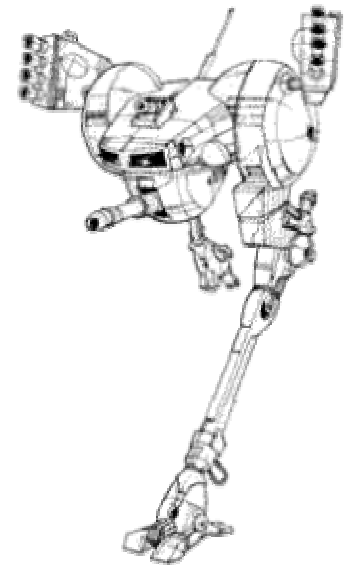


# LCT-1V Locust

Overview	Record Sheet
----------	--------------

**Mass** : 20 Tons  
**Chassis** : Bergan VII  
**Power Plant** : 160 LTV  
**Cruising Speed** : 86 Kph  
**Maximum Speed** : 129 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Star Slab/1  
**Armament** :  
 1 Medium Martell Laser  
 2 SperryBrowning Machine Guns  
**Manufacturer** : Bergan Industries  
**Primary Factory** :  
**Communication System** :  
 Garret T10 B  
**Targeting and Tracking System** :  
 O/P 911



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	2	Head	8
Engine	160	Center Torso	10
Walking MP :	8	Center Torso (Rear)	2
Running MP :	12	R/L Torso	8
Jumping MP :	0	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	4
Gyro :	2	R/L Leg	8
Cockpit :	3		
Armor Factor :	64		

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	CT	1	1
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Ammo MG (200)	CT	1	1

# LCT-1V Locust

## Overview:

The Locust was one of the most produced and common BattleMechs of the fallen Star League. Bergan Industries began production of the 'Mech at eight of their facilities in 2499, and was still in peak production when the Star League fell several years later.

Several variants of the 'Mech have been produced and modified over the years, creating quite distinct versions. All modifications involve upgrading the Locust's firepower.

## Capabilities:

The Locust was originally designed as a light and fast recon vehicle, a role it has fulfilled well for both the old Star League and the later Successor States. Lightly armed and very mobile, it offers fast recon ability as well as quick strike capability. The Locust of 3025 retains these features, but in many cases also acts as a frontline 'Mech.

The 'Mech's weakness is its size. Though it often packs a great deal of firepower, many Locusts do not have enough heat sinks to be able to use all their weapons effectively.

As speed is one of its major assets, the LCT-1V is often placed where the front is fluid, as it is quick enough to respond to a possible enemy breakthrough. More often, however, the Locust must fight a holding action until larger, better-equipped 'Mechs can arrive.

It is the rare MechWarrior who enjoys piloting a Locust for any length of time. It is currently the smallest of all 'Mechs used and thus is outclassed by just about every other 'Mech on the field. Lacking the jump jets and hands of other smaller 'Mechs, the Locust is limited in close firefights or in 'Mech-to-'Mech combat.

As a direct hit by almost any weapon on the battlefield can destroy or quickly cripple a Locust, it is usually deployed in groups of three, which then have the ability to encircle opposing 'Mechs. Many large 'Mechs that wander off in battle have fallen to such an attack.

## Deployment:

During the First Succession War, many commanders of the day were still using the tactics of warfare developed over the past 200 years of the Star League and the Reunification War. As House Kurita forces drove onto the Davion world of New Avalon, the Davion generals saw that the time had come for bolder tactics.

General Kessem of House Davion found his forces dug into a stalemate confrontation with Kurita forces on the world of Ludwig. In a desperate gamble, he quickly reorganized his troops to form five lances made up almost totally of Locusts and other fast-moving units. In a bold attempt, he ordered these 'Mechs to attack the weakened front of the Kurita border. Davion losses were staggering, but once the 'Mechs had penetrated the Kurita lines, they moved quickly to the rear area.

The Locusts themselves did not pose a threat, but they did manage to pull several crack Kurita units off the front line to search them down. This allowed General Kessem to mount a strong counter-attack that slowed the fall of Ludwig by several months.

In more current battles, House Steiner engaged House Marik on the world Callison in 3020. Elements of Marik Militia's 10th Regiment were supporting several recon lances composed of Locusts and their variants. In the city-fighting at Rolso on Callison, these units more than proved their worth by their ability to navigate narrow streets and play havoc with the infantry in the nearby buildings.

During the Davion-Kurita battle over Royal, House Davion saw Locusts at their best and worst. On the good side, several all Locust detachments from the 8th Regiment of the Deneb Light Cavalry managed to flank Kurita lines and caused considerable destruction and confusion in Kurita rear areas. But this disruption did not prevent the almost complete annihilation of the 3 companies of 10th Deneb Locusts who blundered into an ambush of Kurita Heavy and assault Lances.

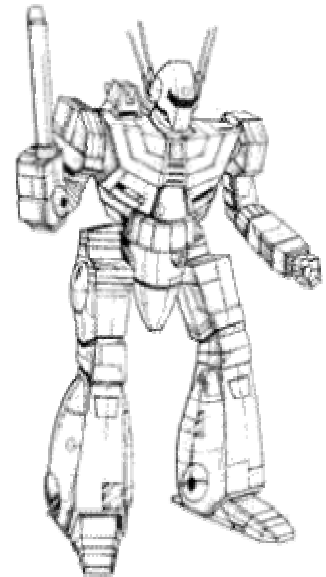
Another notable engagement involving Locusts was an attack by Helmar Valasek against a small Kurita garrison on Porthos in 3024. In that engagement, a bandit Union Class DropShip slid past the fighter cover and disembarked several fast combat lances consisting of Locusts, Wasps, and Stingers. In a lightning attack on an arsenal, the bandits seized the supplies they had come for and escaped off-world. Though the Kurita garrison was well-defended, its 'Mechs were too slow to pursue the attacking Locusts.

# WSP-1A Wasp

Overview

Record Sheet

**Mass** : 20 Tons  
**Chassis** : 1A Type 3  
**Power Plant** : GM 120  
**Cruising Speed** : 66 Kph  
**Maximum Speed** : 95 Kph  
**Jump Jets** : Rawlings 52  
**Jump Capacity** : 180 meters  
**Armor** : Durallex Light  
**Armament** :  
 1 Diverse Optics Type 2 Medium Laser  
 1 Bical SRM Twin-Rack  
**Manufacturer** : General Mechanics, Incorporated  
**Primary Factory** :  
**Communication System** :  
 Duoteck 65  
**Targeting and Tracking System** :  
 Radcom TXX



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	2	Head	4
Engine	120	Center Torso	6
Walking MP :	6	Center Torso (Rear)	4
Running MP :	9	R/L Torso	6
Jumping MP :	6	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	4
Gyro :	2	R/L Leg	5
Cockpit :	3		
Armor Factor :	48		

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
SRM 2	LT	1	1
Ammo SRM 2 (50)	LT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

# WSP-1A Wasp

## Overview:

The WSP-1A Wasp was the first recon 'Mech to be mass-produced for the Terran military. Since its initial production in 2471, the 'Mech has spread to all parts of Human-occupied space. Old Star League records show that thousands of Wasps were constructed in the four centuries preceding the Succession Wars. Though many of these have worn out or been destroyed, estimates show that more than half this total is still in operation. Further, some Wasp designs are still being constructed in some areas of the Successor States. The large number of Wasps available for use should ensure that it remains among the main light recon 'Mechs of the Successor States for centuries to come.

The Wasp design has always been used for general scouting and reconnaissance duty. Far too lightly armed and armored for battle, its speed and maneuverability can generally keep it out of major confrontations.

## Capabilities:

The WSP-1A Wasp is well-fitted out for its scouting role. With a maximum speed of over 95 kph on open terrain, the 'Mech can usually flee from most harm. With its sophisticated Rawlings 52 jump jets, it can also bypass natural or unnatural obstacles with ease. Unless the jump jets are used extensively, heat buildup is rarely a problem for the Wasp. It can, in fact, fire its entire weapons complement continuously with little or no heat problems.

The Wasp's armor is average for light 'Mechs, which means it cannot stand up to much punishment. Usually two hits in the same area are enough damage to cause the 'Mech major problems. The Wasp is armed with a Diverse Optics Type 2 medium laser placed in its right arm. A Bical SRM twin-Rack is also mounted for close-in fighting.

A major design flaw of the 'Mech was discovered during the Reunification War (2575-2597). During the Battle of Imbros III in March 2580, the tactic of jump-kicking gained popularity. With this maneuver, jump-capable light and medium 'Mechs could jump and smash their leg components into the head and upper torso of opposing units, hoping to cause more damage than they inflicted upon themselves. This tactic was very popular among Wasp warriors, as it improved their offensive potential somewhat. Practitioners of the tactic soon learned that most Wasps were only able to use the jump-kick once, even if the leg damage was repaired before another close combat. After performing the first or second jump-kick, the lower leg assemblies on the Wasp would actually rip away from the body at the instant of impact, leaving the 'Mech totally immobile in the field. The problem was finally traced to the stress bars along the actuator paths in the lower leg components. The designers had never dreamed that a tactic such as jump-kicking would be developed for lighter 'Mechs, and so had not given them the monomolecular stress-resistant material used on newer and heavier 'Mech types. By 2610, nearly all Wasps and other light 'Mechs were rebuilt with MMSR actuator bars, alleviating the amputation problem.

## Deployment:

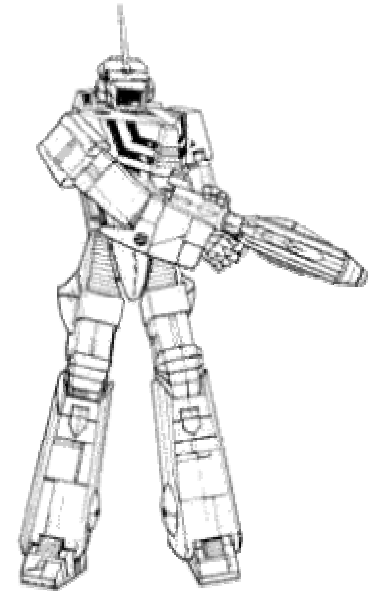
During the Civil War brought on by Stefan the Usurper, loyal Star League forces launched an assault at the planet Cyrene IV in March 2772. Massed recon lances composed mostly of Wasps and other light 'Mechs screened the assault. Not waiting for the major forces of the Loyalists to drop onto the planet, the rebel defenders launched a counter-offensive against the scout units. Many of the light 'Mechs simply fell back in good order and awaited reinforcements. Some, however, were caught in front of impassible terrain, allowing the rebels' medium and heavy 'Mechs to decimate the units before any support could arrive. By sacrificing these Wasps and other light 'Mechs, the main Loyalist assault force was able to drop on-planet unopposed, for the Usurper forces were scattered from their many skirmishes with the first wave of Loyalist scout 'Mechs. The Loyalists made short work of the rebels, and the planet fell to them within four days.

In April 2796, the infamous Kentares Massacre occurred after Minoru Kurita's assassination. Oshita's Recon Lance of the First Sword of Light Regiment gained the ignominious honor of exacting the most civilian casualties on the population in that month-long killing spree. The Wasps of Oshita's lance are particularly infamous for their systematic butchery in well-inhabited, hard-to-evacuate areas such as hospitals and high-rise apartment buildings. When word of the atrocities reached House Davion, its leaders placed a high price on the heads of the MechWarriors in Oshita's recon lance. By 2801, all four MechWarriors, along with their Techs and support personnel, had been killed in combat or by bounty hunters.

# STG-3R Stinger

Overview Record Sheet

**Mass :** 20 Tons  
**Chassis :** Eartwerks STG  
**Power Plant :** GM 120  
**Cruising Speed :** 63 Kph  
**Maximum Speed :** 91 Kph  
**Jump Jets :** Chilton 360  
**Jump Capacity :** 180 meters  
**Armor :** Riese-100  
**Armament :**  
 1 Omicron 3000 Medium Laser  
 2 LFN Linblad Machine Guns  
**Manufacturer :** Earthwerks, Incorporated  
**Primary Factory :**  
**Communication System :**  
 Datacom 26  
**Targeting and Tracking System :**  
 Dynatc 990



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	2	Head	4
Engine	120	Center Torso	6
Walking MP :	6	Center Torso (Rear)	4
Running MP :	9	R/L Torso	6
Jumping MP :	6	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	4
Gyro :	2	R/L Leg	5
Cockpit :	3		
Armor Factor :	48		

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Ammo MG (200)	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

# STG-3R Stinger

## Overview:

The STG-3R Stinger was the second mass-produced scout and recon 'Mech to be completed. First designed after Earthwerks won the bid against General Mechanics, Incorporated (the designers of the WSP-1A Wasp), the Stinger was put into production along with the Wasp because of the great need for light scouts and also because of the similarities in the design of the two 'Mechs.

In 2479, the first Stingers came off the assembly line. In the next four centuries, nearly 200,000 more units would be constructed. Estimates place the number of operational Stingers currently used by the Successor States at 5,000 or more. Indeed, the 'Mech is still being produced in a number of facilities both in and out of the Inner Sphere.

The Stinger was designed as a scout and reconnaissance 'Mech, although it is also used as a training 'Mech in some MechWarrior academies, replacing the TRC-4B Chameleon. The Stinger is lightly armored and mounts limited weapons. Its speed and maneuverability, however, make it a difficult target and a tough 'Mech to pin down.

## Capabilities:

If used as its designers intended, the STG-3R Stinger is an efficient and dependable 'Mech. It mounts an Omicron 3000 medium laser in its right arm, and two LFN Linblad machine guns on the right and left forearm. Though the Stinger's armor is minimal, it is considered average for light 'Mechs. Its real defensive strength lies in its speed and maneuverability. With maximum speeds surpassing 90 kph and the powerful jump capability of its Chilton 360 jump jets, the Stinger can get itself out of most tight spots.

Overheating is almost never a problem with the Stinger design. The coolant jackets of the Linblad machine guns effectively block all heat emissions from those weapons, and the heat buildup from the Omicron 3000 medium laser is minor. Even with its jump jets firing continuously, the Stinger rarely develops heat problems.

One of the biggest complaints of Stinger pilots is the cramped cockpit space. Many times, a pilot must literally squeeze himself into the control seat, and then often cannot get out again without help from his Tech. Stinger pilots are the reverse of the knights of feudal Earth who could not mount their steeds without help from their squires because of the weight of their armor.

## Deployment:

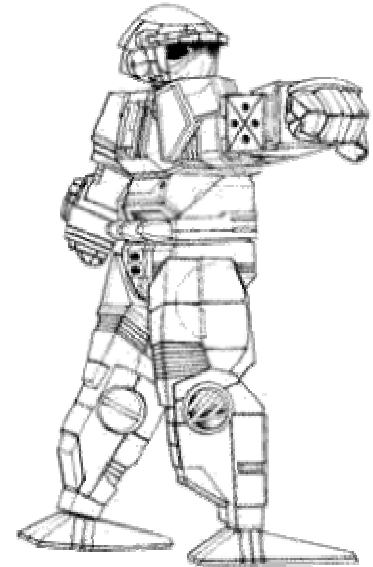
During a raid on Fallon II by elements of the Seventh Crucis Lancers in 3019, Captain Mercer Ravannion led a unit of six Stingers and Wasps in the famous 'Charge of the Horde' during the Battle of Markerson. Attacking the recon lance of the elite McKinnon's Raiders, Captain Ravannion's horde of lighter 'Mechs was torn to bits by the heavier enemy units. None of the damaged Stingers or Wasps were recovered, although Ravannion escaped after ejecting from his disabled Wasp. Returning to the Kurita defense area, Ravannion insisted his tactics would work on anybody other than elite MechWarriors. After the Battle of Markerson, however, no House was willing to risk more 'Mechs on his theories.

Elements of Wolf's Dragoons raided the Davion planet of Donegal II in 3021. During the raid, a party of cadets of the Meistmore Mechwarrior Academy were training on Stingers in a deserted area of the planet, where they were ambushed by a lance of the elite Black Widow Company of Wolf's Dragoons. Almost immediately, the cadet's instructor was put out of action. Meanwhile, the cadets ran for cover, with only the Wasp of the Black Widow Company keeping up. It happened that the first cadet disabled was a woman to whom each of the other four cadets was attracted. Though she ejected successfully, the Black Widow Wasp was quickly upon her. As one, the other four cadets turned around to engage the Wasp, knocking it out before it could get to the girl. The cadets then picked her up, and ran into the wilderness before the heavy enemy 'Mechs could come into range. It was said that the pilot of the Black Widow Wasp nearly died of shame to be taken by 'a bunch of kids'.

# COM-2D Commando

Overview Record Sheet

**Mass** : 25 Tons  
**Chassis** : Coventry Metal Works  
**Power Plant** : GM 150  
**Cruising Speed** : 64 Kph  
**Maximum Speed** : 97 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Lexington Limited  
**Armament** :  
 1 Shannon Six-Shooter Missile Pack  
 1 Coventry 4-Tube Missile System  
 1 Hesperus-B3M Medium Laser  
**Manufacturer** : Coventry Defense Conglomerate  
**Primary Factory** : Coventry  
**Communication System** :  
 TharHes Crystal Flower RG-2  
**Targeting and Tracking System** :  
 TharHes Star Shark



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	2.5	Head	6
Engine	150	Center Torso	8
Walking MP :	6	Center Torso (Rear)	4
Running MP :	9	R/L Torso	6
Jumping MP :	0	R/L Torso (Rear)	3
Heat Sinks :	10	R/L Arm	6
Gyro :	2	R/L Leg	8
Cockpit :	3		
Armor Factor :	64		

Weapons and Ammo	Location	Critical	Tonnage
SRM 6	CT	2	3
Ammo SRM 6 (15)	RT	2	2
SRM 4	H	1	1
Ammo SRM 4 (25)	RT	1	1
Medium Laser	LA	1	1

# COM-2D Commando

## Overview:

The Commando COM-2D was designed as a reconnaissance 'Mech, offering a strong alternative to the Wasp and Stinger. While not jump-capable, the Commando has more powerful weapons than either of the better-known scout 'Mechs.

Conceived by the engineers at Coventry Defense, the first prototype Commando was tested in 2483 and carried a large laser on the right arm. Because the abrupt heat generated by the laser consistently broke down the lubricants in the 'Mech's wrist and hand, the weapon was later replaced with an SRM-4 rack. After the test runs proved its battle-worthiness, the Commando was commissioned by the Lyran Commonwealth in 2486. Though the Star League made many attempts to draft the Commando model into its own forces, the Commonwealth managed, through clever stalling and subtle lying, to keep the design to itself. That has proved to be a prudent move on the part of the Commonwealth.

## Capabilities:

Despite the lightness of its armor, the Commando's ten SRMs allow the 'Mech to fulfill a secondary role as a barrage vehicle in a pinch. Though it is unusual to combine two missile systems in one 'Mech, the design prevents a lucky enemy hit from knocking out all the missile tubes and rendering the Commando ineffective in one shot. This concept also allows the Commando to lay down a heavy pattern of missile fire directed at one target or split his fire and shoot at two separate targets.

This design feature also has its drawbacks. The two different missile systems require two different command systems. The medium laser requires a third command system, and coordinating all these systems requires a much larger computer than originally planned. This is one of the reasons that the Commando's weight went up from the original 20 to 25 tons. Despite the difficulties, the various Lyran 'Mech plants, especially the one at Coventry, were producing many Commandos annually.

The Commando provides a healthy supply of ammo for its missile systems, carrying 25 rounds for its right-arm launchers in its right torso and carrying 15 rounds in its left torso for the chest's six launchers.

The fact that the Commando packs firepower comparable to some heavier 'Mechs does not mean it can go toe-to-toe with them. Indeed, because of the Commando's thin armor, pilots must take special care to avoid exposure to enemy fire. The MechWarrior may instead use the Commando's firepower to let loose with a barrage at a heavier 'Mech, and then run, counting on the enemy being too occupied dealing with the damage to his 'Mech to follow its attacker closely.

## Deployment:

The Lyran Commonwealth awards special commendations to scouts who perform beyond the call of duty. In the lengthy dedications of these commendations are many stories of Commandos on the battlefield.

One impressive account tells of Lewan and Cynth Tulmani, a brother-and-sister scout team in what was once Winfield's Guards. In 3011, the unit was two regiments strong and stationed on Severen. Poor intelligence reports suckered them into believing that the thrust of Kurita's attack would bypass their position. Many 'Mechs, including Lewan and Cynth's, were trapped in a mountain pass when they were attacked and mowed down by an aerial bombardment.

The Tulmanis were left, hurt and alone, with their damaged 'Mechs. Lewan's 'Mech had lost its left arm, and Cynth was riding a headless machine. Looking east, they could see that the capital city, their original destination, was burning. They decided to travel west toward a more distant and perhaps still intact city to link up with reinforcements or any other stragglers.

Traveling by night to avoid the numerous Kurita patrols, at last they arrived at a city still held by the Lyran Commonwealth. They arrived just in time to see DropShips of the Second Donegal Guards landing and mustering for a counterattack. As very few of the arriving officers were familiar with the surrounding countryside, Cynth and Lewan immediately volunteered their services. With very little repair to either themselves or their 'Mechs, the two scouted the advance of the Second Donegal Guards.

Since that time, the scouts of Winfield's Brigade wear on their lapels the green tartan stripe of the Donegal Guards, in honor of the Tulmani's courage.

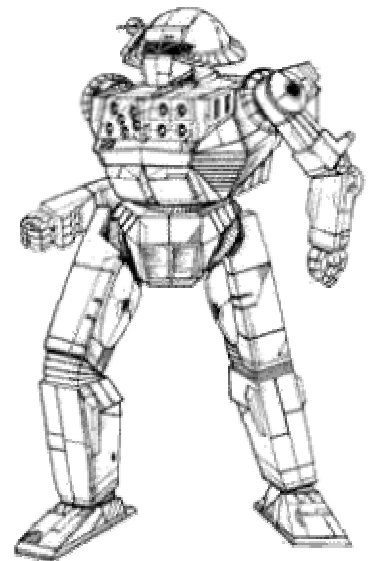


# JVN-10N Javelin

Overview

Record Sheet

**Mass** : 30 Tons  
**Chassis** : Duralyte 246  
**Power Plant** : GM 180  
**Cruising Speed** : 67 Kph  
**Maximum Speed** : 95 Kph  
**Jump Jets** : Rawlings 95  
**Jump Capacity** : 180 meters  
**Armor** : Star Guard I  
**Armament** :  
 2 Arrowlite SRM-6 Missile Racks  
**Manufacturer** : Stormvanger Assemblies, Light Division  
**Primary Factory** : Caph  
**Communication System** :  
 Garret T10B  
**Targeting and Tracking System** :  
 Dynatec 128C



Equipment	Mass	Internal Structure	Armor Value
Internal Structure		Head	6
:	3	Center Torso	8
Engine	180	Center Torso (Rear)	2
Walking MP :	6	R/L Torso	8
Running MP :	9	R/L Torso (Rear)	2
Jumping MP :	6	R/L Arm	6
Heat Sinks :	10	R/L Leg	8
Gyro :			
Cockpit :			
Armor Factor :	64		

Weapons and Ammo	Location	Critical	Tonnage
SRM 6			
Ammo SRM 6 (15)	RT	2	3
SRM 6	RT	1	1
Ammo SRM 6 (15)	LT	2	3
Jump Jets	LT	1	1
Jump Jets	CT	2	1
Jump Jets	LL	2	1
	RL	2	1

# JVN-10N Javelin

## **Overview:**

The JVN-1 ON Javelin is one of the newer recon vehicles used by the armies of the Successor States. First produced in 2751, the light 'Mech still had not been entirely integrated into many 'Mech regiments by the beginning of the First Succession War in 2786. The Javelin's appearance on the battlefield caught many combatants off guard. House Davion took a particular interest in the Javelin's development, introducing the 'Mech into many recon lances. Today, after its use in centuries of Succession Wars, the Javelin is known as a reliable scout 'Mech.

The Javelin's main function is reconnaissance, though it is also used extensively in ambushes, giving rise to the widespread use of the phrase "sneaky as a Javelin."

## **Capabilities:**

The Javelin is fast and maneuverable, its Rawlings 95 jump jets providing it with enough thrust to leap as far as 180 meters in a single jump. With these movement capabilities, the Javelin can avoid having to engage heavier 'Mechs.

The Javelin has several disadvantages common to recon 'Mechs. Its armament is designed only for short and medium ranges, and so a Javelin pilot must take care to avoid being caught by long-range fire. The 'Mech's two racks of Arrowlite SRMs are devastating at short range, however, and many light and medium enemy 'Mechs have come under a rain of concentrated missile fire from a lance of Javelins as a result of poor scouting.

With its ample missile ammunition supply, the Javelin does not run out of ammo as quickly as other 'Mechs, making it useful in rear-guard or holding actions. Once its missiles are spent, however, commanders usually try to pull a Javelin out of action because its light armor makes it a poor hand-to-hand fighter.

The Javelin design has one other, less-known problem. Its torso-mounted missile racks and ammunition supply pull the 'Mech's center of gravity dangerously far forward when it is at full-load displacement. This tends to make the machine somewhat top-heavy and prone to falls when moving at high speeds in difficult terrain.

## **Deployment:**

During the bloody Battle of Kentares IV in March of 2796, Bunk's Recon Lance of Rejold's Battalion, Davion's Second Crucis Lancers, awaited the arrival of Kurita forces, with orders to send immediate warning of their approach. As the enemy advanced, the three Javelins and one Wasp of Bunk's Lance signaled the Davion headquarters, then waited in covered positions.

After the enemy had passed by, Bunk's Lance rose up and bombarded the rear units of the Kurita 'Mechs, destroying one Phoenix Hawk and heavily damaging two others. Bunk's Lance then jumped out of position, pursued by more than a company of the enemy. Using leapfrogging tactics, the Javelins kept up an harassing missile fire until they were in support range of heavier friendly units.

Javelins also played a major role in the famous battle of Waterhole Number Nine during the Second Battle of Cylene II in December, 3002. In that battle, the recon lances of House Davion's Fourth Deneb Light Cavalry were hidden in a moderately sized recreational lake known as Waterhole Number Nine. Composed mostly of Javelins, these recon lances were put in standby mode while they waited under 30 meters of water for the rest of the Davion forces to pull back from the advancing Kurita army. With their heat signatures hidden by the deep water, the Davion recon lances went undetected until the heavy 'Mechs of Kurita's assault regiments entered the lake to begin attacking the Davion defense line, some 400 meters away. Suddenly, Kurita 'Mechs started collapsing into the water amid huge explosions as the Javelins' missiles hit them at point blank range. At the same moment, the Davion land forces counterattacked, routing the enemy and inflicting heavy losses. Shortly after this encounter, Kurita forces evacuated Cylene II.

# SDR-5V Spider

Overview Record Sheet

**Mass :** 30 Tons  
**Chassis :** Newhart 1200  
**Power Plant :** Pitban 240  
**Cruising Speed :** 84 Kph  
**Maximum Speed :** 130 Kph  
**Jump Jets :** Pitban LFT-10  
**Jump Capacity :** 240 meters  
**Armor :** Durallex Light  
**Armament :**  
 2 Aberdovey Mark III Medium Lasers  
**Manufacturer :** Newhart Interstellar Industries Ltd.  
**Primary Factory :**  
**Communication System :**  
 O/P 500A  
**Targeting and Tracking System :**  
 O/P TA1240



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3	Head	6
Engine	240	Center Torso	8
Walking MP :	8	Center Torso (Rear)	4
Running MP :	12	R/L Torso	6
Jumping MP :	8	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	5
Gyro :	3	R/L Leg	6
Cockpit :	3		
Armor Factor :	56		

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

# SDR-5V Spider

## **Overview:**

The SDR-5V Spider is the crowning triumph of Newhart Interstellar Industry's long history of armament manufacture. The firm produced mostly aero-space fighters; the Spider was their first and only entry into the BattleMech market.

In 2650, the Star League requisitioned a special 'Mech for its elite commando forces. Newhart responded so quickly that most of the other 'Mech manufacturing firms were left sitting in the dust. Newhart had, in fact, already designed the SDR series, which easily exceeded the minimum standards for a lightweight recon/attack 'Mech. They were already geared up for immediate production, and so the Star League awarded Newhart the contract.

The Spider got its name from its front armor alignment, which resembles a spider web. The seams between the armor plates are filled with a bright red fiberglass sealant, which emphasizes the pattern.

## **Capabilities:**

The SDR-5V was conceived as a fast-moving 'Mech with ample firepower and the ability to operate for an extended period of time without support. To fulfill the latter requirement, very reliable parts were used on the Spider, which keeps maintenance cycles to a minimum. The 'Mech's firepower consists of two center torso-mounted Aberdovey Mark III medium lasers. Though more expensive than the common Martell lasers, they are considered the top quality available.

Jump capacity set this 'Mech above and beyond modified versions of the Locust and other recon 'Mechs. The jump jet system was designed to make standard leaps and also to vary the leap trajectory by pivoting the jets in flight. The jump variables made possible by this design capability play havoc with even the most sophisticated targeting systems.

The Spider's only real design flaw is that its particular configuration of armor and sensors leave no room for a pilot escape system. In case of emergency, the Spider pilot is forced to manually reach the lower hatch to exit the 'Mech.

## **Deployment:**

Very few SDR-5V Spiders were left in the Successor States after the fall of Star League. When House Marik discovered a supply bunker containing several functional Spiders on the planet Keystone in their sphere, they quickly absorbed the 'Mechs into their forces.

In the battle for Styk within Liao space in 2934, units from Marik's Militia attacked attached units of Liao's House Fujita's Second Battalion. While defending the ruins of the city of Devonshire, the Second found itself under attack by the Militia forces' several Spiders. Using a series of close-combat attacks such as jumping, the Spiders cut through Liao's outer defenses, making it possible for Marik forces to control the city for several hours, looting it of supplies.

In 2970, House Steiner made use of several Spiders in a fast raid on the Kurita-held world of LaBlon. As part of the Twelfth Star Guards, the Spiders moved in on the rear area of a Kurita supply dump. As they hit one area, the other raiders struck in force from another location. This tactic allowed Steiner to cut down the spread-out Kurita troops, which could not rally in time to stop their attackers from taking the supplies to a waiting DropShip.

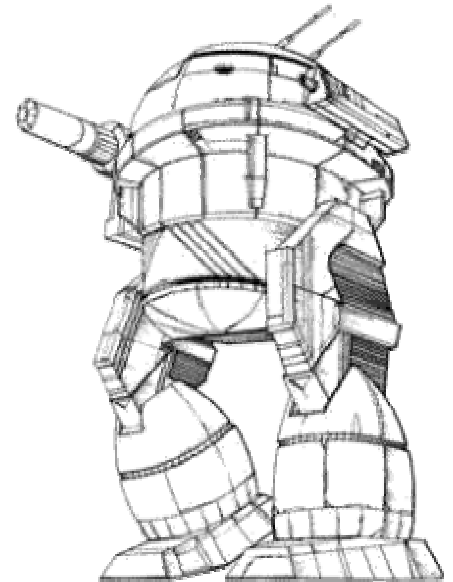
House Davion was desperate to gain control of several Spiders to supplement its own forces, as they had had to scrap theirs for parts during the First Succession War. In 3000, House Davion's elite First Guards staged a commando-style raid on a 'Mech repair facility on the House Marik world Sirius. Far from their own territory, the attacking forces dropped just outside of the facility and took what they came for, five Spiders that had been brought in for research and preventive maintenance. Despite heavy damage given by Marik's support, the Guards took few losses and succeeded in getting the Spider 'Mechs they had come for.

Another military unit reported to have possession of Spiders is the elite Wolf's Dragoons. Reports from various battlefields state that the Dragoons make use of an entire lance of Spiders, though these reports are not easily confirmed.

# UM-R60 UrbanMech

Overview Record Sheet

**Mass** : 30 Tons  
**Chassis** : Republic-R  
**Power Plant** : Leenex 60  
**Cruising Speed** : 21 Kph  
**Maximum Speed** : 32 Kph  
**Jump Jets** : Pitban 6000  
**Jump Capacity** : 60 meters  
**Armor** : Durallex Medium  
**Armament** :  
 1 Imperator-B Autocannon  
 1 Harmon Light Laser  
**Manufacturer** : Orguss Industries  
**Primary Factory** : Marcus  
**Communication System** :  
 Dalban Interact  
**Targeting and Tracking System** :  
 Dalban Urban



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3	Head	9
Engine	60	Center Torso	11
Walking MP :	2	Center Torso (Rear)	8
Running MP :	3	R/L Torso	8
Jumping MP :	2	R/L Torso (Rear)	4
Heat Sinks :	11	R/L Arm	10
Gyro :	1	R/L Leg	12
Cockpit :	3		
Armor Factor :	96		

Weapons and Ammo	Location	Critical	Tonnage
AC/10	RA	7	12
Ammo AC/10 (10)	RT	1	1
Small Laser	LA	1	0.5
Jump Jets	CT	2	1

# UM-R60 UrbanMech

## Overview:

Called upon to produce an effective light 'Mech for city fighting, Orguss Industries replied with the UrbanMech. Cheap to produce but potent in its assigned duties, the 'Mech was manufactured in large quantities, and many have survived into the present era. Now common in city garrisons and defense units, the UrbanMech continues as an effective battle weapon.

## Capabilities:

At 30 tons, the UrbanMech is only slightly heavier than the Wasp and Stinger scout 'Mechs, and so its slow speed seemed a distinct liability. It was designed for city combat, however, an environment that severely limits most other 'Mechs. The 'Mech's Durallex medium armor provides considerable protection, and its low, stocky profile makes it a difficult target.

On some models, Orguss Industries followed an unorthodox, armless design. While this further streamlined the machine's profile, it handicapped the UrbanMech in other ways. The 'Mech was obviously unable to defend itself in hand-to-hand combat, and damage that would normally have struck the 'Mech's arms was transferred directly to the torso. Because of this disadvantage, armless UrbanMechs were usually deployed where the likelihood of meeting enemy 'Mechs was small.

The Emperor-B autocannon is the UrbanMech's primary weapon. With its low heat buildup and reliable design, the weapon suited the UrbanMech's hit-and-run fighting style. The light laser that supports the Emperor is only marginally effective, but is useful in persuading hostile infantry to keep their heads down.

## Deployment:

The UrbanMech was used by the Star League to suppress urban guerrillas and hostile light 'Mechs in heavily populated areas. With its comparatively heavy armor, the 'Mech could withstand combat with others of similar or higher tonnage. Though not intended to engage in slugging matches with Marauders or Crusaders, the UrbanMech often found itself facing off against such vastly superior opponents in the thick of city fighting.

Standard tactics consisted of an UrbanMech lance splitting up into individual units that used buildings as cover for sniping at enemies. Then the units would fall back to regroup along the next line of defense.

Though the UrbanMech's low speed handicapped it, the confining spaces of Star League cities also reduced the mobility of other, heavier 'Mechs, and the 'Mech's low profile helped protect it from enemy fire.

In the present era, House Liao maintains a relatively large number of UrbanMechs, deploying them in the fortified cities along its frontiers, where they have encountered both Davion and Marik forces.

During a recent border clash, several regiments of the Marik's Regular Hussars were sent on a parts raid against Liao storehouses on Carver V, where the city of Fort Lyons held a sizeable stock of 'Mech components that were defended by the urban defense regiments of the Chesterton Reserves, including several UrbanMechs. Commanding Fort Lyons' defense, Regimental Colonel Teresa Keed deployed her UrbanMechs as the city's first line of defense. The UrbanMech's confronted a Marik Marauder company as it moved into the city.

Supported by smaller armored vehicles and infantry, the Liao UrbanMechs used classic tactics, engaging the Marauders with pop-up fire, then vanishing among the buildings. The Marik Marauders wound up with a major fight on their hands, and the assault bogged down as they stopped to engage the Liao defenders.

The Marik attackers eventually pushed the Liao forces back, but sustained losses that greatly lessened their effectiveness. When Liao reserves finally arrived, the Marik Marauders were forced to withdraw with only a fraction of the booty they had anticipated.

Another recent example illustrates the UrbanMech's weaknesses. When a Bandit raid on Angel II caught Marik defenders by surprise, garrison commander Major Alan Roberts was forced to deploy the Marik Militia's UrbanMechs in open country to stave off the Bandits' attacks.

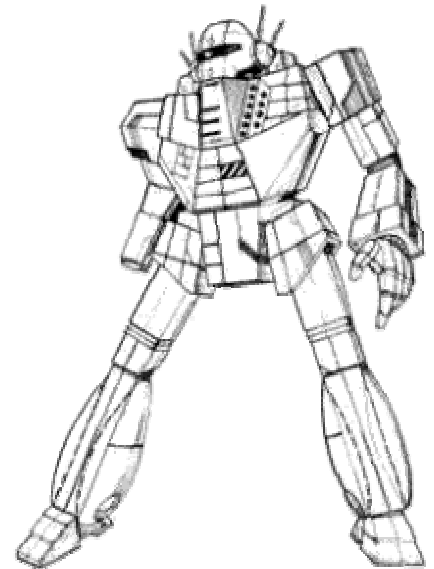
Though the Marik pilots fought bravely, the Bandit 'Mechs blasted them to pieces with concentrated long range missile fire. Roberts took a severe reprimand for this misuse of his UrbanMechs, but he did not have many other options as commander of an urban defense unit lacking heavy 'Mech support. The defense may have been doomed to failure, but Major Roberts was able to buy enough time so that civilians and key Marik officials were able to escape before the Bandits could take them.

The UrbanMech is at its best when battling infantry and armor in the heart of the city. In another recent encounter, Davion forces made effective use of an UrbanMech lance to destroy a Kurita commando/terrorist squad.

# VLK-QA Valkyrie

Overview Record Sheet

**Mass :** 30 Tons  
**Chassis :** Corean Model 1AA  
**Power Plant :** Omni 150  
**Cruising Speed :** 54 Kph  
**Maximum Speed :** 86 Kph  
**Jump Jets :** Norse Industries 3S  
**Jump Capacity :** 150 meters  
**Armor :** Riese-470  
**Armament :**  
 1 Sutel Medium Laser  
 1 Devastator Series-07 LRM-10  
**Manufacturer :** Corean Enterprises  
**Primary Factory :**  
**Communication System :**  
 Lynx-shur  
**Targeting and Tracking System :**  
 Sync Tracker (39-42071)



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3	Head	8
Engine	150	Center Torso	14
Walking MP :	5	Center Torso (Rear)	4
Running MP :	8	R/L Torso	12
Jumping MP :	5	R/L Torso (Rear)	2
Heat Sinks :	11	R/L Arm	9
Gyro :	2	R/L Leg	12
Cockpit :	3		
Armor Factor :	96		

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	LT	2	5
Ammo LRM 15 (12)	RT	1	1
Medium Laser	RA	1	1
Jump Jets	CT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

# VLK-QA Valkyrie

## Overview:

The Valkyrie is a 'Mech design unique to the Federated Suns. Although commissioned by the League's Regular Army, it did not enter production until 2787, after the start of the First Succession War. Because the Corean facilities were all within the Federated Suns, all Valkyries produced became the exclusive property of House Davion. Despite the chaos of the Succession Wars, the Corean plants on New Avalon are still functional, a large industrial complex still capable of manufacturing up to 130 Valkyries per year.

The continued operation of Corean Enterprises depends upon several other key industries. Components such as fusion reactors and sensor helmets are still produced by completely automated plants, using technology that is no longer understood. These old and worn plants often break down, which means the day may come when it is no longer possible to repair malfunctioning equipment. When the supply of ultra-high technological parts needed by each 'Mech runs out, Corean Enterprises will be forced to end production.

Future concerns aside, the Valkyrie has become an important part of the Davion forces. It generally replaces the lighter Stingers and Wasps in the Federated Sun's crack combat regiments, giving their units improved firepower. Because the VLK carries twice the armor of either a WSP or a STG, it can last longer under fire.

## Capabilities:

The Valkyrie is a highly regarded light 'Mech. Its six tons of armor, top speed of 86.4 kilometers per hour, and 150-meter jump capacity allow it to outmaneuver heavier units on the battlefield and to absorb a fair amount of damage. At the same time, the VLK's eleven heat sinks allow a high rate of activity without overheating. Its relatively flat potential damage curve illustrates that it is equally at ease fighting at extended range or at close quarters.

The Devastator LRM system is an unusual but welcome addition to a light 'Mech. Though it carries only twelve reloads, the LRM-10 makes the Valkyrie a potentially tough opponent even at long range. At close range, the combination of medium laser and jump capacity makes the Valkyrie just as dangerous. Although it is no match for a medium or heavy 'Mech by itself, as part of a lance, the Valkyrie is effective. More than one MechWarrior has suddenly found to his horror that he has a Valkyrie behind him and the rest of the lance in front.

The Valkyrie's eleven heat sinks allow it to jump as often and as far as desired without decreasing its rate of fire. This has given the 'Mech a reputation for tenacity. It has been said that once a Valkyrie attacks, 'it stays with you until either it drops or you do'. As experienced pilots are more likely than most other MechWarriors to be assigned to a new Valkyrie, this reputation may be well earned.

Because this light 'Mech is so well-armed, it is often assigned to scouting missions. They are also much less likely to fall victim to scout-hunters such as the Scorpion. In fact, the Valkyrie's LRM-10 can inflict respectable damage on hunter units lacking long-range weaponry.

To date, the Valkyrie has not developed any chronic maintenance problems. Although there have been instances of shorts in the leg actuators and a number of bugs in the sync-tracking systems, these have been rectified. Despite these difficulties, the Valkyrie has become an important part of the Davion military machine. It is now found in virtually every regular regiment of the Federated Suns.

## Deployment:

The Valkyrie has made its greatest contribution as a lance member. It often supports its lance leader in an attack on a much heavier opponent. In such operations, many Stingers and Wasps have been crippled before they could make any contribution on the battlefield. The Valkyrie is not an easy kill, even for a heavy 'Mech.

In the First Battle for Galtor, elements of Davion's Syrtis Fusiliers held the planet despite an intense, three month offensive by Kurita's Proserpina Hussars. The battle was significant because the Syrtis Fusiliers had recently replaced all 'Mechs in its light units and fire lances with Valkyries. Although badly outnumbered, the defenders managed to stem the invasion and push the attackers back. Much of the operation's success was credited to the low attrition rate of light 'Mechs, which allowed lance structures to remain intact throughout the defensive operation.

On Dobson, where House Davion and Kurita clashed less than a year later, Valkyrie scouts managed to pinpoint the location of the attacker's major supply deposit. Spotted while leaving the area, the Valkyries were forced to fight their way back through enemy lines. Although the 'Mechs were barely operational when they returned to friendly soil, the fact that they survived at all is a testament to the durability of the VLK.

During the Siege of Sarna, Valkyries were used successfully as scout hunters. Their long-range missiles allowed them to cripple their opponents from a safe distance before moving in for the kill. Not one VLK was lost in these operations.

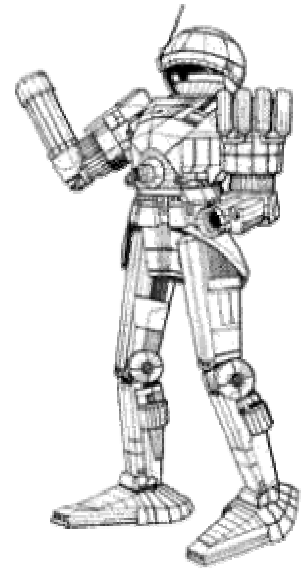


# FS9-H Firestarter

Overview

Record Sheet

**Mass** : 35 Tons  
**Chassis** : Argile H/09  
**Power Plant** : GM 210  
**Cruising Speed** : 64 Kph  
**Maximum Speed** : 97 Kph  
**Jump Jets** : Firestone Radial 6s  
**Jump Capacity** : 180 meters  
**Armor** : Livingston Ceramics  
**Armament** :  
 2 Magna II Medium Lasers  
 2 Deprus RF Machine Guns  
 4 Purity L-series Flamers  
**Manufacturer** : Argile Technologies  
**Primary Factory** : Skye  
**Communication System** :  
 Tansech Omni-7  
**Targeting and Tracking System** :  
 Tansech C30-97



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3.5	Head	9
Engine	210	Center Torso	13
Walking MP :	6	Center Torso (Rear)	6
Running MP :	9	R/L Torso	11
Jumping MP :	6	R/L Torso (Rear)	5
Heat Sinks :	10	R/L Arm	6
Gyro :	3	R/L Leg	8
Cockpit :	3		
Armor Factor :	88		

Weapons and Ammo	Location	Critical	Tonnage
Flamer	RA	1	1
Flamer	CT	1	1
Flamer	LA	1	1
Flamer	CT (R)	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RT	1	0.5
Machine Gun	LT	1	0.5
Ammo MG (200)	RT	1	1

Jump Jets  
Jump Jets

RT	3	1.5
LT	3	1.5

## FS9-H Firestarter

### Overview:

The Firestarter was conceived primarily as an indirect assault unit. Constructed by Argile Technologies of Skye from 2550 to the beginning of the Civil War in early 2776, it was successfully marketed as a highly mobile incendiary 'Mech. Nearly 3,000 Firestarter's saw active service. Most 'Mech regiments contained a number of FS9s, and spare parts were usually stocked at all repair depots. Though many Firestarters have been gutted beyond repair, those that survive are usually in good condition. Because the FS9-H was a popular 'Mech, a good supply of spare parts is still available.

### Capabilities:

The Firestarter was rarely attached to a lance, instead usually assigned to a company or regiment. The commander would deploy the 'Mech to support an attack group or to scout wooded terrain.

Though a real threat to light 'Mechs, a Firestarter can do little against the formidable armor and weaponry of medium and heavy opponents. It was the ability to set fires that made the FS9 so valuable. Skillfully placed blazes could rout enemy forces, break lines, and corner 'Mechs. A whole series of tactics was developed around creating and spreading wildfires.

Firestarter pilots are particularly fond of setting dense woods afire while enemy 'Mechs are advancing through them and of igniting buildings that are sheltering enemy units. If an engagement is lost, a Firestarter could create fire and smoke to cover a retreat and to hamper pursuit.

The Firestarter also works well as a scout. Its speed and armor give it good protection in the field. Not only could it map terrain as it traveled, but it could also clear away wooded areas that the enemy might use as defensive positions or for an ambush.

The Firestarter also carried out scorched-earth missions in the early days of the Succession Wars. In recent decades, as armies attempt to capture and hold targets intact, scorched earth has become an extremely rare policy. It is only used when even long-term victory is impossible or when the target is too valuable to fall into enemy hands.

### Deployment:

Because Firestarters were common in all 'Mech forces before the Succession Wars, none of the five Successor States has a shortage of these 'Mechs. However, more and more Firestarters are being assigned to lances to replace light and medium 'Mechs lost in action.

In the earliest days of the First Succession War, the Second Lyran Guard was assigned to garrison the planet of Port Moseby. In addition to the regular units of her regiment, Colonel Alexandra Waters was also assigned three Firestarters. Port Moseby was a vitally important trade center, and Waters was ordered to hold it at all costs.

In August 2786, House Kurita attacked. Elements of McGavin's and Johiro's Regiments landed near the capital city, despite the best efforts of Walker's aerospace fighter wing. To escape the constant fighter attacks, the invaders advanced on the capital through heavily wooded country. Seeing her chance, Colonel Waters sent her Firestarters into action. An intense drought had left the forests tinder-dry, and the Firestarters quickly ringed the Kurita forces in flames. While the enemy 'Mechs struggled through the burning forest, moving slowly to avoid overheating, Waters brought her forces to the edge of the fire, engaging the enemy as it stumbled from the inferno. After only a few hours of combat, the Kurita forces were forced to retreat off world. While the Second Lyran Guard had suffered only light damage, fewer than half of the attackers escaped.

This was the first major battle in which incendiary 'Mechs were used. Their limited usefulness was emphasized when Kurita forces again assaulted Port Moseby later that year. Because the forests had been completely destroyed in the first battle, Colonel Waters could not repeat her fire-starting tactics. The superior Kurita forces obliterated the Second Lyran Guard.

The first battle for Moseby enhanced the prestige of the Firestarter, and commanders began experimenting with various methods of deploying the FS9. One popular idea concerned grouping the Firestarters into igniter lances, which allowed better coordination of incendiary activities. While this concept worked well during major assault operations, the members of these lances were usually reassigned once the campaign was over.

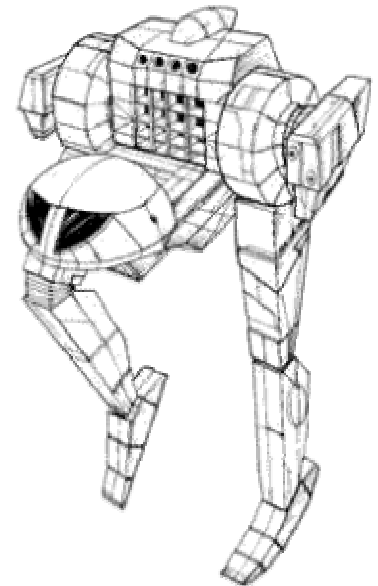
Firestarters were often piloted by officers in command of Wasp or Stinger units. These fast, light raiding groups usually attacked lightly defended targets or worked as deep penetration scouts.

# JR7-D Jenner

Overview

Record Sheet

**Mass** : 35 Tons  
**Chassis** : Diplan Scout-A  
**Power Plant** : Magna 245  
**Cruising Speed** : 75 Kph  
**Maximum Speed** : 118 Kph  
**Jump Jets** : Smithson Lifters  
**Jump Capacity** : 150 meters  
**Armor** : Starshield  
**Armament** :  
 4 Argra 3L Medium Lasers  
 1 Thunderstroke SRM-4  
**Manufacturer** : Diplan Mechyards  
**Primary Factory** : Ozawa  
**Communication System** :  
 Dawson III  
**Targeting and Tracking System** :  
 Bk-309



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3.5	Head	7
Engine	245	Center Torso	9
Walking MP :	7	Center Torso (Rear)	3
Running MP :	11	R/L Torso	8
Jumping MP :	5	R/L Torso (Rear)	4
Heat Sinks :	10	R/L Arm	4
Gyro :	3	R/L Leg	6
Cockpit :	3		
Armor Factor :	63		

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	CT	1	2
Ammo SRM 4 (25)	RT	1	1
CASE	RT	1	0.5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	0.5

# JR7-D Jenner

## Overview:

The Jenner is a relatively modern design, first constructed in 2784 by Diplan Mechyards of Ozawa under contract to House Kurita. It was designed as a fast, hit-and-run guerrilla fighter. With a maximum speed of 118.8 kilometers per hour and a jump capacity of 150 meters, it was hoped that this 'Mech would form the foundation for a new, highly mobile lance.

The original Jenner mounted two Argra 27C medium lasers and a Diplan HD large laser on a central turret, but this configuration could easily be disarmed by a direct hit to the turret.

The medium lasers' targeting system was also plagued with problems. However, because the chassis and mobility subsystems performed well in trials, designers decided to refit the weapons systems instead of scrapping the whole design. The standard ten heat sinks allowed the 'Mech to move swiftly and fire without overheating.

The Jenner was then modified to its current configuration, mounting four Argra 3L medium lasers, two per side, on directionally variable mountings. The Argra 3L replaced the older 27C because it had a better spectral purity and a more rugged focal system.

The Thunderstroke SRM-4 was installed after additional testing showed the need for increased short range firepower. The resulting 'Mech was the pride of Kurita forces. Designed and built in Kurita space, it was the optimum mix of speed, jump capacity and firepower.

## Capabilities:

Among the fastest 'Mechs around, the Jenner packs good firepower at close range. Its optimum range is 30 to 90 meters, and its speed and jump capability make it hard to hit. The Jenner can move in quickly, make its attack and retreat before it can be seriously damaged.

Because the Argra 3L medium lasers are the Jenner's main armament, the 'Mech can operate for long periods without running out of ammunition. During long engagements or on deep raids, the twenty-five reloads available to the Thunderstroke SRM-4 could run out, and so this missile launcher is mostly used for the finishing stroke or to add extra hitting power in a difficult moment.

Although the Jenner was designed as a close range fighter, it lacks arms for punching and other physical attacks. The Jenner's designers felt that because of the 'Mech's low tonnage, it would not be able to make effective physical attacks. The Jenner has done well without arms, except in grab-and-run raids made on enemy supply depots. During these, it lays down covering fire to allow 'Mechs with hands to gather what they can.

## Deployment:

When Diplan Mechyards was completing the first Jenner's in September 2784, tensions were running high. War seemed inevitable, more a question of when than of if. Minoru Kurita took a personal interest in the Jenner, calling it the "first of a new line," and he ordered further design and development on heavier 'Mechs with the Jenner's mobility.

It was only fitting that Minoru Kurita's favored 'Mech should avenge his assassination. Waves of Jenners and other fast 'Mechs entered the cities to carry out Jinjiro Kurita's directive to "bathe accursed Kentares in blood." The Jenner earned itself a place as the standard light warhorse of the Draconis Combine.

Despite the outbreak of the First Succession War, construction continued at Diplan until 2815, when a shortage of raw materials brought the assembly lines to a halt. However, Diplan continued to produce its 'Mech chassis.

In 2823, production of Jenners resumed on Ozawa, and some three thousand chassis were shipped to a Diplan subsidiary on Luthien for final fittings and assembly. Although heavily damaged by naval bombardment, the Diplan Luthien Corporation retooled its remaining plants for Jenner assembly. By 2830, Diplan of Ozawa and Diplan Luthien had a combined annual output of 1,350 Jenners.

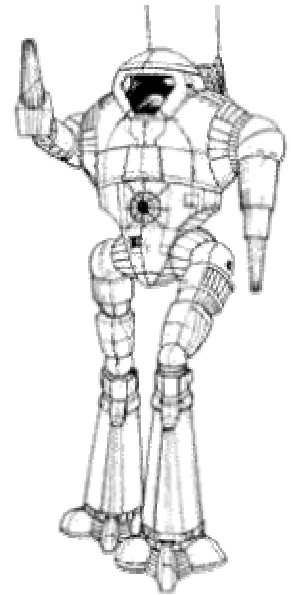
Throughout the Second Succession War, the Jenner continued the infamous tradition begun during the Kentares Massacre. Used singly or in groups, the Jenner is often sent behind enemy lines to create confusion and havoc. It was during these terror raids that the other Houses first captured Jenners.

By 2840, the Federated Suns and the Lyran Commonwealth both had a number of operational Jenners. By 2845, the Jenner was used by all of the Successor States, although it continues to be primarily a Kurita 'Mech.

# OTT-7J Ostscout

Overview Record Sheet

**Mass :** 35 Tons  
**Chassis :** Kell/S  
**Power Plant :** VOX 280  
**Cruising Speed :** 86 Kph  
**Maximum Speed :** 129 Kph  
**Jump Jets :** Ostmann Sct-A  
**Jump Capacity :** 240 meters  
**Armor :** Durallex Light  
**Armament :**  
 1 Tronel II Medium Laser  
**Manufacturer :** Kong Interstellar Corp.  
**Primary Factory :**  
**Communication System :**  
 Barret 4000  
**Targeting and Tracking System :**  
 TRSS.2L3



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3.5	Head	9
Engine	280	Center Torso	12
Walking MP :	8	Center Torso (Rear)	4
Running MP :	12	R/L Torso	9
Jumping MP :	8	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	6
Gyro :	3	R/L Leg	8
Cockpit :	3		
Armor Factor :	72	4.5	

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

# OTT-7J Ostscout

## **Overview:**

The Ostscout was designed for one purpose: scouting. Its maneuverability, high speed, and jump capacity allow it to avoid trouble easily. Poorly gunned and armored, it can only engage the lightest of 'Mechs with a reasonable assurance of victory.

Enhanced sensor arrays and a high-resolution targeting and tracking system supply the OTT with a constant stream of data about its surroundings. Powerful narrow-band communications equipment allows the Ostscout to report from deep inside enemy territory.

## **Capabilities:**

With a maximum speed of 129.6 kilometers per hour, the Ostscout can cover ground quickly. Specialized equipment allows it to map as it goes, recording environmental, hydrological, and geological information. Unusual features are automatically noted and brought to the pilot's attention by the onboard systems.

To avoid interference from the magneto hydrodynamic systems, the sensor arrays were installed outside the main chassis. The OTT uses its actuator systems to aim its sensor arrays.

The Ostscout often travels slowly through interesting areas, waving the arrays in seemingly random patterns. During these periods of maximum-intensity scanning, the OTT is vulnerable to attack because it is accumulating data faster than it can process it. The approach of enemy units often goes unnoticed until they open fire. However, if the first salvo does not cripple the Ostscout, it will very likely escape.

Not only is the Ostscout equipped with a jump capability of 240 meters, but it also has sufficient heat sink capacity to dissipate all the heat that such maneuvers generate. If it jumps only 210 meters, the Ostscout can also fire its laser without overheating. The OTT's ability to jump and fight allows it to escape from trouble quickly. Although technicians have developed a variety of plausible strategies to trap 'Mechs such as the OTT, there seems to be a substantial gap between theory and practice.

Because the Ostscout has a history of avoiding firefights whenever possible, many are in mint condition and still possess their original League sensor arrays and data evaluation systems. Because these systems are nearly unique today, commanders have consistently attempted to keep the Ostscout out of battle.

## **Deployment:**

The Ostscout often contributes invaluable information. A successful scouting mission can eliminate most guesswork required for any offensive. Exact information about topography and enemy disposition are vital. The history of the Ostscout is a list of daring missions deep behind enemy lines accumulating such information. During the Rebellion of 3010, Janos Marik used Ostscouts extensively to gain information on rebel movements and strengths. In 2950, OTTs were used on Thule to hunt down the last members of one of Valasek's raiding parties. All through the winter of 3001, Ostscouts scoured the surface of Kasai IV, looking for a League parts deposit, and finding only empty bunkers.

In early September of 3021, four Ostscouts were dropped over New Ivaarsen by Draconis Combine DropShips. Their mission was to scout possible landing sights for a Kurita invasion force. Throughout the following five weeks, the OTTs were on the run from Davion patrols and search parties. Despite this near constant pursuit, the Ostscouts managed to accumulate all necessary information and signal the invasion fleet. Of the four scouts, only one was slightly damaged.

The Thousand Kilometer Chase took place in 3024. Due to a computer error, an Ostscout was dropped nearly a thousand kilometers behind enemy lines. MechWarrior Mary Finn of the Chesterton Reserves earned her nickname of 'Hopscotch' because of her incredible success in avoiding the three regiments of Smithson's Chinese Bandits massing there for an offensive. During the ten-hour ordeal, Finn managed to accumulate enough information to allow the Capellan Confederation to launch an effective counter-attack.

# PNT-9R Panther

Overview

Record Sheet

**Mass :** 35 Tons

**Chassis :** Alshain 56-Carrier

**Power Plant :** Leenex 140

**Cruising Speed :** 43 Kph

**Maximum Speed :** 64 Kph

**Jump Jets :** Lexington Ltd. Lifters

**Jump Capacity :** 120 meters

**Armor :** Maximilian 42

**Armament :**

1 Telos Four-Shot SRM Missile System

1 Lord's Light Particle Beam Weapon

**Manufacturer :** Alshain Weapons

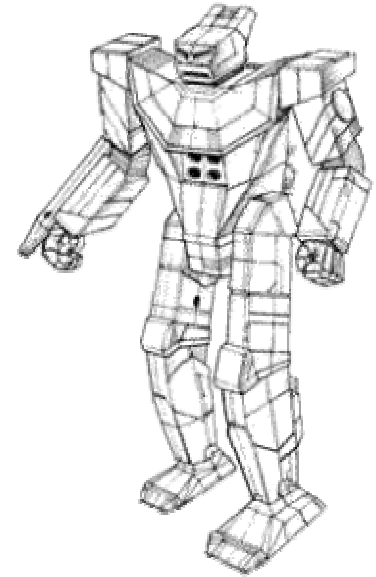
**Primary Factory :** Alshain

**Communication System :**

Sipher CommCon CSU-4

**Targeting and Tracking System :**

Cat's Eyes 5



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	3.5	Head	9
Engine	140	Center Torso	14
Walking MP :	4	Center Torso (Rear)	7
Running MP :	6	R/L Torso	11
Jumping MP :	4	R/L Torso (Rear)	5
Heat Sinks :	13	R/L Arm	10
Gyro :	2	R/L Leg	12
Cockpit :	3		
Armor Factor :	104		

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	CT	1	2
Ammo SRM 4 (25)	LT	1	1
PPC	RA	3	7
Jump Jets	RL	2	1
Jump Jets	LL	2	1

# PNT-9R Panther

## Overview:

Designed as a fire support vehicle for reconnaissance units, the prototype Panther was first built for the Star League during the closing years of the Cameron dynasty. After being commissioned in 2739 to produce the 'Mech, Alshain Weapons began immediate delivery of Panthers to League ground troops fighting renegade bandits along the Periphery.

The Mech's poor performance at the Battle of St. John in 2759 pointed out both a flaw and a strength in the design. The flaw was that the large laser carried in the 'Mech's right hand lacked effective range and power. The strength was the 'Mech's basic hardness. To improve this battle worthy machine's firepower, Star League engineers replaced the large laser with a PPC.

The Draconis Combine is the only Successor State that today uses the Panther in any significant numbers. The current model, the 9R, is a compromise developed by Combine engineers. Though lacking the original Panther's sophistication, its systems are more adaptable to present-day factories.

## Capabilities:

The Panther's main function is as fire support for light and fast-moving 'Mech units. It has played this role for almost three hundred years, providing covering fire for more mobile 'Mechs in mid-maneuver, whether toward or away from the enemy.

Its PPC is unusual for a 'Mech of its size. An extraordinary weapon, the Lord's Light PPC combines the fire-power of a standard PPC with the lightness and flexibility of an arm-carried weapon. For close-in work, the Panther carries four SRM tubes with enough ammunition for twenty-five shots. The reliable Telos system is placed in the 'Mech's chest area, which ensures it good protection.

Pilots discovered early in the Panther's career that it was well-suited to the dirty tactics of city fighting. The nimble 'Mech easily moves through the restricted spaces of a city, while its PPC gives it the chance of disabling all but the heaviest 'Mechs with a few aimed shots. From rooftop ambushes to muggings on dark streets, the Panther has gained quite a reputation. For its city-fighting prowess, Lyran Commonwealth MechWarriors have nicknamed it "the Alley Cat."

Even in a city, however, the Panther cannot stand up to a heavy 'Mech such as the Warhammer or Zeus in a head-on engagement. Finding himself in that situation, the Panther pilot must rely on good shooting and the 'Mech's superior mobility to leave the field in one piece.

## Deployment:

As noted above, the Draconis Combine is the only Successor State employing the Panther in large numbers. This is because the Combine controls the only working Panther factory, located on the temperate world of Alshain. Other Successor States do still have a few Panthers, usually 8Zs, but their numbers are fast dwindling due to lack of parts.

Though there have been many attempts to knock out the factory at Alshain, the fact that it is housed in the bowels of a mountain makes it a tough target. The factory is churning out Panthers for Kurita as quickly as possible, slowed down only by the delay in getting target computers delivered from clear across the Combine.

Kurita first used Panthers in a large-scale offensive action on the planet Quentin during the First Succession War, and the action remains a model for how the Combine employs the 'Mech. Once the Second Legion of Vega was reorganized with Panthers as the mainstay of its light units, it was ordered to assault the agricultural planet Quentin, owned by Duke Davion. Catching Davion's 42nd Avalon Hussars off guard, the Second Legion mauled them severely. Though the Hussars' 'Mechs were generally heavier and had more firepower, they could not react fast enough to the fleet-footed Panthers firing heavy hits with their PPCs. The Hussars retreated, giving up the only major city and spaceport on Quentin.

The victory on Quentin paled in significance, however, when Minoru Kurita was assassinated on Kentares IV at about the same time. To support his rage against the people of Kentares, Jinjiro Kurita took troops and supplies away from the Second Legion of Vega and sent the unit as reinforcements to the Kentares front. In the meantime, the 42nd Avalon Hussars had been reinforced by units of the Fourth Deneb Light Cavalry.

Suddenly on the defensive, the Panthers of Kurita's Second Legion bore the brunt of the Hussars' counterattack. From prepared positions in and around the city, the Panthers held off an onslaught by Davion Warhammers and Marauders. This delaying action, led by Captain Ted "Red Beard" Henry, created enormous confusion in the Davion advance. His troops' action allowed the safe withdrawal of the Second Legion when it became apparent that there was no hope of reinforcements.

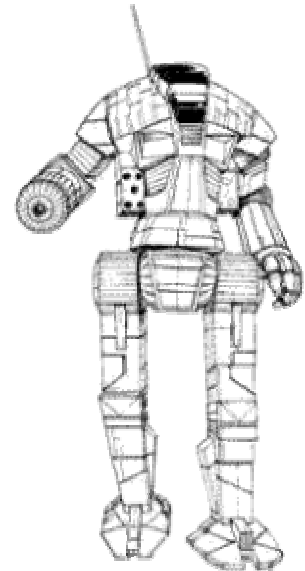


MEDIUM MECH

# ASN-21 Assassin

[Overview](#)
[Record Sheet](#)

**Mass** : 40 Tons  
**Chassis** : Maltex 40  
**Power Plant** : Vox 280  
**Cruising Speed** : 75 Kph  
**Maximum Speed** : 119 Kph  
**Jump Jets** : 100AFVTA  
**Jump Capacity** : 210 meters  
**Armor** : Lox Lift Series 1  
**Armament** :  
 1 Martell Medium Laser  
 1 Holly LRM-5 Missile Rack  
 1 Holly SRM-2 Missile Rack  
**Manufacturer** : Maltex Corporation  
**Primary Factory** : Errai  
**Communication System** :  
 Garret T15 B  
**Targeting and Tracking System** :  
 Garrett 500S



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4	Head	8
Engine	280	Center Torso	12
Walking MP :	7	Center Torso (Rear)	4
Running MP :	11	R/L Torso	10
Jumping MP :	7	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	6
Gyro :	3	R/L Leg	6
Cockpit :	3		
Armor Factor :	72	4.5	

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
LRM 5	RT	1	2
Ammo LRM 5 (24)	RT	1	1
SRM 2	LT	1	1
Ammo SRM 2 (50)	LT	1	1
Jump Jets	CT	1	0.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

# ASN-21 Assassin

## **Overview:**

Many of the purchasing agents for the Star League's military branch seem to have overstepped their authority in the case of the Assassin BattleMech. Though a new medium 'Mech was not required in great numbers, lobbyists for Maltex Corporation managed to gain several key contracts for the production of this 'Mech. Despite all the politics involved, the Assassin turned out to be a successful 'Mech in combat. Its ample firepower, good armor protection, and speed have made it a popular model. Its mobility especially seems to be the key to its success in battle.

## **Capabilities:**

This 'Mech was originally marketed to compete against the Wasp and Stinger 'Mechs. Though heavier than the light 'Mechs, it is still a fast vehicle with full jump capabilities. A rousing success, the Assassin nonetheless failed to replace the Stingers and Wasps, which were less expensive and to which the military felt loyal.

The Assassin's weaponry consists primarily of three systems: the long-range missile rack, the short-range rack, and the arm-mounted Martell medium laser. Most of these systems require constant ammunition. As it can carry only a total of seventy-four combat rounds, the Assassin limits its pilots. It also has one of the most cramped cockpits in use in the Inner Sphere. In the past two hundred years, the cockpit's cooling system has been overhauled several times, but none of these efforts have been totally successful. The net result is an uncomfortable, sometimes deadly place to sit for any amount of time.

The only other problem with the Assassin is that the ammunition feed system for the short-range missile rack sometimes jams. To correct the problem, the whole mechanism must be disassembled, which is nearly impossible in a battlefield situation. This can cause major problems in battle, as the short-range rack is the Assassin's primary weapon system.

## **Deployment:**

Only several hundred Assassins were created. Due to their modular design and access systems, most of these are still functional. Once repairs have been made on its ammunition feed system, these 'Mechs are very popular for their long-range capabilities.

While Houses Marik and Steiner were battling for Rochelle in 2980, the Assassin 'Mech made its first appearance. The fighting on Rochelle was muddy and bloody at best, yet tacticians agreed that the Assassin fared well where other 'Mechs failed.

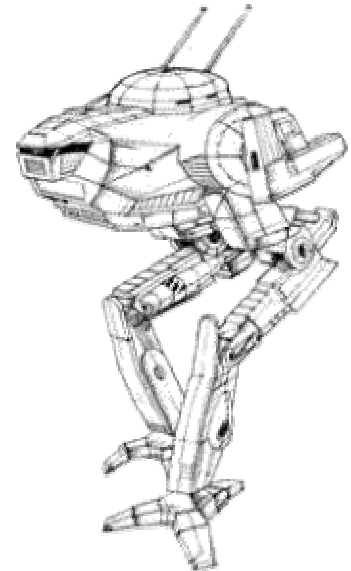
After the Assassin's impressive display on Rochelle, House Marik reassigned many of these 'Mechs to garrison duty along their borders. Several Marik lances of crack recon troops consist of nothing but Assassins, though these units are only used in rear area raiding parties.

The mercenary unit called the Amphigean Light Assault Group encountered some difficulties with their Assassins at the battle for Sevren while fighting for House Kurita. In 2990, Assassins from the mercenary unit ducked behind Steiner lines and raided enemy supply bases and rear-area cities for several weeks. Eventually, however, they ran low on ammunition. This left them with only their medium lasers to face the fury of Steiner's Fifteenth Lyran Guard. The Assassins tried to sneak back to Kurita lines, but only two of them made it.

In battles on Saffell, Cylene and Wheel, there are records of Assassins running low on ammunition and falling prey to rear-guard units. In 3021, realizing that the 'Mech needed a means of defense other than its laser, House Davion designed a variant with three lasers. At present, only House Liao does not field Assassins.

# CDA-2A Cicada

**Mass :** 40 Tons  
**Chassis :** Hartford 300  
**Power Plant :** Pitban 320  
**Cruising Speed :** 86 Kph  
**Maximum Speed :** 129 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** 3/Star Slab  
**Armament :**  
 2 Magna Medium Lasers  
 1 Magna 200 Small Laser  
**Manufacturer :** HartfordCo  
**Primary Factory :** Bryant  
**Communication System :**  
 Hartford J15 B  
**Targeting and Tracking System :**  
 Hartford S1000



Equipment	Mass		Internal Structure	Armor Value
Internal Structure :	4		Head	9
Engine	320	22.5	Center Torso	11
Walking MP :	8		Center Torso (Rear)	6
Running MP :	12		R/L Torso	6
Jumping MP :	0		R/L Torso (Rear)	3
Heat Sinks :	10	0	R/L Arm	4
Gyro :		4	R/L Leg	6
Cockpit :		3		
Armor Factor :	64	4		

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Pulse Laser	CT	1	1

# CDA-2A Cicada

## **Overview:**

Many small manufacturers entered the BattleMech industry as tensions mounted near the time of the fall of the Star League. In this period, Hartford Co, well-known for producing fine communications and targeting systems, began constructing 'Mechs on their home planet of Bryant near Earth. Their single contribution to battlefield technology was the Cicada.

With Bergan Industries holding almost a total monopoly on the contracts for small recon 'Mechs, Hartford Co proposed a 'Mech heavier than the Locust made by Bergan. It would be armed with the well proven Magna laser systems, and be as fast as the Locust but weighing twice as much. Most important, the price was right. The Star League took a limited contract for the Cicada, shipping it to replace many of the Locusts lost in border areas.

## **Capabilities:**

The Cicada's speed is one of its major assets. As a light recon 'Mech, it can cover great distances in a short time. Moreover, the 'Mech's armor and weaponry make it a serious foe in circumstances where a Locust might fail. The reliability of the weapons and their tracking systems is also well established.

The Hartford Co heat sinks proved to be of an inferior design, however, tending to wear out and fail to perform to full capacity after extended use. If not repaired, the sinks will vent only 60 percent of the heat transferred to them, which could lead to serious overheating in a combat situation. Though many Cicadas currently in use have replaced the original heat sinks with modular sinks, a number of defective Hartford Co sinks are still in use.

## **Deployment:**

The number of Cicadas produced was limited, due to the size of the manufacturer's facilities on Bryant. With the fall of the Star League, the proximity of the facilities to all of the warring Houses made the planet the target of many raids. In fact, that is how many of the Cicadas stored on Bryant found their way into the arsenals of all five Successor Houses.

One of the Cicada's most outstanding combat performances occurred in 2930 when House Kurita's Galedon Regulars engaged House Davion on the planet Xhosa. Reinforced with several Cicadas, one Kurita light recon lance managed to hold the city of Tar for several days before the Davion forces took control. Because a small band of lightly armed defenders held off several lances of crack troops for several days, historians have compared the engagement to the Battle of the Alamo on Earth or the Battle for Kervil during the Reunification War.

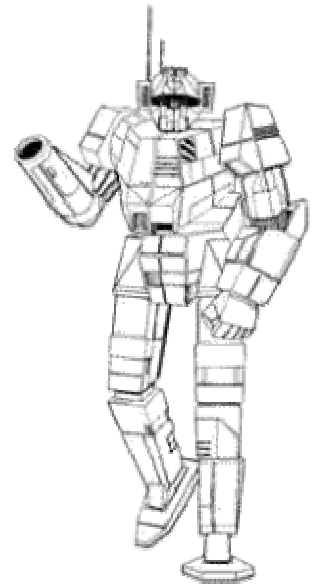
As the Cicada's reputation grew throughout the Successor States, expectations for its performance exceeded its capabilities. In one of a long series of battles on the planet Oriente, crack troops of Liao's Northwind Highlanders tried to take the planet from House Marik. Attached to Marik's Fusiliers of Oriente's Fifth Brigade were several lances of Cicada 'Mechs defending a lake area. Unfortunately for the defenders, most of their Cicadas were equipped with the inferior Hartford Co heat sinks. While the Cicadas fought a prolonged battle on the shores of Lake Mirror shade, their heat sinks began to give way, and several 'Mechs overheated at critical moments. When it was over, many Marik troops were dead.

In 3000, however, two Cicadas attached to House Steiner's 32nd Regiment of the Lyran Guard proved their worth at a series of battles on Kobe. As a raiding force, the two Cicada pilots managed to penetrate a border defense line, rushed to the rear area, and then made their way to the Kurita command bunker some 58 kilometers behind enemy lines. Finding the bunker only lightly defended, MechWarriors Jason and Thurd were able to capture the commanding officers. This led to a victory for the Steiner forces and commendations for the two Cicada pilots.

# CLNT-2-3T Clint

Overview	Record Sheet
----------	--------------

**Mass** : 40 Tons  
**Chassis** : Andoran Model III  
**Power Plant** : Pitban 240  
**Cruising Speed** : 64 Kph  
**Maximum Speed** : 97 Kph  
**Jump Jets** : Andoran Model JJII  
**Jump Capacity** : 180 meters  
**Armor** : Durallex Medium  
**Armament** :  
 1 Armstrong Autocannon/5  
 2 Martell Medium Lasers  
**Manufacturer** : Andoran Industries Ltd.  
**Primary Factory** : Bell  
**Communication System** :  
 Raldon R1  
**Targeting and Tracking System** :  
 Sloane 220 Lockover System



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4	Head	9
Engine	240	Center Torso	11
Walking MP :	6	Center Torso (Rear)	4
Running MP :	9	R/L Torso	6
Jumping MP :	6	R/L Torso (Rear)	4
Heat Sinks :	10	R/L Arm	6
Gyro :	3	R/L Leg	8
Cockpit :	3		
Armor Factor :	72		

Weapons and Ammo	Location	Critical	Tonnage
Ammo AC/5 (20)	RA	3	7
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Jump Jets	LT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	RT	1	0.5
Jump Jets	LT	1	0.5

# CLNT-2-3T Clint

## **Overview:**

Andoran Industries began construction of the CLNT-2-3T under the Star League Armaments Act, a law that provided border areas with the latest in battlefield technology. The Andoran Industries project resulted in the construction of more than two hundred of this class. The original Clint prototypes mounted a heavier autocannon and carried more ammunition. However, the chassis of these models developed stress problems, and the armament was downgraded to its current configuration.

This 'Mech functioned as a recon 'Mech as well as a well-armed, lower-end medium 'Mech. Its history and combat performance shows that it served those purposes well.

## **Capabilities:**

To secure their bid on the project, Andoran Industries cut costs in the Clint design. Unfortunately, the resulting design flaws are not easily repaired. Many modular parts that can be exchanged between a wide variety of BattleMechs simply cannot be used on the Clint without a great deal of modification. This problem is particularly acute in the case of the gyro system. This makes the Clint a technician's nightmare at times, because it takes much longer to repair than other 'Mechs. The Clint's other problem is the lack of ammunition for the Armstrong autocannon. In a prolonged combat situation, the 'Mech can quickly be forced to rely solely on its lasers for attack and defense.

The Sloane 220 Lockover targeting system tends to make up for the Clint's repair difficulties and its lack of ammunition. This simple-to-use system is one of the most advanced designs available in the Successor States, as it allows for many battlefield variables that are not taken into account by most systems. While the Clint does have a limited amount of ammunition, it hits what it shoots at.

Finally, the jump capability of this 'Mech offers some advantage in a combat situation. In urban combat, its jump ability coupled with its death from above tactic can mean the difference between victory and defeat. Though many MechWarriors consider this tactic reckless, it still is a strong advantage that many larger 'Mechs do not have.

## **Deployment:**

Most of the factories that built the Clint were destroyed during fighting between House Davion and House Liao. Both sides shipped the captured Clints to remote locations for defense purposes, effectively scattering the 'Mech throughout the Inner Sphere. Some units of House Liao still maintain several Clints in frontline units.

During the First Succession War, Davion and Liao forces clashed on the world of Bell. Several bombing attacks soon reduced the cities of that world to rubble. The planet's only remaining resource was water, and the Liao forces wanted it. They deployed ten Clints in the urban centers, where they proved their worth and overall quality.

House Liao sent several of these 'Mechs to its Marik front, where they participated in the battles on Teng and Ingersol. During these battles, Marik's Pesht Regulars engaged units of the St. Ives Armored Cavalry, and several of Liao's Clints fell on these worlds, giving the Free Worlds League a few of these units.

Few of House Marik's Clints have seen battle since that time. It is believed that the difficulty in securing repair parts for the 'Mechs has led technicians to strip the Clints for parts.

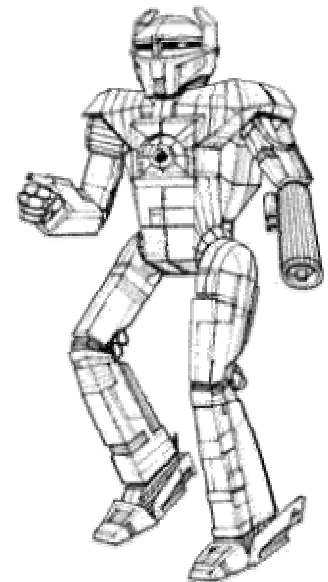
Still unexplained is how Clint 'Mechs ended up at the far end of the old Star League. The Arcturan Guard of House Steiner used a Clint in the battles of Alexandria and Ryde, where it performed efficiently in urban attacks. Even more odd is the rumor that King Redjack Ryan has several Clints.

# HER-2S Hermes II

Overview

Record Sheet

**Mass** : 40 Tons  
**Chassis** : Irian Chassis Class 40  
**Power Plant** : Pitban 240  
**Cruising Speed** : 64 Kph  
**Maximum Speed** : 97 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Riese-456  
**Armament** :  
 1 Oriente Autocannon  
 1 Olympian Flamer  
 1 I.W.W. Medium Laser  
**Manufacturer** : Irian BattleMechs Unlimited  
**Primary Factory** : Irian, Shiro III  
**Communication System** :  
 Irian E.A.R.  
**Targeting and Tracking System** :  
 Wasat Aggressor



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4	Head	9
Engine	240	Center Torso	17
Walking MP :	6	Center Torso (Rear)	6
Running MP :	9	R/L Torso	14
Jumping MP :	0	R/L Torso (Rear)	5
Heat Sinks :	10	R/L Arm	11
Gyro :	3	R/L Leg	14
Cockpit :	3		
Armor Factor :	120	7.5	

Weapons and Ammo	Location	Critical	Tonnage
AC/5	RT	4	8
Ammo AC/5 (20)	LT	1	1
Flamer	LA	1	1
Medium Laser	RA	1	1



# HER-2S Hermes II

## Overview:

One of the few 'Mechs conceived and created in the post-Star League era, the Hermes II serves the armed forces of the Free Worlds League as a heavy scout. A relatively new design, the 'Mech first came off the production lines in 2798. Early versions bore their autocannon in the center torso, with the various controls and wiring spread out into the right and left torso. The idea failed miserably, however, as even the most minor hit to the chest would knock out the autocannon. The current design uses a more conservative arrangement, with the autocannon built into the left arm.

## Capabilities:

Designed as a heavy scout, the Hermes II is most at home in two terrains: city and forest. When faced with a superior number of enemy 'Mechs in either of these seemingly different environments, the 'Mech is famous for its unusual escape tactic. Instead of trying to fight its way out, the Hermes II starts a fire with its large flamer. The pilot knows that most MechWarriors try to steer clear of flames and that flames usually ruin the effectiveness of enemy infrared devices. The Hermes II pilot will then lay low, waiting until the fire catches hold, and quietly slip away from his pursuers.

The Hermes II carries a very effective flamer, the Olympian. Far safer than most other liquid-fuel flamer designs, the Olympian uses a flammable gel that is prevaporized before contact with the heating elements. The weapon's drawbacks are that the gel is difficult to manufacture and requires more space than conventional-fuel flamers.

The Hermes II communication system, the Irian E.A.R., is an extremely powerful and advanced device. Not only can it talk with distant 'Mechs, it can also uplink with communications satellites or nearby ships using extremely fast data bursts on tight communications bands. This capability makes the Hermes II very inconspicuous to an enemy monitoring communications frequencies, and then hard to track down even if discovered. The E.A.R.'s considerable bulk is its one disadvantage. It also requires a 'Mech with a fair amount of body surface to serve as a mount for the myriad thread-thin wires that form the system's sending/receiving surface.

The Oriente autocannon is a reliable, if uninspired, design capable of good long-range hitting power. The Hermes II can only carry twenty rounds of ammunition, however. That would be insufficient for a front-line 'Mech, especially one dependent upon an autocannon as its main weapon, but it is enough to allow a scout to hit and run until help arrives.

Currently, production of the reliable Hermes II has ceased, due to the destruction of the BattleMech factories at Irian. House Marik hopes to resume production within the next three years.

## Deployment:

Scouts receive little, if any, recognition for their exploits, as their duty is not to draw attention to themselves. The Hermes II has nevertheless won much praise for its nimbleness.

One example came in 3011, when intelligence reports to the Duke of Marik pointed to a buildup of Lyran troops for an offensive against the Free Worlds League. Unfortunately, the reports could not pinpoint which of the planets in a cluster of five border worlds would be the launching point. The duke's strategists decided to secretly land a single Hermes II on each of the five worlds. Once on-planet, the scouts were to remain hidden until one or another detected the Lyran buildup.

Denebola is a thickly forested world with only one spaceport and city large enough to handle the heavy traffic of a military buildup. Onto this planet dropped Captain Margarita Luhenson, commander of the Dark Shadows, a scout battalion attached to Free Worlds Intelligence. She hiked to a vantage point on a wooded Mountainside, then settled down to watch the city below.

When ship after ship of supplies and troops began using the Denebolan spaceport, Captain Luhenson began transmitting reports to her superiors via micro satellite. Her transmissions went unnoticed by the enemy until a Lyran junior grade communications officer stumbled upon her communications. House Steiner then began extensive efforts to trace her down.

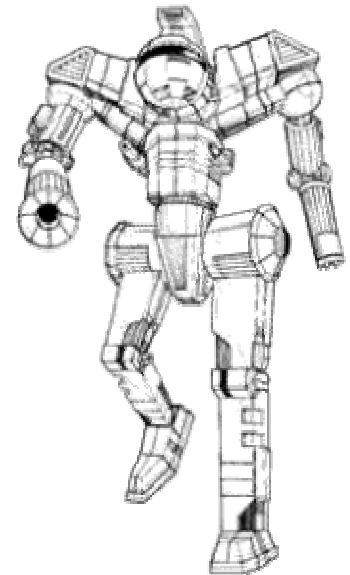
Captain Luhenson managed to avoid capture for three weeks after her initial transmission. Often reporting on the run, she evaded patrols, eluded infrared teams, and in general made herself invisible to her pursuers. Several times, she even ventured down the mountain and into the city itself, setting fire to supplies or mugging unsuspecting Steiner 'Mechs. She was finally caught trying to blow up an ammunition dump.

Fortunately for Luhenson, the commander of the Lyran forces was so impressed with her skill and sheer audacity that he did not have her killed. Instead, he treated her as an honored guest, later trading her in a prisoner swap. Needless to say, the Marik captain's actions went a long way toward blunting the Lyran offensive.

# VL 2T Vulcan

Overview Record Sheet

**Mass** : 40 Tons  
**Chassis** : Mather Tech 500  
**Power Plant** : Pitban 240  
**Cruising Speed** : 64 Kph  
**Maximum Speed** : 97 Kph  
**Jump Jets** : Model 9 Pitban  
**Jump Capacity** : 180 meters  
**Armor** : StarGuard I  
**Armament** :  
 1 Armstrong Autocannon  
 1 Randall Medium Laser  
 1 Firestorm Flamer  
 1 SperryBrowning Machine Gun  
**Manufacturer** : MatherTechno Incorporated  
**Primary Factory** : Northwind  
**Communication System** :  
 Hartford 200S  
**Targeting and Tracking System** :  
 Hartford TA10



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4	Head	9
Engine	240	Center Torso	10
Walking MP :	6	Center Torso (Rear)	6
Running MP :	9	R/L Torso	8
Jumping MP :	6	R/L Torso (Rear)	4
Heat Sinks :	10	R/L Arm	6
Gyro :	3	R/L Leg	10
Cockpit :	3		
Armor Factor :	80		

Weapons and Ammo	Location	Critical	Tonnage
AC 2	RT	1	6
Ammo AC 2 (45)	RT	1	1
Medium Laser	LT	1	1
Flamer	RA	1	1
Machine Gun	LA	1	0.5
Ammo MG (200)	LT	1	1
Jump Jets	CT	2	1
Jump Jets	LT	2	1
Jump Jets	RT	2	1

# VL 2T Vulcan

## **Overview:**

The need for a strong anti-infantry 'Mech with offensive capabilities was realized during the battles against Stefan the Usurper. In many conflicts, especially urban combat, infantry could render small 'Mechs inoperative. To solve this problem, Mather Techno Inc. introduced the VL-2T Vulcan.

This BattleMech reached the front line during General Kerensky's landings on Earth, where it earned a reputation as a tough urban fighting machine. Its flamer system, machine gun and heavy armor performed effectively against infantry. The autocannon system was originally designed as an anti-'Mech system, but served well in city fighting.

## **Capabilities:**

The Vulcan is fully equipped with jump jets, making it a serious threat to larger BattleMechs. Also, its rear-mounted jets are specially vented to reduce heat in its rear areas.

The Vulcan's weapon systems include the reliable Armstrong autocannon. Though introduced as an anti 'Mech measure, pilots began to use it as an anti-building measure when increasing numbers of Vulcans were stationed in city areas.

The Vulcan's armor is not very strong, but it does provide ample protection against most smaller weapons. This 'Mech is rarely assigned to an all-out fight without some larger BattleMech support. As the actual alignment of the 'Mech is narrow and difficult to target, it is difficult to hit in combat. Many MechWarriors have commented that the Vulcan looks like a scarecrow's clothes hung out to dry.

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

## **Deployment:**

At the start of the First Succession War, every major House had control of a sizable number of Vulcan BattleMechs. Mather Techno's facilities on Northwind fell in the first few months of bombing, leaving several supply dumps of Vulcan parts within the Federated Suns' control.

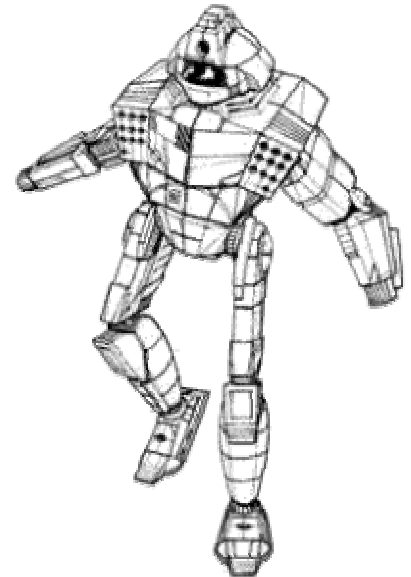
House Liao maintained a number of these 'Mechs along the Marik border during the First Succession War. The largest concentration was on the planet Sappho, which fell to House Marik at the outbreak of the Second Succession War. As a result, House Liao has the fewest number of Vulcans in service.

House Davion used this 'Mech extensively to regain control of Kentares IV from Kurita. Vulcans led the Davion counterattack in the cities of Amishton and Davisbury to flush out the Kurita infantry. Though the 'Mechs' flamers devastated most of these large metropolises, the Kurita garrisons in both cities were captured or killed during the sieges.

# WTH-1 Withworth

Overview	Record Sheet
----------	--------------

**Mass :** 40 Tons  
**Chassis :** Whitworth Type I  
**Power Plant :** LTV 160  
**Cruising Speed :** 43 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** Whitworth Jetlift  
**Jump Capacity :** 120 meters  
**Armor :** Durallex Light  
**Armament :**  
 2 Longbow LRM-10 Launchers  
 3 Intek Medium Lasers  
**Manufacturer :** Whitworth Company  
**Primary Factory :** Dieron  
**Communication System :**  
 Garret T14  
**Targeting and Tracking System :**  
 Garret D2j



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4	Head	9
Engine	160	Center Torso	16
Walking MP :	4	Center Torso (Rear)	7
Running MP :	6	R/L Torso	12
Jumping MP :	4	R/L Torso (Rear)	6
Heat Sinks :	10	R/L Arm	12
Gyro :	2	R/L Leg	18
Cockpit :	3		
Armor Factor :	128	8	

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

# WTH-1 Withworth

## Overview:

The Whitworth was first built in 2610 as a scout 'Mech intended to fill the gap between the light Wasp and the medium Phoenix Hawk. Whitworth's development program soon produced a well-armed, versatile vehicle. Although slower than other scout 'Mechs, the Whitworth made up for it with the protection given by its excellent Durallex Light armor.

The Whitworth was initially armed with Harpoon-6 SRM launchers. Star League defense planners replaced these with Longbow-10 LRMs on most models in an effort to discourage MechWarriors from engaging the Whitworth in close-range combat. Known to critics and admirers alike as the "Tin Woodsman," the Whitworth served throughout the Age of War and then in Star League scout units thereafter.

The Star League's death throes also brought about the destruction of many Whitworths, because most served in heavy combat zones. Survivors were quickly recruited into the forces of the noble houses that replaced the Star League. In the present Successor States era, Whitworths continue to serve their units well.

## Capabilities:

Though the Whitworth is somewhat handicapped at closer ranges, its Longbow missile launchers give it excellent long-range capabilities. Its mass enables it to stand up in combat against 'Mechs of 20 to 40 tons, and its armor allows the 'Mech to take considerable punishment.

The Whitworth lacks speed, however, and must often be supported by lighter, faster 'Mechs to carry out its mission. On the other hand, the Whitworth's jump jet design is a good one, requiring little maintenance and expanding the 'Mech's mobility considerably. Pilots may complain at times about the Whitworth's sluggishness, but its armor often makes up for the deficiency.

The Whitworth's legs are unusually slender, creating vulnerable points in the leg actuators and causing its legs to tear loose occasionally during strenuous maneuvers. House technicians sometimes replace the factory-issue legs with those of other 'Mechs, an effective solution with bizarre-looking results.

## Deployment:

During the Age of War, the original, SRM-armed Whitworths were often drawn into close-range combat with larger 'Mechs that invariably destroyed or badly damaged them. This led to the replacement of the SRM by the Longbow LRM to encourage fighting at less devastating ranges. The leg-actuator problem also existed during the same period, but no major design changes were made because of the ready availability of repair facilities.

Today, Whitworths are found mostly in House Davion and House Kurita forces, where the 'Mechs are well-respected and their pilots are invariably skilled veterans. Whitworths are most commonly used for reconnaissance in force or for raids on well-defended areas, and are usually deployed in association with Wolverines and Phoenix Hawks. They also serve alongside 'Mechs such as Riflemen and Warhammers to provide fire support for heavy attack forces. City defense and garrison duty are other common assignments for the Whitworth.

The two most prominent Whitworth pilots are rival MechWarriors on opposite sides of the Kurita-Davion conflict. Indeed, the battles between Gavro Kent of Davion's Fifth Regiment, Syrtis Fusiliers, and Marco Halman, of Kurita's Second Regiment, Dieron Regulars, have become as legendary as they are bitter.

Facing each other across the frontier, units of the two Houses have clashed repeatedly on the oft-contested world of Bergman's Planet. Recon forces of both sides have been used heavily there, constantly probing enemy defenses, and the Dieron Regulars and Syrtis Fusiliers were both assigned to a sector where a massive engagement took place.

Providing missile fire for a long-range duel with Davion forces, Halman spotted his former friend's jungle-camouflaged Whitworth on a nearby ridge. Disobeying orders, Halman advanced against Kent, leaving the rest of his lance strung out behind him. The two 'Mechs approached one another through a field of missile fire followed by laser fire. Though the Kurita commander was angry at his scout 'Mech for moving out of line, he realized that his own position was in danger of collapse unless he supported Halman's advance. He therefore issued the order for his Warhammers and Riflemen to move out.

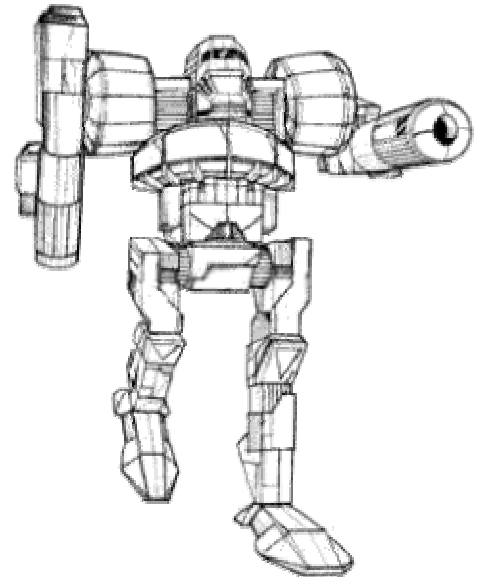
Meanwhile, Halman and Kent were engaging in a furious melee, blasting away with lasers and pounding with fists. Just when it seemed as though Kent had gained the upper hand, having crippled one of Halman's Whitworth's arms and badly damaged the 'Mech's head, a supporting wave of Kurita 'Mechs swept over the combatants. Kent was forced to retreat, leaving his hated rival alive.

Though the Halman-Kent rivalry has drawn a great deal of attention, other Whitworth MechWarriors are as skilled and as noteworthy, if not as famous.

# BJ-1 Blackjack

Overview Record Sheet

**Mass** : 45 Tons  
**Chassis** : GM BJ-I  
**Power Plant** : GM 180  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : Whitworth Jetlift  
**Jump Capacity** : 120 meters  
**Armor** : StarGuard II  
**Armament** :  
 2 Whirlwind-L Autocannon  
 4 Intek Medium Lasers  
**Manufacturer** : General Motors  
**Primary Factory** : Kathil  
**Communication System** :  
 Dalban Micronics  
**Targeting and Tracking System** :  
 Dalban AQ



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4.5	Head	9
Engine	180	Center Torso	18
Walking MP :	4	Center Torso (Rear)	9
Running MP :	6	R/L Torso	15
Jumping MP :	4	R/L Torso (Rear)	6
Heat Sinks :	11	R/L Arm	12
Gyro :	2	R/L Leg	17
Cockpit :	3		
Armor Factor :	136	8.5	

Weapons and Ammo	Location	Critical	Tonnage
AC/2	RA	RA	6
AC/2	LA	LA	6
Ammo AC/2 (45)	CT	CT	1
Medium Laser	RA	RA	1
Medium Laser	RT	RT	1
Medium Laser	LA	LA	1
Medium Laser	LT	LT	1
Jump Jets	RL	RL	1
Jump Jets	LL	LL	1

# BJ-1 Blackjack

## Overview:

General Motors' original contract called for the production of "a medium BattleMech with insurgency suppression and fire-support capabilities." The result was the Blackjack, a 45-ton 'Mech armed with lasers and autocannon.

The production model differed from early prototypes in replacing the twin, arm-mounted GM Flashpoint flamers with heavier but more reliable Whirlwind-L autocannon. This also required replacing the original Vox 225 power plant with the lighter GM 180, which reduced the Blackjack's speed and endurance. Whitworth jump jets were added to increase the 'Mech's mobility.

Because the Blackjack fulfilled all its production requirements and was a good medium 'Mech, GM was not prepared for the negative reaction it received.

Despite a complete lack of evidence to support any criticisms of the 'Mech, the Blackjack was rejected by both the Star League and its MechWarriors, and so production was canceled after only a few years.

## Capabilities:

The Blackjack's main function was to suppress and/or destroy non-'Mech insurgent forces that began to appear as the Star League's authority was eroding. The 'Mech fulfilled its secondary role of fire support with only moderate success, as its twin light autocannon were barely effective at blasting away armor from 'Mechs. The medium lasers provided more firepower, however. When used en masse by an entire lance or company of Blackjacks, they proved quite effective.

Despite its poor reception, records of the Blackjack's performance show it to have been a reliable 'Mech. Its greatest weakness was extremely fragile joints, a fragility shared by the autocannon linkage on GM's other major 'Mech, the Marauder.

The Blackjack's only true drawback was the bad press it received, which claimed that the entire project was a boondoggle because the 'Mech's basic design was flawed and unstable. Critics claimed that the 'Mech's narrow footpads made it susceptible to falling and reduced its mobility, or that the StarGuard II armor was brittle and tended to fall off. Though none of these claims were ever substantiated, the rumors were enough to throw the Blackjack into disfavor.

## Deployment:

Used effectively but only sparingly by the Star League, the Blackjack continues in use among the Successor States. It functions generally as fire support or faces off against infantry and small armored vehicles. Houses Liao and Davion have most of the Blackjacks now in existence, but use them only rarely. The Blackjack can hold its own against comparable 'Mechs and is fully capable of winning in one-on-one combat.

In fact, the myth of the Blackjack's inferiority received a blow in 3022 when the infamous Kurita Tai-i Mercer Ravannion attempted to use his own brand of "horde" tactics against an under-strength Davion garrison on the ice world of Xhosha VII. Ravannion theorized that 'Mech warfare could be carried out by swarms of ultra-light Stingers and Wasps that would attack and overwhelm heavier, but numerically inferior, defending 'Mechs. Ravannion's attempts to prove his theories were uniformly disastrous, but he remained supremely confident in the basic soundness of his concept. The tiny garrison on Xhosha was one of many opposing forces to suffer for his arrogance.

The Xhosha defense consisted of two companies of the Draconis March Militia, equipped mostly with Locusts and Blackjacks. When swarms of Stingers and Wasps burst from their DropShips in what Ravannion hoped was an irresistible wave, they caught the Militia by surprise. Freezing temperatures affected the performance of 'Mech equipment on both sides, particularly the defenders' Locusts.

In the end, Cadet Michael Ubodo's "out-moded and inferior" but heavier Blackjacks took the brunt of the fierce Kurita attack on the icy Plain of Swords. Driven by his obsession, Ravannion threw his 'Mechs into battle without regard for men or materiel.

Ubodo, a recent NAIS Training Cadre graduate breveted to command of the Xhosha garrison, was beset on all sides by the light, swift Kurita 'Mechs. Remaining calm, he took advantage of every terrain feature on the windswept plain and met each Kurita thrust with a counter-thrust from his outnumbered Blackjacks. He personally led the counterattack that broke the back of Ravannion's assault.

Ravannion withdrew his forces in disorder and returned home to "further refine" his theories. He was killed a year later in a fight with McKinnon's Raiders on Fallon II.

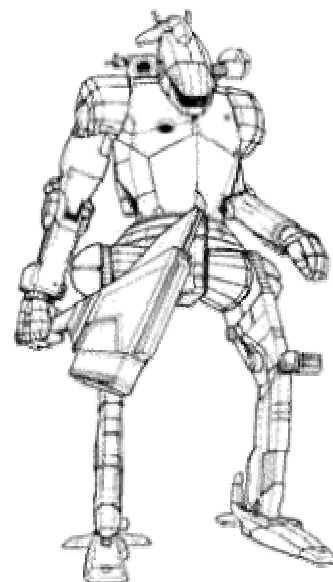
Hanse Davion personally decorated young Ubodo. The sight of the much-maligned Blackjack standing in line for Davion honors alongside Marauders and Crusaders has forced some critics to reconsider their opinion of the 'Mech.

# HCT-3F Hatchetman

Overview

Record Sheet

**Mass** : 45 Tons  
**Chassis** : Chariot Type II  
**Power Plant** : GM 180 XL  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : Luxor 2/Q  
**Jump Capacity** : 120 meters  
**Armor** : Durallex Medium  
**Armament** :  
 1 Defiance Killer Autocannon  
 3 Defiance B3M Medium Lasers  
**Manufacturer** : Defiance Industries  
**Primary Factory** : Hesperus II  
**Communication System** :  
 TharHes Thalia HM-22  
**Targeting and Tracking System** :  
 TharHes Ares-8a



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4.5	Head	6
Engine	180	Center Torso	14
Walking MP :	4	Center Torso (Rear)	4
Running MP :	6	R/L Torso	14
Jumping MP :	4	R/L Torso (Rear)	4
Heat Sinks :	11	R/L Arm	11
Gyro :	2	R/L Leg	11
Cockpit :	3		
Armor Factor :	104		

Weapons and Ammo	Location	Critical	Tonnage
AC/10	RT	7	12
Ammo AC/10 (20)	CT	2	2
Medium Pulse Laser	RA	1	1
Medium Pulse Laser	LA	1	1
Hatchet	RA	3	3
Jump Jets	RL	2	1
Jump Jets	LL	2	1



# HCT-3F Hatchetman

## **Overview:**

The HCT-3F Hatchetman is a very unusual 'Mech. Built to provide covering fire, the 'Mech possesses a Class 10 autocannon that provides accurate and deadly fire at a distance. The Hatchetman's "hatchet" is a deadly tool when used in city fighting.

The 'Mech's origins are uncertain. Currently, the Lyran Commonwealth is the only Successor State to produce the 'Mech. Nevertheless, rumors say that it was designed by none other than the enigmatic Dr. B. Banzai and Team Banzai of the Federated Suns.

Commissioned into the Commonwealth forces in 3023, the Hatchetman is presently used to supplement units garrisoning larger cities.

## **Capabilities:**

The Hatchetman suffers severe disadvantages if employed in a front-line unit in open terrain. Its light armor and thin legs make it very susceptible to well placed shots. Though it has average speed, sometimes it is not fast enough to elude pursuers in open country.

The Hatchetman was designed to cover the retreat of friendly forces out of a city. Once its allies have deserted the city, the Hatchetman uses the city streets to play a deadly game of cat and mouse with enemy 'Mechs. The 'Mech's Defiance Killer autocannon is well-suited to this task. Reliable and efficient, the weapon is placed in the 'Mech's right torso to protect its workings. The Hatchetman carries twenty rounds in two ten-shot clips, much like the Federated Suns' Enforcer, which lends credence to the rumors about Dr. Banzai's role in its development.

The Hatchetman's hatchet is actually a hand-held club. The club makes the 'Mech a slightly more powerful fighter in hand-to-hand combat, though this advantage does not compensate for the light armor and general frailty of the Hatchetman. The Hatchetman's versatile Ares-8a battle computer can track approaching aerospace fighters and advise its own MechWarrior how to direct fire at them. The system's sensors are mounted in the globe attached to the left side of the 'Mech's head. As it is heavily armored, the globe is less vulnerable than it might appear.

The most unusual feature of the Hatchetman is its ejection system. As a rule, leery of leaving their 'Mechs to scavengers, many MechWarriors choose to die with their incapacitated machines, doubling their unit's loss. The Hatchetman's revolutionary ejection system was designed so that the ejecting pilot could save at least a portion of his 'Mech. If compelled to leave his damaged 'Mech, he tilts his 'Mech's head backward and ignites rocket motors mounted under the head, which disconnect the entire head assembly from the damaged 'Mech. The battle computer controls the two rockets at the back of the head to direct the head's flight. The computer also relies on the communications system to locate a command center or other safe point near friendly units.

The rockets' thrust lasts only 30 seconds, but are designed to lift the head enough so that the computer or MechWarrior can guide the descent. As the descent resembles that of a falling rock, many MechWarriors leave control to the computer. Once over its destination, the vanes slow the head and deploy parachutes. Upon landing, the head is ready to be mounted on another 'Mech body or back on the original, if salvaged. The only drawback to this ejection system is that the wounded 'Mech must be either standing, kneeling, or sitting with its head upright, and the flight path must be free of obstructions.

## **Deployment:**

The Hatchetman has faced enemy forces in only one battle thus far. To test the Commonwealth forces, elements of Kurita's Fourth Proserpina Hussars raided a minor city on the Lyran planet of Severn. Defending that city was Colonel Kester's battalion from the 26th Lyran Guards.

Using his Hatchetmans as a diversion, Colonel Kester managed to evacuate a hospital and university complex that was in the enemy's path. Then the battalion, many of which were Hatchetmans, lured the attacking forces into a huge industrial park filled with towers, alleys and other such hiding places. For fear of damaging the factories, the Hussars hesitated again and again when one of Kester's 'Mechs presented itself as a target.

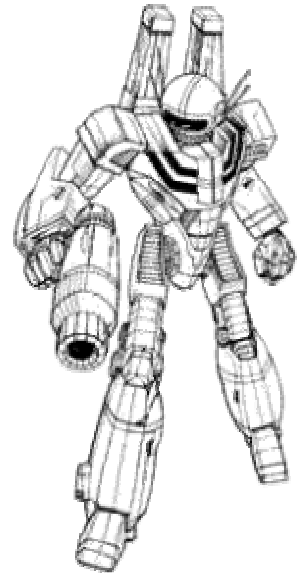
It was then that the Hatchetmans earned their name. As enemy 'Mech units sought to flush out the Lyran Guards, a Hatchetman would appear from hiding and either shoot at pointblank range or inflict devastating damage with its hatchet.

# PXH-1 Phoenix Hawk

Overview

Record Sheet

**Mass** : 45 Tons  
**Chassis** : Orguss Stinger  
**Power Plant** : GM 270  
**Cruising Speed** : 64 Kph  
**Maximum Speed** : 97 Kph  
**Jump Jets** : Pitban 9000  
**Jump Capacity** : 180 meters  
**Armor** : Durallex Light  
**Armament** :  
 1 Harmon Heavy Laser  
 2 Harmon Medium Lasers  
 2 M100 Machine Guns  
**Manufacturer** : Orguss Industries  
**Primary Factory** :  
**Communication System** :  
 Tek BattleCom  
**Targeting and Tracking System** :  
 Tek Tru-Trak



Equipment	Mass		Internal Structure	Armor Value
Internal Structure :	4.5		Head	6
Engine	270	14.5	Center Torso	23
Walking MP :	6		Center Torso (Rear)	5
Running MP :	9		R/L Torso	18
Jumping MP :	6		R/L Torso (Rear)	4
Heat Sinks :	10	0	R/L Arm	10
Gyro :		3	R/L Leg	15
Cockpit :		3		
Armor Factor :	128	8		

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5
Ammo MG (200)	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

# PXH-1 Phoenix Hawk

## **Overview:**

The Phoenix Hawk is a common 'Mech, a versatile model produced in the tens of thousands during the Star League era. Orguss Industries, a manufacturer of the similar Stinger and Wasp, created the Phoenix Hawk by strengthening the internal structure of its basic Stinger chassis, which enabled the new 'Mech to support heavier armor and expanded weaponry.

## **Capabilities:**

Clearly superior to its lighter cousins, the Phoenix Hawk also functions as a scout. Its armor permits it to sustain combat situations, and its array of one heavy and two medium lasers will give other medium 'Mechs like the Griffin and Wolverine a run for their money.

The Phoenix Hawk quickly became a staple of Star League recon forces. Pilots liked its ease of handling, and its speed made it well-suited to raiding and scouting. The Land-Air 'Mech version, constructed first in 2832, further expanded the Phoenix Hawk's mobility by allowing it to also perform aerial reconnaissance and combat.

The Tek Tru-Trak targeting computer system was a highly advanced piece of equipment, giving the Phoenix Hawk's ranged fire a deadly accuracy. Since the destruction of the Star League's major computer industries, maintenance and repair of Tru-Traks has declined considerably, as very few Techs have the specialized knowledge to service them. In many cases, the complex circuitry has simply been removed and replaced with simple line-of-sight magnification systems.

The multi-channel Tek BattleCom communications gear, which is heavily shielded to protect against battlefield interference, makes the Phoenix Hawk well-suited to a command/forward operations role. The swift 'Mech may also be outfitted with jamming and ECM gear.

The PXH often serves in light regiments and scout lances, and the LAM convertible Phoenix Hawk often plays a dual role in air and land 'Mech units.

## **Deployment:**

The most powerful of the medium scout 'Mechs, the Phoenix Hawk is often used to command recon lances. Lances led by Phoenix Hawks are kept busy probing enemy defenses and manning advance bases. Though attrition in these units is high, Phoenix Hawk pilots are among the most experienced and skillful MechWarriors.

Early Successor State recon units often consisted of three or four Phoenix Hawks, plus one or two Stingers, Wasps, or Locusts. Once the Phoenix Hawk's value as a command vehicle was recognized, it was reassigned to key leadership positions.

Phoenix Hawk-led recon lances proved invaluable to both sides in one of the many minor Kurita-Davion clashes. The encounter took place in the Black rock Badlands of the mineral-rich planet Ronel V. The terrain of this battle was so harsh and convoluted that video and tracking gear of more conventional 'Mechs were rendered useless. When the reconnaissance elements of Davion's Avalon Hussars met their opposite number, a scouting force from Kurita's Galedon Regulars, a fierce battle ensued. Where other 'Mechs would have been helpless, the Phoenix Hawks and Wasps darted nimbly, using their jump jets to leap from ridge top to ridge top. The shielded BattleCom units also served the combatants well, cutting through the heavy background radiation of the area, allowing commanders to keep control of their swiftly moving 'Mechs.

With the Davion force threatening to envelop the Kurita forces, the Kurita LAM Phoenix Hawks were able to save their embattled scouts, swooping in low, then appearing behind Davion lines in BattleMech mode. The Kurita 'Mechs surged forward, catching Davion in a vice, and forcing the Hussars to retreat with heavy losses.

The Phoenix Hawk is usually no match for heavy BattleMechs such as the Crusader or Thunderbolt, but a recent clash between Houses Liao and Davion on Lee II proved the exception. Conditions were similar to those on Ronel, with high rock ridges blocking the advance of the Liao Crusaders and high radiation rates crippling their communications. Noting the difficult conditions for the enemy, Davion commander Colonel Gunnar Wilson sent in his Phoenix Hawks.

The PXHs fought a hit-and-run battle, using their jump jets to clear the ridges, and striking the Crusaders from above and behind before they could react. Whenever a Crusader did manage to fire its missiles, it often crippled an attacking Phoenix Hawk, and so Davion casualties ran high. Nevertheless, this inspired use of medium 'Mechs against heavies blunted the Liao attack, and helped the eventual Davion counter-strike to drive Liao from Lee II altogether.

# VND-1R Vindicator

[Overview](#)
[Record Sheet](#)

**Mass** : 45 Tons

**Chassis** : Ceresplex IV

**Power Plant** : GM 180

**Cruising Speed** : 43 Kph

**Maximum Speed** : 64 Kph

**Jump Jets** : Anderson Propulsion 30

**Jump Capacity** : 120 meters

**Armor** : Starshield

**Armament** :

1 CeresArms Smasher PPC

1 Sian/Ceres Jaguar LRM Missile System

1 CeresArms Medium Laser

1 Hessen Small Laser

**Manufacturer** : Ceres Metals Industries

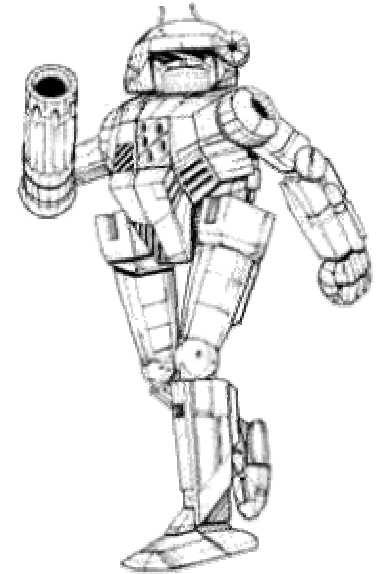
**Primary Factory** : Capella

**Communication System** :

CeresCom Model 21-Rs

**Targeting and Tracking System** :

C-Apple Churchill



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	4.5	Head	9
Engine	180	Center Torso	18
Walking MP :	4	Center Torso (Rear)	9
Running MP :	6	R/L Torso	16
Jumping MP :	4	R/L Torso (Rear)	6
Heat Sinks :	16	R/L Arm	14
Gyro :	2	R/L Leg	18
Cockpit :	3		
Armor Factor :	144		

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	LT	1	2
Ammo LRM 5 (24)	LT	1	1
PPC	RA	3	7
Medium Laser	H	1	1
Small Laser	LA	1	0.5
Jump Jets	CT	2	1
Jump Jets	RL	1	0.5
Jump Jets	LL	1	0.5

# VND-1R Vindicator

## **Overview:**

Much like the old joke about the camel, the VND-1R Vindicator is the product of compromise and not inspiration. Capellan Confederation designers created this 'Mech to fit as many roles as possible, and it is capable of fire support, point defense and offensive roles, though it performs all of those roles in lackluster fashion.

The Vindicator was designed and built in 2826, during the lull between the First and Second Succession Wars. The first Vindicators had machine guns mounted on their left arms instead of the small laser carried by current models.

## **Capabilities:**

Despite its mediocre performance, the Vindicator does have one great strength-its manufacturer, Ceres Metal Industries. Because this conglomerate wields such great industrial might, it can produce Vindicators quickly. Except for the Hessen small laser, all 'Mech systems are produced on Capella. Also, as new resources are rediscovered in the Confederation, the industrial complexes can churn out tons of spare parts. Thus, the Vindicator is one of the few 'Mechs that can claim to have readily available replacement parts.

The Smasher PPC is a standard weapon, but the cooling jacket that surrounds it deserves note. The jacket possesses water intakes mounted around the forward end. By dipping the end of the barrel in a lake, river, or pool, the pilot allows intakes to draw up the water to cool the inner workings of the PPC. The resulting steam exits via a nozzle at the opposite end of the weapon housing. Because a 'Mech rarely finds ten seconds of safety in a battle during which to kneel motionless while drawing water, engineers placed three additional heat sinks on the Vindicator.

The engineers decided not to mount a PPC on the Vindicator's other arm, which would make the 'Mech into another Warhammer. Not only would the additional PPC overburden the 'Mech's cooling system, but the Vindicator also had to be able to pick up and carry things.

The Jaguar missile system is a five-tube, long range missile system. Created in a joint Sian-Ceres venture, the system is named for the predator cat found on the tropical planet of Sian. It carries enough ammunition for twenty-four shots and is mounted asymmetrically on the Vindicator's left torso behind an armored door. The missile system is extremely reliable and capable of handling a fair amount of abuse before it will shut down.

The medium laser is mounted on the left side of the Vindicator's head and is protected by a thick cooling jacket. Its more sensitive components are mounted inside the head, which creates a bulge in the cockpit that makes the space rather cramped for tall MechWarriors. The protuberance in the cockpit also has been implicated in the deaths of several MechWarriors, all of whom were attempting to eject from their damaged Vindicators and died when the escape pod exploded as it emerged from the 'Mechs' heads. The investigators' best guess is that the bump interferes with the ejecting chair's propulsion systems. Engineers are presently attempting to redesign the laser and cockpit roof to eliminate this fatal flaw.

Though not fast, the Vindicator is jump-capable and has sixteen heat sinks to handle the heat burden produced by jumping. The Vindicator's armor arrangement also received special attention. Carrying more armor than a Phoenix Hawk, the Vindicator has good overall protection, especially on the rear torso and legs.

## **Deployment:**

The Vindicator has become a common sight in the Capellan Confederation, with only Locusts, Stingers and Wasps more plentiful. By replacing 'Mechs of equal or greater weight, the abundance of Vindicators allows less plentiful 'Mechs to be reassigned to other units.

# CN9-A Centurion

Overview

Record Sheet

**Mass :** 50 Tons

**Chassis :** Corean Model K7

**Power Plant :** Nissan 200

**Cruising Speed :** 43 Kph

**Maximum Speed :** 68 Kph

**Jump Jets :** None

**Jump Capacity :** None

**Armor :** StarGuard III

**Armament :**

1 Luxor D-Series Autocannon

1 Luxor 3R LRM-10

2 Photech 806c Medium Lasers

**Manufacturer :** Corean Enterprises

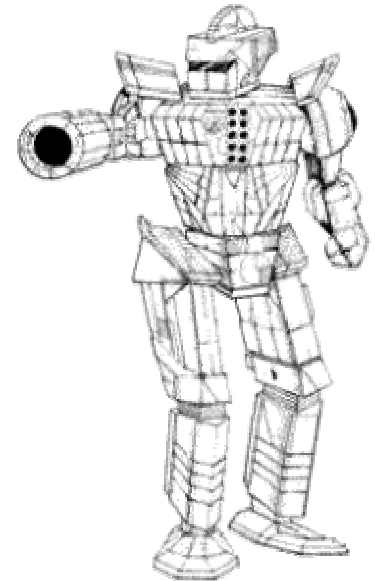
**Primary Factory :** Ramen II

**Communication System :**

Corean Transbanc-J9

**Targeting and Tracking System :**

Corean B-Tech



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5	Head	9
Engine	200	Center Torso	18
Walking MP :	4	Center Torso (Rear)	7
Running MP :	6	R/L Torso	13
Jumping MP :	0	R/L Torso (Rear)	6
Heat Sinks :	10	R/L Arm	16
Gyro :	2	R/L Leg	16
Cockpit :	3		
Armor Factor :	136		

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

# ENF-4R Enforcer

Overview

Record Sheet

**Mass :** 50 Tons

**Chassis :** Dorwinion Standard

**Power Plant :** Nissan 200

**Cruising Speed :** 43 Kph

**Maximum Speed :** 64 Kph

**Jump Jets :** McCloud Specials

**Jump Capacity :** 120 meters

**Armor :** Starshield

**Armament :**

1 Federated Autocannon

1 ChisComp 43 Special Large Laser

1 ChisComp 32 Small Laser

**Manufacturer :** Achenar BattleMechs

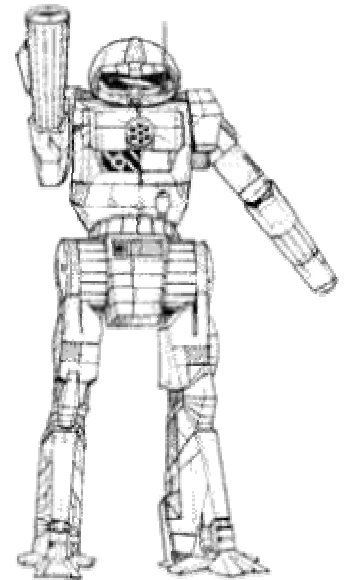
**Primary Factory :** New Avalon

**Communication System :**

Achenar Electronics HICS-11

**Targeting and Tracking System :**

Federated Hunter



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5	Head	9
Engine	200	Center Torso	23
Walking MP :	4	Center Torso (Rear)	4
Running MP :	6	R/L Torso	17
Jumping MP :	4	R/L Torso (Rear)	3
Heat Sinks :	12	R/L Arm	14
Gyro :	2	R/L Leg	20
Cockpit :	3		
Armor Factor :	144		

Weapons and Ammo	Location	Critical	Tonnage
AC/10	RA	7	12
Ammo AC/10 (10)	RT	1	1
Large Laser	LA	2	5
Small Laser	LT	1	.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1

# ENF-4R Enforcer

## Overview:

Created as a result of Duke Davion's interest in autocannons, the ENF-4R Enforcer performs as a mobile barrage vehicle. In this key combat role, it will lay down a fast and furious pattern of fire with its autocannon and lasers, either as a prelude to an offensive or to blunt an approaching enemy's attack.

The Enforcer is based on ideas gleaned from detailed plans for a 'Mech design that Davion forces discovered in an engineering library at Acherar. Though those plans called for two medium lasers on the left arm, Davion engineers discovered that the 'Mech was structurally strong enough to handle a heavy laser instead. This proved a better weapon because the heavy laser's range matches that of a Class 10 autocannon. The Enforcer was commissioned by House Davion in 2777.

## Capabilities:

In addition to serving as a barrage vehicle, the Enforcer can also serve duty as a trooper 'Mech. Though it has no hands, the 'Mech is an effective brawler with good jump capability. Its front torso armor allows it to stand exposed to attack for short periods while pounding out a healthy measure of punishment on its own. The Enforcer's exceptionally weak rear armor, lighter even than that carried by some light 'Mechs, is the 'Mech's most vulnerable spot.

The autocannon, built by government weapon works, is an excellent large-caliber model. The weapon is packed within a cooling jacket that doubles as protection for its sensitive innards when the 'Mech is in a brawl. The autocannon's massive recoil is also efficiently controlled, which reduces the amount of 'Mech shudder and permits the pilot to fire his other weapons simultaneously without worrying about the recoil throwing off his aim.

The only real problem with the mating of autocannon and 'Mech was, predictably, the feed system. Many Enforcer prototypes suffer from weapon jams-in some cases, the jamming round exploded, blowing off the 'Mech's entire arm and injuring the MechWarrior.

The advantages of the autocannon are offset by the limited number of rounds the 'Mech can carry to supply its main weapon. Attempts to increase the number of rounds beyond the standard ten either play havoc with the feeder system or make the 'Mech unacceptably slow.

To accommodate this shortcoming, Enforcers use big, ten-round clips that are easily loaded into and ejected from the 'Mech's back. When possible, units park a truck-and-crane system close to Enforcers during battle to allow rapid reloading of the 'Mech's autocannon. If the battle becomes too mobile for the Enforcer to reload, its pilot must carefully husband his ten shots.

## Deployment:

Used throughout the history of the Federated Suns, the Enforcer has participated honorably in countless battles. In the defense of New Avalon, unattached Enforcers were assembled into a sniper troop whose purpose was to harass the enemy as it marched through the deserted city of Selby. Though all these Enforcers were eventually hunted down and destroyed, it was only after they had inflicted much damage, buying the Davion forces enough time to regroup.

At the offense on Capra in the First Succession War, the Enforcers of the Second Crucis Lancers are credited with laying down such a concentrated barrage of autocannon fire that the opposing forces withdrew before the Enforcers had even finished. A minor legend grew up around that engagement. Lieutenant Cyril Sombelbime, commander of an all-Enforcer lance, was heard exhorting his group to fire "until your cannon glows. If need be, until it explodes!" According to the story, the lieutenant's autocannon did indeed start to glow, and its eventual explosion killed the prophetic officer.

In the assault on Tannil in the Second Succession War, Enforcers were doubly important. As part of the initial group of 'Mechs to drop onto the planet, they were responsible for setting up a secure perimeter within which the remainder of the assault forces could safely land. After all the troops were down and assembled, Enforcers then participated in the move toward the city objective.



# HBK-4G Hunchback

Overview

Record Sheet

**Mass** : 50 Tons

**Chassis** : Komiyaba Type VIII

**Power Plant** : Nissan 200

**Cruising Speed** : 43 Kph

**Maximum Speed** : 63 Kph

**Jump Jets** : None

**Jump Capacity** : None

**Armor** : Starshield

**Armament** :

A1 Tomodzuru Autocannon Mount Type 20

2 Ichiba 2000 Medium Lasers

Diverse Optics Type 10 Small Laser

**Manufacturer** : Komiyaba/Nissan General Industries

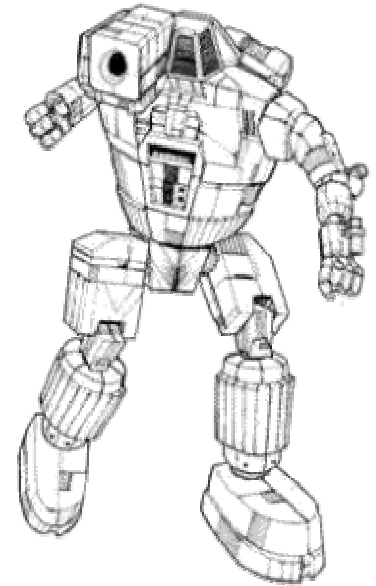
**Primary Factory** :

**Communication System** :

Sony MST-15

**Targeting and Tracking System** :

Tacticon Tracer 300



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5	Head	9
Engine	200	Center Torso	26
Walking MP :	4	Center Torso (Rear)	5
Running MP :	6	R/L Torso	20
Jumping MP :	0	R/L Torso (Rear)	4
Heat Sinks :	13	R/L Arm	16
Gyro :	2	R/L Leg	20
Cockpit :	3		
Armor Factor :	160		

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo AC/20 (10)	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	0.5

# HBK-4G Hunchback

## **Overview:**

The HBK-4G Hunchback is a heavy-hitting fighting vehicle. Serving in medium and assault lances of many regiments of the Successor States, it has earned a distinguished fighting record. Designed in early 2572, the Hunchback continues to be popular in both House Liao and House Kurita regiments. It is also used extensively by House Marik armed forces.

The Hunchback is widely known for its street-fighting abilities in the confined spaces of urban battles. With its massive firepower at close range and its two heavy battle fists, it is more than a match for many heavier 'Mechs.

## **Capabilities:**

The Hunchback is armed for short- to medium range combat. At medium ranges, its combined armament of two Ichiba 2000 medium lasers and its massive Tomodzuru Type 20 autocannon mount can rip through even the heaviest armor. At close ranges, the powerful autocannon and the Diverse Optics Type 10 small laser make the Hunchback a very dangerous opponent.

From a defensive point of view, the Hunchback's armor fits its tonnage class. The medium amount of armor carried plus the immense close-in firepower ensure that the 'Mech will overcome many other medium 'Mechs. Too many MechWarriors, however, consider the Hunchback a match for heavy 'Mechs, only to find that its armor just does not have the staying power for extended combat with the behemoth heavy models.

The 'Mech's maneuverability and heat dispersion are also average for a medium machine. Unfortunately, its large autocannon creates so much heat when fired that a pilot must take great care to avoid overheating.

## **Deployment:**

During the battle of Pike IV in 3012, Right's Medium Lance of Pasquesi's Battalion led the assault on the city of Paramus. The two Hunchbacks of the unit were first into the city and began to tear apart the light 'Mechs left as a screen by the 42nd Armored Lightning Regiment. As Pasquesi's assault lances came charging into the central business district, they saw the two Hunchbacks of Right's Lance in a fistfight with two Crusaders. A third Crusader leaned drunkenly against a skyscraper, its center torso shot through. Before Pasquesi's heavy 'Mechs could come to the aid of the Hunchbacks, the 'Mechs finished off both their adversaries. One Crusader had a punched-in head section, and the right leg of the other had been ripped off with a pointblank autocannon shot.

During the attack on New Ivaarsen in October 3021, House Kurita's Fifth Galedon Regulars charged their assault and medium lances against the Davion defense position outside the fortified city of Twin Peaks. Organized as city-busters for this campaign, the Fifth Galedon unfortunately lacked enough 'Mechs with long-range projectile weapons, because the Kurita commander never expected that House Davion could set up an effective defense outside the city.

The Hunchbacks and other 'Mechs of the Kurita assault lances were ordered to force their way into Twin Peaks, but the charge was short-lived. Peppered with Davion's long-range missile and autocannon fire, many Galedon 'Mechs were disabled before getting halfway to the city gates. Unable to return effective fire, first one, then many MechWarriors turned their 'Mechs around and charged for the nearest cover. The defenders held Twin Peaks until substantial Davion reinforcements arrived, then forced the Fifth Galedon Regulars to retreat.

# TBT-5N Trebuchet

[Overview](#)
[Record Sheet](#)

**Mass** : 50 Tons

**Chassis** : Corean Model 9C

**Power Plant** : Magna 250

**Cruising Speed** : 54 Kph

**Maximum Speed** : 86 Kph

**Jump Jets** : None

**Jump Capacity** : None

**Armor** : Starshield

**Armament** :

2 Zeus LRM-15 Racks

3 Magna Mark II Medium Lasers

**Manufacturer** : Corean Enterprises

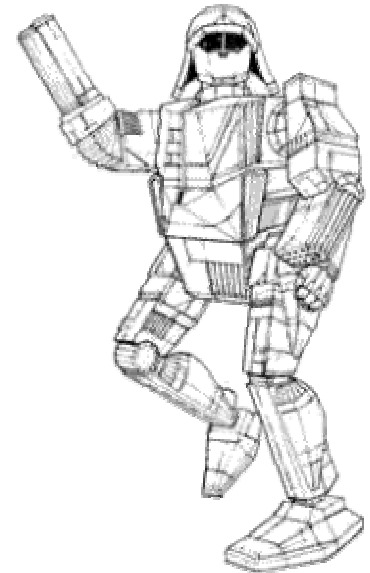
**Primary Factory** : Stewart

**Communication System** :

Corean Transband-J9

**Targeting and Tracking System** :

Corean B-Tech



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5	Head	9
Engine	250	Center Torso	22
Walking MP :	5	Center Torso (Rear)	7
Running MP :	8	R/L Torso	11
Jumping MP :	0	R/L Torso (Rear)	5
Heat Sinks :	10	R/L Arm	10
Gyro :	3	R/L Leg	15
Cockpit :	3		
Armor Factor :	120		

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RT	3	7
Ammo LRM 15 (8)	RT	1	1
LRM 15	LA	3	7
Ammo LRM 15 (8)	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1

# TBT-5N Trebuchet

## **Overview:**

Corean Enterprises constructed the Trebuchet (or Trenchbucket) from 2780 to 2845 as a mainline medium 'Mech. With the long-range punch of its twin Zeus LRM-15s and the short-range power of its three Magna Mark II medium lasers, the Trebuchet is a dangerous opponent at any range.

Because it was never intended to operate far from its supply lines, the Trebuchet received only eight reloads for each of its missile racks. This limited ammunition supply can become a serious problem if the Trebuchet is trapped behind enemy lines.

## **Capabilities:**

The Trebuchet was designed first and foremost to be a member of a lance. It was expected to perform two functions: long-range bombardment and close range fire support. While it was not possible to maximize both functions in a single 'Mech, the Trebuchet is a fine blend of both.

The key to this 'Mech's success lies in its ability to hit and damage an enemy 'Mech before the opponent can return fire. Although it does not carry enough ammunition to cripple an opponent at long range, it can "soften up" the enemy. This is useful against heavy 'Mechs, such as the Marauder and the BattleMaster, that lack LRM racks of their own.

The Trebuchet is equally ready to support the lance in close-range combat. Its three medium lasers inflict the most damage at ranges of ninety meters or less. Most importantly, the Trebuchet's ten heat sinks allow it to fire its three lasers continuously while traveling at cruising speed. This 'Mech can launch a formidable physical attack against most opponents. Although lacking the weight of a Warhammer, its punch or kick can be crippling, particularly to lighter 'Mechs.

## **Deployment:**

Throughout the Succession Wars, the Trebuchet has fought with distinction. They have been involved in nearly all major offensives.

The battle for Saffell in 2787 was one of the first major campaigns fought between the Federated Suns and the Draconis Combine during the First Succession War. Trebuchets bombarded Kurita fortifications, shattering most resistance even before the main Davion column began to reach the walls.

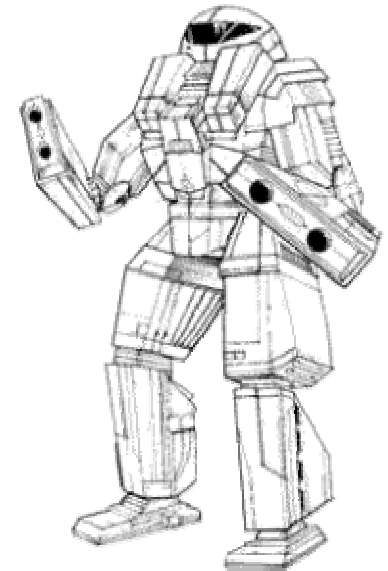
House Marik favors using Trebuchets with Archers to produce crippling long-range bombardments. They are also used to complement Archers in close combat because they have similar short-range weaponry. This combination allows the lance to keep a tight formation throughout the battle and prevents one 'Mech from being isolated and attacked separately. This type of heavy-fire lance most often contains an Archer, two Trebuchets, and a Centurion. It is used extensively for siege operations, and is a common lance configuration with the Regular Hussars.

Trebuchets also play an important part in defensive operations. During the defense of Suk II against a Steiner attack in 2880, these 'Mechs helped Kurita forces hold their positions, despite being outnumbered nearly two to one. Well-protected by the rolling terrain, the Kurita commander refused to be provoked into leaving his defensive position to attack the invaders. After four weeks of skirmishes and isolated fighting, the Steiner forces attacked in earnest to overrun the defensive line. Kurita Trebuchets fired volley after volley of long-range missiles that destroyed many of the lighter Commonwealth 'Mechs before they could close with the defenders. Those that did engage Kurita troops received a blistering hail of PPC bolts and laser fire. Losses were heavy on both sides, but the Steiner force lost too many 'Mechs during its initial charge, and was forced to withdraw.

# DV-6M Dervish

Overview Record Sheet

**Mass :** 55 Tons  
**Chassis :** Dorwinion Standard 55T  
**Power Plant :** Core Tek 275  
**Cruising Speed :** 54 Kph  
**Maximum Speed :** 86 Kph  
**Jump Jets :** Swingline X-1000  
**Jump Capacity :** 150 meters  
**Armor :** Maximillian 105  
**Armament :**  
 2 Federated LRM-10 Missile Racks  
 2 ChisComp 39 Medium Lasers  
 2 Federated 2-Shot SRM Missile Systems  
**Manufacturer :** Acherar BattleMechs  
**Primary Factory :** New Avalon  
**Communication System :**  
 Acherar Electronics HID-21  
**Targeting and Tracking System :**  
 Federated Hunter Mark II



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5.5	Head	8
Engine	275	Center Torso	20
Walking MP :	5	Center Torso (Rear)	4
Running MP :	8	R/L Torso	15
Jumping MP :	5	R/L Torso (Rear)	4
Heat Sinks :	10	R/L Arm	10
Gyro :	3	R/L Leg	15
Cockpit :	3		
Armor Factor :	120	7.5	

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RT	2	5
Ammo LRM 10 (12)	RT	1	1
LRM 10	LT	2	5
Ammo LRM 10 (12)	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 2	RA	1	1
Ammo SRM 2 (50)	RA	1	1
SRM 2	LA	1	1
Ammo SRM 2 (50)	LA	1	1

Jump Jets	CT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

## DV-6M Dervish

### Overview:

Long the plodding workhorse of Successor States' ground forces, the DV-6M Dervish has become the focus of a great deal of attention. As the last 'Mech designed to serve the Star League in large numbers, its role on the battlefield is as a poor man's Archer. Its LRM-10 and SRM-2 allows it to provide quick fire support where needed, freeing larger 'Mechs for other duties. The Dervish's jump jets make up in mobility for what the 'Mech lacks in armor.

Commissioned in the last days of the Star League, the Dervish received only one major change over the years, the replacement of the 270 GM engine with the present-day 275 Core Tek to boost its maneuverability. Most Dervishes were made before the dissolution of the Star League and so have served in all corners of the universe.

### Capabilities:

Though the Dervish is primarily a fire-support 'Mech, it can hold its own in a physical fight against lighter 'Mechs. Though much maligned as a dull fighting vehicle, the Dervish does possess several noteworthy features.

The two sets of LRM-10s are deeply embedded in the 'Mech's torso (rather than exposed as on the Archer or Crusader), which ensures good protection for the missile systems and controls. The Dervish can carry twelve rounds for each LRM missile system, which is adequate for all but the most protracted battles.

The small two-shot SRMs are completely self-contained, along with their fifty rounds of ammunition, within the 'Mech's paddle-like hands. This placement allows the SRM to be aimed quickly without having to move the entire 'Mech. In the event that the pilot does run out of ammo for his missiles, the Dervish's two medium lasers ensure that he will always have something to fight with.

The jump jets, originally an afterthought, have also proved their worth time after time, giving the Dervish the mobility to exploit the surrounding terrain and the capability of closing quickly with an opponent. The jump jets also allow the Dervish pilot to jump out of tight situations.

The Dervish's major drawback is its mediocre armor. It is well-armed enough to handle the attacks of small to medium weapons, but cannot cope with the increasingly lethal weapons found on today's battlefield. There have been many attempts to upgrade the armor, but they have all compromised the 'Mech's simple design.

### Deployment:

No other event in the distinguished history of the Dervish can compare with the Whirling Dervishes' defense of New Rhodes in 2796.

An unremarkable world, New Rhodes held little strategic importance in its own right. However, the world lay directly in the path of a major Kuritan drive toward the Davion capital of New Avalon. As the Combine forces approached the planet, the officers of the defending Seventeenth Avalon Hussars decided to send most of the planet's troops to the defense of New Avalon, leaving only a small guerrilla force led by Captain Conrad Warrent's Whirling Dervishes to defend New Rhodes.

Taking to the thick forests surrounding the planet's capital city, the Dervishes concealed themselves and waited as elements of Kurita's Second Sword of Light dropped onto New Rhodes and proceeded to destroy the undefended city. Three days later, Warrent and his fighters slipped into the large river bordering the city's airport, intent on raiding a Kuritan ammunition dump along the city's edge. Unfortunately, Warrent's 'Mech emerged from the river only a few hundred yards from a Kuritan military parade. Realizing his own plans were now upset, Warrent quickly explained to his unit the odds of achieving its original goal and gave each member the chance to retreat. In reply, his men simply punched their jump buttons, setting the river water to violent churning. Breaking clear of the river, the Whirling Dervishes charged in among the piles of supplies.

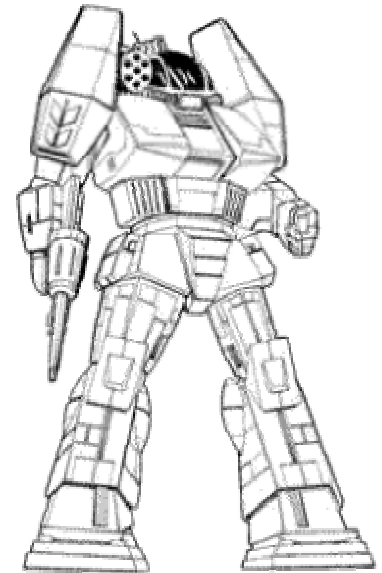
The Dervishes went wild. Firing salvo after salvo, they aimed at piles of ammunition, choosing to ignore the approaching enemy for the moment. As one ammunition pile after another blew sky-high, the population scattered and cheered. Again and again, a Dervish would emerge from the flames, fire a salvo of missiles at an enemy 'Mech, then disappear back into the smoke and heat. It took Lord Kurita's force ten hours to track down and kill the four Dervishes and two Enforcers.

This valiant attack cost the Sword of Light more than a thousand tons of ammunition and thousands of spare parts. But more important, the valiant action boosted morale on New Rhodes and on New Avalon, where tapes of the battle were smuggled in and broadcast.

# GRF-1N Griffin

Overview Record Sheet

**Mass :** 55 Tons  
**Chassis :** Earthwerk GRF  
**Power Plant :** CoreTek 275  
**Cruising Speed :** 57 Kph  
**Maximum Speed :** 81 Kph  
**Jump Jets :** Rawlings 55  
**Jump Capacity :** 150 meters  
**Armor :** Starshield A  
**Armament :**  
 1 Fusigon Particle Projection Cannon  
**Manufacturer :** Earthwerks, Incorporated  
**Primary Factory :**  
**Communication System :**  
 Neil 6000  
**Targeting and Tracking System :**  
 Octagon Tartrac, System C



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5.5	Head	9
Engine	275	Center Torso	20
Walking MP :	5	Center Torso (Rear)	7
Running MP :	8	R/L Torso	20
Jumping MP :	5	R/L Torso (Rear)	6
Heat Sinks :	12	R/L Arm	14
Gyro :	3	R/L Leg	18
Cockpit :	3		
Armor Factor :	152		

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
LRM 10	RT	2	5
Ammo LRM 10 (24)	RT	2	2
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	0.5

# SHD-2H Shadow Hawk

Overview

Record Sheet

**Mass** : 55 Tons  
**Chassis** : Lang T1  
**Power Plant** : CoreTek 275  
**Cruising Speed** : 54 Kph  
**Maximum Speed** : 86 Kph  
**Jump Jets** : Pitban LFT-50  
**Jump Capacity** : 90 meters  
**Armor** : Maximillian 43  
**Armament** :  
 1 Armstrong J11 Autocannon 20  
 1 Holly Long Range 5 Missile Rack  
 1 Holly Short Range 2 Missile Rack  
 1 Martel Model 5 Medium Laser  
**Manufacturer** : Lang Industries Inc.  
**Primary Factory** :  
**Communication System** :  
 O/P 300 COMSET  
**Targeting and Tracking System** :  
 O/P 2000A



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5.5	Head	9
Engine	275	Center Torso	23
Walking MP :	5	Center Torso (Rear)	8
Running MP :	8	R/L Torso	18
Jumping MP :	3	R/L Torso (Rear)	6
Heat Sinks :	12	R/L Arm	16
Gyro :	3	R/L Leg	16
Cockpit :	3		
Armor Factor :	152	9.5	

Weapons and Ammo	Location	Critical	Tonnage
AC/5	LT	4	8
Ammo AC/5 (20)	LT	1	1
LRM 5	RT	1	2
Ammo LRM 5 (24)	RT	1	1
SRM 2	H	1	1
Ammo SRM 2 (50)	CT	1	1
Medium Laser	RA	1	1
Jump Jets	LT	1	0.5
Jump Jets	RT	1	0.5



## SHD-2H Shadow Hawk

### Overview:

When originally produced for Star League, the SHD-2H Shadow Hawk was considered a multi-function 'Mech. The contract specifically called for a medium 'Mech with both long- and short-range weapons and with jump capability. The SHD-2H filled a number of roles in the military forces, from recon to attack. Its diverse armaments made it able to fit into almost any situation where a 'Mech might be needed.

Due to pressure plate difficulties, the armor plating system on the SHD series underwent a major overhaul in 2550. The armor plates internally damaged the myomers that controlled the 'Mech's movement, especially in the lower leg areas. The general replacement affected most of the Shadow Hawks and their variants in the field, though some remain unmodified to this day.

### Capabilities:

The Shadow Hawk is equipped with a number of long range weapons, including the Holly LRM and the Armstrong autocannon. Its short-range weapons are the Holly SRM and Martell medium laser. This combination means the standard SHD can support long- and short-range combat activities.

The Shadow Hawk's jump jet system provides it with limited jump capability. As it is rare for a larger 'Mech to support such a system, the jump jets do give the Shadow Hawk an advantage in close combat situations.

The Sparrow 300J life support system is considered one of the most advanced, as it allows the MechWarrior to operate his system in comfort for an average 30 percent longer than other 'Mechs of the same weight class. For long battles or campaigns, this means a sharper, more relaxed pilot.

Finally, the Shadow Hawk is equipped with fully manipulative hands that allow it to grasp in close combat. The Lang hand actuator system was one of the most powerful available up to the time of the fall of Star League.

### Deployment:

The Shadow Hawk has maintained one of the best battlefield records of any 'Mech in its weight class. Even at the peak of the Star League era, it was recognized as a well-balanced fighting machine.

An example of the 'Mech's durability came at the battle for Hoan. In 2920, forces of House Kurita's Legion of Vega were dug in on the planet, trying to force out the defending House Davion troops. The Legion had several lances made up mainly of the SHD-2K variant so common in Kurita-held space. These forces attacked several key Davion supply bases, taking heavy losses but inflicting far more damage. The supply problems caused by these raids plagued the Davion troops throughout the rest of their campaigns on Hoan.

The Shadow Hawk's frontal armor difficulties cost House Steiner one battle against House Marik on the planet Loric in 2971. Marik's crack Regular Hussars were attempting to gain control of this water-rich world defended by Steiner's 12th Star Guards. Several messengers guarded by a lance with two Shadow Hawks set off to relay a special series of command orders. When they were intercepted, the Shadow Hawks dug in for a long battle. The armor pressure plates on the two 'Mechs severed several of their key support systems, leaving the two 'Mechs unable to move. This eventually cost the lives of the Shadow Hawk pilots and the messenger, and in turn lost Steiner the battle of Diggers Pass.

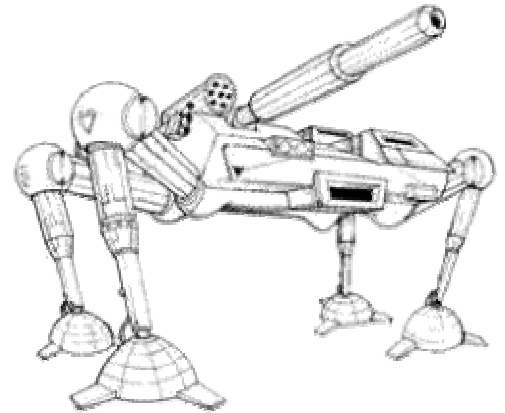
House Davion supports by far the largest number of Shadow Hawks, mostly of the 2D configuration. Several units composed mainly of these units are assigned to the Capellan March Militia and to the 42nd Avalon Hussars. Elements of Davion's elite 7th Crucis Lancers also make extensive use of Shadow Hawks, as seen in the battles for Lincoln and Moore in 3001 and 3010, respectively.

House Kurita uses the Shadow Hawk 2K variant extensively in its 7th Sword of Light regiment, Sun Zhang Academy cadres, and in the Galedon Regulars. The Galedon Regulars sent their Shadow Hawk units against House Steiner in the running battles for Alexandria and Baxter.

# SCP-1N Scorpion

Overview Record Sheet

**Mass :** 55 Tons  
**Chassis :** Brigadier  
**Power Plant :** Vox 330  
**Cruising Speed :** 60 Kph  
**Maximum Speed :** 97 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Star Slab/4  
**Armament :**  
 1 Anderson Armaments Particle Cannon PPC 12  
 1 Marvel Six-Load Short-Range Missile Rack  
**Manufacturer :** Brigadier Corporation  
**Primary Factory :**  
**Communication System :**  
 Garret 500A  
**Targeting and Tracking System :**  
 Garret GRNDTRK 9



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	5.5	Head	8
Engine	330	Center Torso	24
Walking MP :	6	Center Torso (Rear)	8
Running MP :	9	R/L Torso	11
Jumping MP :	0	R/L Torso (Rear)	5
Heat Sinks :	10	R/L Arm	10
Gyro :	4	R/L Leg	10
Cockpit :	3		
Armor Factor :	112		

Weapons and Ammo	Location	Critical	Tonnage
PPC	RT	3	7
SRM 6	RT	2	3
Ammo SRM 6 (15)	LT	1	1

# SCP-1N Scorpion

## Overview:

When Brigadier introduced the Scorpion Class, the 'Mech received mixed reviews. As the first of the four legged 'Mechs, it was called the "white elephant" of the military corps. Troops dropped that nickname soon after they fought in close quarters with the 'Mech, however.

The Scorpion was the dream child of Dr. David Harrison, who projected that a four-legged 'Mech would offer greater movement flexibility in combat. Because it can raise and lower its weapons, it gets extended range from them. Unfortunately, the Scorpion proved to be more of a target than a fire platform against BattleMechs of the same weight class. As an infantry support vehicle, however, it proved to be effective because it could move faster than most common tanks and carry much more firepower.

## Capabilities:

As the saying goes, 'Piloting a Scorpion is like strapping yourself to a raging bull.' It is true that the SCP-1N does not move as smoothly as a two-legged 'Mech. A ride will often toss the pilot about violently.

The Scorpion does not carry a great deal of firepower because much of its space is allocated to control devices and to the special gyros that keep the 'Mech functional. These gyros are so advanced that the 'Mech can move as long as two of its four legs are still functioning. However, this also depends on the skill of the pilot.

The 'Mech's crab-like stance makes it stand out in a battlefield. It moves like a spider and can pivot much faster than other 'Mechs. The Scorpion's specially constructed heat sinks are distributed in all four legs, allowing the 'Mech to vent nearly twice as much heat, even when standing in shallow water.

The Anderson Armaments PPC proved to be the Scorpion's stinger. Many consider the sturdy design to be the best weapon produced by the firm. Linked to the Garret GRNDTRK 9 targeting and tracking system, the system was particularly deadly.

When used against infantry, the 'Mech seems to have only one weak area, which is its underside. If enemy troops can get a clear shot at the underside of a Scorpion, the battle is soon over. The armor there is rather thin and does not protect many crucial areas, including the cockpit.

## Deployment:

The Scorpion's history is tainted with stories of how the middle weight 'Mech falls so easily in fighting. Though some of these stories are true, they do not provide an accurate picture of this 'Mech's true capabilities.

Brigadier had two facilities still functioning at the end of the First Succession War: one in the Free Worlds League and one in the Draconis Combine. Neither lasted very long in the Second Succession War, but the Scorpions produced before the destruction of the facilities are officially classified as Star League BattleMechs.

The Fusiliers of Oriente's Fourth Brigade used Scorpions during the battle for Hassad against House Liao. Throughout the summer months of 2925, the Scorpions of the Fourth Brigade plowed through the swamps of Hassad's lowlands, driving the Liao infantry along before them. Their unique heat sinks performed well in the cool waters of the swamp, turning this average 'Mech into a very dangerous foe. Their advances tied down nearly two full companies of Liao Guards, eventually forcing the defenders to give way to a Marik onslaught.

In 2944, the Federated Suns felt the sting of the Scorpion on the planet Styx. House Kurita used several lances of Scorpions to draw the defenders of Lake Wio into the open. Thinking the Scorpions to be easy targets, the Davion boats moved in closely, as did several shore based 'Mechs. The battle lasted several days. In the end, the Scorpions won the day, though control of the world did not hinge on that single battle.

House Davion tried the same tactic against Kurita forces on Royal. However, missile-armed infantry dove under the Scorpions, tearing up their undersides and destroying the 'Mechs at very close range. Though this tactic can cost many lives, it was very effective here.

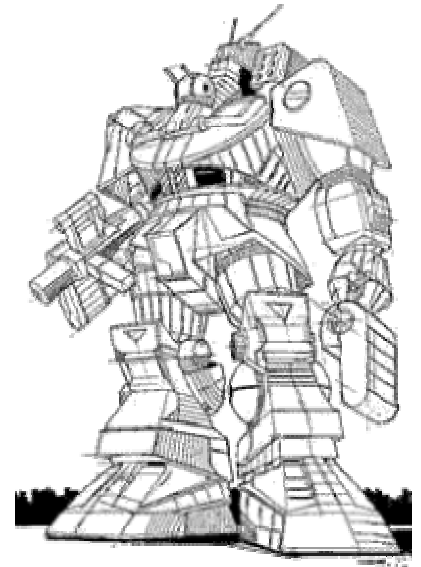
By 3018, no House had a single unit composed entirely of Scorpion Class 'Mechs. Most of these 'Mechs had been shifted to a support role, and even some of those have not received needed replacement parts. Most Scorpion MechWarriors fear that their 'Mechs may be scrapped entirely. House Steiner is already beginning to scrap most of its Scorpions for needed repair parts. The program is estimated to be completed by 3026, and it is expected that other Houses will follow suit.

# WVR-6R Wolverine

Overview

Record Sheet

**Mass** : 55 Tons  
**Chassis** : Crucis-A  
**Power Plant** : CoreTek 275  
**Cruising Speed** : 54 Kph  
**Maximum Speed** : 86 Kph  
**Jump Jets** : Northrup 12000  
**Jump Capacity** : 150 meters  
**Armor** : Maxmillian 60  
**Armament** :  
 1 Whirlwind Autocannon  
 1 Harpoon-6 SRM Launcher  
 1 Magna Mk II Medium Laser  
**Manufacturer** : Kallon Industries  
**Primary Factory** :  
**Communication System** :  
 Tek BattleCom  
**Targeting and Tracking System** :  
 Garret T11b



Equipment	Mass	Internal Structure	Armor Value
Internal Structure	5.5	Head	8
Engine	275	Center Torso	20
Walking MP :	5	Center Torso (Rear)	8
Running MP :	8	R/L Torso	20
Jumping MP :	5	R/L Torso (Rear)	6
Heat Sinks :	12	R/L Arm	16
Gyro :	3	R/L Leg	16
Cockpit :	3		
Armor Factor :	152	9.5	

Weapons and Ammo	Location	Critical	Tonnage
AC/5	RA	4	8
Ammo AC/5 (20)	RA	1	1
SRM 6	LT	2	3
Ammo SRM 6 (15)	LT	1	1
Medium Laser	H	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	CT	1	0.5

# WVR-6R Wolverine

## Overview:

The Kallon Industries' Wolverine represents a relatively successful attempt to marry speed with striking power. A comparatively fast 'Mech capable of taking considerable damage while remaining operational, the Wolverine now serves in Successor State medium and recon lances. Its long and impressive history spans both the Star League and the era of the Succession Wars.

## Capabilities:

The Wolverine's Crucis-A chassis is both light and durable, and the 'Mech is also equipped with medium Maximilian-60 armor. Early Wolverines were armed with only the Whirlwind autocannon and a single medium laser. The Harpoon 6-rack SRM launcher was later added to increase the 'Mech's firepower at close range.

Originally intended to provide a full 360-degree firing arc, the ball-turret mounting of the Magna medium laser cannon is noteworthy. The weapon's traverse became restricted, however, when the shoulder-mounted Harpoon and the Tek BattleCom electronics blister were later added on. A fire-interrupt circuit also had to be added to prevent MechWarriors from damaging their own vehicles.

The Wolverine is one of the heaviest 'Mechs to carry jump jets, and the Northrup 12000 engines must labor considerably to lift the 55-ton vehicle into the air. The jump jets are thus prone to breakdown, forcing House Kurita, for example, to scrap the jets altogether.

The Wolverine's value as a command vehicle is enhanced by its Tek BattleCom system, a unit also used to good effect by the Orguss Phoenix Hawk. Well shielded and with a multi-channel transmitter and receiver, the Tek comgear is an important facet of the Wolverine's success as a recon 'Mech.

As a fast, medium recon vehicle, the Wolverine does not have impressive armor, which is as it should be. In combination with the medium laser and SRM launcher, the Whirlwind autocannon provides firepower adequate to allow the Wolverine to cover its own retreat or to support the advance or retreat of other 'Mechs. Despite its originally limited role, the Wolverine has proved to be a versatile BattleMech, suited to many different tasks.

## Deployment:

Wolverines are often deployed in recon lances to perform hazardous scouting missions into heavily defended areas, where lighter Wasps or Locusts would be at a disadvantage. Along with other medium recon vehicles such as the Charger and the Griffin, the Wolverine has seen constant service since the start of the Successor States era.

Wolverines have served House Kurita with distinction during many battles with Davion on Bergman's Planet. There, in 2986, Wolverines of Kurita's Legion of Vega clashed with the Phoenix Hawk and Stinger lances of Davion's Deneb Light Cavalry. Captain Dale Smith of the Vega Legion won special recognition while leading a raiding party of Wolverines deep into Davion territory. Beset by the Deneb's more numerous 'Mechs, he conducted a series of skillful fighting withdrawals, using his Wolverines' superior mass and firepower to defeat the faster and more agile enemy. After more than a week out of communications with the main Kurita base, not only did Smith's company return without a single casualty, but was loaded down with loot and spare parts.

Perhaps the best known incident involving a Wolverine took place in 2932, during a hard-fought campaign between Kurita and Steiner on Kimball II, a planet that had already changed hands a dozen times. Steiner's Wolverine-led medium and heavy recon forces were pushed to the limit, having to engage in raiding and commando actions in addition to their normal scouting duties. During one such raid, the remains of three recon lances of Steiner's Lyran Guard, under the command of Captain Lisa Morgan, were sent on a hazardous night mission to destroy a key Kurita comm center. The unit consisted of six Wolverines and three Phoenix Hawks.

Unfortunately, Morgan found the objective heavily guarded, and her unit was soon under attack by two full Kurita heavy assault companies. She ordered a retreat, but found the escape route blocked by a pair of Marauder lances. Leading the Kurita 'Mechs was Captain Yuri Karlevski, pilot of nothing less than a BattleMaster, the most dreaded of all 'Mechs.

Refusing to consider retreat, Morgan threw her company against the Marauders, desperately hoping for a breakthrough. Though they fought savagely, Morgan's Wolverines were clearly outmatched. As the Pursuing heavy 'Mechs moved in and Morgan herself was being battered to pieces by the ruthless Karlevski, all seemed lost. Then fate intervened on Morgan's side.

Her 'Mech toppled, with one arm and one leg crippled, Morgan watched as Karlevski prepared to deliver the coup de grace. In a last act of defiance, Morgan hit her SRM fire switch, discharging the last spread of missiles at point-blank range. All six missiles struck the BattleMaster in the head, blasting its cockpit to scrap and instantly killing Karlevski. With their command communications disrupted, the remaining Marauders fell back in confusion. Meanwhile Morgan and her surviving Wolverines gathered up the damaged BattleMaster and escaped.

Karlevski's BattleMaster, the Czar Peter, was repaired and awarded to Captain Morgan, and still serves in the 'Mech forces of House Steiner.

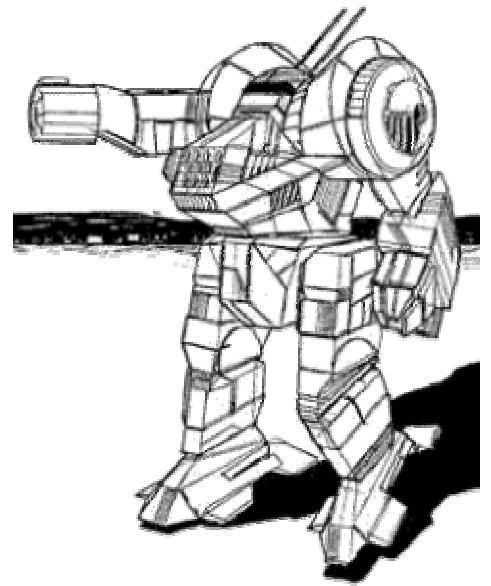
Though the Wolverine has expanded its duties considerably beyond its original scouting role, most of its engagements are less colorful, routine scouting missions, raids, or battles with other recon units. The Wolverine also packs enough firepower for use in support of heavier 'Mechs or even to attack positions held by infantry or lighter 'Mechs.

HEAVY MECH  
**HEAVY MECH**

# DRG-1N Dragon

Overview Record Sheet

**Mass :** {Mass} Tons  
**Chassis :** {Chassis}  
**Power Plant :** {Power Plant}  
**Cruising Speed :** {234} Kph  
**Maximum Speed :** {345} Kph  
**Jump Jets :** {None}  
**Jump Capacity :** {Jump Cap}  
**Armor :** {Armor}  
**Armament :**  
 1 Telos DecaCluster LRM-10 Missile Rack  
 1 Emperor-A Autocannon  
 2 Victory 23R Medium Lasers  
**Manufacturer :** {Manufacturer}  
**Primary Factory :** {Primary}  
**Communication System :**  
 {Communication System}  
**Targeting and Tracking System :**  
 {Targeting and Tracking System}



Equipment	Mass		Internal Structure	Armor Value	
Internal Structure :	{1}	{2}	Head	{14}	{15}
Engine	{3}	{4}	Center Torso	{16}	{17}
Walking MP :	{5}		Center Torso (Rear)		{18}
Running MP :	{6}		R/L Torso	{19}	{20}
Jumping MP :	{7}		R/L Torso (Rear)		{21}
Heat Sinks :	{8}	{9}	R/L Arm	{22}	{23}
Gyro :		{10}	R/L Leg	{24}	{25}
Cockpit :		{11}			
Armor Factor :	{12}	{13}			

Weapons and Ammo	Location	Critical	Tonnage
{Weapons and Ammo1}	{Loc1}	{Crit1}	{Ton1}

# DRG-1N Dragon

## Overview:

In the first years of the Kerensky Protectorate, the lackluster performance of the aging SHD-LR Shadow Hawk against newer designs made apparent the need to replace it. In a League-wide contest, the Luthien Armor Works submitted its Dragon design and promptly lost the contract to the upgraded Shadow Hawk, the 2H.

In 2754, however, House Kurita quietly commissioned a number of Dragons to serve as the basis for the Combine's private army until the dissolution of the Star League.

## Capabilities:

With its high speed capability and better-than average firepower, the Dragon is intended as a close assault vehicle. In close-matched battles, Kurita commanders often hold the Dragon in reserve until they discover a weakness in the enemy line. They then further soften this weakness with bombardment, troops, or tanks until a crack in the enemy line appears. At this point, the Dragons are turned loose to rush through the gap and exploit the advantage.

The Dragon's design serves this purpose well. The 'Mech's overall squat shape makes it both a small target for weapons and a difficult opponent to knock to the ground in a brawl. The 'Mech's thickly armored torso, especially its back, also gives the Dragon the ability to take considerable punishment when surrounded by the enemy, a common occurrence. Even the normally delicate autocannon is placed within a thick protective sleeve that absorbs some of the shock when the Dragon punches with that arm.

Carrying twenty-four shots for the LRM system and a whopping forty rounds for the autocannon, the Dragon is amply supplied for sustained battles. In the event a Dragon does run low on ammo, the medium left-arm laser ensures that the MechWarrior will always have another weapon to fire. The second laser also buys it the healthy respect of 'Mechs trying to approach from the rear.

## Deployment:

A company of approaching Kurita Dragons is a common sight on Successor State battlefields. The ruling Kurita family, especially the current Lord Takashi, has been reorganizing its regiments by replacing heavy 'Mechs like Warhammers and BattleMasters with the more plentiful Dragons. The older 'Mechs are then organized into separate units, which makes them easier to maintain and more effective in battle.

A battle fought as recently as 3013 illustrates the role the Dragon plays in Lord Kurita's service. When House Steiner began to unearth large quantities of high-grade diamonds essential for the manufacture of BattleMech armor on the obscure Commonwealth world of Phalan, the Draconis brass decided to dispatch the Ninth regiment of the Rasalhague Regulars to the planet. Once there, they were to search for and take the already-mined diamonds, then destroy the mines. The Second Battalion, "Burton's Firebreathers," was composed entirely of Dragons, while the other two battalions were mostly light to medium 'Mechs.

Unknown to the Kurita strategists, House Steiner's 22nd Skye Rangers were also using Phalan for maneuvers. Though composed of green MechWarriors, most of the regiment's 'Mechs were heavy Warhammers and Archers. Moreover, the approach of the Rasalhague Regulars was tracked by Lyran Picket satellites, which gave the Rangers plenty of time to prepare. When the Ninth Regiment hit the dirt in and around the city nearest Phalan's mines, the Rangers were able immediately to repulse them. Then, in an assault on the mining camp, Kurita's 'Mechs were again rebuffed by a concerted effort of Lyran 'Mechs and local air support. The Combine commanders quickly decided that the city, with its warehouse filled with diamonds, was the Regulars' best bet for achieving its mission.

The attack resulted in a siege, with the young Rangers holding an island in the middle of a lake where the planet's cache of diamonds was warehoused. Luckily for the Ninth Regiment, the main bridge linking the island with the rest of the city was still intact.

They did not use the bridge, however. Perceiving a weakness on the far side of the island, the Kurita First and Third battalions launched a diversionary attack using the bridge. In the meantime, Burton's Firebreathers waded through the lake and blasted through a high concrete wall. The Firebreathers were in and out with the diamonds before the Skye Rangers could make an effective counterattack.

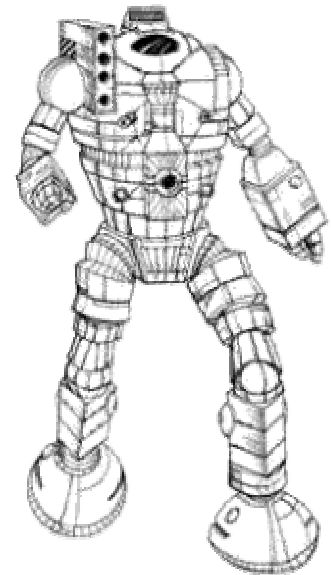


# OSR-2C Ostroc

Overview

Record Sheet

**Mass** : 60 Tons  
**Chassis** : Ost-II  
**Power Plant** : Vlar 300  
**Cruising Speed** : 54 Kph  
**Maximum Speed** : 86 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Riese-475  
**Armament** :  
 1 Totshclagen SRM Launchers  
 2 Fuersturm-c Heavy Lasers  
 2 Fuersturm-b Medium Lasers  
**Manufacturer** : Ostman Industrie  
**Primary Factory** : Sol  
**Communication System** :  
 Ostmann-L  
**Targeting and Tracking System** :  
 Ferdinand-a



Equipment	Mass	Internal Structure	Armor Value
Internal Structure	6	Head	9
:			
Engine	300	Center Torso	22
Walking MP :	5	Center Torso (Rear)	6
Running MP :	8	R/L Torso	22
Jumping MP :	0	R/L Torso (Rear)	4
Heat Sinks :	15	R/L Arm	8
Gyro :	3	R/L Leg	20
Cockpit :	3		
Armor Factor :	144		

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	RT	1	2
Ammo SRM 4 (25)	CT	1	1
Large Laser	RT	2	5
Large Laser	LT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1

# OSR-2C Ostroc

## **Overview:**

Ostmann Industries, a Sol-based arms company, produced its Ost Class BattleMechs from 2500-2700. All three designs were extremely successful, although limited production facilities kept their numbers low.

The Ostroc was the best-known of Ostmann's walker/pod designs, effectively balancing the Totschlagen 4-rack missile launcher and Ostmann's well designed Fuersturm heavy and medium lasers. In spite of its rarity, the Ostroc was considered a quality 'Mech, and performed well in battle.

## **Capabilities:**

Intended primarily for urban defense, the Ostroc duplicates the familiar walker/pod profile seen in the heavy Stalker and Marauder 'Mechs, and the low silhouette of the UrbanMech. This makes it a difficult target, especially when obscured by buildings or trees.

The Ostroc saw service primarily in the Terran sector, where it was assigned to local defense garrisons. Occasional units of Ostrocs were shipped out for combat on the frontiers of the Star League, however, particularly during the Age of War, during Star League's final days, and during the first Succession War.

The Ostroc is an effective medium 'Mech, fast, well armored, and well-armed. Its short arms are a handicap in close combat, however, and the otherwise excellent Fuerstrum lasers are easily damaged by the shocks of hand-to-hand combat. In other respects, the Ostroc is a utilitarian 'Mech suited to many roles.

## **Deployment:**

The Kurita Ostrocs are found mostly in the Home Defense Garrisons of the Pesht Regulars, and are assigned to protect the cities of the inner Kurita Sphere, primarily in the Luthien, Ozawa, Unity, and Sawyer systems. Kurita Ostrocs see little service, but a recent raid on Unity by the bandit forces of Helmar Valasek of Santander pressed the Urban Defense Lances of the Pesht Regulars into unfamiliar service.

The bandits were intent upon capturing supply caches in the city of Marbury, which was defended by two companies of UrbanMechs and Ostrocs. The Kurita MechWarriors engaged in classic city-defense tactics, splitting up and sniping at the enemy Shadow Hawks and Crusaders, using buildings as cover. As usual, it was a hard-fought battle, but Kurita's local superiority, combining two and three Ostrocs against isolated bandit 'Mechs, finally forced the enemy out of the city.

The Ostroc also functions well as a medium scout. In 3020, for example, Ostrocs on Yance I provided vital data to Davion raiding forces. The numerous Kurita Stingers and Wasps caused problems for the Ostrocs, but in one-on-one combat, the Ostrocs clearly outmatched the lighter vehicles. Kurita LAM'S, operating in dual air/land lances, were finally employed against the Davion scouts, but the Ostroc's lasers provided good anti-aircraft fire, shooting down several Kurita 'Mechs. Through heavy fighting, the Ostrocs provided vital battle data to the regiments they supported, playing a key role in the success of the Davion attack.

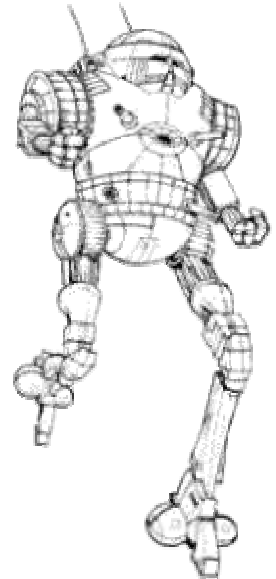
Ostroc lances also serve House Liao, and those assigned to urban defense in the Chesterton Reserves have fought well, particularly against a Marik raid in 3022. Elements of Smithson's Chinese Bandits, a mercenary unit in the service of House Marik, descended on the Liao capitol in a daring raid on the heart of the Capellan Confederacy. The sheer audacity of the move took the Liao forces by surprise, and Maximilian Liao himself organized the defense.

After initial success, the Bandits suddenly found themselves beset by the Ostrocs of Liao's Chesterton Reserves, which pinned them down in the city of Sylbari while Liao brought in reinforcements. With several heavy Liao regiments on the way, and unable to make headway against the stubborn Ostrocs, the Bandits fell back on their DropShips, then left the system. Their surprise attack had failed, due in large part to the tenacity of the Ostroc BattleMech.

# OTL-4D Otsol

Overview	Record Sheet
----------	--------------

**Mass :** 60 Tons  
**Chassis :** Kell/H  
**Power Plant :** Vlar 300  
**Cruising Speed :** 54 Kph  
**Maximum Speed :** 86 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Valiant Lamellor  
**Armament :**  
 2 Tronel III Heavy Lasers  
 4 Tronel II Medium Lasers  
**Manufacturer :** Kong Interstellar Corp.  
**Primary Factory :**  
**Communication System :**  
 Barret 509p  
**Targeting and Tracking System :**  
 TRSS.2L3



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	6	Head	9
Engine	300	Center Torso	22
Walking MP :	5	Center Torso (Rear)	6
Running MP :	8	R/L Torso	22
Jumping MP :	0	R/L Torso (Rear)	4
Heat Sinks :	16	R/L Arm	8
Gyro :	3	R/L Leg	20
Cockpit :	3		
Armor Factor :	144		

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RT	2	5
Large Laser	LT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	CT(R)	1	1
Medium Laser	CT(R)	1	1

# QKD-4G Quickdraw

Overview

Record Sheet

**Mass** : 60 Tons  
**Chassis** : Technicon Type E  
**Power Plant** : Vlar 300  
**Cruising Speed** : 54 Kph  
**Maximum Speed** : 86 Kph  
**Jump Jets** : Chilton 460  
**Jump Capacity** : 150 meters  
**Armor** : Riese-475  
**Armament** :  
 1 Delta Dart LRM-10 Missile Rack  
 1 Hovertec Short Range Missile Quad  
 4 Omicron 4000 Medium Lasers  
**Manufacturer** : Technicon Manufacturing  
**Primary Factory** : Savannah  
**Communication System** :  
 Garret T12E  
**Targeting and Tracking System** :  
 Dynatec 2180



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	{1}	6	Head
Engine	300	19	Center Torso
Walking MP :	5		Center Torso (Rear)
Running MP :	8		R/L Torso
Jumping MP :	5		R/L Torso (Rear)
Heat Sinks :	13	3	R/L Arm
Gyro :		3	R/L Leg
Cockpit :		3	
Armor Factor :	128	8	

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

Jump Jets  
Jump Jets

LT	2	2
RT	2	2

## QKD-4G Quickdraw

### Overview:

First produced in 2779, the QKD-4G Quickdraw was assigned to very few 'Mech regiments before the start of the Succession Wars in 2786. In the centuries since then, however, it has turned up in all five Successor State militaries. Originally designed as a replacement for the Rifleman, the Quickdraw never actually supplanted the older 'Mech, but its enormous firepower and solid armor protection quickly earned it acceptance and respect among many MechWarriors.

### Capabilities:

The Quickdraw is armed for medium- and short range combat. It carries one Omicron 4000 medium laser in each arm and the remaining two in the rear right torso, giving it a field of fire at all angles. The arm actuators are modified to bend to the rear, meaning that the Quickdraw can fire all four lasers to the rear if the pilot so wishes. The 'Mech can only fire two of its lasers forward, but its front torso-mounted Delta Dart LRM ten-rack and the Hovertec SRM quad make up for this forward-firing deficiency.

Though less well-armored than many heavy 'Mechs, the Quickdraw makes up for this drawback with speed and maneuverability. The 'Mech is prone to heat build-up if its lasers are fired too many times or its jump jets are overused. The Quickdraw's worst problem, however, is the structure of its ankle actuator. The armor on the lower leg ends up taking too much stress while the 'Mech is in motion, and so any damage to the armor in that spot may cost the Quickdraw much of its maneuverability. In hand-to-hand combat, an enemy 'Mech that kicks downward on the Quickdraw's projecting ankle flanges can cripple its running ability. Quickdraw pilots, well aware of this weakness, engage in close combat only when they have no other choice.

### Deployment:

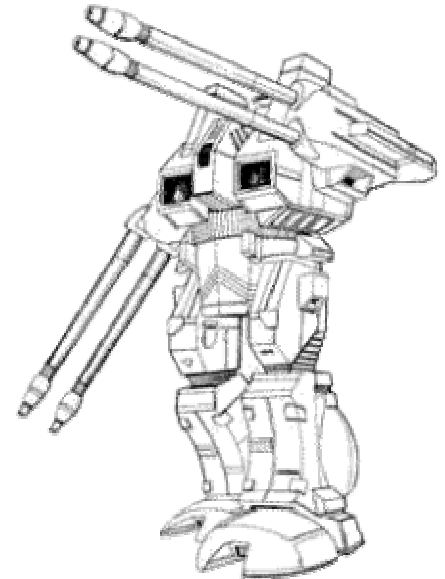
During Duke Anton Marik's abortive rebellion against his brother Janos in 3014, the Fourth Regular Hussars (loyal to Duke Anton) attacked units of the loyalist Ninth Marik Militia on the planet Nova Roma. The Regular Hussars dropped onto the planet, and with fire support from a massed lance of Quickdraw and Rifleman 'Mechs, pushed into the Marik Militia's main base. The Ninth counterattacked violently, believing that the arrival of reinforcements was imminent. Unfortunately for the Ninth Marik Militia, the "reinforcements" turned out to be Wolf's Dragoons, a mercenary regiment in the pay of Anton Marik. After several days of mop-up fighting, the loyalist forces on Nova Roma surrendered.

During the Battle of Selathon City on the planet Thorin in 3015, a support lance of House Marik's Andurien Regiment was ambushed by a hidden recon lance of House Steiner's elite Sixth Lyran Guard in the burning ruins of the city's central business district. Hampered by the close quarters, two of the support lance's three Quickdraws went down in hand-to-hand combat and the lone Rifleman was heavily damaged.

# RFL-3N Rifleman

Overview Record Sheet

**Mass :** 60 Tons  
**Chassis :** Kallon Type IV  
**Power Plant :** Pitban 240  
**Cruising Speed :** 43 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Kallon Royalstar  
**Armament :**  
 2 Magna Mk III Heavy Lasers  
 2 Magna Mk II Medium Lasers  
**Manufacturer :** Kallon Industries  
**Primary Factory :**  
**Communication System :**  
 Garret T11-A  
**Targeting and Tracking System :**  
 Garret D2j



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	6	Head	6
Engine	240	Center Torso	22
Walking MP :	4	Center Torso (Rear)	4
Running MP :	6	R/L Torso	15
Jumping MP :	0	R/L Torso (Rear)	2
Heat Sinks :	10	R/L Arm	15
Gyro :	3	R/L Leg	12
Cockpit :	3		
Armor Factor :	120		

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

Overview:

The first Riflemen were built for Star League by Kallon Industries in 2505. Designed as a medium fire-support vehicle, this early model was lighter and less heavily armored than the current version, and mounted Kallon Class C laser cannon. Chronic overheating forced the addition of more heat sinks and the replacement of the old lasers with more efficient Magna IIs and IIIs.

The current incarnation of the Rifleman, the RFL-3N, was first built in 2770, during the collapse of Star League. Arm-mounted Kallon Emperor-A autocannon replaced the Mark II lasers, producing the familiar configuration of two medium and two heavy lasers and two medium autocannon. Although designed to be primarily a fire-support 'Mech, the Rifleman can hold its own in close combat against lighter 'Mechs.

#### **Capabilities:**

The Emperor-A autocannon is an excellent long range weapon system, combining striking power with good range and low heat buildup. Although earlier Rifleman models were plagued by ammunition feed problems, the autocannon system is now at the heart of the 'Mech's success on the battlefield.

Though outclassed by better-armed vehicles such as the Warhammer and the Hunchback the versatile and reliable Rifleman can nevertheless perform as an effective component in more complex battle plans.

Lack of ammunition is the one major flaw in the Rifleman's autocannon system. As each 'Mech can carry only 20 rounds, or ten for each cannon, it becomes a problem in longer campaigns, for example, where supply lines are fragile. The Rifleman's four lasers provide some compensation, however, as well as providing the 'Mech with close-combat capability. The Rifleman's secondary role is that of anti-aircraft platform, as its Garret D2j tracking system provides excellent acquisition of swift-moving aerial targets.

Although the Rifleman is admirably suited to its fire support role, its lack of hands and comparatively low mass make it less effective in close combat against larger machines. Despite this, the 'Mech easily overpowers lighter opponents. Its pilot is well advised, however, to avoid head-on confrontation with machines such as the Marauder and Warhammer.

Although the Garret T11-A com system is highly efficient, its wing-shaped antenna system tends to draw fire, occasionally disrupting communications in Rifleman led units. Some units have been equipped with the more compact, less vulnerable Tek Battlecom system, which provides highly reliable communications even in heavy combat situations. As Battlecom systems are available only by scavenging Phoenix Hawks or Wolverines, most Riflemen retain the Garret unit and its troublesome antenna.

Today, the Successor Houses deploy the RFL-3N primarily in a mobile overmatch capacity. The 3Ns hold the heights, providing long-range bombardment for the advance of the heavier 'Mechs such as Marauders or Thunderbolts. This also enables the Rifleman to function as an effective reserve, using its lasers at close range if the main advance bogs down. As a last resort, it can even rush into physical combat against enemy forces that might penetrate the main line.

#### **Deployment:**

The Rifleman was originally designed for use by Star League defense forces. With the collapse of the League, the Successor Houses appropriated Riflemen for use in their individual military retinues. In the ensuing and disastrous Succession Wars, many Riflemen (and other BattleMechs) were destroyed. However, new production has re-established the 'Mech as a common sight on the battlefields of the Successor States, with 3Ns scattered through various units. House Davion maintains the largest number of Riflemen. As Hanse Davion is personally fond of the design, he has attempted a number of modifications (see below). Davion's Riflemen have seen action all across Davion territory, playing important roles on Ferris and against House Kurita on Hoff.

The early campaigns of the Succession Wars took a heavy toll on House Davion, and Riflemen also figured prominently in many of those battles. In the first Succession War, when Minoru Kurita's ruthless 'Mech legions almost reached the gates of New Avalon, the planet of New Rhodes III was the scene of fierce fighting between the two houses. When the spaceport city of Polis was threatened, Davion Garrison Commander Colonel Hezekiah Walden deployed a mixed force of Riflemen and Archers on the heights above the strategic mountain pass leading to the city.

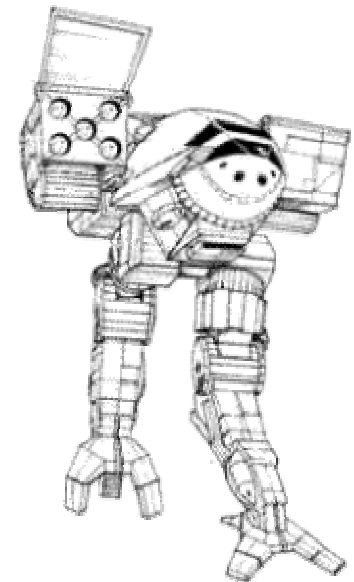
A Kurita force of Marauders and Warhammers was dispatched to take the pass. Davion 'Mechs held them back while the Riflemen and Archers poured down a hail of deadly fire on the Kurita troops, who were unable to respond. Kurita then dispatched light Wasps and Locusts up onto the heights to stop the ranged fire, but the Davion Archers met and engaged them while the Riflemen continued to blaze away at the 'Mechs below.

Eventually, Davion air support arrived to drive off Kurita, and the Riflemen participated in the pursuit that destroyed a large portion of the attacking force. The defeat at Polis helped to blunt the attack on New Rhodes and drove back the Kurita invasion.

As a result of this and several other battles in which Riflemen played an important role, House Davion values the 'Mech highly and has used it in many a later campaign. In the Third Battle of Harrow's Sun, for example, Davion Riflemen were employed in an anti-aircraft role, keeping Kurita fighters at a respectful distance while the Davion siege of the city of Mura progressed.

# CPLT-C1 Catapult

**Mass :** 65 Tons  
**Chassis :** Hollis Mark II  
**Power Plant :** Magna 260  
**Cruising Speed :** 43 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** Anderson Propulsion 21  
**Jump Capacity :** 120 meters  
**Armor :** Durallex Heavy  
**Armament :**  
 2 Holly Long-Range Missile 15 Racks  
 4 Martell Medium Lasers  
**Manufacturer :** Hollis Incorporated  
**Primary Factory :** Corey  
**Communication System :**  
 O/P COM-211  
**Targeting and Tracking System :**  
 O/P 1078



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	6.5	Head	9
Engine	260	Center Torso	24
Walking MP :	4	Center Torso (Rear)	11
Running MP :	6	R/L Torso	19
Jumping MP :	4	R/L Torso (Rear)	8
Heat Sinks :	15	R/L Arm	13
Gyro :	3	R/L Leg	18
Cockpit :	3		
Armor Factor :	160		

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RA	3	7
Ammo LRM 15 (8)	RT	1	1
LRM 15	LA	3	7
Ammo LRM 15 (8)	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



# CPLT-C1 Catapult

## **Overview:**

The CPLT-CL Catapult was produced by Hollis Incorporated in a limited production run between 2571 and 2573 under a special military contract with the Star League. It was officially classified as a close-support vehicle, designed as a second-line defensive 'Mech with strong offensive capabilities.

## **Capabilities:**

The Catapult's two Holly LRM-15 racks give it a firing range of roughly 630 meters, enabling it to destroy an enemy 'Mech from a long distance without risking opposing fire. When engaged at close range, the Catapult can use its four Martell medium lasers to devastating effect. Because it was designed for second-line rather than front-line fire support, the Catapult lacks effective anti-infantry defenses. The Catapult's ejection seat fires through a side-firing escape hatch instead of the more common roof hatch.

The Anderson Propulsion 21 jump jets have posed problems for the Catapult ever since their installation. The propulsion system's conductive housing tends to break if the system is used extensively, venting small amounts of jet exhaust directly into the 'Mech's interior and causing the 'Mech to overheat. The Star League Defense Forces Quartermaster Corps ordered the jets recalled in 2566, but many Catapults never received the replacement Anderson Propulsion 25 jets.

## **Deployment:**

After the fall of Star League, General Kerensky and the departing Star League Defense Forces took quite a few Catapults with them. The remaining Catapults mostly stayed in Capellan space, and Hollis Incorporated continued to manufacture them for a brief time on the Capellan-controlled world of Corey. When the First Succession War broke out, the facility had just been retooled for a newer model and spare parts, but a massive bombing attack leveled the factories before production could begin.

In 2904, House Davion captured several damaged models from a House Liao arsenal on the planet Ward. House Steiner once possessed several Catapults attached to the Skye Rangers' Fourth Regiment, based on the Lyran Commonwealth planet Deia. In 2990, Redjack Ryan led a daring raid on Deia and caught the Fourth Regiment off guard. One of the Catapults was destroyed, another was scrapped for parts after the battle, and yet another remains unaccounted for. Fragmentary reports claim that Redjack Ryan has the 'Mech. One of House Kurita's few Catapults was lost to Davion forces during the battle for the planet Hoff; the Draconis Combine has at least one other Catapult assigned to Brion's Legion, but no others have been deployed with any regular Kurita unit.

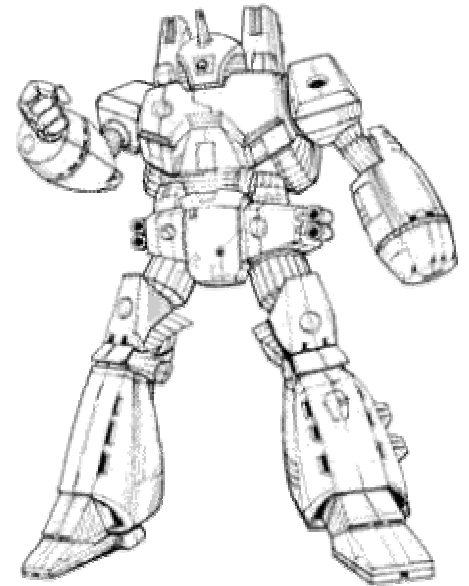
In 2934, House Marik attacked the Capellan planet of Hsien in an effort to secure that world's fresh water sources. Several Catapults, stationed on Hsien with House Liao's Fifteenth Dracon, fought fiercely against the Marik aggressors. Lieutenant Martin Davis, leading a command lance in the Fifteenth' against the Marik aggressors, used his Catapult's jump capability and long range of fire to hold the attacking force at bay for several days outside the village of Transe.

# CRD-3R Crusader

Overview

Record Sheet

**Mass** : 65 Tons  
**Chassis** : Crucis-b  
**Power Plant** : Magna 260  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Riese-500  
**Armament** :  
 2 Magna Longbow-15 LRM Launchers  
 2 Harpoon-6 SRM Launchers  
 1 Intek Medium Lasers  
 2 M100 Heavy Machine Guns  
**Manufacturer** : Kallon Industries  
**Primary Factory** :  
**Communication System** :  
 Garret T11-b  
**Targeting and Tracking System** :  
 Garret A6



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	6.5	Head	9
Engine	260	Center Torso	33
Walking MP :	4	Center Torso (Rear)	8
Running MP :	6	R/L Torso	24
Jumping MP :	0	R/L Torso (Rear)	6
Heat Sinks :	10	R/L Arm	20
Gyro :	3	R/L Leg	21
Cockpit :	3		
Armor Factor :	192		

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RA	3	7
LRM 15	LA	3	7
Ammo LRM 15 (8)	RT	1	1
Ammo LRM 15 (8)	LT	1	1
SRM 6	LL	2	3
SRM 6	RL	2	3
Ammo SRM 6 (15)	CT	1	1
Ammo MG (200)	CT	1	1
Medium Laser	RA	1	1

Medium Laser	LA	1	1
Machine Gun	RA	1	0.5
Machine Gun	LA	1	0.5

## CRD-3R Crusader

### Overview:

The CRD-3R Crusader had a long, successful production history, and numerous variants of the basic design served in the armed forces of the Star League. Designed by Kallon Industries as a medium close-range combat vehicle, the Crusader soon became the workhorse of the Star League, filling many roles and performing a wide variety of missions.

### Capabilities:

The Crusader has a well-deserved reputation as a reliable, versatile 'Mech. Commonly found in command and fire lances, the 'Mech is equally at home alongside Marauders and Thunderbolts in close-assault units. Some versions have even served as scout 'Mechs, but this is rare.

The combination of Longbow LRM and Harpoon SRM launchers proved a potent weapon system, giving the Crusader excellent firepower at both long and short ranges. The Crusader's original Hawk SRMs and Phoenix LRMs have long since been exhausted, replaced by crude unguided missiles produced by the Successor States' munitions factories. These inferior substitutes cannot match the range or accuracy of the old missiles, but they are effective enough to keep the Crusader's opponents at a respectful distance.

The unique location of the Harpoons on the 'Mech's hips gives the Crusader both a stable firing platform and a good field of fire.

The arm-mounted Longbow launchers caused trouble in earlier models, however. The combined stresses produced by missile exhaust and the heat from the arm mounted lasers placed considerable strain on the arms' actuators and superstructure. The now-familiar collars were placed on the Crusader's arms to compensate for these stresses, and so later models did not experience such difficulties.

Today the Crusader is an impressive vehicle capable of delivering a full spread of 42 missiles at optimum 160-180 meter range, with the potential of crippling or destroying even the mighty BattleMaster. At 65 tons, the 'Mech is also a powerful hand-to-hand fighter. Its heavily armored legs are especially devastating when kicking, and the jump jet-equipped Crusader-L is proficient in the dreaded Death From Above attack.

### Deployment:

As noted above, the Crusader served a variety of roles in the Star League era, from counter-insurgency to anti-aircraft. Though only a few of the variant models still exist, the basic Crusader design has earned a place in the forces of every Successor State.

House Steiner's Crusaders are highly regarded. Their maintenance crews, trained in the 'Mech works of Hesperus II, are counted among the best. Many ancient schematic diagrams and spare parts were found in the abandoned factories, providing invaluable data and training materials for the engineers of House Steiner.

Steiner's maintenance crews proved their worth once again during a recent action in the Amity system, when Katrina Steiner sent her elite Skye Rangers on a punitive raid against Marik forces who had been threatening invasion. The Steiner attack took the Marik regiments so much by surprise that the Rangers were back in their DropShips and heading home before Marik could organize a defense.

At Kendrew's Crossing, however, C Company, 2nd Battalion, 17th Regiment of the Rangers, encountered an unpleasant surprise: two full companies of Marik's Regular Hussars on a training mission. The Hussars' Marauders and Warhammers engaged Charlie Company's Crusaders in a furious battle, inflicting heavy losses on the outnumbered Steiner forces. Superior equipment quickly came into play, however. Falling back to optimum range, the Rangers' gunners scored devastating hits against the advancing Marauders.

Despite a heavy pounding from the Marik 'Mechs' PPCs, the Steiner withdrawal was orderly, and Charlie Company's Crusaders inflicted enough damage on the Hussars to deter pursuit. Reaching the Steiner base, C Company was refitted by the crack House Techs, and was back in action within a single day.

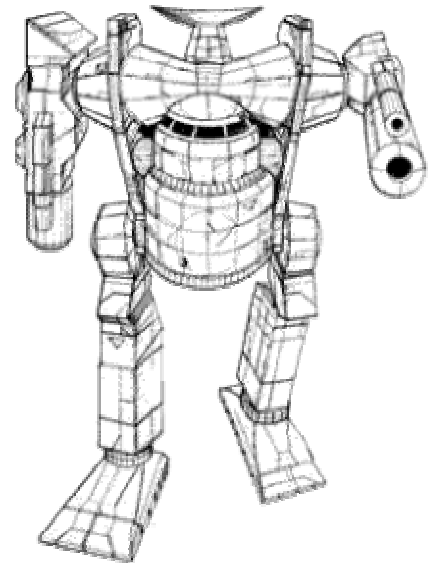
Again and again, similar incidents have illustrated the Crusader's sheer staying power. In a battle between Davion and Kurita forces on Bergman's Planet, a single battalion of Davion's Syrtis Fusiliers, composed primarily of Crusaders, held at bay a Kurita force twice its size for several days before being relieved. With the Davion DropShip operating as a mobile supply depot nearby, the Crusaders alternated combat and re-supply, returning to battle with full loads of missiles to hurl at the attacking Kurita forces.

Davion's Crucis Lancers' Crusaders have also fought many a border clash and raid. Bandit King Heimar Valasek of Santander V hates them for the defeat of his massive water raid on Tancredi. With Davion's Riflemen laying down covering fire, the Lancers' Crusaders moved in to close range and slugged it out with Valasek's 'Mechs, kicking with their armored legs and firing missiles at close range. In the end, Valasek's Death's Head Raiders fled in disorder.

# JM6-S Jagermech

Overview Record Sheet

**Mass :** 65 Tons  
**Chassis :** Kallon Type XII  
**Power Plant :** Magna 260  
**Cruising Speed :** 43 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Kallon Royalstar  
**Armament :**  
 2 Mydron Model C Medium Autocannons  
 2 Mydron Model D Light Autocannons  
 2 Magna Mark II Medium Lasers  
**Manufacturer :** Kallon Industries  
**Primary Factory :** Talon  
**Communication System :**  
 Garret T11-A  
**Targeting and Tracking System :**  
 Garret D2j



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	6.5	Head	9
Engine	260	Center Torso	16
Walking MP :	4	Center Torso (Rear)	5
Running MP :	6	R/L Torso	13
Jumping MP :	0	R/L Torso (Rear)	3
Heat Sinks :	10	R/L Arm	6
Gyro :	3	R/L Leg	11
Cockpit :	3		
Armor Factor :	96		

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

# JM6-S Jagermech

## **Overview:**

Recognizing that the Rifleman was a good design that could be improved, the designers at Kallon Industries began reviewing the RFL-3N's original design in light of its battlefield performance. Three facts became immediately apparent. The Rifleman was prone to overheating, it did not carry enough ammunition, and it was lightly armored in comparison with other 'Mechs of the same tonnage. Kallon designers reworked the blueprints, making a few tradeoffs, and created a first-grade 'Mech—the JagerMech. Though still lightly armored for its weight, the JagerMech is less likely than the Rifleman to overheat because the large lasers have been replaced with more ammunition and a pair of Mydron light autocannon.

## **Capabilities:**

Four autocannon make the JagerMech an excellent fire support unit. By carrying approximately twenty rounds per cannon, the 'Mech can maintain bombardment for a relatively long period of time. Their long range accuracy allows the JagerMech's autocannon to prepare the way for a storm assault or a siege.

The JagerMech is also well suited to the role of an anti-aircraft gunner. It boasts impressive accuracy due to its Garret D2J targeting and tracking system and the extended range of its Mydron Model D autocannon. These systems are usually used in tandem with the less accurate but more powerful Model C autocannon to create a better potential damage rating. The result is an anti-aircraft platform with impressive firepower.

JagerMechs have led raids on several occasions. These raids have been quite successful as the JM6's long-range firepower can soften up the opposition before the lighter 'Mechs move in to attack at close range. The JagerMech itself will rarely close to melee range, preferring to stay at a distance to aim its autocannon accurately. As a last resort, however, the 'Mech will close with enemy units, relying on its own weight and its Magna medium lasers to carry the fight. Though the 'Mech lacks arms for punching, its kick can inflict serious damage, as can its charging attack. Even though its medium lasers are not heavy short-range weapons, they still out-gun most light 'Mechs.

## **Deployment:**

Today, most of the operational JagerMechs are in the service of Houses Davion and Liao. Marik and Steiner have only a few JM6s.

Hanse Davion is particularly fond of the design, considering it to be a good complement to the older Rifleman. For this reason, he made a special effort to gather as many JagerMechs as possible for his 'Mech regiments, mixing JagerMechs and Riflemen freely in his fire lances.

This mix proved to be successful during a raid on Demeter. Davion forces on the planet were cut off from their supply base for two weeks. It was only the large supply of autocannon ammunition carried by the JagerMechs that kept the Riflemen in the fight. By sharing ammunition, the Davion force was able to continue fighting effectively until they could break through to their depot.

However, the JagerMech has also had its share of disasters. In the so-called War of Teng, fought between February and May of 2890, Garth's company of the Capellan Hussars trapped a group of privateers in the Gartol Hills north of the capital city. Expecting an easy victory, Garth stationed his entire lance of JagerMechs at the foot of a narrow valley, with orders to begin firing as soon as the enemy was in range. The theory was simple: drive the privateers into the valley and trap them under the 'Mech's autocannon. Unfortunately, five of the raiders escaped the trap and rushed the JagerMechs' position. Lacking sufficient short-range armament to defend themselves, three of the JagerMechs were badly mauled, and the pirates escaped. Though the renegades were later hunted down, the Hussars were stung by the experience and have since been reluctant to use the JM6 extensively.

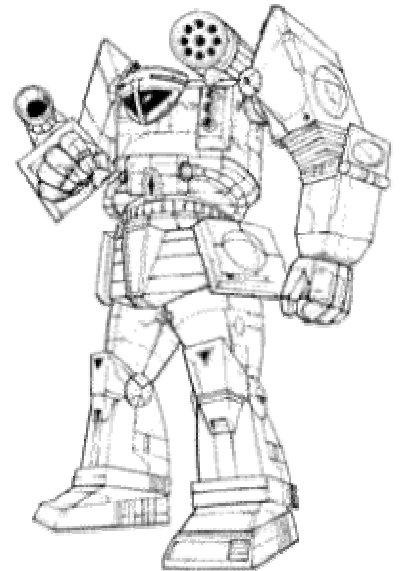
Most 'Mech forces have few reservations about using JagerMechs, however. It is highly regarded for its long-range guns and its excellent tracking. In combat, it is usually deployed behind the lines or assigned companions with short-range weaponry.

# TDR-5S Thunderbolt

Overview

Record Sheet

**Mass :** 65 Tons  
**Chassis :** Earthwerk TDR  
**Power Plant :** Magna 260  
**Cruising Speed :** 48 Kph  
     **Maximum Speed :** 62 Kph  
**Jump Jets :** None  
     **Jump Capacity :** None  
**Armor :** Ryerson 150  
**Armament :**  
     1 Sunflow Type 2 Large Laser  
     1 Delta Dart Long Range Missile 15-Rack  
     3 Diverse Optics Type 18 Medium Lasers  
     1 Bical Short Range Missile Twin-Rack  
     2 Voelkers 200 Machine Guns  
**Manufacturer :** Earthwerks, Incorporated  
     **Primary Factory :**  
**Communication System :**  
 Neil 8000  
**Targeting and Tracking System :**  
 RCA Instatrac Mark X



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	6.5	Head	9
Engine	260	Center Torso	30
Walking MP :	4	Center Torso (Rear)	11
Running MP :	6	R/L Torso	24
Jumping MP :	0	R/L Torso (Rear)	6
Heat Sinks :	15	R/L Arm	20
Gyro :	3	R/L Leg	29
Cockpit :	3		
Armor Factor :	208		

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
LRM 15	RT	3	7
Ammo LRM 15 (16)	CT	2	2
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
SRM 2	RT	1	1
Ammo SRM 2 (50)	RT	1	1

Machine Gun	LA	1	0.5
Machine Gun	LA	1	0.5
Ammo MG (200)	LA	1	1

## TDR-5S Thunderbolt

### Overview:

The TDR-5S Thunderbolt is a familiar 'Mech throughout the Successor States. First produced in 2491, it was used extensively in assault lances of the era. Known for its heavy armament and hard-hitting assault capability, the Thunderbolt remains a favorite of many MechWarriors.

The TDR-5S Thunderbolt was one of the first 'Mechs designed for planetary assault. In its early years, it was also one of the heaviest assault 'Mechs possible to produce. As technology advanced, the Thunderbolt was inevitably superseded by larger, more advanced heavy 'Mechs. Because of its excellent design, however, the Thunderbolt remained in production, and some of the newer technology was added to its sub-assemblies. The Thunderbolt is respected as a tough opponent all across the Successor States.

### Capabilities:

The Thunderbolt remains one of the best-armed 'Mechs in existence. Its standard Sunglow Type 2 large laser packs a punch that few 'Mechs of any type can withstand. Combined with its three Diverse Optics Type 18 medium lasers and its drum-mounted Delta Dart LRM 15-rack, the Thunderbolt has more than ample firepower at long and medium ranges. For close-in combat, the 'Mech also carries a Bical short-range missile twin rack and two Voelkers 200 machine guns. There are very few opponent 'Mechs that can match this kind of firepower.

The Thunderbolt's armor is another of the 'Mech's impressive features. Though not the heaviest armor known today, it is still considered substantial, and many newer heavy 'Mechs have considerably less.

With all its heavy weaponry, however, the Thunderbolt is more susceptible to heat buildup than many other 'Mechs. Careful salvo firing of the Thunderbolt's weapons is a must if the vehicle is to avoid heat overload and shutdown. In many battles, commanders order their Thunderbolts into bodies of water early on, which allows them to fire more of their weapons than normal. Water holes in combat areas are always of great tactical value, but for the Thunderbolt, they are desperately needed to utilize its entire armament.

### Deployment:

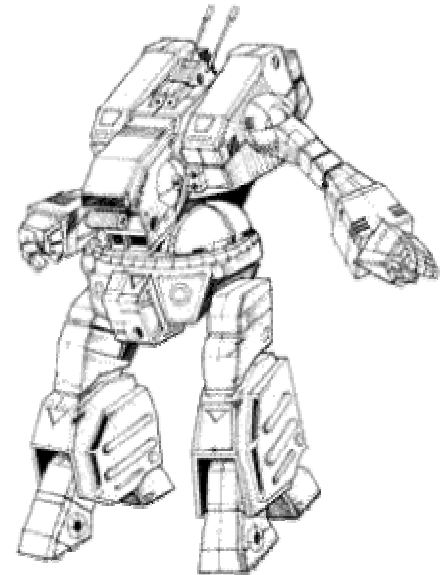
In a raid on the planet Damian in 2902, 'Mech lances of Heimar Valasek, Bandit King of Santander V, engaged elements of Kurita's 9th Sun Zhang Academy Cadre, which were on the planet for maneuvers. In six hours of pitched battle, three old Thunderbolts standing in the middle of Lake Omenshoufter withstood an assault by at least ten 'Mechs of various types sent against them by the pirate commander. The raiders finally withdrew when reinforcements from Damian's capital arrived on the scene. Forced to their DropShips, they left the planet empty-handed.

In the year 3000, a reconnaissance in force by the Eridani Light Horse on the Kurita planet Benet led to a costly surprise for that unit. Scouting for a reported secret supply dump, two recon lances supported by four jump-capable Thunderbolts were ambushed by the better part of the First Pesht Regulars. The Eridani commander saw no recourse but to withdraw, and ordered the four Thunderbolts to cover the lighter 'Mechs' retreat. Dodging the traps and enfilades that the Kurita 'Mechs tried to create, the Thunderbolts successfully covered the retreat, but absorbed a tremendous amount of damage doing so. Only one of the four 'Mechs was able to make it to the last DropShip before it lifted off.

# ARC-2R Archer

Overview Record Sheet

**Mass :** 70 Tons  
**Chassis :** Earthwerk Archer  
**Power Plant :** VOX 280  
**Cruising Speed :** 44 Kph  
**Maximum Speed :** 65 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Maxmillian 100  
**Armament :**  
 4 Diverse Optics Type 18 Medium Lasers  
 2 Doombud Long Range Missile 20-Racks  
**Manufacturer :** Earthwerks, Incorporated  
**Primary Factory :**  
**Communication System :**  
 Neil 9000  
**Targeting and Tracking System :**  
 RCA Instatrac Mark XII



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	7	Head	9
Engine	280	Center Torso	33
Walking MP :	4	Center Torso (Rear)	10
Running MP :	6	R/L Torso	24
Jumping MP :	0	R/L Torso (Rear)	6
Heat Sinks :	10	R/L Arm	22
Gyro :	3	R/L Leg	26
Cockpit :	3		
Armor Factor :	208		

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RT	5	10
LRM 20	LT	5	10
Ammo LRM 20 (12)	RT	2	2
Ammo LRM 20 (12)	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT(R)	1	1
Medium Laser	CT(R)	1	1



# ARC-2R Archer

## **Overview:**

The ARC-2R Archer is one of the best-known designs still in use today. First produced in 2474, the Archer quickly earned respect and popularity among BattleMech regiments that was unequalled by any other type. Star League records show that nearly 100,000 Archers were constructed before the beginning of the Succession Wars. Most of these have now been destroyed or lost to spare parts depots. However, some production of the many Archer variants continues to this day in most of the Successor States.

The Archer was designed initially as a heavy-hitting assault 'Mech, able to pound defending units at long range as it approached. Over the centuries, it has also been used in a variety of other roles, ranging from city busting to indirect fire support.

## **Capabilities:**

The ARC-2R Archer is an early model assault 'Mech. Its two Doombud LRM 20-racks can support an attack or defensive situation in the initial stages of combat. The two self-loading missile storage bins located on each side of the upper torso beneath the launchers are ample enough for continued bombardment as long as necessary. The four Diverse Optics Type 18 medium lasers are designed for medium- to short-ranged combat, with two of them positioned in a central turret above the cockpit for rearward fire.

The Archer is one of the few BattleMechs whose cockpit is located beneath the central torso. This obviously gives the pilot a battlefield perspective quite different from most normal cockpit positions. Armor protection is still about the same as in other heavy 'Mechs, however, as the torso armor belt is located above the cockpit area, protecting the gyro mechanism and the VOX 280 engine unit.

Like so many other Mechs, the Archer is plagued with heat buildup problems, which makes it dangerous to shoot both the long-range missiles and the medium lasers at the same time. Nor is the 'Mech particularly effective in toe-to-toe combat, despite its two heavy battle fists. Another problem is the Archer's familiarity. It has been around so long that all combatants know its design capabilities and its weaknesses too well. Though still an effective battle machine, there are rarely any new tricks an Archer can spring on an opponent.

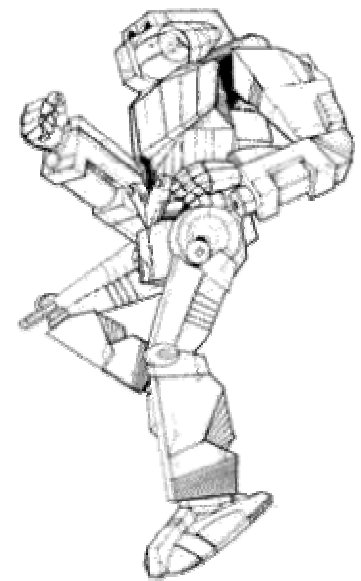
## **Deployment:**

During the defense of Rallonsdown Starport on the planet Chian in 2931, an Archer piloted by Suizo Ozawa of House Kurita Repair and Replacement Station 241 was set upon by a full lance of Bandit King Helmar Valasak. After several hours of hit-and-run tactics, Ozawa had destroyed two of the four attackers. Heavily damaged, his Archer charged the remaining two pirate 'Mechs, crippling one with the last shot from his medium lasers. The remaining enemy Shadow Hawk delivered a devastating attack with his autocannon, followed by a series of punches that toppled Ozawa's Archer into the surrounding rubble of buildings. Knowing the Shadow Hawk was coming in for the kill, Suizo Ozawa set his Diverse Optics Type 18 medium lasers into overload in hopes of setting off its remaining ammunition and attempted to eject. The explosion engulfed both 'Mechs, and caught Ozawa before he could clear the escape tube. In 2932, Repair and Replacement Station 241 was renamed Ozawa Station in his memory.

# GHR-5H Grasshopper

Overview Record Sheet

**Mass** : 70 Tons  
**Chassis** : Mingh z33/7  
**Power Plant** : VOX 280  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : Leviathan Lifters  
**Jump Capacity** : 120 meters  
**Armor** : Durallex Heavy  
**Armament** :  
 1 Diplan HD Heavy Laser  
 4 Diplan M3 Medium Lasers  
 1 Conan/S LRM-5  
**Manufacturer** : Lantren Corporation  
**Primary Factory** : Bryant  
**Communication System** :  
 Allet-C308  
**Targeting and Tracking System** :  
 Allet-T11



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	7	Head	9
Engine	280	Center Torso	30
Walking MP :	4	Center Torso (Rear)	13
Running MP :	6	R/L Torso	20
Jumping MP :	4	R/L Torso (Rear)	10
Heat Sinks :	22	R/L Arm	22
Gyro :	3	R/L Leg	26
Cockpit :	3		
Armor Factor :	208		

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	CT	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
LRM 5	H	1	2
Ammo LRM 5 (24)	RT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2

# GHR-5H Grasshopper

## Overview:

When it first appeared on the battlefield in 2786, the Grasshopper was a revolutionary design. Though it had a mass of 70 tons, it was jump-capable. A heavy 'Mech, with all the firepower and armor of its weight classification, the GHR-5H was designed as a highly mobile close-range fighter.

The GHR-5H was expected to engage and destroy light to medium 'Mechs at close range, clearing the way for less mobile, better-armed units. In a duel with another heavy 'Mech, the Grasshopper is usually out-gunned, but its heavy armor and high mobility allows it to inflict substantial damage before it is forced to retreat.

## Capabilities:

The Grasshopper is not heavily armed, but it can keep up a much higher rate of fire than many other heavy 'Mechs, giving this 'Mech a reputation as a high intensity fighter. With twenty-four reloads for its Conan/S LRM-5 and requiring no ammunition for its lasers, the Grasshopper is able to continue its assaults for extended periods away from supply depots.

Its ability to operate independently makes the 'Mech useful as a raider and guerrilla fighter. Instead of relying on long-range bombardment to weaken the enemy's defenses, the Grasshopper relies on surprise and superior mobility to overwhelm its victims.

The Grasshopper is also famous for its ability to outflank an enemy and attack from the rear. Though light and medium 'Mechs have always had this ability, the appearance of a heavy 'Mech with jump capacity required a complete revision of lance tactics.

A lance is traditionally grouped closely together in order to concentrate firepower. However, the Grasshopper could jump into the middle of even a tight formation well under the minimum range of any of the lance's big guns. This provided it with a choice of several targets at close range. The tactic was particularly effective in lances where the heavy 'Mechs lacked substantial short-range armament.

The Grasshopper usually leads a lance of jump capable 'Mechs. During major offensives, it falls to this lance to outflank key enemy positions, forcing the enemy troops to fight on two fronts.

## Deployment:

The Grasshopper gained renown as a storming 'Mech during the First Succession War. The Grasshopper went into production in 2780, and by 2785, most Regular Army regiments had received a number of the machines. During the chaos of Kerensky's Exodus and the defection of Regular Army units to the Successor Lords, these 'Mechs fell into the hands of one House or another.

By October of 2786, dozens of border skirmishes had already been fought along the Free Worlds-Capellan border. It was during just such a conflict on Lopez that the Grasshopper made its first appearance in battle. House Liao mobilized a heavy company of the 21st Centauri Lancers against an expeditionary force from the Free Worlds League. The Capellan commander Captain Vincent D. Wen encountered the Marik force in a forested area near the southern pole. Splitting his force, Wen sent his two Grasshoppers ahead with orders to circle around the enemy and to attack from behind at his signal. Waiting until the enemy force was fully committed to battle, Captain Wen then ordered his GHR-5Hs to move in. Jumping into the center of the enemy formation, the Grasshoppers spread confusion throughout the troops. Taking full advantage of the situation, the 21st Centauri Lancers pressed their advantage and added another victory to their distinguished record.

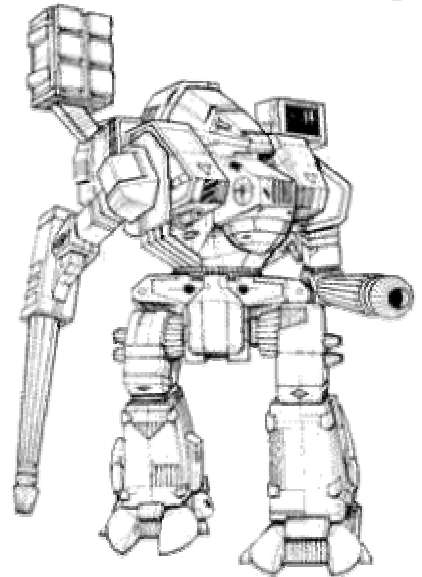
While on garrison duty with the Arcturan Guards on Alphecca, a lance led by MechWarrior Steven Greycloud detected a force of 'Mechs advancing slowly from the northeast. The enemy was one of Redjack Ryan's raiding forces, consisting of eight 'Mechs of various tonnages. Although outnumbered two to one, the Arcturan Guards took up a defensive position and waited. As soon as the first long-range missiles began falling around them, the Guards started to advance. Within minutes, they were among the invaders, locked in close combat. Unaware of its jump capability, Redjack's heaviest 'Mechs concentrated on the Grasshopper, attempting to box it in. Suddenly, the GHR jumped for the first time, traveling a full 100 meters and landing feet-first on the shoulders of the heaviest of the enemy 'Mechs, an ancient Warhammer. The 'Mech fell to the ground with a crushed cockpit. The attack so surprised Redjack's forces that they fell back in panic.

During a routine patrol on Soul, a Grasshopper pilot attached to Kurita's Night Stalkers noticed an unusual reading on his heads-up display. The source of the unusual reading was a BattleMaster, its right side crushed but otherwise very operational. The 'Mech had no ident markings, but it made its intentions clear with a blistering salvo of missiles. More interested in being credited with downing a battle-worthy foe than in asking questions, the Grasshopper pilot threw himself into the fight. Even damaged, the BattleMaster was not an easy kill. It was only by constantly jumping behind the heavier 'Mech that the Grasshopper pilot managed to pierce the 'Mech's center torso and destroy the fusion plant. He gained his victory, but it almost cost him his own 'Mech.

# WHM-6R Warhammer

[Overview](#)
[Record Sheet](#)

**Mass** : 70 Tons  
**Chassis** : StarCorp 100  
**Power Plant** : Vox 280  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Leviathon Plus  
**Armament** :  
 2 Donal PPCs  
 2 Martell Medium Lasers  
 2 Magna Small Lasers  
 1 Holly Short Range Missile Six R  
**Manufacturer** : StarCorp Industries  
**Primary Factory** :  
**Communication System** :  
 O/P 3000 COMSET  
**Targeting and Tracking System** :  
 O/P 1500 ARB



Equipment	Mass	Internal Structure	Armor Value
Internal Structure	7	Head	9
:		Center Torso	22
Engine	280	Center Torso (Rear)	9
Walking MP :	4	R/L Torso	17
Running MP :	6	R/L Torso (Rear)	8
Jumping MP :	0	R/L Arm	20
Heat Sinks :	18	R/L Leg	15
Gyro :	3		
Cockpit :	3		
Armor Factor :	160		

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
PPC	LA	3	7
SRM 6	RT	2	3
Ammo SRM 6 (15)	RT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	RT	1	0.5
Small Laser	LT	1	0.5
Machine Gun	RT	1	0.5

Machine Gun  
Ammo MG (200)

LT	1	0.5
CT	1	1

## WHM-6R Warhammer

### Overview:

Construction of the Warhammer BattleMech, which was designed primarily as an assault 'Mech, began in 2515 and continued up until after the fall of Star League. The original requisition by General Sternson to StarCorp Industries called for 'a mobile 'Mech with enough firepower to destroy or severely damage any 'Mech of the same weight class or lower.' StarCorp's answer was the Warhammer. There were several different production runs of the 'Mech, including the Class 6D and the Class 6K. In the current era, several modified versions have also been developed within the Successor States.

### Capabilities:

Because of its size and weaponry, the WHM-6R Warhammer is one of the most dangerous and powerful 'Mechs ever placed in the field. In particular, its Donal PPCs and support weapons give it the sheer fire power a first-line fighter needs. All Warhammers are equipped with a special searchlight that ties directly into their O/P 1500 ARB tracking system, making the 'Mech a formidable night fighter. Mounted on the 'Mech's left torso, the system can function either as a simple searchlight or as part of the targeting system.

The WHM-6R is also equipped with both small lasers and machine guns, making it a threat to any infantry and support craft foolhardy enough to close in on it.

The 6R carries 18 heat sinks, while some of the variant versions have as many as 20 heat sinks. Thus, the Warhammer has the heavy weapons as well as the means to fire those weapons on a prolonged basis.

### Deployment:

During the battles with Stefan the Usurper near the end of the Star League era, the WHM-6R Warhammer played an important role as a front-line combat 'Mech. With the fall of the Star League, the 'Mech remained in wide use by all five Houses.

At Carl Davion's request in 2876, House Davion forces created two crack lances almost totally from Warhammers, with some Riflemen support 'Mechs. These functioned as heavy attack lances in several battles on the planets David and Mara against House Kurita. Using the tactic of combined firepower, the Warhammer lances easily punched a hole in the Kurita defense. The victorious units eventually became a part of the Strytys Fusiliers, but many of the Warhammers had to be replaced with other 'Mech classes, due to losses and damage.

In 2990, House Marik's 6th Regiment of the Defenders of Andurien successfully launched several critical attacks against House Liao in the Alder Highlands of the planet Teng. Using a combat lance made up mainly of Warhammers, the Marik victories showed how powerful the Warhammer could be when properly supported in combat. Their losses were minimal, while House Liao forces were driven to a drastic change of strategy due to the damage their forces took.

In 3021, the Warhammer proved itself again in battles fought by The Black Widow Company of Wolf's Dragoons while in service to House Steiner. In that year, Wolf sent The Black Widows to the planet New Wessex, a forward base and staging area for several of Kurita's 'Mech regiments. In the famous battles for Harlow's Wood, Kerensky's Warhammer led The Black Widows in a running, week-long battle that mauled two of Kurita's 20th Draconis battalions, then escaped offworld.

# MAD-3R Marauder

[Overview](#)
[Record Sheet](#)

**Mass** : 75 Tons

**Chassis** : GM Marauder

**Power Plant** : Vlar 300

**Cruising Speed** : 43 Kph

**Maximum Speed** : 64 Kph

**Jump Jets** : None

**Jump Capacity** : None

**Armor** : Valiant Lamellor

**Armament** :

2 Magna Hellstar PPCs

2 Magna Mk II Medium Lasers

1 GM Whirlwind Autocannon

**Manufacturer** : General Motors

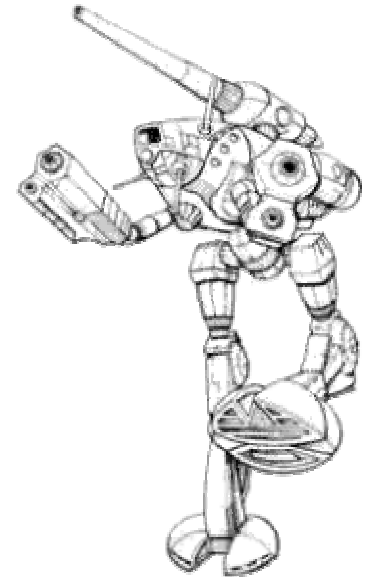
**Primary Factory** : Kathil

**Communication System** :

Dalban Micronics

**Targeting and Tracking System** :

Dalban HiRez



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	7.5	Head	9
Engine	300	Center Torso	25
Walking MP :	4	Center Torso (Rear)	10
Running MP :	6	R/L Torso	17
Jumping MP :	0	R/L Torso (Rear)	8
Heat Sinks :	16	R/L Arm	22
Gyro :	3	R/L Leg	18
Cockpit :	3		
Armor Factor :	184	11.5	

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
PPC	LA	3	7
Medium Laser	RA	1	1
Medium Laser	LA	1	1
AC/5	RT	4	8
Ammo AC/5 (20)	LT	1	1

# MAD-3R Marauder

## Overview:

The MAD-3R Marauder is considered one of the most effective BattleMechs in existence. When first, built by GM in the early 2600s, its unique design was intended as the precursor of a new generation of 'Mechs. With the fall of Star League, however, the other 'Mechs in the Marauder series remained on the drawing board. Although the Marauder is a common 'Mech today, many of its design elements remain unique.

## Capabilities:

Originally intended as a heavy attack/support 'Mech, the addition of sophisticated Dalban Micronics comgear enabled the Marauder to function as a command vehicle in areas of heavy fighting. It continues so today, with Marauders often appearing in command lances.

Though its twin PPC arrangement is reminiscent of more traditional 'Mechs such as the Rifleman and the Warhammer, the Marauder's unique, more versatile ball-and-socket arm joints give it a faster traverse rate and a greater field of fire.

The Valiant Lamellor armor is another of the Marauder's singular features. Less massive and better able to distribute heat and kinetic energy than other armor types, the secret of its manufacture has been lost. In the present era, the Marauder is one of the few 'Mechs to use it. As blasted patches have to be replaced with conventional armor, some Marauders now resemble metallic patchwork quilts.

The Magna Hellstar PPCs that provide the Marauder's main armament are of an advanced design, compact enough to be carried in the 'Mech's arms and durable enough to withstand the heavy shocks of hand-to-hand combat.

The Marauder's secondary armament, a GM Whirlwind autocannon, was added almost as an afterthought. The cannon's linkage to the chassis has been troublesome (see below), and the gun itself tends to be rather temperamental, often refusing to function at crucial moments.

The 'Mech's unusual profile makes it a harder target than other man like 'Mechs, but some design flaws occasionally plague Marauder pilots. The tenuous linkage between the autocannon and the main chassis is a frequent target, because a successful hit would disable the autocannon. The same applies to the rotation ring between the chassis and the leg assembly. Numerous Marauders now bear improvised armor around these vulnerable areas. Another source of trouble is the Dalban HiRez tracking system located in the Marauder's forward section, which severely limits the operator's field of vision.

These problems are comparatively minor, however. The Marauder remains a potent battlefield weapon.

In addition to its command duties, the MAD-3R operates as a dangerous heavy-attack vehicle, outclassed only by 'Mechs such as the Stalker and the rare BattleMaster. Capable of shooting lighter 'Mechs to pieces and battling hand-to-hand with more heavily armored opponents, the Marauder is usually deployed in a heavy shock unit, along with Warhammers and Thunderbolts. Its PPC and autocannon also enable the 'Mech to lay down a long-range barrage before actual combat.

## Deployment:

After the fall of Star League, the Marauder found ample employment in the hellish chaos of the Succession Wars. This common, dangerous 'Mech continues in the retinue of every Successor State.

An early example of Successor State use of Marauders was in 2828, when Duchess Isa Liao sent Barton's Battalion of the 1st Regiment, McCarron's Armored Cavalry, against House Marik on Pella II. Barton's Battalion consisted of 90 Marauders massed together with 18 Warhammers.

This experiment, tantamount to Duchess Liao placing all her eggs in one basket (House Liao possessed only a few hundred Marauders at this time, and Barton's unit represented a large portion of them), was a success. The Marauders annihilated the inferior 'Mechs placed in their way by the beleaguered Mariks, while losing only four of their number.

Barton's Battalion continued to be extremely successful, until Marik forces, failing back on Graham VI, caught them in a gorge outside the city of Gijia. Realizing that they had finally cornered the infamous Major Barton, the Mariks threw two full battalions of Archers and Riflemen against him. Unable to close in on the Marik 'Mechs, and with their field of fire restricted by the rock walls and the Dalban optical system, the Liao Marauders withdrew with heavy losses.

Realizing the value of her Marauders and the folly of concentrating them all in individual units, the Duchess dispersed Barton's battered 'Mechs to other units. Isa Liao's noble experiment has yet to be repeated on such a scale, but it is not uncommon for lances and companies to have a high number of Marauders.

# ON1-K Orion

Overview

Record Sheet

**Mass :** 75 Tons

**Chassis :** Kali Yama Chassis

**Power Plant :** Vlar 300

**Cruising Speed :** 43 Kph

**Maximum Speed :** 64 Kph

**Jump Jets :** None

**Jump Capacity :** None

**Armor :** Valiant Lamellor

**Armament :**

1 Kali Yama Class 10 Autocannon

1 Kali Yama Death Bloom Missile System

2 Irian Weapons Works Medium Lasers

1 Irian Weapons Works Class 4 Short Range Missile System

**Manufacturer :** Kali Yama Weapons Industries

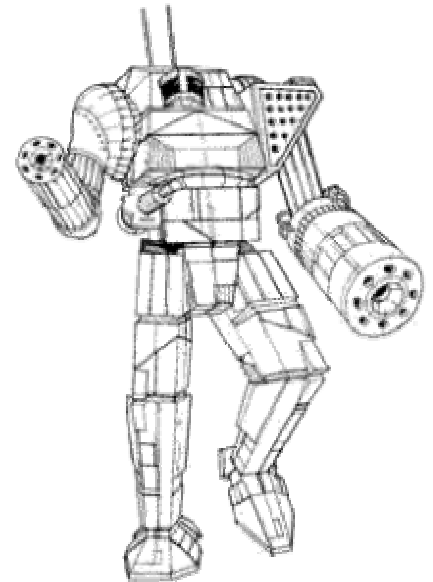
**Primary Factory :** Kalidasa

**Communication System :**

Irian Orator-5K

**Targeting and Tracking System :**

Wasat Aggressor Type 5



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	7.5	Head	9
Engine	300	Center Torso	26
Walking MP :	4	Center Torso (Rear)	10
Running MP :	6	R/L Torso	22
Jumping MP :	0	R/L Torso (Rear)	10
Heat Sinks :	10	R/L Arm	24
Gyro :	3	R/L Leg	32
Cockpit :	3		
Armor Factor :	232		

Weapons and Ammo	Location	Critical	Tonnage
AC/10	RT	7	12
Ammo AC/10 (20)	RT	2	2
LRM 15	LA	3	7
Ammo LRM 15 (16)	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 4	LT	1	2
Ammo SRM 4 (25)	LT	1	1



# ON1-K Orion

## **Overview:**

The ON1-K Orion is an ancient BattleMech design. Created by the Terran Hegemony as the first true heavy 'Mech, the Orion has acted as the brute force of major offensives for nearly five hundred years. Even today, the Orion is still a formidable 'Mech.

The original design was created to ensure the continued dominance of the Hegemony's 'Mechs. Commissioned in 2570, the Orion first saw action in the bloody Reunification Wars along the Periphery. The original Orion, the 1-C, did not have long-range missiles, and sported a Class 5 autocannon instead of the Class 10 it carries today.

## **Capabilities:**

The longevity of the Orion is due to the simple, efficient placement of systems within the 'Mech's roomy body. Techs enjoy working on Orions, marveling at the ease with which they can locate and replace faulty systems.

The Free Worlds League is the only Successor state currently manufacturing Orions. The other States only occasionally produce spare parts for their Orions.

The Kali Yama autocannon is a temperamental weapon. To the mystification of technicians who work on these 'Mechs, the autocannon ammunition feed system, which draws new rounds from the 'Mech's torso, fails on a fairly regular basis. Oddly enough, if only nineteen rounds instead of twenty are placed in the weapon's clip, the autocannon does not jam. The autocannon itself is placed awkwardly, restricting right arm movement, and can be jarred out of alignment when struck accidentally.

The Death Bloom missile system is mounted on the Orion's left shoulder. The system launches fifteen long-range missiles in a very concentrated pattern, which is effective against both ground and air vehicles. Unfortunately, the control cables of the missile launchers travel through a narrow shoulder area. Thus, the shoulder is subject to excessive heat, and the actuator or missile system frequently shuts down.

The other missile system, the Irian Weapon Works Class 4, consists of four tubes mounted around the medium laser on the left arm. Shooting short-range missiles, the system holds twenty-five rounds. Instead of four holes around the medium laser, the Orion sports six holes, the bottom two holes serving as hookup points for coolant hoses so that excess heat can be purged by cooler trucks.

The armor protection of the Orion is excellent. It carries a total of 14.5 tons of armor spread across its squat frame, far more than many 'Mechs its own size. The center torso is the best protected, while the rear torso is least protected. The armor coupled with its speed makes the Orion a formidable opponent.

## **Deployment:**

The Orion BattleMech has a long, colorful history of battles both large and small. In October of 2779, for example, Earth was liberated from the hands of Stefan the Usurper. General Kerensky in his olive-drab Orion accomplished the final act of this liberation by kicking open the thick palace gates. All who witnessed this act understood the fate of Stefan and his family.

In 2787, one of Minoru Kurita's initial acts as "First Lord of the Star League" was the virtual genocide of Eblar. After fighting off the garrison of Federated Suns 'Mechs, a regiment of Kurita Orion pilots poisoned the sole water supply of the planet's largest city. Millions died.

During the tenth battle for the Lyran planet of Hesperus II, Orions played a major role in the rout of Kurita forces. The relief force, led by Kommandant Katrina Steiner, left the planet from one hemisphere and dropped onto another hemisphere so swiftly that the enemy was caught totally off guard.

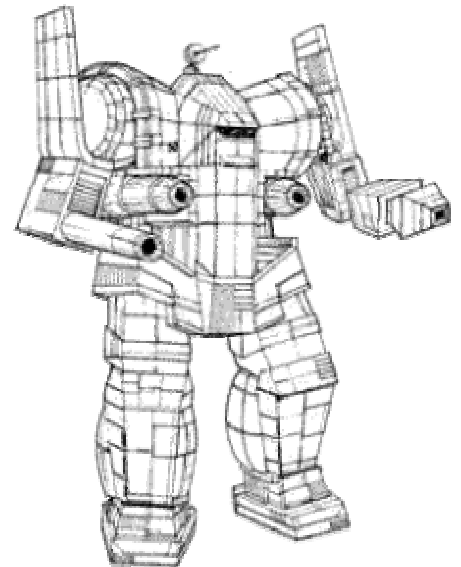
The Fifth Defenders of Andurien of the Free Worlds League is composed almost entirely of Orions. Veterans of many campaigns against the Lyran Commonwealth, they are one of the few units that do not apply new color schemes according to the type of battlefield in which they will fight. They choose to remain a royal purple, and have earned the nickname "The Hunters."

ASSAULT MECH

# AWS-8Q Awesome

Overview	Record Sheet
----------	--------------

**Mass :** 80 Tons  
**Chassis :** Technicron Type G  
**Power Plant :** Pitban 240  
**Cruising Speed :** 35 Kph  
**Maximum Speed :** 51 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Durallex Heavy Special  
**Armament :**  
 3 Kreuss Particle Projection Cannons  
 1 Diverse Optics Type 10 Small Laser  
**Manufacturer :** Technicron Manufacturing  
**Primary Factory :** Savannah  
**Communication System :**  
 Garret T19-G  
**Targeting and Tracking System :**  
 Dynatec 2780



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8	Head	9
Engine	240	Center Torso	30
Walking MP :	3	Center Torso (Rear)	19
Running MP :	5	R/L Torso	24
Jumping MP :	0	R/L Torso (Rear)	10
Heat Sinks :	28	R/L Arm	24
Gyro :	3	R/L Leg	33
Cockpit :	3		
Armor Factor :	240		

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
PPC	RT	3	7
PPC	LT	3	7
Small Laser	H	1	0.5

# AWS-8Q Awesome

## Overview:

The AWS-8Q Awesome is one of the most feared vehicles on the battlefields of the Succession Wars. First built in 2665 by the Technicon Manufacturing Conglomerate under license from the Star League, it soon became a popular assault 'Mech in many regimental assault lances. Based on the design of the STR-2C Striker, the original assault 'Mech, the Awesome soon superseded that aging vehicle as the main heavy assault 'Mech in almost all the Successor States. The STR-2C Striker is almost never seen in front-line 'Mech regiments today.

The Awesome is widely used as an initial penetration assault vehicle. Massed Awesome assault lances are sent to destroy a point in the enemy defenses, allowing units that follow to exploit the breach. The Awesome is also used in many defensive situations, where it is usually responsible for the most threatened or important areas of a perimeter.

## Capabilities:

When seen ponderously approaching in battle formation, these 'Mechs strike fear in the hearts of even seasoned MechWarriors. Designed for ranged combat against opposing heavy 'Mechs, the Awesome carries out that assignment well. Its three Kreuss PPCs can heavily damage or destroy many opposing BattleMechs with one salvo (usually fired in a two-out-of-three salvo sequence to reduce heat problems). The head-mounted small laser and the heavy left-arm battle fist can cause heavy damage at point-blank ranges where the PPC weapons are less effective.

The Awesome is also hard to beat in its defensive stance. Its all-around protective armor is stronger than that of almost any other 'Mech, including the BattleMaster. Because it can withstand even more punishment than it can mete out, the Awesome is overwhelming in offensive and defensive situations alike. When massed in their own assault lances with screening recon units and good intelligence about enemy intentions, these 'Mechs are the dominant factor on most battlefields. The assessment by MechWarriors throughout the Successor States is that "the only defense against an Awesome is another Awesome."

To achieve the Awesome's superb offensive and defensive capabilities, however, the designers sacrificed maneuverability. With its heavy structure, the Awesome is slow and cannot react to attacks from the rear as well as can BattleMechs with a greater number of weapons. It is also susceptible to damage in its legs, which could easily immobilize it or make it topple.

The Awesome is effective when used for the purposes its designers had in mind. If the 'Mech is mishandled or poorly screened from flanking enemy units, however, it will not be able to fight off lighter 'Mechs quickly enough to keep from being surrounded.

## Deployment:

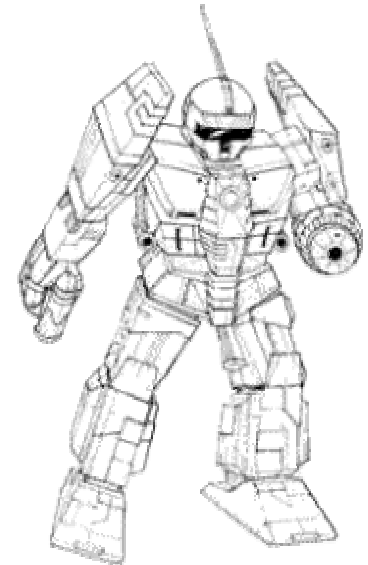
In late 2928, two assault lances of House Marik's Fifth Brigade of the Fusiliers of Oriente conducted a raid on the 'Mech repair yard and storehouse of the planet Solaris. Equipped with six Awesome assault 'Mechs and two Javelin recon 'Mechs, these Marik troopers successfully pushed aside the feeble defense put up by an ad hoc lance of damaged and barely mobile Steiner 'Mechs. With four Awesomes on guard and the rest of the raiders shooting up anything that moved, the Fifth Brigade was able to make off with a large booty of supplies and spare parts before the defenders could call in reinforcements. The raid was one of the most successful ever conducted by House Marik forces.

During the Third Battle of Harrow's Sun in July 3002, the Awesome assault lances of the Davion Heavy Guards Regiment engaged defending lances of Kurita's Eighth Sword of Light Regiment and Fourth Proserpina Hussars. In the ensuing attack, the Heavy Guards rolled over the forward positions of the defenders but were not supported by their following troops, composed of 'Mechs of the mercenary Illician Lancers. Under combined attack from flank and rear, Davion's Awesome lances were forced to fall back with moderate casualties. Two weeks later, however, the Kurita forces evacuated Harrow's Sun and did not return to that system until 3020.

# CGR-1A1 Charger

Overview Record Sheet

**Mass** : 80 Tons  
**Chassis** : Wells 990  
**Power Plant** : LTV 400  
**Cruising Speed** : 54 Kph  
**Maximum Speed** : 86 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : None???  
**Armament** :  
 5 Magna Mark I Light Lasers  
**Manufacturer** : Wells Technologies  
**Primary Factory** :  
**Communication System** :  
 Tek BattleCom  
**Targeting and Tracking System** :  
 Dalban Hirez



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8	Head	9
Engine	400	Center Torso	25
Walking MP :	5	Center Torso (Rear)	6
Running MP :	8	R/L Torso	20
Jumping MP :	5	R/L Torso (Rear)	5
Heat Sinks :	10	R/L Arm	15
Gyro :	4	R/L Leg	20
Cockpit :	3		
Armor Factor :	160		

Weapons and Ammo	Location	Critical	Tonnage
Small Laser	H	1	0.5
Small Laser	RT	1	0.5
Small Laser	RA	1	0.5
Small Laser	LT	1	0.5
Small Laser	LA	1	0.5

# CGR-1A1 Charger

## **Overview:**

The CGR-IA1 Charger is a distinctive 'Mech. Its heavy chassis is well-armored, but virtually unarmed. Its massive power plant moves it at high speed, but occupies an inordinate amount of space. The reason for these paradoxes is in the Charger's original production goals. The CGR-IA1 was intended to be a heavy scout that could enter well-defended areas where it might have to take damage yet still be able to withdraw at high speed.

Wells Technologies built the Charger in 2665, combining heavy Durallex armor with Magna light lasers. Though the Mark I lasers are incapable of damaging anything but infantry and lightly armored vehicles, the deficiency was intentional. It is intended to discourage Charger pilots from engaging in protracted fire-fights, for the Charger's job is to obtain data and to do it quickly.

Though the design was heavily criticized, the fact remains that Wells Tech built more than a thousand Chargers, and nearly five hundred of those 'Mechs remain in service today.

## **Capabilities:**

While the Charger's popgun laser array is almost laughable, its Durallex armor is not, providing the 'Mech with enough protection to survive direct hits from a Class-20 autocannon. Even its exceptional armor, however, will not keep safe a pilot who finds himself in heavy combat. A Charger pilot who gets too close to the enemy or is trapped by superior numbers will be shot to pieces, unable to defend himself.

Though intended as a high-speed recon 'Mech, the Charger's design ultimately failed. Because it served well as a reliable, low-maintenance 'Mech, however, it continues to play a useful role as a close-assault vehicle against Wasps, Stingers, and 'Mechs whose primary armament has been destroyed. If it can get close enough, the Charger is easily able to pound to pieces a Wasp, Stinger, Phoenix Hawk or similar 'Mech.

## **Deployment:**

The Charger's novel approach to recon operations was not successful, and Star League initially chose to withdraw it from use. The advent of the Succession Wars and that period's dramatic decline in technology, however, pressed the Charger back into service.

Effective against infantry and light armored vehicles, the Charger is used in rear areas and garrison duty on low-tech worlds. Its use on the battlefield has been limited, although Chargers have occasionally seen combat in the bitter fighting along the Liao-Marik border.

In early 3023, Liao Chargers saw action against House Steiner on Chara, an important industrial world. Liao deployed the Chargers as scouts, due to a shortage of the Wasps and Stingers that traditionally fill that role. Opposing them were heavy 'Mechs with only light recon scouts. Though slower, the Chargers stood up well to the attacks by the lighter recon 'Mechs, their armor shedding laser fire until they could get close enough for hand-to-hand combat.

As the losses to their scout forces began to mount, Steiner commanders deployed Griffins and Wolverines to take on the Liao Chargers, after luring them into the Surini Valley. Beset on all sides by superior firepower, the Chargers were unable to return fire or bring their superior mass to bear on the enemy. They fled the valley, losing more than two-thirds of their force. The loss crippled Liao scouting operations for the rest of the campaign, forcing the eventual withdrawal of Liao forces.

Other missions using Chargers, notably against non-'Mech opposition, have been more successful. Davion operations against Kurita-supported guerrillas on Galatia III were greatly assisted by the Chargers of the Illician Lancers. They were very effective against the insurgents in thick forests where normal 'Mech weapons were rendered ineffective.

The guerrillas' infantry and hovercraft was useful against isolated Davion installations and population centers, but proved less valuable in combat with the Chargers, which ignored all but the heaviest of their weaponry. Supported by air strikes and light scout 'Mechs, Chargers were able to clear out the rebels within four weeks, though the Davion planners had been anticipating an extended campaign of six months.

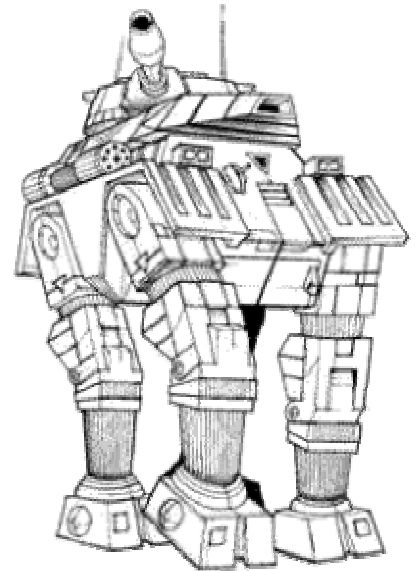
Despite all this, the Charger is generally considered a failure, and its use on the battlefield remains extremely limited. The swift, heavily armored but lightly armed 'Mech was an experiment whose time had not come.

# GOL-1H Goliath

Overview

Record Sheet

**Mass** : 80 Tons  
**Chassis** : Nenninson 40  
**Power Plant** : Pitban 320  
**Cruising Speed** : 54 Kph  
**Maximum Speed** : 76 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Star Slab/3  
**Armament** :  
 1 Rand PPC-10  
 2 Holly Long Range 10 Missile Packs  
 2 Ramsey Machine Guns  
**Manufacturer** : Brigadier Corporation  
**Primary Factory** :  
**Communication System** :  
 Garret 600  
**Targeting and Tracking System** :  
 Garret GRNDTRK 15



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8	Head	9
Engine	320	Center Torso	30
Walking MP :	4	Center Torso (Rear)	19
Running MP :	6	R/L Torso	20
Jumping MP :	0	R/L Torso (Rear)	13
Heat Sinks :	17	R/L Arm	24
Gyro :	4	R/L Leg	30
Cockpit :	3		
Armor Factor :	232	14.5	

Weapons and Ammo	Location	Critical	Tonnage
PPC	RT	3	7
LRM 10	RT	2	5
LRM 10	LT	2	5
Ammo LRM 10 (24)	CT	2	2
Machine Gun	RT	1	0.5
Machine Gun	LT	1	0.5
Ammo MG (200)	LT	1	1

# GOL-1H Goliath

## **Overview:**

Brigadier Corporation's success with the Scorpion BattleMech, the first of the four-legged 'Mechs, spawned the creation of the four-legged Goliath. This 'Mech is massive, weighing in at over 80 tons. Some of the early technical difficulties of a four-legged 'Mech had already been overcome by the time the Goliath was created. Leg movement was coordinated through the neurohelmet, and the 'Mech was streamlined to allow more armor.

Dr. Harrison, the creator of the four-legged 'Mech, felt that such 'Mechs would usher in a new era of BattleMech warfare. Unfortunately, the Star League did not agree with him. Nevertheless, Brigadier Corporation managed to sell several Goliaths, most of which were stationed on the Periphery, where 'Mechs were usually tested.

The Goliath performed well, and the Star League began to take interest shortly before its fall and the start of the First Succession War. The few Goliaths that were operational quickly became the property of their pilots, and only a handful are still in service today.

## **Capabilities:**

Unlike the earlier Scorpion, the Goliath supports a good deal of firepower and armor. Also, modifications to the cockpit added to the MechWarrior's comfort. The weaponry systems are centered around the Rand PPC system installed on its turret-like head. The Rand system has an average performance, but works well with the Garret targeting and tracking devices.

Supporting the PPC are two torso-mounted Holly LRMs. Coupled with the variable-height firing capability of a four-legged 'Mech, this weapons system gives it a very long range in combat. Goliaths can only store twelve rounds of ammunition for the long-range missile systems. This lack of sufficient ammunition has sometimes meant the difference between victory and defeat.

For anti-infantry support, it carries twin Ramsey machine guns in center-torso mounts. Though the Ramsey system may jam and overheat frequently, it is most impressive, especially when the guns are aimed almost straight down to attack infantry attempting to secure the 'Mech from below.

The Goliath's armor is very impressive, constructed from the best materials that Star League could offer. Supporting over 18 tons of armor, this 'Mech is not quickly or easily disarmed in combat.

Due to its precarious center of gravity, the Goliath cannot move if one of its legs is disabled. This is a fatal weakness, as leg damage is common on the battlefields of the Succession Wars. An immobilized Goliath becomes 80-plus tons of pure target.

Brigadier trained its own pilots for the Goliath program, and many of their heirs still pilot those same 'Mechs. Most consider the Goliath to be the best piece of equipment produced by the firm.

## **Deployment:**

Due to the limited number of Goliaths, they almost never work in conjunction with each other. However, the Goliath has been instrumental in a few battles throughout the Inner Sphere.

One such example is the battle for Sirius between House Marik and House Liao in 2901. The hot plains of this world provided a test for many pieces of equipment, and the Goliath was one of them. The Marik Militia's Cannery attack lance, which had a Goliath, engaged several large 'Mechs during a rear area raid. The Goliath managed to disable a BattleMaster and two Shadow Hawks, which were the main defenders of the rear command area. In a sweeping drive, the lance killed many in the command post, and within two days, the entire Liao battlefield withdrew nearly 40 kilometers.

House Kurita's raid on the planet Ryde along the Steiner border in 2950 resulted in the only recorded combat of Goliath versus Goliath. The two Goliaths battled for nearly an hour until the Steiner 'Mech finally crushed the fleeing Kurita 'Mech. Naturally, the Steiner forces stripped the crippled Goliath for parts, which are otherwise nearly impossible to come by.

The last known major action involving a Goliath was in 3003, when the Federated Suns squashed a rebellion of nobles on the planet Tsanna. The rebel forces seized a Goliath, and used it to repel several advances by Davion recon forces. The Goliath was finally defeated by a crushing attack to the 'Mech's cockpit.

Only a handful of Goliaths are still functional. Of these, the majority are in the hands of House Steiner.



# VTR 9B Victor

Overview Record Sheet

**Mass :** 80 Tons  
**Chassis :** HildCo Type V  
**Power Plant :** Pitban 320  
**Cruising Speed :** 43 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** HildCo Model 12  
**Jump Capacity :** 120 meters  
**Armor :** Durallex Heavy  
**Armament :**  
 1 Pontiac 100 Autocannon/20  
 2 Sorenstein V Medium Lasers  
 1 Holly SRM-4 Missile Rack  
**Manufacturer :** HildCo Interplanetary  
**Primary Factory :** St-Ives  
**Communication System :**  
 Opus III Highbeam  
**Targeting and Tracking System :**  
 MaLandry 34



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8	Head	9
Engine	320	Center Torso	30
Walking MP :	4	Center Torso (Rear)	15
Running MP :	6	R/L Torso	20
Jumping MP :	4	R/L Torso (Rear)	10
Heat Sinks :	15	R/L Arm	15
Gyro :	4	R/L Leg	20
Cockpit :	3		
Armor Factor :	184	11.5	

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RA	10	14
Ammo AC/20 (15)	RT	3	3
Medium Laser	LA	1	1
Medium Laser	LA	1	1
SRM 4	LT	1	2
Ammo SRM 4 (25)	LT	1	1
Jump Jets	CT	2	2
Jump Jets	RL	1	1
Jump Jets	LL	1	1

# VTR 9B Victor

## **Overview:**

Originally built under a Star League Defense Force contract in 2510, the VTR-9B Victor served with distinction as a support 'Mech. The earliest models carried a sophisticated array of anti-infantry weapons, including a flamer and a machine gun, which were later discarded because they caused severe overheating problems. The Victor's original Standus 20 tracking system was also removed from all but the first-run prototypes because it frequently projected "ghost" targets.

HildCo Interplanetary produced the 'Mech in three plants, all of which were destroyed during the First Succession War. Of the estimated thousand Victors produced, many disappeared along with General Kerensky and the Star League Defense Forces, and still more were destroyed during the brutal battles of the First Succession War.

## **Capabilities:**

Unlike most assault 'Mechs, the Victor is jump capable. As most MechWarriors do not expect an assault 'Mech to be able to jump, the Victors' jump jets enable it to give enemy troops a nasty surprise. The Victor's Pontiac 100 autocannon provides excellent medium-range firepower, though some models have reported ammunition-feed problems.

The Victor's left arm sports its major close-range weapons, twin Sorenstein V medium lasers. A Holly short-range missile rack, intended for close-range fire support, supplements the lasers.

## **Deployment:**

During the First Succession War, the Victor was a desirable piece of battlefield salvage. When House Davion destroyed House Kurita's Arterson Dark Horse Regiment in several battles along the Davion border, many of the unit's fallen Victors became the property of the Davion occupying troops.

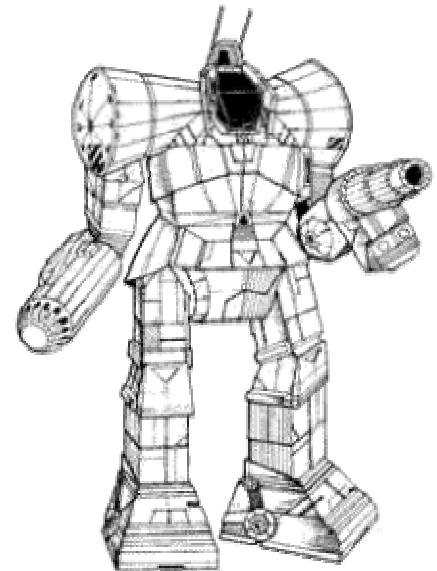
House Davion's famous Avalon Hussars used their Victors to great advantage against House Liao forces in the mountains of Tsanna, Wei, and Redfield. The jump-capable Victors proved more dangerous to the enemy in some situations than the heavier-armed BattleMasters, and to this day several Hussar pilots and officers prefer the Victor over its better-armed cousin. The Avalon Hussars also fared well against a House Liao force of Wasps and Locusts on the planet Wright in 3012. A Hussar attack lance consisting of several Victors encountered two Liao recon lances and reduced them to rubble in minutes with a combination of jumping attacks and autocannon fire. McGee's Cutthroats also used Victors in the battles for the planet Suk. Several months of fighting reduced the number of operational Victors, but the 'Mech turned the tide in more than one battle.

In several engagements between House Marik and House Liao forces, the Victor revealed a few minor weaknesses. In 3001, while battling for the city of Shul on the planet Berenson, several Victors assigned to Marik's Regular Hussars were crippled in close fighting because they lacked close-support weapons. Several more were felled by heavily armed infantry platoons in Shul because the 'Mechs were not equipped with anti-infantry weapons.

# ZEU-6S Zeus

Overview Record Sheet

**Mass :** 80 Tons  
**Chassis :** Chariot Type III  
**Power Plant :** Pitban 320  
**Cruising Speed :** 43 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Valiant Lamellor  
**Armament :**  
 1 Thunderbolt A5M Large Laser  
 1 Coventry Starfire LRM-15 Missile Rack  
 1 Defiance Autocannon  
 2 Defiance B3M Medium Lasers  
**Manufacturer :** Defiance Industries  
**Primary Factory :** Hesperus II  
**Communication System :**  
 TharHes Calliope ZE-2  
**Targeting and Tracking System :**  
 TharHes Ares-7



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8	Head	9
Engine	320	Center Torso	26
Walking MP :	4	Center Torso (Rear)	9
Running MP :	6	R/L Torso	18
Jumping MP :	0	R/L Torso (Rear)	6
Heat Sinks :	17	R/L Arm	22
Gyro :	4	R/L Leg	24
Cockpit :	3		
Armor Factor :	184		

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	LT	2	5
LRM 15	RA	3	7
Ammo LRM 15 (8)	RT	1	1
Medium Laser	CT	1	1
Medium Laser	LT (R)	1	1
AC/5	LA	4	8
Ammo AC/5 (20)	LA	1	1

# ZEU-6S Zeus

## Overview:

The ZEU-6S Zeus is the Lyran Commonwealth's premier heavy 'Mech. On the drawing board just after the start of the war with the Draconis Combine, the Zeus reached production stage with amazing speed; two Zeus prototypes were lumbering across testing grounds just three years later. The arrival of a Kurita attack force around the same time provided the Zeus with the best possible field test; the prototypes helped repel the Kurita assault on Hesperus II and saved the vital BattleMech factories. After the battle, the Zeus pilots reported that the PPC their 'Mechs carried in the left arm was erratic and unreliable; further research revealed that the PPC's insufficient shielding created wild magnetic interactions between it and the 'Mech's engine. The designers decided to drop the PPC in favor of the simpler autocannon to ensure the 'Mech's quick delivery to the front.

## Capabilities:

Designed to engage enemy 'Mechs at long range, the Zeus was created in response to requests by Commonwealth commanders for a heavy 'Mech that could perform hit-and-run tactics. The Zeus's combination of long-range missiles, autocannon and large laser is well suited to this task.

The Coventry Star Fire, which has 15 launch tubes, is an excellent missile system used in several other 'Mech designs. The Zeus, however, stretched the Star Fire's tolerances to the limits. Designers placed the 'Mech's missile tubes around and set back from a large central core, an odd-looking but clever attempt to protect the missile system while still allowing the Zeus a formidable punch. The central core serves as a bludgeon for punching, much like a fist on other 'Mechs. Set back and away from the impact point, the missiles are sheltered beneath the armor of the forearm. However, this arrangement makes for a complicated missile-loading system that is prone to breakdown if not serviced regularly. Also, the Zeus can only carry eight missile reloads. More than once, a Zeus pilot has pressed the trigger only to hear nothing but silence.

The large laser is another adaptation. Lacking the room for a standard large laser, the Zeus's designers decided to create a more compact version. The engineers at Hesperus II are among the few who have the necessary knowledge to use fiber optics, and they managed to dispense with the bulky rifle-like barrel common to other large lasers. The Zeus's unusual large laser is tucked comfortably beneath the 'Mech's left arm.

Though intended as a long-range fighter, the Zeus has no problem closing and grappling with an enemy. Excellent armor protection, especially around the chest and legs, enables the 'Mech to withstand all but the heaviest fire. The Zeus's strong legs allow it to make devastating kicking attacks, while the left arm packs quite a bit of punching power.

## Deployment:

The Zeus first appeared in significant numbers during the recapture of the planet Sakhalin, when elements of the Fifteenth Lyran Guard attacked the Draconis Combine's 32nd Dieron Regulars. Composed mostly of Zeus 'Mechs and a few Commandos, the Lyran force moved toward and captured a high ridge overlooking two large forests and a grassy plain beyond. The Dieron Regulars, an even mix of BattleMasters and Dragons, attempted to storm the ridge but fell back under concentrated LRM, laser and autocannon fire. The Combine troops resigned themselves to spending the night on the plain, while the Lyran Guards waited it out on the ridge.

Heavy rains began soon after nightfall, which the Lyran Guards used to their advantage. Under cover of darkness, the Lyran forces silently moved down from the ridge and spaced their 'Mechs evenly across the narrow gap between the two forests. At sunrise the Dieron Regulars charged the distant row of 'Mechs, but the weight of their lumbering BattleMasters and Dragons turned the grassland into a sea of mud that slowed the Kurita 'Mechs in the rear and forced the Regulars to spread out.

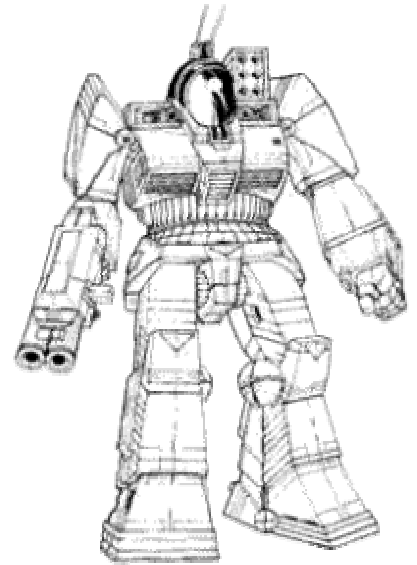
When the enemy had advanced far enough into the narrow gap between the two forests, the Lyran commander ordered the line of Zeus's to open fire. The foremost of the enemy's 'Mechs could fire back, but those in the rear could not. Some of the BattleMasters and Dragons tripped and fell, creating further confusion and even panic among the Regulars. The Lyran Commandos, which had been hiding in the woods, opened fire with their SRMs and completed the rout of the Kurita 'Mechs. The 32nd Dieron Regulars lost eight BattleMasters and five Dragons, while the Fifteenth Lyran Guards lost only one Zeus and three Commandos.

# BLR-1G Battlemaster

Overview

Record Sheet

**Mass** : 85 Tons  
**Chassis** : Hollis Mark X  
**Power Plant** : VOX 340  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Star Guard IV  
**Armament** :  
 1 Donal PPC  
 6 Martell Medium Lasers  
 2 SperryBrowning Machine Guns  
 1 Holly Short Range Missile Pack  
**Manufacturer** : Hollis Industries  
**Primary Factory** :  
**Communication System** :  
 HartfordCo COM 4000  
**Targeting and Tracking System** :  
 HartfordCo XKZ 1



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8.5	Head	9
Engine	340	Center Torso	40
Walking MP :	4	Center Torso (Rear)	11
Running MP :	6	R/L Torso	28
Jumping MP :	0	R/L Torso (Rear)	8
Heat Sinks :	18	R/L Arm	24
Gyro :	4	R/L Leg	26
Cockpit :	3		
Armor Factor :	232	14.5	

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	RT(R)	1	1
Machine Gun	LA	1	0.5
Machine Gun	LA	1	0.5
Ammo MG (200)	LT	1	1
SRM 6	LT	2	3
Ammo SRM 6 (30)	LT	2	2

Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT(R)	1	1

## BLR-1G Battlemaster

### Overview:

Even during the Star League era, the number of manufacturers capable of building a 'Mech like the BLR-1G BattleMaster was limited. After they won the bid to construct the 'Mech, Hollis Industries began production of the BattleMaster in 2830. Designed to be the largest and most powerful 'Mech ever fielded by the Star League armies, the BLR-1G filled the bill.

The 'Mech's sheer size required special manufacturing facilities, which meant Hollis could build the BattleMaster on only a few planets. The cost and materials for the 'Mech also limited production somewhat.

### Capabilities:

The firepower that the BattleMaster can generate in one volley is staggering and more than deadly at close range. The reliable Donal PPC is its main fire weapon, with the laser systems as close support fire.

The BattleMaster is one of the few 'Mechs equipped with rear firing weapons in the 1G configuration. It has two Martell medium lasers providing protection from the rear. The 'Mech is also equipped with machine guns against infantry attacks. The bulk of the ammunition for the SRM's and the machine guns is stored in one location, however, which at times results in internal explosions.

Even if the BattleMaster loses all its weapons, it still has its manipulative hands. In emergencies, it can disengage the Donal PPC in order to have both hands free.

Though BattleMasters were not produced in great numbers, their sheer size, armor, and firepower have left many still functional despite the numerous battles they have fought in their nearly 200 years in the field. Further, the 'Mech's basic design has proved to be sound and reliable, with few flaws.

### Deployment:

The attacks on Hollis Industries during the First Succession War brought production of the BattleMaster to a virtual stop. The fighting Houses each grabbed the finished 'Mechs that were available, incorporating them into their respective forces. As BattleMasters were rare, it became unusual ever to find them fighting side-by-side.

During the battle for St. Andre in 2920, the three Houses of Marik, Liao, and Davion faced off. In making their bid to take the refinery stations near the city of Malta, elements of the Davion Guards' heavy regiment were equipped with the massive BattleMasters. Two lances, each with one BattleMaster, led the attack against the heavily defended refinery. Five lances of light recon 'Mechs fell quickly to the firepower of the two heavily armed attack groups, and Davion took the refinery for the moment.

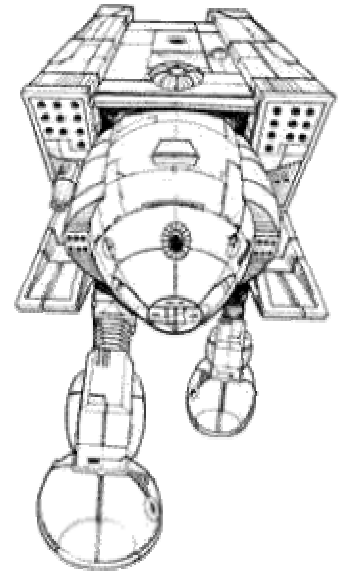
The Davion planet Crossing was the site of another historic BattleMaster confrontation, in which elements of the NAIS Training Cadre on temporary assignment took on elements of House Kurita's 2nd regiment of the Sword of Light. In this case, there were several minor BattleMaster vs. BattleMaster encounters. Though the fights were not decisive, the raw firepower of these 'Mechs was truly put to the test in battle against one other.

House Davion converted several BattleMaster 1Gs into the variant that increased its armor even more and did away with the rear-firing lasers and the Holly SRM's. Four of these 'Mechs were re-assigned to a special attack lance attached to 3rd Ceti Hussars. Dropped onto the Kurita-held planet of Royal in 2998, they secretly led a deep penetration into the Kurita lines. Kurita responded with such a blast of sheer fire power that the special lance losses were nearly four-to-one. In this instance, the BattleMaster lance was crushed.

# STK-3F Stalker

Overview Record Sheet

**Mass :** 85 Tons  
**Chassis :** Titan H1  
**Power Plant :** Strand 255  
**Cruising Speed :** 32 Kph  
**Maximum Speed :** 54 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** Valiant Lamellor  
**Armament :**  
 2 Jackson B5c LRM-10 Missile Racks  
 2 Magna Mark III Heavy Lasers  
 4 Magna Mark II Medium Lasers  
 2 Thunderstroke SRM-6 Missile Racks  
**Manufacturer :** Triad Technologies  
**Primary Factory :**  
**Communication System :**  
 Cronol PR  
**Targeting and Tracking System :**  
 Spar 3c Tight Band



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	8.5	Head	9
Engine	255	Center Torso	36
Walking MP :	3	Center Torso (Rear)	11
Running MP :	5	R/L Torso	25
Jumping MP :	0	R/L Torso (Rear)	7
Heat Sinks :	20	R/L Arm	23
Gyro :	3	R/L Leg	25
Cockpit :	3		
Armor Factor :	216	13.5	

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

Medium Laser	LA	1	1
SRM 6	LT	2	3
Ammo SRM 6 (15)	LT	1	1
SRM 6	RT	2	3
Ammo SRM 6 (15)	RT	1	1

## STK-3F Stalker

### Overview:

A well-known assault 'Mech, the Stalker was first produced in 2594, just prior to the Reunification War. To make it as effective as possible in all kinds of combat, the Stalker's designers gave it a varied array of weapons with differing optimal ranges. Though the Stalker ended up with far more weapons than could safely be fired in a single salvo, the variation in range and type gave the 'Mech's pilots unprecedented choices of response to enemy fire. The Stalker also had a top-of-the-line fire-control system; the advanced computer system determined a target's range and suggested the optimum mix of weapons. The original Stalker design represents BattleMech technology at its height.

Few modern Stalkers retain the original computer equipment so vital to this 'Mech's proper operation in battle. The latter-day Stalker is still a fearsome 'Mech, but without the advanced computer, pilots must be cautious not to overuse their 'Mech's tremendous firepower. Also, the immense amounts of waste heat generated by the lasers often overwhelm the Stalker's twenty heat sinks.

### Capabilities:

Stalkers often lead major advances flanked by other heavy 'Mechs, using their superior firepower to blow holes in the enemy ranks. With a maximum speed of 54 kilometers per hour, the Stalker is one of the slowest 'Mechs on the battlefield, making it perfectly suited for steady advances and dogged firefights.

In urban battles, where most fighting occurs at close range, the Stalker is a particularly deadly opponent. It can use its lasers and SRM-6 to demolish enemy 'Mechs at ranges from 30 to 270 meters, and can also be employed to clear a path through buildings and fortifications. The 'Mech's heavy armor allows it to crash through hardened walls without taking serious damage. A favorite tactic of many Stalker pilots is to wait inside a building until another 'Mech comes into range, then step through the wall and into the street behind it. Often, the Stalker appears behind its intended victim and fires before the other 'Mech can turn.

The Stalker can absorb tremendous amounts of abuse before being forced to retreat, and most Stalker pilots prefer to take the fight to the enemy rather than to adopt a defensive position. Because of its highly efficient short-range firepower, a Stalker usually attempts to close with the enemy and concentrate its attack on the heaviest 'Mech.

### Deployment:

All of the Successor State militaries build their heavy cavalry units around the Stalker. Most often the heavy cavalry appears in the first line of battle, followed by medium lances. Light lances take up the rear to engage stragglers or dispatch damaged opponents.

When playing a defensive role, the Stalker is usually deployed with 'Mechs that carry long-range weapons, such as Archers.

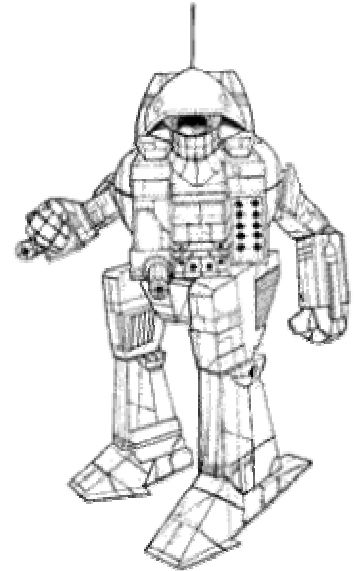
At the Battle for Saffell in 2787, House Kurita used Stalkers to halt the advancing Federated Suns forces. The heavier Kurita units retreated under a rain of long range fire from Davion Archers and Trebuchets, and the Davion 'Mechs advanced steadily despite a fierce bombardment from the Kurita Stalkers' LRMs until the besiegers reached the fortification walls. There, they found most of the Stalkers waiting for them. The Stalkers' heavy armor had allowed them to survive the Davion attacks, and they offered stiff resistance to the Davion main column.

During the Battle for Hoff in 3022, Wolf's Dragoons deployed several heavy lances led by Colonel J. Elliot Jameson in his Stalker. At Tarn Hill in the Johnson Sector, Colonel Jameson's command lance was attacked by a full company of Eridani Light Horse 'Mechs. Outnumbered but not outgunned, Jameson's lance began systematically destroying the heaviest of their opponents. Jameson's own first charge crushed an enemy Rifleman, and a short-range salvo of medium lasers and SRMs stripped most of the armor from a nearby Griffin. The suddenness and brutality of the attack surprised the Eridani, who fell back in confusion. Though Colonel Jameson's Stalker took heavy damage to its armor, it left the field reasonably intact.



# P 10-Z Cyclops

**Mass :** 90 Tons  
**Chassis :** Stormvanger HV-7  
**Power Plant :** Hermes 360  
**Cruising Speed :** 42 Kph  
**Maximum Speed :** 64 Kph  
**Jump Jets :** None  
**Jump Capacity :** None  
**Armor :** StarShield Special  
**Armament :**  
 2 Diverse Optics Type 20 Medium Lasers  
 1 Delta Dart LRM-10 Missile Rack  
 1 Hovertec SRM-4 Missile Rack  
 1 Zeus-36, Mark III Autocannon  
**Manufacturer :** Stormvanger Assemblies Unlimited  
**Primary Factory :** Caph  
**Communication System :**  
 Olmstead 840 with Satnav Module  
**Targeting and Tracking System :**  
 Tacticon Tracer 280



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	9	Head	9
Engine	360	Center Torso	30
Walking MP :	4	Center Torso (Rear)	11
Running MP :	6	R/L Torso	20
Jumping MP :	0	R/L Torso (Rear)	8
Heat Sinks :	12	R/L Arm	10
Gyro :	4	R/L Leg	17
Cockpit :	3		
Armor Factor :	160		

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	7	15
Ammo AC/20 (10)	RT	2	2
Ammo AC/20 (10)	LT	2	2
LRM 10	LT	2	5
Ammo LRM 10 (12)	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 4	CT	1	2
Ammo SRM 4 (25)	CT	1	1

# CP 10-Z Cyclops

## **Overview:**

Stormvanger Assemblies first placed the CP-10-Z Cyclops into production in 2710. Designed as a heavy assault vehicle for use in assault lances, the Cyclops also proved a favorite among headquarters troops in higher-echelon formations. With its sophisticated holographic Tacticon B-2000 battle computer and its planet-wide communications capability, the heavy 'Mech proved highly useful in this role. Except when the Cyclops is part of an assault lance, tactical doctrine usually places it in the reserve, where it can coordinate and support the overall actions of the other BattleMechs in its command. At regimental level and higher, the commander's Cyclops are usually guarded by a headquarters lance and supporting units.

Though individual commanders have occasionally made personal modifications, the present-day Cyclops is virtually identical to the prototype that rolled off the assembly line in 2710.

## **Capabilities:**

The Cyclops was designed primarily as a heavy assault 'Mech, but its sophisticated communications and information network equipment make it equally valuable as a command vehicle. In battlefield situations, the 'Mech is capable of coordinating up to an entire BattleMech regiment with the B-2000 computer on line. It easily maintains planet-wide and orbital communications using the Olmstead 840 tight beam comm system and satellite assistance.

The Cyclops' weaponry is mixed so that it can attack or defend itself against any opponent at any range necessary. The Delta Dart LRM pack is capable of engaging the enemy at extreme range. The Zeus-36 Mark III autocannon can be used in the middle ranges. Finally, the two Diverse Optics Type 20 medium lasers with the Hovertec SRM quad can take on anything that gets nearer.

With its diverse weaponry, the Cyclops is somewhat limited in ammunition storage, and its projectile weapons tend to run out of ammunition quickly in extended battle situations. For this reason, the Cyclops is usually well-protected when used by high echelon commanders, who usually employ it to turn the tide of battle or to exploit an enemy weakness.

Though the Cyclops' head section is armored as heavily as its internal structure can handle, the armor is somewhat inadequate. In battle situations, most enemy 'Mechs will automatically aim at the head of a Cyclops, knowing that any hits or even near misses could damage or disable the sophisticated command and control equipment located there, as well as doing the usual damage to the MechWarrior inside.

Even with these minor drawbacks, the Cyclops is a formidable weapon to be found in the battle lances of almost every 'Mech regiment in the Successor States.

## **Deployment:**

The Cyclops has been a part of every major engagement in the Succession Wars, having proved itself in both close combat and as an efficient command control vehicle.

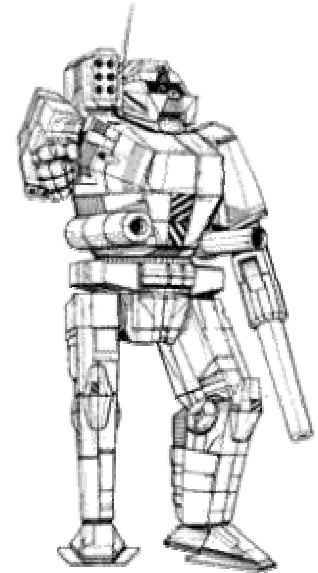
During the initial advances by House Kurita into Davion-controlled space in May 2787, the headquarters lance of the 22nd Avalon Hussars covered the retreat and final DropShip loading of the beleaguered defenders of the planet Delacruz. Attacked by nearly a full-strength Kurita 'Mech battalion, three Cyclops and two supporting Warhammers withstood the onslaught until all but one of the DropShips had successfully launched. When the surviving Warhammer was ordered to withdraw, the three Cyclops launched a final missile barrage at the pursuing enemy. This disrupted them enough so that the Davion 'Mechs could escape under the protecting fire of some newly arrived aerospace fighters. Though heavily damaged, the three Cyclops survived.

# BNC-3E Banshee

Overview

Record Sheet

**Mass** : 95 Tons  
**Chassis** : Star League XT  
**Power Plant** : GM 380  
**Cruising Speed** : 43 Kph  
**Maximum Speed** : 64 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Starshield  
**Armament** :  
 1 Magna Hellstar PPC  
 1 Emperor-A Autocannon  
 1 Magna Mark I Light Laser  
**Manufacturer** : Star League Weapons Research  
**Primary Factory** :  
**Communication System** :  
 Dalban Commline  
**Targeting and Tracking System** :  
 Dalban Hirez-B



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	9.5	Head	9
Engine	380	Center Torso	40
Walking MP :	4	Center Torso (Rear)	17
Running MP :	6	R/L Torso	30
Jumping MP :	0	R/L Torso (Rear)	10
Heat Sinks :	16	R/L Arm	21
Gyro :	4	R/L Leg	26
Cockpit :	3		
Armor Factor :	240		

Weapons and Ammo	Location	Critical	Tonnage
PPC	RT	3	7
AC/5	LT	4	8
Ammo AC/5 (20)	LT	1	1
Small Laser	H	1	0.5

# BNC-3E Banshee

## **Overview:**

The BNC-3E Banshee was an early 'Mech design, produced in the same era as the MCK Mackie and the EMP Emperor. Tipping the scales at 95 tons, it is also one of the heaviest 'Mechs ever built.

In the late 2400s, the Terran Hegemony undertook construction of what would be known as the Banshee in an effort to create an ultra-heavy, close-assault vehicle able to engage other models of the newly developed BattleMech. Though the model was criticized as being severely under-armed and thus outclassed by other privately produced 'Mechs, the Terran Hegemony manufactured more than five thousand Banshees in the next ten years. About a third of these still exist.

With its death's-head cockpit and rigid Starshield armor, the Banshee was impressive-looking, but never popular with the Terran military. To this day, its reputation remains poor.

## **Capabilities:**

As noted above, the Banshee's main role was as a close-assault vehicle. Indeed, its powerful fists and legs can turn most lighter 'Mechs to scrap. The intelligent MechWarrior therefore keeps his distance from the Banshee, slowly picking it apart with ranged weapons.

From the outset, the 'Mech's massive size caused problems. For example, its huge GM 380 power plant took up so much space that there was barely room to install weapons and armor. As a result, the Banshee's armament is woefully inadequate for such a big machine. Its single Hellstar PPC may be powerful, but its Imperator-A autocannon and Magna Mark I light laser are simply not adequate secondary weapons.

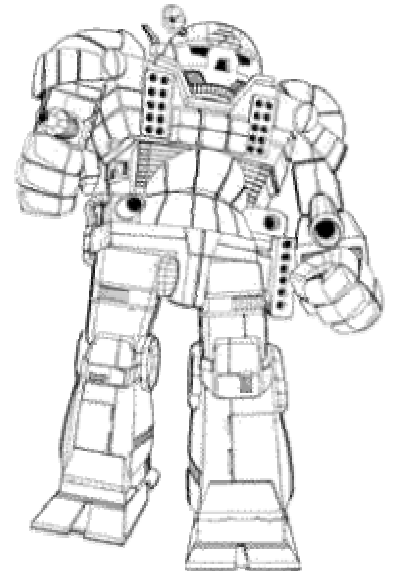
The heavy-laminate Starshield armor is also impressive, being equal to or greater than that of other comparable 'Mechs. Critics were quick to point out, however, that a better-armed Marauder or Warhammer could blast away a Banshee, which had only its one PPC and "popgun" autocannon for reply. What good, then, was the heavy armor? In actual combat, even the lowly Rifleman was able to overcome the Banshee, as the latter could rarely get close enough to bring into play its superior mass.

By the end of the 'Mech's ten-year production run, the Hegemony had officially abandoned it, relegating the Banshee to militias and second-line units.

# AS7-D Atlas

Overview Record Sheet

**Mass** : 100 Tons  
**Chassis** : Foundation Type 10X  
**Power Plant** : Vlar 300  
**Cruising Speed** : 32 Kph  
**Maximum Speed** : 54 Kph  
**Jump Jets** : None  
**Jump Capacity** : None  
**Armor** : Durallex Special Heavy  
**Armament** :  
 1 Defiance 'Mech Hunter Autocannon  
 1 Far Fire LRM-20 Rack  
 4 Defiance B3M Medium Lasers  
 1 TharHes Maxi SRM-6 Missile System  
**Manufacturer** : Various  
**Primary Factory** : Al Ma'ir, Hesperus, Quentin  
**Communication System** :  
 Army Comm. Class 5  
**Targeting and Tracking System** :  
 Army Comp. Type 29K



Equipment	Mass	Internal Structure	Armor Value
Internal Structure :	10	Head	9
Engine	300	Center Torso	47
Walking MP :	3	Center Torso (Rear)	14
Running MP :	5	R/L Torso	32
Jumping MP :	0	R/L Torso (Rear)	10
Heat Sinks :	20	R/L Arm	37
Gyro :	3	R/L Leg	41
Cockpit :	3		
Armor Factor :	304		

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo AC/20 (10)	RT	2	2
LRM 20	LT	5	10
Ammo LRM 20 (12)	LT	2	2
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Medium Laser	CT (R)	1	1
Medium Laser	CT (R)	1	1
SRM 6	LT	2	3

## AS7-D Atlas

### Overview:

The sight of BattleMechs lumbering across the terrain is a familiar one among the worlds of the Inner Sphere. Nevertheless, the sight of an AS7-D Atlas still manages to make even experienced MechWarriors break out in a sweat.

The Atlas was designed as a last-ditch attempt to ensure the superiority of the Star League's Regular Army over the growing armies of the House Lords. General Kerensky himself set down the specifications for the Atlas, calling for "a 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

### Capabilities:

Ugly and foreboding are two apt descriptions for the Atlas. Though some 'Mechs might be taller and heavier, none have the Atlas's aura. Considerable effort went into making the Atlas's weapons as visible as possible, giving an opposing MechWarrior plenty of opportunity to see that he is out-gunned and to decide he is not being paid enough to die. Designers spent an entire year fashioning the head and cockpit to create a perfect merging of function and gruesomeness. The result was a complete success, and so MechWarriors nicknamed the Atlas "Death's Head."

The Atlas was one of the first 'Mechs to mount such a large and devastating autocannon. Even though it carries only ten rounds for its Class 20 AC, the mere threat of such a large autocannon is often enough to send some 'Mechs scurrying. The weapon's only problem is that it lacks a cooling jacket and can overheat easily.

The Atlas's long-range missile delivery system is a unique design. Upon discovering that twenty launching tubes would not fit into the 'Mech's torso, the designers decided to install five tubes with a feed system that can shoot four salvos within ten seconds. The feed system is fairly reliable, and techs need only worry about shielding the ammo from heat emitted from the nearby reactor. Reloading is quick, as each missile tube system has its own ammunition clip. Completely loaded, the missile system can shoot twelve salvos of twenty missiles. The large aperture between the two missile systems may look like another weapon, but it is the omnicoupling, where power and coolant cables can be attached to start up or repair the Atlas.

The 'Mech's armor is thick, and the forward torso and legs are especially well protected. Someone once calculated that if a battalion of Stinger 'Mechs engaged an Atlas, the Atlas would retire for repairs an hour later, leaving only one Stinger still able to move.

The head is roomy enough to support a small dish antenna, giving the Atlas limited surface-to-space communications. When entering battle, the pilot can fold up the antenna and stow it in a protected portion of the Atlas's head.

The four medium lasers and the short-range missile rack make the 'Mech a good close-range fighter, while its internal structure gives the arms and hands enormous power. This has created many horror stories concerning Atlases and their ability to pick up medium sized 'Mechs with one hand and fling them to the ground as though they there were mere toys.

The main drawback of the Atlas is its slow speed. Intelligent opponents will retreat before the forbidding machine, hoping either to draw it into tight quarters, such as a city or woods, or sucker it into water or mud. Once there, the Atlas's lack of mobility is compounded. If a company depends on an Atlas for fire support, then a wily enemy will hit and run, hoping to draw the swifter 'Mechs away from the slow Atlas.

### Deployment:

The Atlas was first used against Stefan the Usurper. In the final battles to gain control of Earth's major spaceports, the Atlas was instrumental in securing beachheads to allow troops to land safely.

General Kerensky's second-in-command, General DeChevilier, spearheaded the final assault on the Usurper's last stronghold, the Imperial City. He continually exposed his Atlas to enemy fire, yet marched on as if the laser bolts, missiles, and cannon shells were nothing more than the annoying buzz of flies. When DeChevilier's Atlas pushed over the concrete outer wall surrounding the Imperial Palace, Kerensky headed for the Usurper's palace gates in his Orion.

Considering the Atlas's raw power, it is no wonder that Kerensky wanted all Atlases to accompany him into his self-imposed exile. Ironically, more than two thirds of the pilots who refused to join him were Atlas pilots. The remaining Atlases and those still being produced on Hesperus and Quentin continue to inspire terror wherever they tread.

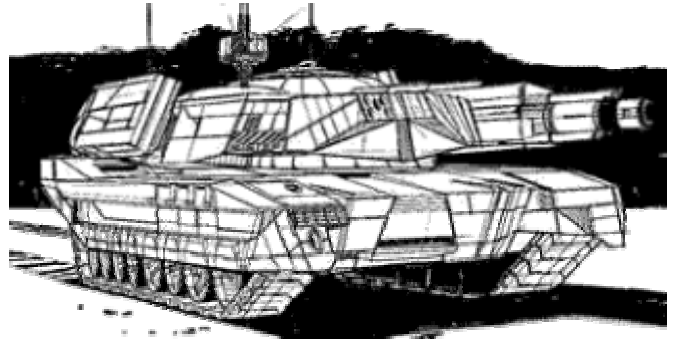
# VEHICLES

# Patton-Rommel

Overview

Record Sheet

**Mass** : 65 Tons  
**Movement Type** : Tracked  
**Power Plant** : Magna 260 Fusion  
**Cruising Speed** : 32 Kph  
**Flank Speed** : 64 Kph  
**Armor** : Pantherskin VII



## Armament :

- 1 Defiance Killer Autocannon Type T
- 1 Coventry Five-Tube Missile System
- 1 Hotshot Flamer
- 1 A5L Small Laser

**Manufacturer** : Defiance Industries

**Primary Factory** : Hesperus II

**Communications System** : TharHes Muse 54-58K

**Targeting and Tracking System** : TharHes Mars5

Equipment	Mass	Location	Armor Value
Internal Structure :	6.5	Front	51
Engine :	260	Left Side	46
Type :	Fusion	Right Side	46
Cruising Speed	4	Rear	38
Flank Speed	6	Turret	51
Heat Sinks :	10		
Control Equipment :	3.5		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	1.4		
Armor Factor :	232		

## Weapons and Ammo

	Location	Mass
AC/10	Turret	12
Ammo (AC) 20	Body	2
LRM 5	Turret	2
Ammo (LRM) 24	Front	1
Small Laser	Front	0.5
Flamer	Front	1



# Patton / Rommel

## **Overview:**

Representing a definite shift in design philosophy, the Patton and Rommel tanks are the newest products from the Vehicle Division of Defiance Industries in the Lyran Commonwealth. They also represent the first attempt to create a fighting vehicle not based on an old Star League design.

As 'Mechs grow scarcer, the vehicle designers at Defiance reason that tanks will become an even more vital weapon on the battlefield. Faster than the Demolisher, these two tank types actually carry more armor than that aged behemoth and still pack comparable punch.

## **Capabilities:**

A high-turreted tank like the older Manticore has a wide range of fire, on the assumption that it is better to hit an enemy as often as possible. The high, roomy turrets were also the ones large enough to accommodate the Manticore's bulky weapons system. In contrast, the lower Rommel/Patton silhouette has more maneuverability and is less visible to the enemy.

Until the Rommel/Patton tanks appeared on the scene, all armored vehicles used the same weapon systems as 'Mechs. Though effective, these large systems required tall turrets. Defiance Industries redesigned the Killer Type T autocannon on the Patton and the 'Mech Hunter on the Rommel, both stock autocannons, to fit the low-turreted new model.

The Patton's Class 10 autocannon carries 20 rounds of ammunition. The Rommel's main weapon is a Class 20 autocannon, with 15 rounds of ammunition. Thus far, performance in combat shows that the lower turret restricts the upward range of both weapons, meaning that the tanks cannot aim higher than a 'Mech's legs at a range of less than 90 meters.

Both tanks are equipped with the long-range missile system made by Coventry Weapon Works, which consists of 120 missiles divided into 24 groups of five. The missile system is mounted in the turret next to the autocannon, and is angled upward to facilitate the tank's aim at approaching 'Mechs or high targets. Thus far, the only serious problem with the missile system is the tendency of smoke from fired missiles to drift into the crew compartment.

The Patton tank mounts a small laser on top of the turret. The tank commander can control the weapon from within the tank, either mechanically or by standing and firing the weapon manually. The Patton also mounts a flamer on its front end. The Rommel does not have a flamer. Both tanks carry a three-man crew, including a tank commander, a driver, and a gunner/engineer.

The Patton is the most heavily armored of the two tanks, with a whopping 14 tons distributed around its turret and body. The Rommel carries an equally respectable 11.5 tons. Both tanks are better armored than the Demolisher heavy tank, yet can move faster than the Demolisher. In fact, they are as fast as most other heavy tanks.

The fusion engine makes these two tank types so powerful and reliable. It is also the major stumbling block to swift production of Patton and Rommel tanks because of the scarcity of these engines. The Lyran Commonwealth is currently funding the construction of factories on Tharkad that will build fusion engines for the new tanks. Assuming that technicians with the skill to oversee production can be found, it will take at least three years before the production of fusion engines can begin.

## **Deployment:**

Despite the considerable strength of the two tanks, they are unlikely to be deployed against 'Mechs directly, except under duress.

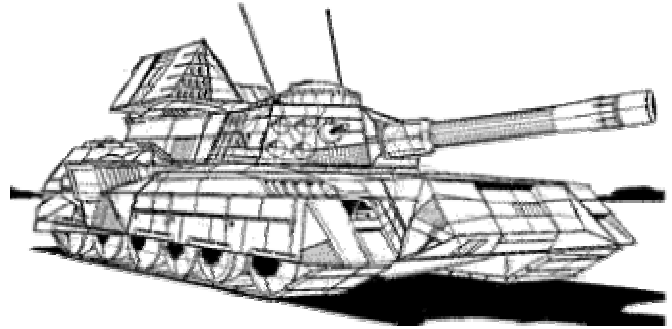
When on the defense, the two tank types can employ several strategies that even 'Mechs find it tough to defeat. The first is to deploy a tank unit just below a ridge top, with only the crest of the ridge between the vehicles and an approaching enemy. With autocannons pointed down and sighted on the enemy, the tanks wait until their opponent is as close as possible before opening fire. This "hull-down" configuration has a triple purpose. First, it makes the tanks difficult to see, especially if they are painted to match the terrain. Second, the intervening ridge covers most of the tank, presenting only a very small target for the enemy. Third, the ridge affords the tank considerable protection. Before the confused enemy can mount an effective counterattack, the entire tank group can steal away to set up on another ridge.

Patton and Rommel tanks also shine in city fighting, an environment that has many more places where a tank can go that a 'Mech cannot. Tall parking garages, for example, are perfect hiding spots for the tanks, which wait for an unsuspecting 'Mech to pass by and then fire at point-blank range. A tank can also hide in basements and shoot upward at a 'Mech's legs, or hide in alleys or beneath roadways.

# VNL-K65N Von Luckner

[Overview](#)
[Record Sheet](#)

**Mass :** 75 Tons  
**Movement Type :** Tracked  
**Power Plant :** Vox 225 Fusion  
**Cruising Speed :** 32 Kph  
**Flank Speed :** 54 Kph  
**Armor :** Star Slab/4



## Armament :

- 1 Armstrong Autocannon 20
- 2 Holly Short-Range Missile 6 Racks
- 1 Dannel Short-Range Missile 4 Rack
- 1 Holly Long-Range Missile 10 Rack
- 1 Ramsey Machine Gun
- 1 Firestorm Flamer System

**Manufacturer :** HartfordCo Industries

**Primary Factory :**

**Communications System :** O/P 300

**Targeting and Tracking System :** O/P GRNDSTAT 50A

Equipment	Mass	Location	Armor Value
Internal Structure :	7.5	Front	41
Engine :	220	Left Side	30
Type :	Fusion	Right Side	30
Cruising Speed	3	Rear	45
Flank Speed	5	Turret	
Heat Sinks :	10		
Control Equipment :	3.75		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	2.25		
Armor Factor :	176		

Weapons and Ammo	Location	Mass
AC/20	Turret	14
Ammo (AC) 15	Body	3
SRM 6	Turret	3
SRM 6	Turret	3
Ammo (SRM) 15	Body	1
SRM 4	Turret	2

Ammo (SRM) 25	Body	1
LRM 10	Rear	5
Ammo (LRM) 12	Body	1
Machine Gun	Turret	0.5
Ammo (MG) 200	Body	1
Flamer	Front	1

## VNL-K65N Von Luckner

### Overview:

After the Reunification War, Star League military commanders asked several contractors to design a heavy tank. Hartford Co Industries answered the call with the VNL-K65N Von Luckner, named after the famous twentieth-century Terran raider, Count Felix von Luckner.

The tank was designed as a BattleMech without legs. It weighs 75 tons, more than many 'Mechs. The Von Luckner is one of the few vehicles still driven by a fusion reactor, as most reactors have been stripped from vehicles for use in 'Mechs.

Only a few Von Luckners remain in service. Like the larger Demolisher tank, they are deadly foes against light BattleMechs.

### Capabilities:

The VNL-K65N provides ample firepower and supports a great deal of armor to protect its delicate systems. Its fusion power plant gives it a very long range, making it deadly in combat against most 'Mechs. It carries an Armstrong AC/20, considered one of the most accurate autocannons of its class.

The Von Luckner's indirect weapons and missile systems are also impressive. Two Holly SRM-6 racks on the turret provide right and left firing capability when the turret is facing forward. Holly Armaments also included an LRM-10 rack mounted high on the tank's rear. This system acts as a turret mount, as it can be rotated to a certain extent. Finally, a Dannel SRM-4 rack is mounted on the front of the turret just to the right of the autocannon.

For close-in weapons, the Von Luckner supports a Ramsey machine gun mounted in the front turret. Though the Ramsey has a tendency to jam, a single Firestorm flamer on the front of the tank fills the gap well enough when necessary.

Though its armor and weapons might seem to make the Von Luckner unstoppable, the tank's weakness is the enormous amount of ammunition it must carry to support its missile systems. Most reloads are stored in the lower portion of the tank rather than in the turret, and so a fire or an internal critical hit can cause devastating explosions in the Von Luckner. The tank also has problems with its ammunition reloading system, which jams from time to time.

The four-person crew of the Von Luckner tank has its hands full during combat. One man drives the tank, and a second crew member is in charge of the ammunition reloading systems and the engine. A third acts as the turret/fire control officer, coordinating the turret with the O/P targeting and tracking system. The fourth crew member is the turret gunnery officer, who works closely with the turret fire control officer.

### Deployment:

Only a few Von Luckners are still in service. Many were cannibalized for BattleMech spare parts: House Liao, for example, has stripped all its Von Luckners for parts. The other Great Houses have a few VNL-K65Ns serving with front-line troops. Many of these tanks proved their worth on such far-flung worlds as Wing, Proserpina, Bryant, Tannil, Danais, and Tybalt.

A famous battle involving Von Luckner tanks took place in 2859, when House Davion launched an attack on the Kurita-held world of Saffell. Kurita had no 'Mech units on the planet, and so they had to rely on their tanks and infantry. The 3600th Heavy Armored Company, consisting of a few Von Luckners, led the counterattack.

The Davion invasion force received reports of tanks moving along their western front through the forests. Mistakenly believing the tank forces a minor threat, they sent only one light company to hold them back. The light lances found themselves trapped by fire from the Von Luckners, and the heavy tanks destroyed the company to the last 'Mech.

Several Von Luckners were stationed on the Commonwealth world of Aubisson to cover House Steiner's retreat before Draconis Combine forces in 2989. Though most historians viewed the loss of the Von Luckners as a senseless waste, the tank battle bought time for the Steiner forces to regroup. By all accounts, the heavy tanks inflicted severe damage on the Kurita troops.

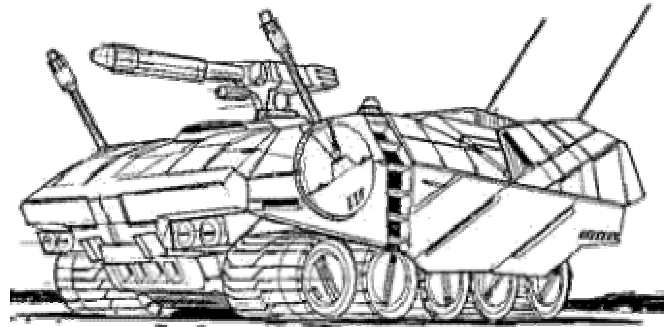
In 3017, Redjack Ryan led a raid for water on the world of Icar in the Lyran Commonwealth. The raid turned into a disaster for Ryan's forces when several Von Luckners emerged and shelled Ryan's 'Mechs. Many of the 'Mechs were crippled, and Ryan was eventually forced to retreat with nothing gained.

# GAL-100 Galleon

Overview

Record Sheet

**Mass** : 30 Tons  
**Movement Type** : Tracked  
**Power Plant** : 210 GTEM Fusion  
**Cruising Speed** : 76 Kph  
**Flank Speed** : 119 Kph  
**Armor** : Jolassa 328 Ferro-Fibrous



## Armament :

2 Hellion-V Medium Lasers  
 1 Priestly 600p Medium Pulse Laser

**Manufacturer** : Brooks Incorporated

**Primary Factory** : Irian

**Communications System** : Maxell 500 Communication System

**Targeting and Tracking System** : Beagle Active Probe

Equipment	Mass	Location	Armor Value
Internal Structure :	3	Front	25
Engine :	210	Left Side	18
Type :	Fusion	Right Side	18
Cruising Speed	7	Rear	19
Flank Speed	11	Turret	28
Heat Sinks :	10		
Control Equipment :	1.5		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	0.5		
Armor Factor :	108		

Weapons and Ammo	Location	Mass
Medium Laser	Left	1
Medium Laser	Right	1
Medium Pulse Laser	Turret	2
Beagle Active Probe	Front	1.5

# **GAL-100 Galleon**

## **Overview:**

Brooks Incorporated began producing the Galleon in 2892 and seemed prepared to support full production for many years. When the Andurien War ended, however, Thomas Marik immediately began to upgrade the Free Worlds League armed forces, concentrating his efforts on the Marik Militia. Because the Captain-General and many of his commanders considered the Galleon to be a relatively light, fragile unit, they cut back orders for the vehicle in favor of more heavily armed designs and so severely disrupted Brooks Incorporated's business.

In an attempt to regain their previous profit levels, Brooks submitted an improved design to the FWL procurement department, then waited nearly three years for the military to respond. Limited production of the new Galleon began in 3043, with the Free Worlds League deploying several for evaluation. The shakedown run resulted in a request for a number of modifications, and so full-scale production did not commence until 3048.

## **Capabilities:**

By exchanging the 180 GTEM internal combustion engine for a 210 GTEM fusion power plant, Brooks added 46 kph to the Galleon's top speed. Brooks further improved the vehicle by upgrading its armor to a ferro-fibrous composite manufactured by Jolassa.

The revised weapons system replaces the two small lasers with a second medium laser and a medium pulse laser. Though this version of the Galleon possessed speed, armor and firepower far superior to the original, the FWL procurement department remained dissatisfied. As its final concession, Brooks added a Beagle active probe to the vehicle's sensor suite. The final result was a superior scout tank.

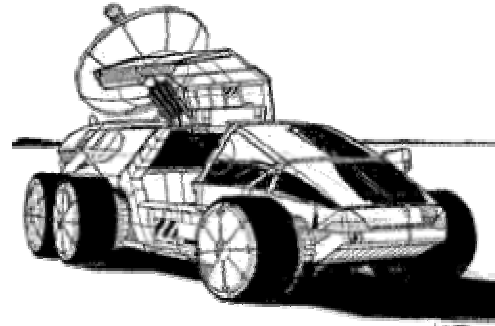
## **Deployment:**

Though Brooks sold Galleons to both the Federated Commonwealth and Draconis Combine, which used the tank during the war against the Clans, the Free Worlds League only began to use its Galleons within the last year of the invasion. Their superior speed allowed the tank units to dash into sensor range of the defending forces, scan their defenses, and then withdraw before coming under sustained fire, a tactic successfully repeated many times in the campaign to recapture worlds lost to the Federated Commonwealth during the Fourth Succession War. For example, Galleons were included in the force used to recapture Oliver, and their capabilities allowed the FWL forces to exploit weaknesses in the Third NAIS Cadre's defenses, ultimately making the Davion troops' situation untenable and forcing them to withdraw.

# Swift Wind Scout Car

Overview Record Sheet

**Mass :** 7.5 Tons  
**Movement Type :** Wheeled  
**Power Plant :** Vox 55 Fusion  
**Cruising Speed :** 108 Kph  
**Flank Speed :** 162 Kph  
**Armor :** Star Slab/1



**Armament :**  
 None  
**Manufacturer :** Ceres Metals  
**Primary Factory :**  
**Communications System :** CeresCom Recon Model 12k  
**Targeting and Tracking System :**

Equipment	Mass	Location	Armor Value
Internal Structure :	.75	Front	6
Engine :	2.25	Left Side	6
Type :	Fusion	Right Side	6
Cruising Speed	10	Rear	6
Flank Speed	15	Turret	
Heat Sinks :	0		
Control Equipment :	.375		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	0		
Armor Factor :	24		

Weapons and Ammo	Location	Mass
Communications Equipment	-	3

# Swift Wind Scout Car

## Overview:

The Swift Wind is designed to carry one scout and the equipment he needs to stay in touch with his unit, even from a great distance. Fast and maneuverable, the car carries the scout forward of a 'Mech or artillery unit to aid his search for signs of the enemy. Once the scout has located the enemy, he then looks for a concealed position where he can leave the car while he investigates the strength of the enemy forces.

Having noted the enemy's numbers, direction of travel and apparent objective, the scout then uses the scout car's sophisticated communications system to report back to his parent unit. After making the report, he either continues shadowing the enemy or becomes a spotter for friendly artillery fire. If the enemy spots the scout, he must rely on his scout car's speed to save him, as the Swift Wind and most other models are unarmed and lightly armored.

## Capabilities:

The Swift Wind's six large, wide wheels provide excellent traction and handling. All six wheels are powered, have independent suspension, and provide for high ground clearance.

A separate engine casing bolted on to the rear of the car holds the engine. Its power drives the wheels and generates electricity for the communications equipment. The Swift Wind and some other scout car drivers use a scaled-down neurohelmet, similar to those used by Speeder racers, to aid their handling of the vehicle. The neurohelmet also gives the scout a wide angle of vision as well as night vision and infrared sighting.

The Swift Wind's most important component is its communications system, which allows data transmission by voice or code. In addition to connecting the scout with nearby 'Mech or artillery units, the comm units in scout cars also provide surface-to-air communications that allow the scout to gather information from friendly aerospace pilots or to coordinate strafing and bombing runs. The scout can also use the comm system to uplink with friendly micro-satellites and relay messages to distant points on the planet. Scout car communication systems can even communicate with distant DropShips and JumpShips, which means a scout can land secretly on a planet and communicate his findings without the need to use relay systems that might alert the enemy to his presence.

This ability to use satellites and other space faring vessels also gives the system some ability to predict enemy movements. A computer-generated map can be projected on the scout car's dashboard, compiling known information and the satellite's scans of the terrain ahead. The system also detects and eavesdrops on enemy communications. The scout can monitor what the enemy is saying or relay it back to his parent unit while the comm system directs him to the point of origin, saving the scout valuable time in searching out the enemy and protecting him from stumbling on the enemy unaware.

The scout can safely leave his car and still use the communications system through an earphone, mike, and control device. The control device is a hand-held card that allows remote use of the system. The earphone and mike are also small and are usually attached to the scout's cap with the wires hidden in the seams. To use the remote system, however, the scout must be in the scout car's line of sight and no farther than 1,200 meters away from it.

The large transmitting/receiving dish in the illustration is a standard feature on scout cars. It can be collapsed and folded to fit snugly on the car's roof in a matter of seconds.

Because this sophisticated communications system offers a scout so many advantages, many militaries choose the Swift Wind over the cheaper Skimmer. The comm system's major disadvantage is the amount of power it requires and the amount of heat it generates, which is why scout cars are usually fusion-powered. Because fusion engines have become so rare, fewer and fewer scout cars are in working order. If the engine or the communications system breaks down, repairing them is costly at best, impossible at worst.

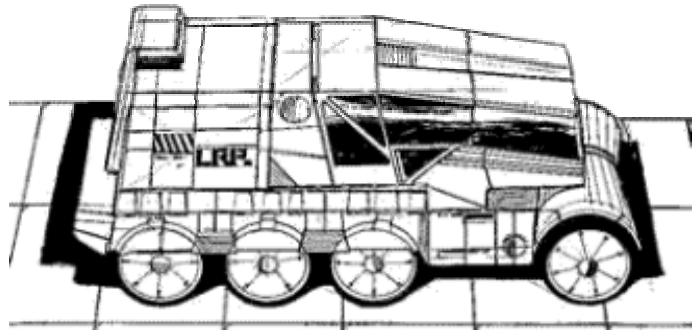
## Deployment:

Scout cars have been around since the invention of the automobile. When such vehicles were still outfitted with crude radios, the scout's major limitations were his lack of knowledge about the surrounding terrain and the unreliability of his equipment. This changed in the late twentieth and early twenty-first centuries, when the use of spy satellites made highly detailed pictures available to scouts via advanced and reliable communication devices. Scout car technology reached a plateau when the fusion engine was added in the twenty-third century. Except for the addition of ground-to-space communications in the 2600s, there have been few significant changes in the last 800 years.

# PKR-T5 Packrat

Overview Record Sheet

**Mass :** 20 Tons  
**Movement Type :** Wheeled  
**Power Plant :** Doorman 120 Fusion  
**Cruising Speed :** 76 Kph  
**Flank Speed :** 119 Kph  
**Armor :** Star Slab/1



**Armament :**  
 1 Harvester 20K SRM-6 Missile Rack  
 1 HS Flamer System  
**Manufacturer :** Robertson Technologies  
**Primary Factory :**  
**Communications System :** O/P COMTES  
**Targeting and Tracking System :** O/P 2000JSA

Equipment	Mass	Location	Armor Value
Internal Structure :	2	Front	16
Engine :	120	Left Side	16
Type :	Fusion	Right Side	16
Cruising Speed	7	Rear	16
Flank Speed	11	Turret	
Heat Sinks :	10		
Control Equipment :	1		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	0		
Armor Factor :	64		

Weapons and Ammo	Location	Mass
SRM 6	Front	3
Ammo (SRM) 30	Front	2
Flamer	Rear	1
Passengers	Body	1



# PKR-T5 Packrat

## **Overview:**

Robertson Technologies designed the Packrat Long-Range Patrol Vehicle as a mobile system that could travel with little or no support, cross through enemy lines, and create havoc with rear communications and supplies. Although it was originally powered by fusion reactors to provide unlimited movement, internal combustion engines were later installed so that the fusion reactors could be used elsewhere.

The Packrat is not heavily armed, nor does it have to be. It carries troops into enemy areas where they can sabotage or report on enemy positions and movements. Much like the desert groups of Earth's Second World War, these men operate alone, sometimes for months on end.

## **Capabilities:**

The Packrat can travel for a long time without support and can conduct reconnaissance in areas where a 'Mech might be too obvious or clumsy. It moves on a series of eight solid rubber tires, each with its own suspension system and support drives. The PKR-T5 also supports a great deal of armor for a vehicle of its size-four tons of protection.

The Packrat's systems are small, intended only to give the vehicle time to run from a confrontation. The van supports a Harvester 20K SRM six-rack tied in with the efficient O/P targeting and tracking system. A flamer system is also mounted on the rear of the vehicle for the infantry confrontations so common on long range patrols.

The interior of the Packrat is unlike that of any other vehicle produced before the fall of the Star League. The supplies and repair equipment needed on a long patrol are stored efficiently, allowing plenty of room inside. Explosives and fuses are stored in the rear of the van. Though not designed as a troop transport, the Packrat can carry ten fully equipped troopers. Fold-down cots can be installed inside the van to allow eight passengers to sleep.

The O/P communications system is the most powerful transmitter of its size. It allows the Packrat to report troop movements and strengths to a receiving unit from a great distance, and can also jam any nearby transmissions if necessary.

## **Deployment:**

During the endless battle for the planet Tannil in 2891, House Davion landed a large number of Packrats to help its defending units repel Kurita raiders. The Packrats dispersed into the Kurita-controlled area and obtained the troop information that allowed the Federated Suns to launch a successful counterattack, temporarily driving the Kurita Guards off the planet.

In 2944, House Steiner employed Packrats to prevent House Kurita from gaining control of the world of Carse. The vehicles remained hidden during the Steiner forces' temporary retreat, emerging after House Kurita had secured the area to wreak havoc on the enemy. Moving at night far behind the Kurita lines, the Packrats discovered the Kurita forces' main ammunition dump and blew it to bits. The Packrats also conducted a series of raids on the enemy's communication center, cutting off troop movement commands and allowing Steiner forces to stage a counter-offensive. Ultimately, the Steiner troops routed the Kurita raiders.

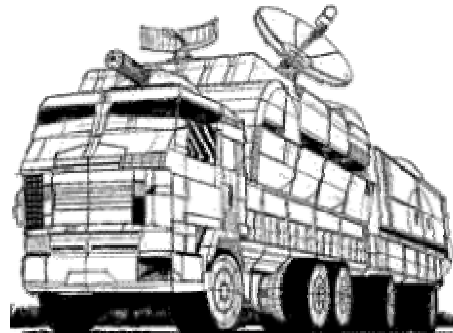
A House Liao invasion of the planet Lee in 2990 was foiled by some carefully placed Federated Suns Packrats. Stationed over a wide area, these small vehicles shuttled several patrols to the rear of the striking Liao forces. House Liao had landed a number of fighters on a field at Durban, where Davion infantry and Packrats attacked and destroyed them. Within hours, the Liao invaders were withdrawing under fire from Davion aerospace fighters.

# Mobile Headquarter

Overview

Record Sheet

**Mass** : 25 Tons  
**Movement Type** : Wheeled  
**Power Plant** : Omni 130 Fusion  
**Cruising Speed** : 64 Kph  
**Flank Speed** : 97 Kph  
**Armor** : Star Slab/4



## Armament :

1 Hesperus B3M Medium Laser

**Manufacturer** : Star League Defense Industries

**Primary Factory** :

**Communications System** : Star League Defense Industries

**Targeting and Tracking System** :

Equipment	Mass	Location	Armor Value
Internal Structure :	2.5	Front	16
Engine :	130	Left Side	19
Type :	Fusion	Right Side	19
Cruising Speed	6	Rear	16
Flank Speed	9	Turret	10
Heat Sinks :	10		
Control Equipment :	1.25		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	1		
Armor Factor :	80		
<hr/>			
Weapons and Ammo		Location	Mass
Medium Laser		Turret	1
Communications Equipment		-	7.5

# Mobile Headquarter

## Overview:

Mobile headquarters are the nerve center of large-scale BattleMech operations. They gather information from the various participants in a battle and then use sophisticated computers to present the data to the commander for analysis.

The idea of mobile headquarters has existed ever since the days when a commander roamed over the battlefield, giving orders to officers and dispatching horse-mounted messengers. As technology grew, the design of mobile HQs evolved from messengers on horseback to vans with radio sets.

Late twentieth-century computer technology added predictive ability to a commander's skills. Large computer-generated projections, accurate down to the individual tree, replaced bulky and inaccurate paper maps. Since that time mobile headquarters have changed little, except to grow more efficient with the advent of fusion power and sub-space communications.

## Capabilities:

The mobile headquarter's map/communications room is dominated by a large table where the command staff gathers. The HQ's computer gathers information from satellites, 'Mech communications, and the tracking devices each 'Mech and soldier carries, then projects it as a map on the table's clear surface. Using a TriHolo device, the terrain and the individual troop members appear as solid symbols and surfaces. If known, the enemy's positions are also projected. Then, if the commander so orders, the large and sophisticated computer system will display projections of the battle's future and possible ways to proceed.

The three communications officers, seated at consoles near the forward end of the HQ, constantly supply the commander with communiqués from his troops. They also dispatch the commander's orders, either by voice or fast-bundled code that can usually pierce even the most sophisticated electronic jamming.

The communications system can exchange information with satellites, aerospace fighters, DropShips, and even distant JumpShips. The large dish antenna is collapsible and can be affixed to the roof of the HQ in one minute. A second antenna is directional, and allows communication with individual 'Mechs or soldiers. It also doubles as an antenna for the side-look radar.

The interior is kept stable by a sophisticated suspension system that allows normal activity within the command center when the truck is moving at high speed.

## Deployment:

The mobile headquarters is slowly vanishing from general use because the advanced computer and communications system is beyond the know-how of most repair technicians in 3025. Quite a few mobile HQs in current use are only partially operable, having lost some of their capabilities because of battle damage or worn-out parts. Many no longer have working computers, requiring the regimental commander and his staff to use conventional maps or some jury-rigged device to view the battlefield. In many cases, the few working components of a mobile HQ are crammed into the smaller command van.

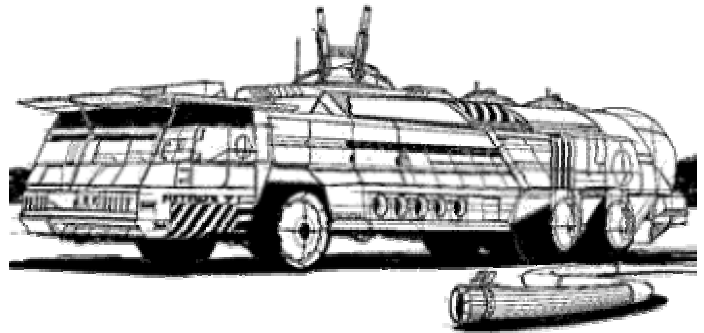
Despite these problems, the rarity of the mobile HQ makes it a much-sought-after prize, as much for the valuable officers traveling in it as for the vehicle itself. Mercenary units in particular seldom pass up the chance to capture an HQ intact.

The attempted capture of a mobile HQ usually involves approaching it from the rear or blocking all possible escape routes. Even then, attackers are reluctant to shoot at the HQ; instead, they frequently try to disable the truck by shooting at the engine or the wheels. Capturing a mobile HQ intact is a tricky business, made even more difficult when the HQ's gunner is shooting back and a rescue force is on the way.

Both the Lyran Commonwealth and Draconis Combine routinely post two 'Mech guards on their mobile HQs—usually light, fast 'Mechs that can keep up with the truck if it must move at top speed. Responsible for the safety of the mobile HQ and the regimental commander inside it, these 'Mechs and their pilots are expected to lay down their lives to protect the HQ if necessary. Other Successor State military commanders seem content to post one 'Mech or a unit of soldiers and tanks to protect the mobile HQ.

# Class 135-K Coolant Trucks

**Mass :** 30 Tons  
**Movement Type :** Wheeled  
**Power Plant :**  
 Tamia 100 Internal Combustion  
**Cruising Speed :** 43 Kph  
**Flank Speed :** 64 Kph  
**Armor :** Star Slab/3



**Armament :**  
 2 Dragon's Breath Flamers  
**Manufacturer :** Buda Imperial Vehicles  
**Primary Factory :**  
**Communications System :** Sipher CommSys 1  
**Targeting and Tracking System :** None  
**Coolant Capacity:** 9 tons

Equipment	Mass	Location	Armor Value	
Internal Structure :	0	3	Front	24
Engine :	100	6	Left Side	28
Type :	I.C.E		Right Side	28
Cruising Speed	4		Rear	20
Flank Speed	6		Turret	12
Heat Sinks :	0	0		
Control Equipment :		1.5		
Lift Equipment :		0		
Power Amplifier :		0		
Turret :		0.5		
Armor Factor :	112	7		

Weapons and Ammo	Location	Mass
Flamer (Vehicle)	Turret	5
Flamer (Vehicle)	Turret	5
Ammo (Flamer) 40	Body	2
Coolant	-	9

# Class 135-K Coolant Trucks

## Overview:

The coolant truck was first developed during the Reunification War, when the Star League sought to extend its control over the Periphery. The need for a battlefield device that could quickly take in the heated liquid nitrogen from an overheated 'Mechs and replace it with cooled nitrogen became especially apparent during this period, because so many Periphery worlds were water-poor. Though the Star League's 'Mechs were superior to those used by the Periphery troops, the Star League Defense Forces lost several battles simply because the Periphery armies could severely overheat Star League 'Mechs with unrelenting attacks.

## Capabilities:

The Class 135-K coolant truck, built for the Draconis Combine by Buda Imperial Vehicles, differs from the coolant trucks used by other Great Houses only in its choice of weapons and its coolant capacity. Nicknamed "the Lifesaver," the 135-K carries nine tons of coolant, seven tons of liquid nitrogen and two tons of liquid oxygen in armored tanks kept cold with small recirculation motors. The motors also stir the tank's contents to prevent dangerous temperature increases that might rupture the tanks. Most coolers have slightly more armor than might be expected for a non-combat vehicle because a single laser bolt or hot piece of flying metal could cause the truck's volatile cargo to explode.

Coolant truck's liquid nitrogen is used to replace and replenish the liquid nitrogen in 'Mech cooling systems. As a 'Mech exerts energy, its heat rises, which can cause the liquid nitrogen in its system to reach dangerous pressure levels. In such cases, a 'Mech will automatically vent nitrogen into the air until the pressure falls. A battlefield coolant truck can drain the remaining heated nitrogen and replenish the 'Mech's precious coolant in minutes.

Coolant trucks also carry liquid oxygen, which is used to replenish the small jump jet tanks. The pure oxygen supplements the air passing over the hot reactor, creating jet propulsion. Liquid oxygen can also be pumped through the 'Mech's artery system to cool burning joints. However, as oxygen is more volatile than nitrogen, it is used for coolant only if the cooler's nitrogen supply is exhausted.

The Lifesaver coolant truck has the added feature of two turret-mounted flamers. Because a cooler has large supplies of coolant and liquid oxygen that can make the flamer's fuel burn more furiously, the gunner on a coolant truck can fire at will without worrying much about heat buildup. If a cooler is approached by a 'Mech in flames or on the verge of exploding, the truck's two flamers can be quickly converted to spew liquid nitrogen onto the 'Mech, dousing the flames and cooling the giant machine off in a cloud of super-cold mist. Copying this ingenious approach, the Federated Suns has removed the lasers from the turrets of their coolant trucks and replaced them with similar convertible flamers.

The Lifesaver has five receptacles for the long hoses by which it attaches itself to overheating 'Mechs. The first four hoses dispense liquid nitrogen, while the fifth contains liquid oxygen. Most 'Mechs have hookup points for just one hose, but heavy 'Mechs require two for cooling.

## Deployment:

A single, well-maintained 'Mech regiment usually has about six coolers. Unless the master technician feels one battalion may face a particularly rough time, each battalion generally receives two trucks. During battle, one will be actively cooling 'Mechs while the other refills its tanks at a depot to the rear. In this way, an overheating 'Mech will almost always have access to a cooler.

Coolant trucks are valued as battlefield prizes. If a cooler and its team are captured intact, the soldiers will usually be offered a chance to work for their captors. Mercenary units are always on the lookout for seasoned cooler teams, and have been known to offer them a share of the unit's booty equal to the standard pay of two technicians apiece. If a team's captors fail to win them over, they might offer their prisoners in exchange for some of their own captured personnel.

'Mechs are especially vulnerable when hooked up to a cooler. After the collapse of the Star League, however, battlefield etiquette developed during the long drawn-out Succession Wars extended special courtesy to a cooler-hooked 'Mech. Enemy forces usually ignore a 'Mech that is hooked to a cooler, as long as the 'Mech does not shoot. Once the 'Mech has disconnected and moved a few meters away from the coolant truck, it becomes fair game.

# J-27 Ordonance Transport

Overview

Record Sheet

## Mass :

10 (Trailer) Tons

10 (cab) Tons

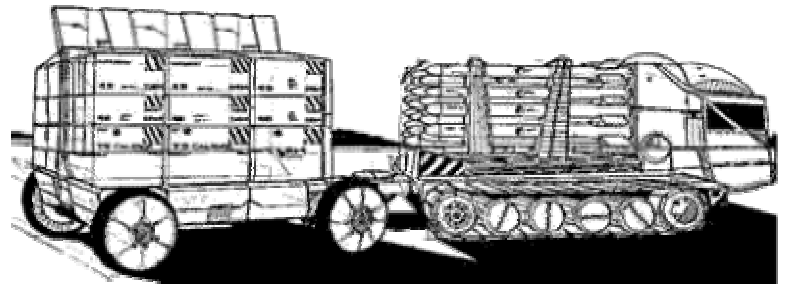
**Movement Type :** Tracked

**Power Plant :** 50 Internal Combustion

**Cruising Speed :** 54 Kph

**Flank Speed :** 86 Kph

**Armor :** Star Slab/1



## Armament :

1 SperryBrowning Machine Gun

**Manufacturer :** Acme Widgets

**Primary Factory :**

**Communications System :** Tandy A-100

**Targeting and Tracking System :**

Equipment	Mass	Location	Armor Value
Internal Structure :	1	Front	2
Engine :	50	Left Side	1
Type :	I.C.E	Right Side	1
Cruising Speed	5	Rear	2
Flank Speed	8	Turret	2
Heat Sinks :	0		
Control Equipment :	0.5		
Lift Equipment :	0		
Power Amplifier :	0		
Turret :	0.5		
Armor Factor :	8		

## Weapons and Ammo

Machine Gun

Ammo (MG) 200

Cargo

## Location

Turret

Body

Body

## Mass

0.5

1

3

# J-27 Ordnance Transport

## **Overview:**

The J-27 is designed to transport dangerous munitions and missiles from a rear supply area to BattleMechs and infantry units in the field. It was the backbone of the Star League's ordnance service prior to the League's collapse, and many of these transports are still active in the Successor States.

Designed for rear-area operations, the J-27 has thin armor and so makes an explosive target. The munitions it carries are not protected in any way, exposing the transport to danger every time the vehicle nears the combat zone. Extreme heat can also pose a grave threat to the crew members of a J-27.

## **Capabilities:**

Even though the J-27 plays a crucial role in combat by providing front-line troops with ammunition, such duty is usually considered punishment rather than a privilege. The J-27 can transport three tons of munitions in its front, tracked cabs. Its wheeled trailer can carry another eight tons of ammunition. The front cab usually supports long-range missile reloads, but the missile rack can be removed in minutes to take on other munitions.

For the most part, the personnel of J-27s are losers from the infantry. Some units, especially those of the Draconis Combine, are considered penal units. Military convicts are offered the choice between a firing squad and duty on a J-27. The majority choose the firing squad. It takes two people to drive the slow transport; the third crew member is in charge of securing the munitions and manning the single Sperry Browning machine gun mounted over the cab. The mount is designed so that it cannot fire low enough to hit the supplies in the cab or trailer.

One major drawback of the J-27 transport is that the trailer can only be detached from the cab manually. When a J-27 comes under fire, the load checker must detach the trailer to make the vehicle a smaller target. Unfortunately, in most cases he must crawl across the cab's cargo and down the back of the cab to disengage the trailer while the vehicle is rumbling across the countryside and taking enemy fire.

## **Deployment:**

During the initial battles for Les Halles in 2880, House Liao used this vehicle extensively to maintain their control of the planet. When House Marik finally drove the Liao army off the world, Marik forces managed to capture a large number of J-27 transports intact. Captured Liao J-27s have seen combat all the way to the Lyran world of Loric.

House Kurita's raid on the world of Huan succeeded at least partly because of their aerospace fighter attack on Davion munitions supplies in the Nestling Lowlands. Kurita fighters strafed the convoys of J-27s that were trying to re-arm elements of House Davion's Royal Militia, blowing the convoys to bits along with their cargo. The Royal Militia never received its ammunition, and the Kurita attackers crushed the Davion forces in four days.

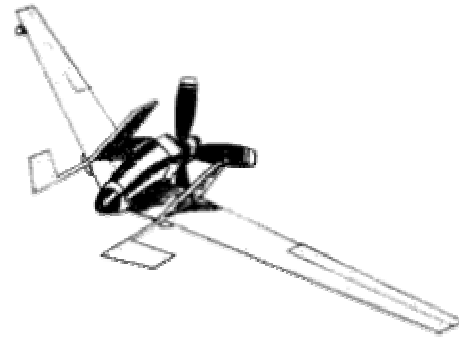
Penal units were first used by the Free Worlds League, and the policy of using military convicts as J-27 crew members quickly spread to most of the other Houses. House Steiner and House Davion do not follow this practice, feeling that ammunition handlers need better motivation than facing certain death. Of course, if a soldier from one of these Houses gets out of line, he may find himself on temporary J-27 duty.

One such penal unit is Liao's 125th Deadmen Ordnance Carriers. During battles for the planet New Hessen against Davion forces, the 125th Deadmen carried well over a thousand times their own weight in munitions just to keep the Liao forces in a defensible position. At one point, two Deadmen convoys came under attack by Davion 'Mechs. In the heat of battle, several Deadmen took down their long-range missile racks and set up a makeshift firing station. The convoy battled for several hours against the Davion troops, and eventually drove them from the battlefield. For their efforts, several members of the Deadmen were promoted to other duty, but some volunteered to remain with their J-27s.

# Boomerang Spotter Plane

Overview Record Sheet

**Mass :** 5 Tons  
**Movement Type :** Conventional Aircraft  
**Power Plant :** 75 Turbine  
**Cruising Speed :** 97 Kph  
**Flank Speed :** 151 Kph  
**Armor :** None



**Armament :**  
 None  
**Manufacturer :** Cal-Boeing  
**Primary Factory :** Dorwinion  
**Communications System :** Federated Spy Cameras  
**Targeting and Tracking System :** Achernar Air Whistler

Equipment	Mass	Location	Armor Value
Internal Structure :	2	Front	0
Engine :		Left Side	0
Type :	Turbine	Right Side	0
Cruising MP	9	Rear	0
Flank MP	14	Turret	0
Heat Sinks :	0		
Control Equipment :	0.5		
Power Amplifier :			
Turret :			
Armor Factor :	0		0

Weapons and Ammo	Location	Mass
Recon Camera	Nose	0.5



# Boomerang Spotter Plane

## Overview:

Named for its V-shape, the Boomerang is a typical spy plane used by the armed forces of the five Successor States. It acts as a mobile spotter for artillery units and as a forward observer for advancing 'Mechs.

The use of air vehicles as reconnaissance platforms dates back before the invention of the airplane to the use of hot air balloons by the armies of nineteenth century Earth. The advent of the airplane increased the usefulness of aerial reconnaissance. The spy satellites of the early twenty-first century, with their detailed photographs and relative invulnerability, temporarily reduced the importance of aerial reconnaissance, and spy planes came to be used as a back-up system if the satellites somehow failed. After the collapse of the Star League, however, the general decline in technology has returned aerial reconnaissance to its former prominence in battle.

## Capabilities:

The Boomerang is the Federated Suns' standard reconnaissance plane. Built in 2888, it was the first plane designed expressly for aerial reconnaissance in the Successor-States era. Until then, civilian planes and their civilian pilots were pressed into military service, with mixed results.

The Boomerang's most obvious feature is its long wingspan. The long, tapering wings make the plane fuel-efficient and also a good glider. The two forewings are perched on thin spars made of foam aluminum, making them strong enough to support the winglets and their control cables. The forewings promote the craft's control and stability, making it almost impervious to stalls.

Two vertical stabilizers sit to either side of the pilot's cockpit. When in use, the entire stabilizer pivots instead of just the trailing edge, as on other airplanes. This, coupled with the stabilizer's placement in the swift airflow caused by the large propeller, makes the Boomerang extremely maneuverable.

The engine, a standard prop-jet design, is mounted just below the cockpit floor. It is highly efficient, using the 99 kilograms of fuel stored in the wings for a six-hour flight. If the pilot chooses to glide part of the time, the fuel may last even longer. The Boomerang's engine has an unusual exhaust system that channels the wastes through two slits on the upper edge of the wing between the two vertical stabilizers and the cockpit. The propeller then disperses the heat, making it difficult to trace the plane via infrared tracking devices. The large propeller is variable-pitched, reducing noise. The pitch also allows the pilot to feather the prop when he wishes to glide.

Such a large propeller on an oddly proportioned plane posed some difficulties in designing suitable landing gear. The Boomerang's designers chose to stow the nose gear below the plane's fuselage, and its long and thin landing wheels beneath the wings. Because of its large wingspan, the Boomerang requires only 44 meters of landing space on a dry level surface, and 75 meters to take off.

The lightweight Boomerang does not have many of the computer-guided systems common to larger aircraft, that monitor the pilot's actions. A Boomerang's pilot must therefore have a natural flair for flying. With its engine running, the Boomerang's maximum ceiling is 10,000 meters; if the pilot can hitch a ride on a thermal current, the plane can go higher.

The Boomerang's cameras and tracking systems works in infrared as well as standard light. The cameras see clearly even at night, enabling the Boomerang to function in all but the worst weather conditions. The two cameras can work independently, locking on to two separate targets and relaying the information back.

The Boomerang's major weakness is its lack of arms and armor. To compensate for this vulnerability, the pilot of a Boomerang usually flies at least 300 meters off the ground, somewhat reducing the camera's abilities but keeping the pilot out of danger.

## Deployment:

The Boomerang has performed long and well in service to the Federated Suns. Used when aerospace fighters are too precious to spare for reconnaissance, the Boomerang has seen action over many worlds. The fact that it can be disassembled quickly and stowed in the holds of even the smallest DropShip allows 'Mech units down to the company level to take advantage of the Boomerang.

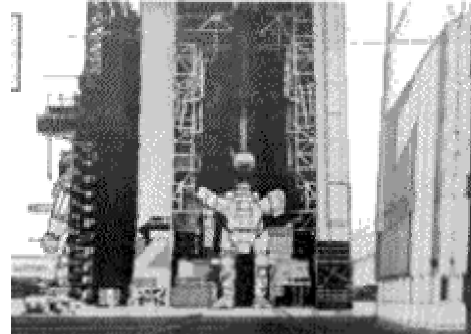
The plane has also won praise for its adaptability to varying air densities and weather conditions while campaigning on and worlds such as Kesai IV or in the turbulent winds over New Ivaarsen.

# Battlemech Repair Facility

Overview

Record Sheet

**Mass** : {Mass} Tons  
**Movement Type** : {MovType}  
**Power Plant** : {Engine}  
**Cruising Speed** : {Cruis} Kph  
**Flank Speed** : {Flank} Kph  
**Armor** : {Armor}



**Armament** :  
 {Armament}  
**Manufacturer** : {Manufacturer}  
**Primary Factory** : {Primary Factory}  
**Communications System** : {Communication}  
**Targeting and Tracking System** : {Targeting Tracking}

Equipment	Mass	Location	Armor Value
Internal Structure :	{1}	Front	{15}
Engine :	{3}	Left Side	{16}
Type :	{5}	Right Side	{17}
Cruising MP	{6}	Rear	{18}
Flank MP	{7}	Turret	{19}
Heat Sinks :	{8}		
Control Equipment :	{10}		
Power Amplifier :	{11}		
Turret :	{12}		
Armor Factor :	{13}		

Weapons and Ammo	Location	Mass
{Weapons and Ammo}	{Location}	{ArmMass}