

CLASSIC
BATTLETECH

**Technical Readout:
PROJECT OMEGA**



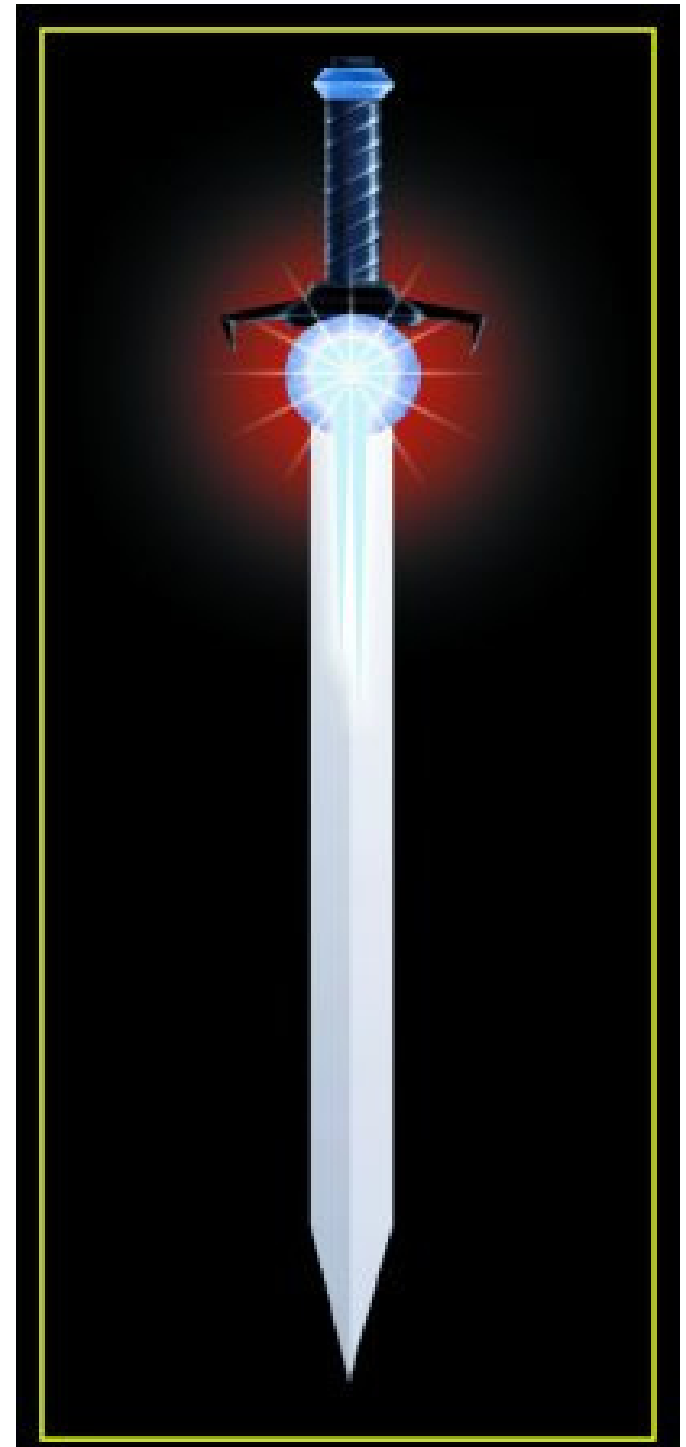
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Domini, We have finally located that which you have sought now since your rebirth. They were very receptive to what we had to offer them. We have exchanged enough data and technology that we are all but ready to begin the rebirth of the Inner Sphere, Blake's will be done. Here in this brief I have is only a minuet amount of information concerning Project Omega. Our Light of the Mankind operatives have been working over time. This information has only just arrived. Our new ships are superb and have ranges beyond imagination. We have moved three score legions into position along with our other brothers. Now with Minnesota Warriors, we shall be victorious. Already they have been taking their time in dishing out their revenge on those homebound clans. It is my understanding that Khan Pryde is dead on Strana Mechty along with many other Khans and their Keshik. Your visions have proven true and righteous. We live to serve you as your Manei Domini. Please enjoy the fruits of your labor, my master. I await your command. Your humble Servant, St. Jamais [Jamais... your service has been noted and your reward is forth coming. M]



Mass: 200 tons

Chassis: Wolverine Dreadnaught Type XX

Power Plant: Cris'hilkt 400 Fusion

Cruising Speed: 22 kph

Maximum Speed: 33 kph

Jump Jets: None

Jump Capacity: None

Armor: BioForge Delta Zulu

Armament:

1 Annihilator Sniper Artillery Cannon

2 Laws-Long Arms Extended Range Particle Cannon

1 DeathCluster LRM 20 Launcher

1 DoomBringer SRM 6 Launcher

1 Headhunter Gauss Rifle

1 Sunshade Extended Range Large Laser

1 ManSlaughterer Anti-Personnel Laser

Manufacturer: Minnesota MechWorks

Primary Factories: New Minnesota

Communications System: GarbelTalker X

Targeting and Tracking System: BarnStriker B7

OVERVIEW

The psychological impact of running into the titanic Orca, the largest Dreadnaught class BattleMech yet constructed, was devastating for the Clans. Combining devastating short-range firepower with the long reach of an artillery weapon, there is nowhere that an opponent is safe from these lumbering mountains of metal. Perfected by the Not Named Clan during the long years of plotting their revenge, the Super Heavy 'Mech allows them to overcome the superior Clan technology by packing more firepower onto a single unit, as Clansmen who have tried to fight them in one-on-one combat found to their cost.

CAPABILITIES

With a giant Sniper Artillery cannon to provide integrated fire support, the Orca easily out-range most Clan units, softening them up with salvo after salvo as they amble towards the enemy. Closer in, the Orca can use a mixed array of weapons to lay down murderous fire on anything that lacks to good sense to get out of

the way. Even Battle Armored troops have to respect the Orca, as the Anti-Personnel laser has demonstrated its lethality against swarming Elementals time and again. Most unnerving for the Clan warriors who have faced the Orca is the reinforced armor that makes them so hard to stop. Time and again Clansmen have hammered a Gauss Rifle round or a PPC bolt into the cockpit of one of these monsters, only to see them shrug off what would have been a fatal blow to any other BattleMech. Not even the vaunted Khan Marthe Pryde succeeded in halting the Not Named Clan as they used a massed Orca CenterPlex to obliterate her Keshik and the newly reformed Falcon Guard. Falling back from the rolling barrage, Khan Pryde was incinerated when one of her Jump Jets backfired and engulfed the cockpit of her Turkina. By using massed attacks and physical assaults, the Clans have been able to capture several Orca, kick-starting their own crash development program to create their own SuperHeavy BattleMechs.

DEPLOYMENT

The Orca forms the armored spearhead employed by the Not Named Clan to smash through all opposition. A single Quad can lay down a rolling barrage of artillery to clear the way for an entire CenterPlex to advance. This tactic proved devastating to the Blood Spirits expanded ProtoMech army on York. Whole formations were pounded into scrap before the ProtoMechs ever got within range. The Dreadnaught class 'Mech has also found favor with the Burrock warriors who defected from Clan Star Adder to join the Not Named Clan in visiting revenge upon the other Clans.

VARIANTS

A version designed for close range fire support replaces the massive artillery weapon with a quartet of Rotary Gauss Guns. This version proved deadly against the lightly armored Ice Hellion OmniMechs that first encountered it. A second version adds two more ER PPC's and additional heat sinks. While not as deadly as the Clan version of the weapon, when used en-mass these particle weapons are more than up to the job of slaughtering the heated enemy.

Type: Orca

Technology Base: Exo

Tonnage: 200

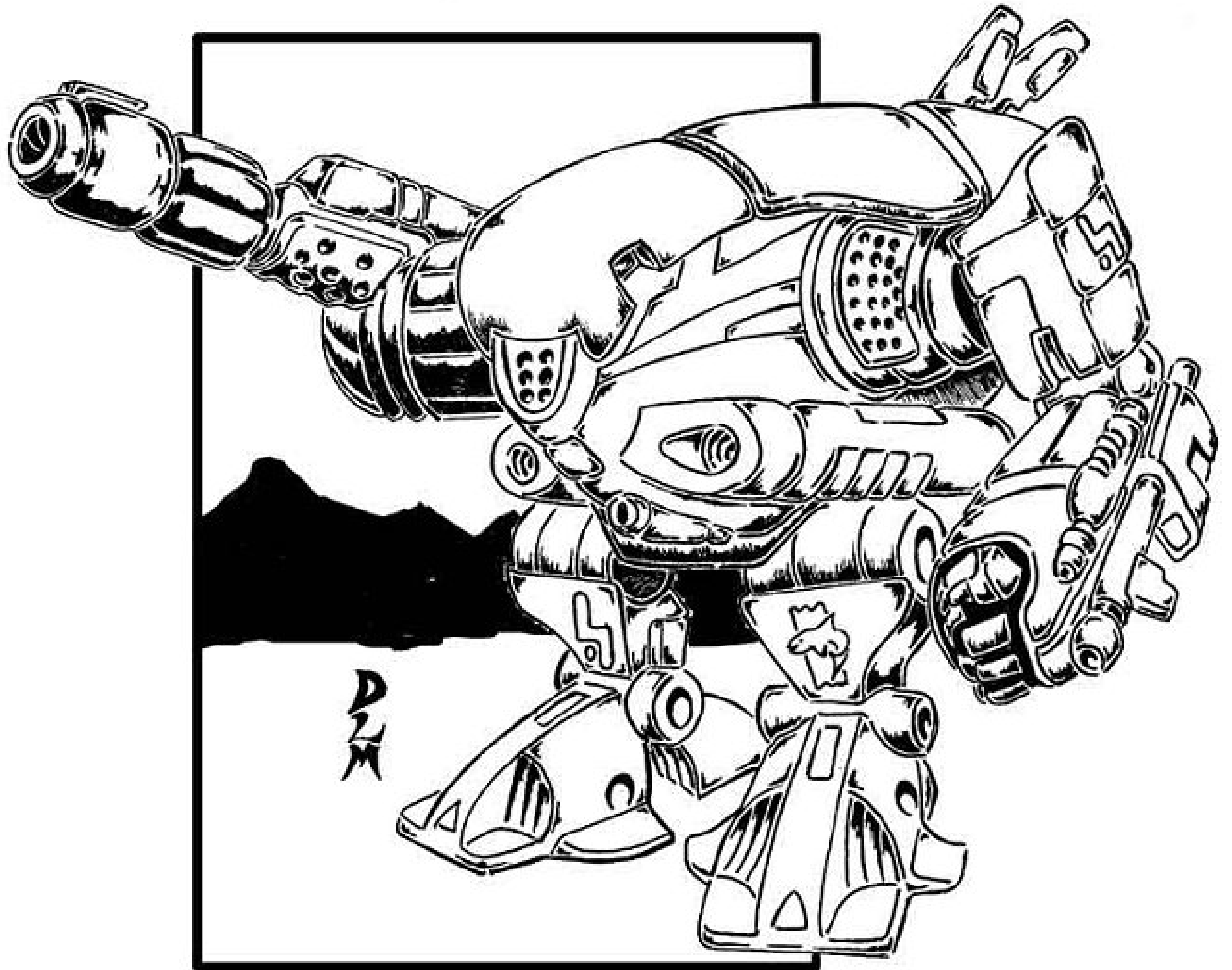
Battle Value: 4571

Equipment:

Internal Structure:	Dreadnought Std	40	
Engine	400	52.5	
Walking MP:	2		
Running MP:	3		
Jumping MP:	0		
Heat Sinks	19 [38]		9
Gyro:			4
Cockpit:			4
Armor Factor:	352		22
	<i>Internal Structure</i>		<i>Armor Value</i>
Head	4		12
Center Torso	60		90
Center Torso (Rear)			30
R/L Torso	42		60
R/L Torso (Rear)			20
R/L Arm	33		60
R/L Leg	42		80

Weapons & Ammo

	Location	Critical	Mass
Sniper Cannon	RA/RT	10/10	20
Ammo (Sniper) 30	RT	3	3
CASE	RT	1	0.5
ER PPC	RT	2	6
ER PPC	LT	2	6
LRM 20	LT	4	5
Ammo (LRM) 18	LT	3	3
SRM 6	CT	1	1.5
Ammo (SRM) 30	LT	2	2
CASE	LT	1	0.5
AP Laser	CT	1	1
Gauss Rifle	LA	6	14
Ammo (Gauss) 16	LT	2	2
ER Large Laser	LA	1	4



APRIL FOOLS!

On behalf of David 'MacAttack' McCulloch and myself we want to thank you for enjoying our little treat. Yes it was a joke. Oh it was sweet to see a 200 ton BattleMech but we all know that's not going to happen in the game. The Wolverines wiping out the Clans in the homeworlds? Hahaha... oh that was sweet. The best one was Khan Marthe barbequing herself with her own jump jets! Please give MacAttack the praise he so richly deserves. This was his idea for a joke and he spent some time putting this together. Anyway, the Orca was our April Fool's joke. For those that were offended in any way we do humbly apologize. Now for some interesting news. Project Omega does equate to something. That I will reveal in time. David and I are sure you all will love it. And NO ITS NOT LAMS! So please have some patience and we will reward you with some really cool! As always enjoy!

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