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TECHNICAL READOUT

FASA CORPORATION

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TECHNICAL READOUT: 3025 ORIGINAL EDITION

Writing
Blaine L. Pardoe
Boy F. Petersen, Jr.
Anthony Pryor
Dale L. Kemper
Shaun Duncan

BattleTech Statistics
L.R. Butch Leeper
L. Ross Babcock III
Jordan K. Weisman
Forest Brown
Kevin Stein

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David R. Deitrick
Typesetting
Tara Gallagher
Layout and Pasteup
Tara Gallagher
Dana Knutson
Todd F. Marsh
John Tylk

Additional Help
Dave Wylie
Butch Leeper
Clare Hess

TECHNICAL READOUT: 3025 REVISED EDITION

Original Technical Readout: 2750 material by
Clare W. Hess
Dale L. Kemper
Jim Long
Blaine L. Pardoe
Boy F. Petersen, Jr.

Additional material by
Sam Lewis
Phillip J. DeLuca

BattleTech Line Developer
Bryan Nystul

Development
Bryan Nystul
Randall N. Bills

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Layout
John Bridegroom
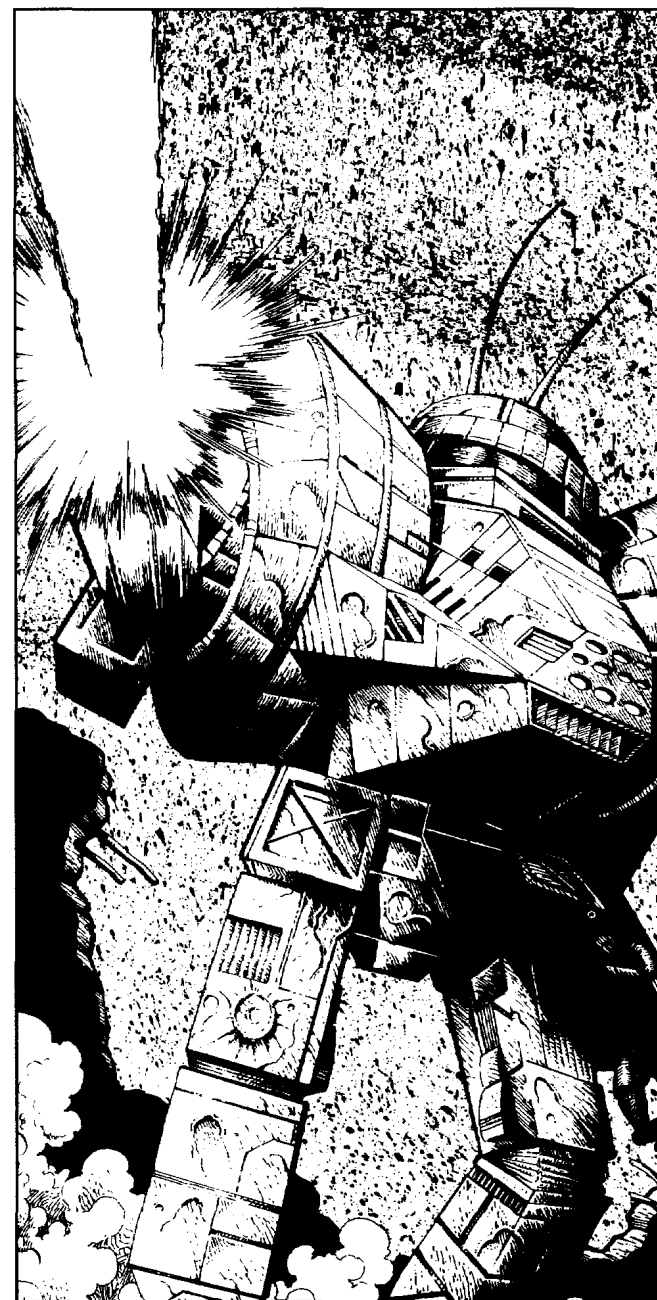
The latest in a series of reference books describing the equipment and material of war in the Inner Sphere, this volume focuses on the BattleMech, the principal weapon of the Succession Wars. Included are fifty-five different 'Mech classes, with a brief overview and summarized battle history for each. While it is beyond the scope of this book to describe every known war machine, this volume also includes most of the major classes and models of aerospace fighters, DropShips and vehicles in current use.

The **Technical Readout: 3025** is not meant to be read from cover to cover in one sitting, but to be consulted as the need arises. Entries are divided into chapters according to their class, allowing for quick and easy reference. Each entry specifies manufacturers of major components, as well as complete combat statistics.

Though the editors of this book have made every attempt to provide complete and accurate data, not all information is verifiable in this age of near-constant warfare and deteriorating technology. Moreover, the Successor Lords make a practice of keeping as many secrets as possible in order to gain a military advantage. These realities, combined with the fact that much of the information in this book has been gathered from possibly biased sources from all across civilized space, may at times present ambiguities or even outright contradictions. The editors have done their best to weed out fabrications and blatant inaccuracies, but regretfully acknowledge that some may remain.

—David Keith
Adept XVII-sigma
ComStar Publishing, Terra
5 June 3025

For those who may be wondering why we have chosen to upload a revised version of such an out-of-date document as the **Technical Readout: 3025**, I offer the following reminder. This Technical Readout, though obsolete by modern standards, remains useful to Wolfnet because it describes the bulk of the BattleMechs currently in use in the Inner Sphere. ComStar Publishing has distributed it across the Successor States, and thousands of students and historians throughout known space use it on a daily basis. However, the "official" ComStar version of this book—unchanged in the three decades since its original release—contains a number of inconsistencies and omissions. Though the document's original introduction claims these errors crept in by accident, we know that most of them were intentional, meant to mask the level of technology that ComStar had kept secret for its own use.

In this edition, we have made corrections and additions wherever possible in entries containing such inaccurate data. Of particular interest are the twenty Star League-era BattleMechs added to the file that were removed from the original document by ComStar censors. These rare 'Mechs appear in this revised upload in configurations specially designed by ComStar to eliminate any trace of lostech. Each one mounts equipment widely available to militaries across the Inner Sphere and the Periphery. Some examples of these configurations have appeared in the field, among the Com Guards and in other militaries that were forced to strip out the lostech items when they malfunctioned or were damaged beyond repair. To make space for these additions, our editors had to remove some other 'Mechs. However, the text describing these 'Mechs needed no alteration, and so scholars can still rely on the accuracy of the original data for those aging designs.

—Major-General Margaret Tulliver
Deputy Director, Wolfnet
22 March 3058

GAME NOTES

The BattleMechs described in this book are constructed using Level 1 **BattleTech** rules and are fully compatible with the **BattleTech, Fourth Edition** boxed game as well as all other **BattleTech** products. To use the ground vehicles, players will need the Vehicles rules in **CityTech, Second Edition** or in **BattleTech Compendium: The Rules of Warfare**. The aircraft and space vehicles in this book can be used with the **BattleSpace** and **AeroTech** games, as well as the aerospace support rules on page 70 of the **BattleTech Compendium: The Rules of Warfare**.
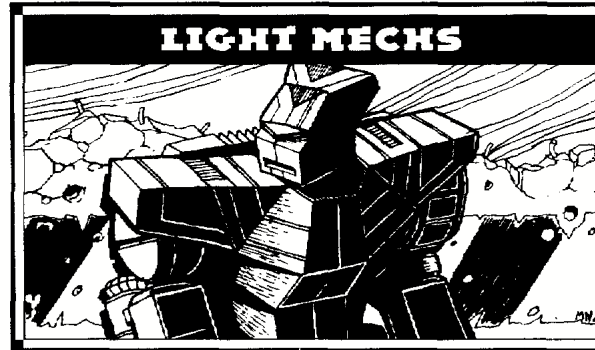
Light 'Mechs range in weight from 20 to 35 tons. Perpetual rumors describe BattleMechs weighing in at less than 20 tons, but no hard data has ever surfaced to prove the existence of such models.

Generally the most inexpensive BattleMechs, the light class boasts the second-largest number of 'Mechs in active service, exceeded only by medium-weight 'Mechs. As with mediums, light 'Mechs appear in even the least-regarded front-line units and in the majority of garrison forces, and serve on nearly every world in known space.

On the battlefield, light 'Mechs serve most often in reconnaissance roles. Their above-average speed and jump capability makes them well-suited to efficiently avoid heavy fighting while maneuvering to assess enemy troop formations. More innovative commanders train light 'Mech units for deep-penetration missions designed to disrupt enemy supply and communications lines in rear areas. Light 'Mechs equipped with special laser rangefinders can act as forward observers and spotters for artillery units and for other BattleMechs.

Despite their many assets, light 'Mechs cannot stand against heavier units, even with the advantage of numerical superiority.

STAR LEAGUE

Mass: 20 tons
Chassis: Bergan MX II
Power Plant: LTV 160
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: None
    Jump Capacity: None
Armor: Star Slab
Armament:
    2 Martell Medium Lasers
    2 Hessen IX Small Lasers
Manufacturer: Mitchell Vehicles
Communications System: Datacom
Targeting and Tracking System: Scarborough Track

OVERVIEW

The unveiling of the *Mercury* was heralded as the dawn of a new age in BattleMech design. Billed as an obvious successor to the aging *Stinger* and *Wasp*, the *Mercury* answered many dreams of scout lance pilots.

Initial specifications called for the light 'Mech to be faster and better armed than any other in its class, all without a reduction in armor.

Deployed for the first time in 2742, the *Mercury* was an electronic marvel, the showpiece of the Star League Defense Forces. At the unveiling, Mitchell Vehicles spokesmen described multiple breakthrough systems only in general terms, and none of the new 'Mechs was allowed outside the direct control of the Regular Army.

Up to the time of the Exodus, the new *Mercury* 'Mechs remained posted with units that were stationed on Terra, and at the factory on Graham IV. All these units left with General Kerensky. The highest concentration to remain behind were with the Eighth Recon Battalion of the Third Regimental Combat Team, known as the Eridani Light Horse, which later became a renowned mercenary unit. The Eighth lost all twelve of its *Mercury* 'Mechs during fighting on Sendai in 2798.

Over the years, replacement parts for the *Mercury*'s more exotic electronic equipment have become more and more difficult to find. The specialized myomer that allowed the *Mercury* to put on great bursts of speed is no longer available, nor is the advanced composite armor with which the 'Mech was initially equipped. As a result, the remaining operational *Mercury*s must make do with inferior replacement parts.

CAPABILITIES

With its high speed and energy-based weapons, the *Mercury* is an ideal scout and raider, capable of remaining in the field for as long as the pilot is able to withstand the stresses of battle.

The few critics of the design decry the *Mercury*'s lack of jump jets, pointing out that in combat conducted in built-up areas such as a city, the ability to jump gives a smart pilot the opportunity to get behind an opponent and attack the weaker rear armor. Despite this apparent drawback, the *Mercury* is well accepted by light lance commanders, because urban combat is far less common in 3025 than it was during the First and Second Succession Wars. Though comparable in weight to the *Stinger* or *Wasp*, the *Mercury*'s heavier weapons and armor give it a decided edge in combat, and its superior ground speed allows it to quickly withdraw from larger opponents.

The Hessen IX small lasers in the head and the center torso are a matched pair. The lasers are slipped into place, bolted down and connected in three places to the power circuits and cooling feeds. If the lasers are damaged or destroyed, the bolts can be removed and the entire system replaced, usually within minutes. This modular replacement system was expected to revolutionize the logistical support of field units, but the Exodus and First Succession War effectively put an end to any radical departure from standard military procedure.

Though both Martell medium lasers use the same type of barrel and targeting feeds, they feature completely distinct power systems. The right arm laser diffuses the power all along the upper and lower arm, housing redundant systems in both sections to provide backup capabilities should one part of the arm be damaged. The torso mount, however, clusters the entire system into a compact area. Any damage to the torso, other than a direct hit on the power system, is likely to pass through, missing the laser entirely.

MCY-98 MERCURY

Type: **Mercury**
Technology Base: Inner Sphere
Tonnage: 20

Equipment		Mass
Internal Structure:		2
Engine:	160	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4

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

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5
Small Laser	H	1	.5

STAR LEAGUE

Mass: 20 tons
Chassis: Chariot Type II
Power Plant: GM 120
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
   Jump Capacity: None
Armor: Durallex
Armament:
   1 Zeus-5 LRM Launcher
   2 Hellion Medium Lasers
Manufacturer: Ford Military Limited
Communications System: Olmstead 30
Targeting and Tracking System: Omicron VII

OVERVIEW

The *Thorn* is an older BattleMech design, incorporated into the Hegemony Armed Forces during the late twenty-fourth century. It was the first 'Mech to incorporate the Endo Steel II skeleton. The basic skeleton used an alloy produced by mixing high strength steel with lower-density titanium and aluminum in a zero-gee environment. The resulting alloy was twice as strong per unit of weight as alloys created using conventional techniques, but also bulkier.

By the beginning of the Second Succession War the orbital manufacturing facilities supplying this alloy had been destroyed. As a result, Ford Military had to use a heavier chassis for the *Thorn*, which required other trade-offs in order to keep the unit in production. Armor protection for the rear quadrant and head was reduced, and an innovative ammunition storage technique that protected the 'Mech from the catastrophic result of an ammo explosion was removed. These changes made the *Thorn* easier to manufacture, but significantly degraded its ability to survive a firefight.

CAPABILITIES

The *Thorn* has received mixed reviews throughout its service. Supporters point out that the design packs more punch per ton than any other 'Mech. In a long-range toe-to-toe slugfest, the *Thorn* can usually reduce an opponent of equal weight to scrap in minutes.

Like the *Hussar*, the *Thorn* was designed to serve in frontline combat units as a quick-reaction fire support platform, rather than a scout. Based on this goal, its inability to jump was not considered detrimental. Nonetheless, the many commanders who tried to use all light 'Mechs as scouts found the *Thorn* to be all but useless. The close-in ambush-style engagements that scouts typically face negated the firepower of the Zeus missile launcher, and the 'Mech did not have sufficient speed to quickly break off an engagement.

Opponents of the design also note that a 'Mech cannot hit what it cannot reach. Though the 120 Class engine allows the 'Mech to run at a respectable speed, its lack of jump jets leaves the *Thorn* at a disadvantage if its target jumps behind a stand of trees or a convenient hill.

This willingness to favor weapons over maneuverability has made the *Thorn* a favorite of 'Mech companies looking for rapid fire support. The weapon placement and ease of maintenance have given the design high marks in every technician's manual. The arms and legs are completely accessible, allowing a service crew to actually enter the limbs and work on repairs from the inside.

The *Thorn*'s main armament consists of two medium lasers. The design is noted as a "cool running" 'Mech, but the placement of one laser directly under the pilot's feet commonly deceives the MechWarrior into believing the *Thorn* is running hotter than the systems indicate. Extensive cooling is provided in the cockpit area, but the lack of an effective venting system for the medium laser makes repeated firing uncomfortable for the pilot.

The Zeus long-range missile system is extremely accurate, and the arm mount allows the pilot to switch targets quickly. If damaged, the entire system can be replaced in a few hours. This is a fortunate feature, because the launcher can easily be destroyed if the 'Mech engages in hand-to-hand combat. The missile-feed system, which routes reloads from the torso storage compartment, is average at best. If damaged, reloads can become lodged in the upper arm, where additional damage has been known to cause detonation, destroying the arm.

THE-S THORN

Type: **Thorn**
Technology Base: Inner Sphere
Tonnage: 20

Equipment		Mass
Internal Structure:		2
Engine:	120	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4

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

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	RA	1	2
Ammo (LRM) 24	RT	1	1
Medium Laser	H	1	1
Medium Laser	LA	1	1
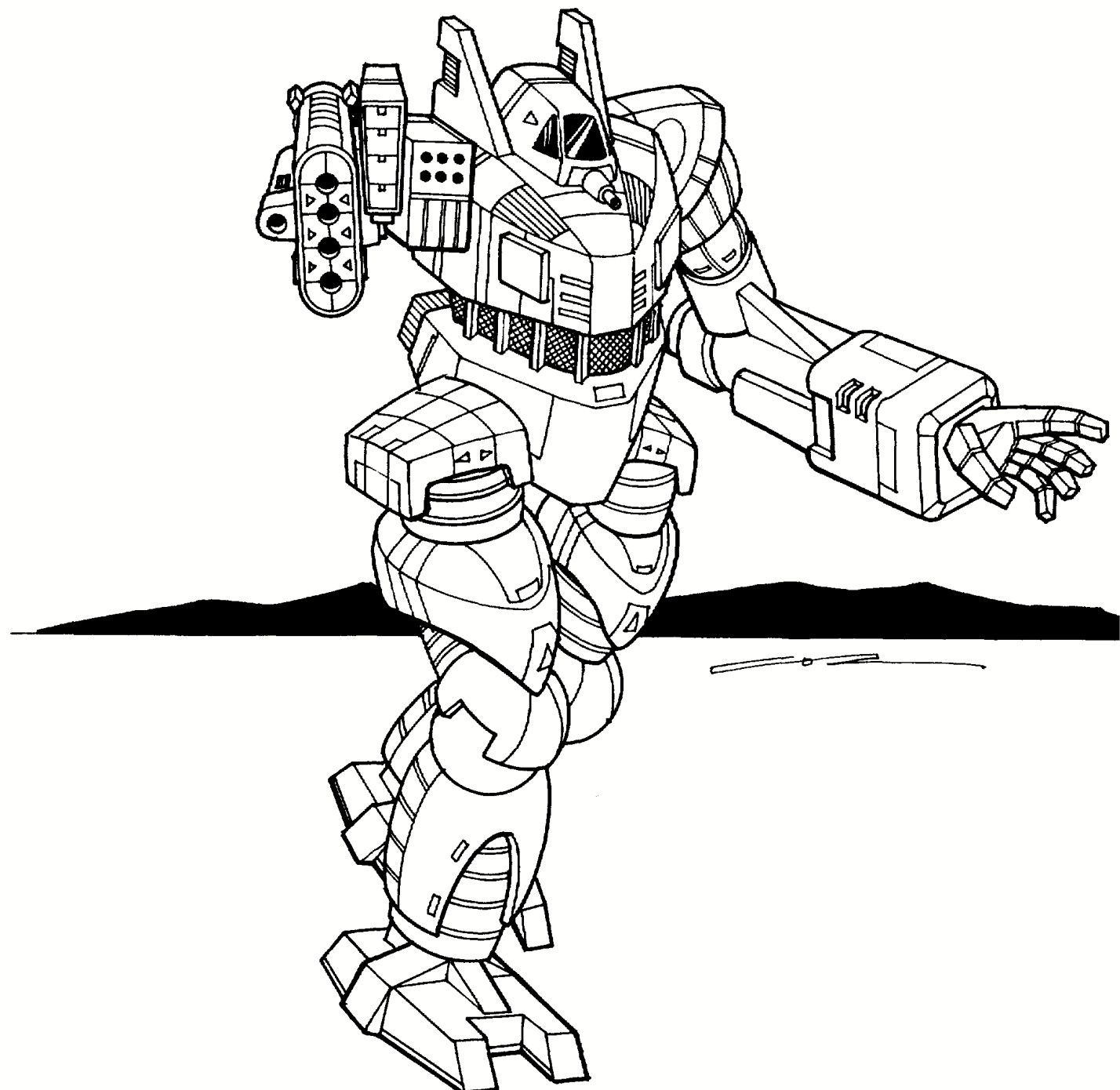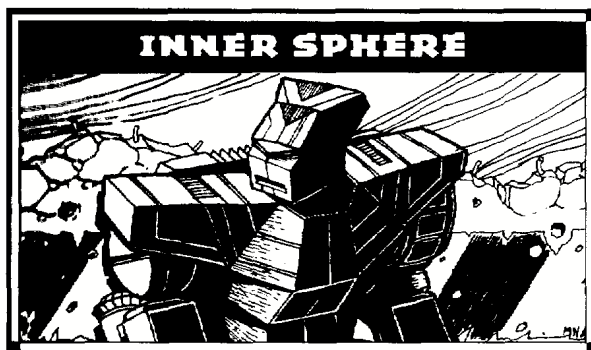
Mass: 25 tons
Chassis: Coventry Metal Works
Power Plant: GM 150
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
    Jump Capacity: None
Armor: Lexington Limited
Armament:
    1 Shannon Six-Shooter Missile Pack
    1 Coventry 4-Tube Missile System
    1 Hesperus-B3M Medium Laser
Manufacturer: Coventry Defense Conglomerate
Communications System: TharHes Crystal Flower RG-2
Targeting and Tracking System: TharHes Star Shark

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

The *Commando* has been configured in many variants, some more successful than others. Only one variant is taken seriously by Lyran Commonwealth commanders. Designated COM-3A, the 'Mech carries a six-tube missile system on its right hand and a flamer in its right arm. Extensive testing of the variant has proven this version successful, and Coventry may produce a field refit kit for this version.

Type: **Commando**
Technology Base: Inner Sphere
Tonnage: 25

Equipment		Mass
Internal Structure:		2.5
Engine:	150	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4

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

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

LOOSE

MON-67 MONGOOSE
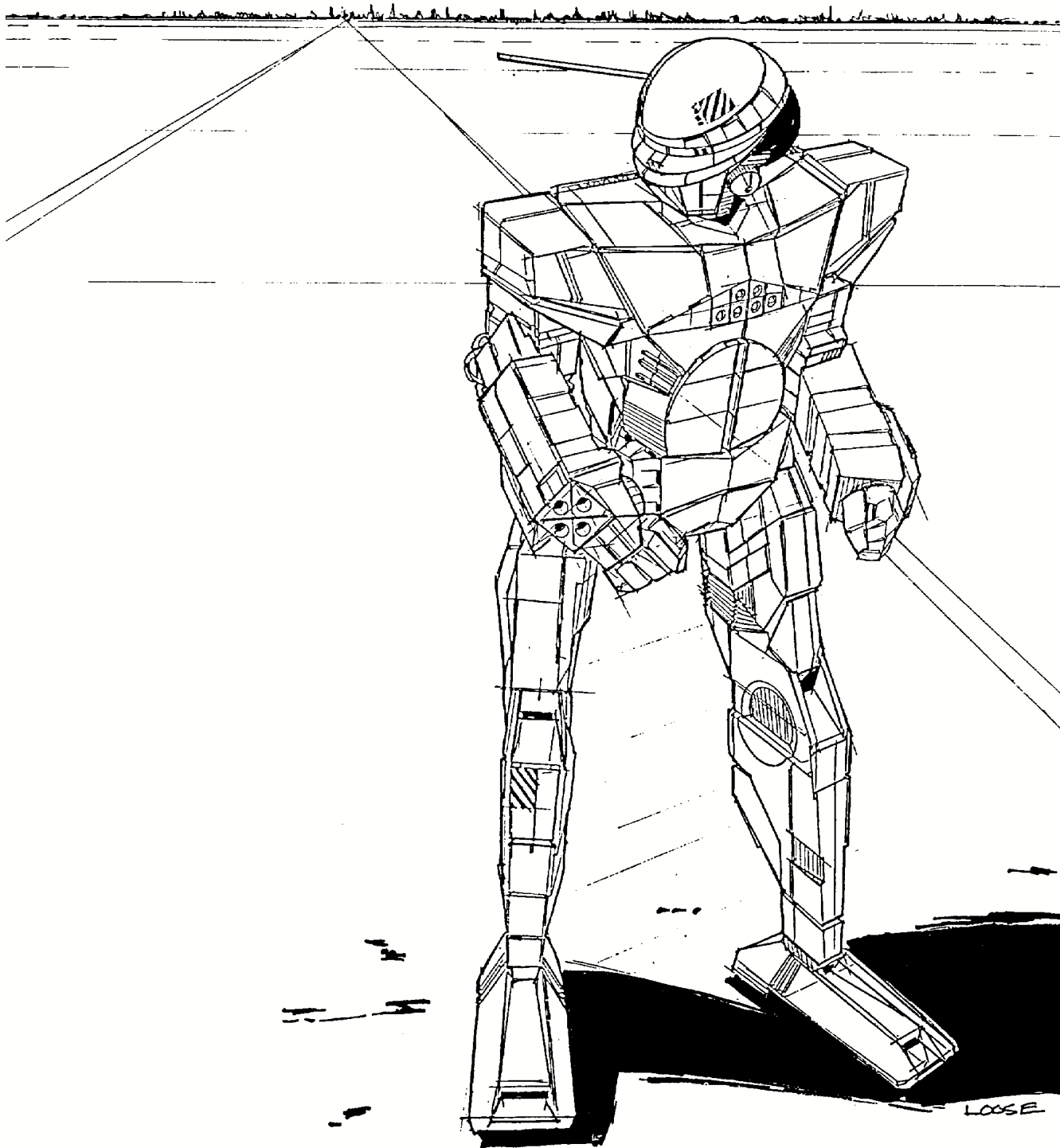
Mass: 25 tons
Chassis: Kell/D
Power Plant: Nissan 200
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: None
Jump Capacity: None
Armor: Protec Tech 6
Armament:
3 Starflash Medium Lasers
1 Starflash Small Laser
Manufacturer: Diplan 'Mechyards of Ozawa
Communications System: ON-5
Targeting and Tracking System: TharHes Mars-1

OVERVIEW

Introduced in the spring of 2660, the quick, agile *Mongoose* soon became popular with Star League light lance commanders. Equipped with the Beagle active probe, which combined thermal and magnetic passive sensors with an active millimeter-wavelength phased-array radar, the *Mongoose* rendered all attempts at concealment useless.

Though the 'Mech was originally designed for deep reconnaissance, commanders began to adapt it for command and control duties as soon as they discovered that the *Mongoose*'s advanced sensor array and associated central processing units would allow them to easily coordinate the activities of an entire light company. Demand for this new vehicle was high, and by 2668, the design had become the standard command 'Mech for all light and recon lances.

The First and Second Succession Wars devastated the Inner Sphere's industrial might. As was the case for the MechWarriors of many advanced BattleMech designs dependent on a constant flow of replacement parts, *Mongoose* pilots found themselves patching and jury-rigging together their "state-of-the-art" electronics and weaponry. The first item to suffer was the sensor array, and today, none of the few operational *Mongooses* have a functioning Beagle probe.

CAPABILITIES

The *Mongoose* was designed to replace the venerable *Locust*, with ground speed, rather than jumping ability, as the key to the 'Mech's maneuverability. An instant success with field commanders, the 'Mech is considered an outstanding design. The 'Mech's armament is based entirely on energy weapons, freeing it from an undue reliance on resupply. This makes the *Mongoose* an ideal deep-recon 'Mech or raider.

The *Mongoose* carries a heavy load of armor for its size, and it can withstand a direct PPC blast to the chest without suffering internal damage. If necessary, the *Mongoose* can engage medium 'Mechs with some chance of success.

The laser systems are tried and dependable, with excellent heat dissipation provided by the primary cooling collars located just above the 'Mech's elbows.

Secondary heat sinks, located in the back of the torso, funnel heat toward the waist. The lasers mounted in the center torso and head are very accurate, employing internal compensatory systems that allow the *Mongoose* to aim precisely when at a full run. The only drawback to the weapon system is the cooling jacket for the center torso laser, which rests on top of the engine compartment and tends to deteriorate rapidly. Replacement is not difficult, but studies show the jacket is virtually useless after only 100 firings. The additional heat does not impair the *Mongoose*'s performance, but it makes the cockpit uncomfortable for the pilot and sometimes interferes with the sensor array.

Type: **Mongoose**
Technology Base: Inner Sphere
Tonnage: 25

Equipment		Mass
Internal Structure:		2.5
Engine:	200	8.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	88	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT	1	1
Small Laser	H	1	.5
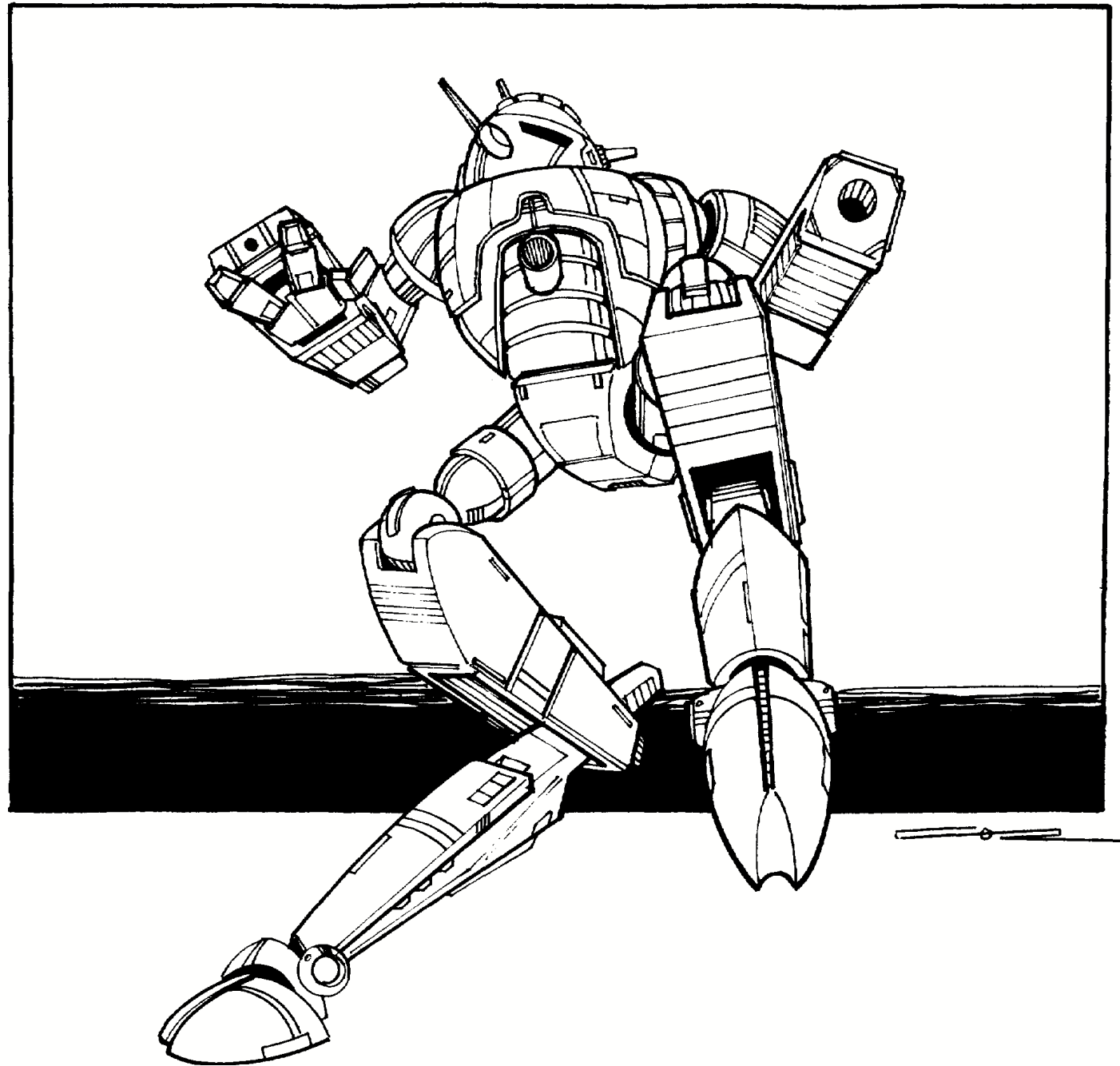
Mass: 30 tons
Chassis: Irian Chassis Class 10
Power Plant: GM 270
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
    Jump Capacity: None
Armor: Starshield
Armament:
    2 Hellion-V Medium Lasers
    1 Olympian Flamer
Manufacturer: Irian BattleMechs Unlimited
Communications System: Irian TelStar
Targeting and Tracking System: Alexis Photon
    Target Acquisition System

OVERVIEW

The *Hermes* was designed as a heavy scout for the Star League Defense Forces. Commissioned in 2632, the 'Mech was delivered in record time. Though the design requirements were fulfilled to the letter, the Quartermaster Command was skeptical of the swift delivery. Line officers were not surprised, therefore, when many of the first *Hermes* 'Mechs turned out to have glitches in the electronics bay, making their targeting systems useless. When the source of the problem was discovered many months later, techs had to spend hours in field-repair time rewiring the electronic bays of the new 'Mechs.

Once this glitch was corrected, the Alexis Photon Target Acquisition System became a point of pride for Irian. The Alexis paints the target with a low-intensity targeting laser before actually firing either laser. If the Alexis fails to lock onto a high-density target, such as an armored vehicle or 'Mech, the system suspends the order to fire. The fire order is held in a memory buffer until the system acquires a valid target. If no target is achieved within two seconds, the order is canceled. While the heat buildup in the laser capacitor still has to be dissipated, the system saves wear and tear on the laser focusing apparatus, thus reducing maintenance requirements. Like many pieces of Star League lostech, most Alexis systems are no longer functional and have been replaced with more readily available targeting systems.

The *Hermes* design called for a 'Mech as fast as any then in service. The end product greatly exceeded initial expectations, but only at the cost of extremely weak firepower. The high cruising speed was seen as desirable, but the lack of significant firepower made the 'Mech unpopular. Scout pilots could not get used to a 30-ton 'Mech with only two medium-range weapons. As a result, the *Hermes* saw service for nineteen years, after which time the 'Mech was taken out of active service, put into storage and the manufacturing line shut down.

The Succession Wars brought the *Hermes* out of storage and sent it back into combat. 'Mechs were at a premium, and even an unpopular design such as the *Hermes* gained renewed value. By 2798, Irian elected to reopen the *Hermes* manufacturing line, upgrading the design to the *Hermes II* by 10 tons, using less advanced comopnents. As the wars slowly ground on, techs replaced the advanced composite armor featured on the the original with inferior quality plate. Like most 'Mechs of Star League lineage, the few surviving *Hermes* are a patchwork of bits and pieces, the serial number plate remaining as the only original part.

CAPABILITIES

The main asset of the *Hermes* is its tremendous speed. Capable of sustained bursts of speed, the 'Mech fulfills its scout role admirably until it encounters the enemy. Then its light armor protection puts it at a significant disadvantage.

The hand flamer of the *Hermes* is an older design using a fuel mixture rather than tapping into the fusion plant's plasma field. When the weapon is triggered, the upper cylinder releases a napalm gel. The gel is forced along pressure hoses toward the nozzle. Instead of exposing the napalm to open flame, the gel mixes with small amounts of phosphorus suspended in water. When the phosphorus hits the air, it bursts into flame, igniting the napalm. The system is considered among the safest devised, because the napalm is stored far from the igniting agent. Only a small amount of phosphorus is required to ignite the mixture, and so damage to the storage cylinder usually causes only minor damage to the limb. As a further safeguard, ejection racks can jettison the storage cylinders away from the 'Mech.

Type: **Hermes**
Technology Base: Inner Sphere
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	270	14.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	56	3.5

	Internal Structure	Armor Value
Head	3	7
Center Torso	10	7
Center Torso (rear)		4
R/L Torso	7	6
R/L Torso (rear)		2
R/L Arm	5	5
R/L Leg	7	6

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Flamer	LA	1	1
Medium Laser	CT	1	1

HSR-300-D HUSSAR

STAR LEAGUE
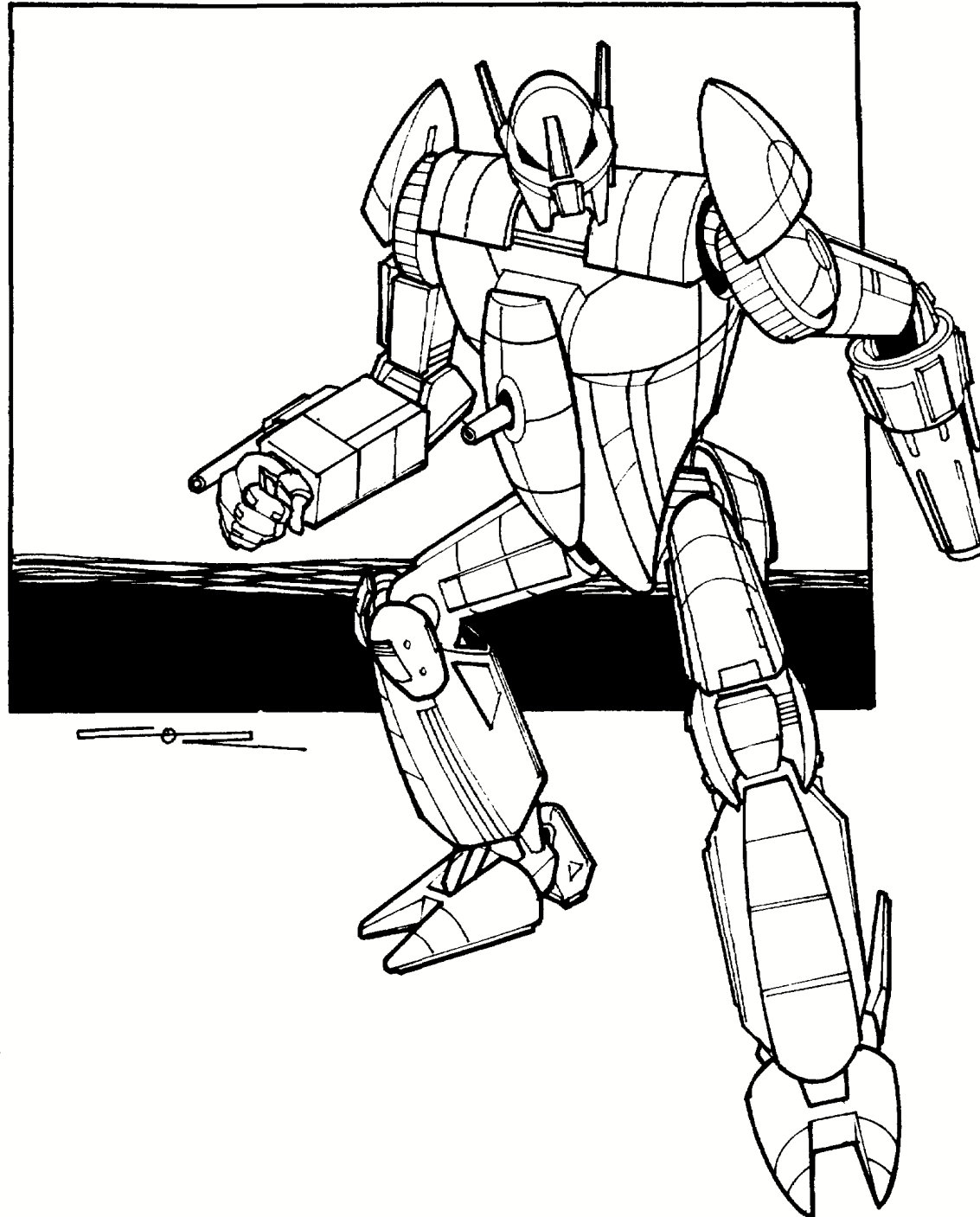
Mass: 30 tons
Chassis: Benztrov 40
Power Plant: GM 270-A
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
    Jump Capacity: None
Armor: Riese Reliable
Armament:
    1 Defiance B3L Large Laser
Manufacturer: Newhart Industries
Communications System: Ranger LAF Model 2
Targeting and Tracking System: Dynatec 990

OVERVIEW

The HSR 200-D *Hussar* was one of the most widely used light 'Mechs in the Star League Defense Forces. With a maximum speed of 151 kph, the *Hussar* is a difficult target to hit in a one-on-one fight. Its paper-thin armor, however, made it extremely vulnerable to enemy fire. Originally intended to provide fire support for infantry units, the *Hussar* proved useful as a support 'Mech for light units and so was often deployed in the company of the *Thorn*.

Historically, the *Hussar* earned fame for its success in skirting enemy lines and monitoring enemy troop movements. In 2630, during a series of rebellions on the Lyran world of Wotan near the Dark Nebula, Lyran officials requested assistance from the 51st *Hussar* Regiment of the XXX Corps. Ten *Hussars* known as "The Fingers of Death" dropped far behind enemy lines with little support. Their mission was to disrupt enemy activities for as long as possible. During the three-week operation, the 'Mechs destroyed several communications stations and ammunition dumps. Finally, the rebellious locals tracked down several of these raiding *Hussars* and attempted to engage them in combat, only to see the 'Mechs turn tail and run away at staggering speeds.

When the fighting ended, only three of the ten *Hussars* had been destroyed. The Fingers of Death had proved the combat value of the *Hussar*, and its positive reputation grew.

CAPABILITIES

The *Hussar* was originally equipped with an extended-range large laser, which gave it above-average targeting ability and firing range. However, this laser used a crystalline-matrix focusing array that degraded over time, and so over the course of the Succession Wars most of the Great Houses were forced to replace the focusing mechanism in their *Hussars* with a more conventional lens system.

The *Hussar's* most significant drawback is the thinness of its armor; its mere 1.5 tons of armor make it the least-protected 'Mech on the battlefield. Fortunately for its pilots, the *Hussar* is also amazingly fast and mounts better weapons than most light 'Mechs. The relative power and weight of a 'Mech's armor, weapons and speed are delicate tradeoffs in battle, but the net result allows the *Hussar* to make a quick strike against a target and just as quickly disengage even against lighter BattleMechs.

The *Hussar's* Ranger communications system is also above average, with extended-range capabilities for surveillance missions as well as the ability to jam most communication channels. Several well-placed *Hussars* behind enemy lines can completely disrupt the giving of orders and deployment of enemy troops. A *Hussar* can tap into transmissions between enemy BattleMechs 35 kilometers away from it. As with most Star League-era lostech, the serviceability of this system depends on the skills of the technician maintaining the BattleMech. However, this system has stood the test of time better than most other advanced electronics, and reliable estimates indicate that 25 percent of all operational *Hussars* still have a fully functional Ranger system.

Type: **Hussar**
Technology Base: Inner Sphere
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	270	14.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	24	1.5

	Internal Structure	Armor Value
Head	3	3
Center Torso	10	4
Center Torso (rear)		1
R/L Torso	7	3
R/L Torso (rear)		1
R/L Arm	5	2
R/L Leg	7	2

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	CT	2	5

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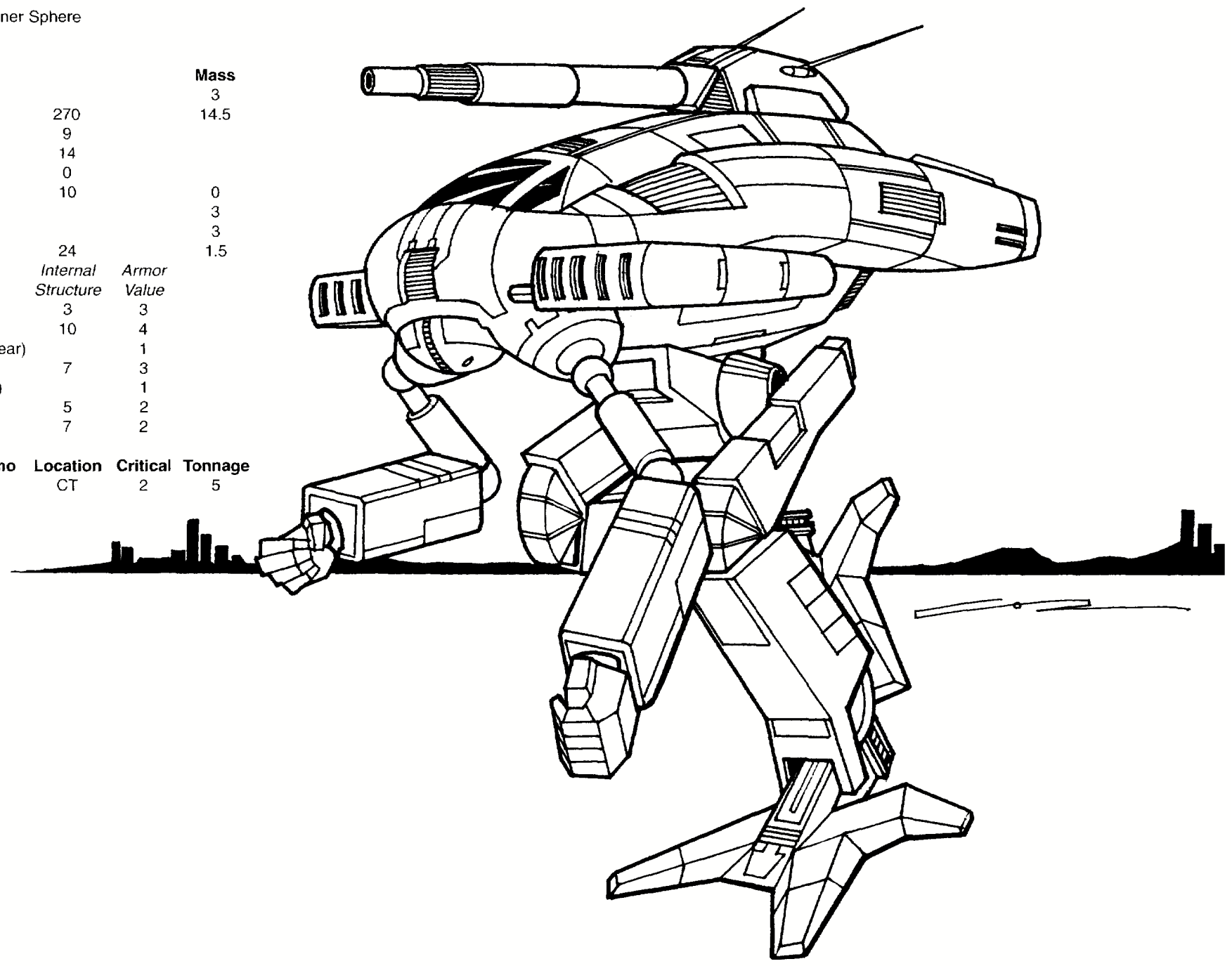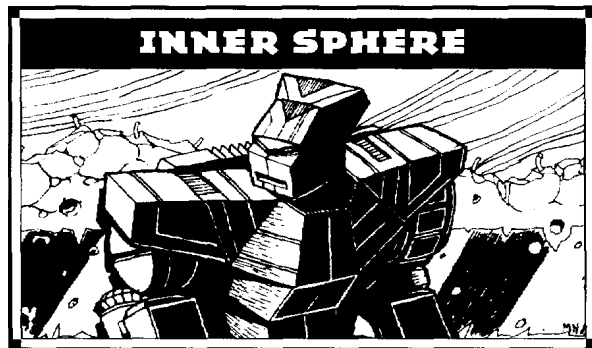
Mass: 30 tons
Chassis: Duralyte 246
Power Plant: GM 180
Cruising Speed: 67.3 kph
Maximum Speed: 95.9 kph
Jump Jets: Rawlings 95
  Jump Capacity: 180 meters
Armor: Star Guard I
Armament
  2 Arrowlite SRM 6 Racks
Manufacturer: Stormvanger Assemblies, Light
  Division
Communications System: Garret T10B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

OVERVIEW

The JVN-10N *Javelin* is one of the newer recon vehicles used by the armies of the Successor States. First produced in 2751, the light 'Mech still had not been entirely integrated into many 'Mech regiments by the beginning of the First Succession War in 2786. The *Javelin*'s appearance on the battlefield caught many combatants off guard. House Davion took a particular interest in the *Javelin*'s development, introducing the 'Mech into many recon lances. Today, after its use in centuries of Succession Wars, the *Javelin* is known as a reliable scout 'Mech.

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

After the enemy had passed by, Bunk's Lance rose up and bombarded the rear units of the Kurita 'Mechs, destroying one *Phoenix Hawk* and heavily damaging two others. Bunk's Lance then jumped out of position,

pursued by more than a company of the enemy. Using leapfrogging tactics, the *Javelins* kept up an harassing missile fire until they were in support range of heavier friendly units.

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

VARIANTS

One *Javelin* has gained some acceptance in the Successor States. Known as the *Fire Javelin*, it mounts two Diverse Optics Type 20 medium lasers in place of the SRM racks. The extra tonnage saved by dropping the heavy missile launchers enables the *Fire Javelin* to mount the armor of a medium 'Mech on its light-'Mech chassis (usually upgraded to a Duralyte 446 for this variant). This 'Mech's only disadvantage is the heat buildup that occurs if the pilot attempts to use the *Javelin*'s jump jets at the same time he is firing the medium lasers.

JVN-1ON JAVELIN

Type: **Javelin**
Technology Base: Inner Sphere
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	180	7
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4

	Internal Structure	Armor Value
Head	3	6
Center Torso	10	8
Center Torso (rear)		2
R/L Torso	7	8
R/L Torso (rear)		2
R/L Arm	5	6
R/L Leg	7	8

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

LODGE
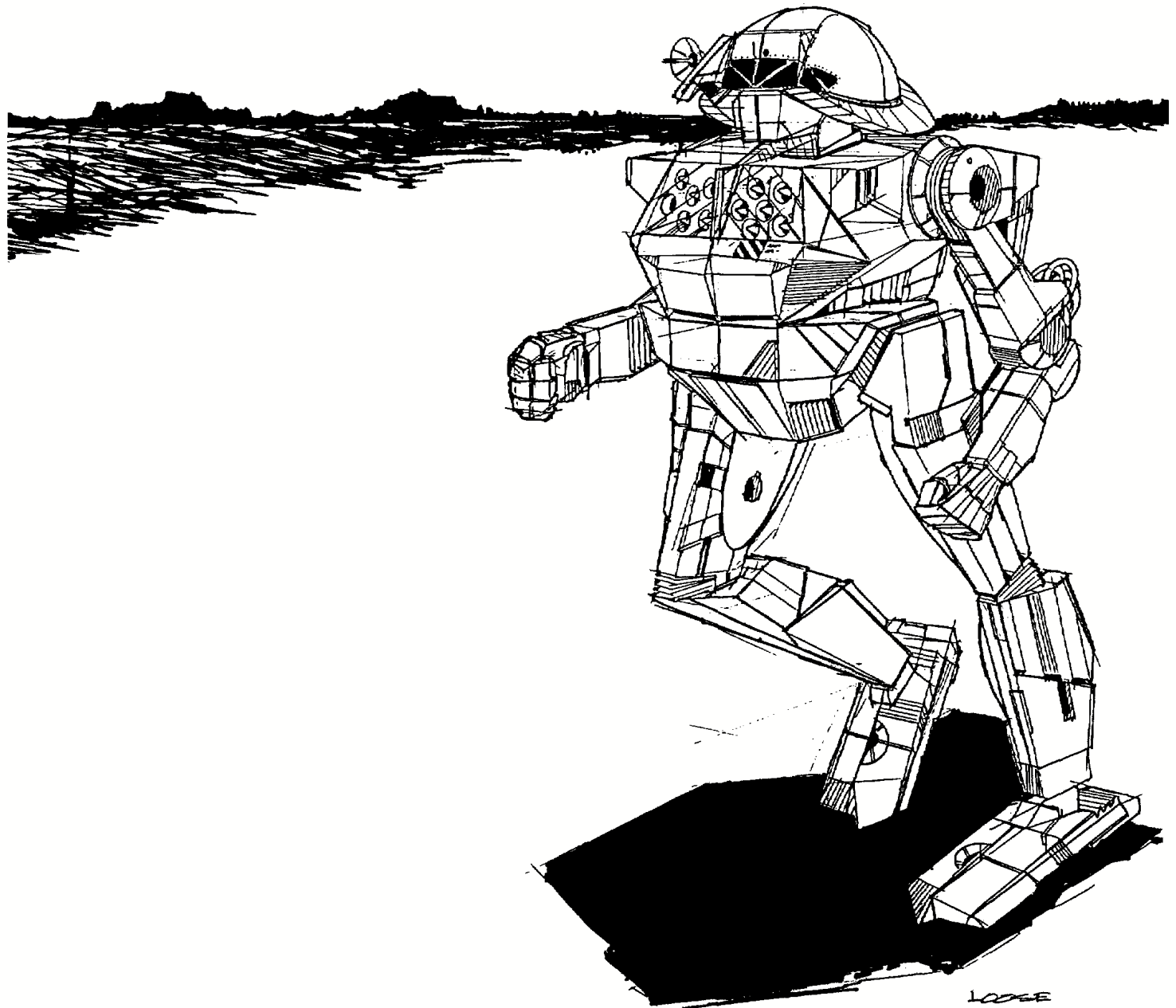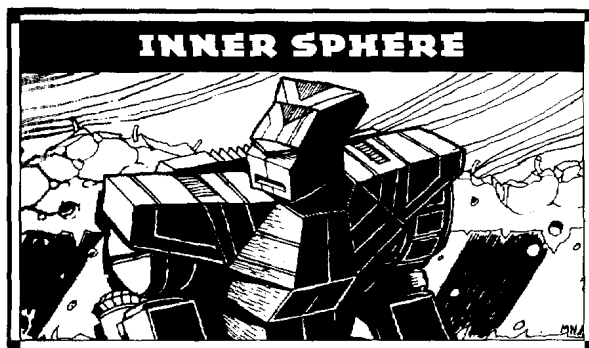
Mass: 30 tons
Chassis: Newhart 1200
Power Plant: Pitban 240
Cruising Speed: 86.4 kph
Maximum Speed: 130 kph
Jump Jets: Pitban LFT-10
    Jump Capacity: 240 meters
Armor: Durallex Light
Armament
    2 Aberdovey Mark III Medium Lasers
Manufacturer: Newhart Interstellar Industries Ltd.
Communications System: O/P 500A
Targeting and Tracking System: O/P TA1240

OVERVIEW

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

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

Two experimental versions of the SDR-5V have been discovered within the Successor States. One version supports only a single Aberdovey medium laser and two Arkum flamers mounted on each of the arms. This version is used primarily in Davion-controlled space. The other version, which is used mainly by House Kurita troops, also has one medium laser and two machine-gun systems mounted in the arms. It is designed primarily as an anti-infantry attack 'Mech.

Type: **Spider**
Technology Base: Inner Sphere
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	240	11.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	56	3.5

	Internal Structure	Armor Value
Head	3	6
Center Torso	10	8
Center Torso (rear)		4
R/L Torso	7	6
R/L Torso (rear)		2
R/L Arm	5	5
R/L Leg	7	6

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

INNER SPHERE
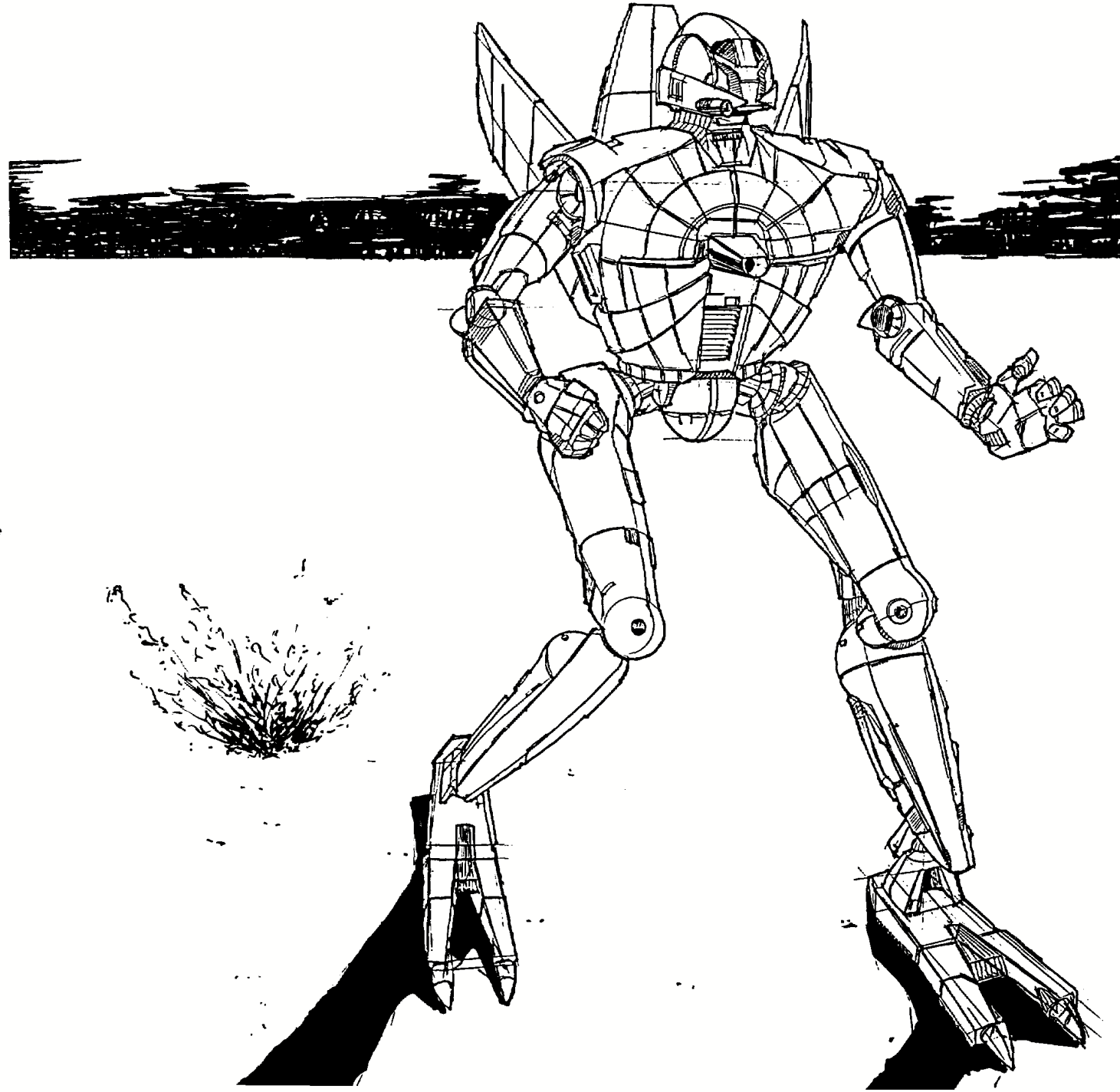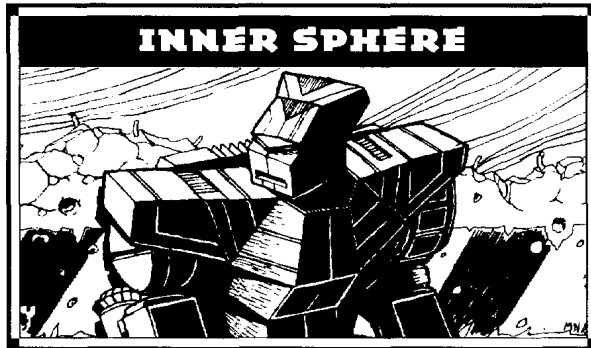
Mass: 30 tons
Chassis: Republic-R
Power Plant: Leenex 60
Cruising Speed: 21.6 kph
Maximum Speed: 32.4 kph
Jump Jets: Pitban 6000
   Jump Capacity: 60 meters
Armor: Durallex Medium
Armament:
   1 Imperator-B Autocannon
   1 Harmon Light Laser
Manufacturer: Orguss Industries
Communications System: Dalban Interact
Targeting and Tracking System: Dalban Urban

OVERVIEW

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

During a recent border clash, several regiments of the Marik's Regulan Hussars were sent on a parts raid against Liao storehouses on Carver V, where the city of Fort Lyons held a sizeable stock of 'Mech components that were defended by the urban defense regiments of the Chesterton Reserves, including several *UrbanMechs*. Commanding Fort Lyons' defense,

Regimental Colonel Teresa Keed deployed her *UrbanMechs* as the city's first line of defense. The *UrbanMechs* confronted a Marik *Marauder* company as it moved into the city.

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

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

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

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

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

VARIANTS

As noted above, the major variant of the *UrbanMech* is the armless version. The disadvantages of this design proved too-often fatal, and so very few have survived to the present. House Liao has a few *UrbanMechs* with Imperator-Zeta Class 20 autocannon, but the weapon's heat and mass have kept this variant of the 'Mech from gaining any great popularity.

Type: **UrbanMech**
Technology Base: Inner Sphere
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	60	1.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	2	
Heat Sinks:	11	1
Gyro:		1
Cockpit:		3
Armor Factor:	96	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		8
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	12

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

INNER SPHERE
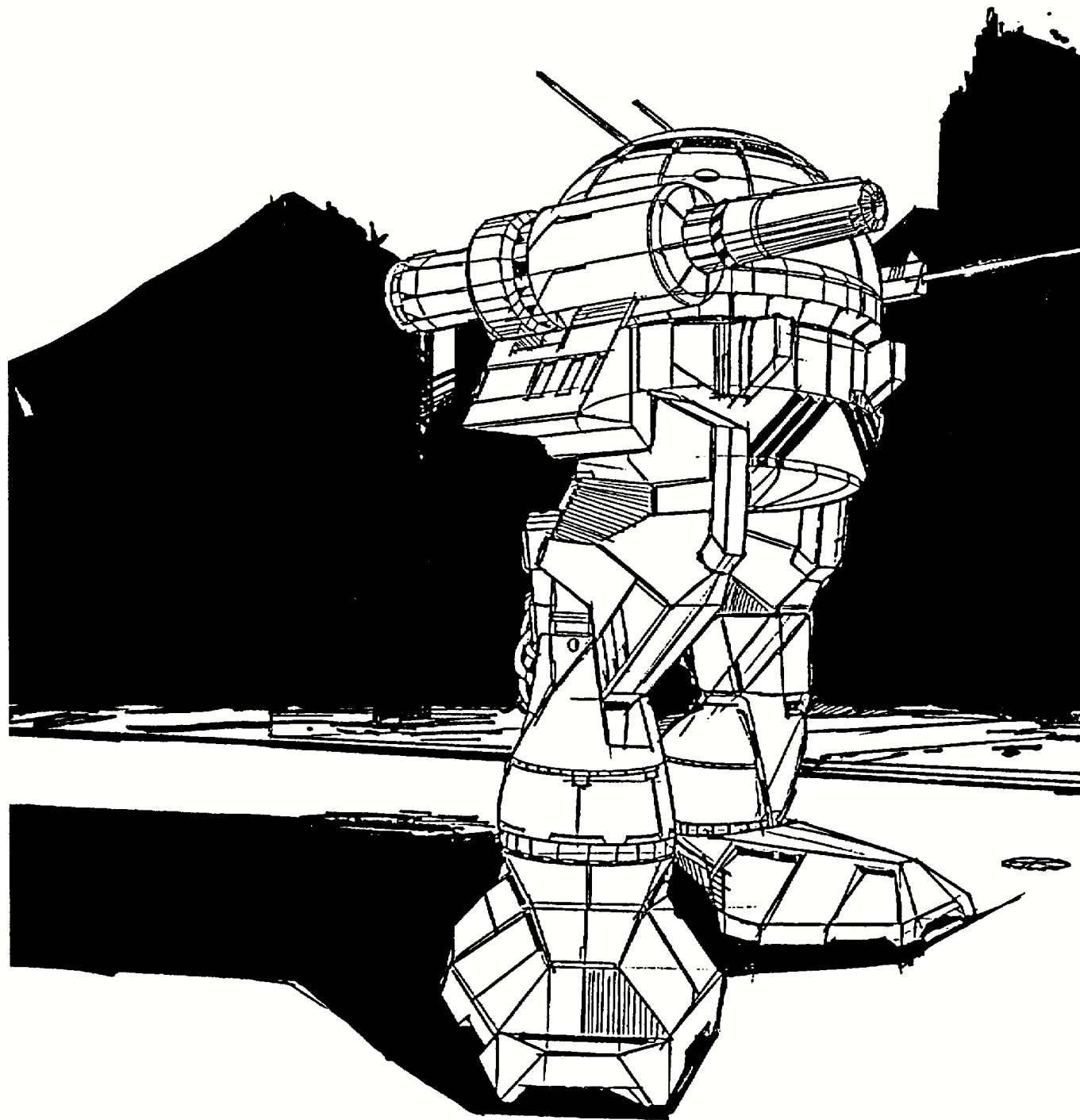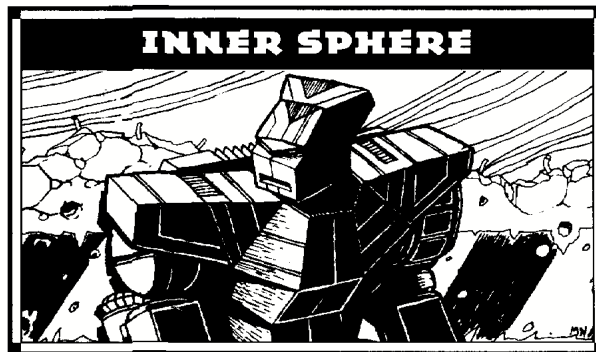
Mass: 35 tons
Chassis: Argile H/09
Power Plant: 210 GM
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Firestone Radial 6s
    Jump Capacity: 180 meters
Armor: Livingston Ceramics
Armament:
    2 Magna II Medium Lasers
    2 Deprus RF Machine Guns
    4 Purity L-series Flamers
Manufacturer: Argile Technologies of Skye
Communications System: Tansech Omni-7
Targeting and Tracking System: Tansech C30-97

OVERVIEW

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

CAPABILITIES

The *Firestarter* was rarely attached to a lance, instead usually assigned to a company or regiment.

The commander would deploy the 'Mech to support an attack group or to scout wooded terrain.

Though a real threat to light 'Mechs, a *Firestarter* can do little against the formidable armor and weaponry of medium and heavy opponents. It was the ability to set fires that made the FS9 so valuable. Skillfully placed blazes could rout enemy forces, break lines, and corner 'Mechs. A whole series of tactics was developed around creating and spreading wildfires. *Firestarter* pilots are particularly fond of setting dense woods afire while enemy 'Mechs are advancing through them and of igniting buildings that are sheltering enemy units. If an engagement is lost, a *Firestarter* could create fire and smoke to cover a retreat and to hamper pursuit.

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

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

DEPLOYMENT

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

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

In August 2786, House Kurita attacked. Elements of McGavin's and Johiro's Regiments landed near the capital city, despite the best efforts of Walker's aerospace fighter wing. To escape the constant fighter

attacks, the invaders advanced on the capital through heavily wooded country. Seeing her chance, Colonel Waters sent her *Firestarters* into action.

An intense drought had left the forests tinder-dry, and the *Firestarters* quickly ringed the Kurita forces in flames. While the enemy 'Mechs struggled through the burning forest, moving slowly to avoid overheating, Waters brought her forces to the edge of the fire, engaging the enemy as it stumbled from the inferno. After only a few hours of combat, the Kurita forces were forced to retreat offworld. While the Second Lyran Guard had suffered only light damage, fewer than half of the attackers escaped.

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

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

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

VARIANTS

Although a number of variants were built, the FS9-H series was the most widely used. This type was produced almost exclusively from 2703 on, and it became the de facto standard for incendiary 'Mechs. One successful scout variant replaced the flamers with two Ompec-J small lasers and three additional tons of armor. Designated the FS9-M, it was renamed the *Mirage*. Only a few were built before the catastrophic battle that transformed Argile Technologies and most of Skye's capital city into desert waste. Some FS9-M variants are still in service with the Skye Rangers.

Type: **Firestarter**
Technology Base: Inner Sphere
Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Engine:	210	9
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	88	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	13
Center Torso (rear)		6
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	6
R/L Leg	8	8

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

INNER SPHERE
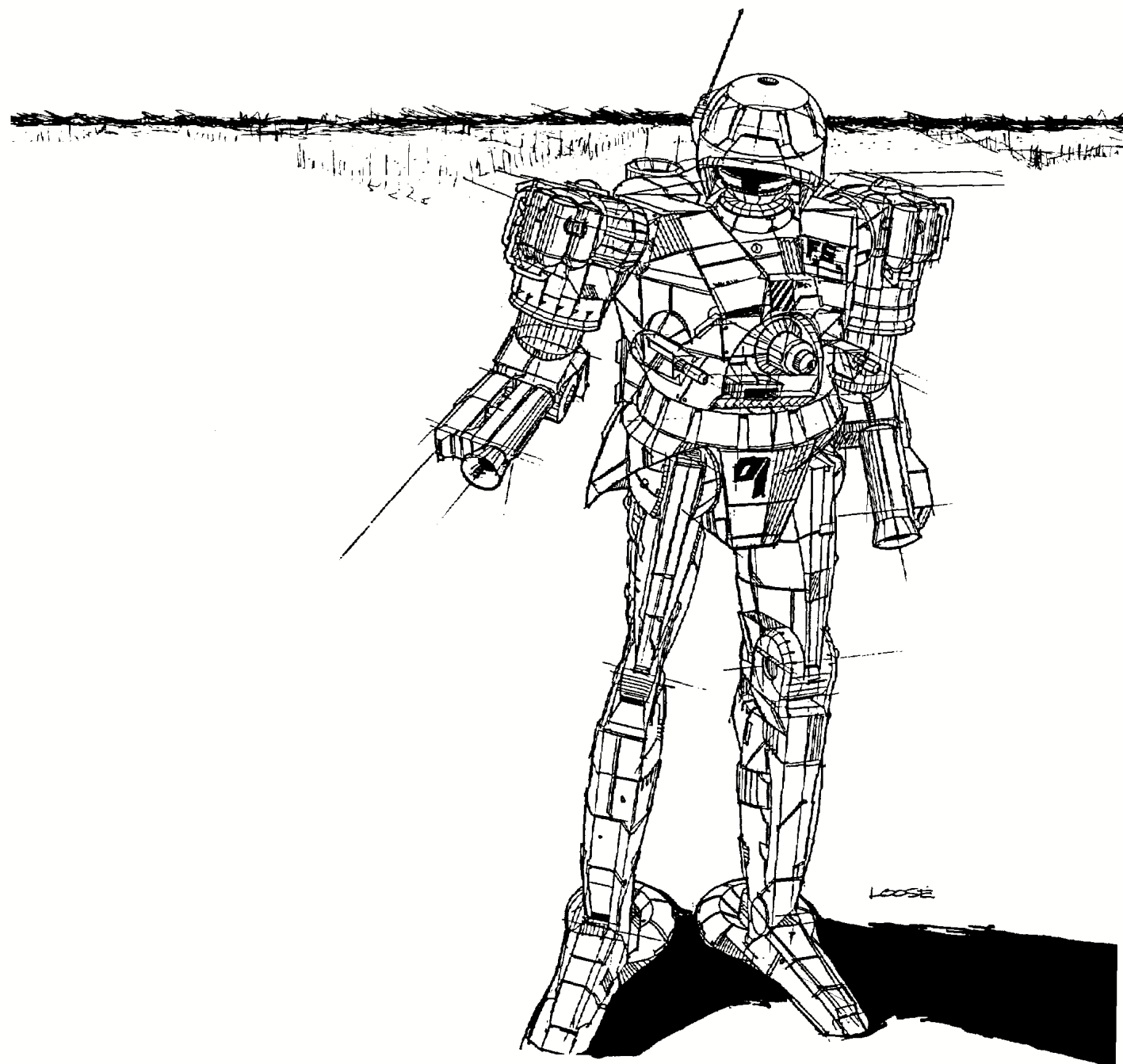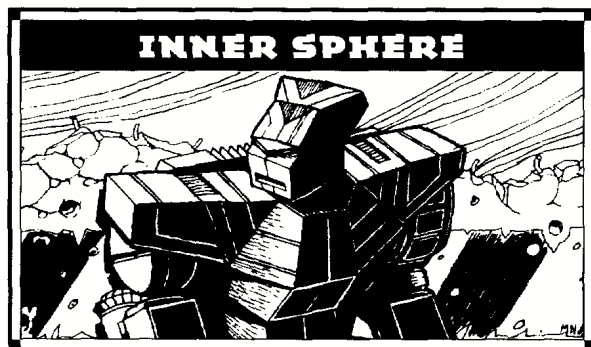
Mass: 35 tons
Chassis: Diplan Scout-A
Power Plant: 245 Magna
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: Smithson Lifters
  Jump Capacity: 150 meters
Armor: Starshield
Armament:
  4 Argra 3L Medium Lasers
  1 Thunderstroke SRM-4
Manufacturer: Diplan Mechyards
Communications System: Dawson III
Targeting and Tracking System: Bk-309

OVERVIEW

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

The original *Jenners* mounted two Argra 27C medium lasers and a Diplan HD large laser on a central turret, but this configuration could easily be disarmed by a direct hit to the turret. The medium lasers' targeting system was also plagued with problems.

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

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

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

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

JR7-D JENNER

Type: **Jenner**
Technology Base: Inner Sphere
Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Engine:	245	12
Walking MP:	7	
Running MP:	11	
Jumping MP:	5	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	64	4

	Internal Structure	Armor Value
Head	3	7
Center Torso	11	10
Center Torso (rear)		3
R/L Torso	8	8
R/L Torso (rear)		4
R/L Arm	6	4
R/L Leg	8	6

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Jump Jet	CT	1	.5
Jump Jets	RT	2	1
Jump Jets	RT	2	1

LOOSE

INNER SPHERE
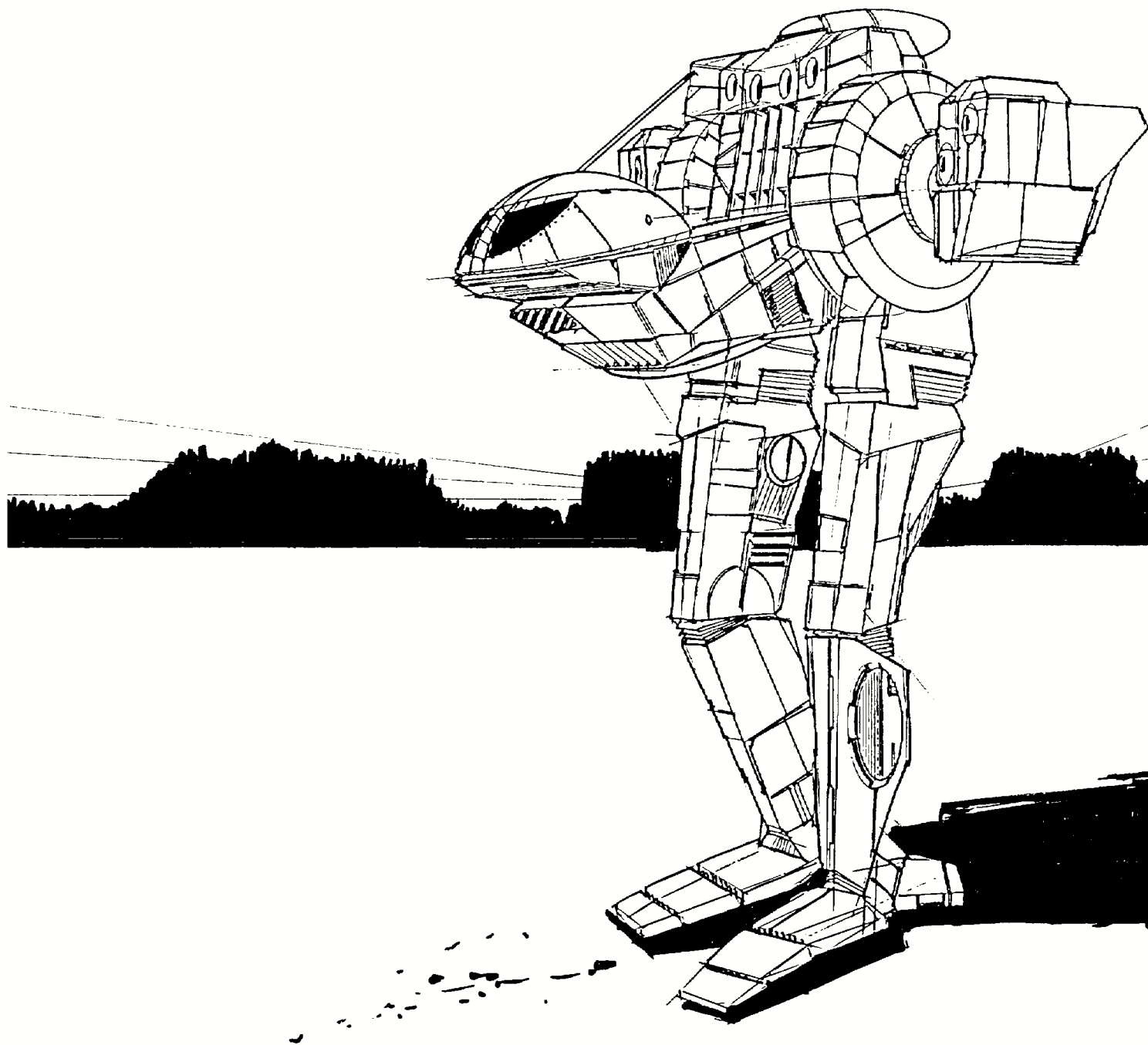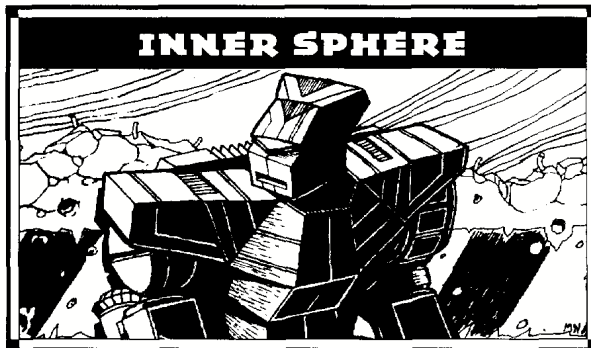
Mass: 35 tons
Chassis: Alahain 56-Carrier
Power Plant: Leenex 140
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Lexington Lifters
   Jump Capacity: 120 meters
Armor: Maxmillian 42
Armament:
   1 Telos Four-Shot SRM Missile System
   1 Lord's Light Particle Beam Weapon
Manufacturer: Alshain Weapons
Communications System: Sipher CommCon CSU-4
Targeting and Tracking System: Cat's Eyes 5

OVERVIEW

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

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

The PNT-8Z, the last of the Star League *Panther* designs, differs from the 9R only in its more advanced communications equipment and smaller fire-control computer.

PNT-9R PANTHER

Type: **Panther**
Technology Base: Inner Sphere
Tonnage: 35

Equipment		Mass
Internal Structure:		3.5
Engine:	140	5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	13	3
Gyro:		2
Cockpit:		3
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		7
R/L Torso	8	10
R/L Torso (rear)		5
R/L Arm	6	10
R/L Leg	8	12

Weapons and Ammo	Location	Critical	Tonnage
SRM 4	CT	1	2
Ammo (SRM) 25	LT	1	1
PPC	RA	3	7
Jump Jets	RL	2	1
Jump Jets	LL	2	1
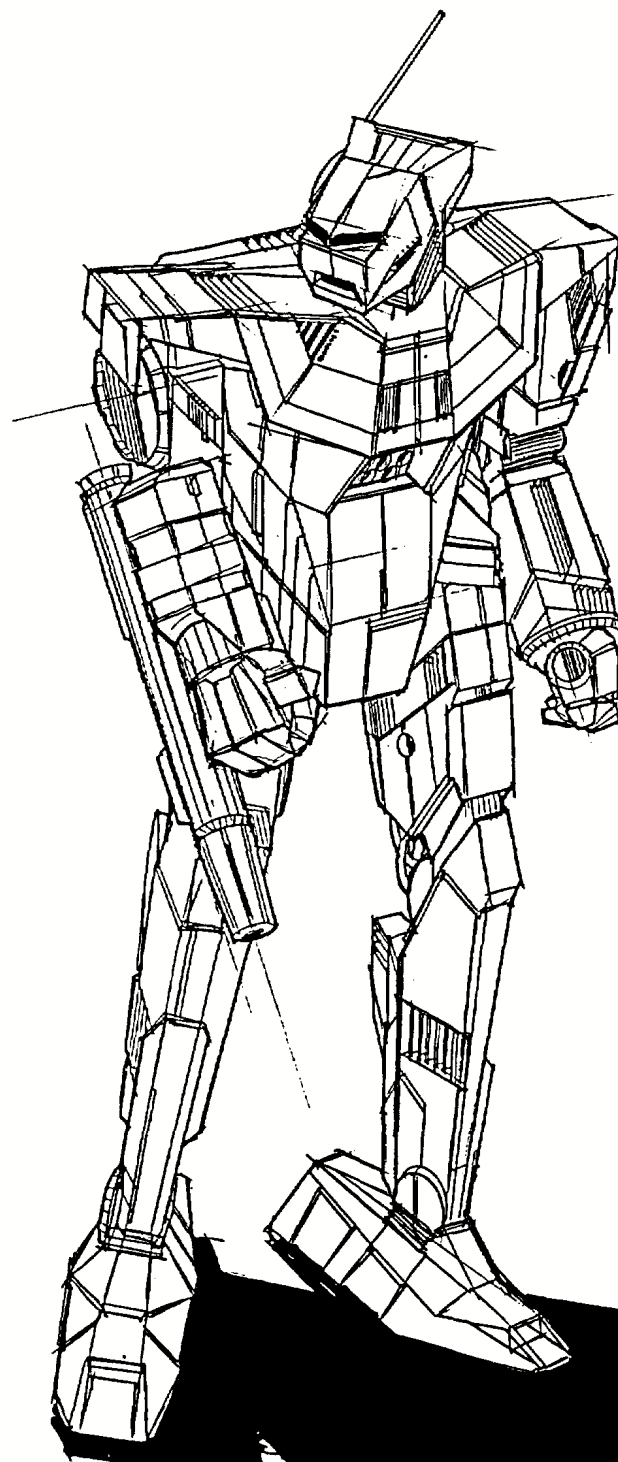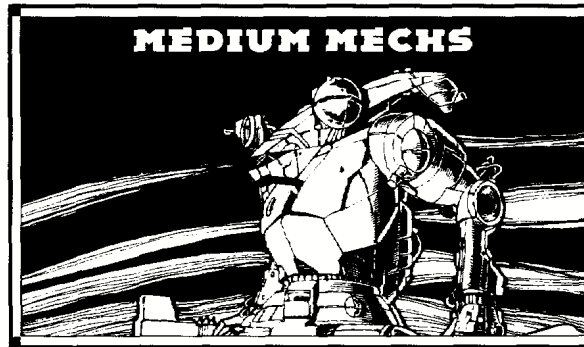
The true workhorses of the armies of the Inner Sphere, medium BattleMechs range in weight from 40 to 55 tons. In addition to being the most numerous type of 'Mech currently fielded, the medium class offers the greatest diversity in types and variants. Nearly everywhere a 'Mech unit of any description is to be found, medium 'Mechs will make up part of that unit.

On the battlefield, medium 'Mechs form the core of most every unit, regardless of size. While light units scout the terrain and enemy forces, heavy units assemble for the major push and commanders determine whether the coming battle even requires the involvement of assault units, medium 'Mechs wade in and slug it out with the opposing troops, establishing the pace of the fight and often turning the tide of battle.

INNER SPHERE
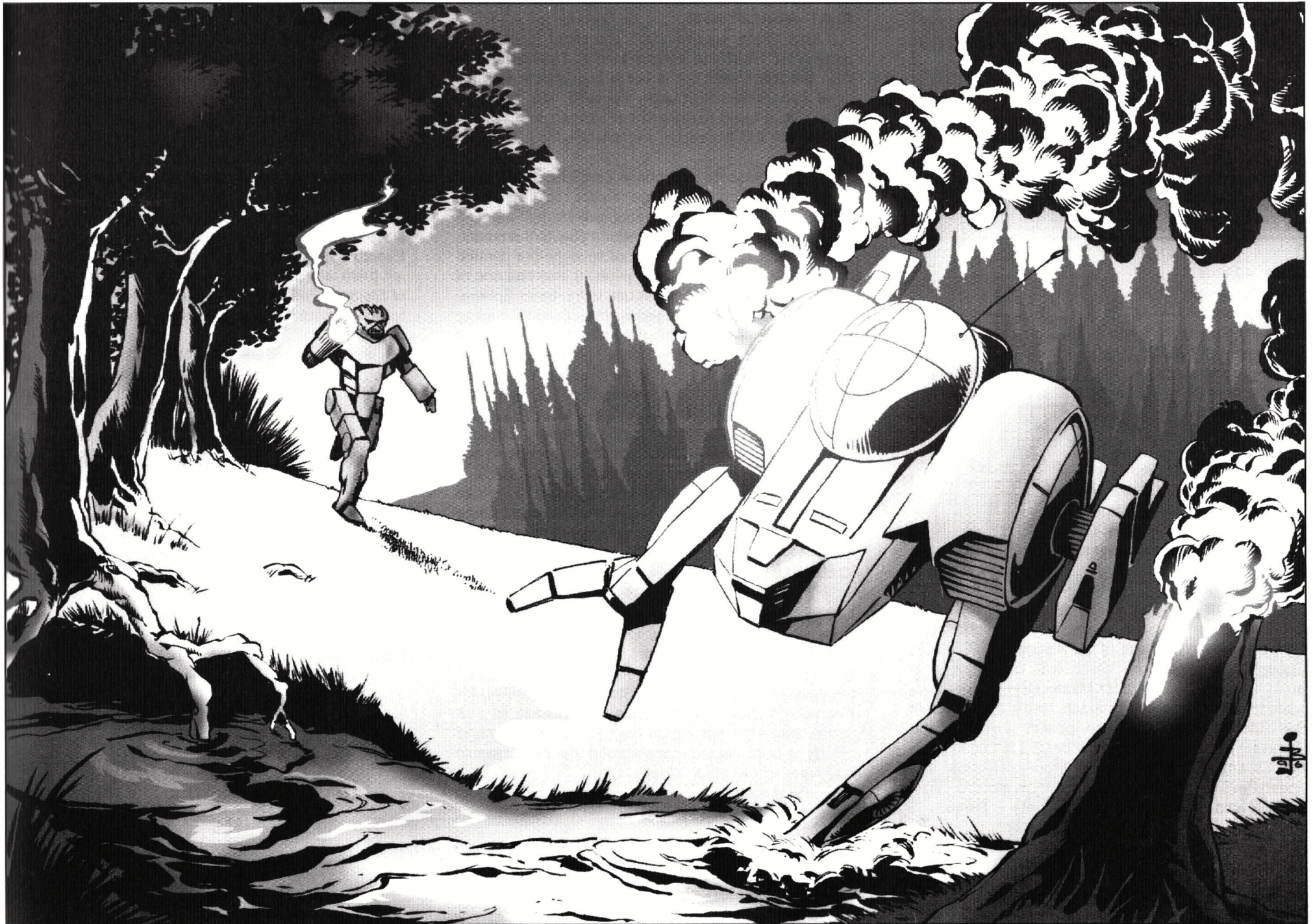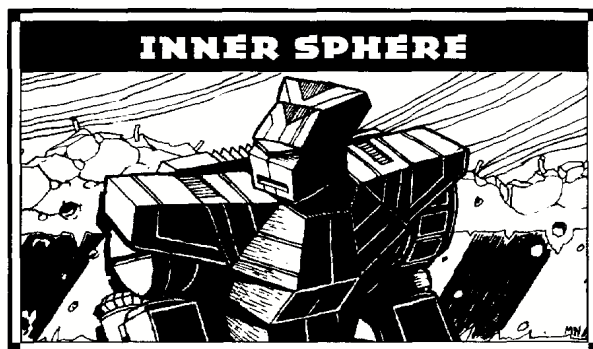
Mass: 40 tons
Chassis: Maltax 40
Power Plant: 280 VOX
Cruising Speed: 75.6 kph
Maximum Speed: 119.0 kph
Jump Jets: 100AFVTA
   Jump Capacity: 210 meters
Armor: Lox Lift Series 1
Armament:
   1 Martell Medium Laser
   1 Holly-5 LRM Launcher
   1 Holly-2 SRM Launcher
Manufacturer: Maltex Corporation
Communications System: Garret T15 B
Targeting and Tracking System: Garret 500S

OVERVIEW

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

The only known variant of the ASN-21 was designed by House Davion. By reducing the jump jets and armor weight, technicians were able to install three small Maxum 50 lasers, two of which are leg-mounted and one head-mounted. The only three working models of this variant (designated the ASN-101) are stationed with elements of the Capellan March Militia.

Type: **Assassin**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	280	16
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	12	12
Center Torso (rear)		4
R/L Torso	10	10
R/L Torso (rear)		2
R/L Arm	6	6
R/L Leg	10	6

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

CDA-2A CICADA
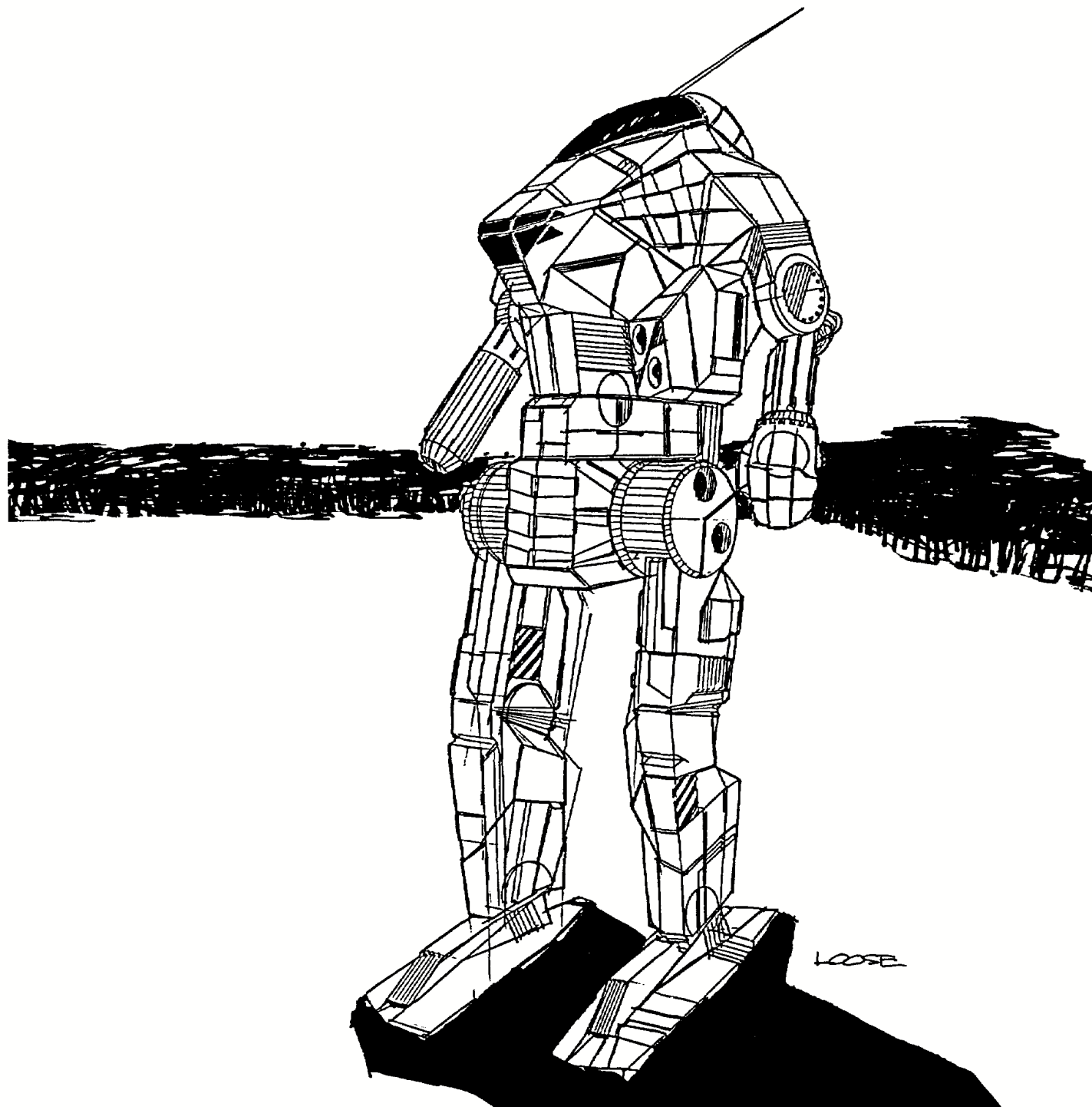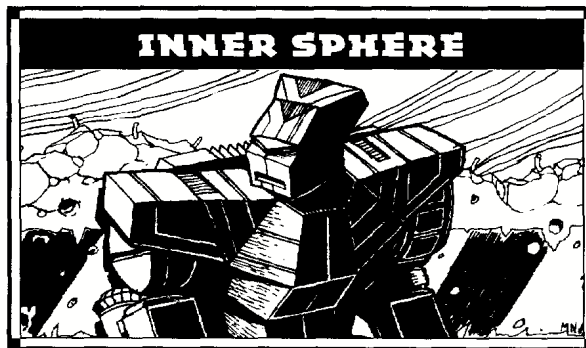
Mass: 40 tons
Chassis: Hartford 300
Power Plant: 320 Pitban
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: None
   Jump Capacity: None
Armor: 3/Star Slab
Armament:
   2 Magna Medium Lasers
   1 Magna 200 Small Laser
Manufacturer: HartfordCo
Communications System: Hartford J15 B
Targeting and Tracking System: Hartford S1000

OVERVIEW

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

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

CAPABILITIES

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

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

DEPLOYMENT

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

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

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

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

VARIANTS

Only a few experimental models were built during the first production run of the *Cicada*. Of these, one was not equipped with the small laser system but carried two Hotseat flamers. Another version mounted a Donal PPC on the center torso and two Sperry/Browning machine guns on the legs. Both variants saw very limited production, yet some still appear on the Successor State battlefields, especially of House Liao, which has both variants in its training academy as test models.

CDA-2A CICADA

Type: **Cicada**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	320	22.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		4
Cockpit:		3
Armor Factor:	64	4

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	11
Center Torso (rear)		6
R/L Torso	10	6
R/L Torso (rear)		3
R/L Arm	6	4
R/L Leg	10	6

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5

LOOSE

CLNT-2-3T CLINT

INNER SPHERE
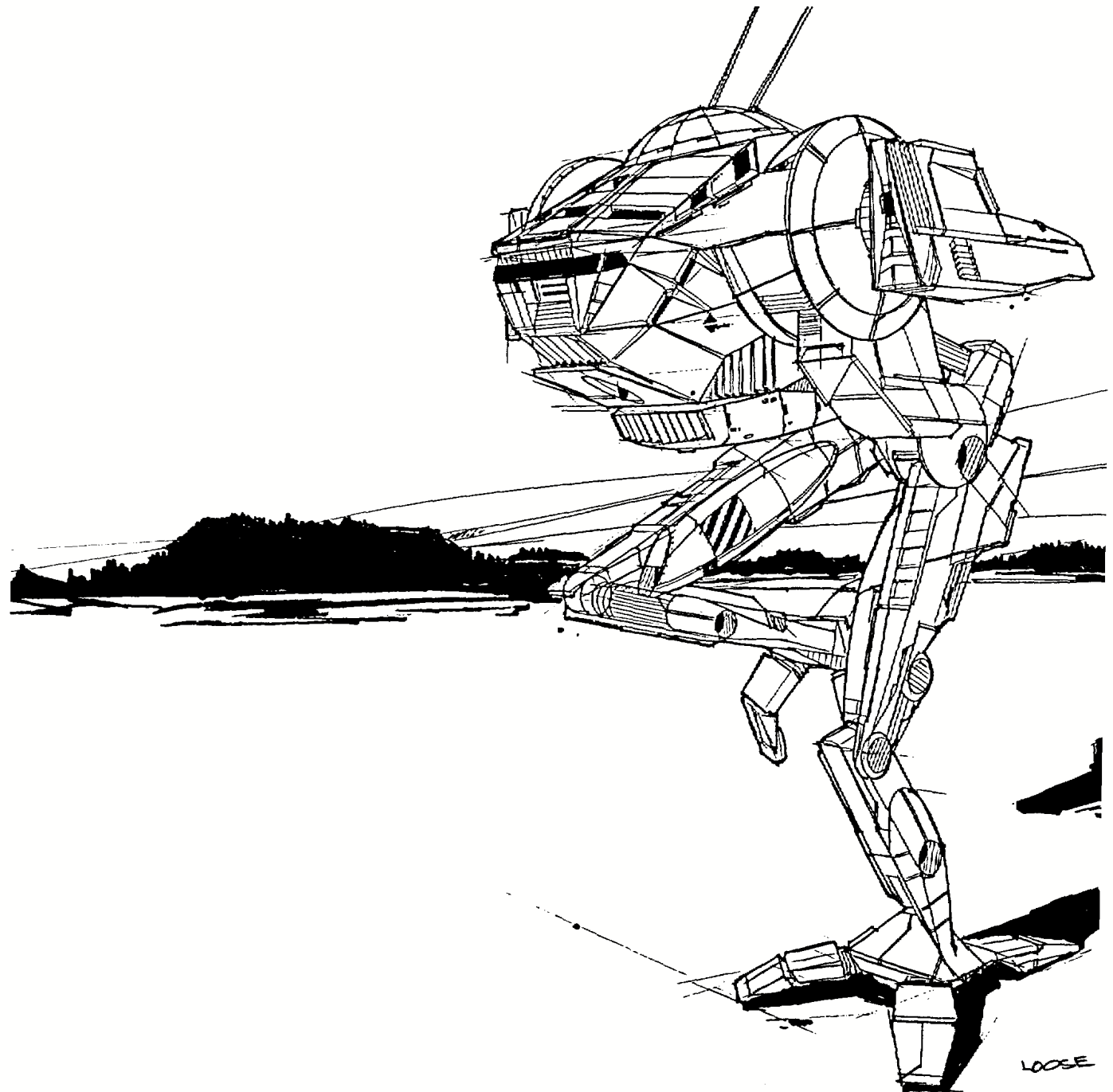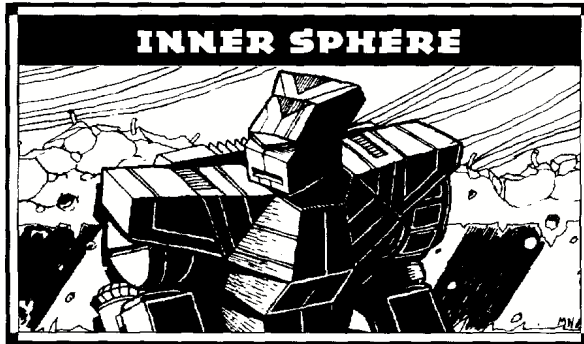
Mass: 40 tons
Chassis: Andoran Model III
Power Plant: Pitban 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Andoran Model JJII
   Jump Capacity: 180 meters
Armor: Durallex Medium
Armament:
   1 Armstrong Autocannon/5
   2 Martell Medium Lasers
Manufacturer: Andoran Industries Ltd.
Communications System: Raldon R1
Targeting and Tracking System: Sloane 220
   Lockover System

OVERVIEW

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

Only twenty prototypes of the *Clint* carrying the heavier autocannon were produced. General Kerensky took some of these 'Mechs with him when he departed prior to the fall of Star League. To date, none of these earlier variants have resurfaced. However, there have been reports that a 'Mech of a similar configuration mounting a twin Armstrong autocannon appeared during the battle for Ronel along the Kurita–Davion border.

As all of the records of Andoran Industries were destroyed during the First Succession War, there is no way to confirm the construction of any other variants of the *Clint*.

Type: **Clint**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	11
Center Torso (rear)		4
R/L Torso	10	6
R/L Torso (rear)		4
R/L Arm	6	6
R/L Leg	10	8

Weapons and Ammo	Location	Critical	Tonnage
AC/5	RA	4	8
Ammo (AC) 20	RT	1	1
Medium Laser	CT	1	1
Medium Laser	LT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5

LOOSE

INNER SPHERE
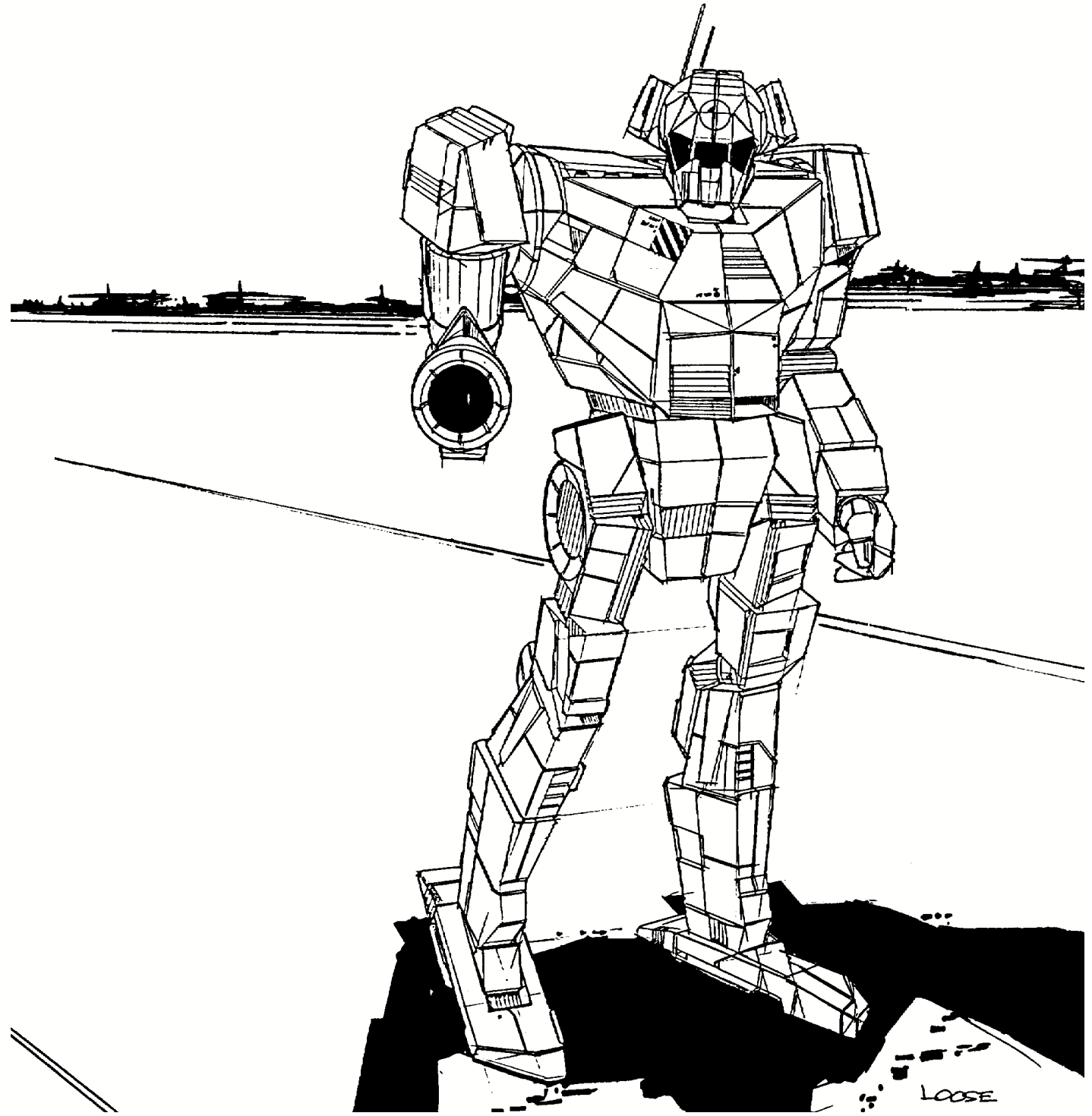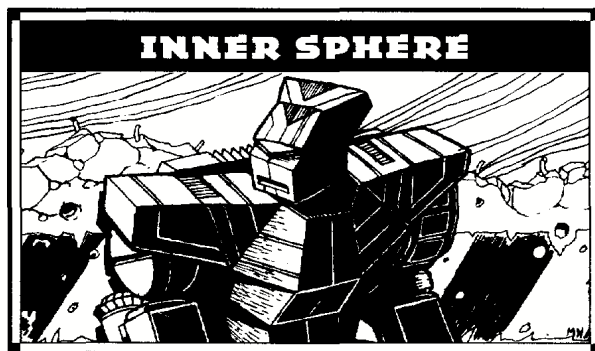
Mass: 40 tons
Chassis: Irian Chassis Class 40
Power Plant: Pitban 240
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Riese-456
Armament:
1 Oriente Autocannon
1 I.W.W. Medium Laser
1 Olympian Flamer
Manufacturer: Irian BattleMechs Unlimited
Communications System: Irian E.A.R.
Targeting and Tracking System: Wasat Aggressor

OVERVIEW

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

CAPABILITIES

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

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

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

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

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

DEPLOYMENT

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

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

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

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

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

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

HER-2S HERMES II

Type: **Hermes II**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	14

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

LOOSE

STAR LEAGUE
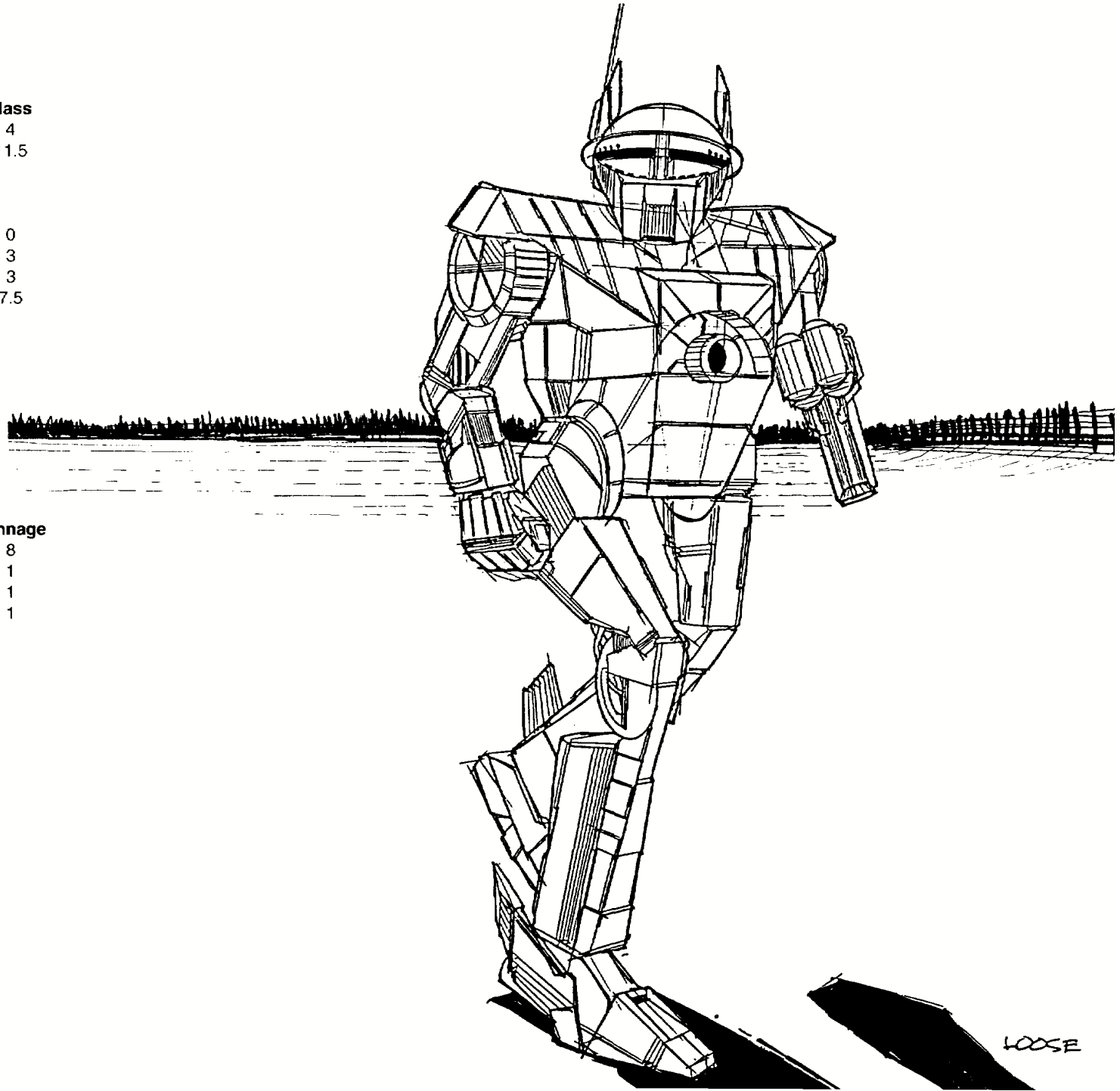
Mass: 40 tons
Chassis: Defiant V
Power Plant: Pitban 240
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
  Jump Capacity: None
Armor: Valiant Lamellor
Armament:
  1 Defiance Type J Autocannon 5
  1 Defiance B-1A Small Laser
  1 Holly SRM-2 Launcher
Manufacturer: Defiance Industries
Communications System: StarLink/Benicia Model AS829G
Targeting and Tracking System: Targa-7, Vid-Com-17

OVERVIEW

The *Sentinel* is a medium BattleMech, though its 40-ton mass puts it at the low end of its weight class. Designed to provide battalion-level BattleMech support for infantry and light-armor units, the 'Mech has good maneuverability, long-range hitting power, and an advanced communications system. Equipped with the powerful VidCom-17 and Targa-7 long-range targeting and tracking system, the *Sentinel* is ideal for patrols or as a mobile observation post. The 'Mech also carries a StarLink/Benicia Model AS829G com-munications system. Capable of simultaneous operation on multiple frequencies, this system not only allows the *Sentinel* to closely monitor and command units operating under it, but also keeps the 'Mech in close contact with rear-area artillery units so that it can easily call for fire when needed.

Defiance Industries first produced the *Sentinel* in 2651 for House Steiner's private army. The 'Mech appeared one year after the Star League Council passed an amendment allowing the Council Lords to double their personal household forces. Originally intended for infantry support, the 'Mech soon took on the role of guarding military installations and the Steiner family's major landholdings. By the early 28th century, the SLDF and the private armies of Houses Davion and Marik had also begun todeploy *Sentinels*.

After the fall of the Star League, the *Sentinel* appeared most often in the vanguard of the Steiner and Marik armies. In this position, the *Sentinels* took disproportionate losses. Currently only a handful of *Sentinels* remain, more heirlooms than weapons of war.

CAPABILITIES

The *Sentinel's* 40-ton frame is powered by an 11.5-ton Pitban 240 fusion engine, giving the 'Mech a walking speed of 65.4 kph and a top running speed of 97.1 kph. Shortly after the 'Mech's original deployment, concern arose over the choice of the Pitban 240 because of rumors about shielding problems with the Pitban 240s being produced by Defiance Industries. After a number of *Sentinels* were pulled from the field because of chronic overheating, an investigation found that the heat circulation system rather than the engine shielding was at fault. The faulty components were replaced in all subsequent versions, which includes most of the remaining *Sentinels*.

Well-equipped for combat, the *Sentinel* carries a Defiance autocannon, a Defiance-2 SRM launcher, and a Defiance B-1A small laser. The original design included a Kawabata autocannon, which had twice the Defiance autocannon's cyclic rate of fire, but which also turned out to have serious problems. When fired at its maximum rate, the weapon vibrated violently, jarring the internal circuitry in the BattleMech's weapon arm. This often caused the pilot to lose control of the arm, effectively rendering the autocannon useless and cutting the *Sentinel's* combat capabilities almost in half. Repairs, though relatively simple, kept the 'Mech out of combat for half an hour or more. Modifications to the mount and circuitry reduced the problems somewhat, but by 3014 the Sentinel's manufacturers decided to re-equip the 'Mech with the easier-to-maintain Defiance autocannon. Trouble also cropped up with the original design's Defiance A-1 small laser, which was prone to problems after extended field operations. The designers therefore substituted the more rugged B-1A laser in 2678.

The Defiance B-1A small laser is mounted in the right torso, just below the Streak-2 SRM launcher, an arrangement that has caused problems of its own. The addition of the B-1A small laser displaced the SRM ammo feeding system by half a meter. Though not a problem under normal circumstances, this shift made the missile-feeding mechanisms prone to jamming whenever the 'Mech fires its SRMs while performing an abrupt maneuver. When this occurs, the pilot has one more shot, but must correct the problem before he can fire again. The standard procedure for clearing such a jam is to open up the ammo-feeding access panels and manually readjust the missile rounds. As this is impossible to do in combat, many pilots tap hard against their machine's chest area with the 'Mech's free right hand to clear up the problem.

STN-3K SENTINEL

Type: **Sentinel**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	96	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	12
Center Torso (rear)		7
R/L Torso	10	10
R/L Torso (rear)		5
R/L Arm	6	8
R/L Leg	10	11

Weapons and Ammo	Location	Critical	Tonnage
AC/5	LA	4	8
Ammo (AC) 40	LT	2	2
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
Small Laser	RT	1	.5

VL-2T VULCAN

INNER SPHERE
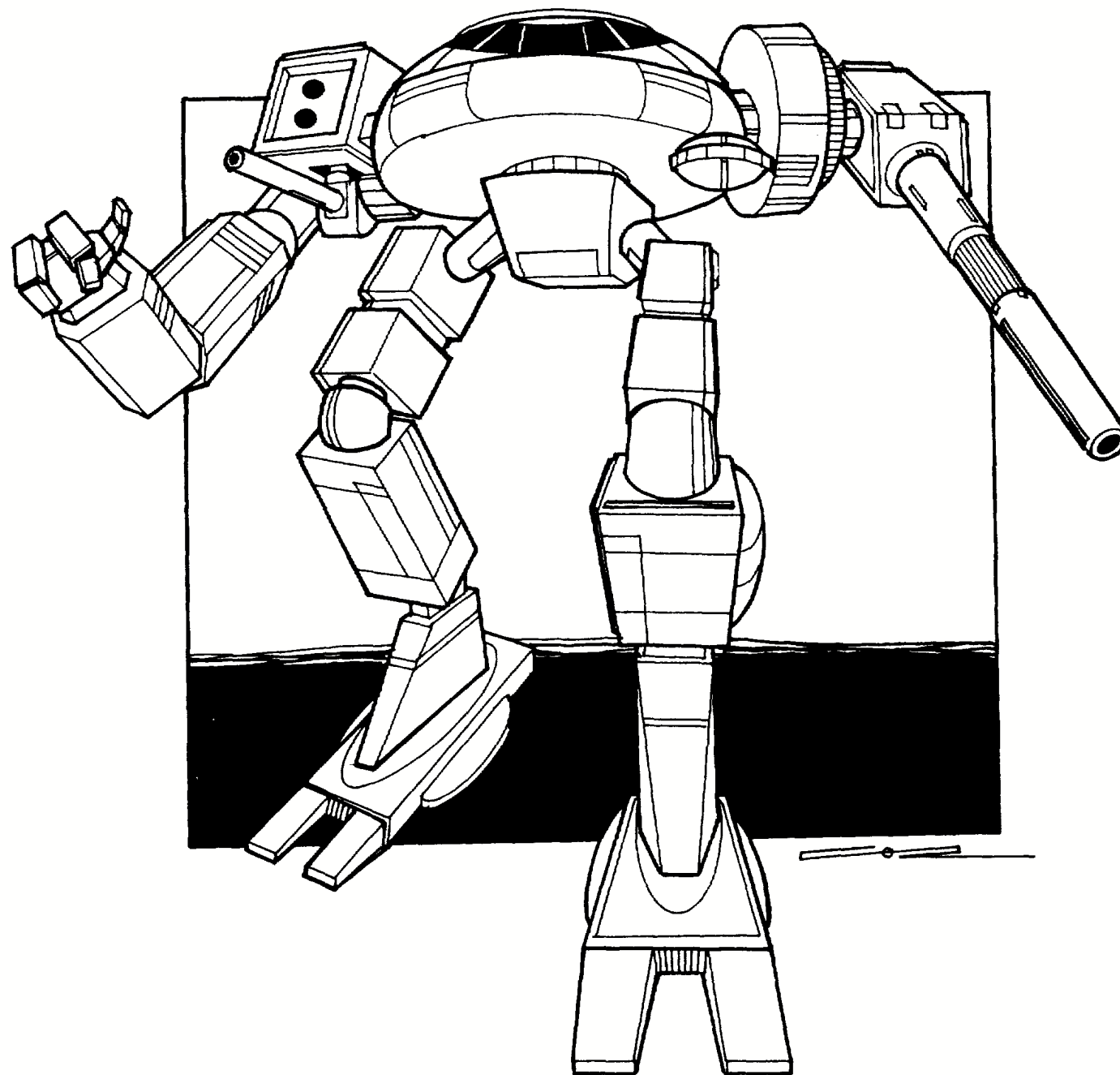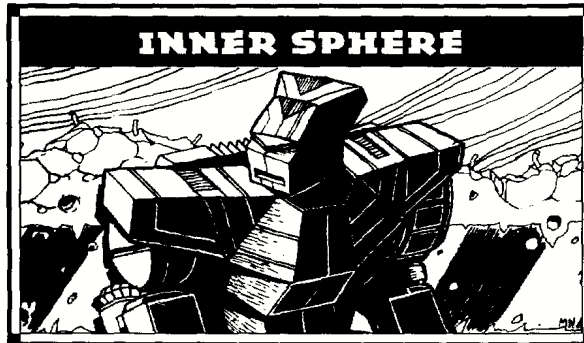
Mass: 40 tons
Chassis: Mather Tech 500
Power Plant: 240 Pitban
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Model 9 Pitban
    Jump Capacity: 180 meters
Armor: StarGuard I
Armament:
    1 Armstrong Autocannon
    1 Randell Medium Laser
    1 Firestorm Flamer
    1 SperryBrowning Machine Gun
Manufacturer: MatherTechno Incorporated
Communications System: Hartford 200S
Targeting and Tracking System: Hartford TA10

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

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

House Kurita's raid on Dobson in 3020 used most of the Vulcans active within the Draconis Combine. The raid decimated several key Davion aerospace fighter bases, thus setting the stage for future advances into the area, especially to the world of Galtor.

VARIANTS

As the Successor Houses lack the research facilities necessary to modify the armor and chassis of this complex 'Mech, MatherTechno built most of the variants several hundred years ago.

The most common variant is the VL-5T, which replaces the Armstrong autocannon with slightly more armor and several Maxum medium lasers. This 'Mech design is used mostly by the Federated Suns.

Type: **Vulcan**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	80	5

	Internal Structure	Armor Value
Head	3	8
Center Torso	12	10
Center Torso (rear)		6
R/L Torso	10	8
R/L Torso (rear)		4
R/L Arm	6	6
R/L Leg	10	10

Weapons and Ammo	Location	Critical	Tonnage
AC/2	RT	1	6
Ammo (AC) 45	RT	1	1
Medium Laser	LT	1	1
Flamer	RA	1	1
Machine Gun	LA	1	.5
Ammo (MG) 200	LT	1	1
Jump Jets	CT	2	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1

INNER SPHERE
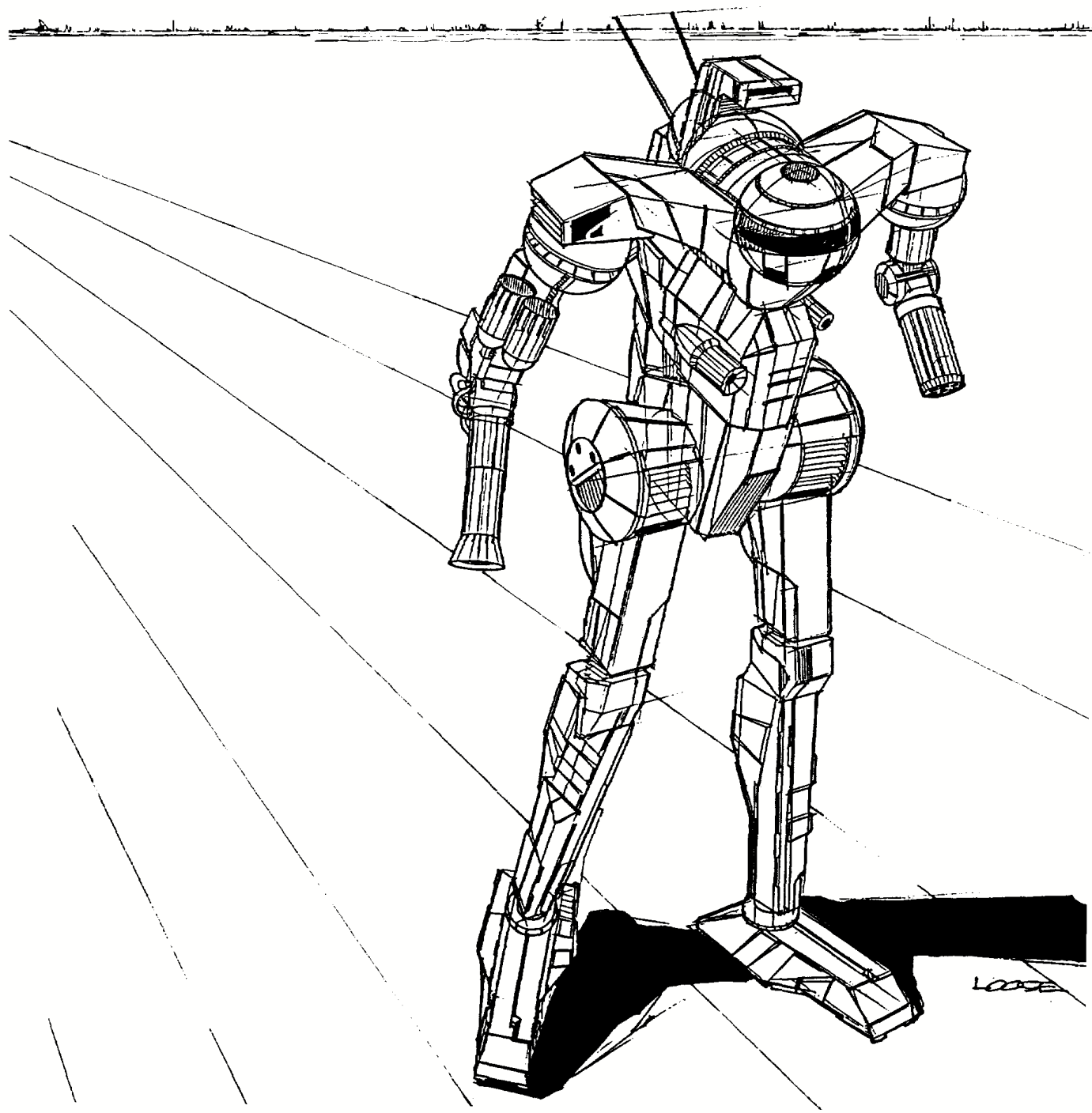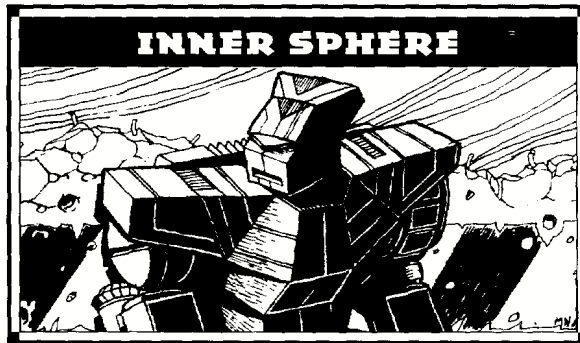
Mass: 40 tons
Chassis: Whitworth Type I
Power Plant: LTV 160
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
    Jump Jets: 120 meters
Armor: Durallex Light
Armament:
    2 Longbow-10 LRM Launchers
    3 Intek Medium Lasers
Manufacturer: Whitworth Company
Communications System: Garret T14
Targeting and Tracking System: Garret D2j

OVERVIEW

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

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

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

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

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

VARIANTS

Besides the old SRM-6-armed *Whitworths*, which are extremely rare, no significant variations on the basic design exist. Any other modifications have been made by individual MechWarriors or by small-unit commanders.

Type: **Whitworth**
Technology Base: Inner Sphere
Tonnage: 40

Equipment		Mass
Internal Structure:		4
Engine:	160	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	12
R/L Torso (rear)		6
R/L Arm	6	12
R/L Leg	10	18

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	H	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
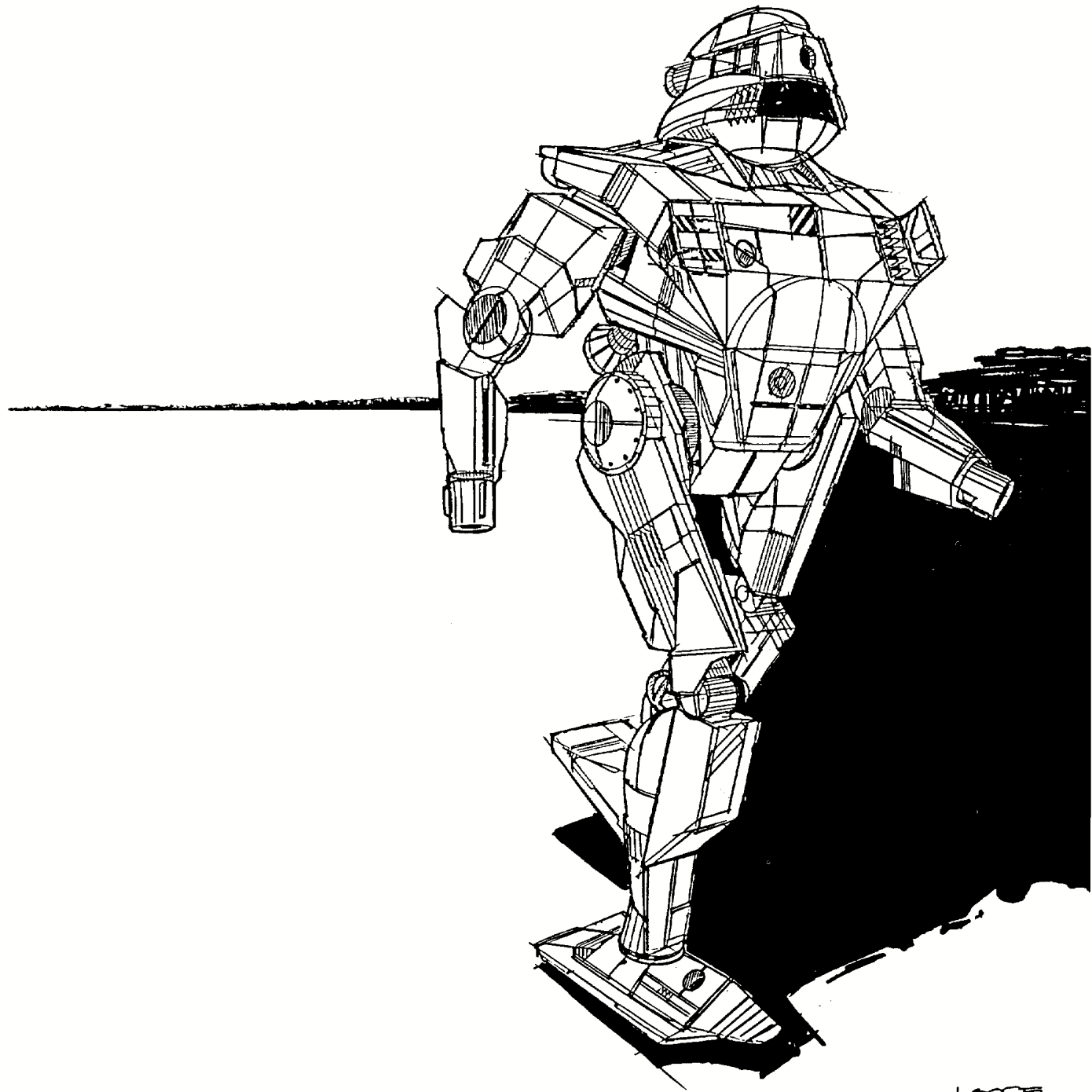
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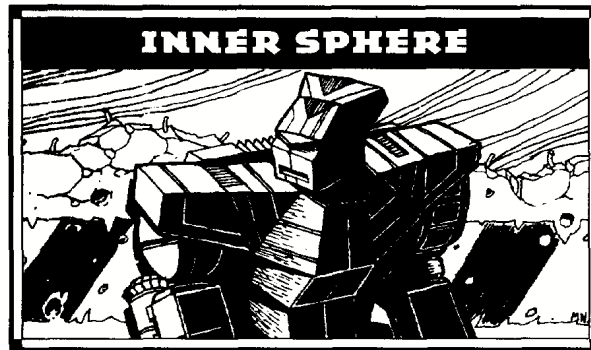
Mass: 45 tons
Chassis: GM BJ-I
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Whitworth Jetlift
    Jump Capacity: 120 meters
Armor: StarGard II
Armament:
    2 Whirlwind-L Autocannon
    4 Intek Medium Lasers
Manufacturer: General Motors
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban AQ

OVERVIEW

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

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

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

In fact, the myth of the *Blackjack*'s inferiority received a blow in 3022 when the infamous Kurita *Tai-i* Mercer Ravannion attempted to use his own brand of "horde" tactics against an under-strength Davion garri-

son on the ice world of Xhosha VII. Ravannion theorized that 'Mech warfare could be carried out by swarms of ultra-light *Stingers* and *Wasps* that would attack and overwhelm heavier, but numerically inferior, defending 'Mechs. Ravannion's attempts to prove his theories were uniformly disastrous, but he remained supremely confident in the basic soundness of his concept. The tiny garrison on Xhosha was one of many opposing forces to suffer for his arrogance.

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

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

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

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

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

Type: **Blackjack**
Technology Base: Inner Sphere
Tonnage: 45

Equipment		Mass
Internal Structure:		4.5
Engine:	180	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11	1
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18
Center Torso (rear)		9
R/L Torso	11	15
R/L Torso (rear)		6
R/L Arm	7	12
R/L Leg	11	17

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

LOOSE

HCT-3F HATCHETMAN

INNER SPHERE
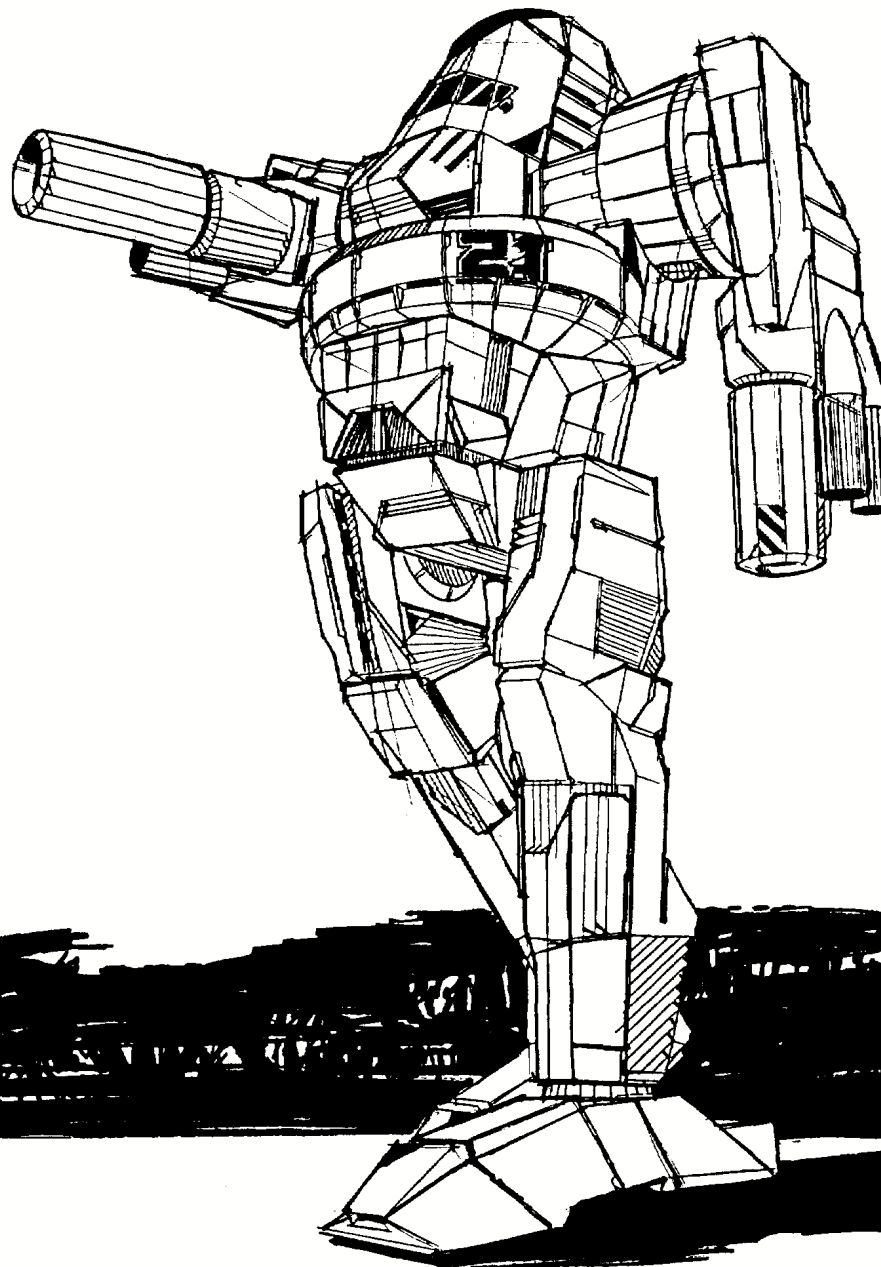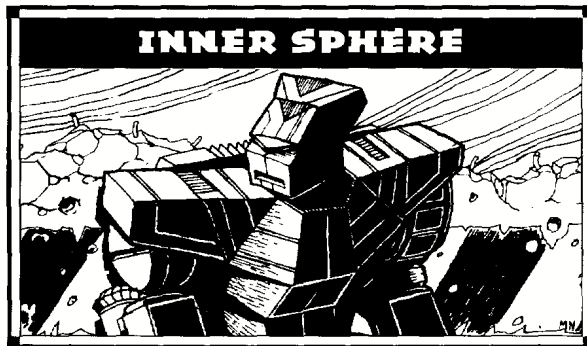
Mass: 45 tons
Chassis: Chariot Type II
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Luxor 2/Q
    Jump Capacity: 120 meters
Armor: Durallex Medium
Armament:
    1 Defiance Killer Autocannon
    2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Thalia HM-22
Targeting and Tracking System: TharHes Ares-8a

OVERVIEW

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

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

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

CAPABILITIES

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

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

The *Hatchetman*'s hatchet is actually a hand-held club. The club makes the 'Mech a slightly more powerful fighter in hand-to-hand combat, though this advantage does not compensate for the light armor and general frailty of the *Hatchetman*.

The *Hatchetman*'s versatile Ares-8a battle computer can track approaching aerospace fighters and advise its own MechWarrior how to direct fire at them. The system's sensors are mounted in the globe attached to the left side of the 'Mech's head. As it is heavily armored, the globe is less vulnerable than it might appear.

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

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

DEPLOYMENT

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

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

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

Type: **Hatchetman**
Technology Base: Inner Sphere
Tonnage: 45

Equipment		Mass
Internal Structure:		4.5
Engine:	180	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11	1
Gyro:		2
Cockpit:		3
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Head	3	6
Center Torso	14	14
Center Torso (rear)		4
R/L Torso	11	14
R/L Torso (rear)		4
R/L Arm	7	11
R/L Leg	11	11

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

VND-1R VINDICATOR

INNER SPHERE
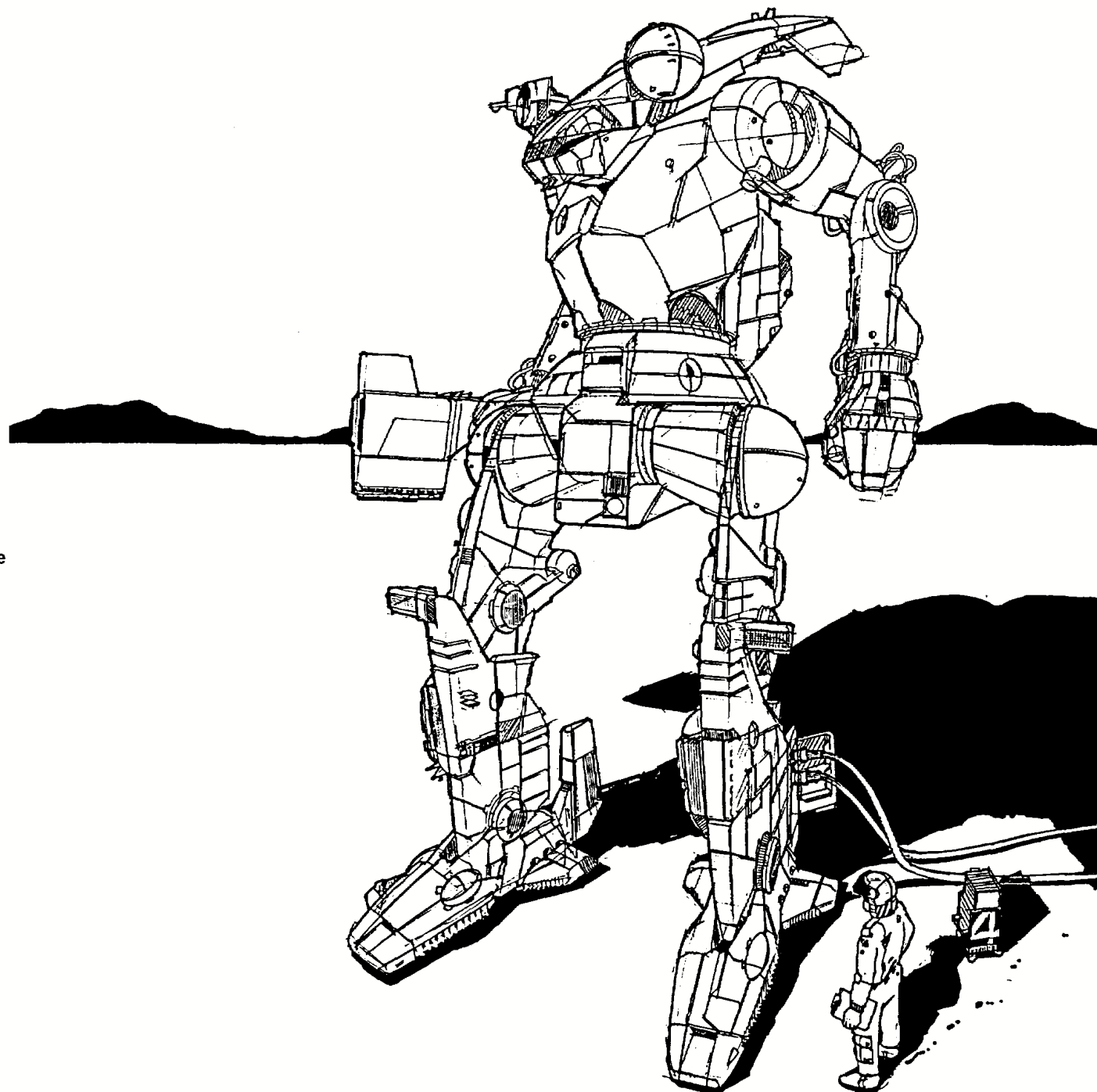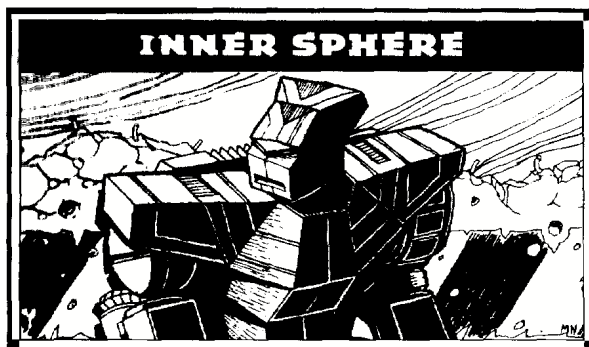
Mass: 45 tons
Chassis: Ceresplex IV
Power Plant: GM 180
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 30
    Jump Capacity: 120 meters
Armor: Starshield
Armament:
    1 CeresArms Smasher PPC
    1 Sian/Ceres Jaguar LRM Missile System
    1 CeresArms Medium Laser
    1 Hessen Small Laser
Manufacturer: Ceres Metal Industries
Communications System: CeresCom Model 21-Rs
Targeting and Tracking System: C-Apple Churchill

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

The medium laser is mounted on the left side of the *Vindicator's* head and is protected by a thick cooling jacket. Its more sensitive components are mounted inside the head, which creates a bulge in the cockpit that makes the space rather cramped for tall MechWarriors. The protuberance in the cockpit also

has been implicated in the deaths of several MechWarriors, all of whom were attempting to eject from their damaged *Vindicators* and died when the escape pod exploded as it emerged from the 'Mechs' heads. The investigators' best guess is that the bump interferes with the ejecting chair's propulsion systems. Engineers are presently attempting to redesign the laser and cockpit roof to eliminate this fatal flaw.

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

DEPLOYMENT

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

Type: **Vindicator**
Technology Base: Inner Sphere
Tonnage: 45

Equipment		Mass
Internal Structure:		4.5
Engine:	180	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	16	6
Gyro:		2
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18
Center Torso (rear)		9
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	18

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

STAR LEAGUE
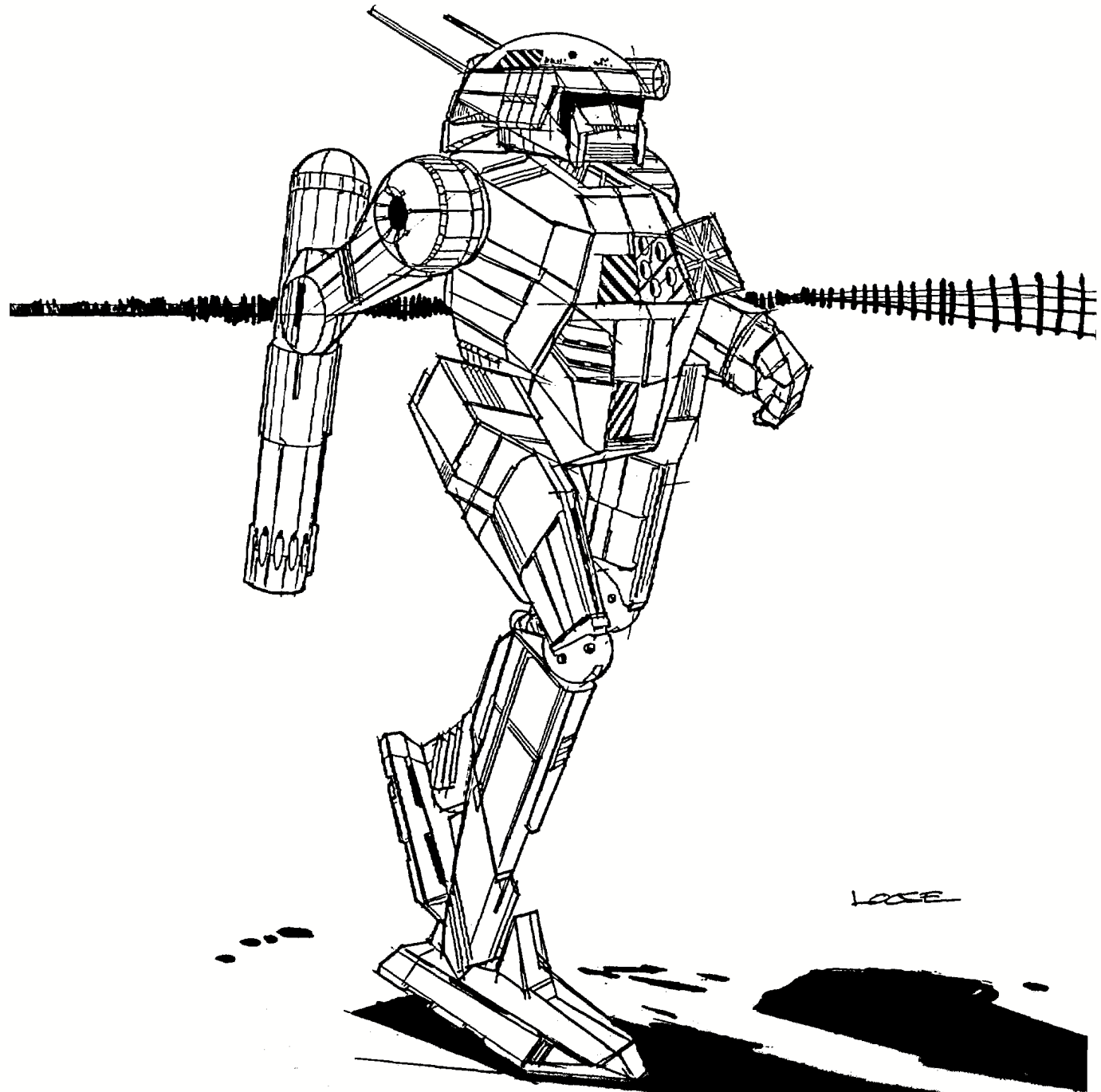
Mass: 45 tons
Chassis: Ost Standard
Power Plant: GM 180
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Northrup 750
   Jump Capacity: 120 meters
Armor: Kilosh 1000
Armament:
   1 Jackson Dart-10 LRM Launcher
   1 Nightwind Large Laser
   2 Starflash Small Lasers
   1 Totschlagen-6 SRM Launcher
Manufacturer: Maltex Corporation
Communications System: Ostmann AMB
Targeting and Tracking System: Scrambler-7 Series

OVERVIEW

Commissioned in late 2660, the *Wyvern* was developed as a dedicated city fighter. The *Wyvern* may fulfill its duties too well, for many pilots dislike the 'Mech's primary tasks of crowd control, garrison duty, security work and urban defense. After the fall of the Star League and the resulting devastation, most military commanders chose to fight not in cities or in the Inner Sphere's few remaining industrial complexes, but farther away from such potentially valuable spoils of war. This being the case, the *Wyvern's* relatively low speed changed from an asset to a significant disadvantage.

A few MechWarriors, however, enjoy piloting the 'Mech. In its element—cities or other terrain in which movement is restricted—there are few 'Mechs of any size that the *Wyvern* cannot handle.

CAPABILITIES

As a city fighter, the *Wyvern* does not need much ground speed. With a top speed of 65 kilometers per hour, the *Wyvern* cannot escape many of its foes by running away. It can, however, use the jump jets in its rear torso and upper legs to jump out of harm's way with considerable ease. Its relatively slow speed makes the *Wyvern* a sitting duck in the open field, and so most commanders use the 'Mech in heavy woods or mountainous terrain where natural obstacles reduce the movement advantages of faster 'Mechs.

The arm-mounted Nightwind large laser is the *Wyvern's* main weapon. As it is an older design, the Nightwind's many system components have been refined through countless hours of battlefield tests. The system is extremely reliable, but most of the components are so bulky and heavy that the Nightwind is one of the largest military lasers ever produced. The Starflash small lasers cradled next to their bigger cousin were added later, after designers discovered that some of the Nightwind's power could be diverted with no loss of effectiveness.

The Jackson Dart long-range missile launcher has been a constant source of problems for *Wyvern* pilots. Because the weapon is located in front of the engine core, the heat of the engine often causes an automatic shutdown of the system. Normal coolant jackets have proven ineffective, and if a pilot attempts to override the shutdown, the heat build-up can lead to an ammo explosion as the reloads are passed from the ammo bay in the left torso. The only proven solution is to keep the reactor's temperature as low as possible. The Totschlagen-6 short-range missiles are much more reliable. The entire reloading system is extremely compact, making reloading quick and efficient. If the system jams, the reload tubes can usually be cleared by jumping the *Wyvern* up and down.

The *Wyvern's* relatively simple, robust construction has allowed it to withstand the ravages of lostech better than most advanced BattleMech designs. The inability of Inner Sphere manufacturers to reproduce advanced composite armor has most adversely affected the *Wyvern;* current levels of metallurgical technology have reduced its protection by about 10 percent. This drop is not seen as a significant disadvantage, however, and those pilots willing to trade speed for firepower consider the *Wyvern* one of the best 'Mechs in its weight class.

WVE-6N WYVERN

Type: **Wyvern**
Technology Base: Inner Sphere
Tonnage: 45

Equipment		Mass
Internal Structure:		4.5
Engine:	180	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18
Center Torso (rear)		7
R/L Torso	11	14
R/L Torso (rear)		5
R/L Arm	7	12
R/L Leg	11	20

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	CT	2	5
Ammo (LRM) 12	LT	1	1
Large Laser	RA	2	5
Small Laser	RA	1	.5
Small Laser	RA	1	.5
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5
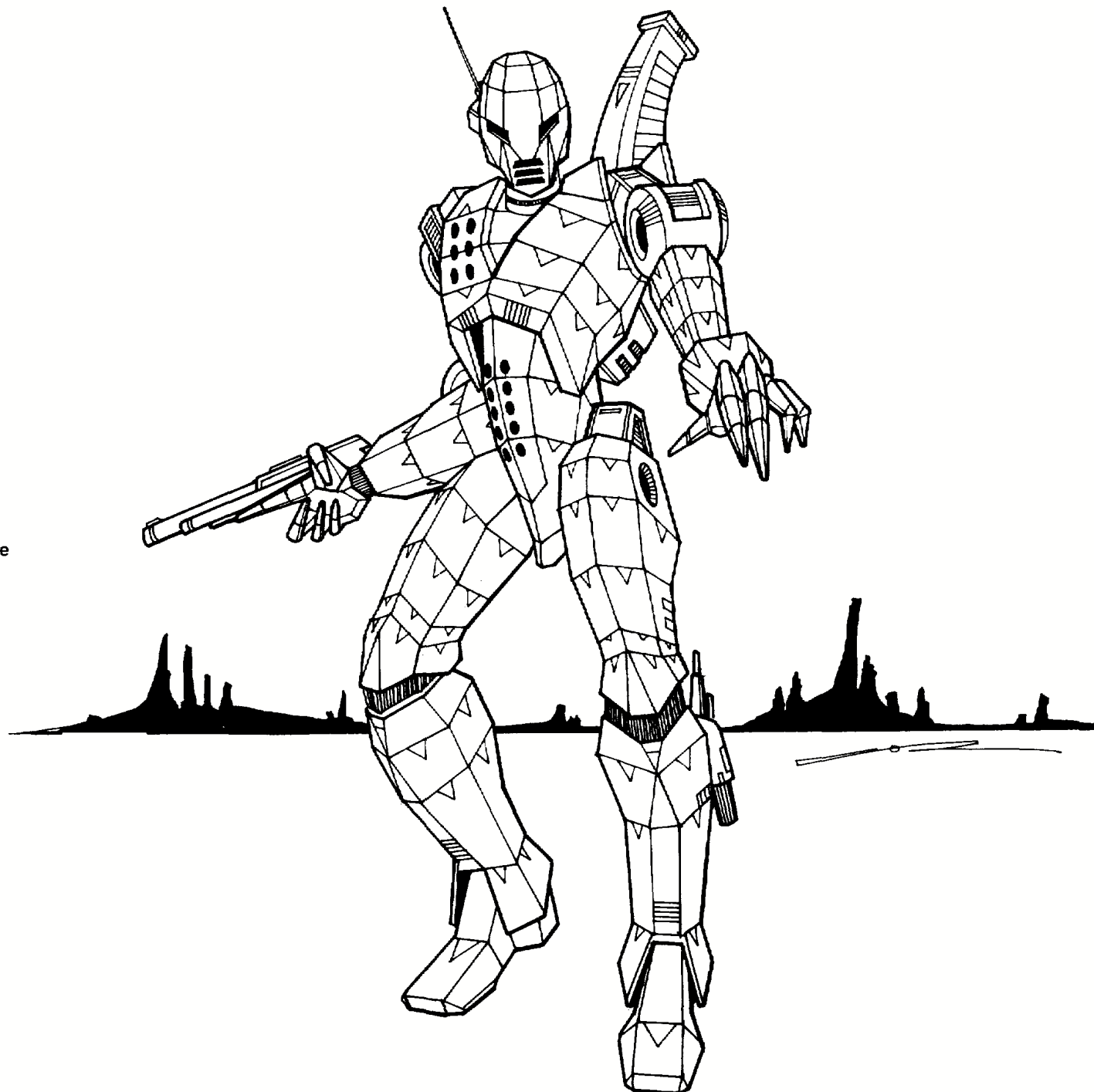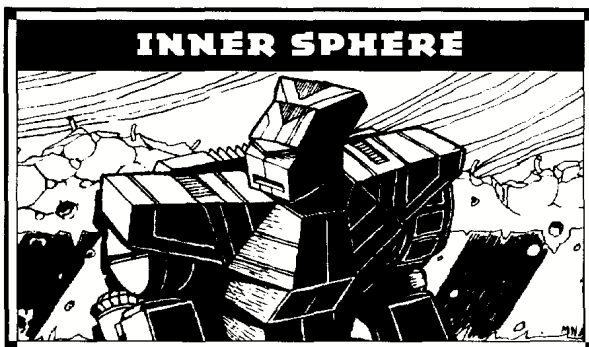
Mass: 50 tons
Chassis: Corean Model K7
Power Plant: 200 Nissan
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
    Jump Capacity: None
Armor: StarGuard III
Armament:
    1 Luxor D-Series Autocannon
    1 Luxor 3R LRM-10
    2 Photech 806c Medium Lasers
Manufacturer: Corean Enterprises
Communications System: Corean Transband-J9
Targeting and Tracking System: Corean B-Tech

OVERVIEW

The *Centurion* was designed and built by Corean Enterprises as an operating partner for the highly successful *Trebuchet*. Produced from 2801 until the Corean plant on Ramen II was destroyed in 2845, it boasts a powerful Luxor medium-heavy autocannon and two Photech 806c medium lasers, one of which fires to the rear. For long-range hitting power, it has a chassis-mounted Luxor 3R LRM-10. This cross section of weaponry gives the *Centurion* a potential damage curve that increases steadily as it nears its target.

Unfortunately, many CN9-As have developed defects in their autocannon loading mechanisms. In many cases, it has been necessary to replace the entire loader. As replacement parts for the Luxor autocannon become increasingly rare, techs often replace the entire autocannon with another model or choose to

mount a different type of weapons system in its place. Both alternatives require an extremely complicated and time-consuming operation, because the manufacturer custom-fit the Luxor system into the *Centurion's* chassis with no room for modifications.

Though the CN9 is a fine 'Mech when in good condition, the defective autocannons make its future uncertain. In the future, *Centurions* may adopt a variety of roles, depending on the refits they receive.

CAPABILITIES

The *Centurion* is best known for making slow, steady advances. Its autocannon and medium lasers allows the CN9 to inflict maximum damage when attacking at close range, and with 8.5 tons of armor, the *Centurion* is tough enough to absorb a considerable amount of punishment. Moreover, its heat sinks allow it to keep up a vigorous assault without danger of overheating.

The twenty autocannon reloads and twenty-four LRM reloads make it possible for the CN9-A to operate away from a supply base for short periods. Because of this and its ability to move quickly and fire without overheating, the *Centurion* is often used as part of a raiding lance.

The CN9 can also lay covering fire at long ranges. However, it is rarely used in this capacity during major engagements because the launch rate of its LRM-10 is too slow to be effective against multiple opponents. In smaller encounters, the LRMs are very effective, and the twenty-four reloads allow the *Centurion* to keep up the pressure.

DEPLOYMENT

The formidable appearance of the *Centurion's* Luxor autocannon tends to elevate the pilot's confidence and give him the feeling that he can blast his way through anything. This fighting spirit can often be a valuable psychological advantage to a lance or company facing stiff opposition. During the Battle for Hoff, it was MechWarrior Fadre Sing, not the company commander, who is credited with leading the decisive assault on the Eridani forces at Azure Stone Mesa. According to official reports, the young pilot became restless while his commanding officer debated the rationality of a frontal assault. Sing announced that he

was "going over there to pound a few Eridani 'Mechs into spare parts" with or without help from the rest of the lance. He set off across the mesa and after a moment's hesitation, the rest of the company followed, leaving the commander with his mouth gaping. Under Sing's command, the company smashed through the enemy line and destroyed a vital supply depot. The spectacular success of the raid made it politically dangerous to court-martial Sing. Instead, he and his *Centurion* were assigned to "an important post" on a frontier world.

In the battle for New Mendham, Lieutenant Ian Grimm distinguished himself and his *Centurion* by attacking and destroying a *Marauder* single-handedly. The MAD had been punching its way through an office tower when the building caught fire. The pilot panicked and started firing his PPCs wildly to blast his way out. By the time the *Marauder* cleared the fire, it was badly overheated and close to shut-down. Grimm saw it coming out and moved in to attack at close range.

Grimm's *Centurion* was too close to be easily hit with a PPC, and the *Marauder* was too hot to make wild shots, so the MAD began kicking and punching, trying to pound its attacker into scrap. The CN9 managed to move out to about sixty meters and started hammering away at the MAD with its autocannon and medium laser. The only weapons that the *Marauder* could effectively fire were its two medium lasers, but with its targeting system malfunctioning due to high temperatures, even those were little use. In the end, the *Centurion* managed to blast through the left-torso armor and hit the autocannon magazine. The explosion gutted the *Marauder*.

VARIANTS

The chronic difficulties suffered by the Luxor autocannon have resulted in a wide range of variants.

The most radical variant replaces the medium-heavy autocannon with a full-feature Luxor DDX-5 heavy auto-cannon. To accommodate the additional two tons of weight, the medium lasers have been removed. The resulting 'Mech, the CN9-AH, has a substantially higher potential damage curve at close range.

CN9-A CENTURION

Type: **Centurion**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Internal Structure:		5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	18
Center Torso (rear)		7
R/L Torso	12	13
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	16

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

CRB-20 CRAB

STAR LEAGUE
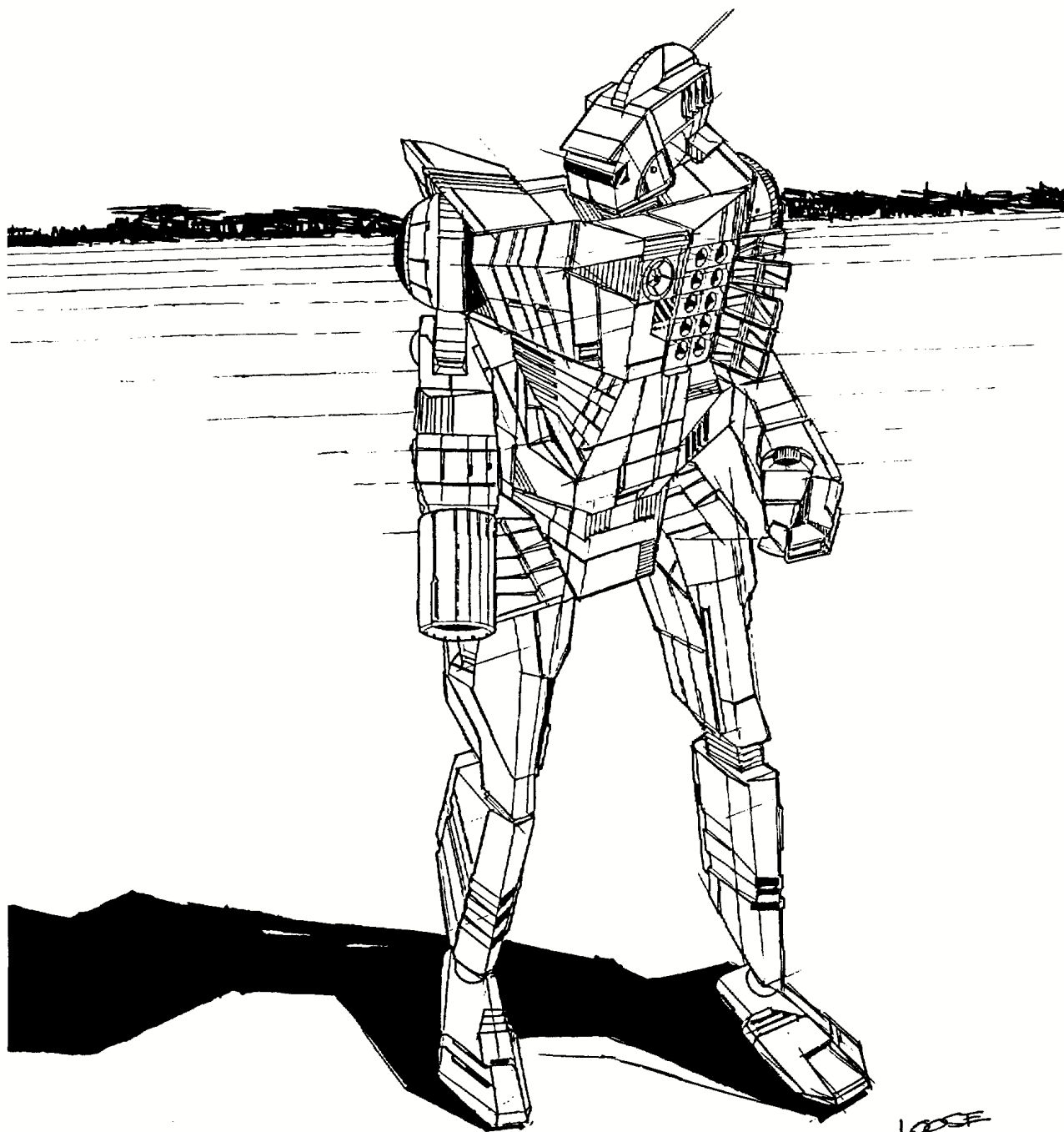
Mass: 50 tons
Chassis: Hollis Mark 1A
Power Plant: Magna 250
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
  Jump Capacity: None
Armor: Bulldog
Armament:
  2 RAMTech 1200 Large Lasers
  1 Ceres Arms Medium Laser
  1 Exostar Small Laser
Manufacturer: Cosara Weaponries
Communications System: Dalban Series K
Targeting and Tracking System: 650 RND

OVERVIEW

The *Crab* was designed as a medium-weight raider and stay-behind fighter. First built in 2719, fewer than 1,000 of these 'Mechs were delivered before the outbreak of the Succession Wars. The *Crab* received favorable initial reports, but experts saw the 'Mech's inability to jump as a limitation on its usefulness as a raider.

The *Crab* possesses good speed overall and can survive for weeks without resupply. All of its weapons are energy-based, which makes the Crab run slightly hotter than other 'Mechs of its weight class. The *Crab* might well have become the standard medium 'Mech of the SLDF, had events not forced General Kerensky and his loyalists to leave the Inner Sphere.

CAPABILITIES

When first delivered to the field, the *Crab* contained little new technology. Except for the targeting system and the communications equipment, every major component on the *Crab* was first tested and proven on another 'Mech design. Technicians dream of assignment to a *Crab*, because it requires less than half the maintenance time of other 'Mechs in its class. In fact, the slang term *"Crab* walk" is synonymous with easy duty. Only the 'Mech's communications equipment gives its technicians any significant problems.

The Dalban Series K communications network provided the *Crab* with a superior C3 suite. The system houses seven microprocessors, each capable of performing its own special duty as well as duplicating the operations of the other six. More than a communication system, the Dalban network can identify the 'Mech's exact location on a planetary surface, as well as the locations of any known units on the planet. The system keeps its information current by monitoring all radio frequencies and short-wave bands and taking in data feeds from satellites and other military communications systems. When operating behind enemy lines, the system can forecast enemy troop movements, differentiating between suspected positions and known positions, and can project a path for arriving at any destination. Though not foolproof, the system does give the pilot an excellent recon report prior to his beginning patrol. Unfortunately, the system is difficult to maintain; the last known K-series qualified technician died some years ago, and so maintenance of the system has come down to guesswork. The depredations of the Succession Wars, however, have rendered this less of a drawback than it might seem. The military-communications infrastructure, command posts, orbital satellites, high-altitude surveillance drones and such on which the K series suite depended have largely been destroyed, rendering the system's more esoteric functions useless.

Most pilots consider the *Crab*'s armor protection acceptable, though the replacement of its composite armor with the homogenous steel now used has reduced the *Crab*'s survivability somewhat. Its arms and legs are well protected, and even its weakest points can withstand a direct PPC blast without a breach.

The 'Mech's weapons systems are serviceable, if uninspired. Its matched set of large lasers, housed in its claws and forearms, provide an excellent arc of fire but are easily damaged during hand-to-hand fighting. Pilots tend to use the huge weapons as clubs, knocking the focusing mirrors out of alignment and rendering the lasers inoperable. Though readjustment is easy to perform, it requires the pilot to spend several minutes outside the cockpit with his head buried in the 'Mech's elbow.

To provide a secondary line of defense, designers added a medium Ceres Arms laser and Exostar small laser to the center torso and head, respectively. The medium laser is well protected from the engine, and heat sinks allow an unrestricted flow of heat through the center torso and out the back. The head-mounted small laser is normally used only as a last resort. Ineffective at long ranges, it works best against soft targets, such as infantry and rioting civilians. The cockpit is well insulated from the heat of the engine and the small laser. Pilots appreciate the relative comfort of piloting a *Crab*.

The 'Mech's ejection seat varies from the standard design, giving the pilot two methods of escape. If an explosion is imminent, the top hatch is blown back and the seat is jettisoned through the roof of the 'Mech. Seat thrusters stabilize the seat's descent to a controlled fall, and the pilot lands roughly 200 meters from his machine. If no explosion is likely, the seat is rotated 90 degrees and fired out the back. The pilot lands 20 to 50 meters from his 'Mech after a much shorter and gentler ride.

Type: **Crab**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Internal Structure:		5
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16	6
Gyro:		3
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	18
Center Torso (rear)		7
R/L Torso	12	14
R/L Torso (rear)		5
R/L Arm	8	14
R/L Leg	12	22

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	LA	2	5
Large Laser	RA	2	5
Medium Laser	CT	1	1
Small Laser	H	1	.5

INNER SPHERE
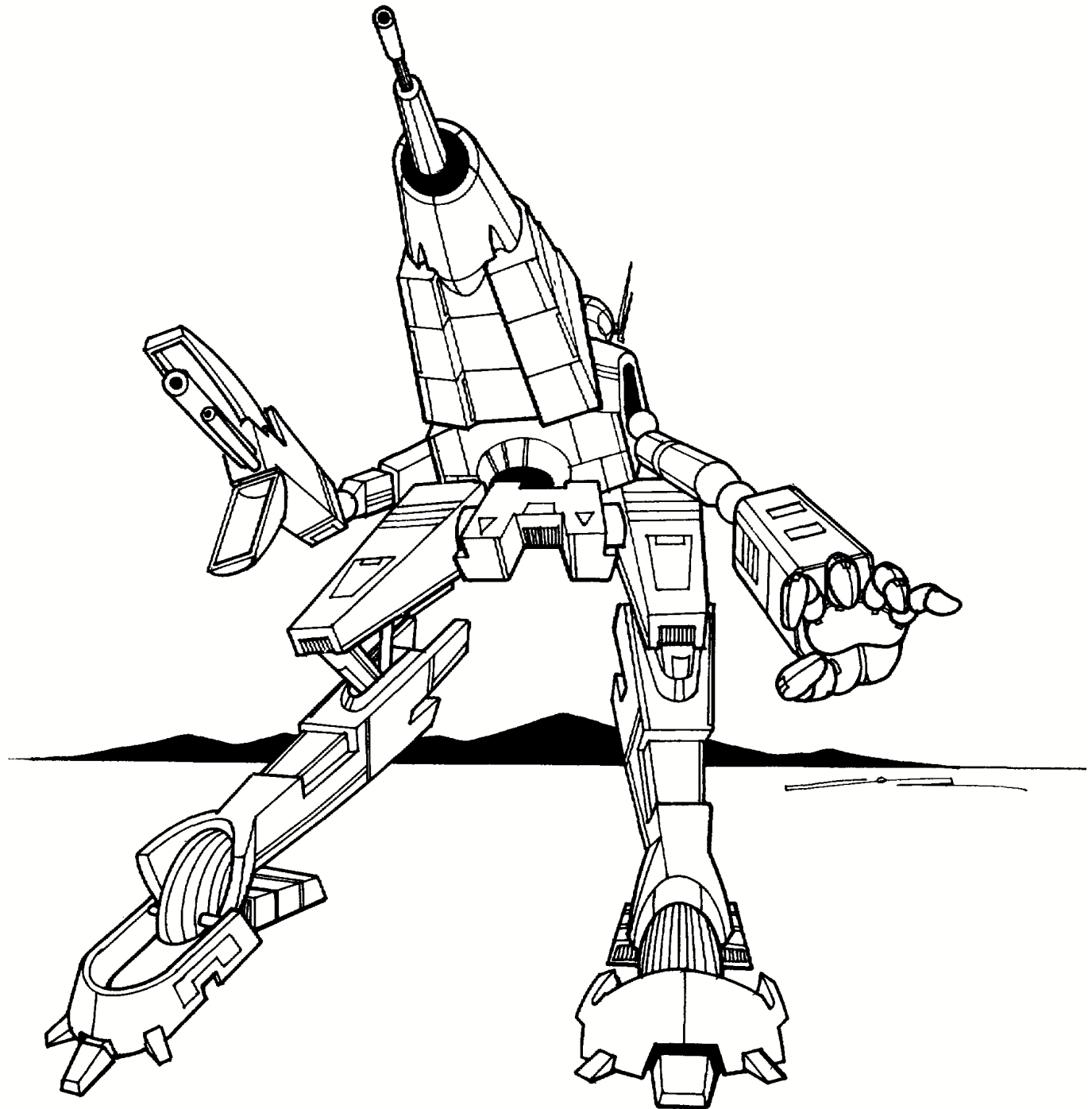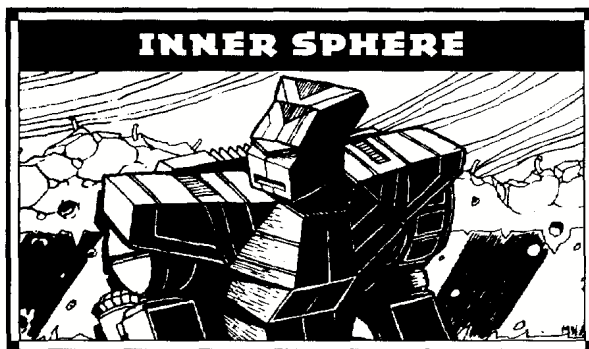
Mass: 50 tons
Chassis: Dorwinion Standard
Power Plant: Nissan 200
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: McCloud Specials
   Jump Capacity: 120 meters
Armor: Starshield
Armament:
   1 Federated Autocannon
   1 ChisComp 43 Special Large Laser
   1 ChisComp 32 Small Laser
Manufacturer: Achernar BattleMechs
Communications System: Achernar Electronics
   HICS-11
Targeting and Tracking System: Federated Hunter

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

DEPLOYMENT

Used throughout the history of the Federated Suns, the *Enforcer* has participated honorably in countless battles.

In the defense of New Avalon, unattached *Enforcers* were assembled into a sniper troop whose purpose was to harass the enemy as it marched through the deserted city of Selby. Though all these *Enforcers* were eventually hunted down and destroyed, it was only after they had inflicted much damage, buying the Davion forces enough time to regroup.

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

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

VARIANTS

In an effort to alleviate the *Enforcer*'s worst flaws, engineers have been attempting to increase the number of shells the 'Mech can carry. Removing the small laser and implanting another ton of ammo seemed the obvious route. The problem is that the linkages and mechanics of sending a shell from the left torso to the right arm is extremely complicated. Even worse, the only way to bypass the 'Mech's engine is to route the ammo feed toward the back. Such routing would mean that even a minor hit to the 'Mech's back would totally jam its autocannon.

Efforts are therefore now underway to rebuild the *Enforcer*'s entire torso, using a newer and more compact engine. Whether this will result in a new *Enforcer* model or a completely new 'Mech design remains to be seen.

ENF-4R ENFORCER

Type: **Enforcer**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Internal Structure:		5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		4
R/L Torso	12	17
R/L Torso (rear)		3
R/L Arm	8	14
R/L Leg	12	20

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

LOOSE

HBK-4G HUNCHBACK

INNER SPHERE
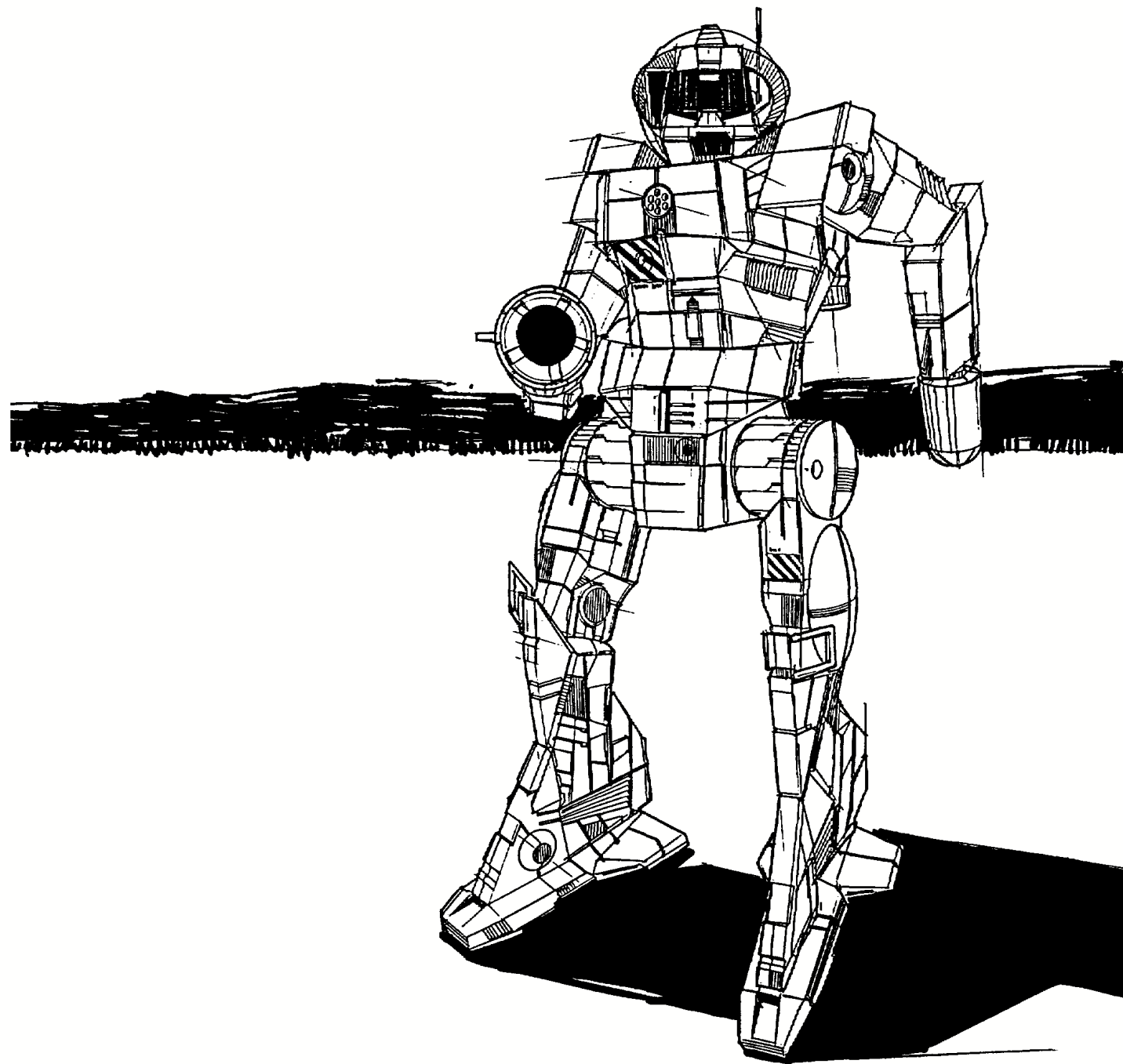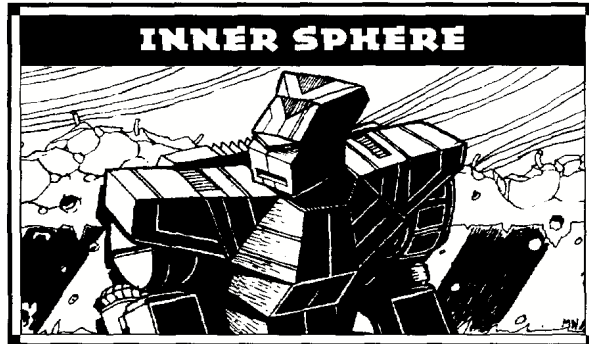
Mass: 50 tons
Chassis: Komiyaba Type VIII
Power Plant: Nissan 200
Cruising Speed: 43.9 kph
Maximum Speed: 63.5 kph
Jump Jets: None
   Jump Capacity: None
Armor: Starshield
Armament:
   1 Tomodzuru Autocannon Mount Type 20
   2 Ichiba 2000 Medium Lasers
   1 Diverse Optics Type 10 Small Laser
Manufacturer: Komiyaba/Nissan General Industries
Communications System: Sony MST-15
Targeting and Tracking System: Tacticon Tracer 300

OVERVIEW

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

During the attack on New Ivaarsen in October 3021, House Kurita's Fifth Galedon Regulars charged their assault and medium lances against the Davion defense position outside the fortified city of Twin Peaks.

Organized as city-busters for this campaign, the Fifth Galedon unfortunately lacked enough 'Mechs with long-range projectile weapons, because the Kurita commander never expected that House Davion could set up an effective defense outside the city.

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

VARIANTS

Because of the serious heat buildup associated with use of the Type 20 autocannon, most variations of the *Hunchback* design have dropped this weapon in favor of smaller weapons systems. Some of these include SRM six-racks, LRM five- and ten-racks, increased numbers of medium lasers and smaller autocannon. Indeed, a variety of weapons variations exist throughout the Successor States. Eliminating the Type 20 autocannon from the *Hunchback* makes it almost an entirely new 'Mech. Because of this, many warriors refer to a *Hunchback* with no AC-20 as a "Swayback," because removing the massive weapon totally alters the 'Mech's torso.

Type: **Hunchback**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Internal Structure:		5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13	3
Gyro:		2
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	26
Center Torso (rear)		5
R/L Torso	12	20
R/L Torso (rear)		4
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo (AC) 10	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	.5

LOOSE

INNER SPHERE
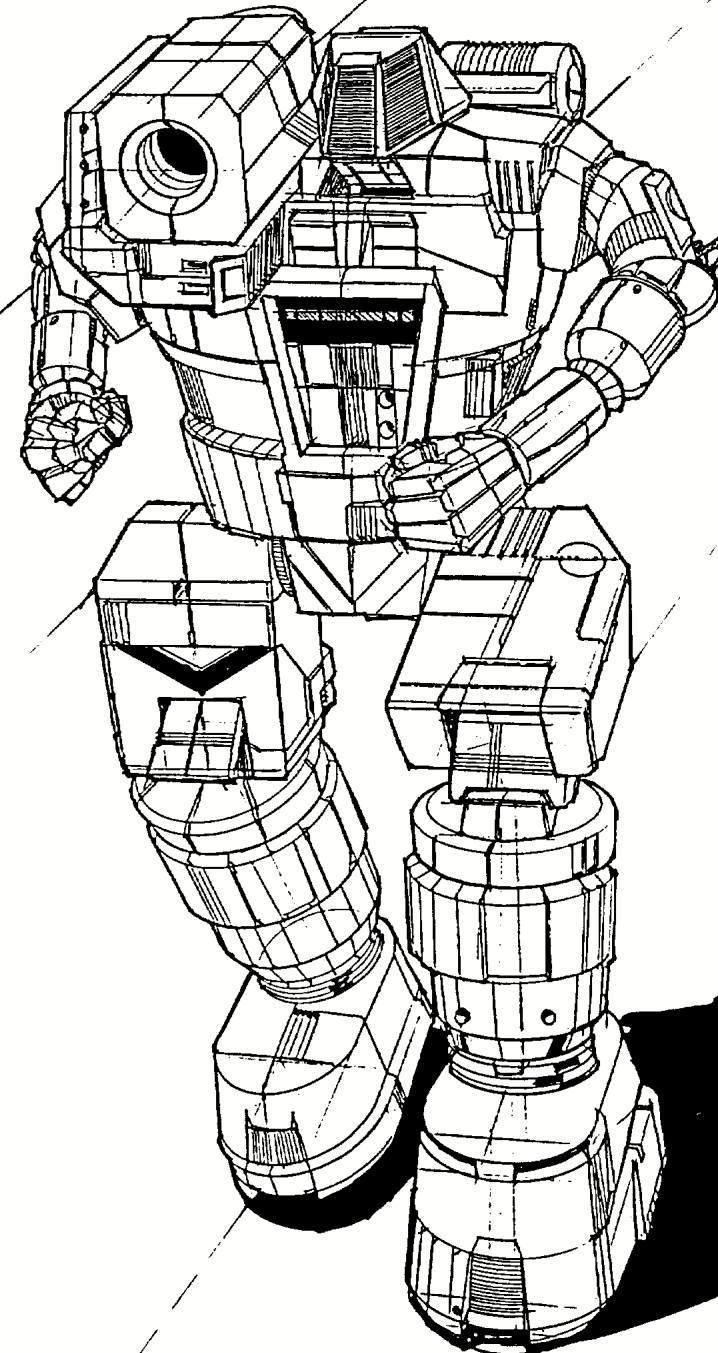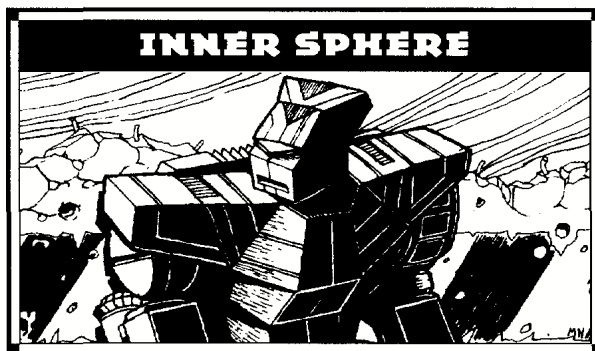
Mass: 50 tons
Chassis: Corean Model 9C
Power Plant: 250 Magna
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:
2 Zeus LRM-15
3 Magna Mark II Medium Lasers
Manufacturer: Corean Enterprises
Communications System: Corean TransBand-J9
Targeting and Tracking System: Corean B-Tech

OVERVIEW

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

VARIANTS

The *Trebuchet* has several alternate configurations. The most common is the TBT-5S, which replaces the Zeus LRMs with two Thunderstroke SRM-6s and eight additional heat sinks. This 'Mech is an extremely effective close-range fighter against heavy opponents, but requires covering fire while closing with its target.

Another variant, the TBT-5J, replaces the LRM rack on the left arm with a 150-meter jump capacity and two additional heat sinks. Developed by the Free Worlds League in 2850, this version produced mass confusion in the ranks of Liao's Chesterton Reserves when it first appeared.

Several other minor variants exist, consisting only of one or two experimental conversions.

TBT-5N TREBUCHET

Type: **Trebuchet**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Internal Structure:		5
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		7
R/L Torso	12	11
R/L Torso (rear)		5
R/L Arm	8	10
R/L Leg	12	15

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

DV-6M DERVISH

INNER SPHERE
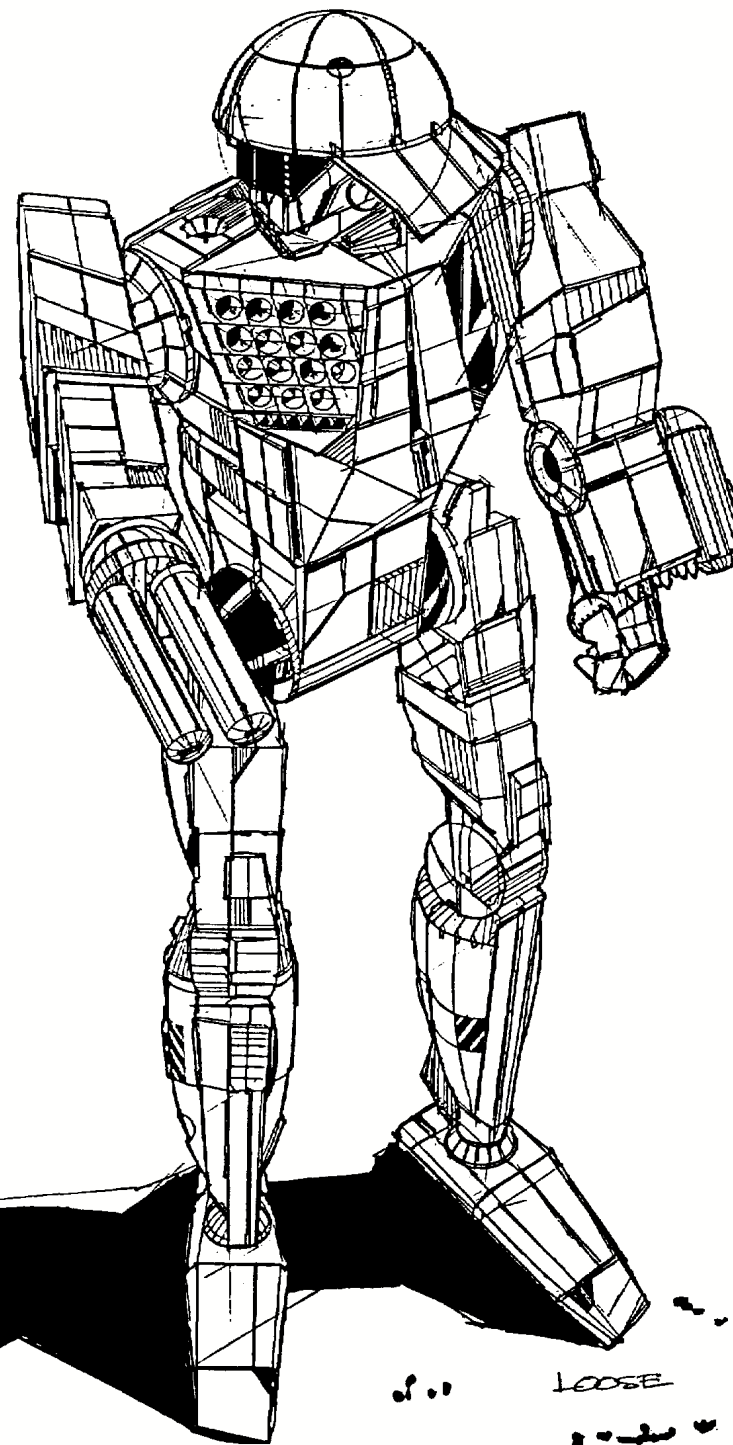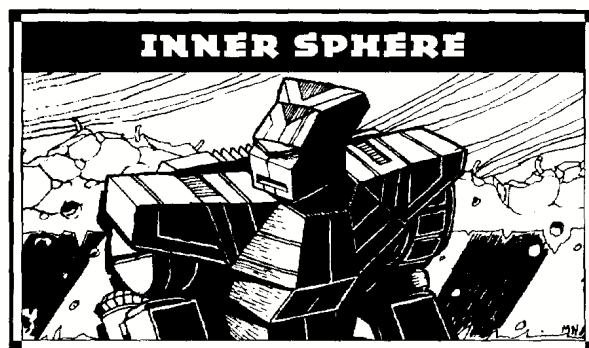
Mass: 55 tons
Chassis: Dorwinion Standard 55T
Power Plant: Core Tek 275
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Swingline X–1000
   Jump Capacity: 150 meters
Armor: Maximillian 105
Armament:
   2 Federated 10-Shot LRM Missile Systems
   2 ChisComp 39 Medium Lasers
   2 Federated 2-Shot SRM Missile Systems
Manufacturer: Achernar BattleMechs
Communications System: Achernar Electronics
   HID-21
Targeting and Tracking System: Federated Hunter
   Mark II

OVERVIEW

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

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

the Star League and so have served in all corners of the universe.

CAPABILITIES

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

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

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

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

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

DEPLOYMENT

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

An unremarkable world, New Rhodes held little strategic importance in its own right. However, the world lay directly in the path of a major Kuritan drive toward the Davion capital of New Avalon. As the Combine forces approached the planet, the officers of

the defending Seventeenth Avalon Hussars decided to send most of the planet's troops to the defense of New Avalon, leaving only a small guerrilla force led by Captain Conrad Warrent's Whirling Dervishes to defend New Rhodes.

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

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

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

VARIANTS

The number of *Dervishes* has been steadily decreasing, due to battle losses or lack of parts. Only House Davion, with its BattleMech factory at Dorwinion, has the know-how and materials to build new *Dervishes*. Indeed, this description is based on the Federated Suns' version of the 'Mech.

Type: **Dervish**
Technology Base: Inner Sphere
Tonnage: 55

Equipment		Mass
Internal Structure:		5.5
Engine:	275	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	18	20
Center Torso (rear)		4
R/L Torso	13	15
R/L Torso (rear)		4
R/L Arm	9	10
R/L Leg	13	15

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 2	RA	1	1
Ammo (SRM) 50	RA	1	1
SRM 2	LA	1	1
Ammo (SRM) 50	LA	1	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

LOOSE

KTO-18 KINTARO

STAR LEAGUE
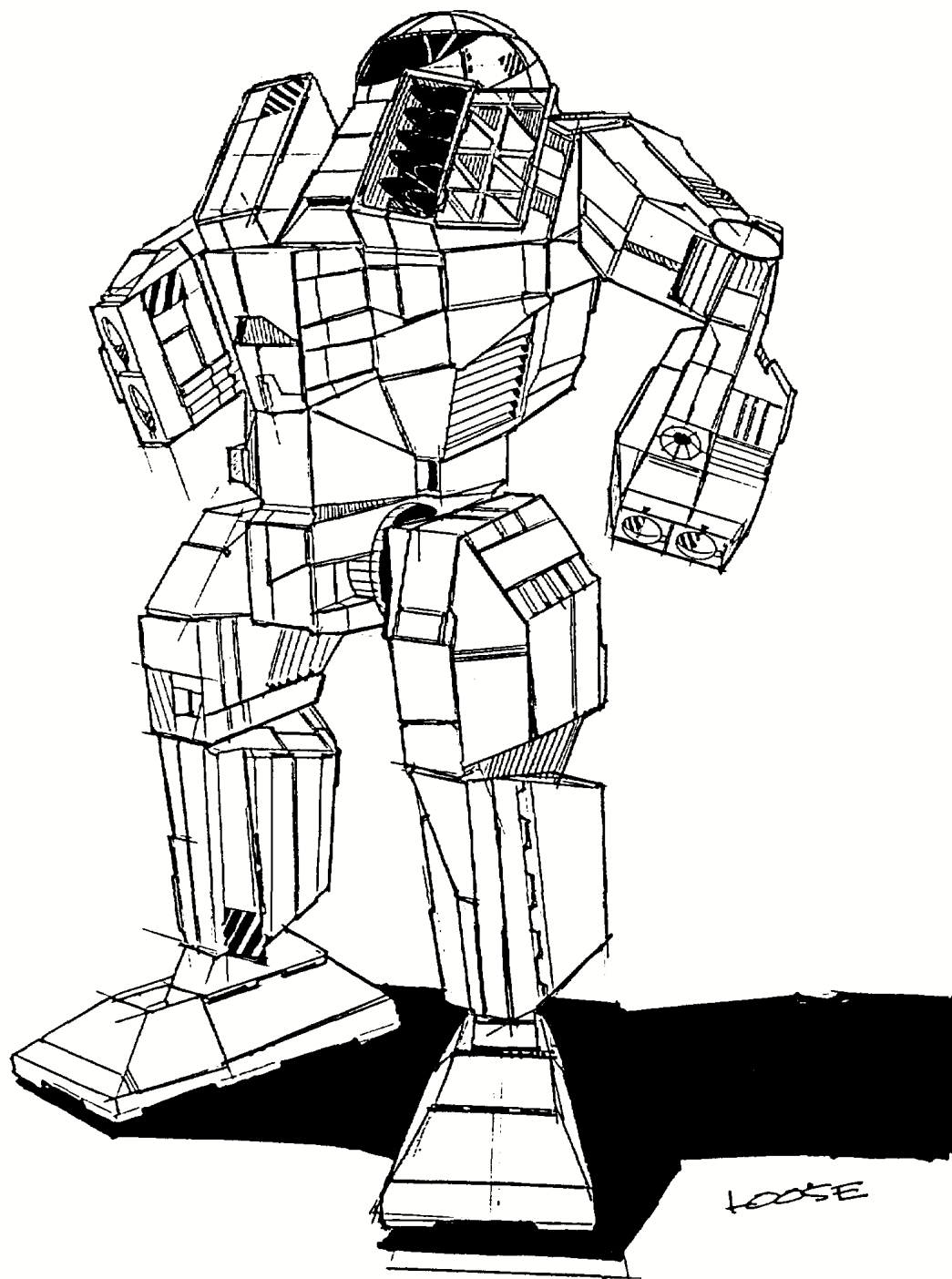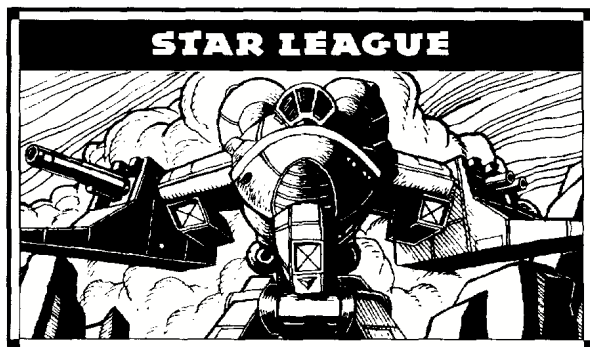
Mass: 55 tons
Chassis: Technicron-1
Power Plant: Core Tek 275
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
 Jump Capacity: None
Armor: Leopard V
Armament:
 1 Holly-5 LRM Launcher
 3 Hovertec-6 SRM Launchers
 2 Magna Medium Lasers
Manufacturer: General Dynamics
Communications System: Omnicomm 3
Targeting and Tracking System: Starbeam 3000

OVERVIEW

The *Kintaro* is a rare example of a 'Mech designed around a weapons system, the Narc missile beacon. The Narc system was a radical new way to activate a missile's target-acquisition computer. Special missiles, called pods, were fitted with powerful homing beacons behind a magnetic head. If a missile hit its target, the Narc pod would emit a clear homing signal for all Narc-equipped missile systems in the area. Target lock-on was virtually guaranteed with the Narc in place. The beacon drew incoming missiles to it, concentrating the missile fire on one portion of the targeted 'Mech. The Narc beacon made pinpoint accuracy possible, and so the *Kintaro* was extremely popular in fire lances and other units that employed missiles as their primary weapons systems.

Unfortunately, the widespread devastation of the Succession Wars destroyed the Inner Sphere's ability to manufacture Narc pods and provide Narc homing sensors for standard long- and short-range missiles. By 2792, when the last known Narc manufacturing site was destroyed, most *Kintaro* pilots had replaced their Narc launchers with an additional SRM launcher.

CAPABILITIES

Primarily a missile carrier, the *Kintaro* packs a considerable punch. It is not well suited for raiding, however. Though it carries ample supplies for a single engagement, it is almost constantly in need of resupply. As the fight wears on, the *Kintaro's* effectiveness decreases dramatically.

The 'Mech's three Hovertec short-range missile launchers are similar in effect but different in design. The torso-mounted systems are standard models and very compact. The reloads sit next to the launcher, providing an excellent rate of fire with a high degree of reliability. The arm-mounted launcher, however, is a technician's nightmare. Installed to provide a wider arc of fire, the arm-mounted autoloader requires daily maintenance. The lower arm houses both the Holly-5 long-range missile launcher and one of the Hovertec-6 SRMs. The reloads, however, are stored in the left torso. When reloading occurs, the missiles travel down the upper arm into the launch tubes. Reloading requires three seconds, during which time the arm must remain nearly motionless. The system automatically locks the arm in place for the time required, but any movement in the system invariably causes a jam in the upper arm. The time required to clear the jam varies greatly, but it usually takes at least an hour.

The Holly-5 LRM uses the same principle, but works like a charm. Missiles are stored in the torso and fed through the upper arm to the launcher in the forearm. Rare incidents of jamming occur in the storage area, before the missile enters the loading tube. Experts are still debating why two such similar systems differ so widely in performance.

The twin medium lasers mounted on the right arm are there more for the pilot's peace of mind than to fight the enemy; a MechWarrior finds it comforting to have something to fall back on in a tough fight. The lasers provide a good arc of fire and work well as a supplement to the missile system.

Type: **Kintaro**
Technology Base: Inner Sphere
Tonnage: 55

Equipment		Mass
Internal Structure:		5.5
Engine:	275	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	26
Center Torso (rear)		9
R/L Torso	13	18
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	23

Weapons and Ammo	Location	Critical	Tonnage
LRM 5	LA	1	2
Ammo (LRM) 24	LT	1	1
SRM 6	LA	2	3
Ammo (SRM) 15	LT	1	1
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
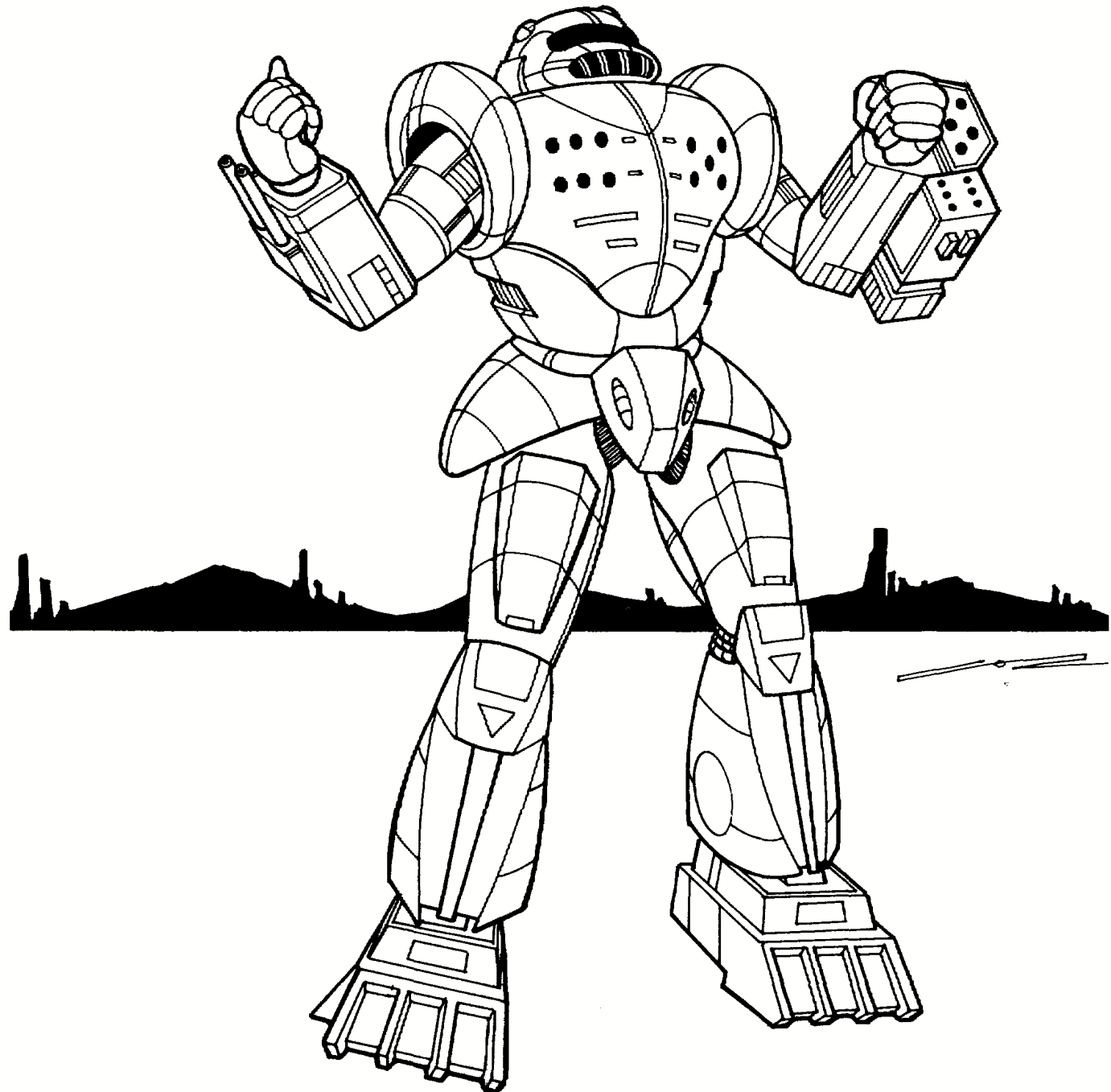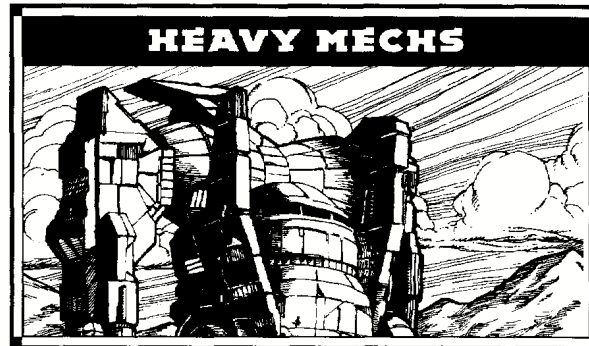
HEAVY MECHS

Heavy 'Mechs range from 60 to 75 tons. Usually piloted by commanders and experienced MechWarriors, they play a major role on the battlefields of the Inner Sphere. Heavy 'Mechs can dish out and take immense amounts of damage, and so only another heavy or an assault 'Mech can normally take on a typical heavy BattleMech. The side that can deploy its heavy units against medium and light 'Mechs in a crucial battle will generally win it.

CHP-2N CHAMPION

STAR LEAGUE
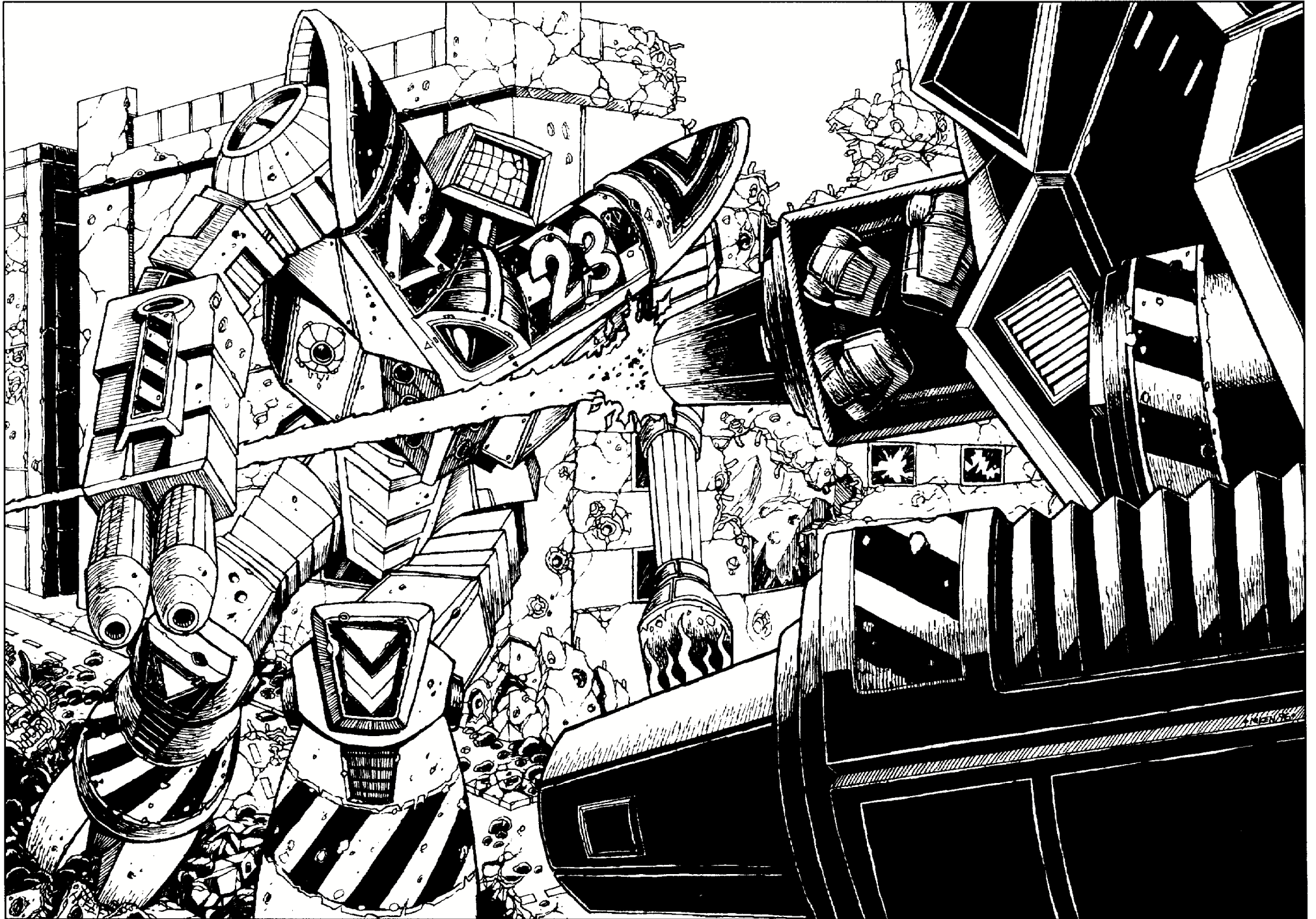
Mass: 60 tons
Chassis: Bergan XI
Power Plant: Vlar 300
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
    Jump Capacity: None
Armor: 2/Star Slab
Armament:
    1 Mydron Model B Autocannon
    1 Harpoon-6 SRM Launcher
    2 Magna Mark II Medium Lasers
    2 Martell Small Lasers
Manufacturer: Bergan Industries
Communications System: Garret T-11C
Targeting and Tracking System: Mercury-IV

OVERVIEW

Introduced in 2602, the CHP-1N *Champion* is a heavy BattleMech designed to be fast and maneuverable, with an array of weaponry to give it good combat flexibility. Weighing in at 60 tons and with a top running speed of 86.4 kilometers per hour, the *Champion* was intended to fill the roles of a heavy reconnaissance and strike BattleMech. The 'Mech also often serves with main-line units in more general combat roles.

Though many have criticized the vehicle as over-engined, oversized, under-gunned and too costly, the *Champion's* consistently excellent performance has made it popular among its pilots as well as MechWarriors who serve alongside it.

CAPABILITIES

The *Champion's* mass makes it a heavy BattleMech, but it has feeble weapons and light armor for this weight class. However, few of the more heavily armed and armored heavy BattleMechs can match its speed and maneuverability, and thus its higher survival rate. To achieve this speed advantage, the *Champion* uses a Vlar 300 fusion engine that masses nearly 20 tons, one-third of the *Champion's* overall mass.

Critics claim that a medium 'Mech in the 50- to 55-ton range can move at similar speeds with a smaller engine, leaving room for much more weaponry and armor. Earthwerks Incorporated bid for the same contract with a proposal for the GRF-3N, a modified version of its 55-ton *Griffin*, to achieve the same performance as the *Champion* at notably less cost. But Bergan Industries, manufacturer of the highly successful *Locust*, lobbied so intensively that its *Champion* proposal ultimately won out with an order for 200 machines.

The original *Champions* included an improved missile fire-control system known as Artemis that improved the accuracy of its Harpoon missiles by up to 50 percent. However, as with most advanced weapons of the Star League era, the technologically impaired Inner Sphere of the Succession Wars could not maintain the Artemis, and no functional versions appear to remain in existence.

The *Champion's* weapons array consists of one Mydron Model B autocannon, one Harpoon-6 short-range missile launcher, a pair of Magna Mark II medium lasers, and two Martell small lasers. Though it carries extra ammunition, the *Champion* sometimes must withdraw from combat early or close quickly to engage targets with its SRM and lasers. The 'Mech's greatest weakness may be its tendency to run somewhat hot in heavy combat, mostly because its manufacturers installed low-efficiency heat sinks to reduce the machine's overall cost.

Type: **Champion**
Technology Base: Inner Sphere
Tonnage: 60

Equipment		Mass
Internal Structure:		6
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	22
Center Torso (rear)		9
R/L Torso	14	16
R/L Torso (rear)		5
R/L Arm	10	10
R/L Leg	14	13
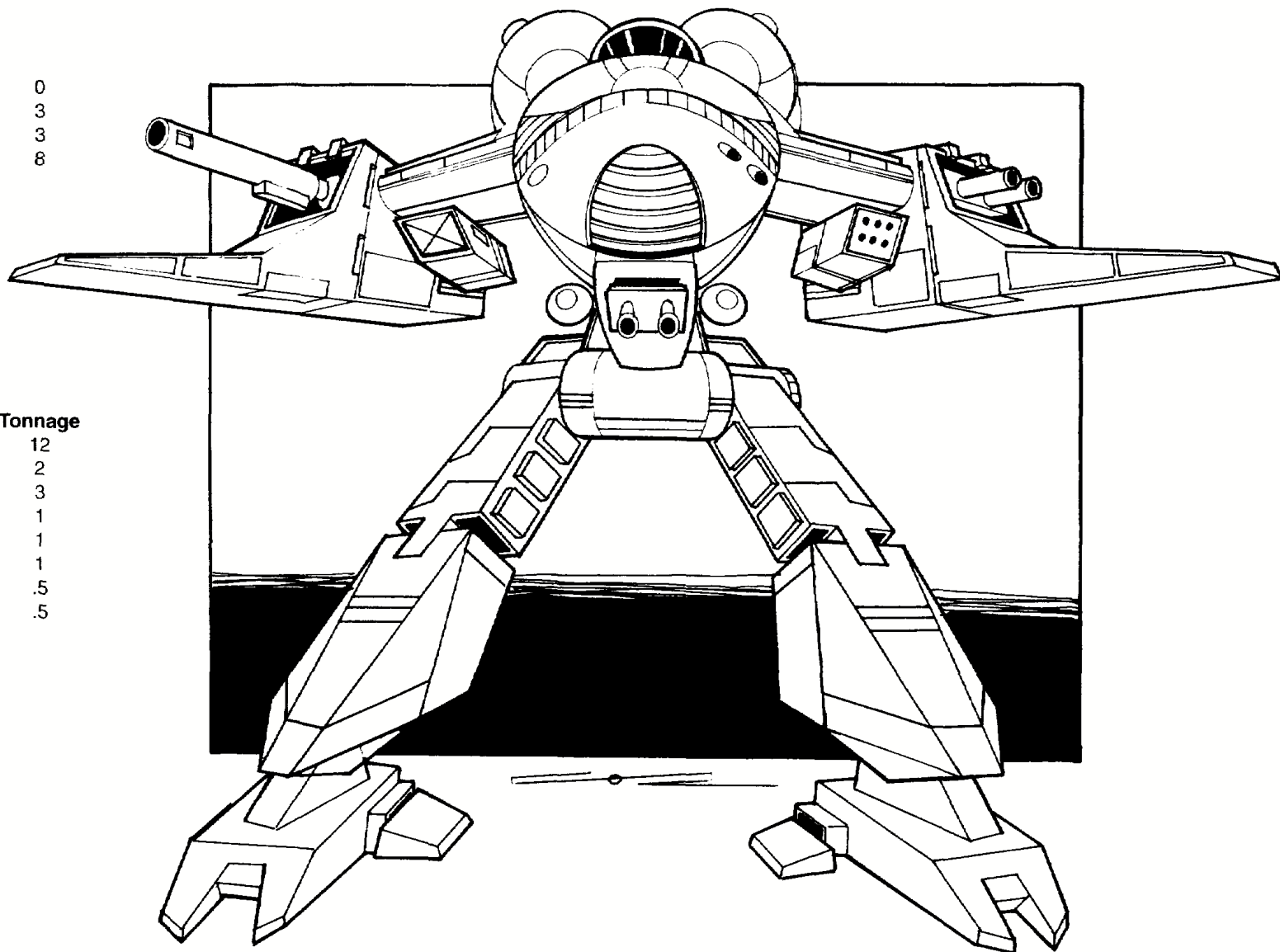
Weapons and Ammo	Location	Critical	Tonnage
AC/10	RT	7	12
Ammo (AC) 20	RT	2	2
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5
Small Laser	CT	1	.5

DRG-1N DRAGON
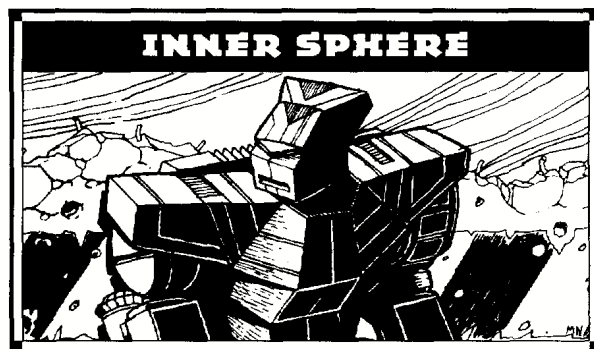
Mass: 60 tons
Chassis: Alshain Type 56-60H
Power Plant: Vlar 300
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
    Jump Capacity: None
Armor: Starshield
Armament:
    1 Telos DecaCluster LRM Missile System
    1 Imperator-A Autocannon
    2 Victory 23R Medium Lasers
Manufacturer: Luthien Armor Works
Communications System: Sipher CommSys 3
Targeting and Tracking System: Eagle Eye SY10-10

OVERVIEW

In the first years of the Kerensky Protectorate, the lackluster performance of the aging SHD-1R *Shadow Hawk* against newer designs made apparent the need to replace it. In a League-wide contest, the Luthien Armor Works submitted its *Dragon* design and promptly lost the contract to the upgraded *Shadow Hawk*, the 2H.

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

A variant on the *Dragon* design, known as the *Grand Dragon*, has appeared recently. Inspired by Takashi Kurita's desire for a more powerful 'Mech, Combine engineers have devised changes that make the *Dragon* an even more fearsome opponent.

Replacing the autocannon on the right arm is a Lord's Light PPC. Another medium laser takes the space freed up by losing the autocannon ammo. In an effort to compensate for the extra heat generated, two more heat sinks were added. As the *Grand Dragon* has yet to be battle-tested, no one is certain of how it will perform with its extra heat burden.

Type: **Dragon**
Technology Base: Inner Sphere
Tonnage: 60

Equipment		Mass
Internal Structure:		6
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	27
Center Torso (rear)		12
R/L Torso	14	16
R/L Torso (rear)		8
R/L Arm	10	14
R/L Leg	14	18

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	CT	2	5
Ammo (LRM) 24	LT	2	2
AC/5	RA	4	8
Ammo (AC) 40	RT	2	2
Medium Laser	LA	1	1
Medium Laser	LT (R)	1	1

LOOSE
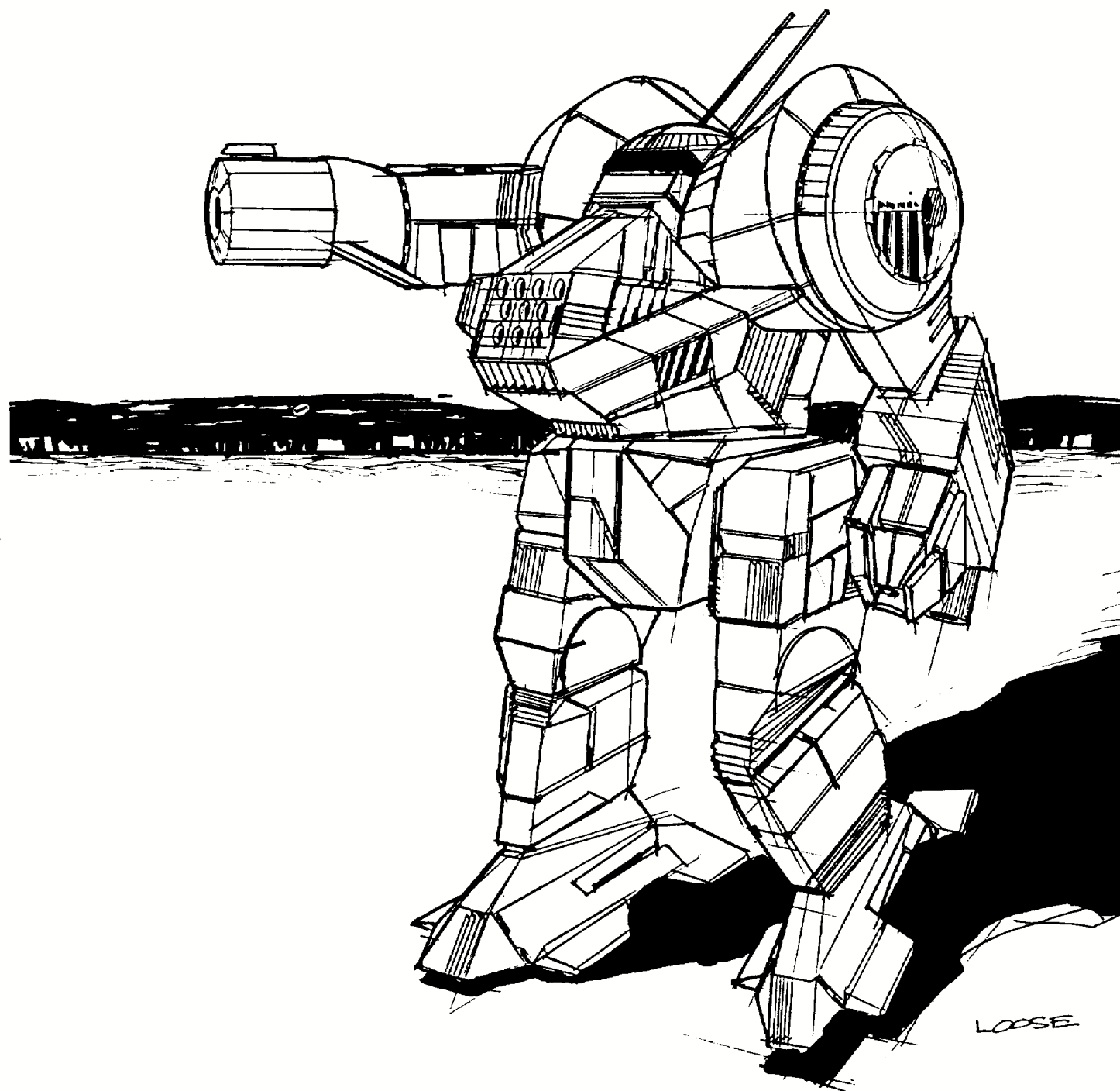
Mass: 60 tons
Chassis: LAW LNC25-02
Power Plant: Pitban 240
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
   Jump Capacity: None
Armor: Starshield
Armament:
   1 Lord's Light PPC
   2 Sunglow Large Lasers
   1 Victory 23R Medium Laser
Manufacturer: Luthien Armor Works
Communications System: Sipher KIT-4
Targeting and Tracking System: Hawkeye B3

OVERVIEW

In 2581, Krupp Stellar Technologies Inc. was awarded a Star League contract to produce a medium-weight combat BattleMech. Though well known for their weapons and battle computers, Krupp had yet to produce a 'Mech for the Star League military. Their engineers outdid themselves in the effort to perfect their design, which they named the *Lancelot*. The new 'Mech came in slightly over its intended weight, putting it in the heavy classification.

The Star League Quartermaster Command had laid down relatively simple criteria for the prototype. They asked for a speedy 'Mech that could operate with limited dependence on ammunition or support, and that had sufficient firepower to be a viable force in combat. When finally introduced into service, the *Lancelot* more than fulfilled these requirements. Advanced technology made it faster than any other heavy 'Mech of the time, while giving it the punch of an assault 'Mech. It was perfectly suited to its role as an ammunition-independent harasser, often picking at the enemy from long range and moving away when threatened. Luthien Armor Works obtained copies of the blueprints after the Second Succession War and has managed to keep the 'Mech in production, though with significantly reduced capabilities.

The ravages of centuries of warfare have forced the *Lancelot* into a role for which it was never designed, with equipment that cannot keep it alive for long against anything but the lightest BattleMechs. While it still packs a considerable punch, it no longer possesses the speed or heat-dissipation capability to deliver its formidable firepower consistently and safely.

CAPABILITIES

The deadly Lord's Light PPC serves as the main weapon system for the LNC25-02 *Lancelot*. Concentrated PPC fire opens huge rents in the armor of most BattleMechs, enabling the *Lancelot's* secondary weapon systems to do serious internal damage to the enemy. The armor on the right torso is thin, but still substantial enough for the particle projector cannon to take one or two hits before being destroyed.

The twin arm-mounted Sunglow heavy lasers continue the job at closer ranges. Together, they can boil away fifty percent more armor from a target than the Lord's Light PPC. If a *Lancelot's* pilot is willing to risk shutdown from overheating, he can use all three weapons to create a withering hail of fire.

The biggest problem with the design is that it can no longer move faster than 64 kph and it lacks the armor to withstand more than a few solid hits. Because it has neither significant armor protection nor sufficient speed to get out of serious trouble quickly, pilots have taken to calling the *Lancelot* "the Coffin."

Type: **Lancelot**
Technology Base: Inner Sphere
Tonnage: 60

Equipment		Mass
Internal Structure:		6
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	19	9
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	7
Center Torso	20	21
Center Torso (rear)		16
R/L Torso	14	16
R/L Torso (rear)		10
R/L Arm	10	14
R/L Leg	14	14

Weapons and Ammo	Location	Critical	Tonnage
PPC	RT	3	7
Large Laser	RA	2	5
Large Laser	LA	2	5
Medium Laser	CT	1	1

QKD-4G QUICKDRAW

INNER SPHERE
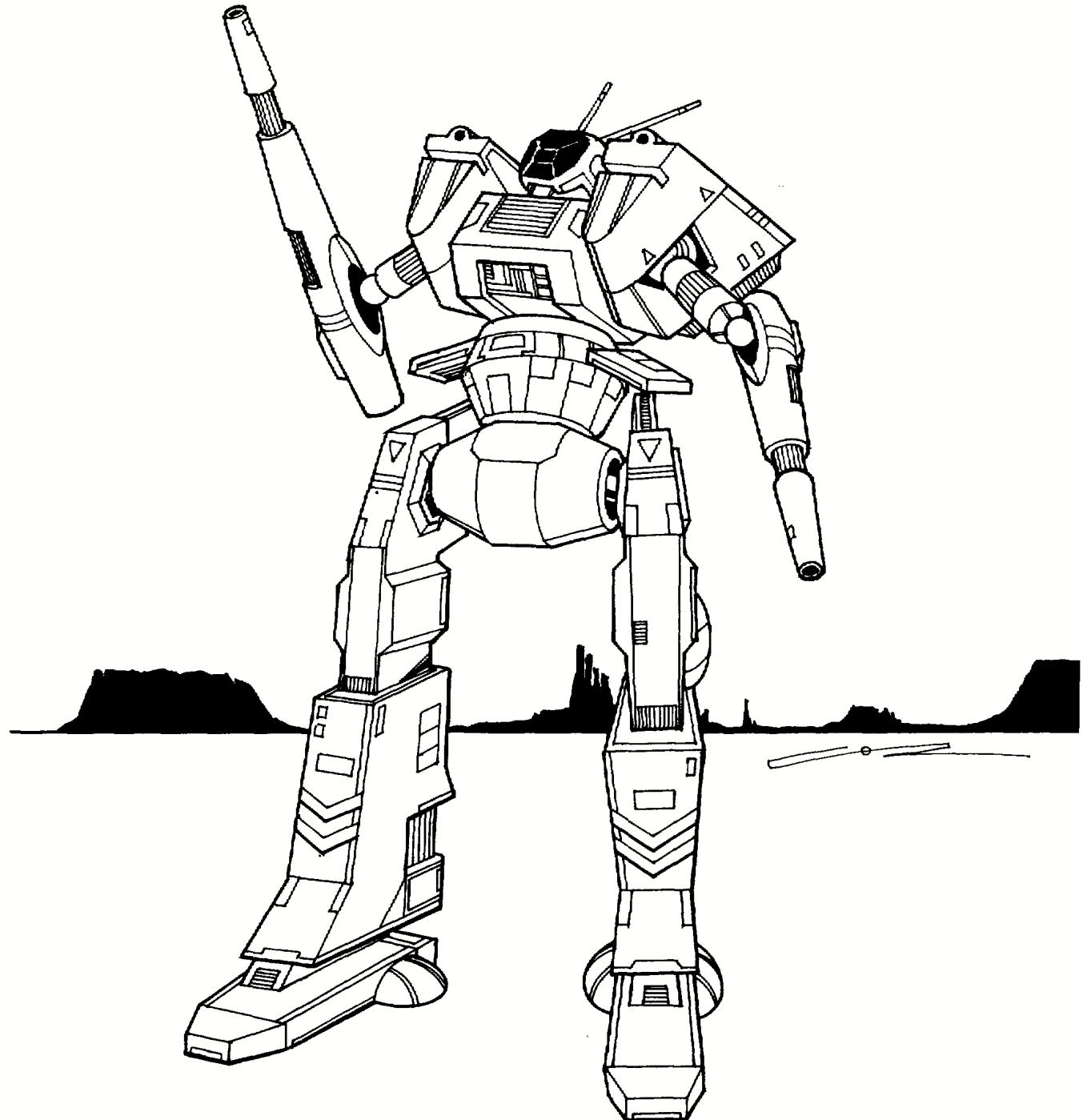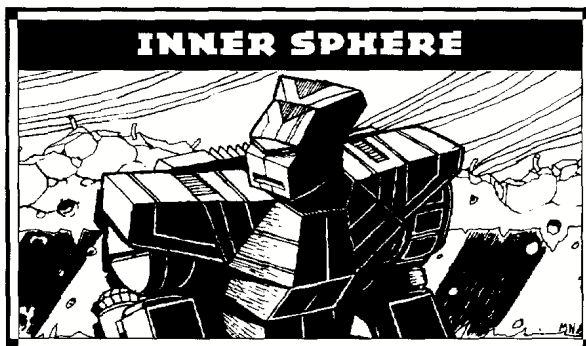
Mass: 60 tons
Chassis: Technicron Type E
Power Plant: Vlar 300
Cruising Speed: 54.1 kph
Maximum Speed: 86.7 kph
Jump Jets: Chilton 460
  Jump Capacity: 150 meters
Armor: Riese-475
Armament:
  4 Omicron 4000 Medium Lasers
  1 Delta Dart Long Range Missile 10-Rack
  1 Hovertec Short Range Missile Quad
Manufacturer: Technicron Manufacturing
Communications System: Garret T12E
Targeting and Tracking System: Dynatec 2180

OVERVIEW

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

CAPABILITIES

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

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

DEPLOYMENT

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

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

VARIANTS

Some *Quickdraws* have been reconfigured to carry two additional medium lasers, which also requires the removal of the LRM ten-rack and the addition of four or more heat sinks. Another variant popular among many MechWarriors places the SRM in the rear torso and reorients the rear-firing lasers to fire forward.

QKD-4G QUICKDRAW

Type: **Quickdraw**
Technology Base: Inner Sphere
Tonnage: 60

Equipment		Mass
Internal Structure:		6
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13	3
Gyro:		3
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	17
Center Torso (rear)		8
R/L Torso	14	14
R/L Torso (rear)		7
R/L Arm	10	11
R/L Leg	14	15

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

LOOSE

STAR LEAGUE
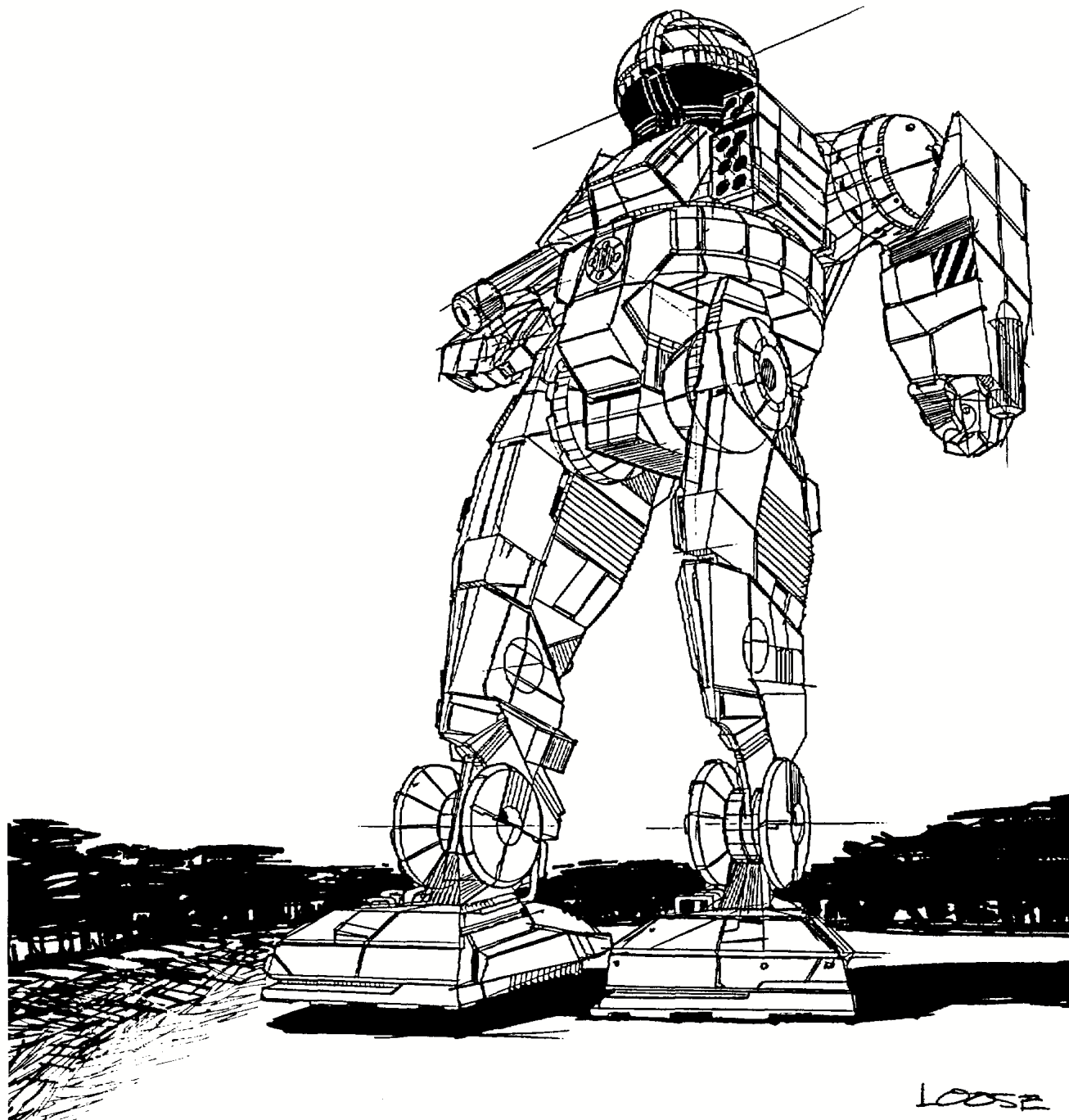
Mass: 65 tons
Chassis: KetoBond
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
　Jump Capacity: None
Armor: Maximillian 100
Armament:
　2 Doombud Long-Range Missile 20-Racks
　1 Hovertec Short-Range Missile Quad
　1 Voelkers 200 Machine Gun
Manufacturer: Earthwerks
Communications System: Neil 5000
Targeting and Tracking System: RCA Instatrac
　Mark XII

OVERVIEW

Developed as part of a trend toward specialized 'Mechs, the *Bombardier* was intended to replace mechanized vehicles as rear artillery support. Such vehicles often fell behind their side's advancing BattleMechs, making them inviting targets for enemy 'Mechs that managed to penetrate the front lines. The *Bombardier's* designers hoped it might solve that problem.

Despite years of tests and war games, the *Bombardier* ran into trouble in extended combat. Prolonged fighting expended the 'Mech's specialized missiles so quickly that stores of *Bombardier* ammunition dried up on many planets after only three days of battle. With the Succession Wars disrupting space traffic and armies destroying munitions factories daily throughout the Successor States, resupply was haphazard at best. Ultimately, the Succession Wars destroyed so much of the Inner Sphere's industrial base that the *Bombardier's* complex guided missiles became impossible to manufacture.

As the First Succession War dragged on, more and more *Bombardiers* were ordered into front-line lances to act as close support. Not designed for slugging matches, the *Bombardier* quickly became a favorite target on the battlefield. As spare parts and replacements dried up, a number of damaged *Bombardiers* were cannibalized to keep other support 'Mechs running. *Bombardier* parts and equipment appear on patched-together 'Mechs to this day.

By the beginning of the Second Succession War, only a handful of *Bombardiers* remained in operation, most of them guarding the last few munitions factories that could make the *Bombardier's* specialized missiles. Since the destruction of those factories, *Bombardiers* have been equipped with less effective conventional missiles.

CAPABILITIES

Originally capable of traveling at 80 kph, the *Bombardier* is now constrained to speeds under 64 kph because the Inner Sphere no longer has the ability to maintain and build complex, ultralight engines. Unlike some Star League-era 'Mechs, however, the *Bombardier* has managed to retain all the advantages of its original armor and most of its weapons.

Technological backsliding during and after the Succession Wars forced the 'Mech to drop several important defensive features. Without the engineering techniques used to make certain materials, the *Bombardier's* special ammunition storage bins could no longer be replaced. When the components that combined sensors, guidance computers, and fire control could no longer be made to function reliably, the small automated machine guns that shot down incoming missiles were replaced by a standard machine gun.

Despite these drawbacks, the *Bombardier* is a solid 'Mech design for as long as its ammunition lasts. The *Bombardier* can adequately serve as a battlefield-support 'Mech as long as it finds a safe position from which it can easily withdraw and the pilot watches his 'Mech's heat levels. However, with only six reloads in the torso for each shoulder-mounted LRM-20 rack, the *Bombardier* cannot linger on the battlefield for long.

Even with an SRM-4 mounted in the right arm and a machine gun in the center torso, the *Bombardier* is not most MechWarriors' preferred ride. The 'Mech has been relegated to rear-guard duty and other defensive roles in support of other 'Mechs, while other missile-carrying BattleMechs such as the *Archer* and the *Catapult* perform front-line duty.

BMB-10D BOMBARDIER

Type: **Bombardier**
Technology Base: Inner Sphere
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	24
Center Torso (rear)		15
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	10	20
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
LRM 20	RT	5	10
LRM 20	LT	5	10
Ammo (LRM) 12	RT	2	2
SRM 4	RA	1	2
Ammo (SRM) 25	RA	1	1
Machine Gun	CT	1	.5
Ammo (MG) 200	CT	1	1

INNER SPHERE
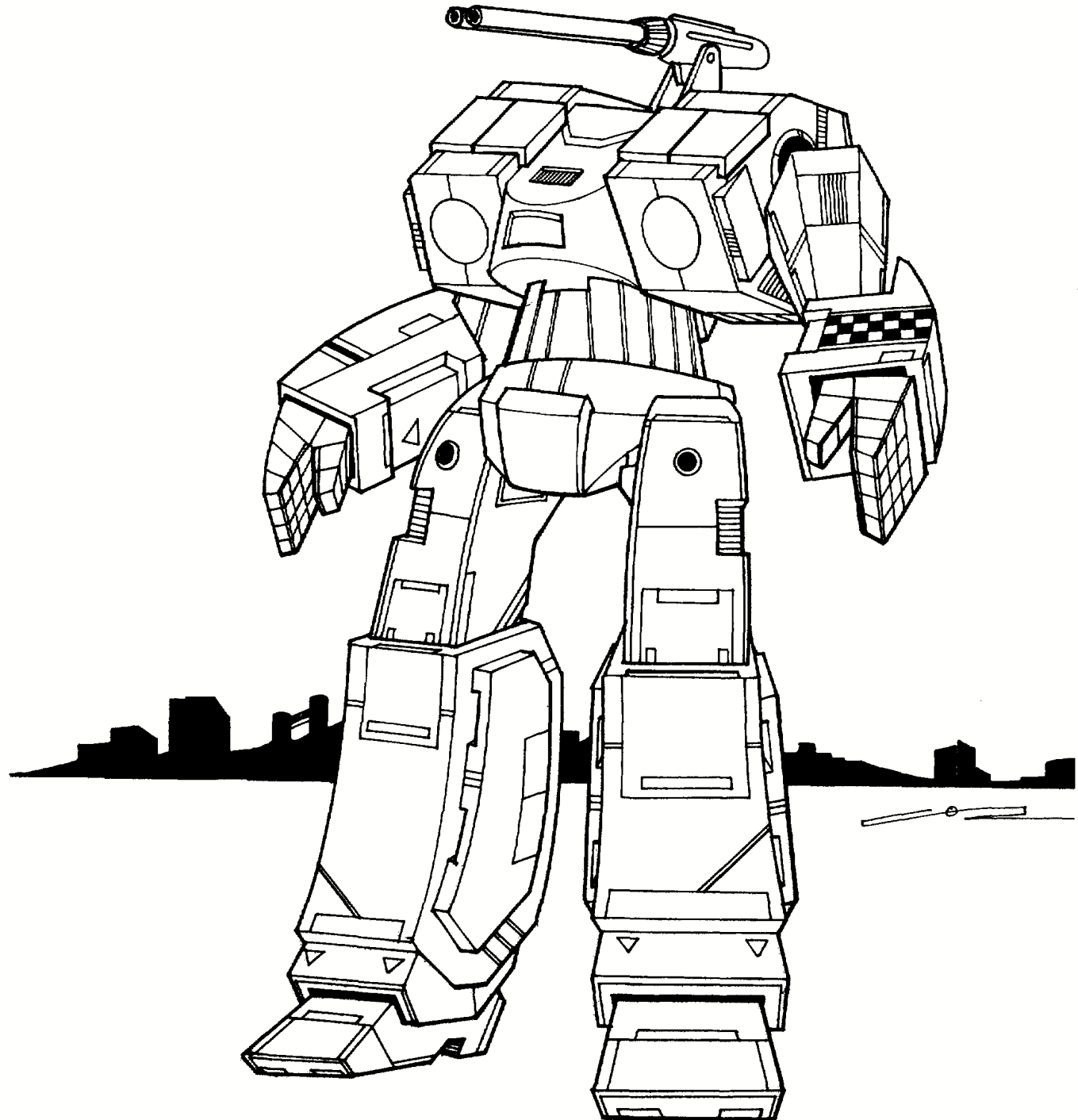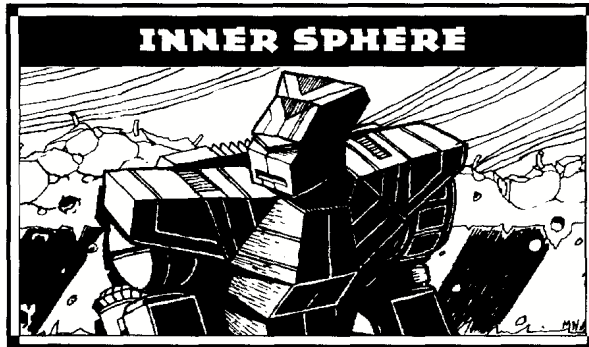
Mass: 65 tons
Chassis: Hollis Mark II
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson Propulsion 21
    Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:
    2 Holly Long-Range Missile 15-Racks
    4 Martell Medium Lasers
Main Manufacturer: Hollis Incorporated
Communications System: O/P COM-211
Targeting and Tracking System: O/P 1078

OVERVIEW

The CPLT-C1 *Catapult* was produced by Hollis Incorporated in a limited production run between 2571 and 2573 under a special military contract with the Star League. It was officially classified as a close-support vehicle, designed as a second-line defensive 'Mech with strong offensive capabilities.

CAPABILITIES

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

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

DEPLOYMENT

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

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

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

VARIANTS

The most common of the two known variants incorporates two Holly LRM-20s with nearly double the standard ammunition load, but replaces the four medium lasers with two Magna small lasers for close combat.

Kurita technicians created another version by modifying the basic Hollis chassis, the armor placement, and the weapons array to make the Catapult a more effective close fighter. The Kurita variant incorporates five additional heat sinks, two PPCs, twin machine guns, and two medium lasers.

Type: **Catapult**
Technology Base: Inner Sphere
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	24
Center Torso (rear)		11
R/L Torso	15	19
R/L Torso (rear)		8
R/L Arm	10	13
R/L Leg	15	18

Weapons and Ammo	Location	Critical	Tonnage
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2
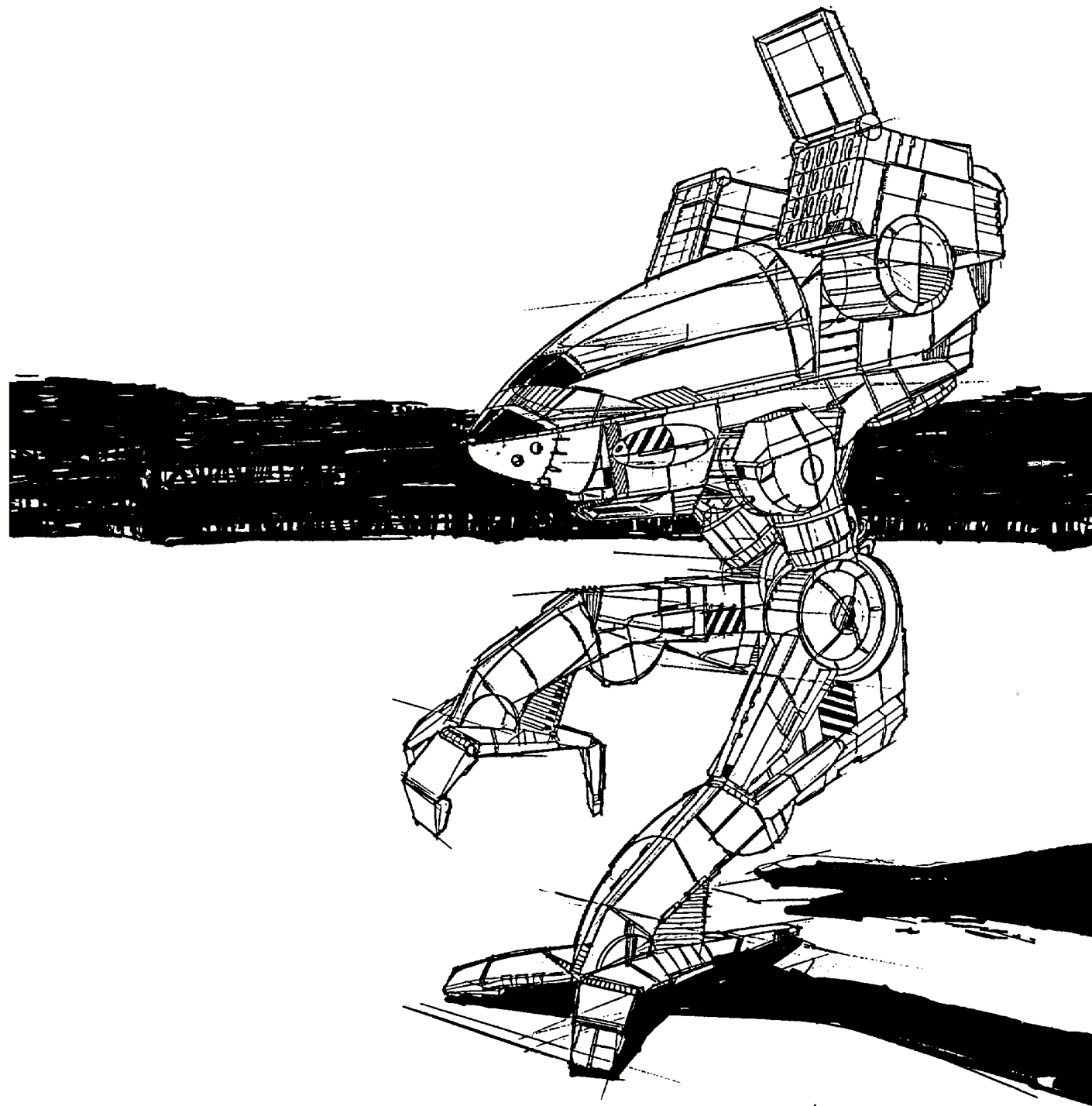
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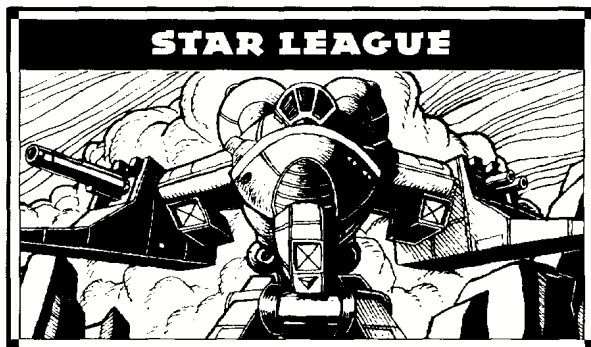
Mass: 65
Chassis: Kallon-X
Power Plant: VOX 325
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Northrup Nova Leap 30a
   Jump Capacity: 150 meters
Armor: Valiant Lamellor
Armament:
   1 Delta Dart Long Range Missile 15-Rack
   4 Magna Mark II Medium Lasers
   1 Magna Mark I Small Laser
   1 M100 Heavy Machine Gun
Manufacturer: Kallon Industries
Communications System: Tek BattleCom
Targeting and Tracking System: Tek LOR T13d

OVERVIEW

Until the fall of the Star League, the *Exterminator* played a specialized role: neutralize the enemy's command, control, and communication equipment and personnel. To accomplish these tasks, its designers equipped it with state-of-the-art ECM, weapons, and an experimental light polarization shield that rendered the 'Mech virtually invisible until it attacked. The *Exterminator's* sleek and deadly appearance made it a favorite among its pilots, who were often the elite scouts in an SLDF division.

The First Succession War, however, rendered useless almost all of the advanced equipment that made the *Exterminator* so effective. Stores of replacement parts were swiftly used up, and the factories that produced the 'Mech and its components were destroyed. By 2804, no operational *Exterminators* remained in service.

In 3007, Kallon Industries, looking for a replacement for their aging *Wolverine*, recovered blueprints for the *Exterminator* and immediately modified the design so that it could be built using the technology readily available. The result is a BattleMech far less effective than the original, but with significant fast-attack capabilities nonetheless.

CAPABILITIES

The original EXT-4D *Exterminator* design was conceived to carry out a specific mission, and its designers constructed and integrated all of its systems with that mission in mind. Kallon Industries retained the original design paradigm, but focused all its efforts on making the new *Exterminator* the Inner Sphere's premier heavy fast-strike 'Mech.

The EXT-4A *Exterminator*, though not as swift as the original, is still ideally suited for fast raids. Its speed ensures that it will not receive many hits while delivering a salvo of laser fire that pilots of many larger 'Mechs might envy. The arm-mounted medium lasers give the *Exterminator's* pilot a wide field of fire as he moves past his target. Though the machine gun in the right torso was designed purely for anti-personnel defense, many MechWarriors using it along with the medium lasers in high-speed passes, even though the machine-gun mounting allows for a limited firing arc.

The *Exterminator's* armor enables it to engage in close assaults. However, to encourage pilots to remain on the fringe of combat (and therefore increase the chances of pilot and 'Mech surviving), Kallon insisted on upgrading the 'Mech's missile system to a Delta Dart fifteen-rack. The extra space created in the left torso by retrofitting a standard engine in place of the original 'Mech's advanced engine made this refit easy. Though the *Exterminator* carries only one ton of LRM ammunition, the weapon is deadly enough to deter pursuit by any but the most determined enemy.

The original *Exterminator's* unique light-polarization "stealth" shield is lost to time, though Kallon Industries has managed to retain the heat baffles that made the 'Mech difficult to detect using infrared-only sensors. With additional research, Kallon may rediscover the lost secret of the stealth shields. However, current projections anticipate that such advances in technology will take decades to implement, if they are possible at all.

EXT-4A EXTERMINATOR

Type: **Exterminator**
Technology Base: Inner Sphere
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	325	23.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11	1
Gyro:		4
Cockpit:		3
Armor Factor:	168	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	21
Center Torso (rear)		8
R/L Torso	15	20
R/L Torso (rear)		8
R/L Arm	10	18
R/L Leg	15	19

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	LT	2	5
Ammo (LRM) 12	CT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	.5
Machine Gun	RT	1	.5
Ammo (MG) 100	RT	1	.5
Jump Jet	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2

JM6-S JAGERMECH

INNER SPHERE
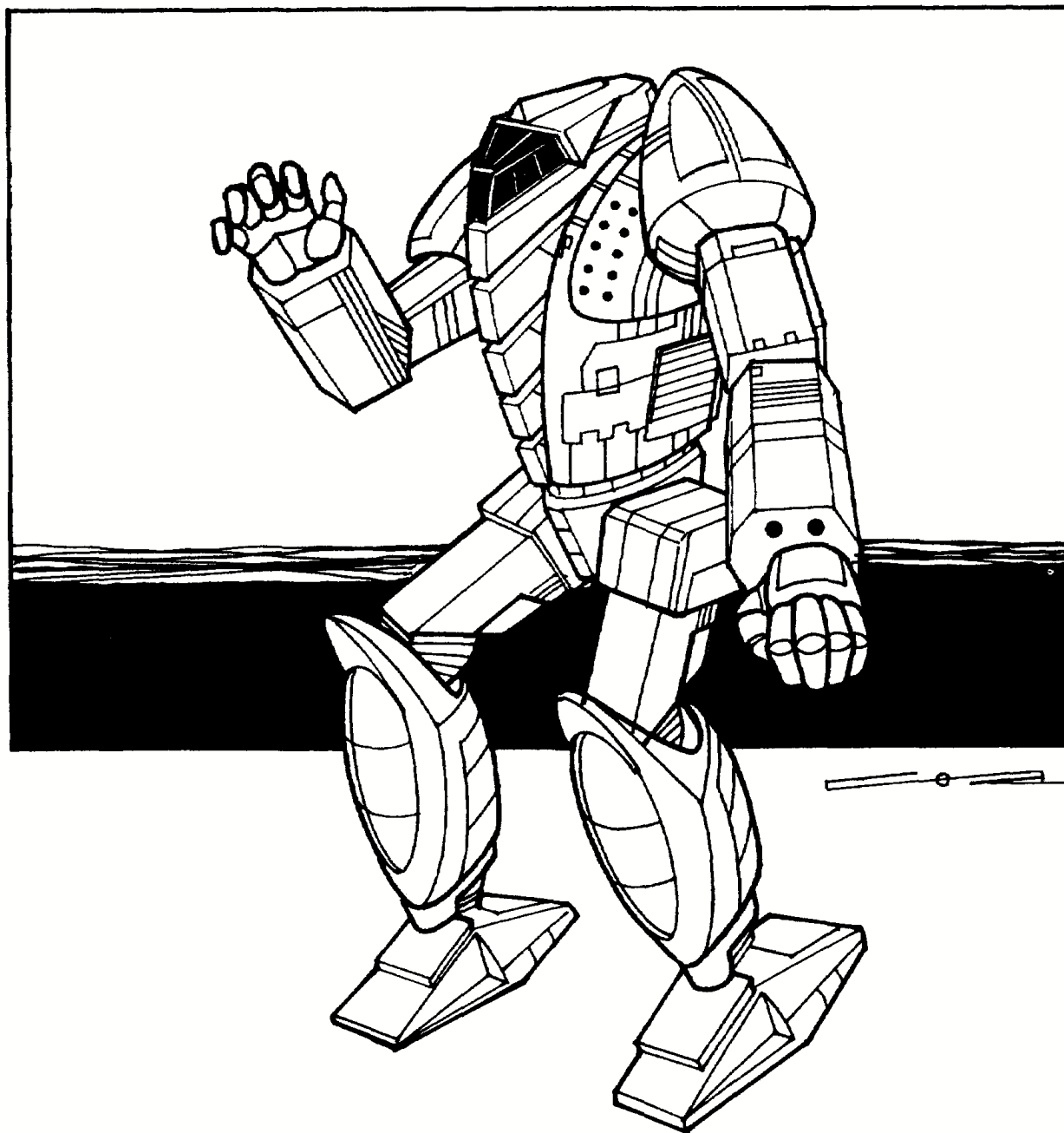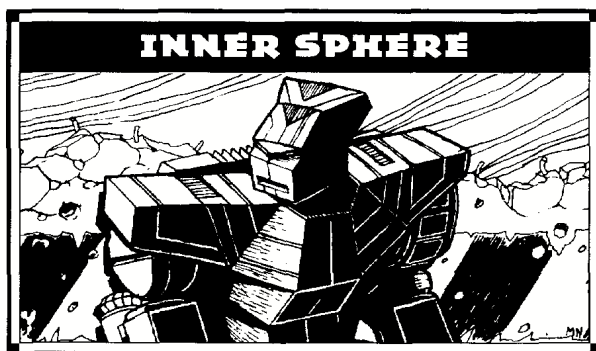
Mass: 65 tons
Chassis: Kallon Type XII
Power Plant: 260 Magna
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar
Armament:
2 Mydron Model C Medium Autocannon
2 Mydron Model D Light Autocannon
2 Magna Mark II Medium Lasers
Manufacturer: Kallon Industries
Communications System: Garret T11-A
Targeting and Tracking System: Garret D2j

OVERVIEW

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

CAPABILITIES

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

The *JagerMech* is also well suited to the role of an anti-aircraft gunner. It boasts impressive accuracy due to its Garret D2j targeting and tracking system and the extended range of its Mydron Model D autocannon. These systems are usually used in tandem with the less accurate but more powerful Model C autocannon to create a better potential damage rating. The result is an anti-aircraft platform with impressive firepower.

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

DEPLOYMENT

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

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

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

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

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

Type: **JagerMech**
Technology Base: Inner Sphere
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	96	6

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	16
Center Torso (rear)		5
R/L Torso	15	13
R/L Torso (rear)		3
R/L Arm	10	6
R/L Leg	15	11

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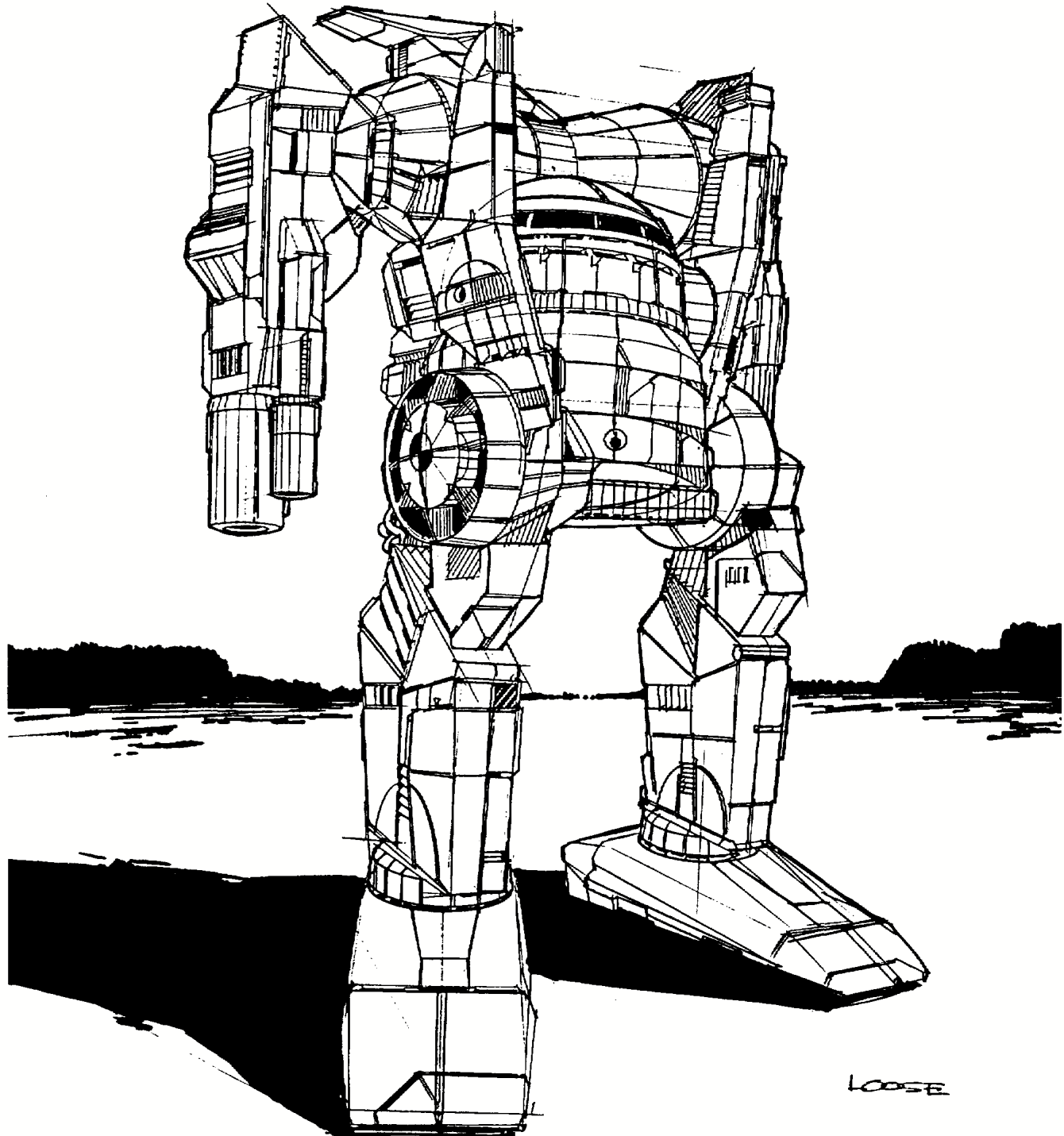
LOOSE

INNER SPHERE
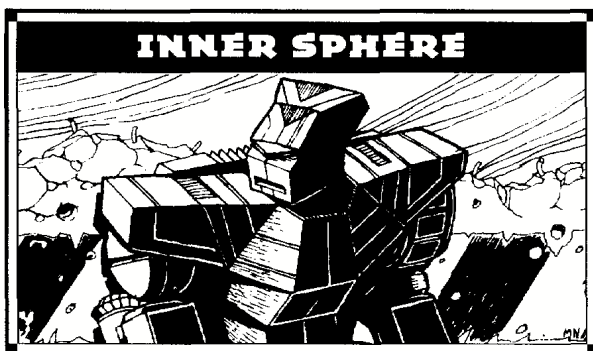
Mass: 70 tons
Chassis: Mingh z33/7
Power Plant: 280 VOX
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Leviathan Lifters
  Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:
  1 Diplan HD Heavy Laser
  4 Diplan M3 Medium Lasers
  1 Conan/S LRM-5
Manufacturer: Lantren Corporation
Communications System: Allet-C308
Targeting and Tracking System: Allet-T11

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

DEPLOYMENT

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

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

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

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

Type: **Grasshopper**
Technology Base: Inner Sphere
Tonnage: 70

Equipment		Mass
Internal Structure:		7
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	22	12
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		13
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	26

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	CT	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
LRM 5	H	1	2
Ammo (LRM) 24	RT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2
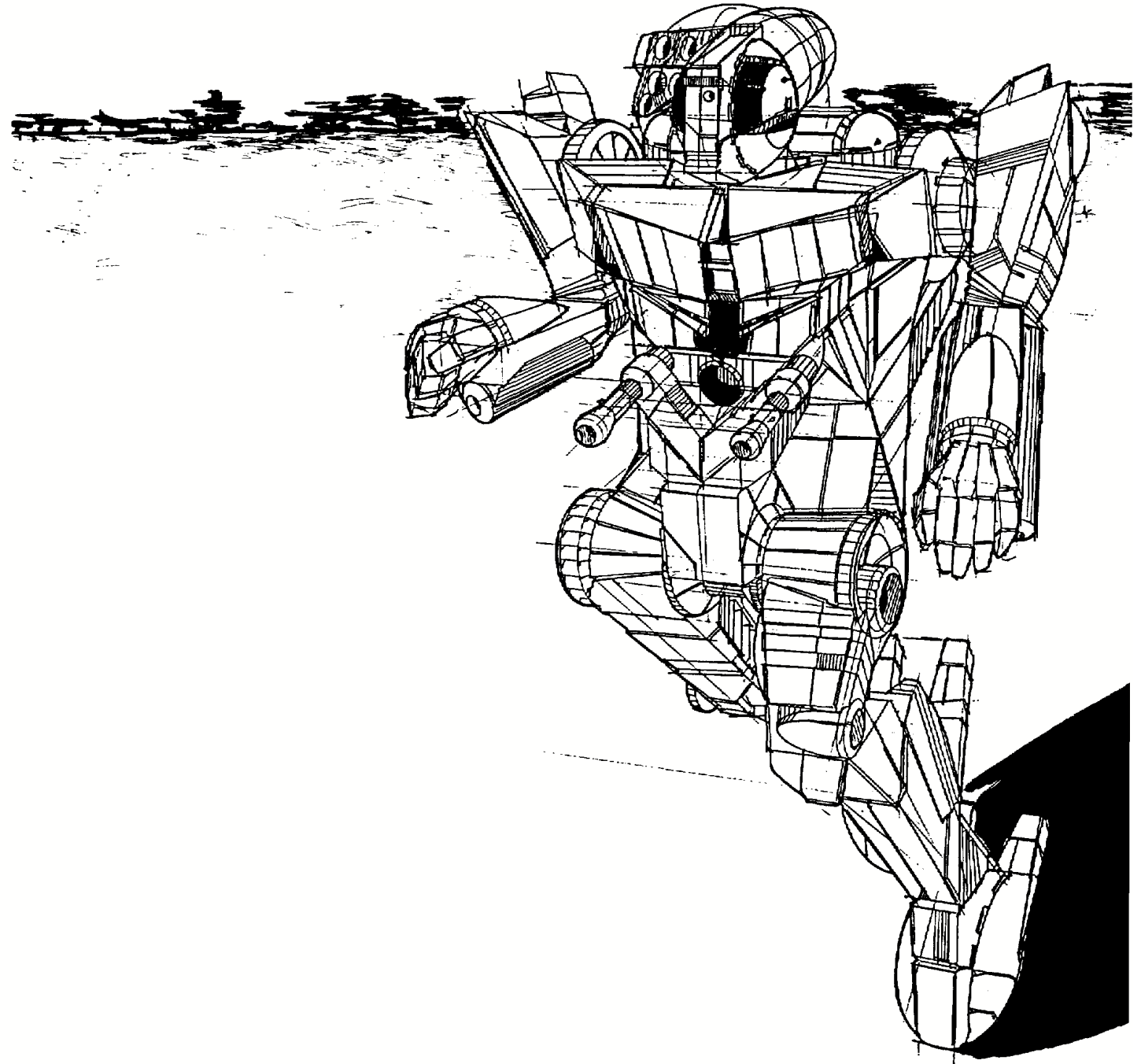
STAR LEAGUE
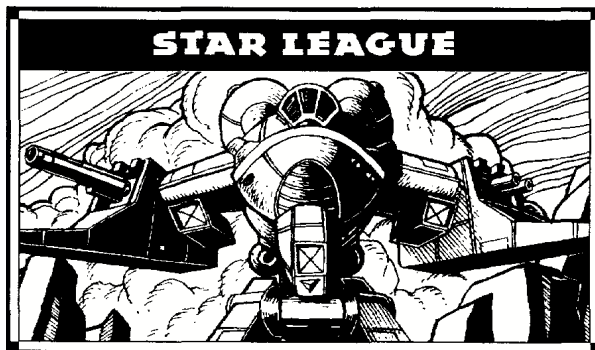
Mass: 70
Chassis: Crucis-V
Power Plant: Vox 280
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Anderson 398
    Jump Capacity: 120 meters
Armor: Ulston Prime
Armament:
    1 Sunglow Large Laser
    4 Exostar II Medium Lasers
    1 Coventry-6 SRM Launcher
Manufacturer: Newhart Industries
Communications System: StarLink 955G
Targeting and Tracking System: Pulsar Tri-X

OVERVIEW

The *Guillotine* is a venerable design. Commissioned in 2499, the 'Mech saw action in every major Star League Defense Forces action and every major Successor State conflict. The *Guillotine* was the standard heavy 'Mech for generations, working with companies of *Griffins* to provide heavy firepower. As time passed, however, technological improvements made bigger 'Mechs possible, and today the *Guillotine* is no longer as common as it was in the past.

Few of the newer, heavier 'Mechs can match the *Guillotine*'s maneuverability, but the *Guillotine*'s firepower is no longer exceptional. Consequently, its role on the modern battlefield has changed. Instead of serving as a front-line BattleMech, the GLT-4L *Guillotine* now serves almost exclusively as a raider.

CAPABILITIES

The *Guillotine*'s primary weapon is the left-arm-mounted Sunglow large laser, backed up by four Exostar II medium lasers, one on each side of the torso and two mounted on the right arm. These energy weapons give the 'Mech considerable force, but not quite the punch of other heavy 'Mechs. Though the Sunglow is a dependable weapon, occasional problems arise with the power cables leading from the chest to the arm. As the cables pass through the shoulder, they run near the surface of the underarm and may bind when the 'Mech raises its left arm over its head. Experienced pilots know to lower the arm and try again, but rookies sometimes attempt to force the line, snapping the feeds in the process and rendering the 'Mech's most potent weapon inoperable. Repairs are costly and time-consuming, as each severed cable must be completely rerun from chest to forearm. If a rookie survives this mistake, he never makes it again.

The medium lasers on the *Guillotine* use different housings than other medium lasers, making field repair difficult at best. Each laser has two components, the power-supply unit in the heart of the GLT-4L and the fire-control system in the barrel. Eight pairs of fiber-optic cables carry power to the firing mechanism. Fortunately for *Guillotine* technicians the system has an excellent combat survival rate because the bulky power supply, normally the first casualty, is well-hidden.

The secondary weapon is the Coventry-6 short-range missile system located in the center torso. As with many add-ons, the system initially had several annoying glitches, most of which were repaired early in the 'Mech's career. Some, however, persist to this day. The most serious is the arming regulator. For unknown reasons, the system sometimes fails to arm missiles five and six. The cause of the failure has never been traced despite a complete redesign of the arming system and countless hours of computer diagnoses. Because the problem occurs irregularly, it has not stopped the production of the *Guillotine*, nor significantly decreased the 'Mech's usefulness.

Type: **Guillotine**
Technology Base: Inner Sphere
Tonnage: 70

Equipment		Mass
Internal Structure:		7
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	22	12
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	27
Center Torso (rear)		12
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	22

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	LA	2	5
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Jump Jet	RT	1	1
Jump Jet	LT	1	1
Jump Jet	LL	1	1
Jump Jet	RL	1	1

STAR LEAGUE
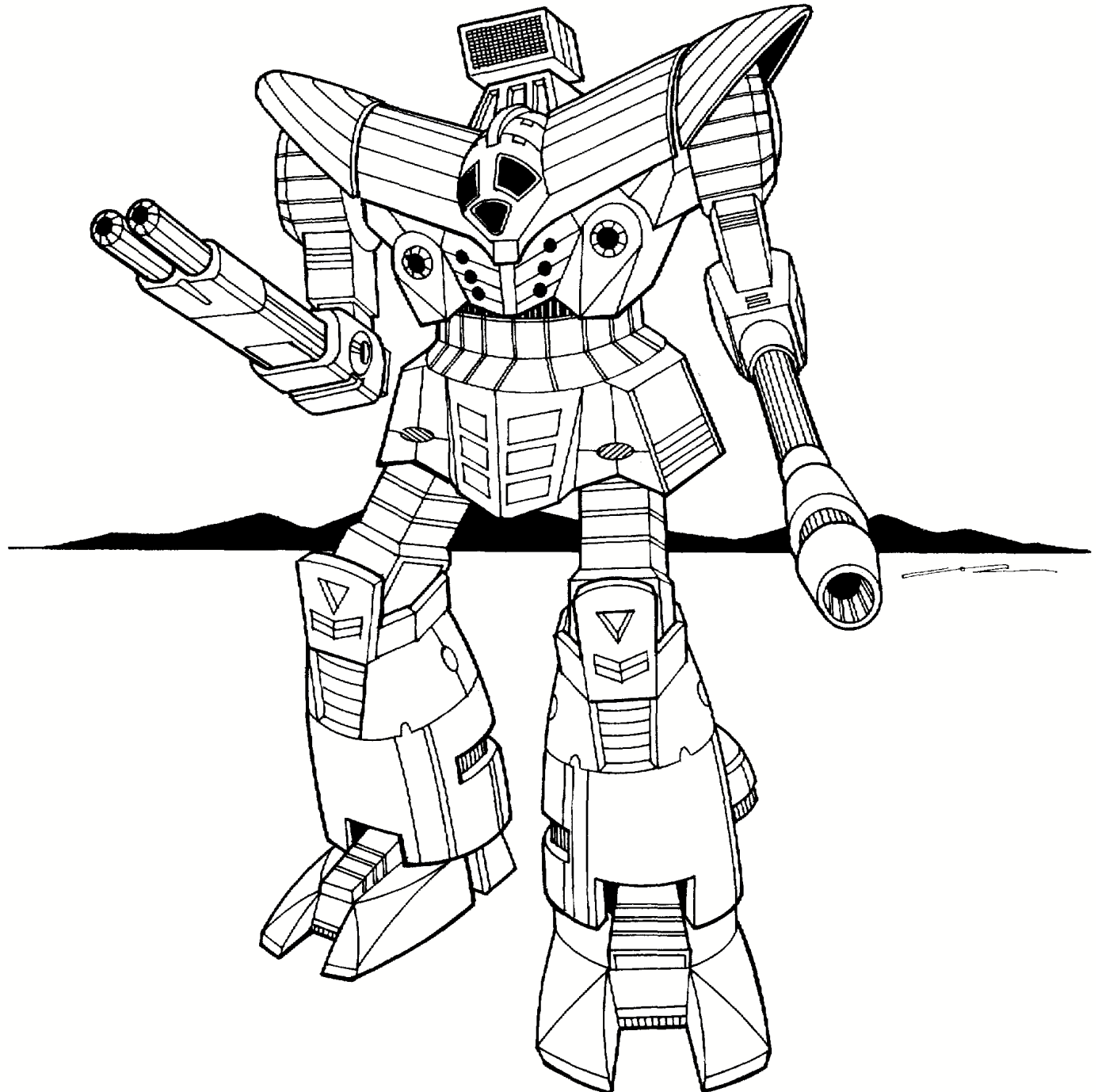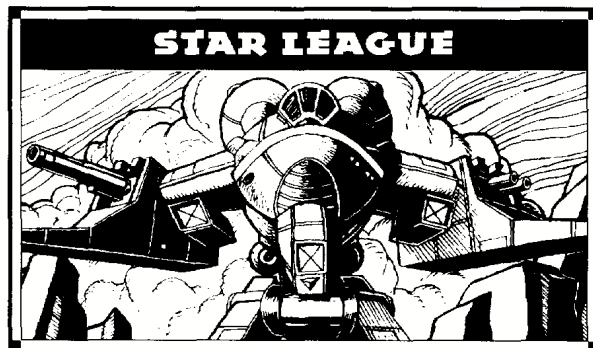
Mass: 75 tons
Chassis: Technicron Standard
Power Plant: Vlar 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
   Jump Capacity: None
Armor: Valiant Lamellor
Armament:
   1 Magna Hellstar II PPC
   2 Tronel III Heavy Lasers
   4 Tronel II Medium Lasers
   1 Tronel I Small Laser
Manufacturer: Kong Interstellar Corporation
Communications System: Tek BattleCom
Targeting and Tracking System: Tek Tru-Trak

OVERVIEW

The Star League Army introduced the *Black Knight* into service in 2578, designing the 'Mech to primarily serve the role of a company or battalion command unit. Its heavy armor gives the *Black Knight* the staying power needed to make it an ideal command 'Mech for front-line units, and its ample arsenal of weapons allows the 'Mech to effectively fill more aggressive combat assignments.

The communications system originally installed in the *Black Knight* was state-of-the-art even by Star League standards. It effortlessly coordinated communications for an entire company at once, and could link together the command frequencies of a whole regiment if necessary. Because its targeting computer was directly tied into the *Black Knight's* sensors, the 'Mech's on-board computers were able to identify targets before the unit established line of sight.

Today, Kong Interstellar uses the readily available Tek suite of electronics. Though far less advanced than the original communications, command, and targeting gear, the Tek suite is the best available for new BattleMechs.

CAPABILITIES

To provide the greatest possible protection for the commander, Kong originally built the *Knight* with a lighter chassis and armor, enabling the BattleMech to carry more armor at less tonnage. When the complex orbital facilities that supplied Kong Interstellar with those advanced building materials were destroyed in 2802, the company had to choose between redesigning the *Black Knight* or shutting down its assembly lines. The flagging sales of their other BattleMechs, the *Ostsol* and the *Ostscout*, gave Kong no real choice but to retool.

Fortunately, the company's gamble paid off. The redesigned *Black Knight* began production in 2809, and demand for the 'Mech almost immediately outstripped production. The BL7-KNT *Black Knight* supports only 11 tons of armor, slightly under the norm for a 75-ton BattleMech. This minor disadvantage is handsomely offset by the truly impressive amount of firepower the *Black Knight* makes available to the pilot.

The centerpiece of the *Black Knight's* arsenal is the Magna Hellstar II particle projection cannon mounted on the outside of the right arm. The positioning of the weapon creates the impression that the *Black*

Knight is wielding an immense sword made of lightning in the hundredths of a second it takes for the weapon to fully discharge.

Complementing the Hellstar are two Tronel III large lasers, mounted one each in the left and right torsos. This is the same model large laser as found on the *Ostsol*, enabling both 'Mechs to share the same repair and replacement parts for these important weapons.

For close combat, the *Black Knight* carries four Tronel II medium lasers, one mounted in each arm and the left and right torsos, and a head-mounted Tronel I small laser. The MechWarrior piloting the *Black Knight* must manage the 'Mech's weapon use carefully in order to avoid overheating, a constant concern in a unit carrying this much firepower.

Type: **Black Knight**
Technology Base: Inner Sphere
Tonnage: 75

Equipment		Mass
Internal Structure:		7.5
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	25
Center Torso (rear)		8
R/L Torso	16	20
R/L Torso (rear)		7
R/L Arm	12	20
R/L Leg	16	20

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
Large Laser	LT	2	5
Large Laser	RT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	.5

FLS-7K FLASHMAN
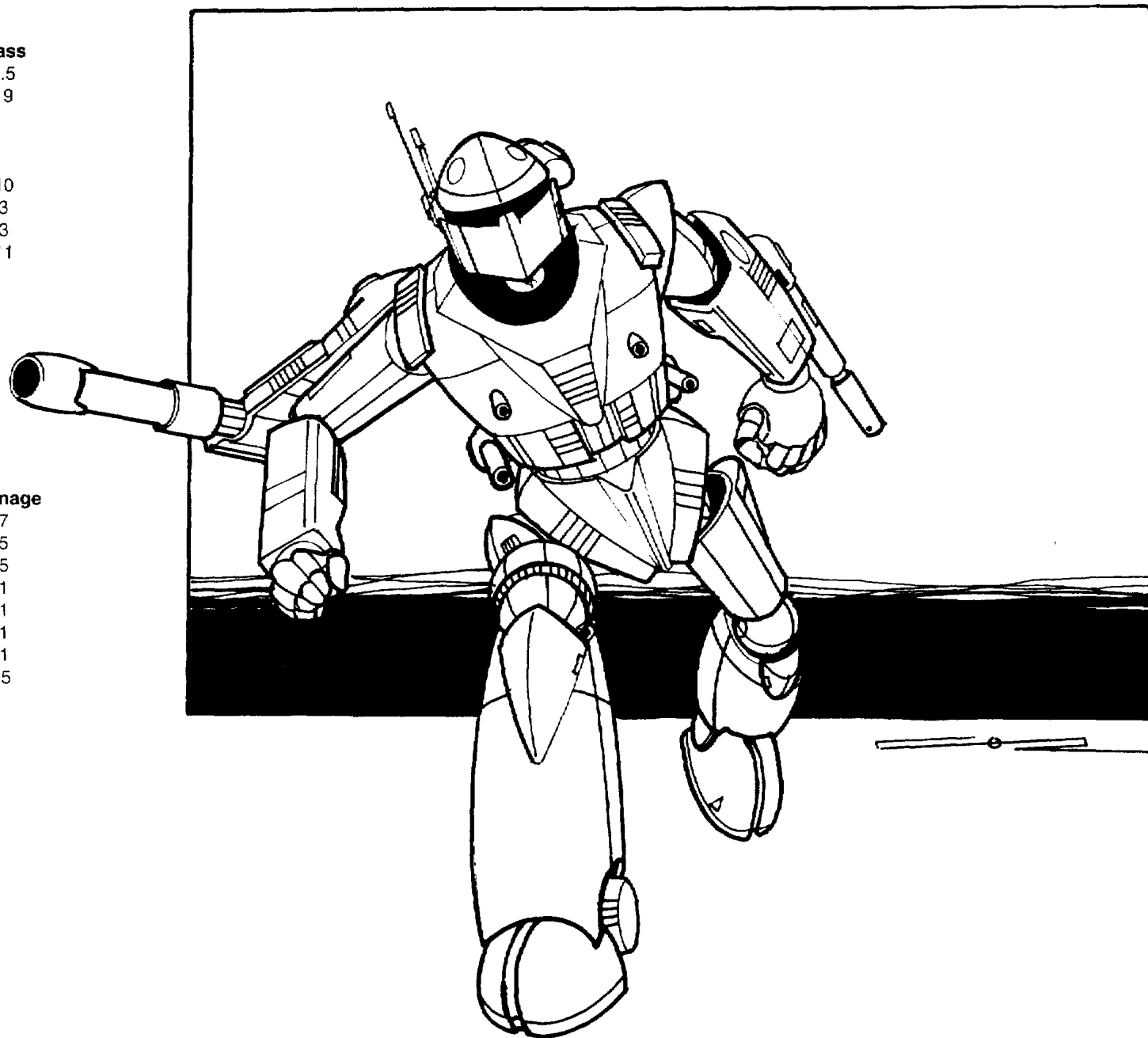
Mass: 75
Chassis: FLS/HV-1
Power Plant: Vlar 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
    Jump Capacity: None
Armor: Kemplar 5000
Armament:
    2 Thunderbolt A5M Large Lasers
    5 Defiance B3M Medium Lasers
    1 Coventry Volcano Flamer
Manufacturer: Defiance Industries of Hesperus II
Communications System: Faust/Calliope FM-4
Targeting and Tracking System: TharHes Ares-7

OVERVIEW

The *Flashman* is one of the most underrated 'Mech designs of the Star League era. Essentially a walking platform for a high-energy laser battery, it mounts a preponderance of energy weapons, along with a head-mounted antipersonnel flamer. This laser specialization makes the *Flashman* independent on the battlefield, not tied to ammunition supply lines. The *Flashman* can engage the enemy as long as its pilot remains conscious, making it one of the most sought-after designs in the Star League military.

Because of its popularity and the limited production run it saw before the fall of the Star League, all available FLS-7Ks were assigned to the front lines in the First Succession War. The factory complexes of Renault-Prime, the *Flashman's* producer, were destroyed in 2796 along with all molds, prototypes, spare parts, and blueprints except for one. Always looking for a competitive edge in the BattleMech industry, Defiance Industries of Hesperus II had acquired a copy of the *Flashman* blueprints just weeks before the factory was obliterated.

DefHes immediately re-tooled one of their unused lines to produce the *Flashman*. Though the ravages of the First Succession War forced many compromises in production, the engineers at Defiance managed to keep most of the firepower the 'Mech had when the advanced components used in its construction were readily available.

CAPABILITIES

First produced in 2701, the FLS-7K *Flashman* is a heavy 'Mech designed for intense combat independent of re-supply. Because post-Star League factories could no longer produce the extra-light engine that gave the original 'Mech speeds equal to most medium 'Mechs, the new *Flashman* relied on a less powerful 300 Vlar engine that reduced the design's overall speed. Despite this drawback and the lack of jump jets, however, the *Flashman* remains quite nimble for a 75-ton 'Mech.

The FLS-7K is armed with three Thunderbolt A5M large lasers mounted in each forearm, precluding the use of hand actuators in the design. Five Defiance B3M medium lasers complement their larger cousins, mounted in the right and left torso and co-axially with the large lasers in the right and left arms. A rear-facing mount is also included, along with a Coventry Volcano flamer mounted beneath the pilot's cockpit.

The *Flashman* is most useful when assigned to line regiments. Ideally, each assault and heavy lance of a regiment should include a *Flashman* to provide ener-

gy-weapon support during attacks on prepared positions or in general field combat. In addition, the 'Mech is also well suited for a rearguard role when the rest of the lance runs low on ammunition.

Flashman 'Mechs usually serve as the "fire brigade" of an assault lance. During an advance, they follow a little to the rear, scanning for ambushes and offering supporting fire against hardpoints engaging the forward 'Mechs. When a defense force seems to waver, the *Flashman* can charge forward laying down fire all the way, as the pilot need not fear an ammunition explosion. If no reserves are available to the defenders, this tactic tends to succeed, but when attempted in the face of reinforcements it usually results in a disabled *Flashman*.

The need to reload is the reason most engagements fought during the Succession Wars have been nothing more than raids. If more 'Mechs like the FLS-7K become available, perhaps more decisive engagements will be conducted.

Type: **Flashman**
Technology Base: Inner Sphere
Tonnage: 75

Equipment		Mass
Internal Structure:		7.5
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	23	13
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	25
Center Torso (rear)		16
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	27

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Large Laser	LA	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Medium Laser	LT (R)	1	1
Flamer	H	1	1

INNER SPHERE
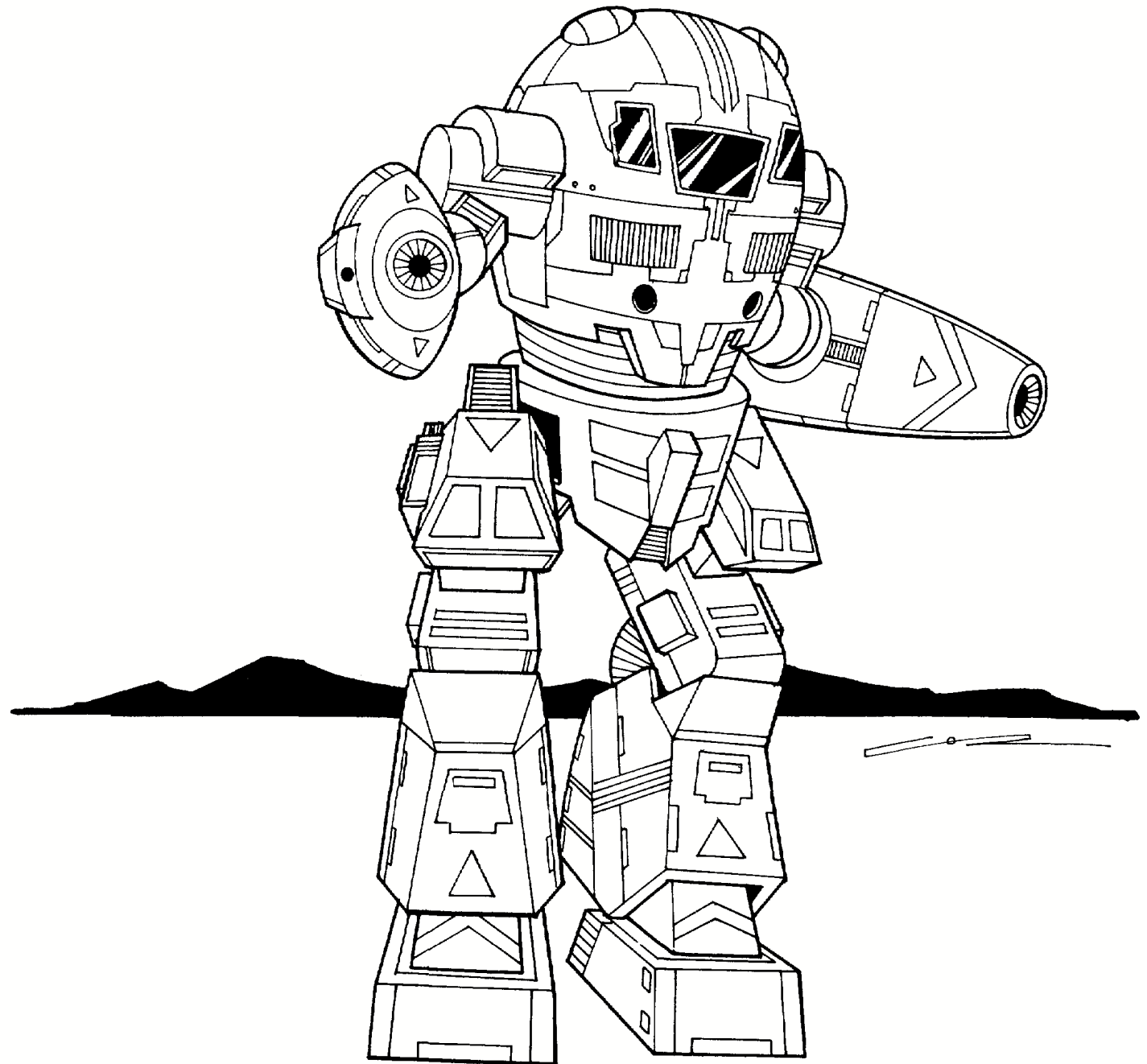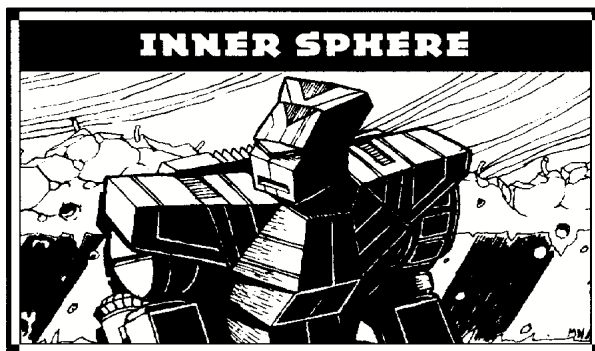
Mass: 75 tons
Chassis: KaliYama Chassis
Power Plant: Vlar 300
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:
    1 KaliYama Class 10 Autocannon
    1 KaliYama Death Bloom Missile System
    2 I.W.W. Medium Lasers
    1 I.W.W. Class 4 S.R. Missile System
Manufacturer: KaliYama Weapons Industries of Kalidasa
Communications System: Irian Orator-5K
Targeting and Tracking System: Wasat Aggressor Type 5

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

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

DEPLOYMENT

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

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

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

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

VARIANTS

Because it has been in service for so many years, there are many variations of this 'Mech in the Inner Sphere. A variant known as the *Orion* V sports another four-shot missile system on the right hand, exactly like that on the left hand of the standard design. While this may seem to be an obvious improvement, the computer system is not really powerful enough to handle the extra computations and controls required by the additional system.

To solve that problem, the *Orion* V-A drops the LRM missile system. Though this alteration allows the 'Mech's computer to cope with the second SRM system, its long-range fighting ability is significantly reduced, making it ill-suited to challenge aerospace fighters.

ON1-K ORION

Type: **Orion**
Technology Base: Inner Sphere
Tonnage: 75

Equipment		Mass
Internal Structure:		7.5
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	232	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	32

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

LODGE
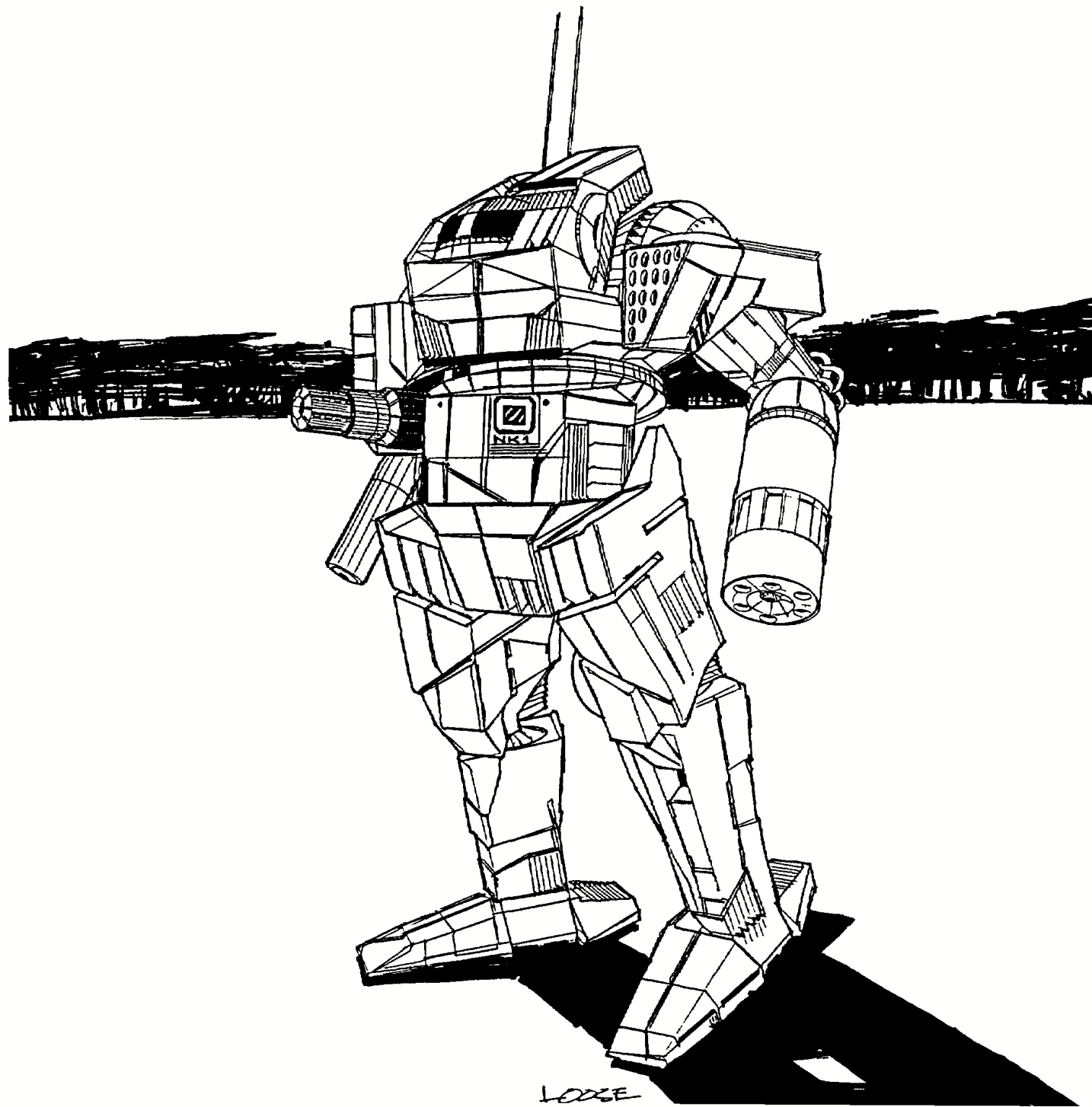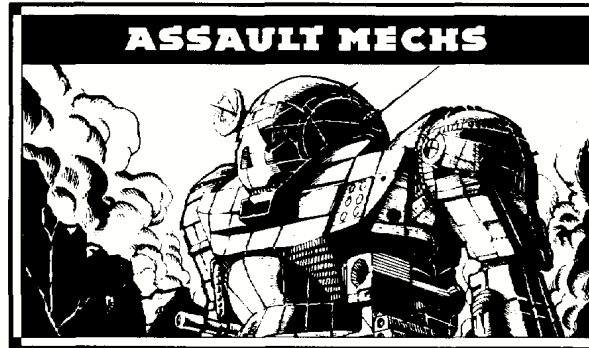
Assault 'Mechs, ranging from 80 to 100 tons, are the kings of the thirty-first-century battlefield. So fearsome are these behemoths in battle that one assault 'Mech is often equal to an entire lance of lighter 'Mechs. A well-designed assault 'Mech fears no opponent in the field, and its physical attacks can cripple just about any target.

Because so many assault 'Mechs were destroyed in the vicious fighting of the early Succession Wars, they are relatively rare in 3025, and so many commanders prefer to keep them out of all but the most crucial engagements.

AWS-8Q AWESOME

INNER SPHERE
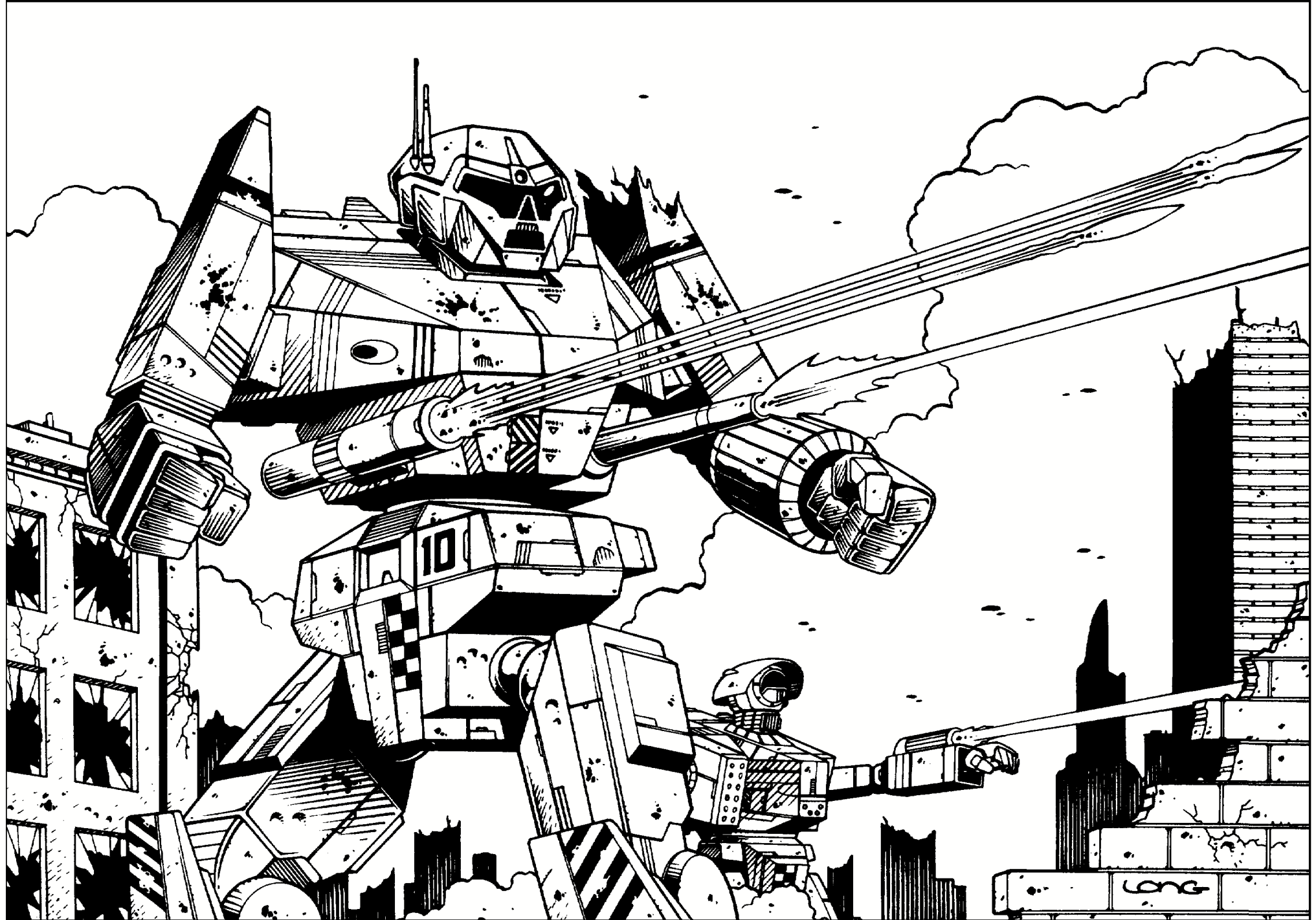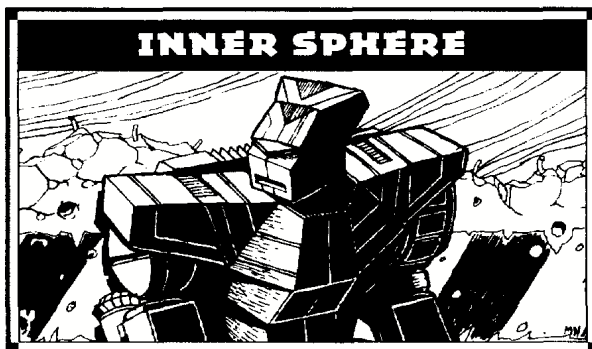
Mass: 80 tons
Chassis: Technicron Type G
Power Plant: Pitban 240
Cruising Speed: 35.4 kph
Maximum Speed: 51.2 kph
Jump Jets: None
   Jump Capacity: None
Armor: Durallex Heavy Special
Armament:
   3 Kreuss Particle Projection Cannons
   1 Diverse Optics Type 10 Small Laser
Manufacturer: Technicron Manufacturing
Communications System: Garret T19-G
Targeting and Tracking System: Dynatec 2780

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

VARIANTS

Variations on the *Awesome* usually involve some change of armament. One of the more popular versions is the combination of one or two 15-rack LRMs and one or two large lasers in place of some or all of the PPCs mounted on the prototype. This new armament reduces the *Awesome*'s heat buildup problems to manageable levels, with the least amount of firepower reduction.

Type: **Awesome**
Technology Base: Inner Sphere
Tonnage: 80

Equipment		Mass
Internal Structure:		8
Engine:	240	11.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	28	18
Gyro:		3
Cockpit:		3
Armor Factor:	240	15

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		19
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	24
R/L Leg	17	33

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
PPC	RT	3	7
PPC	LT	3	7
Small Laser	H	1	.5

CGR-1A1 CHARGER

INNER SPHERE
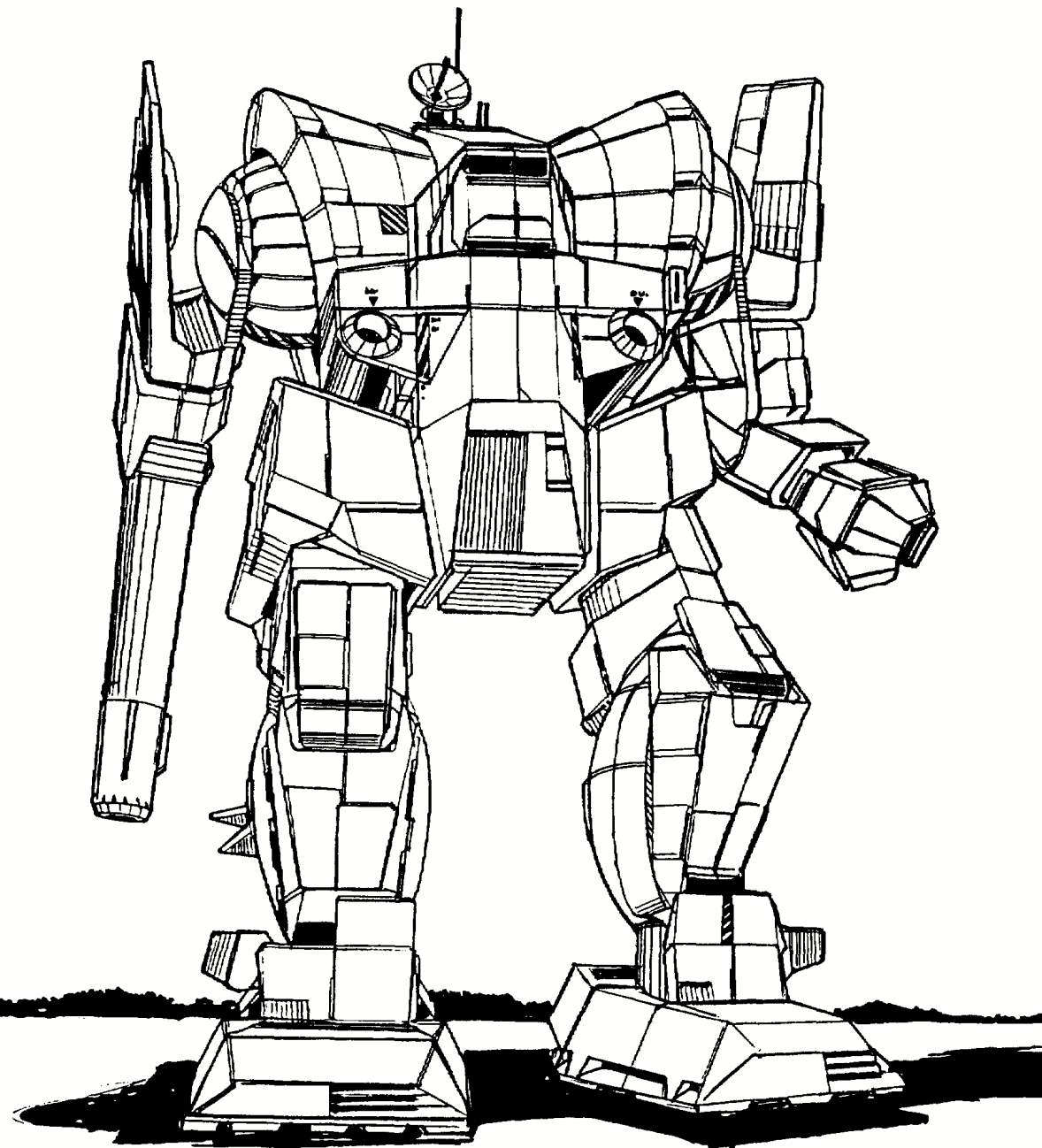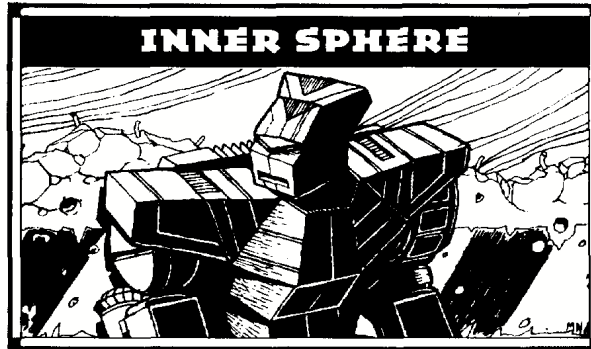
Mass: 80 tons
Chassis: Wells 990
Power Plant: LTV 400
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Heavy
Armament:
    5 Magna Mark I Light Lasers
Manufacturer: Wells Technologies
Communications System: Tek BattleCom
Targeting and Tracking System: Dalban Hirez

OVERVIEW

The CGR-1A1 *Charger* is a distinctive 'Mech. Its heavy chassis is well-armored, but virtually unarmed. Its massive power plant moves it at high speed, but occupies an inordinate amount of space. The reason for these paradoxes is in the *Charger's* original production goals. The CGR-1A1 was intended to be a heavy scout that could enter well-defended areas where it might have to take damage yet still be able to withdraw at high speed.

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

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

CAPABILITIES

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

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

DEPLOYMENT

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

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

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

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

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

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

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

VARIANTS

Attempts by House Liao to modify their *Chargers* after the catastrophe on Chara have met with only limited success. They replaced the five Mark I light lasers with two medium lasers, and added a single large laser at the cost of some armor. This variant overheats easily, and the removal of armor has reduced its protection. Still, it is a fast 'Mech, and may yet see service.

Other houses, including Kurita and Davion, do not feel that the *Charger* has enough potential to justify any experimental designs or the diversion of valuable resources.

Type: **Charger**
Technology Base: Inner Sphere
Tonnage: 80

Equipment		Mass
Internal Structure:		8
Engine:	400	52.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		4
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	25
Center Torso (rear)		6
R/L Torso	17	20
R/L Torso (rear)		5
R/L Arm	13	15
R/L Leg	17	20

Weapons and Ammo	Location	Critical	Tonnage
Small Laser	H	1	.5
Small Laser	RT	1	.5
Small Laser	RA	1	.5
Small Laser	LT	1	.5
Small Laser	LA	1	.5

STAR LEAGUE
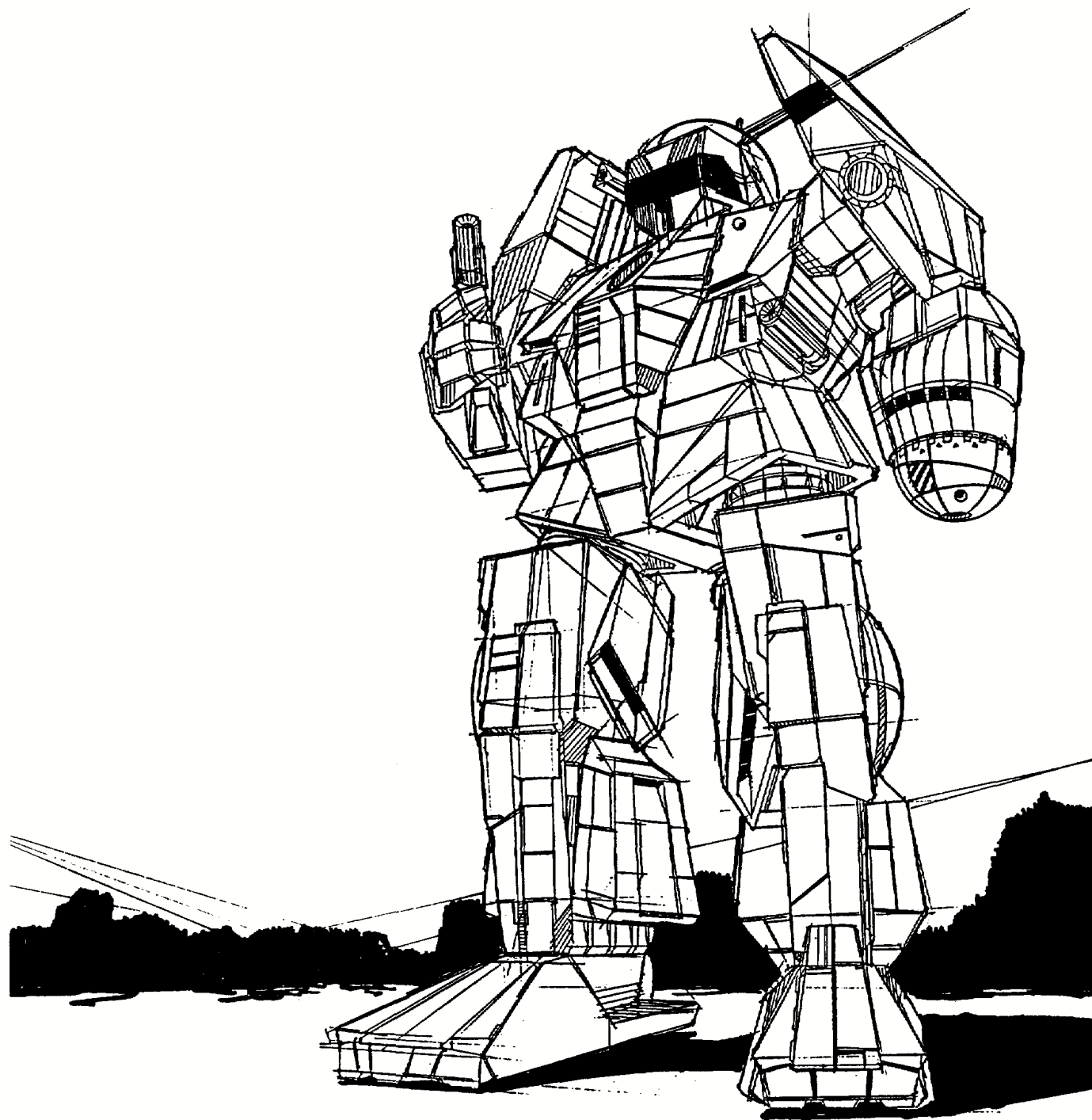
Mass: 80 tons
Chassis: Earthwerks VOL
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Heavy Special
Armament:
    2 Donal PPCs
    2 Holly Short-Range Missile 4-Racks
Manufacturer: Earthwerks Incorporated
Communications System: Colmax-025
Targeting and Tracking System: Instatrac Mark XV

OVERVIEW

Originally introduced in 2572 by Maltex as a replacement for the *Warhammer*, the THG-10E *Thug* admirably fulfilled the role of an all-purpose assault 'Mech. Using the maxim "the best defense is a strong offense" as a design parameter, the designers kept the *Warhammer's* firepower while strengthening the new BattleMech's armor protection. Maltex produced *Thugs* until 2835, when their primary plant was destroyed. Since then, Earthwerks has continued production under its license from Maltex.

Earthwerks has not allowed the post-Star League degradation of Inner Sphere technology to hurt the *Thug* much. Earthwerks designers replaced the origi-nal *Thug's* specialized ammunition storage bins with traditional ammo bins and more armor; they have also replaced the lightweight armor previously used on the *Thug* and other 'Mechs with armor common to all armies of the Inner Sphere. The net result is a 'Mech no less effective in combat, though the pilot is consid-erably less safe should the 'Mech's ammunition be hit in combat or cook off from overheating.

CAPABILITIES

The *Thug* is an impressive design that has with-stood the vagaries of battle for centuries. Its heat sinks allow it to sustain a continual barrage from its twin PPCs, and it has enough armor to survive any return fire. Should enemies close with the *Thug*, its pilots can engage their twin SRM launchers or devastate oppo-nents with crippling physical attacks.

In general, *Thug* pilots initially remain at long range to support their lancemates and pummel the enemy with the 'Mech's twin Donal PPCs, one of which is mounted in each arm. Because of the superior pro-tection afforded by the *Thug's* more than fourteen tons of Durallex armor, the *Thug* can withstand all but the most concentrated long-range firepower.

After almost a full minute of long-range bombard-ment, *Thug* pilots often move in on damaged oppo-nents. The reliable Holly short-range missile racks come into their own at close ranges, their barrage of warheads exploiting the openings torn in a foe's armor by earlier fire. Special dilating covers on the *Thug's* side torsos protect the launchers when not in use, which can also surprise an opponent not familiar with the design.

Because they are built to last, these BattleMechs see almost constant battle. The original equipment of the *Thug* has had to be replaced over the years as parts become worn beyond repair or were destroyed outright. Ironically, technicians have had to modify stockpiled supplies for the *Warhammer* to replace the *Thug's* weapons. Newer *Thugs* are now built with these parts, eliminating the need for extensive field modifications to make the weapons fit their new housings.

THG-10E THUG

Type: **Thug**
Technology Base: Inner Sphere
Tonnage: 80

Equipment		Mass
Internal Structure:		8
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	19	9
Gyro:		4
Cockpit:		3
Armor Factor:	232	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	33
Center Torso (rear)		10
R/L Torso	17	24
R/L Torso (rear)		8
R/L Arm	13	25
R/L Leg	17	33

Weapons and Ammo	Location	Critical	Tonnage
PPC	RA	3	7
PPC	LA	3	7
SRM 4	RT	1	2
SRM 4	LT	1	2
Ammo (SRM) 25	RT	1	1

VTR-9B VICTOR
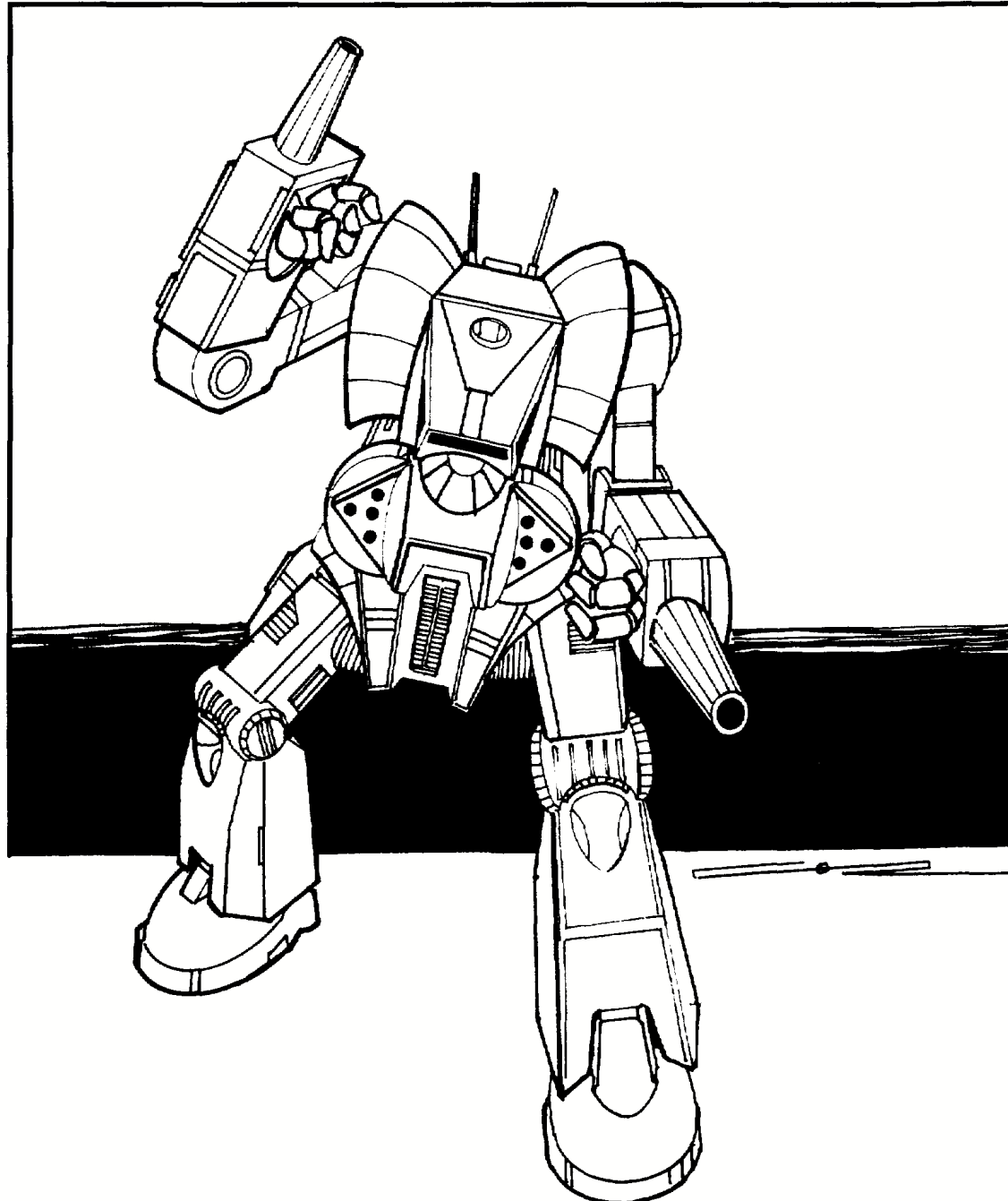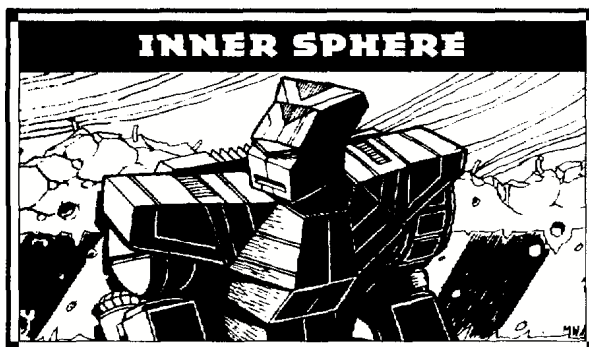
Mass: 80 tons
Chassis: HildCo Type V
Power Plant: 320 Pitban
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: HildCo Model 12
    Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:
    1 Pontiac 100 Autocannon/20
    2 Sorenstein V Medium Lasers
    1 Holly Short-Range Missile 4-Rack
Manufacturer: HildCo Interplanetary
Communications System: Opus III Highbeam
Targeting and Tracking System: MaLandry 34

OVERVIEW

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

HildCo Interplanetary produced the 'Mech in three plants, all of which were destroyed during the First Succession War. Of the estimated thousand *Victors*

produced, many disappeared along with General Kerensky and the Star League Defense Forces, and still more were destroyed during the brutal battles of the First Succession War.

CAPABILITIES

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

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

DEPLOYMENT

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

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

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

VARIANTS

Several of the earlier *Victor* models have surfaced in recent years. The most common, the VTR 9A, supports slightly less torso armor but carries twin flamers and a machine-gun mount. A modified *Victor* supporting a Holly SRM-6 rack has also appeared in the armed forces of the Lyran Commonwealth.

VTR-9B VICTOR

Type: **Victor**
Technology Base: Inner Sphere
Tonnage: 80

Equipment		Mass
Internal Structure:		8
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	15	5
Gyro:		4
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	20
R/L Torso (rear)		10
R/L Arm	13	15
R/L Leg	17	20

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

LOOSE

INNER SPHERE
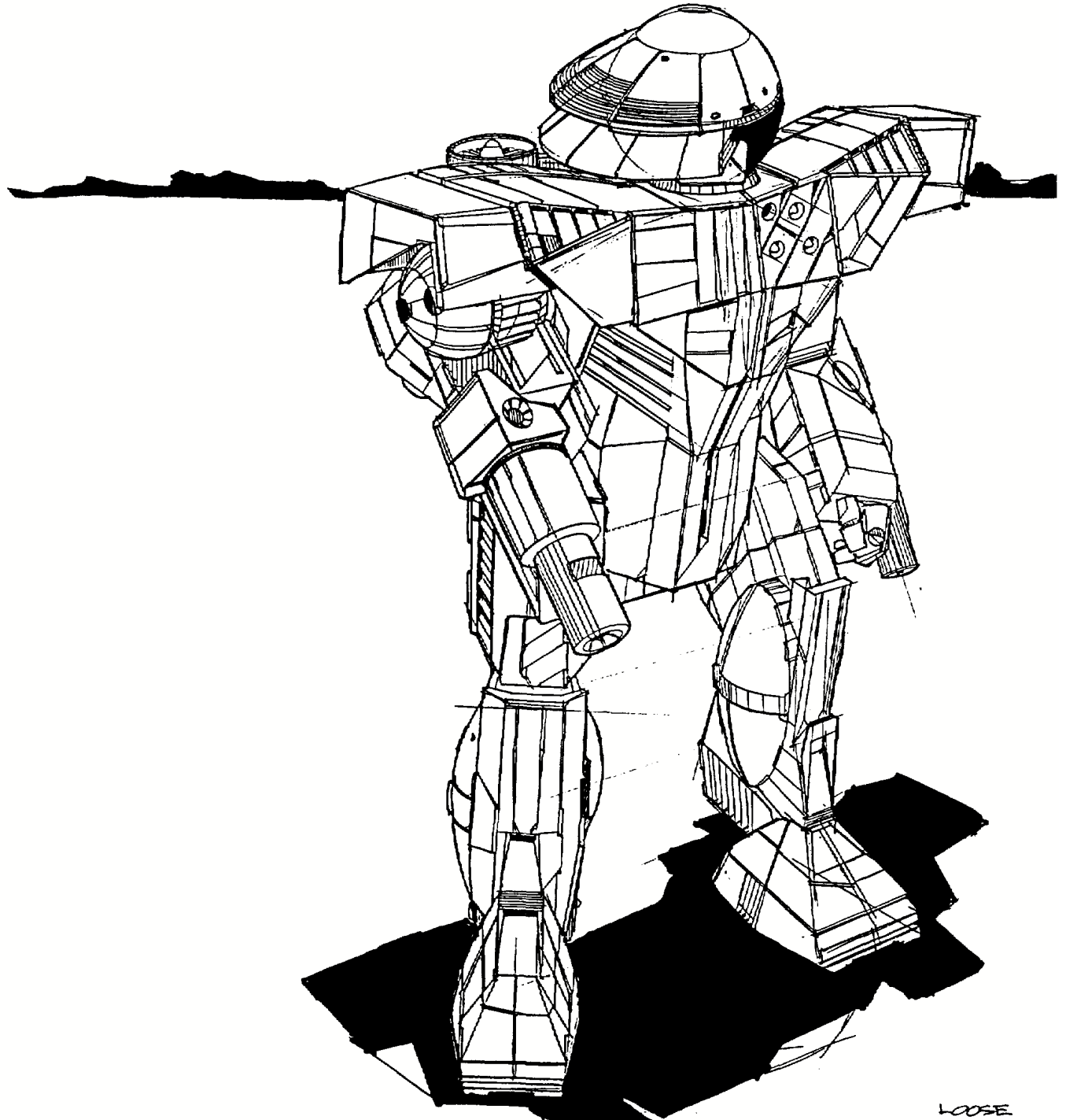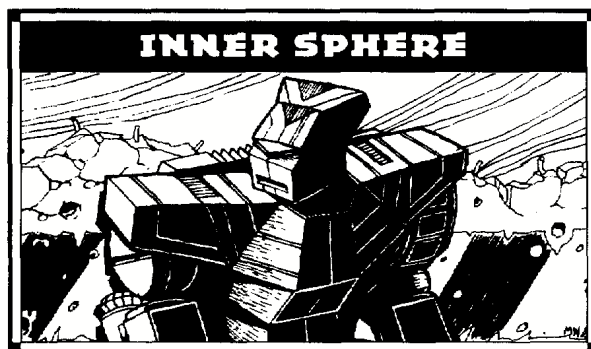
Mass: 80 tons
Chassis: Chariot Type III
Power Plant: Pitban 320
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:
1 Thunderbolt A5M Large Laser
1 Coventry Star Fire Long-Range Missile 15-Rack
1 Defiance Autocannon
2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Calliope ZE-2
Targeting and Tracking System: TharHes Ares-7

OVERVIEW

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

wild magnetic interactions between it and the 'Mech's engine. The designers decided to drop the PPC in favor of the simpler autocannon to ensure the 'Mech's quick delivery to the front.

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

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

VARIANTS

Engineers at Defiance have recently solved the original design's PPC problem, and so a major upgrade of the *Zeus* is in the works. New arm assemblies containing the Lightning Strike PPC and an extra heat sink—which will fill the gap in the left torso that once held autocannon ammunition—are almost ready for distribution throughout the Lyran Commonwealth's armed forces.

ZEU-6S ZEUS

ASSAULT 'MECHS 107

Type: **Zeus**
Technology Base: Inner Sphere
Tonnage: 80

Equipment		Mass
Internal Structure:		8
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17	7
Gyro:		4
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	26
Center Torso (rear)		9
R/L Torso	17	18
R/L Torso (rear)		6
R/L Arm	13	22
R/L Leg	17	24

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

STAR LEAGUE
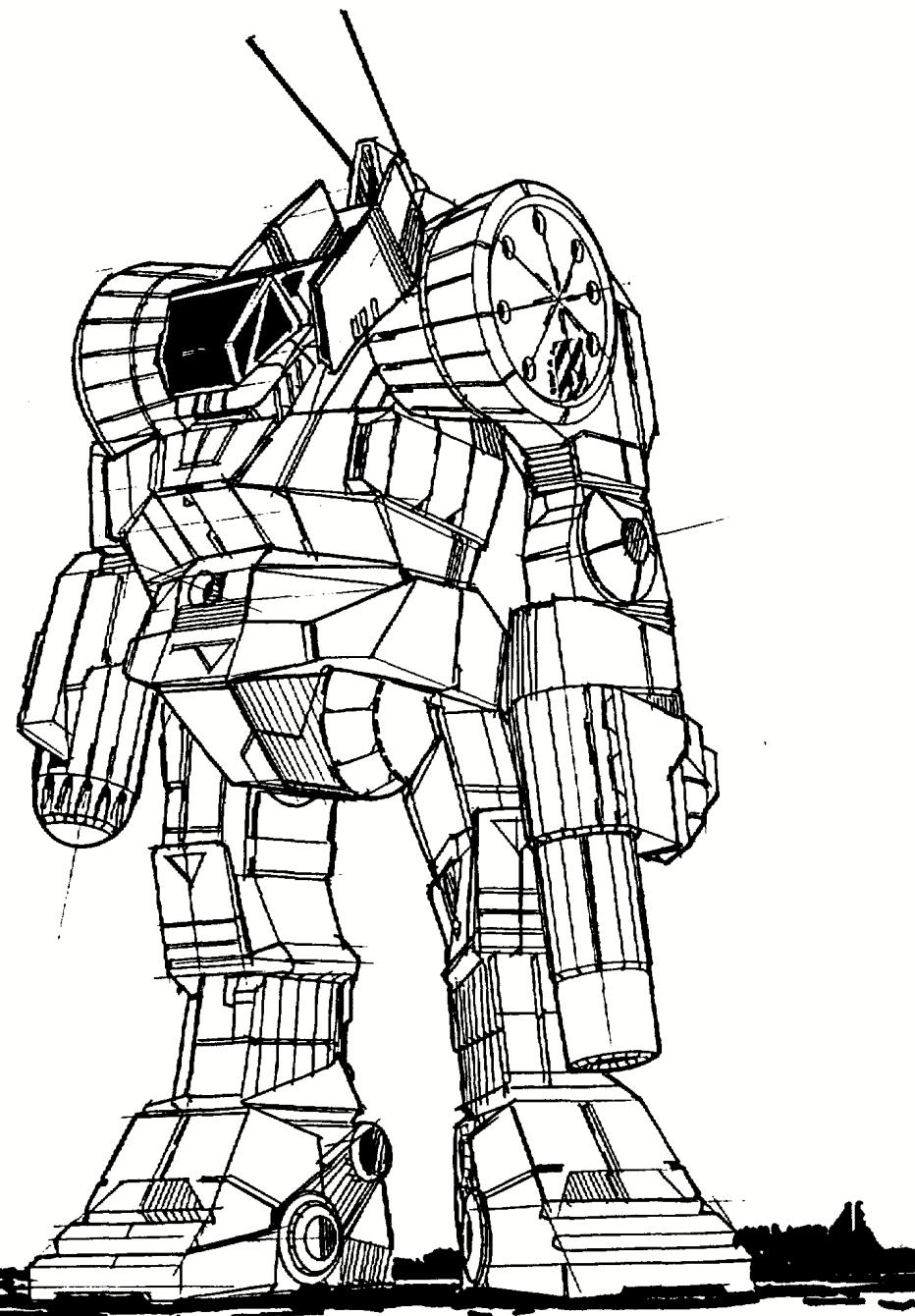
Mass: 85 tons
Chassis: Geometric 530 Hard Core
Power Plant: Strand 255
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: Geotec 300
   Jump Capacity: 90 meters
Armor: Carbostrand 30 Weight AS
Armament:
   2 Magna Mark III Heavy Lasers
   2 Holly Short-Range Missile 6-Racks
   2 Magna Mark I Small Lasers
   1 Blankenburg Heavy Autocannon
Manufacturer: Blankenburg Technologies
Communications System: GRPNTR Groundpainter 5
Targeting and Tracking System: Scope 30 RNDST

OVERVIEW

Originally designed as a battle-worthy training 'Mech, the *Crockett* proved far more versatile than anyone involved in the project expected. Blankenburg Technologies designated its training simulator the *Crockett*, named for Davy Crockett, the famous nineteenth-century Terran frontiersman best known for helping to defeat the Native American tribes using their own tactics. In 2735, the first limited production run of *Crocketts* was shipped to Star League military academies for use as training simulators to teach pilots how to most effectively handle heavy 'Mechs.

During the Hidden Wars, when tensions between Star League member-states led to both overt and covert military actions, the SLDF redeployed many of its BattleMechs to new posts, creating a demand for

additional 'Mechs. Ten years after the *Crockett*'s introduction, a number of commanders began to test the design for front-line combat use. They quickly discovered that the enemy's lack of familiarity with the 'Mech made its powerful weapons and jump capability, a rare feature at that time, even more effective, and immediately incorporated the *Crockett* into their units.

Its success as a front-line unit has virtually eliminated the *Crockett* from assault-'Mech training programs. Its popularity as a combat unit makes it difficult for Blankenburg to produce enough CRK-5003-0 *Crocketts* to keep pace with demand, and the company continues to devote its profits to expanding its production facilities.

CAPABILITIES

The *Crockett* was originally designed to train new recruits and MechWarriors in the rigors, restrictions, and skills of piloting a large BattleMech. The fact that it was jump-capable added to the huge machine's training potential and combat usefulness. The *Crockett* made a smooth transition from training to fighting partly because its original design sacrificed some of the armor protection typical of a 'Mech of its weight class in favor of additional heat sinks and weapons, greatly increasing its offensive capabilities. The Blankenburg engineers took seriously the Quartermaster Command's request that the trainer-'Mech also be battle-worthy, and so incorporated some powerful features.

The original *Crockett* combined the advanced Blankenburg Technologies large lasers with the Scope 30 targeting and tracking system, giving the weapon a longer range than any other lasers available at the time. However, repeated declines in technology throughout the centuries of the Succession Wars have made such advanced laser/targeting interfaces impossible. Blankenburg fits the new *Crocketts* with the more readily available Magna Mark III heavy laser, also mounting this replacement in the arms.

The *Crockett* still features a Blankenburg heavy autocannon, which has a range roughly equal to that of the heavy Magna lasers. Placed in the left torso in order to compensate for recoil, the autocannon can lay down devastatingly accurate fire.

The Holly-6 SRM launchers are among the most reliable missile launchers in the Inner Sphere. Engineers began using this model after early tests showed that a single jump of the 85-ton 'Mech could knock a missile out of alignment with tragic results. The proven Holly launchers eliminated this problem, allowing the pilot to take full advantage of the *Crockett*'s maneuverability during combat.

A pair of Magna Mark I small lasers round out the 'Mech's weaponry. Their placement in the *Crockett*'s arms gives the powerful assault 'Mech a nearly unbeatable defense against infantry attempting the unorthodox "swarm" assault.

The cockpit life-support system is the *Crockett*'s chief weakness. Because the 'Mech was conceived as a simulator rather than a fighter, its life-support apparatus and systems used less durable materials. This flaw led to the deaths of three MechWarriors after the *Crockett* was pressed into full-time military service. Two years later, all 5003-1 Series 'Mechs were recalled and refitted, and the original design was modified to correct this flaw in new production runs of the *Crockett*.

The unique blend of movement capabilities, weapons, and their effective ranges make the *Crockett* a formidable battle machine.

The primary tactic of *Crockett* pilots is to maintain distance from an enemy, using the 'Mech's long-range lasers to slow and weaken an opponent. Then, before the enemy can accurately target the 'Mech, the pilot jumps the *Crockett* to the enemy's rear, quickly turning to fire on the opponent's weak back armor. A 'Mech turning to defend itself against such an attack automatically exposes his back to other hostile 'Mechs, making this tactic an effective one regardless of the initial results of the *Crockett*'s attack.

Type: **Crockett**
Technology Base: Inner Sphere
Tonnage: 85

Equipment		Mass
Internal Structure:		8.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	264	16.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	35
Center Torso (rear)		19
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
Large Laser	RA	2	5
Large Laser	LA	2	5
SRM 6	RT	2	3
SRM 6	LT	2	3
Ammo (SRM) 30	RT	2	2
Small Laser	RA	1	.5
Small Laser	LA	1	.5
AC/10	LT	7	12
Ammo (AC) 20	RT	2	2
Jump Jet	CT	1	1
Jump Jet	LL	1	1
Jump Jet	RL	1	1

INNER SPHERE
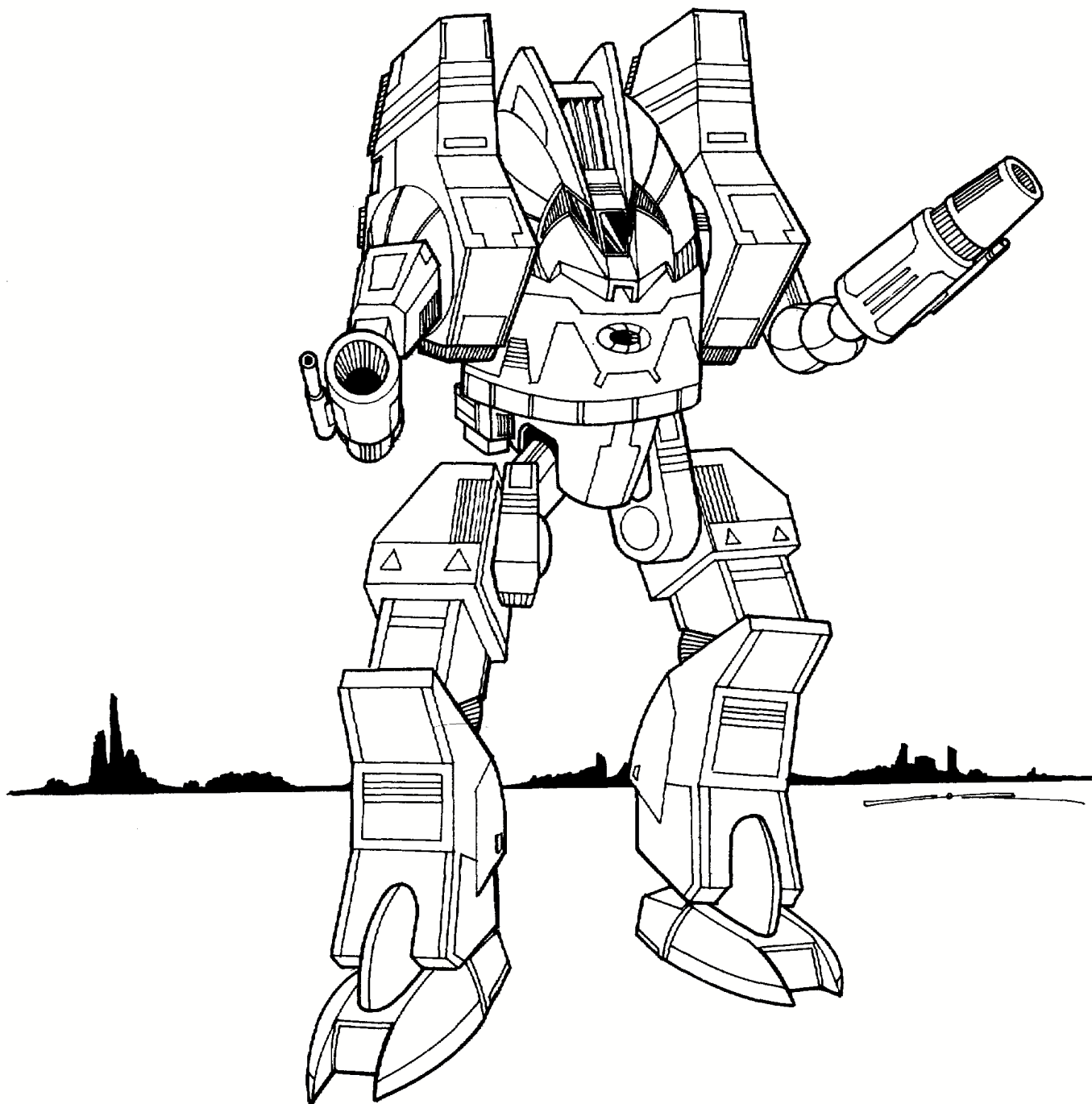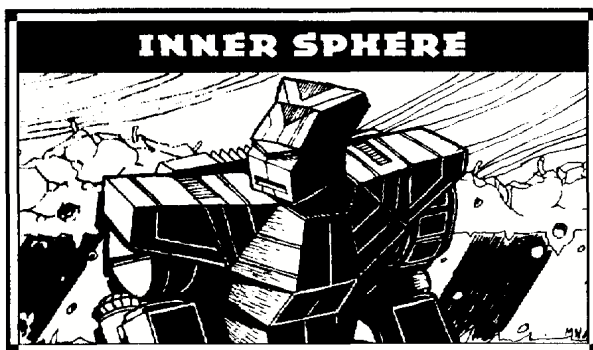
Mass: 85 tons
Chassis: Titan H1
Power Plant: 255 Strand
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
   Jump Capacity: None
Armor: Valiant Lamellor
Armament:
   2 Jackson B5c Long-Range Missile 10-Racks
   2 Magna Mark III Heavy Lasers
   4 Magna Mark II Medium Lasers
   2 Thunderstroke Short-Range Missile 6-Racks
Manufacturer: Triad Technologies
Communications System: Cronol PR
Targeting and Tracking System: Spar 3c Tight Band

OVERVIEW

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

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

CAPABILITIES

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

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

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

DEPLOYMENT

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

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

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

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

VARIANTS

Because the *Stalker* weighs so much, its skeleton is prone to wear and tear. The usual method of fixing the problem is to lighten the 'Mech by ten to fifteen tons, often by removing the twin LRM-10s. This modification lightens the 'Mech, but leaves its close-range firepower intact. Occasionally, technicians remove one LRM and a laser or two instead.

To increase their long-range firepower, some *Stalker* pilots have replaced their LRM-10s with LRM-20s, sacrificing their heavy lasers to do so. This variant makes an efficient siege fighter.

STK-3F STALKER

Type: **Stalker**
Technology Base: Inner Sphere
Tonnage: 85

Equipment		Mass
Internal Structure:		8.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	36
Center Torso (rear)		11
R/L Torso	18	25
R/L Torso (rear)		7
R/L Arm	14	23
R/L Leg	18	25

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	RA	2	5
Ammo (LRM) 12	RA	1	1
LRM 10	LA	2	5
Ammo (LRM) 12	LA	1	1
Large Laser	LT	2	5
Large Laser	RT	2	5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1

LOOSE

CP-10-Z CYCLOPS

INNER SPHERE
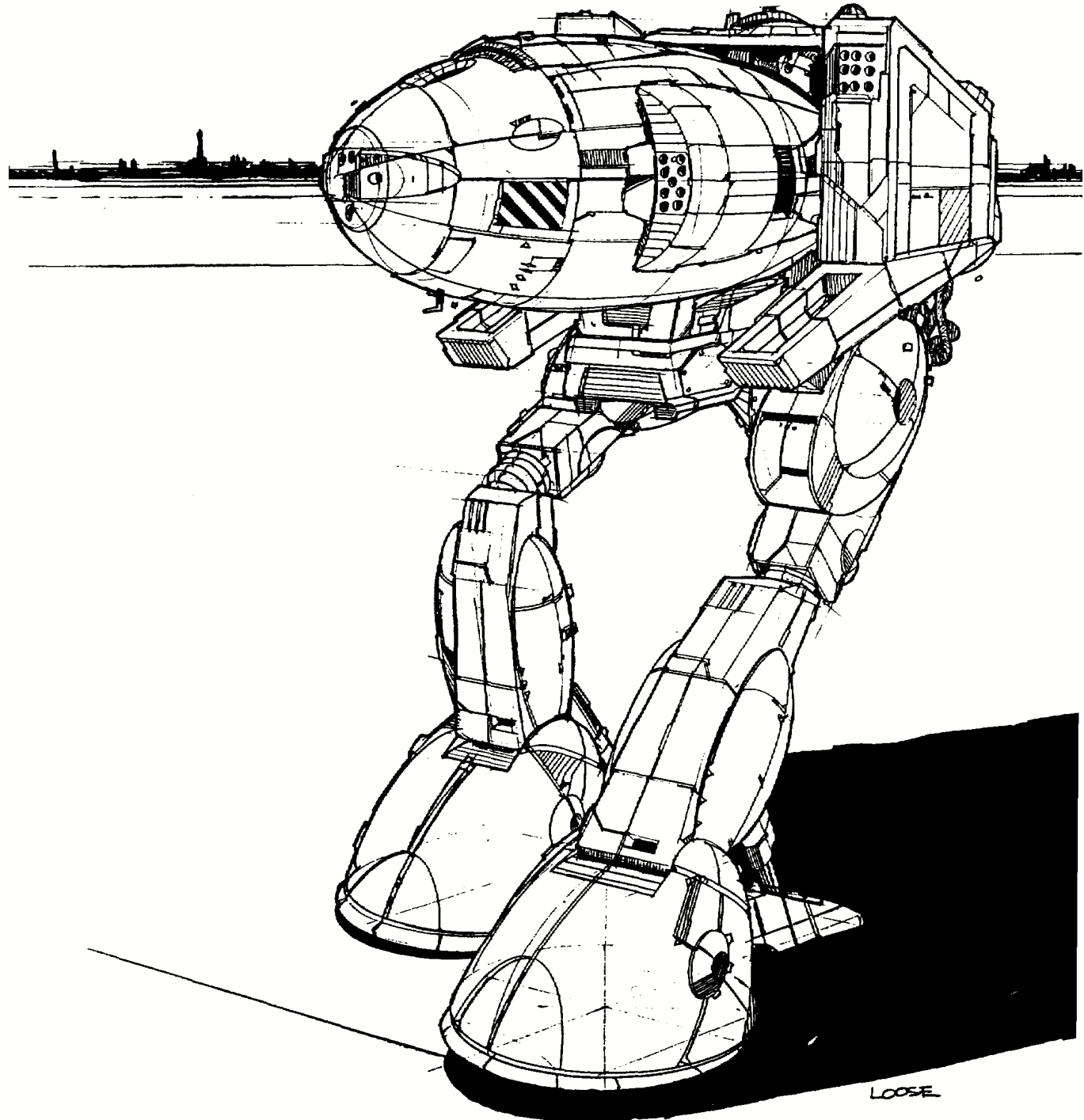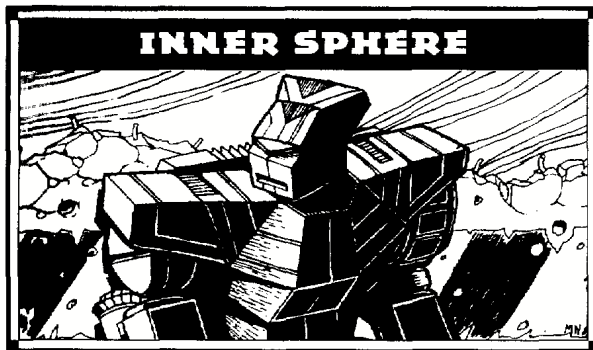
Mass: 90 tons
Chassis: Stormvanger HV-7
Power Plant: Hermes 360
Cruising Speed: 42.1 kph
Maximum Speed: 61.8 kph
Jump Jets: None
    Jump Capacity: None
Armor: Starshield Special
Armament:
    2 Diverse Optics Type 20 Medium Lasers
    1 Delta Dart Long Range Missile 10-Rack
    1 Hovertec Short Range Missile Quad
    1 Zeus-36, Mark III Autocannon
Manufacturer: Stormvanger Assemblies, Unlimited
Communications System: Olmstead 840 with SatNav
  Module
Targeting and Tracking System: Tacticon Tracer 280

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

DEPLOYMENT

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

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

VARIANTS

Several variations of the *Cyclops* have appeared. The most notable features the popular command vehicle module, with its detachable section located on the upper rear torso of the *Cyclops*. When not in battle, the unit can be detached and set up in 15 minutes to become a fully operational headquarters bunker, equipped with communication and control equipment capable of coordinating up to a 'Mech regiment.

Many pilots also provide their *Cyclops* with false armor head protectors, which gives them the appearance of wearing a helmet. The rationale is that incoming missile and autocannon fire will explode against the false armor instead of the actual head armor. This is, at best, a poor solution to the problem weakness.

CP-10-Z CYCLOPS

Type: **Cyclops**
Technology Base: Inner Sphere
Tonnage: 90

Equipment		Mass
Internal Structure:		9
Engine:	360	33
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12	2
Gyro:		4
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	30
Center Torso (rear)		11
R/L Torso	19	20
R/L Torso (rear)		8
R/L Arm	15	10
R/L Leg	19	17

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
Ammo (AC) 10	LT	2	2
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	CT	1	1

HGN-733 HIGHLANDER
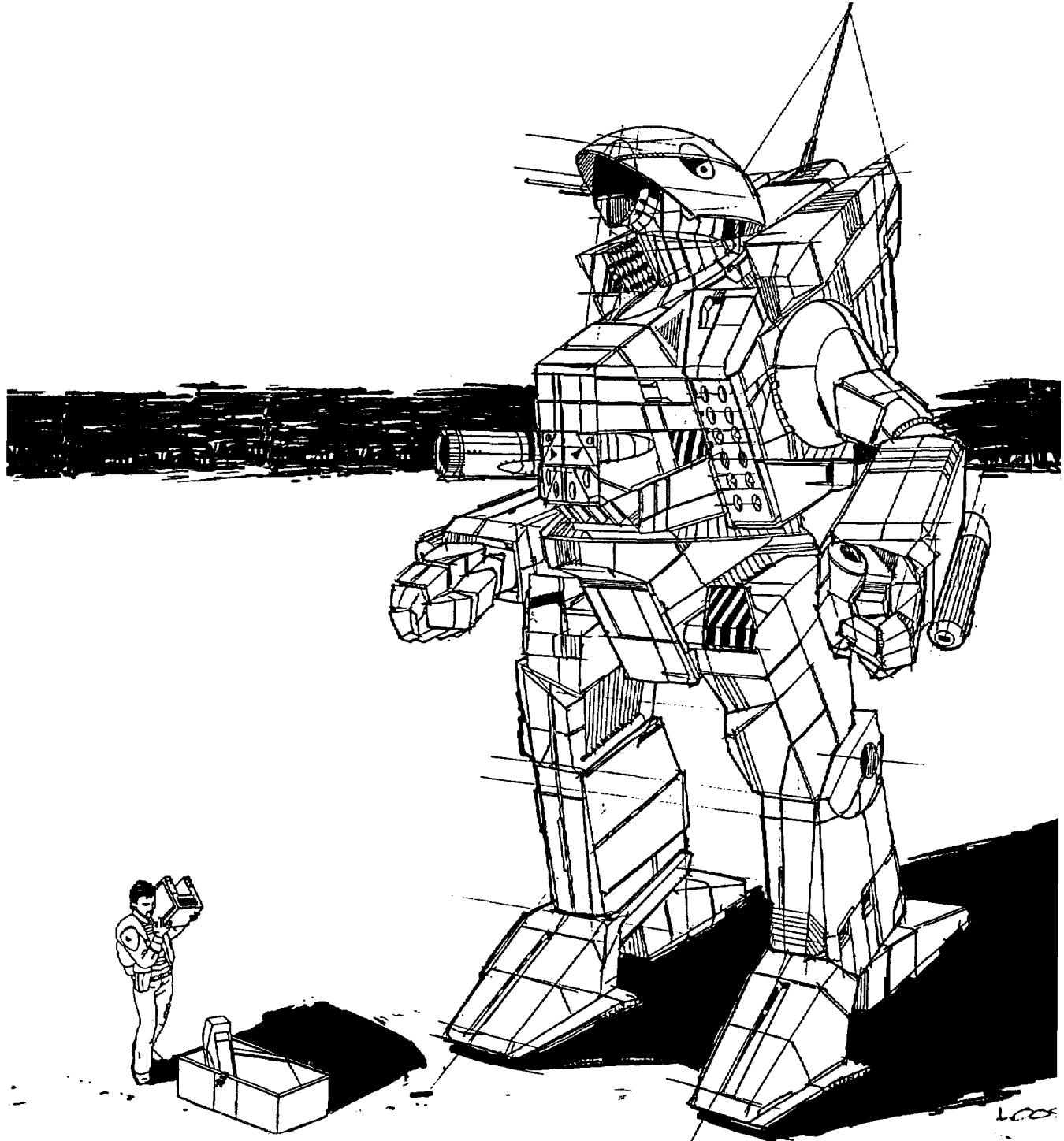
Mass: 90 tons
Chassis: Hollis-HGN
Power Plant: GM 270
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: HildCo Model 10
 Jump Capacity: 90 meters
Armor: Lang Composite
Armament:
 1 Mydron Class B Heavy Autocannon
 1 Holly Long Range Missile 20-Rack
 1 Holly Short Range Missile 6-Rack
 2 Martell Medium Lasers
Manufacturer: Hollis Incorporated
Communications System: Hartford Com/A-7
Targeting and Tracking System: Hartford
 Hypertrak/Q-45

OVERVIEW

The *Highlander* was originally introduced in 2592 as a dedicated city/installation defender. Its wide range of weapons and powerful jump jets enabled it to cover virtually any contingency for fighting in a typical Inner Sphere city with low buildings, winding streets and dead-end alleyways.

Because of its variety of weapons, however, commanders began assigning the 'Mech to more active units and using it to break through enemy lines and wreak havoc along the front. Modern-day *Highlanders* often serve in mobile fire lances alongside BattleMechs such as the *Catapult*, *Grasshopper* and *Exterminator.*

CAPABILITIES

Though the *Highlander's* massive HildCo jump jets were designed to lift the BattleMech over inconveniently placed buildings, initial combat trials showed that *Highlander* pilots often used them to execute the popular death-from-above maneuver. The engineers re-designed the structure and armor of the lower legs and switched to sturdy Lang composite armor so that the *Highlander's* actuators could withstand the repeated stress caused by this devastating maneuver. Over the years, a *Highlander's* death-from-above attack became known as a "*Highlander* burial."

The HGN-733 *Highlander's* weapon systems are diverse and well-suited to the confused maelstrom of combat. The 'Mech's primary weapon, the Mydron heavy autocannon, has enough power and range to punch through most armor before the target can effectively return fire. Its low heat buildup enables the MechWarrior to keep up a nearly continuous barrage without stressing the *Highlander's* heat dissipation capabilities. The cannon's position, mounted on the right arm, gives the pilot a wide firing arc that allows him to fire to the rear when the 'Mech's torso is rotated completely to the right.

The reliable Holly missile launchers work well alone and as part of the overall weapons package. The long-range missiles, mounted in the left torso alongside the autocannon, scour the armor from an enemy and allow the short-range missiles mounted in the left arm to exploit the gaps left in the armor by the bigger weapons. *Highlanders* carry more than enough ammunition to sustain a frantic pace in combat, though the cautious MechWarrior will avoid overtaxing the heat sinks. A pair of torso-mounted Martell medium lasers round out the weapons package and serve to protect the MechWarrior when the ammunition finally runs low.

Type: **Highlander**
Technology Base: Inner Sphere
Tonnage: 90

Equipment		Mass
Internal Structure:		9
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	13	3
Gyro:		3
Cockpit:		3
Armor Factor:	280	17.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	41
Center Torso (rear)		17
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weapons and Ammo	Location	Critical	Tonnage
AC/10	RA	7	12
Ammo (AC) 20	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 18	LT	3	3
SRM 6	LA	2	3
Ammo (SRM) 30	LT	2	2
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Jump Jet	CT	1	2
Jump Jet	LT	1	2
Jump Jet	RT	1	2
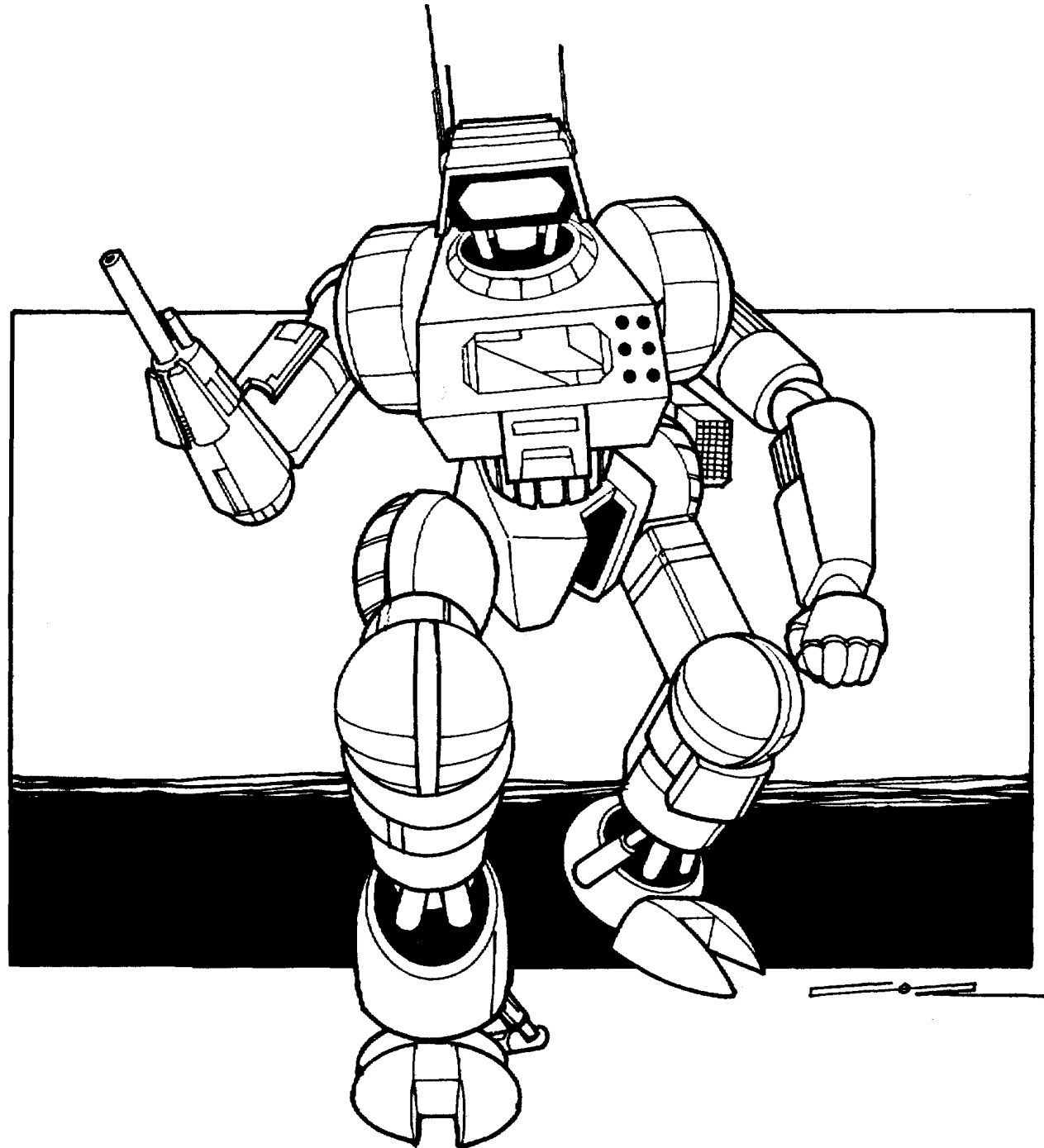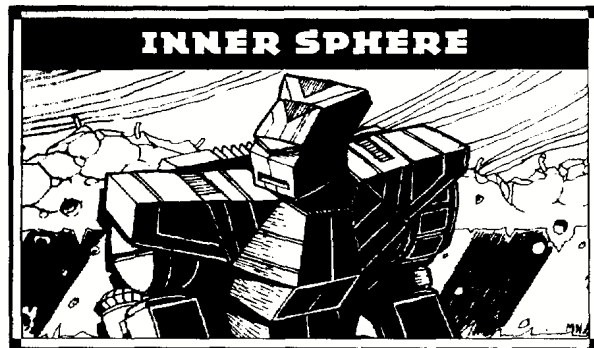
Mass: 95 tons
Chassis: Star League XT
Power Plant: GM 380
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
     Jump Capacity: None
Armor: Starshield
Armament:
     1 Magna Hellstar PPC
     1 Imperator-A Autocannon
     1 Magna Mark I Light Laser
Manufacturer: Star League Weapons Research
Communications System: Dalban Commline
Targeting and Tracking System: Dalban HiRez-B

OVERVIEW

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

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

Many commanders considered the *Banshee* a liability rather than an asset in battle. In desperation, they began to deploy them as fire support or as heavy reserves to stop breakouts or for hand-to-hand combat when better-armed 'Mechs had engaged the enemy at close range.

This practice continues in the Successor States. Those *Banshees* not deployed on backwater planets or with small militia units are usually found in the second line of advance, or in rear areas providing autocannon and PPC fire to support the advance of other 'Mechs.

VARIANTS

Numerous variants have been attempted over the years. For example, House Marik replaced the *Banshee*'s autocannon with a second PPC, but the resulting heat buildup crippled the machine. A second, more successful Marik variant replaced the PPC and the original, smaller autocannon with a single Imperator-Zeta Class 20 autocannon. This model still lacked the crucial secondary weapon system, however.

House Steiner variants may prove to be the most successful. With a full hundred *Banshees* on hand for experimentation, Steiner engineers have been busy modifying them. Assisted by Davion technicians, and with plans from the Hesperus II factories, House Steiner first attempted a modification suggested by many of the *Banshee*'s early critics. By adapting the *Banshee*'s power plant housing, the bulky GM fusion unit was replaced with a lighter Pitban 285. Though this modification reduces the *Banshee*'s cruising speed to only 32 kph, it frees up massive amounts of space for weapons installation. Early versions of the *Banshee*-S are impressive.

Also added were five new heat sinks, an additional light laser, four Magna Mark II medium lasers, a second PPC, and a Harpoon 6-rack missile launcher. In addition, Steiner has upgraded the Imperator-A autocannon to an Imperator-B Class 10. Though this radical revision of the original *Banshee* still has problems with overheating, the overall outlook is favorable. Once considered a white elephant, the *Banshee* may well emerge as a potent war machine.

BNC-3E BANSHEE

Type: **Banshee**
Technology Base: Inner Sphere
Tonnage: 95

Equipment			Mass
Internal Structure:			9.5
Engine:	380		41
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	16		6
Gyro:			4
Cockpit:			3
Armor Factor:	240		15
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	30	40	
Center Torso (rear)		17	
R/L Torso	20	30	
R/L Torso (rear)		10	
R/L Arm	16	21	
R/L Leg	20	26	

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

INNER SPHERE
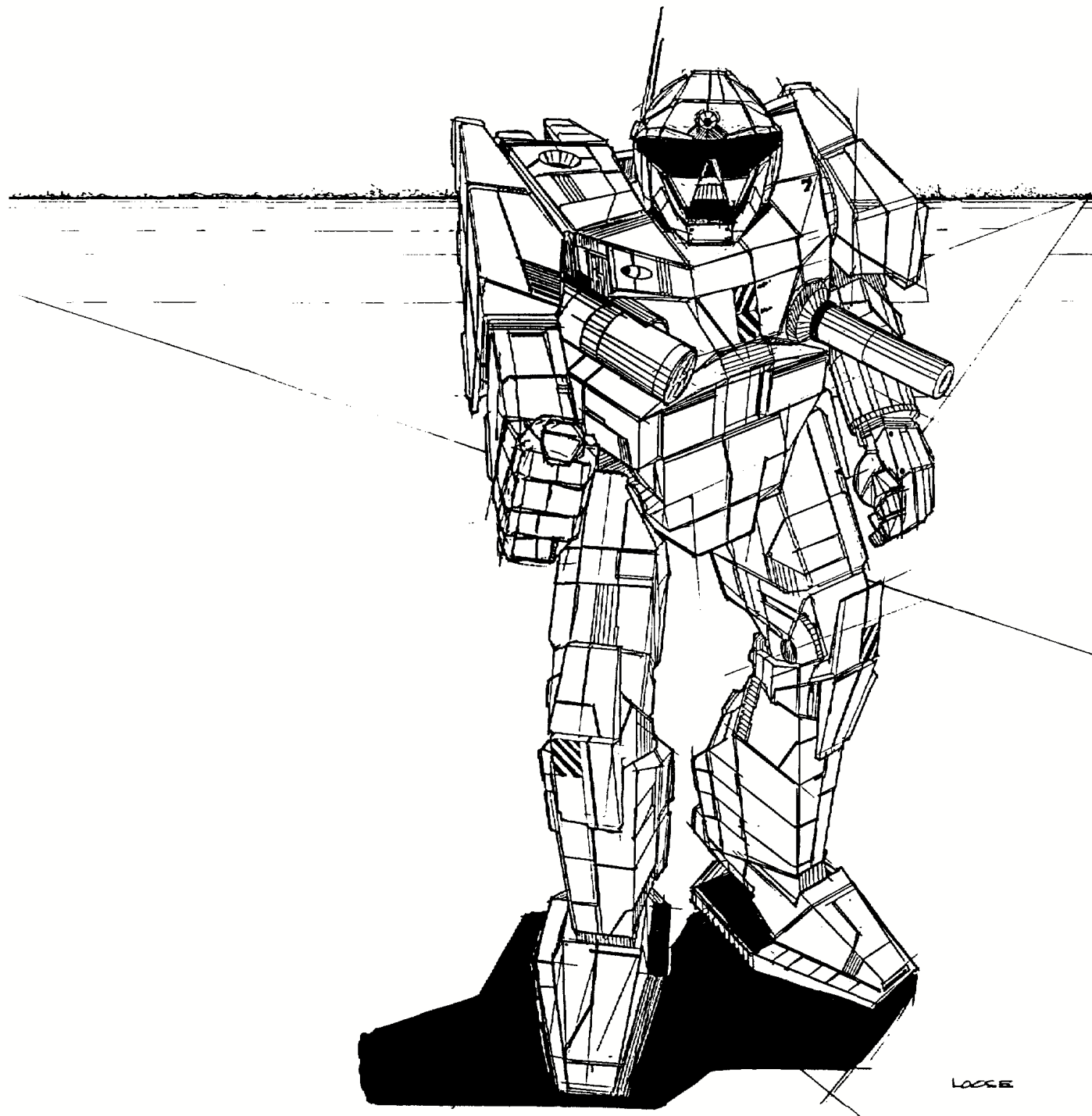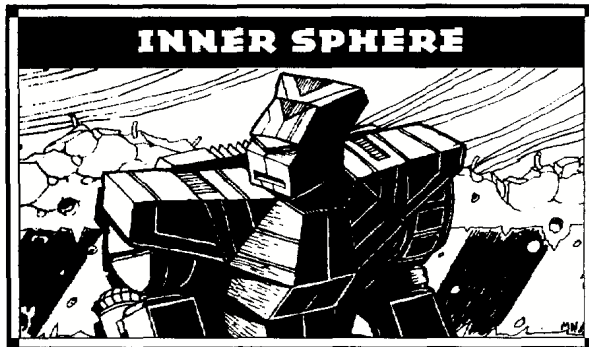
Mass: 100 tons
Chassis: Foundation Type 10X
Power Plant: Vlar 300
Cruising Speed: 32.4 kph
Maximum Speed: 54.0 kph
Jump Jets: None
   Jump Capacity: None
Armor: Durallex Special Heavy
Armament:
   1 Defiance 'Mech Hunter Autocannon
   1 Far Fire LRM-20 Missile System
   4 Defiance B3M Medium Lasers
   1 TharHes Maxi SRM-6 Missile System
Manufacturer: Al Na'ir, Hesperus, Quentin
Communications System: Army Comm. Class 5
Targeting and Tracking System: Army Comp. Type
   29K

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

The four medium lasers and the short-range missile rack make the 'Mech a good close-range fighter, while its internal structure gives the arms and hands

enormous power. This has created many horror stories concerning *Atlases* and their ability to pick up medium-sized 'Mechs with one hand and fling them to the ground as though they there were mere toys.

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

DEPLOYMENT

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

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

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

VARIANTS

With the passing years, it has become difficult to replace many *Atlas* parts, as most supplies have been destroyed or exhausted. The *Atlas* can use slightly different weapon designs, but they invariably decrease the size of the 'Mech's interior.

As for modifications, few Successor Lords have tried to tamper with success. Some have replaced the medium lasers on the 'Mech's hands with large lasers. This variant is only moderately successful, however, as the new lasers are unreliable when tied into the already-taxed battle computer.

Type: **Atlas**
Technology Base: Inner Sphere
Tonnage: 100

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

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

Weapons and Ammo	Location	Critical	Tonnage
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT (R)	1	1
Medium Laser	CT (R)	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
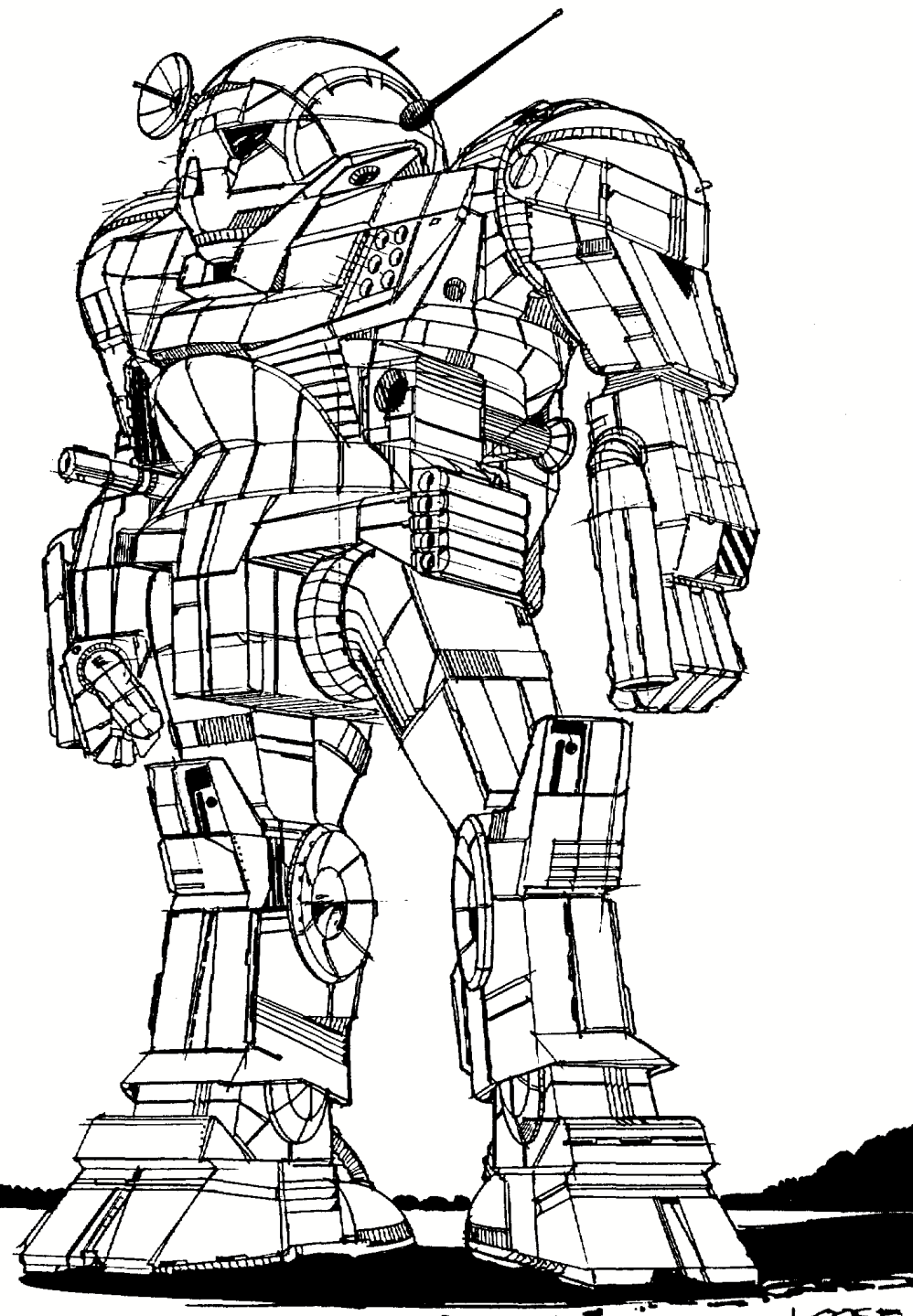
Mass: 100
Chassis: Hollis Mark II
Power Plant: Vlar 300
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
    Jump Capacity: None
Armor: Valiant Lamellor
Armament:
    2 Imperator-D Autocannons
    1 Doombud Long-Range Missile 15-Rack
    1 Magna Mark III Heavy Laser
Manufacturer: General Motors
Communications System: Dalban VirtuTalk
Targeting and Tracking System: Dalban HiRez

OVERVIEW

Introduced just before the collapse of the Star League, the *King Crab* filled General Kerensky's order for an assault 'Mech able to "cripple or destroy another BattleMech in one salvo." Though not as well-armored as the heaviest assaults, the *King Crab*'s firepower fulfills the role as described.

Originally introduced with advanced communications gear, it quickly became apparent that expensive electronics were not well-suited to a BattleMech whose primary assignment was to close and slug it out with the enemy. The advanced communications suites have been replaced by the more common Dalban VirtuTalk in all production models.

CAPABILITIES

The KGC-0000's role is simple: smash down any opposition that stands in the way. Its primary weapon systems, the twin Imperator-D super-heavy autocannons, make this an easy task. The combined damage output is enough to strip the armor from even the strongest 'Mech after a few bursts.

Because they mounted these weapons in the arms, the designers also installed very simple hand actuators, which serve primarily as housings to protect the massive Imperator autocannons when not in actual use. The actuators open and close during combat, an effect that gives them the appearance of pincers or claws—one of the characteristics from which the 'Mech draws its name.

To soften up the enemy at range, the *King Crab* houses a Doombud LRM-15 rack in the left torso. The ammunition feed requires a delicate balance and regular, careful maintenance to keep it in working order. Field conditions often tempt techs assigned to this 'Mech to by-pass or jury-rig a constant variety of temporary "fixes" to this system, which only compound the problem after repeated use.

The drawback to using such large weapons is the lack of ammo for extended operations. By mounting the Magna heavy laser in the right torso, the engineers hoped to give the BattleMech some staying power on the field and a little extra punch at long range. Though the Magna is one of the most reliable heavy lasers in the Inner Sphere, that single weapon offers no real solace to a MechWarrior who hears his last reload spin into place.

Type: **King Crab**
Technology Base: Inner Sphere
Tonnage: 100

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	272	17

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	39
Center Torso (rear)		12
R/L Torso	21	29
R/L Torso (rear)		10
R/L Arm	17	33
R/L Leg	21	34

Weapons and Ammo	Location	Critical	Tonnage
AC/20	LT/LA	10	14
Ammo (AC) 5	LT	1	1
AC/20	RT/RA	10	14
Ammo (AC) 5	RT	1	1
LRM 15	LT	3	7
Ammo (LRM) 8	LT	1	1
Large Laser	RT	2	5
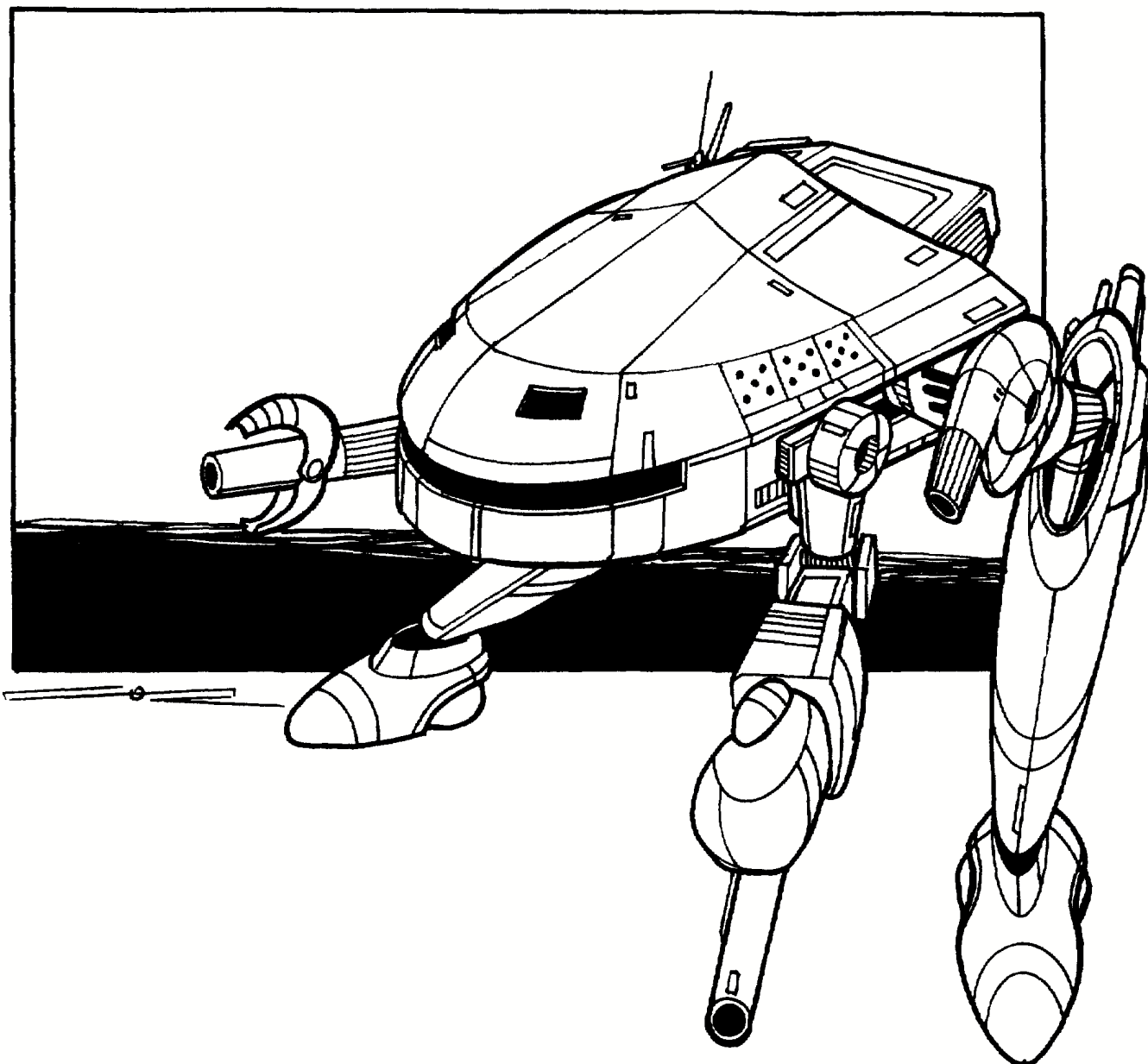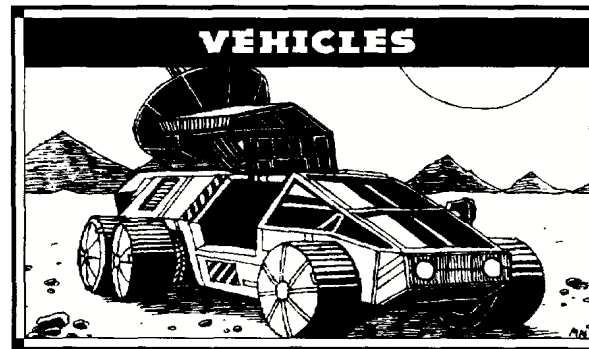
The vehicles described on the following pages represent a small sample of the wide variety currently in use throughout the armies of the Inner Sphere. Vehicles serve many purposes in combat, from ammunition haulers to infantry transports to mobile hospitals. Though vehicles lack the glamour of BattleMechs and aerospace fighters, they are just as vital to success on the field of battle.
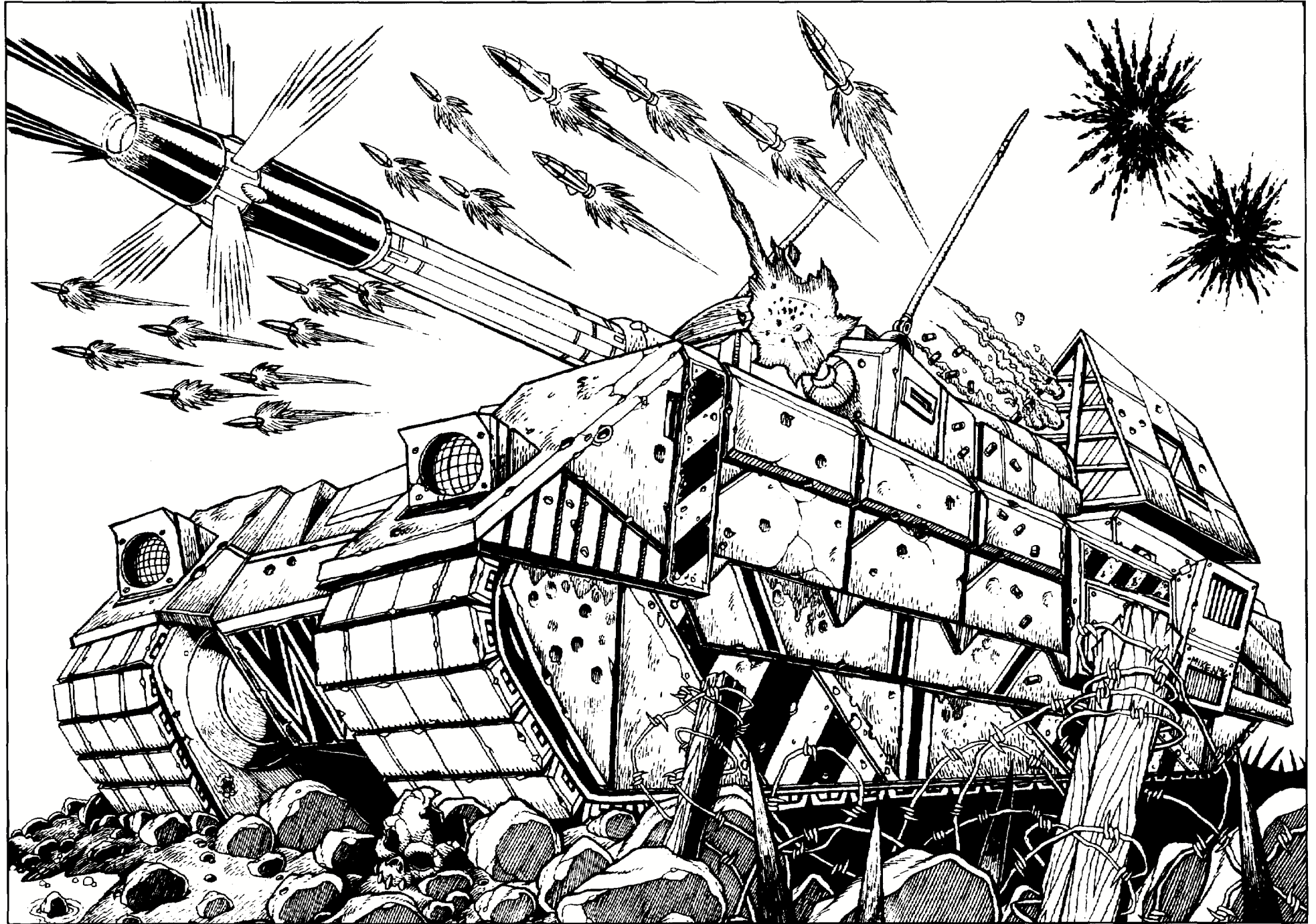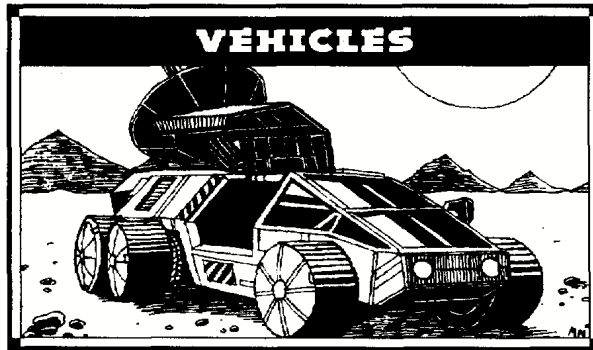
Mass: 5 tons
Movement Type: Conventional Aircraft
Power Plant: 75 Turbine
Cruising Speed: 97 kph
Flank Speed: 151 kph
Armor: None
Armament: None
Manufacturer: Cal-Boeing of Dorwinion
Reconnaissance System: Federated Spy Cameras
Communications System: Achernar Air Whistler

OVERVIEW

Named for its V-shape, the *Boomerang* is a typical spy plane used by the armed forces of the five Successor States. It acts as a mobile spotter for artillery units and as a forward observer for advancing 'Mechs.

The use of air vehicles as reconnaissance platforms dates back before the invention of the airplane to the use of hot air balloons by the armies of nineteenth-century Earth. The advent of the airplane increased the usefulness of aerial reconnaissance. The spy satellites of the early twenty-first century, with their detailed photographs and relative invulnerability, temporarily reduced the importance of aerial reconnaissance, and spy planes came to be used as a back-up system if the satellites somehow failed. After the collapse of the Star League, however, the general decline in technology has returned aerial reconnaissance to its former prominence in battle.

CAPABILITIES

The *Boomerang* is the Federated Suns' standard reconnaissance plane. Built in 2888, it was the first plane designed expressly for aerial reconnaissance in the Successor-States era. Until then, civilian planes and their civilian pilots were pressed into military service, with mixed results.

The *Boomerang's* most obvious feature is its long wingspan. The long, tapering wings make the plane fuel-efficient and also a good glider. The two forewings are perched on thin spars made of foam aluminum, making them strong enough to support the winglets and their control cables. The forewings promote the craft's control and stability, making it almost impervious to stalls.

Two vertical stabilizers sit to either side of the pilot's cockpit. When in use, the entire stabilizer pivots instead of just the trailing edge, as on other airplanes. This, coupled with the stabilizer's placement in the swift airflow caused by the large propeller, makes the *Boomerang* extremely maneuverable.

The engine, a standard prop-jet design, is mounted just below the cockpit floor. It is highly efficient, using the 99 kilograms of fuel stored in the wings for a six-hour flight. If the pilot chooses to glide part of the time, the fuel may last even longer. The *Boomerang's* engine has an unusual exhaust system that channels the wastes through two slits on the upper edge of the wing between the two vertical stabilizers and the cockpit. The propeller then disperses the heat, making it difficult to trace the plane via infrared tracking devices. The large propeller is variable-pitched, reducing noise. The pitch also allows the pilot to feather the prop when he wishes to glide.

Such a large propeller on an oddly proportioned plane posed some difficulties in designing suitable landing gear. The *Boomerang's* designers chose to stow the nose gear below the plane's fuselage, and its long and thin landing wheels beneath the wings. Because of its large wingspan, the *Boomerang* requires only 44 meters of landing space on a dry level surface, and 75 meters to take off.

The lightweight *Boomerang* does not have many of the computer-guided systems common to larger aircraft, that monitor the pilot's actions. A *Boomerang's* pilot must therefore have a natural flair for flying. With its engine running, the *Boomerang's* maximum ceiling is 10,000 meters; if the pilot can hitch a ride on a thermal current, the plane can go higher.

The *Boomerang's* cameras and tracking systems works in infrared as well as standard light. The cameras see clearly even at night, enabling the *Boomerang* to function in all but the worst weather conditions. The two cameras can work independently, locking on to two separate targets and relaying the information back.

The *Boomerang's* major weakness is its lack of arms and armor. To compensate for this vulnerability, the pilot of a *Boomerang* usually flies at least 300 meters off the ground, somewhat reducing the camera's abilities but keeping the pilot out of danger.

DEPLOYMENT

The *Boomerang* has performed long and well in service to the Federated Suns. Used when aerospace fighters are too precious to spare for reconnaissance, the *Boomerang* has seen action over many worlds. The fact that it can be disassembled quickly and stowed in the holds of even the smallest DropShip allows 'Mech units down to the company level to take advantage of the *Boomerang*.

The plane has also won praise for its adaptability to varying air densities and weather conditions while campaigning on arid worlds such as Kesai IV or in the turbulent winds over New Ivaarsen.

BOOMERANG SPOTTER PLANE

Type: **Boomerang**
Technology Base: Inner Sphere
Movement Type: Conventional Aircraft
Tonnage: 5

Equipment		Mass
Engine:		2
Type:	Turbine	
Thrust:	9	
Overthrust:	14	
Structural Integrity:	9	
Heat Sinks:	0	0
Fuel:	60	2

Equipment		Mass
Control Equipment:		.5
Armor Factor:	0	0
	Armor Value	
Front	0	
R/L Side	0/0	
Rear	0	

Weapons and Ammo	Location	Tonnage
Recon Camera	Nose	.5
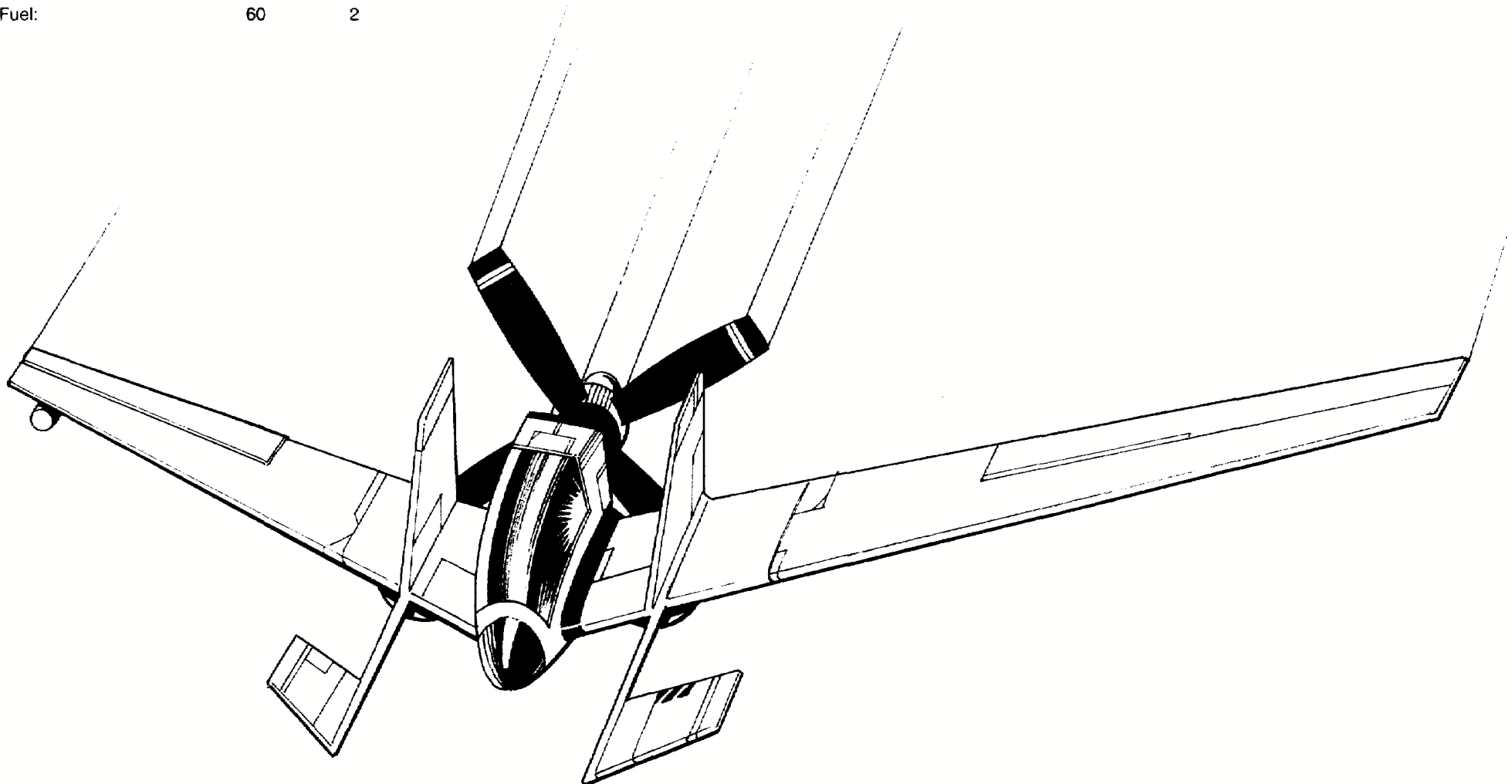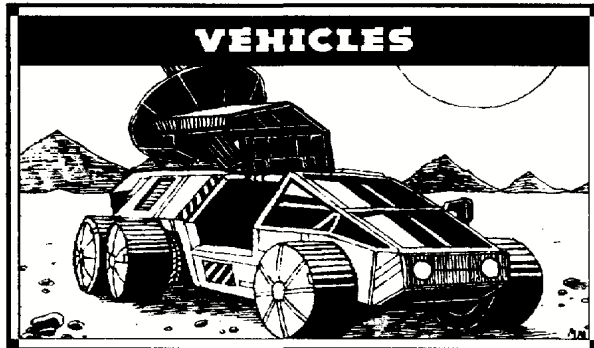
Mass: 7.5 tons
Movement Type: Wheeled
Power Plant: VOX 55 Fusion
Cruising Speed: 108.0 kph
Flank Speed: 162.0 kph
Armor: 1/Star Slab
Armament: None
Manufacturer: Ceres Metals
Communications System: CeresCom Recon Model 12k

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

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

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

DEPLOYMENT

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

Type: **Swift Wind Scout Car**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 7.5

Equipment		Mass
Internal Structure:		.75
Engine:	55	2.25
Type:	Fusion	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		.375
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	24	1.5
	Armor Value	
Front	6	
R/L Side	6/6	
Rear	6	

Weapons and Ammo	Location	Tonnage
Communications Equipment	—	2.625
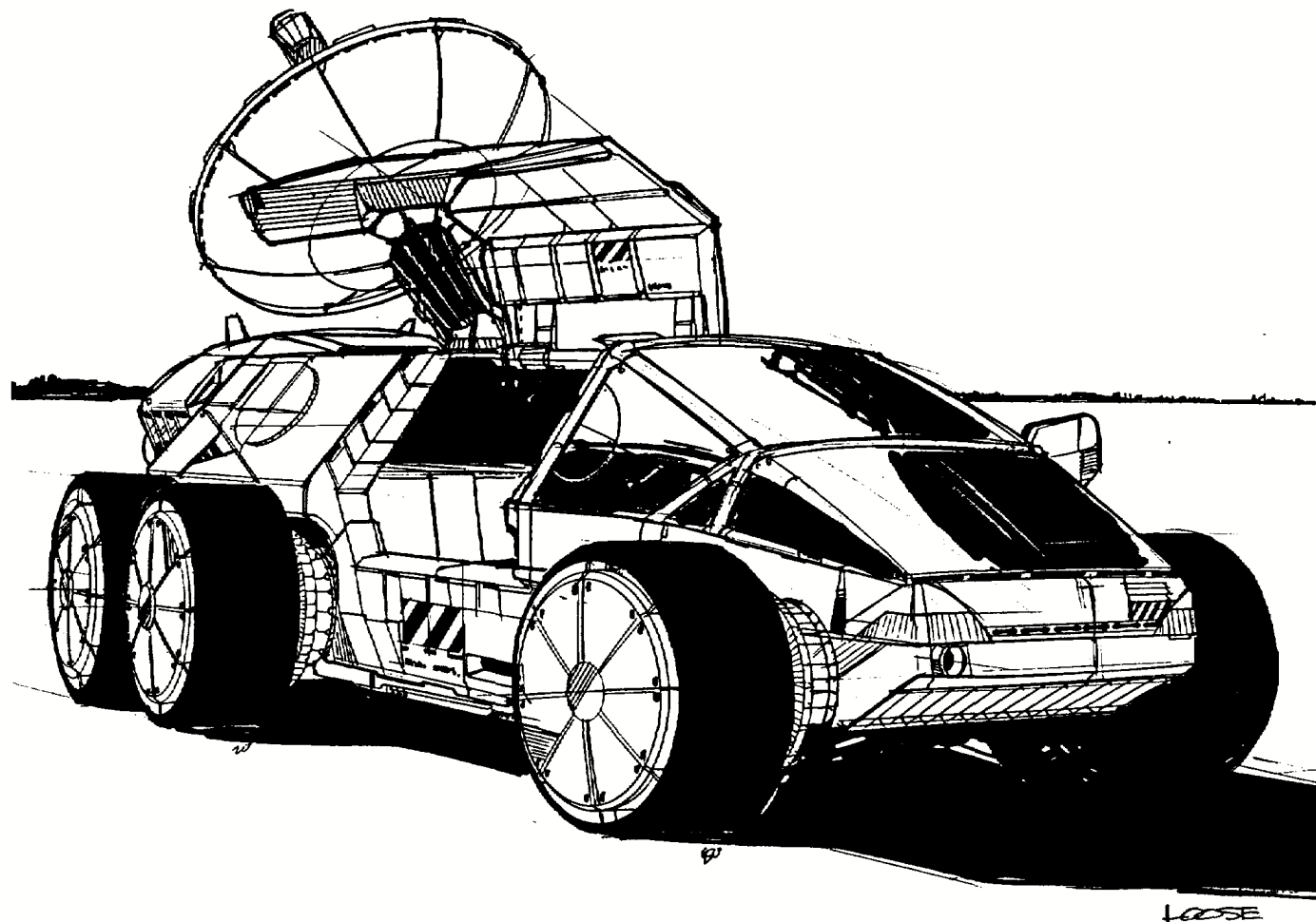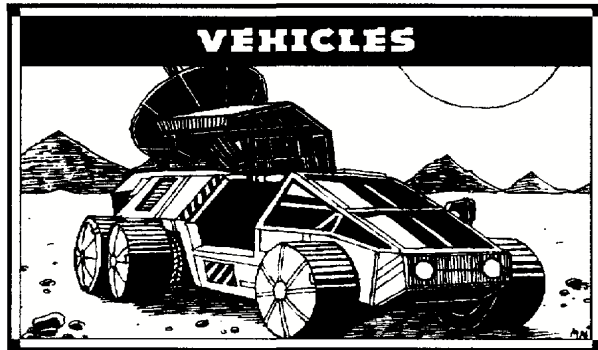
Mass: 10 tons cab
10 tons trailer
Movement Type: Tracked
Power Plant: 50 Internal Combustion
Cruising Speed: 54 kph
Flank Speed: 86 kph
Armor: 1/Star Slab
Armament:
1 SperryBrowning Machine Gun
Manufacturer: Acme Widgets
Communications System: Tandy A-100
Targeting and Tracking System: None

OVERVIEW

The J-27 is designed to transport dangerous munitions and missiles from a rear supply area to BattleMechs and infantry units in the field. It was the backbone of the Star League's ordnance service prior to the League's collapse, and many of these transports are still active in the Successor States.

Designed for rear-area operations, the J-27 has thin armor and so makes an explosive target. The munitions it carries are not protected in any way, exposing the transport to danger every time the vehicle nears the combat zone. Extreme heat can also pose a grave threat to the crew members of a J-27.

CAPABILITIES

Even though the J-27 plays a crucial role in combat by providing front-line troops with ammunition, such duty is usually considered punishment rather than a privilege. The J-27 can transport three tons of munitions in its front, tracked cabs. Its wheeled trailer can carry another eight tons of ammunition. The front cab usually supports long-range missile reloads, but the missile rack can be removed in minutes to take on other munitions.

For the most part, the personnel of J-27s are losers from the infantry. Some units, especially those of the Draconis Combine, are considered penal units. Military convicts are offered the choice between a firing squad and duty on a J-27. The majority choose the firing squad. It takes two people to drive the slow transport; the third crew member is in charge of securing the munitions and manning the single SperryBrowning machine gun mounted over the cab. The mount is designed so that it cannot fire low enough to hit the supplies in the cab or trailer.

One major drawback of the J-27 transport is that the trailer can only be detached from the cab manually. When a J-27 comes under fire, the load checker must detach the trailer to make the vehicle a smaller target. Unfortunately, in most cases he must crawl across the cab's cargo and down the back of the cab to disengage the trailer while the vehicle is rumbling across the countryside and taking enemy fire.

DEPLOYMENT

During the initial battles for Les Halles in 2880, House Liao used this vehicle extensively to maintain their control of the planet. When House Marik finally drove the Liao army off the world, Marik forces managed to capture a large number of J-27 transports intact. Captured Liao J-27s have seen combat all the way to the Lyran world of Loric.

House Kurita's raid on the world of Huan succeeded at least partly because of their aerospace fighter attack on Davion munitions supplies in the Nestling Lowlands. Kurita fighters strafed the convoys of J-27s that were trying to re-arm elements of House Davion's Royal Militia, blowing the convoys to bits along with their cargo. The Royal Militia never received its ammunition, and the Kurita attackers crushed the Davion forces in four days.

Penal units were first used by the Free Worlds League, and the policy of using military convicts as J-27 crew members quickly spread to most of the other Houses. House Steiner and House Davion do not follow this practice, feeling that ammunition handlers need better motivation than facing certain death. Of course, if a soldier from one of these Houses gets out of line, he may find himself on temporary J-27 duty.

One such penal unit is Liao's 125th Deadmen Ordnance Carriers. During battles for the planet New Hessen against Davion forces, the 125th Deadmen carried well over a thousand times their own weight in munitions just to keep the Liao forces in a defensible position. At one point, two Deadmen convoys came under attack by Davion 'Mechs. In the heat of battle, several Deadmen took down their long-range missile racks and set up a makeshift firing station. The convoy battled for several hours against the Davion troops, and eventually drove them from the battlefield. For their efforts, several members of the Deadmen were promoted to other duty, but some volunteered to remain with their J-27s.

Type: **Ordnance Transport**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 10

Equipment		Mass
Internal Structure:		1
Engine:	50	3
Type:	ICE	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	8	.5

	Armor Value
Front	2
R/L Side	1/1
Rear	2
Turret	2

Weapons and Ammo	Location	Tonnage
Machine Gun	Turret	.5
Ammo (MG) 200	Body	1
Cargo	Body	3

Trailer
8 Tons of Assorted Ammunition
Armor, 4 Points Each Side
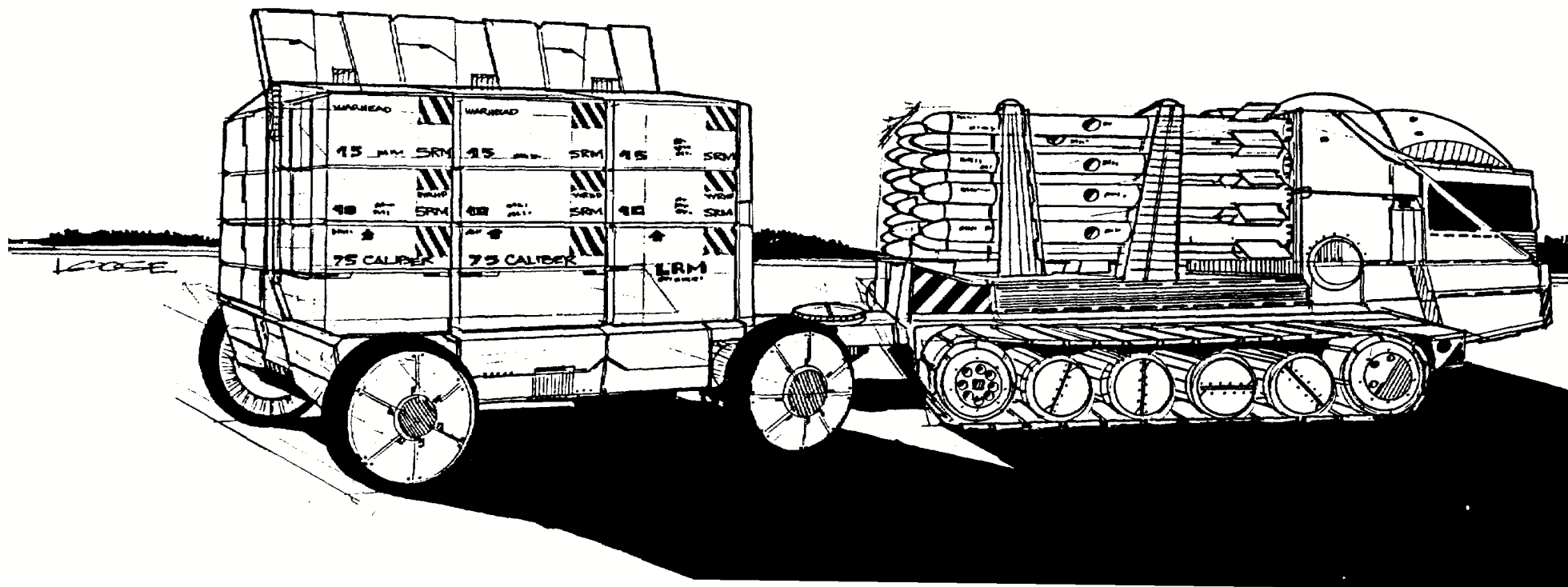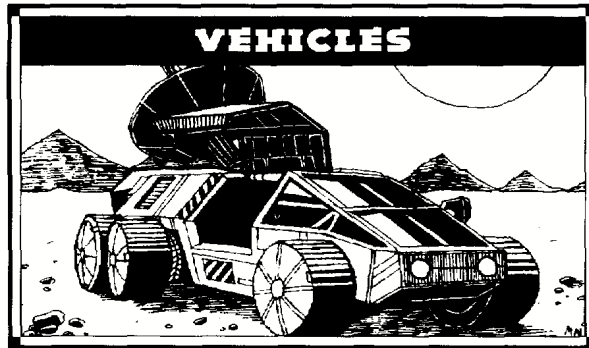
Mass: 20 tons
Movement Type: Wheeled
Power Plant: VOX 80 Fusion
Cruising Speed: 54.0 kph
Flank Speed: 86.4 kph
Armor: Star Slab/Sheet
Armament:
    2 ChisComp 32 Small Lasers
Manufacturer: Talon Vehicles
Communications System: Achernar Electronics
    HICK-4
Medical Equipment Manufacturer: Mercy Industries
    of Talon

OVERVIEW

Literally hospitals on wheels, the large, sophisticated MASH trucks supply wounded MechWarriors with the finest possible medical care.

Every well-equipped regiment is assigned at least one Mobile Army Surgical Hospital. The vehicle stations itself as close as possible to the action, perhaps in an open field near several roads. The MASH then unfolds itself and powers up its medical equipment. In the meantime, army engineers devise a landing pad to handle the air vehicles that will ferry the wounded from the front line to the rear, from which they can be evacuated offworld if necessary. Though only lightly armed and armored, the MASH is rarely attacked because it provides medical services to the wounded of both sides.

CAPABILITIES

The interior of the MASH is a high-tech affair. Entering through one set of wide doors, the patient is taken to a table to be prepared for surgery. In the meantime, one of the five team doctors is at a terminal accessing the results of medical tests on the patient. From the results, the MASH's computer suggests a plan of action to the surgeon.

Having been prepped, the patient is brought to the surgeon and placed on the automated table, whose robot arms administer anesthesia. From there, the surgeon takes over. When he wants a surgical instrument such as a laser scalpel, the table automatically dispenses it via a group of robot hands stationed over the tray of sterile equipment.

Depending on the situation, either the triage officer or the computer compiles continuous reports on the patient's condition, which the surgeon receives simultaneously through a small earphone. When he needs to consult a test result or an X-ray, it immediately appears on a nearby data screen. In an emergency, such as sudden heart failure or a seizure, the surgeon can take control of one of the automated table's many mechanical hands. The machine understands a wide variety of surgical maneuvers and can greatly aid the beleaguered surgeon.

If the patient is slipping away too fast, the surgeon can initiate the emergency freeze procedure. A large, clear cover descends onto the table, turning it into a large, air-tight tube containing the patient. Once in place, the tube's temperature is lowered by flooding the interior with a clear, oxygen-rich liquid. The surgeon then places his hands through sleeves leading into the air-tight area and continues operating, with the table providing instruments from underneath its cover.

Once the operation is complete, the surgeon enters data into the computer on post-op care, medication needed, and any other notes. This information is available to the nurses in the post-op ward, who will add their own observations to the patient's record.

If a sudden change in the fortunes of war forces the MASH to move suddenly, it can disassemble its temporary structures and send patients on in ambulances, all in less than four hours. Drugs and medical equipment are loaded back onto the MASH, with supply trucks carting away the remaining non-medical supplies.

As the surgery is prepared to move, only one of the five operating theaters is stripped down and stowed. The truck's right wall is lifted back up, then re-attached to the truck so that the rear of the MASH can hold six of the most seriously injured patients. Even moving at high speeds, some surgery can be performed in the one operating theater.

The MASH is lightly armed, more to discourage thieves than to inflict major damage. Mercenaries are particularly anxious to acquire a MASH, which they may try to steal by killing the driver or by blockading the road on which it is traveling. This has happened only rarely, and so some MASH doctors have removed the truck's weapons on ethical grounds. As smoke and barrages of fire often obscures the large red cross painted on the vehicle's sensitive equipment, the sides of the truck are fairly well-armored.

DEPLOYMENT

The first MASH units appeared during the Korean War in Earth's ancient history. By the end of the period known as the Exodus, MASH units had to be assembled by fleets of trucks and engineers, and it took days to erect or remove them. Because of that time factor, many MASH units were captured, a very costly loss.

The idea of installing certain diagnostic equipment on trucks and vans to allow for quick retreats was gradually put into practice. First came a portable power supply, then the diagnostic equipment, then whole trucks employed as mobile wards. The first mobile surgery theater was employed in the opening battles of the Age of War, evolving quickly into the MASH unit known today.

Type: **MASH Truck**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 20

Equipment		Mass
Internal Structure:		2
Engine:	80	4
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	64	4

	Armor Value
Front	12
R/L Side	16/16
Rear	10
Turret	10

Weapons and Ammo	Location	Tonnage
Small Laser	Turret	.5
Small Laser	Turret	.5
Hospital Equipment	—	7.5

PKR-T5 PACKRAT LRPV
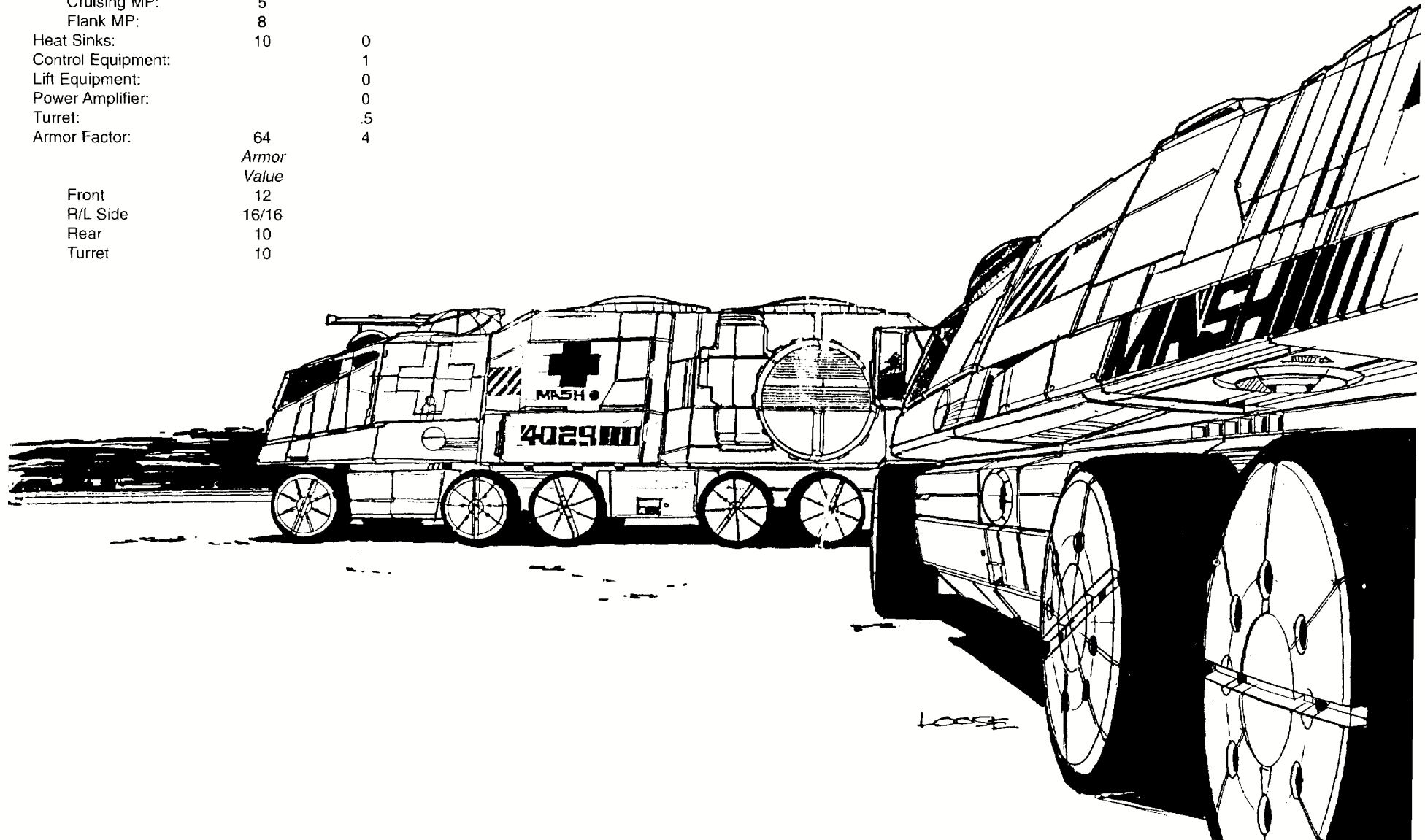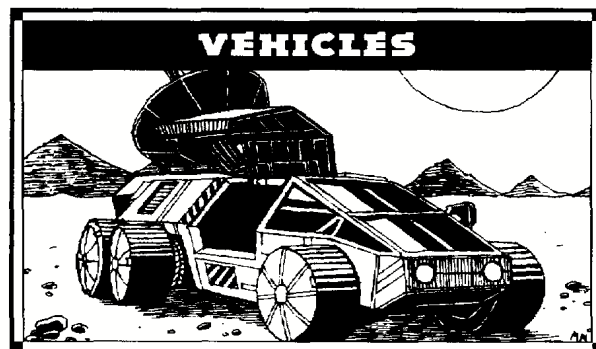
Mass: 20 tons
Movement Type: Wheeled
Power Plant: Doorman 120 Fusion
Cruising Speed: 76.4 kph
Flank Speed: 119.6 kph
Armor: 1/Star Slab
Armament:
    1 Harvester 20K Short-Range Missile Six-Rack
    1 HS Flamer System
Main Manufacturer: Robertson Technologies
Communications System: O/P COMTES
Targeting and Tracking System: O/P 2000JSA

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

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

VARIANTS

A large number of Packrat variants exist, most of them designed by experts in the Federated Suns. Most variants involve updated weapons systems, including small lasers and long-range missiles.

Type: **Packrat LRPV**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 20

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

Equipment		Mass
Internal Structure:		2
Engine:	120	6
Type:	Fusion	
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	64	4

	Armor Value
Front	16
R/L Side	16/16
Rear	16

MOBILE HQ

VEHICLES
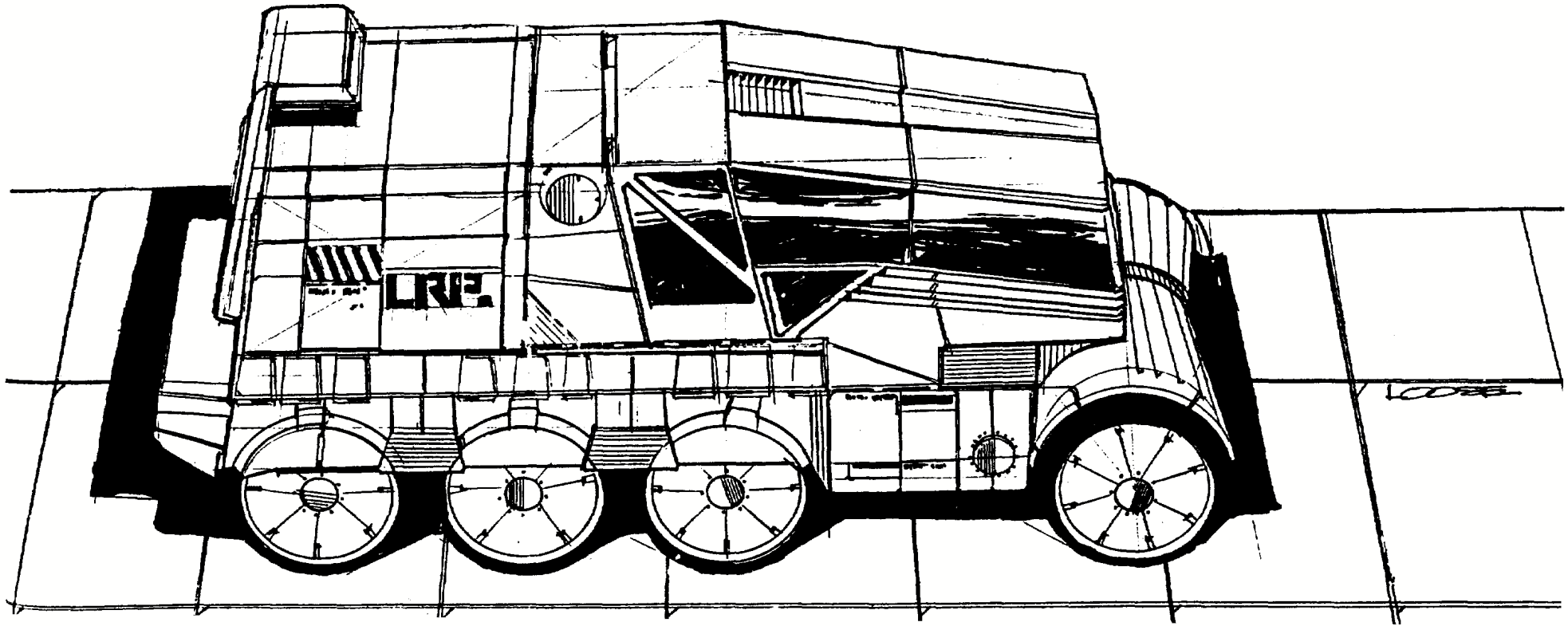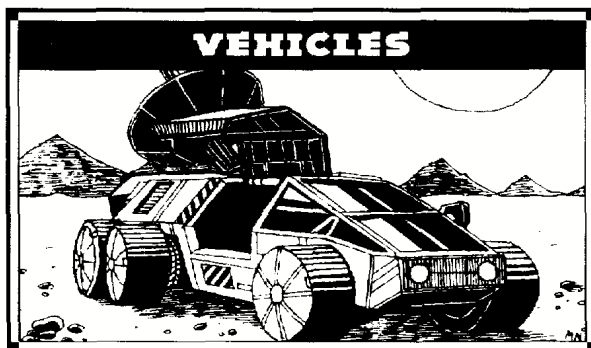
Mass: 25 tons
Movement Type: Wheeled
Power Plant: Omni 130 Fusion
Cruising Speed: 64.8 kph
Flank Speed: 97.2 kph
Armor: 4/Star Slab
Armament:
　1 Hesperus-B3M Medium Laser
Manufacturer: Star League Defense Industries
Communications System: TharHes HQ CommSet

OVERVIEW

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

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

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

CAPABILITIES

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

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

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

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

DEPLOYMENT

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

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

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

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

VARIANTS

The mobile HQ pictured is the standard design throughout the Inner Sphere. Variations are minor, mostly consisting of a different main weapon for the truck's turret. The Draconis Combine and the Capellan Confederation have armed their mobile HQs with a large laser or an LRM 10-rack, which requires redesigning and substantially altering the truck's crew cab. The other Houses prefer to keep the medium laser, the vehicle's original armament.

As mercenary units seldom possess mobile HQs, they must rely on command vans and good communications. Possession of a mobile HQ is a major point in a mercenary unit's favor when being considered for employment by a Successor State. Wolf's Dragoons have five mobile HQs, all seemingly brand new. Hansen's Roughriders also has a mobile HQ, acquired secondhand from the Lyran Commonwealth.

MOBILE HQ

Type: **Mobile HQ**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 25

Weapons and Ammo	Location	Tonnage
Medium Laser	Turret	1
Communications Equipment	—	7.5

Equipment		Mass
Internal Structure:		2.5
Engine:	130	6.75
Type:	Fusion	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		1.25
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	80	5
	Armor Value	
Front	16	
R/L Side	19/19	
Rear	16	
Turret	10	
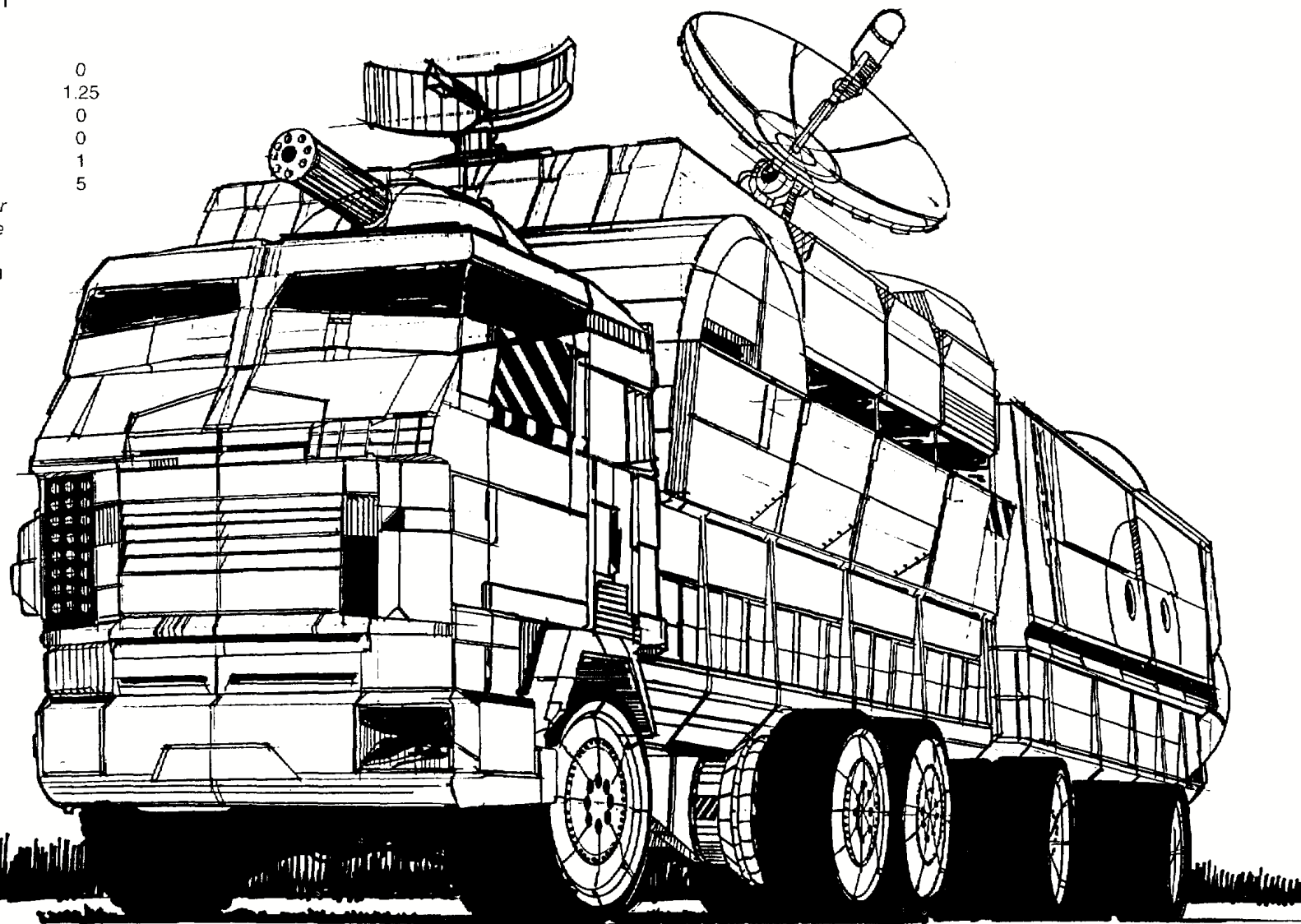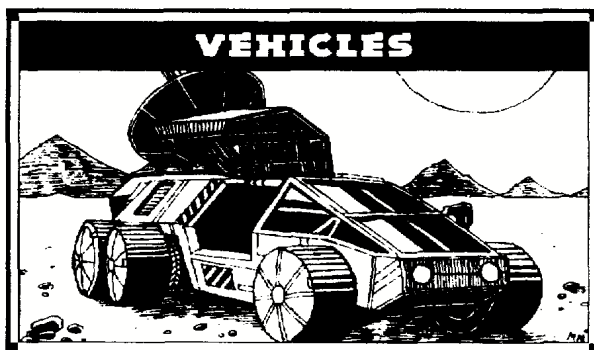
VEHICLES

Mass: 30 tons
Movement Type: Wheeled
Power Plant: Tamia 100 Internal Combustion
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: 3/Star Slab
Armament:
2 Dragon's Breath Flamers
Manufacturer: Buda Imperial Vehicles
Communications System: Sipher CommSys 1
Coolant Capacity: 9 tons

OVERVIEW

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

CAPABILITIES

The Class 135-K coolant truck, built for the Draconis Combine by Buda Imperial Vehicles, differs from the coolant trucks used by other Great Houses only in its choice of weapons and its coolant capacity. Nicknamed "the Lifesaver," the 135-K carries nine tons of coolant, seven tons of liquid nitrogen—and two tons

of liquid oxygen in armored tanks kept cold with small recirculation motors. The motors also stir the tank's contents to prevent dangerous temperature increases that might rupture the tanks. Most coolers have slightly more armor than might be expected for a non-combat vehicle because a single laser bolt or hot piece of flying metal could cause the truck's volatile cargo to explode.

Coolant truck's liquid nitrogen is used to replace and replenish the liquid nitrogen in 'Mech cooling systems. As a 'Mech exerts energy, its heat rises, which can cause the liquid nitrogen in its system to reach dangerous pressure levels. In such cases, a 'Mech will automatically vent nitrogen into the air until the pressure falls. A battlefield coolant truck can drain the remaining heated nitrogen and replenish the 'Mech's precious coolant in minutes.

Coolant trucks also carry liquid oxygen, which is used to replenish the small jump jet tanks. The pure oxygen supplements the air passing over the hot reactor, creating jet propulsion. Liquid oxygen can also be pumped through the 'Mech's artery system to cool burning joints. However, as oxygen is more volatile than nitrogen, it is used for coolant only if the cooler's nitrogen supply is exhausted.

The Lifesaver coolant truck has the added feature of two turret-mounted flamers. Because a cooler has large supplies of coolant and liquid oxygen that can make the flamer's fuel burn more furiously, the gunner on a coolant truck can fire at will without worrying much about heat buildup. If a cooler is approached by a 'Mech in flames or on the verge of exploding, the truck's two flamers can be quickly converted to spew liquid nitrogen onto the 'Mech, dousing the flames and cooling the giant machine off in a cloud of super-cold mist. Copying this ingenious approach, the Federated Suns has removed the lasers from the turrets of their coolant trucks and replaced them with similar convertible flamers.

The Lifesaver has five receptacles for the long hoses by which it attaches itself to overheating 'Mechs. The first four hoses dispense liquid nitrogen, while the fifth contains liquid oxygen. Most 'Mechs have hookup points for just one hose, but heavy 'Mechs require two for cooling.

DEPLOYMENT

A single, well-maintained 'Mech regiment usually has about six coolers. Unless the master technician feels one battalion may face a particularly rough time, each battalion generally receives two trucks. During battle, one will be actively cooling 'Mechs while the other refills its tanks at a depot to the rear. In this way, an overheating 'Mech will almost always have access to a cooler.

Coolant trucks are valued as battlefield prizes. If a cooler and its team are captured intact, the soldiers will usually be offered a chance to work for their captors. Mercenary units are always on the lookout for seasoned cooler teams, and have been known to offer them a share of the unit's booty equal to the standard pay of two technicians apiece. If a team's captors fail to win them over, they might offer their prisoners in exchange for some of their own captured personnel.

'Mechs are especially vulnerable when hooked up to a cooler. After the collapse of the Star League, however, battlefield etiquette developed during the long-drawn-out Succession Wars extended special courtesy to a cooler-hooked 'Mech. Enemy forces usually ignore a 'Mech that is hooked to a cooler, as long as the 'Mech does not shoot. Once the 'Mech has disconnected and moved a few meters away from the coolant truck, it becomes fair game.

Type: **Coolant Truck**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 30

Equipment		Mass
Internal Structure:		3
Engine:	100	6
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	112	7

	Armor Value
Front	24
R/L Side	28/28
Rear	20
Turret	12

Weapons and Ammo	Location	Tonnage
Flamer (Vehicle)	Turret	.5
Flamer (Vehicle)	Turret	.5
Ammo (Flamer) 40	Body	2
Coolant	—	9

ROMMEL/PATTON TANK

VEHICLES
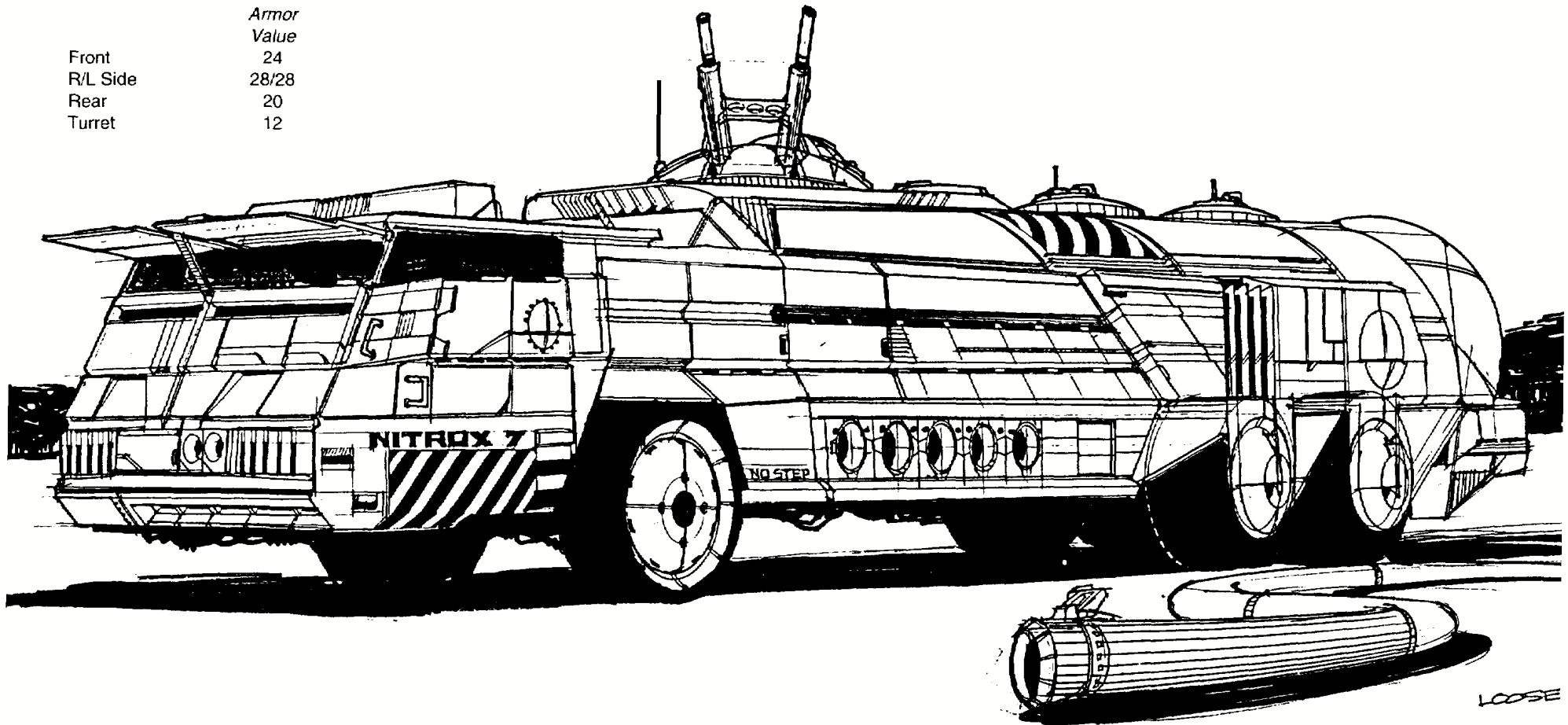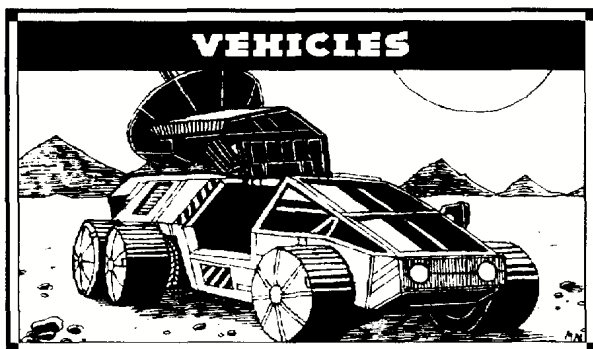
Mass: 65 tons
Movement Type: Tracked
Power Plant: Magna 260 Fusion
Cruising Speed: 43.3 kph
Flank Speed: 64.8 kph
Armament:
Rommel Tank
    1 Defiance 'Mech Hunter Autocannon
    1 Coventry Five-Tube Missile System
    1 A5L Small Laser
Patton Tank
    1 Defiance Killer Autocannon Type T
    1 Coventry Five-Tube Missile System
    1 Hotshot Flamer
    1 A5L-Small Laser
Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Muse 54-58K
Targeting and Tracking System: TharHes Mars5

OVERVIEW

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

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

CAPABILITIES

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

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

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

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

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

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

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

DEPLOYMENT

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

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

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

Type: **Rommel Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	260	20.25
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.6
Armor Factor:	184	11.5

	Armor Value
Front	40
R/L Side	39/39
Rear	26
Turret	40

Weapons and Ammo	Location	Tonnage
AC/20	Turret	14
Ammo (AC) 20	Body	4
LRM 5	Turret	2
Ammo (LRM) 24	Front	1
Small Laser	Front	.5

Type: **Patton Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	260	20.25
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.4
Armor Factor:	232	14.5

	Armor Value
Front	51
R/L Side	46/46
Rear	38
Turret	51

Weapons and Ammo	Location	Tonnage
AC/10	Turret	12
Ammo (AC) 20	Body	2
LRM 5	Turret	2
Ammo (LRM) 24	Front	1
Small Laser	Front	.5
Flamer	Front	1

VEHICLES
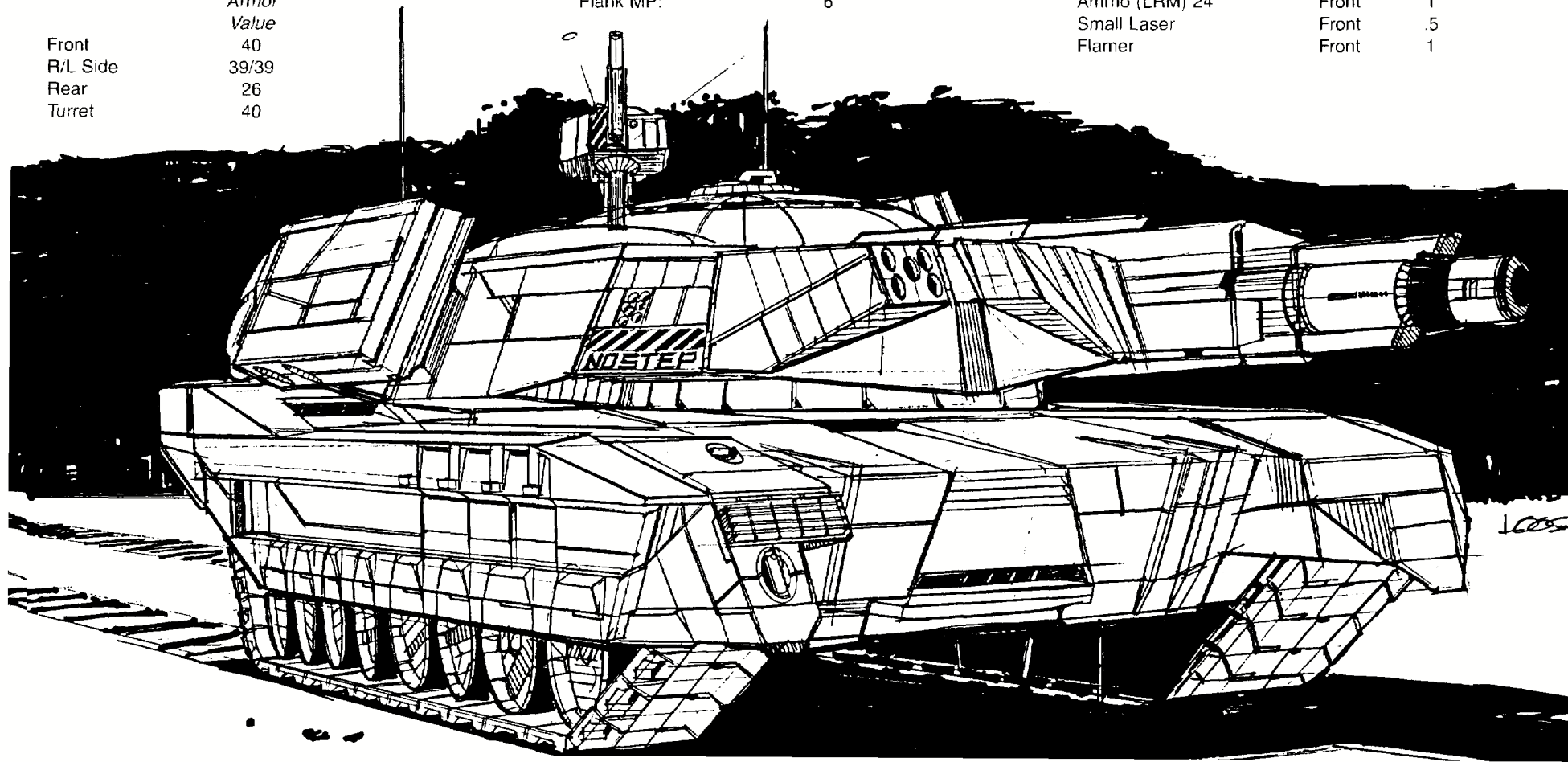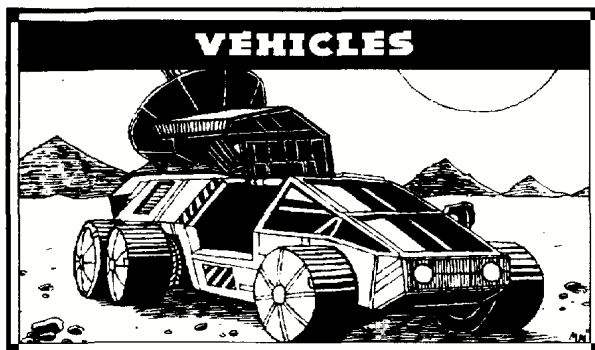
Mass: 75 tons
Movement Type: Tracked
Power Plant: 225 VOX Fusion
Cruising Speed: 32.4 kph
Flank Speed: 54 kph
Armor: 4/Star Slab
Armament:
    1 Armstrong Autocannon 20
    2 Holly Short-Range Missile-6 Racks
    1 Dannel Short-Range Missile-4 Rack
    1 Holly Long-Range Missile-10 Rack
    1 Ramsey Machine Gun
    1 Firestorm Flamer System
Manufacturer: HartfordCo Industries
Communications System: O/P 300
Targeting and Tracking System: O/P GRNDSTAT
    50A

OVERVIEW

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

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

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

CAPABILITIES

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

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

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

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

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

DEPLOYMENT

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

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

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

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

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

VARIANTS

House Davion is known to have several experimental versions of the Von Luckner in its armies. One of these, the VNL-K100, has fewer missile delivery systems than the standard but carries an Armstrong AC/20 with an updated targeting and tracking system.

Type: Von Luckner Heavy Tank
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 75

Equipment		Mass
Internal Structure:		7.5
Engine:	225	15
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		3.75
Lift Equipment:		0
Power Amplifier:		0
Turret:		2.25

Equipment (cont.)		Mass
Armor Factor:	176	11
	Armor	
	Value	
Front	41	
R/L Side	30/30	
Rear	30	
Turret	45	

Weapons and Ammo	Location	Tonnage
AC/20	Turret	14
Ammo (AC) 15	Body	3
SRM 6	Turret	3
SRM 6	Turret	3
Ammo (SRM) 15	Body	1
SRM 4	Turret	2
Ammo (SRM) 25	Body	1
LRM 10	Rear	5
Ammo (LRM) 12	Body	1
Machine Gun	Turret	.5
Ammo (MG) 200	Body	1
Flamer	Front	1
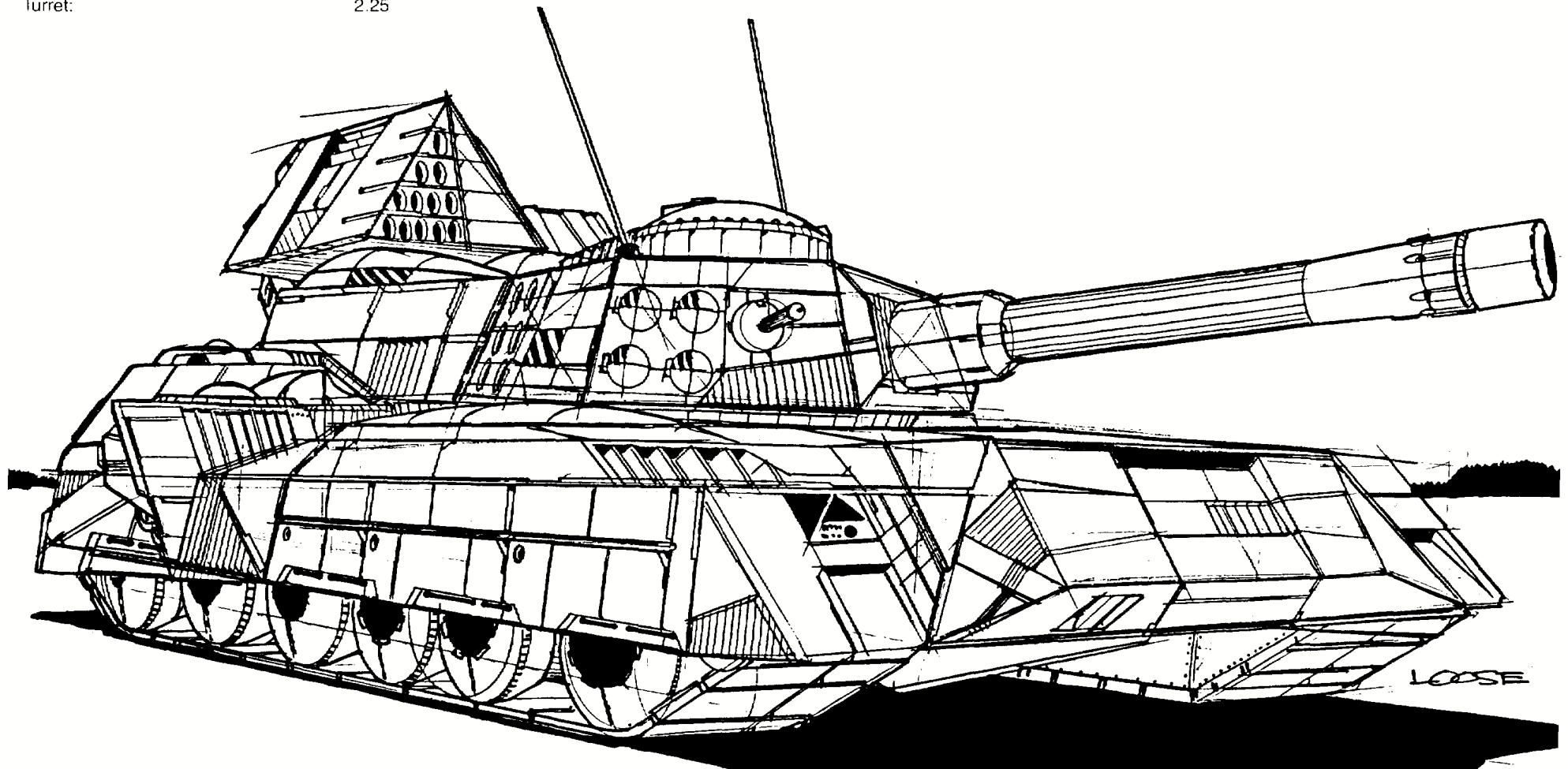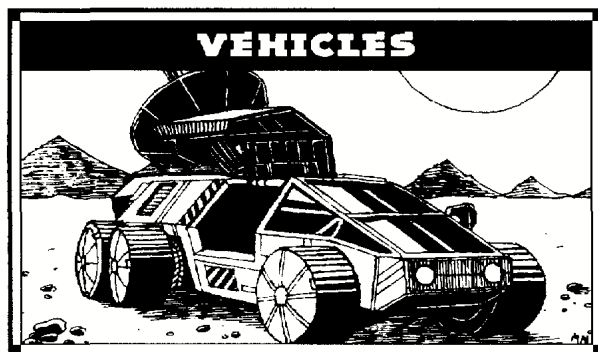
Mass: 65 tons (main unit)
    10 tons each (2 ammunition carriages)
    5 tons each (2 support carriages)
Movement Type: Tracked
Power Plant: Robel 190 Internal Combustion
Cruising Speed: 20.2 kph
Flank Speed: 32.6 kph
Armor: 1/Star Slab
Armaments:
    1 Armstrong Industries Long Tom Rifle Mobile
      Chassis System
    4 SperryBrowning Machine Guns
Manufacturer: Rebel Industrial Technologies, Inc.
Communications System: ROMTECH 100
Targeting and Tracking System: ROMTECH 125 J,
    O/P 1050 LTR

OVERVIEW

The mobile version of the Long Tom rifle is slow, bulky and poorly defended, but it remains one of the most powerful long-range weapon systems still surviving from the days of the Star League. Though it lacks speed and grace, it can provide impressive fire support and defense. The Armstrong mobile Long Tom rifle variant is the last remnant of the Star League's main guardian defense system. This powerful and accurate long-range weapon can reduce most small 'Mechs to scrap heaps.

The mobile Long Tom is actually a series of tracked vehicles working together to move and position the rifle for firing. However, the system can only be transported slowly. Garrisoned worlds in and near key cities usually possess this system.

CAPABILITIES

The history of the mobile Long Tom is filled with stories of how the system saved entire cities with its awesome firepower. This immense weapon has enough energy to level an oncoming BattleMech.

The mobile system operates as a train of five tracked transports. The lead transport is the piloting cab as well as the targeting center, with the targeting system placed on top of the cab. This massive gun cannot be fired while being transported. With its twelve tons of armor and twenty tons of ammunition, the vehicle travels at a snail's pace, topping off at 25.6 kilometers per hour and needing frequent refueling. The sheer weight of the unit requires special heavy roads or rail tracks on which to move. A mobile Long Tom rarely travels cross-country, as there is a good chance that it will get stuck. Fifteen crew members are required to fire and drive the Long Tom.

The Long Tom excels at long-range attacks but is relatively weak at close quarters, and so tanks, infantry and BattleMechs often defend the unit. Though the Long Tom carries four side-mounted machine guns for close defense, these are hardly enough to take on an armed 'Mech. However, the greatest threat to the mobile Long Tom are aerospace fighters. *Rifleman* 'Mechs, known for air strike support, are frequently stationed with this unit.

DEPLOYMENT

In 2888, House Kurita launched yet another raid on the Davion world of Errai. On that lonely world was the city of Trent, a well-known storehouse for Davion troops and 'Mechs. Two Long Tom mobile systems used Trent's massive city square as a firing platform while the local 'Mech forces fought to hold back the Kurita raiders. During the battle's initial stages, the Long Toms destroyed more 'Mechs than all the Davion ground forces combined. Eventually, the Kurita raiders withdrew. Before they left, however, an aerospace fighter wing managed to cripple both Long Tom defenders. The Long Toms destroyed more than ten fighters before succumbing to the Kurita barrage.

While Houses Marik and Liao were fighting for the city of Garth on the planet Berenson, the Long Tom once again proved that it could play both a defensive and an offensive role. The Marik attackers set themselves up in the city of Tromoth. From there, they moved up a Long Tom rifle system to bombard the city of Garth. At the same time, House Liao moved up one of their Long Tom mobile systems to attack the Marik raiders. The two guns attempted to destroy each other for nearly a week. Finally, spies in Garth sabotaged and disabled the Liao gun, giving the Marik weapon free rein to bombard the rest of the city. This gave the Marik attackers the break they needed to take Garth.

In 3002, House Marik raided the city of Treth on the planet Loric in the Lyran Commonwealth. By moving and firing their only mobile Long Tom, the Steiner defenders fooled the Marik forces into thinking they faced three Long Toms in and around the city. The Free Worlds League troops withdrew quickly without seriously damaging the Steiner forces.

The mobile Long Tom is an uncommon weapon, and troopers consider it an honor to serve on this cannon's crew. Very few are stripped for parts; most non-functioning Long Toms are maintained as is in case the parts needed to repair them are found. If the mobile system is destroyed, the weapon is mounted in a static defense area such as a fortress or city.

VARIANTS

The best known variant of the mobile Long Tom system is the rail version, though it is even more rare than the tracked system. The rail version does not have the tracked version's freedom of movement, but it can travel faster via rail. Most of the Inner Sphere's rail tracks are in poor shape, however. This variant has a crew of twenty-five and is virtually unarmored. It is officially listed as the LT-MOB-50 in Star League records.

Type: **Long Tom Artillery Unit (Main Unit)**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	190	15
Type:	ICE	
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	0	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	64	4
	Armor Value	
Front	16	
R/L Side	16/16	
Rear	16	

Weapons and Ammo	Location	Tonnage
Long Tom	Front	30
Machine Gun	Right	.5
Machine Gun	Right	.5
Machine Gun	Left	.5
Machine Gun	Left	.5
Ammo (MG) 200	Body	1
Communications Equipment	—	1
Targeting System	—	1
Tracking System	—	1

Ammo and Support Carriages

2 Ammo (Long Tom) 25	5
Armor 16 Each Side	4
2 Support	.5
Armor 16 Each Side	4
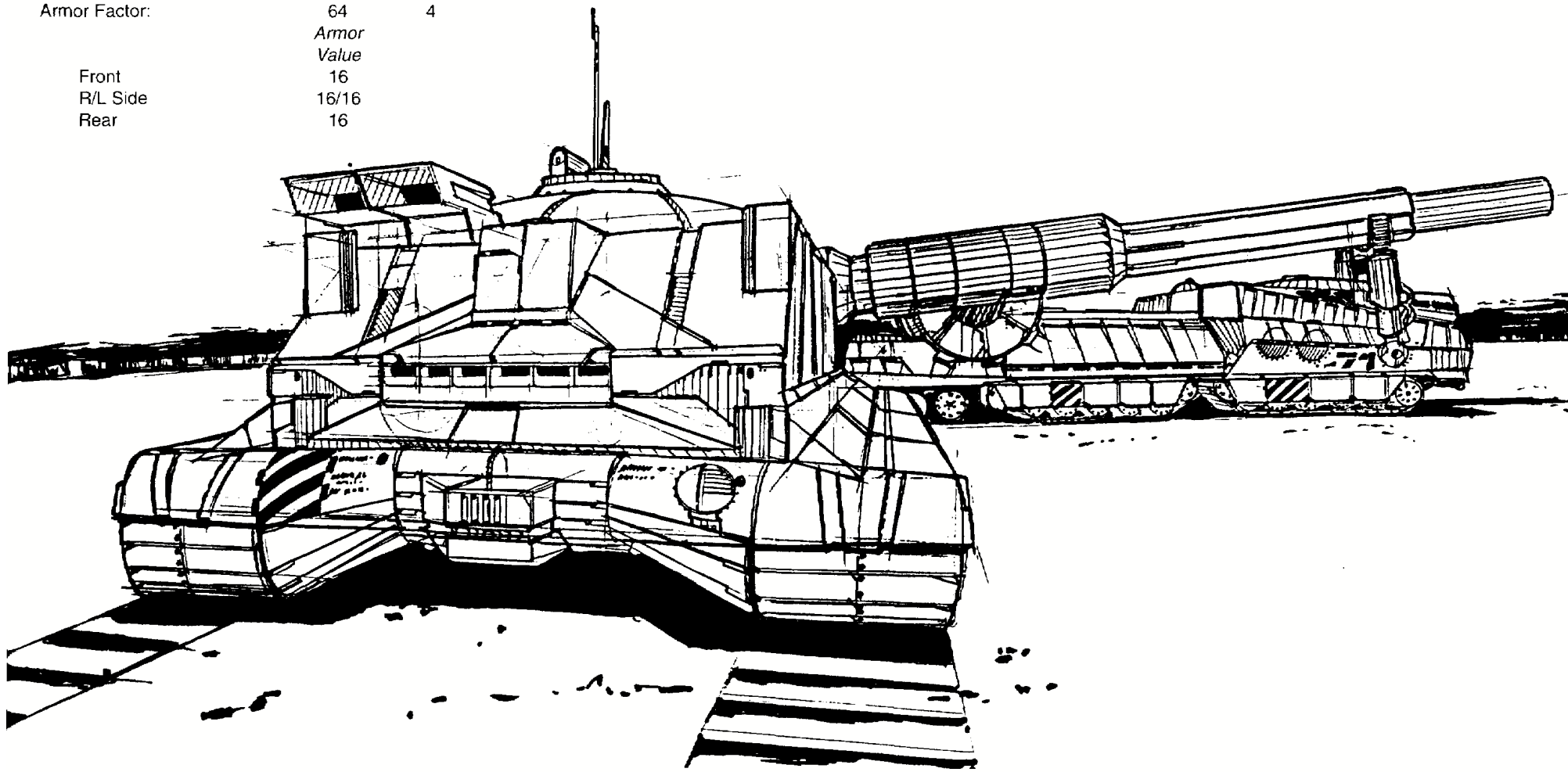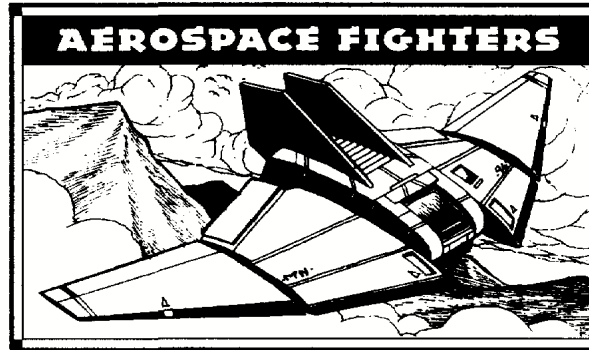
Aerospace fighters play a vital role in any battle plan. The typical fighter's ability to attack any target with equal ease makes it indispensable, whether battling DropShips in space and fighters in the air or strafing 'Mechs and vehicles on the ground. Even in the thirty-first century, the old axiom that whoever controls the air controls the ground still holds true.

Aerospace fighter illustrations by Mike Nielsen and Jim Nelson (after original drawings by David Dietrick).

SYD-21 SEYDLITZ

AEROSPACE FIGHTERS
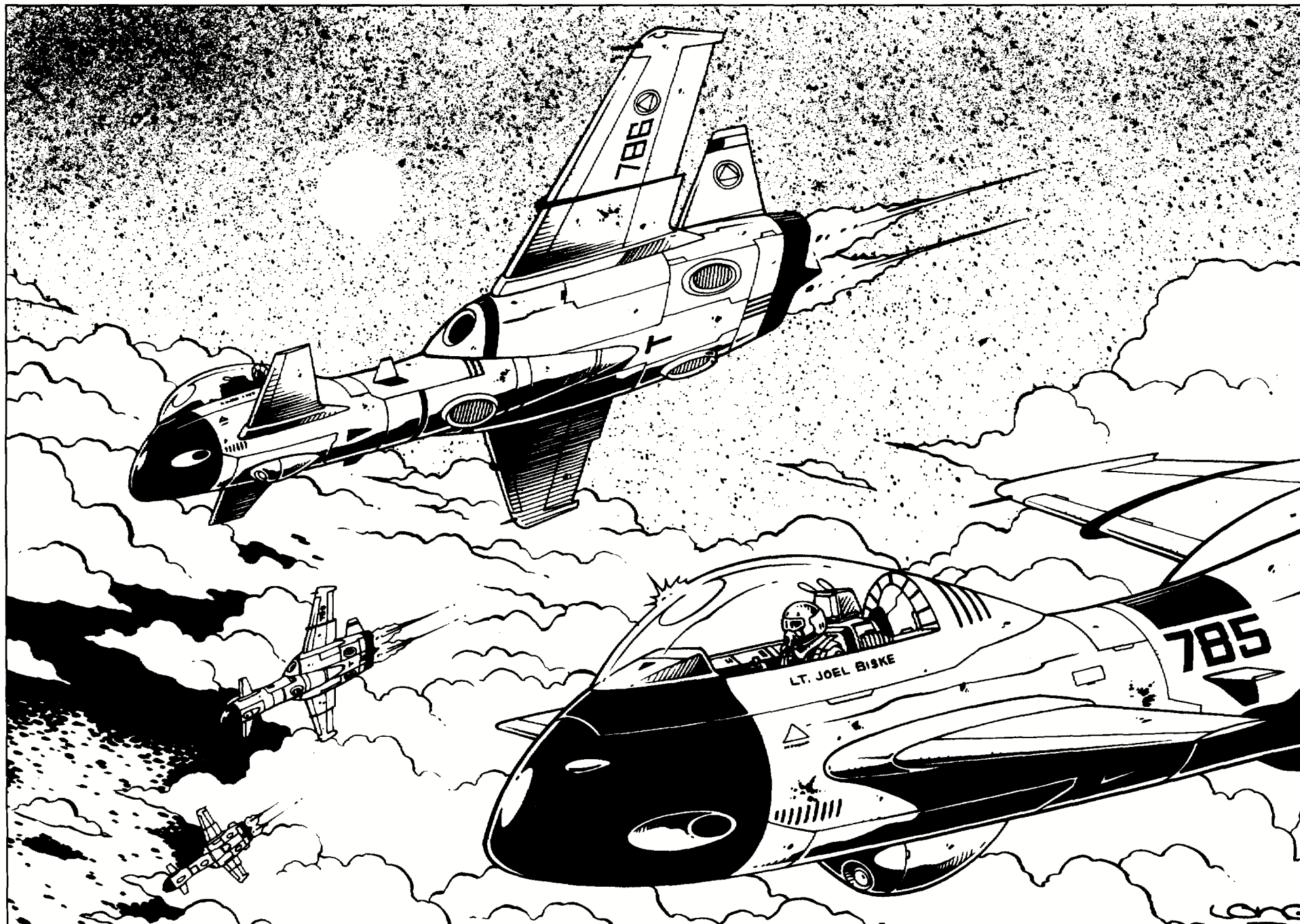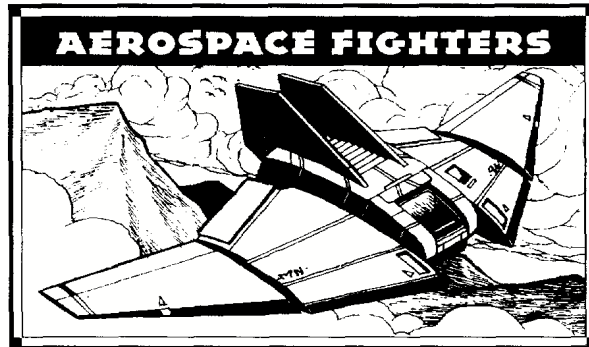
Mass: 20 tons
Frame: Shipil 15
Power Plant: Shipil 180
Armament:
    1 RAMTech 1200 Large Laser
Manufacturer: Shipil Company
Communications System: O/P AIR500
Targeting and Tracking System: O/P 3000

OVERVIEW

The Star League Defense Forces Contract called for a small planetary defense fighter with fast speed and light armor, but with enough firepower to substantially damage the enemy. The Shipil Company created just such a fighter with their design for the *Seydlitz*. In the same year, factories on Vance began mass production of the fighter and the first *Seydlitzes* were deployed extensively in the Lyran Commonwealth. Usually based on small worlds, these tiny twenty-ton fighters proved to be excellent support and escort vessels.

The original Maztel laser systems were replaced with the current RAMTech series in 2507 because the Maztel laser systems generated too much heat.

CAPABILITIES

Intended for swift hit-and-run missions, the *Seydlitz* Class fighter carries minimal armor. Though a fast-moving enemy fighter may disable the *Seydlitz* quickly in battle, the fighter can inflict heavy damage before it falls. Because the *Seydlitz* was not designed for prolonged combat, it carries only three tons of fuel.

The Shipil 180 power plant provides the fighter with greater speed than most other aerospace fighters can achieve—a combat advantage that enables the *Seydlitz* to outmaneuver and outrun more heavily armed craft. Its small size limits its firepower, but the nose-mounted RAMTech 1200 large laser packs a strong punch.

DEPLOYMENT

In the final days of the Star League, most of the *Seydlitz* Class aerospace fighters were scattered over House Steiner territory. The Steiner military held onto these fighters, and so very few are deployed beyond the Lyran Commonwealth's borders; the rare exceptions are usually attached to mercenary units.

During the First Succession War, a Marik invasion force tried to wipe out House Steiner's air support on the world of Megrez. The twenty *Seydlitz* fighters stationed on the planet swarmed the attacking Marik forces in their first bombing run, moving so fast that the larger, slower Marik bombers could not stop them all. The raid ended in disaster for House Marik, considerably slowing their conquest of the world.

A full contingent of *Seydlitz* fighters is rare, but many serve individually in air support units. The Tenth Skye Rangers use them as escorts and fighter cover. In a successful raid by the Rangers on Wheel, a Kurita-held world, the heavy fighter/bombers came in low under cover of *Seydlitz* Class fighters.

When the Donegal Guards attacked the Marik-held planet of Solaris in 3002, their DropShips were carrying several *Seydlitz* fighters. In a daring attack, the DropShips launched the fighters in orbit. The aerospace craft dove toward the planet and landed on the Marik-controlled airstrip outside the Callow Mountains. Once on the ground, the *Seydlitzes* destroyed most of the defending Marik fighters before they could take off.

House Kurita is known to have captured several of these fighters during the many battles for the planet Alexandria, though to date none have yet appeared in combat among Kurita forces.

VARIANTS

Among the Steiner variants on the *Seydlitz* is the Z2, which mounts five RAMTech 800 medium lasers, two on the wings and the rest on the nose and fuselage.

The variant known as the Z3 is armed with two RAMTech 800 medium lasers and has much heavier armor. A post-Star League modification, this variant uses relatively crude armor plating, providing only partial coverage of vital areas.

AEROTECH

Type: **Seydlitz**
Technology Base: Inner Sphere
Tonnage: 20

Equipment		Mass
Engine:	180	7
Thrust:	11	
Overthrust:	17	
Structural Integrity:	11	
Heat Sinks:	10	0
Fuel:	45	3
Cockpit:		3
Armor:	32 + 10	2

	Armor Value
Cockpit	10 + 0
Nose	8
Wings	4/4
Fuselage	8
Engine	8

Weapons	Location	Tonnage
Large Laser	Nose	5

BATTLESPACE

Type: Fighter
Tech: Standard
Armor Value: 1
Heat Sinks: 10

Mass: 20 tons
Fuel: 3 tons (45)
Safe Thrust: 11
Maximum Thrust: 17

Weapons:

		Range Values				
Arc Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	8	1	1	—	1

F-10 CHEETAH

AEROSPACE FIGHTERS
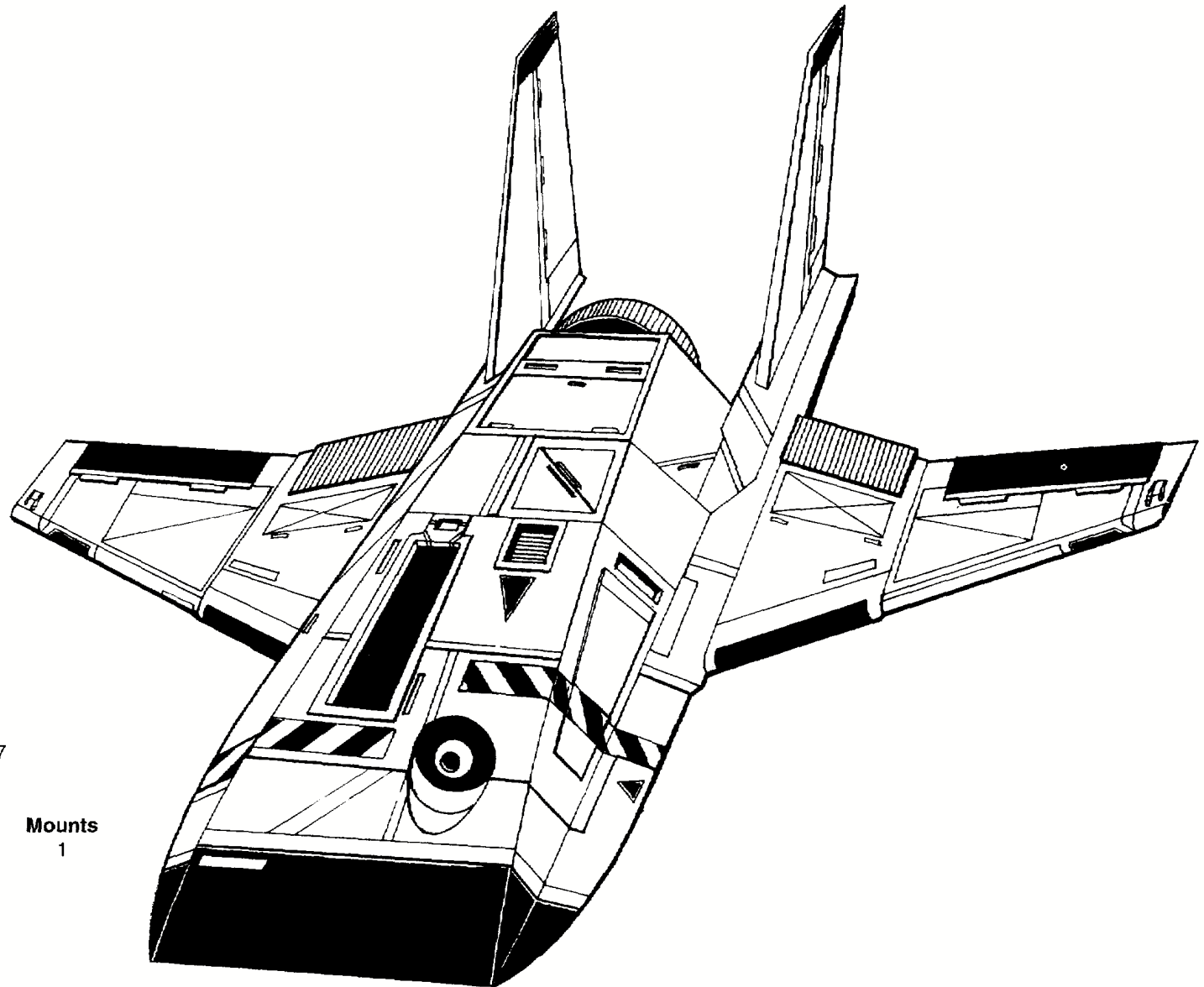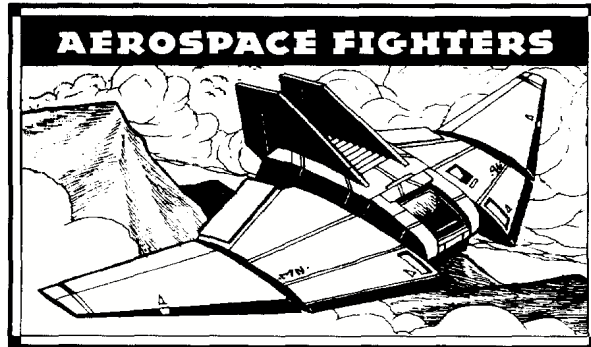
Mass: 25 tons
Frame: Imstar 10/f
Power Plant: GM 250-a
Armament:
    1 Starflash I Light Laser
    2 Starflash II Medium Lasers
Manufacturer: Imstar Aerospace
Communications System: Lassitor–3QS
Targeting and Tracking System: IMB SYS 3600

OVERVIEW

The *Cheetah* Class fighter is a Marik variant of a Star League design. The original *Cheetahs* served as small support or reconnaissance craft. The designer, Imstar Aerospace, produced a craft that shunned armor protection for high speed and striking power. Unable to take large amounts of damage, the *Cheetah* could either attempt to blast light enemy fighters with its superior weapons or use its impressive speed to outrun larger craft.

After the Star League's collapse, House Marik copied the *Cheetah* design. As more and more factories in Marik space were geared up to produce *Cheetahs*, the *Cheetah* quickly became the standard House Marik fighter.

CAPABILITIES

In space, the *Cheetah's* high thrust rating makes it one of the Inner Sphere's most maneuverable aerospace fighters, capable of flying circles around medium or heavy fighters. Its one light Starflash I and two medium Starflash II lasers give it more striking power than most other light craft. If hit by a heavy laser or missile volley, however, the lightly armored *Cheetah* is in serious trouble.

Though it is an agile craft, many pilots report that the *Cheetah* is difficult to control in atmospheric flight. Its high speed also makes it guzzle fuel, keeping the *Cheetah's* flying range limited. As a DropShip escort, the *Cheetah* performs well, especially in large numbers. They swarm enemy fighters, flying at such high speeds that enemy ships find them almost impossible to track.

Reconnaissance flights are one of this fighter's specialties. The *Cheetah*-R, a recon version whose medium lasers have been replaced with external fuel tanks, is the model usually assigned to this job. Able to outrun larger aircraft, the *Cheetah*-R has gathered data of incalculable value to House Marik in many battles.

The *Cheetah* has also been modified for ground attack. Its high thrust rating enables it to carry a large ordnance payload without losing too much maneuverability. A squadron of dive-bombing *Cheetahs* sweeping in at low altitude has been known to wreak havoc on BattleMechs, infantry, and armored vehicles. Many a crucial attack has been either foiled or helped by *Cheetah* air support.

DEPLOYMENT

Early in the Succession Wars, House Marik made frequent use of *Cheetahs* as attack and reconnaissance craft. *Cheetahs* and *Rievers* preceded the Marik invasion of the independent world of Xanthe III in 2828, but the local defenders—armed with old Star League equipment—proved stronger than the Marik commander expected. The invasion soon degenerated into a bloody, drawn-out conflict. *Cheetahs* flew many suppression raids against the guerrillas of the Xanthe resistance, and also against the small but well-equipped Xanthe Air Force.

A raid on the Xanthist base at Green River showed both the *Cheetah's* efficiency and its potency against ground-based targets. Two squadrons of *Cheetahs* flew in low, while a squadron of *Rievers* flew combat air patrol. The *Cheetahs* encountered heavy anti-aircraft fire, but their high speed hampered enemy gunners trying to get a fix on them. As the *Rievers* held off an enemy squadron of *Thunderbird* fighters, the *Cheetahs* successfully bombarded their target and returned to base without losses.

Marik *Cheetahs* also fight well in space, and were able to frustrate House Steiner's heavy aerospace fighters during an attack on Rochelle. Using their high thrust to maneuver close to the planet, the Marik fighters out-fought the slower Steiner craft, which were handicapped by the high gravity. As the Steiner forces' fuel consumption mounted, dozens of *Cheetahs* continued to flash in at blinding speed, blaze away with their guns, and retreat. The Steiner invaders were ultimately forced to call off the attack.

Other battles show the *Cheetah's* drawbacks. In 2952, a squadron of *Cheetahs* supporting a Marik raid on Andarmax was attacked by a mixed squadron of Liao *Thunderbirds* and *Eagles*. Unable to escape through the screen of enemy fighters, the *Cheetah* squadron was shot to pieces by the enemy's superior weaponry; only a ragged handful managed to escape back to their base.

VARIANTS

The stripped-down *Cheetah*-R is useful for long-range reconnaissance, especially against areas defended by slower, heavier fighters. Other variants include the *Cheetah*-S, which replaces the medium lasers with a single SRM 4-rack and replaces a ton of fuel with SRM ammunition. As the lack of fuel restricts this model's flying range, it is used mostly to defend crucial installations or as a defensive craft aboard DropShips.

F-10 CHEETAH

AEROSPACE 149

AEROTECH

Type: **Cheetah**
Technology Base: Inner Sphere
Tonnage: 25

Equipment		Mass
Engine:	250	12.5
Thrust:	12	
Overthrust:	18	
Structural Integrity:	12	
Heat Sinks:	10	0
Fuel:	60	4
Cockpit:		3
Armor:	48 + 10	3
	Armor	
	Value	
Cockpit	10 + 0	
Nose	10	
Wings	8/8	
Fuselage	12	
Engine	10	

Weapons	Location	Tonnage
Small Laser	Nose	.5
Medium Laser	RW	1
Medium Laser	LW	1
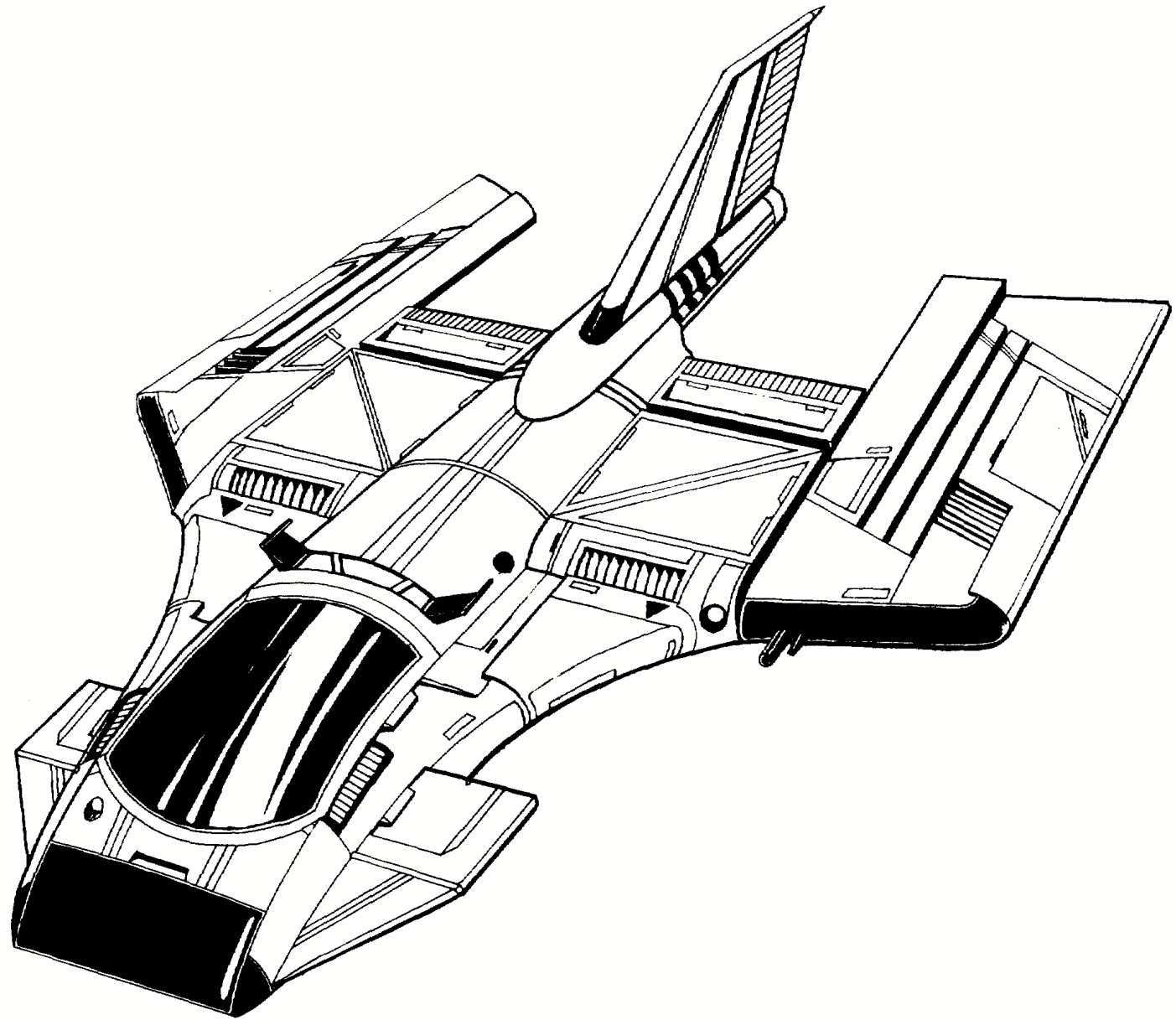
BATTLESPACE

Type: Fighter　**Mass:** 25 tons
Tech: Standard　**Fuel:** 4 tons (60)
Armor Value: 1　**Safe Thrust:** 12
Heat Sinks: 10　**Maximum Thrust:** 18

Weapons:

			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	1	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
LW	Laser	3	1	—	—	—	1

TR-7 THRUSH

AEROSPACE FIGHTERS
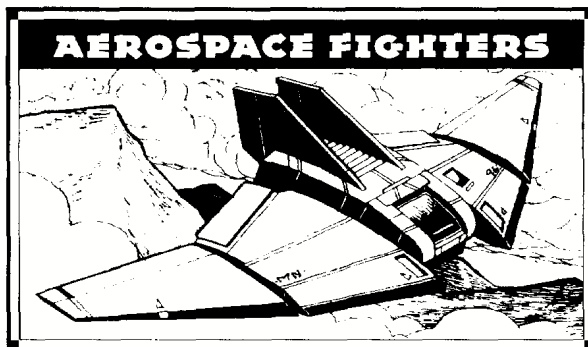
Mass: 25
Frame: Mujika Aerospace Type 12
Power Plant: Rawlings 250
Armament:
   3 Kajuka Type 2 "Bright Blossom" Medium Lasers
Communications System: Endicott Type 22 Maser
Targeting and Tracking System: Dwyerson Mark XI

OVERVIEW

The TR-7 *Thrush* is deployed extensively among DropShip detachments in House Liao regiments, as well as with defensive garrisons throughout the Capellan Confederation. The fighter is popular with many newer pilots, who consider its speed and maneuverability an excellent tradeoff for its limited weapons systems and armor protection. With its round wings and circular shape, the *Thrush* has been christened "the Frisbee" by Capellan pilots.

CAPABILITIES

The *Thrush* is one of the fastest and most agile fighters in any aerospace force in the Successor States. Its Mujika Type 12 frame can withstand the gravitational forces and stress of most of the maneuvers it must perform in combat. Powered by a Rawlings 250 fusion engine, it has all the energy it needs for movement and to fire its three wing- and belly-mounted Kajuka Type 2 "Bright Blossom" medium lasers. These lasers must be fired sparingly to avoid unnecessary heat buildup, however.

The armor on the *Thrush* is minimal at best, though this limitation gives the fighter its speed and maneuverability. This tradeoff has proven successful when the *Thrush* is scouting, or screening friendly DropShips or planetside BattleMech forces. However, the light armor becomes a real drawback when the *Thrush* must engage heavier or more numerous aerospace fighters. In such situations, the pilot has no alternative but to activate his overthrusters and withdraw toward friendly supporting units.

Another major drawback in the *Thrush* design is its tendency to lurch into uncontrolled spins when entering planetary atmospheres. Though pilots can usually bring their craft out of these spins before they become dangerous, doing so costs precious seconds that could prove critical in a dogfight. The spins are thought to be caused by a flaw in the fighter's circular wing arrangement. In support of that theory is evidence that House Kurita's SL-21 *Sholagar*, which also has a circular wing arrangement, experiences the same problem when entering atmospheres.

DEPLOYMENT

During a lightning raid by the *Liao* DropShip *Panohai* on the Davion-held planet of Demeter in 2812, Achiba's Air Lance of Monroe's Battalion, First Kearny Highlanders, fell into a well-sprung trap. Expecting little opposition, Achiba dropped his 'Mechs from high altitude as the *Panohai* entered Demeter's atmosphere. The two Achiba *Thrush* fighters had already scouted the planet's defenses without finding anything that could stand against the Liao raiders.

As soon as Achiba's BattleMechs had committed to the drop, however, a full squadron of twelve Davion medium and light aerospace fighters approached from a mountainous area near the equator. The two *Thrush* fighters fell back to help defend the *Panohai*, which came under immediate massed attack by the Davion squadron. Outnumbered and outgunned, the *Thrush* fighters could do nothing against their opponents. The DropShip was forced to leave orbit and head away from the planet, leaving Achiba's lance to its fate.

Thanks to its speed and maneuverability, one *Thrush* survived and was able to embark as the heavily damaged *Panohai* neared the system's jump point. Achiba's four 'Mechs fought valiantly against the tanks and infantry of the planetary militia and the Davion fighter squadron, causing heavy damage. After using up most of their ammunition, however, they eventually succumbed to the Davion force's relentless pounding. Lieutenant Achiba survived the raid, but committed suicide shortly after capture.

During the occupation of the planet Sax by House Liao in 2876, a force of ten *Thrush* fighters had orders to screen three landing DropShips and to scout for enemy BattleMech units, giving supporting fire when needed. A renegade 'Mech lance defended the planet, but the massed Liao fighters and 'Mech lances from the DropShips cut through the defending forces. The sole Liao casualty was one *Thrush* downed by surface-to-air laser fire.

TR-7 THRUSH

AEROTECH

Type: **Thrush**
Technology Base: Inner Sphere
Tonnage: 25

Equipment		Mass
Engine:	250	12.5
Thrust:	12	
Overthrust:	18	
Structural Integrity:	12	
Heat Sinks:	10	0
Fuel:	75	5
Cockpit:		3
Armor:	24 + 10	1.5
	Armor	
	Value	
Cockpit	10 + 0	
Nose	5	
Wings	4/4	
Fuselage	5	
Engine	6	

Weapons	Location	Tonnage
Medium Laser	Nose	1
Medium Laser	RW	1
Medium Laser	LW	1
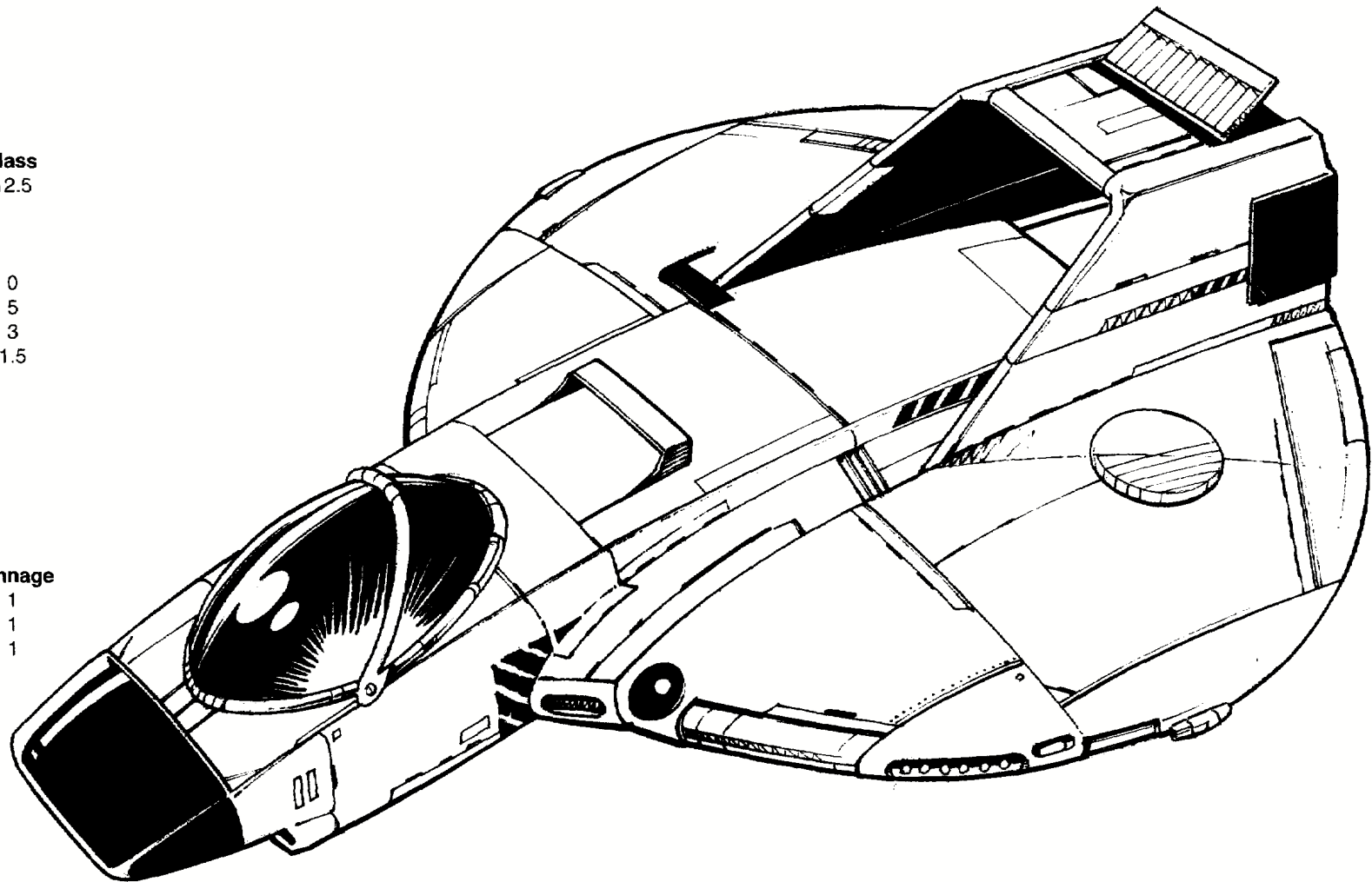
BATTLESPACE

Type: Fighter	**Mass:** 25 tons
Tech: Standard	**Fuel:** 5 tons (75)
Armor Value: 1	**Safe Thrust:** 12
Heat Sinks: 10	**Maximum Thrust:** 18

Weapons:

Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	3	1	—	—	—	1
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

SPR-H5 SPARROWHAWK

AEROSPACE FIGHTERS
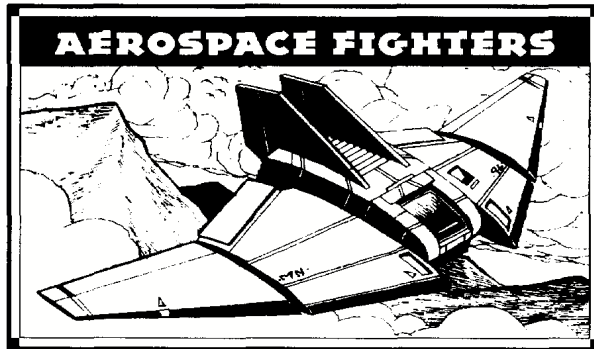
Mass: 30 tons
Frame: StarTech Mod II
Power Plant: Warner 240J
Armament:
    2 Martell Medium Lasers
    2 Exostar Small Lasers
Manufacturer: Warner Incorporated
Communications System: Rander 100
Targeting and Tracking System: Rander TA4

OVERVIEW

First built in 2520, the small *Sparrowhawk* was designed to provide a fast, maneuverable fighter escort for larger attack craft. Severe difficulties with its frame design resulted in many of the H1 through H4 models breaking up in the atmosphere, but the redesigned frame of the H5 class solved the problem.

Fuel tank designs in earlier versions of the *Sparrowhawk* also needed reworking. Because the fuel tank was situated directly under the pilot's seat, a rupture could allow fuel to seep into the cockpit, causing the cockpit to explode and killing the pilot. The H5 redesign keeps the tank in the same place but with a protective venting system in case of rupture.

CAPABILITIES

The *Sparrowhawk's* ample armor allows the craft to remain in combat for longer periods of time as well as protecting the pilot. If any of the armor plating is suf-ficiently damaged to inhibit atmospheric re-entry, the pilot has a manual release system for most of the armor. The *Sparrowhawk's* Rander 100 communications system is one of the most reliable in any aerospace fighter.

The *Sparrowhawk* is armed with two small and two medium lasers. The wing-mounted lasers are the least accurate, as they lose fire control if the wing is damaged. The fighter's relatively light wing armor only aggravates this problem.

The *Sparrowhawk's* high rate of thrust makes it a perfect first-response craft. Even when compared to other fighters of its weight class, it has a remarkably fast launch speed into space, though its launch speed from a DropShip is slightly slower. The *Sparrowhawk's* swiftness often makes it the first fighter to engage attacking craft.

DEPLOYMENT

The fall of Star League made possible the private ownership of battle weapons. During the first year of the First Succession War, House Davion appropriated the factories where *Sparrowhawks* were manufactured on the planet Quentin and kept them working until House Kurita bombed the planet and destroyed them all.

In 2901, House Kurita's Sword of Light Eighth Regiment met a Davion task force just off the planet Errai. The Kurita force was planning a raid on the planet, and had just begun to engage Errai's defenders when the Davion reinforcements arrived. The task force launched several fast-moving *Sparrowhawks* to deal with the dropping Kurita 'Mechs while the Davion heavy fighters engaged the enemy DropShips.

The attacking Kurita fighters ignored the *Sparrowhawks* until they realized that the small craft were tearing the dropped 'Mechs into scrap metal. By turning to follow their smaller enemies, the Kurita attackers exposed their own flank, leaving the way open for a Davion assault on their DropShips. Recognizing their tactical error, the Kurita forces hastily withdrew from the system.

Many *Sparrowhawks* were also assigned to planetary defense on small worlds such as Lee and Angol along the Davion/Liao border, where their pilots saw plenty of action. In 2953, an attacking Liao force sought to take the planet Lee from House Davion. The space battle lasted only three days and went down in history as "The Great Lee Turkey Shoot." House Liao sent in many of its older, slower fighters against the sleek, fast *Sparrowhawks* and other Davion craft. The Davion fighters destroyed several dozen Liao craft while suffering only a handful of losses. The Great Lee Turkey Shoot proved once and for all the *Sparrowhawk's* reliability in combat.

In 3019, a Davion force near Harrow's Sun encountered a Kurita battle group moving through the area. After both sides automatically launched fighters, the Davion forces discovered that House Kurita possessed a version of the Sparrowhawk. Neither side could claim to have definitively won the battle, but it gave House Davion a taste of its own medicine. Where House Kurita obtained the fighters remains unknown.

VARIANTS

House Davion has only one variant of the *Sparrowhawk*, a version that carries one Holly SRM 2-rack and one small laser. The rest of the fighter's available space is devoted to ammunition. Officially classified as the 8H, it is an unpopular model, thus far deployed only in one unit of the Capellan March Militia.

House Kurita's *Sparrowhawks* are each equipped with six small lasers mounted on the nose, wings, and fuselage. This version technically carries more firepower than the standard, but the number of weapons tends to tax the targeting system, eventually creating inaccuracies.

SPR-H5 SPARROWHAWK

AEROTECH

Type: **Sparrowhawk**
Technology Base: Inner Sphere
Tonnage: 30

Equipment		Mass
Engine:	240	11.5
Thrust:	10	
Overthrust:	15	
Structural Integrity:	10	
Heat Sinks:	10	0
Fuel:	75	5
Cockpit:		3
Armor:	120 + 10	7.5

	Armor Value
Cockpit	10 + 6
Nose	25
Wings	15/15
Fuselage	34
Engine	25

Weapons	Location	Tonnage
Medium Laser	Nose	1
Medium Laser	Nose	1
Small Laser	RW	.5
Small Laser	LW	.5
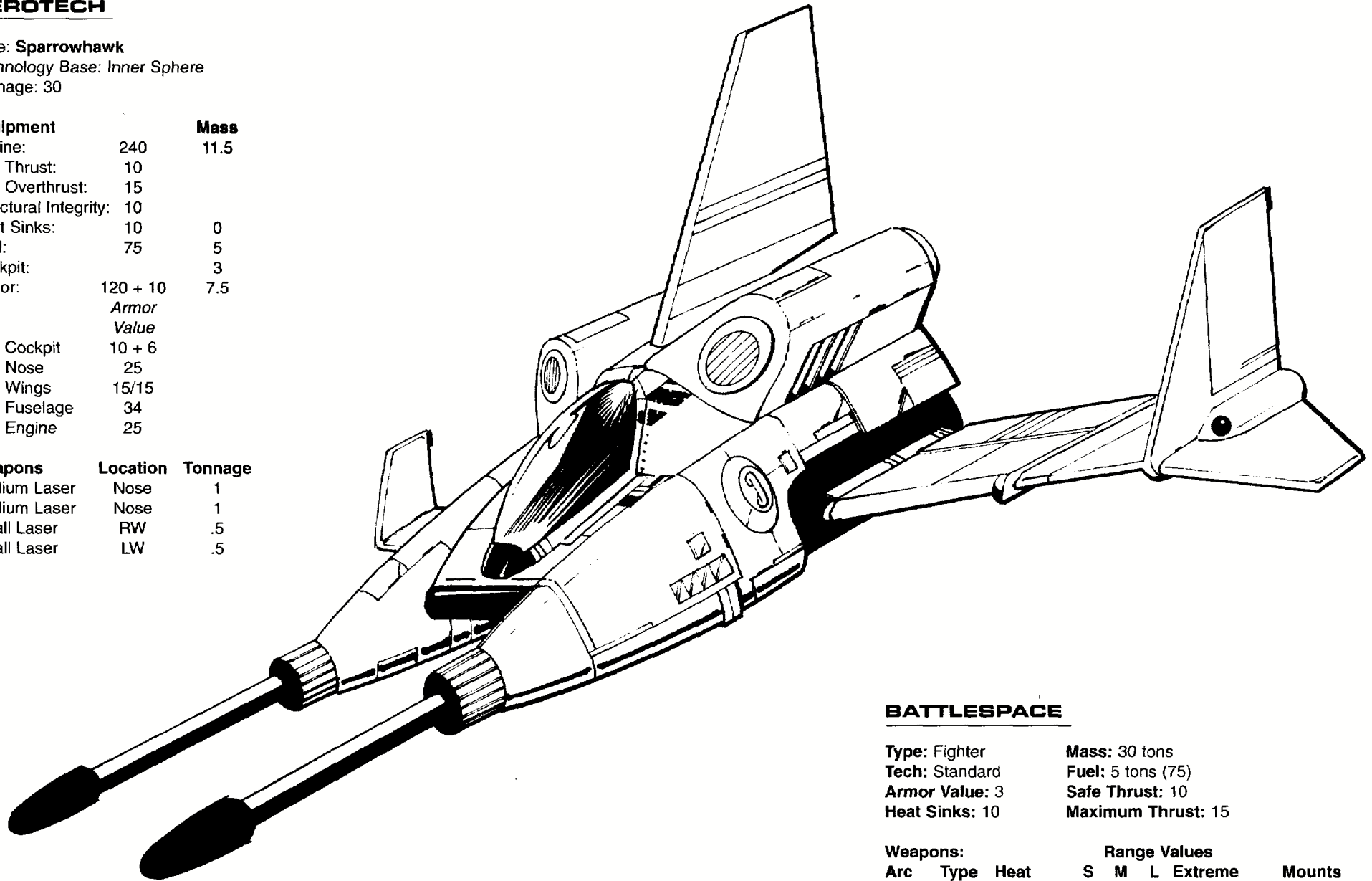
BATTLESPACE

Type: Fighter	**Mass:** 30 tons
Tech: Standard	**Fuel:** 5 tons (75)
Armor Value: 3	**Safe Thrust:** 10
Heat Sinks: 10	**Maximum Thrust:** 15

Weapons:

Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	6	1	—	—	—	2
LW	Laser	1	1	—	—	—	1
RW	Laser	1	1	—	—	—	1

SL-21 SHOLAGAR

AEROSPACE FIGHTERS
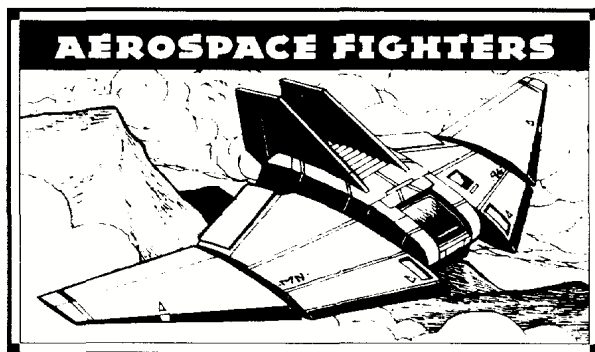
Mass: 35 tons
Frame: Mangon Mark II
Power Plant: Shinobi 280
Armament:
    1 Hovertec Short-Range Missile 4-Rack
    2 Diverse Optics Type 20 Medium Lasers
Manufacturer: Mangon Aeronautics
Communications System: Neil 4000
Targeting and Tracking System: Chichester ASR-26

OVERVIEW

The SL-21 *Sholagar* has served as House Kurita's primary light aerospace craft for more than two centuries. Maneuverable and fast, the *Sholagar* also outguns many comparable light fighters used by the other Great Houses. Lately, however, the *Sholagar* has declined in popularity among Kurita pilots and air lance commanders. Rumor has it that a new design in the works may phase out the *Sholagar* entirely.

CAPABILITIES

The *Sholagar* is slightly heavier than many light fighters in the Successor States, with an impressive amount of armor on its hull and a larger-than-normal array of weapons. Even with these additions, however, the *Sholagar* can fly as fast as less well armed and armored fighters.

The *Sholagar*'s two wing-mounted Diverse Optics Type 20 medium lasers are standard in many Kurita aerospace designs, and its nose-mounted Hovertec SRM 4-rack gives it extra punch. Though susceptible to heat buildup, these weapons are extremely effective when used with care.

After more than a century of service, the *Sholagar* has recently fallen on hard times. A study recently conducted to determine the cause of its high rate of in-flight accidents and crash landings showed that the *Sholagar*'s curved main wing structure and limited tail assembly could cause the craft to become uncontrollable in some atmospheric conditions on certain planets. Though an exceptional fighter in vacuum, the *Sholagar*'s performance became problematic during atmospheric flight and combat. The report was hushed up by higher authorities, its results never revealed to the aerospace forces.

The fighter's performance again came under scrutiny in 3002 when Akiro Kurita, nephew of then-Coordinator Hohiro Kurita, was killed when his *Sholagar* crashed during a patrol of the Skandia system. After Akiro's death, the decades-old report of the fighter's flaws was made public, and rumors arose that House Kurita was testing a new light fighter design. A technological-exchange treaty with House Liao provided additional evidence of inherent wing-design problems: the TR-7 *Thrush*, House Liao's circular-wing light fighter partly based on the *Sholagar* design, also experienced atmospheric control problems on certain planets.

DEPLOYMENT

In 2989, during the Battle of Severn, an air lance of *Sholagar* fighters was pursuing the beaten remnants of a House Steiner aerospace unit. As the *Sholagar* fighters plunged into Severn's thin atmosphere in pursuit of the fleeing enemy, three went into uncontrolled spins and broke apart in the upper atmosphere before their pilots could regain control or eject. The remaining *Sholagar* fighters discontinued pursuit and accelerated out of the dangerous atmospheric conditions.

During the Battle of Arboris in 3011, *Sholagar* light fighters were part of the wing protecting the orbiting Kurita DropShips from attack. After a number of costly sorties, enemy aerospace forces broke off their attack on the DropShips. The *Sholagar* fighters successfully destroyed six enemy light fighters and two medium fighters in dogfights. One *Sholagar* was damaged and two fighters were lost.

VARIANTS

Many air lances and defensive squadrons equipped with the *Sholagar* have replaced the short-range missile launcher with two medium lasers in the fighter's nose. This further complicates the craft's heat buildup problems, but many pilots feel that the added firepower compensates for the drawback.

SL-21 SHOLAGAR
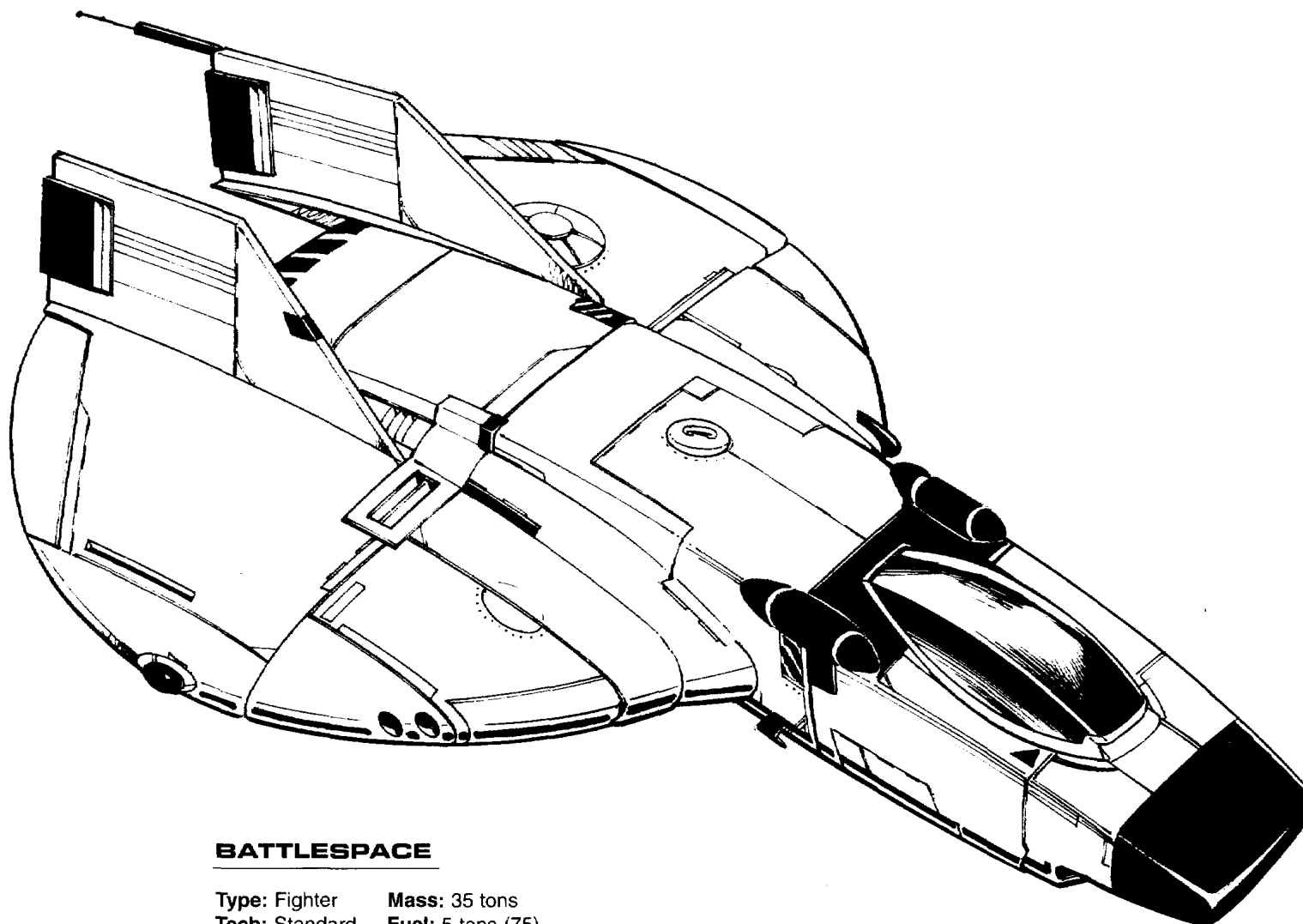
AEROTECH

Type: **Sholagar**
Technology Base: Inner Sphere
Tonnage: 35

Equipment		Mass
Engine:	280	16
Thrust:	10	
Overthrust:	15	
Structural Integrity:	10	
Heat Sinks:	10	0
Fuel:	75	5
Cockpit:		3
Armor:	96 + 10	6
	Armor Value	
Cockpit	10 + 4	
Nose	20	
Wings	17/17	
Fuselage	24	
Engine	14	

Weapons	Location	Tonnage
SRM 4	Nose	2
Ammo (SRM) 25	Nose	1
Medium Laser	RW	1
Medium Laser	LW	1

BATTLESPACE

Type: Fighter	Mass: 35 tons
Tech: Standard	Fuel: 5 tons (75)
Armor Value: 2	Safe Thrust: 10
Heat Sinks: 10	Maximum Thrust: 15

Weapons:			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	SRM	3	1	—	—	—	2
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

CSR-V12 CORSAIR

AEROSPACE FIGHTERS
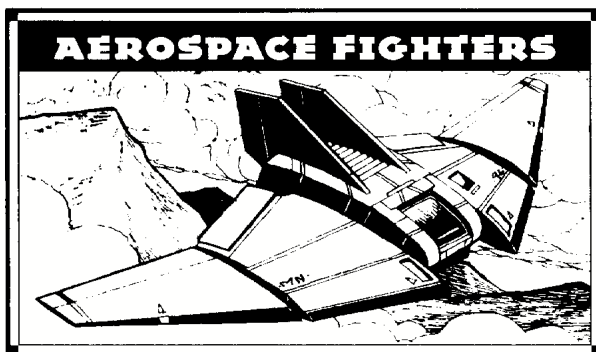
Mass: 50 tons
Frame: Wangker II
Power Plant: GM 200
Armament:
    2 Martell Medium Lasers
    4 Exostar Small Lasers
    2 Exostar Large Lasers
Manufacturer: Wangker Aerospace
Communications System: Ranker 100B
Targeting and Tracking System: Ranker TA800

OVERVIEW

The CSR-V12 *Corsair* was built to supplement the Star League's fighter contingent after the overthrow of Stefan the Usurper. The craft was built by Wangker Aerospace on a variety of worlds, most of which are now in Davion-claimed space.

The original design of the craft, the V1 series, had several flaws. The fuel tank tended to rupture during tight turns in flights within the atmosphere. The landing system of the craft did not support it well in emergency landings. Finally, the life support system in the cockpit was easily shattered, leading to an unacceptably high rate of pilot fatalities.

Attempts to correct these problems resulted in the V2 series, with a completely redesigned fuel tank. The landing and life support problems were eventually corrected in the V3 through V8 series, with each improvement making the fighter more reliable.

CAPABILITIES

The *Corsair*'s weaponry is geared mostly to attacking at close ranges. The one exception is the craft's Exostar large lasers, a long-range weapon that is also effective closer in. As a tight-attack vessel, the *Corsair* is capable of closing with an enemy and sustaining a prolonged firefight.

Two of the CSR-V12's small lasers are rear mounted and tied directly into the sensor and targeting systems, which gives the pilot extreme accuracy even in the rear field of fire.

The CSR-V12 *Corsair* is one of the better planetary atmospheric fighters because of its compact laser systems, vastly improved from the bulky and inaccurate missile systems used in the Succession Wars. The craft's aerodynamic design also allows it to operate and turn well within atmosphere, making it a deadly opponent able to make many of its kills at low altitudes. Lastly, the *Corsair*'s 16 heat sinks permit more frequent use of its weapons systems.

DEPLOYMENT

Though CSR-V12s were manufactured in many different areas of the Star League empire, most of the plants were concentrated within the Federated Suns. House Davion took control of these plants during the First Succession War; within five years, however, not one of those factories remained functional.

Beginning in 2945, border battles over the planet Cylene raged on and off for nearly eight years, with the attacking Davion troops from the Draconis March Militia attempting to force out the Kurita defenders in the struggle to secure their own borders. During that period, several large aerospace fighter groups of *Corsairs* were assigned to the strike force trying to take Cylene. In the battles for control of the space above those worlds, *Corsairs* made at least five DropShip kills and scores of other fighter kills.

In 2982, a defense force of 10 *Corsairs* was positioned on the planet Rio, along the Liao–Davion border. After a long-range strike by House Liao on Rio, the *Corsair* defenders shot into space and dropped back into the lower atmosphere, luring most of the attackers down near the planet's surface, which was constantly swept by turbulent winds. Once in the atmosphere, the *Corsairs* downed the attacking fighters, none of which escaped. The Liao DropShips retreated without further engagements.

In more recent years, the *Corsair* took part in the battle for David, a planet near the Davion–Kurita border. In that encounter, House Davion had set up a trap using an old, seemingly harmless *Union* Class DropShip. Thinking the ship an easy kill, the Kurita forces dove at it, only to find the modified vessel launching the 12 *Corsair* fighters it had been concealing. Caught off guard, most of the attackers ended up either crippled or destroyed. The Davion force then located the Kurita DropShips, one of which they were able to destroy.

VARIANTS

House Davion has produced few variations on the *Corsair*. Their V20 version has neither medium nor small lasers, but carries an SRM system and missiles. These variations are seen mostly in units assigned to Davion's Avalon Hussars 42nd Regiment.

House Marik supports a small number of *Corsairs* in their Regulan Hussars. This variant on the V12 carries only one large laser, but has two tons more armor and three additional heat sinks. In Kurita-controlled space, this variant is known as the *Sand Hawk* instead of the *Corsair*.

AEROTECH

Type: **Corsair**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Engine:	200	8.5
Thrust:	6	
Overthrust:	9	
Structural Integrity:	6	
Heat Sinks:	16	6
Fuel:	75	5
Cockpit:		3
Armor:	216 + 10	13.5

	Armor Value
Cockpit	10 + 6
Nose	54
Wings	37/37
Fuselage	52
Engine	30

Weapons	Location	Tonnage
Medium Laser	RW	1
Medium Laser	LW	1
Small Laser	Nose	.5
Small Laser	Nose	.5
Small Laser	Rear	.5
Small Laser	Rear	.5
Large Laser	Nose	5
Large Laser	Nose	5
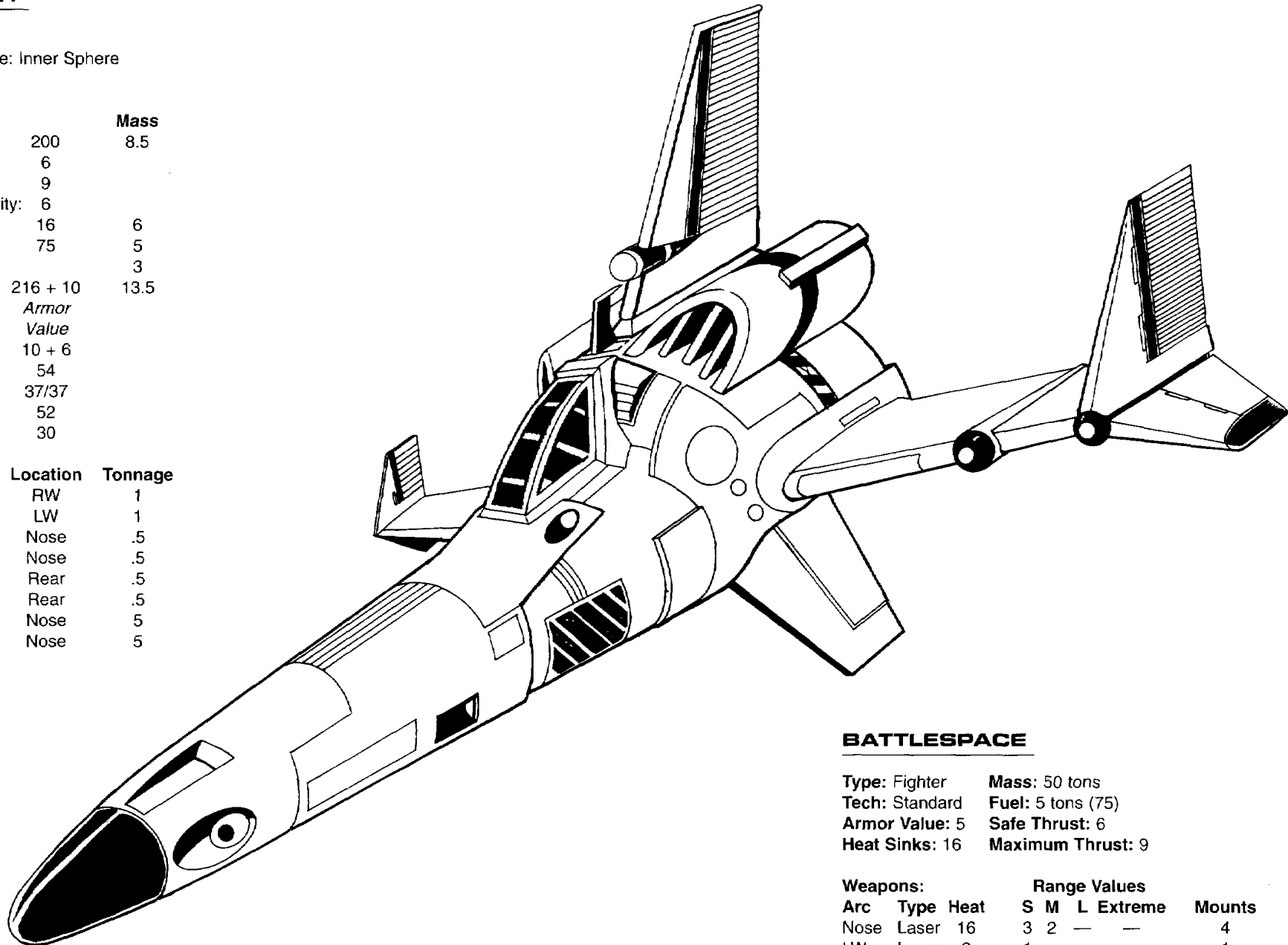
BATTLESPACE

Type: Fighter **Mass:** 50 tons
Tech: Standard **Fuel:** 5 tons (75)
Armor Value: 5 **Safe Thrust:** 6
Heat Sinks: 16 **Maximum Thrust:** 9

Weapons:

			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	16	3	2	—	—	4
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	Laser	2	1	—	—	—	2

TR-10 TRANSIT

AEROSPACE FIGHTERS
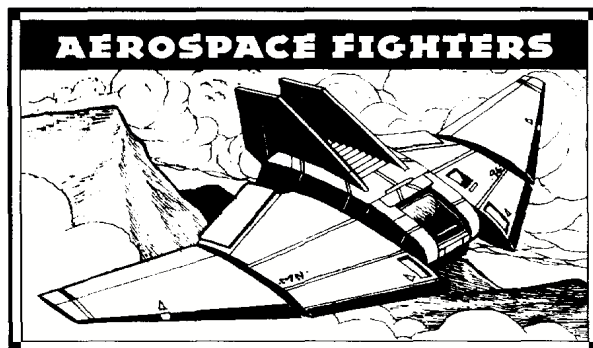
Mass: 50 tons
Frame: Mujika Aerospace Type 18
Power Plant: Rawlings 200
Armament:
    1 Tomodzuru Type 20 Autocannon
    4 Kajuka Type 2 "Bright Blossom" Medium Lasers
Manufacturer: Mujika Aerospace Technologies
Communications System: Endicott Type 22 Maser
Targeting and Tracking System: Dwyerson Mark XII

OVERVIEW

The TR-10 *Transit* is widely used as the command aircraft for DropShips in many Liao air lances. It is also part of almost every defensive garrison in the Capellan Confederation. With adequate armor and an extensive weapons array, this medium fighter serves extensively as a close-support BattleMech buster in major engagements. When the *Transit* appears above the battlefield, its distinctive silhouette creates great apprehension among enemy MechWarriors.

CAPABILITIES

While not much faster than House Liao's heavy fighter, the *Transgressor*, the *Transit* is one of the more potent medium-weight aerospace fighters in the Successor States because of its armor placement and durability. Powered by the Rawlings 200 fusion engine, it can generate all the energy that its four Kajuka Type 2 "Bright Blossom" medium lasers need, though nor-

mally they are fired simultaneously. The nose-mounted Tomodzuru Type 20 autocannon is especially effective against DropShips and BattleMechs, but its potential for heat buildup can cause problems.

Though its armor is not the strongest among medium aerospace fighters, the *Transit* has proven sufficiently well armored during most extra-atmospheric firefights. Its staying power against comparable fighters has also been exemplary. When set upon by heavier fighters, however, it runs into trouble.

One complaint many fighter pilots make about the *Transit* is that it offers a far larger target than other medium fighters. Many pilots feel that the designers would have done better to create a more compact design. The designers argue that the *Transit's* large wing surfaces and control points make it one of the more spaceworthy fighter craft in the Successor States. The fighter is remarkably easy to fly, and uncontrolled maneuvers are very rare. According to many pilots, however, control is less important than speed and agility.

DEPLOYMENT

During a diversionary raid on New Aragon in 3012, Anson's Air Lance of the Fifth Regiment of McCarron's Armored Cavalry was ordered to maintain the rearguard as the last DropShips lifted off-planet. Captain Anson and his five pilots in their TR-10 *Transits* began a series of passes at the approaching Davion 'Mech units, peppering them with fire from their autocannons and medium lasers. The Davion 'Mechs were forced to keep their heads down until the *Transits* ran out of autocannon ammunition.

As the enemy 'Mechs pressed onward toward the drop zone, Captain Anson decided to press the attack even though his *Transit* fighters now had only lasers to fight with and two fighters were already damaged. He led his fighters into a close-up attack against the rear of the Davion force, which noticed the assault only when laser hits impacted on the 'Mechs' rear armor. Once more the Davion 'Mechs were obliged to take cover and engage the fighters. Captain Anson contin-

ued the attack, disabling two 'Mechs with concentrated laser fire. Just as he received word that all the DropShips had finally lifted, his *Transit* was hit by missile fire from a Davion *Archer*. The fighter disintegrated in mid-air.

In January 3018, the Fifteenth Defense Squadron stationed on the planet Carver V was ordered to scramble and engage a four-DropShip Davion strike force set on raiding the planet's 'Mech storehouse. The Fifteenth, composed mostly of *Transit* medium fighters, headed out past Carver's three moons toward the advancing Davions. Unfortunately, one of the enemy DropShips was a fighter-carrier with six of Davion's heaviest fighters. Combined with the other fighters of the air lances, the invaders were more than a match for the Fifteenth Defense Squadron.

Instead of falling back toward his own ground defenses, however, the commander of the Fifteenth decided to engage the attack force anyway. In less than thirty minutes of concentrated combat, all ten fighters of the Fifteenth Defense Squadron were destroyed or cut off from their base. The survivors ran out of fuel and life support before they could attempt a landing on Carver V. The Davion forces lost only one medium fighter in the battle.

VARIANTS

Because of the tight design specifications of most aerospace fighters, few variants are possible without altering the craft's capabilities and thus requiring the entire fighter to be rebuilt. The *Transit*, however, has a factory-designed variant most often used as a spy plane. The TR-11 *Transit* recon craft no longer has the standard design's four medium lasers; instead, its cockpit has been enlarged to make room for an observer and a wide variety of sensing and scanning equipment, including a computer-enhanced imaging system.

TR-10 TRANSIT
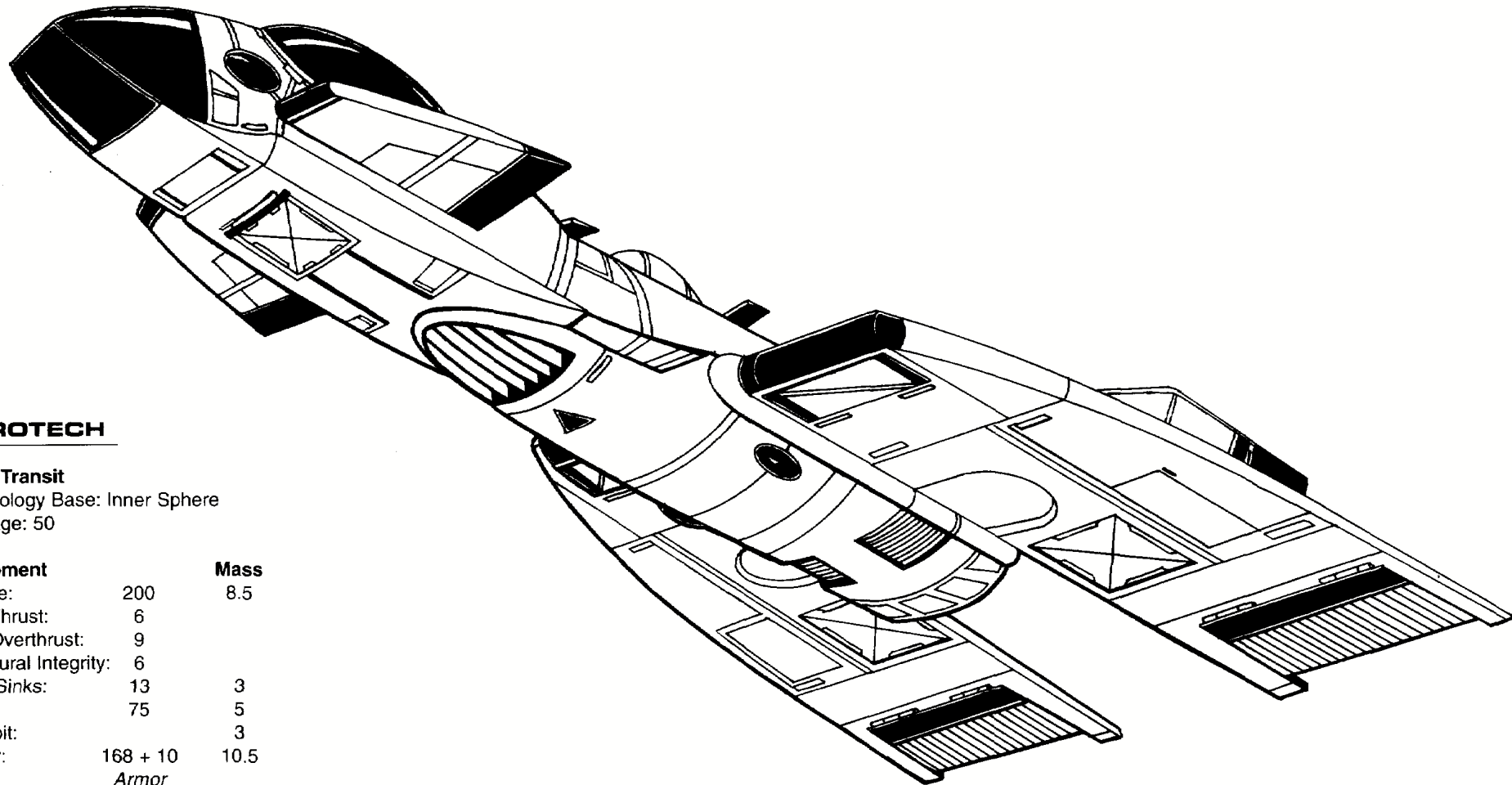
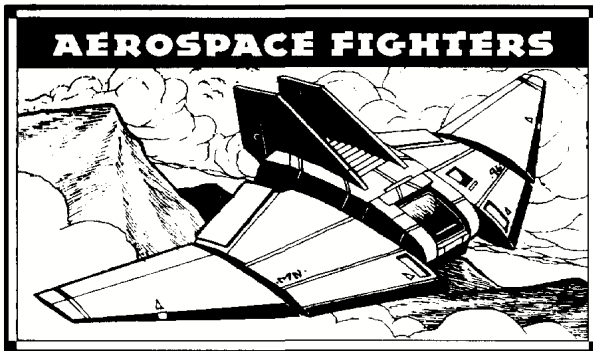## AEROTECH

Type: **Transit**
Technology Base: Inner Sphere
Tonnage: 50

Equipment		Mass
Engine:	200	8.5
Thrust:	6	
Overthrust:	9	
Structural Integrity:	6	
Heat Sinks:	13	3
Fuel:	75	5
Cockpit:		3
Armor:	168 + 10	10.5
	Armor Value	
Cockpit	10 + 3	
Nose	54	
Wings	25/25	
Fuselage	38	
Engine	23	

Weapons	Location	Tonnage
AC/20	Nose	14
Ammo (AC) 10	Nose	2
Medium Laser	Nose	1
Medium Laser	Nose	1
Medium Laser	RW	1
Medium Laser	LW	1

BATTLESPACE

Type: Fighter	**Mass:** 50 tons	
Tech: Standard	**Fuel:** 5 tons (75)	
Armor Value: 4	**Safe Thrust:** 6	
Heat Sinks: 13	**Maximum Thrust:** 9	

Weapons:

			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	13	3	—	—	—	3
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

F-90 STINGRAY

AEROSPACE FIGHTERS

Mass: 60 tons
Frame: F-90/A
Power Plant: VOX 240a
Armament:
    2 Hellion-b II Medium Lasers
    2 Hellion-a III Large Lasers
    1 Sunspot Particle Projection Cannon
Manufacturer: Andurien Aerotech
Communications System: Telestar F-67
Targeting and Tracking System: SynCom VAX

OVERVIEW

The F-90 *Stingray* is based on in-atmosphere fighter models developed on Earth in the late twentieth century. The forward-facing wings provide excellent aerodynamic stability and reduce wingtip vortices, which means the wings can be constructed from lighter, thinner material. The *Stingray* is a common medium fighter in the Free Worlds League, but a few squadrons of them also exist in other Successor State air forces.

CAPABILITIES

An experimental model in the latter days of the Star League, the *Stingray* was snapped up by Houses Marik and Steiner, whose militaries prized it for its maneuverability and stability. Though it is not particularly fast, the *Stingray* carries a potent weapon payload. Twin Hellion-b medium and Hellion-a heavy lasers combine with a single Sunspot PPC to produce formidable striking power.

Though generally maneuverable and stable, the *Stingray* initially had problems because of its nose-heavy design. The massive Sunspot PPC is mounted far forward on the fighter's fuselage, and the heavy gun sometimes destabilizes the *Stingray* in atmospheric flight. The large canard wings mounted on the nose of the vehicle have lessened the problem somewhat, but poor mass distribution still makes flying the *Stingray* in atmospheric combat a dicey proposition.

DEPLOYMENT

In spite of its payload problems, the *Stingray* is prized for its maneuverability and ability to take punishment in battle. In conjunction with the fast, lightly armored F-10 *Cheetah*, the heavily armored *Stingray* is a dangerous craft.

That precise combination of fighters was involved in heavy fighting between Houses Marik and Liao in the Van Diemen system in 2905. The Liao attack took the defending Marik forces by surprise, and the outer planets of the system fell before House Marik could mount a defense.

Marik forces made their stand at Van Diemen IV, throwing a screen of *Stingrays* and *Cheetahs* against the invading Liao DropShips. The *Stingrays* survived the initial clash with minimal damage, their armor protecting them from missile and laser strikes. Drawing the enemy's fire, the *Stingrays* engaged the Liao fighters while the swift Marik *Cheetahs* evaded fighter cover and attacked the larger Liao vessels.

By dint of sheer numbers, the Marik fighters destroyed two Liao *Union* Class DropShips as they entered the planet's atmosphere. When other Liao forces began landing operations, the Marik *Stingrays* moved toward the surface to stop them. As the *Cheetahs* continued to fight the Liao ships in orbit, the Marik *Stingrays* fired at Liao fighters and DropShips on the ground, destroying three more heavy transports before the 'Mechs they carried could debark. As House Marik's defending ground forces deployed to meet their attackers, the *Stingrays* returned to base and were refitted with bombs.

Re-entering the fray, the Marik fighters backed up their side's 'Mechs and infantry, forcing the Liao invaders to retreat. With the invasion force still dug-in on the system's outer planets, the two warring Houses agreed to a hastily drawn-up treaty that called for trade concessions from House Marik in return for House Liao's withdrawal from the system. Though House Liao claimed victory in the conflict, House Marik's aerospace fighters—particularly the *Stingray*—had clearly saved the Marik military from an embarrassing defeat.

Stingray squadrons provide similar support to House Steiner's light fighter units. In 2942, a Steiner punitive raid against House Marik on Bella I in 2942 brought together *Stingrays* from both Successor States. The initial clashes in orbit proved inconclusive until House Steiner's heavy fighters brought their massive firepower to bear, driving the defending *Stingrays* into the atmosphere. Steiner landings followed, and the *Stingray* duels continued. Fitted with ground attack weapons, the *Stingrays* of both sides also engaged in attack and counterattack against 'Mechs and supply areas.

Eventually, the Steiner forces established air superiority and the raiding force departed with most of its objectives accomplished. The *Stingrays* on both sides had effectively canceled each other out.

VARIANTS

House Steiner uses a *Stingray* variant that replaces the heavy PPC with a more aerodynamic Class-5 autocannon. A heat sink has been sacrificed on this model to provide room to store ammunition. However, the autocannon's recoil causes almost as much stress as the PPC, and the change is not worth the reduction in firepower.

F-90 STINGRAY

AEROTECH

Type: **Stingray**
Technology Base: Inner Sphere
Tonnage: 60

Equipment		Mass
Engine:	240	11.5
Thrust:	6	
Overthrust:	9	
Structural Integrity:	6	
Heat Sinks:	20	10
Fuel:	75	5
Cockpit:		3
Armor:	184 + 10	11.5

	Armor Value
Cockpit	10 + 6
Nose	44
Wings	35/35
Fuselage	40
Engine	24

Weapons	Location	Tonnage
Medium Laser	RW	1
Medium Laser	LW	1
Large Laser	RW	5
Large Laser	LW	5
PPC	Nose	7

BATTLESPACE

Type: Fighter **Mass:** 60 tons
Tech: Standard **Fuel:** 5 tons (75)
Armor Value: 5 **Safe Thrust:** 6
Heat Sinks: 20 **Maximum Thrust:** 9

Weapons:

			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	PPC	10	1	1	—	—	1
LW	Laser	11	1	1	—	—	2
RW	Laser	11	1	1	—	—	2

LCF-R15 LUCIFER

AEROSPACE FIGHTERS
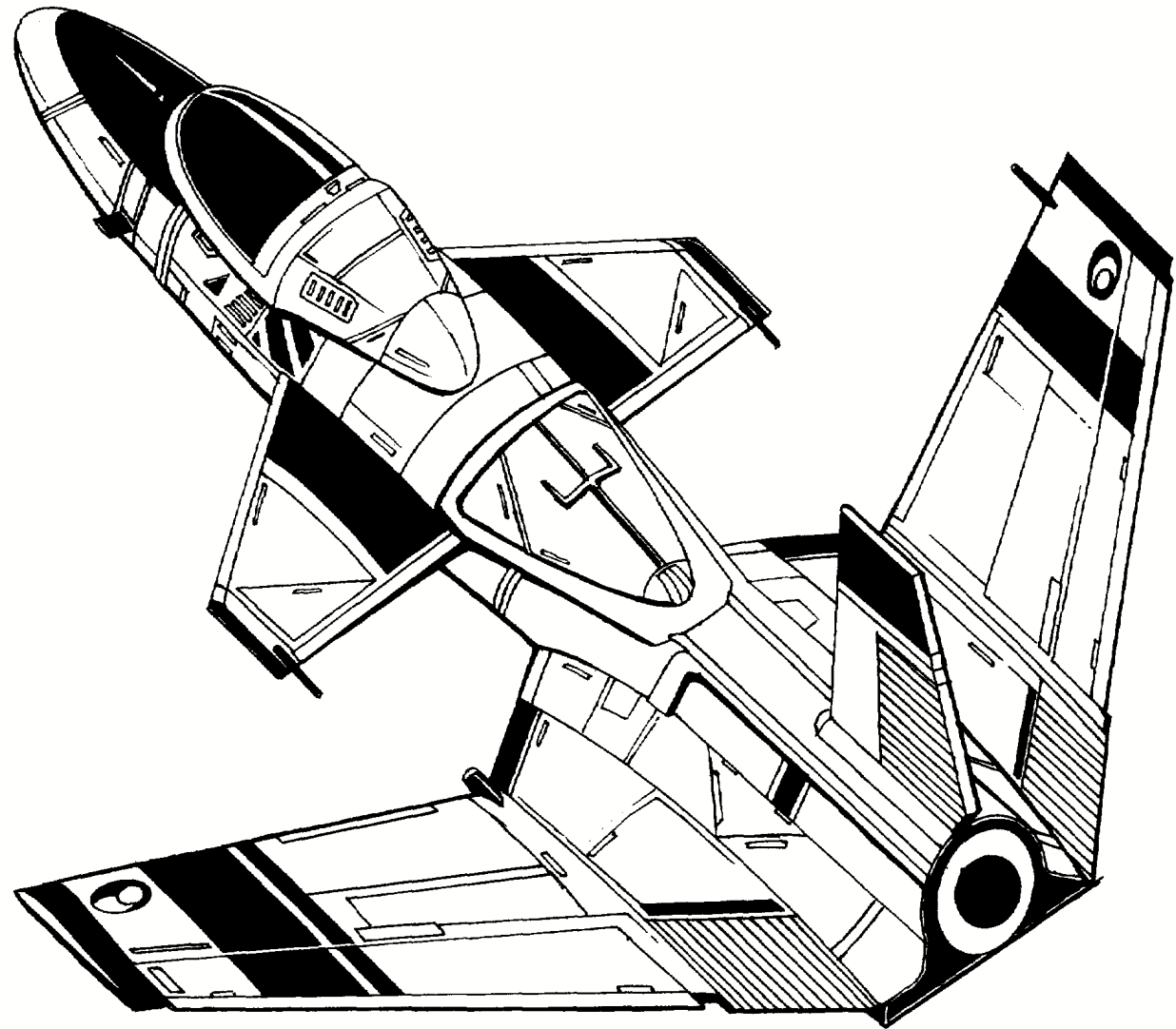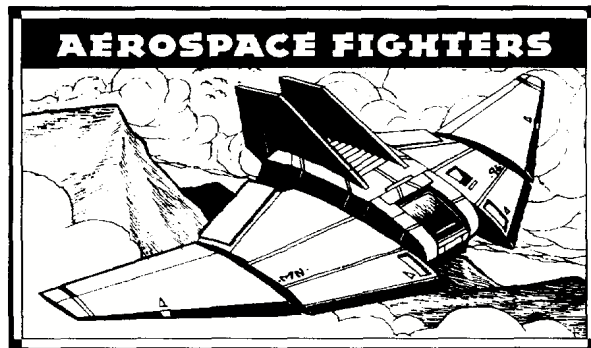
Mass: 65 tons
Frame: Lockheed/CBM 200
Power Plant: WAS 195
Armament:
    1 Maxell Medium Laser
    1 Holly Long-Range Missile 20-Rack
    4 Maxell Small Lasers
    2 Maxell Large Lasers
Manufacturer: Lockheed/CBM Corporation
Communications System: Lockheed/CBM COM-SET 100
Targeting and Tracking System: Lockheed/CBM TarSet 55

OVERVIEW

First built in 2526, the LCF-R15 *Lucifer* medium fighter is well armored and fairly well armed, with enough heat sinks to allow tight maneuvering and prolonged weapons fire. From the start, however, the LCF series was plagued with difficulties. Structural problems forced a recall in 2528 and led to massive alterations of the fighter's Lockheed/CBM frame. When coolant problems traced to defective lasers cropped up a year later, the original Randolph lasers were replaced with Maxell laser systems.

Other problems include the *Lucifer's* targeting and communications systems, which are sensitive to jarring and to the electromagnetic waves commonly encountered in combat. Even with constant preventive maintenance, the two systems are plagued with minor inaccuracies. The placement of the fighter's armor causes imbalance during dead-stick glide re-entry maneuvers, and the *Lucifer* also lost its emergency ejection system when its frame was refitted. A *Lucifer* pilot is strapped into the craft until he lands or crashes, whichever comes first.

Despite the craft's many drawbacks, its ability to sustain prolonged attacks against DropShips in orbit led its backers in the House Steiner military to push for its construction in large numbers. The *Lucifer* eventually became a prominent part of House Steiner's arsenal.

CAPABILITIES

The *Lucifer's* main advantage is the large number of heat sinks it carries, which enable it to sustain concentrated weapons fire and overthrust capacity in tight combat situations. The heat sinks also give it an advantage attacking DropShips in orbit, allowing the Lucifer to take punishment from an enemy DropShip's weapons while moving in close to the larger vessel for the kill.

The fighter is so slow that its pilots have nicknamed it "the Dragger," and an attack force composed of *Lucifers* is usually accompanied by an escort of faster fighters. Because of the large ammunition supplies they carry, internal explosions are a constant risk with *Lucifer* fighters, even when not in combat.

DEPLOYMENT

The *Lucifer's* limitations became evident at the battle for Loric in 2913. DropShips and fighters belonging to Marik's Militia attacked a defending force composed primarily of *Lucifers* with no support vessels. The Marik forces crippled the *Lucifers*, and only the timely arrival of reinforcements enabled House Steiner to fend off the attackers. The *Lucifer* fared better in a raid on the Free Worlds' League planet of Rochelle, where a Steiner fighter wing led by three *Lucifers* with small-fighter support attacked the Ninth Regulan Hussars' DropShip. While the smaller and faster fighters kept the DropShip's fighter force occupied, the *Lucifers* were able to penetrate the DropShip's hail of fire and severely damage it. By 2945, such *Lucifer*-led raids were common.

The Lucifer also proved its worth in 2978, when House Liao forces crossed into the Commonwealth in an attempted invasion of the planet Muphrid. Several *Lucifer* fighters met them in orbit and held the Liao attackers at bay, standing up under heavy fire until heavier fighters could be launched from the planet in defense.

A string of small disasters has also plagued this class of fighters, however. In 3003, a strike group of three *Lucifers* led a reprisal attack on the Marik world of Bella I, but the craft took so much internal damage from ammunition explosions that the raid had to be aborted and most of the fighters scrapped for parts. In another unsuccessful encounter, *Lucifers* and some heavier fighters attempted to defend the planet Thorin against a Kurita attack but ran into severe trouble with the high winds characteristic of Thorin's lower atmosphere. Many suffered severe structural damage when they attempted to engage the enemy.

VARIANTS

House Steiner has modified the armor placement on the R15 version of the *Lucifer*, which may make it easier to handle in atmospheric fighting. The R15 usually appears in units attached to the Lyran Guards. Another version, known as the R20, replaces the Holly LRM rack with more armor and three additional heat sinks. This heavily armored version excels at anti-DropShip combat, where prolonged fighting is likely to be necessary.

The *Lucifer II* variant used by House Kurita is based on captured vessels. It reduces the craft's armor, upgrades the engine to a Manatwist 260, and adds an SRM six-rack.

LCF-R15 LUCIFER

## AEROTECH

Type: **Lucifer**
Technology Base: Inner Sphere
Tonnage: 65

Equipment		Mass
Engine:	195	8
Thrust:	5	
Overthrust:	8	
Structural Integrity:	6	
Heat Sinks:	20	10
Fuel:	75	5
Cockpit:		3
Armor:	176 + 10	11

	Armor Value
Cockpit	10 + 5
Nose	50
Wings	28/28
Fuselage	38
Engine	27

Weapons	Location	Tonnage
Medium Laser	Rear	1
LRM 20	Nose	10
Ammo (LRM) 30	Nose	5
Small Laser	RW	.5
Small Laser	RW	.5
Small Laser	LW	.5
Small Laser	LW	.5
Large Laser	Nose	5
Large Laser	Nose	5

BATTLESPACE

Type: Fighter	Mass: 65 tons			
Tech: Standard	Fuel: 5 tons (75)			
Armor Value: 4	Safe Thrust: 5			
Heat Sinks: 20	Maximum Thrust: 7			

Weapons:

Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	22	3	3	1	—	3
LW	Laser	2	1	—	—	—	2
RW	Laser	2	1	—	—	—	2
Aft	Laser	3	1	—	—	—	1

SL-17 SHILONE

AEROSPACE FIGHTERS
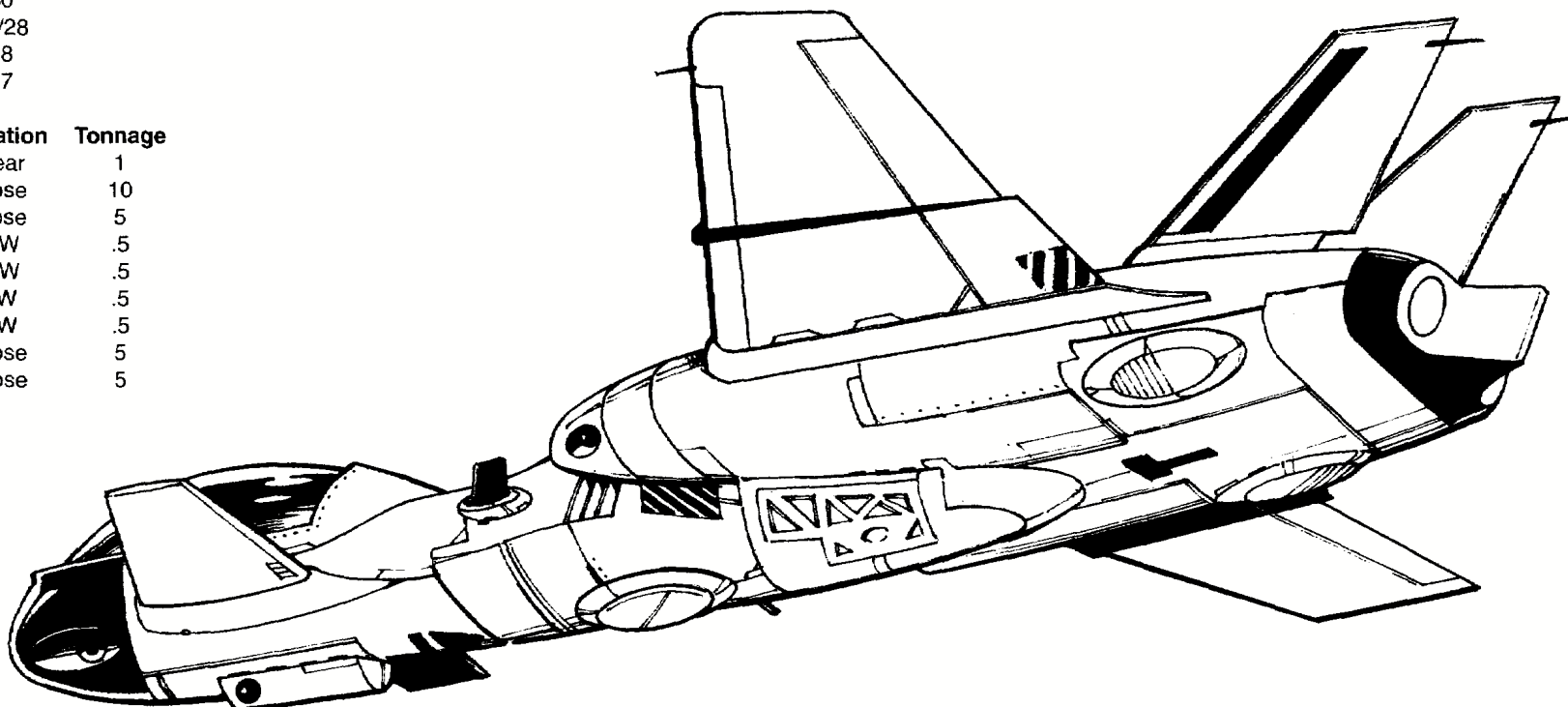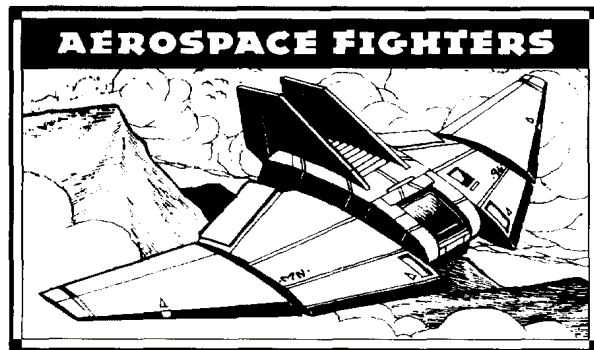
Mass: 65 tons
Frame: Wakazashi III
Power Plant: Shinobi 260
Armament:
    1 Shigunga Long-Range Missile 20-Rack
    1 Diverse Optics Type 10 Large Laser
    2 Diverse Optics Type 20 Medium Lasers
    1 NCK "Thornbush" Short-Range Missile 4-Rack
Manufacturer: Wakazashi Enterprises
Communications System: Duoteck 100
Targeting and Tracking System: RCA Instatrac Mark
    XI

OVERVIEW

The SL-17 *Shilone* is a medium fighter used throughout House Kurita's armed forces. Unusually large for a medium fighter, it carries an impressive array of weapons and is better-armored than most aerospace craft of its weight class. The *Shilone* is affectionately known as "the Boomerang" by its pilots, who often boast of their craft's capabilities.

CAPABILITIES

Though the *Shilone* is better-armed than some smaller heavy fighters, its defensive armor and tonnage put it in the medium class. The nose-mounted Shigunga LRM rack and Diverse Optics Type 10 large laser give the fighter real punch at distances most aerospace weapons systems cannot reach. At shorter ranges, the wing-mounted Diverse Optics Type 20 medium lasers add to the hitting potential of the *Shilone's* nose-mounted weapons. To the rear, the *Shilone* can fire its NCK "Thornbush" short-range missile rack to keep opponents at a distance.

Early models of the *Shilone* suffered from one major structural defect; they experienced severe wing-rippling and other stress damage during high-powered atmospheric flight, which led to a number of fatal crashes caused by wing joint separations. After extensive tests, Wakazashi Enterprises rebuilt the wing joints with a new duroplastic alloy that provided the necessary resilience. By 2802, all operational *Shilone* fighters were refitted with these new wing joints and the problem has not recurred.

DEPLOYMENT

During the initial stages of the famous invasion of Kentares IV in March 2796, the Davion aerospace forces were greatly surprised by the appearance of the SL-17 *Shilone* fighter. Though outnumbered, the *Shilones* delivered a series of long-range missile barrages that disrupted the Davion fighters enough to permit Kurita DropShips to reach orbit and land their 'Mechs without interference.

An air lance of *Shilone* fighters attached to the Third Benjamin Regulars suffered an ignoble fate during the first Battle of Barlow's Folly. During refueling efforts on a new airfield thought to be well out of range of defending Davion 'Mechs, the fighters were attacked by a recon lance that had hidden in a natural cave while the main Kurita invasion force passed by. As the Dieron pilots scrambled for their half-fueled planes, the Davion 'Mechs stomped on the fighters sitting in their revetments and shot up the ground crews and repair/supply shops. One Kurita plane managed to take off, but was quickly shot down before it could gain altitude.

VARIANTS

One interesting variation on the standard *Shilone* design replaces the nose-mounted Shigunga long-range missile system and one heat sink with a nose-mounted twin autocannon/2 and attached ammo bin large enough to hold forty-five rounds. This weapon increases the *Shilone's* effective range, but at the expense of some firepower. Despite the loss in hitting power, this variation gives the fighter the advantage of surprising and demoralizing his opponent by striking while out of the enemy's firing range.

SL-17 SHILONE

## AEROTECH

Type: **Shilone**
Technology Base: Inner Sphere
Tonnage: 65

Equipment		Mass
Engine:	260	13.5
Thrust:	6	
Overthrust:	9	
Structural Integrity:	6	
Heat Sinks:	20	10
Fuel:	75	5
Cockpit:		3
Armor:	184 + 10	11.5

	Armor Value
Cockpit	10 + 5
Nose	45
Wings	34/34
Fuselage	40
Engine	26

Weapons	Location	Tonnage
LRM 20	Nose	10
Ammo (LRM) 12	Nose	2
Large Laser	Nose	5
Medium Laser	RW	1
Medium Laser	LW	1
SRM 4	Rear	2
Ammo (SRM) 25	Rear	1

BATTLESPACE

Type: Fighter   **Mass:** 65 tons
Tech: Standard   **Fuel:** 5 tons (75)
Armor Value: 5   **Safe Thrust:** 6
Heat Sinks: 20   **Maximum Thrust:** 9

Weapons:			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	14	2	2	1	—	2
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	SRM	3	1	—	—	—	1

AEROSPACE FIGHTERS
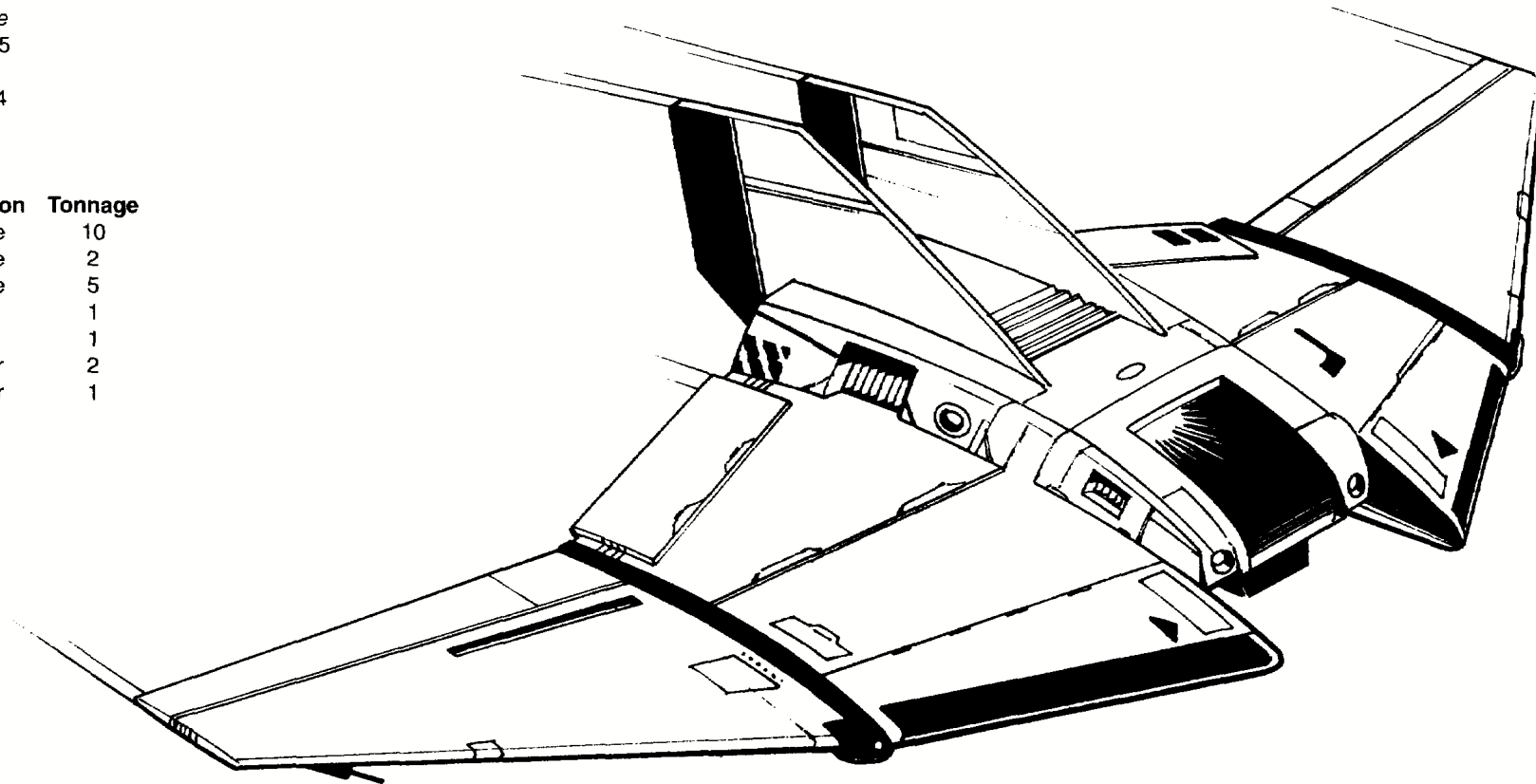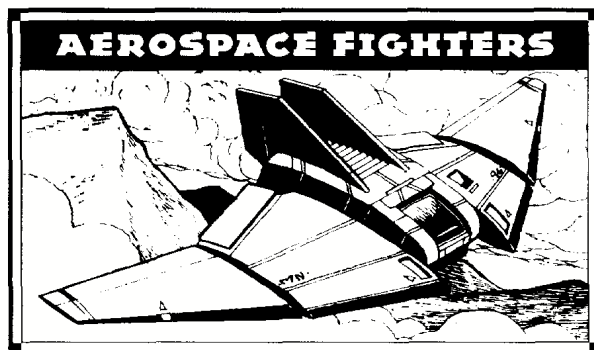
Mass: 75 tons
Frame: Saroyan 13
Power Plant: Rawlings 300
Armament:
    3 Selitex Radionic Large Lasers
    4 Kajuka Type 2 "Bright Blossom" Medium Lasers
Manufacturer: Saroyan Special Projects
Communications System: Duoteck 95
Targeting and Tracking System: Radcom T11

OVERVIEW

The TR-13 *Transgressor* is House Liao's main heavy assault aerospace fighter. Normally assigned to front-line DropShip units, *Transgressor* squadrons also defend particularly important planets. Many favored commanders are given a *Transgressor* even if they command medium or composite squadrons. With its substantial armor, compact size, and heavy armament, the *Transgressor* is one of the best all-around aerospace fighters in the Successor States.

CAPABILITIES

The *Transgressor* is one of the more maneuverable heavy fighters, thanks to its compact design and powerful Rawlings 300 fusion engine. Faster than many other operational heavy fighters, it can take more high-G stresses than larger-bodied aerospace craft.

Armed entirely with lasers, the fighter gets ample power for its weapons from the Rawlings engine. Its three Selitex Radionic large lasers provide massive firepower at long ranges, and the four Kajuka "Bright Blossom" medium lasers can cause considerable damage at short and medium ranges.

As with many laser-equipped aerospace fighters, the *Transgressor* has great difficulty dissipating heat fast enough; this limitation requires pilots to fire their laser batteries in salvo during battle.

Rarely does a *Transgressor* pilot have anything negative to say about his craft, despite its several drawbacks. Many fighter pilots feel that the cockpit is somewhat cramped compared to other heavy aerospace fighters. The *Transgressor* is also somewhat unstable during atmospheric flight because its stubby wings do not bite the air as do those of more massive heavy fighters. Not surprisingly, *Transgressor* pilots prefer space combat to in-atmosphere battles because of the craft's exemplary performance in vacuum.

DEPLOYMENT

During the defense of Acala in 2992, House Liao reinforcements jumped into the system just as the Davion invasion forces began mopping up the defenders. With virtually all of the frontier reserve committed to battle, the Liao admiral ordered his assault air lances against the Davion DropShips. The fighters, mostly *Transgressors*, instantly streaked into attack formation as the Davion fighter craft shot up from the atmosphere (where they were supporting 'Mechs on the ground) to defend their motherships. The fight lasted nearly fourteen hours, and in the end the Liao reinforcements fought their way into orbit and dropped their 'Mechs. Unfortunately, most of the Liao 'Mechs were destroyed in a pitched battle against the elite Davion 'Mech regiments. With both sides nearly exhausted, the Liao admiral ordered a general retreat. Covered by the remaining *Transgressor* fighters and other craft, the Liao forces evacuated the planet.

In one of the more dramatic acts of aerospace combat, Captain Lyle Shumgawa of the Tenth Defense Squadron engaged the Davion DropShip *Heraldic* during the Battle of Tybalt in 2998. His *Transgressor* already damaged, Captain Shumgawa pushed into orbit and engaged the DropShip alone. The *Heraldic* apparently mistook the fighter for one of its own craft at first, but when the initial laser blasts hit the DropShip's hull, her crew fought back with a vengeance.

Shumgawa's *Transgressor* was heavily damaged in the exchange, and his troops lost contact with him. In an apparently deliberate act, Captain Shumgawa put his fighter into overthrust and rammed into the DropShip's side, tearing out a huge section of the hull along with engineering control cables and equipment. The Davion invasion force commander ordered the *Heraldic*'s captain to try for a soft landing planetside, but the craft's engineering system had been too badly damaged and the DropShip burned up in the atmosphere.

VARIANTS

A popular variation on the standard *Transgressor* design is the TR-14 *Transgressor* AC. In this version, a nose-mounted Tomodzuru Type 20 autocannon with ten rounds of ammunition replaces the prototype's three large lasers and one ton of armor. This alleviates heat problems caused by the massed lasers, but adds the new problem of limited ammunition for the autocannon. After its AC 20 is empty, this *Transgressor* is left with the paltry weapons typical of a light aerospace fighter.

AEROTECH

Type: **Transgressor**
Technology Base: Inner Sphere
Tonnage: 75

Equipment		Mass
Engine:	300	19
Thrust:	6	
Overthrust:	9	
Structural Integrity:	7	
Heat Sinks:	25	15
Fuel:	75	5
Cockpit:		3
Armor:	224 + 10	14

	Armor Value
Cockpit	10 + 6
Nose	60
Wings	35/35
Fuselage	64
Engine	24

Weapons	Location	Tonnage
Large Laser	Nose	5
Large Laser	RW	5
Large Laser	LW	5
Medium Laser	Nose	1
Medium Laser	RW	1
Medium Laser	LW	1
Medium Laser	Rear	1

BATTLESPACE

Type: Fighter		Mass: 75 tons	
Tech: Standard		Fuel: 5 tons (75)	
Armor Value: 6		Safe Thrust: 6	
Heat Sinks: 25		Maximum Thrust: 9	

Weapons:

			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	11	1	1	—	—	2
LW	Laser	11	1	1	—	—	2
RW	Laser	11	1	1	—	—	2
Aft	Laser	3	1	—	—	—	1

SL-15 SLAYER

AEROSPACE FIGHTERS
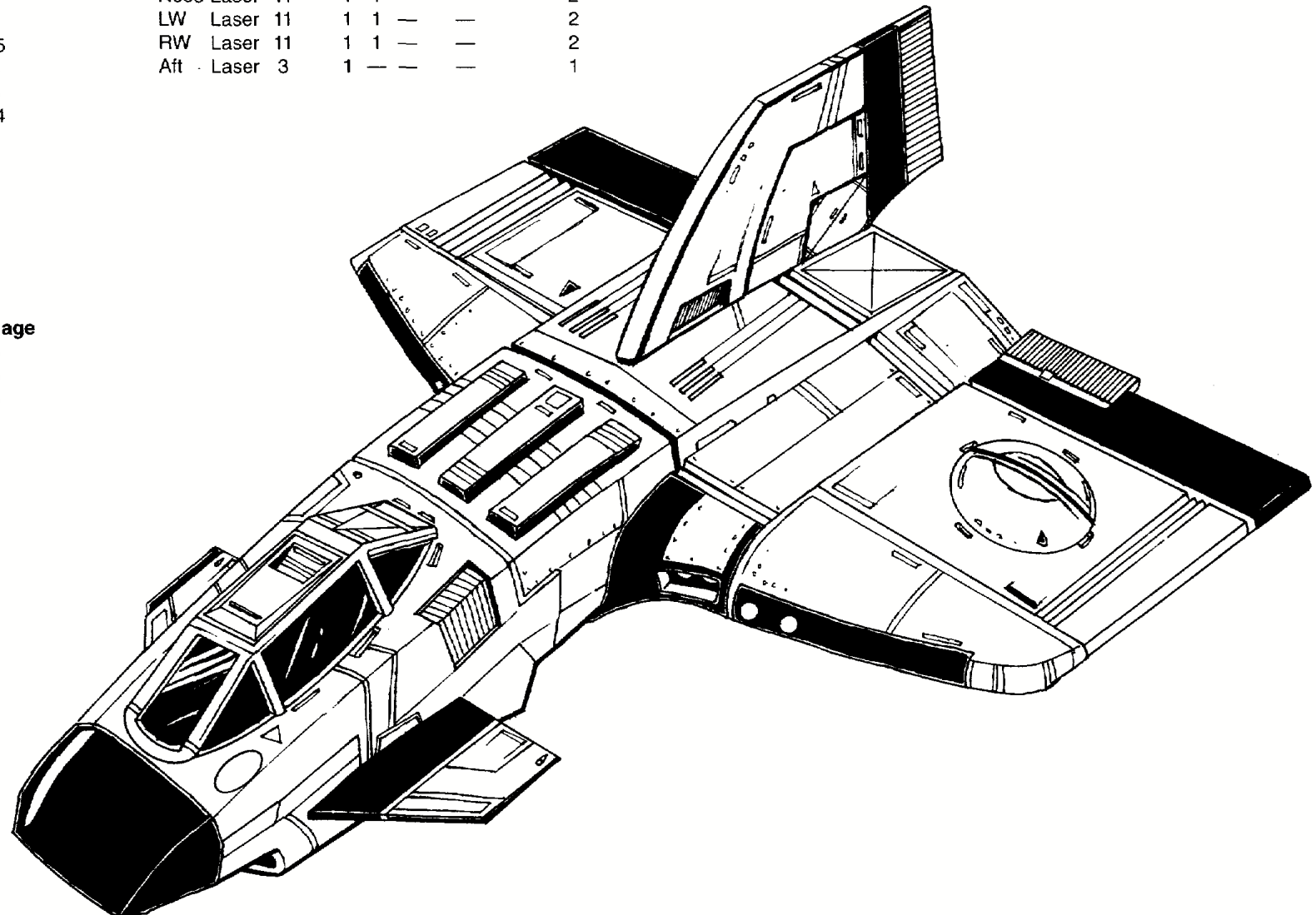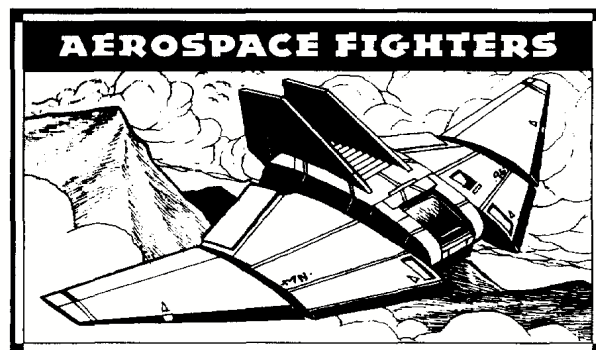
Mass: 80 tons
Frame: Wakazashi V
Power Plant: Shinobi 320
Armament:
    1 Zeus 56 Mark IV Type 10 Autocannon
    6 Diverse Optics Type 20 Medium Lasers
Manufacturer: Wakazashi Enterprises
Communications System: Sony MSF-21
Targeting and Tracking System: Radcom T11

OVERVIEW

The SL-15 *Slayer*, used by House Kurita since the Star League era, has proved itself a durable craft able to carry out a wide variety of missions. Designed as an offensive/defensive assault craft, the *Slayer* and its many variants are deployed in almost any role suitable for an aerospace fighter over a battlefield full of 'Mechs.

CAPABILITIES

Seeing its delta wing design and compact fuselage, many new pilots have confused the *Slayer* with lighter aerospace fighter designs—a mistake they seldom repeat twice. The *Slayer* was built for endurance and heavy firepower, with a double-capacity fuel tank that allows the craft to remain in the battle area far longer than most other aerospace fighters. The nose-mounted Zeus 56 Mark IV autocannon packs a good punch, with minimal heat discharge. This weapon, coupled with the five forward-firing Diverse Optics

Type 20 medium lasers can destroy a target with one salvo. If the fighter is not using overthrust, it can fire all these weapons at once with no major heat buildup. This continuous massed firepower has won many skirmishes over the centuries of combat among Successor State armies. A sixth medium laser fires to the rear, discouraging enemy fighters from close pursuit.

With its heavily reinforced nose and upper and lower fuselage, the *Slayer* has some of the best armor for its tonnage of any aerospace fighter yet constructed. The rear section of the engine housing has also received some special attention. In 2775, Wakazashi Enterprises experimented with a rotating rear turret design for the *Slayer*. These tests were not totally successful; the turret rotation assembly tended to freeze while the fighter was in deep space, and the *Slayer*'s upswept tail assemblies limited the turret's field of fire. Though turret-testing for the *Slayer* was suspended in 2780, the craft retains a vestige of the experiment: the rear weapons mount is positioned on the raised circular plate where the turret once sat.

DEPLOYMENT

In December of 2787, House Davion forces got their first introduction to the *Slayer* in the Battle of Kesai IV during the major push to that planet's 'Mech supply depot. A surprise Kurita orbital drop went almost unopposed until the Davion defenders regrouped and formed a solid defensive line through which House Kurita's 'Mech regiments could not break. Though House Kurita had local air superiority and pounded the Davion defense line for hours, they could not force the enemy to give way. Only two Davion 'Mechs were destroyed, both by *Slayer* fighters, and the Kurita raiding group was eventually forced to withdraw from the planet.

During the fourth Battle of Harrow's Sun in 3020, the remnants of McKinnon's Raiders overran a front-line airbase where House Kurita had stationed ten *Slayer* fighters, five of which were on the ground. when the Raiders struck. The Raiders immediately knocked out the base communications, then went after

anything that moved. (The surviving ground crew and base personnel ran into the desert beyond the base with two *Wasps* in hot pursuit.)

The new commander of the Raiders, Ian McKinnon, popped out of his 'Mech to examine the one *Slayer* fighter he had ordered his men not to step on. In the meantime, one of his men found a captured Davion fighter pilot in a lock-up on the base (he apparently had ejected from his Davion craft the day before) who claimed he could fly the *Slayer*. McKinnon immediately devised a plan. He camouflaged his 'Mechs in the rocky terrain on the east side of the base, where they waited to see if the rest of the *Slayer* squadron would return. The squadron came back within the hour, and McKinnon led his recon lance in a mock attack on the base while the Davion pilot used his *Slayer* to bait the Kurita pilots into the trap. The ruse succeeded; combined fire from the Davion *Slayer* and McKinnon's missiles destroyed all five Kurita *Slayers*.

McKinnon later heard that after the unknown pilot had exhausted his fuel in attacking unsuspecting rear-echelon elements of the Kurita invasion force, he smashed his *Slayer* into the hangar doors of an orbiting Kurita DropShip, damaging it severely.

VARIANTS

Many variations of the *Slayer* have allowed it to become an excellent recon fighter, courier, close-support fighter, and so on. Accomplish these various missions usually requires some rearrangement of the weapons array. A number of *Slayers* have replaced their AC/10 with a single LRM 15-rack and one SRM 6-rack, placed either in the nose or rear areas.

SL-15 SLAYER

## AEROTECH

Type: **Slayer**
Technology Base: Inner Sphere
Tonnage: 80

Equipment		Mass
Engine:	320	22.5
Thrust:	6	
Overthrust:	9	
Structural Integrity:	8	
Heat Sinks:	20	10
Fuel:	150	10
Cockpit:		3
Armor:	232 + 10	14.5

	Armor Value
Cockpit	10 + 6
Nose	62
Wings	34/34
Fuselage	64
Engine	32

Weapons	Location	Tonnage
AC/10	Nose	12
Ammo (AC) 20	Nose	2
Medium Laser	Nose	1
Medium Laser	RW	1
Medium Laser	RW	1
Medium Laser	LW	1
Medium Laser	LW	1
Medium Laser	Rear	1

BATTLESPACE

Type: Fighter		Mass: 80 tons	
Tech: Standard		Fuel: 10 tons (150)	
Armor Value: 6		Safe Thrust: 6	
Heat Sinks: 20		Maximum Thrust: 9	

Weapons:			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	6	2	1	—	—	2
LW	Laser	6	1	—	—	—	2
RW	Laser	6	1	—	—	—	2
Aft	Laser	3	1	—	—	—	1

AEROSPACE FIGHTERS
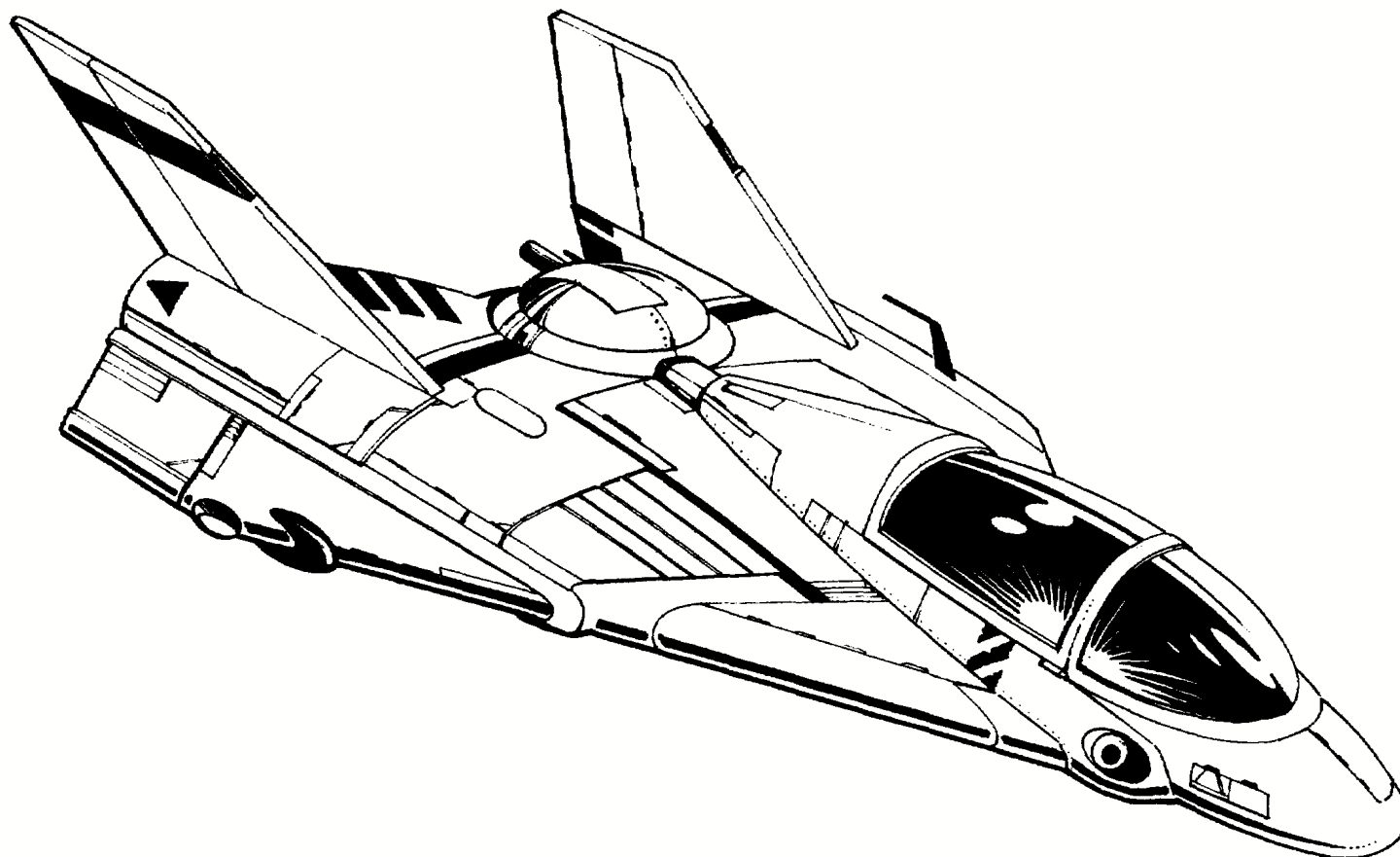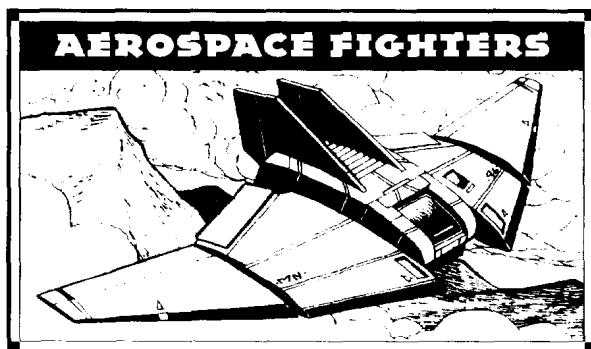
Mass: 90 tons
Frame: Bowie 50
Power Plant: PlasmaStar 270
Armament:
    2 Exostar Long-Range Missile 15-Racks
    4 McCorkel Large Lasers
    2 McCorkel Small Lasers
    2 Martell Medium Lasers
    1 Exostar Short-Range Missile 6-Rack
Manufacturer: Bowie Industries
Communications System: Rander 200
Targeting and Tracking System: Rander TA5

OVERVIEW

Designed as a heavy fighter with long- and short-range combat capabilities, the *Chippewa* was constructed under Star League Defense Forces' Contract 20091A. After the fall of the Star League, most of these craft ended up in the Lyran Commonwealth. where their ability to fight well in space and in-atmosphere soon made them House Steiner's primary heavy fighters.

CAPABILITIES

The *Chippewa* is a large-wing design, with cockpit and fuselage attached in the center. The outer wing areas are fully retractable, making it easy to store the *Chippewa* aboard a DropShip or transport. The large wings allow for tight control in a dead-stick landing and for maneuverability when fighting in atmosphere.

The PlasmaStar 270 engine is a relatively simple propulsion unit that requires limited preventive maintenance. making the *Chippewa* a good choice as a frontline fighter. The craft's well-rounded weapons array provides close-support fire as well as long-range capability. The *Chippewa's* ever-reliable Exostar missile delivery systems require modular replacement parts.

The *Chippewa* carries almost four tons of ammunition for its LRMs and one ton for the SRMs, stored in separate sections to prevent massive chain-reaction explosions. The large number of rounds it carries enables this vessel to support itself in combat for extended periods.

Bowie Industries provided the *Chippewa's* laser systems with special insulation to reduce heat transfer to the fighter's superstructure. When the lasers are used, the insulation provides the equivalent of two extra heat sinks. Supplies of replacement insulation have become scare as the Succession Wars raged on, however, and many *Chippewas* no longer have this feature.

DEPLOYMENT

In the mad scramble for weapons prior to the outbreak of the First Succession War, House Steiner made a grab for the Bowie Industries plant on the world of Dell. Even after the start of the war, the plant mass-produced CHP-W5s at full capacity until a Kurita raid destroyed the facility.

In space and in the atmosphere, the *Chippewa* makes a formidable opponent. During a raid on the Steiner-controlled planet of Lyons in 2966, the Kurita attackers met with disaster at the hands of a Steiner strike force made up of eight *Chippewas*, accompanied by a small group of *Seydlitz* support craft, hidden on the planet's moon. The Kurita attackers found the planet lightly defended and noticed the hidden *Chippewas* too late. Before the Kurita forces could rally, the heavy fighters drove through their attack force and obliterated all but one Kurita ship.

House Steiner used an attack force of *Chippewas* during the famous "Deep Raid" on the world of Ling in 2987. A task force of several DropShips escorted by *Chippewas* moved secretly to the planet Ling, deep within the Free Worlds League. Dropping onto the planet to destroy the BattleMech facilities under construction there, the *Chippewa* fighters crippled the air defense force before most of the fighters could get off the ground. Many of these victorious *Chippewas* were unfortunately lost on the long and difficult trip back to the Lyran Commonwealth.

In 2991, House Marik conducted a retaliatory raid against House Steiner with the goal of capturing several *Chippewa* fighters. A handful of infantry and dispossessed fighter pilots dropped onto the Steiner-held world of Wyatt, snuck into the planet's aerospace base, and flew out with six *Chippewa* fighters. The base's defenders attempted to block the invaders' escape, but four of the Marik pilots returned with the stolen *Chippewas* to the Free Worlds League.

During a raid on the planet Laiaka in 3012, a Steiner *Chippewa* and its escorts suddenly encountered an *Overlord* Class DropShip with six heavy fighters. Badly outgunned, the *Chippewa* and its escorts held their own for several minutes until, in the heat of battle, *Chippewa* pilot Dan McCleary crashed his fighter into the DropShip. The explosion of the *Chippewa* crippled the larger ship's already damaged engines, and the DropShip crashed onto the planet below. In McCleary's honor, House Steiner established the McCleary Award for Heroism.

VARIANTS

Several House militaries possess a handful of *Chippewa* fighters, some the standard W5 model and some distinct variations. House Davion has modified its *Chippewas*, technically classified as W10s, with more armor and fewer weapons than the standard model.

CHP-W5 CHIPPEWA

AEROTECH

Type: **Chippewa**
Technology Base: Inner Sphere
Tonnage: 90

Equipment		Mass
Engine:	270	14.5
Thrust:	5	
Overthrust:	8	
Structural Integrity:	9	
Heat Sinks:	25	15
Fuel:	75	5
Cockpit:		3
Armor:	120 + 10	7.5

	Armor Value
Cockpit	10 + 6
Nose	29
Wings	15/15
Fuselage	35
Engine	20

Weapons	Location	Tonnage
LRM 15	Nose	7
LRM 15	Nose	7
Ammo (LRM) 32	Nose	4
Large Laser	RW	5
Large Laser	RW	5
Large Laser	LW	5
Large Laser	LW	5
Small Laser	Rear	.5
Small Laser	Rear	.5
Medium Laser	Nose	1
Medium Laser	Nose	1
SRM 6	Nose	3
Ammo (SRM) 15	Nose	1
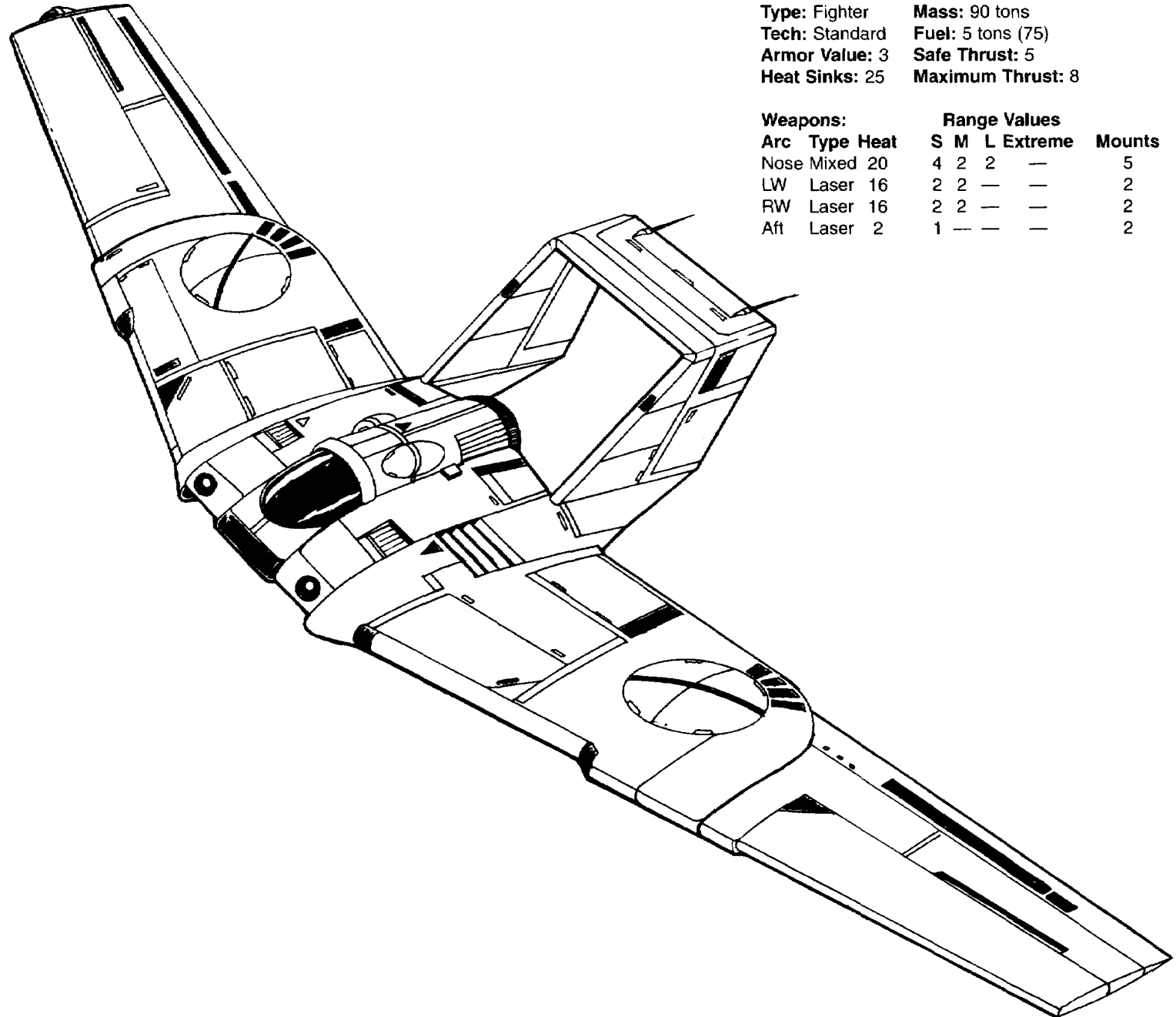
BATTLESPACE

Type: Fighter   Mass: 90 tons
Tech: Standard   Fuel: 5 tons (75)
Armor Value: 3   Safe Thrust: 5
Heat Sinks: 25   Maximum Thrust: 8

Weapons:			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	20	4	2	2	—	5
LW	Laser	16	2	2	—	—	2
RW	Laser	16	2	2	—	—	2
Aft	Laser	2	1	—	—	—	2

F-100 RIEVER

AEROSPACE FIGHTERS
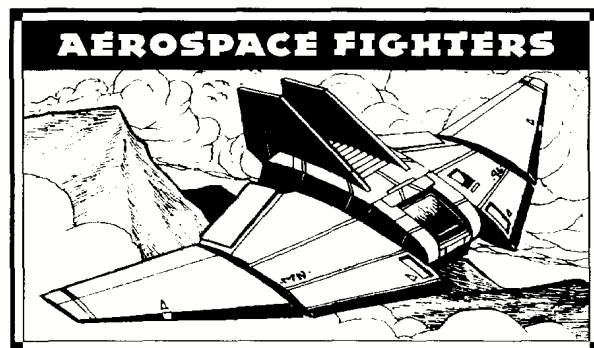
Mass: 100 tons
Frame: Interstar Heavy
Power Plant: Pitban 300a
Armament:
    1 Imperator Zeta-a Class 20 Autocannon
    4 Beta Short-Range Missile 6-Racks
    1 Gamma Long-Range Missile 10-Rack
Manufacturer: Free Worlds Defense Industries
Communications System: Lassiter–3QZ
Targeting and Tracking System: IMB SYS 3740

OVERVIEW

The F-500 *Riever* heavy fighter is the impressive mainstay of House Marik's aerospace forces. As with most fighters this large, it moves sluggishly at best and its weaponry packs less total striking power than the average heavy fighter. However, the *Riever*'s armor makes up for these deficiencies by enabling it to stay in heavy combat much longer than lighter-armored vehicles.

CAPABILITIES

Unlike many other aerospace fighter designs, the *Riever* is not a copy of a Star League production model, but an original design. In addition to being a reliable fighter, the Riever is more easily maintained and repaired than most Star League-based designs. Designed purely to aid in establishing air superiority, the *Riever* has a low thrust rating that prevents it from carrying much air-to-surface ordnance. Instead of attacking surface troops, the *Riever* engages enemy fighters and DropShips in close combat.

The *Riever*'s main weapon is an Imperator Zeta-a Class-20 autocannon adapted for aerospace combat.

Though its ammunition supply is limited to ten rounds, the weapon can still inflict devastating damage. The four Beta-6 SRM launchers are used at close range. A full spread of twenty-four SRMs can inflict more than twice as much damage as the autocannon, destroying light fighters and severely damaging mediums or heavies. Added to later production models as an adjunct to the Imperator cannon, the Gamma-10 LRM launcher is the final element of the *Riever*'s weapons array. Though the *Riever*'s total firepower is slightly lower than that of some other heavy fighters such as the *Thunderbird*, most pilots feel that the extra armor protection more than compensates for this slight inferiority.

Because of the unusual wing design necessitated by the vehicle's heavy armor and weapons, the *Riever* is not particularly fast of maneuverable. The extra lift provided by its wings in atmospheric flight precludes intricate acrobatic maneuvers, meaning that the *Riever* cannot easily evade lighter, more agile enemy fighters. If such an enemy happens to enter the *Riever*'s field of fire, however, the battle usually ends right there.

Against fighters of similar mass, the heavily armored *Riever* is well-matched. Though inferior to some craft, the *Riever* actually outguns faster heavy fighters such as the *Eagle* because it can sustain heavy damage while waiting for an enemy to get within range of its weapons.

DEPLOYMENT

The *Riever* first saw action in 2815 in battle against House Steiner on Phecda. The strange fighter at first confounded the Steiner defenders, and the *Rievers* fought with great success until chronic wingloading and stress problems crippled several of them. Though House Marik ultimately lost the battle, the new fighters clearly had great potential.

The second generation of *Rievers*, with their braced wings and redistributed armaments, went into service in 2820. Soon afterward they fought garrison troops on Graham IV, who had rebelled against their Marik overlords at the prompting of Steiner agents. The rebels, a group of dissatisfied nobles, officers and MechWarriors, were promised high rank and assistance from their Steiner patrons if they broke with Marik. The garrison was armed with an impressive assortment of 'Mechs and medium fighters.

The first test of the new *Rievers* came when several squadrons of rebel *Hellcats* were detected in flight toward a Marik forward base. Marik *Stingray* and *Riever* squadrons scrambled and met the rebel ships high above the North Kashak River Valley. The action swiftly turned into vicious dogfighting, with the experienced rebel pilots quickly gaining positional advantage, slipping behind their slower opponents and blazing away with laser fire. However, the rebels could do little damage to the *Rievers*' heavy armor. The *Rievers* managed to turn on their opponents and open up with their own weapons, tearing through the *Hellcats* with heavy autocannon shells and SRMs and forcing many of the rebel fighters to jettison their bomb loads in order to stay aloft. Though the Marik loyalists took heavy casualties, so many *Hellcats* were destroyed that the rebel forces abandoned their attempt to take the base.

VARIANTS

One interesting alternate model, the F-500a, replaces the Gamma-10 LRM launcher with two additional Beta-6 SRM launchers. This particular model is intended to close to dogfight range quickly, and is often accompanied by other fighters armed with long-range weapons to provide cover while the SRM-equipped *Rievers* move into close combat. A second variant, armed with two Class 5 autocannons in place of the SRM launchers, sacrifices armor to accommodate the heavy weapons, and is not widely used.

Very few *Rievers* have been deployed outside the Marik aerospace force, but the Combine Munitions Corporation in Kurita space has obtained a contract to produce a modified F-500 for House Kurita's military.

AEROTECH

Type: **Riever**
Technology Base: Inner Sphere
Tonnage: 100

Equipment		Mass
Engine:	300	19
Thrust:	5	
Overthrust:	8	
Structural Integrity:	10	
Heat Sinks:	28	18
Fuel:	75	5
Cockpit:		3
Armor:	256 + 10	16
	Armor	
	Value	
Cockpit	10 + 6	
Nose	64	
Wings	45/45	
Fuselage	64	
Engine	32	

Weapons	Location	Tonnage
AC/20	Nose	14
Ammo (AC) 10	Nose	2
SRM 6	RW	3
SRM 6	RW	3
Ammo (SRM) 30	RW	2
SRM 6	LW	3
SRM 6	LW	3
Ammo (SRM) 30	LW	2
LRM 10	Nose	5
Ammo (LRM) 24	Nose	2

BATTLESPACE

Type: Fighter		Mass: 100 tons		
Tech: Standard		Fuel: 5 tons (75)		
Armor Value: 6		Safe Thrust: 5		
Heat Sinks: 28		Maximum Thrust: 8		

Weapons:			Range Values			
Arc	Type	Heat	S M L	Extreme	Mounts	
Nose	Mixed	11	3 1 1	—	2	
LW	SRM	8	2 — —	—	2	
RW	SRM	8	2 — —	—	2	

STU-K5 STUKA

AEROSPACE FIGHTERS
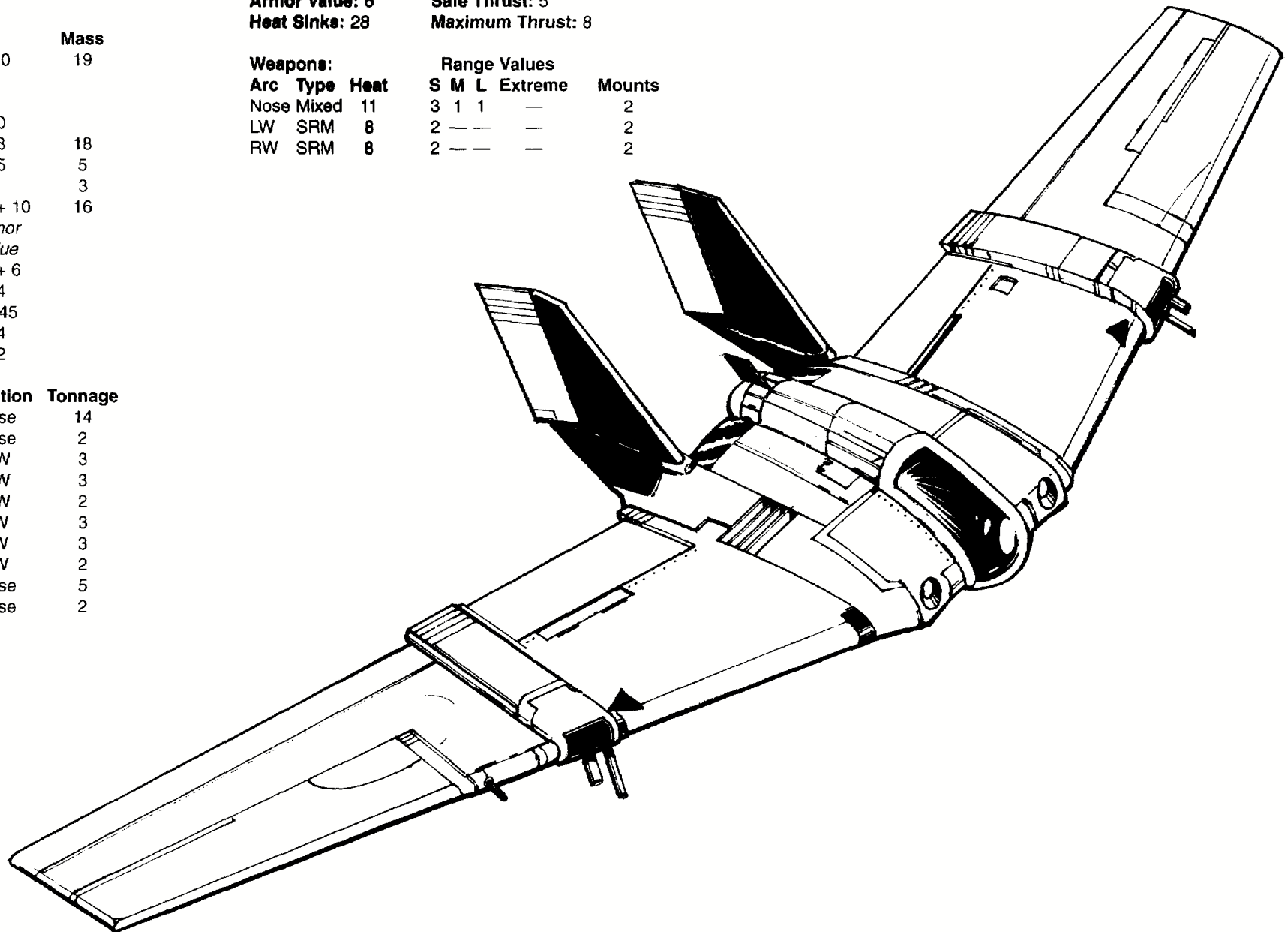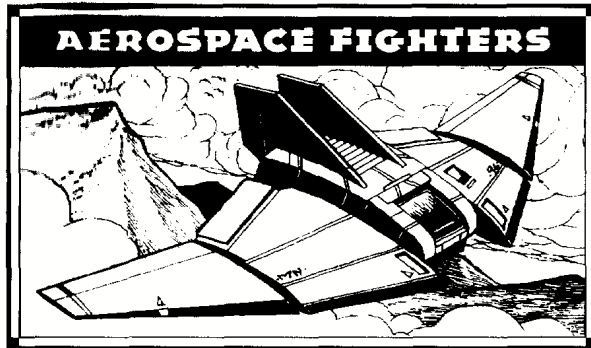
Mass: 100 tons
Frame: Lycomb 11
Power Plant: GM 300 ATF
Armament:
    4 Exostar Large Lasers
    3 Martell Medium Lasers
    1 Simpson Long-Range Missile 20-Rack
    1 Holly Short-Range Missile 4-Rack
Manufacturer: Lycomb IntroTechnologies,
    Incorporated
Communications System: O/P 9000AT
Targeting and Tracking System: O/P 2500TGFD

OVERVIEW

Lycomb IntroTechnologies was one of the few firms able to compete for a contract to construct a heavy aerospace fighter to support the Star League Defense Forces. Lycomb designed the *Stuka*-class heavy fighter, a sleek, durable craft with excellent firepower. Modifications to the K1 and K2 prototypes were introduced during production to resolve difficulties with heat dissipation and the structural instability of the heavy wings supporting the twin weapons pods. These modifications were retained in the STU-K5, by far the most widely seen model of this fighter.

CAPABILITIES

Many pilots consider the *Stuka* a dream come true. With thirty heat sinks, more than almost any other design currently used by the Successor States, the *Stuka* can use its formidable firepower with maximum effect for a prolonged period of time in combat.

The *Stuka*'s Monitor 200 guidance system makes it a graceful vessel. Despite its size, it can perform like a medium-weight craft in many situations. The fighter has more than ample armor protection for its structural integrity as well as its weapons systems.

Necessary modifications to increase the armor and heat sinks have reduced this aerospace fighter's overall firepower, however. Though it carries a variety of long- and short-range weapons, the limited number of them leaves the *Stuka* outgunned by several medium fighters. Because the smaller craft lack the *Stuka*'s armor protection and heat sink capability, however, the *Stuka* can easily defeat many better-armed foes in a prolonged battle.

DEPLOYMENT

House Davion managed to maintain a monopoly on *Stuka* production, and so very few fell into the hands of other House Lords. After the First Succession War ruined the industrial base needed to mass-produce such craft, the maintenance of the existing heavy fighters became a paramount concern.

When Kurita forces landed on the planet Quentin, they met with a stunning response. Unknown to Kurita intelligence, Quentin housed a Davion air base stocked with ten *Stukas* and many smaller craft. When elements of the Fifteenth Sword of Light attempted to drop, they found themselves in a trap. The *Stukas* bore down on the DropShips in orbit, flying through the hail of fire and cutting the ships and their cargo of BattleMechs to shreds. Few of the Kurita forces escaped, and eventually the remnants of the shattered Fifteenth were disbanded.

The *Stukas* assigned to the Seventeenth Regiment of House Davion's Avalon Hussars were given a rare opportunity for bombing and strafing on the planet Larsha in 2930. While smaller support fighters took on the planet's Liao defenders, a wing of eight *Stukas* dove down to the planet, strafing the Liao 'Mechs on the battlefield. This sudden rain of firepower opened the door to several Davion advances.

In 2999, House Davion leaked information to Kurita spies that a flight of *Stukas* operating near the Davion/Kurita border were missing, leaving the planet Kesai IV virtually undefended. In hope of catching the planet off-guard, House Kurita carried out a daring strike against the world.

In reality, the Davion fighters had been relocated to a small supply base in the system's far-flung asteroid belt. They had created the false rumor as bait to lure a Kurita attack, and it worked. While the Kurita forces bombed the empty airfield, the *Stukas* moved in from the rear. Catching the Kurita fighters low on fuel and ammunition, the *Stukas* were able to destroy almost twenty craft, mostly of lighter weights.

In 3004, a Kurita convoy managed to capture a crippled *Stuka* near the planet Hoff. Fully repaired, this craft later appeared in a fire support group for Wolf's Dragoons, a mercenary unit in service to Kurita. The craft had been painted black and refitted with slightly greater firepower.

VARIANTS

House Davion has modified the STU-K5 several times during the craft's long and distinguished career. One of these versions, the K10, replaced the Martell medium lasers and the SRM 4-rack with two more heat sinks and four smaller Exostar lasers. This version is used primarily by the Draconis March Militia.

Another Davion variant is the K-15. Limited in number and unpopular with pilots, this variant reduced its armor by three tons in order to add six smaller lasers to its weapons array.

STU-K5 STUKA

## AEROTECH

Type: **Stuka**
Technology Base: Inner Sphere
Tonnage: 100

Equipment		Mass
Engine:	300	19
Thrust:	5	
Overthrust:	8	
Structural Integrity:	10	
Heat Sinks:	30	20
Fuel:	75	5
Cockpit:		3
Armor:	240 + 10	15
	Armor	
	Value	
Cockpit	10 + 6	
Nose	62	
Wings	38/38	
Fuselage	64	
Engine	32	

Weapons	Location	Tonnage
Large Laser	RW	5
Large Laser	RW	5
Large Laser	LW	5
Large Laser	LW	5
Medium Laser	Nose	1
Medium Laser	Rear	1
Medium Laser	Rear	1
LRM 20	Nose	10
Ammo (LRM) 12	Nose	2
SRM 4	Nose	2
Ammo (SRM) 25	Nose	1

BATTLESPACE

Type: Fighter   Mass: 100 tons
Tech: Standard   Fuel: 5 tons (75)
Armor Value: 6   Safe Thrust: 5
Heat Sinks: 30   Maximum Thrust: 8

| Weapons:			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	12	2	1	1	—	3
LW	Laser	16	2	2	—	—	2
RW	Laser	16	2	2	—	—	2
Aft	Laser	6	1	—	—	—	2
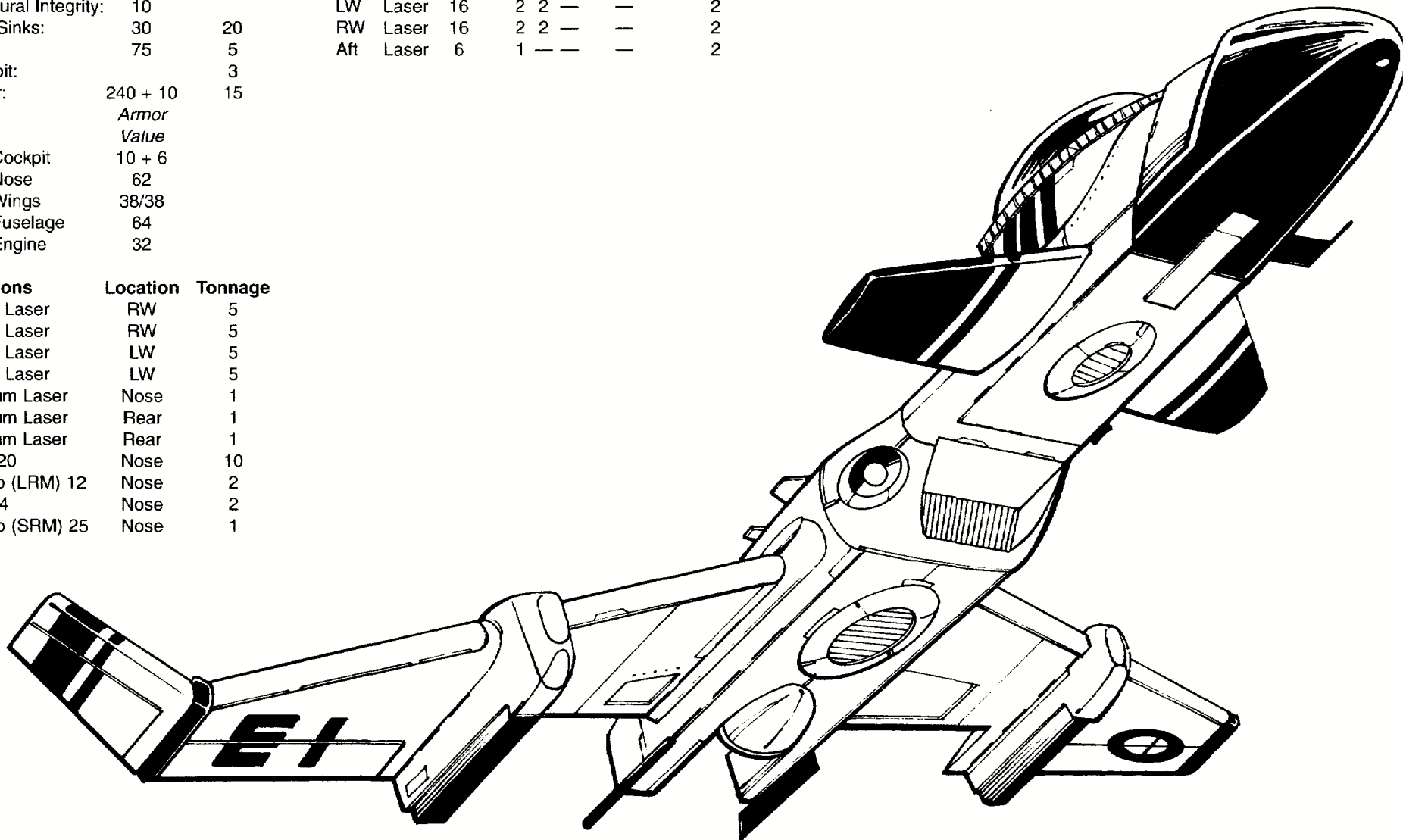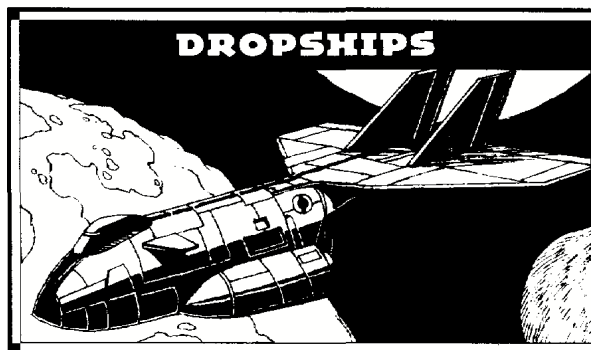
Along with JumpShips, DropShips are what make interstellar combat possible in the Inner Sphere. These highly prized transports bear the awesome responsibility of delivering personnel, materiel, vehicles and 'Mechs to their destinations safely and in a timely fashion.

Though they mount tremendous firepower, DropShips remain vulnerable to a well-placed or even lucky shot. Because these ships are so costly and time-consuming to manufacture, however, most Houses prefer to capture enemy ships rather than destroy them—though this consideration rarely prevents a commanding officer from shooting down a DropShip in order to maintain battlefield superiority.

All five Houses have made new DropShip construction a high priority.
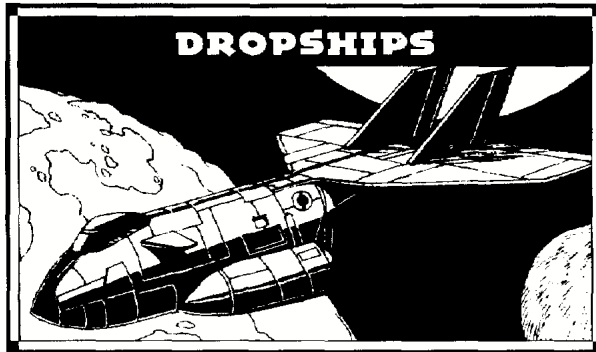
LEOPARD

Mass: 1,720 tons
Drive System: Star League V84
Armament:
2 Particle Projection Cannons
3 Long-Range Missile 20-Racks
5 Large Lasers
7 Medium Lasers
Manufacturers: Various

OVERVIEW

The *Leopard* Class DropShip is the standard light transport vehicle throughout the Successor States and has proved its worth over years of continuous service. Ease of maintenance and low operating costs have made the *Leopard* popular among all the Successor State militaries. Designed as a small and reliable assault craft, all of its systems save for the sophisticated propulsion unit can be easily repaired or replaced.

The V84 drive system is more difficult to service, but a large supply of them still exists and spares are continually salvaged from destroyed DropShips. It therefore seems likely that the *Leopard* and *Leopard-CV* will remain in service for many years.

CAPABILITIES

The *Leopard* Class DropShip was introduced in the early days of the Star League as a support and transport vehicle for BattleMechs. The DropShip's slab-sided design and less-than-impressive in-atmosphere handling earned it the nickname "the Brick," but the ease of repairing the vessel gave the *Leopard* a longer life span than its designers'.

Like many of the early BattleMechs it was designed to transport, the *Leopard* has a blocky, angular silhouette because its aligned-crystal steel armor could initially be formed only in flat sheets. That problem was later solved, but the *Leopard* retained its box-like shape.

Designed to carry four BattleMechs and a pair of aerospace fighters, the *Leopard* is a versatile small transport, well suited to small BattleMech actions and to support of larger-scale operations. The *Leopard's* cousin, the *Leopard-CV*, is the most common fighter carrier in service; it carries six aerospace fighters, as well as fuel and spare parts. By the time it was first built, several years after the original *Leopard*, Inner Sphere manufacturers had perfected the technology of forming armor in curved shapes. With armament identical to the standard *Leopard*, the CV is widely used for everything from short raids to full-scale invasions.

Though more lightly armed than larger DropShips, the *Leopard* nonetheless has an impressive weapons array: twin heavy PPCs, three LRM -20 racks, seven medium lasers and five heavy lasers. Though this assortment offers less firepower than the armaments of larger *Union* and *Overlord* Class DropShips, it is still sufficient to knock out large numbers of opposing fighters. However, a *Leopard* being swarmed by fighters in the air or by 'Mechs on the ground is in serious trouble.

The standard *Leopard* is most often used in raids. Its small size helps prevent detection, and it is inexpensive to operate and maintain. Its lance-sized 'Mech complement often consists of light, fast *Stingers*, *Wasps*, or *Locusts*. The *Leopard* can carry heavier 'Mechs if necessary, but raiding missions usually require speed over firepower.

The *Leopard* CV is a fine fighter-carrier, but structural weaknesses in its unusual-looking tail section sometimes hinder its operation. If its tail section is shot off, the CV drops like a rock toward the planet's surface. If so crippled in space, the CV may not attempt atmospheric entry.

The *Leopard's* standard crew complement is nine, plus six MechWarriors or aerospace pilots. Quarters are cramped and supplies are limited, as the *Leopard* was not designed for extended operations.

DEPLOYMENT

Both the *Leopard* and the *Leopard-CV* date back to the early days of 'Mech warfare, when they were used in conjunction with other older ships such as the *Lion* heavy transport. Of this early generation of DropShips, only the *Leopard* and *Leopard-CV* have survived the ravages of the Succession Wars.

Raids and small 'Mech operations remain the *Leopard's* primary mission, though they are also deployed in larger-scale operations. A standard *Leopard* is perfect for short missions away from the main body of an invasion force.

Vulnerable on the ground and lightly armored by comparison to *Union* and *Overlord* Class DropShips, the *Leopard* almost always returns to space or high altitude after delivering its 'Mechs. The CV version almost never enters low atmosphere, where its weapons are useless.

Standard *Leopards* can carry a full air lance of 'Mechs and aerospace fighters, and many air lances are traditionally associated with a specific *Leopard*. This combination is especially useful when the *Leopard* is assigned to commando and raiding duties. Because they are so easy to maintain and repair, *Leopards* are popular with pirates, who often use them in raids for water and spare parts.

LEOPARD

LEOPARD CLASS DROPSHIP

Type: Military Aerodyne
Use: 'Mech carrier
Tech: Standard
Introduced: 2537
Mass: 1,720 tons

Dimensions
> **Length:** 65.5 meters
> **Width:** 51.6 meters
> **Height:** 22.4 meters

Fuel: 123 tons (1,230)
Tons/Burn day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 80
Structural Integrity: 7

Armor
> **Fore:** 14
> **Side:** 13
> **Aft:** 10

Weapons

Arc	Type	Heat	S	M	L	Extreme
Nose	PPC	20	2	2	—	—
Nose	LRM	6	1	1	1	—
Nose	Laser	9	2	—	—	—
LW	LRM	6	1	1	1	—
LW	Laser	19	2	2	—	—
RW	LRM	6	1	1	1	—
RW	Laser	19	2	2	—	—
Aft	Laser	14	2	1	—	—

Range Values

Cargo: See Notes
> Bay 1: 'Mechs (4)   4 Doors
> Bay 2: Fighters (2)   2 Doors
> Bay 3: N/A

Escape Pods: 2
Life Boats: 0

Crew: 9

Cost: 60,000,000 C-bills
Revenue/Mission: 60,000 C-bills
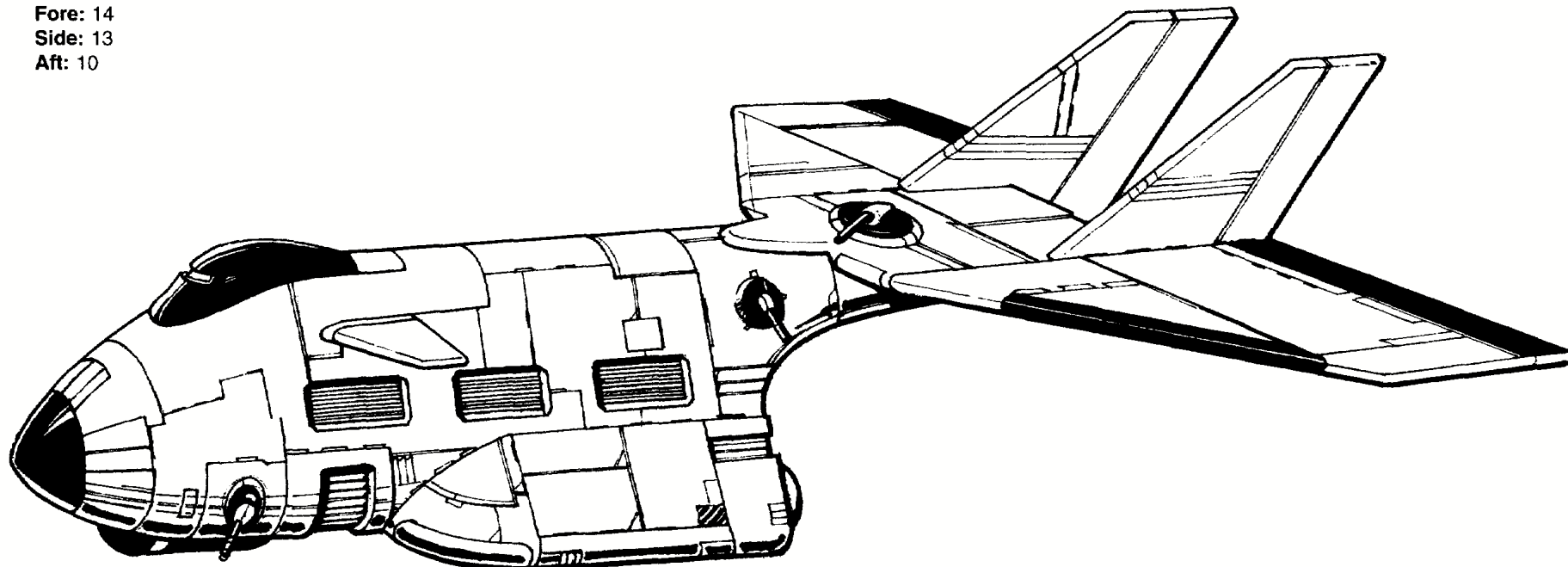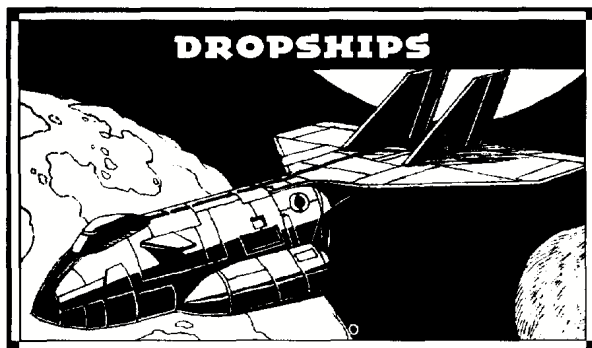
Armament
> 2 PPCs
> 3 LRM-20s
> 5 Large Lasers
> 7 Medium Lasers
> 6 tons LRM ammunition

Notes: Each 'Mech or fighter cubicle removed will provide 150 tons of cargo space. Each 'Mech bay may also be converted into a vehicle bay, allowing eight light vehicles to be carried (150 tons).
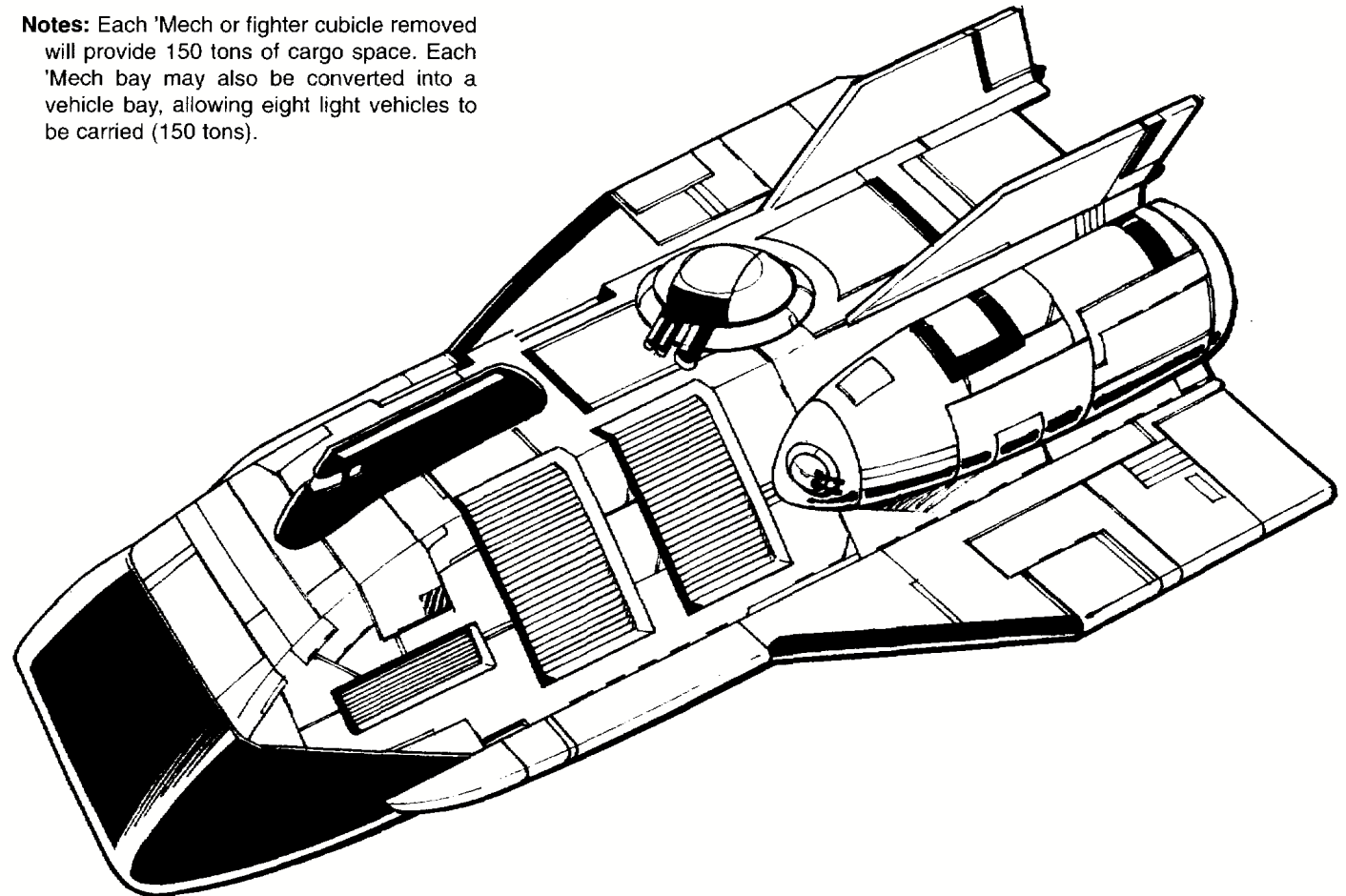
LEOPARD CV

LEOPARD CV CLASS DROPSHIP

Type: Military Aerodyne
Use: Fighter carrier
Tech: Standard
Introduced: 2581
Mass: 1,720 tons

Dimensions
   Length: 70.2 meters
   Width: 53 meters
   Height: 19.8 meters

Fuel: 123 tons (1,230)
Tons/Burn day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 80
Structural Integrity: 7

Armor
   Fore: 14
   Side: 13
   Aft: 10

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	PPC	20	2	2	—	—
Nose	LRM	6	1	1	1	—
Nose	Laser	9	2	—	—	—
LW	LRM	6	1	1	1	—
LW	Laser	19	2	2	—	—
RW	LRM	6	1	1	1	—
RW	Laser	19	2	2	—	—
Aft	Laser	14	2	1	—	—

Cargo: See Notes
   Bay 1: Fighters (2)   2 Doors
   Bay 2: Fighters (2)   2 Doors
   Bay 3: Fighters (2)   2 Doors

Escape Pods: 2
**Life Boats:** 0

Crew: 9

Cost: 60,000,000 C-bills
Revenue/Mission: 60,000 C-bills

Armament
   2 PPCs
   3 LRM-20s
   5 Large Lasers
   7 Medium Lasers
   6 Tons LRM ammunition

Notes: Each fighter cubicle removed will provide 150 tons of cargo space.

UNION

DROPSHIPS

Mass: 3,500 tons
Drive System: Star League V250
Armament:
    3 Particle Projection Cannons
    6 Long-Range Missile 20-Racks
    6 AC/5s
    5 Large Lasers
    12 Medium Lasers
Manufacturers: Various

OVERVIEW

Weighing in at 3,500 tons, the *Union* Class DropShip is the standard medium DropShip throughout the Successor States, small enough to easily transport a 'Mech raiding party and large enough to support part of a full-scale invasion.

CAPABILITIES

The *Union* can carry a full company of twelve 'Mechs, plus two aerospace fighters. A single *Union* Class DropShip is often associated with a specific company; for example, the *Union* DropShip *Sweet Chariot* is exclusively assigned to transport Sinclair's Company of the St. Ives Armored Cavalry.

The *Union's* impressive weapons array includes six Class 5 autocannons, twelve medium lasers, and five heavy lasers, along with three PPCs and six 20-rack LRM launchers. Though the ship cannot fire at low altitudes, its assortment of weapons can deliver massive amounts of firepower in space, making the *Union* a terrifying opponent.

Because so much space is taken up by weapon bays and the like, the crew's quarters are spartan. The fourteen crewmen and twelve to fourteen MechWarriors and fighter pilots must cram themselves into a single, tiny bunkroom with neither viewports nor recreational facilities. The ship's two officers share another microscopic bunkroom, while the captain's private quarters take up an area just large enough to accommodate a single bed and washbasin. Sanitary facilities are extremely limited, and the air recirculation system is as small and unsophisticated as possible. Frequent breakdowns are typical, often creating an atmosphere redolent of sweat and dirty socks. Despite these difficult living conditions, *Union* crews accomplish their missions ably, defending against aerospace fighter attacks with calm efficiency and delivering their BattleMech cargoes to drop points.

While the spherical shapes of *Union* and *Overlord* DropShips make space travel and atmospheric entry easier, the ships are unstable, and are most vulnerable when descending through an atmosphere. A single hit to one of the *Union's* four attitude jets can make it tumble out of control and crash-land. During a Liao invasion of the Marik-held world of Van Diemen IV, Marik fighter squadrons destroyed several *Union* Class DropShips in just such a fashion.

The shortage of replacement parts for the *Union's* complex interplanetary drive system, and the lack of the heavy industry needed to construct them may imperil the future of the *Union* and the *Overlord*. Even now they are produced in small numbers, and only a handful of people are familiar with these ships' exotic technology. If the Succession Wars drag on much longer, they may eventually cause this magnificent vehicle and its larger cousin to disappear from Successor State armies altogether.

DEPLOYMENT

Union Class DropShips served throughout Star League's stormy later history, moving into battle escorted by the Star League's awesome star cruisers and delivering their armored cargoes. The star cruisers vanished with the Star League Defense Forces, and the *Union* Class DropShips that remain are often badly in need of maintenance and crippled by the lack of reliable technicians.

Falling between the light *Leopard* and the super-heavy *Overlord* DropShips, the *Union* can accompany either one, as a lighter adjunct to the *Overlord* or as a powerful central coordinator for a raid by *Leopards*. When fuel is sufficient, the *Union* may drop its 'Mechs from high altitude at different locations, one lance at a time, and then land at a central rendezvous point. This tactic is especially useful during raids, when speed and surprise are essential. The *Union* also carries spare parts and ammunition for its 'Mechs, and will occasionally remain on the ground as a support base.

Use of the *Union* Class dates back well into the Star League era, when the vessel was first built as a replacement for the older *Lion* Class DropShip. The *Union* continues in the service of every Successor State military, and well-established pirate bands even own a few. Because *Overlord* Class DropShips are relatively rare and extremely expensive, *Union* DropShips often form the bulk of an invasion force.

Maintenance is beginning to cause a real problem for this class of DropShip, however. The difficulties of manufacturing and obtaining parts are beginning to affect the *Union's* performance; though it remains the standard DropShip in the Successor States thus far, its days may be numbered.

UNION

UNION CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Standard
Introduced: 2708
Mass: 3,500 tons

Dimensions
> **Length:** 81.5 meters
> **Width:** 81.5 meters
> **Height:** 78 meters

Fuel: 209 tons (1,254)
Tons/Burn day: 2.82
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 90
Structural Integrity: 11

Armor
> **Fore:** 18
> **Side:** 18
> **Aft:** 10

Weapons			Range Values			
Arc	**Type**	**Heat**	**S**	**M**	**L**	**Extreme**
Nose	PPC	10	1	1	—	—
Nose	AC	2	1	1	—	—
Nose	LRM	12	2	2	2	—
Nose	Laser	6	1	—	—	—
FL	PPC	10	1	1	—	—
FL	AC	2	1	1	—	—
FL	LRM	12	2	2	2	—
FL	Laser	14	2	1	—	—
FR	PPC	10	1	1	—	—
FR	AC	2	1	1	—	—
FR	LRM	12	2	2	2	—
FR	Laser	14	2	1	—	—
AL	Laser	14	2	1	—	—
AR	Laser	14	2	1	—	—
Aft	Laser	14	2	1	—	—

Cargo: 25 tons
> Bay 1: 'Mechs (4)   2 Doors
> Bay 2: 'Mechs (8)   2 Doors
> Bay 3: Fighters (2)   2 Doors

Escape Pods: 7
Life Boats: 0

Crew: 14

Cost: 160,000,000 C-bills
Revenue/Mission: 150,000 C-bills

Armament
> 3 PPCs
> 6 LRM-20s
> 6 A/C 5s
> 5 Large Lasers
> 12 Medium Lasers
> 9 tons LRM ammunition
> 12 tons AC/5 ammunition

OVERLORD

DROPSHIPS
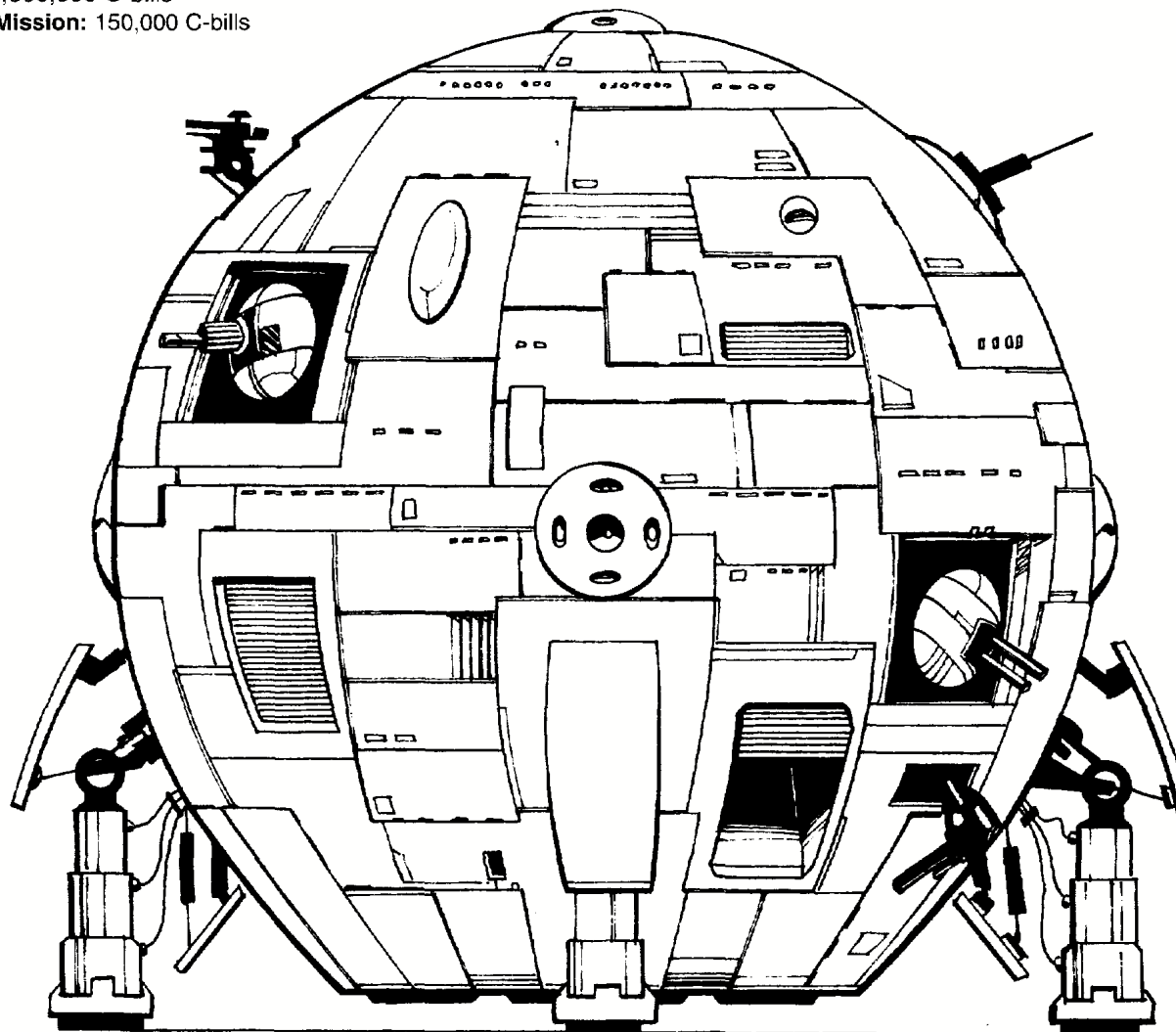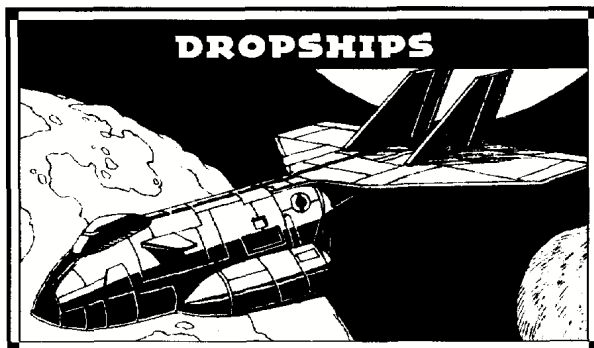
Mass: 9,700 tons
Drive System: Star League V450
Armament:
 6 Particle Projection Cannons
 3 Long-Range Missile 20-Racks
 2 AC/20s
 6 AC/5s
 6 Large Lasers
 12 Medium Lasers
Manufacturers: Various

OVERVIEW

Massing nearly ten thousand tons, the *Overlord* Class DropShip is the ultimate space combat vehicle still existing in the Successor States. As the Succession Wars drag on and the number of *Overlords* decreases, they are even more highly prized by the warring Great Houses.

CAPABILITIES

The Overlord delivers large complements of BattleMechs and aerospace fighters into battle. It can carry a full battalion of 36 BattleMechs and six aerospace fighters, easily enough to invade a planet with a small garrison force.

The *Overlord* bristles with weapons: six heavy PPCs, six Class 5 autocannons and two Class 20 autocannons, three LRM launchers, twelve medium lasers and six large lasers. This awesome array of weapons easily outguns any other type of vessel in space. The intricacies of atmospheric tracking, combined with the Successor States' inability to repair the more delicate Star League-era target acquisition components when they break down, limits the use of the *Overlord's* weapons on the ground or at low altitudes, but this ship nevertheless remains a formidable opponent in space combat.

Though vulnerable to enemy fire at low altitudes, the *Overlord* has less trouble than the lighter *Union* Class DropShip if one of its six Imsoll attitude jets is destroyed. The *Overlord's* pilot can usually shut down the engine opposite the damaged one; the four remaining jets are enough to keep the vessel stable. The loss of one jet drastically increases the *Overlord's* descent rate, however, and without a talented pilot at the helm the ship may hit the ground at disastrously high velocity.

Forced to work in the cramped, foul-smelling interior of the ship, the crews of *Overlords* are accustomed to the pressures and tensions of combat. Crew quarters on the *Overlord* are somewhat roomier than those of the smaller *Union*, but not much. The forty-three regular crew members live in two small bunkrooms, as do the thirty-six MechWarriors and six fighter pilots riding aboard the DropShip as passengers. Above these four bunkrooms are the executive officers' quarters (four officers to a room), and the captain's small private stateroom. As with *Union* Class ships, the air is almost unbearably foul, though individuals assigned to such ships claim that they eventually get used to it to the point that unpolluted air "smells funny."

Throughout the long centuries of the Succession Wars, the complex 'Mech delivery systems on most *Overlords* have been jury-rigged into unrecognizable jumbles of miscellaneous machinery. The sleek, efficient, and quiet original drop units have been replaced by unreliable, lumbering monstrosities that often frustrate *Overlord* crews by breaking down in the heat of battle, forcing the DropShip to land and discharge its 'Mechs on the planet's surface.

DEPLOYMENT

Too huge to be useful in hit-and-run raids, too expensive to maintain for anything but large-scale operations, and too valuable to risk in small actions, the *Overlord* is used almost exclusively for planetary invasion and conquest. The sight of one or more *Overlords* advancing on a planet nearly always signals the beginning of a major campaign. The *Overlord's* vast complement of weapons can destroy large numbers of enemy ships, its heavy armor allows it to remain in combat for long periods of time, and its large fighter complement makes it an invaluable support vehicle.

In addition to BattleMechs, the *Overlord* may deliver fuel and spare parts, or act as a command center for 'Mech battalions assigned to it. All these operations are necessary parts of the large-scale invasions for which the ship is best suited. The *Overlord* is used only rarely as a raiding vehicle, as the expense of operating one usually outweighs any benefit to be gained from a raid unless the prize is especially valuable.

Because it can deliver massive firepower and a battalion-sized load of 'Mechs, the *Overlord* is certain to remain a vital part of Successor State warfare for as long as the Successor State militaries can reliably produce, maintain and repair the vessels.

OVERLORD

OVERLORD CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Standard
Introduced: 2762
Mass: 9,700 tons

Dimensions
    Length: 99 meters
    Width: 99 meters
    Height: 131.2 meters

Fuel: 306 tons (1,224)
Tons/Burn day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 120
Structural Integrity: 18

Armor
    Fore: 22
    Side: 21
    Aft: 15

Cargo: 50 tons
    Bay 1: 'Mechs (36)   3 Doors
    Bay 2: Cargo   1 Door
    Bay 3: Fighters (6)   2 Doors

Escape Pods: 3
Life Boats: 3

Crew: 43

Cost: 430,000,000 C-bills
Revenue/Mission: 400,000 C-bills

Armament
    6 PPCs
    3 LRM-20s
    2 AC/20s
    6 AC/5s
    6 Large Lasers
    12 Medium Lasers
    16 tons LRM ammunition
    10 tons AC/5 ammunition
    6 tons AC/20 ammunition

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	PPC	20	2	2	—	—
Nose	AC	16	5	1	—	—
Nose	Laser	6	1	—	—	—
FL	PPC	10	1	1	—	—
FL	AC	1	1	1	—	—
FL	LRM	6	1	1	1	—
FL	Laser	14	2	1	—	—
FR	PPC	10	1	1	—	—
FR	AC	1	1	1	—	—
FR	LRM	6	1	1	1	—
FR	Laser	14	2	1	—	—
AL	PPC	10	1	1	—	—
AL	Laser	14	2	1	—	—
AR	PPC	10	1	1	—	—
AR	Laser	14	2	1	—	—
Aft	AC	2	1	1	—	—
Aft	LRM	6	1	1	1	—
Aft	Laser	22	3	2	—	—

THE FUTURE OF WARFARE!

In the year 3025, war rages across all of known space. The Successor Lords vie for supremacy over the entire Inner Sphere, each commanding a vast army of troops. At the forefront of these forces are BattleMechs, 12-meter tall humanoid juggernauts bristling with enough firepower to level a city block. Centuries of war have taken their toll, and 'Mechs have become scarce and valuable. The presence of these behemoths on the battlefield often spells the difference between victory and defeat!

This revised edition of the original **Technical Readout: 3025** features the most popular and powerful BattleMechs of the Succession Wars, as well as a selection of support vehicles, aerospace craft and rare Star League-era 'Mechs. Each of these war machines is illustrated in detail, accompanied by a description of its history and capabilities and complete **BattleTech** game statistics. Fully compatible with the **BattleTech** boxed game.

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