

Version 0.98

Technical Readout 3063

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A program, "Battle Armor Forge" is in development by Giddeon Garber and Ben Elliot. A Beta version can be found at [Camp SuperFun](#) . All questions about this program should be directed to them as I have had no involvement in its production.

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Change History

Version 0.96 (01/05/2001)

- Everything reworked. All non-official designs removed for the moment.

Version 0.97 (28/06/2001)

- Added Blood Rage, Star Raven, Headhunter, Steel Bear, Iron Golem, Nighthawk XXI, Kobold and Wolverine designs back into the TRO.
- Fixed Gnome design – Advanced SRM 2 Launcher should have 2 salvos – not be an OS system. Also changed Gnome so it cannot make leg attacks.
- Changed AP weapons to Infantry designation where these weapons are the primary armament of the unit.
- Costs have to be recalculated.

Version 0.98 (22/07/2001)

- Changed Undine description so it can now operate as Mechanized Battle Armor.
- Added note about Undine being immune to loss of suit integrity when submerged.
- Fixed BV for IS suits equipped with SRM 1
- Changed GDL Standard suit so that it is capable of operating as Mechanized Battle Armor and performing Swarm Attacks.
- Changed Longinus so that it may operate as Mechanized Battle Armor with SRM.
- Added the Nighthawk Mk. XXII, Tornado, Warhammer , Ice Streak, Industrial Exoskeleton and the Weapons Refit back into the TRO.
- Added the Taurus design.

References

The following publications were used in the creation of these rules.

Rules

BattleTech Master Rules
BattleTech Master Rules (Revised)
MechWarrior – 3rd Edition
Lostech: The MechWarrior Equipment Guide
MechWarrior Guide to Solaris
Mechwarrior Guide to the Clans
BattleSpace
AeroTech 2
BattleForce 2
ClanForce (MechForce UK)

Sourcebooks

Field Manual: Crusader Clans
Field Manual: Warden Clans
Field Manual: Draconis Combine
Field Manual: Free Worlds League
Field Manual: Capellan Confederation
Field Manual: Federated Suns
Field Manual: Lyran Alliance
Field Manual: Comstar
Field Manual: Mercenaries
Field Manual: Periphery
1st Somerset Strikers

Scenarios

Fall of Terra
Day of Heroes
Royalty and Rouges

Novels

Tactics of Duty

Computer Programs

Heavy Metal Pro
Heavy Metal Vee
Heavy Metal Lite
Battle Armor Forge

Introduction

Stretching back to when the BattleMech was first introduced in the 2439, these remarkable combat vehicles had always been considered the king of the battlefield. Although still used in great numbers, many relegated conventional forces to second-class formation.

The Clan Invasion in 3050 was to prove these people wrong.

The beleaguered Inner Sphere forces that had to face the Clan war machine were totally unprepared to battle the fantastic Armored Infantry that battled alongside the technologically advanced OmniMech. Little wonder that the military leaders of the Inner Sphere thought they were facing alien invaders, not humans. Nicknamed “Toads” by Victor Steiner-Davion, the Clan Elementals combined a suit of Battle Armor with the size and strength of their genetically modified infantry.

The Inner Sphere was quick to counter with their Battle Armor designs developed from captured Clan technology, but the first attempts were a pale shadow of their Clan counterpart.

Frantic Research and Development programs are beginning to bear fruit ten years after the end of the Clan Invasion. The Inner Sphere have started to deploy their second and third generation Battle Armor and the Clans have also introduced new designs, intent on maintaining their lead over their enemies.

This volume brings together a wide selection of Battle Armor designs that will be encountered on the modern battlefield from all of the major powers. Information on support units and transports for Battle Armor units is also included for completeness.

The BattleMech is still the king of the battlefield, but with Battle Armor development continuing, that reign may soon be challenged.

Thanks must go to all those who helped in the compilation of this (and other) reports during the course of the BAD project. All of this would not have been possible without their insight, heckling and suggestions.

Colonel D.L.McCulloch – 1st Star League Mobile Infantry Division.

Clan Battle Armor

Clan Wolf developed Battle Armor from deep sea mining suits acquired from the Goliath Scorpion Clan during the Golden Century. Since then the other Clans have acquired the technology and the standard Elemental has found a place in almost every Cluster fielded today.

The Clans have recently had cause for concern over the progress made by the Inner Sphere in developing their own Battle Armor. As a result there has been an explosion of activity within the Scientist Cast in an attempt to produce new designs to allow the Clans to maintain their edge. Ironically, this has resulted in the Clans “dusting off” some of the early, specialised designs that had been retired in favour of the generic Elemental.

Blood Rage

The poorest of the Clans, the Blood Spirits have always been forced to seek ways of producing their war material at the lowest possible cost. Following the disastrous losses suffered when the Blood Spirits attempted to interfere with the Absorption of their hated enemy, Clan Burrok, by Clan Star Adder, the Spirits faced a daunting task of rebuilding. Khan Karianna Schmitt immediately realised that any economies possible had to be embraced if the Blood Spirits were to stand up to their foes.

The Blood Rage grew from a crash research program to create a less expensive Elemental Battle Armor. During the development advances in miniaturisation of the some of the suit systems allowed the armor to be upgraded to include Stealth capabilities copied from ancient SLDF Nighthawk power armor suits. The designers mad a trade-off with the missile system, retaining the ammunition load, but reducing the launcher to a single tube weapon. The use of Stealth technology is a controversial one, with the Blood Spirits arguing that any loss of honour is more than balanced out as troopers are standing in defence of the only Clan to truly understand the vision of the Alexandr and Nicholas Kerensky.

To conserve resources the Blood Rage is normally equipped with energy weapons such as a small laser, ER micro laser or a micro pulse laser in preference to a flamer or machine gun. Even with the addition of Stealth capabilities the Clan saves 28 percent of the cost of a standard Elemental Battle Armor. The resulting design has proven to be a stunning success in the few battles the Blood Spirits have fought against other Clans since they withdrew to their enclave on York.

Most of the other Clans are currently undecided on the issue of the use of Stealth technology, however the more conservative Clans violently denouncing the technology. Some of the more pragmatic Clans accept that, even with the eugenics program, a lone trooper is still dependent on both luck and his equipment to survive against BattleMech and see little wrong with anything that will make Battle Armor more effective.

Mass: 750kg

Chassis: Light

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Basic Stealth

Armament:

1 Configurable Mount (95kg): Small Laser, ER Micro Laser, Micro Pulse Laser, Flamer, MG

1 Detachable SRM 1 with 4 salvos

1 AP Weapon

Manufacturer: Clan Blood Spirit

Primary Factory: York

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: March 3059

Prototype Design and Production: July 3060

Standard Production: May 3061

Cost (C-Bills/Suit): 360,000 + Weapons

Star BV:

Small Laser: 222

Micro Pulse Laser: 245

ER Micro Laser: 207

MG: 191

Flamer: 199

		Location	Component Slots	Mass(kg)
Chassis	Light			250
Armor	6+1 (Stealth)	LA/RA/Body	1/1/3	210
Ground	1MP	Body	0	0
Jump	3MP	Body	3	75
Configurable Weapon Mount		RA	1	10
Small Laser, ER Micro Laser, Flamer or MG		RA	3	95
Detachable SRM 1		Body	1	45
Ammo (SRM 1) 4		Body	1	40
AP Weapon Mount		LA	1	10
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, DEX -1, REF -1 (REF 0 when SRM detached)

Melee AP: 1

Target Size Modifier: 0

Movement Modifier: -1/-2/-3 (Full when SRM detached), Jump Capable

Weapons: ?????

Equipment: None.

ECM:6, IR:6

BattleForce 2

Blood Fury	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	2	mec, car4
Micro Pulse Laser	3J	1/-/-	-	I	2/-	2	mec, car4
ER Micro Laser	3J	1/1/-	-	I	2/-	2	mec, car4
MG	3J	1/-/-	-	I	2/-	2	mec, car4
Flamer	3J	1/-/-	-	I	2/-	2	mec, car4

Note: Not an official FASA design

Dragoon

With their Clan origins and access to advanced technology it was inevitable that Wolf's Dragoons would have a substantial lead on the Inner Sphere powers in fielding Battle Armor. With the salvage and Bondsmen acquired on Luthien, the Dragoon Elemental program was given even more of a boost.

However a half-century of combat in the Inner Sphere had taught the Dragoons that battles are not always decided by sheer firepower. On many occasions the 7th Commando, their Special Forces unit, had used deception and misdirection the place an opponent in a hopeless position, allowing one of the Line Regiments to administer the coup-de-grace. While standard Elemental Battle Armor is an asset on the battlefield, it was ill suited to the requirements of the 7th.

General Maeve Wolf proposed a program to develop a more "sneaky" Elemental, and negotiated a deal with Blackwell Industries to help with the development. In exchange Blackwell received permission to use what they would learn to create a "toned down" version of general sale.

The "Dragoon" Battle Armor lacks much of the protection and armament of the standard Elemental, but incorporates sophisticated stealth and ECM systems; making it perfect for the intended role. In place of the standard Battle Claw, the suit is equipped with a pair of dexterous manipulators. These manipulators do not allow the trooper to use standard hand-held weapons, but is up to such tasks as planting explosives and using mission equipment.

In a switch from standard Elemental design, the primary weapon is not configurable. This helps to reduce the logistical burden of deploying Battle Armor in the field (and this design is intended to operate far from support).

An extra AP weapon was incorporated into the design following studies that showed that Inner Sphere ground troops were beginning to learn how to combat Battle Armor and were no-longer awed by the physiological impact the Clans had enjoyed during the start of their invasion.

The good mobility of the design is enhanced further when they are paired with the Dragoons special infantry transport, the Zoomer. This remote-control drone can insert a team behind enemy lines at high speed and provides them with an unparalleled level of strategic flexibility.

Mass: 750kg

Chassis: Light

Tech Base: Clan

Ground Speed: 32.4 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Advanced Stealth

Armament:

1 Small Laser

1 AP Weapon

Manufacturer: Blackwell Industries

Primary Factory: Outreach

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: December 3059

Prototype Design and Production: April 3060

Standard Production: October 3061

Cost (C-Bills/Suit): 386,250 + AP Weapon

Star BV: 164

		Location	Component Slots	Mass(kg)
Chassis	Light			250
Armor	6+1 (Advanced Stealth)	Body/RA/LA	3/2/2	210
Ground	1MP	Body	0	0
Jump	3MP	Body	3	75
Heat Sinks	1	Body	0	0
ECM		Body	1	90
Small Laser		RA	1	95
AP Weapon Mount		RA	1	10
AP Weapon Mount		LA	1	10
Manipulator		RA	1	5
Manipulator		LA	1	5

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, DEX -1, REF -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: Full, Jump Capable

Weapons: ?????

Equipment: None.

ECM:6, IR:6

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Dragoon	3J	2/-/-	-	I	2/-	2	mecm, car4

Note: Not an official FASA design

Ice Streak

As the “Speed Freaks” of the Clans, the Ice Hellions had never made extensive use of Elementals, even going so far as to try and modify the basic Elemental Phenotype to emphasis speed and agility over strength and endurance. Previous attempts to create a speedier Battle Armor for these troops had ended in failure, but in 3058 the Hellion scientist caste made a major breakthrough.

Developing a more powerful jump system, similar in many respects to that employed by the Grey Death Legion in their specialized scout armor, the Hellions were able to produce a unit that could jump greater distances than any previous Clan design.

The extra performance comes at a heavy cost however, as the Ice Steak is limited to a single Micro Pulse Laser supported by an anti-personnel weapon for offensive weaponry. While the armor is adequate for battle against an Inner Sphere opponent, the Ice Hellions have never faced such opponents, and their Clan foes regularly carry weapons that are more than capable of penetrating the armor carried by the design. Nevertheless, the Ice Hellions have started to deploy the unit and have been able to surprise a number of opponents with their speedy new Elementals and several have expressed interest in acquiring the technology.

Mass: 750kg

Chassis: Light

Tech Base: Clan

Ground Speed: 54.0 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Standard

Armament:

1 Micro Pulse Laser

1 AP Weapon

Manufacturer: Clan Ice Hellion

Primary Factory: Hector

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3059

Prototype Design and Production: 3061

Standard Production: 3062

Cost (C-Bills/Suit): 427,250

Star BV: 180

		Location	Component Slots	Mass(kg)
Chassis	Light			250
Armor	6+1			150
Ground	1 MP	Body	0	
Jump	3[4] MP	Body	3	75
Micro Pulse Laser		RA	1	60
Heat Sinks	2 (1 Extra)	Body	1	100
Jump Booster		Body	1	85
Battle Claw		LA	1	15
AP Weapon Mount		LA	1	10
Searchlight		Body	1	5

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, DEX -2

Melee AP: 1

Target Size Modifier: 0

Movement Modifier: Full, Jump Capable

Weapons: ?????

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Ice Streak	4j	1/-/-	-	I	2/-	2	mec, car4

Note: Not an official FASA design

Star Raven

Clan Snow Raven became interested in developing their own Battle Armor design after successfully acquiring the rights to the Sylph from Clan Cloud Cobra. Always fanatical about their space superiority, it was only natural that the Ravens should develop a suit that is ideally adapted to that environment.

The Star Raven design incorporates advanced thrusters and magnetic grappling equipment that aid the trooper in operations on and around the hulls of Dropships, Jumpships and Warships in space. The extra reserve fuel carried for the suits thrusters and the sophisticated self-sealing systems that are even more advanced than the standard type used with Battle Armor further enhances performance. These adaptations come at a price, with the Star Raven being somewhat slow and unwieldy when operating in confined locations where it cannot rely on the suit thrusters.

The Snow Raven have also included a sophisticated Salvage Arm which, although has no direct application to combat, is an invaluable item of equipment for when the Battle Armor is deployed as part of a Snow Raven R-team.

The inclusion of the special equipment limited the armor protection somewhat, but the impressive ER Micro Laser is an ideal weapon and is supported by a mount for an anti-personnel weapon. A Battle Claw allows the trooper to perform anti-BattleMech attacks, operate as Mechanised Battle Armor, and secure a hold on the surface of a ship in Zero-G operations.

The new design has just entered service and is being deployed to R-teams and Elementals stationed on Snow Raven Assault Dropships where they have already proven effective in harassing Jade Falcon and Steel Viper mercantile shipping.

Mass: 750kg

Chassis: Light

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Standard

Armament:

1 ER Micro Laser

1 AP Weapon

1 Salvage Arm

Manufacturer: Clan Snow Raven

Primary Factory: Lum

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3061

Prototype Design and Production: 3062

Standard Production: 3063

Cost (C-Bills/Suit): 333,750 + Weapons

Star BV: 193

		Location	Component Slots	Mass(kg)
Chassis	Light			250
Armor	5+1			125
Ground	1MP	Body	0	0
Jump	3MP	Body	3	75
ER Micro Laser		RA	1	50
Heat Sinks	1	Body	0	0
Space Operations Adaptation		RA/LA/Body	1/1/1	100
Fuel Tank		Body	1	50
Battle Claw		RA	1	15
Salvage Arm		LA	2	35
AP Weapon Mount		LA	1	10
Extended Life Support		Body	1	10
Searchlight		Body	1	5
Power Pack		Body	1	25

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: +2 STR, -1 REF, -1 DEX (+1 with Salvage Arm)

Melee AP: 1 (0 with salvage arm)

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable

Weapons: ?????

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Star Raven	3J	2/-/-	-	I	2/-	2	mec, car4, soa

Note: Not an official FASA design

Sylph

See Lostech Pg. 66 or Field Manual: Warden Clans or BattleTech Master Rules (Revised).

Mass: 750kg

Chassis: Light

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: 54.0 kph

UMU Speed: N/A

Jump Capability: N/A

Armor: Standard

Armament:

1 Micro Pulse Laser

1 Bomb Rack

Manufacturer: Clan Cloud Cobra

Primary Factory: Homer

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3058

Prototype Design and Production: 3059

Standard Production: 3060

Cost (C-Bills/Suit): 475,000

Star BV: 214

		Location	Component Slots	Mass(kg)
Chassis	Light			250
Armor	5+1			125
Ground	1MP	Body	0	0
VTOL	5MP	Body	5	200
Micro Pulse Laser		RA	1	60
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15
Bomb Rack		Body	1	100

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, REF -1, DEX -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: Full, Jump Capable (Special)

Weapons: 1 Semi-Portable Support Pulse Laser and 1 Cluster Bomb.

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Sylph	5v	1/-/-	-	I	2/-	2	mec, car4

Elemental

See Lostech Pg. 60 or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Standard

Armament:

1 Configurable Mount (95kg): Small Laser, MG or Flamer

1 Detachable SRM 2 with 2 salvos

1 AP Weapon

Manufacturer: All Clans

Primary Factory: Various

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 2842

Prototype Design and Production: Unknown

Standard Production: 2868

Cost (C-Bills/Suit): 500,000 C-Bills + Weapons

Star BV:

Laser: 280

Flamer: 257

MG: 249

		Location	Component Slots	Mass(kg)
Chassis	Medium			350
Armor	10+1			250
Ground	1 MP	Body	0	0
Jump	3MP	Body	3	150
Configurable Weapon Mount		RA	1	10
Small Laser, MG or Flamer		RA	3	95 (max)
Detachable SRM 2		Body	1	80
Ammo (SRM 2) 2		Body	1	40
AP Weapon Mount		LA	1	10
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

May operate as Mechanised Battle Armor and perform Leg and Swarm attacks.

MechWarrior

Equipment Ratings: F/C/E

Armor Values: 9/8/8/8

Coverage: Full

Attribute Modifiers: STR +4, DEX -1, REF -1 (REF 0 when SRM detached)

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3 (Full when SRM detached), Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG, 1 Detachable SRM launcher capable of firing one or two missiles per round with 4 missiles and 1 Secondary weapon (AP).

Equipment: None.

BattleForce 2

Elemental	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	2/1/-	-	I	3/-	2	mec, car5
MG	3J	2/1/-	-	I	3/-	2	mec, car5
Flamer	3J	2/1/-	-	I	3/-	2	mec, car5

Headhunter

When the Clans returned to the Inner Sphere with the launch of Operation Revival, they were confident of a rapid victory over the degenerate decedents of the people who destroyed the original Star League. Only the Wolf Clan was really prepared for the level of resistance that they met. The Smoke Jaguars and Jade Falcons were handed defeats by their Inner Sphere opponents and the Clan war leader, the ilKhan was slain aboard the Wolf Clan flagship by a Rasalhague Aerospace attack.

The Clans halted their advance and their leaders returned to Clan Space to elect a new ilKhan, giving the Inner Sphere months to prepare for the renewed assault. Taking note of the battles fought by the Clans, Khan Ulric Kerensky of the Wolves directed his Scientist Caste to develop a variant to the standard Elemental Power Armor. Intended for prolonged operations behind enemy lines, the new suit was deployed as Headhunter units charged with the goal of seeking out enemy commanders and eliminating them.

To find its target the Headhunter is equipped with a compact but improved sensor system and carries extra jump fuel, power and life support to extend endurance. This extra equipment does not come without a price however. The armor protection was reduced by ten percent, making the suite more vulnerable to heavy autocannon and PPC fire, however it can still survive laser fire for a short time. The backpack SRM launcher also had to be eliminated from the design.

To date there is no record of the Headhunter being against other Clan forces, but several other Clans, notably the Ghost Bears, acquired the design from the Wolves following the destruction of the Smoke Jaguars at the hands of the Inner Sphere.

Mass: 1000kg

Chassis: Medium

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Standard

Armament:

1 Configurable Mount (95kg): Small Laser, MG or Flamer

1 AP Weapon

Improved Sensors

Manufacturer: Clan Wolf

Primary Factory: Strana Mechty, Tamar and Arc Royal (WiE)

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3050

Prototype Design and Production: 3051

Standard Production: 3051

Cost (C-Bills/Suit): 615,000 C-Bills + Weapons

Star BV:

Laser: 194

Flamer: 171

MG: 163

		Location	Component Slots	Mass(kg)
Chassis	Medium			350
Armor	9+1			225
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapon Mount		RA	1	10
Small Laser, MG or Flamer		RA	3	95
AP Weapon Mount		LA	1	10
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15
Improved Sensors		Body	1	60
Extended Life Support		Body	1	10
Fuel Tank		Body	1	50
Power Pack		Body	1	25

May operate as Mechanised Battle Armor and perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 9/8/7/7

Coverage: Full

Attribute Modifiers: STR +4, DEX -1, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: Full, Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG

Equipment: Portable Radar Sensor, Extended Life Support (extends life support by 12 hours), Extra Power Pack (extends endurance by 12 hours), Fuel Tank (100 points additional fuel for jumping).

BattleForce 2

Headhunter	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	3/-	2	mec, car5, srs
MG	3J	1/-/-	-	I	3/-	2	mec, car5, srs
Flamer	3J	1/-/-	-	I	3/-	2	mec, car5, srs

Note: Not an official FASA design

Salamander

See Lostech Pg. 64, or Field Manual: Crusader Clans, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Fire Resistant

Armament:

2 Flamers

1 SRM 1 Inferno (OS)

Manufacturer: Clan Fire Mandril

Primary Factory: Shadow

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3056

Prototype Design and Production: 3057

Standard Production: 3058

Cost (C-Bills/Suit): 479,000

Star BV: 247

		Location	Component Slots	Mass(kg)
Chassis	Medium			350
Armor	7+1 (Fire Resistance)	RA/LA/Body	1/1/3	210
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Flamer		RA	1	50
Flamer		LA	1	50
SRM 1 Inferno (OS)		Body	1	20
Heat Sinks	2 (1 extra)	Body	1	100
Battle Claw		RA	1	15
Battle Claw		LA	1	15
Claws and Magnetic Clamps		RA/LA	1/1	40

Can operate as Mechanised Battle Armor and perform Swarm and Leg attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 8/7/7(10)/7

Coverage: Full

Attribute Modifiers: STR +4, REF -1, DEX -1

Melee AP: 3

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable

Weapons: 2 Heavy Flamers, 1 Inferno SRM launcher.

Equipment: The unit may climb up sheer surfaces, upside down and sideways. Success in such attempts is virtually assured. The gamesmaster should require a Skill check only in extreme circumstances, and reduce the target number by 10.

Against fire and fire-based attacks, the suite's armor value is increased to 10.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Salamander	3J	1/-/-	-	I	2/-	2	mec, car5

Steel Bear

The Ghost Bear Khan was concerned that the new technology being introduced in the form of new Mechs, OmniMechs and Battle Armor. The debut of the ProtoMech during the Annihilation of Clan Smoke Jaguar only served to threaten the Ghost Bears who had always fielded a strong and effective infantry element.

Well known for their slow and methodical approach to new situations, Clan Ghost Bear were remarkably fast to react to the introduction of advanced Battle Armor designs by the Inner Sphere and other Clans. This uncharacteristic speed was counterbalanced by the cautious and lengthy period spend first on R&D and later in prototype testing.

The Steel Bear suffers slightly from a reduction of armor protection that was required to allow the suit to operate with a newly developed compact ER Small Laser. This advanced weapon more than compensated for the sacrifice of the SRM system of the standard Elemental. The Steel Bear retains the flexibility of the standard Elemental in that the primary weapon may be exchanged for a heavy machine gun or a flamer.

Clan Ghost Bear is notable as being the only Clan to field a complete Galaxy of Battle Armor and the Steel Bear was first deployed as part of the 1st Claw Cluster of Zeta Galaxy where the Clan will observe its performance before proceeding with a more widespread deployment.

Mass: 1000kg

Chassis: Medium

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Standard

Armament:

1 Configurable Mount (150kg): ER Small Laser, MG or Flamer

Manufacturer: Clan Ghost Bear

Primary Factory: Alshain

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3058

Prototype Design and Production: 3061

Standard Production: 3063

Cost (C-Bills/Suit): 477,000 C-Bills + Weapons

Star BV:

ER Small Laser: 356

Flamer: 163

MG: 155

		Location	Component Slots	Mass(kg)
Chassis	Medium			350
Armor	9+1			225
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapons Mount		RA	1	10
ER Small Laser or 1 MGs or 1 Flamers		RA	2	150
Heat Sinks	2 (1 Extra)	Body	1	100
Battle Claw		LA	1	10

Can perform Swarm and Leg attacks and operate as Mechanised Battle Armor.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 9/7/7/7

Coverage: Full

Attribute Modifiers: STR +4, DEX -1, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable

Weapons:

Equipment:

BattleForce 2

Steal Bear	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
ER Small Laser	3J	2/2/-	-	I	2/-	3	mec, car5
MG	3J	1/-/-	-	I	2/-	2	mec, car5
Flamer	3J	1/-/-	-	I	2/-	2	mec, car5

Note: Not an official FASA design

Version 0.98

Undine

See Lostech Pg. 68, or Field Manual: Warden Clans or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: 32.4

Jump Capability: N/A

Armor: Standard

Armament:

1 ER Micro Laser

1 LRM(T) 5 (OS)

Manufacturer: Clan Goliath Scorpion

Primary Factory: Roche

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 2842

Prototype Design and Production: 3060

Standard Production: 3061

Cost (C-Bills/Suit): 510,000

Star BV 174

		Location	Component Slots	Mass(kg)
Chassis	Medium			350
Armor	8+1			200
Ground	1 MP	Body	0	0
UMU	3MP	Body	3	135
ER Micro Laser		RA	1	50
LRM/T 5 (OS)		Body	2	250
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Can operate as Mechanised Battle Armor. Cannot perform Swarm Attacks. Can only perform Leg attacks against targets in Water of Depth 1 or more. Immune to loss of suit integrity when submerged.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 9/7/7/7

Coverage: Full

Attribute Modifiers: STR +4, REF -2, DEX -2

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, Underwater Capabilities

Weapons: 1 Semi-Portable ER Support Laser and an LRM 5 launcher which may fire up to 5 missiles in a single turn. Damage and Range profiles are identical to the Corean Farshot portable LRM (Lostech Pg. 40) and no reloads are carried.

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Undine	1/3s	1/-/-	-	I	2/-	2	car5

Version 0.98

Gnome

See Lostech Pg. 62, or Field Manual: Crusader Clans, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 1500kg

Chassis: Heavy

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 60 meters

Armor: Standard

Armament:

1 ER Small Laser

1 Advanced SRM 2 (2 Salvos)

Manufacturer: Clan Hells Horses

Primary Factory: Niles

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3054

Prototype Design and Production: 3055

Standard Production: April 3056

Cost (C-Bills/Suit): 750,750

Star BV: 361

		Location	Component Slots	Mass(kg)
Chassis	Heavy			500
Armor	14+1			350
Ground	1 MP	Body	0	0
Jump	2 MP	Body	2	240
ER Small Laser		RA	2	150
Advanced SRM 2		Body	2	95
Ammo (Adv. SRM 2) 2		Body	1	40
Heat Sinks	2 (1 Extra)	Body	1	100
Heavy Battle Claw		LA	2	25

May operate as Mechanised Battle Armor.
Cannot perform Leg and Swarm Attacks.

MechWarrior

Equipment Ratings: F/D/F

Armor Values: 10/9/9/8

Coverage: Full

Attribute Modifiers: STR +5, DEX -2, REF -3

Melee AP: 2

Target Size Modifier: -2

Movement Modifier: -3/-6/-9, Jump Capable

Weapons: 1 Clan ER Support Laser and 1 Streak SRM 2 launcher capable of firing one or two missiles per round with 4 missiles. Reduce TN modifiers for range, visibility and target size by 1 each (to a minimum of zero).

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Gnome	2J	2/2/-	-	I	4/-	3	mec, car8

Iron Golem

Concerned with the rise of new technology amongst potential opponents, the ever creative scientists of Clan Coyote set to work to produce a weapon to counter ProtoMechs and advances in Battle Armor design. The end result was the monstrous Iron Golem, an Assault Battle Armor mounting a single ER Medium Laser. Intended to operate in defensive and support roles, the Iron Golem is neither fast nor agile. As such it expected that one in every three or four Stars shall be outfitted with the new design once deployment is complete.

Lessons learned from the experiences of the Clans that invaded the Inner Sphere prompted the designers to outfit the Battle Armor with two anti-personnel weapons, one on each arm with the usual mix of anti-personnel lasers, SMGs and flammers.

Amazingly, it can however survive a direct strike by anything less than a Class 20 Autocannon or Heavy Gauss Rifle. This resilience combined with the long reach of the ER Medium Laser gives the Iron Golem the ability to deal with enemy Elementals and Light Mechs. Even Assault Mechs should be wary of facing a Star of Assault Battle Armor in heavy woods or urban environments.

No other Clan has yet secured the Iron Golem design, although three Fire Mandril Kindraa have made the attempt in a series of Trials of Possession.

Mass: 2000kg

Chassis: Assault

Tech Base: Clan

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: N/A

Armor: Standard

Armament:

1 ER Medium Laser

2 AP Weapons

Manufacturer: Clan Coyote

Primary Factory: Tamaron

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: May 3061

Prototype Design and Production: January 3062

Standard Production: November 2062

Cost (C-Bills/Suit): 753,000 + AP Weapons

Star BV: 460

		Location	Component Slots	Mass(kg)
Chassis	Assault			800
Armor	18+1			450
Ground	1 MP	Body	0	0
Jump	0 MP		0	0
ER Medium Laser		RA	3	300
AP Weapons Mount		RA	1	10
AP Weapons Mount		LA	1	10
Heat Sinks	5 (4 extra)	Body	4	400
Heavy Battle Claw		LA	2	25
Searchlight		Body	1	5

Cannot perform Swarm or Leg Attacks or operate as Mechanised Battle Armor.

MechWarrior

Equipment Ratings: F/D/F
Armor Values: 10/10/9/9
Coverage: Full
Attribute Modifiers: STR +5, DEX -1, REF -4
Melee AP: 3
Target Size Modifier: -2
Movement Modifier: 3/4 Rate
Weapons: ????
Equipment: ?????

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Iron Golem	2	2/2/-	-	I	4/-	4	Car10

Note: Not an official FASA design

Inner Sphere Battle Armor

Although Star League had successfully developed powered armor for select reconnaissance and Special Forces operations, the existence of the cutting edge infantry systems had remained a closely guarded secret. What little the other League Member states know of the technology was lost with the fall of the Star League and the departure of General Kerensky and his followers.

It was only when the decedents of these people returned to the Inner Sphere as the Clans that the full potential of power armor was finally demonstrated. The Inner Sphere was quick to recover from the initial shock of the first encounters with the Clans and their Battle Armor units. By the end of the first year of the Clan Invasion both the Draconis Combine and the Federated Commonwealth had managed to secure samples for study.

It was not long before the Federated Commonwealth was fielding their first prototype designs. Although slow and clumsy in comparison to their Clan counterpart, these units were still effective in combat. Soon the other Successor States were bringing production of their own designs on-line. The Federated Commonwealth and Lyran Alliance have recently leap-frogged the other states with the introduction of their third generation designs.

Production is not keeping up with demand and deployment is limited, with few units fielding more than a Company. Some Special Forces units field Battle Armor in greater numbers, but their very nature make it difficult to count heads.

Heavy Industrial Exoskeleton

Myomer technology was developed in 2350 by professor Gregory Atlas and was used to create industrial Worker Mechs. Years later the technology had been adapted to reduce the size and cost, a development that heralded in the Industrial Exoskeleton.

Years later the Star League would refine the technology further to produce the NightHawk series, and the Clans would take it to it to the ultimate extreme with the Elemental.

The Exoskeleton is clumsy and slow, making it totally unsuitable for deployment in a combat situation. Despite this, the design is commonly used by the military in non-combat roles. Technicians often use the Exoskeleton to help with repair and rearming tasks. Some have also been deployed in salvage and recovery teams or to aid in search and rescue operations where the powerful bank of searchlights mounted on the chassis has proven invaluable.

Often built with an environmentally sealed body-shell, the exoskeleton allows humans to operate for up to twelve hours in hostile environments. The body shell is not capable to resisting a serious attack however.

The design is also widely used in commercial environments were WorkerMechs are too large or expensive to be deployed effectively.

Mass: 400kg

Chassis: PA(L)

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Standard

Armament:

None

Manufacturer: Various

Primary Factory: Various

Communications System: Various

Targeting and Tracking System: Various

R&D Start Date: 2350

Prototype Design and Production: 2384

Standard Production: 2395

Cost (C-Bills/Suit): 56,300

Squad BV: 14

		Location	Component Slots	Mass(kg)
Chassis	Exo/PA(L)			115
Armor	1+1			50
Ground	1 MP	Body	0	0
Heat Sinks	1	Body	0	0
Cargo Lifters	2 tons capacity	RA/LA	4/4	220
3 Search Lights		Body	3	15

May not perform Swarm and Leg Attacks or operate as Mechanised Infantry.

MechWarrior

Equipment Ratings: D/D/C

Armor Values: 5/5/4/4

Coverage: Full

Attribute Modifiers: +4 STR, -2 DEX, -2 REF

Melee AP: 0

Target Size Modifier: 0

Movement Modifier: -3/-/- (No Run or Sprint)

Weapons: No weapons. The cargo Lifters can be used in physical combat, but are clumsy at best.

Equipment: Three searchlights.

Note: Elective Modification - -1 Movement, -1 Explosive Armor (X), +1 Melee (M) and +1 Ballistic (B) Armor.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Heavy Industrial Exoskeleton	1	-/-/-	-	I	-/-	0	car3

Note: Not an official FASA design

Heavy Industrial Exoskeleton (Weapons Refit)

The standard Industrial Exoskeleton is not intended for combat, yet several armed versions have come to light over the years. These are always homegrown modifications and no production version has ever been produced.

The Yakuza of the Draconis Combine are the ones who most commonly modify Exoskeletons, using them as guards on their warehouses to prevent mischief by other Underworld elements of overzealous local authorities. This practice gave the Kuritian criminals a pool of personnel who could be retrained for Mech operations with ease. Theodore Kurita tapped this supply of troops to create the Ghost Regiments that saved the Combine during the War of '39 (and later went on to fight the Clans in 3050).

The only other place in the Inner Sphere where such refits are common is on Solaris VII, where they compete in the Class 1 arenas that scrape a living hanging on to the edge of the Solaris fight circuit. More than one Champion started in the Class 1 "Pit Fights".

There is a standard version of an armed Exoskeleton, but they commonly sacrifice some or all of the specialised lifting equipment for light weapons, often concentration on anti-personnel weapons. Extra plates of armor are sometimes attached to the chassis to protect vulnerable spots, although it is rarely very effective.

Mass: 400kg

Chassis: PA(L)

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Standard

Armament:

1 MG

2 AP Weapons Mounts

Manufacturer: Various

Primary Factory: None (Refit)

Communications System: Various

Targeting and Tracking System: Various

R&D Start Date: N/A

Prototype Design and Production: N/A

Standard Production: N/A

Cost (C-Bills/Suit): 56,150 + AP Weapons

Squad BV: 32

		Location	Component Slots	Mass(kg)
Chassis	Exo/PA(L)			115
Armor	2+1			100
Ground	1 MP	Body	0	0
Heat Sinks	1	Body	0	0
Cargo Lifters	1.0 tons capacity	RA/LA	2/2	110
MG		RA	1	50
AP Weapons Mount		RA	1	10
AP Weapons Mount		LA	1	10
1 Search Light		Body	1	5

May not perform Swarm and Leg Attacks or operate as Mechanised Infantry.

MechWarrior

Equipment Ratings: D/D/C

Armor Values: 5/6/5/5

Coverage: Full

Attribute Modifiers: +4 STR, -2 DEX, -2 REF

Melee AP: 0

Target Size Modifier: 0

Movement Modifier: -3/-/- (No Run or Sprint)

Weapons: Weapons. The cargo Lifters can be used in physical combat, but are clumsy at best.

Equipment: Searchlight.

Note: Elective Modification - -1 Movement, -1 Explosive Armor (X), +1 Melee (M) and +1 Ballistic (B) Armor.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Heavy Industrial Exoskeleton (Armed)	1	1/-/-	-	I	1/-	0	car3

Note: Not an official FASA design

Mk. XXI Nighthawk

The years of the first Star League witnessed unparalleled advances in science and technology. Although relative peace prevailed throughout the Member States, First Lord Jonathan Cameron was haunted by dreams of the destruction of the Star League and Terra. Although he only spoke of these to close members of his family, he launched an ambitious program to build up the League military and to make the Terran Hegemony secure. The most famous (or infamous) of these projects was the Space Defence System (SDS), but other developments also resulted in the creation of the Nighthawk Power Armor.

Although Powered Exoskeletons had been in use for many commercial applications since the development of myomer technology, the technology had previously failed to translate into a successful design for use on the battlefield. The previous attempts had always resulted in a weapons system that was too unreliable, too costly or too vulnerable to attack. Now the incredible level of funding resulting from the First Lord's prophetic dreams allowed a Hegemony research team to finally come up with a workable design. It took the team fifteen torturous years to work the problem and complete the first prototypes. Along the way the team had been forced to totally rework their concept twenty times, finally presenting the SLDF High Command with the Mk. XXI Nighthawk in 2718.

The Nighthawk provided the trooper operating it with mobility and protection undreamed of. Sophisticated ECM and Stealth capabilities made the suit ideal for reconnaissance operations and other covert missions. While the trooper might not be able to stand up to BattleMechs, he would have an improved chance of surviving small arms fire. Although the suit has no integral weapons, the armoured gloves allow the trooper to use standard weapons and equipment with no loss of dexterity.

Two more years of field-testing were required before the equipment was accepted for deployment to selected Royal Infantry Divisions and the Special Forces Command. The Special Forces Command equipped their elite Special Armed Services troops (the Blackhearts) with the Nighthawk in 2722, where it was an instant success. The deployment of the Nighthawk was never made public and the men and women who used the equipment were so skilled in their job that all the other Member States ever heard were vague rumours of some kind of weird sneak suit.

With the fall of the Star League, the Nighthawk was all-but by all but ComStar until the Clan Invasion in 3050, when the decedents of those who followed Alexandr Kerensky into exile demonstrated what was possible for Power Armor, when the development of the technology is taken to its ultimate conclusion.

The Grey Death Legion made a remarkable find of several Nighthawk suits on Karbala. While most of these suits were turned over to the NAIS for study, the Legion retained an undetermined number that have served them well on several occasions. ComStar and the Word of Blake may also have some Nighthawks, but it is doubtful that they have the ability to produce the design in quantity.

Mass: 400kg

Chassis: PA(L)

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Stealth

Armament:

Hand Held AP Weapons

Manufacturer: Star League Weapons Research

Primary Factory: Terra

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 2703

Prototype Design and Production: 2718

Standard Production: 2720

Cost (C-Bills/Suit): 173,000

Squad BV:

Laser, Infantry/SRM, Infantry: 46

MG, Infantry: 41

Rifle, Infantry/Flamer, Infantry: 38

		Location	Component Slots	Mass(kg)
Chassis	Exo/PA(L)			115
Armor	2+1 (Standard Stealth)	Body/RA/LA	3/1/1	120
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	60
Heat Sinks	1	Body	0	0
Armored Glove		RA	1	0
Armored Glove		LA	1	0
ECM		Body	1	90
Mission Equipment	Satchel Charges, Surveillance Equipment, Extra Ammo - Whatever	Body	1	15

May perform Swarm and Leg Attacks and operate as Mechanised Infantry.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 4/5/6/5

Coverage: Full

Attribute Modifiers: None

Melee AP: 0

Target Size Modifier: 0

Movement Modifier: Full

Weapons: Hand weapons only.

Equipment: ?????.

ECM:6, IR:6

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Mk. XXI	3J	-/-/-	-	I	1/-	0	mec, car3, mecm
Nighthawk							

Note: Not an official FASA design.

Mk. XXII Nighthawk

Although the Mk. XXI Nighthawk was a resounding success, some Hegemony scientists were of the opinion that it would be possible to push the technology even further. Envisaged as a combat version of the successful power armor, the Mk. XXII sacrifices some mobility and the extensive ECM systems of its predecessor to pack two shoulder-mounted micro grenade launchers. The heavy weapons were found to be deadly against infantry and could even be a threat to vehicles and light Mechs.

The heavy weapons were supplemented by the Nighthawks dextrous armoured gloves, which allow the trooper to also use conventional infantry weapons – normally the standard issue Mauser Assault System.

The prototype Mk. XXII Nighthawk was developed in the greatest secrecy on New Earth before being shipped out for final field trials in the Periphery, but the fall of the Star League prevented it ever entering full-scale production. While General Alexander Kerensky and his followers took most of the prototypes and technical information with them into exile, there have been scattered reports of an example of the design on various Periphery worlds.

Mass: 390kg

Chassis: PA(L)

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 60 meters

Armor: Stealth

Armament:

2 Micro Grenade Launchers

Hand Held AP Weapons (Optional)

Manufacturer: Star League Weapons Research

Primary Factory: Terra

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 2745

Prototype Design and Production: 2750

Standard Production: N/A

Cost (C-Bills/Suit): 102,000

Squad BV:

Mauser(Pulse Laser), Infantry: 43

Laser, Infantry/SRM, Infantry: 42

MG, Infantry: 38

Rifle, Infantry/Flamer, Infantry: 35

		Location	Component Slots	Mass(kg)
Chassis	Exo/PA(L)			115
Armor	2+1 (Standard Stealth)	Body/RA/LA	3/1/1	120
Ground	1 MP	Body	0	0
Jump	2 MP	Body	2	40
Heat Sinks	2 (1 Extra)	Body	1	100
Armored Glove		RA	1	0
Armored Glove		LA	1	0
Micro Grenade Launcher		Body	1	10
Micro Grenade Launcher		Body	1	10
Searchlight		Body	1	5

May perform Swarm and Leg Attacks and operate as Mechanised Infantry.

User also carries Mauser Assault System as a hand-held weapon (weight not included in suit). Other hand held weapons may be used.

MechWarrior

- Equipment Ratings:** E/E/F
- Armor Values:** 4/5/6/5
- Coverage:** Full
- Attribute Modifiers:** None
- Melee AP:** 0
- Target Size Modifier:** 0
- Movement Modifier:** Full
- Weapons:** ??????
- Equipment:** ?????.

ECM:6, IR:6

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Mk. XXII Nighthawk	2J	-/-/-	-	I	1/-	0	mec, car3

Note: Not an official FASA design

Tornado Power Armor (Light)

ComStar was the only power within the Inner Sphere to retain technical knowledge of the Star League Nighthawk program and to have access to working examples. The Great Houses had never been fully aware of the sophisticated power armor that the Hegemony scientists (most of whom were now dead or had departed with Kerensky) had developed. When the ComGuards were secretly formed the Nighthawk concept was revived and the organisation worked to produce a design that could be manufactured using the reduced industrial base of Terra.

The result of years of development work was the Tornado Power Armor (Light). It had been found that that some of the raw material to duplicate the Nighthawk could only be acquired from the Great Houses. While there was no financial barrier to this, the material could only be used for military applications. Wishing to maintain the façade of a pacifist organisation, ComStar regretfully elected to modify the design.

Although lacking any integral weapons systems, the Tornado has no difficulty operating normal weapons and equipment. For maximum performance, each Tornado has to be custom-made for a trooper (a limitation the Nighthawk was able to work around).

The Tornado was used by the Word of Blake as the basis for the Achileus development program in the FWL.

Mass: 400kg

Chassis: PA(L)

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Stealth

Armament:

Hand Held AP Weapons (Optional)

Manufacturer: ComStar (P Series)/Word of Blake (G Series)

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: Unknown

Prototype Design and Production: Unknown

Standard Production: Unknown

Cost (C-Bills/Suit): 123,000

Squad BV:

Laser, Infantry/SRM, Infantry: 24

MG, Infantry: 20

Rifle Infantry/Flamer, Infantry: 19

		Location	Component Slots	Mass(kg)
Chassis	Exo/PA(L) – Non-standard			240
Armor	1+1 (Standard Stealth)	Body/RA/LA	3/1/1	60
Ground	1 MP	Body	0	0
Heat Sinks	1	Body	0	0
Armored Glove		RA	1	0
Armored Glove		LA	1	0
Camo System		Body	3	100

May perform Leg Attacks and Swarm Attacks and act as Mechanised Infantry.

Note that the Tornado employs a non-standard chassis that is much heavier than the standard chassis used in other designs of this weight class.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 4/5/6/5

Coverage: Full

Attribute Modifiers: None

Melee AP: 0

Target Size Modifier: 0

Movement Modifier: Full

Weapons: Hand weapons only.

Equipment: ?????.

ECM:6, IR:6, Camo: 4

+2 TN modifier on physical Action Checks for anybody but the intended user

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Tornado	1	-/-/-	-	I	1/-	0	car2

Note: Not an official FASA design

Achileus

See Lostech Pg. 72, Field Manual: Free Worlds League or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 750kg

Chassis: Light

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Improved Stealth

Armament:

1 Configurable Weapons Mount (105kg) Small Laser, MG or Flamer

1 AP Weapon

Manufacturer: Free World League

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: October 3054

Prototype Design and Production: May 3055

Standard Production: July 3057

Cost (C-Bills/Suit): 345,000 + Weapons

Squad BV:

Small Laser: 136

MG: 112

Flamer: 118

		Location	Component Slots	Mass(kg)
Chassis	Light			190
Armor	6+1 (Improved Stealth)	RA/LA/Body	1/2/4	360
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	75
Configurable Weapon Mount		RA	1	10
Small Laser, MG, Flamer		RA	1	95 (max)
AP Weapons Mount		LA	1	10
Heat Sinks	1	Body	0	0
Manipulator		RA	1	5
Manipulator		LA	1	5

May perform Leg and Swarm attacks and act as Mechanised Battle Armor

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, DEX -1, REF -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: Full, Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG and Secondary weapon (AP).

Equipment: None.

ECM: 6, IR: 6

BattleForce 2

Acheilus	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	1	mec, car3
MG	3J	1/-/-	-	I	2/-	1	mec, car3
Flamer	3J	1/-/-	-	I	2/-	1	mec, car3

Infiltrator

See Lostech Pg. 84, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 750kg

Chassis: Earthwerks INF

Tech Base: Inner Sphere

Ground Speed: 21.6 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Star Slab with Prototype Stealth

Armament:

1 Johnston Mk. XII Autogrenade Launcher

Manufacturer: Acernar BattleMechs

Primary Factory: New Avalon

Communications System: Achernar Air Whistler

Targeting and Tracking System: Federated Hunter

R&D Start Date: 3050

Prototype Design and Production: 3050

Standard Production: 3051

Cost (C-Bills/Suit): 260,000

Squad BV: 60

		Location	Component Slots	Mass(kg)
Chassis	Light			190
Armor	5+1 (Prototype Stealth)	Body	5	475
Ground	2 MP	Body	1	30
Grenade Launcher		RA	1	35
Heat Sinks	1	Body	0	0
Manipulator		LA	1	5
Heat Sensor		Body	1	15

Not capable of Swarm or Leg attacks or operating as Mechanised Battle Armor.

MechWarrior

Equipment Ratings: E/D/E

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -2

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: -2/-4/-6

Weapons: 1 Heavy Grenade Launcher

Equipment: Portable Heat Sensor.

Note Elective Modification +1 STR, -1 Movement

Heat Sensor

ECM: 6, IR: 6

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Infiltrator	2	-/-/-	-	I	2/-	1	car3

Kage Light Armor

See Lostech Pg. 88, or Field Manual: Draconis Combine, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 750kg

Chassis: Light

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 120 meters

Armor: Basic Stealth

Armament:

1 AP Weapon or 1 Squad Support Weapon (100kg)

Hand Held AP Weapons (Optional)

Vibro-Katana (Optional)

Manufacturer: Draconis Combine

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: March 3051

Prototype Design and Production: May 3052

Standard Production: March 3056

Cost (C-Bills/Suit): 300,000 + AP Weapons

Squad BV:

Flamer: 75

MG: 73

Small Laser: 80

Light TAG: 64

		Location	Component Slots	Mass(kg)
Chassis	Light			190
Armor	5+1 (Basic Stealth)	RA/LA/Body	1/1/1	275
Ground	1 MP	Body	0	0
Jump	3 [4] MP	Body	3	75
Partial Wing	+1 Jump	Body	2	170
Heat Sinks	1	Body	0	0
Armored Glove		RA	1	0
Armored Glove		LA	1	0
AP Mount/Squad Support Weapon	AP Weapon/Flamer, MG, Small Laser or Light TAG	LA	2	40

May perform Swarm and Leg Attacks and act as Mechanised Infantry.

May carry additional AP weapons in hands (not included in BV calculations) or a Vibro-Katana.

One member of a squad may operate a support weapon of up to 100kg

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, REF -1

Melee AP: 1

Target Size Modifier: 0

Movement Modifier: -1/-2/-3, Jump Capable (special)

Weapons: Secondary weapon (AP) or Squad Support Weapon.

Equipment: None.

ECM: 6, IR: 6

BattleForce 2

Kage	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Flamer	4J	-/-/-	-	I	2/-	1	mec, car3
MG	4J	-/-/-	-	I	2/-	1	mec, car3
Small Laser	4J	-/-/-	-	I	2/-	1	mec, car3
Light TAG	4J	-/-/-	-	I	2/-	1	mec, car3, tag

Kobold

The Kobold project was started following a request by the 2nd Kavalleri of the Free Rasalhague Republic for Kage Battle Armor in 3062. The Draconis Combine was unwilling to supply such a prized item of equipment, possibly because of the rising tensions along the Combine's borders were demanding every suit they could produce for the DCMS. Undeterred, Överste Jack Koslow of the 2nd Kavalleri Infantry approached the SLDF 1st Mobile Infantry Division. A new formation, the 1st was still under-strength and on the lookout for any source of suitable equipment they could find.

The Free Rasalhague Republic was willing to supply funds and raw materials to a project to create their own copy of the Kage if ComStar and the SLDF would supply the technological aid required. In return the three groups would receive an even share of the units produced. Research and Development work was started at the Grumium Creations plant where a prototype manufacturing line was rushed through construction.

The team working on the project soon came to the conclusion that they would not successfully duplicate the Kage, but their research did allow them to produce a design that would not only be able to operate as a reconnaissance unit, but still be effective as frontline Battle Armor. ComStar researchers were able to contribute more sophisticated electronics than the Combine had available for their Stealth systems and improved electronics give the unit a thermal imaging system in addition to the standard sensors fitted to Battle Armor. Combined with the inclusion of an integral anti-Mech weapon and more armor, the Kobold is a stronger combat unit than the Kage and can stay in the field longer, but sacrificed some of the mobility enjoyed by the Kuritan design.

Each Kobold squad also carries a Light Tag unit as a support weapon, with the squad leader using the device in place of an anti-personnel weapon. These squads are expected to cooperate closely with Arrow IV equipped units or any Mechs lucky enough to be equipped with the rare semi-guided LRMs.

The project has almost reached the end of the prototypes testing phase, which the Kobold has passed with flying colours. The first production run (scheduled for late 3063) is expected to go to the 2nd Kavalleri, ComStar's under strength 244th Division (The Prince's Men) and the SLDF 3rd Royal Mechanised Infantry Regiment (Mac's Marauders).

Mass: 750kg

Chassis: Light

Tech Base: Inner Sphere

Ground Speed: 32.4 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Stealth

Armament:

1 Small Laser

1 AP weapon or 1 Squad Support Light TAG

1 Heat Sensor

1 Extended Power Pack

Manufacturer: Grumium Creations

Primary Factory: Grumium

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: May 3062

Prototype Design and Production: January 3063

Standard Production: TBA

Cost (C-Bills/Suit): 366,250 + AP Weapon

Squad BV: 131

Level 1 BV: 197

		Location	Component Slots	Mass(kg)
Chassis	Light			190
Armor	6+1 (Standard Stealth)	RA/LA/Body	1/1/3	300
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	75
Heat Sinks	1	Body	0	0
Small Laser		RA	1	95
Manipulator		RA	1	5
Manipulator		LA	1	5
AP Mount/ Squad	AP Weapon or Light	LA	2	40
Support Weapon	TAG			
Power Pack		Body	1	25
Heat Sensor		Body	1	15

May perform Swarm and Leg Attacks and act as Mechanised Infantry.

One member of a squad may operate a Light TAG as a support weapon.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +2, DEX -1, REF -1

Melee AP: 1

Target Size Modifier: 0

Movement Modifier: Full, Jump Capable

Weapons: 1 Support Laser and 1 Secondary weapon (AP) or Squad support TAG.

Equipment: ????

ECM: 6, IR: 6

BattleForce 2

Kobold	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Squad	3J	1/-/-	-	I	2/-	1	mec, car3, tag
Level I	3J	1/-/-	-	I	2/-	2	mec, car5, tag

Note: Not an official FASA design.

Grey Death Legion Light Scout Armor

See Lostech Pg. 80, or Field Manual: Mercenaries, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 750kg

Chassis: Light

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 120 meters

Armor: Standard

Armament:

Hand Held AP Weapons (Optional)

Manufacturer: Grey Death Legion (Glengarry)

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3050

Prototype Design and Production: 3051

Standard Production: 3052

Cost (C-Bills/Suit): 442,000

Squad BV:

Laser, Infantry/SRM, Infantry: 67

MG, Infantry: 61

Rifle, Infantry/Flamer, Infantry: 58

		Location	Component Slots	Mass(kg)
Chassis	Light			190
Armor	4+1			200
Ground	1 MP	Body	0	0
Jump	3 [4] MP	Body	3	75
Jump Booster	+1 Jump MP	Body	1	85
Heat Sinks	1	Body	0	0
Armored Glove		RA	1	0
Armored Glove		LA	1	0
Active Probe		Body	2	200

May perform Swarm and Leg Attacks and act as Mechanised Infantry.

AP weapons may be carried in operator's hands.

MechWarrior

Equipment Ratings: E/E/E

Armor Values: 5/6/6/5

Coverage: Full

Attribute Modifiers: STR +2

Melee AP: 1

Target Size Modifier: 0

Movement Modifier: -1/-2/-3, Jump Capable

Weapons: Hand weapons only.

Equipment: ?????.

Note: Elective Modification – REF +1, Movement -1

BattleForce 2

	MP	Damage	Overheat	Class	Armor/ Structure	Point Value	Specials
Grey Death							
Legion Light		PB/M/L					
Scout							
Laser/SRM	4J	-/-	-	I	1/-	1	mec, car3, prb
MG	4J	-/-	-	I	1/-	1	mec, car3, prb
Rifle/Flamer	4J	-/-	-	I	1/-	1	mec, car3, prb

Grey Death Legion Standard Battle Armor

See Lostech Pg. 82, or Field Manual: Mercenaries.

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 32.4 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Standard

Armament:

1 Configurable Weapons Mount (100kg) Small Laser, MG, Flamer or SRM

1 AP Weapon

Manufacturer: Grey Death Legion

Primary Factory: Glengarry

R&D Start Date: 3050

Prototype Design and Production: 3051

Standard Production: 5052

Cost (C-Bills/Suit): 295,000 + Weapons

Squad BV:

Small Laser: 114

MG: 101

Flamer: 104

SRM: 132

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	9+1			450
Ground	3 MP	Body	2	80
Jump	0 MP			0
Configurable Weapons Mount		RA	1	10
Small Laser, MG, Flamer or 1 SRM + 4 missiles		RA	3	100 (max)
AP Weapons Mount		LA	1	10
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15
Improved Sensors		Body	1	60

May perform Swarm and Leg attacks and operate as Mechanised Battle Armor

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 9/8/7/7

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6

Weapons: 1 Support Laser, Heavy Flamer or Support MG or 1 SRM launcher capable of firing one missile per round with 4 missiles and 1 Secondary weapon (AP).

Equipment: None.

Portable Radar Sensor

Note: DEX -2 used in Lostech

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Grey Death							
Legion Standard							
Small Laser	3	1/-/-	-	I	2/-	2	car4, srs
MG	3	1/-/-	-	I	2/-	1	car4 srs
Flamer	3	1/-/-	-	I	2/-	1	car4, srs
SRM	3	-/-/-	-	I	2/-	1	car4, srs

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Infiltrator Mk II (Puma)

See Lostech Pg. 86, or Field Manual: Federated Suns or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Stealth

Armament:

1 Magshot Gauss Rifle

1 AP Weapon

ECM

Manufacturer: Federated Commonwealth

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: February 3056

Prototype Design and Production: January 3059

Standard Production: March 3060

Cost (C-Bills/Suit): 509,000 + Weapons

Squad BV: 174

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	6+1 (Stealth)	LA/Body	2/3	360
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
MagShot		RA	3	70
AP Weapons Mount		LA	1	10
Heat Sinks	1	Body	0	0
Battle Claw		RA	1	15
Battle Claw		LA	1	15
ECM		Body	1	90
Para Foil		Body	1	15

Unit can perform leg and Swarm Attacks and can operate as Mechanised Battle Armor.

When using the Dropping Troops rule the squad lands successfully if they roll 3 or better. If a 2 is rolled, it has failed its landing and each trooper in the unit suffers 1D6 damage.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable

Weapons: ????

Equipment: None.

ECM: 6, IR: 6

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Infiltrator Mk. II	3J	1/1/-	-	I	2/-	2	mec, car4, mecm

Purifier

See Lostech Pg. 94, or Field Manual: ComStar or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 meters

Armor: Mimetic

Armament:

1 Configurable Weapons Mount (150kg) ER Small Laser, Light TAG, Compact NARC or 2 AP Weapons

Manufacturer: Word of Blake

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: April 3058

Prototype Design and Production: August 3061

Standard Production: February 3062

Cost (C-Bills/Suit): 392,000 + Weapons

Squad BV:

ER Small Laser: 184

Light Tag: 70

Compact Narc: 89

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	6+1 (Mimetic)	RA/LA/Body	3/1/4	300
Ground	1 MP	Body	0	0
Jump	3 (0) MP	Body	3	150
Configurable Weapons Mount		LA	1	10
ER Small Laser, Light Tag, 2 AP Weapons or Compact Narc + 2 Pods		LA	2	150
Heat Sinks	2 (1 Extra)	Body	1	100
Battle Claw		RA	1	15

The Purifier cannot jump or make leg/swarm attacks until it disposes of the Compact Narc launcher if that is the weapon carried.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable (without Compact NARC)

Weapons: ?????

Equipment: None.

ECM: 6, IR: 6, Camo: 4

Notes: STR +3, DEX -1, no REF modifier, Full movement in Lostech. Listed as a Light Battle Armor design in MechWarrior (3rd Edition), but had to be changed to medium to work.

BattleForce 2

Purifier	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
ER Small Laser	3J	1/1/-	-	I	2/-	2	mec, car6
Light TAG	3J	-/-/-	-	I	2/-	1	mec, car6, tag
Compact NARC	3J	-/-/-	-	I	2/-	1	mec, car6

Standard Battle Armor

See Lostech Pg. 70 , or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Standard

Armament:

1 Configurable Weapons Mount (100kg) Small Laser, MG, Flamer, SRM or two AP Weapons

Manufacturer: Inner Sphere

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3050

Prototype Design and Production: 3052

Standard Production: 3052

Cost (C-Bills/Suit): 442,500 + Weapons

Squad BV:

Small Laser: 149

MG: 124

Flamer: 130

SRM: 140

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	9+1			450
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapon Mount		RA	1	10
Small Laser, MG, Flamer or 1 SRM + 4 missiles or 2 AP		RA	3	100 (max)
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks

MechWarrior

Equipment Ratings: E/D/E

Armor Values: 9/8/7/7

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG, 1 SRM launcher capable of firing one missile per round with 4 missiles or 2 Secondary weapon (AP).

Equipment: None.

BattleForce 2

Standard	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	2	mec, car4
MG	3J	1/-/-	-	I	2/-	1	mec, car4
Flamer	3J	1/-/-	-	I	2/-	1	mec, car4
SRM	3J	-/-/-	-	I	2/-	1	mec, car4

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Cavalier

See Lostech Pg. 74, or Field Manual: Federated Suns or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Standard

Armament:

1 Configurable Weapons Mount (100kg) Small Laser, MG, Flamer, SRM or two AP Weapons

Manufacturer: Federated Commonwealth

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3050

Prototype Design and Production: January 3058

Standard Production: June 3058

Cost (C-Bills/Suit): 442,500 + Weapons

Squad BV:

Small Laser: 149

MG: 124

Flamer: 130

SRM: 140

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	9+1			450
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapon Mount		RA	1	10
Small Laser, MG, Flamer or 1 SRM + 4 missiles or 2 AP		RA	3	100 (Max)
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks

MechWarrior

Equipment Ratings: E/E/E

Armor Values: 9/8/7/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG, 1 SRM launcher capable of firing one missile per round with 4 missiles or 2 Secondary weapon (AP).

Equipment: None.

Note: Elective Modification Armor(X) -1, DEX +1

BattleForce 2

Cavalier	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	2	mec, car4
MG	3J	1/-/-	-	I	2/-	1	mec, car4
Flamer	3J	1/-/-	-	I	2/-	1	mec, car4
SRM	3J	-/-/-	-	I	2/-	1	mec, car4

Raiden

See Lostech Pg. 96, or Field Manual: Draconis Combine or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Standard

Armament:

1 Configurable Weapons Mount (100kg) Small Laser, MG, Flamer, SRM or two AP Weapons

Manufacturer: Draconis Combine

Primary Factory: Unknown

R&D Start Date: November 3050

Prototype Design and Production: April 3052

Standard Production: January 3055

Cost (C-Bills/Suit): 442,500 + Weapons

Squad BV:

Small Laser: 149

MG: 124

Flamer: 130

SRM: 140

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	9+1			450
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapon Mount		RA	1	10
Small Laser, MG, Flamer or 1 SRM + 4 missiles or 2 AP		RA	3	100 (Max)
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks

MechWarrior

Equipment Ratings: E/E/E

Armor Values: 9/7/7/6

Coverage: Full

Attribute Modifiers: STR +4, DEX -2

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG, 1 SRM launcher capable of firing one missile per round with 4 missiles or 2 Secondary weapon (AP).

Equipment: None.

Note: Elective Modification – STR +1, REF +1, Movement +1, DEX -1, Armor(B) -1, Armor(X) -1

BattleForce 2

Raiden	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	2	mec, car4
MG	3J	1/-/-	-	I	2/-	1	mec, car4
Flamer	3J	1/-/-	-	I	2/-	1	mec, car4
SRM	3J	-/-/-	-	I	2/-	1	mec, car4

Fa Shih

See Lostech Pg. 76, or Field Manual: Capellan Confederation or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Standard

Armament:

1 Configurable Mount (95kg) Small Laser, MG, Light TAG or Flamer

1 AP Weapon

Mines

Manufacturer: Capellan Confederation

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: April 3056

Prototype Design and Production: June 361

Standard Production: March 3062

Cost (C-Bills/Suit): 470,000 + Weapons

Squad BV:

Flamer: 130

Small Laser: 148

MG: 124

Light TAG: 93

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	7+1			350
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapons Mount		RA	1	10
Flamer, Small Laser, MG or Light TAG		RA	1	95 (Max)
Mines		Body	1	50
AP Weapons Mount		LA	1	10
Heat Sinks	1	Body	0	0
Manipulator		RA	1	5
Manipulator		LA	1	5
Magnetic Clamps	Mechanised Battle Armor	LA/RA	1/1	35
Mine Clearance Equipment		Body	1	15

May operate as Mechanised Battle Armor on Vehicles and Mechs as well as OmniMechs. May perform Swarm and Leg attacks.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 9/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -2 until all mines are dropped, then REF -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, Jump Capable

Weapons: ?????

Equipment: ????.

Mine Dispenser, Mine Clearance Capabilities

Note: Elective Modifications – Armor(M) +1, Melee AP -1

BattleForce 2

Fa Shih	MP	Damage PB/M/L	Overheat	Class	Armor/Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	2	mec, vmec, car4
MG	3J	1/-/-	-	I	2/-	1	mec, vmec, car4
Flamer	3J	1/-/-	-	I	2/-	1	mec, vmec, car4
Light TAG	3J	-/-/-	-	I	2/-	1	mec, vmec, car4, tag

Longinus

See Lostech Pg. 92, or Field Manual: Free Worlds League, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Advanced

Armament:

1 Configurable Mount (95kg) Small Laser, MG or Flamer

1 Detachable STM 2 (OS)

1 AP Weapon

Manufacturer: Free Worlds League

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: October 3054

Prototype Design and Production: April 3056

Standard Production: December 3057

Cost (C-Bills/Suit): 472,500 + Weapons

Squad BV:

Small Laser: 161

MG: 137

Flamer: 143

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	9+1 (Advanced)	Body/RA/LA	4/2/2	360
Ground	1 MP	Body	0	0
Jump	3(0) MP	Body	3	150
Configurable Weapons Mount		RA	1	10
Small Laser, MG or Flamer		RA	1	95 (Max)
Detachable SRM 2 (OS)		Body	1	85
AP Weapons Mount		LA	1	10
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Missile Pack is detachable to allow the Longinus to drop the SRM. Until this is done, the unit may not jump or perform leg or Swarm attacks.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 9/8/7/7

Coverage: Full

Attribute Modifiers: STR +3, DEX -2, REF -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6 (-1/-2/-3 once SRM detached), Jump Capable (once SRM detached)

Weapons: 1 Support Laser, Heavy Flamer or Support MG, 1 Detachable SRM launcher capable of firing one or two missiles per round with 2 missiles and 1 Secondary weapon (AP).

Equipment: None.

BattleForce 2

Longinus	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	1/-/-	-	I	2/-	2	mec, car4
MG	3J	1/-/-	-	I	2/-	1	mec, car4
Flamer	3J	1/-/-	-	I	2/-	2	mec, car4

Taurus

When the Taurian Concordat introduced their Taurus Medium Battle Armor into service at the end of 3063 it caused quite a stir in the Inner Sphere intelligence community. Analysts had sworn blind that there was no way the Periphery States would be able to bring a Battle Armor program on-line for another five years at best. After a rushed investigation however, it was discovered that rather than possessing some hidden Battle Armor factory, the Taurians were modifying standard Inner Sphere suits they had purchased from the Capellan Confederation.

At the expense of armor protection, the Taurus is equipped with an extended fuel tank and life support, an especially useful adaptation as these units are apparently intended to bolster the defences within the asteroid field that protects the Haydes Cluster. Equipping the fanatical defenders of the Taurian core worlds with Battle Armor will make any attempt to invade even more costly than the original SLDF found it several centuries before. It is unlikely that any power (with the exception of the Clans) would be prepared to pay the price in lives.

The firepower of a Taurus squad is supplemented with a support weapon; either an SRM or LRM launcher. It should be noted that the SRM ammunition is commonly Inferno rounds, making the Taurus Squad a dangerous opponent for vehicles and Infantry. Even 'Mechs, especially the older models employed by Periphery bandits, have to be cautious when faced with these weapons.

While intended for their special space defence role, some of the first squads of Taurus suits have been deployed with the Support Guard attached to the Hyades Light Infantry. This mobile unit is a perfect place to field test the modified suits before the Concordat commits to the expense of acquiring more suits for modification.

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Standard

Armament:

1 Configurable Weapons Mount (100kg) Small Laser, MG, Flamer or 2 AP Weapons

1 Squad Support SRM 1 (6 Inferno Salvos) or LRM 1 (3 Salvos) or AP weapon

Extended Fuel Tank

Extended Life Support

Manufacturer: Inner Sphere/Periphery field refit

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 3050

Prototype Design and Production: 3052(Refit 3063)

Standard Production: 3063

Cost (C-Bills/Suit): 442,500 + Weapons

Squad BV:

Small Laser, SRM Support: 141

Small Laser, LRM Support: 141

MG, SRM Support: 117

MG, LRM Support: 116

Flamer, SRM Support: 123

Flamer, LRM Support: 122

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	7+1			350
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Configurable Weapon Mount		RA	1	10
Small Laser, MG, Flamer or 2 AP		RA	3	100 (max)
Extended Fuel Tank		Body	1	50
Extended Life Support		Body	1	10
Squad Support Weapon – SRM 1 and 6 salvos or LRM 1 and 3 salvos		LA	2	40
Heat Sinks	1	Body	0	0
Battle Claw		LA	1	15

Can operate as Mechanised Battle Armor and perform Leg and Swarm Attacks

MechWarrior

Equipment Ratings: E/D/E

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX –1, REF –1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, Jump Capable

Weapons: 1 Support Laser, Heavy Flamer or Support MG, or 2 Secondary weapon (AP). 1 Squad Support SRM 1 or LRM 1.

Equipment: Extended Fuel Tank, Extended Life Support

BattleForce 2

Taurus	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser, SRM	3J	1/-/-	-	I	2/-	1	mec, car4
Small Laser, LRM	3J	1/-/-	-	I	2/-	1	mec, car4
MG, SRM	3J	1/-/-	-	I	2/-	1	mec, car4
MG, LRM	3J	1/-/-	-	I	2/-	1	mec, car4
Flamer, SRM	3J	1/-/-	-	I	2/-	1	mec, car4
Flamer, LRM	3J	1/-/-	-	I	2/-	1	mec, car4

Wolverine

The Federated Commonwealth brought the first Inner Sphere Battle Armor to the battlefield during the Clan Invasion by using examples of the incredible Clan Battle Armor captured on Twycross. However the early examples produced by the NAIS were soon surpassed as the rest of the Inner Sphere began to produce the new second-generation designs. The Infiltrator Mk. II was produced in an attempt to match the forces arrayed against the AFFC, however the design was often used by the Commonwealth intelligence agencies because of its unique capabilities. With the bulk of Mk. II production being siphoned off into special ops units there was still a requirement for a modern design for front line forces.

The NAIS stuck to a more conventional design when creating the new suit, forgoing the sophisticated stealth systems employed in the Mk. II. In a change from the standard Battle Armor used as the starting point, the Wolverine (as the design was christened) makes use of a fixed primary anti-Mech weapon. Although somewhat reducing the flexibility of the suit, it simplified production and maintenance.

The armor protection of the Wolverine is not quite as effective as the standard Inner Sphere Battle Armor as a result of minor tradeoffs during the design process. This is more than compensated for by the addition of fearsome extendable Vibro-Claws mounted on the arms. These devices improve the suits effectiveness in close combat situations such as Mech Swarm and Leg attacks. They also give the troopers who use the suit something to offset the advantage of size and strength enjoyed by the genetically adapted Clan Elementals. Few conventional Infantry units will willingly face a Wolverine in close combat.

ComStar and the Star League Defence Force both expressed an interest in the design and have been able to acquire limited numbers, mostly deployed with the new SLDF 1st Mobile Infantry Division.

Mass: 1000kg

Chassis: Medium

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: 90 Meters

Armor: Standard

Armament:

1 Small Laser

2 Vibro-Claws

1 AP Weapon

Manufacturer: Federated Commonwealth

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: December 3061

Prototype Design and Production: June 3062

Standard Production: January 3063

Cost (C-Bills/Suit): 453,750 + Weapons

Squad BV: 146

		Location	Component Slots	Mass(kg)
Chassis	Medium			275
Armor	8+1			400
Ground	1 MP	Body	0	0
Jump	3 MP	Body	3	150
Small Laser		RA	1	95
Heat Sinks	1	Body	0	0
Manipulator		RA	1	5
Vibro-Claw		RA	1	30
Manipulator		LA	1	5
Vibro-Claw		LA	1	30
AP Weapons Mount		LA	1	10

Can operated as Mechanised Battle Armor and perform Leg and Swarm attacks.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 9/7/7/7

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, REF -1

Melee AP: 2 + Vibro Claws

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, Jump Capable

Weapons: 1 Support Laser and two Vibro Claws (attack as per rules for Vibroaxe with a +1 TN)

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Wolverine	3J	2/-/-	-	I	2/-	2	mec, car4

Note: Not an official FASA design

Version 0.98

Sloth

See Lostech Pg. 98, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 1500kg

Chassis: Earthwerks QUAD

Tech Base: Inner Sphere

Ground Speed: 32.4 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Starshield A

Armament:

2 Defiance A5L Small Lasers

1 Defiance MagMine

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications Systems: Neil 6000-b

Targeting and Tracking System: Angst Accuracy

R&D Start Date: 3050

Prototype Design and Production: 3050

Standard Production: 5051

Cost (C-Bills/Suit): 360,000

Squad BV: 109

		Location	Component Slots	Mass(kg)
Chassis	Heavy Quad			400
Armor	5+1 (Prototype Armor)			500
Ground	3 MP	Body	1	100
Pop-up Mine		Body	3	210
Small Laser		Body	1	95
Small Laser		Body	1	95
Heat Sinks	2 (1 Extra)	Body	1	100

May not perform leg or swarm attacks. May not operate as Mechanised Battle Armor.

As one of the first Battle Armor units, the armor was much less efficient than the current type in use.

MechWarrior

Equipment Ratings: E/F/E

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: STR +5, DEX -4, REF -4

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: 45 meters per turn (32.8 kph). Use Vehicle Rules.

Weapons: Two Support Lasers and 1 Limpet Mine

Equipment: None.

-2 TN for ranged attacks made against the unit

Notes: Elective Modifications STR +2, REF -2

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Sloth	3	2/-/-	-	I	2/-	1	car6

Warhammer

The Free World League became concerned with the rapid advances being made in Battle Armor development in the other Inner Sphere states. Although in possession of what are arguably two of the best Inner Sphere designs produced to-date, the LCCC was of the opinion that their superiority in the field was threatened.

Seeing little requirement to produce a new Light or Medium design, the research team was given the task of creating a new Heavy class unit to fill what was considered to be a top-end gap in the FWLM Battle Armor forces. Concerns over cost turned out to be unfounded as the research team were able to produce a prototype within six months as, having two successful projects under their belts, the modest requirements of the new design were easy to match.

With armor protection superior to a Clan Elemental, the “Warhammer” as the design was christened, can withstand Inner Sphere PPC and heavy laser fire. Although criticised for lacking jumping capability, the design team considered mobility to be secondary to firepower. Intended as a support unit for its smaller, faster brothers, the Warhammer can boast more than twice the firepower of standard designs. The over-the-shoulder LRM-1 launcher can be used to soften targets up at long range before an attack, or to break up attacking Battle Armor and Infantry formations when operating in a defensive role.

A single anti-personnel weapon is reserved for close combat situations while a shoulder-mounted searchlight makes the Warhammer a deadly night-fighter while the inclusion of two Battle Claws are an asset in house-to-house combat in an urban environment.

The omission of the jump jets also helped to keep the cost of the suit down, something that the bureaucracy within the League were very enthusiastic about after the mind-numbing cost of the Longinus.

The first production run of the new Battle Armor has been deployed with units charged with protecting vital FWL industries and resources and to Word of Blake forces on Gibson. Word of Blake requests for more samples of the suit have bogged down following a FWL request for samples of the mimetic technology used by the Purifier.

Mass: 1500kg

Chassis: Heavy

Tech Base: Inner Sphere

Ground Speed: 21.6 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Standard

Armament:

2 Small Lasers

1 LRM 1 with 3 salvos

1 AP Weapon

Manufacturer: Free World League

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: February 3062

Prototype Design and Production: August 3062

Standard Production: June 3063

Cost (C-Bills/Suit): 344,150 + Weapons

Squad BV: 178

		Location	Component Slots	Mass(kg)
Chassis	Heavy			400
Armor	11+1			550
Ground	2 MP	Body	1	100
Small Laser		RA	1	95
Battle Claw		RA	2	15
Small Laser		LA	1	95
Battle Claw		LA	2	15
AP Weapon		LA	1	10
LRM 1		Body	1	90
Ammo (LRM) 3		Body	1	25
Heat Sinks	2 (1 Extra)	Body	1	100
Searchlight		Body	1	5

Can operate as Mechanised Battle Armor but can not perform Swarm or Leg Attacks.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 9/8/8/7

Coverage: Full

Attribute Modifiers: STR +4, REF -3, DEX -2

Melee AP: 2

Target Size Modifier: -2

Movement Modifier: -4/-8/-12

Weapons: ?????

Equipment: None.

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Warhammer	2	1/-/-	-	I	2/-	2	car6

Note: Not an official FASA design

Fenrir

See Lostech Pg. 78, or Field Manual: Lyran Alliance or BattleTech Master Rules (Revised).

Mass: 2000kg

Chassis: Assault Quad

Tech Base: Inner Sphere

Ground Speed: 43.2 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Standard

Armament:

1 Configurable Turret Mount (400kg) 1 Medium Pulse Laser, 2 Small Pulse Lasers, 3 Small Lasers, 3 MGs or 1 SRM
4 with 4 salvos.

Manufacturer: Lyran Alliance

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: 9 November 3057

Prototype Design and Production: 22 October 3058

Standard Production: 4 January 3060

Cost (C-Bills/Suit): 490,500 + Weapons

Squad BV:

Medium Pulse Laser: 220

SRM: 191

3 MG: 103

3 Small Lasers: 146

2 Small Pulse Laser: 135

		Location	Component Slots	Mass(kg)
Chassis	Assault Quad			650
Armor	5+1			250
Ground	4 MP	Body	2	320
Turret (Configurable)	3 Slots	Body	1	80
Medium Pulse Laser, 4 SRM + 16 missiles, 3 MG, 3 Small Lasers or 2 Small Pulse Lasers		Turret	3	400
Heat Sinks	4 (3 extra)	Body	3	300

Note not capable of swarm or leg attacks. May not operate as Mechanised Battle Armor.

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -4, REF -2

Melee AP: 2

Target Size Modifier: -2

Movement Modifier: 60 meters per turn (43.2 kph). Use Vehicle Rules.

Weapons: Can mount a variety of weapons on its top mounted hardpoint. Weapons may swivel to face any direction except the rear and mounts one of the following weapon configurations:-

- 3 Support Lasers (with HC military powerpacks)
- 2 Support Pulse Lasers (with HC military powerpack)
- 1 Heavy Support Pulse Laser (with HC military powerpack)
- 3 Support MGs (40 rounds of ammunition each)
- 1 SRM launcher (with 16 missiles) capable of firing up to 4 missiles per turn.

Equipment: None.

BattleForce 2

Fenrir	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Med. Pulse Laser	4	2/2/-	-	I	2/-	2	car8
2 Sml. Pulse Lasers	4	2/-/-	-	I	2/-	1	car8
3 Sml. Laser	4	3/-/-	-	I	2/-	1	car8
3 MG	4	2/-/-	-	I	2/-	1	car8
SRM 4	4	2/2/-	-	I	2/-	2	car8

Kanazuchi

See Lostech Pg. 90, Field Manual: Draconis Combine, or BattleTech Master Rules or BattleTech Master Rules (Revised).

Mass: 2000kg

Chassis: Assault

Tech Base: Inner Sphere

Ground Speed: 10.8 kph.

VTOL Speed: N/A

UMU Speed: N/A

Jump Capability: None

Armor: Standard

Armament:

1 Medium Laser

2 SRM 2 (OS)

2 AP Weapons

Manufacturer: Draconis Combine

Primary Factory: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

R&D Start Date: July 3053

Prototype Design and Production: November 3055

Standard Production: December 3058

Cost (C-Bills/Suit): 401,500 + Weapons

Squad BV: 234

		Location	Component Slots	Mass(kg)
Chassis	Assault			650
Armor	15+1			750
Ground	1 MP	Body	0	0
Medium Laser		RA	3	200
SRM 2 (OS)		Body	1	75
SRM 2 (OS)		Body	1	75
2 AP Weapon Mounts		Body	2	20
Heat Sinks	3 (2 extra)	Body	2	200
Modular Adaptor		LA	1	5
Heavy Battle Claw or Industrial Drill or Salvage Arm		LA	2	25

Cannot perform leg or Swarm attacks. May not act as Mechanised Battle Armor

MechWarrior

Equipment Ratings: E/E/F

Armor Values: 10/9/9/9

Coverage: Full

Attribute Modifiers: STR +5, DEX -3, REF -4

Melee AP: 3 +2D6 Damage

Target Size Modifier: -2

Movement Modifier: ½ Rate

Weapons: Heavy Support Laser with two military powerpacks and two secondary weapons. Two SRM launchers capable of firing up to 4 missiles per turn with 4 missiles.

Equipment: None.

Notes: Elective Modification DEX -1, Melee Damage +2D6

BattleForce 2

	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Kanazuchi	1	2/2/-	-	I	3/-	2	car8