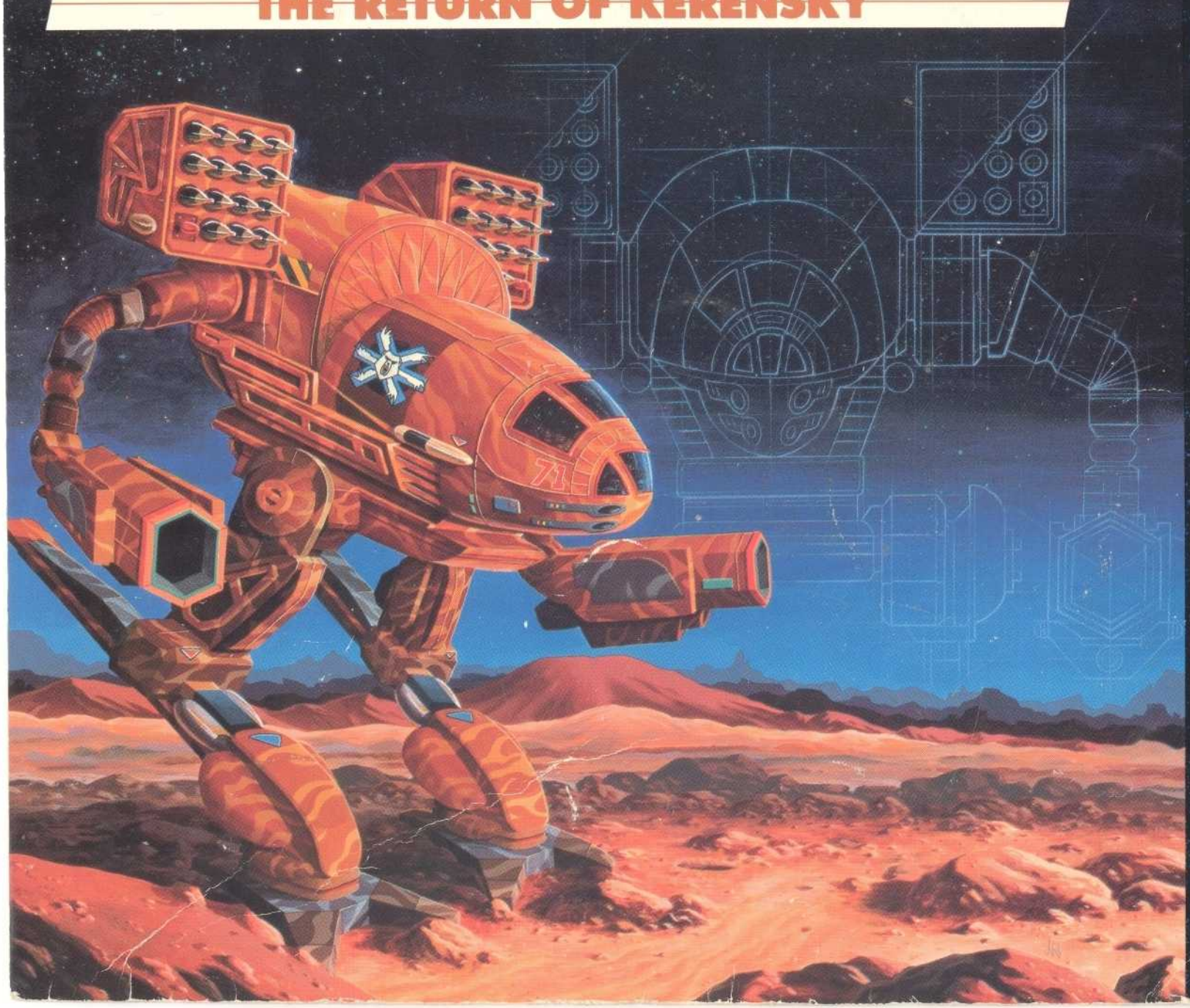
BATTLETECH™

THE RETURN OF KERENSKY



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TECHNICAL READOUT:

3050

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TECHNICAL READOUT 3050

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This manual is intended to assist members of Our Blessed Order who have recently completed their training as Acolytes, bringing them up to date on the events in the outer world. The incredible changes in politics and technology following the Fourth Succession War are nothing compared to the total transformation of the Inner Sphere that has occurred over the past two years. The Successor States are cooperating to a degree unthinkable even three years ago, a powerful new adversary has captured more than 100 worlds, and military technology has run rampant.

The rapid pace of events and even more rapid proliferation of sophisticated weaponry have delayed the issue of this book. Intended for release in 3050, as stated in the title, the book would have been out of date before it reached the hands of its intended readers. Precentor XX-eta Lilith Sebastian wisely ordered wholesale revisions before the volume reached the printer. The cover, unfortunately, could not be called back.

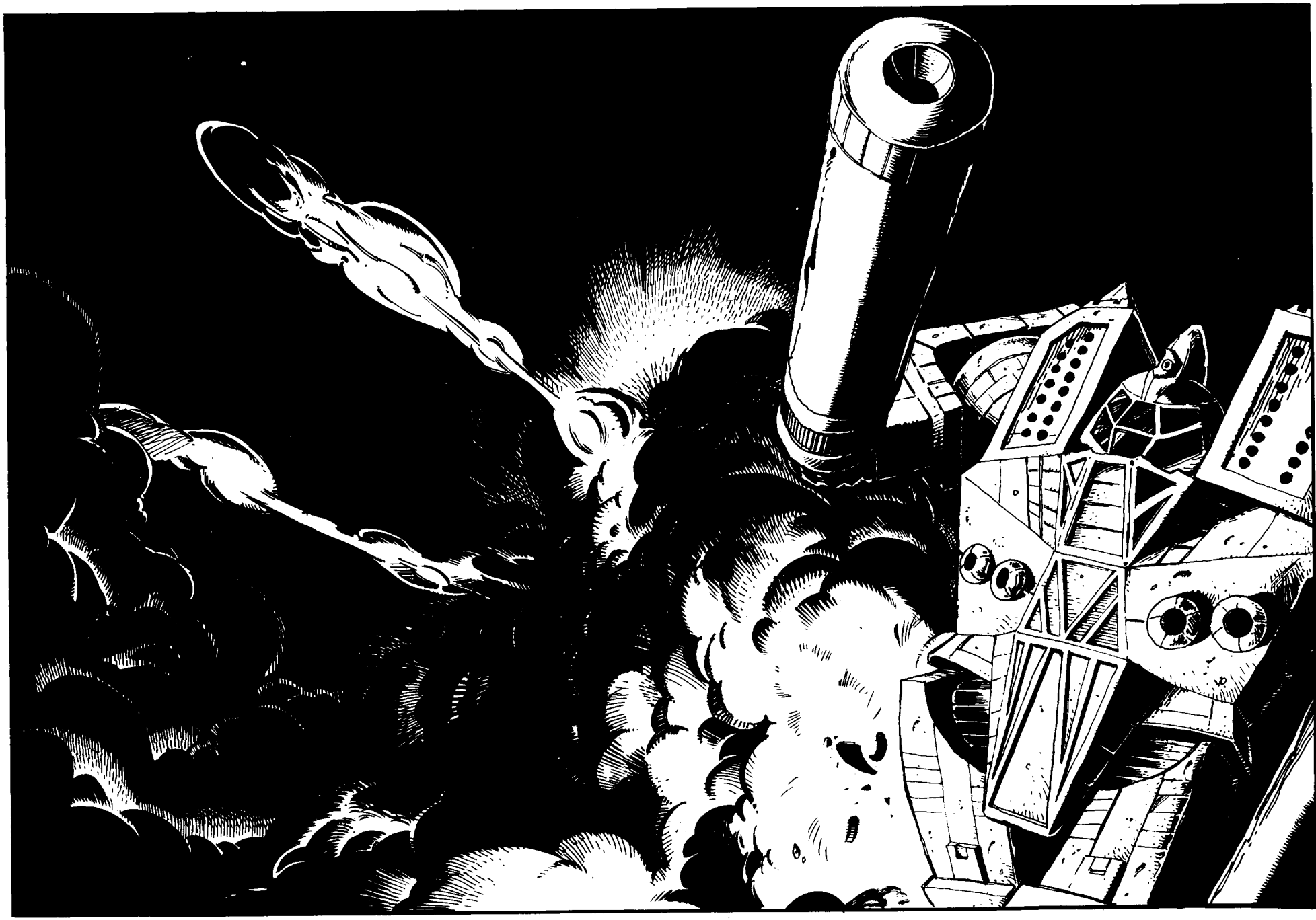
So it is in 3052 that this volume brings our newest Acolytes abreast of the latest BattleMech equipment of all parties in the Inner Sphere, except, of course, Our Blessed Order. Our equipment has not changed for centuries, and Acolytes make an in-depth study of our military capacities as part of their basic training.

It is important to remember that Clan weapons are superior in performance to those of the Inner Sphere, even though the same terminology is used to discuss the weapons and equipment for both **Clans** and **Inner Sphere**. For a comparison of capabilities, see the **Engineers' Tests** data beginning on page 214. I need not remind you of the terrible consequences should this, or any ComStar document, fall into the hands of anyone outside Our Order.

I am honored that Precentor XX-eta Lilith Sebastian commissioned me to oversee the research and writing of this document. I also thank Precentor Martial Anastasius Focht for his help, especially in the sections on the Clans. The commander of the Com Guards spent many months as envoy to the Clans, and his information and insight have been invaluable. The information about the Inner Sphere response came mostly from the files of Precentor XV-delta Raymond Little, whose assistance helped make this work possible.

It is the hope of all involved with this project that our newest Acolytes will use the information in this book to help achieve our great task of reunifying mankind, according to the Word of Blake.

—Merle Jimmus
Adept XXI-sigma
ComStar Archives, Terra
8 February 3052



From the final days of 3049 and continuing into 3050, the shape of the Inner Sphere began to change. From beyond the Periphery came the Jade Falcons, the Wolves, the Smoke Jaguars, and the Ghost Bears, invading Warrior Clans who easily pushed aside the defending armies in their way. In less than a year, the Clans seized more than 100 worlds from the Successor States.

For 250 years, the House Lords had fought among themselves in the endless conflict known as the Succession Wars. Many people died, a few worlds changed hands, and the level of technology degenerated even further. For all the fighting and the dying, little changed from the time General Aleksandr Kerensky took the Star League Regular Army with him into the unknown until 13 August 3049, the day the Inner Sphere came in contact with the Clan juggernaut.

With their superior war machines, strange practices, and superhuman infantry, these invaders were thought to be an alien species, come to conquer humanity. A year later, we know the Clans are Human, but their practices are so strange to us that they are almost as alien as another species.

For months, the Clans were unstoppable. Even crack units fell before them. In the occasional incidents when the Clans skirmished with the Com Guards by mistake, even our sophisticated 'Mechs could do little against the invaders. One of the first and best Inner Sphere regiments to fall to the Clans was the elite Seventeenth Skye Rangers, victims of the Jade Falcons' first-wave strike at Barcelona.

A list of units destroyed or seriously disrupted by the Clans is impressive.

DESTROYED UNITS

Federated Commonwealth
- 1st Lyran Regulars
- 2nd New Ivaarsen Chasseurs
- 8th Arcturan Guards RCT
- 10th Donegal Guards RCT
- 12th Donegal Guards RCT
- 17th Skye Rangers
- 24 Arcturan Guards RCT
- 41st Avalon Hussars RCT
- Hot Springs Tamar March Militia
- Somerset Academy Training Battalion
- Twycross Tamar March Militia
- Winfield's Regiment
- Wotan Tamar March Militia

Draconis Combine
- 1st Alshain Regulars
- 3rd Alshain Regulars
- 4th Pesht Regulars
- 9th Alshain Regulars
- 9th Pesht Regulars
- 14th Legion of Vega

Free Rasalhague Republic
- 1st Drakøns
- 1st Freemen
- 1st Husars
- 1st Kavelleri
- 2nd Drakøns
- 3rd Freemen
- 3rd Kavelleri

Mercenary Units
- 1st Kell Hounds (3rd Battalion)
- 12th Star Guards (four regiments)
- Black Omen
- Glory Warriors
- Grave Walkers (two regiments)
- Skinner's Scimitar
- The Outlaws

With the advance into the Inner Sphere, it must be assumed that the Clans have already conquered the known entities in this area of the Periphery, the Oberon Confederation, Elysian Fields, the Greater Valkyrate, Star's End, Santander V, and Porthos.

The Clans appear to be inconsistent in their behavior toward their subjects once they have captured worlds. They use some of their captives as slaves, while others continue their lives as if no change had occurred. The Clans do not interfere with the activities of Our Blessed Order but yet never make use of our services. They sometimes consult with our Adepts and Precentors on treatment of the civilians. One time they are magnanimous, and another they are savage, killing millions from space with their warships, as at Edo on Turtle Bay.

The Clans met their first defeats at the hands of the Draconis Combine on Wolcott and the Federated Commonwealth on Twycross. Combined with the destruction of their flagship and leader at the hands of a Rasalhagian AeroSpace pilot, these events have put the brakes on the Clans' invasion. There have been no new attacks for months, and there are indications that their front-line units have left the Inner Sphere, presumably to regroup while garrison troops protect their holdings.

RIVALRY

The Clans each have their own areas, and they are in apparent competition to advance the quickest. Wholly in the Federated Commonwealth are the Jade Falcons. Attacking along the Lyran-Rasalhague border is the Wolf Clan. On the other side of the Free Rasalhague Republic and into the Draconis Combine are the Ghost Bears. Attacking totally within the Draconis Combine are the Smoke Jaguars. The Wolves have been advancing the most quickly, the Bears the slowest.

The competition—which would be almost sportlike if it were not so deadly and intense—exists not only among the different Clans, but also within each Clan. Clan warriors compete for the right to finish off an enemy, practicing an unusual form of one-upmanship by trying to accomplish a task with the smallest force possible.

BIDDING

One of the most peculiar aspects to the Clans' warrior society is that they actually bid with one another for the right to destroy the Inner Sphere's armies. When a world, like Rasalhague, lies on the seam between the areas of two competing Clans, they bid for the privilege of attacking the world. Whichever Clan vows to accomplish the task with the smallest commitment of warriors and equipment draws the assignment.

The Clans estimate the enemy's strength with a straightforward process that has never been tried before: they ask. Before attacking each world, the Clans request that the defenders tell them what units are protecting the planet and their histories and disposition. The attacking Clan then sets its officers against each other to bid for the right to lead the invasion.

Whoever promises to take the planet with the fewest forces gets the task. That commander can still call on the full number of troops of his first bid, but to do so would be a great loss of face. The Clans generally commit about half the number of 'Mechs as the defending force.

INTENT

The Clans' motivation in attacking the Inner Sphere has been the subject of much conjecture. Though they have been open with Precentor Martial Anastasius Focht on military matters, they have been less so on subjects that might be considered political or social. The Precentor Martial reports hearing vague references to a massive migration following the invading forces, but so far the Clan leaders have denied this.

The invasion ships were clearly composed of all warriors and support personnel. There were no civilians aboard. With the lull in fighting and apparent withdrawal of the shock troops, the invading forces are apparently making new plans, or gathering new strength. In either event, the Inner Sphere has not seen the last of the Clans, but the House Lords still do not know what drives these strange people.

NONMILITARY TECHNOLOGY

Not only are the Clans advanced militarily, they also possess other sophisticated science, notably in the area of medicine. The Precentor Martial has reported amazing cases where advanced medical techniques have kept severely injured people alive, and then brought them back from the brink of death.

One member of the Clans even mentioned that they could have saved the Precentor Martial's lost eye if he had been there at the time. He has also reported amazing cases in which an artificial skin seals a wound and actually administers medicine automatically. Their spaceships apparently are lined with a similar substance that seals holes in the hull.

ORGANIZATION

The basic element of the Clan military is called a Point, consisting of a 'Mech, or two AeroSpace Fighters, or five infantrymen. Five points constitute a Star. Unlike Inner Sphere organization, which groups 'Mechs of similar weights together, the Clans often mix dissimilar Points to make up a Star. Infantry and 'Mechs frequently fight as part of the same team.

Groups of Stars are called Clusters. Though the Clans' total strength is unknown, Precentor Martial Anastasius Focht reported that there were 15 Stars aboard the ship on which he traveled, the Wolf Clan's flagship, the *Dire Wolf*.

The Clans use various colored stars and shield insignia to differentiate among the military arms of their forces. These distinctions are not completely clear as yet. Another organizational term that the Clans use is sibko, though this may be a term of social organization rather than military organization.

TACTICS

Tactically, the Clans fight much differently from the armies of the Inner Sphere. Their attacks are direct, with little deception. Theirs is a strategy born from the confidence of superior equipment. Using less than all the forces available is a concept foreign to the Successor States, although the Draconis Combine's tradition of honor comes the closest in practice.

This manifests itself differently on the battlefield, too. The long-accepted practice of concentrating fire on a single enemy 'Mech appears to be unknown to the Clans. Each Clan warrior selects his own target, and it appears to be dishonorable to allow another warrior to help in a kill.

OMNIMECHS

The Clans' success is certainly due to a number of factors, including their powerful warships, but none is more important than the OmniMech. The technological advances beyond what the Successor States are just beginning to field would have been quite sufficient to put the Inner Sphere on the run without the concept of the OmniMech.

These designs feature modular weapons and other equipment, which has several advantages. One of the primary benefits is the ability to tailor the 'Mech for its expected mission. Thus, the same 'Mech that provided fire support on Tuesday can wade in among the urban sappers on Wednesday with no loss of effectiveness.

The other big advantage is the gain in repair and maintenance. If a 'Mech's arm is blown off, replacing it is a simple matter. If a particular weapon is acting up, the 'Mech simply carries a different one while the Techs work on the problem in the rear areas. The entire 'Mech seldom needs to be taken out of service for maintenance because most of its parts are modular and can be serviced independently.

A plus that may seem minor to military planners is that a 'Mech can be outfitted for pilot preference. This may seem a small point, but certain MechWarriors perform much better using certain kinds of weapons.

The 16 designs described on the following pages are the only ones seen so far, but we are not prepared to say that there are no more. We also have made no attempt to list the Clans' second-line 'Mechs because they are designs similar to those of the Inner Sphere, albeit with superior weapons.

ELEMENTALS

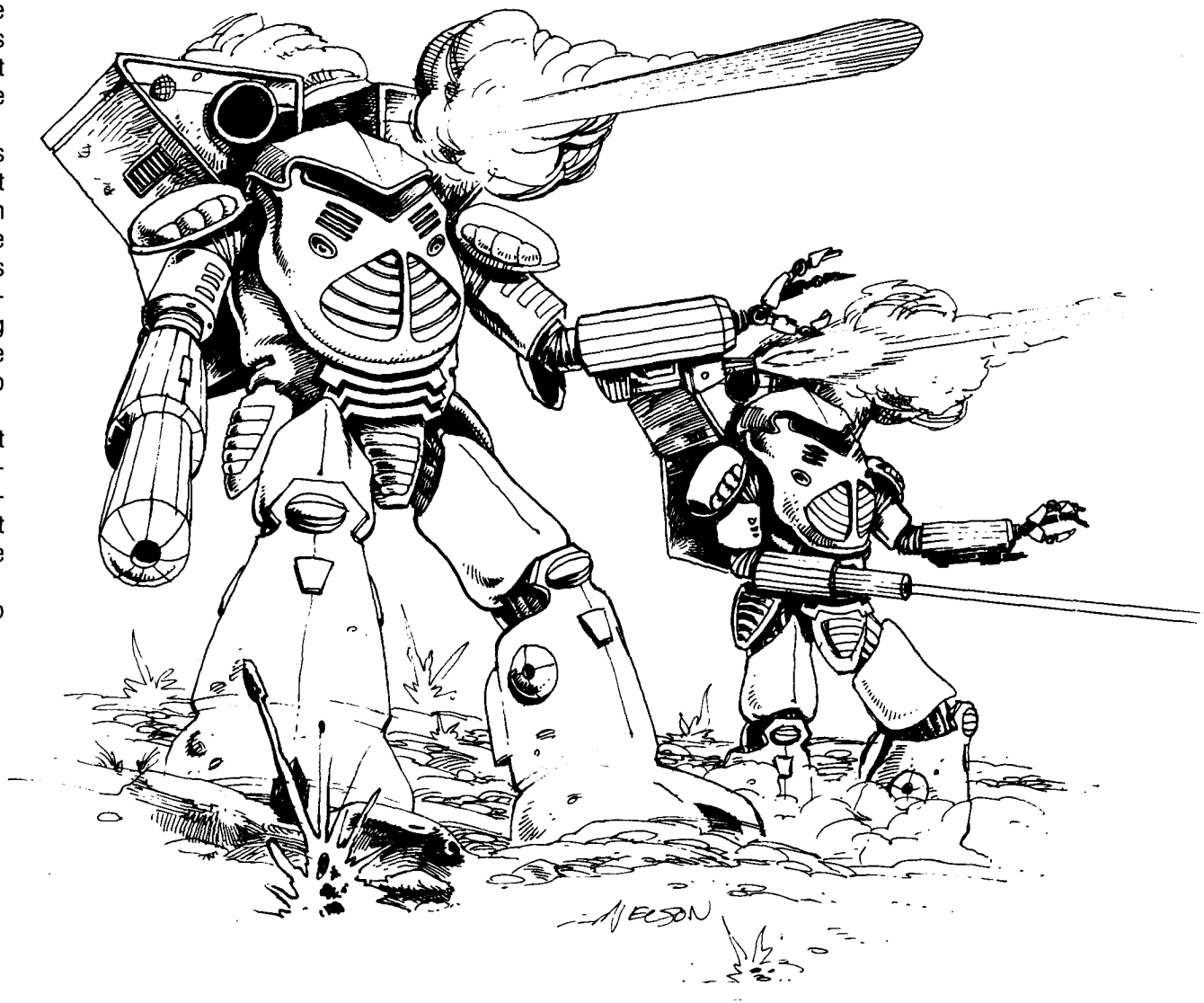
One of the most revolutionary features of the Clans' military is their battle armor. Worn by giant Elementals, men and women bred to be foot soldiers, these suits are unlike anything ever seen in the Inner Sphere.

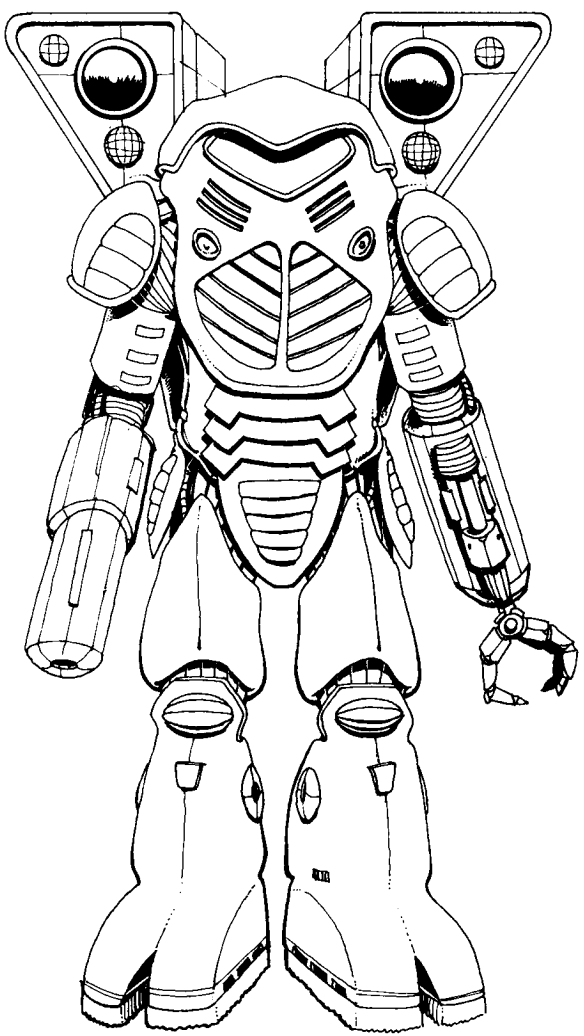
Victor Ian Steiner-Davion labeled them Toads, but their hard shell and nasty sting makes them more like persistent insects. The first MechWarriors to face these Elementals were astounded when their machine guns bounced off. When the Elementals then withstood a direct hit from a medium laser, it is no wonder the Inner Sphere warriors thought they were fighting an alien life form.

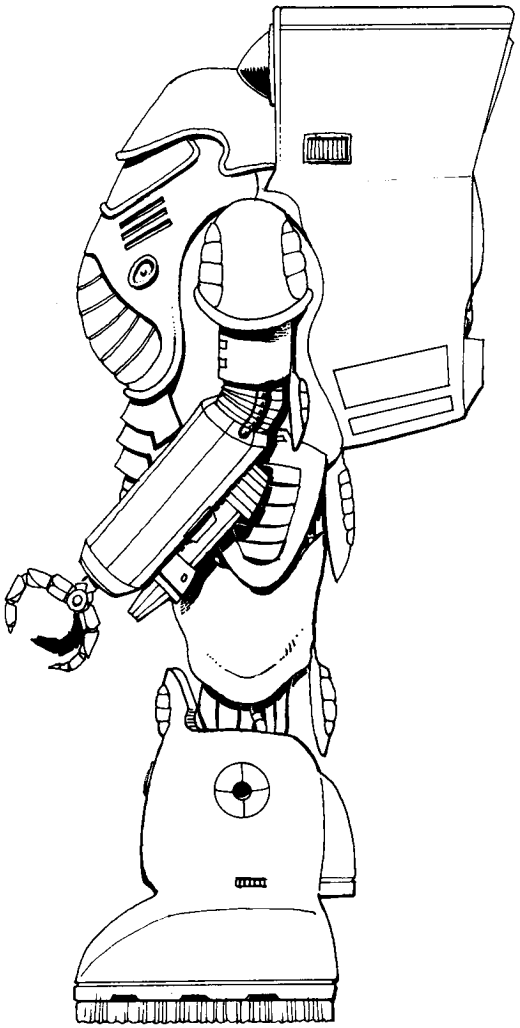
The suit itself is a marvel. It can take tremendous punishment before enemy weapons can make a breach. It is totally impervious to flamers. When a powerful weapon does get through the armor, a magical healing substance inside the suit seals off the opening, covers the Elemental's wound, and administers drugs. These drugs are so powerful that they keep the Elemental alive, and in fighting condition as well. The armor also apparently enhances the Elemental's great strength, allowing a foot soldier to rip sheets of armor off a 'Mech with his hands.

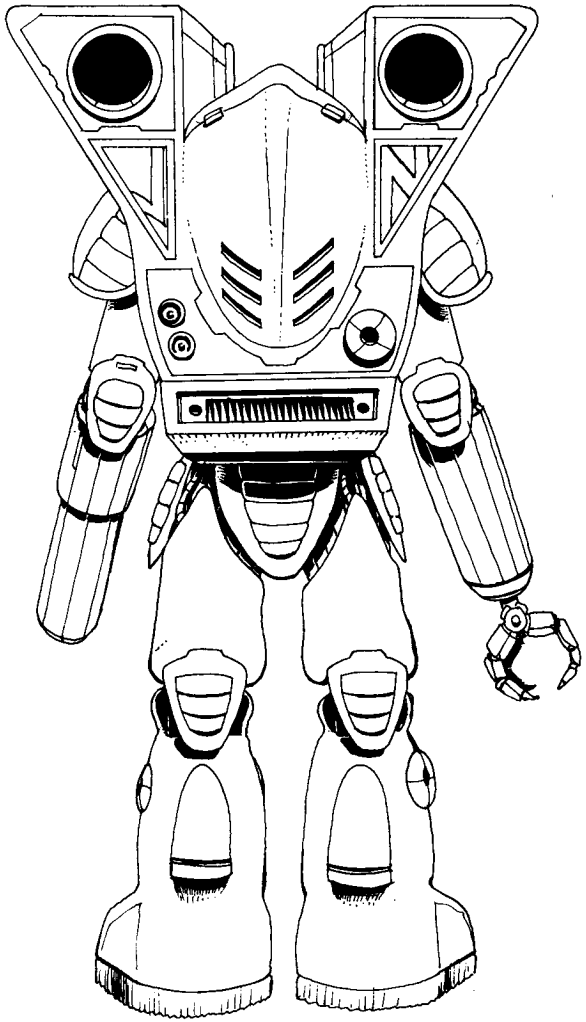
The Elementals have far more powerful weapons at their disposal, however. They can jump significant distances, keeping the enemy off balance. The typical arrangement is for the Elemental to carry a small laser in his right arm, a machine gun in his left, and a detachable short-range missile launcher on his back.

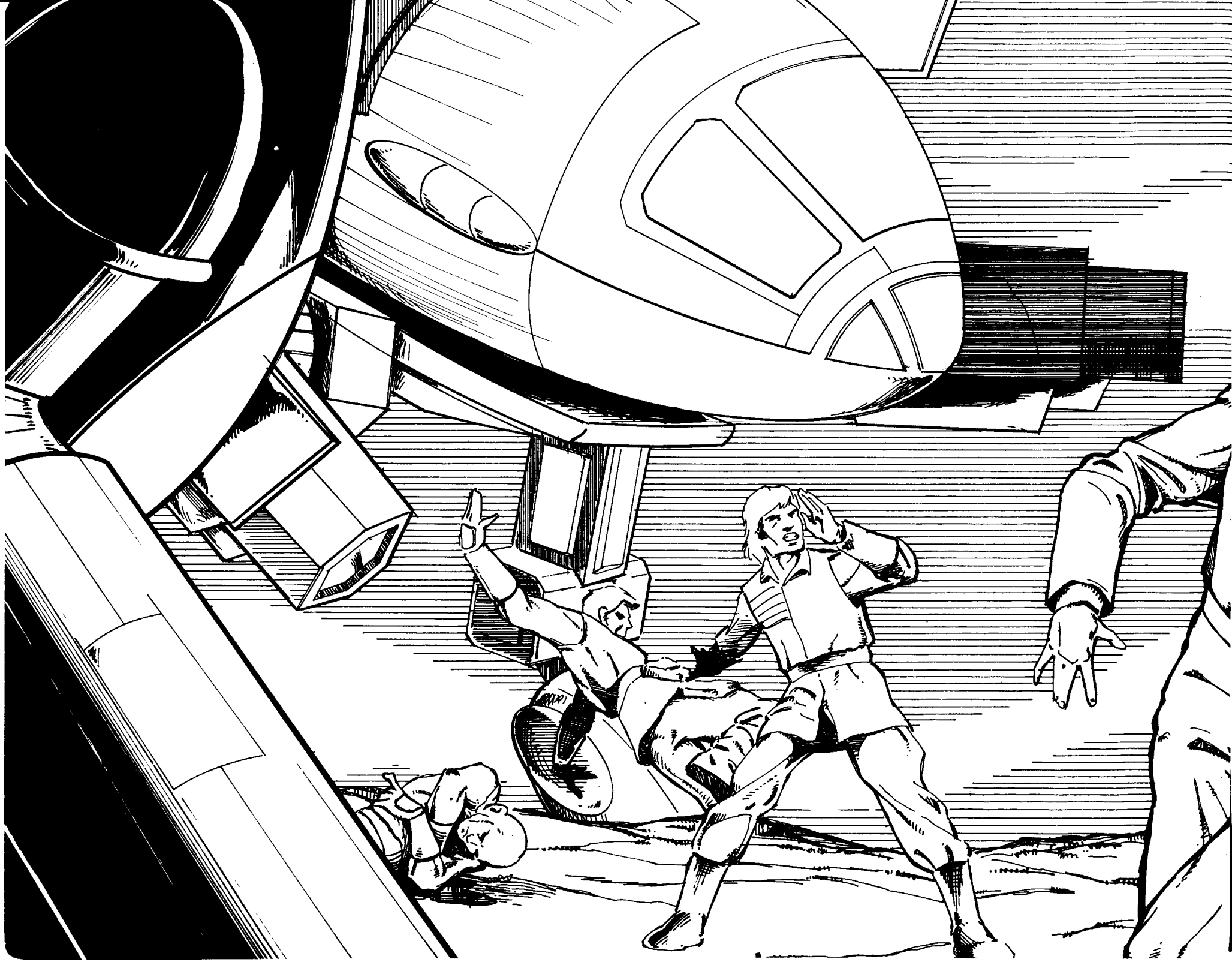
These hard-to-hit troops can destroy a 'Mech with no help from their big brothers.











OMNI
MECHS

Overview:

Code-named *Dasher* by the Royal KungsArmé because of its incredible bursts of speed, this 'Mech is unlike any in the Inner Sphere during the Star League or since. Though its load of weapons would be considered ample for a light 'Mech produced in the Inner Sphere, the *Dasher* is smaller than any other Clan designs. An excellent reconnaissance 'Mech because of its quick pace, the *Dasher* can get out of a tight spot by engaging its Myomer Accelerator Signal Circuitry. Though its armor is thin, the *Dasher* is difficult to hit and was never designed to fight a pitched battle in any event.

Capabilities:

In its primary configuration, the *Dasher* can give a good account of itself against light 'Mechs of the Inner Sphere. Its exceptional speed allows it to close range at will, regardless of its opponent's actions, and use its short-range missiles and medium lasers to good effect. If facing a larger enemy, the *Dasher* simply retreats to friendly lines, leaving its foe far behind. Another popular tactic is for the *Dasher* to race to the enemy's rear, cutting down opposing 'Mechs before they can respond. This has worked out badly on occasion, due primarily to the Rasalhagian practice of forming lances into a column. On several occasions, a *Dasher* has sped around a light 'Mech, only to be cut down by a medium 'Mech following several hundred meters behind.

Alternate Configuration A has been seen only on rare occasions, but it was used to devastating effect. It uses its Beagle Probe to locate hidden enemy positions and its Target Acquisition Gear to rain in flights of Arrow IV Missiles from other members of its cluster many kilometers away. It uses its short-range missiles and anti-missile system to hold its place on the battlefield for as long as possible, then uses its amazing speed to return to supporting 'Mechs.

Using its Guardian Electronic Counter Measures to protect its Starmates, a *Dasher* equipped with Alternate Configuration B leads a force into an enemy city or other built-up area of expected hostilities. Its medium lasers and machine gun are effective at destroying enemy infantry, and the A-Pod helps keep sappers off its legs.

In Alternate Configuration C, the *Dasher* performs long-range fire support, a role for which it is not particularly well-suited. Though it carries double launchers and an anti-missile system to protect itself from return fire, it cannot carry nearly as many weapons as other Clan designs. No 'Mech can fall back to a new position as quickly as the *Dasher,* however.

When the Clans expect to mix it up with other 'Mechs and have no other concern, they equip the *Dasher* with Alternate Configuration D. Though it can have a problem with heat buildup, it can deliver an accurate and deadly volume of laser fire at opposing 'Mechs.

Deployment:

The *Dasher* is one of the less common Clan designs. Because of its specialized roles, it is not in general use. It is seen most frequently with the Ghost Bears, who favor it over other reconnaissance 'Mechs.

Mass: 20 tons
Chassis: Endo Steel
Power Plant: 200 XL
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
6.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Dasher**

Equipment		**Mass**
Internal Structure:	Endo Steel	1
Engine:	200 XL	4.25
Walking MP:	10 [20]	
Running MP:	15 [20]	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	38	2

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

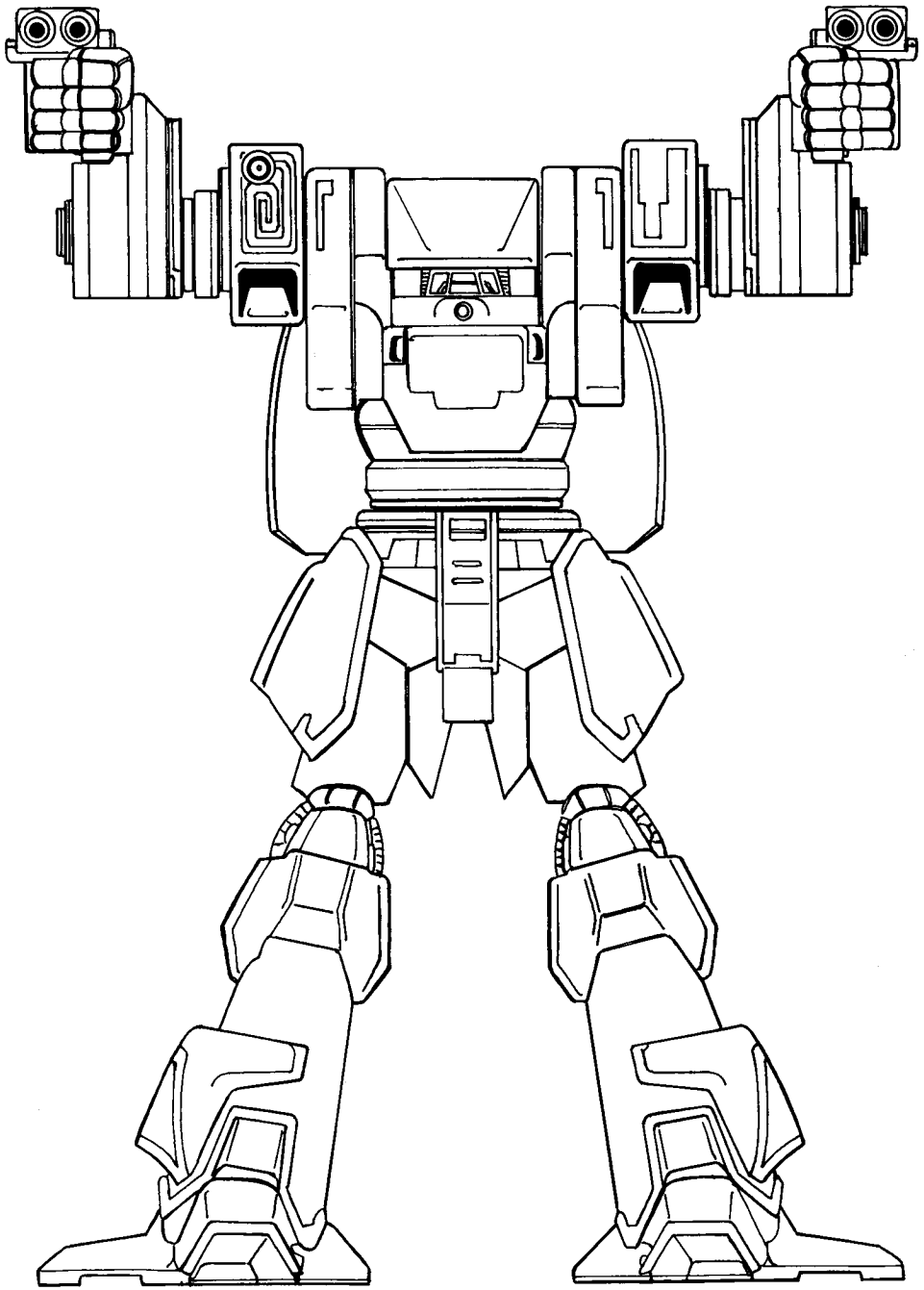
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	MASC	
	Endo Steel	0
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	
	Double Heat Sink	5
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	
	Double Heat Sink	5
Right Arm	Ferro-Fibrous	
	Endo Steel	6
Left Arm	Ferro-Fibrous	
	Endo Steel	6
Right Leg	Endo Steel	1
Left Leg	Endo Steel	1

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
CASE	RA	0	0
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1
CASE	RT	0	0

Alternate Configuration A			
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 24	LA	1	1
CASE	LA	0	0
TAG	RA	1	1
Beagle Probe	RA	1	1
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
CASE	RT	0	0
Alternate Configuration B			
Medium Pulse Laser	LA	1	2
Guardian ECM	RA	1	1
Machine Gun	RA	1	0.25
Ammo (MG) 200	RA	1	1
A-Pod	RL	1	0.5
Medium Pulse Laser	RT	1	2
Alternate Configuration C			
LRM 5	LA	1	1
Ammo (LRM) 24	LA	1	1
CASE	LA	0	0
LRM 5	RA	1	1
Ammo (LRM) 24	RA	1	1
CASE	RA	0	0
Anti-Missile System	RT	1	0.5
Ammo (Anti-Missile) 48	RT	2	2
CASE	RT	0	0
Alternate Configuration D			
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
Targeting Computer	RT	1	1
Flamer	RT	1	0.5



Overview:

With enough firepower to defeat other recon 'Mechs and enough speed to outrun almost everything else, the *Koshi* would be a valuable addition to any army. This 'Mech's Japanese name, reportedly coined by a member of the criminal element of Draconis Combine society, translates roughly as "small death," a term without clear meaning in English. The *Koshi* often leads a recon Star, but it is sometimes attached as the light element to a heavier unit. It is unusual in that the Beagle Probe appears to be fixed equipment on the *Koshi*, meaning it is rare to see two of these serving together.

Capabilities:

In its most common configuration, the *Koshi* can serve in many roles. Combined with its excellent reconnaissance abilities, it has long-range striking power, a potent short-range weapon, and a machine gun to deal with infantry. It is perhaps its deadly effect on infantry that earned it the name Small Death.

Occasionally used as a combination anti-personnel weapon and artillery spotter, the *Koshi* sometimes marches into battle with an unusual weapons mix. Carrying Target Acquisition Gear to spot for friendly 'Mechs and vehicles equipped with Arrow IV Missiles, this *Koshi* also has equipment to shield it from all manner of enemy activity. It has an unusual dual Anti-Missile System in its left arm, with enough ammunition to stay on the battlefield forever. Its combination of double A-Pods, machine gun, and flamer give enemy infantry no hope of attacking the *Koshi*.

In Weapons Configuration B, the *Koshi* packs considerably more firepower. Its left arm offers the softening-up weapons of two medium lasers, with the follow-up wallop of double SRM 6 launchers on its right arm. The right arm also carries a small laser.

The *Koshi* is also sometimes outfitted as an electronic marvel. Combining the fixed Beagle Probe with an added Guardian ECM system lets the *Koshi* get the jump on any enemy. An Anti-Missile System adds to its defenses, while the right arm carries the firepower, a large laser and a medium laser.

Though rarely seen, there is yet another version of the *Koshi*, this one with the Ultra-2 Autocannon, a weapon not in wide use among the Clans. Also carrying a medium laser and a small laser, this version can be more useful than the others in some situations, but the difficulty in predicting those occasions means Alternate Configuration D gets little use.

Deployment:

The *Koshi* has been spotted with all four warrior Clans, but it is a 'Mech of choice only with the Smoke Jaguars. The Jaguars have used it to good effect against the Draconis Combine, though it is rumored that Gunji no Kanrei Theodore Kurita has captured one, along with several other designs.

Mass: 25 tons
Chassis: Endo Steel
Power Plant: 175 XL
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: 6
Jump Capacity: 180 meters
Armor: Ferro-Fibrous
Armament:
8.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Beagle Probe

Type: **Koshi**

Equipment		Mass
Internal Structure:	Endo Steel	1.25
Engine:	175 XL	3.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	67	3.5

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

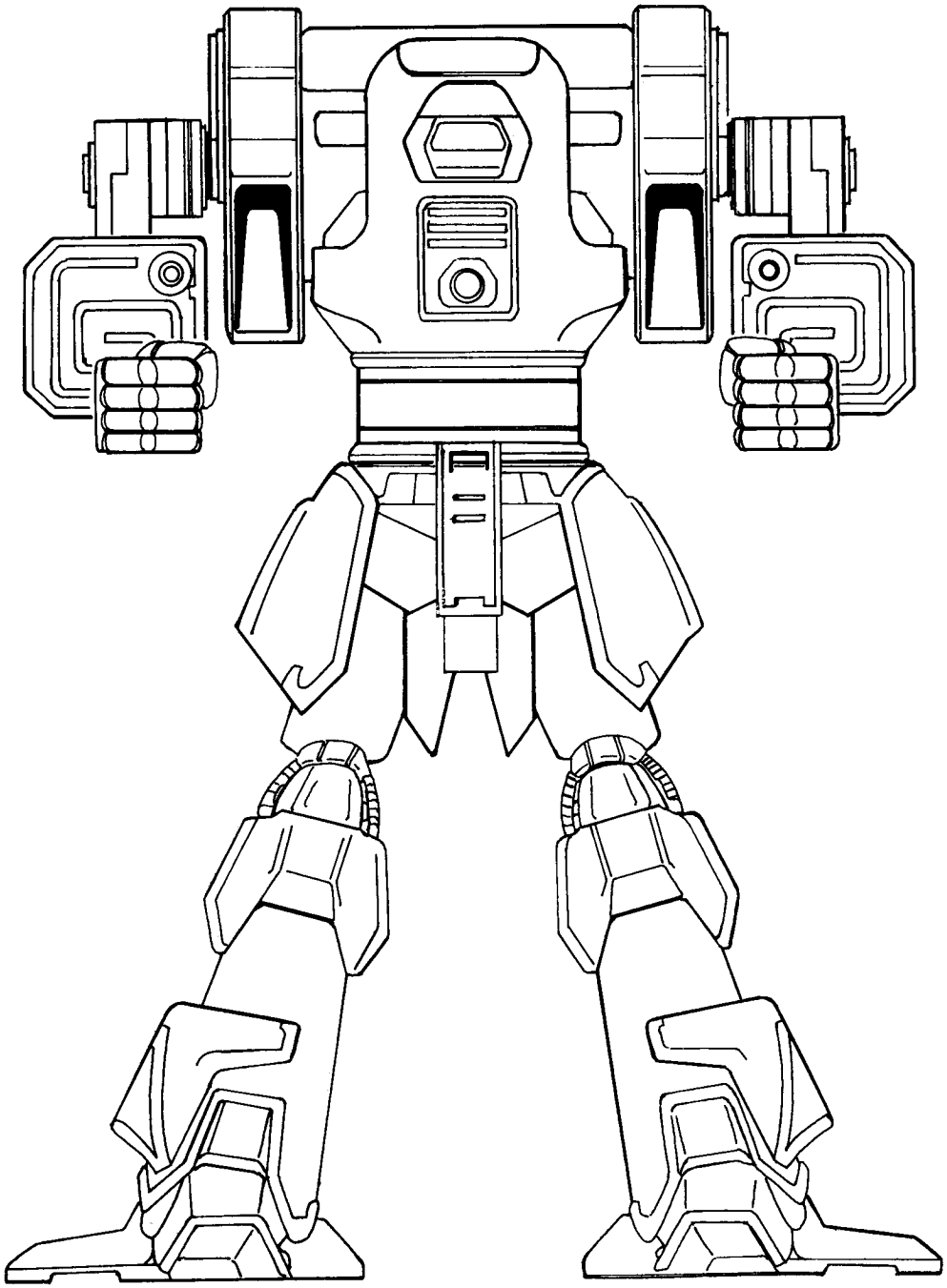
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Beagle Probe	0
Center Torso	Ferro-Fibrous	
	Endo Steel	0
Right Torso	2 Engine,	
	2 Ferro-Fibrous	
	Endo Steel	
	3 Jump Jets	
	Double Heat Sink	2
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	
	3 Jump Jets	
	2 Double Heat Sinks	0
Right Arm	Ferro-Fibrous	
	Endo Steel	6
Left Arm	Ferro-Fibrous	
	Endo Steel	6
Right Leg	Endo Steel	1
Left Leg	Endo Steel	1

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
Beagle Active Probe	H	1	1
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
CASE	LA	0	0
Streak SRM 4	RA	1	2
Ammo (Streak) 25	RA	1	1
Machine Gun	RA	1	0.25
Ammo (MG) 200	RA	1	1
CASE	RA	0	0

Alternate Configuration A			
Beagle Active Probe	H	1	1
TAG LA	1	1	
Anti-Missile System	LA	1	0.5
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 72	LA	3	3
CASE	LA	0	0
A-Pod	LL	1	0.5
Flamer	RA	1	0.5
Machine Gun	RA	1	0.25
Ammo (MG) 200	RA	1	1
CASE	RA	0	0
A-Pod	RL	1	0.5
Alternate Configuration B			
Beagle Active Probe	H	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
SRM 6	RA	1	1.5
SRM 6	RA	1	1.5
Ammo (SRM) 30	RA	2	2
CASE	RA	0	0
ER Small Laser	RA	1	0.5
Alternate Configuration C			
Beagle Active Probe	H	1	1
Guardian ECM	LA	1	1
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 24	LA	1	1
CASE	LA	0	0
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Alternate Configuration D			
Beagle Active Probe	H	1	1
Ultra-2 AC	LA	2	5
Ammo (AC) 45	LA	1	1
CASE	LA	0	0
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5



Overview:

The *Uller*, named for the Norse god of archery, is an exceptionally versatile light 'Mech. In its main configuration, the *Uller* carries an excellent mix of weapons, giving it striking power at all ranges and avoiding the problems associated with reliance on a single system. With reasonably good speed and armor, this design can even hold its own against many medium 'Mechs of the Inner Sphere.

Capabilities:

In its primary configuration, the *Uller* combines four of the Clans' most advanced weapons. Its main firepower comes from the LB 5-X Autocannon in its right arm and the extended-range large laser in its left. A small pulse laser and Streak SRM 4 add to the *Uller*'s punch at close range. This is a marvel of design, keeping heat build-up in check, economizing on missile loads to avoid running out of ammunition and to provide sting at varying ranges.

Though the Successor States have come to expect surprises from the Clans, the *Uller* still caught the Federated Commonwealth off guard the first time it appeared in Alternate Configuration A. Who would expect a light 'Mech to carry such a powerful, heavy, and bulky weapon as a Gauss Rifle? This weapon can cripple an opposing light 'Mech with a single shot, and it gives the *Uller* credibility against much heavier designs. Though this configuration also contains two extended-range medium lasers, it lacks the versatility of the primary version and appears far less often.

The B variant is rather similar in appearance and performance to the primary configuration, but there are significant differences. Subtle changes in the short-range missile rack, the autocannon, and the lasers can prove fatal to the Inner Sphere MechWarrior who thinks he knows the *Uller*'s capabilities. Because of the similarities with the primary version, Our Blessed Order is uncertain how frequently the B variant is used, but it may be more than 25 percent of the time.

The C Configuration *Uller* is a highly specialized machine, designed for densely populated areas. Its sophisticated electronics allow it to spot a hidden enemy, call in devastating missile artillery, and jam enemy tracking computers all at the same time. Its double machine guns and double A-Pods are effective against enemy infantry who get too close, and its exceptional triple antimissile system can swat down incoming missiles from several enemy 'Mechs simultaneously. As offensive weaponry, however, this version of the *Uller* has only an extended-range large laser and a small pulse laser.

The *Uller* sometimes draws the duty of long-range fire support, when it appears in Alternate Configuration D. With three long-range missile launchers and the extraordinary Narc Missile Beacon for enhanced accuracy, the *Uller* can lend its Starmates some sting from afar. The obvious drawbacks to this design are its reliance on limited ammunition and its inability to deal with an enemy that can close the range. That accounts for the rarity of this configuration.

Deployment:

The primary light 'Mech of the Jade Falcons, the *Uller* has become a familiar sight in the Twycross Command. Because other light 'Mechs are quicker, the *Uller* sees less reconnaissance duty than some other models. It is also uncommon with the other Clans, who appear to prefer speedier 'Mechs for scouting and heavier designs for everything else.

Mass: 30 tons
Chassis: Endo Steel
Power Plant: 180 XL
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
16 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Uller**

Equipment		**Mass**
Internal Structure:	Endo Steel	1.5
Engine:	180 XL	3.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	77	4

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

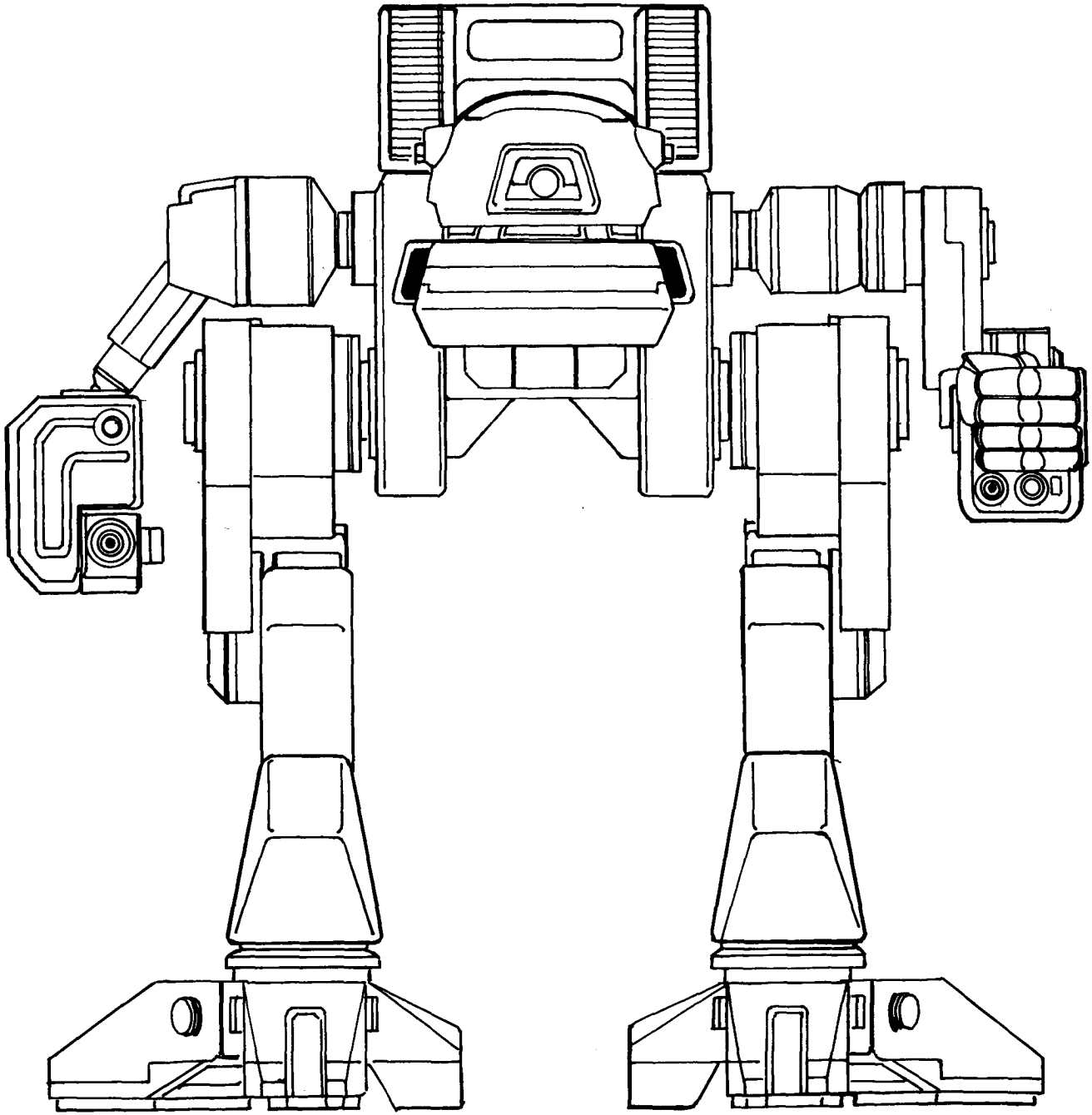
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	Double Heat Sink	0
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	3 Endo Steel	5
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	2 Endo Steel	6
Right Arm	Ferro-Fibrous	
	Endo Steel	6
Left Arm	Ferro-Fibrous	
	Endo Steel	6
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
Streak SRM 4	RA	1	2
Ammo (Streak) 25	RA	1	1
LB 5-X	RA	4	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
Alternate Configuration A			
Ammo (Gauss) 16	~~RT~~	2	2
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
Gauss Rifle	RA	6	12
CASE	~~RA~~	0	0

Alternate Configuration B	RT		
Ammo (AC) 20	~~CT~~ RT	2	2
CASE	~~CT~~ RT	0	0
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5
SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
CASE	RA	0	0
Ultra-10 AC	RA	4	10
Alternate Configuration C			
Ammo (Anti-Missile) 48	~~CT~~ RT	2	2
~~CASE~~	~~CT~~	0	0
Machine Gun	LA	1	0.25
Machine Gun	LA	1	0.25
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
A-Pod	LT	1	0.5
Ammo (MG) 200	LT	1	1
CASE	LT	0	0
Beagle Probe	RA	1	1
TAG	RA	1	1
Guardian ECM	RA	1	1
Anti-Missile System	RA	1	0.5
Anti-Missile System	RA	1	0.5
Anti-Missile System	RA	1	0.5
Ammo (Anti-Missile) 48	RT	2	2
CASE	RT	0	0
A-Pod	RT	1	0.5
Alternate Configuration D			
LRM 15	LA	1	3.5
Ammo (LRM) 16	LA	2	2
CASE	LA	0	0
LRM 5	LA	1	1
Ammo (LRM) 24	LT	1	1
CASE	LT	0	0
LRM 15	RA	1	3.5
Narc Beacon	RA	1	2
Ammo (LRM) 16	RT	2	2
CASE	RT	0	0
Narc Pods (6)	RT	1	1



Overview:

With exceptional ferocity for a light 'Mech, this design was labeled the *Puma*. Though fast enough for scouting missions, the *Puma* can stand up to many Inner Sphere medium 'Mechs. It has exceptional firepower for a light 'Mech, surprising many MechWarriors in the Successor States the first time they face the design. The flamer in the center torso is remarkable because it is one of the few fixed weapons on an OmniMech.

Capabilities:

When the *Puma* is expecting heavy combat, it uses its usual pod structure of double particle projection cannon. The PPCs deliver heavy damage, and the advanced targeting computer improves accuracy. A medium laser augments the main weapons.

Alternate Configuration A turns the *Puma* into a fire-support 'Mech. The double LRM-20 racks on the arms can deliver great damage from afar, softening up the enemy for the *Puma*'s Starmates. For enemies that get too close, this design mounts a pair of small pulse lasers in the torso.

Alternate Configuration B features more varied weaponry, used when commanders are uncertain what the *Puma*'s role will be. Like the primary configuration, this version probably gives its pilots problems with heat build-up. If he is careful about heat, however, the pilot has great firepower and versatility at his disposal. The "wings" consist of a large pulse laser and an LB 5-X Autocannon, with the familiar extended-range medium lasers in the torso.

Version C appears most often when several *Puma*s are used together. In these cases, all are equipped with Narc missiles, and a single C Version carries the Narc Beacon for all. This requires that it downgrade its missile launchers to 15-racks. With the Narc equipment in the right torso, this version also carries a medium pulse laser in its left torso, rather than a small laser on each side.

Alternate Configuration D appears to be a variation on the B Version, and it has appeared only rarely. Used in the same kinds of situations, this version may appear simply as a matter of pilot preference. It features the Ultra-5 Autocannon and an extended-range large laser. It carries Streak missile launchers in its torso rather than lasers.

Deployment:

The *Puma* appears to be a widely used light 'Mech, though it is rarely used for reconnaissance. The Wolves make more use of the *Puma* than do the other Clans, even using it often as a scout 'Mech. It is clearly the most common fire-support 'Mech, serving with Stars of all compositions.

Mass: 35 tons
Chassis: Endo Steel
Power Plant: 210 XL
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
1 Flamer
16.25 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Puma**

Equipment		**Mass**
Internal Structure:	Endo Steel	1.75
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	115	6

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	11	16
Center Torso (rear)		6
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	14

Weight and Space Allocation

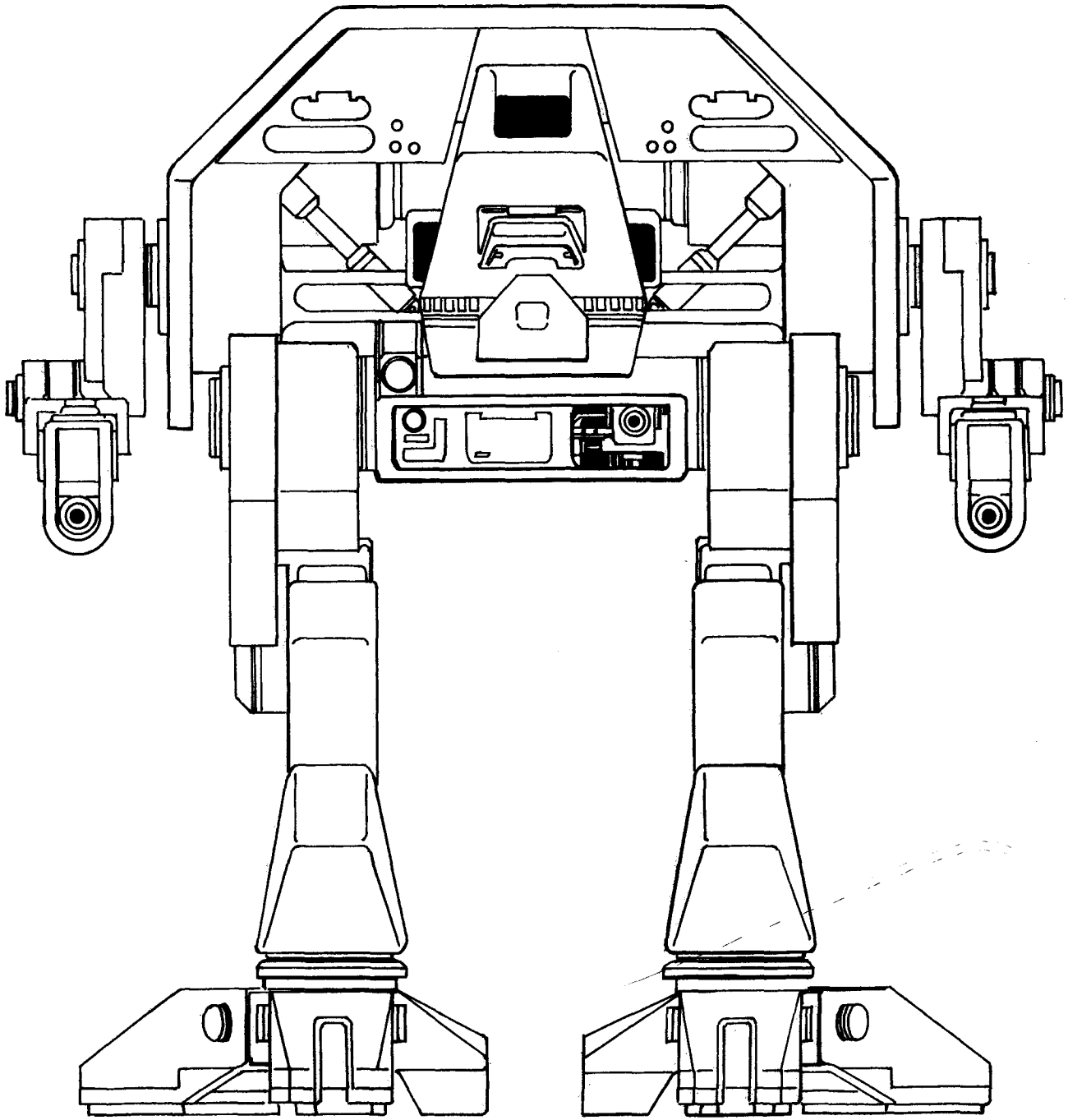
Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	Endo Steel	
	Flamer	0
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	
	Double Heat Sink	5
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	
	Double Heat Sink	5
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg	2 Endo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

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER PPC	LA	2	6
Double Heat Sink (1)	LT	1	1
ER PPC	RA	2	6
Targeting Computer	RT	3	3
Alternate Configuration A			
LRM 20	LA	4	5
Ammo (LRM) 12	LA	2	2
CASE	LA	0	0
Small Pulse Laser	LT	1	1
LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
CASE	RA	0	0
Small Pulse Laser	RT	1	1
Alternate Configuration B			
LB 5-X	LA	4	7
Ammo (AC)	LA	1	1
CASE	LT	0	0
ER Medium Laser	LT	1	1
Large Pulse Laser	RA	2	6
ER Medium Laser	RT	1	1

Alternate Configuration C			
LRM 15	LA	1	3.5
Ammo (LRM) 16	LA	2	2
CASE	LA	0	0
Medium Pulse Laser	LT	1	2
LRM 15	RA	1	3.5
Ammo (LRM) 16	RA	2	2
CASE	RA	0	0
Narc Beacon	RT	1	2
Narc Pods (6)	RT	1	1

Alternate Configuration D			
ER Large Laser	LA	1	4
Streak SRM 2	LT	1	1
Ammo (Streak) 45	LT	1	1
CASE	LT	0	0
Ultra AC-5	RA	3	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
Streak SRM 2	RT	1	1
Ammo (Streak) 45	RT	1	1
CASE	RT	0	0



Overview:

Earning its name from its erratic and speedy movement and also from its relative lack of firepower compared to other Clan designs, the *Dragonfly* is no less a nuisance to the Inner Sphere than its more potent brethren. With good protection, double heat sinks, and excellent speed and jumping ability, the *Dragonfly* lacks only a knock-out punch. With any of its weapons arrangements, the *Dragonfly* can cause trouble for an enemy and then hop off to fight another day.

Capabilities:

In its standard configuration, the *Dragonfly* appears to try to accomplish too much with too little capacity. Mounting short-range missiles and medium pulse lasers as its main weapons, this version lacks the range advantage of most Clan designs. Though its speed and maneuverability can get the *Dragonfly* into close range quickly, its armor and armament are insufficient to fight pitched battles with other medium 'Mechs.

Alternate Configuration A makes the *Dragonfly* better equipped to slug it out at close range. The Artemis IV Fire Control System increases the effectiveness of its enlarged short-range missile rack. The suite of five medium lasers also enhances the *Dragonfly*'s firepower, and the double heat sinks dissipate their heat quickly.

The B variation is rare, and its surprise value helps compensate for its inherent weaknesses. Its clout is concentrated in the extended-range particle projection cannon mounted on the left arm, with little pod space available for other weapons. This weapons mix, like that of the A configuration, puts the *Dragonfly*'s double heat sinks to the test.

Used exclusively in urban actions, the *Dragonfly* in Configuration C boasts a host of anti-personnel weapons. The paired machine guns in the left torso are linked to the triple mount in the right torso, firing simultaneously or independently and sharing the same ammunition supplies. The three flamers can root out whatever hidden enemies the *Dragonfly*'s Beagle Probe can turn up.

Another general-purpose configuration apparently preferred by some Clan MechWarriors is the D variant. It employs the striking power and ammo efficiency of the Streak SRM 6 in its left arm and a pair of medium lasers in its right arm. The small long-range missile launcher allows it to announce its presence, and the small laser in the left torso provides extra firepower at close range.

Deployment:

The *Dragonfly* is in common use only with the Ghost Bears. The Bears' preference for this comparatively weak design may be partly responsible for their relative lack of success compared to the other Clans. As a specialty 'Mech, however, the *Dragonfly* is not without value. The Bears only mistake is overusing a 'Mech that is better suited for specialized roles and missions.

Mass: 40 tons
Chassis: Endo Steel
Power Plant: 320 XL
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: 8
Jump Capacity: 240 meters
Armor: Ferro-Fibrous
Armament:
8.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Dragonfly**

Equipment		**Mass**
Internal Structure:	Endo Steel	2
Engine:	320 XL	11.25
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	134	7

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	13
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	19

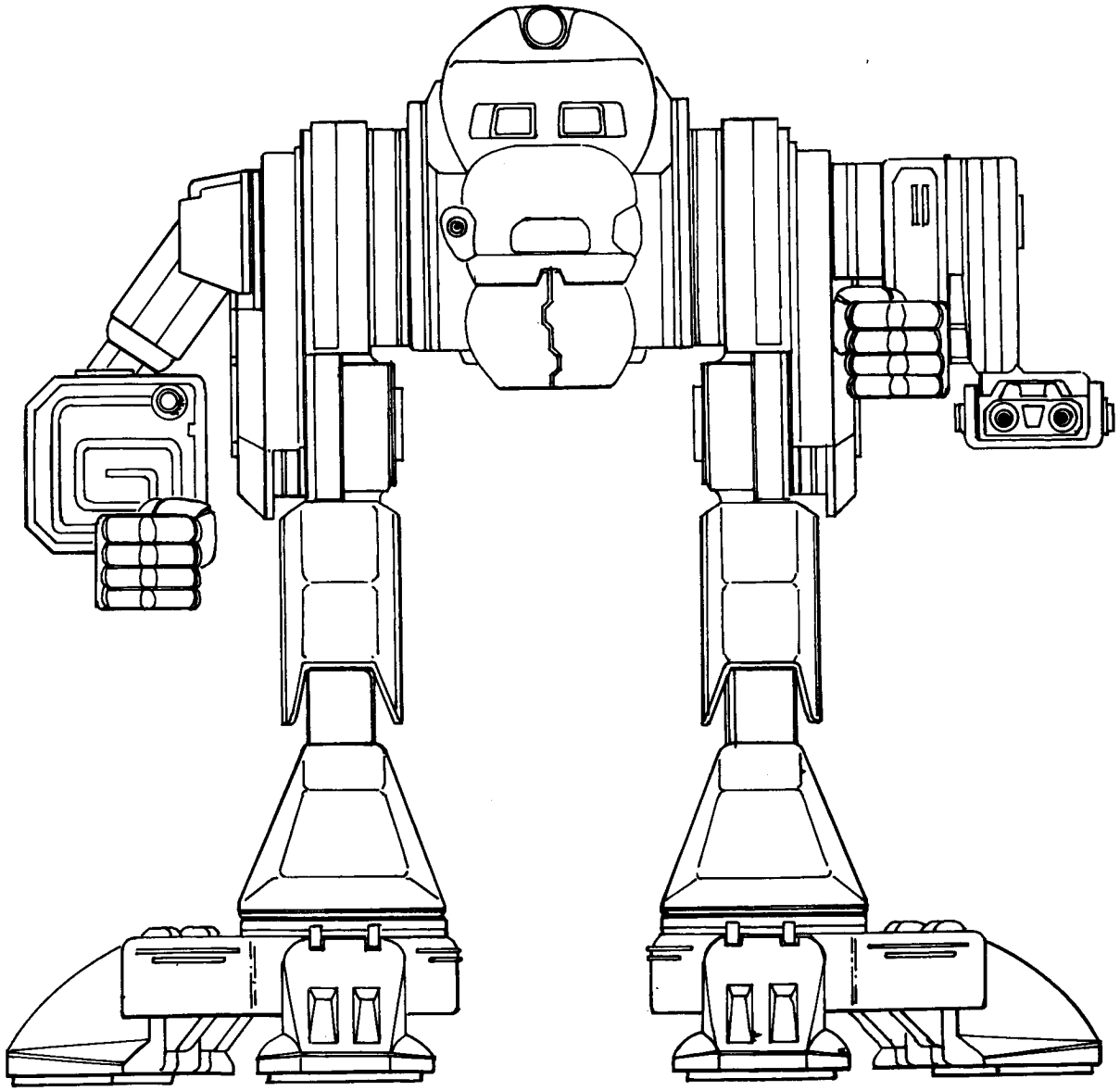
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	Endo Steel	1
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	3 Endo Steel	
	2 Jump Jets	4
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	3 Endo Steel	
	2 Jump Jets	4
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
CASE	LA	0	0
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 24	LT	1	1
CASE	LT	0	0
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0
Alternate Configuration A			
SRM 6	LA	1	1.5
Ammo (SRM) 15	LA	1	1
CASE	LA	0	0
Artemis IV FCS	LA	1	1
ER Medium Laser	LT	1	1
ER Medium Laser	LT	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
ER Medium Laser	RT	1	1

Alternate Configuration B			
ER PPC	LA	2	6
Small Pulse Laser	LT	1	1
Small Pulse Laser	RA	1	1
Flamer	RT	1	0.5
Alternate Configuration C			
Flamer	CT	1	0.5
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
Beagle Probe	LA	1	1
Machine Gun	LT	1	0.25
Machine Gun	LT	1	0.25
Ammo (MG) 400	LT	2	2
CASE	LT	0	0
Flamer	RA	1	0.5
Flamer	RA	1	0.5
Machine Gun	RT	1	0.25
Machine Gun	RT	1	0.25
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0
Alternate Configuration D			
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1
CASE	LA	0	0
ER Small Laser	LT	1	0.5
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
CASE	RT	0	0



Overview:

Not only is the Clans' equipment new to the Inner Sphere, but so are some of their tactics. The *Fenris* is an excellent example of a design alien to the strategists of the Successor States, a medium scout 'Mech. Though its weight class, armor, and standard weaponry clearly classify the *Fenris* as a medium 'Mech, other features make it useful for reconnaissance. Its excellent speed is better than that of many light 'Mechs, and it commonly carries the Beagle Probe, which allows it to locate hidden enemy positions. For these reasons, the *Fenris* has shown up on all sorts of missions and in many different roles.

Capabilities:

One of the few Clan designs to feature the Beagle Probe in its most common configuration, the *Fenris* sees regular reconnaissance duty regardless of the composition of the rest of its Star. Its extended-range particle projection cannon provides the punch, augmented by a small Streak missile launcher and a small laser. The ammo-conservation properties of the Streak system make the *Fenris* an excellent candidate for long missions away from logistical support.

When lighter 'Mechs are providing reconnaissance, the *Fenris* often appears in Alternate Configuration A. Though lacking the long-range capabilities of the primary version, this model offers more weapons for infighting and carries an anti-missile system to reduce the effects of enemy fire. This configuration is most common when the *Fenris* appears in the same Star with heavier 'Mechs.

Configuration B appears only when the Clans expect a quick and costly battle at close range. In such a situation, the unmatched pair of short-range missile launchers can deliver heavy damage, following up that done by the extended-range large laser. In such a configuration, the *Fenris* can deliver great amounts of punishment at short range for a 'Mech of its size.

When called upon to provide long-range fire support, the *Fenris* appears in Alternate Configuration C. This design, rarely seen, is unusual in two respects. It has three small long-range missile launchers, allowing it to target three enemy 'Mechs at once. What is even more unusual is that this version of the *Fenris* carries an Artemis IV Fire-Control System with each launcher, rather than a single Narc Missile Beacon for them all. The advantage of the independent systems is that some can continue operating after the *Fenris* has taken damage to one area.

When the *Fenris* is on a long-range mission and lighter 'Mechs are providing reconnaissance, Version D occasionally appears. Though lacking the Beagle Probe, this version is dependent on ammunition only for its anti-missile system. The combination of four medium pulse lasers on one frame is highly unusual.

Deployment:

Though the *Fenris* has played a large part in the success of the Wolf Clan, it is not in wide use among the other Warrior Clans. With the Wolves, the *Fenris* has a place in every Cluster, and almost within every Star. The appearance of so many *Fenrises* in such widely differing configurations has caused great difficulties for MechWarriors in the Free Rasalhague Republic and, to a lesser extent, in the Federated Commonwealth.

Mass: 45 tons
Chassis: Endo Steel
Power Plant: 360 XL
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
9.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Fenris**

Equipment		**Mass**
Internal Structure:	Endo Steel	2.25
Engine:	360 XL	16.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	144	7.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	14	19
Center Torso (rear)		8
R/L Torso	11	14
R/L Torso (rear)		7
R/L Arm	7	14
R/L Leg	11	19

Weight and Space Allocation

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

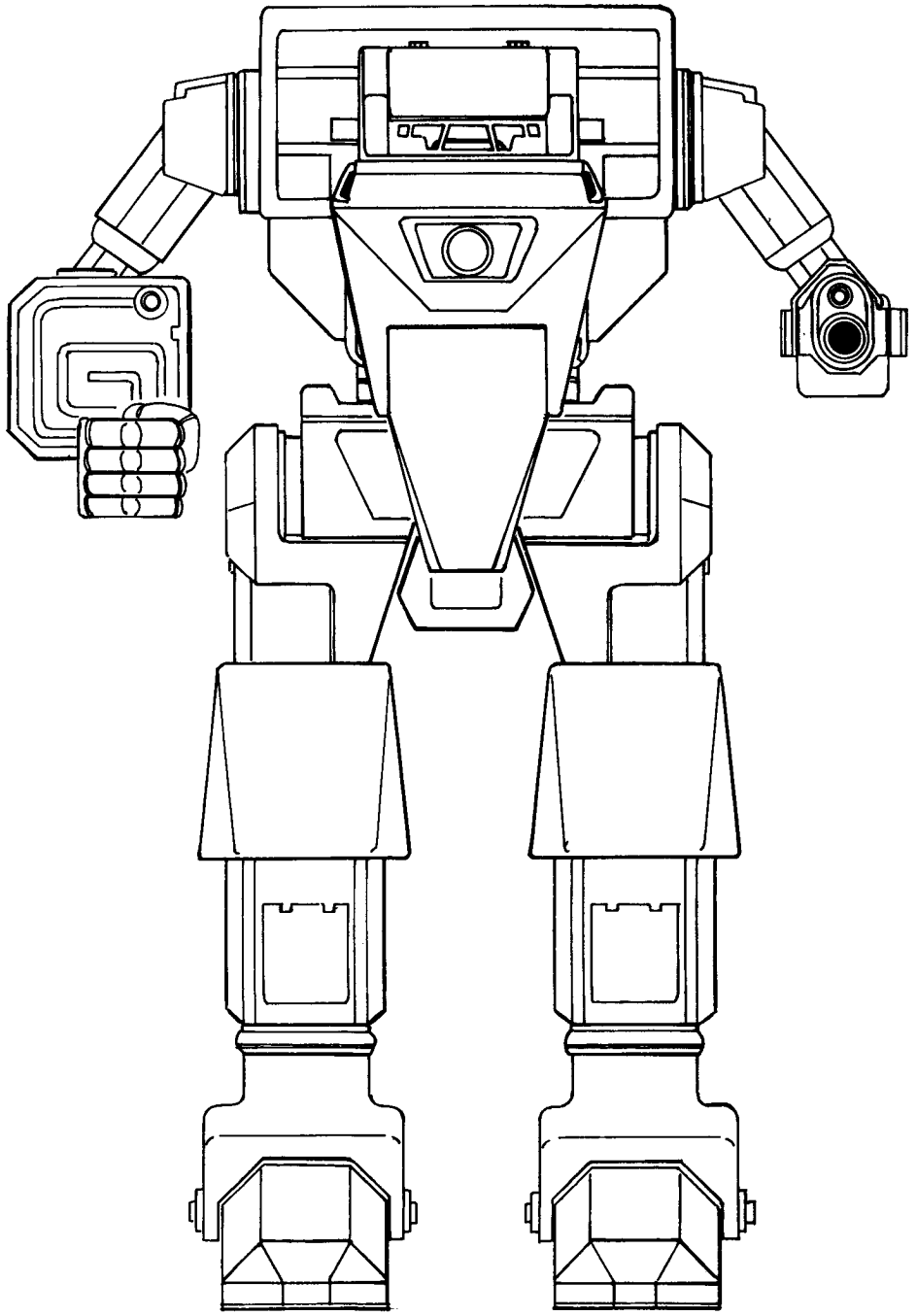
Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Beagle Probe	CT	1	1
ER PPC	LA	2	6
ER Small Laser	LA	1	0.5
Streak SRM 2	RA	1	1
Ammo (Streak) 50	RA	1	1
CASE	RA	0	0
Alternate Configuration A			
ER Medium Laser	CT	1	1
LB 2-X	LA	2	5
Ammo (AC) 45	LA	1	1
CASE	LA	0	0
ER Medium Laser	RA	1	1
Anti-Missile System	RA	1	0.5
Ammo (Anti-Missile) 24	RA	1	1
CASE	RA	0	0

Alternate Configuration B			
Small Pulse Laser	CT	1	1
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
CASE	LA	0	0
ER Large Laser	LA	1	4
SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
CASE	RA	0	0

Alternate Configuration C			
ER Small Laser	CT	1	0.5
LRM 5	LA	1	1
Ammo (LRM) 24	LA	1	1
Artemis IV FCS	LA	1	1
CASE	LA	0	0
LRM 5	LT	1	1
Ammo (LRM) 24	LT	1	1
Artemis IV FCS	LT	1	1
CASE	LT	0	0
LRM 5	RA	1	1
Ammo (LRM) 24	RA	1	1
Artemis IV FCS	RA	1	1
CASE	RA	0	0

Alternate Configuration D			
Medium Pulse Laser	CT	1	2
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 24	LA	1	1
CASE	LA	0	0
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2



Overview:

A 'Mech capable of many tasks but excelling at none, the *Black Hawk* plays a secondary role to heavier and lighter Omni-Mechs within the Clans' arsenal. Though versatile, powerful, and maneuverable, it cannot match the heavier 'Mechs for power, nor the lighter 'Mechs for maneuverability. What it does possess in quantity is versatility. There are several reasons for this. Using neither Endo Steel nor Ferro-Fibrous armor, the *Black Hawk* possesses more internal space than some other designs. Furthermore, designers left the arms open, allowing great flexibility in designing weapons pods.

Capabilities:

In its primary configuration, the *Black Hawk* has an unusual appearance and fearsome capabilities. The hexagonal weapons pods on its arms boast six medium lasers each, providing exceptional firepower but generating too much heat for sustained firing. The *Black Hawk* does mount four additional double heat sinks to allow the pilot more freedom to use his weapons. Nevertheless, a pilot who fires all twelve lasers in one salvo risks immediate shutdown.

In its most common variation, the Alternate Version A *Black Hawk* also uses high-heat weapons by installing an extended-range particle projection cannon in each arm. This model usually carries a medium pulse laser in its left torso instead of the machine gun.

Alternate Configuration B reflects most MechWarriors' desire for a variety of weapons systems, instead of using all weapons with the same range and other characteristics. This model combines the firepower of a large pulse laser with an Ultra-5 Autocannon. It retains the machine gun in the left breast, but replaces the anti-missile system with a small laser, probably for weight considerations.

Occasionally, a powerful *Black Hawk* sporting a Gauss Rifle makes an appearance. Installing such a heavy weapon must make such a 'Mech inherently unstable, taxing the gyros to the maximum. Carrying only an SRM 2 and small pulse laser for secondary armaments, this *Black Hawk* lacks the versatility that makes the design worthwhile. Hampered by too little ammunition for its primary weapon, this version is rarely used.

The Model D *Black Hawk* is the only variation seen that carries long-range missiles. Less effective than some designs at long-range fire support and yet not a well-rounded, all-purpose design, this version of the *Black Hawk* appears to be a compromise used only when more suitable equipment is unavailable.

Deployment:

The *Black Hawk* is deployed thinly but evenly throughout the Clans. It was first spotted with an attack force fromthe Wolf Clan, and it is slightly more common there than with the others. Rarely does any Cluster have more than one or two *Black Hawks*, however.

Mass: 50 tons
Chassis: Standard
Power Plant: 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: 5
Jump Capacity: 150 meters
Armor: Standard
Armament:
16.25 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Black Hawk**

Equipment			**Mass**
Internal Structure:			5
Engine:	250 XL		6.25
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	14 [28]		4
Gyro:			3
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	23	
Center Torso (rear)		8	
R/L Torso	12	15	
R/L Torso (rear)		7	
R/L Arm	8	16	
R/L Leg	12	20	

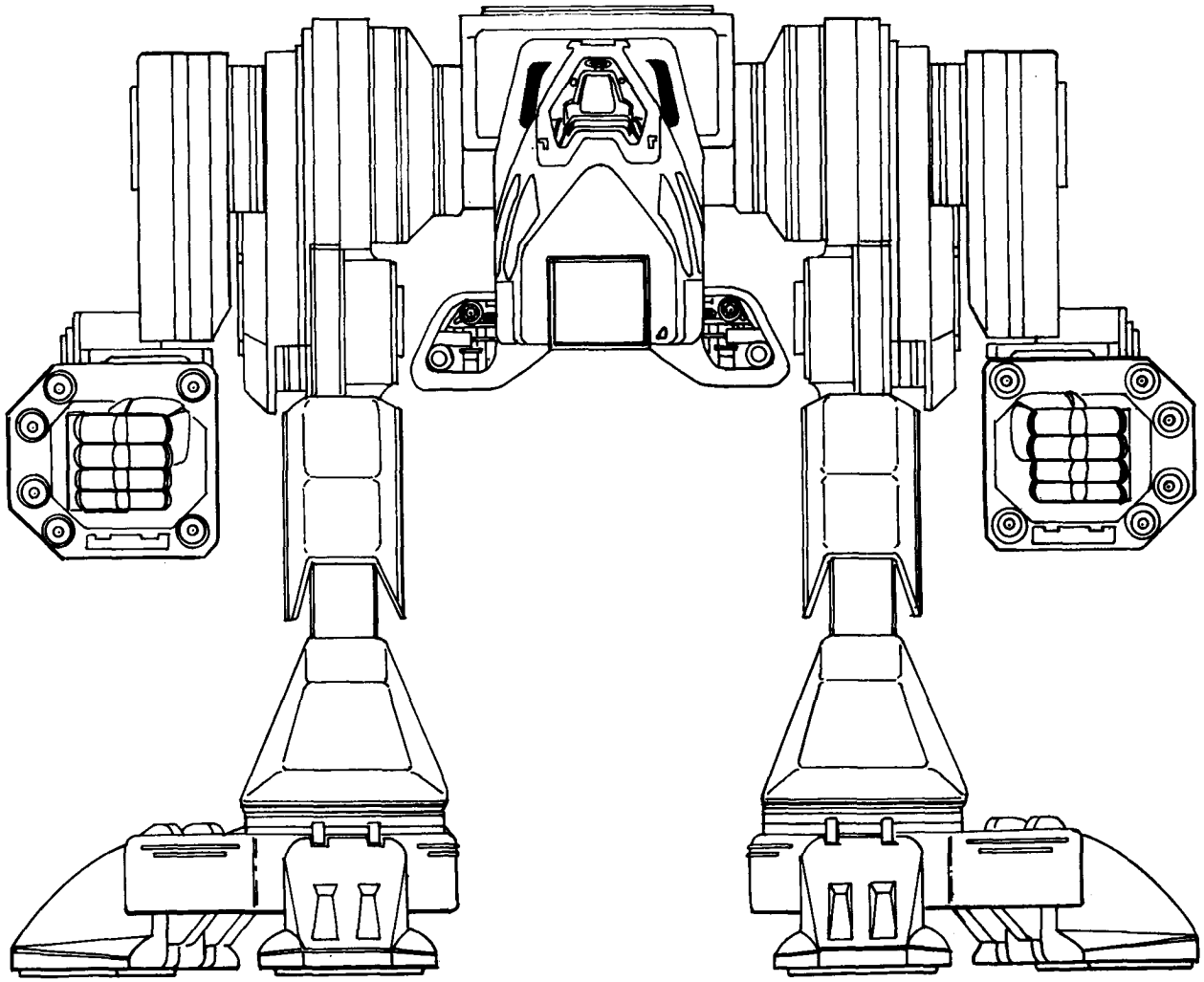
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head		1
Center Torso	Jump Jets	1
Right Torso	2 Engine, 2 Double Heat Sinks	6
Left Torso	2 Engine, 2 Double Heat Sinks	6
Right Arm		8
Left Arm		8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
Double Heat Sink (1)	LA	2	1
Double Heat Sink (1)	LT	2	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
Double Heat Sink (1)	RA	2	1
Double Heat Sink (1)	RT	2	1
Alternate Configuration A			
ER PPC	LA	2	6
Medium Pulse Laser	LT	1	2
Anti-Missile System	LT	1	0.5
ER PPC	RA	2	6
Anti-Missile System	RT	1	0.5
Ammo (Anti-Missile) 24	RT	1	1
CASE	RT	0	0

Alternate Configuration B			
Large Pulse Laser	LA	2	6
Ultra-5 AC	RA	3	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
Machine Gun	LT	1	0.25
Machine Gun	LT	1	0.25
Ammo (MG) 200	LT	1	1
CASE	LT	0	0
ER Small Laser	RT	1	0.5
Alternate Configuration C			
Gauss Rifle	LA	6	12
Ammo (Gauss) 8	LA	1	1
SRM 4	LT	1	1
Ammo (SRM) 25	LT	1	1
CASE	LT	0	0
Small Pulse Laser	RT	1	1
Alternate Configuration D			
LB 5-X	LA	4	7
Ammo (AC) 20	LA	1	1
CASE	LA	0	0
LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
CASE	RA	1	1



Overview:

A menacing 'Mech with arms that end in double-barreled large lasers, the *Ryoken* has earned respect and fear throughout the Successor States, especially in the Draconis Combine, where it first appeared and where it is most common. The *Ryoken* combines an extra-light engine, Endo Steel internal structure, Ferro-Fibrous armor, and double heat sinks for a machine with excellent capabilities. In any of its configurations, the *Ryoken* can deliver massive firepower for a medium 'Mech.

Capabilities:

The Inner Sphere was totally unprepared for a 'Mech equipped with double-barreled lasers on each arm and the heat sinks to let the pilot use them. These lasers could devastate a foe in moments. Because of its speed and firepower, this version of the *Ryoken* commands the respect of any force in the Successor States.

A common alternate is the A version, which carries a massive 20-rack of long-range missiles on its right arm to soften up an enemy from a distance. Its four medium pulse lasers can cause great damage quickly, and it substitutes the more ammo-efficient Streak missiles for the six-rack on either side of its chest.

Another configuration for the *Ryoken* features a massive Ultra-20 Autocannon on its left arm. This version shares the *Black Hawk*'s distinctive hexagonal right arm, carrying six extended-range medium lasers. A triple pod of heat sinks are added to the right torso to help in dispersing the heat generated by the lasers.

A model only seen with the Ghost Bears features an LB 10-X Autocannon on its left arm and a large pulse laser on the right. This C model has a medium pulse laser on each side of its chest. This configuration has been less successful than others, and it is not surprising that the other Clans disdain it.

Alternate Configuration D is a mobile missile platform. Its Narc Beacon gives it greater accuracy with its impressive array of launchers. Not only does it carry a massive LRM-20 launcher and plenty of reloads on each arm, but its left chest also supports double SRM-2 racks.

Deployment:

The *Ryoken*, in several of its configurations, is one of the most common 'Mechs of the Smoke Jaguars. The primary configuration is also reasonably common within the other Clans, but the alternates are not as widespread. Especially within the Smoke Jaguars, the *Ryoken* draws many different assignments, enough that the Draconis Combine can expect to be fighting *Ryokens* in almost any engagement.

Mass: 55 tons
Chassis: Endo Steel
Power Plant: 330 XL
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
23 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Ryoken**

Equipment		Mass
Internal Structure:	Endo Steel	2.75
Engine:	330 XL	12.25
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	10

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	18	25
Center Torso (rear)		11
R/L Torso	13	17
R/L Torso (rear)		9
R/L Arm	9	18
R/L Leg	13	26

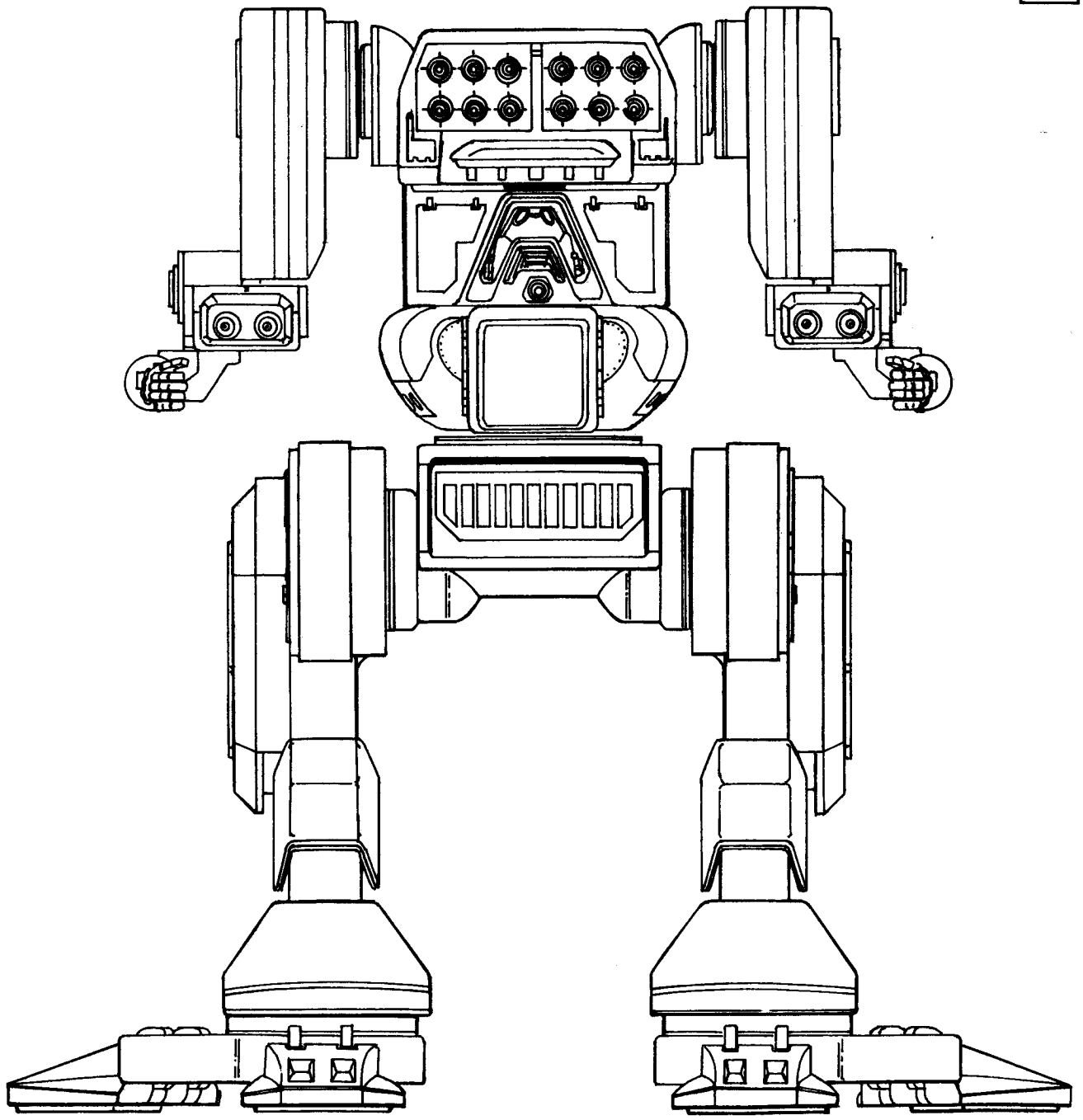
Weight and Space Allocation

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

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	H	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink (3)	LA	6	3
Double Heat Sink (3)	LT	6	3
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink (3)	RA	6	3
Double Heat Sink (3)	RT	6	3
Alternate Configuration A			
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
CASE	LT	0	0
LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
CASE	RA	0	0
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
CASE	RT	0	0

Alternate Configuration B			
Ultra-20 AC	LA	8	12
Ammo (AC) 10	LT	2	2
CASE	LT	0	0
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
Double Heat Sink (3)	RT	6	3
Alternate Configuration C			
LB 10-X	LA	5	10
Ammo (AC) 30	LA	3	3
CASE	LA	0	0
Medium Pulse Laser	LT	1	2
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
Alternate Configuration D			
LRM 20	LA	4	5
Ammo (LRM) 18	LA	3	3
CASE	LA	0	0
SRM 2	LT	1	0.5
SRM 2	LT	1	0.5
Ammo (SRM) 100	LT	2	2
CASE	LT	0	0
LRM 20	RA	4	5
Ammo (LRM) 18	RA	3	3
CASE	RA	0	0
Narc Beacon	RT	1	2
Narc Pods (12)	RT	2	2



Overview:

With its hunched shoulders and protruding head looking so much like a vulture that it earned that nickname in two places at the same time, this 'Mech has one of the most distinctive looks of any. Tagged the *Vulture* by the Free Rasalhague Republic at the same time the Draconis Combine was labeling it the *Hagetaga*, which means the same thing, this 'Mech's bird legs enhance the comparison. This appearance is so striking that it must have been intentional. The huge twin missile racks on its shoulders give the 'Mech its hunched look, but the overall appearance is changed little when most other weapons pods are installed.

Capabilities:

In its primary configuration, the *Vulture* serves mostly as a fire-support 'Mech. Many Inner Sphere MechWarriors have remarked about the sense of foreboding they felt to look up and see a *Vulture* perched on a ridge, firing its missiles on the raging battle below and waiting for its victims to die before it swooped down for the carrion. The twin racks of 20 long-range missiles can certainly hasten along the enemy's death. Should the *Vulture* injure an enemy at long range, it can take fate into its own hands (or, in this case, arms), and use its laser weapons to finish off its foe.

Alternate Configuration A is similar in appearance to the primary setup, but very different in function. Three incredible layers of SRM-6 launchers replace the LRM rack on each shoulder, giving this version of the *Vulture* immense muscle at short range. The autocannon and PPC in the arms can keep the enemy busy until the *Vulture* can bring its missiles to bear.

A hybrid between the first two, at least in concept, is Alternate Configuration B. Refinements include Streak technology for the SRMs and an Artemis IV fire-control system for the long-range launcher. The arms are a mixture, too, with three medium pulse lasers in the right and two extended-range large lasers in the left.

So different in appearance that Inner Sphere MechWarriors originally thought it was a separate 'Mech, version C of the *Vulture* does not even look like that bird. Lacking the familiar missile racks, the Vulture C has two powerful Gauss Rifles. So bulky are these weapons that this model must carry the ammunition in its puny arms. The weight requirements prevent the model C from carrying any other weapons. Only by careful study of battle vids did strategists identify the leg and torso structure of this design as those of a *Vulture*.

Deployment:

Though seen first in the Draconis Combine and shortly thereafter in the Free Rasalhague Republic, the *Vulture* has since appeared with all the Clans. The Ghost Bears use it with the greatest frequency, but the Smoke Jaguars also favor the 'Mech. The *Vulture* is somewhat less common, but by no means rare, with the other warrior Clans.

Mass: 60 tons
Chassis: Standard
Power Plant: 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
28 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Vulture**

Equipment			**Mass**
Internal Structure:			6
Engine:	300 XL		9.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	12 [24]		0
Gyro:			3
Cockpit:			3
Armor Factor:	163		8.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	23	
Center Torso (rear)		7	
R/L Torso	14	16	
R/L Torso (rear)		7	
R/L Arm	10	16	
R/L Leg	14	23	

Weight and Space Allocation

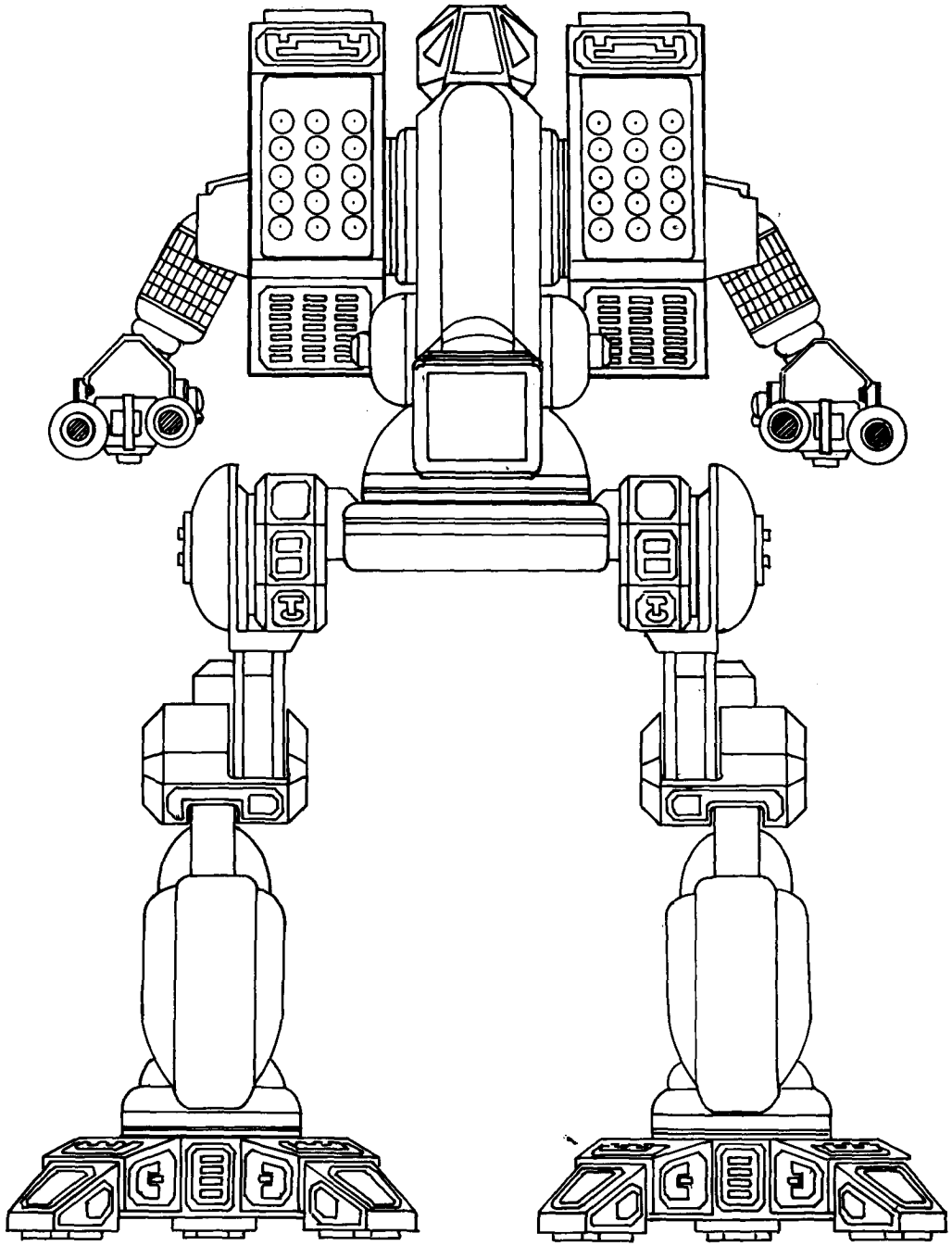
Location	*Fixed*	*Spaces Remaining*
Head	Ferro Fibrous	0
Center Torso		2
Right Torso	2 Engine	
	2 Ferro-Fibrous	8
Left Torso	2 Engine	
	2 Ferro-Fibrous	8
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg		2
Left Leg		2

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1
CASE	LT	0	0
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RA	1	2
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
CASE	RT	0	0
Alternate Configuration A			
LB 5-X	LA	4	7
Ammo (AC) 40	LA	2	2
CASE	LA	0	0
SRM 6	LT	1	1.5
SRM 6	LT	1	1.5
SRM 6	LT	1	1.5
Ammo (SRM) 30	LT	2	2
CASE	LT	0	0
ER PPC	RA	2	6
SRM 6	RT	1	1.5
SRM 6	RT	1	1.5
SRM 6	RT	1	1.5
Ammo (SRM) 30	RT	2	2
CASE	RT	0	0

Alternate Configuration B			
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1
Artemis IV FCS	LT	1	1
CASE	LT	0	0
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Streak SRM 6	RT	2	3
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
CASE	RT	0	0

Alternate Configuration C			
Ammo (Gauss) 16	LA	2	2
CASE	LA	0	0
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	RA	2	2
CASE	RA	0	0
Gauss Rifle	RA	6	12



Overview:

Famous for its missile rack on one shoulder and beacon system on the other and even more for the hexagonal openings in its huge *Marauder*-type arms, the *Loki* is one of the Clans' most easily recognized designs. Named the *Loki* by an obscure minor officer in the Federated Commonwealth Armed Forces, the 'Mech lives up to the officer's description of its "utterly mad configuration," not only in the version he saw, but in all the others as well. Though the combination of weapons may appear to be utterly mad, not a single Inner Sphere 'Mech could stand up to the *Loki* when it appeared with the Clans.

Capabilities:

The primary model of the *Loki* is an electronic marvel. It boasts Guardian Electronic Counter-Measures, a Beagle Probe, and a sophisticated targeting computer. Its blend of weapons systems is a sound combination of anti-'Mech and anti-personnel, of long-range and short-range, and efficient ammo use. The only problem with this design is that it cannot handle the massive amounts of heat generated by all these systems. The MechWarrior must be cautious in his choice of targets so that cockpit heat levels do not rise too high.

The most common alternative version of the *Loki* is used primarily for fire-support. Its long-range missile launcher and use of Narc Beacon allow it to do significant damage before the enemy can even fire. When the range closes, this version of the *Loki* can still deal out severe punishment with its autocannon and large lasers. One of the most unusual features of this design is the triple pintle-mount machine gun perched atop the missile launcher. This mount features a broad field of fire, keeping brash infantrymen away from the *Loki*.

Featuring double Artemis Fire-Control Systems for its side-by-side, shoulder-mounted SRM-6 launchers, the *Loki B* can cripple an enemy with one volley at close range. With a Gauss Rifle on one arm and an LB 5-X autocannon on the other, this 'Mech is one of the most formidable opponents the Clans have deployed.

Deployment:

The *Loki* is one of the designs most favored by the Jade Falcons. Though appearing with the other Clans in smaller numbers, the *Loki* shows its capabilities best with the Jade Falcons. It has been seen on all types of missions, save reconnaissance, and always proves to be the equal of two or more Inner Sphere 'Mechs.

Mass: 65 tons
Chassis: Standard
Power Plant: 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
28.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Loki**

Equipment		**Mass**
Internal Structure:		6.5
Engine:	325 XL	11.75
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	17
Center Torso (rear)		8
R/L Torso	15	14
R/L Torso (rear)		7
R/L Arm	10	11
R/L Leg	15	15

Weight and Space Allocation

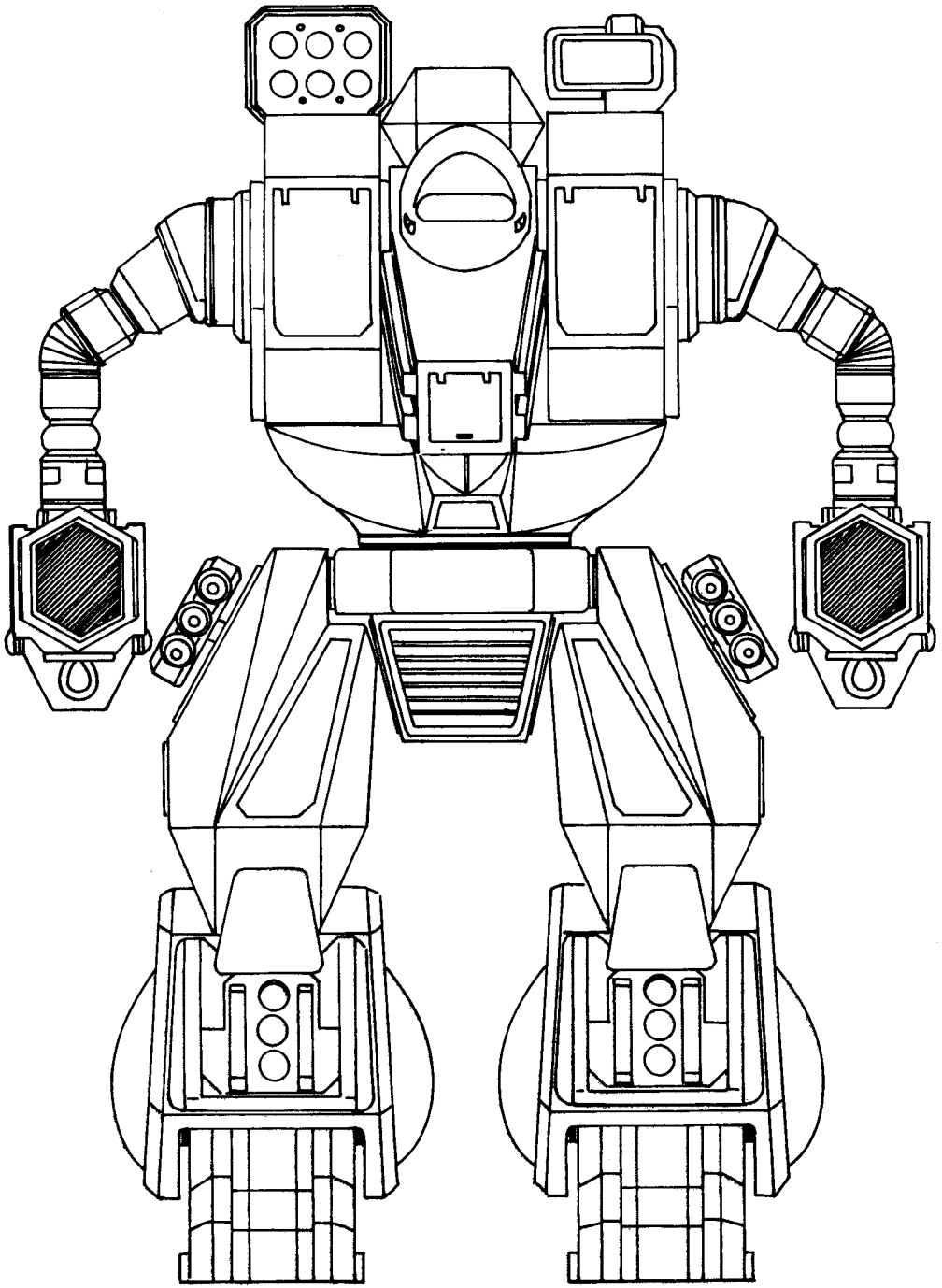
Location	*Fixed*	*Spaces Remaining*
Head		1
Center Torso		2
Right Torso	2 Engine	10
Left Torso	2 Engine	10
Right Arm		8
Left Arm		8
Right Leg		2
Left Leg		2

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Ammo (Anti-Missile) 24	CT	1	1
CASE	CT	0	0
Anti-Missile System	H	1	0.5
ER PPC	LA	2	6
A-Pod	LL	1	0.5
A-Pod	LL	1	0.5
Guardian ECM	LT	1	1
Beagle Probe	LT	1	1
Targeting Computer	LT	3	3
ER Medium Laser	LT	1	1
ER Medium Laser	LT	1	1
ER Medium Laser	LT	1	1
ER PPC	RA	2	6
A-Pod	RL	1	0.5
A-Pod	RL	1	0.5
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0
Alternate Configuration A			
Ammo (MG) 200	CT	1	1
CASE	CT	0	0
ER Medium Laser	H	1	1
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
Beagle Probe	LT	1	1
Narc Beacon	LT	1	2
Narc Pods (6)	LT	1	1
Ultra-5 AC	RA	3	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
Machine Gun	RT	1	0.25
Machine Gun	RT	1	0.25
Machine Gun	RT	1	0.25
CASE	RT	0	0

Alternate Configuration B

LB 5-X	LA	4	7
Ammo (AC) 40	LA	2	2
CASE	LA	0	0
ER Small Laser	LT	1	0.5
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
CASE	RA	0	0
SRM 6	RT	1	1.5
SRM 6	RT	1	1.5
Ammo (SRM) 45	RT	3	3
Artemis IV FCS	RT	1	1
Artemis IV FCS	RT	1	1



Overview:

The *Thor*'s main advantages over other heavier designs are its mobility and its ability to fire all its weapons with little worry about heat build-up. This is true in all configurations. Apparently borrowing concepts from the designs of the *Warhammer, Marauder,* and *Victor,* the *Thor* is an excellent all-around 'Mech. While the *Thor* may be less powerful than some designs and less quick than others, it is a successful blend of firepower and maneuverability.

Capabilities:

The huge *Thor,* which stands at least a meter taller than most other 'Mechs, appears most often in a configuration that is remarkable for its lack of laser weaponry. Its mix of weapons, however, combines with the 'Mech's maneuverability to make it a deadly foe. This model carries a long-range missile launcher on its left shoulder, a PPC in one hand, and heavy autocannon in the other.

The most common variant has the mighty Gauss Rifle in its left arm. With the SRM-6 and large pulse laser, this model can cause great damage with barely a glance at the heat gauge. The *Thor A* is renowned as a close-in fighter.

Though never venturing too far from logistical support, the *Thor B* is becoming ever more common. The combination of the Narc Missile Beacon with such a large array of missile launchers makes this model capable of causing great damage. It also provides the targeting for its Starmates equipped with Narc homing missiles. Though carrying sufficient reloads for all launchers, the *Thor B* is poorly equipped to fight multiple engagements because it lacks other weapons when its missiles do run out.

The C variant carries a massive Ultra-20 Autocannon, one of the most fearsome weapons known. Though carrying extra shells for this weapon, the *Thor C* can run into problems with ammunition in a prolonged engagement. Its other weapons consist of an SRM-6 and an extended-range large laser.

The one version of the *Thor* used for missions far from logistical support is Alternate Configuration D. Relying heavily on lasers, it also carries a sophisticated targeting computer to get the most out of its weapons. The extended-range lasers and the dual anti-missile system allow the *Thor* to keep its distance should it run into more than it can handle.

Deployment:

The *Thor* is the heaviest design in general use with the Jade Falcons. It is at least three times as common with the Falcons as with the other Clans, who also use it differently. The other Clans use it as mobile support for assault 'Mechs, while the Jade Falcons use it as the quick-striking hammer to follow up a rapid advance.

Mass: 70 tons
Chassis: Standard
Power Plant: 350 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: 5
Jump Capacity: 150 meters
Armor: Ferro-Fibrous
Armament:
22.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Narc Beacon

Type: **Thor**

Equipment		**Mass**
Internal Structure:		7
Engine:	350 XL	14.75
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	182	9.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	22	27
Center Torso (rear)		8
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	11	17
R/L Leg	15	23

Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	Jump Jets	1
Right Torso	2 Engine	
	2 Ferro-Fibrous	8
Left Torso	2 Engine	
	2 Ferro-Fibrous	8
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LB 10-X	LA	5	10
Ammo (AC) 10	LA	1	1
CASE	LA	0	0
LRM 15	LT	1	3.5
Ammo (LRM) 8	LT	2	2
CASE	LT	0	0
ER PPC	RA	2	6

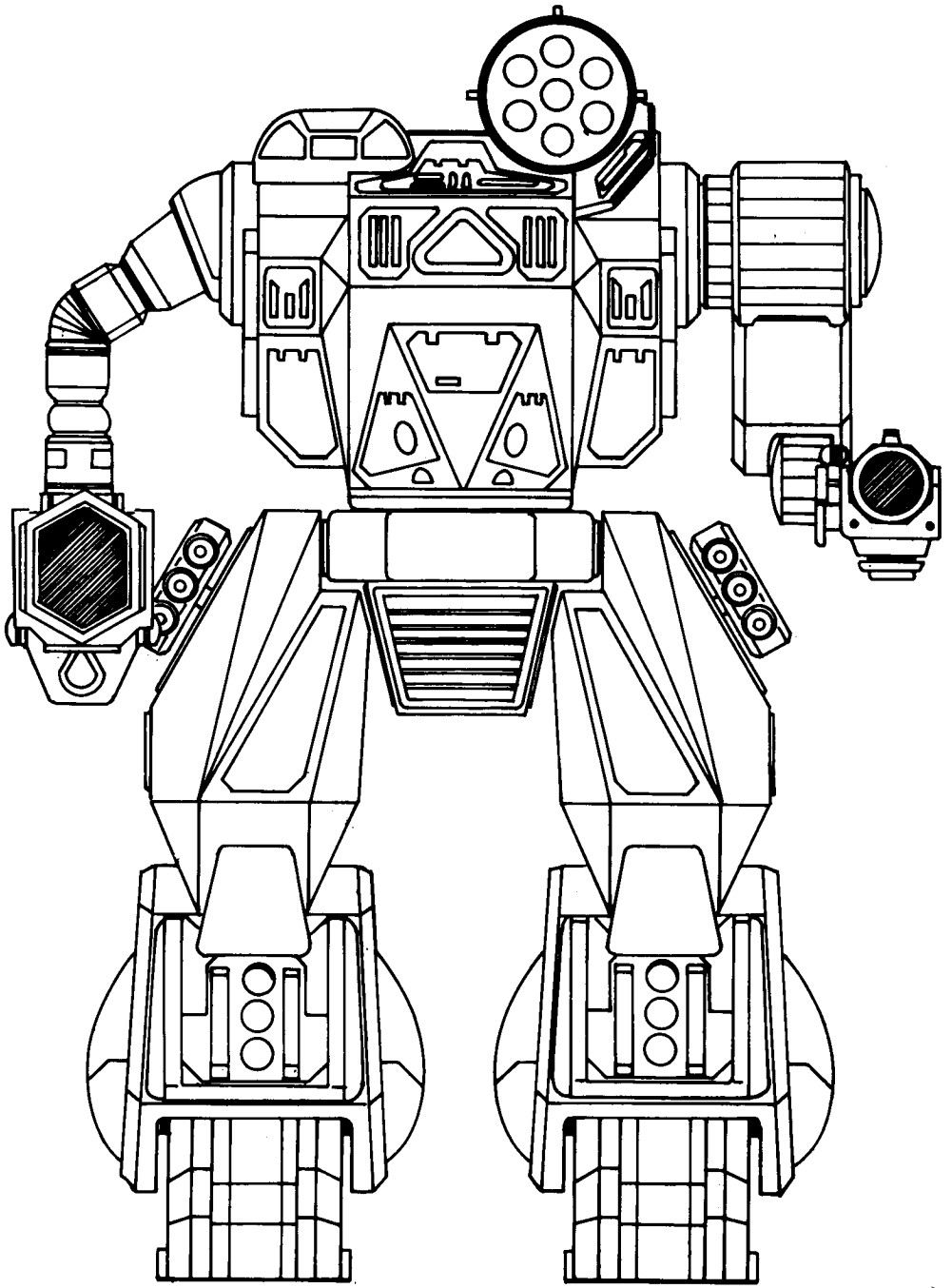
Alternate Configuration A

Gauss Rifle	LA	6	12
Ammo (Gauss) 8	LA	1	1
CASE	LA	0	0
SRM 6	LT	1	1.5
Ammo (SRM) 30	LT	2	2
CASE	LT	0	0
Large Pulse Laser	RA	2	6

Alternate Configuration B			
LRM 20	LA	4	5
Ammo (LRM) 12	LA	2	2
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 24	LT	1	1
CASE	LT	0	0
Narc Beacon	LT	1	2
Narc Pods (6)	LT	1	1
LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
CASE	RA	0	0

Alternate Configuration C			
Ultra-20 AC	LA	8	12
Ammo (AC) 10	LT	2	2
CASE	LT	0	0
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
ER Large Laser	RA	1	4
ER Small Laser	RA	1	.5

Alternate Configuration D			
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink (3)	LA	6	3
Machine Gun	LT	1	0.25
Ammo (MG) 200	LT	1	1
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 48	LT	2	2
CASE	LT	0	0
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink (3)	RA	6	3
Targeting Computer	RT	3	3



Overview:

The Inner Sphere's first brush with an OmniMech was with a *Mad Cat* on The Rock, Oberon Confederation, 13 August 3049. It was from a broadcast by a member of the Kell Hounds mercenary unit that Our Blessed Order learned of these machines and their mysterious masters. ComStar named this design the *Mad Cat* because its hunched-over torso is common to both the *Marauder* and the *Catapult*. The *Mad Cat* is an exceptional combination of an XL Class engine, Endo Steel internal structure, Ferro-Fibrous armor, and double heat sinks.

Capabilities:

The most common configuration of the *Mad Cat* carries impressive firepower, starting with double LRM-20 racks on the shoulders. The weapons pods on the arms each contain an extended-range large laser and extended-range medium laser. The *Mad Cat* also incorporates pulse technology, with a medium pulse laseroin each side of the torso. A dual machine gun system rounds out its weaponry.

Alternate Configuration A carries a short-range launcher on its right shoulder instead of the LRMs, and a box-mount package of three medium pulse lasers in the left shoulder. It also features a particle projection cannon in each arm, with a six-rack of SRMs in the right torso.

Somewhat less common is a version mounting a Gauss Rifle in its right arm. Its left arm carries a large pulse laser and a small pulse laser. The *Mad Cat B* version makes use of the Artemis IV fire-control system on both the LRM-10 rack on its left shoulder and the SRM-4 on its right shoulder.

The *Mad Cat C* also concentrates more firepower in its arm weapon pods. Its right arm carries the Ultra-5 Autocannon, while the left has two extended-range large lasers. These leave enough pod weight for an LRM-15 launcher on each shoulder and an anti-missile system in the left torso as well as a center-mounted small laser.

Though rarely seen, the *Mad Cat D* model is exceptional for its unusual weapon configuration. Apparently designed to fight in the enemy's midst, this version has double Streak SRM-6 launchers mounted on each shoulder, one pointing forward and the other to the rear. The right and left arms have the devastating firepower of an extended-range particle projection cannon.

Deployment:

The *Mad Cat* is the favorite 'Mech of the Wolf Clan. It can claim a large share of the credit for the Wolves' great successes, and there is no apparent explanation why it appears in only moderate numbers with the other Clans.

Mass: 75 tons
Chassis: Endo Steel
Power Plant: 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
28 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Mad Cat**

Equipment		**Mass**
Internal Structure:	Endo Steel	3.75
Engine:	375 XL	19.25
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	230	12

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	23	36
Center Torso (rear)		9
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	24
R/L Leg	16	32

Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	Endo Steel	1
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	7
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	Endo Steel	7
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

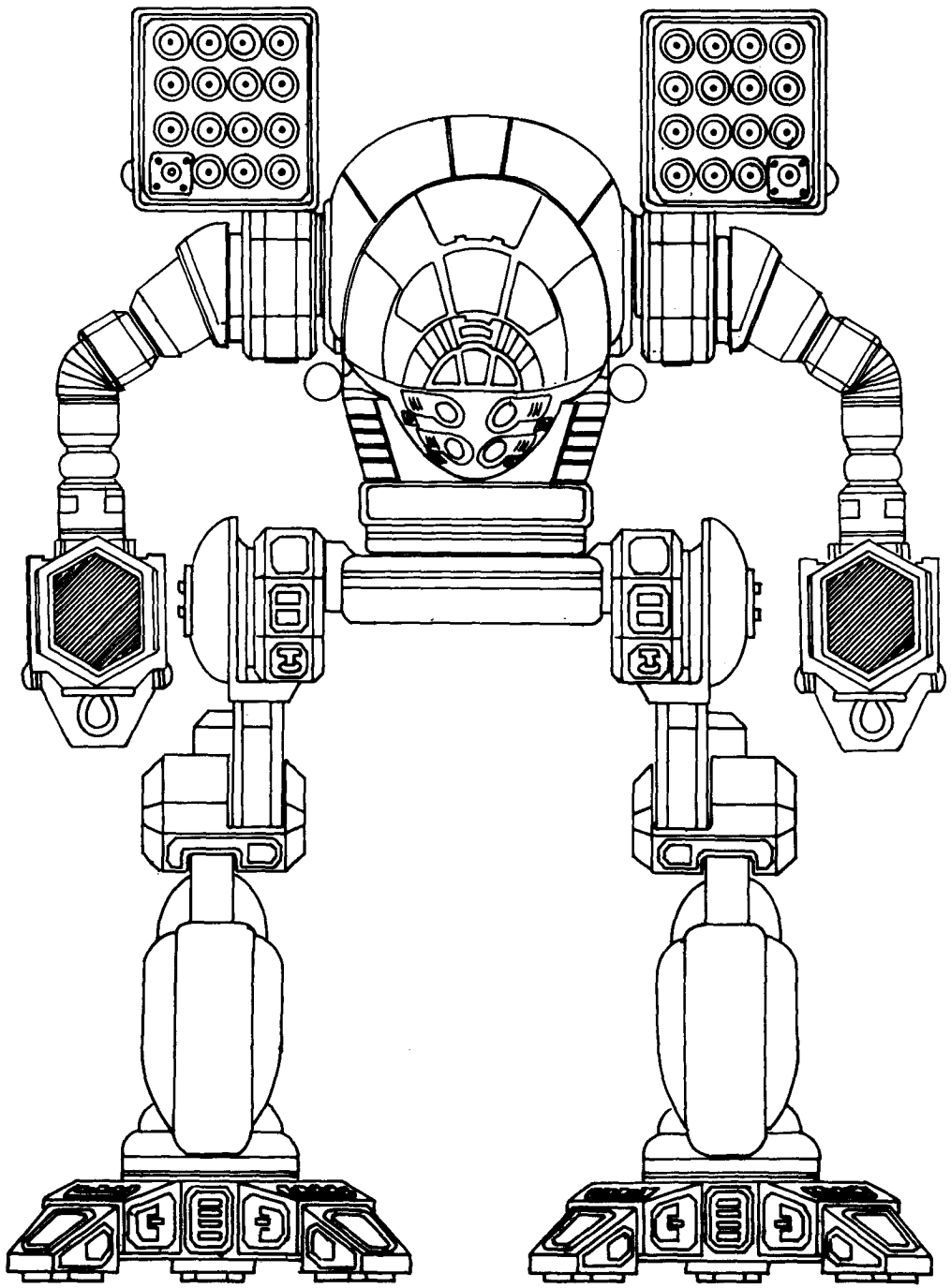
Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Machine Gun	CT	1	.25
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink (1)	LA	2	1
Medium Pulse Laser	LT	1	2
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1
CASE	LT	0	0
ER Small Laser	LT	1	.5
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink (1)	RA	2	1
Machine Gun	RT	1	.25
Ammo (MG) 200	RT	1	1
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
CASE	RT	0	
Alternate Configuration A			
ER PPC	LA	2	6
Double Heat Sink (3)	LA	6	3
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LT	1	2
ER PPC	RA	2	6
Double Heat Sink (3)	RA	6	3
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
CASE	RT	0	0

Alternate Configuration B			
ER Small Laser	CT	1	0.5
Large Pulse Laser	LA	2	6
Small Pulse Laser	LA	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Artemis IV FCS	LT	1	1
CASE	LT	0	0
Gauss Rifle	RA	6	12
Ammo (Gauss) 8	RA	1	1
CASE	RA	0	0
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1
Artemis IV FCS	RT	1	1

Alternate Configuration C			
ER Small Laser	CT	1	0.5
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
LRM 15	LT	1	3.5
Ammo (LRM) 8	LT	1	1
Anti-Missile System	LT	1	0.5
CASE	LT	0	0
Ultra-5 AC	RA	3	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
LRM 15	RT	1	3.5
Ammo (LRM) 16	RT	2	2
Ammo (Anti-Missile) 24	RT	1	1
CASE	RT	0	0

Alternate Configuration D			
ER PPC	LA	2	6
Streak SRM 6	LT	2	3
Ammo (Streak) 30	LT	2	2
CASE	LT	0	0
Streak SRM 6	LT (R)	2	3
ER PPC	RA	2	6
Streak SRM 6	RT	2	3
Ammo (Streak) 30	RT	2	2
CASE	RT	0	0
Streak SRM 6	RT (R)	2	3



Overview:

With exceptional speed for an assault 'Mech and the ability to dissipate great amounts of heat in a short time, the *Man o' War* is a threat to enemy assault 'Mechs and smaller designs that might expect to be able to run away from a 'Mech this size. In most configurations and on most missions, the *Man o' War* confronts enemy 'Mechs directly at medium and close range.

Capabilities:

With almost all of its firepower in its arm weapons pods in all configurations, the *Man o' War* is a versatile design, requiring little time to change from one version to another. The most common combination of weapons is an LB 5-X Autocannon and SRM-6 launcher on each arm, with a small laser in the center torso.

Almost as frequently seen is a model that carries double particle projection cannons in the right arm and a triangle of lasers in the left. A large pulse laser sits above the two medium pulse lasers. Spaced across the torso are three machine guns.

When extra firepower is needed, the *Man o' War* appears in Alternate Configuration B. This model lacks some of the versatility of the others but packs the powerful Gauss Rifle. In the left arm, an SRM-4 rack sits atop an LRM-10 launcher, each supported by its own Artemis IV fire-control system.

Another model that appears with some frequency is model C, which carries a hexagonal array of medium lasers in its right arm. The left arm packs the massive Ultra-20 Autocannon. For close -in defense, this model mounts three A-Pod systems.

Deployment:

Though more common in the Wolves than with the other Clans, the *Man o' War* has played important roles across the invasion area. Its combination of speed and firepower makes it a good match for various other designs as starmates.

Mass: 80 tons
Chassis: Standard
Power Plant: 480 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
21.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Man o' War**

Equipment		**Mass**
Internal Structure:		8
Engine:	400 XL	26.25
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16[32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	211	11

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	25	30
Center Torso (rear)		10
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	23
R/L Leg	17	24

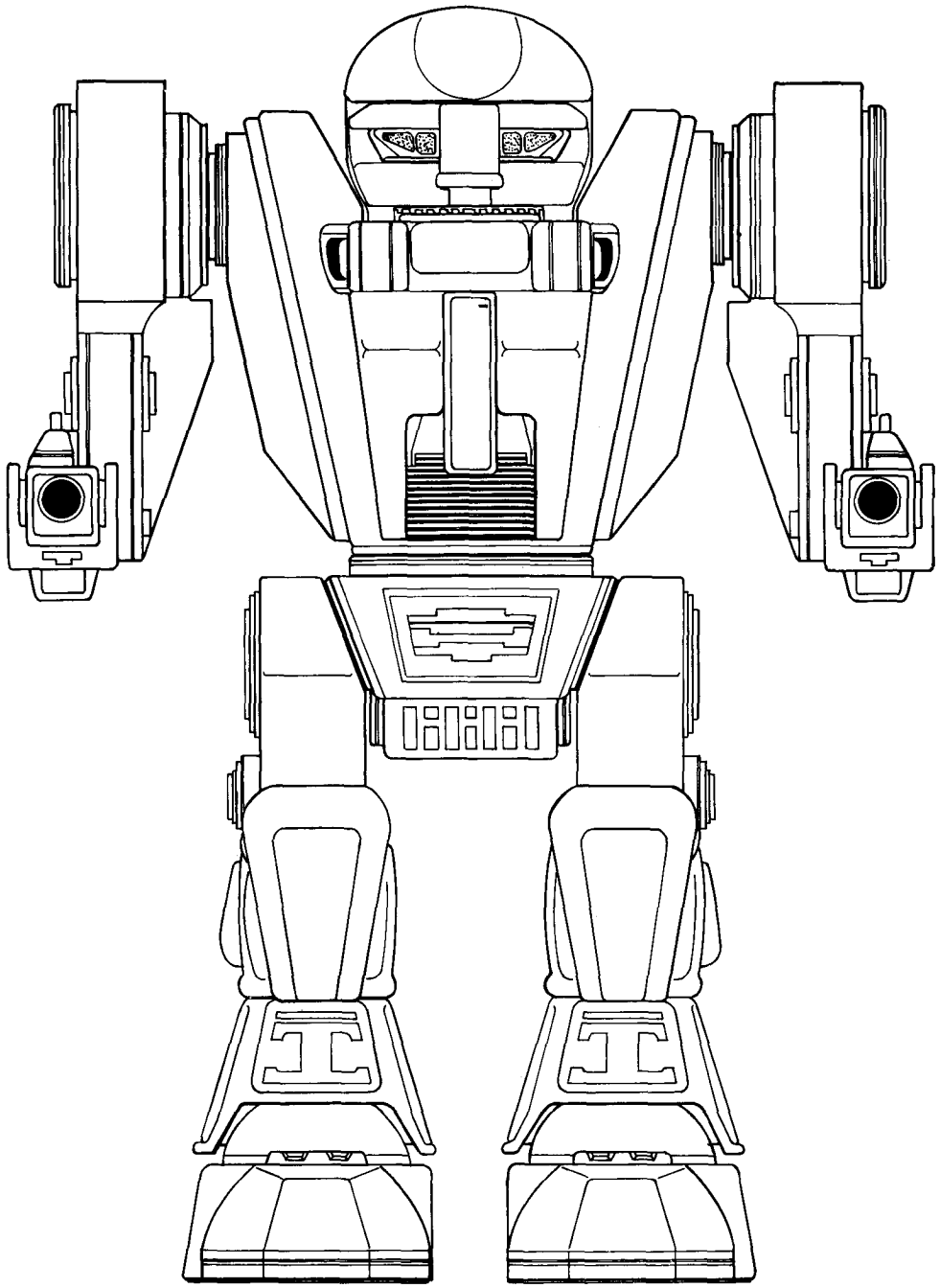
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso		2
Right Torso	2 Engine	
	2 Ferro-Fibrous	8
Left Torso	2 Engine	
	2 Ferro-Fibrous	8
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg		2
Left Leg		2

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER Small Laser	CT	1	0.5
LB 5-X	LA	4	7
SRM 6	LA	1	1.5
Ammo (AC) 10	LT	1	1
CASE	LT	0	0
Ammo (SRM) 15	LT	1	1
LB 5-X	RA	4	7
SRM 6	RA	1	1.5
Ammo (AC) 10	RT	1	1
CASE	RT	0	0
Ammo (SRM) 15	RT	1	1
Alternate Configuration A			
ER PPC	RA	2	6
ER PPC	RA	2	6
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5
Alternate Configuration B			
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
Artemis IV FCS	LA	1	1
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Artemis IV FCS	LA	1	1
CASE	LA	0	0
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
CASE	RA	0	0

Alternate Configuration C			
Ultra-20 AC	LA	8	12
A-Pod	LL	1	0.5
Ammo (AC) 10	LT	2	2
CASE	LT	0	0
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
A-Pod	RL	1	0.5
A-Pod	RL	1	0.5
CASE	RT	0	0



Overview:

Easily identified by its squat torso, jutting head, and broad chest, the *Masakari* quickly became notorious to Inner Sphere MechWarriors for its deadly accuracy. The reason for this reputation is its advanced targeting computer, which apparently comes as standard equipment on all models. Though the computer must be modified for different weapons arrays, and in fact sometimes consumes more room and weight, the basic computing boards appear to be built into the frame of the 'Mech.

Capabilities:

The most familiar *Masakari* is the one with paired PPCs in the arms and a potent long-range missile launcher. With the enhanced accuracy provided by the targeting computer, this model can destroy smaller 'Mechs with a single blast.

Alternate Configuration A carries a greater diversity of weapons systems and can, therefore, perform more varied roles. The missile arrangement is a bit unusual, with a Streak SRM-6 launcher tucked just to the side of an LRM-15 rack on the *Masakari*'s left shoulder. The version has an advantage over the primary model in that it does not generate quite so much heat.

The B version of the *Masakari* is one of the most unusual designs within the Clans' arsenal. If the mammoth Gauss Rifle in the right arm were not enough, the *Masakari B* carries its laser weapons in a threatening triangular mount on its left arm. This design also features the Narc Beacon for its missiles and unusual side-by-side SRM-6 launchers perched on the right shoulder.

Rarely seen, probably because of its heat problems, is a *Masakari* version based entirely on laser weapons and PPCs. This machine proves valuable on extended missions because it has no problems with ammunition and has redundant weapons systems. The pilot's complaint would obviously be that the weapons systems would not be redundant if the *Masakari* could dissipate heat better.

Deployment:

This design appears most frequently with the Smoke Jaguars, who often pair it with the *Daishi*. It is also reasonably common with the Ghost Bears and has been seen on occasion with the Jade Falcons.

Mass: 85 tons
Chassis: Standard
Power Plant: 340 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
32.5 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Special Targeting Computer

Type: **Masakari**

Equipment		**Mass**
Internal Structure:		8.5
Engine:	340 XL	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	259	13.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	27	42
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	35

Weight and Space Allocation

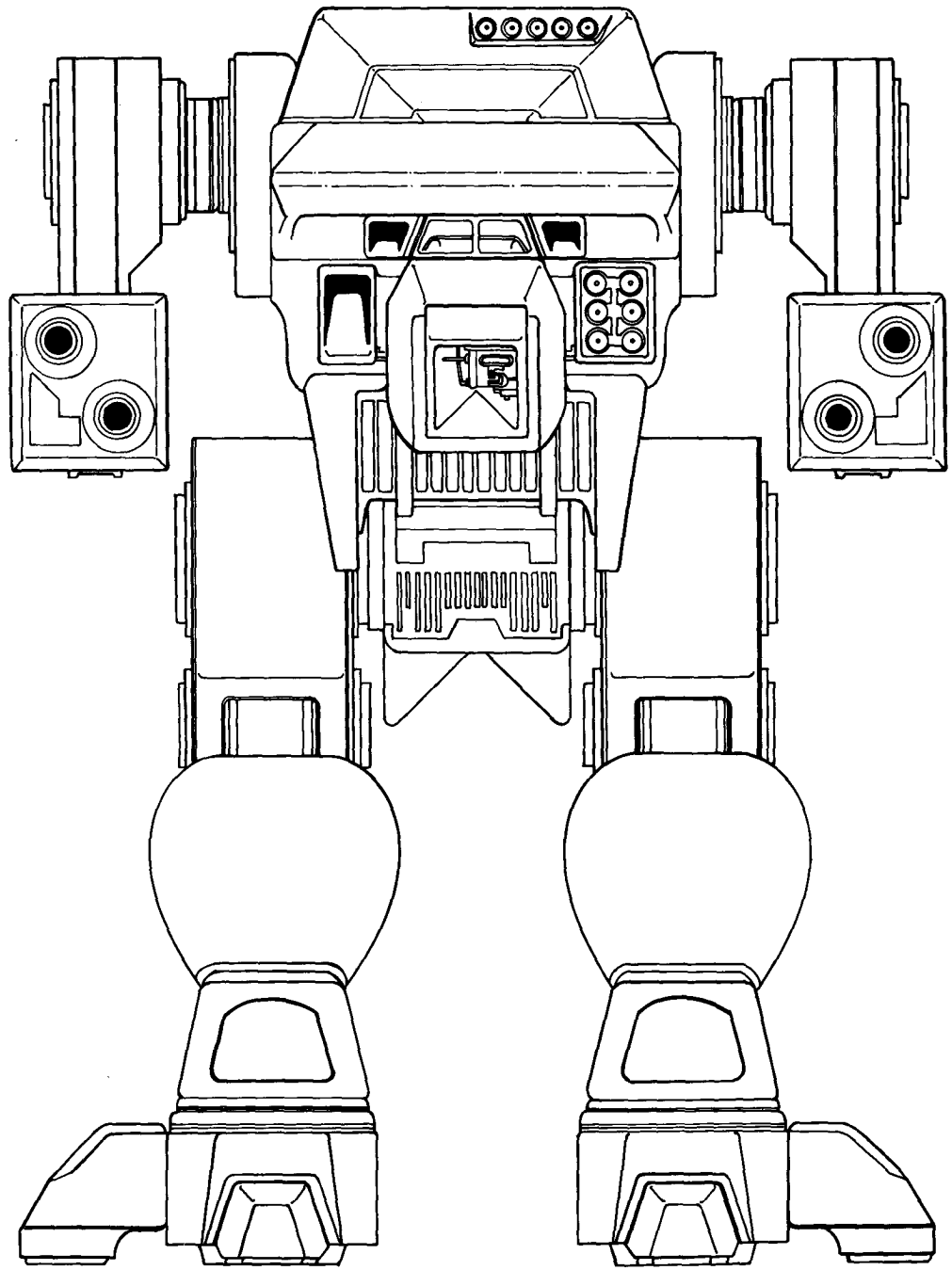
Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso		2
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	Double Heat Sink	6
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	4 Double Heat Sinks	0
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
ER PPC	LA	2	6
ER PPC	LA	2	6
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
CASE	LA	0	0
ER PPC	RA	2	6
ER PPC	RA	2	6
Targeting Computer	RT	5	5

Alternate Configuration A			
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1
CASE	LA	0	0
LB 10-X	RA	5	10
Ammo (AC) 20	RA	2	2
CASE	RA	0	0
LRM 15	RT	1	3.5
Ammo (LRM) 8	RT	1	1
Targeting Computer	RT	4	4

Alternate Configuration B			
Narc Beacon	CT	1	2
Narc Pods (6)	CT	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
CASE	LA	0	0
CASE	RA	0	0
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
Ammo (SRM) 75	RA	5	5
Targeting Computer	RT	4	4
SRM 6	RT	1	1.5
SRM 6	RT	1	1.5
Alternate Configuration C			
Flamer	CT	1	0.5
ER PPC	LA	2	6
ER PPC	LA	2	6
Double Heat Sink (1)	LA	2	1
Large Pulse Laser	RA	2	6
Large Pulse Laser	RA	2	6
Double Heat Sink (1)	RA	2	1
Targeting Computer	RT	6	6



Overview:

"What weighs 95 tons, can run almost 100 kilometers per hour, can jump 120 meters, and carries a Gauss cannon?"

"I don't know, but I'm getting out of here."

This bit of low "MechWarrior humor" may never make it to the network sit-coms, but it does accurately reflect the Inner Sphere's inability to deal with the *Gladiator*. Though some designs are better armored and others carry more weapons, none can match the *Gladiator* in one-on-one combat if a skilled pilot sits at the controls of this Clan 'Mech. Its exceptional maneuverability allows it to obtain a superior position against other large 'Mechs and to pursue smaller designs. Such a 'Mech would be a treasure for the dueling warriors on Solaris.

Capabilities:

Most Clan MechWarriors who pilot *Gladiator*s choose the exceptional firepower of the Gauss Rifle. It combines with the pair of large lasers to deliver harsh punishment to opposing 'Mechs.

For extended missions where ammunition might become a factor, the Clans normally outfit the *Gladiator* with three large pulse lasers in the left arm and four extended-range medium lasers in the right. The *Gladiator*'s 19 double heat sinks allow it to use this array of lasers and still keep its heat under control.

Somewhat similar in performance to the standard version is model B, which carries the huge Ultra-20 Autocannon in the left arm and an extended-range particle projection cannon in the right. A small laser and anti-missile system round out its weaponry.

The fire-support version of the *Gladiator* is relatively uncommon. Its most distinguishing feature is the enhanced targeting for all its weapons systems. The LRM-20 rack has an Artemis IV fire-control system, and the Ultra-10 Autocannon links directly to the sophisticated targeting computer.

A highly unusual design for the *Gladiator* has also been spotted on Pinnacle. It features a stack of two SRM-6 launchers affixed to its left arm. The right arm is a large triangular pod with a large pulse laser at the top, a row of three medium pulse lasers below it, and a row of five small pulse lasers at the bottom. This configuration has no hand, of course, and also requires the removal of the lower arm actuator.

Deployment:

The *Gladiator* sees common service with the Ghost Bears only. The other Clans treat the design as a maverick, using it generally only on independent actions or in concert with other arms, such as the infantry.

Mass: 95 tons
Chassis: Standard
Power Plant: 380 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: 6
Jump Capacity: 120 meters
Armor: Ferro-Fibrous
Armament:
26.25 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Gladiator**

Equipment		Mass
Internal Structure:		9.5
Engine:	380 XL	20.5
Walking MP:	4 (8)	
Running MP:	6(8)	
Jumping MP:	4	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	259	13.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	30	37
Center Torso (rear)		9
R/L Torso	20	20
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

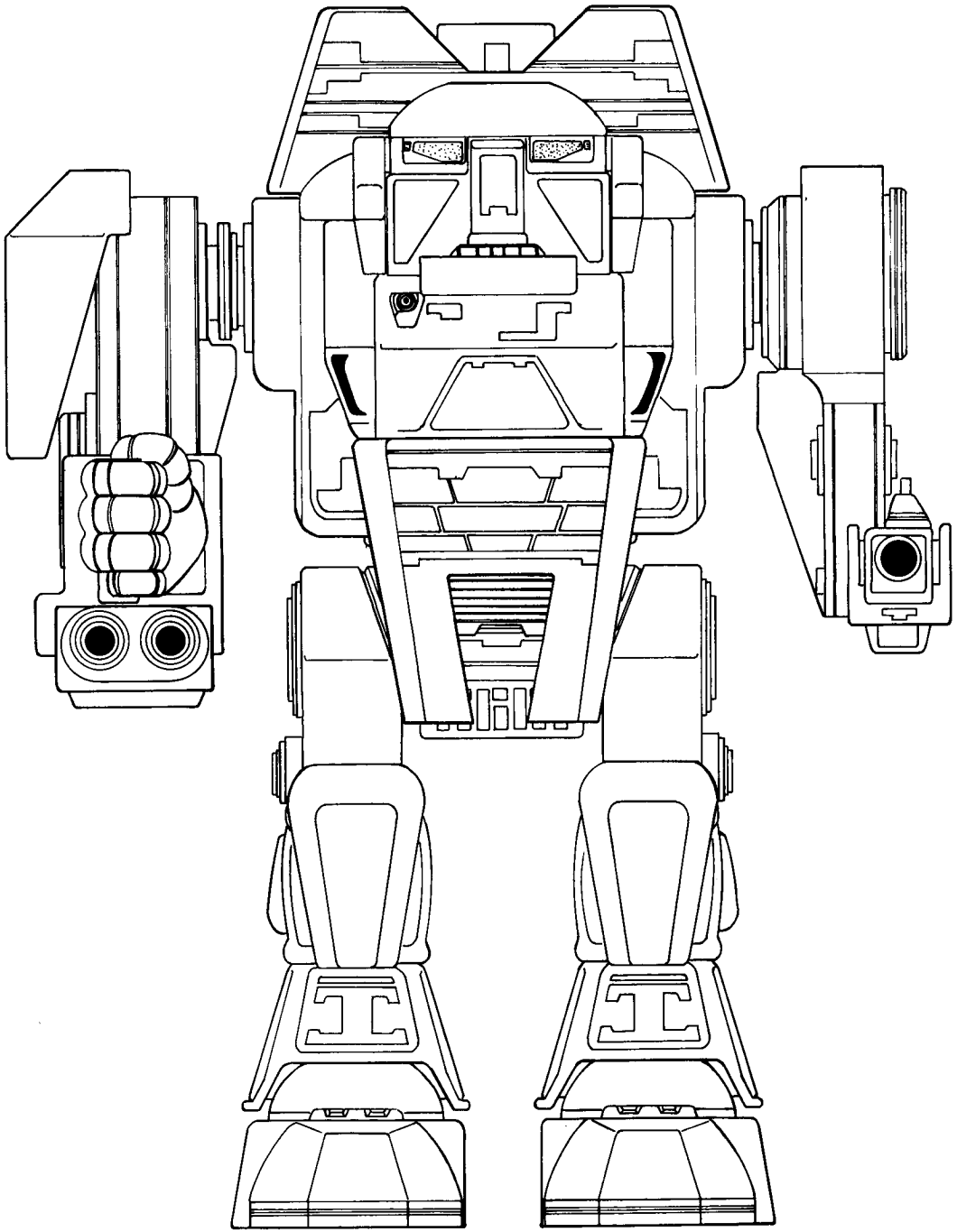
Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	Ferro-Fibrous	0
Center Torso	2 MASC	0
Right Torso	2 Engine	
	2 Ferro-Fibrous	
	MASC	7
Left Torso	2 Engine	
	2 Ferro-Fibrous	
	MASC	7
Right Arm	Ferro-Fibrous	7
Left Arm	Ferro-Fibrous	7
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	LA	6	12
Double Heat Sink	LA	2	1
CASE	LA	0	0
Ammo (Gauss) 16	LT	2	2
ER Large Laser	RA	1	4
ER Large Laser	RA	1	4
Double Heat Sink (2)	RA	4	2
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0
Alternate Configuration A			
Large Pulse Laser	LA	2	6
Large Pulse Laser	LA	2	6
Large Pulse Laser	LA	2	6
Double Heat Sink (1)	LA	2	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
Double Heat Sink (2)	RA	4	2
Machine Gun	RT	1	0.25
Ammo (MG) 200	RT	1	1
CASE	RT	0	0

Alternate Configuration B			
Ultra-20 AC	LA	8	12
Ammo (AC) 15	LT	3	3
CASE	LT	0	0
ER PPC	RA	2	6
Double Heat Sink (3)	RA	6	3
ER Small Laser	RT	1	0.5
Anti-Missile System	RT	1	0.5
Ammo (Anti-Missile) 24	RT	1	1
CASE	RT	0	0
Alternate Configuration C			
LRM 20	LA	4	5
Ammo (LRM) 18	LA	3	3
Artemis IV FCS	LA	1	1
CASE	LA	0	0
Ultra-20 AC	RA	8	12
Ammo (AC) 15	RT	3	3
CASE	RT	0	0
Targeting Computer	RT	2	2
Alternate Configuration D			
SRM 6	LA	1	1.5
SRM 6	LA	1	1.5
Ammo (SRM) 45	LA	3	3
CASE	LA	0	0
Double Heat Sink (1)	LT	2	1
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Small Pulse Laser	RA	1	1
Small Pulse Laser	RA	1	1
Small Pulse Laser	RA	1	1
Small Pulse Laser	RT	1	1
Small Pulse Laser	RT	1	1
Double Heat Sink (2)	RT	4	2



Overview:

Though supposedly named *Daishi* (Great Death) by a member of the Draconis Combine's criminal underground, the name seems particularly apt. No 'Mech is bigger or deadlier. Though the left shoulder mount augments the firepower, it is the bundles of lasers, autocannon, and other arm pod weapons that make the *Daishi* most fearsome. In most configurations, heat build-up is a problem with this 'Mech. Intelligent pilots alternate the firing of their weapons to keep the heat within acceptable levels. The *Daishi* is, nevertheless, an assault 'Mech in the purest sense, able to wade through almost any defenses.

Capabilities:

The main, and by far most common, configuration of this 'Mech features an LRM-10 rack on the left shoulder. Each arm consists of a bundle of death, namely an Ultra-5 Autocannon, two large lasers, and two medium pulse lasers. Seven double-strength freezers are mounted in the torso to deal with some of the heat build-up.

The most common alternative design carries the huge Gauss Rifle in its left arm. The right arm has three large pulse lasers. Dual Streak SRM-6 racks replace the long-range launcher on the left shoulder. Heat build-up is offset, though by no means totally controlled, by the addition of six double heat sinks.

The B model of the *Daishi* has a turret assembly on the left shoulder instead of the missile launcher. This boxy apparatus contains quad Ultra-2 Autocannon, with a complicated ammo feed to the shells stored in the torso below. The right arm has a pair of medium pulse lasers and a pair of extended-range particle projection cannon, arranged in an X-pattern. On the right arm is an LB 10-X Autocannon.

Deployment:

The *Daishi* is the 'Mech of choice for the Smoke Jaguars, who have used it to break through Kurita defenses time and again. Highly dubious but persistent rumors indicate that the Draconis Combine has managed to capture a *Daishi* intact. How Inner Sphere MechWarriors could seize such a war machine is a mystery, short of the defection of a member of the Clans, an act that would be incredible from all that we know of these warlike people.

Mass: 100 tons
Chassis: Standard
Power Plant: 300 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
50.5 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Daishi**

Equipment		**Mass**
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weight and Space Allocation

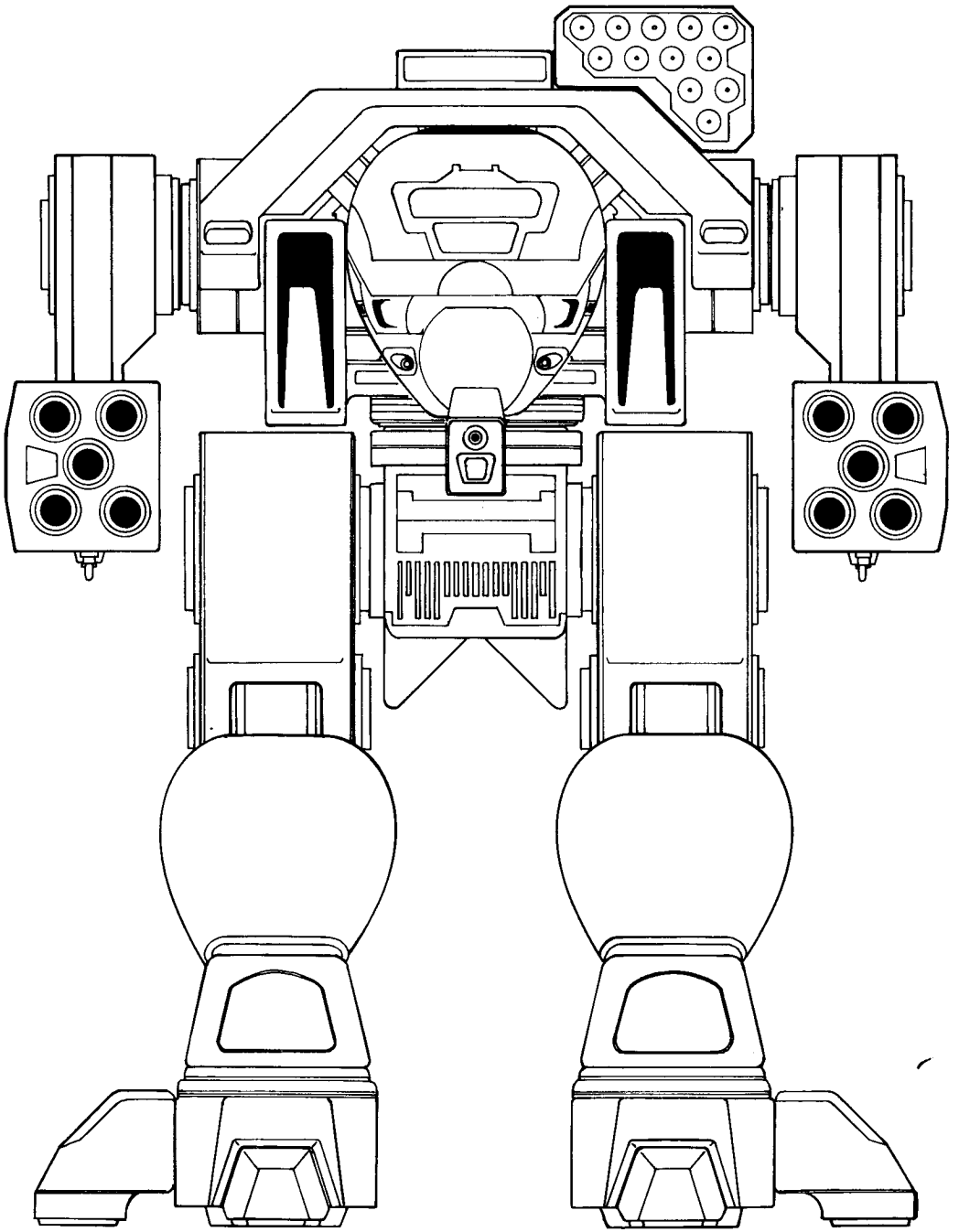
Location	*Fixed*	*Spaces Remaining*
Head		1
Center Torso		2
Right Torso	2 Engine	
	Double Heat Sink	8
Left Torso	2 Engine	
	Double Heat Sink	8
Right Arm		8
Left Arm		8
Right Leg		2
Left Leg	Double Heat Sink	0

Primary Weapons Configuration

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Double Heat Sink (1)	CT	2	1
ER Large Laser	LA	1	4
ER Large Laser	LA	1	4
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Ultra-5 AC	LA	3	7
Ammo (AC) 20	LA	1	1
CASE	LA	0	0
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Double Heat Sink (3)	LT	6	3
CASE	LT	0	0
ER Large Laser	RA	1	4
ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Ultra-5 AC	RA	3	7
Ammo (AC) 20	RA	1	1
CASE	RA	0	0
Double Heat Sink (3)	RT	6	3

Alternate Configuration A			
Double Heat sink (1)	CT	2	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 24	LA	3	3
CASE	LA	0	0
Streak SRM 6	LT	2	3
Streak SRM 6	LT	2	3
Ammo (Streak) 30	LT	2	2
Double Heat Sink (1)	LT	2	1
CASE	LT	0	0
Large Pulse Laser	RA	2	6
Large Pulse Laser	RA	2	6
Large Pulse Laser	RA	2	6
Double Heat Sink (1)	RA	2	1
Anti-Missile System	RT	1	0.5
Ammo (Anti-Missile) 72	RT	3	3
Double Heat Sink (2)	RT	4	2
CASE	RT	0	0
Double Heat Sink (1)	RL	2	1

Alternate Configuration B			
ER Small Laser	CT	1	0.5
ER PPC	LA	2	6
ER PPC	LA	2	6
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
Ultra-2 AC	LT	2	5
Ultra-2 AC	LT	2	5
Ultra-2 AC	LT	2	5
Ultra-2 AC	LT	2	5
Ammo (AC) 90	LT	2	2
CASE	LT	0	0
LB 10-X	RA	5	10
Ammo (AC) 20	RA	2	2
CASE	RA	0	0



The military situation in the Successor States has changed greatly in the last year, because of the Clan invasion and for other reasons as well. Production has shown dramatic increases in quality and quantity, the combined result of several converging factors. Strategy, tactics, and deployment have changed as well. Perhaps the most troubling change is the apparent new era of cooperation among the states of the Inner Sphere, which works against the aims and efforts of Our Blessed Order.

PRODUCTION

The lessons of the Fourth Succession War and the War of 3039 gave the Successor States good reason to step up 'Mech production. In the years of peace that followed, the Great Houses profited from the chance to regroup and set new priorities. House Kurita was especially busy. The Draconis Combine created brand-new units, found ways to strengthen its military with support from the powerful yakuza crime syndicates, and carried out such ingenious deployments in the War of 3039 that it took the mighty Federated Commonwealth by surprise. (The Combine's use of Star League designs provided by Our Blessed Order also played havoc with House Davion and Steiner's intention of simply rolling over what they believed was a seriously weakened foe.) The Draconis Combine has also been working on new BattleMech designs, as well as making full use of captured Davion 'Mech factories on Marduk and Quentin.

The design work on a Kurita version of the Steiner *Hatchetman* has been in progress for years, as has the transition from the *Dragon* to the *Grand Dragon*. Though progress on the *Hatchetman* has been slow, the *Grand Dragon*'s successes certainly offset it. Two other designs of more recent vintage, the *Wolf Trap* and the *Mauler*, also show promise. As for the Combine's efforts to upgrade the altered Star League 'Mechs they obtained from Our Blessed Order during the 3039 War, ROM agents have been unable to ascertain to what extent they have been successful.

The other new designs have sprung from Banzai Weapon Design Company in the Federated Commonwealth. These projects, too, were years in the planning. Designs such as the *Caesar* and *Axman* were already well underway at the time that the Successor States began suddenly to unlock the secrets of Star League technology. Work on these designs has paralleled the merger of Steiner and Davion forces into the army of the Federated Commonwealth. Joint planning has given higher priority to certain designs, namely the *Atlas, Cataphract, Commando, Enforcer, Hatchetman, JagerMech, Valkyrie, Victor, Wolfhound,* and *Zeus*, all of which the Federated Commonwealth factories are producing in ever-greater numbers.

The Free Worlds League, relatively untouched by recent wars, has increased its production significantly. Though the 'Mech forces of House Marik have grown only modestly, other states and mercenary units depend increasingly on factories in the Free Worlds League for both spare parts and replacement 'Mechs. It was the ability to purchase 'Mechs from the Free Worlds League that helped the Draconis Combine vastly swell its number of 'Mech regiments without a comparable increase in BattleMech production. The Federated Commonwealth, too, was able to make up massive losses from the Fourth Succession War and the War of 3039 partly with Marik 'Mechs. The F-C then went on to raise the status of countless regiments to Regimental Combat Teams and simultaneously create dozens of new F-C 'Mech and armor regiments, further straining its own production. The Capellan Confederation, cut in half by the Fourth Succession War and with its military in ruins, had also lost so many 'Mech factories that its production was virtually stalled. Once again, it was the impressive production muscle of the Free Worlds League that allowed this shattered star empire to rebuild.

With Regular House units consuming so much of the 'Mech factory production, many mercenary units have turned to the 'Mech factories of Periphery states, primarily the Taurian Concordat, but also the Outworlds Alliance and the Magistracy of Canopus. Though these producers were a bit slow in gearing up, they have since increased production to meet this unanticipated groundswell of demand.

Lastly, the Clan invasion has given the powers of the Inner Sphere a new impetus for increasing production. In an unprecedented display of cooperation, the House Lords have been working together to meet the threat from beyond the Periphery. Putting fears of industrial espionage aside, the executives of the primary weapons producers have toured the facilities of formerly hostile realms to consult with one another on streamlining procedures. Perhaps the best example was the joint effort of the Draconis Combine and the Federated Commonwealth to help the Free Rasalhague Republic get back on its feet.

With the Wolf Clan pushing forward at a rapid pace in 3050, the Rasalhague Defense Ministry saw its only 'Mech factory on New Oslo directly in the line of attack. Unable to stop the Clans or even to slow their pace, the Rasalhague Defense Ministry disassembled the New Oslo facility and moved its equipment further from the front lines, to the planet of Satalice. Though this prevented the capture of valuable equipment, the Rasalhagians lacked the resources and knowhow to put the plant back into operation quickly. With the lull in the fighting and the new attitude of cooperation, however, technicians from the Federated Commonwealth and Draconis Combine have helped engineers from Gorton, Kingsley, and Thorpe Enterprises to rebuild their factory and even improve upon it.

TECHNOLOGY

The deployment of the Com Guards in the 3030s was the biggest change in Inner Sphere military technology since the fall of the Star League and the exodus of General Aleksandr Kerensky. Though the House Lords sought to copy our 'Mech designs and to steal their secrets, our exceptional security procedures kept our technological edge, even from House Kurita, to whom we supplied some altered versions of Com Guards materiel.

Though we could once claim superior military technology, we can no longer. The ability of the other Great Houses to copy some of the Star League designs to which only we had access is not the main cause of this deplorable state of affairs. The erosion of our technological superiority is also due to the efforts of Hanse Davion, main threat to peace and primary enemy of Our Order. We still do not know how the Federated Suns was able to circumvent our Interdiction Order during the Fourth Succession War, but we suspect some mysterious (though surely inferior) system per-

formed the services of our HyperPulse Generators. ROM agents have still been unable to pinpoint this technology, but some incidents clearly indicate an alternative form of interstellar communication. The other source of technology is continuing research at the New Avalon Institute of Science, another tool of Hanse Davion. NAIS researchers produced the flawed myomer that gave House Liao its embarrassing defeat on Sian. Research into the successful practical application of this improved 'Mech muscle continues at New Avalon, Sian, and probably elsewhere. Though no working model has appeared, these researchers have made some progress in using new compounds.

Davion is not chiefly responsible for the Inner Sphere's main advances in technology, however. That dubious honor goes to Colonel Grayson Death Carlisle, whose Gray Death Legion recovered a Star League computer memory core on the planet Helm just days before the start of the Fourth Succession War. Despite extraordinary efforts by Primus Julian Tiepolo and Primus Myndo Waterly, Colonel Carlisle has made good on his announced intention to spread the secrets of this library core throughout the Inner Sphere. Though it has taken two decades for scientists to understand and apply this technology, 'Mechs with enhanced capabilities have begun to appear throughout the Successor States. In the midst of the Fourth Succession War, the elite Com Guards unit Blake's Vision III-sigma posed as House Liao's Death Commandos to stage a raid on the New Avalon Institute of Science and destroy the library core. Had this raid been successful, we would have followed through with contingency plans to destroy other copies being studied by other Houses not as far along in their research.

After our failure to destroy the Gray Death memory core, the NAIS slowly but surely continued to decode the technology bit by bit, starting with the development of a heat exchanger with twice the capacity of a normal heat sink. Though not as effective as the design used on Clan 'Mechs, these Freezers, as they were tagged, soon gained widespread use. Research at NAIS continued at a frenzied pace, but the scientists in the Draconis Combine were not far behind in making parallel discoveries. Lacking enough production facilities to take full advantage of their successes, the Kuritans shared the secrets with their ally, the Free Worlds League, in exchange for production from Marik factories.

This situation lasted about four years, with the Federated Commonwealth, Draconis Combine, and Free Worlds League frantically upgrading old designs and retooling factories as fast as their engineers could move. Then came clearance for Gorton, Kingsley, and Thorpe Enterprises, parent company of Alshain Weapons and a major weapons producer for the Draconis Combine, to share some of this technology with the Free Rasalhague Republic's New Oslo 'Mech factory. The spread of information to HildCo Interplanetary in the St. Ives Compact left only the Capellan Confederation and the Periphery states out in the cold.

Fortunately for House Liao, the Capellans had something to trade. Capellan scientists had continued research on the booby-trapped myomer and had achieved limited success in identifying another compound with the same valuable properties but not the same vulnerability. In 3046, House Liao traded its knowledge of the improved myomer for House Marik's help in resuming 'Mech production and incorporating the technology that had already reached the rest of the Inner Sphere.

Though still existing in relatively small numbers, improved 'Mech designs are emerging from factories throughout the Successor States, including even Rasalhague's new factory on Satalice. Certain weapons factories have achieved such high levels of production that the assembly plants, still in the process of retooling, cannot use their entire output. Such surplus advanced lasers and other weapons are being issued to units as field modification kits and retrofitted onto older 'Mech designs. Though the technology cannot equal the Star League's precision manufacturing techniques, the new Inner Sphere 'Mechs often possess excellent design concepts, sometimes producing a weapons mix that is superior to the original Star League design even though the equipment does not quite meet Terran Hegemony standards.

These 'Mechs were not available in time to meet the initial Clan invasion, but that offensive has provided a powerful prod for the Successor States to keep their modernization plans in high gear. These improved Inner Sphere 'Mechs are still no match for those of the Clans, but they definitely give the Successor States new and better odds. The invasion also appears to have given the Successor States, bitter rivals only a few years ago, reason to set aside their differences and work together against a common foe.

Precentor Martial Anastasius Focht's mission to the Clans opened up new areas of possible influence, but that cannot offset the Com Guards' loss of technological superiority. In the post-Succession War era, Primus Waterly's well-laid plans made ComStar and the Com Guards admired, appreciated, and yet feared in every realm. Our Order's good deeds and omnipresence opened the door to a number of new strategies for increased power and influence. The Com Guards are still powerful, but we have lost our margin of technological superiority. And our very omnipresence has become a liability with the dispersal of our military over so many worlds.

The Com Guards' non-involvement in the Inner Sphere's war against the Clans has made the Successor States again suspicious of our order. ComStar's attempts to help the people within the Clans' territory has been misunderstood by the Lords of the Great Houses, who have become more guarded than ever in their dealings with ComStar. On most worlds, garrison units keep a close watch on the Com Guards detachments protecting the HPG stations.

STRATEGY

The appearance of a new enemy has provided the impetus for Inner Sphere strategists to reevaluate old ways of fighting wars. Using inferior equipment has forced the generals to come up with alternatives to standard power tactics.

In the first wave of the Clan invasion, the range advantage of their 'Mechs presented the gravest problem the Inner Sphere armies had to face, and it remains the focus of the Successor States' alternative tactics. Though reduced to fighting from the midst of sandstorms and hiding in swamps draped with foil, the troops of the Inner Sphere have been able to hand the Clans their first defeats.

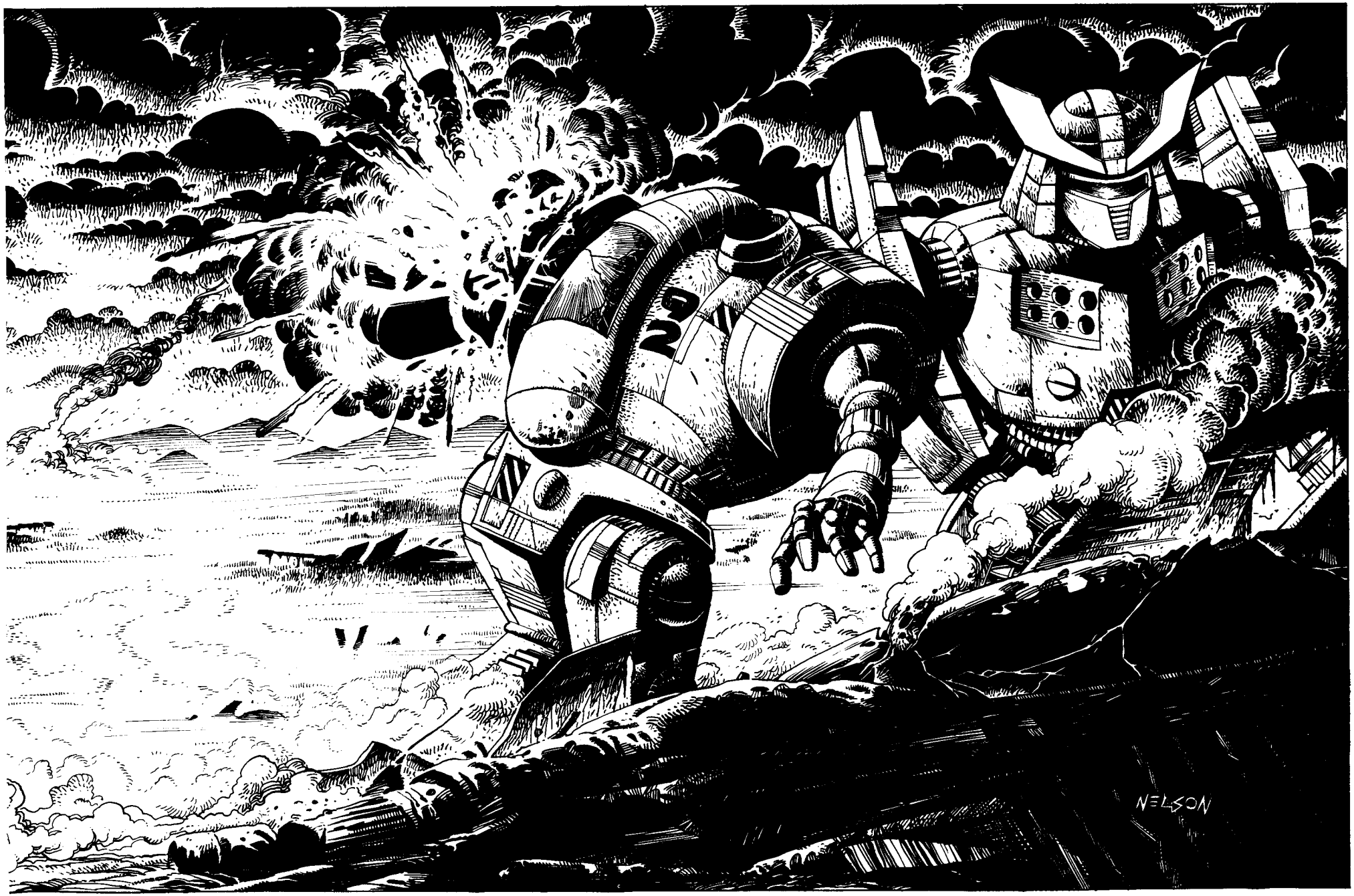
With the obvious collusion among the leaders evidenced by the "secret" summit meeting on Outreach, to which our leaders were not invited, it is expected that the Successor States will have new surprises waiting for the Clans' renewal of their offensive.

DEPLOYMENT

Even while the invasion was still progressing at full-tilt, the Federated Commonwealth allocated great numbers of JumpShips and DropShips to massing troops on Sudeten, ready to respond to new attacks or make a counterstrike into Clan territory. Besides the four regiments that made the successful strike on Twycross, the three regiments of the mercenary Eridani Light Horse and a dozen Federated Commonwealth regiments gathered on Sudeten. They were the Fourth and Eighth Deneb Light Cavalry, the Third Royal Guards, the Seventeenth and Twentieth Arcturan Guards, the Tenth, Eleventh, Nineteenth, and Thirty-Second Lyran Guards, and the Eleventh and Twelfth F-C Regiments, and the First Kathil Uhlans.

The Draconis Combine also stripped the Skye-Dieron border, even leaking information about this weakened region to show House Kurita's concern about the advance of the Clans. Davion responded in kind by redeploying his own border forces to better meet the threat of the Clans, but he also covered his underbelly somewhat by moving about ten regiments, mostly mercenaries, from Crucis March to Skye March. The DCMS units are more difficult to track because neither Our Order nor any other state has been able to pinpoint Combine troop strength since before the War of 3039, and now the Kanrei has deepened the deception by renaming units to trick the Clans. Restrictions on the Com Guards' movements have prevented ROM agents from obtaining better intelligence.

Cooperation among the Successor States has probably made their knowledge of the Clans almost as good as our own. They have certainly shared information about worlds lost, equipment, troop strength, and strategy. Our inside information about customs, clan rivalry, and possible motivations is probably our only edge over the House Lords.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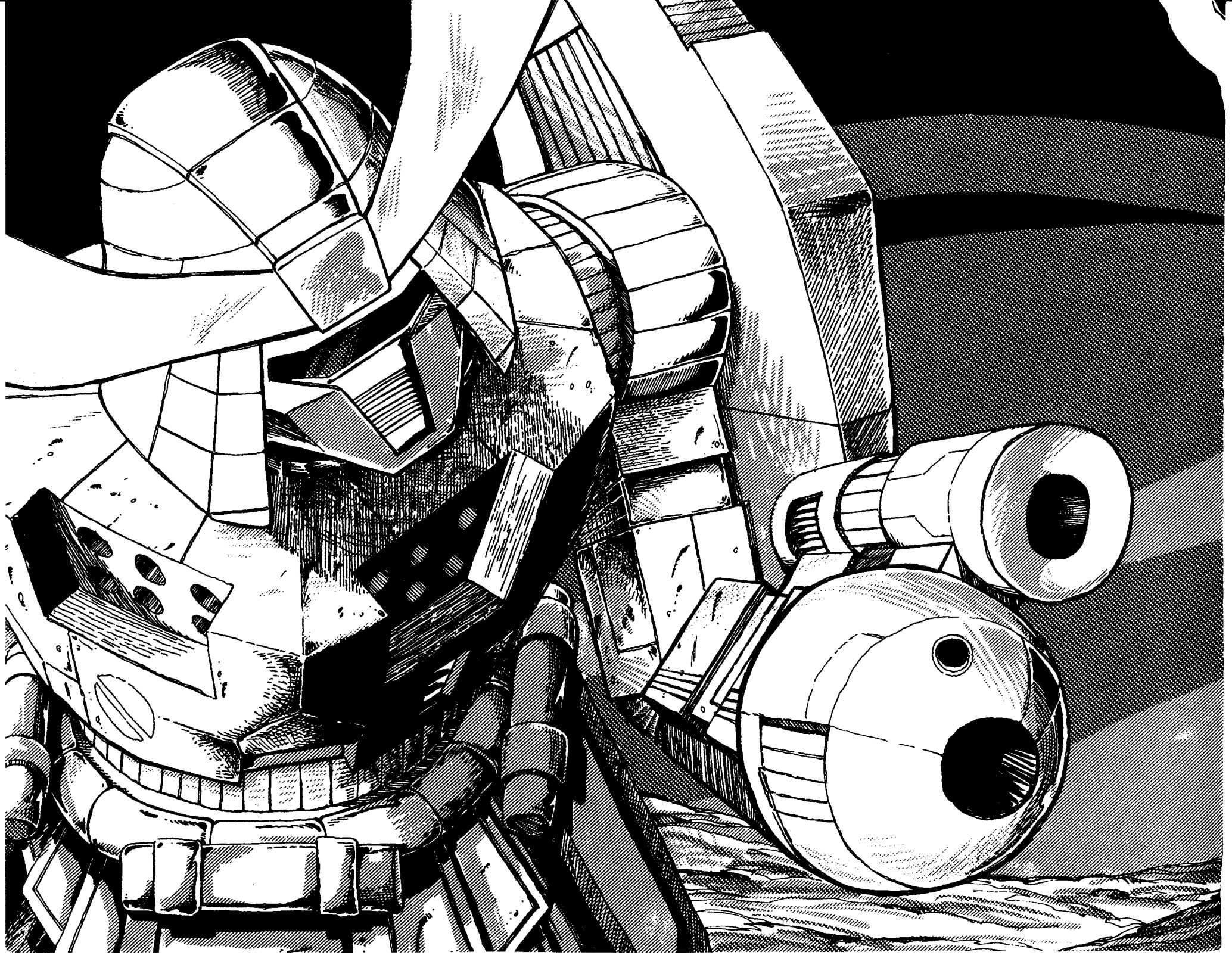
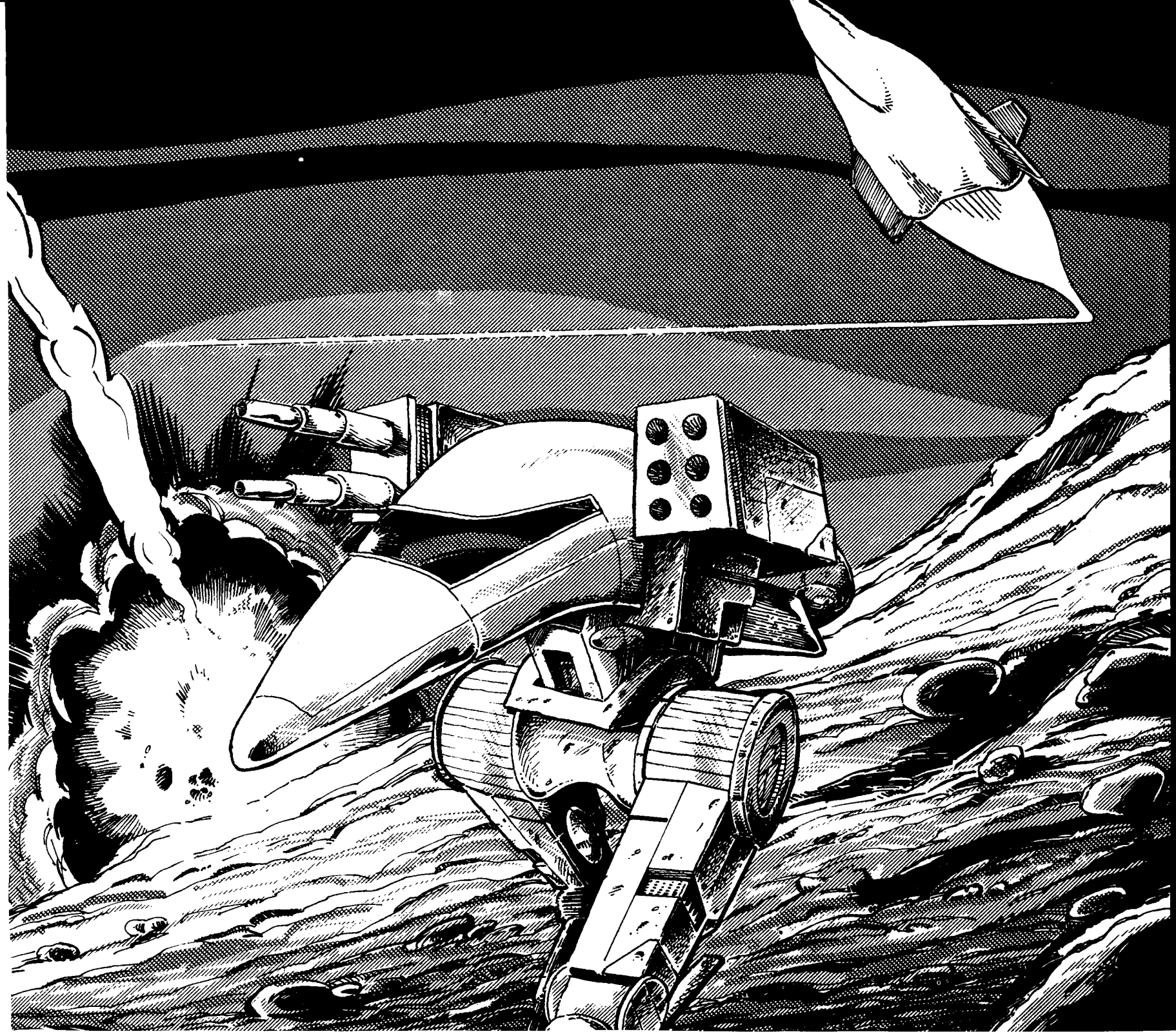




LIGHT MECHS

OVERVIEW

Formerly rare in the Inner Sphere, the *Flea* has been appearing in increasing numbers in the last decade, mostly in the mercenary Wolf's Dragoons regiments, which have been rebuilding ever since the devastation of the Fourth Succession War and may now exceed their former strength. The *Flea* was always more common among the Dragoons than in other units, and now Earthwerks Incorporated appears to be producing a version incorporating recovered technology, perhaps under exclusive contract to the Dragoons.

This model takes advantage of lighter Endo Steel to replace the *Flea*'s medium lasers with more potent medium pulse lasers. Because the Dragoons use the *Flea* far more often in a reconnaissance role than in an antipersonnel role, Earthwerks dropped the pair of Sperry Browning Machine Guns, replacing them with Myomer Accelerator Signal Circuitry. Though dangerous to use, the MASC technology is sometimes the only way for the *Flea* to escape a bad situation because it lacks the speed and jumping ability of many other light 'Mechs.

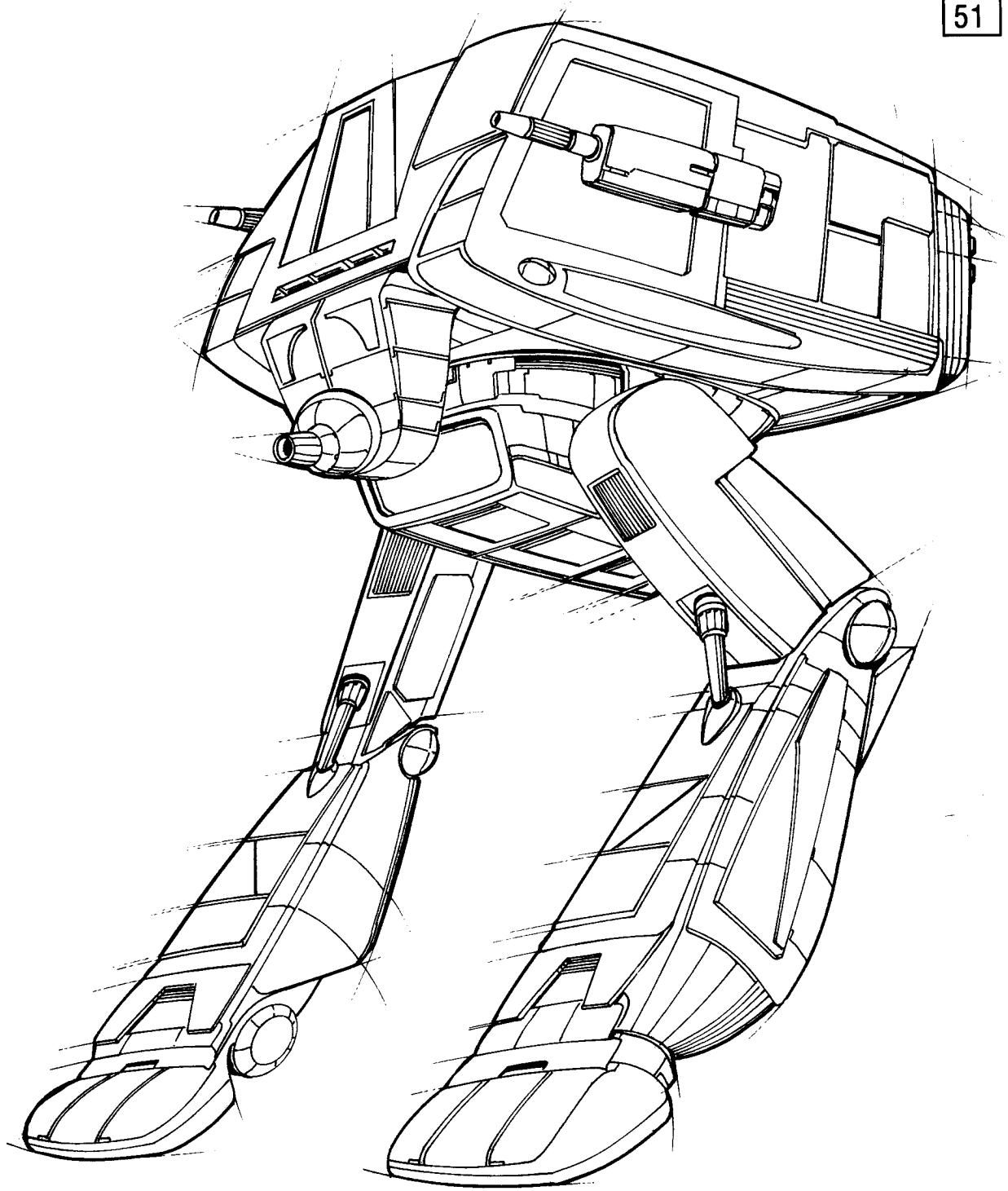
It would seem that the Earthwerks plants on Ascuncion and Bernardo will soon complete their production run for the Dragoons. It is unknown whether Earthwerks will produce the 'Mech for general sale or will cease production of the model.

Mass: 20 tons
Chassis: Earthwerk Trooper II Endo Steel
Power Plant: GM 120 (MASC)
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Livingston Ceramics
Armament:
2 Martell Medium Pulse Lasers
1 Olympian Flamer
2 Martell Small Lasers
Manufacturer: Earthwerks Incorporated
Primary Factory: Ascuncion, Bernardo
Communications System: Neil 2000
Targeting and Tracking System: Dalban HiRez-B

Type: **FLE-17 Flea**

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	120		4
Walking MP:	6 [12]		
Running MP:	9 [12]		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	48		3
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	6	8	
Center Torso (rear)		3	
R/L Torso	5	5	
R/L Torso (rear)		3	
R/L Arm	3	4	
R/L Leg	4	4	

Weapons and Ammo:	**Location**	**Critical**	
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Flamer	CT	1	1
Small Laser	LT(R)	1	0.5
Small Laser	RT(R)	1	0.5
MASC	CT	1	1



O V E R V I E W

A design that has long been out of favor, the *Hornet* was one of the first 'Mechs to use recovered technology in the hope of improving its performance. The work was done at the high-security Kallon factory on the planet Talon in the Wernke system. The HNT-171 model shown has appeared in limited numbers in F-C units, mostly in the Sarna March. This is apparently a field test. Wolf's Dragoons, which always deployed the *Hornet* in greater numbers than did House Davion, may be using a different model, but Our Blessed Order has been unable to confirm that.

The Federated Commonwealth version is far more effective than the old HNT-151. It incorporates the lighter Endo Steel construction, combined with Ferro-Fibrous armor and Cellular Ammunition Storage Equipment. The 171 model carries half a ton less armor than the 151 but has virtually the same amount of external protection and significantly more protection against an ammunition explosion.

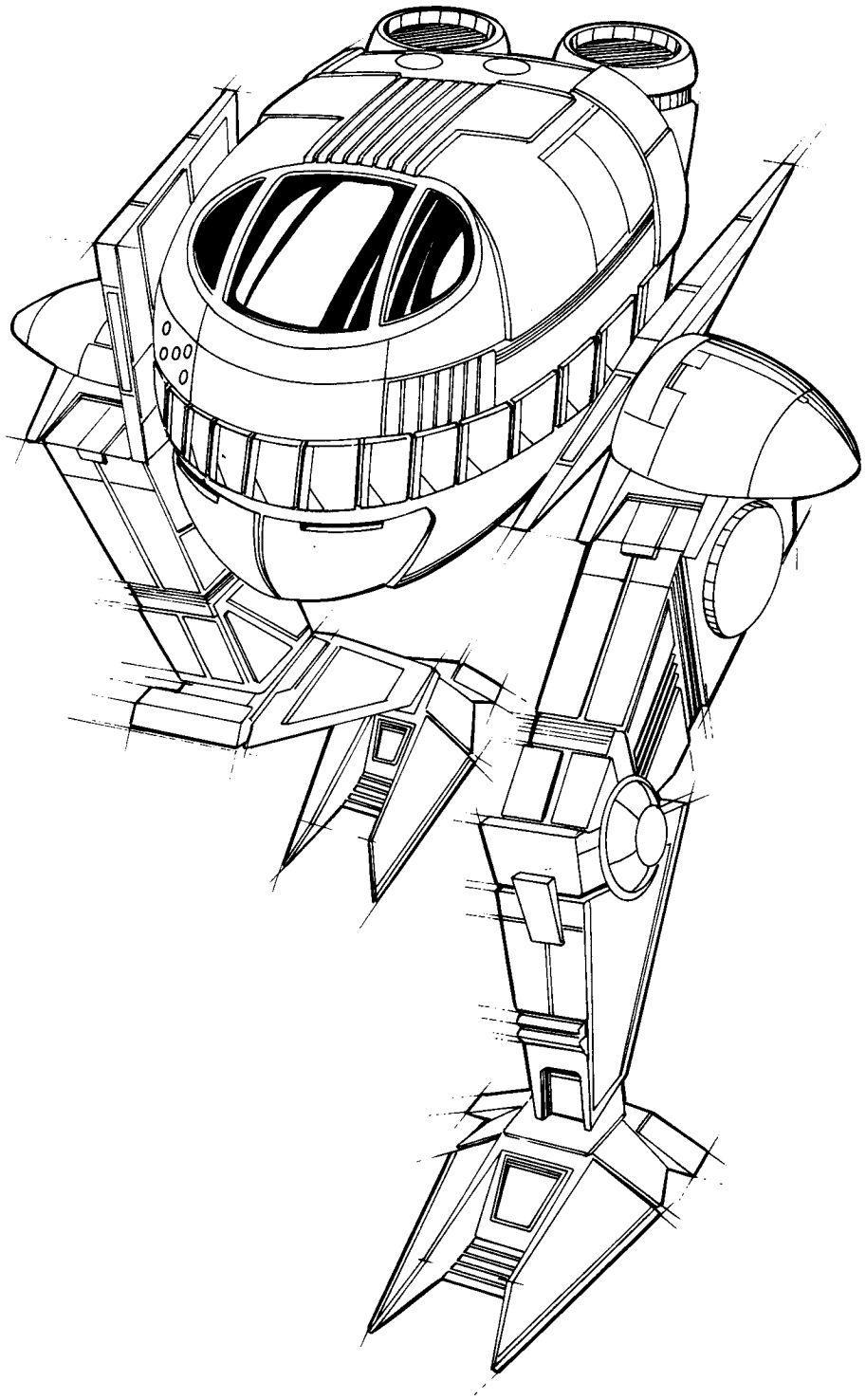
The MainFire Point Defense Anti-Missile System gives the *Hornet* better defense against enemy missiles at the cost of an ineffective small laser. It remains to be seen, however, whether the improved *Hornet* will prove more valuable on the battlefield.

Mass: 20 tons
Chassis: Corean Model KL77 Endo Steel
Power Plant: Hermes 100
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Pitban LFT-50
Jump Capacity: 90 meters
Armor: StarGuard CIV Ferro-Fibrous with CASE
Armament:
1 Holly LRM 5
1 Martell Medium Laser
1 MainFire Point Defense Anti-Missile System
Manufacturer: Kallon Weapon Industries
Primary Factory: Talon (Wernke system)
Communications System: Tri-Word Duplex 4880
Targeting and Tracking System: Dalban HiRez II

Type: **HNT-171 Hornet**

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	100		3
Walking MP:	5		
Running MP:	8		
Jumping MP:	3		
Heat Sinks:	10		0
Gyro:			1
Cockpit:			3
Armor Factor:	63		3.5
	Internal Structure	*Armor Value*	
Head	3	7	
Center Torso	6	8	
Center Torso (rear)		4	
R/L Torso	5	8	
R/L Torso (rear)		2	
R/L Arm	3	6	
R/L Leg	4	6	

Weapons and Ammo:	**Location**	**Critical**	
LRM 5	RT	1	2
Anti-Missile System	H	1	0.5
Ammo (LRM) 48	LT	2	2
Ammo (Anti-Missile) 12	LT	1	1
CASE	LT	1	0.5
Medium Laser	RA	1	1
Jump Jets	CT	1	0.5
Jump Jets	LT	1	0.5
Jump Jets	RT	1	0.5



OVERVIEW

The *Locust* is one of the most common 'Mechs in the Inner Sphere, being produced in various versions in at least eight factories. A model that has stirred the most excitement is the one nearing full production on the planets Stewart and Gibson in the Free Worlds League. This model makes use of both Endo Steel and Ferro-Fibrous armor. These offer virtually the same protection for less tonnage, allowing the LCT-3M model to discard the unloved pair of machine guns in favor of the Voelkers Parasol Anti-Missile System and four small lasers.

The LCT-3S model produced by Defiance Industries at Furillo exemplifies a different approach. It carries Cellular Ammunition Storage Equipment to protect against an internal explosion, allowing not only a full load of missiles, but also incorporating an ammo-efficient Coventry T4H Short-Range Streak Missile Rack. The cost is the anti-missile system, a small laser, and a ton of armor, making the LCT-3S more vulnerable, especially in the legs, head, and front torso.

Achernar BattleMechs of New Avalon produces the unusual LCT-3D model, which has only two Magna Longbow-5 LRM Launchers as armament. It carries half a ton less armor than the Free Worlds League model, but it is StarGuard Ferro-Fibrous. Because a scout 'Mech is so vulnerable at close ranges, this variant emphasizing long-range missiles may prove useful, firing its weapons and fleeing before the enemy can respond.

Also of note is the factory refit in progress at the partially rebuilt Bergan Industries plant on Ares, in the Capellan Confederation. The Capellans, obsessed with the triple-strength myomer that Hanse Davion used so successfully to trick them during the Fourth Succession War, have been experimenting to keep the myomers from bursting into flame upon contact with a catalyst. Though testing has been unsuccessful so far, the Capellans are producing a limited number of LCT-1V *Locust*s with the still-vulnerable myomer for engineering studies.

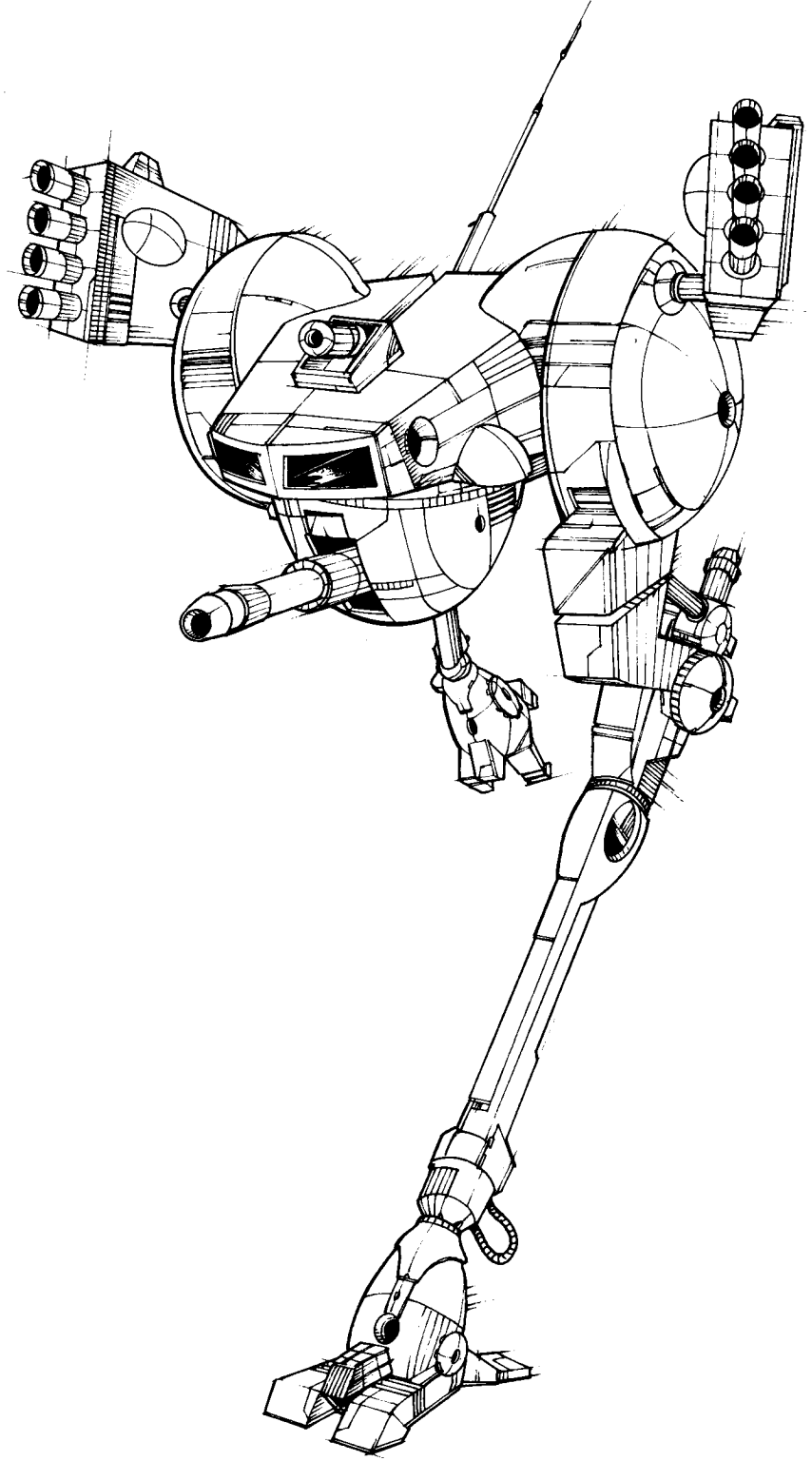
Still in wide use throughout the Inner Sphere and Periphery is the venerable LCT-1V *Locust*. It is produced at several Inner Sphere factories and at Alliance Defenders Limited on Alpheratz in the Outworlds Alliance, Majesty Metals and Manufacturing on Canopus IV in the Magistracy of Canopus, and Taurus Territorial Industries (Taurus) and Pinard Protectorates Limited (MacLeod's Land) in the Taurian Concordat.

Mass: 20 tons
Chassis: Corean-II Delux Endo Steel
Power Plant: Magna 160
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
1 Martell Medium Laser
1 Voelkers Parasol Anti-Missile System
4 Magna small lasers
Manufacturer: Corean Enterprises MacAdams-Suharno, Free Worlds Defense Industries
Primary Factory: Stewart (Corean), Gibson (FWL Defense)
Communications System: Garret T10 B
Targeting and Tracking System: Corean CalcMaster

Type: **LCT-3M Locust**

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	160		6
Walking MP:	8		
Running MP:	12		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	53		3
	Internal Structure	*Armor Value*	
Head	3	7	
Center Torso	6	7	
Center Torso (rear)		2	
R/L Torso	5	6	
R/L Torso (rear)		2	
R/L Arm	3	4	
R/L Leg	4	7	

Weapons and Ammo:	**Location**	**Critical**	
Medium Laser	CT	1	1
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 12	LT	1	1
CASE	LT	1	.5
Small Laser	LA	1	0.5
Small Laser	LA	1	0.5
Small Laser	RA	1	0.5
Small Laser	RA	1	0.5



OVERVIEW

The *Mercury* may have been the most important 'Mech of the Star League era, but nobody knew it until three centuries later. It was unveiled in 2742, and few remained in the Inner Sphere after General Aleksandr Kerensky's Exodus. Its significance is its modular design, the value of which was lost on the Successor States but not on the heirs of Kerensky. This 'Mech was the obvious inspiration for the OmniMechs terrorizing the Inner Sphere today.

Using a basic structure, power plant, and main torso, the 'Mech can support many combinations of jack-in weapon systems and other equipment. The most obvious advantage of this construction theory is the ease of maintenance and repair. Recovery from battle damage is a simple matter. Of almost equal importance is the ability to vary the 'Mech's weaponry mix, tailoring it for a specific mission and keeping the enemy guessing about the *Mercury*'s abilities.

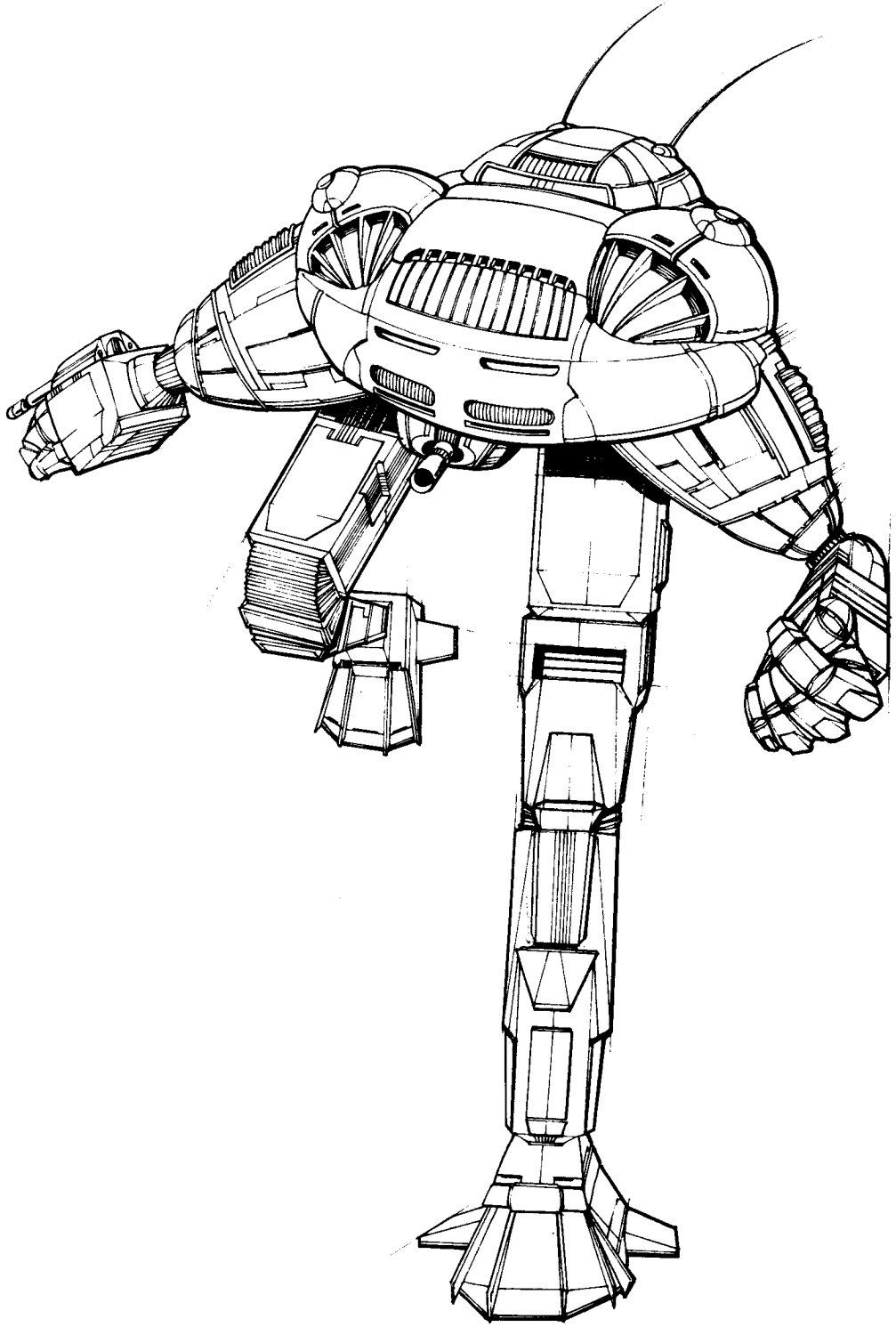
Though not in service with the Successor States or mercenaries, the *Mercury* is common in the Com Guards, especially with The Grace of Thought IV-xi and Straight Words IV-epsilon. Drawing mostly reconnaissance and intelligence missions, these 'Mechs differ from the usual Equipment Package 99 variety of *Mercury* seen most often in the Star League Regular Army. The Com Guards' *Mercury* MCY-97 carries the Beagle Probe for enhanced detection and Myomer Accelerator Signal Circuitry for fast getaways, giving up a medium laser and a small laser to make room. Though a weakling fighter, this model is a premier reconnaissance 'Mech.

Mass: 20 tons
Chassis: Bergan MXII
Power Plant: LTV 160 (MASC)
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell-091 Ferro-Fibrous
Armament:
1 Martell Medium Laser
1 Hessen IX Small Laser
Manufacturer: Mitchell Vehicles
Primary Factory: Graham IV
Communications System: DataTech 401
Targeting and Tracking System: Skyhunter IV with Beagle Probe

Type: **MCY-97 Mercury**

Equipment			**Mass**
Internal Structure:			2
Engine:	160		6
Walking MP:	8 [16]		
Running MP:	12 [16]		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	54		3
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	6	7	
Center Torso (rear)		4	
R/L Torso	5	6	
R/L Torso (rear)		2	
R/L Arm	3	5	
R/L Leg	4	6	

Weapons and Ammo:	**Location**	**Critical**	
Medium Laser	RA	1	1
Small Laser	CT	1	0.5
Beagle Probe	LT	2	1.5
MASC	CT	1	1



OVERVIEW

Though not as widely produced as the *Locust* and *Wasp*, the *Stinger* is still very common everywhere except the Draconis Combine and Free Rasalhague Republic. As a workhorse 'Mech that is easy and cheap to produce, the *Stinger* still emerges in great numbers from a number of factories. The largest producer has always been Earthwerks Inc., producing the 'Mech at both Keystone and Calloway VI.

The Taurian Concordat has overtaken second place from Lyran factories in recent years by increasing production at Pinard Protectorates Limited at MacLeod's Land and Vandenberg Mechanized Industries at New Vandenberg and Illiushin. The Lyrans' Coventry Metal Works on Coventry keeps its production line working, but at a lower rate than previously to emphasize other 'Mechs, primarily the *Commando*. The other factories producing large numbers of *Stinger*s are Majesty Metals and Manufacturing at Canopus IV in the Magistracy of Canopus and Alliance Defenders Limited at Alpheratz in the Outworlds Alliance.

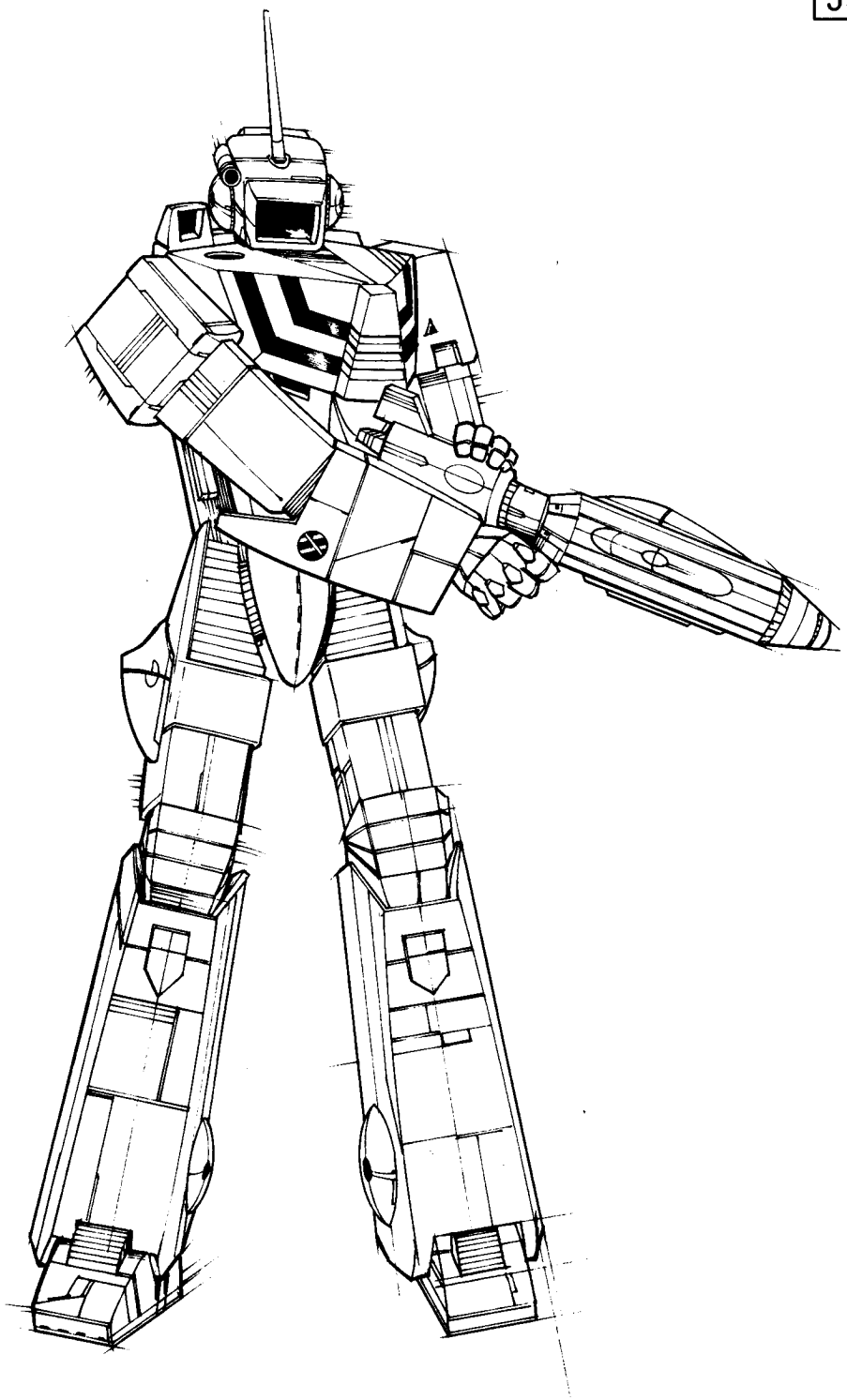
Of these factories, only the Earthwerks plants in the Free Worlds League plans to incorporate Star League technology onto the *Stinger*. Those plants will drop the two machine guns in favor of a Flame Tech Flamer and Lindblad Shotgun Anti-Missile System. Endo Steel construction will allow the *Stinger* STG-5M to carry a half-ton more armor, beefing up the front torso and head.

Mass: 20 tons
Chassis: Earthwerks STG II Endo Steel
Power Plant: GM 120
Cruising Speed: 63.4 kph
Maximum Speed: 91.6 kph
Jump Jets: Chilton 360
Jump Capacity: 180 meters
Armor: Riese-100
Armament:
1 Omicron 3000 Medium Laser
1 Flame Tech Flamer
1 Lindblad Shotgun Anti-Missile System
Manufacturer: Earthwerks Incorporated
Primary Factory: Keystone, Calloway VI
Communications System: Datacom 26
Targeting and Tracking System: Dynatec 990

Type: **STG-5M Stinger**

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	120		4
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	56		3.5
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	6	8	
Center Torso (rear)		4	
R/L Torso	5	8	
R/L Torso (rear)		2	
R/L Arm	3	4	
R/L Leg	4	5	

Weapons and Ammo:	**Location**	**Critical**	
Medium Laser	RA	1	1
Anti-Missile System	RA	1	0.5
Ammo (Anti-Missile) 12	RT	1	1
Flamer	LA	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



OVERVIEW

With thousands of *Wasps* in service and more than 100 new ones marching off the assembly lines every year, this 'Mech is one of the most common in the Inner Sphere and Periphery. The use of recovered technology can only prolong the service life of this design. Free Worlds League factories account for almost half of the new *Wasps* every year, and the plants on Shiro III and Kalidasa are in the midst of a major retooling to produce the WSP-3M model. Employing Endo Steel and Ferro-Fibrous armor for lightness, the 'Mech will trade its medium laser for a more potent medium pulse laser. Even with the stronger armor, reducing its overall armor weight by half a ton makes the *Wasp* a bit more vulnerable, but Cellular Ammunition Storage Equipment for the missile reloads more than offsets that weakness.

Defiance Industries at Furillo produces the model that will become standard in the Federated Commonwealth, a model that has started to appear in the new F-C units. Though carrying a medium pulse laser like the WSP-3M, the WSP-1S trades the missile launcher for two Defiance B3S Small Lasers and a Zippo Flamer. This eliminates the need for CASE, allowing the Steiner version to carry half a ton more armor.

Yet another model just reaching production is the WSP-3W coming out of the Achernar BattleMechs factory on New Avalon under a contract from Wolf's Dragoons. This unusual design lacks the Endo Steel of the WSP-3M, does not need CASE, and carries only two tons of armor. Its weapons consist of two Sutel Precision Line Small Pulse Lasers in the right arm and four ChisComp 32 Small Lasers, two each in the left leg and left torso.

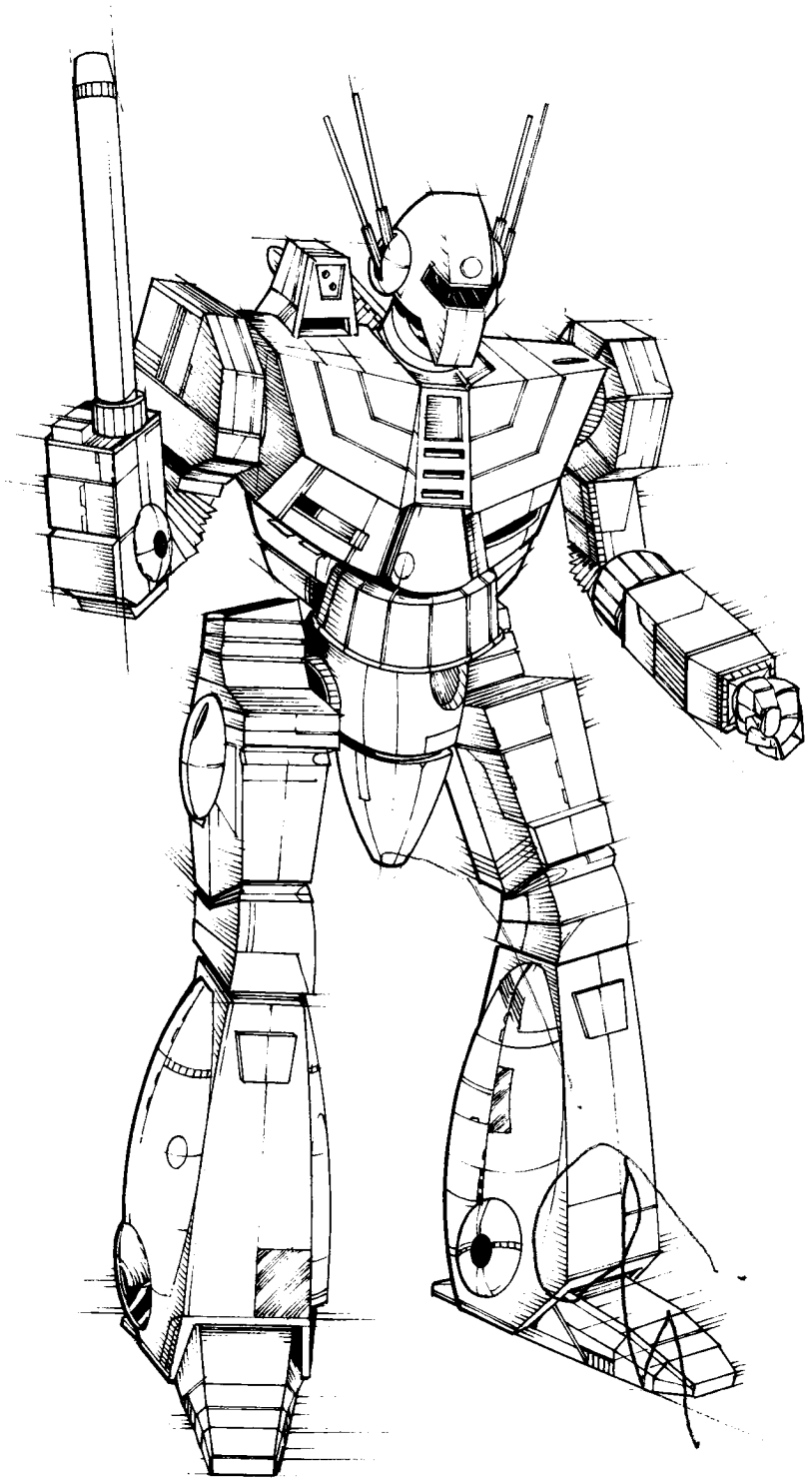
Four factories in the Periphery continue to produce the WSP-1A, Taurian Territorial Industries (Taurus) and Pinard Protectorates Limited (Perdition) in the Taurian Concordat, Majesty Metals and Manufacturing at Canopus IV in the Magistracy of Canopus, and Alliance Defenders Limited at Alpheratz in the Outworlds Alliance.

Mass: 20 tons
Chassis: Irian Chassis Second Generation Class 20 Endo Steel
Power Plant: Magna 120
Cruising Speed: 66.5 kph
Maximum Speed: 95.1 kph
Jump Jets: Rawlings 52
Jump Capacity: 180 meters
Armor: Jolassa-328 Ferro-Fibrous with CASE
Armament:
1 Intek Medium Pulse Laser
1 Irian Weapons Works Class 2 Short-Range Missile System
Manufacturer: Irian BattleMechs Unlimited, Kali Yama Weapons Industries Inc.
Primary Factory: Shiro III (Irian), Kalidasa (Kali Yama)
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

Type: **WSP-3M Wasp**

Equipment			**Mass**
Internal Structure:	Endo Steel		1
Engine:	120		4
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	45		2.5
	Internal Structure	*Armor Value*	
Head	3	4	
Center Torso	6	6	
Center Torso (rear)		3	
R/L Torso	5	5	
R/L Torso (rear)		2	
R/L Arm	3	4	
R/L Leg	4	5	

Weapons and Ammo:	**Location**	**Critical**	
Medium Pulse Laser	RA	1	2
SRM 2	RT	1	1
Ammo (SRM) 50	LT	1	1
CASE	LT	1	0.5
Jump Jets	CT	2	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1



OVERVIEW

The *Commando* and the *Valkyrie* have have been designated as the standard light 'Mechs of the Federated Commonwealth for the second half of the 31st century. Though production of other designs continues, these two light 'Mechs are expected to appear in ever greater numbers. Beginning production at Coventry Metal Works on Coventry, the COM-5S *Commando* is a model of efficiency. It utilizes Foundation Ultralight Endo Steel and Lexington High Grade Ferro-Fibrous armor to devote more of its mass to weapons and other systems. Though carrying only three tons of armor, the fact that it is Ferro-Fibrous and the addition of Cellular Ammunition Storage Equipment offset this weakness.

The new *Commando*'s greatest efficiency is in its two missile systems. It substitutes a Coventry Six-Rack of Short-Range Missiles for the ancient Shannon Six-Shooter, and it combines the SRM-6 with an Artemis IV fire-control system to improve accuracy. It also replaces the Coventry 4-Tube Missile System with the new Coventry T4H Short-Range Streak Missile. Though only a dual rack, the T4H greatly increases ammo efficiency by withholding fire until the targeting system achieves a lock.

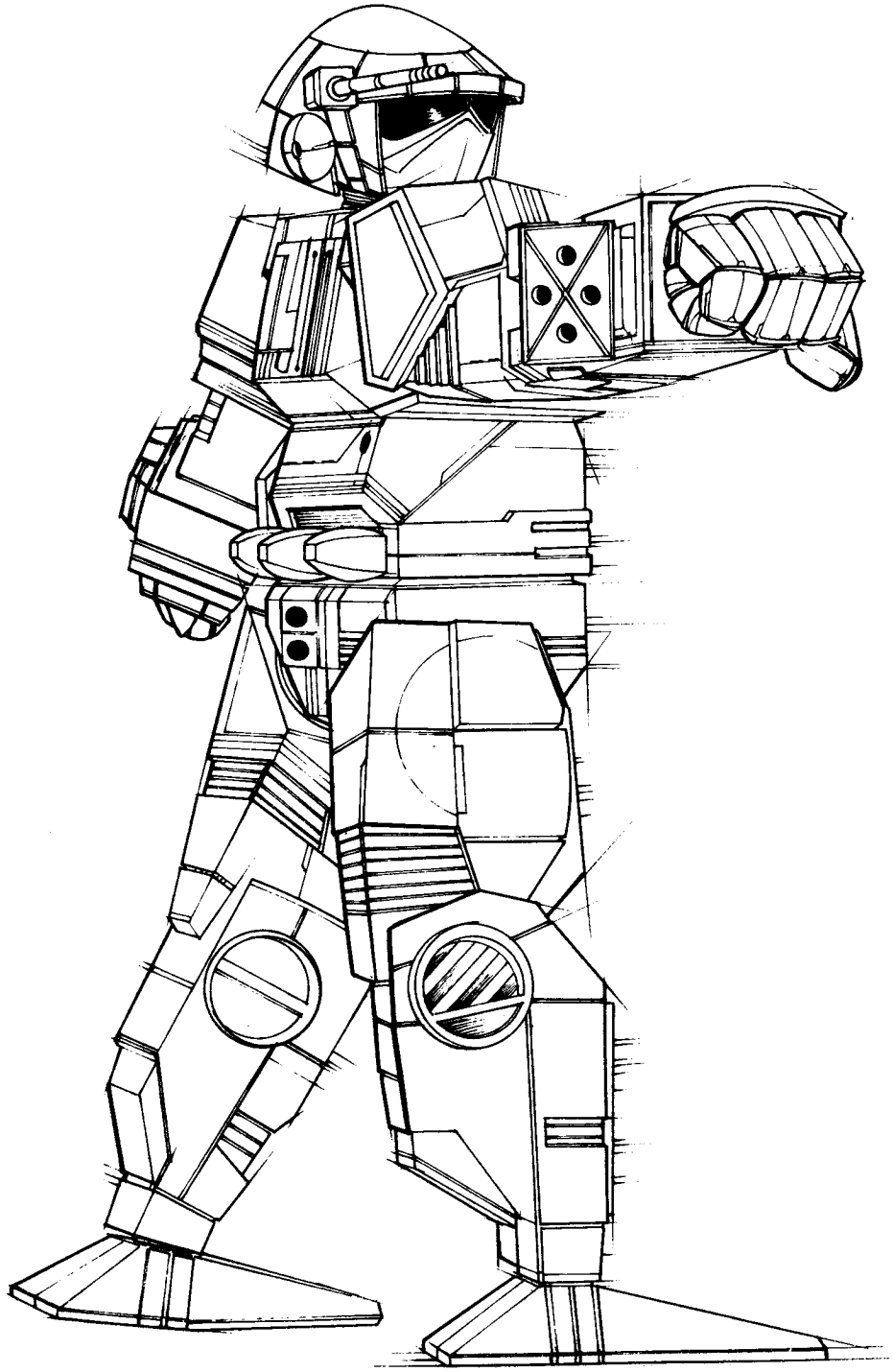
Lacking Star League technology, Vandenberg Mechanized Industries continues to produce the older-design COM-2D *Commando* at its factory on Illiushin in the Taurian Concordat.

Mass: 25 tons
Chassis: Foundation Ultralight Endo Steel
Power Plant: Omni 150
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Lexington Ltd. High Grade Ferro-Fibrous with CASE
Armament:
1 Coventry 90 mm Six-Rack of Short-Range Missiles
1 Coventry T4H Short-Range Streak Missile Rack
1 Defiance B3M Medium Laser
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Cyclops 14
Targeting and Tracking System: Cyclops Multi-Tasker 10 with Artemis IV System

Type: **COM-5S Commando**

Equipment			**Mass**
Internal Structure:	Endo Steel		1.25
Engine:	150		5.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	54		3
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	8	8	
Center Torso (rear)		3	
R/L Torso	6	6	
R/L Torso (rear)		2	
R/L Arm	4	5	
R/L Leg	6	6	

Weapons and Ammo:	**Location**	**Critical**	
SRM 6	CT	2	3
Artemis IV FCS	H	1	1
Ammo (SRM) 30	RT	2	2
SRM 2 Streak	RA	1	1.5
Ammo (SRM Streak) 50	RT	1	1
CASE	RT	1	0.5
Medium Laser	LA	1	1



OVERVIEW

Rare outside the mercenary Wolf's Dragoons regiments, the *Falcon* has not been produced in the Inner Sphere since a Marik raid destroyed the *Falcon* wing of a BattleMech factory on Hesperus during the First Succession War. The number of *Falcons* dropped steadily during the centuries of war, and those still in the field came to look more and more forlorn because of the lack of spare parts. Then, in 3005, Wolf's Dragoons arrived in the Inner Sphere with *Falcons* in mint condition.

The mercenaries have been able to keep their *Falcons* in good repair, apparently with their own stockpile of spare parts, but no new *Falcons* arrive to replace lost ones. Though there are rumors of a new model in the Dragoons' ranks, it is more likely that Colonel Jaime Wolf's regiments are using recovered technology to upgrade those already in service.

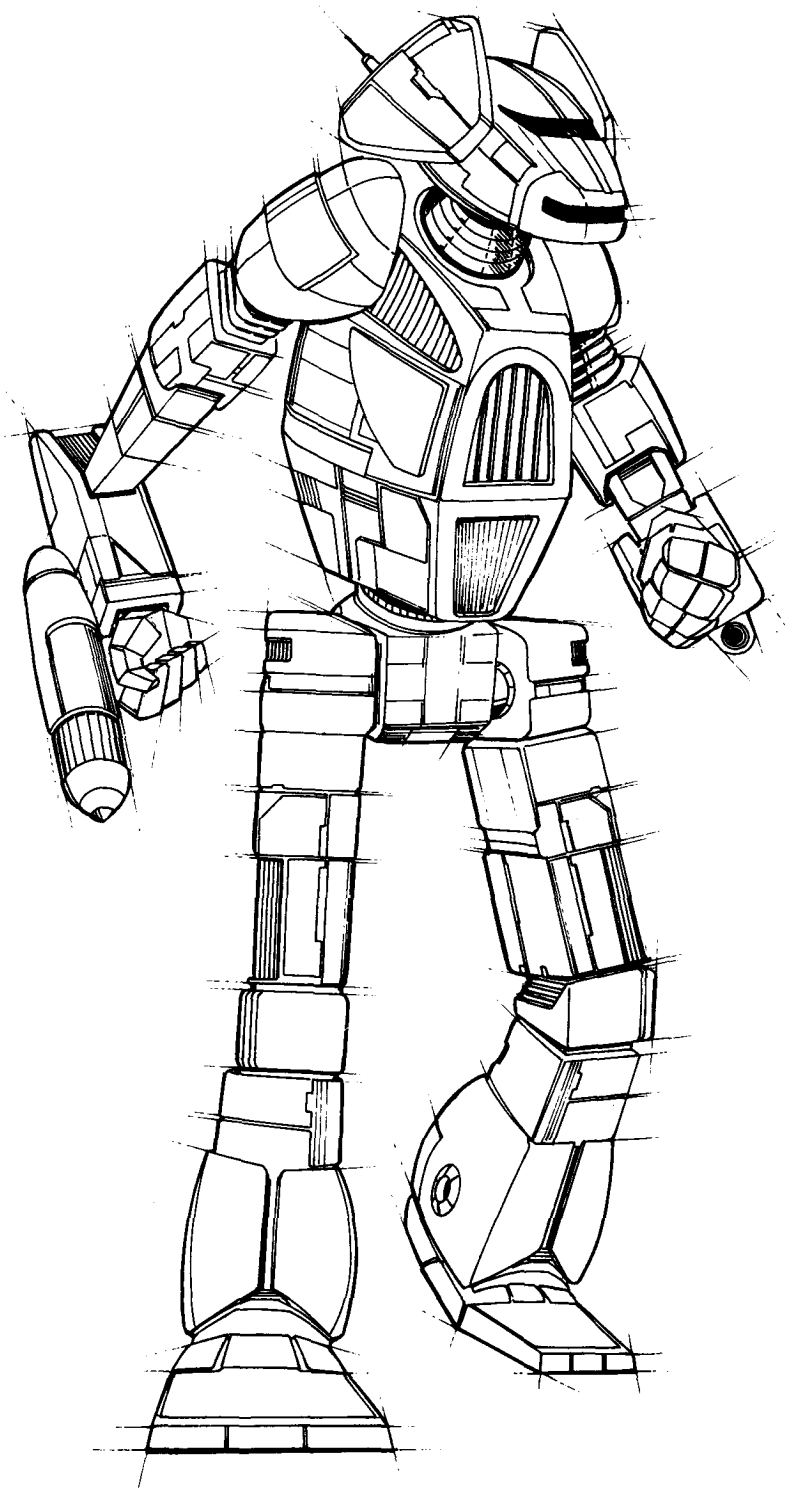
The most reliable reports indicate that the Dragoons are replacing the old SunGlow Type 1 Medium Laser with a Magna 400P Medium Pulse Laser, a recovered-technology weapon generally available throughout the Inner Sphere. This model reportedly also replaces the two machine guns with a SureFire 444 Anti-Missile System, another new weapon available over the counter to anyone with enough C-Bills.

Mass: 30 tons
Chassis: Duralyte 296
Power Plant: GM 180
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: PRS-60
Jump Capacity: 180 meters
Armor: Star Guard Type II
Armament:
1 Magna 400P Medium Pulse Laser
2 Omnicron 1000 Light Lasers
1 SureFire 444 Anti-Missile System
Manufacturer: Stormvanger Assemblies, Light Division
Primary Factory: Caph
Communications System: Garret T20C
Targeting and Tracking System: Dynatec 150A

Type: **FLC-4P Falcon**

Equipment			**Mass**
Internal Structure:			3
Engine:	180		7
Walking MP:	6		
Running MP:	9		
Jumping MP:	5		
Heat Sinks:	12		2
Gyro:			2
Cockpit:			3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	10	14	
Center Torso (rear)		3	
R/L Torso	7	12	
R/L Torso (rear)		2	
R/L Arm	5	8	
R/L Leg	7	13	

Weapons and Ammo:	**Location**	**Critical**	
Medium Pulse Laser	RA	1	2
Small Laser	RA	1	0.5
Small Laser	LA	1	0.5
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 12	RT	1	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	0.5



OVERVIEW

The *Firefly*, extinct except in the service of Wolf's Dragoons, has repeatedly proven its muscle against other reconnaissance 'Mechs, most recently in the Fourth Succession War. Third-hand reports picked up by a rho-arm ROM agent in the St. Ives Compact indicate that the Dragoons are planning field modifications to improve the *Firefly*'s performance further. Adept Sarana Norman reported to Uncluttered Speech IV-sigma headquarters at Teng that she had befriended the female companion of a Kell Hounds mercenary based on Ambergrist.

This loose-lipped MechWarrior boasted of having trained with Wolf's Dragoons on Outreach. To impress his girl, he described new models of older 'Mechs and field modifications to others. This BattleMech groupie was highly knowledgeable and duly impressed, and she excitedly passed on her "secrets" to her best friend, Sarana Norman. Though this is the only source for this information, it has a high likelihood of truth.

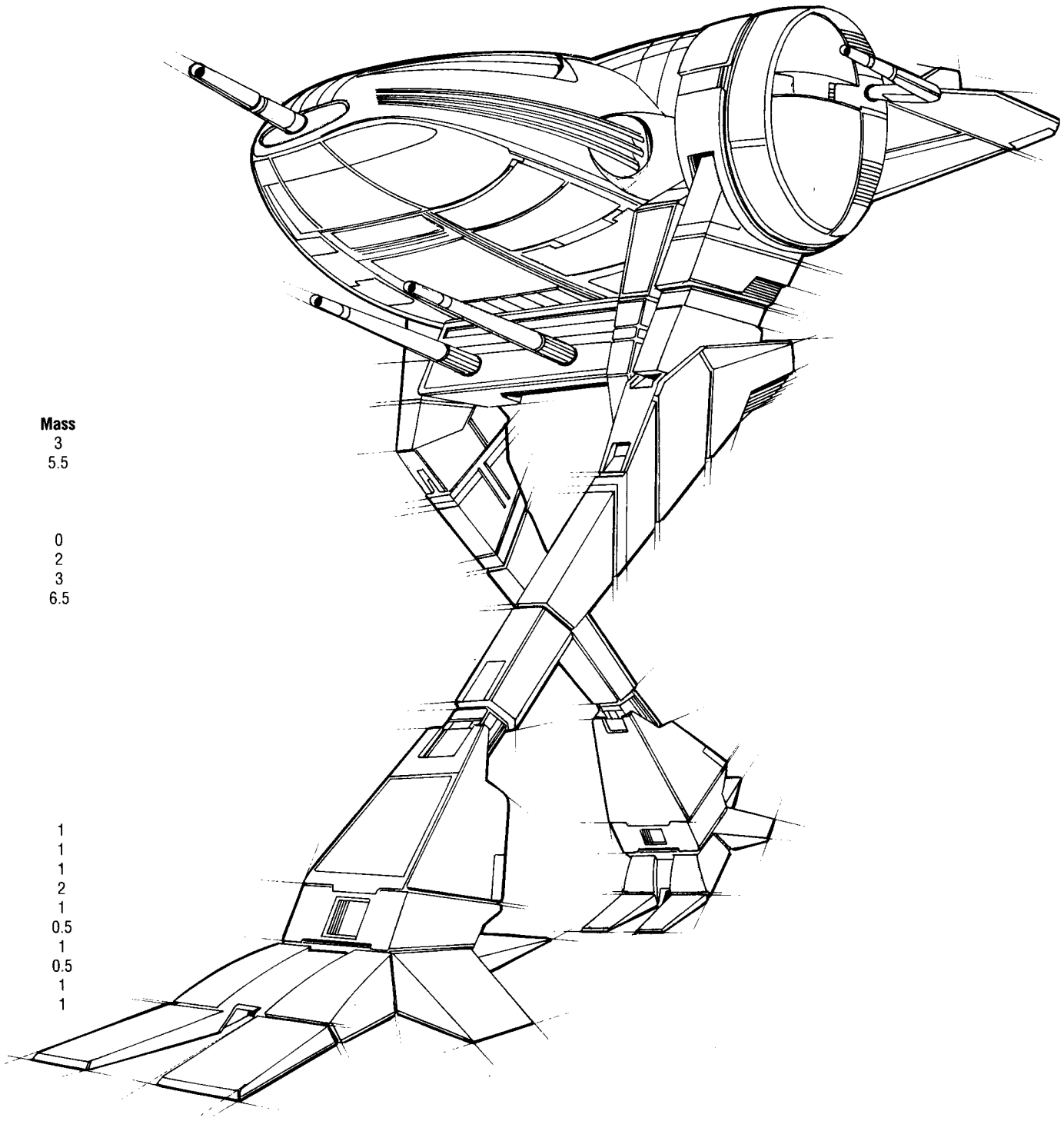
The field variation reportedly removes the *Firefly*'s four small lasers, replacing them with a SureFire 444 Anti-Missile System. This gives the *Firefly* better protection, as does a second modification, adding Cellular Ammunition Storage Equipment to protect the missile reloads and ammunition for the SureFire 444. The structural changes required to add CASE as a field modification cast doubt on the truth of this report. If, on the other hand, the intelligence on this equipment is correct, the Dragoons may have a factory to produce the *Firefly*.

Mass: 30 tons
Chassis: Earthwerks Firefly
Power Plant: GM 150
Cruising Speed: 54 kph
Maximum Speed: 81 kph
Jump Jets: Lexington Lifters
Jump Capacity: 120 meters
Armor: StarSlab/1 with CASE
Armament:
1 Coventry LRM 5
3 Martell Medium Lasers
1 SureFire 444 Anti-Missile System
Manufacturer: Coventry/Earthwerks Combine
Primary Factory: Terra
Communications System: Datcom 18
Targeting and Tracking System: Radcom TXX

Type: **FFL-4B Firefly**

Equipment			**Mass**
Internal Structure:			3
Engine:	150		5.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	4		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	104		6.5
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	10	15	
Center Torso (rear)		5	
R/L Torso	7	11	
R/L Torso (rear)		3	
R/L Arm	5	10	
R/L Leg	7	14	

Weapons and Ammo:	**Location**	**Critical**	
Medium Laser	LT	1	1
Medium Laser	CT	1	1
Medium Laser	RT	1	1
LRM 5	RT	1	2
Ammo (LRM) 24	LT	1	1
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 12	LT	1	1
CASE	LT	1	0.5
Jump Jets	LL	2	1
Jump Jets	RL	2	1



OVERVIEW

When Irian BattleMechs Unlimited shifted to production of the *Hermes II* in the late 28th century, the original *Hermes* became a dead design, existing in blueprints only. It was still a good light 'Mech design, but Irian no longer had the ability to equip it with the specified Endo Steel internal structure and Ferro-Fibrous armor. With the unlocking of many Star League technological secrets, the *Hermes* has once again become a feasible design.

Reliable agents inside Irian BattleMechs Unlimited report that the Hermes has begun very limited production as a specialty 'Mech. Three separate models have come off the line, all dispensing with the flamer and incorporated Myomer Accelerator Signal Circuitry. All three are task-specific 'Mechs employing the MASC system as an emergency measure to get out of harm's way.

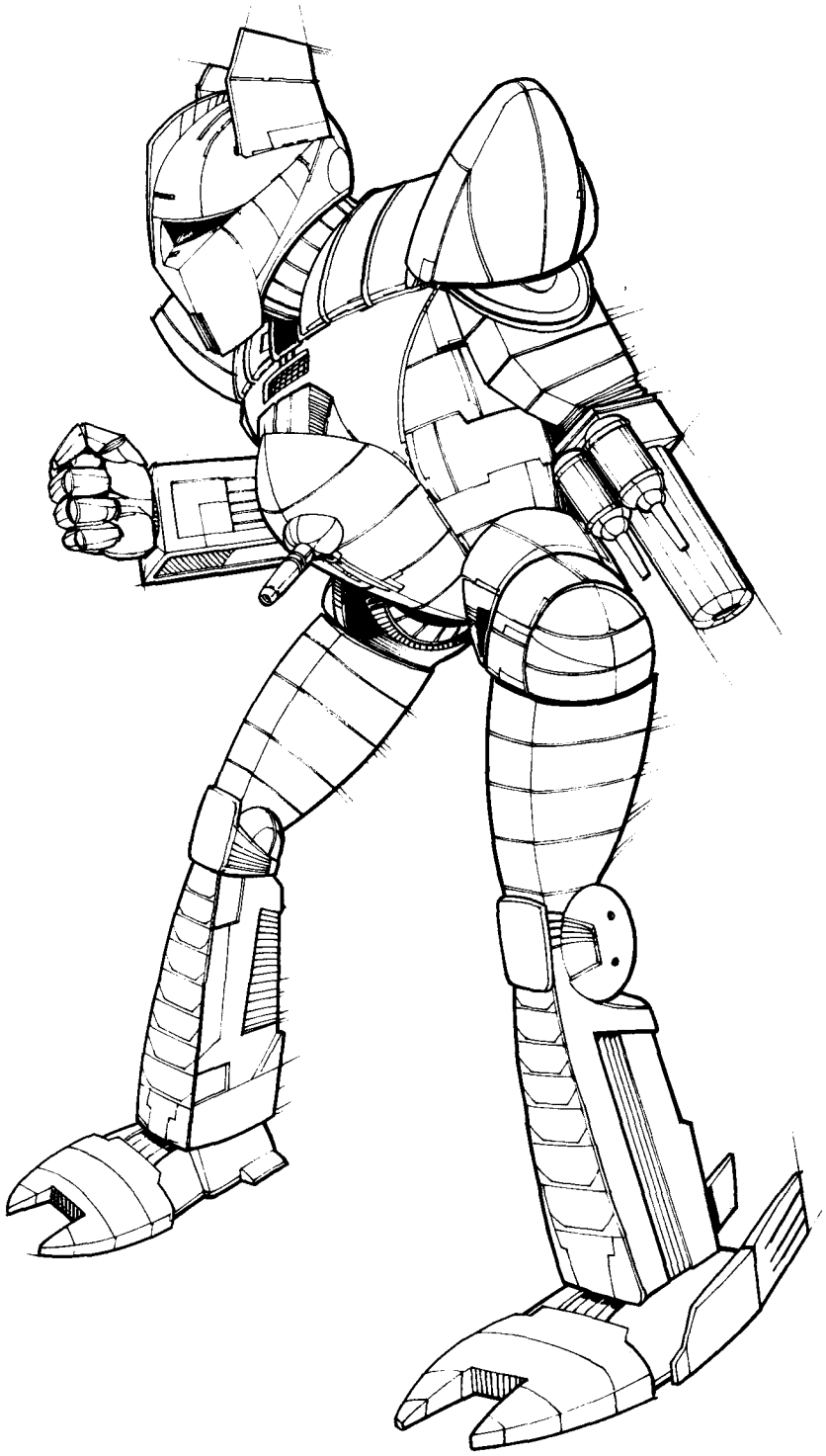
The most common of the three carries the Beagle Probe to enhance its reconnaissance capabilities. A single *Hermes* so equipped would be assigned to a battalion. The other two models would more likely be assigned to a regimental headquarters unit. The first carries Guardian Electronic Counter-Measures equipment, usually to screen the position of the headquarters. The other carries target-acquisition gear to spot for 'Mechs and vehicles equipped with the artillery-range Arrow IV missile system. Few 'Mech units employ this weapon, and so the *Hermes* variant equipped with TAG is expected to be rare.

Mass: 30 tons
Chassis: Irian Chassis Class 10
Power Plant: GM 270 (MASC)
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None
Armor: Jolassa-328 Ferro-Fibrous
Armament:
2 Hellion-V Medium Lasers
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Irian
Communications System: Irian TelStar
Targeting and Tracking System: Alexis Photon Target Acquisition System with Beagle Probe

Type: **HER-3S Hermes**

Equipment			**Mass**
Internal Structure:	Endo Steel		1.5
Engine:	270		14.5
Walking MP:	9 [18]		
Running MP:	14 [18]		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	45		2.5
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	10	6	
Center Torso (rear)		2	
R/L Torso	7	6	
R/L Torso (rear)		2	
R/L Arm	5	4	
R/L Leg	7	4	

Weapons and Ammo:	**Location**	**Critical**	
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Beagle Probe	RT	2	1.5
MASC	LT	2	2



OVERVIEW

Though Davion units employ the *Javelin,* this 'Mech has been rare in other armies since Stefan Amaris's Rim Worlds troops destroyed the Stormvanger Assemblies factory on Caph in 2774. Davion commanders have always held the *Javelin* in high regard, deploying it in much greater numbers than the other states and preserving them through the centuries of Succession Wars.

With many *Javelin*s still in service, Davion officers are expected to make field modifications to keep the 'Mechs abreast of recovered technology. Though no confirmation has been possible, one variation has been reported. The Federated Commonwealth's secretiveness about modifications to the *Javelin* are consistent with the 'Mech's reputation for being sneaky.

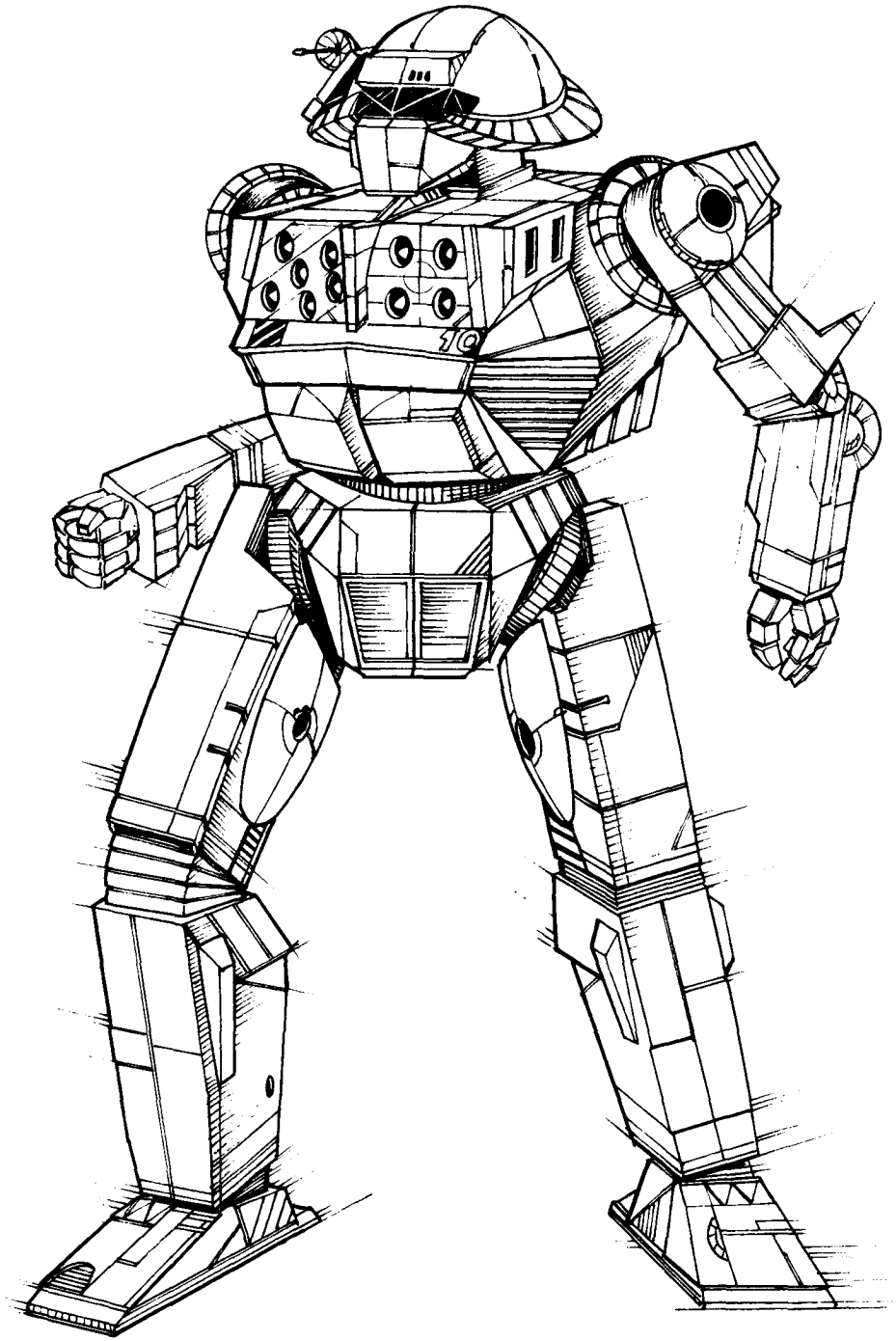
The unconfirmed reports indicate that commanders are replacing the left-torso SRM-6 rack with two SRM-2 launchers, presumably the Hovertec Streak. For a small sacrifice in firepower, this change would make the *Javelin* appreciably more efficient in using ammunition, enhancing its ability to stay on the battlefield. By keeping one of the SRM-6 racks, the sneaky *Javelin* could confuse an enemy about whether he was facing an original or a modified version of the 'Mech.

Mass: 30 tons
Chassis: Duralyte 246
Power Plant: GM 180
Cruising Speed: 67.3 kph
Maximum Speed: 95.9 kph
Jump Jets: Rawlings 95
Jump Capacity: 180 meters
Armor: Star Guard I
Armament:
1 Arrowlite SRM 6 Rack
2 Hovertec Streak SRM-2 Pods
Manufacturer: Stormvanger Assemblies, Light Division
Primary Factory: Caph
Communications System: Garret T10B
Targeting and Tracking System: Dynatec 128C

Type: **JVN-10P Javelin**

Equipment			**Mass**
Internal Structure:			3
Engine:	180		7
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	64		4
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	10	8	
Center Torso (rear)		2	
R/L Torso	7	8	
R/L Torso (rear)		2	
R/L Arm	5	6	
R/L Leg	7	8	

Weapons and Ammo:	**Location**	**Critical**	
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
SRM 2 Streak	LT	1	1.5
SRM 2 Streak	LT	1	1.5
Ammo (SRM Streak) 50	LT	1	1
Jump Jets	CT	2	1
Jump Jets	LL	2	1
Jump Jets	RL	2	1



OVERVIEW

Nimakachi Fusion Products Ltd., the sole producer of the *Spider* at 16 a year, has begun plans to upgrade the 'Mech with Star League technology. The Free Worlds League is the primary customer for Nimakachi's limited production of the 'Mech, but has indicated no intention of increasing the number of *Spider*s in its service. As it would be economic folly for the firm to retool simply to produce 16 or so 'Mechs per year, it is likely that one or more other Houses or mercenary bands have placed orders with Nimakachi for the upgraded version.

The new SDR-7M *Spider* is scheduled to employ both Endo Steel internal structure and Ferro-Fibrous armor. This would provide comparable protection with less weight, allowing Nimakachi to replace the two medium lasers with new Tronel XII Medium Pulse Lasers. For the price of a minor loss in protection, the *Spider* will greatly improve its firepower.

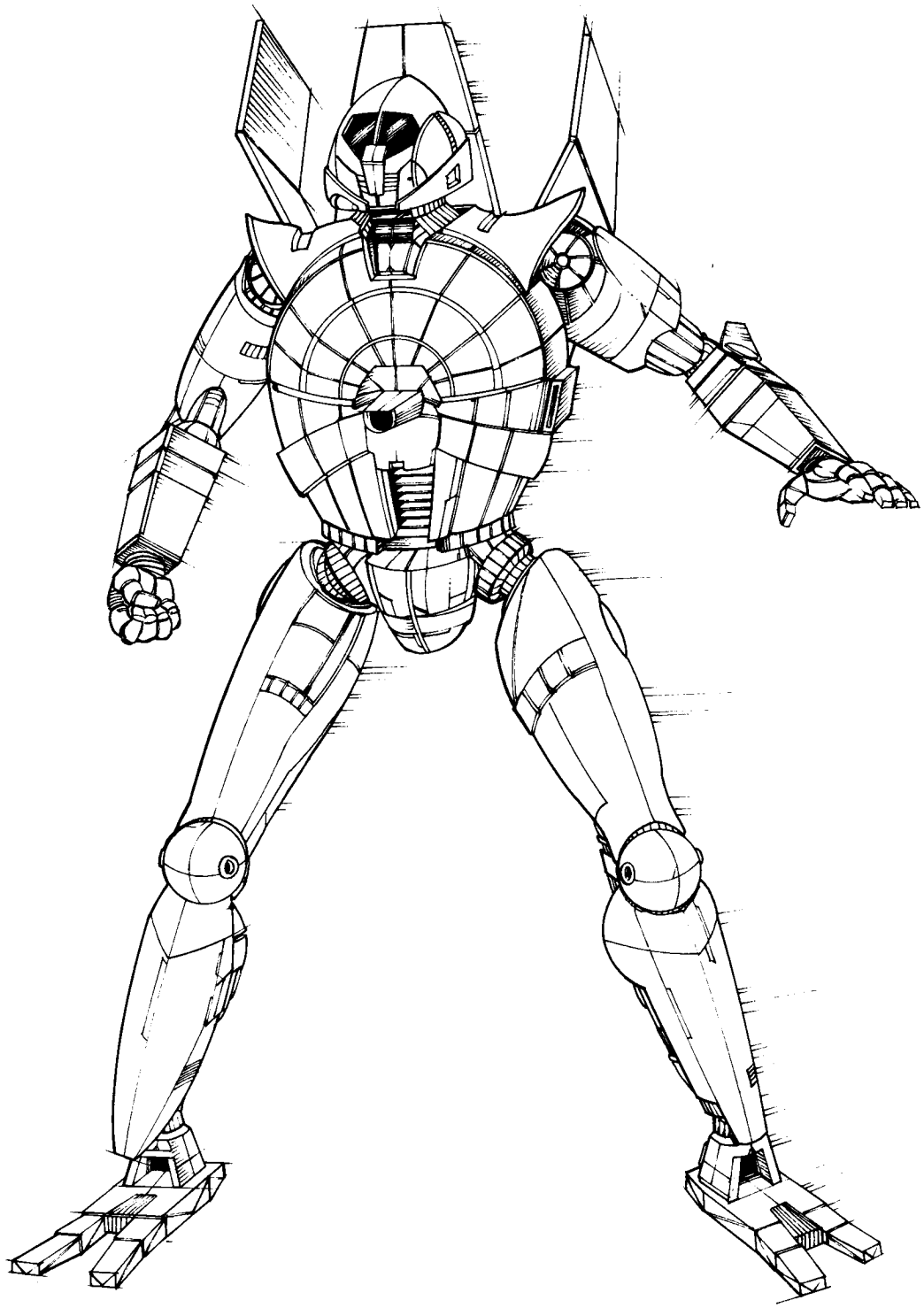
As a 'Mech with excellent speed, excellent jumping ability, and improved firepower, the SDR-7M *Spider* would have more uses and, thus, more appeal to all armies. House Marik's good relations with House Kurita and the Draconis Combine's relative shortage of factories for light 'Mechs make it likely that Gunji no Kanrei Theodore Kurita is the motivating force behind the new design.

Mass: 30 tons
Chassis: Crucis-II Delux Endo Steel
Power Plant: Magna 240
Cruising Speed: 86.4 kph
Maximum Speed: 130 kph
Jump Jets: Rawlings 75
Jump Capacity: 240 meters
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
2 Tronel XII Medium Pulse Lasers
Manufacturer: Nimakachi Fusion Products Ltd.
Primary Factory: Tematagi
Communications System: Omicron 4002 Networking Channel
Targeting and Tracking System: TRSS Eagle Eye

Type: **SDR-7M Spider**

Equipment			**Mass**
Internal Structure:	Endo Steel		1.5
Engine:	240		11.5
Walking MP:	8		
Running MP:	12		
Jumping MP:	8		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	54		3
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	10	8	
Center Torso (rear)		4	
R/L Torso	7	6	
R/L Torso (rear)		2	
R/L Arm	5	5	
R/L Leg	7	5	

Weapons and Ammo:	**Location**	**Critical**	
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	CT	1	2
Jump Jets	RT	4	2
Jump Jets	LT	4	2



OVERVIEW

Though generally disdained and consigned to garrison duty, the *UrbanMech* exists in numbers too large for the design to be abandoned. The Capellan Confederation, especially, would find its army seriously weakened if it allowed its *UrbanMech*s to be further outclassed by the advancing technology of its neighbors. Though the Capellans field the highest percentage of *UrbanMech*s, the design is common throughout the Inner Sphere.

Different modifications are being tried in different realms, but none can resolve the *UrbanMech*'s biggest deficiency, its lack of speed. Though the technology to add an XL class engine is generally available, the extra room it requires makes a field refit impossible. Consequently, the field modifications consist of various combinations of tinkering with the weapon systems.

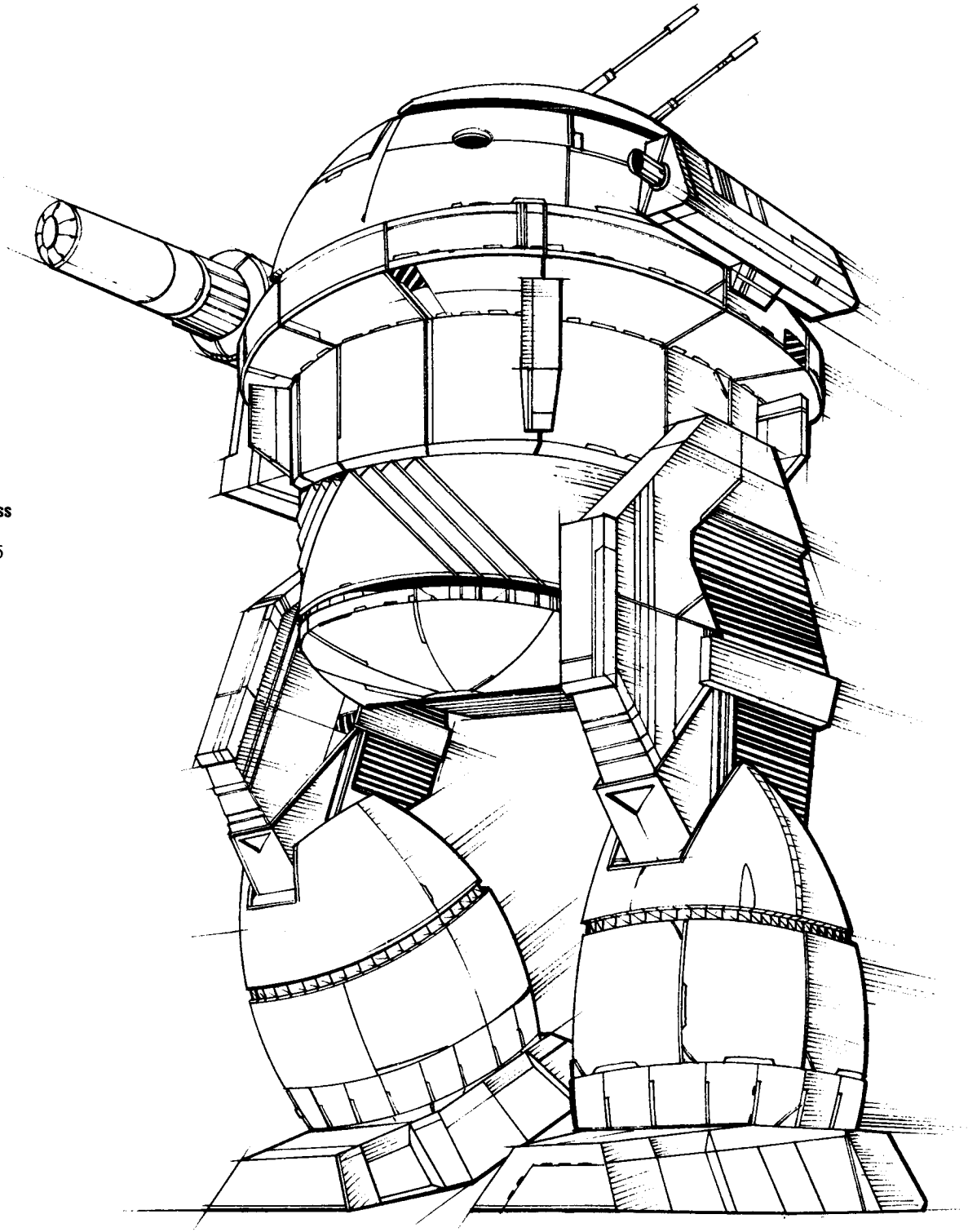
The official Capellan field modification kit seems to offer the most advantages. Replacing the Imperator-B Autocannon with the Mydron Excel LB 10-X enhances the 'Mech's range and accuracy, besides reducing the weight enough to allow other enhancements. This kit also allows a Magna 200P Small Pulse Laser to be mounted in the 'Mech's chest.

Mass: 30 tons
Chassis: Republic-R
Power Plant: Leenex 60
Cruising Speed: 21.6 kph
Maximum Speed: 32.4 kph
Jump Jets: Pitban 6000
Jump Capacity: 60 meters
Armor: Durallex Medium
Armament:
1 Mydron Excel LB 10-X Autocannon
1 Magna 200P Small Pulse Laser
1 Harmon Light Laser
Manufacturer: Orguss Industries
Primary Factory: Marcus
Communications System: Dalban Interact
Targeting and Tracking System: Dalban Urban

Type: **UM-R63 UrbanMech**

Equipment			**Mass**
Internal Structure:			3
Engine:	60		1.5
Walking MP:	2		
Running MP:	3		
Jumping MP:	2		
Heat Sinks:	11		1
Gyro:			1
Cockpit:			3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	10	11	
Center Torso (rear)		8	
R/L Torso	7	8	
R/L Torso (rear)		4	
R/L Arm	5	10	
R/L Leg	7	12	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RA	6	11
Ammo (LB 10-X) 10	RT	1	1
Small Pulse Laser	LT	1	1
Small Laser	LA	1	0.5
Jump Jets	CT	2	1



OVERVIEW

The *Valkyrie* is as symbolic of the future of the Inner Sphere as was the formation of the Federated Commonwealth. Indeed, the VLK-QD owes its origins to that alliance. One of the challenges that faced Steiner and Davion military planners was how to give the disparate Federated Suns and Lyran Commonwealth units a sense of unity. Adopting common strategy and insignia was part of this effort. Reducing the variety and increasing the quality of equipment is another.

The VLK-QD *Valkyrie* is one of the success stories of this effort. Though the *Valkyrie* has always been common in Davion units, it was less available to other Successor States. With the decoding of the Star League's mysteries, Corean Enterprises of New Avalon quickly set about applying the breakthroughs to the company's most successful design. The result has proven so successful in field trials that the *Valkyrie* was selected as one of the Federated Commonwealth's standard light 'Mechs, with a huge increase in production ordered.

Employing Endo Steel internal structure and Ferro-Fibrous armor has simultaneously reduced weight and increased protection. The Cellular Ammunition Storage Equipment enhances protection further, and the leftover weight difference allowed Corean to improve both weapon systems. A Sutel Precision Line Medium Pulse Laser increases the firepower over the old Sutel IX model, and the addition of an Artemis IV fire-control system increases the accuracy of the long-range missiles.

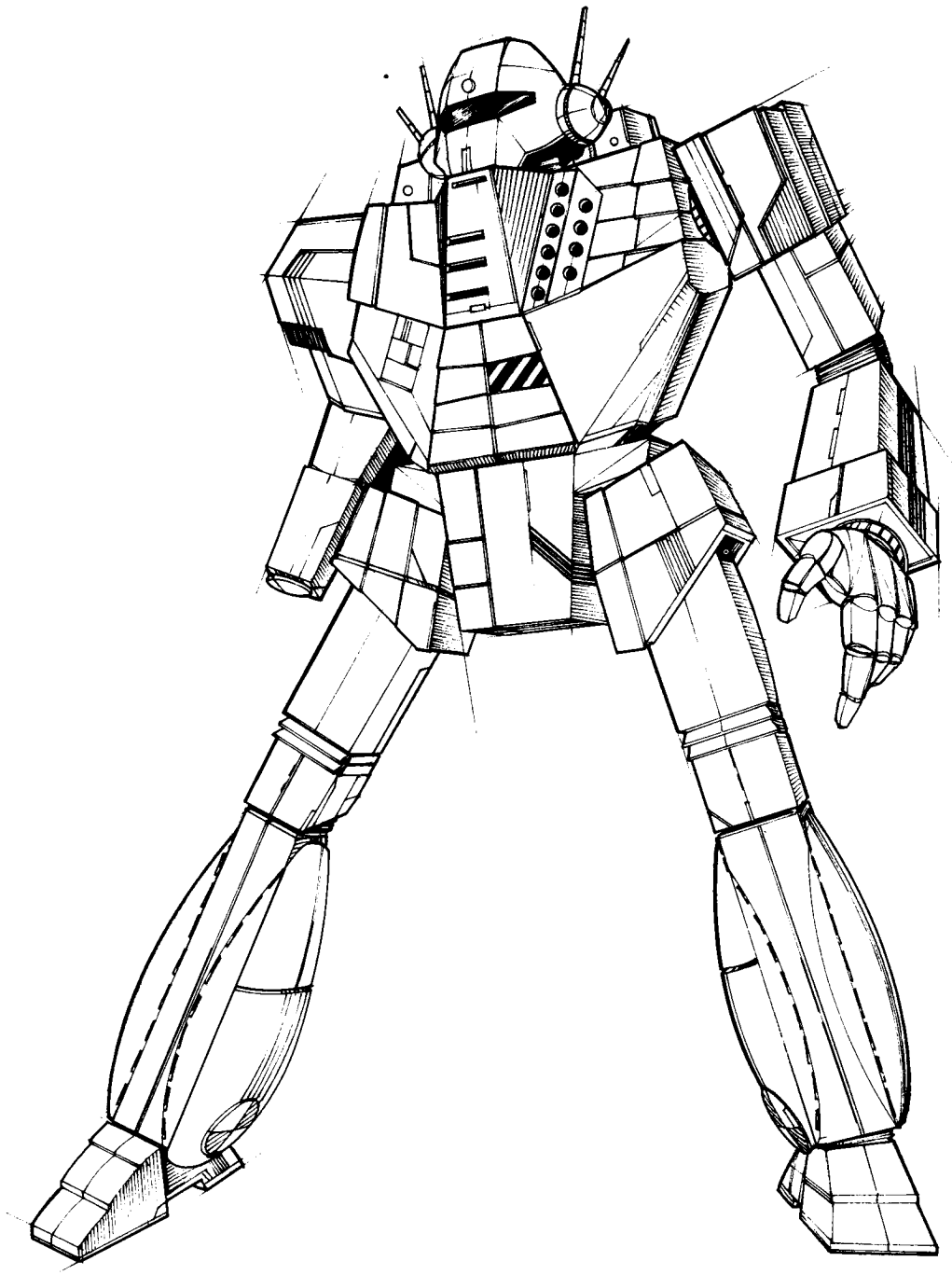
The only setback for the new design occurred before its genesis. The Draconis Combine's capture of Marduk during the Fourth Succession War deprived Corean of its source for *Valkyrie* jump jets, Norse Industries. Production lagged for years as designers tried one model after another, with results always less than satisfactory. The strengthening of ties between the Federated Commonwealth and St. Ives Compact provided the solution to the problem. Under pressure to trade with Compact firms, Corean tried the HildCo Model 12 jump jet and found that it worked well with the *Valkyrie*'s other systems.

Mass: 30 tons
Chassis: Corean Model 101AA Endo Steel
Power Plant: Omni 150
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Norse Industries 3S (later HildCo Model 12)
Jump Capacity: 150 meters
Armor: StarGuard CIV Ferro-Fibrous with CASE
Armament:
1 Devastator Series-07 LRM-10
1 Sutel Precision Line Medium Pulse Laser
Manufacturer: Corean Enterprises
Primary Factory: New Avalon
Communications System: Lynx-shur
Targeting and Tracking System: Sync Tracker (39-42071) with Artemis IV System

Type: **VLK-QD Valkyrie**

Equipment			**Mass**
Internal Structure:	Endo Steel		1.5
Engine:	150		5.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	108		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	10	16	
Center Torso (rear)		4	
R/L Torso	7	12	
R/L Torso (rear)		2	
R/L Arm	5	10	
R/L Leg	7	14	

Weapons and Ammo:	**Location**	**Critical**	
LRM 10	LT	2	5
Ammo (LRM) 12	RT	1	1
CASE	RT	1	0.5
Artemis IV FCS	CT	1	1
Medium Pulse Laser	RA	1	2
Jump Jets	CT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



OVERVIEW

A specialty 'Mech not designed for front-line service, the *Firestarter* might have seemed a low-priority candidate to receive recovered technology. Thus were analysts of the Inner Sphere surprised when Federated Commonwealth military planners ordered trials for the prototype FS9-S on Tharkad in 3049.

Coventry Metal Works, which has been producing a few *Firestarter*s each year for decades, equipped the 'Mech with Endo Steel, lightening the structure enough for other weapons or equipment. A SureFire 444 Anti-Missile System replaced one of the two machine guns for added defense, and a small laser replaced the other machine gun.

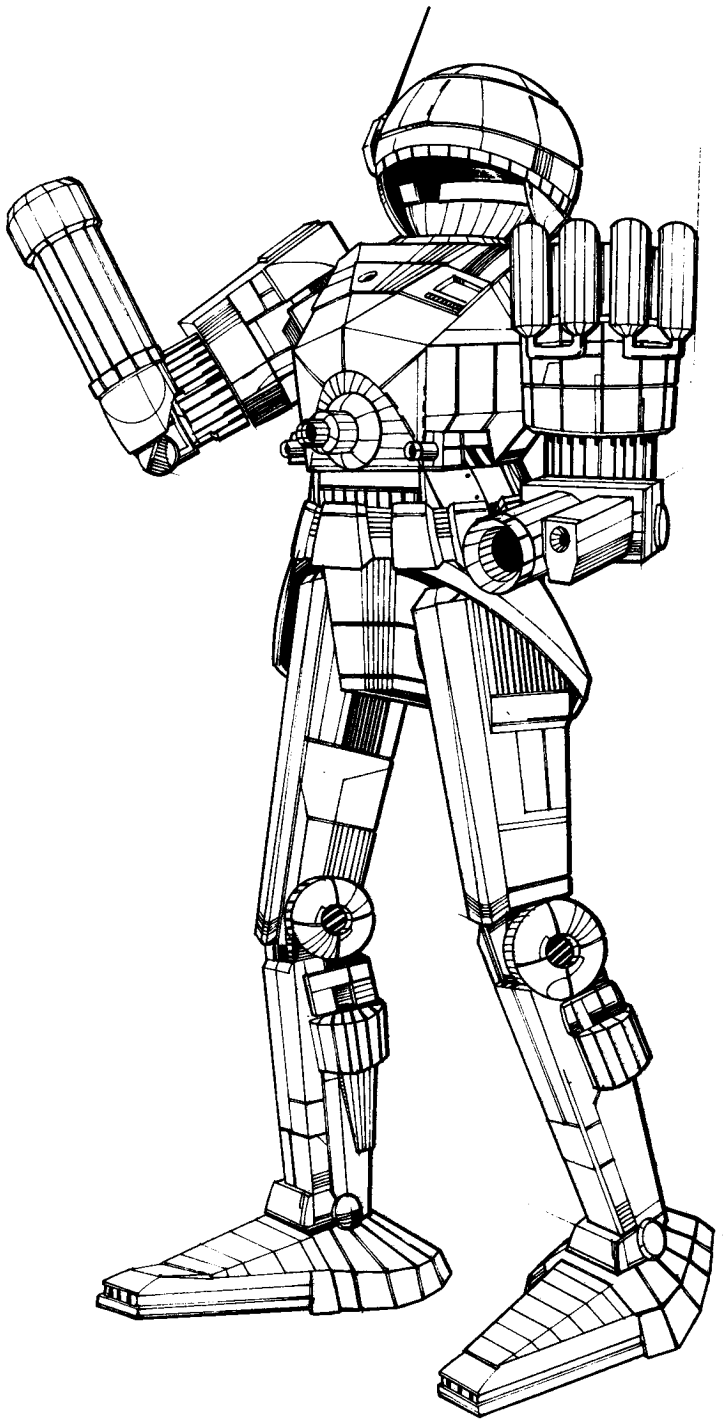
The *Firestarter*'s normal deployment of no more than one to a battalion headquarters or regimental headquarters made it an excellent candidate to carry specialized electronic gear. The *Firestarter* that strutted its stuff at Tharkad in 3049 carried the sophisticated Cyclops Beagle Probe for locating concealed enemy positions. Given the wisdom of such an equipment change, it is likely that other *Firestarter*s will also be equipped with either the Beagle Probe or Guardian Electronic Counter-Measures equipment.

Mass: 35 tons
Chassis: Foundation Ultralight Endo Steel
Power Plant: Omni 210
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Luxor Load Lifters
Jump Capacity: 180 meters
Armor: Durallex Nova
Armament:
4 Hotshot Flamers
2 Defiance B3M Medium Lasers
1 Diverse Optics Type 10 Small Laser
1 SureFire 444 Anti-Missile System
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Cyclops 14
Targeting and Tracking System: Cyclops-Beagle Sensory Probe

Type: **FS9-S Firestarter**

Equipment			**Mass**
Internal Structure:	Endo Steel		1.75
Engine:	210		9
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	88		5.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	13	
Center Torso (rear)		6	
R/L Torso	8	10	
R/L Torso (rear)		6	
R/L Arm	6	6	
R/L Leg	8	7	

Weapons and Ammo:	**Location**	**Critical**	
Flamer	RA	1	1
Flamer	CT	1	1
Flamer	CT(R)	1	1
Flamer	LA	1	1
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Small Laser	RT	1	0.5
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 12	LT	1	1
Beagle Probe	LT	2	1.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



OVERVIEW

Along with the *Panther*, the *Jenner* has long been a front-line light 'Mech in the Draconis Combine Mustered Soldiery. The *Jenner* has proven useful in many roles. It can defeat most other light 'Mechs in a one-on-one battle, and it is fast and maneuverable enough to perform the traditional scouting and screening duties of a light 'Mech. With production in high gear at the Luthien Armor Works, some among Our Blessed Order expected House Kurita to keep the design as it was.

During the War of 3039, however, several incidents provided a reason to change the design. At least six times during the war, a lightly damaged *Jenner* blew itself to pieces when the missile reloads detonated from a freak enemy shot. The availability of Star League technology has provided a solution to this problem.

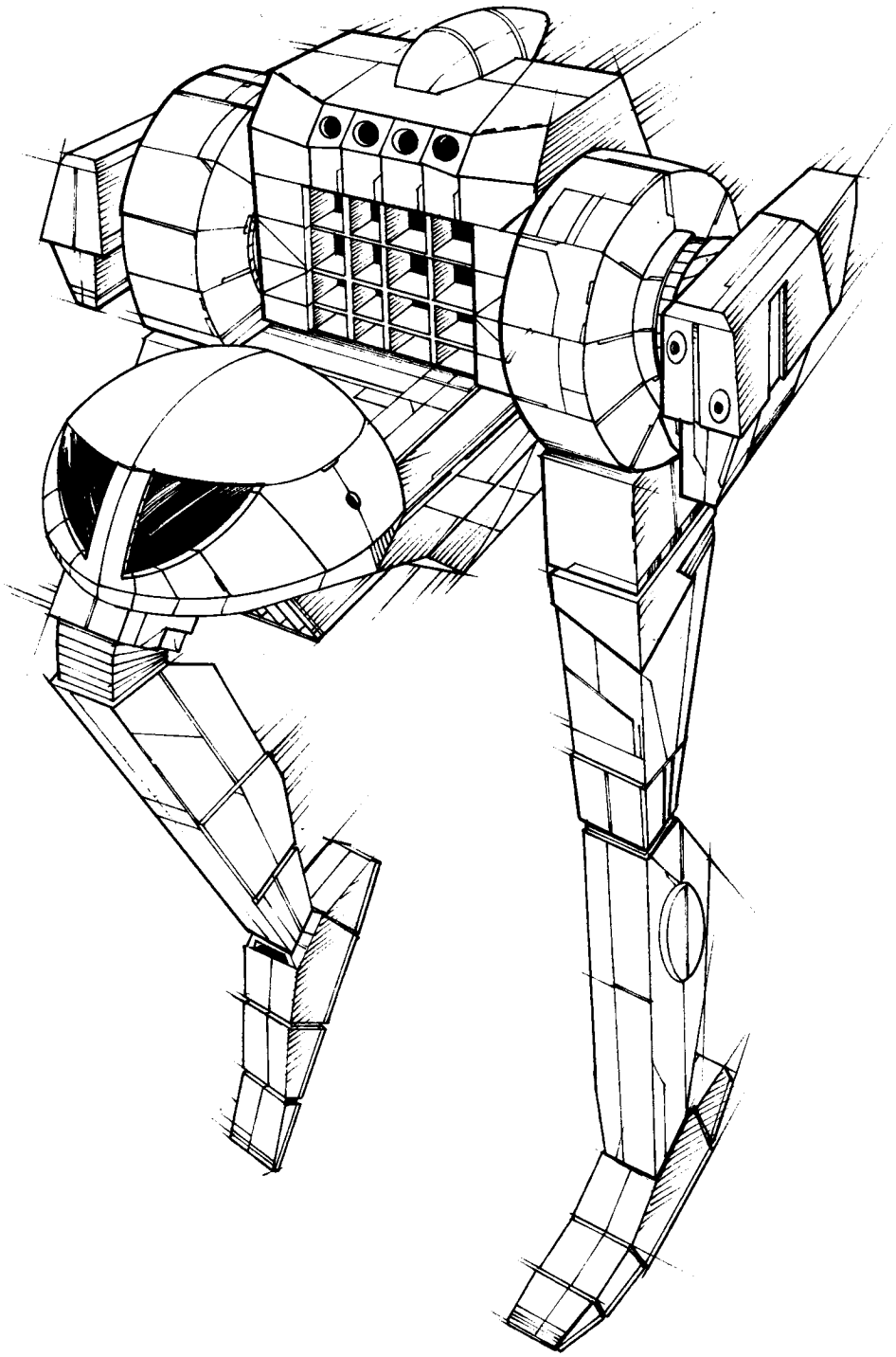
Employing lighter New Samarkand Royal Ferro-Fibrous armor to achieve almost the same degree of protection with a half-ton less weight, Luthien Armor Works engineers fitted the right torso with Cellular Ammunition Storage Equipment to mitigate the effects of an ammo explosion. Though this model has only just begun to see service, it appears that Kurita planners have enhanced an excellent design with little loss of production.

Mass: 35 tons
Chassis: Alshain Class 48
Power Plant: Magna 245
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: Lexington Ltd. Lifters
Jump Capacity: 150 meters
Armor: New Samarkand Royal Ferro-Fibrous with CASE
Armament:
1 Telos-4 Short-Range Missile Delivery System
4 Victory 23R Medium Lasers
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Type: **JR7-K Jenner**

Equipment			**Mass**
Internal Structure:			3.5
Engine:	245		12
Walking MP:	7		
Running MP:	11		
Jumping MP:	5		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	63		3.5
	Internal Structure	*Armor Value*	
Head	3	7	
Center Torso	11	9	
Center Torso (rear)		3	
R/L Torso	8	8	
R/L Torso (rear)		4	
R/L Arm	6	4	
R/L Leg	8	6	

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



OVERVIEW

Long in the paradoxical status of being a weak orphan and yet a treasure, the *Ostscout* continues to serve across the Inner Sphere. The *Ostscout*, with woefully weak weaponry, has never seen service as a front-line 'Mech. What gives the 'Mech value are its great advantages as a scout. Maneuverable, speedy, and able to jump 240 meters, this design can report enemy positions and scoot away to the safety of friendly lines.

Treasured for its scouting prowess and excellent communications gear but too weak to face combat, the *Ostscout* has been an orphan since the destruction of the Kong Interstellar factory on Connaught in the early stages of the Succession Wars. For centuries, the Successor States have hoarded their *Ostscouts*, saving them for special missions.

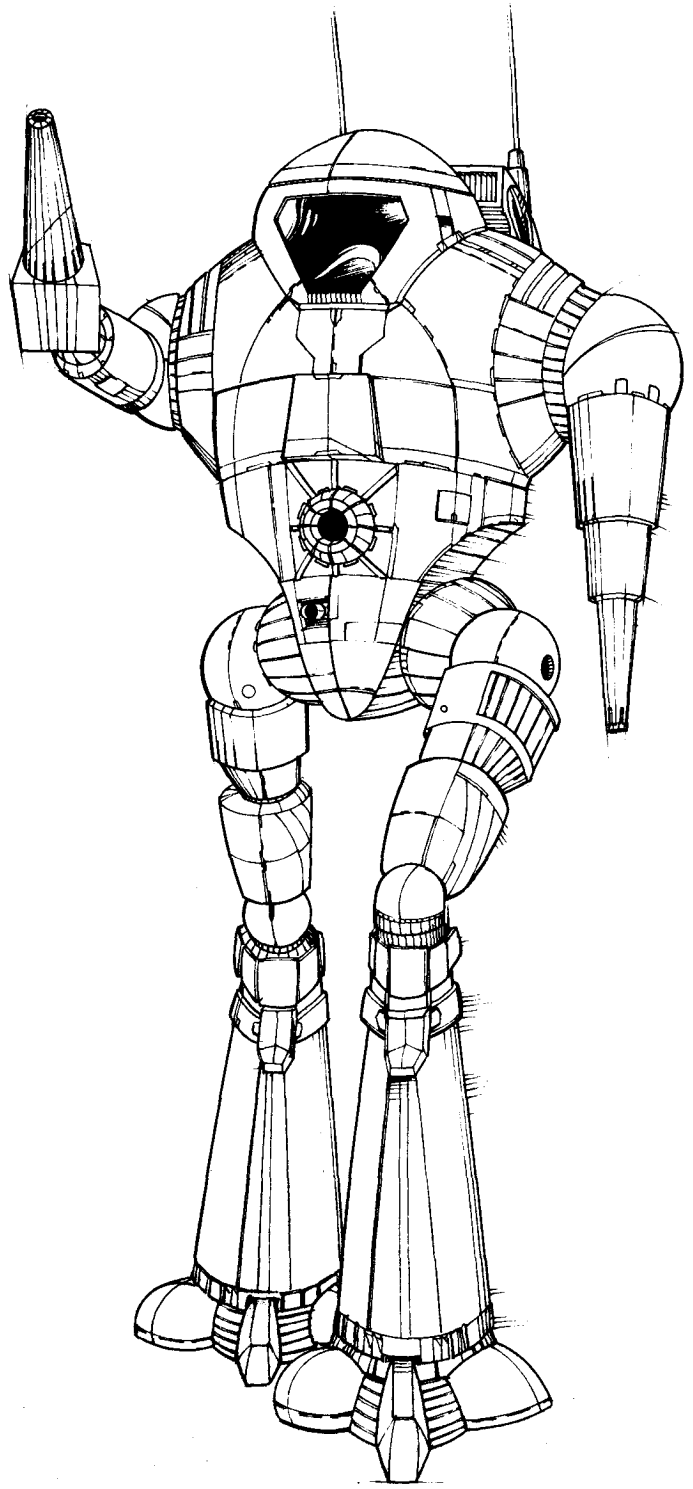
With no unit willing to send its *Ostscout* into battle, several have taken advantage of the 'Mech's excellent communications equipment by removing the medium laser in favor of Garret Mole Target Acquisition Gear. Such a modified *Ostscout* can find a secure hiding place and report enemy positions to friendly vehicles that carry the potent Arrow IV artillery missiles. Though this *Ostscout* is defenseless if cornered, the 'Mech's speed and maneuverability make it difficult to trap.

Mass: 35 tons
Chassis: Kell/S
Power Plant: VOX 280
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: Ostmann Sct-A
Jump Capacity: 240 meters
Armor: Durallex Light
Armament: None
Manufacturer: Kong Interstellar Corp.
Primary Factory: Connaught
Communications System: Barret 4000
Targeting and Tracking System: TRSS.2L3 with Garret Mole Target Acquisition Gear

Type: **OTT-7K Ostscout**

Equipment			**Mass**
Internal Structure:			3.5
Engine:	280		16
Walking MP:	8		
Running MP:	12		
Jumping MP:	8		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	72		4.5
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	11	12	
Center Torso (rear)		4	
R/L Torso	8	9	
R/L Torso (rear)		2	
R/L Arm	6	6	
R/L Leg	8	8	

Weapons and Ammo:	**Location**	**Critical**	
TAG CT	1	1	
Jump Jets	RT	4	2
Jump Jets	LT	4	2



OVERVIEW

Produced only by Alshain Weapons and its parent company, Gorton, Kingsley, and Thorpe Enterprises, the *Panther* has been the preeminent light 'Mech for House Kurita throughout the Succession Wars. With the New Oslo factory falling inside the Free Rasalhague Republic, the *Panther* also played an important part in the new KungsArmé, especially the Husar regiments.

Ten years ago, the *Panther* was produced on two planets, New Oslo and Jarett, both of which have fallen to the Clans. With the New Oslo plant disassembled and the Jarett one gutted before their loss to the Clans, the production of *Panther*s has dropped dramatically.

Alshain Weapons already had plans to build another factory on Krenice, but the Clan invasion telescoped those plans. Still out of production because of the loss of Jarett, *Panther*s incorporating recovered technology are expected to begin marching off the line at Krenice sometime within the next year.

The availability of Star League technology has given Gorton, Kingsley, and Thorpe the chance to make a good thing better at its rebuilt factory on Satalice. Though the *Panther* was already well-armed and -armored, GK&T is planning to improve both weapon systems and to beef up the 'Mech's defenses besides. The use of Endo Steel internal structure saves enough weight to allow the other changes.

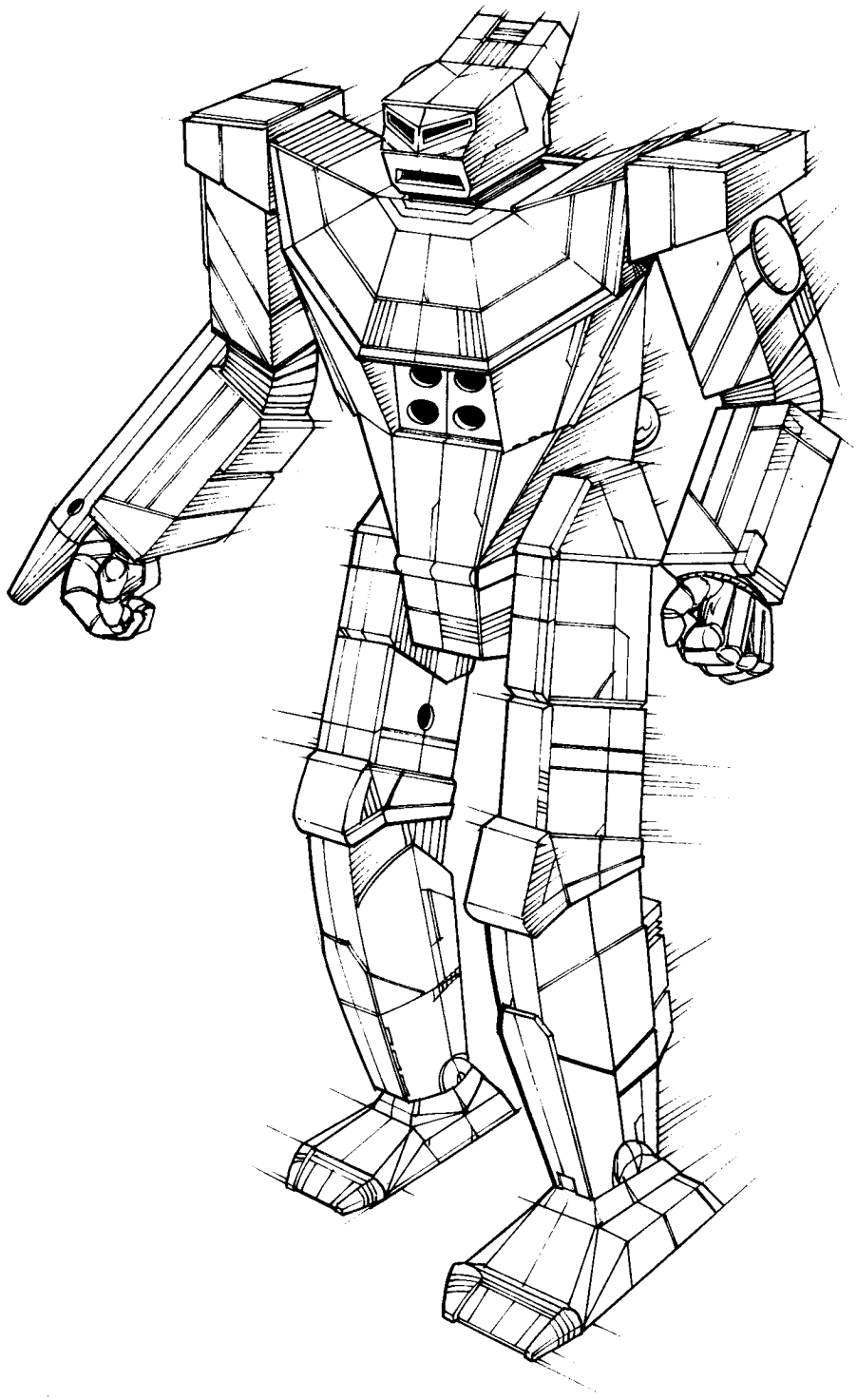
The excellent Lord's Light Particle Beam Weapon is replaced by the second-generation, extended-range Lord's Light 2. Field trials have shown no problems with the new system. The reliable Cat's Eyes 5 targeting system has been merged with the Artemis IV fire-control system, greatly improving the accuracy of the Telos-4 Short-Range Missiles. Though the *Panther* is well-armored for a light 'Mech, an occasional lucky shot could detonate the missile reloads, making this model a perfect candidate for Cellular Ammunition Storage Equipment. *Panther*s with such equipment are just beginning to reach the most prestigious units.

Mass: 35 tons
Chassis: Alshain 560-Carrier Endo Steel
Power Plant: Hermes 140
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Ltd. Lifters
Jump Capacity: 120 meters
Armor: Maximilian 42
Armament:
1 Telos-4 Short-Range Missile Delivery System
1 Lord's Light 2 Extended-Range Particle Beam Weapon
Manufacturer: Alshain Weapons, Gorton, Kingsley, and Thorpe Enterprises
Primary Factory: Krenice (Alshain), Satalice (GK&T)
Communications System: Sipher CommCon SCU-4
Targeting and Tracking System: Cat's Eyes 5 with Artemis IV System

Type: **PNT-10K Panther**

Equipment			**Mass**
Internal Structure:	Endo Steel		1.75
Engine:	140		5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	13		3
Gyro:			2
Cockpit:			3
Armor Factor:	104		6.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	14	
Center Torso (rear)		7	
R/L Torso	8	10	
R/L Torso (rear)		5	
R/L Arm	6	10	
R/L Leg	8	12	

Weapons and Ammo:	**Location**	**Critical**	
SRM 4	CT	1	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	0.5
Artemis IV FCS	CT	1	1
ER PPC	RA	3	7
Jump Jets	RL	2	1
Jump Jets	LL	2	1



OVERVIEW

Two decades ago, the *Raven* was a House Liao experimental attempt to produce a 'Mech that could provide a battalion or regiment with sophisticated electronic-warfare capabilities. The equipment was not a complete success, both because it was too heavy and because it was not sophisticated enough to turn the tide of a battle. Recovered technology has changed all that. Produced only by Hellespont Industries on Sian, the *Raven* is striding off the assembly line bristling with the most advanced electronics ever seen in the Inner Sphere.

The key to making it all work are the lighter materials and equipment now available. The Hermes 210 XL engine saved enough mass to equip the *Raven* with even more electronic gear than planned in 3025. The Guardian Electronic Counter-Measures help shield the *Raven* and the rest of its unit from enemy sensors. The Beagle Probe, which meshes especially well with the Apple Churchill 2000 targeting system, locates even hidden enemy units. Once it locates the enemy, the *Raven* can bombard him to rubble in two ways. The target-acquisition gear, hooked directly to the Beagle Probe, spots the enemy accurately for friendly fire from the Arrow IV artillery missile. Besides this, the Apple Churchill Guiding Light Narc Beacon provides a magnet for direct fire missiles, from the *Raven* and from the rest of its unit.

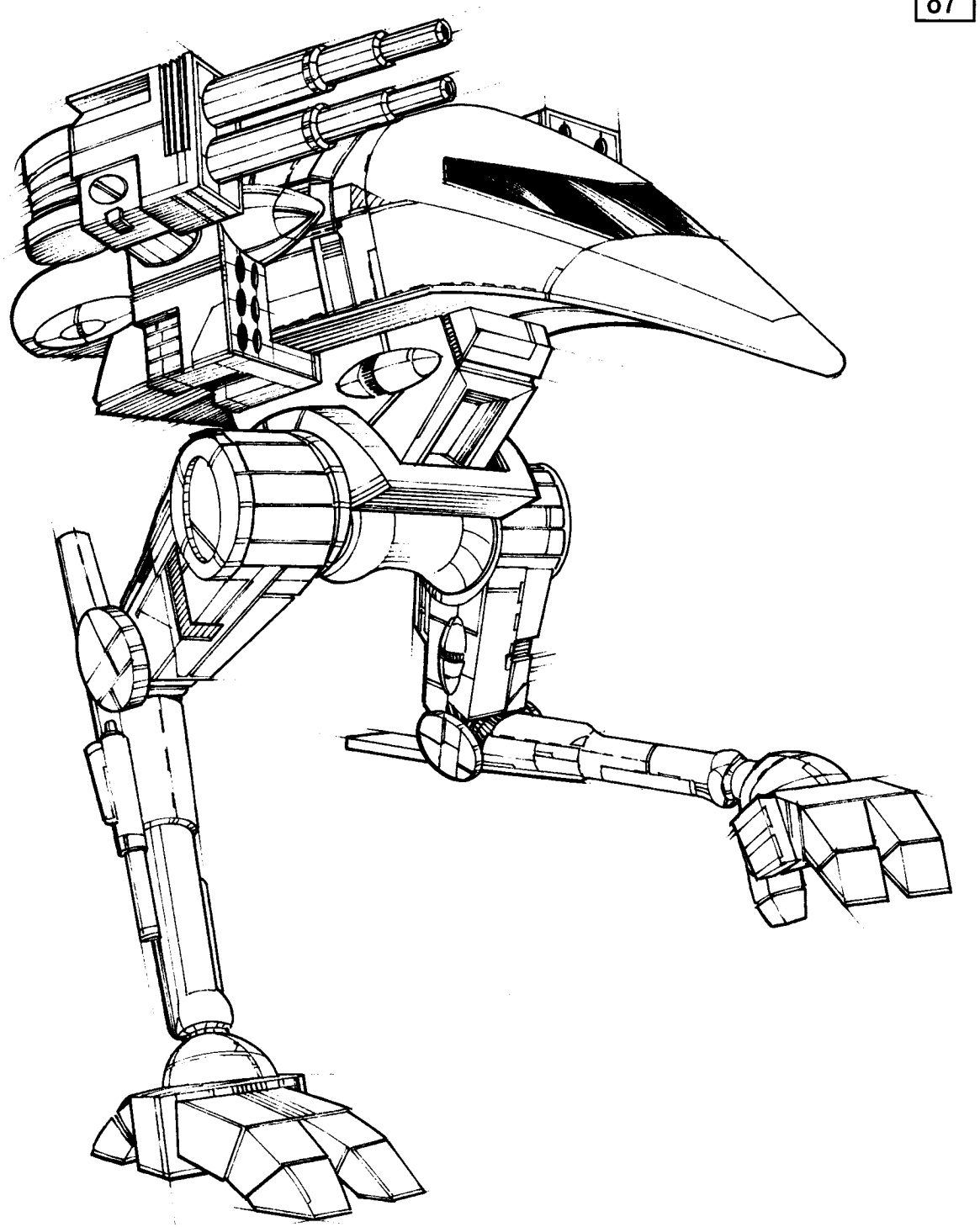
The economy of weight allows Hellespont Industries to make the *Raven* better-protected as well. An additional half-ton of armor protects the front torso and arms, and Cellular Ammunition Storage Equipment shields the missile reloads against an internal explosion.

Mass: 35 tons
Chassis: Hellespont Type R
Power Plant: Hermes 210 XL
Cruising Speed: 64.8 kph
Maximum Speed: 90.7 kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite Ferro-Fibrous with CASE
Armament:
1 Harpoon-6 SRM Launcher
2 Ceres Arms Medium Lasers
1 Apple Churchill Guiding Light Narc Beacon
Manufacturer: Hellespont Industries
Primary Factory: Sian
Communications System: Ceres Metals Model 666 with Guardian Electronic Counter- Measures
Targeting and Tracking System: Apple Churchill 2000 with Beagle Probe and 442x Target Acquisition Gear

Type: **RVN-3L Raven**

Equipment			**Mass**
Internal Structure:			3.5
Engine:	210 XL		4.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	11		1
Gyro:			3
Cockpit:			3
Armor Factor:	81		4.5
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	11	11	
Center Torso (rear)		4	
R/L Torso	8	11	
R/L Torso (rear)		3	
R/L Arm	6	8	
R/L Leg	8	8	

Weapons and Ammo:	**Location**	**Critical**	
SRM 6	RT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Beagle Probe	CT	2	1.5
Guardian ECM	LT	2	1.5
Narc Beacon	LA	2	3
Narc Pods (6)	LT	1	2
TAG	RT	1	1



OVERVIEW

Both the Kell Hounds and Wolf's Dragoons have had great success with the *Wolfhound*. Though produced by one of the most respected BattleMech factories in Steiner space, this design was not approved for use by Lyran or Davion units until after the Fourth Succession War. It was almost as if the two mercenary units were doing field tests for Katrina Steiner. If the Fourth Succession War was a test for the 'Mech, the *Wolfhound* passed with flying colors, defeating Kurita *Panther*s on numerous occasions.

The Federated Commonwealth has since reacted with enthusiasm, ordering major increases in production. The Tharkad factory has, however, slowed in the last six months to allow retooling to fit the *Wolfhound* with recovered technology. Though it retains the Defiance B3M Medium Lasers, a Cyclops XII Extended-Range Large Laser replaces the Setanta Heavy Laser.

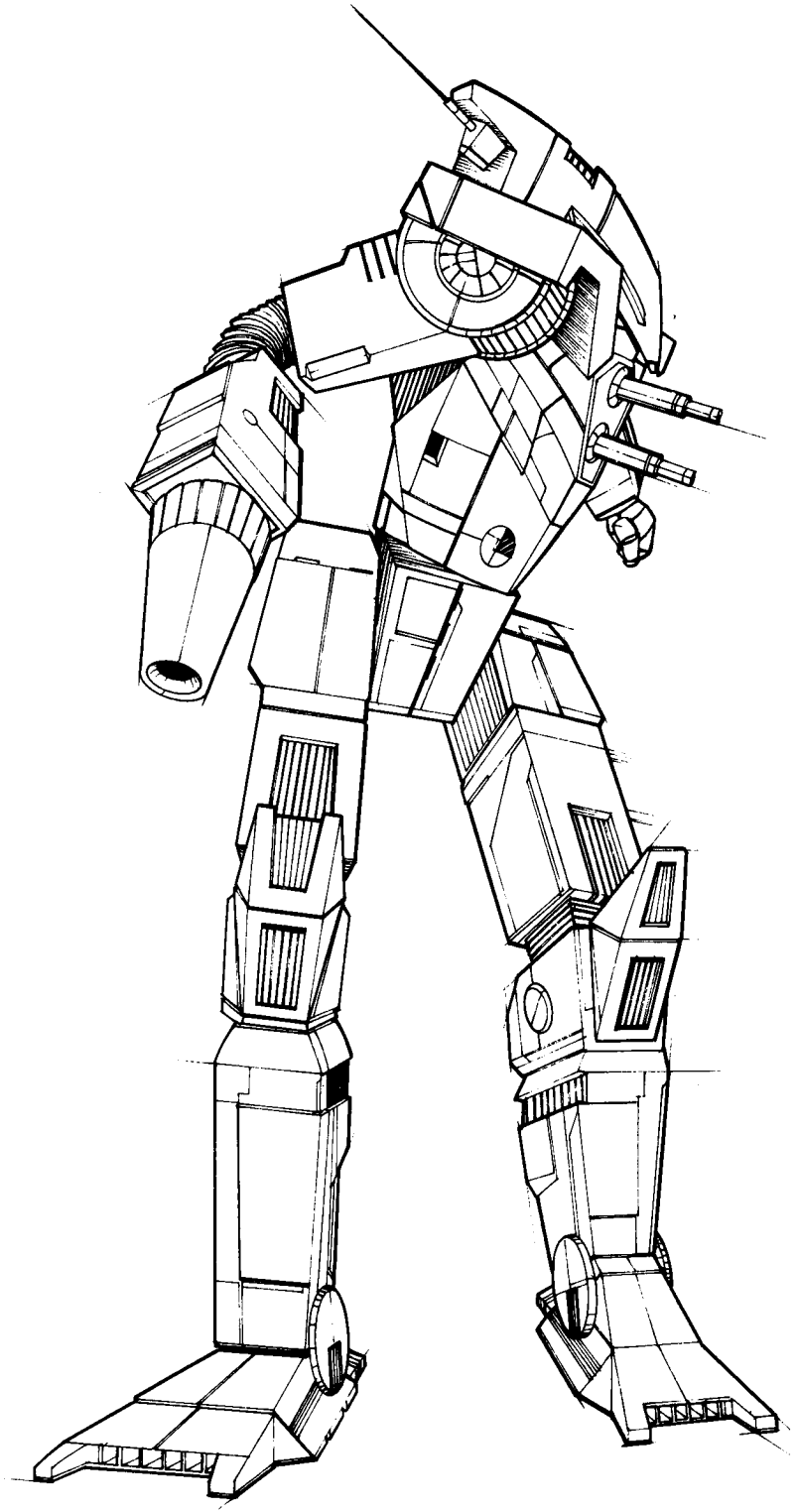
Perhaps the most significant change in the new WLF-2 model is the use of double heat sinks. Though most light 'Mechs have little problem with heat, the *Wolfhound*'s reliance on laser weapons made it more vulnerable than most. Star League technology provided the answer in double heat sinks, which the *Wolfhound* is the lightest 'Mech to employ.

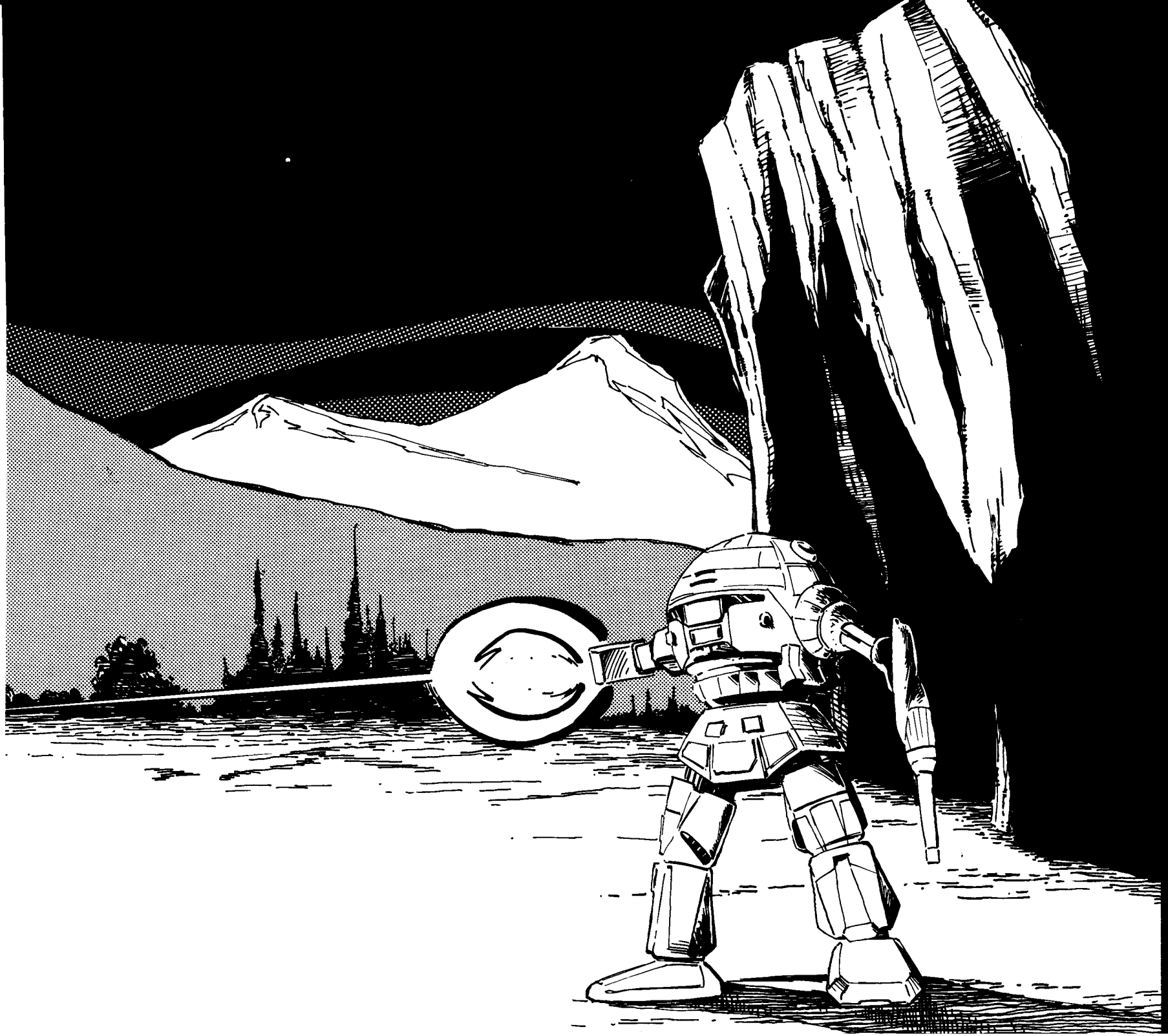
Mass: 35 tons
Chassis: Arc-Royal KH/3
Power Plant: GM 210
Cruising Speed: 64 kph
Maximum Speed: 95 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Medium
Armament:
1 Cyclops XII Extended-Range Large Laser
4 Defiance B3M Medium Lasers
Manufacturer: TharHes Industries
Primary Factory: Tharkad
Communications System: O/P COM-22/H47
Targeting and Tracking System: Digital Scanlok 347

Type: **WLF-2 Wolfhound**

Equipment			**Mass**
Internal Structure:			3.5
Engine:	210		9
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	16	
Center Torso (rear)		6	
R/L Torso	8	11	
R/L Torso (rear)		5	
R/L Arm	6	12	
R/L Leg	8	16	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	RA	2	5
Medium Laser	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	CT(R)	1	1





MEDIUM MECHS

OVERVIEW

Never produced in great numbers, the *Assassin* has become even more scarce since the Fourth Succession War. The centuries of wear and tear have not helped the 'Mech's performance. Though the *Assassin* has some design advantages, the MechWarriors inside are often overly cautious because of the lack of spare parts.

The Holly Short-Range Missile Rack, whose loading mechanism had a tendency to jam, created an even more serious problem and became even more severe with time. Rather than write off the *Assassin* entirely, however, many units are using Star League technology to give the 'Mech a slightly different role.

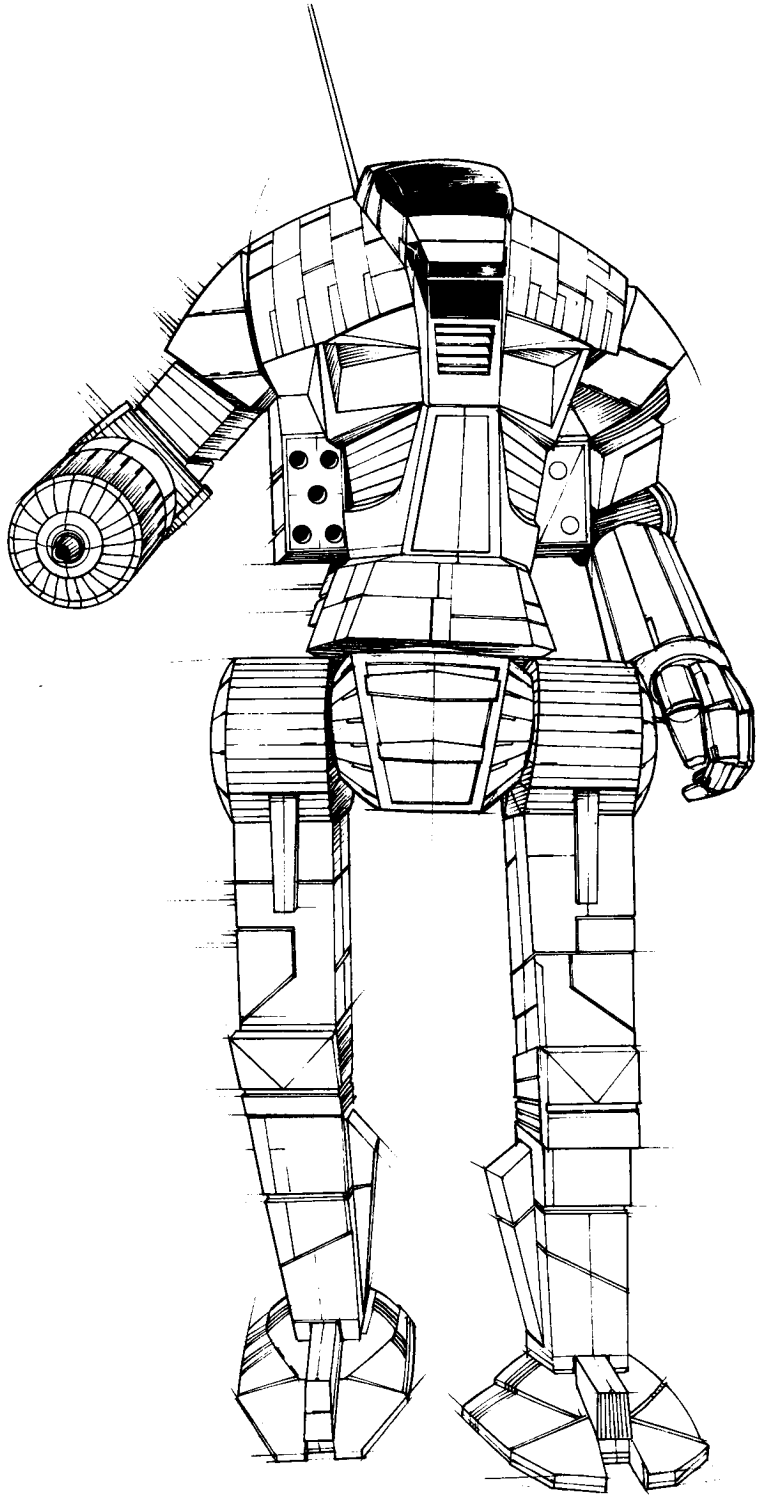
The balky SRM rack is normally removed to make room for other weapons or equipment. A common modification is to upgrade the medium laser to a pulse laser, normally the readily available Magna 400P. In addition, these 'Mechs mount the Artemis IV fire-control system to enhance the value of the Holly long-range missiles. So configured, the *Assassin* is once again an asset on some missions.

Mass: 40 tons
Chassis: Maltex 40
Power Plant: VOX 280
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: 100AFVTA
Jump Capacity: 210 meters
Armor: Lox lift Series 1
Armament:
1 Magna 400P Medium Pulse Laser
1 Holly Long-Range Missile Rack
Manufacturer: Maltex Corporation
Primary Factory: Errai
Communications System: Garret T15 B
Targeting and Tracking System: Garret 500S with Artemis IV System

Type: **ASN-23 Assassin**

Equipment			**Mass**
Internal Structure:			4
Engine:	280		16
Walking MP:	7		
Running MP:	11		
Jumping MP:	7		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	72		4.5
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	12	12	
Center Torso (rear)		4	
R/L Torso	10	10	
R/L Torso (rear)		2	
R/L Arm	6	6	
R/L Leg	10	6	

Weapons and Ammo:	**Location**	**Critical**	
Medium Pulse Laser	RA	1	2
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
Artemis IV FCS	RT	1	1
Jump Jets	CT	1	0.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



OVERVIEW

The Free Worlds League, only producer of the *Cicada* since the fall of the Star League, has given this design increasing priority in recent years. The availability of recovered technology is expected to continue this trend, for intelligence obtained by Our Blessed Order indicates that the *Cicada* will benefit more than most 'Mechs. Plans obtained by Adept XV-rho Karel Tzowsz on Gibson show that Marik planners have been able to keep the *Cicada*'s biggest asset, speed, eliminate the *Cicada*'s biggest headache, heat, and upgrade its weaponry and protection besides.

The incorporation of double heat sinks will virtually eliminate the *Cicada*'s problems with heat buildup. Installation of the reliable Hermes 320 XL will significantly reduce the weight, allowing more and heavier weapons. Plans call for replacing the Magna 200 Small Laser with the new Magna 200P Small Pulse Laser and adding an Imperator Ultra-5 Autocannon. These changes would make the *Cicada* a far more powerful foe.

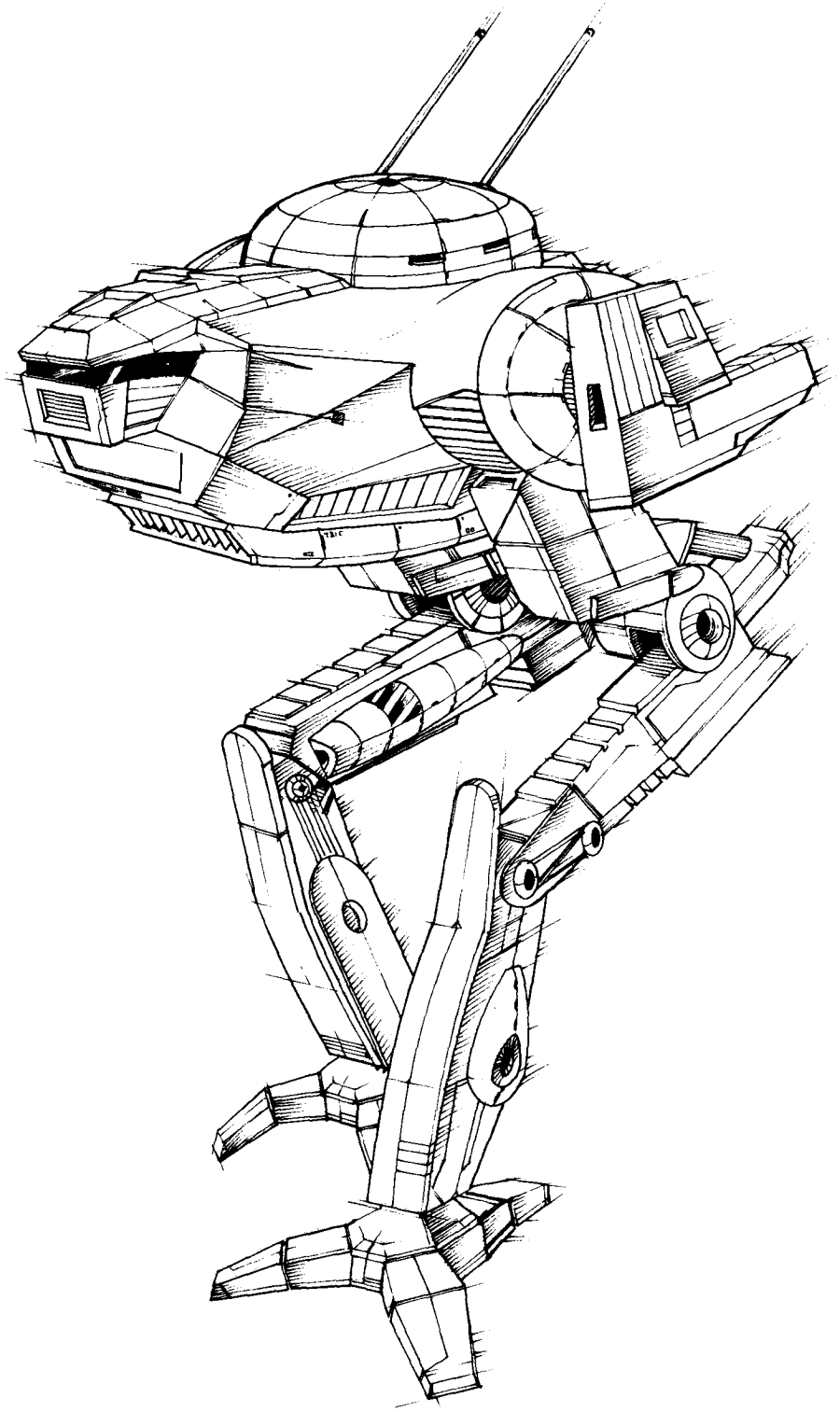
The addition of the Imperator will be a big asset. To make sure the Imperator's ammunition does not become a liability, designers plan to install Cellular Ammunition Storage Equipment. As a package, the CDA-3M *Cicada* may provide a rude surprise for enemies of the Free Worlds League.

Mass: 40 tons
Chassis: Kell Reinforced 240
Power Plant: Hermes 320 XL
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Light with CASE
Armament:
2 Magna Mk II Medium Lasers
1 Imperator Ultra-5 Autocannon
1 Magna 200P Small Pulse Laser
Manufacturer: Free Worlds Defense Industries
Primary Factory: Gibson
Communications System: Datacom 50
Targeting and Tracking System: Dynatec 1122

Type: CDA-3M Cicada

Equipment			**Mass**
Internal Structure:			4
Engine:	320 XL		11.25
Walking MP:	8		
Running MP:	12		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor:	64		4
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	11	
Center Torso (rear)		6	
R/L Torso	10	6	
R/L Torso (rear)		3	
R/L Arm	6	4	
R/L Leg	10	6	

Weapons and Ammo:	**Location**	**Critical**	
Medium Laser	RT	1	1
Medium Laser	LT	1	1
AC/5 Ultra	LT	5	9
Ammo (AC/5 Ultra) 20	RT	1	1
CASE	RT	1	0.5
Small Pulse Laser	CT	1	1



OVERVIEW

Never produced in great numbers, the *Clint* has become almost an oddity on today's battlefield. Our Blessed Order estimates that no more than 200 exist in the armies of the Successor States and the various mercenary units. The original design's shortage of ammunition for its Armstrong Autocannon was a serious drawback on the battlefield, probably the reason why no Successor State has attempted to put the old *Clint* back in production.

Though individual MechWarriors have modified their *Clint*s in many different ways over the years, the new field modification kit issued by the Capellan Confederation shows great promise. It replaces the autocannon with the new Magna Firestar Extended-Range Particle Projection Cannon, eliminating the ammunition problem and creating enough room to upgrade the medium lasers to medium pulse lasers.

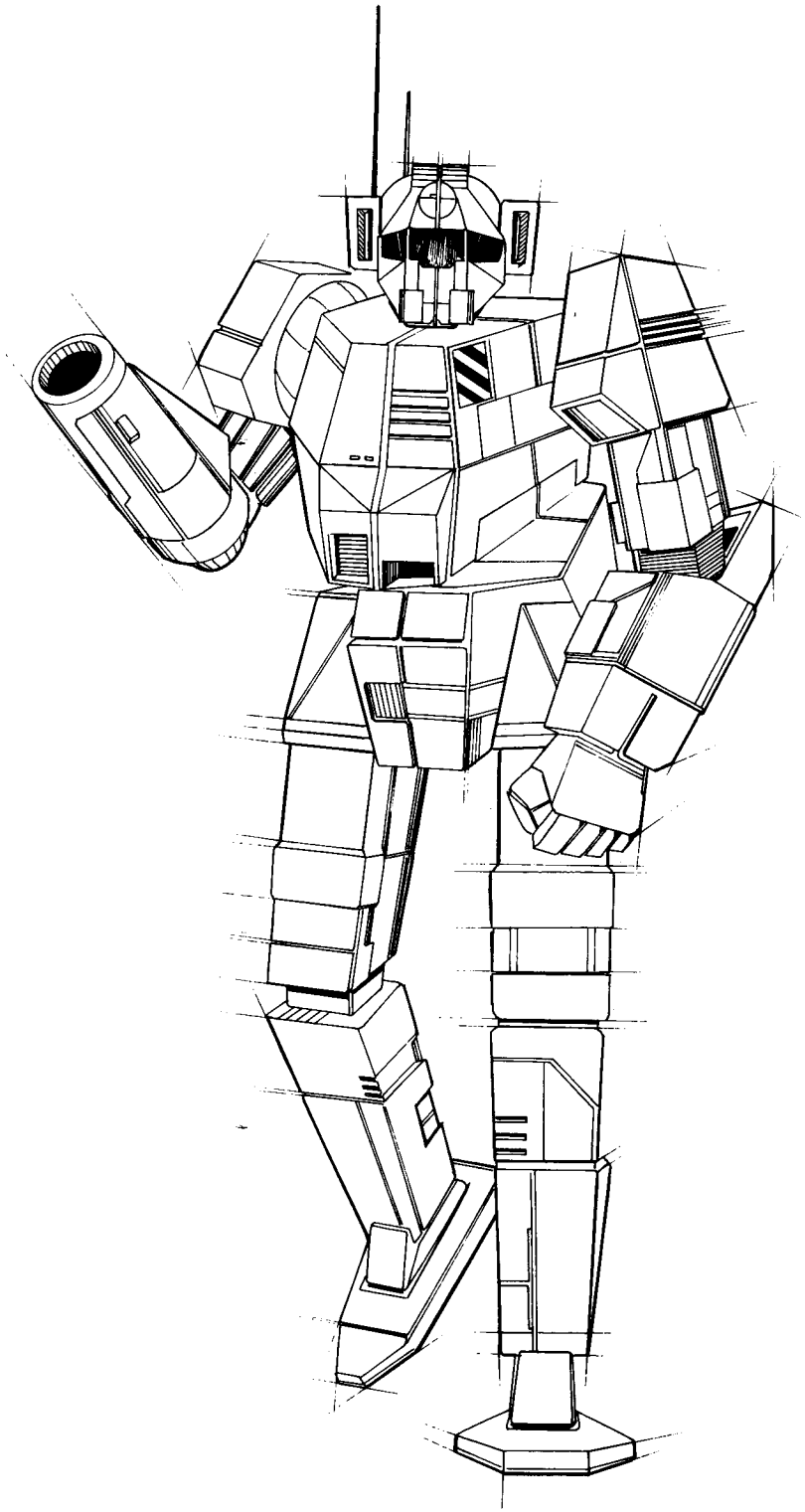
Though this variant has yet to see action, this modification package is expected to improve the *Clint*'s performance greatly. If the model shows enough promise, perhaps a Successor State may yet resume factory production of the *Clint* to take advantage of structural improvements, such as extra-light engines or ferro-fibrous armor.

Mass: 40 tons
Chassis: Andoran Model III
Power Plant: Pitban 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Andoran Model JJII
Jump Capacity: 180 meters
Armor: Durallex Medium
Armament:
1 Magna Firestar Extended-Range Particle Projection Cannon
2 Magna 400P Medium Pulse Lasers
Manufacturer: Andoran Industries Ltd.
Primary Factory: Bell
Communications System: Raldon R1
Targeting and Tracking System: Sloane 220 Lockover System

Type: **CLNT-2-3U Clint**

Equipment			**Mass**
Internal Structure:			4
Engine:	240		11.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10 (20)		0
Gyro:			3
Cockpit:			3
Armor Factor:	72		4.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	11	
Center Torso (rear)		4	
R/L Torso	10	6	
R/L Torso (rear)		4	
R/L Arm	6	6	
R/L Leg	10	8	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	RA	3	7
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	LT	1	2
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	RT	1	0.5
Jump Jets	LT	1	0.5



OVERVIEW

Besides resuming limited production of the original *Hermes*, Irian BattleMechs Unlimited has just completed an overhaul of the assembly line for the *Hermes II*. The new model HER-5S is another example of House Marik's excellent use of Star League technology to improve existing designs.

The use of the Irian Second Generation Class 40 Endo Steel chassis has reduced the weight of the internal structure enough to allow Irian BattleMechs to improve the weapon systems. The use of double heat sinks should eliminate any concerns about heat buildup in the new model.

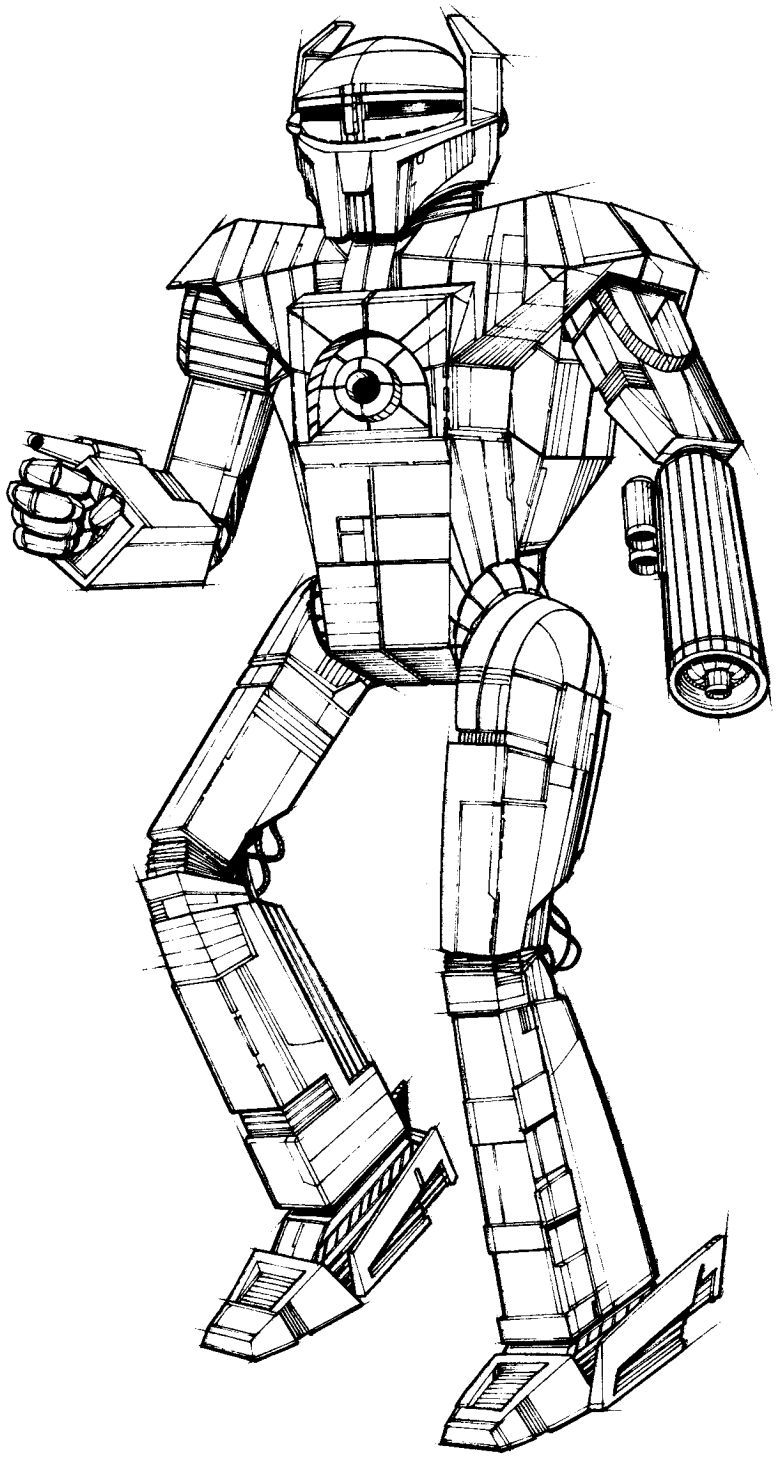
An Imperator Ultra-5 Autocannon replaces the old Oriente AC/5, and an Intek Medium Pulse Laser replaces the aging medium laser weapon produced by Irian Weapons Works. Front-line units are reported to be eagerly awaiting the new model, with the first 'Mechs slated for the elite First Guards. It will be at least six months before any other unit can hope to see the new *Hermes II*.

Mass: 40 tons
Chassis: Irian Second Generation Class 40 Endo Steel
Power Plant: Hermes 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-456
Armament:
1 Imperator Ultra-5 Autocannon
1 Olympian Flamer
1 Intek Medium Pulse Laser
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Irian, Shiro III
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

Type: **HER-5S Hermes II**

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	240		11.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	17	
Center Torso (rear)		6	
R/L Torso	10	14	
R/L Torso (rear)		5	
R/L Arm	6	11	
R/L Leg	10	14	

Weapons and Ammo:	**Location**	**Critical**	
AC/5 Ultra	RT	5	9
Ammo (AC Ultra) 20	LT	1	1
Flamer	LA	1	1
Medium Pulse Laser	RA	1	2



OVERVIEW

The *Sentinel*, a Star League design that Our Blessed Order has supplied to the Draconis Combine, fought its first battle in centuries during the Kurita counterthrust at the Davion planet Exeter during the War of 3039. Along with the *Crab*, the *Sentinel* played a major role in the Combine's destruction of vast areas of the planet. This makes the apparent ingratitude of Kurita MechWarriors all the more unjustified.

ComStar need not have provided these 'Mechs to House Kurita at all. It seems particularly self-centered for House Kurita to attribute its victories to the help of the yakuza and to the success of their unexpected deployment and tactics when ComStar's help was obviously the deciding factor. The appearance of these Star League designs confused and frightened the enemy. Davion forces had not trained to fight these 'Mechs from the past, and it could be argued that the morale impact has turned the tide in at least three battles.

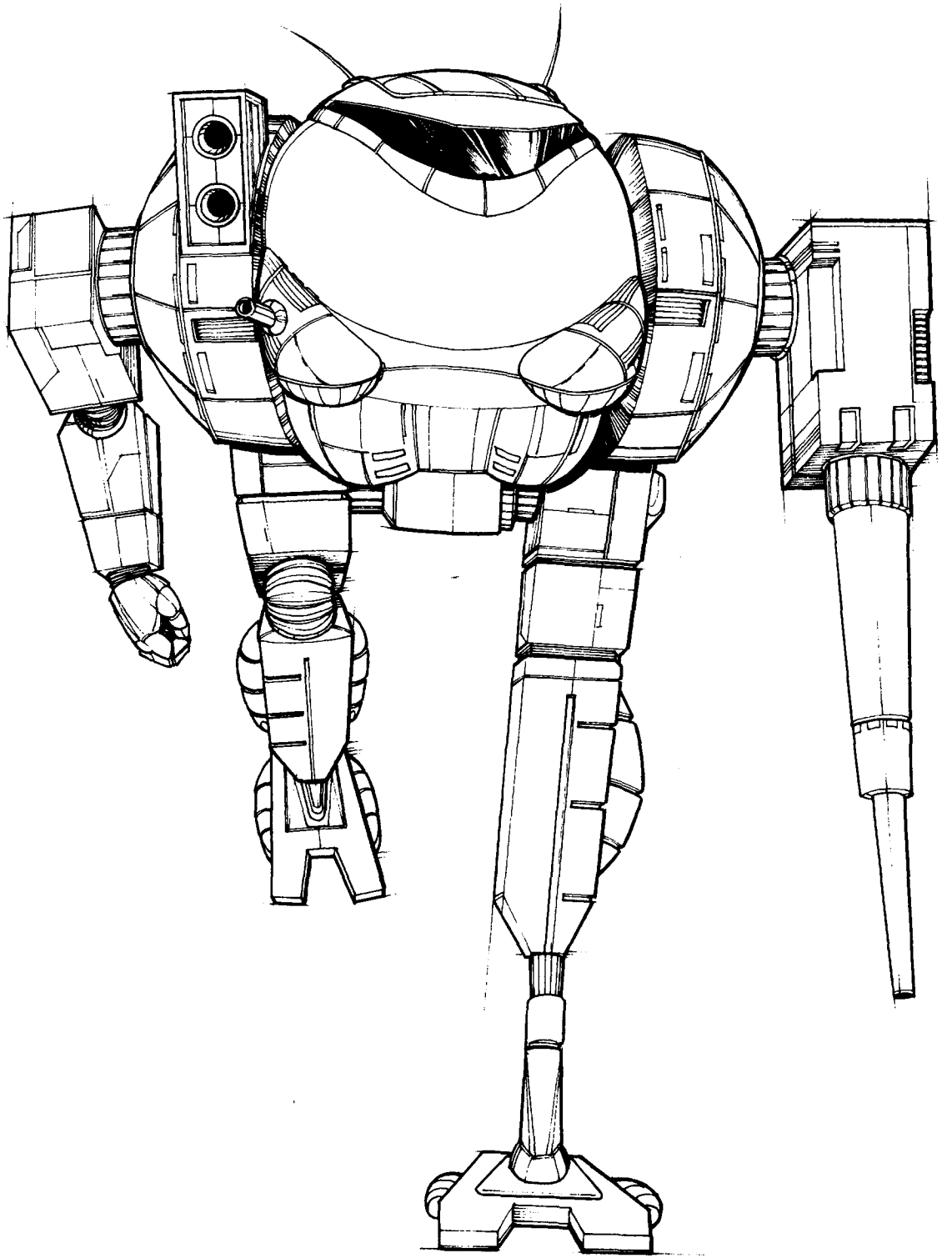
It is particularly petty for Kurita MechWarriors to complain about the refitting of the *Sentinel* with the common Marklin Mini SRM-2 Launcher instead of the Streak system originally installed. It is more likely that Kurita arrogance about using a product from the Magistracy of Canopus is behind the complaints, rather than any problems with performance. The Draconis Combine must think the Primus extremely foolish to believe she would freely give away the Com Guards' advantage.

Mass: 40 tons
Chassis: Defiant V
Power Plant: Pitban 240
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:
1 KWI AC/5 Ultra Autocannon
1 Marklin Mini SRM-2 Launcher
1 Magna Mk II Medium Laser
Manufacturer: Defiance Industries
Primary Factory: Hesperus
Communications System: StarLink/Benicia Model AS829G
Targeting and Tracking System: Targa-7, Vid-Com-17

Type: **STN-3M Sentinel**

Equipment			**Mass**
Internal Structure:			4
Engine:	240		11.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	88		5.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	10	
Center Torso (rear)		7	
R/L Torso	10	8	
R/L Torso (rear)		5	
R/L Arm	6	8	
R/L Leg	10	10	

Weapons and Ammo:	**Location**	**Critical**	
AC/5 Ultra	LA	5	9
Ammo (AC Ultra) 20	LT	1	1
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
Medium Laser	RT	1	1



OVERVIEW

The Free Worlds League is making use of Star League technology to make the *Vulcan*, an effective city fighter and anti-infantry 'Mech, into a more potent foe against other 'Mechs as well. Keeping the flamer and machine gun for use against infantry, Nimakachi Fusion Products Ltd. is beginning to upgrade the medium laser to a Tronel XII Medium Pulse Laser and to install a Tronel PPL-20 Large Pulse Laser instead of the autocannon in the right torso.

The use of Endo Steel internal structure offsets the weight gain, and the potential heat problem is averted by installing eleven double heat sinks. Only two such 'Mechs have emerged from the factory on Tematagi, but production is expected to increase as Nimakachi works the kinks out of its assembly line.

The Federated Commonwealth is taking a very different approach to making the *Vulcan* better-equipped to engage other 'Mechs. The VL-5S sticks closer to the original weapons mix, with the only change being the installation of an Imperator Ultra-5 Autocannon for the older Armstrong model. The VL-5S, produced by Coventry Metal Works on Coventry, employs the proven Edasich Motors 240 XL engine rather than the Endo Steel internal structure.

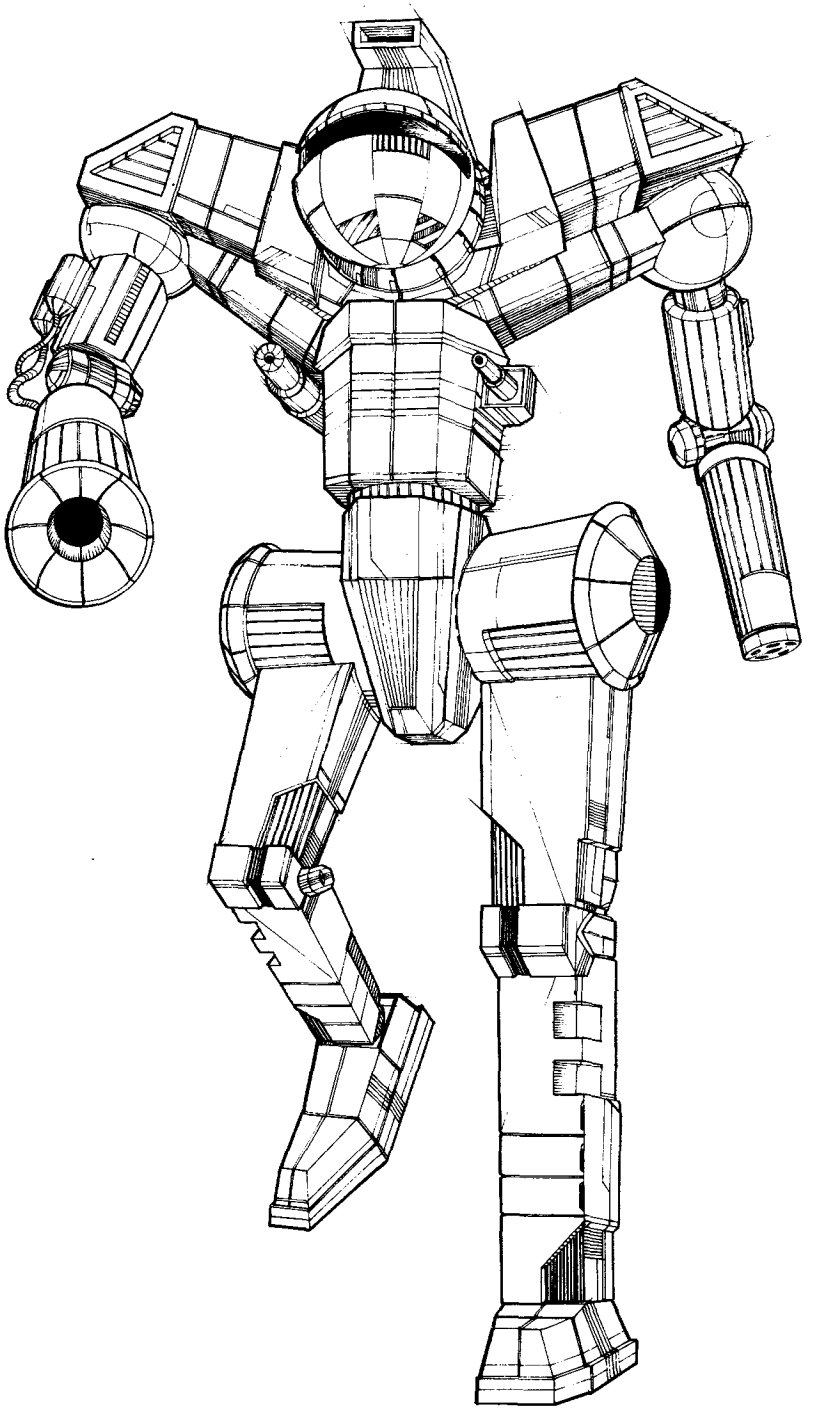
Coventry also appears to be more concerned with survivability than with heat. The VL-5S keeps the original's ten normal heat sinks but adds other equipment to make the *Vulcan* pilot safer. The use of Lexington Ltd. High Grade Ferro-Fibrous Armor offers much better protection for the right and left torso and legs with the same amount of weight. This design has Cellular Ammunition Storage Equipment to protect the autocannon shells and Myomer Accelerator Signal Circuitry to let the 'Mech leave the battlefield in a hurry when all else fails.

Mass: 40 tons
Chassis: Crucis-II Delux Endo Steel
Power Plant: Magna 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Rawlings 75
Jump Capacity: 180 meters
Armor: Kallon Royalstar
Armament:
1 Tronel PPL-20 Large Pulse Laser
1 Tronel XII Medium Pulse Laser
1 Flame Tech Flamer
1 LFN Lindblad Machine Gun
Manufacturer: Nimakachi Fusion Products Ltd.
Primary Factory: Tematagi
Communications System: Omicron 4002 Networking Channel
Targeting and Tracking System: TRSS Eagle Eye

Type: **VT-5M Vulcan**

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	240		11.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor:	80		5
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	12	10	
Center Torso (rear)		6	
R/L Torso	10	8	
R/L Torso (rear)		4	
R/L Arm	6	6	
R/L Leg	10	10	

Weapons and Ammo:	**Location**	**Critical**	
Large Pulse Laser	RT	2	7
Medium Pulse Laser	LT	1	2
Flamer	RA	1	1
Machine Gun	LA	1	0.5
Ammo (MG) 200	LT	1	1
Jump Jets	CT	2	1
Jump Jets	LT	2	1
Jump Jets	RT	2	1



OVERVIEW

The *Whitworth*, out of production since the forces of Stefan Amaris destroyed the Whitworth factory on Dieron in the final days of the Star League, has continued to serve well, mostly with Kurita and Davion units. The 'Mech is a specialized design, too slow to run and too poorly armored for slugfests. The *Whitworth*'s forte is long-range fighting, but it needs the support of other 'Mechs to perform its mission.

From its earliest days, the *Whitworth*'s biggest problem occurred when a MechWarrior tried to fight with it at close range. Even the first models were ill-suited for this role. Designers discouraged the practice by removing the short-range missile launchers in favor of long-range racks. Still, many MechWarriors who had used up all their missiles would close to finish off the enemy with their medium lasers. Too often, it was the *Whitworth* that got finished off.

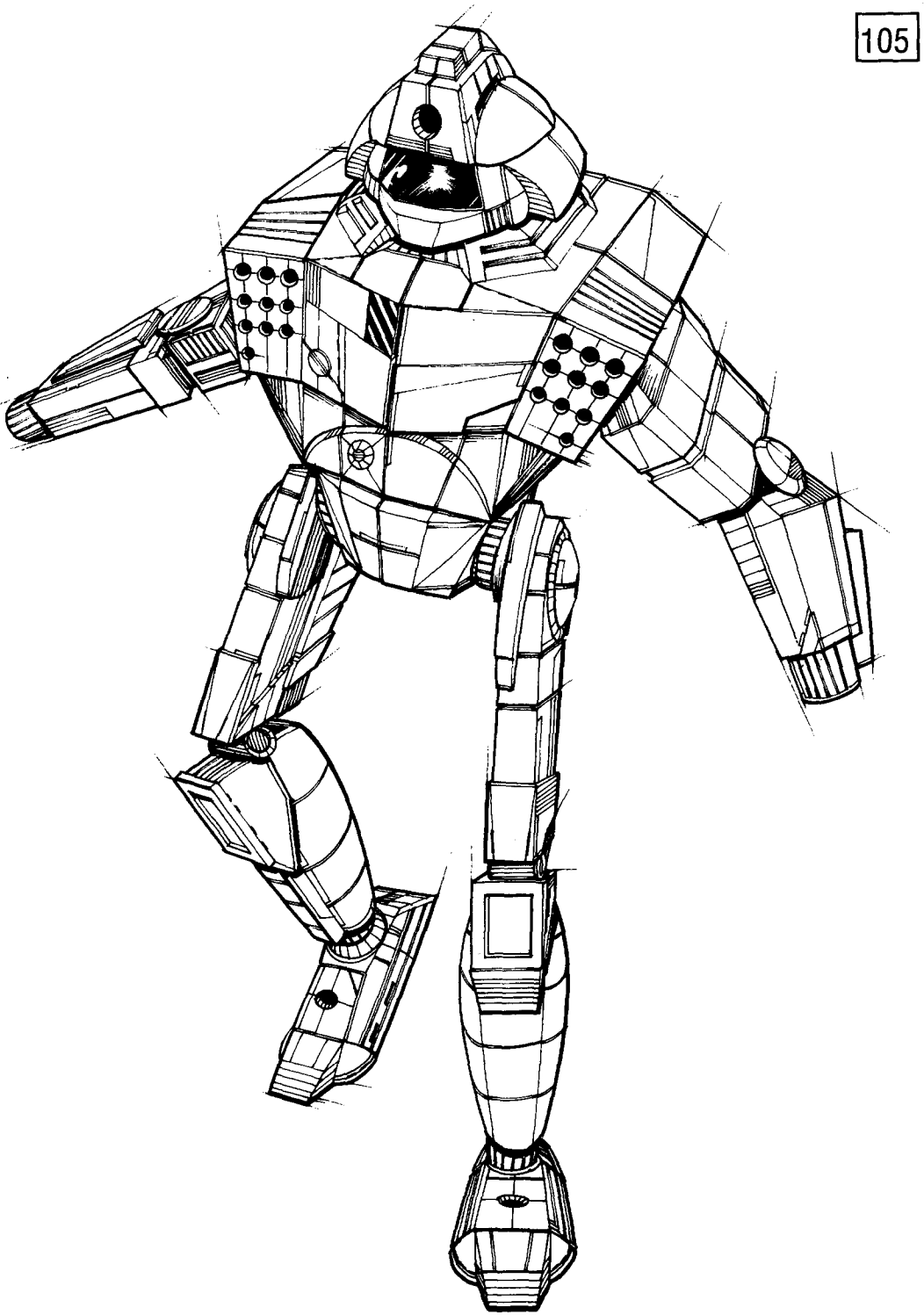
Recently, field modification kits have been issued to Davion and Kurita units that have *Whitworth*s. Techs in these units replace the medium lasers with Artemis IV fire-control systems. This significantly improves the accuracy of the long-range missiles and removes any temptation to close with the enemy.

Mass: 40 tons
Chassis: Whitworth Type I
Power Plant: LTV 160
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
Jump Capacity: 120 meters
Armor: Durallex Light
Armament:
2 Longbow-10 LRM Launchers
1 Intek Medium Laser
Manufacturer: Whitworth Company
Primary Factory: Dieron
Communications System: Garret T14
Targeting and Tracking System: Garret D2j with two Artemis IV Systems

Type: **WTH-2 Whitworth**

Equipment			**Mass**
Internal Structure:			4
Engine:	160		6
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	16	
Center Torso (rear)		7	
R/L Torso	10	12	
R/L Torso (rear)		6	
R/L Arm	6	12	
R/L Leg	10	18	

Weapons and Ammo:	**Location**	**Critical**	
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Artemis IV FCS	LT	1	1
Artemis IV FCS	RT	1	1
Medium Laser	H	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1



OVERVIEW

Few mourned the destruction of General Motors' *Blackjack* factory on Kathil during the First Succession War. Common only in Davion and Liao space, the *Blackjack* was never highly regarded. It was only Techs in the Federated Suns who saw promise in the design and kept tinkering with its configuration.

The availability of Star League technology has given Davion engineers more to work with, and the result promises to be a field modification kit for Federated Commonwealth units that have *Blackjack*s. The focus of these modifications is the weaponry, and the configuration that seems to be gaining favor is a radical one.

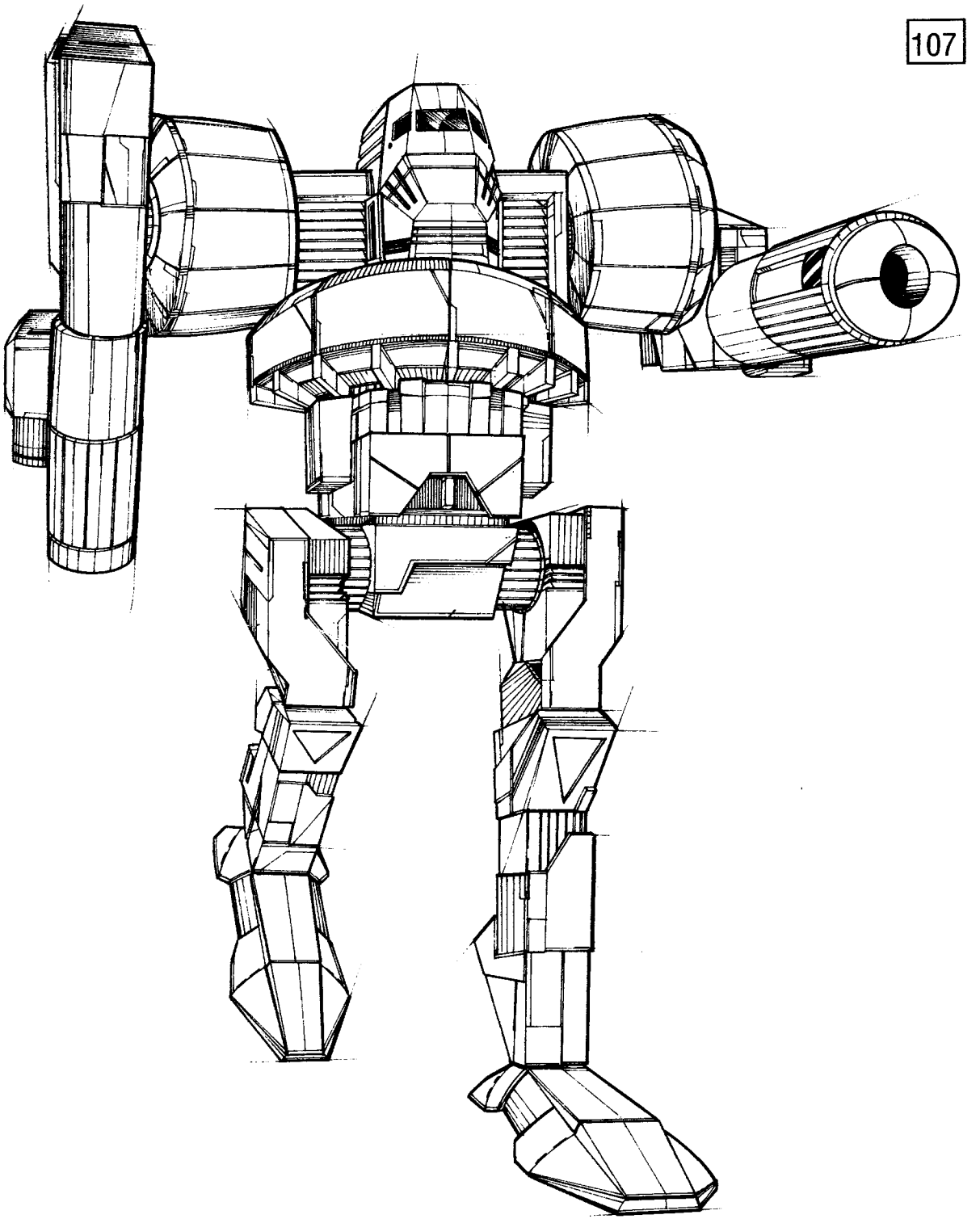
An experimental model, designated the BJ-2, mounts a Diverse Optics Sunbeam Extended-Range Large Laser in each arm, particularly unusual on such a light 'Mech. These models replace all four medium lasers with Hovertec Streak SRM-2 Pods. This model conserves ammunition so well that two tons of reloads are plenty for the four pods.

Mass: 45 tons
Chassis: GM BJ-I
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
Jump Capacity: 120 meters
Armor: StarGuard II
Armament:
2 Diverse Optics Sunbeam Extended-Range Large Lasers
4 Hovertec Streak SRM-2 Pods
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban AQ

Type: **BJ-2 Blackjack**

Equipment			**Mass**
Internal Structure:			4.5
Engine:	180		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	11 (22)		1
Gyro:			2
Cockpit:			3
Armor Factor:	136		8.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	18	
Center Torso (rear)		9	
R/L Torso	11	15	
R/L Torso (rear)		6	
R/L Arm	7	12	
R/L Leg	11	17	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
SRM 2 Streak	LT	1	1.5
SRM 2 Streak	LT	1	1.5
Ammo (SRM Streak) 50	LT	1	1
SRM 2 Streak	RT	1	1.5
SRM 2 Streak	RT	1	1.5
Ammo (SRM Streak) 50	RT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1



OVERVIEW

Popular in Lyran service since its introduction in 3023, the *Hatchetman* has been designated as a priority for Federated Commonwealth units. 'Mechs have already begun to arrive, mostly with the new F-C regiments. Construction has tripled since engineers converted the assembly lines to production of the new HCT-5S, which incorporates a number of Star League systems.

The new model uses the efficient new Edasich Motors 180 XL engine, reducing weight to make room for more potent weapons. The Defiance Disintegrator LB 10-X Autocannon replaces the older Defiance Killer AC/10, a trade common in many 'Mechs that carried a Class 10 autocannon. Three Defiance P5M Medium Pulse Lasers replace the two B3M models. The lighter engine allows Defiance Industries to use more armor, and the HCT-5S carries the new Durallex Super Medium Ferro-Fibrous Armor, increasing the *Hatchetman*'s protection by almost 50 percent. Cellular Ammunition Storage Equipment protects the autocannon shells from internal explosion.

With the Draconis Combine still struggling to come up with its own design, Federated Commonwealth security officers feared for a time that Taurian spies had stolen the plans and were beginning to produce the *Hatchetman* at Taurian Territorial Industries. Increased production at Taurian Territorial started all sorts of rumors, and then the Concordat formed a fourth corps in 3046, with the Pleiades Lancers using a number of *Hatchetmen*. Davion agents later confirmed that the flurry of production and the appearance of the *Hatchetmen* in a sector of space where it had never been existed before were a coincidence.

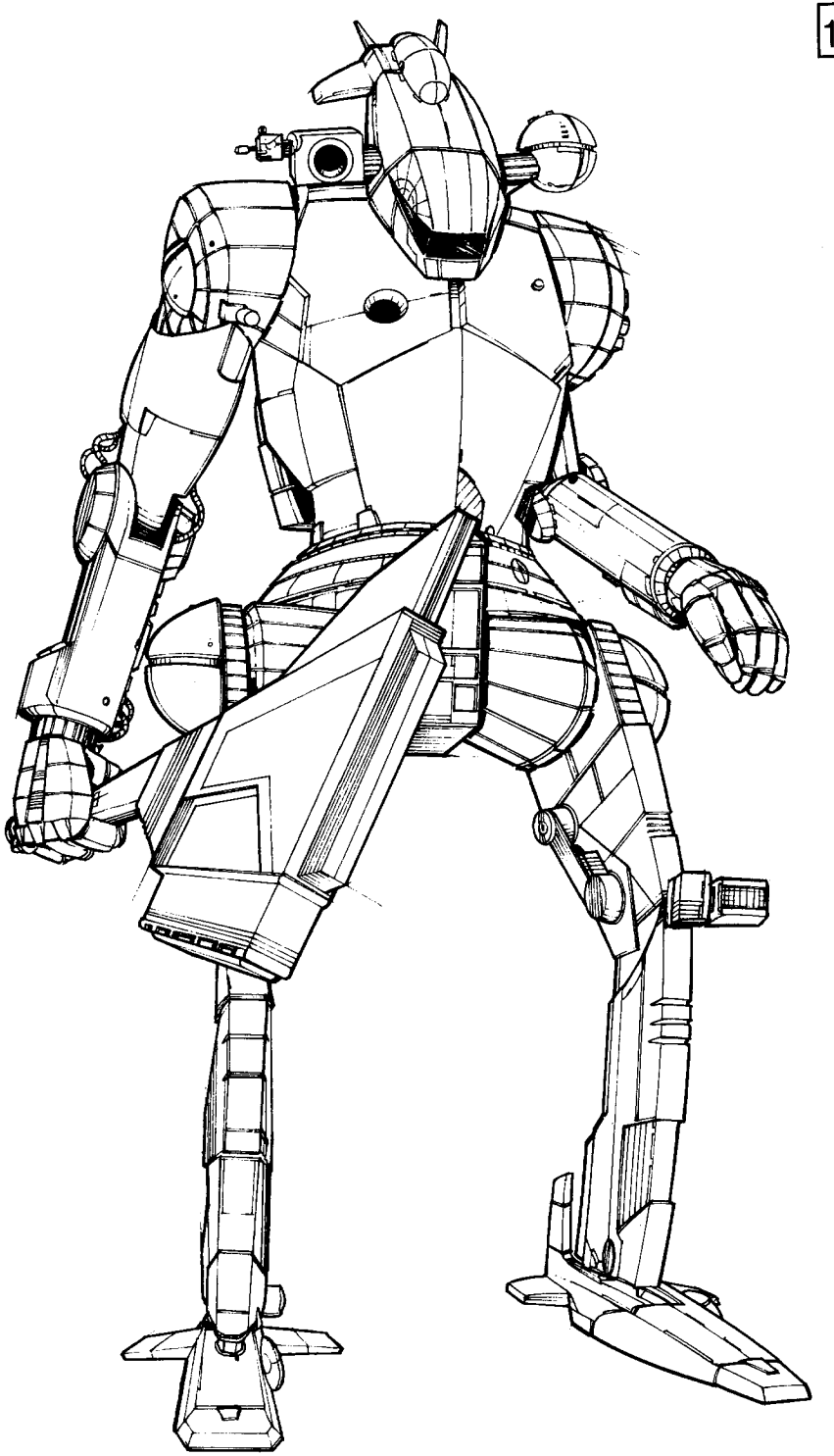
Richard's Panzer Brigade, a mercenary unit whose commander was obsessed with Melissa Steiner and showed great loyalty to the Lyran Commonwealth, had purchased a number of the new *Hatchetman* 'Mechs in the late 3020s. Hanse Davion's marriage to Melissa Steiner was too much for the commander, Colonel Richard "Big Daddy" Whitman, who signed on with House Liao as soon as the Brigade's contract expired. When Colonel Whitman died of a heart attack on his way to the Capellan Confederation, his son, Richard "Sugar Baby" Whitman, elevated himself to Colonel and took command of the unit. The son did not command the respect of his father, and several companies of MechWarriors took their 'Mechs, including *Hatchetmen*, and kept going, eventually joining the Taurian Defense Forces as part of the Pleiades Lancers.

Mass: 45 tons
Chassis: Chariot Type II
Power Plant: Edasich Motors 180 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Luxor 2/Q
Jump Capacity: 120 meters
Armor: Durallex Super Medium Ferro-Fibrous with CASE
Armament:
1 Defiance Disintegrator LB 10-X Autocannon
3 Defiance P5M Medium Pulse Lasers
Manufacturer: Defiance Industries
Primary Factory: Hesperus
Communications System: TharHes Thalia HM-22
Targeting and Tracking System: TharHes Ares-8a

Type: **HCT-5S Hatchetman**

Equipment			**Mass**
Internal Structure:			4.5
Engine:	180 XL		3.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	152		8.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	21	
Center Torso (rear)		6	
R/L Torso	11	16	
R/L Torso (rear)		6	
R/L Arm	7	14	
R/L Leg	11	22	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X Autocannon	RT	6	11
Ammo (AC) 10	RT	1	1
CASE	RT	1	0.5
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LT	1	2
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Hatchet	RA	3	3



OVERVIEW

The *Phoenix Hawk*, one of the most common designs in the Inner Sphere, was an early candidate for recovered technology, with new models in full production at no less than five factories. The Free Worlds League model, PXH-3M, produced by Earthwerks Incorporated at Keystone, takes advantage of the lightweight XL engine and Endo Steel internal structure to upgrade its weaponry. Two extended-range large lasers replace the single normal-range large laser, the two medium lasers now incorporate pulse technology, and an anti-missile system replaces one of the two machine guns. Furthermore, Cellular Ammunition Storage Equipment protects the ammunition from internal explosion.

The PXH-3D model, produced by Achernar BattleMechs on New Avalon, is similar to the FWL 'Mech. It lacks the CASE and the machine gun, replacing them with two heat sinks. It has much better ability to dissipate heat because all its twelve heat sinks are double-strength.

Coventry Metal Works produces the PXH-3S model, which has a single Thunderbolt-12 Large Pulse Laser in the right arm instead of the extended-range large laser in each arm. It also sticks with the regular medium lasers. Lexington Ltd. High Grade Ferro-Fibrous Armor improves its protection, mostly on the arms and legs. Its main distinction is its Myomer Accelerator Signal Circuitry, allowing a burst of speed to surprise an enemy or helping the 'Mech escape when defeat seems imminent.

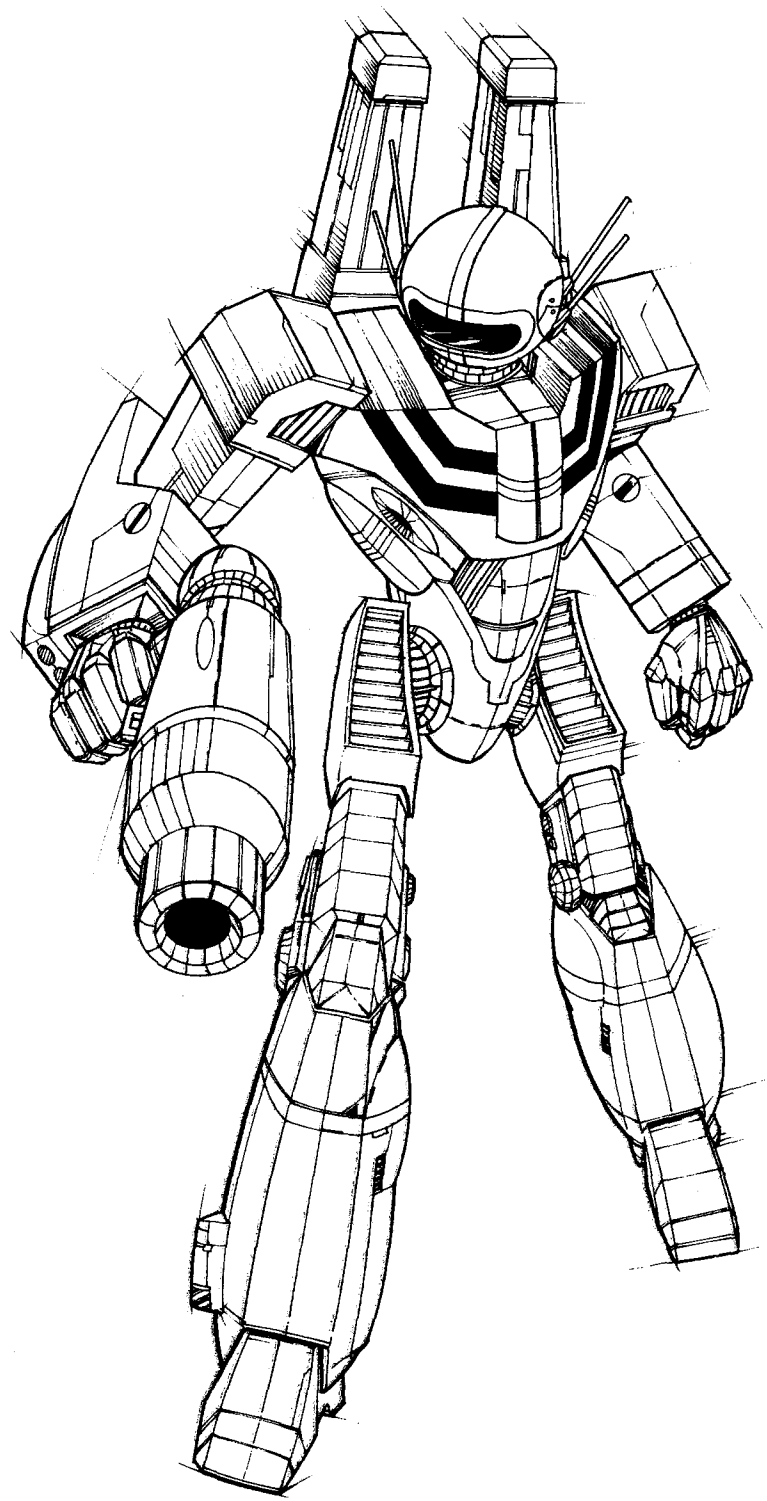
Finally, Alshain Weapons on Jarett and the Gorton, Kingsley, and Thorpe Enterprises plant on Satalice are gearing up to produce the PHX-3K version for the Draconis Combine and Free Rasalhague Republic. This version will employ New Samarkand Royal Ferro-Fibrous Armor, but not Endo Steel construction. It will also have twelve double heat sinks. Eliminating the anti-missile system and machine gun also precludes the need for CASE.

Mass: 45 tons
Chassis: Earthwerks PXH II Endo Steel
Power Plant: Hermes 270 XL
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Rawlings 45
Jump Capacity: 180 meters
Armor: Durallex Light with CASE
Armament:
2 Diverse Optics Sunbeam Extended-Range Large Lasers
2 Martell Medium Pulse Lasers
1 Lindblad Shotgun Anti-Missile System
1 LFN Lindblad Machine Gun
Manufacturer: Earthwerks Incorporated
Primary Factory: Keystone
Communications System: Neil 6000
Targeting and Tracking System: Octagon Tartrac System C

Type: **PXH-3M Phoenix Hawk**

Equipment			**Mass**
Internal Structure:	Endo Steel		2.25
Engine:	270 XL		7.25
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10 (20)		0
Gyro:			3
Cockpit:			3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	14	23	
Center Torso (rear)		5	
R/L Torso	11	18	
R/L Torso (rear)		4	
R/L Arm	7	10	
R/L Leg	11	15	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Anti-Missile System	RA	1	0.5
Ammo (Anti-Missile) 24	LT	2	2
Machine Gun	LA	1	0.5
Ammo (MG) 200	LT	1	1
CASE	LT	1	0.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



OVERVIEW

Because of the impressive production of Ceres Metals Industries, the *Vindicator* has become a common 'Mech in the units of the Capellan Confederation. Though the *Vindicator*'s capabilities might not justify such wide deployment, the design does have many advantages. The recovery of Star League technology has given Ceres Metals a chance to correct many faults of the company's biggest product.

Perhaps the biggest problem for the VND-1R has been heat buildup. Ceres Metals engineers plan to install double heat sinks, giving the VND-3L model greatly improved ability to dissipate heat, despite the removal of one heat sink. The problem of ammunition explosions is being addressed with the incorporation of Cellular Ammunition Storage Equipment for the missile reloads.

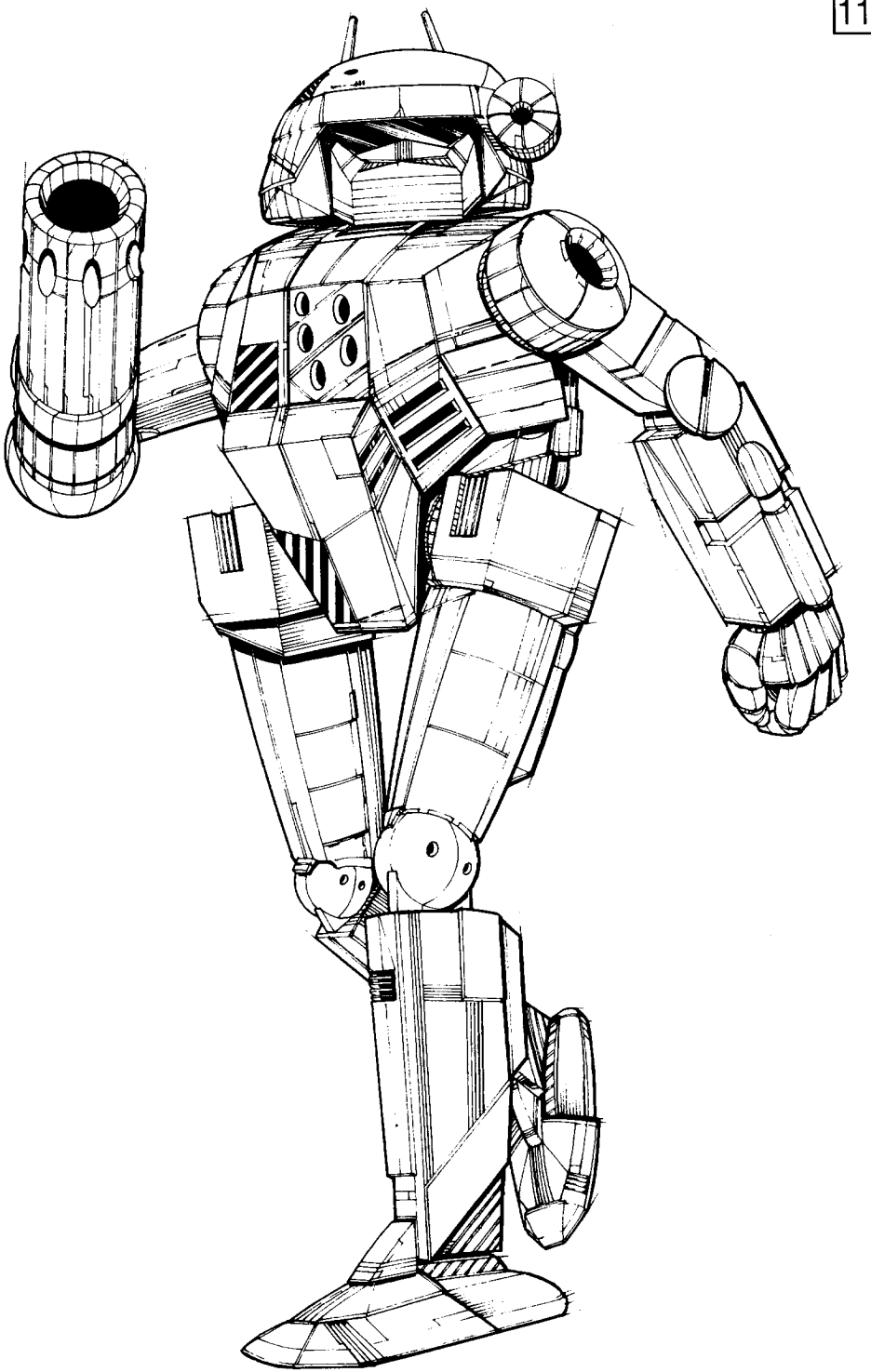
The weapons will also be upgraded, according to the latest version of the plans, with a pulse laser replacing the medium laser in the head and a Ceres Arms Warrior Extended-Range Particle Projection Rifle replacing the older Smasher model in the *Vindicator*'s right arm. This design drops the Hessen Small Laser formerly carried in the left arm.

Mass: 45 tons
Chassis: Cereplex IV
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 30
Jump Capacity: 120 meters
Armor: Starshield with CASE
Armament:
1 Sian/Ceres Jaguar LRM Missile System
1 Ceres Arms Model W Medium Pulse Laser
1 Ceres Arms Warrior Extended-Range Particle Projection Rifle
Manufacturer: Ceres Metals Industries
Primary Factory: Capella
Communications System: CeresCom Model 21-Rs
Targeting and Tracking System: C-Apple Churchill

Type: **VND-3L Vindicator**

Equipment			**Mass**
Internal Structure:			4.5
Engine:	180		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	15 [30]		5
Gyro:			2
Cockpit:			3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	18	
Center Torso (rear)		9	
R/L Torso	11	16	
R/L Torso (rear)		6	
R/L Arm	7	14	
R/L Leg	11	18	

Weapons and Ammo:	**Location**	**Critical**	
LRM 5	LT	1	2
Ammo (LRM) 24	RT	1	1
CASE	RT	1	0.5
ER PPC	RA	3	7
Medium Pulse Laser	H	1	2
Jump Jets	CT	2	1
Jump Jets	RL	1	0.5
Jump Jets	LL	1	0.5



OVERVIEW

The *Wolf Trap*, the Federated Commonwealth codename for House Kurita's answer to the *Wolfhound*, is a rubric likely to stick, even though the Draconis Combine will doubtless give it some Japanese name. This 'Mech has been on the drawing boards for years, only recently entering extensive field testing. One of the first completely new designs to emerge since the recovery of Star League technology, it will be a bellwether to see if other realms, such as the Free Worlds League and Capellan Confederation, rush to produce new designs instead of revamping old ones.

Nearing production at a top-security wing of Luthien Armor Works, the *Wolf Trap* is expected to be a blend of proven systems and advanced technology. Prototypes have extra-light engines and Endo Steel internal structure. The advanced engine provides good speed, and so designers have not equipped the *Wolf Trap* with jump jets. The weapons mix is not one that generates great amounts of heat, and so the *Wolf Trap* prototypes do not have bulky double heat sinks.

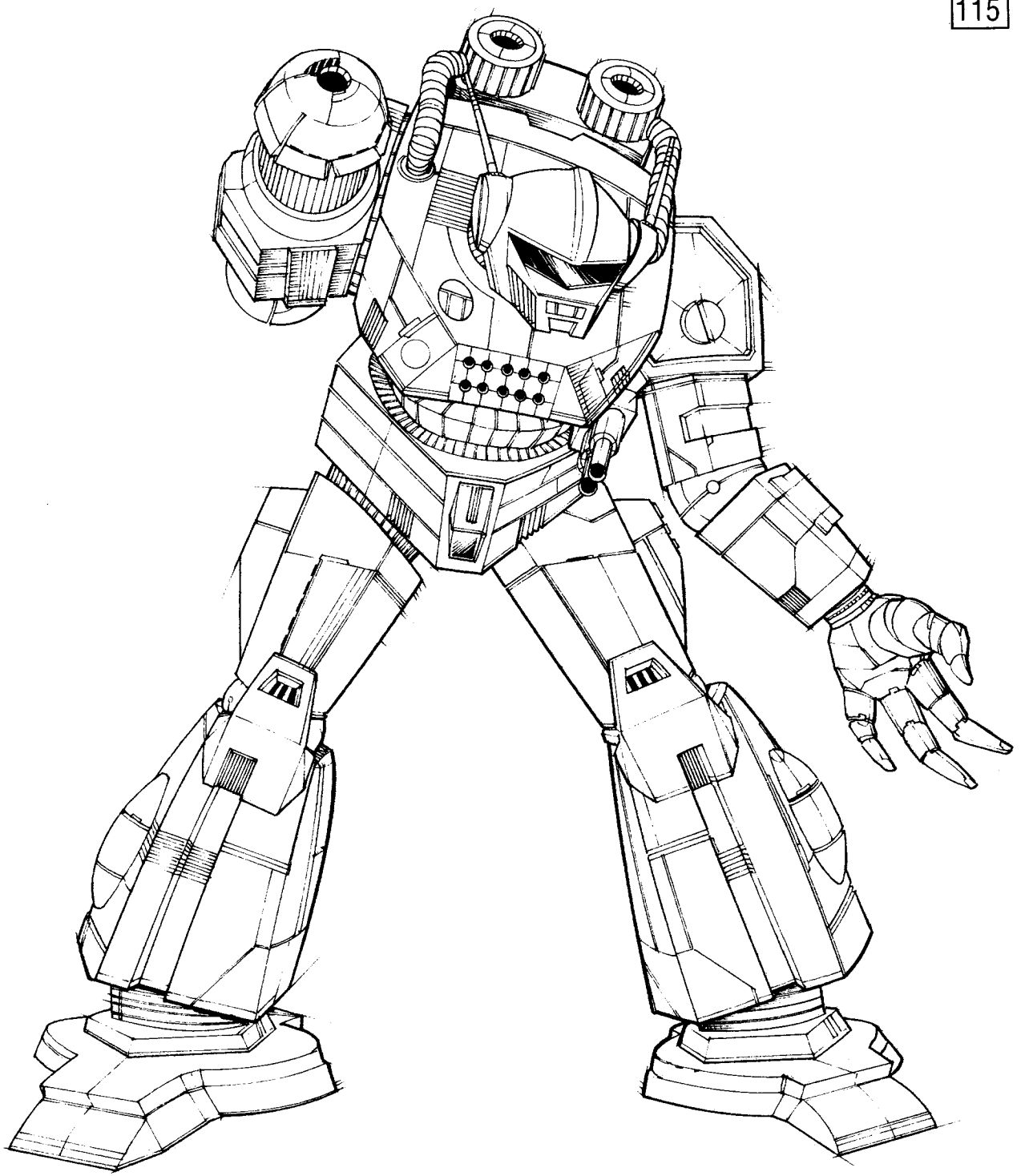
The 'Mech's weaponry is designed to deliver heavy damage at long range and follow up with even more firepower as the range closes. The Victory 23R Medium Lasers and Shigunga Long Range Missiles are proven systems, in use on many 'Mechs across Kurita space. The Imperator Code Red LB 10-X Autocannon is still an official secret, promising but untested. If the prototypes continue to perform well, the *Wolf Trap* is expected to begin production within six months.

Mass: 45 tons
Chassis: Alshain Class 580 Endo Steel
Power Plant: Hermes 270 XL
Cruising Speed: 60.9 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Medium with CASE
Armament:
1 Imperator Code Red LB 10-X Autocannon
2 Victory 23R Medium Lasers
1 Shigunga Long Range Missile 10-Rack
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Eagle Eye 400 XX

Type: **WFT-1 Wolf Trap**

Equipment			**Mass**
Internal Structure:	Endo Steel		2.25
Engine:	270 XL		7.25
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	17	
Center Torso (rear)		6	
R/L Torso	11	13	
R/L Torso (rear)		5	
R/L Arm	7	13	
R/L Leg	11	17	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RA	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
Medium Laser	LT	1	1
Medium Laser	LT	1	1
LRM 10	CT	2	5
Ammo (LRM) 12	RT	1	1



OVERVIEW

On the *Centurion*, as with many 'Mech designs, the availability of Star League technology has allowed engineers to correct chronic problems and improve the 'Mech's performance in other ways, too. Corean Enterprises has recently begun production of the model CN9-D *Centurion* at its New Avalon factory, and retooling is proceeding feverishly at Jalastar Aerospace's *Centurion* plant on Panpour. There are also reports that Davion engineers are continuing to test other prototypes of this 'Mech.

The model just emerging from the New Avalon factory combines Endo Steel internal structure with extra-light engine technology to make room for equipment to enhance the long-range missile system. The new models have Cellular Ammunition Storage Equipment to guard against an internal missile explosion and an Artemis IV fire-control system to improve the accuracy of the long-range missiles. In addition, the old Luxor D-Series Autocannon, for which parts had long been scarce, is replaced with a Mydron Excel LB 10-X Autocannon. The compactness of the Mydron Excel allows it to fit in the tight space available for the Luxor.

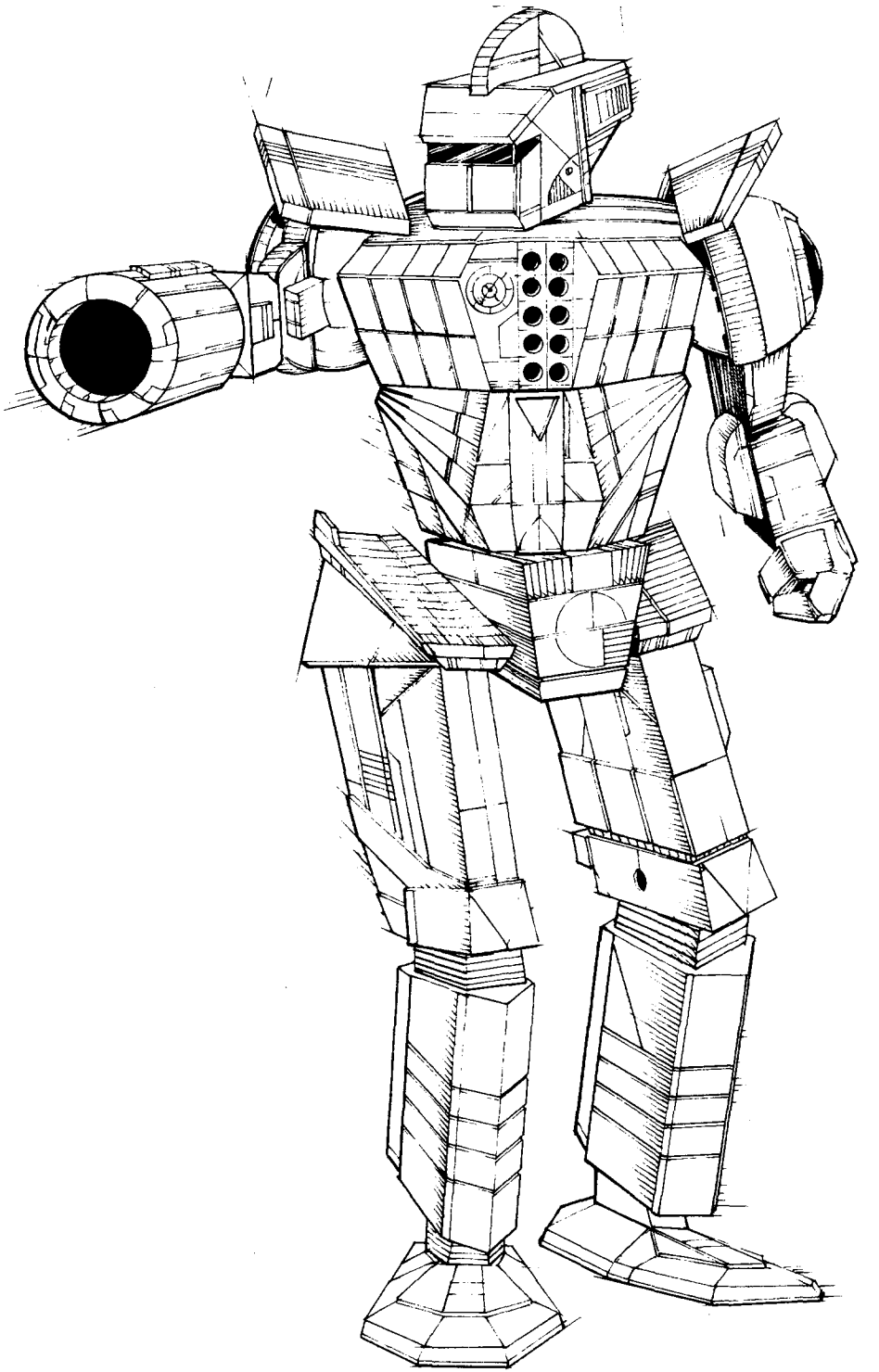
The continued testing of *Centurion* prototypes centers on House Davion's attempts to manufacture an improved myomer that is not as vulnerable as the one planted with House Liao in the Fourth Succession War. Our agents report that at least one *Centurion* operating against the Clans is so equipped.

Mass: 50 tons
Chassis: Corean Model KL77 Endo Steel
Power Plant: General Motors 300 Extralight
Cruising Speed: 64.8 kph
Maximum Speed: 90.7 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard III with CASE
Armament:
1 Mydron Excel LB 10-X Autocannon
1 Luxor 3R LRM-10
2 Photech 806c Medium Lasers
Manufacturer: Corean Enterprises, Jalastar Aerospace
Primary Factory: New Avalon (Corean), Panpour (Jalastar)
Communications System: Corean Transbanc-J9
Targeting and Tracking System: Corean B-Tech with Artemis IV System

Type: **CN9-D Centurion**

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
Engine:	300 XL		9.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	136		8.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	18	
Center Torso (rear)		7	
R/L Torso	12	13	
R/L Torso (rear)		6	
R/L Arm	8	16	
R/L Leg	12	16	

Weapons and Ammo	**Location**	**Critical**	
LB 10-X	RA	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
LRM 10	LT	2	5
Ammo (LRM) 24	RT	2	2
Artemis IV FCS	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT(R)	1	1



OVERVIEW

The *Crab* has been well received in Kurita units since Our Blessed Order began supplying them to the Draconis Combine. The 'Mech performed well in the War of 3039, surprising Davion units with the weapons hidden inside its claws. In fact, House Kurita would probably make the *Crab* one of its standard designs if it had the factory to produce its own.

The weapons have been problem-free, and the Paulina Heavy Ferro-Fibrous Armor offers a large measure of protection for its tonnage. It is ironic that Kanrei Theodore Kurita is so pleased with the *Crab*, for the model supplied to his regiments stands unremarkable and plain next to the *Crab*s in service with the Com Guards.

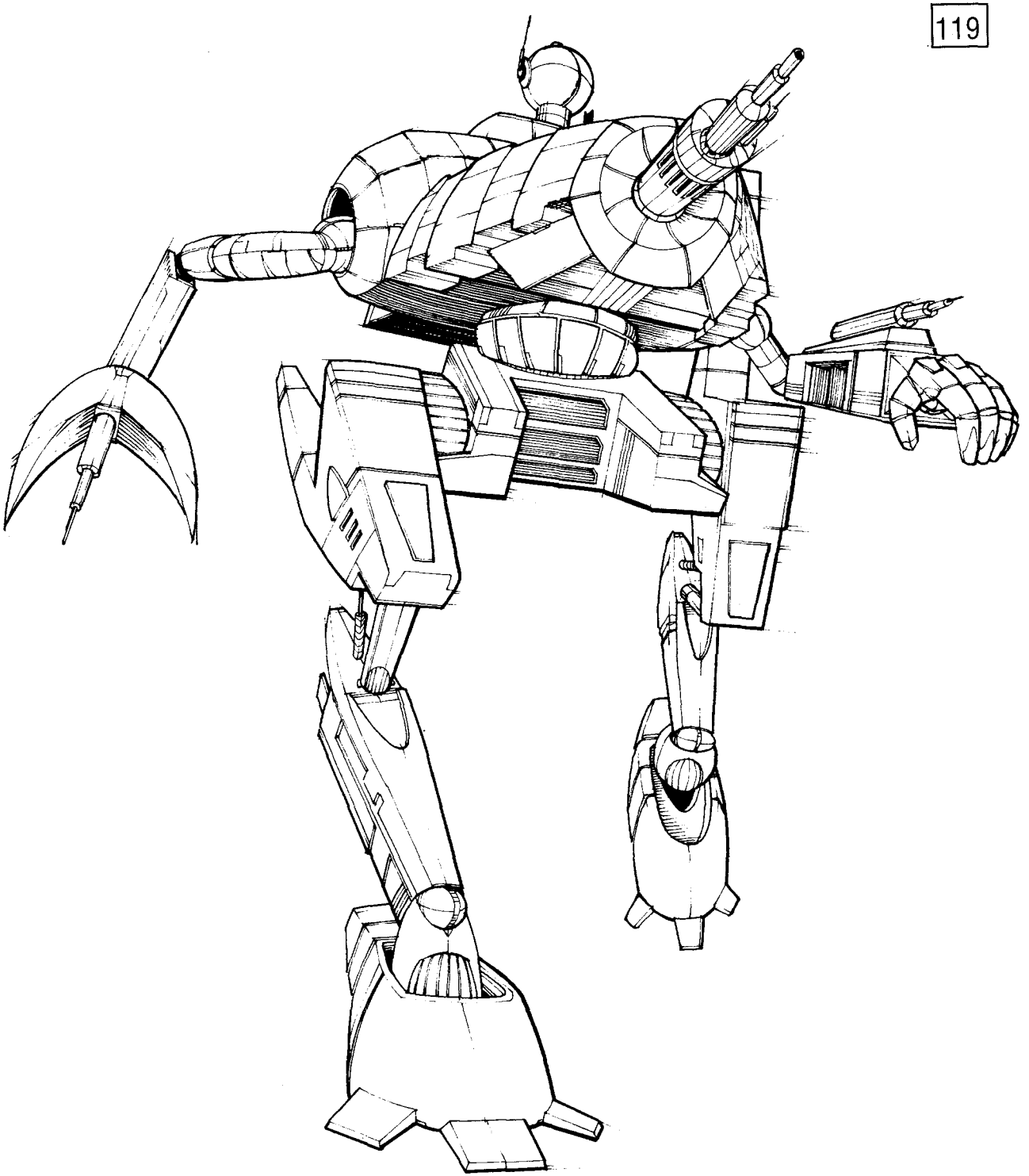
The Kurita *Crab*s carry shelf-model Garret communications and targeting gear, not the sophisticated 650 RND and Dalban Series K systems aboard the Com Guard 'Mechs. House Kurita apparently accepted our explanation that these systems had not been fully tested and might prove incompatible with the equipment of other Kurita 'Mechs.

Mass: 50 tons
Chassis: Hollis Mark 1A
Power Plant: Magna 250
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Paulina Heavy Ferro-Fibrous
Armament:
2 RAMTech 1200 Large Lasers
1 Ceres Arms Medium Laser
1 ExoStar Small Laser
Manufacturer: Cosara Weaponries
Primary Factory: Northwind
Communications System: Garret T11-b
Targeting and Tracking System: Garret D2j

Type: **CRB-27 Crab**

Equipment			**Mass**
Internal Structure:			5
Engine:	250		12.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	16		6
Gyro:			3
Cockpit:			3
Armor Factor:	161		9
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	20	
Center Torso (rear)		8	
R/L Torso	12	16	
R/L Torso (rear)		6	
R/L Arm	8	16	
R/L Leg	12	24	

Weapons and Ammo:	**Location**	**Critical**	
Large Laser	LA	2	5
Large Laser	RA	2	5
Medium Laser	CT	1	1
Small Laser	H	1	0.5



OVERVIEW

Long a standard medium 'Mech of the Federated Suns, the *Enforcer* is in the midst of a redesign that will probably make it the standard medium 'Mech of the Federated Commonwealth. The plans call for improving protection, weapon range, speed, and jumping ability. The new model will thus be superior in every way.

A Nissan 250 XL engine provides extra power for less weight, simultaneously enhancing the *Enforcer*'s speed and freeing up mass that can be devoted to longer-range weapons and an extra jump jet. A Mydrol Excel LB 10-X Autocannon replaces the Federated AC/10, and a BlazeFire Sweetshot Extended-Range Large Laser replaces the ChisComp 43 Special, giving the *Enforcer* extra reach in both cases.

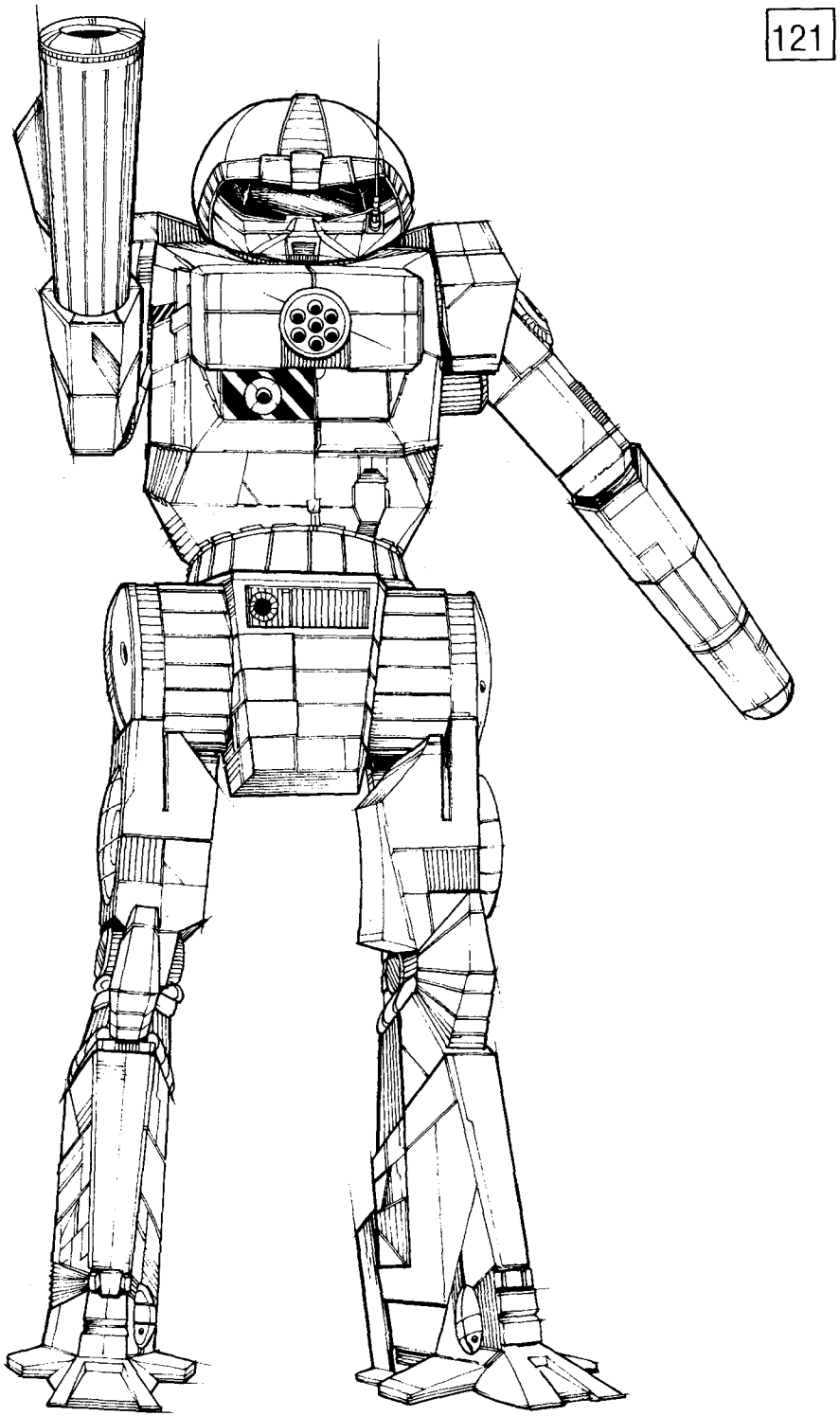
The Cellular Ammunition Storage Equipment for the autocannon shells provides protection against internal explosion, but a bigger gain in protection comes from the use of StarGuard CIV Ferro-Fibrous Armor. With the same weight of armor, the *Enforcer* has more protection everywhere except the head and front center torso. Federated Commonwealth units have reason to look forward to delivery of the ENF-5D.

Mass: 50 tons
Chassis: Dorwinion Standard
Power Plant: Nissan 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: McCloud Specials
Jump Capacity: 150 meters
Armor: StarGuard CIV Ferro-Fibrous with CASE
Armament:
1 Mydron Excel LB 10-X Autocannon
1 BlazeFire Sweetshot Extended-Range Large Laser
1 ChisComp 32 Small Laser
Manufacturer: Achernar BattleMechs, Kallon Weapon Industries
Primary Factory: New Avalon (Achernar), Talon (Kallon)
Communications System: Achernar Electronics HICS-11
Targeting and Tracking System: Federated Hunter

Type: **ENF-5D Enforcer**

Equipment			**Mass**
Internal Structure:			5
Engine:	250 XL		6.25
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	12		2
Gyro:			3
Cockpit:			3
Armor Factor:	161		9
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	23	
Center Torso (rear)		7	
R/L Torso	12	19	
R/L Torso (rear)		5	
R/L Arm	8	16	
R/L Leg	12	21	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RA	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
ER Large Laser	LA	2	5
Small Laser	LT	1	0.5
Jump Jets	CT	1	0.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1



OVERVIEW

The *Hunchback*, known for its devastating firepower at close range, has a problem with heat buildup. The recovery of Star League technology made this an easy problem to solve. With barely a pause in production, Kali Yama Weapons Industries Inc. at Kalidasa started producing *Hunchback*s with double heat sinks. The Free Worlds League, seeing the value of the new design, increased its orders to 20 per year.

Besides using double heat sinks, the new HBK-5M uses the new Sunglow Prism-Optic Small Pulse Laser instead of the Diverse Optics Type 10 Small Laser. It also envelops the autocannon shells in Cellular Ammunition Storage Equipment to guard against an internal explosion. Unfortunately, these two changes reduce the amount of autocannon ammunition the Hunchback can carry. If this turns out to be a problem, Kali Yama could easily keep the double heat sinks but return to the previous weapon-and-ammunition configuration.

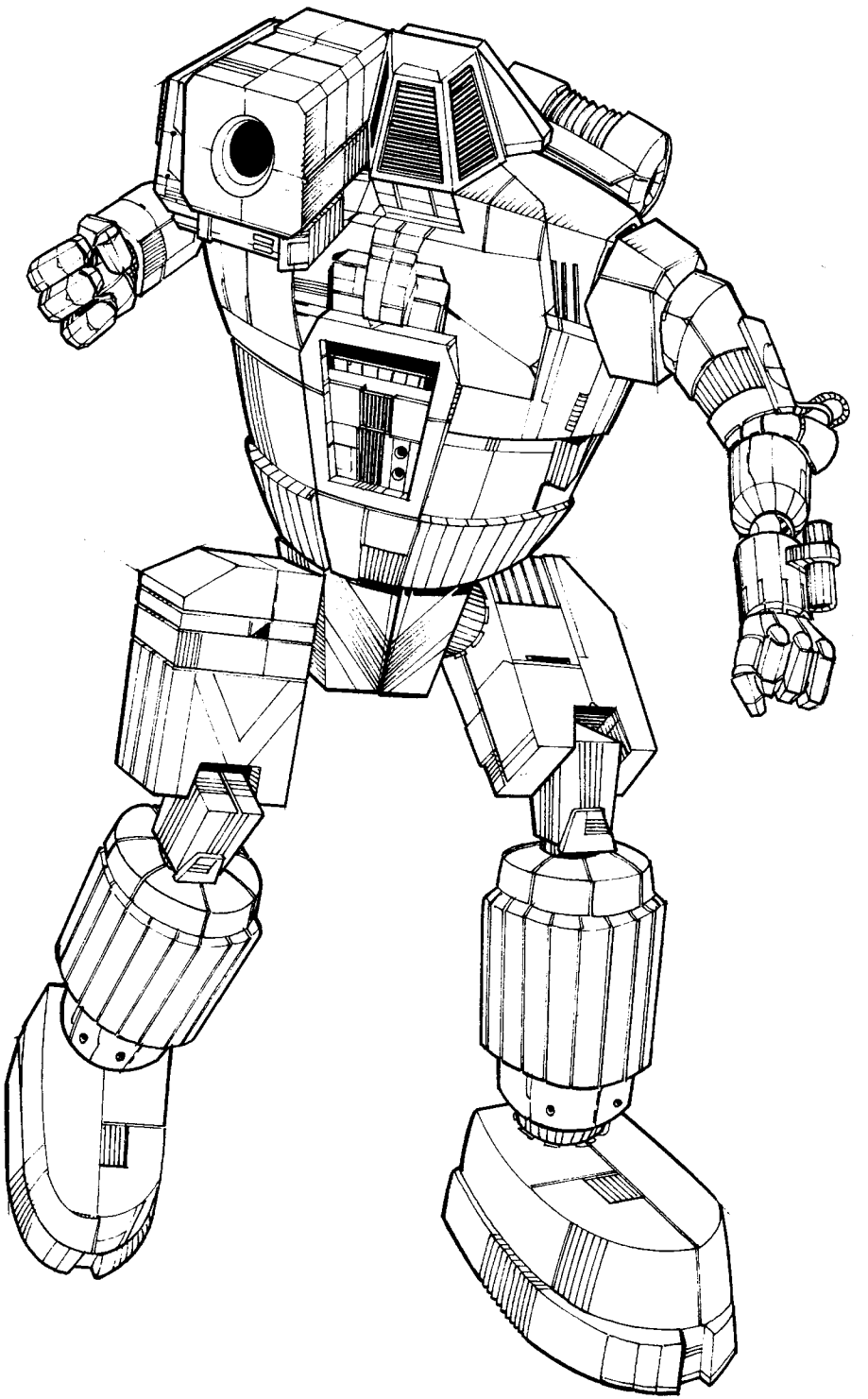
Marik units that have received the new *Hunchback* have given it rave reviews. The first MechWarrior who runs out of autocannon ammunition in the middle of a battle might be doing a different kind of raving, however.

Mass: 50 tons
Chassis: Crucis Type V
Power Plant: Magna 200
Cruising Speed: 43.9 kph
Maximum Speed: 63.5 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Tensile-4 with CASE
Armament:
1 Kali Yama Big Bore Autocannon
2 Hellion-V Medium Lasers
1 Sunglow Prism-Optic Small Pulse Laser
Manufacturer: Kali Yama Weapons Industries Inc.
Primary Factory: Kalidasa
Communications System: Omicron 4002 Networking Channel
Targeting and Tracking System: TRSS Eagle Eye

Type: **HBK-5M Hunchback**

Equipment			**Mass**
Internal Structure:			5
Engine:	200		8.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	13 [26]		3
Gyro:			2
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	26	
Center Torso (rear)		5	
R/L Torso	12	20	
R/L Torso (rear)		4	
R/L Arm	8	16	
R/L Leg	12	20	

Weapons and Ammo:	**Location**	**Critical**	
AC/20	RT	10	14
Ammo (AC) 5	LT	1	1
CASE	LT	1	0.5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Pulse Laser	H	1	1



OVERVIEW

The Free Worlds League has proven that it can improve upon a good thing. House Marik's *Trebuchet*, an excellent 'Mech in a narrow range of roles, is in the process of getting better at what it already did best. The Free Worlds League's three main factories producing the *Trebuchet* are all retooling to take advantage of Star League technology. This work is proceeding at the Corean Enterprises factory on Stewart, the Kali Yama Weapons Industries plant on Kalidasa, and the main Irian BattleMechs Unlimited facility on Irian. Such widespread activity is hard to conceal, and ROM reports of the new specifications are rated Highly Reliable.

Employing both extra-light engines and Endo Steel internal structure, the new *Trebuchet*s will have increased mobility and a broader range of missions. The weight savings will allow Marik engineers to give the *Trebuchet* the ability to jump, a bonus for the 'Mech's pilot in countless situations. Cellular Ammunition Storage Equipment helps guard against an internal missile explosion, while double-strength heat sinks keep the 'Mech cool.

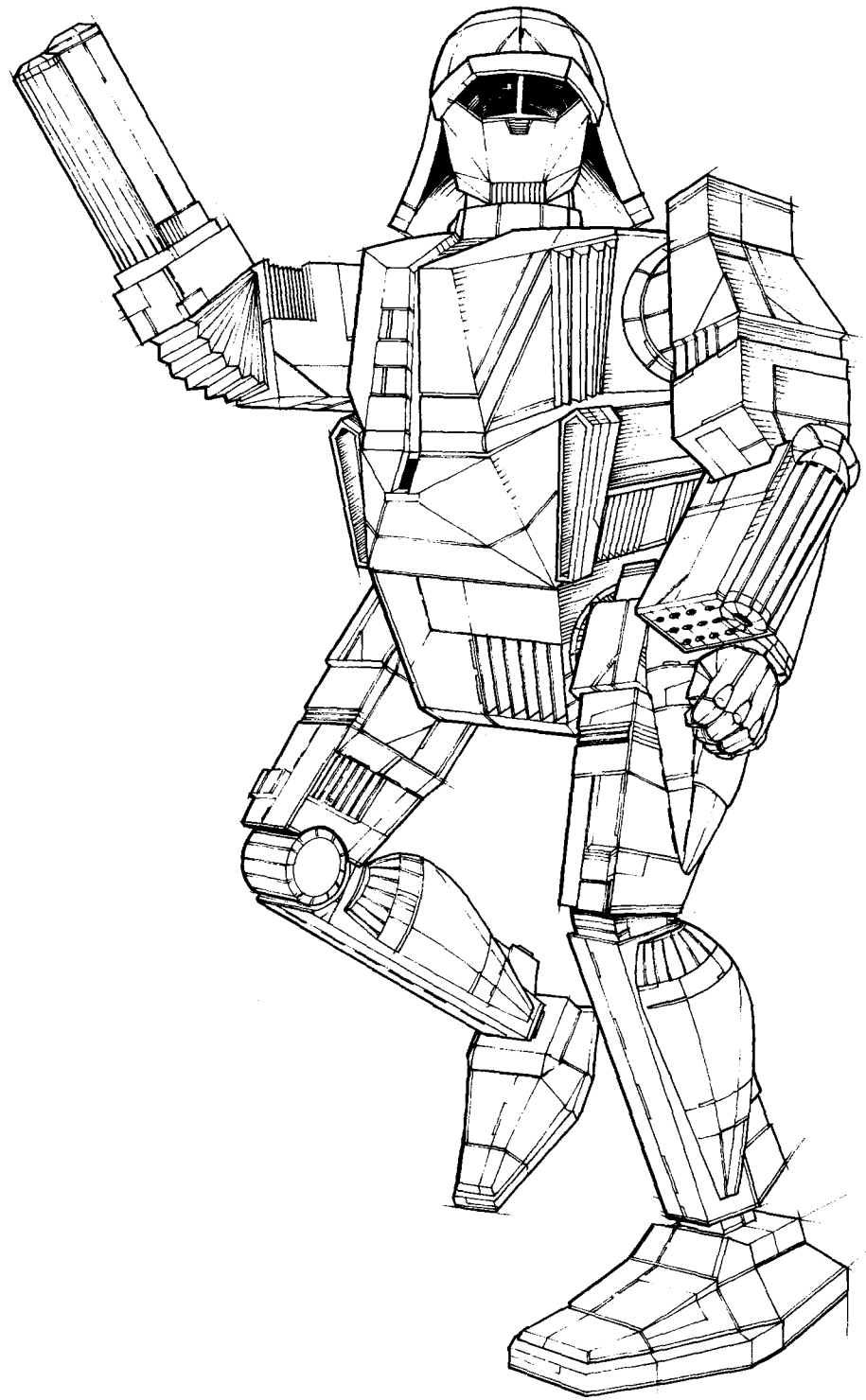
The most revolutionary new equipment on the *Trebuchet* will be the Octagon Missile-Magnet Narc Beacon. This device will allow the *Trebuchet* to lock onto a target, ensuring greater accuracy for its missiles and similarly equipped missiles of other 'Mechs in the *Trebuchet*'s unit.

Mass: 50 tons
Chassis: Corean-II Delux Endo Steel
Power Plant: Hermes 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Rawlings 50
Jump Capacity: 150 meters
Armor: Starshield with CASE
Armament:
2 Zeus LRM-15 Racks
3 Magna Mk II Medium Lasers
1 Octagon Missile-Magnet Narc Beacon
Manufacturer: Corean Enterprises, Kali Yama Weapons Industries Inc., Irian BattleMechs Unlimited
Primary Factory: Stewart (Corean), Kalidasa (Kali Yama), Irian (Irian)
Communications System: Corean TransBand-J9
Targeting and Tracking System: Corean B-Tech

Type: **TBT-7M Trebuchet**

Equipment			**Mass**
Internal Structure:	Endo Steel		2.5
Engine:	250 XL		6.25
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	10 (20)		0
Gyro:			3
Cockpit:			3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	22	
Center Torso (rear)		7	
R/L Torso	12	11	
R/L Torso (rear)		5	
R/L Arm	8	10	
R/L Leg	12	15	

Weapons and Ammo:	**Location**	**Critical**	
LRM 15	RT	3	7
Ammo (LRM) 8	RT	1	1
CASE	RT	1	0.5
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
CASE	LT	1	0.5
Narc Beacon	LT	2	3
Narc Pods (12)	LT	2	2
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	CT	1	0.5
Jump Jets	LL	2	1
Jump Jets	RL	2	1



OVERVIEW

Though the *Dervish* was once one of the most common 'Mechs in the Inner Sphere, the Succession Wars have taken their toll on the 'Mech. With the only *Dervish* factory being in Davion space, the other Successor States lost more and more of this design to attrition. Because each had a supply of other designs in the same weight class, the House Lords were little concerned. Even House Davion seemed to lose interest in the design.

The Federated Suns continued to purchase the *Dervish*, but at a much slower rate than other designs, such as the *Enforcer*. Achernar BattleMechs has temporarily shut down its *Dervish* line at its factory in Dorwinion on New Avalon while apparently studying ways to use Star League technology to spark new interest in the *Dervish*.

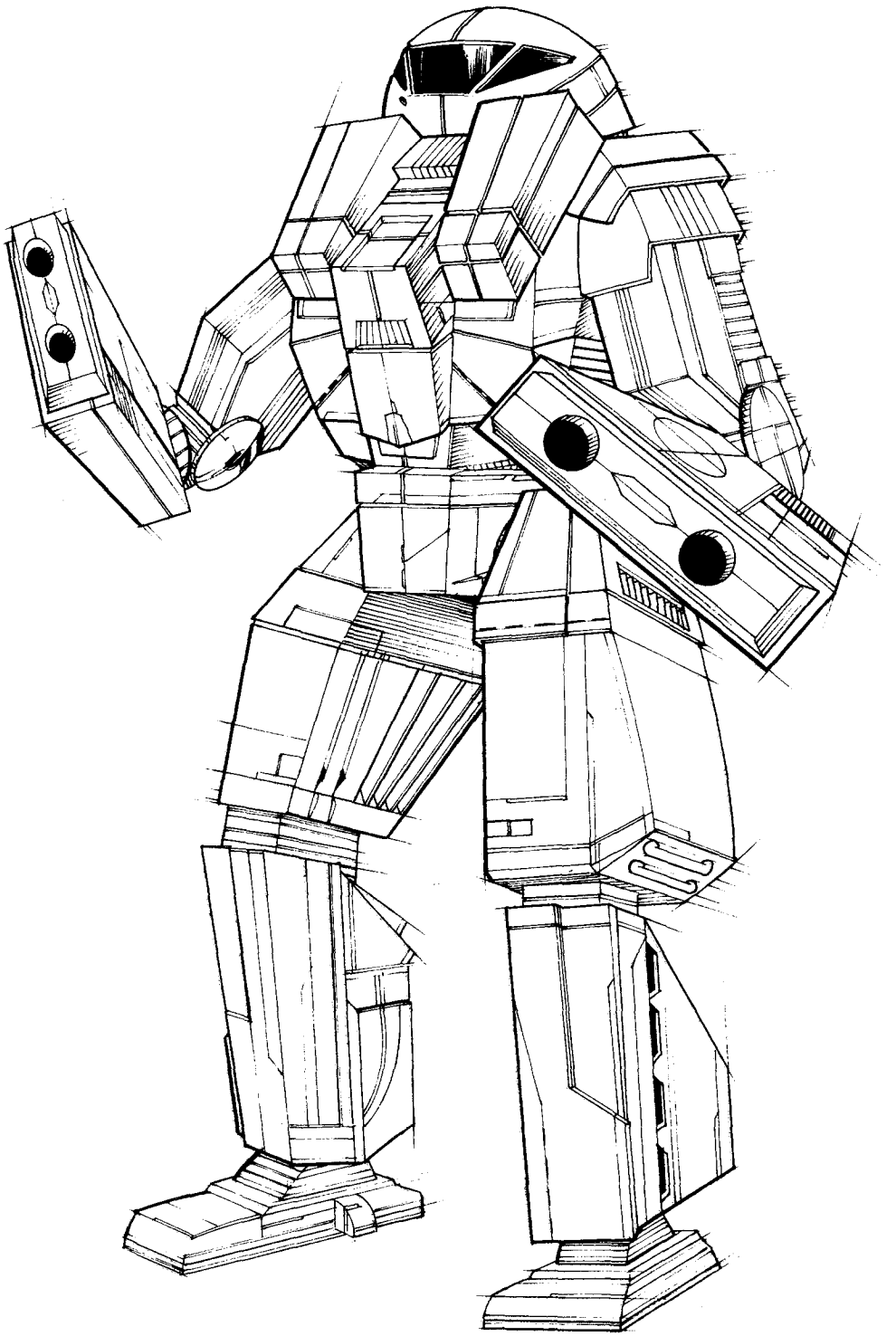
The plans reportedly call for taking advantage of Endo Steel internal structure to allow installation of two Federated SuperStreak Dual-SRM Launchers in place of the older model and Cellular Ammunition Storage Equipment to help protect the long-range missile reloads. An extra half-ton of armor and a switch to StarGuard CIV Ferro-Fibrous would enhance protection even more.

Mass: 55 tons
Chassis: Dorwinion Standard 55TES
Power Plant: Core Tek 275
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Swingline X-1000
Jump Capacity: 150 meters
Armor: StarGuard CIV Ferro-Fibrous with CASE
Armament:
2 Federated 10-Shot LRM Missile Systems
2 ChisComp 39 Medium Lasers
2 Federated SuperStreak Dual-SRM Launchers
Manufacturer: Achernar BattleMechs
Primary Factory: New Avalon
Communications System: Achernar Electronics HID-21
Targeting and Tracking System: Federated Hunter Mk II

Type: **DV-7D Dervish**

Equipment			**Mass**
Internal Structure:	Endo Steel		2.75
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	10 (20)		0
Gyro:			3
Cockpit:			3
Armor Factor:	143		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	21	
Center Torso (rear)		5	
R/L Torso	13	19	
R/L Torso (rear)		5	
R/L Arm	9	13	
R/L Leg	13	17	

Weapons and Ammo:	**Location**	**Critical**	
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
CASE	RT	1	0.5
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
CASE	LT	1	0.5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 2 Streak	RA	1	1.5
Ammo (SRM Streak) 50	RT	1	1
SRM 2 Streak	LA	1	1.5
Ammo (SRM Streak) 50	RT	1	1
Jump Jets	CT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



OVERVIEW

The *Griffin*, an early candidate for new technology, has the distinction of being produced from a rival state's design plans at two different factories. Two *Griffin* factories, Brigadier Corp. on Oliver and Norse BattleMech Works at Marduk, changed hands in the Fourth Succession War. That is why Steiner units are beginning to get *Griffin*s built from Marik plans captured at Oliver and Kurita units will get *Griffin*s built from Davion plans captured at Marduk.

The most common model, the GRF-3M, carries the light Hermes 275 XL engine, using the savings in weight to replace the LRM-10 with a Doombud Long Range Missile 20-Rack and protect its reloads with Cellular Ammunition Storage Equipment. This model also replaces the earlier PPC with a Fusigon Longtooth Extended-Range Particle Projection Cannon, employing double heat sinks to dissipate the extra heat generated by the newer weapon. Finally, a ChrisComp Small Laser was mounted in the head.

The GRF-1DS model, produced by Defiance Industries at Hesperus, Kallon Weapon Industries at Talon, and Norse BattleMech Works at Marduk, differs from the Marik version but little. It is the standard Federated Commonwealth version, even though it also appears in Kurita units and even though the GRF-3M is beginning to appear in greater numbers in Federated Commonwealth units. The GRF-IDS mounts a Thunderbolt-12 Large Pulse Laser instead of the extended-range PPC of the Marik version.

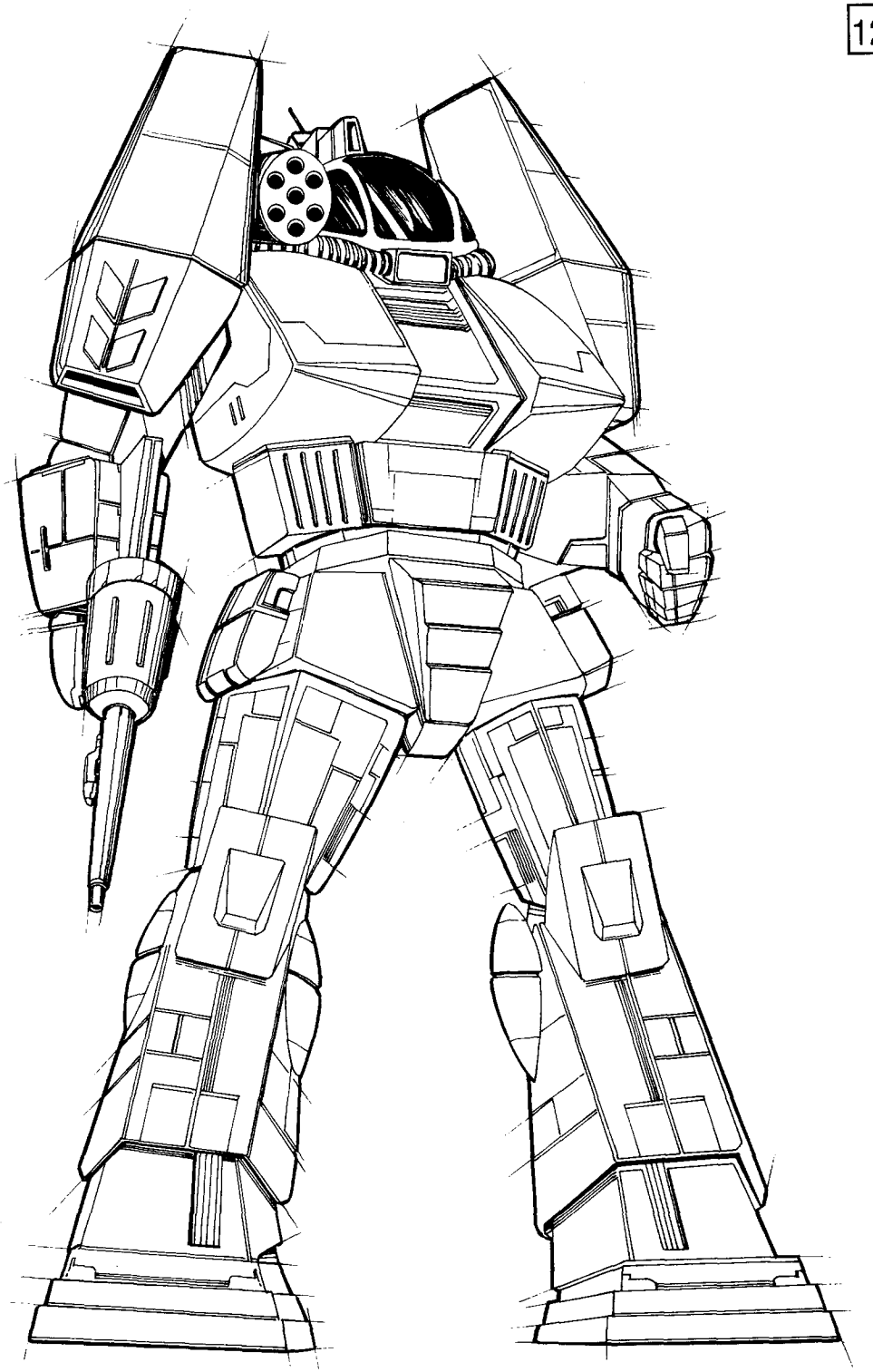
The standard GRF-1N version, lacking any recovered technology, is still common throughout the Inner Sphere. In fact, it is still in production at the Vandenberg Mechanized Industries factory at Illiushin in the Taurian Concordat.

Mass: 55 tons
Chassis: Earthwerk GRF
Power Plant: Hermes 275 XL
Cruising Speed: 57.1 kph
Maximum Speed: 81.5 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Starshield A with CASE
Armament:
1 Fusigon Longtooth Extended-Range Particle Projection Cannon
1 Doombud Long Range Missile 20-Rack
1 ChrisComp Small Laser
Manufacturer: Earthwerks Incorporated, Brigadier Corp.
Primary Factory: Keystone (Earthwerks), Oliver (Brigadier)
Communications System: Neil 6000
Targeting and Tracking System: Octagon Tartrac System C

Type: **GRF-3M Griffin**

Equipment			**Mass**
Internal Structure:			5.5
Engine:	275 XL		7.75
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	14 [28]		4
Gyro:			3
Cockpit:			3
Armor Factor:	152		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	20	
Center Torso (rear)		7	
R/L Torso	13	20	
R/L Torso (rear)		6	
R/L Arm	9	14	
R/L Leg	13	18	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	RA	3	7
LRM 20	RT	5	10
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
Small Laser	LT	1	.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	0.5



OVERVIEW

Our Blessed Order has been unable to penetrate the security of the mercenary Wolf's Dragoons to any useful extent. With the mysterious Dragoons the only unit to possess the *Hoplite*, therefore, any report on modification of the design is mostly speculative. Twelve of these 'Mechs were known to exist in Dragoon units before the Fourth Succession War. The mercenary regiments suffered such heavy losses in that war, however, that as few as only one or two *Hoplite*s might exist.

Mu agents within Our Order point to the fact that the number of Dragoon *Hoplite*s has declined steadily since 3005, indicating that the mercenaries' manufacturing capabilities, whatever and wherever they are, are incapable of producing new *Hoplite*s.

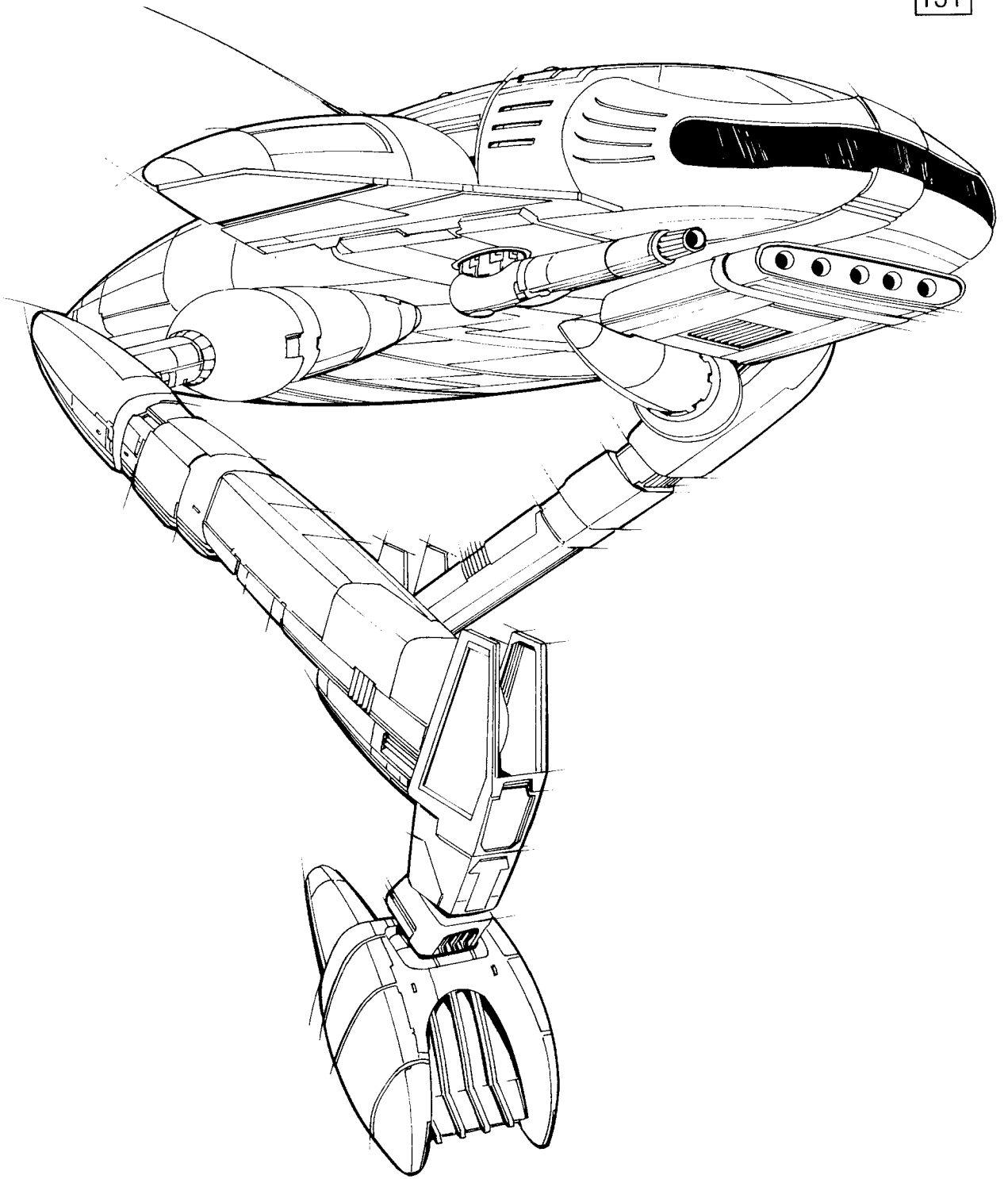
If any of these 'Mechs do exist, one obvious field modification would be to replace the AC/10 with a generally available Mydron Excel LB 10-X Autocannon. The *Hoplite* would gain in range and accuracy and could also carry double the ammunition.

Mass: 55 tons
Chassis: Star League HO-01a
Power Plant: DAV 220
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: DuraShield 12-b.1
Armament:
1 Mydron Excel LB 10-X Autocannon
1 Conan/5 LRM 5
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: MultiGab 2000
Targeting and Tracking System: Dalban HiRez II

Type: **HOP-4D Hoplite**

Equipment			**Mass**
Internal Structure:			5.5
Engine:	220		10
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	16		6
Gyro:			3
Cockpit:			3
Armor Factor:	184		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	26	
Center Torso (rear)		10	
R/L Torso	13	18	
R/L Torso (rear)		8	
R/L Arm	9	18	
R/L Leg	13	25	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RA	6	11
Ammo (LB 10-X) 20	RT	2	2
LRM 5	LA	1	2
Ammo (LRM) 24	CT	1	1



OVERVIEW

The Draconis Combine has used the *Kintaro* to great effect since the Primus began opening our warehouses to House Kurita. The rebuilt Ryuken regiments had extraordinary success with the 'Mech in the War of 3039. The Federated Commonwealth was fighting unknown units that were using unknown 'Mechs. The effect was devastating in some cases.

The Draconis Combine even seemed content with ComStar's explanation of the presence of the common Magna Mk III Large Laser on a 'Mech from antiquity. Missing was the Narc Missile Beacon, though our agents freely admitted that the equipment is standard on the *Kintaro*, including those in service with the Com Guards.

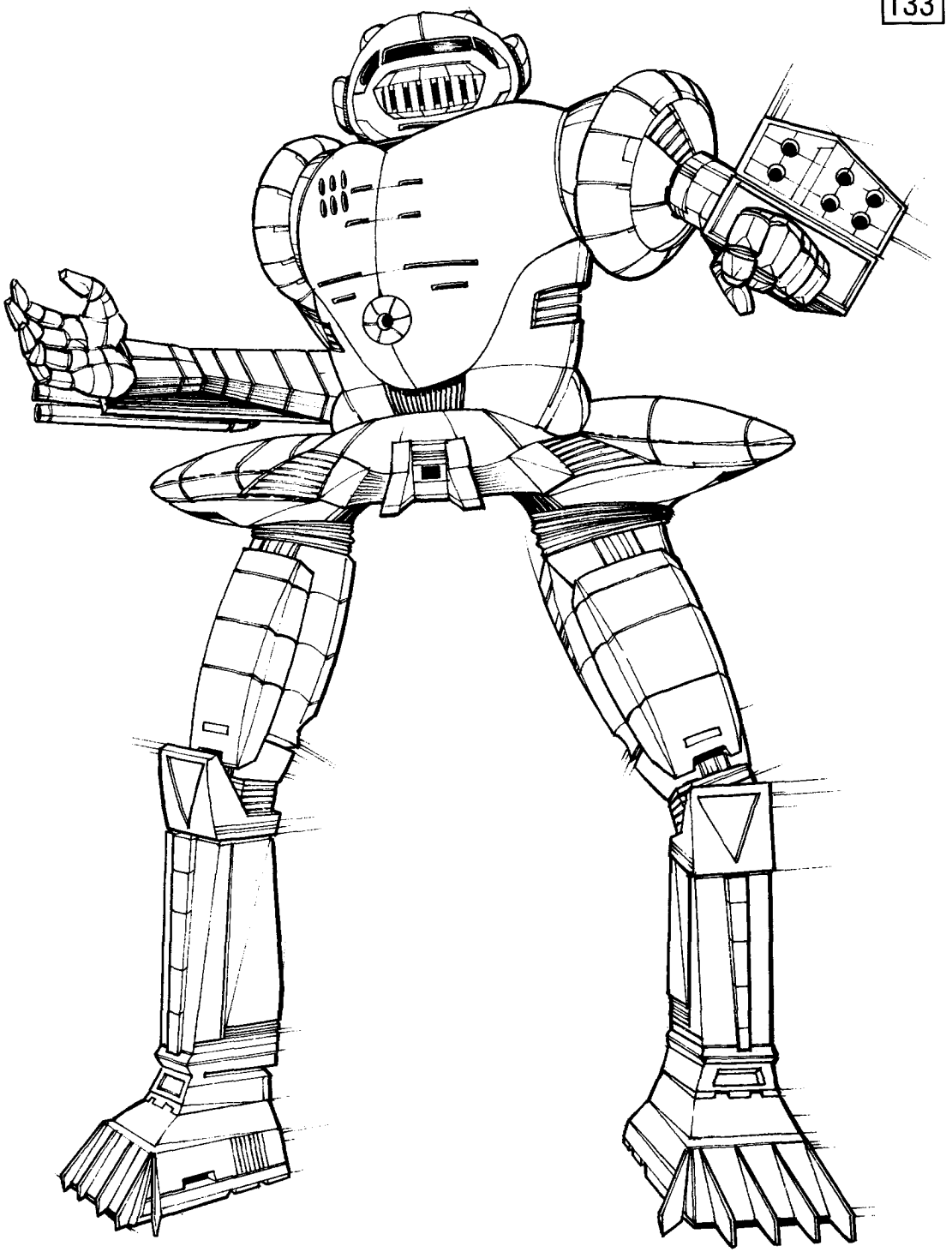
House Kurita accepted our contention that missiles equipped to pick up the Narc signal are in such short supply that the Narc Beacon might be a liability in a prolonged campaign. Certainly, House Kurita would not be able to take full advantage of the technology by equipping the *Kintaro*'s lancemates with Narc-compatible missiles. Besides, the large laser improves firepower by adding another weapon.

Mass: 55 tons
Chassis: Technicron-1
Power Plant: Core Tek 275
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Leopard V Ferro-Fibrous
Armament:
1 Magna Mk III Large Laser
1 Holly-5 LRM Launcher
2 HoverTec-6 SRM Launchers
2 Magna Mk II Medium Lasers
Manufacturer: General Mechanics
Primary Factory: Mars
Communications System: OmniComm 3
Targeting and Tracking System: Starbeam 3000

Type: **KTO-20 Kintaro**

Equipment			**Mass**
Internal Structure:			5.5
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10 (20)		0
Gyro:			3
Cockpit:			3
Armor Factor:	179		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	26	
Center Torso (rear)		10	
R/L Torso	13	18	
R/L Torso (rear)		8	
R/L Arm	9	18	
R/L Leg	13	23	

Weapons and Ammo:	**Location**	**Critical**	
Large Laser	CT	2	5
LRM 5	RT	1	2
Ammo (LRM) 24	LT	1	1
SRM 6	LA	2	3
Ammo (SRM) 15	LT	1	1
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1



OVERVIEW

The *Scorpion* is an unpopular design that has few proponents. When the last factory to produce it was destroyed in the Second Succession War, no company stepped forward to keep the design alive. Since then, the number of *Scorpion*s has dwindled further with each new war.

The root of the 'Mech's unpopularity is its four-legged design. This gives the MechWarrior a rough ride, requires sophisticated gyros, and limits the weaponry that the *Scorpion* can carry.

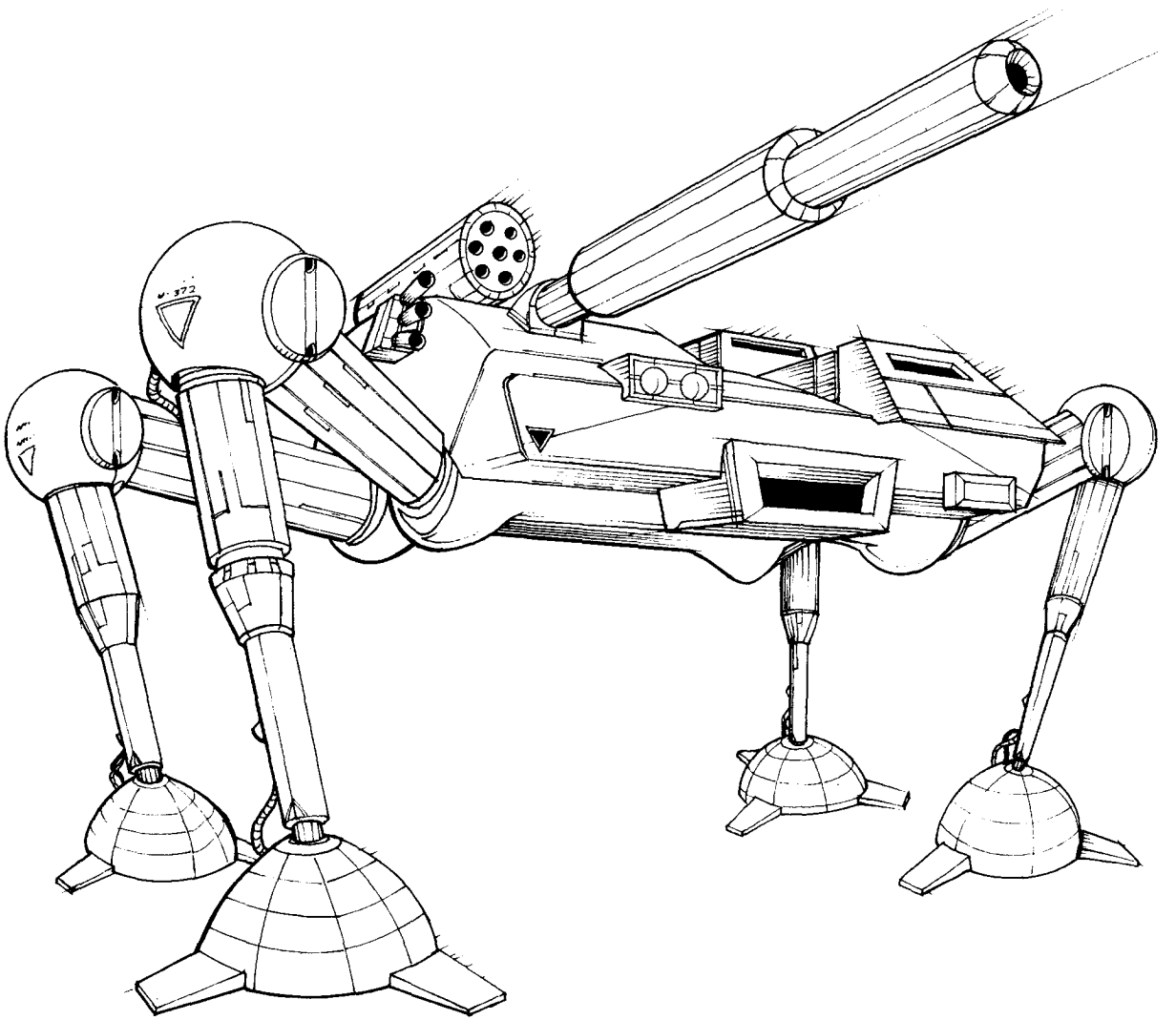
With so few *Scorpion*s still in fighting form, there is no need for a standard modification kit to incorporate recovered technology into the design. Several owner-operators have refused to concede the *Scorpion*'s inferiority, exchanging the antiquated Anderson Armaments Particle Cannon PPC 12 for the commonly available new Magna Firestar Extended-Range Particle Projection Cannon.

Mass: 55 tons
Chassis: Brigadier 800F
Power Plant: Vox 330
Cruising Speed: 60.9 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: 4 Star Slab
Armament:
1 Magna Firestar Extended-Range Particle Projection Cannon
1 Marvel Six-Load Short-Range Missile Rack
Manufacturer: Brigadier Corporation
Primary Factory: Oliver
Communications System: Garret 500A
Targeting and Tracking System: Garret GRNDTRK 9

Type: **SCP-10 Scorpion**

Equipment			**Mass**
Internal Structure:			5.5
Engine:	330		24.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			4
Cockpit:			3
Armor Factor:	112		7
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	18	24	
Center Torso (rear)		8	
R/L Torso	13	11	
R/L Torso (rear)		5	
R/L Arm	9	10	
R/L Leg	13	10	

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



OVERVIEW

Factory changeovers to incorporate Star League technology onto existing designs often give the illusion of offering something for nothing. Many prototypes emerge with enhanced capabilities while giving up some small but critical item. That is not the case with the new *Shadow Hawk* SHD-5M. This model does, indeed, have enhanced capabilities, but there seems to be no loss of general combat efficiency.

Free Worlds League designers combined Endo Steel internal structure and the excellent Hermes 275 XL engine to devote more weight to weapons and other equipment. While two heat sinks were removed, all of the new models use freezers, thus keeping the 'Mech cool-running. The enhanced capabilities are impressive. An Imperator Ultra-5 Autocannon replaces the old model, and a Hovertec Streak SRM-2 Pod replaces the old Holly rack, improving ammo efficiency. Additional jump jets increase the *Shadow Hawk*'s jump range to 150 meters, and an extra half ton of armor protects the torso, arms, and legs.

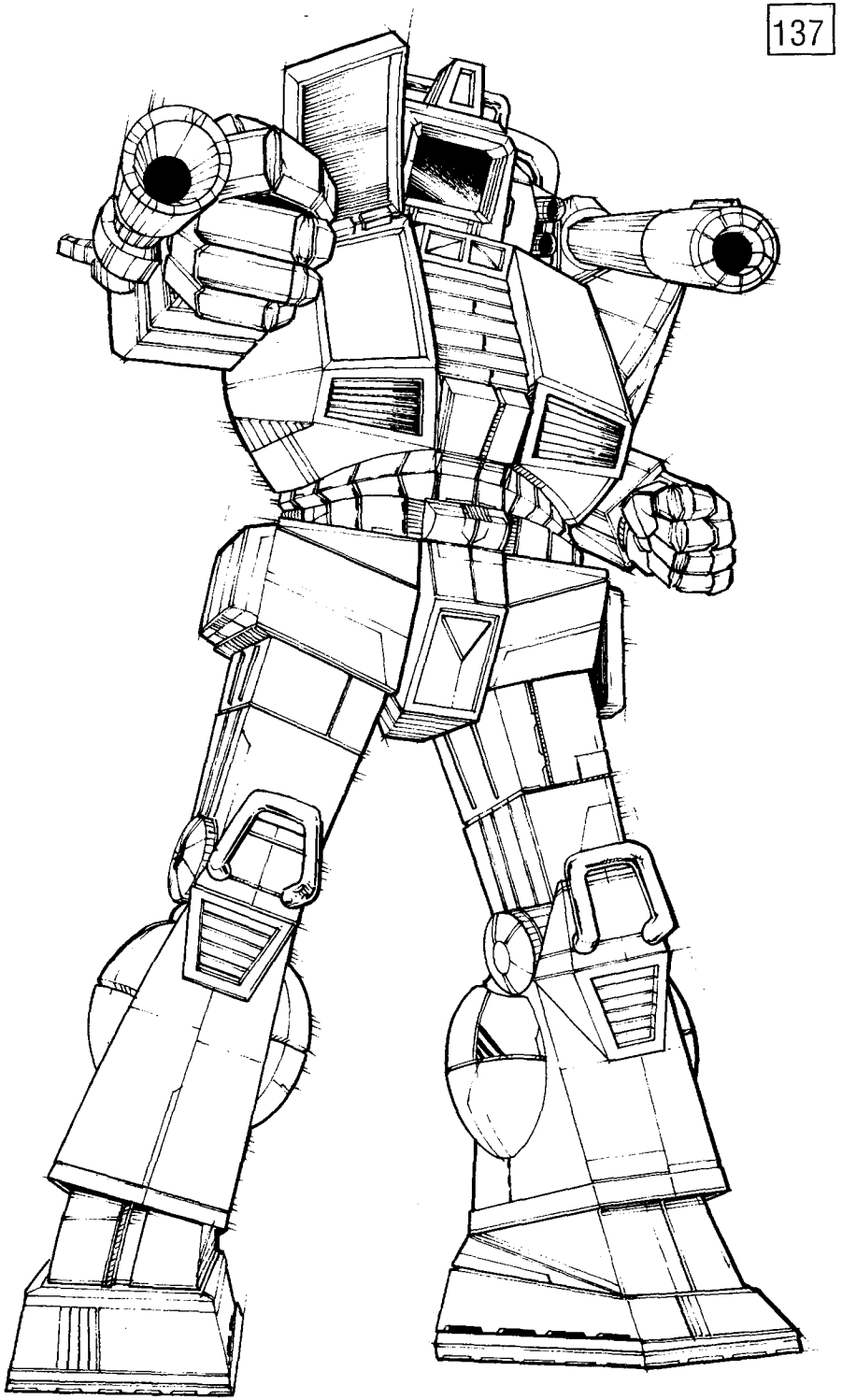
Though the Earthwerks factory on Calloway VI is the only manufacturer of the *Shadow Hawk* in the Inner Sphere, Majesty Metals and Manufacturing on Duncanshire in the Magistracy of Canopus still produces the old SHD-2H design. The Federated Commonwealth has recently been purchasing most of these, reportedly modifying them and sending them to new march militia or reselling them to mercenary units. The standard modification adds a medium laser and replaces the Holly SRM-2 with two Federated SuperStreak Dual-SRM Launchers.

Mass: 55 tons
Chassis: Earthwerks SHD II Endo Steel
Power Plant: Hermes 275 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Chilton 360
Jump Capacity: 150 meters
Armor: Maximillian 43
Armament:
1 Imperator Ultra-5 Autocannon
1 Doombud Long Range Missile 20-Rack
1 Hovertec Streak SRM-2 Pod
1 Martell Medium Laser
Manufacturer: Earthwerks Incorporated
Primary Factory: Calloway VI
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mark XII

Type: **SHD-5M Shadow Hawk**

Equipment			**Mass**
Internal Structure:	Endo Steel		2.75
Engine:	275 XL		7.75
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	10 (20)		0
Gyro:			3
Cockpit:			3
Armor Factor:	168		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	23	
Center Torso (rear)		8	
R/L Torso	13	19	
R/L Torso (rear)		7	
R/L Arm	9	18	
R/L Leg	13	20	

Weapons and Ammo:	**Location**	**Critical**	
AC/5 Ultra	LT	5	9
Ammo (AC Ultra) 20	LT	1	1
CASE	LT	1	0.5
LRM 20	RT	5	10
Ammo (LRM) 6	RT	1	1
CASE	RT	1	0.5
SRM 2 Streak	H	1	1.5
Ammo (SRM Streak) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jets	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



OVERVIEW

The Fourth Succession War gave, and the Fourth Succession War took away. The Federated Suns captured the Capellan *Wolverine* factory on Nanking but lost its own *Wolverine* factory on Marduk to the Draconis Combine. The larger Kallon Industries assembly line left House Davion with a net gain and left House Liao as the only loser. The WVR-7D model emerging from the Nanking facility represents excellent use of recovered technology.

The weight savings of XL engine technology is put to good use upgrading weapons, heat sinks, and protection. A General Motors Nova-5 Autocannon replaces the older Whirlwind model, and a Sutel Precision Line Medium Pulse Laser takes the place of the Magna model. Designers are adding a heat sink and using Kallon Unity Weave Ferro-Fibrous Armor. An extra half-ton of armor and the use of Ferro-Fibrous material improve protection greatly, mostly on the legs and center torso. Cellular Ammunition Storage Equipment shields the autocannon shells and missile reloads, and Myomer Accelerator Signal Circuitry provides emergency speed for sticky situations.

At the Norse BattleMech Works on Marduk, the Draconis Combine is producing a very different version. It lacks MASC and CASE but makes use of double heat sinks, eliminating concerns about heat buildup. A Victory Drumbeat Large Pulse Laser replaces the autocannon, and a Victory Throb Small Pulse Laser is added. Also added is a second Telos-6 Short-Range Missile Delivery System. Adding a ton-and-a-half of armor compensates for the lack of Ferro-Fibrous material.

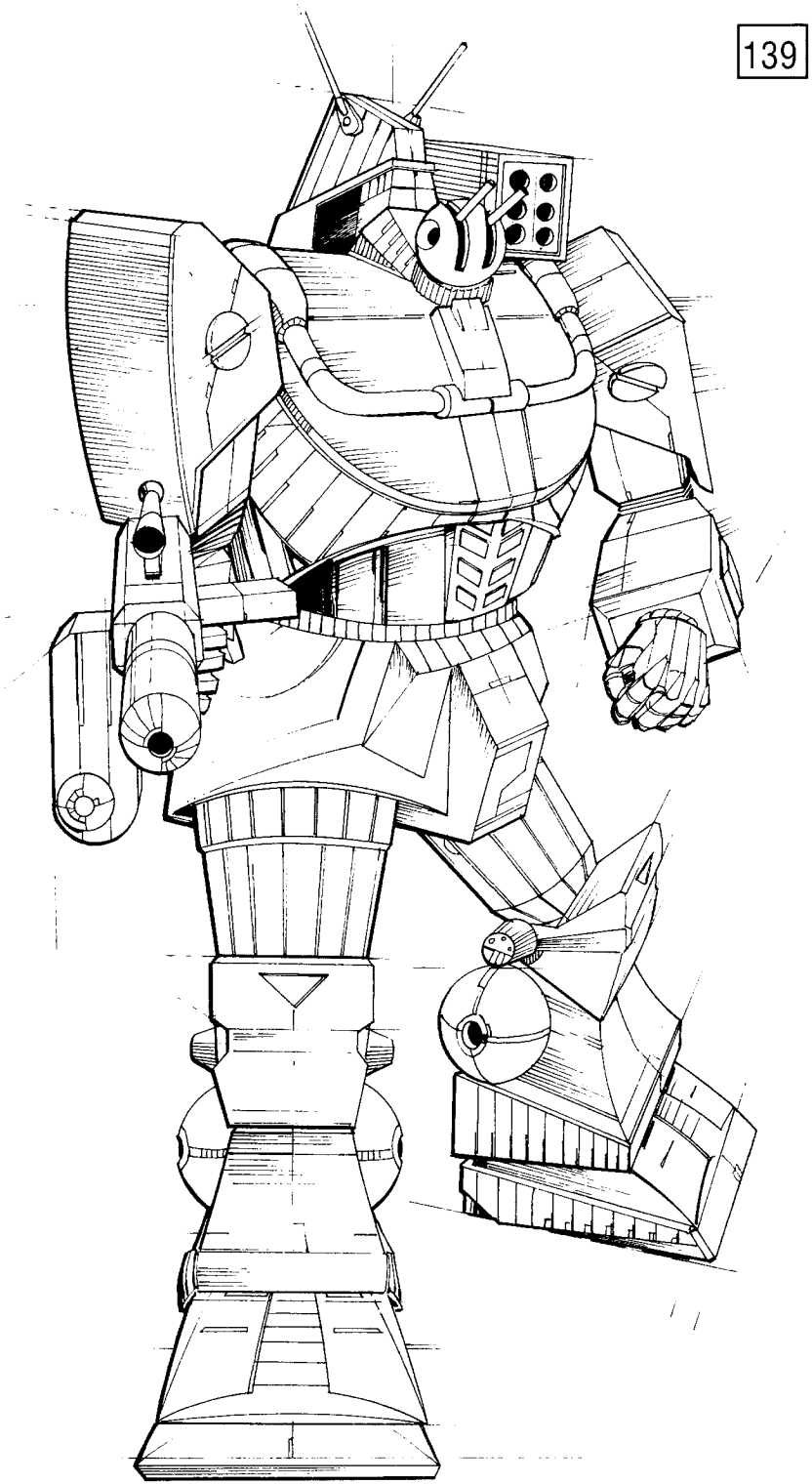
The Free Worlds League is also nearing production of its own WVR-7M at Kallon Industries on Thermopolis and Free Worlds Defense Industries on Gibson. This model is much closer to the original WVR-6R than it is to either the Davion or Kurita version. It keeps the original armor and lacks CASE. It also keeps the original twelve heat sinks but uses double-strength ones. The extra-light engine allows use of MASC and a new weapons configuration. Two Diverse Optics Sunbeam Extended-Range Large Lasers replace the autocannon, and two Magna 400P Medium Pulse Lasers replace the single older model.

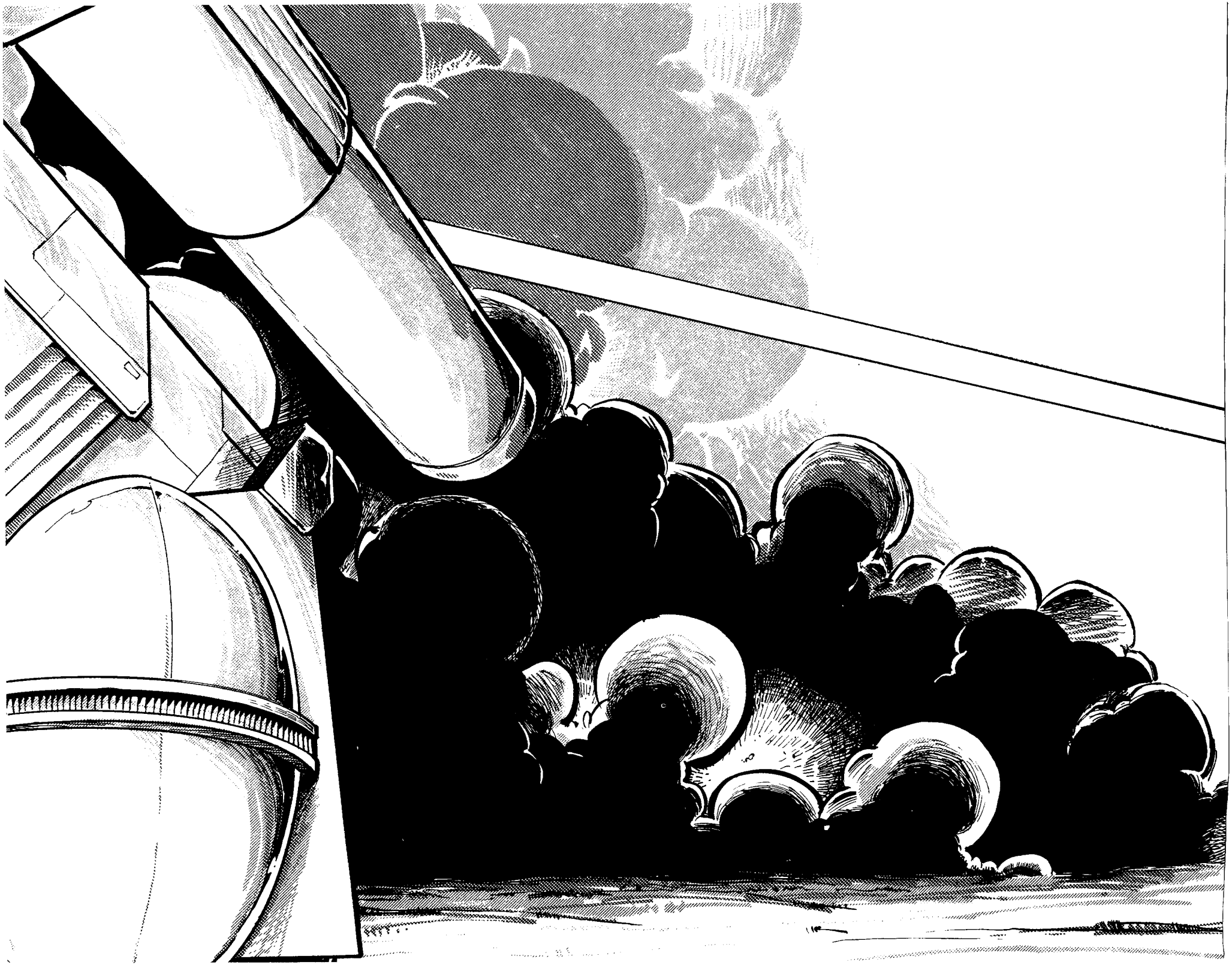
Mass: 55 tons
Chassis: Crucis-A
Power Plant: Nissan 275 XL (MASC)
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Northrup 12000
Jump Capacity: 150 meters
Armor: Kallon Unity Weave Ferro-Fibrous with CASE
Armament:
1 General Motors Nova-5 Autocannon
1 Harpoon-6 SRM Launcher
1 Sutel Precision Line Medium Pulse Laser
Manufacturer: Kallon Industries
Primary Factory: Nanking
Communications System: Garret T11-b
Targeting and Tracking System: Sync Tracker (39-42071)

Type: **WVR-7D Wolverine**

Equipment			**Mass**
Internal Structure:			5.5
Engine:	275 XL		7.75
Walking MP:	5 [10]		
Running MP:	8 [10]		
Jumping MP:	5		
Heat Sinks:	13		3
Gyro:			3
Cockpit:			3
Armor Factor:	179		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	24	
Center Torso (rear)		8	
R/L Torso	13	20	
R/L Torso (rear)		6	
R/L Arm	9	18	
R/L Leg	13	25	

Weapons and Ammo:	**Location**	**Critical**	
AC/5 Ultra	RA	5	9
Ammo (AC Ultra) 20	RT	1	1
CASE	RT	1	0.5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
Medium Pulse Laser	H	1	2
MASC	RT	3	3
Jump Jets	CT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1





HEAVY
HEAVY
MECHS

OVERVIEW

The *Grand Dragon*, which began full-scale production only in 3040 when the *Dragon* assembly line shut down, is already undergoing a revision to incorporate Star League technology. Outfitted with Cellular Ammunition Storage Equipment from the first, as were the last *Dragon*s to come off the line, the *Grand Dragon* also uses an extra-light engine to good effect.

This model is rapidly becoming House Kurita's workhorse 'Mech. Recovered technology gives it even more versatility, making it one of the most useful designs in the Draconis Combine Mustered Soldiery. It employs double heat sinks, adding three in the process, giving the *Grand Dragon* the ability to dissipate the heat generated by its additional weapons. A Lord's Light 2 Extended-Range Particle Beam Weapon replaces the old autocannon, and designers added a third Victory 23R Medium Laser.

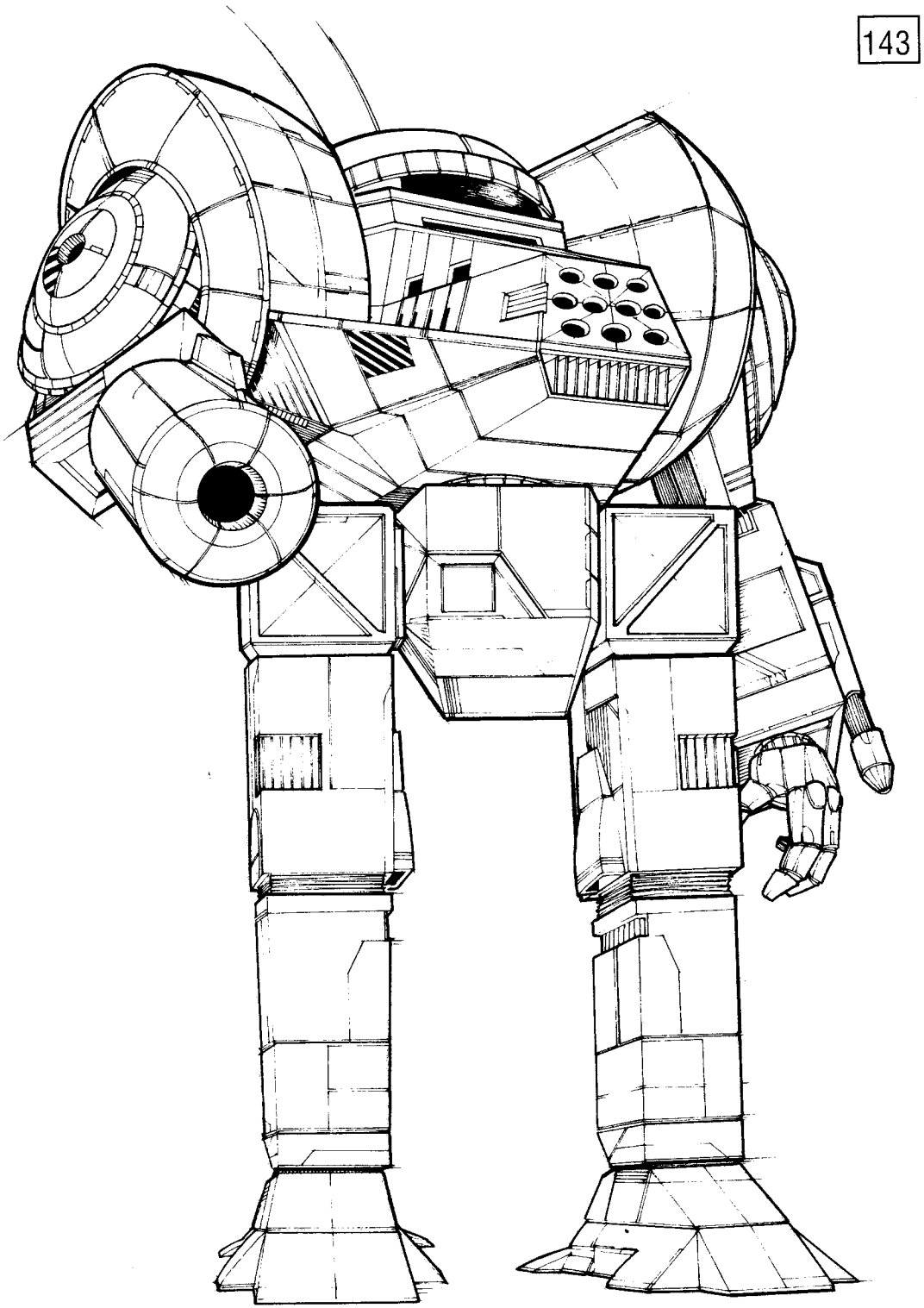
The older *Dragon* design, produced in great numbers, is still common throughout the DCMS. The later models, those equipped with CASE, are undergoing a field modification to upgrade the autocannon to an Imperator Ultra-5, removing a medium laser and a ton of ammunition to compensate for the added weight.

Mass: 60 tons
Chassis: Alshain Type 56-60H
Power Plant: Hermes 360 XL
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield with CASE
Armament:
1 Telos DecaCluster LRM Missile System
1 Lord's Light 2 Extended-Range Particle Beam Weapon
3 Victory 23R Medium Lasers
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher CommSys 3
Targeting and Tracking System: Eagle Eye SY10-10

Type: **DRG-5K Grand Dragon**

Equipment			**Mass**
Internal Structure:			6
Engine:	360 XL		16.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	13 [26]		3
Gyro:			4
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	27	
Center Torso (rear)		12	
R/L Torso	14	16	
R/L Torso (rear)		8	
R/L Arm	10	14	
R/L Leg	14	18	

Weapons and Ammo:	**Location**	**Critical**	
LRM 10	CT	2	5
Ammo (LRM) 24	LT	2	2
CASE	LT	1	0.5
ER PPC	RA	3	7
Medium Laser	LA	1	1
Medium Laser	LT(R)	1	1
Medium Laser	RT(R)	1	1



OVERVIEW

A popular design, though one that does not exist in great numbers, the *Ostroc* continues to see service throughout the Inner Sphere, especially in some regions of the Draconis Combine. The design is useful in many roles, but it is becoming ever less common since the destruction of the Ostmann factory on Terra at the end of the Star League era.

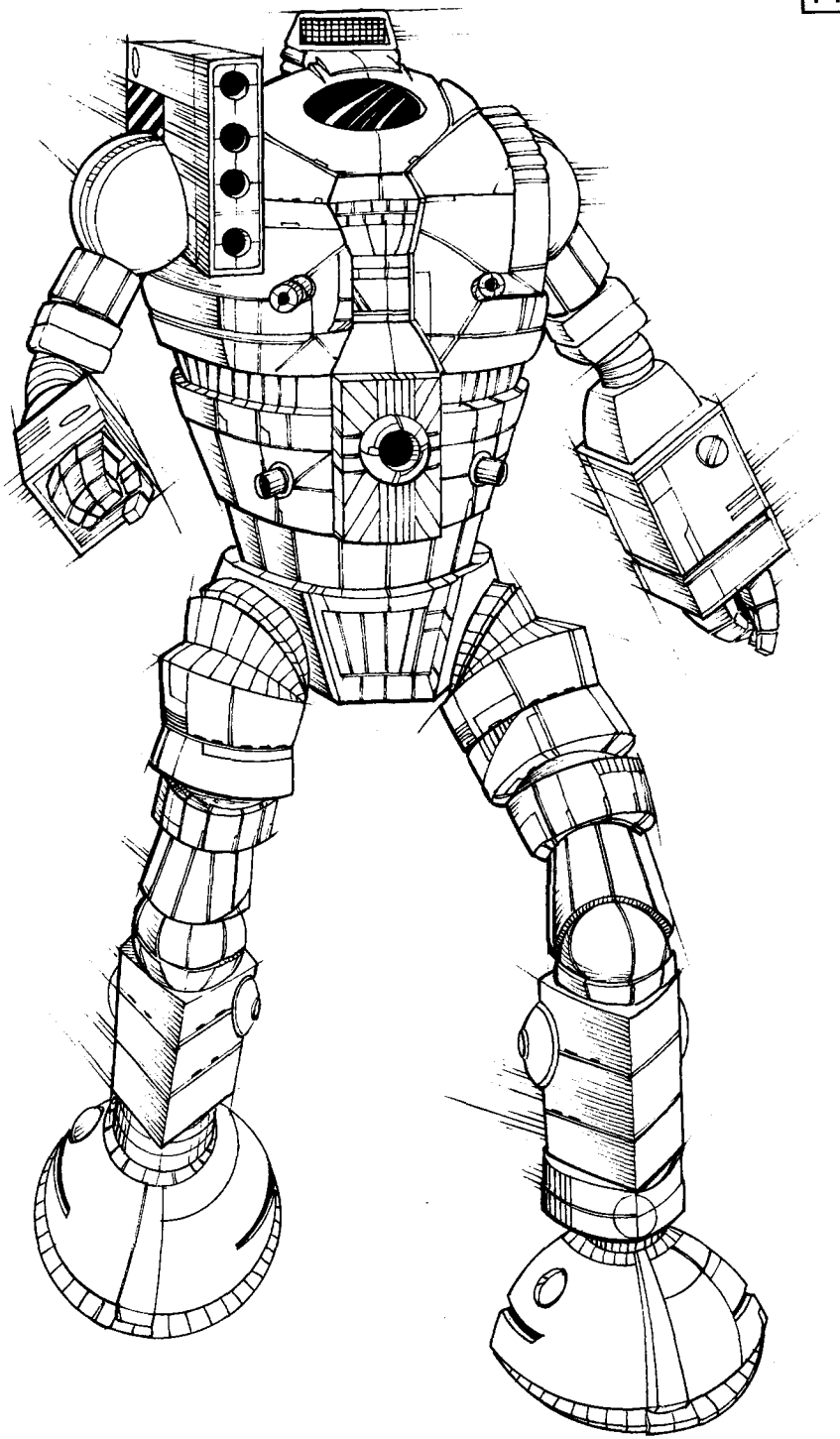
The small numbers of *Ostroc*s and their wide dispersal make this design a poor candidate for a standard field modification kit. The general availability of the Diverse Optics Sunbeam Extended-Range Large Laser provides an obvious variant in units with skilled technicians to perform the work. These weapons substitute for the aging Fuersturm-c Heavy Lasers, giving the *Ostroc* a sting at a greater distance at the cost of greater heat.

Mass: 60 tons
Chassis: Ost-II
Power Plant: Vlar 300
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-475
Armament:
1 Totschlagen SRM Launcher
2 Diverse Optics Sunbeam Extended-Range Large Lasers
2 Fuersturm-b Medium Lasers
Manufacturer: Ostmann Industries
Primary Factory: Terra
Communications System: Ostmann-L
Targeting and Tracking System: Ferdinand-a

Type: **OSR-2D Ostroc**

Equipment			**Mass**
Internal Structure:			6
Engine:	300		19
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	15 (30)		5
Gyro:			3
Cockpit:			3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	20	22	
Center Torso (rear)		6	
R/L Torso	14	22	
R/L Torso (rear)		4	
R/L Arm	10	8	
R/L Leg	14	20	

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



OVERVIEW

The new OTL-5M *Ostsol*, just beginning to appear with Free Worlds League units, is neither a factory model nor a field modification, but a bit of both. Though the Kong Interstellar factory on Connaught has been incapable of producing 'Mechs since it suffered heavy damage in the First Succession War, it was not totally incapacitated. It has sputtered along for years, producing some parts for the *Ostsol*, but unable to make others and totally incapable of producing a complete 'Mech.

Using the Kong Interstellar assembly line, Marik engineers are refitting *Ostsol*s with the excellent Hermes 300 XL engine and double heat sinks. After eliminating the 'Mech's heat problems and reducing its mass to allow for more weapons, these engineers send the *Ostsol*s to teams of technicians, who set about revamping the weapons.

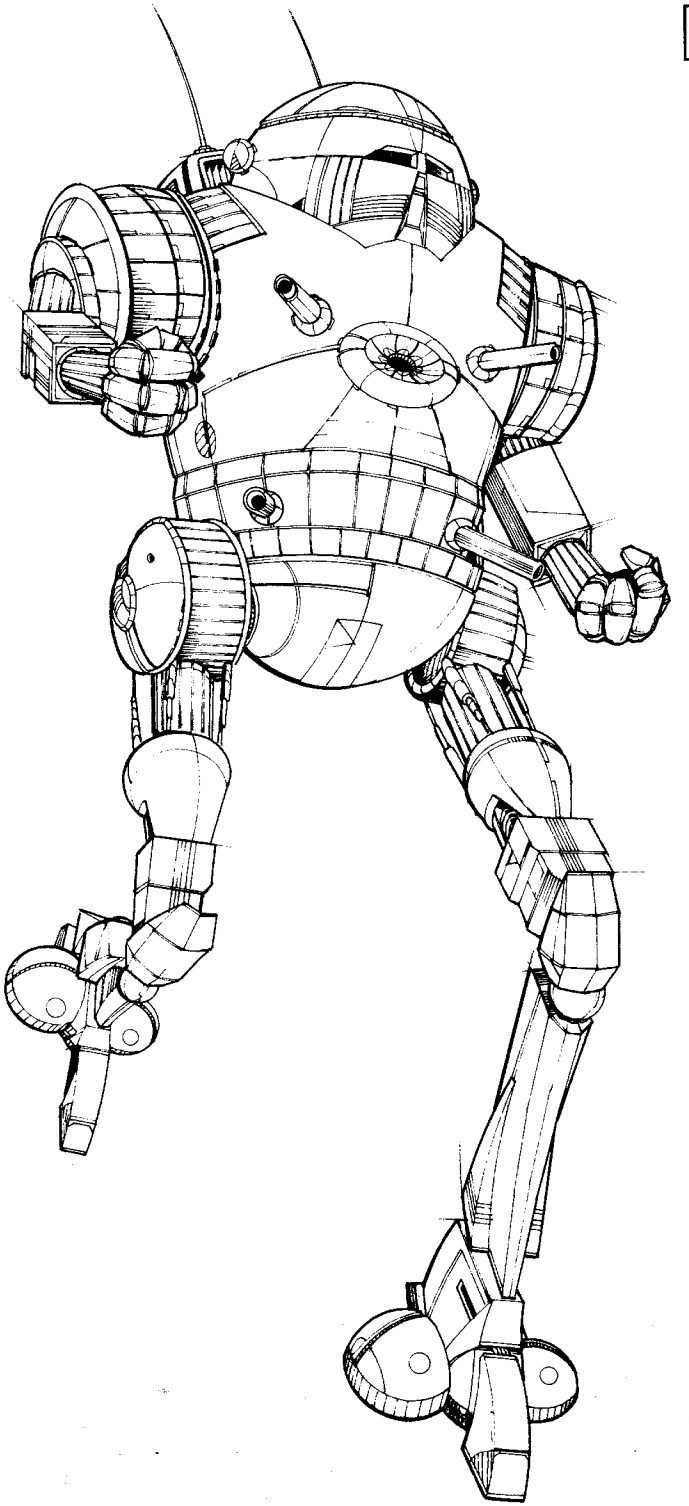
The usual approach is to replace all the old Tronel lasers with newer pulse versions, the double heat sinks being sufficient to dissipate the additional heat generated. The weight savings provided by the XL engine allows Techs to add a Lindblad Shotgun Anti-Missile System. MechWarriors who have received the new model have responded favorably and enthusiastically.

Mass: 60 tons
Chassis: Kell/H
Power Plant: Hermes 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:
2 Tronel XIII Heavy Pulse Lasers
4 Tronel XII Medium Pulse Lasers
1 Lindblad Shotgun Anti-Missile System
Manufacturer: Kong Interstellar Corp. (factory refits)
Primary Factory: Connaught
Communications System: Barret 509p
Targeting and Tracking System: TRSS.2L3

Type: **OTL-5M Ostsol**

Equipment			**Mass**
Internal Structure:			6
Engine:	300 XL		9.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	16 [32]		6
Gyro:			3
Cockpit:			3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	20	22	
Center Torso (rear)		6	
R/L Torso	14	22	
R/L Torso (rear)		4	
R/L Arm	10	8	
R/L Leg	14	20	

Weapons and Ammo:	**Location**	**Critical**	
Large Pulse Laser	RT	2	7
Large Pulse Laser	LT	2	7
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	CT(R)	1	2
Medium Pulse Laser	CT(R)	1	2
Anti-Missile System	RT	1	0.5
Ammo (Anti-Missile) 12	LT	1	1



OVERVIEW

The new model QKD-5M *Quickdraw* coming out of the Savannah factory of Technicron Manufacturing departs from traditional Free Worlds League practice of sticking with mainstream models. The use of double heat sinks and Kallon FWL Special Ferro-Fibrous Armor follow standard theory, making significant improvements in the *Quickdraw*'s protection and ability to dissipate heat. The use of Cellular Ammunition Storage Equipment to protect the reloads for the long-range missile launcher is also sound.

What has created a furor is the substitution of a Hovertec Short Range Missile Detachable Quad for the old model mounted inside the center torso. This one-shot weapon is normally used only on helicopters, hovercraft, and other vehicles designed to make a single offensive pass and then flee. The lack of reloads for the Detachable Quad seems too large a drawback to offset the safety gained by removing the ammo bins from the *Quickdraw*'s center torso.

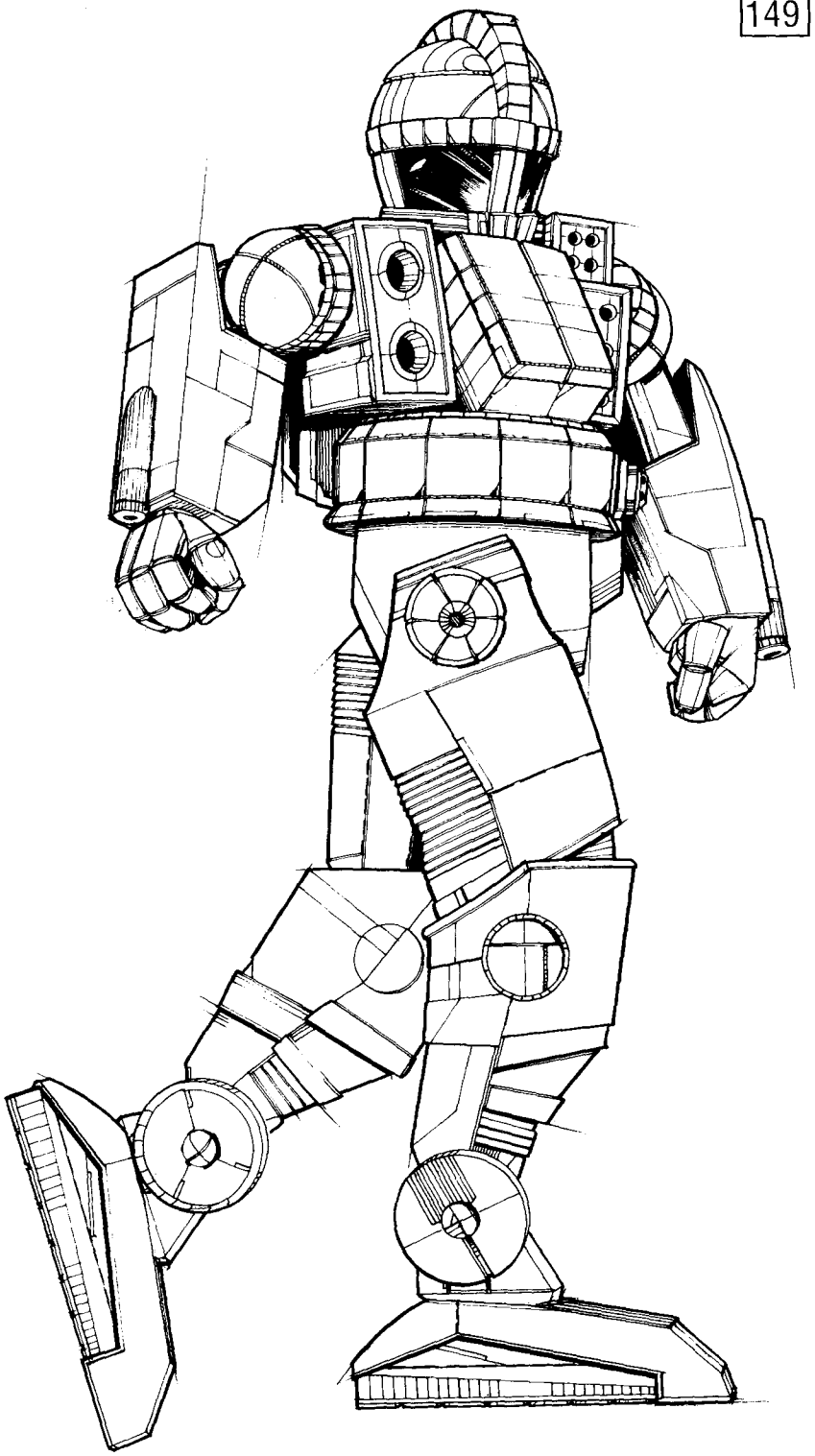
Luthien Armor Works, meanwhile, is beginning to produce a model that avoids this pitfall but is controversial in another way. This model, the QKD-5K, removes the long-range missile launchers, installing two additional medium lasers instead. With fewer missiles aboard, the 'Mech does not use CASE. With more laser weapons, it goes further to avoid heat buildup, carrying 17 double heat sinks. This unit has not reached the field as yet, but it is predictable that many MechWarriors will be unhappy about losing their long-range firepower.

Mass: 60 tons
Chassis: Technicron Type E
Power Plant: Magna 300
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Chilton 460
Jump Capacity: 150 meters
Armor: Kallon FWL Special Ferro-Fibrous with CASE
Armament:
1 Delta Dart Long Range Missile 10-Rack
1 Hovertec Short Range Missile Detachable Quad
4 Omicron 4000 Medium Lasers
Manufacturer: Technicron Manufacturing
Primary Factory: Savannah
Communications System: Garret T12E
Targeting and Tracking System: Dynatec 2180

Type: **QKD-5M Quickdraw**

Equipment			**Mass**
Internal Structure:			6
Engine:	300		19
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	13 [26]		3
Gyro:			3
Cockpit:			3
Armor Factor:	143		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	18	
Center Torso (rear)		8	
R/L Torso	14	17	
R/L Torso (rear)		8	
R/L Arm	10	13	
R/L Leg	14	16	

Weapons and Ammo:	**Location**	**Critical**	
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
CASE	LT	1	0.5
SRM 4 (OS)	CT	1	2.5
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Medium Laser	RT(R)	1	1
Medium Laser	RT(R)	1	1
Jump Jets	CT	1	1
Jump Jets	LT	2	2
Jump Jets	RT	2	2



O V E R V I E W

Kallon Industries at Thermopolis is reported to be in full production of House Marik's new version of the *Rifleman*, the RFL-5M. Designers made some sound choices, using an extra-light engine to save weight for other systems. First, they added two heat sinks and used the double-strength technology, vastly improving the *Rifleman*'s ability to dissipate heat. In addition, the designers traded the old autocannon for the longer-range and more accurate Imperator Ultra-5. They also increased the rear armor.

The resulting 'Mech has begun to reach front-line units in steadily increasing numbers.

Designers in the Federated Commonwealth have adopted a slightly different approach. A well-placed Adept on Twycross has obtained copies of plans presumed to have been sent to the Federated Commonwealth's other two *Rifleman* factories as well. Though *Rifleman* production does not appear to be a high priority and the factory on Twycross is an unlikely place to start new designs because of the Federated Commonwealth's tenuous grasp of the world, the output of the other plants could make this a common 'Mech in the future. Besides the Trellshire Heavy Industries factory on Twycross, also producing the *Rifleman* are the Kallon Industries facility on Talon and the Red Devil Industries plant at Pandora. Best estimates put these factories at least nine months away from completing the retooling needed to produce the new model.

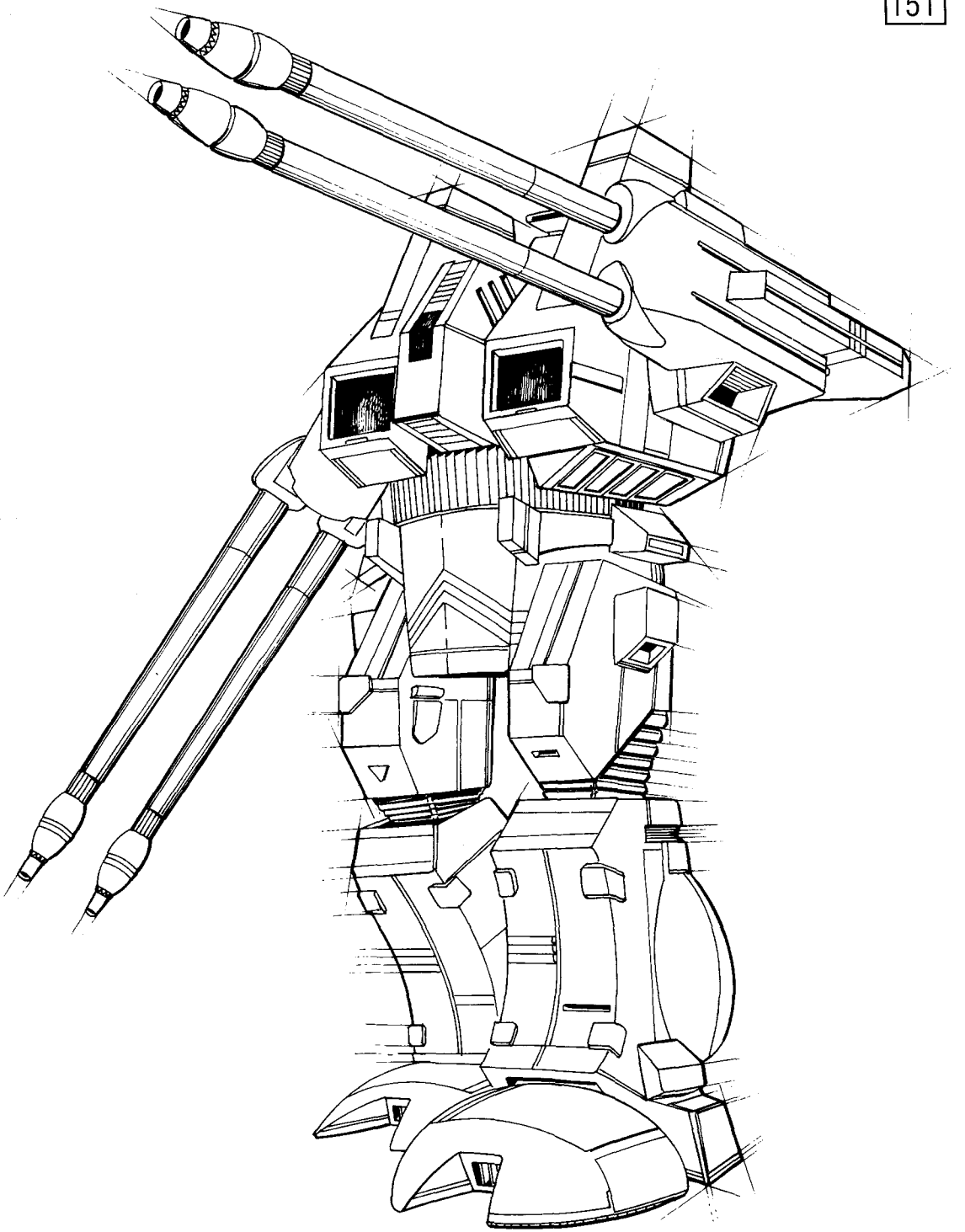
Plans for a revised *Rifleman* substitute two extended-range Defiance 1001 Particle Projection Cannon for the Ultra-5 Autocannon. They add five more double heat sinks to dissipate the extra heat generated by the ER PPC. The CASE system will no longer be necessary.

Mass: 60 tons
Chassis: Kallon Type IV
Power Plant: Hermes 240 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar with CASE
Armament:
2 Magna Mk III Heavy Lasers
2 Magna Mk II Medium Lasers
2 Imperator Ultra-5 Autocannon
Manufacturer: Kallon Industries
Primary Factory: Thermopolis
Communications System: Garret T11-A
Targeting and Tracking System: Garret D2j

Type: **RFL-5M Rifleman**

Equipment			**Mass**
Internal Structure:			6
Engine:	240 XL		5.75
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	12 [24]		2
Gyro:			3
Cockpit:			3
Armor Factor:	136		8.5
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	20	22	
Center Torso (rear)		8	
R/L Torso	14	15	
R/L Torso (rear)		8	
R/L Arm	10	15	
R/L Leg	14	12	

Weapons and Ammo:	**Location**	**Critical**	
Large Laser	RA	2	5
Large Laser	LA	2	5
AC/5 Ultra	RA	5	9
AC/5 Ultra	LA	5	9
Ammo (AC Ultra) 20	RT	1	1
CASE	RT	1	0.5
Medium Laser	RT	1	1
Medium Laser	LT	1	1



OVERVIEW

For years a gleam in the eyes of designers at the Banzai Weapon Design Company, this big brother of the *Hatchetman* may finally be nearing production. There are rumors of jamming problems with the mammoth Luxor Devastator-20 Autocannon, a malady that would rob the *Axman* of its primary weapon. Precentor IV Allyn Omllid, commander of The White Cyclones IV-tau based on New Syrtis, has provided information gathered by an Adept who was ordered to consort with Marvin Johnston, scion of the family that owns Johnston Industries.

It turns out that the Johnstons' plans for a new facility on New Syrtis and their desire to expand the company's vehicle production to include tanks coincided with Dr. B. Banzai's success in applying recovered technology to his *Axman* prototypes.The secrecy surrounding this development was the main reason for choosing an unproven company like Johnston Industries; spies would never look for a 'Mech factory on New Syrtis.

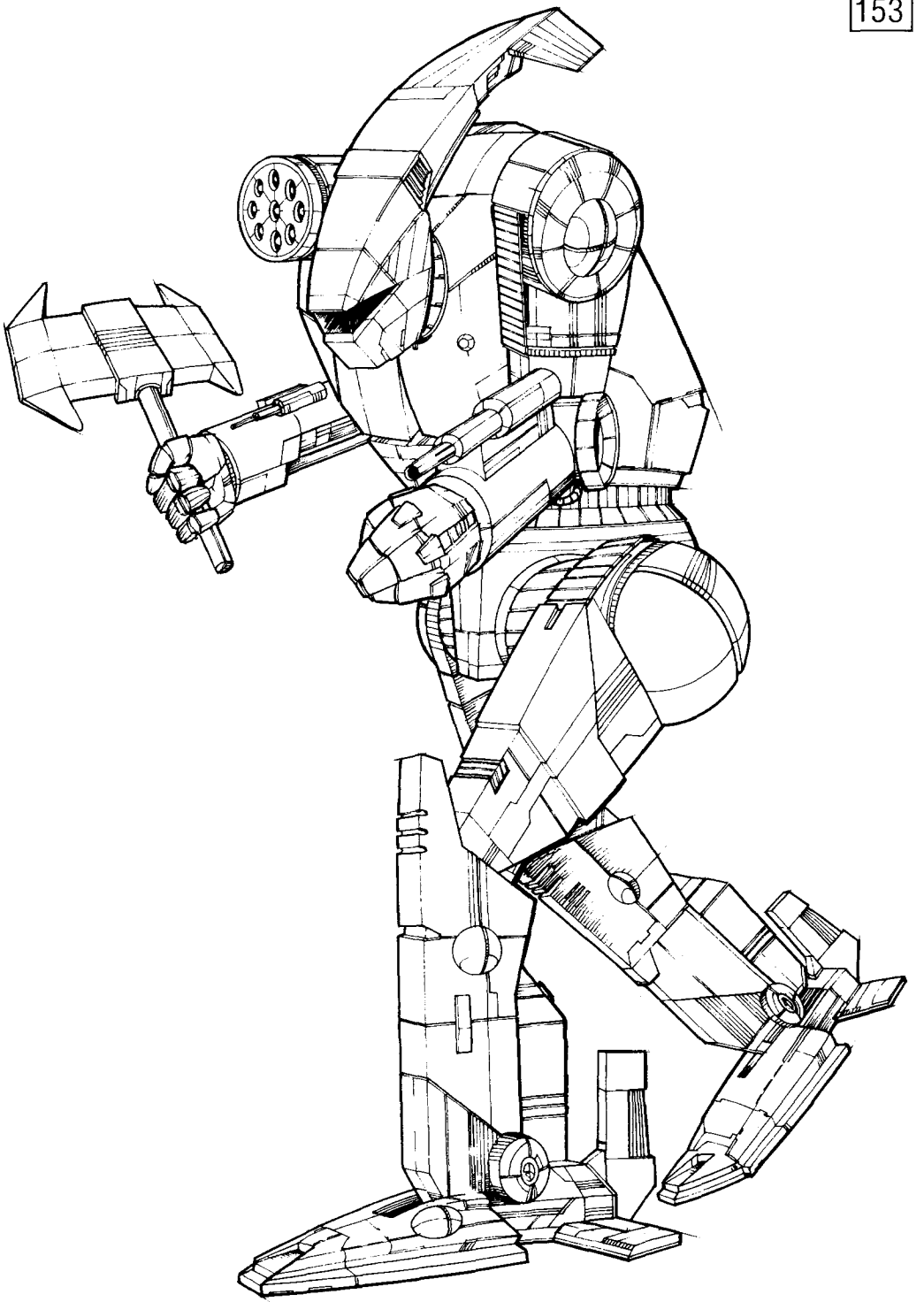
Obviously intended for widespread deployment throughout the Federated Commonwealth, the *Axman* design features weapons and equipment from Davion and Steiner space, as well as Kallon Unity Weave Ferro-Fibrous Armor from a former Liao factory in the Sarna March and HildCo Model 12 Jump Jets from the St. Ives Compact. Thus will every MechWarrior and officer be able to point to this advanced design with pride, no matter what his regional loyalties.

Mass: 65 tons
Chassis: Dorwinion Standard
Power Plant: General Motors 260 Extralight
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: HildCo Model 12
Jump Capacity: 120 meters
Armor: Kallon Unity Weave Ferro-Fibrous with CASE
Armament:
1 Luxor Devastator-20 Autocannon
1 Sutel Precision Line Large Pulse Laser
3 Intek Medium Lasers
Manufacturer: Johnston Industries
Primary Factory: New Syrtis
Communications System: Johnston Wide Band
Targeting and Tracking System: Rander Pinpoint-HY

Type: **AXM-1N Axman**

Equipment			**Mass**
Internal Structure:			6.5
Engine:	260 XL		6.75
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor:	197		11
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	30	
Center Torso (rear)		6	
R/L Torso	15	23	
R/L Torso (rear)		6	
R/L Arm	10	19	
R/L Leg	15	28	

Weapons and Ammo:	**Location**	**Critical**	
AC/20	RT and CT	10	14
Ammo (AC) 10	LT	2	2
CASE	LT	1	0.5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Large Pulse Laser	LA	2	7
Jump Jets	LL	2	2
Jump Jets	RL	2	2
Hatchet	RA	4	4



OVERVIEW

The *Catapult*, which is used mainly in the Capellan Confederation, does exist in other Successor State militaries in small numbers. It is unlikely that these non-Liao *Catapult*s will be earmarked to receive new technology, but the Capellans are planning a major field refit that will mandate new tactics on the part of Capellan commanders. Recovered technology allows Capellan Techs to improve further on the *Catapult*'s excellent capabilities as a long-range support 'Mech.

Capellan units with *Catapult*s are beginning to receive the massive Luxor Mobile Battery 1 Arrow IV Missile System. This powerful, heavy, and bulky weapon is normally mounted only on heavy tanks or even in fixed installations. Besides its unwieldy nature, it needs a companion unit equipped with target-acquisition gear to be fully effective.

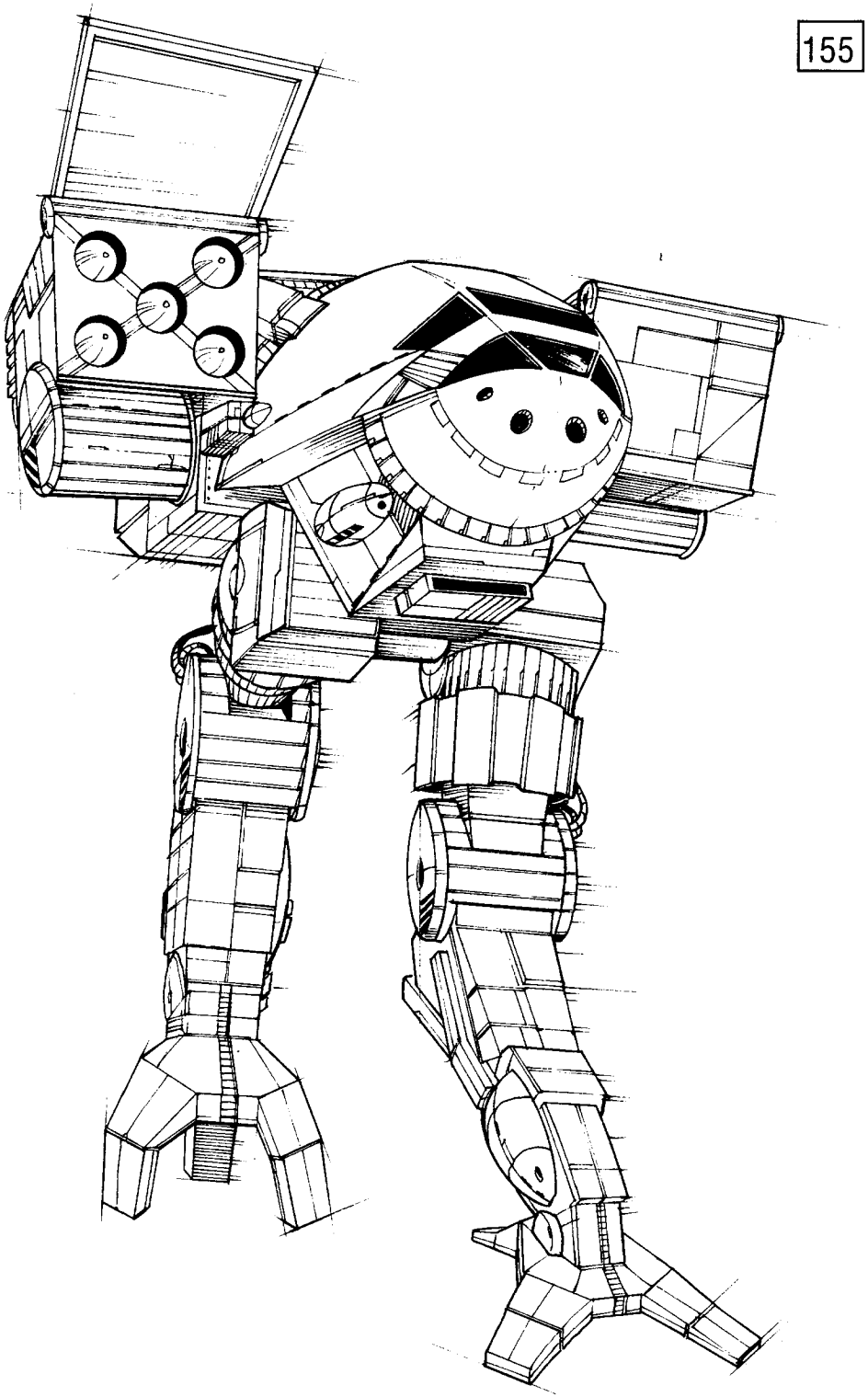
Capellan military strategists are beginning to redeploy 'Mechs to combine one, two, or even three *Catapult*s in the same headquarters unit with a *Raven*. The *Raven* can then sneak into a combat area and pinpoint its enemy, taking full advantage of its advanced electronics to rain in incredible destruction from the faraway *Catapult*s.

Mass: 65 tons
Chassis: Hollis Mk II
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 21
Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:
1 Luxor Mobile Battery 1 Arrow IV Missile System
4 Martell Medium Lasers
Manufacturer: Hollis Incorporated
Primary Factory: Corey
Communications System: O/P COM-211
Targeting and Tracking System: O/P 1078

Type: **CPLT-C3 Catapult**

Equipment			**Mass**
Internal Structure:			6.5
Engine:	260		6.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	15		5
Gyro:			3
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	24	
Center Torso (rear)		11	
R/L Torso	15	19	
R/L Torso (rear)		8	
R/L Arm	10	13	
R/L Leg	15	18	

Weapons and Ammo:	**Location**	**Critical**	
Arrow IV System	RA and RT	15	15
Ammo (Arrow) 5	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



OVERVIEW

The *Crusader* is a popular design common throughout the Inner Sphere in many variants. The availability of Star League technology has increased the proliferation of this 'Mech, and also the diversity of its configuration. Of the four factories producing *Crusaders*, three produce virtually the same model. This was the official Free Worlds League version, produced in Kallon Industries factories on Ascuncion and Bernardo, as well as the Brigadier plant on Oliver, which was captured by the Lyran Commonwealth in the Fourth Succession War and now produces the "Marik version" for the Federated Commonwealth.

This model uses an XL engine and 13 double heat sinks, greatly improving sustained performance. Free Worlds League designers equipped the CRD-5M with jump jets for mobility and Cellular Ammunition Storage Equipment for greater safety. A Lindblad Shotgun Anti-Missile System replaces one of the two machine guns, and a pair of Hovertec Streak SRM-2 Pods replace the old SRM-6s, trading firepower for ammo efficiency.

TharHes Industries on Tharkad produces a similar version for the Federated Commonwealth. Strategists believe the existence of two versions of the *Crusader* fighting side by side will confuse the enemy. The TharHes version, the CRD-5S, lacks the jump capability of the Marik version and carries three less double heat sinks, which is still plenty. It keeps the firepower of the dual SRM-6 launchers and the second medium laser, giving up both machine guns and the anti-missile system.

Field modification kits have turned up in Davion and Liao space that are almost identical. Each adds three heat sinks and drops the SRM-6 launchers for Streak technology, double Federated SuperStreak Dual-SRM Launchers in one case and double Hovertec Streak SRM-2 Pods in the Capellan Confederation. Each drops the medium lasers and both machine guns in favor of double medium pulse lasers, Magna 400P for Liao and Sutel Precision Line for Davion.

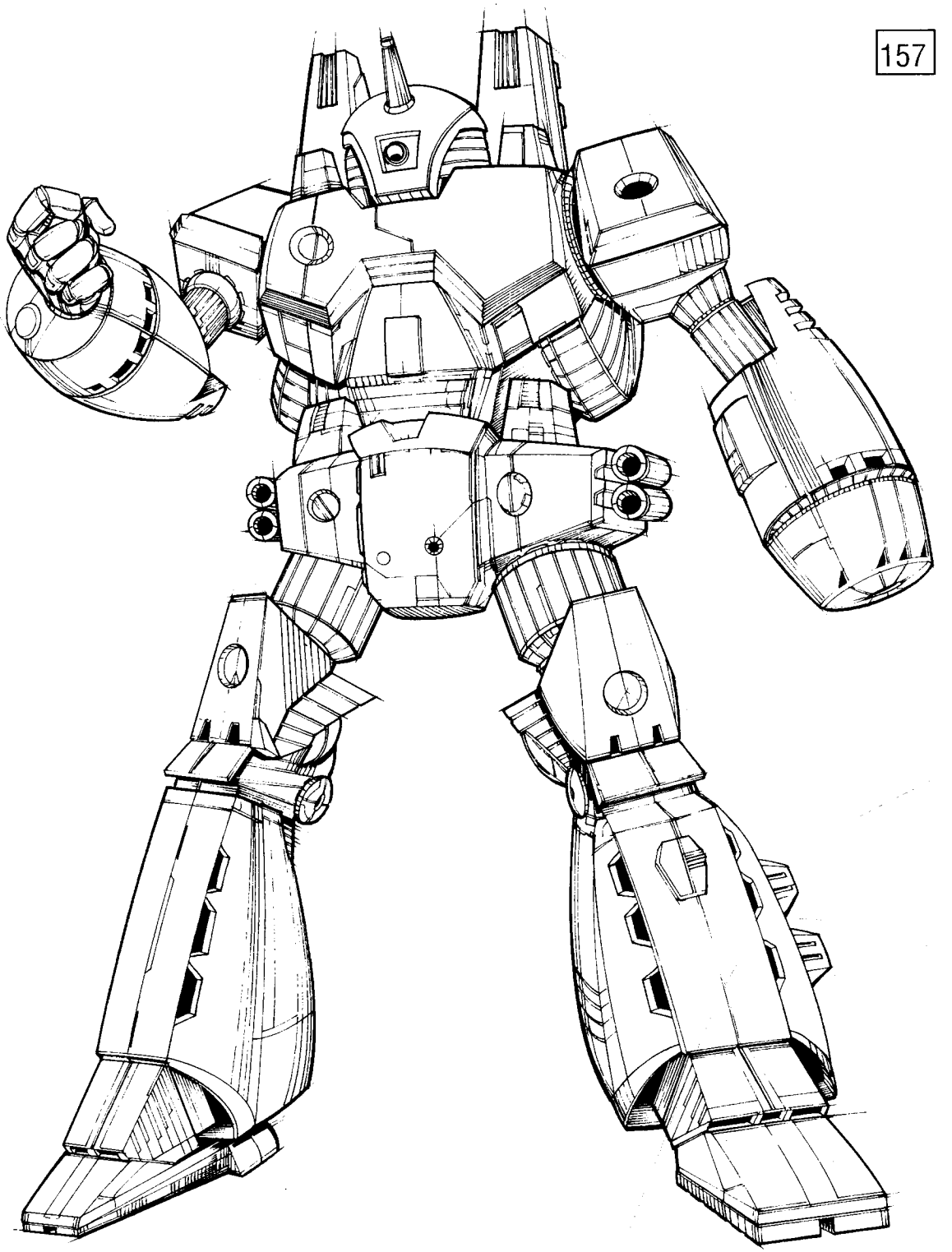
A less extensive field modification has appeared in the Draconis Combine. This mounts two Magna 400P Medium Pulse Lasers instead of the medium lasers and double machine guns.

Mass: 65 tons
Chassis: Crucis-B
Power Plant: Hermes 260 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Chilton 465
Jump Capacity: 120 meters
Armor: Riese-500 with CASE
Armament:
2 Magna Longbow-15 LRM Launchers
2 Hovertec Streak SRM-2 Pods
2 Intek Medium Lasers
1 Lindblad Shotgun Anti-Missile System
1 LFN Lindblad Machine Gun
Manufacturer: Kallon Industries, Brigadier Corp.
Primary Factory: Ascuncion and Bernardo (Kallon), Oliver (Brigadier)
Communications System: Garret T11-b
Targeting and Tracking System: Garret A6

Type: **CRD-5M Crusader**

Equipment			**Mass**
Internal Structure:			6.5
Engine:	260 XL		6.75
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	13 [26]		3
Gyro:			3
Cockpit:			3
Armor Factor:	192		12
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	33	
Center Torso (rear)		8	
R/L Torso	15	24	
R/L Torso (rear)		6	
R/L Arm	10	20	
R/L Leg	15	21	

Weapons and Ammo:	**Location**	**Critical**	
LRM 15	RA	3	7
Ammo (LRM) 16	RT	2	2
CASE	RT	1	0.5
LRM 15	LA	3	7
CASE	LT	1	0.5
SRM 2 Streak	RL	1	1.5
SRM 2 Streak	LL	1	1.5
Ammo (SRM Streak) 50	LT	1	1
Flamer	RA	1	0.5
Anti-Missile System	H	1	0.5
Ammo (Anti-Missile) 12	RT	1	1
Machine Gun	RA	1	0.5
Ammo (MG) 200	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	LT	2	2
Jump Jets	RT	2	2



OVERVIEW

A popular 'Mech common in the armies of the Federated Suns and Capellan Confederation, the *JagerMech* began to get even more Davion attention with the loss of the last Kallon production line in the Capellan Confederation, leaving both remaining *JagerMech* factories in Davion space. With the formation of the Federated Commonwealth, the *JagerMech* was among the designs chosen for increased emphasis. Prototype work began at the high-security Kallon BattleMech factory on the planet Talon in the Wernke system.

From there, preliminary drafts went out to the other *JagerMech* factory, Independence Weaponry on Quentin, for incorporation of Star League technology as researchers continued to get the bugs out. One of the Draconis Combine's biggest prizes in the War of 3039 was the *JagerMech* factory on Quentin, complete with plans for the new JM6-DD. This is how House Kurita is managing to produce the identical 'Mech designated top priority in the Federated Commonwealth.

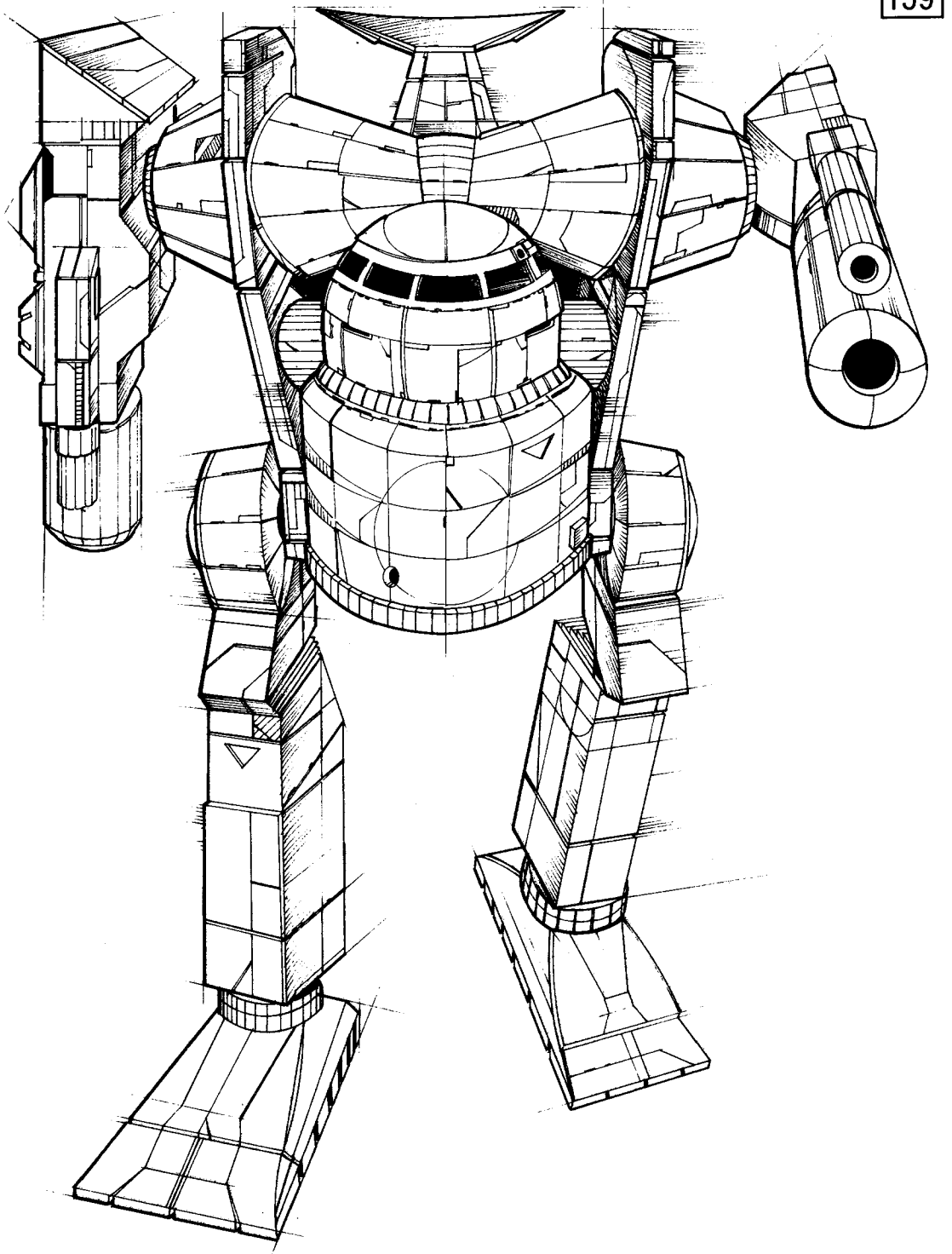
The new design combines Kallon Unity Weave Ferro-Fibrous Armor with Cellular Ammunition Storage Equipment to provide substantially improved protection with no increase in weight. The lighter Nissan 260 XL engine allows designers to upgrade the weapons, substituting General Motors Nova-5 Autocannon for the two older Mydron Model C weapons and using Sutel Precision Line pulse technology to replace the old Magna medium lasers.

Mass: 65 tons
Chassis: Kallon Type XII
Power Plant: Nissan 260 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Unity Weave Ferro-Fibrous with CASE
Armament:
2 General Motors Nova-5 Autocannon
2 Mydron Model D Light Autocannon
2 Sutel Precision Line Medium Pulse Lasers
Manufacturer: Kallon Industries, Independence Weaponry
Primary Factory: Talon (Kallon), Quentin (Independence)
Communications System: Garret T11-A
Targeting and Tracking System: Garret D2j

Type: **JM6-DD JagerMech**

Equipment			**Mass**
Internal Structure:			6.5
Engine:	260 XL		6.75
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	116		6.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	18	
Center Torso (rear)		5	
R/L Torso	15	17	
R/L Torso (rear)		5	
R/L Arm	10	8	
R/L Leg	15	12	

Weapons and Ammo:	**Location**	**Critical**	
AC/5 Ultra	RA	5	9
AC/2	RA	1	6
Ammo (AC Ultra) 20	RT	1	1
Ammo (AC) 45	RT	1	1
CASE	RT	1	0.5
AC/5 Ultra	LA	5	9
AC/2	LA	1	6
Ammo (AC Ultra) 20	LT	1	1
CASE	LT	1	0.5
Ammo (AC) 45	LT	1	1
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2



OVERVIEW

An effective design in use across the Inner Sphere, the *Thunderbolt* was a high priority for employment of recovered technology. The Free Worlds League got the jump on the Federated Commonwealth by racing into production of a new model at its huge Earthwerks plant on Keystone. This model, the TDR-7M, features 15 double heat sinks, giving the 'Mech the ability to dissipate great amounts of heat quickly. The Cellular Ammunition Storage Equipment enhances safety, and the use of Jolassa-328 Ferro-Fibrous Armor gives virtually the same degree of protection while freeing up one and one-half tons for upgraded weapons. A Diverse Optics Sunbeam Extended-Range Laser replaces the older Sunglow model, and Hovertec brings Streak technology to the short-range missile rack.

Extensive changes and a later start have delayed production at Olivetti Weaponry on Sudeten. The Steiner version lacks Ferro-Fibrous armor, making more extensive changes in the weapons configuration. The TDR-9S will mount the extended-range Defiance 1001 Particle Projection Cannon instead of the Sunbeam laser and a TharHes Maxi SRM-6 Rack instead of the standard LRM-15. A further departure from the FWL model is the exchange of two Zippo Flamers and a SureFire 444 Anti-Missile System for the Hovertec Streak Pod.

With *Thunderbolt*s so common, many field modifications are beginning to appear. One of the most interesting is the approach used by the mercenary Eridani Light Horse. The Eridani Techs use Hildco Model 12 Jump Jets manufactured in the St. Ives Compact to make their *Thunderbolt*s able to jump 120 meters. They also make major changes in the weaponry, producing a variant with a Thunderbolt-12 Large Pulse Laser in the right arm, a Magna Longbow-10 LRM Launcher in the right torso, and three Diverse Optics Type 18 Medium Lasers in the left torso.

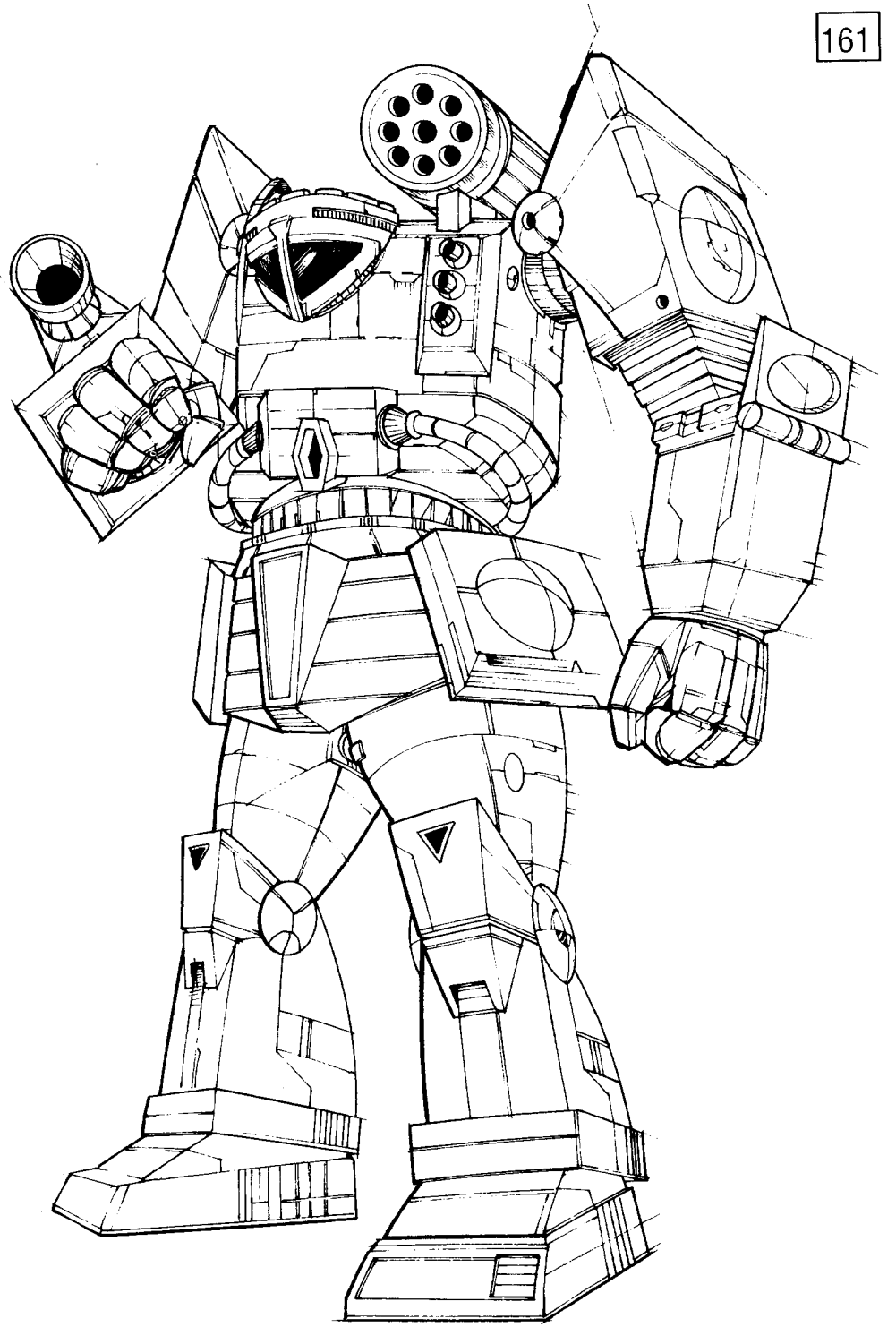
Extensive production of the original TDR-5S *Thunderbolt* continues also, primarily in the Taurian Concordat. There, Vandenberg Mechanized Industries at Pinard and Taurus Territorial Industries at Taurus keep cranking out the old reliable model, not only for the Taurian Defense Force, but also for a number of mercenary bands.

Mass: 65 tons
Chassis: Earthwerk TDR
Power Plant: Magna 260
Cruising Speed: 48.3 kph
Maximum Speed: 62.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Jolassa-328 Ferro-Fibrous with CASE
Armament:
1 Diverse Optics Sunbeam Extended-Range Large Laser
1 Delta Dart Long Range Missile 15-Rack
3 Diverse Optics Type 18 Medium Lasers
1 Hovertec Streak SRM-2 Pod
2 Voelkers 200 Machine Guns
Manufacturer: Earthwerks Incorporated
Primary Factory: Keystone
Communications System: Neil 8000
Targeting and Tracking System: RCA Instatrac Mark X

Type: **TDR-7M Thunderbolt**

Equipment			**Mass**
Internal Structure:			6.5
Engine:	260		13.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	15 [30]		5
Gyro:			3
Cockpit:			3
Armor Factor:	206		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	30	
Center Torso (rear)		11	
R/L Torso	15	24	
R/L Torso (rear)		6	
R/L Arm	10	20	
R/L Leg	15	28	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	RA	2	5
LRM 15	RT	2	7
Ammo (LRM) 16	LT	2	2
CASE	LT	1	0.5
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
SRM 2 Streak	LT	1	1.5
Ammo (SRM Streak) 50	RT	1	1
CASE	RT	1	0.5
Machine Gun	LA	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 200	LT	1	1



OVERVIEW

Though one of the most familiar 'Mechs in the Inner Sphere, the *Archer* will soon become one of the most unpredictable because of the variety of versions nearing production. The Free Worlds League model features double heat sinks and Endo Steel internal structure. The weight savings allows it to carry Cellular Ammunition Storage Equipment, an extra half ton of armor, and the Artemis IV fire-control system to improve the accuracy of its missiles.

In the Free Rasalhague Republic, the Satalice factory of Gorton, Kingsley, and Thorpe Enterprises is nearing completion of the retooling necessary to produce the ARC-5R. It has two more double heat sinks than the Marik version and two tons less armor. The LRM-20 launchers are downgraded to FarFire LRM-15 Missile Systems. Furthermore, a Victory Nickel Alloy Extended-Range Large Laser in each arm replaces the four medium lasers. Such major differences will mandate a change in tactics, and possibly deployment, from other *Archer*s.

The official Federated Commonwealth version is expected within six months from the massive Defiance Industries complex on Hesperus. Though lacking Endo Steel and Ferro-Fibrous armor, it will feature the Edasich Motors 280 XL engine. Like the Rasalhague version, it will substitute racks of 15 long-range missile for the 20 racks. It will upgrade the lasers by using pulse technology and add two Coventry T4H Short-Range Streak Missile Racks. The most revolutionary aspect of this design is the inclusion of the Doering Electronics Glowworm Narc Beacon. This will greatly improve the accuracy of all the *Archer*'s missile systems.

Bowie Industries has just signed a contract with Wolf's Dragoons to produce a similar model at its factory on Alarion, Carlisle, Wyatt, or perhaps all three. It differs from the official Federated Commonwealth version in that it retains the LRM-20 racks and carries two TharHes Blue SRM-4 Racks instead of the Streaks and medium lasers. Combining so many missiles with the Doering Electronics Glowworm will give the ARC-5W, as it has been designated, tremendous firepower. The design includes extra long-range missiles to make up for the fact that it has no laser weapons.

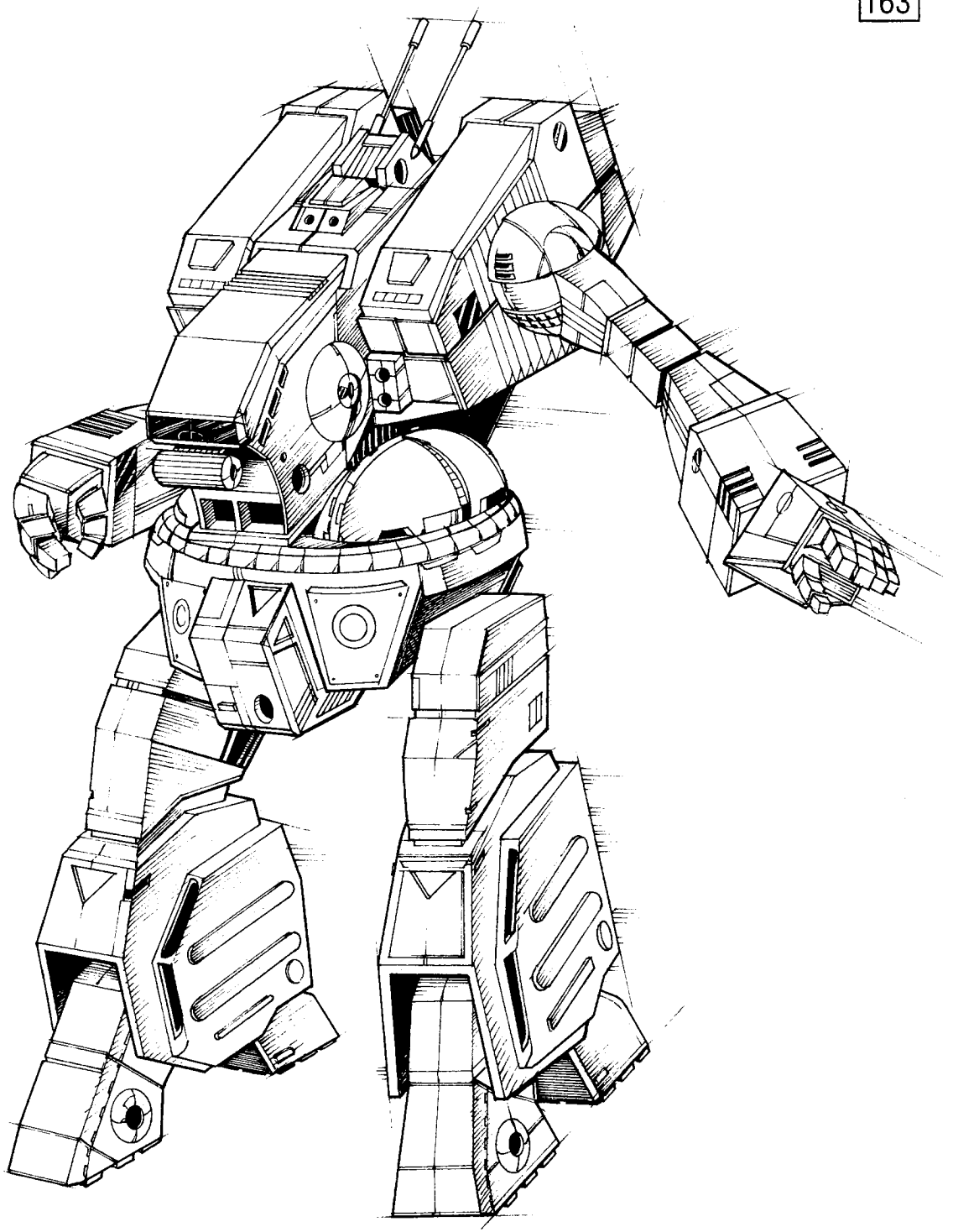
Still in limited production is the ARC-2R *Archer*. The New Vandenberg factory of Vandenberg Mechanized Industries produces a small number of this original design each year, mostly for the Taurian Defense Force.

Mass: 70 tons
Chassis: Earthwerk Archer II Endo Steel
Power Plant: VOX 280
Cruising Speed: 44.1 kph
Maximum Speed: 65.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 100 with CASE
Armament:
2 Doombud Long Range Missile 20-Racks
4 Diverse Optics Type 18 Medium Lasers
Manufacturer: Earthwerks Incorporated
Primary Factory: Calloway VI
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mark XII with Artemis IV System

Type: **ARC-4M Archer**

Equipment			**Mass**
Internal Structure:	Endo Steel		3.5
Engine:	280		16
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor:	216		13.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	33	
Center Torso (rear)		10	
R/L Torso	15	24	
R/L Torso (rear)		6	
R/L Arm	11	22	
R/L Leg	15	30	

Weapons and Ammo:	**Location**	**Critical**	
LRM 20	RT	5	10
Ammo (LRM) 12	RT	2	2
Artemis IV FCS	RT	1	1
CASE	RT	1	0.5
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
Artemis IV FCS	LT	1	1
CASE	LT	1	0.5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT(R)	1	1
Medium Laser	CT(R)	1	1



OVERVIEW

Though Our Blessed Order has learned that the semi-secrecy surrounding the *Caesar* is really a smokescreen for successes in working out the design of the *Axman*, the *Caesar* is an impressive new design in its own right. Ostensibly the only product of the brand new Johnston Industries facility on New Syrtis, the *Caesar* combines the proven performance of the General Motors 280 Extralight engine with the opportunities presented by using 16 double strength heat sinks.

Using a captured Capellan *Cataphract* as a prototype, designers experimented with many different weapons combinations. The new model seen by ROM agents on New Syrtis carries an awesome array, based on the huge Poland Main Model A Gauss Cannon. This kind of massive weapon has not been seen in the Successor States since the fall of the Star League. Cellular Ammunition Storage Equipment protects the two tons of ammo for this huge gun.

The supporting weaponry is equally impressive, the most advanced in the Inner Sphere. Though the Johnston High Speed Long-Range Particle Projection Cannon has yet to be battle-tested, it has proven reliable in factory trials. Four Sutel Precision Line Medium Pulse Lasers provide additional firepower, front and rear.

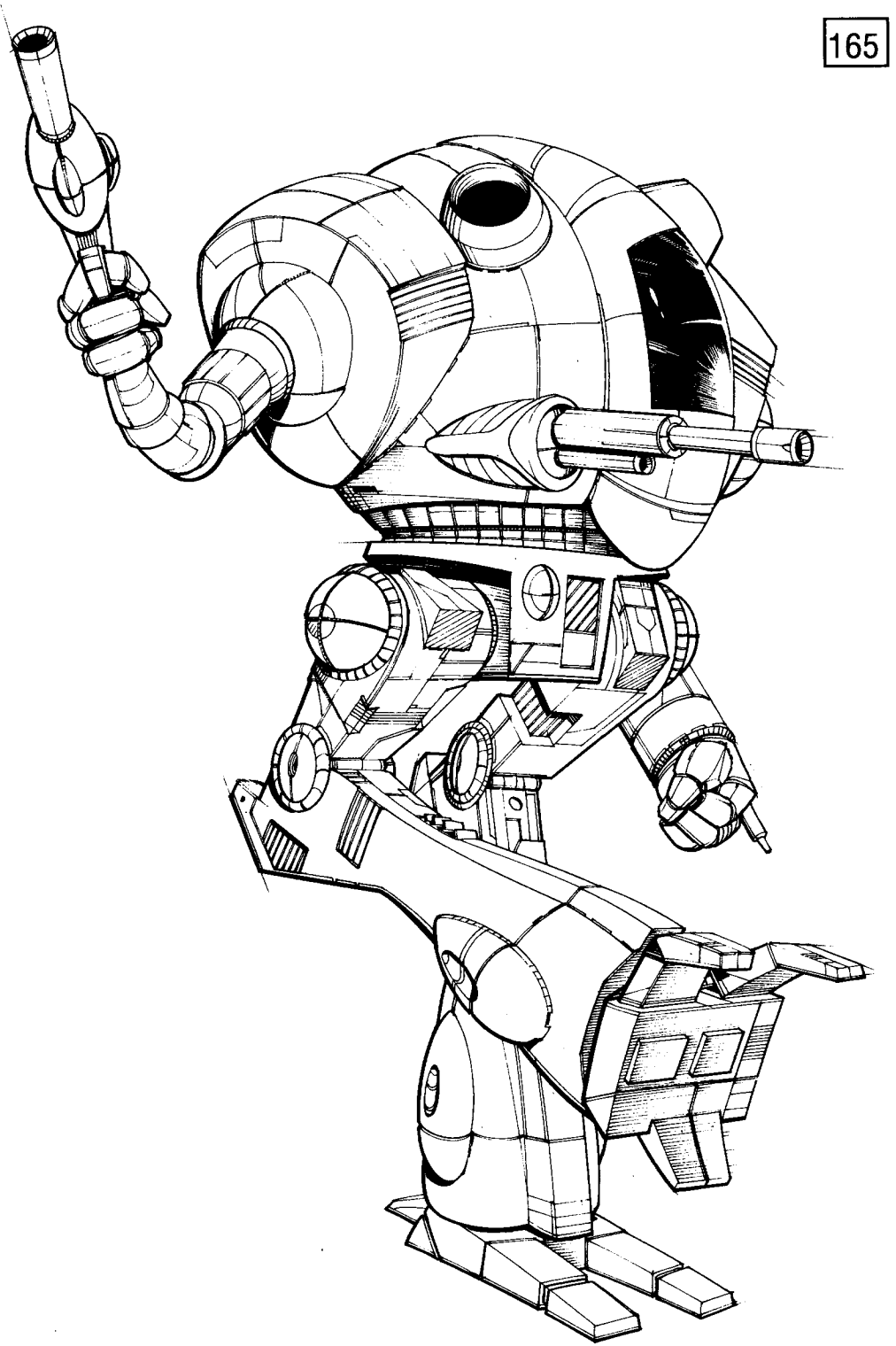
Barring system problems that could be expected with a new design, the *Caesar* is expected to be a worthy opponent for any 'Mech in the Inner Sphere.

Mass: 70 tons
Chassis: Dorwinion Standard
Power Plant: General Motors 280 Extralight
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar with CASE
Armament:
1 Poland Main Model A Gauss Cannon
1 Johnston High Speed Long-Range Particle Projection Cannon
4 Sutel Precision Line Medium Pulse Lasers
Manufacturer: Johnston Industries
Primary Factory: New Syrtis
Communications System: Johnston Wide Band
Targeting and Tracking System: Rander Pinpoint-HY

Type: **CES-3R Caesar**

Equipment			**Mass**
Internal Structure:			7
Engine:	280 XL		8
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	16 [32]		6
Gyro:			3
Cockpit:			3
Armor Factor:	168		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	26	
Center Torso (rear)		7	
R/L Torso	15	15	
R/L Torso (rear)		6	
R/L Arm	11	21	
R/L Leg	15	21	

Weapons and Ammo:	**Location**	**Critical**	
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	LT	2	2
CASE	RT	1	0.5
ER PPC	RA	3	7
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LT(R)	1	2
Medium Pulse Laser	RT(R)	1	2



OVERVIEW

Probably Hanse Davion's greatest prize in the Fourth Succession War was the main Earthwerks BattleMech factory on Tikonov. This had been far and away the largest 'Mech producer in the Capellan Confederation and had a major wing devoted to the *Cataphract*, House Liao's successful heavy 'Mech design. An updated version of the *Cataphract* has the highest priority for the combined Federated Commonwealth armed forces, but the extensive nature of the changes, the size and integrated systems of the *Cataphract* assembly area, and the age of the Earthwerks factory have combined to set the project behind schedule.

The new design will use the General Motors 280 Extralight engine and make the *Cataphract* able to jump, rubbing salt in the Capellans' wounds by using HildCo Model 12 Jump Jets manufactured in the St. Ives Compact. The model CTF-3D will substitute an advanced Mydron Excel LB 10-X for the older autocannon and a General Motors Nova-5 Autocannon on the right arm instead of the heat-producing PPC. Though the Federated Commonwealth will eventually be capable of greater production, the Capellan Confederation will be the first into the field with an improved version of the *Cataphract*.

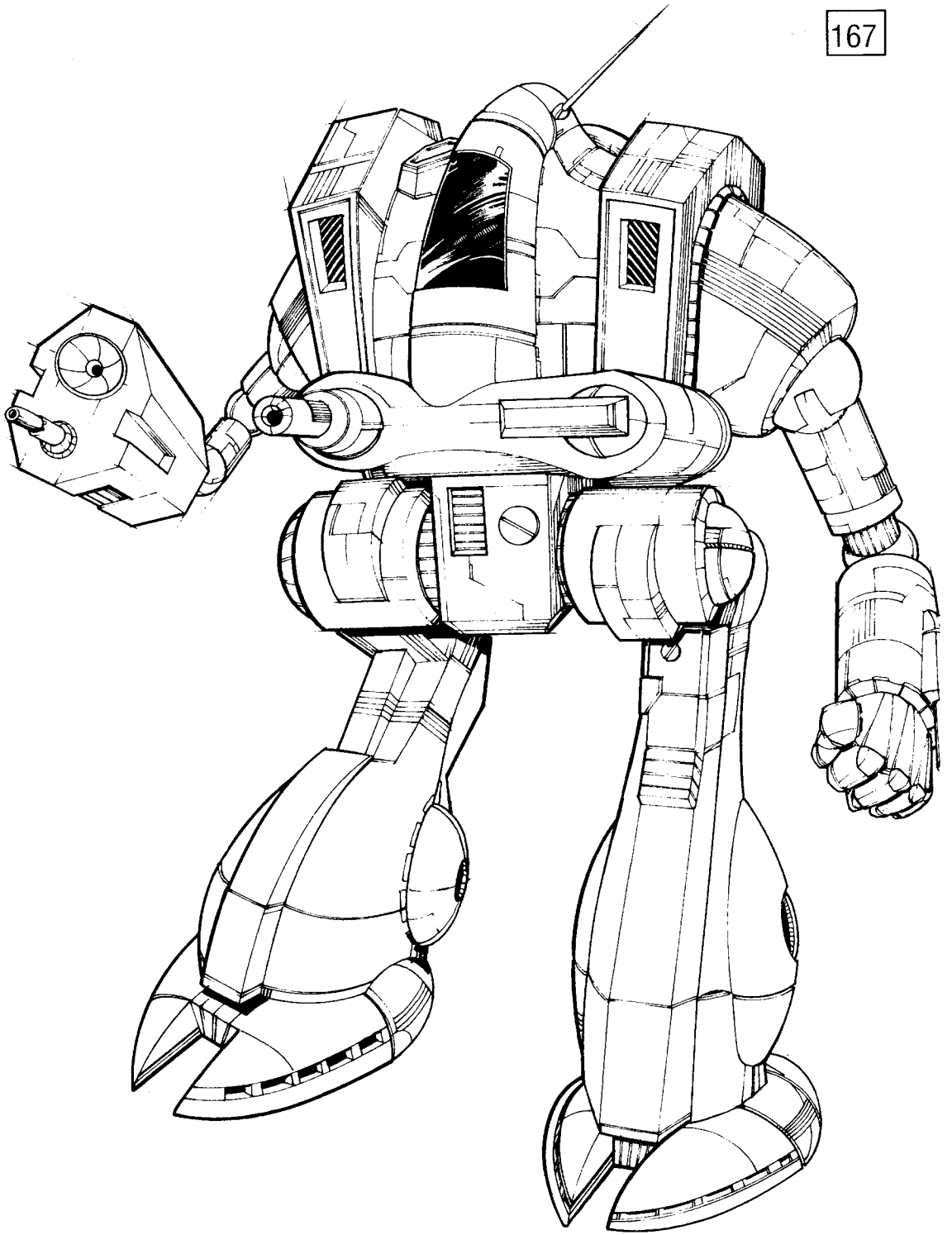
Earthwerks' smaller, but more modern factory on Grand Base is nearing completion of the retooling necessary to produce the CTF-3L. It will differ from the Federated Commonwealth version in several important ways. Instead of switching to an Ultra-5 autocannon, the Liao version will use a Ceres Arms Warrior Extended-Range Particle Projection Rifle, also mounting double heat sinks to dissipate the extra heat this weapon generates. This model will also incorporate pulse technology by switching to four Ceres Arms Model W Medium Lasers. Though it lacks the extra measure of safety provided by CASE and the mobility of jump jets, the CTF-3L will incorporate Myomer Accelerator Signal Circuitry to provide additional speed in an emergency.

Mass: 70 tons
Chassis: Earthwerk CTF
Power Plant: General Motors 280 Extralight
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: HildCo Model 12
Jump Capacity: 120 meters
Armor: Kallon Royalstar with CASE
Armament:
1 Mydron Excel LB 10-X Autocannon
1 General Motors Nova-5 Autocannon
4 Intek Medium Lasers
Manufacturer: Earthwerks Incorporated
Primary Factory: Tikonov
Communications System: CommuTech Multi-Channel 10
Targeting and Tracking System: BlazeFire Sightlock

Type: **CTF-3D Cataphract**

Equipment			**Mass**
Internal Structure:			7
Engine:	280 XL		8
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	16		6
Gyro:			3
Cockpit:			3
Armor Factor:	176		11
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	26	
Center Torso (rear)		9	
R/L Torso	15	16	
R/L Torso (rear)		9	
R/L Arm	11	22	
R/L Leg	15	19	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RT	6	11
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5
AC/5 Ultra	RA	5	9
Ammo (AC Ultra) 20	RT	1	1
CASE	RT	1	0.5
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Medium Laser	LT(R)	1	1
Medium Laser	RT(R)	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



OVERVIEW

The *Grasshopper*, in general use throughout the Inner Sphere but no longer in production, is expected to undergo many field modifications to utilize Star League technology. The general availability, though at a high price, of recovered technology has prompted several mercenary units to seek refits of old designs as part of their contracts.

One of the more interesting such refits is underway on Nestor. Colonel Evelena Haskell, commander of the respected mercenary 21st Centauri Lancers, negotiated a new contract with the Free Worlds League in 3049 that included upgrading many of the mercenaries' 'Mechs. The many *Grasshopper*s within their ranks are undergoing a major refit.

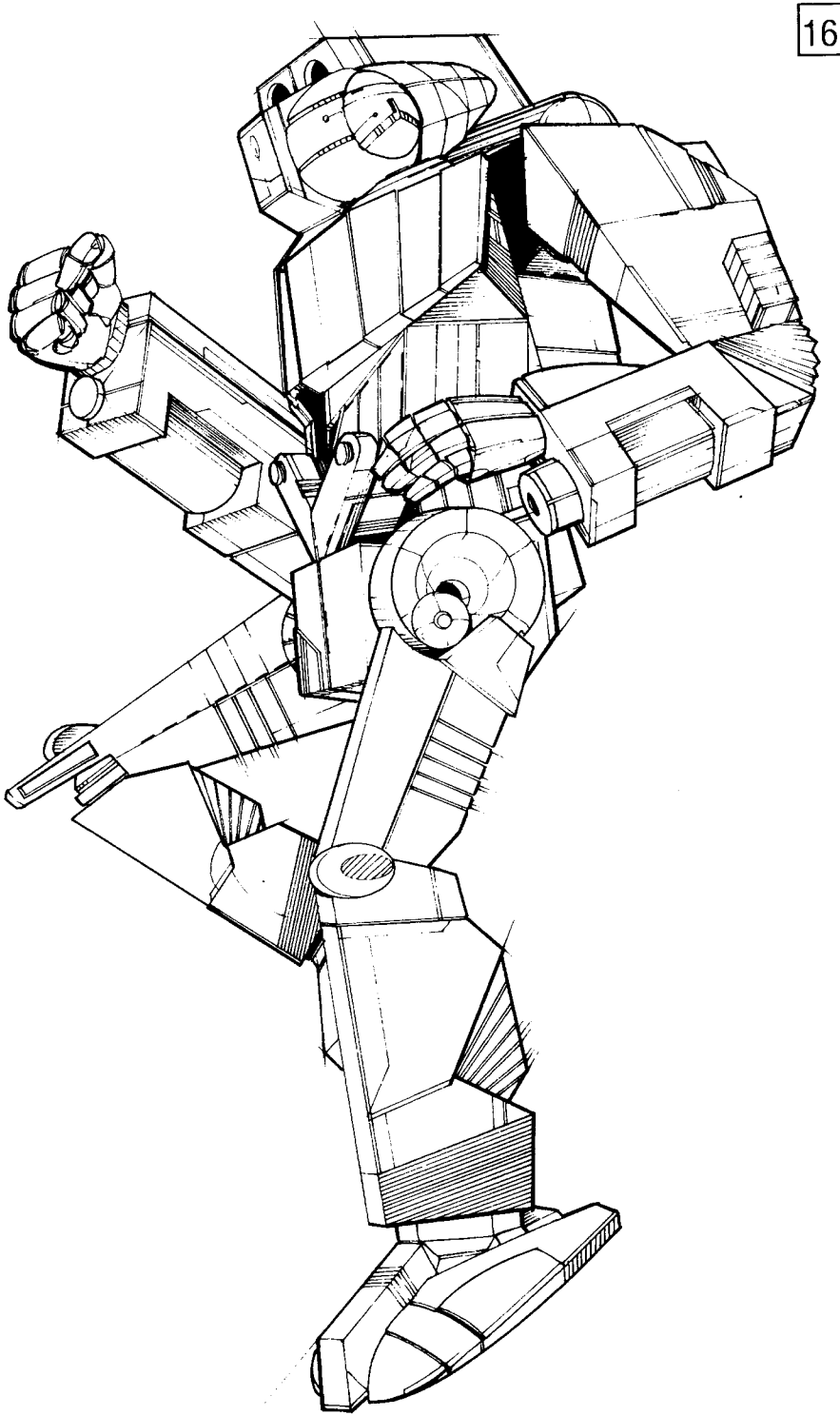
A Diverse Optics Sunbeam Extended-Range Large Laser is replacing the older Diplan model. The medium lasers in the arms remain as they are, but the rest of the weapons are being replaced. Instead, the new *Grasshopper*s mount a Hovertec Streak SRM-2 Pod in the head and a SureFire 444 Anti-Missile System in the right torso.

Mass: 70 tons
Chassis: Mingh z33/7
Power Plant: VOX 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Leviathan Lifters
Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:
1 Diverse Optics Sunbeam Extended-Range Large Laser
2 Diplan M3 Medium Lasers
1 Hovertec Streak SRM-2 Pod
1 SureFire 444 Anti-Missile System
Manufacturer: Lantren Corporation
Primary Factory: Bryant
Communications System: Allet-C308
Targeting and Tracking System: Allet-T11

Type: **GHR-5J Grasshopper**

Equipment			**Mass**
Internal Structure:			7
Engine:	280		16
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	22		12
Gyro:			3
Cockpit:			3
Armor Factor:	208		13
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	30	
Center Torso (rear)		13	
R/L Torso	15	20	
R/L Torso (rear)		10	
R/L Arm	11	22	
R/L Leg	15	26	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	CT	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 2 Streak	H	1	1.5
Ammo (SRM Streak) 100	RT	2	2
Anti-Missile System	RT	1	0.5
Ammo (Anti-Missile) 12	LT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2



OVERVIEW

The recovery of Star League technology and knowhow has allowed many improvements to common designs. In the case of the *Guillotine*, it has resurrected a design. The production line for the *Guillotine* at the Irian BattleMechs Unlimited factory on Irian was unscathed by the Succession Wars. Still, the *Guillotine* went out of production for lack of sophisticated Star League equipment and weapons, primarily the Endo Steel internal structure.

Engineers replaced the weapons with similar ones of almost equal quality, but the loss of the ability to produce Endo Steel was a hurdle they could not jump. Other construction materials were simply too heavy, requiring the removal of crucial weapons systems.

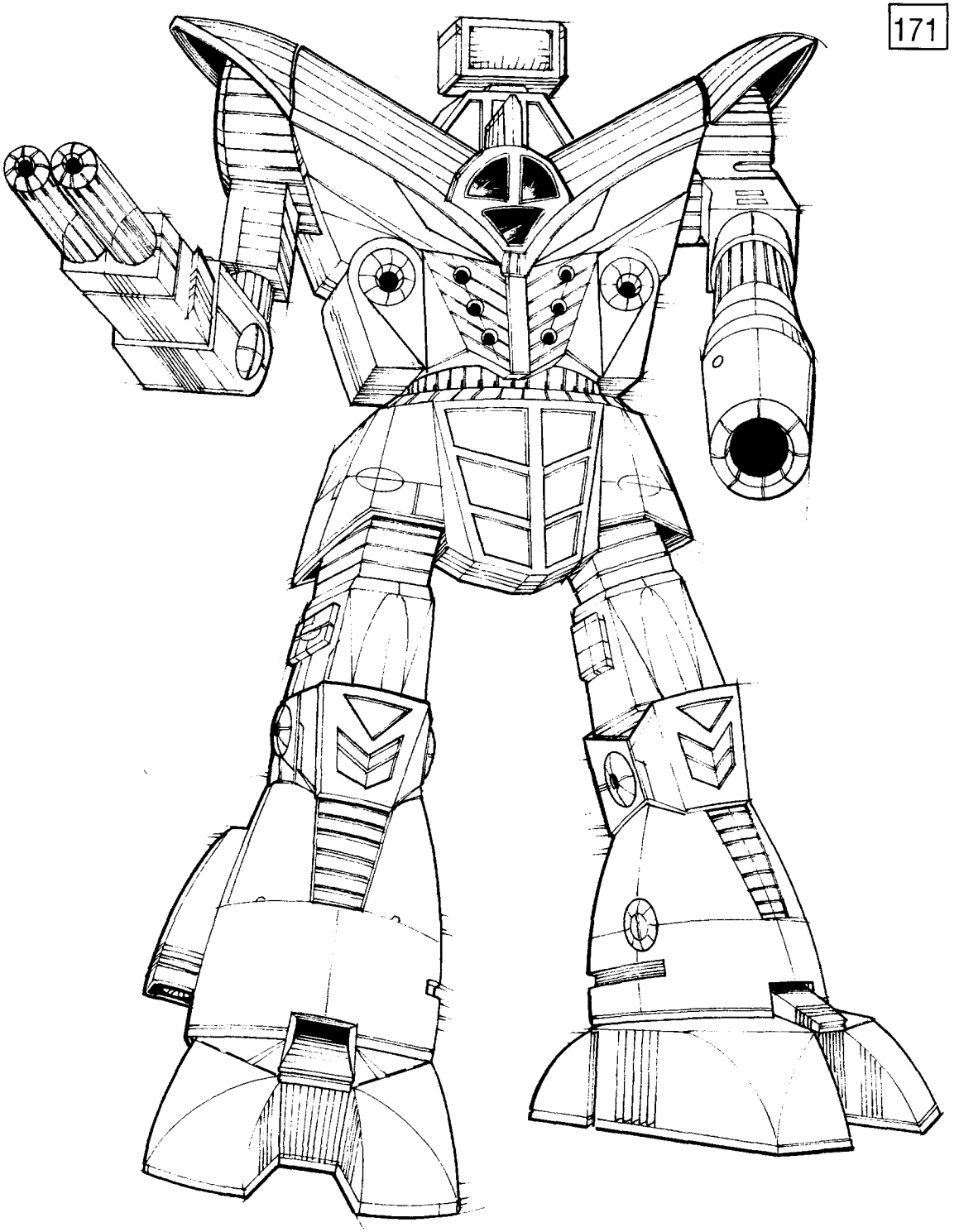
Irian BattleMechs has revived the design by using Crucis-II Delux Endo Steel. The designers have even improved on the original 'Mech by substituting a Diverse Optics Sunbeam Extended-Range Large Laser for the older Sunglow model.

Mass: 70 tons
Chassis: Crucis-II Delux Endo Steel
Power Plant: Vox 280
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Anderson 398
Jump Capacity: 120 meters
Armor: Durallex Heavy Special with CASE
Armament:
1 Diverse Optics Sunbeam Extended-Range Large Laser
1 Irian Weapons Works 60mm SRM-6 System
4 Irian Weapons Works Super 6 Medium Lasers
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Irian
Communications System: Irian Technologies HMR-35s
Targeting and Tracking System: Omicron TrackerKeeper

Type: **GLT-5M Guillotine**

Equipment			**Mass**
Internal Structure:	Endo Steel		3.5
Engine:	280		16
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	25		15
Gyro:			3
Cockpit:			3
Armor Factor:	192		12
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	27	
Center Torso (rear)		12	
R/L Torso	15	22	
R/L Torso (rear)		8	
R/L Arm	11	20	
R/L Leg	15	22	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	LA	2	5
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	0.5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Jump Jets	RT	1	1
Jump Jets	LT	1	1
Jump Jets	RL	1	1
Jump Jets	LL	1	1



OVERVIEW

Ronin Inc., producing a mere five *Warhammer*s a year for the Free Worlds League, is the first producer to field a *Warhammer* variant that incorporates recovered technology. Jumping at the chance to end the *Warhammer*'s heat problems once and for all, designers started by fitting it with double heat sinks. With these, the WHM-7M can dissipate tremendous amounts of heat rapidly. This initial step allowed designers to use two high-heat Fusigon Longtooth Extended-Range Particle Projection Cannon instead of the older Donal models. This model also mounts a Lindblad Shotgun Anti-Missile System instead of the machine gun in the left torso, and drops both small lasers.

Close at Ronin's heels with a new design is Olivetti Weaponry, which has almost completed the retooling of its Sudeten assembly line. This official Federated Commonwealth version differs little from the Free Worlds League model. The designers started from the same premise and came to many of the same conclusions, diverging only on the smaller details. The WHM-7S adds pulse technology by using the Defiance P5M Medium Pulse Laser instead of the common Martell. It keeps the original small lasers, but replaces the machine gun, anti-missile system, and SRM-6 launcher with a pair of Coventry T4H Short-Range Streak Missile Racks.

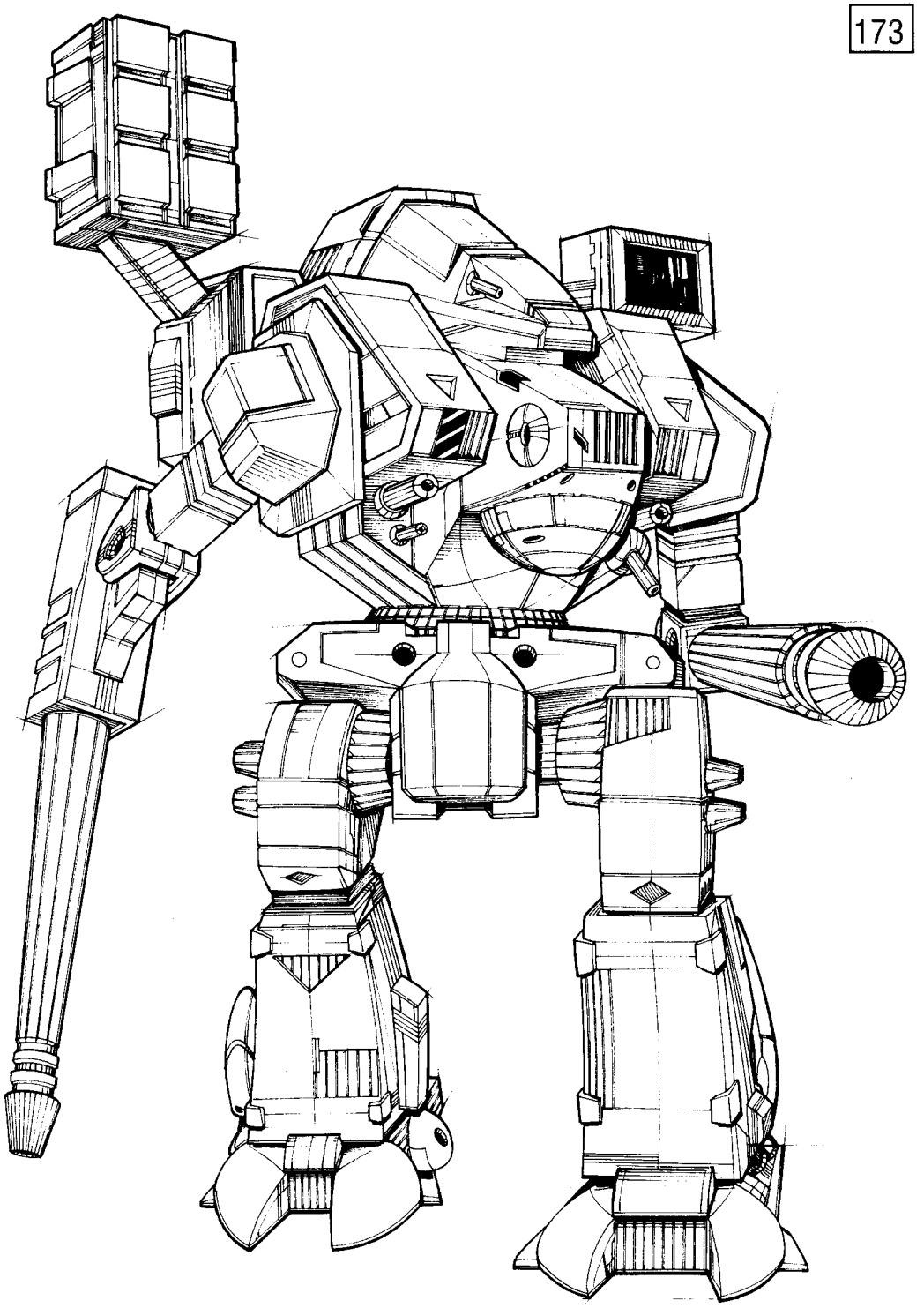
The original WHM-6R model *Warhammer* is also certain to remain in service for years, perhaps with some field modification, because of extensive continuing production, primarily in the Taurian Concordat. Mercenary purchasing agents and black marketeers still pay regular visits to the Vandenberg Mechanized Industries plant on Pinard and the Taurus Territorial Industries facility on Taurus.

Mass: 70 tons
Chassis: Kell Reinforced 270
Power Plant: Magna 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy
Armament:
2 Fusigon Longtooth Extended-Range Particle Projection Cannon
1 Shannon SH-60 Short-Range 60mm Missile System
2 Martell Medium Lasers
1 Lindblad Shotgun Anti-Missile System
1 LFN Lindblad Machine Gun
Manufacturer: Ronin Inc.
Primary Factory: Wallis
Communications System: Barret Party Line-200
Targeting and Tracking System: Wasat Watchdog W100

Type: **WHM-7M**

Equipment			**Mass**
Internal Structure:			7
Engine:	280		16
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	18 [36]		8
Gyro:			3
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	22	
Center Torso (rear)		9	
R/L Torso	15	17	
R/L Torso (rear)		8	
R/L Arm	11	20	
R/L Leg	15	15	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	RA	3	7
ER PPC	LA	3	7
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Anti-Missile System	LT	1	0.5
Ammo (Anti-Missile) 12	RT	1	1
Machine Gun	RT	1	0.5
Ammo (MG) 200	CT	1	1



OVERVIEW

With the decoding of Star League secrets, one of the first steps taken by House Davion was to begin making plans to improve upon the already-fearsome *Marauder*. This eagerness backfired when the Draconis Combine captured the *Marauder* factory on Quentin during the War of 3039. The identical design is beginning to emerge from Kurita's Independence Weaponry factory on Quentin as from Davion's General Motors plant on Kathil, prompting the Federated Commonwealth to change the configuration somewhat on the *Marauder*s produced by Bowie Industries in Steiner space.

The shared MAD-5D design, the first to reach the field, employs double heat sinks to handle the increased heat generation of a host of new weapons. The extra-light engine saves enough weight for an additional two and one-half tons of armor, beefing up mostly the legs and right and left torso. This model also has jump jets, further endearing the design to its pilots. The entirely new weapons array consists of two extended-range PPCs, two medium pulse lasers, a single large pulse laser, and a Streak SRM-2 launcher.

Bowie Industries' MAD-5S version, at least six months away from production because of the switch in plans and redesign work, appears to be an attempt to fool House Kurita. Plans show neither the beefed up armor, nor the jump jets, keeping some of the look of the original *Marauder*. The rude surprise for any opposing MechWarrior is the Poland Main Model A Gauss Cannon replacing the large pulse laser and Streak missiles on the MAD-5D.

Also about six months from production is the MAD-5M model of the Free Worlds League, expected in quantity from the Ronin Inc. plant on Wallis and the Free Worlds Defense Industries facility on Gibson. It will combine jumping ability, double heat sinks, and original armor. With Cellular Ammunition Storage Equipment to protect the shells, it will mount the untried Oriente Model O LB 10-X Autocannon. Its other weapons consist of two Tronel PPL-20 Large Pulse Lasers and two Magna 400P Medium Pulse Lasers.

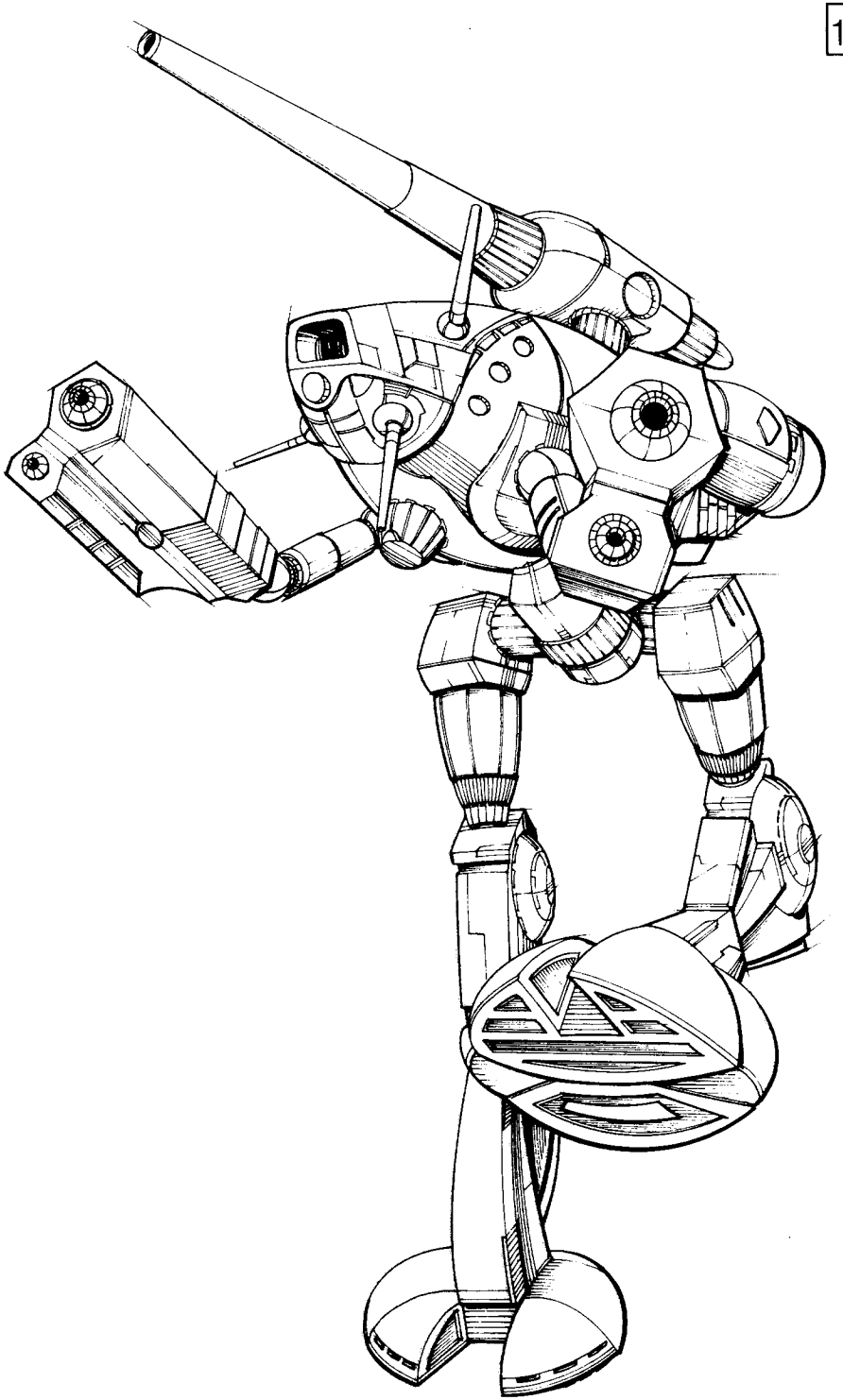
Lacking Star League technology, the Taurian Concordat continues to produce the MAD-3R at a prodigious rate. Still producing this model are Taurus Territorial Industries on Taurus, Vandenberg Mechanized Industries on New Vandenberg, and Pinard Protectorates Limited on Pinard.

Mass: 75 tons
Chassis: GM Marauder
Power Plant: General Motors 300 Extralight
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Swingline X-1000
Jump Capacity: 120 meters
Armor: Valiant Lamellor
Armament:
2 Defiance 1001 Particle Projection Cannon
2 Sutel Precision Line Medium Pulse Lasers
1 Sutel Precision Line Large Pulse Laser
1 Federated SuperStreak Dual-SRM Launcher
Manufacturer: General Motors, Independence Weaponry
Primary Factory: Kathil (GM), Quentin (Independence)
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez

Type: **MAD-5D Marauder**

Equipment			**Mass**
Internal Structure:			7.5
Engine:	300 XL		9.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	16 [32]		6
Gyro:			3
Cockpit:			3
Armor Factor:	224		14
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	23	35	
Center Torso (rear)		10	
R/L Torso	16	24	
R/L Torso (rear)		8	
R/L Arm	12	23	
R/L Leg	16	30	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	RA	3	7
ER PPC	LA	3	7
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Large Pulse Laser	RT	2	7
SRM 2 Streak	LT	1	1.5
Ammo (SRM Streak) 50	LT	1	1
CASE	LT	1	0.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2



OVERVIEW

The chosen 'Mech of General Aleksandr Kerensky has been in production only in the Free Worlds League for centuries. With Alphard Trading Company the first firm in the Free Worlds League to get access to Star League technology, the 'Mech of Kerensky became the first in the Free Worlds League to use many of the secrets the General took with him in the Exodus of the Regular Army.

In full production at the Kali Yama/Alphard combine on Kendall and nearing production at Kali Yama's main factory on Kalidasa, the ON1-M *Orion* boasts tremendous firepower. Using double heat sinks, an extra-light engine, and Cellular Ammunition Storage Equipment, this model takes full advantage of many aspects of Star League Technology.

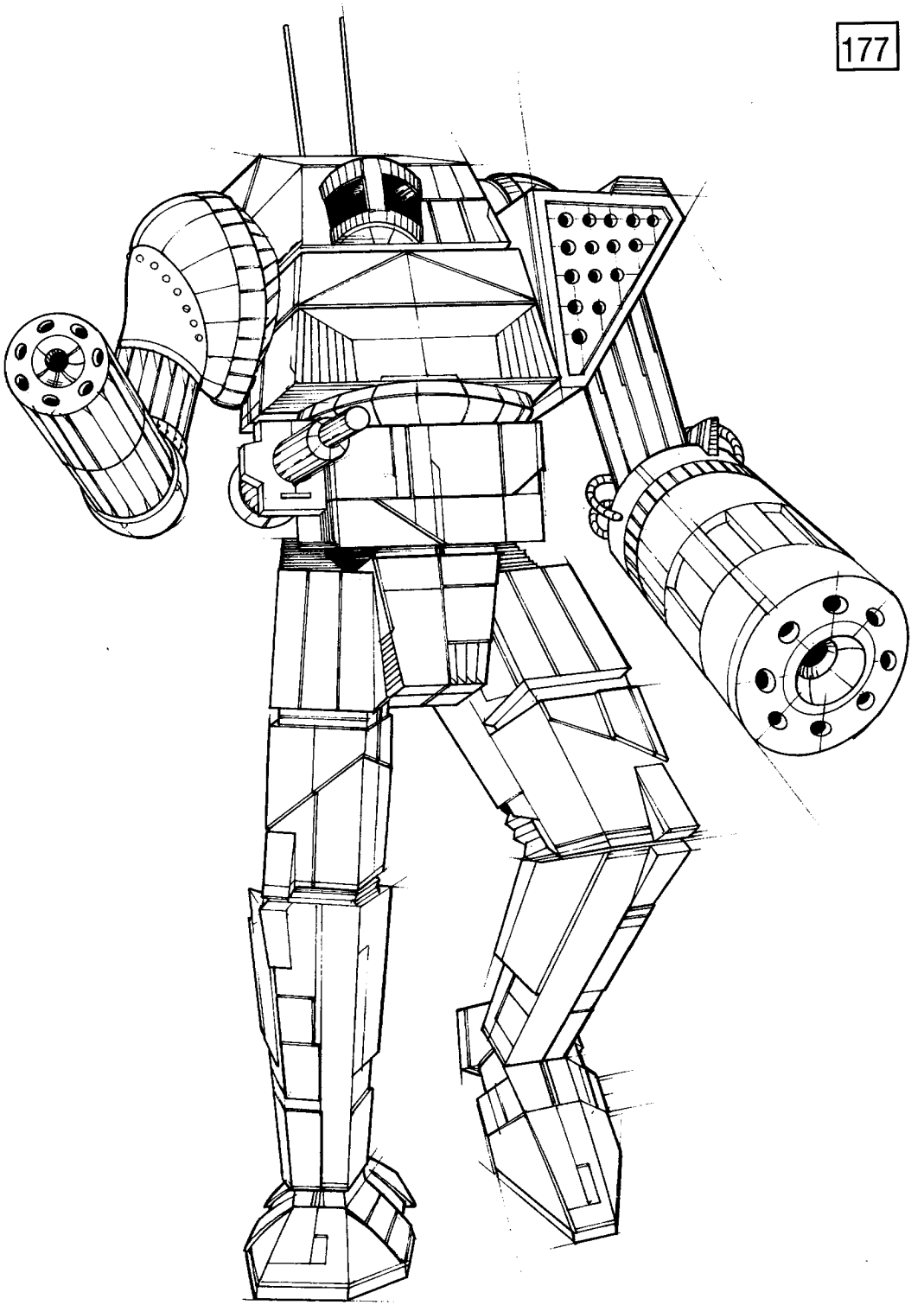
Replacing the temperamental autocannon with the sophisticated LB 10-X increases range and accuracy. The most important change in weaponry, however, is boosting the long-range missile launcher to a Type V LRM-20 and combining it with the Octagon Missile-Magnet Narc Beacon. Though the new model has not yet faced a real enemy, the enthusiasm of the MechWarriors who have received them may speed up fate.

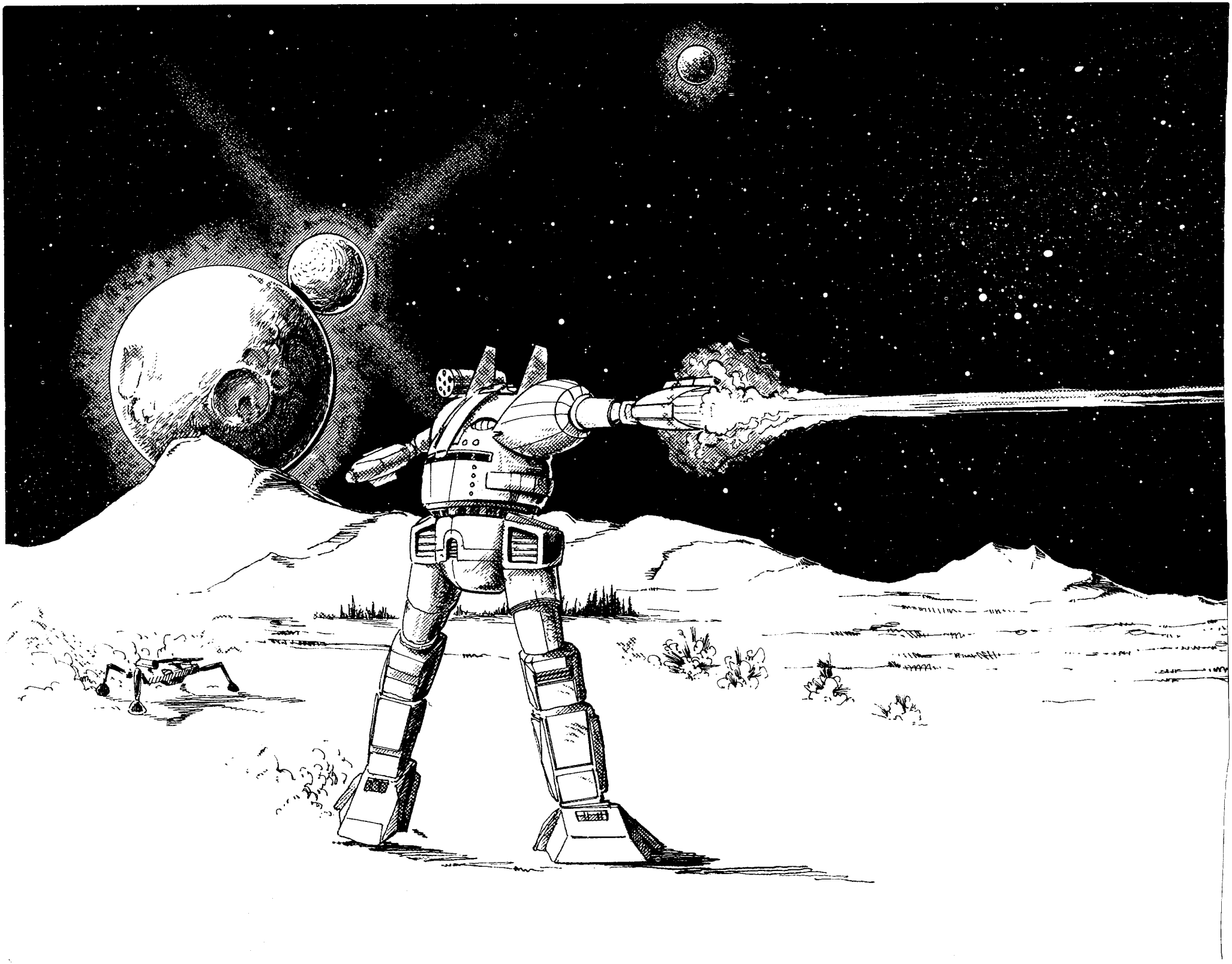
Mass: 75 tons
Chassis: Kali Yama Chassis
Power Plant: Hermes 300 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Valliant Lamellor with CASE
Armament:
1 Kali Yama Weapons Industries LB 10-X Autocannon
1 Kali Yama Weapons Industries Type V LRM-20 Missile Rack
2 Irian Weapons Works Medium Lasers
1 Irian Weapons Works Class 4 S.R. Missile System
1 Octagon Missile-Magnet Narc Beacon
Manufacturer: Kali Yama/Alphard Trading Corp., Kali Yama Weapons Industries
Primary Factory: Kendall, Kalidasa
Communications System: Irian Orator-5K
Targeting and Tracking System: Wasat Aggressor Type 5

Type: **ON1-M Orion**

Equipment			**Mass**
Internal Structure:			7.5
Engine:	300 XL		9.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor:	224		14
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	23	36	
Center Torso (rear)		9	
R/L Torso	16	22	
R/L Torso (rear)		10	
R/L Arm	12	21	
R/L Leg	16	32	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
LRM 20	LA	5	10
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
SRM 4	LT	1	2
Ammo (SRM) 50	LT	2	2
Narc Beacon	CT	2	3
Narc Pods (12)	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1





ASSAULT
MECHS

OVERVIEW

Enjoying great popularity with the regiments of the Free Worlds League and strong sales to other armies, the *Awesome* was a design that engineers were reluctant to change. The only complaints ever voiced about the *Awesome* concerned its lack of speed and its heat buildup.

While designers working on other 'Mechs were beginning to roll them off the lines of factories across the Free Worlds League, the teams assigned to the *Awesome* were showing great caution. Still only a few prototypes have been tried.

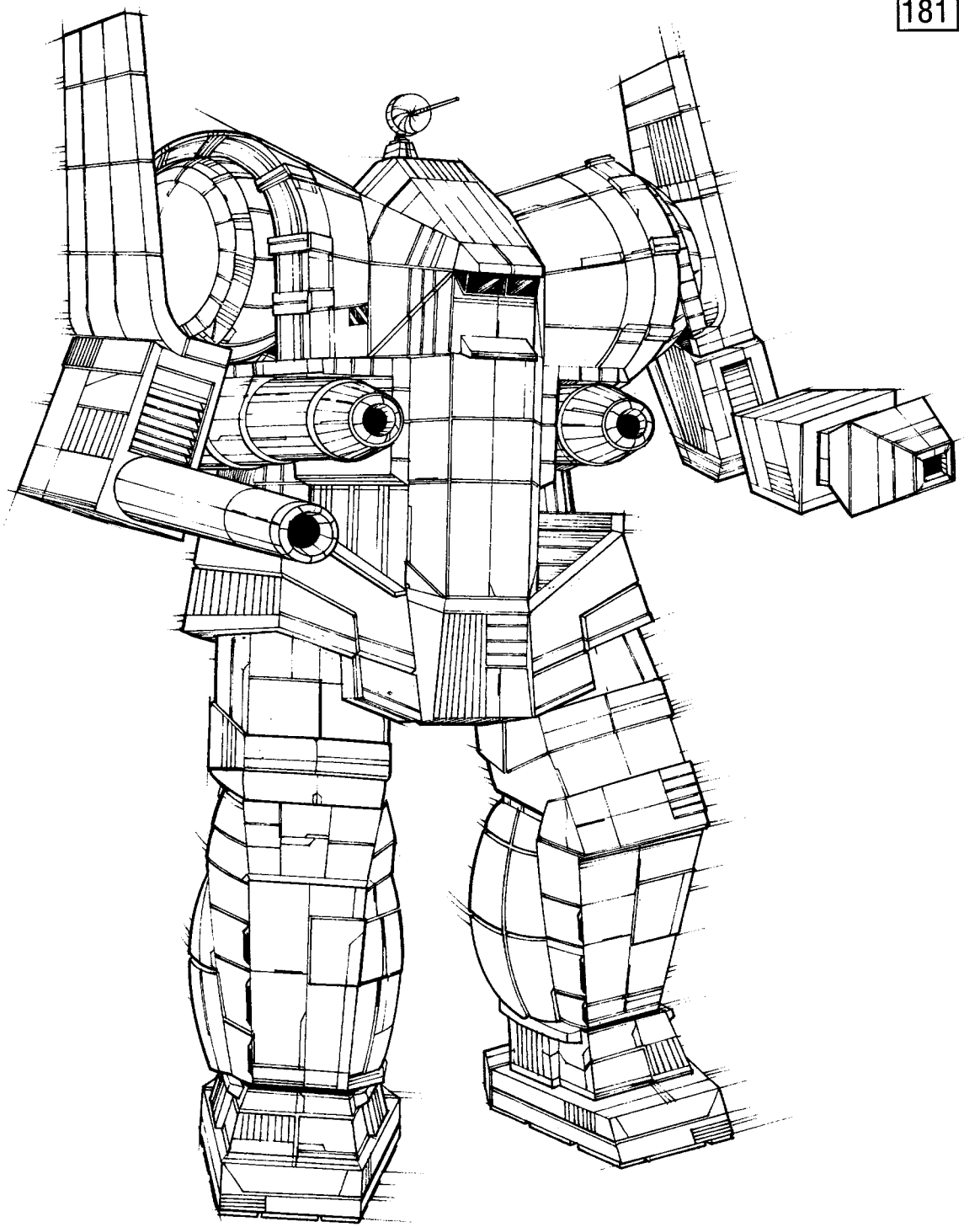
The most promising design uses a Hermes 320 XL engine to increase the *Awesome*'s speed, plus double-strength heat sinks. It also uses new extended-range PPCs instead of the older Kreuss PPCs and more short-range weaponry has been added. It appears that the speedier *Awesome* will begin production in the next two years at both Technicron Manufacturing on Savannah and Irian BattleMechs Unlimited on Irian.

Mass: 80 tons
Chassis: Technicron Type G
Power Plant: Hermes 320 XL
Cruising Speed: 44.1 kph
Maximum Speed: 65.6 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy Special
Armament:
3 Fusigon Longtooth Extended-Range Particle Projection Cannon
1 Diverse Optics Type 10 Small Laser
1 Magna 400P Medium Pulse Laser
2 Hovertec Streak SRM-2 Pod
Manufacturer: Technicron Manufacturing, Irian BattleMechs Unlimited
Primary Factory: Savannah (Technicron), Irian (Irian)
Communications System: Garret T19-G
Targeting and Tracking System: Dynatec 2780

Type: **AWS-9M Awesome**

Equipment			**Mass**
Internal Structure:			8
Engine:	320 XL		11.25
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	20 (40)		10
Gyro:			4
Cockpit:			3
Armor Factor:	256		16
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	30	
Center Torso (rear)		20	
R/L Torso	17	24	
R/L Torso (rear)		10	
R/L Arm	13	26	
R/L Leg	17	34	

Weapons and Ammo:	**Location**	**Critical**	
ERPPC	RA	3	7
ERPPC	RT	3	7
ERPPC	LT	3	7
Small Laser	H	1	0.5
Medium Pulse Laser	CT	1	2
SRM 2 Streak	CT	1	1.5
SRM 2 Streak	LA	1	1.5
Ammo (Streak) 50	LL	1	1



OVERVIEW

The *Charger* has always been a specialized 'Mech, useful in only narrow roles and always in need of support from other designs. Engineers of the Draconis Combine, primary manufacturer of the 'Mech, had long been tinkering with its configuration to make it more useful. It was the first 'Mech to incorporate recovered technology, giving Davion units a big surprise in the War of 3039.

Though the present design makes even larger changes than those of the CGR-1A9 model, even the early models were a shock for Federated Commonwealth MechWarriors. Facing a 'Mech known to have only small lasers, Federated Commonwealth units on An Ting in August 3039 were surprised to be attacked by long-range missiles. Even our best rho agents did not know of this variant, and Our Blessed Order still does not know when House Kurita began equipping 'Mechs with recovered technology.

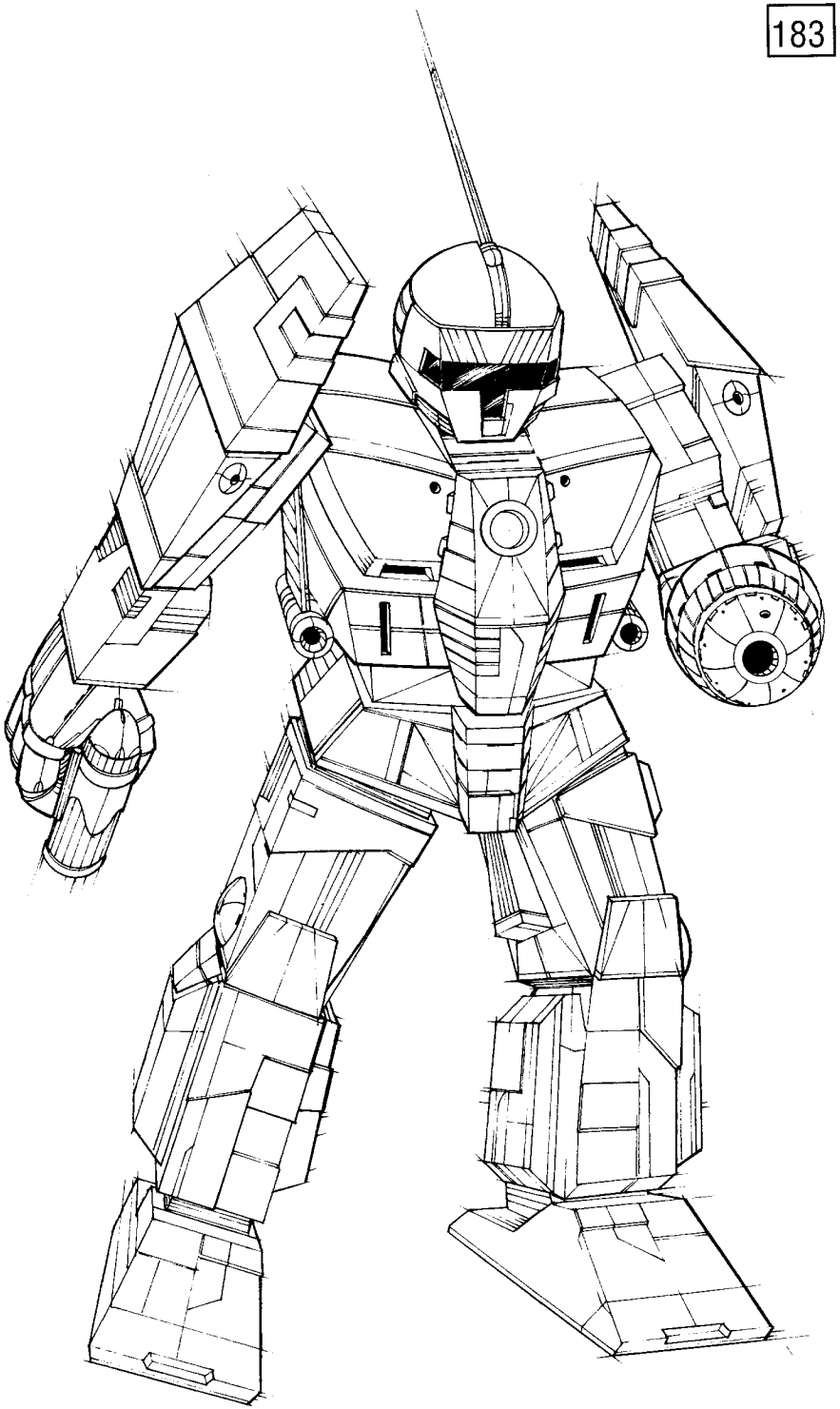
The *Charger*s in service with the DCMS today, however, are a known quantity, and they are far superior to the *Charger*s they are replacing. They employ XL engines, New Samarkand Royal Ferro-Fibrous Armor, and twelve double heat sinks. The new armor provides much better protection, as does the Cellular Ammunition Storage Equipment to protect the missile reloads. Luthien Armor Works has installed jump jets and an entirely new array of weapons. A Shigunga Long Range Missile 20-Rack sits atop the right torso, giving the head a new appearance. Victory Heartbeat Medium Pulse Lasers replace the small lasers in the arms and torso. To complete the package, an Artemis IV fire-control system blends well with the Cat's Eyes 5 targeting and tracking system to give the missiles better accuracy.

Mass: 80 tons
Chassis: Alshain Class 92
Power Plant: Hermes 400 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Lexington Ltd. Lifters
Jump Capacity: 150 meters
Armor: New Samarkand Royal Ferro-Fibrous with CASE
Armament:
1 Shigunga Long Range Missile 20-Rack
4 Victory Heartbeat Medium Pulse Lasers
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Cat's Eyes 5 with Artemis IV System

Type: **CGR-3K Charger**

Equipment			**Mass**
Internal Structure:			8
Engine:	400 XL		26.25
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	12 [24]		2
Gyro:			4
Cockpit:			3
Armor Factor:	179		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	27	
Center Torso (rear)		7	
R/L Torso	17	24	
R/L Torso (rear)		7	
R/L Arm	13	15	
R/L Leg	17	22	

Weapons and Ammo:	**Location**	**Critical**	
LRM 20	RT	5	10
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
Artemis IV FCS	RT	1	1
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	LA	1	2
Jump Jets	CT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2



OVERVIEW

Since the destruction of the *Goliath* wing of the Brigadier Corporation factory on Oliver, only a few of these unusual 'Mechs have trickled out each year from the Corean Enterprises MacAdams-Suharno facility on Stewart. Its unusual four-legged design, which has proven to be a handicap in a number of situations and accounts for the *Goliath*'s sparse deployment, makes it a good candidate for a Star League weapon that most 'Mechs cannot handle.

In tests on Stewart, the *Goliath*'s four-legged stability has provided a sturdy platform for the powerful and massive Zeus Slingshot Gauss Rifle. Initial successes increase the probability that the Free Worlds League will step up production of this new model, designated the GOL-3M.

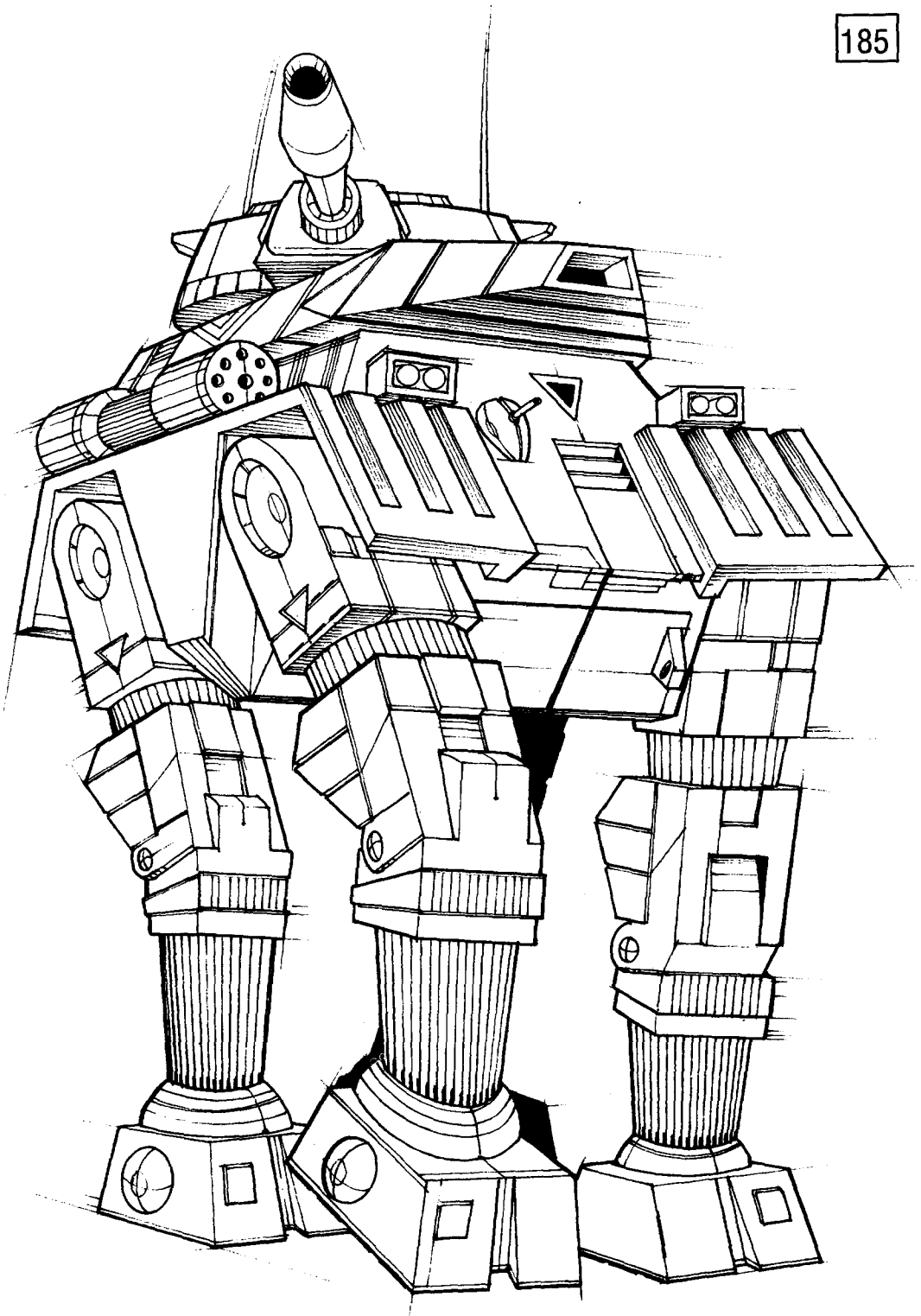
Besides the Gauss weapon, the prototype *Goliath* carries a Hermes 320 XL engine and an extra half ton of armor. To protect the ammo for the Gauss Rifle, the design incorporates Cellular Ammunition Storage Equipment.

Mass: 80 tons
Chassis: Corean VIII
Power Plant: Hermes 320 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield with CASE
Armament:
1 Zeus Slingshot Gauss Rifle
2 Zeus LRM-10 Racks
2 Voelkers 200 Machine Guns
Manufacturer: Corean Enterprises MacAdams-Suharno
Primary Factory: Stewart
Communications System: Corean TransBand-J9
Targeting and Tracking System: Corean B-Tech

Type: **GOL-3M Goliath**

Equipment			**Mass**
Internal Structure:			8
Engine:	320 XL		11.25
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	17		7
Gyro:			4
Cockpit:			3
Armor Factor:	240		15
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	30	
Center Torso (rear)		19	
R/L Torso	17	21	
R/L Torso (rear)		13	
R/L Arm	13	26	
R/L Leg	17	31	

Weapons and Ammo:	**Location**	**Critical**	
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	CT	1	1
LRM 10	RT	2	5
Machine Gun	CT	1	0.5
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Machine Gun	LT	1	0.5
Ammo (MG) 400	LT	2	2
CASE	LT	1	0.5



OVERVIEW

The HTM-27T *Hatamoto-Chi* is one of the first BattleMechs fielded by the DMCS utilizing advanced construction materials, most notably an Endo Steel chassis. First deployed by the DCMS on An Ting in 3039, the *Hatamoto-Chi* is a major conversion of the Wells Technologies CGR-1A1. The modifications performed by Kurita engineers were so extensive that the 'Mech was given a new designation.

Externally, the *Hatamoto-Chi* is similar to its parent design, retaining the large shoulder assemblies and lacking a left hand, which give the machine its characteristic silhouette. The most obvious distinguishing characteristic of this class are the radiator fins mounted on the center rear torso and head. The rear fin, resembling an ancient samurai's *sashimono* (back banner), is what gives the BattleMech its name.

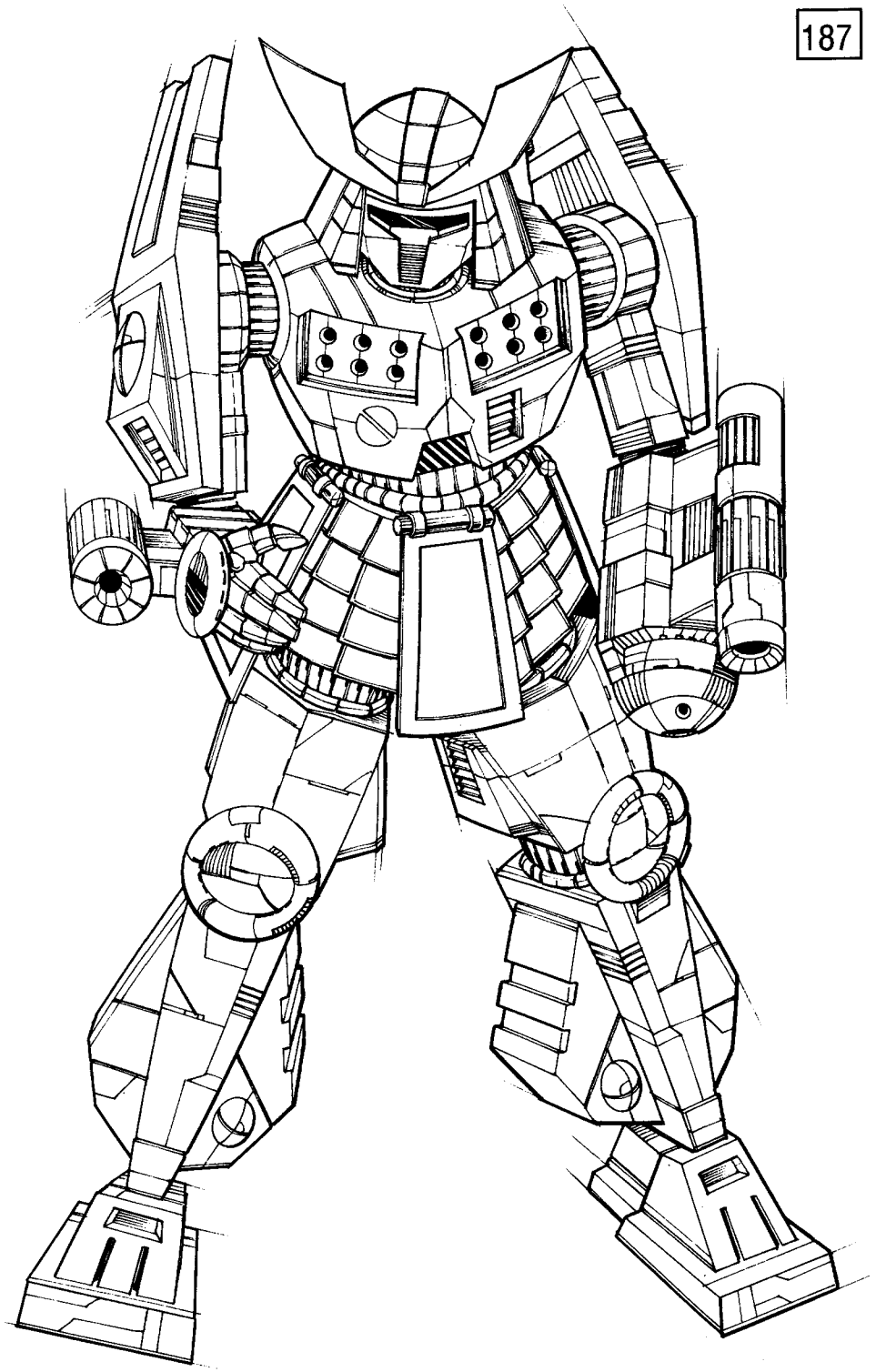
There are four known variants of the *Hatamoto-Chi*, all of them replacing the SRM weaponry and ammo with other weapons. The *Hatamoto-Hi* variant replaces the SRMs, ammo, and CASE system with four medium lasers and one heat sink. *Hatamoto-Kaze* has two batteries of LRM-5s, as well as four tons of ammunition. The *Hatamoto-Ku* carries a short-barrel Class 5 autocannon with one ton of ammunition, but the ammo is not protected by a CASE system. Finally, the *Hatamoto-Mizo* mounts an extended-range large laser and additional heat sinks.

Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon Ferro-Fibrous with CASE
Armament:
2 Tiegart Particle Cannon
2 Bical-6 SRM Launchers
Manufacturer: Maltex Corporation
Primary Factory: Errai
Communications System: Colmax 90
Targeting and Tracking System: Garret D2j

Type: **HTM-27T Hatamoto-Chi**

Equipment			**Mass**
Internal Structure:	Endo Steel		4
Engine:	320		22.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	18		8
Gyro:			4
Cockpit:			3
Armor Factor:	248		15.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	34	
Center Torso (rear)		16	
R/L Torso	17	25	
R/L Torso (rear)		9	
R/L Arm	13	26	
R/L Leg	17	34	

Weapons and Ammo:	**Location**	**Critical**	
PPC	RA	3	7
PPC	LA	3	7
SRM 6	RT	2	3
SRM 6	LT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	0.5
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5



OVERVIEW

Victor Ian Steiner-Davion, Duke of the Sarna March and heir to both thrones of the Federated Commonwealth, has been intrigued with his namesake 'Mech design since early childhood. He grew up knowing that he would one day become a MechWarrior and pilot a *Victor*. The design was one of the first to get special priority for increased production and widespread deployment throughout the Federated Commonwealth. It was also an early candidate for recovered technology.

It is ironic that the *Victor* is no longer produced in the Federated Commonwealth. Despite all the advance planning, the Draconis Combine's offensive in the War of 3039 captured the world of Quentin and with it, Independence Weaponry, the Federated Commonwealth's only producer of the *Victor*. House Kurita now produces the upgraded design for its own regiments, and the Federated Commonwealth is reduced to purchasing the entire output of the HildCo Interplanetary factory in the St. Ives Compact.

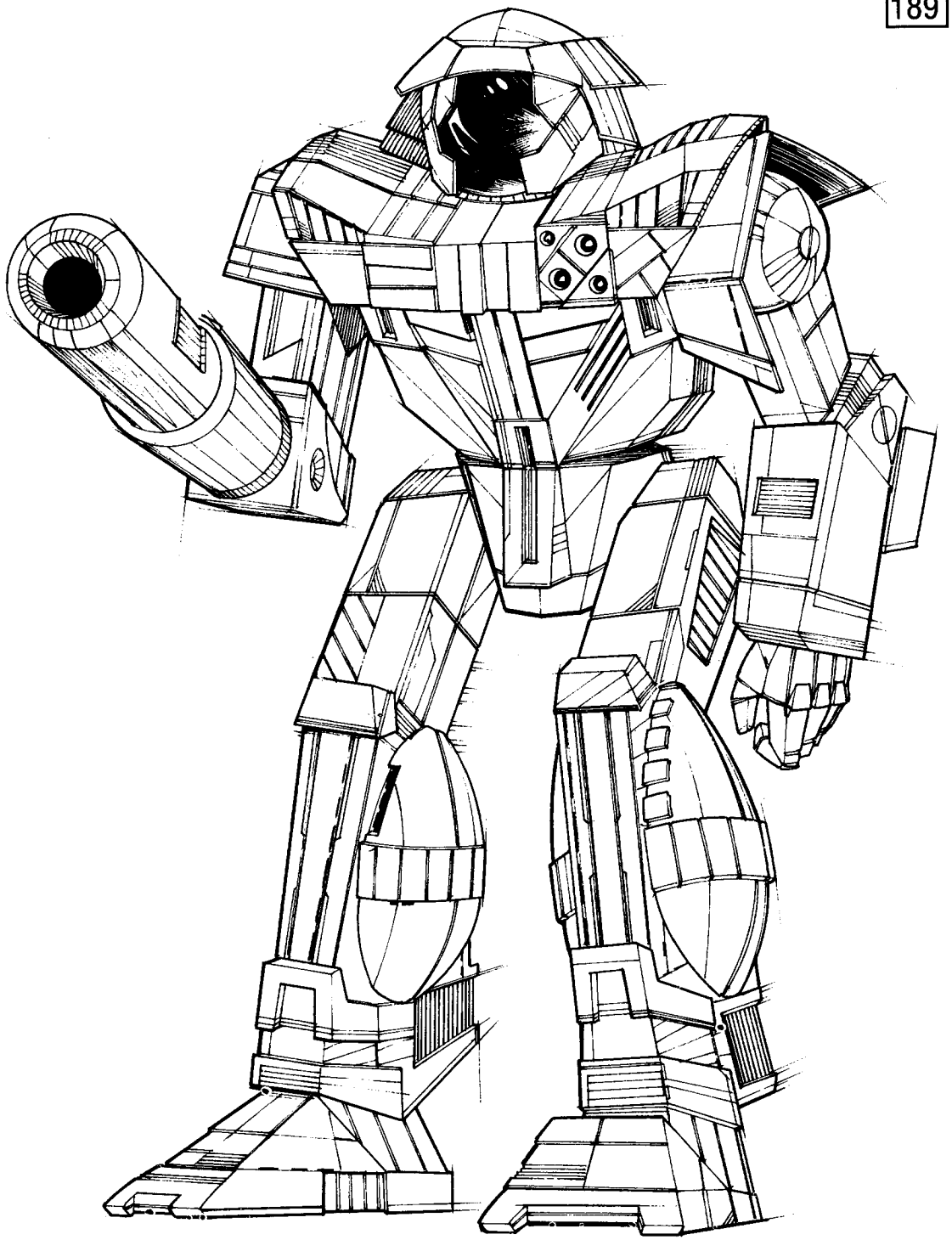
The new model VTR-9K employs Endo Steel internal structure to upgrade the weapons. The two medium lasers now have pulse technology. The biggest change, however, is the use of the mammoth Gauss Rifle to replace the AC/20. Cellular Ammunition Storage Equipment protects the main body of the 'Mech in case the Gauss Rifle explodes.

Mass: 80 tons
Chassis: Alshain Class 920 Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Ltd. Lifters
Jump Capacity: 120 meters
Armor: Durallex Heavy with CASE
Armament:
1 Dragon's Fire Gauss Rifle
2 Victory Heartbeat Medium Pulse Lasers
1 Telos-4 Short-Range Missile Delivery System
Manufacturer: Independence Weaponry, HildCo Interplanetary
Primary Factory: Quentin (Independence), St. Ives (HildCo)
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Type: **VTR-9K Victor**

Equipment			**Mass**
Internal Structure:	Endo Steel		4
Engine:	320		22.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	15		5
Gyro:			4
Cockpit:			3
Armor Factor:	184		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	30	
Center Torso (rear)		15	
R/L Torso	17	20	
R/L Torso (rear)		10	
R/L Arm	13	15	
R/L Leg	17	20	

Weapons and Ammo:	**Location**	**Critical**	
Gauss Rifle	RA	7	15
Ammo (Gauss) 16			
RT	2	2	
CASE	RT	1	0.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LA	1	2
SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	0.5
Jump Jets	CT	2	2
Jump Jets	RL	1	1
Jump Jets	LL	1	1



OVERVIEW

Much of the synthesis involved in the merger of the Lyran Commonwealth with the Federated Suns has given the Federated Commonwealth Armed Forces a Davion flavor. Davion tactics predominate. Davion organization has been superimposed on Steiner space. Along with many Davion ways of doing things came an emphasis on 'Mech designs in favor with the AFFS. However, the pride of the Lyran Commonwealth, the *Zeus*, was too valuable to be ignored. Procurement officers prodded Defiance Industries to speed up its production, sending the new 'Mechs to corners of Davion space that had rarely seen this design.

The availability of Star League technology presents new opportunities for tacticians to use the *Zeus*. Though security on Hesperus is extremely tight, Our Blessed Order has reasonably reliable reports of a new model, the ZEU-9S.

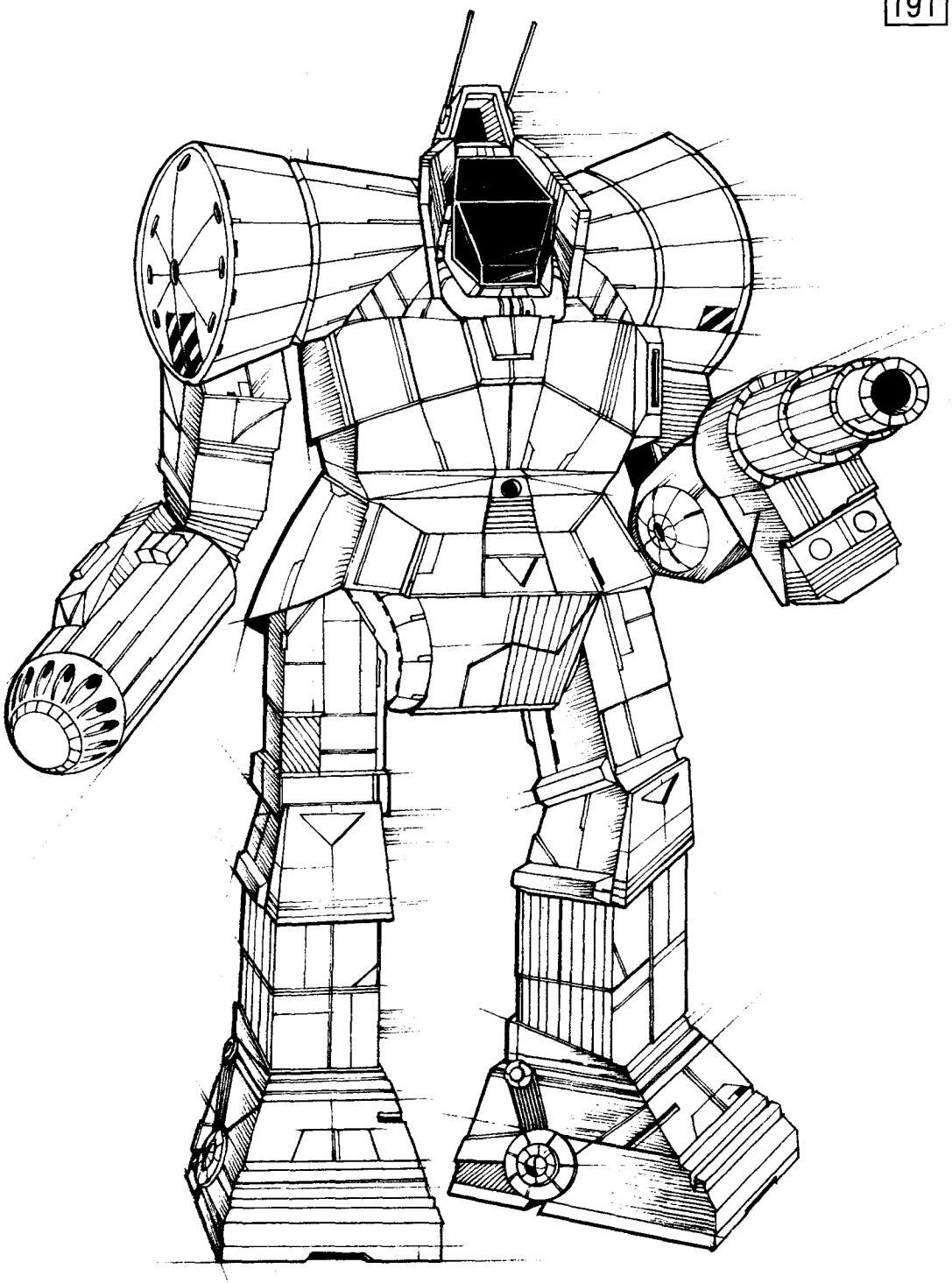
The use of Glasgow Limited Primo Ferro-Fibrous Armor offers better protection for less weight. The savings goes toward Cellular Ammunition Storage Equipment to guard against an internal explosion and toward improved weapons. The new *Zeus* also employs double heat sinks, making it able to handle the increased heat generated by the new weapons. An extended-range Defiance 1001 Particle Projection Cannon replaces the aging autocannon in the left arm. Designers upgraded the large laser in the left torso to a Cyclops XII Extended-Range model and replaced both medium lasers with pulse-model Defiance P5Ms.

Mass: 80 tons
Chassis: Chariot Type III
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Glasgow Limited Primo Ferro-Fibrous with CASE
Armament:
1 Defiance 1001 Particle Projection Cannon
1 Cyclops XII Extended-Range Large Laser
1 Coventry Star Fire LRM Missile System
2 Defiance P5M Medium Pulse Lasers
Manufacturer: Defiance Industries
Primary Factory: Hesperus
Communications System: TharHes Calliope ZE-2
Targeting and Tracking System: TharHes Ares-7

Type: **ZEU-9S Zeus**

Equipment			**Mass**
Internal Structure:			8
Engine:	320		22.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	17 [34]		7
Gyro:			4
Cockpit:			3
Armor Factor:	197		11
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	26	
Center Torso (rear)		8	
R/L Torso	17	25	
R/L Torso (rear)		6	
R/L Arm	13	22	
R/L Leg	17	24	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	LA	3	7
ER Large Laser	LT	2	5
LRM 15	RA	2	7
Ammo (LRM) 8	RT	1	1
CASE	RT	1	0.5
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	LT(R)	1	2



OVERVIEW

Though produced in only moderate numbers at three factories, the *BattleMaster* is a relatively common sight because of its durability and versatility. The design is tough enough to withstand great punishment and valuable enough to make it worthwhile for Techs to go to great lengths to patch together a crippled *BattleMaster*. In addition to the standard design, Successor State armies deploy small numbers of *BattleMaster*s in three other variations, one of which is a major embarrassment to Our Blessed Order.

Recently emerging from the Earthwerks factory on Keystone is the BLR-3M, the official design of the Free Worlds League. It features Cellular Ammunition Storage Equipment to guard against an internal explosion, and double heat sinks, allowing it to dissipate great amounts of heat in a short time. The only change in weaponry is mounting the Fusigon Longtooth Extended-Range Particle Projection Cannon instead of the older Donal model and dropping one of the two machine guns.

The Federated Commonwealth version, just beginning production at the Pandora plant of Red Devil Industries, lacks the double heat sinks and drops a half ton of armor. Instead, it uses the Edasich Motors 340 XL engine, carrying four extra heat sinks and a different weapons configuration. It drops the ER PPC and second machine gun in favor of a FarFire LRM-20 Missile System, saving enough weight to upgrade all six medium lasers to the Defiance P5M Pulse model. Because of the Clan invasion and the precarious position of the Trellshire Heavy Industries factory on Twycross, that plant continues to produce older model *BattleMaster*s instead of retooling a line that may be recaptured anyway.

The embarrassment to ComStar is the *BattleMaster* in service with the Draconis Combine Mustered Soldiery. In ComStar's generosity in providing advanced designs to House Kurita, the now-famous Precentor Who Lost His Name sent several unmodified 'Mechs to House Kurita instead of to the Com Guards protecting ComStar's HPG stations. As all within Our Order know, this Precentor is now an Acolyte undergoing identity and personality change and re-education on Terra.

The BLR-2C *BattleMaster*, used with great effect by House Kurita in the War of 3039, is a premier command vehicle. Though it lacks the CASE and double heat sinks of the Free Worlds League version, it has a second cockpit for a unit commander to direct strategy while a MechWarrior handles the *BattleMaster* in battle. A SureFire Defender Anti-Missile System in the left arm protects the CO, and the Beagle Probe wired into the Nirasaki Inciteful Vision targeting system allows him to locate hidden enemy 'Mechs.

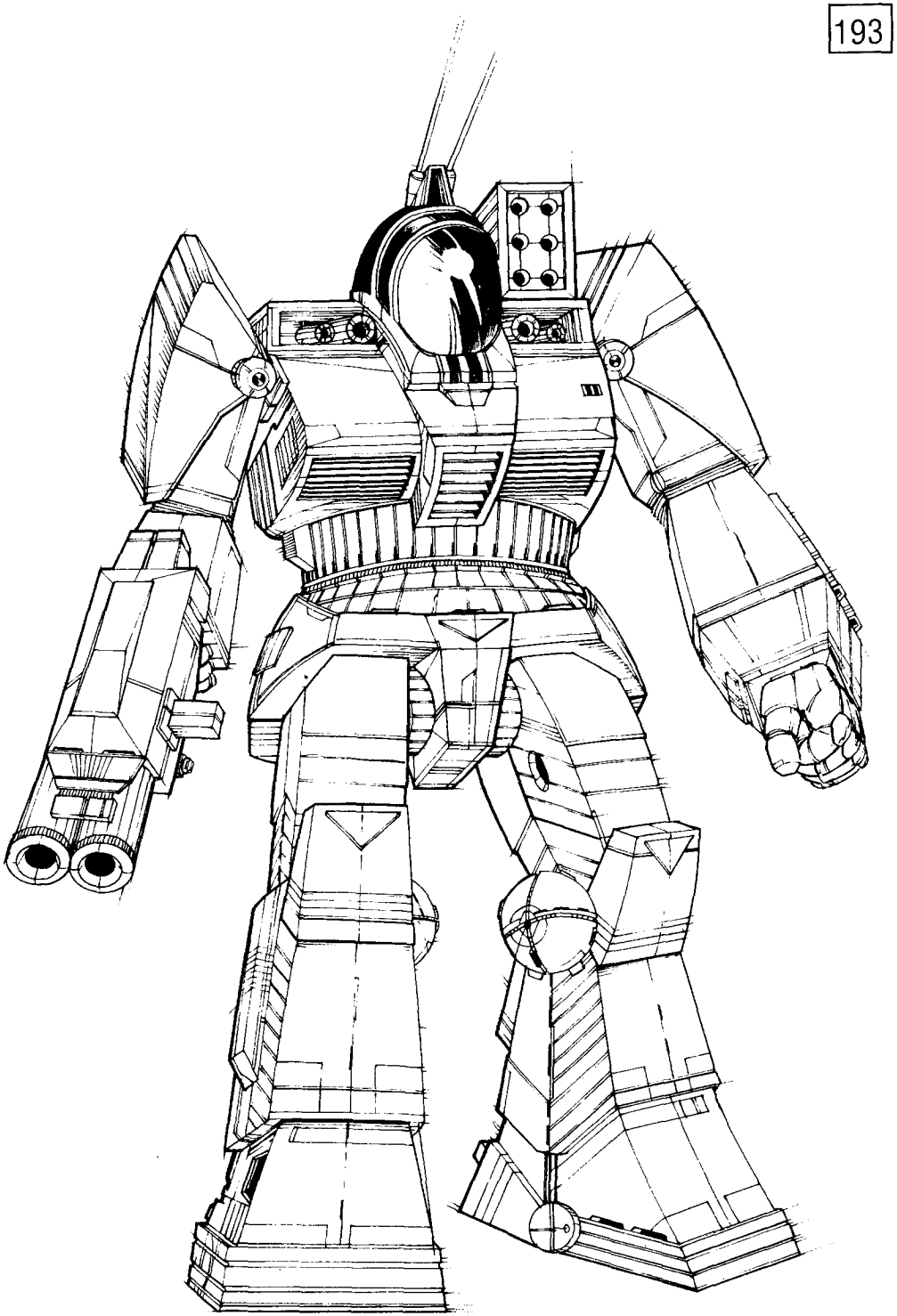
Mass: 85 tons
Chassis: Earthwerk BLR
Power Plant: Magna 340
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy with CASE
Armament:
1 Fusigon Longtooth Extended-Range Particle Projection Cannon
6 Martell Medium Lasers
1 Voelkers 200 Machine Gun
1 Shannon SH-60 Short-Range 60mm Missile System
Manufacturer: Earthwerks Incorporated
Primary Factory: Keystone
Communications System: Barret Party Line 200
Targeting and Tracking System: Wasat Watchdog W100

Type: BLR-3M BattleMaster

Equipment			**Mass**
Internal Structure:			8.5
Engine:	340		27
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	18 [36]		8
Gyro:			4
Cockpit:			3
Armor Factor:	232		14.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	40	
Center Torso (rear)		11	
R/L Torso	18	28	
R/L Torso (rear)		8	
R/L Arm	14	24	
R/L Leg	18	26	

Weapons and Ammo:

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



OVERVIEW

When Blankenburg Technologies, builder of the *Crockett* in 2735, looked for an appropriate name for its new design, it probably never considered using the Japanese language. Though the factory was in the Draconis Combine, which has always been characterized by a strong Japanese flavor, the obsession with this culture did not appear until centuries later. Though the name *Crockett* was good enough for the unparalleled army of General Aleksandr Kerensky, House Kurita has renamed the design the *Katana*. There is little merit in Gunji no Kanrei Theodore Kurita's argument that changes in equipment constitute a new design.

The *Katana* enjoyed great success in the War of 3039, diluting Kurita complaints that the Combine's model was not the equal of the *Crockett* deployed by the Com Guards. The Primus was correct in withholding technology from the Draconis Combine, because she did not know the Successor States would soon unlock the Star League's secrets for themselves.

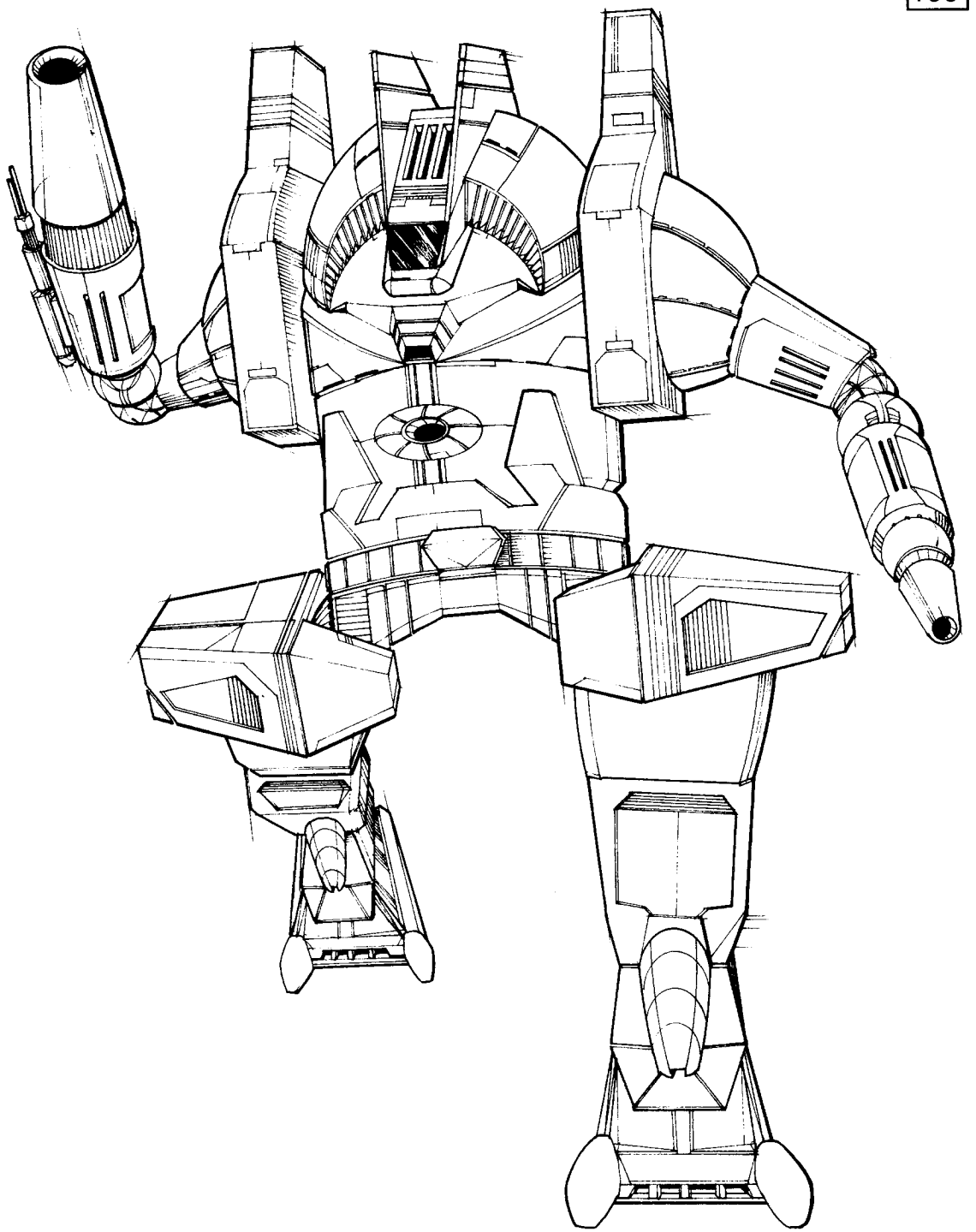
The *Katana* differs from the *Crockett* in its lack of double heat sinks and its use of common Magna Mk III Large Lasers instead of the extended-range Blankenburg 25s. ROM agents have been unable to learn the extent to which the *Katana* has been retrofitted with more advanced systems.

Mass: 85 tons
Chassis: Geometric 530 Hard Core
Power Plant: Strand 255D
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Geotec 300
Jump Capacity: 90 meters
Armor: CarboStrand 30 Weight AS
Armament:
2 Magna Mk III Large Lasers
2 Holly-6 SRM Launchers
1 Blankenburg LB 10-X Autocannon
2 Dodd Small Lasers
Manufacturer: Blankenburg Technologies
Primary Factory: Soul
Communications System: GRPNTR Groundpainter 5
Targeting and Tracking System: Scope 30 RNDST

Type: **CRK 5003-2 Katana (Crockett)**

Equipment			**Mass**
Internal Structure:			8.5
Engine:	255		13
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks:	20		10
Gyro:			3
Cockpit:			3
Armor Factor:	200		12.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	31	
Center Torso (rear)		12	
R/L Torso	18	23	
R/L Torso (rear)		8	
R/L Arm	14	19	
R/L Leg	18	24	

Weapons and Ammo:	**Location**	**Critical**	
Large Laser	RA	2	5
Large Laser	LA	2	5
SRM 6	RT	2	3
SRM 6	LT	2	3
Ammo (SRM) 30	RT	2	2
LB 10-X	LT	6	11
Ammo (LB 10-X) 20	RT	2	2
Small Laser	RA	1	0.5
Small Laser	LA	1	0.5
Jump Jets	RL	1	1
Jump Jets	LL	1	1
Jump Jets	CT	1	1



OVERVIEW

Appearing in frequency only in Zeta Battalion of the mercenary Wolf's Dragoons, the *Shogun* is uncommon in the Dragoon regiments and almost unknown in the armies of the Successor States. Zeta Battalion's fearless fighting style had reduced the number of *Shogun*s in existence for decades prior to the Fourth Succession War. The heavy losses suffered by the Dragoons in the shootout on Misery and in the Fourth War made the *Shogun* nearly extinct.

Wolf's Dragoons has such tight security on Outreach that Our Blessed Order has been unable to formulate reliable estimates of the number of surviving *Shogun*s. Unless the Dragoons have a source of new 'Mechs, the number cannot be higher than nine.

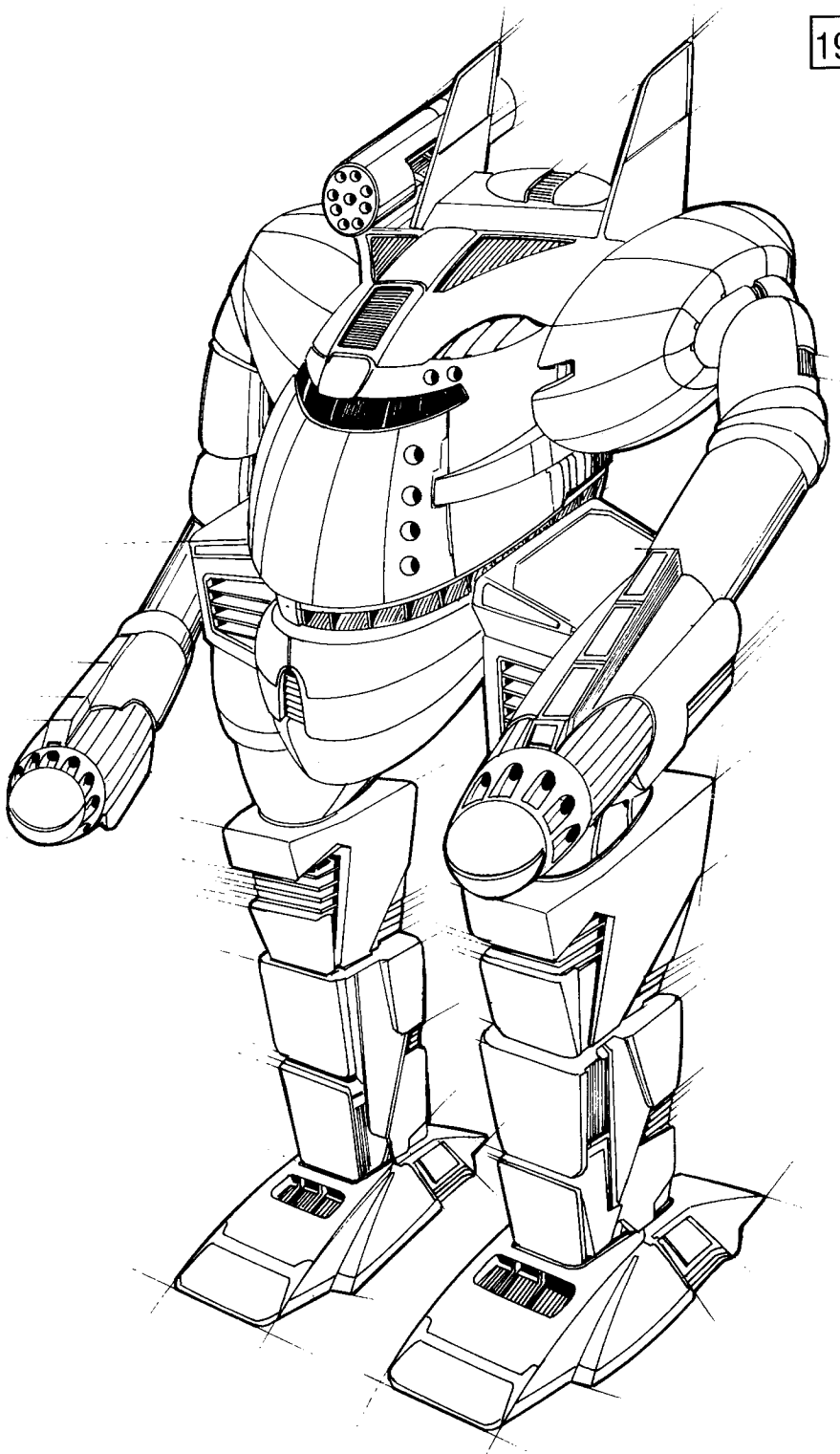
Though anticipating field modifications takes the analysis process a step further beyond pure speculation, a few things are likely. One of the distinctions of the *Shogun* is its ability to jump, and so the Dragoons would be unlikely to make any change that would require the removal of the jump jets. One likely change is the substitution of the commonly available Magna Firestar Extended-Range Particle Projection Cannon for the older Magna Hellstar.

Mass: 85 tons
Chassis: Kitushi Shogun
Power Plant: Strand 255
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Anderson Propulsion 21
Jump Capacity: 90 meters
Armor: Riese-350
Armament:
1 Magna Firestar Extended-Range Particle Projection Cannon
2 Thunderstroke SRM-6 Racks
2 Coventry Star Fire LRM Missile Systems
Manufacturer: Mitchell Vehicles
Primary Factory: Graham IV
Communications System: HartfordCo COM 4000
Targeting and Tracking System: HartfordCo XKZ 1

Type: **SHG-2F Shogun**

Equipment			**Mass**
Internal Structure:			8.5
Engine:	255		13
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks:	17		7
Gyro:			3
Cockpit:			3
Armor Factor:	248		15.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	40	
Center Torso (rear)		11	
R/L Torso	18	28	
R/L Torso (rear)		8	
R/L Arm	14	22	
R/L Leg	18	36	

Weapons and Ammo:	**Location**	**Critical**	
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	0.5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
ER PPC	RT	3	7
Jump Jets	LL	1	1
Jump Jets	RL	1	1
Jump Jets	CT	1	1



OVERVIEW

A popular and common design, the *Stalker* is undergoing redesign to keep it apace the Star League technology being used on other 'Mechs. The most promising version appears to be the model nearing production in the Free Worlds League.

Irian BattleMechs Unlimited has almost finished retooling its plant on Shiro III to produce the STK-5M. The most important change is the attempt to address the *Stalker*'s heat problems by using double heat sinks. Though the final model carries three less sinks, it can dissipate much more heat than the original design. This model also carries the advanced Octagon Missile-Magnet Narc Beacon, greatly improving the accuracy of its missiles and those of its lancemates. The STK-5M also has a single Diverse Optics Sunbeam Extended-Range Large Laser instead of the pair of Magna models, adding a ton of armor for greater protection.

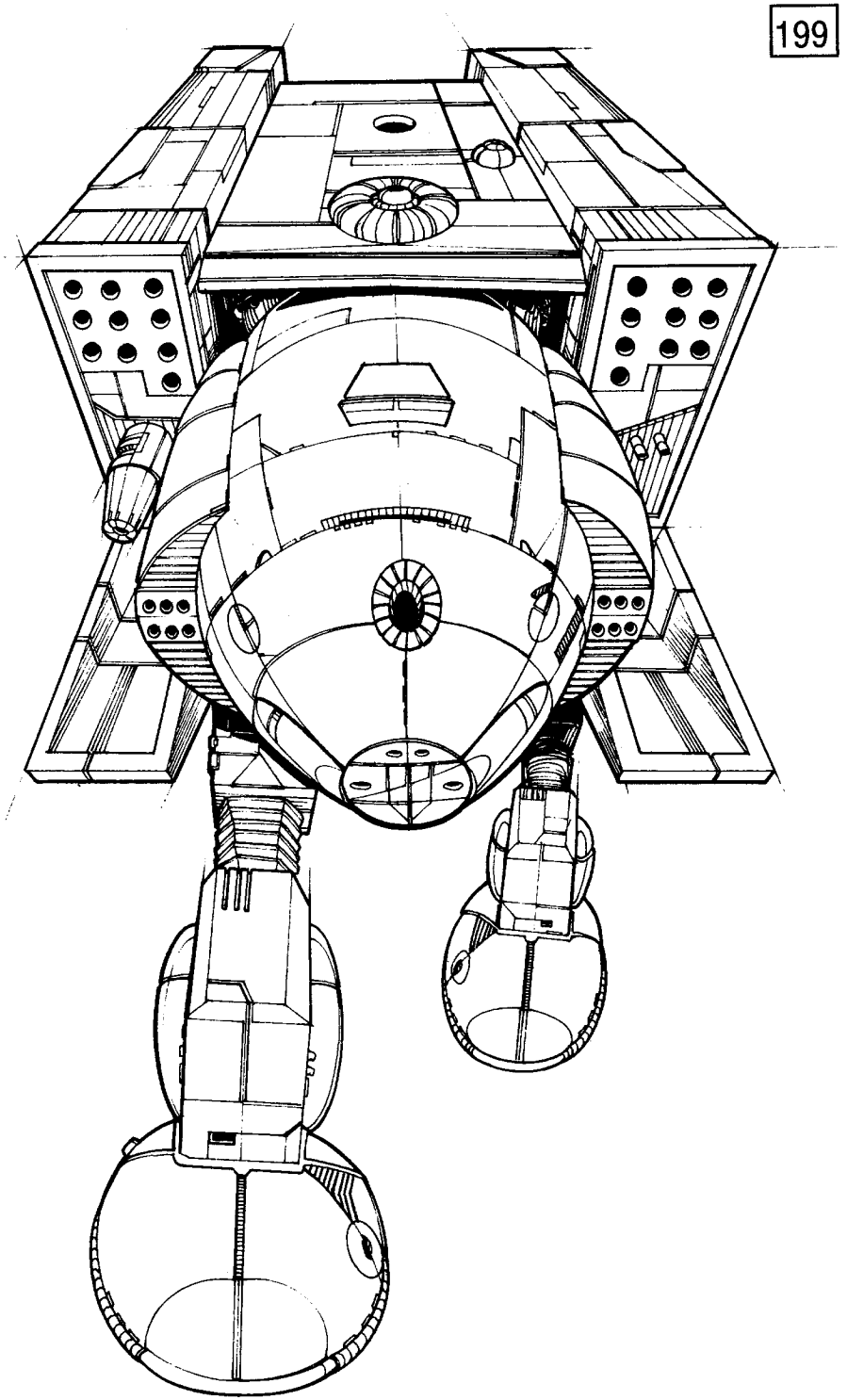
The STK-5S version planned by the Federated Commonwealth is further from fruition and could be problematic besides. Scheduled for the Trellshire Heavy Industries factory on Twycross, this version adds advanced weapons but does nothing to dissipate the additional heat they will generate. Mounting an Edasich Motors 255 XL engine but keeping the original heat sinks and armor, this *Stalker* will force its MechWarrior to keep an eye constantly on his heat gauge. It lacks the sophisticated Narc Beacon, but it has other sophisticated systems. Two Thunderbolt-12 Large Pulse Lasers replace the Magna Mk III models. A Deprus Swarmshot Anti-Missile System and Cellular Ammunition Storage Equipment provide extra protection.

Mass: 85 tons
Chassis: Irian Chassis Class 30
Power Plant: Magna 255
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-456
Armament:
2 Irian Weapons Works Class 10 Long-Range Missile Systems
2 Irian Weapons Works Class 6 Short-Range Missile Systems
1 Octagon Missile-Magnet Narc Beacon
1 Diverse Optics Sunbeam Extended-Range Large Laser
4 Magna Mk II Medium Lasers
Manufacturer: Irian BattleMechs Unlimited
Primary Factory: Shiro III
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

Type: **STK-5M Stalker**

Equipment			**Mass**
Internal Structure:			8.5
Engine:	255		13
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	17 [34]		7
Gyro:			3
Cockpit:			3
Armor Factor:	232		14.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	36	
Center Torso (rear)		11	
R/L Torso	18	27	
R/L Torso (rear)		9	
R/L Arm	14	25	
R/L Leg	18	27	

Weapons and Ammo:	**Location**	**Critical**	
LRM 10	RA	2	5
Ammo (LRM) 24	RA	2	2
LRM 10	LA	2	5
Ammo (LRM) 24	LA	2	2
ER Large Laser	CT	2	5
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Narc Beacon	LT	2	3
Narc Pods (12)	LT	2	2
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1



OVERVIEW

No longer seen in great numbers because of the attrition of the Succession Wars, the *Cyclops* is still a useful design in a number of roles. There have been no reports of a standard field modification kit for the *Cyclops*, partly because so many have already been modified for specific missions.

With so many unit commanders intrigued by the possibilities of the awesome Gauss Rifle, one modification has occurred at far ends of the Inner Sphere. Replacing one massive weapon with another, many MechWarriors are substituting the Zeus Slingshot Gauss Rifle for the Zeus-36 Mark III Autocannon. This does almost as much damage at longer range and with less heat buildup.

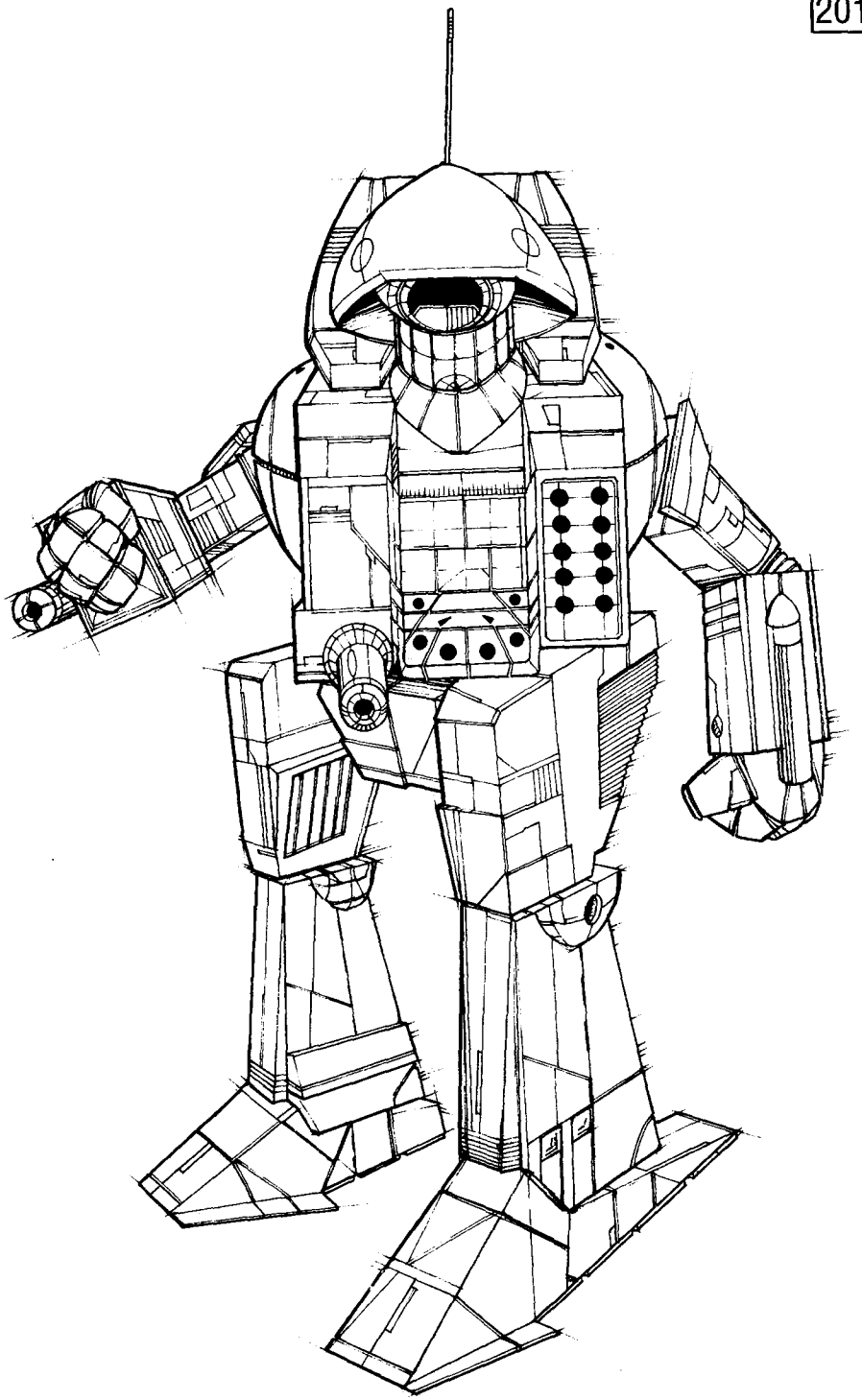
Another common modification is to add more sophisticated command and control equipment. The primary such system is the Command/Control/Communications (C^3) Computer, which connects all 'Mechs that have a C^3 link into a network. Each such 'Mech can use any of the others for targeting, with all lancemates, for instance, firing at a single target as if all were at the range of the closest.

Mass: 90 tons
Chassis: Stormvanger HV-7
Power Plant: Hermes 360
Cruising Speed: 42.1 kph
Maximum Speed: 61.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special
Armament:
1 Zeus Slingshot Gauss Rifle
1 Delta Dart Long Range Missile 10-Rack
2 Diverse Optics Type 20 Medium Lasers
1 Hovertec Short Range Missile Quad
Manufacturer: Stormvanger Assemblies Unlimited
Primary Factory: Caph
Communications System: Olmstead 840 with SatNav Module
Targeting and Tracking System: Tacticon Tracer 280

Type: **CP 11-A Cyclops**

Equipment			**Mass**
Internal Structure:			9
Engine:	360		33
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	12		2
Gyro:			4
Cockpit:			3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	29	30	
Center Torso (rear)		11	
R/L Torso	19	20	
R/L Torso (rear)		8	
R/L Arm	15	10	
R/L Leg	19	17	

Weapons and Ammo:	**Location**	**Critical**	
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	RT	2	2
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Medium Laser	RA	1	1
Medium Laser	RA	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	CT	1	1



OVERVIEW

The *Mauler* is the Federated Commonwealth codename for a Kurita assault 'Mech just beginning testing at the proving grounds of Luthien Armor Works. The Draconis Combine has high security surrounding this project, and all information is a combination of unconfirmed reports, speculation, and analysis. Not even Our Blessed Order knows the official Kurita designation for this design.

Best intelligence expects the design to be slow but advanced, using an extra-light engine, Ferro-Fibrous armor, and double heat sinks. Several prototypes have been seen, but only in glimpses. Only once has ComStar been able to obtain a photograph for detailed study.

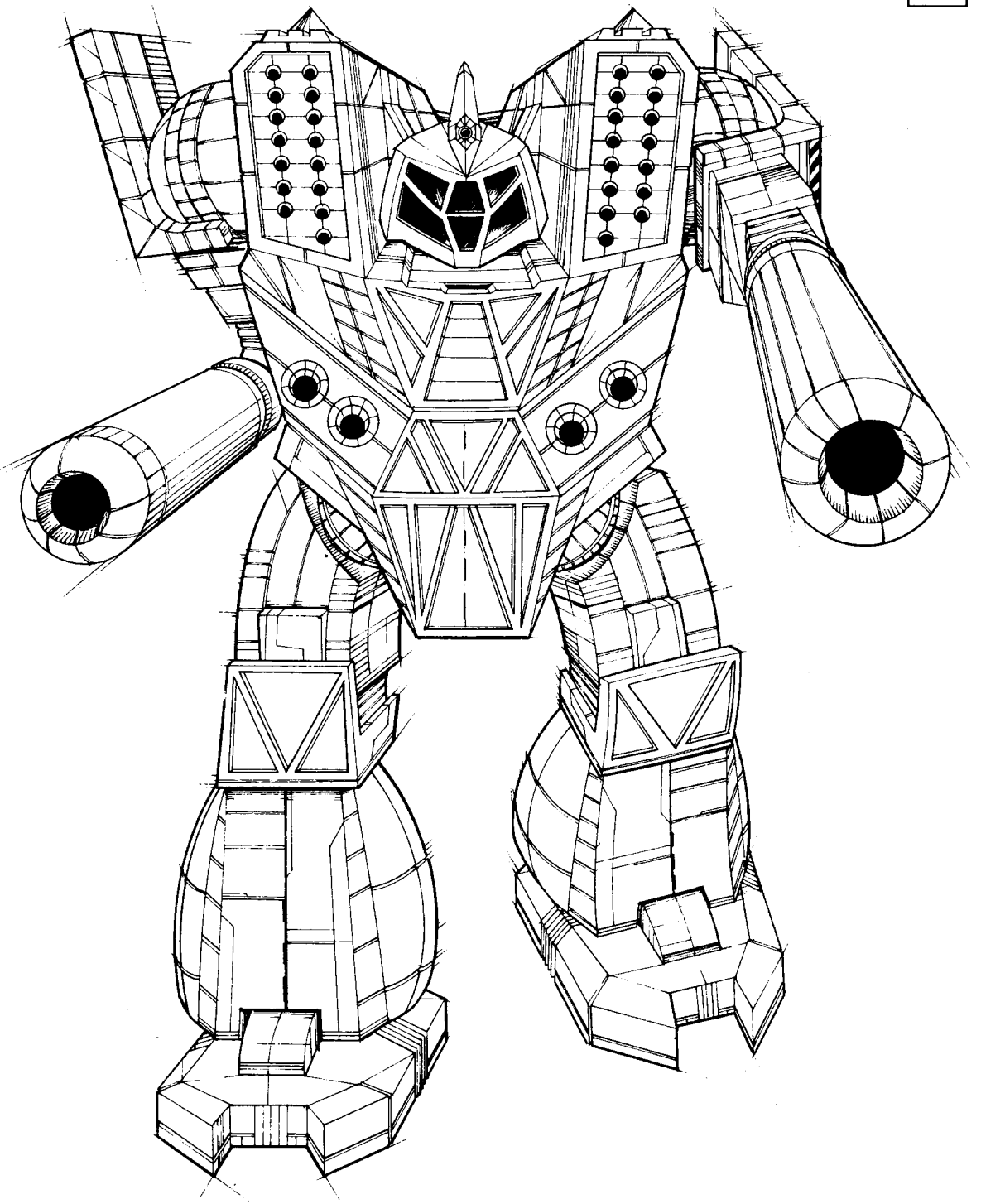
This particular model employs double Victory Nickel Alloy Extended-Range Large Lasers, one in each arm. It also has four Imperator Smoothie-2 Autocannon in the torso, two on each side. Each side of the torso also appears to have a Shigunga Long Range Missile 15-Rack, doubtless also with Cellular Ammunition Storage Equipment for the missile reloads.

Mass: 90 tons
Chassis: Alshain Class 101
Power Plant: Hermes 270 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: New Samarkand Royal Ferro-Fibrous with CASE
Armament:
2 Victory Nickel Alloy Extended-Range Large Lasers
2 Shigunga Long Range Missile 15-Racks
4 Imperator Smoothie-2 Autocannon
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Type: **MAL-1R Mauler**

Equipment			**Mass**
Internal Structure:			9
Engine:	270 XL		7.25
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor:	206		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	29	27	
Center Torso (rear)		10	
R/L Torso	19	26	
R/L Torso (rear)		10	
R/L Arm	15	22	
R/L Leg	19	22	

Weapons and Ammo:	**Location**	**Critical**	
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
LRM 15	RT	2	7
Ammo (LRM) 16	RT	2	2
CASE	RT	1	0.5
LRM 15	LT	2	7
Ammo (LRM) 16	LT	2	2
CASE	LT	1	0.5
AC/2	RT	1	6
AC/2	RT	1	6
Ammo (AC) 45	RT	1	1
AC/2	LT	1	6
AC/2	LT	1	6
Ammo (AC) 45	LT	1	1



OVERVIEW

A much maligned design since the age of the Star League that is still produced in limited numbers by Defiance Industries on Hesperus, the *Banshee* was a prime candidate for redesign to improve its performance. Though it does not have the priority of some other Federated Commonwealth projects, the reconfiguration of the *Banshee* is showing slow progress. Though unlikely to begin production for at least two years, the BNC-5S model is promising.

It uses the Edasich Motors 380 XL engine to devote more weight to powerful new weapons. Though it drops two heat sinks, it employs the technology of double sinks to improve its heat dissipation and compensate for the additional buildup of the new weapons.

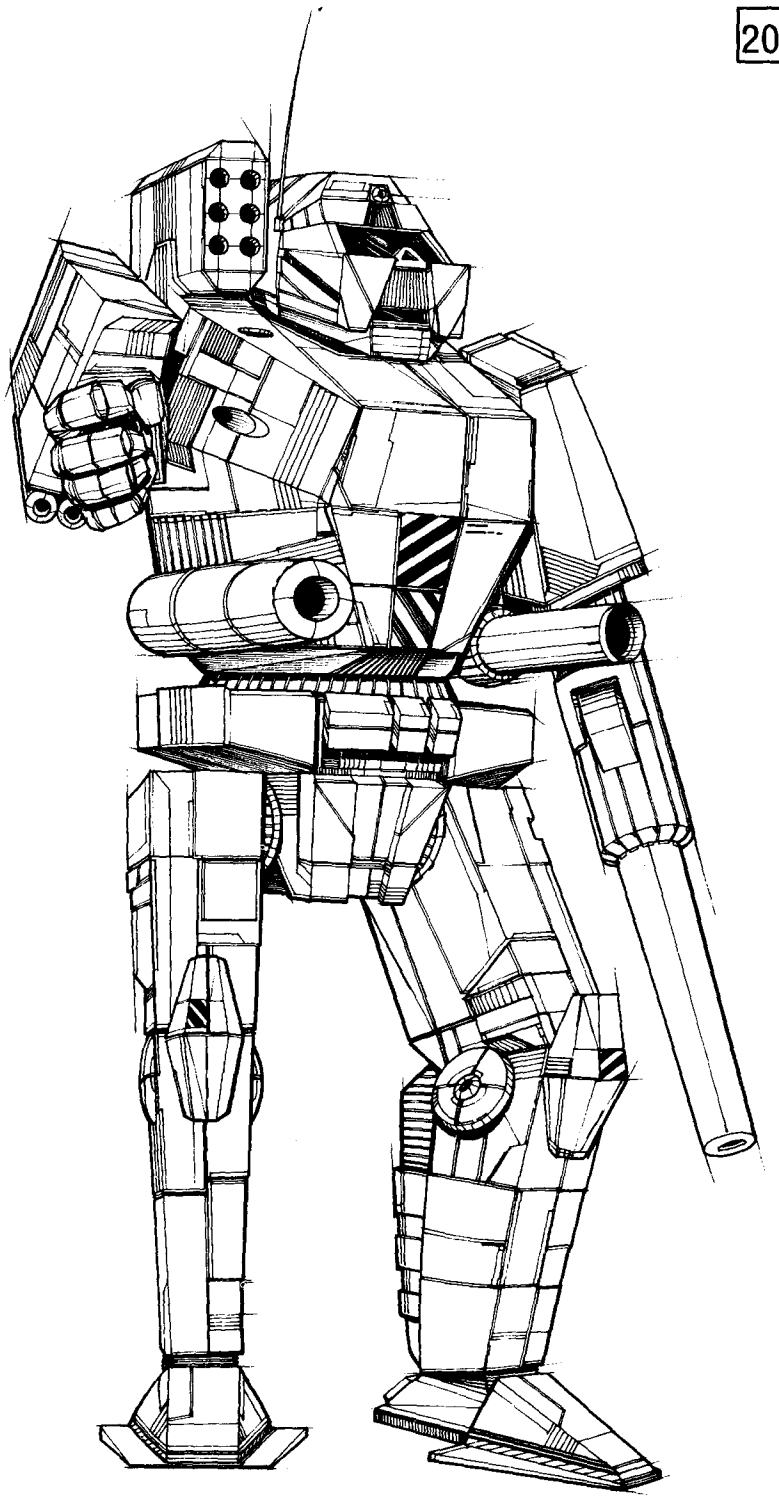
Chief among these is the Poland Main Model A Gauss Cannon mounted in the left torso, replacing the Imperator-A Autocannon. Two extended-range Defiance 1001 Particle Projection Cannon replace the single Magna Hellstar in earlier models. Designers added a second small laser, four medium lasers, and a TharHes Maxi SRM-6 Rack. This new weapons configuration provides far more firepower than the *Banshee* had previously, giving the 'Mech a chance to get rid of its bad reputation.

Mass: 95 tons
Chassis: Foundation 210
Power Plant: Edasich Motors 380 XL
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Longanecker PlastiSteel
Armament:
1 Poland Main Model A Gauss Cannon
2 Defiance 1001 Particle Projection Cannon
1 TharHes Maxi SRM-6 Rack
4 Defiance B3M Medium Lasers
2 Defiance B3S Small Lasers
Manufacturer: Defiance Industries
Primary Factory: Hesperus
Communications System: Angst Clear Channel 3
Targeting and Tracking System: Angst Clear View 2A

Type: **BNC-5S Banshee**

Equipment			**Mass**
Internal Structure:			9.5
Engine:	380 XL		20.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	14 [28]		4
Gyro:			4
Cockpit:			3
Armor Factor:	240		15
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	30	40	
Center Torso (rear)		17	
R/L Torso	20	30	
R/L Torso (rear)		10	
R/L Arm	16	21	
R/L Leg	20	26	

Weapons and Ammo:	**Location**	**Critical**	
Gauss Rifle	LT	7	15
Ammo (Gauss) 8	LT	1	1
ER PPC	RT	3	7
ER PPC	RT	3	7
SRM 6	RA	2	3
Ammo (SRM) 15	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Medium Laser	LT(R)	1	1
Medium Laser	RT(R)	1	1
Small Laser	CT	1	0.5
Small Laser	H	1	0.5



OVERVIEW

The *Annihilator* is one of the enigmas of the mercenary Wolf's Dragoons. Star League records that have survived to the present mention no such design. In fact, it was unknown in the Inner Sphere until after Colonel Jaime Wolf made his first supply run to the Periphery in 3009. In the many battles since then, 'Mechs of this design seem to have nine lives. Though they never existed in great numbers, their numbers also seem never to decline.

Our best rho agents have been unable to learn whether Colonel Wolf has a vast warehouse of these 'Mechs and rations them out a few at a time, whether the design is particularly resilient and easily repaired, or whether the Dragoons have a secret factory or other secret source of new *Annihilator*s. Precentor IV Fellipe Esau, commander of Uncluttered Speech IV-sigma based on Teng, has passed along reports that the Dragoons are testing a frightening new version of the *Annihilator*.

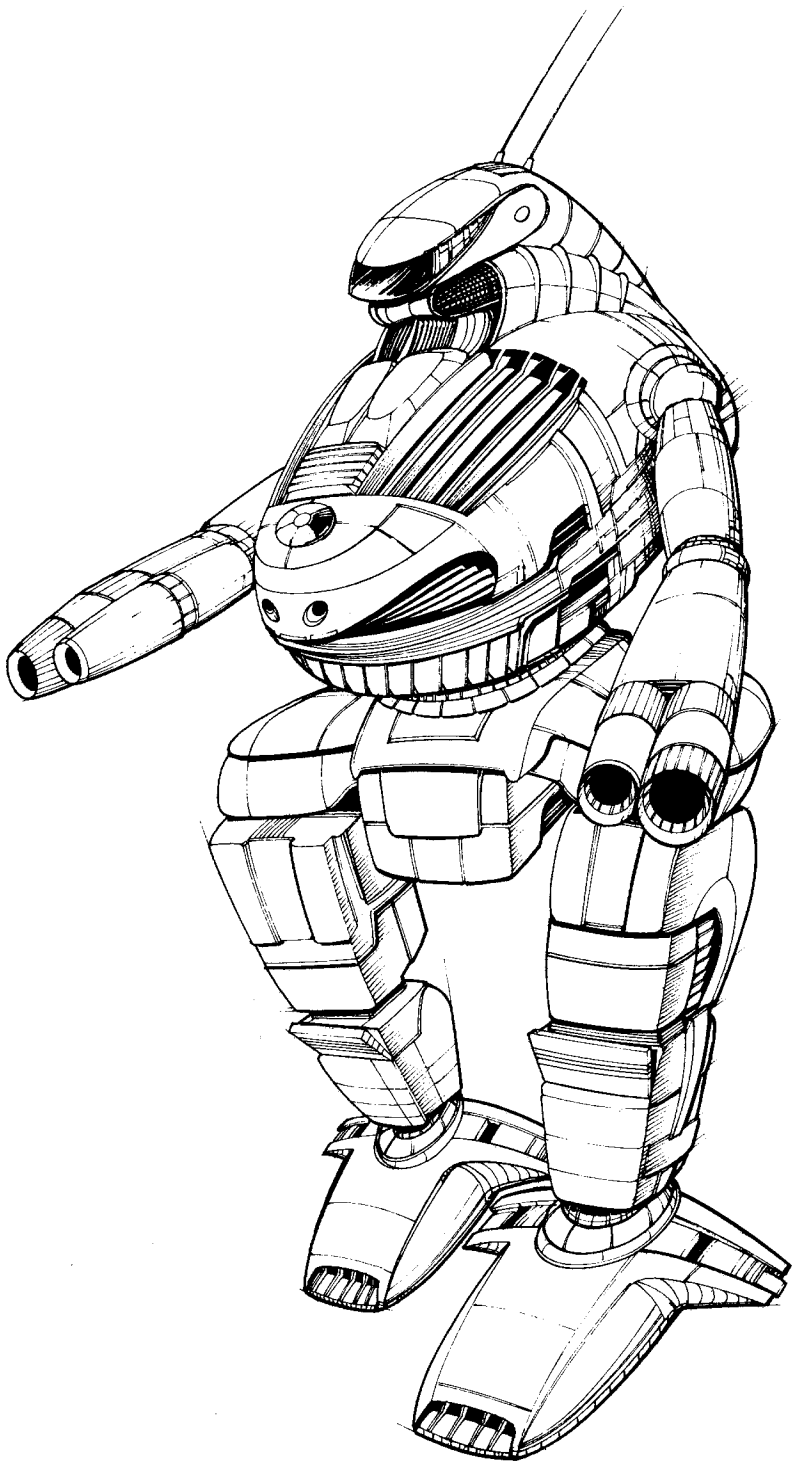
The new model uses Cellular Ammunition Storage Equipment to protect its ammo and upgrades all its weapons with recovered technology, discarding the Class 10 Autocannon for four Mydron Excel LB 10-X models and adding pulse technology to the medium lasers by switching to four Magna 400P weapons.

Mass: 100 tons
Chassis: Star League MN-01
Power Plant: Nissan 200
Cruising Speed: 22 kph
Maximum Speed: 32 kph
Jump Jets: None
    Jump Capacity: None
Armor: Starshield Special-b with CASE
Armament:
    4 Mydron Excel LB 10-X Autocannon
    4 Magna 400P Medium Pulse Lasers
Manufacturer: Unknown
    Primary Factory: Unknown
Communications System: Garret T19-G
Targeting and Tracking System: Wasat Aggressor Type 5

Type: ANH-2A Annihilator

Equipment			**Mass**
Internal Structure:			10
Engine:	200		8.5
Walking MP:	2		
Running MP:	3		
Jumping MP:	0		
Heat Sinks:	17		7
Gyro:			2
Cockpit:			3
Armor Factor:	200		12.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	25	
Center Torso (rear)		10	
R/L Torso	21	21	
R/L Torso (rear)		9	
R/L Arm	17	24	
R/L Leg	21	24	

Weapons and Ammo:	**Location**	**Critical**	
LB 10-X	RA	6	11
LB 10-X	LA	6	11
LB 10-X	RT	6	11
LB 10-X	LT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	CT	1	2



OVERVIEW

Though the *Atlas* is one of the designs tabbed for greater emphasis in the Federated Commonwealth, it is being produced in greater numbers by the Draconis Combine, due to Davion's loss of the Independence Weaponry factory on Quentin to the DCMS in the War of 3039. The Draconis Combine was already making plans for a new model to be produced at the Yori Mech Works plant on Na'ir, and designers simply expanded their plans to include Independence Weaponry.

The AS7-K is a formidable new design, incorporating an extra-light engine, Cellular Ammunition Storage Equipment, and a new array of weapons. Heading the list is the Dragon's Fire Gauss Rifle. This massive weapon sits in the right torso, opposite the Shigunga Long Range Missile 20-Rack, which is the only one of the original weapons to remain. The new model also has two Victory Nickel Alloy Extended-Range Large Lasers, two Victory Heartbeat Medium Pulse Lasers, and the Yori Flyswatter Anti-Missile System.

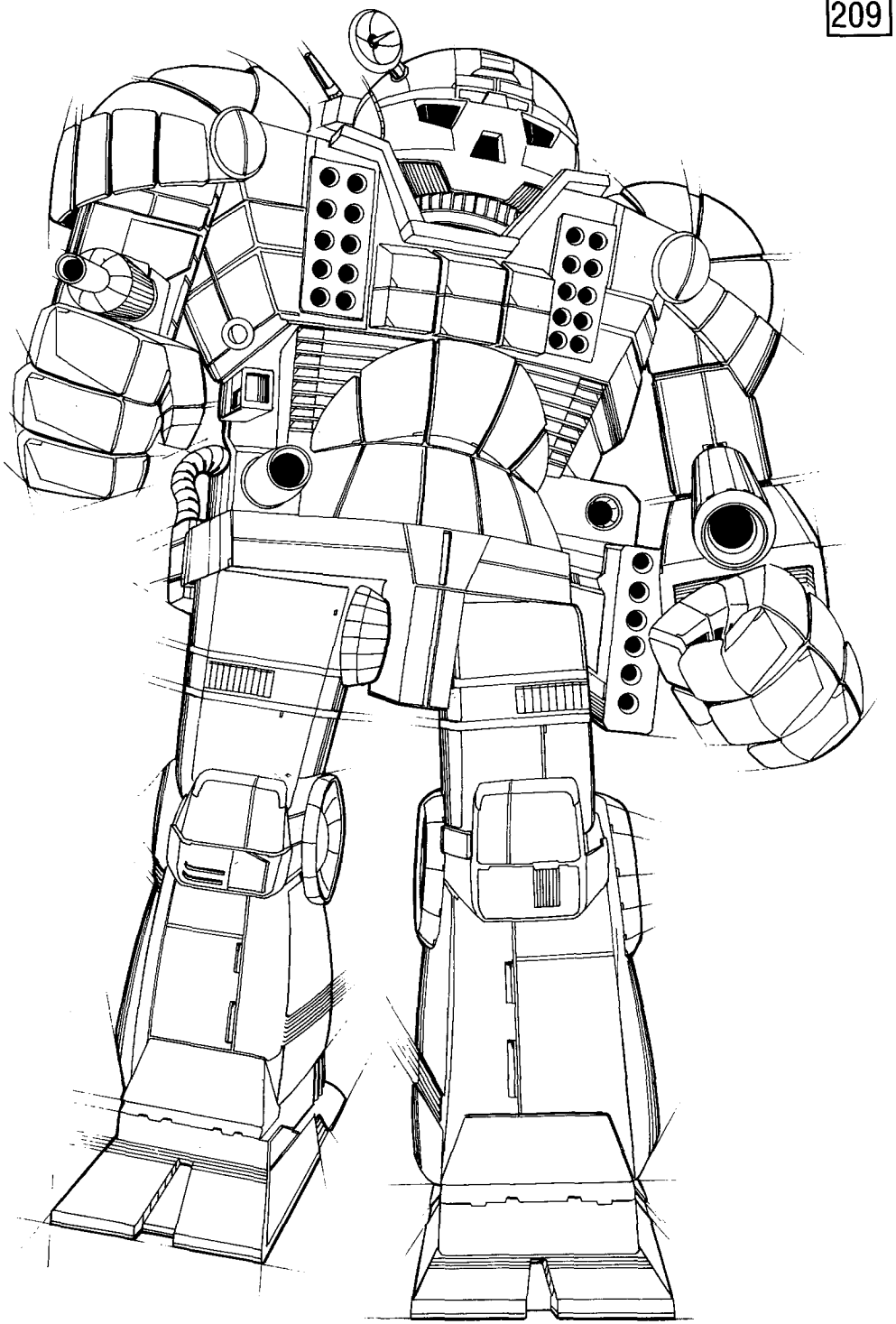
The Federated Commonwealth, frantically trying to expand the *Atlas* assembly line at Defiance Industries on Hesperus, is beginning to produce a model that is much more like the original. The most significant feature of this design is using double heat sinks to increase its ability to dissipate heat while carrying five less sinks. Lacking an extra-light engine, the AS7-S model stays with the original weapons configuration except for adding two Coventry T4H Short-Range Streak Missile Racks firing to the rear.

Mass: 100 tons
Chassis: Foundation Type 10X
Power Plant: Hermes 300 XL
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy with CASE
Armament:
1 Dragon's Fire Gauss Rifle
1 Shigunga Long Range Missile 20-Rack
2 Victory Nickel Alloy Extended-Range Large Lasers
2 Victory Heartbeat Medium Pulse Lasers
1 Yori Flyswatter Anti-Missile System
Manufacturer: Yori Mech Works, Independence Weaponry
Primary Factory: Na'ir (Yori), Quentin (Independence)
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Type: **AS7-K Atlas**

Equipment			**Mass**
Internal Structure:			10
Engine:	300 XL		9.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	20		10
Gyro:			3
Cockpit:			3
Armor Factor:	304		19
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	47	
Center Torso (rear)		14	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	34	
R/L Leg	21	41	

Weapons and Ammo:	**Location**	**Critical**	
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
CASE	LT	1	0.5
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
Medium Pulse Laser	CT(R)	1	2
Medium Pulse Laser	CT(R)	1	2
Anti-Missile System	LA	1	0.5
Ammo (Anti-Missile) 12	LT	1	1
CASE RT	1	.5	



OVERVIEW

Unlike the *Annihilator*, which is of mysterious origin, the *Imp* is clearly the product of a Wolf's Dragoons factory. This was strongly suspected when the *Imp* reappeared in numbers after heavy losses. Its confirmation came with the report of Precentor III-epsilon Gordon Gaumnitz, an undercover MechWarrior-agent who has risen to the rank of captain in the mercenary Eridani Light Horse and who was invited to a conference with Wolf's Dragoons on Outreach.

In conversations with Dragoon MechWarriors who were bubbling about their test rides in the new IMP-3E, Precentor Gaumnitz quickly realized that such extensive changes in design could not be a field modification. Precentor Gaumnitz gives a second-hand description of an *Imp* employing the Hermes 300 XL engine to preserve weight for significant improvements in firepower.

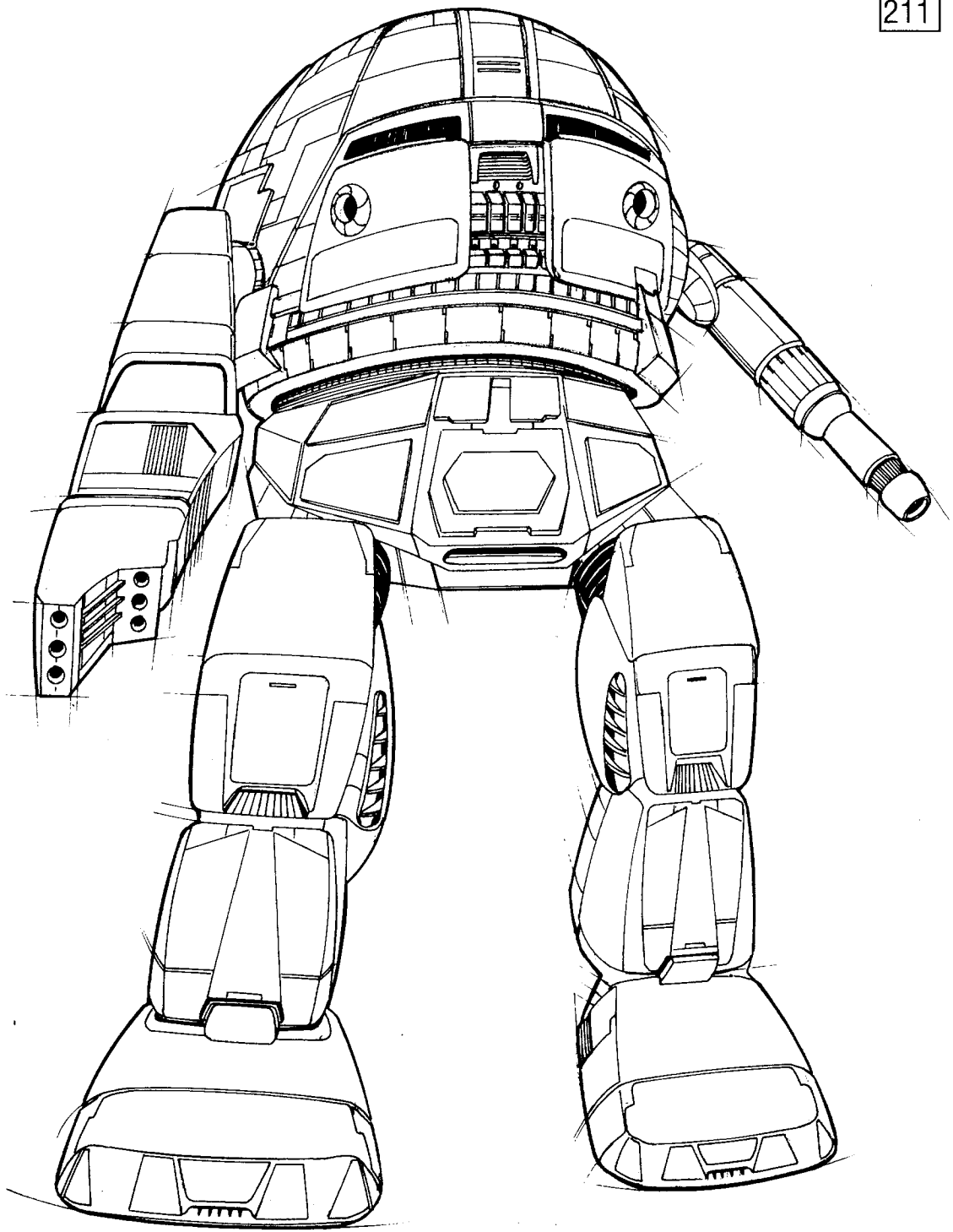
The design reportedly carries 2 Magna Firestar Extended-Range Particle Projection Cannon, two Magna 400P Medium Pulse Lasers, two Martell Model 5 Medium Lasers, a single Thunderbolt-12 Large Pulse Laser, and a single Mitchell Systems LRM-15, up from an LRM-5. Its 30 heat sinks help the *Imp* deal with the tremendous amounts of heat generated by this fearsome array of weapons.

Mass: 100 tons
Chassis: Star League IM-03x
Power Plant: Hermes 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 300
Armament:
2 Magna Firestar Extended-Range Particle Projection Cannon
1 Thunderbolt-12 Large Pulse Laser
2 Magna 400P Medium Pulse Lasers
2 Martell Model 5 Medium Lasers
1 Mitchell Systems LRM-15
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Pauley-Bronson Z
Targeting and Tracking System: Wasat Aggressor Type 8

Type: **IMP-3E Imp**

Equipment			**Mass**
Internal Structure:			10
Engine:	300 XL		9.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	30		20
Gyro:			3
Cockpit:			3
Armor Factor:	288		18
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	40	
Center Torso (rear)		22	
R/L Torso	21	30	
R/L Torso (rear)		12	
R/L Arm	17	24	
R/L Leg	21	42	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	RT	3	7
ER PPC	LT	3	7
LRM 15	RA	2	7
Ammo (LRM) 16	LT	2	2
CASE	LT	1	0.5
Large Pulse Laser	LA	2	7
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	CT	1	2
Medium Laser	RT	1	1
Medium Laser	RT	1	1



OVERVIEW

Once the exclusive property of the mercenary Wolf's Dragoons, the *Marauder II* has appeared in other units only within the last ten years. The most notable of these is Barber's Marauder IIs, a mercenary unit stationed on Rentz. This unit, formerly called Miller's Marauders, was based on Layover during the Fourth Succession War under the command of Major Grissom Miller. The unit provided aid and comfort to the Dragoon families recuperating on nearby Robinson. Its most important service, however, was the secret loan of DropShips to Zeta Battalion for its climactic rescue of the rest of the Dragoons on Crossing.

When the unit's current commander, Major Susan Barber, expressed interest in the Dragoons' *Marauder II* 'Mechs, Colonel Jaime Wolf gave Blackwell Industries the go-ahead to supply Major Barber with all she needed. The continuing shipments to this unit, now of regiment size, gave Our Blessed Order its first glimpse of the new model undoubtedly being deployed by Wolf's Dragoons.

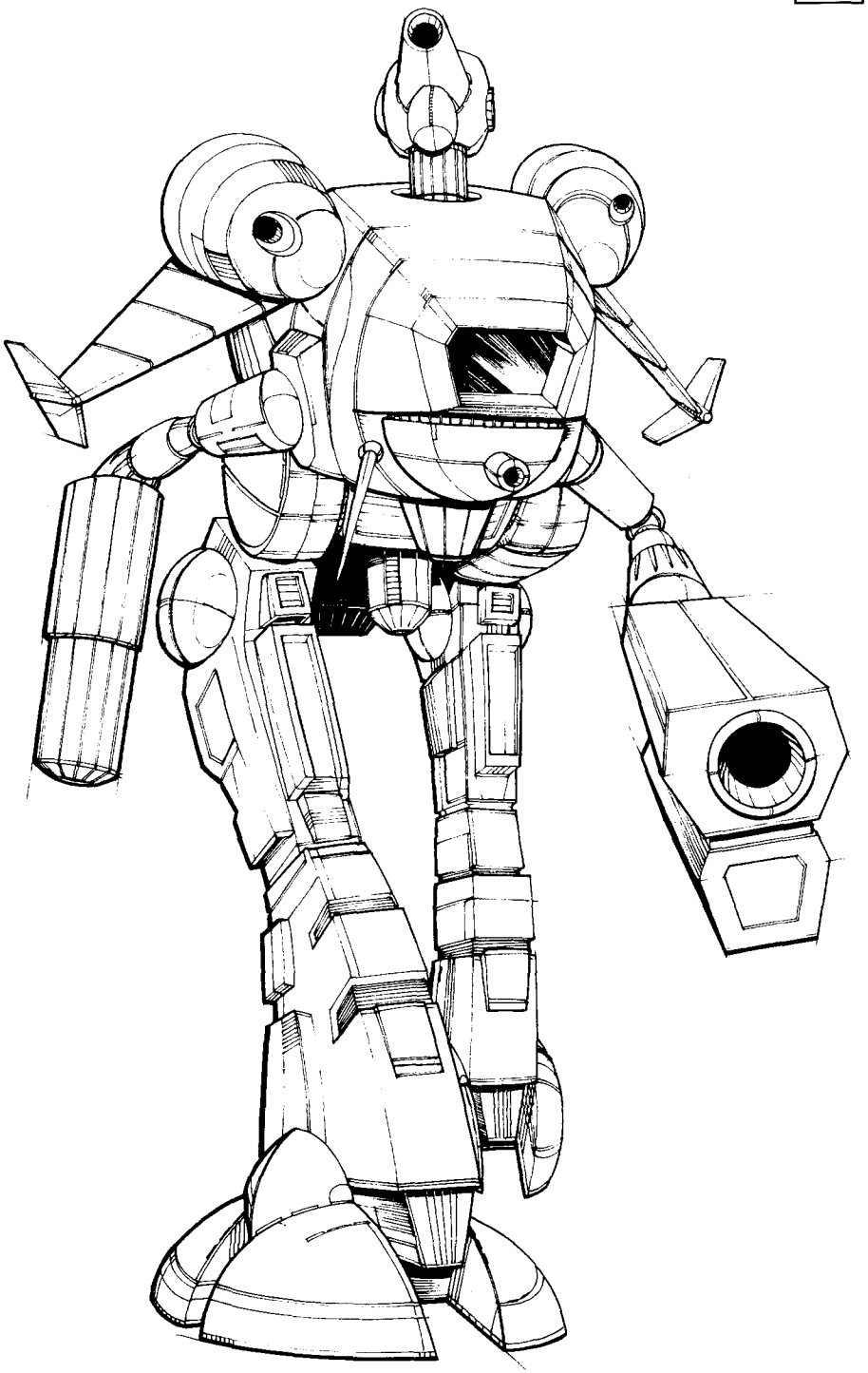
The MAD-5A uses a General Motors 300 Extralight engine to conserve weight for heavier weapons. Two Magna Firestar Extended-Range Particle Projection Cannon replace the older Hellstar models, and a Mydron Excel LB 10-X Autocannon replaces the heavy laser in the right torso. Interestingly, the right-torso section comes with a CASE configuration, even though no ammo is stored there. This has led many to speculate that some projectile weapon field kit variant is contemplated.

Mass: 100 tons
Chassis: GM Marauder
Power Plant: General Motors 300 Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 600
Jump Capacity: 90 meters
Armor: Valiant Lamellor
Armament:
2 Magna Firestar Extended-Range Particle Projection Cannon
2 Magna Mk II Medium Lasers
1 Mydron Excel LB 10-X Autocannon
Manufacturer: General Motors/Blackwell Industries
Primary Factory: New Valencia
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez II

Type: **MAD-5A Marauder II**

Equipment			**Mass**
Internal Structure:			10
Engine:	300 XL		9.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks:	29		19
Gyro:	3		
Cockpit:			3
Armor Factor:	304		19
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	45	
Center Torso (rear)		16	
R/L Torso	21	31	
R/L Torso (rear)		11	
R/L Arm	17	34	
R/L Leg	21	41	

Weapons and Ammo:	**Location**	**Critical**	
ER PPC	RA	3	7
ER PPC	LA	3	7
Medium Laser	RA	1	1
Medium Laser	LA	1	1
LB 10-X	RT	6	11
Ammo (LB 10-X) 30	LT	3	3
CASE	RT	1	0.5
Jump Jets	LL	1	2
Jump Jets	RL	1	2
Jump Jets	CT	1	2



"We thought our BattleMechs were the last word in military technology. We were standing on the brink of winning back the whole Inner Sphere. And we told ourselves, 'No one can keep us from restoring the Star League now.' Then we met the Clans..."

—Victor Ian Steiner-Davion, Duke of the Sarna March, in an interview in 3051

Thus did the future Archon Prince sum up the Successor States' reaction to the startling technology used by the Clans. This data-intensive appendix is a compilation of reports from throughout the Inner Sphere. It is intended to brief the newest members of Our Order on the new equipment found on the 'Mechs of the Clans and the Inner Sphere.

When General Aleksandr Kerensky's forces left the Inner Sphere centuries ago, they took with them the knowledge and technical skills of the Star League's most advanced military engineers. In the intervening decades, the Clans added to this body of learning, developing and refining weapons forgotten to their cousins who stayed behind. Though the Successor States are beginning to unlock many of the secrets of Star League technology, they are still 250 years behind the Clans in developing those weapons.

The descriptions that follow discuss both Clan and Successor State versons of various weapon systems and other equipment. By and large, Clan gear is lighter, smaller, more efficient, or easier to operate and maintain than the more primitive versions of the same systems gradually being introduced to the 'Mechs of the Inner Sphere.

Except as noted, all of this equipment may be used by any type of vehicle.

WEAPONS

The Successor States have been able to refine their existing weapons systems and continue to use the basic versions for most of their 'Mechs. The Clans tend to use only the extended-range versions of the lasers, PPCs, and the improved autocannon types. However, the Clans can use any standard BattleTech weapons, and they do on many of their second-line 'Mechs. Clan versions of the standard weapons (those listed in the **BattleTech Manual**) require one less critical space (but never less that 1) than the original version of the weapon. In addition, Clan missile systems, flamers, and machine guns weigh only half as much as standard versions.

EXTENDED-RANGE PPC

As with laser weaponry, the Clans have developed a significantly improved version of the particle projection cannon. This extended-range PPC is smaller, lighter, and more powerful than the basic version, with a longer range and a harder punch. However, heat buildup is also much higher, which can be a handicap in employing this weapon.

The Inner Sphere has also introduced a longer-range version of the PPC, but this weapon is not as sophisticated as the Clan extended-range PPC. The size and weight are the same as for the basic PPC, as is damage, while range and heat buildup are roughly comparable to the Clan version.

EXTENDED-RANGE LASERS

These weapons are improved versions of basic lasers, with superior beam focusing and targeting equipment. There is a significant increase in range for the weapons, and the damage they do is slightly more than the basic models. However, they generate approximately 50 percent more heat.

The Successor States are still developing the technology for extended-range laser weaponry. So far, the amount of equipment needed for focusing, extra shielding, and targeting is bulky and can only be applied to large lasers. In addition, the Inner Sphere version of the extended range large laser does no more damage than its less-sophisticated cousin. It does reach longer ranges, but it also generates more heat than the standard large laser.

PULSE LASERS

The pulse laser uses a rapid-cycling, high-energy pulse to generate multiple laser beams, creating an effect comparable to machine-gun fire. This improves the hit

CLAN EXTENDED-RANGE PPC

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
ER PPC	15	15	—	1–7	8–14	15–23	6	2	—

INNER SPHERE EXTENDED-RANGE PPC

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
ER PPC	15	10	—	1–7	8–14	15–23	7	3	—

CLAN EXTENDED-RANGE LASERS

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
ER Large Laser	12	10	—	1–8	9–15	16–25	4	1	—
ER Med Laser	5	7	—	1–5	6–10	11–15	1	1	—
ER Small Laser	2	5	—	1–2	3–4	5–6	.5	1	—

INNER SPHERE EXTENDED-RANGE LASERS

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
ER Large Laser	12	8	—	1–7	8–14	15–19	5	2	—

probability of the laser attack and causes more damage per hit, though at a cost of increased heat and a somewhat shorter effective range. Both the Clans and the Inner Sphere now field pulse lasers, but as usual the Successor States lag behind in some critical design areas.

Game Notes

Treat pulse lasers the same as normal weapons, but apply an automatic –2 to the Base To-Hit Number.

ULTRA AUTOCANNON

Featuring a short, smooth-bore barrel, a modified breech mechanism, a rapid-feed reloader, and specially designed ammunition, the Ultra Autocannon is a far more versatile weapon than the standard autocannon commonly found in the Inner Sphere. The Clans have Ultra Autocannon systems in every standard configuration, all of them equivalent to the standard models in weight and heat output but featuring improvements in performance that reduce minimum ranges, extend maximum ranges, and permit selective fire at either normal or double rates.

The Inner Sphere has recently introduced an Ultra Autocannon, but so far, only the AC/5 has appeared in the Ultra configuration. It is much more efficient than a standard autocannon, but by no means as advanced as the Clan version.

Game Notes

When firing an Ultra Autocannon, the player must specify whether it is at normal or double rate of fire. If firing normally, all standard combat rules apply. If firing at double rate, use the following special rules.

An Ultra Autocannon firing at double rate generates twice as much heat and uses two shots of ammunition instead of one. If successful on the standard To-Hit Roll, the player must roll on the "2" column of the Missile Hit Table to determine how many shots struck the target. Roll for location separately for each hit, which does the full amount of damage for an autocannon of the size used.

If a player is using the double rate of fire and gets a 2 on his To-Hit Roll, the arming circuitry fails, leaving the weapon useless until repaired by a Tech. To make this repair, use the following entry for the Repair Difficulty Table in **MechWarrior**.

LB-X AUTOCANNON

Another improvement on the common autocannon, the LB-X weapon makes use of light, heat-dissipating alloys to reduce weight and heat buildup. These materials make the weapon more expensive than the standard autocannon, but the advantages are worth the higher costs. Because of reduced space and weight requirements, all LB-X autocannon also mount more sophisticated fire-control systems. These superior electronics extend effective ranges by roughly 20 percent.

In addition to these advantages, the LB-X autocannon also can use special Cluster Munitions, which act much like an anti-'Mech shotgun in combat. When fired, the ammunition fragments into several smaller submunitions. This improves the chances of scoring a hit and of striking a critical location, but reduces overall damage by spreading hits all over the target area rather than concentrating it on one location.

As with most advanced weapons, the LB-X is still considered experimental in the Inner Sphere. So far only one type, the LB-10X, has been developed for use within the Successor States. Other models are rumored to be under development in both the Draconis Combine and the Feder-

CLAN PULSE LASERS

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Large Laser	10	10	—	1–6	7–14	15–20	6	2	—
Medium Laser	4	7	—	1–4	5–8	9–12	2	1	—
Small Laser	2	3	—	1–2	3–4	5–6	1	1	—

Inner Sphere Pulse Lasers

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Large Laser	10	9	—	1–3	4–7	8–10	7	2	—
Medium Laser	4	6	—	1–2	3–4	5–6	2	1	—
Small Laser	2	3	—	1	2	3	1	1	—

CLAN ULTRA AUTOCANNON

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Ultra AC/2	1*	2*	2	1–9	10–18	19–27	5	2	45
Ultra AC/5	1*	5*	—	1–7	8–14	15–21	7	3	20
Ultra AC/10	3*	10*	—	1–6	7–12	13–18	10	4	10
Ultra AC/20	7*	20*	—	1–4	5–8	9–12	12	8	5

INNER SPHERE ULTRA AUTOCANNON

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Ultra AC/5	1*	5*	2	1–6	7–13	14–20	9	5	20

*See **Game Notes** for special effects of doubled fire rates.

ULTRA AUTOCANNON REPAIR TABLE

	Complete Repair	Partial Repair	Effect of Partial Repair	Time Required
AC/2 Ultra	2+	—	—	12
AC/5 Ultra	3+	—	—	15
AC/10	4+	—	—	18
AC/20	5+	—	—	24

ated Commonwealth, but these have not progressed past the prototype stage.

Note that the LB-X series of autocannon does not appear in an Ultra configuration, and it cannot make use of doubled fire rates.

Game Notes

Before the start of play, the player should designate ammunition for LB-X as either Dual Purpose ADR (standard) or Cluster Munitions. Ammo must be designated in full-ton lots. When firing, the player must declare the type of ammo being used and mark it off his record sheet accordingly.

Attacks made with Cluster Munitions receive a –1 modifier to the To-Hit Number at all ranges. Hits by cluster rounds are resolved like a missile hit, with the player rolling on the column of the Missile Hit Table corresponding to the size of his LB-X autocannon to see how many submunitions strike the target. Roll a separate location for each hit, which causes one point of damage. Note that Cluster Munitions can be used only in LB-X autocannon, not in standard or Ultra Autocannon types.

GAUSS RIFLE

The Gauss Rifle uses a series of magnets to propel a projectile through the barrel toward a target. While requiring a great deal of power to operate, it generates very little heat and can achieve a muzzle velocity twice that of any conventional weapon. The Clan and Inner Sphere versions of the Gauss Rifle are very similar, though the Clan model is slightly smaller and lighter.

Game Notes

Gauss Rifle ammunition is a slug of nickel ferrous metal. If Gauss ammunition takes a critical hit, there is no explosion, but the hit destroys the ammo-feed mechanism, rendering the rest of the ammunition in that section useless.

A critical hit on the Gauss Rifle itself destroys the capacitors that power the weapon. Such destruction causes a catastrophic discharge of the capacitor's stored energy, with results similar to an ammunition explosion. If a Gauss Rifle takes a critical hit, treat it as a 20-point ammunition explosion for the section containing the Gauss Rifle.

SWARM LONG-RANGE MISSILES

Swarm LRMs are special missiles utilizing hundreds of submunitions able to saturate an area with devastating firepower.

Game Notes

Players should note at the start of the game how many Swarm reloads their ammunition stock includes. Swarm ammo is only available in single-ton lots.

Swarm LRMs are used like normal missiles, except that any Swarm warheads that miss their original target attack any unit, friendly or enemy, in the same hex or adjacent to the original target. The closest target to the original is attacked first, with any missiles that still miss attacking the next closest unit, and so on until all missiles have hit something or have run out of possible targets. Generate a new Modified To-Hit Number based on range, movement, and terrain for each new target. It is not necessary for the firing unit to have a valid line of sight to the secondary target for it to be effective. If two or more possible secondary targets are adjacent to the original target, the defender chooses the order of the attacks. When determining the number of missiles that hit a secondary target, use the closest column (round down) on the Missile Hit Table.

For example, an LRM-20 equipped with Swarms fires at a target that has two units adjacent to it. There is also a unit that is two hexes away from the target. The To-Hit Roll fails, and the LRM-20 misses the primary target. The defending player chooses one of the adjacent units as his first secondary target. A new roll against a new Modified To-Hit Number causes 15 LRMs to hit. The final 5 LRMs are then applied against the other unit. They miss, and the remaining five missiles are lost. Note the last five missiles do not continue to attack the unit that is two hexes away from the original target.

THUNDER LONG-RANGE MISSILES

Thunder LRMs deliver scatterable mine fields. Each warhead contains five small anti-vehicle and five anti-personnel mines. The "Thunder" warhead is the Inner Sphere designation for FASCAM (Field Artillery Scatterable Mines); the Clans use a system that is virtually identical.

CLAN LB-X AUTOCANNON

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
LB-2X	1	2	4	1–10	11–20	21–30	5	8	45
LB-5X	1	5	3	1–8	9–15	16–24	7	4	20
LB-10X	2	10	—	1–6	7–12	13–18	10	5	10
LB-20X	6	20	—	1–4	5–8	9–12	12	9	5

INNER SPHERE LB-X AUTOCANNON

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
LB-10X	2	10	—	1–6	7–12	13–18	11	6	10

CLAN GAUSS RIFLE

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Gauss Rifle	1	15	2	1–7	8–15	16–22	12	6	8

INNER SPHERE GAUSS RIFLE

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Gauss Rifle	1	15	2	1–7	8–15	16–22	15	7	8

Game Notes

Players should note the number of tons of LRM ammo set aside as Thunder-FASCAM munitions. Ammo must be designated in full-ton lots.

Like artillery, Thunder LRMs attack hexes rather than units. The To-Hit Roll is modified only by intervening terrain and the firing unit's movement and condition, never by the movement or condition of units in the target hex. If the attack misses the target hex, it scatters as per the normal artillery rules. The hex hit by a Thunder LRM attack is considered mined from that point on by a minefield equal in strength to the number of missiles in the attack. An LRM-20 will lay a 20-point minefield, while an LRM-5 lays a 5-point field. Units in the hex are not affected until they attempt to leave.

Any unit that attempts to move into or out of a mined hex must roll to determine if it encounters mines. On a 2D6 roll of 7 or more, the unit has hit a mine. Use the rules found on page 45 of the **BattleTech Manual** under Conventional Mines to resolve the attack. Remember that the attack value varies according to the size of the LRM launcher.

Multiple Thunder-FASCAM minefields in the same hex are added together, but the value is never greater than 20.

The Thunder-FASCAM missile is identical to a standard LRM round except for the cost, which is doubled. It does not gain the benefits of missile targeting systems (Artemis or Narc).

ARROW IV MISSILE ARTILLERY SYSTEM

The Arrow IV is a stand-alone missile system designed to deliver long-range salvos as a supplement to conventional artillery pieces, such as the Long Tom and Sniper.

There are two basic types of Arrow IV missiles. The most common and least expensive is the standard Area Saturation Missile. This attacks area targets, doing general high-explosive damage to any object with a 30-meter blast radius.

The second type of Arrow missile is the homing missile, which homes in on a target designated by a spotter unit that carries Target Acquisition Gear (TAG) on the battlefield. The homing missile does only a small amount of collateral damage. The Clan version of the Arrow IV Missile Artillery System is lighter than its Successor State counterpart. In addition, where the Inner Sphere version can fire only the two types of warheads described above, the Clan model can deliver a FASCAM round, causing a 30-point minefield to appear in the target hex, as described above in the Thunder LRM section.

Game Notes

Treat Arrow IV Missile Artillery as other artillery for game purposes, following all the off-board artillery rules found on pages 41-42 of the **BattleTech Manual**, except as noted below.

CLAN ARROW IV MISSILE ARTILLERY SYSTEM

	Heat	Damage	Minimum	Max Range	Tons	Critical**	Ammo
Arrow IV**	10	20/10*	Artillery	6	12	12	5

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
TAG Designator	0	NA	—	1–5	6–9	10–15	1	1	NA

INNER SPHERE ARROW IV MISSILE ARTILLERY SYSTEM

	Heat	Damage	Minimum	Max Range	Tons	Critical**	Ammo
Arrow IV**	10	20/10*	Artillery	5	15	15	5

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
TAG Designator	0	NA	—	1–5	6–9	.10–15	1	1	NA

*Adjacent Hex Damage

**Arrow IV system may be encountered in both arm and torso

In a standard area attack, note the location of the target hex and the turn of arrival on a piece of paper. Such attacks do 20 points of damage to all units in the impact hex and 10 points to all units adjacent to that hex. Handle scattering normally.

Homing missiles do not need a plotted target hex. However,the player must select a specific TAG-equipped unit to act as spotter on the turn of arrival. If for any reason the selected TAG unit cannot designate the target during the Off-Board Artillery portion of the Combat Phase on the turn the missile arrives on the board, the missile automatically misses and explodes harmlessly.

To use TAG equipment for target designation, the spotting unit must be within 15 hexes of the target and have a valid line-of-sight. Calculate the To-Hit Number based on range to the spotting unit just like a normal weapon attack. All normal combat modifiers apply, using the spotting unit's movement, Gunnery Skill, and so forth.

If the spotter successfully designates the target, the Homing Missile will hit on a 2D6 roll of 4 or more. The missile does 20 points of artillery damage to the target and 5 points of normal artillery damage to any other unit in the hex. Adjacent hexes are not attacked, and there is no scattering. The location of the spotting unit relative to the target determines the direction of the attack. Therefore, if the spotting unit is on the left side of the target, use the left side column of the Hit Location Table to determine what part of the 'Mech or vehicle is hit.

If the target is designated successfully but the missile misses, it causes 5 points of artillery damage to all units in the hex, including the target unit.

The TAG system cannot target infantry.

SINGLE-SHOT MISSILE LAUNCHERS

It is possible for a vehicle or 'Mech to be equipped with a single-shot version of a standard missile launcher. Such a system is designated by an OS after the missile nomenclature, such as LRM-20 (OS).

Game Notes

Single-shot launchers weigh half a ton more than the standard missile launcher of the same type. The player need not purchase any ammunition to go with the launcher.

It can be fired only once during the game. The single-shot missile launcher can use special munitions, such as Swarm or Thunder LRM rounds, and special targeting devices (Streak, Narc, or Artemis) at double the base cost of the launcher. All other performance characteristics are the same as for multi-shot launchers of the same type and ordnance.

ANTI-MISSILE SYSTEM

The Anti-Missile System is a rapid-fire, point-defense machine gun capable of tracking, engaging, and destroying incoming missiles. While very effective, the system's primary drawback is its high ammunition consumption. Both Clan and Inner Sphere anti-missile systems suffer from this handicap, although the Clans make use of flechette ammunition, effectively increasing the number of rounds stored in the ammo bins.

Game Notes

When a flight of missiles engages any 'Mech or vehicle equipped with an anti-missile system, the player may elect to engage the salvo before the To-Hit Roll is made for the missiles. The defending player rolls 1D6 if the 'Mech is using the Inner Sphere system, or 2D6 if the system is Clan. The result of this roll is the number of missiles shot down. The player makes another 1D6 roll and multiplies the result by 2 to determine how much anti-missile ammunition was spent shooting down the attacking missiles. If this roll expends more ammunition than was actually available, simply reduce the ammunition to zero. As long as there was at least one shot available to fire, the result obtained against the missiles stands.

After the anti-missile fire is resolved, surviving missiles make their attack normally. Use the surviving number to determine which column to use on the Missile Hit Table, rounding to the nearest entry. If the number of surviving missiles falls exactly between two entries, use the smaller of the two. For instance, an LRM-10 flight reduced to 9 missiles would still use the 10 column, but it would use the 6 column instead if it were reduced to 8. A flight reduced to one missile always uses the 2 column. A flight cannot hit with more missiles than it had after the anti-missile attack, regardless of the table results.

The anti-missile system can be used only once per turn, and it cannot be used against any target other than missiles. It also cannot shoot down missiles aimed at any other target. The anti-missile system cannot be used against Thunder-FASCAM or Swarm LRMs.

Critical hits on Anti-missile system ammo are treated as ammo hits. The ammo explodes, doing damage equal to 1 point per remaininng shot.

ANTI-PERSONNEL PODS

Anti-Personnel Pods (A-Pods) are mounted on some Clan OmniMechs as a deterrent against close assault by infantry units. They are designed to meet the twin threats posed by anti-'Mech infantry forces and regular infantry attacking from concealment in rugged or built-up areas. While infantry has never been considered much of a threat to 'Mechs in the Inner Sphere, the use of body armor and the greater power of Elementals have made foot soldiers too potent to be ignored.

A-Pods are directional mines installed on the lower portions of a 'Mech where infantry must attack if they plan to plant explosives on the sensitive actuator mechanisms. When an A-Pod is triggered, it blasts a cloud of shrapnel over an effective radius of roughly 15 meters, with a devastating effect on troops unfortunate enough to be in the open at the moment of the explosion.

Game Notes

Each A-Pod weighs half a ton and occupies one critical space in a leg or torso of a 'Mech. It is a one-shot weapon, used up when it is triggered.

When infantry uses anti-'Mech or point-blank shots from hiding (see pages 39 and 47 of the **BattleTech Manual**), a 'Mech with an A-Pod can detonate it before the To-Hit Number is rolled. If an A-Pod is triggered, the infantry unit takes 1D6–1 points of damage before resolving its own attack. Regardless of the damage caused, the A-Pod is expended.

Unexpended A-Pods that take a critical hit do not explode like ammo. They are simply rendered inoperative. A-Pods are only available to Clan 'Mechs.

CLAN ANTI-MISSILE SYSTEM

	Missiles Hit	Tons	Critical	Ammo	Ammo Used
Anti-Missile System	2D6	0.5	1	24	2x1D6

INNER SPHERE ANTI-MISSILE SYSTEM

	Missiles Hit	Tons	Critical	Ammo	Ammo Used	
Anti-Missile System	2D6	0x	.5	1	12	2x1D6

ELECTRONICS

In addition to the improvements in weaponry, both the Clans and the Successor States now field 'Mechs and vehicles equipped with other new electronic systems that enhance their firepower and other capabilities.

ARTEMIS IV FIRE-CONTROL SYSTEM

The Artemis IV is a fire-control system that improves the accuracy of standard missile launchers. Mounted in a dome on the side of the launcher, the Artemis locks onto any target, illuminates it with an infrared beam, and fires a spread of missiles. The system provides constant course-correction data to the missiles in flight with a tight-beam microwave communications link. The Artemis increases the number of missiles that hit the target, but it is only as good as the gunner operating it. The designated target is chosen by centering crosshairs and initiating a launch. More than one inexperienced MechWarrior has seen the devastating effects of an overwhelming Artemis-controlled missile attack on a tree or boulder accidentally designated as the system's target.

Artemis IV is the name applied to the system in the Inner Sphere, but it is essentially identical to the system commonly fielded by the Clans.

Game Notes

Artemis units can carry any standard long- or short-range missile launcher. The system must be mounted in the same part of the 'Mech as the launcher that it controls. Each launcher requires its own Artemis. All missile systems aboard the 'Mech or vehicle must be outfitted with the Artemis IV, or none at all. The Artemis IV may only be mounted on standard missile launchers; it is incompatible with the Streak SRM, Narc missile beacon, and the Swarm and Thunder munitions. It may be used with one-shot missile packs. The Artemis requires special missiles, identical to standard missiles in all game areas except for double cost.

Any missile attack from an Artemis-equipped launcher is resolved normally. However, when rolling on the Missile Hit Table, add 2 to the roll, increasing the number of hits scored on the target. Both the Clan and Inner Sphere versions of this fire-control system weigh one ton per missile launcher and take up one critical space for each. If the Artemis for a particular launcher is destroyed, the missile launcher can still be fired as a normal launcher.

NARC MISSILE BEACON

The Narc Missile Beacon is a heavily modified missile launcher that fires special missiles, called pods, which are powerful homing beacons mounted behind a magnetic head. If the missile hits, the pod broadcasts a homing signal for missile systems equipped to receive Narc transmissions. Like the Artemis system, the Narc pods increase the number of missiles that hit a target. The Narc system is superior to the Artemis IV in that the lock is never broken once it has been established, because the beacon is attached to the target.

Both the Clans and the Successor States use Narc Beacon technology, but the Clan's system is slightly superior in range, weight, and bulk.

Game Notes

Players may fire one Narc Pod per launcher each turn. If the attack hits, the pod is considered to be attached to the target 'Mech. On all following combat phases, all attacks by any Narc-equipped missiles receive a +2 modifier on the Missile Hit Table. This effect stays with the targeted 'Mech for the duration of the battle.

The Narc system can be used to control both standard SRM and LRM missile attacks. Missiles capable of homing on a beacon cost twice as much as usual due to special guidance links. The system is not compatible with Streak SRMs, Artemis IV, or Swarm and Thunder munitions.

CLAN NARC MISSILE BEACONS

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Narc Beacon	0	NA	—	1–4	5–8	9–12	2	1	6

INNER SPHERE NARC MISSILE BEACON

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Narc Beacon	0	NA	—	1–3	4–6	7–9	3	2	6

CLAN STREAK SRM

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Streak SRM-2	2	*	—	1–4	5–8	9–12	1	1	50
Streak SRM-4	3	*	—	1–4	5–8	9–12	2	1	25
Streak SRM-6	4	*	—	1–4	5–8	9–12	3	2	15

INNER SPHERE STREAK SRM

	Heat	Damage	Minimum	Short	Medium	Long	Tons	Critical	Ammo
Streak SRM-2	2	*	—	1–3	4–6	7–9	1.5	1	50

STREAK SHORT-RANGE MISSILES

These short-range missile launchers are linked to a computer fire-control system that handles target acquisition. Once the computer obtains a target lock, the Streak SRM will automatically hit. The Clans have developed Streak systems for all types of short-range missile launchers; in the Inner Sphere, the bulk of the fire-control computer limits the size of the system to a modified SRM-2.

Game Notes

Before the Streak can be fired, it must have a lock. A player attempting to obtain a lock must make a standard To-Hit Roll as if he were firing a normal SRM. He does this during his turn of the firing phase. If successful, the player may immediately fire his SRMs at the locked-on target. All SRMs automatically hit, and the player rolls as normal to determine the hit locations. If the the player fails to achieve a lock, he does not fire the SRMs and does not build up any heat. The player must roll for a lock each turn, even if he had achieved a lock on the target in the previous turn. A separate lock-on roll must be made for each individual Streak system attempting to fire.

TARGETING COMPUTER

The Clans have developed advanced targeting systems not yet available to the Successor States that can enhance the performance of direct-fire weapons, such as lasers, PPCs, Gauss Rifles, and autocannon. These targeting computers can either increase overall hit probability or select specific target locations.

Game Notes

The size and weight of an advanced Targeting Computer depends on the amount of direct-fire weaponry it will control. For every five tons, or fraction thereof, of direct-fire weapons, the Targeting Computer requires one ton and one critical space.

On ordinary attacks, apply a –1 modifier to the To-Hit Number for any attack with the unit's direct-fire weapons. Follow all other procedures normally.

If the player prefers, he can announce an attempt to target a specific hit location with his attack. All direct-fire weapons to be used must fire at the same location, which must be plainly visible to the firing unit. For instance, an attack coming for the right side of the target cannot be directed against the left arm, left leg, or left torso. When calculating the To-Hit Number, apply a +3 modifier for all weapons. The head of a 'Mech may never be targeted in this manner. Note that the –1 modifier for ordinary attacks is not applied when firing at a specific location.

The advanced Targeting Computer is only found on Clan 'Mechs.

C^3 COMPUTER

Recently designed and fielded by the Draconis Combine military, the Command/Control/Communications (C^3) computer system is a piece of equipment available exclusively to the Inner Sphere. Intended for installation in command or reconnaissance 'Mechs or vehicles, the C^3 system is designed to help unit commanders coordinate activities on the lance and company levels.

Game Notes

The C^3 computer system requires 4 tons and 4 critical spaces aboard the command 'Mech or vehicle and 1 ton and 1 critical space aboard each 'Mech or vehicle that will have a communications link to the computer. Each unit linked to a C^3 computer can utilize the targeting system of any other unit in the network. When firing, calculate the Base To-Hit Number by using the range to the target from the network's nearest unit with a valid line-of-sight. All fire modifiers for movement, terrain effects, and so forth are still based on the firing unit. A weapon still cannot exceed its maximum range, though a well-placed lancemate can have the effect of reducing the weapon's long range to short range.

The C^3 computer also duplicates the function of Target Acquisition Gear and can designate a target for Arrow IV homing missiles.

Prior to the start of play, designate which units are part of the network. Only three slave units can tie into a single C^3 computer, so a typical network would be the four 'Mechs of a lance. However, the network can be extended by installing a C^3 computer on each command 'Mech of the lances in a company and on the company command Mech. This allows any 'Mech in the company to use the computer coordination. Complexities of coordination do not permit more than twelve units to participate in any network even when it is extended by additional command vehicles. Different networks cannot share coordinating abilities during a battle. Units of Warren's Company could not use a 'Mech of Ching's Company as a target designator even if both companies had C^3 networks. Loss or destruction of the unit carrying the C^3 master computer destroys the network.

C^3 computers are available only to Inner Sphere 'Mechs.

INNER SPHERE C^3 COMPUTER

	Tons	Critical	Function
C^3 Master	5	5	Coordinates 3 Links
C^3 Slave	1	1	Participate in Network

BEAGLE ACTIVE PROBE

Capable of detecting and identifying even shut-down and camouflaged units at distances much greater than standard Electronic Warfare (EW) suites, the Active Probe is a valued addition to any recon unit.

The Beagle Active Probe is the most advanced sensor system in the Inner Sphere. It is somewhat bulkier than systems used by the Clans, as well as having a slightly shorter range.

Game Notes

Use of the Active Probe system automatically gives a **BattleForce** lance an Active Probe chit. In **BattleTech**, the probe will detect any hidden 'Mech or vehicle (not infantry) if, after the movement phase of the turn, the concealed unit is anywhere inside of the probe's operating radius and a valid line-of-sight exists between the two. Note that units hidden under water cannot be detected by an Active Probe.

CLAN ACTIVE PROBE

	Tons	Critical	Range
Clan Active Probe	1	1	5 Hexes

INNER SPHERE ACTIVE PROBE

	Tons	Critical	Range
Beagle Active Probe	1.5	2	4 Hexes

GUARDIAN ECM SUITE

The Guardian ECM suite is a broad-spectrum jamming and electronic countermeasure device designed to reduce the effectiveness of enemy long-range scanning and surveillance equipment. The ECM system is effective over a radius of 180 meters around the unit in which it is installed. Clan and Inner Sphere versions of the system are nearly identical except for the reduced size and weight of the more-advanced Clan system.

Game Notes

A lance with a Guardian-equipped 'Mech or vehicles receives a **BattleForce** ECM chit automatically. In **BattleTech**, a Guardian system nullifies the effects of the Active Probe, the Artemis Fire-Control System, the Narc Missile Beacon, and the C^3 Computer when these systems are within the Guardian's range.

CLAN ECM SYSTEM

	Tons	Critical	Range
ECM Suite	1	1	6 Hexes

INNER SPHERE ECM SYSTEM

	Tons	Critical	Range
Guardian ECM Suite	1.5	2	6 Hexes

CONSTRUCTION MATERIALS

Except where otherwise indicated, the new construction materials discussed below are used only in BattleMechs or AeroSpace Fighters, not in ordinary vehicles. Both the Clans and the Inner Sphere have access to most of the technology discussed here, but the Clan versions are generally lighter and more compact, hence considerably more efficient.

DOUBLE HEAT SINKS

With a heat-dissipation rate twice as fast as that of basic heat sinks, Double Heat Sinks can cool a 'Mech much more efficiently. Though weighing the same as standard heat sinks, the double versions are considerably bulkier, taking up extra space aboard the 'Mech. The Clan version of the Double Heat Sink is twice as bulky, while the Inner Sphere model is three times as bulky, making it impossible to mount this equipment in a 'Mech's legs. Torso-mounted Double Heat Sinks tend to limit space available for weapons. The two heat-dissipation technologies are incompatible, forcing designers to choose between the superior cooling of the double sinks or the greater room for weapons provided by the standard types.

Game Notes

'Mechs with double heat sinks shed two points of heat for each operating sink each turn. If the heat sink is submerged in water, it dissipates an additional 2 points, but remember the maximum additional heat that can be dissipated under water is 6 points (page 29 of the **BattleTech Manual**).

A 'Mech cannot carry a mixture of single and double heat sinks. Vehicles cannot have Double Heat Sinks at all, but AeroSpace Fighters can.

DOUBLE HEAT SINKS

	Tons	Critical
Clan Double Heat Sinks	1	2
Inner Sphere Double Heat Sinks	1	3

CELLULAR AMMUNITION STORAGE EQUIPMENT

CASE is a damage-control technology that mitigates the effects of internal ammunition explosions. When ammo explodes in a section with CASE, the force of the explosion blows out specially designed panels and armor, directing the main force of the explosion away from the 'Mech's vital components, such as the cockpit or the engine.

Game Notes

All Clan weapons pods containing ammo-fed weapons automatically have CASE at no cost in tonnage or critical spaces. Inner Sphere 'Mechs and vehicles can have the CASE system built in, but AeroSpace Fighters may not carry CASE systems due to the basic frailty of typical aircraft systems. Inner Sphere 'Mechs can carry CASE in the torso but not the arms; Clan 'Mechs have no such restriction.

An Inner Sphere CASE system requires one critical space and weighs half a ton. Hits on the Case critical space have no effect and should be rerolled.

If ammo in a CASE-equipped section explodes, it does damage to the weapons, internal structure, and equipment mounted there normally. Apply excess damage to the rear armor of the section. Any remaining damage is not applied anywhere. Remember that the loss of all internal structure in a side torso section renders the corresponding arm useless. Excess damage in an arm equipped with CASE destroys that arm's armor. In vehicles, the CASE system blows out the back armor; the vehicle itself is crippled, but the crewmembers and passengers survive the explosion.

If an ammo explosion passes into a section that has CASE, the internal structure takes damage as normal and then all excess damage is blown out the back section. This might occur if an Inner Sphere 'Mech had an arm ammo explosion and damage transferred to a side torso equipped with CASE.

CELLULAR AMMUNITION STORAGE EQUIPMENT

	Tons	Critical
Clan CASE	0	0
Inner Sphere CASE	0.5	1

MYOMER ACCELERATOR SIGNAL CIRCUITRY

The MASC system makes a 'Mech capable of a short-term burst of speed, at some risk to its fragile actuators. It works by boosting the signals to the myomer musculature, causing them to contract and relax at a quicker rate than is usually possible. This increases speed, but the stresses placed on the actuators and the myomer can cause a catastrophic failure, especially after prolonged MASC use. Both Clan and Inner Sphere 'Mechs can use MASC, with the Clans getting a slight advantage in weight and bulk.

Game Notes

Any 'Mech with MASC can activate the system at the start of any game turn before any 'Mechs have moved. The player announces the fact that he is using the MASC system and rolls 2D6. On a 3+, the 'Mech will run that turn at a speed equal to double its standard walking speed. If the result is 2, the leg actuators freeze up, immobilizing the 'Mech for the rest of the game.

On the second consecutive turn of MASC use, a roll of 4 or less immobilizes the 'Mech. A roll of 6 or less freezes the actuators on the third consecutive turn, 10 or less on the fourth, and the legs automatically fail on the fifth.

For each turn the system is not used, reduce the threshold number by one step, but never below 3+. For example, a player uses MASC for three consecutive turns, rolling 7 or more on the third turn to stay mobile. After an intervening turn of not using the system, the player would need a 5 to avoid freezing up. Two turns without using MASC reduces that number to the original 3+.

MYOMER ACCELERATOR SIGNAL CIRCUITRY

	Tons	Critical
Clan MASC	'Mech Tonnage÷25*	'Mech Tonnage÷25*
Inner Sphere MASC	'Mech Tonnage÷20*	'Mech Tonnage÷20*

*Round to the nearest whole number

TRIPLE STRENGTH MYOMER

Only recently introduced in prototype form in the Inner Sphere, triple strength myomer is known to be fitted in only one BattleMech to date. Davion scientists who have been working on the myomer have reportedly had some success in overcoming the problem of spontaneous combustion when the fibers are exposed to a gaseous catalyst.

Game Notes

Triple Strength Myomer is effective only when a 'Mech is running hot. If at the end of the turn a 'Mech equipped with Triple Strength Myomer has a heat level of 9 or higher, the following effects take place for the next turn:

- The 'Mech's walking speed is increased by 1 and its running speed is recalculated.
- Ignore the –1 MP heat effect at the 5 heat-point level, applying other heat modifiers to movement against the accelerated rate.
- Double damage from Punch, Kick, and Club attacks.
- Double the 'Mech's lifting ability.

Triple Strength Myomer is incompatible with the MASC systems, and requires 6 critical spaces anywhere in the 'Mech allocated to the myomer. Critical hits on these critical spaces are ignored and re-rolled.

ENDO STEEL INTERNAL STRUCTURE

Endo Steel was designed especially for use in 'Mech skeletons. Using zero-G manufacturing techniques that uniformly mix high-density steel with lower-density titanium and aluminum, the process produces a metal twice as strong per unit of weight as standard skeleton materials, but at an increase in overall bulk. The Clans have refined Endo Steel production to the point of great efficiency, but the Successor States' use of the material is still severely hampered by the scarcity of orbital manufacturing facilities.

Game Notes

'Mechs that use Endo Steel need allocate only half the usual weight to the internal structure, retaining all fractions. The bulkiness of the alloy reduces the number of free critical spaces on board. The player may allocate these spaces as he sees fit, even filling up whole sections if desired, but the indicated number of spaces must be filled by the Endo-Steel. Hits on an Endo Steel critical space are treated as no result and should be re-rolled.

ENDO STEEL INTERNAL STRUCTURE

	Tons	Critical
Clan Endo Steel	Half Standard	7
Inner Sphere Endo Steel	Half Standard	14

FERRO-FIBROUS ARMOR

Ferro-Fibrous Armor is an improved version of ordinary 'Mech armor. Utilizing woven fibers of ferro-steel and ferro-titanium, this armor plating greatly increases tensile strength. However, like Endo Steel skeletons, Ferro-Fibrous Armor is bulkier than its equivalent weight of standard armor plating.

A version known as Ferro-Aluminum Armor is also available for AeroSpace Fighters and vehicles. As with Endo Steel skeletons, the Clan versions of these armor types require less space than those used by the Inner Sphere.

Game Notes

'Mechs that use Ferro-Fibrous Armor get more armor factors for the same weight. Calculate the normal armor factor and then multiply this number by 1.12 for the Inner Sphere or by 1.2 for the Clans, dropping all fractions, to obtain the number of armor factors with Ferro-Fibrous Armor. The bulkiness of the armor reduces the number of free critical spaces in the same way as for Endo Steel. Hits on Ferro-Fibrous Armor critical spaces are ignored and rerolled.

Internal structure armor limitations still apply when using this armor.

FERRO-FIBROUS ARMOR

	Tons	Critical	Armor Multiple
Clan			
Ferro-Fibrous Armor	Standard	7	1.2
Inner Sphere			
Ferro-Fibrous Armor	Standard	14	1.12

When mounting Ferro-Aluminum Armor on Clan or Inner Sphere vehicles and AeroSpace Fighters, reduce the number of weapons available on their right and left sides by 2.

XL ENGINES

Advances in the shielding of fusion power plants have enabled designers to retro-fit standard engines with new and lighter shielding materials, greatly reducing overall engine weight, though again at the cost of compactness. The Clan version of the XL engine is again much less bulky than those developed so far in the Inner Sphere.

Game Notes

Players may designate any fusion plant as being built with XL technology. Normal engine weight is halved, retaining all fractions. Additional engine critical spaces must be allocated to both the right and left torsos. XL engines can come with either single or double strength heat sinks.

XL ENGINES

	Tons	Critical
Clan XL Engine	Half Standard	2 in LT, 2 in RT
Inner Sphere XL Engine	Half Standard	3 in LT, 3 in RT

CLAN PILOTS AND CHARACTERS

BattleMech and OmniFighter pilots born to the Clans are the product of centuries of selective breeding and superb training. They are far better, man for man, than the typical Warriors of the Successor States, though they are far from invincible.

All Clan pilots ('Mech and AeroSpace) have superior skills. The average Clan pilot has *Piloting* 4 and *Gunnery* 3.

OMNIMECH CONSTRUCTION

For first-line equipment, the Clans use standardized 'Mech chassis. There are 16 major OmniMech designs used most consistently, basic building blocks customized for special missions by the addition of pods containing weapons or other equipment. Some other OmniMech designs do appear from time to time as well, but usually the basic 16 types are encountered. Each design includes the primary configuration and the most commonly seen variations. Other combinations of weapons and equipment are possible.

OUTFITTING AN OMNIMECH

Once a basic OmniMech design is selected, it can be customized before any particular battle by the addition of special equipment and weaponry. Each OmniMech design indicates the features permanently installed and specifies a number of tons available for the installation of additional gear. Certain types of equipment can be installed on any OmniMech, subject to weight and space limitations.

Weapons can always be installed, providing there is sufficient room. All standard weapons are allowed, as are any of the new weapons discussed here. When mounting weapons, be sure to include ammunition for those that require it. Weapons pods for OmniMechs automatically include the CASE ammo-protection feature at no cost in space or weight.

In addition to weapons, other optional features that can be mounted on an OmniMech include the following:

Heat Sinks

Additional heat sinks may be added if space is available. Be sure to install compatible heat sinks; some OmniMech designs use standard heat sinks, but most use Double Heat Sinks instead. A 'Mech that is to carry weapons that produce a great deal of heat may add the heat sinks along with the weapons themselves, thus retaining greater flexibility. On a later mission, so many heat sinks might not be necessary, and the space can be better used for other equipment instead. Heat sinks may be mounted in pods attached to any portion of the OmniMech, provided sufficient critical spaces are available in the chosen location.

Jump Jets

Players may add jump jets to any OmniMech, whether it normally has jump jets or not. Jump jets may only be mounted in pods on the Left and Right Legs, the Left and Right Torsos, and the Center Torso, and may only be mounted if there are sufficient critical spaces in these areas to allow for the jets. Use the standard rules for determining the tonnage necessary to give the 'Mech the desired jump capacity.

Electronics

Probes, targeting gear, and other high-tech electronics may be mounted in OmniMech pods. Electronics may be mounted anywhere, provided there is sufficient space available in the chosen hit location to fit the gear.

Other Equipment

OmniMech pods can accommodate any of the new equipment, anti-missile systems, A-Pods, and so on.

Certain items may never be added in pods. Engines, Endo Steel, MASC, and armor are all forbidden. It is possible, though rarely desirable, to mount empty cargo-carrying pods on an OmniMech to transport infantry or equipment. Cargo transport is addressed on pages 40-41 of the **BattleTech Manual**.

When preparing an OmniMech for a battle, determine the available tonnage for add-on pods listed in the descriptions of the standard OmniMech designs. Pods may not have more equipment than this weight capacity.

Choose locations for each pod aboard the OmniMech. The locations selected must have sufficient critical spaces available for the systems being added.

BattleMech arm and hand mechanisms are themselves mounted as pods on OmniMechs. They may be attached and detached freely between battles, but may never be mounted if an arm is to contain any type of PPC, Autocannon, or Gauss Rifle. Their use in conjunction with other arm-mounted weapons is optional. If these mechanisms are omitted, the Lower Arm Actuator and Hand Actuator lines of the Arm Hit Location section are considered empty and may be used as extra critical spaces for arm-mounted weapons. The OmniMech cannot use hands for any purpose (lifting, carrying, using clubs) if this option is in use. Remember, 'Mechs without hands have negative modifiers for punch attempts.

All add-ons are designated before the battle begins. Pods may not be changed once mounted except by Techs using the Repair process between battles. Pod replacement takes 30 minutes, or twice that long on a roll of 2 on 2D6 using the same manner as discussed in the **BattleTech Manual**, pages 46-47.

DESIGNING NEW OMNIMECHS

In addition to the 16 standard OmniMech models described elsewhere, other designs do appear from time to time. Players may wish to design their own OmniMechs to supplement the available models. One good reason for doing so is to create custom OmniMechs that have the space available to mount larger weapons. These spaces are not available in many standard OmniMech designs due to the critical spaces consumed by Ferro-Fibrous Armor, Endo-Steel frames, and Double Heat Sinks.

To design an OmniMech, follow the usual **BattleTech** design process, taking advantage as desired of the various new systems, materials, and weapons. Follow all steps of the design process, except that instead of mounting weaponry, all tonnage left over after armor has been allocated and permanent on-board systems are specified is lumped into a single "Pod Weight" that is noted for the OmniMech. This is used as described above to mount interchangeable pods between battles.

Once an OmniMech has been designed, allocation of permanent fixtures, such as XL engines, Endo Steel, and Ferro-Fibrous Armor, cannot be altered. Heat sinks and jump jets can be added but not removed. All of these are integral to the machine, and the critical spaces they consume cannot be rearranged thereafter.

OMNIFIGHTERS

In addition to the awesome capabilities of their OmniMech arsenal, the Clans have fielded sophisticated AeroSpace craft in their invasion of the Inner Sphere. These OmniFighters are generally somewhat less sophisticated than their ground-faring BattleMech cousins, but they still hold a significant edge over Successor State AeroSpace Fighters.

Like the OmniMechs, these spacecraft rely heavily on the interchangeable pod system. These common designs, plus various more unusual craft, fulfill a variety of AeroSpace support roles, with equipment and weaponry changing from one mission to the next in accordance with the OmniMech philosophy.

OMNIFIGHTER TYPES

The Clans deploy three standard fighter types. The Light OmniFighter is a small, high-speed, highly maneuverable craft that has little weaponry. It is well-armored by comparison with equivalent Inner Sphere craft, but still rather fragile. With less than 3 tons of available pod space, it most commonly appears as either a lightly armed recon craft or a moderately armed fast attack ship.

The Medium OmniFighter is a compromise between speed and carrying capacity. Larger and more heavily armored than the Light and carrying more pod-mounted equipment, this craft pays for its advantages in reduced speed and maneuverability. It is roughly equivalent in overall purpose to House Davion's *Corsair*, but decidedly superior in performance.

The Heavy OmniFighter is in many ways similar in design to a Kurita *Stuka*. Where the other two OmniFighters are largely intended to contest space superiority, the Heavy craft is more commonly employed supporting groundside operations. A largely unarmed version with transport pods can deliver Elementals into a strike zone faster and more effectively than a DropShip, while heavily-armed versions may be used for strafing, bombing, and other tactical applications.

MOUNTING PODS

OmniFighters are essentially identical to OmniMechs in game terms, and should be handled as outlined previously. A few special modifications to the OmniMech rules are necessary to handle AeroSpace Fighter situations. These are summed up below.

When mounting pods, critical spaces are consumed only by weapons and ammunition. Heat sinks, electronics, and other special systems do not consume critical spaces when mounting pods. Only the system weight and critical space taken up by weaponry needs to be calculated when fitting pods prior to a battle.

Extra fuel can be mounted in the form of pods, extending available Thrust Points. This fuel is always consumed before fuel mounted permanently.

Any pod or group of pods can be dropped from the fighter during combat. This reduces the overall tonnage of the fighter, thus increasing performance characteristics. When a pod is dropped, refigure stats by taking the engine rating and dividing it by the total tonnage actually present, rounding fractions down, and adding two to the result. This is the new Thrust figure. Overthrust, of course, is 1.5 times the basic thrust figure.

DESIGNING OMNIFIGHTERS

New OmniFighter designs can be developed in accordance with the normal AeroSpace Fighter design process. Follow all the normal procedures, but do not specify exact weapons or equipment unless you wish to install a system permanently. List remaining space for pods as described for OmniMechs. All the rules applicable to OmniMechs should be followed where appropriate for OmniFighters.

Keep in mind that some systems and special materials described in this booklet are not found in AeroSpace craft. For example, while Ferro-Aluminum Armor is allowed, there is nothing like Endo Steel to strengthen internal structure. CASE is automatically installed at no cost in any pod carrying ammunition. Double Heat Sinks take up weight, but do not take up critical spaces on a fighter.

Note that Ferro-Aluminum Armor does take up critical spaces. These may be allocated as desired among the four areas reserved for weapons.

BATTLEARMOR

Each counter represents one Point of Elemental infantry, five soldiers in BattleArmor. Fill out a BattleArmor Record Sheet for each Point in play. All members of the Point carry an SRM-2 launcher and two reloads on their backs. The total salvo available to a full-strength Elemental Point unit is thus 10 missiles.

Members of the Point also carry one anti-'Mech weapon system, either a regular small laser, a flamer, or a machine gun. All personnel in a Point must carry the same type of anti-'Mech weapon system, because they fire as a combined unit in battle.

Finally, all Elementals carry two anti-personnel weapons, which are mounted on each forearm of their suits. These are used only when resolving personal combat using the **MechWarrior** or **BattleTroops** systems and do not come into play in ordinary **BattleTech** situations. Any mix of personal weaponry is allowable in a Point, provided the player is willing to keep track of each separate trooper's choices. Two of the following may be chosen: automatic shotgun, flamer, gyrojet rifle, laser rifle, submachine gun, tranq gun.

Remember that these weapons have no effect on 'Mechs, and they need not even be specified in games where personal combat is not a possibility.

Fill out each of the weapons carried on the BattleArmor Record Sheet, including the total available Missile Salvo. The Point is now ready to enter play.

MOVEMENT

An Elemental Point has a **BattleTech** movement rate of 3. It is not affected by woods or elevation changes less than 4. No friendly movement modifiers are applied to a BattleArmor unit's attacks.

BATTLEARMOR UNDER FIRE

When a Point is fired on in **BattleTech** combat, make the attack against the unit as a whole. All normal modifiers are applied to attacks on Elementals with BattleArmor. In addition 'Mechs only have a apply +1 modifier on the To-H

Number due to the dispersal of BattleArmor troops.

If a hit is achieved, roll 1D6, ignoring and rerolling a "6" result. The number indicates which of the troopers take damage from the hit. Note that long-range missile fire against Elementals is handled as for 'Mechs; each 5 missiles that hit the unit do damage against a different randomly selected trooper.

Each suit of BattleArmor has an armor value of 10 points. For simplicity's sake in **BattleTech**, the armor is considered to be in a single "location." If all armor is destroyed, the Elemental trooper inside is out of action.

BATTLEARMOR ATTACKS

When a Point of BattleArmor attacks, it fires as a single unit. In any combat round, the Point may fire twice, once with SRMs and once with its other weapon. These attacks follow all the usual rules regarding combat. No unusual modifiers are applied to BattleArmor attacks.

If the SRM To-Hit is successful, consult the table below to determine the number of hits scored by the missiles. Each hit does the usual two points of damage to the target, with hit locations determined separately for each missile.

ELEMENTAL MISSILE TABLE

Die Roll	Star Members Active (Number of Missiles Fired)				
	1 (2)	2 (4)	3 (6)	4 (8)	5 (10)
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

When an anti-'Mech small laser, flamer, or machine gun hits its target, roll on the table below to determine the number of troopers who achieved the hit. Each trooper who hits scores normal damage for the weapon. Hit locations are determined separately for each hit.

ELEMENTAL DIRECT FIRE TABLE

Die Roll	Star Members Active/Number of Weapons Fired				
	1	2	2	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

Note that Elementals are highly trained elite troops, and are automatically capable of delivering anti-'Mech attacks according to the special rules on page 45 of the **BattleTech Manual**.

"MECHANIZED" BATTLEARMOR

Clan Elementals are trained to cooperate closely with OmniMechs in combat. Each OmniMech has handholds constructed on the 'Mech's torso to allow up to five Elementals to attach themselves to the 'Mech transport. A Point can mount a 'Mech using the normal rules for mounting/dismounting from more conventional vehicles. Once Elementals are mounted, the 'Mech cannot use any torso-mounted weapons. All hits on the 'Mech's Left Torso, Right Torso, or Rear Center Torso are assessed against the Elementals first. A randomly chosen trooper receives the damage before the 'Mech takes hits. Only one trooper may take damage intended for the 'Mech; if there is excess damage to be marked off after a trooper is killed in this fashion, it is applied to the 'Mech normally.

NON-CLAN BATTLEARMOR

The Clans have made use of BattleArmor for well over a century and have used selective breeding techniques to develop a caste of Elemental pilots with the size, strength, and agility to make the most effective use of BattleArmor. The Successor States are taking steps to field their own copies of these suits in the near future, but Inner Sphere infantry lack the physical development to use them as well as their Clansman opponents. Therefore, all Inner Sphere BattleArmor units start play with one hit assessed against each suit's armor. In addition, Inner Sphere units are not always organized on the Point principle and may contain anywhere from one to five soldiers at the start of battle.

CLAN EQUIPMENT TABLE

Type	Heat	Damage	Minimum	Short	Medium	Long	Tonnage	Critical	Ammo
Weapons									
Anti-Missile System	1	*					0.5	1	24
Arrow IV System	10	20/10*	Artillery			6	12	12	5
ER Laser (Large)	12	10	–	1 – 8	9 – 15	16 – 25	4	1	
ER Laser (Medium)	5	7	–	1 – 5	6 – 10	11 – 15	1	1	
ER Laser (Small)	2	5	–	1 – 2	3 – 4	5 – 6	0.5	1	
ER PPC	15	15	–	1 – 7	8 – 14	15 – 23	6	2	
Flamer	3	2	–	1	2	3	0.5	1	
Gauss Rifle	1	15	2	1 – 7	8 – 15	16 – 22	12	6	8
LB 2-X AC	1	2	4	1 – 10	11 – 20	21 – 30	5	3	45
LB 5-X AC	1	5	3	1 – 8	9 – 15	16 – 24	7	4	20
LB 10-X AC	2	10	–	1 – 6	7 – 12	13 – 18	10	5	10
LB 20-X AC	6	20	–	1 – 4	5 – 8	9 – 12	12	9	5
LRM-5	2	1 per missile	–	1 – 7	8 – 14	15 – 21	1	1	24
LRM-10	4	1 per missile	–	1 – 7	8 – 14	15 – 21	2.5	1	12
LRM-15	5	1 per missile	–	1 – 7	8 – 14	15 – 21	3.5	1	8
LRM-20	6	1 per missile	–	1 – 7	8 – 14	15 – 21	5	4	6
Machine Gun	0	2	–	1	2	3	0.25	1	200
Narc Missile Beacon	0	NA	–	1 – 4	5 – 8	9 – 12	2	1	6
Pulse Laser (Lg.)	10	10	–	1 – 6	7 – 14	15 – 20	6	2	
Pulse Laser (Med.)	4	7	–	1 – 4	5 – 8	9 – 12	2	1	
Pulse Laser (Sm.)	2	3	–	1 – 2	3 – 4	5 – 6	1	1	
SRM-2	2	2 per missile	–	1 – 3	4 – 6	7 – 9	0.5	1	50
SRM-4	3	2 per missile	–	1 – 3	4 – 6	7 – 9	1	1	25
SRM-6	4	2 per missile	–	1 – 3	4 – 6	7 – 9	1.5	1	15
Streak SRM-2	2	*	–	1 – 4	5 – 8	9 – 12	1	1	50
Streak SRM-4	3	*	–	1 – 4	5 – 8	9 – 12	2	1	25
Streak SRM-6	4	*	–	1 – 4	5 – 8	9 – 12	3	2	15
Ultra AC/2	1	2	2	1 – 9	10 – 18	19 – 27	5	2	45
Ultra AC/5	1	5	–	1 – 7	8 – 14	15 – 21	7	3	20
Ultra AC/10	3	10	–	1 – 6	7 – 12	13 – 18	10	4	10
Ultra AC/20	7	20	–	1 – 4	5 – 8	9 – 12	12	8	5
Other Equipment									
Active Probe						5	1	1	
Artemis IV FCS							1	1	
CASE							0	0	
Double Heat Sink							1	2	
ECM Suite						6	1	1	
MASC					Mech Tonnage÷25*	Mech Tonnage÷25*			
TAG	0	*	–	1 – 5	6 – 9	10 – 15	1	1	
Targeting Computer							*	*	

*See special rules for this equipment.

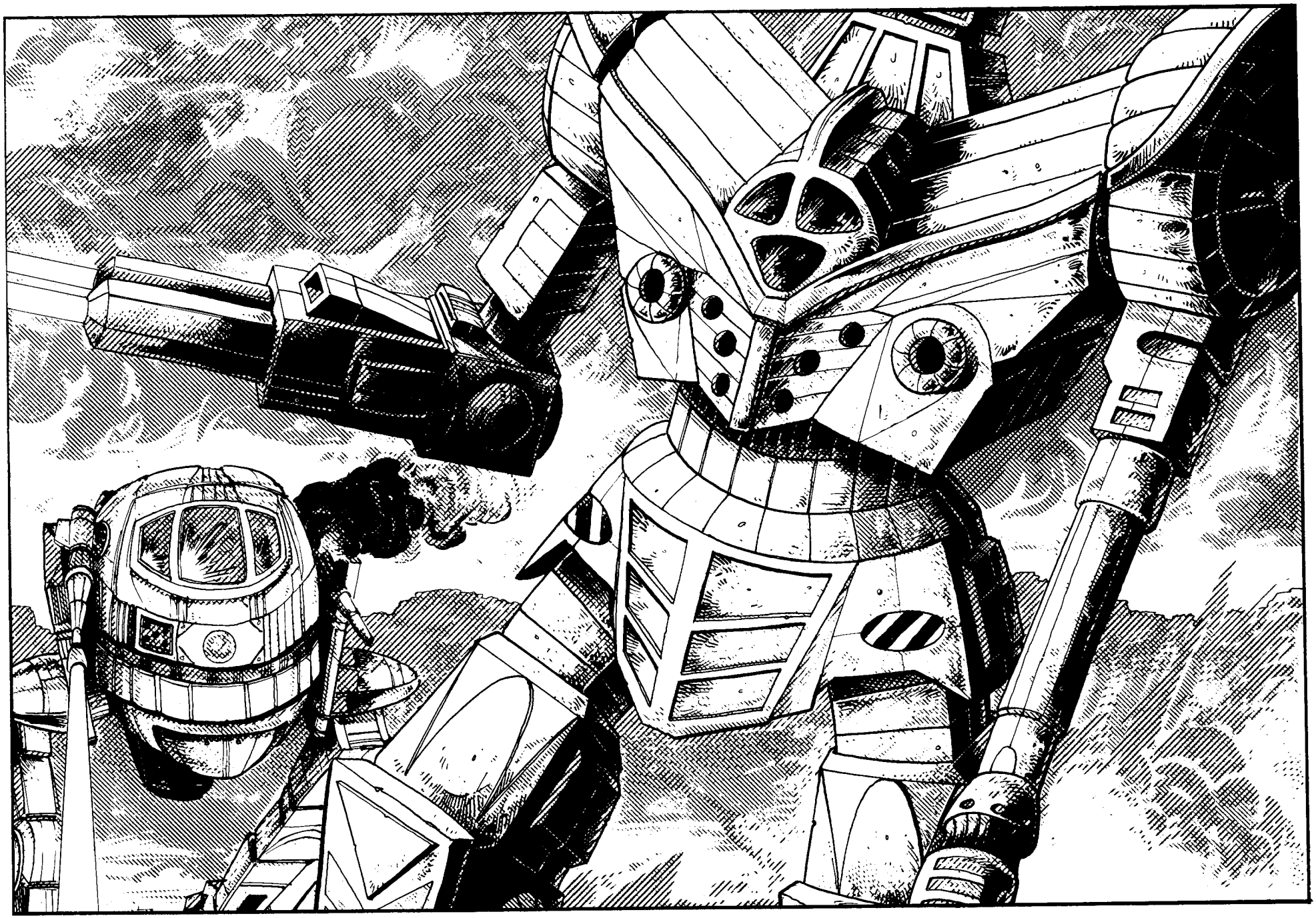
INNER SPHERE EQUIPMENT TABLE

Type	Heat	Damage	Minimum	Short	Medium	Long	Tonnage	Critical	Ammo
Weapons									
Anti-Missile System	1	*					0.5	1	12
Arrow IV System	10	20/10*	Artillery			5	15	15	5
ER Large Laser	12	8	–	1 – 7	8 – 14	15 – 19	5	2	
ER PPC	15	10	–	1 – 7	8 – 14	15 – 23	7	3	
Gauss Rifle	1	15	2	1 – 7	8 – 15	16 – 22	15	7	8
LB 10-X AC	2	10	–	1 – 6	7 – 12	13 – 18	11	6	10
Narc Missile Beacon	0	NA	–	1 – 3	4 – 6	7 – 9	3	2	6
Pulse Laser (Lg.)	10	9	–	1 – 3	4 – 7	8 – 10	7	2	
Pulse Laser (Med.)	4	6	–	1 – 2	3 – 4	5 – 6	2	1	
Pulse Laser (Sm.)	2	3	–	1	2	3	1	1	
Streak SRM-2	2	*	–	1 – 3	4 – 6	7 – 9	1.5	1	50
Ultra AC/5	1	5	2	1 – 6	7 – 13	14 – 20	9	5	20
Other Equipment									
Artemis IV FCS							1	1	
Beagle Active Probe						4	1.5	2	
CASE							0.5	1	
C³ Computer							5	5	
Double Heat Sink							1	3	
Guardian ECM Suite							1.5	2	
MASC				Mech Tonnage÷20*		Mech Tonnage÷20*			
TAG	0	*	–	1 – 5	6 – 9	10 – 15	1	1	

*See special rules for this equipment.

INNER SPHERE EQUIPMENT COST TABLE

	Cost	Reloads
Anti-Missile System	100,000	2,000/ton
Arrow IV System	450,000	10,000/ton(standard), 15,000/ton (homing)
Artemis IV FCS	100,000	2x normal missile cost
Beagle Active Probe	200,000	
CASE	50,000	
Double Heat Sink	6,000 each (include 10 that come with engine)	
Endo Steel II	4x normal Skeleton Cost	
ER Large Laser	200,000	
ER PPC	300,000	
Ferro-Fibrous Armor	20,000 x Tons of armor	
Gauss Rifle	300,000	20,000/ton
Guardian ECM Suite	200,000	
Ultra AC/5	200,000	9,000/ton
LB 10-X	400,000	12,000/ton 20,000/ton (Cluster)
MASC	1000 x Engine Rating x Tonnage	
Narc Missile Beacon 100,000	6,000/ton	
Pulse Laser (Lg.)	175,000	
Pulse Laser (Med.)	60,000	
Pulse Laser (Sm.)	16,000	
Streak SRM-2	15,000	54,000/ton
Swarm LRM	2x normal missile cost	
TAG	50,000	
Thunder LRM	2x normal missile cost	
	XL Engine	4x normal engine cost



The following are some of the most commonly asked questions about **BattleTech**. Players in all **BattleTech** tournaments should use these clarifications as official interpretations of the rules.

Damaging a Mechwarrior

The Consciousness Numbers on page 26 represent the roll that a player must equal or exceed to keep his MechWarrior conscious or to have him regain consciousness.

Movement Costs

'Mechs may move into a hex which is one to two levels higher or lower than the hex that they leave. 'Mechs may not move into a hex that is three levels higher or lower than the one that they leave.

A fallen or downed 'Mech may not move one hex forward, nor may it change its facing. The rule about a unit always being able to move at least one hex forward only applies to standing 'Mechs, vehicles, and Infantry.

Standing Up

A 'Mech that starts the turn fallen on the ground (either by falling or by dropping to the ground in the previous turn) may choose to either **walk** or **run** during turn prior to standing up. The 'Mech may make as many standing attempts as it likes as long as it has sufficient MP left. After regaining its feet, the 'Mech can then use any remaining MP to continue its movement.

A 'Mech that starts a turn fallen on the ground cannot choose to **jump** during that turn.

Piloting Skill Rolls

Piloting Skill Rolls that need to be made due to movement (entering water, trying to stand up entering rubble, avoiding falling damage, etc.) are made immediately at the time of the action. All of these rolls are made as they occur. They can occur multiple times. For example, if a 'Mech is moving through three hexes of Depth 1 water, the player must make a Piloting Skill Roll as the 'Mech enters each of the three water hexes.

All Piloting Skill Rolls that need to be made due to fire combat are made at the end of the Weapon Attack Phase. Note that this means that all weapon attacks are resolved before the Piloting Skill Rolls are made. 'Mechs that fall during this series of Piloting Skill Rolls are considered to be on the ground at the start of the Physical Attack phase. 'Mechs that fall are considered to be prone and therefore cannot make any type of Physical Attack during the upcoming Physical Attack phase.

All Piloting Skill Rolls that need to be made due to physical attacks are made at the end of the Physical Attack Phase. Note that this means that all Physical Attacks are resolved before the Piloting Skill Rolls are made.

Fire combat-related Piloting Skill Rolls are made only once per event. Physical attack-related Piloting Skill Rolls are made only once per event. For example, if a 'Mech took 40 points of fire combat damage, and also suffered 3 leg hits, then the 'Mech's player would make one roll for taking 20 or more points of damage and once more for the leg hit. If during the Physical Attack Phase the same 'Mech took another leg hit and also received 23 points of damage, the player would make two more Piloting Skill Rolls, one for the leg hit and one for the 20 or more points of damage.

There are no additional modifiers to the Piloting Skill Roll for doing more than 20 points of damage. The modifier for 40 or 60 points of damage is the same as for 20 points of damage.

Multiple Targets

The modifier for secondary targets does not apply if the secondary target is attacked during the Physical Attack phase and the primary target is attacked during the Weapon Attack phase.

Modified To-Hit Number

If the player wants to fire a weapon at a target that has a modified To-Hit Number that is greater than 12, in order to expend ammo, he may do so.

Hexside Hit

Please note that the procedure to determine attack direction is as follows. Draw a line from the center of the attacking unit's hex to the center of the target hex. The hexside crossed by this line indicates the direction of the attack. The defending player gets to decide which side is hit when the attack comes down a joint.

Note that the position of the feet of the 'Mech determines which side of the 'Mech is hit, not the alignment of a twisted torso.

Missile Hits

Hit locations are rolled for each individual SRM that hits. The locations for LRM hits are rolled for in 5 damage point groups.

Transferring Damage

Excess damage is transferred to the outer armor of the next logical section. If a weapon attack destroys a section by eliminating all of the internal structure of that section, then any unapplied damage is passed on to the outer armor of the next logical section. For example, a 10 point PPC attack hits the right arm of a 'Mech. That arm has only 2 points of internal structure. In that case, the arm is destroyed and the remaining 8 points of damage will be transferred to the outer armor of the right torso.

Critical Hits

A roll of 2 on the 'Mech Hit Location Table means only that the player gets to roll on the Critical Hit Effects Table. It does not mean that the 'Mech automatically takes damage to its internal components. Also on a roll of 2, normal damage is applied to the armor in addition to the roll on the Critical Hit Effects Table.

Side Torso Destruction

If a side torso is destroyed by having all of its internal structure destroyed, the corresponding arm is also considered to be blown off. The corresponding leg is not harmed.

Physical Attacks

Only one type of physical attack may be performed by a 'Mech. A 'Mech cannot punch and kick in the same turn.

Note that Punches and Kicks may only be performed between 'Mechs at the same elevation.

Punching

A 'Mech needs only a functioning shoulder actuator to perform a punch. If the 'Mech is missing any other actuators (hands, lower or upper), it still can perform a punch but with the modifiers listed at the top of the second column on page 25 (+2 for each missing arm actuator; +1 if the hand is missing).

Charges

The damage that a charge does is equal to the charging Mech's tannage divided by 10, times the number of hexes the charging 'Mech moved, regardless of the number of turns executed by the charging 'Mech.

Death From Above

As stated in the rules, the Base To-Hit Number for a Death From Above attack is 5. It is then modified only by the Jumping movement of the attacker and by the movement of the target. So a Death From Above attack against a target that did not move that turn would be equal to 8 (5 +3).

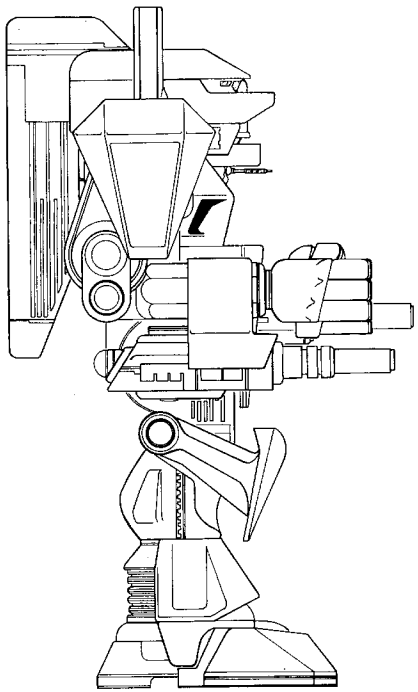
A Death From Above is carried out in the Physical Attack portion of the turn. Therefore, the target has an opportunity to shoot at the incoming 'Mech. The range is always considered to be 1 and the firing arc used is the one that the jumping 'Mech came in from. For example, if the jumping' Mech entered the hex from the target's Right Side firing arc, then the weapons in the target 'Mech's right arm can fire on the jumping 'Mech. Any damage taken by the jumping 'Mech is taken on the front. The jumping 'Mech cannot fire back.

If the Jumping is forced to make a Piloting Skill Roll due to fire combat damage and fails, the jumping 'Mech's Death From Above attack automatically fails and the 'Mech falls in the target hex.

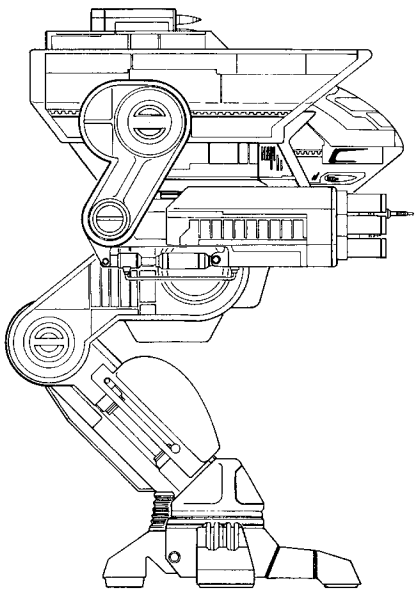
Effects of Heat

MP reductions due to heat build-up do not affect the 'Mech's jumping MPs.

OMNI MECHS



GLADIATOR



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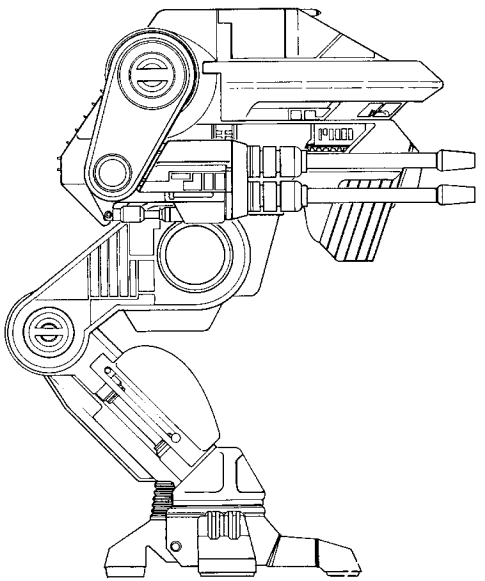
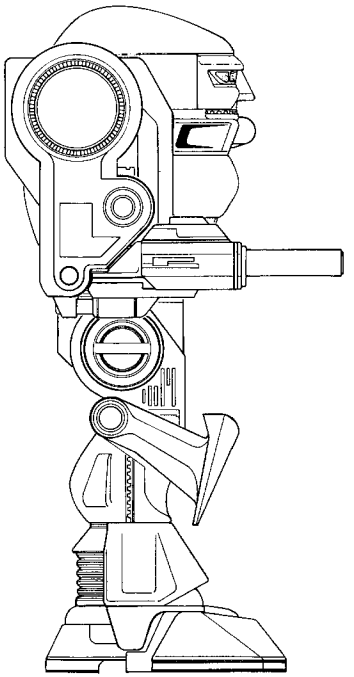
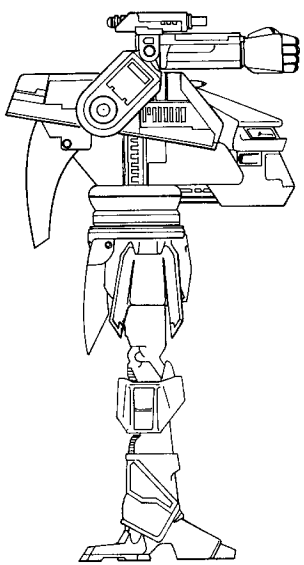


MASAKARI

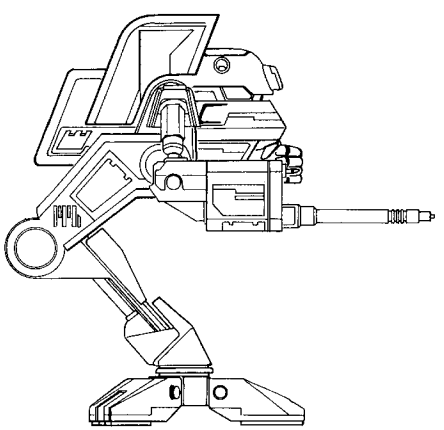


MAN O' WAR

LIGHT MECHS



DASHER



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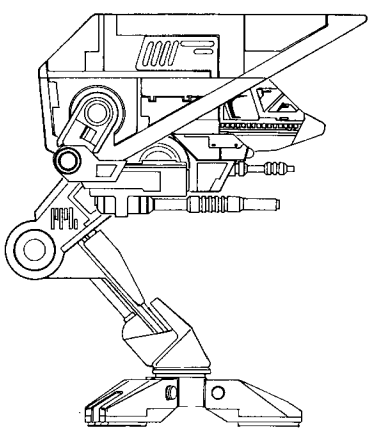

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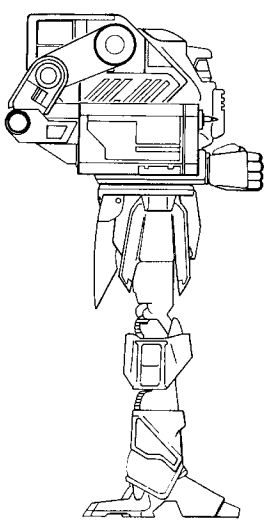
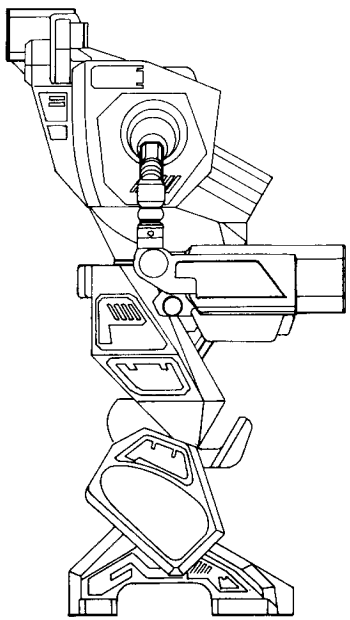


KOSHI

HEAVY MECHS



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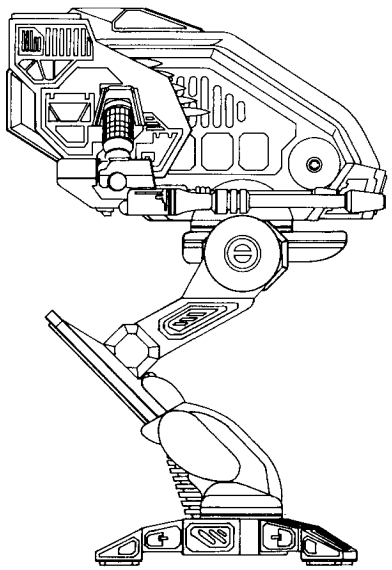
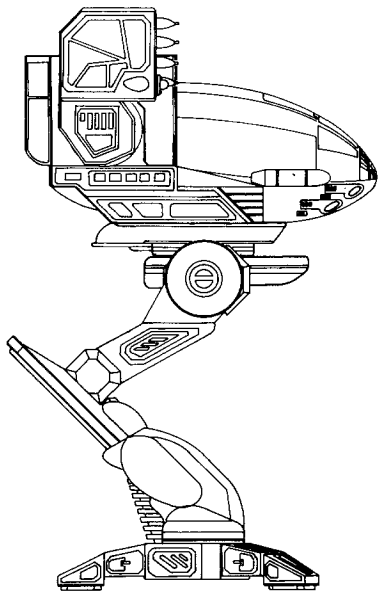
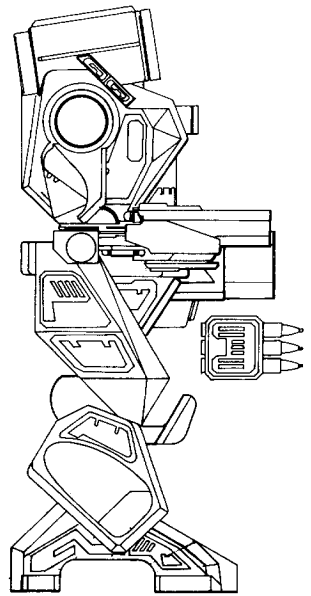


VULTURE

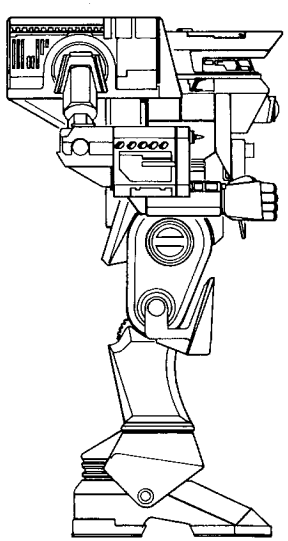


MAD CAT
(arm omitted for clarity)



THOR

MEDIUM MECHS



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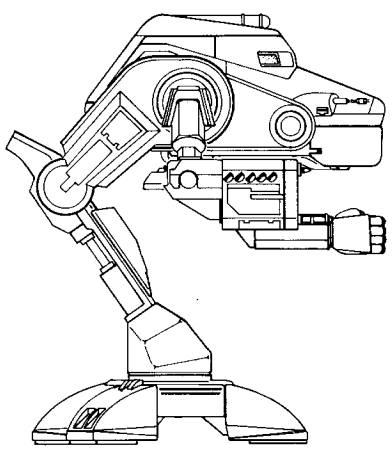

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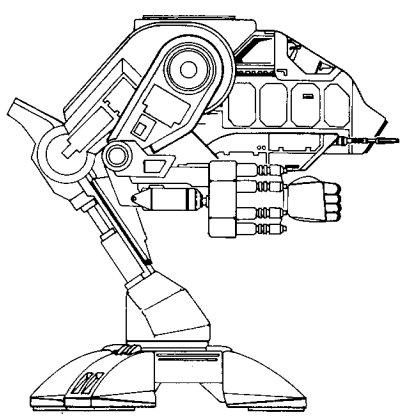
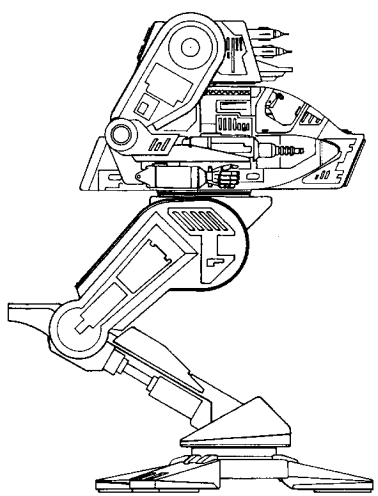


BLACK HAWK



RYOKEN

BATTLEARMOR RECORD SHEETS

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BATTLEARMOR RECORD SHEETS

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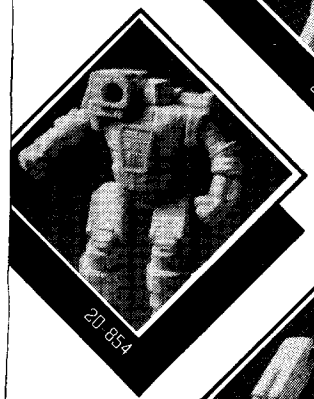
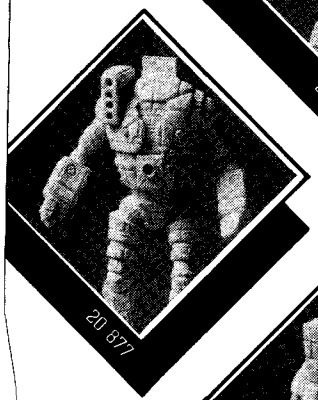
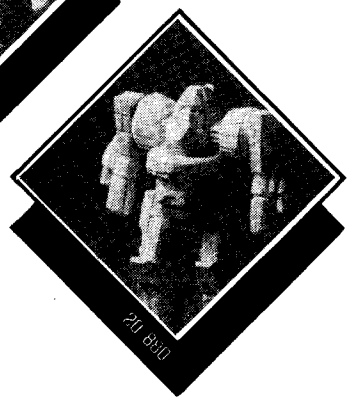
☐ MISSILE SALVO 1 MISSILE SALVO 2 ☐







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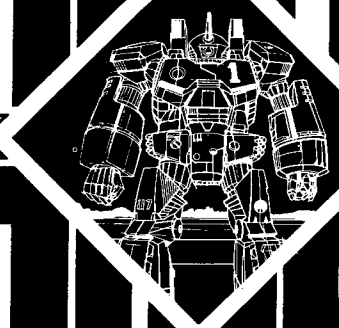

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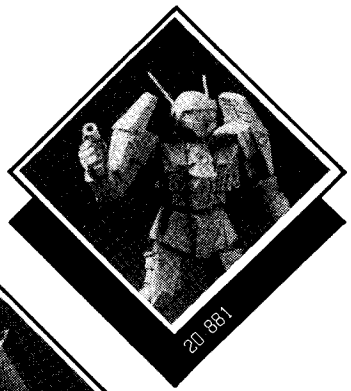

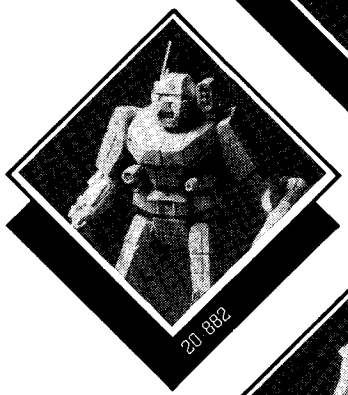

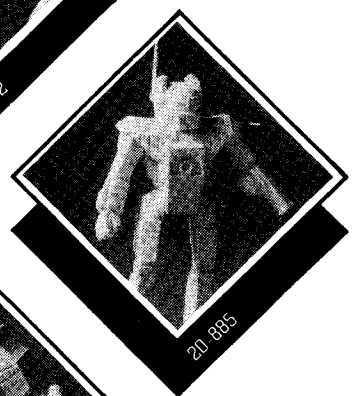

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