
BATTLETECH
TECHNICAL READOUT:
3085
SUPPLEMENTAL
CATALYST game labs

TECHNICAL READOUT:™

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SUPPLEMENTAL

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Special Thanks
This book is for the fans, without whom we would not only not have a reason to make these awesome products, but we would also not have such an incredible group of people to pull the next generation of BattleTech contributors from.

Thanks to Brent Evans and his incredible artists. Never have I had such pleasure in interacting with such brilliance to bring to life the designs that have blessed the pages of this supplemental and the original TRO:3085.

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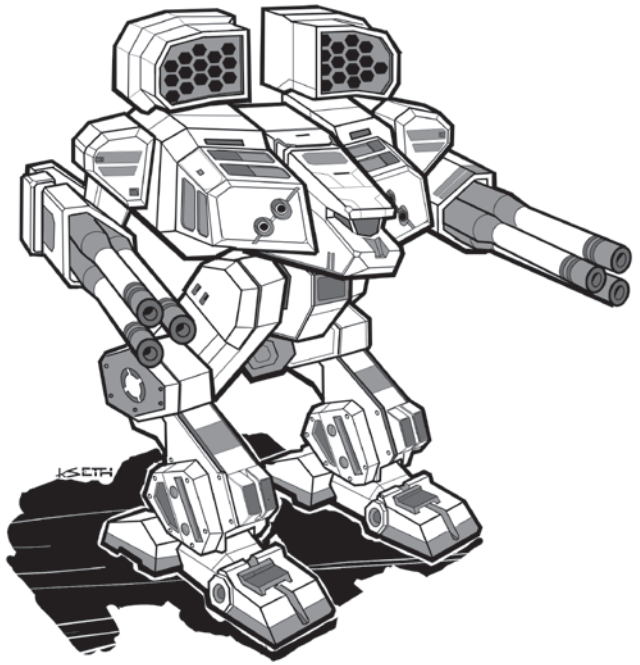
And to Herb and my Wife, Jesai. Both put up with me and have made me better in their own ways. I wouldn't be writing this if not for them both. Thank you.



INTRODUCTION

INCOMING MESSAGE

SEND

SAVE

CANCEL

DELETE

It has ever been the truth that intelligence is stale the moment it is communicated and it is never complete. The RAF Department of Military Intelligence is by no means immune from this axiom. Given the pace of rebuilding and innovation surging through the Inner Sphere, it would be impossible for any technology review to be accurate even at the time of publishing, much less a year later. The following intelligence assessment supplements the RAF 3085 Inner Sphere Technology Report (commonly referred to as TRO:3085, after the old ComStar technical readouts). This document focuses on key new technologies in both the RAF and surrounding nations as well as updates on existing technologies that have come into use or have had new data presented.

Twelve months can completely reshape history, one has only to look at the Fourth Succession War or the first waves of the Clan Invasion to see examples of such radical changes in so short a time. While this last year has not experienced such border-changing upset, it has not been without fundamental changes. The signing of the Tikonov Accords has allowed The Republic to finally move forward with finalizing its borders and government. Infusions of new technologies, rebuilt infrastructure, and post-Jihad recruits across the Inner Sphere have allowed militaries to finally make inroads towards rebuilding to their former levels. Coupled with this, the relative peace of the post-Jihad era has continued to grow. Outside the near-open warfare between the Confederation and The Republic (which has all but ceased since the Tikonov Accords) no major military actions have taken place in over two years.

With the exception of the still-fracturing Free Worlds League, the nations and Clans of the Inner Sphere have seen a continued stabilization. Even the Capellan Confederation – which remains overtly hostile to The Republic – has moved into a quiescent state, with only minor probing of its neighbors giving proof of its continued existence. Against their cultural norms, the Clans are seeing a heightened sense of peace, where pirate attacks are nearly as common as inter-Clan trials in the Occupation Zone. The former Free Worlds has taken on the resemblance of the Inner Sphere in the Age of War. An odd microcosm of forming states, crumbling nations, and fierce independents has made the region a Petri dish for historians to compare their pet theories on how the Inner Sphere came to the first Star League.

Within the RAF, Commanding General Lee has taken Victor Steiner-Davion's blueprint and finalized the RAF's organization. With the structure set, all that remains is to fill out the formations with the equipment and personnel needed to bring The Republic's military from a loose collection of disparate units to a unified army worthy to be the successors of the original Star League Defense Force.

—General Albrecht Hoft
RAF Department of Military Intelligence
1 December, 3086

GAME NOTES

Technical Readout: 3085 covers the widest breadth of units and equipment of any previously published Technical Readout. As such, to understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare* (*TW*) and *TechManual* (*TM*) rulebooks present the core game and construction rules for *BattleTech* (*BT*), otherwise referred to as the standard rules.

Advanced Rules

Beyond the standard rules, a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations: *Tactical Operations* (*TO*) is the first in the "staging" Advanced Rulebooks. Its focus is during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations: *Strategic Operations* (*SO*) is the second "staging" Advanced Rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

Interstellar Operations: *Interstellar Operations* (*IO*) is the third and final "staging" Advanced Rulebook. Players are staged up to the final level of play, where they can assume the roles of a House Lord or Clan Khan and dominate the galaxy.

How To Use This Technical Readout

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some of the equipment found on some units is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3085* and are presented in the Standard and Advanced Rulebooks.

- **Standard:** Any equipment mass produced "in universe"; can be used with *Total Warfare* rules alone.
- **Advanced:** Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.
- **Experimental Rules:** Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Land-Air BattleMech Quick-Start Rules are found in *Record Sheets: 3085*; the complete rules are found in *Interstellar Operations*.

All Battle Values listed in this book for unit types appearing in *Total Warfare* were generated using the Battle Value system as it appears in *TechManual*; if it mounts Advanced equipment, Battle Values were generated using the addendum rules from *Tactical Operations*. Battle Values for those units appearing in *Strategic Operations* were generated using the addendum rules found in that rulebook.

THE INNER SPHERE

In the civilian press, the Military Materiel Redemption Program is being touted as the "End to Warfare." While it will help to limit private armies and the unrestrained production of the 3060s, the reality is that it is far from ending war. With armies of every single Inner Sphere power greatly depleted, just rebuilding to pre-Jihad levels will take decades. As evidenced by the primary 3085 intelligence report, new technologies have matched pace with Sphere-wide rebuilding efforts. Barely a year from the original report and we can see that this technical innovation has yet to slow in pace.

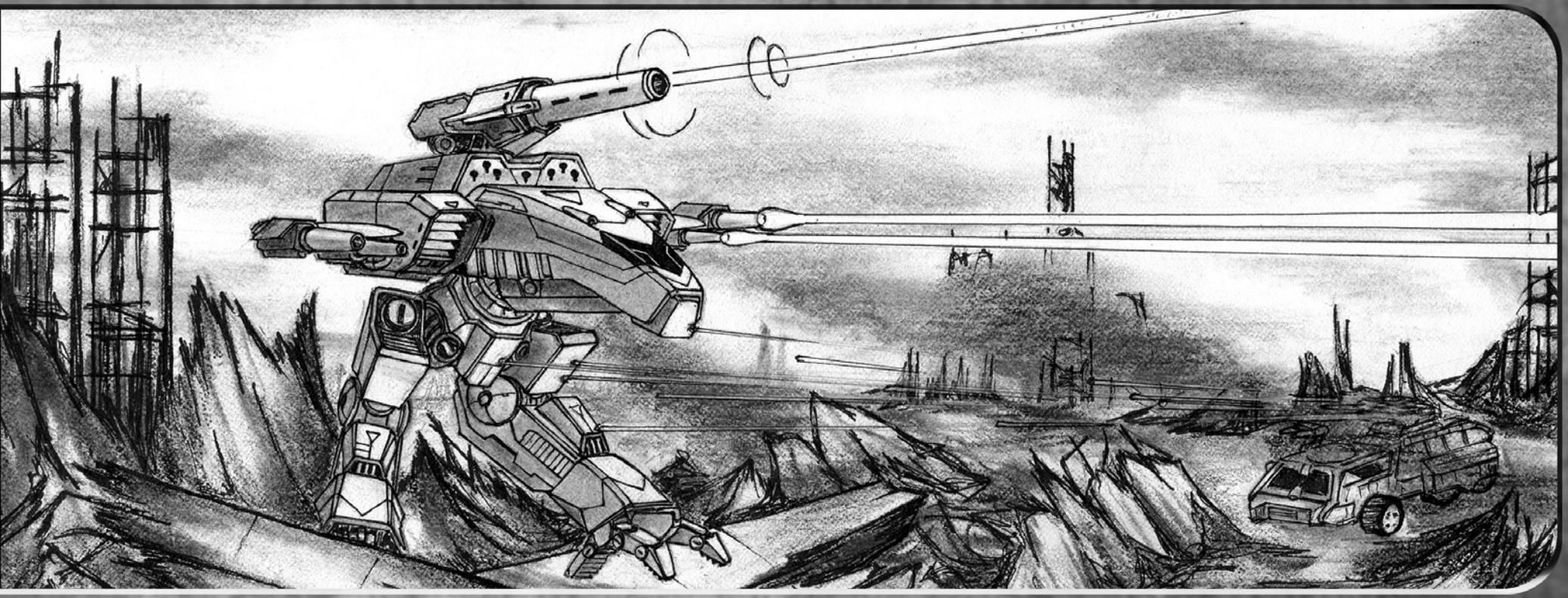
Most of the most recently fielded designs were founded in long development programs, Word of Blake technologies, or even the original Star League Defense Force, leading to a glimpse into the past that then leads us into the future. Joining these are several new designs which drive the Inner Sphere armies into new strategic and tactical directions. From the increasing strategic transport of battle armor to new levels of battlefield command and control strategies, the face of combat is changing.

Leading this change is the continued rise of conventional battlefield assets. As Colonel Overstreet indicated in the 3085 report, the BattleMech may still be the king of the battlefield, but it is no longer the undisputed ruler. The most recent combat forces to be fielded by our own military and the armies of the Inner Sphere carry on in the tradition of the Jihad and post-Jihad era. New technologies are to be expected from prestigious armies such as the AFFS or the battle-hardened DCMS, but innovation also comes from the most unlikely of corners, as evidenced by the Marian Hegemony's establishment as a supplier of battle armor.

Across the board we have also seen a shift in the commonality of technologies. As production yields improve, reliability stabilizes, and acceptance is achieved, technology once rare on the battlefield is becoming as common as the once lostech Gauss Rifle. For example, until recently finding a fuel cell in a combat vehicle was a relatively rare occurrence. While widely available in the civilian markets, they had not achieved the battlefield durability most commanders expected. Changes in construction techniques have led to the wide adoption of combat-grade fuel cell engines in the last five years. Even bleeding-edge technologies, once as dangerous to the pilot as to the enemy, are becoming reliable enough to see limited deployment in front-line formations. An example of this is the increased deployment of the partial wing *Spider* in our RAF special operations recon lances. A separate prototype technology report is being compiled to examine this trend in more detail, but the signs of this shift are evident in this report.

The end of warfare has certainly not been heralded by the Exarch's reforms. What can be hoped is a return to the more civilized era of combat.

—General Albrecht Hoft
RAF Department of Military Intelligence
1 December, 3086



MERCENARY INFANTRY

Tied for man's oldest profession, mercenaries have existed from the edges to the very center of every conflict man has taken part in for the last ten thousand years. Their often fringe existence means they have never forgotten the core reality that boots on the ground is a requirement of any military campaign. Often fighting in warzones dominated by armored titans, heavy armor, and firepower that can level entire mountains, mercenary infantry forces have had to innovate and adapt unlike anyone else on the modern battlefield.

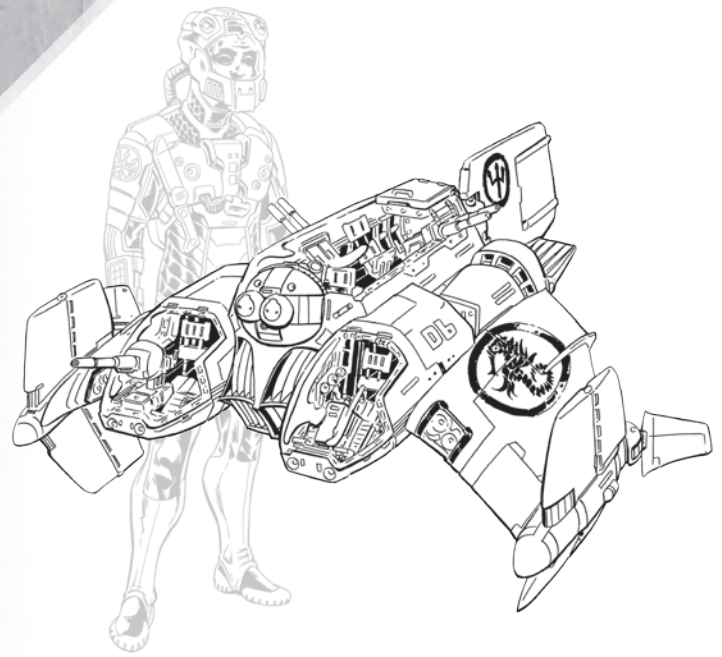
It is these innovations and adaptations that make examining them valuable. While our conventional infantry forces are becoming well established, the majority of these are built on garrison-grade forces. As we build out our more specialized infantry forces, looking to ground that mercenaries have tread can serve as a roadmap for our future infantry programs.

KEY INFANTRY

Kraken Unleashed is a highly specialized regiment with expertise in aquatic and amphibious warfare. Stationed on the Capellan world of Principia, Kraken took advantage of the active shipwright industry to develop a new component to their infantry forces. The Harpoon parasub is a five-man, unpressurized submersible equipped with a small torpedo launcher and allowing the occupants to fire their gyroslug rifles from the safety of the armored submersible. Able to maintain sustained speeds over thirty kilometers an hour, the Kraken's Harpoon platoons have extended the reach and power of their underwater combat forces. Unlike the Kraken's combat subs, the small parasubs can be quickly loaded into a transport and deployed anywhere on planet in a matter of hours, bringing firepower that can threaten even a concerted underwater BattleMech assault.

The Battle Corps Legion mercenary unit has a reputation for unconventional tactics that has allowed it to survive (if barely) time and again. Named in homage to the fictional detective Sherlock Holmes' information network, the Battle Corps' Baker Street Irregulars are a highly unconventional infantry force. Made up of young battlefield refugees from across the Jihad, the Irregulars have basic combat training but are not intended to be deployed in battle. Either being or able to pass for teenagers (or even younger) the Irregulars specialize in infiltration of urban environments for the purpose of collecting vital information. Operating on the principle that few people pay attention to children, the Irregulars successfully performed several vital intelligence operations during Operation SCOUR.

A quintessential infantry formation, Stalwart Support did not set out to be a leader in front line tactics, instead building a solid reputation for reliable garrison and security duty. The fall into the chaos of the Jihad forced Stalwart to take a stand and pushed its developing front-line combat doctrines from practice to use and beyond. Data recovered from New Canton shows that the Word of Blake's proclamation of total control of the planet in August of 3071 was somewhat premature. In reality, it took another two years before the Word was able to hunt down and destroy the last remnants of Colonel Sanders' unit. One tactic that led to their long-running resistance was their combined LRM/Spotter teams. Heavy infantry with man-portable LRMs would hide in cover while more mobile scout infantry would spot with man-portable TAG units. These few teams caused damage far outweighing their small size and made a lasting impression on the populace of New Canton.



Submersible Mechanized Infantry

Notable Unit: Kraken Unleashed- The Mermen
Tech Base (Rating): Inner Sphere (D/D-D-D)
Transport Weight: 20 tons
Equipment:
- **Primary Weapon:** 12 Gyroslug Rifles
- **Secondary Weapon:** 8 Standard SRM Launchers (Two-Shot)
- **Armor:** Marine Environment Suit

Battle Value: 90
Notes: Range halved underwater

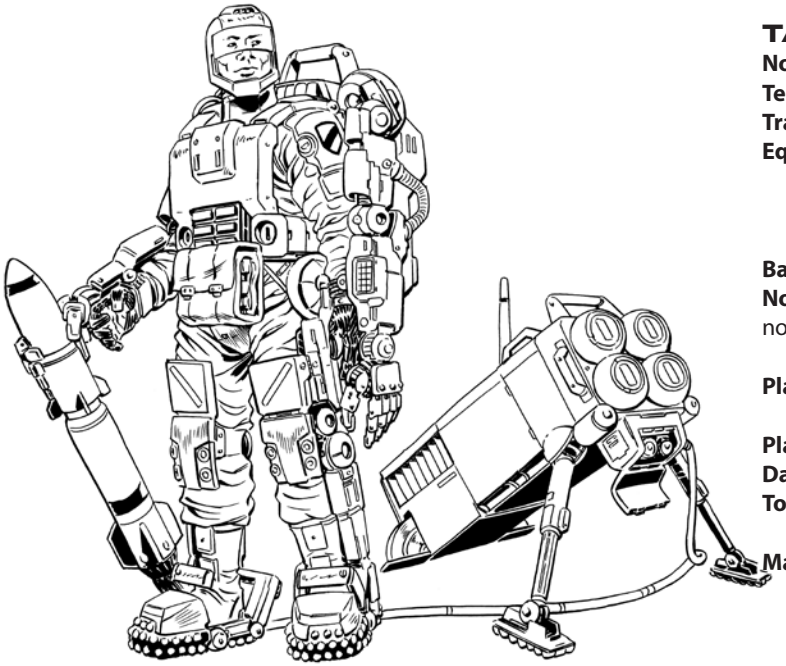
Platoon Type (Specialty): Mechanized (SCUBA)
- **Ground MP:** 0
- **Water MP:** 3

Platoon Size (Squad/Platoon): 20 (5/4)
Damage Divisor: 2
To-Hit Modifier (Range in Hexes):
-1 (0 Hexes), 0 (1-2 Hexes), +2 (3-4 Hexes), +4 (5-6 Hexes)
Maximum Weapon Damage (# of Troopers):
9 (20-19), 8 (18-17), 7 (16-15), 6 (14-12), 5 (12-10), 4 (9-8), 3 (7-6), 2 (5-4), 1 (3-2), 0 (1)

Scout Infantry

Notable Unit: The Battle Corps – Baker Street Irregulars
Tech Base (Rating): Inner Sphere (C/A-A-A)
Transport Weight: 3 tons
Equipment:
Primary Weapon: 28 Auto-Pistols
Secondary Weapon: None
Armor: Civilian Clothing
Battle Value: 47
Notes: Carries various surveillance and communications aids.

Platoon Type (Specialty): Foot (None)
Ground MP: 1
Platoon Size (Squad/Platoon): 28 (7/4)
Damage Divisor: 1
To-Hit Modifier (Range in Hexes):
0 (0 Hexes)
Maximum Weapon Damage (# of Troopers):
6 (28-26), 5 (25-21), 4 (20-17), 3 (16-12), 2 (11-7), 1 (6-3), 0 (2-1)



Heavy Foot LRM Infantry

Notable Unit: Stalwart Support - Heavy LRM Infantry
Tech Base (Rating): Inner Sphere (D/X-X-D)
Transport Weight: 3 tons
Equipment:
Primary Weapon: 20 Federated-Barrett M42B Rifles
Secondary Weapon: 8 Corean Farshot LRMs
Armor: Standard Ballistic Plate
Battle Value: 114
Notes: May not perform swarm or anti-'Mech attacks.

Platoon Type (Specialty): Foot (None)
Ground MP: 1 (Move or Shoot)
Platoon Size (Squad/Platoon): 28 (7/4)
Damage Divisor: 2
To-Hit Modifier (Range in Hexes):
-1 (0 Hexes), 0 (1-3 Hexes), +2 (4-6 Hexes), +4 (7-9 Hexes)
Maximum Weapon Damage (# of Troopers):
24 (28), 23 (27), 22 (26), 21 (25-24), 20 (23), 19 (22), 18 (21), 17 (20), 16 (19), 15 (18-17), 14 (16), 13 (15), 12 (14), 11 (13) 10 (12), 9 (11-10), 8 (9), 7 (8), 6 (7), 5 (6), 4 (5), 3 (4-3), 2 (2), 1 (1)

TAG Spotter Infantry

Notable Unit: Stalwart Support - Spotter Infantry
Tech Base (Rating): Inner Sphere (E/F-X-F)
Transport Weight: 3 tons
Equipment:
Primary Weapon: 20 Mark XX Laser Rifles
Secondary Weapon: 8 Infantry TAG Systems
Armor: Flak, Standard
Battle Value: 66
Notes: Equipped with TAG. May make TAG attempt as per normal rules.

Platoon Type (Specialty): Foot (None)
Ground MP: 1
Platoon Size (Squad/Platoon): 28 (7/4)
Damage Divisor: 1
To-Hit Modifier (Range in Hexes):
-1 (0 Hexes), 0 (1-3 Hexes), +2 (4-6 Hexes), +4 (7-9 Hexes)
Maximum Weapon Damage (# of Troopers):
5 (28-26), 4 (25-20), 3 (19-14), 2 (13-9), 1 (8-3), 0 (2-1)

RAF INFANTRY

No other part of the Republic Armed Forces is as diverse in background, training, and equipment as our infantry units. Even as we approach ten years after the liberation of Terra, the "PBI" formations of the RAF – from planetary militia up to even the elites of Stone's Lament – continue to vary wildly. In March of 3085, Commanding General Belle Lee ordered the Department of Military Training (with support from the Quartermaster's office) to conduct a review of all active infantry formations, with an eye to their standardization at all levels.

The review provided a valuable insight into the state of the Republic's infantry forces. On Shiloh, the planetary militia – primarily made up of Combine foot soldiers from Echo – was discovered to have a surplus of laser power packs, but nearly no ammunition for their newly-issued Zeus rifles. The II Hastati brigade had three dozen Irian electric Ranger recon jeeps but lacked portable generators to recharge the vehicles in the field. These rare failures in supply and communication were offset by many units that either had used ingenuity and local resources or had brought with them the skills and equipment needed to fulfill their original short term garrison missions.

KEY INFANTRY

The traditions and prestige of the Federated Suns infantry stretch back to the nation's very formation. Until the civil war, a soldier on leave could walk into any bar and expect at least the first round to be free, if not his entire night's drinking. The nation revered her soldiers and the soldiers in return gave their all for that nation. The soldiers of V Hastati, 513th Infantry Regiment still remember those days and brought that esprit de corps with them from New Avalon. Formed around a battalion of the 375th Avalon Rifle Regiment, the 513th is a model of a standard infantry force. The entire regiment can pack and move out in three hours' time, carrying all the equipment they would need for a three week campaign on their backs. Capable of using all manner of weapons, they excel in the simple application of their rifles to any problem, whether *en masse* fire or as sharpshooters. The professionalism and the dedication to civilians of the 513th is considered the standard to follow for infantry training.

With soldiers from a half dozen former Marik worlds and even two Capellan planets, jump packs from five different manufacturers, and laser rifles ranging from all inclusive to century old battery pack models it is a wonder the III Principes' jump infantry battalion can field an effective force, much less regularly beat all comers in recent war games. Ingenuity, individualism, and a willingness to "make it work" has allowed these troopers to stay in the field and operational even when the Quartermaster completely forgot to ship replacement parts for over a year. The ability to make do and do it well makes the III Principes' jump battalion a model of self-reliance.

Galatea's dune buggies and cross-country bikes have long seen field modifications and use by mercenary forces. The Combine-born motorized infantry regiment assigned to the world quickly adopted these highly flexible vehicles, driving new standardized models from the local manufacturers. The Galatean Support Wheels (GSW) are considered the best example to use for RAF motorized forces across the Republic.

With no lack of expatriated special forces troops, it is nearly impossible to standardize the RAF SpecOps command. When it comes to raw firepower, combined with stunning skill and absolute dedication, few can argue that the former 212th Nova Cat Headhunter binary is a team to learn from. Now deployed as a standard RAF formation, Stone's Trackers is a battalion-sized force that has seen heavy action during the Capellan border conflicts.

Foot Ballistic Rifle

Notable Unit: Hastati V, 513th Infantry Regiment
Tech Base (Rating): Inner Sphere (C/A-A-A)
Transport Weight: 3 tons
Equipment:
Primary Weapon: 28 Auto Rifles
Secondary Weapon: None
Armor: Flak, Standard
Battle Value: 81
Notes: None

Platoon Type (Specialty): Foot (None)
Ground MP: 1
Platoon Size (Squad/Platoon): 28 (7/4)
Damage Divisor: 1
To-Hit Modifier (Range in Hexes):
-2 (0 Hexes), 0 (1 Hex), +2 (2 Hexes), +4 (3 Hexes)
Maximum Weapon Damage (# of Troopers):
15 (28), 14 (27-26), 13 (25), 12 (24-23), 11 (22-21), 10 (20-19), 9 (18-17), 8 (16-15), 7 (14-13), 6 (12-11), 5 (10-9), 4 (8-7), 3 (6-5), 2 (4-3), 1 (2-1)

Jump Laser Infantry

Notable Unit: Principes III 103rd Jump Battalion
Tech Base (Rating): Inner Sphere (D/C-B-B)
Transport Weight: 4 tons
Equipment:
Primary Weapon: 21 Laser Rifles
Secondary Weapon: None
Armor: Flak, Standard
Battle Value: 66
Notes: None

Platoon Type (Specialty): Jump (None)
Ground MP: 1
Jump MP: 3
Platoon Size (Squad/Platoon): 21 (7/3)
Damage Divisor: 1
To-Hit Modifier (Range in Hexes):
-2 (0 Hexes), 0 (1-2 Hexes), +2 (3-4 Hexes), +4 (5-6 Hexes)
Maximum Weapon Damage (# of Troopers):
6 (21-20), 5 (19-17), 4 (16-13), 3 (12-9), 2 (8-6), 1 (5-2), 0 (1-0)

Motorized MG

Notable Unit: Galatean Support Wheels
Tech Base (Rating): Inner Sphere (C/B-B-B)
Transport Weight: 6 tons
Equipment:
Primary Weapon: 20 Auto Rifles
Secondary Weapon: 8 Semi-Portable Machine Guns
Armor: Flak, Standard
Battle Value: 94
Notes: Heavy Burst Damage, +1d6 vs. Conventional Infantry

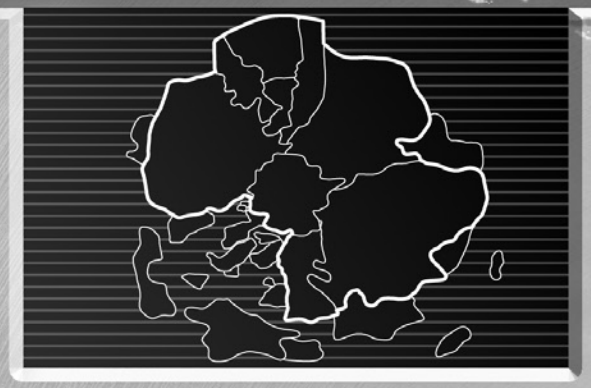
Platoon Type (Specialty): Motorized (None)
Ground MP: 2
Platoon Size (Squad/Platoon): 28 (7/4)
Damage Divisor: 1
To-Hit Modifier (Range in Hexes):
-2 (0 Hexes), 0 (1 Hex), +2 (2 Hexes), +4 (3 Hexes)
Maximum Weapon Damage (# of Troopers):
16 (28), 15 (27-26), 14 (25), 13 (24-23), 12 (22-21), 11 (20-19), 10 (18-17), 9 (16), 8 (15-14), 7 (13-12), 6 (11-10), 5 (9), 4 (8-7), 3 (6-5), 2 (4-3), 1 (2-1)

Special Forces

Notable Unit: Stone's Trackers
Tech Base (Rating): Mixed (F/X-F-E)
Transport Weight: 4 tons
Equipment:
Primary Weapon: 15 Mauser IIC Infantry Assault Systems
Secondary Weapon: 6 Clan ER Heavy Support Lasers
Armor: Clan Standard Infantry Kit
Battle Value: 227
Notes: None

Platoon Type (Specialty): Jump (None)
Ground MP: 1
Jump MP: 2
Platoon Size (Squad/Platoon): 21 (7/3)
Damage Divisor: 2
To-Hit Modifier (Range in Hexes):
0 (0-7 Hexes), +1 (8-10 Hexes), +2 (11-14 Hexes), +4 (15-17 Hexes), +6 (18-21 Hexes)
Maximum Weapon Damage (# of Troopers):
21 (21), 20 (20), 19 (19), 18 (18), 17 (17), 16 (16), 15 (15), 14 (14), 13 (13), 12 (12), 11 (11), 10 (10), 9 (9), 8 (8), 7 (7), 6 (6), 5 (5), 4 (4), 3 (3), 2 (2), 1 (1)

RAVAGER ASSAULT BATTLE ARMOR



In the two short years since its introduction the Ravager has quickly become one of the most popular battle armor suits among mercenaries and smaller states, especially independent states in the former Free Worlds League. The popularity itself is not surprising, given the brutal simplicity of the Ravager. Where the suit is manufactured and its wide distribution is what is most notable.

In the wake of Terra's liberation many nations profited from the Word of Blake's technologies and the massive industrialization of worlds under their control. The Republic benefited heavily from this, allowing it to quickly build up the RAF and restore many former Protectorate worlds' basic infrastructures. The Ravager is a stark reminder that the Word's influence reached well beyond the former Protectorate. While the most well-known Word centers such as Gibson and Circinus were utterly destroyed, there are still dozens of other worlds and governments that were touched by the Word's Jihad-era power. Such was the case with the Marian Hegemony, leading to their ability to field the Ravager assault suit.

The background of the Ravager proves something of a testament to Julius O'Reilly. During the brief period of the Word's Marian ascendancy under Julius' father, the Blakists had begun a program to upgrade the Marian Arms facilities on Horatius. When Julius evicted the Word from his nation, he also saw the possibility of a dedicated Marian Hegemony battle armor factory go with them. The partially built lines would lay dormant through the rest of the Jihad, a contrasting reminder of benefits the tiny nation might have enjoyed had they continued their alliance with the Word. It would take an outsider to bring that vision into a Marian reality.

Doctor Dafyyd Rou fled the Word and his former employers at Irian, and found his way into Marian space and to the attention of Cassius O'Reilly. Provided a staff of the best Marian technicians and a budget that threatened to beggar the struggling nation, Dr. Rou was tasked to complete the battle armor facility and build a new suit that would "capture the attention and pocket books of the whole Sphere."

The Ravager will not win any awards for beauty or innovation. The suit is bulky, using modified BattleMech armor to provide the impressive protection, but at the costs of flexibility and some would argue the style of modern battle armor. Despite what many would describe as the ugliest suit since the FedSuns' original Infiltrator (mockingly called the Waddle), the Ravager has garnered a certain measure of affection from its operators. The Marian assault suit is equipped with nearly a metric ton of armor, something no other Inner Sphere suit offers. Able to survive anything short of the heaviest autocannons, Ravager pilots are willing to overlook the lack of visual niceties. A ground speed of more than twenty kilometers an hour is surprising, given the heavy armor load, but gives the Ravager an additional edge over heavier armed suits such as the Kanazuchi or Warg.

The multi-barrel recoilless rifle offers the primary firepower for the suit. The redundancy of the multi-barrel system allows the rifle to continue to function even if it sustains damage, simply rotating an undamaged barrel into place. Intelligence suggests Dr. Rau is trying to perfect rotary-fire weapon, but so far that has met with no success. Two rockets offer a squad of suits a secondary attack that allows it to threaten even heavy armor and 'Mechs, but overall the firepower (or lack thereof) of the Ravager is considered its greatest weakness.

It is that trade off – armor for firepower – that has led to its rapid growth from initial production runs in 3084 to the most-demanded suit on the open markets. The Marian government is selling the suit to any interested parties, using the profits from the sales to pour back into the Ravager factory and R&D to further improve the suit.

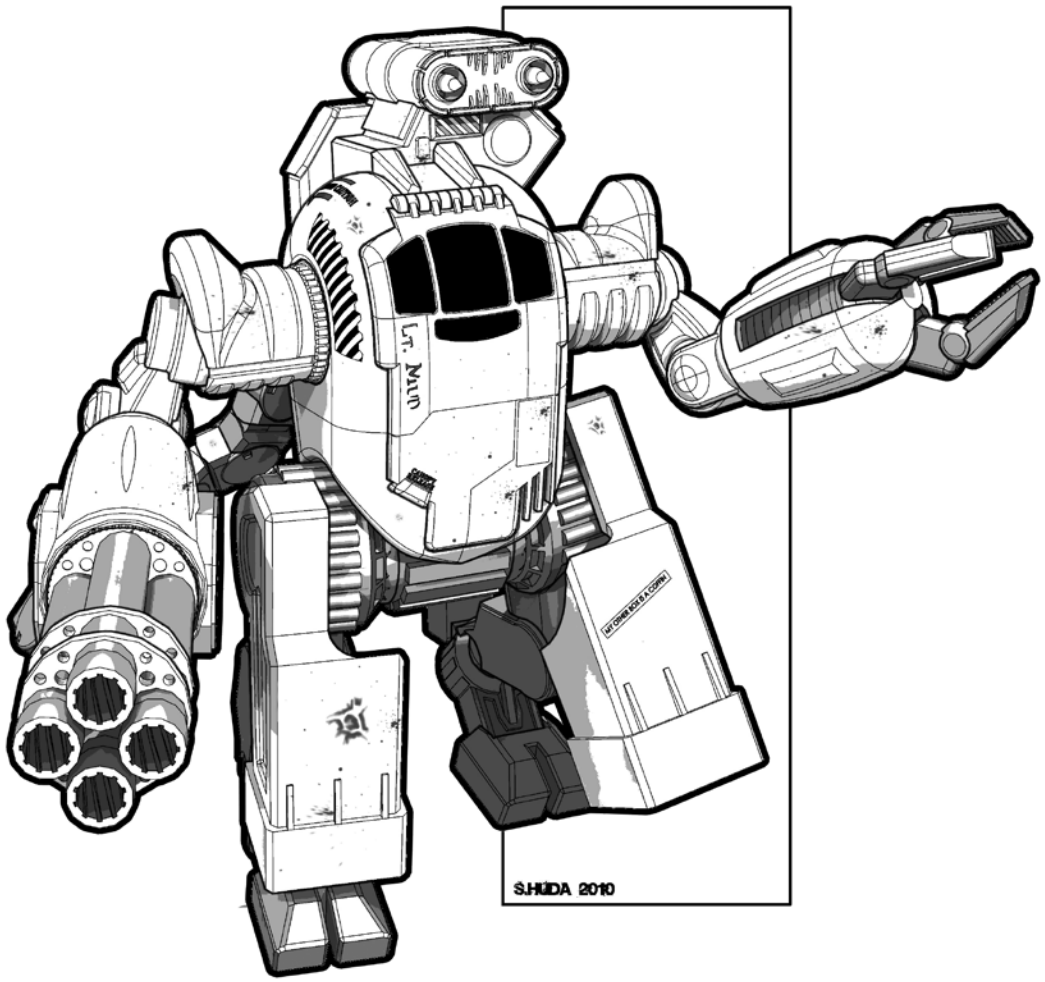
RAVAGER ASSAULT BATTLE ARMOR

Type: Ravager
Manufacturer: Marian Arms Inc.
Primary Factory: Horatius

Tech Base: Inner Sphere
Chassis Type: Biped
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
68
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: None.

Equipment		Slots	Mass
Chassis:			550 kg
Motive System:			
Ground MP:	2		160 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	None		0 kg
Left Arm:	Battle Claw		15 kg
Armor:	Standard	0	900 kg
Armor Value: 18 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
Heavy Recoilless Rifle (20)	RA	3	325 kg
2 Rocket Launcher 1	Body	4	50 kg



AERON STRIKE VTOL

Mass: 25 tons
Movement Type: VTOL
Power Plant: Nissan 160 XL Fusion
Cruising Speed: 129 kph
Flank Speed: 194 kph
Armor: Durallex Super Heavy Ferro-Fibrous
Armament:
1 Hellion-a III ER Large Laser
Manufacturer: Brooks Incorporated
Primary Factory: Andurien
Communications System: Maxell 1500-ECM
Targeting and Tracking System: Maxell TA 65/ Targeting Tracking

Overview

Brooks' Aeron Strike VTOL is the final incarnation of a design begun by the Word of Blake in 3062. The original Word design used the Hawk Moth as a test bed for a new propulsion system. The Blakists hoped to improve the survivability of their VTOLs by removing the fragile rotors for vectored thrust engines. The prototypes were used in the battles for Outreach, but the hoped-for durability did not materialize. The Word shelved the project, focusing instead on converting their existing Cyrano production to the Royal variant.

Save for a handful of prototypes, the design would not be seen again until Brooks Incorporated launched the Aeron in 3082. Brooks had taken advantage of the chaotic aftermath of Operation SCOUR to acquire technology from the nearly-bankrupt Michaelson Heavy Industries, including the plans for the prototype vectored thrust VTOL. What the Word deemed too costly to bring to full production, Brooks saw as their perfect entry into the combat VTOL market.

Capabilities

Where the Hawk Moth had used a three-ton internal combustion engine the Aeron fills the same engine compartment with a Nissan 160 XL fusion engine. While this radically increases the Aeron's cost, it grants it a cruise speed equal to the Hawk Moth's flank speed. With the speed to dictate any engagement, the Aeron then needed a weapon system to make use of that control. A Hellion extended-range large laser gives the VTOL stand-off capability, allowing it to engage opponents from afar. As this combat so often takes place at the very edges of the Hellion's effective range, a targeting computer gives the Aeron's pilot additional accuracy when firing. The inclusion of the targeting computer has created a legal specter over the Aeron as the Federated Suns continues to fight the spread of its flagship technology, stolen first by the Word of Blake and copied from them in turn. It is unlikely they will be successful in their legal efforts, especially with stealth-armored, heavy PPC-equipped designs walking off Davion production lines.

Finally, the Aeron's defense is a mixture of its high speed, over three tons of heavy ferro-fibrous armor, and a Guardian ECM suite.

Deployment

Andurien's own military was the first to purchase the Aeron, with airframes being sent to all their combat formations. This continued for the first two years of production, with little (if anything) known about the Aeron outside the Duchy of Andurien, but in 3084 the durability of the design and Andurien's need for revenue led to it being offered on the open market. In a marketing blitz, including battleROM footage from a failed Regulan raid, the Aeron quickly become a popular design, with purchase orders from as far away as Hell's Horses' space (via Diamond Shark intermediaries). Brooks only sells the primary variant to the Republic of the Sphere and Duchy of Andurien, with all other buyers receiving the BAP version (though the Federated Suns has been doing field refits on those to add Davion-built targeting computers).

In late 3082 the Capellan Confederation launched a probing raid on the world of El Giza, hoping to push out their border in the vacuum between the Duchies of Oriente and Andurien. Instead, they ran into the Fourth Andurien Cavalry and the mutual defense treaty between Andurien and the Mosiro Archipelago. The Andurien Cavalry tracked the dropping Capellans and made a guess about where their DropShip would land to pick them up. They moved a lance of Aerons into the anticipated path of the Confederation BattleMechs. Using the broken terrain to conduct hit and run pop-up attacks, the Aerons harassed the light 'Mech company, destroying three 'Mechs and driving the survivors into an ambush. After half their 'Mechs were destroyed the surviving Confederation pilots attempted to flee, only to be picked apart by the Aerons. No Liao 'Mechs made it to the waiting DropShip.

Variants

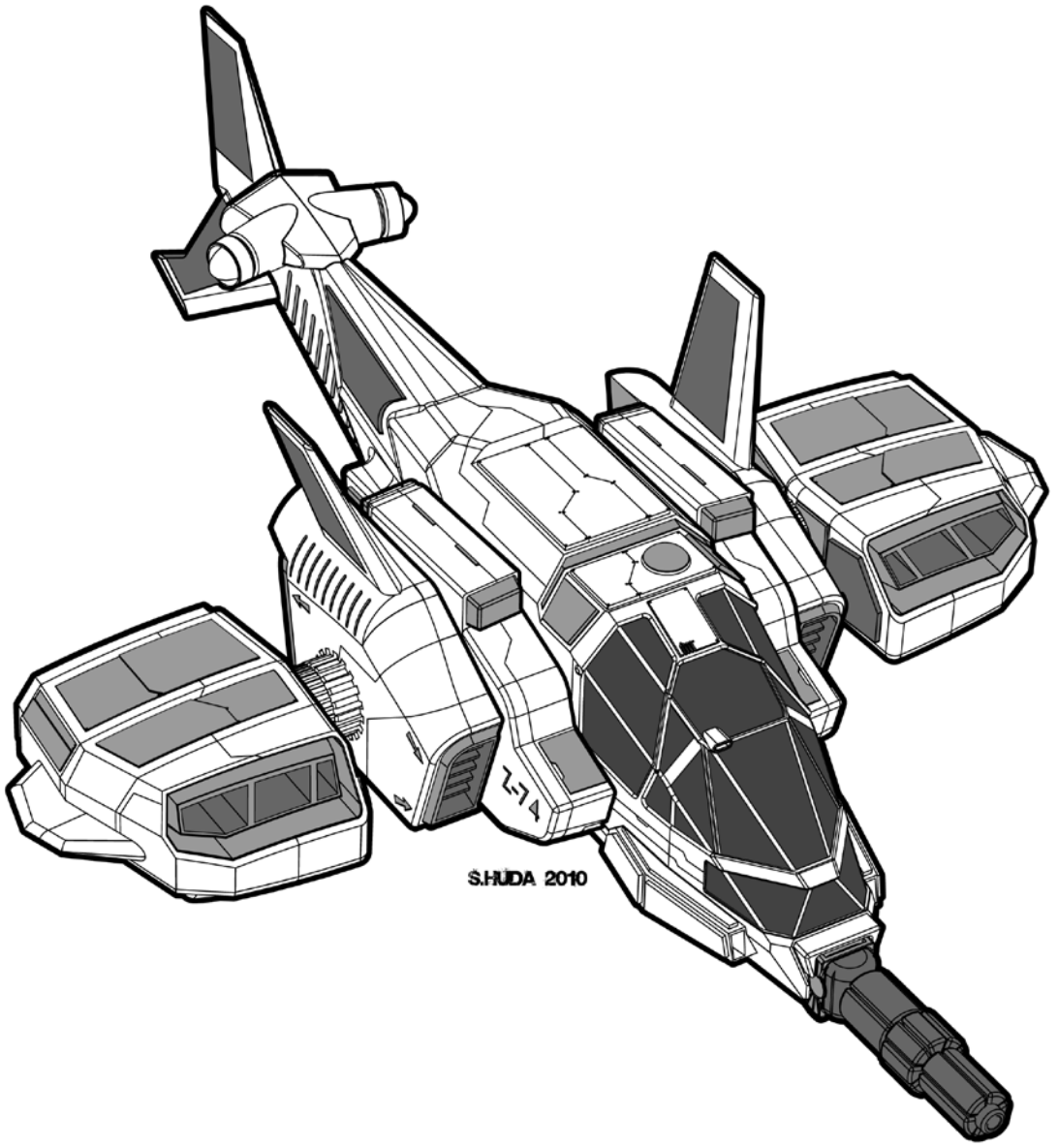
While unconcerned about the legal complications surrounding their use of a targeting computer, Brooks still faces technology hurdles that make the production of the computers difficult and expensive. A second, less-expensive version of the Aeron is actually more common than the flagship version. This BAP model replaces the targeting computer with a Beagle Active Probe and a half-ton cargo bay, useful for loading remote drones. The Aeron BAP is useful as both a sniper and deep-penetration recon vehicle.

AERON STRIKE VTOL

Type: **Aeron**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 25
Battle Value: 875

Equipment		**Mass**
Internal Structure:		2.5
Engine:	160	4.5
Type:	XL Fusion	
Cruising MP:	12	
Flank MP:	18	
Heat Sinks:	12	2
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		0
Armor Factor (Heavy Ferro):	69	3.5
	Armor Value	
Front	18	
R/L Side	16/16	
Rear	17	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
ER Large Laser	Front	5
Guardian ECM Suite	Body	1.5
Targeting Computer	Body	2



PROWLER MULTI-TERRAIN VEHICLE

Mass: 55 tons
Movement Type: Tracked (Amphibious)
Power Plant: Nissan 220 Fusion Engine
Cruising Speed: 43 kph
Flank Speed: 64 kph
Armor: J-Seal Standard
Armament:
1 Snorri-10 Long-Range Missile System
2 Blankenburg Medium Pulse Lasers
1 Guided Technologies SRM-2
Manufacturer: Millennium Industries, Defiance Motors, Pinard Protectorates Ltd, Others
Primary Factory: North America, Terra (Millennium), Tharkad (Defiance), Pinard (PPL), Various (Others)
Communications System: Wonder-Talk VI
Targeting and Tracking System: J-Peep Farsight with Active Probe

Overview

The Prowler is one of the many faceless combat vehicles that is seen in every corner of the Inner Sphere, yet is almost never deployed in front-line militaries. Originally designed by Terra's Vitesse Vehicles, more commonly known for their luxury cars, the Prowler MTV first saw production in 2611. While it was built on a combat-grade chassis and equipped with heavy weapons, its main utility as an all-terrain cargo transport made it very popular with non-military commercial applications permitted throughout the Inner Sphere. Licenses to produce the Prowler were much sought-after and liberally awarded with Vitesse eventually closing their own manufacturing lines, enjoying the license revenues from as far away as Taurus.

After the fall of the Star League, production on Terra continued at Mitchell Vehicles exclusively for ComStar (and in later centuries nearly uniquely for the Explorer Corps). After the Schism and Terra's fall, the Word of Blake cancelled production in favor of new combat units. Shortly prior to the Coalition's assault on the Protectorate, production was restarted to supply the equipment-poor Blakist militias.

Capabilities

The Prowler Multi-Terrain Vehicle's main selling features are the fusion-powered amphibious duplex drive system and its well-protected cargo bay, allowing it to move troops over nearly any terrain. Star League-era and Terran-built Prowlers are marvels of automation, effectively allowing the whole vehicle to be controlled by the driver. The vehicle's armament is designed to ward off casual attacks but lacks the punch to be a dedicated combat vehicle. The medium pulse lasers give sustained fire and the single two-tube SRM rack will last more than one engagement, but the main battery of the LRM 10 is only backed by a single ton of ammunition. The seven tons of standard armor provides protection from anything but a concerted attack, giving it some measure of battlefield endurance. The slow ground speed and Beagle Active Probe show this vehicle's true strength: survey and exploration of potentially hostile environments.

Deployment

While ill-suited to front-line combat duty, its low ground speed precluding it from even recon roles, the Prowler's usefulness in exploration, survey, and to second-line militias has ensured that it has continued to be produced uninterrupted somewhere in the Inner Sphere, at least in small numbers, for more than four centuries. Most of the Inner Sphere militaries maintain a handful of Prowlers for use in exotic terrain, but do not deploy them more generally. To Coalition forces, fighting the Word of Blake on Terra, the Prowler (WoB) was a deadly ambush unit that excelled at supporting infantry, relaying targeting information and packing an unexpected punch. Fielded in what amounted to suicide missions it built up an aura of mystique completely belying the low total numbers fielded. More so than even the Palmoni IFV, the Prowlers were vehicles that singularly represented the Word's desperate last struggles.

In the last half-decade, the RAF has been supplied with similar Prowlers for their close assault infantry units, while the resurrected Mitchell is shipping normal Prowlers at cut-rate prices to Republic militias and police forces. Other security agencies throughout the Inner Sphere can still rely on multiple suppliers of this high-quality vehicle, though most non-Terran producers are still producing the simple, and cheap, Succession Wars model.

Variants

Four centuries of production has produced a plethora of variants, from individual one-offs to standardized variants like the Guardian ECM suite carrier and the stripped-down Succession Wars model. The Succession Wars downgrades saw the loss of the advanced robotic control systems and required larger crews which led to further minor variations. The most common variant of the SW-era model reduced the cargo bay to a dedicated infantry compartment and upgrade the long-range missile rack, giving it some measure of battlefield effectiveness. Specific to Mitchell Vehicles, ComStar commissioned a Prowler Series built with environmental sealing for use in truly hostile environments; all these Explorer Corps models featured additional laboratory equipment in their spacious cargo holds.

The Word of Blake variant turned the Prowler into a dedicated IFV, with upgraded lasers and an MML rack. An M-Pod provided a deadly close range punch, while the C^3i system made keeping it at range an undesirable outcome as well. The expanded infantry bay could support a full Level I of battle armor or a large contingent of standard infantry. In the great rush to deploy the vehicle, the frame, armor and unprotected ammunition bins were left unchanged, making it relatively vulnerable compared to dedicated tanks of the same size.

Impressed by salvaged Blakist Prowlers, Exarch Stone reactivated Mitchell Vehicles to produce a similar, if more low-key, variant for the RAF. It features similar missile weaponry to the Word model while adding a standard C^3 slave to the old electronics. Filling a vital role in RAF infantry deployment, the Prowler MTV is beginning to be more visible than ever before.

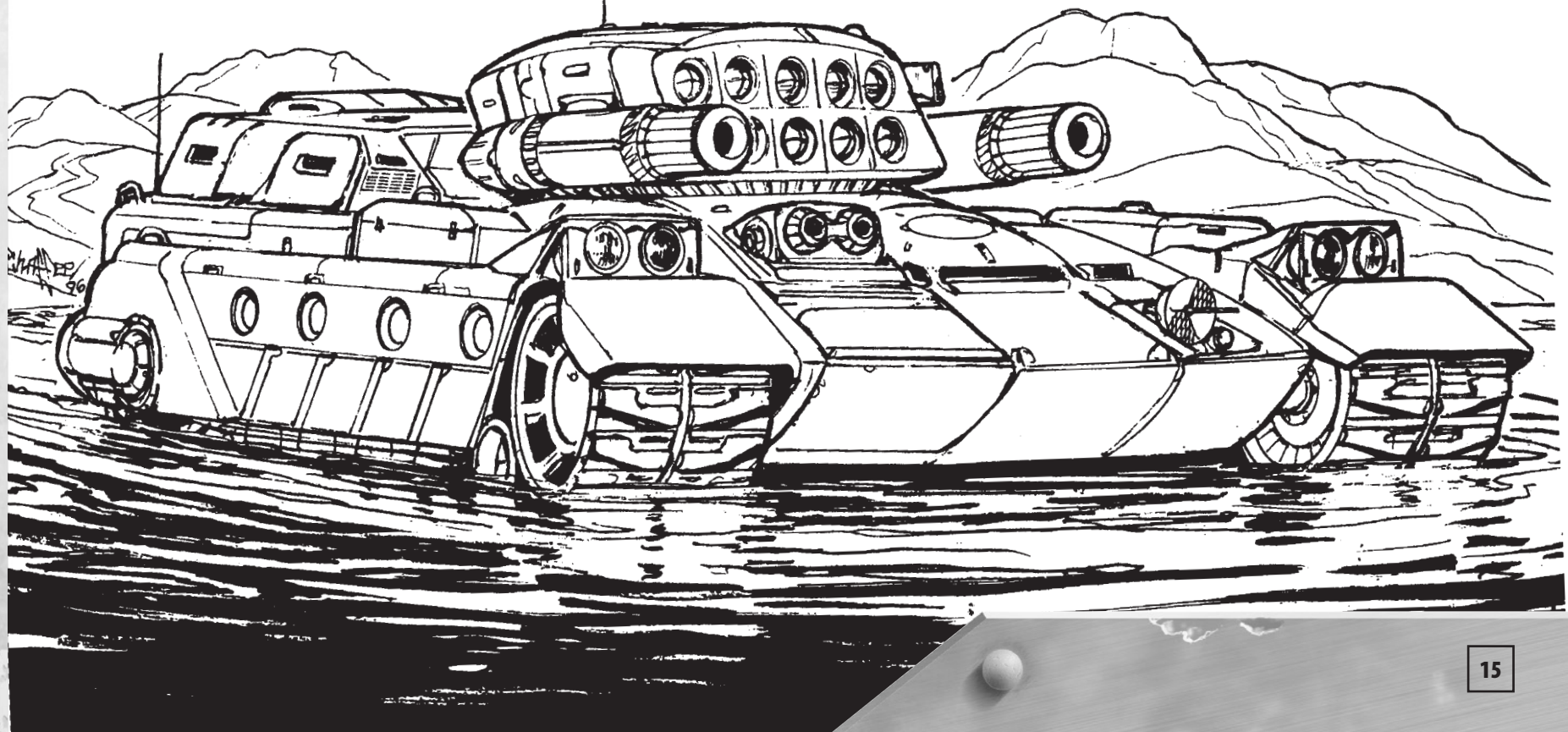
PROWLER MULTI-TERRAIN VEHICLE

Type: **Prowler**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 55
Battle Value: 707

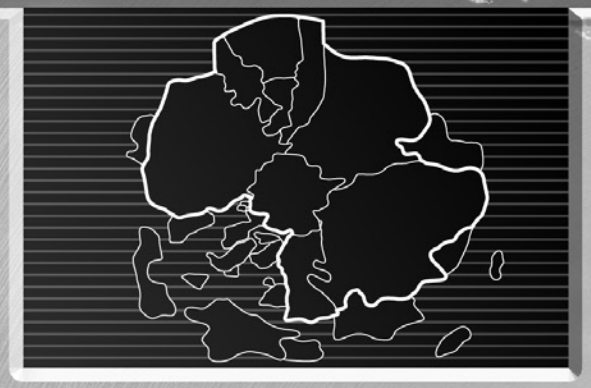
Equipment		Mass
Internal Structure:		5.5
Engine:	220	15
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3
Amphibious Chassis:		5.5
Power Amplifier:		0
Turret:		1

Equipment		Mass
Armor Factor:	112	7
	Armor Value	
Front	25	
R/L Side	23/23	
Rear	18	
Turret	23	

Weapons and Ammo	Location	Tonnage
2 Medium Pulse Lasers	Turret	4
LRM 10	Turret	5
Ammo (LRM) 12	Body	1
SRM 2	Front	1
Ammo (SRM) 50	Body	1
Beagle Active Probe	Body	1.5
Cargo	Body	4.5



MARKSMAN M1A MBT



Mass: 95 tons
Movement Type: Tracked
Power Plant: Edasich Motors 285 Light Fusion
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: AmberStar Weave Heavy Ferro with CASE
Armament:
1 M-7 Gauss Rifle
2 Holly MML 9
4 Krieger C1 Series Medium Lasers
4 MainFire Miniguns
Manufacturer: Pandora 'Mech Works
Primary Factory: Terra
Communications System: COMTEC 400E
Targeting and Tracking System: GroundTracker EE-4

Overview

The Winston Combat Vehicle has been an instant success, meeting with strong praise from all units that have so far seen deployment. Despite the high marks it has received, its seventy-ton mass and lack of large main gun was deemed insufficient to go against contemporary assault-grade main battle tanks such as the Challenger and Alacorn. When the RAF Quartermaster office informed Pandora that the Winston would not be the RAF light MBT of choice, with the Kinnol earning that distinction, Pandora responded quickly. Before an open bid for an assault class MBT design could be formally put out, Pandora had submitted their M-series assault tank for consideration. While a full review of all manufactures' proposals was performed, Pandora's design – designated by the RAF as the Marksman – was chosen in no small part because they had already begun internal trials on an operational design.

Capabilities

The Marksman M1A Main Battle Tank shares a name with the First Star League's artillery tank, but that is where any similarities end. The designation was chosen in part as a nod to the accuracy of the tank's main gun, but it was also consciously noted that the use of the name could cause confusion in opposing military forces and intelligence groups that would equate "Marksman" with the older model artillery tank.

Built on a ninety-five ton chassis, a light fusion engine powers the tank at fifty-four kilometers an hour at flank speed. While not leaving as much tonnage free as the Alacorn's Pitban XL, the cost savings make the Marksman a less-expensive base chassis. Defensive protection mirrors the Winston with fifteen and a half tons of AmberStar Weave heavy ferro-fibrous armor backed up by a chassis-mounted CASE system. The armor load is heavier than on nearly any other assault grade tank and has the unfortunate side effect of stressing the suspension and putting increased wear on the tread systems.

While Pandora's Marksman concept was always built around the reliable M-7 Gauss Rifle, the original design mounted three different missile racks and no energy weapons. When it was selected to be the new RAF main battle tank, the Quartermaster requested that Pandora standardize the missile launchers and examine taking advantage of the fusion engine to ensure that the tank would have weapons in even the longest of engagements. Pandora responded by mounting Four Krieger C1 series medium lasers in the gimble arms over the turret. The new compact model of Krieger laser is modeled on the Cyclops Eye laser used by the venerable Drillson Hover Tank, the barrelless design giving them a high degree of durability in rough combat. The varied missile racks were replaced with two nine-tube multi-missile launchers. Able to support the M-7 at range, the MMLs provide a massive increase in short-range firepower. With a dual brace of Mainfire Miniguns for point-blank defense, opponents of the Marksman face the undesirable choices of staying at range and facing the Gauss rifle, or closing and being sandblasted by the lasers and short-range missiles from the MML racks.

Deployment

The Marksman's first field trials were conducted this spring at the X-5 Test Ranges in the Outback of the Australian continent. In lightly broken terrain, two Marksman M1A tanks were supported by two Giggins APCs carrying jump infantry. Various other vehicles were included to represent actual battlefield combat situations. A mixed unit of four medium BattleMechs and a reinforced lance of cavalry vehicles made up the opposing force. The Marksman tanks made an early showing with well-placed gauss rifle shots that destroyed one BattleMech and a Maxim II. The OpFor used the broken terrain to close in relative protection, coming out right on top of one of the Marksmans, though was unprepared for the brutal short-range response. The computer simulation left two of the OpFor's 'Mechs and half of their vehicles destroyed at the cost of just one immobilized M1A.

Trials are still underway as suspension issues continue to plague the design, but full deployment is expected early in 3088, with a goal of at least one lance of Marksmans on each Protectorate world by 3095.

Variants

Pandora has been approved to release their original model to the general public. The M1 will lack the M1A's laser arsenal and replace the multi-missile launchers with three independent missile systems. Dual six and streak-four short-range missile launchers lend the M1 a powerful short-range punch. The use of MRM racks on the M1 was deemed contrary to the RAF's needs for a main battle tank, but the low cost of the system and ammunition loads is expected to appeal to many planetary militias. The M1 further reduces costs through the use of a standard engine and ferro-fibrous armor. Even the CASE was removed, as the severely limited missile stores of this tank will likely be depleted long before its armor is breached. The M1 is expected to first ship in late 3088.

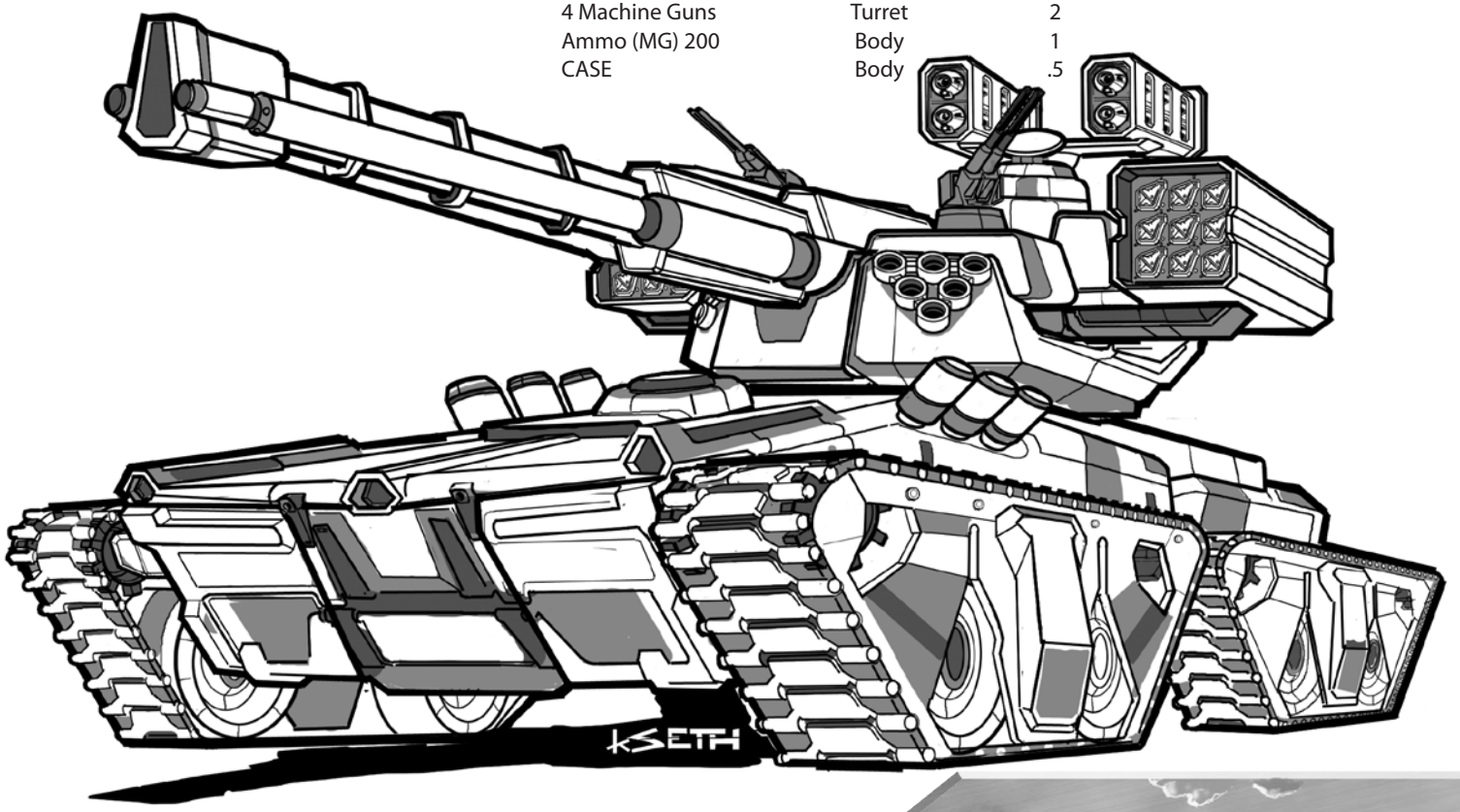
MARKSMAN M1A MBT

Type: **Marksman**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 95
Battle Value: 1,778

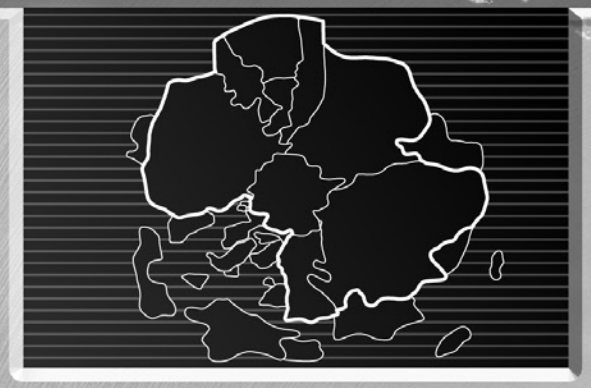
Equipment		Mass
Internal Structure:		9.5
Engine:	285	19
Type:	Light Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	12	2
Control Equipment:		5
Turret:		3.5

Equipment		Mass
Armor Factor (Heavy Ferro):	307	15.5
	Armor Value	
Front	73	
R/L Side	62/62	
Rear	50	
Turret	60	

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
Ammo (Gauss) 16	Body	2
2 MML 9	Turret	12
Ammo (MML) 52/44	Body	4
4 Medium Lasers	Turret	4
4 Machine Guns	Turret	2
Ammo (MG) 200	Body	1
CASE	Body	.5



MANTA AND MORAY ATTACK SUBS



MANTA FAST ATTACK SUB

Mass: 50 tons
Movement Type: Naval (Submarine)
Power Plant: GM 320 XL Fusion
Cruising Speed: 76 kph
Flank Speed: 119 kph
Armor: AmberStar Weave Ferro-Fibrous
Armament:
1 Selitex Aqua Extended Range Large Laser
1 Sea Harvester Six Rack SR Torpedo
Manufacturer: Royal Nelson Memorial Shipwrights of Portsmouth
Primary Factory: Terra
Communications System: Trannel GN5
Targeting and Tracking System: Trannel OT73N

MORAY HEAVY ATTACK SUB

Mass: 140 tons
Movement Type: Naval (Submarine)
Power Plant: Electro-Motive 390 XL Fusion
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: AquaTec ArmorSlab Ferro-Fibrous
Armament:
2 Sea Devastator 20 Rack LR Torpedoes
2 Sea Devastator 10 Rack LR Torpedoes
3 Sea Harvester Six Rack SR Torpedoes
2 Averell Poseidon ER Medium Lasers
Manufacturer: Sungdong-STX Shipbuilding
Primary Factory: Terra
Communications System: TransComm N14
Targeting and Tracking System: TransComm WDS45N

Overview

The Star League era saw military specialization taken to the extreme. From the Troglodyte tunnel tanks used to root out Rim World resistance from the Apollo fortresses to the *Bug Eye*-class surveillance WarShips, the SLDF had a tool for nearly every job. In the scale of specialization, submarine assets were almost mundane, but that made them no less useful. Centuries later, when the Word of Blake took control of Terra, they reactivated many long-dormant factories to restart military production. Part of the reactivation programs saw civilian factories restart old military lines. Such was the case with Royal Nelson's Manta and Sungdong's Moray submersibles.

Capabilities

Manufactured at opposite ends of Terra, by two different manufacturers, the Manta and Moray were jointly designed under contract to the SLDF for service in their CAAN regiments (Combined Armor, Air, and Naval).

The Manta Fast Attack Sub design specifications called for a submersible that could quickly respond to threats across multi-hundred kilometer engagement zones. Having built fast hulled surface ships for centuries, Royal Nelson won the bid for their innovative hull design based on a catamaran surface vessel meant for heavy seas. An extra-light fusion engine was required to allow the Manta to achieve an underwater flank speed of over one hundred kilometers an hour. Even with an XL engine more than thirty percent of the hull was given over to the propulsion system, limiting the crew space and weapons systems.

The Manta's payload is designed to slash and exploit, with the extended-range large laser allowing precision attacks and the short-range torpedo launcher able to follow up to take advantage of holes in a target's armor. The nine tons of ferro-fibrous armor, weighted towards the nose, allows the Manta to make multiple passes on even a heavily-armed opponent.

Sungdong-STX Shipbuilding won the contract to build the Moray Heavy Attack submarine. With over a millennium of shipwright experience, Sungdong was a pioneer in submersible cargo vessels in the mid 24th century. At the height of the 28th century Sungdong had facilities on a dozen Hegemony worlds producing submersibles ranging from bulk cargo vessels to underwater aerospace carriers. The Moray was the response to an SLDF request for a heavily-armored support sub that could act as the hammer to a lighter attack sub.

The Electro-Motive 390 Fusion engine took up nearly a quarter of the vessel's mass, allowing not only extended mission durations but a maximum flank speed of fifty-four kilometers per hour. While not up to the speed of the attack subs it would support, the Moray's speed was the maximum the hull could support and the fusion engine meant it could still carry a heavy payload. The eighteen tons of ferro-fibrous armor provided the Moray with enough protection to weather heavy sustained fire without losing hull integrity. The sub's interior was highly optimized, with extensive automation allowing it to run with a very small crew in relative spaciousness on extended missions. The remaining space was given over to forty-one tons of weapons, nearly the entire mass of the lighter attack subs it was built to support. When the Word of Blake re-launched the design they replaced the standard lasers with two extended-range medium lasers but otherwise left the original torpedo systems untouched. The turret lasers are supported by a long- and a short-range torpedo system, but the primary firepower is in between the catamaran noses with forty long-range tubes and a battery of short-range tubes. The rear is also covered by long- and short-range torpedoes.

Defensible from all angles, the Moray poses a threat to anything short of the Wyrm mega-submersibles the Word of Blake assigned them to escort.

Deployment

The Manta and Moray saw extensive use across the old Terran Hegemony at the height of the Star League. Used heavily in resistance against the Amaris occupation their numbers were seriously depleted. The Succession Wars all but destroyed what few remained off Terra and ComStar decommissioned the remaining Terran units.

The Word of Blake commissioned Sungdong and Royal Nelson to reactivate their dormant lines. The production runs were limited to supporting the Wyrm mobile structures and most were destroyed or damaged during the liberation of Terra.

New subs were rushed into service by the Coalition to aid in hunting down the rogue Wyrms still operating after the Word's formal surrender. Since then the Republic has commissioned further subs to be used with the re-commissioned Wyrms and to support underwater command posts being established throughout the Republic.

Variants

The original Moray featured standard-grade medium lasers; the Word of Blake upgraded these to extended-range models when they reintroduced the design.

The Republic Quartermaster's office has commissioned a support Manta. This design replaces the weapons payload with two extended-range medium lasers and a fifteen-tube long-range torpedo launcher. This makes the Manta (Support) into a mid-range design to support the slash attack Mantas and lead heavier targets back to the heavy Morays.

MANTA AND MORAY ATTACK SUBS

Type: **Manta**
Technology Base: Inner Sphere
Movement Type: Submarine
Tonnage: 50
Battle Value: 810

Equipment		Mass
Internal Structure:		5
Engine:	320	17.5
Type:	XL Fusion	
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	12	2
Control Equipment:		2.5
Diving Equipment:		5
Armor Factor (Ferro):	161	9
	Armor Value	
Front	52	
R/L Side	39/39	
Rear	31	

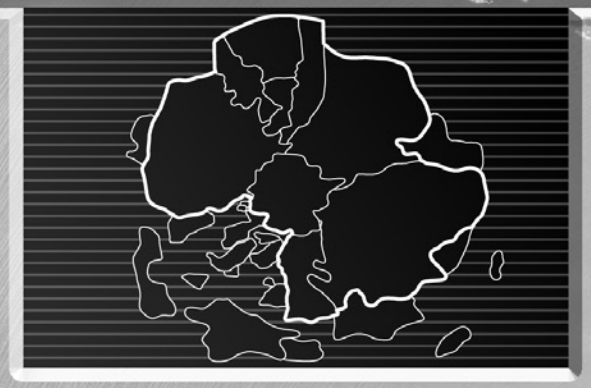
Weapons and Ammo	Location	Tonnage
ER Large Laser	Front	5
SRT 6	Front	3
Ammo (SRT) 15	Body	1

Type: **Moray**
Technology Base: Inner Sphere
Movement Type: Submarine
Tonnage: 140
Battle Value: 1,624

Equipment		Mass
Internal Structure:		14
Engine:	390	34.5
Type:	XL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		7
Diving Equipment:		14
Turret:		1
Armor Factor (Ferro):	322	18
	Armor Value	
Front	75	
R/L Side	66/66	
Rear	60	
Turret	55	

Weapons and Ammo	Location	Tonnage
LRT 10	Turret	5
SRT 6	Turret	3
2 ER Medium Lasers	Turret	2
2 LRT 20	Front	20
Ammo (LRT 20) 18	Body	3
SRT 6	Front	3
LRT 10	Rear	5
Ammo (LRT 10) 36	Body	3
SRT 6	Rear	3
Ammo (SRT) 60	Body	4
CASE	Body	.5

TEPPŌ SUPPORT VEHICLE



Mass: 150 tons
Movement Type: Wheeled
Power Plant: 280 Nissan Fuel Cell
Cruising Speed: 21 kph
Flank Speed: 33 kph
Armor: New Samarkand Royal Heavy Ferro-Fibrous
Armament:
1 Ikazuchi Type 2 Sniper Artillery Piece
2 Shigunga Arrow IV Artillery Systems
2 Sperry Browning Light Miniguns
3 Yori Flyswatter Anti-Missile Systems
Manufacturer: Pesht Motors
Primary Factory: Unity
Communications System: Sipher Battlesys 11.6 with ECM
Targeting and Tracking System: Neko Megame 9

Overview

Fifteen years of battling the Clans, followed by the decade-long brutalities of the Jihad – both at the hands of the Word of Blake and their own internal Black Dragon society – has dealt a harsh blow to the experienced officer corps of the DCMS. Combined with the changing face of warfare, where the BattleMech could arguably no longer be considered the undisputed king, the Draconis Combine has been forced to take a hard look at their military policies and practices. The actions of the Ryuken regiments earned the long-disdained brigade much honor within the DCMS and may have finally had a lasting effect on the entire Combine military. Though long derided for their "Dragoon" command style, the Ryuken units saw higher survival rates among their command and logistical staff than any other DCMS units, despite being rendered virtually combat-ineffective during the Jihad. The use of command and control vehicles and willingness to use conventional forces equally is considered one of the reasons for this survival rate. The Teppō artillery system and Tenmaku command trailer are an effort to duplicate this success with a new combat system that will allow unit commanders to direct the battle without putting themselves into the thick of it.

Capabilities

The Teppō wheeled artillery vehicle is built on a super-heavy chassis, massing fifty tons heavier than a Behemoth. The Teppō's extremely slow mobility is only intended to allow it limited tactical movement, with strategic movement done through DropShip or aircraft transport. The Teppō instead focuses on maximum payload with brutal effectiveness. A Sniper artillery piece is mounted on a reinforced turret system, allowing it to quickly adjust to even the most fluid battle. The tube artillery is backed up by two Arrow IV missile systems, typically loading with homing and FASCAM rounds. If assigned even a single supporting TAG unit the Teppō can bring the firepower of an assault 'Mech to a battlefield kilometers away from its position.

Taking lessons from the Ryuken's fifty years of combined arms tactics, the Teppō is designed to survive all but the most determined assault. Twenty tons of heavy ferro-fibrous armor provides protection from repeated attacks from even the strongest BattleMech weapons. The Teppō does not waste mass on short-range offensive weapons, instead using heavy defensive measures and relying on supporting units or its own battle armor for defense. Anti-missile systems ring the vehicle, an ECM suite provides electronic protection, and CASE-protected ammo bins round out the vehicle's defense and ensures the crew will survive to fight another day. The final feature of the Teppō is one that makes it possibly its most deadly: the towing system. The Teppō is able to tow large amounts of weight, and it can handle up to two specially-built, seventy-five ton trailers. The Bokkusu is a straight-forward cargo and repair platform, while the Tenmaku command trailer moves the Teppō from a battlefield threat to a tide-changing combat unit.

The Tenmaku lacks its own propulsion system and relies on the Teppō to move. This weakness is its own strength, freeing up tonnage and interior space for an impressive array of equipment and capability. Defense consists of a turret with pulse lasers, machine guns, and an anti-missile system. The Tenmaku has the same thick armor, AMS, ECM and CASE that the Teppō uses. Further enhancing support defense, it expands the battle armor bay to hold two full squads. A small 10-rated fusion reactor provides power for all the Tenmaku's equipment.

The remaining tonnage is given over to command and control ability. A command center occupies the majority of the interior, with ten tons of dedicated communication equipment including a full satellite uplink system and a real-time communication integration with the holographic mapping system. Two C^3 Master Computers allow the Tenmaku to coordinate a company of units, while from within the Tenmaku a commander can monitor every single combat unit on a planet and effectively lead a worldwide offensive.

Deployment

Each Teppō is built by "hand" and takes several months to construct. The attention to detail is expected to make the vehicles highly reliable. The first Teppō is being deployed to the Ryuken-san. If this first field deployment goes well, the Combine is considering assigning at least one to all major combat units. The RAF is closely following this deployment. Based on the results, it may be worth approaching the Combine about purchasing units or negotiating for the design rights to the system.

Variants

As it has yet to deploy its first production unit, there are no variants of the Teppō nor its support trailers.

Type: **Teppō**
Technology Base: Inner Sphere (Experimental)
Movement Type: Wheeled
Tonnage: 150
Battle Value: 1,830

Equipment		Mass
Internal Structure:		30
Engine:	280	19.5
Type:	Fuel Cell	
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	1	0
Control Equipment:		7.5
Power Amplifier:		0
Turret:		2
Armor Factor (Heavy Ferro):	396	20
	Armor Value	
Front	60	
FR/FL Side	56/56	
RR/RL Side	56/56	
Rear	55	
Turret	57	

Weapons and Ammo	Location	Tonnage
Sniper Artillery	Turret	20
Ammo (Sniper) 30	Body	3
2 Arrow IV Artillery	Front	30
Ammo (Arrow IV) 30	Front	6
Light Machine Gun	Front	.5
Ammo (Light MG) 100	Body	.5
Anti-Missile System	Front	.5
Anti-Missile System	Right	.5
Anti-Missile System	Left	.5
Ammo (AMS) 24	Body	2
Light Machine Gun	Rear	.5
Guardian ECM Suite	Body	1.5
Infantry Compartment	Body	4
Communications Equipment	Body	1
Trailer Hitch	Rear	0
CASE	Body	.5

TEPPŌ SUPPORT VEHICLE

Type: **Tenmaku**
Technology Base: Inner Sphere (Advanced)
Movement Type: Wheeled (Trailer)
Tonnage: 75
Battle Value: 881

Equipment		Mass
Internal Structure:		7.5
Engine:	10	1
Type:	Fusion	
Cruising MP:	0	
Flank MP:	0	
Heat Sinks:	10	0
Control Equipment:		4
Power Amplifier:		0
Turret:		1
Armor Factor (Heavy Ferro):	297	15
	Armor Value	
Front	60	
R/L Side	60/60	
Rear	60	
Turret	57	

Weapons and Ammo	Location	Tonnage
2 Medium Pulse Lasers	Turret	4
2 Light Machine Guns	Turret	1
Anti-Missile System	Turret	.5
Ammo (Light MG) 200	Body	1
Anti-Missile System	Right	.5
Anti-Missile System	Left	.5
Ammo (AMS) 48	Body	4
Guardian ECM Suite	Body	1.5
Infantry Compartment	Body	8
Communications Equipment	Body	10
Mission Specific Equipment	Body	5
2 C^3 Masters	Body	10
CASE	Body	.5
Trailer Hitch	Front	0

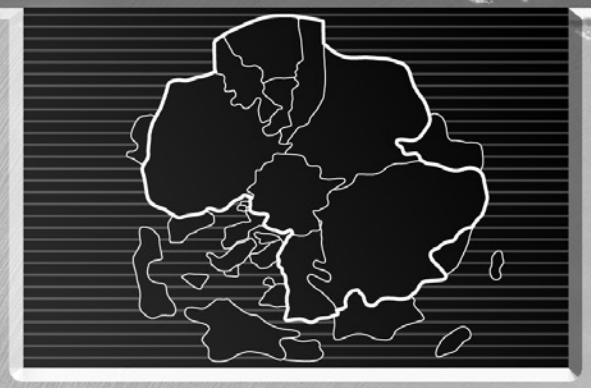
Type: **Bokkusu**
Technology Base: Inner Sphere (Advanced)
Movement Type: Wheeled (Trailer)
Tonnage: 75
Battle Value: 651

Equipment		Mass
Internal Structure:		7.5
Engine:	10	1
Type:	Fusion	
Cruising MP:	0	
Flank MP:	0	
Heat Sinks:	10	0
Control Equipment:		4
Power Amplifier:		0

Equipment		Mass
Turret:		0
Armor Factor (Heavy Ferro):	238	12
	Armor Value	
Front	60	
R/L Side	59/59	
Rear	60	

Weapons and Ammo	Location	Tonnage
Lift Hoist	Front	3
Anti-Missile System	Front	.5
Anti-Missile System	Right	.5
Anti-Missile System	Left	.5
Anti-Missile System	Rear	.5
Ammo (AMS) 36	Body	3
Mobile Field Base	Body	20
Cargo	Body	18
Infantry Compartment	Body	4
CASE	Body	.5
Trailer Hitch	Front	0
Trailer Hitch	Rear	0

TRIREME INFANTRY TRANSPORT



Central Command's master deployment plans have had a focus on RAF infantry formation growth – notably battle armor units – since the very formation of the RAF. These plans very early on underlined the need to be able to rapidly deploy battle armor forces to the front lines. New combat units, such as the Maxim, Trajan, and Giggins, as well as the more venerable Karnov and Cavalry VTOLs, ensured excellent battlefield deployments, but failed to cover large-scale formation deployments. Moving a battalion of battle armor quickly from one continent to another typically required the use of cargo haulers and transporting most of the gear as cargo. Transporting battle armor in combat APCs that are themselves being carried as cargo creates an even uglier set of logistical issues – not the least of which that not all APCs' compartment hatches were designed to be operable while inside a cramped cargo carrier. Leveraging the principles of the Karnov's BA Transport variant, military procurement put out a bid for a large VTOL transport craft capable of carrying a full company of combat-ready battle armor. While no contractor could meet the rigorous requirements, Michaelson Heavy Industries' Trireme was the one that came the closest.

Recovering from near total bankruptcy caused by the Blakist blockade of their homeworld, Ruchbah, Michaelson Industries was an unlikely candidate to come up with a bid. Forced to sell off much of their intellectual property just to stay solvent, the VTOL manufacturer needed to come up with new designs to continue competing in a marketplace quickly filling with competitors copies' of their own vehicles. When they received the RAF Quartermaster's request a bid, they almost chose not to enter. The requirement for a full company of battle armor was a logistical near-impossibility. Michaelson chose to focus on the VTOL aspect of the bid and not the capacity requirement, coming up with the Trireme. This paid off as every other contractor focused on the capacity and submitted VSTOL aircraft instead of VTOL designs. The ability to land anywhere was ultimately determined more important than capacity by the Central Command review board and Michaelson's design won the bid. ([Editor's Note: A notable fallout from this bid process was that when Central Command realized no VTOL could meet their full requirements, a secondary bid was put out to Lockheed/GBM to produce an Omni-Pod for the recently ordered Zugvogels that could carry a full company of Battle Armor. – JC])

At sixty tons, the Trireme ranks with the largest VTOLs ever built. Outfitted with a fusion engine it can approach speeds of one hundred kilometers an hour. The Trireme is clearly not intended to get into active combat, as it mounts only a ton of commercial grade armor. It has a small flight deck tucked into the nose, with the rest of the craft given over to a cargo bay able to carry up to thirty-six tons of equipment without affecting the VTOLs performance. Two full platoons of battle armor and supporting equipment can thus be carried. The Trireme is intended to be deployed in groups of four, with the combined cargo space of the quartet able to airlift an entire battalion of battle armor. Alternatively, combining a standard Trireme with one of the planned Combat Support models would allow a full company to be deployed and provide additional defense should the VTOLs encounter hostile fire.

Two variants are planned for production within the year. The first simply restructures the battle armor compartment to carry a full company of conventional infantry and supporting equipment. The second model is a ground-up refit designed for the "last kilometer" of deployment. The Combat Support (CS) version sacrifices more than half its carrying capacity, increases its flank speed by twenty kilometers per hour, upgrades the armor significantly, and includes limited armament as well as a defensive ECM. Able to quickly ferry a platoon of Battle Armor to the front lines, the CS version will ensure an end-to-end rapid transport chain for RAF infantry.

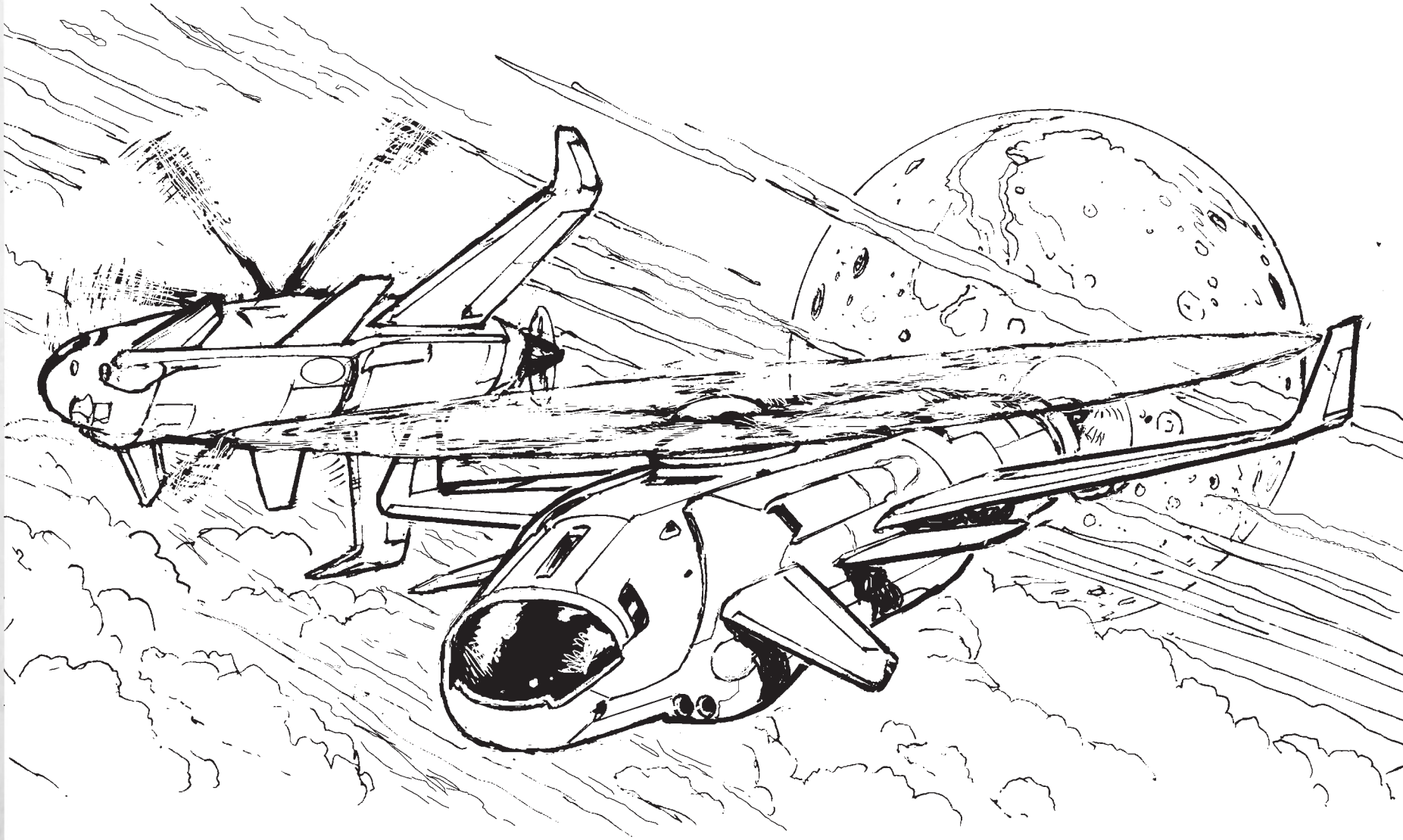
Type: **Trireme**
Technology Base: Inner Sphere
Chassis Type: VTOL (Large)
Equipment Rating: E/X-X-D/E
Mass: 60 tons
Battle Value: 123

Equipment			**Mass**
Chassis/Controls:			15.5
Engine/Trans:	Fusion		7.5
Cruising MP:	6		
Flank MP:	9		
Heat Sinks:	0		0
Fuel:			0
Armor Factor (BAR 3):	58		1
	Internal Structure	*Armor Value*	
Front	6	15	
R/L Side	6/6	15/15	
Rear	6	11	
Rotor	6	2	

Weapons and Ammo	**Location**	**Tonnage**
None	-	-

Crew: 3 (3 enlisted/ non-rated)
Cargo:
Battle Armor
Compartment (36 tons) 1 Door (rear)

TRIREME INFANTRY TRANSPORT



BLD-XL BLADE

Mass: 35 tons
Chassis: Hessen Light MK I
Power Plant: GM 245 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Ferro Fibrous
Armament:
1 Mydron Tornado Rotary Autocannon 5
2 Diverse Optics Extended Range Medium Lasers
Manufacturer: New Hessen WorkMechs
Primary Factory: New Hessen
Communications System: Neil 6000
Targeting and Tracking System: Octagon Tartrac System C

Overview

The *Blade* was commissioned as part of the military standardization protocols enacted by former Republic Commanding General Victor Steiner-Davion. The end of the Jihad found the Coalition-turned-Republic army a hodgepodge of technology ranging from primitive Age of War designs through century-old survivors and to the latest, cutting-edge, new production models. The standardization program called for culling material that would be difficult to maintain, outside the RAF's mission role, or too few – and too ineffectual – to warrant continued use.

The other aspect of the Commanding General's program was to ensure reliable access to key mission role technologies. With recruits and equipment from every corner of the Sphere, large portions of the proto-RAF's TO&E consisted of equipment from well outside the forming Republic's borders. New Hessen WorkMechs – manufacturer of the workhorse *Rook* – eventually won the contract for a light strike 'Mech with their *Blade* BattleMech, despite being just outside the Republic.

Capabilities

As much as possible, durability and ease of maintenance drove the development of the *Blade*, which at first would call into question why a GM extra-light engine was chosen. However, the *Blade* survives on the maxim of "speed is life." Its ability to achieve speeds of over one hundred kilometers an hour grants it this durability of speed. Reusing many of the *Rook*'s battlefield-tested components answered both the call for easy maintenance and durability, from the pared-down *Rook* chassis to the electronics and even the same cockpit assembly of the heavier 'Mech. The flat plate armor mounting gives the light cavalry design an IndustrialMech feel, at the benefit of reducing armor replacement times by up to fifty percent. While the *Blade* will not win any visual design awards, it is a tough chassis capable of swiftly closing to deliver its firepower.

The firepower consists of a highly reliable Mydron rotary autocannon and two of Diverse Optics' well-tested extended-range medium lasers. A full three tons of ammunition feed the rotary cannon, allowing it respectable battlefield endurance even when using high rates of fire. All three weapons are mounted in the right arm, which critics of the design are quick to point out as a risk. However, the New Hessen designers acknowledged and dismissed the issue at the same time.

The *Blade*'s weapon arm is an attempt to achieve an Omni-level ease of maintenance on a standard chassis. Borrowing on Clan modularization technology, the entire right arm is a self contained system with only the shoulder actuator and the armored weapon and power feed connecting it to the main chassis. The benefits of this is if any component of the arm is damaged, all technicians need do is disconnect the ammo feed mechanism and detach the arm from the shoulder joint to completely remove the arm. A replacement can then be put in place, while the damaged arm is worked on at ground level.

Finally, with rotary autocannons prone to jamming and the internal space of the chassis very tight, New Hessen WorkMechs' designers spent considerable time on the ammunition feed system. Internally the ammunition bay uses a single feed system, reducing the chance for internal jamming when changing bins. All ammunition is then fed out through an armored feed system that avoids routing through the shoulder assembly. Despite the appearance of fragility, field trials of the *Blade* have shown it to be ten percent less likely to suffer a jam then the *Legionnaire*.

Deployment

The first three years of production are promised to the Republic Armed Forces, with the Federated Suns having an option to purchase up to 50% of all future production runs. So far New Avalon has not expressed any firm interest in the design, focusing on the heavier *Legionnaire* and just-released *Cuirass*.

RAF deployment of the *Blade* is primarily planned for the Principes Guard and for key defense of vital worlds, where a rapid and durable response to threats is needed.

Variants

The semi-modular nature of the weapon arm has made it possible to offer two simple modifications of the BLD-XL. The first is an attempt to even further simplify maintenance in addition to increasing the design's overall durability. The XS uses a Mydron Model B medium autocannon and standard-model Diverse Optics lasers in place of the extended-range models. Much easier to maintain and support logistically, this model's chief failing is its critical lack of ammunition. With only ten reloads, it is forced to stay close to supply lines and any thought of using specialty ammunitions is effectively squashed. The XX model is intended to increase the *Blade*'s anti-aircraft power with the use of a Mydron Excel LB 10-X autocannon. Two tons of ammunition force it to choose its load out carefully, which is made even worse by the ammunition system. Designers were unable to adapt the single track feed system to handle multiple ammunition types, forcing the XX to carry either standard or cluster ammunition in battle.

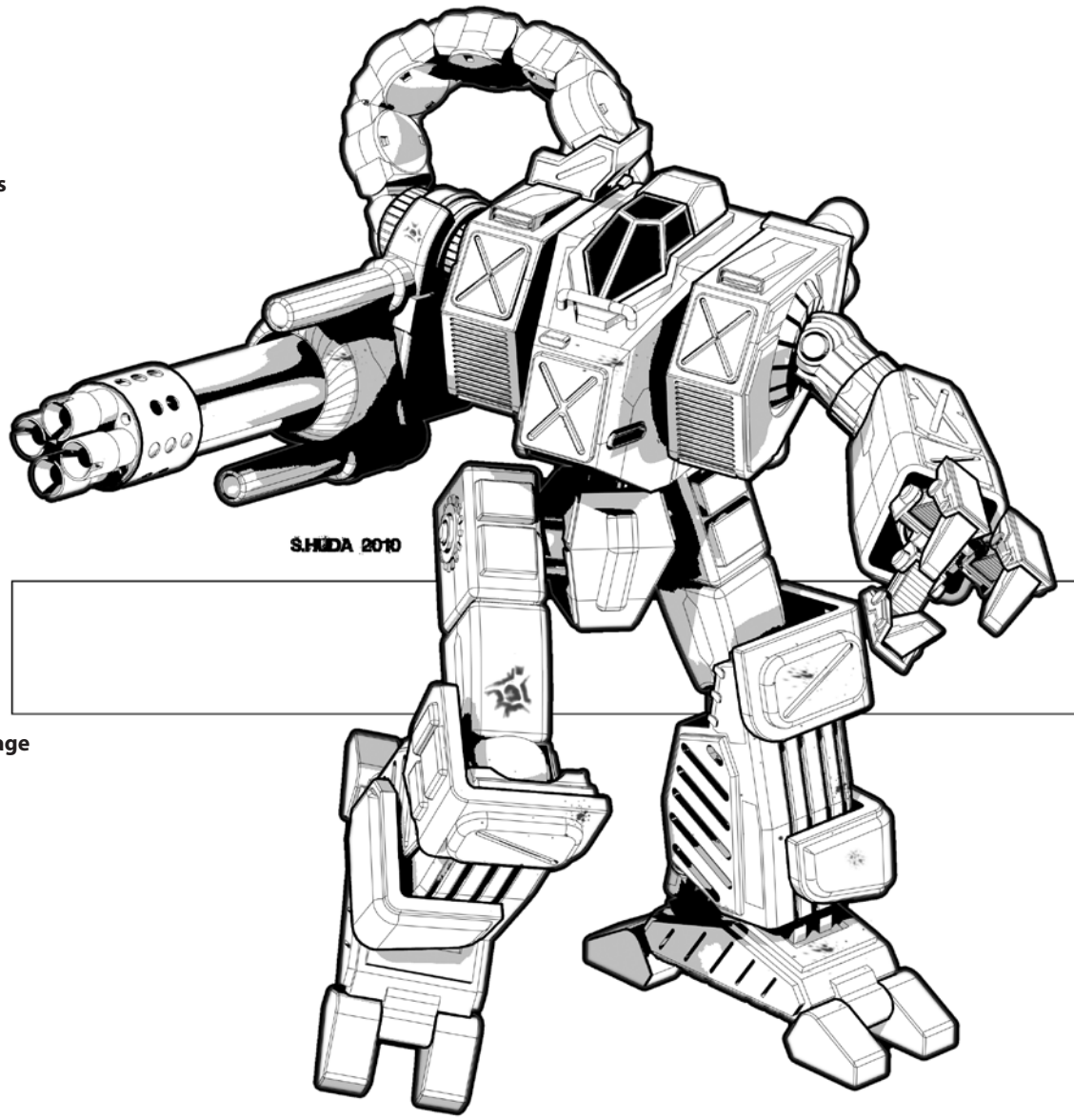
Understandably, the rotary variant is expected to be the most common of the three models produced and all current RAF orders are for the XL model.

BLD-XL BLADE

Type: **Blade**
Technology Base: Inner Sphere
Tonnage: 35
Battle Value: 1,314

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	245 XL		6
Walking MP:	7		
Running MP:	11		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor (Light Ferro):	118		7
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	16	
Center Torso (rear)		5	
R/L Torso	8	12	
R/L Torso (rear)		4	
R/L Arm	6	12	
R/L Leg	8	16	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Rotary AC/5	RA	6	10
2 ER Medium Lasers	RA	2	2
Ammo (RAC) 60	RT	3	3
CASE	RT	1	.5



CDR-1X CUIRASS

Mass: 40 tons
Chassis: Dorwinion Hyperactive 3 Endo Steel
Power Plant: GM 240 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Robinson-Liberty Model 12
Jump Capacity: 180 meters
Armor: StarGuard II
Armament:
1 Mydron Model RC Rotary Autocannon 5
1 Bright-Bloom Extended-Range Medium Laser
Manufacturer: Robinson Standard BattleWorks
Primary Factory: Robinson
Communications System: Achernar Electronics HICS-15
Targeting and Tracking System: Federated Hunter Type 3

Overview

In 3055 Lyran military analyst Francis Quincy predicted the death of the light 'Mech as being no longer able to compete on the modern battlefield. "When a sixty-ton heavy can keep pace with your *Stinger*, what are you going to use?" His prediction was not all together inaccurate, as the next fifteen years saw lighter designs pushed into more and more fringe roles and many armies' TO&Es grow heavier.

The "build anything you can" mentality of the Jihad saw many manufacturers forced to reconsider lighter designs and the subsequent success of many of those designs led to a resurgence in light and low-end medium units. The solid success of the Sun's *Legionnaire*, the infamy of the Word-built *Gurkha*, and the more recent positive press around designs like the *Mjolnir* has given designers a renewed interest in small cavalry-class units. Robinson Standard BattleWorks is attempting to capitalize on that success with their new *Cuirass* medium BattleMech.

Capabilities

The *Cuirass* continues Robinson`s use of the dependable *Watchman* chassis. This sped development of the prototype and reduced the final cost of the *Cuirass* project. A further benefit is easier maintenance thanks to the *Watchman*'s open chassis and the similarity of parts and construction among the *Watchman*, *Sentry*, and *Cuirass*.

Faster than its older cousins, the *Cuirass* still trails the optimal light cavalry speeds of over one hundred kilometers an hour, making up for the speed deficiency in part with jump jets. In a broken terrain battle the new 'Mech can easily keep up with the *Legionnaire*. The cost for the light cavalry speed is a GM extra-light engine. The fragile nature of the power plant combined with the armor common for the weight class does impact its battlefield longevity, though CASE ensures a reasonable chance of repair should the *Cuirass* fall in combat.

Its primary weapon system is the same reliable rotary autocannon of the *Legionnaire*, allowing slashing attacks that can deliver enough damage to knock a target from its feet. Unlike the heavier cavalry design, which must stay at range and rely on the one-trick weapon, the *Cuirass* can use the autocannon as its opening shots as it closes on light or wounded targets. The head-mounted Bright-Bloom laser adds more firepower as it closes with its opponents. Once in close, the *Cuirass* can bring an opponent down with its heavy sword.

In all regards a potentially superior design to the *Blade* or heavier *Legionnaire*, its heat sinks create a serious flaw that may limit its ultimate battlefield success. With only standard heat dissipation the *Cuirass* is prone to rapid overheating in combat, especially if it employs its jump jets and rotary cannon at the same time. Pilots must be careful with heat management, lest the sacrifice of speed spell their own defeat.

Deployment

The first *Cuirass*es were released to front-line units in July of 3086, with the first small production split between the Robinson Strikers and the Davion Light Guard. The Davion Light Guards have used their handful of *Cuirasses* at the core of a new Delta Company, the cavalry/melee design ideally suited to the combat style the previous incarnations of the Delta Company were famous for.

There have been no announcements regarding the possible resale of the *Cuirass* outside of the Federated Suns.

Variants

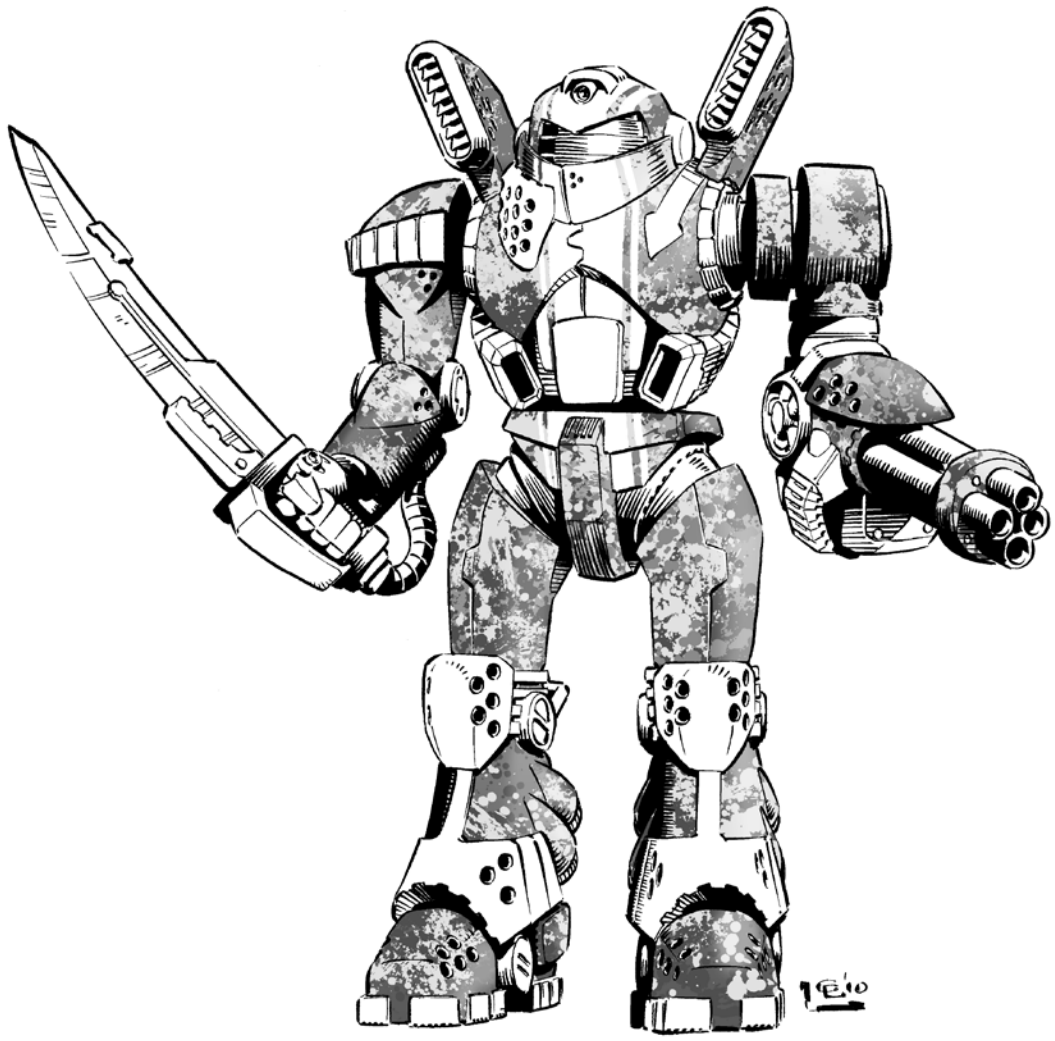
No official variants are known to be on the drawing board at this time. The AFFS quartermaster department has requested a model with better heat dissipation, but so far this does not appear to be in the offing as the chassis design is so compact it would require a complete rebuild of the central torso structure. Several prototypes that lacked the sword never saw production, as the added heat load of the various weapons made these models marginal at best.

CDR-1X CUIRASS

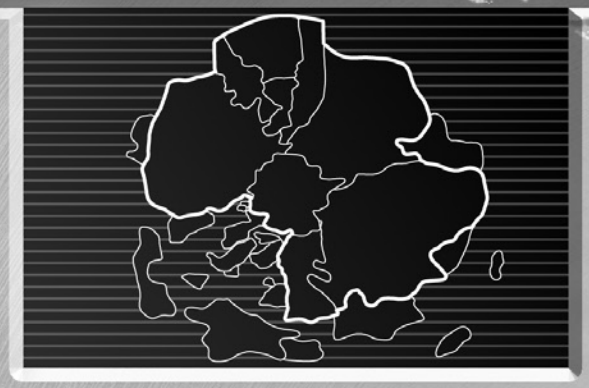
Type: **Cuirass**
Technology Base: Inner Sphere
Tonnage: 40
Battle Value: 1,301

Equipment			**Mass**
Internal Structure:	Endo Steel		2
Engine:	240 XL		6
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	10		0
Gyro (XL):			1.5
Cockpit:			3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	21	
Center Torso (rear)		3	
R/L Torso	10	17	
R/L Torso (rear)		3	
R/L Arm	6	12	
R/L Leg	10	16	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Sword	RA	3	2
Rotary AC/5	LA	6	10
ER Medium Laser	H	1	1
CASE	LT	1	.5
Ammo (RAC) 60	LA	3	3
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1



FEC-1CM FENNEC



Mass: 55 tons
Chassis: Corean Model AG47 Endo Steel
Power Plant: VOX 330 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Unity Weave Ferro-Fibrous
Armament:
2 Magna Hellstar PPCs
2 Sutel Precision Line Medium Pulse Lasers
Manufacturer: Corean Enterprises
Primary Factory: Augusta
Communications System: PCE-5X1 "Zapper" with C³ Master
Targeting and Tracking System: Reginald Systems Co-Track Gamma

Overview

The Federated Suns was quick to copy the Draconis Combine's C³ technology during the post-REVIVAL era of détente. By the outbreak of the Jihad, the AFFS had deployed C³ systems heavily throughout its front-line forces. Despite this strong adoption, the Suns would learn harsh lessons from the Word of Blake on the effective use of C³ in combat. The FedSuns had concentrated their C³ master systems in primarily heavy and assault units. Among their BattleMech forces, only the imported *Cyclops* and *Gunslinger* could serve as lance leaders and their only standard company command units were tanks. This proved a dangerous limitation as the Word was easily able to outmaneuver these units, isolating them with ECM or destroying them outright. While the Suns had been successfully experimenting with their new boosted C³ systems and a company command version of the *Cyclops*, it was still very clear that a more mobile and durable C³ master unit was needed. The *Fennec* is the byproduct of that realization.

Capabilities

The *Fennec* project took advantage of development work done to bring the *Legionnaire* to production. Built on an early *Legionnaire* chassis design, the *Fennec* uses several of the same base components as the cavalry 'Mech. Though equipped with an extra-light VOX 330, the FedSuns' new C³ master machine is slower than its *Legionnaire* cousin. The reduced speed allows the *Fennec* to carry nearly twice the weapon tonnage as the *Legionnaire* and still have room to mount a C³ Master Computer system.

The dual arm-mounted PPC/medium pulse laser combination is reminiscent of battle-proven designs like the *Warhammer* and *Marauder*, giving it a reasonable long range punch and some close-in defense. The arm weapons pods make for easier maintenance, but have led to problems in combination with the *Fennec*'s narrow, digitigrade legs if the 'Mech loses its footing. An examination of the design's compactly-designed torso explains the decision to mount the weapons in the arms (and probably why this chassis was not chosen for the final *Legionnaire*), but does not change this weakness of the handless design.

The use of standard-grade PPCs is another interesting note as it limits the maximum range of a design that should avoid short-range combat at all costs. Analysts are split on the reasoning for this, with most believing this is an attempt to limit the heat burden on a design that can ill afford losing speed due to overheating. A smaller group wonders if this might be a sign of technology shortages in the Federated Suns, pointing to the recent collapse of the military market in the post-Jihad recession that is gripping that nation.

Deployment

The *Fennec* has only seen a small initial production run so far. The entirety of this run was distributed to the Davion Guards, with the Assault and Heavy Guards' medium strike companies receiving the lion's share.

The unveiling of the *Fennec* has provided some missing intelligence from Federated Suns' conflicts against the Taurian Concordat in 3080. The Davion Assault Guard conducted several rapid deployment strikes that put the TDF off-balance. Reports of an ultra-fast *Marauder* leading a force of *Centurions*, *Enforcers*, and *Firestarter* Omnis that hit with incredible accuracy were initially discounted as fog of war or a modified *Maelstrom*. It is now believed that this was an early prototype of the *Fennec*.

Variants

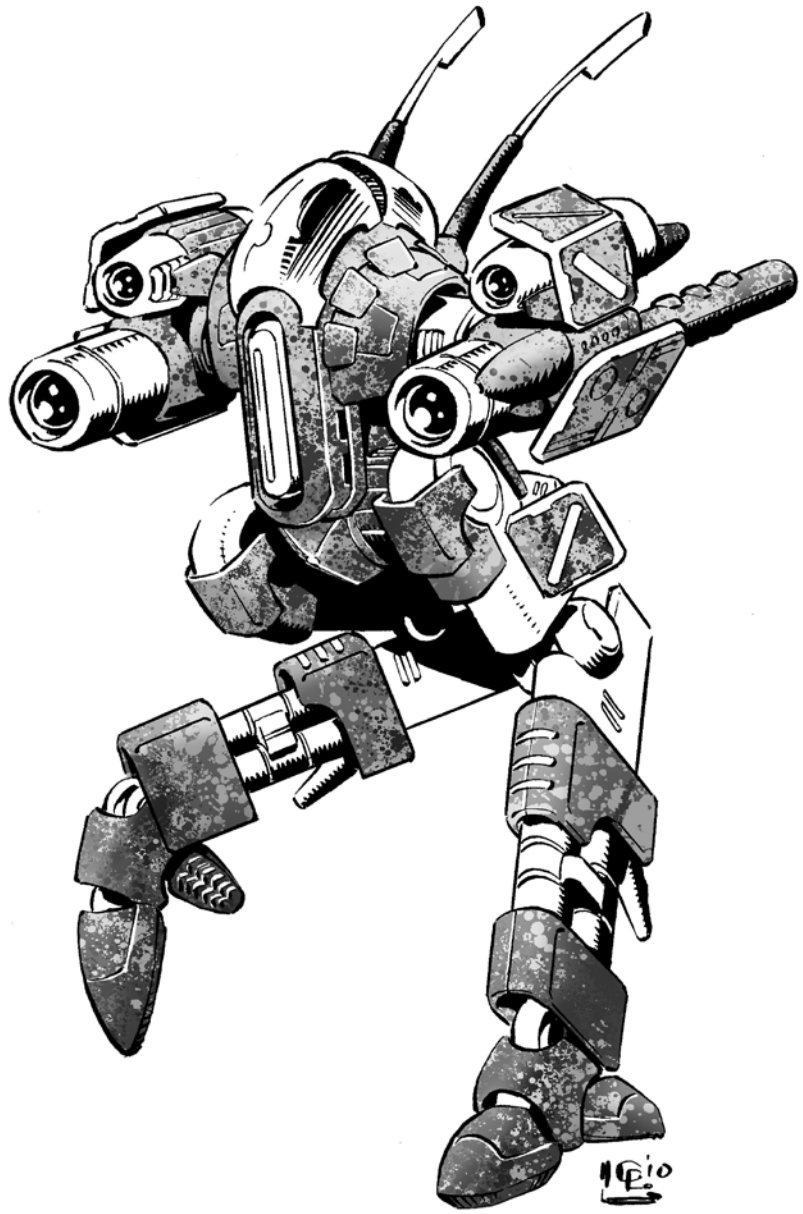
A single planned variant is undergoing field trials. The FEC-3C is designed to be a companion to the 1CM. It removes the master computer, replacing it with a C³ slave. The medium pulse lasers are replaced with twin light PPCs and two heat sinks are added to the engine, allowing the slave *Fennec* to maintain a higher level of sustained fire. Initial deployments are still at least a year away, as the engineers are reworking the gyro to handle the drop of weight on the right side with the swapping out of the heavy C³ master for a one-ton slave.

FEC-1CM FENNEC

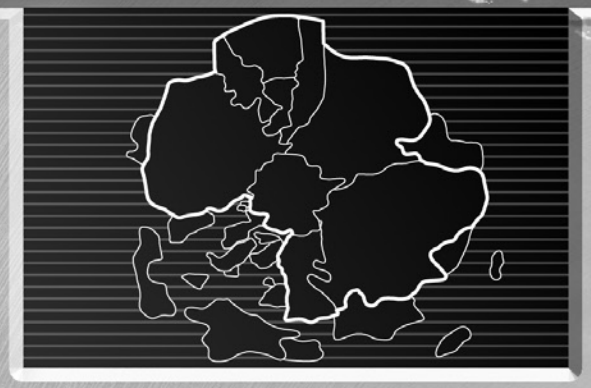
Type: **Fennec**
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1,395

Equipment			**Mass**
Internal Structure:	Endo-Steel		3
Engine:	330 XL		12.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor (Ferro):	170		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	27	
Center Torso (rear)		6	
R/L Torso	13	21	
R/L Torso (rear)		5	
R/L Arm	9	18	
R/L Leg	13	20	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
PPC	RA	3	7
Medium Pulse Laser	RA	1	2
C^3 Master Computer	RT	5	5
PPC	LA	3	7
Medium Pulse Laser	LA	1	2



YOL-4C YAO LIEN



Mass: 55 tons
Chassis: Celestial Prototype BD1Y
Power Plant: Ceres Motors 275
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Chilton 950 Improved Jump Jets
Jump Capacity: 210 meters
Armor: Durallex Medium Ferro-Fibrous
Armament:
2 Ceres Arms Thrasher Snub-Nose PPCs
Manufacturer: Ceres Metals Industries
Primary Factory: Capella
Communications System: CeresCom Model 21Rs with ECM and C^3
Targeting and Tracking System: C-Apple Churchill

Overview

Originally it was thought the appearance of *Eidolon* medium BattleMechs in the CCAF was a result of late-Jihad battlefield salvage. While numbers appeared disproportionately high for a design that did not appear until late into Operation SCOUR, this was attributed to the constant shell game the Confederation has been playing with their forces. Recent intelligence has uncovered that the Confederation is producing the *Eidolon*, now renamed the *Yao Lien*, at Ceres Metals Industries on Capella. The source of this new manufacturing can be traced back to April of 3078 and the conflict on the world of Liberty.

When Free Worlds Task Force II landed on Liberty, its greatest military threat was not the Word of Blake but the CCAF. Having had their Protectorate militia pulled off to help defend Dieron, Liberty itself could put up little resistance – not that the residents were much interested in standing up for their Blakist overlords. Initially, however, Warrior House Imarra and its supporting forces clashed violently with the Free World's Home Guard. Only after the unusual move of taking control of the island outpost of Quantico, in a daring hot drop, did the Capellan forces agree to a ceasefire and later mediation of the planet's ownership.

It was not until after House Imarra withdrew from the world that the importance of Quantico was discovered. The dismantled remains of a Martinson Armaments facility and obvious BattleMech production lines were discovered among the ancient ruins of Quantico's former SLDF Marine base. Firm intelligence has linked the Martinson factory with producing the *Eidolon*, and thus was the source of the renamed Capellan 'Mech.

Capabilities

The Word of Blake's *Eidolon* was one of Cameron St. Jamais' many late-Jihad efforts to bolster the crumbling Protectorate. Examinations of battlefield salvage, coupled with recent intelligence out of the Confederation, shows that it was not so much that it was designed as it was the product of "leftovers." Production of Celestials and other dedicated Manei Domini units had long outstripped the ability for Apollyon to crew them. While Apollyon continued to block St. Jamais' efforts to acquire these cutting edge units, for non Shadow Division units, St. Jamais was not without recourse. In the case of the *Eidolon* nearly of all its components came by diverting excess parts for Celestial OmniMechs to Liberty and the Martinson Armaments facility.

At some point during the Jihad, the Capellans discovered the existence of the small factory on Liberty. Later, during the extended cease fire with Coalition forces, they successfully dismantled the facility. With full plans, critical construction equipment, and enough parts to begin production, the Confederation was turning out *Yao Liens* in limited numbers within months of the surrender at Terra. It was bringing online their own internal supply chain and moving to full production that finally tipped off our intelligence forces that the Confederation was building the former Word 'Mech and not just leveraging battlefield salvage.

Slightly slower than the classic fifty-five ton designs, the *Eidolon* was intended for broken terrain and urban combat with an additional sixty meters jump range due to its improved jump jets. Its weapon load out is the most obvious indicator of its "use what we can get" design philosophy. Two Donal Snub-Nose PPCs made up the sole armament of the original design, which the Confederation has continued with weapons of local manufacture. Originally intended to be a spotter for a Word C^3 Level II, the Confederation removed the C^3i system, replacing it with the relatively common conversion of an ECM suite and standard C^3 slave. The *Yao Lien* continues the *Eidolon*'s intended role as spotter and backstabber, using jump mobility in broken terrain to great effect.

Deployment

The Word's *Eidolon* was first seen in December of 3077, though never more than a single example at a time. Salvaged models are extremely rare, with most outside the Confederation dismantled for parts. Even before starting production the CCAF had the largest number of salvaged units, but it was still considered a very unusual design. With Ceres Arms beginning full production, it is expected this unit will see moderate deployment. The Warrior Houses in particular have expressed an interest, with at least two future production models earmarked for each of the surviving Houses.

Variants

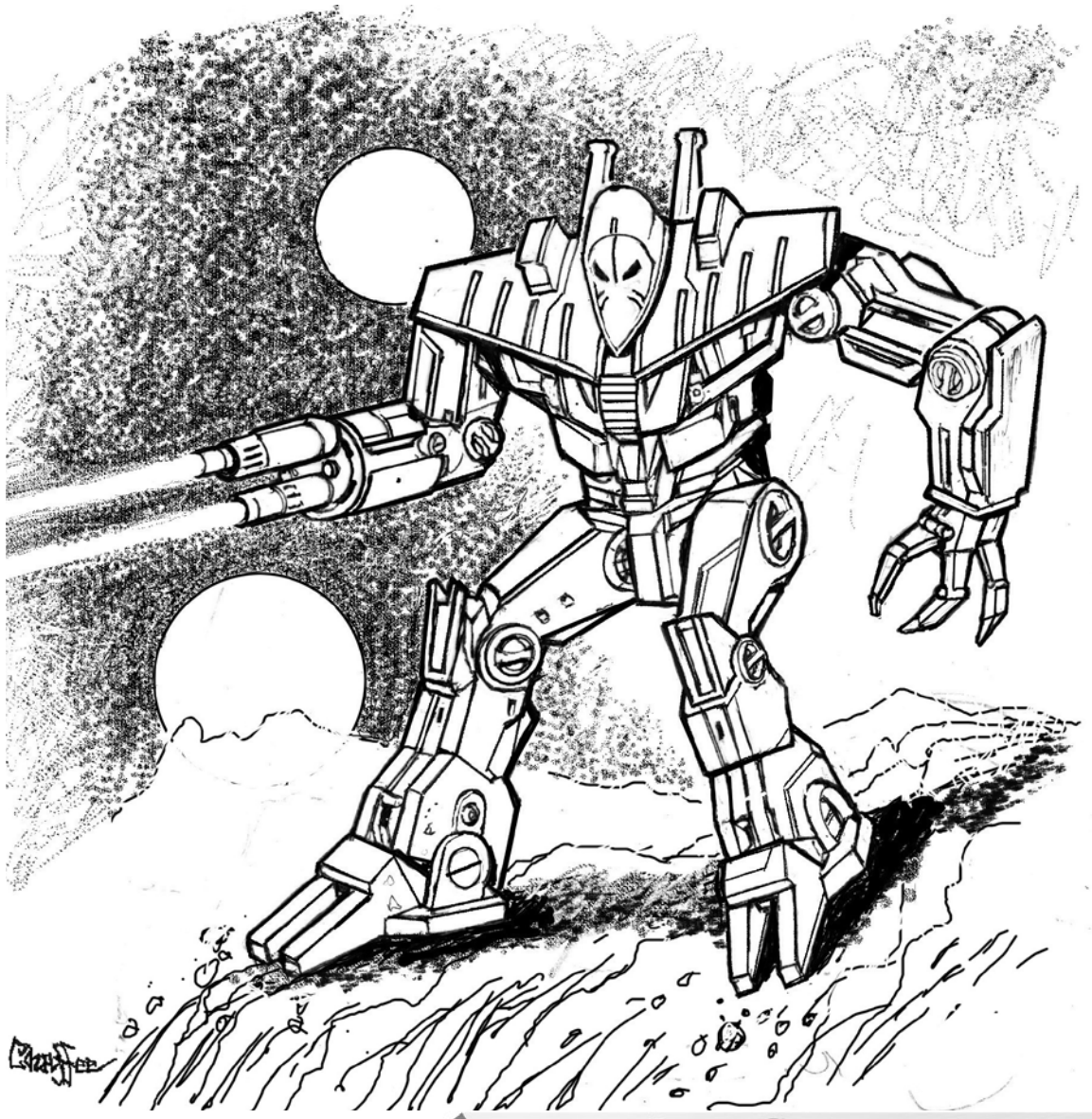
Yao Lien Project Leader, Sheng DiDi, and his team have been tinkering extensively to try to modify the limited weapons loadout. So far all their attempts have been failures, as the chassis and electronics designs of the *Yao Lien* have led to fire control or frame stress issues with any other weapon systems.

YOL-4C YAO LIEN

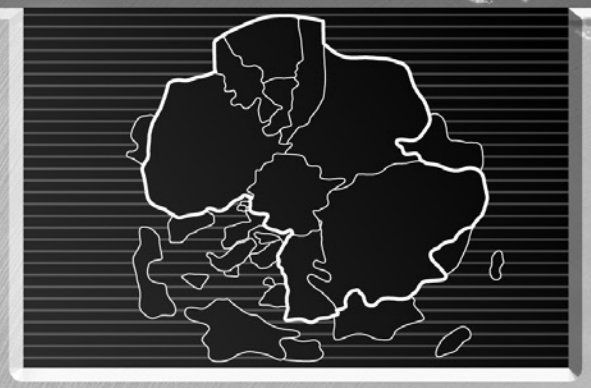
Type: **Yao Lien**
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1,586

Equipment			**Mass**
Internal Structure:	Endo-Steel		3
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	7		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit (Small):			2
Armor Factor (Ferro):	179		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	28	
Center Torso (rear)		8	
R/L Torso	13	20	
R/L Torso (rear)		6	
R/L Arm	9	18	
R/L Leg	13	23	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
2 Snub-Nose PPC	RA	4	12
C^3 Slave	RT	1	1
Guardian ECM Suite	H	2	1.5
Improved Jump Jets	RT	4	2
Improved Jump Jet	CT	2	1
Improved Jump Jets	LT	4	2
Improved Jump Jet	RL	2	1
Improved Jump Jet	LL	2	1



WHD-10CT WARHAMMER



Mass: 70 tons
Chassis: StarFrame MK II Endo Steel
Power Plant: VOX 280 Light Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Medium with CASE
Armament:
2 Ceres Arms Thrasher Snub-Nose PPCs
2 Diverse Optics Sunfire Extended Range Medium Lasers
2 Ceres Arms Model W Medium Pulse Lasers
1 Sian/Ceres Stalking Cougar Streak SRM-6 Rack
Manufacturer: StarCorps Industries
Primary Factory: Terra (RS), Emris IV (FW), Menke (CC), St. Ives (CC), Loburg (LC)
Communications System: O/P COM-500 with C^3 module
Targeting and Tracking System: O/P Scanoptics Type 9+

Overview

The WHD-10CT is the culmination of StarCorps' forays into the use of gladiatorial games as a live-fire test range. While many new battlefield technologies have stepped out of the gladiatorial arenas, it is the rare BattleMech model that has moved wholly from coliseum to battlefield. Even fewer carry the aura, prestige, and instant popularity of this new model of the venerable *Warhammer* design. While some argue that it is not truly a *Warhammer*, but instead an entirely new design, StarCorps has not entered that fray. Instead they've just sold the new design to nearly all comers. They appear to be content to rely on the design's reputation and so far, judging by sales demands from the factories soon to be producing it, the 10CT is in a position to see use for years to come.

Capabilities

The WHD-10CT is based on the very successful gladiatorial design piloted by Solaris star, Francis Indigo. Indigo's customized *Warhammer*, The Lich, was designed and funded by StarCorps as part of an increasing move of corporations into the arena markets. These industries are testing new technologies and designs before releasing them to the military market. After a two-year undefeated run on the Capellan gaming world of Westerhand, Indigo and his customized *Warhammer* moved to the gaming mecca of Solaris VII, where he continued his meteoric rise into the top pilots of the unlimited-class arenas.

The Lich is a heavily modified *Warhammer* chassis with extensive experimental technology. While impractical for mainstream production, the basic concepts of a highly durable heavy 'Mech platform did give StarCorps the basis for their new *Warhammer*. The first notable changes of the WHD-10CT are visual in nature. It uses a four-jointed leg structure copied from the Clan *Nova Cat* and the large armored arm structures of the Phoenix *Marauder* series; its silhouette is instantly recognizable. The leg structure reportedly provides a twenty percent improvement in stability over the older *Warhammer* structure. The heavy armor of the new *Marauder* arms fitted to The Lich was considered vital to protecting the BattleMech's primary guns. StarCorps has made some concessions to how radically the structural changes move it away from the classic *'Hammer* layout with the alteration to the variant's designation. The "D" in WHD refers to its *Marauder* lineage, with the "CT" as a nod to the *Nova Cat*'s influences.

Eschewing the edgier technology of The Lich, the 10CT lacks its progenitor's armored internal components, PPC capacitors, Clan weapons, and the still-experimental CASE II. The 10CT does share The Lich's durable heavy-duty gyro, endo steel, light fusion engine, and twelve and a half tons of light ferro-fibrous armor. Making up in part for its lower durability, the 10CT backs up its standard weapons arsenal with a targeting computer. The weapons themselves are nearly identical to The Lich, with two snub-nose PPCs and dual extended-range lasers in the arms. The torso has medium pulse lasers and a shoulder-mounted SRM rack, though this is an Inner Sphere make rather than the Clan model of The Lich.

While it lacks the zombie-like durability of The Lich, the WHD-10CT has high survivability for a production design and is expected to fare extremely well in combat.

Deployment

Another reason for StarCorps' independent funding of The Lich project became clear when they began production of the 10CT. StarCorps has announced they will be producing their new 10CT model at their Terra, Menke, St. Ives, Loburg, and Emris IV factories. Inside sources indicate they had also intended to produce the design at their Crofton facility in Federated Suns space, but for unknown reasons canceled these plans only days before their press release to announce the 10CT's general availability.

While initial production runs have only just rolled out of the Emris IV factory, units are expected from the Lyran and Republic plants by 3087. The RAF Quartermaster has authorized manufacture of the 10CT on Terra and requested the first four Terran-built 10CTs for evaluation.

Variants

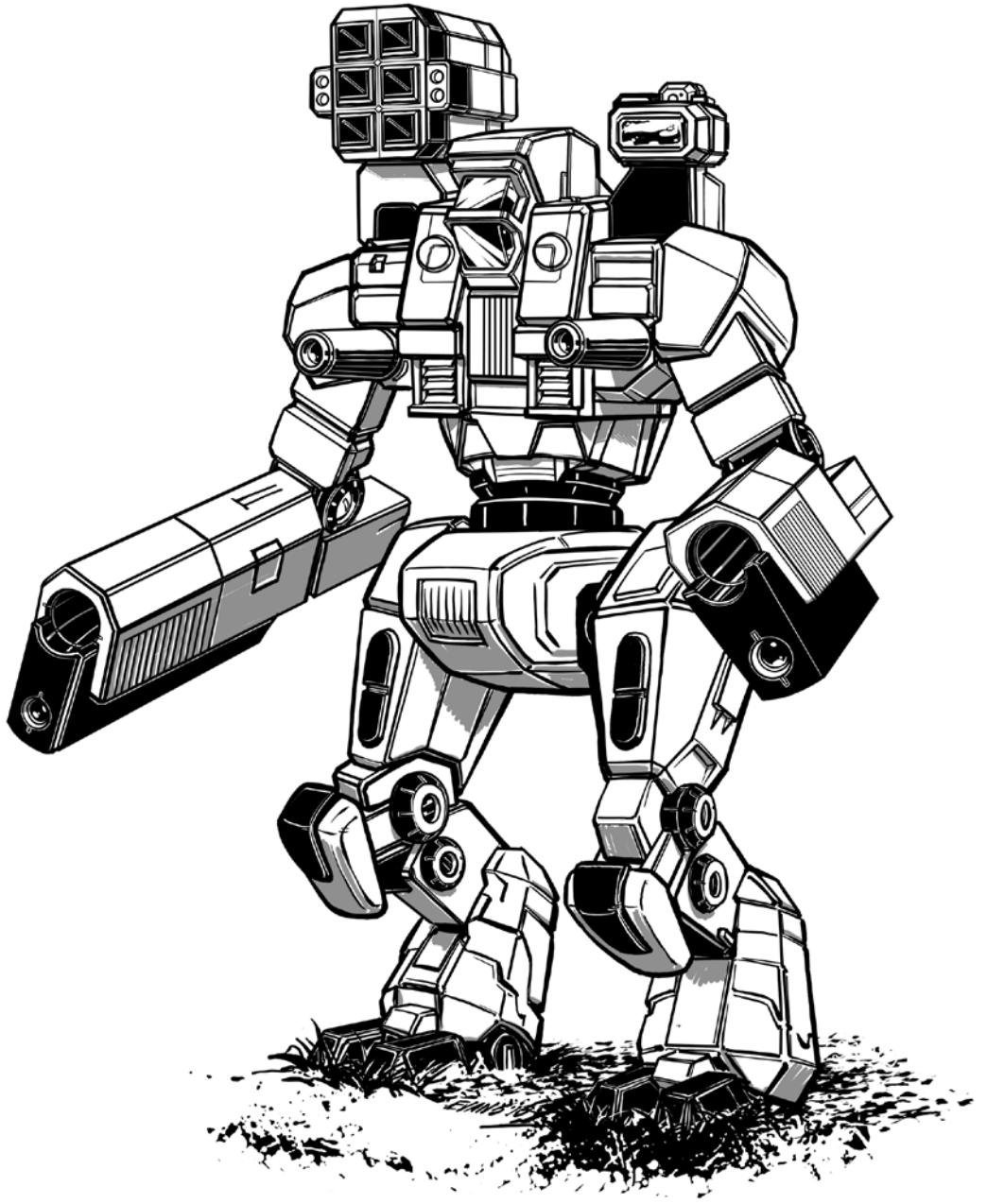
As a variant of the *Warhammer* model itself, the WHD-10CT has no further variants.

WHD-10CT WARHAMMER

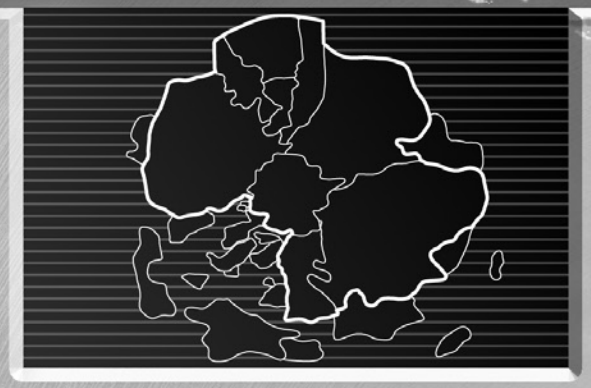
Type: **Warhammer**
Technology Base: Inner Sphere
Tonnage: 70
Battle Value: 1,758

Equipment			**Mass**
Internal Structure:	Endo Steel		3.5
Engine:	280 Light		12
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	13 [26]		3
Gyro (Heavy-Duty):			6
Cockpit:			3
Armor Factor (Light Ferro):	212		12.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	22	33	
Center Torso (rear)		10	
R/L Torso	15	23	
R/L Torso (rear)		7	
R/L Arm	11	22	
R/L Leg	15	28	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Snub-Nose PPC	RA	2	6
ER Medium Laser	RA	1	1
Medium Pulse Laser	RT	1	2
Streak SRM-6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
CASE	RT	1	.5
C^3 Slave	H	1	1
Medium Pulse Laser	LT	1	2
Targeting Computer	LT	5	5
Snub-Nose PPC	LA	2	6
ER Medium Laser	LA	1	1



SKU-197 SOKURYOU SURVEYMECH



Mass: 25 tons
Chassis: CERO V Frame
Power Plant: Nissan 150 Fusion
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Tybalt Blue Heavy Industrial Plate
Equipment:
None
Manufacturer: Osaka Heavy Metrics
Primary Factory: Togura, Philadelphia
Communications System: Sipher Security Plus Advanced
Targeting and Tracking System: Daidouji 52
Enhanced Optical with Beagle Active Probe

Overview

The nationwide devastation of Luthien Armor Works (LAW) facilities exposed a fundamental weakness in the military economy of the Draconis Combine. Its corruption by the Black Dragon Society and the damage it sustained from all sides made it very clear to the Coordinator that the Dragon could no longer place the majority of the nation's military manufacturing in the hands of one firm. In the last five years, the Combine has awarded more and more military contracts to small construction firms, expanding their military base beyond the old core of production. One such contract brought Osaka Heavy Metrics' (OHM) *Sokuryou* SurveyMech from blueprint to full production.

Capabilities

Osaka had long been a secondary military supplier and continued to maintain hopes of breaking into direct military contracts. 3064's *Sokuryou* concept was meant to prove to the DCMS Bureau of Procurement that OHM could produce a dedicated military design. The onset of the Jihad put the *Sokuryou* project on hold, but it did open the door of possibilities for Osaka. By the mid-seventies the Combine was desperate for fresh war material, and firms such as Osaka were thrust into the military production spotlight. Their expertise in producing IndustrialMechs allowed them to quickly retool their lines to produce long-dead primitive designs such as the *Ymir* and *Ostwar*.

The need for these primitive designs waned as the Jihad drew to a close. Osaka's contract to produce them was cancelled, though not before Osaka had finally proven itself as a reliable supplier to the Combine's military. The Bureau of Procurement itself commissioned the restart of the *Sokuryou*'s design. With its military forces shattered, the focus for DCMS BattleMech production needed to be heavier designs, leaving it lacking in 'Mech reconnaissance assets. Unwilling to rely on conventional armor recon alone, Osaka's *Sokuryou* SurveyMech was commissioned to fill this need for a durable recon machine.

Built on Osaka's *Herdsman* IndustrialMech chassis, it trades in the *Herdsman*'s combustion engine for a Nissan 150 fusion engine capable of propelling the twenty-five ton frame upwards of one hundred kilometers an hour. Freed from the need to refuel, the *Sokuryou* is capable of extended deployment, where it can use its active probe and communications equipment to actively and passively survey the terrain it crosses. The Tanadi scanning laser further enhances the SurveryMech's ability to reconnoiter its surroundings, building up virtual 3D images for the Daidouji computer system. The computer can then take this input data and generate highly detailed maps usable even for pin-point artillery targeting. As an added bonus, the Tanadi laser has been upgraded to also function as a target acquisition laser, allowing the SurveyMech to call in artillery fire directly.

Deployment

The *Sokuryou* has only just began production, with lines on both Togura and Philadelphia expected to quickly begin supplying front-line DCMS regiments. Osaka is primarily producing the -197 model, with only limited numbers of the combat-oriented -198 model destined for Sword of Light regiments in desperate need of mobile combat platforms. All models of the *Sokuryou* are currently exclusive to the DCMS, with no announced plans to sell these to commercial parties or other nation's militaries.

Outside of a limited proof of concept production run, there are no current plans to build the civilian ICE-powered 180 series. OHM's production lines are maxed out building the military models for the DCMS, leaving no lines for the civilian version despite its potential for giving Osaka greater profits.

Variants

Clearly underlining that this design is first and foremost intended for military use, the SKU-198 is a direct combat variant replacing the TAG and communications equipment with extended-range Martell medium lasers. Respectable firepower, for such a light 'Mech, allows the 198 to fill a more front-line role, but its low speed and weak armor limits its viability. It is believed that the DCMS intends to field the *Sokuryou* in pairs, with a 198 model protecting the unarmed 197.

The 180 series would've used a 100-rated ICE engine, providing a top speed of sixty-four kilometers per hour. The only model currently designed is the 181, which carries an additional fuel tank and more communication gear. While not capable of the detailed mapping of 197, it is still considered a highly functional survey vehicle.

SKU-197 SOKURYOU SURVEYMECH

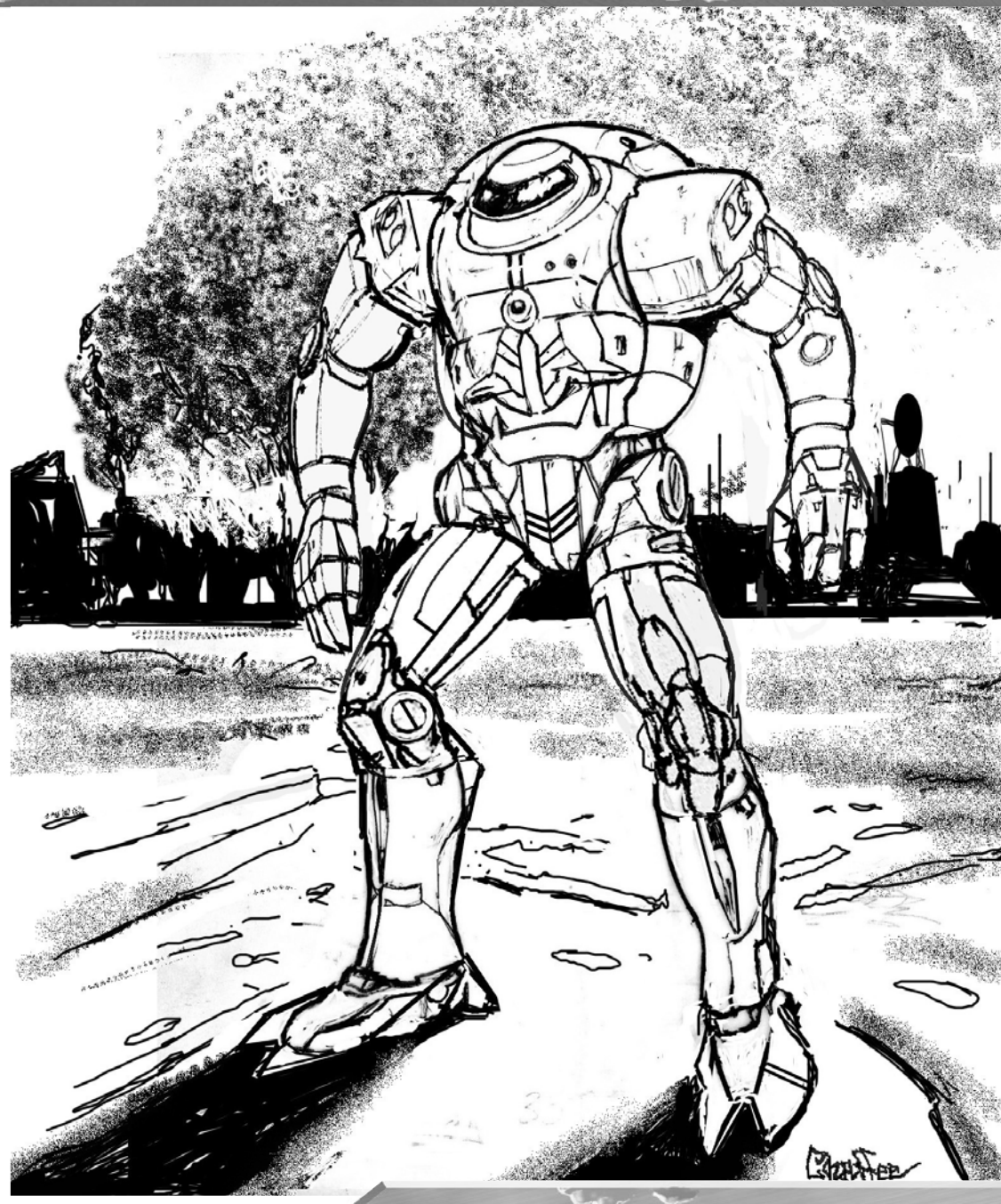
Type: **Sokuryou**
Technology Base: Inner Sphere
Tonnage: 25
Battle Value: 395

Equipment		**Mass**
Internal Structure:	IndustrialMech	5
Engine:	150 Fusion	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Heavy Industrial):	88	5.5

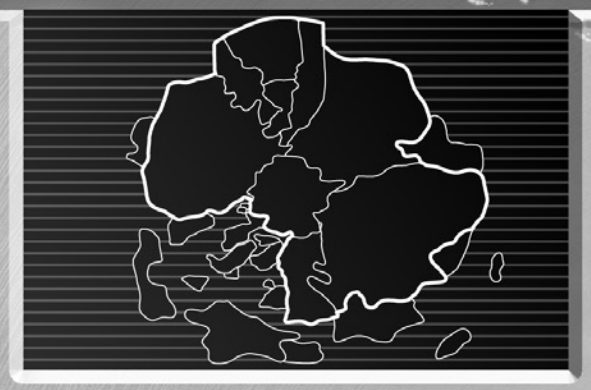
	Internal Structure	*Armor Value*
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	9
R/L Torso (rear)		3
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
TAG	RA	1	1
Communications Equipment	RT	1	1
Ejection Seat	H	1	.5
Beagle Active Probe	LT	2	1.5

Note: The SKU-197 has advanced targeting.



FWL-3R FWLTUR SALVAGEMECH



Mass: 35 tons
Chassis: FWL Industrial
Power Plant: Victory Fusion 105
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Type 7 IndiPlate Commercial
Equipment:
2 StarCorps Salvage Arms
1 NETC Lift Hoist
Manufacturer: New Earth Trading Company
Primary Factory: New Earth
Communications System: NETC COMSET 3.2
Targeting and Tracking System: TargiTrack 717 with Beagle Active Probe

Overview

The Jihad left a lot of destruction strewn about the Inner Sphere. Recovery teams quickly recovered and reused or scrapped much of the attractive remains, but much more potential salvage remained in locations that were difficult to access. The New Earth Trading Company realized that there was a market for recovery units able to reach these remote locations and commissioned a new IndustrialMech design with the ability to go almost anywhere. Designers named the new 'Mech after the Welsh word for vulture, one of the most infamous scavengers in Terra's animal kingdom.

Capabilities

The most important part of the *Fwltur* design is its ability to go where it needs, so environmental sealing was added to correct for the normal environmental vulnerabilities of IndustrialMechs. Not only can the *Fwltur* survive a lack of atmosphere in space, it can stand heavier pressures, whether from the atmospheres of exotic planets or from underwater operations. The three and a half tons of commercial armor work with the environmental sealing to keep the 'Mech and pilot safe. Though primarily designed to protect against environmental hazards and accidental falls, the armor can also endure fire from smaller weapons, but a particle cannon or heavy autocannon would quickly disable the non-combatant *Fwltur*.

Reaching the salvage location is only half the mission. At that point, the recovery process begins. Given the hazards the *Fwltur* is expected to encounter, no internal cargo space was allotted, as it was feared that it could compromise the pressurized hull. Instead, engineers included a lift hoist on the rear of the 'Mech for external cargo transport. A pair of salvage arms can quickly dismantle important components. A spotlight assists these operations, especially in the many places that never see the light of day. Walking on an alien world can be tricky, but it is nowhere near as difficult as navigating underwater—and so designers installed a trio of underwater maneuvering units, allowing the *Fwltur* to cross underwater chasms or scale underwater cliffs that would otherwise be impassable.

While reaching a destination is difficult, often the pilot has no idea what may be in the area where they are operating. New Earth therefore built in a Beagle probe, typically found in military scouting units, to help look for salvage. Even if the operator cannot bring everything back, the data from the active probe can be used to retrace the route to whatever salvageable material remains.

Deployment

New Earth has opened sales of the *Fwltur* to any organization allowed to legally operate in the Republic of the Sphere (and likely will make "arrangements" for those who are barred). Nearly all large governments of the Inner Sphere and Periphery have purchased some *Fwltur*s by now, as have some mercenary outfits. Large salvage companies have also put in orders, as have individuals looking to get into the IndustrialMech owner-operator side of salvaging. For many smaller groups, an IndustrialMech like the *Fwltur* is a luxury they can't quite justify. For those in such a situation, NETC has a private fleet of *Fwltur*s for rent. However, the direct and indirect expenses make such a venture expensive enough that the renter should have a clear business plan and a large pile of salvage awaiting them.

The *Fwltur* got some of its best publicity straight from NETC's backyard on New Earth. Using three of the new IndustrialMechs, Skibinski's Salvage pulled the remains of Pinky's Irregulars from beneath the north polar ice cap. Pinky's Irregulars had been destroyed in 3073 after they attempted to break contract with the Word of Blake. NETC recovered ten of the eleven 'Mechs and the bodies of eight MechWarriors. The documentary accompanying Skibinski's recovery was instrumental in increasing *Fwltur* sales.

Variants

There are no factory variants of the *Fwltur* at this time. However, for a small charge NETC will make adjustments to meet customer requirements. Some customers have requested extra lift hoists, heavier armor and even mechanical jump boosters. Options are limited only by what the customer can afford and the engineering limitations of the NETC staff.

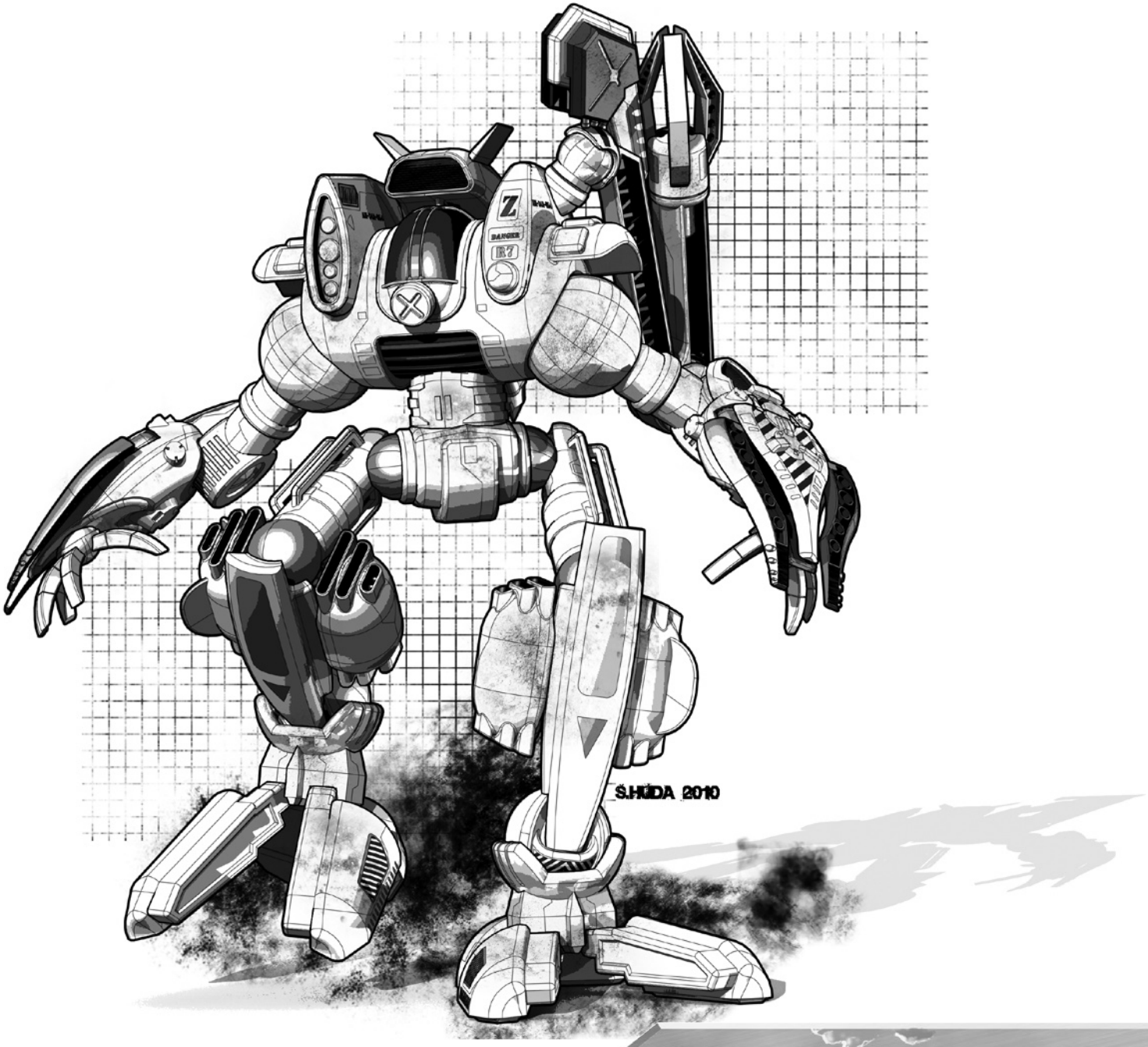
Type: **Fwltur**
Technology Base: Inner Sphere (Experimental)
Tonnage: 35
Battle Value: 250

Equipment			**Mass**
Internal Structure:	IndustrialMech		7
Engine:	105 (Fusion)		3.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Underwater MP:	3		
Heat Sinks:	10		0
Gyro:			2
Cockpit (Industrial):			3
Armor Factor (BAR 5):	84		3.5
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	11	10	
Center Torso (rear)		6	
R/L Torso	8	8	
R/L Torso (rear)		6	
R/L Arm	6	6	
R/L Leg	8	10	

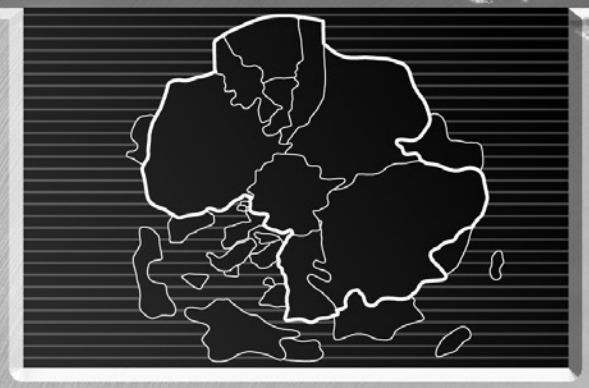
Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Salvage Arm	RA	2	3
Searchlight	RT	1	.5
Beagle Active Probe	RT	2	1.5
Lift Hoist	LT (R)	3	3
Salvage Arm	LA	2	3
Environmental Sealing	*	8	3.5
UMU	RL	1	.5
UMU	CT	1	.5
UMU	LL	1	.5

*The environmental sealing occupies 1 slot in every location

FWL-3R FWLTUR SALVAGEMECH



DRAGAU AND TIAMAT DROPSHIPS



The O'Neil Shipyards were devastatingly damaged during their liberation from the Word of Blake. In particular, the manufacturing facilities for WarShip system drives was completely destroyed, with several nearby supporting facilities also wiped out. This destruction put the possibility of new WarShip production at least a decade out … and that only at the expense of other rebuilding. In light of this damage, and with a need to quickly establish a protective naval force for the new Republic, it was decided to focus naval defense on DropShip-based platforms backed up by the few remaining WarShips left over from the Coalition.

Initially black water naval forces were built around the hodgepodge of salvage and equipment brought into the forming Republic by House units that chose to join the new state. This was supplemented with select purchases from allied nations, particularly the Combine's *Nekohono'o* and Federated Suns' *Arondight* and *Excalibur* PWS. Ultimately though, it was determined that the growing Republic navy would need a stronger mainline vessel to carry the weight of defensive and eventual offensive operations. While the stigma surrounding the Word of Blake's *Tiamat*-class Pocket WarShip had left an indelible mark on Coalition survivors, no one could discount the sheer power the drone ships wielded in the final battles for Terra. Based on that, efforts were begun to restore the damaged production lines and revive the original manned version of the massive assault DropShip. While no Manei Domini *Tiamat*s survived the Jihad, the plans and tooling to build them still existed. It was a relatively simple matter to repair the lines and restart production.

The manned version of the *Tiamat* carries a much smaller engine, capable of only three gravities of maximum thrust, but is otherwise structurally identical to the Drone version. The tradeoff for the slower thrust profile is an impressive increase in overall armament. Six heavy sub-capital cannons form the main power of the craft. This direct firepower is backed up by fifteen large-class sub-capital lasers. The four AR-10 launchers and a single tele-operated Kraken system are almost an afterthought to the direct-fire weapons. Conventional armament is heavier as well, with the Drone's limited conventional array reinforced with extended-range large lasers and a strong battery of eight MML 9 systems. Capable of devastating firepower, the *Tiamat* will fill the destroyer role in the Republic's navy, saving our limited WarShips for heavier operations.

The conversion of the *Dragau* was more a matter of ready production and an immediate need for a viable vessel. The Republic needed a reliable system patrol craft, and with O'Neil Yards unable to produce the *Achilles* for at least five more years, another solution was sought. This answer came in the guise of New Earth's *Gazelle* yards. By 3078 the yard had been mostly converted to produce the *Dragau* Caspar II drones and had escaped with relatively light damage, compared to O'Neil. The *Dragau II* project was begun in 3079, with the first new ship due to make its maiden flight this month.

The delay in final launch is a result of the *Dragau*'s "ground-up" design to be a drone DropShip. This drone-first construction necessitated a nearly full redesign of the interior of the vessel to allow for a manned crew. Even with the redesign, accommodations for the thirteen-man crew are incredibly cramped. The limited interior space means that the ship is not well-suited to long deployments, but in its intended system patrol role it should be sufficient. On the other hand, the upside of the cramped crew spaces is zero loss of performance or payload. Its capacity for a body-stretching *seven gravities* of thrust allows the ship to outmaneuver all but the lightest aerospace fighters and its weapon payload can make quick work of anything short of a Pocket WarShip. The combination of limited crew space and high combat thrust has narrowed the selection of potential crews. The ideal crewmen for this assignment will be team-oriented fighter pilots, who are understandably rare.

DRAGAU II (ASSAULT INTERCEPTOR)

Type: Military Aerodyne
Use: Interceptor
Tech: Inner Sphere (Advanced)
Introduced: 3085
Mass: 2,500 tons
Battle Value: 14,254

Dimensions
Length: 90 meters
Width: 70 meters
Height: 20 meters

Fuel: 174 tons (6,960)
Tons/Burn-day: 1.84
Safe Thrust: 9
Maximum Thrust: 14
Heat Sinks: 122 [244]
Structural Integrity: 15

Armor
Nose: 442
Sides: 334
Aft: 262

Cargo
Bay 1: Cargo (174 tons) 1 Doors

Life Boats: 2
Escape Pods: 0
Crew: 2 officers, 3 enlisted/non-rated, 8 gunners

Ammunition: 32 rounds Heavy Gauss Rifle ammunition (8 tons), 48 rounds LRM ammunition (12 tons), 120 Anti-Missile rounds (12 tons).

Notes: Equipped with 66.5 tons of Heavy Ferro Aluminum armor. Officer's quarters use crew-class quarters, all crew and gunners use steerage-class quarters.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (94 Heat)					
2 Heavy Gauss Rifle (32 rounds)	5 (50)	4 (40)	2 (20)	–	Gauss
3 Heavy PPC	5 (45)	5 (45)	–	–	PPC
3 Heavy PPC	5 (45)	5 (45)	–	–	PPC
2 AMS (48)	1 (6)†	–	–	–	AMS
LW/RW (60 Heat)					
2 LRM 15 + Artemis IV (96 rounds)	2 (24)	2 (24)	2 (24)	–	LRM
2 ER PPC	2(20)	2(20)	2(20)	–	PPC
2 Large VSP Laser	2 (22)	2 (18)	–	–	Pulse
LW/RW Aft (20 Heat)					
2 Large VSP Laser	2 (22)	2 (18)	–	–	Pulse
Aft (30 Heat)					
2 Large VSP Laser	2 (22)	2 (18)	–	–	Pulse
2 ER Medium Lasers	1 (10)	1 (10)	–	–	Laser
4 AMS (72)	1 (12)†	–	–	–	AMS

TIAMAT (POCKET WARSHIP)

Type: Military Spheroid
Use: Pocket WarShip
Tech: Inner Sphere (Advanced)
Introduced: 3076
Mass: 36,000 tons
Battle Value: 50,146

Dimensions
Length: 90 meters
Width: 90 meters
Height: 170 meters

Fuel: 500 tons (10,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 526 (1052)
Structural Integrity: 75

Armor
Nose: 810
Sides: 750
Aft: 705

Cargo

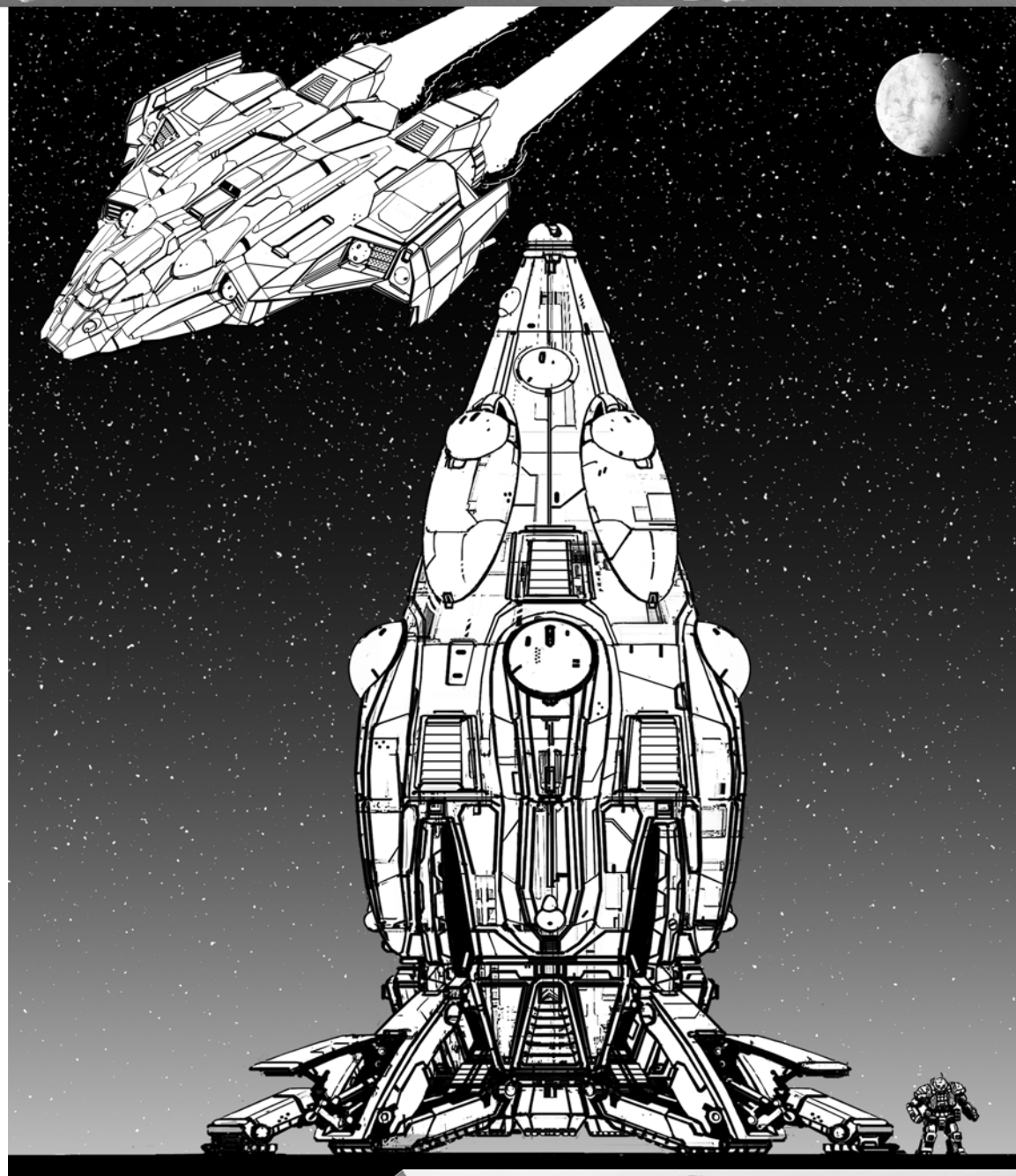
Bay 1: Fighter Cubicle (6)	6 Doors
Bay 2: Cargo (1,582 tons)	1 Doors

Life Boats: 10
Escape Pods: 0
Crew: 9 officers, 10 enlisted/non-rated, 40 gunners, 12 bay personnel, 36 Battle Armor Marines.

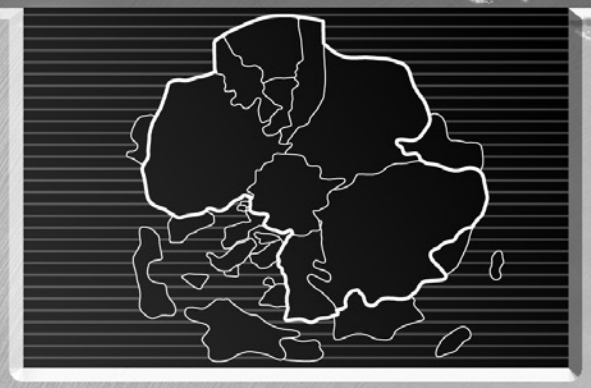
Ammunition: 90 rounds Heavy SCC (180 tons), 15 Kraken-T missiles (1500 tons), 40 Killer Whales (4000 tons), 40 Barracudas (1200 tons), 30 Pirahnas (150 tons), 80 Heavy Gauss Rifle Rounds (20 tons), between 624 and 528 MML ammo depending on composition (48 tons).

Notes: Equipped with 219 tons of Heavy Ferro Aluminum armor.

Weapons:	**Capital Attack Values (Standard)**				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (516 Heat)					
3 Sub-Capital Laser/3	9	9	–	–	Capital Laser
6 Heavy Sub-Capital Cannon (90 rounds)	42	42	–	–	Capital AC
1 Kraken-T (15 missiles)	10	10	10	100	Capital Missile
4 Heavy Gauss Rifle (80 rounds)	10 (100)	6 (60)	4 (40)	–	Gauss
4 ER PPC	4 (40)	4 (40)	4 (40)	–	PPC
4 Laser AMS	1 (12)†	–	–	–	AMS
FL/FR (380 Heat)					
6 Sub-Capital Laser/3	18	18	–	–	Capital Laser
2 AR-10 (20 KW, 20 B)	*	*	*	*	Capital Missile
4 Heavy PPC	6 (60)	6 (60)	–	–	PPC
4 ER Large Laser	2 (24)	2 (24)	2 (24)	–	Laser
4 MML 9 + Artemis IV Ammo (MML) 208/176)	6 (56)	3 (28)	3 (28)	–	MML
4 Laser AMS	1 (12)†	–	–	–	AMS
AL/AR (64 Heat)					
4 Large VSP Laser	4 (44)	4 (36)	–	–	Pulse
2 ER Large Laser	2 (16)	2 (16)	2 (16)	–	Laser
4 Laser AMS	1 (12)†	–	–	–	AMS
Aft (78 Heat)					
2 Piranha (30 missiles)	6	6	6	–	Capital Missile
4 Large VSP Laser	4 (44)	4 (36)	–	–	Pulse
4 MML 9 + Artemis IV Ammo (MML) 208/176)	6 (56)	3 (28)	3 (28)	–	MML
4 Laser AMS	1 (12)†	–	–	–	AMS
1 Screen launcher (20 screens)	–	–	–	–	Screen



NEWGRANGE III YARDSHIP



[Editor's note- This first section is from INN's 3076 year in review report. –AH]

In the days of the first Star League, when military fleets were truly massive and naval industry booming, the *Newgrange*-class represented the pinnacle of mobile repair and refit support vessels: monolithic, jump-capable tenders known as YardShips. Easily the largest vessel of its type in both weight and sheer size, the *Newgrange* featured a mammoth, forward-mounted, unpressurized repair bay capable of housing and servicing WarShips up to 2.3 million tons in size, giving the vessel an impressive length of over two and a half kilometers – nearly double the length of a *McKenna*-class battleship. But while the *Newgrange*'s size and its two-million ton mass made it quite an intimidating sight in Star League fleet formations, the YardShip itself was only lightly armed and armored for battle and would have to rely on its escorts to survive a dedicated attack.

The typical *Newgrange*-class YardShip was equipped with enough cargo storage to house a dismantled destroyer and sufficient on-board manufacturing and assembly facilities to fabricate small parts as needed, making it a self-sufficient factory in space. It was home to over seven thousand crewmen and passengers, most of whom actually served as the workforce for the ship's fabrication and repair facilities. For this reason, the ship also boasted somewhat luxurious recreation and exercise facilities on all four of its 250-meter grav decks and maintained a fleet of small craft for transporting passengers to and from local bases and planetside facilities. A battalion's worth of WorkMechs were even included, specifically to support repair work, although in many cases actual BattleMechs were housed in these bays, either to augment the YardShip's defense or to receive their own repairs.

Of the roughly 200 *Newgrange*-class YardShips constructed in the Star League's heyday, only about 45 remained after the war against Amaris and General Kerensky's Exodus from the Inner Sphere. With shipyards and factories heavily targeted in the early Succession Wars, YardShips became easy prey, especially as these vessels could neither jump nor maneuver while servicing another vessel, and none were thought to have survived the Succession Wars until the Word of Blake deployed one at Coventry in a vain effort to repair the *Immortal Spirit*'s crippled drive system.

[Editor's Note: Updated intelligence briefing. –AH]

The captured *Newgrange*, *Blake's Mercy*, was the center of considerable dispute between the Lyrans and Jade Falcons. Exarch Stone convinced the two sides to surrender their rights to the vessel in exchange for several non-military concessions. Now referred simply as the *Mercy,* it was moved to Terra where it has been bolstering the still-rebuilding O'Neil yards, repairing JumpShips and DropShips.

During the Jihad, descriptions of a super-massive WarShip circulated the intelligence and spacefaring communities. These sightings, combined with rumors the Word of Blake had modified one of their *Newgranges*, created something of a Flying Dutchman bogeyman. Blamed for anything from the destruction of Arkab to a bio-engineered drought on Wisconsin, this rumored ship remained an unverifiable myth. That is, until 3079 when data decryption of Blakist archives found a reference to a ship known only as *Erinyes*. It would be another six years before anything further was found on this mystery ship, though in the meantime its legend continued to grow despite the best efforts of The Republic and allied nations. After the destruction of Lopez in 3083, it was nearly impossible to squelch the rumors completely.

Recently decrypted archives provide a glimpse into the modifications to the vessel and give credence to several of the events attributed to the Word's ghost 'Ship. The massive pressurized bay was reconfigured, first with the mounting of a spinal-mounted heavy mass driver. The remaining space was converted to hold large asteroids and enable them to be refitted with system drives. According to the records recovered, the original concept was for a deep space mining vessel that could find and extract rare ores or fit asteroids with drives to send them back to a central processor. During the Jihad, the Word instead used the 'Ship's mass driver and drive-equipped asteroids in at least two confirmed stealth orbital bombardments.

The *Erinyes* is believed to still be operating, with an unknown complement of crew and equipment. Any reports of ghost ships, sightings, or rumors of Word activity should be immediately forwarded to RAF intelligence.

[Editor's Note: No known images exist of the Erinyes*; the attached image is of a Word* Newgrange *servicing an* Eagle *early in the Jihad. –AH]*

NEWGRANGE III (YARDSHIP)

Tech: Star League
Introduced: 2600
Mass: 2,300,000 tons
Length: 2,680 meters
Sail Diameter: 3,000 meters
Fuel: 10,000 tons (25,000)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 9
KF Drive Integrity: 44
Heat Sinks: 787
Structural Integrity: 25
Battle Value: 25,471

Armor
Nose: 83
Fore-Sides: 81
Aft-Sides: 81
Aft: 91

Cargo
Bay 1: Unpressurized Repair Facility 1 Door
(2,100,000-ton capacity)
Bay 2: BattleMechs (36)
Cargo (12,000 tons) 0 Doors
Bay 3: Small Craft (53)
Cargo (24,000 tons) 6 Doors
Bay 4: Cargo (461,789 tons) 5 Doors
Bay 5: Workshops/Manufacturing Equipment 0 Doors
(250,000 tons of equipment)

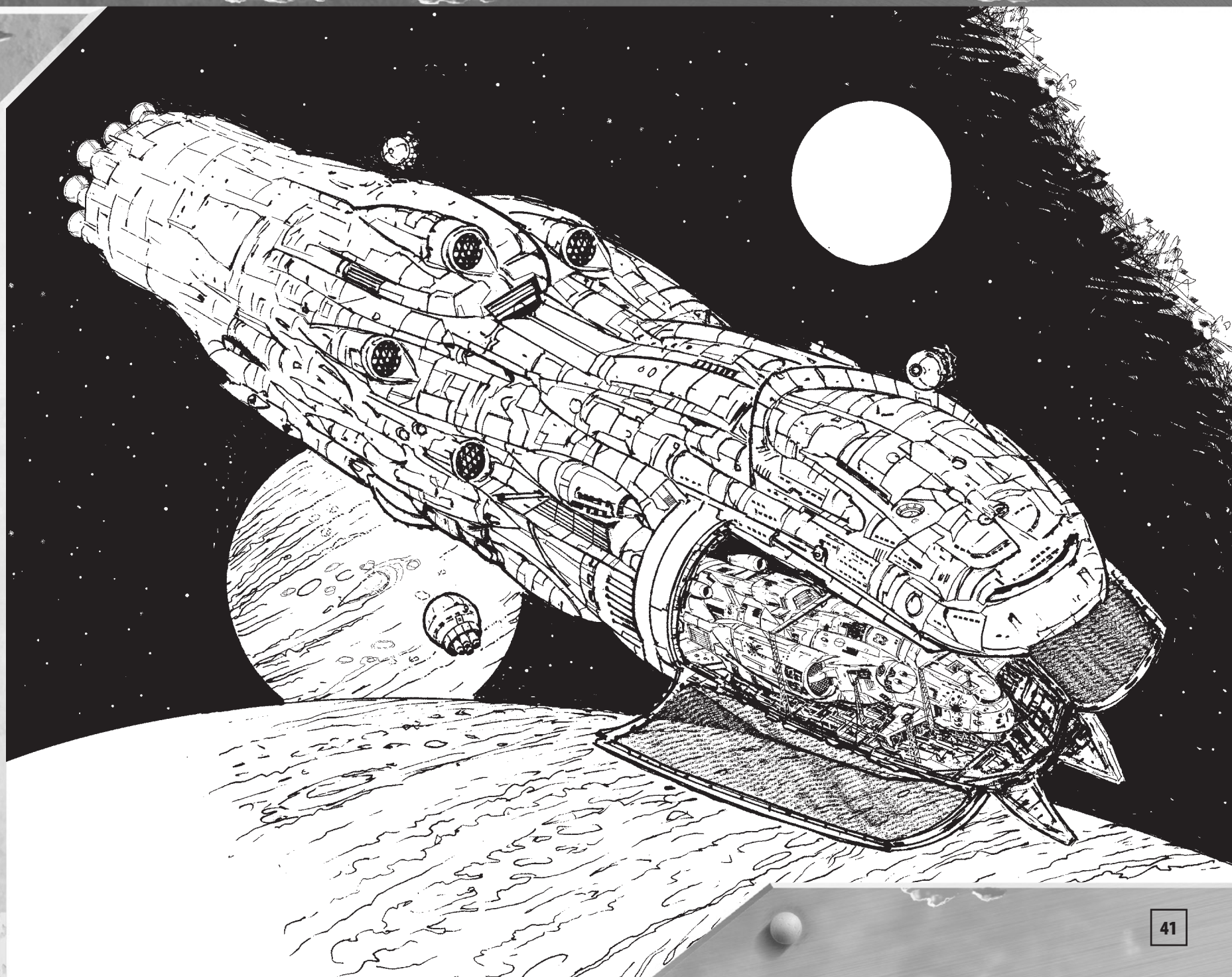
DropShip Capacity: 4
Grav Decks: 4 (250-meter diameter each)
Escape Pods: 600
Life Boats: 600
Crew: 100 officers, 405 enlisted/non-rated, 35 gunners, 120 marines, 432 bay personnel, 180 first-class passengers, 2,000 second-class passengers, 5,000 steerage-class passengers

Ammunition: 400 Barracuda Missiles (12,000 tons), 2,340 rounds AMS ammunition (195 tons)

Notes: Equipped with 600 tons of Ferro-Carbide Armor and Mobile HPG (50 tons)

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (73 Heat)					
2 Barracuda (100 missiles)	6	2	2	—	Capital Missile
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
5 AMS (240 rounds)	**	—	—	—	Point Defense
FL/FR (165 Heat)					
2 NL 45	9	9	9	9	Capital Laser
2 PPC	2 (20)	2 (20)	2 (20)	—	PPC
5 AMS (300 rounds)	**	–	—	—	Point Defense
LBS/RBS (413 Heat)					
2 Barracuda (100 missiles)	4	4	4	—	Capital Missile
4 NL 55	22	22	22	22	Capital Laser
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
5 AMS (240 rounds)	**	—	—	—	Point Defense
AL/AR (165 Heat)					
2 NL 45	9	9	9	9	Capital Laser
2 PPC	2 (20)	2 (20)	2 (20)	—	PPC
5 AMS (240 rounds)	**	—	—	—	Point Defense
Aft (73 Heat)					
2 Barracuda (100 missiles)	6	2	2	—	Capital Missile
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
5 AMS (240 rounds)	**	—	—	—	Point Defense

NEWGRANGE III YARDSHIP



THE CLANS

Unlike the Inner Sphere, the Clans appear to be giving over innovation for consistency. As with the Inner Sphere, the Clans have been putting resources into rebuilding of infrastructure. But where the Inner Sphere is taking this as an opportunity to innovate, the Clans as a body seem to be focusing predominantly on restoring existing designs. This has led to a sharp decline in new technologies coming from Clan space.

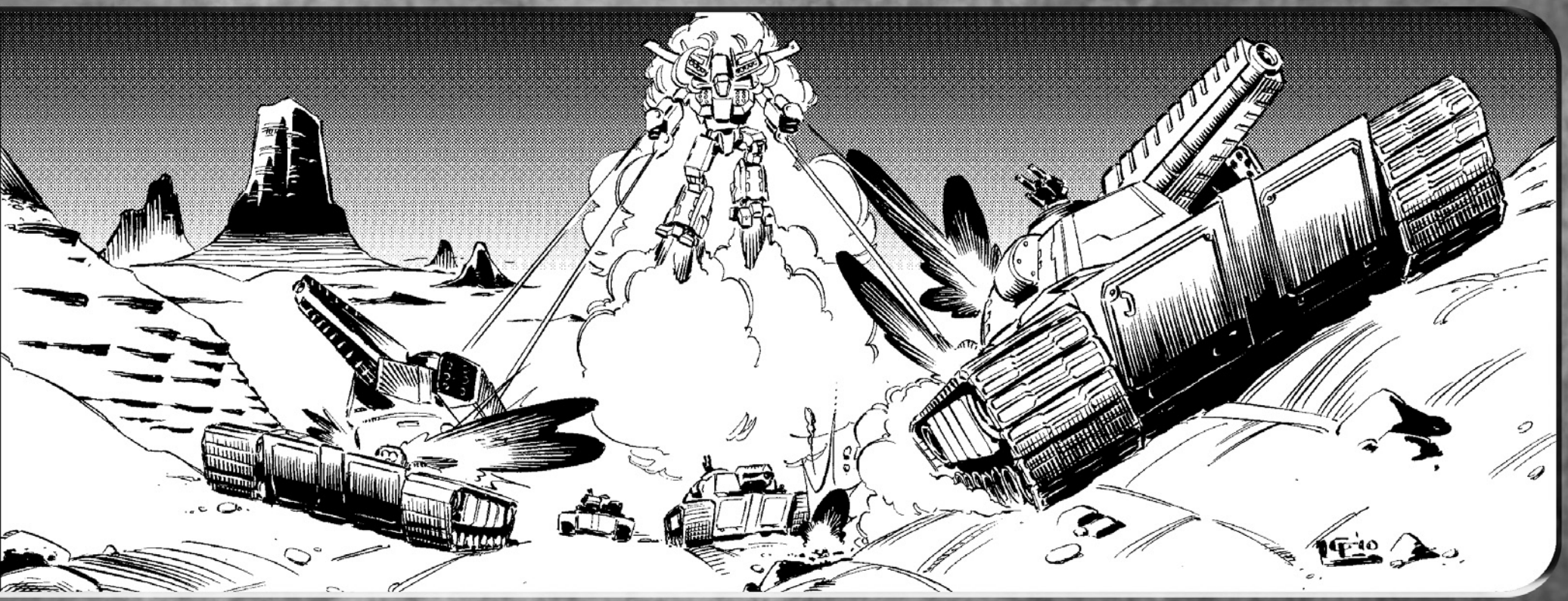
Of the technologies we are seeing, it is evident that the focus on reliability is not precluding innovation, only limiting it in scope. These newest examples of Clan technology offer glimpses into the new directions the Clans are taking their toumans. Following the Bears' long-standing examples, the Wolves' new battle armor is moving the Elemental away from directly supporting their OmniMech brethren to being a force in their own right. After centuries of keeping their armor at arm's length, the Falcons have begun to focus on it, building their own tank for the first time in their history. The Ravens continue to keep space in the forefront of their innovations, such as with the low-gravity-designed leg structures of their new *Deimos*.

The Clans' warrior culture will never allow for a complete equality among its castes, even within the military, but these recent changes have indicated a definite shift in combat tactics. If these technological trends are an indication of tactical doctrine shifts, we can expect to see greater skill and quality in their conventional forces. The Hell's Horses' Zephyros' nearly single-handed destruction of a pirate force in 3085, or the Falcons' urban success with their jump capable Ironholds, show us the Clans are not only willing to use conventional forces more, but they're more often becoming the first choice for battle. Given the technology edge still possessed by the Clans, it is not inconceivable that we could see their 'Mech forces used as the fixed-position anvils, while their conventional forces become the mobile hammers.

This is not to say 'Mech technology is being left behind. While a greater emphasis has been put on second line, or standard BattleMechs, new OmniMechs are making their way into Clan forces. Standard BattleMech factories are easier to repair or build from scratch, which explains the Clans' recent focus on standard designs, since they have lost their homeworld access. The Raven *Deimos*, Falcon *Flamberge*, and Bear *Karhu*, as well as the Wolves starting Inner Sphere production of previously Home Worlds-built Omnis, are examples of the gathering momentum behind returning the Clan forces to their historically Omni-heavy front-line forces.

A culture built for war, their recovery from the devastation of the Jihad continues to be swift and to be watched.

—Lt. Col. Jake Crow
Assistant Director, Clan Affairs
Department of Military Intelligence



THUNDERBIRD BATTLE ARMOR

The only Clan in the Inner Sphere led by an Elemental is Clan Nova Cat, yet it is also the only Clan currently unable to manufacture the Elemental battle armor. The Nova Cats have had to rely on the Diamond Sharks and even the Draconis Combine to supply its battle armor forces, as they can only produce the "Rabid" variant of the Clan Medium suit. Even the Rabid's manufacture requires the assistance of the Diamond Sharks for production. At the height of the Jihad, facing heavy combat losses, Exarch Stone worked on behalf of the Nova Cats securing replacement armor from the Jade Falcons. When the Falcons later learned this armor was given to the Nova Cats, it caused considerable friction and forced the Exarch to smooth over ruffled feathers, marking this as clearly a one time solution.

Khan West found himself preoccupied with the Jihad offensives, and so tasked the creation of a replacement for the Elemental suit to a team comprising scientists, technicians, and merchant caste back on Irece. Santin West's attention finally returned to this important project in 3084 after the Jihad and its aftermath.

In a memorable scene recounted by one of Devlin Stone's liaisons, the Khan was visibly shaken when he visited the onsite project rooms on Irece and was presented with nothing. More accurately, the scientist caste presented him with a roadmap of new technologies that started with new armor composites emulating reflective properties and ended with projected ballistic weapons akin to miniature autocannons. The technicians presented a hugely overweight frame using a VTOL propulsion system . . . with the caveat that it could not take off yet and even a first test flight was many months away. Finally, the merchant representatives scoffed at this "Thunderbird" and insisted that whatever the result, the Barcella Battlearmor manufacturing lines would not be able to produce it.

In a testament of self control and calm Santin West politely, but firmly, commended the scientists and told them to take their work offsite immediately. The chief technician then protested when his Khan ordered the frame to be stripped of all extras and be made production-ready within the year. After the Chief Tech's body was removed, his replacement affirmed the Khan's vision enthusiastically; an enthusiasm that the merchant factor mirrored completely. Progress on the project went swiftly forward with a finished product beginning production early this year. The final product retained its originally derisive moniker in a moment of irony, and so the Thunderbird became the Nova Cats' new mainline battle suit.

Its performance – on paper – is close to the original goal, that of finding a replacement for the Elemental. While protection is on par with the ubiquitous suit, the Thunderbird's heavy design leaves it ineffective for the anti-'Mech attacks that make the Elemental so feared. On the other hand, the Thunderbird is more mobile than most heavy suits and its comparatively light armor gives it a very impressive payload capability. Prudent use of this capacity sees the standard Thunderbird outfitted with above-average laser armament, though the anti-personnel Gauss rifle, traded from the Sharks, has also become a standard configuration. The craftsmanship of the suit itself is of high quality and the Thunderbird should be a strong addition to the Cats' Rabid suits and Combine-built Voids and will likely lend itself to future modification and improvement.

A recent raid on Labrea, in October of this year, was the Thunderbird's test of fire. An Elemental Trinary of the 489th Assault Cluster under the lead of Star Captain Daniel Devalis used their mixed suits to such great effect that they fought back the attackers without any outside aid. The raiders' vehicles were badly damaged by Rabid missiles and hostile Inner Sphere battle armor was completely outranged and outgunned by the Thunderbirds. The raiding 'Mechs found their support rendered ineffective and withdrew under threat of Rabid swarms and heavy fire from the Thunderbirds.

It has become quite clear that the Nova Cats are currently intending the Thunderbird for their own exclusive use, even to the exclusion of deployment to their RAF contingents. Despite repeated inquiries it has not been offered for sale to the Diamond Sharks or any other contacts, including their nominal DCMS allies. (Our intelligence service has noted recent visits of Kuritan scientists to the Irece facility, but this may have been unconnected to the new suit.) The Thunderbird has not yet been deployed against the Ghost Bears despite ongoing skirmishes on Labrea. While this may be a precaution against loss as *isorla*, it is possible that the Nova Cats want to prevent a direct match-up against the heavier Golem.

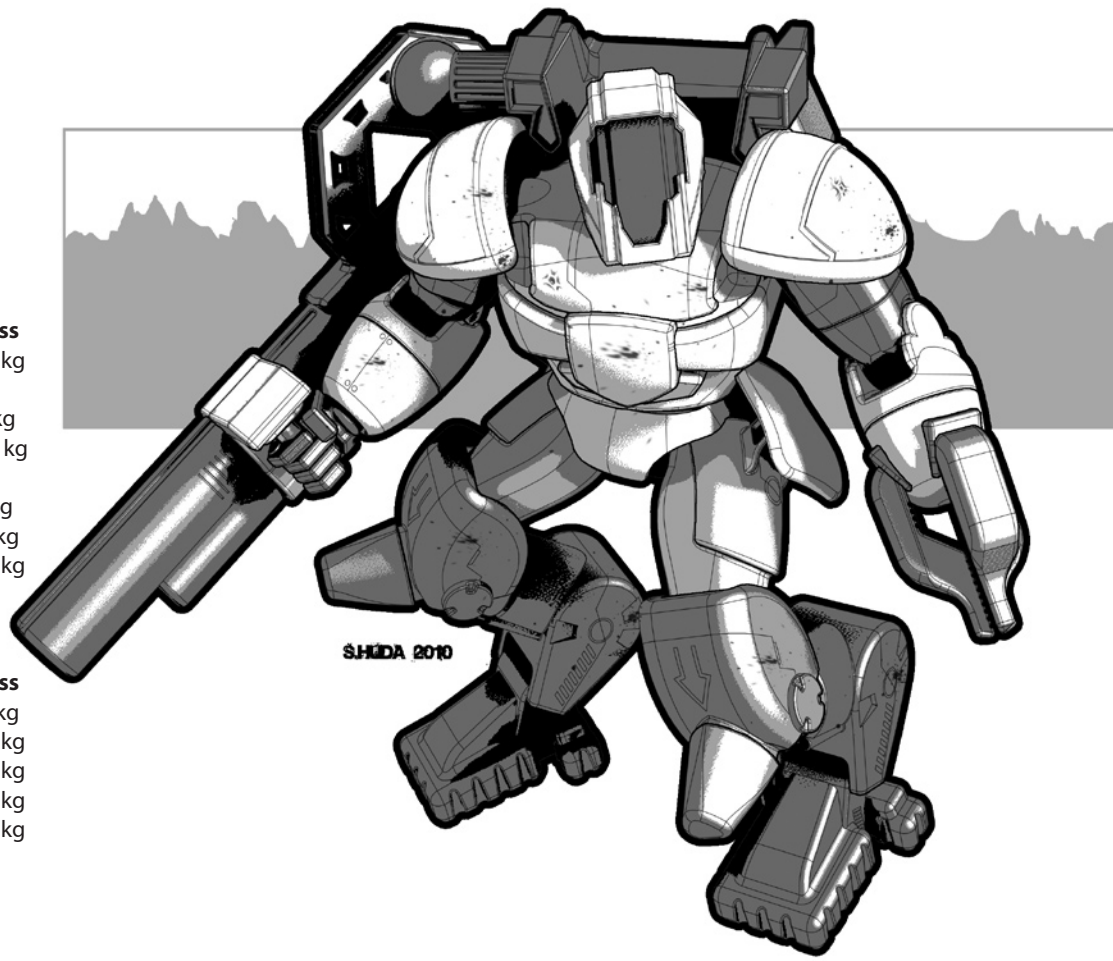
THUNDERBIRD BATTLE ARMOR

Type: Thunderbird
Manufacturer: Barcella Battlearmor Facility
Primary Factory: Irece

Tech Base: Clan
Chassis Type: Biped
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value:
50 (AP Gauss)
58 (ER Laser)
52 (Pulse Laser)
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
Notes: None.

Equipment		Slots	Mass
Chassis:			400 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	3		250 kg
Manipulators:			
Right Arm:	Basic Manipulator		0 kg
Left Arm:	Heavy Battle Claw (Vibro)		60 kg
Armor:	Standard		250 kg
Armor Value: 10 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
AP Gauss Rifle (20)	–	2	200 kg
ER Small Laser (20)	–	2	350 kg
Small Pulse Laser (14)	–	1	400 kg
Jump Booster	Body	2	125 kg



WARG ASSAULT BATTLE ARMOR

The Jihad saw the borders of Clan Wolf assailed on all sides. Shocked from their early offensive stance, the Wolves found themselves in a bloody struggle to hold onto even half of their occupation zone. This shift in fortunes required the Wolves to reexamine their combat doctrines, giving an urgent emphasis to defensive tactics. Losing vital manufacturing to Word of Blake punitive strikes coupled with the return of Clan Hell's Horses also meant that they would have to rely more heavily on non-BattleMech units for that new defensive doctrine. Knowing that change was needed and having resources and time to act on that knowledge would mostly escape the Wolves for the rest of the 3070s. Only in the post-Jihad era have they begun to slowly rebuild their forces, and with that we are seeing signs of a more even balance of defensive to offensive ability. The Warg Assault Battle Armor is a clear concession to the need for more capable defensive combat units.

Inventors of the first Elemental suits, the Wolves were also the first to pioneer mobile deployment via OmniMechs. It is therefore unsurprising that they have focused the use of battle armor in support of their front-line OmniMech forces. Even with every other military around them fielding heavy assault suits, it was not until after the Jihad that Clan Wolf even considered fielding a suit heavier than the Gnome (which is still able to ride on an OmniMech despite its mass). The success of the Jade Falcons' Ironhold suit was the final blow to the Wolves' traditional focus on mobility in their battle armor suits. With their chief rivals fielding a highly successful assault suit, Khan Ward ordered designs for a suit that could hold a fixed position against all but the heaviest 'Mech assaults.

The Warg assault suit is the culmination of a six-year ground-up design project. Starting from a base concept and eschewing outside technologies or assistance – reportedly the Diamond Sharks attempted to partner with the Wolves in hopes of gaining access to the design – the development process was glacially slow in comparison to the majority of new Jihad and post-Jihad designs. Despite, or likely because of, the long development cycle, the end product has quickly captured the attention of our intelligence analysts. Coming in at just shy of two thousand kilograms, the Warg is best summed up as a Clan-built Kanazuchi. Lacking the speed of the Bears' Golem or jump jets of the Falcons' Ironhold, it is counter to the standard Clan mobile doctrine. But again like the Kanazuchi it trades mobility for firepower. With the mass to mount multiple weapon systems, the Warg takes full advantage of this to allow it to serve ably in multiple combat roles from infantry suppression to direct anti-'Mech combat. The right arm small pulse laser provides the primary firepower, equally effective against armored combat units and conventional infantry. When it adds the left arm-mounted light machine gun it can effectively destroy an infantry platoon in seconds. Dual shoulder-mounted SRM launchers are a nearly ubiquitous in Clan suits, but the Warg's mass allows it to carry three full reloads for the two SRM 3 racks, giving it more depth of firepower than any other Clan design and coming close to rivaling the Federated Suns' Grenadier suit for missile longevity.

Unlike the League Kopis, the Warg does not trade away armor protection to mount its impressive firepower. Mounting an equivalent weight in armor to the Ironhold it is only out-armored by the Golem and the new Marian Ravager suit. Reportedly the designers had intended to fit anti-personnel weapon mounts on the shoulders, but the bulk of the SRM launchers precluded this despite repeated tinkering. The addition of a heavy battle claw is an attempt to make up for the lost AP mounts, making it an added threat to anything that approaches too closely.

The first combat deployments have only just taken place, providing us with no battlefield reviews of the suit. Based on simulations the Warg suit will prove highly effective in tight terrain and urban combat environments. The Wolves will need to concentrate more production on their Badger and Bandit APCs to make best use of the Warg, as its slow speed limits its offensive uses considerably.

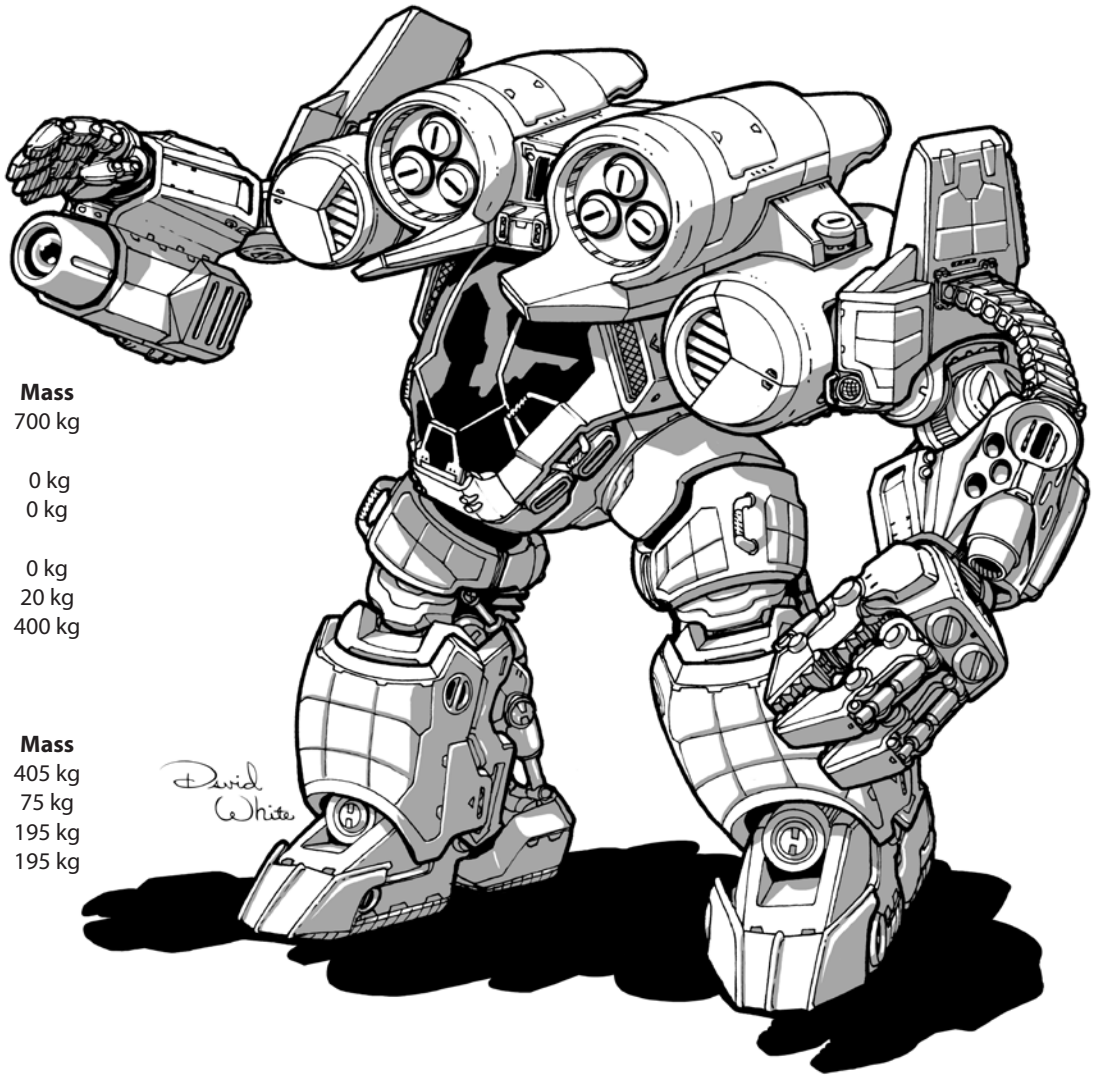
WARG ASSAULT BATTLE ARMOR

Type: Warg
Manufacturer: WC Site OZ-2
Primary Factory: Tamar

Tech Base: Clan
Chassis Type: Biped
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
94
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: None.

Equipment		Slots	Mass
Chassis:			700 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	Basic Manipulator		0 kg
Left Arm:	Heavy Battle Claw		20 kg
Armor:	Standard		400 kg
Armor Value: 16 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
Small Pulse Laser (28)	RA	1	405 kg
Light Machine Gun (50)	LA	1	75 kg
SRM 3 (3 shots)	Body	3	195 kg
SRM 3 (3 shots)	Body	3	195 kg



CHALCHIUHTOTOLIN SUPPORT TANK

Mass: 50 tons
Movement Type: Wheeled
Power Plant: Gorvachs 230 Fusion
Cruising Speed: 54 kph
Flank Speed: 86 kph
Armor: Forging MD4 Ferro-Fibrous
Armament:
1 Kolibri Delta Series Large Pulse Laser
2 Pattern J4 Streak-4 SRM
2 Raid Micro Pulse Laser
1 JF 4 Flamer
4 Series 34NC Light Machine Gun
Manufacturer: Quikscell Company
Primary Factory: Pandora
Communications System: Basix 200
Targeting and Tracking System: OptiSight-12

Overview

The Jade Falcons had long ignored their armor forces, even during the Jihad. However, with the conquest of so many populous Lyran worlds, a short-range defensive vehicle was needed for urban combat. With the excellent job that the Eagle Craft Group (on Erewhon) had done with the *Jupiter*, much of the same team was enlisted to create this new tank. Faced with the challenge of creating the Jade Falcons' first original combat vehicle, a skeptical Merchant Factor Daniel named the project "Chalchiuhtotolin." The confident Falcon leadership chose to keep the name for the final design, despite its connection with a pejorative oft-used to denigrate the Falcons. Vehicular engineers from various firms that had been captured by the Falcons were temporarily reassigned to help the Clan scientists. Once the Eagle Craft Group completed the design, production was turned over to Quikscell on Pandora.

Capabilities

The Chalchiuhtotolin is based on the wheeled frame common for urban vehicles. With less likelihood of fire to the sides, the vulnerability of wheeled vehicles is a viable trade-off for a more efficient motive system, allowing more armor or weapons. In addition, the wheels are less damaging to pavement and provide a better ride. The designers selected a light frame and a fusion engine, allowing a potent energy array to be mounted. The primary armament of the tank is a large pulse laser, giving it precise fire with some range should the Chalchiuhtotolin be deployed outside of urban areas. Backing up the pulse laser is a pair of Streak launchers with a total of eight missile tubes. With the guidance system no launched missiles will miss their target, reducing damage to structures and civilians.

Light machine guns are mounted on all sides and a pair of micro pulse lasers in the front of the vehicle for anti-personnel work. The turret boasts a vehicular flamer with two tons of fuel, avoiding the need for more supplementary heat sinks. In cases where there is civil insurrection or fires that the local firefighters can't contain, water or other fluids can be discharged from the flamers. Finally, six-and-a-half tons of ferro-fibrous armor protect the Chalchiuhtotolin, though critics think that this is too little. Proponents counter that given the reserve nature of the Chalchiuhtotolin its focus should be on offense and deterrence instead of being equipped for long engagements. Given its namesake (which appears to embrace some mocking by the Falcons' enemies and turn it back upon them), the appearance is imposing as well, compact and fierce. Back-up wheels provide stability if the main wheels are destroyed, though maintenance crews complain that these are difficult to access.

Deployment

The Chalchiuhtotolin has also been seen on Clan Wolf planets. Given the similar communication and targeting systems on the Chalchiuhtotolin and the Carnivore, it is likely that the two Clans have been trading the tanks between one another. While much of the Chalchiuhtotolin's capabilities are based on simulations and test runs, some have been assigned to Lambda Galaxy, assigned to pirate hunting since the close of the Jihad.

When raiders struck Erewhon, dropping a lance of light 'Mechs near the production facilities, the Falcon defenders moved to intercept the force. The attackers then retreated. This turned out to be a feint and a dozen hovercraft escorting ten hoversleds sped towards the DropPort warehouses forty kilometers away. A handful of newly-deployed Chalchiuhtotolins were there and responded. The attackers tried to use high-speed passes to disable the new tanks and pick them apart, but this backfired on them when the Chalchiuhtotolins' pulse lasers and Streak systems tore apart their lift skirts. The Chalchiuhtotolins then closed on the immobile targets and used their secondary weapons to finish them off. Two Chalchiuhtotolins were disabled but repairable, while the attackers lost over half of their force, including a pair of Savannah Masters that were obliterated by the large pulse lasers.

Variants

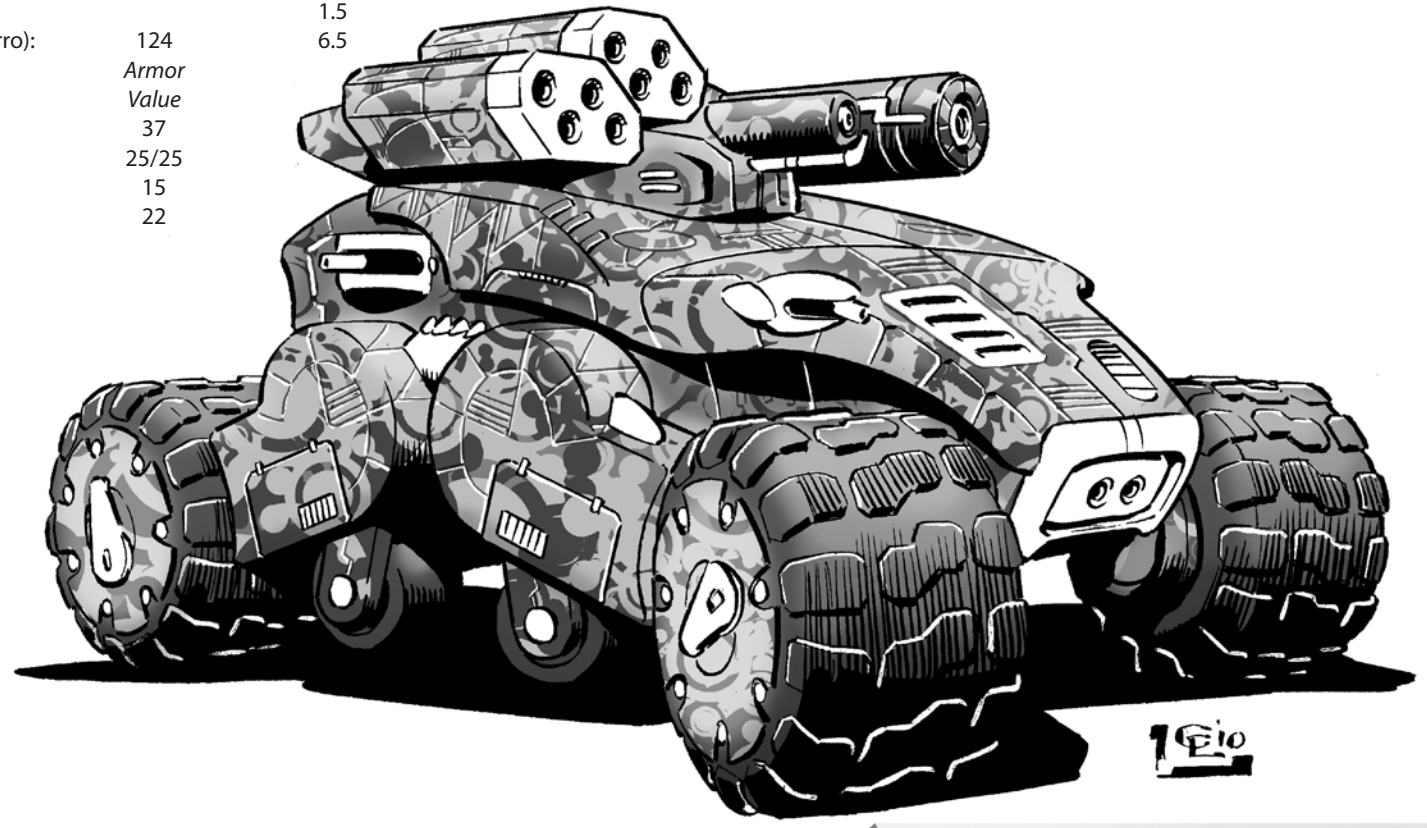
Jade Falcon scientists have been tinkering around with the chemical lasers they reverse-engineered from salvage taken from Clan Hell's Horses. Prototype Chalchiuhtotolins have been seen with a large chemical laser and twin ER mediums in the turret, replacing the conventional lasers. Additionally, two chaff pods appear to have been installed, likely at the cost of the flamer. The armor plating also appears to have been shored up, though probably not as much as some would prefer. Another variant seems to have been used as a test bed for dabbling in the use of a bombast laser, trading the chaff pods for a targeting computer and reinstalling the flamer. These appear to be little more than concept vehicles, without the intention of ever deploying them in combat.

CHALCHIUHTOTOLIN SUPPORT TANK

Type: **Chalchiuhtotolin**
Technology Base: Clan
Movement Type: Wheeled
Tonnage: 50
Battle Value: 1,057

Equipment		**Mass**
Internal Structure:		5
Engine:	230	16
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	12	2
Control Equipment:		2.5
Turret:		1.5
Armor Factor (Ferro):	124	6.5
	Armor Value	
Front	37	
R/L Side	25/25	
Rear	15	
Turret	22	

Weapons and Ammo	**Location**	**Tonnage**
Large Pulse Laser	Turret	6
2 Streak SRM 4	Turret	4
Ammo (Streak) 25	Body	1
Flamer (Vehicle)	Turret	.5
Ammo (Flamer) 40	Body	2
2 Micro Pulse Lasers	Front	1
Light Machine Gun	Front	.25
Light Machine Gun	Right	.25
Light Machine Gun	Left	.25
Light Machine Gun	Rear	.25
Ammo (Light MG) 200	Body	1



ARCTIC WOLF II

Mass: 40 tons
Chassis: AR1 Endo Steel
Power Plant: Light Force 280 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: Grandthrust Mk. 4
Jump Capacity: 210 meters
Armor: Royal-7a Ferro-Fibrous
Armament:
14 tons of pod space available
Manufacturer: WC Site 1
Primary Factory: Arc-Royal
Communications System: HWLR Designation ComSys
Targeting and Tracking System: Hunter (7) Dedicated TTS

Overview

Seven years after the release of their original *Arctic Wolf*, Phelan Ward's Wolves finally released the long-planned Omni variant, just in time for the explosive start of the Jihad. Initially the new Omni was met positively, with Exile warriors eager to add a mid-weight Omni to their arsenal. This eagerness did not last long in the face of the final design. Slower than its non-Omni progenitor, the *Arctic Wolf* Omni traded ground mobility for firepower in an era where "speed as armor" had become more critical than ever before. The minimal increase in the Omni's armor and jump jets did not offset the reduction in ground speed, quickly earning disfavor among front-line Wolf warriors. The one attempt to address the problems was generally considered an even worse effort, with the 3070 J configuration giving up half its jump jets for more firepower. Production of the original Omni was discontinued in 3074. In 3082 a new project was begun, to finally correct the failings of the Omni chassis.

Capabilities

The *Arctic Wolf II* OmniMech began its redesign at its very heart. Again mounting a Light Force 280 XL engine, the new Omni returned to the original's ground speed. Seven fixed jump jets took the one popular feature of the original Omni design and merged it with the old model. Six and a half tons of ferro-fibrous armor provide more protection than either of the two prior models. The armor change and jump jets with the original engine necessitated a redesign of the chassis, leading to the *Mad Cat*-like appearance of the Omni *II*. Fourteen tons of pod space is less than either of its predecessors, which initially puts it at a disadvantage until its greatly-improved mobility is factored in. More mobile jumping or on the ground, it can bring its smaller payload to bear with greater efficiency while increasing its defensive ability with the armor of speed.

The *Arctic Wolf II*'s Prime configuration improves on the Omni J. Dropping the ammunition-dependant plasma cannon and replacing the inaccurate heavy laser for anti-infantry capable small pulses, it retains its electronics package and streak launchers. The A model is an update of the original A and appears ideal for supporting the direct-fire *Pack Hunter*. The dual LRM 15 launchers give it long-range support, but once out of ammunition it only has two medium lasers for offense and a small pulse to repel infantry attacks. The B updates the original *Arctic Wolf 2* using SRM 4 racks and doing away with the disdained Narc launcher. The mobility of the Omni *II*'s jump jets make the B's large pulse laser a highly effective flanking weapon. The last known configuration of the *Arctic Wolf II* covers new ground, creating a fast harasser design. The two extended-range large lasers will quickly overheat the C configuration in continuous use, but as a fast harasser it should prove highly effective, particularly against the light and fast vehicles that are becoming more common on the battlefield.

Deployment

The first production *Arctic Wolf II* walked off the Arc-Royal assembly lines less than six months ago, but it has already shown up in the most unlikely of places. Immortal War is one of the most popular war game simulation systems in the Sphere. Using near-military-grade simulators, IW centers offer civilians an experience as close to a real combat sim as is legally possible. Last month, the IW affiliate on Terra released new simulator models, including the *Arctic Wolf II*. Given IW's track record for picking BattleMechs that have gone on to be highly popular and successful, the new Exile Omni certainly bears keeping an eye on.

In the real world the *Arctic Wolf II* has only seen limited deployment to the Exiles' Alpha Galaxy. The one notable exception is a single chassis that has been gifted to the rebuilding Kell Hounds. Sporting Hound colors, the *"Allard's Revenge"* is a strong signal that the Exiles and Hounds are still close allies.

Type: **Arctic Wolf II**
Technology Base: Clan
Tonnage: 40
Battle Value: 1,645

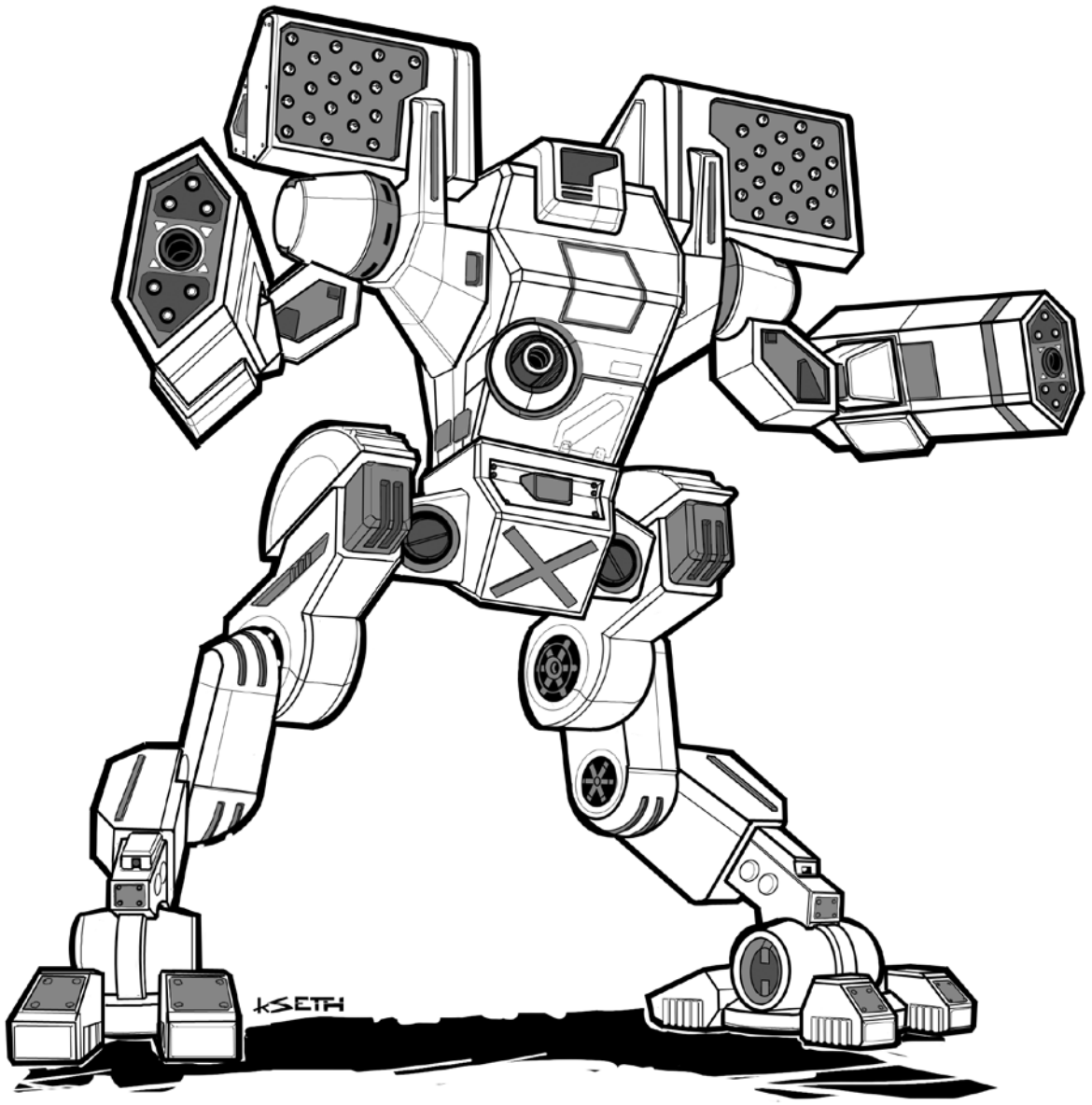
Equipment			Mass
Internal Structure:	Endo Steel		2
Engine:	280 XL		8
Walking MP:	7		
Running MP:	11		
Jumping MP:	7		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	124		6.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	18	
Center Torso (rear)		5	
R/L Torso	10	16	
R/L Torso (rear)		4	
R/L Arm	6	12	
R/L Leg	10	14	

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro Fibrous	0
Center Torso	1 Jump Jet	
	1 Endo Steel	0
Right Torso	2 XL Engine	
	2 Endo Steel	
	2 Jump Jets	6
Left Torso	2 XL Engine	
	2 Endo Steel	
	2 Jump Jets	6
Right Arm	2 Ferro Fibrous	
	1 Endo Steel	5
Left Arm	2 Ferro Fibrous	
	1 Endo Steel	5
Right Leg	1 Jump Jet	
	1 Ferro Fibrous	0
Left Leg	1 Jump Jet	
	1 Ferro Fibrous	0

ARCTIC WOLF II

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Streak SRM 4	RA	1	2
Streak SRM 4	RT	1	2
2 Small Pulse Lasers	RT	2	2
ECM Suite	RT	1	1
Streak SRM 4	LT	1	2
Ammo (Streak) 50	LT	2	2
Active Probe	LT	1	1
Streak SRM 4	LA	1	2
Battle Value: 1,645			
Alternate Configuration A			
ER Medium Laser	RA	1	1
LRM 15	RT	2	3.5
Ammo (LRM) 24	RT	3	3
LRM 15	LT	2	3.5
Small Pulse Laser	LT	1	1
Double Heat Sink	LT	2	1
ER Medium Laser	LA	1	1
Battle Value: 2,111			
Alternate Configuration B			
SRM 4	RA	1	1
SRM 4	RT	1	1
Large Pulse Laser	RT	2	6
SRM 4	LT	1	1
Ammo (SRM) 50	LT	2	2
Small Pulse Laser	LT	1	1
Double Heat Sink	LT	2	1
SRM 4	LA	1	1
Battle Value: 1,678			
Alternate Configuration C			
ER Large Laser	RA	1	4
SRM 4	RT	1	1
Double Heat Sink	RT	2	1
SRM 4	LT	1	1
Ammo (SRM) 50	LT	2	2
Double Heat Sink	LT	2	1
ER Large Laser	LA	1	4
Battle Value: 1,913			



OMEN

Mass: 85 tons
Chassis: CSR Version 84.62 Standard
Power Plant: Type 255 Extra-Light
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Andoran Model JJ III
Jump Capacity: 90 meters
Armor: Longanecker PlastiSteel
Armament:
1 Kolibri Delta Series Large Pulse Laser
1 Type KOV LB 10-X Autocannon
2 Series 2d Extended Range Medium Lasers
2 14a Medium Pulse Lasers
1 Remer Series Alpha Deuce Advanced Tactical Missile-12 Rack
Manufacturer: Snow Raven Industrial Complex Alpha
Primary Factory: Dante
Communications System: TDWS-37 Mk. 2.2
Targeting and Tracking System: Hermes CT-44

Overview

While the Snow Ravens have made sincere efforts to align with and protect the Outworlds Alliance, they are not yet committed to sharing all of their technological secrets. This policy extends to even their newest garrison design, the *Omen*. Eager to bolster their waning BattleMech ranks, the Snow Ravens have begun to produce second-line machines which can be constructed quickly and more efficiently than the more complicated OmniMechs, such as the recently released *Deimos*. In addition to rebuilding some classic second-line successes like the *Warhammer IIC,* the Snow Ravens have also begun designing entirely new BattleMechs. The *Omen* stands poised to be the latest of these original designs to enter full production status.

As indicated, the Snow Ravens have chosen not to place the production of the *Omen* in the hands of existing Outworlds Alliance facilities. While other machines have been entrusted to Outworlds engineers, the Snow Raven leadership has chosen to produce their original second-line BattleMechs within the confines of their Dante facilities. Whether this decision was made for security concerns, convenience, or both is unknown. What is known is that the decision has sparked a reaction in many of the anti-Snow Raven movements still lurking in Outworlds society.

Capabilities

Reports from field tests indicate that the *Omen* is designed to serve as the backbone of garrison and security forces for Clan Snow Raven's Provisional Garrison Clusters. It features a substantial arsenal of weapon systems and a hefty sheathing of armor. Additionally, the design features jump jets. While the jump jets provide a very limited jump range they greatly enhance the mobility of an otherwise laboriously slow machine. It's a progressive addition to a BattleMech that in all other ways appears to be a straightforward combat design.

The weapon systems are extensive. Designed for both long- and short-range combat, the *Omen* utilizes a combination of a large pulse laser and an LB 10-X autocannon as its main direct firepower. For close-in the 'Mech also features a quartet of medium lasers. The lasers are comprised of both pulse and extended-range models, giving the *Omen* a mix of accuracy and range. The final component of the 'Mech's arsenal is a large advanced tactical missile launcher. Capable of firing twelve missiles in rapid succession, the ATM launcher is allotted enough tonnage for ammunition to carry a devastating combination of warhead types.

Defensively the *Omen* is layered in armor. The design sports an impressive sixteen and a half tons of standard plating. In fact, Snow Raven engineers packed as much armor as they could onto the eighty-five ton chassis. Extra care was taken to layer the vulnerable joints in overlapping weaves to create durability while still allowing enough flexibility for the BattleMech to move. Built to Clan standards, the major ammunition storage locations are equipped with CASE in order to help the *Omen* survive in the event of a direct hit to the ammo bins. All in all, the *Omen* is as survivable as it is dangerous.

Deployment

The Twelfth Raven Garrison Cluster is working the *Omen* through its extensive field trials. What little information there is to be found indicates that they will be rewarded for their efforts when the BattleMech enters production in the fall of 3087. If production schedules remain steady, other Auxiliary and Garrison Clusters awaiting shipments of the *Omen* should see delivery starting in 3088. It is assumed these 'Mechs will help the reserves to regain their full fighting strength by 3095.

Variants

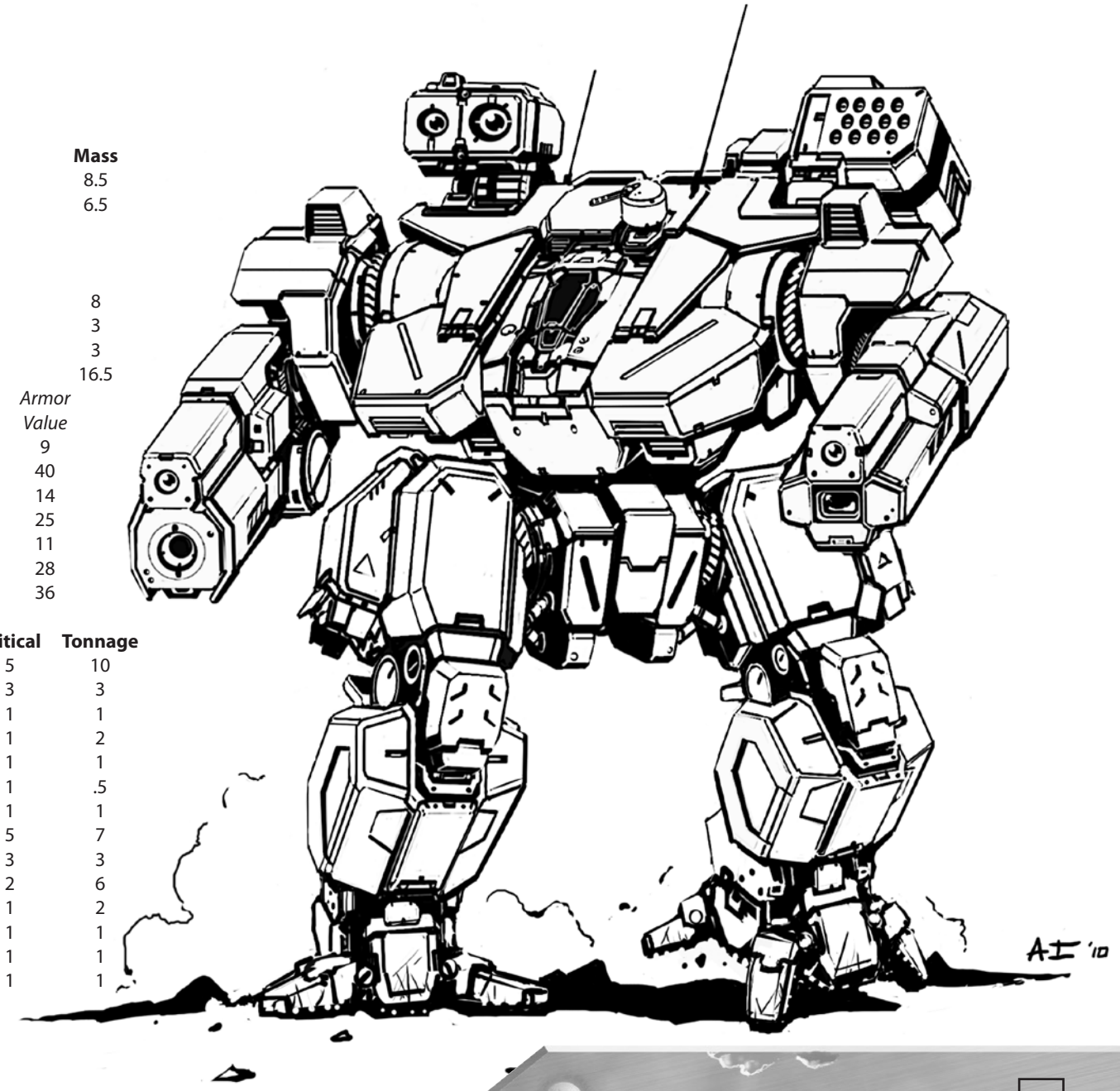
With the *Omen* not yet approved for full production it has yet to spawn any variants.

OMEN

Type: **Omen**
Technology Base: Clan
Tonnage: 85
Battle Value: 2,750

Equipment			**Mass**
Internal Structure:			8.5
Engine:	255 XL		6.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks:	18 [36]		8
Gyro:			3
Cockpit:			3
Armor Factor:	263		16.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	40	
Center Torso (rear)		14	
R/L Torso	18	25	
R/L Torso (rear)		11	
R/L Arm	14	28	
R/L Leg	18	36	

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
LB 10-X AC	RA	5	10
Ammo (LB-X) 30	RA	3	3
ER Medium Laser	RA	1	1
Medium Pulse Laser	RT	1	2
ER Medium Laser	RT	1	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
ATM 12	LT	5	7
Ammo (ATM) 15	LT	3	3
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
Jump Jet	RL	1	1
Jump Jet	CT	1	1
Jump Jet	LL	1	1



DEIMOS

Mass: 85 tons
Chassis: Model MHO-14E Endo-Steel
Power Plant: Type 255 Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph, 64 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Longanecker PlastiSteel
Armament:
1 "Goalkeeper" Anti-Missile System
2 Series 2d Extended Range Medium Lasers
43 tons of pod space available
Manufacturer: Snow Raven Industrial Complex Alpha
Primary Factory: Dante
Communications System: TDWS-37 Mk. 2.2
Targeting and Tracking System: Hermes CT-44

Overview

The *Deimos* is a Snow Raven design over two decades in the making. The first reports of a new assault OmniMech slipped out of Lum in the mid-3060s. These early rumors spoke of a massive machine built to the standards of the Ravens' aerospace technologies, able to support flight operations but still hold its own against any ground opponent. Between the opening shots of the Jihad, the White Out, and the veil of silence that had settled over the Pentagon and Kerensky Cluster, nothing more was heard of this Homeworld project. It was not until the start of the 3080s that fresh tales of a *Deimos* project were again circulating in intelligence circles. In February of this year the Snow Ravens put an end to the rumors, unveiling the *Deimos* OmniMech.

Capabilities

The *Deimos'* broad-shouldered, digitigrade frame is similar to several other modern Clan designs such as the Ghost Bears' *Bruin*, the Horses' *Hellstar*, or the Wolves' *Night Wolf* and *Blood Reaper,* giving it solid stability in motion and under fire. The broad foot assembly gives it additional stability, making it more accurate when firing in anti-aerospace mode. The feet are further enhanced by electromagnetic grippers to allow a *Deimos* to fix itself in place on the hull of a DropShip.

A 255-rated extra-light engine gives the Ravens' assault 'Mech an average speed for its eighty-five ton mass. This is a nod to the efficiencies Clan culture admires, as an identical power plant is mounted on the new *Omen* second-line machine. However, the *Deimos* lacks the weight-inefficient jump jets of the *Omen* in most of its configurations. Instead it mounts a MASC system to give short-term boosts to its fifty-five kilometers per hour running speed.

The *Deimos* can mount up to forty-three tons of equipment in addition to its fixed torso-mounted extended-range lasers and the anti-missile system concealed just behind the cockpit. This pod space gives it one of the largest load-outs of any OmniMech. The Prime is a dedicated anti-aerospace platform, equipped with a sextet of light Ultra-class autocannons and two fifteen-tube LRM racks. Even with three tons of autocannon ammunition the Prime needs to remain close to supply lines. The A is the *Deimos'* true assault machine, with dual LB 10-X and ER PPCs providing hole punching and damage seeking at the cost of a heavy heat burden and no long-range missiles. The B is an extended mission configuration, with ER PPCs and large pulse lasers giving unlimited firepower, while the four LRM 10 racks are backed by six tons of ammunition. The C is a mobile assault platform, modifying the A's armament with ER lasers and Ultra-10 autocannons plus four improved jump jets, giving it an impressive jump range for an eighty-five ton machine. Like the A and B configurations, it mounts a ECM suite. The S is identical to the C except that the ECM suite is replaced by an internal fuel tank, allowing for effective space operations.

Deployment

The *Deimos* has already seen a large production run, with at least one unit being sent to nearly every Cluster in the Raven touman. While it may not be the deadliest assault 'Mech ever built, Raven pride in their own creation is expected to fast make this design a Raven mainstay.

Variants

AFFS intelligence has provided evidence of a non-Omni version of the *Deimos*. This is based on the original pre-Omni test bed. It has a load out identical to the Prime model, save for using an experimental Laser AMS system and carrying less ammunition. It is equipped with only ten double heat sinks and thirteen tons of ferro-fibrous armor, allowing it to mount a 340-rated extralight engine and increasing the MASC-accelerated top speed to over eighty kilometers an hour. It is unknown how many of these exist or if more will be produced.

Type: **Deimos**
Technology Base: Clan
Tonnage: 85
Battle Value: 2,188

Equipment			**Mass**
Internal Structure:	Endo Steel		4.5
Engine:	255 XL		6.5
Walking MP:	3		
Running MP:	5 (6)		
Jumping MP:	0		
Heat Sinks:	14 [28]		4
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	28	
R/L Torso (rear)		8	
R/L Arm	14	24	
R/L Leg	18	28	

Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head	1 AMS	0
Center Torso	1 Ammo (AMS) 24	1
Right Torso	2 XL Engine	
	1 ER Medium Laser	
	3 MASC	
	1 Endo Steel	5
Left Torso	2 XL Engine	
	1 ER Medium Laser	
	4 Double Heat Sinks	5
Right Arm	Shoulder Actuator	
	Upper Arm Actuator	
	3 Endo Steel	5
Left Arm	Shoulder Actuator	
	Upper Arm Actuator	
	3 Endo Steel	5
Right Leg	2 Double Heat Sinks	0
Left Leg	2 Double Heat Sinks	0

DEIMOS

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
3 Ultra AC/2	RA	6	15
Ammo (Ultra) 45	RA	1	1
LRM 15	RT	2	3.5
Ammo (Ultra) 45	RT	1	1
Ammo (LRM) 8	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
3 Ultra AC/2	LA	6	15
Ammo (Ultra) 45	LA	1	1
Alternate Configuration A			
LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RA	2	2
ER PPC	RT	2	6
Medium Pulse Laser	RT	1	2
Double Heat Sink	RT	2	1
ECM Suite	CT	1	1
ER PPC	LT	2	6
Medium Pulse Laser	LT	1	2
Double Heat Sink	LT	2	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 20	LA	2	2
BV: 2,785			
Alternate Configuration B			
ER PPC	RA	2	6
Large Pulse Laser	RA	2	6
Ammo (LRM) 36	RA	3	3
2 LRM 10	RT	2	5
Double Heat Sink	RT	2	1
ECM Suite	CT	1	1
2 LRM 10	LT	2	5
Double Heat Sink	LT	2	1
ER PPC	LA	2	6
Large Pulse Laser	LA	2	6
Ammo (LRM) 36	LA	3	3
BV: 2,965			
Alternate Configuration C			
Ultra AC/10	RA	4	10
Ammo (Ultra) 10	RA	1	1
ER Large Laser	RA	1	4
Small Pulse Laser	RA	1	1
Ammo (Ultra) 10	RT	1	1
ECM Suite	CT	1	1
Ammo (Ultra) 10	LT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 10	LA	1	1
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
2 Improved Jump Jets	RT	4	4
2 Improved Jump Jets	LT	4	4
BV: 2,737			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration S			
Ultra AC/10	RA	4	10
Ammo (Ultra) 10	RA	1	1
ER Large Laser	RA	1	4
Small Pulse Laser	RA	1	1
Ammo (Ultra) 10	RT	1	1
Liquid Storage	CT	1	1
Ammo (Ultra) 10	LT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 10	LA	1	1
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
2 Improved Jump Jets	RT	4	4
2 Improved Jump Jets	LT	4	4
BV: 2,664