.5	4	8	8	8	—
Ammo (LRM) 12	—	1					
LRM 10+Artemis	LW	3.5	4	8	8	8	—
Ammo (LRM) 12	—	1					
ER Small Laser	Aft	.5	2	5	—	—	—
Battle Value: 1,939							
Alternate Configuration B							
LRM 20+Artemis	RW	6	6	16	16	16	—
Ammo (LRM) 6	—	1					
LRM 20+Artemis	LW	6	6	16	16	16	—
Ammo (LRM) 6	—	1					
ER Small Laser	Aft	.5	2	5	—	—	—
Battle Value: 1,801							
Alternate Configuration C							
Medium Pulse Laser	Nose	2	4	7	7	—	—
ER PPC	RW	6	15	15	15	15	—
ER PPC	LW	6	15	15	15	15	—
ER Small Laser	Aft	.5	2	5	—	—	—
Battle Value: 2,547							
Alternate Configuration D							
2 Streak SRM 6s	Nose	6	4	12	12	—	—
Ammo (Streak) 30	Nose	2					
Medium Pulse Laser	Nose	2	4	7	7	—	—
Medium Pulse Laser	RW	2	4	7	7	—	—
Medium Pulse Laser	LW	2	4	7	7	—	—
Heavy Small Laser	Aft	.5	3	6	—	—	—
Battle Value: 1,821							

Mass: 50 tons
Chassis: Albion Class IV Endo Steel
Power Plant: 250 XL Fusion
Armor: Pattern 14 Ferro-aluminum
Armament:
24 tons of pod space
Manufacturer: Complex 19
Primary Factory: Albion
Communications System: HunterCom 2
Targeting and Tracking System: Mark 9 TTS

Overview

For its class, the *Turk* is well protected and has an excellent weapons array, but at the expense of maneuverability. First fielded by Clan Burrock, the *Turk* is usually designated as an attack ship rather than a dog-fighter, generally used in missions against larger space vessels and against ground targets.

Capabilities

The primary configuration is a multi-role design, armed with energy weapons suitable for strafing and attacking airborne targets. The A variant is best suited to operations in space; most of its weapons are ballistic and thus unsuitable for strafing, though Clan commanders occasionally employ it to launch strikes against single targets. A Gauss rifle is mounted along the fighter's fuselage, next to an extended-range large laser. To counteract the primary configuration's aft-arc vulnerability, a medium pulse laser is mounted at the base of the *Turk*'s tailplane.

The *Turk* B also usually performs in space operations, this time with a pair of autocannons, though the B variant has difficulty bringing all its weapons to bear. Many enemy pilots take advantage of this weakness, keeping to one side of the *Turk* and forcing it to use all its ammunition for one weapon while staying out of the other autocannon's firing arc. Consequently, many *Turk* Bs must make a tactical withdrawal from battles, relying on the twin extended-range lasers mounted in the nose.

The *Turk* C variant also concentrates on ballistic weapons, this time short- and long-range missile launchers. The wing-mounted Streak 6 launchers often prove deadly in combat, while the LRM-20 in the nose provides useful, if limited, fire projection. Additional fire-power comes from the wing-mounted large lasers. The Adder-designed D configuration apes the *Turk* C's mix of energy and missile weapons but employs customizable ATM systems, allowing the fighter to be configured for long-range, close-in or multi-role operations.

Deployment

Common with most Clans except Wolf, Jade Falcon and Steel Viper, the *Turk* serves in several roles, with front-line and rear-echelon units. The Ghost Bears initially used a number of *Turk* and *Sulla* fighters in patrols aimed at curbing guerrilla actions and raids that hampered their operations in the Inner Sphere. Though these craft proved effective against forces willing to come out into the open, they were unable to counter terrorist tactics. A small number of *Turk*s entered Inner Sphere service after the campaigns against the Smoke Jaguars, most with the CCAF and FWLM.

Notable Pilots

Star Commander Simon Nga: During the Absorption War, Pilot Simon fought valiantly but futilely to save Clan Burrock. After recuperating from the grave wounds he suffered in the Blood Spirit treachery—he required regeneration therapy following his crash-landing—Simon was welcomed into the Adder touman and gained promotion. In his Bloodname contest, his *Turk* was matched against a *Visigoth*. It is a testament to his skill that Simon rather than his opponent now bears the honored Nga Bloodname.

Star Colonel Andery McKenna: With the abandonment of operations against the Steel Vipers in lieu of defending Clan Snow Raven's Inner Sphere holdings, Andery McKenna and his Cluster have faced a series of challenges. Pirates provided little sport, but McKenna's subordinates mounted a vicious bidding war with their rivals in the Frost Wing for the right to subjugate Rezak's Hole. The campaign did not pose a significant challenge for either unit, even bid down, but the brewing conflict with the Draconis Combine after the *White Cloud* outrage has filled the usually cold and reserved Star Colonel with excitement. He has led a succession of war games against the rival Cluster, knowing that soon both units will be called on to do their utmost for the Clan.

Type: **Turk**
Technology Base: Clan OmniFighter
Tonnage: 50
Battle Value: 2,668

Equipment			Mass
Engine:	250 XL		6.5
Safe Thrust:	7		
Maximum Thrust:	11		
Structural Integrity:	7		
Heat Sinks:	12 [24]		2
Fuel:	400		5
Cockpit:			3
Armor Factor (Ferro):	182		9.5
	Armor Value	Free Space	
Nose	48	5	
R/L Wing	44/44	4/4	
Aft	46	4	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
ER PPC	RW	6	15	15	15	15	—
ER Large Laser	RW	4	12	10	10	10	10
ER PPC	LW	6	15	15	15	15	—
ER Large Laser	LW	4	12	10	10	10	10
4 Double Heat Sinks	—	4					
Alternate Configuration A							
Gauss Rifle	Nose	12	1	15	15	15	—
Ammo (Gauss) 16	—	2					
ER Large Laser	Nose	4	12	10	10	10	10
SRM 4	RW	1	3	6	—	—	—
Ammo (SRM) 25	—	1					
SRM 4	LW	1	3	6	—	—	—
Ammo (SRM) 25	—	1					
Medium Pulse Laser	Aft	2	4	7	7	—	—
Battle Value: 1,956							
Alternate Configuration B							
2 ER Medium Lasers	Nose	2	5	7	7	—	—
Ultra AC/10	RW	10	6	15	15	—	—
Ammo (Ultra) 10	—	1					
Ultra AC/10	LW	10	6	15	15	—	—
Ammo (Ultra) 10	—	1					
Battle Value: 1,774							
Alternate Configuration C							
LRM 20	Nose	5	6	12	12	12	—
Ammo (LRM) 12	—	2					
ER Large Laser	RW	4	12	10	10	10	10
Streak SRM 6	RW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Large Laser	LW	4	12	10	10	10	10
Streak SRM 6	LW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Medium Laser	Aft	1	5	7	7	—	—
Battle Value: 2,226							
Alternate Configuration D							
ER Large Laser	Nose	4	12	10	10	10	10
ATM 12	RW	7	8	20	20	—	—
Ammo (ATM) 15	—	3					
ATM 12	LW	7	8	20	20	—	—
Ammo (ATM) 15	—	3					
Battle Value: 2,295							

VISIGOTH

OMNIFIGHTERS
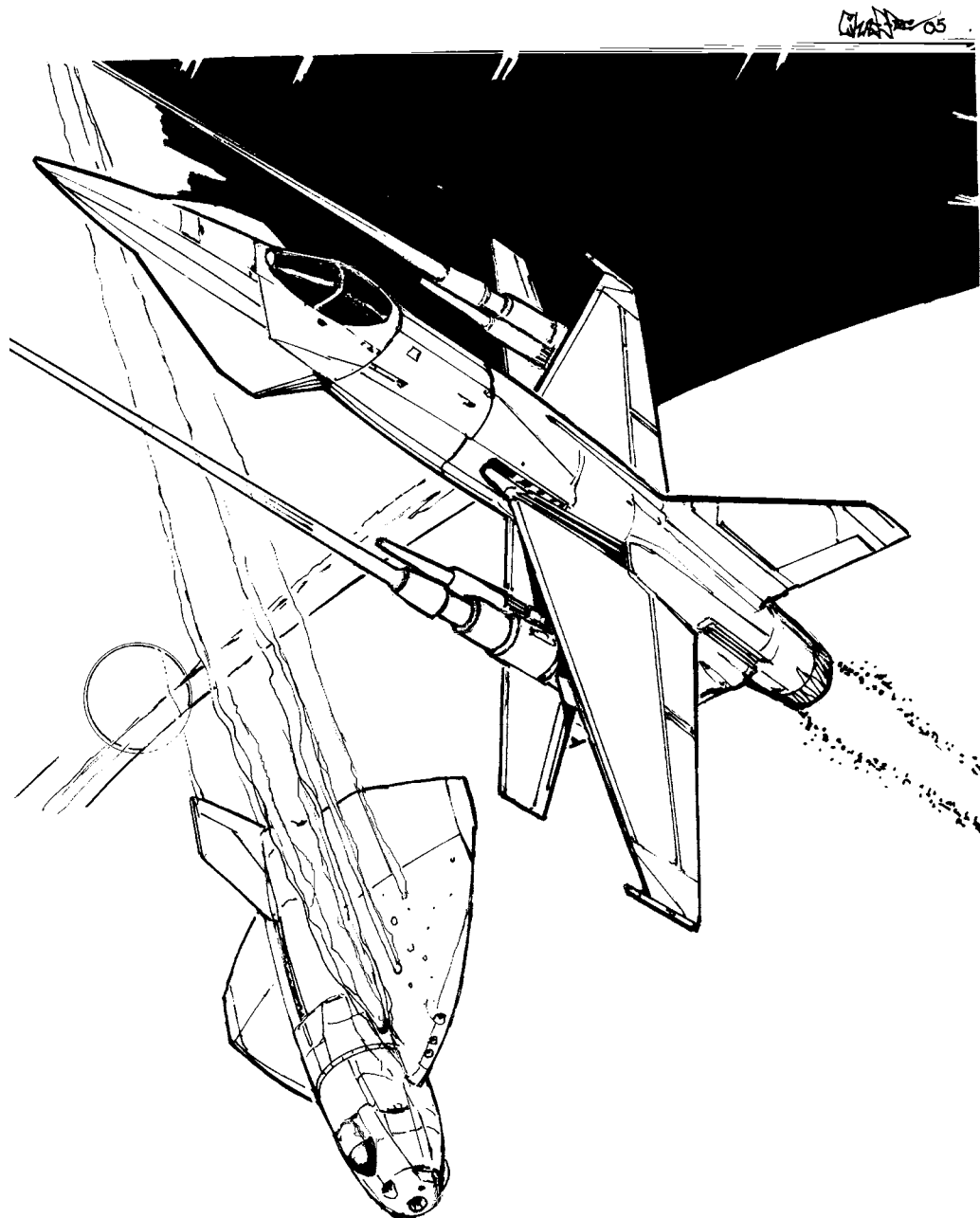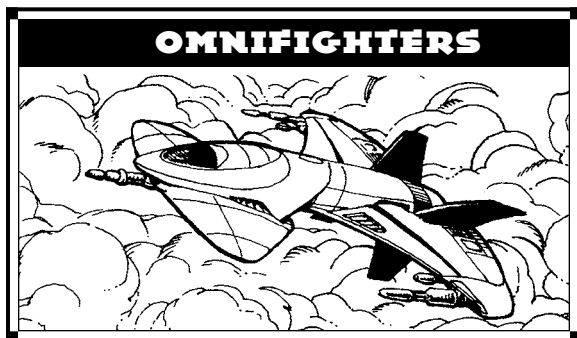
Mass: 60 tons
Chassis: Tokasha Compact
Power Plant: 300 XL fusion
Armor: Ironhold B-class ferro-aluminum
Armament:
    26 tons of pod space available
Manufacturer: Complex 9
    Primary Factory: Ironhold
Communications System: System 10
Targeting and Tracking System: Hawk's Eyes Mk VI

Overview

The 60-ton *Visigoth* OmniFighter is second only to the *Jagatai* in popularity among front-line Clan units. Originally developed by Clan Jade Falcon scientists, this relatively old design has proved its worth in inter-Clan conflicts and in the recent invasion of the Inner Sphere.

Capabilities

The primary configuration carries a nose-mounted LB 10-X, supported by an array of lasers and SRMs in the nose and wings. To discourage pursuit, it carries two rear-mounted extended-range medium lasers, and similar defensive systems appear on most *Visigoth*s. The mix of ballistic and energy weapons gives this variant a solid all-around performance. The A variant carries a nose-mounted PPC and lasers, with under-slung Artemis-equipped LRM launchers on each wing. Designed to project damage over significant range, the A is usually deployed to ensure air and space superiority.

The B configuration's four large pulse lasers can deliver a lethal barrage of fire, but pilots must manage their heat carefully. Its reliance on energy weapons makes the *Visigoth* B an ideal ground-attack and air/space-superiority fighter, and its lack of ammunition also makes it ideal for long-range patrols. Like the B variant, the C relies heavily on pulse lasers and makes an excellent ground-attack vehicle. The inclusion of a rear-facing SRM launcher detracts little from the configuration's endurance, but the risk of ammunition explosions prompts pilots to manage their heat.

The AC and heavy laser-equipped *Visigoth* D typifies the aggressive design philosophy and tactics that have taken hold in Clan Jade Falcon during the tenure of Khan Pryde. Rather than resting on their laurels, the Falcons have sought out fights, and the *Visigoth* D has become a common sight in such clashes. The absence of rear-firing weapons completes this variant's aggressive image.

Deployment

The *Visigoth* is in service with all the Clans and appears in many front-line aerospace Stars. The number of *Visigoth*s deployed with each Clan may be as high as 25 percent of the total aerospace force, and is rarely less than ten percent. The fact that the design is more than a hundred years old and remains in front-line service is a testament to the abilities of the fighter and its pilots. Newer designs such as the *Jagatai* are slowly replacing the aging *Visigoth*, but predictions of the design's relegation to rear-echelon service by the mid-3060s proved unduly pessimistic. It remains a staple of the Invading Clans, most of whom have been involved in too many conflicts during the seventeen years since the Inner Sphere invasion began to weaken their forces by retiring a formidable fighter.

Notable Pilots

Star Captain Carew Nygren: One of the best known *Visigoth* pilots, Carew Nygren shared a sibko with notables such as Ranna Kerensky, Evantha Fetladral and Vladimir Ward. Though not achieving the same rank or prominence as his illustrious sibs, Carew is regarded as one of the best pilots in Clan Wolf (in-Exile).

However, age is slowly catching up to this warrior. He is in his mid-30s, and younger pilots threaten his position. Carew has taken the words of the illustrious Natasha Kerensky to heart, using cunning to offset his younger challengers' faster reactions.

Pilot Michael Tchernovkov: Once a Star Colonel, Tchernovkov is in the twilight years of his career, having tested down repeatedly in recent evaluation cycles. Once famed as Clan Coyote's best pilot, a candidate for Galaxy Commander and even Khan who was one of the few shining lights of the disastrous campaign against the Snow Ravens in 3047, today he serves under warriors half his age in a solahma formation on Tamarind. That he still pilots a front-line OmniFighter testifies to his skill and his past achievements, but less charitable individuals have said that the *Visigoth*, like its pilot, is well past its best. Tchernovkov refuses to give up, however, and maintains a vigorous physical fitness regime that has slowed—but not halted—his fall from grace.

Type: **Visigoth**
Technology Base: Clan OmniFighter
Tonnage: 60
Battle Value: 2,139

Equipment		Mass
Engine:	300 XL	9.5
Safe Thrust:	7	
Maximum Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	16 [32]	6
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	201	10.5

	Armor Value	Free Space
Nose	65	5
R/L Wing	47/47	4/4
Aft	42	4

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
LB 10-X	Nose	10	2	6	6	—	—
Ammo (LB-X) 30	—	3					
3 ER Medium Lasers	Nose	3	5	7	7	—	—
Streak SRM 4	RW	2	3	8	8	—	—
Ammo (Streak) 25	—	1					
Small Pulse Laser	RW	1	2	3	—	—	—
Streak SRM 4	LW	2	3	8	8	—	—
Ammo (Streak) 25	—	1					
Small Pulse Laser	LW	1	2	3	—	—	—
2 ER Medium Lasers	Aft	2	5	7	7	—	—
Alternate Configuration A							
ER PPC	Nose	6	15	15	15	15	—
2 ER Medium Lasers	Nose	2	5	7	7	—	—
LRM 20+Artemis	RW	6	6	16	16	16	—
Ammo (LRM) 12	—	2					
LRM 20+Artemis	LW	6	6	16	16	16	—
Ammo (LRM) 12	—	2					
2 ER Medium Lasers	Aft	2	5	7	7	—	—
Battle Value: 2,987							
Alternate Configuration B							
2 Large Pulse Lasers	Nose	12	10	10	10	10	—
Large Pulse Laser	RW	6	10	10	10	10	—
Large Pulse Laser	LW	6	10	10	10	10	—
Medium Pulse Laser	Aft	2	4	7	7	—	—
Battle Value: 2,534							
Alternate Configuration C							
Large Pulse Laser	Nose	6	10	10	10	10	—
Medium Pulse Laser	Nose	2	4	7	7	—	—
Large Pulse Laser	RW	6	10	10	10	10	—
Medium Pulse Laser	RW	2	4	7	7	—	—
Large Pulse Laser	LW	6	10	10	10	10	—
Medium Pulse Laser	LW	2	4	7	7	—	—
SRM 4	Aft	1	3	6	—	—	—
Ammo (SRM) 25	—	1					
Battle Value: 2,533							
Alternate Configuration D							
2 Ultra AC/10	Nose	20	6	15	15	—	—
Ammo (Ultra) 40	—	4					
2 Heavy Medium Lasers	Nose	2	7	10	10	—	—
Battle Value: 1,810							

JAGATAI

OMNIFIGHTERS
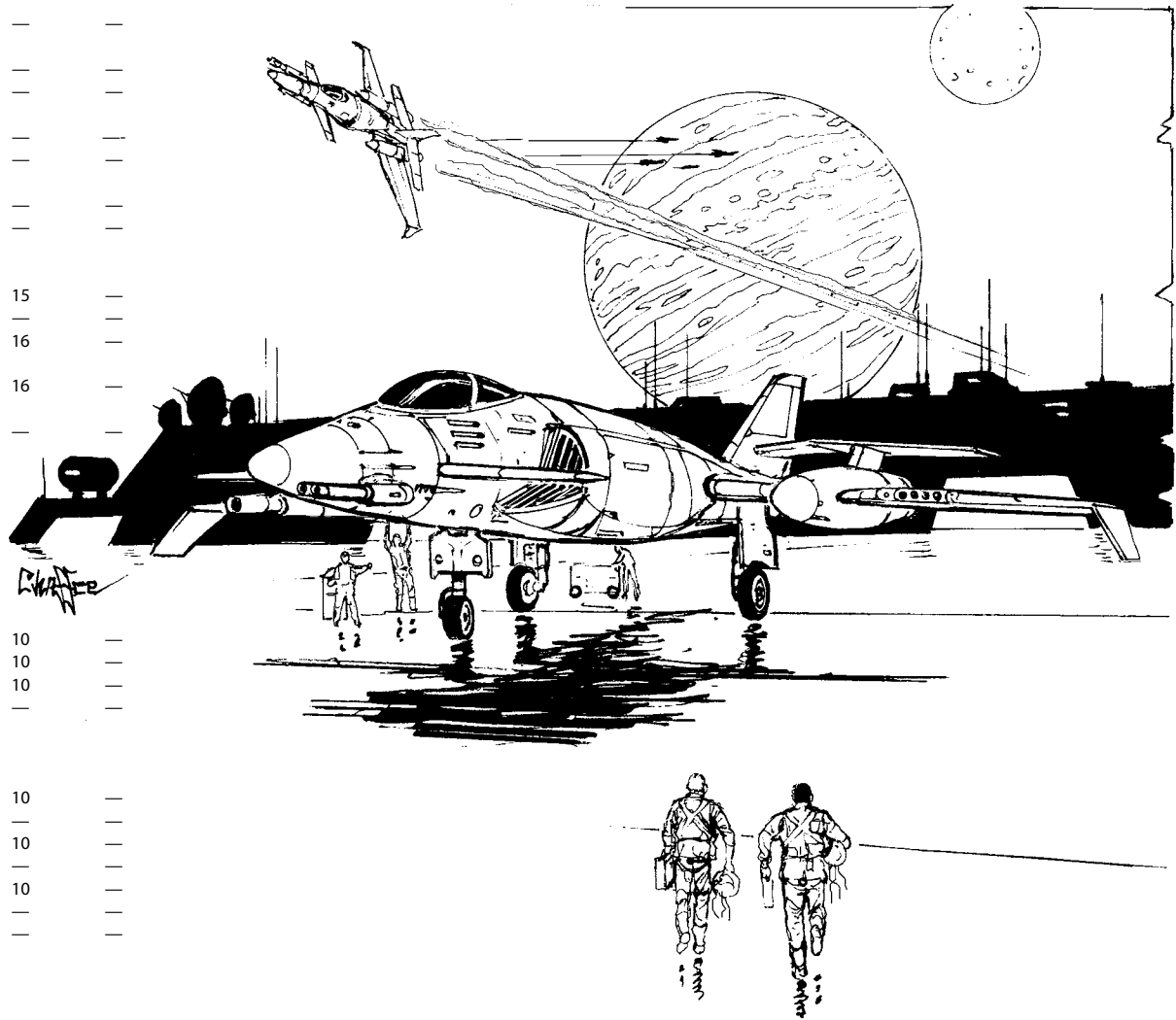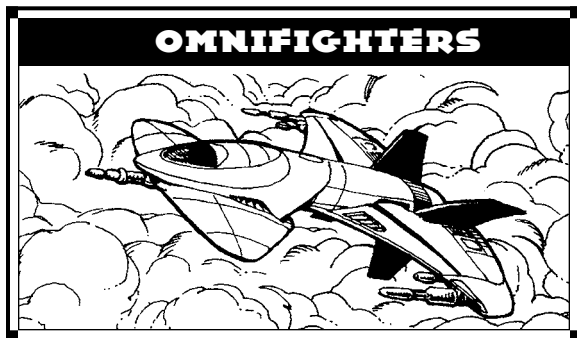
Mass: 70 tons
Chassis: Eden Compact 90
Power Plant: 280 Fusion XL
Armor: Eden Composition IV Ferro-aluminum
Armament:
39 tons of pod space available
Manufacturer: Wolf Armorworks
Primary Factory: Eden
Communications System: K55
Targeting and Tracking System: Wolf's Eye 7

Overview

The Wolf Clan's *Jagatai* heavy OmniFighter participated extensively in the recent invasion of the Inner Sphere, serving in ground-attack and air-superiority roles. First fielded in 3016, the prototype *Jagatai*s proved their worth in several Trials of Possession, with the Smoke Jaguars and Nova Cats falling victim. The Wolves' opponents underestimated the new fighter's versatility in these initial Trials, and the Wolf Khan was sufficiently impressed to order the commencement of full-scale production in 3019. The *Jagatai* has since become the standard heavy fighter in Clan Wolf, but is also distributed throughout the rest of the Clans except for the Ghost Bears, who prefer the heavier *Jengiz*.

Capabilities

Though it has only average maneuverability for its size, the 70-ton *Jagatai* serves extensively as an air-superiority fighter. It mounts more armor than its nearest rivals (the aging *Visigoth* and the new *Sabutai*), and its larger fuel tanks allow it to linger on-station for longer periods. It suffers from poor heat dissipation, a flaw shared by many

OmniFighters. Rather than modify the basic chassis, the Clans prefer to create a careful mix of efficient weapons and pod-mounted heat sinks to prevent overheating.

The energy weapon-dominated primary configuration has a tendency to overheat and so its pilots must often fight their own coolant systems as much as opposing craft. The A variant avoids these problems by dropping some energy weapons in favor of heavy-hitting autocannons, and is regarded as overly efficient by contemporary standards. The B model, with its twin Gauss riles, is likewise heat-efficient but avoids the overabundant heat sinks carried by its sibling.

The *Jagatai* C looks superficially like the A, with a large autocannon in the nose (an LB 20-X), but takes its rear-firing weaponry to extremes. It carries two massive lasers aimed behind the fuselage, their firepower equaling the forward-firing weaponry of most small fighters. Few pilots risk tailing this variant. The new D configuration, with is mix of large lasers, ATMs and Gauss rifles, typifies the current Wolf mindset. Unlike older configurations, it lacks rear-firing weaponry.

Deployment

The largest concentration of *Jagatai*s serves in Clan Wolf, the fighter's original manufacturer, though the other Clans have a fair number. In many Clans, the *Jagatai* is replacing older fighters such as the *Visigoth*, though the pace of this upgrade varies from Clan to Clan.

Notable Pilots

Pilot Carolyn: A rare member of the Kerensky Bloodline who takes service as a pilot, Pilot Carolyn began her career with the Crusader Wolves shortly after the Great Refusal. The Wolves' rejection of the agreement to end the Inner Sphere invasion prompted them to develop new configurations of the Jagatai, and Pilot Carolyn was assigned to test new variants in combat. She initially viewed her orders to assist the scientists with horror and protested to Khan Vlad Ward about the "dishonorable" assignment, until Khan Ward convinced her of the importance of weapon development to the Clan, particularly while its numbers remain smaller than those of its rivals.

Star Captain Charlotte Binetti: Almost a decade ago, Cadet Binetti found herself thrown into the maelstrom of Coventry. Since then, the Jade Falcon fledgling has earned her wings and bloodied her talons against Clan foes—the Steel Vipers

and the Wolves—and against the new enemies in the Lyran Alliance. Earning her Bloodname at age twenty-two, it was Star Colonel Binetti who participated in the invasion of the Alliance during the recent civil war. However, injuries sustained in the campaign sidelined her for almost six months and she failed to re-qualify, testing down to the rank of Star Commander. Since then, she has made up some ground toward recovering her lost rank, but nurses a hatred of the Alliance, which she blames for her misfortunes.

Type: Jagatai
Technology Base: Clan OmniFighter
Tonnage: 70
Battle Value: 2,827

Equipment		Mass
Engine:	280 XL	8
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	7	
Heat Sinks:	15 [30]	5
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	211	11

	Armor Value	Free Space
Nose	65	5
R/L Wing	50/50	4/4
Aft	46	4

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
LRM 20	Nose	5	6	12	12	12	—
Ammo (LRM) 12	—	2					
ER PPC	RW	6	15	15	15	15	—
Large Pulse Laser	RW	6	10	10	10	10	—
ER PPC	LW	6	15	15	15	15	—
Large Pulse Laser	LW	6	10	10	10	10	—
Large Pulse Laser	Aft	6	10	10	10	10	—
2 Double Heat Sinks	—	2					
Alternate Configuration A							
Ultra AC/20	Nose	12	14	30	30	—	—
Ammo (Ultra) 20	—	4					
ER PPC	Nose	6	15	15	15	15	—
Streak SRM 6	RW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
Streak SRM 6	LW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Large Laser	Aft	4	12	10	10	10	10
5 Double Heat Sinks	—	5					
Battle Value: 2,607							
Alternate Configuration B							
2 Gauss Rifles	Nose	24	1	15	15	15	—
Ammo (Gauss) 32	—	4					
ER Large Laser	RW	4	12	10	10	10	10
ER Large Laser	LW	4	12	10	10	10	10
ER Medium Laser	Aft	1	5	7	7	—	—
Medium Pulse Laser	Aft	2	4	7	7	—	—
Battle Value: 2,758							
Alternate Configuration C							
LB 20-X	Nose	12	6	12	12	—	—
Ammo (LB-X) 10	—	2					
2 ER Large Laser	Nose	8	12	10	10	10	10
LRM 10	RW	2.5	4	6	6	6	—
Ammo (LRM) 12	—	1					
LRM 10	LW	2.5	4	6	6	6	—
Ammo (LRM) 12	—	1					
Large Pulse Laser	Aft	6	10	10	10	10	—
ER Large Laser	Aft	4	12	10	10	10	10
Battle Value: 2,337							
Alternate Configuration D							
2 ATM 12	Nose	14	8	20	20	—	—
Ammo (ATM) 15	—	3					
Gauss Rifle	Nose	12	1	15	15	15	—
Ammo (Gauss) 16	—	2					
ER Large Laser	RW	4	12	10	10	10	10
ER Large Laser	LW	4	12	10	10	10	10
Battle Value: 2,864							

OMNIFIGHTERS
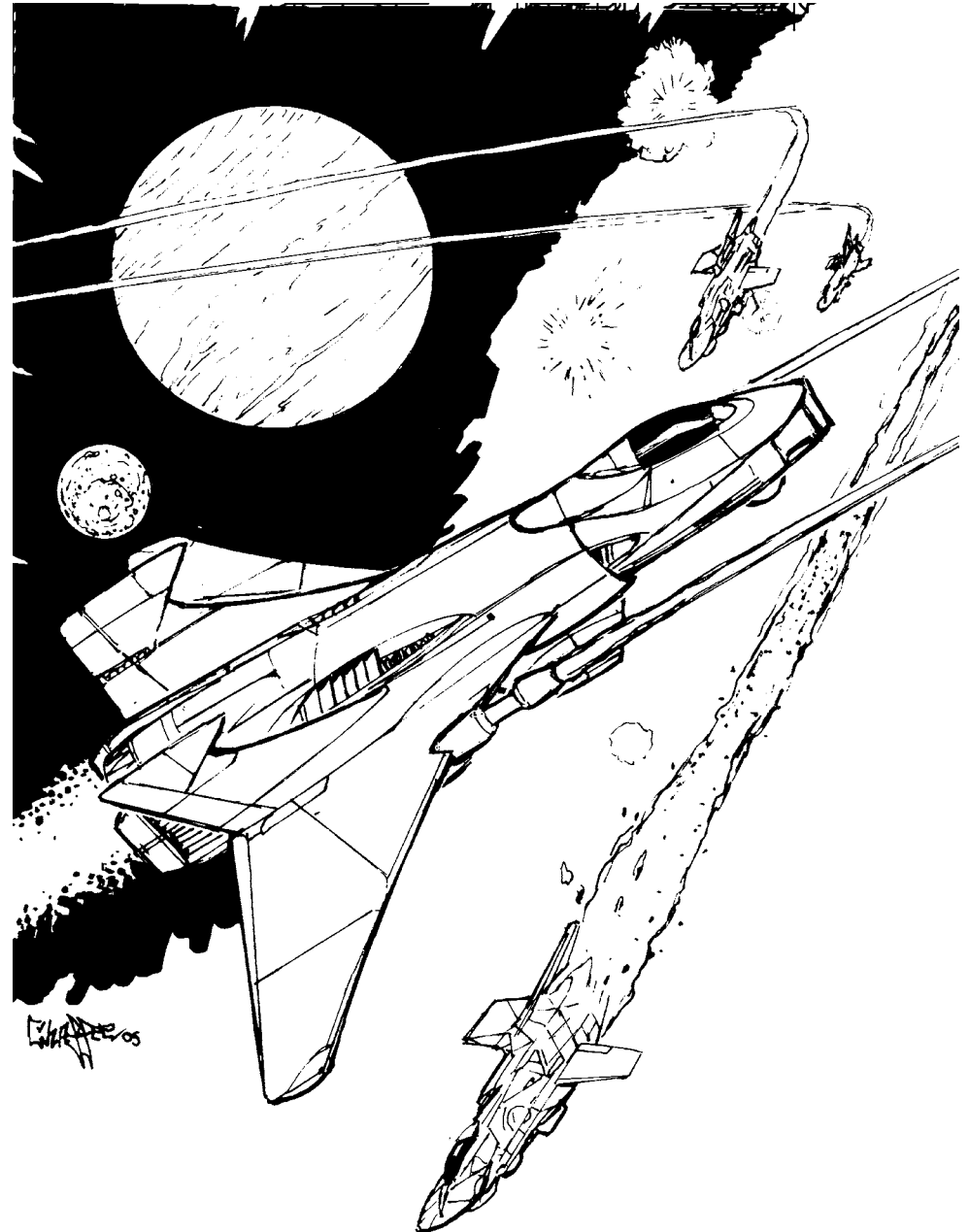
Mass: 75 tons
Chassis: Endo Steel
Power Plant: 300 XL
Armor: Ferro-aluminum
Armament:
    44.5 tons of pod space available
Manufacturer: Lootera Spaceworks
    Primary Factory: Huntress
Communications System: Schedule 11
Targeting and Tracking System: Mark 11

Overview

Originally built by the Smoke Jaguars, the *Sabutai* heavy OmniFighter packs an awesome array of fire-power. The fighter pays for this capability with a relative reduction of armor protection, only partly offset by the application of ferro-aluminum armor. The basic chassis suffers from poor heat dissipation given the massive firepower potential, which can lead to loss of control during battle. Designers took steps toward rectifying this difficulty by adding extra heat sinks and also by the use of more efficient weaponry in some configurations.

Capabilities

The main weapon of the *Sabutai* Prime is a nose-mounted Gauss rifle, backed by an array of PPCs and lasers. These weapons generate considerable heat, and the fighter carries six double heat sinks to help manage the buildup.

The A variant packs a stunning punch with three large-bore autocannons, plus secondary firepower provided by an array of small lasers. Ammunition stores are scant, usually sufficient for only a minute or two of fighting, after which the pilot must exit combat and rearm.

The B variant has so far appeared only with the Nova Cat and Steel Viper Clans. It boasts a large array of sophisticated electronics, including an advanced ECM suite, a TAG system for missile designation and Narc beacons. Its five LRM-20 launchers benefit from the Narc pods, but the limited ammunition for each missile system—as well as the presence of TAG—makes the *Sabutai* B best suited as a spotter/designator for other fighters.

The C variant is an exceedingly efficient machine, equally well suited for strafing and dogfighting, though its all-energy weapons configuration makes it exceptional at the former. Its massive array of weapons can devastate most targets, though heat management remains an issue even with more than twenty tons of additional heat dissipation gear. The *Sabutai* D follows in the hard-hitting tradition of the other variants, specifically the C, marshaling a stunning offensive barrage of heavy lasers.

Deployment

A new design, the *Sabutai* first saw combat during the Trials of Position that determined the participants in the Clan invasion of the Inner Sphere. It has since taken part in every major Clan conflict, ranging from the invasion to the recent clashes in the Clan homeworlds.

Notable Pilots

Star Captain Victor Jorgensson: Jorgensson's valiant endeavors in the service of his Clan during the Inner Sphere assault on Huntress has made him a legend in the aerospace community. Staging numerous raids against the enemy flotilla, he is credited with destroying several troop transports before they could reach the ground. Though wounded, he fought on bravely and brought down five enemy fighters. Even with his own fighter crippled and his death imminent, he continued to fight. In his last act, he plunged his wrecked plane into a Spheroid supply depot, destroying it and causing the invaders immense hardship.

Star Commander Lucius Tyler: Like most Ice Hellions, Tyler favors speed over brute force, an attitude that leads him to regard his *Sabutai*—an otherwise superlative war machine—as a sign of disfavor. Though he appreciates its strengths, he struggles to reconcile his role with the traditions of his Clan. The heavy fighter's resilience played a central role in Tyler's winning his Bloodname after the recent fighting against the Cloud Cobras; many of his kin in lighter fighters were annihilated, but the *Sabutai* weathered the storm and brought its otherwise unremarkable pilot home. Only time will tell whether Tyler lives to progress further in the Clan or whether his luck—or his fighter—gives out.

Type: Sabutai
Technology Base: Clan OmniFighter
Tonnage: 75
Battle Value: 3,210

Equipment			Mass
Engine:	300 XL		9.5
Safe Thrust:	6		
Maximum Thrust:	9		
Structural Integrity:	7		
Heat Sinks:	15 [30]		5
Fuel:	240		3
Cockpit:			3
Armor Factor (Ferro):	192		10

	Armor Value	Free Space
Nose	62	5
R/L Wing	45/45	4/4
Aft	40	4

SABUTAI

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
Gauss Rifle	Nose	12	1	15	15	15	—
Ammo (Gauss) 8	—	1					
ER Small Laser	Nose	.5	2	5	—	—	—
ER PPC	RW	6	15	15	15	15	—
Large Pulse Laser	RW	6	10	10	10	10	—
ER PPC	LW	6	15	15	15	15	—
Large Pulse Laser	LW	6	10	10	10	10	—
2 ER Small Lasers	Aft	1	2	5	—	—	—
6 Double Heat Sinks	—	6					
Alternate Configuration A							
LB 20-X	Nose	12	6	12	12	—	—
Ammo (LB-X) 15	—	3					
ER Small Laser	Nose	.5	2	5	—	—	—
Ultra AC/20	RW	12	14	30	30	—	—
Ammo (Ultra) 5	RW	1					
ER Small Laser	RW	.5	2	5	—	—	—
Ultra AC/20	LW	12	14	30	30	—	—
Ammo (Ultra) 5	LW	1					
ER Small Laser	LW	.5	2	5	—	—	—
2 ER Medium Lasers	Aft	2	5	7	7	—	—
Battle Value: 2,406							
Alternate Configuration B							
TAG	Nose	1					
Narc Missile Beacon	Nose	2					
Ammo (Narc) 12	—	2					
LRM 20	Nose	5	6	12	12	12	—
Ammo (LRM) 6	—	1					
Large Pulse Laser	Nose	6	10	10	10	10	—
ER Small Laser	Nose	.5	2	5	—	—	—
2 LRM 20	RW	10	6	12	12	12	—
Ammo (LRM) 12	—	2					
2 LRM 20s	LW	10	6	12	12	12	—
Ammo (LRM) 12	—	2					
Medium Pulse Laser	Aft	2	4	7	7	—	—
ECM Suite	Aft	1					
Battle Value: 3,086							
Alternate Configuration C							
4 ER Large Lasers	Nose	16	12	10	10	10	10
ER Small Laser	Nose	.5	2	5	—	—	—
3 ER Medium Lasers	RW	3	5	7	7	—	—
3 ER Medium Lasers	LW	3	5	7	7	—	—
22 Double Heat Sinks	—	22					
Battle Value: 3,099							
Alternate Configuration D							
4 Heavy Large Lasers	Nose	16	18	16	16	16	—
ER Small Laser	Nose	.5	2	5	—	—	—
2 ER Medium Lasers	RW	2	5	7	7	—	—
2 ER Medium Lasers	RW	2	5	7	7	—	—
24 Double Heat Sinks	—	28					
Battle Value: 2,647							

JENGIZ

OMNIFIGHTERS
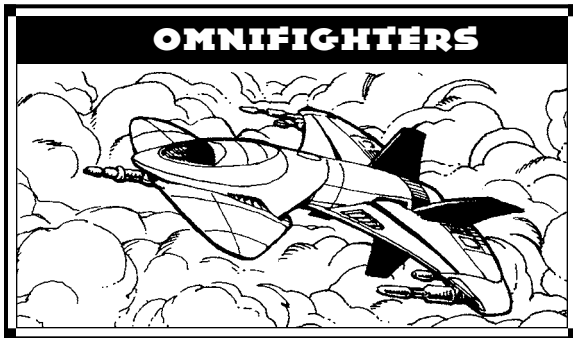
Mass: 80 tons
Chassis: Ursa Major Type III
Power Plant: 240 XL Fusion
Armor: Bruin Heavy Ferro-Aluminum
Armament:
    43.5 tons of pod space available
Manufacturer: Bear's Den
    Primary Factory: Strana Mechty
Communications System: Vox 91
Targeting and Tracking System: Hunter 62B

Overview

The 80-ton *Jengiz* is one of the heaviest and fiercest fighters fielded by the Clans. Developed in 3032 by Clan Ghost Bear, it has seen active service for the past 35 years, but has stirred up considerable interest among the other Clans. The past decade has seen a steady spread of the design throughout the Clans, but it remains most common among the Wolves, the Snow Ravens and its original home with the Ghost Bears.

Capabilities

Its poor maneuverability makes the *Jengiz* of limited use in-atmosphere, and the fighter is mainly deployed for near-orbit defense. It generally handles worse than Inner Sphere fighters of similar mass, but it is heavily armored, dissipates heat easily and has more than half its body weight devoted to offensive systems.

The primary *Jengiz* carries a formidable array of weaponry, principally in the nose but with significant wing-mounted elements. An ECM suite interferes with an opponent's advanced fire-control computers, though this significantly affects only the relatively weak systems of ground units. The A variant is the configuration most commonly involved in ground attacks. Its energy weapon load-out affords superb strafing ability, and the addition of double heat sinks allows repeated attack runs.

The rare *Jengiz* B is configured to engage targets at distance. It carries an array of long-range weapons—PPCs, missiles and a Gauss rifle—but also carries a number of short-range lasers for close-in protection. Ammunition supplies for the LRMs are limited, however, and pilots usually save the missile pods for a knockout blow.

The C variant is one of the most unusual configurations fielded by the Clans. Based on a philosophy different from most fighters, the C variant is believed to have evolved from the *Jengiz* used by Clan Goliath Scorpion. Reliant entirely on ammunition (except for the rear-mounted small laser), it packs a fearsome punch but lacks endurance; it favors aggressive pilots rather than those who wear the enemy down over time. Configuration D employs a mix of lasers and missile systems to provide well-rounded firepower, but this variant runs hot even with nine tons of additional cooling gear. Many older versions of the *Jengiz* incorporate machine guns in lieu of the extended-range small lasers used in the primary and B configurations.

Deployment

The *Jengiz* is common in Clans Wolf and Ghost Bear, but rare among the other Invading Clans. Over the past twenty years, the relatively new *Jengiz* has gradually replaced the venerable *Kirghiz* as the main super-heavy fighter in a number of the Clans, and may completely replace the heavier but less efficient design in the next decade.

Notable Pilots

Pilot Ven: The recent Ghost Bear-Combine conflict served as the Trial of Position for cadet-warrior Ven. When rogue DCMS forces struck Alshain, Ven's trainee Star was dragged into the fighting, and the kills he made against the invaders were deemed sufficient to qualify him as a full warrior ahead of the normal process. This unusual Trial earned Ven—the only cadet to survive the clash—a degree of fame within the Ghost Bear touman.

Pilot Martin: A member of Bloodname House Ch'in and among the first generation of Warden Wolves testing out in the exile on Arc-Royal, Martin is a shining example of Wolf spirit and excellence. An accomplished pilot and an inspirational leader, he has had little opportunity to demonstrate either trait since joining the Touman in the last weeks of the FedCom Civil War, but he has built up a strong rapport with his Star-mates and is expected to do well in the Clan's service. His acceptance of Spheroids is unusual even for members of Phelan's Wolves; he is rumored to be romantically involved with a freeborn aerojock in Duke Kell's employ, the duo commonly waging mock duels high above Arc-Royal.

Type: **Jengiz**
Technology Base: Clan OmniFighter
Tonnage: 80
Battle Value: 3,015

Equipment		Mass
Engine:	240 XL	6
Safe Thrust:	5	
Maximum Thrust:	8	
Structural Integrity:	8	
Heat Sinks:	20 [40]	10
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	259	13.5
	Armor Value	Free Space
Nose	85	5
R/L Wing	63/63	4/4
Aft	48	4

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
LB 10-X	Nose	10	2	6	6	—	—
Ammo (LB-X) 10	—	1					
ER PPC	Nose	6	15	15	15	15	—
Medium Pulse Laser	Nose	2	4	7	7	—	—
ER Small Laser	Nose	.5	2	5			
Large Pulse Laser	RW	6	10	10	10	10	—
Medium Pulse Laser	RW	2	4	7	7	—	—
SRM 6	RW	1.5	4	8	—	—	—
Ammo (SRM) 15	—	1					
Large Pulse Laser	LW	6	10	10	10	10	—
Medium Pulse Laser	LW	2	4	7	7	—	—
SRM 6	LW	1.5	4	8	—	—	—
Ammo (SRM) 15	—	1					
Medium Pulse Laser	Aft	2	4	7	7	—	—
ECM Suite	Aft	1					
Alternate Configuration A							
2 ER PPCs	Nose	12	15	15	15	15	—
2 Large Pulse Lasers	RW	10	10	10	10	10	—
2 Large Pulse Lasers	LW	10	10	10	10	10	—
ER Small Laser	Aft	.5	2	5	—	—·	—
7 Double Heat Sinks	—	7					
Battle Value: 3,206							
Alternate Configuration B							
Gauss Rifle	Nose	12	1	15	15	15	—
Ammo (Gauss) 24	—	3					
2 ER Medium Lasers	Nose	2	5	7	7	—	—
ER PPC	RW	6	15	15	15	15	—
LRM 20+Artemis	RW	6	6	16	16	16	—
Ammo (LRM) 6	—	1					
ER PPC	LW	6	15	15	15	15	—
LRM 20+Artemis	LW	6	6	16	16	16	—
Ammo (LRM) 6	—	1					
ER Small Laser	Aft	.5	2	5			
Battle Value: 3,558							
Alternate Configuration C							
3 Streak SRM 6s	Nose	9	4	12	12	—	—
Ammo (Streak) 45	—	3					
LB 20-X	RW	12	6	12	12	—	—
Ammo (LB-X) 10	—	2					
LB 20-X	LW	12	6	12	12	—	—
Ammo (LB-X) 10	—	2					
Streak SRM 4	Aft	2	3	8	8	—	—
Ammo (Streak) 25	—	1					
ER Small Laser	Aft	.5	2	5	—	—	—
Battle Value: 2,246							
Alternate Configuration D							
2 Heavy Large Lasers	Nose	8	18	16	16	16	—
LRM 20+Artemis	Nose	6	6	16	16	16	
Ammo (LRM) 12	—	2					
ER Large Laser	RW	4	12	10	10	10	10
ER Medium Laser	RW	1	5	7	7	—	—
Streak SRM 6	RW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Large Laser	LW	4	12	10	10	10	10
ER Medium Laser	LW	1	5	7	7	—	—
Streak SRM 6	LW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Small Laser	Aft	.5	2	5	—	—	—
9 Double Heat Sinks	9						
Battle Value: 2,941							

OMNIFIGHTERS
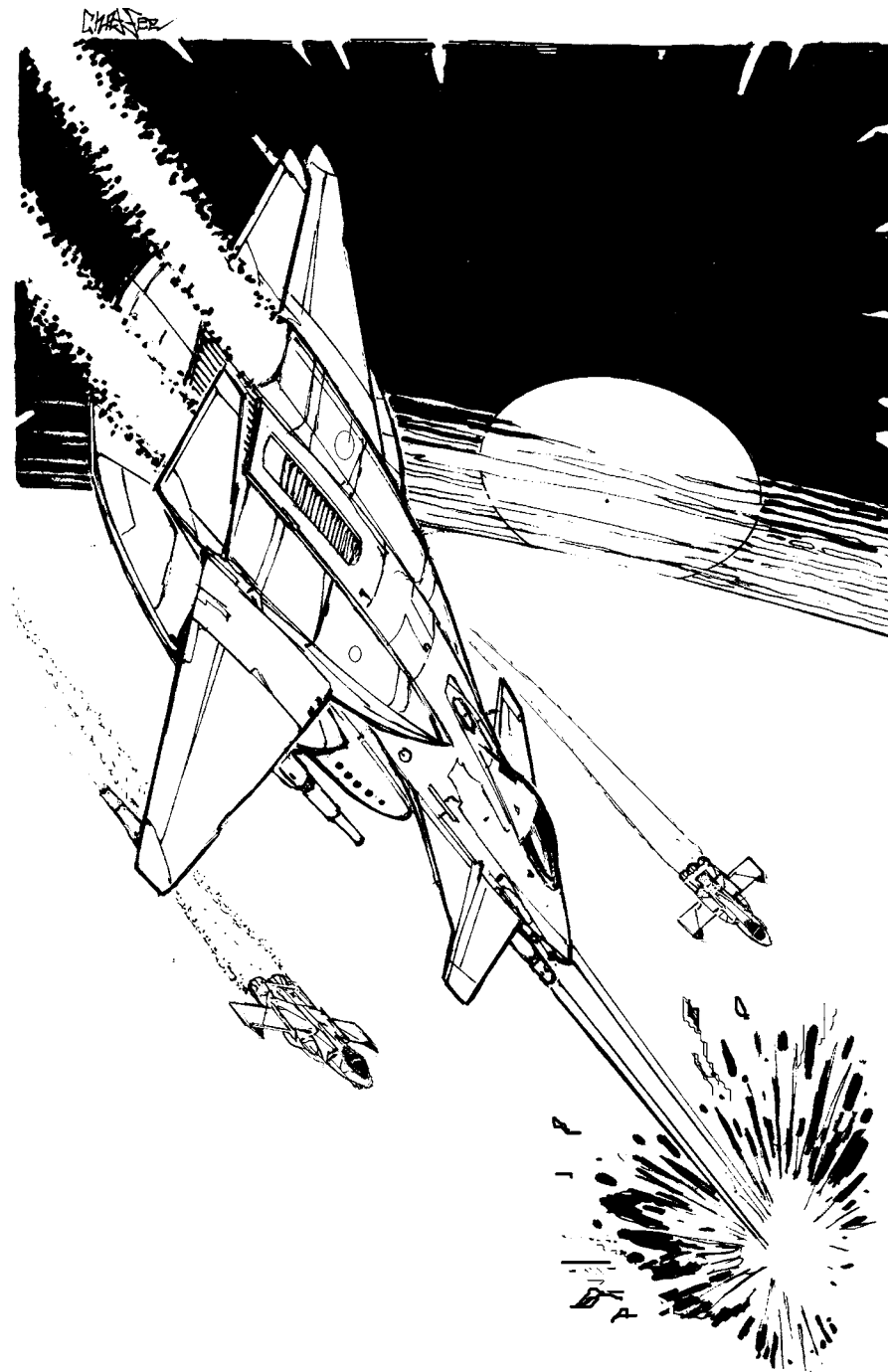
Mass: 90 tons
Chassis: Falcon Hollowbone
Power Plant: 360 XL
Armor: Ironhold Series III Ferro-Aluminum
Armament:
    42.5 tons of pod space available
Manufacturer: Complex VI
    Primary Factory: Ironhold
Communications System: System VII
Targeting and Tracking System: TTS Model 3

Overview

When the Jade Falcon commanders wanted their own super-heavy fighter design, they asked for a craft that could face all comers, maneuverable enough to worry lighter fighters but with enough staying power from armor and fuel to make it a match for heavier foes. Until Clan Ghost Bear began fielding the *Jengiz*, the *Scytha* was the only challenger for the venerable *Kirghiz*, and the three designs grudgingly coexist.

The Jade Falcons have been somewhat loath to share the *Scytha*, though a combination of combat losses in the Trials before the Inner Sphere invasion and since the Great Refusal have spread small numbers of this fighter throughout the Clans. Fortunately for the Inner Sphere—especially for the LAAF, whose pilots have learned to fear this formidable craft—its numbers remain low.

Capabilities

The *Scytha* carries below-average armor for its mass, but makes up for this lack with superlative agility for its size. Capable of delivering almost 5 gees of thrust, it can outmaneuver its immediate rivals and deliver its formidable weapons load—almost half its weight—where its armaments are most effective.

The primary *Scytha* is a fearsome beast whose nose is packed with weaponry. Though ammunition-dependent, the primary variant is well able to carry out extended operations. Not so the A variant, whose mix of long- and short-range missile pods has limited ammunition, making this version ideal for short but brutal engagements.

With its massive array of energy weapons, all slaved to a targeting computer, the *Scytha* B is effective in space superiority and ground attack roles. It excels at strafing runs, though the preponderance of energy weapons makes it run hot. The C variant, with its Gauss rifles and extended-range PPCs, avoids the *Scytha* B's heat management problems while retaining its stopping power, at least while the ammunition holds out. The D variant harks back to the prime weapons configuration of a main autocannon backed by lasers, but this variant's main gun is a low-heat Gauss rifle and the lasers are a mix of the classic extended-range models and the new heavy variety. Eight tons of additional equipment allow effective heat management, though sustained volleying with all weapons can pose a problem.

Deployment

Currently concentrated with Clan Jade Falcon, only a handful of *Scytha*s serve with other Clans, primarily the Nova Cats but also both factions of the Wolves. The LAAF is known to have at least one functional craft, though they have not yet pressed it into service.

Notable Pilots

Star Commander Sigrun: Sigrun of House Von Jankmon is old by Clan standards and viewed as something of an oddity. Acknowledged as a skilled warrior, her age and lack of a Bloodname have relegated her to a solahma unit. Her commander refuses to squander resources, however, and so continues to assign Sigrun a *Scytha*, which she wields with brutal precision. Though she hopes to die with honor, she has so far survived an unprecedented three years with the solahma unit despite a recklessness that keeps her and her aircraft teetering on the edge of the abyss.

Star Colonel Dora Beyl: A product of her KIndraa's well-regarded breeding program, Dora achieved great success early in her career with a swift rise to the rank of Star Colonel. Her sharp temper and desire to be in the thick of battle, however, have limited her progression since. While acknowledged as a skilled tactician and inspirational leader, she lacks the strategic vision for the rank of Galaxy commander—or for political office—but unlike some of her peers, this suits Dora. Flying is everything to her and she prefers to lead her Cluster by example. She is often found in the thick of battle, yelling orders and scanning tac-feeds as she dodges enemy fire and lays down her own barrages with the *Scytha's* immense firepower.

Type: Scytha
Technology Base: Clan OmniFighter
Tonnage: 90
Battle Value: 3,232

Equipment		Mass
Engine:	360 XL	16.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	9	
Heat Sinks:	20 [40]	10
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	268	14

	Armor Value	Free Space
Nose	89	5
R/L Wing	66/66	4/4
Aft	47	4

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
Ultra AC/20	Nose	12	14	30	30	—	—
Ammo (Ultra) 10	—	2					
ER Large Laser	Nose	4	12	10	10	10	10
ER Small Laser	Nose	.5	2	5	—	—	—
2 ER Large Lasers	RW	8	12	10	10	10	10
2 ER Large Lasers	LW	8	12	10	10	10	10
2 ER Medium Lasers	Aft	2	5	7	7	—	—
6 Double Heat Sinks	—	6					
Alternate Configuration A							
Narc Missile Beacon	Nose	2					
Ammo (Narc) 6	—	1					
LRM 20	Nose	5	6	12	12	12	—
Ammo (LRM) 6	—	1					
SRM 6	Nose	1.5	4	8	—	—	—
Ammo (SRM) 15	—	1					
LRM 20	RW	5	6	12	12	12	—
Ammo (LRM) 6	—	1					
SRM 6	RW	1.5	4	8	—	—-	—
Ammo (SRM) 15	—	1					
ER Large Laser	RW	4	12	10	10	10	10
LRM 20	LW	5	6	12	12	12	—
Ammo (LRM) 6	—	1					
SRM 6	LW	1.5	4	8	—	—	—
Ammo (SRM) 15	—	1					
ER Large Laser	LW	4	12	10	10	10	10
Streak SRM 6	Aft	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
4 Double Heat Sinks	—	4					
Battle Value: 3,134							
Alternate Configuration B							
Large Pulse Laser	Nose	6	10	10	10	10	—
Anti-Missile system	Nose	.5	1	—	—	—	—
Ammo (AMS) 24	—	1					
2 Large Pulse Lasers	RW	12	10	10	10	10	—
2 Large Pulse Lasers	LW	12	10	10	10	10	—
2 Medium Pulse Lasers	Aft	4	4	7	7	—	—
Targeting Computer	Nose	7					
Battle Value: 3,479							
Alternate Configuration C							
2 Medium Pulse Lasers	Nose	4	4	7	7	—	—
Gauss Rifle	RW	12	1	15	15	15	—
Ammo (Gauss) 8	—	1					
ER PPC	RW	6	15	15	15	15	—
Gauss Rifle	LW	12	1	15	15	15	—
Ammo (Gauss) 8	—	1					
ER PPC	LW	6	15	15	15	15	—
ER Small Laser	Aft	.5	2	5	—	—	—
Battle Value: 3,498							
Alternate Configuration D							
Gauss Rifle	Nose	12	1	15	15	15	—
Ammo (Gauss) 32	—	4					
2 ER Medium Lasers	Nose	2	5	7	7	—	—
Heavy Large Laser	RW	4	18	16	16	16	—
ER Large Laser	RW	4	12	10	10	10	10
Heavy Large Laser	LW	4	18	16	16	16	—
ER Large Laser	LW	4	12	10	10	10	10
ER Small Laser	Aft	.5	2	5	—	—	—
8 Double Heat Sinks	—	8					
Battle Value: 3,276							

Mass: 100 tons
Chassis: Ursa Maxima
Power Plant: 300 XL fusion
Armor: Composition III
Armament:
56.5 tons of pod space available
Manufacturer: Various
Primary Factory: Various
Communications System: Omni 7
Targeting and Tracking System: Valiant 2

Overview

Currently the heaviest fighter in service with any Clan, the 100-ton *Kirghiz* rivals the *Scytha* for the title of deadliest fighter. A terrible foe, the *Kirghiz* can mount more forward-firing weaponry than any other OmniFighter, rivaling some assault DropShips. The use of conventional armor plating instead of bulky ferro-aluminum armor provides more space for mounting weapons, but also requires approximately twenty percent more armor plating to provide the same level of protection.

Capabilities

First fielded by the Ghost Bears in 2874, this ancient design is one of the oldest Clan fighters built, let alone still in service. The fourth type of OmniFighter built, it has undergone several design modifications. The most radical was the addition of a more efficient XL-series engine, which provided considerably improved maneuverability. The steady development of weaponry within the Clans has kept the *Kirghiz* a deadly fighter, with smaller and more efficient weapons gradually replacing its Star League vintage arms over the years.

The primary configuration relies on ballistic weapons, but lasers provide additional hitting power and endurance while an SRM rack serves as the principal aft-firing weapon. The A variant mounts a mix of hyper-long range autocannons, but its main forward-firing weapons are shorter-range PPCs and pulse lasers. Employing all of these places immense strain on the fighter's heat dissipation systems and risks an explosion of the sensitive ammunition in its wing magazines. CASE-equipped ammo bins would save the aircraft from such a fate, but would also compromise its ability to operate in atmosphere.

The missile-dependent B configuration is not popular with its pilots. Its huge array of missile launchers often proves lethal against other fighters as well as ground targets, but the lack of ammunition hampers operations. A trio of extended-range PPCs serves as a fallback weapon system when missile ammunition is depleted, but alone the PPCs are relatively light weapons for a fighter of this size.

The rare C configuration is the last of the designs seen during the Clan invasion of the Inner Sphere. It mounts an enormous array of weapons, but also has dedicated cargo-carrying pods. The new D configuration mixes ATM missiles and long-range weaponry to produce a relatively heat-efficient but lethal weapons platform.

Deployment

The *Kirghiz* frequently plays a supporting role, usually as a bomber or escort for a group of smaller ships, though the C variant also serves as a courier vessel. Though the fighter is grossly inefficient, pilots find the unique handling quirks of this ancient design strangely comforting, as opposed to the clinically precise *Scytha* and *Jengiz*.

Notable Pilots

Star Admiral Jerod Gilmour: The commander of the Ghost Bear fleet is among the best known *Kirghiz* pilots. Even though he now bears responsibility for multi-thousand-ton combat JumpShips, he continues to test out in his fighter and remains one of the best pilots in the fleet. Orders from the Khan limit Gilmour's exposure to fighter combat, but that has not prevented the Star Admiral from participating in several "aggressive recon" missions.

Star Commander Ail: An unusual Crusader in a largely Warden Clan, Star Commander Ail reveled in the recent conflict with the DCMS. Despite his relative youth and inexperience, his kill ratio was among the highest in his Galaxy, but his dreams of glory came to naught when the Khans negotiated a cessation of hostilities to allow the Bears to face their Clan rivals. Rather than being committed to the fight against the Hell's Horses, Ail's Star was held in reserve at Alshain, and the young pilot feared he would miss the glory of battle against another Clan. His fortunes turned as the Nova Cats struck the Bears'"undefended" shipyards and the two Clans fought a bloody naval engagement that took Ail's right eye (since replaced with a vat-grown replica).

Type: Kirghiz
Technology Base: Clan OmniFighter
Tonnage: 100
Battle Value: 3,046

Equipment			Mass
Engine:	300 XL		9.5
Safe Thrust:	5		
Maximum Thrust:	8		
Structural Integrity:	10		
Heat Sinks:	20 [40]		10
Fuel:	400		5
Cockpit:			3
Armor Factor:	256		16
	Armor Value	*Free Space*	
Nose	84	5	
R/L Wing	62/62	5/5	
Aft	48	4	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Primary Weapons Configuration							
LB 10-X	Nose	10	2	6	6	—	—
Ammo (LB-X) 20	—	2					
Gauss Rifle	RW	12	1	15	15	15	—
Ammo (Gauss) 16	—	2					
ER Large Laser	RW	4	12	10	10	10	10
Gauss Rifle	LW	12	1	15	15	15	—
Ammo (Gauss) 16	—	2					
ER Large Laser	LW	4	12	10	10	10	10
2 Streak SRM 6s	Aft	6	4	12	12	—	—
Ammo (SRM) 30	—	2					
ER Small Laser	Aft	.5	2	5	—	—	—
Alternate Configuration A							
2 ER PPCs	Nose	12	15	15	15	15	—
LB 2-X	RW	5	1	1	1	1	1
Ammo (LB-X) 45	—	1					
2 Large Pulse Lasers	RW	12	10	10	10	10	—
LB 2-X	LW	5	1	1	1	1	1
Ammo (LB-X) 45	—	1					
2 Large Pulse Lasers	LW	12	10	10	10	10	—
ER Large Laser	Aft	12	12	10	10	10	10
ER Small Laser	Aft	.5	2	5	—	—	—
4 Double Heat Sinks	—	4					
Battle Value: 3,368							
Alternate Configuration B							
ER PPC	Nose	6	15	15	15	15	—
LRM 20	Nose	5	6	12	12	12	—
Ammo (LRM) 6	—	1					
ER Small Laser	Nose	.5	2	5	—	—	—
2 LRM 20s	RW	10	6	12	12	12	—
Ammo (LRM) 12	—	2					
ER PPC	RW	15	15	15	15	15	—
2 LRM 20s	LW	10	6	12	12	12	—
Ammo (LRM) 12	—	2					
ER PPC	RW	15	15	15	15	15	—
Medium Pulse Laser	Aft	2	4	7	7	—	—
6 Double Heat Sinks	—	6					
Battle Value: 3,935							
Alternate Configuration C							
Ultra AC/20	Nose	12	14	30	30	—	—
Ammo (Ultra) 10	—	2					
2 Large Pulse Lasers	Nose	12	10	10	10	10	—
ER Small Laser	Nose	.5	2	5	—	—	—
ER PPC	RW	6	15	15	15	15	—
ER PPC	LW	6	15	15	15	15	—
2 ER Large Lasers	Aft	8	12	10	10	10	10
Cargo (10 tons)	—	10					
Battle Value: 3,231							
Alternate Configuration D							
2 ER Large Lasers	Nose	8	12	10	10	10	10
ER medium Laser	Nose	1	5	7	7	—	—
Medium Pulse Laser	Nose	2	4	7	7	—	—
2 ATM 12s	RW	14	8	20	20	—	—
Ammo (ATM) 30	—	6					
2 ATM 12s	LW	14	8	20	20	—	—
Ammo (ATM) 30	—	6					
ER Small Laser	Aft	.5	2	5	—	—	—
5 Double Heat Sinks	—	5					
Battle Value: 3,649							
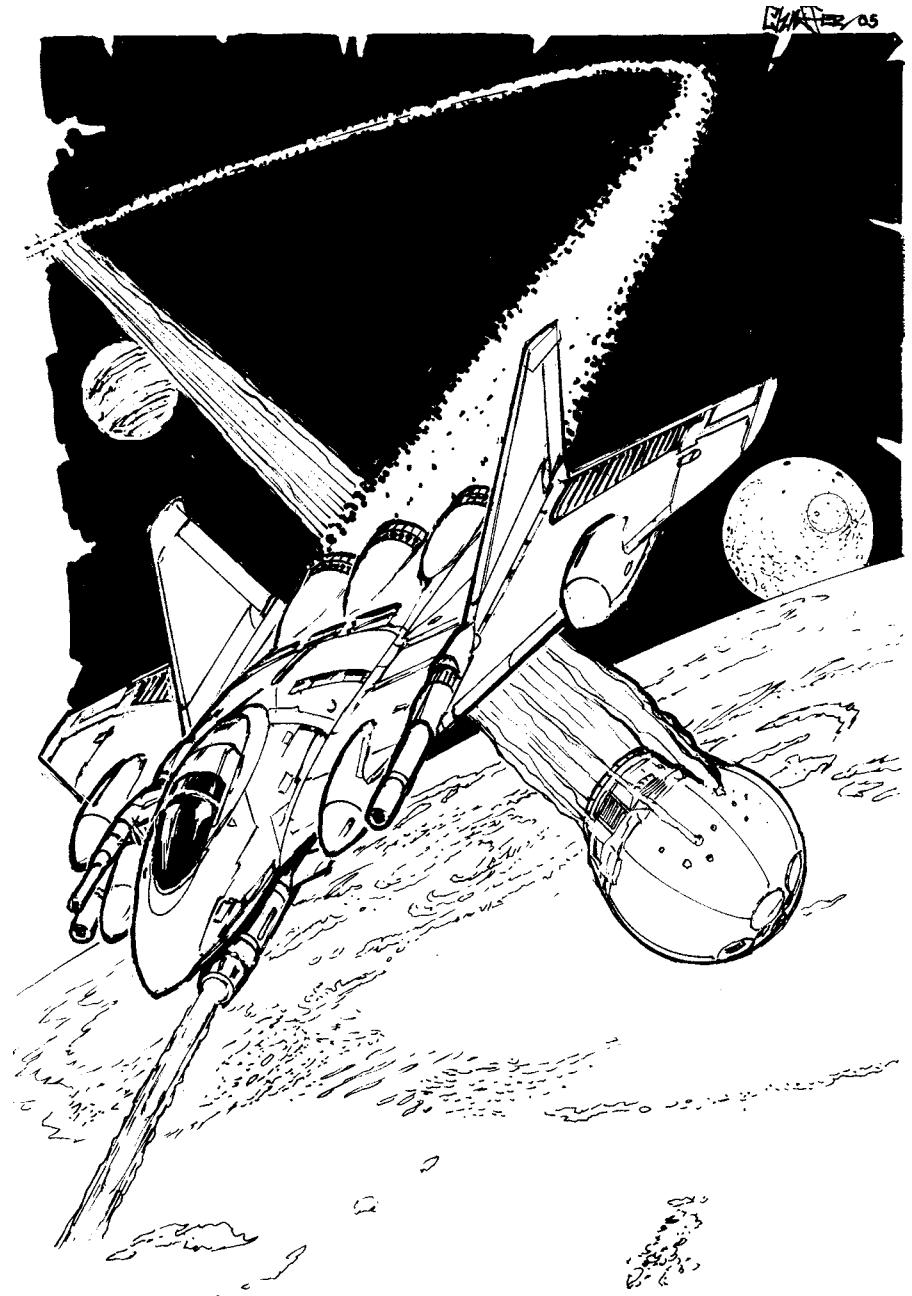
BATTLETECH

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily "plug in" a given sourcebook—we've divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era's title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the *Inner Sphere*. It also sees the creation of the most powerful military in human history.

SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron's family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the *Inner Sphere* collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the *Inner Sphere*. The invaders, called the Clans, are descendants of Kerensky's SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.

JIHAD (3067, Current)

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.

DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the *Inner Sphere* following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.

SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product's sell sheet, on-line products page and so on.

Note that if a Catalyst Game Labs *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the Introductory Box Set, Total Warfare and so on.