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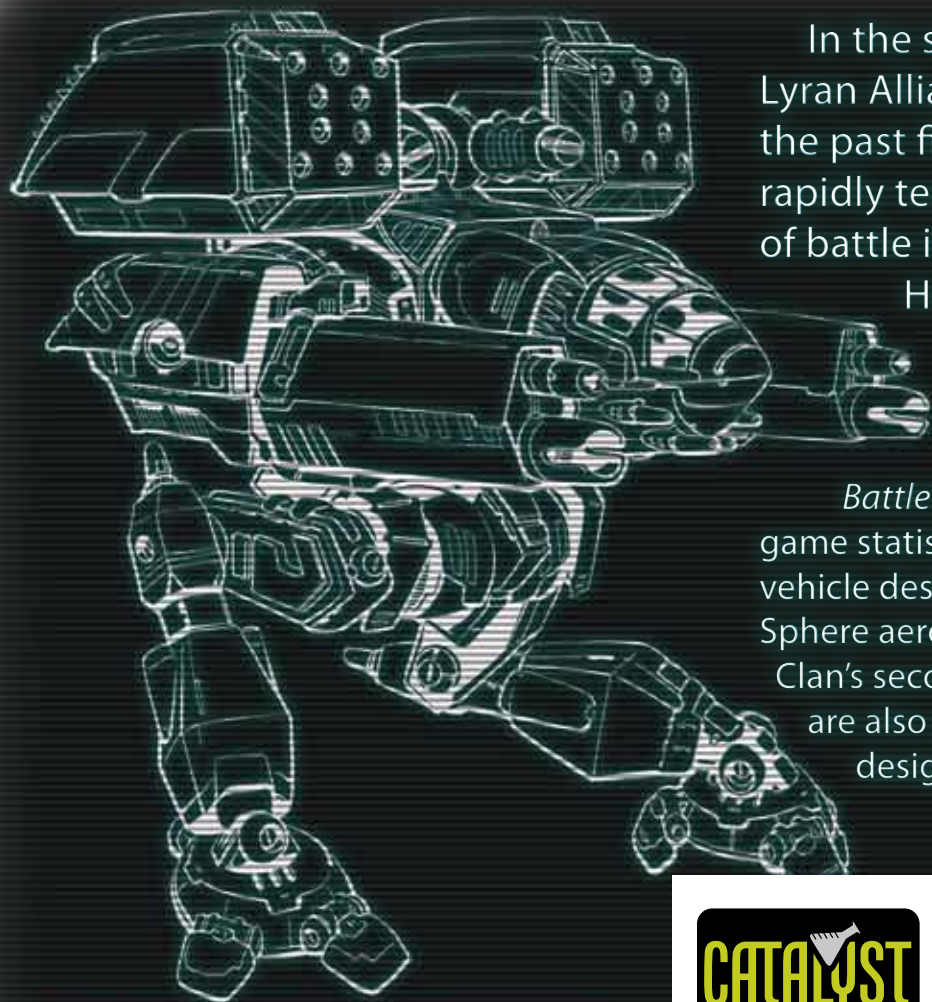
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MILITARY HARDWARE UPDATE!



In the savage FedCom Civil War that rocked the Lyran Alliance and the Federated Commonwealth for the past five years, new machines of war have been rapidly tested and put in the field to help turn the tide of battle in each faction's favor. The Clans and other Houses have also been busy, as the internal and external conflicts drive the rapid deployment of new military hardware.

BattleTech Technical Readout: 3067 provides descriptions, game statistics and illustrations for new BattleMech and vehicle designs. It finally unveils the next generation of Inner Sphere aerospace fighters and OmniFighters, as well as the Clan's second-line fighters. A handful of new DropShips are also premiered. This technical readout includes those designs previously published in the Field Manual series.

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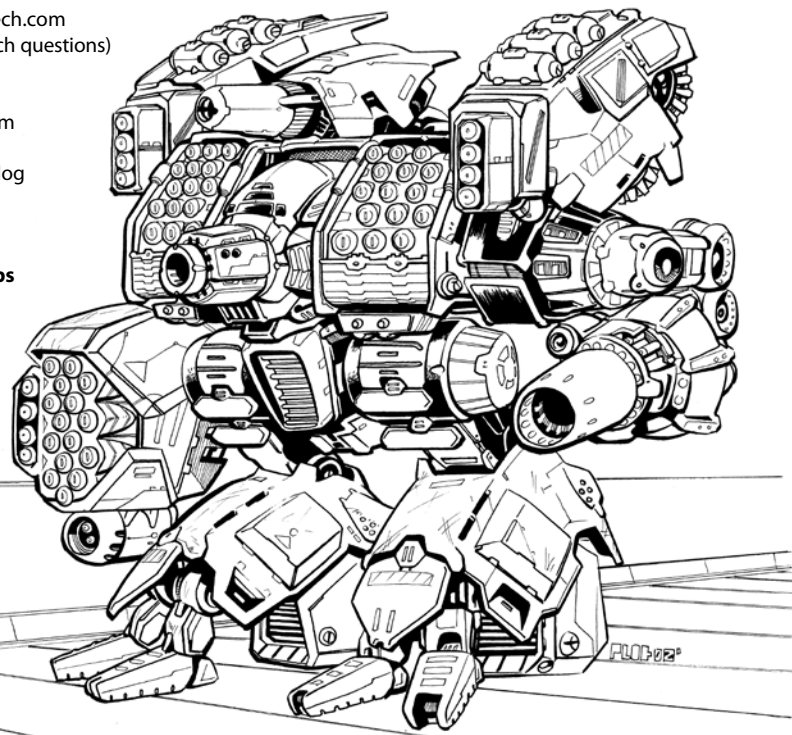
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INTRODUCTION

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As an historian versed in the annals of mankind's exploits, I still find myself amazed at how often humanity appears to repeat itself. Though we have accomplished many amazing and wonderful things, we still carry with us the baggage of hatred and war.

In my last report, I noted that with the resurrection of the Star League and the diminishing of the Clan threat through the destruction of the Smoke Jaguars, many were already celebrating the peace that would surely break out. I voiced my doubts, however; perhaps in doing so I cast a curse upon the Inner Sphere. Shortly after that fateful report, war broke across the Inner Sphere in a way not seen since the Succession Wars.

From 3060 through 3063, the Capellan Confederation waged a war against its erstwhile cousin, the St. Ives Compact, and finally subjugated that errant Commonality. Meanwhile, in late 3062, a rogue element of the DMCS launched an unsanctioned attack against the Ghost Bear Dominion capital of Alshain, stirring the Bear from its cave in a yearlong campaign that saw the loss of many units. The Jade Falcons also flexed their wings, launching attacks into the Alliance in 3064. Of course, the FedCom Civil War that racked almost a thousand worlds for five years has finally ended, but at what horrible cost?

The homeworld Clans were also not idle, with Wars of Possession lasting for years over the assets vacated by both the Ghost Bears' move to the Inner Sphere and the Nova Cats Abjuration. Even the Periphery could not save themselves from conflict, though most of their actions were the results of raiding and the increase in pirate activity; the obvious exception to this is the Marian Hegemony and their failed bid to conquer the Circinus Federation.

Of course—as has been the case from time immemorial—when conflict is abroad, the pace of technological innovation and the production of new war machines increases. The past seven years have been no exception. Not only have new vehicle and 'Mech designs appeared, but new aerospace fighters and DropShips have also been fielded. Likewise, the rate at which the various Houses have been able to build and field new WarShips is both astonishing and worrisome on many levels.

As always, I wish to thank all of the various personnel whose dedication made this report possible. Additionally, I would especially like to thank Precentor Jared Pascal, whose continuing work in the Clan homeworlds has allowed us to keep abreast of developments among this continually worrisome foe—his reports are attached.

First Precentor Gavin Dow, I pray that this document will provide us with the knowledge to withstand the dark days I feel are still ahead of us.

—Merle Jimmus
Demi-Precentor XIV-Sigma
ComStar Archives, Tukayyid
1 December 3067

INTRODUCTION

**INCOMING
MESSAGE**

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Per the order I received from First Precentor Gavin Dow, transmitted through Precentor Jimmus, once again I have endeavored to compile a report on the current status of the Clans, which in conjunction with Merle's report will allow our Order to stay the true course.

Perhaps in an effort to keep up with the frenzy of new design production that has marked the Inner Sphere militaries, the Clans have also fielded several new 'Mech designs. Even more surprising—perhaps because of how successful combined-arms tactics have worked against them—several new vehicle designs have surfaced; the first such new designs in centuries. Also included is a report on the Clan's second-line aerospace fighters; the first such look that the Inner Sphere has received. Luckily, though three new DropShips have appeared in Clan navies, there is no indication that any new Clan WarShip designs are under construction, or even planned.

As always, I must thank the men and women who risked their lives to obtain this information. Though our ROM operatives originally worked with almost complete impunity—even considering the difficulties of working inside an 'alien' society—the Clan Watch has shown itself to be an apt pupil and are quickly making our efforts much more difficult.

Finally, with humble prayer, I would ask the First Circuit for a reassignment. After five years in the Clan homeworlds, I feel that I have accomplished all that I can. More importantly, I believe that I have lost the objectivity required in dealing with the Clans. Though I know them to be an enemy that can—and likely will—still savage the Inner Sphere and our own Order if not watched, after living among them I have found much to admire. I've watched Freeborn and Trueborn alike duel in the Warrior Quarter; joined scientist Castemen in technology conferences; hauled crates in the Laborer Quarter; strung myomer with technician Castemen; haggled in the Merchant Quarter; rubbed elbows and traded stories with everyone from Khans to the meanest laborer—they are generally a truthful and open people, industrious and dedicated to making a better place for themselves and their children. I know it is an oppressive society, and I have seen their dark side first hand—but don't all of the Great Houses have their dark side as well?

With humility,

—Jared Pascal
Precentor VI-Omega
Inner Sphere Embassy, Strana Mechty
30 September 3067

INNER SPHERE VEHICLES

In a universe where BattleMechs reign supreme, conventional vehicles will always fill an odd niche. While infantry and battle armor troops are actually needed to hold a target and aerospace assets can quickly change the course of any battle, vehicles are almost universally looked down upon. Among most of the Clans, they are despised as they simply cannot match a 'Mech in versatility and survivability.

Nevertheless, even though 'Mechs are currently produced in record numbers not seen since the Star League, conventional vehicles outnumber BattleMechs at a ratio of between three and five to one. In fact, there are many worlds in the Inner Sphere where 'Mechs have never set foot. Planetary militias in these remote areas must make do with conventional vehicles.

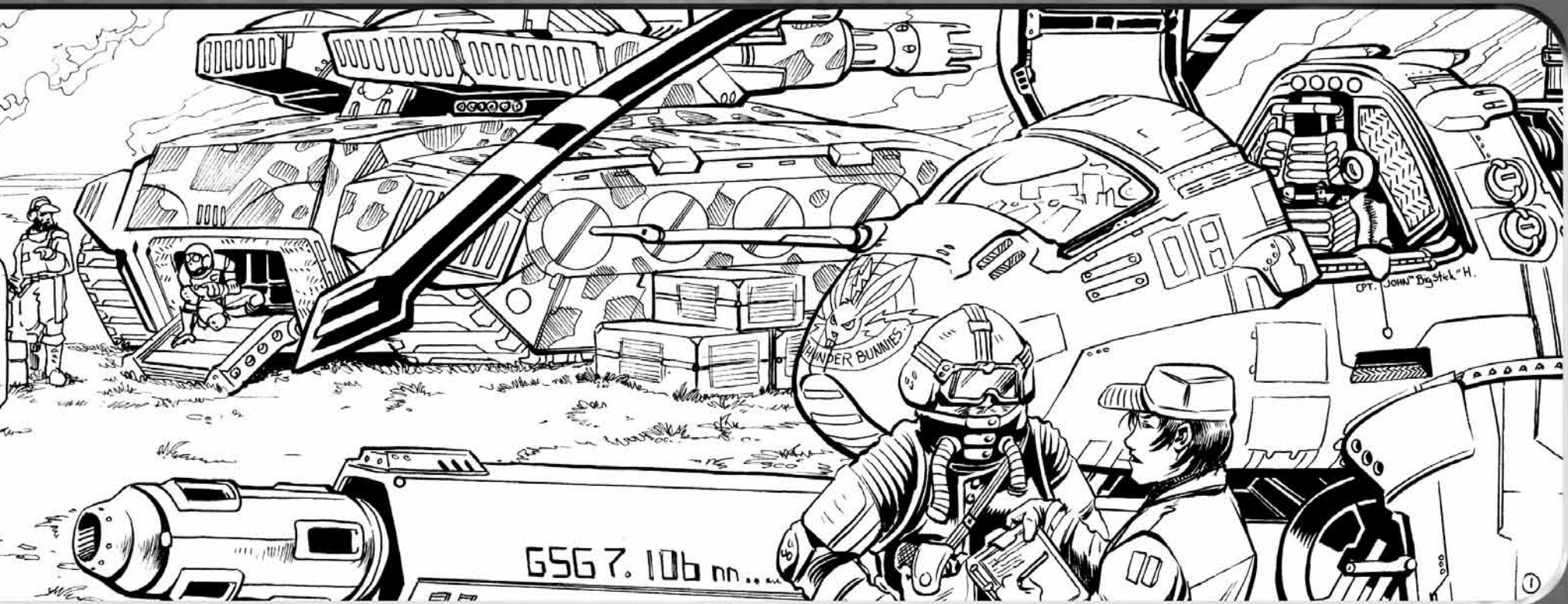
The reasons for this apparent disparity are two-fold. The first is the cost. With only a handful of exceptions, vehicles are considerably cheaper to build and much cheaper (and easier) to maintain than 'Mechs.

The second reason is the respective training required to pilot a vehicle versus that to pilot a 'Mech; this also ties back into cost. A MechWarrior is molded across years, with hundreds of thousands—sometimes millions—of C-bills spent in his or her creation. The loss of such an investment can fall hard on the institution bearing the brunt of the loss. The training of a vehicle crew is simpler—hence cheaper. Many militias give their tank crews only minimal training before sending them into the field.

Perhaps because of the apparent 'cheapness' of both vehicles and their crews, most other arms of the military look down upon the vehicle. Regardless of whether MechWarriors are willing to admit it or not, however, vehicles play a vital role in combined-arms tactics. These tactics have proven time and again—most notably by our own Order on Tukayyid, as well as by Operation Bulldog in the destruction of the Smoke Jaguars—to be a strategy superior to any other.

As such, new vehicle designs are still rolling off assembly lines. The increase in production is most notable in those realms that have long embraced combined-arms tactics, such as the Federated Suns. Also of significance are the several new OmniVehicles that have been fielded. It would seem that Omni technology has finally come into its own among the vehicles of the Inner Sphere.

—Igarashi Miya
Precentor XV-Lambda/Omega
ComStar Archives, Tukayyid
19 October 3067



MINION ADVANCED TACTICAL VEHICLE

Mass: 20 tons
Movement Type: Hover
Power Plant: Nissan 95 Fusion
Cruising Speed: 97 kph
Flank Speed: 151 kph
Armor: Durallex Light

Armament:
2 Defiance P5M Medium Pulse Lasers
Manufacturer: General Motors, Ceres Metals Industries
Primary Factories: Kathil, Tikonov
Communications System: Overlook J-9 with C³ Slave

Targeting and Tracking System: Brightstar 17 Mk. II



Overview

The Minion is the first joint design between Ceres Metals on Tikonov and GM of Kathil. On the drawing board since 3061, final development was delayed when the end of the Clan invasion caused a brief lull in sales. Fortunately for business, the FedCom civil war sparked to life not long after.

The Minion was originally conceived as an open-battlefield strike vehicle. As the civil war continued to rage over Kathil, however, local commanders saw the need for tanks capable of rapid and effective urban deployment. By adapting the existing concept to tie this tank into a Command/Control/Communications net, the Minion was quickly and effectively paired with the Morningstar as a 'city-buster' team.

Capabilities

A Nissan powerplant gives the Minion a top speed of over one hundred fifty kph. On open streets or flatlands, this vehicle can give the enemy fits as they try to track its movement. Fairly well armored for a light tank with five and a half tons of Durallex alloy, the Minion can absorb a good deal of punishment. This is especially helpful in a city environment where narrow streets and blocked intersections can,

at times, severely limit the normal tactical flexibility of a fast hovercraft.

The Brightstar Targeting System was developed specifically with pulse lasers in mind, and only later was adapted to work in conjunction with a C³ computer slave unit. Regardless, the system is well suited to its task. Barreling in at high speeds, the Minion uses a pair of Defiance pulse lasers to hammer at an enemy's armor while the slave computer transmits optimal tracking data back to its local C³ net.

Deployment

The Minion, along with its Morningstar companion tank, became very much in demand by the end of the civil war. Katherine's loyalists were first to benefit from GM's production runs, using them to help turn the tide of the Kathil ground war back in their favor. By late 3065, however, Victor's allies controlled the factories on both Kathil and Tikonov. They used the Minion to devastating effect on these planets and others, leading up to the grand assault against New Avalon.

It is likely that Tikonov had already shared many production notes with the Ceres Metals facility on Warlock, despite a Federated Suns command that no military technology was to

be shared across the border with the Capellan Confederation. This became a moot point when Sun-Tzu Liao's House Dai Da Chi reclaimed Tikonov at Victor's back. The Capellan military has since reassigned Tikonov's output to their own forces and is retooling the Warlock factory for additional production.

Variants

Both known variants of the Minion replace the tank's C³ slave unit. A Kathil redesign exclusive to the Federated Suns installs one of the new targeting computers instead, making this tank a close-quarters nightmare. The Capellan military has swapped the C³ out for a TAG, for use within their artillery support lances. Although the Kathil facility could easily produce this design, as yet company executives have opted against it.

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MINION ADVANCED TACTICAL VEHICLE

Type: **Minion Advanced Tactical Vehicle**

Technology Base: Inner Sphere

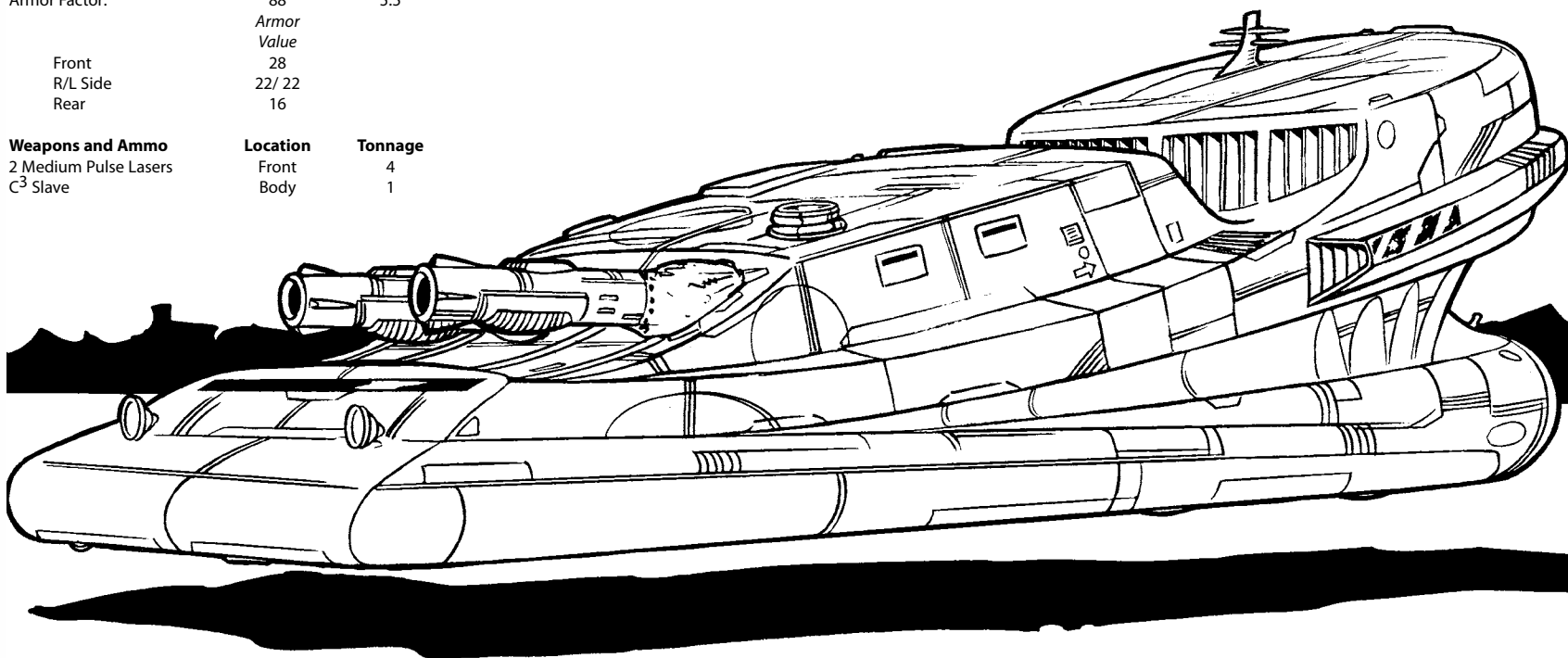
Movement Type: Hover

Tonnage: 20

Battle Value: 456

Equipment		Mass
Internal Structure:		2
Engine:	95	4.5
Type:	Fusion	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		2
Power Amplifier:		0
Turret:		0
Armor Factor:	88	5.5
	<i>Armor Value</i>	
Front	28	
R/L Side	22/ 22	
Rear	16	

Weapons and Ammo	Location	Tonnage
2 Medium Pulse Lasers	Front	4
C ³ Slave	Body	1



MAIN GAUCHE LIGHT SUPPORT TANK

Mass: 30 tons
Movement Type: Tracked
Power Plant: GM 120 Fusion
Cruising Speed: 43 kph
Flank Speed: 65 kph
Armor: Jolassa 320

Armament:
1 Emperor Type-II Light Gauss Rifle
2 Voelkers 200 Machine Guns
Manufacturer: Brooks Incorporated
Primary Factory: Irian
Communications System: Garret T21-C
Targeting and Tracking System: Corean B-Tech



Overview

Despite a modification of the design in the late 3040s, sales of the Brooks Incorporated Galleon tailed off in the years after the Clan invasion. Its short-range weapons were a disadvantage against other advanced systems. In the wake of Operation Bulldog, the FWLM began casting around for a replacement or companion for the Galleon. As developers of the original design, Brooks was invited to bid.

The Brooks proposal was the Main Gauche, which after a protracted development phase finally began trials in 3062. The initial phases of testing demonstrated the design's potential, and the LGAO authorized a limited production run and deployment to several front-line units for field evaluation. After two years of testing and tweaking, the League certified the design and authorized full-scale production.

Capabilities

The installation of a 120 GM fusion power plant allows the tank a top speed of 65 kph, though the design's critics say the engine is too small. The small size of the engine, however, compared to vehicles of similar size, allows the

Main Gauche to carry a formidable principal armament in the form of an Emperor Type-II light Gauss rifle. The Atreus-produced cannon allows the tank to provide accurate support fire out to 750 meters. Though it is not as deadly as its larger cousins are, it has still proved devastating in exercises. A pair of Voelkers machine guns provide limited close-in defense against infantry and light vehicles, but the design's only effective defense against enemy fire is five tons of crystal steel armor.

Deployment

The Main Gauche's name reflects its role as a companion vehicle, deployed in conjunction with a Galleon or similar light tank. The tank's slow speed, thin armor and absence of a turret make it a poor in-fighter. The accepted practice is for the Main Gauche to deploy overlooking the battlefield and provide long-range fire support for more agile units. A platoon of conventional infantry—or in some units a squad of battle armor—often protect the Main Gauche's weak flanks and rear.

The Free Worlds Guard and the Free Worlds Legionnaires have the largest concentration of Main Gauche, but it has also found its way into a number of provincial militaries. The FWLM has

embargoed sales of the design to foreign powers, though the Word of Blake has been granted several dozen that it has deployed with the Second Division.

Variants

Though it has been in the field less than three years, a number of Main Gauche variants have begun to appear. One replaces the 120-rated engine with a 180-rated XL version and an additional half-ton of armor. This increases its top speed to 97 kph, albeit at considerable expense. Another removes the machine guns and adds a C³ slave and ER small laser, allowing the tank to exploit the targeting suites of similarly equipped units to lethal effect.

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MAIN GAUCHE LIGHT SUPPORT TANK

Type: **Main Gauche Light Support Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 30

Battle Value: 464

Weapons and Ammo

Light Gauss Rifle
 Ammo (Light Gauss) 16
 2 Machine Guns
 Ammo (MG) 100

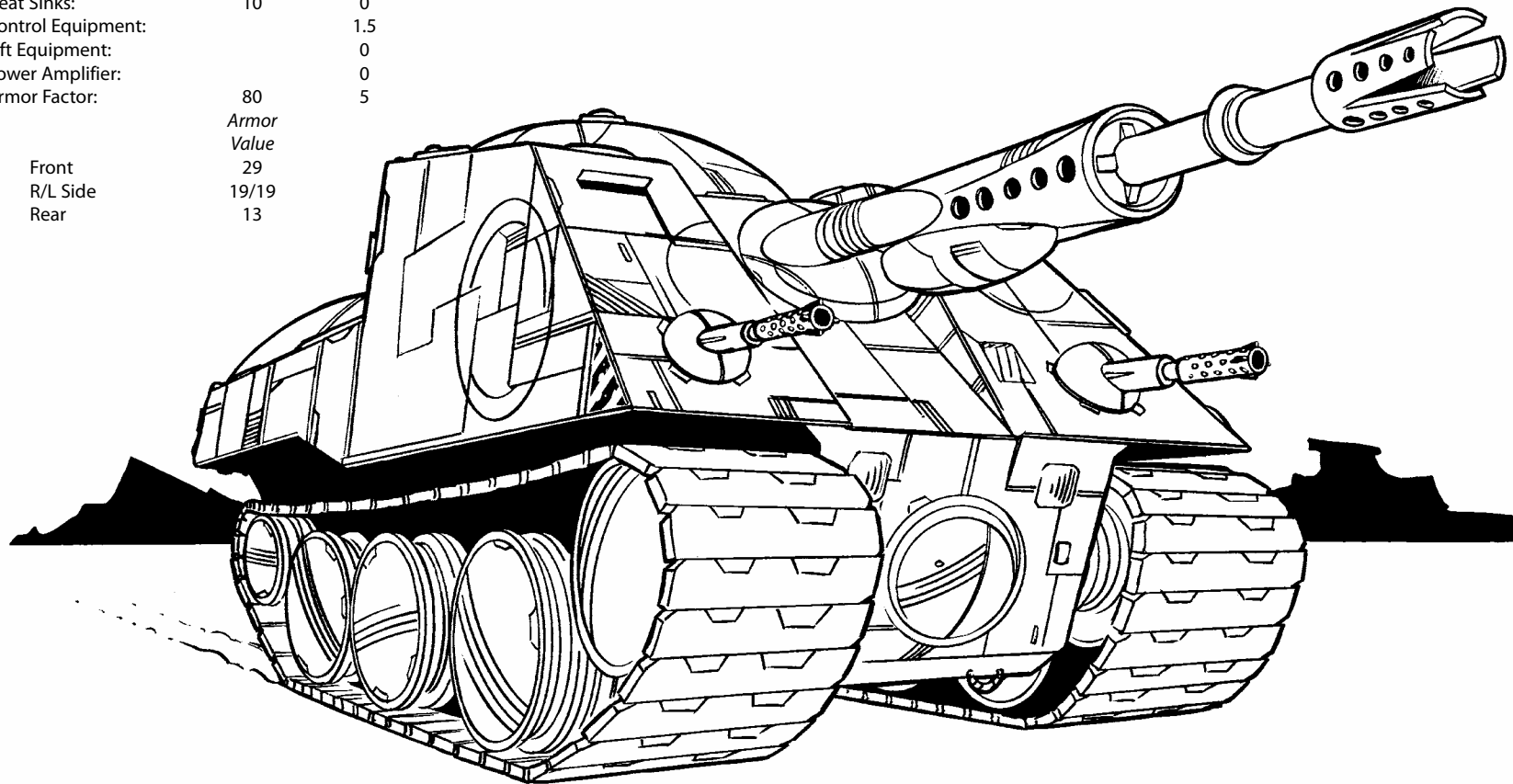
Location

Front 12
 Body 1
 Front 1
 Body .5

Tonnage

Equipment

		Mass
Internal Structure:		3
Engine:	120	6
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Armor Factor:	80	5
	<i>Armor Value</i>	
Front	29	
R/L Side	19/19	
Rear	13	



STYGIAN STRIKE TANK

Mass: 40 tons
Movement Type: Hover
Power Plant: Magna 185 Fusion
Cruising Speed: 97 kph
Flank Speed: 151 kph
Armor: Maximillian 43

Armament:
1 Magna Longbow-15 LRM Launcher
2 Diverse Optics Extended Range Medium Lasers
Manufacturer: Brooks Incorporated
Primary Factory: Irian

Communications System: Maxell 600b
Targeting and Tracking System: Maxell TA70



Overview

In the early 3050s, the Free Worlds League began experimenting with specialized long-range missile munitions, thus increasing battlefield flexibility for their LRM-heavy military forces. With an economy stretched to the limits by BattleMech production, however, some in the LCCC became concerned about the rising cost of military readiness, particularly at the expense of planetary militia forces throughout the League. After all, for the cost of the average BattleMech a frugal general could easily obtain and maintain a lance of armor. It was with this in mind that the Captain-General encouraged efforts by League tank manufacturers to bring the modern weapons technology of the Free Worlds League to the battlefield in ever more economical forms.

The Irian-based armored vehicle manufacturer Brooks Incorporated responded with the Harasser II, an upgraded version of their tried-and-true fast missile boat. Despite a lukewarm reception by the LCCC, the Harasser II was approved for field testing with the Second Free Worlds Legionnaires (the Stygians). Force Commander Corrine Marik, impressed by the speed and offensive capabilities of the new hovertank, personally recommended the

vehicle for widespread use throughout the FWLM. In recognition of her assistance, Brooks Incorporated renamed the production model of their new hovertank the Stygian.

Alongside the Main Gauche, the Stygian once again demonstrates that Brooks Incorporated is one of the finest vehicle manufacturers in the Inner Sphere.

Capabilities

Like most armored hovercraft, the Stygian relies on speed for survival. The Stygian, however, also devotes a full quarter of its mass to its primary weapon—the Magna Longbow-15 LRM rack. Three segregated, full-ton ammunition bins with gunner-controlled load selection gear allow Stygian crews to take advantage of the varied munitions developed by League arms manufacturers.

The effectiveness of these specialized munition combinations became a major selling point for the Stygian when Brooks Incorporated pitched their new vehicle to the LCCC and planetary militia commanders throughout the League. Two forward-fixed Diverse Optics extended-range medium lasers complement the Longbow-15. Unfortunately, all of that speed and firepower comes at a price; the Stygian has only modest protection from enemy fire.

Deployment

The Second Free Worlds Legionnaires have seen the majority of the new Stygians produced since 3062. More are turning up in the ranks of other Legionnaire units, however, where they are commonly employed as recon units or light fire support.

Variants

The Legionnaires who originally tested the Stygian recommended a variant with a smaller Magna 145-rated plant. Based on those recommendations, the so-called “Stygian Mudskipper” mounts two and a half tons more of armor and carries an additional ammo bin for the Longbow, giving the crew even greater flexibility and protection at only a slight loss of maneuverability.

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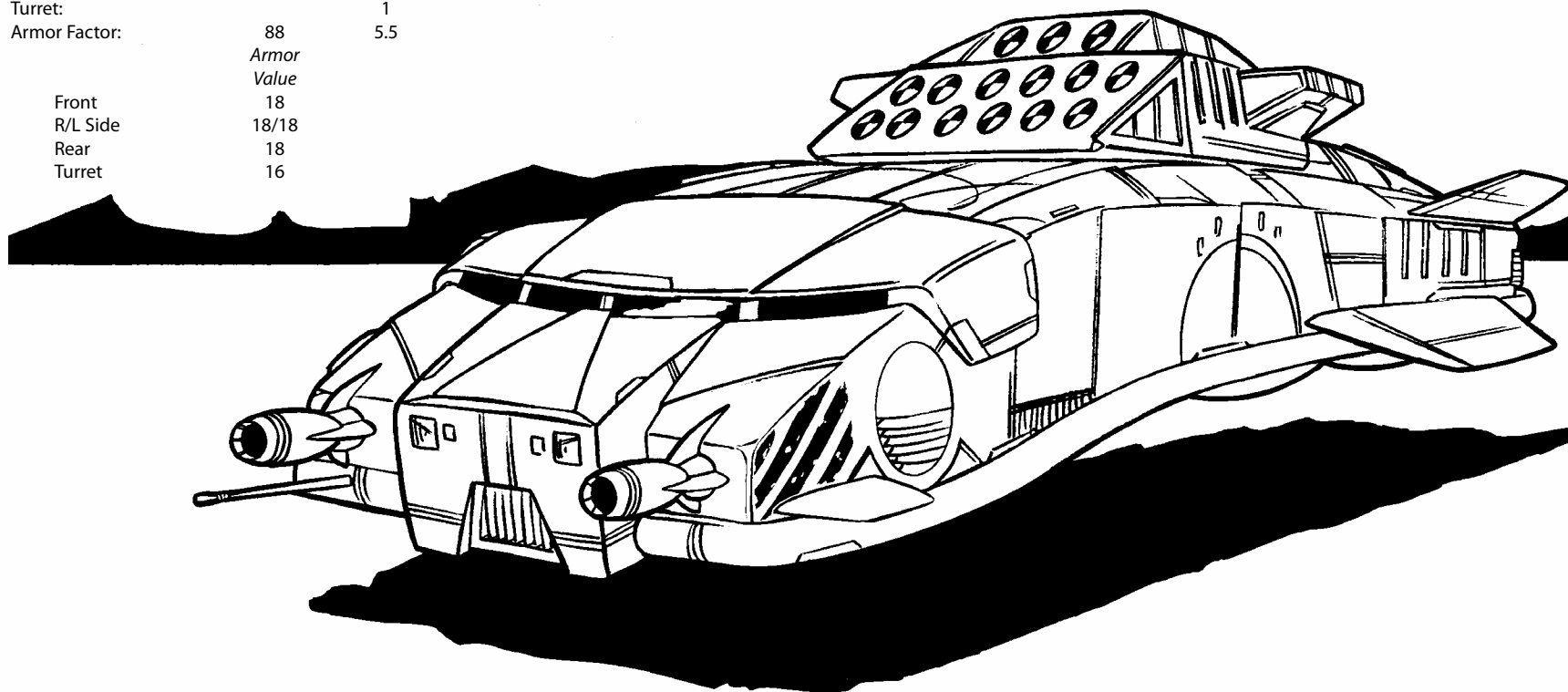
OMNI

STYGIAN STRIKE TANK

Type: **Stygian Strike Tank**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 40
 Battle Value: 960

Weapons and Ammo	Location	Tonnage
LRM 15	Turret	7
Ammo (LRM) 24	Body	3
2 ER Medium Lasers	Front	2

Equipment	Mass
Internal Structure:	4
Engine:	185
Type:	Fusion
Cruising MP:	9
Flank MP:	14
Heat Sinks:	10
Control Equipment:	2
Lift Equipment:	4
Power Amplifier:	0
Turret:	1
Armor Factor:	88
	<i>Armor Value</i>
Front	18
R/L Side	18/18
Rear	18
Turret	16



GLAIVE MEDIUM TANK

Mass: 45 tons
Movement Type: Wheeled
Power Plant: Shipil 205 Fusion
Cruising Speed: 54 kph
Flank Speed: 86 kph
Armor: ArcShield Heavy

Armament:
2 Kicker Machine Guns
1 Coventry Star Fire LRM 15 with Artemis FCS
1 Cyclops XII Extended Range Large Laser
Manufacturer: Cyclops, Inc.
Primary Factory: Skye

Communications System: Cyclops 1J
Targeting and Tracking System: Evil Eye block IV with Artemis IV FCS



Overview

Though Robert Kelswa-Steiner's efforts to forge an independent Skye nation during the FedCom civil war came to naught, his efforts vastly improved his position. He was seen by many in the Isle of Skye as their natural leader. After the tragic death of Duchess Margaret Aten and her daughter Ilse in 3065, he was acclaimed duke of the Federation of Skye, granting him the political power his father sought for many years. Kelswa-Steiner's marriage to Duchess Aten's last remaining child, Hermione, has solidified his hold on power. In addition, the birth earlier this year of an heir—Margaret Steiner—has ensured the succession.

The duke has sought to rebuild his province's defenses, which were shattered by the rival forces of the civil war. In doing so, he has paid particular attention to locally produced equipment. Cyclops Incorporated, one of Skye's major arms manufacturers, received a personal visit from Duke Robert. He impressed on CEO Morgan Durant the need for the quick development and deployment of a "Skye tank" to demonstrate the determination and competence of the province to ensure its

defense. The result was the development and deployment of the Glaive medium tank in little over eleven months.

Capabilities

A key to the Glaive's swift development was the re-use of existing components. The Cyclops XII large laser was formerly shipped to Tharkad for use in 'Mech manufacture, while the Kicker MGs were used in the locally built Drillson. The armor, comms and T&T systems are likewise taken from the Drillson, though the latter have received a number of software and hardware upgrades. Only the Star Fire LRM system is imported, though Cyclops' recent agreement with Coventry Metal Works will allow them to manufacture the system locally under license.

The fusion power plant of the Glaive is also produced on Skye, but its origins are somewhat unusual. Until 3065, Cyclops only had the capability to produce ICE engines. A series of technical exchanges, however, with the Shipil Company (manufacturers of the *Seydlitz* fighter and *Overlord* DropShips) lead to trials of a fighter power plant in a Cyclops chassis. Though facing a host of technical problems, the

engineers persevered and eventually succeeded in mating the two systems—with impressive results.

Deployment

Though the Glaive has a 1.7 million C-bill per unit price tag, Duke Robert has already purchased the first two production runs for the Skye Rangers. He looks set to do the same for the '68 and '69 runs, as well. The LAAF have called on more widespread deployment of the Glaive, but Duke Robert has so-far dodged Tharkad's efforts by referencing the Regional Defense edicts that allow him to bolster Skye's defenses during the internal Lyran crisis. This clever legal trickery has allowed him to escape impeachment under the private army statutes, though he knows there are limits to his power. He acknowledges that he will have to bow to the Archon's will—whoever it may be—sooner or later and allow the Glaive to enter general service with the Lyran military.

HOVER

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GLAIVE MEDIUM TANK

Type: **Glaive Medium Tank**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 45
 Battle Value: 806

Equipment

		Mass
Internal Structure:		4.5
Engine:	205	13
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	12	2
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	88	5.5
	<i>Armor Value</i>	
Front	27	
R/L Side	17/17	
Rear	12	
Turret	15	

Weapons and Ammo

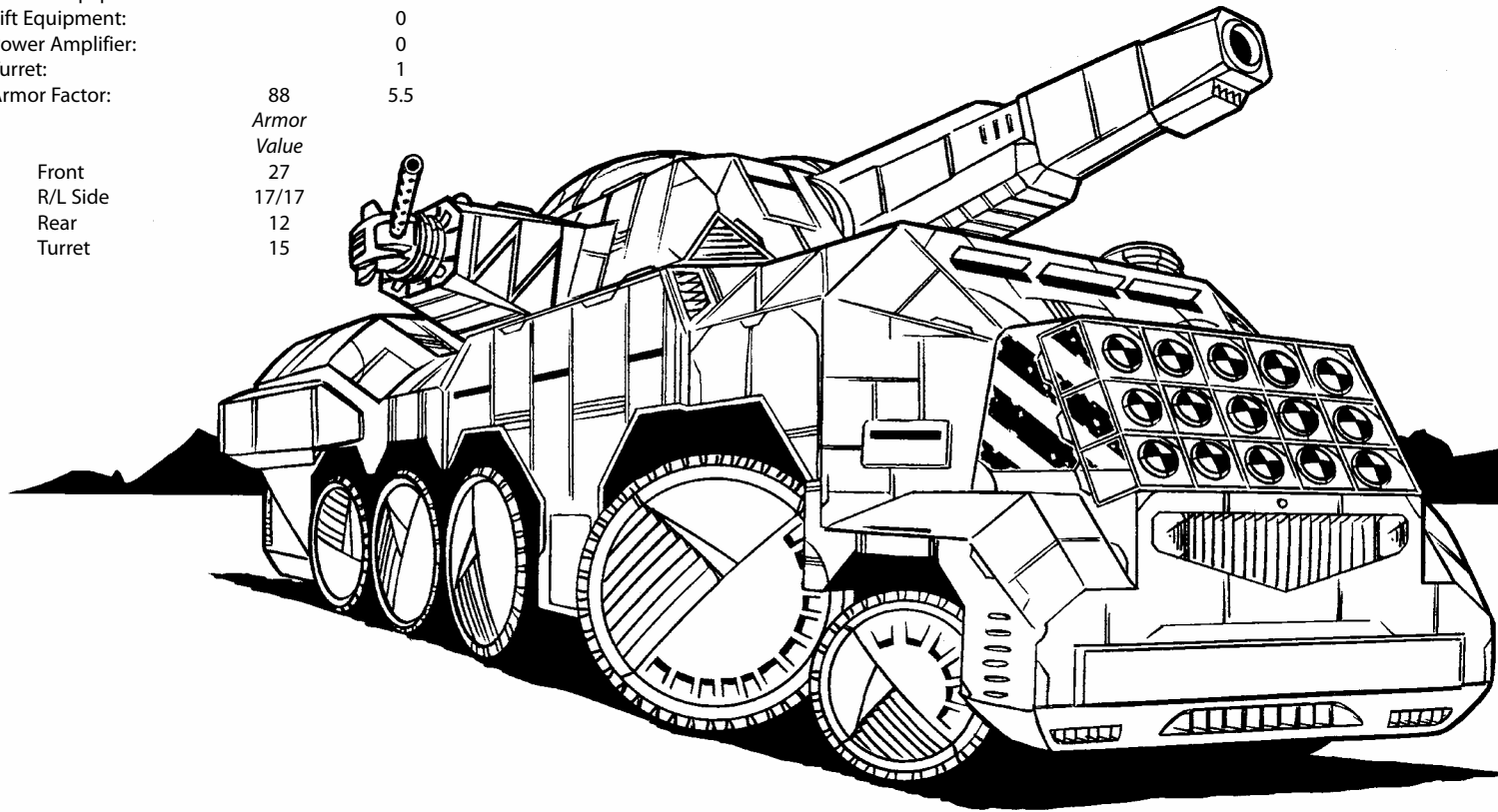
ER Large Laser
 2 Machine Guns
 Ammo (MG) 100
 LRM 15
 Artemis IV FCS
 Ammo (LRM) 16

Location

Turret
 Turret
 Body
 Front
 Front
 Body

Tonnage

5
 1
 .5
 7
 1
 2



MUSKETEER HOVER TANK

Mass: 50 tons
Movement Type: Hover
Power Plant: GM 115 ICE
Cruising Speed: 75 kph
Flank Speed: 118 kph
Armor: StarGuard CIV Ferro-Fibrous with CASE

Armament:
1 Mydron Tornado Rotary AC/5
2 Holly Mark II Streak SRM 2-Packs
Manufacturer: Corean Enterprises
Primary Factory: New Avalon
Communications System: Corean Transband-J9

Targeting and Tracking System: Corean B-Tech with TAG



Overview

Shortly before the outbreak of the civil war, Federated Suns engineers developed the rotary autocannon (RAC) weapon system. It was designed to deliver directed, concentrated damage faster than possible with standard or ultra autocannon systems. With the Federated Suns' attachment to autocannon weapons, the rotary autocannon became a proverbial overnight sensation. Manufacturers throughout the Suns raced to develop their own vehicle and 'Mech lines, in order to take advantage of this groundswell with new RAC-based designs. Corean Enterprises of New Avalon landed their contract for the Musketeer in 3065.

Capabilities

As a dedicated rotary autocannon "sniper" tank, the Musketeer's main objectives are to quickly deliver the devastating fire of the RAC to the field, to maintain a continuous rate fire if need be, and to do so at a minimum of cost to the people of the Federated Suns. On all these

selling points, the Musketeer delivers. Powered by an economical 115-rated GM internal combustion engine, the Musketeer can attain a maximum speed of almost 120 kilometers per hour and boasts an average cruising range of almost 1,500 kilometers on nearly any form of combustible fuel.

A single, turret-mounted Mydron Tornado Rotary AC gives the Musketeer its powerful punch, fed by a three-ton magazine that allows this weapon system over a minute's worth of sustained fire at its maximum rate of fire. In addition to this, however, the Musketeer also mounts a pair of ammo-efficient Holly Mark II Streak SRM dual-tubes for close-in fire support. A forward-fixed TAG system allows the vehicle's crew to call in fire from friendly artillery units.

Concerned also with safety, Corean Enterprises fitted the vehicle with seven tons of ferro-fibrous armor—thick enough to weather a hit from the heaviest standard autocannon. As an added precaution, a modified CASE system protects the crew from the catastrophic detonation of either the Musketeer's ammunition or its fuel tanks.

Deployment

Having played a role in the final battle on New Avalon on both sides, this vehicle is in great demand, with dozens of units throughout the AFFS anxious to get their hands on a Musketeer. Musketeers are already showing up in the militia units on border worlds with the Draconis Combine and Capellan Confederation. All of these units have been purchased through the AFFS, which has an exclusive five year contract on the entire Musketeer production run. Estimates indicate that by the time the contract is up, Corean will have manufactured more than four regiments of these vehicles.

Variants

A variant using the lighter RAC/2 system in place of the RAC/5 is on the drawing board at Corean Enterprises. This variant divides the tonnage saved between the ammunition for the autocannon and additional armor plating, offering a tougher, farther-reaching version of the standard model at a cost in hitting power.

HOVER

TRACKED

WHEELED

VTOL

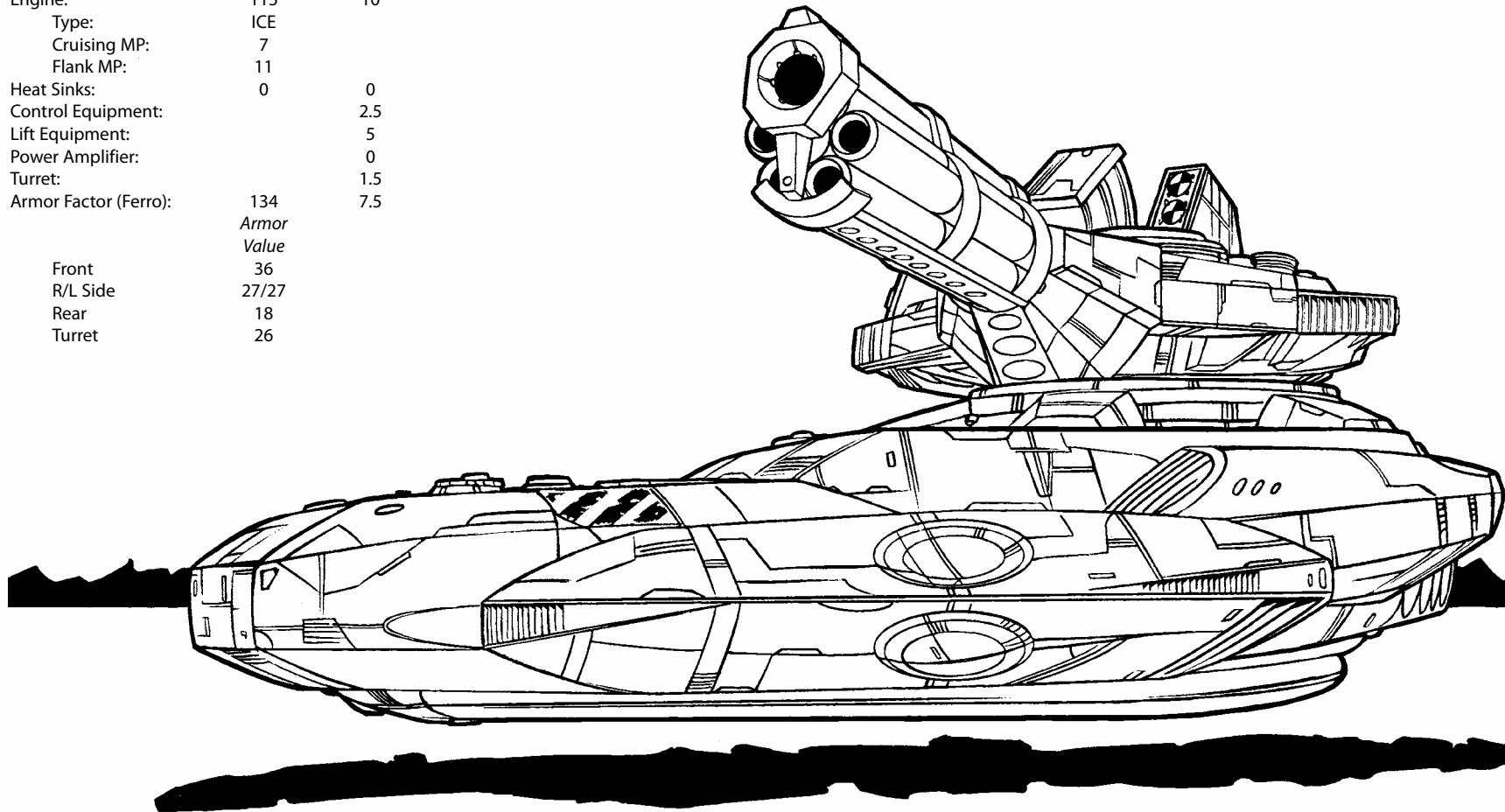
OMNI

MUSKETEER HOVER TANK

Type: **Musketeer Hover Tank**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 50
 Battle Value: 1,120

Equipment		Mass
Internal Structure:		5
Engine:	115	10
Type:	ICE	
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	0	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro):	134	7.5
	<i>Armor Value</i>	
Front	36	
R/L Side	27/27	
Rear	18	
Turret	26	

Weapons and Ammo	Location	Tonnage
Rotary AC/5	Turret	10
Ammo (RAC) 60	Body	3
2 Streak SRM 2	Turret	3
Ammo (Streak) 50	Body	1
TAG	Front	1
CASE	Body	.5



MORNINGSTAR CCV

Mass: 60 tons
Movement Type: Wheeled
Power Plant: VOX 280 XL
Cruising Speed: 54 kph
Flank Speed: 86 kph
Armor: Durallex Standard

Armament:
1 Mydron Excel Autocannon 10
3 Slingshot Machine Guns
Manufacturer: General Motors, Ceres Metals Industries
Primary Factories: Kathil, Tikonov

Communications System: Overlook J11 with C³ Master Computer
Targeting and Tracking System: Brightstar 17 Mk. II



Overview

With the Federated Suns' development of alternative autocannon munitions, the lack of designs in the Suns that still mounted a standard autocannon was being severely felt. Fortunately, the Morningstar, which mounted such a weapon by choice, was already in the final stages of design at Gm's Kathil plant. The Morningstar was originally designed to be a city command vehicle (CCV), capable of leading any urban defense maneuvers in the absence of BattleMechs. In the final years of the civil war, it also saw heavy use as an urban assault vehicle—leading offensive maneuvers of tanks and infantry to capture smaller but still-important cities while 'Mechs stormed capitals and production sites.

The Morningstar is the second—and likely the last—joint effort between Ceres Metals on Tikonov and Kathil's GM facilities. Their success with both the Morningstar and Minion designs notwithstanding, the possibly of continued collaboration is unlikely at best with Tikonov back in the hands of House Liao.

Capabilities

The Brightstar Master Series C³ computer is the entire reason for the existence of this tank, allowing it to coordinate a Command/Control/Communications net. This advantage makes incredible use of its standard-design autocannon, allowing the command vehicle to remain out of heavily pitched fighting while still making its presence felt.

Besides the Mydron Excel, the CCV also mounts three Slingshot machine guns for point-defense capability—necessary in urban environments. The Morningstar is not designed for extended campaigns, carrying very little ammunition. Its nine tons of armor, however, protect a cargo bay that can be configured to carry either a squad of battle armor troops or a standard infantry platoon.

Deployment

The Federated Suns fields most of the extant Morningstars, though House Liao is now shipping them into their front line units as well. The Capellan military has shown a heavy interest in both this and the Minion design, upping production at the Tikonov site and

planning for additional production at Ceres Metals on Warlock as well. House Liao is also testing the concept of adding Morningstars to their augmented lance structure, allowing one of these command vehicles to coordinate three BattleMechs with C³ slave units.

Though it is known that extensive sales of C³ components from the Combine have been made to the Federated Suns, how the Confederation is obtaining such equipment is currently unknown.

Variants

The factories on Kathil and Tikonov both offer a change-out, which replaces the master computer with a standard large laser. Although the C³ master computer is a great deal of mass to haul around when not joined into a Command/Control/Communications net, neither the Confederation nor Federated Suns have shown a great deal of interest in this variant—or even in the idea of creating new weapon-heavy redesigns for the Morningstar. Reportedly, both Houses are separately developing a Master CCV, which will carry two C³ computers for coordinating even larger operations.

HOVER

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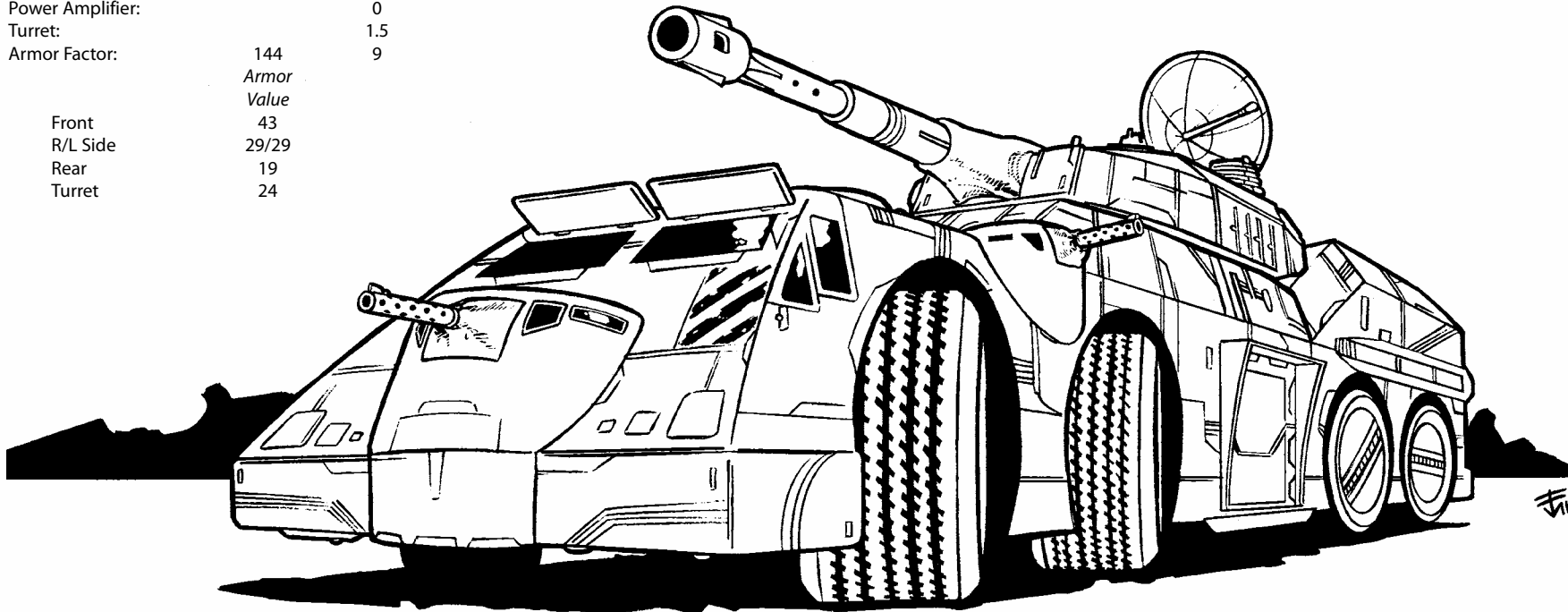
OMNI

MORNINGSTAR CCV

Type: **Morningstar CCV**
 Technology Base: Inner Sphere
 Movement Type: Wheeled
 Tonnage: 60
 Battle Value: 736

Equipment		Mass
Internal Structure:		6
Engine:	280	12
Type:	XL Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor:	144	9
	<i>Armor Value</i>	
Front	43	
R/L Side	29/29	
Rear	19	
Turret	24	

Weapons and Ammo	Location	Tonnage
Autocannon/10	Turret	12
Ammo (AC) 20	Body	2
Machine Gun	Front	.5
Machine Gun	Left	.5
Machine Gun	Right	.5
Ammo (MG) 200	Body	1
C ³ Computer	Body	5
Targeting Computer	Body	3
Infantry Compartment	Body	4



MANTEUFFEL ATTACK TANK

Mass: 70 Tons
Movement Type: Tracked
Power Plant: Magna 350 XL
Cruising Speed: 54 kph
Flank Speed: 86 kph
Armor: StarSlab/3 Ferro-Fibrous with CASE

Armament:
 23.5 tons of pod space available (maximum of 15 tons in turret)
Manufacturer: StarCorps Industries
Primary Factories: Crofton, Loburg, Son Hoa
Communications System: O/P COMSET 3
Targeting and Tracking System: O/P 2550



Overview

Procurement within the militaries of the former Federated Commonwealth is filled with bureaucratic paradoxes. While the LAAF and AFFC quartermasters were simultaneously rejecting almost every OmniMech design submitted for evaluation, they were actively recruiting manufacturers to produce lines of OmniVehicles. Though Omni-technology equipped 'Mechs and vehicles actually cost approximately the same to produce, there is one major difference between the two: the monies for new military vehicles come out of a different account than that for BattleMechs.

StarCorps moved quickly when they received notice that the AFFC was looking for OmniVehicle designs. While StarCorps had built only 'Mechs throughout its history, it assembled a military vehicle design team and produced a prototype in record time. Though not the only OmniVehicle submitted for consideration, the Manteuffel won hands down. Officially, it fulfilled all the various military requirements. Unofficially, StarCorps greased all the right hands—today, more than a dozen former AFFC and LAAF officers involved in the decision hold directorships within StarCorps.

Capabilities

Despite StarCorps' alleged bribery, the Manteuffel is a capable design. Named after the long line of Lyran armor generals, the tank embodies all the qualities its namesakes have advocated for years—speed and a heavy punch. Every single version of this tank can deliver an incredible amount of firepower while still being able to keep up with all but the scout elements.

The primary variant combines three extended range lasers with a rotary autocannon, giving it the ability to literally shred opposing armor and 'Mechs to pieces. Additionally, it mounts an ECM suite and a C³ module, allowing its crews to disrupt enemy communications while they simultaneously provide their own troops with detailed targeting information.

The most common variant concentrates on a similar principle, teaming an Ultra class-20 autocannon with a trio of lasers and a C³ module. Though only rarely seen, the B is probably the most feared, mounting a heavy Gauss rifle along with two ER lasers for close-in defense.

Deployment

The Manteuffel is being assigned only to the highest-profile RCTs within the LAAF and the AFFS, not only because of its expense but also because of the technologies that it employs. Both the rebuilding Lyran Guards and Davion Brigade

of Guards are receiving many of these valuable new units. So too are the Deneb Light Cavalry RCTs, perhaps the most effective combined-arms units in the Inner Sphere.

Type: **Manteuffel Attack Tank**

Technology Base: Inner Sphere OmniVehicle

Movement Type: Tracked

Tonnage: 70

Battle Value: 1,504

Equipment		Mass
Internal Structure:		7
Engine:	350	22.5
Type:	XL Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro):	206	11.5
	<i>Armor Value</i>	
Front	56	
R/L Side	40/40	
Rear	25	
Turret	45	

Fixed Equipment	Location	Tonnage
CASE	Body	.5

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MANTEUFFEL ATTACK TANK

Weapons and Ammo

Primary Configuration

	Location	Tonnage
Rotary AC/5	Turret	10
Ammo (RAC) 60	Body	3
3 ER Medium Lasers	Turret	3
5 Heat Sinks	Body	5
Guardian ECM Suite	Body	1.5
C ³ Slave	Body	1

Alternate Configuration A

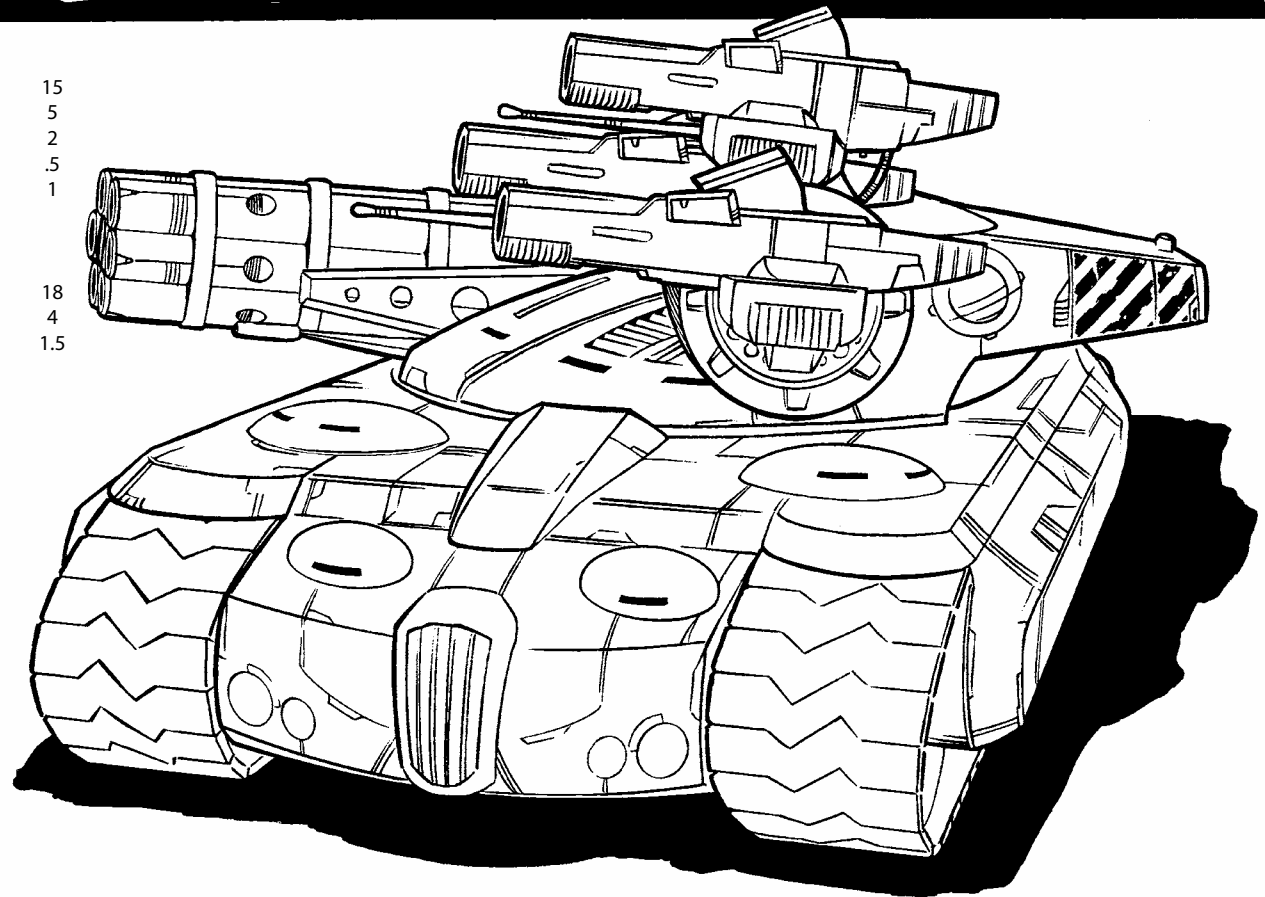
Ultra AC/20	Turret	15
Ammo (Ultra) 25	Body	5
2 Medium Lasers	Front	2
ER Small Laser	Front	.5
C ³ Slave	Body	1

Battle Value: 1,486

Alternate Configuration B

Heavy Gauss Rifle	Front	18
Ammo (Heavy Gauss) 16	Body	4
3 ER Small Lasers	Turret	1.5

Battle Value: 1,491



FORTUNE WHEELED ASSAULT VEHICLE

Mass: 80 tons
Movement Type: Wheeled
Power Plant: DAV 220 Fusion
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: StarSlab/6 Ferro-Fibrous

Armament:
2 Defiance Disintegrator LB 20-X
Autocannons
Manufacturer: Defiance Industries
Primary Factory: Hesperus II
Communications System: Johnston Q-Band

Targeting and Tracking System: Scantrex
DualTac



Overview

In 3061, the Lyran Alliance Armed Forces decided to replace the many aging Hetzer Wheeled Assault Guns in service. A popular vehicle in the Lyran Alliance, the Hetzer was cost-effective, but it lacked a turret. As a result, crews often found it difficult to bring its large-bore autocannon to bear on quick targets. Thus, when many of the LAAF's Hetzers began showing signs of heavy wear and aging, it was decided to replace it with an upgraded version.

The LAAF turned to the experienced designers of Defiance Industries for help, as they were impressed with the Demolisher II Heavy Tank design Defiance had begun producing a few years before. The Fortune Wheeled Assault Vehicle, as the new design came to be called, was fully twice as massive as the Hetzer, enabling it to carry significant armor as well as two heavy autocannons mounted in a turret. Test crews joked that it was "two Hetzers in one" and highly praised the control layout, which mimicked the Hetzer's in many ways.

Defiance was in the final stages of testing when the civil war between the Lyran Alliance and Federated Suns erupted; the project was shelved in favor of increased production of

existing vehicles. With the war over, however, Defiance has returned to developing new projects and has begun producing the Fortune on a large scale.

Capabilities

Though the Fortune Wheeled Assault Vehicle was originally intended to be as cheap to produce as the Hetzer, its designers quickly decided that a fusion engine was a necessity. Impressed by the results it had given them on the Demolisher II Heavy Tank, they also chose to use LB 20-X autocannon rather than two conventional autocannon. This autocannon duo gives the Fortune an incredible punch, while the turret and use of cluster munitions have made the targeting of speedy opponents much easier.

The twin LB 20-Xs can unleash a hail of death when both fire cluster rounds, fire that is especially devastating to flow-flying aircraft or other vehicles. Even if the target isn't internally damaged by one of the multitude of small projectiles, its armor will have taken a virtual sandblasting. Standard munitions fire from the autocannon is equally effective, able to lay out most light and medium BattleMechs with a single barrage. Even assault 'Mechs can't take the pounding for long, and ignoring a Fortune is not

a mistake a pilot will make twice, assuming he or she survives to learn from that mistake, that is.

Deployment

The Fortune Wheeled Assault Vehicle has been distributed to regional units throughout the Lyran Alliance, with emphasis given to those militias with significant losses from the recent civil war. The Defiance Self-Protection Forces did keep small number to help defend the factories on Hesperus II, however.

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FORTUNE WHEELED ASSAULT VEHICLE

Type: **Fortune Wheeled Assault Vehicle**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 80

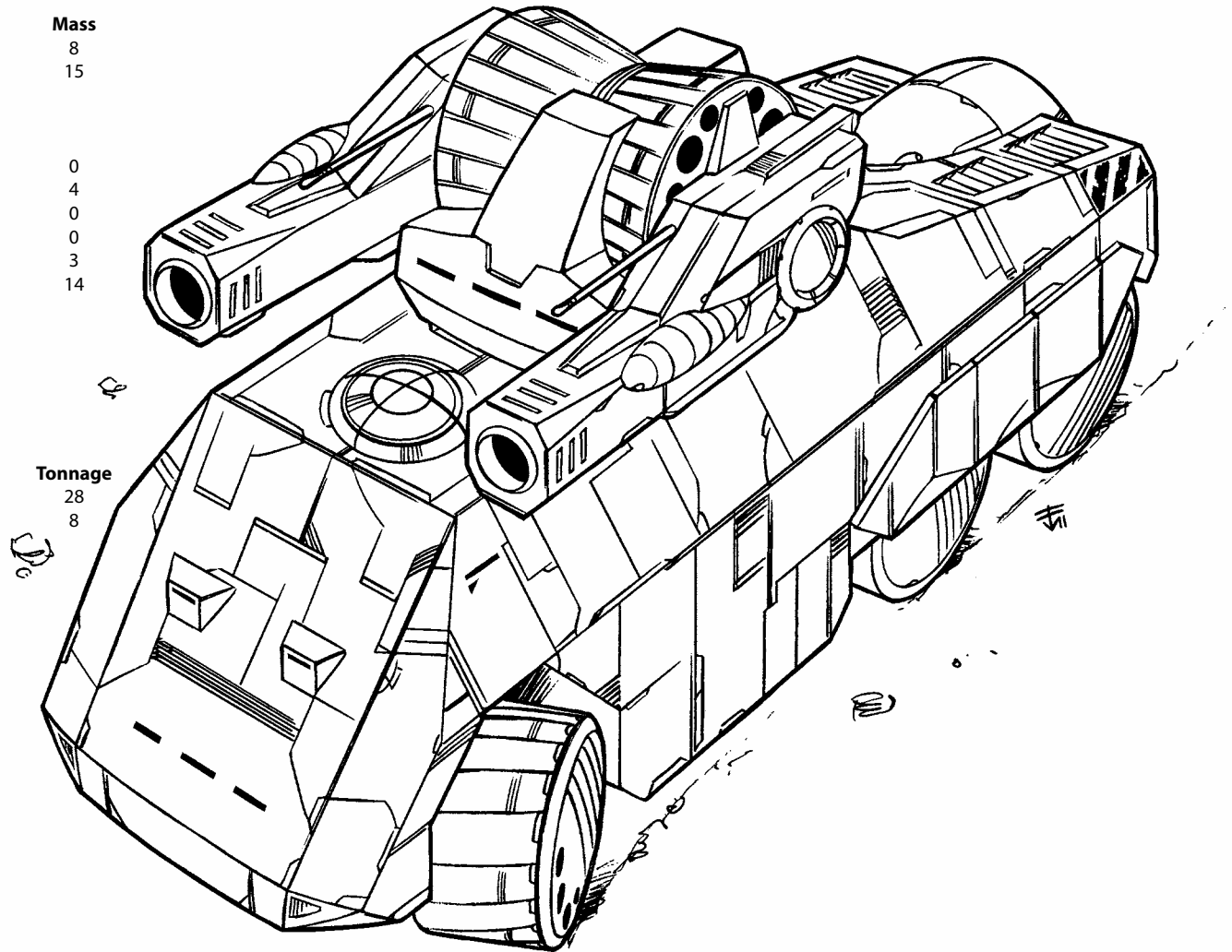
Battle Value: 1,349

Equipment

		Mass
Internal Structure:		8
Engine:	220	15
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		3
Armor Factor:	224	14
	<i>Armor Value</i>	
Front	50	
R/L Side	45/45	
Rear	35	
Turret	49	

Weapons and Ammo

	Location	Tonnage
2 LB 20-X AC	Turret	28
Ammo (LB-X) 40	Body	8



GLORY HEAVY FIRE SUPPORT VEHICLE

Mass: 85 tons
Movement Type: Tracked
Power Plant: Strand 255 Fusion
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: Durallex Heavy Ferro-Fibrous

Armament:
1 Mydron Tornado Rotary AC/5
2 Coventry Star Fire LRM-15 Racks
2 Diverse Optics Extended Range Medium Lasers
Manufacturer: Johnston Industries
Primary Factory: New Syrtis

Communications System: CommuTech Multichannel with Guardian ECM Suite
Targeting and Tracking System: BlazeFire Ranging System Type 3 with Artemis IV FCS



Overview

Anxious to develop a vehicle to showcase the newly fielded Rotary autocannon, the AFFC solicited designs from several manufacturers in 3063. Johnston Industries, who had seen some success with their Goblin Infantry Support Vehicle, was the only company to propose a fire support design, something the AFFC felt was lacking in some front-line regiments. Johnston's design, based largely on the Goblin, was approved and testing soon began.

Before testing could be even partially completed, however, the civil war broke out. Like many other companies, Johnston was forced to close down development and testing of new ideas in favor of increased production of existing technology. It wasn't until the early months of 3067 that Johnston was finally able to re-open its testing facilities, and only now are the first Glory Heavy Fire Support Vehicles finally reaching the assembly lines.

Some detractors have noted that with the Manteuffel and Ajax OmniVehicles already in production, a design like the Glory is unnecessary. Nevertheless, citing the lower cost of the Glory—less than half of either OmniVehicle—as well as

the need for numerous new vehicles to fill out the ranks of the devastated armor brigades of the AFFC, the High Command already has orders placed with Johnston.

Several mysterious cases of what the AFFC believes to be sabotage have slowed production of the Glory significantly. Recent work has gone relatively well, however, with no major mishaps, and Johnston should shortly resume its normal production schedule.

Capabilities

Many of the Glory's components are simply upgrades or enlargements of parts found on the Goblin. Despite this, it is quite different from its predecessor in size, weaponry and function. The Rotary AC/5 and two LRM-15 racks provide the long-range firepower required of a fire support vehicle, with Artemis IV FCS systems increasing the missiles' accuracy. Two ER medium lasers provide some short-range defense, but the Glory is slow, making escape difficult if an enemy gets close. The Glory does carry the latest Guardian ECM equipment as well, providing a modicum of additional survivability.

Deployment

The Glory is initially being deployed to the Syrtis Fusiliers, but plans call for the new vehicle to be distributed to other regiments by 3068. It has yet to see action, becoming available only after the civil war had ended.

Variants

An early variant of the Glory carried a light Gauss rifle with two tons of ammunition instead of the Rotary autocannon and ER medium lasers. Few of these were produced, however; the Glory lacked backup weaponry under that configuration, and importing the light Gauss rifles from the Free Worlds League proved overly costly.

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GLORY HEAVY FIRE SUPPORT VEHICLE

Type: **Glory Heavy Fire Support Vehicle**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 85

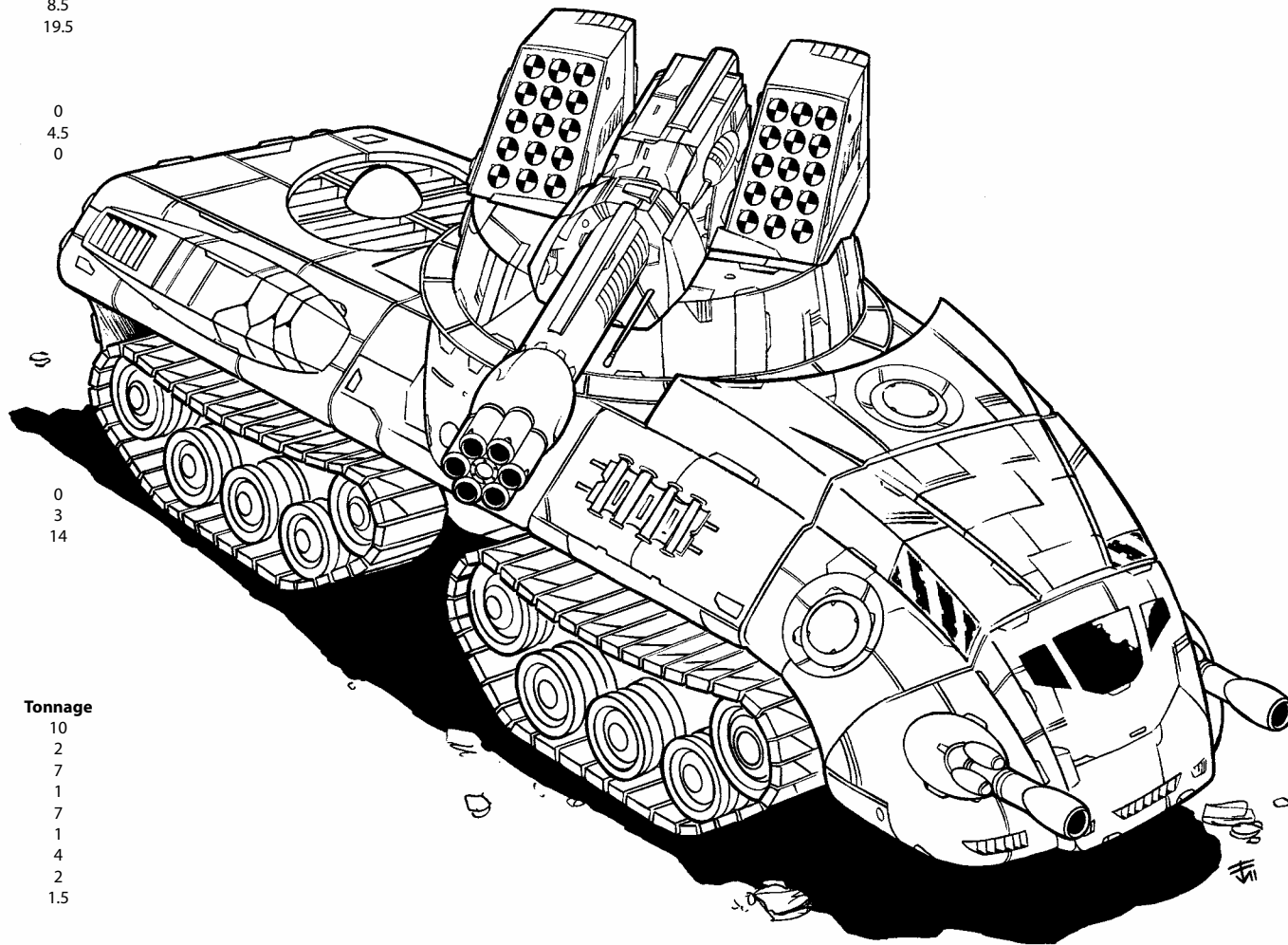
Battle Value: 1,684

Equipment

Equipment		Mass
Internal Structure:		8.5
Engine:	255	19.5
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4.5
Lift Equipment:		0

Power Amplifier:		0
Turret:		3
Armor Factor (Ferro):	250	14
	Armor Value	
Front	60	
R/L Side	50/50	
Rear	30	
Turret	60	

Weapons and Ammo	Location	Tonnage
Rotary AC/5	Turret	10
Ammo (RAC) 40	Body	2
LRM 15	Turret	7
Artemis IV FCS	Turret	1
LRM 15	Turret	7
Artemis IV FCS	Turret	1
Ammo (LRM) 32	Body	4
2 ER Medium Lasers	Front	2
Guardian ECM Suite	Body	1.5



AJAX ASSAULT TANK

Mass: 90 Tons
Movement Type: Tracked
Plant: GM 270 ExtraLite
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: ArcShield Maxi II

Armament:
 42 tons of pod space available (maximum of 35 tons in turret)
Manufacturer: General Motors, GM/Blackwell Industries
Primary Factories: Kathil, Salem, New Valencia (GM/Blackwell)

Communications System: Neil 6000
Targeting and Tracking System: Sync Tracker (39-42071)



Overview

Following the success of a string of new vehicle designs, especially their Challenger X, General Motors looked for a way to create a follow-on, a product that would continue to profit on the sudden interest in conventional military vehicles within the AFFC. With the incredible success of Star Corps' Manteuffel Attack Tank, development of an OmniVehicle was the obvious answer.

Capabilities

From the moment of its conception, the Ajax was destined to be the ultimate combat vehicle. Though not fast, it mounts an incredible amount of armor and, thanks to its XL fusion engine, can devote more than 40 tons of mass to weapons and equipment. On top of that achievement, GM's designers also incorporated full support for the C³ battlefield network system into the tank.

The primary configuration mates a Gauss rifle with a class-10 Ultra autocannon, backed up by a pair of medium pulse lasers and a Streak SRM 4 launcher. Less common, but far more popular with its crews, is the Alpha con-

figuration, which mounts triple Mydron Tornado Rotary Class-5 autocannons and more than enough ammunition to last through a typical engagement.

The Ajax B is a command vehicle designed around the C³ command computer. It mounts three LRM 15 launchers, each with an integrated Artemis IV FCS, which allows a commander control of the battlefield from a safe distance. Its only defensive equipment is an ECM suite however.

Deployment

The very first models off the production lines on Kathil went to the Fifth Davion Guards and Sixth Syrtis Fusiliers RCTs, units that put them to good use in their fight against the Eighth FedCom RCT and the Eighth Donegal Guards on New Syrtis. Though the Fifth Davion Guards was officially deactivated following their victory, Lieutenant General Seth Varnay led a hodge-podge of armored forces, including a significant number of Ajaxes, to New Avalon, where again their firepower was evidenced. Today, Ajaxes can be found in almost every surviving armored unit that fought with an RCT in the war.

Type: **Ajax Assault Tank**
 Technology Base: Inner Sphere OmniVehicle
 Movement Type: Tracked
 Tonnage: 90
 Battle Value: 1,789

Equipment		Mass
Internal Structure:		9
Engine:	270	11.5
Type:	XL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		3.5
Armor Factor:	304	19
	<i>Armor Value</i>	
Front	76	
R/L Side	60/60	
Rear	40	
Turret	68	

Fixed Equipment	Location	Tonnage
CASE	Body	.5

Weapons and Ammo	Location	Tonnage
<i>Primary Configuration</i>		
Ultra AC/10	Turret	13
Ammo (Ultra) 30	Body	3
Gauss Rifle	Turret	15
Ammo (Gauss) 16	Body	2
2 Medium Pulse Lasers	Turret	4
Streak SRM 4	Turret	3
Ammo (Streak) 25	Body	1
C ³ Slave	Body	1

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AJAX ASSAULT TANK

Alternate Configuration A

3 Rotary AC/5
Ammo (RAC) 180
ER Small Laser
Guardian ECM Suite
C³ Slave

Battle Value: 2,042

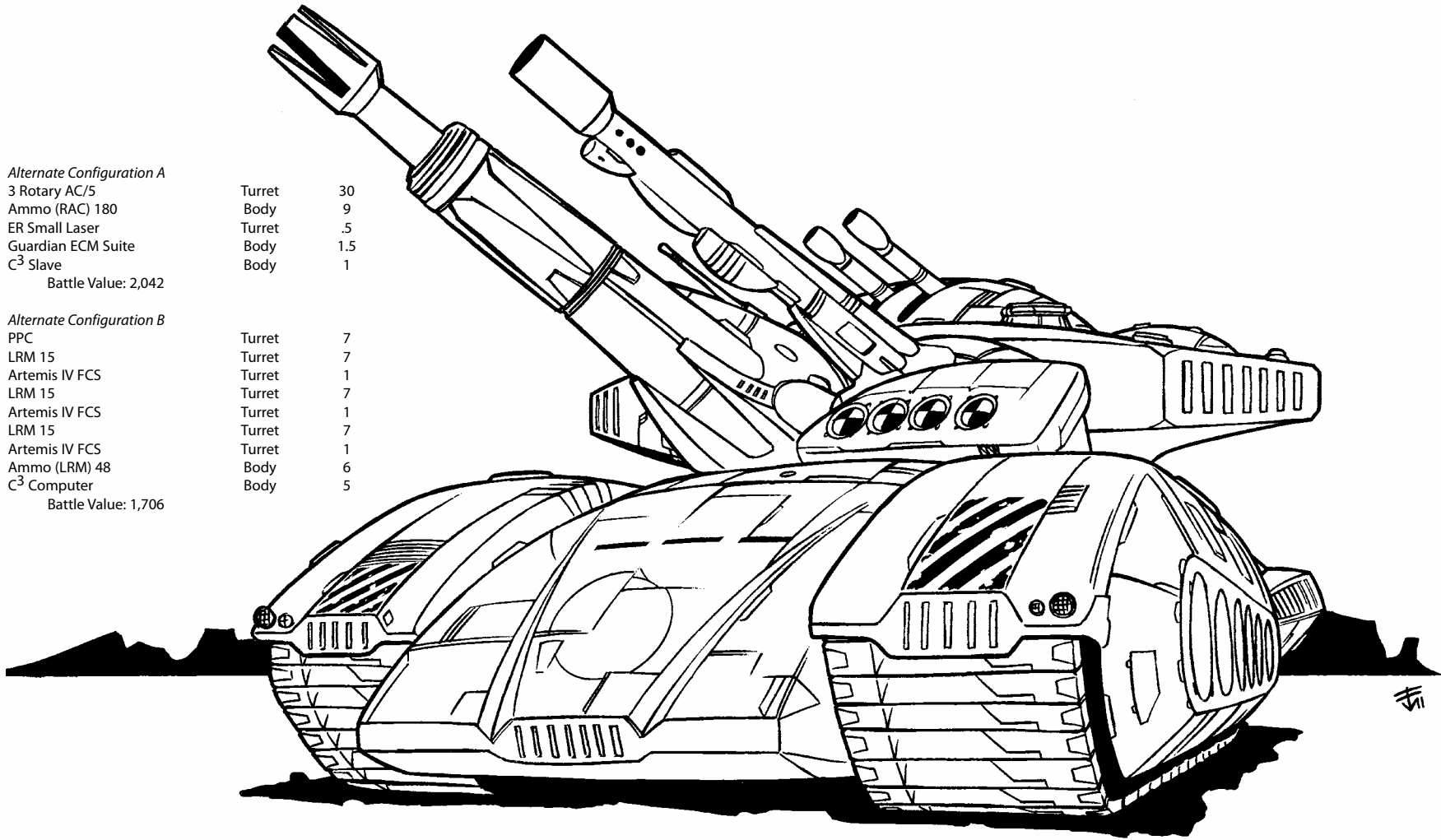
Turret	30
Body	9
Turret	.5
Body	1.5
Body	1

Alternate Configuration B

PPC
LRM 15
Artemis IV FCS
LRM 15
Artemis IV FCS
LRM 15
Artemis IV FCS
Ammo (LRM) 48
C³ Computer

Battle Value: 1,706

Turret	7
Turret	7
Turret	1
Turret	7
Turret	1
Turret	7
Turret	1
Body	6
Body	5



CLAN VEHICLES

When the Clans invaded the Inner Sphere in 3050, vehicles were almost unheard of among their forces. Even more, once our Order began to understand the Clans, to all appearances they despised vehicles. This led to the erroneous belief that vehicles were simply not used among the Clans.

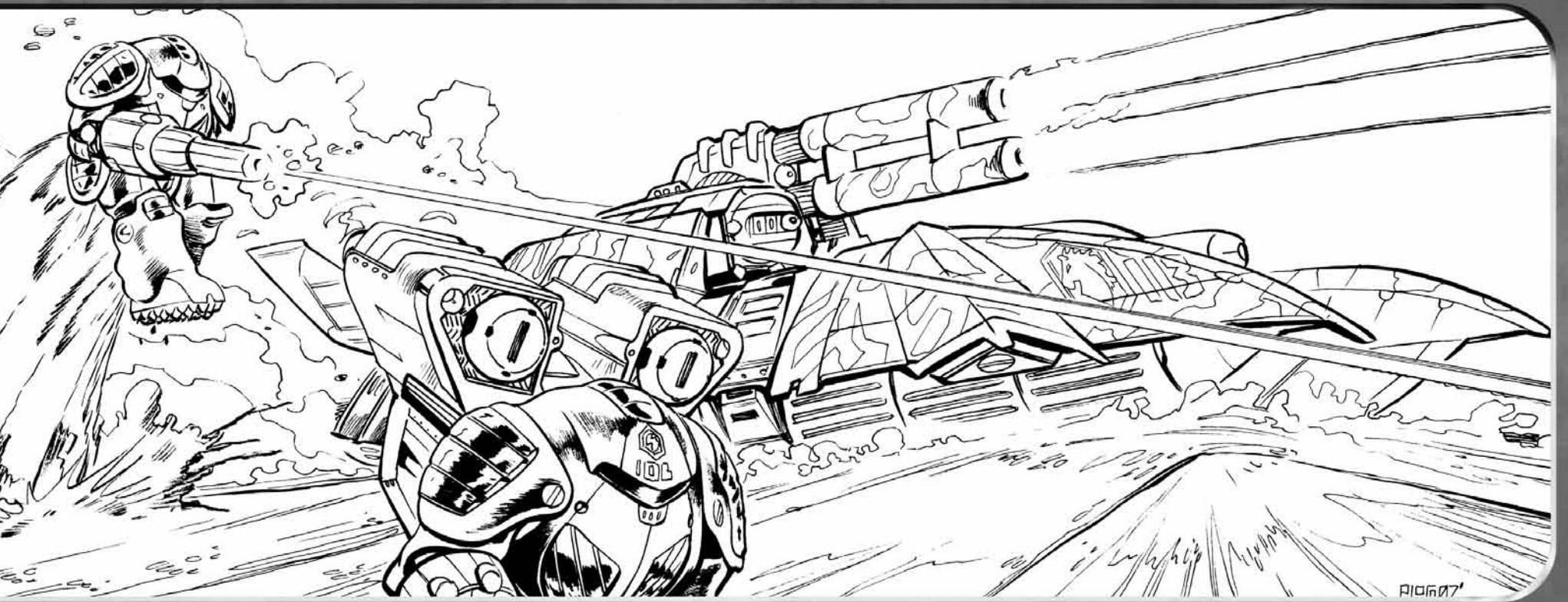
Obviously, we now know that perception to be false. First, the majority of Clans do field vehicles, at least in their second-line and garrison units. Second, there are several Clans, such as the Star Adders, Blood Spirits and most notably Hell's Horses, who have actually embraced vehicles to one extent or another. As none of these Clans participated in Operation Revival, it is no wonder our view was skewed.

Yet, even with these Clans accepting the role of vehicles more readily than their brother Clans, no new Clan vehicle had been designed in well over a century. Most of the extant designs in use did not contain a full array of the newest Clan technologies, as most Clans considered it a waste to mount such expensive equipment on a vehicle.

With the invasion of the Inner Sphere, however, the Clans met their two greatest defeats at the hands of combined arms tactics. This development caused many Clans—especially those already making extensive use of vehicles—to reassess the designs currently available to them. Such harsh self-examination led directly to the development and deployment of six new designs tailored to fill in the tactical gaps left by current designs.

Whether this is an anomaly or the start of a vehicle revolution among the Clans is difficult to discern—only time will tell. It is significant to note, however, that Clans in the Inner Sphere field half of these designs, while the other three are fielded by Clans already associated with extensive vehicle use.

—Jared Pascal
Precentor VIII-Omega
Inner Sphere Embassy, Strana Mechy
17 September 3067



HEPHAESTUS SCOUT TANK

Mass: 30 tons
Movement Type: Hover
Power Plant: Fusion 110
Cruising Speed: 86 kph
Flank Speed: 129 kph
Armor: Compound VM22 Ferro-Fibrous

Armament:
 6 tons pod space available (maximum of 5 tons in turret)
Manufacturer: Niles Industriplex Beta
Communications System: Build 1700/5 Tacticom

Targeting and Tracking System: Series XL FWS with TRTTS Mk III Active Probe



Overview:

Khan Malavai Fletcher commissioned work on a new light hovertank in 3062. He reasoned that a more unusual array of vehicles employing unexpected equipment would tip many a battle in the Horses' favor. Almost immediately, the scientist caste considered the Star Leaguera Kanga—a hovertank with the unusual ability to jump over difficult terrain. With this in mind, the engineers went to work designing an OmniVehicle chassis that could imitate the Kanga's jumping ability.

Unfortunately, it was astonishingly difficult to reproduce the so-called Artificial Intelligence system of the AL2200 used by the Star Leaguera Kanga to maintain control, balance, and targeting of the vehicle through its jumps. The task grew even more difficult when meshing the same system with the multi-role control systems required for OmniVehicles like the Epona. While certainly within the realm of possibility for the Clan engineers, the design of the system proved prohibitively expensive. Khan Fletcher ordered the Hephaestus project shelved in late 3063, where it likely would have stayed had his successor, James Cobb, not given the scout tank another chance.

Capabilities

Before production began, engineers debated the use of the weight and space freed up by the removal of the jumping thrusters. Khan Cobb settled the debate by noting that the Clan could use a more flexible field infantry transport unit. Thus, four tons of the Hephaestus' internal space is given over to an infantry bay that can accommodate a full Point of non-battle armored infantry with room to spare for any special cargo.

In the primary configuration, the Hephaestus is almost a purely electronic warfare system, with TAG and an ECM suite enhancing its abilities as a scout and allowing it to call in artillery strikes. Two turret-mounted medium lasers also give it a modest medium range punch. The Alpha and Charlie configurations are missile support platforms, with the former using a single Artemis-enhanced LRM launcher system and the latter employing the more flexible Advance Tactical Missile System. The Beta configuration, a short to mid-range brawler, mounts twin medium lasers backed up by an ammo-efficient Streak SRM-6 pack.

Deployment

The Horses began a modest production of Hephaestus scouts in late 3064 as part of Khan James Cobb's effort to rebuild the Horses' battered Touman. The majority of these tanks have been used to replace losses in the Twenty-First Mechanized Assault Cluster and the Alpha Keshik, both of which suffered heavy losses in Khan Fletcher's ill-fated "war" with the Ghost Bears.

Type: **Hephaestus Scout Tank**
 Technology Base: Clan OmniVehicle
 Movement Type: Hover
 Tonnage: 30
 Battle Value: 777

Equipment		Mass
Internal Structure:		3
Engine:	110	6
Type:	Fusion	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		.5

HOVER

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HEPHAESTUS SCOUT TANK

Armor Factor (Ferro):	96	5
	<i>Armor Value</i>	
Front	20	
R/L Side	20/ 20	
Rear	18	
Turret	18	

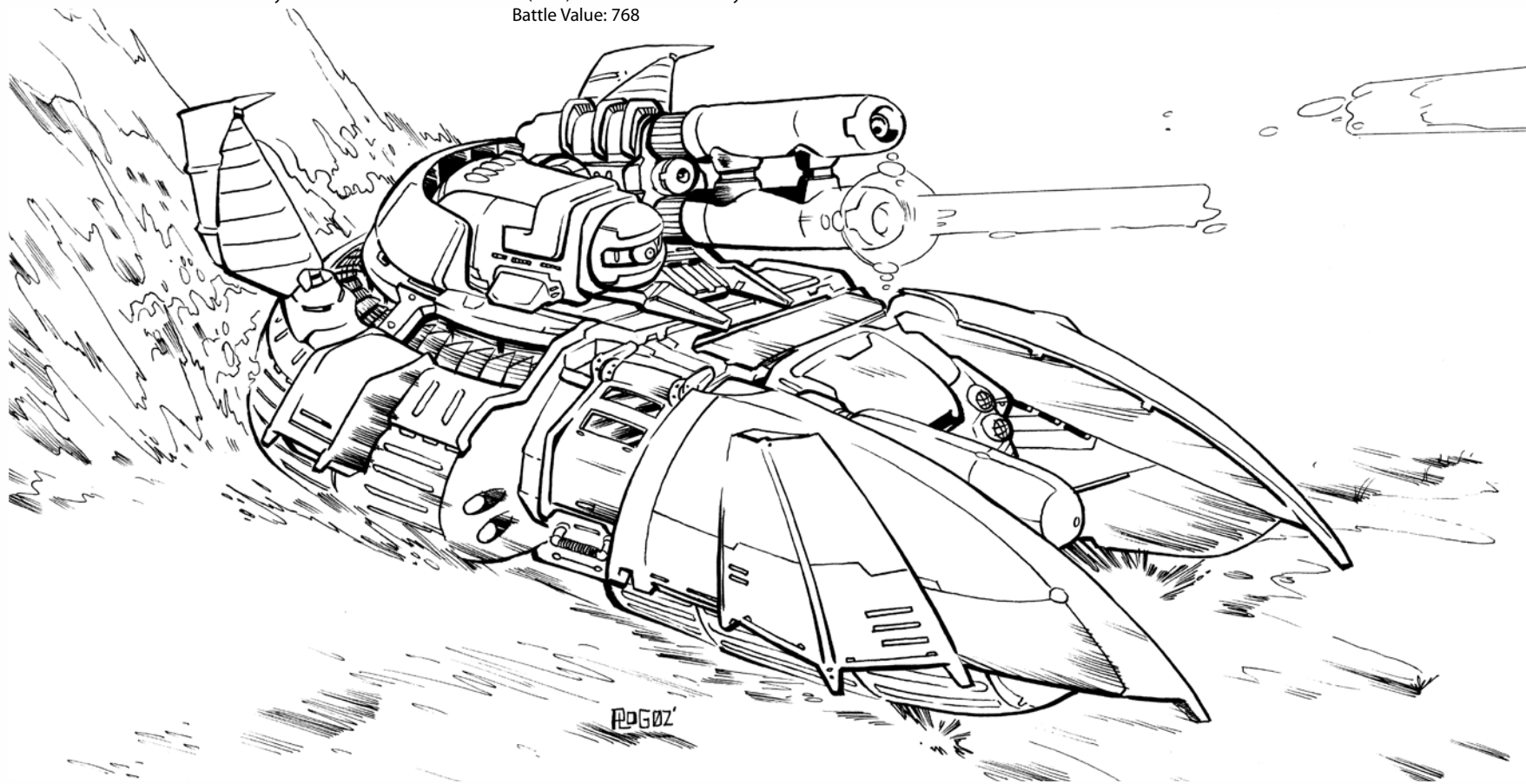
Fixed Equipment	Location	Tonnage
Infantry Compartment	Body	4
Active Probe	Body	1

Weapons and Ammo	Location	Tonnage
<i>Primary Configuration</i>		
2 Medium Pulse Lasers	Turret	4
TAG	Turret	1
ECM Suite	Body	1

<i>Alternate Configuration A</i>		
LRM 15	Turret	3.5
Artemis IV FCS	Turret	1
ER Small Laser	Turret	.5
Ammo (LRM) 8	Body	1
Battle Value: 768		

<i>Alternate Configuration B</i>		
2 ER Medium Lasers	Turret	2
Streak SRM 6	Turret	3
Ammo (Streak) 15	Body	1
Battle Value: 957		

<i>Alternate Configuration C</i>		
2 ATM 3	Turret	3
Ammo (ATM) 60	Body	3
Battle Value: 577		



TYR INFANTRY SUPPORT TANK

Mass: 45 tons
Movement Type: Hover
Power Plant: Type 170 Fusion
Cruising Speed: 97 kph
Flank Speed: 151 kph
Armor: Forging MHC07

Armament:
1 Type 22g Extended Range Large Laser
2 Pattern J4 Streak-4 SRM Launchers
Manufacturer: Joint Equipment Systems
Communications System: Neil 500

Targeting and Tracking System: RCA
Econotrac



Overview

Since moving into the Inner Sphere, the Ghost Bears have focused a great deal of effort into normalizing relations with the dominant Rasalhagian population whose worlds they now share. Limited self-governance by the Rasalhagian citizenry, considered a major step in the right direction, has surprisingly fostered a population that continues to resent Clan occupation to a significant extent. After having spent centuries under Combine rule only to know freedom for an all-too-brief period, many Rasalhagians continue to resist what they see as a new oppressor, no matter how benign.

As part of the ongoing effort to combat this—and to increase the productivity of the Clan's lower castes—Khan Bjorn Jorgenson directed much of his Ghost Bears' considerable resources toward the restoration and upgrading of Rasalhagian industries, rather than merely focusing on relocated Clan facilities. Companies like Joint Weapons Systems, ill-regarded by even the Inner Sphere for the poor quality of their conventional vehicle products, found a new lease on life in the Ghost Bear plan. In 3063, the Tyr became Joint Equipment Systems'

"comeback" vehicle, and one of the first Clan/Inner Sphere co-ventures of the new Ghost Bear Dominion.

Capabilities

The Tyr is not simply an olive branch to the Rasalhagian spirit, but an effective military craft. Designed as a conventional infantry transport and support vehicle, the Tyr outperforms similar craft, including the Inner Sphere Goblin and even the new Hell's Horses' Hephaestus. Lessons from a decade among Spheroids—and the ancient feud with the Hell's Horses Clan—taught the Bears that infantry forces can prove a decisive factor in many battles, but only if the infantry can reach the field quickly and in relative safety.

The Tyr assured they would do both and still benefit from powerful support fire over extended range. With a top speed of over 150 kilometers per hour, enough armor to withstand a direct hit from a Gauss rifle and cargo space for a full Point of battle-armored infantry, the Tyr is swift and sturdy for its size. The use of Clan-made weaponry (particularly the far-reaching ER large laser and two compact Streak 4-racks, all mounted in the Tyr's turret) give this

vehicle a powerful enough punch to keep hostile armor, infantry and even BattleMechs at bay long enough to deploy the Tyr's vital cargo in the field.

Deployment

The majority of Tyrs produced to date have been assigned to the Claws of the Ghost Galaxy, where they are seeing extensive use in their intended roles of infantry transport and support; the rest have been assigned to PGCs.

A Tyr has recently been seen in use by the Second Kavalleri Infantry, with whom the Com Guards gifted a Level I of Purifier battle armor to in '65 as a part of ComStar's continuing effort to appease the Rasalhagian population and military in the Republic—a move ironically similar to Ghost Bear designs. Whether this vehicle was taken in a raid or not has not yet been determined.

HOVER

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TYR INFANTRY SUPPORT TANK

Type: **Tyr Infantry Support Tank**

Technology Base: Clan
 Movement Type: Hover
 Tonnage: 45
 Battle Value: 1,260

Weapons and Ammo

ER Large Laser
 2 Streak SRM 4
 Ammo (Streak) 50
 Infantry Compartment

Location

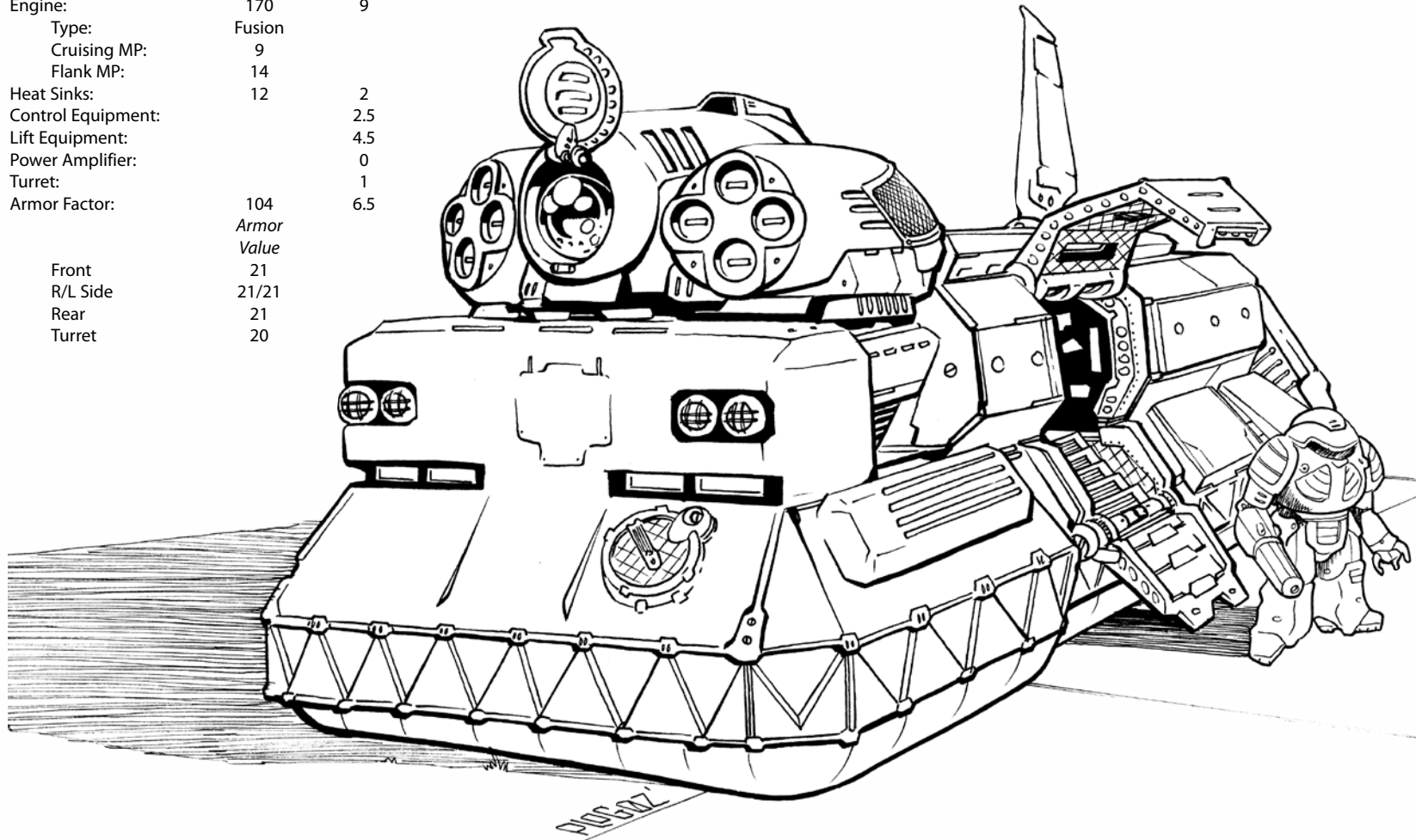
Turret
 Turret
 Body
 Body

Tonnage

4
 4
 2
 5

Equipment

		Mass
Internal Structure:		4.5
Engine:	170	9
Type:	Fusion	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	12	2
Control Equipment:		2.5
Lift Equipment:		4.5
Power Amplifier:		0
Turret:		1
Armor Factor:	104	6.5
	<i>Armor Value</i>	
Front	21	
R/L Side	21/21	
Rear	21	
Turret	20	



ENYO STRIKE TANK

Mass: 55 tons
Movement Type: Tracked
Power Plant: Type 330 Extralight
Cruising Speed: 64 kph
Flank Speed: 97 kph
Armor: Compound VM20 Ferro-Fibrous

Armament:
1 Series 44h Large Pulse Laser
3 Type VI-Bravo Streak SRM-6 Packs
2 Series IX Machine Guns
Manufacturer: Kirin Armory Plant 4

Communications System: Build 1750/4
Tacticom
Targeting and Tracking System: Series
XLII TLS



Overview

The Enyo is a production-model strike tank based on a lightweight XL engine—another Hell's Horses experiment urged by Khan Malavai Fletcher and furthered by Khan James Cobb. Intended to take advantage of extralight engine technology the way many Clan BattleMechs and aerospace fighters do, the Enyo is a lackluster concept tank. Fletcher ordered the Enyo's design after the successful field trials of several XL-refit Mars assault vehicles, which gained mobility and thus survivability while sacrificing little in the way of armor and armament.

Declaring that the use of extra-lights would best be served by lighter strike tanks for use in Cavalry and Strike Clusters, Fletcher tasked the engineers with developing a production-line main battle tank in the medium weight class. The design, Fletcher decreed, must be capable of outmaneuvering the majority of Clan-built armor units and must keep pace with the BattleMech forces it should be supporting.

The prototype Enyos were just undergoing trials, overseen by then-Star Colonel James

Cobb, when Fletcher's disastrous "war" against the Ghost Bears led to the ejection of the Horses from the Inner Sphere and the mad Khan's subsequent removal by Cobb. Though such circumstances could have meant the death of the Enyo project, Cobb allowed it to resume, conceding to at least some logic in Fletcher's designs.

Capabilities

Powered by a 330-rated extra-light engine, the Enyo can attain the speed and mobility of most medium-weight BattleMechs. It also packs heavy firepower and armor that cannot be matched at such a performance curve. Comparatively speaking, the engine would provide better performance in a hovercraft or wheeled combat vehicle; the Enyo uses tracks, however, allowing it to traverse almost any terrain.

Unwilling to waste any of the precious tonnage saved in using the lighter engine, engineers fitted the Enyo with a single large pulse laser for its primary weapon system, maximizing punch and economy of mass. Three ammo-efficient Streak SRM 6-packs back up this primary weapon, with two fixed forward and the

third mounted on the turret with the laser. Protected by more than seven tons of ferro-fibrous armor and CASE, the Enyo is tough to kill, able to weather even a Gauss slug or two before it has to make a hasty withdrawal from battle.

Deployment

Full production of the Enyo began in 3063 at the Horses' main armored vehicle facility on Kirin. The majority of these new tanks have appeared in the ranks of the depleted Gamma Galaxy and the Twenty-first Mechanized Assault Cluster, units which suffered losses in the recent fighting against the Ghost Bears. Several other front-line Cavalry and Strike Clusters have also received Enyos, where they replace older designs of Star League vintage.

HOVER

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ENYO STRIKE TANK

Type: **Enyo Strike Tank**
 Technology Base: Clan
 Movement Type: Tracked
 Tonnage: 55
 Battle Value: 1,527

Equipment

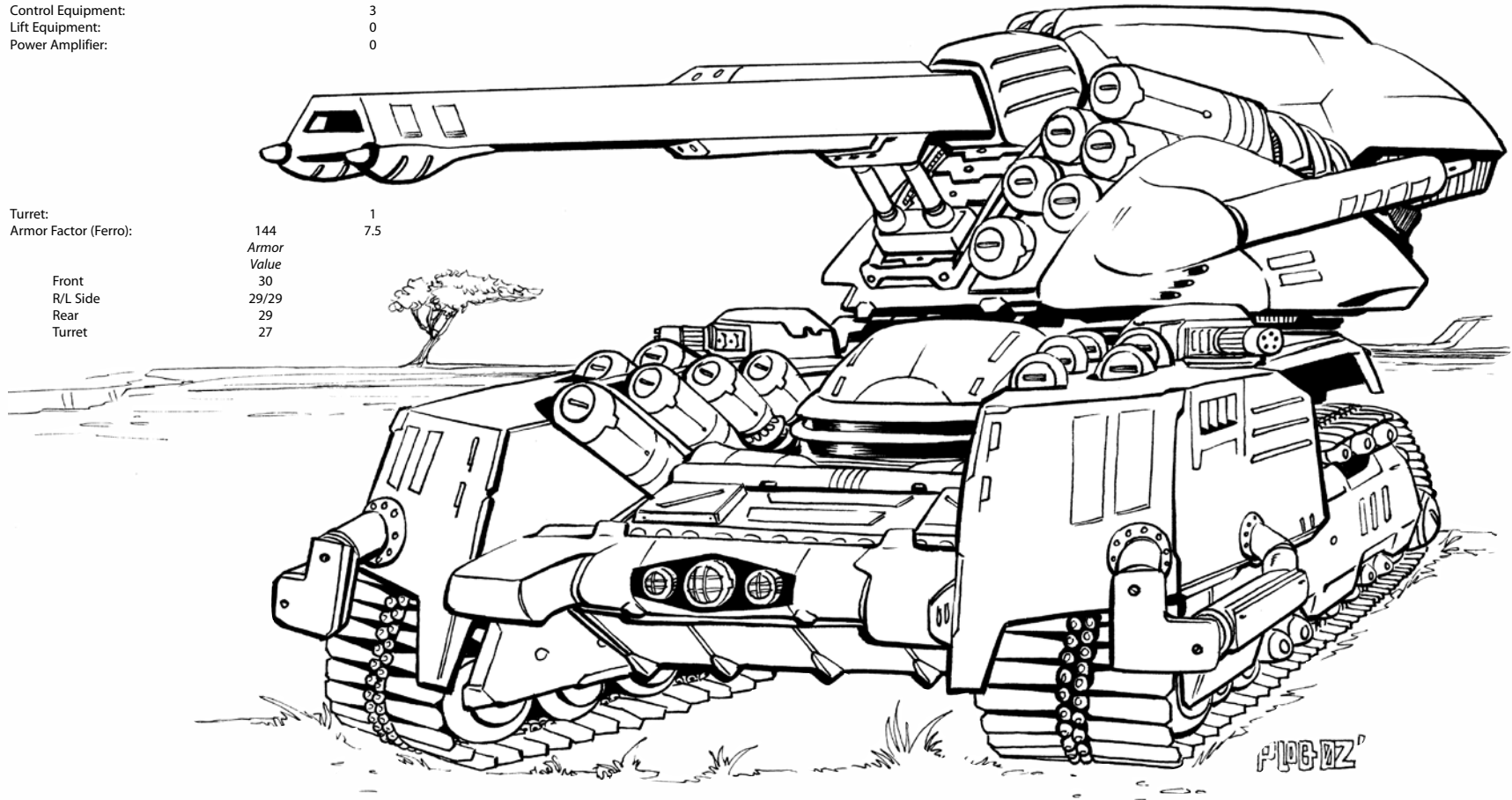
		Mass
Internal Structure:		5.5
Engine:	330 XL Fusion	19.0
Type:		
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0

Weapons and Ammo

Large Pulse Laser
 Streak SRM 6
 2 Streak SRM 6
 Ammo (Streak) 45
 Machine Gun
 Machine Gun
 Ammo (MG) 100

Location	Tonnage
Turret	6
Turret	3
Front	6
Body	3
Left	.25
Right	.25
Body	.5

Turret:		1
Armor Factor (Ferro):	144 Armor Value	7.5
Front	30	
R/L Side	29/29	
Rear	29	
Turret	27	



SHODEN ASSAULT VEHICLE

Mass: 70 tons
Movement Type: Wheeled
Power Plant: Fusion 260
Cruising Speed: 43 kph
Flank Speed: 64 kph
Armor: Compound Beta

Armament:
3 Type 9 Series 1 Advanced Tactical Missile Systems
4 Series 2c Light Machine Guns
Manufacturer: Barcella Beta
Communications System: Build 1685/5 Tacticom

Targeting and Tracking System: Series XXVIII IWS



Overview

Following the assault of the Ghost Bear Dominion into the Nova Cat-controlled Irece Prefecture of the Draconis Combine in 3062-63, Khan Santin West realized that his Clan must attempt to further adopt some Inner Sphere style combat tactics if the Nova Cats were to survive. This view was further cemented through years of joint war exercises between Nova Cat and Combine units—the Ryuken-ni was spectacularly effective in demonstrating to the Nova Cats how devastating combined-arms units can be. Specifically, the Nova Cats needed a better defensive vehicle than what they had at their disposal.

Since vehicles are generally looked down upon with disdain among the Clans, those few fielded by the Nova Cats were sub-par, lacking in many of the latest Clan technologies that had been developed. Though he knew some of his warriors might be affronted at assigning scarce resources to the construction of a new Clan vehicle—especially those warriors in the reconstituted Zeta Provisional Galaxy—Khan West deemed it necessary, regardless of the turmoil it might cause his Clan's Touman.

He immediately authorized the retooling of one of the lines at the newly completed Barcella Beta vehicle plant. Additionally, in a nod to the ever-growing acceptance between the Combine and Nova Cats, the vehicle was named after the Japanese elephant god of wisdom; for the mystical Cats, it was a good omen that helped to offset this unprecedented move.

Capabilities

The Shoden Assault Vehicle was designed from the ground up to incorporate the Advanced Tactical Missile System: a new, devastatingly powerful Clan offensive weapon developed by Clan Coyote and acquired through dealings with Clan Diamond Shark. Mounting an impressive rack of three ATM 9 launchers in a turret, the Shoden can reach out over eight hundred meters of range with horrific firepower. With over nine tons of ammo, it can fully utilize the special munitions that make the system so powerful.

Almost as an after thought, several light machine guns are mounted in fixed positions—two to the front and one each in the left and right sides—for point blank defense.

Deployment

Since Khan West authorized the creation of this vehicle to act as the first line of defense for his Nova Cats, they have appeared in every Provisional Galaxy except Zeta. Interestingly enough, Tau Galaxy has specifically incorporated Stars of Shodens into its 100th Striker and 274th Battle Clusters, a testament to Tau Galaxy's on-going training and incorporation of Inner Sphere tactics. Perhaps predictably, this has put an additional strain between the personnel of Tau and Zeta Galaxies. Khan West has been wise to post these units far from one another.

Variants

One variant already under going field trials replaces the two front mounted light machines guns and two of the Advanced Tactical Missile Systems (along with six tons of ATM ammo) for four Streak SRM 6 launchers in the turret, fed by four tons of ammunition.

HOVER

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SHODEN ASSAULT VEHICLE

Type: **Shoden Assault Vehicle**

Technology Base: Clan

Movement Type: Wheeled

Tonnage: 70

Battle Value: 1,412

Equipment

Internal Structure:		7	
Engine:	260	20.5	
Type:	Fusion		
Cruising MP:	4		
Flank MP:	6		
Heat Sinks:	10	0	
Control Equipment:		3.5	
Lift Equipment:		0	
Power Amplifier:		0	
Turret:		1.5	
Armor Factor:	184	11.5	
	<i>Armor Value</i>		
Front	55		
R/L Side	37/37		
Rear	25		
Turret	30		

Weapons and Ammo

3 ATM 9

Ammo (ATM) 63

2 Light Machine Guns

1 Light Machine Gun

1 Light Machine Gun

Ammo (Light MG) 200

Location

Turret

Body

Front

Right

Left

Body

Tonnage

15

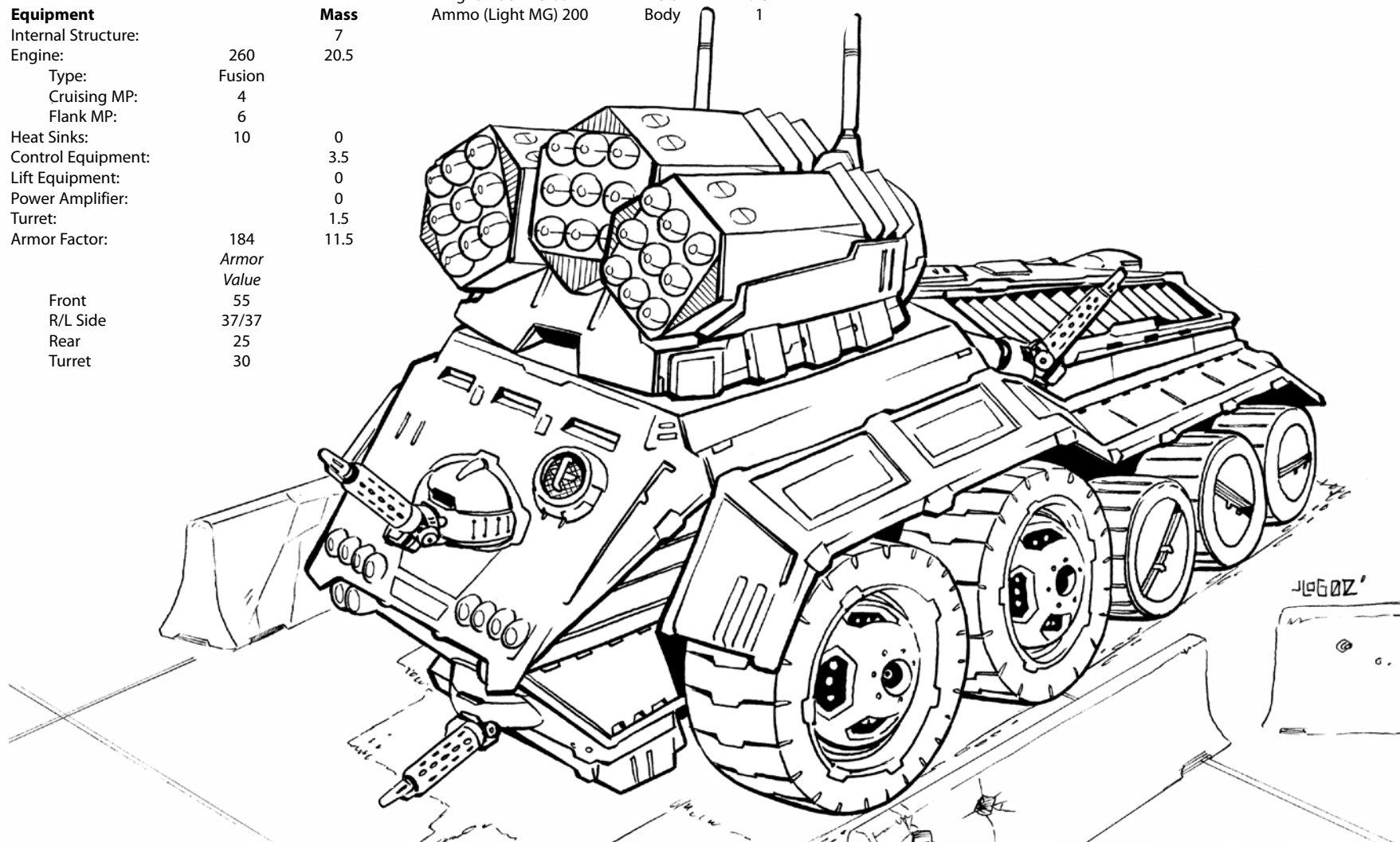
9

.5

.25

.25

1



MORRÍGÚ FIRE SUPPORT VEHICLE

Mass: 80 tons
Movement Type: Tracked
Power Plant: Fusion 240
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: Compound JX4

Armament:
2 Series 1 Extended Range Large Lasers
2 Type XV "Crossbow" LRM-15 Launcher
2 Pattern J1 SRM-2 Launchers
Manufacturer: York Vehicle Y2 Facility

Communications System: Consolidated Type 2M with ECM suite
Targeting and Tracking System: Consolidated Type V TTS



Overview

Khan Schmitt commissioned a new vehicle as a way of demonstrating that the Blood Spirits may have been knocked down by the disastrous Absorption War, but are not out. Along with the debut of the *Crimson Langur* and the continued development of their ProtoMech program, this was a firm step towards showing a strong, unified front to the rest of the Clans.

The name for the new vehicle was chosen by Khan Karianna Schmitt herself. Drawing upon the Welsh ancestry that flowed so strongly in her veins—an ancestry revered as almost holy among Clan Blood Spirit, as it flowed directly from Colleen Schmitt, the first Spirit Khan, and to her from her mother Colonel Hanni Schmitt, the last commander of the Royal Black Watch Regiment of the Star League—she christened it Morrígú. Named after the ancient Celtic war goddess, who was said to be wherever there was war, Khan Schmitt felt it a perfect name to demonstrate the Spirits' resolve to destroy any who would make war on them.

Capabilities

With the dual design requirements of delivery of maximum damage at maximum range, the Morrígú Fire Support Vehicle mounts an impressive two extended range large lasers and two long-range missile fifteen packs, the two weapons systems most available to Clan Blood Spirit, in a turret. Though slow and lightly armored for a vehicle its size, its range and firepower more than makes up for any lack of speed.

For close range defense, a single short-range missile two pack is mounted in each flank, along with an ECM suite for added protection.

Deployment

The Morrígú is being produced as fast as the York Vehicle Y2 Facility can run. It has been deployed into every Galaxy in the Blood Spirit Touman, including the newly created Iota Galaxy: Retribution. Additionally, an entire Star of Morrígú has appeared in the Twenty-second Combat Force, a newly formed Trinary of Kindraa Mick-Kreese. Though normally known for their devotion to aerospace assets, this further

demonstrates the growing ties between the Blood Spirits and at least one Kindraa of Clan Fire Mandrill. That it would be the staunchest of Crusaders is only appropriate, considering the Spirits' fanatical Crusader leanings.

Variants

Due to the successful debut of the Morrígú in several battles, as well as the sheer quantities in which it is being produced, a new variant has already seen combat against raiding elements of the Star Adders. This variant sacrifices all of the missile weapons, the ECM and two tons of armor to mount an additional extended range large laser in the turret, making it the most energy weapon-dependent vehicle among the Clans.

HOVER

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OMNI

MORRÍGÚ FIRE SUPPORT VEHICLE

Type: **Morrígú Fire Support Vehicle**

Technology Base: Clan
 Movement Type: Tracked
 Tonnage: 80
 Battle Value: 1,685

Equipment

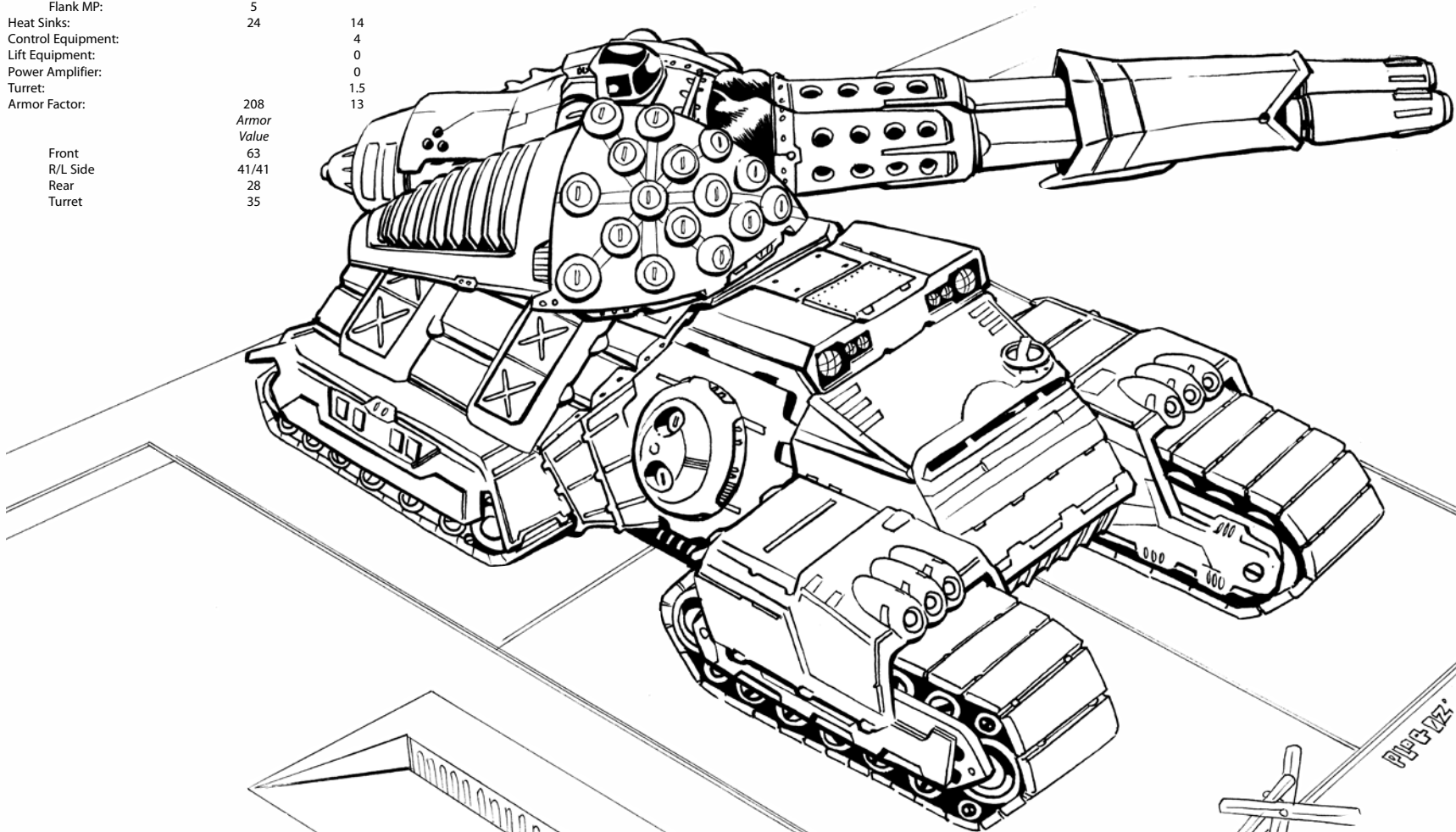
Internal Structure:		8
Engine:	240	17.5
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	24	14
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor:	208	13
	<i>Armor Value</i>	
Front	63	
R/L Side	41/41	
Rear	28	
Turret	35	

Weapons and Ammo

2 ER Large Lasers
 2 LRM 15
 Ammo (LRM) 32
 SRM 2
 SRM 2
 Ammo (SRM) 50
 ECM Suite

Location

Turret 8
 Turret 7
 Body 4
 Right .5
 Left .5
 Body 1
 Body 1



HEIMDALL GROUND MONITOR TANK

Mass: 95 tons
Movement Type: Tracked
Power Plant: Second Grade 285 XL
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: Royal-7 Standard

Armament:
 21 tons pod space available
 (maximum of 15 tons in turret)
 2 Type KOV LB-10X Autocannons
Manufacturer: WC Site 4

Communications System: K9
 Communications System
Targeting and Tracking System: Hunter
 (2) Dedicated TTS



Overview

Clan Wolf created this monster of a tank as a line-holder, not for long operations without constant resupply. Originally designed with a standard fusion engine, it was upgraded with an XL after Khan Phelan Kell's Wolves captured design specs on the new ATM system and decided to incorporate them in their first variant (a possible explanation why Configuration A is more popular within the Wolf military).

Although designed as an OmniVehicle, the exiled Wolves made a controversial decision to permanently mount two massive weapons. Some critics believe that this is due to their still-limited facilities on Arc-Royal. Others maintain that the Heimdall was not originally meant to be an OmniVehicle at all. By the time Clan scientists saw the potential of the Advanced Tactical Missile System, it was too late to change this feature.

Capabilities

The Heimdall boasts an XL fusion engine, traditionally uncommon for any vehicle and exceptionally so for a Clan design. This powerplant is what allows for such a heavy weapons load-out and an impressive twenty-

two tons of Royal-7 armor. Two massive LB-X autocannons are permanently mounted in the front, feeding out of a large munitions bin protected within the vehicle's body. Twenty-one tons of additional pod space, fifteen of that in its massive turret, allows the Heimdall to threaten BattleMechs as well as other assault tanks.

The Heimdall's primary configuration mounts a heavy large laser and three Streak-4 SRMs in the turret. The SRM ammunition and additional heat sinks are buried within the belly of the beast, well protected.

The A configuration downgrades the heavy laser to a medium. It also places two ATM-12 racks in the turret in exchange for the short-range missiles of the primary variant. Six tons of ammo for the Advanced Tactical Missile System provide barely adequate stores, however.

Deployment

Clan Wolf (in-Exile) is the only Clan to currently field the Heimdall, although a few were captured by Clan Jade Falcon on Melissia during the Falcon offensive of 3064. Two more of this design were also seen deployed with the Kell Hounds First Regiment, though all indications are that Clan warriors were still in possession of the tank and were simply

training alongside the mercenaries. Likewise, rumors abound that the Steel Vipers are testing a version of this tank on Vinton, but to date no one has received confirmation of these reports.

Type: **Heimdall Ground Monitor Tank**
 Technology Base: Clan OmniVehicle
 Movement Type: Tracked
 Tonnage: 95
 Battle Value: 1,943

Equipment		Mass
Internal Structure:		9.5
Engine:	285	13
Type:	XL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor:	352	22
	<i>Armor Value</i>	
Front	106	
R/L Side	70/70	
Rear	47	
Turret	59	

HOVER

TRACKED

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OMNI

HEIMDALL GROUND MONITOR TANK

Fixed Equipment

2 LB 10-X AC
Ammo (LB-X) 30

Location Tonnage

Front 20
Body 3

Weapons and Ammo

Primary Configuration

Heavy Large Laser
3 Streak SRM 4
Ammo (Streak) 75
8 Heat Sinks

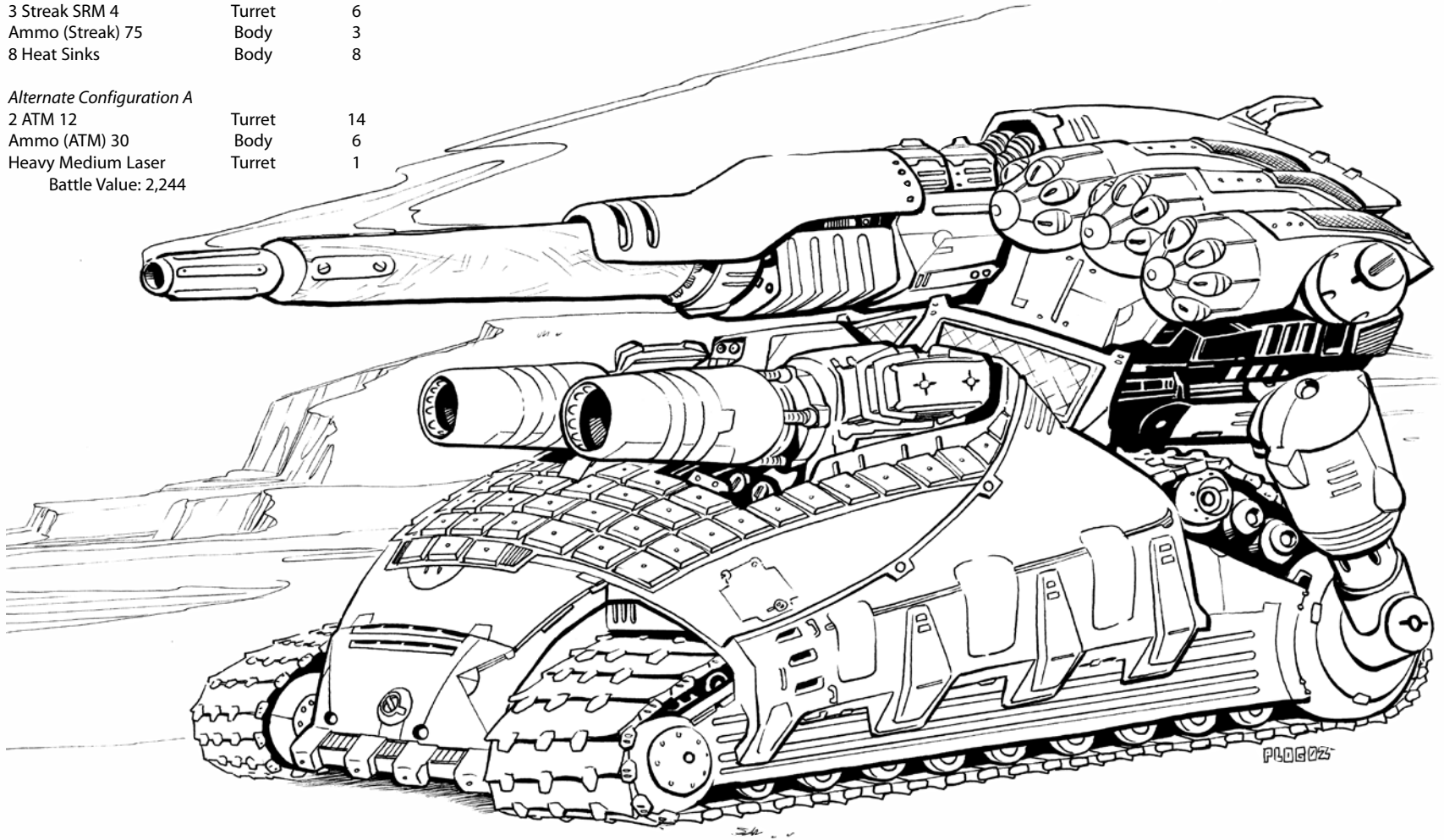
Location Tonnage

Turret 4
Turret 6
Body 3
Body 8

Alternate Configuration A

2 ATM 12
Ammo (ATM) 30
Heavy Medium Laser
Battle Value: 2,244

Turret 14
Body 6
Turret 1



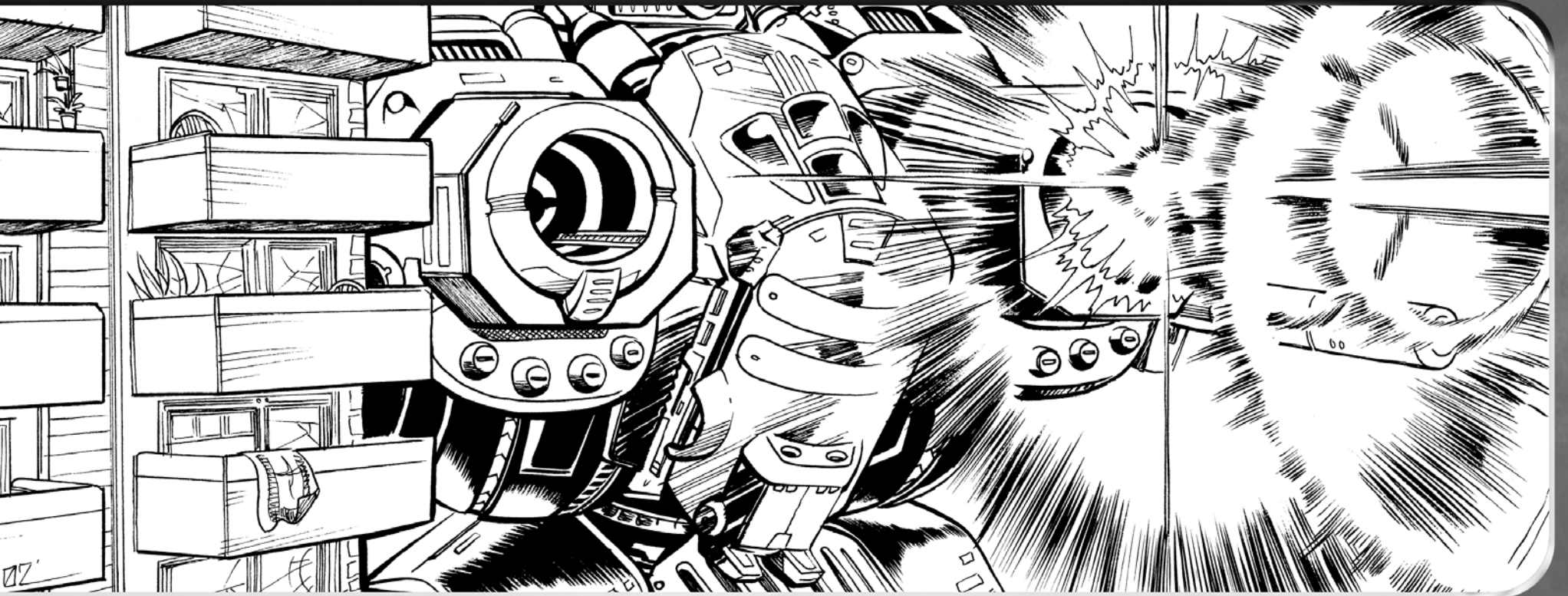
INNER SPHERE BATTLEMECHS

Though I've heard the cliché for years now, it is still true—and still ironic. The Clans invaded the Inner Sphere in order to conquer us and re-establish the Star League. Yet, regardless of the current troubles, it was the invasion of the Inner Sphere by the Clans that, in an effort to fight defeat them, prompted the House Lords to form the very Star League the Clans sought to reinstate.

Moreover, because of the heroic efforts of our Order which forced the Clans to halt their offensive, the Houses of the Inner Sphere were given that most precious of commodities: time. Time to develop new technologies and new weapons that would allow them to close the technology gap between themselves and the Clans. Even after the Great Refusal and the refutation of the invasion itself, the various Houses spurred themselves on, creating ever more sophisticated and deadly military weaponry.

Though many field refit kits for this new weaponry and equipment were shipped to upgrade classic BattleMech chassis across the Inner Sphere during and after the Clan invasion, it is not surprising that many new designs have been produced, designs specifically built to maximize said equipment. This report compiles a list of all known new designs fielded within the last decade.

—Francess Pryce
Demi-Precentor II-Omega
ComStar Archives, Tukayyid
17 October 3067



RDS-2A RED SHIFT

Mass: 20 tons
Chassis: Leopard Mark I Endo Steel
Power Plant: GM 180 XL
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None



Armor: StarSlab/1 Ferro-Fibrous
Armament:
2 Tronel XII Medium Pulse Lasers
Manufacturer: Leopard Armor
Primary Factory: North Africa, Terra
Communications System: Teldon 33 with Guardian ECM Suite

Targeting and Tracking System: Scope 85 RDNST with TAG

Overview

One of an amazing number of new designs being fielded by the Word of Blake, the *Red Shift* is manufactured by Leopard Armor, a Terran company that formerly produced vehicles for ComStar. When the Word of Blake took Terra, Leopard Armor simply shifted their contract—and even began producing an old design again for the Militia, the Padilla Heavy Artillery Tank. The *Red Shift* is the company's first foray into BattleMech production, quite a challenge for the veteran company.

The Leopard Armor design team's stated goal was to produce a light, fast BattleMech to spot for and help protect Padillas, as such a combination was highly effective during the era of the first Star League. The key to such a 'Mech was clearly the TAG system, the most accurate method of targeting for the Arrow IV artillery system mounted on the Padilla. Knowing this, the designers built the 'Mech around the TAG, using an extra-light engine and an endo-steel frame to provide maximum

speed. A Guardian ECM system was included to protect both the *Red Shift* and its companion artillery vehicles, as well as maximum possible armor to help ensure survivability.

Capabilities

Though the TAG system is the keystone of the *Red Shift*, it is not its only weapon; to underestimate the diminutive 'Mech would be a mistake. Able to reach a top speed of just over 150 kilometers per hour, many tracking systems have trouble targeting the *Red Shift* once it gets moving. Those that do hit it have to blast through armor protection that is quite strong for a 'Mech its size. The Guardian ECM system protects it from systems such as the Artemis IV and C³ networks as well.

In addition to the TAG, the *Red Shift* carries two medium pulse lasers. The accuracy of these lasers is very helpful when other speedy 'Mechs are encountered, and the *Red Shift* has proven quite successful at destroying both a variety of light 'Mechs and even some mediums.

Deployment

The *Red Shift* has been sent to every division of the Word of Blake Militia, usually assigned to units containing Padilla Heavy Artillery Tanks or another 'Mech or vehicle mounting the Arrow IV system. In some cases, they have been sent to missile-heavy units, as the Word of Blake has access to the Free Worlds League's Semi-guided warhead technology.

Variants

A more dedicated scouting variant of the *Red Shift* replaces the Guardian ECM with a Beagle Active Probe. Roughly two out of every five *Red Shifts* produced are of this variant, which are being used to replace aging *Mongoose*s.

LIGHT

MEDIUM

HEAVY

ASSAULT

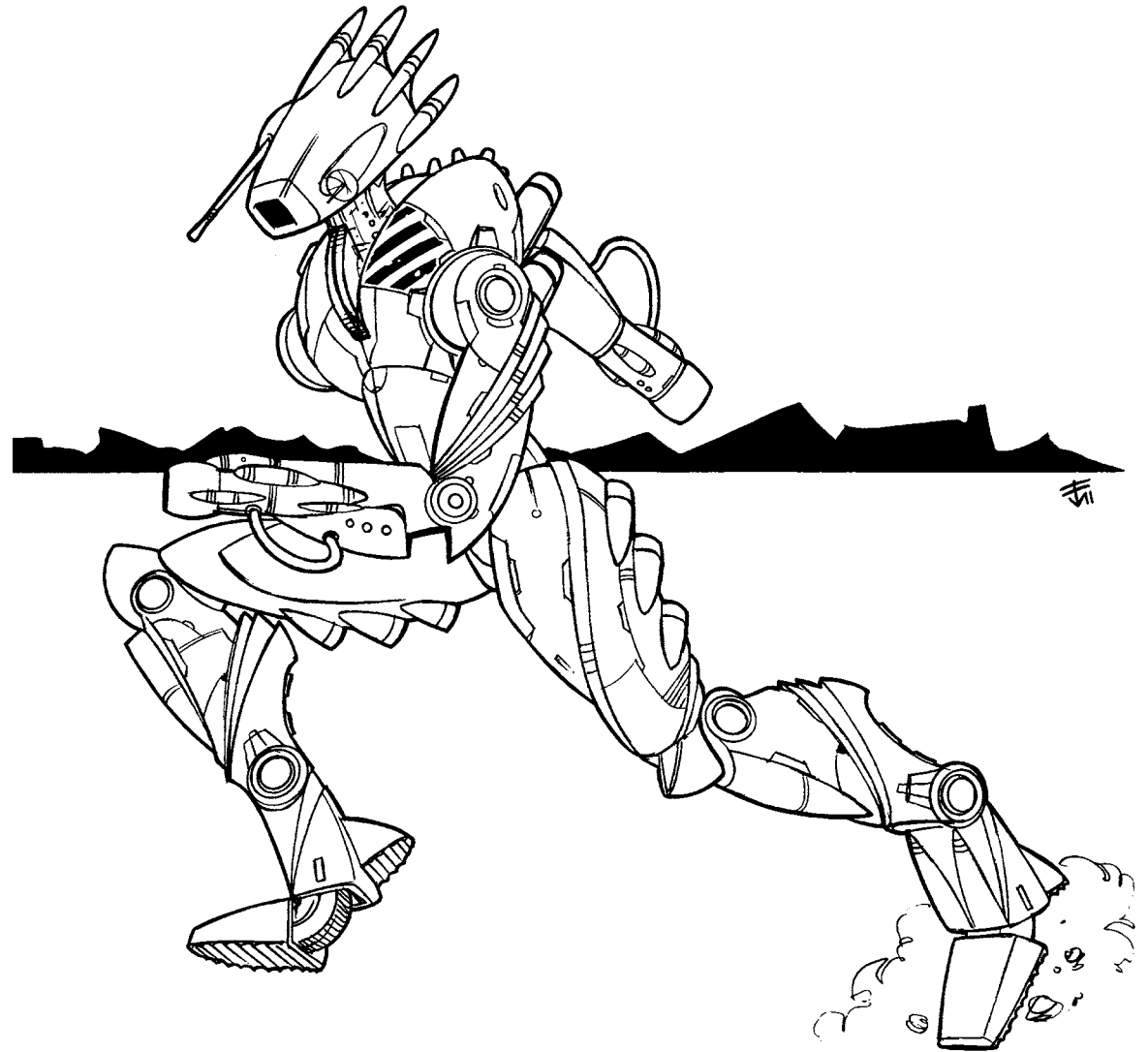
OMNI

RDS-2A RED SHIFT

Type: **Red Shift**
 Technology Base: Inner Sphere
 Tonnage: 20
 Battle Value: 626

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	180 XL	3.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	69	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	8

Weapons and Ammo			
	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Guardian ECM Suite	CT	2	1.5
TAG	H	1	1



LDT-1 BRIGAND

Mass: 25 tons
Chassis: Contraband
Power Plant: GM 150
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Contraband
Jump Capacity: 180 meters

Armor: Haven Cent
Armament:
2 Diverse Optics Extended Range
Medium Lasers
2 Sutel Precision Line Medium
Pulse Lasers

Manufacturer: Vengeance Incorporated
Primary Factory: Haven Star Cluster
Communications System: Contraband
Targeting and Tracking System:
Contraband



Overview

Lean and mean, this BattleMech is cobbled together by the pirates of Haven Star Cluster using a basic design, locally produced armor, and a great deal of contraband. The LDT designation is accepted as the initials of "Lady Death" Trevaline, pirate queen of the Star Cluster and the admitted driving force behind this project. Authorities are currently at odds over which are the worse implications—that the 'Mech design demonstrates a threat as is, or that the pirates are getting organized enough to put together any machine at all.

Capabilities

The LDT-1 makes a few stabs at higher technology. It relies on an endo-steel skeleton—fortunately for the pirates, it is one that is extremely accessible. The GM 150 fusion engine is more common—salvaged, stolen or possibly bought with ill-gotten C-bills from their latest ransoming of Taurian Concordat officers—though the inclusion of double-strength heat sinks at least nods at the idea of function over necessity.

The pirates realized up front that they would be attacking more often on their own terms. Because of that, while the *Brigand* may have a high-end running speed of less than 100 kph, it makes up for it in offensive firepower. A pair of extended range medium lasers (stolen in a large shipment from the Free Worlds League) allows them to snipe at decent range while the Sutel pulse lasers (New Syrtis specials, courtesy of George Hasek's previous quartermaster now serving twenty years) makes the *Brigand* a dangerous in-fighter.

If the *Brigand* has an obvious weakness, it is the four tons of armor that wraps the machine in a thin shell. Even worse, Lady Death has specified that the *Brigand* will carry less than half a ton of protection in the rear spaces. She is reportedly quoted as saying, "If my jocks are in a fight, I damn-straight want them scrapping, not taking to their heels."

Deployment

This much is known about the *Brigand* only because the Taurian Concordat has managed to salvage three and destroy two others in the last two years. Outside of these, all such 'Mechs and

their major parts remain in the hands of various pirate bands. While most can be found with the Haven pirates, a few other *Brigands* have been sighted with Vance Rezak's band, the Tortuga Fusiliers, Shen-sè Tian, and the Marcadia Brothers.

Variants

Pirates are always customizing their 'Mechs depending on salvage and the availability of regular replacement parts, which has led to reports of several interesting variants for the *Brigand*. Still, only two alternate designs have shown up with enough regularity that it might be a factory variant. The LDT-X1 moves the ER medium lasers into the torso in place of the pulse lasers. Standard mediums are then mounted in the arms, and two more on either side of the chest. The LDT-X2 once again removes the medium pulse lasers, but replaces them with four Rocket Launcher 15 packs, two mounted in each arm.

LIGHT

MEDIUM

HEAVY

ASSAULT

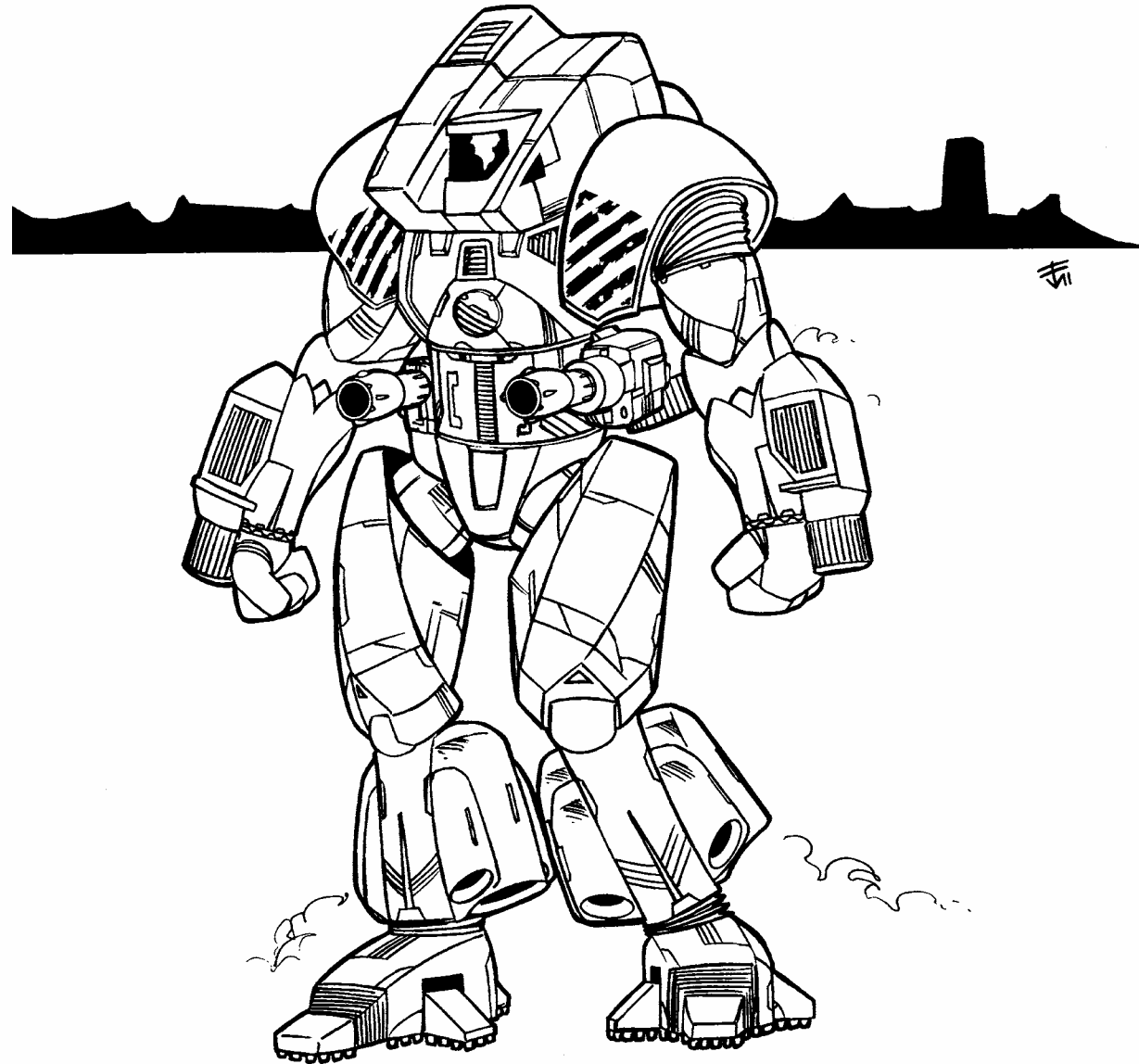
OMNI

LDT-1 BRIGAND

Type: **Brigand**
 Technology Base: Inner Sphere
 Tonnage: 25
 Battle Value: 771

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	150	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	8	12
Center Torso (rear)		2
R/L Torso	6	7
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	8

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Jump Jets	CT	2	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1



ABS-3L ANUBIS

Mass: 30 Tons
Chassis: Detroit Type III Endo
Power Plant: Ceres Motors 240 Extralight
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None



Armor: Hesperont Lite Stealth
Armament:
1 Diverse Optics Extended Range
Small Laser
4 Sian/Ceres Jaguar LRM-5 Launchers
Manufacturer: Detroit Consolidated MechWorks
Primary Factory: Detroit

Communications System: Ceres Metals
Model 666 with Guardian ECM Suite
Targeting and Tracking System: Dynatec 990

Overview

The *Anubis* was designed by Gittleman and Abzug, a pair of engineers within the Fredonian Industrial Technologies design consortium. It was supposed to complement the *Osiris*, another 'Mech they had designed that the Federated Suns' Achernar BattleMechs was already building. Achernar turned down this design outright, however, as did every other manufacturer to whom they took their design.

The *Anubis* would likely have died there had Gittleman and Abzug not chosen to leave the Federated Suns for the New Colony Region, where Detroit Consolidated MechWorks quickly snapped up the two designers—and their *Anubis*.

Capabilities

The *Anubis* is the proof that that the Capellan Confederation is devoted to the Trinity Alliance. In building the Detroit MechWorks, the Confederation ensured that it could produce 'Mechs containing the newest and best technologies for both the Magistracy of Canopus and the Taurian Concordat. The *Anubis* is the flagship 'Mech of this commitment.

The *Anubis* is the first non-Capellan-produced 'Mech to feature the Confederation's revolutionary stealth armor. Though not all of the components are produced on Detroit—

the stealth armor is shipped in from Sian, for example—the Detroit plant is one of only three in existence that can currently construct BattleMechs incorporating any and all of these advancements.

The 'Mech itself is designed to operate in a supporting role, laying down a suppressing fire with its battery of long-range missile launchers while other units dash in under that curtain to engage an enemy directly. With that mission in mind, the designers felt that the 'Mech needed only minimal armor protection, while the addition of the Confederation's stealth armor to the design gives it an even greater edge if it does come under fire.

The designers did cut a few corners, however. Most visible is the fact that they used the same housings on both forearms, even though only the left arm carries a weapon. Reports from the field indicate that is not the only area where the Detroit manufacturer cut corners, though. The *Anubis* is fully 30 percent more susceptible to equipment malfunctions than any other 'Mech fielded by the MAF.

Deployment

The *Anubis* has been in the field for several years now since its debut in late 3063. It has made its way to units throughout the Magistracy and the Concordat, though the biggest user of this 'Mech is by far the Colonial Marshals.

With the declaration of independence for the Colony Region by Force Marshal McEvens, however, along with the formation of a provisional government on Fronc, the MAF has halted all further shipments of the *Anubis* to Colonial Marshals. Nevertheless, considering that the Magestrix has made noises about recognizing the government—a move that has reportedly angered President Shraplen—this decision is sending mixed signals.

Variants

The ABS-3R replaces one of the LRM 5s in each torso with a Rocket Launcher 15, while a Rocket Launcher 10 is mounted in the left arm. A recent variant has also appeared to address the only major complaint: ammunition dependence. The ABS-3T trades out the LRMs for two extended range medium lasers, an extended range large laser and two additional heat sinks.

LIGHT

MEDIUM

HEAVY

ASSAULT

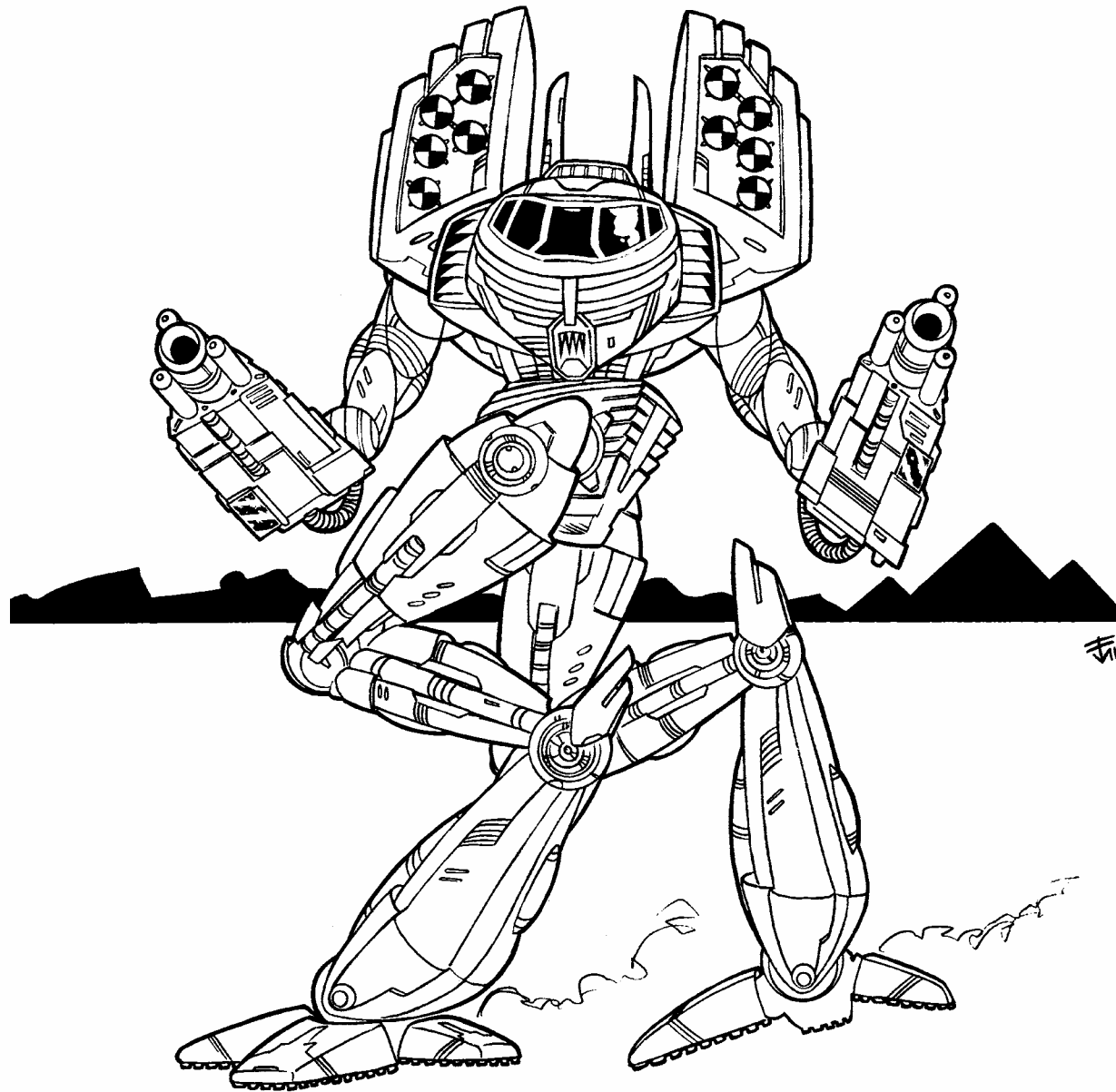
OMNI

ABS-3L ANUBIS

Type: **Anubis**
 Technology Base: Inner Sphere
 Tonnage: 30
 Battle Value: 951

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	88	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
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	8
R/L Leg	7	12

Weapons and Ammo			
	Location	Critical	Tonnage
ER Small Laser	LA	1	.5
2 LRM 5	LT	2	4
Ammo (LRM) 24	LT	1	1
2 LRM 5	RT	2	4
Guardian ECM Suite	CT	2	1.5



OSR-3D OSIRIS

Mass: 30 tons
Chassis: FITES-O
Power Plant: Pharaoh 240 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Rawlings 61
Jump Capacity: 120 meters



Armor: StarGuard Ferro-Fibrous
Armament:
5 Bright-Bloom Extended Range
Medium Lasers
1 Harpoon-6 SRM-6 Launcher
1 Double-Gun Machine Gun

Manufacturer: Achernar BattleMechs
Primary Factory: New Avalon
Communications System: Achernar
Electronics HID-8.7
Targeting and Tracking System:
Federated Hunter Mk. VII

Overview

While Achernar BattleMechs has long been a primary supplier to the AFFS, they had become something of a “one-trick pony,” concentrating all of their energies for decades on building their two primary designs—the *Enforcer* and the *Dervish* (in addition to limited runs of several Star League-era designs). As a result, Achernar stagnated as a business. Even their update to the venerable *Enforcer* did little to boost their market value as the AFFS Department of the Quartermaster forced them into a license deal with Kallon Industries on Talon. That all changed in early 3063.

When Paul LeBeau became CEO of Achernar in 3058, he made a promise to his stockholders that the company would increase its profits threefold over the course of the next decade. He immediately began to assemble a complete R&D staff and instructed them to delve into every military-applicable technology advance possible.

The *Enforcer III* was Achernar’s first step into LeBeau’s “New Era,” but it wasn’t nearly enough. Orders for older designs had steadily decreased as more new ‘Mech designs were debuted, and LeBeau was anxious to fill those gaps. Though his own R&D team was already

working on their own new design, it wouldn’t be ready for some time so he went to an outside source—Fredonian Industrial Technologies.

Capabilities

Gittleman and Abzug were veterans of the Clan War. They came to F.I.T. with the intention of designing a new generation of BattleMechs for the Inner Sphere capable of credibly dealing with the Clan threat. Recognizing a major requirement for light ‘Mechs to fill scout and harasser roles, they designed the *Osiris* to fill exactly that role.

Mounting a phalanx of extended-range lasers and a 6-tube SRM launcher, the *Osiris* has a speed, range and damage profile similar to the Clan *Dragonfly* Alpha configuration (carrying only 60% of the armor protection, however) with a single machine gun array providing close-in defense. Though the standard *Osiris* does not have the same jump capabilities as the *Dragonfly*, the design team felt that the ‘Mech’s offensive capabilities were more important than sheer maneuverability.

The ‘Mech has an impressive weapons load-out, giving the *Osiris* the ability to hit-and-fade quite effectively. Its limited jump capacity, coupled with its great speed, means that it can extract itself from almost any predicament and travel over any terrain.

Deployment

Since first debuting in February of 3063, the *Osiris* has found its way to every corner of both the Federated Suns and the Lyran Alliance—though the majority of those manufactured in the four years since have remained within the Crucis March. During the grand assault on New Avalon, these ‘Mechs were assigned to combat units on the front lines as fast as they could be put into operation, often before the final touches could be made.

Variants

Only one major variant of the *Osiris* exists, a product of the New Avalon campaign. The SRM 6 and the machine gun are removed, freeing up mass to increase the ‘Mech’s jumping capacity and to add two medium pulse lasers.

LIGHT

MEDIUM

HEAVY

ASSAULT

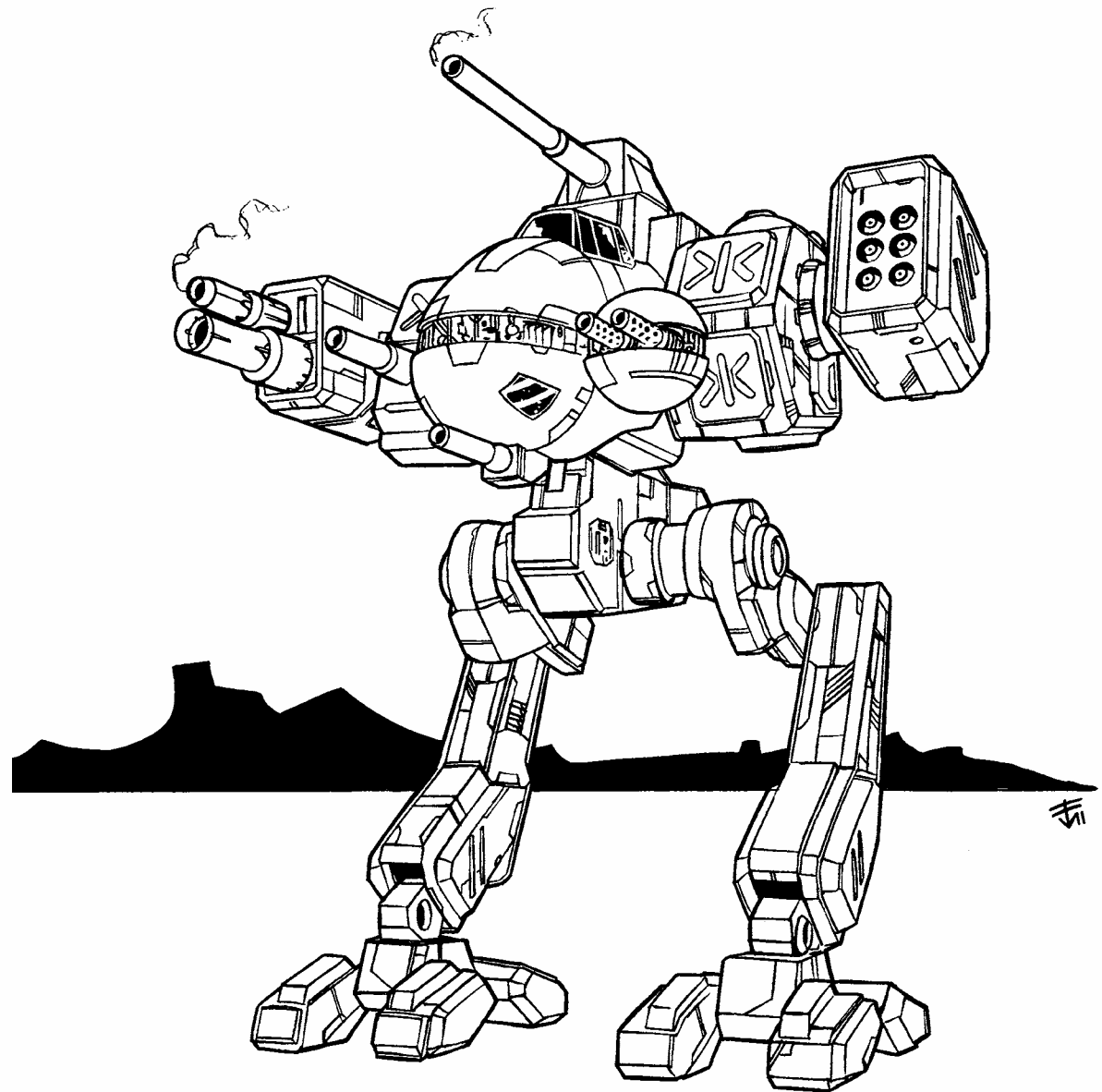
OMNI

OSR-3D OSIRIS

Type: **Osiris**
 Technology Base: Inner Sphere
 Tonnage: 30
 Battle Value: 1,138

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	80	4.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	10	10
Center Torso (rear)		3
R/L Torso	7	8
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	11

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
SRM 6	LA	2	3
ER Medium Laser	RT	1	1
Jump Jets	RT	2	1
2 ER Medium Lasers	CT	2	2
Machine Gun	LT	1	.5
Ammo (MG) 100	LT	1	.5
Ammo (SRM) 15	LT	1	1
Jump Jets	LT	2	1



RZK-9S RAZORBACK

Mass: 30 tons
Chassis: Bowie Light Endo Model 14
Power Plant: Defiance 180 Light Fusion
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None



Overview

Bowie Industries is a huge corporation with operations on a dozen different worlds. Though not as well known as other Lyran defense concerns such as Defiance or Coventry Metal Works, Bowie has supplied the LAAF and its progenitors with military equipment from its two major manufacturing plants for centuries. Until recently, however, the corporation concentrated on producing the same BattleMechs it had for literally centuries.

During and after the Clan War, every single military unit was buying every BattleMech they could just to make up their losses, regardless of the design. By the end of the 3050's however, the "spending sprees" were over. Those still buying mass quantities of military equipment were choosing more and more to spend their money on the rash of new, high-tech designs that had flooded the market.

In 3060, Bowie finally had to make a change. Having concentrated on heavy 'Mech designs for most of their existence, Bowie's engineers began design work on a new light BattleMech, though they subsequently altered their plans somewhat when they gained access

Armor: Durallex Super Medium Ferro-Fibrous with CASE

Armament:

1 Defiance Model 6 Extended-Range Large Laser
1 Defiance Trak-Shot II Streak SRM-4 Launcher
4 Coventry Light Autogun Machine Guns

Manufacturer: Bowie Industries

Primary Factory: Carlisle

Communications System: Dalban Micronics 35

Targeting and Tracking System: Dalban HiRez IV

to Defiance's new Light Fusion Engine. The *Razorback* debuted in prototype form in mid-3063 and in final form just months later, its full testing period cut short by the Civil War.

Capabilities

The *Razorback* fills something of a mid-ground in light BattleMech designs. It combines long-range firepower in the form of an extended range large laser with the powerful short-range punch of a Streak SRM 4 and two sets of paired machine guns. Likewise, though it is far from the fastest BattleMech in existence, it has the speed to keep up with other modern light combat elements, providing ranged covering fire while faster units dart in (or withdraw).

That capability was never more evident than when dozens of *Razorbacks* were rushed to Tharkad. The shipment was captured inbound to the planet by the Kell Hounds, who quickly deployed them to make up for combat losses. Though most of these light 'Mechs didn't survive the final battles, they did prove time and again that even assault 'Mechs can be taken down by lights, especially lights operating in rough terrain.

Deployment

The *Razorback* came into service during the first months of the long Civil War and was used heavily to make up combat losses on both sides. While Bowie was shipping their 'Mechs directly to the LAAF Quartermaster Corps, several shipments were diverted by officers loyal to Victor Steiner-Davion. Almost all of these units remained within the Lyran Alliance, though the first run did find its way into Katherine-loyal units stationed in the Federated Suns.

Variants

Once the assault on Hesperus began, Bowie temporarily lost its main weapons supplier, forcing their procurement and engineering divisions to improvise. They already had a stockpile of ER PPCs, however, and with a quick deal they secured enough ER medium lasers to equip two full production runs. This variant, mounting a single ER PPC flanked by four ER Mediums and an additional heat sink, is fast becoming the most popular version of this new 'Mech.

LIGHT

MEDIUM

HEAVY

ASSAULT

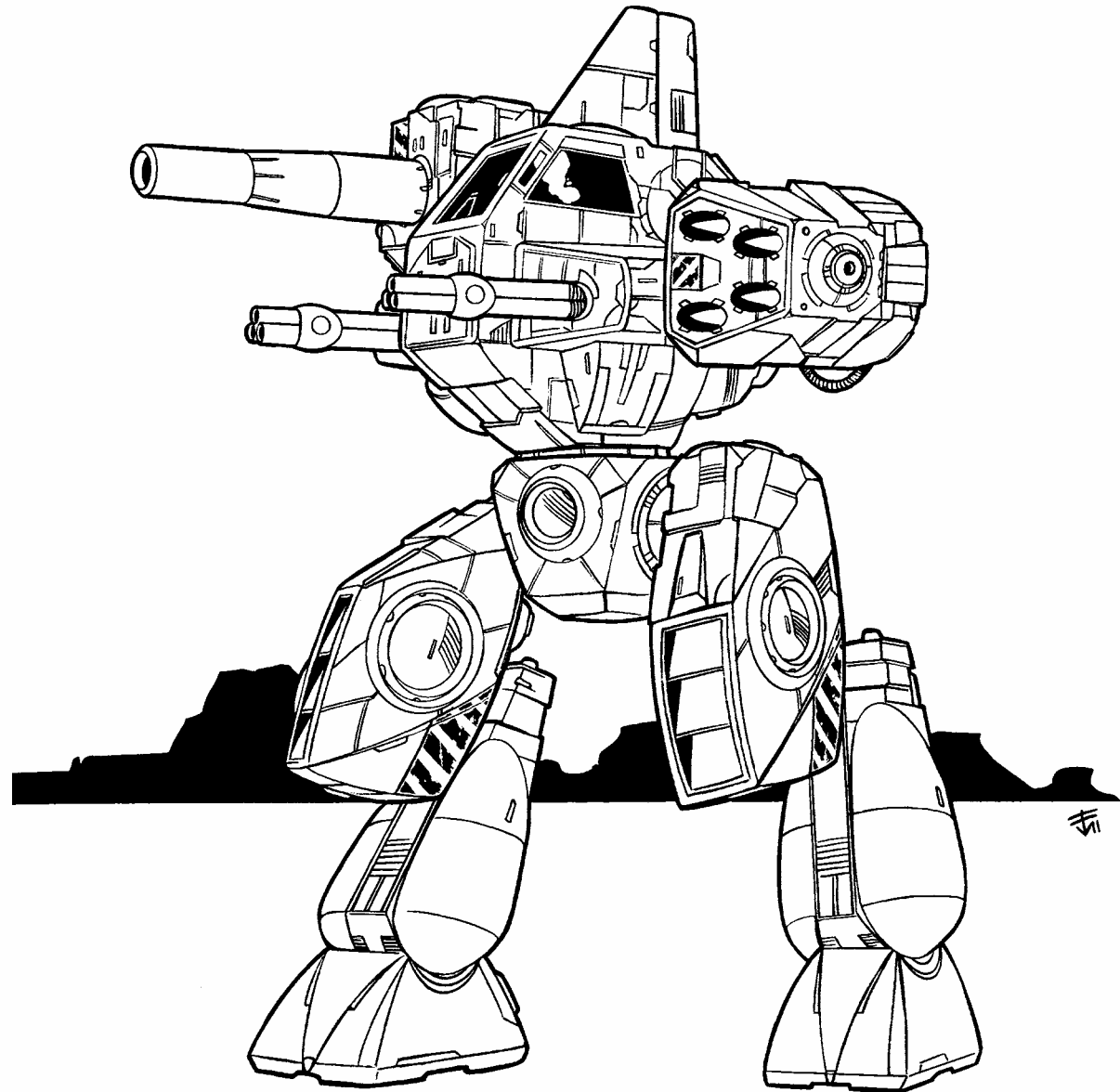
OMNI

RZK-9S RAZORBACK

Type: **Razorback**
 Technology Base: Inner Sphere
 Tonnage: 30
 Battle Value: 855

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	180 Light	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	105	6
	<i>Internal Structure</i>	<i>Armor Value</i>
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
ER Large Laser	RA	2	5
Streak SRM 4	LA	1	3
Ammo (Streak) 25	LT	1	1
2 Machine Guns	RT	2	1
2 Machine Guns	LT	2	1
Ammo (MG) 100	LT	1	.5
CASE	LT	1	.5



GUR-2G GURKHA

Mass: 35 tons
Chassis: Krupp 255 Endo Steel
Power Plant: Magna 245 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None

Armor: Krupp 155
Armament:
1 Fusigon Longtooth ER PPC
4 Diverse Optics Extended Range
Small Lasers
Manufacturer: Krupp Armament Works
Primary Factory: Germany, Terra

Communications System: Exeter
Longscan 500 with C³i Computer
Targeting and Tracking System: Garret T97C



Overview

The refurbished Krupp Armament Works factory on Terra had begun producing *Raijins* for the Word of Blake Militia, but that was not enough. Immediately after his promotion in 3061, Precentor Martial St. Jamais put out a call for new light and medium designs to be manufactured there in order to prevent any assembly lines from being idle. Though several new designs were submitted, the most promising was one utilizing C³i computer technology and wielding a sword for up-close combat. Innovative and effective, the Precentor Martial approved production of the new light 'Mech and named it the *Gurkha*, after the ancient Terran commandos known for their loyalty and their skill with blades.

Gurkhas went into production in early 3063 and have become quite popular among light 'Mech pilots in the Militia. The ability that the sword gives them to make combat more "up close and personal" has attracted more MechWarriors interested in physical 'Mech combat to the design than would be expected for a light 'Mech, in much the same way that the

Buccaneer did with its hatchet. The sword also stirs up a pride and fanaticism: the symbol for the Word of Blake as a whole is a broadsword, and the dress uniforms of all Militia members include one.

Capabilities

Quite fast and well armored, the *Gurkha* is usually able to close sufficiently to cut loose with all four of its ER small lasers and a mighty swing of the sword without taking any significant damage. As it closes, the Fusigon Longtooth ER PPC provides ranged firepower that is quite impressive for a 'Mech of the *Gurkha's* size.

The C³i computer technology included in the *Gurkha* makes it even more dangerous; with its speed, it can get close enough to targets to provide accurate targeting information for its heavier, better-armed compatriots while moving in to deliver the coup de grace to the unfortunate recipient of the incoming fire. Its major flaw in this regard is its lack of jump jets, which has made closing in on an enemy in mountainous terrain something of a problem.

Deployment

Precentor Martial St. Jamais has had the bulk of the produced *Gurkhas* assigned alongside *Vanquishers*, forming the base for C³i networks which are then completed with other 'Mechs according to need and availability.

Variants

One easy modification that some technicians have made in the field is the replacement of the ER PPC with a Tronel large pulse laser. This increases accuracy at the expense of range, but many pilots find this acceptable, as they must close with the enemy anyway in order to use the sword.

LIGHT

MEDIUM

HEAVY

ASSAULT

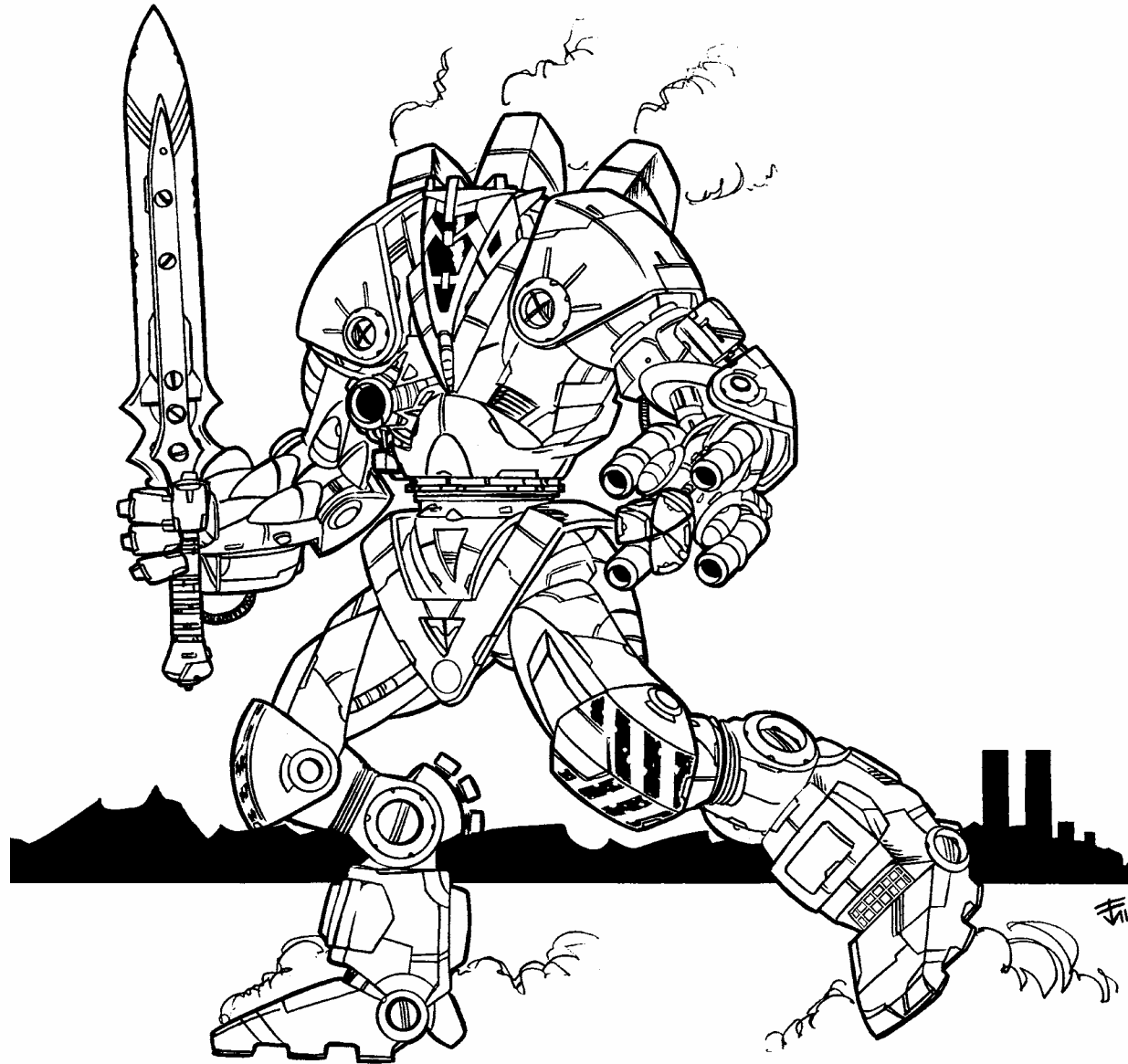
OMNI

GUR-2G GURKHA

Type: **Gurkha**
 Technology Base: Inner Sphere
 Tonnage: 35
 Battle Value: 1,101

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:	119	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	15
Center Torso (rear)		7
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	8	16

Weapons and Ammo	Location	Critical	Tonnage
4 ER Small Lasers	LA	4	2
Sword	RA	3	2
ER PPC	RT	3	7
C ³ i Computer	CT	2	2.5



STO-4A STILETTO

Mass: 35 tons
Chassis: MatherTech 750
Power Plant: VOX 280 Light Engine
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro Fibrous with CASE
Armament:
2 Coventry TH4 Streak SRM-2
1 Coventry LRM-5
Manufacturer: Coventry Metal Works
Primary Factory: Coventry

Communications System: Cyclops 14 with Guardian ECM Suite
Targeting and Tracking System: Cyclops-Beagle



Overview

The Battle of Coventry left the Lyran Alliance with large quantities of salvage. Much of it was broken down into individual components and placed under close scrutiny in an attempt to close the gap between Clan and Inner Sphere manufacturing techniques. Some companies, however, attempted to retro-engineer whole designs, replicating them with available technologies in a manner similar to the DCMS' efforts with the *Black Hawk* and the *Black Hawk-KU*. Several designs were included in this program, but only those concerning the *Fire Falcon*, the lightest of those studied, bore fruit in the design called the *Stiletto*.

Capabilities

Though heavier than its parent by some ten tons, the *Stiletto* is, visually at least, a near clone of the *Fire Falcon*; in fact, both designs handle similarly and have identical top speeds. Here is where the similarities end, however. To get this performance, the *Stiletto's* power plant is almost twice as massive as the Clan machine's is. Many other components also had to be up-scaled just to gain the same performance as the *Fire Falcon*.

Though knowledgeable in OmniMech systems, Coventry Metal Works' technicians chose not to use the modular system in the *Stiletto*, citing cost implications and a desire to prove the principle. With the fixed weapon payload, however, the Lyran engineers demonstrated their lack of expertise with light 'Mech designs by installing locally produced, but heavily ammo-dependent weapons, like the SRM-2 Streak and LRMs rather than lighter energy weapons that could exploit the large VOX power plant's integral heat sinks. The resulting design is fast and well armored, but under-gunned when compared to designs of comparable mass.

The inclusion of the newly unveiled light engine on the *Stiletto*, however, allows for a much higher survivability. Although the engine is heavier than standard XL engines mounted by 'Mechs of similar capabilities, it takes up less space, thus reducing damage probabilities against the engine.

Deployment

Prototypes of the *Stiletto* entered service less than a year after the Falcons accepted hegira from Coventry, with most of those prototypes shipped to pro-Victor units such as the First Davion Guards for field testing, courtesy of Duke Bradford.

Though not widely liked, the *Stiletto* performed well thanks to its combination of speed, sensors and ECM, making it a creditable scout 'Mech. Having entered limited production in 3061, and full-scale production a year later, the design quickly appeared in staunchly loyal units such as the Royal Guard, the Alliance Jaegers and the Donegal Guards.

The *Stiletto* saw action in most major battles throughout the civil war, playing a large role in the battles for both Tharkad and New Avalon, though almost exclusively with the loyalist armies. As a result, the 'Mech is virtually shunned by all those in the AFFS and even many in the LAAF.

Variants

Pilots of the new machine continue to be critical of its ammo-fed weaponry. Debuted shortly after the outbreak of war, the only variant replaces the SRM and LRM launchers, ammo and CASE with a pair of ER medium lasers, an ER large laser and a flamer. Although less heat efficient than its progenitor, the B-variant quickly found favor among pilots assigned to long-range patrols.

LIGHT

MEDIUM

HEAVY

ASSAULT

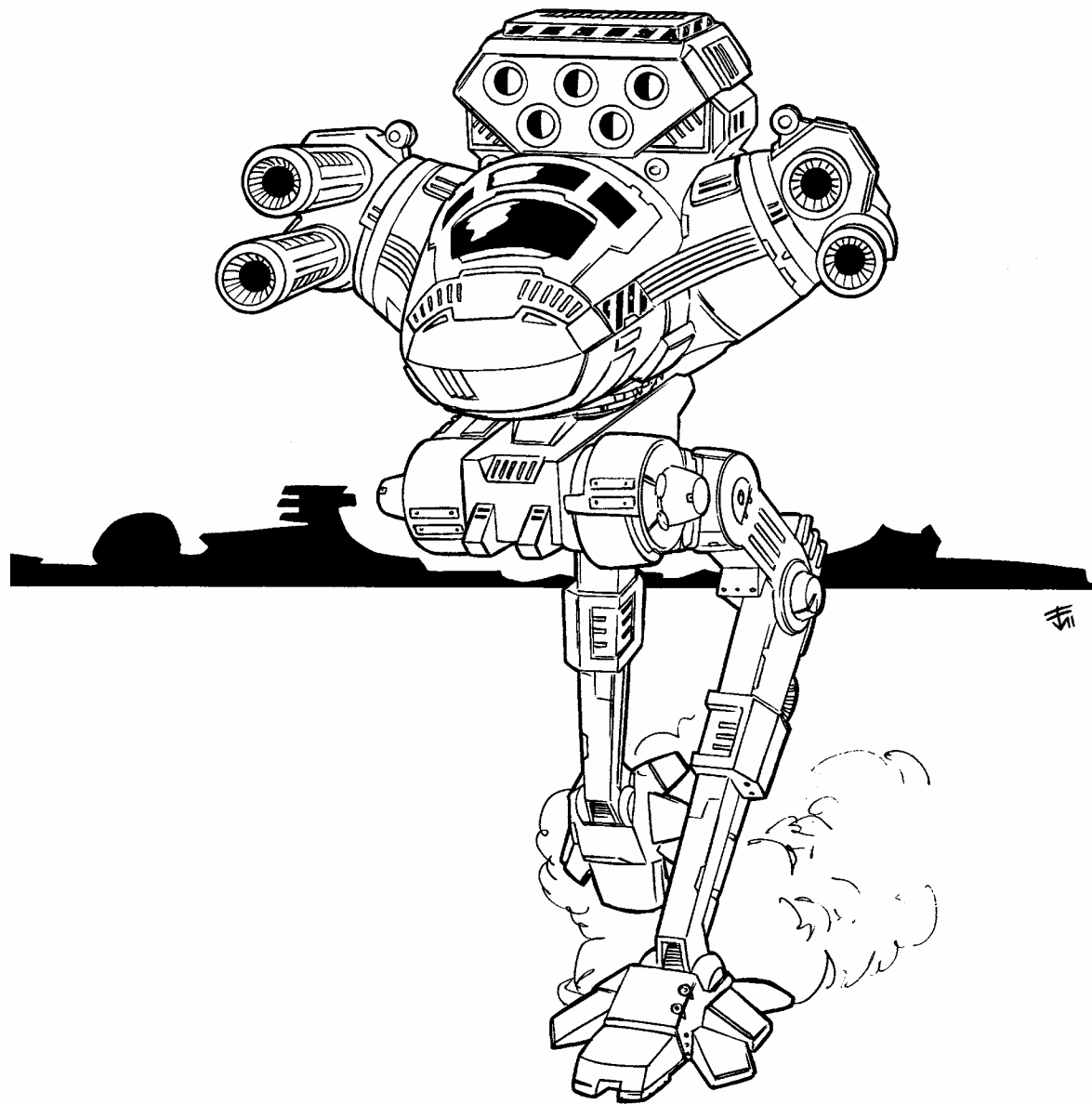
OMNI

STO-4A STILETTO

Type: **Stiletto**
 Technology Base: Inner Sphere
 Tonnage: 35
 Battle Value: 859

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	280 Light	12
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	107	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	14

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 2	RA	1	1.5
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	RT	1	1
LRM 5	CT	1	2
Ammo (LRM) 24	RT	1	1
CASE	RT	1	.5
Guardian ECM Suite	LT	2	1.5



CMA-1S CHIMERA

Mass: 40 Tons
Chassis: Chameleon Light Endo 2
Power Plant: GM 240 Extra Light
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 40
Jump Capacity: 180 meters
Armor: StarGuard CCM

Armament:
1 ExoStar Extended Range Large Laser
1 BrightBloom Extended Range Medium Laser
1 Scatter Gun Light Machine Gun
1 Shigunga MRM-20 Launcher

Manufacturer: Brigadier Corporation, Independence Weaponry, Kressly Warworks (under license)
Primary Factories: Oliver, Quentin, Epsilon Eridani
Communications System: Corean Transband-J12
Targeting and Tracking System: BlazeFire Tracker with Range Check



Overview

Prior to the launching of Operations Bulldog and Serpent, relations between the Federated Commonwealth and the Draconis Combine were at an all-time high. As a show of mutual support in the face of the coming campaign, the two governments worked side-by-side to develop a new BattleMech that would showcase technological developments made by both, in much the same way they did with the *Gunslinger* years earlier.

The preliminary design and logistics work took some time. At the behest of Archon Katherine Steiner-Davion, the Lyran Alliance was added to the project. When she later took control of the Federated Commonwealth, however, Lyran concerns and engineers quickly began to dominate the entire process. The product of the effort between the nations soon became something quite different from the joint effort that was initially conceived. With so many resources already invested in the project by all concerned, however, there was no choice but to allow the *Chimera* to continue forward into full-scale production.

Capabilities

The *Chimera* is meant to function in light and cavalry 'Mech units, providing relatively heavy fire and still maintain a moderately high speed, allowing it to keep up with scouting elements. The arm-mounted extended range large laser proves competent at long ranges, while the Combine-produced MRM launcher supplies a punch not many medium BattleMechs can match. Though the ER medium laser and the machine gun were apparently added as after-thoughts, they do give the *Chimera* an extra punch at medium and close ranges, something that can often make the difference in the heat of battle.

While some have suggested that the number of energy weapons might give the design a problem, the BattleMech is surprisingly heat efficient. Though pilots who constantly push the 'Mech to its design limits will run into problems, the *Chimera* is consistently lauded as a capable design. It has a high speed and is quite nimble, factors only enhanced by its jump capacity. If the *Chimera* is lacking anywhere, it is in its armor protection. It mounts a mere seven tons of armor, giving it only the protection afforded by most light 'Mechs. On the other hand, its designers felt that the 'Mech's speed

and maneuverability would be enough to make up for that. Considering its heavy weapons loadout, the *Chimera* is certainly one of the most formidable medium-class 'Mechs to debut in the last decade.

Deployment

The *Chimera* entered service in 3063 with the Alarion Jaegers, the Tenth Deneb Light Cavalry and the Third Robinson Rangers, all units loyal to Archon Katherine. With the full run from the Brigadier plant and half of the Independence runs going to Katherine's units, Coordinator Kurita made the preemptive move to license production on Epsilon Eridani, giving units who hadn't pledged absolute loyalty to Katherine the opportunity to also purchase these new 'Mechs.

Variants

The Quentin and Epsilon Eridani plants produce a variant for Combine and other select units that replaces the machine gun and ammunition with a C³ slave computer, giving the *Chimera* even more command over a battlefield. So far these variants have found their way into several Davion Guards and Crucis Lancers regiments.

LIGHT

MEDIUM

HEAVY

ASSAULT

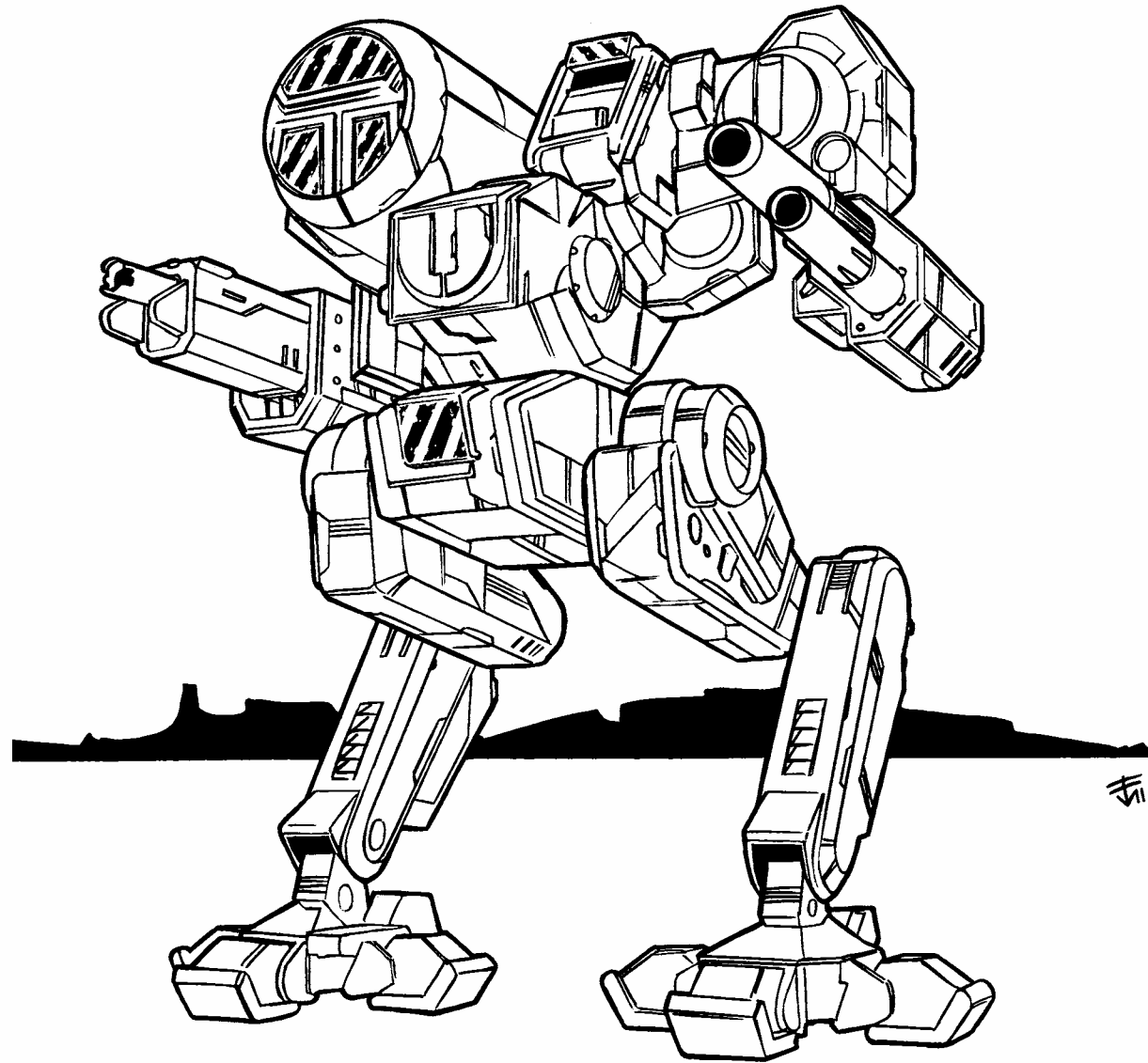
OMNI

CMA-1S CHIMERA

Type: **Chimera**
 Technology Base: Inner Sphere
 Tonnage: 40
 Battle Value: 1,173

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	14
Center Torso (rear)		5
R/L Torso	10	12
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	10	16

Weapons and Ammo	Location	Critical	Tonnage
Machine Gun	RA	1	.5
Ammo (MG) 100	RT	1	.5
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
MRM 20	RT	3	7
Ammo (MRM) 24	RT	2	2
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



SYU-2B SHA YU

Mass: 40 tons
Chassis: Hellespont Type T Endo Steel
Power Plant: VOX 280 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None

Armor: Hellespont Lite Stealth
Armament:
2 Martell Extended Range Large Lasers
2 Diverse Optics Extended Range
Medium Lasers
Manufacturer: Hellespont Industrials
Primary Factory: Sian

Communications System: Ceres Metals
Model 666 with Guardian ECM Suite
Targeting and Tracking System: Apple
Churchill 2000 with 442x Target
Acquisition Gear



Overview

Hellespont Industrials wisely chose to use the *Raven* chassis as the starting point for their new design. They discovered that with a slightly heavier frame and some alteration to the electronics package, a stealth armor system would work beyond projected expectations. This concept would become the *Sha Yu*, the Shark, named for its bullet-shaped forward thrust cockpit on which an engineer painted an old combat decoration more often seen on fighter craft. Hellespont finally decided it was a fitting description, given that the *Sha Yu* certainly had “teeth.”

Capabilities

Lightly armored, the *Sha Yu*'s primary focus is not close-range combat. The inclusion of a TAG spotting laser is more a leftover from the initial *Raven* design, though the TAG does have a tendency to deter larger 'Mechs from closing and risking a directed Arrow IV artillery strike. Central to the BattleMech's field tactics is, of course, the stealth armor system which creates a “reduced targeting profile.” Radar and thermal imaging systems both have trouble acquiring target locks. So, in effect, while no enemy will

want to close pointblank with the *Sha Yu*, the Shark also maintains a serious advantage at longer range.

If the *Sha Yu* has a disadvantage, it is the tendency of MechWarriors to overuse the “alpha strike” capability of the machine and run extremely high heat levels. MechWarriors who pilot the *Sha Yu* have taken to calling out “blood in the waters,” as a warning to lancemates they are about to attempt such a feat. Running cool to that point, suddenly the *Sha Yu* turns inward within effective range of its medium lasers. The battle at this point can degenerate into either a slugging match, with debilitating heat effects quickly reducing the *Sha Yu*'s effectiveness, or a saber dance of high-speed passes followed by evasive runs in which the 'Mech fires little while cooling off from a previous all-out strike.

Deployment

The *Sha Yu* has been shipped in good numbers to high-profile units such as the Capellan Hussars, Warrior Houses and McCarron's Armored Cavalry. A few companies of these 'Mechs have also worked their way into middle-guard regiments. Despite its Guardian ECM System and the TAG laser, CCAF directives highly recommend that the *Sha Yu*

be employed offensively rather than as a recon unit. Any command deploying the *Sha Yu* is also advised to field a *Catapult* with Arrow IV capability, the better to threaten an enemy into keeping his distance.

Variants

While the *Sha Yu*'s primary design focused on medium-to-long range battles, the 4B variant was designed specifically for close-in fighting. Two extra tons of armor protect the BattleMech while two ER medium lasers and three medium pulse lasers work in concert to give it a solid punch. TAG is switched out for a C³ slave unit, connecting the 4B into a Command/ Control/ Communications network when its stealth technology is deactivated. An LRM-5 is its only far-reaching weapon, though in theory its two tons of ammo contain only special munitions for spreading minefields across the terrain.

LIGHT

MEDIUM

HEAVY

ASSAULT

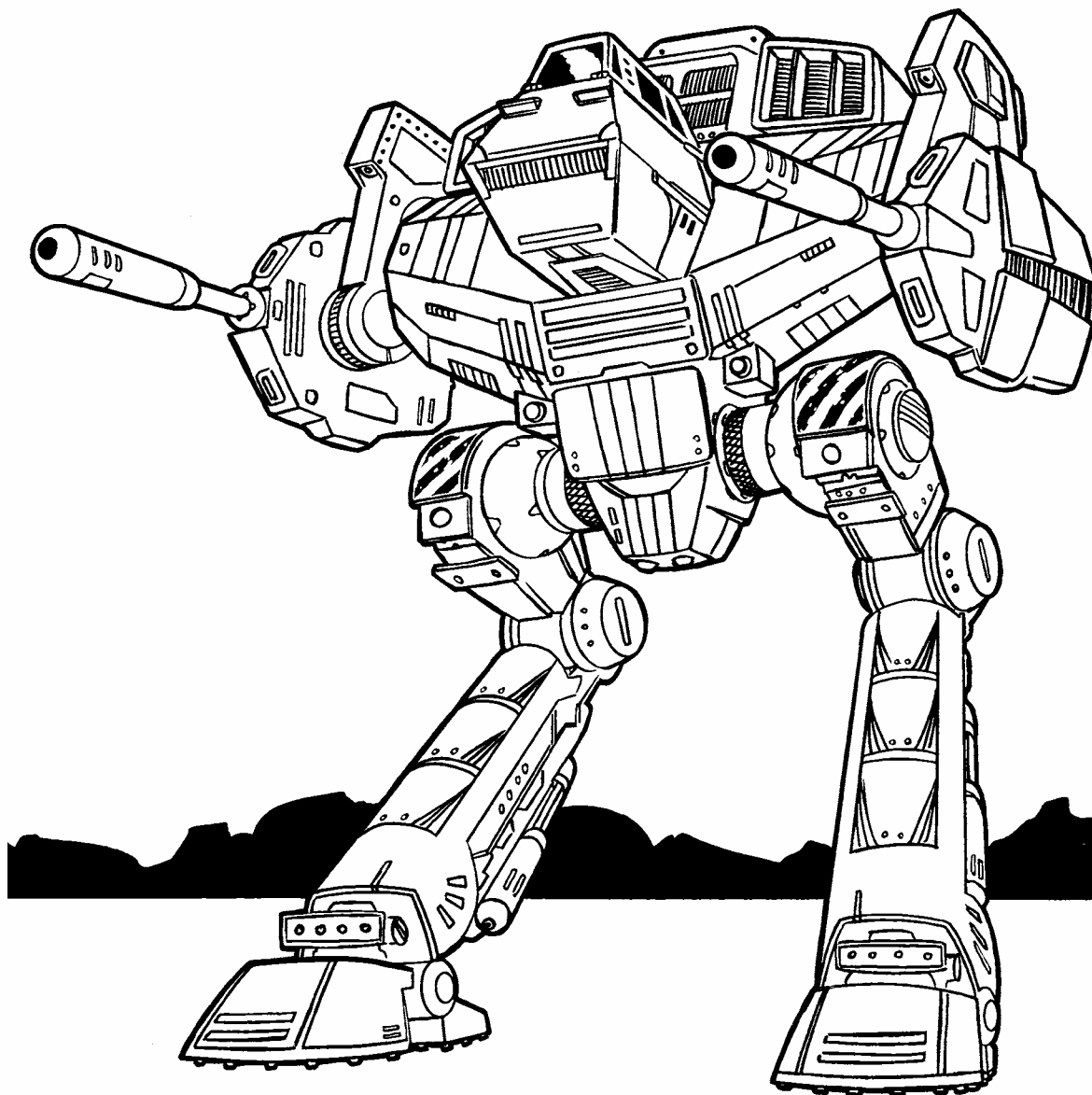
OMNI

SYU-2B SHA YU

Type: **Sha Yu**
 Technology Base: Inner Sphere
 Tonnage: 40
 Battle Value: 1,488

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	104	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	14
Center Torso (rear)		5
R/L Torso	10	13
R/L Torso (rear)		5
R/L Arm	6	9
R/L Leg	10	11

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
ER Medium Laser	LT	1	1
ER Medium Laser	RT	1	1
TAG	H	1	1
Guardian ECM Suite	CT	2	1.5



B1-HND BLOODHOUND

Mass: 45 tons
Chassis: Earthwerks PXH IV Endo Steel
Power Plant: Hermes 315 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None



Overview

The cultural and political reawakening the Capellan Confederation experienced through Xin Sheng (Rebirth) was fueled even more when Sun-Tzu became the first First Lord of the reborn Star League. With the technological revolution of the last thirty years finally reaching them, fostering great strides in military preparedness and convincing allies in the Periphery to join themselves with the historically flagging CCAF, the Capellans finally gained enough strength to reconquer the St. Ives Compact—a goal long promised and only secured through questionable use of Star League authority.

Understandably, many in the Free Worlds League became concerned when, amid these changes, the leader of the revitalized Confederation declared an end to his nine-year engagement to Isis Marik, daughter and then-heiress apparent to Captain-General Thomas Marik. Grown wary of his resurgent neighbor and one-time ally, Marik set in motion a program aimed at boosting the forces along the League's shared border with the Confederation. Given the guerrilla warfare style of Capellan tactics, a call for purpose-built anti-guerrilla units went out—a call that Earthwerks Incorporated of Keystone seemed

Armor: Durallex Light with CASE

Armament:

- 1 Guided Technologies 2nd Generation Streak SRM-6 Launcher
- 3 Diverse Optics Extended Range Medium Lasers
- 1 Diverse Optics Extended Range Small Laser

Manufacturer: Earthwerks Ltd.

Primary Factory: Keystone

Communications System: Neil 7000

Targeting and Tracking System: Octagon Tartrac System E with Beagle Active Probe

only too eager to meet. Their new B1-HND *Bloodhound* counter-insurgency BattleMech entered service in 3064, barely a year after Marik's request.

Capabilities

The reason for the *Bloodhound's* fast development and production lies in part with the continuing re-tooling effort at Earthwerks' Keystone 'Mech plant, where older lines have been phased out in order to facilitate newer designs. Some of these newer 'Mech designs—actually radically refurbished older ones—demonstrate the success of the company's efforts to breathe the new life into its aging factory. The *Bloodhound* uses a dramatically altered chassis powered by an extra-light Hermes 315 engine and boasts a top speed of 115 kilometers per hour in standard gravity. For protection, the 'Mech carries close to the maximum amount of Durallex Light standard armor, complete with life—and 'Mech—saving CASE.

Designed to hunt hidden guerilla units operating in remote areas, the *Bloodhound* carries a Beagle Active Probe system. A quartet of medium and small extended-range lasers spread over the torso and arms maximize its effective firing arc, while a supporting torso-mounted Streak 6-rack assures maximum battlefield duration and significant punch.

Deployment

As per its mandate, virtually all the *Bloodhounds* produced since 3064 have been assigned to FWLM units stationed close to the Capellan border and Chaos March, as well as the to League's border with the Lyran Alliance's Freedom Theater. Military advisors to the Captain-General seem to be convinced that the guerilla-style actions for which the *Bloodhound* was conceived will most likely occur in those regions.

Variants

The B2-HND variant, an ECM-equipped version of the *Bloodhound*, has been observed in action recently. This variant drops two heat sinks and adds a second ER small laser to the left arm, with a Guardian ECM suite mounted in the left torso. These changes make the machine harder to hit, but can accumulate heat in a pitched battle if the MechWarrior relies too heavily on the added firepower.

LIGHT

MEDIUM

HEAVY

ASSAULT

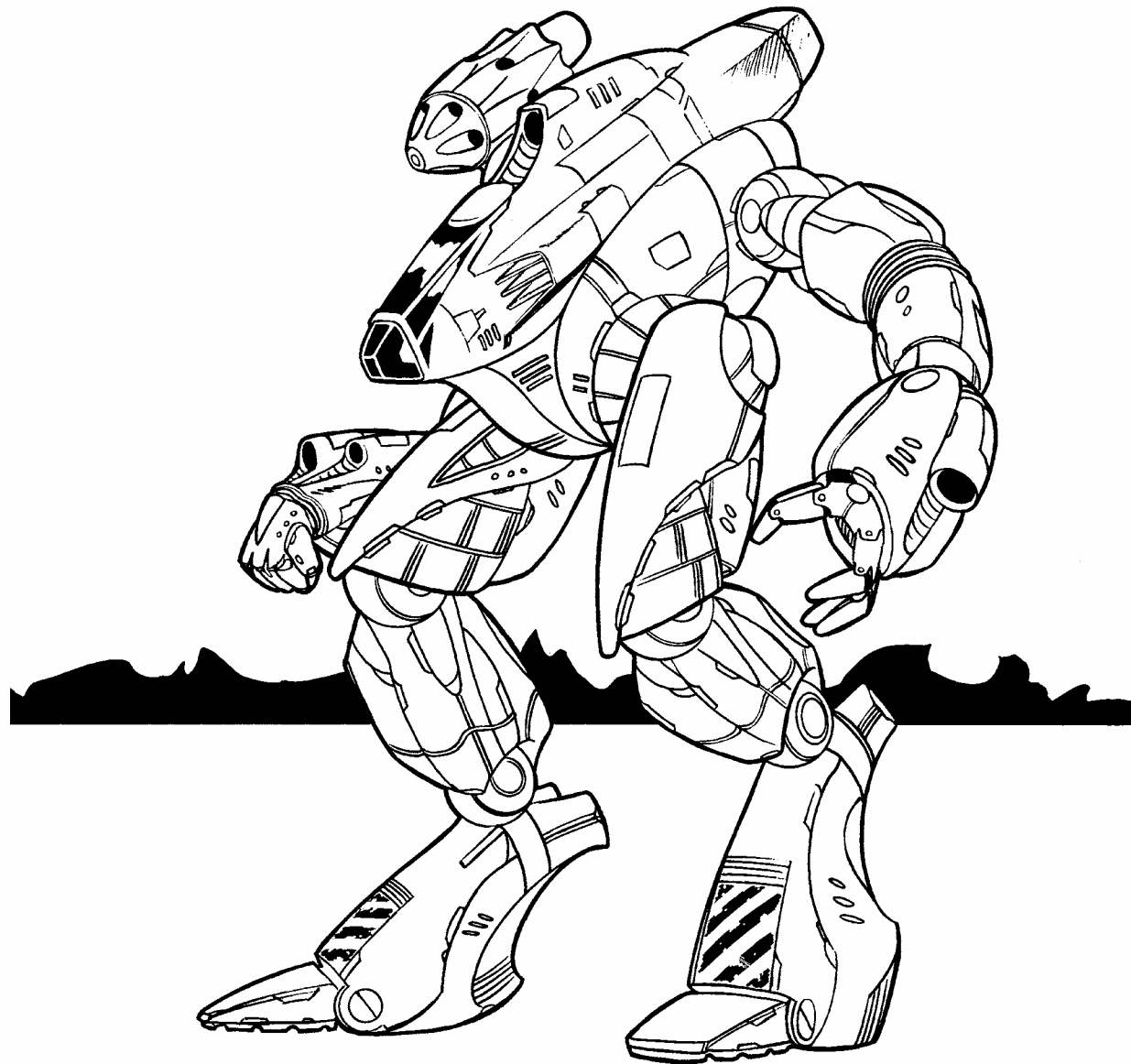
OMNI

B1-HND BLOODHOUND

Type: **Bloodhound**
 Technology Base: Inner Sphere
 Tonnage: 45
 Battle Value: 1,248

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	315 XL	11
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	152	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
CASE	RT	1	.5
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
ER Medium Laser	LA	1	1
ER Medium Laser	H	1	1
Beagle Active Probe	CT	2	1.5



BLF-21 BLUE FLAME

Mass: 45 tons
Chassis: Dennenbach-Mitchell Series 8
Endo Steel
Power Plant: VOX 225 Light Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None

Jump Capacity: None
Armor: StarSlab/2
Armament:
2 Diverse Optics Sunbeam Extended
Range Large Lasers
3 Hovertec Streak SRM-2s

Manufacturer: Mitchell Vehicles
Primary Factory: North America, Terra
Communications System: Dornman Echo
IV with C³i Computer
Targeting and Tracking System: Wayne
SuperSight



Overview

After capturing Terra, the Word of Blake reopened many Terran factories closed since the fall of the first Star League as part of their massive rebuilding effort. Most of these were used to produce the same designs they had centuries before, but a few were chosen to manufacture new designs as well.

Among the largest of these factories is the Mitchell Vehicles complex. Once the main production facility of the *Shootist*, it has begun manufacturing that venerable design again. At the same time, several lines were converted especially for the assembly of quad BattleMechs.

Two 'Mechs were specially designed to be produced in this revamped factory area. The *Blue Flame* and its larger partner, the *White Flame*, are the first quad 'Mechs to be produced by the Word of Blake. They are certainly strong designs, and it seems likely that more quad designs will emerge from the Mitchell Vehicles factory based

on their success—mirroring the emergence of quads in armies across the Inner Sphere.

Capabilities

The *Blue Flame* carries a powerful payload and is dangerous at all ranges, matching paired ER large lasers with a trio of Streak SRM-2 launchers. Intended to be a medium element of a C³i network, it carries a C³i computer that allows it to use the targeting data of any other member of the network. The design also carries more armor than is usually possible for 'Mechs of its size while at the same time maintaining a modicum of speed. Though it lacks CASE, most Word of Blake pilots simply take that danger in stride.

Like many smaller quads, the *Blue Flame* lacks rear-mounted weaponry and is unable to twist its torso like a bipedal 'Mech. This can make it very vulnerable if an enemy gets behind it, but Word of Blake quad pilots are specifically trained in tactics to prevent that danger.

Deployment

Blue Flames have been sent in small numbers to all divisions of the Word of Blake Militia. The numbers produced, however, appear to be greater than what has been distributed—possibly by a large margin. This discrepancy has been noticed to some degree with all 'Mechs and vehicles produced by the Word of Blake since 3062. Some military experts believe this indicates that the Militia has formed at least one secret division and possibly more. With complete control of the Sol system and high recruiting numbers in the Chaos March, this is certainly within the realm of possibility.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

BLF-21 BLUE FLAME

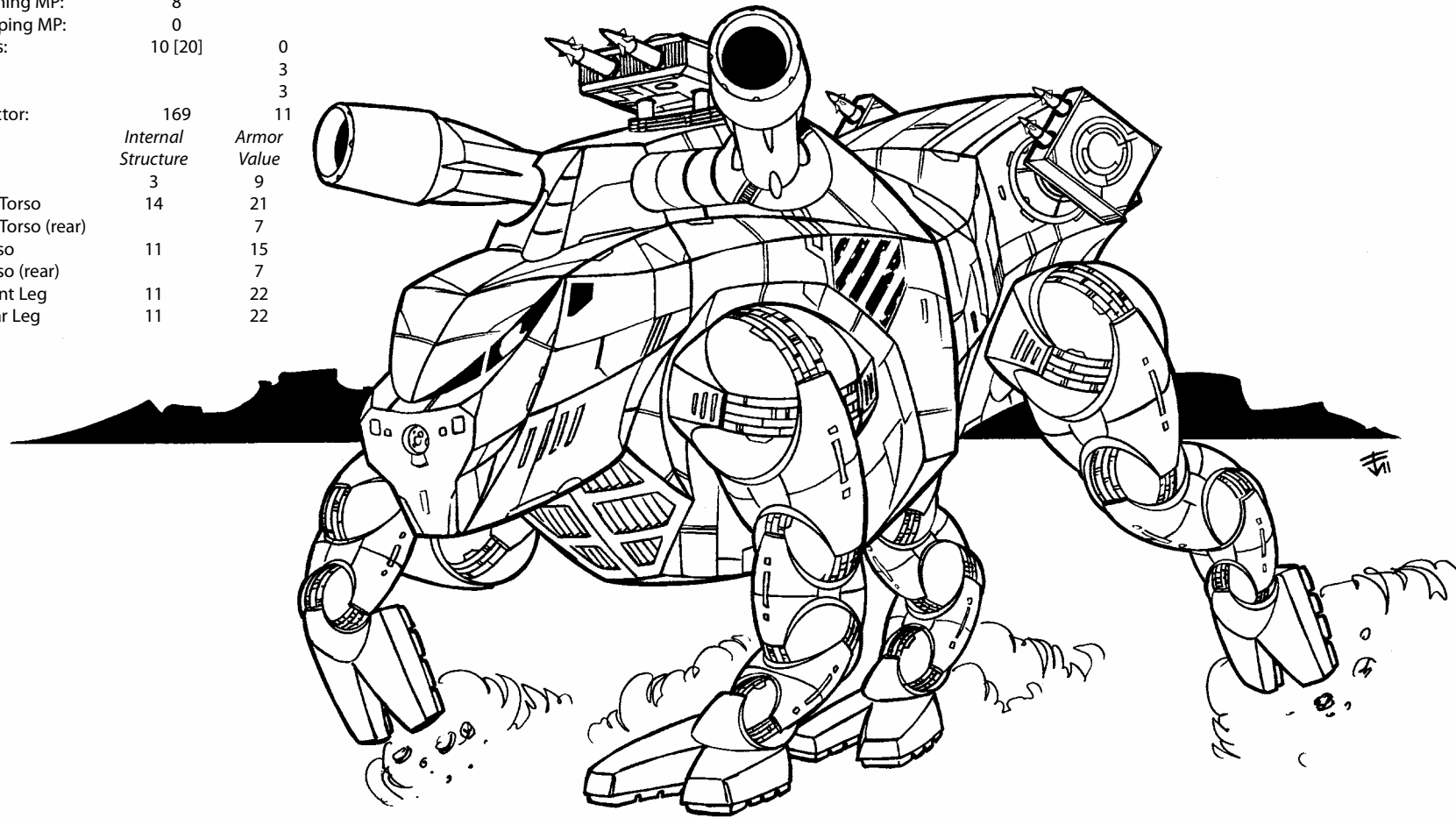
Type: **Blue Flame**
 Technology Base: Inner Sphere
 Tonnage: 45
 Battle Value: 1,256

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	225 Light	7.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	169	11
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	21
Center Torso (rear)		7
R/L Torso	11	15
R/L Torso (rear)		7
R/L Front Leg	11	22
R/L Rear Leg	11	22

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RT	2	5
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
ER Large Laser	LT	2	5
Streak SRM 2	LT	1	1.5
C ³ i Computer	CT	2	2.5
Streak SRM 2	H	1	1.5



HSN-7D HELLSPAWN

Mass: 45 Tons
Chassis: GM Fury-M Endo
Power Plant: GM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 80

Jump Capacity: 180 meters
Armor: StarGuard III
Armament:
3 RAMTech 800P Medium Pulse Lasers
2 Federated 10-shot LRM-10 Launchers
Manufacturer: General Motors

Primary Factory: Talcott
Communications System: Dalban
SuperMicronics with Guardian ECM
Targeting and Tracking System: GME
HiTrak-3



Overview

The Clan War and its resulting engagements hit the AFFC hard. Department of the Quartermaster reports estimated it would take as long as two decades' time before the AFFC could return to the same level of readiness it enjoyed prior to 3049. Of course, that didn't take into account the events of the last several years.

In 3056, the AFFC released requirements for a number of new combat units with the intention of awarding contracts by 3060. Taking a cue from several other established manufacturers, General Motors responded with the *Hellspawn*, the flagship of the company's newly opened 'Mech lines on Talcott. The Department of the Quartermaster awarded GM the contract in October of 3060.

Capabilities

The *Dervish* has long been a staple of the the Federated Suns' military, providing ranged fire support within a highly maneuverable package. Unfortunately, that design dates back to the Star League era. As new technologies came to the forefront over the past three decades, the *Dervish* quickly became outmoded—a fact made abundantly clear during the Clan invasion.

The AFFC still had a need for a highly mobile fire support 'Mech, however, a role that the *Hellspawn* fills capably. It is faster and more maneuverable than its progenitor, and carries the same firepower in a package that is ten tons lighter—allowing commanders to devote more precious cargo space in their DropShips to ammunition and other consumables. The paired LRM-10s are potent weapons, especially when fired en masse as the *Dervish* proved for centuries. Three medium pulse lasers round out the weapons loadout, making the 'Mech less dependent than its predecessor on a supply convoy and actually increasing its punch at the close ranges—where the *Dervish* was often found lacking.

Where the *Hellspawn* is lacking is in armor; it mounts less than seventy percent of its theoretical maximum. While speed and maneuverability can make up for that deficiency somewhat, quite a few *Hellspawn* pilots have labeled the 'Mech a deathtrap—especially as GM's engineers chose not to incorporate CASE to protect the ammunition bins in the left torso. GM is apparently still looking into ways to make the *Hellspawn* safer for, and thus more appealing to, its pilots.

Deployment

The *Hellspawn* was first shipped to the Crucis Lancers in September of 3062, allowing them to retire their ancient *Dervishes* to garrison units or scrap heaps. Since then, units from the Deneb Light Cavalry to the Robinson Rangers have received them. Most notably, the Second Ceti Hussars and the Davion Light Guards used them to good effect on New Syrtis, ravaging the lightest elements of the Fourth Donegal Guards' reconnaissance force with combined direct fire and Thunder munitions.

Variants

Though none are in production yet, two proposed variants are on the drawing board. One downgrades two of the pulse lasers to ER versions, providing the mass necessary to add Artemis IV Fire Control Systems. The second proposal replaces the LRMs completely, adding MRM-20s in their place.

LIGHT

MEDIUM

HEAVY

ASSAULT

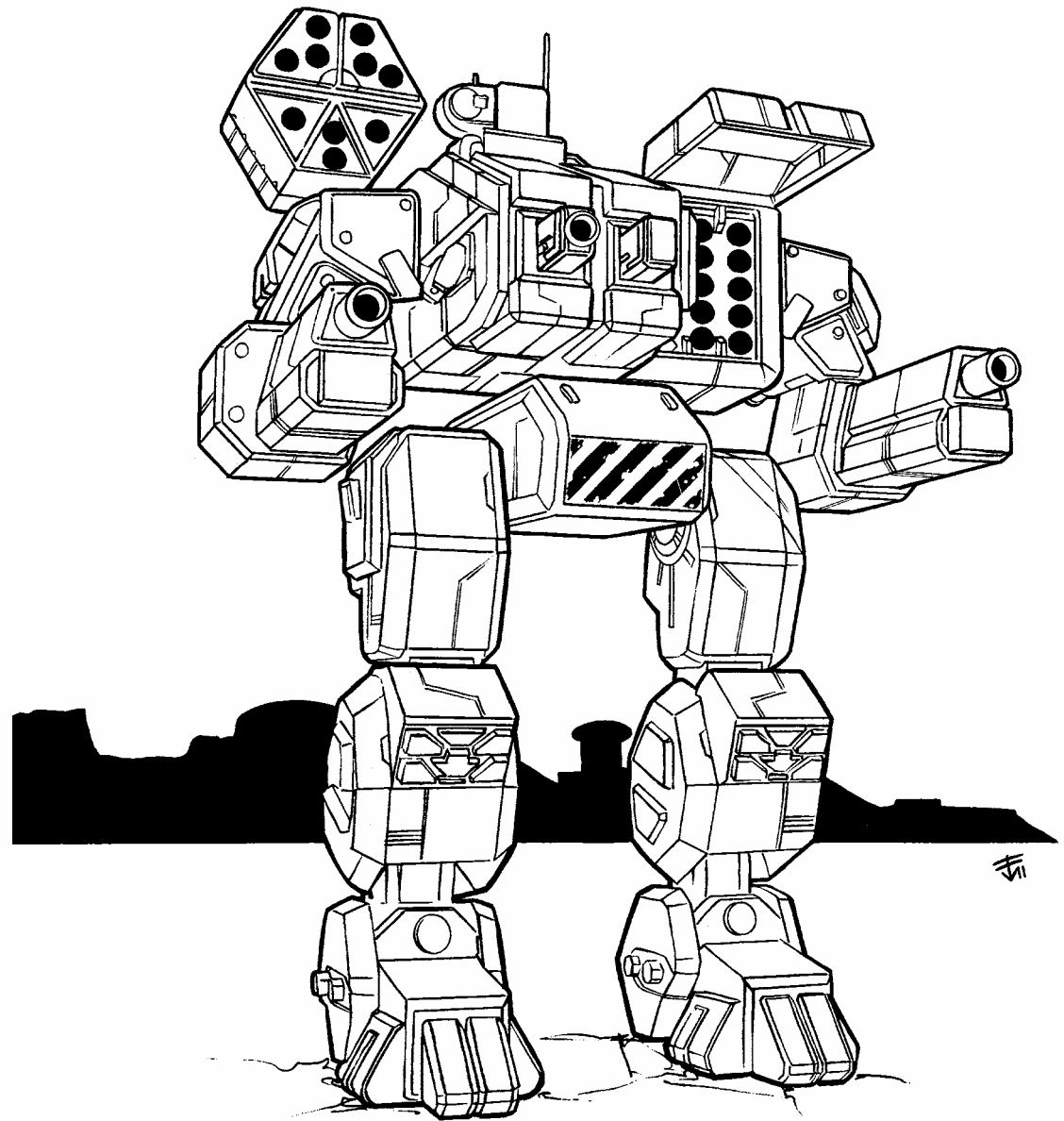
OMNI

HSN-7D HELLSPAWN

Type: **Hellspawn**
 Technology Base: Inner Sphere
 Tonnage: 45
 Battle Value: 1,220

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	104	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	14	14
Center Torso (rear)		4
R/L Torso	11	11
R/L Torso (rear)		4
R/L Arm	7	9
R/L Leg	11	15

Weapons and Ammo	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
LRM 10	RA	2	5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RT	1	2
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Guardian ECM Suite	CT	2	1.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



TSN-1 C TESSEN

Mass: 50 tons
Chassis: Endo Steel
Power Plant: Vlar 300 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None



Jump Capacity: None
Armor: Durallex Ferro Fibrous with CASE
Armament:
1 Lord's Light Extended Range PPC
1 Diverse Optics 20P Medium Pulse Laser
1 Series II Pragma iNarc System

Manufacturer: Independence Weaponry
Primary Factory: Quentin
Communications System: Garret T-22 with C³i
Targeting and Tracking System: Garret D2J (I) with TAG

Overview

Named for the war fan used by ancient Japanese samurai, the *Tessen* was first conceptualized as a heavy scout 'Mech designed jointly by the DCMS and Com Guard. Numerous philosophical and technological differences, however, lead to the abandonment of the project in 3055. When ComStar's technicians completed work on their improved version of the Combine C³ computer they sought out a new chassis on which to deploy the system. The unfinished *Tessen* was quickly identified as a suitable candidate, and six prototypes were constructed for field trials. These trials took place on Tukayyid against a wide variety of opposing forces, including simulated Clan troops. In June 3061, the *Tessen* was certified combat-ready and full-scale production began.

Capabilities

The original *Tessen* was fast and heavily armored for its size, capable of either evading or destroying any threats it encountered while on a mission. The modified version remains swift, though not quite as speedy as its predecessor. The reduction in speed allowed the designers to retain the nine tons of ferro-fibrous armor, providing ample protection against weapon fire. The addition

of the C³i, TAG and iNarc systems, however, reduced the payload considerably. Its weapon load—now only a single pulse laser and a extended range PPC—is also inferior to many lighter 'Mechs.

The changes in the completed design have drawn considerable criticism, with many analysts stating that the *Tessen* is totally unsuited to independent scouting operations. Critics further note that the 'Mech does not even mount a missile launcher to capitalize on the iNarc. The production model, however, is not intended to operate alone, but rather to serve as a spotter for a "hunter" unit of C³i-equipped 'Mechs and vehicles.

The *Tessen's* speed and resilience let it close with enemy units and provide targeting telemetry to its companions, allowing them to rain-down devastating firepower on the designated target. Such attacks have proven deadly in trials, though their use against Clan forces is in question: such "mob" tactics would free Clan troops from their restrictive rules of engagement. Similarly, the inclusion of the iNarc system makes more sense in the 'Mech's spotter role. The pods used by the new system provide considerable flexibility, giving the *Tessen* limited electronic warfare capability in addition to its normal (improved) role in increasing missile accuracy.

Deployment

Though the *Tessen* is built on Quentin in the Draconis Combine, the design to date has only been fielded by ComStar and the SLDF. The most notable recipient of the design has been ComStar's Eighty-third Division based on Bryant, the White Cyclones, who used them to scout and harass a Blakist raiding party, forcing the enemy to withdraw.

Variants

The DCMS was offered half of the initial production run, but declined on the grounds that the C³ technology used in the *Tessen* was incompatible with the system already used throughout the Combine. The result was a variant of the design equipped with a conventional C³ slave and a second medium pulse laser in lieu of the C³i and CASE.

[Editor's note: Image pictured here is that of the TSN-C3 variant. - FP]

LIGHT

MEDIUM

HEAVY

ASSAULT

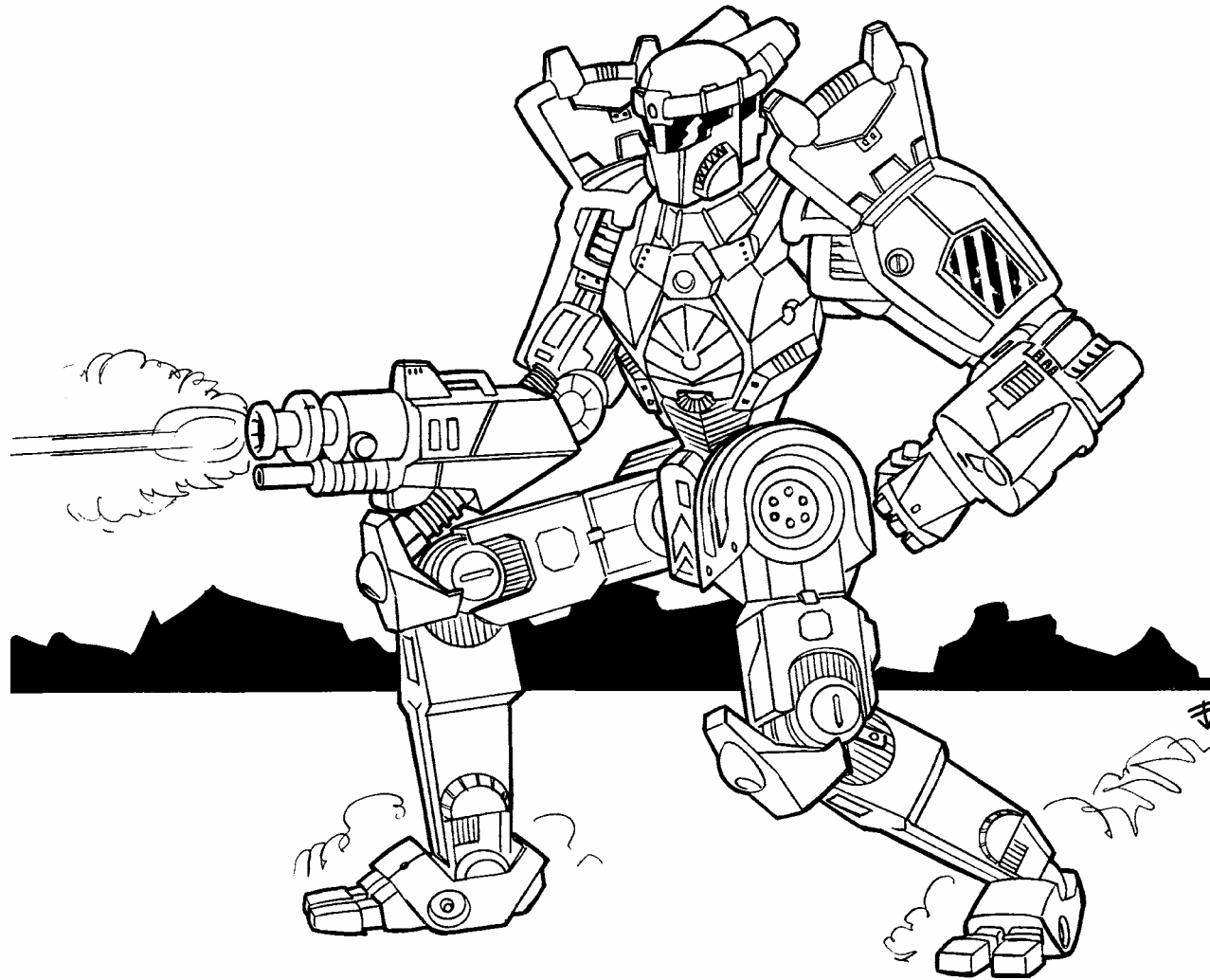
OMNI

TSN-1 C TESSEN

Type: **Tessen**
 Technology Base: Inner Sphere
 Tonnage: 50
 Battle Value: 1,162

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	161	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Medium Pulse Laser	RA	1	2
C ³ i Computer	CT	2	2.5
TAG	H	1	1
iNarc Launcher	LA	3	5
Ammo (iNarc) 16	LA	4	4
CASE	LT	1	.5



UZL-3S UZIEL

Mass: 50 tons
Chassis: Foundation E50 Endo Steel
Power Plant: GM 300 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 50
Jump Capacity: 180 meters
Armor: Maximillian 100

Armament:
1 Defiance Shredder LB 2-X Autocannon
1 TharHes Thunderbolt 12 Large Pulse Laser
1 Defiance Model XII Extended Range Medium Laser
2 Diverse Optics Extended Range Small Lasers
1 Harvester 20K SRM-6 Launcher

Manufacturer: Defiance Industries
Primary Factory: Furillo
Communications System: Neil 6000-g
Targeting and Tracking System: RCA Instatrac Mark XXII



Overview

Defiance Industries has long been one of the primary driving forces behind advancements in military technology, and not only within the Lyran State. The corporation's plants on Hesperus II are probably the most famous in the Inner Sphere, but its facilities on Furillo, though unable to produce the sheer volumes of equipment that the Hesperus plants do, are no less capable. Furillo's general manager, Duke Thelonius Gracchi, felt nonetheless that even within Defiance his divisions were considered second-rate. In an effort to boost Defiance-Furillo's image and increase morale among his thousands of employees, he commissioned the *Uziel* and personally sold the new 'Mech to units within both the LAAF and the AFFC.

Capabilities

The *Uziel* is not a groundbreaking BattleMech design, especially when compared with some of the new designs to come out of Hesperus II. It does, however, incorporate several newly developed weapon systems into an effective combat package. The main production version is designed for 'Mech units that specialize in harassment. Its LB 2-X

autocannon gives it the ability to reach out and damage an enemy from extreme ranges. Though the weapon does relatively little damage, it is ideal for hit-and-fade tactics, arresting the enemy's attention and either driving them into a trap or simply harassing them from afar. The *Uziel*, however, is not primarily a ranged-attack 'Mech. It mounts a battery of various-class lasers as well as an SRM 6 launcher, giving it a short-range barrage that is tough to beat in an Inner Sphere 'Mech of its size.

Though the Furillo plant and its *Uziel* are still looked down upon by many within both the LAAF and Defiance, the 'Mech was in great demand during the Fifteenth Battle for Hesperus. With Furillo just two jumps away, forces on both sides of the fight clamored for reinforcements while Defiance's board of directors demanded that Gracchi send as many new 'Mechs as possible to aid in the defense of his sister divisions. More than one newscast from the planet prominently featured the *Uziel* standing guard in front of Defiance's mountain entrances, so while the company as a whole is still spending most of their resources on Hesperus II, the Furillo plant has been buried in orders for their new 'Mech.

Deployment

Like just about every other BattleMech debuted during the Civil War, the *Uziel* has found its way into dozens of different units, most of whom would never have requested or received any in the first place. Quite a few have also found their way into the Lyran Regulars regiments, though that is more by accident than by intention.

Variants

Defiance produces one variant, a configuration based on their original prototype that bears little resemblance to the primary model. The 2S mounts paired standard PPCs and machine guns along with a Beagle Active Probe and the Harvester SRM pack. It is only produced in limited quantities, but does give potential customers the option of buying a powerful reconnaissance 'Mech.

LIGHT

MEDIUM

HEAVY

ASSAULT

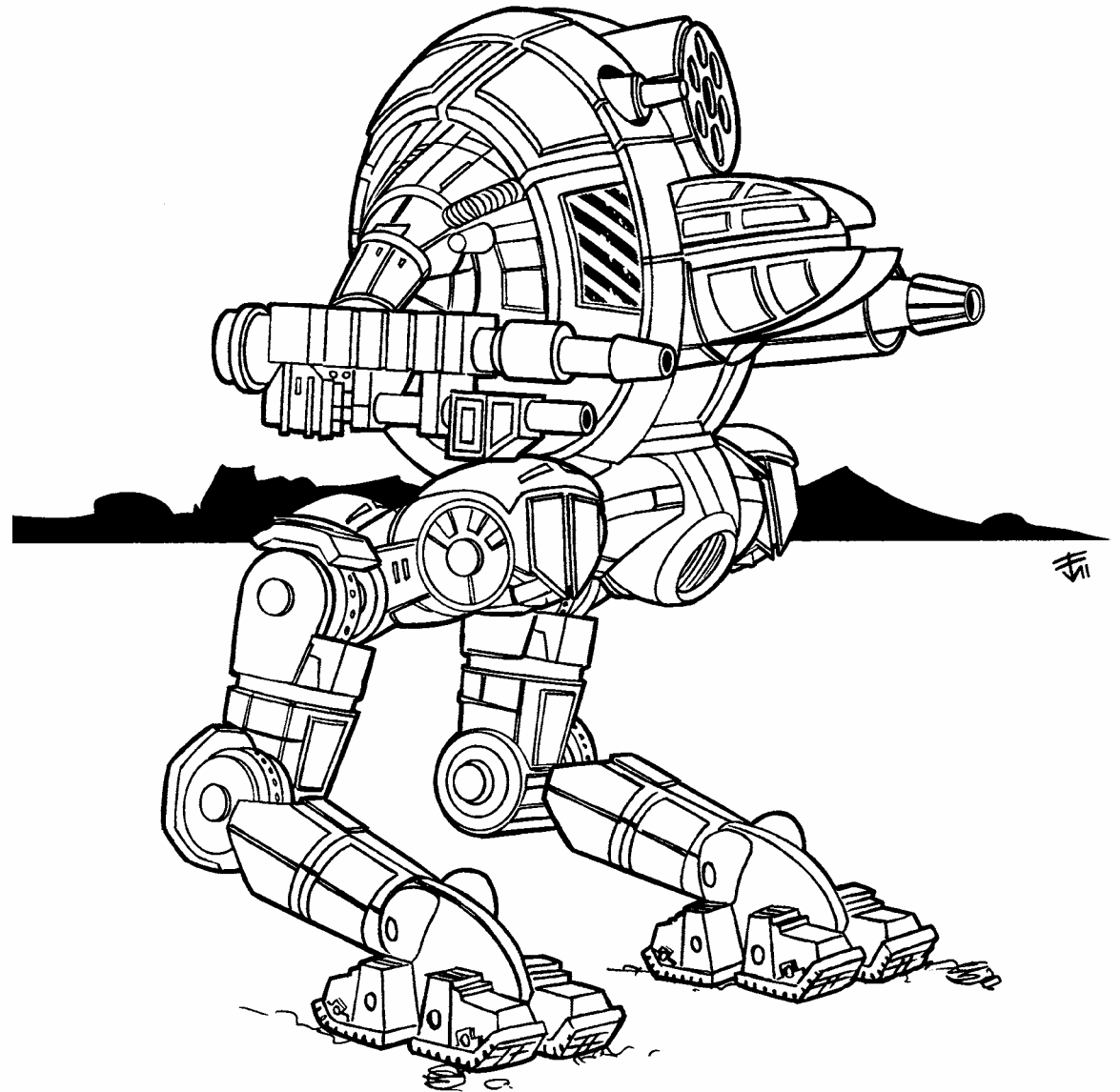
OMNI

UZL-3S UZIEL

Type: **Uziel**
 Technology Base: Inner Sphere
 Tonnage: 50
 Battle Value: 1,189

Equipment		Mass
Internal Structure:	Endo Steel	2.5
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:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	17
Center Torso (rear)		6
R/L Torso	12	14
R/L Torso (rear)		4
R/L Arm	8	12
R/L Leg	12	18

Weapons and Ammo	Location	Critical	Tonnage
LB 2-X AC	RA	4	6
Ammo (LB-X) 45	RT	1	1
ER Medium Laser	RA	1	1
Large Pulse Laser	LA	2	7
ER Small Laser	RT	1	.5
ER Small Laser	LT	1	.5
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



CNS-5M CRONUS

Mass: 55 Tons
Chassis: Earthwerks SHD II Endo Steel
Power Plant: VOX 330 ExtraLight
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Northrop 12000
Jump Capacity: 180 meters

Armor: Maximillian 43 with CASE
Armament:
1 Magna Sunspot Extended Range PPC
2 Diverse Optics Extended Range Medium Lasers
1 Diverse Optics Extended Range Small Laser
1 Harpoon-4S SRM-4 Streak Launcher

Manufacturer: Gilmour MilTech
Primary Factory: Talitha
Communications System: Cipher ComSys 1-C with C³ module
Targeting and Tracking System: RCA Instatrac Mark XII



Overview

Having served in the FWLM as a MechWarrior during the final years of the Third Succession War, Angus Gilmour retired to his homeworld of Talitha with the intent on looking after the moderate repair shop his own father had opened decades earlier. Though a competent MechWarrior, Gilmour's true calling was mechanics. When the local militia unit was forced to rely on civilians just to keep up with maintenance on their own equipment, they quickly hired Gilmour and his company.

Within just a few years, Gilmour Mechanics became the prime contractor for all militia maintenance on the world. Angus reinvested the profits right back into the company, building new facilities and hiring the best ex-military techs he could. More than that, he built a reputation of being able to rebuild and refit 'Mechs thought beyond hope.

By 3060, the family business was worth billions. Not only was Gilmour MilTech the leading maintenance contractor in the FWL, but it also rebuilt scrapped military equipment and, with the opening of a new facility financed in part by Hollings-Dupre, Ltd., began selling new 'Mechs to concerns throughout the Inner Sphere.

Capabilities

Angus Gilmour loved to tinker. He would constantly buy battlefield scrap and turn it back into serviceable equipment. Though he would rebuild the occasional *Orion* or *Javelin*, he and his techs concentrated on building the *Cronus*, a home-brew design incorporating the most popular features of each of the 55 ton 'Mechs commonly available at the time. His company could churn out less than two dozen a year, but his *Cronus* was a still viable and cheap alternative to buying a new 'Mech, especially for cash-poor mercenary companies.

As Gilmour MilTech grew, it changed with the times. It continued to produce the rebuilt *Cronus*, but in 3060 began to build a brand-new *Cronus* as well. Topping out at 97 kph, 11 kph faster than the "standard" rebuild, this new CNS-5M relies on Kong Interstellar's new VOX 330 extra light fusion engine rather than the older CoreTek 275. This frees up enough mass to not only add more armor, but also allows the 'Mech to carry a heavy weapons package. Mounting an extended range PPC, plus a pair of ER medium lasers and a Streak SRM-4 launcher, the *Cronus* can engage enemies accurately at any range. An ER small laser provides an additional bit of backup punch at close ranges.

The most striking feature of the *Cronus* is the inclusion of the C³ module. While the module can be removed, the great majority of customers choose to leave it in, if only in expectation of building their own C³ network eventually.

Deployment

Gilmour MilTech sells primarily to mercenary units throughout the Inner Sphere. Assisted by Hollings-Dupre's logistics network, the company has shipped to off-world units as far-flung as Kookan's Pleasure Pit and Herotitus.

Variants

The "standard" CNS-3M rebuild carries a large laser, three mediums and an SRM-4 launcher. Though outmoded by today's standards, the 'Mech is still quite functional. It is popular with private security and Periphery military concerns.

LIGHT

MEDIUM

HEAVY

ASSAULT

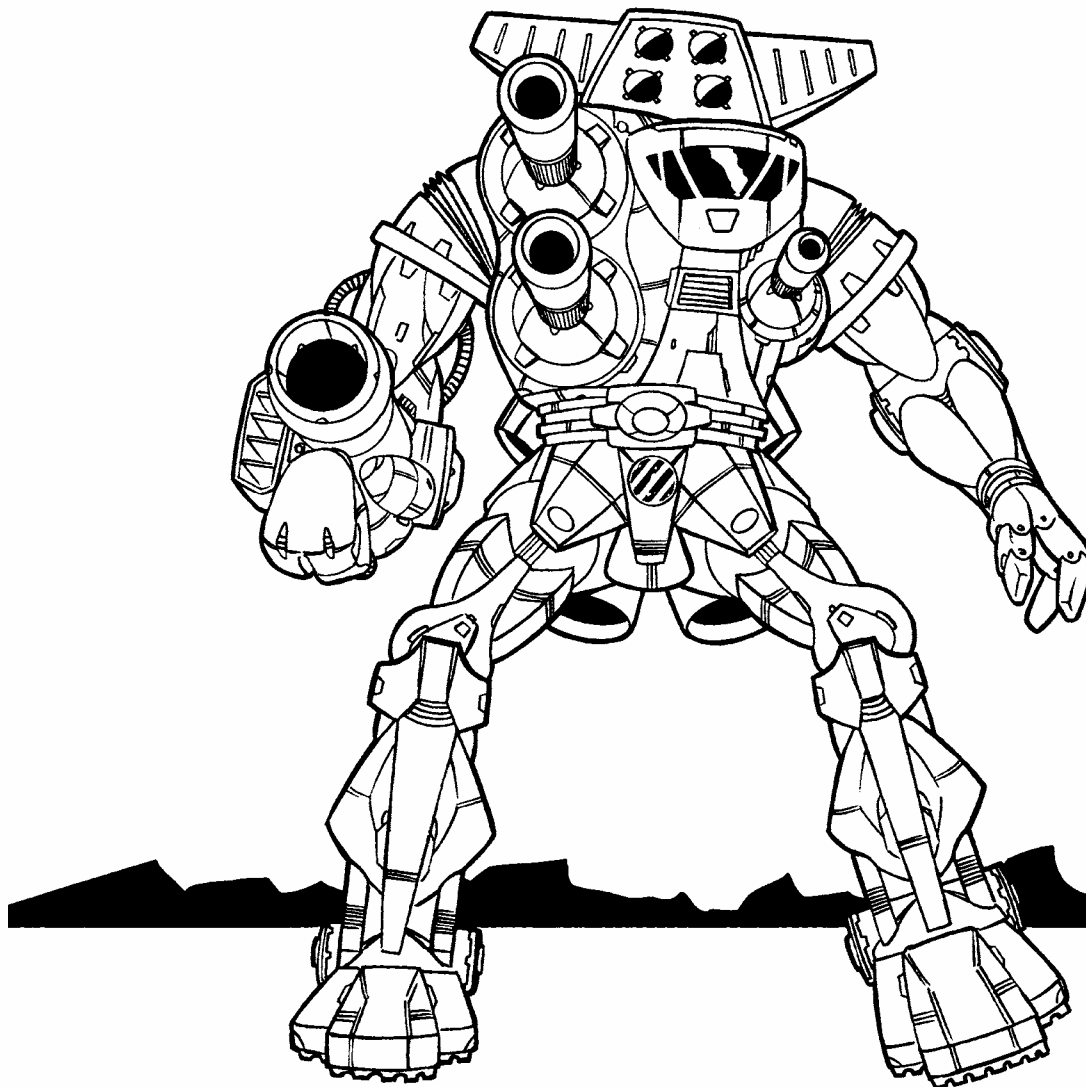
OMNI

CNS-5M CRONUS

Type: **Cronus**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1,579

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	28
Center Torso (rear)		7
R/L Torso	13	21
R/L Torso (rear)		5
R/L Arm	9	16
R/L Leg	13	20

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
2 ER Medium Lasers	RT	2	2
ER Small Laser	LT	1	.5
Streak SRM 4	CT	1	3
Ammo (Streak) 25	LT	1	1
CASE	LT	1	.5
C ³ Slave	CT	1	1
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5



LGH-4W LIGHTRAY

Mass: 55 tons
Chassis: Geometric 33B Endo Steel
Power Plant: LTV 385 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None



Armor: Strasbourg Armaments Type 4
Ferro-Fibrous
Armament:
1 Tronel XIII Large Pulse Laser
2 Diverse Optics Extended Range
Medium Lasers
1 Diverse Optics Extended Range Small Laser

Manufacturer: Martinson Armaments
Primary Factory: Australia, Terra
Communications System: Blow 107 Net
(Improved)
Targeting and Tracking System: Scope
3580 with Targeting Computer

Overview

When Precentor Martial St. Jamais of the Word of Blake Militia needed a new heavy scout 'Mech, he turned to Martinson Armaments. They had already produced successful designs in the *Spartan* and *Initiate* BattleMechs, and were eager to take on the task of creating a medium-class 'Mech capable of high speeds as well as carrying heavy armor and weaponry sufficient for both attack and protection. The Precentor Martial approved their new design, which they called the *Lightray*, for production in 3064. Assembly was started soon after.

While that first production run was being manufactured, however, the civil war between the Federated Commonwealth and Lyran Alliance was heating up. Taking advantage of the two Houses' preoccupation with each other, ROM agents made successful attempts to steal new technology from each. From the Federated Suns came targeting computer technology derived from captured Clan plans and materials. Anxious to put this new technology to use, the Precentor Martial ordered an alteration to the

Lightray, removing some weaponry to include a targeting computer. The assembly lines were retooled, and all *Lightrays* produced since have carried the stolen Davion technology.

Capabilities

The *Lightray* is much faster than most other BattleMechs its size, able to reach a top speed of nearly 120 kilometers per hour in open areas. This is due to its enormous 385 LTV extra-light engine, the largest manufactured for use in 55-ton 'Mechs. The high speed makes the *Lightray* an effective scout and harasser, though it lacks jump capability.

The weaponry it carries is quite effective as well. The Tronel large pulse laser is extremely accurate when used with the targeting computer, and the backup firepower of two ER medium lasers and an ER small laser benefit from the targeting equipment as well. Though the *Lightray* carries fewer weapons than many medium 'Mechs, it tends to hit more often with those it does have. Tests and battle simulations have shown this to be the case, but performance in actual combat has yet to be evaluated.

Deployment

Lightrays have been sent to every Militia Division, though the Fourth Division has received the bulk of them, having been given the order to test them more thoroughly.

Variants

Currently, there are two known *Lightray* variants. The first comes from the first production run produced, before the targeting computer was added. It carried two SRM-2s and a single ton of ammunition. The second variant was quickly fielded when numerous MechWarriors complained about the lack of ranged weaponry, regardless of the *Lightray's* speed; this variant replaces the large pulse laser with an ER PPC.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

LGH-4W LIGHTRAY

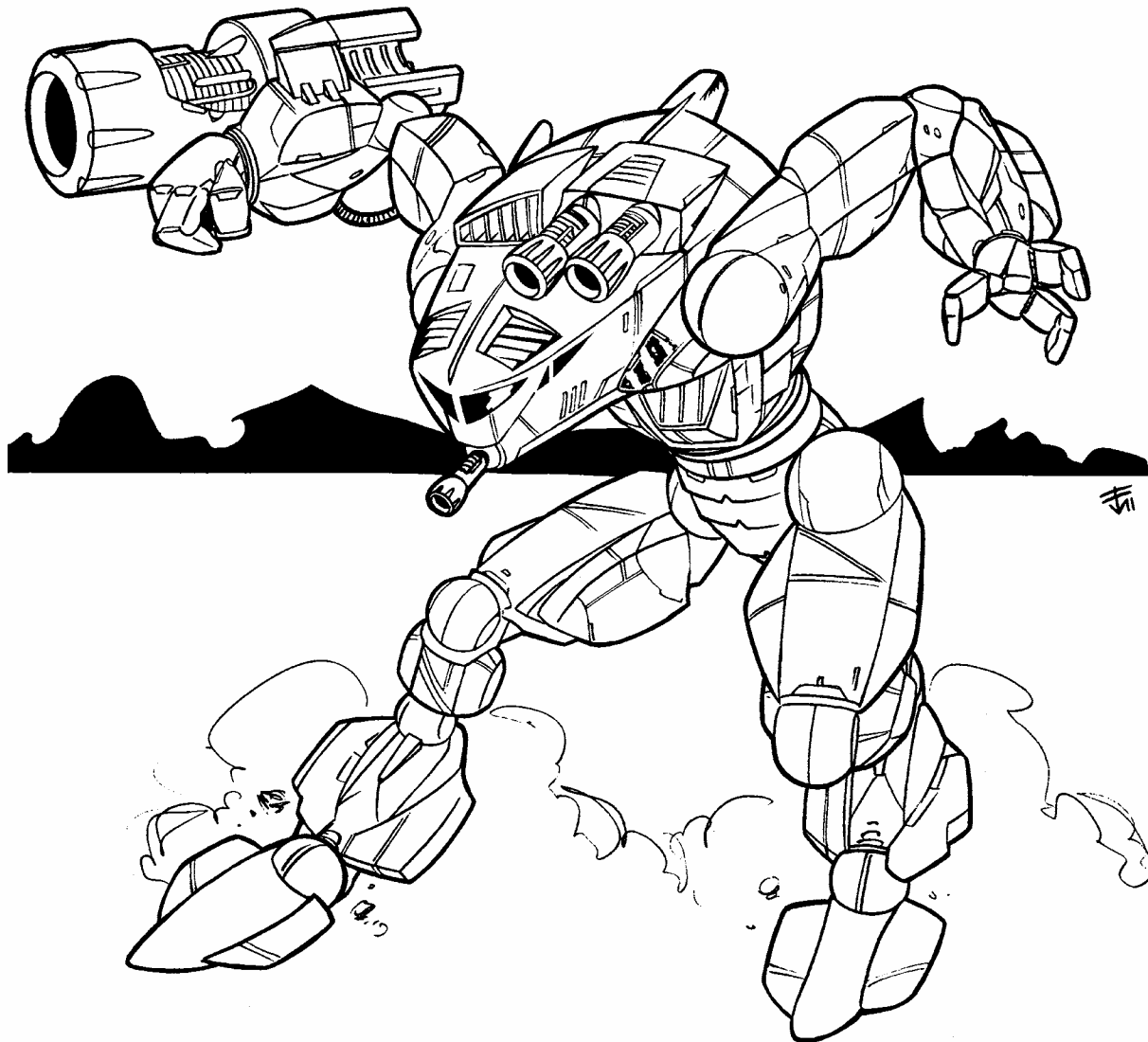
Type: **Lightray**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1,450

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	385 XL	22
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	185	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	26
Center Torso (rear)		10
R/L Torso	13	19
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
Targeting Computer	RT	3	3
2 ER Medium Lasers	LT	2	2
ER Small Laser	CT	1	.5



AGS-4D ARGUS

Mass: 60 tons
Chassis: 1A Type 12 Endo Steel
Power Plant: GM 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None



Overview

Following the great successes of the Combine-produced OmniMechs in the late 3050s, a host of manufacturers clamored to design their own versions. But as the 3060s dawned, the Department of the Quartermaster rejected each prototype OmniMech submitted for trials, citing their high cost. In fact, the only Federated Suns-exclusive OmniMech came out of Kallon Industries, and only then because Field Marshal Duke George Hasek circumvented official channels and personally authorized its construction.

The executives at Achernar and Robinson Standard did not give up hope, however. After they each learned that the other was working on a heavy Omni design, they entered into a partnership, sharing R&D and design costs for the 'Mech that would eventually become the *Argus*. The AFFC again turned down the OmniMech proposal, citing cost reasons, but when the two companies resubmitted the 'Mech as a conventional design, the 'Mech was quickly accepted.

Capabilities

Both Achernar and Robinson Standard chose to use one of the *Argus*' alternate Omni configurations as their production model.

Armor: StarGuard II with CASE

Armament:

1 Mydron Model RC Rotary Autocannon 5
1 Federated 10-Shot LRM-10 Launcher
2 Bright-Bloom Extended Range Medium Lasers
1 Mydron Mini-Gun Machine Gun

Manufacturer: Achernar BattleMechs,

Robinson Standard BattleWorks

Primary Factories: New Avalon, Robinson

Communications System: Achernar Electronics HID-8.7

Targeting and Tracking System: Federated Hunter Mk. XX with Targeting Module and Beagle Active Probe

Deployment

The *Argus* first entered service on Kentares IV with the Fifth Donegal Guards, when elements of the unit moved there under orders from the Archon to suppress a "growing rebellion." Since then, the *Argus* has more than proven itself in battle in units up and down both the Draconis and Crucis Marches. The 'Mech has become quite popular with high-profile units like the First Federated Suns Armored Cavalry.

Variants

Both companies produce a handful of the original primary *Argus* variant each year. It completely drops the current weapon loadout and mounts an ER PPC alongside paired LRM-15s, each tied to an Artemis IV FCS, plus one additional double heat sink. This efficient BattleMech is becoming increasingly popular with units throughout the AFFS.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

AGS-4D ARGUS

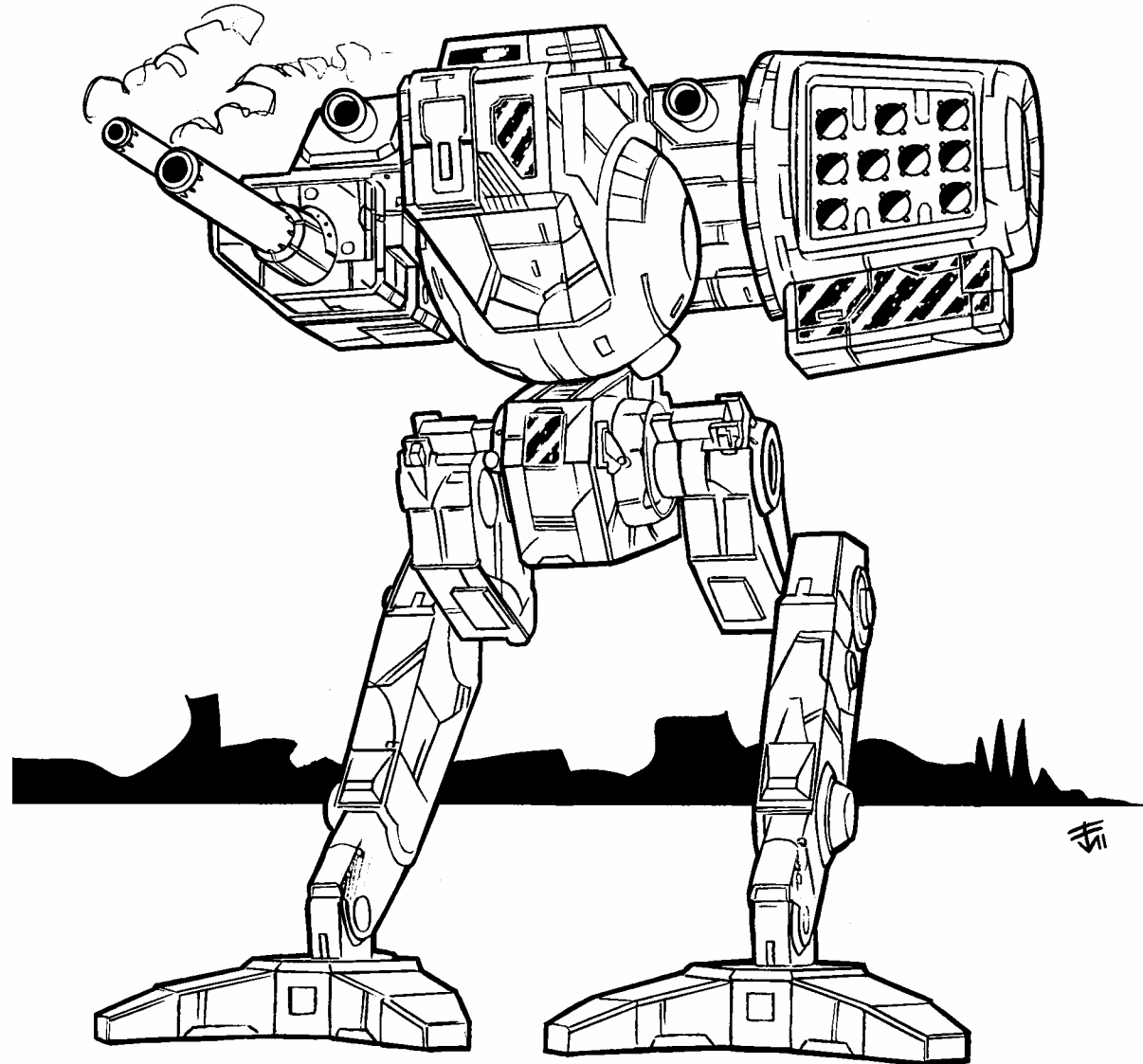
Type: **Argus**
 Technology Base: Inner Sphere
 Tonnage: 60
 Battle Value: 1,638

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	28
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	14	27

Weapons and Ammo

	Location	Critical	Tonnage
Rotary AC/5	RA	6	10
Ammo (RAC) 40	RT	2	2
Machine Gun	RA	1	.5
Ammo (MG) 100	RT	1	.5
ER Medium Laser	RT	1	1
Targeting Computer	RT	3	3
CASE	RT	1	.5
LRM 10	LA	2	5
Ammo (LRM) 24	LT	2	2
ER Medium Laser	LT	1	1
Beagle Active Probe	LT	2	1.5
CASE	LT	1	.5



NJT-2 NINJA-TO

Mass: 65 tons
Chassis: Star League XT NJT Light Endo Steel
Power Plant: Magna 390 Extralight
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None



Overview

Independence Weaponry of Quentin, makers of the *Naginata*, *Shugenja* and *Tai-sho*, established themselves as the premiere experts of Combine heavy 'Mech manufacturing for the Draconis Combine, particularly when it comes to the use of the increasingly popular C³ computer network. While their latest products sported the expensive and critical command computers, the equally useful C³ slave systems continued to appear mainly in OmniMech variants or retrofits on existing 'Mech designs. The NJT-2 *Ninja-To*, designed to work with the likes of the *Shugenja* and the *Tai-sho*, addresses this lack.

Capabilities

Weighing in at 65 tons, the *Ninja-To*—named for the chosen blade of the ninja in ancient Japan—features an extra-light Hermes 390-rated engine, allowing it to match or exceed the speed of many Clan 'Mechs of comparable size. Endo-steel internal construction, though bulky, lightens the frame and increases the mass allowance for weaponry, ammunition, and armor. Twelve tons of standard Durallex heavy armor, complete with

Armor: Durallex Heavy with CASE
Armament:
2 Diverse Optics Sunbeam Extended Range Large Lasers
2 Diverse Optics Extended Range Medium Lasers
1 Shigunga MRM-10

Manufacturer: Independence Weaponry
Primary Factory: Quentin
Communications System: Garret T-19G with C³ Slave Unit
Targeting and Tracking System: Cat's Eyes 5

CASE, protects the *Ninja-To* from enemy fire and internal ammunition explosion, backed by a formidable arsenal of lasers and medium-range missiles meant to deliver serious damage even as the 'Mech closes on enemy positions.

Unfortunately, to mount this kind of firepower on the *Ninja-To* while still allowing for its remarkable speed, designers had to skimp on the heat exchange system. Only twelve double-strength heat sinks work to keep the *Ninja-To* cool enough to operate safely, sinks that can be easily overtaxed simply by the use of the 'Mech's primary weapons.

Deployment

Production on the *Ninja-To* began at a modest rate in 3062, with Independence Weaponry contracted to provide the first three runs exclusively to the DCMS. As it was intended to complement the C³ command units already produced by Independence Weaponry, the first shipments of the new *Ninja-To* have gone to the Genyosha regiments, where both the *Tai-Sho* and the *Shugenja* were first assigned.

Executives at Independence Weaponry suggest, however, that once the deficit between the number of *Ninja-Tos* and these command

units narrows, the company may then attempt to offer C³ command lance packages. These discount incentive packages would present models such as the *Shugenja*, *Tai-sho*, *Naginata*, and the *Ninja-To* as a matched set, boosting sales while giving the customer the most of the C³ computer network advantage.

Variants

A cooler running variant of the *Ninja-To*, the NJT-3 model, is currently undergoing trials on the Quentin testing grounds. This variant drops the missile rack and ammo, and instead uses standard PPCs in place of the arm-mounted ER large lasers. An additional half-ton of armor gained by this switch reinforces the legs and rear torso, granting this model more protection and a better heat curve, but at a loss of reach and close-in hitting power.

LIGHT

MEDIUM

HEAVY

ASSAULT

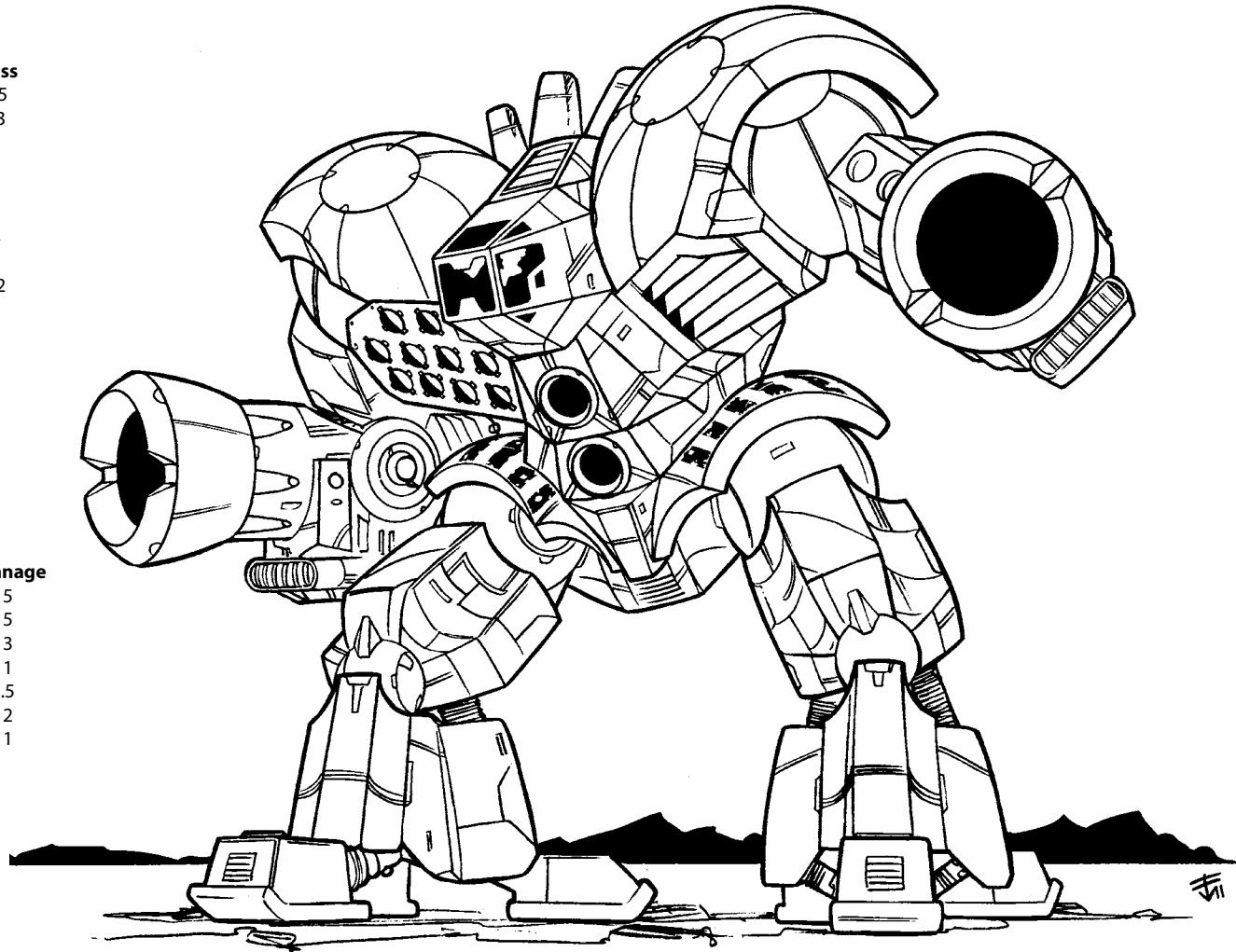
OMNI

NJT-2 NINJA-TO

Type: **Ninja-To**
 Technology Base: Inner Sphere
 Tonnage: 65
 Battle Value: 1,527

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	390 XL	23
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	29
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		7
R/L Arm	10	18
R/L Leg	15	27

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
MRM 10	RT	2	3
Ammo (MRM) 24	RT	1	1
CASE	RT	1	.5
2 ER Medium Lasers	CT	2	2
C ³ Slave	H	1	1



VR5-R VERFOLGER

Mass: 65 tons
Chassis: AR-6b Endo Steel
Power Plant: VOX 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None

Armor: Royal-7 Standard with CASE
Armament:
1 Energizer Extended Range Particle Projection Cannon
1 Mydron LB 10-X Autocannon
3 Defiance B3M Medium Lasers
1 Surefire 444 Anti-Missile System

Manufacturer: Arc-Royal MechWorks
Primary Factory: Arc-Royal
Communications System: K9 Comms System
Targeting and Tracking System: Type V Bloodhound T&T System



Overview

This Kell Hound BattleMech was designed to supplement the popular *Wolfhound*, working in concert with the light 'Mech to bring down much larger game. Its name, the *Verfolger*, means "pursuer" or "tracker" in the Alliance's native Deutsch (German). Cynics have also noted that another possible translation, when used in a political context, is "persecutor." When Katherine Steiner-Davion still sat the throne of the Lyran Alliance, this may have been a not-too-subtle notice of Morgan Kell's continuing challenge of her reign.

Capabilities

Only slightly slower than the *Wolfhound*, the *Verfolger* relies on a VOX 325 extralight engine and an endo steel chassis to save enough mass that this hunter might carry some heavy armor and armament. Twelve and a half tons of Royal-7 Standard can put off even an assault 'Mech for a time, while its Surefire Anti-

Missile System provides extra protection in the case of missile-saturation attacks. This is extremely important, as the *Verfolger's* fighting style tends to emphasize staying time versus quick knockdown power.

The *Verfolger* can hunt alone as well as it can in a pack. Its Energizer PPC carves into an enemy from long range, opening up wounds to be exploited by the Mydron LB-X autocannon. Three tons of ammunition gives the 'Mech staying power in a long fight, and traditionally at least two tons of this is devoted to cluster munitions. Lacking jump jets for close-in tactical maneuvers, *Verfolger* MechWarriors tend to keep away from point-blank confrontations. In the case of a faster 'Mech pushing forward, however, the *Verfolger* can add in its three medium lasers for solid point-defense. The 'Mech carries enough heat dissipation capability to handle full weapons fire for quite a while before being threatened by heat-driven shutdown, another feature well-liked by *Verfolger* pilots.

Deployment

Verfolgers were available as early as 3063. During the civil war, deployment of the *Verfolger* was mostly limited to the Kell Hounds and a few of their "training farm" mercenary allies. A rare few of the ARDC defending regiments were also allowed to purchase this 'Mech. In the mercenary ranks, a *Verfolger* was always paired with at least one *Wolfhound*, and it was not unusual to see a "hunting pack" lance comprised of one *Verfolger* and three *Wolfhounds*.

During the final assault on Tharkad, and in the months since the end of the war, the Archon convinced Colonel Dan Allard to release several *Verfolgers* from his command in an effort to shore up holes in other allied units. The performance of these machines has led to recent orders from half a dozen Lyran Alliance commands for more *Verfolgers*. Whether the Kell Hounds can—or will—fill these orders remains to be seen.

LIGHT

MEDIUM

HEAVY

ASSAULT

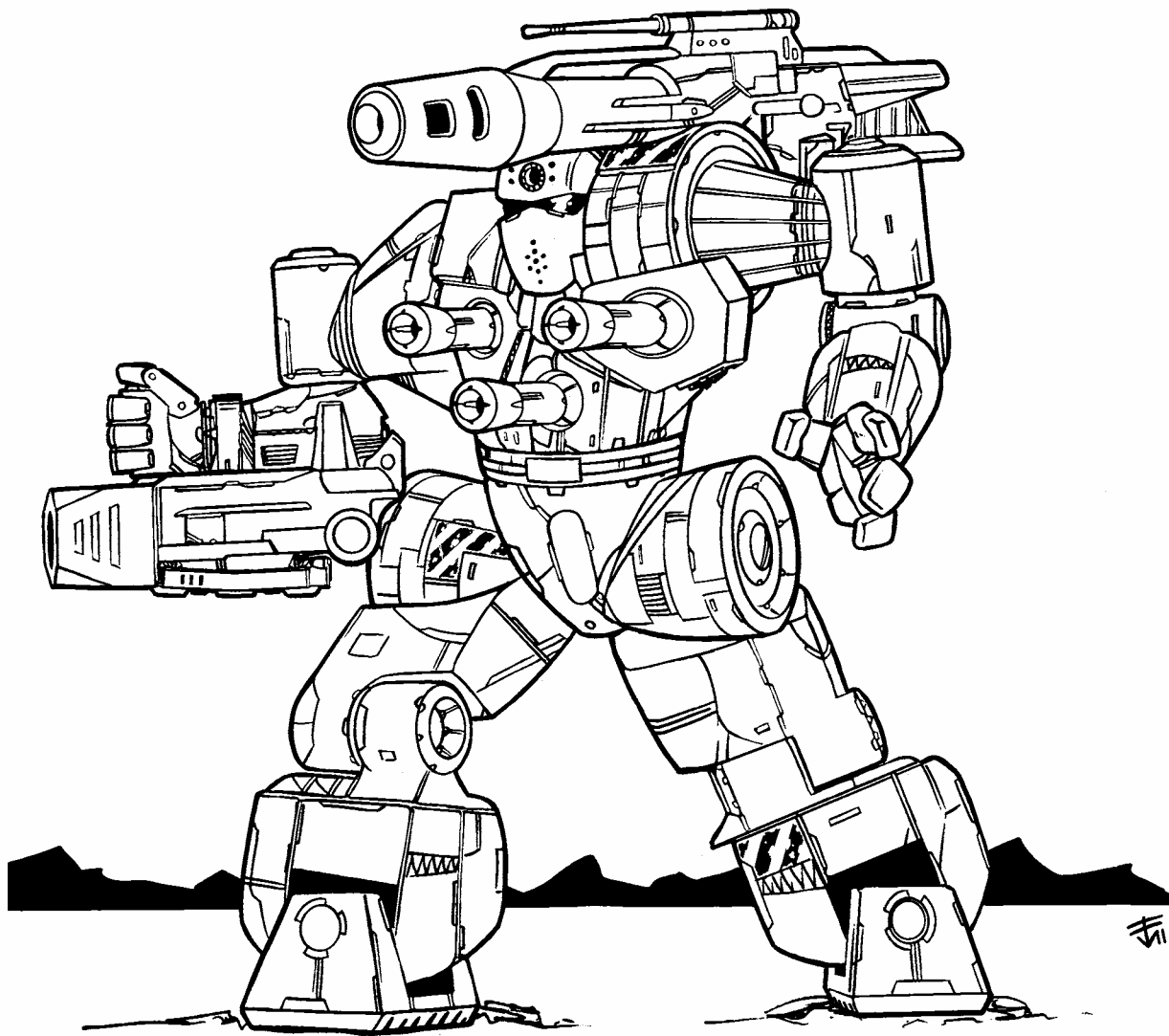
OMNI

VR5-R VERFOLGER

Type: **Verfolger**
 Technology Base: Inner Sphere
 Tonnage: 65
 Battle Value: 1,639

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	31
Center Torso (rear)		8
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
LB 10-X AC	LT	6	11
Ammo (LB-X) 30	RT	3	3
Anti-Missile System	H	1	.5
Ammo (AMS) 24	RT	2	2
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	RT	1	1
CASE	RT	1	.5



NDA-1K NO-DACHI

Mass: 70 tons
Chassis: Foundation CMRFa7
Power Plant: Magna 350 XL
Cruising Speed: 54 kph, 65 kph with TSM
Maximum Speed: 86 kph, 97 kph with TSM
Jump Jets: None
Jump Capacity: None



Overview

The Federated Commonwealth's success with the *Hatchetman*, and later the *Axman*, sparked an interest among Combine manufacturers in creating a similar close-combat unit. To their surprise, prototype hatchet 'Mechs met with lukewarm reception among Combine test pilots. The problem was psychological; the samurai mentality was so firmly ingrained in the minds of these modern MechWarriors that they considered wielding an axe barbaric. Designers replaced the bulky hatchet with an elegant katana sword, a move that proved far more successful.

Capabilities

The Cosby Myomer Research Firm had just finished reverse-engineering a new composition of triple-strength myomer from a Davion BattleMech when the Eleventh Legion of Vega approached them with a proposal for the *No-Dachi*. TSM and a seven-meter-long katana make this design a dangerous close-combat fighter. Its array of short-range weapons and exceptional speed for a heavy 'Mech reinforce this role.

The primary source of the *No-Dachi's* firepower is a pair of shoulder-mounted medium-range missile racks and an extended-range PPC.

Armor: Starshield A

Armament:

- 1 Lord's Light 2 Extended-Range Particle Beam Weapon
- 2 Shigunga Medium Range Missile 20-Racks
- 1 Guided Technologies SRM-2
- 1 Telos-4 SRM-4
- 1 Diverse Optics Type 20 Medium Laser

Manufacturer: Cosby BattleMech

Research Firm

Primary Factory: Vega

Communications System: Garret T11-A

Targeting and Tracking System: Garret D5j

A medium laser, a pair of SRM missile launchers and an extended-range PPC round out the 'Mech's weapons. The PPCs originally came from a surplus batch created when *Panther* pilots stripped them out for older, more heat-efficient weapons, so they cost very little to incorporate into the *No-Dachi*. Ironically, the PPC-generated heat that caused such headaches for *Panthers* is a boon to *No-Dachi* pilots, who must run their machines hot to get the full benefit of the triple-strength myomer.

Deployment

Through special arrangement with Cosby, the bulk of *No-Dachis* in service resides with the Legion of Vega. Still, the equivalent of several battalions has been shipped to other front-line units since the end of the Clan invasion, and they remain in great demand. Sword of Light regiments have, for the most part, avoided the *No-Dachi* because of the stigma attached to the Legion of Vega. Instead, they continue to agitate for a new sword-bearing 'Mech which would be their exclusive property.

Variants

The Legion of Vega first field-tested the NDA-2K in 3059. Downgrading the ER PPC to a large laser and the MRM 20s to 10s allowed

designers to exchange most of other weapons for a heavy array of medium pulse lasers and more armor. The idea of incorporating a C³ slave computer into the *No-Dachi* was considered, but tabled when research studies promised that independent-minded *No-Dachi* pilots would not take well to the idea of sharing their "kills." Instead, a Guardian ECM suite was included to disrupt enemy networks.

The success of the 2K was followed quickly by the 2KO, thought to be the *No-Dachi's* ultimate in-fighting design. More heat sinks and more pulse lasers make the 'Mech even more deadly at point-blank range. Maximum armor has been redistributed to give the *No-Dachi* a well-protected back, further guarded by two extended-range medium lasers. This design is weighted toward running right into the thick of battle without giving much care to another 'Mech slipping in behind it—just so long as it can bring its lasers and sword against an enemy.

LIGHT

MEDIUM

HEAVY

ASSAULT

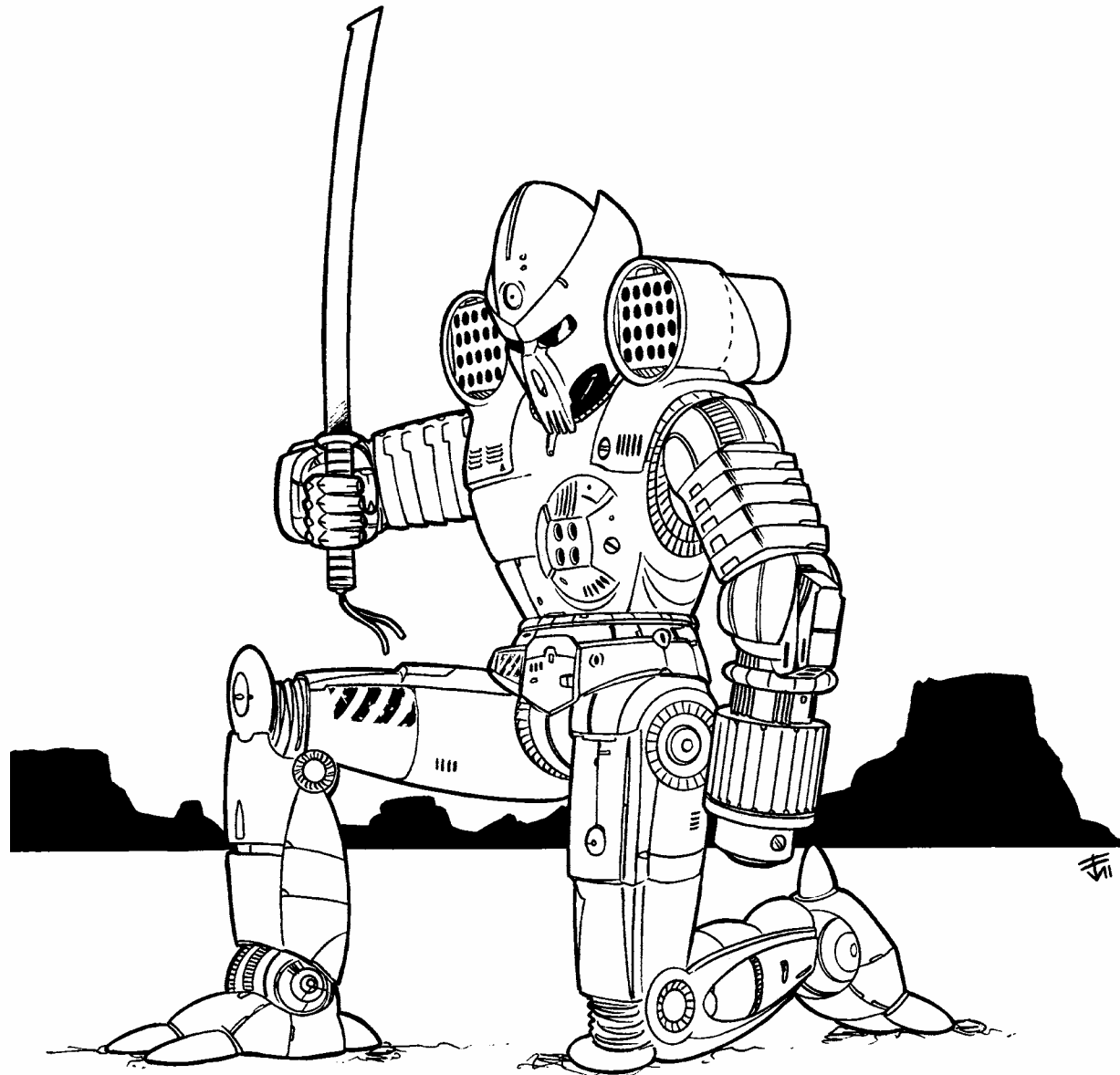
OMNI

NDA-1K NO-DACHI

Type: **No-Dachi**
 Technology Base: Inner Sphere
 Tonnage: 70
 Battle Value: 1,687

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	29
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	22

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
SRM 2	LA	1	1
Ammo (SRM) 50	LA	1	1
Sword	RA	5	3.5
MRM 20	LT	3	7
Ammo (MRM) 12	LT	1	1
Triple Strength Myomer	LT	3	0
MRM 20	RT	3	7
Ammo (MRM) 12	RT	1	1
Triple Strength Myomer	RT	3	0
SRM 4	CT	1	2
Ammo (SRM) 25	CT	1	1
Medium Laser	H	1	1



WHF-3B WHITE FLAME

Mass: 70 tons
Chassis: Dennenbach-Mitchell Series 9
Endo Steel
Power Plant: Magna 350 Light Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 60
Jump Capacity: 150 meters

Armor: StarSlab/3
Armament:
1 Tronel XIII Large Pulse Laser
1 Tronel XII Medium Pulse Laser
2 Diverse Optics Extended Range
Medium Lasers
1 McArthur Anti-Missile System

Manufacturer: Mitchell Vehicles
Primary Factory: North America, Terra
Communications System: Dornman
Echo II with C³i Computer
Targeting and Tracking System: Wayne
SuperSight



Overview

When the Word of Blake decided to convert a section of the newly reopened Mitchell Vehicles factory specifically to produce quad BattleMechs, they had two designs already in the works. Neither of the designs (which would eventually become the *Blue Flame* and the *White Flame*), however, were complete. In both cases, the engine was the problem. A standard fusion engine weighed too much to allow the 'Mechs to carry the desired weaponry. An extra-light engine left enough free weight, but took up too much space in the confined interiors of a quad to fit the weapons.

The answer to this problem came with the development of the light engine by the Lyran Alliance. With the onset of the civil war distracting Lyran intelligence, ROM agents were able to steal the new technology. It proved to be the perfect compromise of weight and size for the planned 'Mechs. Current plans call for the light engine to be used by the Word of Blake for quad 'Mechs only, though it is possible that a bipedal design may require it in the future.

Capabilities

The *White Flame* is fast and mobile for a heavy 'Mech, but it carries less weaponry than most comparably-sized BattleMechs. It is at its most useful as a guerrilla-type unit, striking quickly then fading back and striking again from another direction. Stand-up slugfests will leave the heavy quad rapidly defeated, despite its heavy armor and anti-missile defenses. This is not to say that the *White Flame's* large and medium pulse lasers aren't dangerous when combined with its pair of ER medium lasers, just that they are simply best used on the move.

The jump jets that give the *White Flame* its great mobility are a sight to behold in use. Installed in each of the quad's four legs and protruding downward from its center torso, the entire underside of the 'Mech appears to ignite when it jumps, leaving a trail of fire like a falling star behind it in the air. Upon landing, the four legs flex and absorb the impact, while the center torso jet helps by propelling a few seconds longer than the others to help cushion the landing. The overall effect is quite striking.

Deployment

Like the *Blue Flame*, *White Flames* have been distributed throughout the militia in numbers smaller than the production total. Whether some are simply being modified after production and thus have yet to see service or a secret division exists as some believe is unknown.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

WHF-3B WHITE FLAME

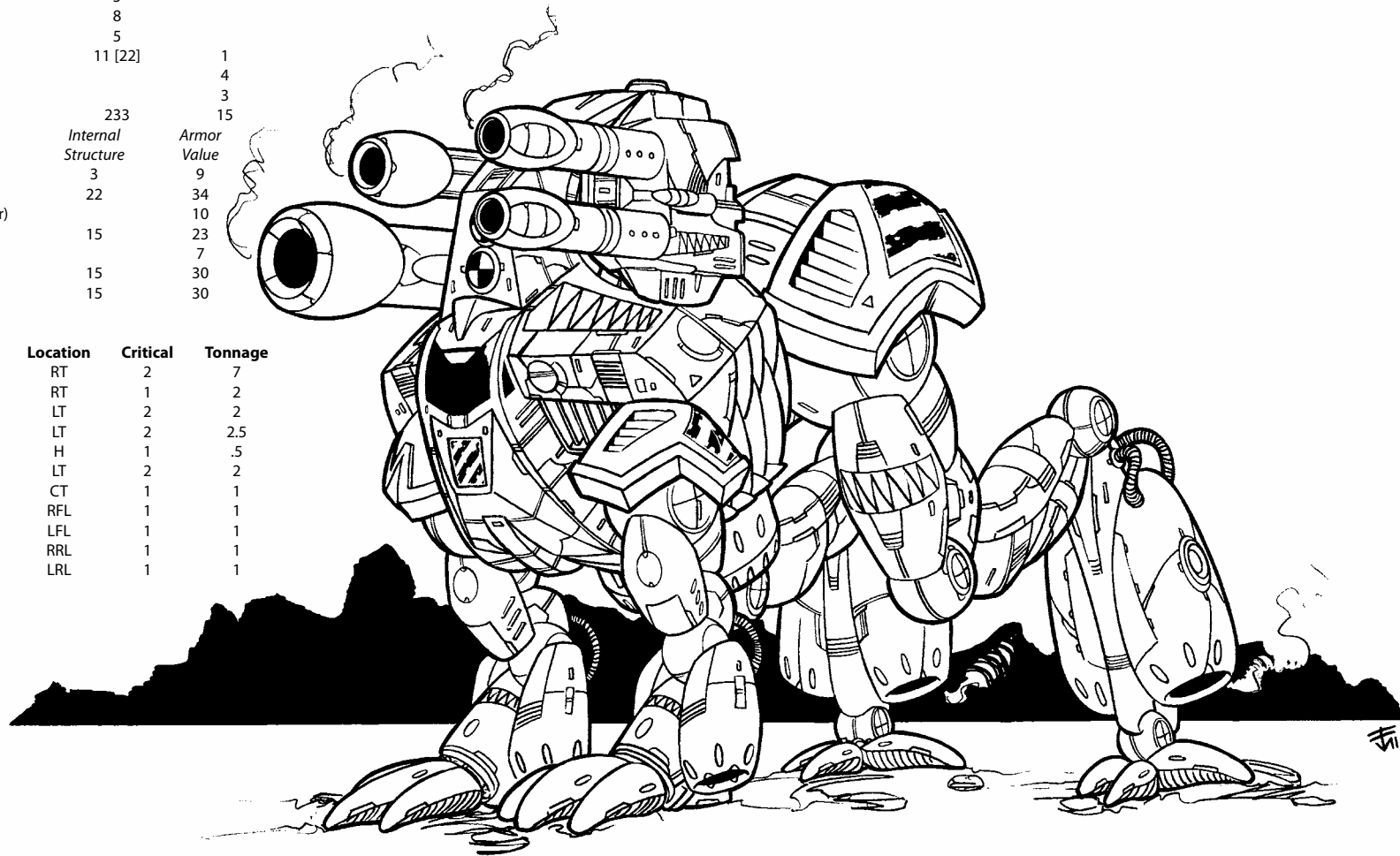
Type: **White Flame**
 Technology Base: Inner Sphere
 Tonnage: 70
 Battle Value: 1,637

Equipment

	Endo Steel	Mass
Internal Structure:	350 Light	22.5
Engine:		
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	233	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	34
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Front Leg	15	30
R/L Rear Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RT	2	7
Medium Pulse Laser	RT	1	2
2 ER Medium Lasers	LT	2	2
C ³ i Computer	LT	2	2.5
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LT	2	2
Jump Jet	CT	1	1
Jump Jet	RFL	1	1
Jump Jet	LFL	1	1
Jump Jet	RRL	1	1
Jump Jet	LRL	1	1



LHU-2B LAO HU

Mass: 75 tons
Chassis: Chariot Type II Endo Steel
Power Plant: GM 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Star Shell Standard

Armament:
1 Shengli LB 20-X Autocannon
1 Zeus LRM-15 Launcher
1 Martell Extended Range Large Laser
Manufacturer: Shengli Arms
Primary Factory: Victoria
Communications System: Dian-bao Comms, Standard

Targeting and Tracking System: O/P 911 Targeting and Tracking System



Overview

Credit for the development of the *Lao Hu* belongs to a young student at the Victoria Academy of Arms and Technology. She noted that the *Thunder* design, though successful, contained a few flaws easily corrected with the new construction materials now obtainable through Chancellor Liao's Xin Sheng efforts in the military-industrial complex. The student was given the privilege of naming the new 'Mech, dubbing it the *Lao Hu*, which means Tiger in Hanyu (Chinese). The design has lived up to its namesake, proving to be a powerful and aggressive force on the battlefield.

Capabilities

The top-heavy *Lao Hu* was designed from the start to bridge the gap between heavy and assault-class BattleMechs and hold its own against superior machines. The autocannon is the same LB 20-X found on the *Yu Huang* assault 'Mech. It is supplied with enough ammunition to conceivably destroy two to four assault machines. This ambitious design also increased the *Lao Hu's* demand for extended campaigns.

The *Lao Hu* also possesses a strong long-range weapons profile. An extended-range large laser in the left arm complements the torso-mounted long-range missile rack. With the varied LRM munitions developed recently, these two weapons augment the 'Mech's already strong tactical position. The *Lao Hu's* aggressive nature is enforced by the GM 375 XL engine, which bestows the best movement curve a 75-ton 'Mech can employ. With speeds ranging up to 86 kilometers per hour, the new design has a rapid approach, trading out the LRM rack for an autocannon at an effective range.

Deployment

The *Lao Hu* entered service in 3062, in time to see some action in the St. Ives conflict though its role was usually underplayed. The strength of the design shows, however, in the numerous petitions since then from assault-class lances and companies requesting the *Lao Hu*.

For her role in developing the 'Mech, the student (who was drafted early from school by the Prefectorate Guard) was awarded the prototype she helped build and escorted by a full lance of these machines into the Guard. Now into its seventh production run with

several variants and outstripping Shengli Arms' *Jinggau* in popularity, there are few regiments in the Confederation that do not boast at least one of these new 'Mechs.

Variants

Both *Lao Hu* variants retain the ER large laser for its solid jousting ability. The LHU-3B shaves off a ton of armor and trades down its LB 20-X for an LB 10-X. The LRM-15 is scaled back to an LRM-10 with Artemis Fire Control System. This saving in weight allows the *Lao Hu* to mount one of the Confederation's still-rare C³ master computers. The 3B variant is reserved for high profile units only.

The LHU-3C is far more common than the 3B and is beginning to rival the 2B in numbers. A standard Gauss rifle with two tons of ammunition replaces the LB 20-X. The LRM-15 is cut apart into three LRM-5s and three tons of ammo, allowing for maximum tactical flexibility.

LIGHT

MEDIUM

HEAVY

ASSAULT

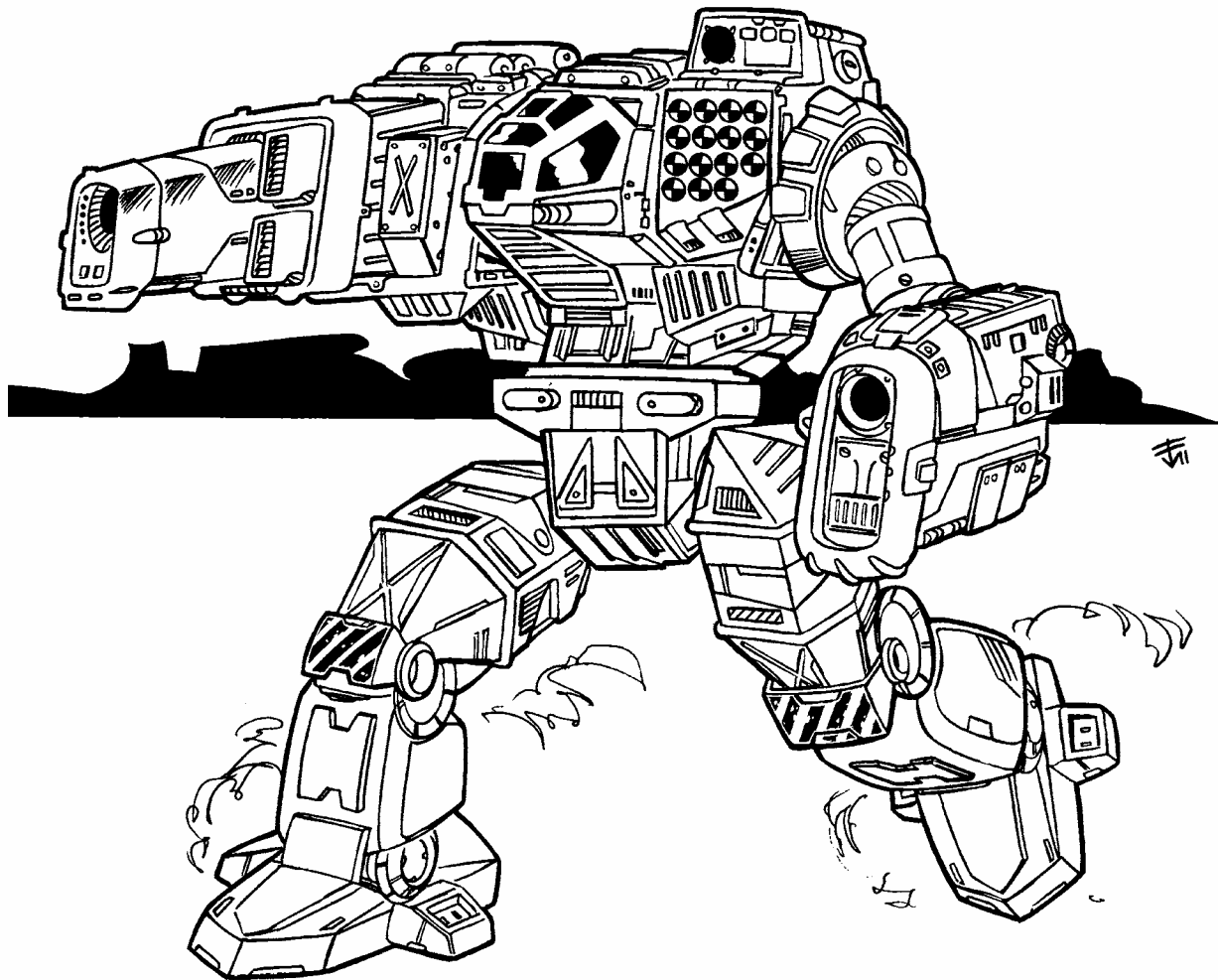
OMNI

LHU-2B LAO HU

Type: **Lao Hu**
 Technology Base: Inner Sphere
 Tonnage: 75
 Battle Value: 1,771

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	23
R/L Leg	16	28

Weapons and Ammo	Location	Critical	Tonnage
LB 20-X AC	RA/RT	11	14
Ammo (LB-X) 15	RT	3	3
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
ER Large Laser	LA	2	5



P1 PERSEUS

Mass: 75 tons
Chassis: Kali Yama Endo Steel
Power Plant: Hermes 300 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor



Overview

The LCCC has authorized several programs to create League-designed and manufactured OmniMechs. To date, however, only one model—the P1 *Perseus*—has entered service with the FWLM in any significant numbers.

The *Perseus* design is based on the *Orion*, a 'Mech that is widely used in the FWLM. The new design uses many of the same components as the *Orion*. This arrangement has facilitated the integration of the OmniMech into units equipped with the older machine. Not surprisingly, the external appearances of the two machines are similar, though the cockpit of the *Perseus* is more centrally located than that of its progenitor. While the two 'Mechs may look similar, however, the *Perseus* incorporates some distinctive design features, including a completely redesigned and reinforced endo steel skeleton that can support a diverse range of weapon systems.

Capabilities

The *Perseus* features enough pod space to accommodate almost forty tons of weapons, though the small size of many of the 'Mech's weapon bays limits the types of weapons it can

Armament:

39.5 tons of pod space available
Manufacturer: Kali Yama Weapons Industries
Primary Factory: Kalidasa
Communications System: Irian Orator-5K
Targeting and Tracking System: Wasat Aggressor Type 5 with OmniLink

carry. Only the *Perseus's* arm mounts are large enough to support the FWLM's largest weapons, such as Gauss rifles or Ultra AC/10s, and the hand and lower-arm actuator assemblies must be removed before such weapons can be installed. The small bays also limit the number of modern heat sinks that can be fitted in the 'Mech. Consequently, the *Perseus's* weapons configurations primarily feature missiles, autocannons and other heat-efficient weapon systems.

Deployment

The *Perseus* has quickly become a mainstay of Marik front-line units, helped in part by a massive training program to boost the number of OmniMech-qualified engineering staff. The logistical problems with the supply of pod-configured weapons that dogged the design's early years have likewise been resolved, allowing units equipped with the design to tailor the *Perseus's* deployment to meet their specific challenges.

Type: **Perseus**
 Technology Base: Inner Sphere OmniMech
 Tonnage: 75
 Battle Value: 1,713

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	224	14
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	36
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	21
R/L Leg	16	32

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	3 Engine 4 Endo Steel	5
Left Torso	3 Engine 4 Endo Steel	5
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg		2
Left Leg		2

Weapons and Ammo

Primary Weapons Configuration	Location	Critical	Tonnage
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
CASE	RT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	RT	2	2
SRM 4	CT	1	2
Artemis IV FCS	CT	1	1
Ammo (SRM) 25	LT	1	1
CASE	LT	1	.5
Medium Pulse Laser	LA	1	2
2 ER Medium Lasers	LL	2	2
2 ER Medium Lasers	RL	2	2
ER Small Laser	H	1	.5

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

P1 PERSEUS

Alternate Configuration A

LRM 20	RA	5	10
Artemis IV FCS	RA	1	1
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 24	LT	4	4
CASE	LT	1	.5
2 Medium Pulse Lasers	CT	2	4
Ammo (SRM) 15	RL	1	1
TAG	RL	1	1
Guardian ECM Suite	LL	2	1.5
Battle Value: 1,661			

Alternate Configuration B

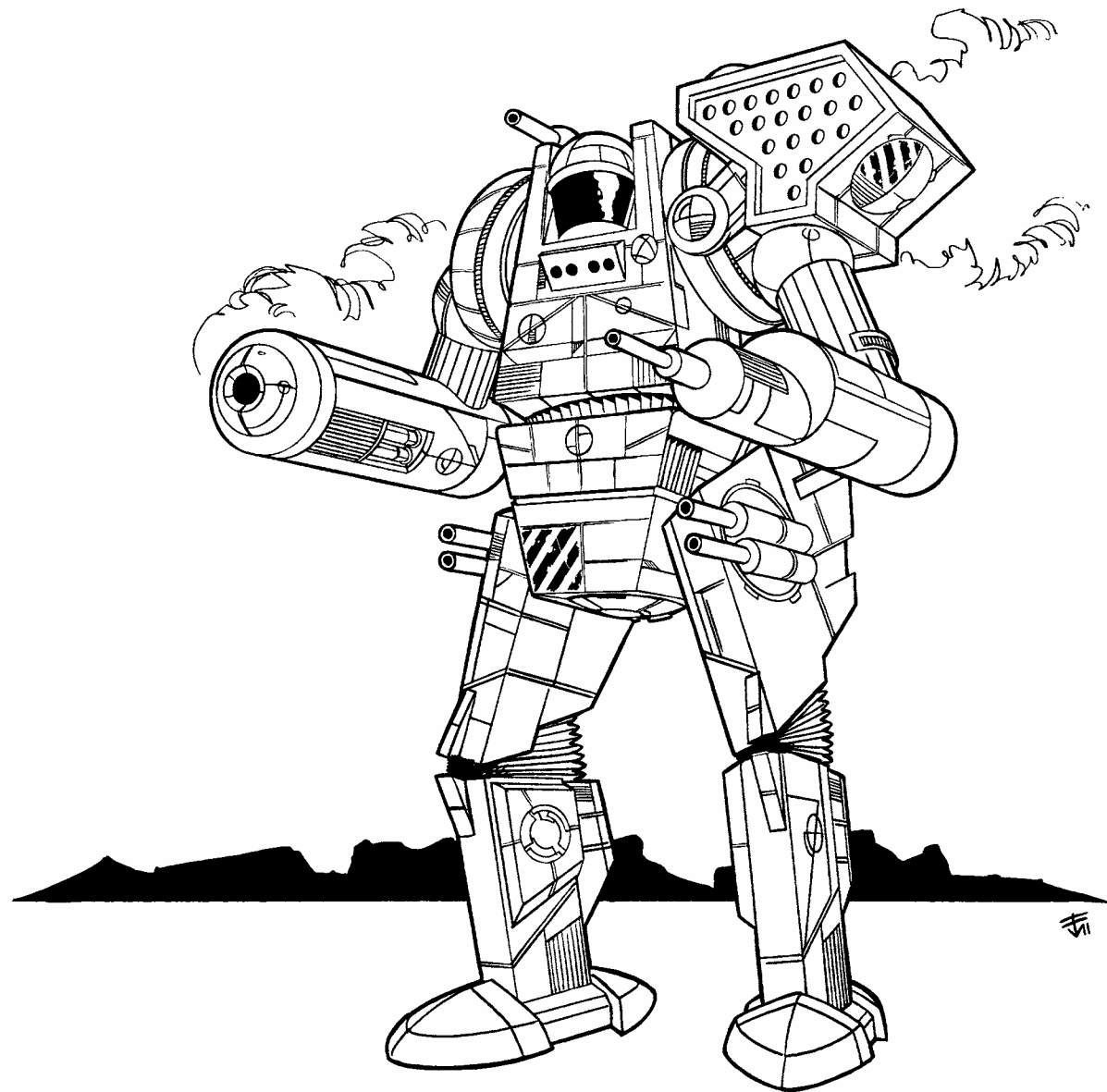
2 Large Pulse Lasers	LA	4	14
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RT	1	1
ER Large Laser	LT	2	5
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LL	2	2
Double Heat Sink	LT	3	1
Double Heat Sink	RT	3	1
Battle Value: 1,776			

Alternate Configuration C

Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 32	LA	2	2
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
Ammo (Ultra) 10	LT	1	1
Streak SRM 2	H	1	1.5
Ammo (Streak) 50	LT	1	1
ER Medium Laser	LL	1	1
2 ER Medium Lasers	RL	2	2
Medium Pulse Laser	CT (R)	1	2
Double Heat Sink	RT	3	1
Double Heat Sink	LT	3	1
Battle Value: 1,644			

Alternate Configuration D

LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 18	LT	2	3
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 30	CT	2	2
ER Medium Laser	RA	1	1
2 ER Medium Lasers	LT	2	2
ER Small Laser	H	1	.5
Guardian ECM Suite	LL	2	1.5
Beagle Active Probe	RL	2	1.5
Battle Value: 1,714			



TNS-4S THANATOS

Mass: 75 Tons
Chassis: StarFrame Heavy Endo
Power Plant: PlasmaStar 375 Extra Light
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Audi-Fokker Mark IV
Jump Capacity: 150 meters



Armor: Durallex Heavy
Armament:
1 Shigunga MRM-20 Launcher
1 Defiance Model 6 Extended-Range Large Laser
2 Defiance Model XII Extended Range Medium Lasers
1 RAMTech 800P Medium Pulse Laser

Manufacturer: StarCorps Industries
Primary Factories: Crofton, Loburg
Communications System: Garret T-60 FastScan with C³ and Guardian ECM modules
Targeting and Tracking System: Garret F22c

Overview

When the Draconis Combine debuted their OmniMech designs more than a decade ago, military manufacturers throughout the Inner Sphere scrambled to either begin designing their own or else license the existing designs from the Combine. While other companies paid the price of impetuosity with hefty licensing or R&D costs, StarCorps instead concentrated their efforts on producing as many standard BattleMechs as they could for the time being—after all, following the Clan War, it was definitely a seller's market.

When Omni technology became more prevalent and better understood, StarCorps jumped into the market with a licensing agreement with the Combine and Luthien Armor Works. By 3060, they were producing *Black Hawk KUs*, *Avatars* and *Sunders* on four different worlds in the F-C and the St. Ives Compact, giving them the technological know-how to eventually design their own Omni-tech 'Mechs and vehicles. Soon they began preliminary work on the OmniMech *Thanatos* and the OmniVehicle Manteuffel.

Unfortunately, by the time the *Thanatos* was ready for trials, neither the LAAF nor the AFFC were interested in a new OmniMech design. With the licensing agreements running

out in 3065, StarCorps had to do something, having already spent the resources on a 'Mech they thought would be approved with no difficulty. So, like Achernar and Robinson Standard with their *Argus*, StarCorps revamped the *Thanatos* into a standard BattleMech—a move that won them contracts that would take them from 3061 into the next decade.

Capabilities

Taking a cue from the Clan *Thor*, the *Thanatos* not only copies the *Thor's* performance capabilities but also many of its physical features. It is fast and maneuverable for a heavy BattleMech, topping out at 86 kph and mounting jump jets. Furthermore, its internal components and electronics systems are heavily reinforced and stabilized, giving it the ability to transverse rough terrain and weather even the worst falls with almost no loss in capability.

That additional strengthening is necessary, as the *Thanatos* is often called on to take the fight to the enemy. It carries an MRM-20 launcher and a variety of laser weapons, designed to strike the biggest punch possible. It also mounts an ECM suite, giving *Thanatos* pilots the additional duty of closing within critical ranges of an enemy force to disrupt their communications and tracking systems.

The *Thanatos* functions best in heavy cavalry units, where its lance and company mates share a similar speed profile. They can be seen operating alongside *Arguses*, *Barghests*, *Falconers* and *Rakshasas* in the two major militaries it serves, complementing these 'Mechs with its intense short-range firepower and incredible sturdiness.

Deployment

The *Thanatos* has slowly been replacing the oldest *Quickdraws* still in service with the LAAF and AFFS, making its way to units like the First Federated Suns Armored Cavalry and the Alliance Jaegers. StarCorps does not sell only to house militaries, though. Mercenary units from the huge Eridani Light Horse to the relatively small Black Angus Boys have also purchased these capable BattleMechs.

LIGHT

MEDIUM

HEAVY

ASSAULT

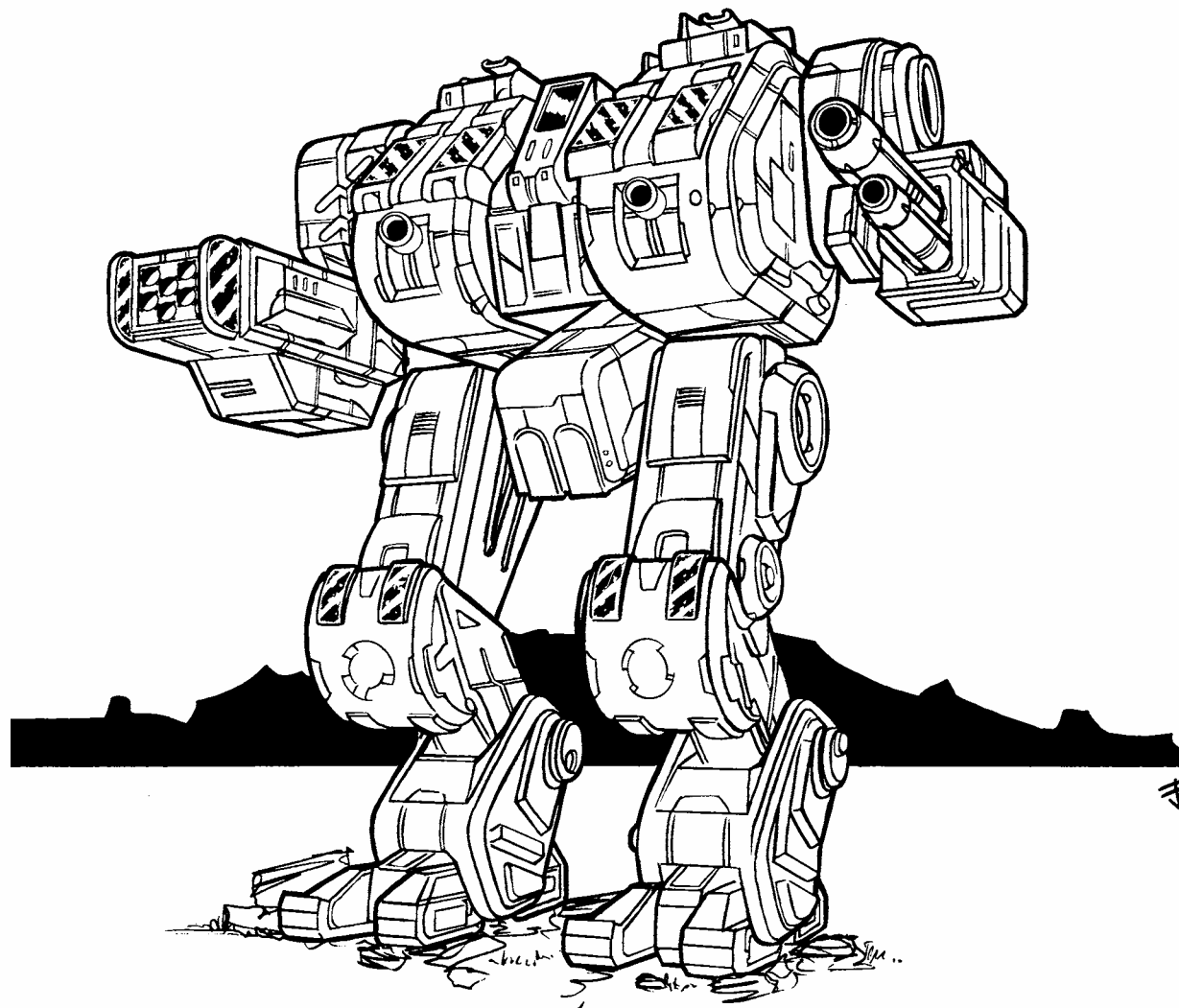
OMNI

TNS-4S THANATOS

Type: **Thanatos**
 Technology Base: Inner Sphere
 Tonnage: 75
 Battle Value: 1,844

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	28
Center Torso (rear)		13
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	20
R/L Leg	16	27

Weapons and Ammo	Location	Critical	Tonnage
MRM 20	RA	3	7
Ammo (MRM) 24	RA	2	2
ER Large Laser	LA	2	5
Medium Pulse Laser	LA	1	2
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Guardian ECM Suite	LT	2	1.5
C ³ Slave	CT	1	1
Jump Jet	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



LGC-01 LEGACY

Mass: 80 tons
Chassis: Skobel Template 8 Endo Steel
Power Plant: Pitban 240
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: CurtissJet 80
Jump Capacity: 90 meters
Armor: Aldis Plate with CASE

Armament:
2 Mydron Excel Ultra Type 10 Autocannon
2 Diverse Optics Extended Range Medium Lasers
1 Diverse Optics Extended Range Small Laser
1 Guided Technologies 2nd Gen Streak-4 SRM Launcher

Manufacturer: Skobel MechWorks
Primary Factory: Russia, Terra
Communications System: Skobel Wave VII Comm with C³i Computer
Targeting and Tracking System: Falcon 15 Watcher



Overview

When Skobel MechWorks finished the testing stage of the *Vanquisher*, their design team moved quickly along to a new project. The Word of Blake Precentor Martial St. Jamais wanted an assault 'Mech designed to showcase the abilities of both the Ultra 10 series of autocannon and the new C³i computer system. The Skobel team set to work immediately. They proposed design after design, none of which met the Precentor Martial's high standards. Finally, the team looked to successful assault 'Mechs of the past for guidance. What they found was the *Rising Star*, a 'Mech produced in low numbers during the first Star League and discontinued because it did not fare well.

The Skobel designers saw immediately what the problem with the old design had been—it had been outfitted with a targeting system that had later been proven faulty. They saw a rebirth for the 'Mech with a new targeting system and a C³i computer. Simulations proved them right. Replacing the old design's standard autocannon with two Ultra autocannon completed the change, and the *Rising Star* walked off the production lines again, now known as the *Legacy*.

Capabilities

Built around the original plans for the *Rising Star*, the *Legacy* inherited that 'Mech's standard fusion engine and heavy armor protection. With CASE protecting the delicate internal areas and the pilot from ammunition explosions, the *Legacy* is a tough scrapper, able to withstand large amounts of damage and still deliver its payload accurately. Though slow, with a maximum speed of just over 50 kilometers per hour, the assault 'Mech also boasts jump jets, giving it the mobility needed to easily traverse mountainous terrain, forested areas or even city streets.

The *Legacy's* main weapons are its two Mydron Excel Ultra autocannon, which spew out slugs at a prodigious rate and are remarkably accurate, thanks to targeting information fed through the C³i system. Backing the twin autocannons up are several lasers and a Streak SRM-4 system, though these have been found to be insufficient if both autocannons jam. Should that occur, *Legacy* pilots are instructed to retreat from the battlefield until the autocannons can be cleared, rather than try to fight with only the backup weaponry.

Deployment

Legacies have been assigned to every division of the Word of Blake Militia, though First and Sixth Divisions have received the lion's share of the new 'Mechs.

Variants

A fire-support variant of the *Legacy* replaces the Ultra AC/10s with 2 Doombud LRM-20 launchers, six total tons of ammunition, and two medium pulse lasers. Roughly one out of every ten *Legacies* produced is this missile-heavy version.

LIGHT

MEDIUM

HEAVY

ASSAULT

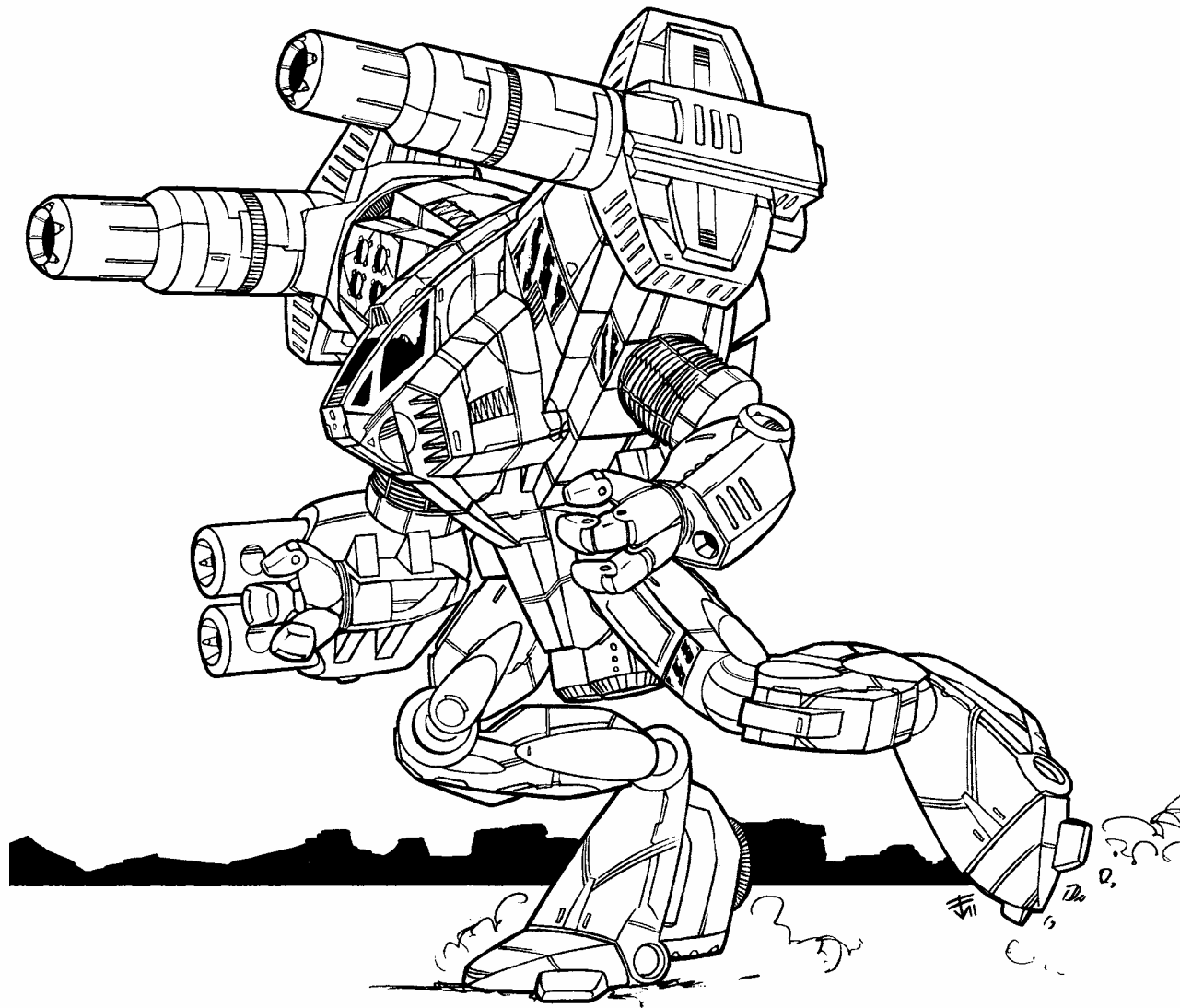
OMNI

LGC-01 LEGACY

Type: **Legacy**
 Technology Base: Inner Sphere
 Tonnage: 80
 Battle Value: 1,967

Equipment	Endo Steel	Mass
Internal Structure:		4
Engine:	240	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	247	15.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	40
Center Torso (rear)		10
R/L Torso	17	27
R/L Torso (rear)		7
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Small Laser	LA	1	.5
Ultra AC/10	RT	7	13
Ammo (Ultra) 20	RT	2	2
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
Ultra AC/10	LT	7	13
Ammo (Ultra) 20	LT	2	2
C ³ i Computer	LT	2	2.5
CASE	LT	1	.5
Jump Jet	CT	1	1
Jump Jet	RL	1	1
Jump Jet	LL	1	1



TLR1-0 TEMPLAR

Mass: 85 Tons
Chassis: Kallon Type XIX Endo Steel
Power Plant: KalTek 340 Extralight
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield A with CASE



Overview

Many within the Federated Commonwealth High Command voiced criticism toward the Department of the Quartermaster's policy of concentrating mainly on upgrading the AFFC's conventional BattleMech forces. When the DQ continued to dismiss these arguments, Field Marshal Duke George Hasek decided to take matters into his own hands and personally commissioned Kallon Industries to design and build an assault-class OmniMech, initially financing this project with his own family's fortune.

Capabilities

Intended to take the place of some of the AFFC's most venerable assault-class 'Mechs, the *Templar* makes the most out of new technologies, coupling them with time-tested off-the-shelf equipment. Not only did this bring development time and costs down, but considering its massive armor protection, the *Templar* is both a durable and easily repairable machine. The primary configuration, with its powerful Gauss rifle and strong array of lasers, is designed to command a battlefield. With the addition of the NAIS' recently introduced advanced targeting system, this configuration is capable of defeating even the heaviest Clan OmniMech.

Armament:

40 tons of pod space available
Manufacturer: Kallon Industries
Primary Factory: Talon
Communications System: Newberg
 Telescan 17
Targeting and Tracking System: Spar 3C
 MegaTrak

The most common variant pairs an Ultra 10-type autocannon with an ER PPC, again backed with the advanced targeting system. Added mobility is also provided with the addition of jump jets.

A third variant is finding its way into the AFFC's regular army, though it is not as common as the first two. Designed to engage an opposing unit at the longest of ranges, the 'Mech mounts an extended-range particle cannon and three of the lightest-class RACs.

The most recently debuted variant teams an ER PPC with an LB 20-X Autocannon, five medium pulse lasers and an ER medium laser. This variant also mounts jump jets, making this version of the *Templar* a potent close-assault design.

Deployment

The first *Templars* off of Kallon's lines were routed to the Syrtis Fusiliers, though machines from later runs have found their way to units like the Federated Suns Armored Cavalry and the Davion Assault Guards. Throughout the war, Duke Hasek's people routed these powerful new 'Mechs only to units opposing the Archon. Of course, the Twentieth Avalon Hussars received quite a few during their defense of Talon, but even that wasn't enough to secure their victory.

Type: **Templar**

Technology Base: Inner Sphere OmniMech
 Tonnage: 85
 Battle Value: 2,045

Equipment

	Endo Steel	Mass
Internal Structure:	Endo Steel	4.5
Engine:	340 XL	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	263	16.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	44
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	36

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	3 XL Engine 2 Endo Steel CASE	6
Left Torso	3 XL Engine 2 Endo Steel	7
Right Arm	1 Endo Steel	7
Left Arm	4 Endo Steel	4
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

TLR1-0 TEMPLAR

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Large Pulse Laser	LA	2	7
Medium Pulse Laser	LA	1	2
Double Heat Sink	LA	3	1
Gauss Rifle	RA	7	15
Targeting Computer	LT	7	7
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
Ammo (Gauss) 16	RT	2	2
2 ER Medium Lasers	CT	2	2

Alternate Configuration A

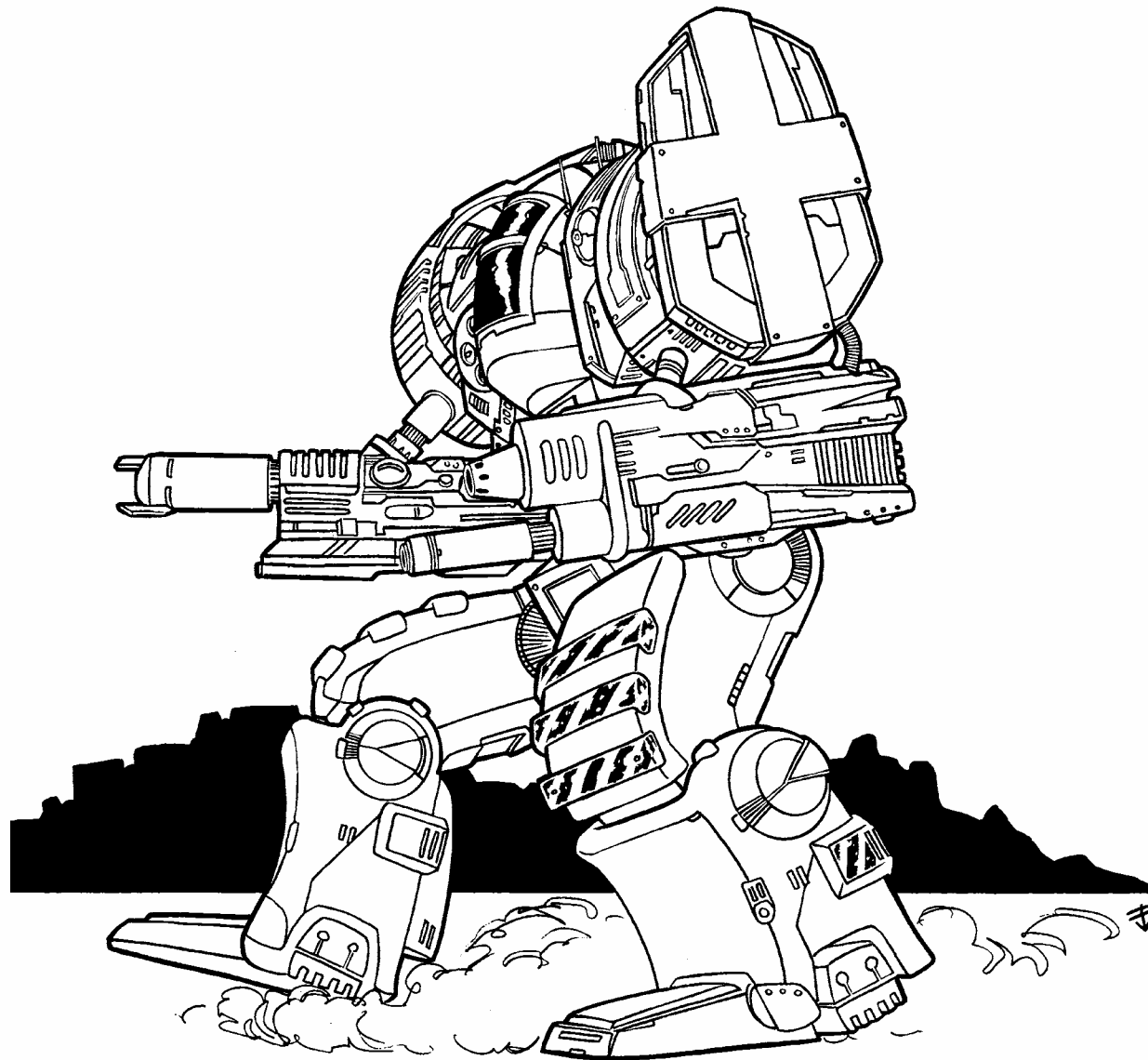
ER PPC	LA	3	7
Double Heat Sink	LA	3	1
Ultra AC/10	RA	7	13
Streak SRM 6	RA	2	4.5
Targeting Computer	LT	5	5
Jump Jets	LT	2	2
Ammo (Ultra) 30	RT	3	3
Ammo (Streak) 15	RT	1	1
Jump Jets	RT	2	2
Guardian ECM Suite	CT	2	1.5
Battle Value: 2,070			

Alternate Configuration B

ER PPC	LA	3	7
Double Heat Sink	LA	3	1
3 Rotary AC/2	RA	9	24
2 Double Heat Sinks	LT	6	2
Double Heat Sink	RT	3	1
Ammo (RAC) 135	RT	3	3
2 ER Medium Lasers	CT	2	2
Battle Value: 1,806			

Alternate Configuration C

LB 20-X AC	RA/RT	11	14
ER PPC	LA	3	7
3 Medium Pulse Lasers	LA	3	6
Ammo (LB-X) 15	RT	3	3
Jump Jet	RT	1	1
2 Medium Pulse Lasers	LT	2	4
ER Medium Laser	LT	1	1
Double Heat Sink	LT	3	1
Jump Jet	LT	1	1
Jump Jets	CT	2	2
Battle Value: 2,063			



AKU-1X AKUMA

Mass: 90 tons
Chassis: Foundation AKU Endo Steel
Power Plant: GM 270
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy



Overview

During the Clan invasion, Theodore Kurita issued a general call to manufacturers to produce more cost-effective BattleMechs, both in initial investment and upkeep costs. Independence Weaponry, well known for their heavy and assault 'Mechs, responded with a low-cost alternative to their own *Atlas-K*: the AKU-1X *Akuma*. With a price tag comparable to the original *Atlas-D*, the *Akuma* shares many components with the older design. By creating a broader demand for the same set of parts, Independence Weaponry reduced the overall cost for both units.

Capabilities

The primary cost-cutting measure employed in the *Akuma's* design was to make the *Akuma* smaller and lighter than the *Atlas*. The reduced weight and resulting smaller fusion engine represented a significant savings. In spite of its smaller size, however, the *Akuma* maintains the same ground speed and comparable armor protection. In addition, the 'Mech's head is adorned with a massive mask, giving it the frightening appearance of the mythical demon for which it is named. The

Armament:

1 Lord's Light 2 Extended-Range Particle Beam Weapon
1 Victory 23R Medium Laser
1 Victory Heartbeat Medium Pulse Laser
1 Shigunga Medium Range Missile 30-Rack
1 Guided Technologies 2nd Gen Streak SRM-4

1 Guided Technologies 2nd Gen Streak SRM-6
1 Emperor Code Red LB 10-X Autocannon
Manufacturer: Independence Weaponry
Primary Factory: Quentin
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Akuma's fearsome appearance is intended to distract or startle the enemy long enough for the Combine MechWarrior to get in the first shot.

The 'Mech's armaments are an array of advanced weapons that work most effectively at short and medium ranges. Though the 'Mech is slow compared to others in its class, its intended use for defense or in slow advances against static or dug-in opponents keeps its low speed from being a design flaw. Central to the *Akuma's* arsenal is a Lord's Light 2 extended-range particle beam weapon and a large rack of medium-range missiles. Two Streak launchers provide a short-range backup to the MRMs. As the Streaks cannot fire without a lock-on, not a single shot of their expensive ammunition is wasted. Some observers consider the Emperor Code Red LB 10-X autocannon an extravagance, but most experts point out that it provides needed long-range firepower. Arm-mounted lasers provide reliable backup weapons in case the *Akuma* runs out of ammunition.

Deployment

The Ryuken-go have always been the chief proponents of the *Akuma*, fielding this design in several assault lances. Other front-line units were slow to adopt the *Akuma* until it proved

itself during the assault on Clan Smoke Jaguar, and since then demand has outstripped production. Recently, in the ill-fated attacks launched against the Combine by Duke Robinson, the *Akuma* 1XJ made its debut in the counterassaults that eventually took the Davion worlds of Breed and Kesai IV.

Variants

The 1XJ has often been derided as 'the same, only more so.' This has some merit in that long-range firepower is further weakened for incredible medium-range and point-blank assault capability. The ER PPC was changed out for a laser and the Streak launchers removed. This allowed upgrades of the medium range missiles and the autocannon. More surprising, however, are the retrofitted jump jets which give the *Akuma* expanded tactical options. It was this variant that created such chaos among Davion lines in 3064.

LIGHT

MEDIUM

HEAVY

ASSAULT

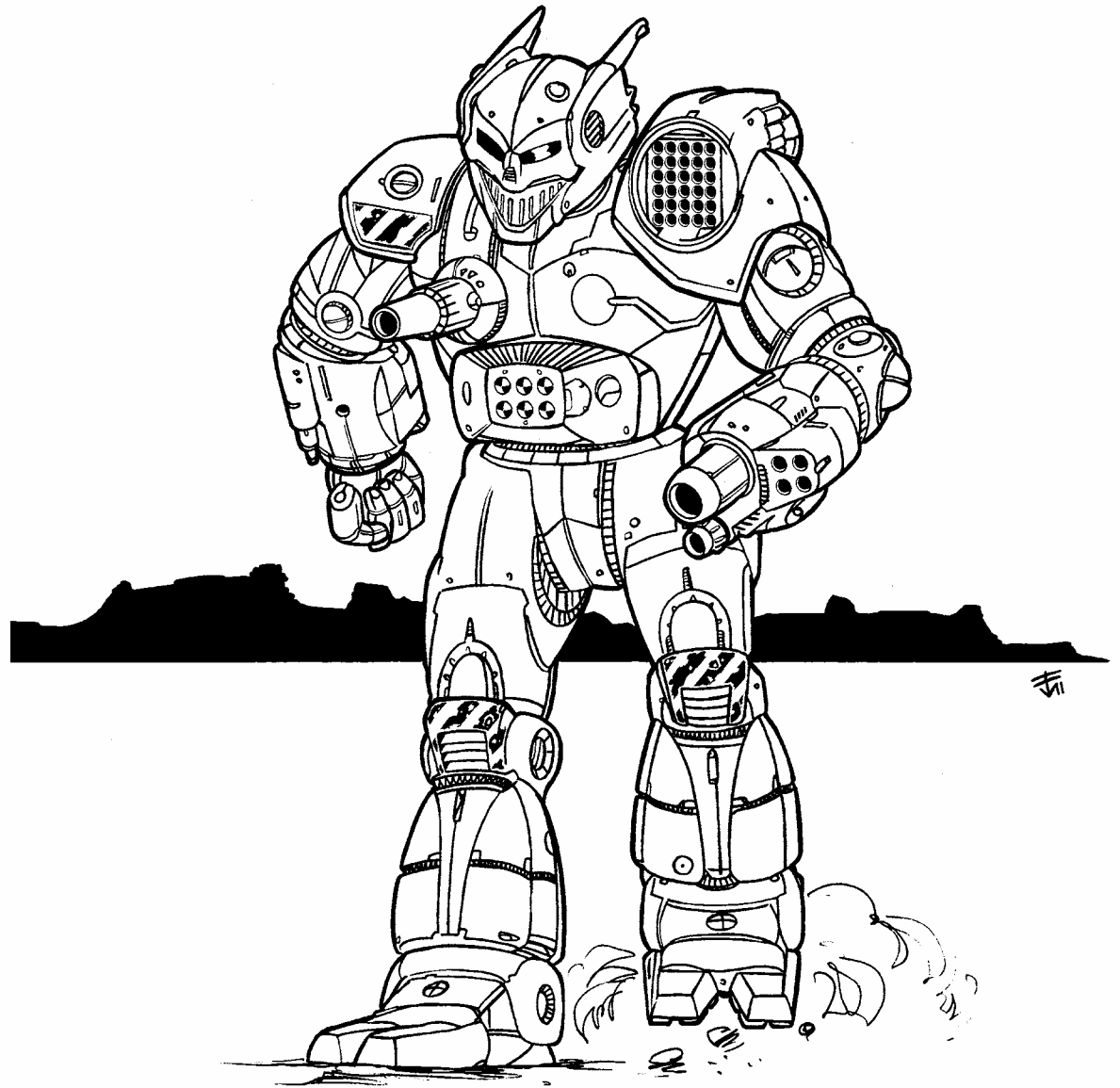
OMNI

AKU-1X AKUMA

Type: **Akuma**
 Technology Base: Inner Sphere
 Tonnage: 90
 Battle Value: 1,959

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	279	17.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	43
Center Torso (rear)		15
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
Medium Pulse Laser	LA	1	2
Streak SRM 4	LA	1	3
Ammo (Streak 4) 25	LA	1	1
Medium Laser	RA	1	1
MRM 30	LT	5	10
Ammo (MRM) 16	LT	2	2
LB 10-X AC	RT	6	11
Ammo (LB-X) 20	RT	2	2
Streak SRM 6	CT	2	4.5
Ammo (Streak 6) 15	RT	1	1



SGT-8R SAGITTAIRE

Mass: 95 tons
Chassis: Skuel Heavy TRQ
Power Plant: Pitban 285 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: HildCo LFT 9-X
Jump Capacity: 90 meters

Armor: Starshield Special Heavy
Armament:
1 Defiance 1001 Extended Range PPC
2 Magna 900P Large Pulse Lasers
5 Magna 600P Medium Pulse Lasers
1 Magna 200P Small Pulse Laser

Manufacturer: Robinson Standard
BattleWorks
Primary Factory: Robinson
Communications System: Sony MSF-31
Targeting and Tracking System:
Federated Stalker with Targeting Module



Overview

Although the *Sagittaire* saw production in mid-3063, Robinson's semi-isolationist policies with regard to the civil war kept the design out of the general militaries until much later. As the civil war progressed, however, the fighting took a nasty, personal turn for the worst. MechWarriors began to demand machines that were superior at point-blank range, whether for fighting in narrow city streets or for brawls on the open no-man's-land between cities. The *Sagittaire* was just such a design.

Capabilities

A Pitban extralight engine powers the laser-heavy *Sagittaire*, giving it a top speed of 54 kph—which is directly in line with 'Mechs of similar weight. Of greater interest, however, are the HildCo lifters installed in the legs and centerline, making the *Sagittaire* one of the relatively few assault 'Mechs with jumping capability, giving it a great deal of tactical flexibility. That, of course, doesn't even take into account the psychological impact of watching a 95 ton BattleMech fly through the air upon untested warriors.

If that wasn't enough, the *Sagittaire* mounts a heavy weapon configuration tied into one of the new Federated Suns targeting computers. A single ER PPC gives this 'Mech striking power from a distance. As ranges close, the *Sagittaire* ties in two large pulse lasers, a trio of medium pulse and even a single small pulse laser. Two more medium pulse lasers are provided with rear-firing arcs for extra protection, though with eighteen tons of armor the need for such a stratagem is debatable. The *Sagittaire's* pulse-technology lasers combined with the targeting computer allow a MechWarrior to maintain a high rate of mobility and still hold an edge against most other BattleMechs. When keeping the *Sagittaire's* feet firmly planted on the ground, the design is simply devastating.

Deployment

Deployed from Robinson BattleWorks in 3063, the machine first saw heavy action against House Kurita as Duke James Sandoval committed heavy resources toward taking and holding a half-dozen Combine worlds. The *Sagittaire* was instrumental in the assault on Proserpina, where one lance of these machines

destroyed a company of samurai from the Ninth Benjamin Regulars in a series of ill-fated one-on-one duels. Later, during House Kurita's successful counter-assault, the Dragon made a concerted effort to capture or salvage several 'Mechs of the *Sagittaire* design for its own use.

As Katherine Steiner-Davion later tightened her reigns on the Draconis March, Duke Sandoval allowed more of these machines to be sold into her loyalist army. This was short-lived, however, as Tancred Sandoval deposed his father not long after as the March Lord. He then shifted the entire *Sagittaire* line into bolstering his own forces and those regiments supporting Victor Steiner-Davion.

As an example of the wide appeal of the *Sagittaire*, an allied company and a loyalist company were deployed on New Avalon, each with a lance of *Sagittaires*. They clashed during battle for the continental capital of Flensburg, and only three allied machines walked away under their own power. All three were *Sagittaires*. Between them, they accounted for eight "kills" out of twelve enemy 'Mechs.

LIGHT

MEDIUM

HEAVY

ASSAULT

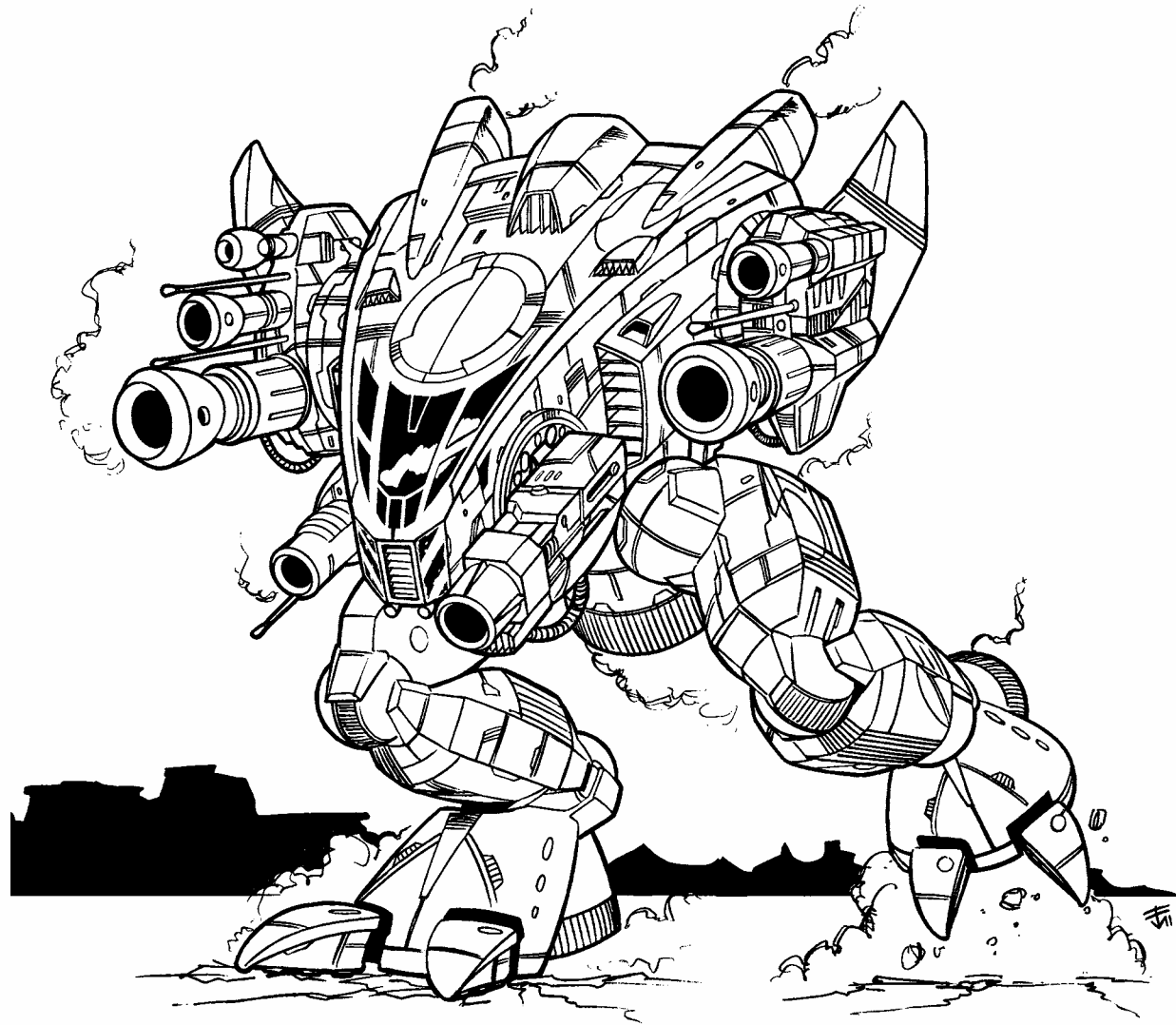
OMNI

SGT-8R SAGITTAIRE

Type: **Sagittaire**
 Technology Base: Inner Sphere
 Tonnage: 95
 Battle Value: 2,088

Equipment		Mass
Internal Structure:		9.5
Engine:	285 XL	8.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	288	18
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	30	44
Center Torso (rear)		15
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	31
R/L Leg	20	39

Weapons and Ammo	Location	Critical	Tonnage
Medium Pulse Laser	H (R)	1	2
Large Pulse Laser	RA	2	7
Medium Pulse Laser	RA	1	2
Small Pulse Laser	RA	1	1
Large Pulse Laser	LA	2	7
Medium Pulse Laser	LA	1	2
Targeting Computer	RT	8	8
Medium Pulse Laser	RT	1	2
ER PPC	LT	3	7
Medium Pulse Laser	CT (R)	1	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2
Jump Jet	RL	1	2



FNR-5 FAFNIR

Mass: 100 tons
Chassis: Foundation Type 220
Power Plant: Vlar 300
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None



Armor: Durallex Special Heavy V2
Armament:
1 RAMTech 800P Medium Pulse Laser
2 RAMTech 1500Z ER Medium Laser
2 Defiance Hammerfist Heavy Gauss Rifle
Manufacturer: Defiance Industries of Hesperus
Primary Factory: Hesperus II

Communications System: Angst Discom with Guardian ECM Suite
Targeting and Tracking System: Angst Accuracy

Overview

The last two decades have been a time of opportunity for Defiance Industries. The technological renaissance has solidified their reputation as the principle 'Mech manufacturer in the Inner Sphere. As such, new BattleMech designs have rolled off the production lines buried in the Myoo Mountains, including the *Cobra* and *Salamander*.

Brandal Gareth's abortive revolt in 3057 could have cost the company dearly. Instead, the brief conflict brought to light a number of design flaws in the company's new flagship model, the *Defiance*, the production of which was immediately suspended. Rather than allowing this setback to derail their plans, Defiance immediately began work on a new design, the *Fafnir*, intended to showcase the company's abilities. Prototypes entered service in late 3061 with full-scale production having commenced in early 3063.

Capabilities

Borrowing heavily from the *Atlas*, which is also produced on Hesperus, the *Fafnir* epitomizes the Lyrans philosophy of size and strength rather than finesse. Massing a hundred tons, and with almost twenty tons of armor, the

design is impervious to all but the heaviest—or luckiest—of shots. A sophisticated Guardian ECM suite adds to the 'Mech's defenses, hindering the operation of enemy targeting and communication systems.

Like the *Atlas*, the *Fafnir* has a top speed of only 54 kph, though its fusion plant is twice the mass of the older machine. While this change reduces the design's payload by ten tons, it was argued that this increased its survivability by eliminating engine KOs due to side-torso destruction. It also ensured that sufficient space was available for the design's principle armament, a pair of Hammerfist heavy Gauss rifles. These massive weapons, nicknamed "Thor's Hammer," combine range and firepower to deadly effect and, despite the system's drawbacks, are extremely popular in the LAAF. The greatest criticism leveled at the design is its over-reliance on the Hammerfists, with only a pair of extended range medium lasers and a single pulse laser to defend the 'Mech if it exhausts its ammunition.

Deployment

Prototype *Fafnirs* were deployed to pro-Katherine units throughout the Lyrans Alliance, where it has replaced older designs like the *Banshee* and *Zeus*. There, the design has found

a home among assault units, particularly those assigned to breach enemy lines and fortifications. One such unit is the VS (Valiant Stormier) company of the Third Lyrans Guards on Graceland, who were impressed by the *Fafnir's* performance in initial exercises. Later, in action against the Jade Falcons, they used the *Fafnir* to good success, though even its massive firepower was not enough to prevent the Third from being savaged.

Pilots throughout the LAAF have given the *Fafnir* the nickname of "Mugger," because of its combination of simplicity and brutality.

Variants

The civil war prompted the development of several new variants of the *Fafnir*, notably the 5B that replaces the new (and thus hard to come by, particularly for ammo and spare parts) heavy Gauss rifles with a pair of regular Gauss rifles and extended range medium and large lasers.

LIGHT

MEDIUM

HEAVY

ASSAULT

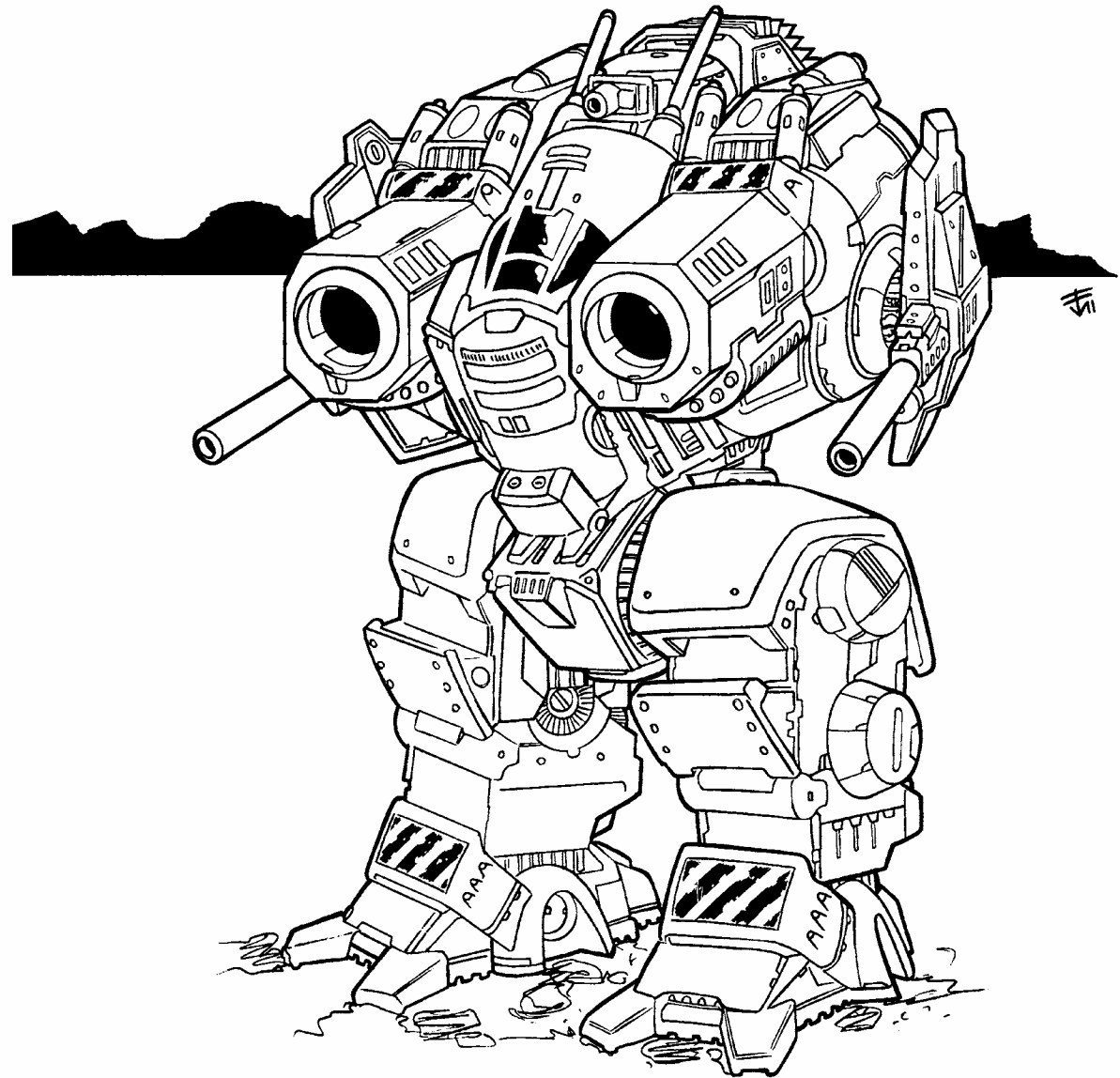
OMNI

FNR-5 FAFNIR

Type: **Fafnir**
 Technology Base: Inner Sphere
 Tonnage: 100
 Battle Value: 2,636

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons And Ammo	Location	Critical	Tonnage
Medium Pulse Laser	H	1	2
ER Medium Laser	LA	1	1
Ammo (Hvy. Gauss) 8	LA	2	2
ER Medium Laser	RA	1	1
Ammo (Hvy. Gauss) 8	RA	2	2
Heavy Gauss Rifle	LT	11	18
CASE	LT	1	.5
Heavy Gauss Rifle	RT	11	18
CASE	RT	1	.5
Ammo (Hvy. Gauss) 8	RL	2	2
Ammo (Hvy. Gauss) 8	LL	2	2
Guardian ECM Suite	CT	2	1.5



VQR-2A VANQUISHER

Mass: 100 tons
Chassis: Hollis Alteration Mark VI
Power Plant: Vlar 300
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None



Overview

When Word of Blake ROM agents arrived on Terra with the plans for ComStar's new improved C³i computer (C³i), Precentor Martial St. Jamais deemed getting the new technology into service a high priority. Word of Blake scientists had soon mastered production of the sophisticated targeting and tracking system; all that was lacking was a platform to carry it. Though several Star League-era designs were upgraded and refitted with the C³i, the Precentor Martial chose to develop a brand new design around it as well. He commissioned Militia designers to create a new assault 'Mech based on the aging *King Crab* but meant to showcase the C³i's capabilities. He then began searching for a suitable company to produce the new design.

Skobel MechWorks was the company for which he had been searching. A Terra-based company that had produced the original BattleMech, the *Mackie*, Skobel was now turning out their *Nexus* design for the Militia. The Precentor Martial ordered one of Skobel's ancient factories reopened, one long mothballed and thought destroyed. From the very assembly lines that had once produced the *Mackie*, stepped its descendent: the *Vanquisher*.

Armor: Aldis Plate with CASE

Armament:

- 2 Corean Light Gauss Rifles
- 2 Diverse Optics Sunbeam Extended Range Large Lasers
- 3 Diverse Optics Extended Range Medium Lasers

Manufacturer: Skobel MechWorks

Primary Factory: Russia, Terra

Communications System: Skobel Wave VI
Comm with C³i Computer

Targeting and Tracking System: Falcon
12b Watcher

Capabilities

Though based on the *King Crab*, the *Vanquisher* bears only a small resemblance to its predecessor, despite its legs and hunched-over torso. This mammoth 'Mech utilizes long-range weapons to bring down its foe, using targeting information gathered from its faster companions to make a pinpoint assault. The light Gauss rifles and ER large lasers are the *Vanquisher's* main weapons, though its three ER medium lasers boast impressive ranges as well and can be quite dangerous in their own right.

The *Vanquisher* is slow, but it boasts an incredible amount of protection. Not only does it bear almost twenty tons of standard armor, it lacks a dangerous extra-light engine. It is also equipped with CASE in both side torsos to protect against light Gauss rifle explosions. The new design meets its specifications admirably, and is sure to be the basis on which any Militia C³i network is built.

Deployment

The *Vanquisher* and various C³i-refitted 'Mechs have been distributed together to every division of the Word of Blake Militia, where they have proven quite popular.

Perhaps the most spectacular success of the *Vanquisher* was on the world of Epsilon Eridani in late 3066, when raiders attacked the defending Quality of Mercy III. Demi-Precentor (Adept XII) Masayuki Hoshi used a Level II—two *Vanquishers* and four *Hussars*—to hold off an entire company. Though the attackers announced themselves as a new pirate band—the Devil's Brigade—Duke Benton of Eridani immediately denounced the Terracop Confederation for their blatant expansionism. Demi-Precentor Hoshi, however, apparently stated that he felt it had been a masquerading unit from the Com Guards' Eleventh Division, attempting to exact revenge for their removal from Caph.

Variants

A newly-produced version of the *Vanquisher* replaces the light Gauss rifles, ER large lasers, and four heat sinks with four Ultra AC/5s and six tons of ammunition. Roughly one out of every six *Vanquishers* is an Ultra AC variant.

LIGHT

MEDIUM

HEAVY

ASSAULT

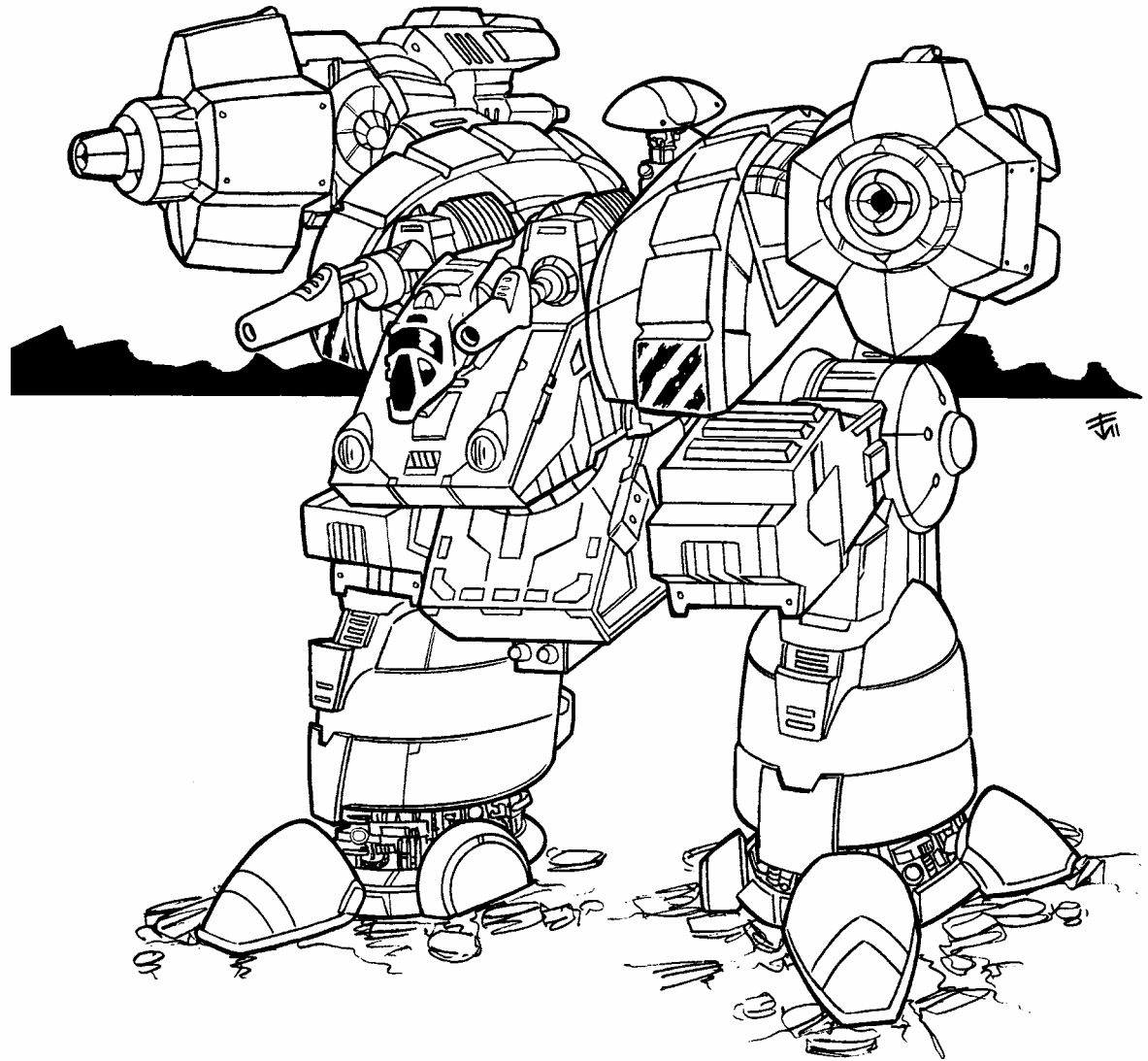
OMNI

VQR-2A VANQUISHER

Type: **Vanquisher**
 Technology Base: Inner Sphere
 Tonnage: 100
 Battle Value: 2,234

Equipment	Endo Steel	Mass
Internal Structure:	300	5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo	Location	Critical	Tonnage
Light Gauss Rifle	RA	5	12
Ammo (Lt. Gauss) 32	RA	2	2
Light Gauss Rifle	LA	5	12
Ammo (Lt. Gauss) 32	LA	2	2
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
CASE	LT	1	.5
C ³ i Computer	CT	2	2.5
ER Medium Laser	H	1	1



CLAN BATTLEMECHS

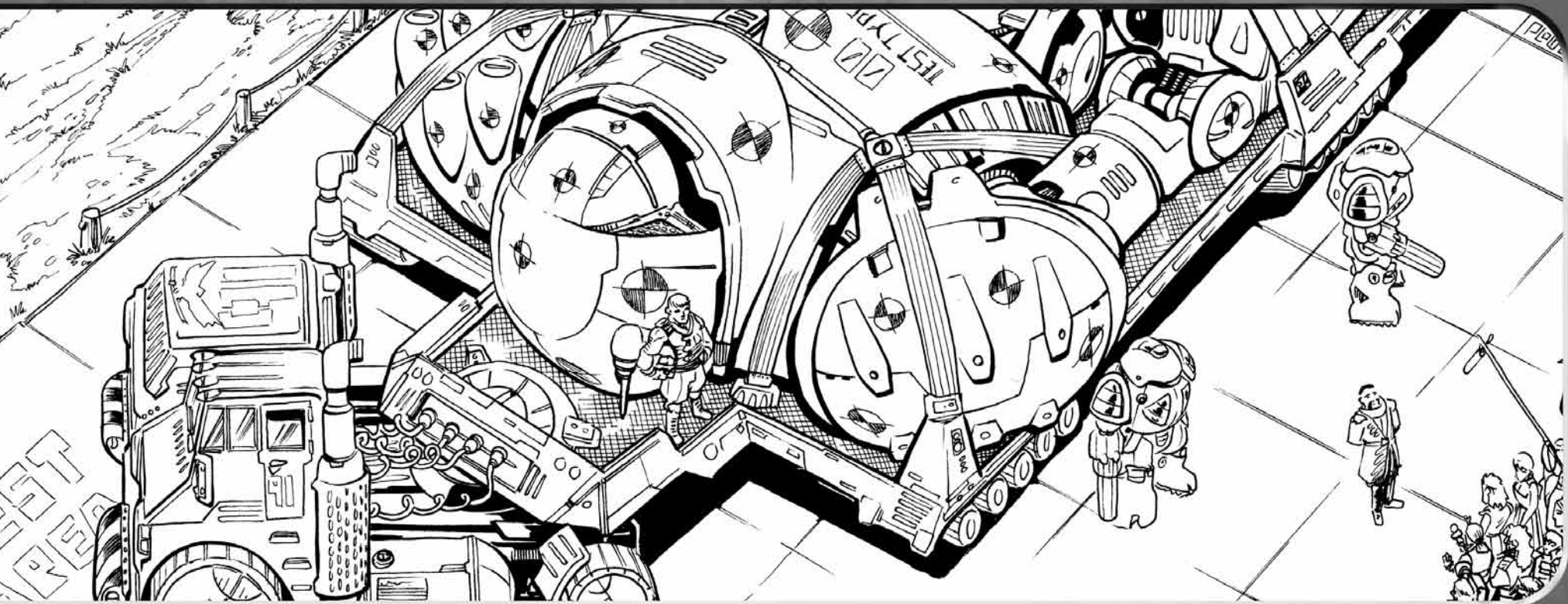
The Clans' hidebound ways, such as their adherence to their ritualized warfare—*zellbrigen*—has been the one Achilles heel that has allowed the Inner Sphere to hold them at bay. As more time passes, however, and more reversals such as the destruction of the Smoke Jaguars and the loss of the Great Refusal occur, I fear that we will push them into abandoning these concepts.

Some Clans have always been "relaxed" towards these traditions—such as Clan Wolf. That goes a long way toward explaining their phenomenal performance during Operation Revival as compared to the other invading Clans. Also, those Clans that have spent years in the Inner Sphere, such as Clan Ghost Bear who have moved their entire population to their previous occupation zone, have started to embrace the Inner Sphere style of combat.

More significantly, for the first time in well over a century the Clans have fielded new weaponry: the heavy laser and the almost unmatched Advanced Tactical Missile System. In our efforts to bridge the technological gap between the Clans and ourselves, it appears that we have finally shaken them from their complacency. The ProtoMech is also a case where an entirely new type of combat vehicle was produced and fielded because of direct contact with the Inner Sphere. Luckily, it appears that only Clan Blood Spirit has fully embraced this new and unusual vehicle; a testament to the stubborn nature of the Clans.

Attached is a report on the various new BattleMechs that have been fielded by the Clans in the last ten years. Obviously, most of these new 'Mechs have been designed around the new weapon systems available to the Clans. It is worth noting, however, that though many of these designs make extensive use of all the technology available to the Clans, very few are OmniMechs; traditionally, non-OmniMechs do not receive the lion's share of technology. Why this has occurred, I cannot say. Regardless, it may be significant.

—Jared Pascal
Precentor VIII-Omega
Inner Sphere Embassy, Strana Mechty
21 September 3067



SOLITAIRE

Mass: 25 tons
Chassis: Alpha Primary Endo Steel
Power Plant: Model SF-25 (XL)
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Jump Jets: None

Jump Capacity: None
Armor: Forging FF01 Ferro Fibrous
Armament:
1 Model X Heavy Large Laser
2 Model V Heavy Medium Lasers
1 Model II Heavy Small Laser
Manufacturer: Auxiliary Production Site #4

Communications System: S9R Beta Series Communications
Targeting and Tracking System: Gamma-Five Sensor Package



Overview

Always flying in the face of convention, the Diamond Sharks have begun deploying this non-Omni BattleMech in front-line units. Even more incredible, perhaps, is that the design is truly sought after by many warriors. The *Solitaire* is highly regarded as a fierce advance-deployed unit. It is designed to approach with incredible speed and tear up enemy units before the main engagement commences.

Capabilities

"Spare no expense," is not a phrase commonly heard among the Diamond Sharks, where even the hardest-line warrior keeps at least one eye on Clan profits. Still, that seems to be the theory used in creating the *Solitaire*. An XL engine. Endo steel chassis. Ferro-fibrous armor. What did they hope to get from this design?

How about a machine that can threaten an unwary assault 'Mech? The *Solitaire* can outrun almost any other design, slashing

across battlefields at speeds just over 160 kph. With ninety-six percent of its maximum armor, this design can take a few hard-hitting shots before feeling threatened—if an enemy can track the twenty-five ton blur. And it often gives better than it receives. With a quartet of heavy lasers ranging from the smallest size class to the largest, the *Solitaire* can take an incredible bite out of any enemy.

Most *Solitaire* pilots break from their lance early, using their incredible speed to close with the enemy. Relying on their mobility, *Solitaire* pilots tend to single out enemy 'Mechs which have strayed too far from the protection of their lance or star, run in at their blind side and tear away at their armor plating with savage strength. Although the *Solitaire* does not even come close to dissipating the heat generated during a full weapons strike, it is still normal for Shark warriors to work themselves into a superior position and cut loose with every weapon regardless of build-up.

Deployment

The Diamond Sharks initially posted most of their *Solitaires* to the Spina Galaxies. Although it looked as if they were diluting the strength of these critical units, Clan Ice Hellion discovered the truth in a humiliating defeat. Tempted to strike at a Rho Spina Cluster, the Ice Hellion advance fell apart as five *Solitaires* speared through their line and threw an elite Trinary into chaos. After this debut, the Sharks began placing *Solitaires* into their front-line Galaxies as well, though only by the request of their MechWarriors.

A large number of *Solitaires* have also been traded off to Clan Ghost Bear, reportedly at cut-rate prices. Likely this is in repayment for the generous concessions granted the Sharks by the Ghost Bears as the latter Clan abandoned the Clan Homeworlds. Other analyses work off the assumption that the Sharks are paying ahead on a new deal, possibly with regard to moving stronger assets into the Inner Sphere through Ghost Bear territory.

LIGHT

MEDIUM

HEAVY

ASSAULT

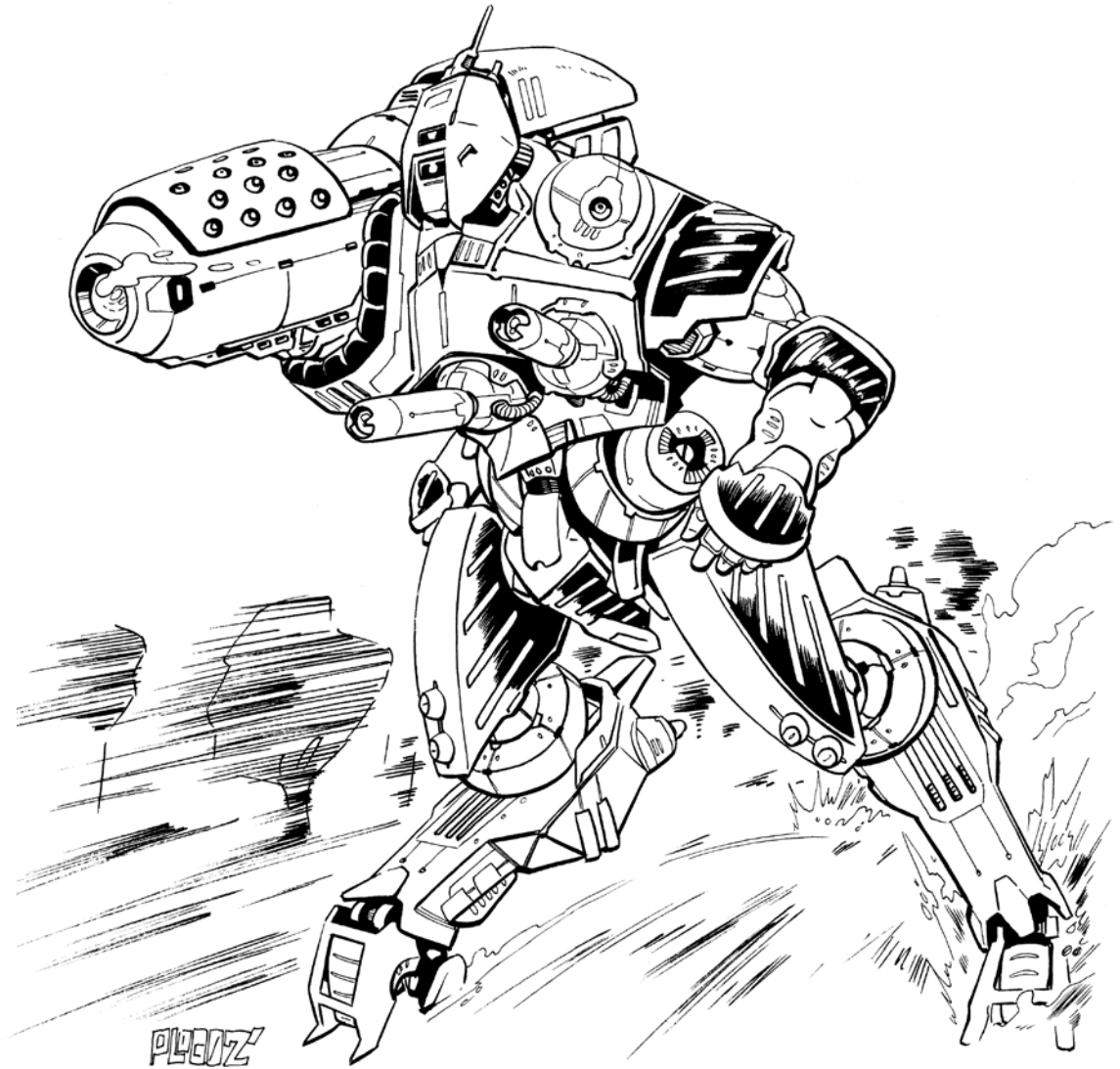
OMNI

SOLITAIRE

Type: **Solitaire**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 1,284

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	250 XL	6.5
Walking MP:	10	
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	86	4.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	8	10
Center Torso (rear)		3
R/L Torso	6	9
R/L Torso (rear)		3
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	Location	Critical	Tonnage
Heavy Large Laser	RT	3	4
Heavy Medium Laser	LT	2	1
Heavy Small Laser	LT	1	.5
Heavy Medium Laser	CT	2	1



HELLION

Mass: 30 tons
Chassis: Hellion Light Endo Steel V5
Power Plant: 210 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph,
 151 kph with MASC
Jump Jets: None
Jump Capacity: None



Overview

The *Hellion* is the direct result of Clan Ice Hellion's philosophy of swift warfare. Using a heavier version of the *Mist Lynx* chassis, the Ice Hellions have created an effective blend of speed, armor and firepower. A fast and capable fighter, the *Hellion* can enter a battlefield, approach and strike a target before being touched.

Capabilities

The *Hellion* was designed to balance speed and firepower on the battlefield. Though slower than heavier models such as the *Ice Ferret* and *Viper*, it supports more pod space than either of them. The 'Mech can also outpace lighter models that can mount a larger weapons array, especially when its myomer acceleration signal circuitry (MASC) is engaged. With both long- and short-range punch, the primary configuration can hold its own on any ground. The four medium lasers and trio of Streak 2-packs also make it a potent headhunter 'Mech.

Responding to the diversity of Inner Sphere tactics, Ice Hellion commanders designed the Alpha variant to function as a

Armor: Compound Gamma Ferro-Fibrous
Armament:
 11.5 tons pod space available
Manufacturer: Hector MechWorks Facility Alpha
Communications System: HCFA 3035 3.0
Targeting and Tracking System: HCFA 3047 1.5

mobile harassment platform. Its three LRM 10-packs become devastating when paired with Narc-equipped 'Mechs.

Paying little heed to safety, the *Hellion B* has been outfitted with as many heavy lasers as possible to provide a knock-out punch to enemy 'Mechs. Though additional heat sinks were added, a pilot who fires all of his heavy lasers at once will have more to worry about than a little static across his monitors.

Far more heat-efficient and just as deadly is the *Hellion C*, combining one of Clan Coyote's ATM systems with a battery of lasers tied into a targeting computer. This new variant is already a highly regarded headhunter.

Deployment

The *Hellion* is popular among the Ice Hellions, appearing in nearly every light Star. In other Clans it is far less common, but appears periodically among the Toumans of all the homeworld Clans.

A surprising number have surfaced in the Clan OZs, however, undoubtedly owing to the loss of an entire Hellion shipment from Hector to the Diamond Sharks.

Type: **Hellion**
 Technology Base: Clan OmniMech
 Tonnage: 30
 Battle Value: 1,837

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 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	105	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
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

Weight and Space Allocations

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	2 Engine 2 Endo Steel 1 MASC	7
Left Torso	2 Engine 3 Endo Steel	7
Right Arm	2 Endo Steel 2 Ferro-Fibrous	4
Left Arm	5 Ferro-Fibrous	3
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

Weapons and Ammo

	Location	Critical	Tonnage
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Primary Weapons Configuration

2 ER Medium Lasers	RA	2	2
ER Medium Laser	LA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
Streak SRM 2	RT	1	1
2 Streak SRM 2	LT	2	2
ER Medium Laser	H	1	1
Ammo (Streak) 50	LT	1	1

Alternate Configuration A

LRM 10	RA	1	2.5
Ammo (LRM) 12	RA	1	1
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
LRM 10	CT	1	2.5
Ammo (LRM) 12	CT	1	1
ER Medium Laser	H	1	1

Battle Value: 1,543

Alternate Configuration B

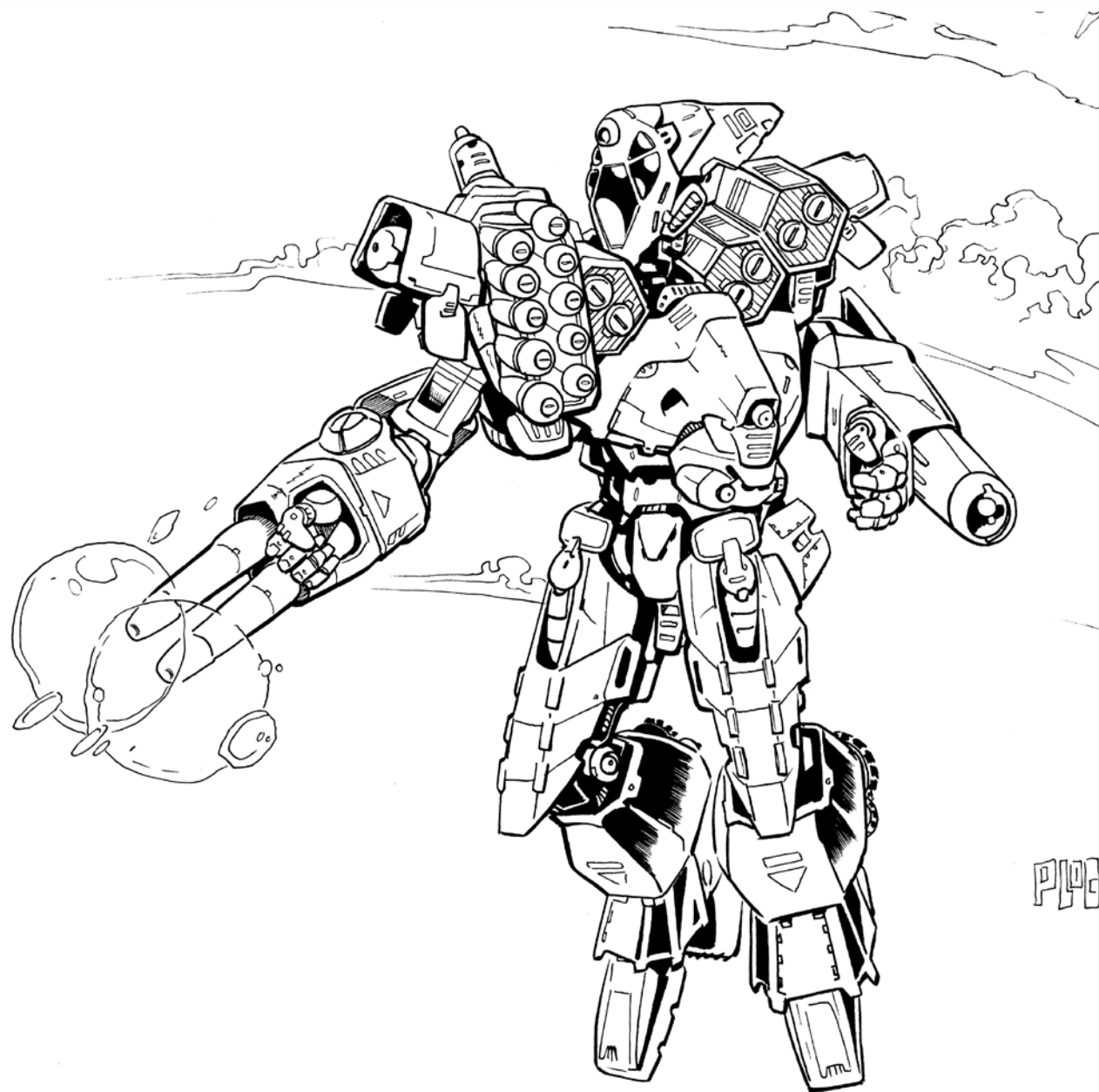
Heavy Large Laser	RA	3	4
2 Hvy. Medium Lasers	RT	4	2
2 Hvy. Medium Lasers	LT	4	2
Heavy Small Laser	H	1	.5
Double Heat Sink	LT	2	1
Double Heat Sink	RT	2	1
Double Heat Sink	CT	2	1

Battle Value: 1,569

Alternate Configuration C

ER Medium Laser	RT	1	1
Targeting Computer	RT	1	1
ER Medium Laser	LT	1	1
ATM 6	LT	3	3.5
Ammo (ATM) 30	LT	3	3
2 ER Medium Lasers	CT	2	2

Battle Value: 2,095



SPIRIT

Mass: 35 tons
Chassis: Olivetti S1 Endo Steel
Power Plant: Magna 245 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None

Armor: Compound Alpha Ferro Fibrous
Armament:
1 Series 6b Extended Range Large Laser
1 General Systems Heavy Medium Laser
1 General Systems Heavy Small Laser
1 Mk 46 Type IV LRM-10 with Artemis FCS
1 Pattern JX Streak SRM-4 Launcher

Manufacturer: Olivetti Weapons
Primary Factory: Sudeten
Communications System: Angst 2400 with ECM Suite
Targeting and Tracking System: Omicron XX with Artemis IV FCS



Overview

A 10-year upgrade and revitalization program came to fruition in 3063, at the reopening of the Olivetti Weapons facility on Sudeten. Khan Pryde of the Jade Falcons attended the rededication ceremony and served as Oathmaster in the Trial of Possession for the factory's first Clan-tech 'Mech, the prototype light 'Mech *Spirit*.

A fusion of Clan technology and Inner Sphere methods, the Olivetti facility and the *Spirit* 'Mech demonstrate the Falcon's commitment to the Inner Sphere and their ongoing efforts to integrate their Clan and Spheroid populations. Khan Pryde's new strategy earned the Falcons a respite from the wars of the 3050s and gave them opportunity to rebuild and train their Touman. The *Spirit* proved to be a cornerstone in their efforts: an easy to produce multi-role design that was capable as both a scout and trainer.

Capabilities

The heart of the *Spirit* is a 240-rated XL fusion power plant, based on a Clan design but manufactured locally thanks to imported

technologies. This light but powerful engine allows the *Spirit* to reach almost 120 kph and still carry an impressive weapon load-out, though its maintenance requirements are considered excessive by some technicians.

The *Spirit's* emphasis on energy weapons allows it to operate for protracted periods of time away from base. Ordinarily this sort of configuration would cause heat to be a significant concern, but thanks to the installation of double-strength heat sinks, even a drawn out reconnaissance mission does not strain the 'Mech's heat dissipation capabilities.

A Series 6b ER large laser in the left arm is the core of the *Spirit's* weapon systems, with a pair of torso-mounted heavy lasers, one medium and one small, providing additional close-in punch. The inclusion of a Mk 46 LRM launcher was controversial, seen as a betrayal of the independent operation philosophy that drove the design. Nonetheless, many pilots appreciate the additional long-range firepower provided by the system, even if the ammunition is depleted after only two minutes. The Pattern JX Streak SRM-4 launcher is more in keeping with the design philosophy, using advanced targeting systems to conserve ammunition.

Six tons of advanced armor form the 'Mech's main defense. This may not seem like a lot, but an advanced electronics suite makes it harder to track the *Spirit* and use advanced weapons against it, earning the design its name.

Deployment

The first *Spirits* went to the Sudeten-based Falcon Guard for field evaluation. They are most common, however, in second-line and training units. Dozens saw action in the incursions into the Lyran Alliance, facing both Inner Sphere troops and the defectors of Clan Wolf (in-Exile). The design performed well on Twycross but the debacle on Melissia and Hot Springs but the debacle on Twycross has tainted the design's image. No front-line force currently deploys the *Spirit*, though the six Freebirth and second-line clusters that Khan Pryde raised prior to the incursion all field a number of these new BattleMechs. Likewise, a significant number are in service within Falcon training units both in the OZ and in Clan Space.

LIGHT

MEDIUM

HEAVY

ASSAULT

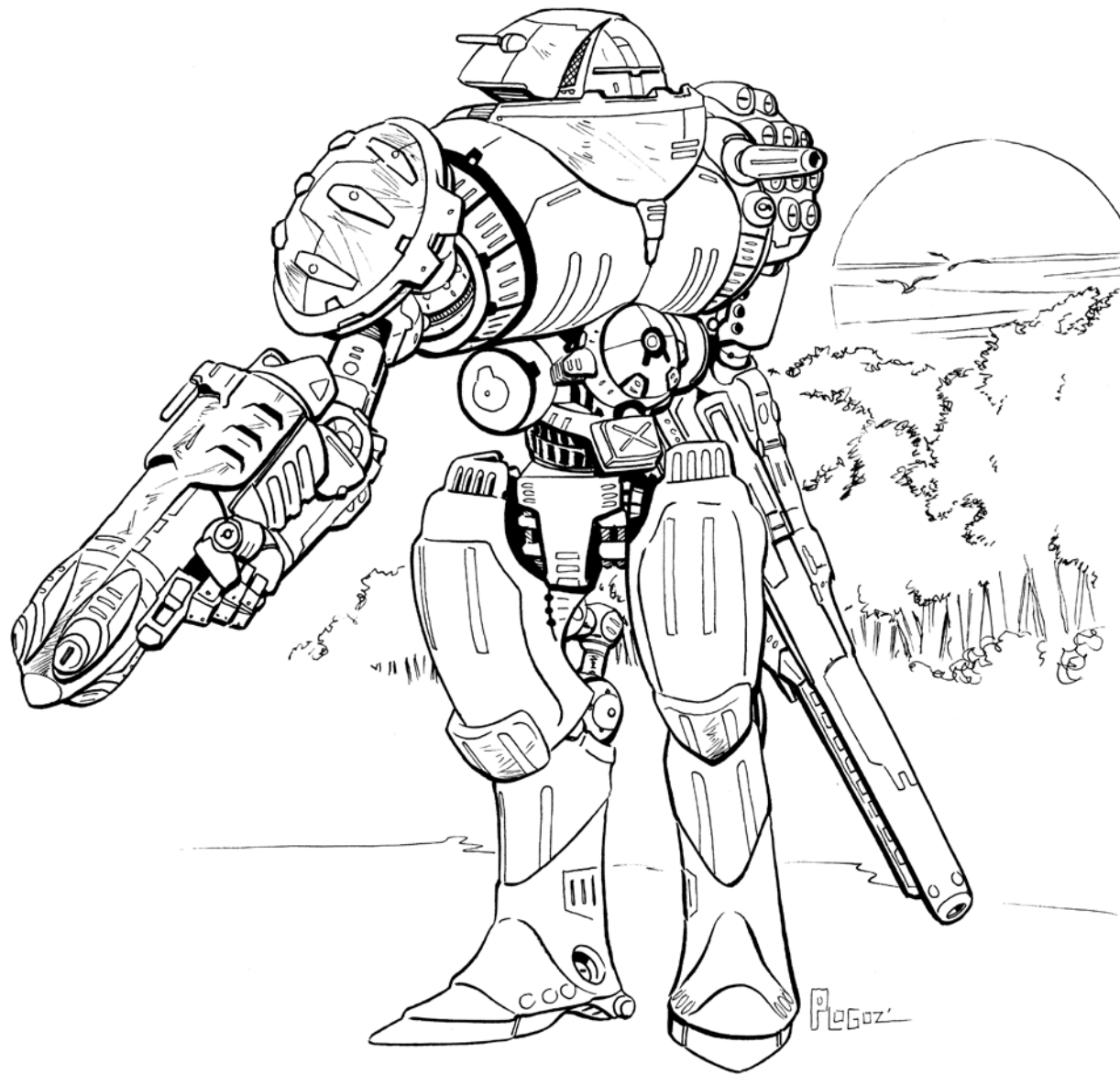
OMNI

SPIRIT

Type: **Spirit**
 Technology Base: Clan
 Tonnage: 35
 Battle Value: 1,673

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	12
Center Torso (rear)		8
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	8	16

Weapons and Ammo			
	Location	Critical	Tonnage
ER Large Laser	LA	1	4
LRM 10	LA	2	2.5
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LA	1	1
Heavy Medium Laser	LT	2	1
Heavy Small Laser	LT	1	.5
Streak SRM 4	RA	1	2
Ammo (Streak) 25	RA	1	1
ECM Suite	H	1	1



Mass: 40 tons
Chassis: Type-A Endo Steel
Power Plant: General Systems 240 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None

Armor: Type-1 Ferro Fibrous
Armament:
1 Volt-7 Extended Range Large Laser
2 CC 6-rack Advanced Tactical Missile Systems
2 General Systems Heavy Medium Laser
1 General Systems Heavy Small Lasers
1 Shield-3 Anti-Missile System

Manufacturer: W-7 Facilities
Communications System: Howler 79
Targeting and Tracking System: Model 92 "Stalker"



Overview

For some time, Clan Wolf had been looking for a lighter companion to their highly successful *Timber Wolf* design—a complementing system of missiles and energy weapons. The problem was not in designing a chassis that could mount their choices, it was in the missile launcher selection. Khan Vladimir Ward did not want to bother with short-range missiles, LRMs were too heavy for a middleweight BattleMech, and the Inner Sphere's development of Medium Range Missiles seemed a step in the wrong direction to most Clan scientists. Then Clan Coyote developed their Advanced Tactical Missile Systems, neatly solving Khan Ward's problems.

Capabilities

The *Lobo* was already on the design boards when Clan Coyote debuted their new ATMs. Winning the technology in a brief and bloody batchall, Khan Ward quickly ordered the *Lobo*

redesigned to field test the ATM. In order to accommodate the ATMs, endo steel construction material and XL engine technology had to be used to save critical space and weight. This has placed a lot of superior technology in what is, ostensibly, a second-line 'Mech for Clan Wolf. However, if this BattleMech proves successful, Khan Ward has already vowed to order his scientists to recreate the *Lobo* as a new OmniMech.

The *Lobo* mounts a single extended range laser in the chest for jousting as it closes. In medium ranges, it relies mostly on its heavy lasers and ATMs. The ATMs carry four tons of ammo, giving the MechWarrior the opportunity to go into battle with a variety of munitions. This is a hot-running machine, however, and in firefights its MechWarriors have shown a tendency to risk shutdown before running without weapons for a time to dissipate all heat build up. Fortunately, seven tons of ferro-fibrous armor and an anti-missile system allow the *Lobo* to stand up to some punishment during its weapons-free cool down periods.

Deployment

The *Lobo* is currently found only in Clan Wolf. It has been used in border skirmishes against Clan Jade Falcon and the Ghost Bears, in one distance-strike against Clan Wolf (in-Exile) and in a few probing attacks at ComStar. So far, the *Lobo* has earned excellent marks. Against ComStar the machine showed a slight weakness in prolonged combat, though its heavy lasers allowed it to win out in the end.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

LOBO

Type: **Lobo**
 Technology Base: Clan
 Tonnage: 40
 Battle Value: 1,715

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	240 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	134	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
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
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LA	1	1
Heavy Medium Laser	RA	2	1
Heavy Medium Laser	LA	2	1
ER Large Laser	RT	1	4
ATM 6	RT	3	3.5
Ammo (ATM) 20	RT	2	2
ATM 6	LT	3	3.5
Ammo (ATM) 20	LT	2	2
Heavy Small Laser	LT	1	.5



PINION

Mass: 45 tons
Chassis: Olivetti Stage 3
Power Plant: Fusion 225 Standard
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard Type A1

Jump Capacity: 150 meters
Armor: Raydient Series 2
Armament:
1 Witherer Heavy Large Laser
2 Series 14a Medium Pulse Lasers
4 Raid Micro Pulse Lasers

Manufacturer: Olivetti Weapons
Primary Factory: Sudeten
Communications System: Squawkbox 3.56
Targeting and Tracking System: Olivetti
Pinpoint Advanced



Overview

First produced in 3065, the *Pinion* was the second Falcon 'Mech to walk off the production line of the recently refurbished Olivetti Weapons, designed primarily for patrol and guard deployments. To give it the mobility needed to patrol areas in nearly any type of terrain, the *Pinion* was given jump jets. This required the use of a somewhat smaller engine than a 45-ton 'Mech would normally have, but the loss in speed was judged acceptable.

Though heavy large lasers are quite new technology, the Khan approved their use on a second-line 'Mech because she preferred to subject garrison pilots to the possibly dangerous emissions associated with heavy lasers rather than risk more of the Clan's real warriors. *Pinion* pilots must attend weekly examinations designed to spot check for any negative effects. They are also required to turn over battle ROMs from their cockpits for study after any engagement in which the heavy laser was fired, as the ROMs record their vital signs and provide other medical data. This semi-experimentation doesn't

seem to bother the pilots, though, as they are simply glad to have the heavy laser.

The *Pinion* is not only part of an experiment, it is a bit of a dumping ground as well. In 3064 Khan Pryde put a halt to all of the Clan's ProtoMech development and creation, keeping existing ProtoMechs in the Touman but ending any further construction or training. In her eyes, the ProtoMech test was a failure, as proven both by Clan Smoke Jaguar's annihilation and the reportedly poor performance of ProtoMechs in the Falcon's actions against the Alliance. This left quite a few micro weapons lying around unused. The *Pinion* was chosen to make use of them.

Capabilities

Moderately fast and quite mobile, the *Pinion* also packs some heavy firepower, though it lacks any significant range. Standard tactics call for the use of the heavy laser until the *Pinion* is able to get within range, then a switch to the pulse weaponry. There aren't enough heat sinks to fire all its weapons at once without some buildup of heat, but an alpha strike won't cause the *Pinion* to shut down, either.

Deployment

Pinions have gone to Provisional Garrison Clusters throughout the Jade Falcon Touman, though by far the majority have remained within the Occupation Zone as replacements for BattleMechs lost in combat during the incursion of 3064-65. Some have been sent to replace lost 'Mechs in Solahma Clusters as well, though only to pilots ranked Star Commander and above. Several *Pinions* have already seen action against the New Belt Pirates and have fared well in combat.

Variants

Though current supplies of micro pulse lasers are adequate for *Pinion* production, plans call for them to be replaced with either two small pulse lasers or another medium pulse laser when the supplies of micro pulse lasers are exhausted.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

PINION

Type: **Pinion**
 Technology Base: Clan
 Tonnage: 45
 Battle Value: 1,646

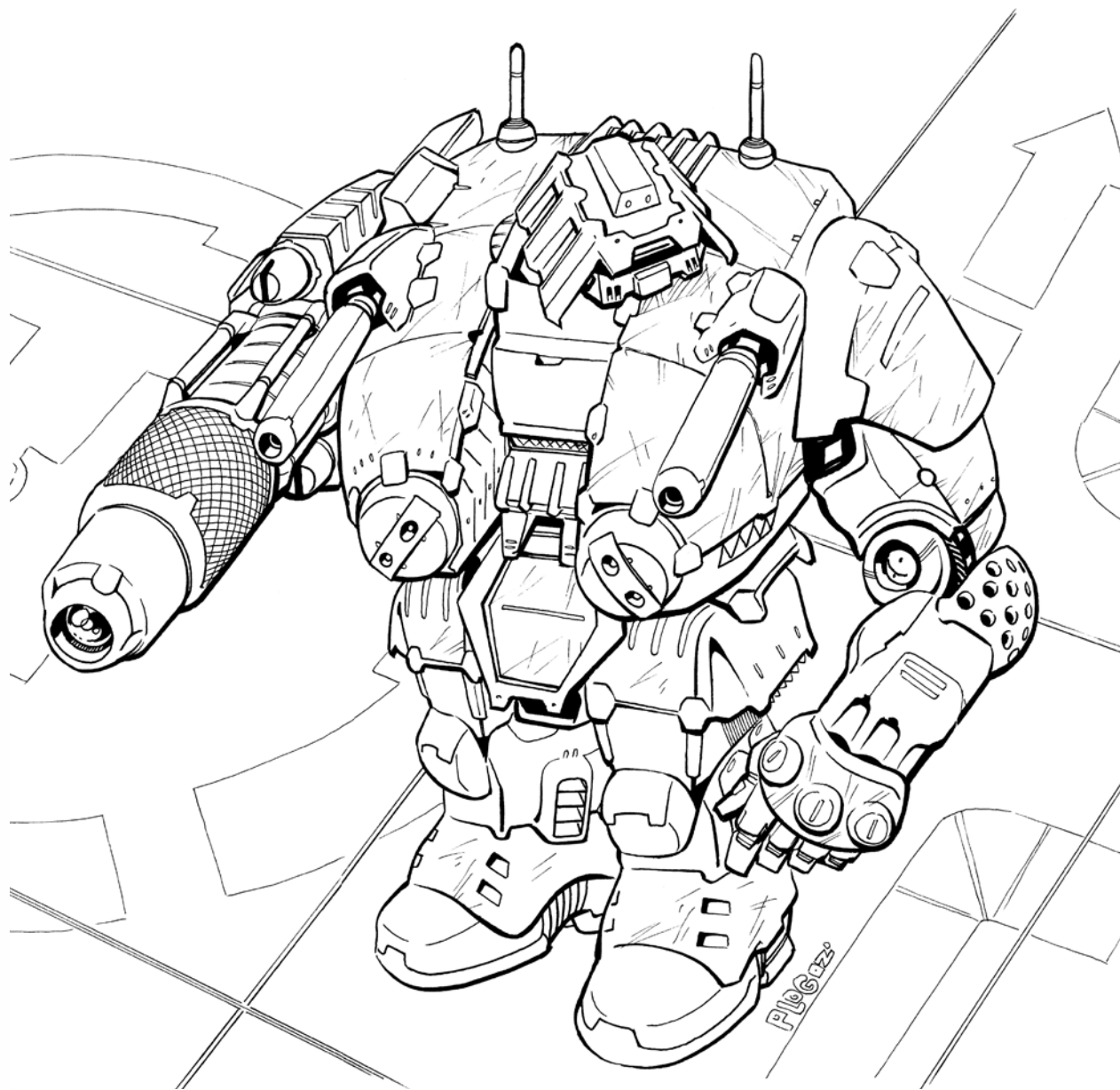
Equipment

	Endo Steel	Mass
Internal Structure:	225	2.5
Engine:	5	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	153	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		7
R/L Torso	11	15
R/L Torso (rear)		7
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo

	Location	Critical	Tonnage
Heavy Large Laser	RA	3	4
Medium Pulse Laser	RT	1	2
2 Micro Pulse Lasers	RT	2	1
Medium Pulse Laser	LT	1	2
2 Micro Pulse Lasers	LT	2	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



CRIMSON LANGUR

Mass: 50 tons
Chassis: York XT
Power Plant: 350 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: Beta J77



Overview

Though the Blood Spirits had hoped to wall themselves off from the Clans after the Great Refusal, the Star Adders escalated raids against the Spirits until the Trials of Possession were threatening the security of York and the morale of Clan Blood Spirit. In order to infuse new spirit into her Clan, Khan Schmitt began several programs, one of which would lead to new OmniMechs. As the Spirits resources have always been low, however, they contacted Kindraa Mick-Kreese in the hopes of cementing a stronger relationship. The strongly Crusader Kindraa was more than willing to help, and a period of co-development and production ensued. Once completed, the OmniMech was named *Crimson Langur* to honor the new cooperation between the two Clans.

Capabilities

With a top speed of almost 120 kph, the *Crimson Langur* is fast for its size. Mounting ten and half tons of armor also means it can stay in the fight for a long time. This leaves it with only fifteen tons of pod space, however, forcing it to pay dearly for its offensive capabilities.

The primary configuration pairs an ER large laser and twin heavy medium lasers with

Armament:

15 tons of pod space available

Manufacturer: York Y2 Facility,
 Kindraa Mick-Kreese Primary Production
 Facility

Communications System: York Y2-Com

Targeting and Tracking System: York Y5-T&T5

a targeting computer. The Alpha configuration utilizes some of the Spirits' preferred weaponry, pairing an extended range large laser with two LRM-15s. The Beta configuration mounts jump jets, three extended range medium lasers and an ATM 9. The final configuration pairs an Ultra class-10 autocannon with a plethora of weapons generally mounted on ProtoMechs: four micro pulse lasers and four extended range micro lasers.

Deployment

Since its debut in 3065, the *Crimson Langur* has appeared in every Cluster of Kindraa Mick-Kreese, as well as every Galaxy within the Blood Spirits. In a move that has shocked many Clans, in 3067 Khan Schmitt announced the formation of the Cloud Cobra ilChi post and presented the Cobras with a Star of *Crimson Langurs*. Given the Cobra's close dealings with the Star Adders, this is a most surprising move. Of course, the assignment of a minor Bloodnamed warrior, Carmen Zadok, to the post is interesting as well.

Also surprisingly, a *Crimson Langur* has been spotted in the Fourth Scorpion Uhlans. Whether this was taken in a Trial of Possession, as part of Scorpion dealings with the Cobras or the Mandrills or—the most shocking possibility—a direct link to the Spirits, is unknown.

Type: **Crimson Langur**

Technology Base: Clan

Tonnage: 50

Battle Value: 1,952

Equipment

	Endo Steel	Mass
Internal Structure:	350 XL	2.5
Engine:	350 XL	15
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	23
Center Torso (rear)		8
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo Steel	0
Center Torso		2
Right Torso	2 Engine	9
	Endo Steel	
Left Torso	2 Engine	9
	Endo Steel	
Right Arm		8
Left Arm		8
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

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

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

CRIMSON LANGUR

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
ER Large Laser	RA	1	4
Targeting Computer	RA	2	2
Heavy Medium Laser	RT	2	1
2 Double Heat Sinks	RT	4	2
Jump Jets	RT	2	1
Heavy Medium Laser	LT	2	1
2 Double Heat Sinks	LT	4	2
Jump Jets	LT	2	1
Jump Jet	CT	1	.5
Light Active Probe	CT	1	.5

Alternate Configuration A

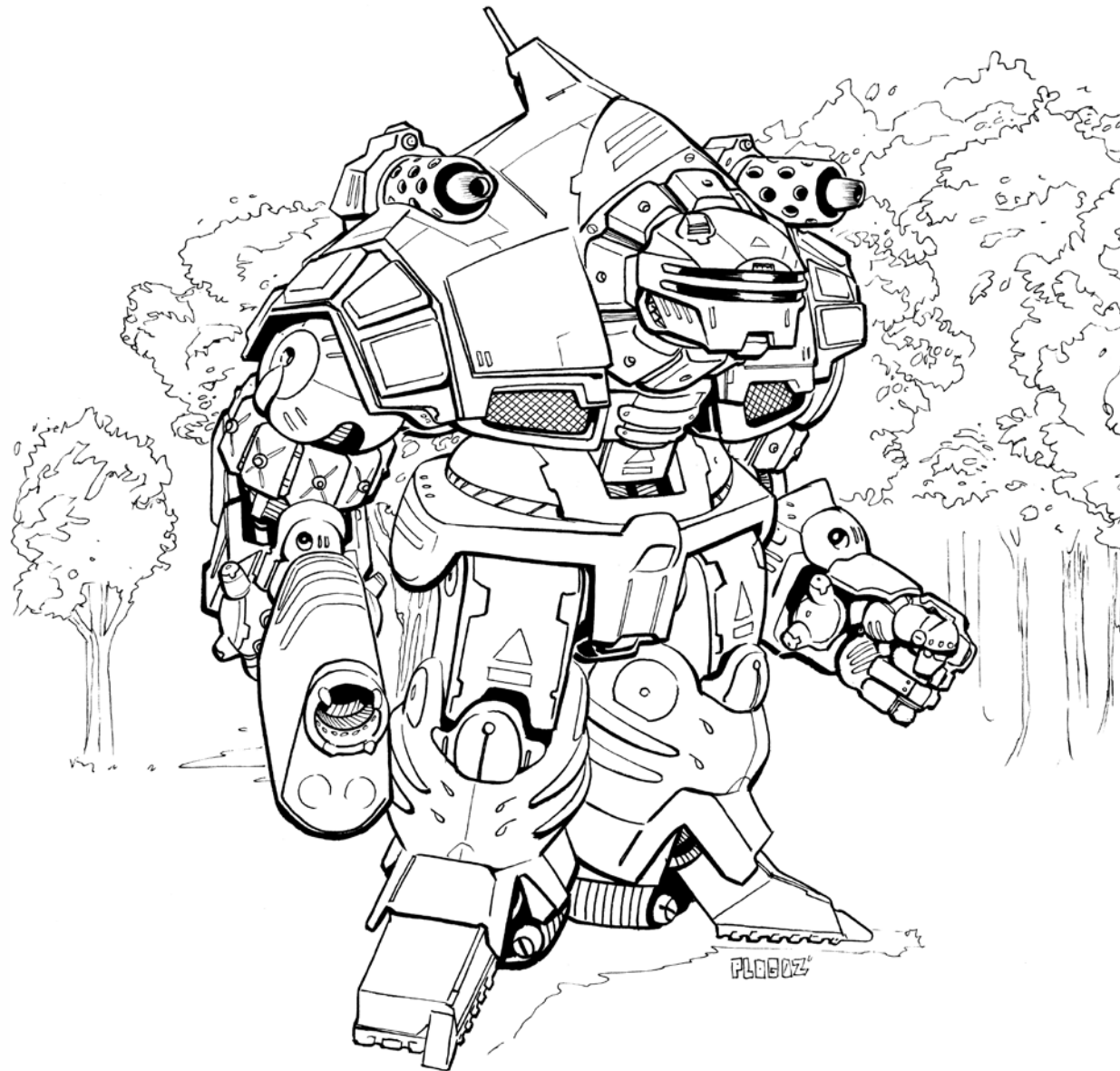
ER Large Laser	RA	1	4
2 LRM 15	LA	4	7
Ammo (LRM) 32	LT	4	4
Battle Value: 2,003			

Alternate Configuration B

ATM 9	RA	4	5
Ammo (ATM) 21	RA	3	3
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Light Active Probe	CT	1	.5
Jump Jets	LT	3	1.5
3 ER Medium Lasers	LA	3	3
Battle Value: 2,210			

Alternate Configuration C

Ultra AC/10	RA	4	10
2 Micro Pulse Lasers	RT	2	1
Ammo (Ultra) 20	RT	2	2
2 Micro Pulse Lasers	LT	2	1
4 ER Micro Lasers	LA	4	1
Battle Value: 1,437			



RABID COYOTE

Mass: 55 tons
Chassis: Medium Series MVV Endo Steel
Power Plant: Type 275 Standard Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None

Armor: Compound CL20 Ferro-Fibrous
Armament:
1 Remer Series Alpha Deuce Advanced Tactical Missile-12 Rack
4 Kolibri Series Medium Pulse Lasers
Manufacturer: Ashton 'Mech Production Complex

Communications System: TJ7 "Siren" ICS with ECM Suite
Targeting and Tracking System: TRTTS Mark II-beta CWS



Overview

A Warden Clan that once dominated Clan space only to wane now as a setting sun, Clan Coyote has struggled much in recent years not to go silently into the night. An extensive reorganization plan and a series of crash development programs for military technologies demonstrate the supreme efforts of the Clan's leadership to stave off what many feel is an inevitable trend toward another fallen Clan.

Though the development of the Advanced Tactical Missile System proved a valuable asset to the Coyotes and their few remaining allies, the fact remains that the Coyotes failed to make any headway in the inter-Clan fighting that broke out in 3060. Analysis of the Clan's recent defeats suggested almost at once the reason for these failures: mobility—or, more accurately, the lack thereof. Though the *Canis* and *Savage Coyote* proved devastating in combat, their sheer lack of speed more often than not left these powerful additions to the Coyote Touman impotent against the opposition.

Even with the Clan's resources running low, a new development project to address the mobility problem and still deliver the Clan's

latest weapons system to the field began almost immediately—the *Rabid Coyote* entered service in 3066.

Capabilities

The *Rabid Coyote* was designed with the conflicting considerations of cost and mobility in mind. Built as a second-line design and employing a standard engine, the *Rabid Coyote* has the mobility of an average Clan heavy OmniMech—still sufficient for its intended role as an escort to larger and heavier designs like the *Canis*—but barely adequate for the medium weight class in Clan terms. Endo-steel construction and the use of ferro-fibrous armor lighten the 'Mech's structure.

The *Rabid Coyote's* armament, like those of the 'Mechs it was designed to support, centers on the ATM system. Using the largest possible launcher system and fed by an ammunition bay large enough to accommodate two tons of the specialized ammunition types available to the ATM system, the *Rabid Coyote* can carry enough rounds for some three minutes of sustained fire—all of it devastating. Backing up the ATM, the *Rabid Coyote* mounts paired medium pulse lasers in each arm, giving the 'Mech an inexhaustible and highly accurate close range hitting power.

Deployment

The design philosophies that brought the *Rabid Coyote* to life have curiously made the 'Mech a battlefield leper in its own domain. Built as a second-line 'Mech in the Clan that created the OmniMech, the *Rabid Coyote* is snubbed by the Trueborns as much for that fact as for its role as an escort and support 'Mech to the larger *Savage Coyote* and *Canis* designs.

The concept of BattleMechs playing support for other BattleMechs, an alien and nearly revolting concept to the Clans' sense of personal honor in battle, has many warriors of the Clan declaring Trials of Refusal against being assigned the *Rabid Coyote*. Defeating this stigma in the name of tactical necessity has become a full-time occupation for Star Commanders who find their units will be receiving one of these new 'Mechs.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

RABID COYOTE

Type: **Rabid Coyote**
 Technology Base: Clan
 Tonnage: 55
 Battle Value: 2,081

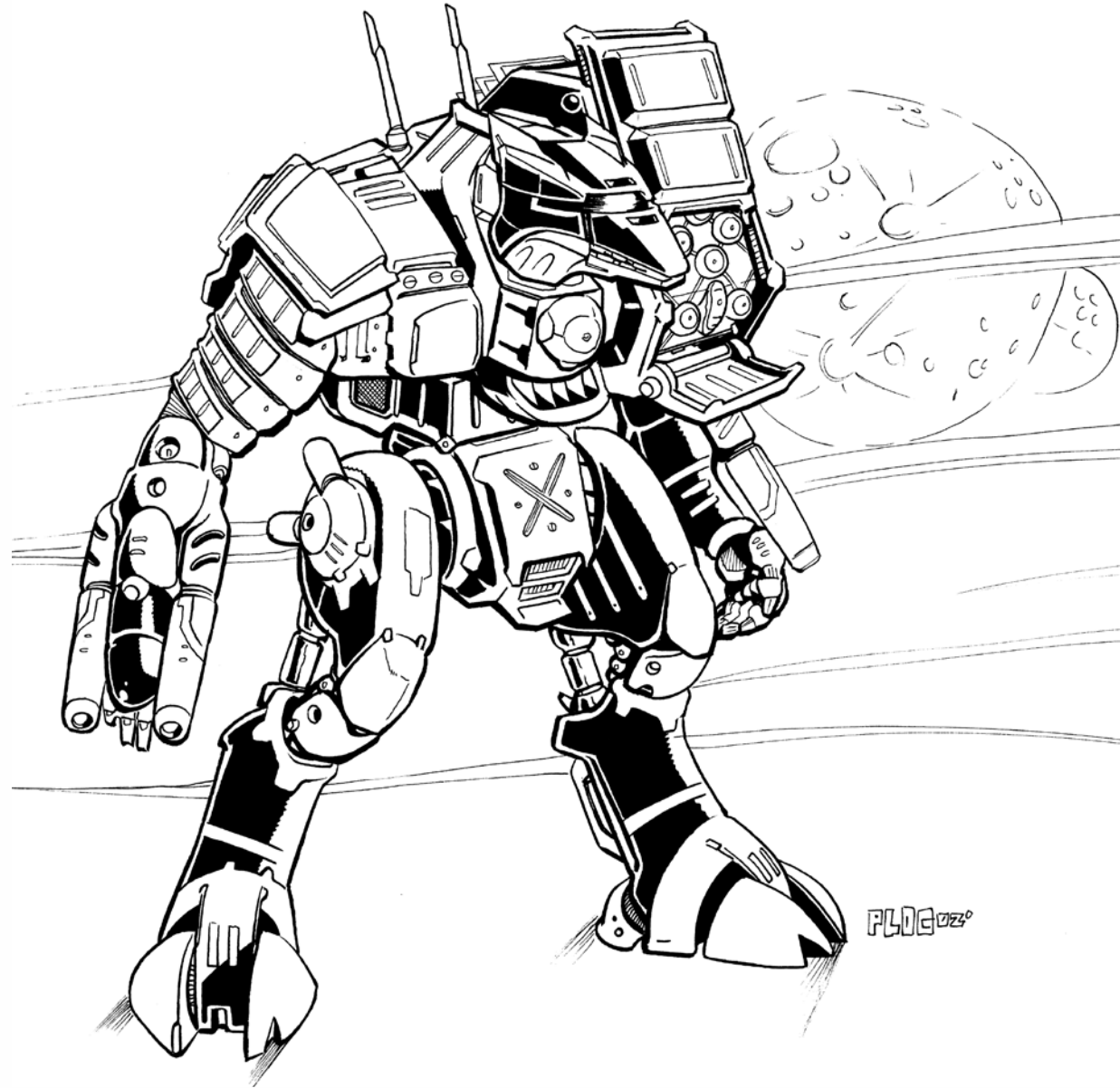
Equipment

	Endo Steel	Mass
Internal Structure:	3	
Engine:	275	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	163	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	22
Center Torso (rear)		8
R/L Torso	13	17
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	23

Weapons

and Ammo	Location	Critical	Tonnage
2 Med. Pulse Lasers	RA	2	4
2 Med. Pulse Lasers	LA	2	4
ATM 12	LT	5	7
Ammo (ATM) 20	LT	4	4
ECM Suite	H	1	1



HELLFIRE

Mass: 60 tons

Chassis: Lupus

Power Plant: 240 Standard

Cruising Speed: 43 kph

Maximum Speed: 64 kph,
85 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Mk. VI Ferro-Fibrous with CASE

Armament:

1 Series 4D-2 Heavy Large Laser

3 "Longbow" III LRM-10 Launchers

2 Series 7JA ER Medium Lasers

2 Series 6A Heavy Medium Lasers

2 Series 14 k. II Heavy Small Lasers

Manufacturer: Arcadia BattleMech Plant

CM-T4

Communications System: Hector CC-22E

Targeting and Tracking System: Brim CT-
37 Mk. XII



Overview

Following the development of the Heavy Laser, Clan Star Adder warriors and scientists chose to revive the *Lupus*, a second-line BattleMech long dismissed by most Clans, to serve as the testbed for these new weapons. The testing process went far better than expected and the lasers were rushed into production. More than that, many ranking Star Adder warriors were impressed with the *Lupus*' performance. With his Clan's Touman still understrength following its Absorption of Clan Burrock, Khan Cassius N'Buta ordered his scientists to immediately begin refitting scores of these 'Mechs, re-christened *Hellfire*, that were mothballed in his Clan's Brian Caches.

Capabilities

The array of heavy lasers combined with the paired extended-range lasers give the *Hellfire* withering firepower at medium and shorter ranges. The three long-range missile packs, not present in the prototype models, were added in the final refit models to

compensate for the short range and relative inaccuracy of the heavy lasers.

The original *Lupus* was a fast BattleMech, topping out at a maximum speed of 86 kph. The baseline *Hellfire*, on the other hand, is powered by the smaller 240-rating fusion engine. It is only capable of sustaining a maximum speed of 65 kph. This may seem a disadvantage, but the *Hellfire* is a 'Mech that is assigned predominately to shock and defensive missions: roles that require more firepower than speed. The *Hellfire* does however mount a MASC system that can give it the quick bursts of extra speed it needs to close with (or retreat from) the enemy.

Unfortunately, the *Hellfire* has proven to be susceptible to some significant problems. In addition to the sensor interference caused by the heavy lasers' poor shielding, a number of battlefield reports indicate that in the heat of battle, the heavy laser tubes can rupture with catastrophic results. Also, the rate of MASC failure in the *Hellfire* is 15 percent greater than the baseline—though whether that is due to the new weapons or the age of the 'Mechs in question is still undetermined.

Deployment

Since its debut in 3058, scores of these 'Mechs have been refitted and returned to service where they operate in each of the Star Adders' second-line Galaxies. Originally, only Clan Star Adder deployed the *Hellfire* in significant numbers. Star Adder also began to refit them for Clan Cloud Cobra in late 3059. Quite a few *Hellfires* have fallen into the hands of other Clans, though Clan Star Adder still fields the most.

Variants

In his recent assaults on York, Galaxy Commander Stanislov N'Buta included a number of upgraded *Hellfires* in his newly constituted Beta Galaxy. Powered by a 300XL fusion engine, it trades its LRMs for a pair of ATM-6 launchers, downgrades the paired heavy small lasers to a single ER small and adds a heat sink. The resulting boost in speed and firepower proved both surprising and overwhelming to the warriors of Clan Blood Spirit. Those that survived have quickly learned from their complacency while they work as bondsmen on the very 'Mechs that defeated them.

LIGHT

MEDIUM

HEAVY

ASSAULT

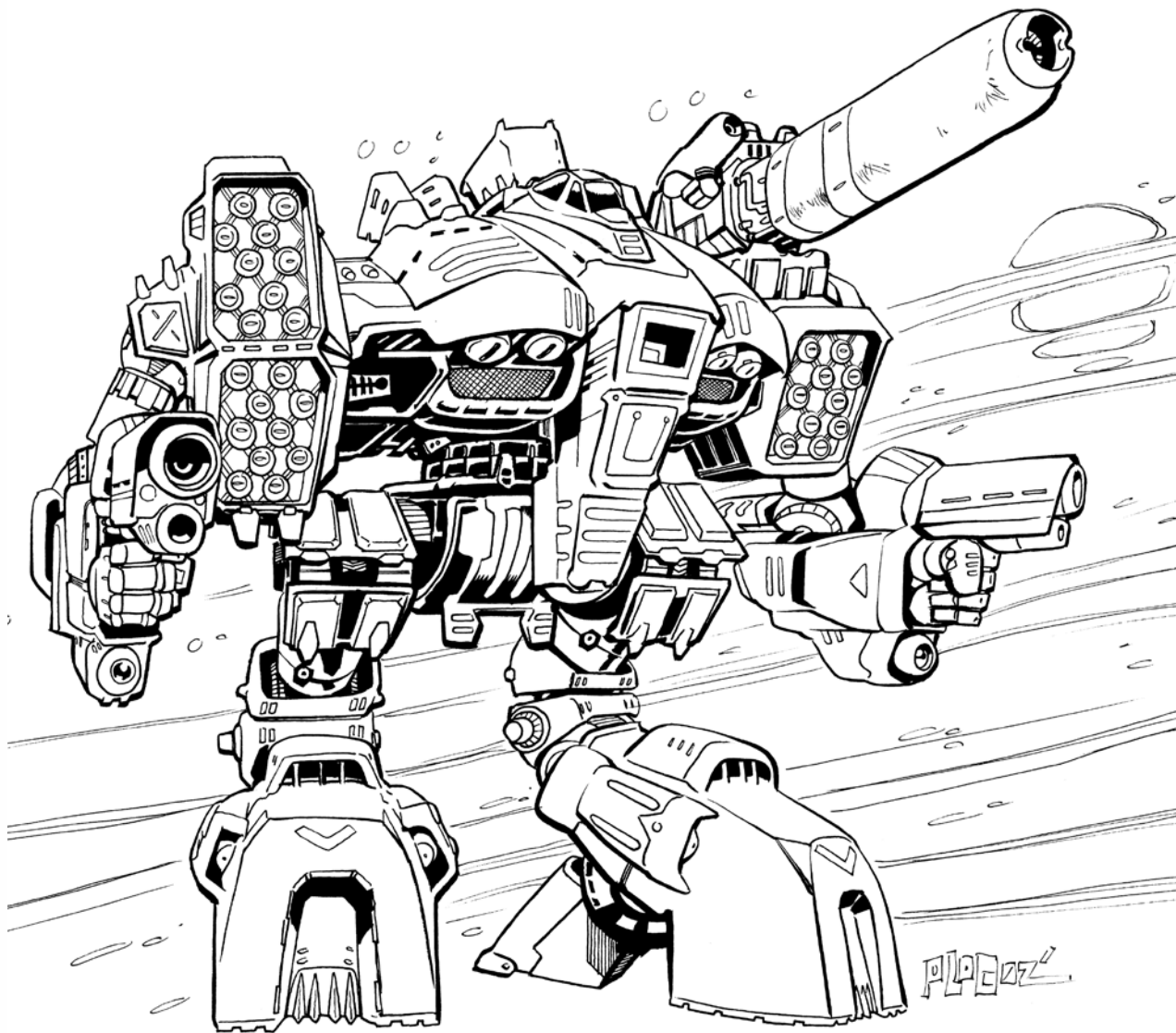
OMNI

HELLFIRE

Type: **Hellfire**
 Technology Base: Clan
 Tonnage: 60
 Battle Value: 2,114

Equipment		Mass
Internal Structure:		6
Engine:	240	11.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	172	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	23
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	14	19

Weapons and Ammo			
	Location	Critical	Tonnage
Heavy Medium Laser	RA	2	1
ER Medium Laser	RA	1	1
Heavy Small Laser	RA	1	.5
Heavy Medium Laser	LA	2	1
ER Medium Laser	LA	1	1
Heavy Small Laser	LA	1	.5
2 LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
Heavy Large Laser	LT	3	4
LRM 10	LT	1	2.5
MASC	CT	2	2



ARCAS

Mass: 65 tons
Chassis: Bergan Version 6.3 Endo Steel
Power Plant: 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard Type A3
Jump Capacity: 150 meters



Overview

Following the completion of the Clan Ghost Bear mass exodus to the Inner Sphere and the establishment of the Ghost Bear Dominion, Khan Bjorn Jorgensson decided that symbols were needed to mark the beginning of a new era for his Clan. The first such symbol was established in late 3060, when a group of trothkin who had just passed their Trial of Position began their Great Work—an enormous bronze sculpture which will eventually show a *Leviathan*-class WarShip in fine detail. The Khan ordered the Great Work to be displayed on Alshain and had a special viewing center built around it.

The second symbol, more militant in nature, was a new second-line BattleMech produced in the same factory that manufactures the *Ursus*. Loremaster Laurie Tseng named the new design the *Arcas*, after a character in Greek mythology who became the constellation of Ursa Minor. This served as a reminder of where the Clan had chosen to settle, for nowhere in Clanspace was Ursa Minor visible. The *Arcas* stepped off the production line in 3061, and

Armor: Compound 12A1 Standard
Armament:
2 Series 7K Extended Range Large Lasers
2 Kolibri Delta Series Medium Pulse Lasers
3 Smartshot Mk. V Streak SRM-4 Launchers

Manufacturer: Bergan Industries
Primary Factory: Alshain
Communications System: Garret L15
Targeting and Tracking System: RCA Instatrac Version 8

was quickly battle-tested in Trials of Possession with Clan Wolf for the worlds of Leoben, Skandia, and Radstadt. It has since been produced in fairly large numbers and sent all over the Dominion.

Capabilities

The *Arcas* is extremely mobile for its size. Jump jets allow a jump of 150 meters, and the powerful engine allows it to reach speeds comparable to many medium 'Mechs. Backing up this impressive mobility is the most armor a 'Mech of the *Arcas*'s size can carry, along with an array of weaponry that is dangerous at all ranges.

The *Arcas*'s main weapons are a pair of extended range large lasers, which can be used to snipe at long ranges or add firepower to the devastating short-range punch provided by the 'Mech's other weapons. Two medium pulse lasers and three Streak SRM-4 launchers are serious threats to opponents who come anywhere near the *Arcas*. Though it only carries one ton of ammunition for the missile launchers, this is generally enough as the Streak technology prevents wasted shots.

Deployment

Arcases have been sent to all of the Ghost Bears' second-line Galaxies, but the largest number have been assigned to the Third Bear Regulars Cluster of Theta Galaxy. Additionally, the Tenth Garrison Cluster of the Nova Cats' Chi Provisional Galaxy took an *Arcas* during a Trial of Possession.

Variants

The only known variant of the *Arcas* replaces the ER Large Lasers and all three Streak SRM-4s with two ER PPCs and extra heat sinks. This variant is only seen in areas where resupply is a possible concern.

LIGHT

MEDIUM

HEAVY

ASSAULT

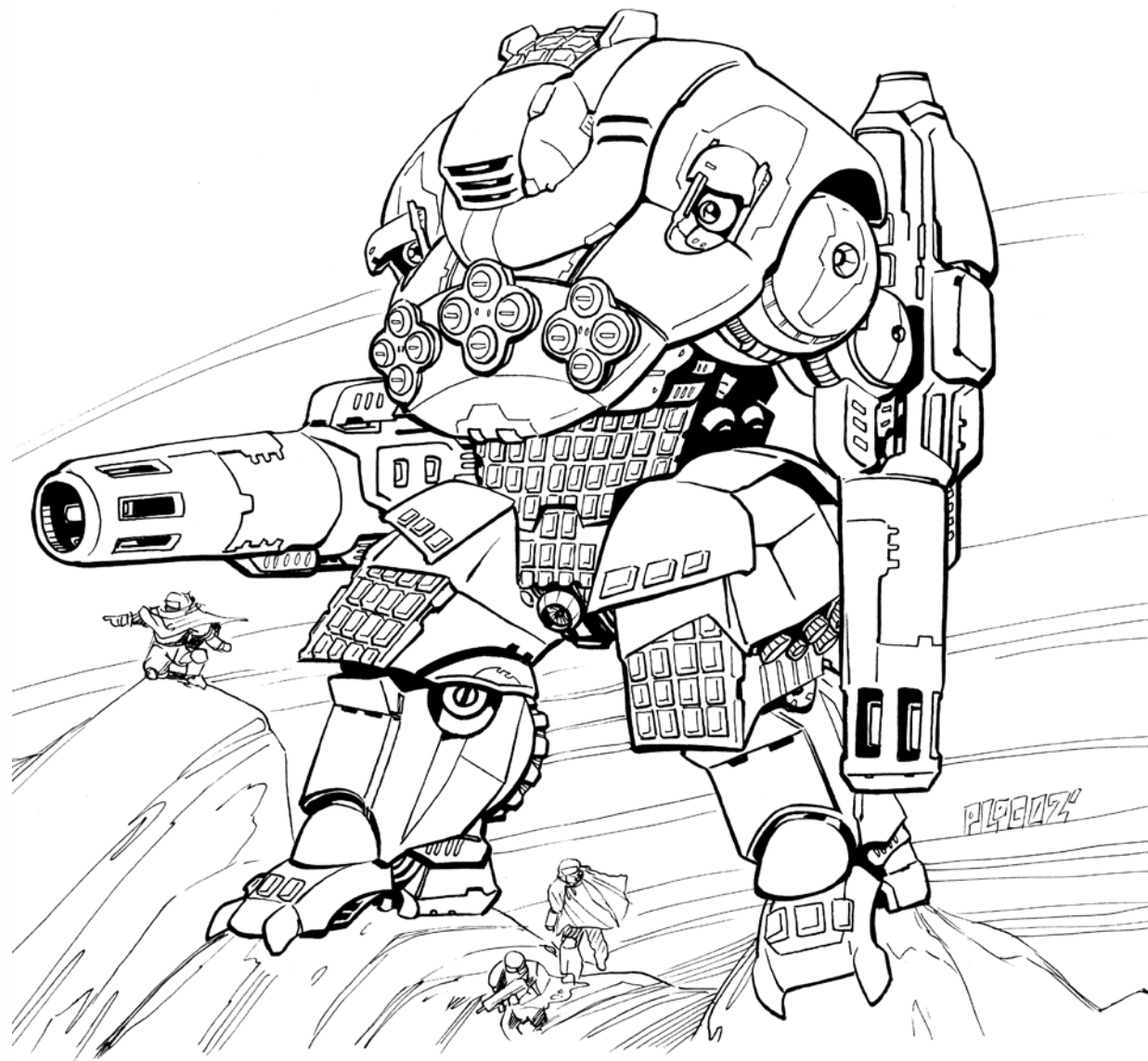
OMNI

ARCAS

Type: **Arcas**
 Technology Base: Clan
 Tonnage: 65
 Battle Value: 2,484

Equipment	Endo Steel	Mass
Internal Structure:	325 XL	3.5
Engine:		12
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	211	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	32
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
ER Large Laser	LA	1	4
Medium Pulse Laser	RT	1	2
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Medium Pulse Laser	LT	1	2
Streak SRM 4	LT	1	2
Streak SRM 4	CT	1	2
Jump Jet	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



BOWMAN

Mass: 70 tons
Chassis: Type BMH-7 Endo-Steel
Power Plant: Fusion 350 Extralight
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None



Armor: Forged Type HH34 Standard
Armament:
1 Class 16 Arrow IV Heavy Launcher
1 Type XX "Long Bow" LRM 20-Rack
3 Series 7Ja Extended Range Medium Lasers
4 Anti-Personnel Pods

Manufacturer: Niles Industriplex Epsilon
Communications System: CH4M with Pattern Iota ECM Suite
Targeting and Tracking System: Version Omega-IX TTS

Overview

The century-old *Bowman* support BattleMech is a rare sight among the Clans—even in the ranks of the second-line and solahma forces each Clan fields. Only Clan Hell's Horses appears to have a significant supply of these 'Mechs, considering them a useful asset to their combined-arms principles. In actuality, however, the *Bowman* is a vestige of a dead art in Clan-style warfare.

Designed and manufactured by the Hell's Horses Clan in the mid-2900s just after the fall of the Tokasha MechWorks, the *Bowman* was the centerpiece for a crash 'Mech-building program aimed at augmenting the Clan's defensive units. Then featuring twin Arrow IV launchers, the stay-back-and-shoot nature of the design so offended Clan MechWarriors lusty for direct contact with the enemy that Khan Darwin Lassenerra ordered a retrofit geared for more direct battlefield involvement.

Capabilities

Weighing in at seventy tons with endo-steel construction and an extra-light engine, the *Bowman* maintains a respectable overland speed while leaving ample space for its primary weaponry. Originally centered around a pair of

Arrow IV batteries mounted in the arms and flanks, an LRM 20-rack replaced the left battery as a concession to Clan battle preference, with excess tonnage from the change devoted to anti-infantry defense on the *Bowman's* legs.

These changes, however, paid only superficial service to the egos of Clan MechWarriors as the *Bowman's* arsenal remained stacked against the Warrior out for personal glory. Four tons of interchangeable ammunition bins for the Arrow give the flexibility of multiple munitions types. On the other hand, with only a quarter of the size of the Arrow IV's ammunition supply, the *Bowman's* LRM must be fired sparingly. This feature that encourages the use of the main battery instead, preferably at ranges where counter-fire would be difficult at best.

A trio of ER medium lasers on the right arm provides the only backup to the missile systems. They are enough to deter light 'Mechs, armor and possibly infantry, but hardly enough to do much good to a MechWarrior in a pitched battle.

Deployment

Only a handful of *Bowmans* are manufactured by the Horses each year, usually to replace combat losses or phase out older Star League designs no longer fit for service. Though typi-

cally assigned to defensive Stars in second-line Galaxies, on rare occasions one or two have been "borrowed" by front-line commanders in need of rapid artillery support. Curiously enough, the *Bowman* also sees use as a training 'Mech for aspiring MechWarriors, where it is used to evaluate artillery aptitudes in "colts" that could prove useful whether or not they pass muster in the sibkos. Among other Clans, *Bowmans* are exceedingly rare, more often than not appearing as kit-bashed field-variants in solahma units.

Variants

As it is such an unpopular design, variants of the basic chassis are common. The most well known variant removes the Arrow IV System and replaces it with an additional LRM 20 and three tons of ammunition, as well as an ER Large Laser and four more double heat sinks.

LIGHT

MEDIUM

HEAVY

ASSAULT

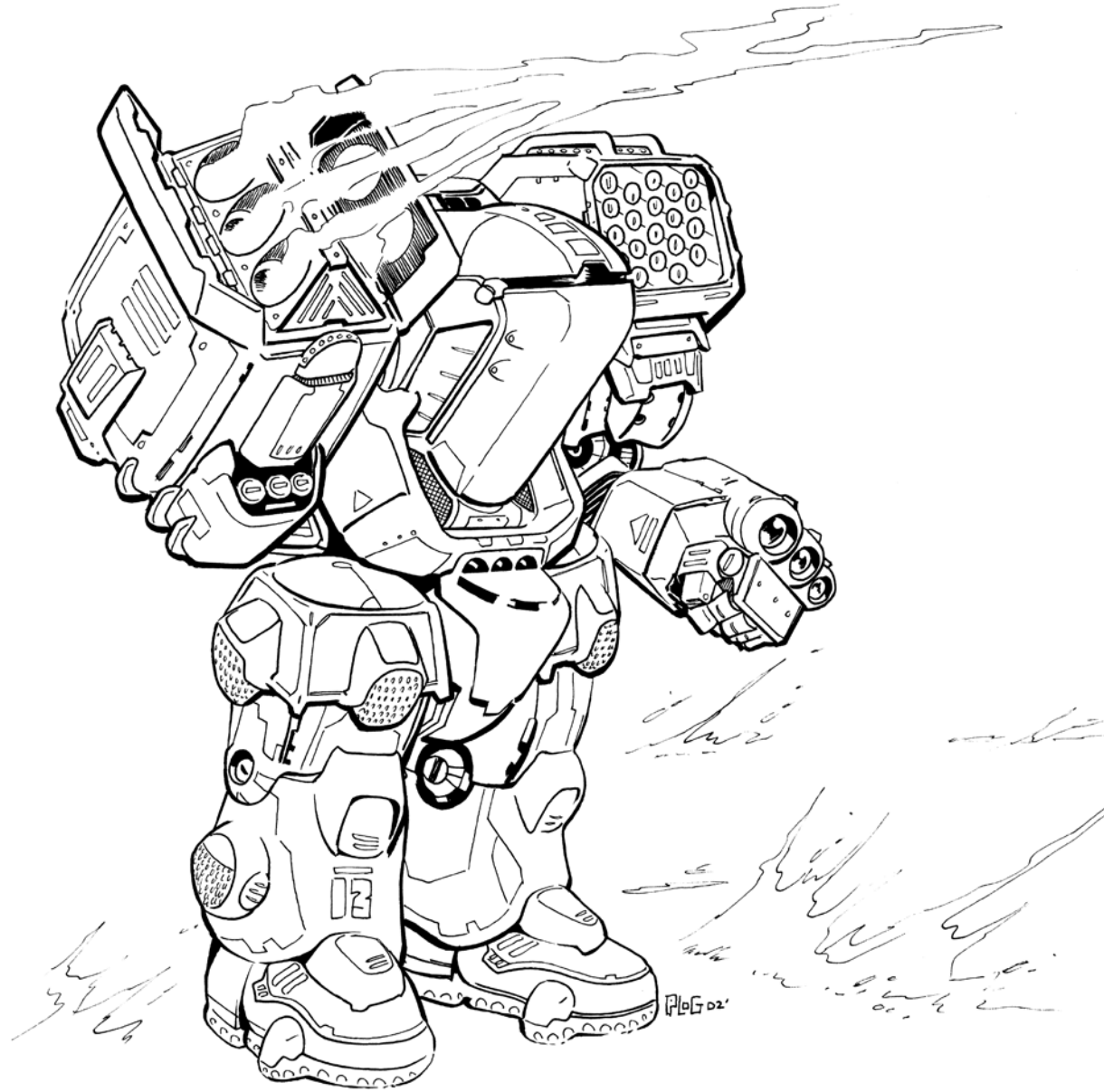
OMNI

BOWMAN

Type: **Bowman**
 Technology Base: Clan (Advanced)
 Tonnage: 70
 Battle Value: 2,308

Equipment	Endo Steel	Mass
Internal Structure:	350 XL	3.5
Engine:		15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	29
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	28

Weapons and Ammo	Location	Critical	Tonnage
Arrow IV System	RA/RT	12	12
Ammo (Arrow) 20	RT	4	4
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1
3 ER Medium Lasers	LA	3	3
2 A-Pods	RL	2	1
2 A-Pods	LL	2	1
ECM Suite	H	1	1



BURROCK

Mass: 75 tons
Chassis: Type BIES-75 Light
Power Plant: Modified 375 Fusion XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None

Armor: Forging XK9 Ceramic Standard
Armament:
1 Model SH Ultra-20 Autocannon
6 Series 22a Heavy Medium Lasers
Manufacturer: Albion Armor Works Gamma

Communications System: Series B12
CBS MultiFreq
Targeting and Tracking System:
Integrated Bravo-7



Overview

In 3059, revelations about underhanded dealing between the Burrock Clan and the so-called Bandit Caste inhabiting the periphery of Clan space led to the absorption of Clan Burrock by the Star Adders. Many Burrocks, shamed by the discovery of dishonor in their own Clan, offered only token resistance to the Adders when they came. Others actively fought beside the Adders when warriors from Clan Blood Spirit, the Burrocks' ancient enemies, attempted to interfere with the Absorption.

These actions by the Burrocks suggested a nobility of character and a sense of honor that the Star Adders found refreshing. The Burrocks, for all intents and purposes, seemed more than willing to accept the Adders' leadership. In fact, they seemed positively eager. Flushed with the sense of victory and justice in their cause, the Adders never questioned this attitude, never looked deeply enough to wonder why the Burrocks embraced their Absorption as they did. Therefore, it came as a great surprise that the absorbed warriors of the fallen Clan refused to let go of their sense of identity as Burrocks.

Adder Keeper Stanislov identified the cause of the paradox for all to see in a 3061 report to his Khan: the Burrocks did not embrace the Adder way; they embraced the removal of their dishonor by being absorbed into a stronger Clan. This sense of identity, Stanislov suggested, could not be so easily broken. Attempting to do so would only hurt the Adders in the end. With this concern in mind, Stanislov recommended instead appealing to the former Burrocks by allowing them their identity. In an effort to do just that, Khan Cassius N'Buta authorized the development of a new 'Mech.

Capabilities

Though named as a concession to warriors of a fallen Clan—and possibly an insult to the Blood Spirits—the *Burrock* is aptly named. Like the Eden burrock, a large invertebrate native to the Clan home worlds that could move through solid rock thanks to its powerful acidic excretions, the *Burrock* BattleMech has the ability to burrow through enemy 'Mechs with its intense firepower.

At 75 tons, the *Burrock* tops the heavy weight class and moves fast enough to keep up with most Clan 'Mechs. A full sixth of its mass is

devoted to armor, ensuring that the *Burrock* is well protected. In the design of this 'Mech, however, protection came secondary to offensive capabilities. Six heavy medium lasers and a lethal, Class-20 Ultra autocannon make up the *Burrock's* weaponry. Twenty double-strength heat sinks do their best to keep temperatures manageable in the *Burrock*, but such a formidable weapons array can overpower them with little difficulty.

Deployment

Well received by many former warriors of Clan Burrock, the *Burrock* has already begun to appear in the ranks of Star Adder units with a high number of Burrock abtakha, particularly the Sixty-ninth Dragoon Cluster, the 206th Hussar Cluster, and 1001st Adder Sentinels. Likewise, newly promoted Galaxy Commander Stanislov N'Buta requested a number of these new 'Mechs for his reconstituted Beta Galaxy and its complement of former Burrock warriors.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

BURROCK

Type: **Burrock**
 Technology Base: Clan
 Tonnage: 75
 Battle Value: 2,230

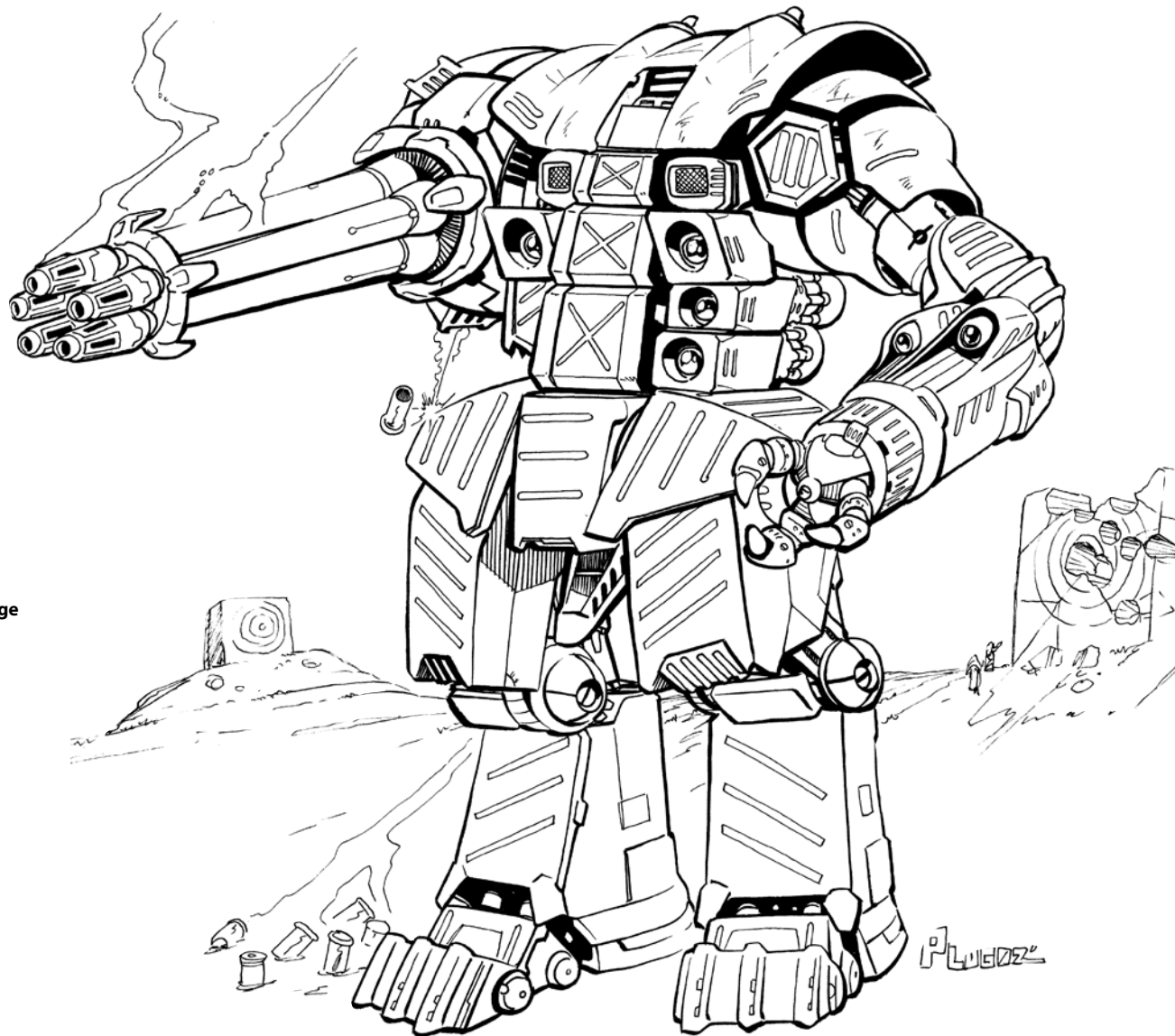
Equipment

		Mass
Internal Structure:	Endo Steel	4.0
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	200	12.5

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

Weapons

and Ammo	Location	Critical	Tonnage
Ultra AC/20	RA	8	12
Ammo (Ultra) 20	RT	4	4
Hvy. Medium Laser	RT	2	1
3 Hvy. Medium Lasers	LT	6	3
2 Hvy. Medium Lasers	LA	4	2



BLOOD KITE

Mass: 85 tons
Chassis: York XT
Power Plant: 255 Standard
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Clan Series Type 3 Assault
Jump Capacity: 90 meters

Armor: Compound 12A1 Standard
Armament:
3 Series 7K Extended Range Large Lasers
3 Type XV "Long Bow" LRM-15 Launchers
3 SEP Class SRM-4 Launchers
Manufacturer: York BattleMech Y3 Facility

Communications System: York Y3-Com
Targeting and Tracking System: York Y3-T&T



Overview

When Khan Ceana Boques initiated her programs to revitalize a flagging Clan Blood Spirit, her reforms included a new way of looking at 'Mech design. When Clan Coyote introduced the OmniMech in 2854, the Blood Spirits could only field three under-sized Galaxies. This shocking lack of equipment meant that a Trial of Possession for the OmniMechs would simply be escalated to the point that the Spirits could not afford to participate. Therefore, Khan Boques ordered the scientist caste to reevaluate their 'Mech design procedures. Each new design must answer four points: low cost, survivability, sustained firepower and maximum efficiency. Though most of these points seemed like common sense, the Blood Spirits had built and fielded many BattleMech designs that violated some or all of them. Khan Ceana believed that her Clan must optimize its BattleMech technology because she foresaw no way to capture and develop OmniMechs.

After several decades of constructing and perfecting new designs using Khan Ceana's principles, the pride of the scientist caste rolled off the assembly line: the *Blood Kite*.

Capabilities

The *Blood Kite* faithfully conforms to every single point required by Khan Ceana Boques. Doing away with such expensive equipment and weapons as the extra-light engine, PPCs and rapid-fire autocannons, the *Kite* employs only extra-light internal structure material in its construction and uses only the lowest-cost weapons. With regard to survivability, the *Blood Kite's* 85-ton frame mounts the maximum armor protection available to that weight class. In addition, per standard Clan procedure, all ammunition is protected with CASE. Finally, the *Blood Kite's* jump jets give it enough maneuverability to survive where other, more cumbersome, machines would likely perish.

Three ER large lasers and three LRM 15s, each launcher equipped with excessive amounts of ammo, allow the *Blood Kite* to hold the field long after most 'Mechs' ammo bins have run dry. A trio of SRM-4 launchers back those weapons up, giving this BattleMech a nearly unstoppable short-range punch.

Deployment

The pride and joy of Clan Blood Spirit, the *Blood Kite* has been manufactured in large quantities since its debut in the early 30th century. It appears in every Galaxy and almost every Cluster in the Blood Spirit Touman.

Variants

A new variant has recently been seen on the battlefield and was instrumental in the retaking of the Blood Spirits Arcadia enclave. This variant apparently wallows in the recent dearth of higher technologies that have accompanied closer ties with Clan Fire Mandrill and switches out all three large lasers, the short range missile launchers and a single LRM 15 pack for three extended range particle projector cannons. At the same time, the advanced Artemis IV FCS system is slaved to the two remaining long-range missile racks.

Though an exceptionally powerful design, it flies fully in the face of Khan Ceana Boques' 'Mech design philosophies, which have been in place for over a century. As a result, it is unknown how popular this variant will be, or whether the Spirits even have the resources to create more than just a handful.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

BLOOD KITE

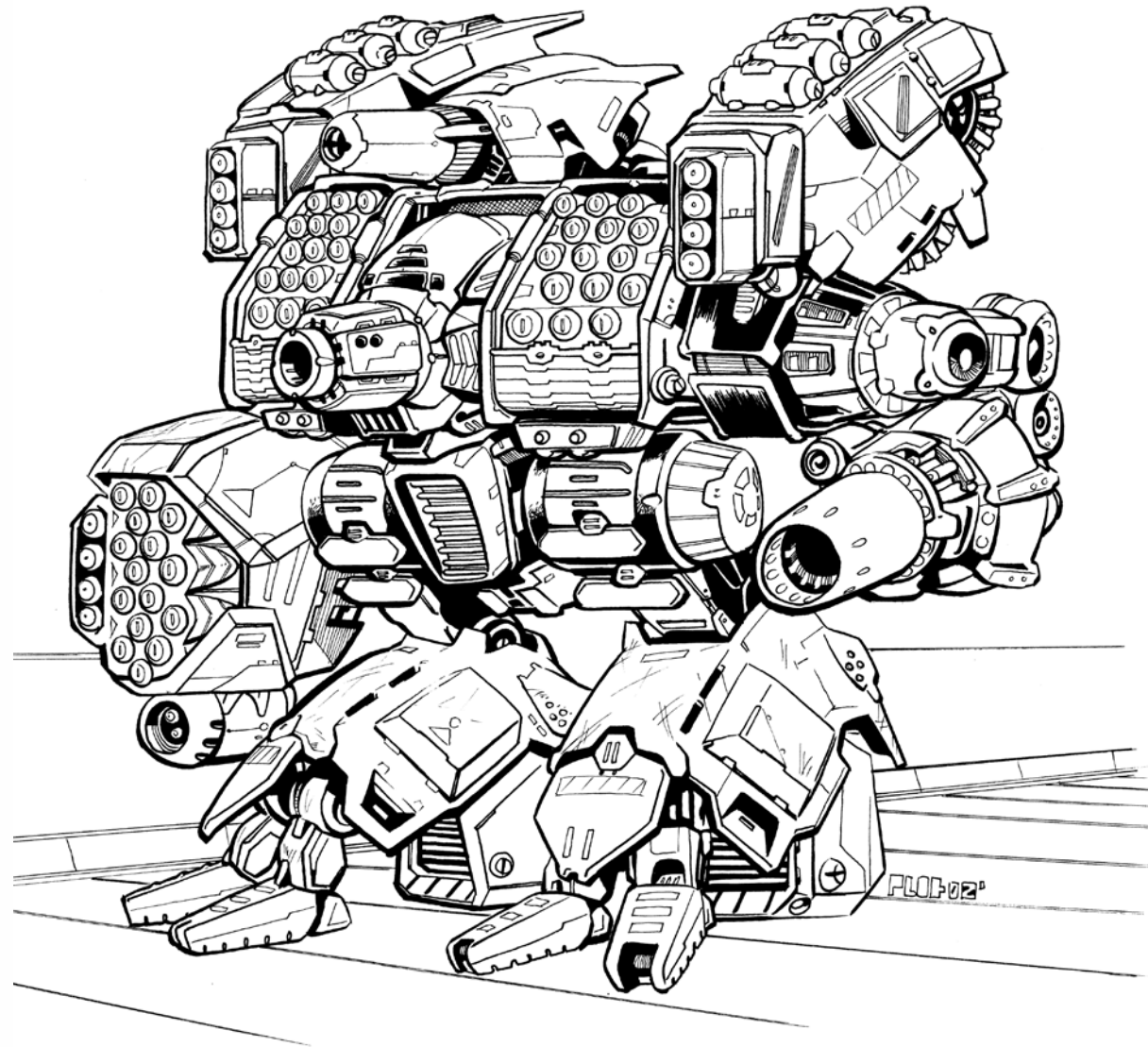
Type: **Blood Kite**
 Technology Base: Clan
 Tonnage: 85
 Battle Value: 2,776

Equipment

	Endo Steel	Mass
Internal Structure:	255	4.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	21 [42]	11
Gyro:		3
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	39
Center Torso (rear)		12
R/L Torso	18	27
R/L Torso (rear)		9
R/L Arm	14	24
R/L Leg	18	30

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	H	1	4
ER Large Laser	CT	1	4
LRM 15	RA	2	3.5
Ammo (LRM) 16	RA	2	2
SRM 4	RA	1	1
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
SRM 4	LT	1	1
ER Large Laser	LA	1	4
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1



SAVAGE COYOTE

Mass: 85 tons
Chassis: Assault Series SXG
Power Plant: Type 255 Extra-Light
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging ZK11 (Standard)



Overview

For many years, the gradual erosion of influence that their Clan has experienced has appalled Coyote warriors. They clamored for newer and more capable military hardware. For the most part, their arguments fell on deaf ears—at least until Sullivan Koga was elected Khan in 3052.

Soon after, the Coyote scientist caste began a number of new development programs as a part of Koga's plan to reorganize and revitalize her Clan. The *Savage Coyote* is a successful product of those programs. Integral to the *Savage Coyote's* design is the latest success to come from Clan Coyote's development programs: the Advanced Tactical Missile System.

Capabilities

The *Savage Coyote* was conceived of as an assault 'Mech in every sense of the word. It mounts fifteen tons of armor, yet its extra-light fusion plant allowed the designers to devote more than half the 'Mech's mass to armaments. The primary configuration is devoted to ranged combat, mounting two massive ATM-12 launchers backed up by an ER PPC, an LB 10-X autocannon and a cluster of small and medium lasers.

Armament:

45 tons of pod space available
Manufacturer: Landen, Picuris and Zuni
 'Mech Production Complexes
Communications System: TJ6 "Bell"
 Integrated Communications System
Targeting and Tracking System: TRTTS
 Mark II CWS

The Alpha variant is geared toward a ferocious close-range combat style, equipped with jump jets, pulse lasers and three ATM-6 racks. The Beta variant appears to be a compromise between the others, with a strong long-range punch comprised of large lasers as well as six small pulse lasers for close-in fighting. The four ATM-3 launchers can effectively support either range bracket provided the right ammunition is on hand.

The most recent configuration of the *Savage Coyote* carries 2 ER large lasers, an ER PPC and 2 ATM 9 systems, making it a long-range powerhouse. Backing up the main weapons are three ER medium lasers; all slaved to a targeting computer. Rounding out the package is an ECM suite for protection and jump jets for mobility.

Deployment

Since it was introduced, Clan Coyote's manufacturing plants have been turning out the *Savage Coyote* as fast as it can be produced. Every primary 'Mech production facility except for the Ashton plant, which currently produces the *Canis* and *Rabid Coyote*, has been retooled to build the *Savage Coyote*. While every Coyote front-line Cluster now fields a number of these powerful OmniMechs, so too do many of the Coyote's enemies, all captured equipment.

Type: **Savage Coyote**
 Technology Base: Clan OmniMech
 Tonnage: 85
 Battle Value: 2,613

Equipment		Mass
Internal Structure:		8.5
Engine:	255 XL	6.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	34
Center Torso (rear)		15
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	25
R/L Leg	18	30

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	2 XL Engine Double Heat Sink	8
Left Torso	2 XL Engine Double Heat Sink	8
Right Arm		8
Left Arm		8
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo

Primary Weapons Configuration	Location	Critical	Tonnage
ER PPC	RA	2	6
ER Medium Laser	RA	1	1
2 ER Small Lasers	RA	2	1
Double Heat Sink	RA	2	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 20	LA	2	2
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
ATM 12	LT	5	7
Ammo (ATM) 15	LT	3	3
Double Heat Sink	CT	2	1
ER Medium Laser	H	1	1

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

SAVAGE COYOTE

Alternate Configuration A

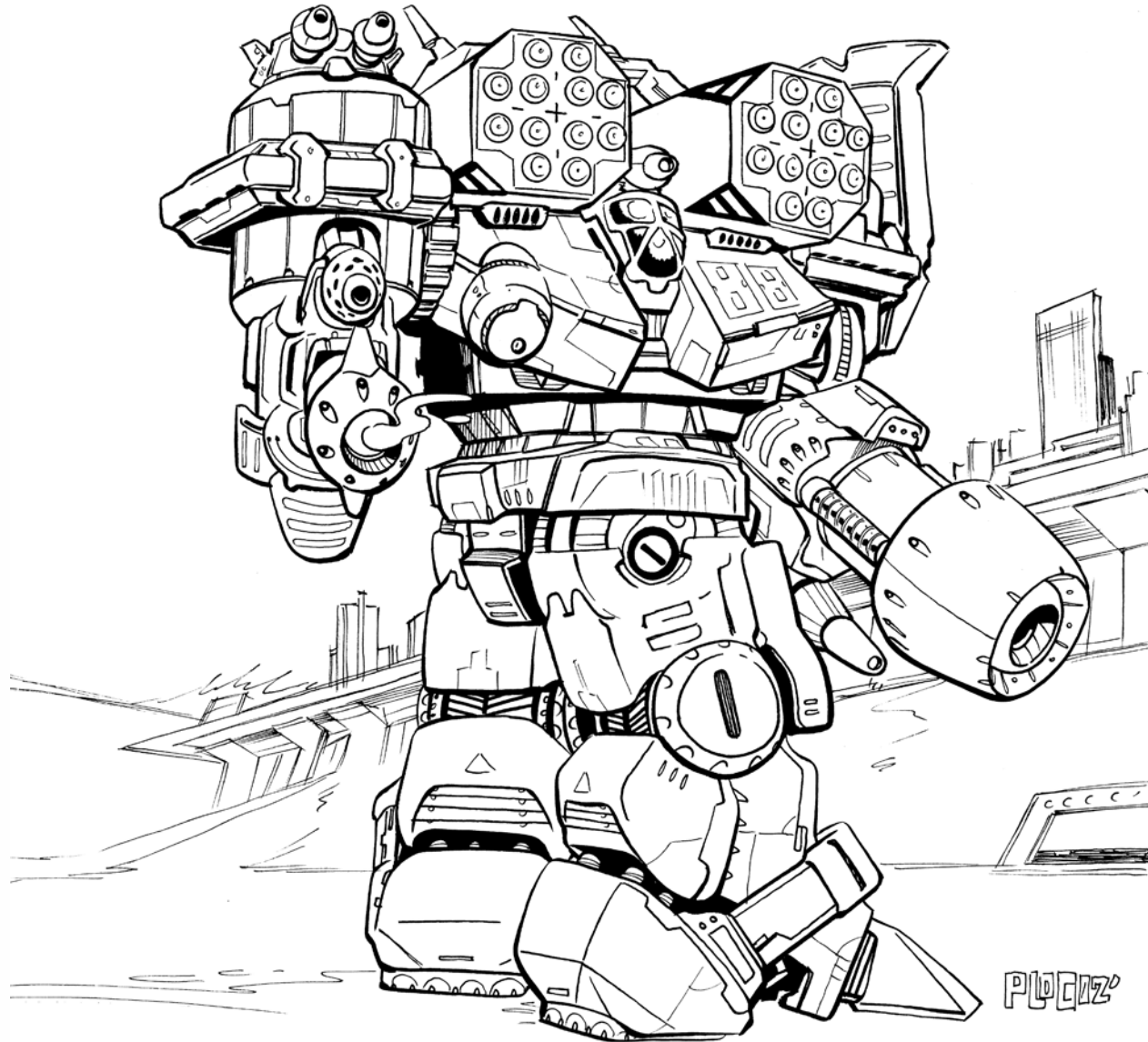
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
ER Large Laser	LA	1	4
ATM 6	LA	3	3.5
2 Medium Pulse Lasers	LA	2	4
ATM 6	RT	3	3.5
Ammo (ATM) 30	RT	3	3
Jump Jet	RT	1	1
ATM 6	LT	3	3.5
Ammo (ATM) 30	LT	3	3
Jump Jet	LT	1	1
Medium Pulse Laser	CT	1	2
Jump Jet	CT	1	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LT	1	1
Battle Value: 2,852			

Alternate Configuration B

Large Pulse Laser	RA	2	6
2 ER Large Lasers	RA	2	8
3 Double Heat Sinks	RA	6	3
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
4 Small Pulse Lasers	LA	4	4
Double Heat Sink	LA	2	1
2 ATM 3	RT	4	3
Ammo (ATM) 60	RT	3	3
Small Pulse Laser	RT	1	1
2 ATM 3	LT	4	3
Ammo (ATM) 40	LT	2	2
Double Heat Sink	LT	2	1
Small Pulse Laser	H	1	1
Double Heat Sink	CT	2	1
Battle Value: 2,284			

Alternate Configuration C

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	4	2
Targeting Computer	RA	4	4
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
4 Double Heat Sinks	LA	8	4
Jump Jet	RT	1	1
ATM 9	RT	4	5
Ammo (ATM) 21	RT	3	3
Jump Jet	LT	1	1
ATM 9	LT	4	5
Ammo (ATM) 7	LT	1	1
ER PPC	LT	2	6
Jump Jet	CT	1	1
ER Medium Laser	CT	1	1
Ammo (ATM) 7	H	1	1
Battle Value: 3,189			



PLUGZ'

MAD CAT MK II

Mass: 90 Tons
Chassis: DSAM Endo 4
Power Plant: Type 79 360 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Grandthrust Mk. 5
Jump Capacity: 90 meters

Armor: Forging ZM15 Ferro Fibrous
Armament:
2 EMRG "Galaxy" Series Gauss Rifles
2 Type X "Short Bow" LRM-10 Launchers
4 Series 2b Extended Range Medium Lasers
Manufacturer: Manufacturing Plant DSF-94

Communications System: MegaBand System 21
Targeting and Tracking System: Dtrac Suite 4



Overview

Though the decade of war during the 3050s was far more devastating to the Inner Sphere, the Clans still felt the sting of battlefield losses, especially those like the Wolves and the Jade Falcons that once were the strongest and most feared. The home Clans were no better off however, as the events of the past several years have proven.

Always on the lookout for a way to increase their profits, the leaders of Clan Diamond Shark found one way at the beginning of this decade. Taking a cue from the success they were having with their *Ha Otoko*, they began development on yet another standard BattleMech that they could sell to their fellow Clans. By basing their new design upon an existing BattleMech, the Diamond Shark engineers cut their development time sharply, putting the *Mad Cat Mk II* into full-scale production in less than fifteen months.

Capabilities

Though bearing a remarkable outward resemblance to the *Timber Wolf*, this BattleMech is a new and powerful creation. Carrying thirteen tons of ferro-fibrous armor, the *Mad Cat Mk II* is an incredibly resilient

design. More than that, it is also speedy and nimble for an Assault-class BattleMech; it tops out at a fast 65 kph, while its jump jets let it rocket over all but the roughest of terrain. Still, while it is a definite asset, the 'Mech's agility is not its strongest point.

A pair of arm-mounted Gauss rifles supported by its torso-mounted LRM racks give the *Mad Cat Mk II* complete command over the battlefield. Though there are BattleMechs that can deliver a more powerful barrage, few can keep up the steady volume of fire that this 'Mech can put forth, at least without running the risk of redlining and reactor shutdown.

While the *Mad Cat Mk II* can pick apart its enemies at range, it actually performs best within 450 meters—still considered mid-range for most modern battlefield engagements. There the 'Mech's pilot can also make use of the paired extended-range lasers in each torso, making short work of whoever is foolish enough to stray so close.

Interestingly, the Clan's technicians chose to equip this BattleMech with weapons from its oldest Brian Caches. Though the 'Mech's performance is not affected by this decision, the designers did have to make several adjustments to the chassis, such as the addition of venting ports above the arm-mounted Gauss rifles.

Deployment

While the *Mad Cat Mk II* has now been in production for more than half a decade, very few Clans are actually fielding this conventional BattleMech. Clans Wolf and Jade Falcon, both obvious candidates for sales, have purchased none; neither has Clan Ice Hellion or even Clan Steel Viper (though all field a few won through various Trials). Only Clan Nova Cat fields any significant number.

Surprisingly, quite a few have turned up in service within both the Draconis Combine and the former Federated Commonwealth states, particularly during the final battles on Proserpina.

Although no one has yet been able to confirm this, it appears that the Diamond Sharks are now willing to sell unmodified Clan equipment to the Inner Sphere, at least on a limited basis. This would explain why the Clan chose the *Mad Cat* designation rather than *Timber Wolf*. If this were true, it would signal a significant shift in attitudes within Clan Diamond Shark. Certainly the fact that the Clan chose to use supplies of outmoded weapons in arming this BattleMech lend credence to this theory.

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

MAD CAT MK II

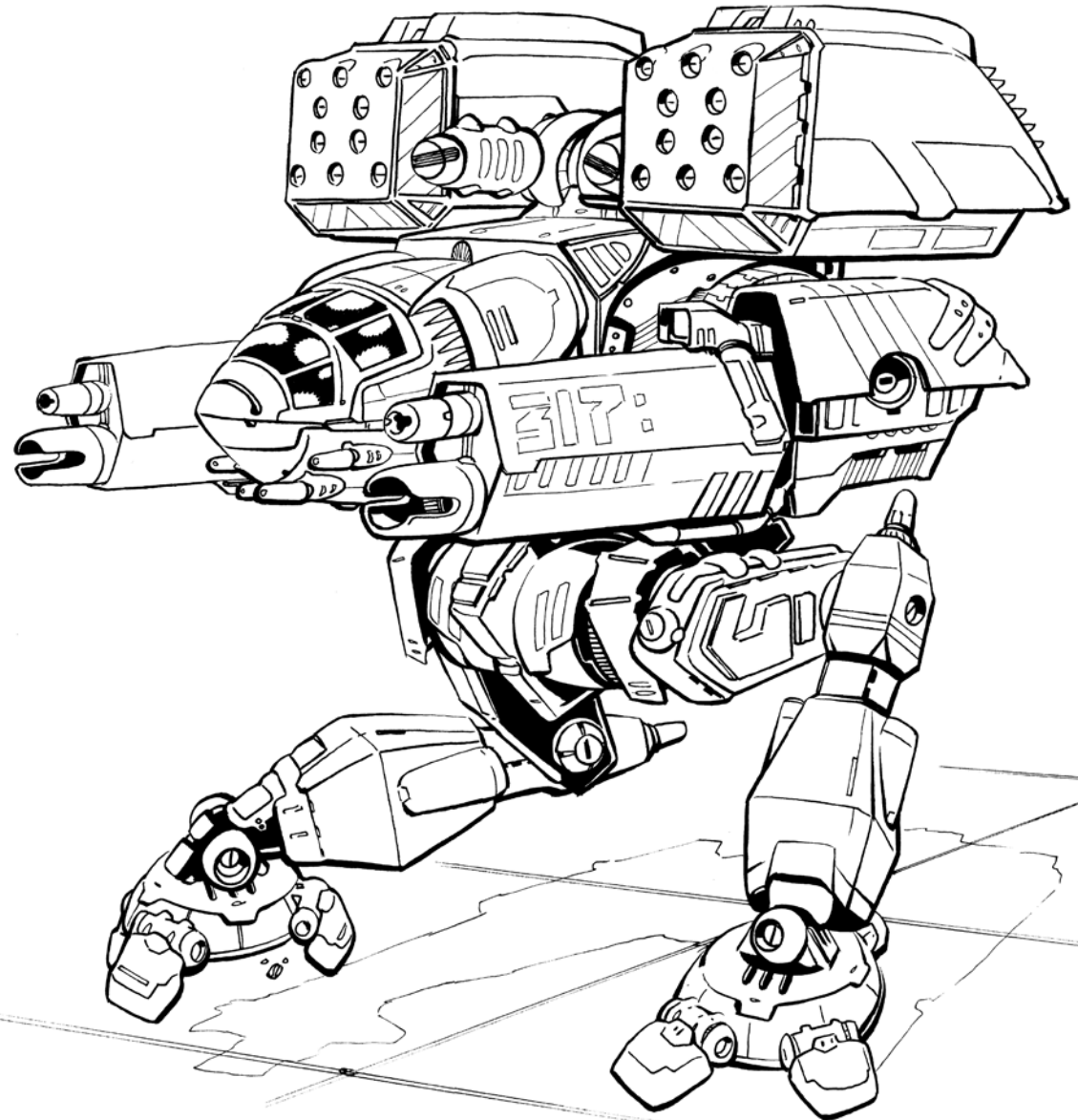
Type: **Mad Cat Mk II**
 Technology Base: Clan
 Tonnage: 90
 Battle Value: 3,135

Equipment

		Mass
Internal Structure:	Endo Steel	4.5
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	3	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	249	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	29	38
Center Torso (rear)		12
R/L Torso	19	26
R/L Torso (rear)		8
R/L Arm	15	27
R/L Leg	19	34

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LT	2	2
2 ER Medium Lasers	RT	2	2
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
2 ER Medium Lasers	LT	2	2
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Jump Jet	LT	1	2
Jump Jet	RT	1	2
Jump Jet	CT	1	2



SCYLLA

Mass: 100 tons
Chassis: Viper NK12 Endo Steel
Power Plant: New Kent Type 50 Fusion XL 400
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Pryzhok WM15
Jump Capacity: 120 meters

Armor: Compound V9 Ferro Fibrous
Armament:
2 Type XX "Great Bow" LRM-20 Launchers
1 Type KOV LB-10X Autocannon
2 Series 2c ER Medium Lasers
1 Series 7K Extended Range Large Laser

Manufacturer: Novy Minsky Armaments Plant
Communications System: Mercer 973
Targeting and Tracking System: GEG
Pattern 492/1



Overview

The Steel Vipers' ejection from the Inner Sphere was a major disgrace for the Clan, who returned angry and spoiling for a fight in their homeworld possessions. The last seven years have seen the Vipers embroiled in one conflict after another, their external aggression an outlet for the bitter internal politics that have wracked the Clan since 3060. The Viper Touman has rebuilt since the disgrace, and a number of "new" designs have entered service with the Clans, exploiting the resources and expertise gathered during the invasion.

Perigard Zalman's contentious decision to allow freeborn warriors into the Viper military seems to have born fruit. Bolstered second-line units have taken over defensive operations, freeing front-line troops for offensive operations. Equipping these new units has been a challenge, but the Vipers were never ones to abandon a useful implement of war. In that tradition, the Vipers have revamped a number of old designs. Chief among these is the Golden Century-vintage *Storm Giant* that has been reborn as the *Scylla*, reentering service in 3062 with new weapons and electronics.

Capabilities

Like its progenitor, the 100-ton *Scylla* boasts a massive Type 50 XL power plant that takes up over a quarter of the 'Mech's mass and gives a top speed of almost 65 kph, despite carrying over 15 tons of armor. The addition of quad Pryzhok jump jets further bolsters the *Scylla*'s abilities. The Vipers have used the speed and maneuverability of the design to overwhelm inexperienced opponents who don't expect such performance from so massive a 'Mech.

Unfortunately, this performance has a price—namely the 'Mech's weapon arrays. Though fearsome, they are little better than a design 30 or 40 tons lighter. The heart of the array is the grouping of the twin "Great Bow" LRM launchers and a KOV LB-X autocannon, which provide devastating firepower at mid- to long-range brackets but have limited ammunition. A head-mounted Series 7K extended range large laser provides additional long-range firepower, but many pilots are wary of using the weapon because its proximity to the cockpit causes problems with heat buildup, despite an otherwise efficient head dissipation system. A pair of torso-mounted ER medium lasers provides additional firepower at close and medium range.

Deployment

The Tenth Assault Cluster on New Kent was the first Viper unit to receive the *Scylla*. There they made good use of the design, repulsing numerous Ice Hellion probes. In 3064, the long-expected Viper offensive against their neighbors on New Kent saw widespread use of the *Scylla*, its maneuverability allowing the heavy machine to make a surprise assault across the rugged Shandrake Massif into the heart of the Hellion holdings, devastating the enemy's 175th Assault Cluster. With typical poor grace, the Hellions complained to the Grand Council, deriding the use of "freebirth" equipment and blaming "Spheroid tactics" for their defeat. The other Clans simply listened as Asa Taney validated the Hellion's nickname of "Clan Temper Tantrum."

LIGHT

MEDIUM

HEAVY

ASSAULT

OMNI

SCYLLA

Type: **Scylla**
 Technology Base: Clan
 Tonnage: 100
 Battle Value: 2,897

Equipment

	Endo Steel	Mass
Internal Structure:	5	
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	297	15.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	45
Center Torso (rear)		11
R/L Torso	21	33
R/L Torso (rear)		9
R/L Arm	17	32
R/L Leg	21	42

Weapons

and Ammo	Location	Critical	Tonnage
LRM 20	LA	4	5
Ammo (LRM) 6	LA	1	1
LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
LB 10-X AC	RT	5	10
Ammo (LB-X) 20	RA	2	2
2 ER Medium Lasers	LT	2	2
ER Large Laser	H	1	4
Jump Jets	LL	2	4
Jump Jets	RL	2	4



INNER SPHERE AEROSPACE FIGHTERS

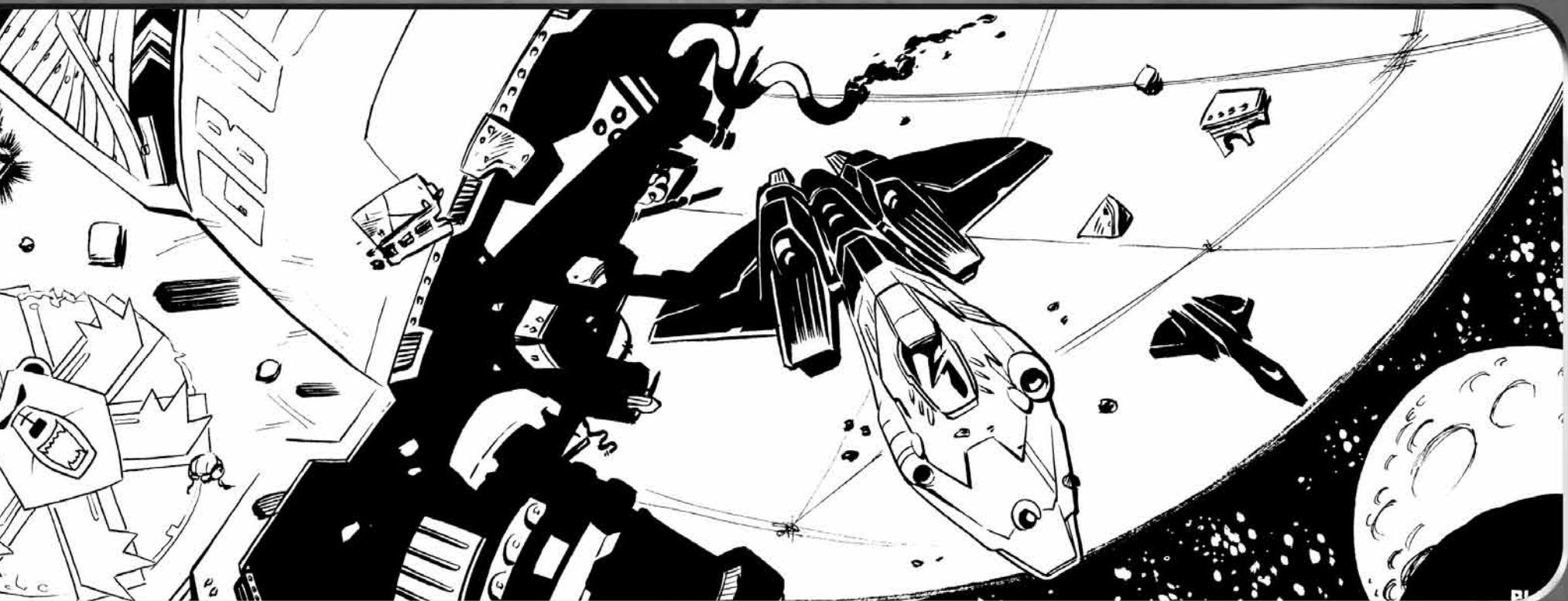
The last half-decade or so has seen a revolution in aerospace design, with more new fighters appearing in a handful of years than have been seen since the midst of the Succession Wars. This “aerospace renaissance,” of course, can be laid squarely at the feet of the Clans. Their invasion spurred the Houses to develop new technologies in defense, which were initially slated for BattleMech use because of the universal ‘Mech bias. For the most part, even vehicles received field upgrade-kits before aerospace fighters did.

Considering that aerospace assets can have a decisive effect on the battlefield, this seems strange. Once you dig deeper, however, you’ll find that for whatever reason, Inner Sphere aerospace fighter assets generally held their own against their Clan counterparts, even with the Clans’ superior technology. This is a strong testament to the training techniques employed by the Inner Sphere and a damning condemnation of the Clans aerospace pilot-breeding program.

Nevertheless, now that the Inner Sphere has finally managed to field a significant number of ‘Mech and vehicle designs utilizing the latest technologies, every House military has finally turned their eyes towards their aerospace arm. With the expertise learned across almost two decades, every House has managed to build and field an OmniFighter, with Houses such as the Combine and League—which have shown a propensity for aerospace assets—fielding more than one new design.

A recent raid by the Ghost Bear Dominion into the Combine graphically demonstrated the edge that the Inner Sphere now appears to hold over the Clans when it comes to aerospace fighter assets. What follows is a complete report on all new aerospace fighter designs fielded by Inner Sphere and Periphery powers, as per your request.

—Josef Harkin
Demi-Precentor IX-Omega
ComStar Archives, Tukayyid
19 October 3067



CRX-O CORAX

Mass: 30 tons
Frame: UOC Light Spec 3
Power Plant: GM 210 XL
Armor: Outworld Weave Standard II
Armament:
 9 tons of pod space available



Manufacturer: United Outworlders Corporation
Primary Factory: Ramora
Communications System: Outworlds Advanced 6ai
Targeting and Tracking System: Multi-platform T12d

Overview

The first OmniFighter ever produced by the Outworlds Alliance, the *Corax* is both a marvel and a mystery. It shows little of the Draconis Combine influence common to other recent technological advances in the Periphery state, but there seems to be no other source for the Omni technology. Neither the Draconis Combine nor the Outworlds Alliance, however, are being very forthcoming.

Capabilities

Wherever the technology came from, the Alliance pilots have put it to enthusiastic use. The most common configuration mounts a large pulse laser and two medium lasers. It provides quite a close-range punch for a light fighter, but lacks aft weaponry. It is generally used for strafing runs. Other popular configurations mount paired SRM-6 racks or a bevy of medium lasers and medium pulse lasers. Both feature two small lasers facing aft and are popular dogfighting choices.

The oddest configuration uses a medium-range missile system purchased from the Draconis Combine. It is intended to provide ground suppression fire to allow its companion fighters to fly with less fear of anti-aircraft emplacements or vehicles. This seems to work

against the ill-prepared bandits who are the *Corax* pilots' standard targets, but AAA Chairman Paul Murphy has questioned its utility on a more advanced battlefield. The oddball configuration is unlikely to be used against actual military targets.

Deployment

The entire first production run of *Coraxes* went to the First Alliance Air Wing, replacing the *Seydlitzes* that were distributed to the other four Air Wings. This was due both to the First Wing's skills, and because there are not yet enough technicians trained to work on OmniFighters in the Alliance to spread the new fighter around.

Type: **Corax**
 Technology Base: Inner Sphere OmniFighter
 Tonnage: 30
 Battle Value: 885

Equipment		Mass
Engine:	210 XL	4.5
Safe Thrust:	9	
Max Thrust:	14	
Structural Integrity:	9	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor:	136	8.5
	<i>Armor Value</i>	<i>Free Space</i>
Nose	44	5
Wings	33/33	5/5
Aft	26	3

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
Large Pulse Laser	Nose	7	10	9	9	—	—
Medium Laser	RW	1	3	5	—	—	—
Medium Laser	LW	1	3	5	—	—	—
<i>Alternate Configuration A</i>							
SRM 6	RW	3	4	8	—	—	—
SRM 6	LW	3	4	8	—	—	—
Ammo (SRM) 30	—	2					
2 Small Lasers	Aft	1	1	3	—	—	—
Battle Value: 716							

LIGHT

MEDIUM

HEAVY

OMNI

CRX-O CORAX

Alternate Configuration B

2 Medium Pulse Lasers	Nose	4	4	6	—	—	—
2 Medium Lasers	RW	2	3	5	—	—	—
2 Medium Lasers	LW	2	3	5	—	—	—
2 Small Lasers	Aft	1	1	3	—	—	—

Battle Value: 1,054

Alternate Configuration C

MRM 20	Nose	7	6	12	12	—	—
Ammo (MRM) 24	—	2	—	—	—	—	—

Battle Value: 714



DARO-1 DAGGER

Mass: 45 tons

Frame: Johnston Rapier Mk. VII

Power Plant: GM SuperFusion 225 XL

Armor: Kallon AeroWeave Ferro-Aluminum



Armament:

18 tons of pod space available

Manufacturer: Johnston Industries

Primary Factories: Addicks, New Syrtis

Communications System: ChatterComm 224

Targeting and Tracking System: RCA Instatrac Mk. XIX

Overview

By the end of the 3050s, the Clan War had decimated the AFFC's aero corps. After almost a decade of unabashed spending on new BattleMechs, the AFFC had allowed the corps' capabilities to wither even further.

That all changed in 3057, following a disastrous encounter between the First Kestrel Grenadiers and Hell's Black Aces—the Grenadiers lost half their fighters to the newer designs flown by the mercenaries in the skies over Zurich. That loss rallied enough support in the High Command to begin a rapid modernization program, consisting not only of the purchase of upgraded units and brand-new fighters.

Capabilities

Having looked to expand their business for years, Johnston Industries responded with what was then a radical concept: an OmniFighter. Breaking new technological ground, Johnston had quite a few problems to

overcome. They eventually delivered four prototype *Daggers* to the AFFC two years late. Carrying heavy armor protection and capable of great speed and maneuverability, the AFFC's Department of the Navy was impressed and immediately placed orders that would carry Johnston into the next decade.

Built around a rotary autocannon and a quartet of wing-mounted ER lasers, the primary *Dagger* configuration is designed to get in behind an enemy and rip it apart at close range. The Alpha variant eschews the ammunition-dependent autocannon and instead relies on a quartet of lasers tied in to the NAIS' new targeting computer.

The most unusual variant is the *Dagger-B*, which mounts an LB-X autocannon and paired ER lasers in each wing and in the tail. Though not capable of the same punch as other variants, its autocannon's flechette ammunition can often end an extra-atmospheric incident almost before it begins with lucky hits to an enemy's canopy or engines.

Deployment

The *Dagger* fought with distinction throughout the FedCom Civil War. It was primarily assigned to the Syrtis Fusiliers and other Capellan March-assigned units who rejected Archon Katherine's authority. The fighter found its way, however, into aero wings that fought on nearly every world within the Federated Suns. The Addicks facility is working overtime to keep up with orders while the New Syrtis division is finalizing repairs to its lines.

LIGHT

MEDIUM

HEAVY

OMNI

DARO-1 DAGGER

Type: **Dagger**

Technology Base: Inner Sphere OmniFighter

Tonnage: 45

Battle Value: 1,766

Equipment

		Mass
Engine:	225 XL	5
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	250	14
	<i>Armor Value</i>	<i>Free Space</i>
Nose	76	5
Wings	62/62	4/4
Aft	50	3

Weapons and Ammo

Primary Configuration

	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Rotary AC/5	Nose	10	6	20	20	—	—
Ammo (RAC) 60	—	3					
2 ER Medium Lasers	RW	2	5	5	5	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
Double Heat Sink	—	1					

Alternate Configuration A

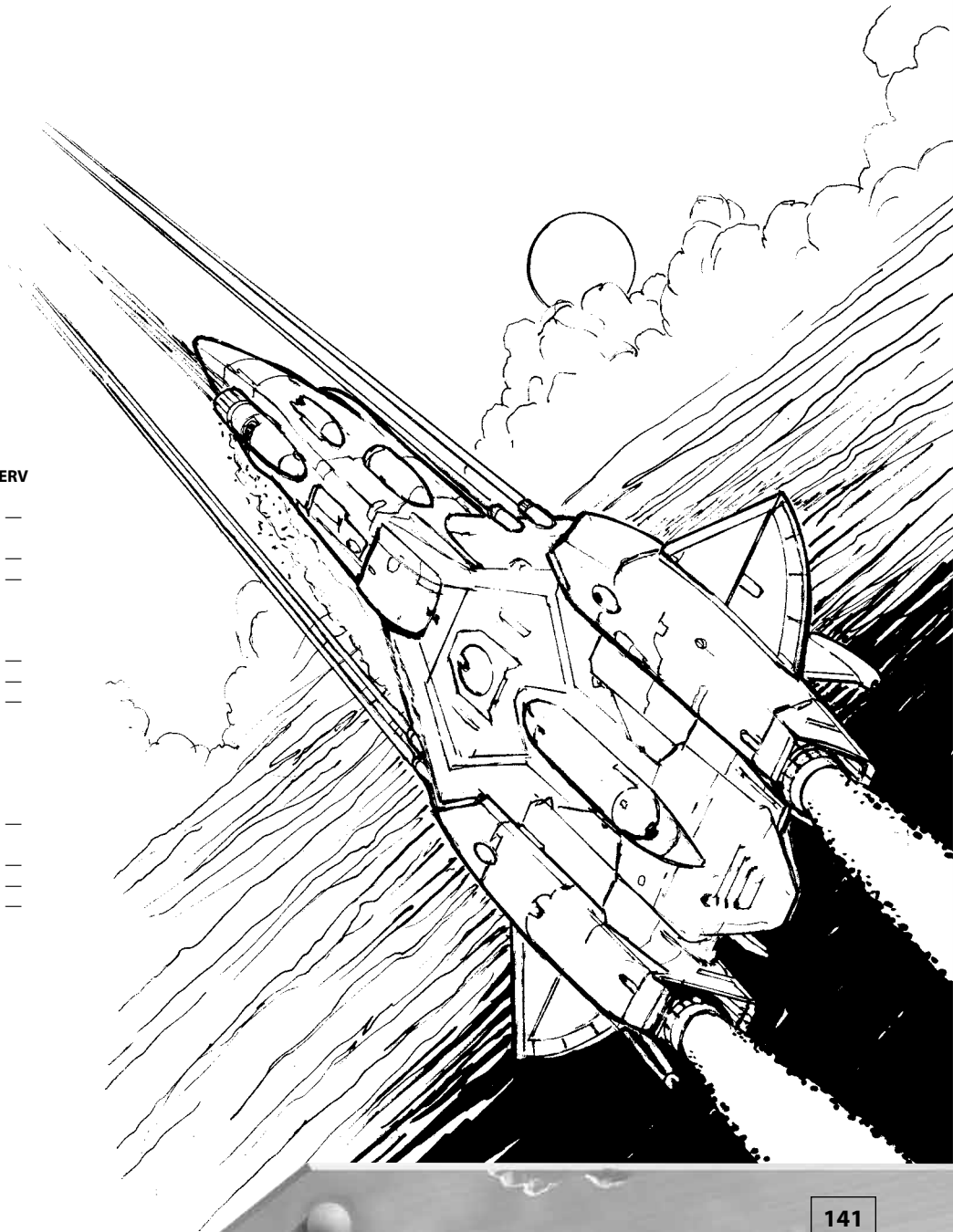
2 ER Medium Lasers	Nose	2	5	5	5	—	—
Large Laser	RW	5	8	8	8	—	—
Large Laser	LW	5	8	8	8	—	—
Targeting Computer	—	3					
3 Double Heat Sinks	—	3					

Battle Value: 1,581

Alternate Configuration B

LB 10-X AC	Nose	11	2	6	6	—	—
Ammo (LB-X) 20	—	2					
2 ER Medium Lasers	RW	2	5	5	5	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 ER Small Lasers	Aft	1	2	3	—	—	—

Battle Value: 1,543



LX-2 LANCER

Mass: 50 tons
Frame: L2 Standard
Power Plant: 250 Fusion
Armor: Durallex Heavy Standard
Armament:
 2 Tronel PPL-22 Large Pulse Lasers



Overview

The last decade has seen a renaissance in naval technology in the Free Worlds League. The *LX-2 Lancer* is one product of the trillions spent on aerospace and naval technologies by the FWL. The original design, the LX-1, was a test bed for new technologies, in particular advanced avionics and weapons systems. It was used solely as a validation platform for their “next-generation” aerospace fighter. The first LX-2, the production model prototype, flew in March 3060. It wasn’t until 3064, however, that the aircraft entered service with the FWLM.

Capabilities

Gutierrez Aerospace put their decade of experience with the stopgap F-94 *Stingray* to good use in designing the *Lancer*. The result was a light and agile fighter with integrated flight and weapon systems. Though not as “cutting-edge” as the Andurien AeroTech *Shiva*, it is a formidable aircraft, hailed as a “dream to fly” by pilots and “simplicity to maintain” by ground crews.

1 Irian Weapon Works Class 10b LRM 10 with Artemis IV FCS

Manufacturer: Gutierrez Aerospace

Primary Factory: Trellisane

Communications System: Telestar G-3

Targeting and Tracking System: SynCom DEC with Artemis IV FCS

The heart of the aircraft is the 250-rated fusion engine and five tons of diatomic hydrogen fuel, capable of driving the *Lancer* at twice the speed of sound at low level. Advanced terrain-avoidance sensors allow the *Lancer* to fly at NOE altitudes, though the ride is uncomfortable even for short durations and is thus only used to sneak under enemy radar cover.

A nose-mounted LRM launcher provides the *Lancer’s* principal long-range firepower, using the same Irian Weapon Works systems as on the *Stingray*, albeit with the addition of an Artemis FCS to improve missile accuracy. Unfortunately, the *Lancer* only carries 1 ton of ammunition, forcing the pilot to conserve his missile shots until they are most needed. Instead, a pair of wing-mounted large pulse lasers provides accurate medium-range firepower at a heat premium for the aircraft. Under-wing mounting points allow the *Lancer* to carry up to 10 bombs or external equipment pods. Doing so, however, degrades the aircraft’s atmospheric handling and is not favored by the pilots.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 10+Artemis	Nose	6	4	8	8	8	—
Ammo (LRM) 12	—	1	—	—	—	—	—
Large Pulse Laser	RW	7	10	9	9	—	—
Large Pulse Laser	LW	7	10	9	9	—	—

Deployment

The First Oriente Hussars provided valuable advice during the development of the *Lancer* and were rewarded with a lance of the aircraft. The Free Worlds Legionnaires also use a number of *Lancers*, but the majority have been assigned to the FWLM navy, where it is used as a carrier-based reconnaissance craft.

Variants

The LX-2A variant of the *Lancer* used on the FWLS *Santorini* replaces the LRM-10 launcher with an ER large laser and an extra heat sink, as well as an extra ton of fuel.

Type: **Lancer**
 Technology Base: Inner Sphere
 Tonnage: 50
 Battle Value: 1,035

Equipment		Mass
Engine:	250	12.5
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor:	136	8.5
	<i>Armor Value</i>	
Nose	38	
Wings	33/33	
Aft	32	

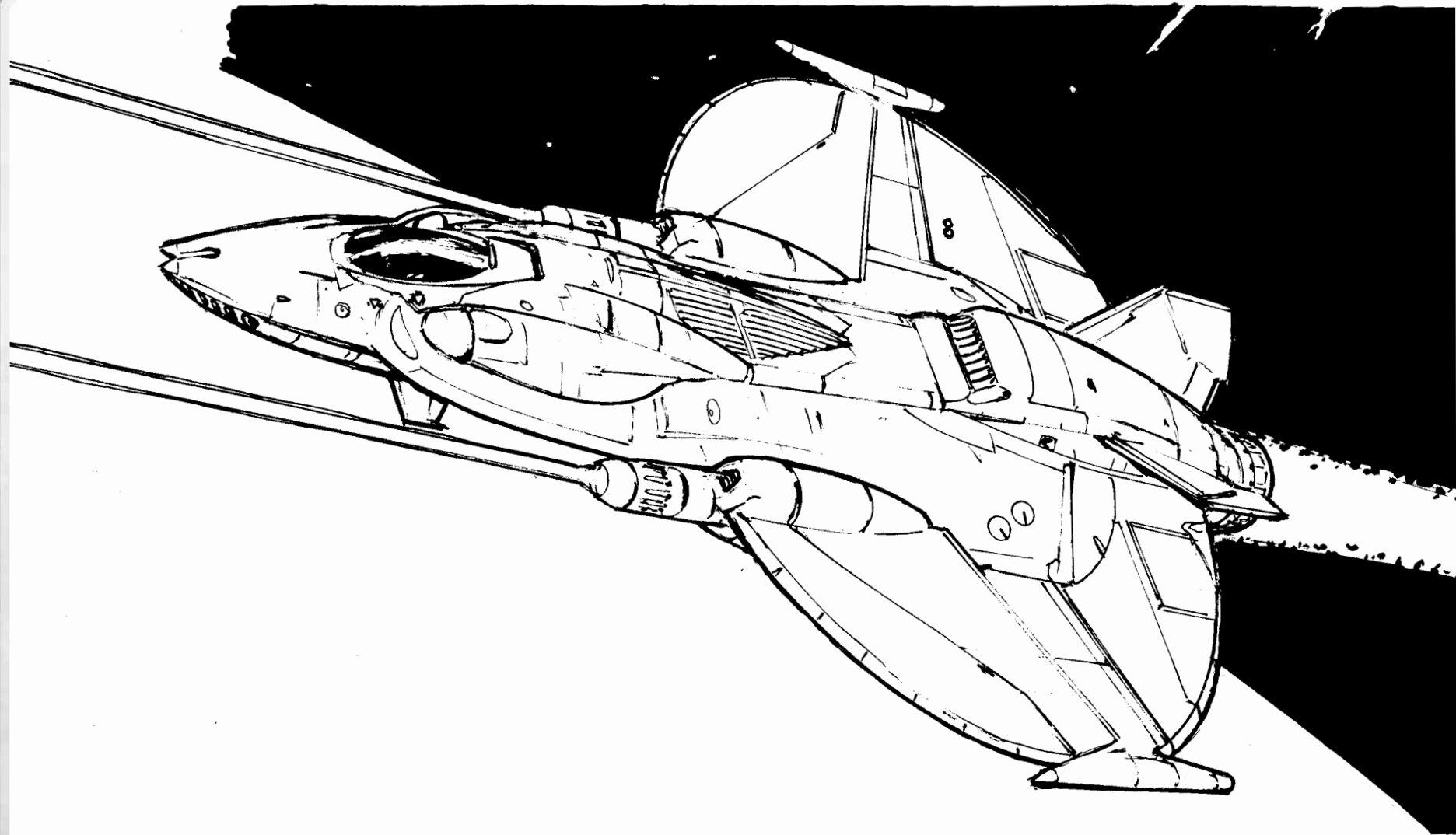
LIGHT

MEDIUM

HEAVY

OMNI

LX-2 LANCER



DFC-O DEFIANCE

Mass: 55 tons
Frame: Mujika Aerospace Modular Version 6
Power Plant: Magna 220 XL
Armor: Ceres Standard
Armament:
 26 tons of pod space available



Overview

As the Capellan relationship with the Free Worlds League has waned, the Word of Blake has stepped into the role of technological mentor of the Confederation. Part of the agreement to allow the Word of Blake to administer Capellan HPGs was that it would share various new technologies. As a result, after the Blakist technicians had developed OmniFighter technology, they eventually approached Sun-Tzu Liao with it in the form of a new OmniFighter, the *Defiance*, which they offered to the Chancellor. Knowing he would need the expertise of the Word of Blake technicians, at least initially, Sun-Tzu offered to split part of the first several production runs with the Blakists. They quickly agreed.

Capabilities

Though it is an OmniFighter, the *Defiance* was designed with ground-attack and bombing missions in mind, and all configurations in current use reflect that. Most carry large numbers of lasers or PPCs for strafing and also include aft weaponry in case the need to dogfight arises. One configuration, however, mounts two LB 10-X autocannon, which are used principally to destroy vehicles

Manufacturer: Ceres Metals Industries
Primary Factory: Capella
Communications System: Ceres MaserCom Variable 3s
Targeting and Tracking System: Dwyerson Upgrade Multitask Version 3

Type: **Defiance**
 Technology Base: Inner Sphere OmniFighter
 Tonnage: 55
 Battle Value: 1,862

Equipment		Mass
Engine:	220 XL	5
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	6	
Heat Sinks:	11 [22]	1
Fuel:	400	5
Cockpit:		3
Armor Factor:	240	15
	<i>Armor Value</i>	<i>Free Space</i>
Nose	75	5
Wings	60/60	5/5
Aft	45	3

with blasts of cluster munitions. They also work well against the delicate control surfaces of aerospace fighters.

Deployment

Defiance fighters have so far only been seen throughout McCarron's Armored Cavalry, though some are scheduled to be assigned to Warrior Houses Kamata and Dai Da Chi. The Word of Blake's share of the new OmniFighter has been assigned to their Fifth Division.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 16	—	2					
2 Medium Pulse Lasers	Nose	4	4	6	—	—	—
2 ER Medium Lasers	RW	2	5	5	5	—	—
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 ER Small Lasers	Aft	1	2	3	—	—	—
<i>Alternate Configuration A</i>							
2 ER Medium Lasers	Nose	2	5	5	5	—	—
ER PPC	RW	7	15	10	10	10	—
ER PPC	LW	7	15	10	10	10	—
SRM 2	Aft	1	2	2	—	—	—
Ammo (SRM) 50	—	1					
8 Double Heat Sinks	—	8					
Battle Value: 1,610							

LIGHT

MEDIUM

HEAVY

OMNI

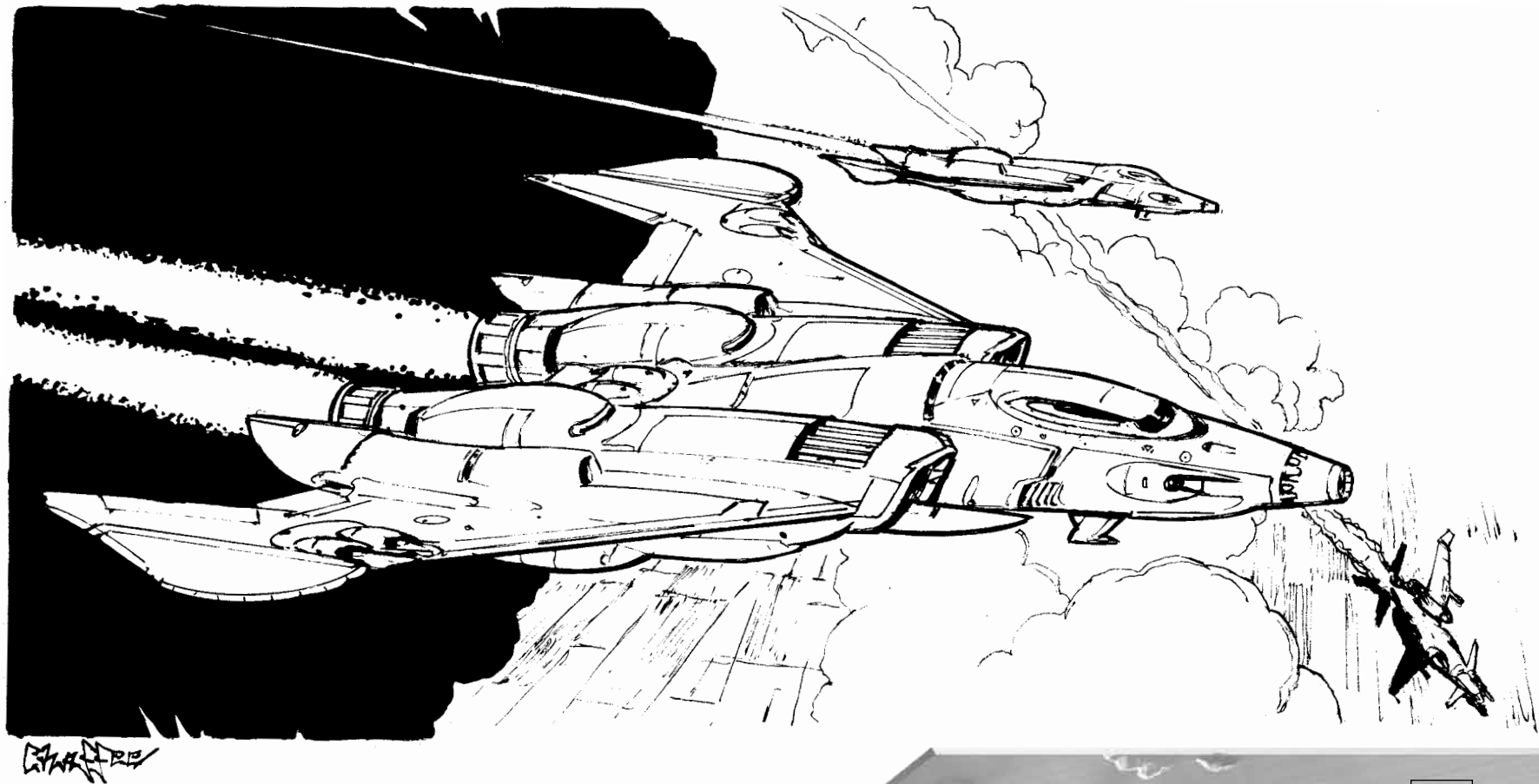
DFC-O DEFIANCE

Alternate Configuration B

LB 10-X AC	RW	11	2	6	6	—	—
LB 10-X AC	LW	11	2	6	6	—	—
Ammo (LB-X) 40	—	4					
Battle Value: 1,274							

Alternate Configuration C

3 Medium Pulse Lasers	Nose	6	4	6	—	—	—
Large Pulse Laser	RW	7	10	9	9	—	—
Large Pulse Laser	LW	7	10	9	9	—	—
2 Small Pulse Lasers	Aft	2	2	3	—	—	—
4 Double Heat Sinks	—	4					
Battle Value: 1,325							



ON-1 ONI

Mass: 55 tons

Frame: Wakazashi V-On

Power Plant: Shinobi 275 Fusion

Armor: Chatham "Bakemono"

Ferro-Aluminum

Armament:

1 Shigunga MRM-30 Launcher

2 Diverse Optics Type 30X ER Large Laser

1 Diverse Optics Sunbeam ER Small Laser

Manufacturer: Wakazashi Enterprises

Primary Factory: Chatham

Communications System: Garret T22

Targeting and Tracking System: Neko

Megane 6



Overview

The Clan invasion prompted the Draconis Combine to field new technologies. Though much of this effort focused on 'Mech forces, fighters also came under scrutiny. The need to quickly field advanced equipment prompted the DCMS to favor an upgrade program, but the Combine also pursued new designs. Unfortunately, production facilities for the first dedicated new-tech fighter, the *Sai*, were overrun by Clan Smoke Jaguar and not recovered until 3059. Additional efforts focused on Omni technology, namely the *Tatsu* OmniFighter.

It wasn't until after developing the S7-version of the *Sai* that Wakazashi's efforts once more returned to building a new non-Omni fighter. The conflict with the Ghost Bears and Federated Suns delayed completion of the project—more effort was put into production of proven designs—and the new aircraft wasn't flown until 3066, too late to have a major impact in either conflict. This new design was the ON-1, named for the *Oni* (demon) of Combine legends.

Capabilities

In some regards, the ON-1 has a number of similarities to the S7, principally in its performance and use of MRMs and ER lasers as armaments. The heavier *Oni* mounts a single MRM-30 launcher in the nose, with two tons of ammunition allowing sustained volleys. A pair of wing-mounted Diverse Optics Type 30X large lasers provides longer-ranged firepower, while a Sunbeam laser boosts close-in firepower.

The *Oni* is slightly less maneuverable than its lighter sibling (though it can still achieve Mach 2 at low-level) but has comparable armor protection in the form of seven tons of the new "Bakemono" advanced composites. The *Oni* has been well received by the DCMS, who appreciate its combination of resilience and hard-hitting firepower. Only its poor endurance has drawn criticism, though this merely limits the missions appropriate to the design.

Deployment

Although only in its first year of service deployment, the *Oni* has seen action on two Combine fronts. In late 3065, a pair of prototypes

fought an equal number of *Batu* that accompanied a Ghost Bear raiding party. The battle ranged around the jump point with neither force gaining a decisive advantage, coming to a conclusion only when both forces ran low on fuel. Both the Clan and Spheroid warriors saluted the others' skill, then returned to their DropShips.

The second encounter took place on the Lyran border. It was far less amicable, and saw the destruction of an *Oni* by an Alliance *Eisensturm*. The Steiner forces blame the DCMS for the battle, which took place above Lyons, while simultaneously failing to explain what a merchant vessel was doing carrying a cutting-edge OmniFighter. The Lyran transport was eventually driven off by the DCMS, with its visa for future trade missions suspended pending an investigation.

LIGHT

MEDIUM

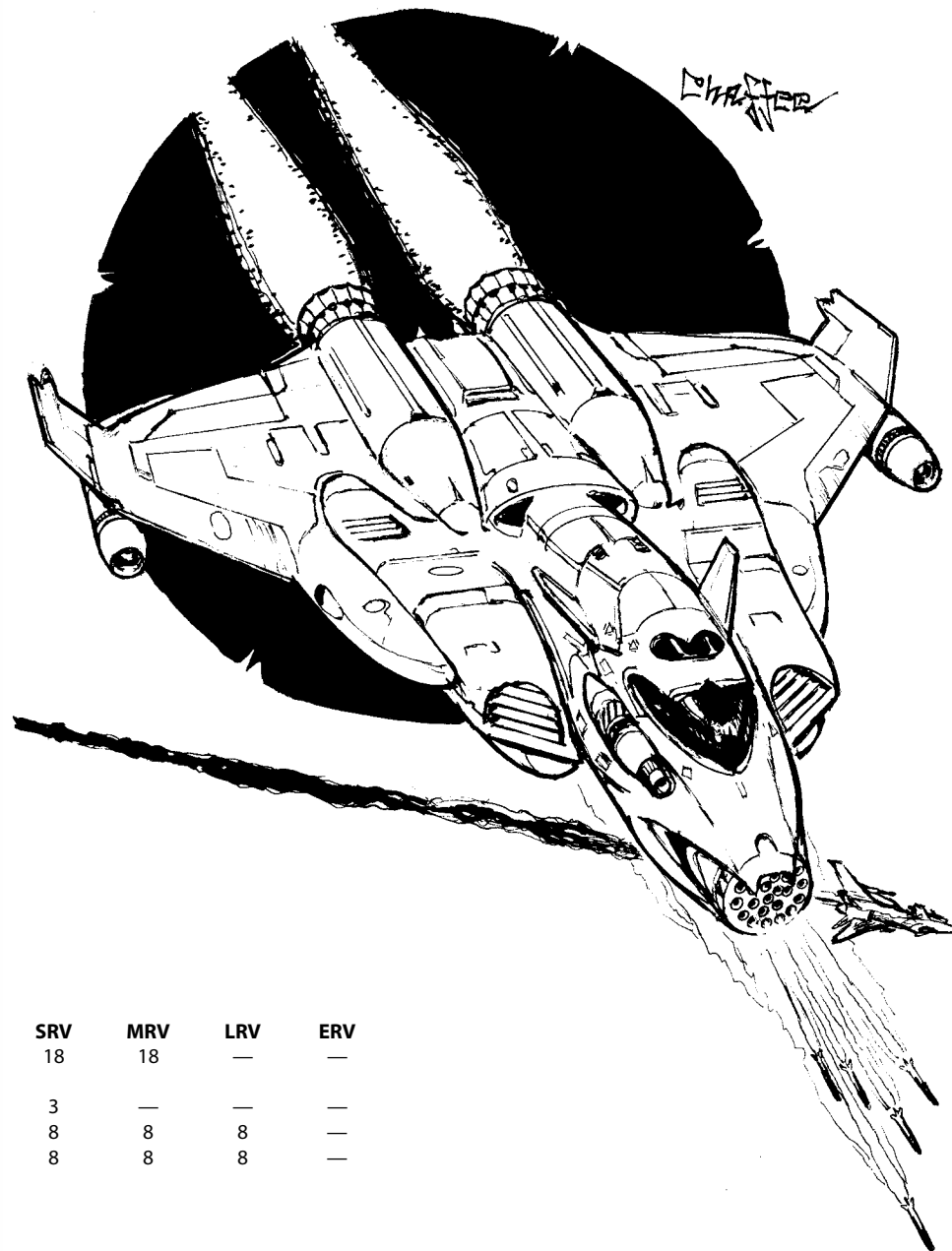
HEAVY

OMNI

ON-1 ONI

Type: **Oni**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1,332

Equipment		Mass
Engine:	275	15.5
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	13 [26]	3
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	125	7
	Armor Value	
Nose	37	
Wings	30/30	
Aft	28	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
MRM 30	Nose	10	10	18	18	—	—
Ammo (MRM) 16	—	2					
ER Small Laser	Nose	.5	2	3	—	—	—
ER Large Laser	RW	5	12	8	8	8	—
ER Large Laser	LW	5	12	8	8	8	—

CMT-3T TROIKA

Mass: 65 tons
Frame: Mujika Aerospace Version V
Power Plant: Magna 260 XL
Armor: Detroit Ferro-Aluminum Special
Armament:
 1 Tomodzuru LRM-20
 2 Kajuka Type III Extended Range PPC



Overview

As part of the agreement bringing the Concordat into the Trinity Alliance, the Taurians provided military aid to the Confederation for the conquest of the St. Ives Compact. In return, President Shraplen bargained for increased technology. Soon after Concordat forces entered Capellan space, Liao scientists, technicians and teachers were on their way to the Concordat.

One of the first deals brokered was to upgrade the 'Mech production facility already under construction on Detroit, allowing both the Concordat and the Magistracy of Canopus access to new technology. With the production of the *Anubis*, however, grumbling was heard on the Taurian side of the Alliance. The 'Mech was equipped with all of the latest technologies, but the thirty-ton 'Mech was seen as little more than a mirage; it had high technology, but subsequent field tests demonstrated that the *Anubis* was poorly designed.

After long months of negotiations, a deal was cemented to construct a aerospace production facility at Detroit that would build a new fighter that was truly a technical advancement. While the Capellans provided the expertise they'd learned during the co-development

2 Kajuka Type V Extended Range Medium Lasers
Manufacturer: Detroit Consolidated AeroSpace
Primary Factory: Detroit
Communications System: Ceres MaserCom Variable 3s
Targeting and Tracking System: Dwyerson Upgrade Multitask Version 3

of the *Defiance* with the Word of Blake, the Magistracy provided manpower and the Concordat footed almost the entire bill.

In 3065, the *Troika* flew its first mission.

Capabilities

The *Troika* makes use of all the latest technological breakthroughs, including an extra light engine, ferro-aluminum armor and cellular ammunition storage equipment for the protection of the pilot. Though the Concordat felt the brunt of the project's cost, the Taurian Defense Force is very pleased.

The sixty-five ton fighter mounts an ER PPC and ER medium laser in each wing. Additionally, the nose-mounted LRM-20 allows for the use of the Confederation's new Thunder submunitions.

Deployment

Though some *Troikas* have appeared in the Seventh CRC Aerospace Contingent as well as Sung's Air Rangers, the lion's share of those *Troikas* in current service have gone to the Concordat—specifically the Second Velites Air Division and the Twenty-first Corps Air Division (Red Chasseurs).

Now that the first two production runs have gone to the Concordat as per the contract

with the Trinity Alliance, the *Troikas* now rolling off the assembly lines are slated for the Magistracy Armed Forces. Though the Concordat High Command has attempted to purchase more of the fighters, the next several years-worth of fighters appear to be already sold to either the Confederation or the Magistracy of Canopus.

Variants

The only known variant of the *Troika* makes extensive use of the new Rocket Launchers available to both the Taurian Concordat and the Magistracy of Canopus. In the CMT-4U variant, the LRM 20 and CASE are replaced with five Rocket Launcher 20s in the nose, along with two Rocket Launcher 15s in each wing and two additional heat sinks.

Type: **Troika**
 Technology Base: Inner Sphere
 Tonnage: 65
 Battle Value: 1,888

Equipment		Mass
Engine:	260 XL	7
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	6	
Heat Sinks:	17 [34]	7
Fuel:	480	6
Cockpit:		3
Armor Factor (Ferro):	224	12.5
	<i>Armor Value</i>	
Nose	74	
Wings	52/52	
Aft	46	

LIGHT

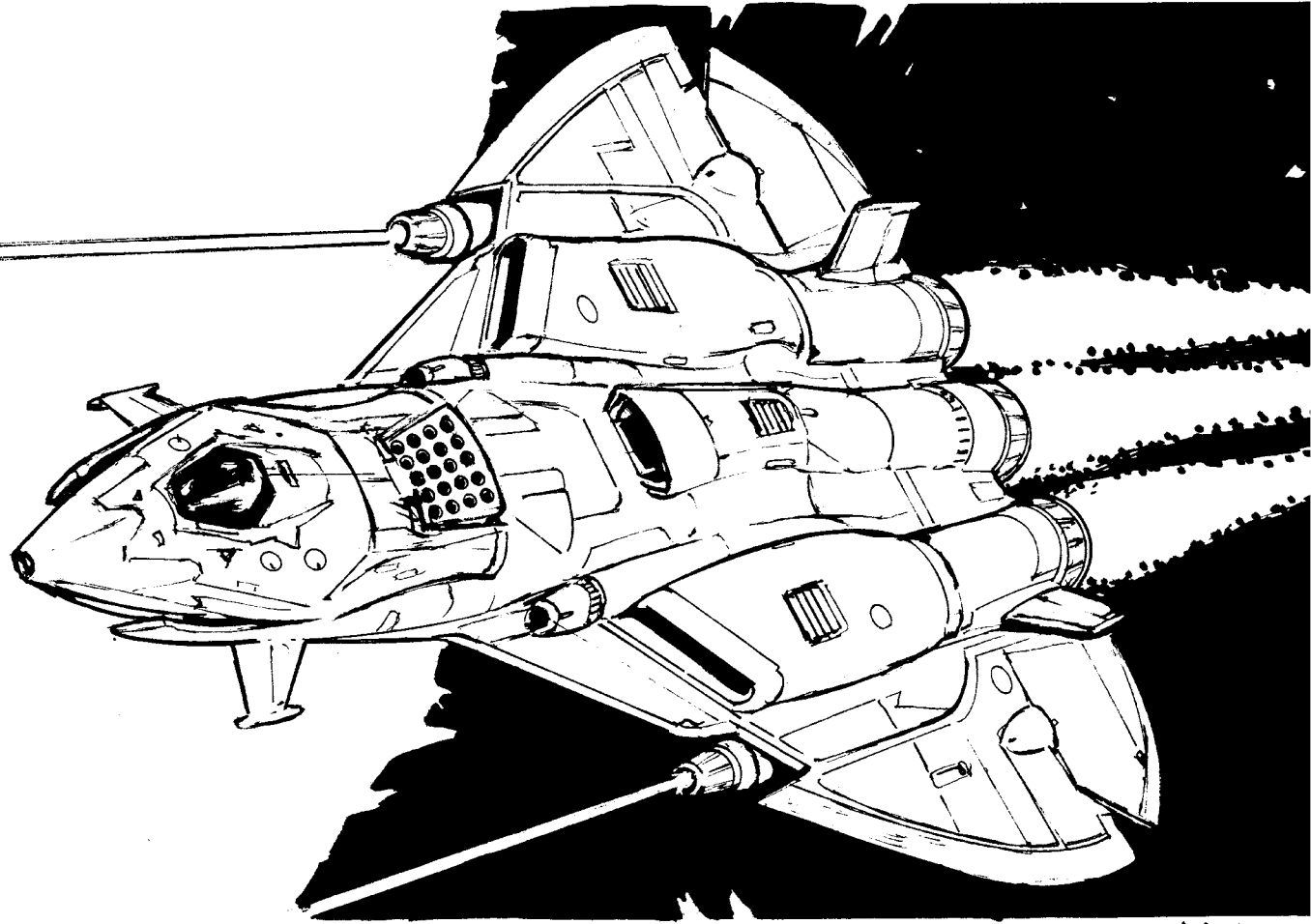
MEDIUM

HEAVY

OMNI

CMT-3T TROIKA

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 20	Nose	10	6	12	12	12	—
Ammo (LRM) 18	—	3					
ER PPC	RW	7	15	10	10	10	—
ER Medium Laser	RW	1	5	5	5	—	—
ER PPC	LW	7	15	10	10	10	—
ER Medium Laser	LW	1	5	5	5	—	—
CASE	—	.5					



Black & White

MIK-O TATSU

Mass: 70 tons
Frame: Wakazashi VII-Modular
Power Plant: Shinobi 210 Extra-light
Armor: Naketsu MetalWeave Standard
Armament:
 41 tons of pod space available



Overview

Once the Combine had mastered the technology of OmniMechs—the first one walked off the assembly lines in May of 3052—its next logical next step was to tackle the OmniFighter. This proved much more difficult, however, and years would pass before a prototype OmniFighter would fly the skies. Finally, though plagued with problems, the Coordinator authorized the production and release of the *Sai* OmniFighter—a direct conversion of the craft whose production plant had been overrun by the Smoke Jaguars.

Though the release of the *Sai* was likely done as a boost to the morale of the DCMS, Wakazashi Enterprises was not willing to let the matter of an OmniFighter rest with the *Sai*'s production. They immediately began work on a new OmniFighter that would be built from the ground up, using their years of trial and error on the *Sai* to correct the egregious errors of that craft. In 3062, the *Tatsu* OmniFighter flew its first test flight. After passing its trials with flying colors, it began mass production in 3063.

Manufacturer: Wakazashi Enterprises
Primary Factory: Chatham
Communications System: Garret T22
Targeting and Tracking System: Neko Megane 6

quickly become a staple of regiments like the Sword of the Light, Ryuken and the Genyosha as pilots don't need to worry about maintenance. *Tatus* are only now reaching the DCMS Regular regiments, and one has even been spotted in the Seventh Ghost Regiment.

Type: **Tatsu**
 Technology Base: Inner Sphere OmniFighter
 Tonnage: 70
 Battle Value: 1,541

Capabilities

The goal with the *Tatsu* was to create an OmniFighter that could deliver a maximum amount of damage to ground-based targets. With an impressive forty-one tons of pod space, it amply accomplishes this goal. Some ferro-aluminum armor was left off the craft so as to not cramp the pod space available, but even so, it has an impressive sixteen and half tons, giving it superb protection for a craft its size.

Deployment

Due to the depth of the logistical and technical support apparatus put into place for servicing the Combine's OmniMechs, it was a relatively simple matter to expand that support to include OmniFighters. As such, the *Tatsu* has

Equipment		Mass
Engine:	210 XL	4.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	7	
Heat Sinks:	10 [20]	0
Fuel:	400	5
Cockpit:		3
Armor Factor:	264	16.5
	<i>Armor Value</i>	<i>Free Space</i>
Nose	86	5
Wings	69/69	5/5
Aft	40	3

Weapons and Ammo

Primary Weapons Configuration

	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
MRM 10	Nose	3	4	6	6	—	—
Ammo (MRM) 24	—	1	—	—	—	—	—
2 ER Medium Lasers	Nose	2	5	5	5	—	—
Large Pulse Laser	RW	7	10	9	9	—	—
Medium Pulse Laser	RW	2	4	6	—	—	—
Large Pulse Laser	LW	7	10	9	9	—	—
Medium Pulse Laser	LW	2	4	6	—	—	—
MRM 30	Aft	10	10	18	18	—	—
Ammo (MRM) 24	—	3	—	—	—	—	—
4 Double Heat Sinks	—	4	—	—	—	—	—

Alternate Configuration A

2 ER PPC	Nose	14	15	10	10	10	—
4 Medium Pulse Lasers	RW	8	4	6	—	—	—
4 Medium Pulse Lasers	LW	8	4	6	—	—	—
11 Double Heat Sinks	—	11	—	—	—	—	—

Battle Value: 1,864

LIGHT

MEDIUM

HEAVY

OMNI

MIK-O TATSU

Alternate Configuration B

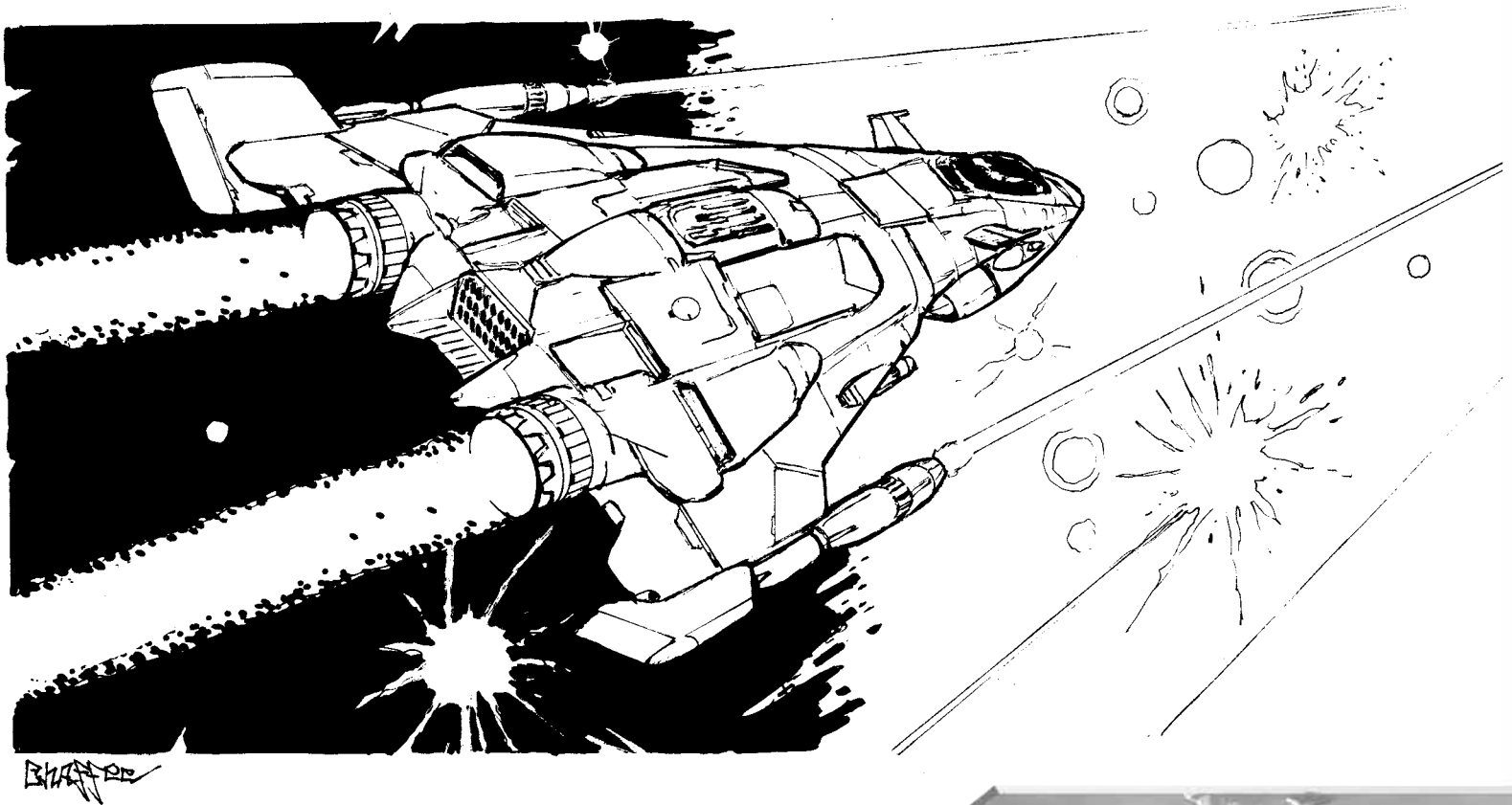
LB 10-X AC	Nose	11	2	6	6	—	—
Ammo (LB-X) 20	—	2					
LRM 15+Artemis	RW	8	5	12	12	12	—
Ammo (LRM) 24	—	3					
2 ER Medium Lasers	RW	2	5	5	5	—	—
LRM 15+Artemis	LW	8	5	12	12	12	—
Ammo (LRM) 24	—	3					
2 ER Medium Lasers	LW	2	5	5	5	—	—
2 Double Heat Sinks	—	2					

Battle Value: 1,954

Alternate Configuration C

2 Streak SRM 6	Nose	9	4	12	—	—	—
Ammo (Streak) 30	—	2					
MRM 40	RW	12	12	24	24	—	—
Ammo (MRM) 18	—	3					
MRM 40	LW	12	12	24	24	—	—
Ammo (MRM) 18	—	3					

Battle Value: 1,830



HSCL-1-O HUSCARL

Mass: 75 tons
Frame: TukTech H Frame
Power Plant: 225 Fusion XL
Armor: Orestes Cold Forge
Armament:
 43 tons of pod space available



Overview

One of Anastasius Focht's last actions before he retired as Precentor Martial of ComStar was to authorize the development of an OmniFighter for use by the Com Guard troops. The original intention was for the design to be used by ComStar and the SLDF. In 3064, however, budgetary constraints imposed by the FedCom Civil War prompted the SLDF to withdraw from the program. This left ComStar shouldering the entire cost of the project until Elected Prince Regent Måndsdottir volunteered the FRR's support, continuing the partnership begun with the *Beowulf*'Mech.

Capabilities

The *Huscarl* boasts a compact power plant that occupies only one-fifteenth of the aircraft's mass, resulting in a ponderous but well armed and armored design. Some pilots have likened the aircraft to a flying whale, but others love its massive weapon arrays—particularly when facing DropShips and WarShips. In addition to its OmniPods, the *Huscarl* has more than a dozen under-wing pylons for external ordnance. A full bomb load, however, renders the *Huscarl* largely unflyable.

Manufacturer: Janesek Industries
Primary Factory: Orestes
Communications System: J-Talk 73
Targeting and Tracking System: Knorr Block 3

with the KungsArmé. Only a handful appear in ComStar's Tukayyid-based 278th Division (The Khan Killers).

Type: **Huscarl**
 Technology Base: Inner Sphere OmniFighter
 Tonnage: 75
 Battle Value: 1,811

Equipment		Mass
Engine:	225 XL	5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	7	
Heat Sinks:	14 [28]	4
Fuel:	400	5
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Free Space</i>
Nose	70	5
Wings	59/59	5/5
Aft	52	3

Deployment

Officially, the *Huscarl* was to be shared 50/50 by the Com Guard and Rasalhague KungsArmé. Precentor Martial Pro-Tem Gavin Dows halted deployment within the Com Guard for the duration of the FedCom Civil War, however, to prevent the aircraft falling into the hands of "undesirable elements" (presumably Victor Steiner-Davion and his supporters). As a result, most *Huscarls* serve

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
LRM 10	Nose	5	4	6	6	6	—
Ammo (LRM) 24	—	2					
ER Large Laser	RW	5	12	8	8	8	—
LB 10-X	RW	11	2	6	6	—	—
Ammo (LB-X) 20	—	2					
ER Large Laser	LW	5	12	8	8	8	—
LB 10-X	LW	11	2	6	6	—	—
Ammo (LB-X) 20	—	2					
<i>Alternate Configuration A</i>							
Gauss Rifle	Nose	15	1	15	15	15	—
Ammo (Gauss) 16	—	2					
SRM 4	Nose	2	3	6	—	—	—
Ammo (SRM) 25	—	1					
ER PPC	RW	7	15	10	10	10	—
2 Medium Pulse Lasers	RW	4	4	6	—	—	—
ER PPC	LW	7	15	10	10	10	—
2 Medium Pulse Lasers	LW	4	4	6	—	—	—
Double Heat Sink	—	1					
Battle Value: 2,124							

LIGHT

MEDIUM

HEAVY

OMNI

HSCL-1-O HUSCARL

Alternate Configuration B

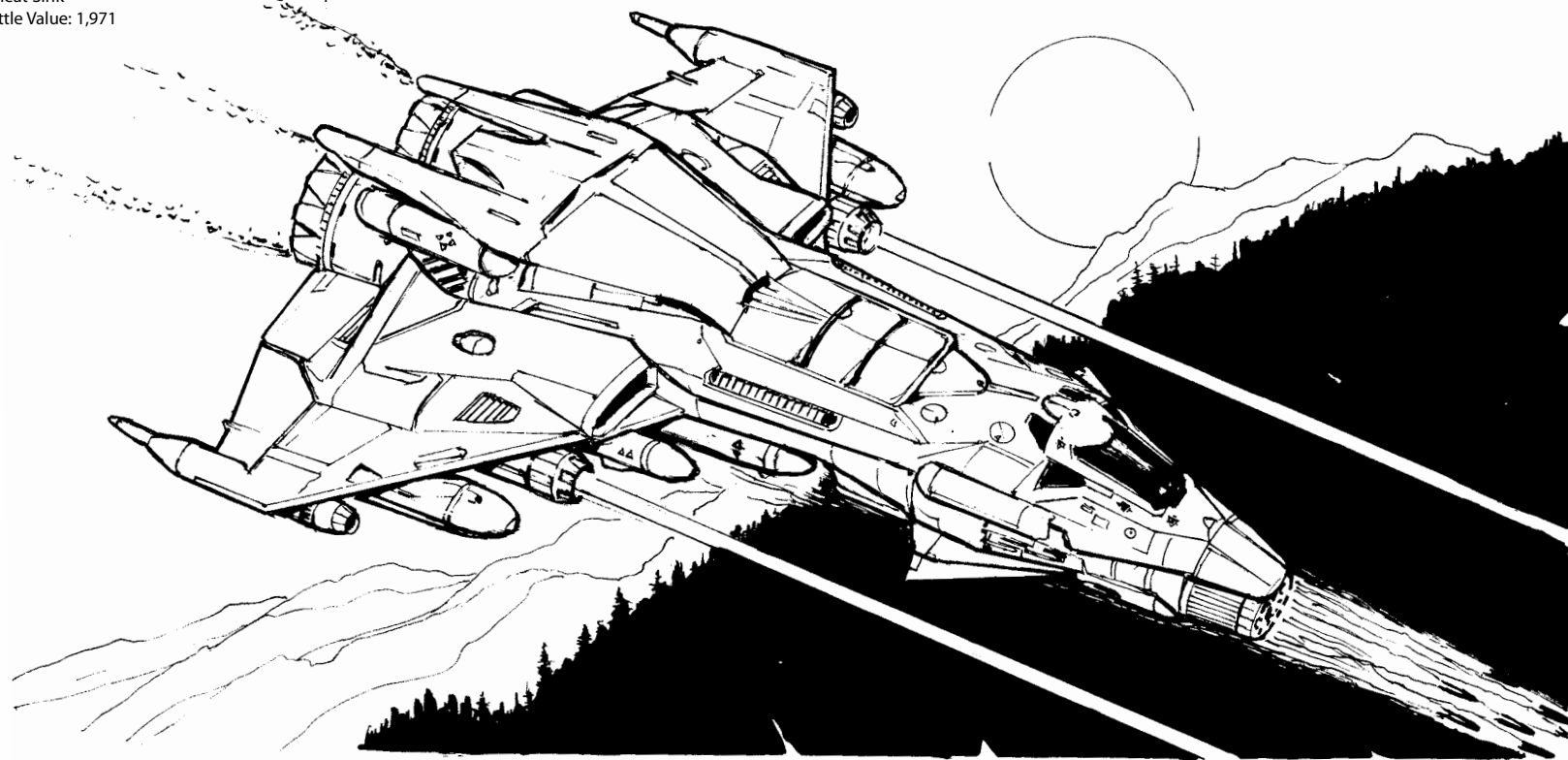
2 SRM 4+Artemis	Nose	6	3	6	—	—	—
Ammo (SRM) 50	—	2					
Autocannon/5	Nose	8	1	5	5	—	—
Ammo (AC) 20	—	1					
LRM 20+Artemis	RW	11	6	16	16	16	—
Ammo (LRM) 12	—	2					
LRM 20+Artemis	LW	11	6	16	16	16	—
Ammo (LRM) 12	—	2					

Battle Value: 1,636

Alternate Configuration C

2 Medium Pulse Lasers	Nose	4	4	6	—	—	—
Ultra AC/20	RW	15	16	30	30	—	—
Ammo (Ultra) 20	—	4					
Ultra AC/20	LW	15	16	30	30	—	—
Ammo (Ultra) 20	—	4					
Double Heat Sink	—	1					

Battle Value: 1,971



SHV-O SHIVA

Mass: 85 tons
Frame: SHV X1 Standard
Power Plant: 255 Fusion XL
Armor: Andurien Composition 3
 Ferro-Aluminum



Overview

Work began on a League OmniFighter in the late 3050s, with the first prototype *Shiva* flying in 3058 and a production model rolling off the lines two years later. Built with the aid of Word of Blake Technicians, the design is cutting-edge. It exploits the technological and economic advantages of the League to craft a deadly and effective aircraft that lives up to its name—that of the multiarmed Hindu god of destruction.

Capabilities

Though marginally slower than aircraft of a similar mass, the *Shiva* has the capacity to carry a phenomenal array of weapons with over 50 tons of pod space for weapons and equipment. Though it has performed well in exercises, the *Shiva*'s critics have seized on the design's weak armor for its size. They have otherwise, however, failed to identify any substantive flaws. More criticism has been leveled at the FWLM's puzzling lack of support for the design, with many weapons pods and maintenance kits being mysteriously lost by the logistics network.

Armament:
 52.5 tons of pod space available
Manufacturer: Andurien Aerospace
Primary Factory: Lopez
Communications System: Lassitor-5A
Targeting and Tracking System: Wasat
 Aggressor Type 6F with OmniLink

Oriente and the Word of Blake Militia field several examples.

Type: **Shiva**
 Technology Base: Inner Sphere OmniFighter
 Tonnage: 85
 Battle Value: 1,691

Equipment		Mass
Engine:	255 XL	6.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	8	
Heat Sinks:	18 [36]	8
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	179	10
	<i>Internal Structure</i>	<i>Free Space</i>
Nose	60	5
Wings	42/42	4/4
Aft	35	3

Deployment

Originally intended as the League's principal carrier aircraft, the complex logistics required to supply the *Shiva* with pod-compatible weapons has limited its effectiveness in that role, even though the Atreus-based *Santorini* carries a wing of the versatile aircraft. The main users of the OmniFighter are the Knights of the Inner Sphere and the Free Worlds Guards, though both the Fusiliers of

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
LB 20-X AC	Nose	14	6	12	12	—	—
Ammo (LB-X) 10	—	2					
SRM 6	Nose	3	4	8	—	—	—
Ammo (SRM) 30	—	2					
ER Small Laser	Nose	.5	2	3	—	—	—
2 Large Pulse Lasers	RW	14	10	9	9	—	—
2 Large Pulse Lasers	LW	14	10	9	9	—	—
3 Double Heat Sinks	—	3					
<i>Alternate Configuration A</i>							
LRM 10+Artemis	Nose	6	4	8	8	8	—
Ammo (LRM) 24	—	2					
ER Small Laser	Nose	.5	2	3	—	—	—
ER Large Laser	RW	5	12	8	8	8	—
Gauss Rifle	RW	15	1	15	15	15	—
Ammo (Gauss) 16	—	2					
ER Large Laser	LW	5	12	8	8	8	—
Gauss Rifle	LW	15	1	15	15	15	—
Ammo (Gauss) 16	—	2					
Battle Value: 2,280							

LIGHT

MEDIUM

HEAVY

OMNI

SHV-O SHIVA

Alternate Configuration B

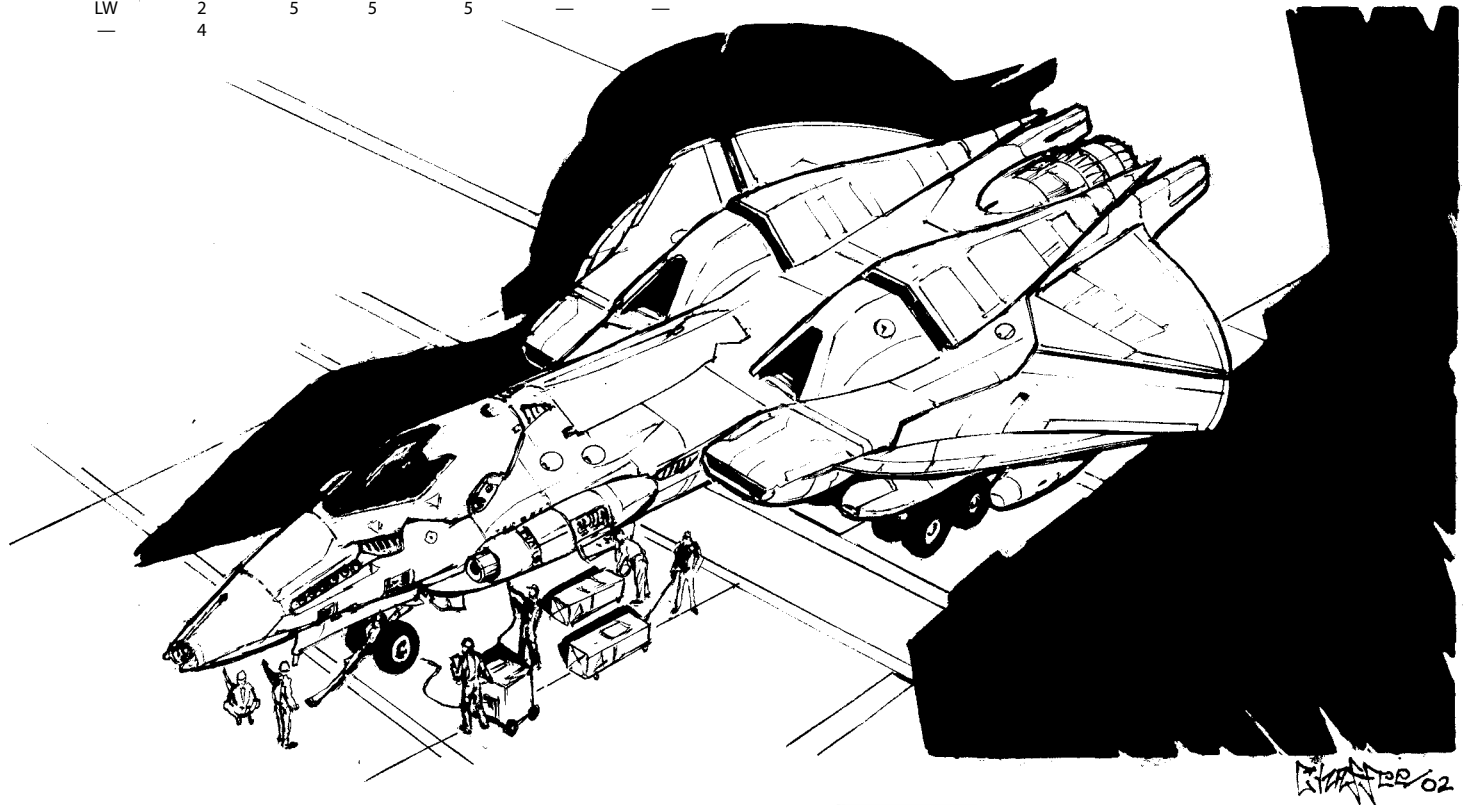
2 LRM 20+Artemis	RW	22	6	16	16	16	—
Ammo (LRM) 24	—	4					
2 LRM 20+Artemis	LW	22	6	16	16	16	—
Ammo (LRM) 24	—	4					
CASE	—	.5					

Battle Value: 1,999

Alternate Configuration C

2 ER Medium Lasers	Nose	2	5	5	5	—	—
ER Small Laser	Nose	.5	2	3	—	—	—
ER PPC	RW	7	15	10	10	10	—
Light Gauss Rifle	RW	12	1	8	8	8	8
Ammo (Light Gauss) 32	—	2					
2 ER Medium Lasers	RW	2	5	5	5	—	—
ER PPC	LW	7	15	10	10	10	—
Light Gauss Rifle	LW	12	1	8	8	8	8
Ammo (Light Gauss) 32	—	2					
2 ER Medium Lasers	LW	2	5	5	5	—	—
4 Double Heat Sinks	—	4					

Battle Value: 2,163



EST-O EISENSTURM

Mass: 95 tons
Frame: Bowie E2
Power Plant: GM 380 XL
Armor: Donegal Omni-Sheath
 Ferro-Aluminum



Overview

Work on the *Eisensturm* began in 3060 as the product of a long-term effort on the part of the LAAF to produce an Alliance OmniFighter. A fixed-configuration model, the R3, began trials in 3062 and entered service a year later just in time to participate in the FedCom Civil War. The conflict slowed development of the Omni-variant, however, delaying trials of the model until 3065. It has only begun to enter service in the last year. Though officially an LAAF project, much of the development costs of the EST-O have been borne by Lockheed/CBM, who hopes to recoup the expenditure through the lucrative rebuilding contracts that will surely follow the conflict.

Capabilities

Fast and agile, the *Eisensturm* (Iron Storm) is equally at home in space or atmosphere. Massively armored, it can hold its own against both Inner Sphere and Clan opponents. Each configuration boasts devastating firepower, though there is concern that some load-outs overtax the design's heat-dissipation capabilities.

Armament:
 46 tons of pod space available
Manufacturer: Lockheed/CBM
Primary Factory: Donegal/Tharkad
Communications System: Rander 250
Targeting and Tracking System: Rander TA7

Deployment

The EST-O is only now beginning to arrive with LAAF units. The R3 variant, however, (identical to the Prime variant of the EST-O) has seen considerable action in the FedCom Civil War, against the Clans and even against the Draconis Combine. Ground attack runs by the R3 variant *Eisensturm* proved devastating against the Jade Falcon incursions of 3065 and played a substantial role in beating back the invaders. In an unusual move for such a new and advanced design, the *Eisensturm* is already for sale on the open market, with several mercenary units placing orders for delivery over the next few years.

Type: **Eisensturm**
 Technology Base: Inner Sphere OmniFighter
 Tonnage: 95
 Battle Value: 2,773

Equipment		Mass
Engine:	380 XL	20.5
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	9	
Heat Sinks:	11 [22]	1
Fuel:	400	5
Cockpit:		3
Armor Factor (Ferro):	349	19.5
	<i>Internal Structure</i>	<i>Free Space</i>
Nose	110	5
Wings	85/85	4/4
Aft	69	3

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
<i>Primary Weapons Configuration</i>							
2 Medium Lasers	Nose	2	3	5	—	—	—
2 Gauss Rifles	Nose	30	1	15	15	15	—
Ammo (Gauss) 32	—	4					
Large Laser	RW	5	8	8	8	—	—
Large Laser	LW	5	8	8	8	—	—
<i>Alternate Configuration A</i>							
Heavy Gauss Rifle	Nose	18	2	25	20	10	—
Ammo (Heavy Gauss) 12	—	3					
2 ER Large Laser	RW	10	12	8	8	8	—
2 ER Large Laser	LW	10	12	8	8	8	—
5 Double Heat Sinks	—	5					
Battle Value: 2,636							

LIGHT

MEDIUM

HEAVY

OMNI

EST-O EISENSTURM

Alternate Configuration B

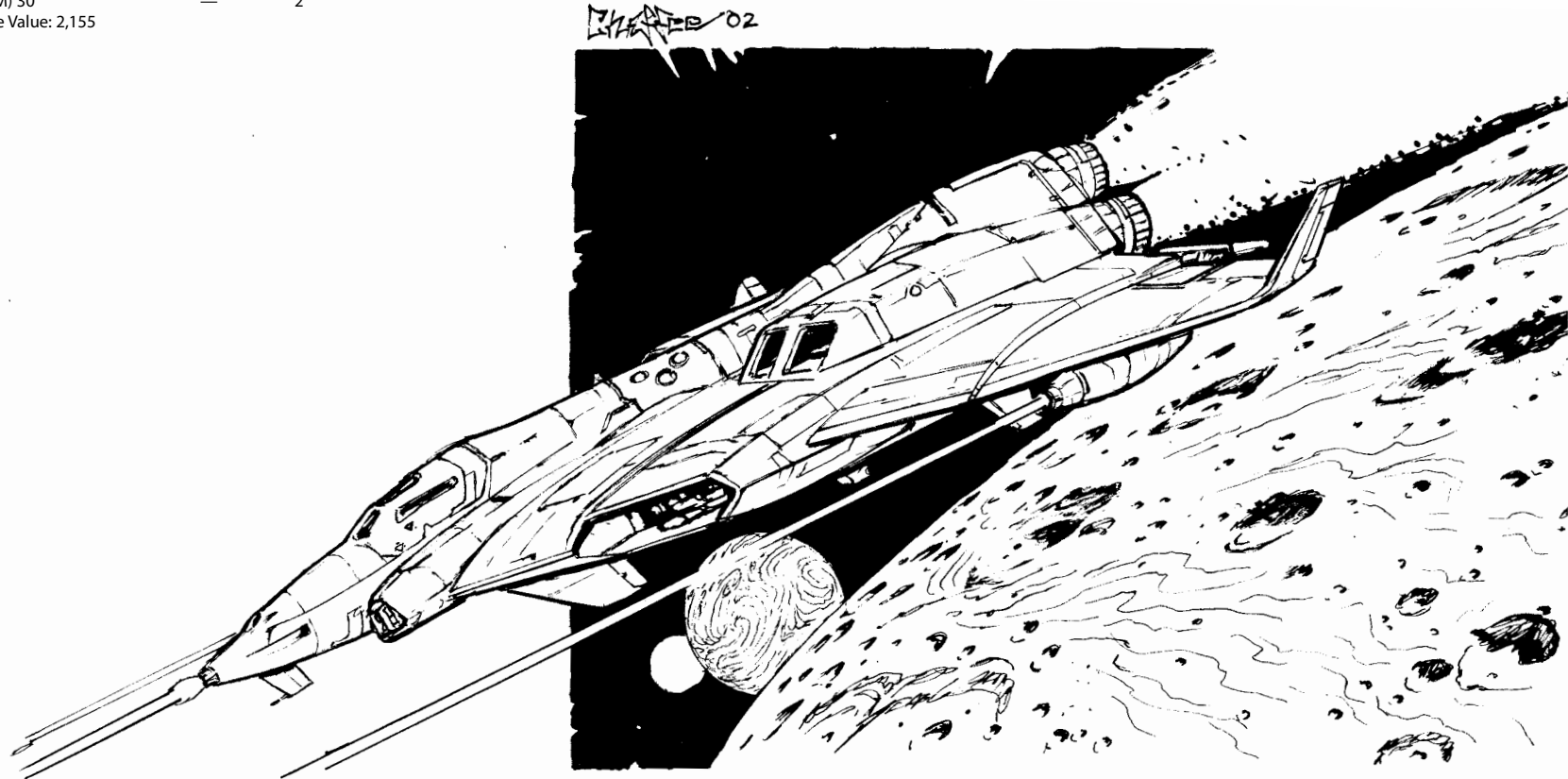
2 ER Large Laser	Nose	10	12	8	8	8	—
2 LRM 15+Artemis	RW	16	5	12	12	12	—
Ammo (LRM) 16	—	2					
2 LRM 15+Artemis	LW	16	5	12	12	12	—
Ammo (LRM) 16	—	2					

Battle Value: 2,499

Alternate Configuration C

Ultra AC/5	Nose	9	2	7	7	7	—
Ammo (Ultra) 40	—	2					
LRM 20+Artemis	Nose	11	6	16	16	16	—
Ammo (LRM) 24	—	4					
2 SRM 6+Artemis	RW	8	4	10	—	—	—
Ammo (SRM) 30	—	2					
2 SRM 6+Artemis	LW	8	4	10	—	—	—
Ammo (SRM) 30	—	2					

Battle Value: 2,155



CLAN AEROSPACE FIGHTERS

It is interesting to note that just when I believe the Order has a grasp on the history of the Clans and their formation—especially after reading the document compiled by Khan Phelan Kell—more data becomes available. Such is the case of the naming conventions used by the Clans for many of their military vehicles.

After our Order first encountered the Clans and their OmniFighters, it was easy to understand how all such craft bore names associated with the ancient figure of Genghis Khan. After all, Nicholas Kerensky stole liberally from that military genius when forming the Clans. Additionally, we had no understanding of how production among the Clans worked and assumed that a central authority built all Clan military hardware.

When it was discovered that all Clan vehicles used a naming convention as well—that of war gods from Terran cultures—it was assumed to be a coincidence, or again the work of a central production facility.

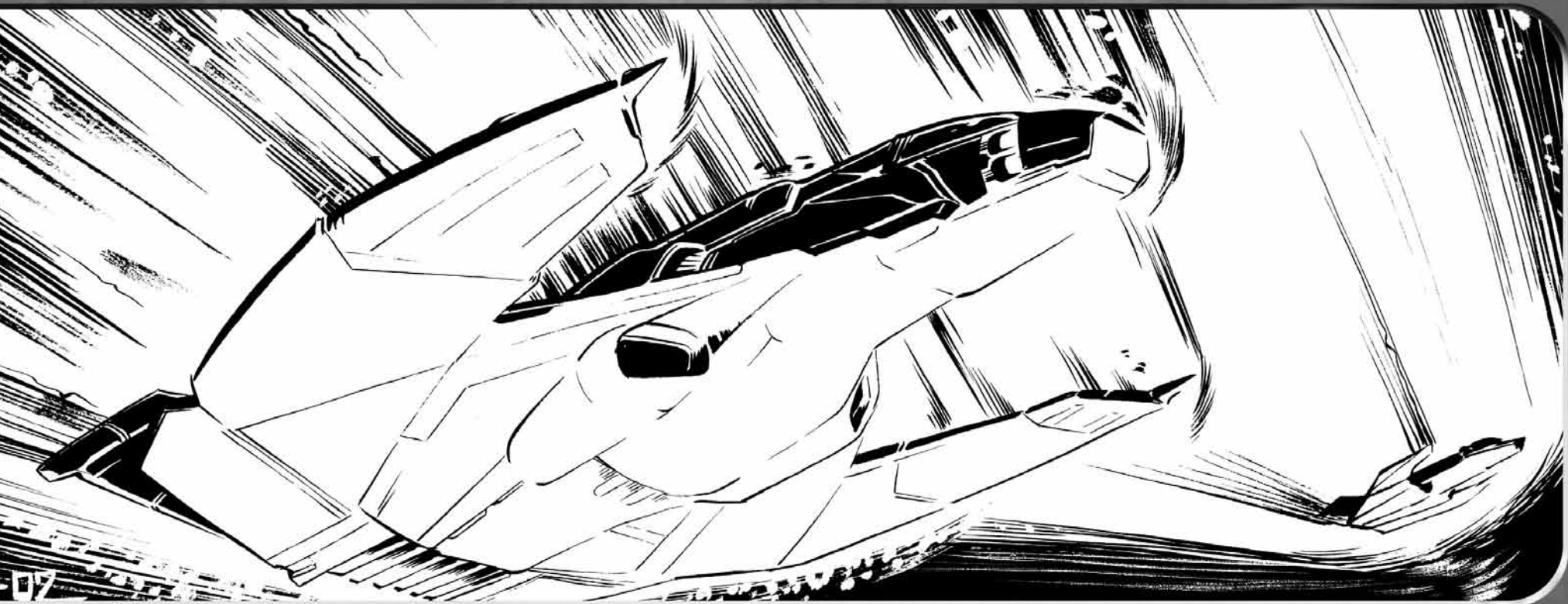
Once we arrived in the Clan homeworlds, however, we found two things. First, that each Clan designs and manufactures its own equipment, though they are cross compatible. Second, we found second-line fighters that all use another naming convention—important events and locations associated with perhaps the greatest general of all time, Alexander the Great. These moved beyond mere coincidence and gave me the impetus to dig for an answer.

Only after years of research—most Clansmen don't know such "trivial" details and Khans generally aren't willing to talk of such unimportant matters, or give authority for digging in their data-archives—did I find an interesting bit of history.

From 2873 to 2891, Victoria Ward was ilKhan of the Clans, elected to act as a stabilizing influence and to help stem the tide of factionalism among the Clans. She did her job so well that her name is hardly remembered, unlike such infamous ilKhans as Tobias Khatib. In one of her efforts to help unify the Clans, she enacted the Uniform Designation Protocols, which called for all vehicle and aerospace fighter assets to be named under common themes.

I digress, but it does make you wonder what other bits of Clan history have been lost...whether intentionally or not. Attached you'll find a full report on all Clan second-line aerospace fighters.

—Jared Pascal
Precentor VIII-Omega
Inner Sphere Embassy, Strana Mechty
18 September 3067



CHAERONEA

Mass: 25 tons
Frame: Pattern IIA Standard
Power Plant: 225 Fusion
Armor: Standard Comp A

Armament:
1 Series 1B Particle Projector Cannon
Manufacturer: Various
Communications System: Comm IV
Targeting and Tracking System: T&T Type 3X



Overview

Along with such Clans as the Snow Ravens and Cloud Cobras, Clan Mongoose quickly established itself as a Clan with a preference for aerospace forces. After the premier of the *Stooping Raven* in the first part of the Golden Century, Clan Mongoose attempted to obtain one through a Trial of Possession. Following their failure, Khan Jes Greenhalgh used an incident that occurred during Operation Klondike when the Mongoose and Snow Raven Clans were conquering Circe as a way to leverage a new Trial of Possession, which they subsequently won.

After studying the craft, Khan Greenhalgh felt that the expertise learned could be used to make a lighter, faster craft, more in line with the Mongoose style of combat. Four years later, the *Striking Mongoose* began filling out the Clan's aerospace assets. The political maneuvering that began with this incident, however, only escalated until Clan Smoke Jaguar absorbed Clan Mongoose in 2868.

Along with the Mongoose Bloodnames, Clan Smoke Jaguar originally wanted nothing to do with the *Striking Mongoose*, feeling that any craft bearing the absorbed Clan's name was unworthy of the Jaguars. When ilKhan Victoria Ward enacted the Uniform Designation

Protocols a decade and half later, the resource-poor Jaguars jumped at an excuse to 'cleanse' the craft of its taint. Subsequently the craft was renamed the *Chaeronea*, whereupon the Jaguars began to produce it in earnest. It did not take long for the *Chaeronea* to make it to the Toumans of other Clans.

Capabilities

The *Chaeronea* combines one of the quickest aerospace fighters ever designed, with an offensive punch exceeding what some craft twice its weight can mount. The unique combination of speed and the extended range particle projector cannon give the twenty-five ton craft the ability to range far and wide on reconnaissance and yet hold its own, if briefly, against much larger craft.

Deployment

Though outdated with the introduction of the *Bashkir* OmniFighter, the *Chaeronea* is still an impressive craft—and as such is found in every Clan's Touman. Because of its simple construction, however, which utilizes relatively low-tech components as well as its reliance on only energy weapons, the majority of these craft are fielded by predominantly resource-poor Clans.

Variants

There are two known variants of the *Chaeronea*. The first attempts to redress the lack of armor, adding two additional tons and replacing the extended range particle projector cannon in the nose with four extended range medium lasers, two in each wing. The second, fielded only by Clan Snow Raven, upgrades the engine to an extra-light and replaces the ER PPC with an extended range large laser in each wing, along with three double heat sinks.

LIGHT

MEDIUM

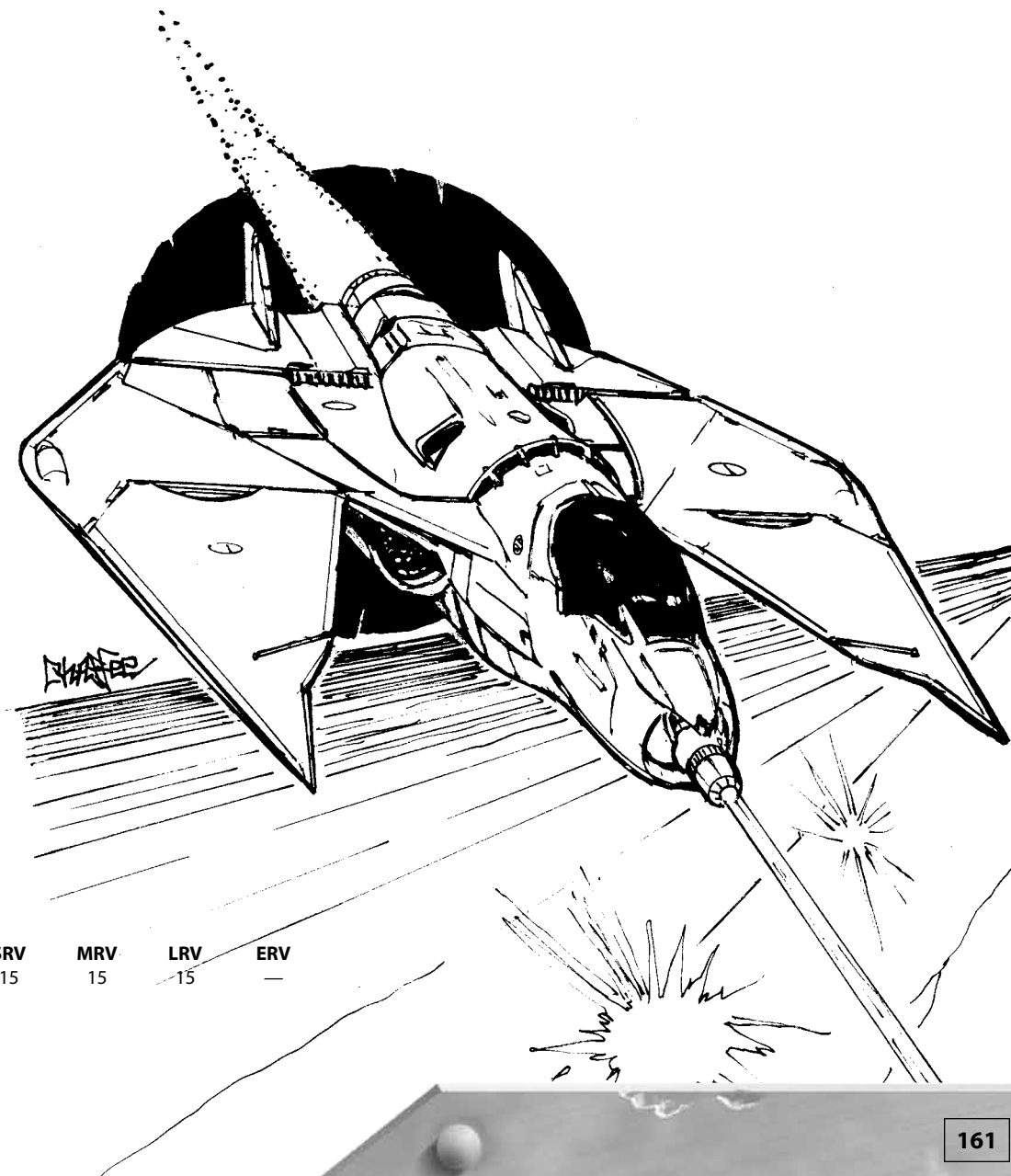
HEAVY

OMNI

CHAERONEA

Type: **Chaeronea**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 1,233

Equipment		Mass
Engine:	225	10
Safe Thrust:	11	
Max Thrust:	17	
Structural Integrity:	11	
Heat Sinks:	10 [20]	0
Fuel:	240	3
Cockpit:		3
Armor Factor:	48	3
	<i>Armor Value</i>	
Nose	14	
Wings	12/12	
Aft	10	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
ER PPC	Nose	6	15	15	15	15	—

Mass: 40 tons
Frame: Pattern I4 Standard
Power Plant: 240 Fusion
Armor: Raven Ferro-Aluminum Comp B

Armament:
1 Pattern J7 Streak SRM-6
1 Series 1b Extended Range Small Laser
2 SEP-Class Extended Range Medium Lasers
2 Series 6b Extended Range Large Lasers

Manufacturer: Various
Communications System: SR Com 7
Targeting and Tracking System: Type 11d



Overview

The *Issus* entered service in the early years of the Golden Century. It has undergone numerous upgrades and redesigns since that time. Originally designed by Clan Snow Raven and called the *Stooping Raven*, it was renamed as part of ilKhan Victoria Ward's Uniform Designation Protocols.

Capabilities

The *Issus* is both fast and agile, although it lacks the performance of the equally massed *Batu*. Unlike that front-line fighter, the *Issus* uses a conventional fusion power plant. It thus sacrifices more than a quarter of its mass to the engine, with a commensurate reduction in armor and armaments.

Nonetheless, the *Issus's* weapon loadout remains impressive. Wing-mounted ER large lasers provide long-range punch, while the smaller SEP-class lasers boost short- and medium-range capabilities. The J7 SRM launcher likewise bolsters close-in firepower and is fitted with sophisticated ammo-conservation systems.

A small Series 1b laser completes the armament, but is very limited in range.

The emphasis on energy weapons, though allowing the *Issus* to operate with minimum logistical support, can be a major problem in the field. The aircraft's heat dissipation systems were built around a less-demanding heat regime, forcing the *Issus* to struggle with the modern configuration. Inexperienced pilots can easily overheat the aircraft, a fact confirmed by the number of losses in solahma and training units throughout the years to pilot error.

Deployment

The *Issus* design originated with Clan Snow Raven, but it has spread throughout the Clans since 2889. It remains most common in Clan Snow Raven, though the Cloud Cobras and Ghost Bears also field a substantial number of the design. A few have fallen into the hands of the Dark Caste or other Periphery raiders and been used against the Clans. The First Air Wing of the Outworlds Alliance is known to have a solitary *Issus*, though how they came by the fighter is unknown.

Variants

A number of *Issus* variants have appeared over the years. Most do little more than tweak the configuration, repositioning weapons, swapping Pulse for ER lasers or otherwise seeking to correct design flaws. The most notable variant is one that has recently emerged within Clan Snow Raven, the original builders. This variant removes the large lasers and SRM launcher, and instead adds in a large heavy laser, an ATM-9 and an additional ER medium laser.

LIGHT

MEDIUM

HEAVY

OMNI

Type: **Issus**
 Technology Base: Clan
 Tonnage: 40
 Battle Value: 1,831

Equipment		Mass
Engine:	240	11.5
Safe Thrust:	8	
Max Thrust:	12	
Structural Integrity:	8	
Heat Sinks:	12 [24]	2
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	96	5
	<i>Armor Value</i>	
Nose	28	
Wings	23/23	
Aft	22	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Streak SRM 6	Nose	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Small Laser	Nose	.5	2	5	—	—	—
ER Medium Laser	RW	1	5	7	7	—	—
ER Large Laser	RW	4	12	10	10	10	10
ER Medium Laser	LW	1	5	7	7	—	—
ER Large Laser	LW	4	12	10	10	10	10



Mass: 55 tons

Frame: Model LV-3

Power Plant: Standard 165 Fusion

Armor: Formula TSF Standard

Armament:

1 Type 9-A Ultra-10 Autocannon

7 Series AP7 Medium Pulse Lasers

1 Series AE1 Extended Range Small Laser

Manufacturer: New Kent Orbiter D7

Communications System: Masters 400

Targeting and Tracking System: DST Model 316/4



Overview

The Steel Viper Clan first began producing the *Tyre* medium all-aspect fighter in 2907, intending it as an upgrade and replacement for the popular *Corsair* class fighter. The *Corsair*, which was designed to supplement Star League forces depleted after the overthrow of Amaris the Usurper, was barely in full production at the time of Kerensky's Exodus. Because of this, few of these effective aerospace supremacy craft remained active in the Clans by this time. Numerous design enhancements proposed along the way altered the basic form and capabilities, but eventually, Viper designers declared success with the *Tyre*.

The *Tyre* became a staple of the Vipers' aerospace fleet, serving most commonly as the Clan's premiere escort fighter for DropShips in transit. Through trade and losses in Trials, the *Tyre* spread among the other Clans and throughout the home worlds. It remained in service until they were phased into the ranks of second-line forces to make way for the newer OmniFighters.

Capabilities

Built for resiliency, economy, and firepower rather than speed, the *Tyre* uses a standard fusion plant for a top acceleration rate of four Gs—average thrust for heavier craft, by modern standards. This relatively slow speed, an asset rather than a liability, makes the *Tyre* an ideal DropShip escort, able to keep pace with its parent task force during transit, but too slow to be easily led astray by a diversionary force.

With seven and a half tons of standard armor protecting it—particularly in the nose and forward fuselage—the *Tyre* can weather heavy weapons fire and still give as good as it gets. With seven medium pulse lasers backing up a Type 9-A Ultra autocannon, the *Tyre* lacks reach but makes up for it in concentrated firepower, all of which may be fired together without fear of overtaxing the *Tyre's* heat sinks. This weapons mix also makes the *Tyre* a devastating ground support unit, able to saturate 'Mechs and armored vehicles with nearly unlimited, highly accurate strafing runs.

Deployment

Briefly produced by several factories across Clan space, the *Tyre* is now only produced in the Steel Vipers' New Kent orbital facility. The Vipers understandably maintain the majority of these fighters as a result, but all Clans possess *Tyres* to some extent in their second-line aerospace forces. In Clans historically low on resources for OmniFighters (such as the Blood Spirits), *Tyres* have been observed filling out the ranks of front-line aerospace forces.

Variants

The most common variant of the *Tyre* swaps the paired wing-mounted medium pulse lasers for a single ER large laser on each side. This modification overcomes the *Tyre's* notorious lack of reach, but makes it difficult to avoid overheating in combat.

LIGHT

MEDIUM

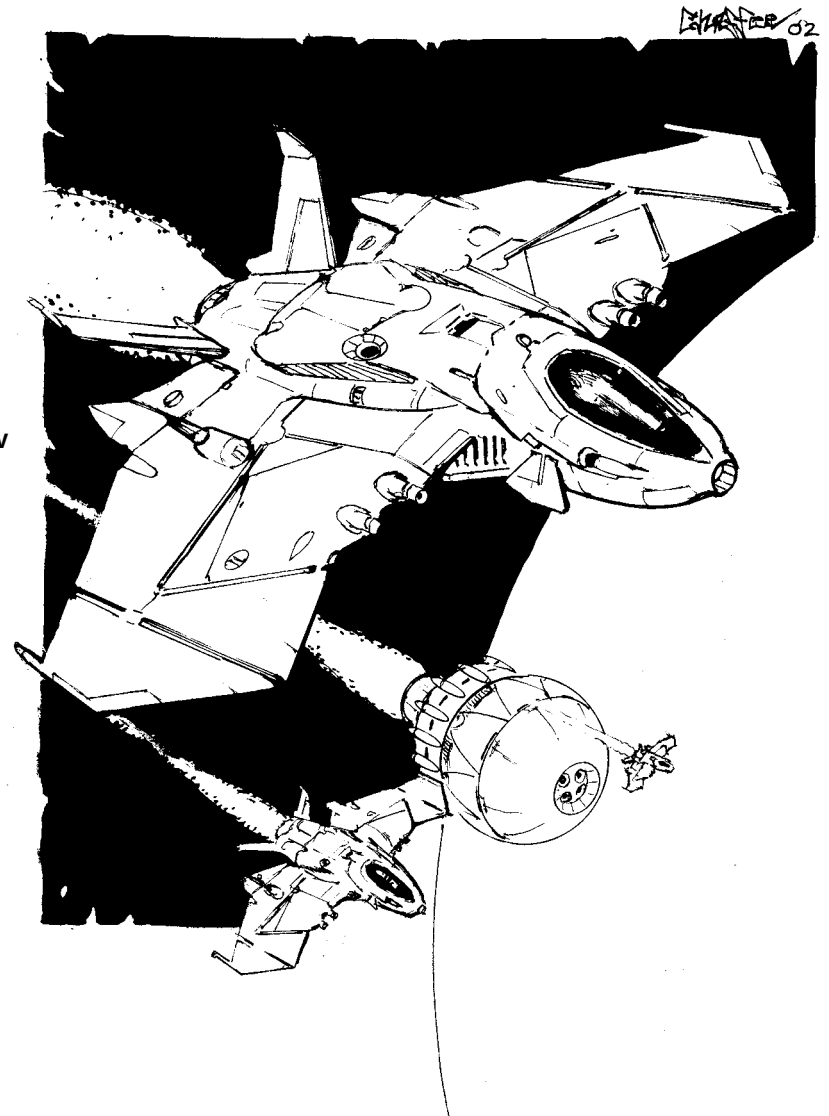
HEAVY

OMNI

Type: **Tyre**
 Technology Base: Clan
 Tonnage: 55
 Battle Value: 1,852

Equipment		Mass
Engine:	165	6
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	16 [32]	6
Fuel:	400	5
Cockpit:		3
Armor Factor:	120	7.5
	<i>Armor Value</i>	
Nose	35	
Wings	30/30	
Aft	25	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Ultra AC/10	Nose	10	6	15	15	—	—
Ammo (Ultra) 30	—	3					
3 Medium Pulse Lasers	Nose	6	4	7	7	—	—
2 Medium Pulse Lasers	LW	4	4	7	7	—	—
2 Medium Pulse Lasers	RW	4	4	7	7	—	—
ER Small Laser	Aft	.5	2	5	—	—	—



AMMON

Mass: 65 tons

Frame: Ripscale Type 3

Power Plant: 260 Standard

Armor: Formula Z5D Standard

Armament:

3 Series 7K Extended Range
Large Lasers

2 Type VI SRM-6 Streak Launchers

1 Series 1g Extended Range Small Laser

Manufacturer: Various

Communications System: S9G Gamma
Series Communications

Targeting and Tracking System: Dexter 3
Sensor Suite



Overview

After recently solidifying their hold on much of the world of Barcella, Clan Diamond Shark began immediate assembly of manufacturing plants to make use of the world's resources. Once construction of the simply named Barcella First Factory was completed, the Clan began production of several BattleMech types, units to be used on-planet against the Ice Hellions and Jade Falcons. The only new item produced there was a second-line aerospace fighter—the first new second-line fighter built in over a century—the *Ammon*.

The *Ammon* entered service in 3064 and has been instrumental in the complete removal of the Ice Hellions from Barcella, backing up the assaults of Beta Galaxy. The Diamond Sharks are more than willing to use aerospace assets against hardened targets, and the *Ammon* has been used extensively on Barcella to do just that. Many of the Ice Hellions' strongest and most fortified bases were hit first by bombs and strafing runs, then leveled by an assault of ground forces. The Ice Hellions were unprepared for this, and so were forced off world.

With them gone, the Diamond Sharks need worry only about the Jade Falcons. They have continued producing fighters in the same numbers as before, however, selling the surplus to Clans Ghost Bear and Coyote, both of whom were impressed by its initial effectiveness.

Capabilities

The main weapons of the *Ammon* are its three nose-mounted ER large lasers. These are dangerous both in dogfights and during strafing runs, as they can strike targets at much longer ranges than most targets are capable of striking back. Equipped with enough heat sinks to fire all three lasers at a near continuous pace without adverse effects, *Ammons* in combat often seem to have a singular powerful headlight.

Backing up the lasers are two Streak SRM-6 racks, one on each wing, which unleash a veritable cloud of missiles when fired simultaneously. The smoke left behind by such a launch seems to wreath the fighter in a torus shape, making an *Ammon* that has just fired both its lasers and its missiles an odd sight indeed.

Almost as an afterthought, an aft-firing ER small laser was included in the design. Rarely used, it seems to be there more to provide peace of mind to the pilot than because of any real combat effectiveness. Though weak, pilots seem to be glad to know that they have at least *something* to fire if an enemy gets on their tail.

Deployment

Clan Diamond Shark has only deployed the *Ammon* in Omega Galaxy's Fifty-seventh Combined Assault Cluster and Seventeenth Air Assault Cluster, which are based on Barcella. This makes supplying the fighters quick and easy.

Never one to pass up the opportunity for profit, the Sharks have sold the design to several Clans, and have gone so far as to sell the specifications to the Ghost Bears and the Coyotes. Both Clans were impressed enough with the design to immediately begin pre-production of the *Ammons*.

LIGHT

MEDIUM

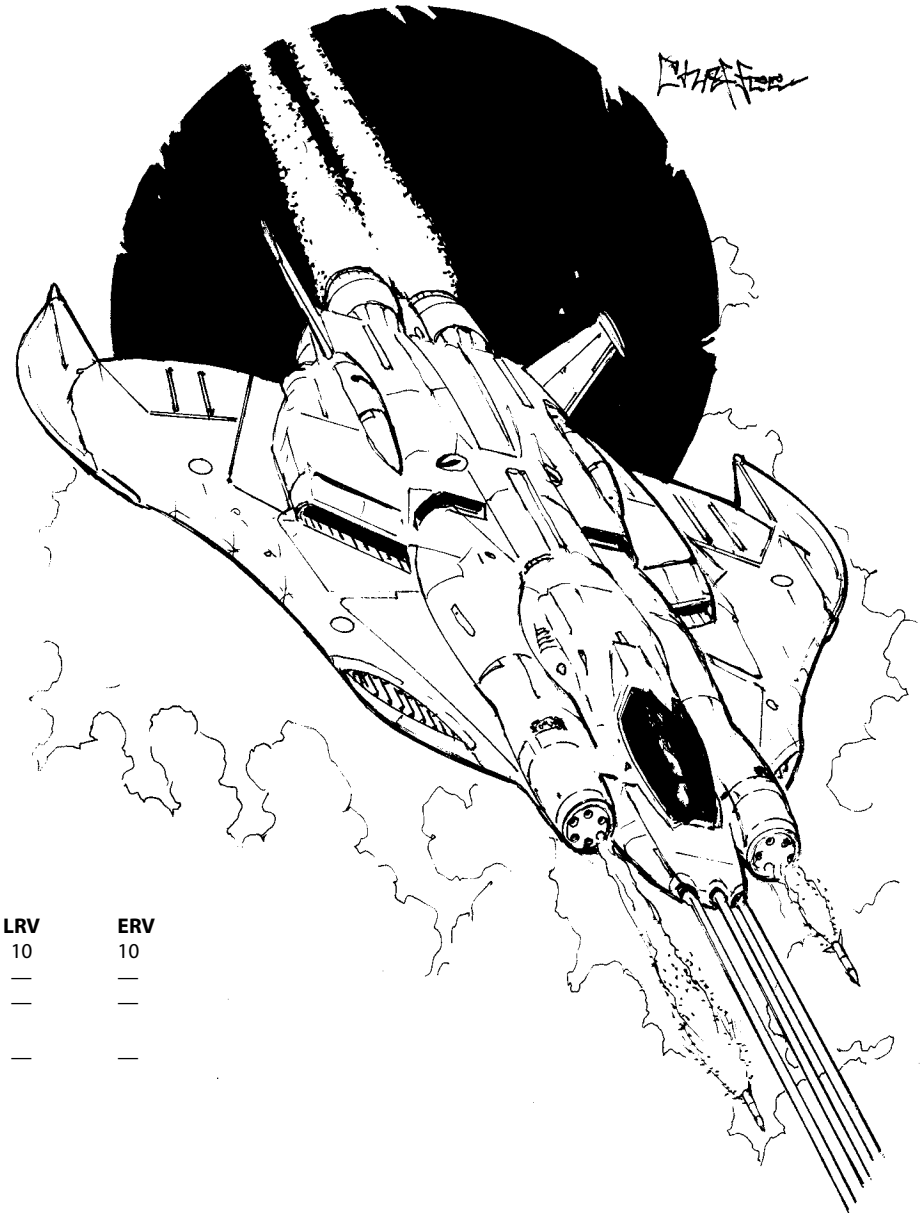
HEAVY

OMNI

AMMON

Type: **Ammon**
 Technology Base: Clan
 Tonnage: 65
 Battle Value: 2,202

Equipment		Mass
Engine:	260	13.5
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	6	
Heat Sinks:	20 [40]	10
Fuel:	400	5
Cockpit:		3
Armor Factor:	224	14
	<i>Armor Value</i>	
Nose	70	
Wings	60/60	
Aft	34	



Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
3 ER Large Lasers	Nose	12	12	10	10	10	10
Streak SRM 6	RW	3	4	12	12	—	—
Streak SRM 6	LW	3	4	12	12	—	—
Ammo (Streak) 15	—	1					
ER Small Laser	Aft	.5	2	5	—	—	—

Mass: 85 tons
Frame: Type 42-5 Aero
Power Plant: Fusion 340 Standard
Armor: Compound XAS Ferro-Aluminum

Armament:
2 Aero-Model 4 Ultra-20 Autocannon
2 Series S6a Extended Range Large Lasers
Manufacturer: Kirin Orbital Works SJ-3
Communications System: KOW-Comm Type 9
Targeting and Tracking System: ASG Mark VII



Overview

Until 3060, Clan Hell's Horses shared the Kerensky Cluster world of Kirin with the Smoke Jaguars, brutally aggressive neighbors for whom the Horses held little love. Trials between the Clans, both small and large, filled the decades of this co-habitation. Few of the Horses were upset when the SLDF arrived to annihilate the Jaguar Clan on Huntress.

With the Jaguar forces hastily called home to assist their Touman in fighting at the Clan's capitol world, the Horses seized an opportunity to secure Kirin completely. Even before the outcome of the SLDF invasion of Huntress was known, Hell's Horses troops had moved to claim several Jaguar facilities. All of them, including the orbital armor and aerospace factories, fell to the Horses without a shot fired. The SJ-3 orbital works proved to be among the most valuable of the prizes as the remaining manufacturing center for the second-line *Xerxes* heavy strike fighter.

Capabilities

The heavily armed and armored *Xerxes* is intended to bring enemy aerospace down hard and fast, with a respectable safe acceleration rate of 3 Gs. It can provide crippling air-to-

ground support fire capable of flattening a 'Mech if need be. Derisively known among Clansmen as the "*Hunchback IIC* of the skies," the *Xerxes* is a straight air supremacy craft in keeping with the Jaguars' brutal approach to warfare.

Its armament centers on a pair of heavy Ultra autocannons, one mounted in each wing, which can blast a tremendous amount of armor and structure off an opposing fighter or ground vehicle in a single pass. Backed up by a pair of nose-mounted extended range large lasers, the *Xerxes* can practically guarantee victory in a second pass if its target has not already fallen, making this fighter a vicious contender in the skies.

The lasers, intended as a back-up weapon and for ground strafing runs, can rarely fire in conjunction with the autocannons. If the pilot does so, he risks an early combat shutdown and a complete loss of control. Competent fighter pilots quickly learn to stagger their weapons fire, keeping heat levels down and using the cannons sparingly to make the ammo last.

Deployment

In its heyday the *Xerxes* could be found in service within every Clan's Touman, where they often acted as anti-'Mech ground-attack craft or straight air supremacy fighters. Acting in Points of

two, these fighters even occasionally challenged inbound DropShips, tearing armor open in fast passes so that supporting fighters could take advantage of the weakened protection.

After the dawn of the OmniFighter, these craft quickly became relegated to second-line status, acting as DropShip and WarShip escorts instead. Today, *Xerxes* may still be found in every Clan, but the highest concentrations by far are those of the Hell's Horses, Fire Mandrills, and Snow Ravens, all of whom still employ the *Xerxes* as an aerospace superiority and ground support fighter.

Variants

Now that SJ-3 is firmly under Hell's Horses' control, Clan engineers are considering a redesign of the old *Xerxes* that trades the heavy autocannons for Gauss rifles.

LIGHT

MEDIUM

HEAVY

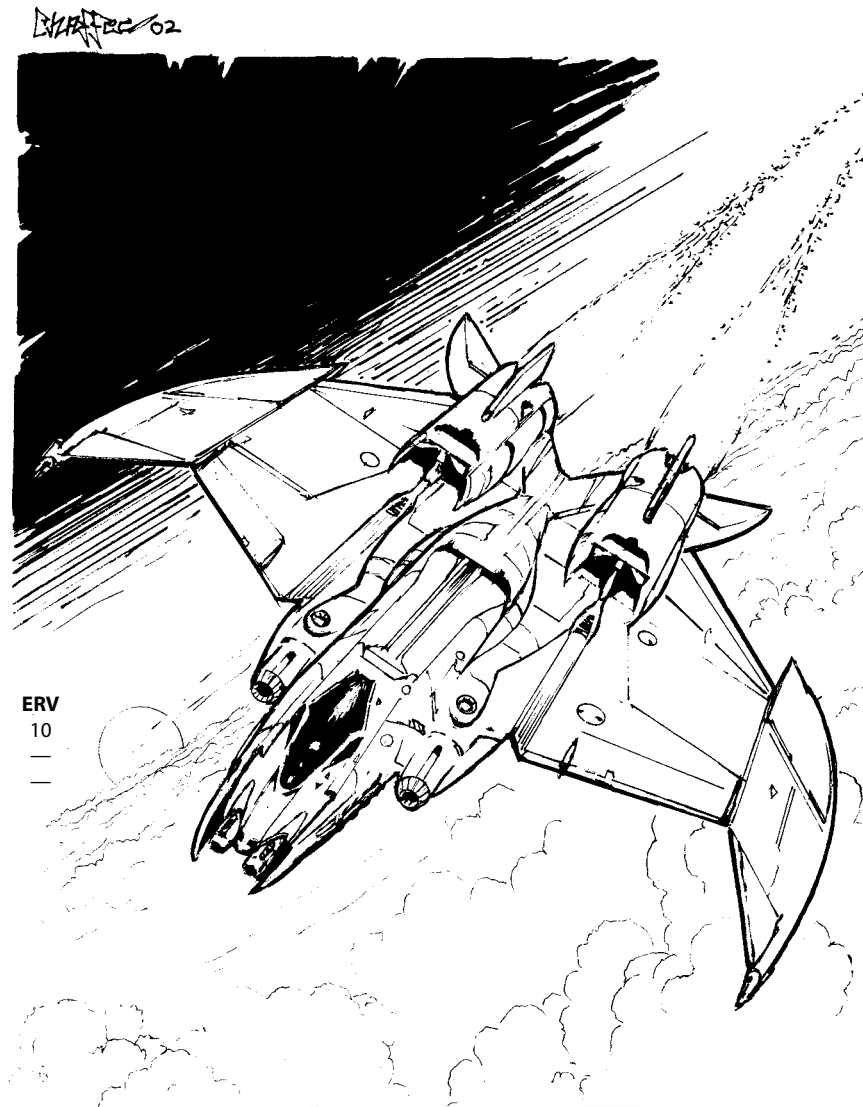
OMNI

XERXES

Type: **Xerxes**
 Technology Base: Clan
 Tonnage: 85
 Battle Value: 2,350

Equipment		Mass
Engine:	340	27
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	8	
Heat Sinks:	12 [24]	2
Fuel:	640	8
Cockpit:		3
Armor Factor (Ferro):	172	9
	<i>Armor Value</i>	
Nose	45	
Wings	43/43	
Aft	41	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 ER Large Lasers	Nose	8	12	10	10	10	10
Ultra AC/20	LW	12	14	30	30	—	—
Ultra AC/20	RW	12	14	30	30	—	—
Ammo (Ultra) 20	—	4					



HYDASPES

Mass: 95 Tons
Frame: Type 992-35E
Power Plant: AeroFusion 285 XL
Armor: Forging II Ferro-Aluminum
Armament:
 3 Series XIV Extended Range
 Large Lasers

2 Type XV "Long Bow" LRM-15 Launchers
 6 Series PPS-XIX Medium Pulse Lasers
 2 CCWP-37 Mk. 2 Streak SRM-6 Launchers
Manufacturer: Various
Communications System: CCC T-55
Targeting and Tracking System: CCC D5.2J
 with Artemis IV FCS

undergone minor modifications throughout the years to keep its systems up to date and prevent it from falling into obsolescence. Clans Cloud Cobra, Snow Raven and Star Adder, who field the greatest number of these powerful fighters, still produce a number of *Hydaspes* every year.



Overview

With the mass military campaigns of Operation Klondike and its aftermath behind them, the Clans needed not only to make up for the losses they experienced, but also to expand their burgeoning Toumans. While they could turn to the Brian Caches in the short term, newer technologies were rapidly making even Star League equipment obsolete.

Recognizing that fact, Clan Cloud Cobra embarked on a bold course in 2835, following the brutality witnessed during Clan Wolf's Absorption of Clan Widowmaker. The Clan's Scientist Caste simultaneously perfected the advances they had recently made in laser technologies while designing the new aerospace fighter. Five years later, the first *Hydaspes* was flying in the skies over Kerensky's Cluster. The craft has been upgraded several times since then, as new technologies have become available.

Capabilities

Designed around a range paradigm, the *Hydaspes* can engage targets well outside of the standard dogfighting envelope. It is aided in doing so by a targeting and tracking system derived from the incredibly capable Star-

League era Garret D2j. Enemies that survive the initial ranged barrage will find themselves confronted with three pairs of highly-accurate pulse lasers. At typical ranges, the *Hydaspes* is nothing short of devastating, capable of picking apart even assault ships with relative ease.

The fighter's incredible offensive capabilities have been proven time and again, starting with Clan Snow Raven's abortive attempt to capture the very first *Hydaspes* plant in 2841. This trend continues on to even today, with Clan Star Adder's continued raids on York. Adder Beta Galaxy fighter Stars flying the *Hydaspes* have accounted for dozens of Blood Spirit aerial defeats, including the loss of four DropShips and the staggering destruction of the Spirits' *Blood Fury*. The Adders managed to cripple the ship, though the Spirit captain chose to destroy his vessel rather than let it be captured.

Because of its extensive use of high-end technologies—most notably the AeroFusion XL power plant—resource poor Clans have generally been unable to field the design regardless of its potency.

Deployment

As the fighter has been in service for over two centuries, every Clan fields at least a few models of this design. The *Hydaspes* has

Variants

Surprisingly, only a single significant variant of this fighter exists, one that debuted just a few years ago. It mounts two ATM-9 launchers and a heavy large laser in each wing, in addition to a pair of heavy medium lasers in the nose and an advanced targeting computer for the lasers. Its only weakness is that its 25 double heat sinks are unable to dissipate all of the waste heat generated by its weapons, an attribute also shared by its predecessor.

Type: **Hydaspes**
 Technology Base: Clan
 Tonnage: 95
 Battle Value: 3,701

Equipment		Mass
Engine:	285 XL	8.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	9	
Heat Sinks:	23 [46]	13
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro):	432	22.5
	<i>Armor Value</i>	
Nose	138	
Wings	106/106	
Aft	82	

LIGHT

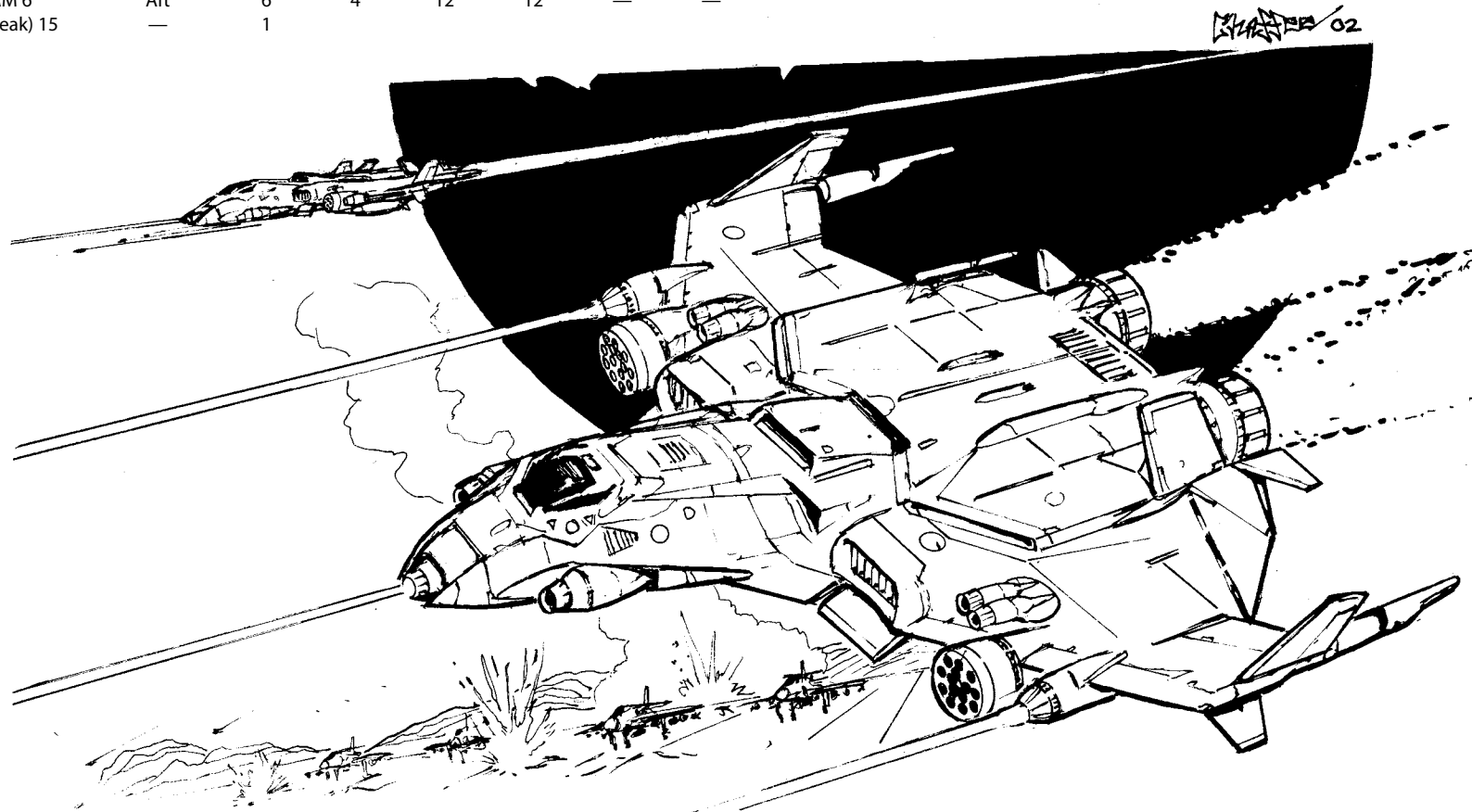
MEDIUM

HEAVY

OMNI

HYDASPES

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
ER Large Laser	Nose	4	12	10	10	10	10
2 Medium Pulse Lasers	Nose	4	4	7	7	—	—
ER Large Laser	RW	4	12	10	10	10	10
LRM 15+Artemis	RW	4.5	5	12	12	12	—
Ammo (LRM) 16	—	2	—	—	—	—	—
2 Medium Pulse Lasers	RW	4	4	7	7	—	—
ER Large Laser	LW	4	12	10	10	10	10
LRM 15+Artemis	LW	4.5	5	12	12	12	—
Ammo (LRM) 16	—	2	—	—	—	—	—
2 Medium Pulse Lasers	LW	4	4	7	7	—	—
2 Streak SRM 6	Aft	6	4	12	12	—	—
Ammo (Streak) 15	—	1	—	—	—	—	—



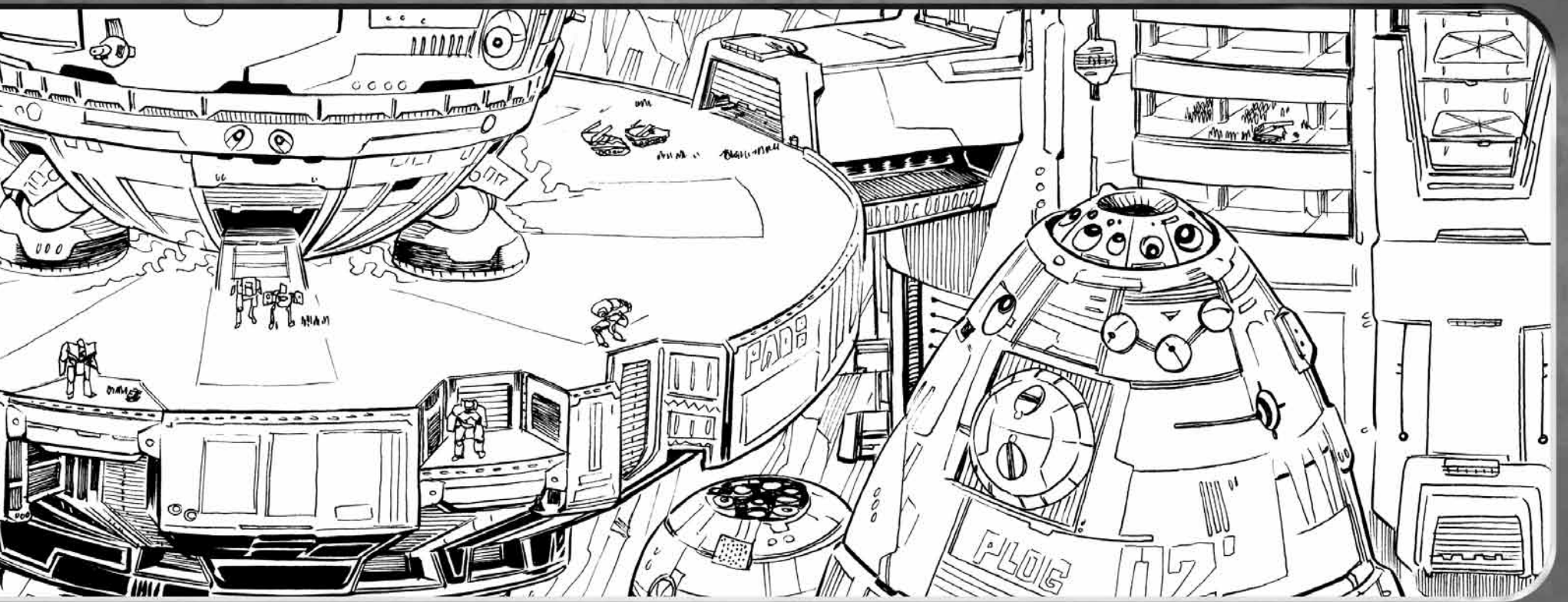
INNER SPHERE DROPSHIPS

The last two decades have seen the appearance of many new DropShip designs: from the *Lung Wang* to the *Hamilcar*, the *Nagumo* to the *Hannibal*. Even venerable designs such as the *Union*, *Overlord*, *Triumph* and *Excalibur* have received significant upgrades thanks to the technological renaissance of the last few years.

Unlike the first flurry of activity, however, the latest vessel designs demonstrate that the various Inner Sphere powers are very aware of their deficit concerning WarShips. All of these designs are assault ships, to one extent or another. Whether they carry troops or not, all of them have been constructed to either withstand an end run on a WarShip, or in the case of the *Overlord-A3* and the *Nekohono'o*, to directly assault a WarShip. Even the Free Worlds League has fielded a new assault DropShip, even though they already have one of the largest and most powerful navies in the Inner Sphere.

Only time will tell whether the fielding of mass assault DropShips can truly tip the balance against a large WarShip fleet. I pray we never have to find out.

—Jacob Mellons
Demi-Precentor VI-Omega
ComStar Archives, Tukayyid
1 October 3067



MERLIN

The sleek *Merlin* is another product of the Word of Blake-FWL alliance, intended as a combination warship escort and fast-attack craft. Though lacking the speed of an *Avenger* or *Achilles*, the *Merlin* outperforms its closest rival, the Capellan *Lung Wang*, which it was designed to replace after the collapse of the Marik-Liao pact. The first *Merlin* entered service in 3063 after an expedited design process and limited testing. For a design rushed into production, it has surprisingly few flaws—limited fuel capacity and minor heat management issues are the only real concerns—though some of the crews have expressed their dislike of the cramped quarters and stark functionality of the design.

More than a dozen *Merlins* have been assembled at Irian Technologies' Clipperton plant and the Brigadier Corporation at Gibson, though the latter has suffered a number of minor manufacturing accidents that have limited its output to a single vessel and consumed a disproportionate amount of material. WOB security forces have traced the problems to ComStar saboteurs and believe the Brigadier plant will be operating at full efficiency before the end of the year.

MERLIN-CLASS DROPSHIP

Type: Military Spheroid

Use: Assault DropShip

Tech: Inner Sphere

Introduced: 3063

Mass: 2,500 Tons

Battle Value: 7,198

Dimensions

Length: 92 meters

Width: 32 meters

Height: 21 meters

Fuel: 50 tons (2,000)

Tons/Burn Day: 1.84

Safe Thrust: 6

Maximum Thrust: 9

Heat Sinks: 90 (180)

Structural Integrity: 20

Armor

Nose: 250

Sides: 200

Aft: 230

Cargo

Bay 1: Fighters (2) 2 Doors

Bay 2: Cargo (717 tons) 3 Doors

Escape Pods: 2

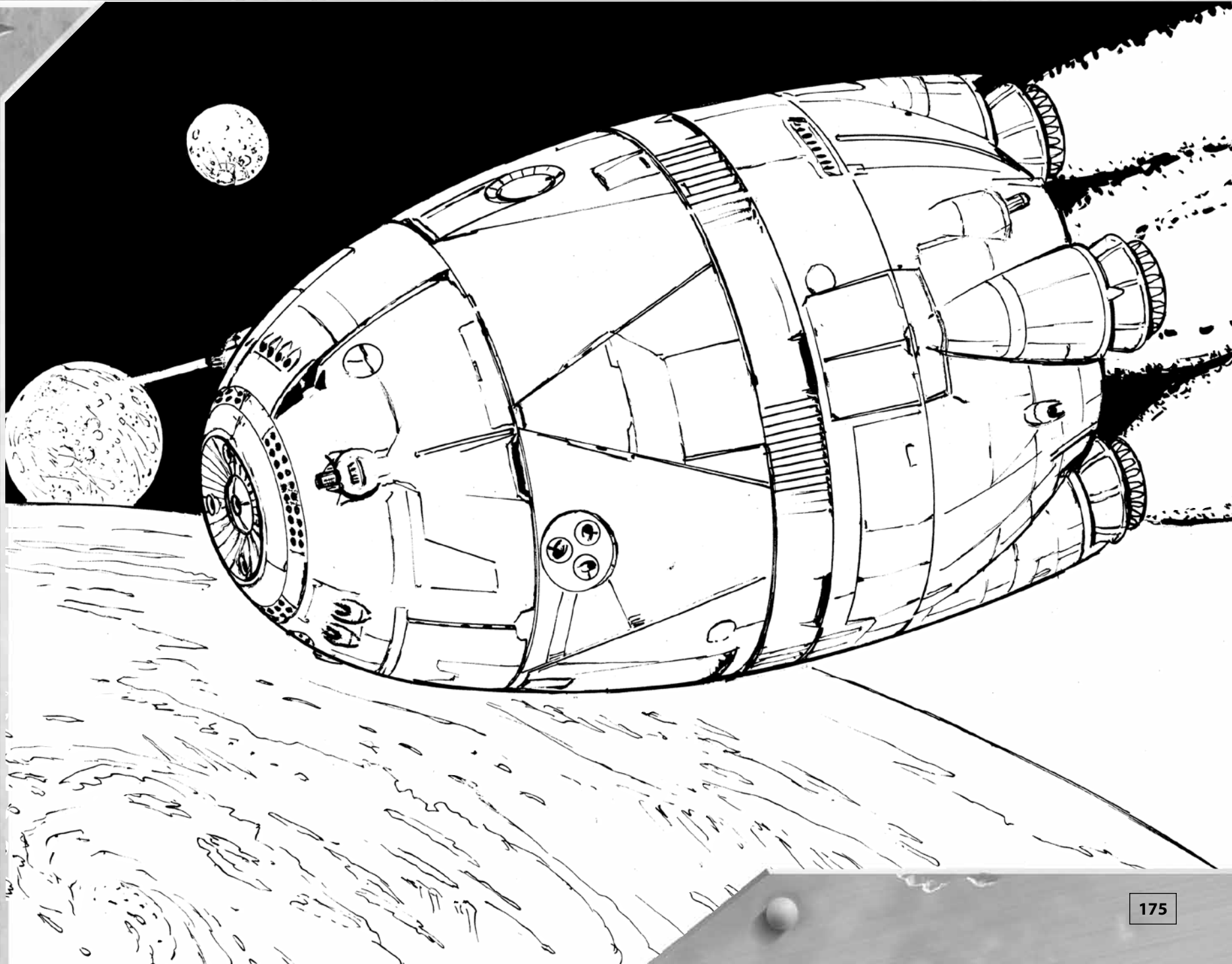
Life Boats: 0

Crew: 2 officers, 9 enlisted/non-rated

Notes: Mounts 50 tons of standard armor.

Weapons:

Arc	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (138 Heat)						
	5 ER Large Lasers	4 (40)	4 (40)	4 (40)	—	Laser
	4 Medium Pulse Lasers	2 (24)	2 (24)	—	—	Pulse Laser
	2 SRM 6 (30 rounds)	2 (16)	—	—	—	SRM
	4 LRM 20 (60 rounds)	5 (48)	4 (48)	5 (48)	—	LRM
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
FR/FL (30 Heat)						
	6 Medium Lasers	3 (30)	2 (30)	—	—	Laser
AR/AL (0 Heat)						
	None					
Aft (54 Heat)						
	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC



UNION-X

Until recently, the only DropShips produced at the Shipil Company of Skye were of the massive *Overlord* class. The corporate board had long considered diversification of their DropShip arm, so the announcement in 3062 that Shipil would be building a variant of the venerable *Union* came as little surprise. What was unusual about Shipil's plans was that they intended building an "Extended" *Union* (abbreviated to *Union-X*) that would remove the cubicles for a lance of 'Mechs in favor of an additional aerospace lance and berths for five squads of battle armor troops.

The FedCom Civil War disrupted production of the *Union-X*, but the first vessel was certified spaceworthy in December 3065 and assigned to the Skye Jaegers' transport wing. At Duke Robert's request, subsequent ships have likewise been assigned to Skye units—notably the Tamar Cavaliers—though the recent calming of the military and political situation in the Alliance may soon bring a challenge to the Duke's control of the new DropShips. Whether Skye will surrender the vessels or not will be a test of the relative powers of the Duke and the Archon, a confrontation that will likely determine the region's future.

UNION-X-CLASS DROPSHIP

Type: Military Spheroid

Use: Combined Arms Assault Transport

Tech: Inner Sphere

Introduced: 3065

Mass: 3,700 Tons

Battle Value: 7,579

Dimensions

Length: 85 meters

Width: 82 meters

Height: 81 meters

Fuel: 200 tons (6,000)

Tons/Burn Day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 120 (240)

Structural Integrity: 12

Armor

Nose: 190

Sides: 180

Aft: 179

Cargo

Bay 1: Fighter Cubicle (4) 2 Doors

Bay 2: 'Mech Cubicle (8) 4 Doors

Bay 3: IS Battle Armor Cubicle 1 Doors
(5 Squads [20 troops])

Bay 4: Cargo (281 tons) 1 Doors

Escape Pods: 5

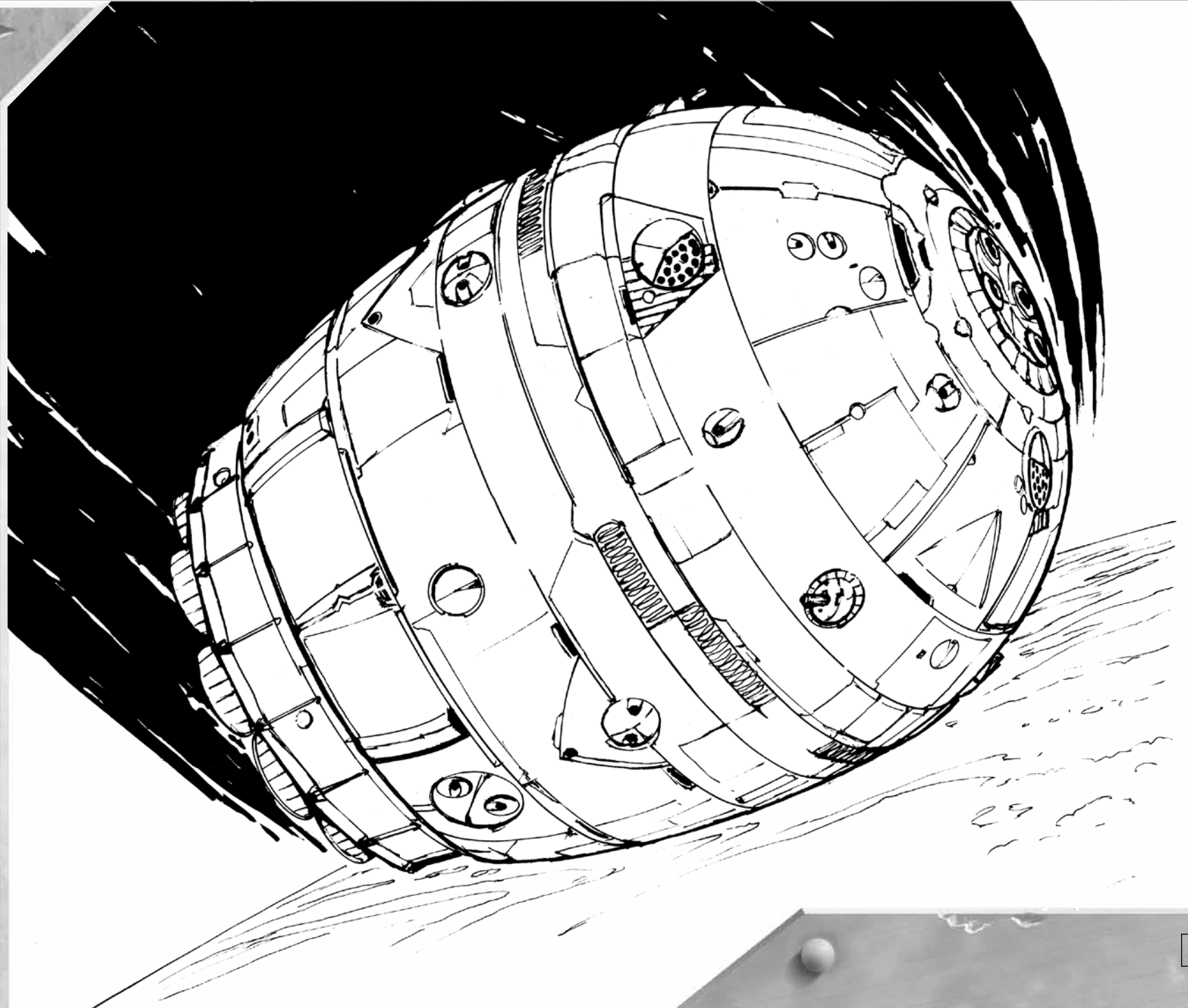
Life Boats: 0

Crew: 3 officers, 5 enlisted/non-rated, 7 gunners, 54 bay personnel

Notes: Mounts 38.5 tons of Ferro-Aluminum armor.

Weapons:

Arc	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (88 Heat)						
	2 Gauss Rifles (80 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
	2 LRM 20 + Artemis IV (60 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
	2 ER Large Lasers, 4 ER Medium Lasers	4 (36)	4 (36)	2 (16)	—	Laser
FR/FL (68 Heat)						
	2 Ultra AC/5 (200 rounds)	1 (14)	1 (14)	1 (14)	—	Autocannon
	2 LRM 20+Artemis (60 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
	1 ER Large Laser, 2 ER Medium Lasers	2 (18)	2 (18)	1 (8)	—	Laser
AR/AL (34 Heat)						
	2 ER Large Lasers, 2 ER Medium Lasers	3 (26)	3 (26)	2 (16)	—	Laser
Aft (34 Heat)						
	2 ER Large Lasers, 2 ER Medium Lasers	3 (26)	3 (26)	2 (16)	—	Laser



ASSAULT TRIUMPH

After capturing the Titan shipyards in 3062, the Word of Blake immediately set out to repair them and put them to use. Among the ships they produced was a new DropShip designed to carry most, if not all, of the elements of an entire Level III. Based on the older *Triumph* design, the new *Assault Triumph* was intended to serve in both as a troop carrier and an assault ship.

To satisfactorily meet both objectives, the *Assault Triumph* had to be large, heavily armored, and mount an array of weaponry effective against both other DropShips and smaller targets. The resulting design weighs two thousand tons more than the standard *Triumph*, carries sufficient fuel and has enough cargo space to be combat effective for extended periods of time and features as much ferro-aluminum armor the structure of the DropShip could support. In addition, though its weapons bays are filled with a variety of PPCs, lasers and missiles, its heat-exchange system is efficient enough to allow them all to be fired at once.

The *Assault Triumph's* standard atmospheric tactic is to either drop units from the sky or land and release them, then to fly over the battlefield helping friendly fighters establish air superiority or target and destroy important enemy installations. In space, it may or may not be used for attack, depending on whether it is full of troops and what type of troops it is carrying.

ASSAULT TRIUMPH-CLASS DROPSHIP

Type: Military Aerodyne

Use: Troop Carrier/Assault Ship

Tech: Star League

Introduced: 3062

Mass: 8,000 Tons

Battle Value: 7,150

Dimensions

Length: 185 meters

Width: 130 meters

Height: 48.3 meters

Fuel: 300 tons (9,000)

Tons/Burn Day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 135 (270)

Structural Integrity: 21

Armor

Nose: 260

Sides: 210

Aft: 141

Cargo

Bay 1: Fighter Cubicle (6)	2 Doors
Bay 2: 'Mech Cubicle (6)	2 Doors
Bay 3: 'Heavy Vehicle Cubicle (24)	2 Doors
Bay 4: CS/WoB Battle Armor Cubicle (6 Squads [36 troops])	1 Doors
Bay 5: Cargo (462.5 tons)	1 Doors

Escape Pods: 4

Life Boats: 3

Crew: 2 officers, 4 enlisted/non-rated, 6 gunners, 264 bay personnel

Notes: Mounts 47.5 tons of Ferro-Aluminum armor.

Weapons:

Arc (Heat) Type

Nose (130 Heat)

	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
7 ER PPCs	7 (70)	7 (70)	7 (70)	—	PPC
4 LRM 20+Artemis (96 rounds)	6 (64)	6 (64)	6 (64)	—	LRM
1 Gauss Rifle (32 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon

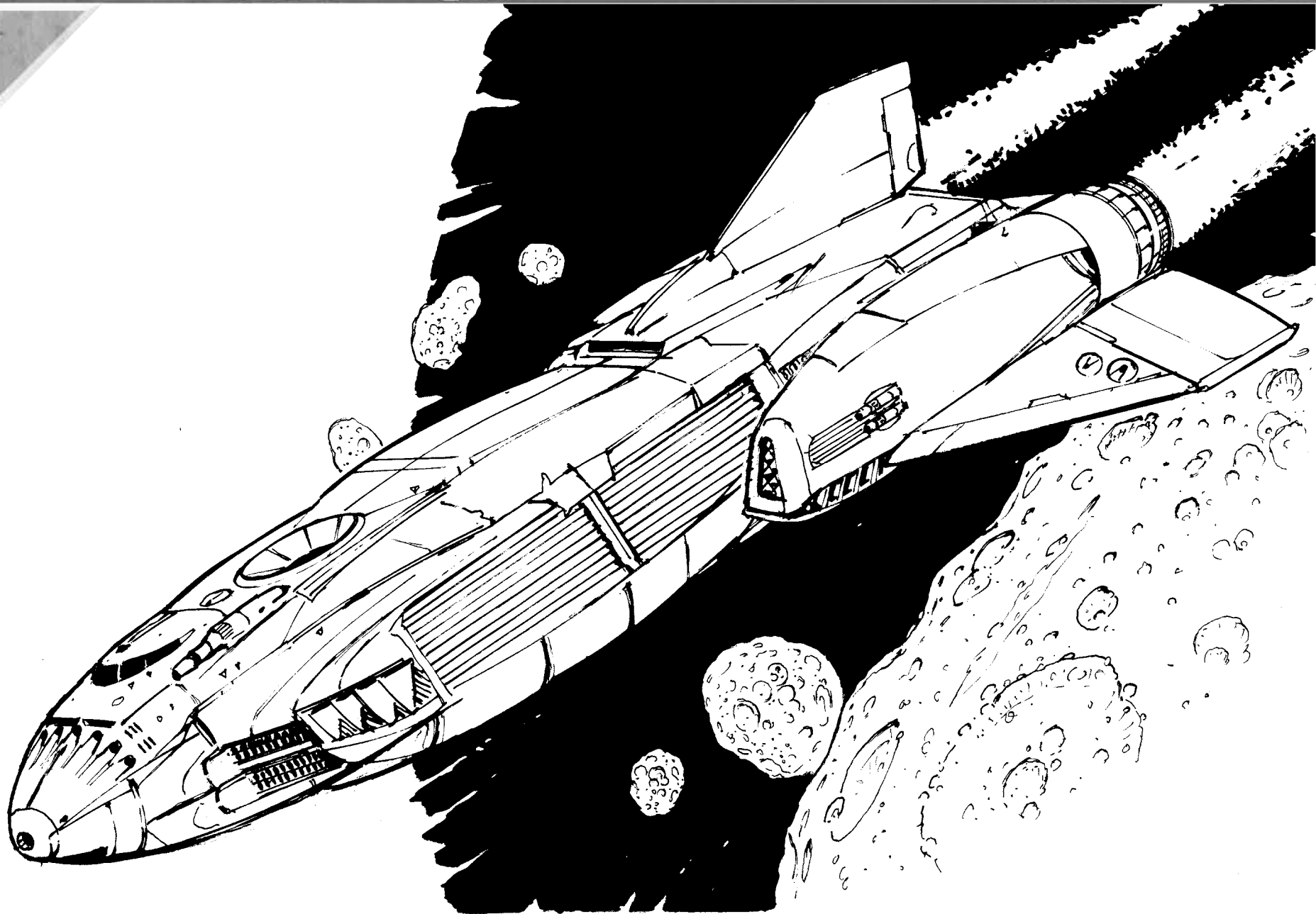
LW/RW (56 Heat)

2 LB 10-X AC (40 rounds)	1 (12)	1 (12)	—	—	LB-X AC
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 Small Pulse Lasers	1 (6)	—	—	—	Point Defense

Aft (26 Heat)

4 Medium Pulse Lasers	2 (24)	—	—	—	Pulse Laser
2 LRM 15+Artemis (64 rounds)	2 (24)	2 (24)	2 (24)	—	LRM

ASSAULT TRIUMPH



ASHRAF 02

OVERLORD-A3

As Warships began to proliferate within the Inner Sphere, the lack of available escort vessels was sorely felt. Even the smallest corvette was too valuable to simply throw away in battle, but existing DropShips had nowhere near the staying power and offensive capability necessary to truly protect such important naval assets.

The *Overlord-A3* was one of the first assault-class DropShips to respond to this need. Conceived as a WarShip escort, its reinforced structure and superior armor made it one of the rare DropShips that could actually stand up to a WarShip attack. By excavating the *Overlord's* usual 'Mech bays, room was also made for a larger fusion drive system. Expanded weapon bays doubled the *Overlord's* firepower, and three capital-class missile launchers were also added—including one for the mammoth Kraken teleoperated missiles. The aerospace flight bay was left intact, providing a force of screening fighters. Crew quarters were expanded as needed, and now include facilities for a platoon of Battle Armor marines.

A3's proved themselves valuable in several of the naval engagements of the civil war. Over Tikonov, an A3 sacrificed itself to protect the *FCS Melissa Davion* as it made an outbound run carrying Victor Steiner-Davion. Later, during the battle over New Avalon, a pair of A3 *Overlords* challenged and temporarily ran off one of the loyalist *Fox-class* Corvettes.

OVERLORD A3-CLASS DROPSHIP

Type: Military Spheroid

Use: Assault Ship

Tech: Star League

Introduced: 3058

Mass: 9,700 Tons

Battle Value: 25,592

Dimensions

Length: 104 meters

Width: 104 meters

Height: 135 meters

Fuel: 510 tons (15,300)

Tons/Burn Day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 240 (480)

Structural Integrity: 40

Armor

Nose: 522

Sides: 490

Aft: 450

Cargo

Bay 1: Fighter Cubicle (6) 3 Doors

Bay 2: IS Battle Armor Cubicle 1 Doors
(3 Squads [12 troops])

Bay 3: Cargo (515 tons) 2 Doors

Escape Pods: 6

Life Boats: 4

Crew: 9 officers, 38 enlisted/non-rated, 15 gunners, 30 bay personnel

Notes: Mounts 112 tons of standard armor.

Weapons:

Arc (Heat) Type

Nose (181 Heat)

	Short	Medium	Long	Extreme	Class
1 Kraken-T (10 missiles)	10	10	10	10	Capital Missile
5 ER PPC	5 (50)	5 (50)	5 (50)	—	PPC
6 Gauss Rifles (96 rounds)	9 (90)	9 (90)	9 (90)	—	Autocannon

FR/FL (94 Heat)

AR10 (5 KW, 5 B)	*	*	*	*	AR10
2 Gauss Rifles (40 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
2 ER Large Lasers, 4 Medium Lasers	3 (36)	2 (16)	2 (16)	—	Laser
LRM 20+Artemis (42 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 Large Pulse Laser	2 (18)	2 (18)	—	—	Pulse Laser

AR/AL (95 Heat)

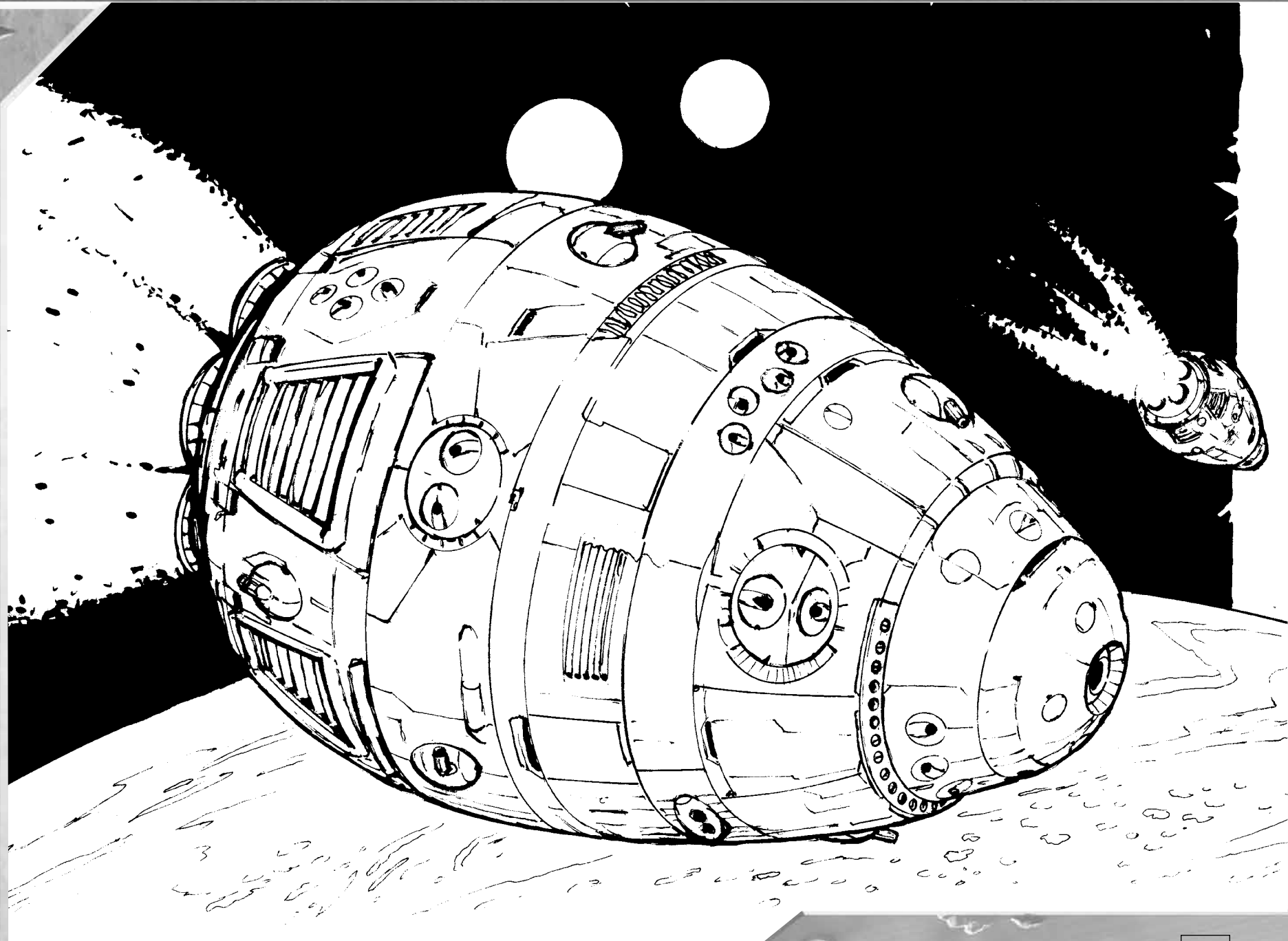
3 ER PPC	3 (30)	3 (30)	3 (30)	—	PPC
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	Laser
5 Medium Pulse Lasers	3 (30)	—	—	—	Pulse Laser

Aft (74 Heat)

2 Gauss Rifles (64 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
4 ER Large Lasers, 4 Medium Lasers	5 (52)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (78 rounds)	3 (32)	3 (32)	3 (32)	—	LRM

* By Missile Type (Heat factored as Killer Whale)

OVERLORD-A3



NEKOHONO'O

Within months of the cessation of hostilities of the Combine/Ghost Bear war, the DCA presented a report to the Coordinator stating that a concerted attack by the Ghost Bears utilizing their full WarShip fleet would be almost unstoppable. Though it would go against established Clan doctrine, the efforts of the Ghost Bears to integrate themselves into the Inner Sphere were enough to worry the Coordinator. Despite the resources of the entire Combine already being strained to the breaking point just with completing current WarShip vessels, a plan was set into motion to create the largest assault DropShip ever produced. With this plan, it was hoped that a fleet of such ships could be built to take the brunt of such an assault.

To accomplish this task as quickly as possible, the DCA began with the chassis of the already proven *Bara no Ryu* or *Rose*-class DropShip, which resulted in a much quicker design and prototype stage. The key components of the ship would be two-fold.

First would be the inclusion of three monstrous naval-grade Kraken tele-operated missile launchers. They would form the core of the nose and give it a distinctive look. This was done to mirror the success of the *Overlord-A3*.

Second would be the inclusion of nine *NL-42 Battle Taxis* along with quarters for an entire battalion of battle armor troopers. With the ability to send nine craft carrying ninety Kage or Raiden for boarding, most WarShip captains would become very nervous at the sight of the vessel.

As proof of the Coordinator's continuing efforts to further integrate Clan Nova Cat into the Combine, the new vessel was named the *Nekohono'o*—literally 'flaming cat.' Six vessels are currently in service, with more being produced as quickly as possible. As proof of the Coordinator's good choice of nomenclature, the Nova Cats' Alpha Galaxy has actually been seen utilizing the new DropShip.

NEKOHONO'O-CLASS DROPSHIP

Type: Military Spheroid

Use: Assault Ship

Tech: Star League

Introduced: 3065

Mass: 16,000 tons

Battle Value: 31,231

Fuel: 400 tons (12,000)

Tons/Burn Day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 295 (590)

Structural Integrity: 16

Dimensions

Length: 120 meters

Width: 117 meters

Height: 137 meters

Armor

Nose: 310

Sides: 236

Aft: 176

Cargo

Bay 1: Fighter Cubicle (6)	2 Doors
Bay 2: Small Craft Cubicle (9)	2 Doors
Bay 3: IS Battle Armor Cubicle (27 Squads [108 troops])	2 Doors
Bay 4: Cargo (1,602.5 tons)	2 Doors

Escape Pods: 6

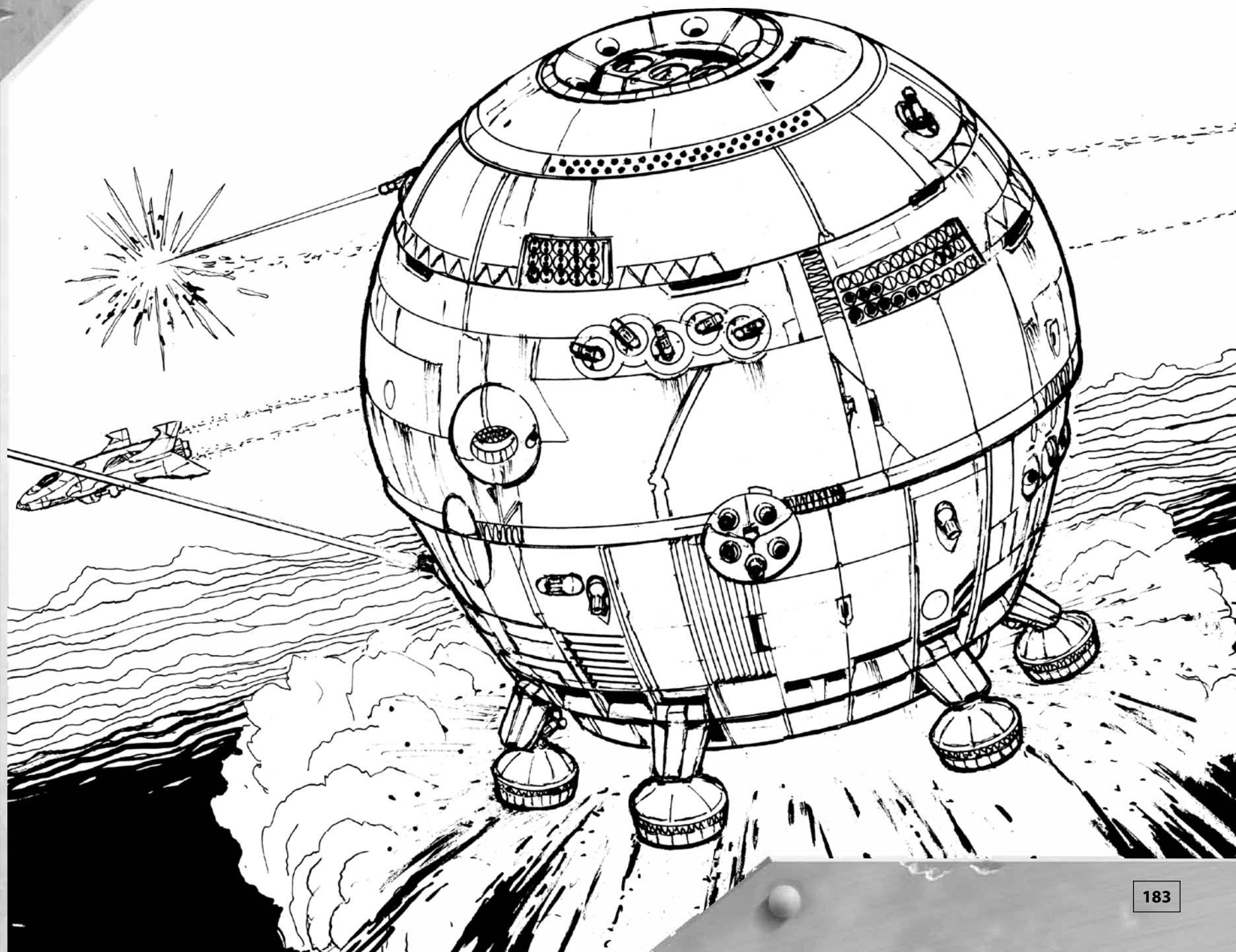
Life Boats: 0

Crew: 18 officers, 4 enlisted/non-rated, 20 gunners, 219 bay personnel

Notes: Mounts 57 tons of Ferro-Aluminum armor.

Weapons:

Arc	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (344 Heat)						
	3 Kraken-T (30 Missiles)	30	30	30	30	Capital Missile
	2 MRM 40 (36 Rounds)	5 (48)	5 (48)	—	—	MRM
	5 Streak SRM 6 (60 Rounds)	6 (60)	—	—	—	SRM
FL/FR (119 Heat)						
	3 MRM 30 (32 rounds)	5 (54)	5 (54)	—	—	MRM
	2 Gauss Rifles (32 Rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
	2 LRM 20+Artemis (36 Rounds)	3 (32)	3 (32)	3 (32)	—	LRM
	5 ER PPC	5 (50)	5 (50)	5 (50)	—	PPC
AL/AR (44 Heat)						
	Screen Launcher (20 Rounds)	—	—	—	—	Screen
	5 LB 10-X AC (200 Rounds)	3 (30)	3 (30)	—	—	LB-X AC
	3 Streak SRM 4 (75 Rounds)	2 (24)	—	—	—	SRM
	3 ER Medium Lasers	2 (15)	2 (15)	—	—	Laser
Aft (70 Heat)						
	7 Large Pulse Lasers	6 (63)	6 (63)	—	—	Pulse Laser



CONQUISTADOR

For many years, the AFFC had been looking for a new, more capable class of command DropShip to assign to their key RCTs. While ships like the *Fortress* or the *Command Overlord* served admirably in the roles of command ship in the past, they had recently become outmoded. The AFFC naturally looked no further than Federated-Boeing, a company that had been supplying it with DropShips for literally centuries.

The *Conquistador* can carry an RCT command group into battle, consisting of a mixed 'Mech and vehicle battalion, a special operations infantry battalion, a full battle armor company as well as an entire aerospace fighter wing.

The *Conquistador's* job is not done, however, after delivering its primary cargo. Two entire decks forward of the cargo bays are taken up with computer consoles, communications equipment and holo projectors meant to give a task force commander everything he needs to direct a planet-wide assault. After unloading, the cargo bays and infantry quarters are commonly transformed into a full-service combat hospital.

The ship is highly automated and run only by a skeleton crew. It is divided into three major sections; the forward section is devoted to crew quarters and command, while the mid and aft sections are the cargo and vehicle bays. The DropShip also sports some of the most advanced technologies available, including a new combination drive that actually vectors its thrust based on whether the ship is maneuvering or in interplanetary transit.

CONQUISTADOR-CLASS DROPSHIP

Type: Military Aerodyne
Use: Troop Carrier
Tech: Star League
Introduced: 3063
Mass: 17,400 tons
Battle Value: 22,179

Dimensions

Length: 182 meters
Width: 150 meters
Height: 42 meters

Fuel: 500 tons (15,000)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 259 (518)
Structural Integrity: 30

Armor

Fore: 462
Sides: 410
Aft: 350

Cargo

Bay 1: Fighter Cubicle (18) 2 Doors
 Bay 2: 'Mech Cubicle (24) 4 Doors
 Bay 3: 'Heavy Vehicle Cubicle (12) 1 Door
 IS Foot Platoon (16 Pt [448 troops])
 IS Battle Armor (20 Squads [80 troops])
 Bay 4: Cargo (949.5 tons) 1 Door

Escape Pods:

12

Life Boats:

12
Crew: 5 officers, 3 enlisted/non-rated,
 15 gunners, 748 bay personnel,
 40 steerage class passengers

Notes: Mounts 135 tons of Ferro-Aluminum.

Weapons:

Arc (Heat) Type

Nose (140 Heat)

	Short	Medium	Long	Extreme	Class
2 Gauss Rifles (80 rounds), 2 Rotary AC/5 (480 rounds)	7 (70)	7 (70)	3 (30)	3 (30)	Autocannon
2 Gauss Rifles (80 rounds), 2 Rotary AC/5 (480 rounds)	7 (70)	7 (70)	3 (30)	3 (30)	Autocannon
4 LB 10-X AC (160 rounds)	2 (24)	2 (24)	—	—	LB-X AC
2 ER PPCs	2 (20)	2 (20)	2 (20)	—	PPC
2 Large Pulse Lasers, 6 Medium Pulse Lasers	5 (54)	2 (18)	—	—	Pulse Laser
4 LRM 20+Artemis (144 rounds)	6 (64)	6 (64)	6 (64)	—	LRM
6 AMS (504 Ammo)	2 (18)†	—	—	—	AMS

LW/RW (104 Heat)

2 Gauss Rifles (80 rounds), Rotary AC/5 (240 rounds)	6 (50)	5 (50)	3 (30)	3 (30)	Autocannon
2 Gauss Rifles (80 rounds), Rotary AC/5 (240 rounds)	5 (50)	5 (50)	3 (30)	3 (30)	Autocannon
1 LB 20-X AC (40 rounds)	1 (12)	1 (12)	—	—	LB-X AC
2 ER PPCs	2 (20)	2 (20)	2 (20)	—	PPC
2 Large Pulse Lasers, 4 Medium Pulse Lasers	4 (42)	2 (18)	—	—	Pulse Laser
2 LRM 20+Artemis (72 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
4 AMS (336 rounds)	1 (12)†	—	—	—	AMS

LW/RW Aft (51 Heat)

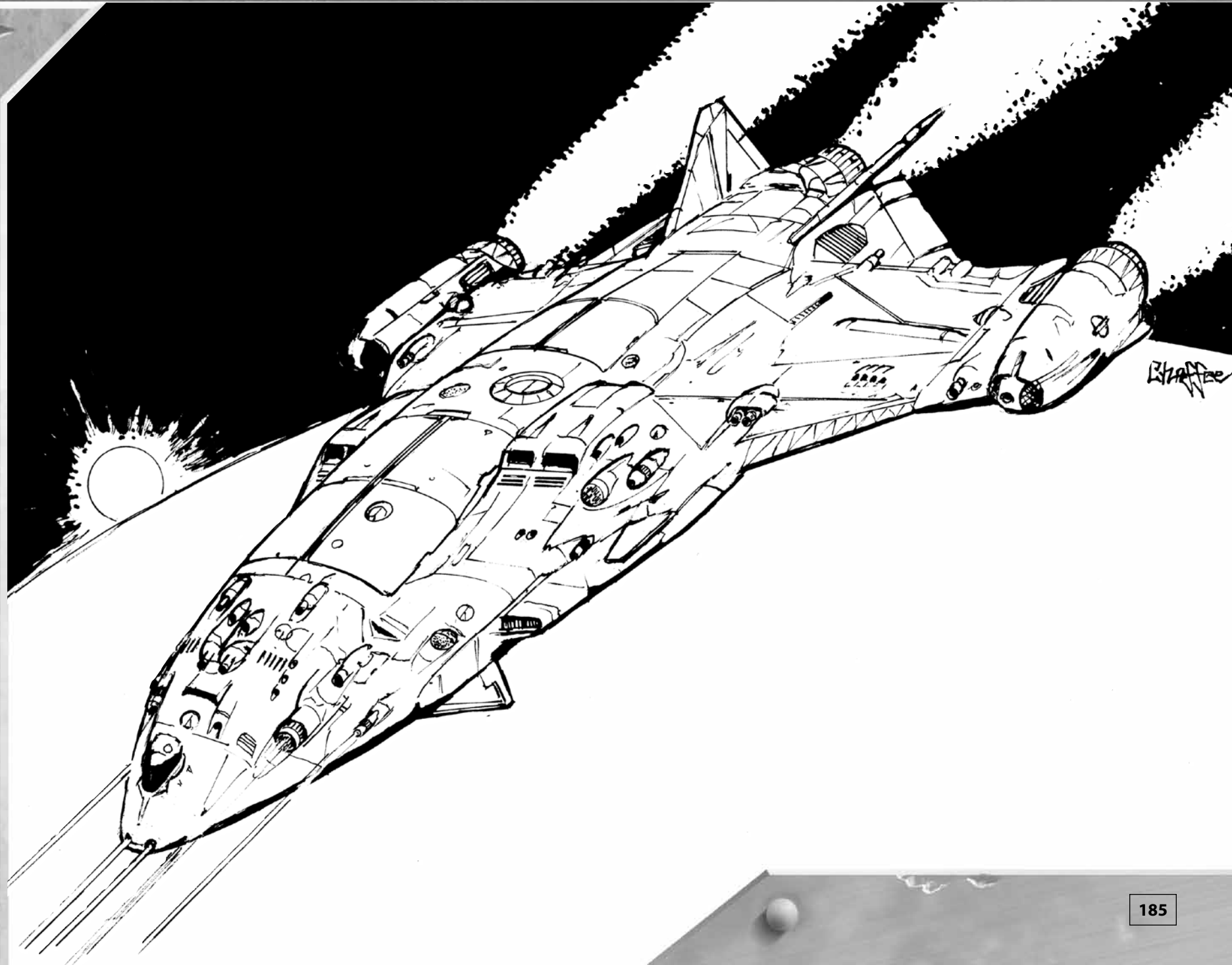
Gauss Rifle (40 rounds), Rotary AC/5 (240 rounds)	4 (35)	4 (35)	2 (15)	—	Autocannon
LB 10-X AC (40 rounds)	1 (6)	1 (6)	—	—	LB-X AC
2 Large Pulse Lasers, 4 Medium Pulse Lasers	4 (42)	2 (18)	—	—	Pulse Laser
6 AMS (504 rounds)	2 (18)†	—	—	—	AMS

Aft (59 Heat)

2 Gauss Rifles (80 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 Large Pulse Lasers, 5 Medium Pulse Lasers	5 (48)	2 (18)	—	—	Pulse Laser
2 AMS (168 rounds)	1 (6)†	—	—	—	AMS

† Only against missiles.

CONQUISTADOR



CLAN DROPSHIPS

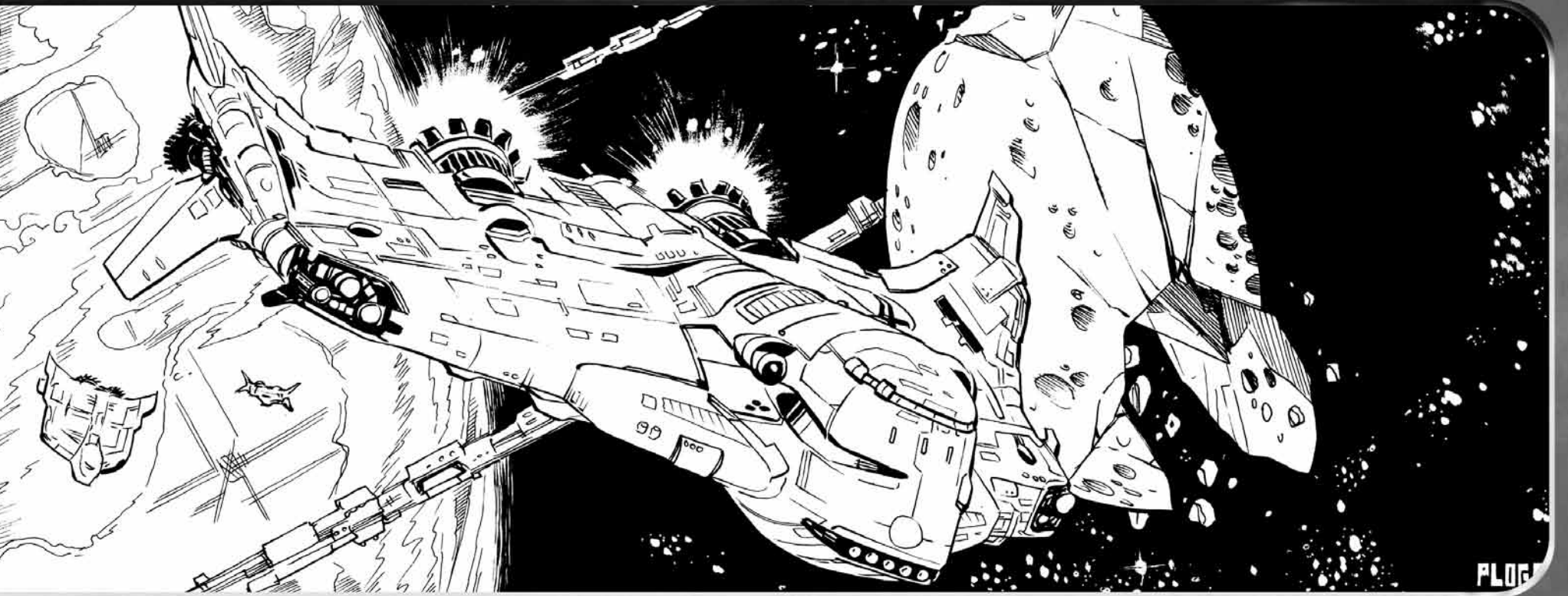
In a strange parallel to the Inner Sphere, the three new DropShips designs that have been observed in the Clan navies are all assault ships. Clan Hell's Horses *Outpost* is officially designated as a troop carrier, but one look at its weapons array shows that it is more properly classified as an assault troop carrier.

Unlike in the Inner Sphere, however, I don't believe that these new Clan vessels are a direct response to the new burgeoning naval fleets fielded by the Great Houses. Instead, it appears that these DropShips are simply an extension of the new tactics and technology that have appeared.

Though the *Arcadia* was co-developed and almost totally constructed by Clan Snow Raven, it is interesting to note that this Clan—noted for their obsessive interest in all naval aspects—has not fielded a new vessel of their own. As with so many things concerning the Clans, there is no easy way to understand this situation. Whereas I might be able to provide conjecture on why a specific House has not fielded a DropShip, even after five years among them the same type of thinking simply does not apply. Conjecture without evidence is worthless. Nevertheless, as it may prove significant in the future, I have people working on finding such evidence.

A note on the crew listings: while I have maintained a consistency with the standard entry format, readers should realize that the Clans do not differentiate between officers and crewmembers in the same way that we of the Inner Sphere do. In listing the Clan crew complements, I have categorized Clan warriors as officers and crew members belonging to other castes as enlisted/nonrated personnel.

—Jared Pascal
Precentor VIII-Omega
Inner Sphere Embassy, Strana Mechy
18 September 3067



PL06

ARCADIA

The *Arcadia*-class DropShip demonstrates that though the Blood Spirits continue to wall themselves off from most of the Clans, they are active once more with those Clans that have dealt fairly with them in the past. In early 3064, through Snow Raven ilChi Bri McFadden, Khan Karianna Schmitt contacted Khan Lynn McKenna with a proposal. For the price of disclosure of the Blood Spirits newfound expertise on the ProtoMech and the Spirits' ProtoMech Pilot training program, the Spirits wanted a new DropShip.

Though most of the Clans have at least some ProtoMechs salvaged from the battlefields of Huntress, few Clans have actively pursued this new technology. The Blood Spirits, with their relative lack of resources, have pursued the ProtoMech with a vengeance, leaving the other Clans behind in their knowledge of this new battlefield unit. Given the Snow Ravens' past history of generally treating their ground forces like unwanted Freebirths, it is unknown why Khan McKenna accepted this proposal.

Named after the Blood Spirits' recently regained enclave on the Pentagon world of the same name, the *Arcadia*-class DropShip is designed for one purpose: Trials of Possession. Small and exceptionally agile—among Clan DropShips, only the *Noruff* can outmaneuver it—it has the speed to out run other DropShips and many aerospace fighter designs as well. Those it cannot outmaneuver, it can out-gun, packing an array of weaponry seldom seen on such a small vessel. Taking full advantage of the newest weaponry available to the Clans, the *Arcadia* mounts a blistering array of advanced tactical missiles and heavy lasers. Once the DropShip has reached its target, it can deploy up to three Points of ProtoMechs to quickly take their objective through Trials of Possession.

ARCADIA-CLASS DROPSHIP

Type: Military Aerodyne

Use: Assault Ship

Tech: Clan

Introduced: 3066

Mass: 3,000 Tons

Battle Value: 10,965

Dimensions

Length: 79 meters

Width: 47 meters

Height: 33 meters

Fuel: 200 tons (6,000)

Tons/Burn Day: 1.84

Safe Thrust: 6

Maximum Thrust: 9

Heat Sinks: 214 (428)

Structural Integrity: 11

Armor

Nose: 351

Sides: 211

Aft: 261

Cargo

Bay 1: ProtoMechs (5 Points) 1 Door

Bay 2: ProtoMechs (5 Points) 1 Door

Bay 3: ProtoMechs (5 Points) 1 Door

Bay 4: Cargo (203 tons) 2 Doors

Escape Pods: 2

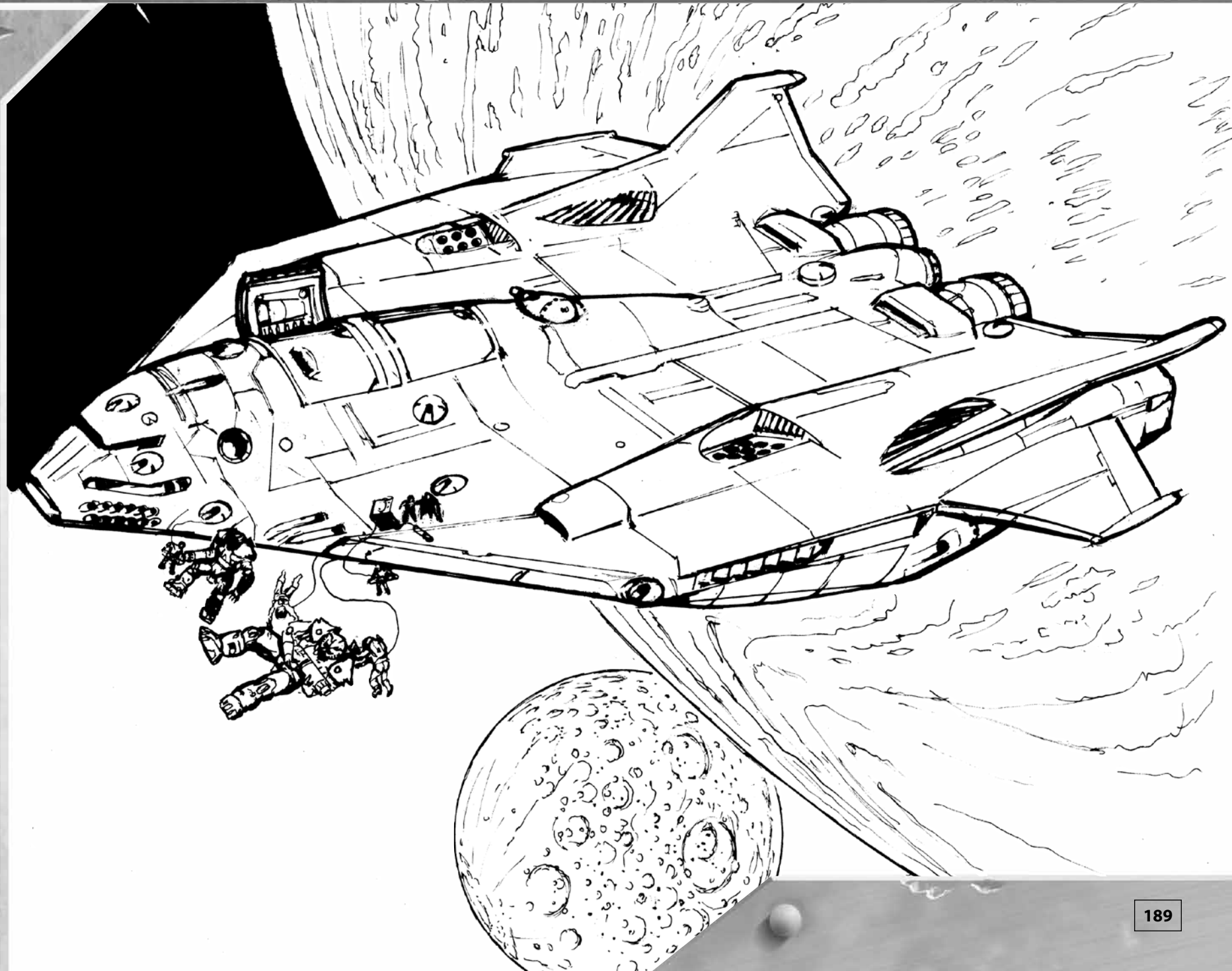
Life Boats: 0

Crew: 3 officers, 3 enlisted/non-rated, 8 gunners, 90 bay personnel

Notes: Mounts 49.5 tons of standard armor.

Weapons:

Arc	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (123 Heat)						
	4 Heavy Large Lasers	6 (64)	6 (64)	6 (64)	—	Laser
	5 Heavy Medium Lasers	5 (50)	—	—	—	Laser
	2 ATM 12 (30 Rounds)	4 (40)	4 (40)	—	—	ATM
LW/RW (129 Heat)						
	3 Heavy Large Lasers	5 (48)	5 (48)	5 (48)	—	Laser
	5 Heavy Medium Lasers	5 (50)	—	—	—	Laser
	2 Ultra AC/20 (40 Rounds)	6 (60)	6 (60)	—	—	Autocannon
	2 ATM 9 (42 Rounds)	3 (28)	3 (28)	—	—	ATM
Aft (47 Heat)						
	5 Heavy Medium Lasers	5 (50)	—	—	—	Laser
	3 Streak SRM 6 (45 Rounds)	4 (36)	4 (36)	—	—	SRM



MERCER

The Steel Viper's rearmament program included bolstering their aerospace forces, a clear sign that their campaign of vengeance would include assaults on their longstanding enemy, Clan Snow Raven. The Vipers knew that to land their troops in the face of determined Snow Raven aerospace cover—Safcon would not likely be granted, even if the Vipers asked for it—would require a well armed and armored transport, capable of holding its own against the best the "naval clan" could throw at it. The result of the Viper program, while falling short on a number of counts, was the *Mercer*-class assault transport.

The unexpected appearance of the *Mercer*, an unknown quantity, came as a major shock to the defenders of Lum. It allowed the Vipers to punch their way through the Raven cordon and land troops on the factory world. Though Raven counterattacks eventually drove the Vipers off world, the battle was long and hard, interrupting manufacturing operations for over a month. Unfortunately, two *Mercers* were lost to aerospace fighters after they outran their fighter escorts and a third was destroyed on the ground.

MERCER-CLASS DROPSHIP

Type: Military Spheroid

Use: Assault Transport

Tech: Clan

Introduced: 3065

Mass: 4,500 tons

Battle Value: 18,910

Dimensions

Length: 82 meters

Width: 65 meters

Height: 65 meters

Fuel: 100 tons (3,000)

Tons/Burn Day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 175 (350)

Structural Integrity: 30

Armor

Nose: 350

Sides: 330

Aft: 310

Cargo:

Bay 1: 'Mechs (10)

4 Doors

Bay 2: Cargo (532 tons)

2 Doors

Escape Pods: 4

Life Boats: 0

Crew: 4 officers, 4 enlisted/non-rated, 12 gunners, 20 bay personnel

Notes: Mounts 60 tons of standard armor.

Weapons:

Arc (Heat) Type

Nose (201 Heat)

6 ER Large Lasers,
3 ER Medium Lasers

2 Streak SRM 6 (90 rounds)

4 LRM 20+Artemis (72 rounds)

4 ER PPC

2 Large Pulse Lasers

2 Gauss Rifles (96 rounds)

FL/FR (82 Heat)

2 ER Large Lasers,
4 ER Medium Lasers

2 ER PPC

2 Medium Pulse Lasers

AL/AR (75 Heat)

5 ER Medium Lasers

2 Large Pulse Lasers

2 ER PPC

Aft (90 Heat)

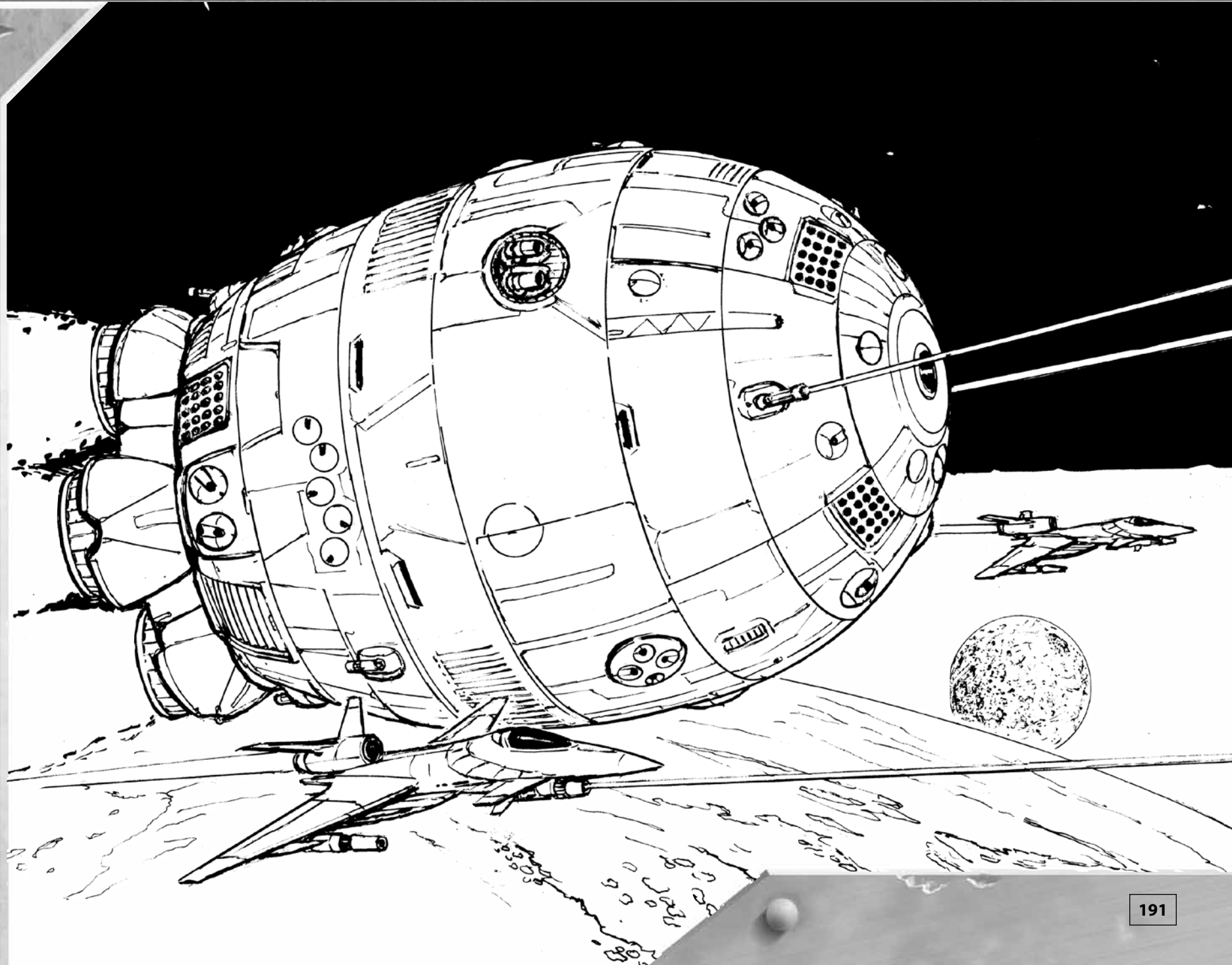
4 ER Large Lasers

2 ER PPC

2 LRM 20+Artemis (36 rounds)

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Nose (201 Heat)	8 (81)	8 (81)	6 (60)	6 (60)	Laser
FL/FR (82 Heat)	2 (24)	2 (24)	—	—	SRM
AL/AR (75 Heat)	6 (64)	6 (64)	6 (64)	—	LRM
	6 (60)	6 (60)	6 (60)	—	PPC
	2 (20)	2 (20)	2 (20)	—	Pulse Laser
	3 (30)	3 (30)	3 (30)	—	Autocannon
FL/FR (82 Heat)	5 (48)	5 (48)	2 (20)	2 (20)	Laser
	3 (30)	3 (30)	3 (30)	—	PPC
	1 (14)	1 (14)	—	—	Pulse Laser
AL/AR (75 Heat)	4 (35)	4 (35)	—	—	Laser
	2 (20)	2 (20)	2 (20)	—	Pulse Laser
	3 (30)	3 (30)	3 (30)	—	PPC
Aft (90 Heat)	4 (40)	4 (40)	4 (40)	4 (40)	Laser
	3 (30)	3 (30)	3 (30)	—	PPC
	3 (32)	3 (32)	3 (32)	—	LRM



OUTPOST

In the early 3060s, Clan Hell's Horses finally realized that their naval forces were filled with versions of the *Union-C* and *Overlord-C* class DropShips that had been converted on a case-by-case basis for combined-arms use. Unsatisfied with this patchwork approach, the Clan put in motion plans to rectify the situation once and for all. The complete ground-up design and construction of a new transport vessel, built expressly to carry a truly mixed military force of armor, infantry, aerospace, and BattleMech forces, was commissioned on the orders of saKhan Tanya DeLaurel in 3061.

SaKhan DeLaurel requested a vessel faster and sturdier than the 'Mech carriers used as primary transports throughout Clan space, capable of serving as an effective mobile command and coordination center for troops during major operations. The Clan's aerospace engineers looked to the rare *Fortress*-class DropShip for a baseline in answering the challenge.

The Horses' engineers upgraded nearly every positive aspect of the venerable design and added improvements of their own. Dubbed the *Outpost*-class, the seven thousand ton assault DropShip can outgun, out-maneuver, and outlast almost any other combat transport in use among the Clans, giving the Horses a powerful new advantage during combat drop engagements.

The *Outpost* falls between the *Union*- and *Overlord*-class DropShips in size, but can attain nearly double the acceleration of either vessel. This allows it to outmaneuver or simply outrun the most common DropShips encountered during planetary attack missions. Protected by seventy tons of armor, the *Outpost* boasts a thicker hide than even the *Overlord-C*. With its simple, yet lethal array of lasers and Streak SRMs, this vessel can bring just as much raw firepower to bear as the more venerable designs.

All of this armor and firepower protects the real prize of the *Outpost*-class, of course. Within this vessel's efficiently-arranged five cargo decks ride a standard complement of five 'Mech, armor, and battle armored infantry Points, with the added company of two aerospace Points in a specialized air-launch deck located just aft of the forward command center. This arrangement allows for an effective mix of forces to deploy upon landing a single vessel, rather than assigning specialized DropShips as other Clans do.

OUTPOST-CLASS DROPSHIP

Type: Military Spheroid

Use: Troop Carrier

Tech: Clan

Introduced: 3063

Mass: 7,000 tons

Battle Value: 12,306

Dimensions

Length: 127 meters

Width: 127 meters

Height: 101 meters

Fuel: 150 tons (4,500)

Tons/Burn Day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 195 (390)

Structural Integrity: 20

Armor

Nose: 360

Sides: 355

Aft: 350

Cargo

Bay 1: Fighters (4) 2 Doors

Bay 2: BattleMechs (5) 1 Door

Bay 3: Vehicles (10 Heavy) 2 Doors

Bay 4: Battle Armor (5 Points) 1 Door

Bay 5: Cargo (1,268 tons) 1 Door

Escape Pods: 10

Life Boats: 5

Crew: 3 officers, 5 enlisted/non-rated, 10 gunners, 128 bay personnel

Notes: Mounts 56 tons of Ferro-Aluminum armor.

Weapons:

Arc (Heat) Type

Nose (91 Heat)

4 ER Large Lasers

4 Streak SRM 6 (75 rounds)

6 Medium Pulse Lasers

3 AMS (120 rounds)

Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
4 (40)	4 (40)	4 (40)	4 (40)	Laser
5 (48)	5 (48)	—	—	SRM
4 (42)	4 (42)	—	—	Pulse Laser
2 (15)†	—	—	—	Point Defense
3 (30)	3 (30)	3 (30)	3 (30)	Laser
4 (36)	4 (36)	—	—	SRM
4 (35)	4 (35)	—	—	Pulse Laser
1 (10)†	—	—	—	Point Defense
2 (20)	2 (20)	2 (20)	2 (20)	Laser
2 (24)	2 (24)	—	—	SRM
2 (21)	2 (21)	—	—	Pulse Laser
1 (10)†	—	—	—	Point Defense
2 (20)	2 (20)	2 (20)	2 (20)	Laser
2 (24)	2 (24)	—	—	SRM
3 (28)	3 (28)	—	—	Pulse Laser
1 (10)†	—	—	—	Point Defense

FL/FR (70 Heat)

3 ER Large Lasers

3 Streak SRM 6 (120 rounds)

5 Medium Pulse Lasers

2 AMS (72 rounds)

AL/AR (46 Heat)

2 ER Large Lasers

2 Streak SRM 6 (90 rounds)

3 Medium Pulse Lasers

2 AMS (72 rounds)

Aft (50 Heat)

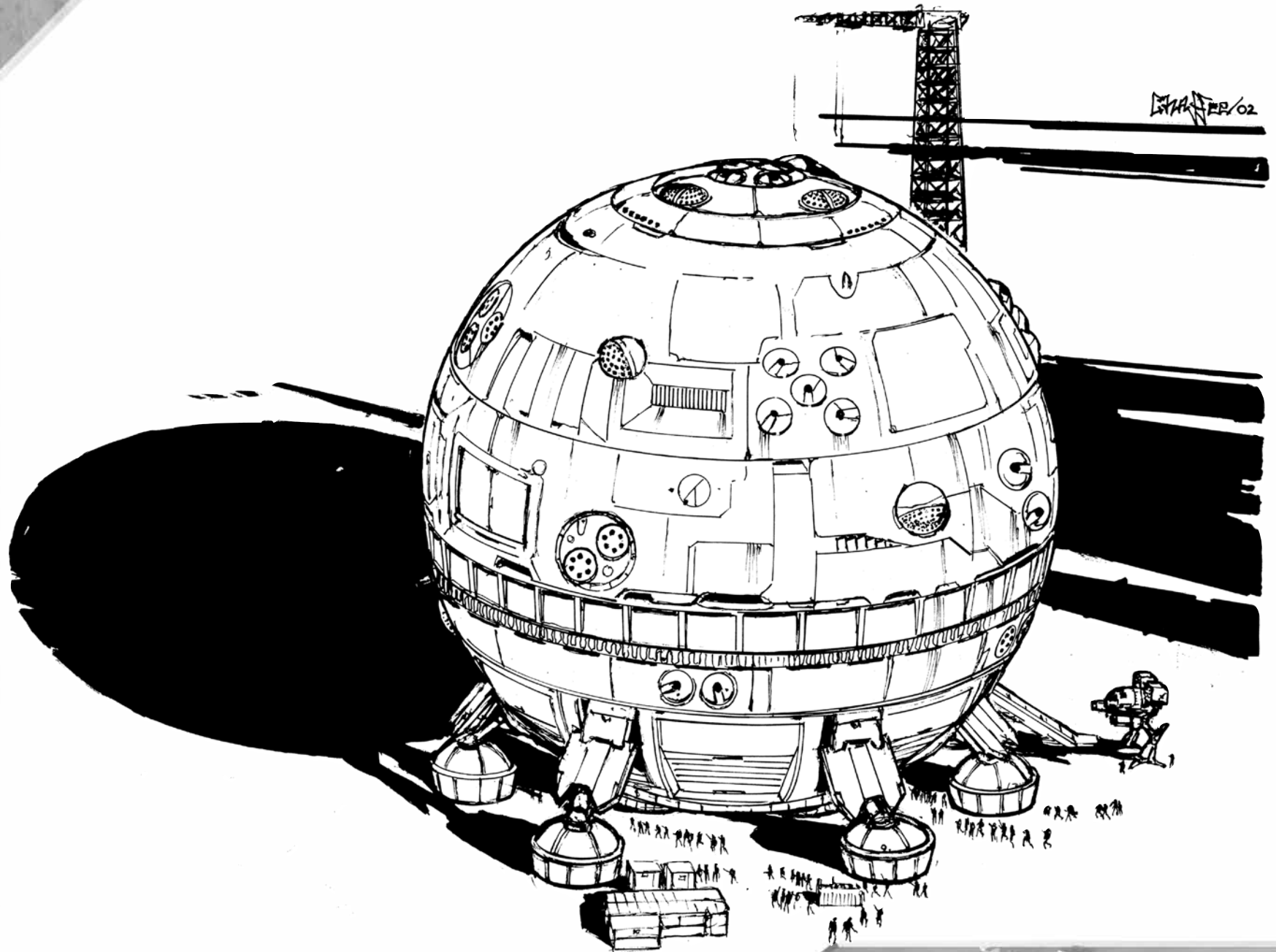
2 ER Large Lasers

2 Streak SRM 6 (75 rounds)

4 Medium Pulse Lasers

2 AMS (72 rounds)

† Only against missiles.



INNER SPHERE WARSHIPS

In 3056, Primus Sharilar Mori made the monumental decision to issue a license allowing the ComStar-controlled Rolls-Royce factories on Terra to begin selling WarShip drive systems to both the Draconis Combine and the Federated Commonwealth. As this was the only missing piece of the puzzle for those nations to field their own WarShips—the Commonwealth's *Fox*-class corvette was already nearing completion, minus the drive system—it heralded the beginning of an era of WarShip construction not seen since the days of the Star League. The Free Worlds League and Capellan Confederation also joined the headlong rush to field WarShips, thanks to the Word of Blake.

By 3061, a scant five years after Mori's fateful decision, every Great House had managed to field a WarShip fleet. Most had numerous additional vessels in various stages of construction. Though the Draconis Combine and Free Worlds League far outstripped the other Houses in their ambitious WarShip programs, even the Capellan Confederation—thanks to ties with both the Free Worlds League and the Word of Blake—had fielded a new WarShip. Some current WarShip fleets, such as that of the Free Worlds League, are truly impressive and a testament to the industry of the people's of the Inner Sphere.

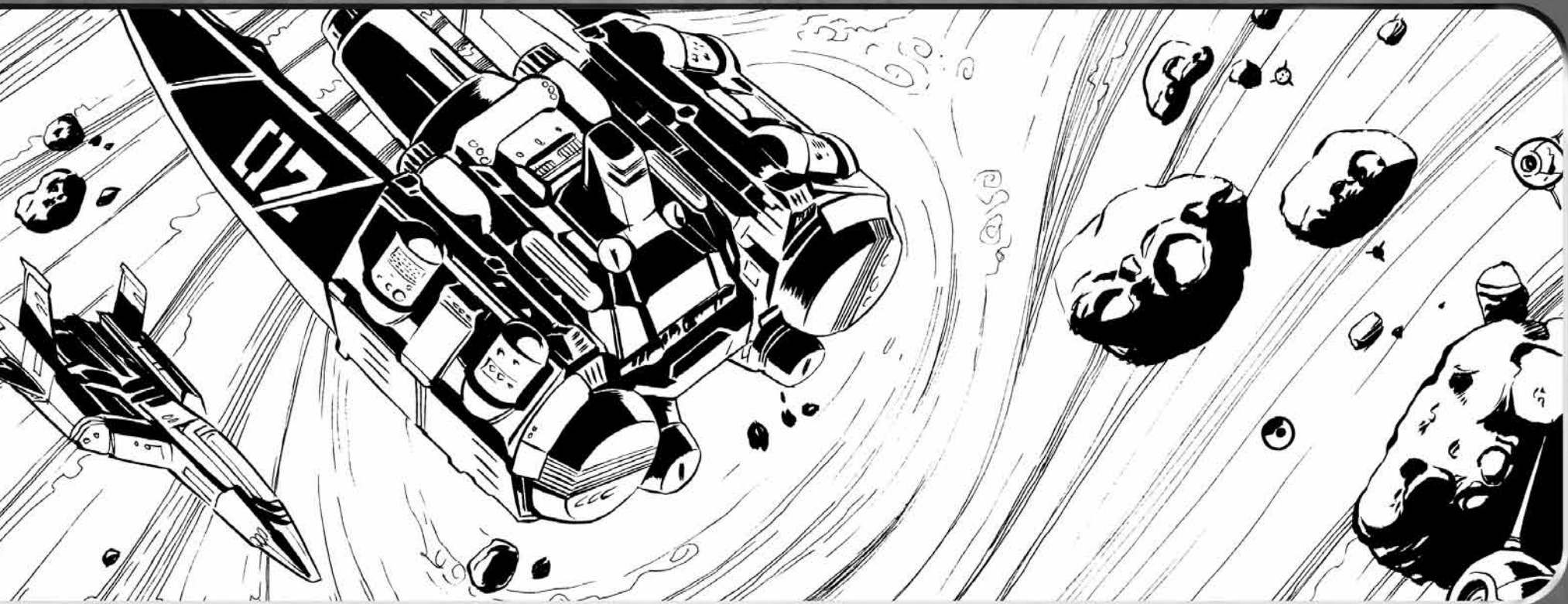
All this construction, however, did not come without a price. Beyond the simple outlay cost of vessel construction—estimated in the trillions per House—many designs were pushed through too quickly. They had to be abandoned as critical flaws became apparent during shakedown trials—flaws that would be incredibly expensive to correct—thus wasting untold billions more.

Perhaps the greatest example of such a vessel is the Combine's *Kaga*-class carrier. Though the *Mount Niitaka* was finished and began its trials, years of constant failures—the worst being the loss of twenty-nine crewmembers, including its captain, due to a critical drive failure—forced the DCA to finally admit defeat. In 3064, the design was officially canceled and *Mount Niitaka* was slowly dismantled. Additional programs, such as the DCMS' *Yamato*- and the AFFC's *Durendal*-class vessels, have also been completely abandoned, with resources diverted elsewhere.

Additionally, the FedCom Civil War has been devastating to the WarShip fleets of both the Lyran Alliance and the Federated Suns, with both Houses reported to have lost over half of their respective fleets. Even the Combine has lost several ships to engagements with the Ghost Bear Dominion. In all three cases, it is my opinion that the damage sustained by those Houses will preclude them replacing any lost vessels for the foreseeable future, as they must allocate resources to their ground forces and civilian sectors.

At this time, with the exception of the Star League Defense Force fleet—thanks to the inclusion of both our own and especially the Nova Cats' impressive fleets—the Free Worlds League is in possession of a fleet that far outstrips every other Inner Sphere House, and even challenges the fleets of some Clans. Let us hope that Thomas Marik can continue his peaceful reign of the oft-times troubled League. Of course, with the current League troubles, I believe it is paramount that we use what ever means necessary to prevent the fleet from falling into the wrong hands.

—Christoffer Hereford
Precentor XX-Omega
ComStar Archives, Tukayyid
20 November 3067



ZECHETINU (CORVETTE)

The *Zechetinu* ("hare") class corvette, or "Zec" as WarShip crews have dubbed the vessel, is designed to operate as either an independent convoy-raider, picket ship or as an escort vessel. Capable of accelerating up to 2.5 Gs for sustained periods and up to 4 Gs in short bursts, the *Zechetinu* is among the fastest and most maneuverable WarShips in its weight class.

Four of the FWLM's *Zechetinus*—the FWLS *Tirana*, the FWLS *Karelia*, the FWLS *Attica* and the FWLS *Sparta*—feature the formidable array of anti-DropShip/WarShip weapons and fighter-defense systems included in the ship's original design specifications. The FWLS *Scorpion* and remaining *Zechetinus* feature Barracuda and White Shark missile systems in place of the fore and aft naval-laser batteries.

The *Zechetinu* can accommodate seventy-two crewmembers—though in somewhat cramped conditions—but *Zechetinu* crews rarely spend more than a month away from port and are well paid for their services. A small grav-deck represents the craft's only dedicated recreational facilities, and so *Zechetinu* crews commonly use the vessel's corridors and cargo bays as exercise areas.

ZECHETINU (CORVETTE)

Tech: Star League

Introduced: 3057

Mass: 180,000 tons

Length: 440 meters

Sail Diameter: 502 meters

Fuel: 2,000 tons (10,000)

Tons/Burn Day: 39.52

Safe Thrust: 5

Maximum Thrust: 8

Sail Integrity: 3

KF Drive Integrity: 5

Heat Sinks: 1,873 (3,746)

Structural Integrity: 25

Battle Value: 30,148

(34,119 for the *Zechetinu* II)

Armor:

Fore: 24

Fore-Sides: 21

Aft-Sides: 20

Aft: 20

Cargo

Bay 1: Fighter Cubicle (6) 2 Doors

Bay 2: Cargo (7,588.5 tons) 4 Doors
(7,004.5 tons for the *Zechetinu* II)

Bay 3: Cargo (7,588.5 tons) 4 Doors
(7,004.5 tons for the *Zechetinu* II)

DropShip Capacity: 1

Grav Deck: 1 (88-meter diameter)

Escape Pods: 0

Life Boats: 8

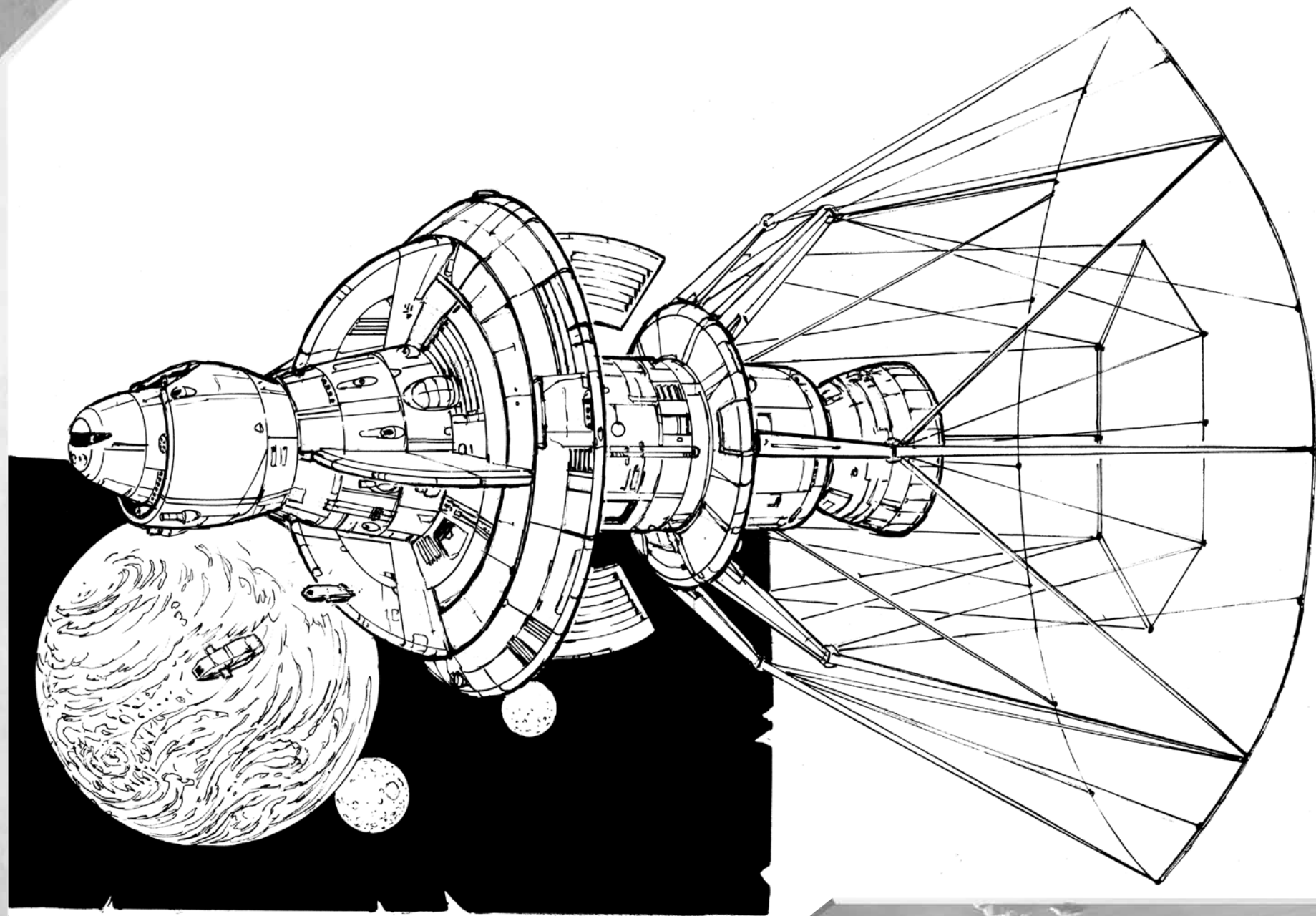
Crew: 18 officers, 63 enlisted/non-rated, 24 gunners (28 gunners for the *Zechetinu* II), 10 HPG techs, 12 bay personnel

Notes: Equipped with 90 tons of Lamellor Ferro-Carbide Armor, Lithium Fusion Battery and Mobile HPG (50 tons)

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (204 Heat-Zec I, 130 Heat-Zec II)						
2 (16)	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 (16)	LRM 20+Artemis (30 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 (12)	4 Small Lasers	—	—	—	—	Point Defense
1 (8)	SRM 6+Artemis (30 rounds)	—	—	—	—	SRM
1 (6)	LB 10-X (20 rounds)	1 (6)	1 (6)	—	—	LB-X AC
20	NAC/20 (41 rounds)	20	20	20	—	Capital AC
7	2 NL35 [Zec I only]	7	7	7	—	Capital Laser
6	2 White Shark (13 missiles) [Zec II only]	6	6	6	6	Capital Missile
FL/FR (152 Heat-Zec I, 162 Heat-Zec II)						
2 (16)	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
1 (12)	4 Small Lasers	—	—	—	—	Point Defense
1 (6)	LB 10-X (20 rounds)	1 (6)	1 (6)	—	—	LB-X AC
8	1 NL45, 1 NL 35	8	8	8	5	Capital Laser
2	Barracuda (13 missiles) [Zec II only]	2	2	2	2	Capital Missile
LBS/RBS (100 Heat)						
2 (16)	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 (16)	LRM 20+Artemis (30 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 (12)	4 Small Lasers	—	—	—	—	Point Defense
1 (8)	SRM 6+Artemis (30 rounds)	—	—	—	—	SRM
1 (6)	LB 10-X (20 rounds)	1 (6)	1 (6)	—	—	LB-X AC
20	NAC/20 (42 rounds)	20	20	20	—	Capital AC
AL/AR (115 Heat-Zec I, 125 Heat-Zec II)						
2 (16)	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
1 (12)	4 Small Lasers	—	—	—	—	Point Defense
1 (6)	LB 10-X (20 rounds)	1 (6)	1 (6)	—	—	LB-X AC
6	1 NL55	6	6	6	6	Capital Laser
2	Barracuda (12 missiles) [Zec II only]	2	2	2	2	Capital Missile
Aft (144 Heat-Zec I, 70 Heat-Zec II)						
2 (16)	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 (16)	LRM 20+Artemis (30 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 (12)	4 Small Lasers	—	—	—	—	Point Defense
1 (8)	SRM6+Artemis (30 rounds)	—	—	—	—	SRM
1 (6)	LB 10-X (20 rounds)	1 (6)	1 (6)	—	—	LB-X AC
7	2 NL35 (Zec I only)	7	7	7	—	Capital Laser
6	2 White Shark (12 missiles) [Zec II only]	6	6	6	6	Capital Missile

ZECHETINU (CORVETTE)



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INAZUMA (CORVETTE)

The *Inazuma* ("lightning") is designed to make stealth attacks—rapidly approaching unsuspecting enemy DropShips and armed JumpShips, overwhelming them with its superior firepower then rapidly withdrawing. The *Inazuma* also possesses a high G-Force rating, which enables it to insert 'Mech forces with great speed. To enable it to carry out its planned missions, the design mounts an impressive arsenal but it has relatively thin armor. Its anti-fighter weapons are merely adequate at best.

In their attempts to squeeze every possible weapon into the ship's small frame, the *Inazuma's* creators designed the vessel with extreme thriftiness of space and weight in mind. Crew quarters are spartan, forcing crews to "hot-rack" (on-duty personnel share bunks with off-duty personnel). The design boasts virtually no luxuries. In fact, only the ship's captain and executive officer have full-sized quarters. The *Inazuma* can operate without support, however, for months if necessary. Crews are expected to gladly suffer under these conditions in service to the Dragon, but the DCA recognizes the strain and has revived the old practice of providing two crews for each vessel. One crew operates the ship for four to six months, then the second crew takes over.

At the current time, the DCS fields the following *Inazuma*-class vessels: *Night of Agony*, *Winds of Heaven*, *Amber Lotus* and *Swiping Claw*. A fifth vessel was destroyed in 3065 when unknown saboteurs destroyed the section of the Dieron shipyards constructing the corvette. Though the line was reopened in late 3066, no further corvettes are scheduled for construction.

INAZUMA (CORVETTE)

Tech: Star League
Introduced: 3058
Mass: 200,000 tons
Length: 412 meters
Sail Diameter: 800 meters
Fuel: 5,000 tons (25,000)
Tons/Burn-Day: 39.52
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 3
KF Drive Integrity: 6
Heat Sinks: 391 (782)
Structural Integrity: 46
Battle Value: 52,728

Armor

Fore: 28
Fore-Sides: 30
Aft-Sides: 30
Aft: 25

Cargo

Bay 1: Fighters (6) 3 Doors
 Bay 2: Small Craft (2) 1 Door
 Bay 3: Cargo (306 tons) 2 Doors

DropShip Capacity: 3

Grav Deck: 1 (75-meter diameter)

Escape Pods: 0

Life Boats: 12

Crew: 18 officers, 67 enlisted/non-rated, 20 gunners, 22 bay personnel

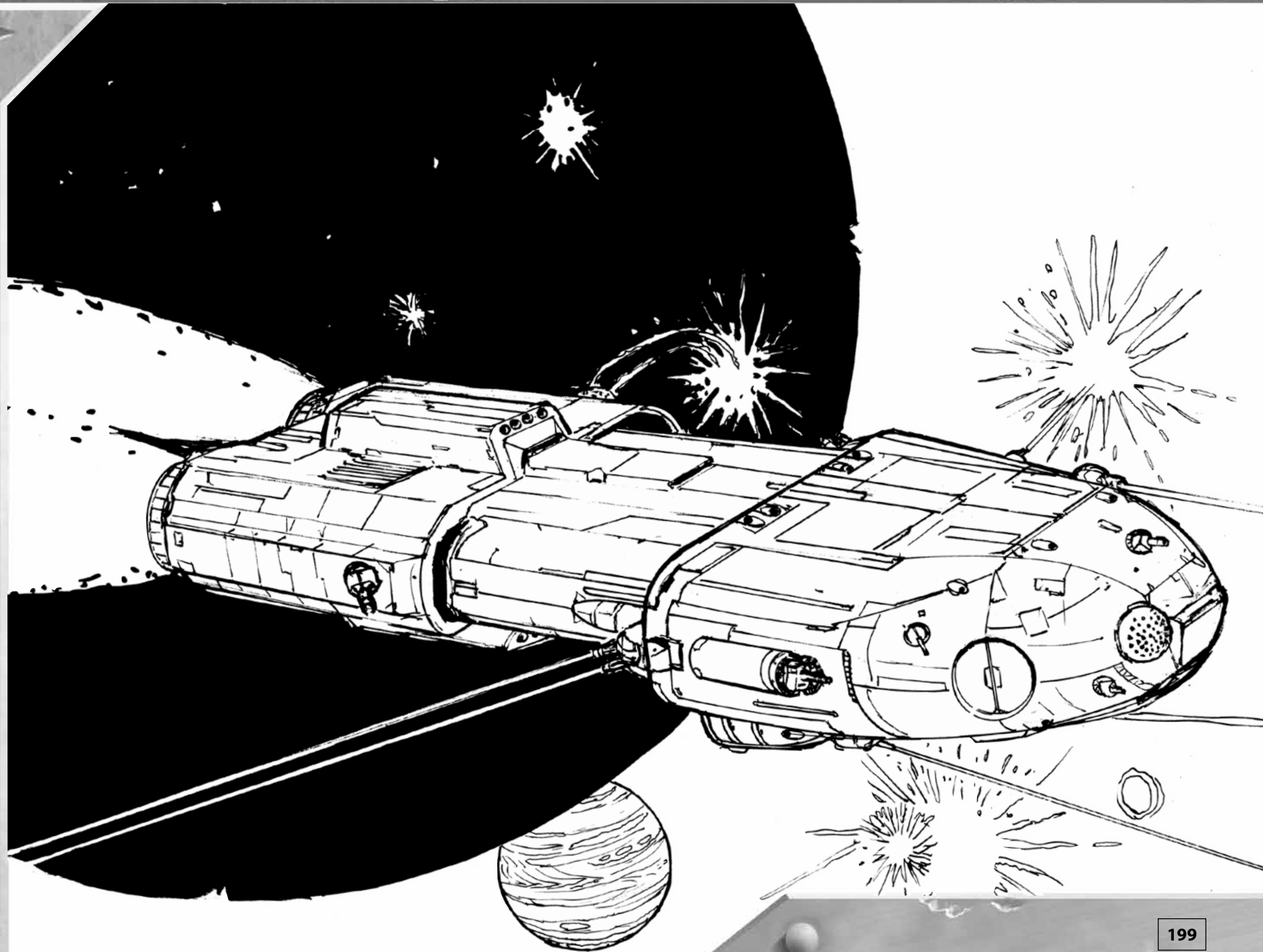
Notes: Equipped with 179 tons of Improved Ferro-Aluminum Armor and Lithium Fusion Battery.

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (431 Heat)						
	AMS (36 rounds)	(3)†	—	—	—	AMS
	10 ER Large Laser	8 (80)	8 (80)	8 (80)	—	Laser
	4 PPC	4 (40)	4 (40)	—	—	PPC
	2 Medium NPPC	18	18	18	18	Capital PPC
FL/FR (157 Heat)						
	AMS (36 rounds)	(3)†	—	—	—	AMS
	8 ER Large Laser	6 (64)	6 (64)	6 (64)	—	Laser
	NAC/20 (50 rounds)	20	20	20	—	Capital AC
LBS/RBS (255 Heat)						
	6 PPC	6 (60)	6 (60)	—	—	PPC
	Medium NPPC	9	9	9	9	Capital PPC
	NAC/20 (50 rounds)	20	20	20	—	Capital AC
AL/AR (157 Heat)						
	AMS (36 rounds)	(3)†	—	—	—	AMS
	8 ER Large Laser	6 (64)	6 (64)	6 (64)	—	Laser
	NAC/20 (50 rounds)	20	20	20	—	Capital AC
Aft (101 Heat)						
	AMS (36 rounds)	(3)†	—	—	—	AMS
	4 PPC	4 (40)	4 (40)	—	—	PPC
	NAC/20 (50 rounds)	20	20	20	—	Capital AC

† Only against missiles.

INAZUMA (CORVETTE)



TATSUMAKI (DESTROYER)

The designers of the *Tatsumaki* ("tornado") intended its name to warn the ship's opponents of the fearsome whirlwind of weapons fire that the design is capable of unleashing. The engineers and technicians working on the construction of the *Tatsumaki* are beginning to suspect the name "tornado" is a bad omen, however, as the design seems plagued by a storm of technical problems.

Detractors blame hasty contracting and construction of the *Tatsumaki* for most of its problems. These problems are all under control, but every *Tatsumaki*-class vessel in service carries almost double the standard technical crew.

The *Tatsumaki* is primarily designed to escort groups of unarmed JumpShip troop transports in hostile systems. The *Tatsumaki* is strongest at close range, where its massed pulse lasers and naval autocannon can make short work of all but the most powerful targets. With the capacity to carry a full battalion of marines in battle armor, the *Tatsumaki* makes an ideal platform for boarding actions aimed at enemy WarShips.

At the current time, *The Lair of Mighty Wyrms* is the only *Tatsumaki*-class vessel in service. *The Dragon's Last Tear* was destroyed in the fatal attack on the Dominion capital of Alshain. Due to the technical problems associated with the class, no new vessels are planned.

TATSUMAKI (DESTROYER)

Tech: Star League

Introduced: 3059

Mass: 520,000 tons

Length: 585 meters

Sail Diameter: 1,100 meters

Fuel: 4,000 tons (10,000)

Tons/Burn-Day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 12

Heat Sinks: 544 (1,088)

Structural Integrity: 50

Battle Value: 88,435

Cargo:

Bay 1: Fighters (18) 6 Doors

Bay 2: Cargo (59,993 tons) 2 Doors

Bay 3: Small Craft (15) 2 Doors

DropShip Capacity: 2

Grav Deck: 2 (200-meter diameter)

Escape Pods: 45

Life Boats: 0

Crew: 40 officers, 163 enlisted/non-rated, 37 gunners, 111 bay personnel, 108 BA marines

Notes: Equipped with 475 tons of Ferro-Carbide Armor.

Armor

Fore: 70

Fore-Sides: 70

Aft-Sides: 70

Aft: 60

Weapons:

Arc (Heat) Type

Nose (179 Heat)

AMS (36 rounds) (3)†
 10 Medium Pulse Lasers 6 (60)
 2 NAC/20 (100 rounds) 40
 Heavy N-Gauss (100 rounds) 30

FL/FR (321 Heat)

AMS (36 rounds) (3)†
 5 Gauss Rifles (120 rounds) 8 (75)
 5 LRM 20+Artemis (150 rounds) 8 (80)
 Heavy NPPC 15
 NAC/20 (50 rounds) 20

LBS/RBS (490 Heat)

10 ER Large Lasers 8 (80)
 10 Medium Pulse Lasers 6 (60)
 2 Medium NPPC 18
 NAC/20 (50 rounds) 20

AL/AR (291 Heat)

AMS (36 rounds) (3)†
 5 Gauss Rifles (120 rounds) 8 (75)
 5 LRM 20+Artemis (150 rounds) 8 (80)
 Medium NPPC 9
 2 NAC/20 (100 rounds) 40

Aft (481 Heat)

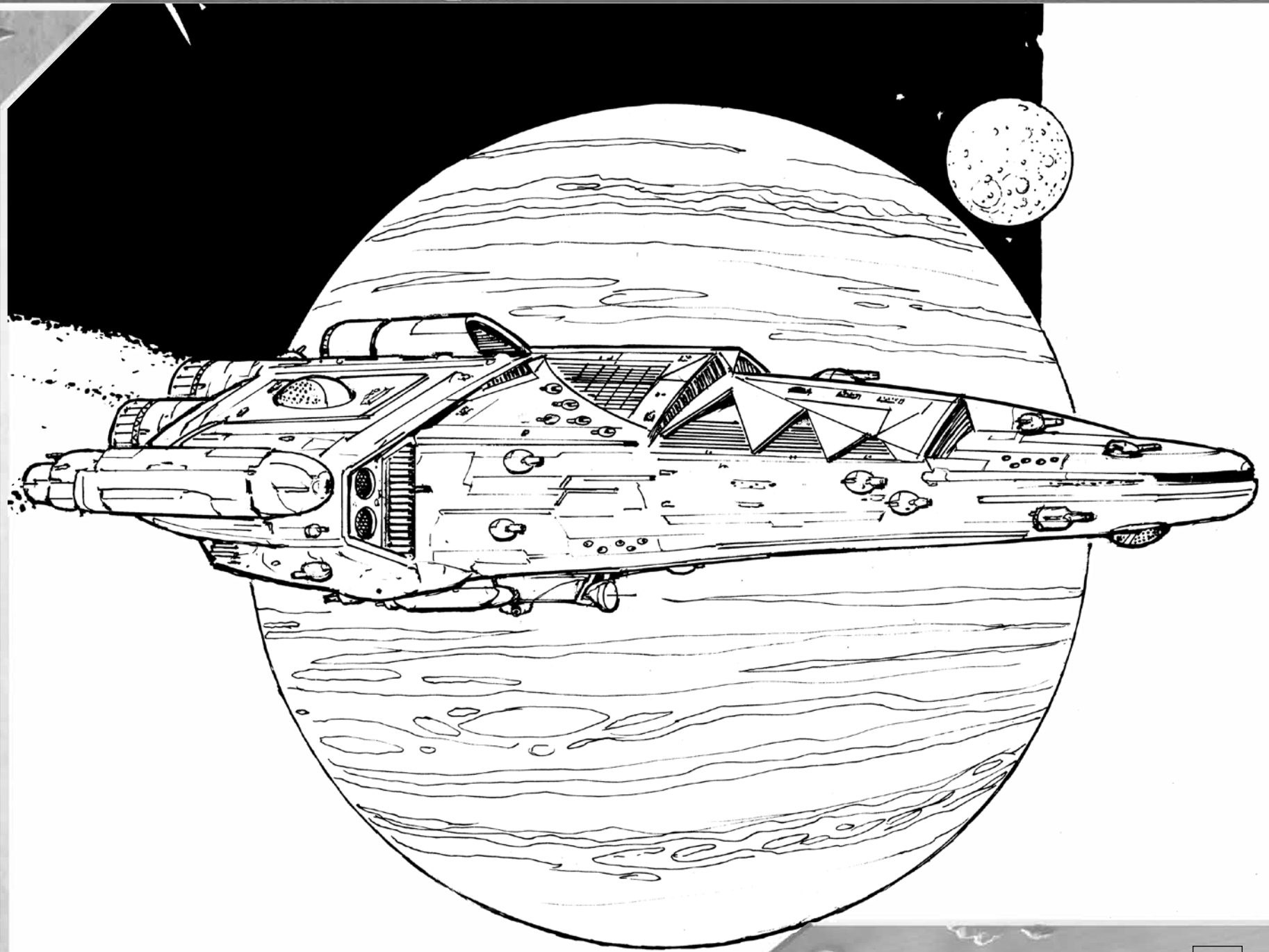
AMS (36 rounds) (3)†
 5 LRM 20+Artemis (150 rounds) 8 (80)
 2 Heavy NPPC 30

† Only against missiles.

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
AMS	(3)†	—	—	—	AMS
10 Medium Pulse Lasers	6 (60)	—	—	—	Pulse Laser
2 NAC/20 (100 rounds)	40	40	40	—	Capital AC
Heavy N-Gauss (100 rounds)	30	30	30	30	Capital Gauss
AMS	(3)†	—	—	—	AMS
5 Gauss Rifles (120 rounds)	8 (75)	8 (75)	8 (75)	—	Pulse Laser
5 LRM 20+Artemis (150 rounds)	8 (80)	8 (80)	8 (80)	—	LRM
Heavy NPPC	15	15	15	15	Capital PPC
NAC/20 (50 rounds)	20	20	20	—	Capital AC
10 ER Large Lasers	8 (80)	8 (80)	8 (80)	—	Laser
10 Medium Pulse Lasers	6 (60)	—	—	—	Pulse Laser
2 Medium NPPC	18	18	18	18	Capital PPC
NAC/20 (50 rounds)	20	20	20	—	Capital AC
AMS	(3)†	—	—	—	AMS
5 Gauss Rifles (120 rounds)	8 (75)	8 (75)	8 (75)	—	Pulse Laser
5 LRM 20+Artemis (150 rounds)	8 (80)	8 (80)	8 (80)	—	LRM
Medium NPPC	9	9	9	9	Capital PPC
2 NAC/20 (100 rounds)	40	40	40	—	Capital AC
AMS	(3)†	—	—	—	AMS
5 LRM 20+Artemis (150 rounds)	8 (80)	8 (80)	8 (80)	—	LRM
2 Heavy NPPC	30	30	30	30	Capital PPC

TATSUMAKI (DESTROYER)



DANTE (FRIGATE)

ComStar's three *Dante*-class vessels were built in the short period between 2935 and 2949, products of the renovation of the Star League-era shipyards at Titan and increased militarism within the order. Though ComStar retained a number of ex-SLDF WarShips in mothballs, most of these vessels demanded large crews that the order was unable to supply. Primus York sought the creation of the heavily automated *Dante*-class as a stopgap measure to support the nascent ComStar Guards and Militia while the other vessels were refurbished and new crews trained.

The first *Dante*, the *Narbonne*, entered service in 2941, followed by the *Bordeaux* in 2944 and the *Montpellier* in 2948. The spiraling cost of renovating the remainder of the fleet, however, and the difficulty of hiding both the vessels and the large number of naval personnel led to the program being frozen in 2949. As a proven design, the Precentor Martial had considered commissioning the construction of further units in the class. The Blakist invasion of 3058 halted those plans.

Though massing less than some destroyers, the *Dante's* mix of speed, firepower and armor earned it the designation of frigate. Its principal role is the command and escort of DropShip flotillas. Though the design is also adept at raiding tactics, its small cargo bays and limited fuel bunkering impede independent operations.

DANTE (FRIGATE)

Tech: Star League

Introduced: 2941

Mass: 610,000 tons

Length: 640 meters

Sail Diameter: 610 meters

Fuel: 3,000 tons (7,500)

Tons/Burn Day: 39.52

Safe Thrust: 5

Maximum Thrust: 8

Sail Integrity: 4

KF Drive integrity: 13

Heat Sinks: 650 (1,300)

Structural Integrity: 50

Battle Value: 165,735

Armor

Fore: 100

Fore-Sides: 90

Aft-Sides: 80

Aft: 70

Cargo

Bay 1: Fighter Cubicle (12) 4 Doors

Bay 2: Cargo (15,550.5 tons) 2 Doors

Bay 3: Cargo (15,550.5 tons) 2 Doors

DropShip Capacity: 2

Grav Deck: 1 (135 meter)

Escape Pods: 24

Life Boats: 0

Crew: 35 officers, 132 enlisted/non-rated, 39 gunners, 10 HPG techs, 24 bay personnel, 24 first class passengers

Notes: Equipped with 600 tons of Ferro Carbide Armor, Lithium Fusion Battery and Mobile HPG (50 tons).

Weapons:

Arc (Heat) Type

Nose (279 Heat)

4 LRM 20 (120 rounds)

6 Small Pulse Lasers

3 AMS (228 rounds)

4 Large Pulse Laser

2 NAC/30 (20 rounds)

FL/FR (303 Heat)

2 ER Large Laser

4 LRM 20 (120 rounds)

6 Small Pulse Lasers

3 AMS (228 rounds)

4 Large Pulse Laser

2 NAC/30 (20 rounds)

LBS/RBS (543 Heat)

2 ER Large Laser

4 LRM 20 (120 rounds)

6 Small Pulse Lasers

3 AMS (225 rounds)

4 Large Pulse Laser

2 NAC/30 (10 rounds)

2 NAC/35 (50 rounds)

AL/AR (303 Heat)

2 ER Large Laser

4 LRM 20 (120 rounds)

6 Small Pulse Lasers

3 AMS (228 rounds)

4 Large Pulse Laser

2 NAC/30 (20 rounds)

Aft (103 Heat)

2 ER Large Laser

4 LRM 20 (120 rounds)

6 Small Pulse Lasers

3 AMS (228 rounds)

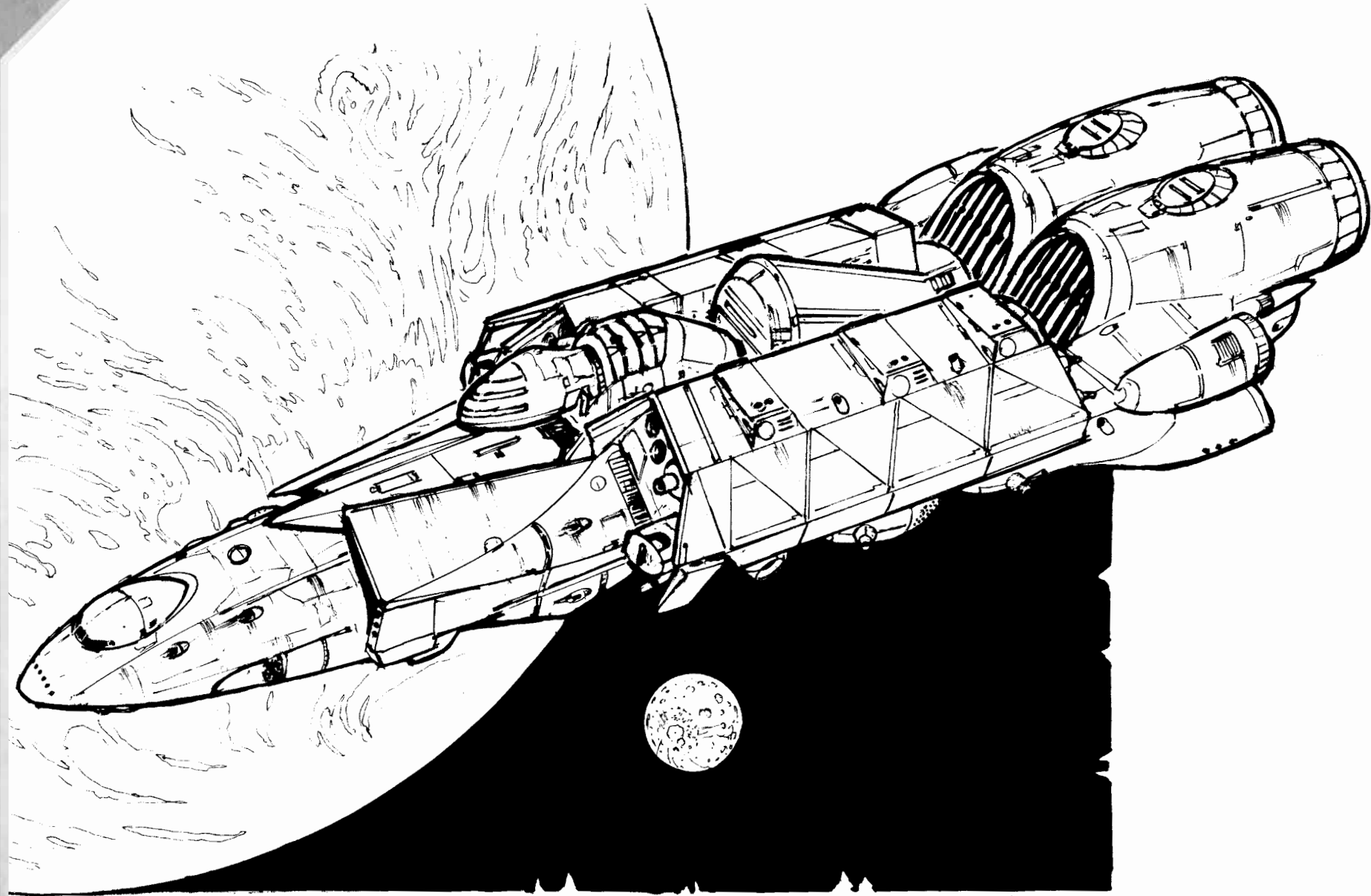
4 Large Pulse Laser

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
5 LRM 20 (120 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
6 Small Pulse Lasers	2 (18)	—	—	—	Point
3 AMS (228 rounds)	1 (9)†	—	—	—	AMS
4 Large Pulse Laser	4 (36)	4 (36)	—	—	Pulse Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
4 LRM 20 (120 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
6 Small Pulse Lasers	2 (18)	—	—	—	Point
3 AMS (228 rounds)	1 (9)†	—	—	—	AMS
4 Large Pulse Laser	4 (36)	4 (36)	—	—	Pulse Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
4 LRM 20 (120 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
6 Small Pulse Lasers	2 (18)	—	—	—	Point
3 AMS (225 rounds)	1 (9)†	—	—	—	AMS
4 Large Pulse Laser	4 (36)	4 (36)	—	—	Pulse Laser
2 NAC/30 (10 rounds)	60	60	60	—	Capital AC
2 NAC/35 (50 rounds)	70	70	—	—	Capital AC
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
4 LRM 20 (120 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
6 Small Pulse Lasers	2 (18)	—	—	—	Point
3 AMS (228 rounds)	1 (9)†	—	—	—	AMS
4 Large Pulse Laser	4 (36)	4 (36)	—	—	Pulse Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
4 LRM 20 (120 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
6 Small Pulse Lasers	2 (18)	—	—	—	Point
3 AMS (228 rounds)	1 (9)†	—	—	—	AMS
4 Large Pulse Laser	4 (36)	4 (36)	—	—	Pulse Laser

† Only against missiles.

DANTE (FRIGATE)



C. H. H. 100/02

EAGLE (FRIGATE)

Designed as an escort vessel for the *Thera* super-carrier, the *Eagle* class frigate features a balanced combination of anti-ship and anti-fighter weapons systems. Sixteen naval autocannons and a single nose-mounted heavy naval Gauss cannon comprise the *Eagle's* main anti-WarShip arsenal. The Gauss cannon is capable of destroying a DropShip with a single hit but is limited by power requirements and its restricted firing arc. More than a dozen naval lasers provide secondary anti-WarShip fire but are primarily geared for anti-DropShip fighting.

The ship's anti-fighter arsenal consists of successive weapon batteries capable of engaging targets at different ranges and providing cover for a number of other vessels. Sixty-four laser and ballistic point-defense cannons complete the *Eagle's* armament. Though the *Eagle* lacks advanced armor composites, it has a large cargo capacity that most crews use for storing spare ammunition and lithium-fusion battery systems.

Nine *Eagles* are currently in service; the *Lancelot* and *Galahad* with the *Santorini*, the *Tristram* and *Bedvere* with the *Sardis*, *Gawain* and *Mordred* with *Corinith*, *Bors* and *Kay* with *Delphi*, while the *Leodegrance* is the first of the pair (the other being *Percival*, currently undergoing trials) intended to serve with *Attica*.

EAGLE (FRIGATE)

Tech: Star League

Introduced: 3059

Mass: 620,000 tons

Length: 640 meters

Sail Diameter: 790 meters

Fuel: 1,000 tons (2,500)

Tons/Burn Day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 14

Heat Sinks: 2,592 (5,184)

Structural Integrity: 45

Battle Value: 100,282

Armor:

Fore: 39

Fore-Sides: 36

Aft-Sides: 33

Aft: 33

Cargo

Bay 1: Fighters (6) 2 Doors

Bay 2: Cargo (34,896 tons) 8 Doors

Bay 3: Cargo (27,877 tons) 5 Doors

DropShip Capacity: 4

Grav Decks: 2 (110-meter diameter)

Escape Pods: 30

Life Boats: 30

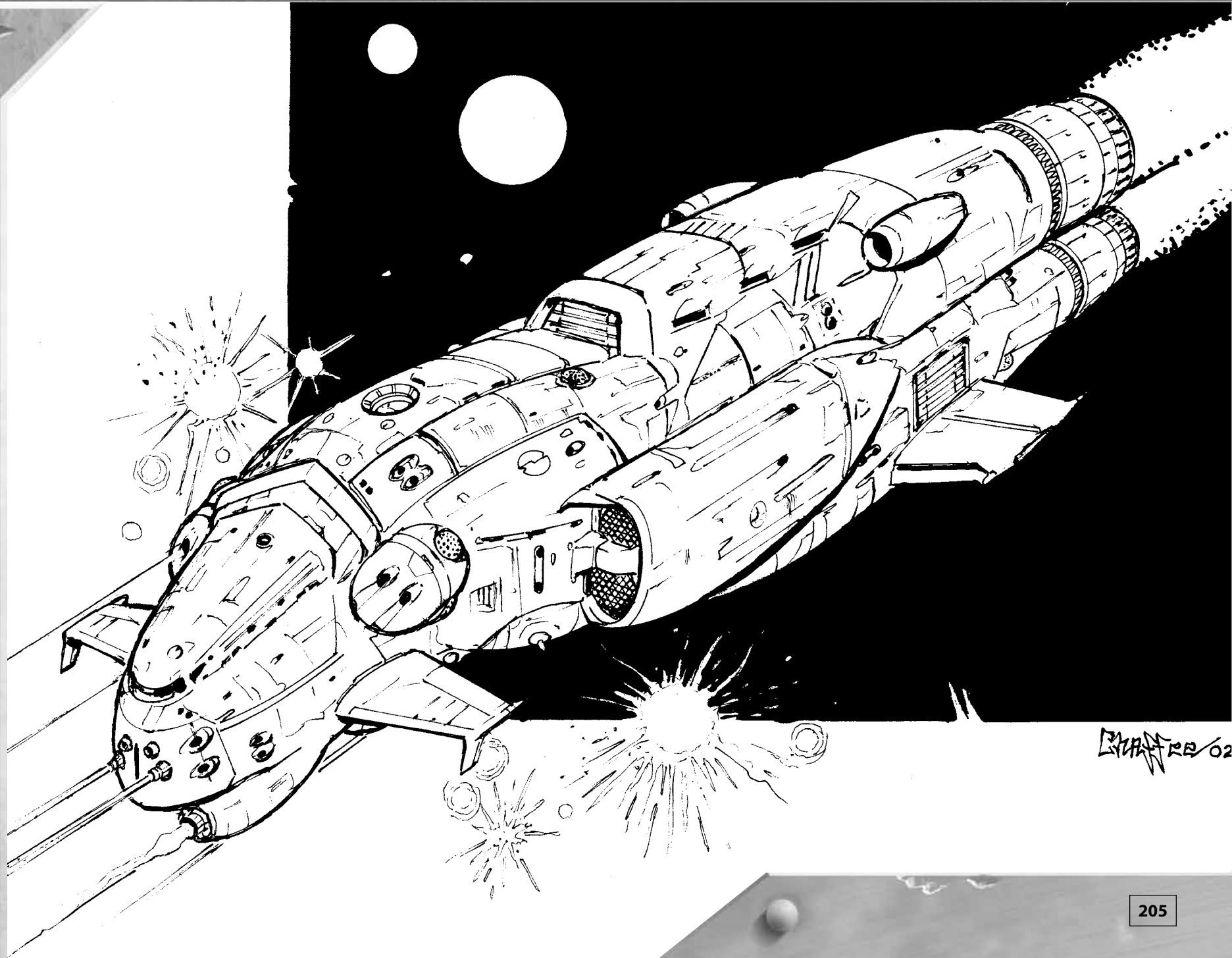
Crew: 90 officers, 385 enlisted/non-rated, 55 gunners, 10 HPG techs, 12 bay personnel

Notes: Equipped with 450 tons of Standard Armor, Lithium Fusion Battery and Mobile HPG (50 tons).

Weapons: Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (370 Heat)						
2 ER Large Lasers		2 (16)	2 (16)	2 (16)	—	Laser
4 AMS (300 rounds)		1 (12)†	—	—	—	AMS
4 Large Pulse Lasers, 4 Medium Pulse Lasers		6 (60)	4(36)	—	—	Pulse Laser
4 Small Pulse Lasers		1 (12)	—	—	—	Point Defense
2 NL45		9	9	9	9	Capital Laser
2 NAC/20 (25 rounds)		40	40	40	—	Capital AC
1 Heavy N-Gauss (75 rounds)		30	30	30	30	Capital Gauss
FL/FR (322 Heat)						
2 ER Large Lasers		2 (16)	2 (16)	2 (16)	—	Laser
4 AMS (300 rounds)		1 (12)†	—	—	—	AMS
4 Large Pulse Lasers, 4 Medium Pulse Lasers		6 (60)	4(36)	—	—	Pulse Laser
4 Small Pulse Lasers		1 (12)	—	—	—	Point Defense
2 NL45		11	11	11	11	Capital Laser
1 NAC/20 (13 rounds)		20	20	20	—	Capital AC
LBS/RBS (712 Heat)						
2 ER Large Lasers		2 (16)	2 (16)	2 (16)	—	Laser
4 AMS (300 rounds)		1 (12)†	—	—	—	AMS
4 Large Pulse Lasers, 4 Medium Pulse Lasers		6 (60)	4(36)	—	—	Pulse Laser
4 Small Pulse Lasers		1 (12)	—	—	—	Point Defense
2 NL45		9	9	9	9	Capital Laser
2 NAC/35 (20 rounds)		70	70	—	—	Capital AC
2 NAC/35 (20 rounds)		70	70	—	—	Capital AC
AL/AR (256 Heat)						
2 ER Large Lasers		2 (16)	2 (16)	2 (16)	—	Laser
4 AMS (300 rounds)		1 (12)†	—	—	—	AMS
4 Large Pulse Lasers, 4 Medium Pulse Lasers		6 (60)	4(36)	—	—	Pulse Laser
4 Small Pulse Lasers		1 (12)	—	—	—	Point Defense
2 NL35		7	7	7	—	Capital Laser
1 NAC/20 (12 rounds)		20	20	20	—	Capital AC
Aft (212 Heat)						
2 ER Large Lasers		2 (16)	2 (16)	2 (16)	—	Laser
4 AMS (300 rounds)		1 (12)†	—	—	—	AMS
4 Large Pulse Lasers, 4 Medium Pulse Lasers		6 (60)	4(36)	—	—	Pulse Laser
4 Small Pulse Lasers		1 (12)	—	—	—	Point Defense
2 NAC/20 (25 rounds)		40	40	40	—	Capital AC

† Only against missiles.

EAGLE (FRIGATE)



RE/02

AVALON (CRUISER)

Design on the *Avalon* began at the height of the Clan invasion. Saddled with the costs of rebuilding, however, the AFFC delayed construction for a number of years. In the interim, the Federated Commonwealth invested heavily in upgrading the naval production yards at Galax, Kathil and New Syrtis.

The *Avalon* underwent a number of design modifications during its years of dormancy. As advances in naval technology were debuted, design teams continuously updated the vessel's specifications. Perhaps the most significant was its evolution into a missile cruiser on orders from the AFFC Admiralty.

Designed to be at the heart of a naval task force, the *Avalon* is well armed and armored. It carries more than five times the fuel capacity of most other WarShips in service, giving it the capability to keep that entire task force operating for exceedingly lengthy periods of time. As AFFC naval doctrine requires each of the *Avalons* to be "escorted" by a dozen or more Assault DropShips, the cruiser itself mounts only the most basic of point-defense weaponry, instead concentrating on its anti-ship capabilities.

Unfortunately, the FedCom Civil War was unkind to the jewel of the AFFC Admiralty, with only two vessels known to have survived. A third is thought to have survived, but its current whereabouts are unknown.

AVALON (CRUISER)

Tech: Star League

Introduced: 3061

Mass: 770,000 tons

Length: 812 meters

Sail Diameter: 1375 meters

Fuel: 10,000 tons (25,000)

Tons/Burn Day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 16

Heat Sinks: 937 (1,874)

Structural Integrity: 120

Battle Value: 156,931

Armor

Fore: 344

Fore-Sides: 310

Aft Sides: 302

Aft: 275

Cargo

Bay 1: Small Craft (6) 2 Doors

Bay 2: Small Craft (6) 2 Doors

Bay 3: Cargo (13,860.5 tons) 4 Doors

DropShip Capacity: 6

Grav Deck: 2 (one 145 meter diameter and one 210 meter diameter)

Escape Pods: 35

Life Boats: 15

Crew: 42 officers, 157 enlisted/non-rated, 49 gunners, 60 bay personnel, 20 first class passengers, 64 BA Marines

Notes: Equipped with 1,771 tons of Lamellor Ferro-Carbide Armor and Lithium Fusion Battery

Weapons:

Arc (Heat) Type

Nose (388 Heat)

	Short	Medium	Long	Extreme	Class
2 NL45	9	9	9	—	Capital Laser
2 NAC/20 (100 rounds)	40	40	40	—	Capital AC
2 AR10 (30 KW, 30 B)	*	*	*	*	AR10
1 Screen Launcher 10 (10 rounds)	—	—	—	—	Screen
4 Large Lasers	3 (32)	3 (32)	—	—	Laser
2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse Laser
3 AMS (180 Ammo)	1 (9)†	—	—	—	AMS
3 LRM 15+Artemis (152 rounds)	4 (36)	4 (36)	4 (36)	—	LRM

FL/FR (451 Heat)

2 NL45	9	9	9	—	Capital Laser
1 NAC/40 (50 rounds)	40	40	—	—	Capital AC
1 Medium N-Gauss (36 rounds)	25	25	25	25	Capital Gauss
4 AR10 (40 KW, 40 B)	*	*	*	*	AR10
2 Large Lasers	2 (16)	2 (16)	—	—	Laser
2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse Laser
2 AMS (120 rounds)	1 (6)†	—	—	—	AMS
3 LRM 15+Artemis (152 rounds)	4 (36)	4 (36)	4 (36)	—	LRM

LBS/RBS (136 Heat)

1 NAC/20 (50 rounds)	20	20	20	—	Capital AC
2 Medium N-Gauss (78 rounds)	50	50	50	50	Capital Gauss
1 Screen Launcher 10 (10 rounds)	—	—	—	—	Screen
2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse Laser
4 AMS (240 rounds)	1 (12)†	—	—	—	AMS
2 LB 10-X AC (250 rounds)	2 (24)	2 (24)	—	—	LB-X AC
4 LRM 15+Artemis (144 rounds)	5 (48)	5 (48)	5 (48)	—	LRM

AL/AR (175 Heat)

1 NAC/20 (50 rounds)	20	20	20	—	Capital AC
1 Medium N-Gauss (36 rounds)	25	25	25	25	Capital Gauss
2 AR10 (20 KW, 20 B)	*	*	*	*	AR10
2 Large Lasers	2 (16)	2 (16)	—	—	Laser
2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse Laser
1 AMS (60 rounds)	(3)†	—	—	—	AMS
3 LRM 15+Artemis (144 rounds)	4 (36)	4 (36)	4 (36)	—	LRM

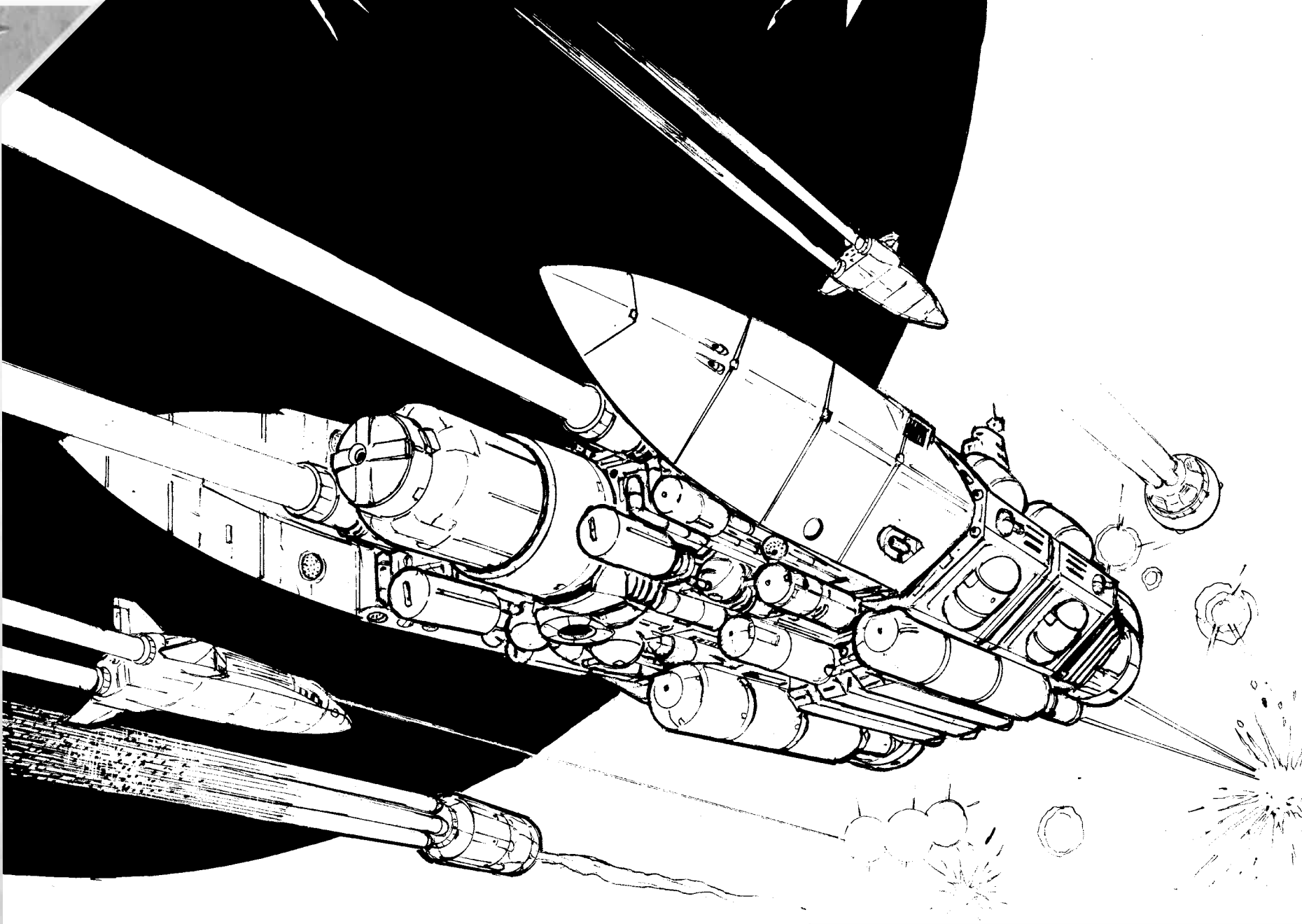
Aft (348 Heat)

2 NL 55	11	11	11	11	Capital Laser
1 NAC/40 (50 rounds)	40	40	—	—	Capital AC
2 Large Lasers	2 (16)	2 (16)	—	—	Laser
1 (12)	—	—	—	—	Pulse Laser
4 AMS (180 rounds)	1 (12)†	—	—	—	AMS
3 LRM 15+Artemis (136 rounds)	4 (36)	4 (36)	4 (36)	—	LRM

* By Missile Type (Heat factored as Killer Whale)

† Only against missiles.

AVALON (CRUISER)



AGAMEMNON (HEAVY CRUISER)

Named for the legendary Mycenaean king, the *Agamemnon*-class heavy cruiser continues a long tradition of naval vessels bearing the name. (The first *Agamemnon*, built in 1781, was the first command of Horatio Nelson, one of the most famous naval commanders of the pre-stellar age.)

The FWLM's first *Agamemnon* class cruiser, the *Menelaus*, was commissioned in late 3058. Massing 815,000 tons, the *Agamemnon* falls between the Star League's *Black Lion*- and Clan's *Sovetskii Soyuz*-class WarShips. Though a near match for the *Black Lion* in firepower, the *Agamemnon* lacks the armor protection of the smaller vessel. Instead, the *Agamemnon* relies on speed and maneuverability to avoid taking damage. Furthermore, the *Agamemnon* carries formidable anti-fighter defenses as well as its own aerospace wing, which makes aerospace attacks against an *Agamemnon* difficult and dangerous.

The second *Agamemnon* cruiser, the *Aineas*, entered service several months behind schedule in 3060, with the third of the class—the *Hippolyta*—deployed in 3063. A fourth vessel, the FWLS *Troy*, was originally due to enter service in early 3069. Thanks to the assistance of Word of Blake crews, however, it is expected to begin shakedown trials in the next few months.

AGAMEMNON (HEAVY CRUISER)

Tech: Star League

Introduced: 3058

Mass: 820,000 tons

Length: 720 meters

Sail Diameter: 615 meters

Fuel: 2,000 tons (5,000)

Tons/Burn Day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 5

KF Drive Integrity: 17

Heat Sinks: 2,170 (4,340)

Structural Integrity: 45

Battle Value: 162,043

Armor

Fore: 57

Fore-Sides: 55

Aft-Sides: 52

Aft: 53

Cargo

Bay 1: Fighters (12) 4 Doors

Bay 2: Fighters (6) 2 Doors

Bay 3: Cargo (70,770 tons) 6 Doors

DropShip Capacity: 4

Grav Decks: 2 (130-meter diameter)

Escape Pods: 50

Life Boats: 0

Crew: 60 officers, 225 enlisted/non-rated, 65 gunners, 10 HPG techs, 36 bay personnel

Notes: Equipped with 735 tons of Standard Armor, Lithium Fusion Battery and Mobile HPG (50 tons).

Weapons:

Arc (Heat) Type

Nose (727 Heat)

2 ER Large Laser
1 LRM 20+Artemis (24 rounds)
4 Small Pulse Lasers
4 AMS (144 rounds)
4 ER PPC
4 SRM6+Artemis (45 rounds)
2 NL55, 2 NL35
2 NAC/30 (20 rounds)
NAC/40 (25 rounds)

FL/FR (488 Heat)

2 ER Large Laser
1 LRM 20+Artemis (24 rounds)
4 Small Pulse Lasers
4 AMS (144 rounds)
4 ER PPC
4 SRM 6+Artemis (45 rounds)
2 NL55
2 NAC/30 (20 rounds)

LBS/RBS (641 Heat)

2 ER Large Laser
1 LRM 20+Artemis (24 rounds)
4 Small Pulse Lasers
4 AMS (1440 rounds)
4 ER PPC
4 SRM 6+Artemis (45 rounds)
2 NL55
2 NAC/30 (20 rounds)
NAC/40 (25 rounds)
Heavy N-Gauss (50 rounds)

AL/AR (468 Heat)

2 ER Large Laser
1 LRM 20+Artemis (24 rounds)
4 Small Pulse Lasers
4 AMS (144 rounds)
4 ER PPC
4 SRM 6+Artemis (45 rounds)
2 NL55
3 NAC/20 (50 rounds)

Aft (623 Heat)

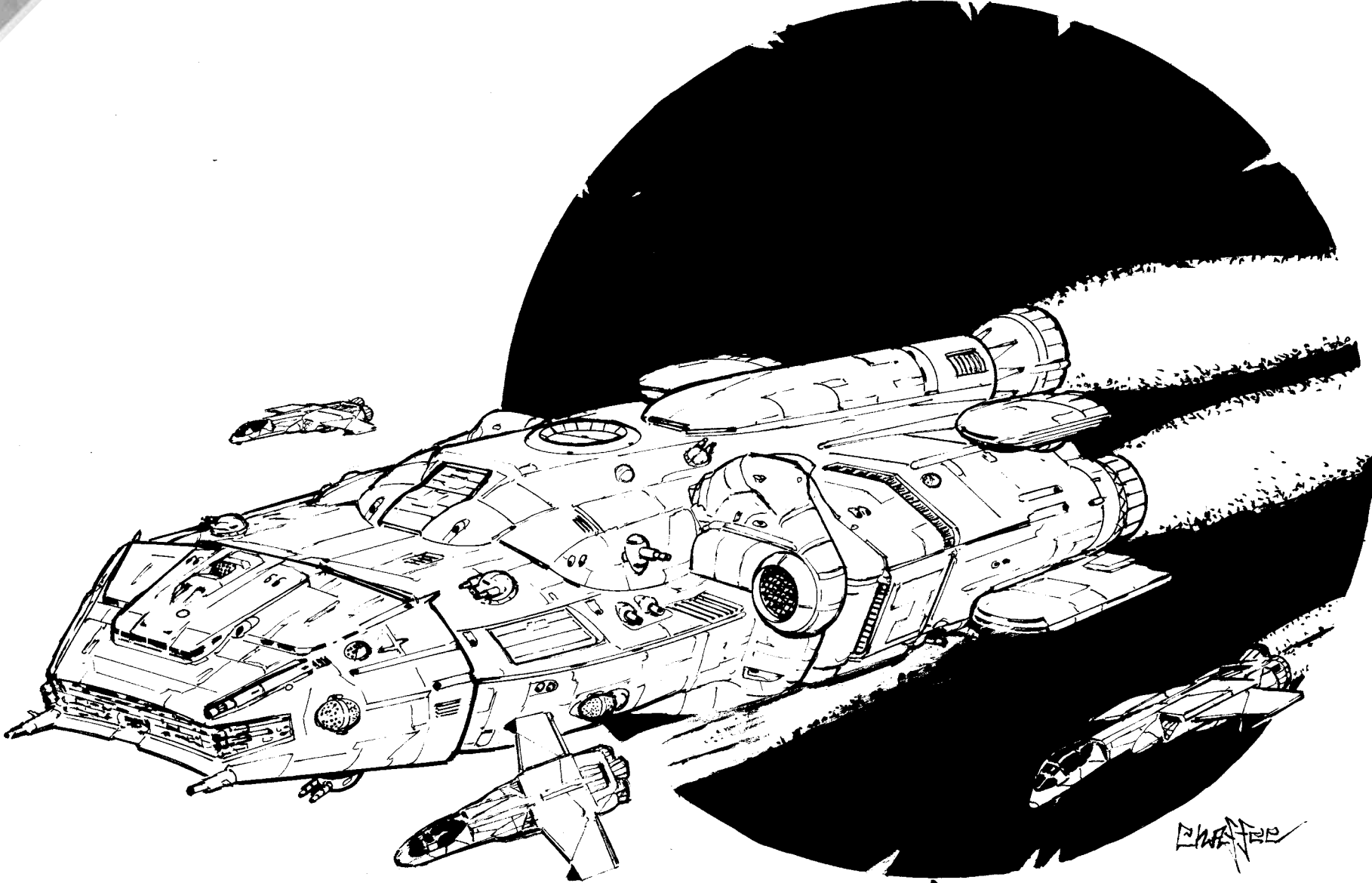
2 ER Large Laser
1 LRM 20+Artemis (24 rounds)
4 Small Pulse Lasers
4 AMS (144 rounds)
4 ER PPC
4 SRM 6+Artemis (45 rounds)
2 NL55
2 NAC/30 (20 rounds)
NAC/40 (25 rounds)

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
4 Small Pulse Lasers	1 (12)	—	—	—	Point Defense
4 AMS (144 rounds)	1 (12)†	—	—	—	AMS
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 SRM6+Artemis (45 rounds)	3 (32)	—	—	—	SRM
2 NL55, 2 NL35	18	18	18	11	Capital Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
NAC/40 (25 rounds)	40	40	—	—	Capital AC
FL/FR (488 Heat)					
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
4 Small Pulse Lasers	1 (12)	—	—	—	Point Defense
4 AMS (144 rounds)	1 (12)†	—	—	—	AMS
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 SRM 6+Artemis (45 rounds)	3 (32)	—	—	—	SRM
2 NL55	11	11	11	11	Capital Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
LBS/RBS (641 Heat)					
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
4 Small Pulse Lasers	1 (12)	—	—	—	Point Defense
4 AMS (1440 rounds)	1 (12)†	—	—	—	AMS
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 SRM 6+Artemis (45 rounds)	3 (32)	—	—	—	SRM
2 NL55	11	11	11	11	Capital Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
NAC/40 (25 rounds)	40	40	—	—	Capital AC
Heavy N-Gauss (50 rounds)	30	30	30	30	Capital Gauss
AL/AR (468 Heat)					
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
4 Small Pulse Lasers	1 (12)	—	—	—	Point Defense
4 AMS (144 rounds)	1 (12)†	—	—	—	AMS
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 SRM 6+Artemis (45 rounds)	3 (32)	—	—	—	SRM
2 NL55	11	11	11	11	Capital Laser
3 NAC/20 (50 rounds)	60	60	60	—	Capital AC
Aft (623 Heat)					
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
4 Small Pulse Lasers	1 (12)	—	—	—	Point Defense
4 AMS (144 rounds)	1 (12)†	—	—	—	AMS
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 SRM 6+Artemis (45 rounds)	3 (32)	—	—	—	SRM
2 NL55	11	11	11	11	Capital Laser
2 NAC/30 (20 rounds)	60	60	60	—	Capital AC
NAC/40 (25 rounds)	40	40	—	—	Capital AC

† Only against missiles.

AGAMEMNON (HEAVY CRUISER)



Thera (Carrier)

Slow but well armed and armored, the *Thera* class super-carriers are the most powerful WarShips in the FWL fleet. The first model of that class entered service in 3060. Four vessels of the class are currently operational—the FWLS *Santorini*, *Sardis*, *Corinth* and *Delphi*—while another two, the *Delos* and *Thessaly*, are scheduled to enter service in 3068 and 3070 respectively.

Each *Thera* super-carrier can carry four full aerospace regiments (fifty-four fighters each) and eight small craft—a cargo capacity unprecedented in either the Star League or Clan navies. The accommodations for the vessel's 2,100-member crew (including fighter pilots, technical support crews and one hundred marines) are said to be luxurious. Reportedly, the *Thera* features personal staterooms for every officer and double-occupancy cabins for the rest of the crew. The massive WarShip has enough docking points to accommodate up to four DropShips, and the FWLM has assigned each *Thera* its own escort of attack DropShips, a mix of *Hamilcar*, *Achilles* and *Merlin*-class vessels.

To date, only one *Thera*—the *Sardis*—has seen action, deployed to Arcadia by the “rogue” Marshal of Tamarind, Jeremy Brett. This cross-border incursion was to rescue the survivors of Kristen's Krushers—Thomas Marik refused to sanction any intervention in the Lyran war in support of his sister. The *Thera*'s aerospace complement allowed the FWLM forces to achieve local aerospace superiority and overwhelm the Lyran opposition with minimal losses.

Thera (Carrier)

Tech: Star League

Introduced: 3060

Mass: 960,000 tons

Length: 1,130 meters

Sail Diameter: 1,020 meters

Fuel: 1,400 tons (3,500)

Tons/Burn Day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 5

KF Drive Integrity: 19

Heat Sinks: 5,633 (11,266)

Structural Integrity: 90

Battle Value: 199,867

Armor

Fore: 300

Fore-Sides: 297

Aft-Sides: 284

Aft: 292

Cargo

Bay 1: Fighter Cubicle (108) 4 Doors

Small Craft (4)

Bay 2: Fighter Cubicle (6) 4 Doors

Small Craft (4)

Bay 3: Cargo (53,406.5 tons) 10 Doors

DropShip Capacity: 4

Grav Deck: 3 (two 130- and one 110-meter diameter)

Escape Pods: 70

Life Boats: 70

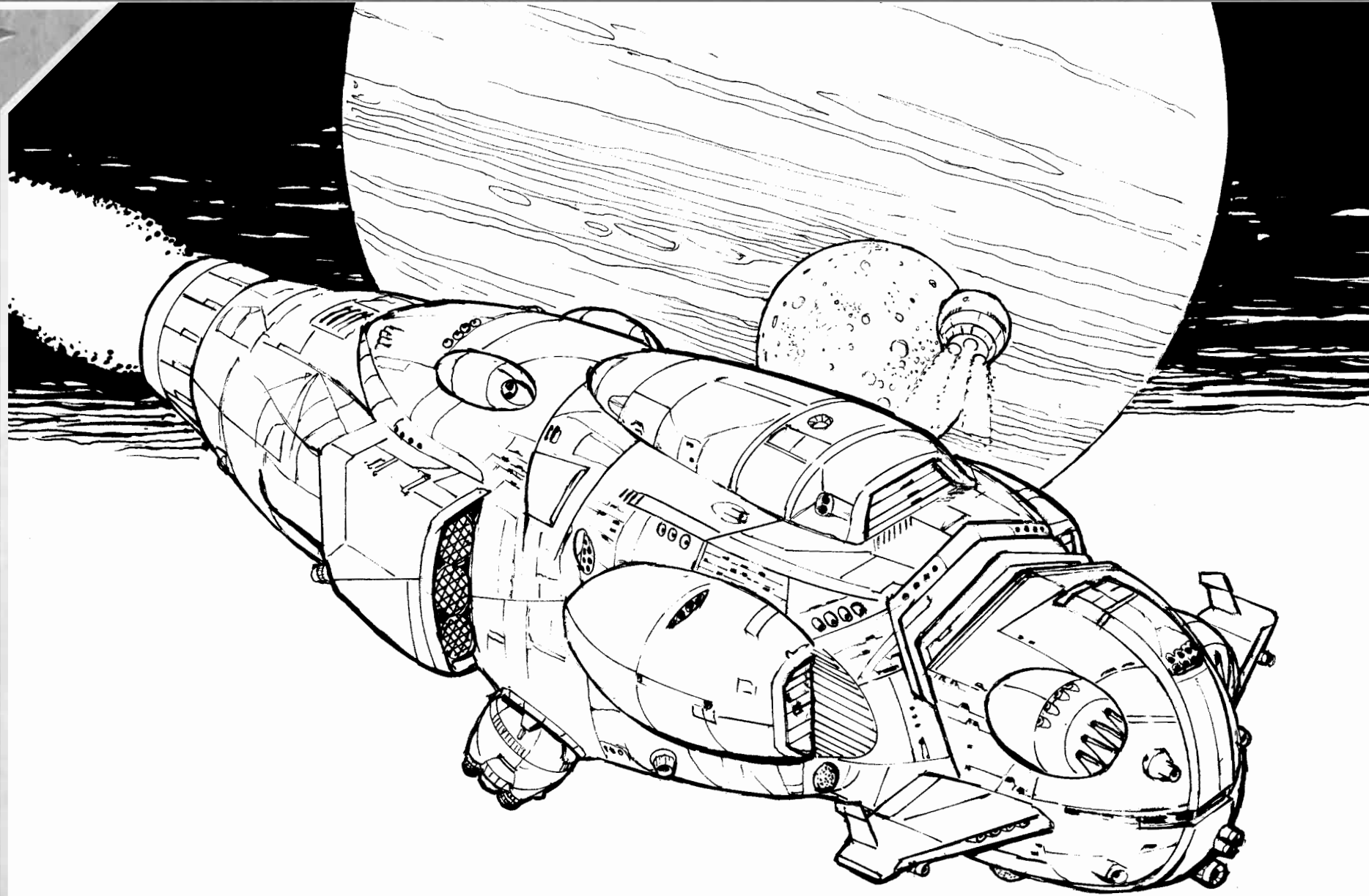
Crew: 240 officers, 1090 enlisted/non-rated, 100 gunners, 10 HPG techs, 472 bay personnel, 224 First Class Passengers, 224 Second Class Passengers, 100 BA Marines

Notes: Equipped with 1700 tons of Lamellor Ferro-Carbide Armor, Lithium Fusion Battery and Mobile HPG (50 tons).

Weapons: Arc (Heat) Nose (589 Heat)	Type	Capital Attack Values (Standard)					Class
		Short	Medium	Long	Extreme		
Nose (589 Heat)	8 ER Large Lasers	6 (64)	6 (64)	6 (64)	—	Laser	
	2 LRM 20+Artemis (96 rounds)	3 (32)	3 (32)	3 (32)	—	LRM	
	8 Small Pulse Lasers	2 (24)	—	—	—	Point Defense	
	4 AMS (300 rounds)	1 (12)†	—	—	—	AMS	
	8 Large Pulse Lasers, 8 Medium Pulse Lasers	12 (120)	7 (72)	—	—	Pulse Laser	
	2 SRM 6+Artemis (240 rounds)	2 (20)	—	—	—	SRM	
	2 LB 10-X (120 rounds)	1 (6)	1 (6)	—	—	LB-X AC	
	1 NL35, 1 NL55	9	9	9	6	Capital Laser	
	2 NAC/30 (25 rounds)	60	60	60	—	Capital AC	
	2 NAC/30 (25 rounds)	60	60	60	—	Capital AC	
FL/FR (569 Heat)	8 ER Large Lasers	6 (64)	6 (64)	6 (64)	—	Laser	
	2 LRM 20+Artemis (96 rounds)	3 (32)	3 (32)	3 (32)	—	LRM	
	8 Small Pulse Lasers	2 (24)	—	—	—	Point Defense	
	4 AMS (300 rounds)	1 (12)†	—	—	—	AMS	
	8 Large Pulse Lasers, 8 Medium Pulse Lasers	12 (120)	7 (72)	—	—	Pulse Laser	
	2 SRM 6+Artemis (240 rounds)	2 (20)	—	—	—	SRM	
	2 LB 10-X (120 rounds)	1 (6)	1 (6)	—	—	LB-X AC	
	1 NL35, 1 NL55	9	9	9	6	Capital Laser	
	2 NAC/25 (20 rounds)	50	50	50	—	Capital AC	
	1 Barracuda (10 missiles)	2	2	2	2	Capital Missile	
LBS/RBS (895 Heat)	8 ER Large Lasers	6 (64)	6 (64)	6 (64)	—	Laser	
	2 LRM 20+Artemis (96 rounds)	3 (32)	3 (32)	3 (32)	—	LRM	
	8 Small Pulse Lasers	2 (24)	—	—	—	Point Defense	
	4 AMS (300 rounds)	1 (12)†	—	—	—	AMS	
	8 Large Pulse Lasers, 8 Medium Pulse Lasers	12 (120)	7 (72)	—	—	Pulse Laser	
	2 SRM 6+Artemis (240 rounds)	2 (20)	—	—	—	SRM	
	2 LB 10-X (120 rounds)	1 (6)	1 (6)	—	—	LB-X AC	
	1 NL35, 1 NL55	9	9	9	6	Capital Laser	
	2 NAC/30 (25 rounds)	60	60	60	—	Capital AC	
	1 NAC/40 (25 rounds)	40	40	—	—	Capital AC	
1 NAC/40 (25 rounds)	40	40	—	—	Capital AC		
2 Heavy N-Gauss (50 rounds)	60	60	60	60	Capital Gauss		
AL/AR (569 Heat)	8 ER Large Lasers	6 (64)	6 (64)	6 (64)	—	Laser	
	2 LRM 20+Artemis (96 rounds)	3 (32)	3 (32)	3 (32)	—	LRM	
	8 Small Pulse Lasers	2 (24)	—	—	—	Point Defense	
	4 AMS (300 rounds)	1 (12)†	—	—	—	AMS	
	8 Large Pulse Lasers, 8 Medium Pulse Lasers	12 (120)	7 (72)	—	—	Pulse Laser	
	2 SRM 6+Artemis (240 rounds)	2 (20)	—	—	—	SRM	
	2 LB 10-X (120 rounds)	1 (6)	1 (6)	—	—	LB-X AC	
	1 NL35, 1 NL55	9	9	9	6	Capital Laser	
	2 NAC/25 (20 rounds)	50	50	50	—	Capital AC	
	1 Barracuda (10 missiles)	2	2	2	2	Capital Missile	
Aft (589 Heat)	1 NL55, 1 NL35	9	9	9	6	Capital Laser	
	2 NAC/30 (25 rounds)	60	60	60	—	Capital AC	
	8 ER Large Lasers	6 (64)	6 (64)	6 (64)	—	Laser	
	2 LRM 20+Artemis (96 rounds)	3 (32)	3 (32)	3 (32)	—	LRM	
	2 LB 10-X (120 rounds)	1 (12)	1 (12)	—	—	LB-X AC	
	8 Large Pulse Lasers, 8 Medium Pulse Lasers	12 (120)	7 (72)	—	—	Pulse Laser	
	2 SRM 6+Artemis (240 rounds)	2 (20)	—	—	—	SRM	
	2 Small Pulse Lasers	2 (24)	—	—	—	Point Defense	
	4 AMS (300 rounds)	†	—	—	—	AMS	

† Only against missiles.

THERA (CARRIER)



FENG HUANG (CRUISER)

In an effort to stay on par with the emerging fleets of other Great Houses, the Capellan Confederation had no choice but to join its resources with the Free Worlds League in developing a WarShip fleet. The *Impavido*-class destroyer was the result of such efforts. Chancellor Sun-Tzu Liao was well-aware, however, that the détente between his House and House Marik could not last. The rapidly growing League fleet had him worried. Even while the *Impavido* was being developed, Sun-Tzu ordered the secret development and construction of a much larger vessel, the production of which was heavily assisted by Word of Blake resources.

Armed with the technical expertise of the Word of Blake, the Confederation attempted to build a cruiser that would hold its own against the massive *Thera*. Unlike most WarShips, however, which mount a bristling array of weaponry at the cost of armor, the Chancellor was adamant that it carry as much protection as possible given the quantity of precious resources that the Confederation was pouring into the design.

The first *Feng Huang* (which translates as Phoenix, to coincide with Sun-Tzu's Xin Sheng) class of cruiser—the *Elias Jung*—was originally deployed in 3058. It was plagued with problems, however, and after an overhaul re-entered service in 3062. At the current time, there are four *Feng Huang* cruisers in service: *Elias Jung*, *Franco Martell*, *Aleisha Kris* and *Sundermann Rhys*. The *Ilsa Hyung*, though it slipped its moorings only thirty days ago, is undergoing extensive repairs after suffering a catastrophic explosion that ripped through its engineering compartments and severely damaged both the transit and the KF drive. While no one has yet taken credit, Capellan officials are calling this a terrorist act and blaming the Free Capella organization.

FENG HUANG (CRUISER)

Tech: Star League
Introduced: 3058
Mass: 970,000 tons
Length: 1,155 meters
Sail Diameter: 1,025 meters
Fuel: 3,000 tons (7,500)
Tons/Burn Day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 5
KF Drive Integrity: 20
Heat Sinks: 2,440 (4,880)
Structural Integrity: 90
Battle Value: 83,137

Armor

Fore: 310
Fore-Sides: 293
Aft-Sides: 285
Aft: 280

Cargo

Bay 1: Small Craft (26) 6 Doors
 Bay 2: Cargo (77,778 tons) 6 Doors
 Bay 3: Cargo (39,210 tons) 6 Doors

DropShip Capacity: 6

Grav Deck: 2 (90-meter diameter)

Escape Pods: 24

Lifeboats: 24

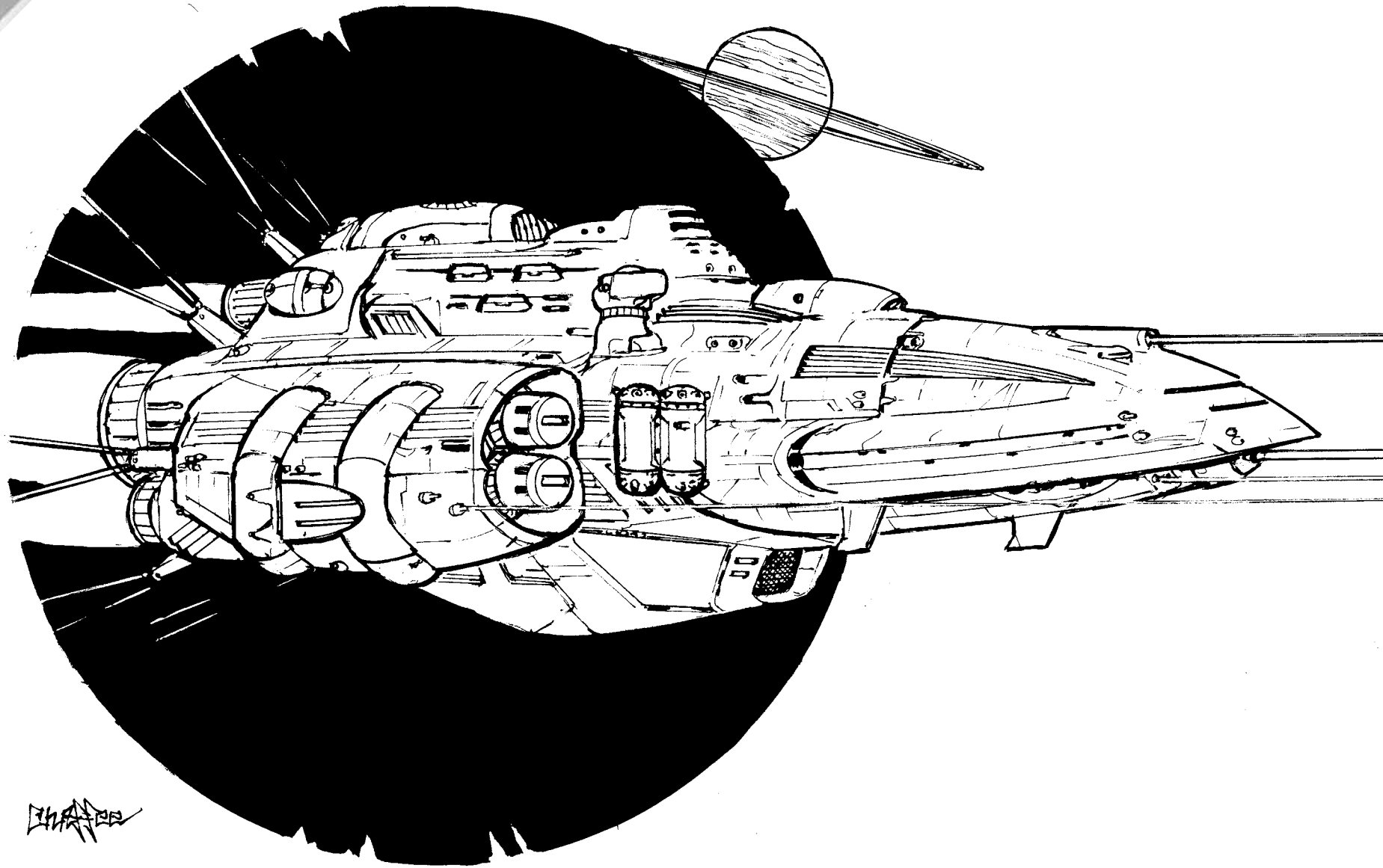
Crew: 57 officers, 182 enlisted/non-rated, 52 gunners, 130 bay personnel, 117 first class passengers, 636 second class passengers, 96 BA Marines

Notes: Equipped with 1,692 tons of Lamellor Ferro-Carbide Armor and Lithium Fusion Battery.

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Type
		Short	Medium	Long	Extreme	
Nose (252 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	4 Large Pulse Lasers	4 (36)	4 (36)	—	—	Pulse Laser
	4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
	2 NL35	7	7	7	—	Capital Laser
FL/FR (521 Heat)						
	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
	2 Large Pulse Lasers	2 (18)	2 (18)	—	—	Pulse Laser
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
	1 NL35, 1 NL45, 1 NL55	14	14	14	10	Capital Laser
	Light NPPC, Medium NPPC	16	16	16	9	Capital PPC
LBS/RBS (1,146 Heat)						
	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
	2 Large Pulse Lasers	2 (18)	2 (18)	—	—	Pulse Laser
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
	1 NL35, 2 NL45, 1 NL55	18	18	18	15	Capital Laser
	2 Light NPPC, 1 Medium NPPC, 2 Heavy NPPC	53	53	53	39	Capital PPC
AL/AR (521 Heat)						
	2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
	2 Large Pulse Lasers	2 (18)	2 (18)	—	—	Pulse Laser
	2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
	1 NL35, 1 NL45, 1 NL55	14	14	14	10	Capital Laser
	Light NPPC, Medium NPPC	16	16	16	9	Capital PPC
Aft (252 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	4 Large Pulse Lasers	4 (36)	4 (36)	—	—	Pulse Laser
	4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
	2 NL35	7	7	7	—	Capital Laser

FENG HUANG (CRUISER)



MJOLNIR (BATTLECRUISER)

Originally intended as a light cruiser, the design schematics for the *Mjolnir* were revised after the Lyran Secession to provide a credible opponent to the *Avalon*-class vessels under construction in the Federated Suns. The modifications also served a psychological role, demonstrating that the Alliance naval program could stand on its own by producing a tough, powerful design.

As with most new Inner Sphere WarShip designs, parts for the massive interplanetary drive were a problem, especially after the seizure of Terra by the Word of Blake. Fortunately, the Alliance was able to direct its industrial might to solve the problem, subcontracting manufacturing to companies across the Alliance with final assembly at the SLDF-era Port Sydney Naval yards at Alarion. The process was both expensive and a logistical nightmare, but it allowed the LAAF to bootstrap its WarShip program.

As with much in the Lyran military, the *Mjolnir*, named for Thor's hammer in Teutonic mythology, relies on mass and firepower—though the ship possesses surprising maneuverability. It can accelerate at 3 Gs, which is comparable with designs half its mass. Batteries of the heaviest naval autocannons and Gauss cannons form the principle offensive armament, backed by a formidable array of conventional weapons for anti-fighter defense.

Problems with the sensor suite and the sail-reefing assembly limited the role of the one operational *Mjolnir*, the LAS *Yggdrasil*, in the civil war. The second vessel—the *Fylgja*—remains uncompleted at Alarion.

MJOLNIR (BATTLECRUISER)

Tech: Star League
Introduced: 3061
Mass: 1,250,000 tons
Length: 960 meters
Sail Diameter: 1,150 meters
Fuel: 2,200 tons (5,500)
Tons/Burn Day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 6
KF Drive integrity: 25
Heat Sinks: 1,319 (2,638)
Structural Integrity: 140
Battle Value: 271,638

Armor

Fore: 504
Fore-Sides: 479
Aft-Sides: 474
Aft: 474

Cargo

Bay 1: Fighter Cubicle (18) 4 Doors
 Bay 2: Fighter Cubicle (18) 4 Doors
 Bay 3: Cargo (14,714 tons) 2 Doors

DropShip Capacity: 4

Grav Deck: 1 (135-meter diameter)

Escape Pods: 35

Life Boats: 10

Crew: 65 officers, 230 enlisted/non-rated, 66 gunners, 72 bay personnel, 40 BA Marines

Notes: Equipped with 3,500 tons of Ferro-Carbide Armor.

Weapons:

Arc (Heat) Type

Nose (1,084 Heat)

	Short	Medium	Long	Extreme	Class
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 SRM 6+Artemis (30 rounds)	2 (16)	—	—	—	SRM
2 NAC/30 (50 rounds)	60	60	60	—	Capital AC
1 NAC/40 (12 rounds)	40	40	—	—	Capital AC
1 NAC/40 (12 rounds)	40	40	—	—	Capital AC
2 Heavy NPPC	30	30	30	30	Capital PPC
2 Heavy N-Gauss (50 rounds)	60	60	60	60	Capital Gauss
2 AR10 (9 BR, 9 WS, 9 KW)	*	*	*	*	AR10

FL/FR (638 Heat)

4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 SRM 6+Artemis (30 rounds)	2 (16)	—	—	—	SRM
2 NAC/35 (50 rounds)	70	70	—	—	Capital AC
2 Medium NPPC	18	18	18	18	Capital PPC
2 AR10 (8 BR, 8 WS, 8 KW)	*	*	*	*	AR10

LBS/RBS (1,123 Heat)

4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 SRM 6+Artemis (30 rounds)	2 (16)	—	—	—	SRM
2 NAC/30 (50 rounds)	60	60	60	—	Capital AC
1 NAC/40 (13 rounds)	40	40	—	—	Capital AC
1 NAC/40 (13 rounds)	40	40	—	—	Capital AC
1 NAC/40 (12 rounds)	40	40	—	—	Capital AC
2 Heavy NPPC	30	30	30	30	Capital PPC

AL/AR (638 Heat)

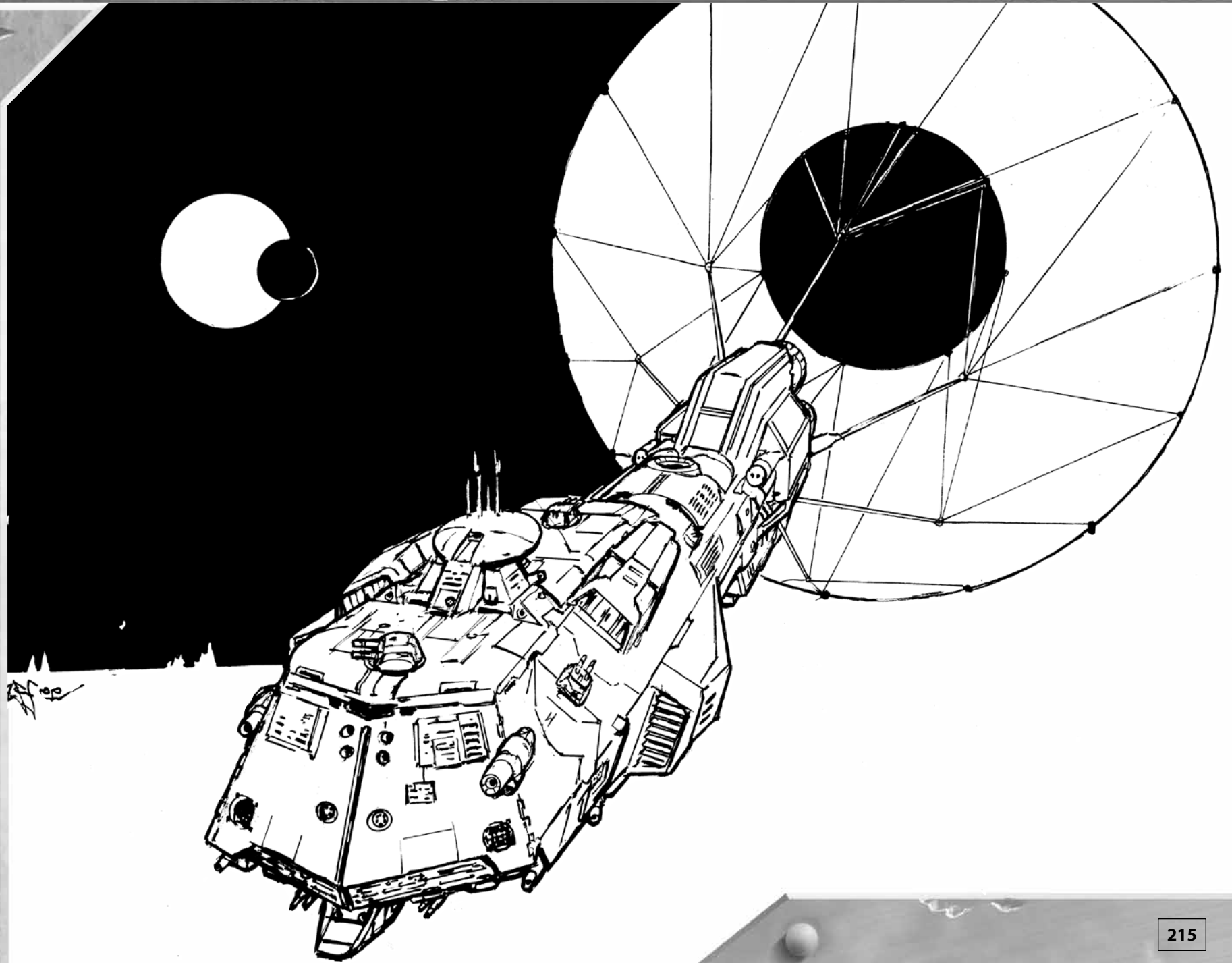
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 SRM 6+Artemis (30 rounds)	2 (16)	—	—	—	SRM
2 NAC/35 (50 rounds)	70	70	—	—	Capital AC
2 Medium NPPC	18	18	18	18	Capital PPC
2 AR10 (8 BR, 8 WS, 8 KW)	*	*	*	*	AR10

Aft (814 Heat)

4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 SRM 6+Artemis (30 rounds)	2 (16)	—	—	—	SRM
2 NAC/30 (50 rounds)	60	60	60	—	Capital AC
2 Heavy NPPC	30	30	30	30	Capital PPC
2 Heavy N-Gauss (50 rounds)	60	60	60	60	Capital Gauss
2 AR10 (9 BR, 9 WS, 9 KW)	*	*	*	*	AR10

* By Missile Type (Heat factored as Killer Whale)

MJOLNIR (BATTLECRUISER)



CLAN WARSHIPS

Among the Clans—with the notable exception of Clan Snow Raven— aerospace assets have always taken a back seat to ground forces. Even among aerospace assets, WarShips have taken an additional seat even further back, with many Clans treating them as ill-wanted *solahma*—Clan Blood Spirit even went to so far as to trade away several vessels to Clan Snow Raven in exchange for ground combat assets.

In fact, of all WarShips currently fielded by the Clans, most have been in service since the days of the Star League, though they have been upgraded with Clan technology. Furthermore, of the five new classes of WarShip fielded since the Clans' inception, only three are truly 'new' designs—the *Fredasa*, *Nightlord* and *Leviathan*—with the other two—the *York* and *Conqueror*—based off of old SLDF class vessels—the *Riga* and *Kimagure* respectively.

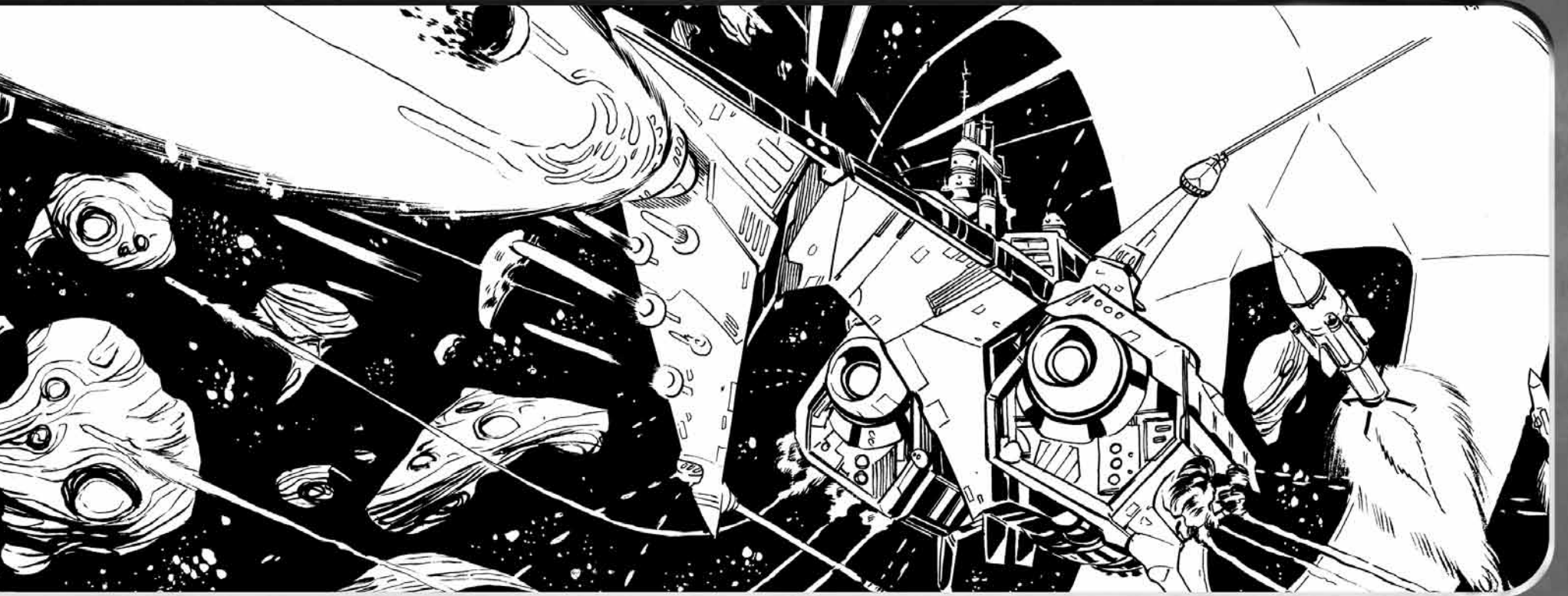
With that in mind, it is not difficult to see why even in the face of the massive navy expansion of the Inner Sphere, no new Clan WarShips have appeared. The most recent vessels to launch—the *Leviathan* and *Conqueror*—were both under construction before Operation Revival occurred.

Additionally, most Clans (even if they had the inclination) do not have the resources or expertise required to produce new vessels. Of all the Clans, only Clan Snow Raven has sufficient technical expertise. Yet even the impressive fleet of twenty-seven vessels fielded by the Free Worlds League pales in comparison to the mighty forty WarShip fleet of the Ravens. Unless the League can significantly increase their fleet—an impossibility, according to ROM, since they have stretched even their impressive economy to the breaking point to field their fleet—the Ravens are unlikely to field another new vessel anytime soon.

Nevertheless, even counting the dozens of WarShips lost in combat—both in the Inner Sphere and among the Clans—over the last half decade, the number of WarShips available is still daunting; especially among the Clans. I pray that the Clans will never consider using their fleets in earnest or that the Inner Sphere fleets will never turn their sights groundward. Having walked the scorched soil of Edo, I've awoken from nightmares at what we are capable of.

Note: as with the Clan DropShip crew entries, I have categorized the Clan warriors assigned to each WarShip as "officers" and all others as "enlisted" crew members.

—Christoffer Hereford
Precentor XX-Omega
ComStar Archives, Tukayyid
22 November 3067



CARRACK (TRANSPORT)

Based on the Star League-era transport ship of the same name, the modern Clan *Carrack* military transport first entered service a little more than 100 years ago. ComStar analysts have been unable to determine how many of the *Carracks* currently in service are upgraded Star League vessels, and how many are new Clan-built ships.

Carracks serve with all the Clans, but the merchant castes of Clans Diamond Shark and Nova Cat seem to possess the largest numbers of these vessels. These two Clans commonly use *Carracks* in their Deep Periphery and Occupation Zone trading operations, particularly in potentially troublesome areas such as the Hanseatic League. Clan Ghost Bear's recent fleet movements also included that Clan's small fleet of *Carracks*, implying the convoy was transporting cargo of considerable value. ComStar intelligence agents have since determined that the Clan was, in fact, in the process of transporting its entire civilian population to the Occupation Zone.

Unlike most Clan re-designed and upgraded jump vessels, the *Carrack* is not equipped with a lithium-fusion battery or advanced armor. The Clan *Carrack* does, however, feature hull-sealant technology. The cargo hold surrounds the vessel's compact K-F drive core and is flanked, in turn, by two small-craft bays. Most frequently, these bays house a pair of aerospace fighters and a pair of shuttlecraft, but the exact composition of the small-craft complement appears to depend on each individual vessel's captain.

CARRACK (TRANSPORT)

Tech: Clan

Introduced: 2950

Mass: 300,000 tons

Length: 830 meters

Sail Diameter: 880 meters

Fuel: 2,000 tons (5,000)

Tons/Burn Day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 3

KF Drive Integrity: 7

Heat Sinks: 747 (1,494)

Structural Integrity: 15

Battle Value: 34,196

Armor

Fore: 10

Fore-Sides: 8

Aft-Sides: 6

Aft: 9

Cargo

Bay 1: Small Craft (2) 2 Doors

Bay 2: Small Craft (2) 2 Doors

Bay 3: Cargo (68,532 tons) 7 Doors

DropShip Capacity: 2

Grav Deck: 1 (98-meter)

Escape Pods: 4

Life Boats: 4

Crew: 25 officers, 80 enlisted/non-rated, 32 gunners, 10 HPG techs, 20 bay personnel

Notes: Equipped with 70 tons of standard armor and Mobile HPG (50 tons).

Weapons:

Arc (Heat) Type

Nose (202 Heat)

2 ER Large Lasers
4 AMS (1,488 rounds)
4 Large Pulse Lasers
2 NL35
NAC/20 (166 rounds)

Capital Attack Values (Standard)

Short Medium Long Extreme Class

	Short	Medium	Long	Extreme	Class
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
4 AMS (1,488 rounds)	2 (20)†	—	—	—	AMS
4 Large Pulse Lasers	4 (40)	4 (40)	4 (40)	—	Pulse Laser
2 NL35	7	7	7	—	Capital Laser
NAC/20 (166 rounds)	20	20	20	—	Capital AC

FL/FR (206 Heat)

2 ER Large Lasers
8 AMS (1,588 rounds)
4 Large Pulse Lasers
2 NL35
NAC/10 (200 rounds)

2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
8 AMS (1,588 rounds)	4 (20)†	—	—	—	AMS
4 Large Pulse Lasers	4 (40)	4 (40)	4 (40)	—	Pulse Laser
2 NL35	7	7	7	—	Capital Laser
NAC/10 (200 rounds)	10	10	10	—	Capital AC

LBS/RBS (232 Heat)

2 ER Large Lasers
4 AMS (1,488 rounds)
4 Large Pulse Lasers
2 NL35
NAC/20 (167 rounds)

2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
4 AMS (1,488 rounds)	2 (20)†	—	—	—	AMS
4 Large Pulse Lasers	4 (40)	4 (40)	4 (40)	—	Pulse Laser
2 NL35	7	7	7	—	Capital Laser
NAC/20 (167 rounds)	20	20	20	—	Capital AC

AL/AR (202 Heat)

2 ER Large Lasers
4 AMS (1,488 rounds)
4 Large Pulse Lasers
2 NL35
NAC/10 (200 rounds)

2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
4 AMS (1,488 rounds)	2 (20)†	—	—	—	AMS
4 Large Pulse Lasers	4 (40)	4 (40)	4 (40)	—	Pulse Laser
2 NL35	7	7	7	—	Capital Laser
NAC/10 (200 rounds)	10	10	10	—	Capital AC

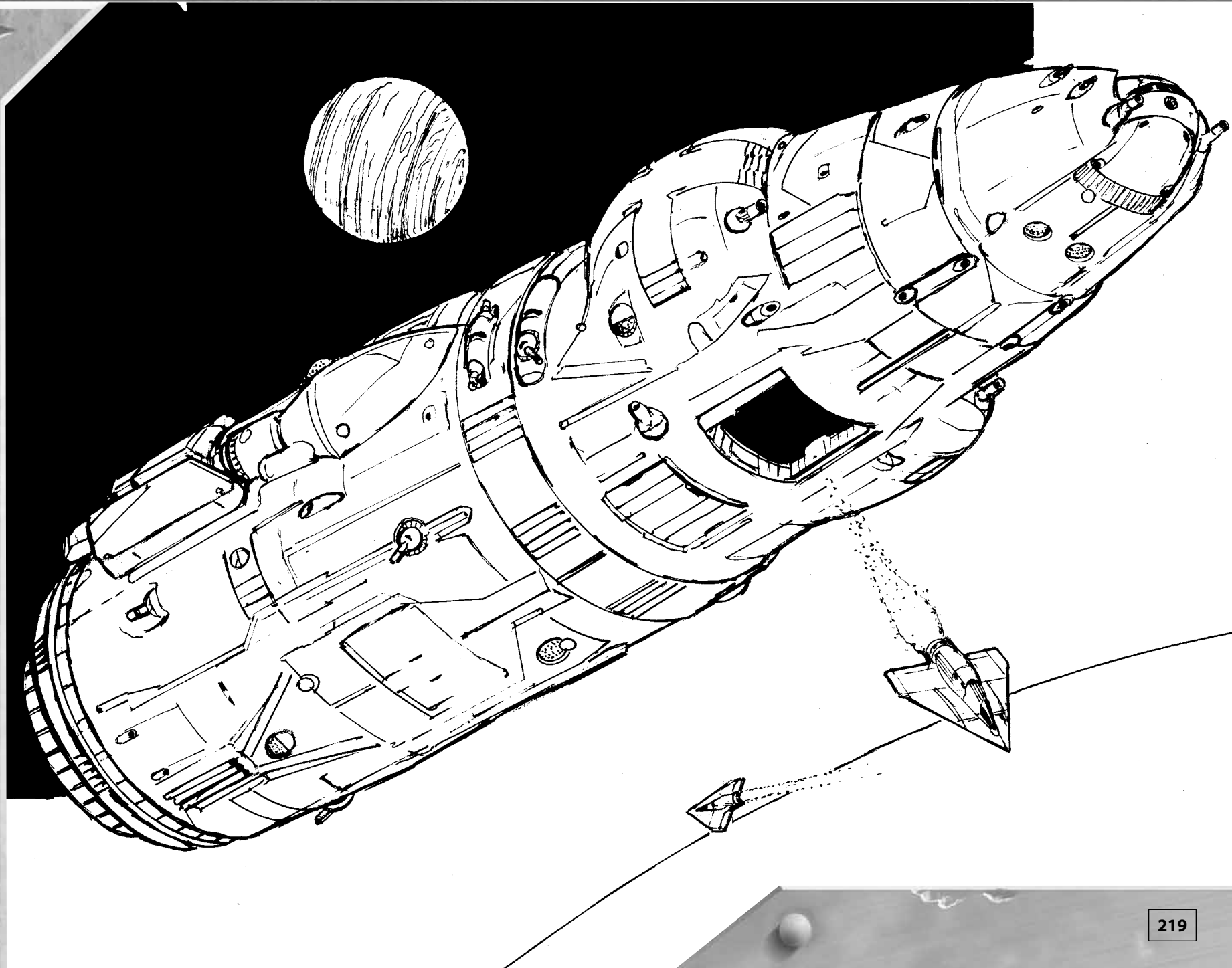
Aft (232 Heat)

2 ER Large Lasers
4 AMS (1,488 rounds)
4 Large Pulse Lasers
2 NL35
NAC/10 (200 rounds)

2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	Laser
4 AMS (1,488 rounds)	2 (20)†	—	—	—	AMS
4 Large Pulse Lasers	4 (40)	4 (40)	4 (40)	—	Pulse Laser
2 NL35	7	7	7	—	Capital Laser
NAC/10 (200 rounds)	10	10	10	—	Capital AC

† Only against missiles.

CARRACK (TRANSPORT)



CONQUEROR (BATTLECRUISER/CARRIER)

Developed along with the Raven-Ghost Bear *Leviathan*, the *Conqueror*-class battlecruisers were intended as carrier-escorts for those massive dreadnoughts. Based on the hulls of the handful of Krester Ship Construction's *Kimagure*-class pursuit cruisers that accompanied the fleet into exile, the *Conqueror* is one of the newest WarShip designs fielded by the Clans.

Though the Ravens withdrew from the *Leviathan* project when it became clear they would not have to face Inner Sphere WarShips in the near future, the Ravens decided to complete the two semi-assembled *Conquerors*. The first, the *Conqueror*, was launched in 3052 and completed trials by June 3052. The second vessel, *Ark Royal*, was delayed by a series of technical malfunctions and launched in 3059.

The addition of fighter bays for two aerospace Clusters and their crew and technical support staff prompted a reduction in the vessel's acceleration profile. The vessel's weapons loadout was completely revamped with increased emphasis on anti-fighter defenses. Barracuda missiles supplement layered laser, autocannon and point-defense systems. Little remains of the energy-based armament of the *Kimagure*, with the *Conqueror*-class reliant on massive, devastating naval autocannons. These formidable weapons give the carrier an offensive punch comparable to regular cruisers of similar mass.

CONQUEROR (BATTLECRUISER/CARRIER)

Tech: Clan

Introduced: 3052

Mass: 780,000 tons

Length: 720 meters

Sail Diameter: 980 meters

Fuel: 3,000 tons (7,500)

Tons/Burn Day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 4

KF Drive Integrity: 17

Heat Sinks: 1,575 (3,150)

Structural Integrity: 70

Battle Value: 225,134

Armor

Fore: 215

Fore-Sides: 210

Aft-Sides: 155

Aft: 142

Cargo

Bay 1: Fighter Cubicle (50) 6 Doors

Bay 2: Fighter Cubicle (50) 6 Doors

Bay 3: Cargo (22,100 tons) 4 Doors

DropShip Capacity: 2

Grav Decks: 2 (65- and 85-meter diameter)

Escape Pods: 20

Life Boats: 20

Crew: 50 officers, 151 enlisted/non-rated, 97 gunners, 10 HPG techs, 200 bay personnel, 200 second-class passengers

Notes: Equipped with 950 tons of Lamellor Ferro-Carbide Armor, Lithium Fusion Battery and HPG.

Weapons:

Arc (Heat) Type

Nose (1,406 Heat)

6 ER Large Lasers,
3 ER Medium Lasers

6 Large Pulse Lasers

6 ER Small Lasers

6 Small Pulse Lasers

2 NAC/25 (75 rounds)

2 NAC/25 (75 rounds)

2 NAC/25 (75 rounds)

2 NAC/30 (75 rounds)

2 NAC/30 (75 rounds)

3 Light NPPC

1 Barracuda (10 missiles)

FL/FR (501 Heat)

3 NL 55, 3 NL 45

3 LB 20-X AC (30 rounds)

3 LB 20-X AC (30 rounds)

6 ER Small Lasers

LBS/RBS (1,661 Heat)

6 ER Large Lasers,
3 ER Medium Lasers

6 Large Pulse Lasers

6 ER Small Lasers

6 Small Pulse Lasers

2 NAC/25 (75 rounds)

2 NAC/25 (75 rounds)

2 NAC/30 (75 rounds)

2 NAC/30 (75 rounds)

2 NAC/30 (75 rounds)

4 Medium NPPC

1 Barracuda (10 missiles)

AL/AR (501 Heat)

3 NL 55, 3 NL 45

3 LB 20-X AC (30 rounds)

3 LB 20-X AC (30 rounds)

6 ER Small Lasers

Aft (351 Heat)

6 ER Large Lasers,
3 ER Medium Lasers

6 Large Pulse Lasers

6 ER Small Lasers

6 Small Pulse Lasers

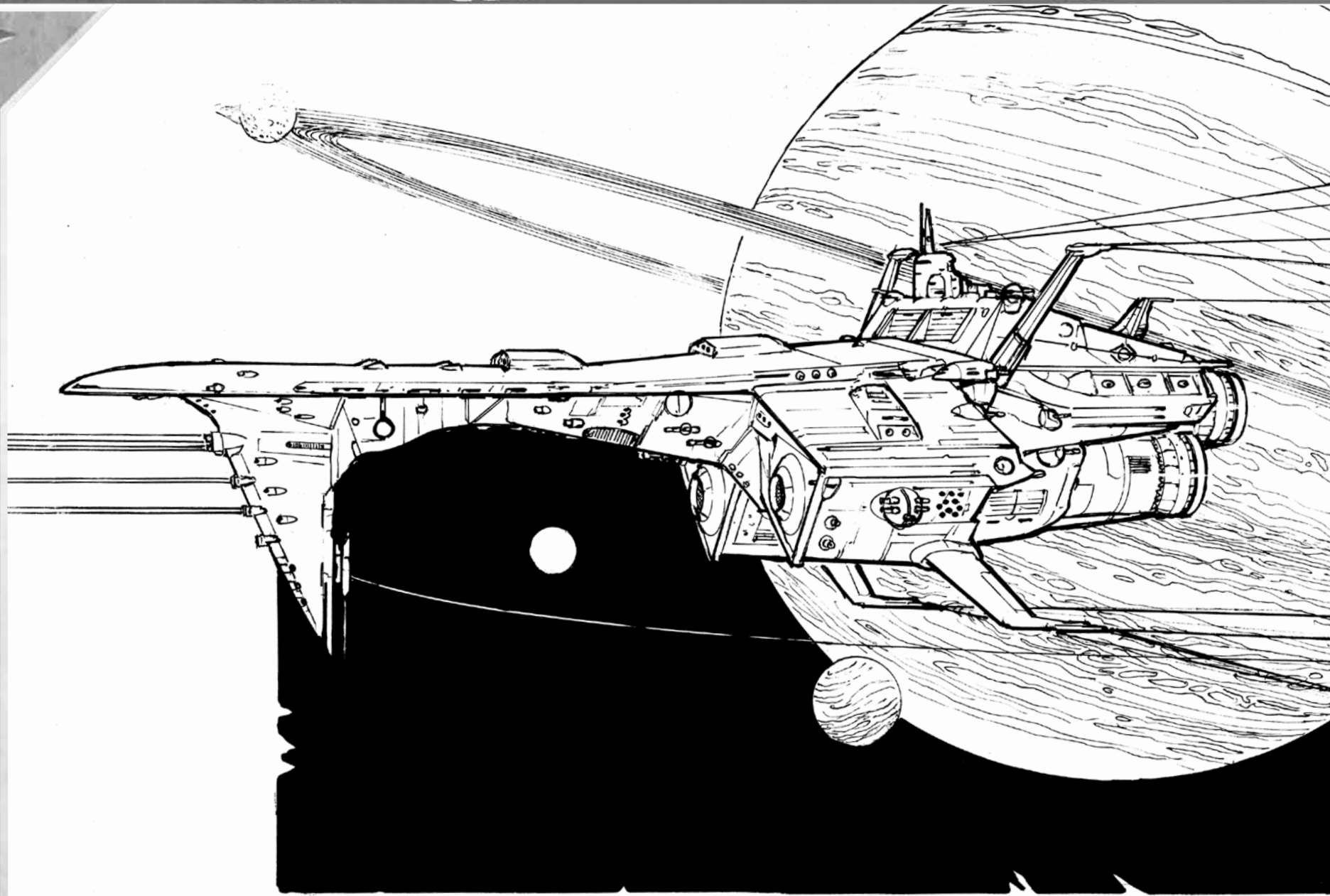
2 NAC/25 (75 rounds)

1 Barracuda (10 missiles)

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Laser	6 (63)	6 (63)	5 (48)	—	Laser
Pulse Laser	5 (54)	5 (54)	—	—	Pulse Laser
Laser	2 (18)	—	—	—	Laser
Pulse Laser	2 (18)	—	—	—	Pulse Laser
Capital AC	50	50	50	—	Capital AC
Capital AC	50	50	50	—	Capital AC
Capital AC	50	50	50	—	Capital AC
Capital AC	60	60	60	—	Capital AC
Capital AC	60	60	60	—	Capital AC
Capital PPC	21	21	21	—	Capital PPC
Capital Missile	2	2	2	2	Capital Missile
Capital Laser	30	30	30	30	Capital Laser
LB-X	5 (54)	5 (54)	—	—	LB-X
LB-X	5 (54)	5 (54)	—	—	LB-X
Laser	2 (18)	—	—	—	Laser
Laser	6 (63)	6 (63)	5 (48)	—	Laser
Pulse Laser	5 (54)	5 (54)	—	—	Pulse Laser
Laser	2 (18)	—	—	—	Laser
Pulse Laser	2 (18)	—	—	—	Pulse Laser
Capital AC	50	50	50	—	Capital AC
Capital AC	50	50	50	—	Capital AC
Capital AC	60	60	60	—	Capital AC
Capital AC	60	60	60	—	Capital AC
Capital AC	60	60	60	—	Capital AC
Capital PPC	36	36	36	36	Capital PPC
Capital Missile	2	2	2	2	Capital Missile
Capital Laser	30	30	30	30	Capital Laser
LB-X	5 (54)	5 (54)	—	—	LB-X
LB-X	5 (54)	5 (54)	—	—	LB-X
Laser	2 (18)	—	—	—	Laser
Laser	6 (63)	6 (63)	5 (48)	—	Laser
Pulse Laser	5 (54)	5 (54)	—	—	Pulse Laser
Laser	2 (18)	—	—	—	Laser
Pulse Laser	2 (18)	—	—	—	Pulse Laser
Capital AC	50	50	50	—	Capital AC
Capital Missile	4	4	4	4	Capital Missile

CONQUEROR (BATTLECRUISER/CARRIER)



LEVIATHAN (HEAVY TRANSPORT)

In 3044, Ghost Bear Khans Nornian Tseng and Ursula Jorgensson authorized the creation of a new class of WarShip. In the grand tradition of their Clan, they insisted it be the largest WarShip possible, larger than even the massive *McKenna* battleship. Bear scientists were eager to take on the challenge, but after a few years it was clear that the challenge was beyond their ability. The Ghost Bears then turned to their long-time ally, Clan Snow Raven, for help in designing the new ship class in exchange for mining rights in their abundant asteroid fields.

After the Battle of Tukayyid, the Ghost Bear Khans made the monumental decision to relocate their Clan to the Inner Sphere. One of the major challenges was how to transport millions of people across a thousand light years in secret. A solution came in the form of the two partially completed *Leviathan* hulls. Though devoid of much of their planned weaponry, both ships were functional and armored. Khan Jorgensson arranged for the hulls to be modified to accommodate thousands of tons of cargo rather than weaponry. Each *Leviathan* would have the appearance of a fearsome battlecruiser, but would actually be a large-scale armored transport.

Since the relocation to the Inner Sphere, the Bears' efforts have turned to restoring the *Leviathans* to their planned military configurations. The Combine assault on Alshain and the ensuing war, however, have put the project way behind schedule.

LEVIATHAN (HEAVY TRANSPORT)

Tech: Clan

Introduced: 3055

Mass: 2,400,000 tons

Length: 1,623 meters

Sail Diameter: 1,560 meters

Fuel: 15,000 tons (37,500)

Tons/Burn Day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 9

KF Drive Integrity: 46

Heat Sinks: 1,500 (3,000)

Structural Integrity: 90

Battle Value: 111,293

Armor

Fore: 250

Fore-Sides: 250

Aft-Sides: 250

Aft: 200

Cargo:

Bay 1: Fighter Cubicle (50) 8 Doors
 Bay 2: Small Craft (20) 12 Doors
 Bay 3: Cargo (414,530.5 tons) 12 Doors

DropShip Capacity:

Grav Decks: 8 (six 95-, two 185-meter diameter)

Escape Pods: 30,000

Life Boats: 150

Crew: 166 officers, 760 enlisted/non-rated, 64 gunners, 10 HPG techs, 200 bay personnel, 225 BA Marines

Notes: Equipped with 950 tons of Lamellor Ferro-Carbide Armor, Lithium Fusion Battery and HPG.

Weapons:

Arc (Heat) Type

Nose (871 Heat)

	Short	Medium	Long	Extreme	Type
10 ER Large Lasers, 10 ER Medium Lasers	17 (170)	17 (170)	10 (100)	10 (100)	Laser
5 Large Pulse Lasers, 5 Medium Pulse Lasers	9 (85)	9 (85)	5 (50)	—	Pulse Laser
8 Gauss Rifles (600 rounds)	12 (120)	12 (120)	12 (120)	—	Autocannon
5 AMS (1,008 rounds)	3 (25)†	—	—	—	AMS
1 Heavy N-Gauss (100 rounds)	30	30	30	30	Capital Gauss
2 NAC/30 (200 rounds)	60	60	60	—	Capital PPC
2 Medium NPPC	18	18	18	18	Naval PPC
AR10 (25 KW, 50 WS, 100 B)	*	*	*	*	AR10

FL/FR (352 Heat)

10 ER Medium Lasers	7 (70)	7 (70)	—	—	Laser
5 Medium Pulse Lasers	4 (35)	4 (35)	—	—	Pulse Laser
3 Streak SRM 6 (300 rounds)	4 (36)	4 (36)	—	—	SRM
5 AMS (1,008 rounds)	3 (25)†	—	—	—	AMS
1 Medium NPPC	9	9	9	9	Capital PPC
NAC/30 (100 rounds)	30	30	30	—	Capital AC
AR10 (25 KW, 50 WS, 100 B)	*	*	*	*	AR10

LBS/RBS (668 Heat)

10 ER Large Lasers	10 (100)	10 (100)	10 (100)	10 (100)	Laser
5 ER PPC	8 (75)	8 (75)	8 (75)	—	PPC
5 Large Pulse Lasers, 5 Medium Pulse Lasers	9 (85)	9 (85)	5 (50)	—	Pulse Laser
3 Streak SRM 6 (300 rounds)	4 (36)	4 (36)	—	—	SRM
6 LRM20+Artemis (600 rounds)	10 (96)	10 (96)	10 (96)	—	LRM
1 Medium N-Gauss (100 rounds)	25	25	25	25	Capital Gauss
4 NL55	22	22	22	22	Capital Laser

AL/AR (217 Heat)

10 ER Medium Lasers	7 (70)	7 (70)	—	—	Laser
5 Medium Pulse Lasers	4 (35)	4 (35)	—	—	Pulse Laser
3 Streak SRM 6 (300 rounds)	4 (36)	4 (36)	—	—	SRM
5 AMS (1,008 rounds)	3 (25)†	—	—	—	AMS
NAC/30 (100 rounds)	30	30	30	—	Capital AC
AR10 (25 KW, 50 WS, 100 B)	*	*	*	*	AR10

Aft (433 Heat)

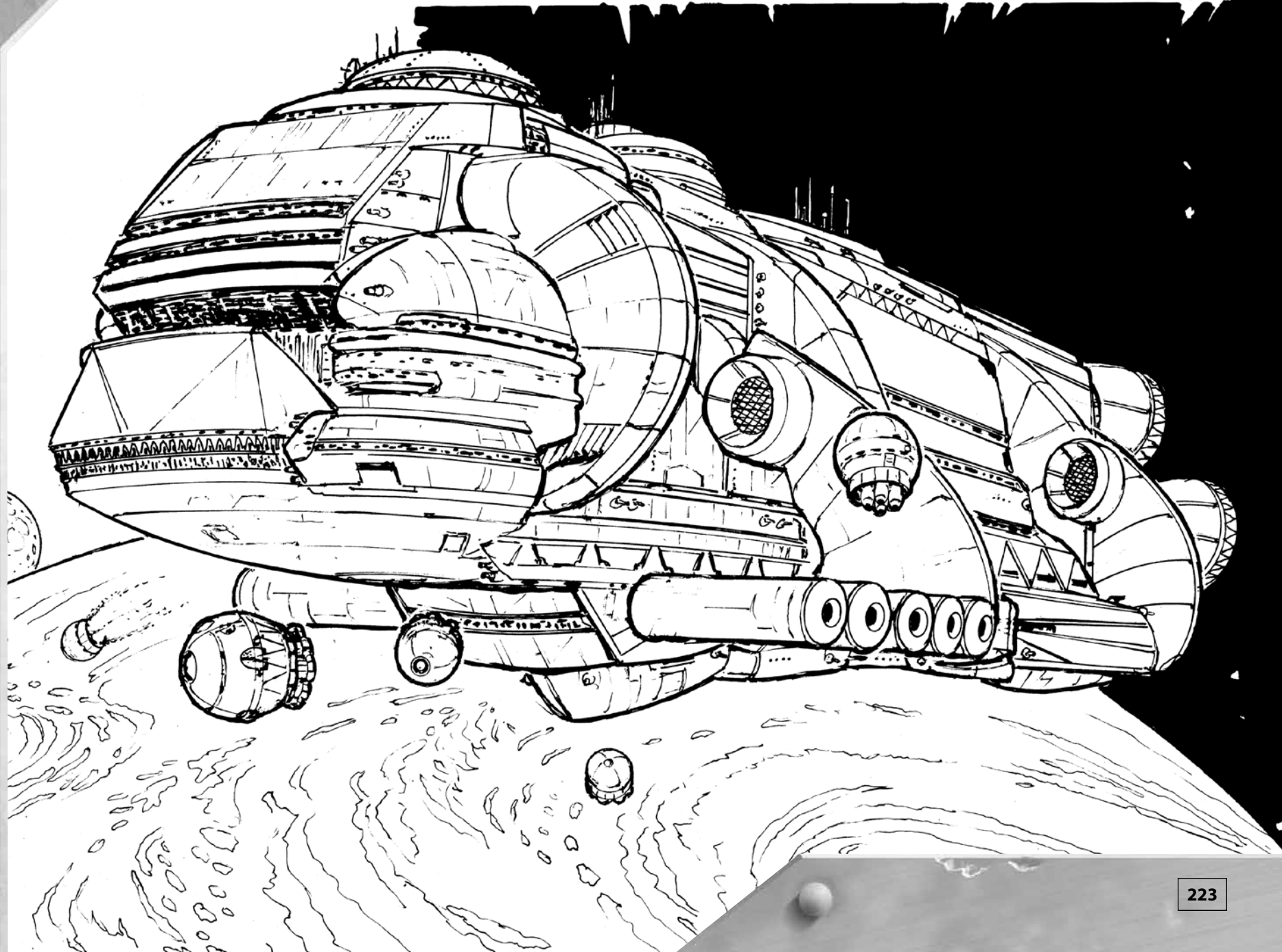
10 ER Medium Lasers	7 (70)	7 (70)	—	—	Laser
5 Large Pulse Lasers, 5 Medium Pulse Lasers	9 (85)	9 (85)	5 (50)	—	Pulse Laser
8 Gauss Rifles (600 rounds)	12 (120)	12 (120)	12 (120)	—	Autocannon
5 AMS (1,008 rounds)	3 (25)†	—	—	—	AMS
2 Medium NPPC	18	18	18	18	Naval PPC
AR10 (25 KW, 50 WS, 100 B)	*	*	*	*	AR10

* By Missile Type (Heat factored as Killer Whale)

† Only against missiles.

LEVIATHAN (HEAVY TRANSPORT)

CHARLES



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.