

BATTLETECH[®]

DROPSHIPS, JUMPSHIPS, & WARSHIPS

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TECHNICAL[™]
READOUT:

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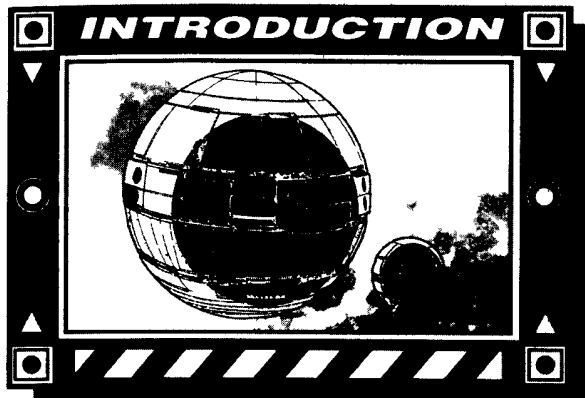
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Technical Readout: 3057 is a sourcebook for **BattleSpace**, the **BattleTech** game of space combat. **TR 3057** provides descriptions and game statistics for the DropShips, JumpShips, aerospace fighters, and other non-atmospheric assets most commonly used by Inner Sphere and Clan navies. Each type of vessel appears in a separate section, further divided into Inner Sphere and Clan. **BattleSpace** is a self-contained game based on the **BattleTech** game system and universe. You need no other **BattleTech** products to play **BattleSpace**.

TR 3057 also includes clarifications for problems discovered in the **BattleSpace** rulebook and corrected record sheets for that product.

TERMS

Some of the terms used to describe the ships in this book require additional definition beyond that given in **BattleSpace**.

VEHICLE BAYS

The tonnage allocated for a 'Mech, vehicle, small craft, or fighter includes the mass of the unit itself, plus the surrounding support structures and drop cocoons. This tonnage also accounts for any attached crew, such as technicians and pilots, including their living quarters.

TONNAGE

For game purposes, all ships weigh the same total tonnage whether empty or fully loaded.

TROOPS AND PASSENGERS

The term passengers refers to civilian individuals riding in reasonably comfortable accommodations. Military vessels never provide separate passenger space. When such ships

carry civilians, they travel in officer's quarters unless otherwise noted. Any exceptions to this rule will be described in the text for that individual ship. Passenger quarters must be placed in a bay or bays.

Troops consist of infantry units carried in barracks. Unless stated otherwise, indicated troops refer to 28-man platoons or 5-man Points. The spartan living conditions in these quarters are not appropriate for paying passengers, and cannot be used as passenger space.

CARGO

Troops, passengers, 'Mechs, vehicles, and so on are not considered cargo. Cargo is tonnage reserved for other items carried in large, open cargo bays. Cargo must be assigned to a bay or bays.

OFFICERS

Most ships are constructed to accommodate one officer for every five enlisted crew members. For example, a DropShip with 120 total crew would provide quarters and other facilities for 20 officers and 100 crew members.

BAYS

For game purposes, all non-essential or special miscellaneous equipment must be assigned to a bay or bays. This includes cargo, 'Mechs, vehicles, small craft, fighters, troops of any sort (including marines and Elementals) and passenger quarters. While ships may have any number of bays, we group all bays into three areas for ease of record keeping.

SHIP DESIGNS

Some ships carry a designation of Obsolete or Upgraded. Ships designated as obsolete are those ships designed and built before the **BattleSpace** game existed. As such, their statistics may not conform to the **BattleSpace** construction rules. While all of these designs are considered "official," in the game world these ships are outdated, difficult to repair, and are no longer manufactured. However, most obsolete ships have been refitted with new technology and so made to conform to the **BattleSpace** rules. These refitted ships are designated as Upgraded.

Ships that are not designated as either Obsolete or Upgraded conform fully to the **BattleSpace** construction rules.

MODIFICATIONS

TR 3057 only provides statistics for the "basic" model of

each ship. Though many possibilities for variants and customization exist, players must take into account some basic considerations.

Officers quarters were determined by dividing the number of crew by six and dropping any fractions. Assume that each ship comes equipped with armaments and ammunition. Both can be increased if there is enough cargo tonnage available.

Variants are only limited by the amount of cargo tonnage available.

COST AND REVENUE PER MISSION

The costs listed for these ships represent the "typical" retail value based on perceived availability. Modify these numbers as necessary to suit the current game situation.

The revenue per mission is also an approximation and is to be used as a guideline for negotiation.

SMALL CRAFT

This book defines small craft as any space vessel weighing 200 tons or less that is not an aerospace fighter. Vessels weighing more than 200 tons are considered DropShips for game purposes. Vessels weighing more than 200 tons cannot be placed in small craft bays and must dock at docking hardpoints.

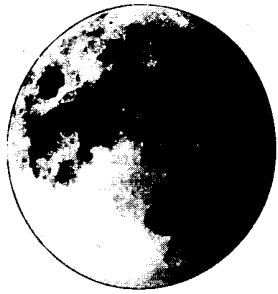
Small craft have no armor facings and are treated like aerospace fighters when under attack. When firing small craft weapons, if any, use the firing arcs for the specific craft shape (either aerodyne or spheroid). Note that small craft mount weapons by arcs in the same way as aerospace fighters, rather than in bays like DropShips. Small craft do not travel in squadrons: each craft is treated as an individual unit for game play.

When constructing small craft, use the DropShip Construction section of **BattleSpace** with the following modifications.

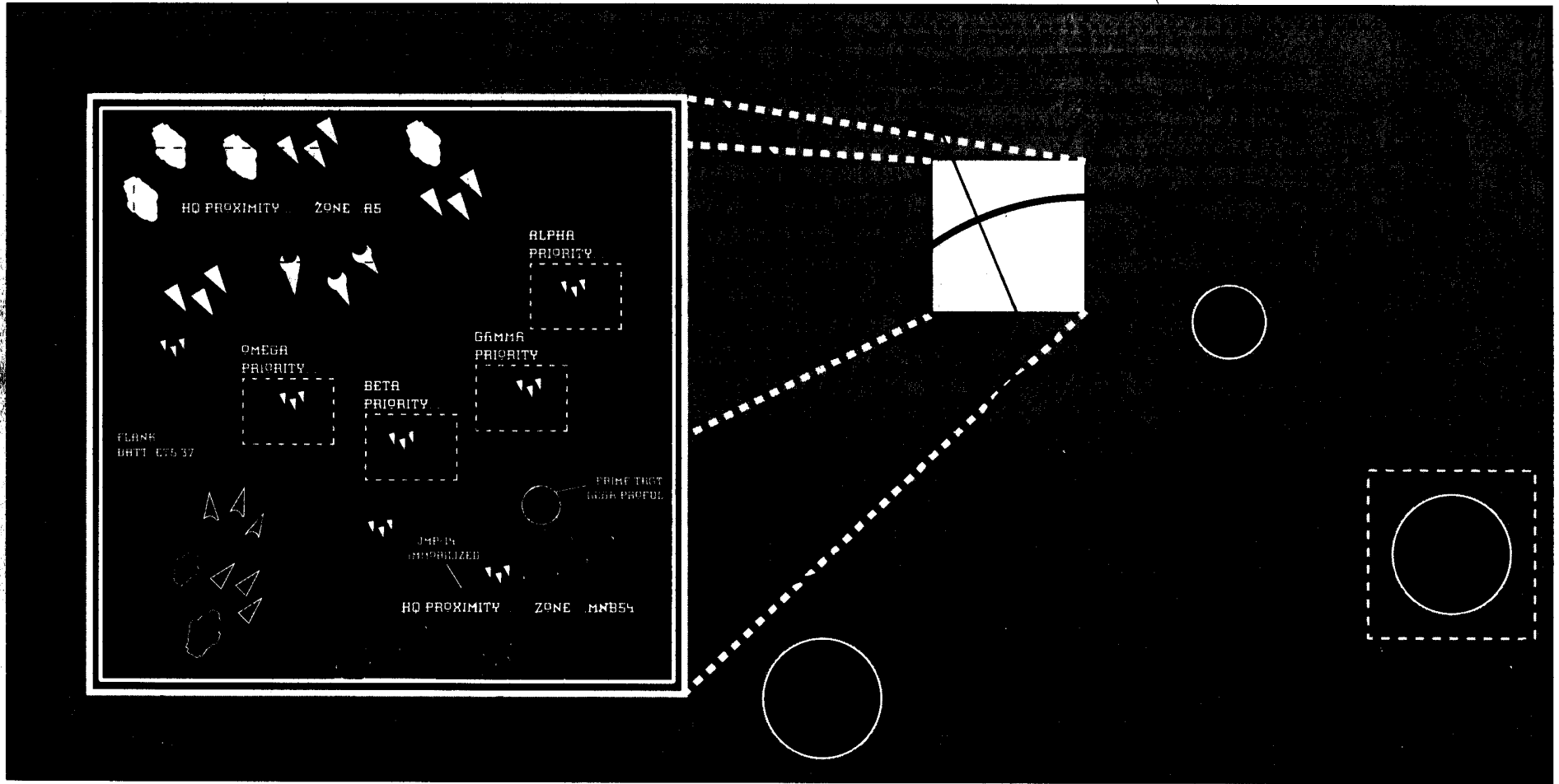
1. Do not round tonnage fractions off during any of the construction steps. However, ignore this rule when calculating the "free" heat sinks that come with the engine. Add all extra heat sinks beyond the "free" ones in one-ton increments.

2. Small craft, as stated above, have a single Armor Value (like aerospace fighters). Do not assign armor per facing. Calculated Armor Points represent a single Armor Value for the entire craft.

3. Passenger tonnage varies depending on the purpose of the vessel and the available space. The range of passenger tonnage is .1 ton per person to 10 tons per person. See the **Small Craft** section of this book for examples of the tonnage typically assigned for passengers.



INTRODUCTION



For hundreds of years the Great Houses of the Inner Sphere battled among themselves for the right to rule mankind. Generally, these opponents found themselves evenly matched and soon began turning to their weapon designers for the elusive advantage that would tip the scales and provide them with victory. But real breakthroughs were rare, and the technologies of war grew only incrementally.

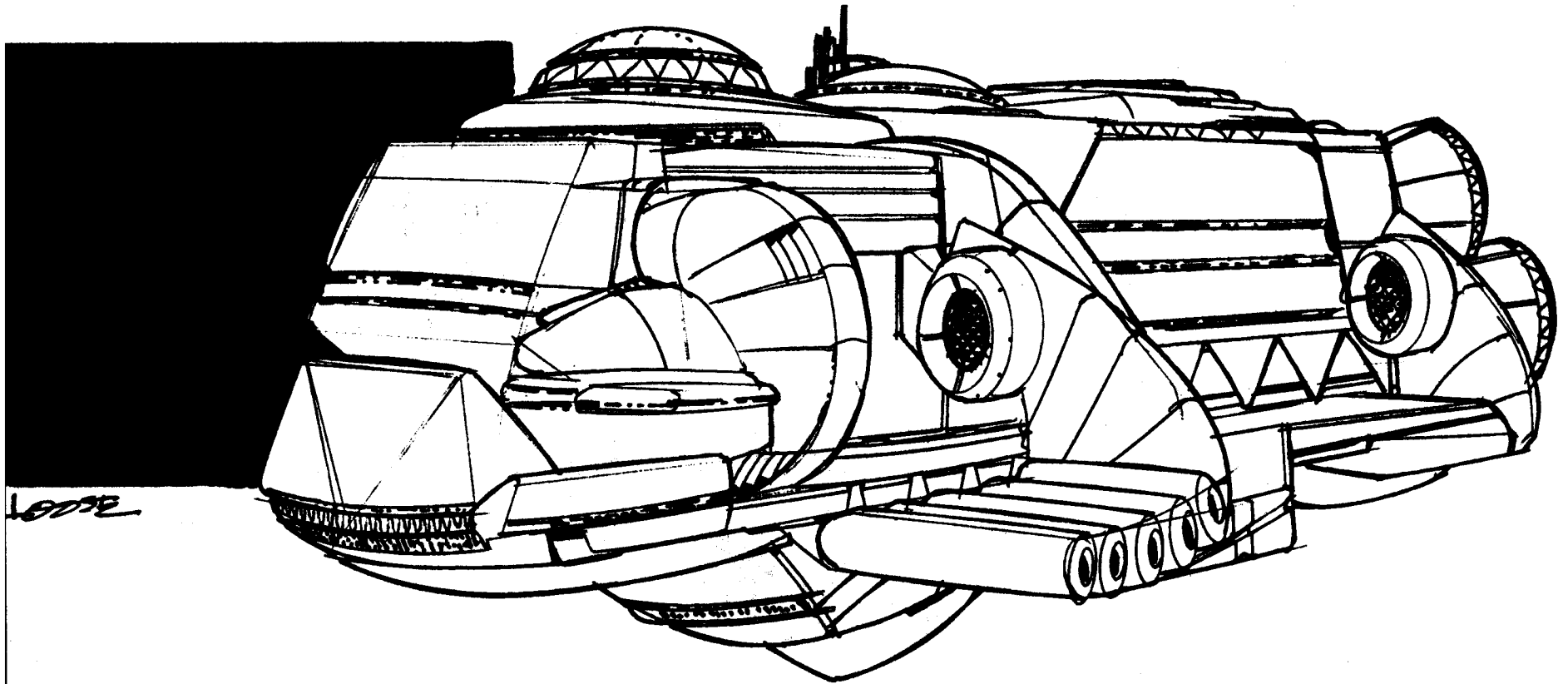
The return of the Clans has changed this forever. The overwhelming might of these invaders has forced Inner Sphere military leaders to rethink their most basic ideas of war and has triggered a massive effort by Inner Sphere weapon designers to create new battlefield technologies. Most of this effort has concentrated on innovations in BattleMech and aerospace warfare. But perhaps more important are the new JumpShip, DropShip, and WarShip designs this effort has spawned. The following document presents our most current information on these designs, as well as Clan naval innovations.

Surprisingly, few differences exist between the basic naval technologies of the Clans and the Inner Sphere. Apparently the Clans long neglected naval warfare, and have devoted few resources to developing new naval technology. However, the Clans do possess numerous vessels of Star League vintage, including several of the combat JumpShips known as WarShips. Each Clan has a number of these invaluable vessels, which dwarf even the largest Inner Sphere DropShips and JumpShips. These massively armed and armored craft have not been seen in the Inner Sphere since the Succession Wars began. Only the discovery of the Gray Death memory core has enabled the Successor States to begin producing prototypes of these awesome machines of destruction. The arrival of the Clans has prompted the Inner Sphere militaries to step up their WarShip programs, but it seems unlikely that any Successor State will have a significant WarShip capability within the next decade.

This document contains a survey of the most common naval craft in service with the Inner Sphere and Clan militaries. The survey is by no means exhaustive, but it does contain the vessels you are most likely to encounter. Each entry contains a brief overview of the craft's history and capabilities, as well as performance specifications for use with BattleSpace simulators.

Although every effort has been made to ensure the accuracy of this information, many of the vessels have only been in service for a few years, and so opportunities to study them have been limited. As a result, some of the data presented may be erroneous, and we request that any new information be forwarded to headquarters for further study.

—Dai-i Otanashi Haruka
Explorer Corps
6 January 3057

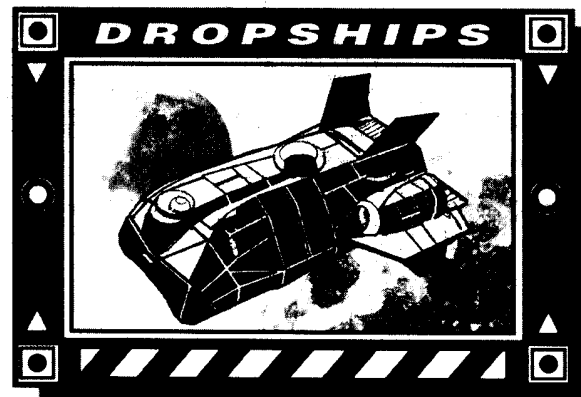


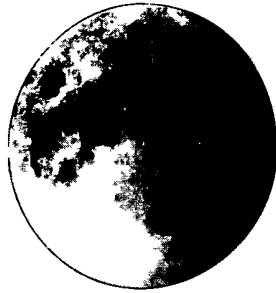
DROPSHIPS

DropShips form the first link in the chain of interstellar travel. These venerable craft transport 'Mechs, vehicles, troops and materiel from orbit to planetary battlefields. These vessels also mount heavy arsenals, which make them equally devastating on land, in the atmosphere, and in space. For this reason, DropShips are among the most prized assets of any military force. In recent years, DropShips have also become prime battle targets.

Until the Clan invasion of the Inner Sphere, DropShip designs had remained virtually unchanged since the Star League era. Modifications to DropShips had been fairly common, but these generally comprised electronics and weaponry upgrades, rather than basic design modifications. The Gray Death memory core had enabled a few Inner Sphere manufacturers to produce prototypes of refitted Star League-era DropShip designs, but only Dynamico Ltd. of Delavan had any such vessels in production when the Clans invaded.

The arrival of the Clans and their superior aerospace and BattleMech technologies provided the impetus for a new DropShip effort in the Inner Sphere, however. After an initial rush to field new BattleMech designs against the Clan hordes, most Successor States settled into a phase of long-term planning, which included enhancing their naval capabilities. The design and production of new military DropShips and the upgrading of existing designs became a high priority, primarily because these versatile vessels can be used in a number of combat roles.





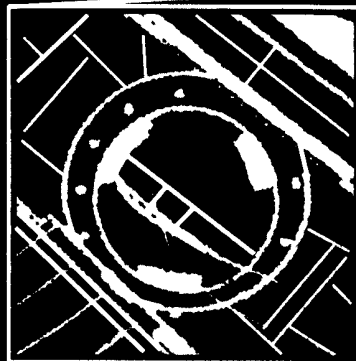
INNER SPHERE DROPSHIPS

•BEHEMOTH CLASS DROPSHIP•
MANUFACTURER: BRIGADIER CORP.,
MACKENZIE, FREE WORLDS LEAGUE
MASS (LOADED): 100,000 TONS
OVERALL LENGTH: 200 METERS

•SUNBURST M-200L
MEGADRIVE
101100-201278A3-M2.4

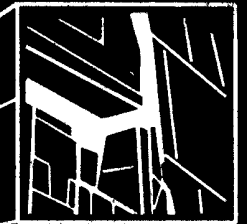
WEAPON BAY DETAIL CONTENTS:

1. DEFIANCE B3L LRG. LASER
2. DEFIANCE B3M MFD. LASER



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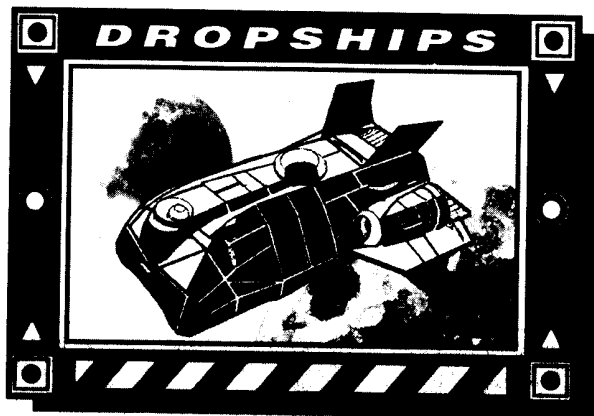
ZOOM 10X

PORT SIDE BAY
DOOR:
D2 DETAIL
HAMP STORAGE
AND LOCKING
MECHANISM

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AVENGER

The *Avenger* is very well armed and armored, rivaling the *Union* for firepower. The design's small size and considerable speed enable the *Avenger* to outmaneuver the majority of opposing craft, providing *Avenger* crews with a decisive edge in almost all combat.

These craft are rare and expensive, however. Most are owned by the navies of the Successor States, who usually reserve them for major planetary assaults. *Avengers*, along with other attack craft, form the vanguard of an assault force, neutralizing any opposition to the DropShip transports that follow. And once an invasion force has achieved aerospace superiority, it often uses *Avengers* to "soften up" an LZ with bombing and strafing runs.

Unlike most aerodyne craft, the *Avenger* has only a rear maneuvering drive. This means the *Avenger's* interior must be reconfigured each time it enters or exits atmosphere. In atmosphere, "up" is toward the *Avenger's* vertical stabilizer, while in space, "up" is toward the ship's nose. As a result, the craft is sparsely furnished with fittings that can easily be altered to match the craft's orientation. Similarly, the craft's accessways are designed for use in either orientation. A ladder mounted in one wall provides an additional means of ascending the shafts when the craft is in space.

The *Avenger* was the first craft routinely refitted with new technology. The first such upgraded vessel slipped its moorings at the Dynamico yards at Delavan in early 3048. The new *Avenger* remained the only newtech production craft for several years as the Clan invasion interrupted DropShip production in the Inner Sphere. In 3053, Dynamico negotiated a deal with Defiance Industries of Hesperus II, allowing the Inner Sphere's premier weapons producer to expand its range of products. The two firms then unveiled a joint refitted version of the *Avenger* two years later.

As with most other craft, the vessel's weaponry has been the primary area refitted. Each set of twinned AC-5 autocannons in the nose and wings has been replaced with a Poland Model A Gauss rifle, which provides increased firepower and range without causing extra heat. The firepower and range of the original *Avenger's* nose-mounted large lasers has been supplemented by a pair of ExoStar ER large lasers. The eight medium lasers carried by the old model have also been replaced with the new Martell medium pulse lasers, which boost the craft's close-in weaponry.

Avengers have been involved in numerous actions, both against the Clans and other Inner Sphere powers. The most notable of these occurred in November of 3055, when a Liao fleet, including a new *Lung Wang* attack craft, raided the Federated Commonwealth world of Lee. In the brief battle that followed, a refitted Syrtis Fusiliers *Avenger* outmaneuvered the new Capellan craft and inflicted major damage to it. But as the *Avenger* closed for the kill, a volley of missiles from the *Lung Wang* penetrated the *Avenger's* hull, rupturing the fuel tank and causing a massive explosion.

AVENGER CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Assault ship
Tech: Standard
Introduced: 2816
Mass: 1,400 tons

Dimensions
Length: 50.5 meters
Width: 42 meters
Height: 11.9 meters

Fuel: 160 tons (1,600)
Tons/Burn-day: 1.84
Safe Thrust: 7
Maximum Thrust: 11
Heat Sinks: 70
Structural Integrity: 12

Armor
Fore: 23
Sides: 20
Aft: 18

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	AC	9	3	1	—	—
Nose	LRM	6	1	1	1	—
Nose	Laser	22	3	2	—	—
LW	PPC	10	1	1	—	—
LW	AC	2	1	1	—	—
LW	LRM	6	1	1	1	—
LW	Laser	6	1	—	—	—
RW	PPC	10	1	1	—	—
RW	AC	2	1	1	—	—
RW	LRM	6	1	1	1	—
RW	Laser	6	1	—	—	—
Aft	LRM	6	1	1	1	—
Aft	Laser	6	1	—	—	—

Cargo: 93 tons
 Bay 1: Cargo 1 Door
 Bay 2: N/A
 Bay 3: N/A

Escape Pods: 2
Life Boats: 0

Crew: 15

Cost: 70,000,000 C-bills
Revenue/Mission: 500,000 C-bills

Armament:
 2 PPCs
 1 AC/20
 6 AC/5s
 1 AC/2
 4 LRM-20s
 2 Large Lasers
 8 Medium Lasers
 1 ton AC/2 ammunition
 6 tons AC/5 ammunition
 3 tons AC/20 ammunition
 13 tons LRM ammunition

UPGRADED VERSION

Type: Military Aerodyne
Use: Assault ship
Tech: Star League

Introduced: 3048
Mass: 1,400 tons

Dimensions

Length: 50.5 meters
Width: 42 meters
Height: 11.9 meters

Fuel: 160 tons (1,600)
Tons/Burn-day: 1.84
Safe Thrust: 7

Maximum Thrust: 11
Heat Sinks: 70 (140)
Structural Integrity: 12

Armor

Fore: 23
Sides: 20
Aft: 18

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	8	4	2	2	—
Nose	LRM	6	2	2	2	—
Nose	Laser	24	2	2	2	—
Nose	Pulse	8	1	—	—	—
LW	PPC	15	1	1	1	—
LW	AC	1	2	2	2	—
LW	LRM	6	2	2	2	—
LW	Pulse	8	1	—	—	—
RW	PPC	15	1	1	1	—
RW	AC	1	2	2	2	—
RW	LRM	6	2	2	2	—
RW	Pulse	8	1	—	—	—
Aft	LRM	6	2	2	2	—
Aft	Laser	12	1	1	1	—
Aft	Pulse	8	1	—	—	—

Cargo: 127 tons
 Bay 1: Cargo 1 Door
 Bay 2: N/A
 Bay 3: N/A

Escape Pods: 2

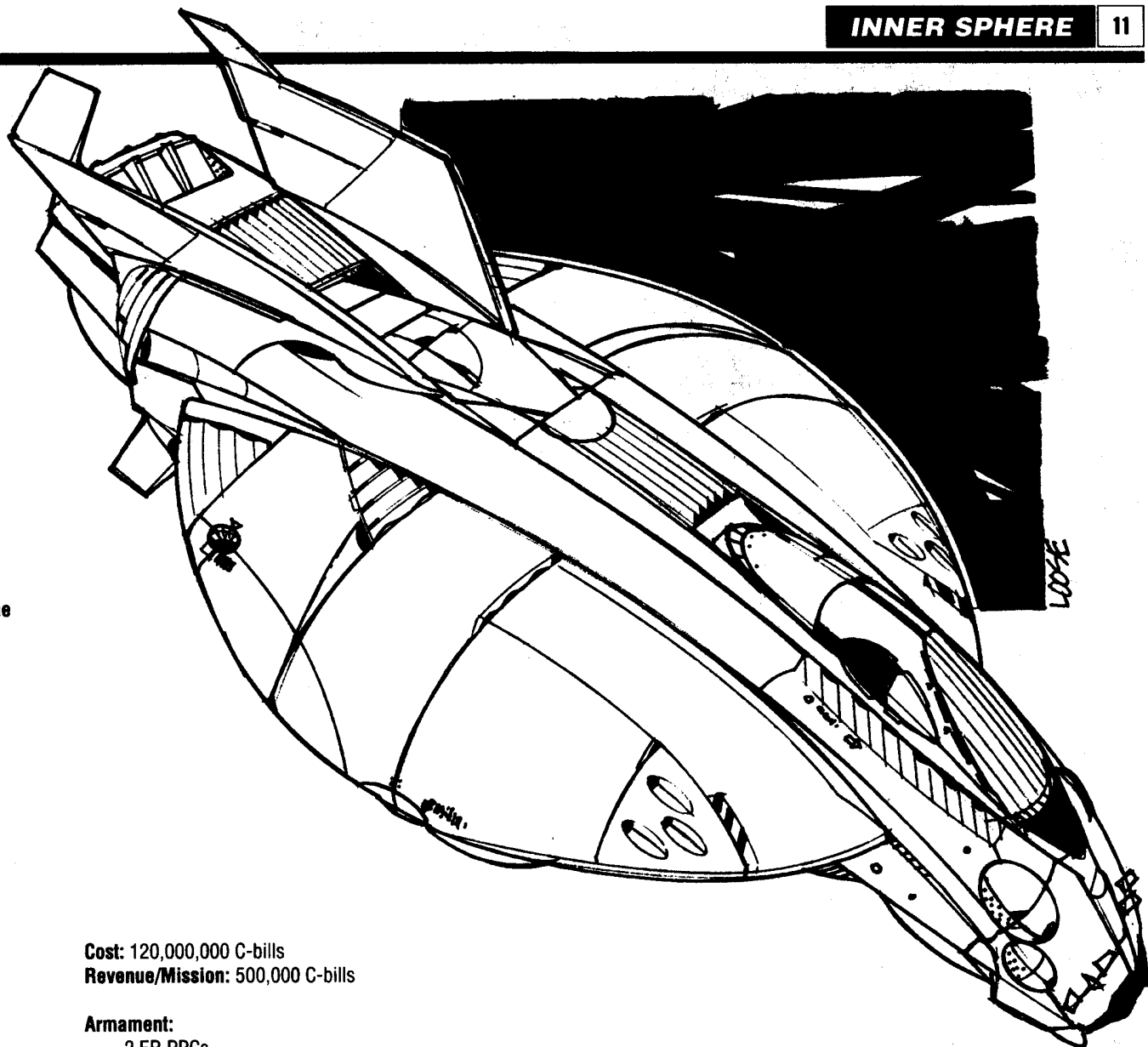
Life Boats: 0

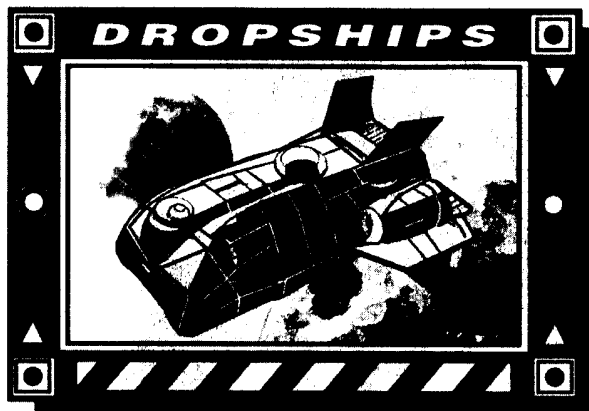
Crew: 15

Cost: 120,000,000 C-bills
Revenue/Mission: 500,000 C-bills

Armament:

- 2 ER PPCs
- 1 AC/20
- 3 Gauss Rifles
- 4 LRM-20s with Artemis
- 3 ER Large Lasers
- 8 Medium Pulse Lasers
- 6 tons Gauss ammunition
- 3 tons AC/20 ammunition
- 10 tons LRM ammunition





The *Claymore* is a new assault DropShip being built at the Shipil yards orbiting Skye. The design phase of the project began in 3047 amid great secrecy, and within two years production of a prototype was set to begin. However, the arrival of the Clans prompted the AFFS to turn its attention toward new BattleMech designs, and the *Claymore* project was suspended.

In late 3050, the battle at Radstadt showed the relative vulnerability of Clan aerospace assets, and the AFFS began reassessing its priorities. Soon Prince Hanse Davion instigated a number of projects to bolster Federated Commonwealth aerospace assets and reactivated the *Claymore* project. The prototype had begun to take on its trademark swanlike appearance by August of 3053, and by year's end the FCS *Claymore* made its maiden flight. Six months later the Sixth Lyran Guards were testing the new vessel on combat raids. The *Claymore* was given AFFS approval the following year and entered full-scale production.

Shipil currently produces one *Claymore* every nine months. Three such craft are stationed along the edge of the Clan occupation zone. Although small for a DropShip, the *Claymore* class carries a formidable array of weaponry and armor. The *Claymore's* six nose bays contain most of the vessel's weaponry, primarily lasers. A large LRM system provides a bombardment capability, and Streak-equipped SRM launchers provide further firepower. The *Claymore's* wing-mounted weapons can cover fore and aft arcs, but some observers have criticized the design as lacking adequate firepower for an assault vessel.

CLAYMORE

CLAYMORE CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault ship
Tech: Star League
Introduced: 3054
Mass: 1,400 tons

Dimensions

Length: 87 meters
Width: 74 meters
Height: 25 meters

Fuel: 80 tons (800)
Tons/Burn-day: 1.84
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 47 (94)
Structural Integrity: 12

Armor

Fore: 25
Sides: 20
Aft: 15

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Laser	18	2	1	1	—
Nose	LRM	6	1	1	1	—
Nose	PPC	15	1	1	1	—
Nose	Pulse	18	2	1	—	—
Nose	SRM	2	1	—	—	—
Nose	LBX	2	1	1	—	—
LW	Laser	8	1	1	—	—
LW	LRM	4	1	1	1	—
LW	LBX	2	1	1	—	—
RW	Laser	8	1	1	—	—
RW	LRM	4	1	1	1	—
RW	LBX	2	1	1	—	—
LW (aft)	Laser	11	1	1	—	—
LW (aft)	SRM	2	1	—	—	—
RW (aft)	Laser	11	1	1	—	—
RW (aft)	SRM	2	1	—	—	—
Aft	LRM	6	1	1	1	—
Aft	Point	4	1	—	—	—
Aft	PPC	15	1	1	1	—
Aft	Pulse	10	1	1	—	—
Aft	LBX	2	1	1	—	—

Cargo: 329 tons
 Bay 1: Cargo 2 Doors
 Bay 2: N/A
 Bay 3: N/A

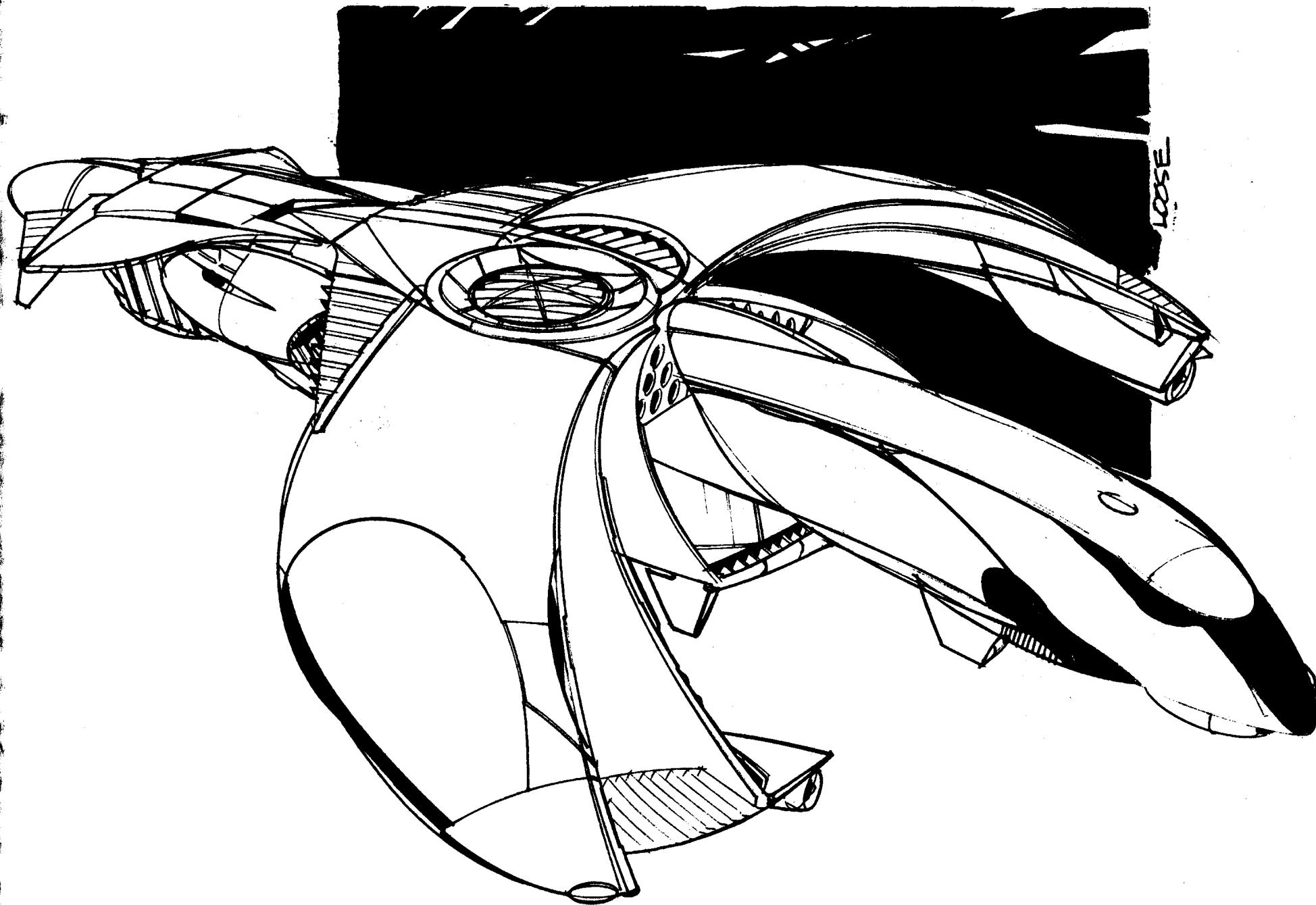
Escape Pods: 0
Life Boats: 2

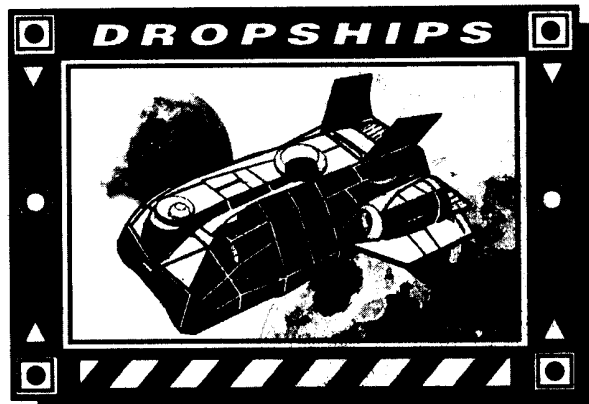
Crew: 15

Cost: 130,000,000 C-bills
Revenue/Mission: 500,000 C-bills

Armament:

1 ER Large Laser
 2 ER PPCs
 4 Large Lasers
 4 Medium Lasers
 2 Large Pulse Lasers
 2 Medium Pulse Lasers
 2 Small Pulse Lasers
 4 LB10-Xs
 2 LRM-10s
 2 LRM-20s
 3 Streak 2s
 4 tons LB10-X ammunition
 6 tons LRM ammunition
 3 tons SRM ammunition





The *Leopard* 'Mech transport has served Inner Sphere combat units since the dawn of the Star League. Ideally suited to raiding, the now 1,800-ton *Leopard* can transport a lance of BattleMechs, together with a pair of aerospace fighters. *Leopards* are most often used to provide support in planetary assaults, where the vessel can quickly drop its 'Mechs to plug breeches in a defensive position or to provide extra firepower for a crucial assault. *Leopard* Class DropShips are also used to escort valuable transports into and out of combat zones. Although not as effective as dedicated assault DropShips, the *Leopard's* firepower and maneuverability enable it to provide effective protection against enemy craft.

The *Leopard's* offensive systems consist primarily of energy weapons, although a trio of LRM launchers provide additional ranged fire. The nose weapons bay contains a pair of PPCs, an LRM-20, and three medium lasers. Each of the forward-firing side weapons bays contains a pair of large lasers, an LRM-20, and a medium laser. A dorsal turret mounts a pair of aft-facing medium lasers, and a single large laser, mounted midway between the engine modules, supplements the firepower into the craft's rear arc.

Four huge doors provide access to the vessel's four individual 'Mech bays. The only access to the interior of the craft is through a pair of human-sized double doors, which means only the smallest 'Mech parts can be moved between bays. The limited space on the craft restricts the repair equipment it may carry to mobile repair platforms, small equipment cranes, and industrial exoskeletons.

The *Leopard's* two fighter bays, situated just forward of the 'Mech bays, each contain a single fighter cubicle. When no fighters are being transported, the fighter cradles can be dismantled. The resulting extra cargo space can accommodate up to 300 tons of cargo or 6 small vehicles. However, this space is considered unsuitable for transporting combat units due to its limited access.

LEOPARD

The crew quarters of the obsolete *Leopard* are among the most cramped of any DropShip. An updated *Leopard* introduced by Irian Technologies in 3056 enhances the vessel's already superior weapons systems and upgrades the life-support system. Although still cramped, each of the 15 bunkrooms contains facilities for two people, and a more powerful air circulation and filtration system makes life much more comfortable for passengers.

Leopard's arsenal has been refitted with Star League extended-range systems, large lasers, PPCs, and pulse lasers. A new coolant system easily handles the increased heat generated by these weapons. The new *Leopard's* three LRM batteries feature the new Doombud system. The system enables the LRMs to be targeted with an Artemis IV fire-control system, resulting in more ordnance hitting the target.

Federated-Boeing Interstellar at Galax has also launched a refitted version of the *Leopard*, which to all intents and purposes is identical to that produced by Irian at its Clipperton yards. Federated-Boeing has protested to the Federated Commonwealth government and ComStar about the Irian version, claiming that Irian stole the design in a raid on the Floating Tower in 3053. Given the poor state of relations between the factions involved, however, it seems unlikely that Federated-Boeing will receive any compensation.

LEOPARD CLASS DROPSHIP OBSOLETE VERSION

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
Sides: 13
Aft: 10

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extrem
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: 'Mechs (4) 4 Doors
Bay 2: Fighters (2) 2 Doors
Bay 3: N/A

Escape Pods: 2

Life Boats: 0

Crew: 9

Armament:

2 PPCs
3 LRM-20s
5 Large Lasers
7 Medium Lasers
6 tons LRM ammunition

Cost: 60,000,000 C-bills

Revenue/Mission: 60,000 C-bills

Notes: Each 'Mech or fighter cubicle removed will provide 150 tons of cargo space, which can be converted to carry light vehicles.

UPGRADED VERSION

Type: Military Aerodyne
Use: 'Mech carrier
Tech: Star League

Introduced: 3056
Mass: 1,800 tons

Dimensions

Length: 65.5 meters
Width: 51.6 meters
Height: 22.4 meters

Fuel: 100 tons (1,000)
Tons/Burn-day: 1.84
Safe Thrust: 4

Maximum Thrust: 6
Heat Sinks: 70 (140)
Structural Integrity: 7

Armor

Fore: 14
Sides: 13
Aft: 10

Weapons

		Heat	Range Values			
Arc	Type		S	M	L	Extreme
Nose	PPC	30	2	2	2	—
Nose	LRM	6	2	2	2	—
Nose	Pulse	12	2	—	—	—
LW	LRM	6	2	2	2	—
LW	Laser	24	2	2	2	—
LW	Pulse	4	1	—	—	—
RW	LRM	6	2	2	2	—
RW	Laser	24	2	2	2	—
RW	Pulse	4	1	—	—	—
Aft	Laser	12	1	1	1	—
Aft	Pulse	8	1	—	—	—

Cargo: 5 tons (see notes)

Bay 1: 'Mechs (4) 4 Doors
 Bay 2: Fighters (2) 2 Doors
 Bay 3: Cargo

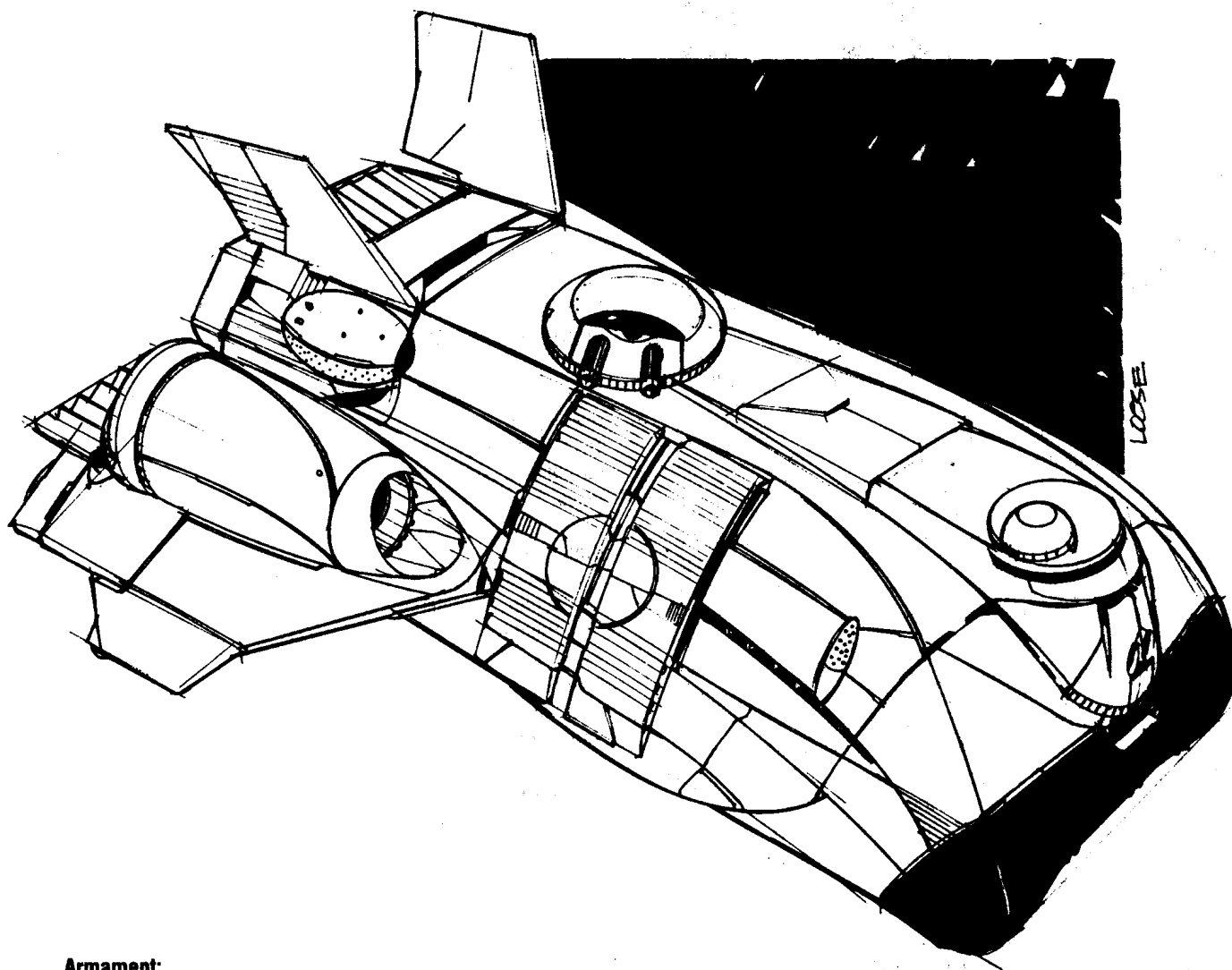
Escape Pods: 2

Life Boats: 0

Crew: 9

Cost: 75,000,000 C-bills

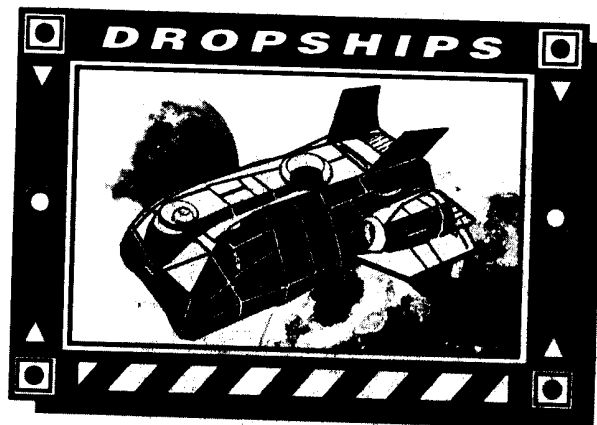
Revenue/Mission: 60,000 C-bills



Armament:

- 2 ER PPCs
- 3 LRM-20s with Artemis
- 5 ER Large Lasers
- 7 Medium Pulse Lasers
- 6 tons LRM ammunition

Notes: Each 'Mech or fighter cubicle removed will provide an additional 150 tons of cargo space, which can be converted to carry 3 light vehicles.



LEOPARD CV

A close relative of the *Leopard* Class 'Mech carrier, the *Leopard CV* is the most common fighter carrier in the Inner Sphere. Whereas the *Leopard* carries four 'Mechs and two fighters, the *Leopard CV* is designed to carry six fighters. The *Leopard CV*'s appearance is radically different from its 'Mech-carrying counterpart, although the two designs have nearly the same performance specifications.

The *Leopard CV* was designed almost 50 years after the standard version, by which time technological advances had facilitated the use of curved armor plating. The designers took advantage of this and created a more aerodynamic craft, while leaving the internal systems nearly unchanged. This accounts for the *Leopard CV*'s appearance. The *Leopard CV*'s characteristic overhanging tail unit reduces the drive's infrared signature when the top of the craft is pointed toward the enemy. However, the fragile nature of this design change increased the likelihood of a solid hit damaging vital control surfaces.

The *Leopard CV* lacks a separate transit drive, resulting in a need to reconfigure the craft's interior when entering atmosphere. However, this is generally not a problem, because few commanders are willing to risk damage to the vessel's fragile tail by entering atmosphere. The *Leopard CV* contains separate rooms for all crew and passengers. Although these rooms are somewhat small, the craft also boasts a roomy lounge and exercise facility.

*Leopard CV*s usually deploy ahead of main forces along with attack DropShips like the *Avenger*. This allows the *Leopard CV*'s fighter squadrons and weapons to screen the main force's transports from enemy units.

The Irian Technologies yards above Clipperton are the only site producing a version of the *Leopard CV* using recovered Star League technology. However, reports indicate that both Federated-Boeing Interstellar and Bowie Industries plan to launch similar craft within the next 18 months. First launched

in 3054, the 1,800-ton Irian *Leopard CV* features an upgraded arsenal. Magna Sunspot ER PPCs from Lopez replace the outdated PPCs mounted in the nose of the standard version, and Hellion-a III ER large lasers replace the original's wing-mounted large lasers. The craft's other lasers have been replaced with Magna 400P medium pulse lasers for increased accuracy.

Representatives from both the Capellan and Word of Blake militaries have visited the Clipperton yards, presumably to negotiate purchases of these new craft. However, the willingness of House Marik to allow sales to forces outside the Free Worlds League's control remains unknown.

LEOPARD CV CLASS DROPSHIP OBSOLETE VERSION

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
Sides: 13
Aft: 10

Weapons		Heat	Range Values			
Arc	Type		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.

UPGRADED VERSION

Type: Military Aerodyne
Use: Fighter carrier
Tech: Star League
Introduced: 3054
Mass: 1,800 tons

Dimensions
Length: 65.5 meters
Width: 51.6 meters
Height: 22.4 meters

Fuel: 100 tons (1,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 70 (140)
Structural Integrity: 7

Armor
Fore: 14
Sides: 13
Aft: 10

LEOPARD CV

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	PPC	30	2	2	2	—
Nose	LRM	6	2	2	2	—
Nose	Pulse	12	2	—	—	—
LW	LRM	6	2	2	2	—
LW	Laser	24	2	2	2	—
LW	Pulse	4	1	—	—	—
RW	LRM	6	2	2	2	—
RW	Laser	24	2	2	2	—
RW	Pulse	4	1	—	—	—
Aft	Laser	12	1	1	1	—
Aft	Pulse	8	1	—	—	—

Cargo: 5 tons (see notes)

- Bay 1: Fighters (3) 3 Doors
- Bay 2: Fighters (3) 3 Doors
- Bay 3: Cargo 2 Doors

Escape Pods: 2

Life Boats: 0

Crew: 9

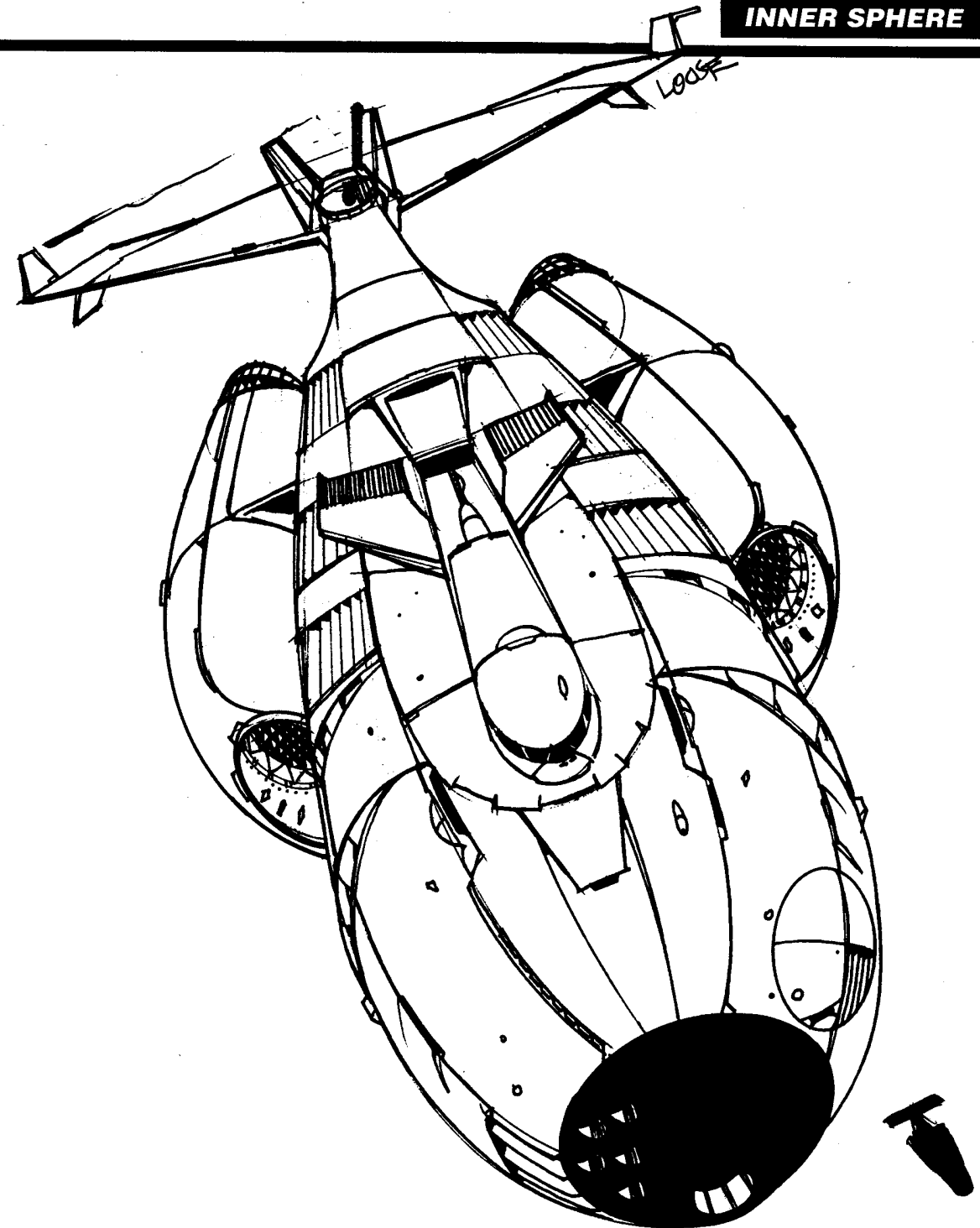
Revenue/Mission: 60,000 C-bills

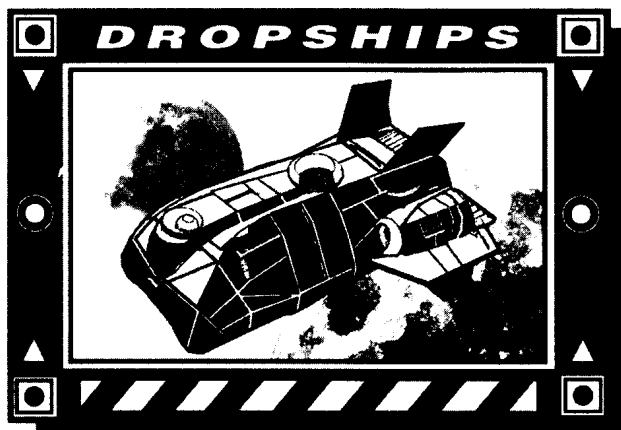
Cost: 85,000,000 C-bills

Armament:

- 2 ER PPCs
- 3 LRM-20s with Artemis
- 5 ER Large Lasers
- 7 Medium Pulse Lasers
- 6 tons LRM ammunition

Notes: Each fighter cubicle removed will provide an additional 150 tons of cargo space.





The *Fury* Class DropShip is one of the smallest DropShips operated by the armies of the Successor States. Originally launched in 2638, the modern *Fury* Class vessel can deliver four platoons of fully equipped infantry and eight light vehicles onto the battlefield. Each of the four infantry platoons has its own bunkroom, equipped with three-tier bunk beds, storage lockers for personal effects, and a washroom. The troops share a moderately sized mess area, but have only a single, small recreation area, which they can only use in shifts. The crew quarters on the craft are similarly cramped, but feature a few extra amenities such as larger personal storage lockers and reading lights.

Fury Class vessels carried only a bare minimum of weapons until recently and were forced to operate in conjunction with better-armed DropShips, usually *Gazelle* armor transports and *Leopard* fighter carriers. However, the major redesign recently completed by the Brigadier Corporation of Gibson has replaced much of the *Fury*'s outdated weaponry with Star League technology. The new arsenal provides a slight improvement in range and overall firepower. Although the increased firepower is not enough to allow the craft to operate independently, it does increase the chances of a *Fury* surviving an encounter with an enemy vessel.

Brigadier's redesign retains the original's steep cargo bay ramp/door, which remains the one major flaw in the *Fury*'s design. To mitigate this flaw, the new *Fury* features a steel-cable winch capable of lifting a vehicle weighing up to 50 tons.

The new *Fury* has yet to see active service, but several have been assigned to the Third Free Worlds League Guards on the world of Zion along the Marik/Davion border. Given the current political climate in that area, we can expect to receive an evaluation of the redesigned *Fury*'s combat performance within the next year.

FURY

FURY CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Standard
Introduced: 2638
Mass: 1,850 tons

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 28.1 meters

Fuel: 140 tons (1,400)
Tons/Burn-day: 1.65
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 78
Structural Integrity: 7

Armor

Fore: 13
Sides: 12
Aft: 12

Weapons

Arc	Type	Heat	S	M	L	Extreme
Nose	Laser	6	1	—	—	—
Nose	PPC	10	1	1	—	—
LW	LRM	6	1	1	1	—
LW	Laser	6	1	—	—	—
RW	LRM	6	1	1	1	—
RW	Laser	6	1	—	—	—
Aft	Laser	3	1	—	—	—
Aft	AC	3	1	1	—	—

Cargo: 200 tons

Bay 1: Vehicles (8 Light) 1 Door
Bay 2: Infantry (4 platoons) 1 Door
Bay 3: Cargo 1 Door

Escape Pods: 8

Life Boats: 0

Crew: 8

Cost: 30,000,000 C-bills
Revenue/Mission: 30,000 C-bills

Armament:

1 PPC
2 LRM-20s
1 AC/10
2 Small Lasers
7 Medium Lasers
6 tons LRM ammunition
2 tons AC/10 ammunition

UPGRADED VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Star League
Introduced: 3056
Mass: 1,850 tons

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 29.2 meters

Fuel: 140 tons (1,400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 76
Structural Integrity: 7

Armor

Fore: 14
Sides: 12
Aft: 11

Weapons

Arc	Type	Heat	S	M	L	Extreme
Nose	Laser	6	1	—	—	—
Nose	PPC	15	1	1	1	—
LW	LRM	6	2	2	2	—
LW	Laser	7	2	—	—	—
RW	LRM	6	2	2	2	—
RW	Laser	7	2	—	—	—
Aft	Laser	3	1	—	—	—
Aft	AC	3	1	1	—	—

FURY

INNER SPHERE

Cargo: 474 tons

Bay 1: Vehicles (8 Light)	1 Door
Bay 2: Infantry (4 platoons)	1 Door
Bay 3: Cargo	1 Door

Escape Pods: 8

Life Boats: 0

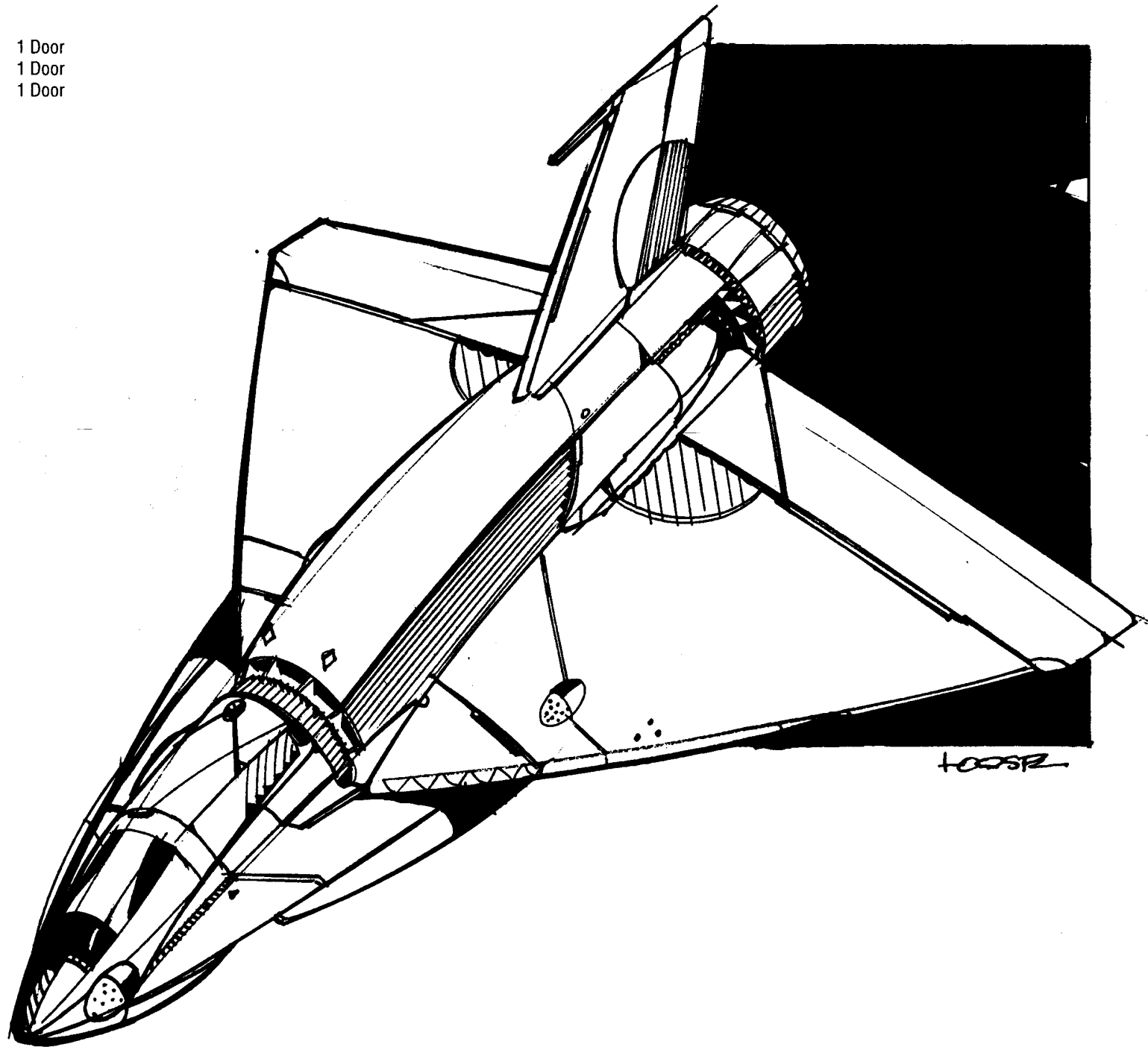
Crew: 8

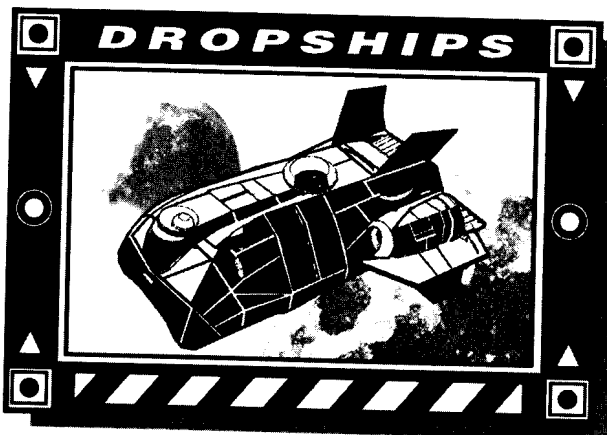
Cost: 32,500,000 C-bills

Revenue/Mission: 30,000 C-bills

Armament:

- 1 ER PPC
- 2 LRM-20s with Artemis
- 1 AC/10
- 9 Medium Lasers
- 6 tons LRM ammunition
- 2 tons AC/10 ammunition





The *Gazelle* Class armor transport has been extensively modified over the years. The original *Gazelle* Class DropShip, launched in 2531, was designed to carry a company of light tanks. But the Succession Wars dictated a more flexible cargo facility, and the size of the *Gazelle's* vehicle bay was increased to accommodate larger armored vehicles. Unfortunately, the designers had to reduce the crew quarters and cargo bays during the modification, resulting in very cramped conditions for the *Gazelle* crew and limiting the design's usefulness for extended missions.

The modern *Gazelle* carries 15 tanks and their technical-support crews. The vehicles are tightly packed into a 60-meter by 18-meter bay accessed through the craft's nose. The cramped bay and single ramp greatly impede the speed of unloading units. Many crews worry when an inexperienced unit comes on board, as most of the *Gazelles* lost during the Succession Wars were destroyed on the ground while unloading vehicles.

The vehicle crews are accommodated in three bays on the vessel's second deck. Each bay has facilities for one lance's personnel, with four triple bunks, one for each vehicle crew. Additional bunks house the armor-unit support personnel. The DropShip crew occupies a bunkroom of similar size and fittings to those used by the vehicle crews.

Like many troop transports, the standard *Gazelle* carries limited weaponry. However, in 3055 New Syrtis Shipyards unveiled an updated and heavier version of the craft that features an enhanced arsenal with sophisticated technology like the Artemis IV fire-control system and the Defiance 1001 ER PPC.

The Federated Commonwealth has been the major buyer of this new version, and several upgraded *Gazelles* were used in the recent action in the Skye March. The initial reports indicate that the minor weapon modifications have greatly improved the *Gazelle's* fire-projection capability.

GAZELLE

GAZELLE CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Standard

Introduced: 2531
Mass: 1,903 tons

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 28.1 meters

Fuel: 137 tons (1,233)
Tons/Burn-day: 1.84
Safe Thrust: 4

Maximum Thrust: 6
Heat Sinks: 70
Structural Integrity: 8

Armor

Fore: 14
Sides: 12
Aft: 11

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	LRM	6	1	1	1	—
Nose	AC	1	1	1	—	—
Nose	Laser	6	1	—	—	—
LW	PPC	10	1	1	—	—
LW	SRM	4	1	—	—	—
LW	Laser	9	2	—	—	—
RW	PPC	10	1	1	—	—
RW	SRM	4	1	—	—	—
RW	Laser	9	2	—	—	—
Aft	Laser	14	2	1	—	—

Cargo: 950 tons
Bay 1: Vehicles (15 Heavy)
Bay 2: Cargo
Bay 3: N/A

1 Door
1 Door

Escape Pods: 0
Life Boats: 4

Crew: 10

Cost: 40,000,000 C-bills
Revenue/Mission: 40,000 C-bills

Armament:

2 PPCs
1 LRM-20
1 AC/5
2 SRM-6s
1 Large Laser
10 Medium Lasers
4 tons LRM ammunition
2 tons SRM ammunition
1 ton AC/5 ammunition

UPGRADED VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Star League

Introduced: 3055
Mass: 2,400 tons

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 28.1 meters

Fuel: 100 tons (800)
Tons/Burn-day: 1.84
Safe Thrust: 4

Maximum Thrust: 6
Heat Sinks: 45(70)
Structural Integrity: 8

Armor

Fore: 14
Sides: 12
Aft: 12

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	LRM	6	2	2	2	—
Nose	AC	1	1	1	—	—
Nose	Laser	6	1	—	—	—
LW	PPC	15	1	1	1	—
LW	SRM	4	1	—	—	—
LW	Laser	9	2	—	—	—
RW	PPC	15	1	1	1	—
RW	SRM	4	1	—	—	—
RW	Laser	9	2	—	—	—
Aft	Laser	18	2	1	1	—

Cargo: 3 tons

Bay 1: Vehicles (12 Heavy) 1 Door
Bay 2: Cargo 1 Door
Bay 3: Vehicles (3 Light) 1 Door

Escape Pods: 0

Life Boats: 4

Crew: 10

Cost: 45,000,000 C-bills

Revenue/Mission: 40,000 C-bills

Armament:

2 ER PPCs

1 LRM-20 with Artemis

1 AC/5

2 SRM-6s with Artemis

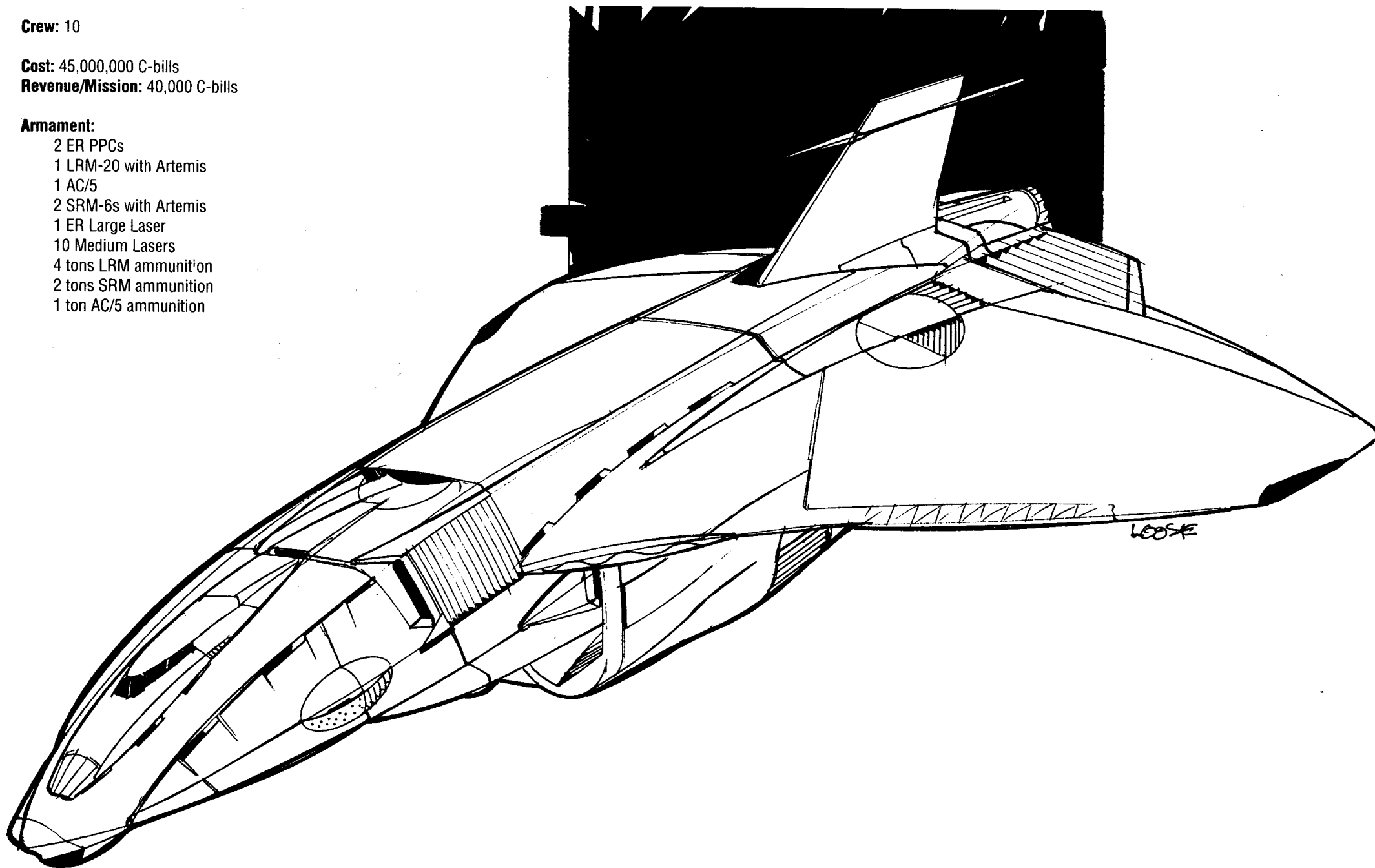
1 ER Large Laser

10 Medium Lasers

4 tons LRM ammunition

2 tons SRM ammunition

1 ton AC/5 ammunition





The Earthwerks, Ltd. facility at Ares began research on the *Kuan Ti* in 3027, shortly before the Fourth Succession War. The debacle that occurred in the Confederation during those dark years halted the project until 3039, when a group of scientists reopened the *Kuan Ti* files and continued its development. Making use of rediscovered technology, these engineers created a new design that bore little resemblance to its pre-war sibling.

However, the weakness of the Capellan economy and the general scarcity of newtech made it impractical for the Confederation to construct a prototype, and once again the project was shelved. It was not until the ascension of Sun-Tzu Liao to the chancellorship that the design finally became reality.

Our agents believe the new chancellor authorized the construction of a prototype *Kuan Ti* as soon as he assumed the throne. The prototype made its maiden flight some time in mid 3054, and we believe the design received approval in early 3055, with production commencing later that year. The number of *Kuan Ti* produced has not been identified, but reliable estimates suggest a dozen have been assigned to units or are nearing completion. This compares very favorably with the craft's closest rival, the *Claymore*, of which only three have been deployed.

During a state visit to Atrous in August of 3055, Chancellor Liao presented Thomas Marik, his future father-in-law, with the design specifications of the vessel. Within five months the Kallon Industries facility at Loyalty began producing the craft, and the first Kallon-built *Kuan Ti*s are scheduled to deploy later this year. Given the precedent set by the last interstate marriage, this "gift" has caused no small amount of anxiety among the neighbors of the Capellan Confederation and Free Worlds League.

The *Kuan Ti* features extensive armor and a devastating array of forward-firing weaponry, including a pair of Gauss

KUAN TI

rifles mounted in the nose and a host of newtech lasers. Long-range firepower is supplemented by a trio of LRM launchers, each slaved to an Artemis IV fire-control system, as are a host of SRM launchers.

The *Kuan Ti* also carries four anti-missile miniguns, two in the nose and two in the stern. These provide a limited amount of point-defense cover. However, the ammunition for these systems is extremely limited, and it is estimated that each gun could only fire two or three bursts before exhausting the supplied ammunition.

The *Kuan Ti* also suffers from very limited fuel supply. While 45 tons of fuel is sufficient for in-system patrolling, it becomes a major limitation during extended military operations, necessitating the use of a fuel-carrying DropShip. For this reason we do not believe the *Kuan Ti* is intended for offensive operations, but rather to defend against a repeat of the events of 3028-3030.

KUAN TI CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault ship
Tech: Star League

Introduced: 3055
Mass: 2,200 tons

Dimensions

Length: 82 meters
Width: 75 meters
Height: 31 meters

Fuel: 45 tons (360)
Tons/Burn-day: 1.84
Safe Thrust: 6

Maximum Thrust: 9
Heat Sinks: 43 (86)
Structural Integrity: 12

Armor

Fore: 22
Sides: 16
Aft: 18

Weapons

Arc	Type	Heat	Range Values				Extreme
			S	M	L		
Nose	AC	2	3	3	3	—	
Nose	Laser	18	2	1	1	—	
Nose	LRM	6	2	2	2	—	
Nose	Point	2	1	—	—	—	
Nose	Pulse	18	2	1	—	—	
Nose	SRM	4	1	—	—	—	
LW	AC	3	1	1	—	—	

Weapons

Arc	Type	Heat	Range Values				Extreme
			S	M	L		
LW	Laser	15	1	1	1	—	
LW	LRM	6	2	2	2	—	
LW	PPC	15	1	1	1	—	
LW	Pulse	18	2	1	—	—	
LW	SRM	4	1	—	—	—	
RW	AC	3	1	1	—	—	
RW	Laser	15	1	1	1	—	
RW	LRM	6	2	2	2	—	
RW	PPC	15	1	1	1	—	
RW	Pulse	18	2	1	—	—	
RW	SRM	4	1	—	—	—	
LW (aft)	Pulse	8	1	—	—	—	
RW (aft)	Pulse	8	1	—	—	—	
Aft	Laser	3	1	—	—	—	
Aft	LRM	4	1	1	1	—	
Aft	Point	2	1	—	—	—	
Aft	Pulse	18	2	1	—	—	
Aft	SRM	4	1	—	—	—	

Cargo: 271 tons

Bay 1: Small Craft (2) 2 Doors
Bay 2: Cargo 2 Doors
Bay 3: N/A

Escape Pods: 4

Life Boats: 0

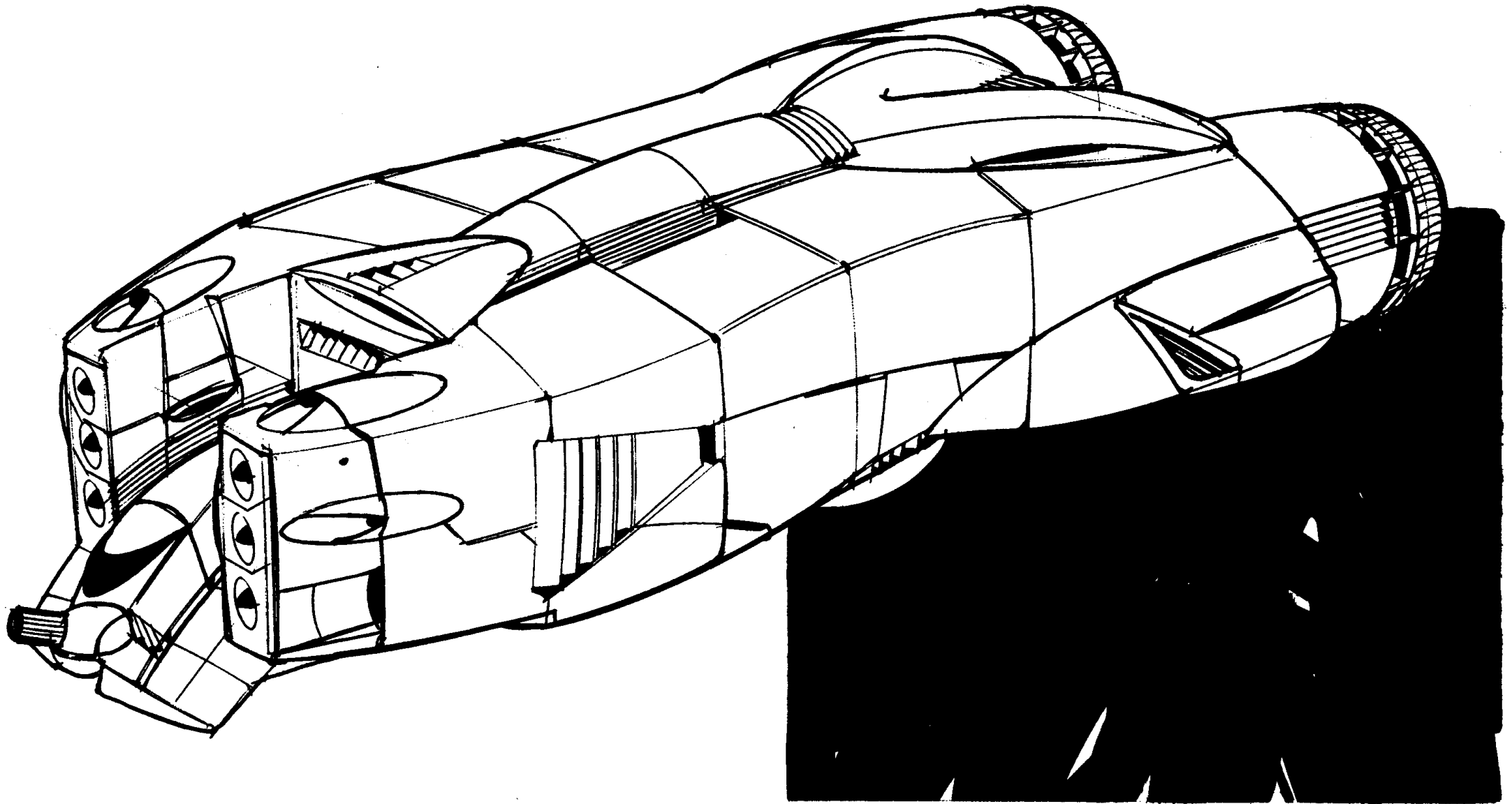
Crew: 25

Cost: 280,000,000 C-bills

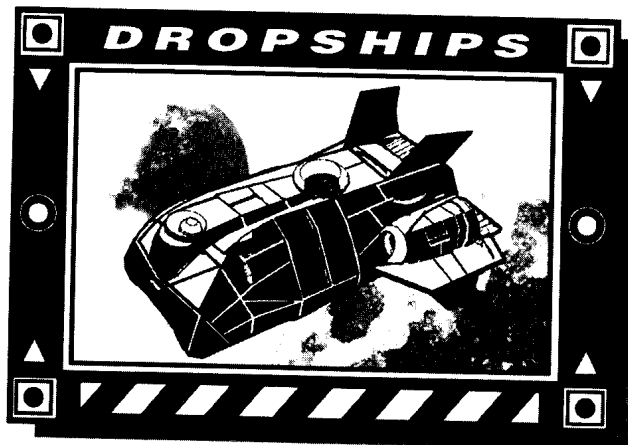
Revenue/Mission: 600,000 C-bills

Armament:

3 ER Large Lasers 4 tons Anti-Missile System ammunition
2 ER PPCs
5 Medium Lasers 2 tons AC/10 ammunition
4 Large Pulse Lasers 4 tons Gauss Rifle ammunition
12 Medium Pulse Lasers 7 tons LRM ammunition
4 Anti-Missile Systems 4 tons SRM ammunition
2 AC/10s
2 Gauss Rifles
1 LRM-10 with Artemis
3 LRM-20s with Artemis
4 SRM-6s with Artemis



LOOSE



The *Lung Wang* emerged from the Rashpur-Owens Inc. yards at Capella only three years ago and has already proved itself in battle. Conceived as a raider, the *Lung Wang* is built around the new Xevac-19 drive system, which comprises almost a third of the craft's mass. Design work began in the first days of Sun-Tzu Liao's reign. The chancellor's specifications called for a craft able to operate independently of support and hold its own against any non-Clan foe. The final design fulfills these criteria admirably.

The prototype *Lung Wang* first maneuvered under its own power in March of 3055, and by September of that year extensive system tests had been carried out. Rather than perform routine patrolling missions as part of its evaluation, Capellan leaders decided to use the craft in a raid against the Federated Commonwealth. (Unconfirmed reports suggest this order came from the chancellor himself, and the result could not have been better for him, both politically and militarily.)

The raid occurred on November 19, 3055, near the planet called Lee. The three JumpShips of the Capellan raiding force carried a fleet of four DropShips, including the prototype *Lung Wang*, which detached from their transports and accelerated towards the planet that was just less than a day away. As the Capellans entered orbit, a Federated Commonwealth flotilla of two *Union Class* DropShips, a refitted *Avenger* attack craft and more than a dozen fighters scrambled to meet them. A vicious battle ensued, and as its sister ships sped toward the planet, the *Lung Wang* faced the more agile *Avenger*. The *Avenger* held a slight edge in maneuverability and armor, but both craft were similarly armed. The engagement turned into a slugging match, and although badly damaged, the new Capellan vessel emerged victorious.

In the end, the Federated Commonwealth lost seven fighters, five BattleMechs and a new *Avenger Class* DropShip. The

LUNG WANG

Capellans lost six fighters and four BattleMechs, and although three of the DropShips were damaged, all were able to return home. But perhaps more important, the battle showed the Capellan people that the mighty Federated Commonwealth war machine could be beaten in its own territory. The name Lee became no longer synonymous with disaster, and Chancellor Liao vowed that Lee would not be the last victory for the Capellan armed forces.

A close examination of the *Lung Wang* readily reveals the reason for the craft's success. The *Lung Wang's* nose alone contains six weapons bays, each filled to near capacity. Two batteries of long-range missiles provide the *Lung Wang's* main firepower, and numerous laser systems give the craft superb fire-projection abilities in a forward 180-degree arc. However, the position of the fighter and 'Mech bays low in the hull prevent the *Lung Wang* from mounting weapons able to fire into the aft quarters, resulting in the one weak spot in an otherwise excellent design.

LUNG WANG CLASS DROPSHIP

Type: Military Spheroid

Use: Assault ship

Tech: Star League

Introduced: 3055

Mass: 2,550 tons

Dimensions

Length: 57 meters

Width: 54 meters

Height: 47 meters

Fuel: 100 tons (800)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 100 (200)

Structural Integrity: 15

Armor

Fore: 22

Sides: 19

Aft: 19

Weapons

Arc	Type	Heat	Range Values				Extreme
			S	M	L		
Nose	AC	1	2	2	2	—	—
Nose	Laser	30	3	2	2	—	—
Nose	LRM	11	3	3	3	—	—
Nose	PPC	15	1	1	1	—	—
Nose	Pulse	24	2	2	—	—	—
Nose	SRM	4	1	—	—	—	—
FL	AC	3	1	1	—	—	—
FL	Laser	18	2	1	1	—	—
FL	LRM	4	1	1	1	—	—
FL	PPC	15	1	1	1	—	—
FL	Pulse	4	1	—	—	—	—
FR	AC	3	1	1	—	—	—
FR	Laser	18	2	1	1	—	—
FR	LRM	4	1	1	1	—	—
FR	PPC	15	1	1	1	—	—
FR	Pulse	4	1	—	—	—	—
Aft	Laser	18	2	1	1	—	—
Aft	LRM	6	2	2	2	—	—
Aft	Pulse	10	1	1	—	—	—
Aft	SRM	4	1	—	—	—	—

Cargo: 196 tons

Bay 1: 'Mechs (4) 2 Doors

Bay 2: Fighters (2) 2 Doors

Bay 3: Cargo/Infantry (1 platoon) 2 Doors

Escape Pods: 4

Life Boats: 2

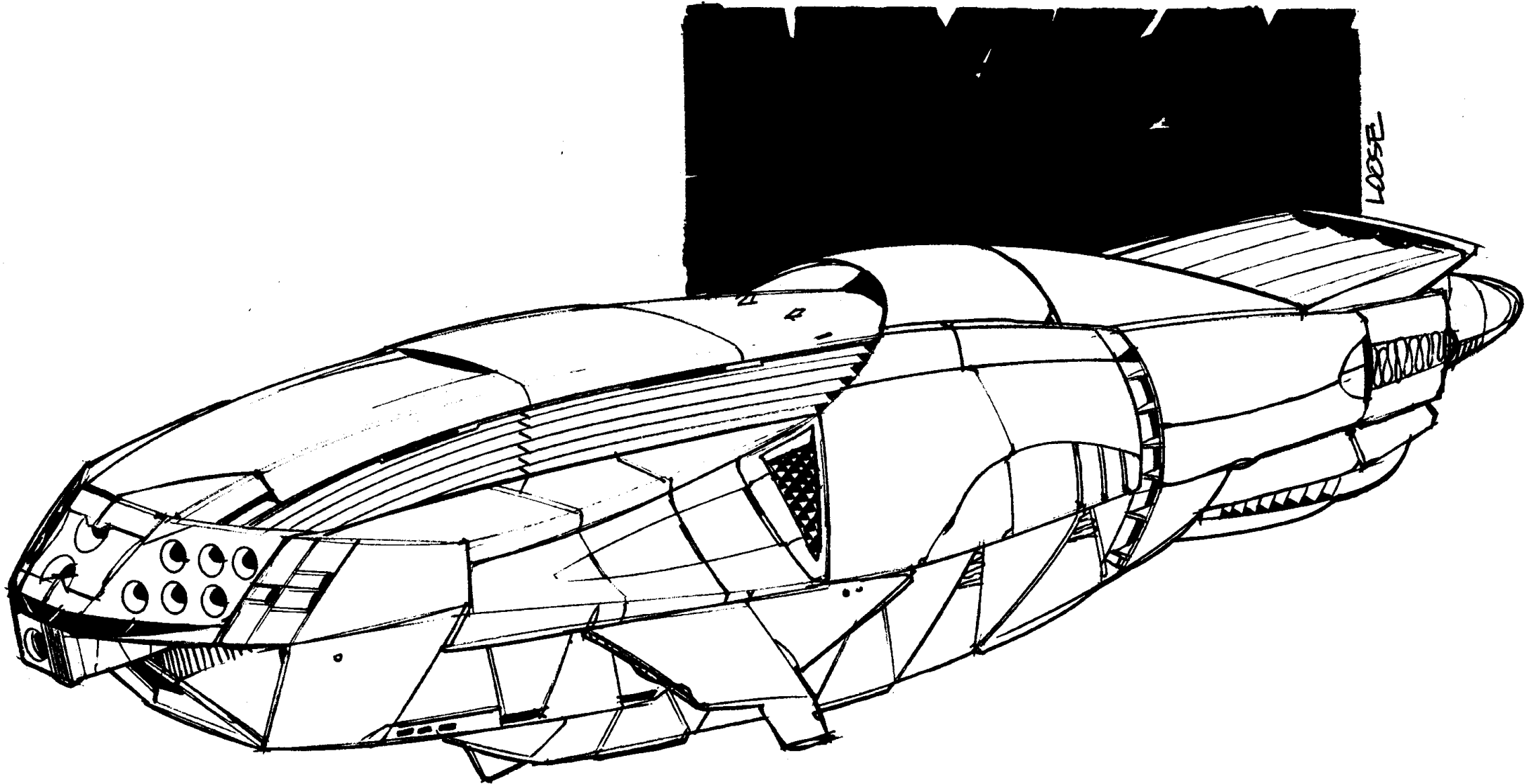
Crew: 18

Cost: 310,000,000 C-bills

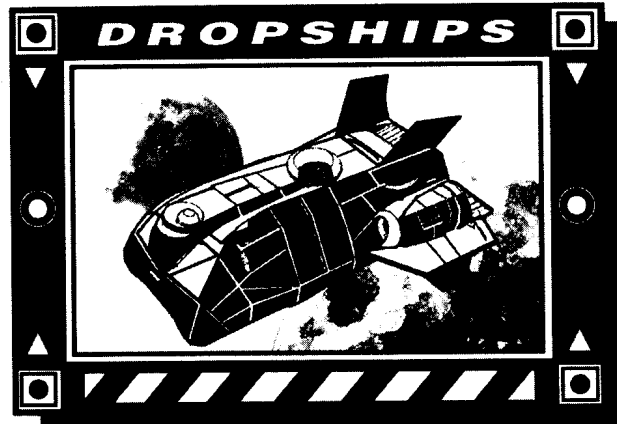
Revenue/Mission: 640,000 C-bills

Armament:

5 ER Large Lasers	2 SRM-6s with Artemis
3 ER PPCs	2 tons AC/10 ammunition
8 Medium Lasers	2 tons Gauss Rifle ammunition
3 Large Pulse Lasers	8 tons LRM ammunition
3 Medium Pulse Lasers	2 tons SRM ammunition
2 AC/10s	
1 Gauss Rifle	
2 LRM-10s with Artemis	
1 LRM-15 with Artemis	
2 LRM-20s with Artemis	



INTRUDER



The *Intruder* Class assault DropShips are designed to carry out raiding or assault operations. Although smaller than *Union* Class vessels, the *Intruder* is more heavily armed, which makes it ideal for high-risk combat situations. The *Intruder* is equally at home fighting in space or on the ground, a capability enhanced by the pair of small-craft bays that allow the DropShip to carry fighters or shuttles.

Although the *Intruder* is classified as an attack craft, it has facilities for a company of marines, used for boarding operations, ground combat, and to ensure the ship's security. The craft's huge cargo bay, capable of holding more than 800 tons of cargo, can be modified to allow the transportation of a company of light vehicles, effectively transforming the vessel into a combined-arms transport. A trio of large training bays provide the marines and crew with facilities for target practice and exercise. The *Intruder* also has a well-equipped medical facility that comprises an operating theater, intensive care ward, and a dispensary.

The *Intruder* also carries a sophisticated and well-equipped command center, from which the marine commander can control the activities of his troops and any others operating with them. These extensive facilities rival those of the command versions of the *Union* and *Overlord*, although they are best suited to operations involving forces of battalion size or smaller.

Andurien AeroTech, a division of Free Worlds Defense Industries, is the largest producer of the *Intruder*. Andurien's production facility was badly damaged during the civil war in the 3030's, but the Free Worlds League reconstructed the facility, which resumed production in 3046. Initially, the yard simply continued to produce the standard *Intruder*, but a new version of the *Intruder* began trials late last year.

INTRUDER CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: Assault ship
Tech: Standard
Introduced: 2655
Mass: 3,000 tons

Dimensions

Length: 69 meters
Width: 69 meters
Height: 61.5 meters

Fuel: 300 tons (1,800)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 113
Structural Integrity: 10

Armor

Fore: 36
Sides: 34
Aft: 23

Weapons

Arc	Type	Heat	S	Range Values			Extreme
				M	L		
Nose	PPC	10	1	1	—	—	
Nose	LRM	6	1	1	1	—	
Nose	AC	1	1	1	—	—	
Nose	Laser	6	1	—	—	—	
FL	PPC	10	1	1	—	—	
FL	LRM	6	1	1	1	—	
FL	Laser	14	2	1	—	—	
FR	PPC	10	1	1	—	—	
FR	LRM	6	1	1	1	—	
FR	Laser	14	2	1	—	—	
AL	PPC	20	2	2	—	—	
AL	AC	4	2	2	—	—	
AL	SRM	8	2	—	—	—	
AL	Laser	12	2	—	—	—	
AR	PPC	20	2	2	—	—	
AR	AC	4	2	2	—	—	
AR	SRM	8	2	—	—	—	
AR	Laser	12	2	—	—	—	
Aft	LRM	6	1	1	1	—	
Aft	Laser	22	3	2	—	—	

Cargo: 750 tons
Bay 1: Infantry/Marines (4 platoons) 1 Door
Bay 2: Fighters (2) 2 Doors
Bay 3: Cargo 2 Doors

Escape Pods: 6
Life Boats: 0

Crew: 30

Cost: 200,000,000 C-bills
Revenue/Mission: 1,000,000 C-bills

Armament:

7 PPCs
2 AC/10s
3 AC/5s
4 LRM-20s
4 SRM-6s
4 Large Lasers
16 Medium Lasers
3 tons AC/5 ammunition
4 tons AC/10 ammunition
11 tons LRM ammunition
7 tons SRM ammunition

UPGRADED VERSION

Type: Military Spheroid **Introduced:** 3056
Use: Assault ship **Mass:** 3,000 tons
Tech: Star League

Dimensions

Length: 69 meters
Width: 69 meters
Height: 61.5 meters

Fuel: 300 tons (1,800) **Maximum Thrust:** 6
Tons/Burn-day: 1.84 **Heat Sinks:** 100 (200)
Safe Thrust: 4 **Structural Integrity:** 22

Armor

Fore: 36
Sides: 34
Aft: 23

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	PPC	15	1	1	1	—
Nose	LRM	6	2	2	2	—
Nose	AC	2	1	1	1	—
Nose	Pulse	8	1	—	—	—
FL	PPC	15	1	1	1	—
FL	LRM	6	2	2	2	—
FL	Pulse	18	2	1	—	—
FR	PPC	15	1	1	1	—
FR	LRM	6	2	2	2	—
FR	Pulse	18	2	1	—	—
AL	PPC	30	2	2	2	—
AL	AC	1	2	2	2	—
AL	SRM	8	2	—	—	—
AL	Pulse	16	2	—	—	—
AR	PPC	30	2	2	2	—
AR	AC	1	2	2	2	—
AR	SRM	8	2	—	—	—
AR	Pulse	16	2	—	—	—
Aft	LRM	6	2	2	2	—
Aft	Laser	24	2	2	2	—
Aft	Pulse	8	1	—	—	—

Cargo: 856 tons

Bay 1: Marines (3 platoons)	1 Door
Bay 2: Fighters (2)	1 Door
Bay 3: Cargo	1 Door

Escape Pods: 6

Life Boats: 0

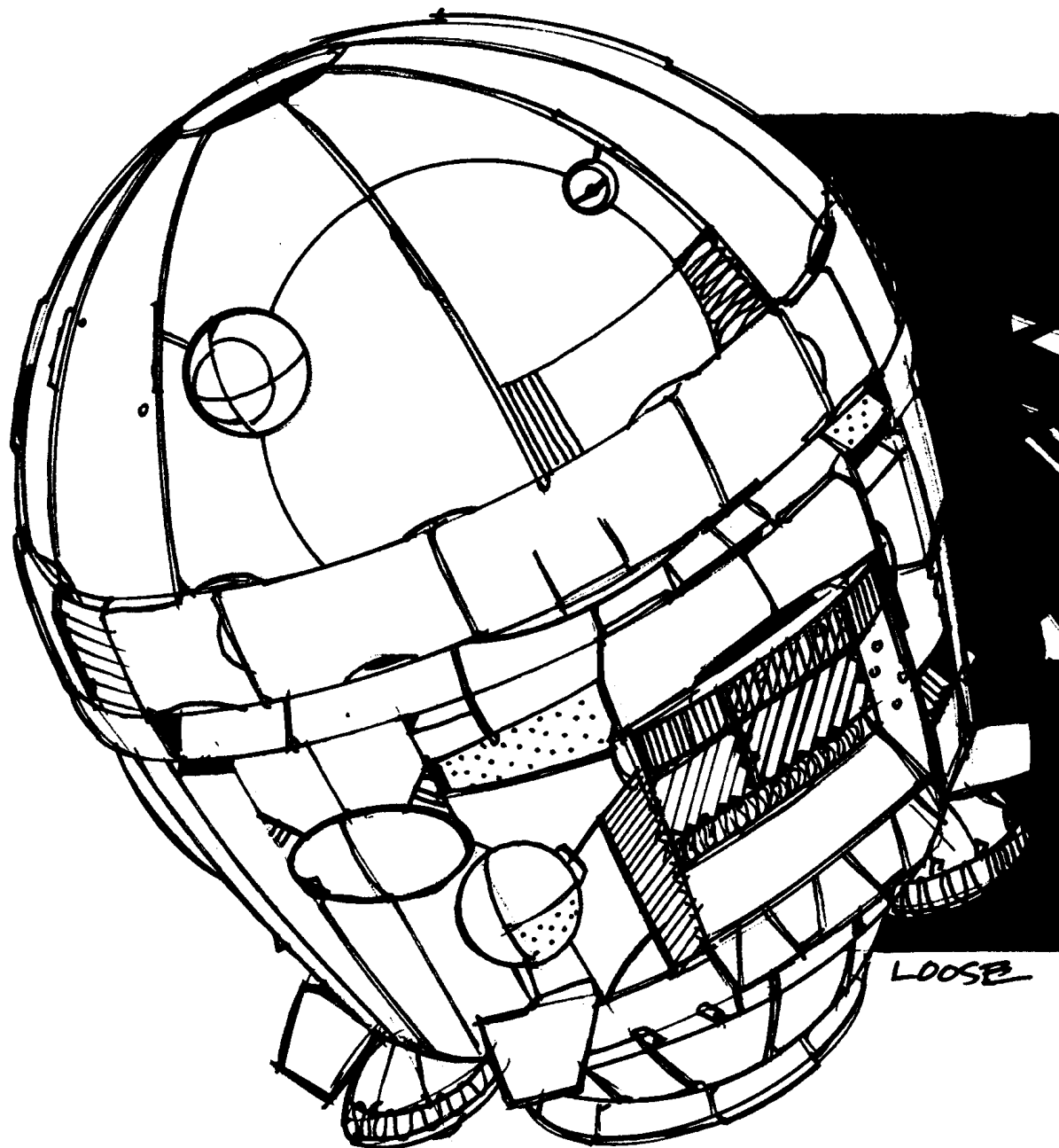
Crew: 30

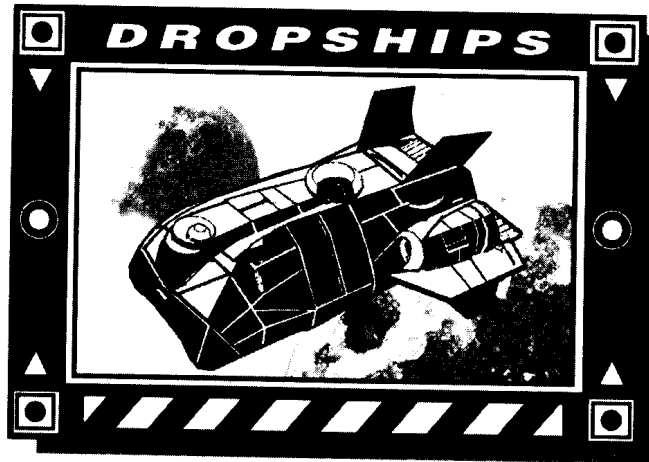
Cost: 240,000,000 C-bills

Revenue/Mission: 1,000,000 C-bills

Armament:

7 ER PPCs	2 Large Pulse Lasers
2 Gauss Rifles	16 Medium Pulse Lasers
1 AC/5 Ultra	3 tons AC/5 ammunition
4 LRM-20s with Artemis	4 tons Gauss ammunition
4 SRM-6s with Artemis	8 tons LRM ammunition
2 ER Large Lasers	6 tons SRM ammunition





The *Buccaneer* has become one of the most popular cargo haulers ever produced. Initially designed in the early 2700s as a military craft, the *Buccaneer* failed to win a Star League contract for a 'Mech transport. The vessel's designers then made a few modifications to the *Buccaneer* and marketed it as a merchant vessel.

Three large cargo holds provide the *Buccaneer's* cargo space. Two 1,000-ton holds are located on either side of the fuselage, and the third hold, situated above the transit drive, accommodates 300 tons. The two main bays can be modified to carry up to 36 light vehicles.

The standard 12-man crew, more than adequate for the vessel, occupy an area directly forward of the cargo section, with each crew member in a spacious single-occupancy room. The *Buccaneer* also has excellent recreation and mess facilities, which make a tour on a *Buccaneer* one of the most sought-after assignments in any Inner Sphere fleet. The *Buccaneer's* command deck is situated forward of the crew quarters. This deck is fairly cramped and is usually used only for flight and weapon controls. Communications are handled from a separate cabin directly aft of the bridge.

At present, no company has launched an upgraded version of the *Buccaneer* or announced plans to do so.

BUCCANEER

BUCCANEER CLASS DROPSHIP

Type: Civilian Aerodyne
Use: Cargo carrier
Tech: Standard
Introduced: 2708
Mass: 3,500 tons

Dimensions

Length: 136.5 meters
Width: 127.5 meters
Height: 30 meters

Fuel: 160 tons (960)
Tons/Burn-day: 2.82
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 58
Structural Integrity: 8

Armor

Fore: 7
Sides: 6
Aft: 5

Weapons

Arc	Type	Heat	S	Range Values		
				M	L	Extreme
Nose	Laser	8	1	1	—	—
LW	Laser	6	1	—	—	—
RW	Laser	6	1	—	—	—
Aft	Laser	6	1	—	—	—

Cargo: 2,309 tons
 Bay 1: Cargo 2 Doors
 Bay 2: N/A
 Bay 3: N/A

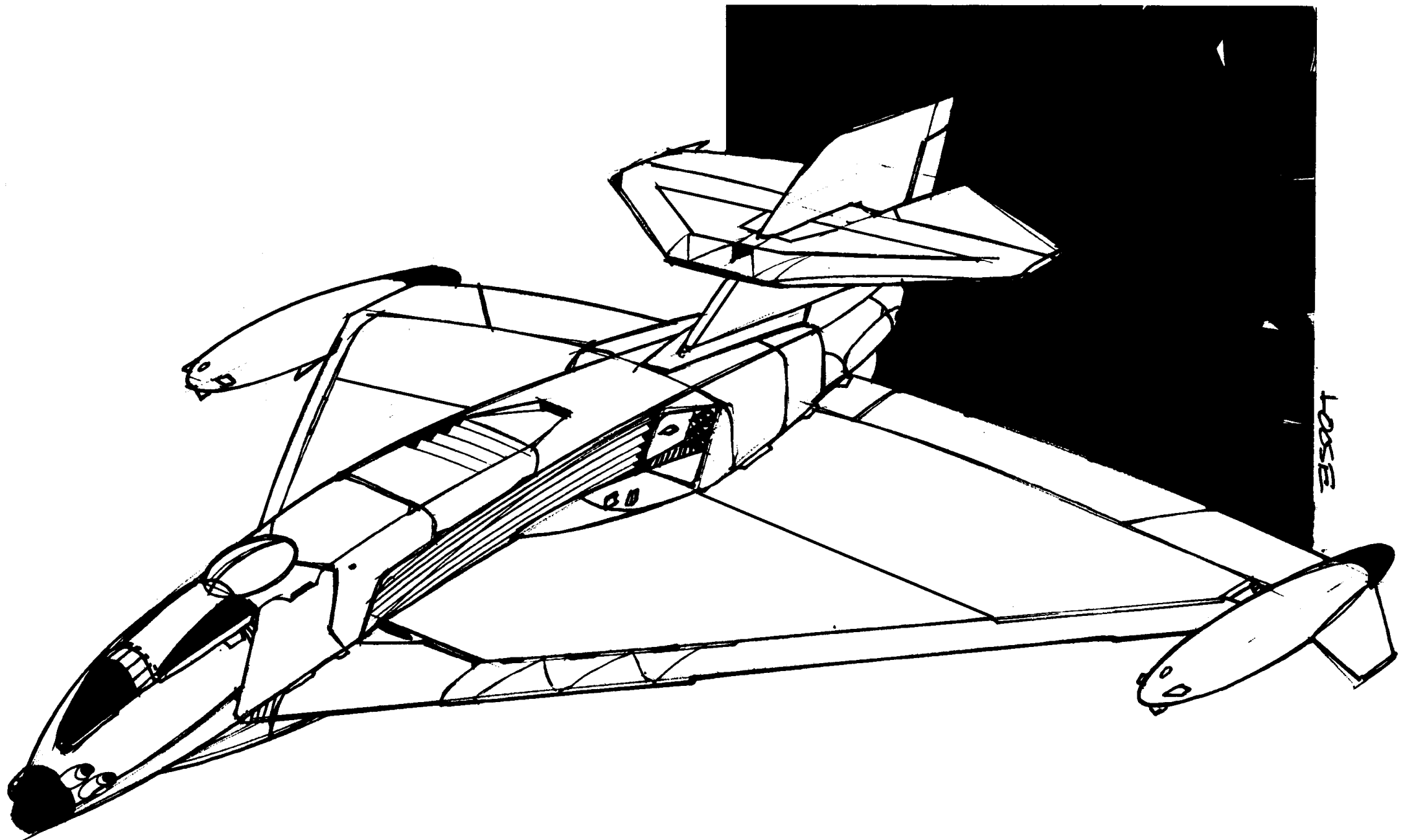
Escape Pods: 2
Life Boats: 0

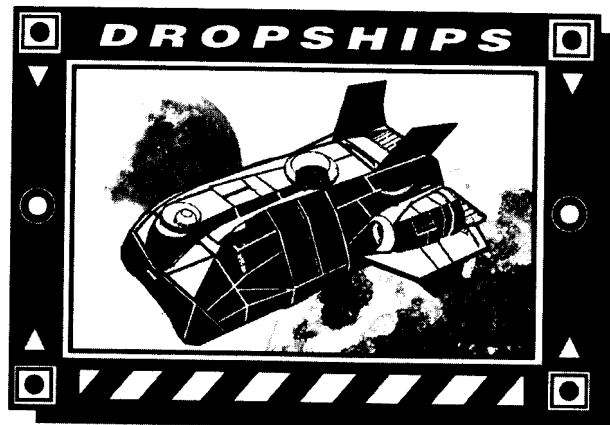
Crew: 12

Cost: 100,000,000 C-bills
Revenue/Mission: 256,000 C-bills

Armament:

1 LRM 5
 1 Large Laser
 6 Medium Lasers
 2 Small Lasers
 1 ton LRM ammunition





The *Union* is regarded as the yardstick against which all other DropShips are judged. Well-armed and armored, this spheroid craft can deliver a company of BattleMechs, together with their MechWarriors, technical support crews, and aerospace support into the hottest landing zone.

The compact, 3,500-ton *Union* contains a number of design features not found on any other craft. The *Union's* 'Mech facility is divided into three areas. The drop chutes, located below the two 'Mech bays, can deploy a lance of 'Mechs while the craft is in space or atmosphere. Immediately above these chutes is the lower of the two 'Mech bays, which contains cubicles for a lance of 'Mechs, and provides access to the *Union's* two fighter bays.

The second 'Mech bay can hold two full lances of 'Mechs. Eight BattleMech cubicles line the walls of the bay and open onto a large circular walkway, 50 meters in diameter. A trio of large cranes mounted in the ceiling of the upper bay enable crews to make extensive repairs in the field, and these cranes can also be used in the lower bay via a massive hatch in the deck.

The original *Unions*, launched in 2708, were equipped with crew facilities that would be considered luxurious today. These facilities included a number of double-occupancy quarters, and roomy mess and recreation rooms. However, a series of hydraulic and electrical malfunctions on vessels produced after the commencement of the Succession Wars led designers to replace these facilities with communal bunkrooms and multipurpose lounge/recreation areas. The modifications also affected the air-circulation system, resulting in a noticeable atmospheric taint that often proves irritating to first-time passengers.

In July, 3055, Federated-Boeing Interstellar launched a new, refitted version of the *Union*. The new version features significantly upgraded weapons, as well as improved facilities

UNION

for passengers and crew. The crew deck has been completely remodeled, with a return to double-occupancy cabins for the majority of the crew and passengers and a small number of luxurious single-occupancy berths for senior officers. Federated-Boeing also replaced the under-powered air-filtration unit on the new craft, using one more appropriate to the *Union's* size and complement, a minor operation that had already been carried out on many older, individual *Unions*. However, the recent terrorist incident at Galax has curtailed production of the new version, and only four are currently operational.

Many variants of the *Union* are in service today. Many are cargo haulers, with the 'Mech cubicles removed to provide more than 1,500 tons of cargo space. A few others have been modified to act as combined-arms transports, replacing the two aerospace fighter bays with barracks for a company of infantry. However, this modification requires a drastic upgrade of the life-support system and is relatively scarce.

UNION CLASS DROPSHIP OBSOLETE VERSION

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
Sides: 18
Aft: 10

Weapons

Arc	Type	Heat	S	Range Values		
				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

UPGRADED VERSION

Type: Military Spheroid
Use: 'Mech carrier
Tech: Star League
Introduced: 3055
Mass: 3,500 tons

Dimensions

Length: 81.5 meters
Width: 82 meters
Height: 78 meters

Fuel: 209 tons (1,254)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 85 (170)
Structural Integrity: 11

Armor

Fore: 18
Sides: 17
Aft: 12

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	PPC	15	1	1	1	—
Nose	AC	1	2	2	2	—
Nose	LRM	12	3	3	3	—
Nose	Laser	6	1	—	—	—
FL	PPC	15	1	1	1	—
FL	AC	1	2	2	2	—
FL	LRM	12	3	3	3	—
FL	Laser	18	2	1	1	—
FR	PPC	15	1	1	1	—
FR	AC	1	2	2	2	—
FR	LRM	12	3	3	3	—
FR	Laser	18	2	1	1	—
AL	Laser	18	2	1	1	—
AR	Laser	18	2	1	1	—
Aft	Laser	18	2	1	1	—

Cargo: 3 tons

Bay 1: Cargo/Mechs (4) 2 Doors
 Bay 2: Mechs (8) 2 Doors
 Bay 3: Fighters (2) 2 Doors

Escape Pods: 7

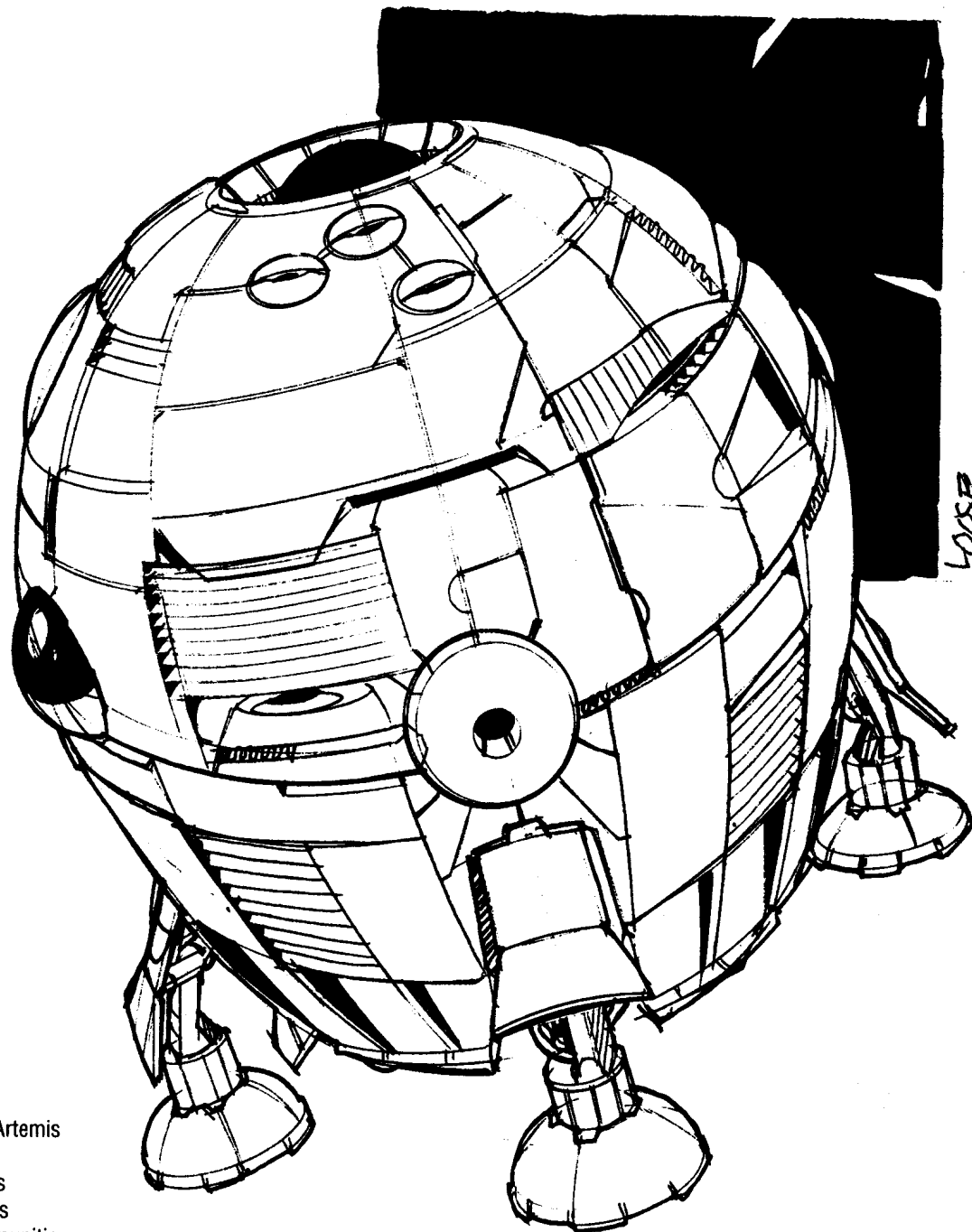
Life Boats: 0

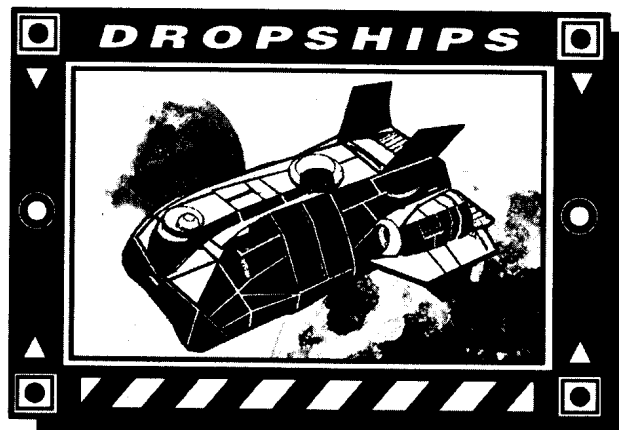
Crew: 14

Cost: 185,000,000 C-bills
Revenue/Mission: 150,000 C-bills

Armament:

- 3 ER PPCs
- 6 LRM-20s with Artemis
- 3 Gauss Rifles
- 5 ER Large Lasers
- 12 Medium Lasers
- 12 tons LRM ammunition
- 9 tons Gauss ammunition





At first glance the *Hamilcar* Class DropShip appears to be an ill-conceived design with little usefulness. Two huge bays in the main body of the craft contain cubicles for eight heavy BattleMechs, and a third bay directly below the main engine houses four aerospace fighters. This unique combination makes the *Hamilcar* hard to classify—it is neither a fighter carrier nor a 'Mech carrier. Many people have interpreted the design as a-raider, with the fighters acting as cover for the eight-'Mech raiding force, but carrying only 80 tons of fuel and 90 tons of cargo, the *Hamilcar* cannot operate away from a supply base for any length of time, making it highly unsuited to raiding operations.

However, a recent incident suggests the *Hamilcar* is no poorly designed raiding vessel, but something much more interesting. The particular incident occurred in late 3055, when a terrorist group seized the Free Worlds League's L2 cargo station at Concord. A *Hamilcar* Class DropShip, believed to be the *Dark Bane*, was dispatched to the system immediately. After Marik authorities briefly attempted to negotiate with the terrorists, the *Hamilcar* approached the station. The vessel launched its fighters as expected, but at a distance of 5,000 meters from the station it also deployed its BattleMechs. The first of the jump-capable 'Mech lances descended on the station and forced open the massive cargo bay doors, causing a drastic loss of atmosphere. The second lance soft-landed on the hull of the terrorist's *Mule* Class DropShip and demanded the terrorists surrender. Unable to engage targets on their own hull, the terrorists complied immediately.

A Marik think tank designed the *Hamilcar* space assault vessel, which is manufactured at Irian Technologies. The vessel is most notable for its unusual yet highly practical design features. For example, the decision to place the fighter bays directly below the main engines seems unusual, if not eccentric. But when the DropShip is grounded, fighters can be easily

HAMILCAR

removed or loaded via simple ramps, something not possible on most other DropShips.

Despite the innovative design features found on the *Hamilcar*, however, the vessel is overall a mediocre craft. The *Hamilcar's* arsenal consists almost entirely of recovered weapons technology, but the array is so limited that it severely limits the DropShip's ability to defend itself. Likewise, a paltry 35 tons of armor provide a barely acceptable level of armor protection. Given these weaknesses, the *Hamilcar* could easily become little more than a flying coffin if its fighter screen is destroyed.

HAMILCAR CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault ship
Tech: Star League
Introduced: 3054
Mass: 3,575 tons

Dimensions

Length: 132 meters
Width: 98 meters
Height: 34 meters

Fuel: 80 tons (480)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 56 (112)
Structural Integrity: 9

Armor

Fore: 17
Sides: 14
Aft: 15

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	1	2	2	2	—
Nose	Laser	12	1	1	1	—
Nose	LRM	6	2	2	2	—
Nose	SRM	3	1	—	—	—
LW	Laser	12	1	1	1	—
LW	LRM	6	2	2	2	—
LW	PPC	15	1	1	1	—
LW	Pulse	10	1	1	—	—

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
RW	Laser	12	1	1	1	—
RW	LRM	6	2	2	2	—
RW	PPC	15	1	1	1	—
RW	Pulse	10	1	1	—	—
LW (aft)	LRM	5	1	1	1	—
RW (aft)	LRM	5	1	1	1	—
Aft	Laser	12	1	1	1	—
Aft	LRM	5	1	1	1	—
Aft	SRM	3	1	—	—	—

Cargo: 88 tons

Bay 1: 'Mechs (8) 4 Doors
 Bay 2: Cargo 1 Door
 Bay 3: Fighters (4) 2 Doors

Escape Pods: 4

Life Boats: 0

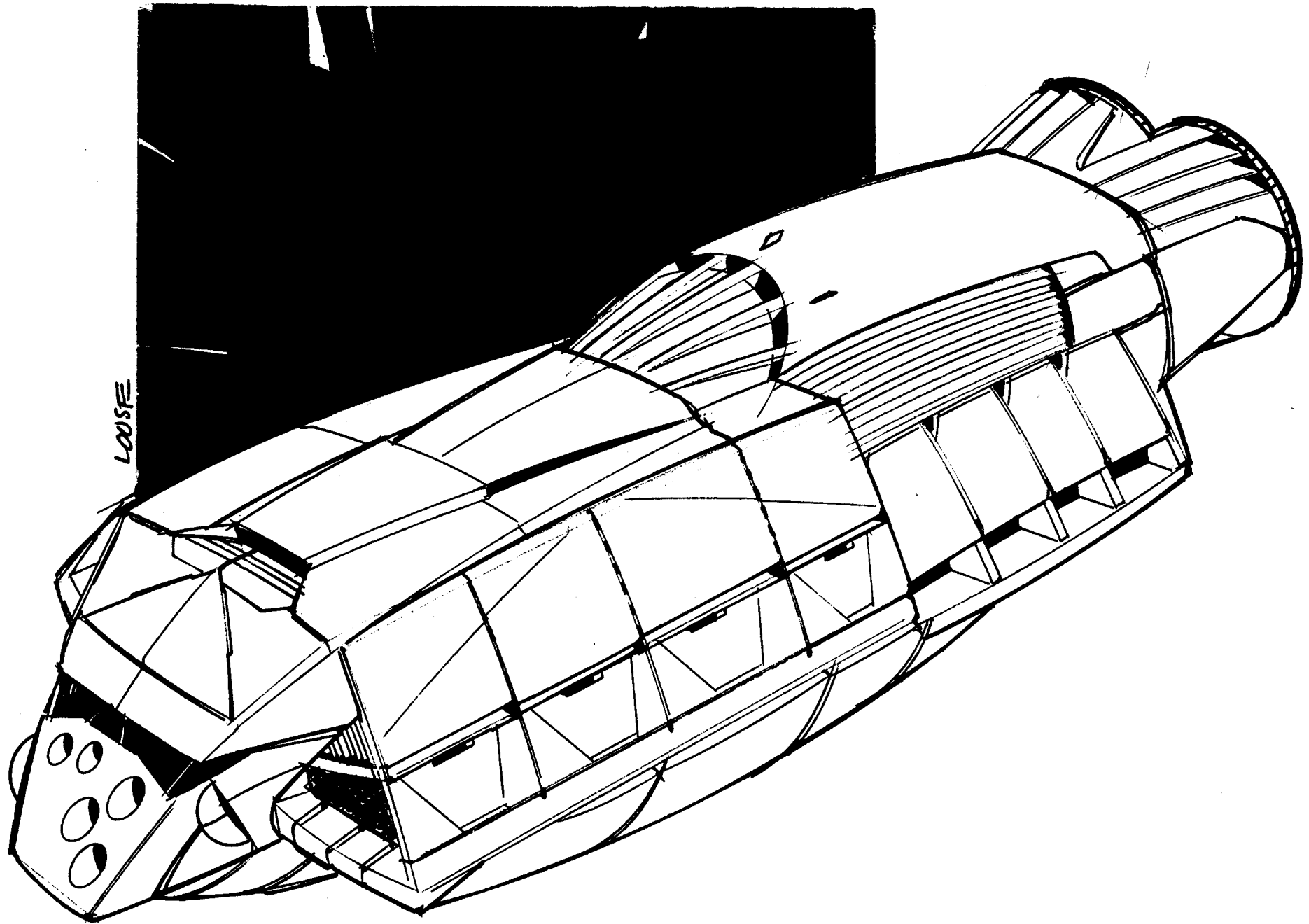
Crew: 36

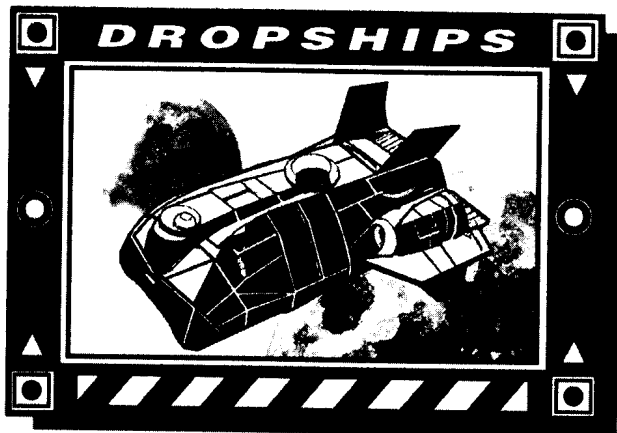
Cost: 190,000,000 C-bills

Revenue/Mission: 150,000 C-bills

Armament:

4 ER Large Lasers
 2 ER PPCs
 2 Large Pulse Lasers
 1 Gauss Rifle
 3 LRM-15s with Artemis
 3 LRM-20s with Artemis
 2 SRM-4s with Artemis
 5 tons Gauss Rifle ammunition
 12 tons LRM ammunition
 2 tons SRM ammunition





SEEKER

The massive Quad RanTech Fusion Drive system of the *Seeker* makes it one of the fastest DropShips of its size. The *Seeker* was designed to carry a scout battalion into hostile territory and can operate independently of support vessels for extended periods of time. Energy weapons dominate the *Seeker's* arsenal and LRM launchers provide additional long-range firepower. The design's ample cargo holds contain spare parts, food supplies and water tanks, allowing the craft to operate for up to four months without taking on supplies.

The large drive system, which accounts for almost a third of the *Seeker's* mass, primarily consists of four small fusion reactors. Each reactor is independently operated and shielded, which allows engineers to safely work on a single reactor without having to shut down the entire drive system. In an emergency, the craft can survive on a single reactor, and it is not unknown for *Seekers* to operate on only two reactors for an extended period.

The *Seeker's* unique reconfigurable main bays can accommodate a wide range of cargoes. Normally the DropShip carries 64 light vehicles and 4 platoons of infantry, but it is not unusual to see a *Seeker* carrying only 48 vehicles, with the extra space being used for a lance of BattleMechs. Some *Seekers* even carry pairs of aerospace fighters in their vehicle bays. However, those modified bays are not as efficient as dedicated fighter bays, and so launching and recovering fighters from such ships takes three times as long as normal. The *Seeker's* crew and passenger quarters are fairly luxurious by military DropShip standards. To complement its capabilities as a forward reconnaissance craft, the *Seeker* is also equipped with an extensive medical facility that is adequately equipped to handle most emergencies.

Refitted versions of the *Seeker* serve in the navies of several Successor States. The most common refitted version is pro-

duced jointly by Semier Data Tron and Salvatore Inc. in the Federated Commonwealth. This version features extended-range large lasers, PPCs, and sophisticated targeting computers that together extend the range of the *Seeker's* arsenal considerably.

The Free Worlds League and the Capellan Confederation are also rumored to be working on an upgraded *Seeker*, but these rumors remain unconfirmed at this time.

SEEKER CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: Troop carrier
Tech: Standard
Introduced: 2815
Mass: 3,700 tons

Dimensions

Length: 90.2 meters
Width: 90.2 meters
Height: 88.7 meters

Fuel: 215 tons (1,314)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 88
Structural Integrity: 10

Armor

Fore: 14
Sides: 12
Aft: 11

Weapons

Arc	Type	Heat	S	Range Values			Extreme
				M	L		
FR	PPC	10	1	1	—	—	
FL	PPC	10	1	1	—	—	
AL	LRM	4	1	1	1	—	
AL	Laser	14	2	1	—	—	
AR	LRM	4	1	1	1	—	
AR	Laser	14	2	1	—	—	
Aft	Laser	14	2	1	—	—	

Cargo: 1,350 tons

Bay 1: Vehicles (40–48 Light) 1 Door
Bay 2: Vehicles (24) or 'Mechs (4) 1 Door
Bay 3: Infantry (4 platoons) 1 Door

Escape Pods: 8
Life Boats: 0

Crew: 20

Cost: 100,000,000 C-bills
Revenue/Mission: 105,000 C-bills

Armament:

2 PPCs
2 LRM-10s
3 Large Lasers
6 Medium Lasers
3 tons LRM ammunition

Notes: May carry either 64 light vehicles or 48 light vehicle and 4 BattleMechs

UPGRADED VERSION

Type: Military Spheroid
Use: Troop carrier
Tech: Star League
Introduced: 3054
Mass: 3,700 tons

Dimensions

Length: 90 meters
Width: 90 meters
Height: 89 meters

Fuel: 215 tons (1,314)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 88
Structural Integrity: 10

Armor

Fore: 14
Sides: 12
Aft: 11

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
FL	PPC	15	1	1	1	—
FR	PPC	15	1	1	1	—
AL	LRM	4	1	1	1	—
AL	Laser	18	2	1	1	—
AR	LRM	4	1	1	1	—
AR	Laser	18	2	1	1	—
Aft	Laser	18	2	1	1	—

Cargo: 48 tons

Bay 1: Vehicles (36 Light) 1 Door

Bay 2: Cargo 1 Door

Bay 3: Infantry (9 platoons) 1 Door

§ **Escape Pods:** 8

Life Boats: 0

Crew: 20

Cost: 115,000,000 C-bills

Revenue/Mission: 105,000 C-bills

Armament:

2 ER PPCs

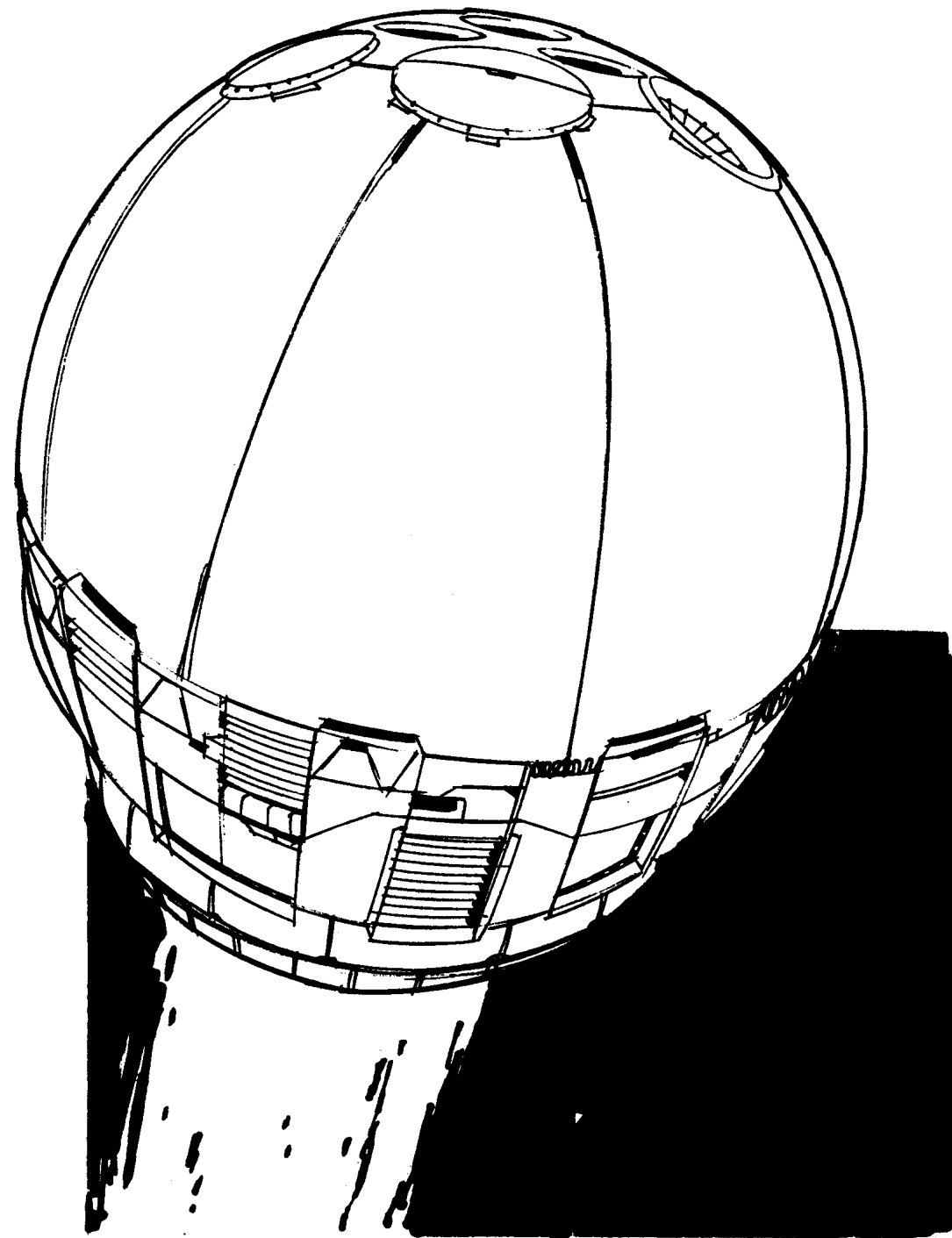
2 LRM-10s with Artemis

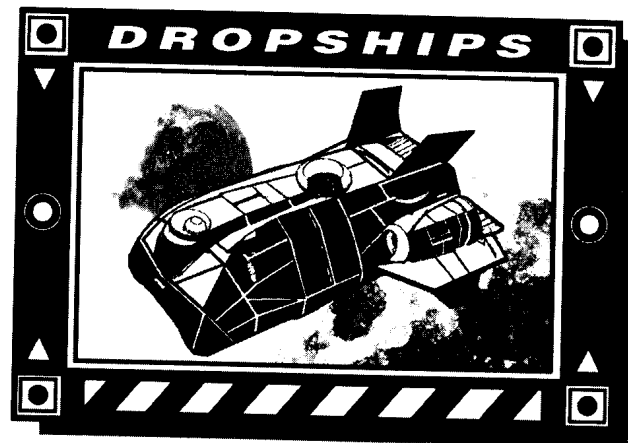
3 ER Large Lasers

6 Medium Lasers

3 tons LRM ammunition

Notes: May carry either 36 light vehicles or 24 light vehicles and 4 BattleMechs.





In early 3053 the DCMS approached a number of DropShip manufacturers with the intention of procuring a modern infantry transport. A six-month consultation period ensued. Although the bid of BBP Industries was considered superior to that submitted by Hinsdale Elec, BBP already faced a huge challenge with the construction of the *Okinawa*, and so DCMS officials awarded the contract to Hinsdale.

Hinsdale began constructing a prototype within weeks of the decision, and flight trials began the following year. However, a series of mishaps plagued the testing, and on May 11, 3055, the *DCS Fukushu* was lost with all hands when her control thrusters failed during atmospheric re-entry. Several members of the Hinsdale design department were forced to resign over the incident, and a major redesign of the control systems began. The second prototype, the *DCS Kibo*, began trials at Dover in September of 3056. Few problems have arisen with the *Kibo*, and DCMS officials are expected to approve the design within the next few months. A third craft, the *DCS Koun* is due to start trials in March of this year.

No *Nagumo* has seen combat to date, but the designers have made every effort to ensure the vessels survive when they do. Forty-three tons of armor cover the *Nagumo's* hull, a sizable amount for an infantry transport. Almost one third of this armor covers the nose. The rest of the armor is divided more or less evenly between the aft and sides. Similarly, the craft's weapons systems are above average for a troop transport.

Nose-mounted autocannons and a Gauss rifle form the main weaponry of the DropShip, and laser and missile systems in the nose and wings supplement these. A huge LRM-20 missile system occupies a bay directly below the Gauss rifle and is connected to an Artemis IV fire-control system along with the nose-mounted SRM-6 and wing-mounted SRM-4s. The laser bay directly below the bridge contains three standard technolo-

NAGUMO

gy medium lasers and an extended-range large laser, as do the bays on the leading edge of each wing. This collection of lasers should give the craft excellent staying power if it becomes involved in a protracted battle. The aft of the craft has not been neglected either. A 200-mm autocannon in the base of the tail discourages pursuers from coming too close, and aft-facing bays in each wing contain additional lasers and an Artemis-slaved LRM system.

The infantry bays are the one flaw on this otherwise excellent design. The *Nagumo's* lack of a bottom-mounted transit drive means that all of the fittings must be reconfigured whenever the craft leaves a planet's gravity well. On a merchant vessel this requires only minimal work by the crew, but reconfiguring the bunkrooms of a battalion of infantry can take several hours.

NAGUMO CLASS DROPSHIP

Type: Military Aerodyne

Use: Troop carrier

Tech: Star League

Introduced: 3056

Mass: 4,200 tons

Dimensions

Length: 122 meters

Width: 67 meters

Height: 26 meters

Fuel: 75 tons (450)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 55 (110)

Structural Integrity: 10

Armor

Fore: 24

Sides: 15

Aft: 18

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	8	4	2	2	—
Nose	Laser	21	2	1	1	—
Nose	LRM	6	2	2	2	—
Nose	Pulse	4	1	—	—	—
Nose	SRM	4	1	—	—	—
LW	AC	1	1	1	—	—

Weapons

Arc	Type	Heat	Range Values				Extreme
			S	M	L	Extrem	
LW	Laser	21	2	1	1	—	
LW	SRM	3	1	—	—	—	
RW	AC	1	1	1	—	—	
RW	Laser	21	2	1	1	—	
RW	SRM	3	1	—	—	—	
LW (aft)	Laser	11	1	1	—	—	
LW (aft)	LRM	5	1	1	1	—	
LW (aft)	Pulse	4	1	—	—	—	
RW (aft)	Laser	11	1	1	—	—	
RW (aft)	LRM	5	1	1	1	—	
RW (aft)	Pulse	4	1	—	—	—	
Aft	AC	7	2	—	—	—	
Aft	Laser	11	1	1	—	—	
Aft	SRM	4	1	—	—	—	

Cargo: 2,284 tons

Bay 1: Infantry (12 platoons)

2 Doors

Bay 2: Cargo

2 Doors

Bay 3: N/A

Escape Pods: 4

Life Boats: 0

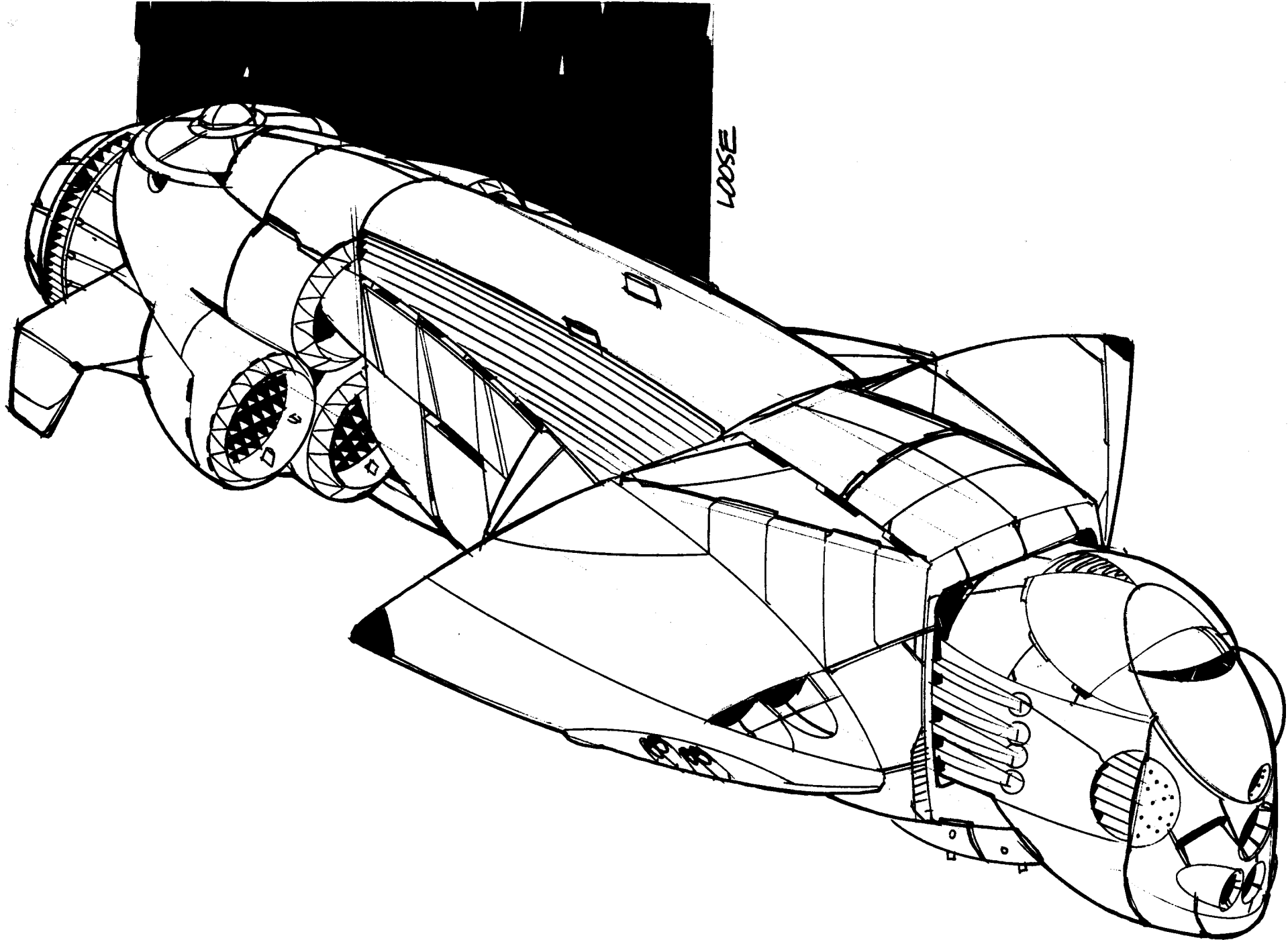
Crew: 28

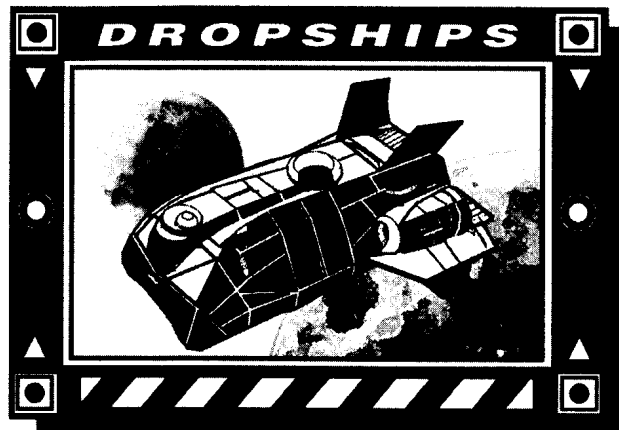
Cost: 240,000,000 C-bills

Revenue/Mission: 280,000 C-bills

Armament:

- 3 ER Large Lasers
- 3 Large Lasers
- 12 Medium Lasers
- 3 Medium Pulse Lasers
- 2 AC/5s
- 2 AC/20s
- 1 Gauss Rifle
- 2 LRM-15s with Artemis
- 1 LRM-20 with Artemis
- 2 SRM-4s with Artemis
- 2 SRM-6s with Artemis
- 2 tons AC/5 ammunition
- 4 tons AC/20 ammunition
- 2 tons Gauss Rifle ammunition
- 6 tons LRM ammunition
- 4 tons SRM ammunition





The *Achilles* Class DropShip was designed specifically to engage targets in space and is capable of outmaneuvering most heavy fighters and DropShips. Unlike other aerodynes, however, the *Achilles* does not have wings or any other lifting surfaces, limiting it to operations in space. Like the *Avenger*, these craft are very rare, because few construction facilities have been able to build or maintain them since the early Succession Wars.

The sleek *Achilles* uses a massive Xevex-12 drive system that comprises more than half of the ship's mass and provides up to six Gs of thrust. However, whenever the powerful drive produces more than four Gs of thrust, it causes intense vibrations that interfere with the ship's mechanical systems, especially the ammunition feeds for the autocannon and missile systems.

The massively armed *Achilles* often deploys in the vanguard of planetary assault fleets, as well as the orbital defense forces of key systems. In both situations, a group of fighters usually accompanies the *Achilles*. The fighters either attack first to distract the defenders from the DropShip assault or follow the DropShip to destroy any survivors. The *Achilles* also carries a full platoon of marines, who occupy a well-equipped barracks in the center of the ship. These marines board disabled enemy ships via a pair of combat buses that occupy the aft small-craft bays. The *Achilles* also carries a pair of aerospace fighters in addition to the buses.

At present, the Draconis Combine maintains the largest quantity of these *Achilles* DropShips, but lost their *Achilles* production facility when the planet Schuyler fell to Clan Smoke Jaguar. The loss of this key center devastated the Combine's aerospace industry, and has resulted in a number of new developments away from the Clan lines.

ACHILLES

Surprisingly, the Capellan military has begun to deploy a refitted version of the *Achilles* alongside its new *Kuan Ti* and *Lung Wang* craft. Evidence recovered by agents in the Confederation suggests that these are new vessels, produced at the Rashpur-Owens Inc. facility above Capella. How Rashpur-Owens suddenly became able to produce such a sophisticated vessel remains a mystery, as no records exist of any Capellan or Marik facility ever producing vessels of this class.

ACHILLES CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Assault ship
Tech: Standard

Introduced: 2582
Mass: 4,500 tons

Dimensions

Length: 125 meters
Width: 37.4 meters

Height: 23 meters

Fuel: 300 tons (1,800)
Tons/Burn-day: 1.84
Safe Thrust: 8

Maximum Thrust: 12
Heat Sinks: 124
Structural Integrity: 16

Armor

Fore: 29
Sides: 26

Aft: 17

Weapons

Arc	Type	Heat	S	M	L	Extreme
Nose	PPC	20	2	2	—	—
Nose	LRM	12	2	2	2	—
Nose	Laser	22	3	2	—	—
LW	PPC	10	1	1	—	—
LW	AC	9	3	1	—	—
LW	LRM	12	2	2	2	—
LW	Laser	6	1	—	—	—
RW	PPC	10	1	1	—	—
RW	AC	9	3	1	—	—
RW	LRM	12	2	2	2	—
RW	Laser	6	1	—	—	—
LW(aft)	PPC	10	1	1	—	—
LW(aft)	AC	3	1	1	—	—
LW(aft)	Laser	14	2	1	—	—
RW(aft)	PPC	10	1	1	—	—
RW(aft)	AC	3	1	1	—	—
RW(aft)	Laser	14	2	1	—	—

Weapons

Arc	Type	Heat	S	M	L	Extreme
Aft	AC	7	2	—	—	—
Aft	LRM	4	1	—	—	—
Aft	Laser	6	1	—	—	—

Range Values

Cargo: 250 tons

Bay 1: Small Craft (2) 1 Door
Bay 2: Fighters (2) 1 Door
Bay 3: Cargo/Marines (1 platoon) 1 Door

Escape Pods: 4

Life Boats: 1

Crew: 30

Cost: 350,000,000 C-bills

Revenue/Mission: 750,000 C-bills

Armament:

6 PPCs
3 AC/20s
2 AC/10s
4 AC/5s
1 LRM-10
6 LRM-20s
4 Large Lasers
12 Medium Lasers
4 tons AC/5 ammunition
4 tons AC/10 ammunition
8 tons AC/20 ammunition
17 tons LRM ammunition

Notes: May not operate in atmosphere.

UPGRADED VERSION

Type: Military Aerodyne
Use: Assault ship
Tech: Star League

Introduced: 3055
Mass: 4,500 tons

Dimensions

Length: 127 meters
Width: 36.2 meters
Height: 23 meters

Fuel: 300 tons (1,800)
Tons/Burn-day: 1.84
Safe Thrust: 8

Maximum Thrust: 12
Heat Sinks: 104 (208)
Structural Integrity: 17

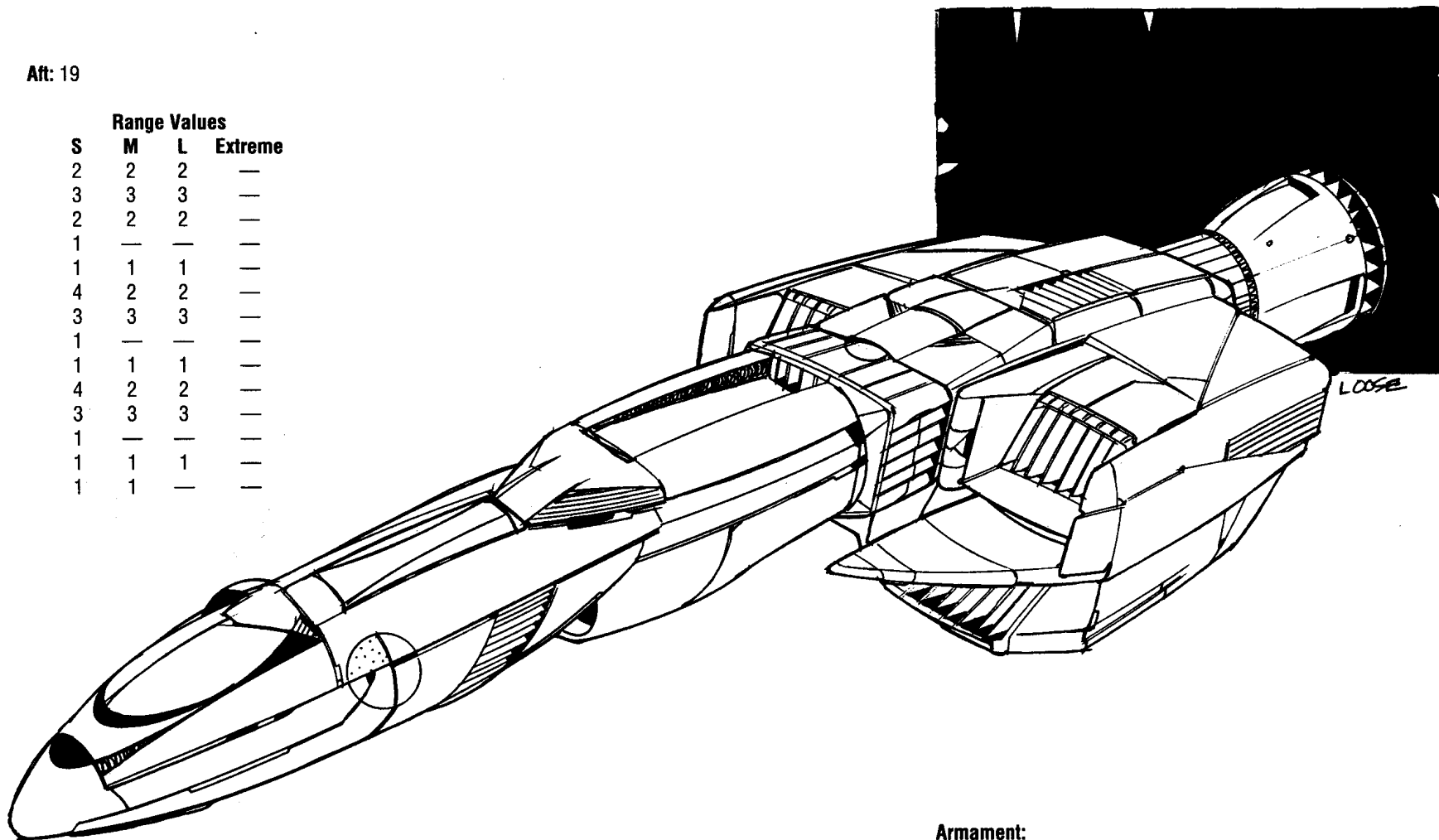
Armor

Fore: 29
Sides: 26

Aft: 19

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	PPC	30	2	2	2	—
Nose	LRM	12	3	3	3	—
Nose	Laser	24	2	2	2	—
Nose	Pulse	8	1	—	—	—
LW	PPC	15	1	1	1	—
LW	AC	8	4	2	2	—
LW	LRM	12	3	3	3	—
LW	Pulse	8	1	—	—	—
RW	PPC	15	1	1	1	—
RW	AC	8	4	2	2	—
RW	LRM	12	3	3	3	—
RW	Pulse	8	1	—	—	—
LW(aft)	PPC	15	1	1	1	—
LW(aft)	AC	3	1	1	—	—



Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
LW(aft)	Laser	12	1	1	1	—
LW(aft)	Pulse	8	1	—	—	—
LW(aft)	PPC	15	1	1	1	—
RW(aft)	AC	3	1	1	—	—
RW(aft)	Laser	12	1	1	1	—
RW(aft)	Pulse	8	1	—	—	—
Aft	AC	7	2	—	—	—
Aft	LRM	4	1	1	1	—
Aft	Pulse	8	1	—	—	—

Cargo: 122 tons

- Bay 1: Small Craft (2) 1 Door
- Bay 2: Fighters (2) 1 Door
- Bay 3: Cargo/Marines (1 platoon) 1 Door

Escape Pods: 6

Life Boats: 0

Crew: 30

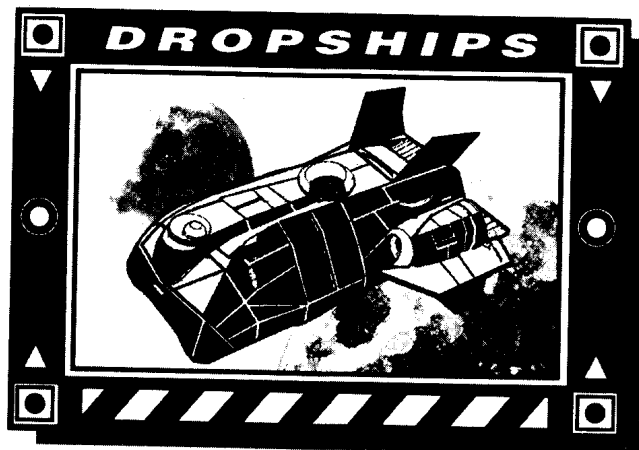
Cost: 425,000,000 C-bills

Revenue/Mission: 750,000 C-bills

Armament:

- 6 ER PPCs
- 3 AC/20s
- 2 AC/10s
- 2 Gauss Rifles
- 1 LRM-10 with Artemis
- 6 LRM-20s with Artemis
- 4 ER Large Lasers
- 12 Medium Pulse Lasers
- 5 tons Gauss ammunition
- 5 tons AC/10 ammunition
- 6 tons AC/20 ammunition
- 15 tons LRM ammunition

Notes: May not operate in atmosphere.



The *Condor* infantry transport can transport 336 troops and 20 support vehicles directly onto a battlefield. The craft also features a pair of cargo holds that can accommodate up to 800 tons of supplies each. The vessel's unique design provides a considerable amount of undesignated cargo space as well.

Each of the *Condor's* hollow wings, for example, contains huge cavities largely occupied by fuel tanks, weapons bays and landing gear. However, each wing also contains a large amount of "dead" space that can be accessed by a series of passageways. These areas can be used to store up to ten tons of additional equipment, but this is rarely known outside of *Condor* crews.

A huge door ramp that opens into an infantry ready area in the aft provides the main access to the vessel. An oversized cargo elevator connects the ramp to the barracks and cargo bays of the *Condor's* second deck, which contains mess and recreation facilities for the troops, as well as a large training area. The forward section of this deck contains unusually spacious barracks-style quarters for infantry troops.

Deck three is laid out much like deck two, although the training area and some of the barracks are replaced by a well-equipped medical facility. This facility can treat up to six emergency cases at one time, with converted barracks acting as a small ward.

The uppermost deck of the DropShip contains crew and command facilities, along with the ship's main computer and a small lounge and conference facility for the battalion staff. Access to the small bridge, which uses a cockpit-like tandem seating arrangement, is via a narrow hallway that passes between the fire control system and the communications gear.

In 3054 Nimakachi Fusion Products Ltd. began to produce a refitted *Condor* that features newly recovered weapons technology. The original design's nose-mounted PPC was

CONDOR

replaced by a PPC with an extended range, and the large lasers in the wings and nose were replaced with extended-range systems as well. To cope with the high heat load produced by these weapons, Nimakachi replaced the design's entire coolant system. Nimakachi also added an Artemis IV fire-control system to the nose-mounted LRM system. Initially the proximity of the LRM to the PPC caused the Artemis to malfunction whenever the PPC was used, but models launched after November, 3055, have a special coolant circuit that solves this problem.

The years since the Fourth Succession War have also seen a number of *Condors* converted into hospital vessels, with treatment wards replacing the cargo bays. Although the capacity of these craft is limited to 150 patients and 75 medical staff, they feature greatly expanded operating theaters that allow up to ten surgeries to be performed simultaneously. About two dozen of these hospital ships, nicknamed "Doves," are known to exist. ComStar possesses twelve of these, and the remainder are distributed among the fleets of the Successor States.

CONDOR CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Standard
Introduced: 2801
Mass: 4,500 tons

Dimensions

Length: 104 meters
Width: 97.4 meters
Height: 36.1 meters

Fuel: 208 tons (1,260)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 90
Structural Integrity: 9

Armor

Fore: 15
Sides: 13
Aft: 12

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extr
Nose	PPC	10	1	1	—	—
Nose	AC	1	1	1	—	—
Nose	LRM	5	1	1	1	—
Nose	Laser	6	1	—	—	—
LW	AC	1	1	1	—	—
LW	Laser	22	3	2	—	—
RW	AC	1	1	1	—	—
RW	Laser	22	3	2	—	—
Aft	Laser	14	2	1	—	—

Cargo: 400 tons

Bay 1: Vehicles (20 Light) 1 Door
Bay 2: Infantry (12 platoons) 1 Door
Bay 3: Cargo

Escape Pods: 8

Life Boats: 10

Crew: 24

Cost: 300,000,000 C-bills

Revenue/Mission: 300,000 C-bills

Armament:

1 PPC
3 AC/5s
1 LRM-15
5 Large Lasers
8 Medium Lasers
4 tons AC/5 ammunition
3 tons LRM ammunition

UPGRADED VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Star League
Introduced: 3054
Mass: 4,500 tons

Dimensions

Length: 104 meters
Width: 97.4 meters
Height: 36.1 meters

- Fuel: 208 tons (1,248)
- Impulse/Burn-day: 1.84
- Safe Thrust: 3
- Maximum Thrust: 5
- Heat Sinks: 90
- Structural Integrity: 10

Armor

- Fore: 15
- Sides: 14
- Aft: 12

Weapons

			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Vose	PPC	15	1	1	1	—
Vose	AC	1	1	1	—	—
Vose	LRM	5	1	1	1	—
Vose	Laser	6	1	—	—	—
LW	AC	1	1	1	—	—
LW	Laser	30	3	2	2	—
RW	AC	1	1	1	—	—
RW	Laser	30	3	2	2	—
Aft	Laser	18	2	1	1	—

Cargo: 1,607 tons

- Bay 1: Vehicles (20 light) 1 Door
- Bay 2: Infantry (12 platoons) 1 Door
- Bay 3: Cargo

Escape Pods: 7

Life Boats: 14

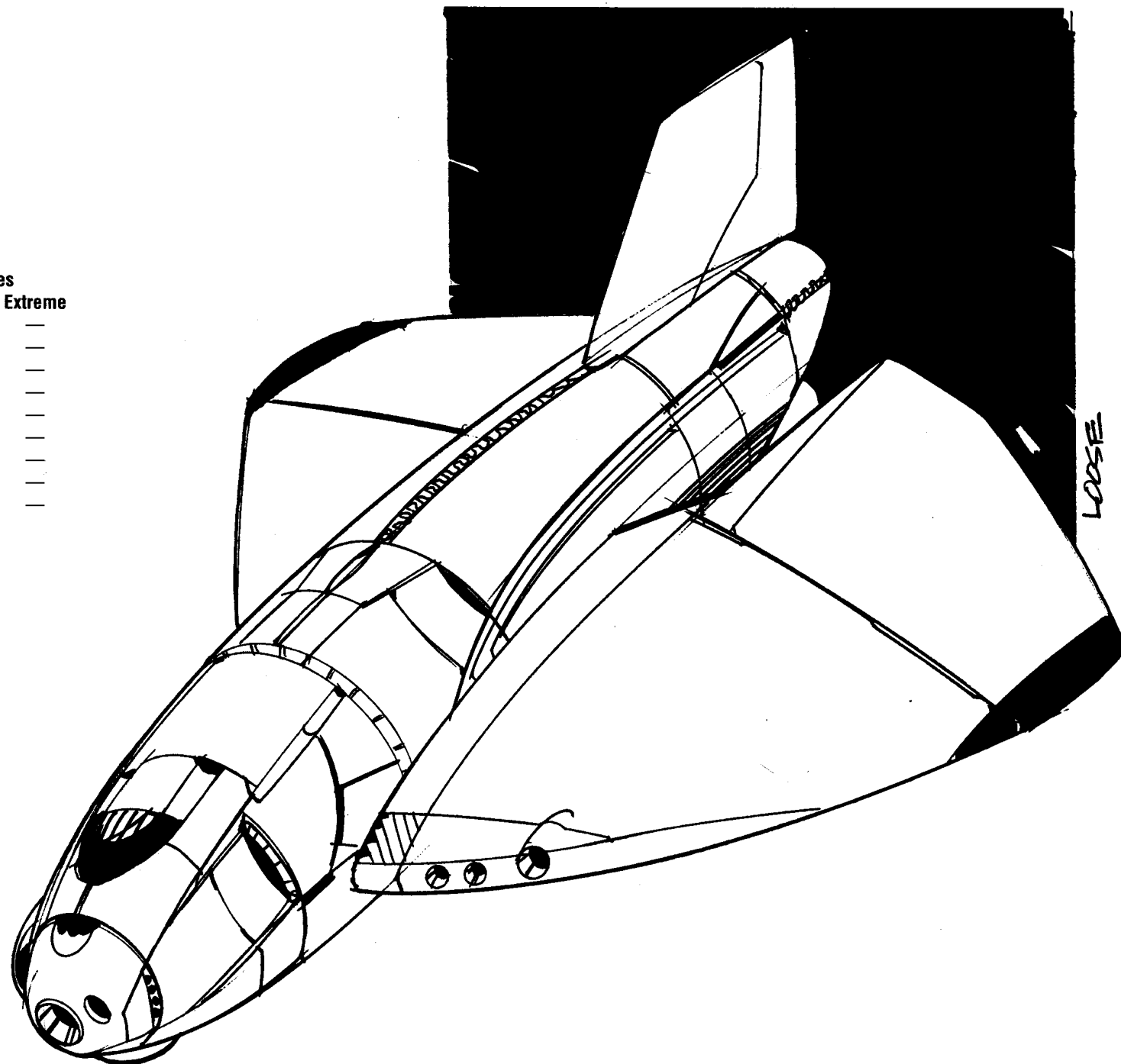
Crew: 24

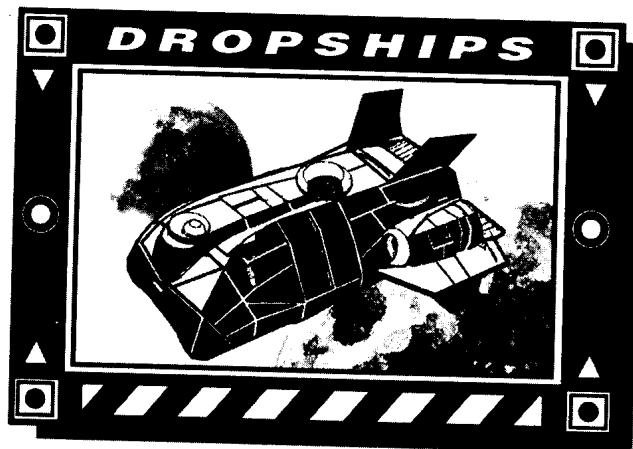
Cost: 325,000,000 C-bills

Revenue/Mission: 300,000 C-bills

Armament:

- 1 ER PPC
- 3 AC/5s
- 1 LRM-15 with Artemis
- 5 ER Large Lasers
- 8 Medium Lasers
- 4 tons AC/5 ammunition
- 3 tons LRM ammunition





The first *Okinawa* Class DropShip slipped its moorings at the BBP Industries yard at Luthien in early 3055, after an exhaustive series of trials. This vessel carries 18 aerospace fighters and was designed to fill the gap between the small *Leopard CV* vessel and the massive *Vengeance* carriers.

The first *Okinawa* to see combat was the *Ashi-oto*, which participated in the 3055 raid on Luzerne. The craft took heavy damage during the rear-guard action and returned with less than half its fighter complement. The majority of the pilots who did return were decorated and Captain Hiyama was awarded the Bushido Blade during a ceremony on Luthien. As an aside, we believe that damage inflicted by the *Ashi-oto's* fighters on the *Congress* Class WarShip *Hunters' Pride* was responsible for the Clan vessel's withdrawal from the battle.

Unlike most carriers, the *Okinawa* is a spheroid design. Rather than using separate launch and landing bays like most carriers, the *Okinawa* uses a number of dual-purpose bays, arranged in a ring around the craft's midsection. Each bay has access to a central repair area that contains the vessel's ammunition and fuel stores. The deck immediately above the fighter bays houses the pilots' quarters, and the engineering crews are located on the deck directly below.

The original version of the *Okinawa* had almost uniform armor protection over its hull, but operational experience showed that much of the damage inflicted on the craft occurred around the nose, a result of the practice of keeping a DropShip's nose toward the nearest hostile craft to minimize the risk of engine damage. Consequently, the *Okinawas* launched after April, 3056, have reinforced nose armor, at the expense of the sides and aft.

Fighters provide most of the *Okinawa's* punch, but the craft itself is well armed as well. Extended-range large lasers and PPCs provide most of the *Okinawa's* firepower, supple-

OKINAWA

mented by missile systems. A Star League G-11 combat computer controls the majority of the weapons, either directly or via a series of Artemis and Opti-Star fire-control systems, making the *Okinawa's* arsenal one of the most accurate of any DropShip.

OKINAWA CLASS DROPSHIP

Type: Military Spheroid
Use: Fighter carrier
Tech: Star League
Introduced: 3055
Mass: 4,500 tons

Dimensions

Length: 84 meters
Width: 86 meters
Height: 79 meters

Fuel: 55 tons (330)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 87 (174)
Structural Integrity: 12

Armor

Fore: 20
Sides: 15
Aft: 14

Weapons

Arc	Type	Heat	S	Range Values		
				M	L	Extreme
Nose	Laser	24	2	2	2	—
Nose	LRM	6	2	2	2	—
Nose	PPC	15	1	1	1	—
Nose	Pulse	18	2	1	—	—
Nose	SRM	4	1	—	—	—
FL	Laser	12	1	1	1	—
FL	LRM	6	2	2	2	—
FL	PPC	15	1	1	1	—
FL	Pulse	4	1	—	—	—
FL	SRM	4	1	—	—	—
FR	Laser	12	1	1	1	—
FR	LRM	6	2	2	2	—
FR	PPC	15	1	1	1	—
FR	Pulse	4	1	—	—	—

Weapons

Arc	Type	Heat	S	Range Values		
				M	L	Extreme
FR	SRM	4	1	—	—	—
AL	Laser	12	1	1	1	—
AL	LRM	4	1	1	1	—
AL	Pulse	10	1	1	—	—
AR	Laser	12	1	1	1	—
AR	LRM	4	1	1	1	—
AR	Pulse	10	1	1	—	—
Aft	LRM	4	1	1	1	—
Aft	Pulse	10	1	1	—	—
Aft	SRM	4	1	—	—	—

Cargo: 297 tons

Bay 1: Fighters (6) 2 Doors
 Bay 2: Fighters (12) 4 Doors
 Bay 3: Cargo 2 Doors

Escape Pods: 0

Life Boats: 4

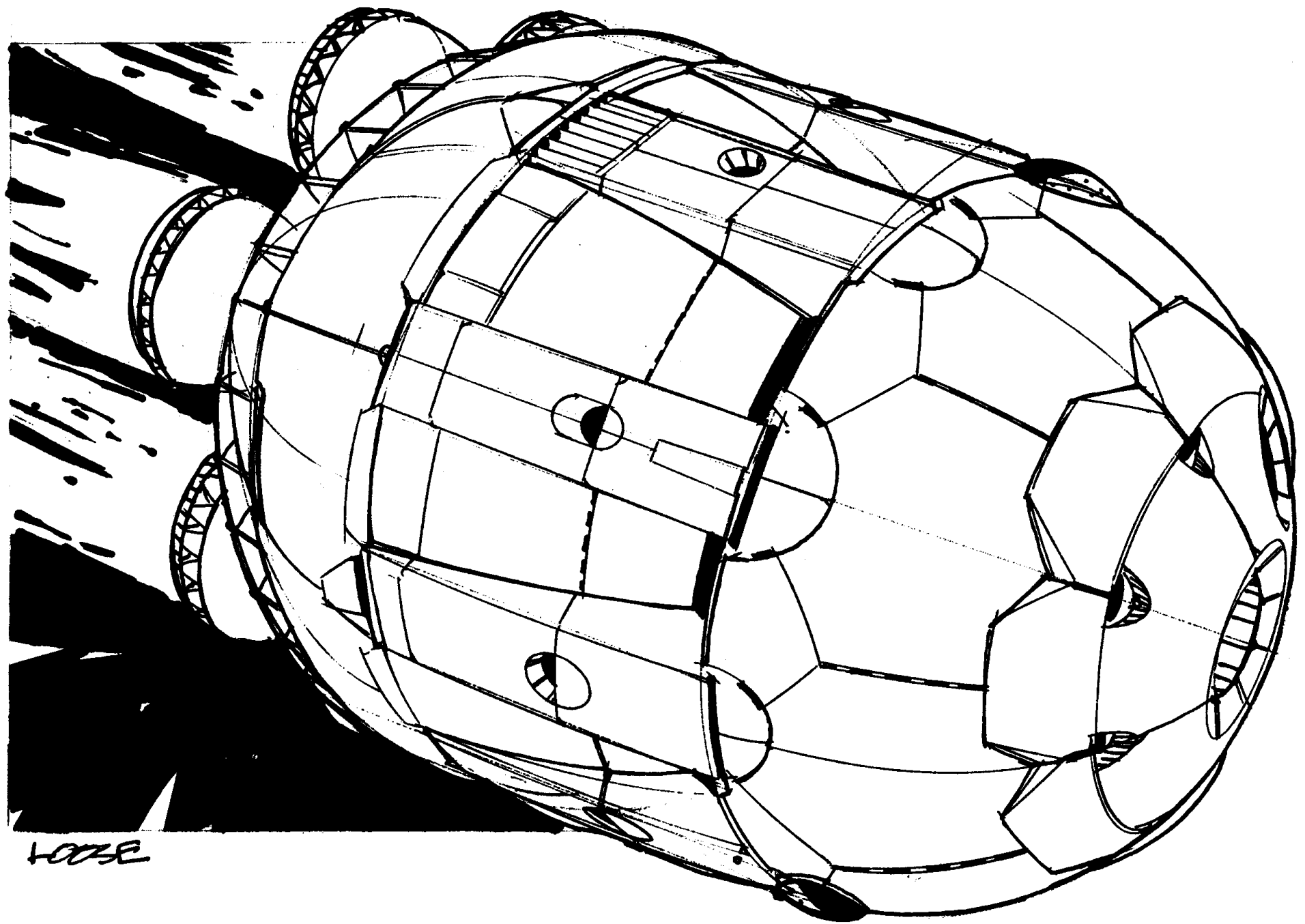
Crew: 26

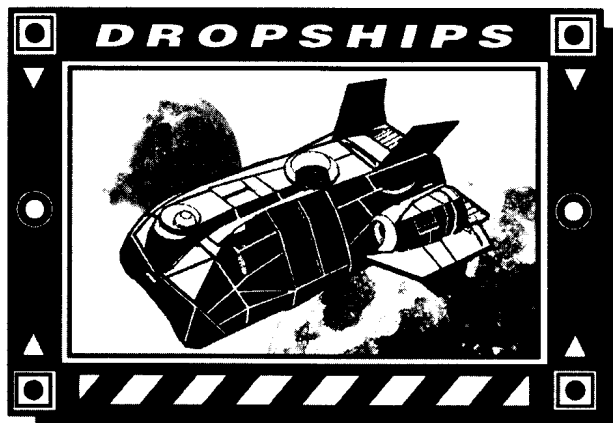
Cost: 410,000,000 C-bills

Revenue/Mission: 220,000 C-bills

Armament:

6 ER Large Lasers
 3 ER PPCs
 4 Large Pulse Lasers
 4 Medium Pulse Lasers
 3 LRM-10s with Artemis
 3 LRM-20s with Artemis
 3 SRM-6s with Artemis
 2 Streak 2
 9 tons LRM ammunition
 5 tons SRM ammunition





First sighted in 3055, the *Hannibal* is a new combined-arms transport being tested by the Free Worlds League. The *Hannibal* can carry one company of infantry and a second of tanks and boasts a sophisticated communications system, as well as generous armor and weaponry. The Deller, Bingham, and Fouts yards at Atreus have delivered four *Hannibals* to the Free Worlds League during the past year.

The *Hannibal's* two tank bays are located near the nose of the craft, and each bay has its own door/ramp. The bays are cramped when compared with those of other DropShips, but the entire complement of vehicles can disembark within five minutes, giving the *Hannibal* one of the fastest vehicle-deployment rates of any DropShip. Three bunkrooms directly aft of the vehicle bays provide accommodations for the tank crews and technical personnel. Each of these well-equipped rooms accommodates a lance's crew, and support personnel, but most crews prefer to relax in the more spacious recreation facilities on the *Hannibal's* upper decks.

Sixteen bunkrooms, one for each infantry squad, are located toward the aft of the *Hannibal*. The facilities in these bunkrooms are minimal, and each of the four platoons in the reinforced company must share bathroom and mess facilities. In addition to the small platoon areas, an area on deck three provides recreation and exercise facilities for the infantry troops.

A large briefing facility occupies the remainder of the deck. This facility contains a sophisticated holographic projection unit as well as the latest communications systems, courtesy of the Word of Blake. Given the considerable investment these features represent, we believe the Marik military has major plans for this craft.

The *Hannibal* is well armed and generously armored for a transport, and many analysts believe it may eventually replace the venerable *Intruder* class, although its limited fuel supply precludes its use on extended independent operations.

HANNIBAL

HANNIBAL CLASS DROPSHIP

Type: Military Aerodyne
Use: Troop carrier
Tech: Star League
Introduced: 3055
Mass: 4,850 tons

Dimensions

Length: 137 meters
Width: 42 meters
Height: 31 meters

Fuel: 95 tons (570)
Tons/Burn-day: 1.84
Safe Thrust: 5

Armor

Fore: 22
Sides: 17
Aft: 16

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	5	4	4	3	—
Nose	Laser	21	2	1	1	—
Nose	LRM	6	2	2	2	—
Nose	PPC	30	2	2	2	—
Nose	SRM	4	1	—	—	—
LW	AC	1	1	1	—	—
LW	Laser	15	1	1	1	—
LW	LRM	6	2	2	2	—
LW	Pulse	10	1	1	—	—
LW	SRM	4	1	—	—	—
RW	AC	1	1	1	—	—
RW	Laser	15	1	1	1	—
RW	LRM	6	2	2	2	—
RW	Pulse	10	1	1	—	—
RW	SRM	4	1	—	—	—
LW(aft)	Laser	11	1	1	—	—
LW(aft)	SRM	3	1	—	—	—
RW(aft)	Laser	11	1	1	—	—
RW(aft)	SRM	3	1	—	—	—
Aft	AC	3	1	1	—	—
Aft	Laser	26	3	2	1	—
Aft	PPC	15	1	1	1	—
Aft	SRM	3	1	—	—	—

Cargo: 977 tons
 Bay 1: Vehicles (12 Heavy) 2 Doors
 Bay 2: Cargo 1 Door
 Bay 3: Infantry (4 platoons) 1 Door

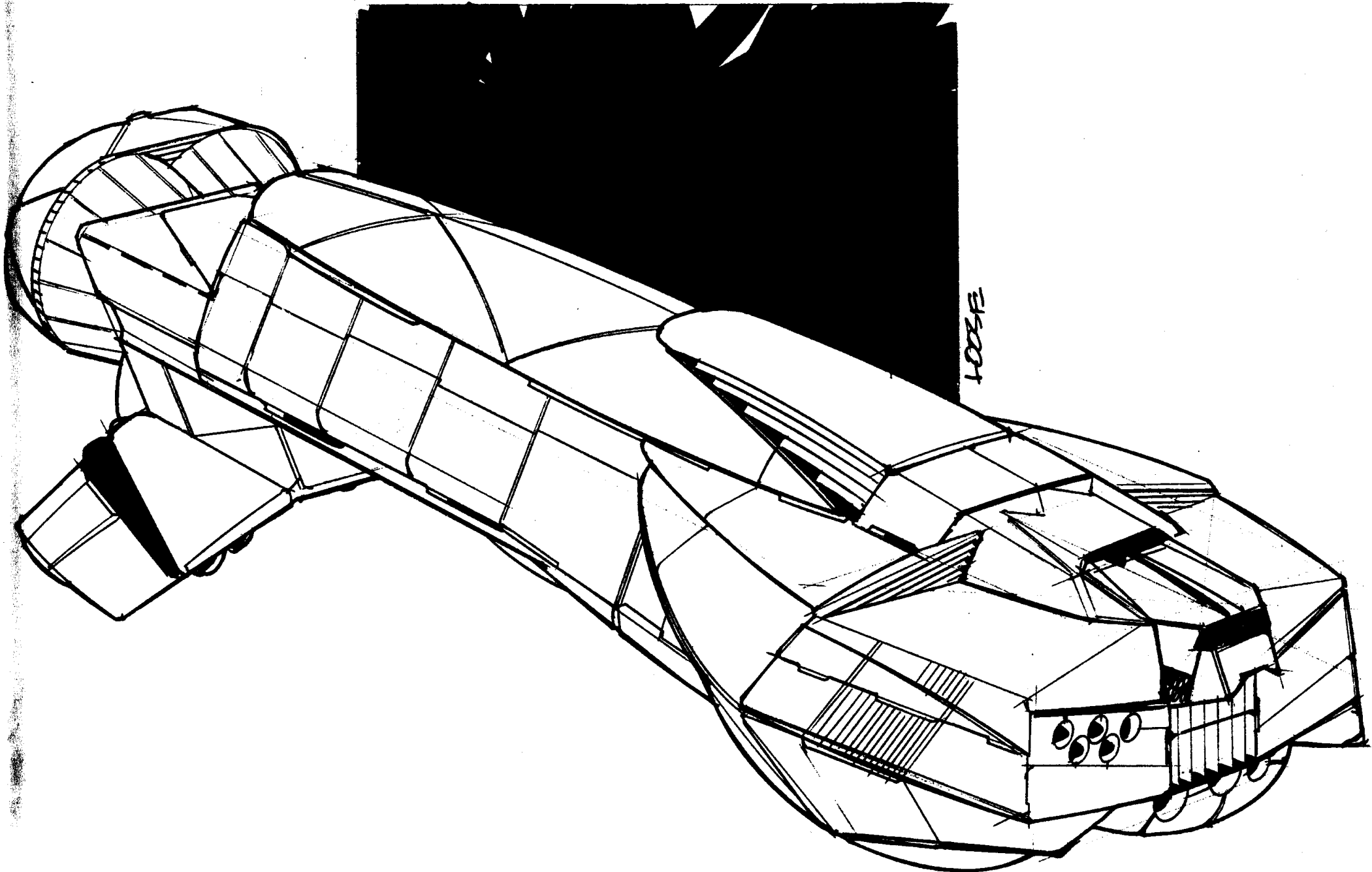
Escape Pods: 6
Life Boats: 6

Crew: 40

Cost: 360,000,000 C-bills
Revenue/Mission: 340,000 C-bills

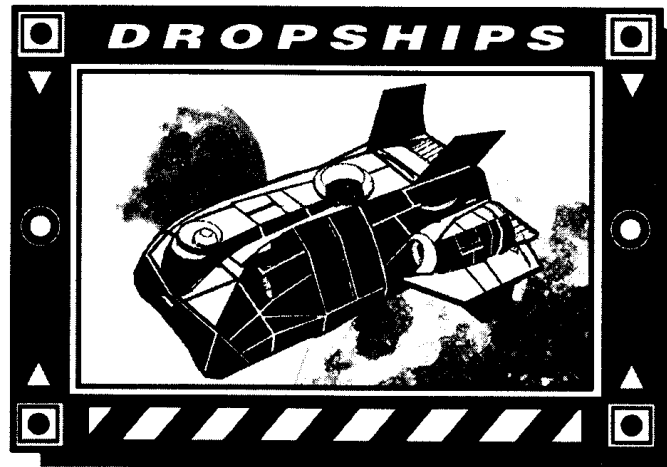
Armament:

4 ER Large Lasers
 3 ER PPCs
 3 Large Lasers
 9 Medium Lasers
 2 Large Pulse Lasers
 2 AC/5s
 2 AC/10s
 2 Gauss Rifles
 3 LRM-20s with Artemis
 1 NARC Missile Beacon
 3 SRM-4s with Artemis
 3 SRM-6s with Artemis
 2 tons AC/5 ammunition
 2 tons AC/10 ammunition
 4 tons Gauss Rifle ammunition
 6 tons LRM ammunition
 2 tons NARC pods
 6 tons SRM ammunition



LOOSE

MONARCH



The *Monarch* is one of the few DropShips expressly designed to carry passengers. The lightly armored vessel's fuselage acts as an aerodynamic lifting body, and the *Monarch* can carry 266 passengers in relative comfort.

The passengers occupy two decks situated between the *Monarch's* command section and cargo holds. Each deck contains 133 passenger staterooms, along with a number of entertainment facilities. The lower passenger deck also hosts a number of shops, a pair of saunas, a recreation area, and a single 150-seat dining area. The upper deck contains two 100-seat dining areas, two large lounges, a casino, and a vidtape theater.

The passenger staterooms are divided into two types. Sixty-six are classed as luxury rooms and feature separate living rooms and bedrooms. A beverage cabinet, holoivid unit, and comfortable wooden furniture complete the amenities.

The remaining 200 staterooms are somewhat less luxurious, with only a single living/sleeping room. The practical furnishings consist of a small sofa that manually folds out to form a bed, a small holoivid unit, and a small but functional table.

Lightly armored and completely unarmed, *Monarchs* are totally unsuitable for military operations. Although a number of mercenary units have hired *Monarchs* to transport troops between safe locations, most *Monarchs* perform scheduled flights between well-populated worlds.

MONARCH CLASS DROPSHIP

Type: Civilian Aerodyne

Use: Liner

Tech: Standard

Introduced: 2759

Mass: 5,000 tons

Dimensions

Length: 169 meters

Width: 104 meters

Height: 30 meters

Fuel: 112 tons (672)

Tons/Burn-day: 3.37

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 76

Structural Integrity: 6

Armor

Fore: 5

Sides: 4

Aft: 3

Weapons: None

Cargo: 1,132 tons

Bay 1: Passengers/Regular Quarters (200)

2 Doors

Bay 2: Cargo

2 Doors

Bay 3: Passengers/First Class Quarters (66)

2 Doors

Escape Pods: 15

Life Boats: 15

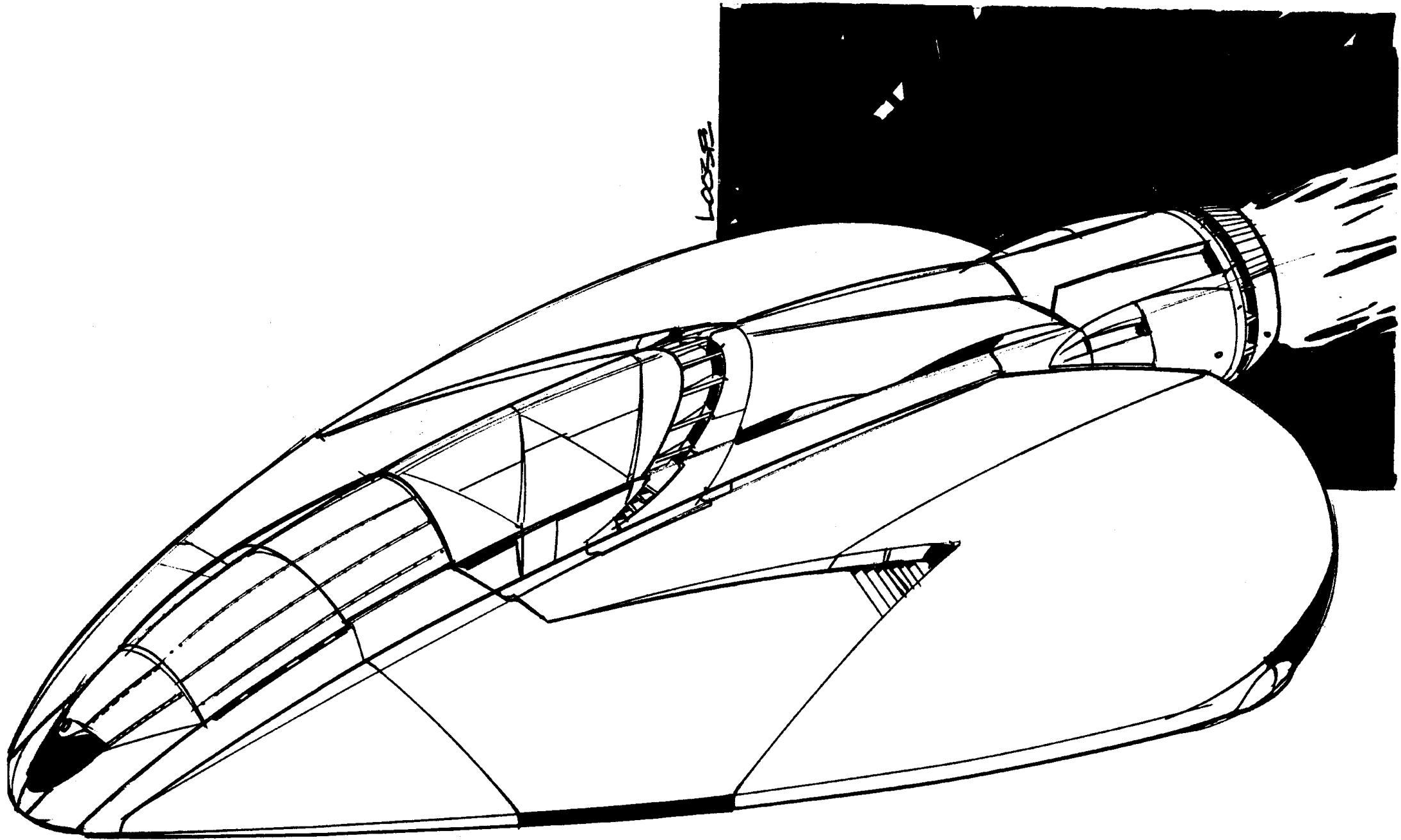
Crew: 34

Passengers: 266

Cost: 200,000,000 C-bills

Revenue/Mission: 228,000 C-bills

Armament: None





One of the largest aerodynes produced, the *Triumph* Class DropShip was originally designed to carry an armor battalion onto the battlefield. The 450-year-old design has proved one of the most versatile and resilient in the fleets of the Successor States, and large numbers of *Triumphs* remain in service with all the Great Houses. Although not as glamorous as 'Mech transports such as the *Union* or *Overlord*, the *Triumph* is one of the most common designs in active service.

The *Triumph's* distinctive squat shape limits its aerodynamic maneuverability, but provides rapid off-loading for vehicles transported in the vessel. Usually a *Triumph* transports a battalion of armored vehicles in the three huge bays located on the two lowest decks of the craft. A pair of huge doors in the craft's side provides excellent access to the bays. Many *Triumphs* have even been modified to carry aerospace fighters, BattleMechs, and surface naval craft.

The aft portion of the vessel's lowest deck houses the transit drive, undercarriage, one of the three main bays, and two additional cargo bays. Each of the two extra bays can hold almost 1,000 tons, but their restricted floor space means they can only accommodate four vehicles. Despite limited access, these bays are ideal for storing BattleMechs or 'Mech cubicles.

The *Triumph* was not designed to enter contested territory, and vessels that have been forced to deploy their cargo in the midst of battle often meet disastrous results. The meager armor and weapons of the design leave the *Triumph* extremely vulnerable, and most that enter battle never even reach their landing zones.

However, BBP Industries of Luthien recently unveiled a redesign of the *Triumph* that attempts to correct this flaw. Unlike many refits, where the changes amount to little more than weapon upgrades, the new *Triumph* features a redesigned interior that provides better access to the vehicle and cargo bays and 400 extra tons of total weight. The main vehicle bay's

TRIUMPH

massive single ramp has been replaced by a pair of narrower ramps that provide simultaneous access to both the upper and lower vehicle bays and allow crews to reorganize cargo while a vessel is in flight. The new version also equips the two huge cargo bays with 'Mech cubicles that allow the new *Triumph* to transport a 'Mech lance as well as a battalion of armor. The refit also replaces the original design's nose-mounted AC/10 with a Gauss rifle and provides extended-range or pulsed versions of the standard energy weapons. Artemis IV fire-control systems have also been added to improve the *Triumph's* missile systems.

TRIUMPH CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne **Introduced:** 2593
Use: Troop carrier **Mass:** 5,600 tons
Tech: Standard

Dimensions

Length: 129 meters
Width: 120.2 meters
Height: 43 meters

Fuel: 250 tons (1,250) **Maximum Thrust:** 5
Tons/Burn-day: 1.84 **Heat Sinks:** 112
Safe Thrust: 3 **Structural Integrity:** 11

Armor

Fore: 15
Sides: 14
Aft: 12

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	PPC	10	1	1	—	—
Nose	AC	3	1	1	—	—
Nose	LRM	6	1	1	1	—
Nose	Laser	6	1	—	—	—
LW	AC	1	1	1	—	—
LW	LRM	5	1	1	1	—
LW	Laser	14	2	1	—	—
RW	AC	1	1	1	—	—
RW	LRM	5	1	1	1	—
RW	Laser	14	2	1	—	—
Aft	Laser	6	1	—	—	—
Aft	LRM	4	1	1	1	—

Cargo: 3,260 tons
 Bay 1: Vehicles (45 Heavy) 1 Door
 Bay 2: Cargo/Vehicles (8 Light) 1 Door
 Bay 3: Infantry (4 platoons) 1 Door

Escape Pods: 4
Life Boats: 3

Crew: 15

Cost: 450,000,000 C-bills
Revenue/Mission: 430,000 C-bills

Armament:

1 PPC
 1 AC/10
 2 AC/5s
 1 LRM-20
 2 LRM-15s
 1 LRM-10
 2 Large Lasers
 8 Medium Lasers
 2 tons AC/5 ammunition
 2 tons AC/10 ammunition
 8 tons LRM ammunition

UPGRADED VERSION

Type: Military Aerodyne
Use: Troop carrier
Tech: Star League
Introduced: 3057
Mass: 6,000 tons

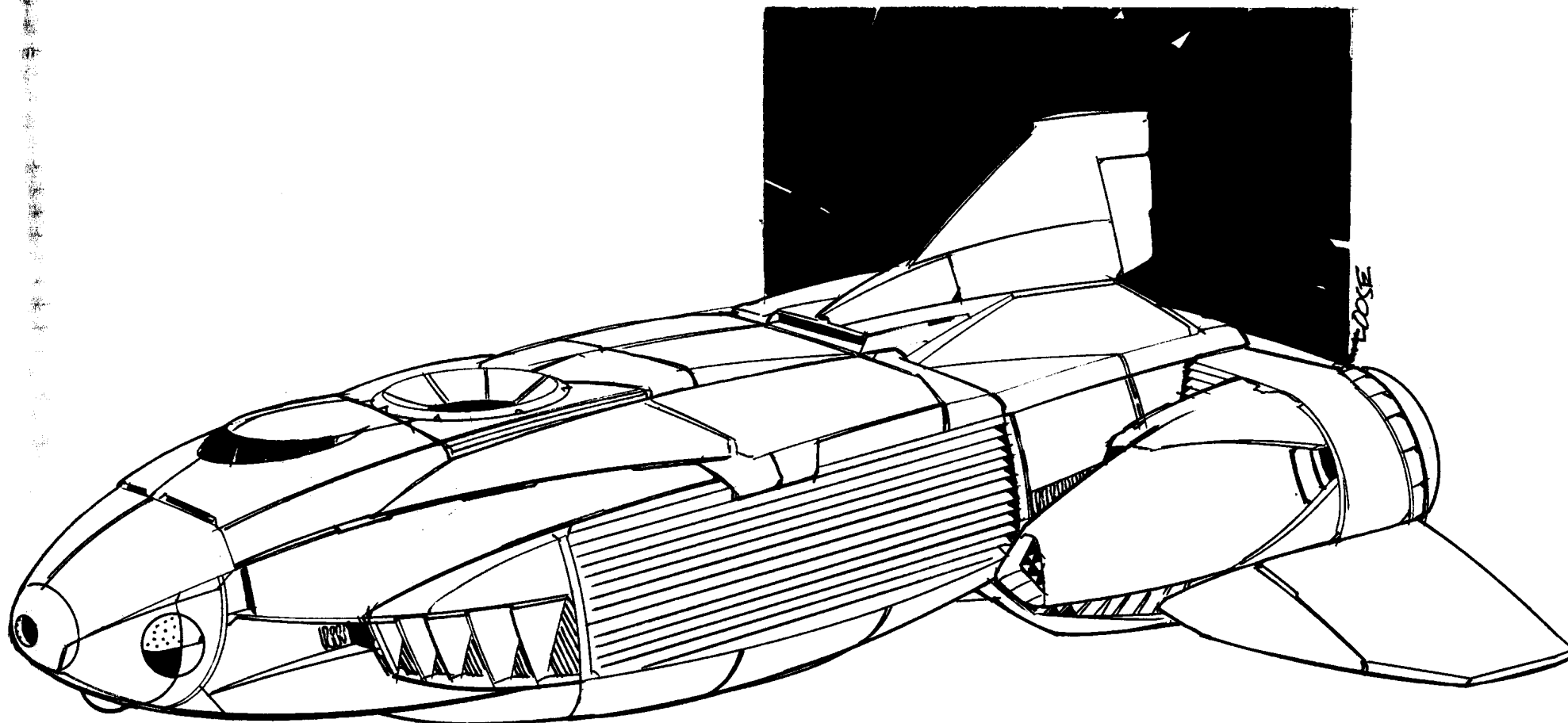
Dimensions

Length: 128 meters
Width: 122 meters
Height: 44.5 meters

Fuel: 250 tons (1,500) **Maximum Thrust:** 5
Tons/Burn-day: 1.84 **Heat Sinks:** 112
Safe Thrust: 3 **Structural Integrity:** 11

Armor

Fore: 16
Sides: 14
Aft: 13



Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	PPC	15	1	1	1	—
Nose	AC	1	2	2	2	—
Nose	LRM	6	2	2	2	—
Nose	Laser	6	1	—	—	—
LW	AC	3	1	1	—	—
LW	LRM	5	1	1	1	—
LW	Laser	18	2	1	1	—
RW	AC	3	1	1	—	—
RW	LRM	5	1	1	1	—
RW	Laser	18	2	1	1	—
Aft	Pulse	8	1	—	—	—
Aft	LRM	4	1	1	1	—

Cargo: 255 tons

- Bay 1: Vehicles (24 Heavy) 1 Door
- Bay 2: Cargo/BattleMechs (4) 1 Door
- Bay 3: Vehicles (12 Light) 1 Door

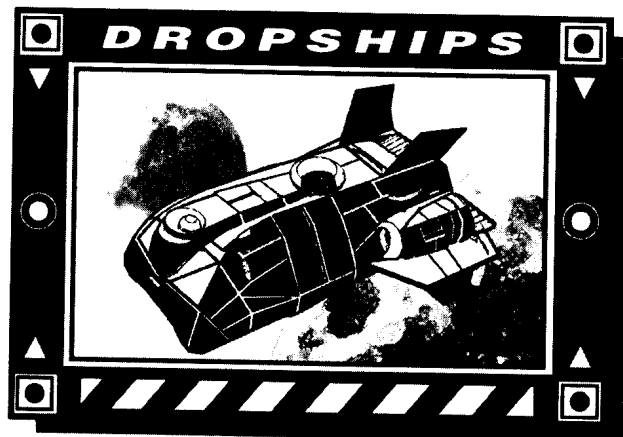
Escape Pods: 4 Life Boats: 3

Crew: 15

Cost: 480,000,000 C-bills
Revenue/Mission: 430,000 C-bills

Armament:

- 1 Gauss Rifle
- 1 ER PPC
- 2 AC/5s
- 1 LRM-20 with Artemis
- 2 LRM-15s with Artemis
- 1 LRM-10 with Artemis
- 2 ER Large Lasers
- 6 Medium Lasers
- 2 Medium Pulse Lasers
- 2 tons AC/5 ammunition
- 2 tons Gauss ammunition
- 8 tons LRM ammunition



The *Fortress* Class DropShip has a well-deserved reputation as a deadly craft. In addition to its superior weapons and armor, the *Fortress* carries a combined-arms battalion, consisting of a company each of 'Mechs, armor and infantry, making it one of the most powerful assault craft.

The *Fortress* mounts a diverse selection of weapons that enables it to support troops when grounded and protect itself when in space. At close range the *Fortress* can destroy most opposition within a few minutes, making the vessel ideal for anchoring a defensive line. The ship's massive amounts of armor and weaponry also make the *Fortress* ideal for establishing and clearing landing zones. This capability was perhaps best exemplified during the Fourth Succession War, when House Steiner's six Elvidner *Fortresses* sealed the passes through the Greerson Mountains, and with them the fate of the Second Sword of Light.

Such uses have been severely curtailed as these craft become increasingly rare, however. Now, *Fortresses* generally operate only in secured landing zones. These craft then act as operational bases for forces in the area, providing logistical support and C3 capabilities. In addition to the vessel's conventional weaponry, the Long Tom cannon mounted in the *Fortress'* nose enables the vessel to provide fire support for units several kilometers away, a capability that has proved quite useful in battle.

Most operational *Fortresses* are at least a century old and suffer from a high rate of systems failures. The vessel's computer and fire-control systems, which were considered unstable when most of the craft were constructed, are most prone to failure. The years between 2974 and 3027 saw the construction of less than two dozen *Fortress* Class vessels. In the early part of this century it appeared the *Fortress* would become extinct, as the last construction facility closed due to a lack of parts. However, the alliance between the Federated Suns and the

FORTRESS

Lyran Commonwealth allowed Semier Data Tron to resume production of the vessel. The firm secretly constructed twenty *Fortresses* for Archon Katrina Steiner in the six years before the outbreak of the Fourth Succession War.

Semier reduced its production of the expensive craft following the end of the war, but still manufactured an average of two per year until 3047. However, a shortage of drives forced Semier to fit these post-war craft with the Quad RanTech 720 drive rather than the more powerful Anacon B500. Semier then closed its *Fortress* manufacturing facility to refurbish it and resumed production in early 3051. The facility has continued to produce the original *Fortress*, but Semier has also begun a refitted *Fortress* during the past few months. This new version uses advanced weaponry and a Piper C1-5 drive system. Full-scale production is expected to begin in 3058, pending the Federated Commonwealth's approval of the upgraded design.

FORTRESS CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: Assault ship
Tech: Standard

Introduced: 2613
Mass: 6,000 tons

Dimensions

Length: 112 meters
Width: 112 meters
Height: 94 meters

Fuel: 400 tons (2,000)
Tons/Burn-day: 3.68
Safe Thrust: 3

Maximum Thrust: 5
Heat Sinks: 131
Structural Integrity: 13

Armor

Fore: 22
Sides: 21
Aft: 15

Weapons

Arc	Type	Heat	S	M	L	Extreme
Nose	PPC	20	2	2	—	—
Nose	AC	2	1	1	—	—
Nose	Laser	22	3	2	—	—
FL	PPC	10	1	1	—	—
FL	LRM	12	2	2	2	—
FL	Laser	28	4	2	—	—
FR	PPC	10	1	1	—	—
FR	LRM	12	2	2	2	—

Weapons

Arc	Type	Heat	S	M	L	Extreme
FR	Laser	28	4	2	—	—
AL	PPC	10	1	1	—	—
AL	AC	8	3	1	—	—
AL	LRM	8	1	1	1	—
AL	SRM	8	2	—	—	—
AL	Laser	6	1	—	—	—
AR	PPC	10	1	1	—	—
AR	AC	8	3	1	—	—
AR	LRM	8	1	1	1	—
AR	SRM	8	2	—	—	—
AR	Laser	6	1	—	—	—
Aft	AC	1	1	1	—	—
Aft	Laser	22	3	2	—	—

Cargo: 175 tons

Bay 1: 'Mechs (12) 1 Door
Bay 2: Vehicles (12 Heavy) 2 Doors
Bay 3: Cargo/Infantry (3 platoons) 2 Doors

Escape Pods: 4

Life Boats: 5

Crew: 42

Cost: 800,000,000 C-bills

Revenue/Mission: 4,000,000 C-bills

Armament:

6 PPCs
2 AC/20s
5 AC/5s
4 LRM-20s
4 LRM-10s
6 SRM-6s
8 Large Lasers
16 Medium Lasers
1 Long Tom III Cannon
5 tons AC/5 ammunition
5 tons AC/20 ammunition
16 tons LRM ammunition
4 tons SRM ammunition
25 tons Long Tom ammunition

Notes: Equipped with a Long Tom cannon, for use when grounded.

PGRADED VERSION

1e

ype: Military Spheroid
se: Assault ship
ech: Star-League

Introduced: 3058 (projected)
Mass: 6,000 tons

imensions

Length: 112 meters
Width: 112 meters
Height: 94 meters

uel: 400 tons (2,400)
ons/Burn-day: 1.84
afe Thrust: 3

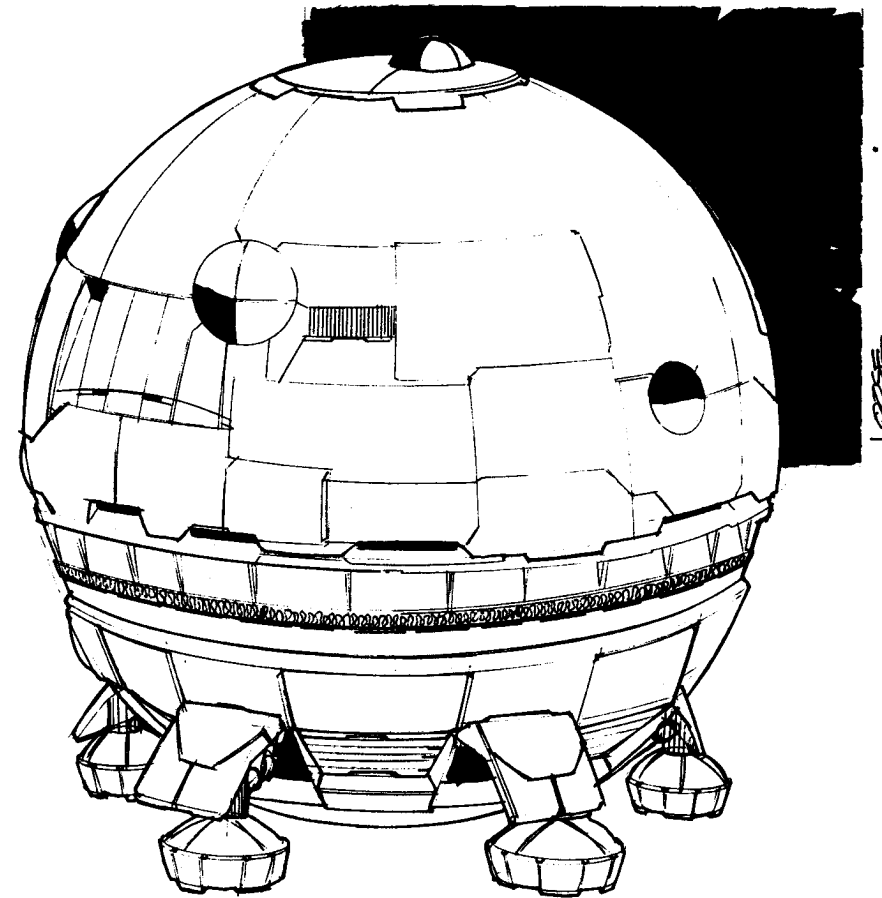
Maximum Thrust: 5
Heat Sinks: 112 (224)
Structural Integrity: 15

armor

Fore: 22
Sides: 21
Aft: 15

Weapons

			Range Values			
arc	Type	Heat	S	M	L	Extreme
lose	PPC	30	2	2	2	—
lose	AC	2	3	3	3	—
lose	Laser	24	2	2	2	—
lose	Pulse	8	1	—	—	—
L	PPC	15	1	1	1	—
L	LRM	12	3	3	3	—
L	Laser	24	2	2	2	—
L	Pulse	12	2	—	—	—
R	PPC	15	1	1	1	—
R	LRM	12	3	3	3	—
R	Laser	24	2	2	2	—
R	Pulse	12	2	—	—	—
AL	PPC	15	1	1	1	—
AL	AC	8	3	1	—	—
AL	LRM	8	2	2	2	—
AL	SRM	8	2	—	—	—
AL	Laser	3	1	—	—	—
AR	PPC	15	1	1	1	—
AR	AC	8	3	1	—	—
AR	LRM	8	2	2	2	—
AR	SRM	8	2	—	—	—
AR	Laser	3	1	—	—	—
Aft	AC	1	1	1	—	—
emAft	Laser	24	2	2	2	—
Aft	Pulse	8	1	—	—	—



Cargo: 368 tons

- Bay 1: 'Mechs (12)
- Bay 2: Vehicles (12 Heavy)
- Bay 3: Cargo/Infantry (3 platoons)

- 1 Door
- 2 Doors
- 2 Doors

Escape Pods: 10

Life Boats: 2

Crew: 42

Cost: 920,000,000 C-bills

Revenue/Mission: 4,000,000 C-bills

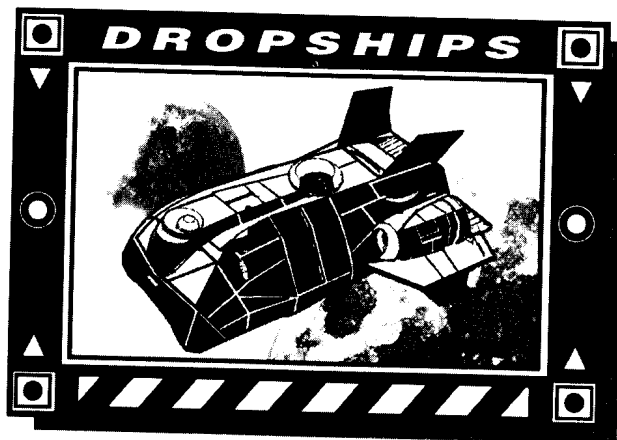
Armament:

- 6 ER PPCs
- 2 AC/20s
- 3 AC/5s
- 2 Gauss Rifles

Armament:

- 4 LRM-20s with Artemis
- 4 LRM-10s with Artemis
- 4 SRM-6s with Artemis
- 8 ER Large Lasers
- 10 Medium Pulse Lasers
- 2 Medium Lasers
- 1 Long Tom III Cannon
- 3 tons AC/5 ammunition
- 5 tons AC/20 ammunition
- 4 tons Gauss ammunition
- 14 tons LRM ammunition
- 6 tons SRM ammunition
- 25 tons Long Tom ammunition

Notes: Equipped with a Long Tom cannon, for use when grounded.



The *Hercules* Class DropShip is a relatively new troop transport that has already begun establishing itself a reputation as a reliable, valuable vessel. The prototype *Hercules* saw service with the 13th Donegal Guards when they attacked the Jade Falcon world of La Grave, providing armor and infantry support for the landings at Bissau. The mission very nearly turned into a disaster when a pair of OmniFighters from the Gurbeng Garrison Cluster attacked the LZ with the intention of damaging or destroying the invaders' grounded transports. However, the OmniFighter pilots did not allow for the considerable firepower of the *Hercules*, which decimated the two fighters. Seven *Hercules* have been produced since the prototype was launched in 3053, and five of those vessels have seen active service against the Clans. Four more are in production at this time.

Bowie Industries of Alarion produces the *Hercules*, which is a distant relative of the *Overlord*. The *Hercules* uses many of the same components as the *Overlord*, which has contributed greatly to Bowie's ability to rapidly produce the new vessel.

Two immense vehicle holds take up a large proportion of the *Hercules*' internal space and provide transport and repair facilities for a complete armor battalion. The vessel's lowest deck is dedicated to engineering. Deck two has facilities for 12 heavy tanks, and deck three has facilities for 24 vehicles. Two massive doors lead from each deck, folding down to form ramps. The ramps from deck two can support any size or type of vehicle, but deck three's ramps cannot support more than 75 tons.

The four decks directly above the vehicle holds contain quarters for vehicle crews and infantry. Deck four contains bunkrooms for the crews and support staffs of each vehicle lance. Decks five through seven each can accommodate one infantry company. Each deck contains separate bunkrooms for

HERCULES

the company's platoon, and common recreation and dining facilities are provided.

Deck eight contains quarters for the *Hercules*' 28 crew members and officers. Six cabins are provided for the 24-man crew, and five cabins are reserved for the officers. Each cabin contains individual washing and toilet facilities, and common recreation and mess facilities.

Deck nine contains the *Hercules*' large bridge. The bridge includes the standard crew positions, as well as three stations for supervising loading and unloading operations, a valuable feature when performing embarking operations with inexperienced troops.

Compared to earlier troop carriers, the *Hercules* is lightly armored, utilizing only 30 tons of armor evenly distributed across the hull. Similarly, with the exception of the nose bays, the craft is lightly armed, with a minimal self-defense capability provided by a handful of lasers and missiles. However, the *Hercules*' nose bay contains standard weapons as well as autocannons and extended-range lasers, which provide devastating firepower at all ranges.

HERCULES CLASS DROPSHIP

Type: Military Spheroid
Use: Troop carrier
Tech: Star League
Introduced: 3053
Mass: 7,250 tons

Dimensions

Length: 87 meters
Width: 84 meters
Height: 120 meters

Fuel: 145 tons (870)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 101 (202)
Structural Integrity: 9

Armor

Fore: 14
Sides: 12
Aft: 13

Weapons Arc	Type	Heat	S	Range Values			Ext
				M	L		
Nose	AC	2	2	2	2		
Nose	Laser	36	4	2	2		
Nose	LRM	6	2	2	2		
Nose	PPC	15	1	1	1		
FL	Laser	6	1	—	—		
FL	LRM	5	1	1	1		
FL	PPC	15	1	1	1		
FL	SRM	4	1	—	—		
FR	Laser	6	1	—	—		
FR	LRM	5	1	1	1		
FR	PPC	15	1	1	1		
FR	SRM	4	1	—	—		
AL	Laser	3	1	—	—		
AL	Pulse	10	1	1	—		
AR	Laser	3	1	—	—		
AR	Pulse	10	1	1	—		
Aft	AC	1	1	1	—		
Aft	Laser	18	2	1	1		
Aft	LRM	5	1	1	1		

Cargo: 1,425 tons

Bay 1: Vehicles (36 Heavy) 2 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Infantry (12 platoons) 2 Doors

Escape Pods: 2

Life Boats: 2

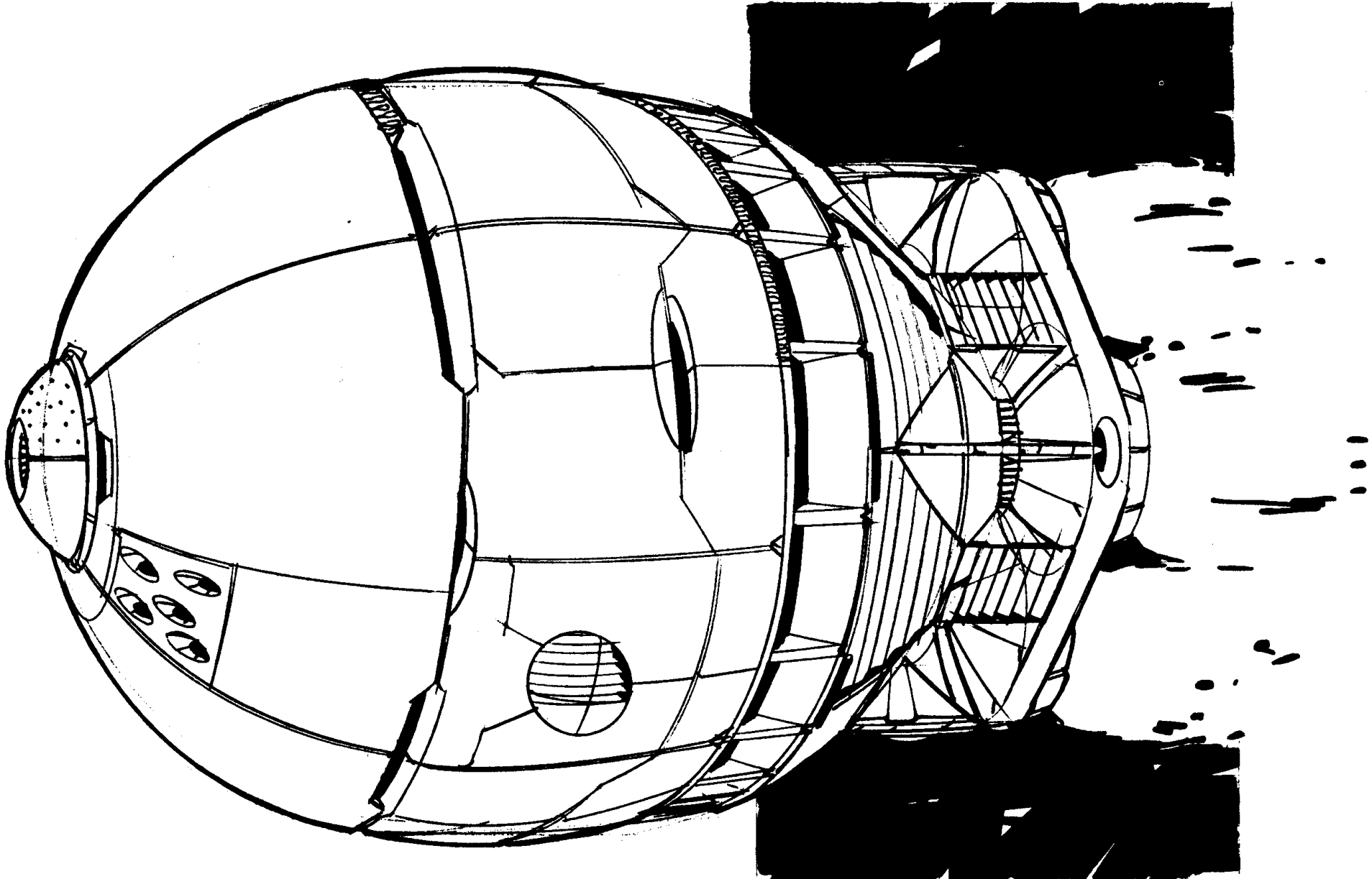
Crew: 28

Cost: 640,000,000 C-bills

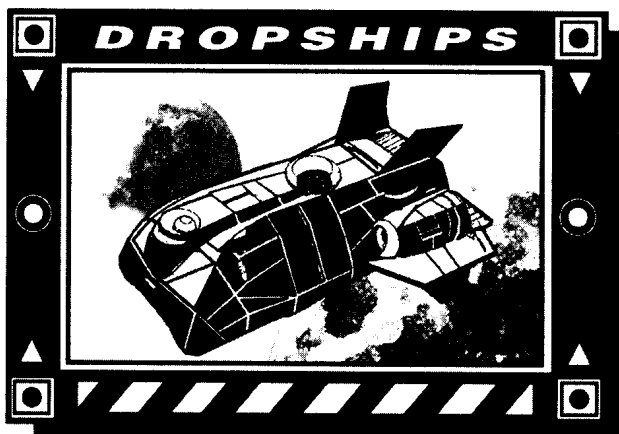
Revenue/Mission: 350,000 C-bills

Armament:

3 ER Large Lasers
 3 ER PPCs
 12 Medium Lasers
 2 Large Pulse Lasers
 2 AC/5s
 1 Gauss Rifle
 3 LRM-15s with Artemis
 1 LRM 20 with Artemis
 2 SRM-6s with Artemis
 2 tons AC/5 ammunition
 2 tons Gauss Rifle ammunition
 8 tons LRM ammunition
 2 tons SRM ammunition



LOKE



The *Overlord* is the largest 'Mech carrier in service with the Successor States. The standard version carries a complete 'Mech battalion, complete with aerospace support, making it one of the sights most feared by ground forces. The Clan variant is the only DropShip that carries a larger 'Mech cargo than the Inner Sphere *Overlord*.

The massive spheroidal *Overlord* is employed primarily in large-scale assault missions. It usually approaches the target world behind a screen of fighters and attack DropShips. The *Overlord* can deploy its BattleMech cargo on the ground, in high atmosphere, or in space. The last is the preferred option, as it limits the *Overlord's* exposure to combat. The craft is especially vulnerable in the atmosphere, where its spheroidal shape is a major disadvantage. However, when a secure landing zone can be maintained, *Overlords* often land to reduce the risks to their BattleMech cargoes. The vessels often serve as command centers and supply bases in these instances.

Observers estimate some 1,900 individual *Overlords*, representing two-dozen design variants, exist. The most common variant is the *Overlord-One*, which features a single huge 'Mech bay that can accommodate 36 BattleMechs on six decks. A seventh deck contains cubicles for an aerospace squadron. A series of catwalks that run from the bay's central support column provides access to these decks and also contains the main power systems, coolant lines, and a series of cargo and personnel elevators.

Another common variant of the *Overlord* replaces the lower two 'Mech decks with garages for a company of vehicles. Yet another variant reduces the 'Mech complement by one lance and uses the additional space for command and control facilities. These valuable craft are called *Command-Overlords* and often provide a decisive edge in planetary assaults. However, *Command-Overlords* are extremely rare. Most are

OVERLORD

owned by the Successor States, although Wolf's Dragoons possess a few as well.

The Shipil Company, which also produces the new *Claymore* design, has recently begun refitting existing *Overlords* with new technology, primarily advanced weapons systems. The most radical upgrade involves the vessel's nose, where the four autocannons, two lasers and two PPCs have been replaced with a pair of ER PPCs and a trio of Gauss rifles. This modification simultaneously reduces the *Overlord's* total number of systems and greatly improves the craft's long-range firepower. The energy weapons mounted in the original design's side and aft bays have been replaced with either pulse or extended-range systems for greater accuracy and range as well.

Unfortunately, many of these new weapons generate large amounts of heat, and the design of the original *Overlord* precludes the enhancement of its coolant system. As a result, Shipil's refitted *Overlord* boasts considerable firepower, but is unable to use it effectively.

OVERLORD CLASS DROPSHIP OBSOLETE VERSION

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
Sides: 21
Aft: 15

Weapons

Arc	Type	Heat	S	Range Values		
				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	—	—

Cargo: 50 tons

Bay 1: 'Mechs (36) 6 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

UPGRADED VERSION

Type: Military Spheroid
Use: 'Mech carrier
Tech: Star League

Introduced: 3056
Mass: 9,700 tons

Dimensions

Length: 100 meters
Width: 100 meters
Height: 131 meters

Fuel: 306 tons (1,836)
Tons/Burn-day: 1.84
Safe Thrust: 3

Maximum Thrust: 5
Heat Sinks: 20
Structural Integrity: 20

Armor

Fore: 22
Sides: 21
Aft: 17

Weapons

	Type	Heat	Range Values			
			S	M	L	Extreme
Arc	PPC	30	2	2	2	—
Nose	AC	3	5	5	5	—
FL	AC	1	2	2	2	—
FL	LRM	6	2	2	2	—
FL	Laser	18	2	1	1	—
FR	AC	1	2	2	2	—
FR	LRM	6	2	2	2	—
FR	Laser	18	2	1	1	—
AL	PPC	15	1	1	1	—
AL	Laser	12	1	1	1	—
AL	Pulse	8	1	—	—	—
AR	PPC	15	1	1	1	—
AR	Laser	12	1	1	1	—
AR	Pulse	8	1	—	—	—
Aft	AC	1	2	2	2	—
Aft	LRM	6	2	2	2	—
Aft	Laser	30	3	2	2	—

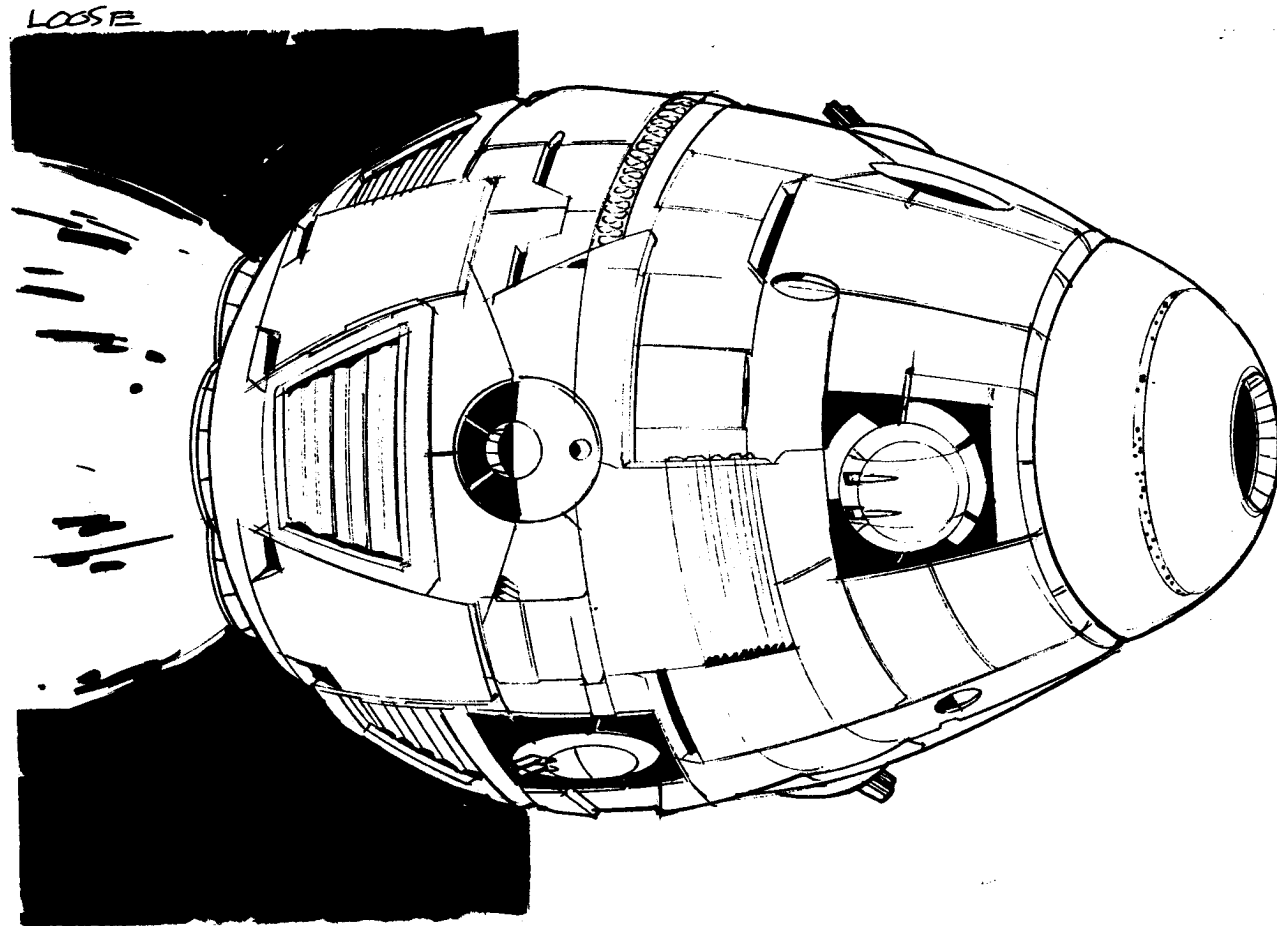
Cargo: 100 tons

- Bay 1: 'Mechs (18) 3 Doors
- Bay 2: 'Mechs (18) 3 Doors
- Bay 3: Cargo/Fighters (6) 3 Doors

Escape Pods: 3

Life Boats: 3

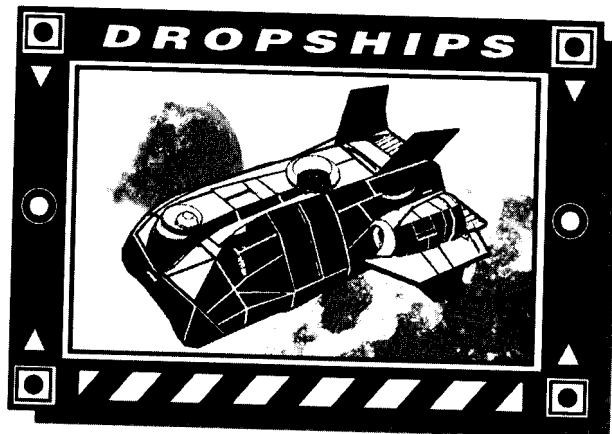
Crew: 43



Cost: 475,000,000 C-bills
Revenue/Mission: 400,000 C-bills

Armament:

- 4 ER PPCs
- 6 Gauss Rifles
- 3 LRM-20s with Artemis
- 6 ER Large Lasers
- 6 Medium Lasers
- 4 Medium Pulse Lasers
- 16 tons LRM ammunition
- 12 tons Gauss ammunition



The vessels of the *Vengeance* Class are the largest dedicated fighter carriers in existence and probably the deadliest craft in regular use by the Successor States. The *Vengeance's* forty-fighter complement can lay waste to most targets in a matter of minutes and virtually guarantee a *Vengeance*-equipped force aerospace superiority over any opponent. Even the Clan WarShips have reason to fear such a potent fighting force.

The *Vengeance* is nominally an aerodyne, although the absence of wings or lifting surfaces virtually prohibits it from atmospheric operations. This removes the need for a separate maneuver drive, and like the *Achilles*, the nose of the craft is always considered "up". This results in a series of small decks, rather than a few larger ones as found on most DropShips. The standard *Vengeance* has 47 decks, most of which contain crew quarters or fighter bays.

Vengeance Class vessels are rarely seen without an escort of two or three well-armed DropShips, testimony to the value of its aerospace assets. Usually six of the vessels' aerospace fighter squadrons move to engage enemy targets during attacks, and the remaining squadrons stay with the carrier and serve as escorts.

The *Vengeance's* 40 fighters and three small craft occupy a massive central bay, which can be subdivided into two self-contained facilities should the need arise. Each of these bays, called the port and starboard hangars, has four small launch decks at its forward end and a large recovery deck at its aft. Each of these launch and recovery decks can be sealed off from the main hangar bays, allowing simultaneous launching, recovery and repair of fighters. Each recovery deck is equipped with sophisticated recovery and safety equipment that virtually ensures landing accidents will not destroy the entire vessel. However, the proximity of the recovery decks to the main drive means that the engines must be shut down when the craft recovers fighters.

The only other flaw in the design is found in its weapons systems, which are very poor, given the size and value of the craft. Kallon Industries attempted to correct this flaw in its new version of the *Vengeance*, but achieved only limited success. Although the Kallon refit improved considerably on the original *Vengeance's* ranged-combat capabilities, it did not provide enough overall increased firepower to enable the *Vengeance* to operate independently, and added 1,000 tons to its weight.

Most *Vengeance* Class DropShips serve under the auspices of the Successor States, but a few operate independently or as part of mercenary units. And because the vessels are so valuable in battle, *Vengeance* captains can command fees starting at 5 million C-bills.

VENGEANCE CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Fighter carrier
Tech: Standard

Introduced: 2782
Mass: 10,000 tons

Dimensions
Length: 234 meters
Width: 96 meters
Height: 20 meters

Fuel: 500 tons (2,000)
Tons/Burn-day: 1.84
Safe Thrust: 4

Maximum Thrust: 6
Heat Sinks: 121
Structural Integrity: 7

Armor
Fore: 14
Sides: 15
Aft: 18

Arc	Type	Heat	S	Range Values			Extreme
				M	L	—	
Nose	Laser	14	2	1	—	—	—
LW	Laser	14	2	1	—	—	—
RW	Laser	14	2	1	—	—	—
AL	PPC	10	1	1	—	—	—
AL	LRM	12	2	2	2	—	—
AL	AC	1	1	1	—	—	—
AL	Laser	20	3	1	—	—	—
AR	PPC	10	1	1	—	—	—
AR	LRM	12	2	2	2	—	—
AR	AC	1	1	1	—	—	—
AR	Laser	20	3	1	—	—	—

Weapons

Arc	Type	Heat	S	Range Values			Extreme
				M	L	—	
Aft	AC	1	1	1	—	—	
Aft	LRM	4	1	1	1	—	
Aft	Laser	6	1	—	—	—	

Cargo: 250 tons

Bay 1: Fighters (20)	4 Doors
Bay 2: Fighters (20)	4 Doors
Bay 3: Cargo/Small Craft (3)	1 Door

Escape Pods: 5

Life Boats: 0

Crew: 9

Cost: 350,000,000 C-bills

Revenue/Mission: 5,000,000+ C-bills

Armament:

- 2 PPCs
- 4 LRM-20s
- 1 LRM-10
- 3 AC/5s
- 5 Large Lasers
- 16 Medium Lasers
- 13 tons LRM ammunition
- 2 tons AC/5 ammunition

Notes: May not operate in atmosphere.

UPGRADED VERSION

Type: Military Aerodyne
Use: Fighter carrier
Tech: Star League

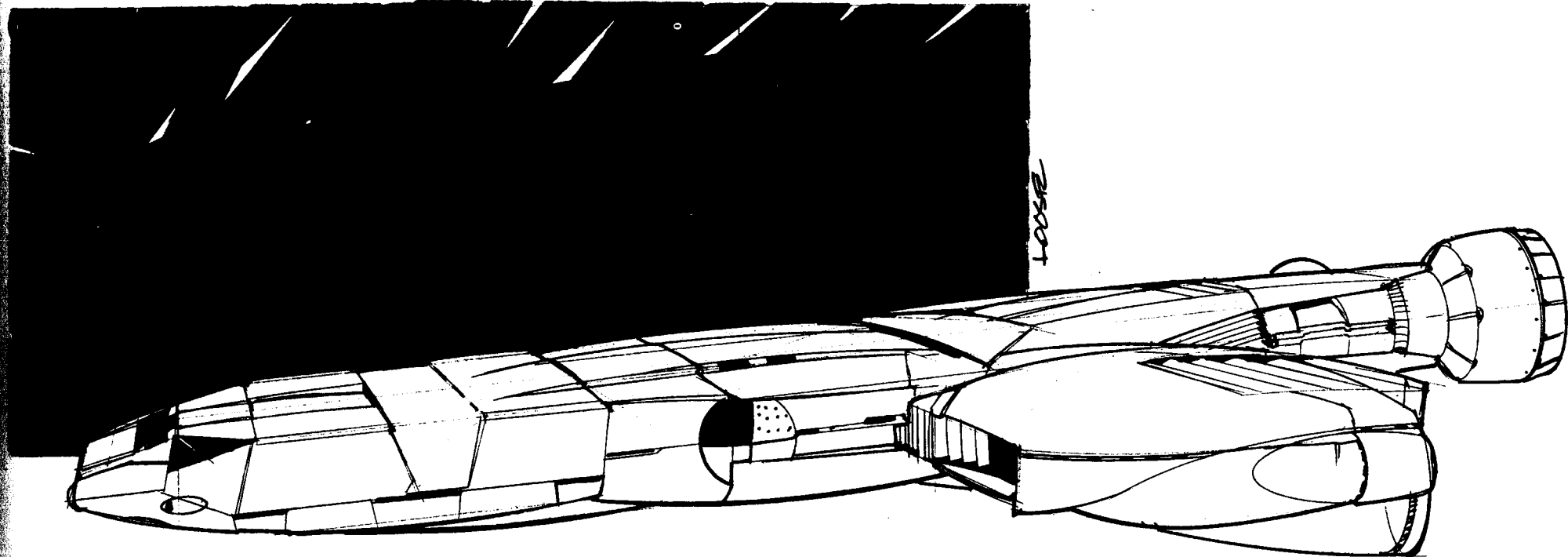
Introduced: 3056
Mass: 11,000 tons

Dimensions

Length: 234 meters
Width: 96 meters
Height: 20 meters

Fuel: 350 tons (2,100)
Tons/Burn-day: 1.84
Safe Thrust: 4

Maximum Thrust: 6
Heat Sinks: 143
Structural Integrity: 11



Armor

Fore: 14
Sides: 15
Aft: 18

Weapons

Arc	Type	Heat	S	M	L	Extreme
Nose	Laser	18	2	1	1	—
Nose	AC	1	2	2	2	—
LW	Laser	18	2	1	1	—
RW	Laser	18	2	1	1	—
AL	PPC	15	1	1	1	—
AL	LRM	12	3	3	3	—
AL	Laser	24	3	1	1	—
AR	PPC	15	1	1	1	—
AR	LRM	12	3	3	3	—

Weapons

Arc	Type	Heat	S	M	L	Extreme
AR	Laser	24	3	1	1	—
Aft	AC	1	1	1	—	—
Aft	LRM	4	1	1	1	—
Aft	Laser	6	1	—	—	—

Range Values

Cargo: 201 tons

Bay 1: Fighters (20) 4 Doors
Bay 2: Fighters (20) 4 Doors
Bay 3: Cargo/Small Craft (3) 4 Doors

Escape Pods: 5

Life Boats: 0

Crew: 9

Cost: 390,000,000 C-bills

Revenue/Mission: 5,000,000+ C-bills

Armament:

- 2 ER PPCs
- 4 LRM-20s with Artemis
- 1 LRM-10 with Artemis
- 1 AC/5
- 1 Gauss Rifle
- 5 ER Large Lasers
- 16 Medium Lasers
- 13 tons LRM ammunition
- 2 tons AC/5 ammunition
- 2 tons Gauss ammunition

Notes: May not operate in atmosphere.



The large *Mule* Class DropShip is one of the most common civilian vessels. The *Mule* carries a generous amount of weapons and armor for a merchant vessel, boasting an arsenal that rivals those of some small military DropShips. The popular spheroidal cargo transport was designed at the height of the Star League and has a cargo capacity of just under 8,500 tons.

The lowest decks of the *Mule* contain the ship's power plant, drive system, landing gear, and the majority of the craft's heat sinks and fuel tankage. The main cargo bay is also situated in this lower section and can accommodate 3,000 tons of cargo. Four cargo elevators lead from this massive bay to the upper decks, which combined hold 5,000 tons of cargo. Situated next to each lift, massive cargo ramps provide the main access to the craft. These ramps have been responsible for numerous accidents. If a ramp is not secured when the main engine fires, the engine exhaust can rip the ramp away from the hull, causing severe damage to the vessel. In extreme circumstances this can destroy a *Mule*.

Above the *Mule's* two upper cargo bays are three decks that make up the vessel's command section. One of these decks contains electronics and docking equipment, and the remaining two contain the bridge, crew quarters, and a series of specialized rooms. The first of these specialized rooms is an observation lounge, that overlooks the upper cargo bay. The lounge often serves as an additional recreation area for the crew and a meeting place for dealings with customers. The second room contains a trio of large screens, each displaying local exchange rates for various goods and services uploaded from the planetary information net. The third room contains communications monitoring facilities and computers that support the briefing room.

The crew occupy a number of single-occupancy rooms on the upper deck of the command level, and each room has ample space for storing personal gear. The large mess facility,

MULE

a crew lounge, and a well-equipped medical bay occupy much of the remaining deck, along with a spacious bridge in the center of the deck.

The arrival of the Clans and the demand for more military DropShips have delayed plans for a refitted version of the *Mule*.

MULE CLASS DROPSHIP

Type: Civilian Spheroid

Use: Cargo carrier

Tech: Standard

Introduced: 2737

Mass: 11,200 tons

Dimensions

Length: 158 meters

Width: 158 meters

Height: 100.4 meters

Fuel: 319 tons (1,914)

Tons/Burn-day: 4.22

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 58

Structural Integrity: 10

Armor

Fore: 7

Sides: 8

Aft: 6

Weapons

Arc	Type	Heat	S	Range Values		
				M	L	Extreme
Nose	AC	1	1	1	—	—
Nose	Laser	3	1	—	—	—
Nose	Point	2	1	—	—	—
FL	SRM	4	1	—	—	—
FL	Laser	6	1	—	—	—
FR	SRM	4	1	—	—	—
FR	Laser	6	1	—	—	—
AL	Laser	11	1	1	—	—
AR	Laser	11	1	1	—	—
Aft	Laser	11	1	1	—	—

Cargo: 8,119 tons

Bay 1: Cargo 2 Doors

Bay 2: Cargo 2 Doors

Bay 3: Cargo 2 Doors

Escape Pods: 2

Life Boats: 2

Crew: 20

Cost: 300,000,000 C-bills

Revenue/Mission: 854,000 C-bills

Armament:

1 AC/5

2 SRM-6s

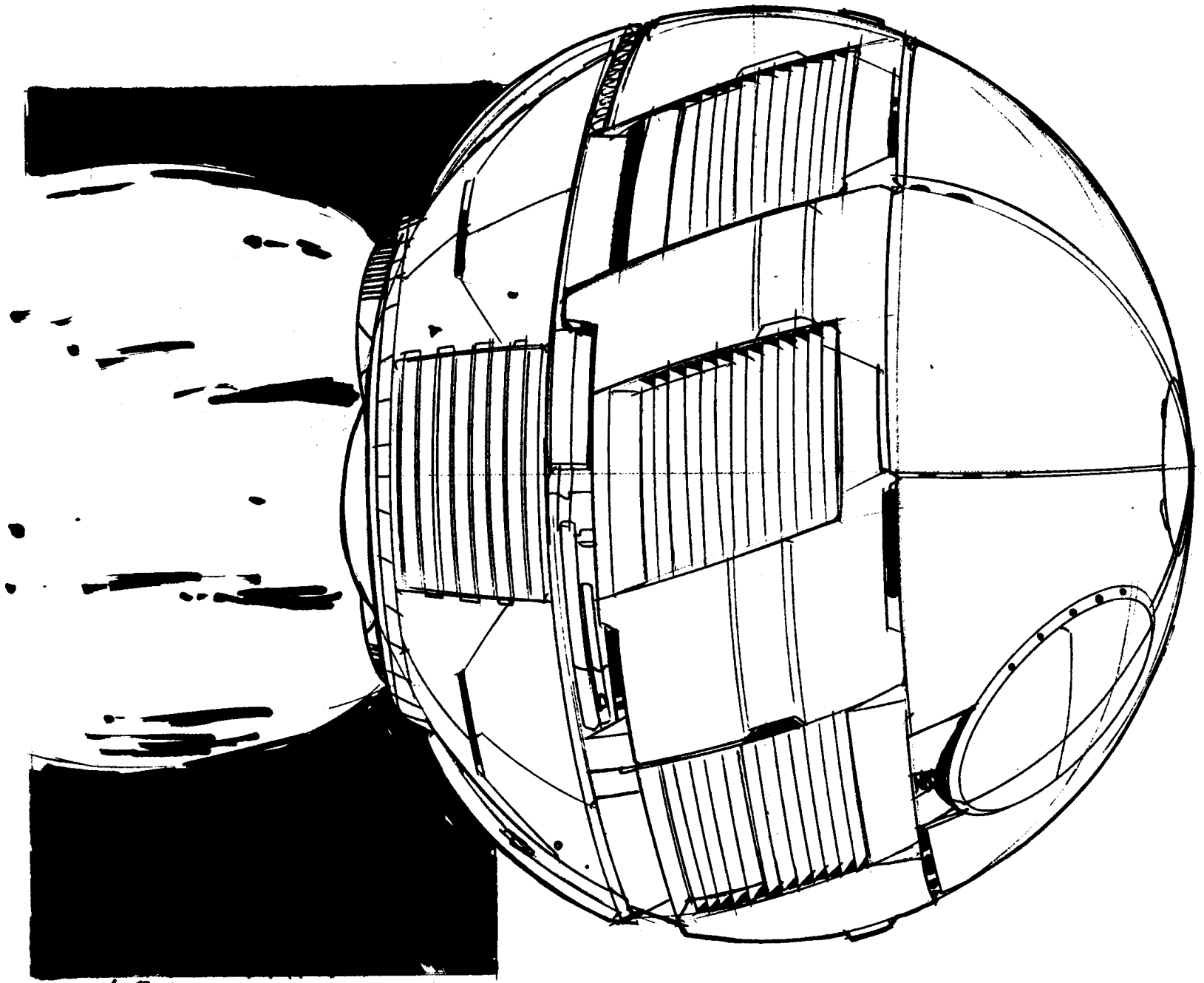
3 Large Lasers

8 Medium Lasers

2 Small Lasers

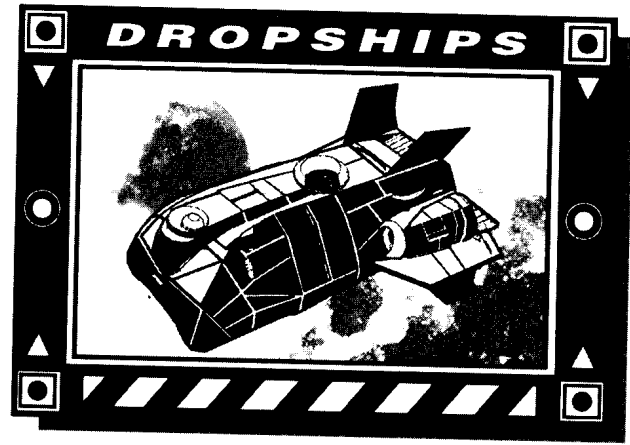
2 tons AC/5 ammunition

3 tons SRM ammunition



LOOSE

MODEL 97 "OCTOPUS"



The *Model 97 "Octopus"* is a refit of the classic Star League *Model 96 "Elephant"* tug. Produced by Nimakachi Fusion Products Ltd., the *Octopus* is a state-of-the-art vessel by all accounts. The massive vessel uses the new 6,000-ton Merlin interplanetary drive, which provides the vessel with a maximum acceleration of 4.5 Gs. Even when towing the largest merchant DropShips, the Merlin enables the vessel to maintain almost one half-G of constant acceleration. Four permanently fixed landing legs allow the vessel to make planetary landings, although the vessel rarely makes use of this capability.

The *Octopus'* nose contains a sophisticated tug adapter that allows the tug to attach itself to any vessel, whether the vessel has a functioning docking collar or not. Using its eight long arms, the *Octopus* holds the vessel in a secure grip. The tug can then act as an interplanetary drive and maneuvering thrusters for the vessel. The center of the tug adapter contains a large universal airlock adapter that can be altered to fit the hull of most target craft. A room adjacent to the adapter contains the numerous tools required by the crew during salvage operations, including sophisticated cutting gear that can penetrate armor should the crew need to force entry to the other vessel.

The *Octopus* is well armed and armored for a civilian vessel, something that has cast suspicion over the planned use of the vessel. Nimakachi insists that the armor and weapons are merely prudent for a craft that operates alone, providing it with protection against pirates. However, the sophistication of the *Octopus'* weapons systems suggests the vessel is designed for more than civilian use.

The decks closest to the tug adapter serve as cargo holds for goods rescued from stricken vessels. Each of the two decks can hold nearly than 3,000 tons of cargo, although the only access to these bays is via the airlock in the tug adapter. As a result, this cargo can only be unloaded at an orbital station, not at a surface spaceport.

The vessel's 40 crew members occupy luxurious facilities on decks seven and eight in the craft's midsection. Although each cabin is double-occupancy, the facilities provided rival those on many passenger craft, with a separate bathroom, comfortable furniture and a holoivid player in each. Given that the craft may be away from port for up to three months, these excellent facilities are considered a necessity to keep the crew content over their extended missions. A large mess hall and lounge area on deck nine provides a central meeting place for the crew, while the remainder of the deck contains a gym and other recreation facilities.

Decks four to seven contain additional cabins for the crew of vessels rescued by the tug, with facilities for up to 216 people. These quarters are much more cramped than those occupied by the crew, with six people to a cabin, and are suitable for short stays only. However, this facility has proved useful on a number of occasions. In 3055, for example, the *Bronco*, an *Octopus* Class tug, rescued the stranded *Monarch* Class liner *Dalton Star* in the Diass system.

Approximately one dozen *Octopuses* have been constructed during the past seven years. Most of these vessels have been sold to numerous DropShip and JumpShip repair and production facilities. However, the location of two of these craft has not been identified.

MODEL 97 "OCTOPUS" CLASS DROPSHIP

Type: Civilian Spheroid
Use: Tug
Tech: Star League
Introduced: 3051
Mass: 15,000 tons

Dimensions
Length: 102 meters
Width: 64 meters
Height: 64 meters

Fuel: 700 tons (4,200)
Tons/Burn-day: 4.22
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 98
Structural Integrity: 20

Armor
Fore: 15
Sides: 15
Aft: 12

Weapons		Heat	S	Range Values		
Arc	Type			M	L	Extreme
Nose	Laser	18	2	1	1	—
Nose	LRM	4	1	1	1	—
Nose	Pulse	10	1	1	—	—
FL	Laser	18	2	1	1	—
FL	LRM	4	1	1	1	—
FL	Pulse	10	1	1	—	—
FR	Laser	18	2	1	1	—
FR	LRM	4	1	1	1	—
FR	Pulse	10	1	1	—	—
AL	Laser	22	3	2	—	—
AR	Laser	22	3	2	—	—
Aft	Laser	18	2	1	1	—
Aft	LRM	4	1	1	1	—

Cargo: 5,995 tons
 Bay 1: Cargo 2 Doors
 Bay 2: Passenger Quarters (36) 2 Doors
 Bay 3: Small Craft (4) 2 Doors

Escape Pods: 10
Life Boats: 0

Crew: 40
Passengers: 216

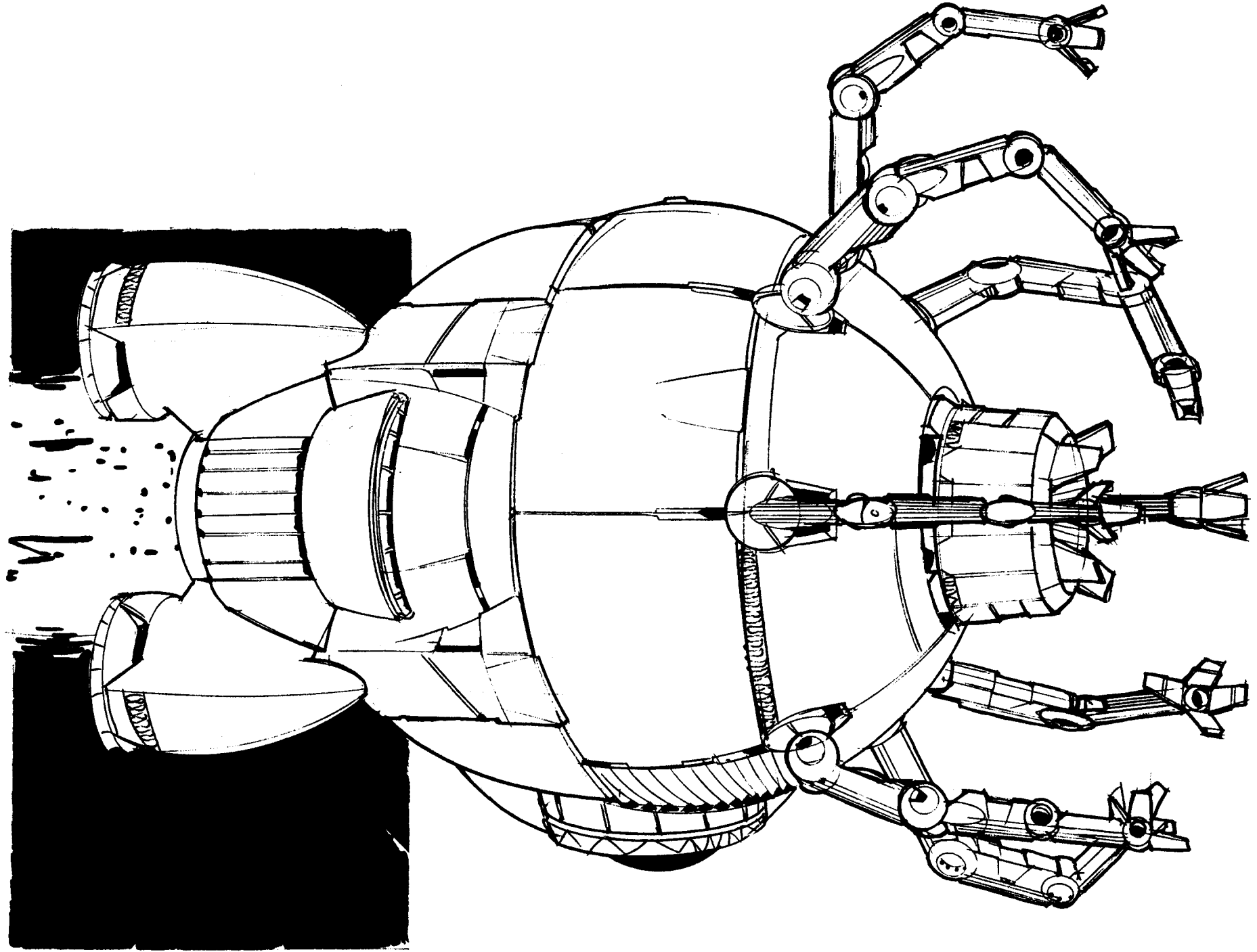
Cost: 820,000,000 C-bills
Revenue/Mission: 500,000+ C-bills

Armament:
 4 ER Large Lasers
 4 Large Lasers
 12 Medium Lasers
 3 Large Pulse Lasers
 4 LRM-10s with Artemis
 8 tons LRM ammunition

Notes: Has tug adapter. Tonnage for passenger quarters is calculated per room rather than per person.

ODEL 97 "OCTOPUS"

INNER SPHERE





The largest military DropShip in common service, the *Excalibur* can transport a complete combined-arms regiment, comprising a full infantry battalion, two tank battalions, and a BattleMech company.

The first *Excaliburs* entered service in 2786, shortly after the start of the First Succession War. These massive craft made use of the huge GM 48000 drive system, which provides the vessel with a respectable 1.5 Gs of acceleration. However, the last manufacturer able to produce these drives closed in 3022, and for a while the craft looked doomed. Eventually House Kurita, a major user of the *Excalibur*, commissioned an engineering team to research an alternative propulsion system. The team proposed a modified version of the smaller GE 2080 drive system used in the *Mule* Class DropShip for the *Excalibur*. This innovation proved successful, and most *Excaliburs* produced since the 3030's use this drive system.

Five huge bays make up the majority of the craft's interior. Four of these are fitted as vehicle bays, and the fifth can accommodate a company of 'Mechs. However, the 'Mech bay does not contain any repair facilities or 'Mech-drop capability. Most of the *Excalibur's* remaining space contains six troop decks, which include quarters for vehicle crews, MechWarriors, technical personnel, and an entire infantry battalion. Each infantry deck contains barracks, mess and recreation rooms for each platoon and training and medical facilities for each infantry company.

The quarters for the *Excalibur's* 50 crew members are located above the troop decks. These quarters comprise 21 double-occupancy rooms, and eight single-occupancy suites for the captain and senior officers. The central portion of the deck houses mess hall and recreation facilities, with a trio of elevators for access to other decks. An isolated, security code-equipped elevator provides access to the command deck.

EXCALIBUR

The *Excalibur* is poorly armed for its size and usually requires a fighter escort to ensure its safety on combat missions. Usually a wave of DropShips and fighters neutralize any potential threats before an *Excalibur* enters a combat area. Off-loading infantry and armor from a grounded *Excalibur* can take up to three hours, leaving the craft extremely vulnerable. As a result, *Excaliburs* generally provide support for siege operations or are used in the consolidation phase of a planetary assault.

Semier Data Tron of Tharkad has recently attempted to improve the firepower of their *Excaliburs* by replacing the conventional weapons systems with high-tech equivalents. Several configurations have been tried, all with mixed success. The most common configuration adds an Artemis IV fire-control system to each of the five LRM systems, replaces the medium lasers with pulsed equivalents, and replaces the PPCs and large lasers with extended-range versions of these weapons. The net result of this is a slight improvement in the *Excalibur's* firepower and range, but at the expense of increased heat output. Perversely, the design has resulted in a slight reduction of the craft's ability to vent excess heat as well, although the new system is more than adequate for the vessel's needs.

EXCALIBUR CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: Troop carrier
Tech: Standard

Introduced: 2786
Mass: 16,000 tons

Dimensions
Length: 113 meters
Width: 113 meters

Height: 124.9 meters

Fuel: 300 tons (1,200)
Tons/Burn-day: 1.84
Safe Thrust: 3

Maximum Thrust: 5
Heat Sinks: 129
Structural Integrity: 9

Armor
Fore: 20
Sides: 18

Aft: 15

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	AC	1	1	1	—	—
Nose	LRM	4	1	1	1	—
Nose	Laser	3	1	—	—	—
FL	PPC	10	1	1	—	—
FL	LRM	8	2	2	2	—

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
FL	Laser	6	1	—	—	—
FR	PPC	10	1	1	—	—
FR	LRM	8	2	2	2	—
FR	Laser	6	1	—	—	—
AL	Laser	14	2	1	—	—
AR	Laser	14	2	1	—	—
Aft	Laser	11	1	1	—	—

Cargo: 600 tons
 Bay 1: Vehicles (90 Heavy) 1 Door
 Bay 2: 'Mechs (12) 1 Door
 Bay 3: Infantry (12 platoons) 1 Door

Escape Pods: 25
Life Boats: 4

Crew: 50

Cost: 750,000,000 C-bills
Revenue/Mission: 700,000 C-bills

Armament:
 2 PPCs
 1 AC/5
 5 LRM-10s
 3 Large Lasers
 10 Medium Lasers
 1 ton AC/5 ammunition
 6 tons LRM ammunition

Notes: Does not have 'Mech-repair or 'Mech-drop facilities.

UPGRADED VERSION

Type: Military Spheroid
Use: Troop carrier
Tech: Star League

Introduced: 3056
Mass: 16,000 tons

Dimensions
Length: 113 meters
Width: 113 meters
Height: 126 meters

Fuel: 300 tons (1,800)
Tons/Burn-day: 3.68
Safe Thrust: 3

Maximum Thrust: 5
Heat Sinks: 124
Structural Integrity: 14

EXCALIBUR

INNER SPH

Armor

Fore: 20

Sides: 18 Aft: 15

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	1	1	1	—	—
Nose	LRM	4	1	1	1	—
Nose	Pulse	4	1	—	—	—
FL	PPC	15	1	1	1	—
FL	LRM	8	2	2	2	—
FL	Pulse	8	1	—	—	—
FR	PPC	15	1	1	1	—
FR	LRM	8	2	2	2	—
FR	Pulse	8	1	—	—	—
AL	Laser	12	1	1	1	—
AL	Pulse	8	1	—	—	—
AR	Laser	12	1	1	1	—
AR	Pulse	8	1	—	—	—
Aft	Laser	12	1	1	1	—
Aft	Pulse	8	1	—	—	—

Cargo: 2,240 tons

Bay 1: Vehicles (72 Heavy) 1 Door

Bay 2: 'Mechs (12) 1 Door

Bay 3: Cargo/Infantry (9 platoons) 1 Door

Escape Pods: 25

Life Boats: 4

Crew: 50

Cost: 792,000,000 C-bills

Revenue/Mission: 700,000 C-bills

Armament:

2 ER PPCs

1 AC/5

5 LRM-10s with Artemis

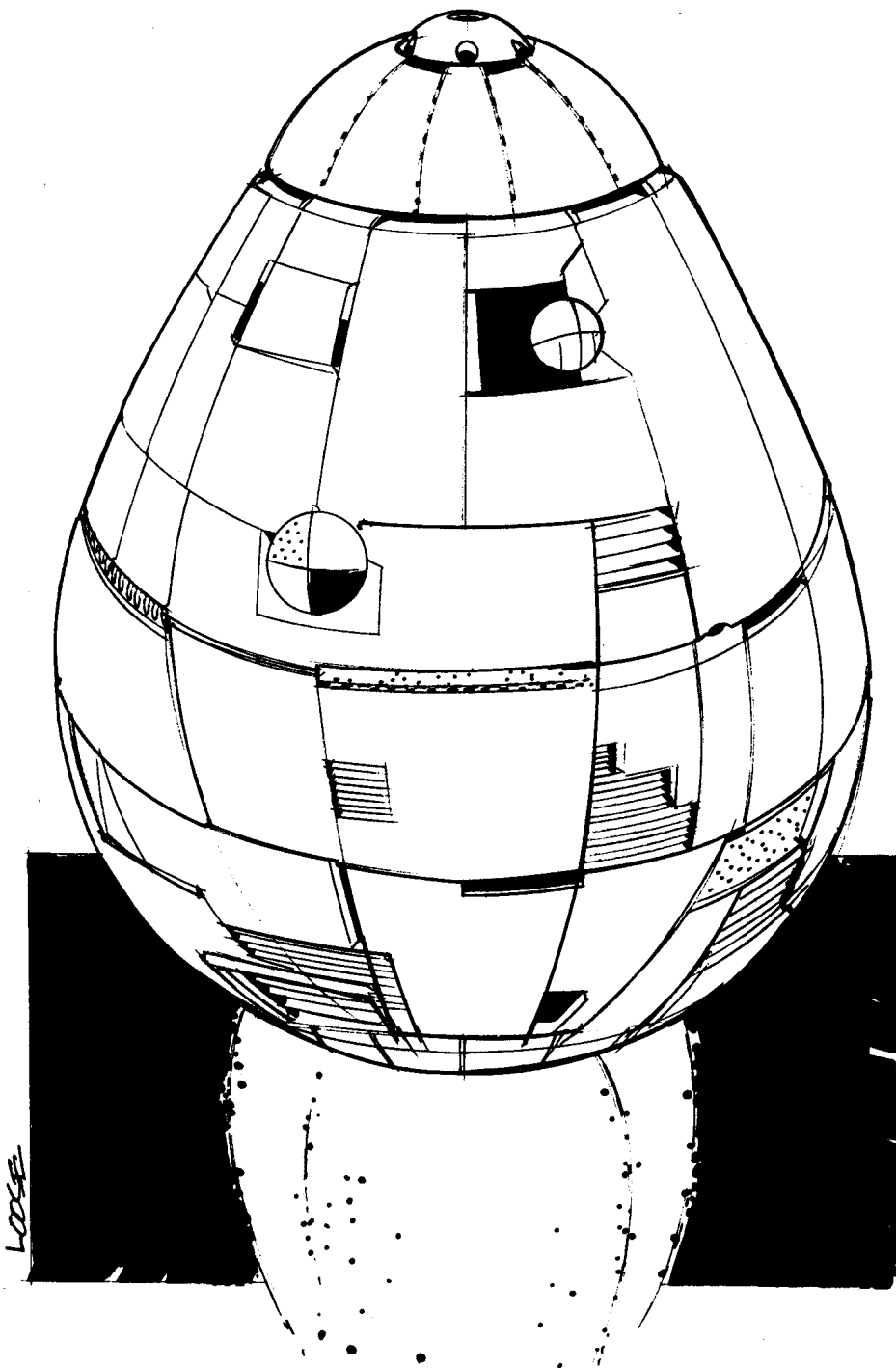
3 ER Large Lasers

11 Medium Pulse Lasers

1 ton AC/5 ammunition

6 tons LRM ammunition

Notes: Does not have 'Mech-repair or 'Mech-drop facilities.





The *Bara no Ryu*, or *Rose* as it is more commonly known, is one of the most interesting designs to emerge in recent years. Officially a merchantman, the *Rose* is actually a sophisticated military craft outfitted with advanced technology. All nine *Roses* are owned by the DCMS.

The *Rose's* harmless-looking exterior conceals numerous pieces of cutting-edge military hardware, including highly sophisticated sensors and an advanced array of weapons. The nine *Roses* primarily serve as supply ships for the Explorer Corps, transporting equipment, people and supplies to our facilities in the Periphery.

The 16,000-ton vessel can transport slightly more than 10,000 tons of cargo, usually foodstuffs and construction materials. The *Rose* can also transport combat equipment, including vehicles and BattleMechs, although the facilities for such cargo are minimal. The vessel can accommodate up to 1 platoon in comfortable, if spartan quarters.

Much of this outbound cargo is first shipped to Wolcott by conventional means and is easily hidden in the massive volume of logistics traffic for the operations of the DCMS. Once on Wolcott, the equipment is moved to the new Anson facility and secretly loaded onto *Rose* Class DropShips. Returning vessels carry out similar deceptions, unloading their military equipment at the facility and collecting innocuous raw materials that can be sold on the open market as the produce of new mining colonies.

Despite its formidable array of weaponry, the *Rose* is lightly armored, a result of the need to masquerade as a merchant. If faced with combat, a *Rose's* captain will most often use his vessel's superior maneuverability to escape, saving its weapons for desperate situations. One such situation occurred in May of last year, when a Clan *Broadsword* Class vessel encountered a *Rose* and its JumpShip at LM-52 9366, an unin-

ROSE

habited system in the Draconis Drift. The *Rose* was transporting a company of BattleMechs when the Clan vessel issued a batchall. The vessels were unable to flee because the JumpShip required another six hours of charging before it could make a jump. However, when the Clans discovered their target was a "merchant vessel," they decided not to attack, but instead announced their intention to send a boarding party to inspect the *Rose's* cargo.

The unsuspecting *Broadsword* captain maneuvered his vessel to dock with the *Rose*, but when it was less than half a kilometer away the *Rose* fired its formidable nose-bay weapons. The first volley destroyed the *Broadsword's* 'Mech bay door. The atmosphere breach caused the Clan vessel to spin out of control, and the *Rose's* four aerospace fighters swiftly dispatched the crippled ship.

ROSE CLASS DROPSHIP

Type: Military Spheroid
Use: Cargo carrier
Tech: Star League
Introduced: 3054
Mass: 16,000 tons

Dimensions

Length: 120 meters
Width: 117 meters
Height: 137 meters

Fuel: 60 tons (360)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 166
Structural Integrity: 10

Armor

Fore: 15
Sides: 12
Aft: 10

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	AC	1	2	2	2	—
Nose	Laser	15	1	1	1	—
Nose	LRM	5	1	1	1	—
Nose	PPC	30	2	2	2	—
Nose	Pulse	14	2	1	—	—
FL	Laser	15	1	1	1	—
FL	Pulse	14	2	1	—	—
FR	Laser	15	1	1	1	—
FR	Pulse	14	2	1	—	—
AL	Laser	3	1	—	—	—
AL	LRM	5	1	1	1	—
AR	Laser	3	1	—	—	—
AR	LRM	5	1	1	1	—
Aft	Laser	3	1	—	—	—
Aft	LRM	5	1	1	1	—
Aft	PPC	15	1	1	1	—
Aft	Pulse	4	1	—	—	—

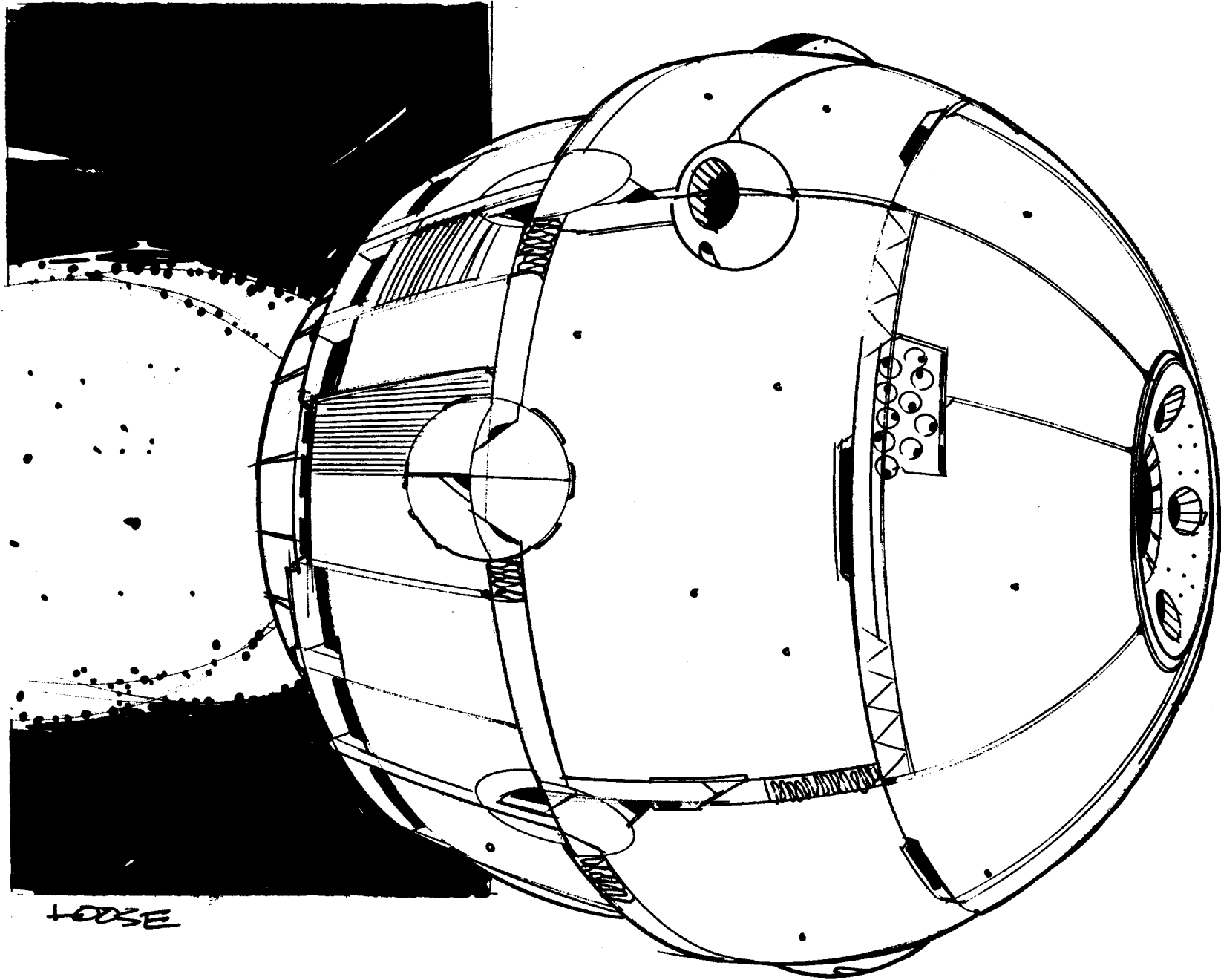
Cargo: 9,908 tons
 Bay 1: Cargo 5 Doors
 Bay 2: Small Craft (4) 2 Doors
 Bay 3: Infantry (1 platoon) 2 Doors

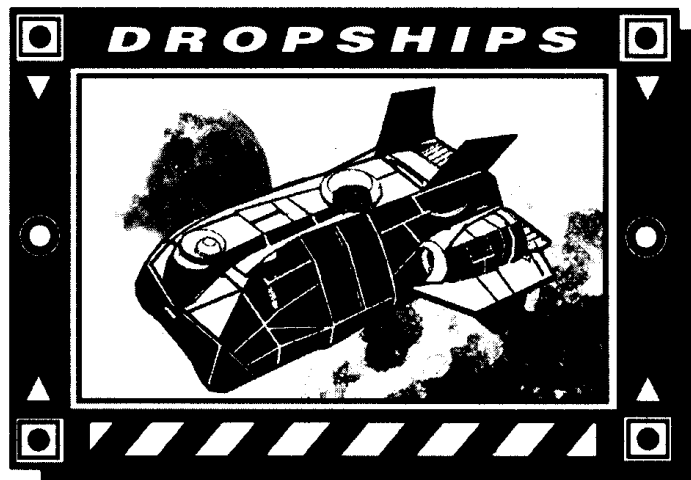
Escape Pods: 6
Life Boats: 0

Crew: 47

Cost: 460,000,000 C-bills
Revenue/Mission: 1,000,000 C-bills

Armament:
 3 ER Large Lasers
 3 ER PPCs
 6 Medium Lasers
 3 Large Pulse Lasers
 4 Medium Pulse Lasers
 1 Gauss Rifle
 4 LRM-15s with Artemis
 2 tons Gauss Rifle ammunition
 8 tons LRM ammunition





Mammoth Class DropShips are the largest DropShips capable of landing on a planet, the bulk transports of the Inner Sphere. Few *Mammoths* are independently owned—most belong to large corporations or to governments. Several Successor States use modified *Mammoth* Class vessels to transport diatomic-hydrogen fuel between facilities, and a few act as refueling vessels for fleets on extended operations. However, most *Mammoths* are used to carry bulk goods between major trade worlds. The high operating and maintenance costs of these huge craft restrict their use, and so the *Mammoth* is a fairly uncommon sight.

The *Mammoth* has five massive cargo decks, which each hold a little more than 7,000 tons of cargo. Two 300-ton cargo lifts link all five decks. The lowest deck contains a pair of massive doors for loading and unloading, and the second deck has four airlocks for transferring cargo when the ship is in space.

The most unusual feature of the *Mammoth* is its drive system. Rather than a single central drive, the *Mammoth* has four separate units attached to the hull with a set of explosive bolts. These engine modules can be jettisoned in an emergency. When necessary, the drives are ejected or shut down in pairs to avoid control problems.

The top four decks of the vessel contain 20 staterooms—15 double-occupancy for the crew and 5 single-occupancy rooms for officers.

MAMMOTH

MAMMOTH CLASS DROPSHIP

Type: Civilian Spheroid
Use: Cargo carrier
Tech: Standard
Introduced: 2808
Mass: 52,000 tons

Dimensions

Length: 277 meters
Width: 277 meters
Height: 170.6 meters

Fuel: 420 tons (840)
Tons/Burn-day: 8.37
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 153
Structural Integrity: 20

Armor

Fore: 8
Sides: 6
Aft: 5

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Laser	8	1	1	—	—
AL	Laser	14	2	1	—	—
AR	Laser	14	2	1	—	—
Aft	Point	2	1	—	—	—

Cargo: 37,767 tons
 Bay 1: Small Craft (4)
 Bay 2: Cargo
 Bay 3: Cargo

4 Doors
 3 Doors
 3 Doors

Escape Pods: 6
Life Boats: 0

Crew: 35

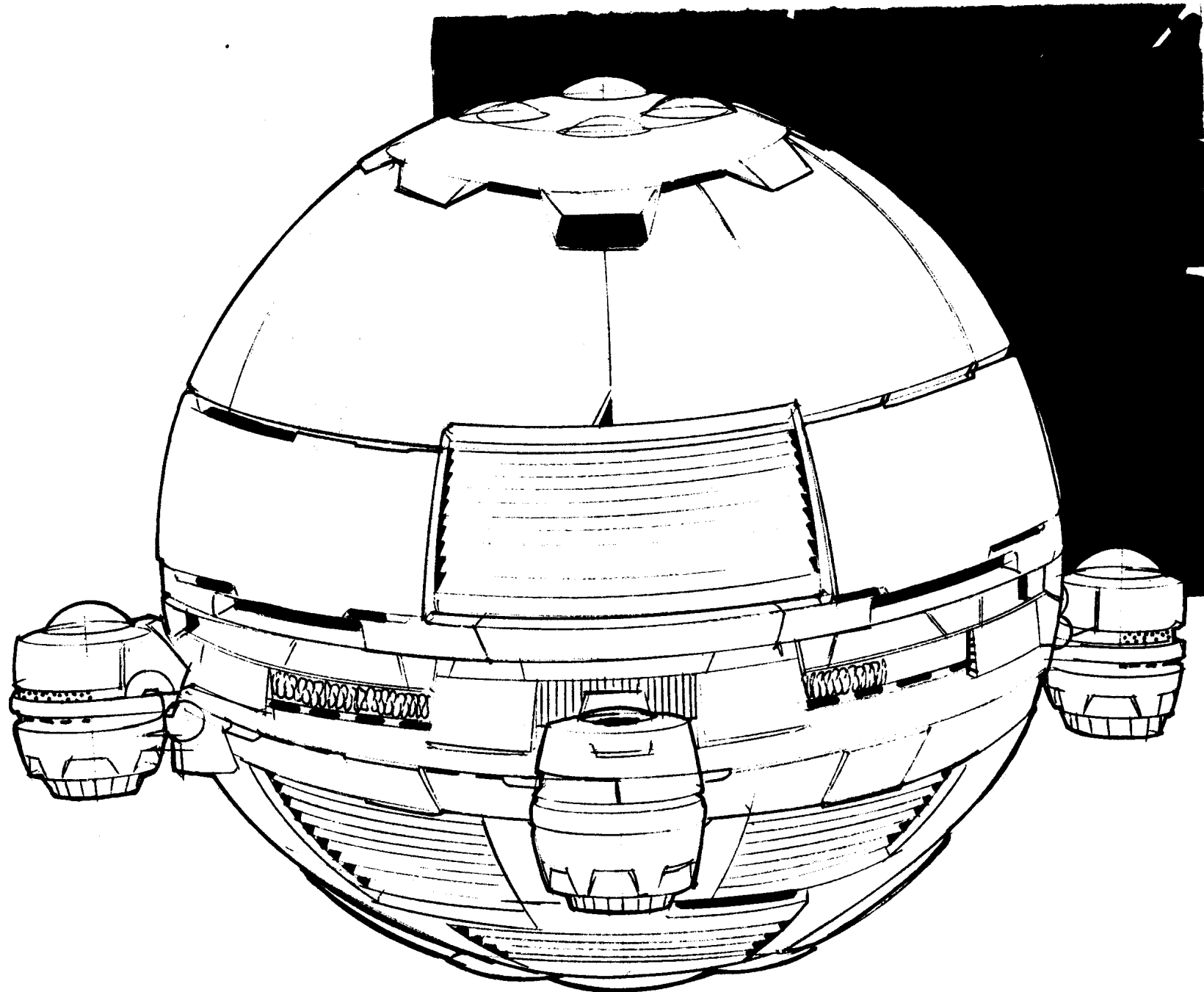
Cost: 1,200,000,000 C-bills
Revenue/Mission: 4,011,000 C-bills

Armament:

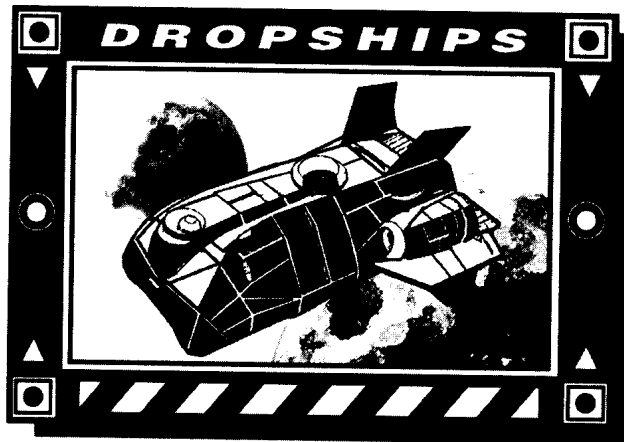
3 Large Lasers
 4 Medium Lasers
 2 Small Lasers

MAMMOTH

INNER SPHE



LOOSE



The *Behemoth* is the largest DropShip ever constructed and is larger than many JumpShips. Nearly twice the size of the *Mammoth*, the *Behemoth* Class DropShip is incapable of atmospheric operations or planetary landings. Instead, it either docks with an orbital cargo station or uses shuttles to move its cargo to a planet's surface. This extra stage in its loading operations increases the vessel's operating costs considerably, limiting its usefulness for most merchants.

The *Behemoth's* massive drive system occupies several of the lower decks and alone weighs more than three *Union Class* DropShips. This massive system can provide the *Behemoth* with approximately 1.5 Gs of acceleration, but running the drive at this level causes stress cracks in many components, which are very expensive to repair. As a result, most vessels rarely operate the drive above half capacity.

The bulk of the *Behemoth* comprises 20 cargo decks, each of which can accommodate nearly 4,000 tons of cargo. A set of lifts in the central support spoke provide access to each deck. Four decks for equipment and personnel are located above the cargo decks. The lowest of these contains the life-support system, parts storage, and the *Behemoth's* small-craft bays. The second deck houses the majority of the vessel's 50 crew members in comfortable individual rooms. In the center of the deck, surrounding the support spoke, are the main lounge and mess, which can accommodate the entire crew. An exercise room and the ship's medical facility occupy the rest of the deck. Deck three contains the officers' quarters and the *Behemoth's* hydroponic garden. The deck also contains a small lounge and officers' mess facility. The top deck contains the bridge, main computer and sensors. The sensitive nature of these systems results in very tight security on this deck. Unless special permission is given by the captain, the security guards on duty will deny entry to all personnel, with the excep-

BEHEMOTH

tion of the bridge staff currently on duty. The bridge deck also contains an independent life-support system and emergency batteries. This arrangement makes seizing control of a *Behemoth* nearly impossible.

BEHEMOTH CLASS DROPSHIP

Type: Civilian Spheroid
Use: Cargo carrier
Tech: Standard
Introduced: 2782
Mass: 100,000 tons

Dimensions

Length: 200 meters
Width: 200 meters
Height: 275 meters

Fuel: 600 tons (1,200)
Tons/Burn-day: 8.83
Safe Thrust: 2
Maximum Thrust: 3
Heat Sinks: 158
Structural Integrity: 30

Armor

Fore: 5
Sides: 5
Aft: 6

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
FL	Laser	14	2	1	—	—
FR	Laser	14	2	1	—	—
AL	Laser	14	2	1	—	—
AR	Laser	14	2	1	—	—
Aft	Laser	6	1	—	—	—

Cargo: 75,121 tons

Bay 1: Small craft (20) 4 Doors
 Bay 2: Cargo 10 Doors
 Bay 3: Cargo 10 Doors

Escape Pods: 5

Life Boats: 5

Crew: 50

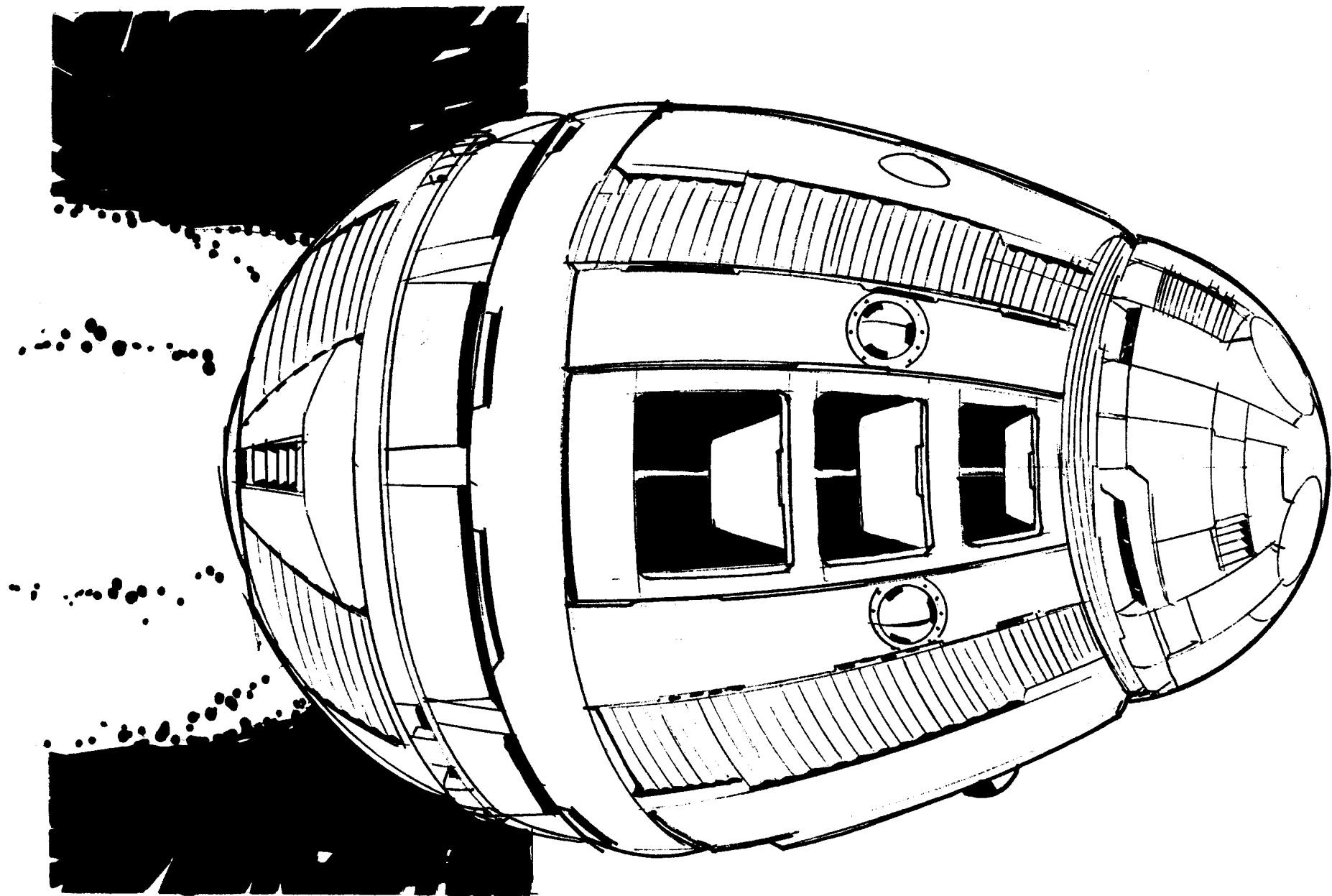
Cost: 2,000,000,000 C-bills

Revenue/Mission: 8,400,000 C-bills

Armament:

4 Large Lasers
 10 Medium Lasers

Notes: May not operate in atmosphere.



LOOSE

CLAN DROPSHIPS

The Clans regarded DropShips as little more than armed transports until the invasion of the Inner Sphere. Consequently, an assignment to the crew of such a vessel was not well received by many Clan warriors. However, the Inner Sphere militaries' use of DropShips in combat has led the Clan to re-appraise the combat role of the DropShip.

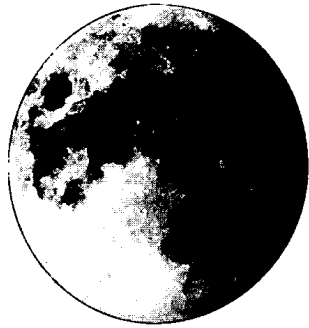
Shortly after the first Clan invaders arrived, a number of Inner Sphere commanders quickly realized that the insurmountable might of Clan OmniMechs virtually guaranteed a Clan force victory in traditional 'Mech warfare. Soon, these same military leaders began sending their aerospace forces to intercept Clan DropShips in attempts to destroy the Clan 'Mechs before they could land. Although these attacks rarely succeeded, they have led Clan commanders to reappraise the role of their own DropShips. As a result, Clan DropShips have assumed a much more prominent role in battle in recent years.

Much of the technical information we have regarding Clan DropShips comes from three sources. The primary source is Wolfnet, Wolf's Dragoons' intelligence division, which released much information to the Successor States in early 3051. However, much of that technical information dates from the Dragoons' last supply mission to the Clans in 3019 and is somewhat out of date.

Snord's Irregulars have been our second source of information. This band of mercenaries has captured a number of Clan DropShips and has allowed engineers from the Federated Commonwealth to study the vessels. The computers of these Clan vessels have proved especially valuable by providing a sizable database on current Clan naval vessels.

However, the most important source of information is the Clan memory core retrieved by operatives in the Clan occupation zone. Seized from the Smoke Jaguar command post on Luzerne, the memory core contains valuable information on many aspects of the Clan military, including the projected capabilities of the new generations of DropShips beginning to enter service. These new vessels, designed to counteract the increasing Inner Sphere naval strength, pose a severe threat to our mission and should be avoided whenever possible.





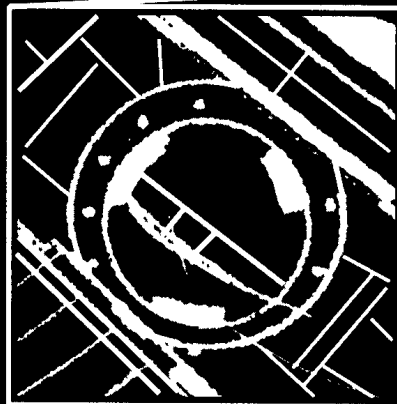
CLAN DROPSHIPS

•CLAN BEHEMOTH DROPSHIP•
 MANUFACTURER: UNKNOWN
 MASS (ESTIMATED): 100,000 TONS
 OVERALL LENGTH: 200 METERS

•SUNBURST M-200L
 MEGADRIVE
 101100-201278A3-M2.4

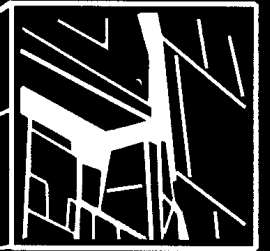
WEAPON BAY DETAIL
POSSIBLE CONTENTS:

- 1 EXTENDED RANGE LRG. LASER
- 2 EXTENDED RANGE MED. LASERS



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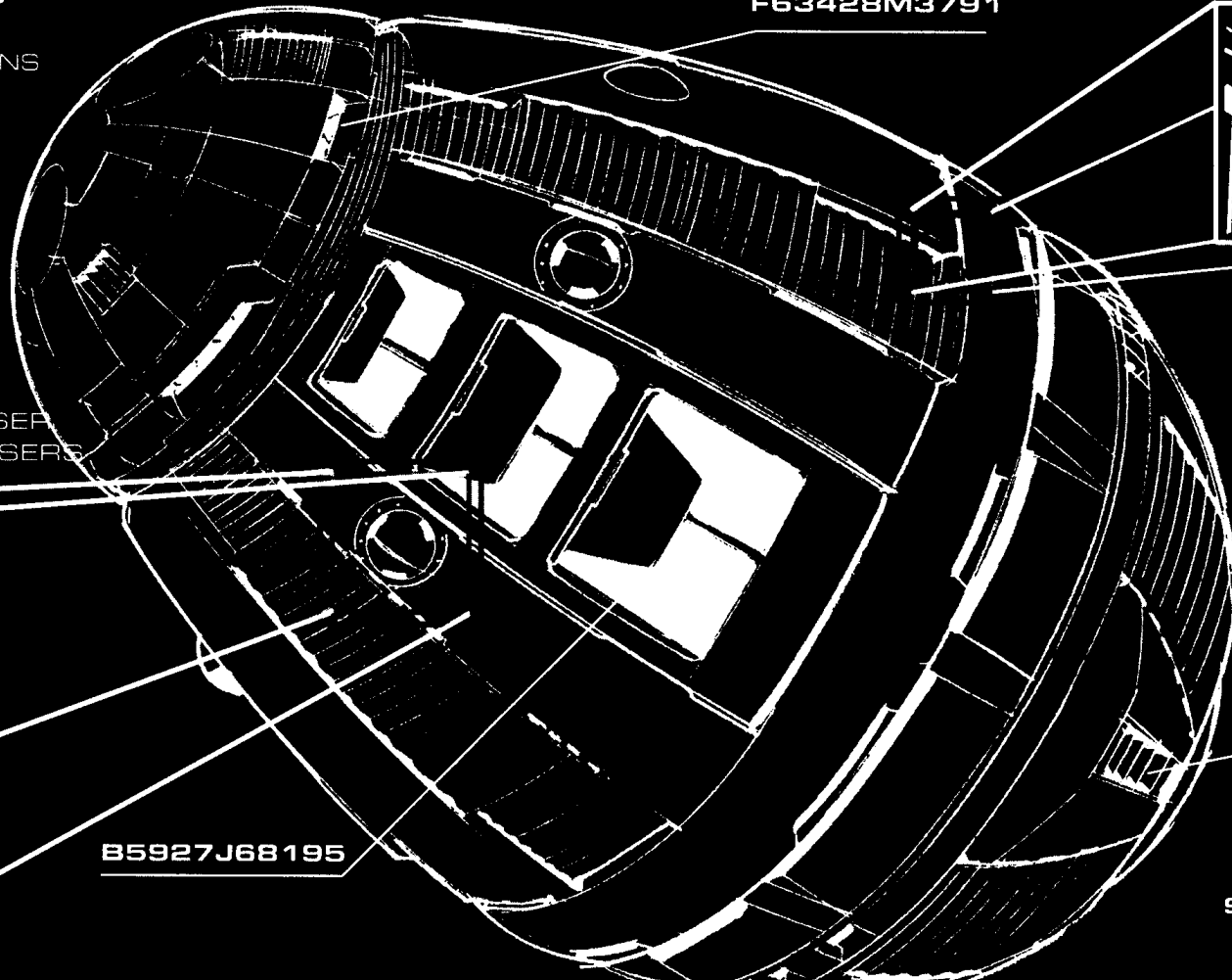
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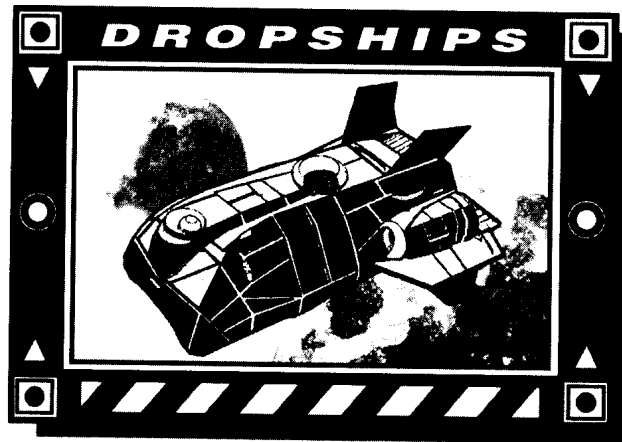


ZOOM 10X
PORT SIDE BAY DOOR:
 D2 DETAIL
 RAMP STOWAGE
 AND LOCKING
 MECHANISM

P419362041

923Y571.35





The *Broadsword* Class DropShip has replaced the aging *Leopard* as the favored BattleMech transport in several Clans during the past seventy years. Superficially similar to the older design, the *Broadsword* has superior weaponry, maneuverability and armor, but lacks the *Leopard's* integral fighter support.

The first *Broadsword* was launched from the Marshall yards in 2979 and within ten years had found a home in the toumans of most Clans. Today the Steel Vipers possess the largest number of *Broadswords* of any Clan.

The *Broadsword* transports five OmniMechs, two in each side 'Mech bay, and a fifth in the small bay in the ship's nose. Each bay contains limited repair facilities, and a pair of holds for parts and equipment are located at the aft of the craft. This arrangement poses problems when repairing the 'Mech in the nose bay, because these holds and the bay are connected by a narrow passageway that accommodates only the smallest 'Mech parts. The *Broadsword's* main cargo bay is located on the vessel's upper deck, which can only be reached via a pair of stairways. As a result, most of the vessel's cargo must be manually transported between decks.

These design problems aside, the *Broadsword* has distinguished itself as a versatile, reliable craft. The *Broadsword's* balanced blend of speed, firepower and armor make it well suited for the raiding or reconnaissance missions it generally performs. The *Broadsword's* arsenal includes several extended-range weapons that enable it to keep most threats well away. On Tukayyid, many *Broadsword* pilots were forced into combat against Com Guard ground units that overran a number of Clan landing zones. Although many were badly damaged, few *Broadswords* were lost, thanks to their effective arsenals and armor.

BROADSWORD

BROADSWORD CLASS DROPSHIP

Type: Military Aerodyne
Use: 'Mech carrier
Tech: Clan
Introduced: 2979
Mass: 1,850 tons

Dimensions

Length: 80 meters
Width: 43 meters
Height: 23 meters

Fuel: 123 tons (1,230)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 79 (158)
Structural Integrity: 9

Armor

Fore: 19
Sides: 16
Aft: 12

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Laser	24	2	2	2	2
Nose	Pulse	4	1	1	—	—
Nose	LRM	6	2	2	2	—
Nose	PPC	30	3	3	3	—
Nose	Point	1	1	—	—	—
LW	LRM	12	3	3	3	—
LW	Pulse	14	2	2	—	—
RW	LRM	12	3	3	3	—
RW	Pulse	14	2	2	—	—
Aft	Pulse	4	1	1	—	—
Aft	SRM	8	2	2	—	—

Cargo: 73 tons

Bay 1: 'Mechs (2) 2 Doors
 Bay 2: 'Mechs (3) 2 Doors
 Bay 3: Cargo 1 Door

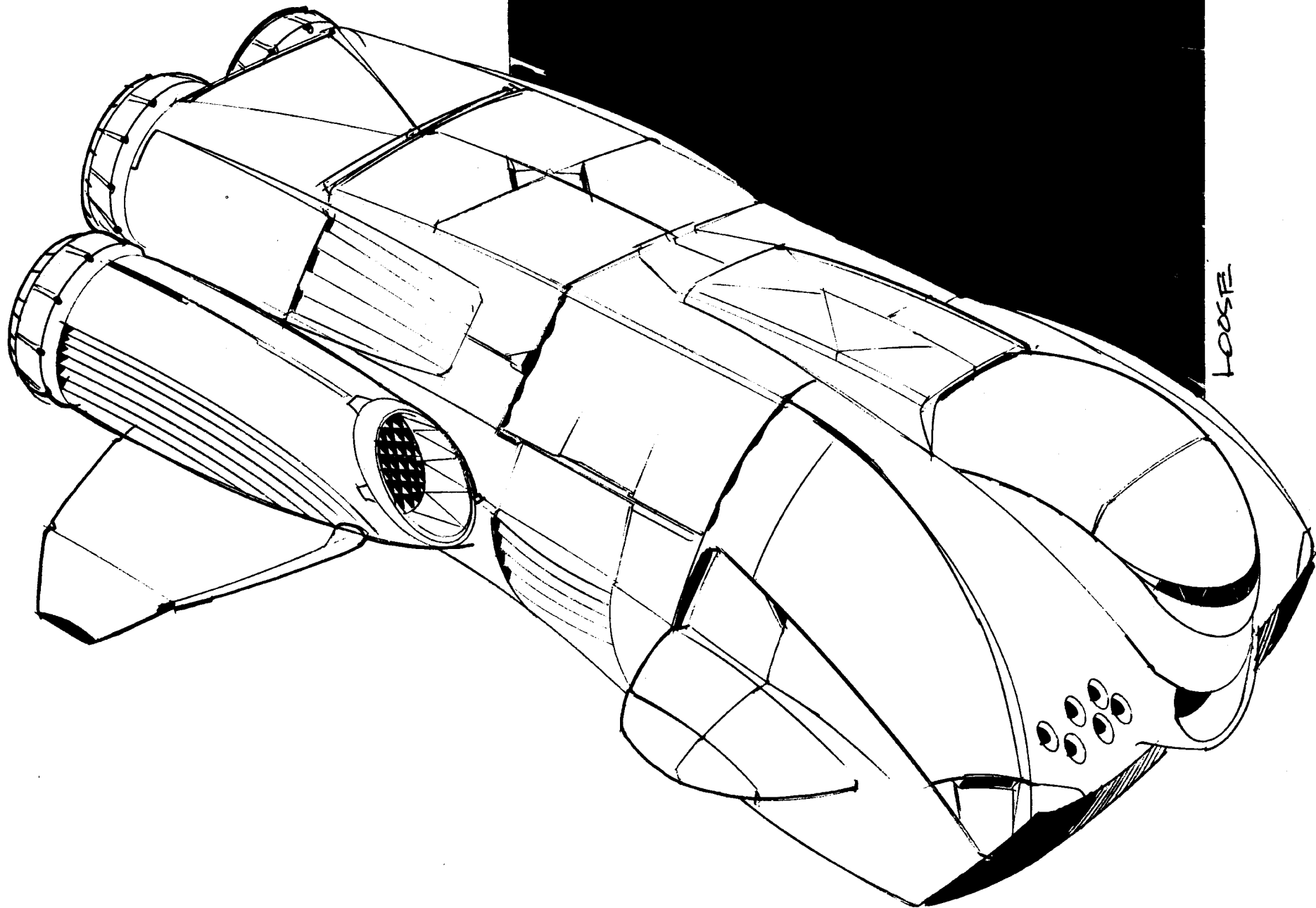
Escape Pods: 2

Life Boats: 2

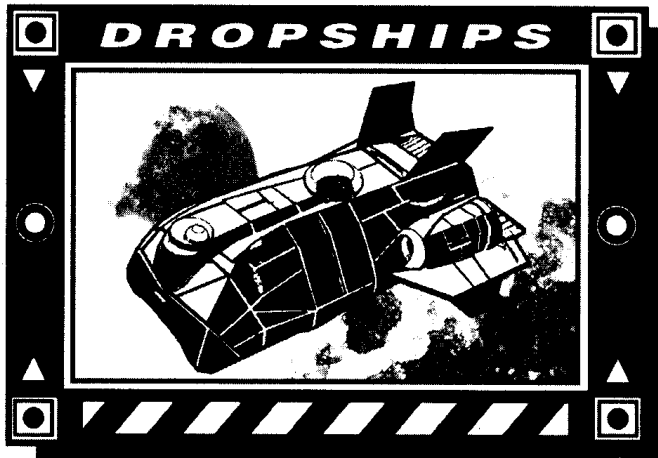
Crew: 6

Armament

2 ER Large Lasers
 2 ER PPCs
 8 Medium Pulse Lasers
 2 Small Pulse Lasers
 1 Anti-Missile System
 5 LRM-20s with Artemis
 2 Streak-6s
 10 tons LRM ammunition
 4 tons SRM ammunition
 1 ton anti-missile ammunition



CONFEDERATE



Launched in 2602, the *Confederate* was the standard BattleMech transport of the SLDF. Many of these vessels left in the Exodus, but a sizable number remained with units that opted to stay in the Inner Sphere. However, the complex technology used in the *Confederate's* drive system prevented the Successor State militaries from maintaining the ships, causing a steady decline in their numbers. Today only two *Confederate* DropShips still serve with the Inner Sphere militaries. However, several other *Confederates* remain active with Clan toumans. Mothballed by Kerensky after arriving at the Pentagon Worlds, a number of these Clan *Confederates* were reactivated shortly before the Clan invasion to boost the transport capabilities of the participating Clans.

The Clan *Confederate* can carry a Star of OmniMechs and has proved it can still perform despite its age. However, few *Confederates* have been refitted with advanced Clan technology, and as a result the vessel has difficulty engaging targets at any but the shortest ranges. The *Confederate's* arsenal of energy weapons, however, enables the craft to operate for extended periods without taking on supplies.

The *Confederate's* lowest deck contains its 'Mech bay, as well as superior maintenance and repair facilities. A series of storerooms on the second deck provide the vessel with a moderate cargo capacity, much of which is dedicated to spares and pods for the OmniMechs.

The *Confederate's* bridge and crew quarters are typically austere and cramped, the price paid for the excellent 'Mech facilities. However, the craft is not as cramped as comparable vessels such as the *Leopard*, and so most crew members do not object to serving on the *Confederate*.

CONFEDERATE CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Star League
Introduced: 2602
Mass: 1,860 tons

Dimensions

Length: 36.4 meters
Width: 36.4 meters
Height: 32.6 meters

Fuel: 135 tons (2,700)
Tons/Burn-day: 1.65
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 92
Structural Integrity: 10

Armor

Fore: 22
Sides: 19
Aft: 13

Weapons

Arc	Type	Heat	S	Range Values		
				M	L	Extreme
Nose	Laser	22	3	2	—	—
FL	Laser	39	5	2	—	—
FR	Laser	39	5	2	—	—
AL	Laser	25	3	2	—	—
AR	Laser	25	3	2	—	—
Aft	Laser	22	3	2	—	—

Cargo: 220 tons

Bay 1: 'Mechs (2) 2 Doors
 Bay 2: 'Mechs (3) 3 Doors
 Bay 3: Cargo 2 Doors

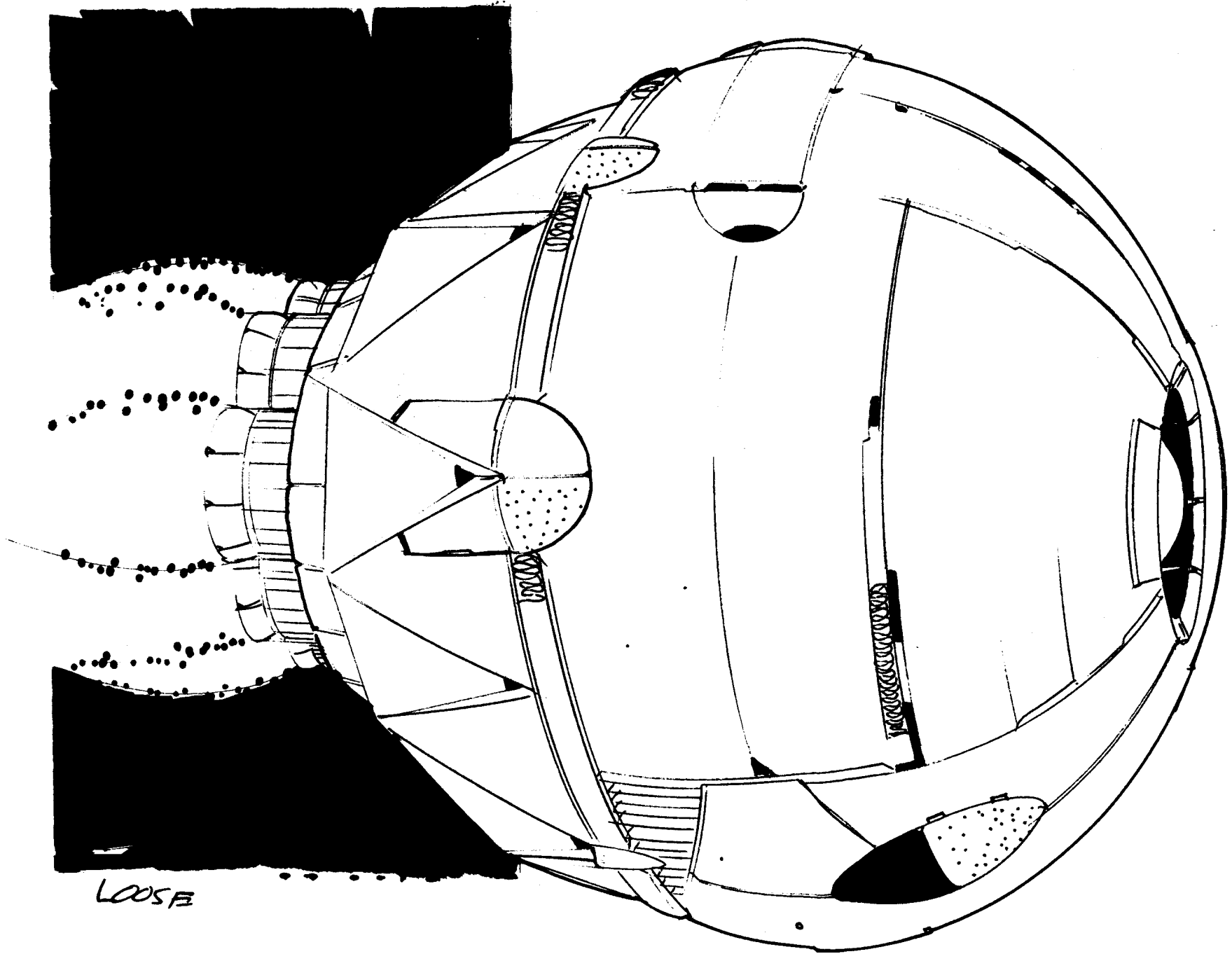
Escape Pods: 2
Life Boats: 0

Crew: 10

Armament:

14 Large Lasers
 20 Medium Lasers

Notes: The Star League version carries either 4 'Mechs and 2 fighters, or 6 'Mechs, which severely diminishes the cargo space.



LOOSE

NORUFF



The formidable *Noruff* Class vessel is one of the most powerful DropShips ever designed. Fortunately for the Inner Sphere, only one *Noruff*—the prototype—is operational. This vessel launched in June of 3056 and has recently arrived at Jabuka in the Steel Viper occupation zone, where it is assigned to support the operations of the First and Second Viper Guards.

Information about the *Noruff* is scarce, but the few reports that exist suggest that the vessel is a compact and powerful design that uses the latest Clan technology. The largest of the *Noruff's* three sections contains a massive drive unit that displaces just under 930 tons. The drive unit and the *Noruff's* 250-ton fuel tankage together comprise a little more than 60 percent of the vessel's mass. The huge drive unit makes the vessel one of the fastest and most maneuverable DropShips in existence. With a cruise thrust of 4 Gs and maximum of 6 Gs, the *Noruff* outperforms most fighters and maintains the Viper's tradition of swift, agile vessels.

The *Noruff's* middle section contains quarters for the ten-man crew. The section also contains a small dual-purpose mess/recreation area, but the crew spend most of their off-duty time in their cabins. This section also contains the primary airlock system and docking adapter, although both the bridge and engine sections have emergency hatches.

The snug cockpit-like bridge occupies most of the space in the *Noruff's* nose and has positions for a pilot, co-pilot, commander and communications officer. Although the *Noruff's* weapons systems are controlled via a sophisticated targeting computer, the co-pilot and commander share responsibility for target designation and weapons allocation.

Although not as heavily armed as some Clan DropShips, the *Noruff's* armament is more than adequate. And when combined with the vessel's agility and nearly 70 tons of armor, it

makes the *Noruff* a fearsome opponent. However, the vessel has yet to see combat against the Inner Sphere, and much of the performance information provided below is based on computer predictions of the craft's abilities.

NORUFF CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault ship
Tech: Clan
Introduced: 3056
Mass: 1,900 tons

Dimensions
Length: 73 meters
Width: 43 meters
Height: 31 meters

Fuel: 250 tons (2,000)
Tons/Burn-day: 1.84
Safe Thrust: 8
Maximum Thrust: 12
Heat Sinks: 96 (192)
Structural Integrity: 16

Armor
Fore: 45
Sides: 25
Aft: 35

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	AC	2	3	3	3	—
Nose	Laser	44	5	5	2	2
Nose	LRM	18	5	5	5	—
Nose	Pulse	22	3	3	1	—
Nose	SRM	4	1	1	—	—
LW	AC	14	3	3	—	—
LW	Laser	22	2	2	1	1
LW	Pulse	24	3	3	2	—
LW	SRM	4	1	1	—	—
RW	AC	14	3	3	—	—
RW	Laser	22	2	2	1	1
RW	Pulse	24	3	3	2	—
RW	SRM	4	1	1	—	—
LW (aft)	Laser	10	1	1	—	—
LW (aft)	LRM	5	1	1	1	—
LW (aft)	Pulse	4	1	1	—	—

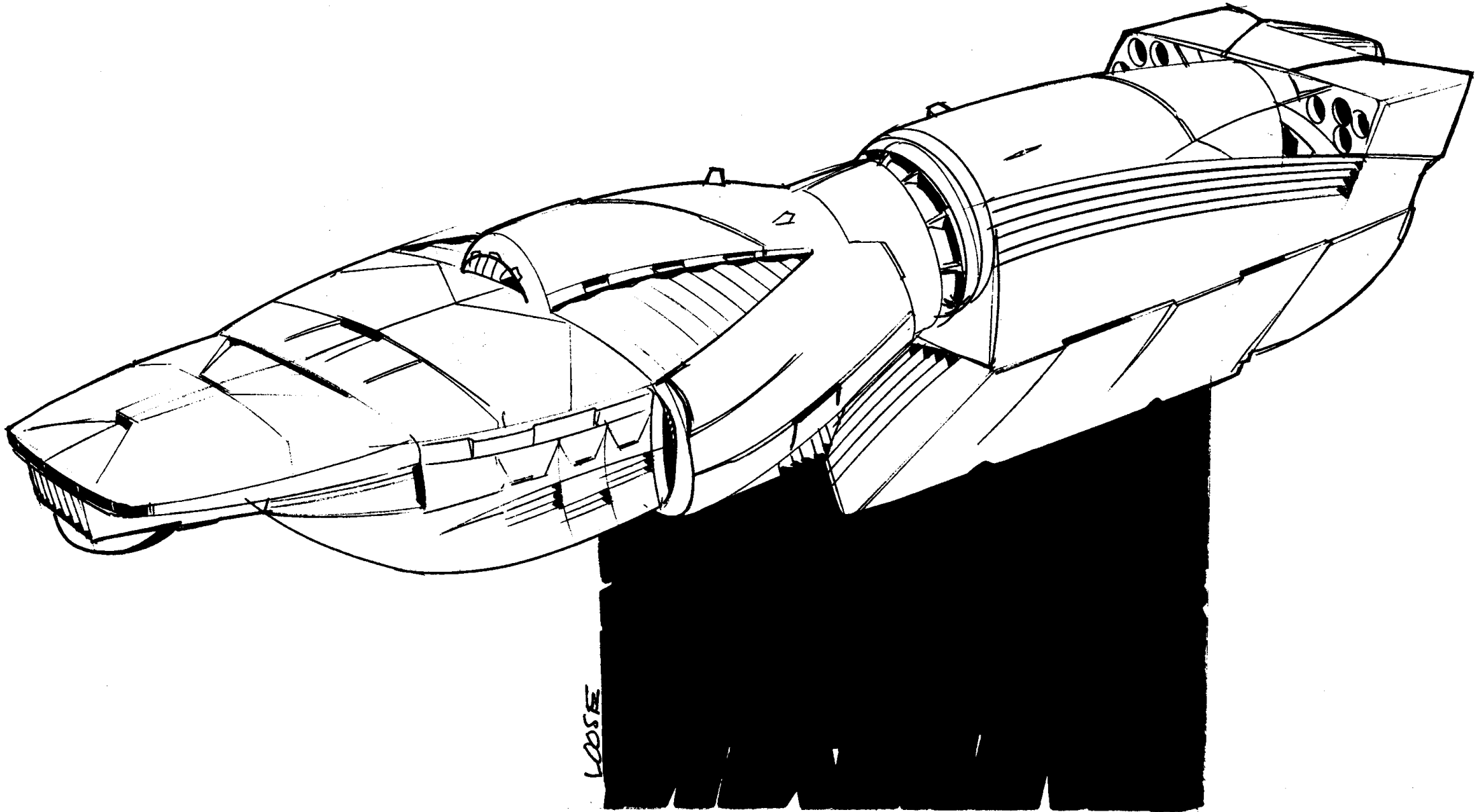
Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
RW (aft)	Laser	10	1	1	—	—
RW (aft)	LRM	5	1	1	1	—
RW (aft)	Pulse	4	1	1	—	—
Aft	AC	1	2	2	2	—
Aft	Laser	12	1	1	1	1
Aft	LRM	11	3	3	3	—
Aft	Pulse	14	2	2	1	—
Aft	SRM	4	1	1	—	—

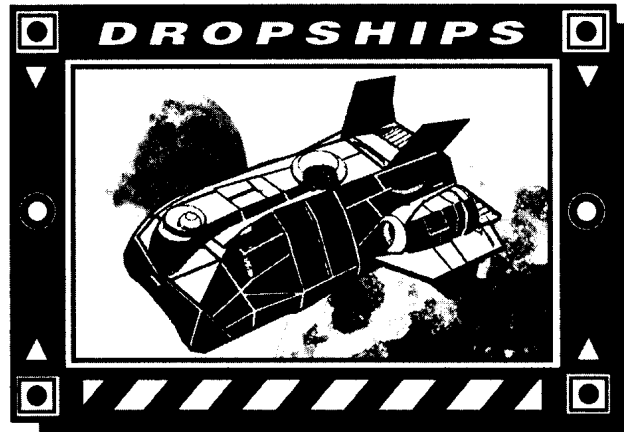
Cargo: 132 tons
 Bay 1: Cargo 1 Door
 Bay 2: Cargo 1 Door
 Bay 3: Cargo 1 Door

Escape Pods: 2
Life Boats: 0

Crew: 10

- Armament:**
- 5 ER Large Lasers
 - 12 ER Medium Lasers
 - 6 Large Pulse Lasers
 - 8 Medium Pulse Lasers
 - 3 Gauss Rifles
 - 2 Ultra AC/20s
 - 3 LRM-15s with Artemis
 - 4 LRM-20s with Artemis
 - 4 Streak-6s
 - 6 tons Gauss Rifle ammunition
 - 4 tons Ultra AC/20 ammunition
 - 14 tons LRM ammunition
 - 4 tons SRM (Streak) ammunition





The *Sassanid* Class DropShip is the Clans' primary battle armor carrier. Based on the *Intruder* Class combined-arms transport, the *Sassanid* can carry up to 75 Elementals, a complete Trinary. Indeed, the first *Sassanids* were merely converted *Intruders*, but in 2875 the L-5 yards of the Pentagon Cluster's Babylon system began turning out the new design.

Each Star of Elementals occupies a separate deck on the *Sassanid*. Each deck contains sleeping quarters, kit rooms, mess hall, medical facilities, and a training area equipped with holographic simulators. Each Point within an Elemental Star has its own bunkroom, and a kit room for storing and maintaining their battle armor, but the Elementals spend most of their time in the training area, honing their skills.

The *Sassanid* makes use of a small number of sophisticated weapons that can deliver formidable firepower in all of its arcs. The vessel uses a number of low-power bays, with the exception of its fore and aft arcs. These contain a number of large bays, in particular the tightly packed array of pulse lasers in the nose, which alone are capable of destroying most fighters. When combined with the firepower from the vessel's other bays, these weapons can discourage most attackers quickly.

Sassanid Class DropShips are distributed among the majority of the Clans. Clan Smoke Jaguar possesses the largest concentration, and the Jade Falcon and Wolf Clans possess the fewest.

SASSANID CLASS DROPSHIP

Type: Military Spheroid
Use: Troop carrier
Tech: Clan
Introduced: 2875
Mass: 3,000 tons

SASSANID

Dimensions

Length: 69 meters
Width: 69 meters
Height: 63 meters

Fuel: 300 tons (1,800)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 118 (236)
Structural Integrity: 10

Armor

Fore: 20
Sides: 15
Aft: 20

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	1	1	1	—	—
Nose	Laser	24	2	2	2	2
Nose	LRM	6	2	2	2	—
Nose	Pulse	44	6	6	2	—
Nose	SRM	8	2	—	—	—
FL	Laser	12	1	1	1	1
FL	LRM	6	2	2	2	—
FL	Pulse	8	1	1	—	—
FL	SRM	4	1	—	—	—
FL	LBX	2	1	1	—	—
FR	Laser	12	1	1	1	1
FR	LRM	6	2	2	2	—
FR	Pulse	8	1	1	—	—
FR	SRM	4	1	—	—	—
FR	LBX	2	1	1	—	—
AL	AC	1	1	1	—	—
AL	Laser	12	1	1	1	1
AL	Pulse	8	1	1	—	—
AR	AC	1	1	1	—	—
AR	Laser	12	1	1	1	1
AR	Pulse	8	1	1	—	—
Aft	Laser	12	1	1	1	1
Aft	LRM	6	2	2	2	—
Aft	Pulse	28	3	3	2	—
Aft	LBX	8	2	—	—	—

Cargo: 1,234 tons

Bay 1: Elementals (5 Points) 2 Doors
 Bay 2: Elementals (10 Points) 4 Doors
 Bay 3: Cargo 2 Doors

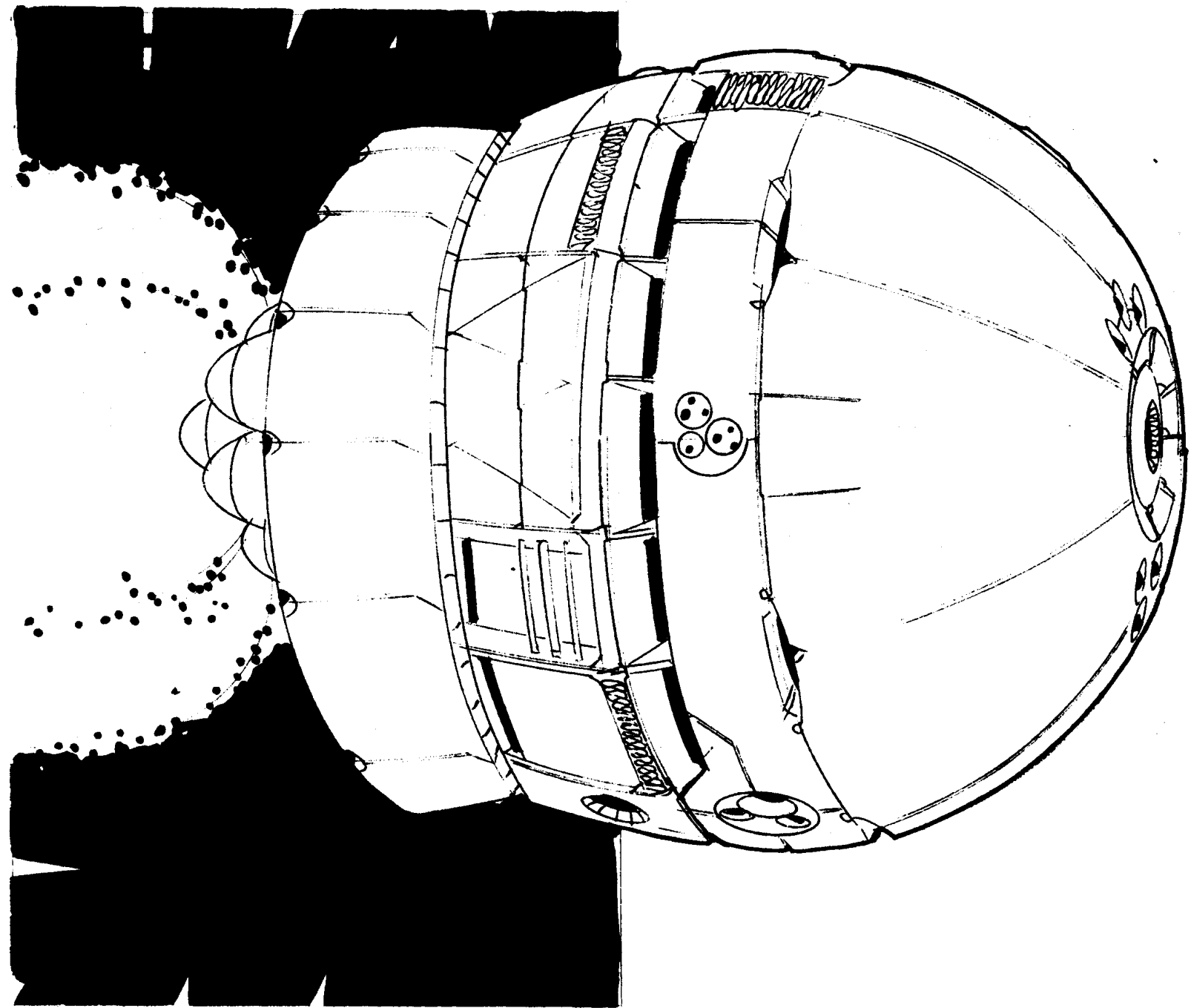
Escape Pods: 4

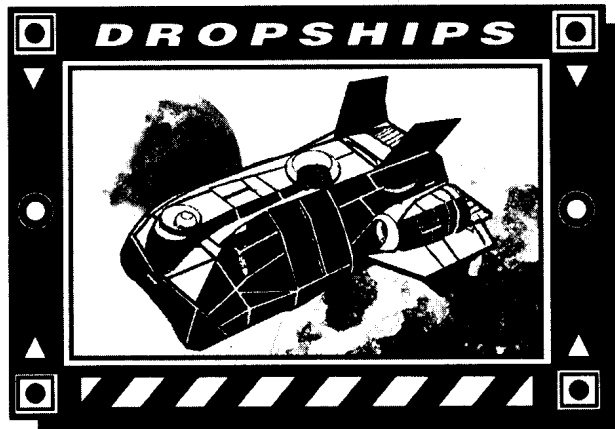
Life Boats: 0

Crew: 30

Armament:

7 ER Large Lasers
 4 Large Pulse Lasers
 16 Medium Pulse Lasers
 3 AC/5s
 2 LB 10Xs
 4 LRM-20s with Artemis
 4 SRM-6s with Artemis
 3 tons AC/5 ammunition
 4 tons LB 10X ammunition
 12 tons LRM ammunition
 8 tons SRM ammunition





The first Star League *Union* Class vessels were constructed in 2708. A large number of these craft left the Inner Sphere in the Exodus, serving the followers of Kerensky well during the long trek to the Pentagon and the exploration of the Kerensky Cluster. Many of these *Unions* were mothballed during the demobilization that occurred after 2787 and so survived the Exodus Civil Wars.

The reconstruction of Pentagon society in the aftermath of those wars required numerous transports, and many *Union* Class vessels were reactivated to transport materials to and from the new colonies in the Kerensky Cluster. However, it soon became apparent the *Union* was not well suited to the reorganized Clan military, and engineers began redesigning the vessel.

The first Clan-style *Union* left the new shipyards above Strana Mechty in May of 2829. This new version of the *Union* could transport a complete OmniMech Trinary and was better armed and armored than its progenitor. However the new *Union*, or *Union-C* as it would become known in the Inner Sphere, was considerably heavier at more than 4,000 tons. Despite extensive upgrades over the years, the *Union-C* is beginning to show its age. Federated-Boeing Interstellar's upgraded version of the original Star League *Union* easily matches the firepower of the Clan vessel, although the *Union-C* boasts superior armor protection and heat-dissipation rates.

The *Union-C*'s arsenal consists primarily of laser weapons, most of which use highly accurate pulse technology. A number of ballistic weapons, Gauss rifles and Artemis-slaved LRM systems provide additional firepower without taxing the vessel's heat-dispersal system. However, the vessel was never intended to fight prolonged battles, and the ammunition for these ballistic weapons rarely lasts more than ten minutes.

Each crew member on the *Union-C* has his own cabin, situated on one of the three accommodation decks above the 'Mech bays. Each deck has its own sanitary, recreation and

UNION-C

mess facilities, and caters to a particular group. Support personnel use the lowest of the decks, which also houses the vessel's life-support system. Quarters for 15 MechWarriors occupy the second deck, which also contains the *Union-C*'s four escape pods. Quarters for the vessel's 14-man crew occupy the third deck.

UNION-C CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Clan
Introduced: 2829
Mass: 4,700 tons

Dimensions

Length: 83 meters
Width: 83 meters
Height: 81 meters

Fuel: 250 tons (1,500)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 126 (252)
Structural Integrity: 12

Armor

Fore: 28
Sides: 21
Aft: 16

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	1	2	2	2	—
Nose	Laser	12	1	1	1	1
Nose	LRM	12	3	3	3	—
Nose	Pulse	36	5	5	2	—
FL	AC	2	3	3	3	—
FL	Laser	12	1	1	1	1
FL	Pulse	18	2	2	1	—
FR	AC	2	3	3	3	—
FR	Laser	12	1	1	1	1
FR	Pulse	18	2	2	1	—
AL	Pulse	4	1	1	—	—
AR	Pulse	4	1	1	—	—
Aft	AC	1	2	2	2	—
Aft	LRM	6	2	2	2	—
Aft	Pulse	18	2	2	1	—

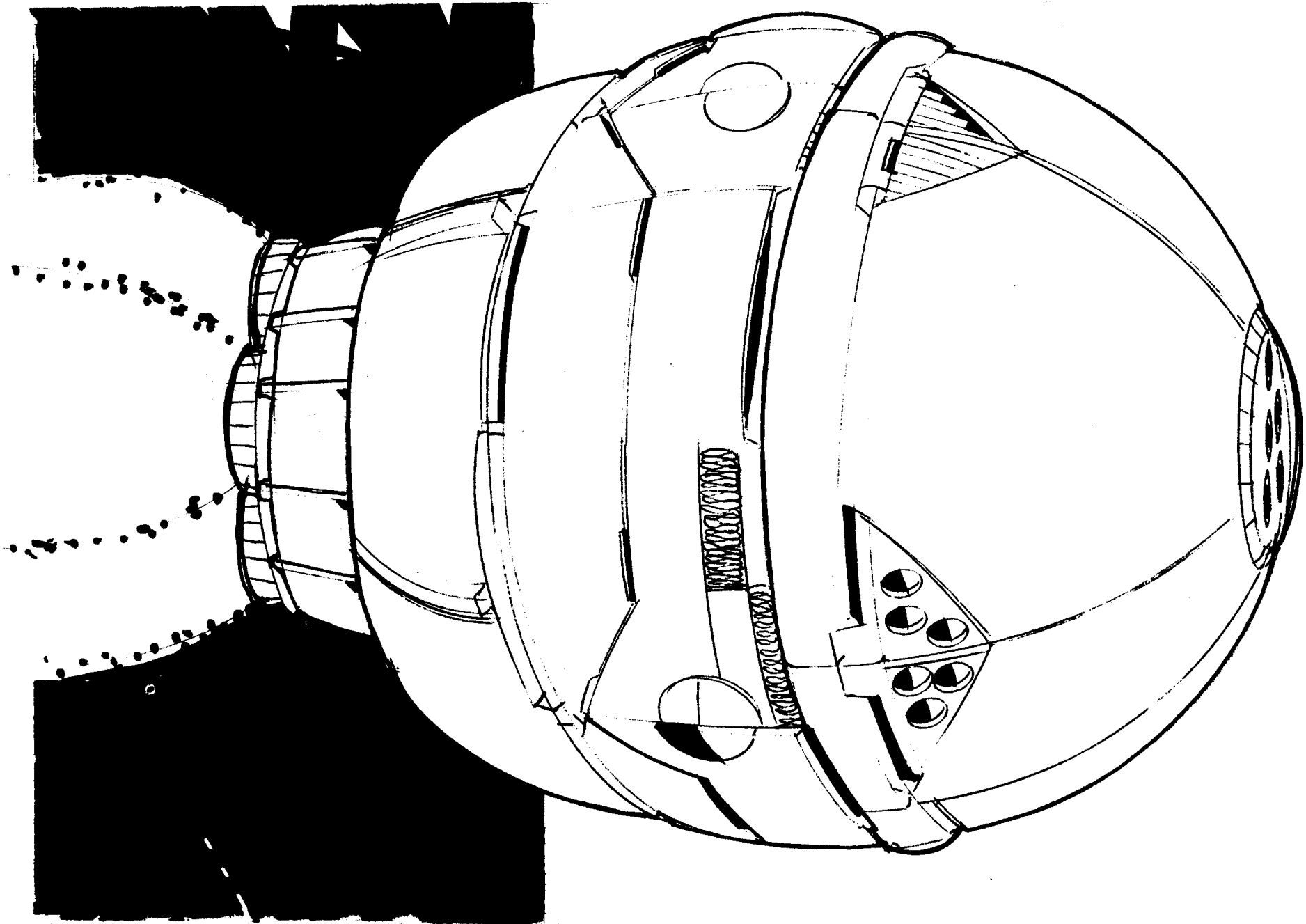
Cargo: 520 tons
 Bay 1: 'Mechs (5) 1 Door
 Bay 2: 'Mechs (10) 1 Door
 Bay 3: Cargo 1 Door

Escape Pods: 4
Life Boats: 0

Crew: 14

Armament:

3 ER Large Lasers
 5 Large Pulse Lasers
 12 Medium Pulse Lasers
 6 Gauss Rifles
 3 LRM-20s with Artemis
 12 tons Gauss Rifle ammunition
 9 tons LRM ammunition



1025



Clan rules of engagement had long regarded DropShips as non-combatants, and so the Clans have never developed fighter carriers. However, the Clans' use of fighters in other roles necessitated some means of transporting small numbers of them. Clan Snow Raven designed the *Carrier* Class DropShip to meet this need.

Unveiled in 2882, the *Carrier* can accommodate a single Star of OmniFighters, including its crew and support personnel. The *Carrier's* maneuverability, firepower, and armor protection soon earned it many admirers among the pilots of the Snow Raven touman. Within a century, *Carriers* could be found in the toumans of every Clan.

The Snow Ravens' primary factory at Rumiko on Lum in the Kerensky Cluster produces and maintains *Carriers* for all the Clans in exchange for minerals and manufactured goods. This arrangement provides Clan Snow Raven with a range of resources, including materials from the Inner Sphere otherwise unavailable to those Clans that did not participate in Operation Revival.

The *Carrier* contains two cavernous hangar bays to accommodate its fighter cargo, one on each side of the craft. Each bay has separate launch and recovery facilities, isolated by massive airlocks from the bay's storage and maintenance facilities. The entire area is well armored to limit damage to the ship should a launch or recovery accident occur.

The fighter pilots and DropShip crew occupy a number of single-occupancy cabins in the craft's bulbous nose. Each cabin is equipped according to the tastes of the occupant, as most pilots are permanently assigned to the *Carrier*, although most of these rooms would be considered austere by Inner Sphere standards. A single mess and recreation area serves the entire vessel.

The *Carrier* mounts an impressive arsenal and armor protection, considering its role. Its combat capability rivals those of many Inner Sphere attack craft, and the *Carrier* can deal with

CARRIER

most opposition without relying on a fighter escort. The *Carrier* can operate independently for long periods, and can carry more than 700 tons of supplies and parts.

CARRIER CLASS DROPSHIP

Type: Military Aerodyne

Use: Fighter carrier

Tech: Clan

Introduced: 2882

Mass: 5,000 tons

Dimensions

Length: 170 meters

Width: 93 meters

Height: 43 meters

Fuel: 337 tons (2,022)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 76 (152)

Structural Integrity: 10

Armor

Fore: 21

Sides: 21

Aft: 21

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	SRM	24	7	7	—	—
Nose	Point	6	3	—	—	—
Nose	Laser	60	5	5	5	5
LW	Pulse	30	3	3	3	—
LW	Point	0	2	—	—	—
LW	Laser	25	4	4	—	—
LW	AC	2	3	3	3	—
RW	Pulse	30	3	3	3	—
RW	Point	0	2	—	—	—
RW	Laser	25	4	4	—	—
RW	AC	2	3	3	3	—
LW (aft)	AC	8	5	5	3	—
LW (aft)	Laser	9	2	—	—	—
RW (aft)	AC	8	5	5	3	—
RW (aft)	Laser	9	2	—	—	—
Aft	AC	28	6	6	—	—
Aft	Laser	60	5	5	5	5

Cargo: 832 tons

Bay 1: Fighters (5) 2 Doors

Bay 2: Fighters (5) 2 Doors

Bay 3: Cargo 1 Door

Escape Pods: 0

Life Boats: 3

Crew: 17

Armament:

10 ER Large Lasers

10 ER Medium Lasers

6 Medium Lasers

6 Large Pulse Lasers

6 Anti-Missile Systems

4 AC/10s

8 Gauss Rifles

8 Machine Guns

2 Ultra AC/20s

6 Streak-6s

6 tons Anti-Missile System ammunition

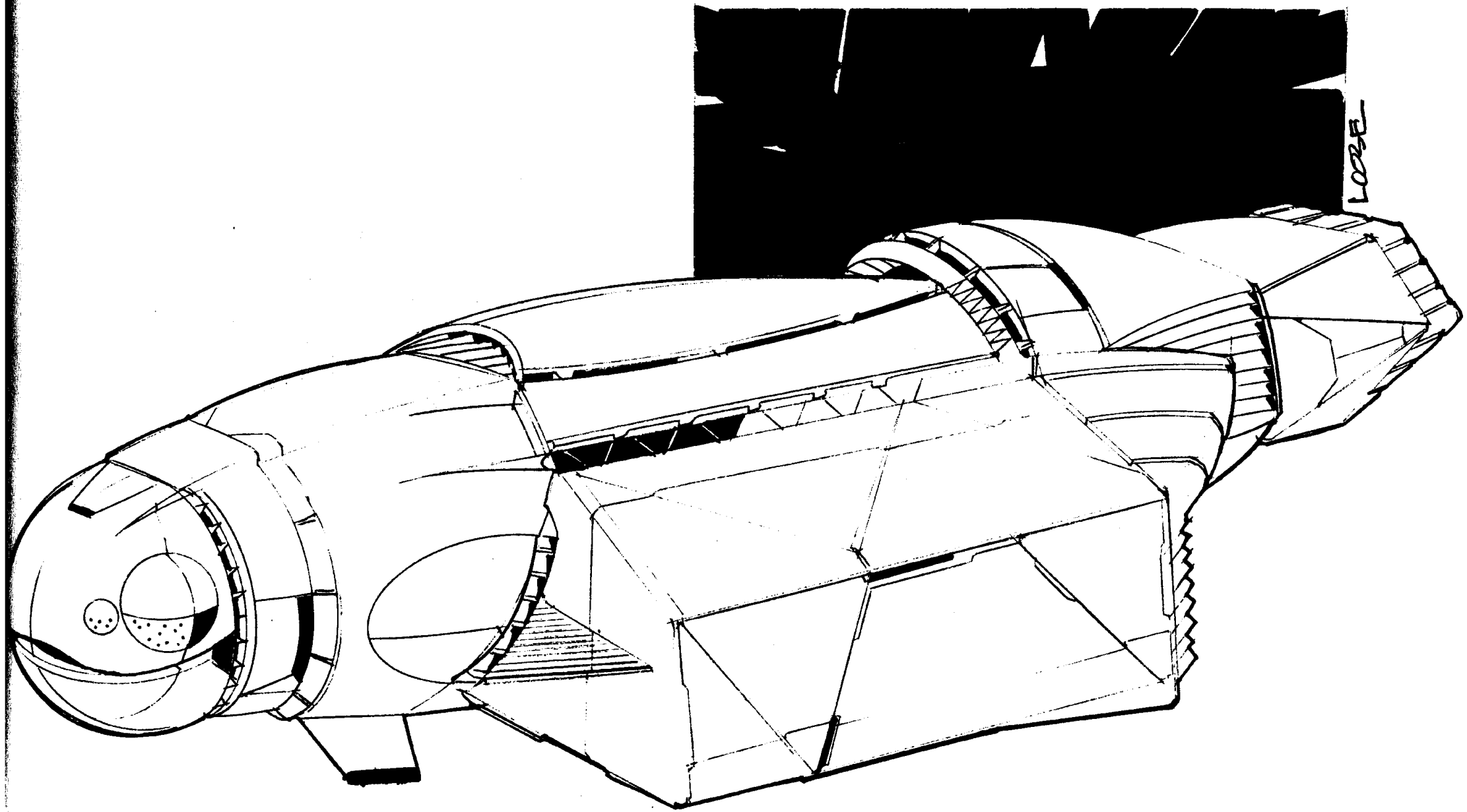
4 tons AC/10 ammunition

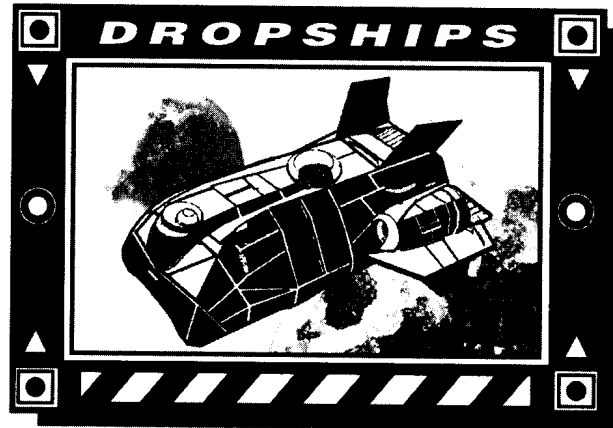
16 tons Gauss Rifle ammunition

8 tons Machine Gun ammunition

10 tons Ultra AC/20 ammunition

6 tons SRM (Streak) ammunition





One of the oldest DropShip designs, the venerable *Lion* first appeared in 2595. Many Clan freebirth units still use *Lions* to transport combined-arms units, as the craft's original designers intended.

The Clans have refitted the *Lion's* weapons systems extensively and modified other systems as well, but the *Lion's* basic configuration remains mostly unchanged. Unlike the Clan *Union* and *Overlord* vessels, which are virtually new craft that share a name with an Inner Sphere design, the *Lion* Class vessels consist solely of refitted vessels originally constructed during the 27th century.

The Clans expanded the two-lance 'Mech bays of the original *Lion* to accommodate two Stars of 'Mechs. The Clans also expanded the *Lion's* crew and troop quarters. The area previously given over to the crews of the light vehicle company was expanded to accommodate battle-armored troops, but this renovation proved unfeasible. Later, the Clans configured the area to accommodate an infantry Cluster, and the *Lion* was relegated to service with freebirth and dezgra units.

When Wolf's Dragoons returned to the Inner Sphere in 3005, they brought a number of *Lion* Class vessels, which they believed would be relatively inconspicuous. However, they did not realize that only a handful of *Lions* remained in the fleets of the Successor States, and the vessels' presence immediately aroused suspicion. The Dragoons remained tight-lipped about the origin of their *Lions*, however, and eventually most Inner Sphere observers assumed the *Lions* came from the same storehouse as their Star League BattleMechs.

The Dragoons stripped most of the high-tech systems from their *Lions* before coming to the Inner Sphere, but the vessels could still transport up to ten BattleMechs and 250 troops. Until the end of the Fourth Succession War, however, the vessels were restricted to transporting eight 'Mechs, so as

LION

to avoid undue suspicion. After the Fourth Succession War, the Dragoons' reorganization allowed them to use the five-unit organization openly, although only units trained in Clan-style operations were ever assigned to the craft.

Many observers believe the Dragoons returned most of their *Lions* to their original Clan specifications following the battle of Luthien. However, the Dragoons' secrecy regarding the size and capabilities of their fleet prevents us from accurately predicting the number of their converted *Lions* or their exact specifications.

LION CLASS DROPSHIP

Type: Military Spheroid
Use: Troop carrier
Tech: Clan
Introduced: 2595
Mass: 7,215 tons

Dimensions

Length: 92 meters
Width: 92 meters
Height: 95 meters

Fuel: 210 tons (1,260)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 110
Structural Integrity: 14

Armor

Fore: 30
Sides: 20
Aft: 24

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Laser	34	3	3	2	2
Nose	LRM	12	3	3	3	—
Nose	Point	2	1	—	—	—
Nose	Pulse	28	3	3	2	—
FL	Laser	34	3	3	2	2
FL	LRM	12	3	3	3	—
FL	Point	2	1	—	—	—
FL	Pulse	28	3	3	2	—
FR	Laser	34	3	3	2	2
FR	LRM	12	3	3	3	—

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
FR	Point	2	1	—	—	—
FR	Pulse	28	3	3	2	—
AL	LRM	10	2	2	2	—
AL	Point	2	1	—	—	—
AL	Pulse	28	3	3	2	—
AL	SRM	8	2	2	—	—
AR	LRM	10	2	2	2	—
AR	Point	2	1	—	—	—
AR	Pulse	28	3	3	2	—
AR	SRM	8	2	2	—	—
Aft	Laser	34	3	3	2	2
Aft	LRM	10	2	2	2	—
Aft	Point	2	1	—	—	—
Aft	SRM	8	2	2	—	—

Cargo: 2,631 tons

Bay 1: 'Mechs (10)	2 Doors
Bay 2: Infantry (10 Stars, unarmored)	2 Doors
Bay 3: Cargo	1 Door

Escape Pods: 10

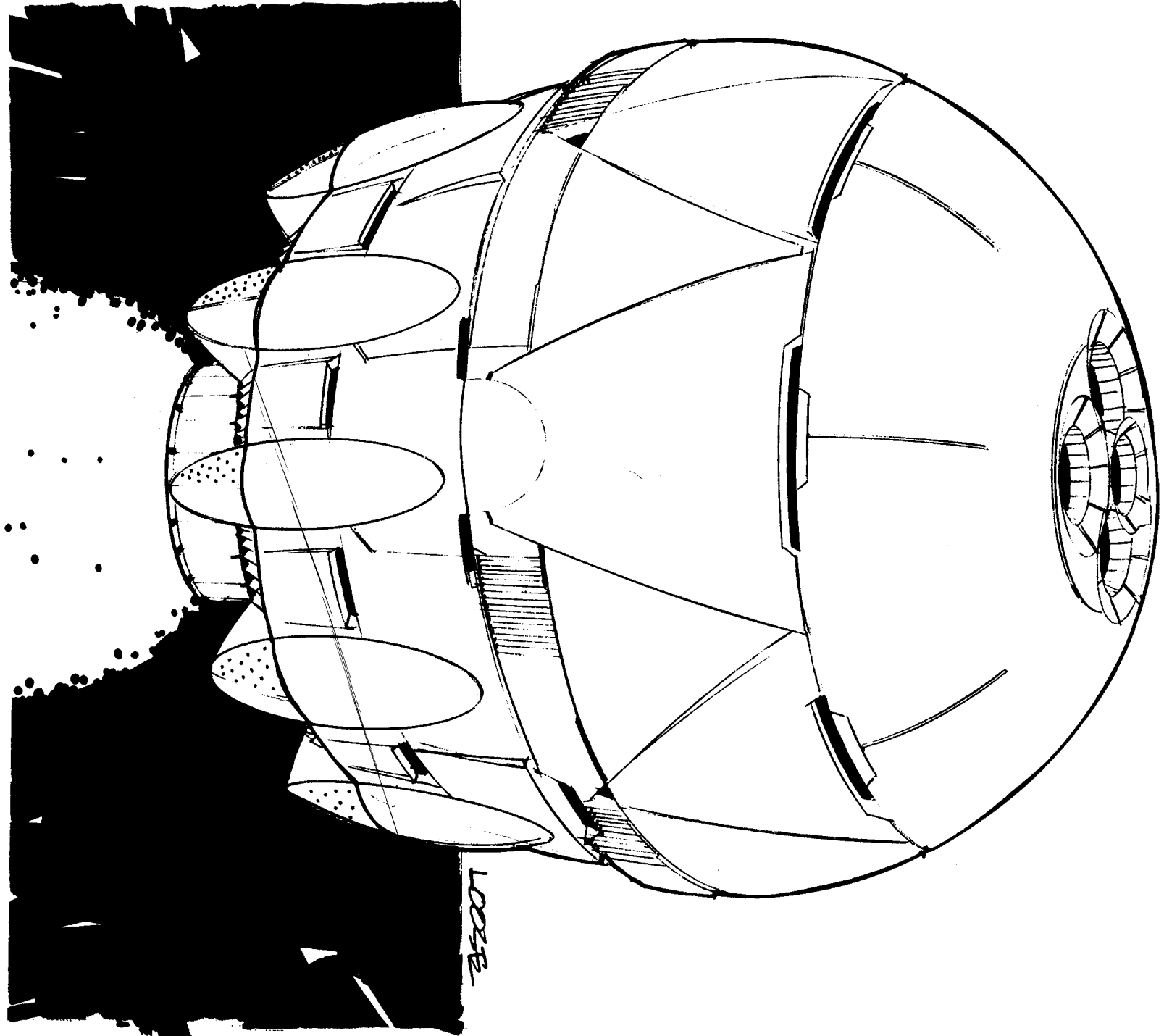
Life Boats: 0

Crew: 50

Armament:

8 ER Large Lasers
 8 ER Medium Lasers
 10 Large Pulse Lasers
 10 Medium Pulse Lasers
 12 Anti-Missile Systems
 6 LRM-15s with Artemis
 6 LRM-20s with Artemis
 6 Streak-6s
 48 tons Anti-Missile ammunition
 48 tons LRM ammunition
 12 tons SRM (Streak) ammunition

Notes: Some versions of the *Lion* serving with Wolf's Dragoons carry a company of heavy vehicles instead of the infantry complement. The extra weight of this configuration seriously reduces available cargo tonnage.



L005E

MIRABORG



The *Miraborg* Class fighter carrier, originally designated the *Charybdis*, is a newcomer to the Inner Sphere. Clan Smoke Jaguar launched the first of these vessels in 3053. Only four *Miraborgs* have been reported in the Clan occupation zone, but the Luzerne memory core suggests approximately one dozen have been constructed.

Design work on the *Miraborg* began in the late 3040s, shortly after the Smoke Jaguars recognized a need for a new, large fighter transport. Wisely, Jaguar engineers decided to observe the outcome of the war against the Inner Sphere before finalizing the design of the new vessel. The experience of that war provided valuable battlefield data as well as a new name for the vessel—*Miraborg*.

Kapten Tyra Miraborg was an Inner Sphere pilot, serving with the First Drakøns of the Rasalhague Republic, and was a veteran of numerous battles against the Clans. At the battle of Radstadt her fighter was badly damaged, but instead of fleeing she made a suicide attack against the Wolf Clan flagship. Although the *Sovetskii Soyuz* Class vessel survived, the impact of Miraborg's *Shilone* killed a number of senior officers, including ilKhan Leo Showers of Clan Smoke Jaguar and halted the Clan war machine for almost a year. This one act of supreme heroism earned Tyra Miraborg legendary status among both the Clans and the Inner Sphere militaries and prompted the Smoke Jaguars to rename their new fighter carrier in her honor.

The first *Miraborg* Class DropShip slipped its moorings at the Huntress yards in April of 3053. After a short trial period, the craft was assigned to the First Jaguar Guards on the world of Avon, where it provided additional security for the Matabushi yards. The presence of an additional 30 fighters has hampered the DCMS's attempts to close the facility, but the Combine's last raid, in April of 3056, came perilously close to damaging the generator plant.

The *Miraborg* carries a formidable array of weapons, likely the result of the Clans' reappraisal of the role of DropShips in combat. However, much of the weaponry is concentrated in the nose and stern, providing poor firepower in the *Miraborg's* side arcs. The vessel can maneuver easily to bring its weapons to bear on a target while in flight, but when the *Miraborg* is grounded its massive nose bays can only engage targets in the air, leaving the craft vulnerable to attack by ground forces. As a result of this weakness, *Miraborgs* rarely land in contested systems, but remain in orbit until the enemy has withdrawn.

MIRABORG CLASS DROPSHIP

Type: Military Spheroid

Use: Fighter carrier

Tech: Clan

Introduced: 3053

Mass: 9,750 tons

Dimensions

Length: 122 meters

Width: 122 meters

Height: 131 meters

Fuel: 300 tons (1,800)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 162 (324)

Structural Integrity: 10

Armor

Fore: 20

Sides: 18

Aft: 16

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	29	8	8	2	—
Nose	Laser	22	2	2	1	1
Nose	LRM	11	3	3	3	—
Nose	Pulse	32	4	4	2	—
Nose	SRM	4	1	—	—	—
Nose	LBX	6	1	1	—	—
FL	Laser	17	2	2	1	1
FL	LRM	5	1	1	1	—
FL	Pulse	14	2	2	1	—

Weapons

Arc	Type	Heat	S	Range Values			Extreme
				M	L	Extreme	
FL	SRM	4	1	—	—	—	
FL	LBX	6	1	1	—	—	
FR	Laser	17	2	2	1	1	
FR	LRM	5	1	1	1	—	
FR	Pulse	14	2	2	1	—	
FR	SRM	4	1	—	—	—	
FR	LBX	6	1	1	—	—	
AL	Laser	12	1	1	1	1	
AL	Pulse	4	1	1	—	—	
AL	SRM	3	1	—	—	—	
AR	Laser	12	1	1	1	1	
AR	Pulse	4	1	1	—	—	
AR	SRM	3	1	—	—	—	
Aft	AC	15	5	5	2	—	
Aft	Laser	17	2	2	1	1	
Aft	LRM	6	2	2	2	—	
Aft	Pulse	14	2	2	1	—	

Cargo: 1001 tons

Bay 1: Cargo/Fighters (10) 2 Doors

Bay 2: Cargo/Fighters (10) 2 Doors

Bay 3: Cargo/Fighters (10) 2 Doors

Escape Pods: 0

Life Boats: 15

Crew: 40

Armament:

6 ER Large Lasers

5 ER Medium Lasers

5 Large Pulse Lasers

8 Medium Pulse Lasers

2 Gauss Rifles

3 LB 20Xs

3 Ultra AC/20s

3 LRM-15s with Artemis

2 LRM-20s with Artemis

2 SRM-4s with Artemis

3 SRM-6s with Artemis

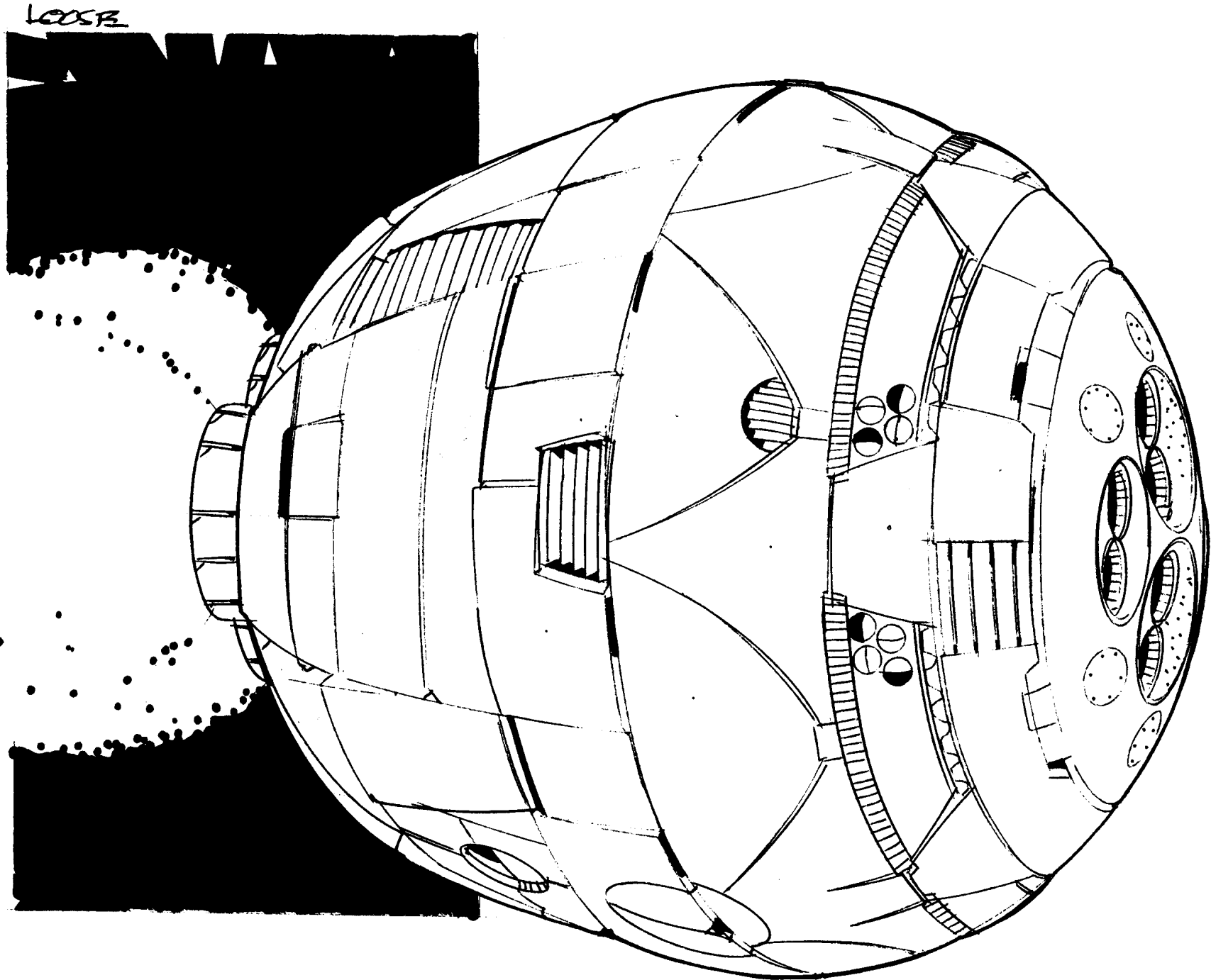
4 tons Gauss Rifle ammunition

6 tons LB 20X ammunition

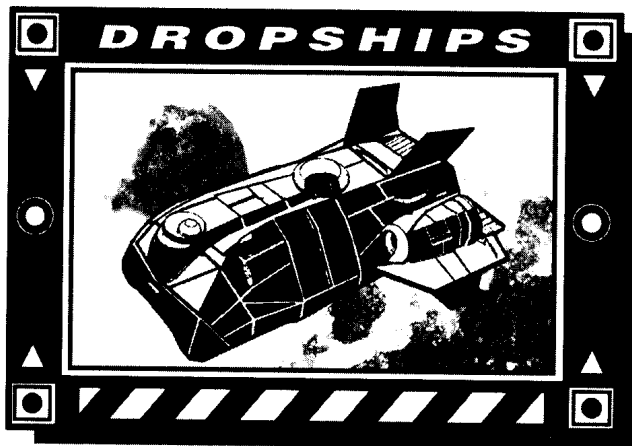
15 tons Ultra AC/20 ammunition

10 tons LRM ammunition

8 tons SRM ammunition



OVERLORD-C



OVERLORD-C CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Clan
Introduced: 2818
Mass: 11,550 tons

Dimensions
Length: 101 meters
Width: 101 meters
Height: 139 meters

Fuel: 360 tons (2,160)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 122 (244)
Structural Integrity: 18

Armor
Fore: 35
Sides: 30
Aft: 25

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
Nose	AC	2	1	1	1	—
Nose	Laser	12	1	1	1	1
Nose	LRM	12	3	3	3	—
Nose	PPC	30	3	3	3	—
Nose	Pulse	26	4	4	1	—
FL	AC	16	4	4	1	—
FL	Laser	12	1	1	1	1
FL	PPC	15	2	2	2	—
FL	Pulse	18	2	2	1	—
FR	AC	16	4	4	1	—
FR	Laser	12	1	1	1	1
FR	PPC	15	2	2	2	—
FR	Pulse	18	2	2	1	—
AL	AC	2	1	1	1	—
AL	Pulse	8	1	1	—	—
AR	AC	2	1	1	1	—
AR	Pulse	8	1	1	—	—
Aft	AC	2	1	1	1	—
Aft	LRM	6	2	2	2	—
Aft	PPC	30	3	3	3	—

Cargo: 1,181 tons
 Bay 1: Cargo/'Mechs (15) 3 Doors
 Bay 2: Cargo/'Mechs (15) 3 Doors
 Bay 3: Cargo/'Mechs (15) 3 Doors

Escape Pods: 3
Life Boats: 3

Crew: 43

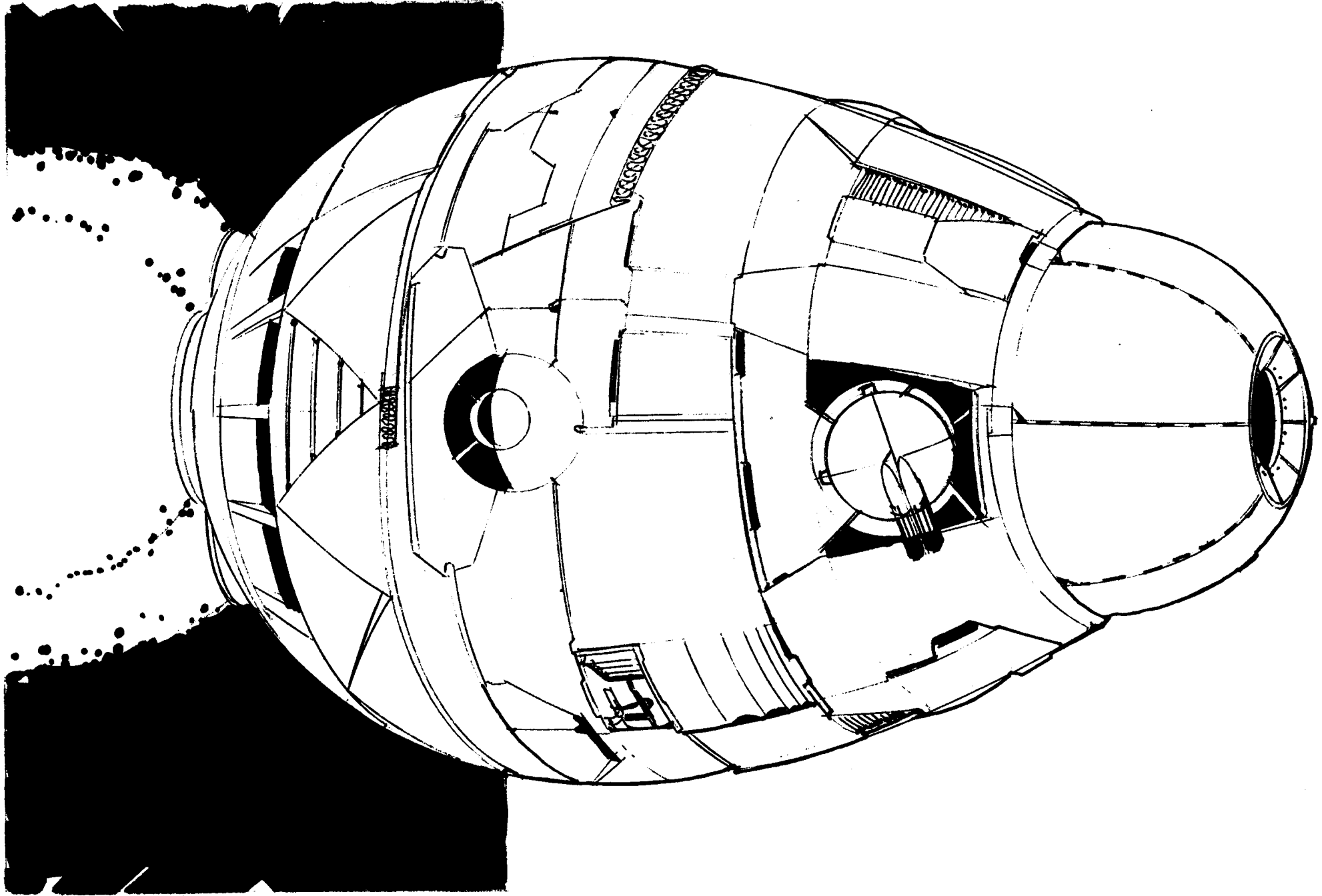
Armament:
 3 ER Large Lasers
 6 ER PPCs
 3 Large Pulse Lasers
 12 Medium Pulse Lasers
 6 Ultra AC/5s
 2 Ultra AC/20s
 3 LRM-20s with Artemis
 10 tons Ultra with Artemis AC/5 ammunition
 10 tons Ultra AC/20 ammunition
 16 tons LRM ammunition

Many *Overlord* Class DropShips left the Inner Sphere during the Exodus. Later, when Nicholas Kerensky created the Clans during the years of the Exodus Civil Wars, he ordered the modification of his *Overlord* Class vessels so that each could carry a Cluster of 45 OmniMechs, per his Clan organization scheme.

This refit required considerable modification of the *Overlord's* interior. Clan technicians removed the fighter decks on most vessels to make room for 'Mech cubicles and new crew quarters. These early craft followed no standard design, and each of the twenty vessels differed in some way. Mass production of the standardized *Overlord-Cs* on Strana Mechty did not begin until after the liberation of the Pentagon worlds.

The *Overlord-C* is a true redesign of the original *Overlord* and can carry 45 'Mechs. The *Overlord-C* is considerably better armed and armored than its precursor but lacks an integral fighter complement. Outwardly, the *Overlord-C* bears a striking resemblance to its progenitor, despite being almost 2,000 tons heavier. Only the *Overlord-C's* slightly elongated nose cone and lack of fighter-bay doors distinguish its external appearance from the original *Overlord's*.

Overall, the *Overlord-C's* weaponry is comparable to that of the modified *Overlords* being produced at the Shipil yards orbiting Skye. The *Overlord-C's* arsenal contains more energy weapons, however, and the *Overlord-C's* cooling circuits allow a captain to fire all the craft's weapons simultaneously without heat problems. Despite this impressive arsenal, the *Overlord-C* lacks weaponry in its aft quarters. This creates two vulnerable areas on the vessel, which enemy pilots have already exploited to destroy five *Overlord-Cs*, and cripple seven others. As a result, *Overlord-C* pilots must rely on a constant series of evasive maneuvers to keep attackers from exploiting these vulnerable areas.





The *Titan* carries a Trinary of 30 fighters and mounts an impressive array of weaponry that exceeds the arsenal of even the *Achilles* Class DropShips. These features enable the *Titan* to operate independently to great effect. However, these same features made *Titans* prime targets during the Succession Wars. Kuritan fighters destroyed the last Inner Sphere *Titan* during the series of battles at Cholame, and none survive outside of the Clan fleets.

Although considered too large to operate with individual units, many *Titans* act as escorts for WarShips. A few vessels operate independently, acting as system patrol vessels.

The *Titan's* fighter complement occupies three separate flight decks. Each deck houses ten fighters and is capable of operating independently.

The *Titan's* pilot and crew quarters are among the best-equipped of any DropShip and provide ample room for personnel to relax between patrols. All of the cabins are single-occupancy, but the pilots of each Point are placed in adjacent cabins and share bathroom facilities. Senior officers' cabins contain computer facilities for administrative work.

The *Titan* has a large bridge, which contains an additional post for use by the aerospace commander. This officer is responsible for positioning the ship when launching and retrieving fighters and provides a tactical information feed to each pilot during battle.

TITAN

TITAN CLASS DROPSHIP

Type: Military Aerodyne
Use: Fighter carrier
Tech: Clan
Introduced: 2647
Mass: 12,000 tons

Dimensions

Length: 250 meters
Width: 162 meters
Height: 47.2 meters

Fuel: 480 tons (2,880)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 185
Structural Integrity: 15

Armor

Fore: 25
Sides: 25
Aft: 26

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	AC	21	6	—	—	—
Nose	LRM	18	4	4	4	—
Nose	Laser	96	10	10	—	—
LW	AC	14	4	—	—	—
LW	LRM	6	1	1	1	—
LW	Laser	52	6	4	—	—
RW	AC	14	4	—	—	—
RW	LRM	6	1	1	1	—
RW	Laser	52	6	4	—	—
Aft	AC	7	2	—	—	—
Aft	LRM	6	1	1	1	—
Aft	Laser	12	2	—	—	—

Cargo: 1,678 tons

Bay 1: Cargo/Fighters (10) 4 Doors
 Bay 2: Cargo/Fighters (10) 4 Doors
 Bay 3: Cargo/Fighters (10) 4 Doors

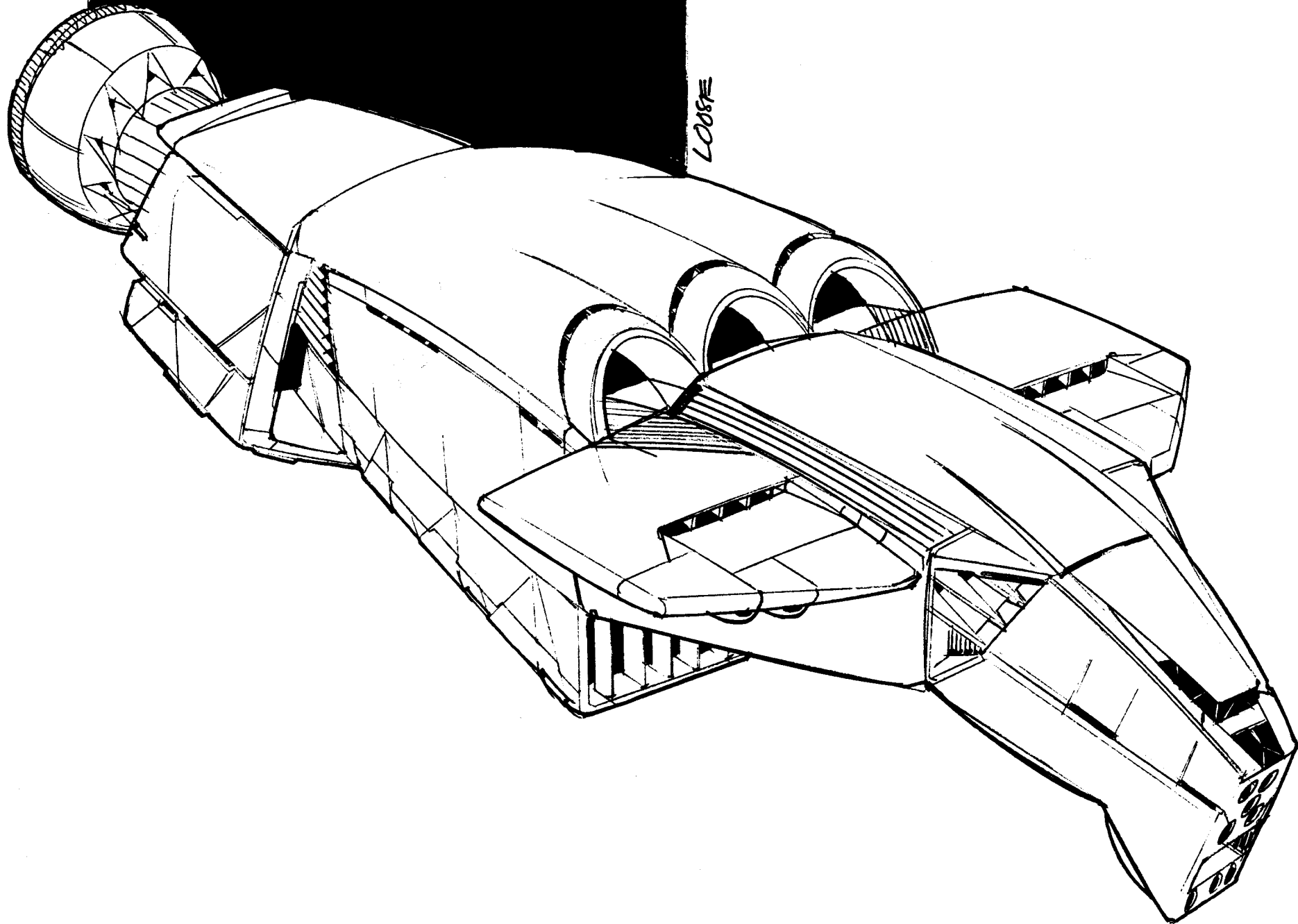
Escape Pods: 4

Life Boats: 4

Crew: 38

Armament:

22 Large Lasers
 10 Medium Lasers
 8 AC/20s
 6 LRM-20s
 16 tons AC/20 ammunition
 12 tons LRM ammunition



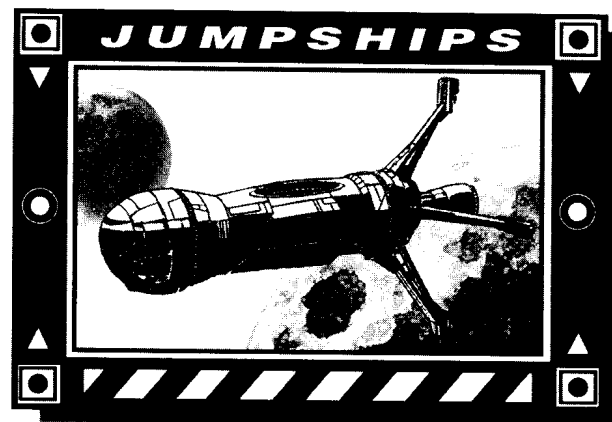
JUMPSHIPS

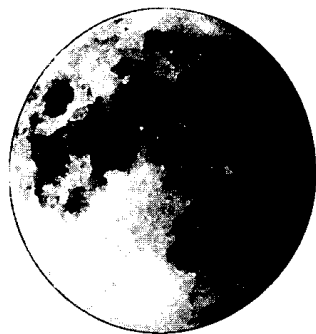
JumpShips provide the only means of transportation between the far-flung star systems of the Inner Sphere, Periphery, and beyond. These vessels are able to make interstellar leaps of 30 light-years at a time by harnessing the radiant energy of the stars with their massive solar-energy sails and Kearny-Fuchida hyperdrive technology. JumpShips are primarily used to transport fusion-powered DropShips, the preferred method for interplanetary travel in the 31st century.

Most JumpShip designs can be traced back to the Star League era and employ technologies that have been beyond the grasp of the Inner Sphere states for centuries—so-called lostech. However, in recent years the Inner Sphere militaries have sponsored considerable research on JumpShip technologies, research that has begun to yield results. For example, technologies such as the lithium-fusion battery system, which allows rapid recharging of the fragile Kearny-Fuchida drive cores, are beginning to appear on Inner Sphere vessels. The arrival of the Clans has provided further impetus for research and development in the Inner Sphere, but has also prompted the Successor States to redirect their efforts toward the creation of heavily armed combat JumpShips, known as WarShips.

For hundreds of years, Inner Sphere JumpShips were immune to the dangers of war. The armies of the Great Houses refrained from attacking these vessels out of respect for their value as lostech. However, the Clan threat and the revitalization of naval production facilities in the Inner Sphere have begun to weaken this unwritten prohibition, as evidenced by attacks on JumpShips during the recent Skye Revolt. Most militaries—Clan toumans included—still respect the lostech status of JumpShips. The Clans do not formally restrict attacks on JumpShips, but they regard them as non-combatants and will only engage them out of tactical necessity. Still, it seems certain that both Inner Sphere and Clan fleets will target JumpShips with increasing frequency in years to come.

Several of the JumpShip designs described in this section are also employed by Clan fleets. This is noted in the individual entries when applicable.





INNER SPHERE JUMPSHIPS

•**STAR LORD CLASS JUMPSHIP**
MANUFACTURER: UNIVERSAL AIR,
 DELAVAN, FED. COMMONWEALTH
MASS (LOADED): 274,000 TONS
 (NOT INCLUDING DROPSHIPS)
OVERALL LENGTH: 660 METERS
 (NOT INCLUDING JUMPSAIL)

SAIL DIA. 1140M
FULLY DEPLOYED
REF. 121 - 45A/276

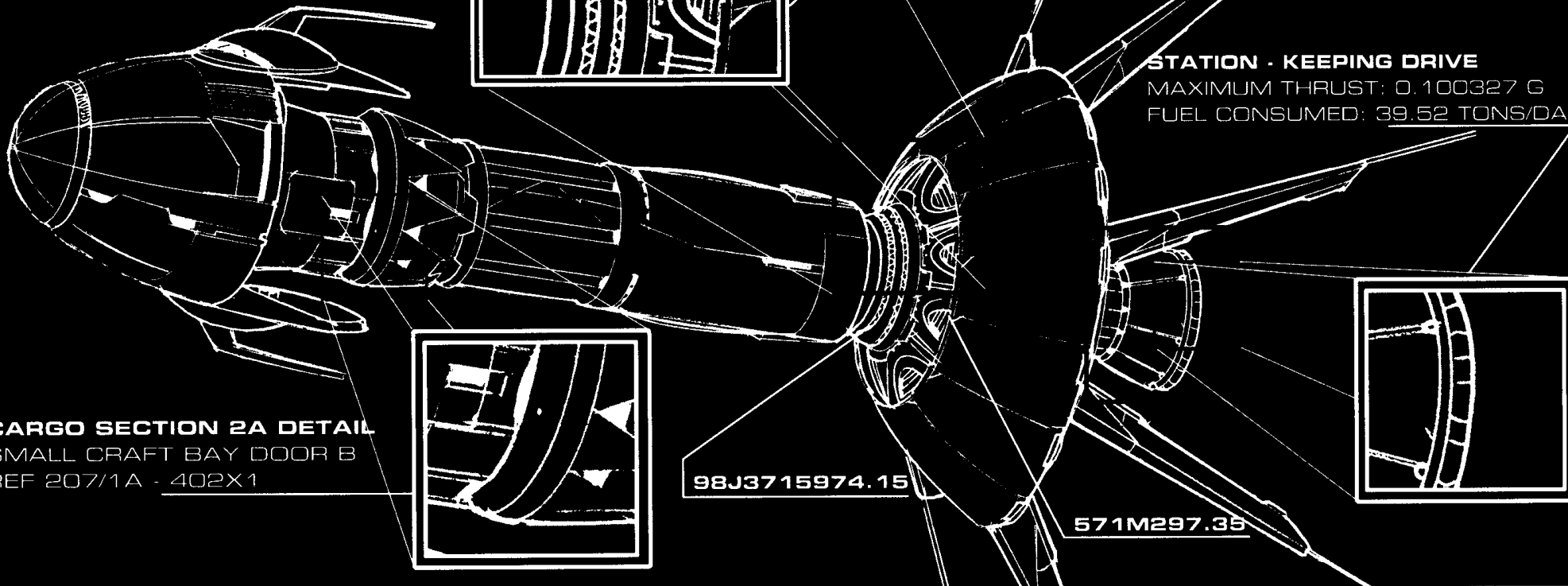
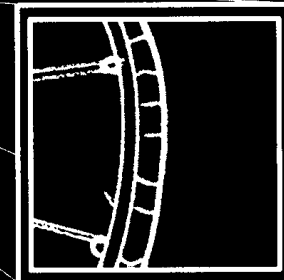
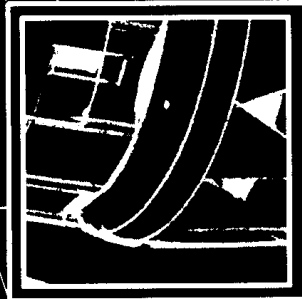
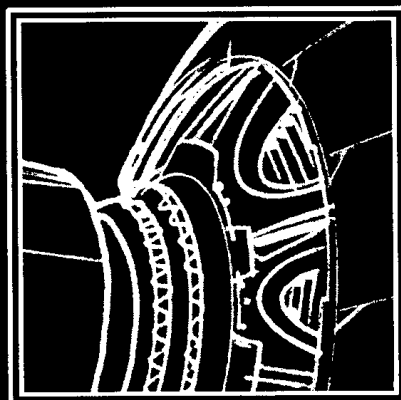
•**KF MARK VIII 9-1 DRIVE SYS**
INTAKE VENTS DETAIL-
STATION KEEPING DRIVE.
 H11A7 - Z18 - 11010

STATION - KEEPING DRIVE
 MAXIMUM THRUST: 0.100327 G
 FUEL CONSUMED: 39.52 TONS/DAY

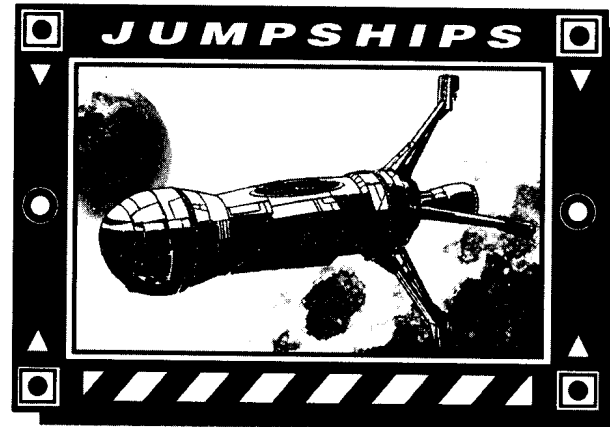
CARGO SECTION 2A DETAIL
 SMALL CRAFT BAY DOOR B
 REF 207/1A - 402X1

98J3715974.15

571M297.35



SCOUT



The 273-meter *Scout* is the smallest JumpShip in common use in the Inner Sphere. As its name suggests, the Star League-era *Scout* was designed as an independent reconnaissance and exploration vessel. During the Succession Wars, many *Scouts* were pressed into military service. The vessel's small emergence signature made it especially well suited for covert operations such as transporting small surgical strike teams deep behind enemy lines.

The *Scout* has comfortable quarters and a large medical bay. The design lacks a grav deck, however, and must use the acceleration method, or gravity maneuvering, to produce artificial gravity. This drastically increases the *Scout's* fuel consumption, and so *Scouts* that carry out gravity maneuvering often carry extra fuel in their cargo bays.

The *Scout's* bulbous nose houses most of the vessel's crew quarters, as well as the spacious bridge, jump-computer, life-support system, and a series of back-up generators. The back-up generators can power the *Scout's* life-support system for up to three months, allowing the crew to survive in the event the main fusion plant fails.

The *Scout's* middle section contains the vessel's sole docking collar. The docking collar enables the *Scout* to maneuver while transporting DropShips of less than 25,000 tons. A 450-ton capacity cargo bay and a small-craft bay are sandwiched between the fragile drive core and the hull. Generally, the cargo bay is used to store additional supplies for the JumpShip and its crew.

The aft end of the ship houses the *Scout's* power plant, fuel tanks and station-keeping drive. The station-keeping drive is unusually powerful, and can provide up to 0.2 Gs of acceleration when the vessel is not transporting a DropShip. The fragile jump-sail mechanism is also located in the aft section. Four large pylons ensure that the 890-meter sail does not come into contact with the vessel's hull.

SCOUT CLASS JUMPSHIP

Tech: Standard
Introduced: 2712
Mass: 90,000 tons
Length: 273 meters
Sail Diameter: 890 meters
Fuel: 46 tons (184)
Tons/Burn-day: 9.77
Station-keeping Thrust: 0.2G (0.4 Thrust)
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 158
Structural Integrity: 1

Armor

Fore: 6
Fore-Sides: 6
Aft-Sides: 5
Aft: 4

Weapons: None

Cargo: 26 tons

Bay 1: Cargo	1 Door
Bay 2: Small Craft (1)	1 Door
Bay 3: Cargo	1 Door

DropShip Capacity: 1

Grav Deck: None

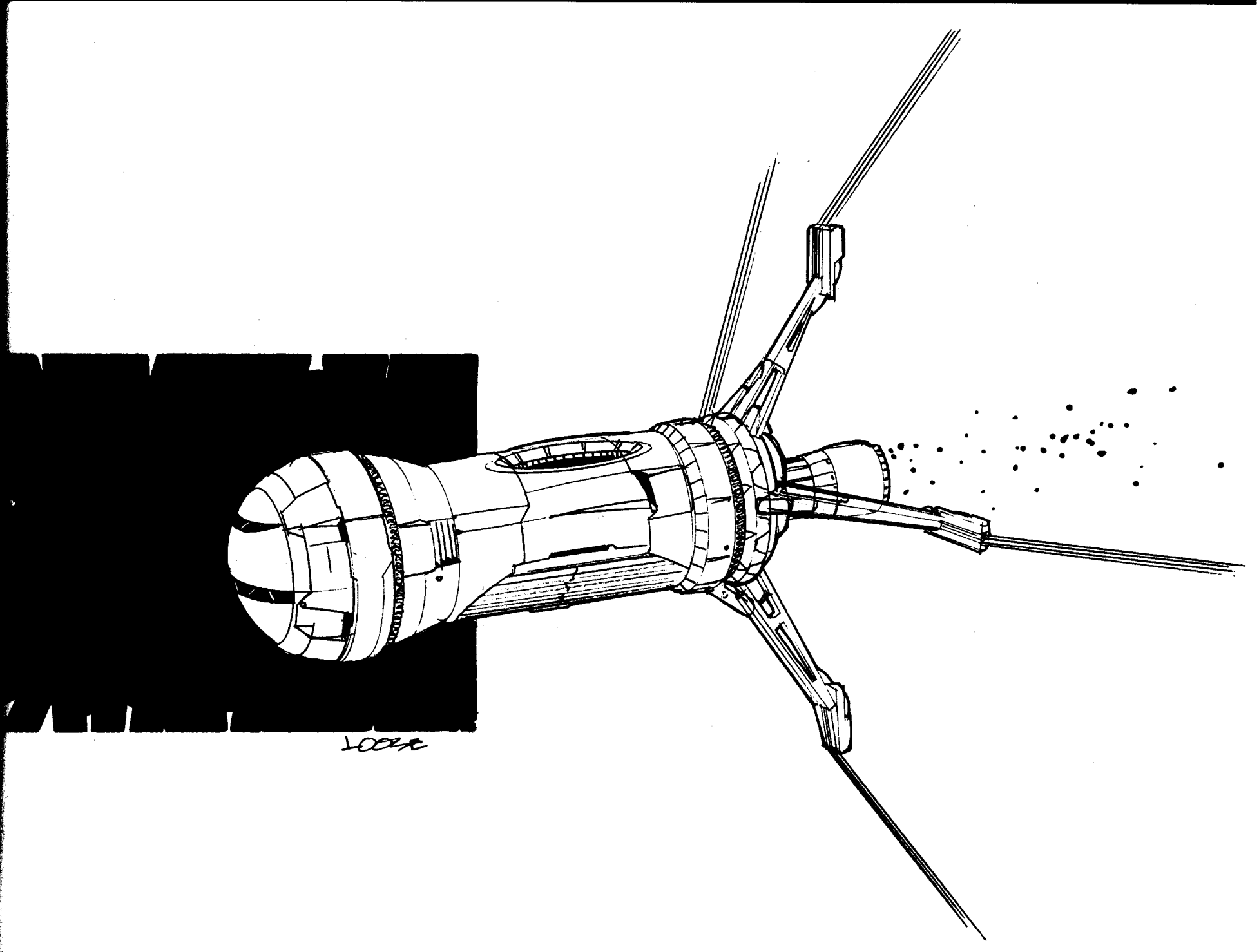
Escape Pods: 4

Life Boats: 0

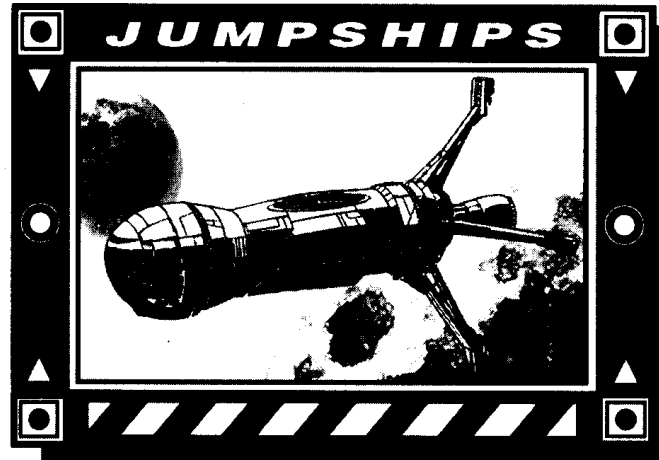
Crew: 18

Cost: 300,000,000 C-bills

Notes: The *Scout* also serves with the Clans. The *Scout* can only support small craft that weigh 150 tons and less.



MERCHANT



The *Merchant* Class JumpShip is the mainstay of the Inner Sphere trading fleets and can be seen at most jump points. Originally launched in 2503, the *Merchant* has proved a versatile design, and many even serve as military craft.

The *Merchant* was originally designed for a crew of 40, but modifications over the past 500 years have reduced the crew requirement of most *Merchants* to 20 personnel. This reduction makes the *Merchant* seem much roomier than similar craft such as the *Magellan*, although most of the excess space created has been converted into cargo storage.

The *Merchant's* bridge accommodates a captain, pilot and navigator. The captain sits in the center of the bridge on a raised platform that provides a superb view of the various monitoring stations. The pilot and navigator each have their own stations, which enable them to control the entire vessel.

Like most other Inner Sphere JumpShips, the *Merchant* is virtually unarmed. The design carries a few anti-meteor weapons, but none of these are powerful enough to inflict damage on another vessel. Similarly, the vessel is only lightly armored, possessing just enough armor protection to survive a meteorite strike or a rough docking. Usually the *Merchant* also carries a pair of small craft, a light fighter and a shuttlecraft.

The *Merchant* has two docking hardpoints, located along a reinforced portion of the cargo section. A pair of doors adjacent to these docking points provide access to the cargo section's three holds. Each hold can accommodate up to 200 tons of cargo. Some *Merchants* carry a module in the forward bay that provides accommodations for an additional 15 passengers but reduces the vessel's cargo capacity by 100 tons.

MERCHANT CLASS JUMPSHIP

Tech: Standard
Introduced: 2503
Mass: 120,000 tons
Length: 320 meters
Sail Diameter: 950 meters
Fuel: 85 tons (85)
Tons/Burn-day: 19.75
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 99
Structural Integrity: 1

Armor

Fore: 4
Fore-Sides: 5
Aft-Sides: 4
Aft: 4

Weapons: None

Cargo: 667 tons

Bay 1: Cargo	1 Door
Bay 2: Small Craft (2)	2 Doors
Bay 3: Cargo	1 Door

DropShip Capacity: 2

Grav Deck: 1 (40-meter diameter)

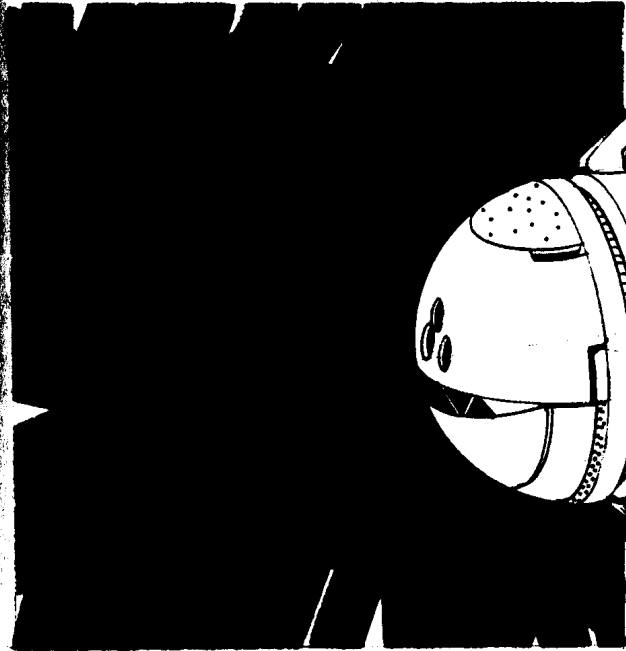
Escape Pods: 4

Life Boats: 0

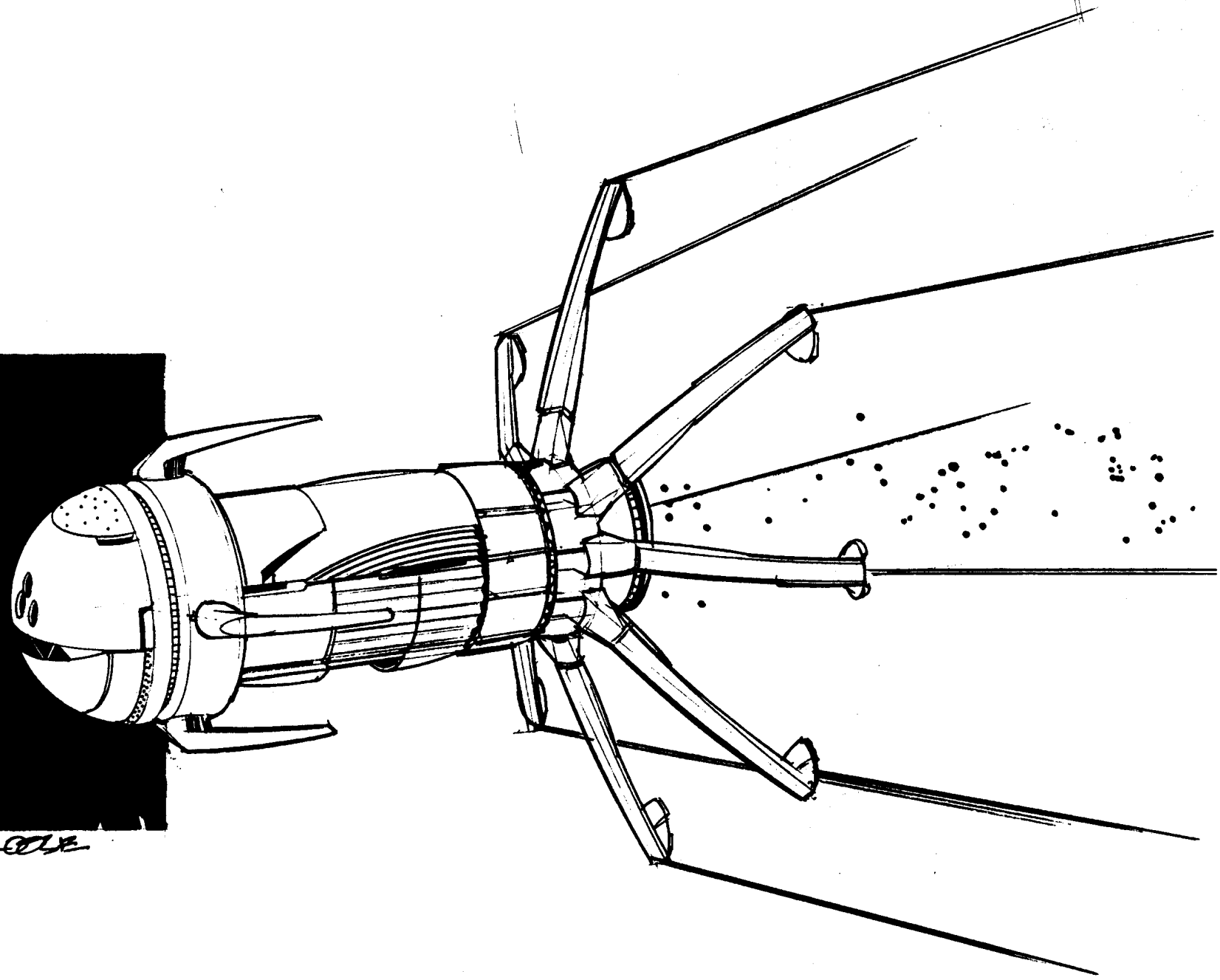
Crew: 20

Cost: 400,000,000 C-bills

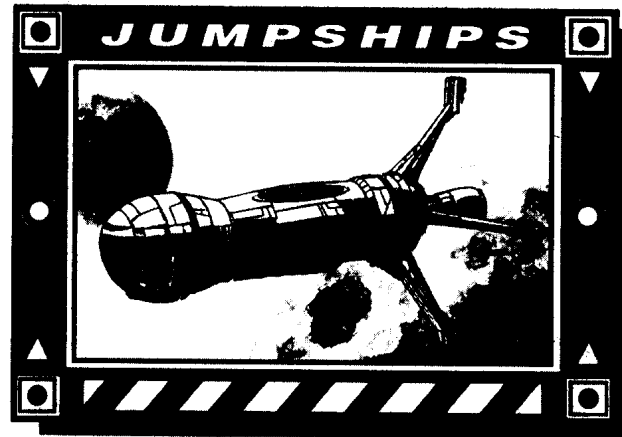
Notes: The Clans also use the *Merchant*.



LOOZE



INVADER



The *Invader* Class JumpShip is the most common JumpShip in the Successor States and the Clan occupation zone. First launched in 2631, the versatile vessel has met with surprising success and is popular with both military units and commercial users. Almost the entire current production of the *Invader* is being purchased by military users.

The pair of large hydroponics domes mounted on booms on either side of the *Invader's* command section is the most distinctive feature of the design. These facilities produce both food and oxygen for the JumpShip crew and create enough surplus to trade with transported DropShips. These hydroponics gardens are fully automated on most *Invaders*, but system failures force the crews on about 30 percent of active *Invaders* to maintain the domes manually. Many older *Invaders* suffer from a design flaw that causes the hydroponics booms to lock in the extended position, which can prevent the vessel from entering hyperspace. Work carried out since the Fourth Succession War has solved this problem on all new craft, and many older vessels have been modified to eliminate the flaw.

The *Invader* is one of the few old Inner Sphere designs whose original meteor-defense system also provided an offensive capability. The original design featured a pair of special-purpose long-range lasers, but maintenance problems led manufacturers to replace this system with either large lasers or particle projection cannons. However, these replacement weapons provide little more than psychological support for the crew.

The *Invader's* sophisticated communications system and computers make it an ideal vessel for coordinating a task force. The vessel can maintain radio and laser-link feeds to up to ten transmitting stations.

The *Invader* appears just as popular with the Clans as with the Inner Sphere militaries. *Invaders* compose most of the Clans' transport fleets, although newer and larger vessels are beginning to displace a number of the original craft.

INVADER CLASS JUMPSHIP

Tech: Standard
Introduced: 2631
Mass: 152,000 tons
Length: 505 meters
Sail Diameter: 1,024 meters
Fuel: 50 tons (50)
Tons/Burn-day: 19.75
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 4
Heat Sinks: 116
Structural Integrity: 1

Armor

Fore: 7
Fore-Sides: 7
Aft-Sides: 6
Aft: 5

Weapons

Arc	Type	Heat	S	M	L	Extreme
LF	PPC	10	1	1	—	—
RF	PPC	10	1	1	—	—
or						
LF	Laser	8	1	1	—	—
RF	Laser	8	1	1	—	—

Cargo: 522 or 526 tons (depending on weapons configuration)

Bay 1: Cargo 1 Door
Bay 2: Small Craft (2) 2 Doors
Bay 3: Cargo 1 Door

DropShip Capacity: 3

Grav Deck: 1 (65-meter diameter)

Escape Pods: 6

Life Boats: 0

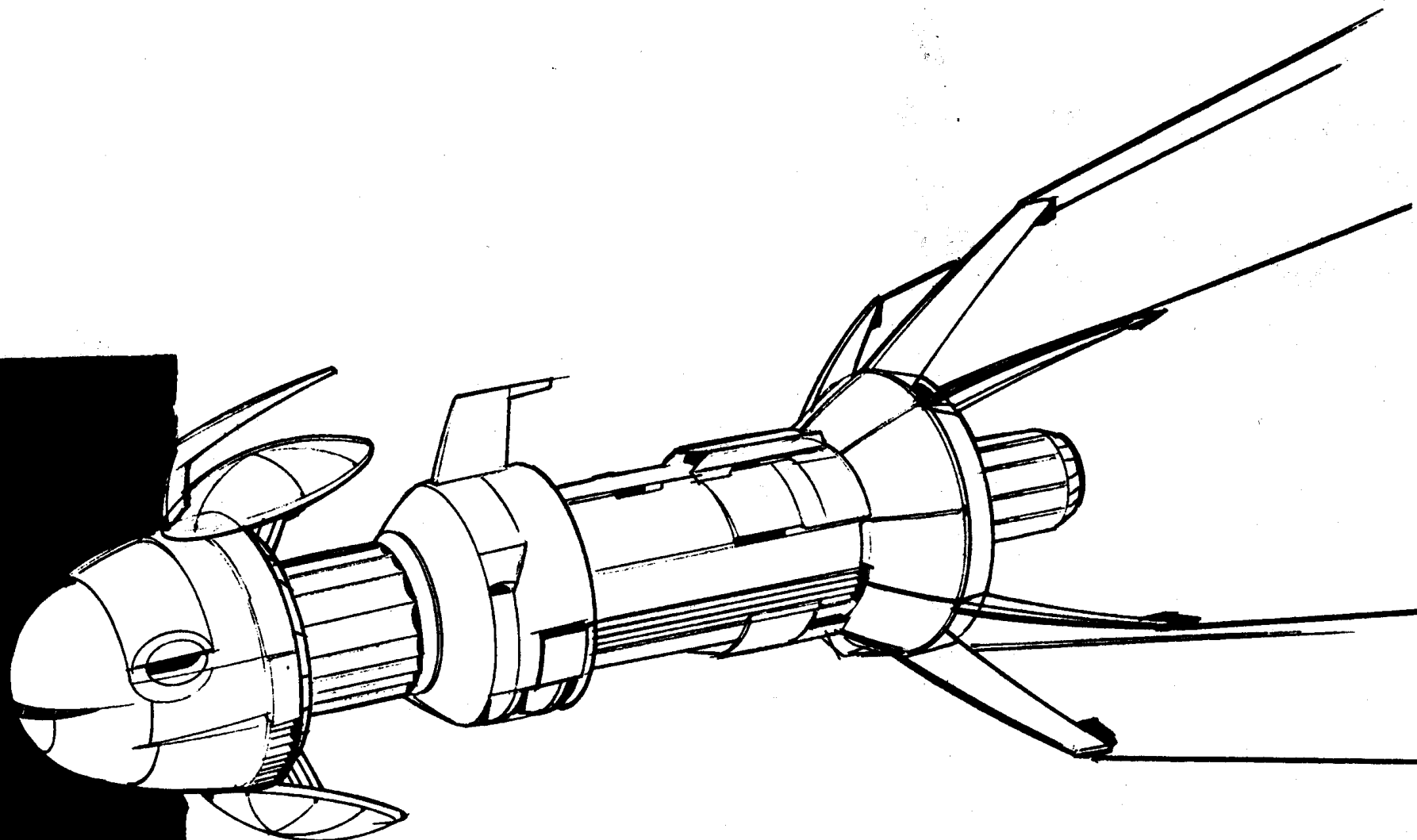
Crew: 24

Cost: 500,000,000 C-bills

Armament:

2 PPCs or 2 Large Lasers

Notes: The Clans also use the *Invader*.



LOOSE



The *Magellan* Class JumpShip has been in service with ComStar since 2960. Commissioned by Primus Adrienne Sims, the *Magellan* rapidly has become a mainstay of the ComStar fleet, largely because of its impressive capacity for long-range missions. The *Magellan* is produced at the O'Neil yards at Terra.

The *Magellan's* massive fuel tanks allow it to operate for more than 600 days and travel an unprecedented 2,500 light years before refueling. The *Magellan's* moderate cargo facility can hold just under 400 tons of food and supplies for a crew and passengers. Although it was designed for long-range missions, the *Magellan* lacks a grav deck and must use the acceleration method to generate artificial gravity for its crew. This procedure consumes fuel, however, and so the captain of a *Magellan* must strike a balance between the health of his crew and the need to conserve fuel.

The *Magellan* is equipped with a formidable array of weapons, including several lasers, a pair of LRM missile racks situated in the nose and stern, and a series of anti-missile guns in each arc. The vessel is protected by 75 tons of armor, making it one of the most well-armored JumpShips in existence.

The *Magellan's* bulbous command module houses 20 crew members in luxurious quarters, and an additional 28 well-equipped staterooms accommodate a marine platoon complement for defending the JumpShip and for exploring uncharted planets. The command section also houses an advanced medical facility, complete with operating theater and isolation ward. The medical facility contains technology not seen outside of ComStar since the fall of the Star League and has sufficient equipment to keep four critically injured patients alive until the vessel can return to the Inner Sphere.

Like most ComStar DropShips and JumpShips, the *Magellan* carries a sophisticated hyperpulse generator (HPG), facilitating faster-than-light communications with any other

MAGELLAN

HPG within 50 light-years. The security of these sophisticated communications devices is the highest priority of any *Magellan* crew. Until the failure of Operation Scorpion and the resulting dissemination of HPG technology to the Successor States, the First Circuit considered the loss of a *Magellan* and its crew preferable to its HPG falling into non-ComStar hands.

MAGELLAN CLASS JUMPSHIP

Tech: Star League
Introduced: 2960
Mass: 175,000 tons
Length: 590 meters
Sail Diameter: 1,080 meters
Fuel: 1,200 tons (1,200)
Tons/Burn-day: 19.75
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 4
Heat Sinks: 110
Structural Integrity: 1

Armor

Fore: 8
Fore-Sides: 8
Aft-Sides: 7
Aft: 7

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	LRM	6	2	2	2	—
Nose	Point	2	1	—	—	—
FL	Laser	12	1	1	1	—
FL	Point	2	1	—	—	—
FL	Pulse	10	1	1	—	—
FR	Laser	12	1	1	1	—
FR	Point	2	1	—	—	—
FR	Pulse	10	1	1	—	—
AL	Laser	12	1	1	1	—
AL	Point	2	1	—	—	—
AL	Pulse	10	1	1	—	—
AR	Laser	12	1	1	1	—
AR	Point	2	1	—	—	—
AR	Pulse	10	1	1	—	—
Aft	LRM	6	2	2	2	—
Aft	Point	2	1	—	—	—

Cargo: 434 tons
 Bay 1: Small Craft (1) 1 Door
 Bay 2: Cargo 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 1

Grav Deck: None

Escape Pods: 0

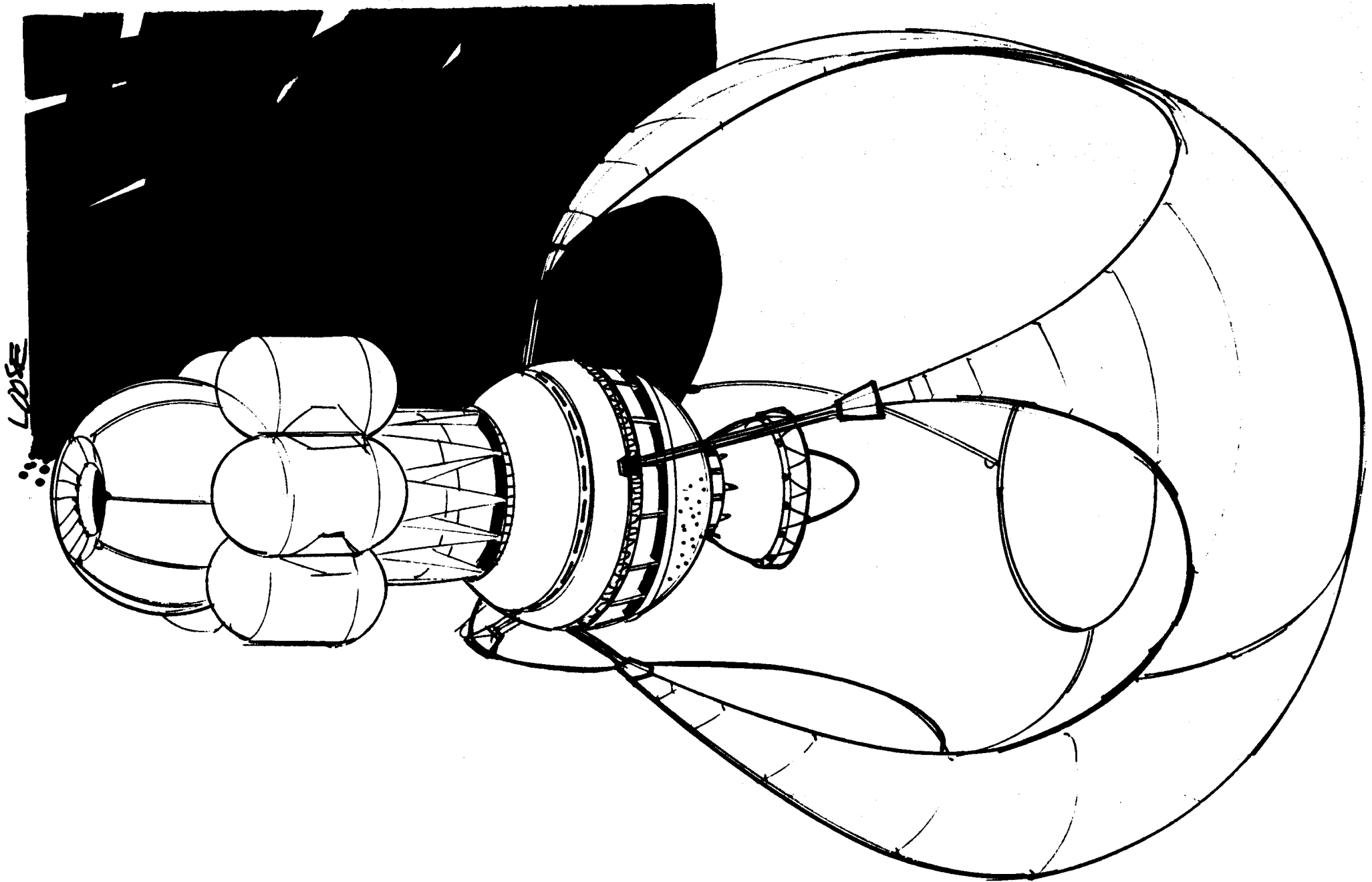
Life Boats: 8

Crew: 20

Armament:

4 ER Large Lasers
 4 Large Pulse Lasers
 12 Anti-Missile Systems
 2 LRM-20s with Artemis
 24 tons Anti-Missile System ammunition
 4 tons LRM ammunition

Notes: Equipped with lithium-fusion battery system.



LOSE



One benefit of the technological renaissance in the Inner Sphere was the reactivation of the Izumi JumpShip yards at Altair. The yards were disabled during the first days of the Succession Wars and had remained derelict for years, as the Draconis Combine concentrated its resources on its JumpShip yards at Chatham and Schuyler. After the War of 3039, the Kurita Combine Munitions Corporation made use of state grants to reconstruct the yard, and soon the yards were producing the first *Chimeishos*.

The *Chimeisho* is more than half a kilometer long and follows the traditional needlelike shape of most JumpShips. A spherical command section is located at one end, and a blocky station-keeping drive occupies the other. The vessel's twin docking collars are situated midway along the cylindrical body, adjacent to the vessel's cavernous cargo bays.

Unlike most Inner Sphere JumpShips, the *Chimeisho* carries a sizable number of offensive weapons systems, mostly extended-range and pulse lasers. These systems provide the vessel with enough firepower to badly damage anyone who dares to attack the JumpShip. However, the *Chimeisho* is lightly armored when compared to a DropShip and can only take a few hits before sustaining serious damage.

The *Chimeisho's* 30 crew members share a number of well-equipped but cramped dual-occupancy cabins on the deck below the bridge. Each stateroom also contains a tiny washroom, although only the senior officers' cabins have their own shower and toilet facilities. A spacious recreation area equipped with the latest entertainment systems compensates somewhat for the cramped cabins, but the initial response from crew members has been less than favorable.

A spacious hangar deck on the lowest levels of the *Chimeisho's* command section provides facilities for up to four small craft, usually a pair of light aerospace fighters and a pair of ST-46 shuttles. The technicians and pilots of these craft

CHIMEISHO

have their own staterooms on the deck directly above the hangar. The same deck contains the vessel's life-support system.

Only two *Chimeishos* have been produced to date. The DCMS purchased both and has also purchased all the *Chimeishos* scheduled to be produced through 3062. However, KCMC is taking orders for the units scheduled to launch in 3063.

CHIMEISHO CLASS JUMPSHIP

Tech: Star League
Introduced: 3056
Mass: 245,000 tons
Length: 645 meters
Sail Diameter: 1,070 meters
Fuel: 600 tons (600)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 5
Heat Sinks: 122
Structural Integrity: 1

Armor

Fore: 7
Fore-Sides: 5
Aft-Sides: 5
Aft: 6

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Laser	24	2	2	2	—
FL	Pulse	10	1	1	—	—
FR	Pulse	10	1	1	—	—
AL	Pulse	10	1	1	—	—
AR	Pulse	10	1	1	—	—
Aft	Laser	24	2	2	2	—

Cargo: 726 tons

Bay 1: Small Craft (4) 2 Doors
 Bay 2: Cargo 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 2

Grav Deck: 1 (95-meter diameter)

Escape Pods: 0

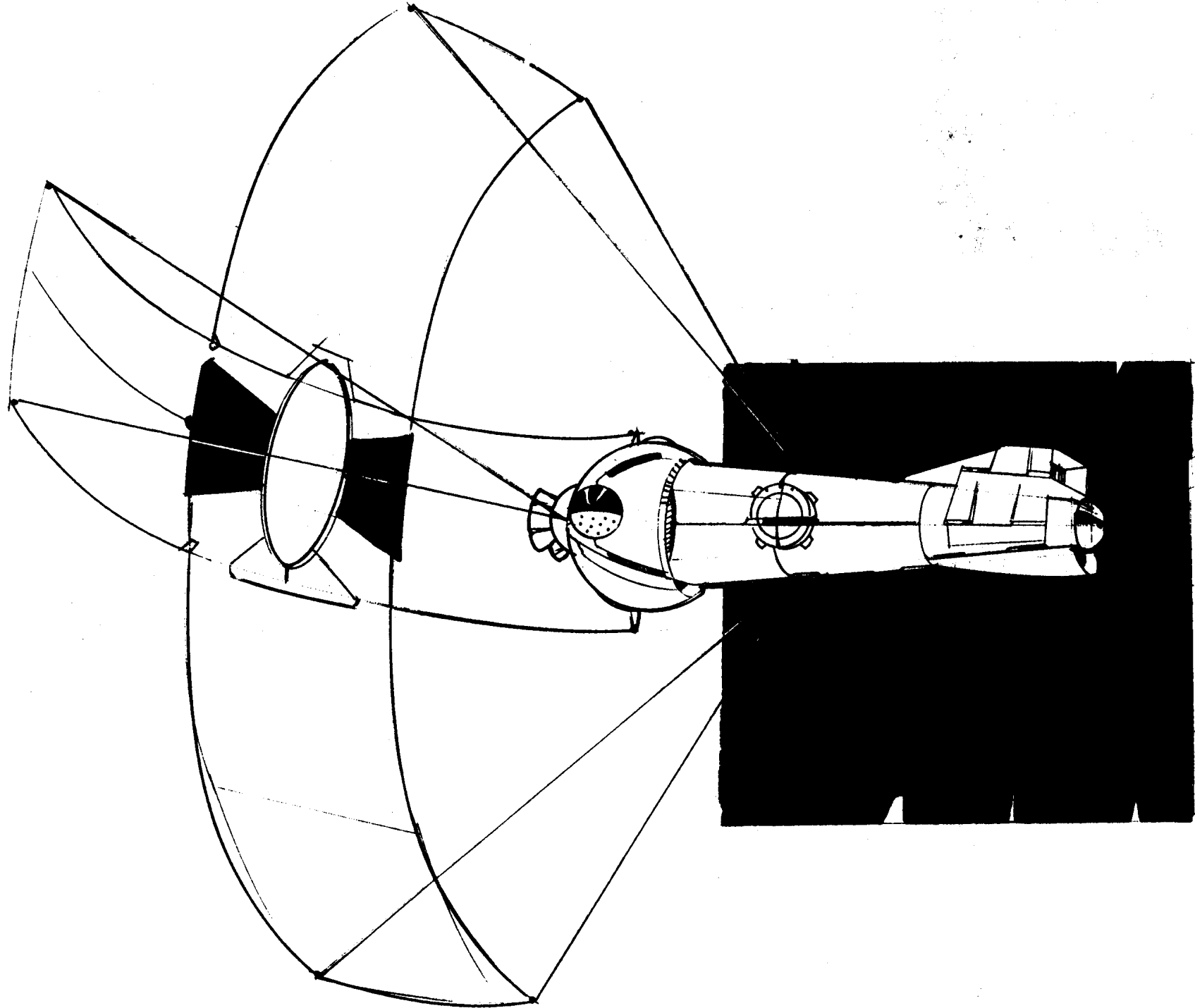
Life Boats: 5

Crew: 30

Armament:

4 ER Large Lasers
 4 Large Pulse Lasers

Notes: Equipped with lithium-fusion battery system.





The *Tramp* Class JumpShip is by no means a new design. First launched in 2754, the armed JumpShip found considerable success among traders dealing in the wilder parts of the Periphery. The vessel continued to be produced sporadically throughout the Succession Wars, although many states began purchasing the slightly larger *Star Lord* for its superior transport capabilities. By the early 30th century most yards that had produced the design had switched to the more popular *Star Lord*.

After the Free Worlds League's war against Andurien had been resolved in 3040, SelaSys Inc., the producer of the *Star Lord*, began looking for a way to expand their market share. Ironically, SelaSys chanced on the design specifications for the *Tramp*. Its similarity in size to the *Star Lord* meant a drastic savings in tooling-up costs for SelaSys, and the company's first prototype *Tramp* launched within six years. The first of the SelaSys *Tramp* Class vessels made the jump from Loyalty to Alterr the following year and immediately entered full-scale production.

Defects in the new *Tramps'* drive coils were discovered in August of 3052, and SelaSys immediately recalled the eleven craft they had produced for minor modifications. The problem resulted from a faulty mesh spinner and was quickly rectified, but servicing the existing craft took almost three years. Production did not resume until June of 3055. Only three craft have been produced since then. The incident has increased doubts about the *Tramp's* abilities, making the craft relatively easy to acquire.

A combination of laser weapons and point defense systems dot the hull of the vessel and provide an effective mix of offensive and defensive firepower. DropShips docked at the three hardpoints along the *Tramp's* length can supplement this arsenal as well. However, the *Tramp* carries little in the way of armor and lacks integral fighter support. The vessel does have

TRAMP

two small-craft bays, but these have proved unsuitable for the majority of fighter designs currently produced.

Several *Tramp* Class JumpShips have been observed in the fleet of Clan Nova Cat, although these are believed to be Star League-era vessels. Unlike the version produced by SelaSys, the Clan *Tramp* makes use of the lithium-fusion battery system.

TRAMP CLASS JUMPSHIP

Tech: Star League
Introduced: 2754
Mass: 250,000 tons
Length: 640 meters
Sail Diameter: 1,160 meters
Fuel: 500 tons (250)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 5
Heat Sinks: 122
Structural Integrity: 1

Armor

Fore: 3
Fore-Sides: 3
Aft-Sides: 2
Aft: 3

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Laser	24	2	2	2	—
Nose	Point	2	1	—	—	—
FL	Laser	12	1	1	1	—
FL	Point	2	1	—	—	—
FR	Laser	12	1	1	1	—
FR	Point	2	1	—	—	—
AL	Laser	12	1	1	1	—
AL	Point	2	1	—	—	—
AR	Laser	12	1	1	1	—
AR	Point	2	1	—	—	—
Aft	Laser	24	2	2	2	—
Aft	Point	2	1	—	—	—

Cargo: 2,834 tons

Bay 1: Small Craft (2) 2 Doors
 Bay 2: Cargo 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 3
Grav Deck: 1 (140-meter diameter)
Escape Pods: 5
Life Boats: 0

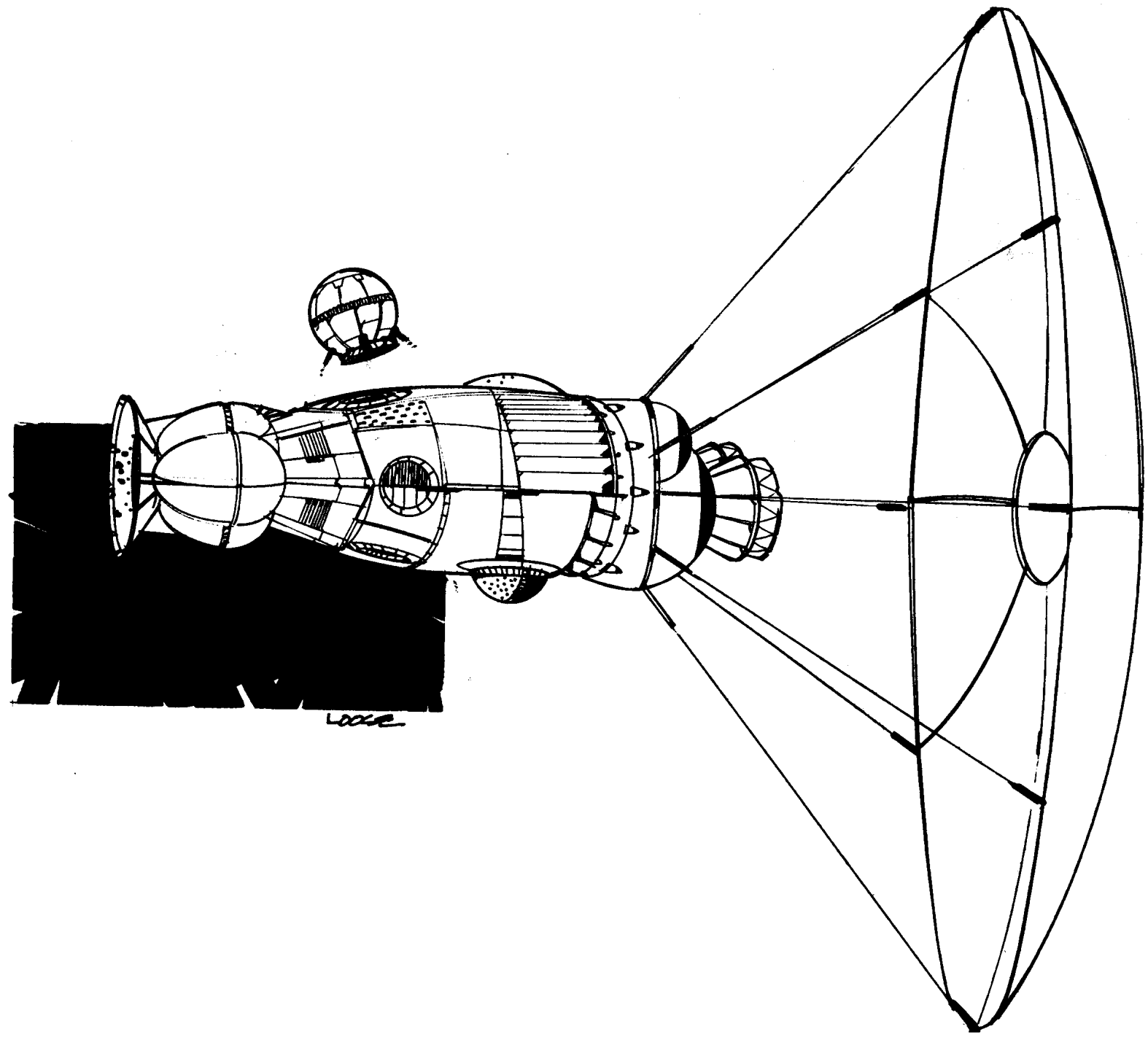
Crew: 21

Cost: 770,000,000 C-bills

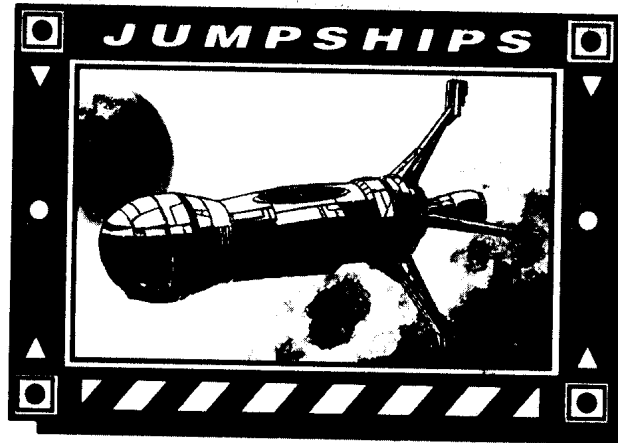
Armament:

8 ER Large Lasers
 12 Anti-Missile Systems
 24 tons Anti-Missile System ammunition

Notes: Clan version is equipped with lithium-fusion battery system, which greatly reduces the vessel's cargo capacity.



STAR LORD



The crew quarters of the massive *Star Lord* Class JumpShip are among the most luxurious of any vessel. However, the sheer expense of purchasing and maintaining a *Star Lord* has kept all but a handful of these craft in the service of the Successor States or the Clans.

The *Star Lord* has six docking collars evenly spaced along the half-kilometer length of its KF drive. Each collar is located near one of the *Star Lord's* six large cargo bays. Each bay can hold 500 tons of cargo. The *Star Lord's* docking collars are equipped with a series of grapples that guide approaching vessels. These grapples can also reel in DropShips of up to 10,000 tons. This feature has proved particularly useful in recovering damaged craft, and most of the Successor States maintain several *Star Lords* solely for recovery operations.

The *Star Lord's* 30 crew members each have a single-occupancy room. All the rooms are well furnished and have automated food-preparation systems as well as private washrooms. An additional 50 staterooms are reserved for visitors, usually the crews of transported DropShips. These quarters are not as comfortable as those reserved for the *Star Lord* crew but are more spacious than most DropShip quarters. The *Star Lord's* massive grav deck, 20 meters wide and 110 meters in diameter, contains a number of lounge and recreation facilities for both crew and passengers.

A small hangar bay in the *Star Lord's* command section enables the vessel to transport four small craft, used primarily for transferring personnel and cargo. These facilities are reasonably sophisticated and allow two craft to be maintained or repaired simultaneously. Unusually, the *Star Lord* rarely carries aerospace fighters and relies on transported DropShips for protection.

The *Star Lord* remains in service with most Clans, and the higher technology levels maintained by Kerensky's descendants have allowed a larger proportion to remain in service. As

a result, *Star Lords* are somewhat more common in the Clan occupation zone than in the rest of the Inner Sphere.

STAR LORD CLASS JUMPSHIP

Tech: Standard
Introduced: 2590
Mass: 274,000 tons
Length: 660 meters
Sail Diameter: 1,140 meters
Fuel: 100 tons (50)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 8
Heat Sinks: 130
Structural Integrity: 1

Armor

Fore: 6
Fore-Sides: 6
Aft-Sides: 5
Aft: 4

Weapons: None

Cargo: 60 tons

Bay 1: Cargo	1 Door
Bay 2: Small Craft (4)	2 Doors
Bay 3: Regular Passenger Quarters (50)	1 Door

DropShip Capacity: 6

Grav Deck: 1 (110-meter diameter)

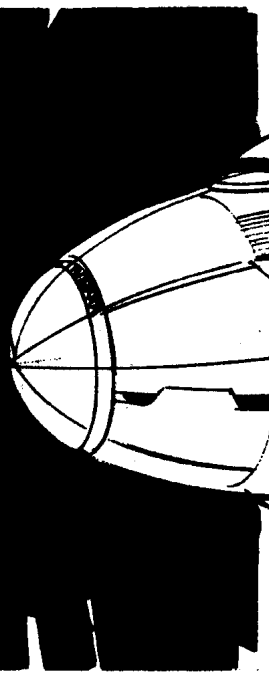
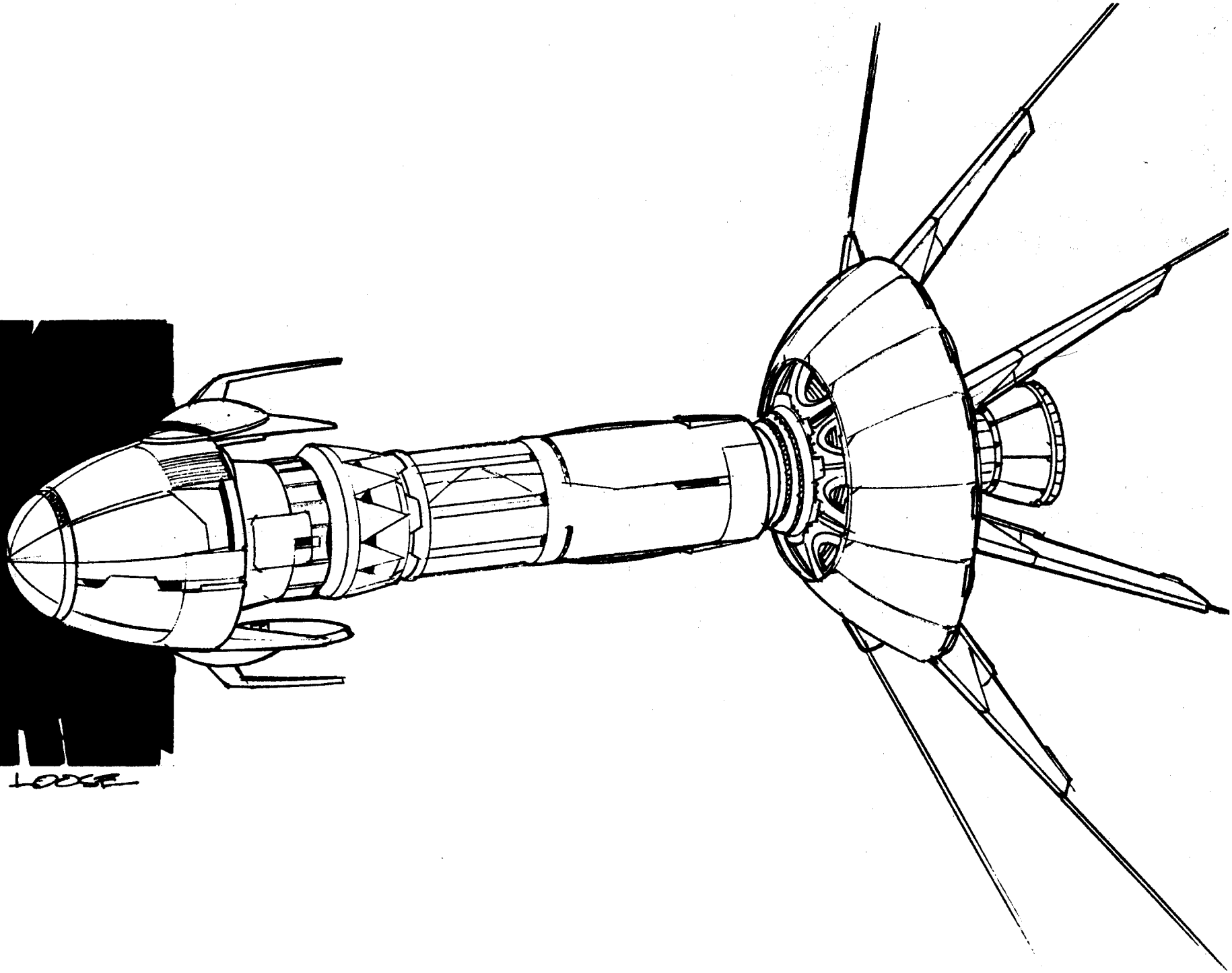
Escape Pods: 6

Life Boats: 10

Crew: 30

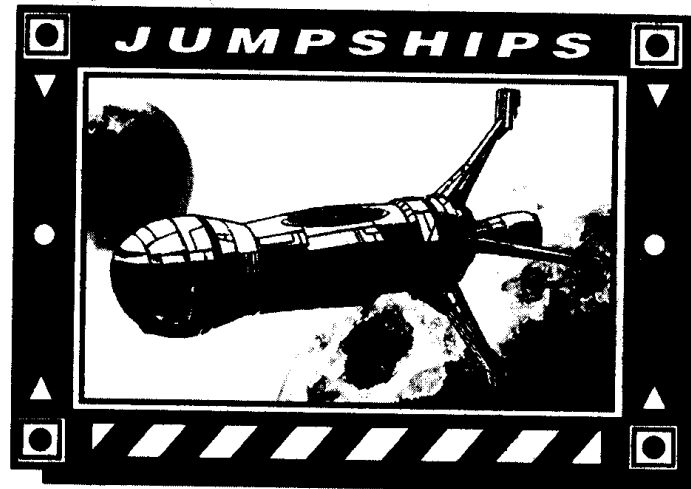
Cost: 750,000,000 C-bills

Notes: The Clans also use the *Star Lord*.



LODGE

MONOLITH



The *Monolith* is the largest non-combat JumpShip ever built. The 750-meter craft is also the most expensive, and so is only operated by the militaries of the Successor States or Clans. Less than fifty vessels remain in the armies of the Successor States, half of which serve with DCMS. Apparently, most of the Clan *Monoliths* were constructed in the Pentagon or Kerensky Cluster, because only a dozen *Monoliths* were produced before the departure of the SLDF. Despite these different origins, few differences exist between the Clan and Inner Sphere *Monoliths*.

The *Monolith* has a unique docking system that consists of nine standard docking collars mounted on arms. These docking arms are arranged in three groups that form rings around the *Monolith's* cargo section. These arms enable the *Monolith* to accommodate even the largest DropShips.

The *Monolith's* extensive command center is equipped with the latest communication, analysis and simulation equipment. As a result of this superb facility, many *Monoliths* serve as flagships for invasion fleets and coordinate operations until command is passed to a DropShip in orbit around the target world.

The *Monolith* also carries a number of additional fuel tanks used to fuel DropShips and fighters on extended campaigns. These extra tanks, along with the vessel's 7,000-ton cargo complement, make it an ideal base of operations, although it does not have any defensive armaments. To compensate for this, the *Monolith* is well armored with 150 tons of conventional armor and carries six small craft, usually 2 fighters and four shuttles.

MONOLITH CLASS JUMPSHIP

Tech: Standard
Introduced: 2776
Mass: 380,000 tons
Length: 750 meters
Sail Diameter: 1,270 meters
Fuel: 60 tons (30)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 5
KF Drive Integrity: 7
Heat Sinks: 140
Structural Integrity: 1

Armor

Fore: 11
Fore-Sides: 10
Aft-Sides: 11
Aft: 8

Weapons: None

Cargo: 37 tons

Bay 1: Cargo	1 Door
Bay 2: Small Craft (6)	2 Doors
Bay 3: Cargo	1 Door

DropShip Capacity: 9

Grav Deck: 2 (both 105-meter diameter)

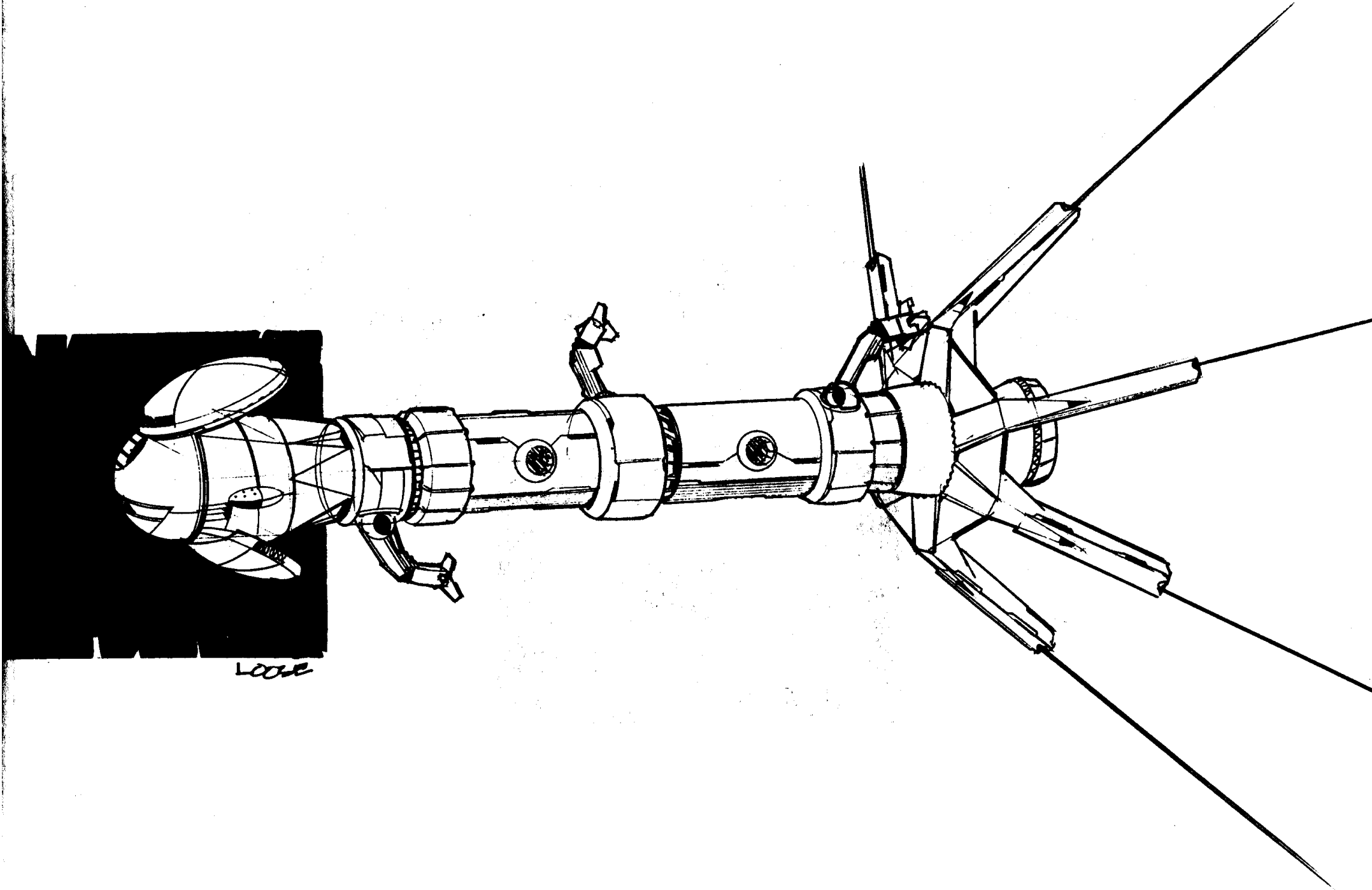
Escape Pods: 5

Life Boats: 0

Crew: 30

Cost: 1,000,000,000 C-bills

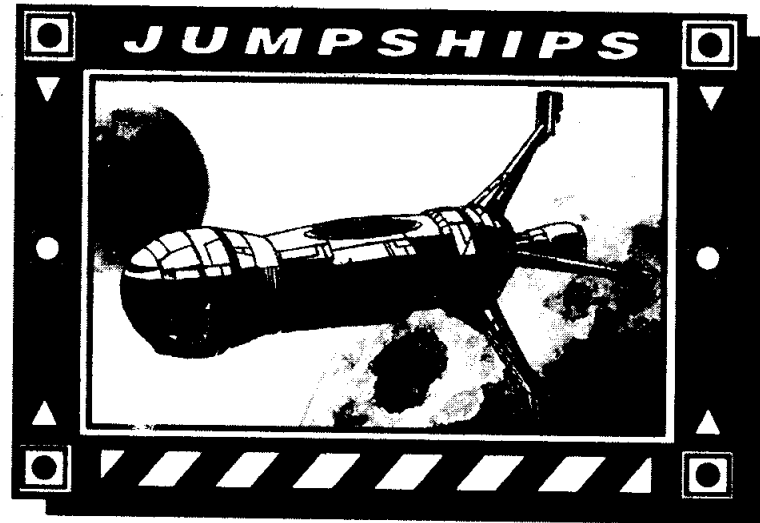
Notes: The Clans also use the *Monolith*.



CLAN JUMPSHIPS

The Clans rely on non-combatant JumpShips for the majority of their interstellar transportation just as the powers of the Inner Sphere do. The majority of Clan JumpShips are Star League-era vessels as well, and so they differ little from those commonly used in the Inner Sphere.

However, Clan fleets also possess several armed, pseudo-combatant JumpShips that occupy a niche between conventional transport JumpShips and WarShips. These hybrid vessels reflect Clan principles regarding combat—if it becomes tactically necessary to attack and destroy a target they will not hesitate to do so. No moral prohibitions limit their options, although 250 years of ritualized warfare have placed a number of conceptual limits on their tactical and strategic thinking. The Clans also maintain sizable cache fleets, stocked with vessels that left the Inner Sphere during the Exodus and have remained mothballed for years. The Clans have also begun operating several new shipyards recently. Most likely, these factors have also contributed to the Clan practice of arming their JumpShips with formidable arsenals and engaging JumpShips when tactically necessary.



HUNTER



The *Hunter* is a scout JumpShip, designed to seek out enemy fleets and explore new star systems. Developed by Clan Ghost Bear shortly after the founding of the Clans, the small vessel has a weak jump signature, which makes it ideal for reconnaissance work. *Hunters* are often the first vessels to enter a potentially hostile star system. Once the vessel has entered, its crew can communicate with their main fleet by using the *Hunter's* HPG.

The *Hunters* were originally constructed without lithium-fusion batteries, which seriously impaired their usefulness. But by the mid 30th century, most *Hunters* had been fitted with the advanced system, although the modification reduces a *Hunter's* cargo capacity. A few unmodified *Hunters* remain, apparently serving with freebirth units. Wolf's Dragoons aerospace fleet contains several *Hunters*, as well, but it is not known whether these vessels are equipped with lithium-fusion systems.

Massing just under 100,000 tons, the *Hunter* is somewhat larger than the *Scout* Class DropShip. Although it lacks the *Scout's* acceleration capabilities, the *Hunter* has a distinctive edge in endurance. Like ComStar's *Magellan*, the *Hunter's* fuel tanks are designed to supply the vessel for over a year, making the *Hunter* seemingly ideal for extended operations. However, the cargo capacity of modified *Hunters* rarely accommodates sufficient supplies for a year-long mission, and most *Hunters* cannot spend more than six months away from a base.

The *Hunter* lacks a grav deck and must rely on the acceleration method to provide the crew with artificial gravity. Without this gravity maneuvering, the health and morale of the crew rapidly deteriorate, and so most *Hunter* captains consider the fuel expended during the procedure worth the benefits.

The *Hunter* is lightly armed compared to other Clan-designed JumpShips. The ship mounts a handful of pulse lasers and Streak SRM systems and a single anti-missile system that enables the *Hunter* to engage and destroy missiles. However, the system's placement in the *Hunter's* nose pro-

hibits it from protecting the engineering module and the Kearny-Fuchida drive from missile fire.

HUNTER CLASS JUMPSHIP

Tech: Clan
Introduced: 2832
Mass: 95,000 tons
Length: 302 meters
Sail Diameter: 852 meters
Fuel: 400 tons (800)
Tons/Burn-day: 9.77
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 93 (186)
Structural Integrity: 1

Armor

Fore: 8
Fore-Sides: 6
Aft-Sides: 6
Aft: 8

Weapons

Arc	Type	Heat	Range Values			
			S	M	L	Extreme
Nose	Pulse	10	1	1	1	—
Nose	SRM	3	1	1	—	—
Nose	Point	2	1	—	—	—
FL	Pulse	20	2	2	2	—
FR	Pulse	20	2	2	2	—
AL	SRM	6	2	2	—	—
AR	SRM	6	2	2	—	—

Cargo: 1,097 tons

Bay 1: Cargo 1 Door
 Bay 2: Cargo 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 1

Grav Deck: None

Escape Pods: 0

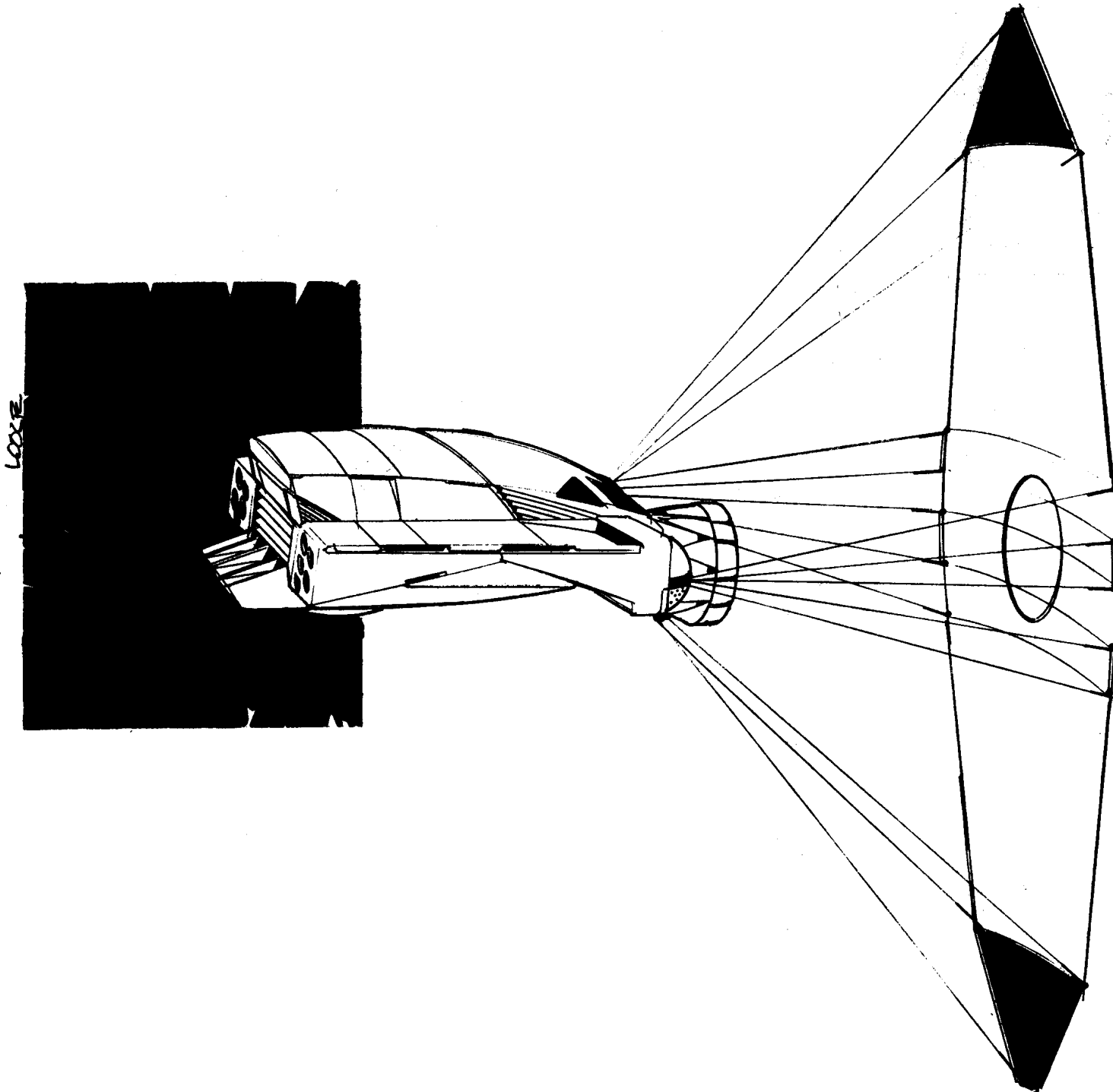
Life Boats: 4

Crew: 10

Armament:

5 Large Pulse Lasers
 2 Anti-Missile Systems
 5 Streak 4s
 4 tons Anti-Missile System ammunition
 5 tons SRM (Streak) ammunition

Notes: The version equipped with a lithium-fusion battery system has only 147 tons of cargo space.





The large *Odyssey* Class JumpShip has been seen with several Clans, but is notably absent from the fleets of the Wolf and Jade Falcon Clans. The *Odyssey* carries four DropShips and is equipped with a lithium-fusion battery system. Unlike its closest relatives the *Monolith* and *Leviathan*, the *Odyssey* is a stocky design more reminiscent of the *Scout* Class JumpShip. A little under three-quarters of a kilometer long, the *Odyssey* has an average width of 100 meters, rising to 110 at the base of its massive command section, the location of the vessel's two grav decks.

Like most Clan-designed naval craft, the *Odyssey* is moderately armed and armored. Energy weapons, extended-range and pulse lasers, dominate its arsenal. Four anti-missile guns line the vessel's sides, providing significant defensive firepower. A pair of nose-mounted Gauss rifles discourages attacks on the front of the craft, while the 1,200-meter jump sail hampers attacks on the *Odyssey's* stern.

The *Odyssey's* command section contains all of the crew's workstations, and is the only permanently inhabited part of the vessel. A series of narrow accessways run through the rest of the vessel, sealed at 20 meter intervals by reinforced bulkheads. These facilitate maintenance on the Kearny-Fuchida drive and other vital systems in the *Odyssey's* engineering module. This compartmentalization enables the vessel to operate normally in the event of a hull breach and provides an excellent defense against boarding. The controls for each bulkhead are situated on the vessel's bridge, along with controls for the air-circulation system of each section of passageway. This arrangement enables the bridge crew to seal any bulkhead and cut off air to any passageway section.

Two Points of Elementals serve as marines aboard the *Odyssey*. Only the decks in the *Odyssey's* command section are large enough to allow the use of battle armor, but these ten warriors have been specially trained in zero-G operations and

ODYSSEY

present a formidable defense against boarding attempts. To date no *Odyssey* has been captured by hostile forces, although a number have been destroyed in combat.

ODYSSEY CLASS JUMPSHIP

Tech: Clan
Introduced: 2887
Mass: 345,000 tons
Length: 740 meters
Sail Diameter: 1,220 meters
Fuel: 1,000 tons (500)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 5
KF Drive Integrity: 7
Heat Sinks: 136
Structural Integrity: 1

Armor

Fore: 15
Fore-Sides: 14
Aft-Sides: 14
Aft: 13

Weapons

Arc	Type	Heat	S	Range Values		
				M	L	Extreme
Nose	AC	2	3	3	3	—
Nose	Laser	12	1	1	1	1
Nose	Pulse	18	2	2	1	—
FL	Laser	12	1	1	1	1
FL	Point	1	1	—	—	—
FL	Pulse	8	1	1	—	—
FR	Laser	12	1	1	1	1
FR	Point	1	1	—	—	—
FR	Pulse	8	1	1	—	—
AL	Point	1	1	—	—	—
AL	Pulse	18	2	2	1	—
AR	Point	1	1	—	—	—
AR	Pulse	18	2	2	1	—
Aft	Laser	12	1	1	1	1
Aft	Pulse	18	2	2	1	—

Cargo: 488 tons

Bay 1: Small Craft (2) 1 Door
 Bay 2: Cargo 1 Door
 Bay 3: Elementals (2 Points) 2 Doors

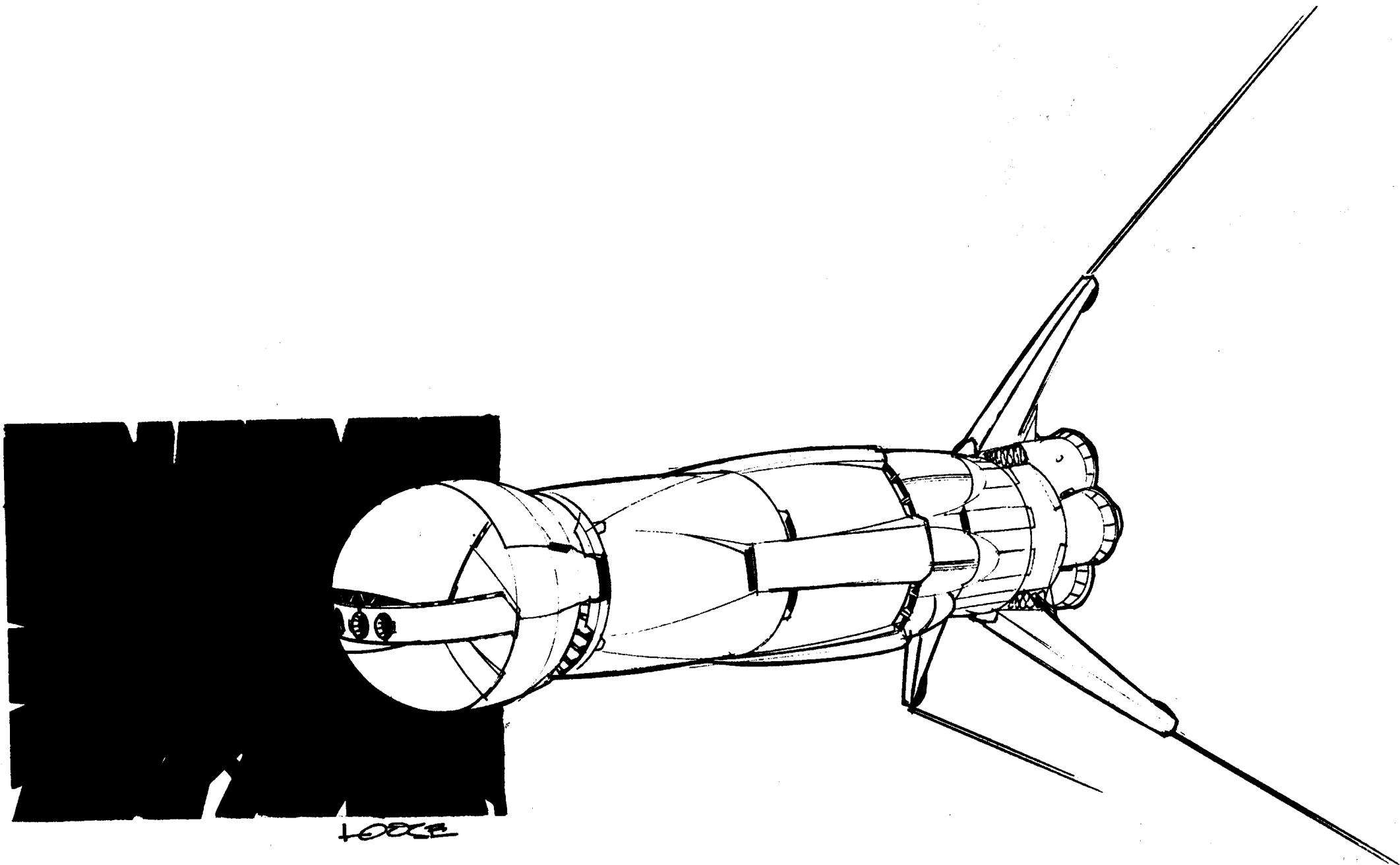
DropShip Capacity: 4
Grav Deck: 2 (Both 110-meter diameter)
Escape Pods: 0
Life Boats: 3

Crew: 36

Armament:

4 ER Large Lasers
 4 Large Pulse Lasers
 12 Medium Pulse Lasers
 8 Anti-Missile Systems
 2 Gauss Rifles
 8 tons Anti-Missile System ammunition
 4 tons Gauss Rifle ammunition

Notes: Equipped with a lithium-fusion battery system.



LOOKE



Designed in the late 30th century by Clan Snow Raven, the *Comitatus* Class JumpShip began its life as a simple transport. The original *Comitatuses* were equipped with hardpoints for four DropShips. But over the past sixty years, Clan engineers reduced the *Comitatus'* DropShip capacity to one and increased its small-craft complement to 25. The result was one of the most effective fighter carriers that exists.

Ironically, a serious flaw in the original *Comitatus'* hydraulics system prompted Clan engineers to remove the vessel's two aft hardpoints. The space made available by this modification initially was used for cargo storage. Then in 3035, a young Jade Falcon pilot named Vishnu Folkner suggested that fighter bays be installed in the already well-armed craft to create a vessel ideal for defending jump points. Although many senior officers were skeptical, Folkner's suggestion attracted support from Khan Elias Critchell, and the first modified *Comitatus* entered service with Clan Jade Falcon in early 3036. The vessel soon proved its worth, most notably when a Star of OmniFighters from the modified *Comitatus* Class *Bright Katama* intercepted and destroyed a Dark Caste *Union* at a pirate point near Tokasha in 3038. The other Clans also recognized the potential of a mobile fighter base, and within ten years the majority of Clan *Comitatuses* had been converted to this configuration, regardless of the state of their hydraulics.

Unfortunately, the modifications to the *Comitatus* have produced very cramped conditions for the vessel's crew and aerospace pilots. The *Comitatus* also lacks sufficient space for a full complement of technical support personnel, and so fighters carried aboard a *Comitatus* are more likely to be grounded by damage than those transported on other vessels. In addition to two Stars of OmniFighters, the *Comitatus* also carries a full Star of battle-armor-equipped Elementals and five assault shuttles in a separate small-craft bay.

COMITATUS

Ironically, Clan Jade Falcon possesses the smallest number of *Comitatuses* and deploys none in the Inner Sphere. However, the Falcons' bitter enemies, the Steel Vipers, have deployed a number in the Clan occupation zone and have used their aerospace forces to blunt several Federated Commonwealth raids.

COMITATUS CLASS JUMPSHIP

Tech: Clan
Introduced: 2995
Mass: 250,000 tons
Length: 680 meters
Sail Diameter: 1,150 meters
Fuel: 460 tons (230)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 5
Heat Sinks: 122 (244)
Structural Integrity: 1

Armor

Fore: 16
Fore-Sides: 14
Aft-Sides: 12
Aft: 16

Weapons

Arc	Type	Heat	S	Range Values			Extreme
				M	L		
Nose	AC	1	2	2	2	—	
Nose	Laser	34	3	3	2	2	
Nose	LRM	12	3	3	3	—	
Nose	Point	2	1	—	—	—	
Nose	PPC	15	2	2	2	—	
Nose	Pulse	18	2	2	1	—	
Nose	SRM	4	1	1	—	—	
FL	AC	14	3	3	—	—	
FL	Laser	17	2	2	1	1	
FL	LRM	12	3	3	3	—	
FL	Point	2	1	—	—	—	
FL	Pulse	10	1	1	1	—	
FL	SRM	4	1	1	—	—	
FR	AC	14	3	3	—	—	
FR	Laser	17	2	2	1	1	
FR	LRM	12	3	3	3	—	
FR	Point	2	1	—	—	—	
FR	Pulse	10	1	1	1	—	

Weapons

Arc	Type	Heat	S	Range Values			Extreme
				M	L		
FR	SRM	4	1	1	—	—	
AL	Laser	17	2	2	1	1	
AL	LRM	12	3	3	3	—	
AL	Point	2	1	—	—	—	
AL	Pulse	10	1	1	1	—	
AL	SRM	4	1	1	—	—	
AR	Laser	17	2	2	1	1	
AR	LRM	12	3	3	3	—	
AR	Point	2	1	—	—	—	
AR	Pulse	10	1	1	1	—	
AR	SRM	4	1	1	—	—	
Aft	AC	1	2	2	2	—	
Aft	LRM	12	3	3	3	—	
Aft	Point	2	1	—	—	—	
Aft	PPC	15	2	2	2	—	
Aft	Pulse	18	2	2	1	—	
Aft	SRM	4	1	1	—	—	

Cargo: 769 tons

Bay 1: Fighters (20) 2 Doors
 Bay 2: Cargo/Elementals (5 Points) 2 Doors
 Bay 3: Small Craft (5) 1 Door

DropShip Capacity: 1

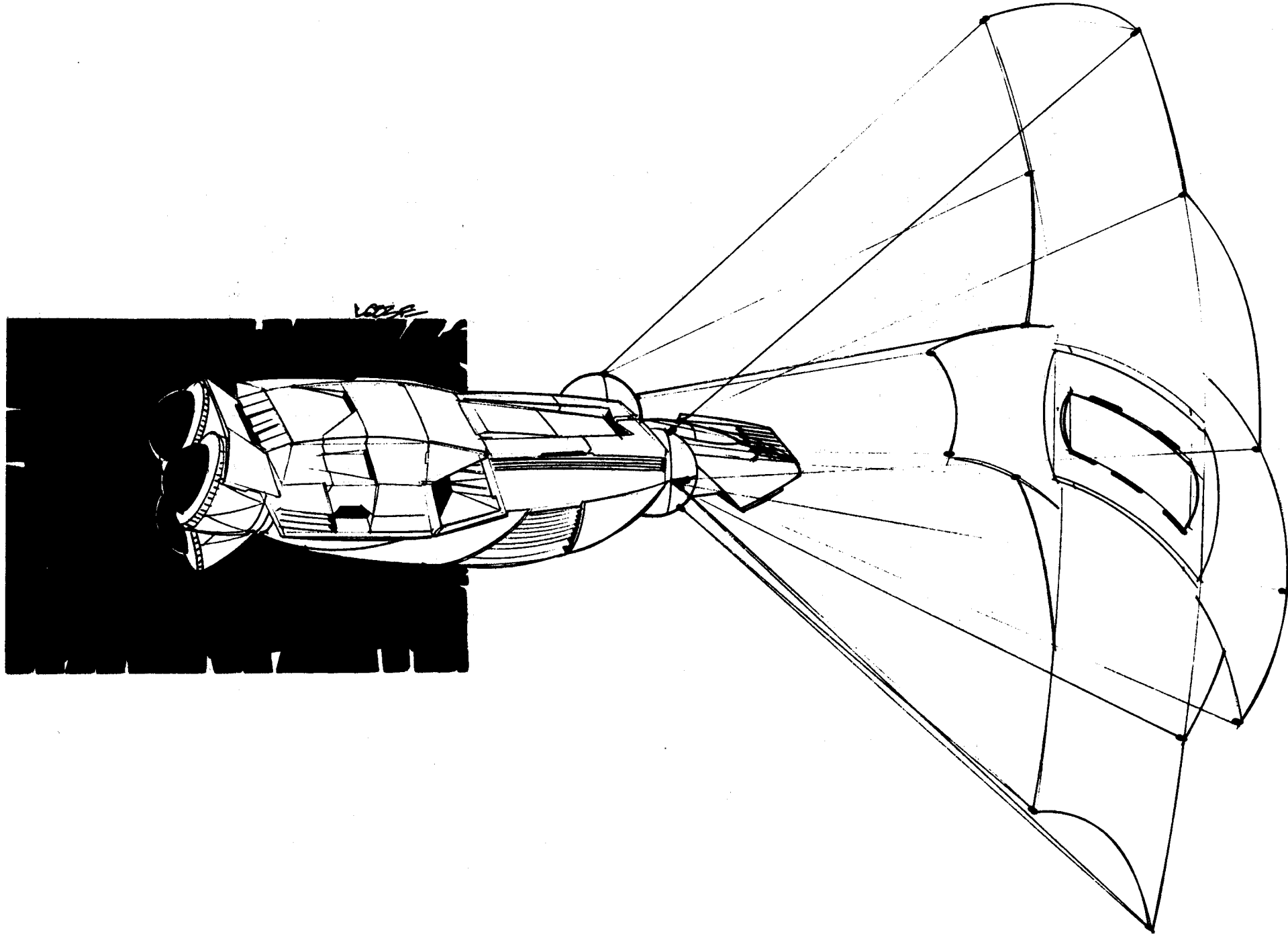
Grav Deck: 1 (95-meter diameter)
 Escape Pods: 0
 Life Boats: 4

Crew: 45

Armament:

6 ER Large Lasers
 6 ER Medium Lasers
 2 ER PPCs
 6 Large Pulse Lasers
 4 Medium Pulse Lasers
 12 Anti-Missile Systems
 2 Gauss Rifles
 2 Ultra AC/20s
 12 LRM-20s with Artemis
 6 Streak 6s
 48 tons Anti-Missile System ammunition
 5 tons Gauss Rifle ammunition
 10 tons Ultra AC/20 ammunition
 24 tons LRM ammunition
 6 tons SRM (Streak) ammunition

Notes: Equipped with ferro-aluminum armor.



WARSHIPS

The heavily armed combat JumpShips known as WarShips are among the largest and most sophisticated of man's creations. These technological marvels can travel between stars in the blink of an eye and maneuver within a star system at appreciable speeds. The last existing Inner Sphere WarShips, vestiges of the Star League fleet, were destroyed during the Second Succession War. The technological decline that enveloped the Inner Sphere in the years following the Star League prevented the Successor States from producing any WarShips for more than one hundred years. The gradual recovery of lost technologies since the Fourth Succession War made WarShip construction theoretically possible. However, the memories of the horrible years that followed the Exodus could not be forgotten—many worlds still bore the scars of nuclear weapons or orbital bombardment. As a result, the powers of the Inner Sphere reached an unspoken agreement to limit JumpShip research to conventional transport vessels.

That agreement began crumbling when the Clans returned to the Inner Sphere in 3050, bringing with them numerous combat JumpShips. The destruction of Edo on Turtle Bay demonstrated to the entire Inner Sphere the power of orbital bombardment, and the Successor States began searching for a way to counteract this terrible threat. Their solution was simple—build their own WarShips.

Although most Successor States had carried out, clandestine WarShip research, none was in a position to begin production. Inner Sphere manufacturers could produce the compact KF drives required for combat JumpShips, but only ComStar could build the massive drives required to propel the vessels through normal space. And ComStar refused to sell such valuable military hardware to potential enemies.

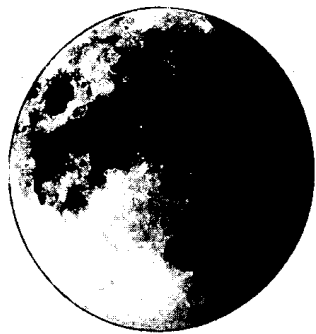
The First Circuit continued to block sales of the drives until October of 3056, when ComStar's loss of several HPG facilities forced it to seek alternative sources of revenue. As a result, Primus Mori issued a license allowing the ComStar-controlled Rolls-Royce factories on Terra to sell drive systems to the Draconis Combine and Federated Commonwealth.

Almost as soon as Primus Mori approved the sales, parts for the drive system for the Federated Commonwealth's *Fox* Class corvette began to arrive at Galax. That vessel is now largely complete and is expected to begin trials toward the end of the year. The other Successor States have also begun to assemble several WarShip prototypes, but none are expected to begin active service for at least a year.

Some observers have questioned whether the Inner Sphere WarShip construction programs are worth the cost. An estimated 100 Clan WarShips operate in the Inner Sphere and hundreds more may exist back at the Clan homeworlds, they point out, numbers that the Inner Sphere cannot hope to match before the Truce of Tukayyid ends in 3067. Furthermore, these critics have argued that the deployment of Inner Sphere WarShips could provoke greater Clan aggression. Nevertheless, almost all the military leaders of the Inner Sphere agree that even a token Inner Sphere WarShip fleet could cause serious damage to Clan fleets and thus deter the Clans from using their WarShips in offensive campaigns.

Still others have voiced fears that once the Inner Sphere powers have WarShip fleets, they will undoubtedly turn them against each other. This argument cannot be easily discounted. Although the Clans present the Great Houses with a common enemy, one would be naive to ignore the possibility of renewed war between the Successor States, given the history of the Inner Sphere.

However, the whole issue is moot, at least for the moment. No Inner Sphere power will likely field an operational WarShip for at least 18 months. And short of the Clans breaking the truce, none of the Successor States is likely to risk WarShips in combat until they have enough such vessels to deploy them in a mutually supportive battle group—a capability none is expected to possess before the next decade.



INNER SPHERE WARSHIPS

• CONGRESS CLASS FRIGATE •

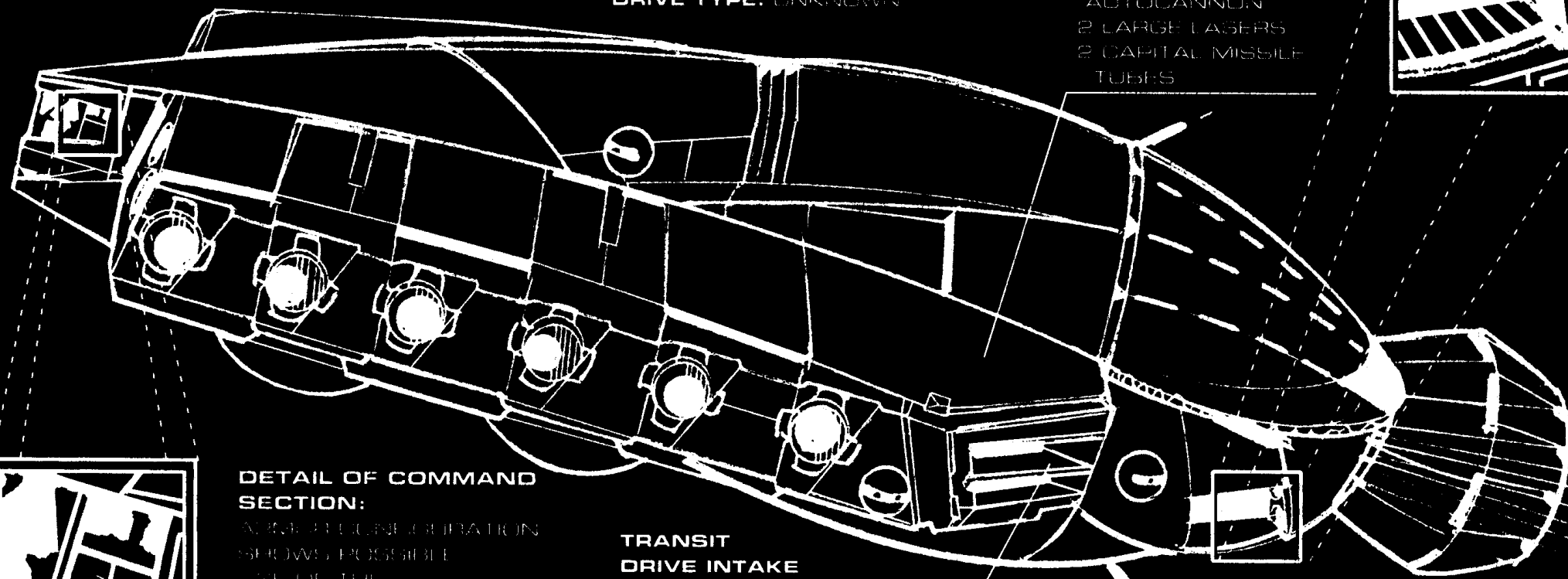
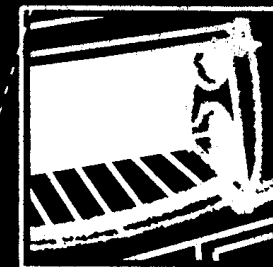
MANUFACTURER: DEKIPK AIRSPACE GALAXY
FEDERATED SUNS

MASS (LOADED): 750,000 TONS (ESTIMATE)

OVERALL LENGTH: 700 METERS
DRIVE TYPE: UNKNOWN

BROADSIDE WEAPONS BAY ESTIMATED CONTENT:

- 2 NAVAL
AUTOCANNON
- 2 LARGE LASERS
- 2 CAPITAL MISSILE
TUBES



DETAIL OF COMMAND SECTION:

ANIME-TELEVISION-STYLE
SHOWS POSSIBLE
USE OF THE
FERRIS-CAR-BIKE OR
SIMILAR ALLOYS



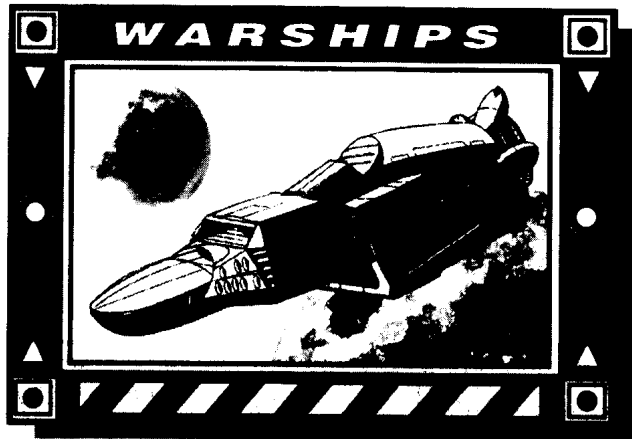
TRANSIT
DRIVE INTAKE
VENTS: CONFIGURATION
SUGGESTS MAXIMUM
THRUST OF UP TO 2.5 GS

SMALL CRAFT BAY DOOR

98Y3419.45



FOX (CORVETTE)



The RX-78 Class corvette was the first combat JumpShip built by the Federated Commonwealth. Design work started in mid 3050, and by late 3051 the WarShip design had reached its present form. After Prince Hanse Davion approved the design, the Federated Commonwealth contracted Federated-Boeing Interstellar to produce the vessel at its Port Simon yards at Galax. The death of Prince Davion in mid 3052 came a scant two months before the keel-laying ceremony for the first RX-78, the *Invincible*. In honor of the late prince, the design was redesignated as the *Fox* Class corvette.

Construction of the prototype WarShip proceeded smoothly until mid 3055, when ComStar blocked the export of vital engine parts to Federated-Boeing. After a 16-month delay, the dispute was finally resolved, and the parts were delivered. Federated-Boeing had hoped to begin trials with the prototype before the end of the year, but the recent terrorist attack on the Galax yards has delayed work and the *Fox* is not expected to be completed until early 3058.

When compared to the corvettes used by the SLDF, the *Fox* is well armed and armored, which reflects changes in naval design philosophy. Although the *Fox* weighs only 235,000 tons, it outguns Star League destroyers almost three times its size. However, this increased performance has a price—namely the comfort of the crew. Twenty-six four-man cabins house the *Fox's* crew and marine complement. Each cabin contains little more than a bunk for each crew member and an equipment locker. Recreation facilities are similarly limited, comprising a small lounge on the vessel's grav deck and two small mess halls. Although the *Fox* has yet to launch from its dock, potential crew members have already registered their objections to these arrangements. As a result, later vessels (the second and third *Foxes* are to be named *Indomitable* and *Intrepid* respectively) may benefit from redesigned crew facilities.

FOX (CORVETTE)

Tech: Star League
Introduced: 3057
Mass: 235,000 tons
Length: 440 meters
Sail Diameter: 990 meters
Fuel: 5,920 tons (5,920)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 6
Heat Sinks: 336 (672)
Structural Integrity: 100

Armor

Fore: 70
Fore-Sides: 67
Aft-Sides: 54
Aft: 64

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	Point	1	1	—	—	—	Y
Nose	Pulse	40	4	4	—	—	Y
Nose	NAC	60	20	20	20	—	—
Nose	Bcuda	10	2	2	2	2	Y
FL	Point	1	1	—	—	—	Y
FL	Pulse	10	1	1	—	—	Y
FL	NAC	30	10	10	10	—	—
FL	NL	155	10	10	10	10	—
FL	Bcuda	10	2	2	2	2	Y
FR	Point	1	1	—	—	—	Y
FR	Pulse	10	1	1	—	—	Y
FR	NAC	30	10	10	10	—	—
FR	NL	155	10	10	10	10	—
FR	Bcuda	10	2	2	2	2	Y
LBS	Pulse	20	2	2	2	—	Y
LBS	NAC	30	10	10	10	—	—
LBS	Bcuda	10	2	2	2	2	Y
RBS	Pulse	20	2	2	2	—	Y
RBS	NAC	30	10	10	10	—	—
RBS	Bcuda	10	2	2	2	2	Y
AL	Point	1	1	—	—	—	Y
AL	Pulse	10	1	1	—	—	Y
AL	NAC	30	10	10	10	—	—

Weapons

			Range Values				FTR
Arc	Type	Heat	S	M	L	Extreme	FTR
AL	NL	155	10	10	10	10	—
AL	Bcuda	10	2	2	2	2	Y
RL	Point	1	1	—	—	—	Y
RL	Pulse	10	1	1	—	—	Y
RL	NAC	30	10	10	10	—	—
RL	NL	155	10	10	10	10	—
RL	Bcuda	10	2	2	2	2	Y
Aft	Point	1	1	—	—	—	Y
Aft	Pulse	40	4	4	—	—	Y
Aft	NAC	60	20	20	20	—	—
Aft	Bcuda	10	2	2	2	2	Y

Cargo: 16,050 tons

Bay 1: Fighters (12) 6 Doors
 Bay 2: Small Craft (2) 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 5

Grav Deck: 1 (112-meter diameter)

Escape Pods: 0

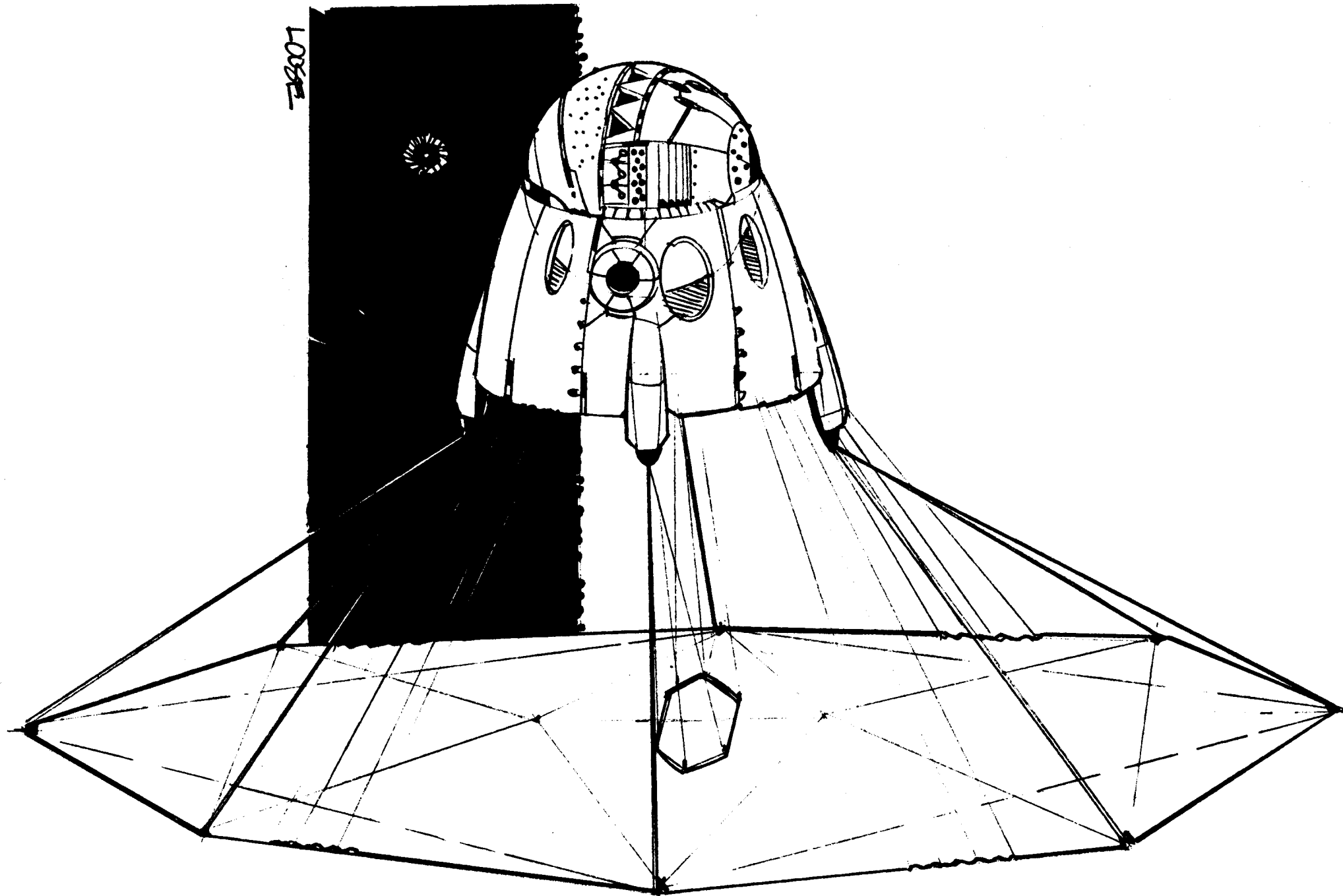
Life Boats: 12

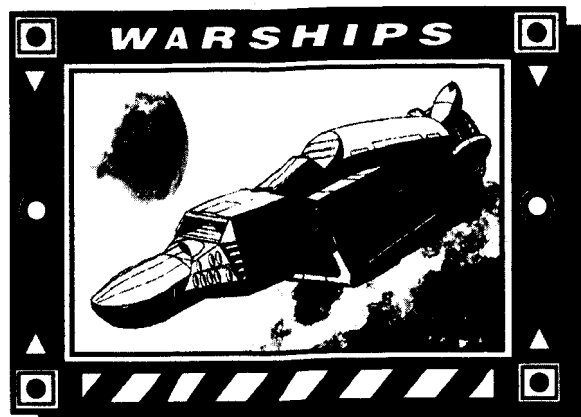
Crew: 80

Armament:

16 Large Pulse Lasers
 6 Anti-Missile Systems
 6 Machine Guns
 10 NAC/10s
 4 NL-45s
 4 NL-55s
 8 Barracuda Missile Launchers
 12 tons Anti-Missile System ammunition
 6 tons Machine Gun ammunition
 200 rounds NAC/10 ammunition (40 tons)
 20 Barracuda Missiles (600 tons)

Notes: Equipped with a lithium-fusion battery system and ferro-aluminum armor.





The new *Impavido* Class destroyer is shrouded in secrecy. Scientists from the Free Worlds League, Capellan Confederation and Word of Blake have all been involved in the development of the WarShip prototype, which is being produced by Technicon Manufacturing at Tamarind in the Free Worlds League. The origin of the *Impavido's* massive maneuvering drive has particularly intrigued observers. ROM agents within the League first discovered the planned use of the drive and have since confirmed its installation in the prototype. The system has piqued interest because the FWL has been prohibited from purchasing drive units from the sole factory on Terra, and no alternate source is known to ComStar or the Draconis Combine.

Our analysts have suggested three possibilities for the source of these drives and other sophisticated systems the Free Worlds League was incapable of producing a short time ago. The first possibility is a newly discovered Star League memory core or storehouse. But the probability of the Free Worlds League finding such a cache at precisely the same time it is designing combat JumpShips is very small, although information provided by the Word of Blake may have aided such a search. However, we have no knowledge of such a Star League cache, and it seems unlikely the disorganized schismatics would have been able to help the Free Worlds League locate one. The second possibility is that the relevant systems were salvaged from some derelict vessel, a number of which are known to exist within the Marik and Liao realms. This explanation seems the most likely, although the condition of such salvage would necessitate a large amount of reconditioning work. The third and most disturbing possibility is that either House Marik or the Capellans have constructed a manufacturing facility, presumably with the aid of the schismatics. If true, this would allow the new alliance to produce WarShips unchecked, a particularly disturbing situation given the zealotry of the Word of Blake and Sun-Tzu Liao's lust for power.

IMPAVIDO (DESTROYER)

Our analysts believe the 450-meter *Impavido* will launch sometime during the first few months of 3058. However, this projection is based on estimates of the speed of construction to date and the number of systems awaiting installation, and a launch before the end of the year is not inconceivable. We know very little about the internal arrangement of the *Impavido*. The crewing level is 230, although facilities are available for embarking up to 2 marine platoons, and pilots and technicians for the three fighter squadrons.

IMPAVIDO (DESTROYER)

Tech: Star League
Introduced: 3058 (projected)
Mass: 485,000 tons
Length: 450 meters
Sail Diameter: 1,060 meters
Fuel: 1,700 tons (850)
Tons/Burn-day: 39.52

Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 4
KF Drive Integrity: 11
Heat Sinks: 584
Structural Integrity: 50

Armor

Fore: 50
Fore-Sides: 55
Aft-Sides: 54
Aft: 50

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme		
Nose	AC	2	3	3	3	—	Y	
Nose	Laser	20	2	2	1	—	Y	
Nose	LRM	12	3	3	3	—	Y	
Nose	Point	2	1	—	—	—	Y	
Nose	NAC	150	50	50	50	—	—	
Nose	NL	70	5	5	5	5	—	
Nose	NPPC	105	7	7	7	—	—	
FL	LRM	12	3	3	3	—	Y	
FL	NAC	150	50	50	50	—	—	
FL	NL	70	5	5	5	5	—	
FL	Laser	20	2	2	1	—	Y	
FR	LRM	12	3	3	3	—	Y	
FR	NAC	150	50	50	50	—	—	
FR	NL	70	5	5	5	5	—	
FR	Laser	20	2	2	1	—	Y	
LBS	Laser	20	2	2	1	—	Y	
LBS	LRM	12	3	3	3	—	Y	
LBS	Pulse	10	1	1	—	—	Y	
LBS	NL	140	9	9	9	9	—	
LBS	NPPC	105	7	7	7	—	—	
RBS	Laser	20	2	2	1	—	Y	

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme		
RBS	LRM	12	3	3	3	—	Y	
RBS	Pulse	10	1	1	—	—	Y	
RBS	NL	140	9	9	9	9	—	
RBS	NPPC	105	7	7	7	—	—	
AL	Laser	20	2	2	1	—	Y	
AL	LRM	12	3	3	3	—	Y	
AL	NAC	150	50	50	50	—	—	
AL	NL	70	5	5	5	5	—	
AR	Laser	20	2	2	1	—	Y	
AR	LRM	12	3	3	3	—	Y	
AR	NAC	150	50	50	50	—	—	
AR	NL	70	5	5	5	5	—	
Aft	Laser	20	2	2	1	—	Y	
Aft	LRM	12	3	3	3	—	Y	
Aft	Point	2	2	—	—	—	Y	
Aft	NAC	150	50	50	50	—	—	
Aft	NLas	70	5	5	5	5	—	

Cargo: 20,928 tons

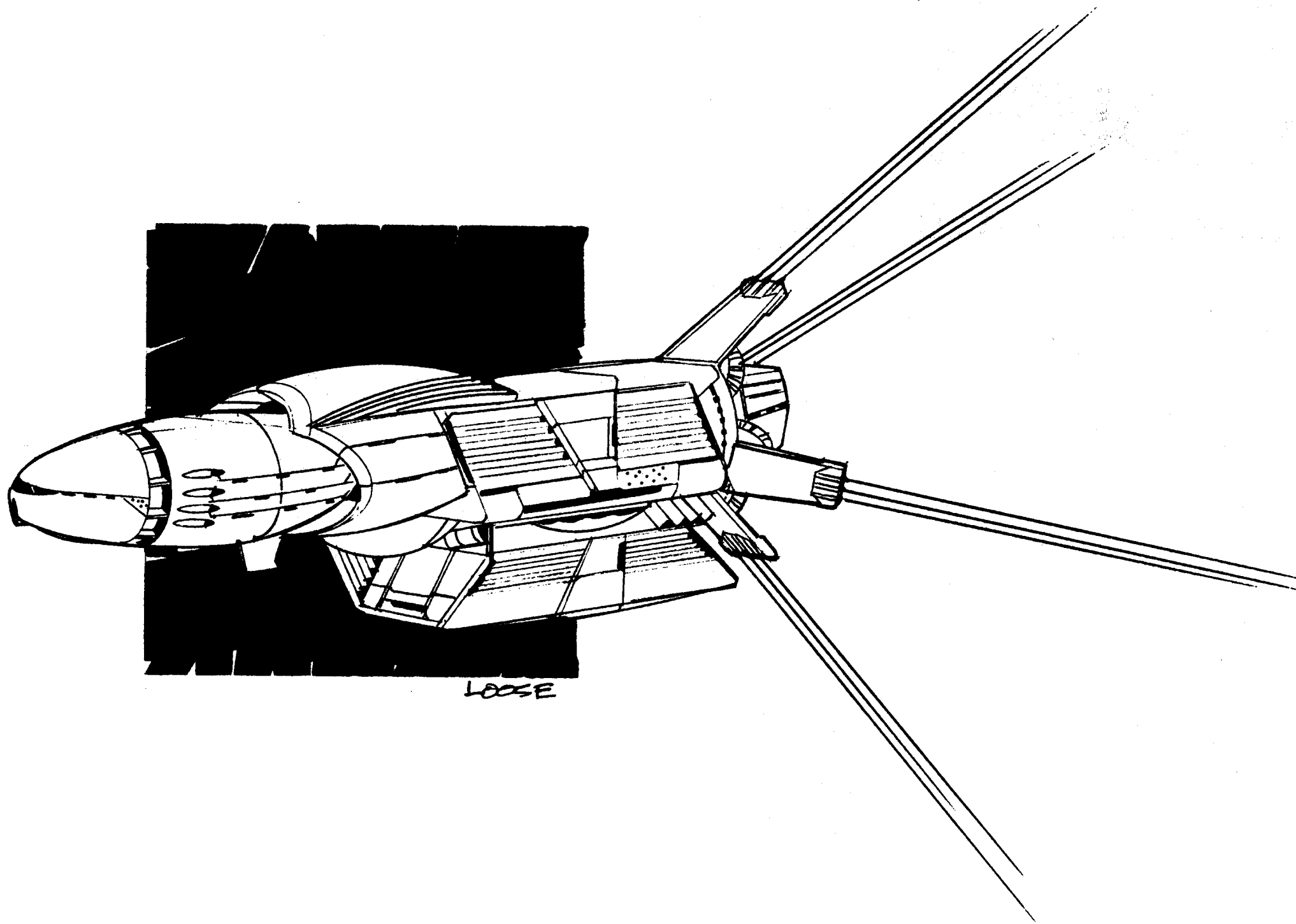
Bay 1: Fighters (18) 4 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Marines (2 platoons) 2 Doors
DropShip Capacity: 2 **Escape Pods:** 40
Grav Deck: 1 (96-meter diameter) **Life Boats:** 0

Crew: 230

Armament:

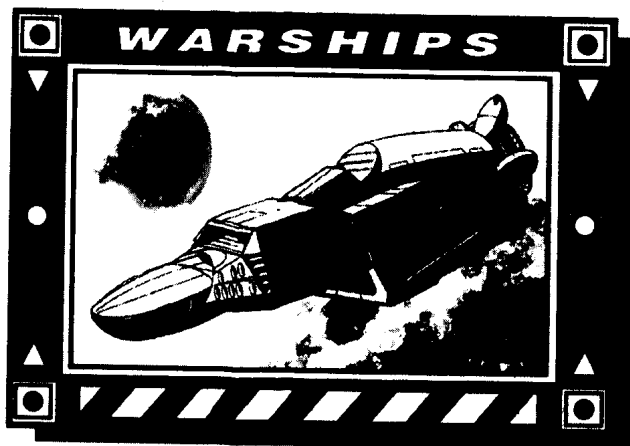
8 ER Large Lasers
 8 Large Lasers
 2 Large Pulse Lasers
 4 Anti-Missile Systems
 2 Gauss Rifles
 16 LRM-20s with Artemis
 6 NAC/10s
 12 NAC/20s
 10 NL-45s
 3 Light NPPCs
 20 tons Anti-Missile System ammunition
 10 tons Gauss Rifle ammunition
 32 tons LRM ammunition
 200 rounds NAC/10 ammunition (40 tons)
 400 rounds NAC/20 ammunition (160 tons)

Notes: Equipped with a lithium-fusion battery system and ferro-aluminum armor.



LOOSE

SUFFREN (DESTROYER)



One of the many projects initiated by Precentor Martial Anastasius Focht during the Reformation, the *Suffren* Class destroyer is still in the design stage. The cost of maintaining naval vessels and the difficulty of hiding their construction led ComStar to freeze its capital-ship construction in 2949. As the result, the most modern ship in the fleet, the *Dante* Class *Montpellier*, is nearing 110 years old. The *Suffren* is part of the effort to update the fleet. The Titan yards are being upgraded for WarShip production and should be ready to commence production of the *Suffren* in early 3058.

However, at present the *Suffren* exists only as a computer simulation. Virtual-reality technology similar to that used to coordinate the battle of Tukayyid has facilitated a thorough testing of the design. This simulation, often involving up to 200 people acting out their assigned duties on the simulated WarShip, revealed a number of design flaws, which have been corrected already. As a result of this computer simulation, the designers can skip the expensive prototype stage usually associated with ship construction.

The *Suffren* will weigh 540,000 tons and mount an arsenal composed mainly of conventional anti-aerospace weapons. The *Suffren's* arsenal of capital-ship weaponry includes naval autocannons, naval lasers, and particle cannons. The *Suffren* is designed to carry eight small craft, a mixture of shuttles and orbital buses, and a full marine battalion that should enable the *Suffren* to repel any boarding attempts and seize control of any non-Clan vessel easily.

SUFFREN (DESTROYER)

Tech: Star League
Introduced: 3062 (projected)
Mass: 540,000 tons
Length: 590 meters
Sail Diameter: 1,200 meters
Fuel: 4,000 tons (2,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 12
Heat Sinks: 486 (972)
Structural Integrity: 60

Armor

Fore: 80
Fore-Sides: 63
Aft-Sides: 60
Aft: 70

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	AC	2	3	3	3	—	Y
Nose	Laser	48	3	3	3	—	Y
Nose	LRM	12	3	3	3	—	Y
Nose	Point	6	1	—	—	—	Y
Nose	NAC	135	40	40	—	—	—
Nose	NAC	135	40	40	—	—	—
Nose	NPPC	675	45	45	45	45	—
FL	Laser	48	3	3	3	—	Y
FL	NL	210	14	14	14	14	—
FR	Laser	48	3	3	3	—	Y
FR	NL	210	14	14	14	14	—
LBS	LRM	12	3	3	3	—	Y
LBS	Point	6	1	—	—	—	Y
LBS	NAC	120	40	40	40	—	—
LBS	NPPC	135	9	9	9	9	—
RBS	LRM	12	3	3	3	—	Y
RBS	Point	6	1	—	—	—	Y
RBS	NAC	120	40	40	40	—	—
RBS	NPPC	135	9	9	9	9	—
AL	Laser	48	3	3	3	—	Y
AL	NL	210	14	14	14	14	—
AR	Laser	48	3	3	3	—	Y
AR	NL	210	14	14	14	14	—

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTI
Aft	AC	2	3	3	3	—	Y
Aft	Laser	48	3	3	3	—	Y
Aft	LRM	12	3	3	3	—	Y
Aft	Point	6	1	—	—	—	Y
Aft	NAC	135	40	40	—	—	—
Aft	NAC	135	40	40	—	—	—

Range Values

Cargo: 92,727 tons

Bay 1: Small Craft (8) 1 Door
 Bay 2: Cargo 1 Door
 Bay 3: Marines (9 platoons) 3 Doors

DropShip Capacity: 4

Grav Deck: 2 (115- and 125-meter diameters)

Escape Pods: 100

Life Boats: 150

Crew: 250

Armament:

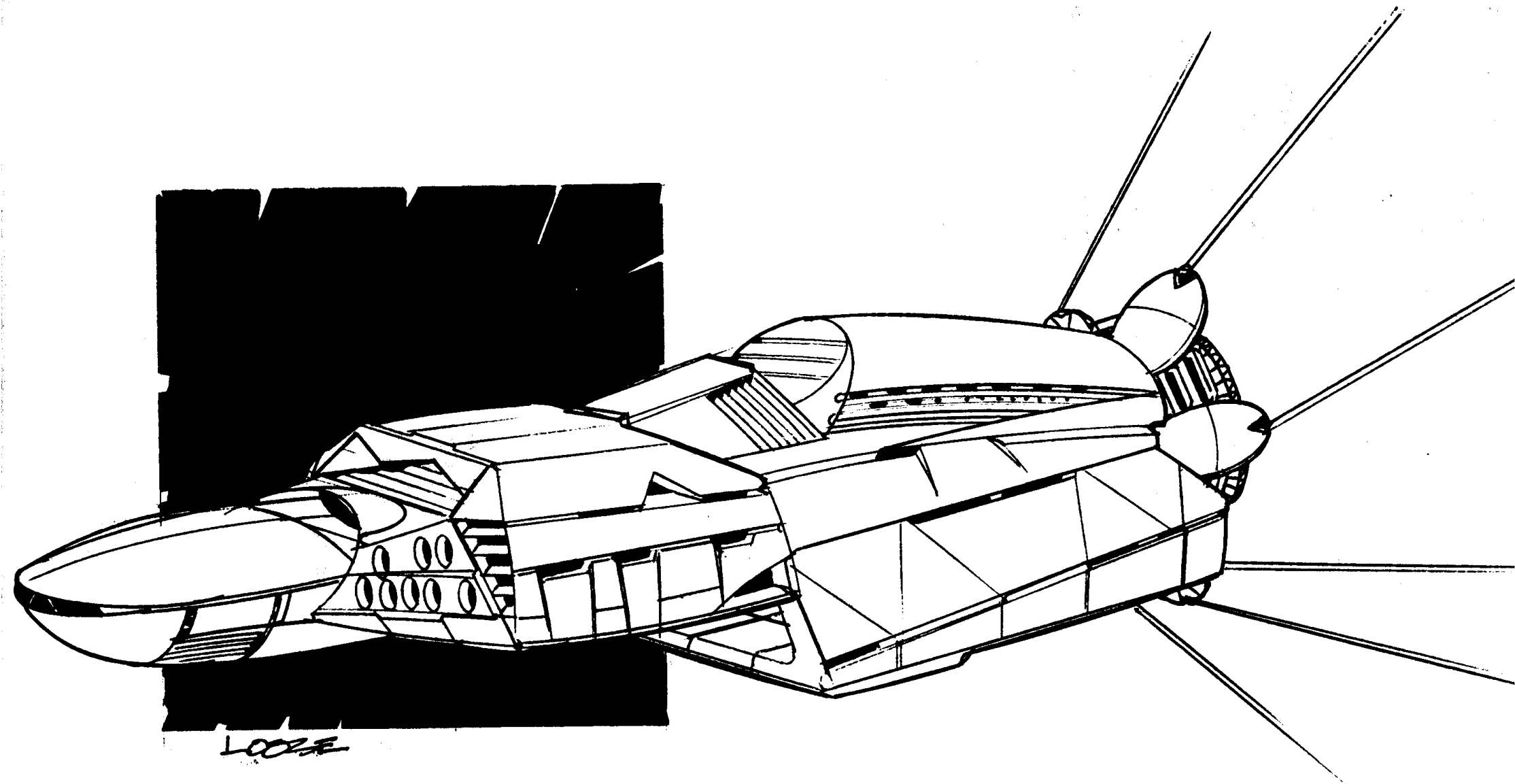
- 24 ER Large Lasers
- 12 Large Lasers
- 12 Small Pulse Lasers
- 4 Gauss Rifles
- 8 LRM-20s with Artemis
- 4 NAC/20s
- 4 NAC/40s
- 12 NL-45s
- 2 Medium NPPCs
- 3 Heavy NPPCs
- 16 tons Gauss Rifle ammunition
- 32 tons LRM ammunition
- 400 rounds NAC/20 ammunition (160 tons)
- 400 rounds NAC/40 ammunition (480 tons)

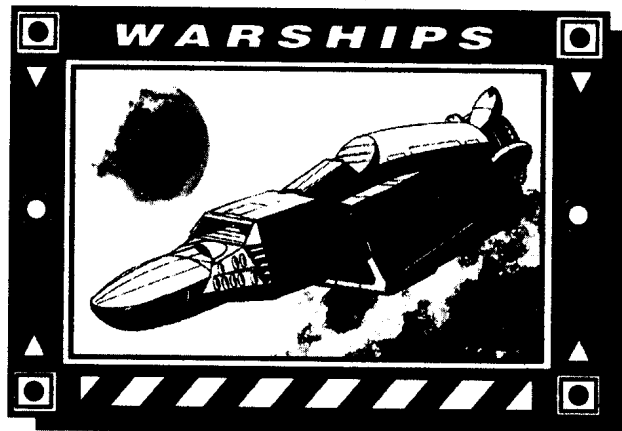
Notes: Equipped with a lithium-fusion battery system and ferro-aluminum armor.

SUFFREN (DESTROYER)

INNER SPHERE

125





Assembly of the first *Kyushu* Class frigate began at the newly constructed Terada yard at Dieron in late 3053, utilizing parts produced at a number of sites around the Combine. The DCMS hopes to launch the WarShip prototype on December 14, 3057, but this timetable assumes no problems will occur during the installation of the massive interplanetary drive.

Like the Federated Commonwealth's *Fox* Class WarShip, the *Kyushu* mounts an arsenal primarily of conventional anti-fighter weaponry. Most of the *Kyushu's* lasers and missile systems can engage targets up to 360 kilometers away from the frigate. A second layer of anti-missile cannons and small pulse lasers provides an 18-kilometer-deep layer of defensive fire. These weapons are capable of engaging incoming short-range, long-range, and naval missiles. The *Kyushu* also carries a formidable array of anti-ship weapons. Most of these are naval autocannons, although the vessel also mounts some naval lasers and particle cannons. The particle cannons and some of the autocannons are accurate to 450 kilometers, but their large size prevents them from tracking and engaging fighters and other small craft.

The *Kyushu* contains spacious double-occupancy rooms for the crew. These quarters are divided between six decks. Each deck has its own mess hall and recreation facility, and two grav decks are provided for the crew decks and the passenger decks.

The *Kyushu's* 108 BattleMech cubicles are perhaps its most unusual feature. These cubicles are located in the vessel's large cargo section and can accommodate a full regiment of war machines. The *Kyushu's* design enables its 'Mech cargo to descend to a planet's surface in one of three ways. The first and most common is via DropShips, which can dock at one of the four hardpoints situated along the *Kyushu's* spine. The second option is one of the *Kyushu's* twelve specially modified cargo shuttles. These craft are lightly armed and armored and

KYUSHU (FRIGATE)

can transport two 'Mechs at a time. Finally, if the frigate is in low orbit, 'Mechs can be dropped directly from the *Kyushu's* bay doors.

KYUSHU (FRIGATE)

Tech: Star League
Introduced: 3057
Mass: 625,000 tons
Length: 640 meters
Sail Diameter: 1,100 meters
Fuel: 4,500 tons (2,250)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 519 (1,038)
Structural Integrity: 60

Armor

Fore: 140
Fore-Sides: 90
Aft-Sides: 70
Aft: 110

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	Laser	30	3	2	2	—	Y
Nose	LRM	12	3	3	3	—	Y
Nose	Point	10	2	—	—	—	Y
Nose	NAC	195	60	60	20	—	—
Nose	NAC	195	60	60	20	—	—
Nose	NL	104	7	7	7	—	—
Nose	NPPC	225	15	15	15	15	—
FL	Laser	30	3	2	2	—	Y
FL	LRM	12	3	3	3	—	Y
FL	Point	10	2	—	—	—	Y
FL	NAC	240	70	70	—	—	—
FL	NL	104	7	7	7	—	—
FR	Laser	30	3	2	2	—	Y
FR	LRM	12	3	3	3	—	Y
FR	Point	10	2	—	—	—	Y
FR	NAC	240	70	70	—	—	—
FR	NL	104	7	7	7	—	—
LBS	Laser	30	3	2	2	—	Y
LBS	LRM	12	3	3	3	—	Y
LBS	Point	10	2	—	—	—	Y

Weapons

			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
LBS	NAC	60	20	20	—	—	—
LBS	NL	104	7	7	7	—	—
LBS	NPPC	135	9	9	9	9	—
RBS	Laser	30	3	2	2	—	Y
RBS	LRM	12	3	3	3	—	Y
RBS	Point	10	2	—	—	—	Y
RBS	NAC	60	20	20	—	—	—
RBS	NL	104	7	7	7	—	—
RBS	NPPC	135	9	9	9	9	—
AL	Laser	30	3	2	2	—	Y
AL	LRM	12	3	3	3	—	Y
AL	Point	10	2	—	—	—	Y
AL	NAC	195	60	60	20	—	—
AL	NL	104	7	7	7	—	—
AR	Laser	30	3	2	2	—	Y
AR	LRM	12	3	3	3	—	Y
AR	Point	10	2	—	—	—	Y
AR	NAC	195	60	60	20	—	—
AR	NL	104	7	7	7	—	—
Aft	Laser	30	3	2	2	—	Y
Aft	LRM	12	3	3	3	—	Y
Aft	Point	10	2	—	—	—	Y
Aft	NAC	195	60	60	20	—	—
Aft	NAC	195	60	60	20	—	—
Aft	NL	104	7	7	7	—	—
Aft	NPPC	225	15	15	15	15	—

Cargo: 66,166 tons

Bay 1: Fighters (18)/ Small Craft (12) 6 Doors

Bay 2: Cargo 2 Doors

Bay 3: 'Mechs (108) 6 Doors

DropShip Capacity: 4

Grav Deck: 2 (100- and 130-meter diameters)

Escape Pods: 45

Life Boats: 0

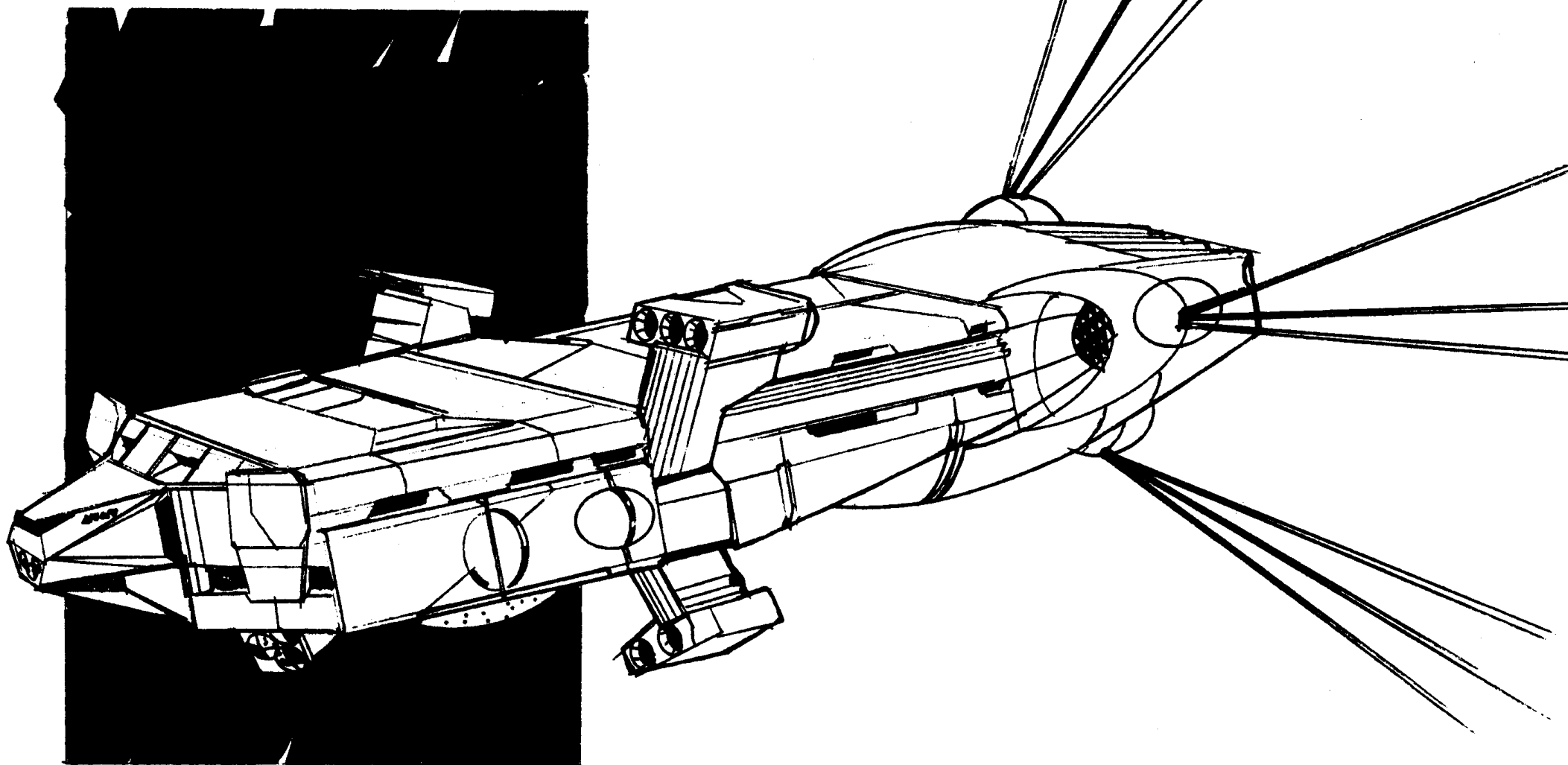
Crew: 275

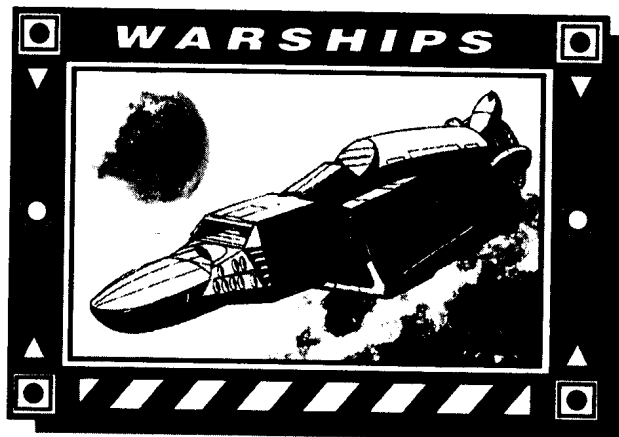
Armament:

- 16 ER Large Lasers
- 16 Medium Lasers
- 32 Small Pulse Lasers
- 16 Anti-Missile Systems
- 16 LRM-20s with Artemis
- 8 NAC/20s
- 4 NAC/35s
- 6 NAC/40s
- 16 NL-35s

- 2 Medium NPPCs
- 2 Heavy NPPCs
- 128 tons Anti-Missile System ammunition
- 64 tons LRM ammunition
- 400 rounds NAC/20 ammunition (160 tons)
- 250 rounds NAC/35 ammunition (250 tons)
- 250 rounds NAC/40 ammunition (300 tons)

Notes: Equipped with lithium-fusion battery system and ferro-aluminum armor. Fighters can use small craft bay doors.





Although their *Kyushu* Class frigate has yet to start trials, the DCMS has already announced plans to commence production of a cruiser class WarShip called the *Kirishima*. Like the *Kyushu*, the *Kirishima* will be assembled at a specially built construction yard, this time at Togura, using parts from throughout the Combine. Construction of the *Kirishima* assembly facility began in late 3053 and is expected to be completed by the end of this year. Unlike the Dieron assembly facility, there are no plans to upgrade the Togura yards to full-production status, although some parts of the Chatham yards may be relocated to the new facility once the Dieron yard enters full production.

The plans for the *Kirishima* indicate that it will be a little under 750 meters long and will weigh just under 800,000 tons, placing it in the heavy-cruiser category. The design compares favorably to its closest rival, the *Sovetskii Soyuz*. The *Kirishima* will mount more weaponry and armor than the Clan vessel, but will carry fewer small craft.

The *Kirishima* will also be capable of sustaining two Gs of thrust for long periods, versus the *Sovetskii Soyuz's* 1.5Gs limit. The high maneuverability of the new Kurita craft should make it an ideal escort vessel, although some analysts predict it will serve primarily as a raider. However, this discussion remains largely academic, because construction of the *Kirishima* prototype is not scheduled to begin before 3061.

KIRISHIMA (CRUISER)

Tech: Star League
Introduced: 3061 (projected)
Mass: 790,000 tons
Length: 748 meters
Sail Diameter: 1,350 meters
Fuel: 7,450 tons (3,725)
Tons/Burn-day: 39.52

Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 5
KF Drive Integrity: 16
Heat Sinks: 733 (1,466)
Structural Integrity: 75

KIRISHIMA (CRUISER)

Armor

Fore: 200
Fore-Sides: 155
Aft-Sides: 134
Aft: 150

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	Laser	24	2	2	2	—	Y
Nose	Point	4	1	—	—	—	Y
Nose	PPC	30	2	2	2	—	Y
Nose	Pulse	56	6	4	—	—	Y
Nose	NAC	85	25	25	25	—	—
Nose	NPPC	480	32	32	32	18	—
FL	Laser	24	2	2	2	—	Y
FL	Point	4	1	—	—	—	Y
FL	PPC	30	2	2	2	—	Y
FL	Pulse	56	6	4	—	—	Y
FL	NAC	220	70	70	70	—	—
FL	NL	140	9	9	9	9	—
FL	NPPC	270	18	18	18	18	—
FR	Laser	24	2	2	2	—	Y
FR	Point	4	1	—	—	—	Y
FR	PPC	30	2	2	2	—	Y
FR	Pulse	56	6	4	—	—	Y
FR	NAC	220	70	70	70	—	—
FR	NL	140	9	9	9	9	—
FR	NPPC	270	18	18	18	18	—
LBS	Laser	24	2	2	2	—	Y
LBS	Point	4	1	—	—	—	Y
LBS	PPC	30	2	2	2	—	Y
LBS	Pulse	56	6	4	—	—	Y
LBS	NL	140	9	9	9	9	—
LBS	NPPC	270	18	18	18	18	—
LBS	NGauss	18	30	30	30	30	—
RBS	Laser	24	2	2	2	—	Y
RBS	Point	4	1	—	—	—	Y
RBS	PPC	30	2	2	2	—	Y
RBS	Pulse	56	6	4	—	—	Y
RBS	NL	140	9	9	9	9	—
RBS	NPPC	270	18	18	18	18	—
RBS	NGauss	18	30	30	30	30	—
AL	Laser	24	2	2	2	—	Y
AL	Point	4	1	—	—	—	Y
AL	PPC	30	2	2	2	—	Y
AL	Pulse	56	6	4	—	—	Y
AL	NAC	220	70	70	70	—	—
AL	NL	140	9	9	9	9	—

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
AL	NPPC	270	18	18	18	18	—
AR	Laser	24	2	2	2	—	Y
AR	Point	4	1	—	—	—	Y
AR	PPC	30	2	2	2	—	Y
AR	Pulse	56	6	4	—	—	Y
AR	NAC	220	70	70	70	—	—
AR	NL	140	9	9	9	9	—
AR	NPPC	270	18	18	18	18	—
Aft	Laser	24	2	2	2	—	Y
Aft	Point	4	1	—	—	—	Y
Aft	PPC	30	2	2	2	—	Y
Aft	Pulse	56	6	4	—	—	Y
Aft	NAC	85	25	25	25	—	—
Aft	NPPC	270	18	18	18	18	—

Cargo: 12,326 tons

Bay 1: Fighters (12) 4 Doors
 Bay 2: Small Craft (2) 1 Door
 Bay 3: Cargo 2 Doors

DropShip Capacity: 3

Grav Deck: 2 (110- and 135-meter diameters)

Escape Pods: 25

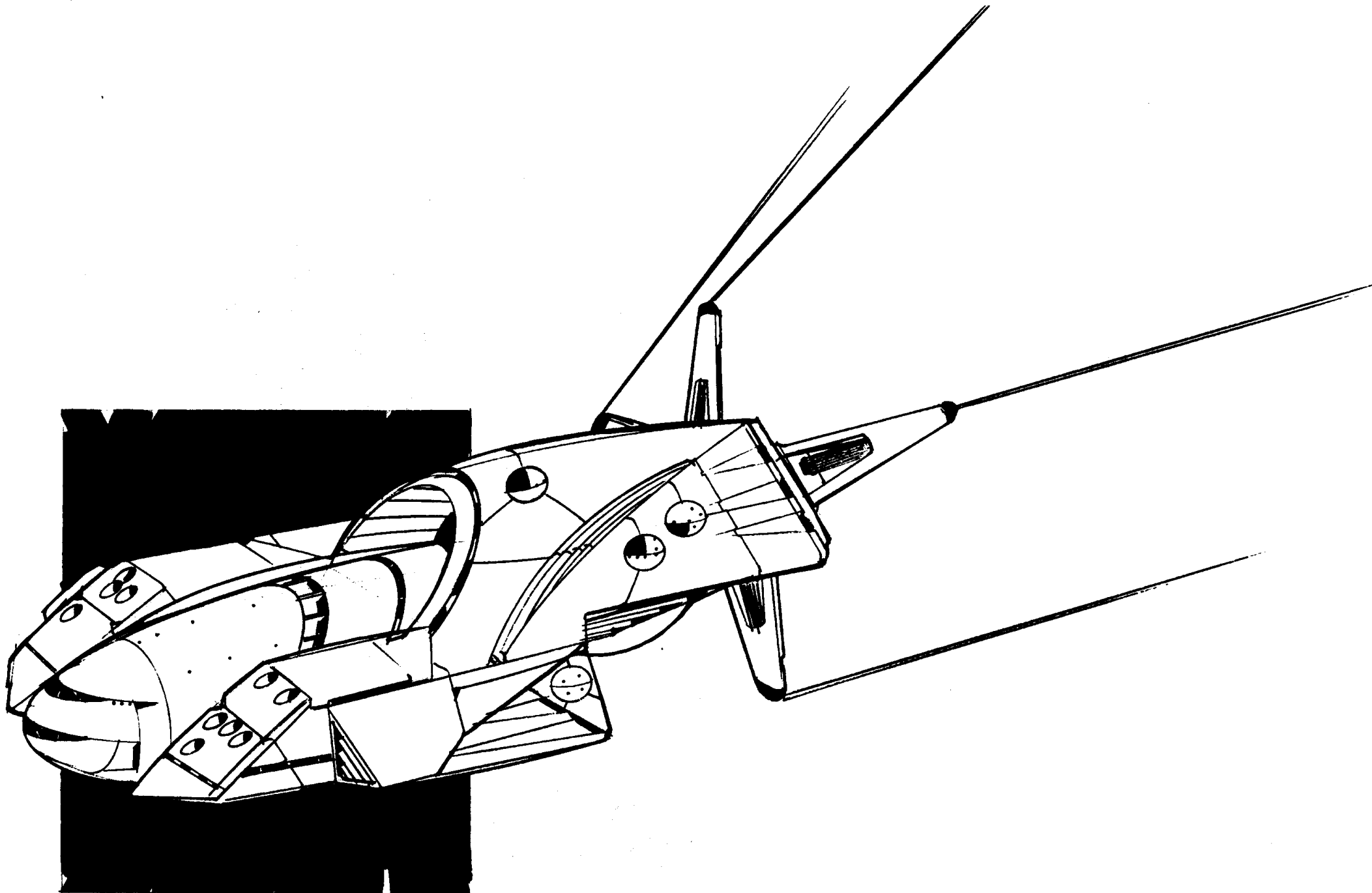
Life Boats: 10

Crew: 275

Armament:

16 ER Large Lasers
 16 ER PPCs
 32 Large Pulse Lasers
 32 Medium Pulse Lasers
 16 Small Pulse Lasers
 8 NAC/20s
 2 NAC/25s
 4 NAC/30s
 12 NL-45s
 2 Light NPPCs
 16 Medium NPPCs
 2 Heavy Naval Gauss Cannons
 400 rounds NAC/20 ammunition (160 tons)
 200 rounds NAC/25 ammunition (120 tons)
 400 rounds NAC/30 ammunition (320 tons)
 200 rounds Heavy N-Gauss ammunition (100 tons)

Notes: Equipped with lithium-fusion battery system and ferro-carbide armor.



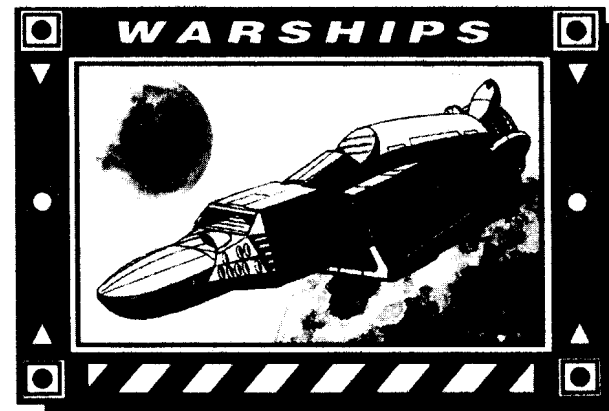
LOXE

CLAN/STAR LEAGUE WARSHIPS

When the SLDF departed the Inner Sphere, they took with them 1,349 naval transports, escorted by 402 WarShips. Once the Clans reached the Pentagon worlds, most of these vessels were deemed surplus and mothballed. Only a handful of the active vessels survived the brutal Exodus Civil Wars that followed, and a large number of vessels in the cache fleets met a similar fate, destroyed by one faction or the other during the first years of the bitter conflict. By the time Nicholas Kerensky's forces liberated the Pentagon, only 260 Clan WarShips remained operational.

The newly formed Clans judged this figure insufficient for their long-term goal of capturing Terra and restoring the Star League, and so in the mid 29th century they began constructing a new series of WarShips and modernizing the few vessels that remained in their cache fleets. Most of the Clan WarShips seen in the Inner Sphere have been of this latter type—Star League designs upgraded with Clan technology. A handful of new Clan designs have begun to appear during the past year as well, but their distribution appears to be limited. Non-Star League designs have been spotted in the fleets of Clans Steel Viper, Nova Cat and Jade Falcon, while the Wolves, Ghost Bears and Smoke Jaguars appear to have deployed only pre-Exodus vessels.

Each Clan deploys an average of 18 WarShips, although the actual numbers appear to vary wildly. Clan Jade Falcon deployed the largest number during the invasion—28 vessels, predominantly *Aegis* Class vessels. However, a number of these WarShips returned to the Pentagon when they encountered no Inner Sphere WarShips to oppose them. At the other extreme, Clan Wolf deployed only two WarShips. The Clan WarShip construction program prevents us from accurately determining the exact number of vessels the invaders possess. *The Remembrance* tells us how many craft survived the Exodus Civil Wars, but we have little information on the number of craft constructed since the end of the conflict. Estimates vary between 50 and 300 vessels, but even the Clans' upgraded Star-League vessels are more than a match for any Inner Sphere craft. Analysts hope for a production figure at the low end of the scale, but the actual number is irrelevant, as the Inner Sphere fields no operational WarShips at this time. And so unless some horrible disaster befalls the Clans, the Inner Sphere navies stand little chance of matching the Clans' WarShip capability.



FREDASA (CORVETTE/RAIDER)

FREDASA (CORVETTE/RAIDER)

Tech: Clan
Introduced: 2962
Mass: 175,000 tons
Length: 415 meters
Sail Diameter: 830 meters
Fuel: 6,000 tons (6,000)
Tons/Burn-day: 19.75
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 3
KF Drive Integrity: 5
Heat Sinks: 369 (738)
Structural Integrity: 40

Armor

Fore: 40
Fore-Sides: 30
Aft-Sides: 30
Aft: 35

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
Nose	AC	2	3	3	3	—	Y
Nose	Laser	48	4	4	4	4	Y
Nose	Point	4	1	—	—	—	Y
Nose	NAC	135	40	40	—	—	—
Nose	NL	140	9	9	9	9	—
FL	Laser	48	4	4	4	4	Y
FL	NAC	60	20	20	20	—	—
FR	Laser	48	4	4	4	4	Y
FR	NAC	60	20	20	20	—	—
LBS	Point	4	1	—	—	—	Y
LBS	SRM	12	4	4	—	—	Y
LBS	NL	140	9	9	9	9	—
RBS	Point	4	1	—	—	—	Y
RBS	SRM	12	4	4	—	—	Y
RBS	NL	140	9	9	9	9	—
AL	LRM	12	3	3	3	—	Y
AR	LRM	12	3	3	3	—	Y
Aft	Laser	48	4	4	4	4	Y
Aft	Point	4	1	—	—	—	Y
Aft	NL	140	9	9	9	9	—

Cargo: 2,578 tons

Bay 1: Fighters (20) 4 Doors
 Bay 2: Cargo 1 Door
 Bay 3: Small Craft (2) 2 Doors

DropShip Capacity: 1

Grav Deck: 1 (65-meter diameter)

Escape Pods: 0

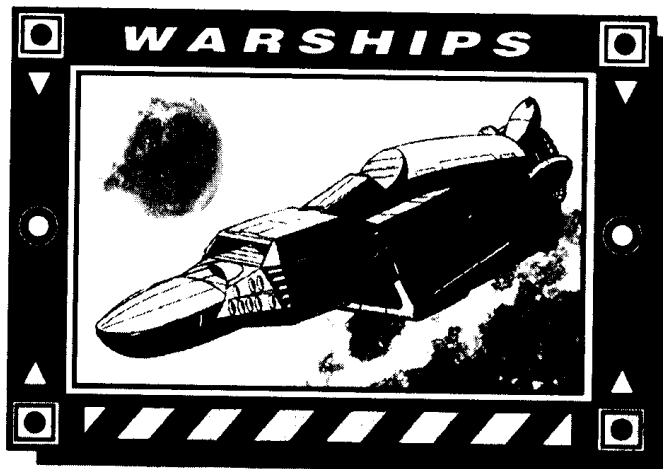
Life Boats: 15

Crew: 85

Armament:

16 ER Large Lasers
 16 Small Lasers
 2 Gauss Rifles
 4 LRM-20s with Artemis
 6 Streak 6s
 4 NAC/10s
 1 NAC/40
 8 NL-45s
 5 tons Gauss Rifle ammunition
 8 tons LRM ammunition
 12 tons SRM (Streak) ammunition
 400 rounds NAC/10 ammunition (80 tons)
 100 rounds NAC/40 ammunition (120 tons)

Notes: Equipped with a lithium-fusion battery system. Armor is Lamellor ferro-carbide.

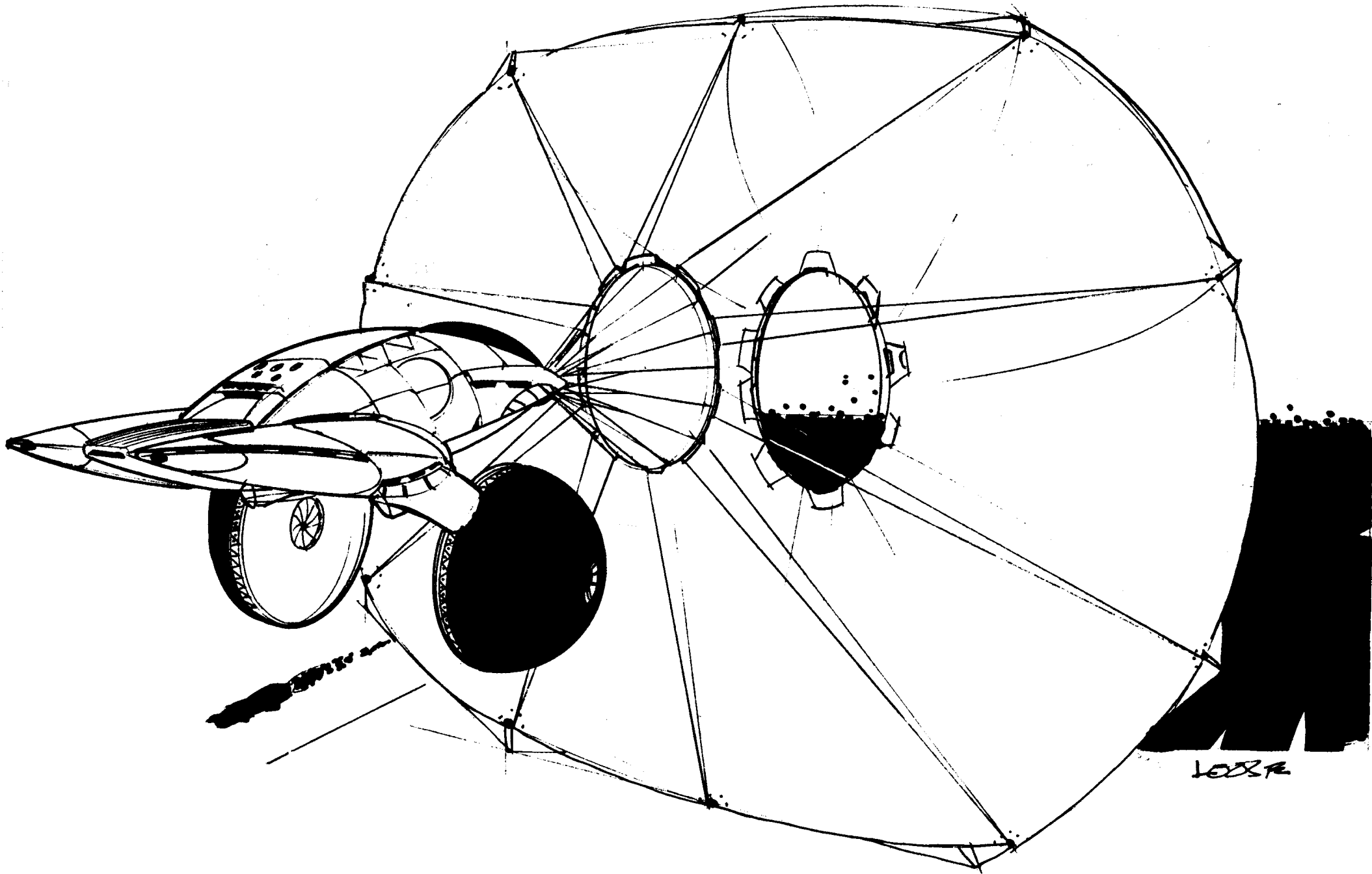


The *Fredasa* is one of several small WarShip designs first built by the Clans in the mid 30th century. Although the Clans classify the *Fredasa* as a corvette, many Inner Sphere naval officers call it a raider, referring to the vessel's perceived primary mission. The *Fredasa* weighs only 175,000 tons, making it somewhat smaller than the Inner Sphere's prototype *Fox* Class corvette, but the *Fredasa* is considerably more agile than the *Fox*. The *Fredasa* also carries less armament and armor than the Inner Sphere design.

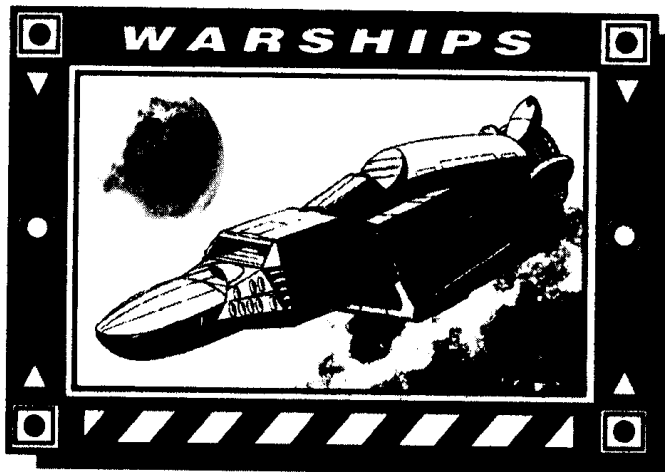
The *Fredasa* can attain 4 Gs of acceleration in short bursts, which makes it one of the fastest WarShips ever constructed. The vessel can outmaneuver any transport constructed to date and has a small emergence signature as well. These qualities enable the *Fredasa* to pounce on a target before escort craft can mount significant opposition, which makes the vessel an ideal raider. However, the Clans more often deploy the *Fredasa* as a picket ship, another type of duty the design is well suited for.

Numerous extended-range laser and PPC systems provide most of the *Fredasa*'s firepower. A pair of Gauss rifles mounted in the vessel's nose boost the firepower directed into the *Fredasa*'s forward arc, and a number of SRMs and LRMs provide the *Fredasa*'s main anti-fighter firepower in the broadside and aft-quarter arcs. Despite its substantial arsenal, the *Fredasa* is lightly armored by modern standards. Its Valiant Lamellor ferro-carbide armor does provide protection superior to any Star League craft of similar size, however.

Only Clans Nova Cat and Ghost Bear appear to have deployed the vessel in the Inner Sphere, but intelligence suggests that Clans Smoke Jaguar and Steel Viper possess *Fredasa* Class vessels as well.



VINCENT MK 42 (CORVETTE)



Like most other corvettes, the *Vincent* Class WarShip was designed as a patrol vessel and equipped to outgun most pirate vessels. The *Vincent* was launched in 2432 and replaced several older craft, most notably the *Bonaventure* and *Vigilant*. The *Vincent* remained in service with the SLDF until the Exodus.

Delhi Ships produced more than 500 of the *Vincent* Class vessels during the 300 years preceding the Amaris Coup. The *Vincent's* roomy design and "smart modularity" technology make the vessel particularly easy to modify and upgrade, which has undoubtedly contributed to the *Vincent's* longevity.

The *Vincent* boasts well-equipped crew quarters, an unusual feature for a patrol craft, as well as a single 60-meter grav deck. The *Vincent* is not as well armed or armored as some of the newer corvette designs, such as the Federated Commonwealth's *Fox*, but its maneuverability remains superior by any standard. The *Vincent's* ability to maintain 2 Gs of thrust for extended periods allows it to keep up with most DropShips, and its 3-G burst capability enables the *Vincent* to outmaneuver all but the most modern WarShips.

The Clan upgrade of the *Vincent*, designated the *Mk 42*, differs little from the Star League *Vincent*. The *Mk 42* features a lithium-fusion battery system that enables the vessel to make two jumps in quick succession, as well as Clan hull-sealing technology. The hull-sealing system allows the *Vincent Mk 42* to operate even after sustaining considerable damage. This system has yet to be duplicated by the Inner Sphere, although research into a comparable system is underway at the NAIS.

VINCENT MK 42 (CORVETTE)

Tech: Clan

Introduced: 2432

Mass: 412,000 tons

Length: 402 meters

Sail Diameter: 1,005 meters

Fuel: 2,000 tons (1,000)

Tons/Burn-day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 3

KF Drive Integrity: 9

Heat Sinks: 490

Structural Integrity: 40

Armor

Fore: 16

Fore-Sides: 19

Aft-Sides: 19

Aft: 16

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
Nose	Bcuda	20	4	4	4	4	Y
FL	Laser	16	2	2	—	—	—
FL	NAC	30	10	10	10	—	—
FR	Laser	16	2	2	—	—	—
FR	NAC	30	10	10	10	—	—
LBS	Laser	16	2	2	—	—	—
LBS	NAC	30	10	10	10	—	—
RBS	Laser	16	2	2	—	—	—
RBS	NAC	30	10	10	10	—	—

Cargo: 91,085 tons

Bay 1: Fighters (10) 2 Doors

Bay 2: Small Craft (4) 1 Door

Bay 3: Cargo 1 Door

DropShip Capacity: 0

Grav Deck: 1 (60-meter diameter)

Escape Pods: 8

Life Boats: 0

Crew: 113

Armament:

8 Large Lasers

4 NAC/10s

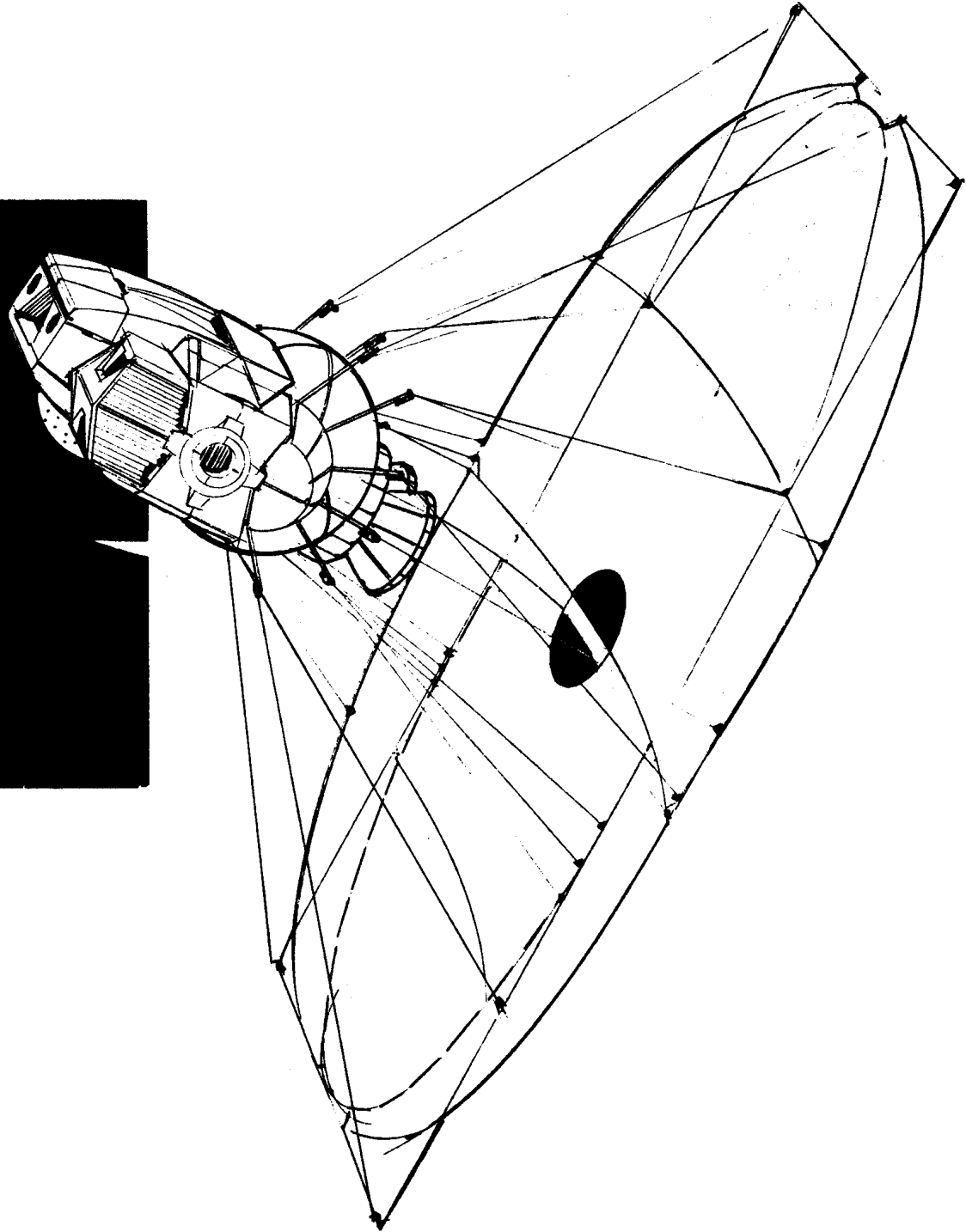
2 Barracuda Missile Launchers

200 rounds NAC/10 ammunition (40 tons)

10 Barracuda Missiles (300 tons)

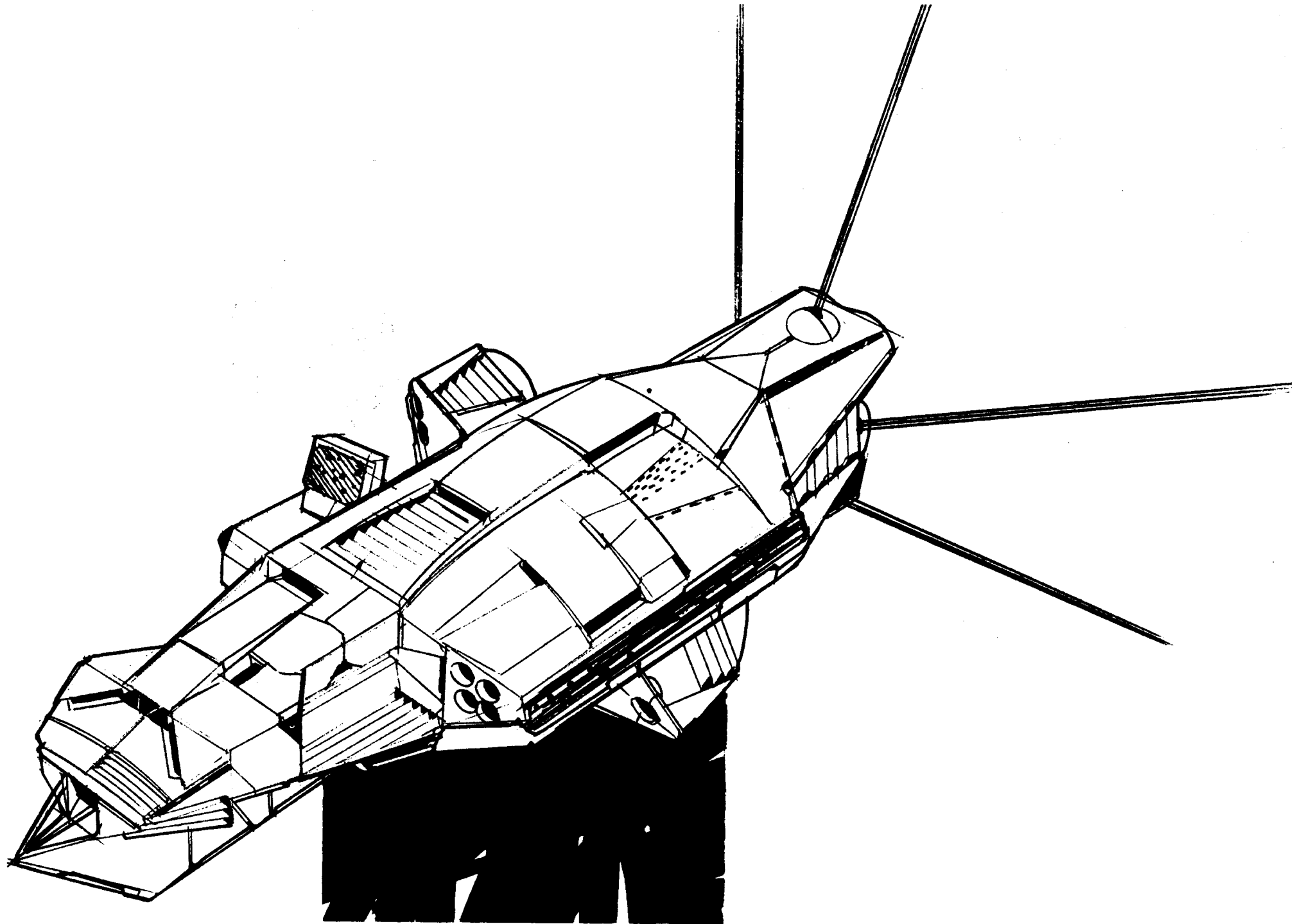
Notes: Equipped with a lithium-fusion battery system and detachable jump sail. Armor is ferro-carbide.

LOOSE

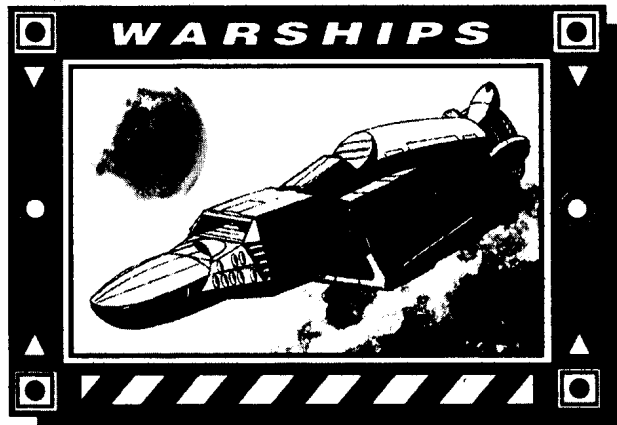


WHIRLWIND (DESTROYER)

CLAN



YORK (DESTROYER/CARRIER)



Launched in 2747, the *Riga* Class destroyer/carrier takes its name from a Hegemony frigate design launched more than 300 years earlier. The modern *Riga* was rushed into production after the death of First Lord Simon Cameron on the distant world of Stars End. With Aleksandr Kerensky acting as regent for the 8-year-old Richard Cameron, a war between the member states looked increasingly likely. Sixty of the vessels had deployed before the dreadful events of Christmas 2766. Most of these *Rigas* were deployed in the Periphery, but a few remained in the Hegemony. Two of these vessels became the first victims of Jonathan Cameron's Reagan Space Defense System, which hit them with ground-based lasers and particle cannons as they maneuvered to support SLDF units fighting for survival in the Hegemony capital of Geneva.

An astounding 26 *Riga* Class vessels survived the ensuing war, a testament to the capabilities of the new design. With the exception of four badly damaged craft, all of these left in the Exodus fleet. These compact and sophisticated vessels formed the largest single contingent in the fleet and subsequently became the primary patrol vessels of the Exodus fleet. However, the war that erupted between the remnants of the SLDF in the early 29th century claimed many of these vessels. Only six *Rigas* that had accompanied Nicholas Kerensky to Strana Mechty survived.

These surviving vessels served for more than 100 years. When new, post-Exodus designs began to gain the upper hand, the *Rigas* underwent extensive refits, in effect becoming a new class of WarShip. This new class, known as the *York*, began to operate in 2947 and enabled Clan Star Adder to defeat Clan Nova Cat in a trial for the BattleMech factory on Brim.

The *York* retained the excellent armor and weapons of the *Riga*, but also mounted more anti-fighter systems, such as point-defense lasers, that discouraged the fighter attacks most WarShips are so vulnerable to. Five complete hangar decks,

each of which can hold a full Star of OmniFighters, were also added to the new design.

Only Clan Nova Cat has deployed any *York* class vessels in the Inner Sphere, but reportedly, Clans Ghost Bear and Smoke Jaguar also maintain some of these excellent vessels in their fleets.

YORK (DESTROYER/CARRIER)

Tech: Clan
Introduced: 2947
Mass: 595,000 tons
Length: 630 meters
Sail Diameter: 1,180 meters
Fuel: 9,000 tons (4,500)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 579 (1,158)
Structural Integrity: 60

Armor

Fore: 120
Fore-Sides: 100
Aft-Sides: 100
Aft: 120

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme	FTR	
Nose	AC	6	2	2	—	—	Y	
Nose	Laser	51	5	5	3	3	Y	
Nose	Point	4	1	—	—	—	Y	
Nose	NAC	135	40	40	—	—	—	
Nose	NAC	135	40	40	—	—	—	
Nose	NPPC	540	36	36	36	36	—	
FL	Point	4	1	—	—	—	Y	
FL	NL	244	16	16	16	9	—	
FR	Point	4	1	—	—	—	Y	
FR	NL	244	16	16	16	9	—	
LBS	LRM	12	3	3	3	—	Y	
LBS	Pulse	8	1	1	—	—	Y	
LBS	NAC	200	60	60	60	—	—	
RBS	LRM	12	3	3	3	—	Y	
RBS	Pulse	8	1	1	—	—	Y	
RBS	NAC	200	60	60	60	—	—	

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme	FTR	
AL	Point	4	1	—	—	—	Y	
AL	NL	244	16	16	16	9	—	
AR	Point	4	1	—	—	—	Y	
AR	NL	244	16	16	16	9	—	
Aft	Point	4	1	—	—	—	Y	
Aft	Laser	51	5	5	3	3	Y	
Aft	NL	488	32	32	32	18	—	

Cargo:

Bay 1: Fighters (25) 5 Doors
 Bay 2: Fighters (25) 5 Doors
 Bay 3: Cargo/Small Craft (5) 1 Door

DropShip Capacity:

2 (65- and 140-meter diameters)

Escape Pods:

20

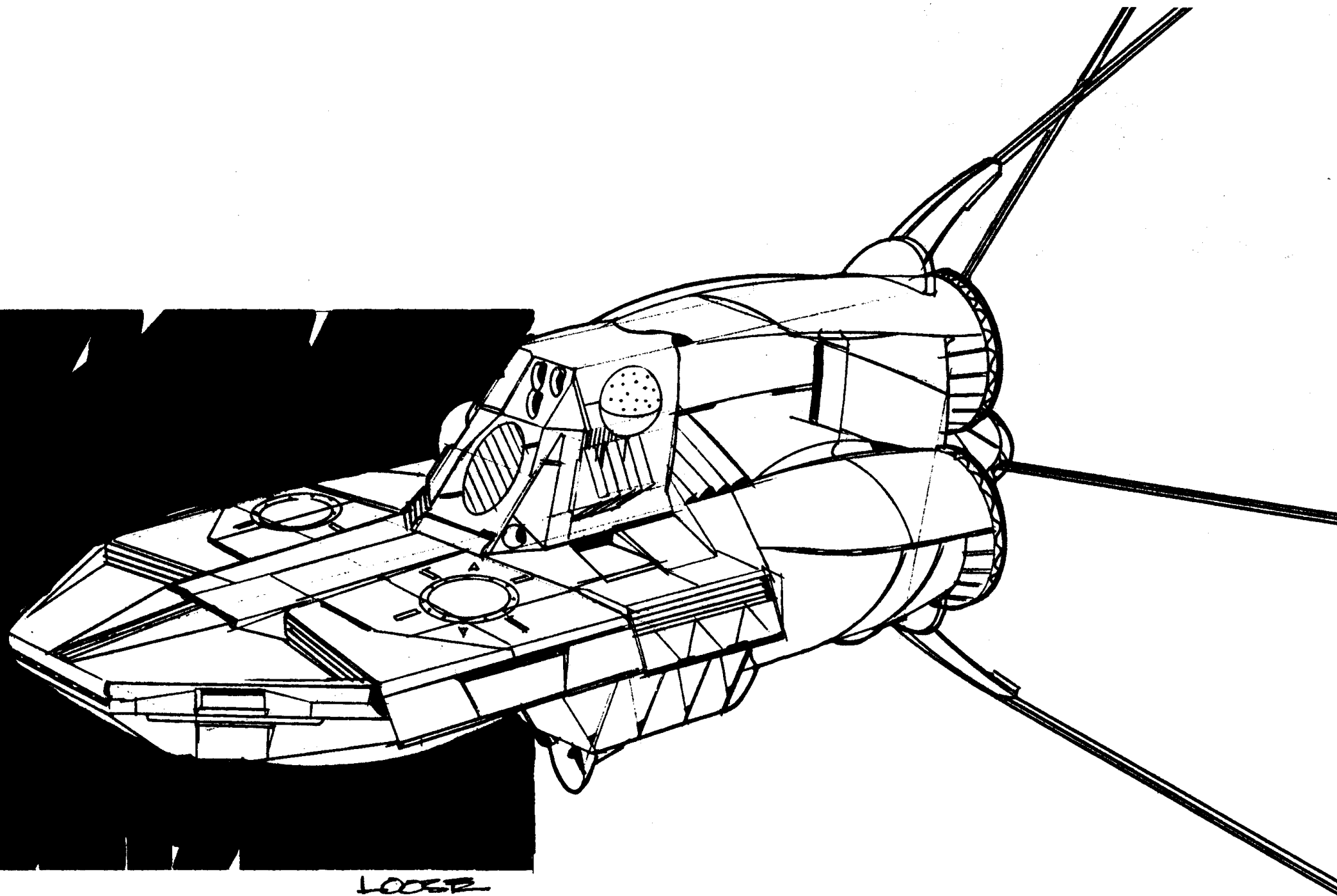
Life Boats:

Crew: 240

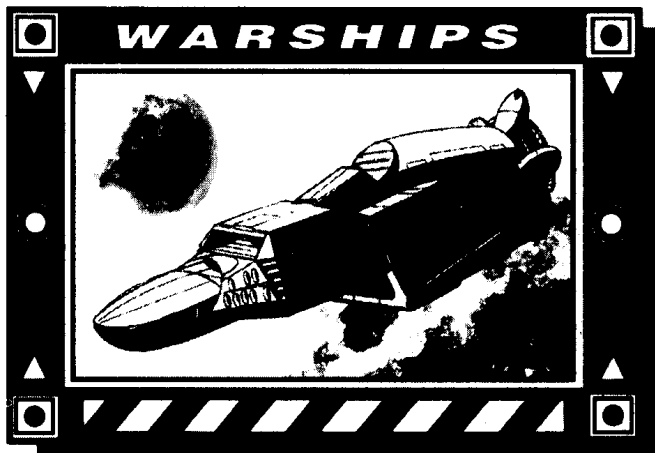
Armament:

6 ER Large Lasers
 6 ER Medium Lasers
 24 Small Lasers
 4 Medium Pulse Lasers
 2 AC/10s
 4 LRM-20s with Artemis
 4 NAC/30s
 2 NAC/40s
 12 NL-35s
 12 NL-45s
 4 Medium NPPCs
 5 tons AC/10 ammunition
 12 tons LRM ammunition
 400 rounds NAC/30 ammunition (320 tons)
 200 rounds NAC/40 ammunition (240 tons)

Notes: Equipped with lithium-fusion battery system. Armor is Lamellor ferro-carbide.



ESSEX (DESTROYER)



The Star League *Essex* Class destroyer entered service in 2711 as a replacement for the unimpressive *Naga*, *Baron* and *Carson* Class WarShips. The swift, reliable *Essex* saw extensive action, especially in the Periphery, because its resilient design enabled it to take more punishment than other destroyers of the era. The vessel's weaponry, although not as powerful as that of newer Inner Sphere or Clan vessels, surpassed most destroyer arsenals of the time in firepower and reliability. The remaining *Essex* Class vessels still rely on naval autocannons to provide their main offensive punch and are capable of crippling most targets within a few minutes. Lasers and particle cannons enable the vessels to keep potential threats from approaching too close and destroy most DropShips with one or two volleys. However, the design is lightly armored and most *Essex* captains avoid confronting a powerful enemy directly.

The Nirasaki Computer Collective supplied the standard computer for the Star League *Essex* vessels. Those computers were not particularly powerful or versatile, and most Clan vessels have been refitted with the Athena-3, a computer superior to those available during the Star League. The Athena-3 system can handle most shipboard functions, allowing the vessel to operate with a skeleton crew of only 25. However, most of the time the system operates in a monitor mode, tracking shipboard functions without taking control of the systems.

Less than 30 *Essex* Class destroyers survived the campaign to liberate Terra following the Amaris coup, and these few vessels departed with the Exodus fleet in 2784. *Essex* Class vessels have been observed in the Steel Viper and Smoke Jaguar fleets.

ESSEX (DESTROYER)

Tech: Clan
Introduced: 2711
Mass: 612,000 tons
Length: 615 meters
Sail Diameter: 1,120 meters
Fuel: 1,200 tons (600)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 746 (1,492)
Structural Integrity: 60

Armor

Fore: 37
Fore-Sides: 37
Aft-Sides: 37
Aft: 35

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
Nose	NAC	120	40	40	40	—	—
FL	NAC	180	60	60	60	—	—
FL	Bcuda	10	2	2	2	2	Y
FR	NAC	180	60	60	60	—	—
FR	Bcuda	10	2	2	2	2	Y
LBS	NL	104	7	7	7	—	—
LBS	NPPC	270	18	18	18	18	—
RBS	NL	104	7	7	7	—	—
RBS	NPPC	270	18	18	18	18	—
AL	NL	104	7	7	7	—	—
AL	NPPC	270	18	18	18	18	—
AR	NL	104	7	7	7	—	—
AR	NPPC	270	18	18	18	18	—
Aft	NAC	120	40	40	40	—	—
Aft	NAC	120	40	40	40	—	—
Aft	Bcuda	10	2	2	2	2	Y

Cargo: 122,845 tons

Bay 1: Fighters (10) 2 Doors
 Bay 2: Small Craft (10) 2 Doors
 Bay 3: Cargo 1 Door

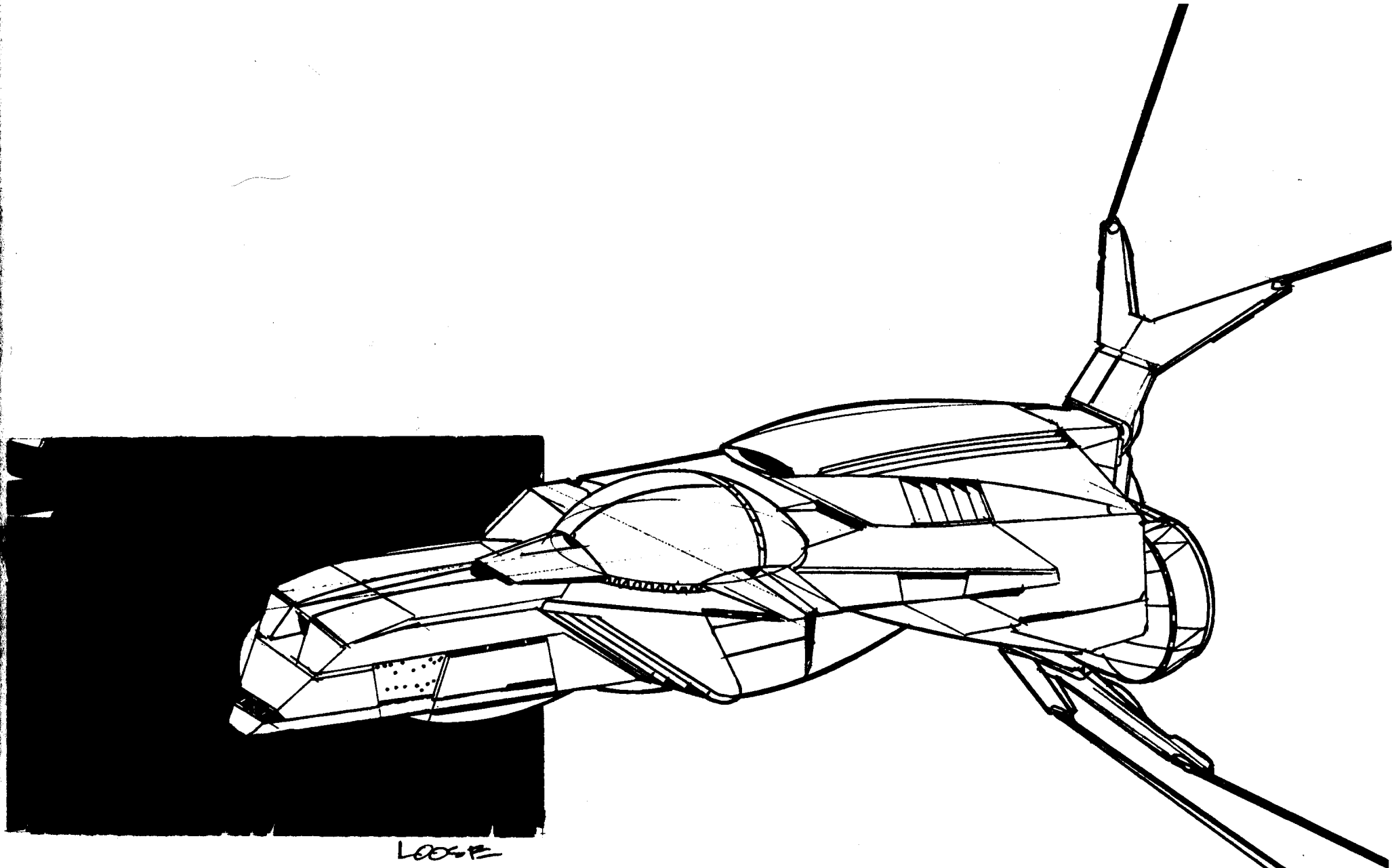
DropShip Capacity: 0
Grav Deck: 1 (55-meter diameter)
Escape Pods: 6
Life Boats: 6

Crew: 208

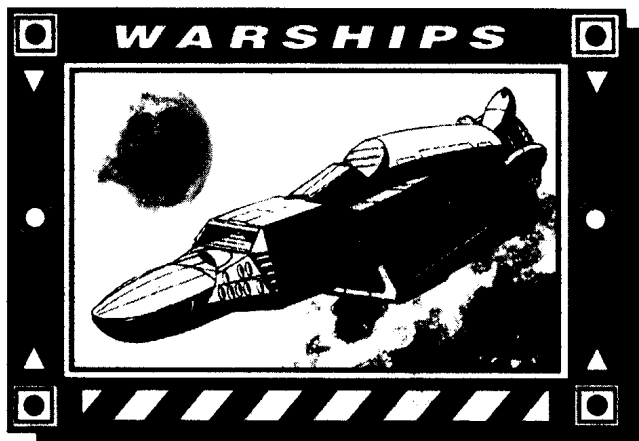
Armament:

12 NAC/20s
 8 NL-35s
 8 Medium NPPCs
 3 Barracuda Missile Launchers
 200 rounds NAC/20 ammunition (80 tons)
 30 Barracuda Missiles (900 tons)

Notes: Fighters may use small-craft bay door. Equipped with lithium-fusion battery system. Armor is ferro-aluminum.



LOLA III (DESTROYER)



The *Lola* Class WarShip is among the most heavily armed and armored destroyers. The *Lola* was designed as an inexpensive vessel with enough firepower to perform escort duty in the Periphery and dependable enough for picket duty in the Terran Hegemony. Named after Rear Admiral Adelaide Lola, the first *Lola III* entered service with the Hegemony Navy in 2662.

The *Lola* proved a reliable craft, whose innovative design features enabled the ship to be produced relatively inexpensively. The *Lola's* baffled-deadspace system utilized a cushion layer within the ship's armor to absorb the impact of weapon hits. Although later replaced by more sophisticated armor compounds, this technique boosted the *Lola's* armor protection at a relatively low cost, although the system did increase the vessel's weight considerably. The *Lola's* designers were forced to use larger-than-normal engines to compensate for this, resulting in cramped conditions aboard the vessel. The advanced computer of the Clan *Lola* mitigates this problem somewhat by reducing the number of required crew from 154 to 120, although the *Lola's* quarters are still noticeably cramped.

The *Lola's* primary armament consists of several massive naval lasers, which have tremendous range but cause little damage to other capital ships. A number of small-caliber autocannons add considerable firepower, but can only engage targets in the *Lola's* broadside arcs. The *Lola* also carries a number of missile systems such as the Barracuda and the powerful White Shark. A squadron of heavy aerospace fighters completes the vessel's armaments, although these fighters usually do little more than protect the *Lola* against enemy fighters.

A large number of *Lolas* survived the campaign to liberate Terra and comprised the second largest WarShip class in the Exodus fleet. *Lola* Class destroyers have been observed in most Clan fleets, but are noticeably absent from Wolf Clan and Nova Cat Clan fleets.

LOLA III (DESTROYER)

Tech: Clan
Introduced: 2662
Mass: 678,000 tons
Length: 653 meters
Sail Diameter: 1,100 meters
Fuel: 1,200 tons (600)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 14
Heat Sinks: 742 (1,484)
Structural Integrity: 50

Armor

Fore: 48
Fore-Sides: 48
Aft-Sides: 48
Aft: 48

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme	FTR	
Nose	NL	170	11	11	11	11	—	
FL	NL	255	17	17	17	17	—	
FL	Shark	15	3	3	3	3	Y	
FR	NL	255	17	17	17	17	—	
FR	Shark	15	3	3	3	3	Y	
LBS	NAC	120	40	40	40	—	—	
LBS	NL	70	5	5	5	5	—	
LBS	Bcuda	20	4	4	4	4	Y	
RBS	NAC	120	40	40	40	—	—	
RBS	NL	70	5	5	5	5	—	
RBS	Bcuda	20	4	4	4	4	Y	
AL	NAC	120	40	40	40	—	—	
AL	NL	70	5	5	5	5	—	
AR	NAC	120	40	40	40	—	—	
AR	NL	70	5	5	5	5	—	
Aft	NL	340	22	22	22	22	—	
Aft	Bcuda	10	2	2	2	2	.Y	

Cargo: 109,852 tons

Bay 1: Fighters (10) 1 Door
 Bay 2: Small Craft (10) 1 Door
 Bay 3: Cargo 1 Door

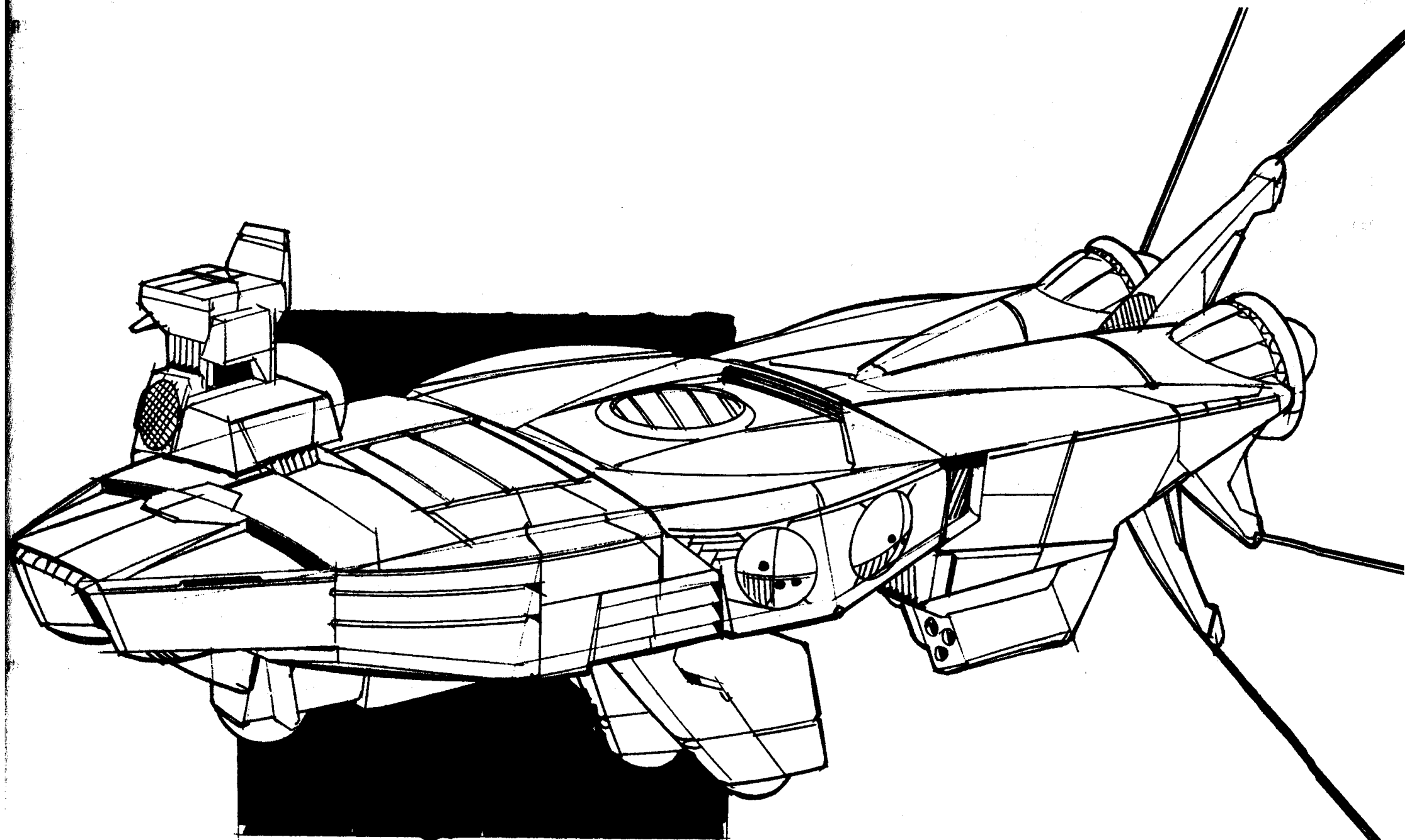
DropShip Capacity: 0
Grav Deck: None
Escape Pods: 8
Life Boats: 0

Crew: 120

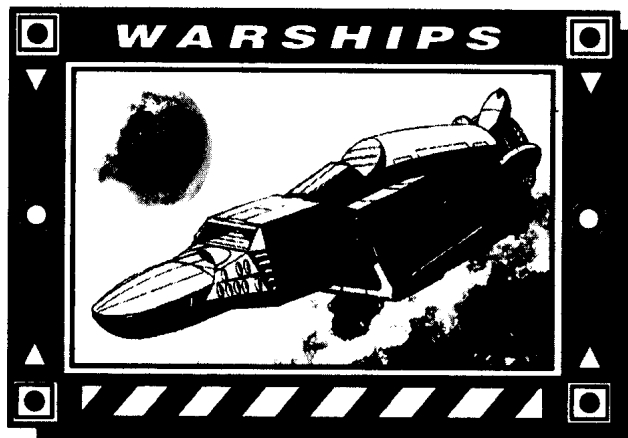
Armament:

16 NAC/10s
 4 NL-45s
 12 NL-55s
 2 White Shark Missile Launchers
 5 Barracuda Missile Launchers
 400 rounds NAC/10 ammunition (80 tons)
 12 White Shark Missiles (480 tons)
 20 Barracuda Missiles (600 tons)

Notes: Fighters may use small-craft bay door. Equipped with lithium-fusion battery system. Armor is ferro-carbide.



LOOSE



The *Aegis* Class WarShip was already an aging design when Ian Cameron and the other leaders of the Great Houses signed the Star League Accords in 2571. First launched in 2372, the powerful *Aegis* was one of the most sophisticated vessels at the time. These heavy cruisers boasted excellent firepower and maneuverability, and benefited from a number of refits to maintain their effectiveness. However, in 2531 the Hegemony Navy mothballed the aging vessels and replaced them with the *Avatar* Class heavy cruiser. Later, the Reunification War that followed the founding of the Star League created a critical need for WarShips, prompting First Lord Cameron to reactivate the *Aegis* in 2582. Member states of the Star League received 30 of these vessels, and 70 were sent to Hegemony shipyards for refitting.

The *Aegis*' creator, Di Tron Heavy Industries, spent the next ten years refitting these vessels. Di Tron used the latest technologies, such as lithium-fusion battery systems, to transform the aging WarShips into highly effective fighting craft. The refitted *Aegis* mounted a formidable arsenal built around 18 turret-mounted autocannons. A number of smaller cannons, naval lasers and missile systems supplemented these massive weapons, making the *Aegis* a powerful anti-ship platform. The *Aegis* relied on a three-squadron fighter complement for protection against enemy aerospace fighters and small craft.

The refitted *Aegis* was only lightly armored, but a surprising number survived the fall of the Star League and departed the Inner Sphere during the Exodus. A number of these craft have been observed in Clan aerospace fleets. The majority of these vessels apparently serve in the Jade Falcon touman, where they perform escort and transport duties.

AEGIS (HEAVY CRUISER)

AEGIS (HEAVY CRUISER)

Tech: Clan
Introduced: 2372
Mass: 745,000 tons
Length: 725 meters
Sail Diameter: 1,308 meters
Fuel: 1,000 tons (500)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 15
Heat Sinks: 2,046 (4,092)
Structural Integrity: 75

Armor

Fore: 91
Fore-Sides: 101
Aft-Sides: 101
Aft: 91

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	NAC	240	70	70	—	—	—
FL	NAC	240	70	70	—	—	—
FL	Shark	45	9	9	9	9	Y
FR	NAC	240	70	70	—	—	—
FR	Shark	45	9	9	9	9	Y
LBS	NAC	240	70	70	—	—	—
LBS	NAC	240	70	70	—	—	—
LBS	NAC	180	60	60	60	—	—
LBS	NAC	180	60	60	60	—	—
LBS	NL	255	17	17	17	17	—
LBS	Bcuda	10	2	2	2	2	Y
RBS	NAC	240	70	70	—	—	—
RBS	NAC	240	70	70	—	—	—
RBS	NAC	180	60	60	60	—	—
RBS	NAC	180	60	60	60	—	—
RBS	NL	255	17	17	17	17	—
RBS	Bcuda	10	2	2	2	2	Y
AL	NAC	180	60	60	60	—	—
AL	NAC	180	60	60	60	—	—
AL	NL	255	17	17	17	17	—
AL	Bcuda	10	2	2	2	2	Y
AR	NAC	180	60	60	60	—	—
AR	NAC	180	60	60	60	—	—

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
AR	NL	255	17	17	17	17	—
AR	Bcuda	10	2	2	2	2	Y
Aft	NAC	240	70	70	—	—	—
Aft	NAC	240	70	70	—	—	—
Aft	NL	280	18	18	18	18	—
Aft	Shark	30	6	6	6	6	Y

Cargo: 87,571 tons

Bay 1: Fighters (20)	1 Door
Bay 2: Small Craft (10)	1 Door
Bay 3: Cargo	1 Door

DropShip Capacity: 4

Grav Deck: 2 (both 90-meter diameter)

Escape Pods: 0

Life Boats: 20

Crew: 180

Armament:

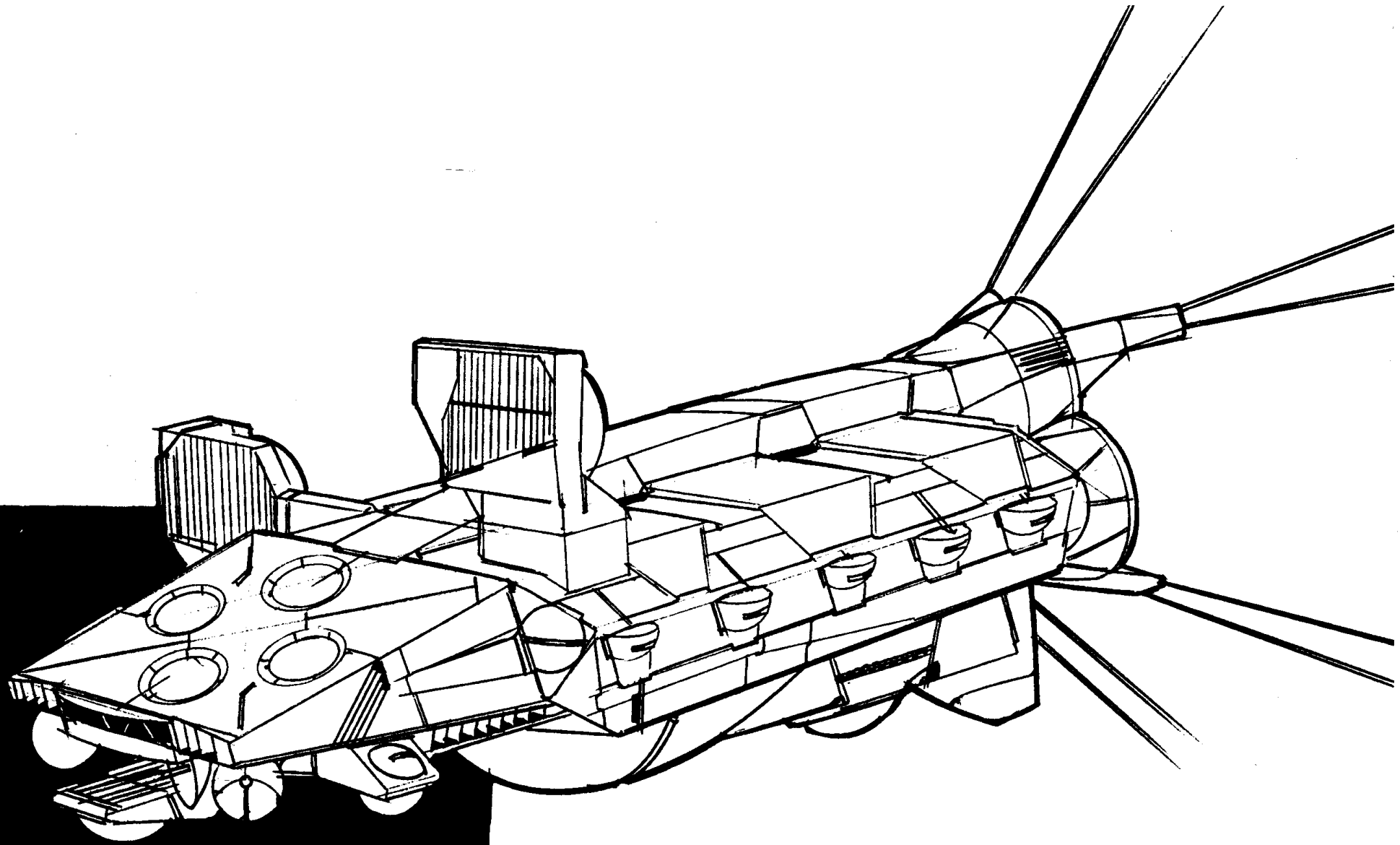
24 NAC/20s
 18 NAC/35s
 4 NL-45s
 12 NL-55s
 8 White Shark Missile Launchers
 4 Barracuda Missile Launchers
 200 rounds NAC/20 ammunition (80 tons)
 200 rounds NAC/35 ammunition (200 tons)
 24 White Shark Missiles (960 tons)
 16 Barracuda Missiles (480 tons)

Notes: Fighters may use small-craft bay door. Equipped with lithium-fusion battery system. Armor is ferro-carbide.

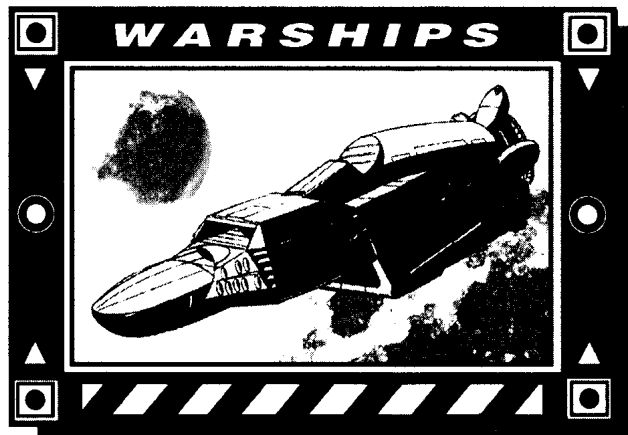
AEGIS (HEAVY CRUISER)

CLAN

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VOLGA (TRANSPORT)



In 2703 the SLDF commissioned Eaton AeroSpace to produce an armored cargo transport vessel to help ensure a steady source of supplies to SLDF bases, particularly in the Periphery states. Using the hull of a mothballed *Quixote* Class frigate, Eaton produced the *Volga* Class transport.

The small drive of the *Quixote*, which had proved a serious drawback for the frigate, enabled the new transport to carry an unusually large amount of cargo—almost 25 percent of the vessel's mass. The *Volga* was well armored for a cargo transport as well, and the design saw extensive action during the war to liberate Terra and more recently during the Clan invasion. About two dozen *Volgas* left the Inner Sphere with the Exodus fleet, and so it is not surprising that a number have appeared in the fleets of several Clans. Although not present in the initial attack fleets, *Volgas* began to reappear in the Inner Sphere shortly after the Battle of Tukayyid. These vessels have been used to transport materiel and personnel into the occupation zone and transport large amounts of raw materials back to the Clan homeworlds.

The Clans have added a lithium-fusion battery system to the *Volga*, but apparently have made few other changes to the vessel's basic design. Clan techs have upgraded the *Volga*'s computers and life-support system, but such upgrades are considered part of the routine periodic maintenance performed on all classes of naval designs. The *Volga*'s weapons systems remain unchanged from their Star League configuration. These systems provide superb protection against aerospace fighters, but are only marginally effective against WarShips. This lack of firepower, along with a poorly designed coolant system that allows only 45 percent of the systems to operate at any one time, resulted in the destruction of more than 200 *Volgas* during the war against the Usurper.

VOLGA (TRANSPORT)

Tech: Clan
Introduced: 2709
Mass: 775,000 tons
Length: 715 meters
Sail Diameter: 1,205 meters
Fuel: 1,900 tons (950)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 476 (952)
Structural Integrity: 75

Armor

Fore: 150
Fore-Sides: 132
Aft-Sides: 132
Aft: 140

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	Laser	68	7	7	4	4	Y
Nose	Pulse	16	3	3	—	—	Y
Nose	NAC	120	40	40	40	—	—
Nose	NL	70	5	5	5	5	—
FL	Laser	68	7	7	4	4	Y
FL	NAC	100	30	30	30	—	—
FL	NAC	100	30	30	30	—	—
FL	NL	70	5	5	5	5	—
FR	Laser	68	7	7	4	4	Y
FR	NAC	100	30	30	30	—	—
FR	NAC	100	30	30	30	—	—
FR	NL	70	5	5	5	5	—
LBS	PPC	60	6	6	6	—	Y
LBS	Pulse	16	3	3	—	—	Y
LBS	NL	104	7	7	7	—	—
LBS	NGauss	18	30	30	30	30	—
RBS	PPC	60	6	6	6	—	Y
RBS	Pulse	16	3	3	—	—	Y
RBS	NL	104	7	7	7	—	—
RBS	NGauss	18	30	30	30	30	—
AL	PPC	60	6	6	6	—	Y
AL	Pulse	40	4	4	4	—	Y
AL	NL	140	9	9	9	9	—

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
AR	PPC	60	6	6	6	—	Y
AR	Pulse	40	4	4	4	—	Y
AR	NL	140	9	9	9	9	—
Aft	Laser	68	7	7	4	4	Y
Aft	Pulse	16	3	3	—	—	Y
Aft	NAC	120	40	40	40	—	—

Cargo: 195,551 tons

Bay 1: Fighters (10) 2 Doors
 Bay 2: Fighters (10) 2 Doors
 Bay 3: Cargo 1 Door

DropShip Capacity: 4

Grav Deck: 2 (120- and 145-meter diameters)

Escape Pods: 20

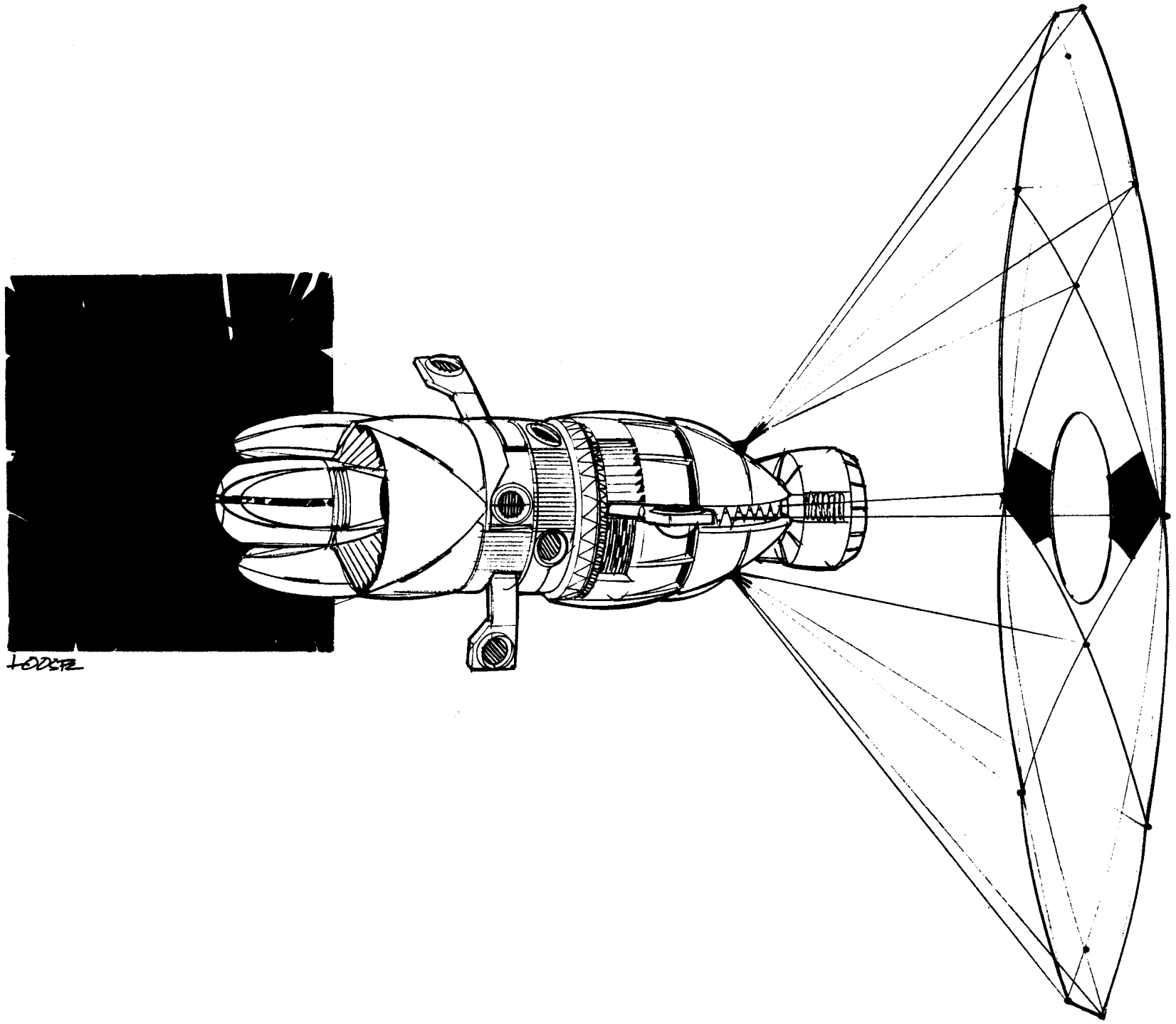
Life Boats: 20

Crew: 280

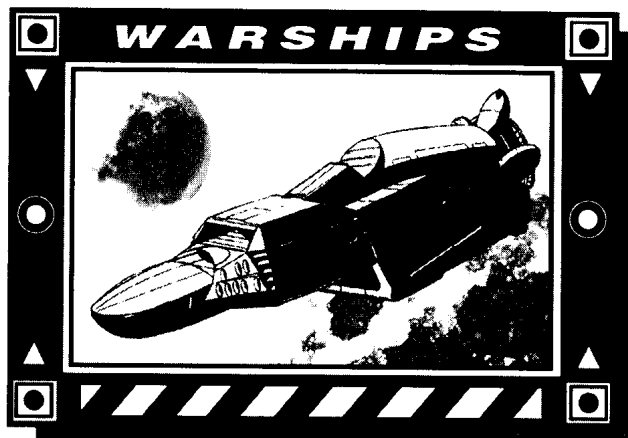
Armament:

16 ER Large Lasers
 16 ER Medium Lasers
 16 ER PPCs
 8 Large Pulse Lasers
 16 Medium Pulse Lasers
 4 NAC/20s
 6 NAC/30s
 4 NL-35s
 7 NL-45s
 2 Heavy Naval Gauss Cannons
 400 rounds NAC/20 ammunition (160 tons)
 800 rounds NAC/30 ammunition (640 tons)
 200 rounds Heavy NGauss ammunition (100 tons)

Notes: Equipped with lithium-fusion battery system. Armor is ferro-aluminum.



CONGRESS (FRIGATE)



Built specifically as a convoy escort and reconnaissance craft to replace the ungainly *Quixote*, the first *Congress* Class frigate launched from the Dekirk AeroSpace shipyards in mid 2542. This launch came after a three-year legal battle between the Terran Hegemony, Dekirk AeroSpace, and Challenge Systems, a shipyard based at the Federated Suns world of Galax. This legal wrangling revolved around Challenge's claim that Dekirk had stolen its design for the *Congress*. Although neither the Hegemony nor Dekirk admitted liability, they eventually included Challenge Systems as a partner in the construction of the vessel.

The *Congress*' 1.5-G acceleration made it one of the swiftest frigates constructed during the 26th century, although the vessel was only slightly more maneuverable than the transports it guarded. The *Congress* was also equipped with a sophisticated sensor suite and data-processing system to perform its secondary mission as an information-gathering craft.

Every cubic centimeter of a *Congress* Class ship is used to maximum effect, yet the vessels remain surprisingly comfortable and easy to maintain, a trademark of Dekirk AeroSpace's design work. The *Congress*'s only flaw is its lack of fighter support, which many vessels remedy by transporting DropShip fighter carriers. The *Congress*'s main armament comprises a mix of naval autocannons that can cripple or destroy most targets. Killer Whale and White Shark missile systems compose the vessel's secondary armament, along with eight conventional large lasers for aerospace defense.

Congress Class vessels have appeared in Clan fleets, and one vessel, the *Fire Rose*, has seen action against Inner Sphere forces. The Clan *Congress* seems to differ little from the Star League version, save for the addition of a lithium-fusion battery system.

CONGRESS (FRIGATE)

Tech: Clan
Introduced: 2542
Mass: 760,000 tons
Length: 703 meters
Sail Diameter: 1,207 meters
Fuel: 2,000 tons (1,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 604 (1,208)
Structural Integrity: 75

Armor

Fore: 75
Fore-Sides: 72
Aft-Sides: 72
Aft: 75

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
Nose	Whale	20	4	4	4	4	Y
FL	NAC	60	20	20	20	—	—
FR	NAC	60	20	20	20	—	—
LBS	NAC	60	20	20	20	—	—
LBS	Laser	16	2	2	—	—	Y
LBS	Shark	15	3	3	3	3	Y
RBS	NAC	60	20	20	20	—	—
RBS	Laser	16	2	2	—	—	Y
RBS	Shark	15	3	3	3	3	Y
AL	NAC	60	20	20	20	—	—
AL	NAC	100	30	30	30	—	—
AL	Laser	16	2	2	—	—	Y
AR	NAC	60	20	20	20	—	—
AR	NAC	100	30	30	30	—	—
AR	Laser	16	2	2	—	—	Y
Aft	NAC	200	60	60	60	—	—

Cargo: 158,343 tons

Bay 1: Fighters (10) 1 Door
 Bay 2: Small Craft (5) 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 2

Grav Deck: 1 (90-meter diameter)

Escape Pods: 8

Life Boats: 8

Crew: 256

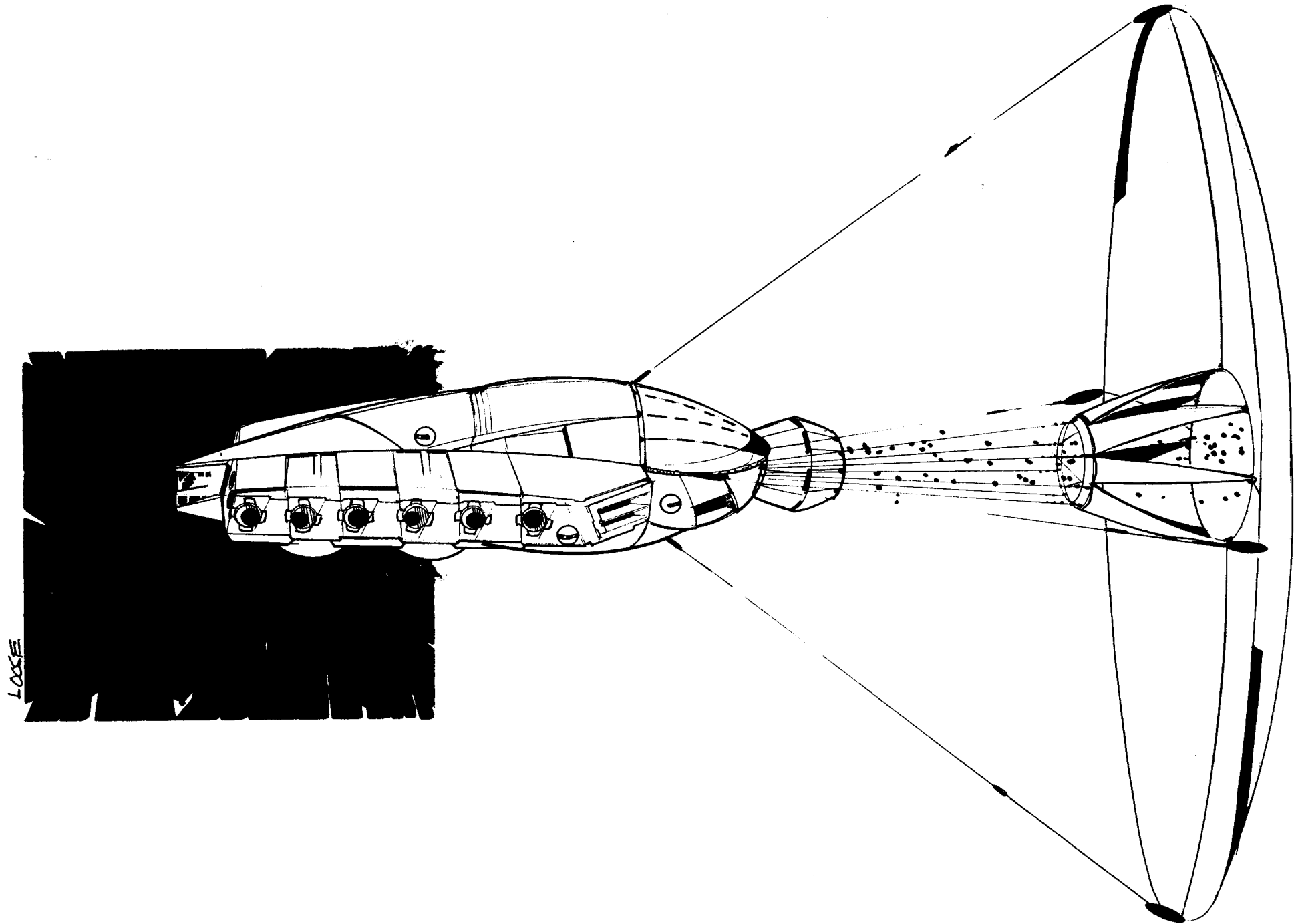
Armament:

8 Large Lasers
 8 NAC/10s
 8 NAC/30s
 1 Killer Whale Missile Launcher
 2 White Shark Missile Launchers
 300 rounds NAC/10 ammunition (60 tons)
 200 rounds NAC/30 ammunition (160 tons)
 5 Killer Whale Missiles (250 tons)
 10 White Shark Missiles (400 tons)

Notes: Equipped with lithium-fusion battery system. Armor is ferro-carbide.

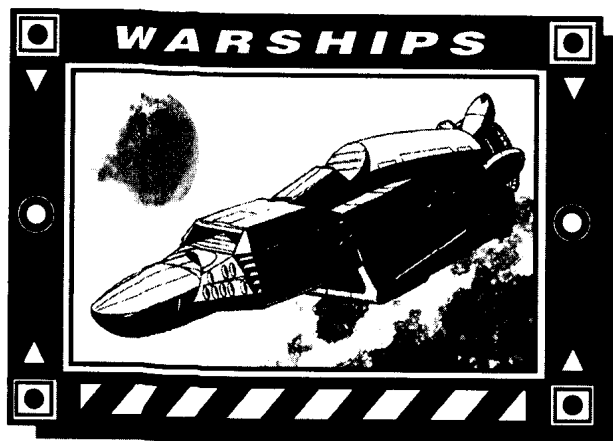
CONGRESS (FRIGATE)

CLAN



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BLACK LION (BATTLECRUISER)



The *Black Lion* battlecruiser entered service with the SLDF in 2691. Although it weighed slightly more than 800,000 tons, the *Black Lion* could outmaneuver most transports and was capable of 2.5Gs of acceleration. However, the size and complexity of the *Black Lion's* drive system made it very difficult to maintain, which reduced the vessel's military value somewhat.

Despite that shortcoming, the *Black Lion's* superior speed, armaments and armor made them a popular choice to head naval battle groups. Although the *Black Lion's* lack of energy weapons has often been cited as a weakness, the vessel proved quite effective during the Reunification War and later during Kerensky's liberation of Terra. Despite these successes, the *Black Lion* remained vulnerable to fighter attack like most WarShips, and many were destroyed during the long campaign. In fact, less than a dozen *Black Lion* Class WarShips survived to accompany the Exodus fleet.

Several *Black Lions* have been observed in the Inner Sphere, operating as Galaxy flagships. These Clan versions have been modified with hull-sealant units, lithium-fusion battery systems, and Lamellor ferro-carbide armor. Most Clan *Lions* replace the three-fighter squadrons carried by the Star League variant with two Stars of OmniFighters.

BLACK LION (BATTLECRUISER)

Tech: Clan

Introduced: 2691

Mass: 802,000 tons

Length: 772 meters

Sail Diameter: 1,433 meters

Fuel: 1,000 tons (500)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 5

KF Drive Integrity: 17

Heat Sinks: 1,837 (3,675)

Structural Integrity: 75

Armor

Fore: 151

Fore-Sides: 168

Aft-Sides: 168

Aft: 151

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
Nose	NAC	200	60	60	60	—	—
Nose	NAC	200	60	60	60	—	—
FL	Shark	60	12	12	12	12	Y
FL	Bcuda	10	2	2	2	2	Y
FL	NAC	200	60	60	60	—	—
FL	NAC	200	60	60	60	—	—
FR	Shark	60	12	12	12	12	Y
FR	Bcuda	10	2	2	2	2	Y
FR	NAC	200	60	60	60	—	—
FR	NAC	200	60	60	60	—	—
LBS	NAC	180	60	60	60	—	—
LBS	NAC	180	60	60	60	—	—
LBS	NAC	120	40	40	40	—	—
LBS	Bcuda	10	2	2	2	2	Y
RBS	NAC	180	60	60	60	—	—
RBS	NAC	180	60	60	60	—	—
RBS	NAC	120	40	40	40	—	—
RBS	Bcuda	10	2	2	2	2	Y
AL	NAC	180	60	60	60	—	—
AL	NAC	180	60	60	60	—	—
AL	NAC	120	40	40	40	—	—
AL	Bcuda	10	2	2	2	2	Y
AR	NAC	180	60	60	60	—	—
AR	NAC	180	60	60	60	—	—
AR	NAC	120	40	40	40	—	—
AR	Bcuda	10	2	2	2	2	Y
Aft	NAC	200	60	60	60	—	—
Aft	NAC	200	60	60	60	—	—
Aft	NAC	200	60	60	60	—	—

Cargo: 63,732 tons

Bay 1: Fighters (20)

4 Doors

Bay 2: Small Craft (10)

2 Doors

Bay 3: Cargo

1 Door

DropShip Capacity: 4

Grav Deck: 2 (65- and 85-meter diameters)

Escape Pods: 20

Life Boats: 0

Crew: 208

Armament:

32 NAC/20s

18 NAC/30s

8 White Shark Missile Launchers

6 Barracuda Missile Launchers

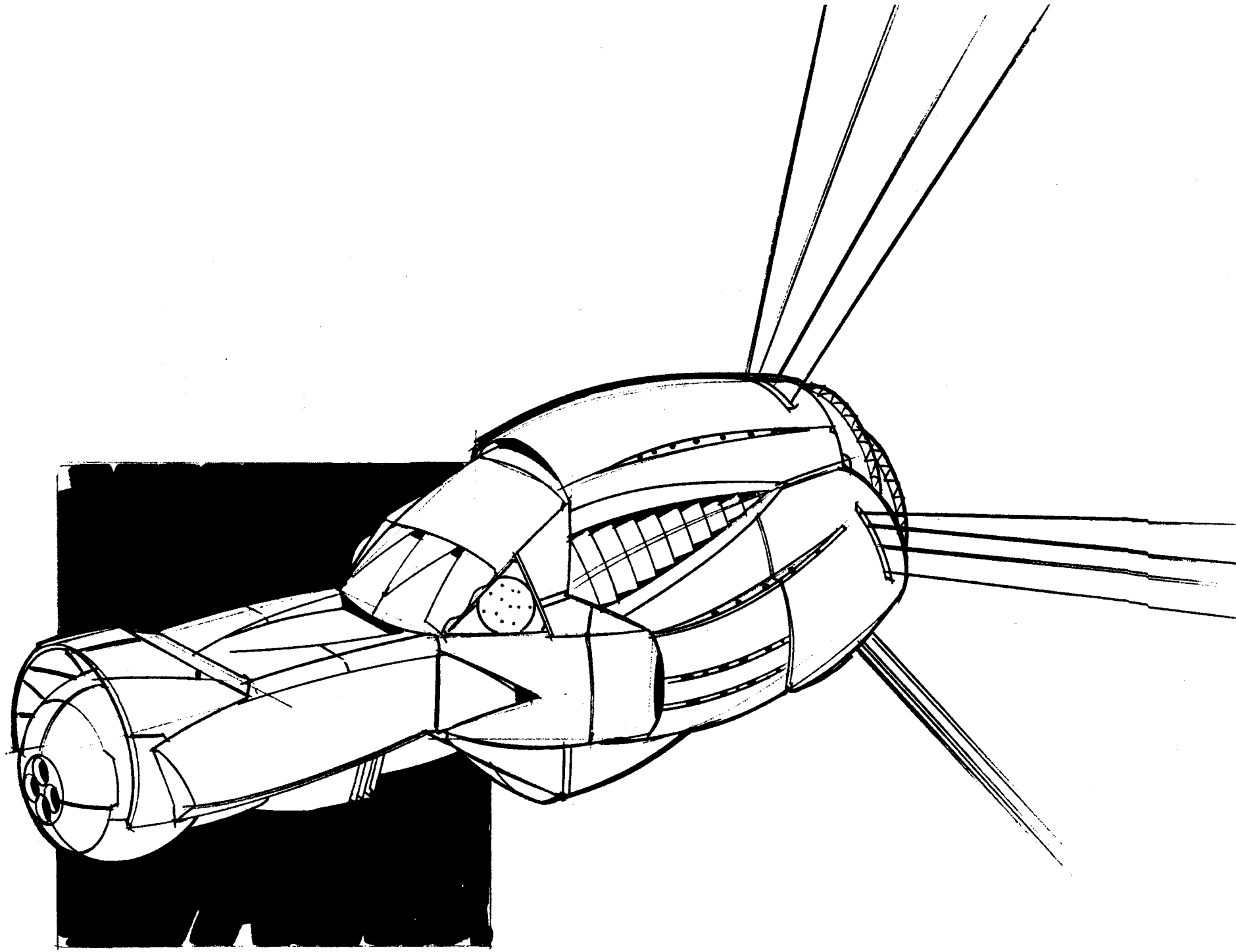
400 rounds NAC/20 ammunition (160 tons)

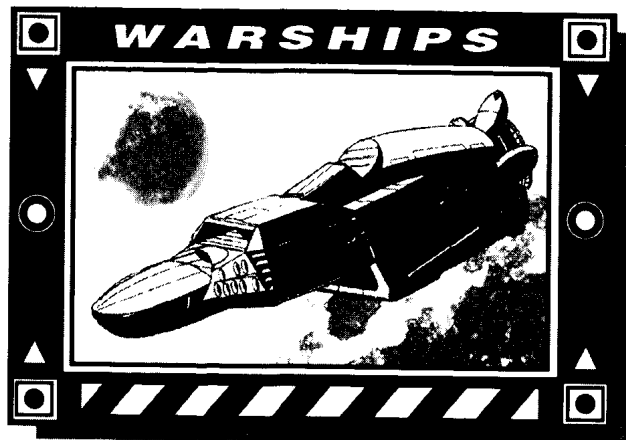
400 rounds NAC/30 ammunition (320 tons)

30 White Shark Missiles (1,200 tons)

24 Barracuda Missiles (720 tons)

Notes: Equipped with lithium-fusion battery system. Armor is Lamellor ferro-carbide.





Officially a heavy cruiser, the *Sovetskii Soyuz* mounts such devastating weaponry that many SLDF officers considered the WarShip a battlecruiser. Built by Blue Nose Clipperships of Mars, the 800-meter vessel was among the new vessels commissioned under General Rebecca Fredasa's New Arms Order of 2735. That order came after Mother Jocasta Cameron assumed control of the Star League. Under her predecessor, Lord Jonathan Cameron, the Star League Defense Force had fallen into neglect as massive money was spent on the automated space-defense system that would prove so ineffective during the Amaris Coup. As a result, the SLDF had been losing ground to the militaries of the League's member states for several years.

General Fredasa's declaration called for a large-scale upgrading of the SLDF's ships and weapons, and the *Sovetskii Soyuz* was one of several designs to emerge. Making use of the latest Star League technology, the *Sovetskii Soyuz* employed an unprecedented level of computer control, but its most distinctive feature remains its formidable arsenal. Naval autocannons provide the *Sovetskii Soyuz's* main offensive power, and an impressive array of naval lasers and particle cannons provide substantial long-range firepower, which often proves especially valuable during extended battles. However, to attain this level of firepower and still maintain adequate maneuverability, the designers had to reduce the vessel's armor to 744 tons. Many officers feared such light armor would result in the swift destruction of the WarShips, but the *Sovetskii Soyuz's* excellent long-range firepower proved sufficient to keep threats at a distance.

Many of the original 400 *Sovetskii Soyuz* Class vessels were destroyed during the long campaign to liberate Terra, but about forty survived and left with the Exodus fleet. The majority of these eventually became the core of the Clan fleet. One of

these vessels, the *SLS Kharkov*, would later be renamed the *Dire Wolf* and serve as the flagship of the Wolf Clan.

The Clan version of the *Sovetskii Soyuz* has a fifth docking hardpoint along the vessel's spine, and a lithium-fusion battery system. The Clan *Soyuz* also carries two full Stars of OmniFighters. The armor has been improved to ferro-aluminum, which reduces the tonnage of the armor.

SOVETSKII SOYUZ (HEAVY CRUISER)

Tech: Clan
Introduced: 2742
Mass: 823,000 tons
Length: 803 meters
Sail Diameter: 1,250 meters
Fuel: 1,400 tons (700)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 5
KF Drive Integrity: 25
Heat Sinks: 1,075 (2,150)
Structural Integrity: 80

Armor

Fore: 74
Fore-Sides: 88
Aft-Sides: 88
Aft: 68

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme	FTR	
Nose	Whale	40	8	8	8	8	Y	
LS	NL	210	14	14	14	14	—	
LS	Bcuda	10	2	2	2	2	Y	
RS	NL	210	14	14	14	14	—	
RS	Bcuda	10	2	2	2	2	Y	
LBS	NAC	180	60	60	60	—	—	
LBS	NPPC	270	18	18	18	18	—	
RBS	NAC	180	60	60	60	—	—	
RBS	NPPC	270	18	18	18	18	—	
AL	NAC	180	60	60	60	—	—	
AL	NPPC	270	18	18	18	18	—	
AL	Bcuda	10	2	2	2	2	Y	
AR	NAC	180	60	60	60	—	—	
AR	NPPC	270	18	18	18	18	—	
AR	Bcuda	10	2	2	2	2	Y	

Cargo: 209,861 tons
 Bay 1: Fighters (20) 4 Doors
 Bay 2: Small Craft (8) 2 Doors
 Bay 3: Cargo 1 Door

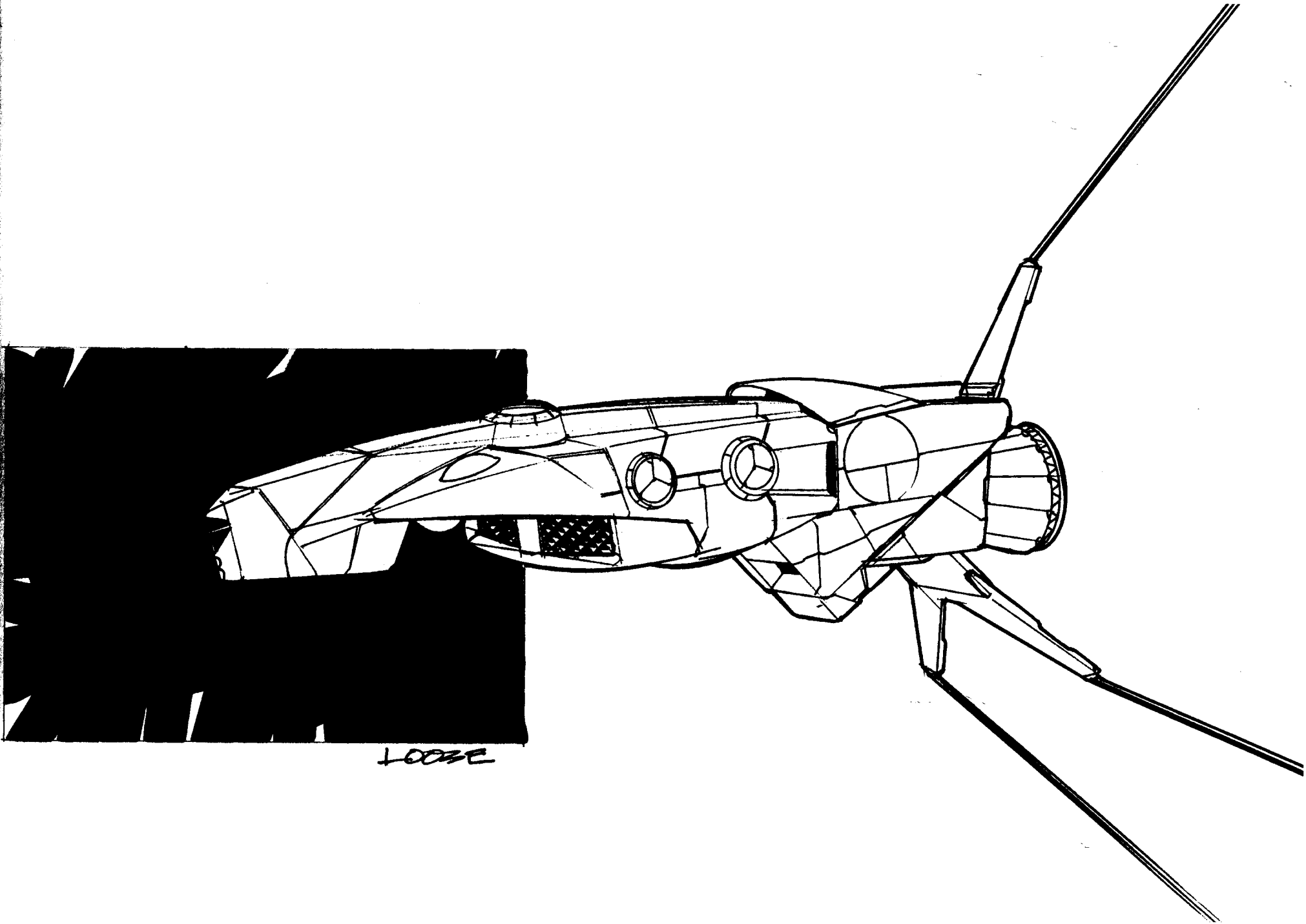
DropShip Capacity: 5
Grav Deck: 2 (55- and 90-meter diameters)
Escape Pods: 20
Life Boats: 0

Crew: 201

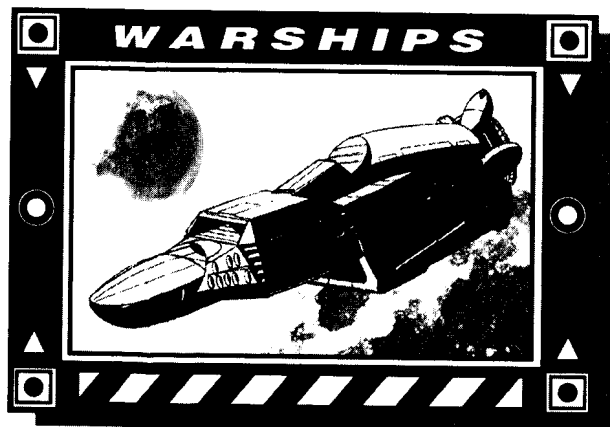
Armament:

12 NAC/20s
 6 NL-45s
 8 Medium NPPCs
 2 Killer Whale Missile Launchers
 4 Barracuda Missile Launchers
 1,200 rounds of NAC/20 ammunition (480)
 8 Killer Whale Missiles (320 tons)
 12 Barracuda Missiles (360 tons)

Notes: Equipped with lithium-fusion battery system. Armor is ferro-aluminum.



LOOSE



In 2531 the SLDF began to phase out its *Aegis* Class frigates in favor of the larger *Avatar*. The 830,000-ton *Avatar* outweighed its predecessor by some 85,000 tons, largely because of its heavier armor and weaponry. Despite this weight increase, the *Avatar* also proved a faster vessel than the *Aegis*, able to maintain 1.5 Gs of acceleration for sustained periods and 2.5 Gs for short periods.

In the early 28th century, the aging *Avatar* was itself replaced by the *Luxor* Class WarShip. Many *Avatars* were placed in reserve fleets or reassigned as training vessels. When troops loyal to Stephan Amaris seized Terra in December of 2766, they gained control of three *Avatar* Class vessels undergoing refittings at the orbiting Ian Cameron yards. Six *Avatars* survived till the wars' end—five in service with the SLDF and one Rim Worlds vessel captured at Nusakan in 2773. Although the *Avatars* were almost obsolete by the standards of the era, General Kerensky chose to take these vessels with the Exodus fleet, where their superb cargo and DropShip capacities would be of considerable value.

The *Avatars* were mothballed when the fleet arrived at the Pentagon worlds. These vessels, among others, remained in storage until the early 31st century, when the Clans began upgrading ships from their cache fleets in preparation for their invasion of the Inner Sphere. Clan techs upgraded the *Avatar's* weapons and armor and made numerous minor changes to the design, which was renamed the *Liberator*.

The *Liberator's* new ferro-carbide armor provided nearly 50-percent more protection than the *Avatar's* conventional armor, without reducing the craft's massive cargo facility. The *Liberator* was fitted with advanced Clan weaponry, with great emphasis placed on anti-fighter rather than anti-ship systems, a stark contrast to the design philosophy of the Star League. Three Stars of OmniFighters complete the new vessel's armaments. The *Liberator* also contains quarters for two Stars of

LIBERATOR (CRUISER)

battle-armored Elementals, who protect the vessel against boarding actions and execute boarding actions against enemy craft. Additional cabins enable the *Liberator* to carry an additional Cluster of conventional troops, but these are rarely used.

LIBERATOR (CRUISER)

Tech: Clan
Introduced: 2525
Mass: 830,000 tons
Length: 855 meters
Sail Diameter: 1,450 meters
Fuel: 4,500 tons (2,250)
Tons/Burn-day: 39.52

Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 17
Heat Sinks: 592 (1,184)
Structural Integrity: 85

Armor

Fore: 240
Fore-Sides: 110

Aft-Sides: 110
Aft: 229

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	AC	30	8	8	—	—	Y
Nose	Laser	48	5	5	—	—	Y
Nose	Point	6	2	—	—	—	Y
Nose	NL	420	27	27	27	27	—
FL	LRM	18	5	5	5	—	Y
FL	Pulse	16	3	3	—	—	Y
FL	NAC	120	40	40	40	—	—
FL	NPPC	450	30	30	30	30	—
FR	LRM	18	5	5	5	—	Y
FR	Pulse	16	3	3	—	—	Y
FR	NAC	120	40	40	40	—	—
FR	NPPC	450	30	30	30	30	—
LBS	Laser	48	5	5	—	—	Y
LBS	Point	6	2	—	—	—	Y
LBS	NAC	200	60	60	60	—	—
LBS	NL	312	21	21	21	—	—
LBS	NGauss	27	45	45	45	45	—
LBS	NGauss	27	45	45	45	45	—
RBS	Laser	48	5	5	—	—	Y
RBS	Point	6	2	—	—	—	Y
RBS	NAC	200	60	60	60	—	—
RBS	NL	312	21	21	21	—	—
RBS	NGauss	27	45	45	45	45	—
RBS	NGauss	27	45	45	45	45	—
AL	LRM	18	5	5	5	—	Y
AL	LBX	24	5	5	—	—	Y
AL	NAC	120	40	40	40	—	—

Weapons

Arc	Type	Heat	S	M	L	Extreme	FTR
AL	NL	255	17	17	17	17	—
AL	NPPC	450	30	30	30	30	—
AR	LRM	18	5	5	5	—	Y
AR	LBX	24	5	5	—	—	Y
AR	NAC	120	40	40	40	—	—
AR	NL	255	17	17	17	17	—
AR	NPPC	450	30	30	30	30	—
Aft	AC	30	8	8	—	—	Y
Aft	Laser	48	5	5	—	—	Y
Aft	Point	6	2	—	—	—	Y
Aft	NL	510	33	33	33	33	—

Range Values

Cargo: 71,430 tons

Bay 1: Fighters (30) 6 Doors
 Bay 2: Elementals (10 Points) 3 Doors
 Bay 3: Cargo 1 Door

DropShip Capacity: 6

Grav Deck: 2 (145- and 185-meter diameters)

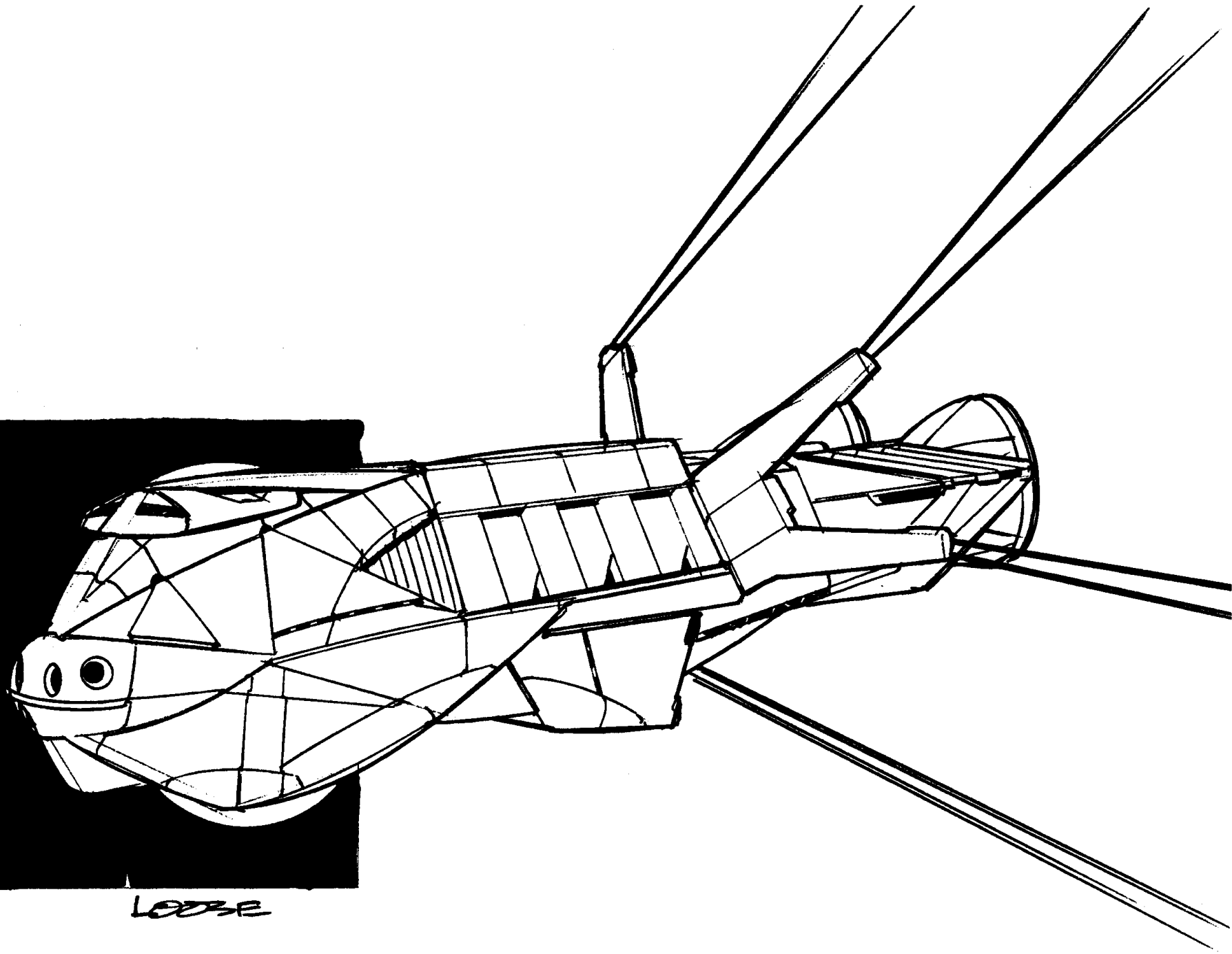
Escape Pods: 60 **Life Boats:** 40

Crew: 420

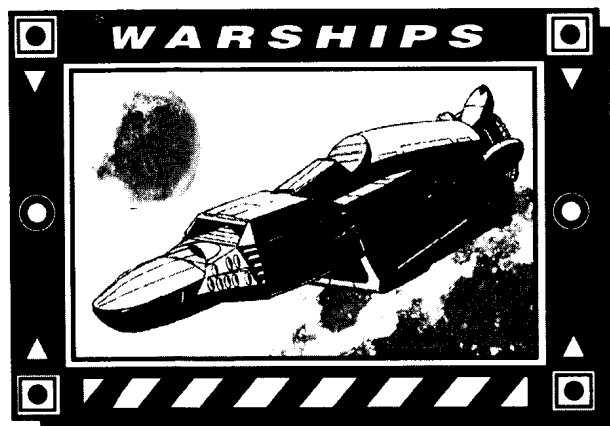
Armament:

24 Large Lasers
 24 Small Lasers
 8 Medium Pulse Lasers
 8 LB 20-Xs
 10 Ultra AC/10s
 12 LRM-20s with Artemis
 8 NAC/20s
 4 NAC/30s
 12 NL-35s
 6 NL-45s
 12 NL-55s
 8 Heavy NPPCs
 4 Light Naval Gauss Cannons
 4 Heavy Naval Gauss Cannons
 16 tons LB 20-X ammunition
 20 tons Ultra AC/10 ammunition
 36 tons LRM ammunition
 800 rounds NAC/20 ammunition (320 tons)
 400 rounds NAC/30 ammunition (320 tons)
 400 rounds Light NGauss ammunition (80 tons)
 400 rounds Heavy NGauss ammunition (200 tons)

Notes: Equipped with a lithium-fusion battery system. Armor is ferro-carbide.



LOOSE



When the SLDF admiralty commissioned the *Cameron* Class battlecruiser, they expected to receive a craft to fill the gap between their cruisers and battleships—a swift and powerful WarShip, capable of outmaneuvering any vessel it could not defeat in a stand-up fight. The contract for the ship was awarded to Daussault-Shimmon Enterprises of New Earth, and eleven years later, the SLDF received its first *Cameron*. Unfortunately, the new WarShip's performance fell far below the SLDF's specifications.

The new *Cameron* came in 50,000 tons over its design weight and proved unable to achieve even half of its projected acceleration rate. Despite these and other, less apparent shortcomings, the SLDF admiralty felt compelled to order 40 of the vessels. The SLDF was operating under a budget freeze at the time, and the admirals feared the public sentiment they might arouse by admitting their failure to adequately oversee the *Cameron's* development.

Fortunately, the WarShip's weaponry and armor proved excellent. The *Cameron's* arsenal features Series-25 autocannons in the broadside bays, supplemented by a number of naval lasers. Naval PPCs dominate the ship's fore and aft bays, providing considerable long-range firepower. The *Cameron's* anti-fighter defense is provided by a number of Maelstrom AR-10 missile launchers, which can fire missiles of any size.

Six years after its launch, however, the weaknesses of the flawed design were illustrated dramatically when the *SLS Saint Joan*, a *Cameron* performing escort duty, came under attack from Periphery pirates in converted merchant vessels. The ramshackle vessels should not have posed a problem to the massive cruiser, but as the *Saint Joan* maneuvered to engage the pirates, its primary power system failed. When the *Cameron's* captain switched to auxiliary power, he discovered that the vessel's batteries could not power the ship's weapons and life-support systems simultaneously, and the pirates easily

CAMERON (BATTLECRUISER)

destroyed the *Saint Joan*. Several senior admirals resigned following the incident, and the Star League appropriated Daussault-Shimmon's shipyards. The existing *Camerons* were relegated to transport duties.

The Clans use a modified version of the *Cameron*. Although the vessel is still slow, it has proved an excellent mobile command center. The Clans have corrected the defects in the *Cameron's* power-distribution system and added a lithium-fusion battery system as well. Ironically, even this improved version fails to meet the original performance specifications of the SLDF-commissioned *Cameron*.

CAMERON (BATTLECRUISER)

Tech: Clan

Introduced: 2668

Mass: 859,000 tons

Length: 839 meters

Sail Diameter: 1,450 meters

Fuel: 1,000 tons (500)

Tons/Burn-day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 5

KF Drive Integrity: 18

Heat Sinks: 2,430 (4,860)

Structural Integrity: 80

Armor

Fore: 120

Fore-Sides: 128

Aft-Sides: 128

Aft: 118

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
Nose	NPPC	450	30	30	30	30	—
FL	AR10	—	—	—	—	—	Y
FL	AR10	—	—	—	—	—	Y
FL	NPPC	450	30	30	30	30	—
FR	AR10	—	—	—	—	—	Y
FR	AR10	—	—	—	—	—	Y
FR	NPPC	450	30	30	30	30	—
LBS	NAC	170	50	50	50	—	—
LBS	NAC	170	50	50	50	—	—
LBS	NL	255	17	17	17	17	—
RBS	NAC	170	50	50	50	—	—
RBS	NAC	170	50	50	50	—	—

Weapons

Arc	Type	Heat	Range Values					FTR
			S	M	L	Extreme		
RBS	NL	255	17	17	17	17	—	
AL	NAC	170	50	50	50	—	—	
AL	NAC	170	50	50	50	—	—	
AL	NL	170	11	11	11	11	—	
AL	AR10	—	—	—	—	—	Y	
AL	AR10	—	—	—	—	—	Y	
AL	NPPC	450	30	30	30	30	—	
AR	NAC	170	50	50	50	—	—	
AR	NAC	170	50	50	50	—	—	
AR	NL	170	11	11	11	11	—	
AR	AR10	—	—	—	—	—	Y	
AR	AR10	—	—	—	—	—	Y	
AR	NPPC	450	30	30	30	30	—	
Aft	NPPC	450	30	30	30	30	—	

Cargo: 177,640 tons

Bay 1: Fighters (20) 4 Doors

Bay 2: Small Craft (2) 2 Doors

Bay 3: Cargo 1 Door

DropShip Capacity: 2

Grav Deck: 2 (both 75-meter diameter)

Escape Pods: 30

Life Boats: 20

Crew: 287

Armament:

16 NAC/25s

10 NL-55s

12 Heavy NPPCs

8 Maelstrom AR-10 Missile Launchers

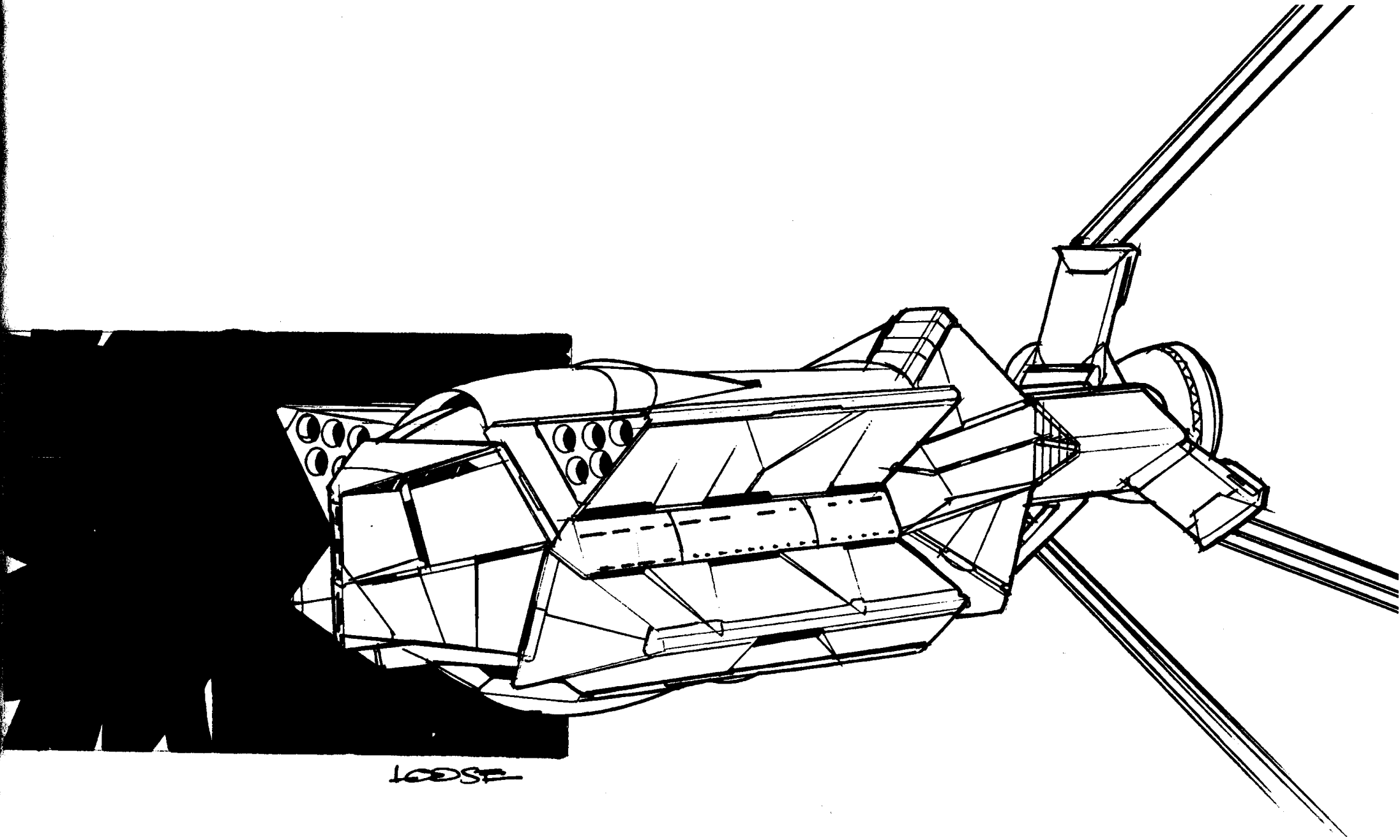
200 rounds NAC/25 ammunition (120 tons)

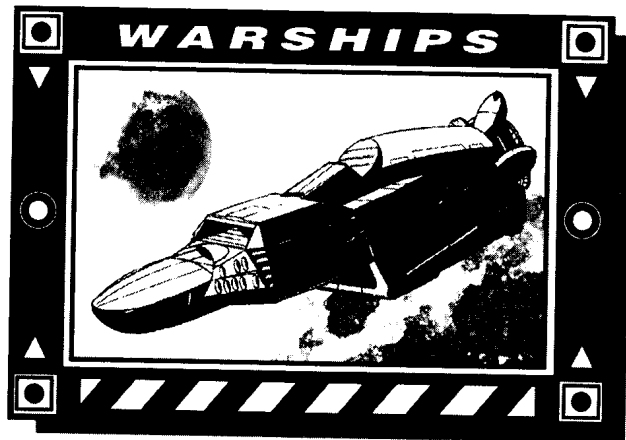
10 Killer Whale Missiles (500 tons)

10 White Shark Missiles (400 tons)

10 Barracuda Missiles (300 tons)

Notes: Equipped with a lithium-fusion battery system. Armor ferro-carbide.





NIGHTLORD (BATTLESHIP)

The *Nightlord* Class battleship is regarded as the ultimate in Clan-produced weaponry. First launched from the Snow Raven yards at Lum in the early 2930s, the *Nightlord* features some of the most advanced construction and armoring techniques the Clans possess. *Nightlords* have only been observed in the fleets of Clans Jade Falcon and Ghost Bear.

The vessel mounts more than 1,600 tons of Lamellar ferro-carbide armor, which provides nearly three times the protection of conventional armor. The *Nightlord's* defensive armament also includes a number of conventional energy weapons, which enable it to engage targets at a greater range than point defense weapons would allow.

A diverse array of energy and ballistic weapons form the *Nightlord's* offensive arsenal. Naval autocannons provide most of the vessel's firepower. The *Nightlord* also carries several naval laser and PPC systems with excellent long-range capabilities. Two Stars of fighter craft provide an excellent defense against fighter attack. The vessel can also transport a combined Galaxy of OmniMechs and Elementals. These capabilities enable the *Nightlord* to function as a one-ship task force, able to handle most situations in a similar manner to the larger *McKenna* Class battleship.

NIGHTLORD (BATTLESHIP)

Tech: Clan
Introduced: 2932
Mass: 1,200,000 tons
Length: 1,100 meters
Sail Diameter: 1,450 meters
Fuel: 2,000 tons (1,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5

Sail Integrity: 6
KF Drive Integrity: 24
Heat Sinks: 2,702 (5,404)
Structural Integrity: 85

Armor
Fore: 350
Fore-Sides: 320
Aft-Sides: 290
Aft: 298

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	Laser	24	2	2	2	2	Y
Nose	NAC	85	25	25	25	—	—
Nose	NAC	85	25	25	25	—	—
Nose	NL	85	6	6	6	6	—
Nose	NPPC	135	9	9	9	9	—
Nose	NGauss	15	25	25	25	25	—
FL	Laser	24	2	2	2	2	Y
FL	PPC	30	3	3	3	—	Y
FL	NAC	115	35	35	35	—	—
FL	NL	207	14	14	14	10	—
FL	NGauss	15	25	25	25	25	—
FR	Laser	24	2	2	2	2	Y
FR	PPC	30	3	3	3	—	Y
FR	NAC	115	35	35	35	—	—
FR	NL	207	14	14	14	10	—
FR	NGauss	15	25	25	25	25	—
LBS	Laser	24	2	2	2	2	Y
LBS	NAC	165	50	50	10	—	—
LBS	NAC	165	50	50	10	—	—
LBS	NL	122	8	8	8	5	—
LBS	NPPC	135	9	9	9	9	—
LBS	NGauss	15	25	25	25	25	—
RBS	Laser	24	2	2	2	2	Y
RBS	NAC	165	50	50	10	—	—
RBS	NAC	165	50	50	10	—	—
RBS	NL	122	8	8	8	5	—
RBS	NPPC	135	9	9	9	9	—
RBS	NGauss	15	25	25	25	25	—
AL	Laser	24	2	2	2	2	Y
AL	PPC	30	3	3	3	—	Y
AL	NAC	115	35	35	35	—	—
AL	NL	207	14	14	14	10	—
AL	NGauss	15	25	25	25	25	—

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
AR	Laser	24	2	2	2	2	Y
AR	PPC	30	3	3	3	—	Y
AR	NAC	115	35	35	35	—	—
AR	NL	207	14	14	14	10	—
AR	NGauss	15	25	25	25	25	—
Aft	Laser	24	2	2	2	2	Y
Aft	NAC	85	25	25	25	—	—
Aft	NAC	85	25	25	25	—	—
Aft	NL	85	6	6	6	6	—
Aft	NPPC	135	9	9	9	9	—
Aft	NGauss	15	25	25	25	25	—

Cargo: 167,169 tons
 Bay 1: Cargo/Fighters (20) 4 Doors
 Bay 2: BattleMechs (100) 3 Doors
 Bay 3: Elementals (100 Points) 2 Doors

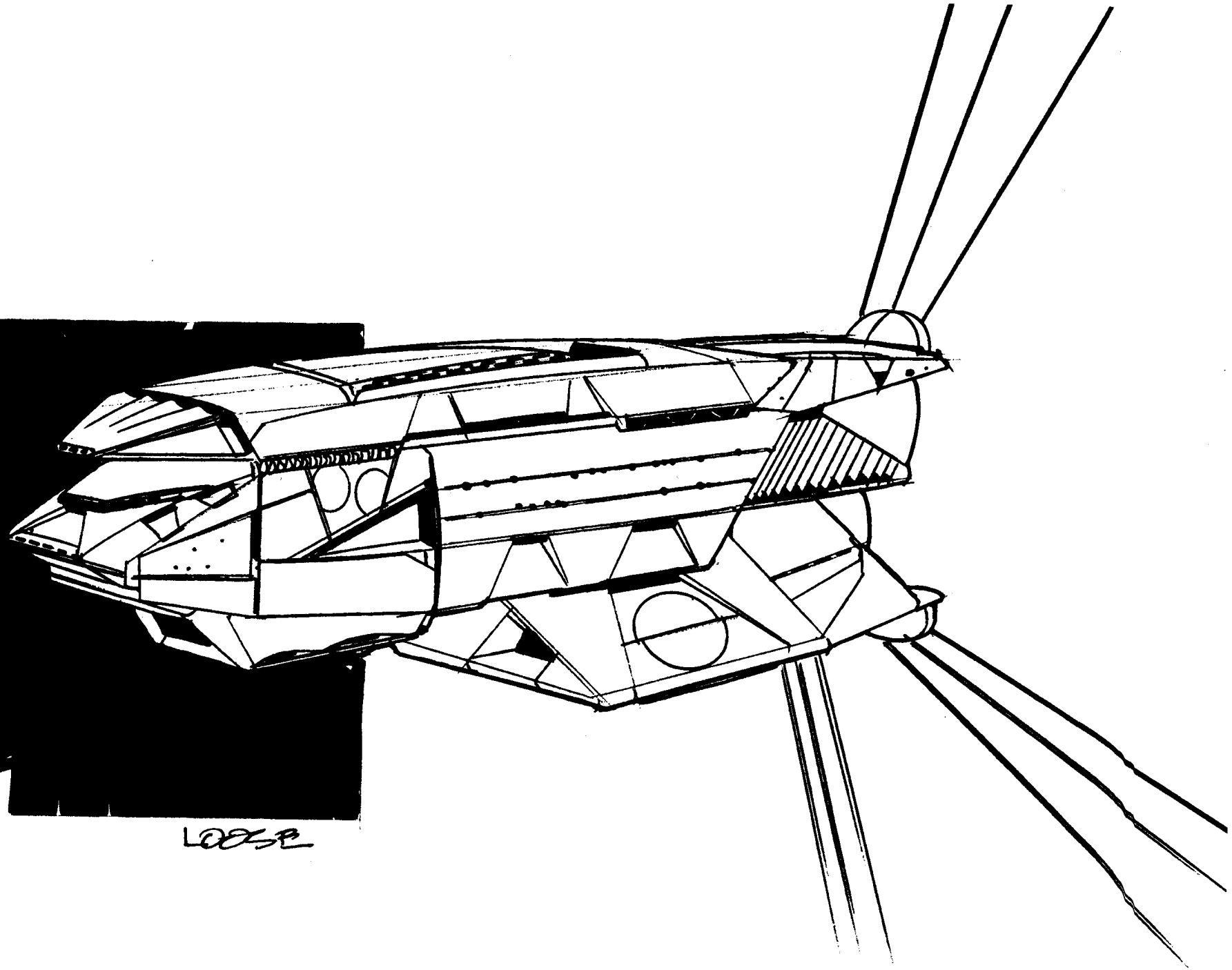
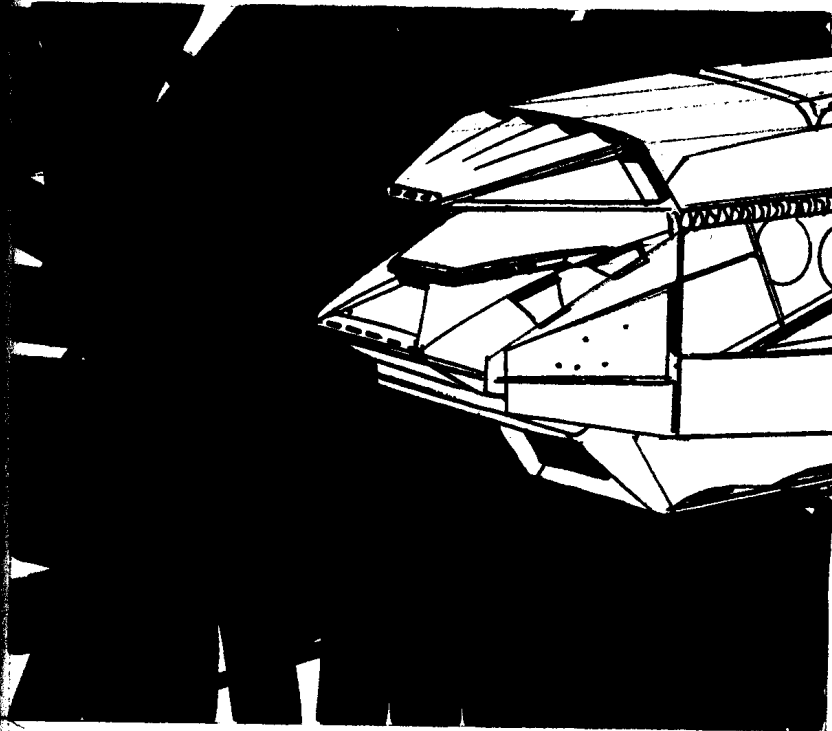
DropShip Capacity: 4
Grav Deck: 2 (both 140-meter diameter)
Escape Pods: 160
Life Boats: 0

Crew: 830

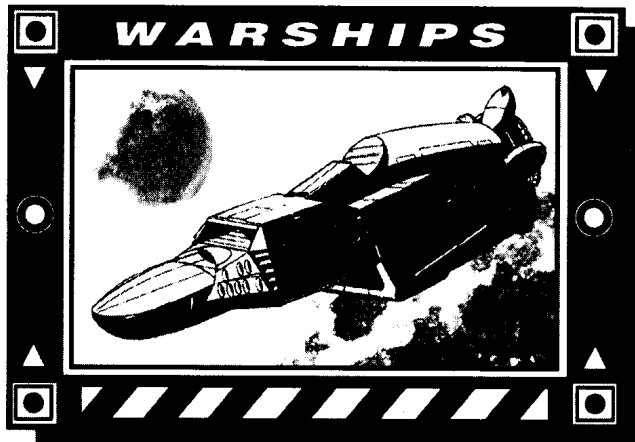
Armament:
 16 ER Large Lasers
 8 ER PPCs
 8 NAC/10s
 8 NAC/25s
 4 NAC/40s
 6 NL-35s
 6 NL-45s
 6 NL-55s
 4 Medium NPPCs
 8 Medium Naval Gauss Cannons
 150 rounds NAC/10 ammunition (30 tons)
 150 rounds NAC/25 ammunition (90 tons)
 150 rounds NAC/40 ammunition (180 tons)
 240 rounds Heavy NGauss ammunition (120 tons)

Notes: Equipped with a lithium-fusion battery system. Armor is Lamellar ferro-carbide.

NIGHTLORD (BATTLESHIP)



LOOSE



After the Reunification War, the SLDF admiralty decided that their valuable troop DropShips were inadequately protected by existing escorted vessels. To remedy this situation, the SLDF commissioned a new escort cruiser. That commission produced the massive *Potemkin* Class troop cruiser, one of the most unusual designs ever built.

Initially Riga Interstellar Shipyards submitted a design for a 750,000-ton vessel, capable of transporting and defending ten DropShips. The design pleased the SLDF admirals, who nevertheless requested a number of modifications. After eight years and eleven redesigns, the SLDF quartermaster approved the new design. At 1.5 million tons, the new vessel was larger than several battleship classes and required a new classification. And so in 2611, the first *Potemkin* Class troop cruiser emerged from the Riga shipyards. The *Potemkin* could carry an unprecedented 25 DropShips on docking collars arranged in five rows that ring the vessel's hull. This unique design feature led troops to nickname the new JumpShip the "Corn-cob."

The *Potemkin* mounts a formidable array of weapons. Twenty Fugison-2a Naval PPCs line each side of the vessel, supported by Maxell-45 Naval Lasers in the bow and stern. These weapons allow the *Potemkin* to engage targets up to 450 kilometers away, a range that is considerably greater than that of any DropShip or fighter, as well as those of many WarShips. However, these powerful energy weapons create massive amounts of heat and so require a large coolant system.

Many of the 106 *Potemkins* known to exist served admirably in the Periphery campaigns, as well as Operation Liberation. However, most of these vessels were decommissioned after the collapse of the Star League, and many were dismantled. Only about thirty *Potemkins* remained intact to flee the Inner Sphere during General Kerensky's Exodus. Most of these vessels transported the families of SLDF troops during

POTEMKIN (TROOP CRUISER)

spaceborne city, with the crews and passengers of each WarShip's 25 DropShips mingling and trading goods. The children of the first post-Exodus generation were born in these communities, which also contained seeds of dissent against Kerensky's rule. The *Potemkin* Class *Hermes* was one of those vessels involved in the *Prinz Eugen* revolt, and its commanding officer, Admiral Robert Nicholls, was among those executed.

All 30 *Potemkins* from the Exodus fleet—except one ship lost after the formation of the Clans—remain in service with the Clans. Most Clan fleets contain at least one of these vessels, which have been fitted with lithium-fusion batteries and hull-sealant units.

POTEMKIN (TROOP CRUISER)

Tech: Clan
Introduced: 2611
Mass: 1,508,000 tons
Length: 1,508 meters
Sail Diameter: 1,345 meters
Fuel: 10,000 tons (5,000)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 6
KF Drive Integrity: 29
Heat Sinks: 3,325 (6,650)
Structural Integrity: 80

Armo

Fore: 179
Fore-Sides: 201
Aft-Sides: 201
Aft: 156

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	NL	140	9	9	9	9	—
FL	NL	210	14	14	14	14	—
FL	Bcuda	20	4	4	4	4	Y
FR	NL	210	14	14	14	14	—
FR	Bcuda	20	4	4	4	4	Y
LBS	NPPC	675	45	45	45	45	—
LBS	NPPC	675	45	45	45	45	—
RBS	NPPC	675	45	45	45	45	—
RBS	NPPC	675	45	45	45	45	—
Aft	NPPC	675	45	45	45	45	—

Weapons			Range Values			
Arc	Type	Heat	S	M	L	Extreme
AL	NPPC	675	45	45	45	45
AL	NL	280	18	18	18	18
AR	NPPC	675	45	45	45	45
AR	NPPC	675	45	45	45	45
AR	NL	280	18	18	18	18
Aft	Bcuda	40	8	8	8	8

Cargo: 373,677 tons

Bay 1: Small Craft (5) 1 Door
 Bay 2: Small Craft (5) 1 Door
 Bay 3: Cargo 1 Door

DropShip Capacity: 25

Grav Deck: 1 (95-meter diameter)

Escape Pods: 50

Life Boats: 50

Crew: 256

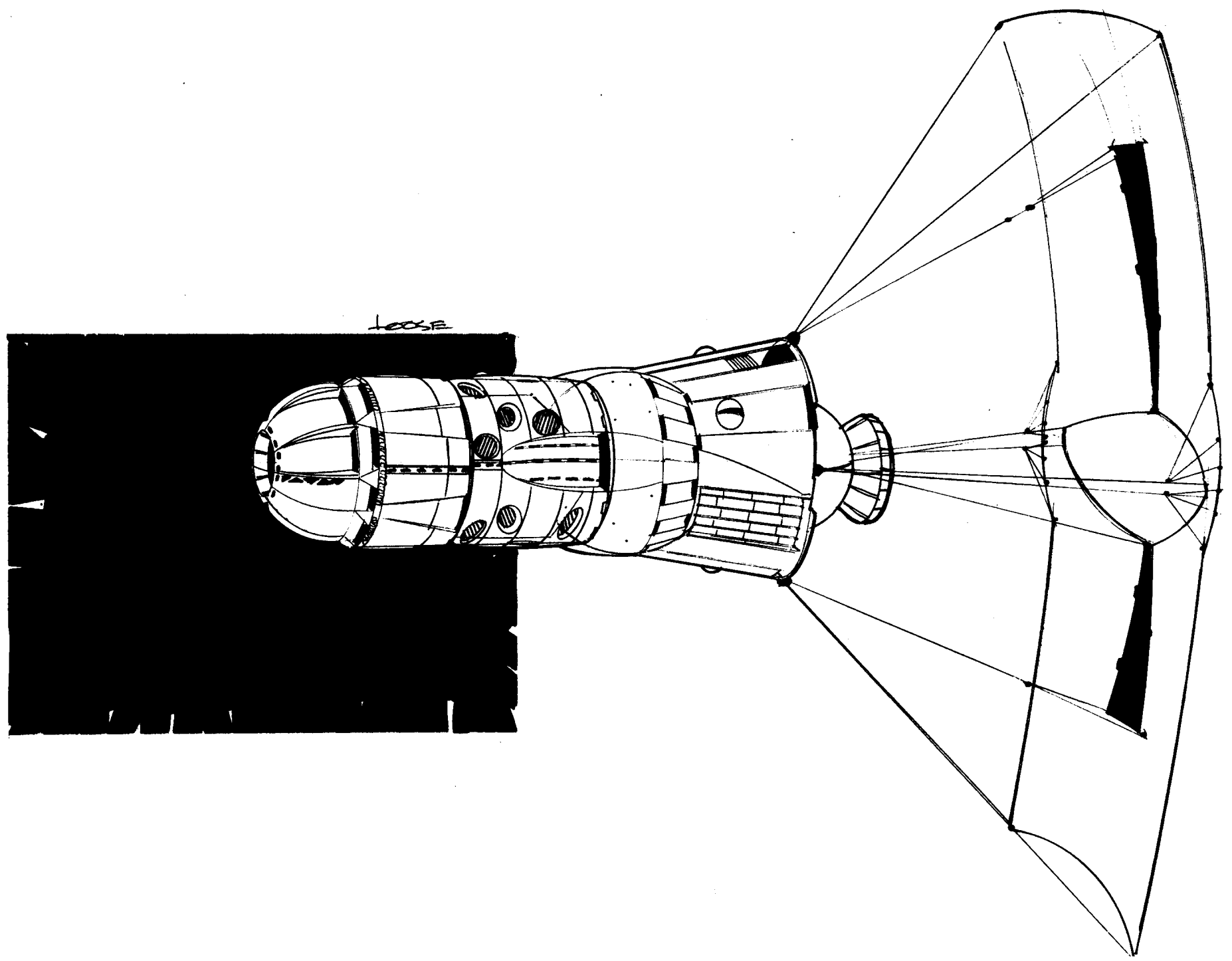
Armament:

16 NL-45s
 24 Heavy NPPCs
 8 Barracuda Missile Launchers
 20 Barracuda Missiles (600 tons)

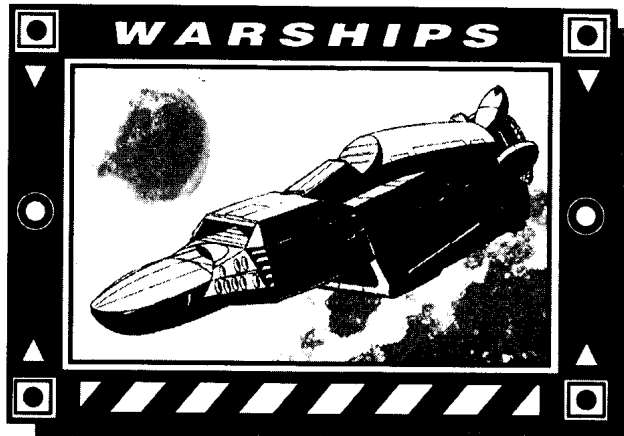
Notes: Equipped with a lithium-fusion battery system. Armored with ferro-carbide. Many of the *Potemkins* currently in service with the Clans were converted during the Exodus to accommodate large numbers of passengers. This severely reduced the available cargo space.

POTEMKIN (TROOP CRUISER)

CLAN



TEXAS (BATTLESHIP)



In 2618, the SLDF found its aging *Monsoon* Class battleships consistently outperformed by vessels of its member states. The SLDF responded by commissioning a new battleship, one that would utilize technological advances that had occurred during the 250 years since the design of the *Monsoon*. The SLDF's design directive spawned a massively armored WarShip called the *Texas*.

Krester Ship Construction received the contract for the new design and began work in late 2616. The SLDF specifically requested a design with superior speed and maneuverability, design qualities that Krester had achieved quite successfully with their *Kimagure* Class pursuit cruiser. The new vessel also needed to be well armed and armored, capable of engaging and destroying any WarShip fielded by non-Hegemony navies. Krester used the new Valiant Lamellor ferro-carbide armor to provide the *Texas* with the necessary protection. Just over 1,600 tons of the new composite armor were fitted to the vessel, providing it with the same protection afforded by 4,500 tons of conventional armor. The weight savings also resulted in the superior speed and maneuverability the SLDF wanted in the new ship.

The *Texas* carries a number of sophisticated weapons systems, including two nose-mounted Winchester-Boeing autocannons, as well as several laser and particle systems. The *Texas* can also accommodate 40 aerospace fighters and 16 other small craft. These craft alone can cripple most opponents and create a nearly unbeatable force when combined with the *Texas*' weaponry.

Texas Class battleships saw extensive action during the war following the Amaris Coup, and several were destroyed despite their impressive capabilities. Only seven of the 52 original vessels survived to depart with the Exodus fleet, and two of these were destroyed in the Exodus Civil War. The remaining five have been renovated, and serve as command vessels for several Clans.

TEXAS (BATTLESHIP)

Tech: Clan
Introduced: 2618
Mass: 1,560,000 tons
Length: 1,209 meters
Sail Diameter: 1,375 meters
Fuel: 1,400 tons (700)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 6
KF Drive Integrity: 30
Heat Sinks: 3,825 (7,650)
Structural Integrity: 85

Armor

Fore: 234
Fore-Sides: 342
Aft-Sides: 342
Aft: 234

Weapons

Arc	Type	Heat	Range Values				
			S	M	L	Extreme	FTR
FL	NPPC	900	60	60	60	60	—
FL	Whale	40	8	8	8	8	Y
FL	NAC	135	40	40	—	—	—
FR	NPPC	900	60	60	60	60	—
FR	Whale	40	8	8	8	8	Y
FR	NAC	135	40	40	—	—	—
LBS	NL	840	54	54	54	54	—
LBS	AR10	—	—	—	—	—	Y
LBS	AR10	—	—	—	—	—	Y
RBS	NL	840	54	54	54	54	—
RBS	AR10	—	—	—	—	—	Y
RBS	AR10	—	—	—	—	—	Y
AL	NL	840	54	54	54	54	—
AL	AR10	—	—	—	—	—	Y
AL	AR10	—	—	—	—	—	Y
AL	NPPC	900	60	60	60	60	—
AR	NL	840	54	54	54	54	—
AR	AR10	—	—	—	—	—	Y
AR	AR10	—	—	—	—	—	Y
AR	NPPC	900	60	60	60	60	—

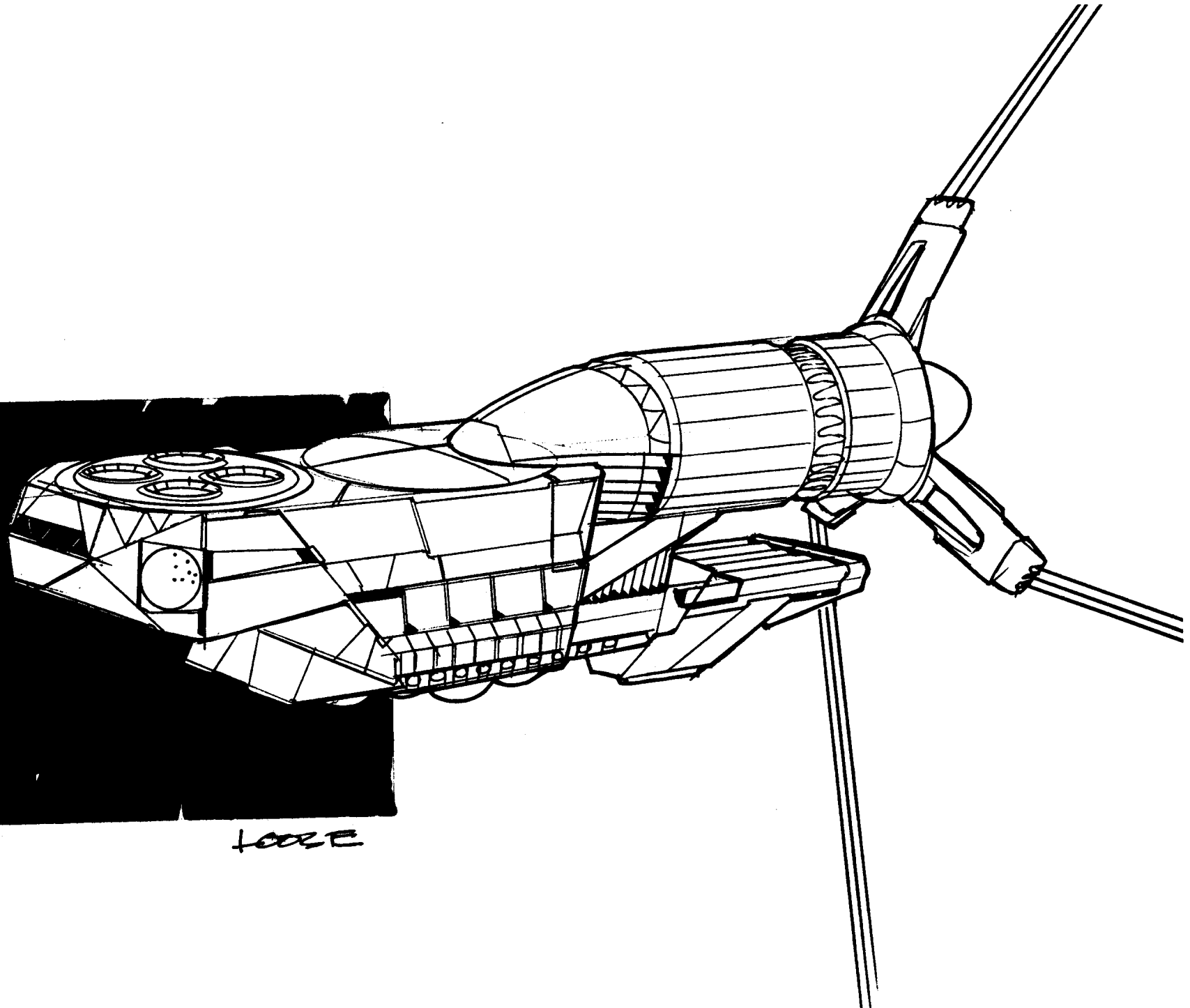
Cargo: 288,833 tons
 Bay 1: Fighters (40) 10 Doors
 Bay 2: Cargo 5 Doors
 Bay 3: Small Craft (16) 2 Doors
DropShip Capacity: 6
Grav Deck: 3 (55-, 65- and 95-meter diameters)
Escape Pods: 20
Life Boats: 35

Crew: 702

Armament:

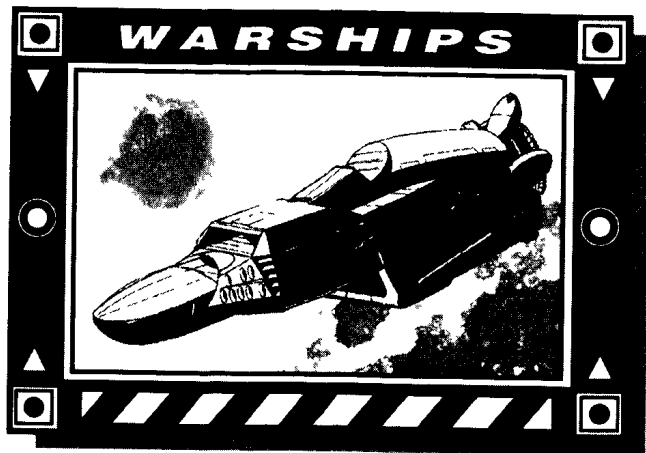
2 NAC/40s
 48 NL-45s
 16 Heavy NPPCs
 4 Killer Whale Missile Launchers
 8 Maelstrom AR-10 Missile Launchers
 150 rounds NAC/40 ammunition (180 tons)
 20 Killer Whale Missiles (1,000 tons)
 15 White Shark Missiles (600 tons)
 20 Barracuda Missiles (600 tons)

Notes: Equipped with a lithium-fusion battery system. Armor is Lamellor ferro-carbide.



LORE

MCKENNA (BATTLESHIP)



The *McKenna* Class battleship was the largest jump-capable craft built during the Star League and remains perhaps the best-known of all WarShip classes. Weighing a little under 2 million tons and measuring 1.5 kilometers in length, the mere presence of a *McKenna* can make an opponent reconsider military action. But the *McKenna's* fearsome reputation was not built on its size alone.

An unprecedented number and variety of weapons give the design an arsenal that remains impressive even by modern standards. Forty-eight Kreuss XX PPCs mounted in the vessel's side and stern provide the bulk of its firepower. Capable of engaging any targets larger than fighter craft within 400 kilometers, these powerful weapons could cripple or destroy most WarShips of the time with a single volley. However, the *McKenna's* massive arsenal also generates an unprecedented amount of heat, necessitating a multitude of coolant circuits. The *McKenna's* distinctive ventral and dorsal fins form part of this system and increase the area from which the vessel can radiate heat. The cooling circuit can be operated at a reduced capacity when the vessel is not engaged in combat. This reduces the *McKenna's* infrared signature, and consequently the likelihood an enemy will detect it. A complement of eight aerospace fighter squadrons and six DropShips round out the *McKenna's* offensive capabilities.

The *McKenna* earned a reputation as an excellent combat vessel shortly after its introduction in 2652. Indeed, a tour of duty on a *McKenna* came to be considered the high point of a naval career. The design's reputation, however, made *McKennas* prime targets during the war to liberate Terra. Although 280 *McKennas* had been produced in the 130 years before the fall of the Star League, only 29 survived to see the liberation. Eleven of those vessels were so badly damaged they had to be scuttled. The remaining vessels left with the Exodus

Rumor has it that one such vessel—the *McKenna's Pride*, flagship of Aleksandr and later Nicholas Kerensky—maintains a geosynchronous orbit above Strana Mechty. Reportedly, technicians drawn from all the Clans maintain the vessel in pristine condition. The vessel is rumored to form the centerpiece of the Clan Founding Day celebrations, and the story holds that until one Clan captures Terra and assumes its place as ilClan, the *McKenna's Pride* will remain above Strana Mechty.

MCKENNA (BATTLESHIP)

Tech: Clan
Introduced: 2652
Mass: 1,930,000 tons
Length: 1,405 meters
Sail Diameter: 1,560 meters
Fuel: 1,600 tons (800)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 6
KF Drive Integrity: 37
Heat Sinks: 6,325 (12,650)
Structural Integrity: 95

Armor
Fore: 200
Fore-Sides: 250
Aft-Sides: 250
Aft: 143

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	FTR
Nose	NAC	135	40	40	—	—	—
Nose	NAC	135	40	40	—	—	—
Nose	NL	170	11	11	11	11	—
FL	NAC	135	40	40	—	—	—
FL	NAC	135	40	40	—	—	—
FL	NAC	135	40	40	—	—	—
FL	NL	255	17	17	17	17	—
FL	AR-10	—	—	—	—	—	Y
FL	AR-10	—	—	—	—	—	Y
FR	NAC	135	40	40	—	—	—
FR	NAC	135	40	40	—	—	—
FR	NAC	135	40	40	—	—	—
FR	NL	255	17	17	17	17	—

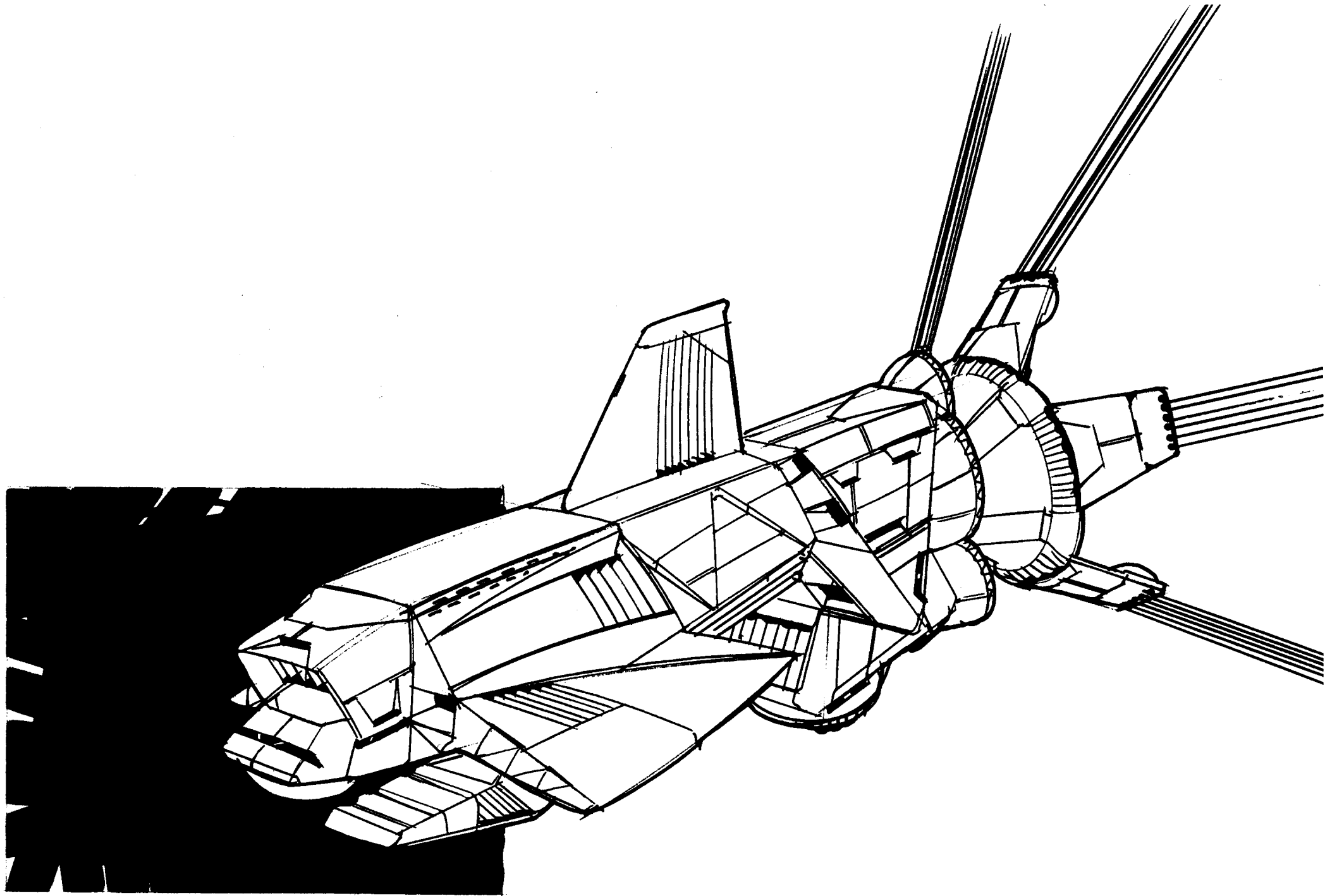
Weapons			Range Values					FTR
Arc	Type	Heat	S	M	L	Extreme	FTR	
FR	AR-10	—	—	—	—	—	Y	
LBS	NPPC	900	60	60	60	60	—	
LBS	NPPC	900	60	60	60	60	—	
LBS	NPPC	900	60	60	60	60	—	
RBS	NPPC	900	60	60	60	60	—	
RBS	NPPC	900	60	60	60	60	—	
RBS	NPPC	900	60	60	60	60	—	
AL	NPPC	900	60	60	60	60	—	
AL	NPPC	900	60	60	60	60	—	
AL	NPPC	900	60	60	60	60	—	
AR	NPPC	900	60	60	60	60	—	
AR	NPPC	900	60	60	60	60	—	
AR	NPPC	900	60	60	60	60	—	
Aft	NAC	135	40	40	—	—	—	
Aft	NAC	135	40	40	—	—	—	
Aft	NAC	135	40	40	—	—	—	
Aft	NAC	135	40	40	—	—	—	
Aft	NL	340	22	22	22	22	—	
Aft	AR-10	—	—	—	—	—	Y	
Aft	AR-10	—	—	—	—	—	Y	

Cargo: 255,565 tons
 Bay 1: Fighters (25) 5 Doors
 Bay 2: Fighters (25) 5 Doors
 Bay 3: Cargo/Small Craft (16) 2 Doors
DropShip Capacity: 6
Grav Deck: 3 (45-, 45-, and 75-meter diameters)
Escape Pods: 30
Life Boats: 30

Crew: 578

Armament:
 12 NAC/40s
 12 NL-55s
 48 Heavy NPPCs
 6 Maelstrom AR-10 Missile Launchers
 500 rounds of NAC/40 ammunition (600)
 20 Killer Whale Missiles (1,000 tons)
 20 White Shark Missiles (800 tons)
 30 Barracuda Missiles (900 tons)

Notes: Equipped with a lithium-fusion battery system. Armor is ferro-carbide.



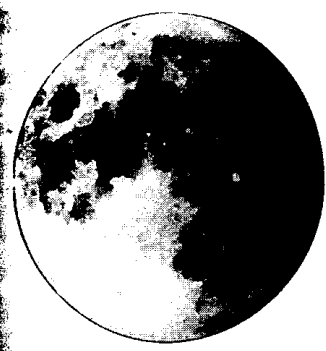
LOVE

SMALL CRAFT

The small-craft class is perhaps the most diverse group of naval vehicles. Technically, this class comprises all aerospace craft under 200 tons, although fighters are usually treated as a separate group. Most small craft are capable of atmospheric operations. The vast majority are configured as aerodynes and require prepared runways to land safely. A few spheroid small craft do exist but they are rare, and most are in service with either the Clans or military units.

Producing a definitive list of the hundreds of types of small craft that operate in the Inner Sphere and the Clan occupation zone would be an impractical task. However, the following designs form a representative sample of operational small craft and provide an excellent overview of the small-craft class of naval vessels.





SMALL CRAFT

•S-7A BUS CLASS SHUTTLE.
MASS (LOADED): 100 TONS.
OVERALL LENGTH: 20 METERS.

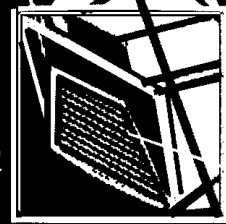
SER. # 275A-43310/ 243.12X

ENGINEERING MODULE ACCESS-
ABLE VIA MAINTENANCE
HATCH IN AFT CARGO
SECTION.

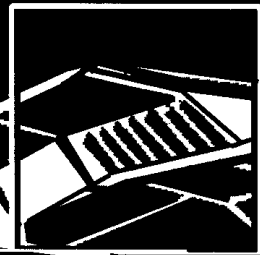
AFT CARGO AREA
SECURITY BREAK-
AWAY PANELS.
•TOW CABLES•
(654.142 PRSS.)



98J3715974.15

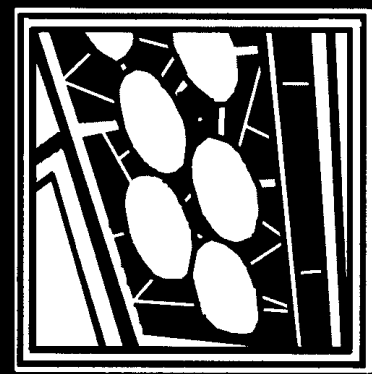


STANDARD SC SENSOR ARRAY
PROTECTED BY ARMORED GRILLE.

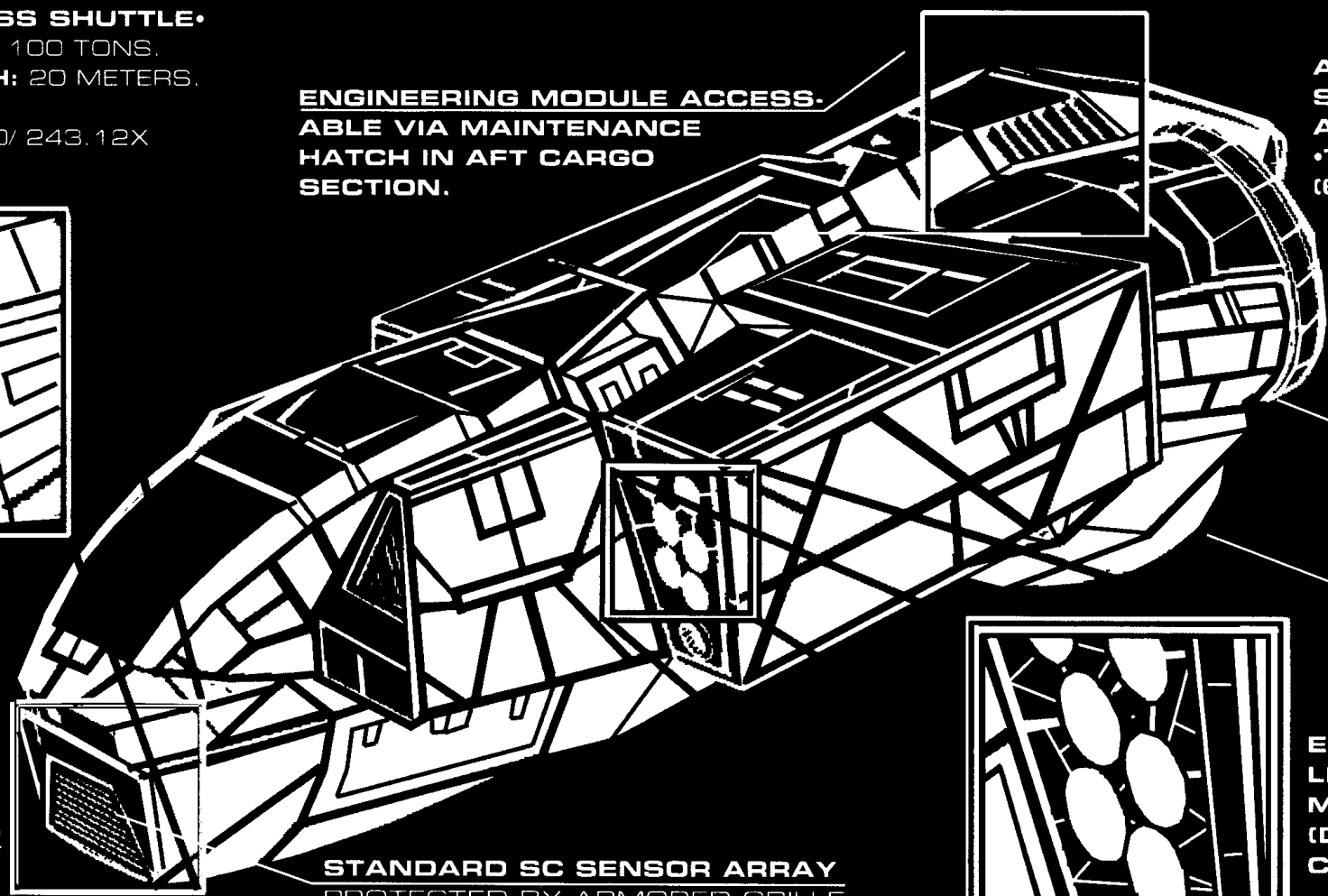


694.2317

571M297.35



EXPLOSIVE BOLTS
LINK MAIN CARGO
MODULE TO HULL.
(DETONATE ON
COMM. 011691...
...023467 BEAC.)



LIFE BOAT



Most DropShips, JumpShips and WarShips carry several small life boats to allow passengers and crew to exit larger vessels in an emergency. A number of life boat designs exist, but the most common is a five-ton teardrop-shaped craft. This design can transport between four and six passengers, with food for 12 days and life support for 20 days.

A small maneuvering thruster enables the craft to make minor course changes, but the boat's fuel supply will last for only 90 seconds at the craft's maximum acceleration of 3 Gs. Atmospheric re-entry is unpowered, much like the spacecraft of the late 20th and early 21st centuries, although a para-sail allows the pilot to control the boat's descent somewhat. However, the vessel's lack of landing gear usually results in rough landings, and a number of life boats have been destroyed as a result of piloting error at this critical time. Once the life boat launches, a beacon transmits an omnidirectional signal every five minutes for up to 30 days. Originally this beacon had to be activated manually after launch, but the computer systems of modern boats are programmed to begin broadcasting two minutes after the launch sequence has been initiated.

LIFE BOAT

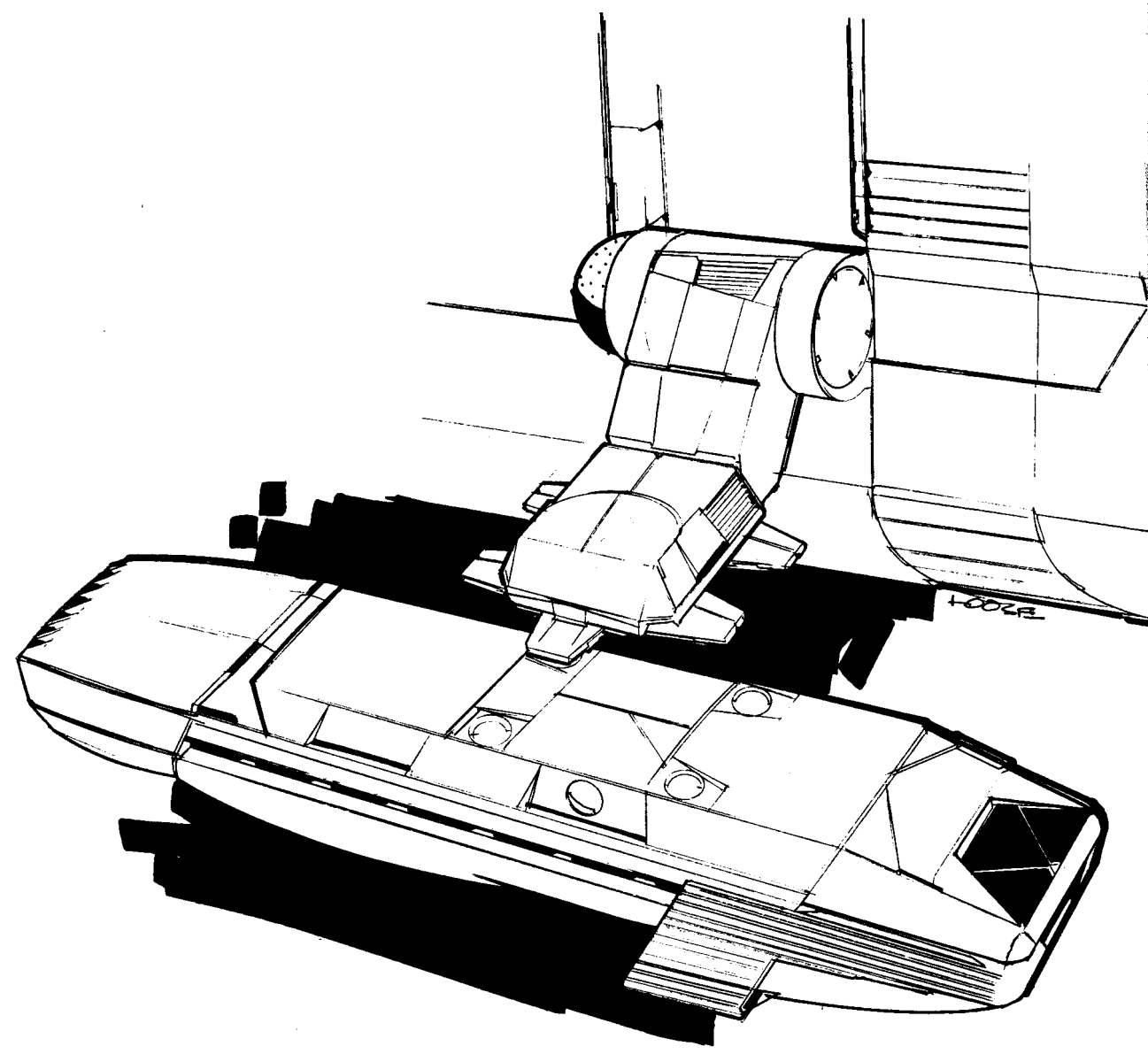
Type: Civilian Aerodyne
Tech: Standard
Introduced: 2647
Mass: 5 tons

Maximum Thrust: 6
Structural Integrity: 4
Armor Value: 3
Cargo: 0.48 tons
Passengers: 6

Dimensions
Length: 16 meters
Width: 2.5 meters

Fuel: 0.6 tons (10)
Safe Thrust: 4

Note: Passengers were calculated at .1 ton per person. Cargo includes food and other survival supplies.



ESCAPE POD



The five-ton escape pod is designed for a similar mission to the life boat, but lacks the maneuvering thrusters of the boat. These craft are designed to accommodate six passengers. The escape pod's food supplies are designed to last 16 days, and the life-support system should keep six passengers alive for between 24 and 30 days.

Escape pods are structurally incapable of re-entering a planet's atmosphere and so must drift in space, awaiting rescue by another craft. A small energy-collection sail is used to recharge the craft's batteries. Unlike the distress beacons carried by most life boats, the beacon on a escape pod uses energy from the solar sail, which enables it to broadcast indefinitely. The sail also increases the size of the pod's radar signature, making the pod much easier to detect than most fighters and DropShips.

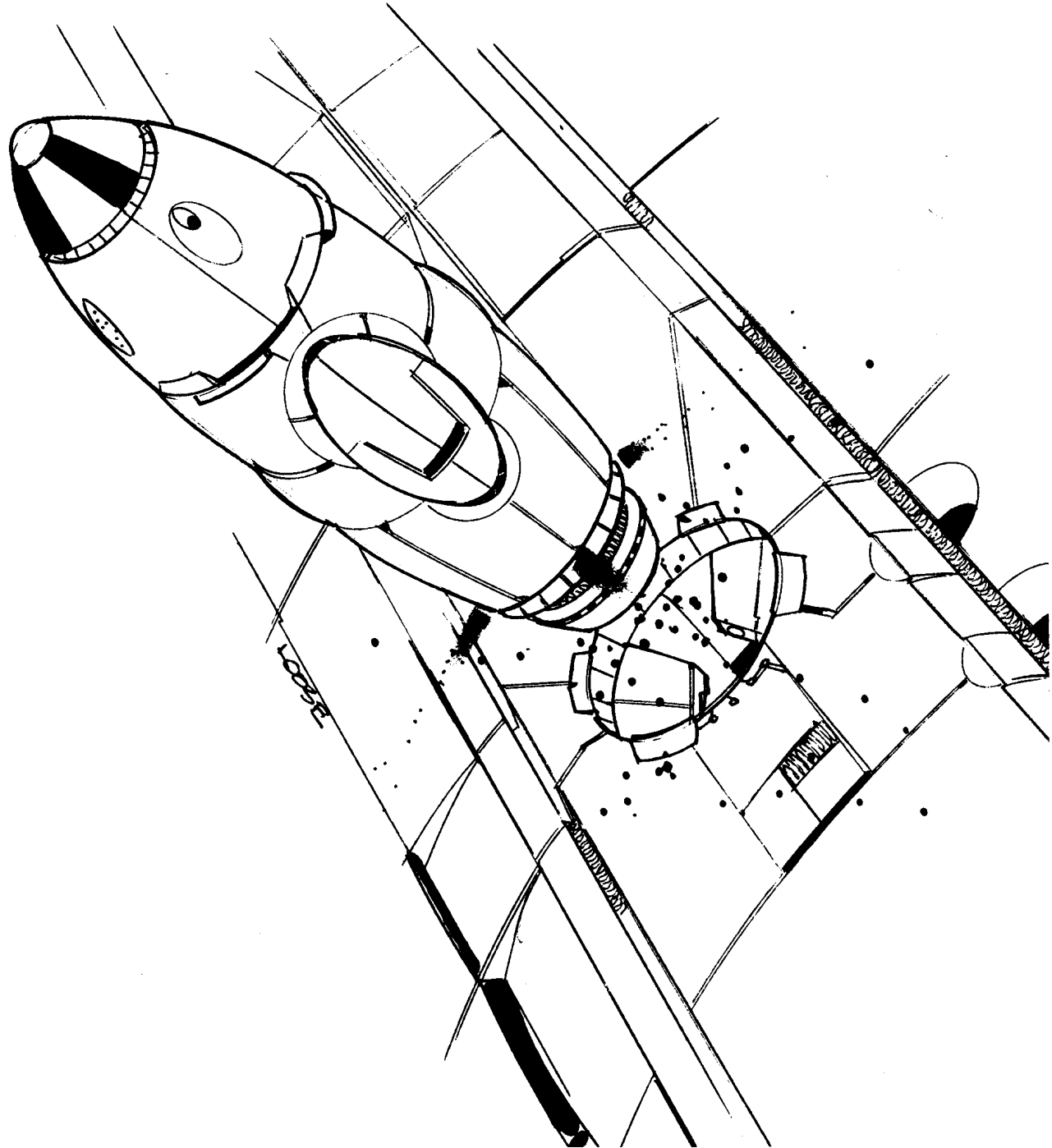
ESCAPE POD

Type: Civilian Spheroid
Tech: Standard
Introduced: 2478
Mass: 5 tons

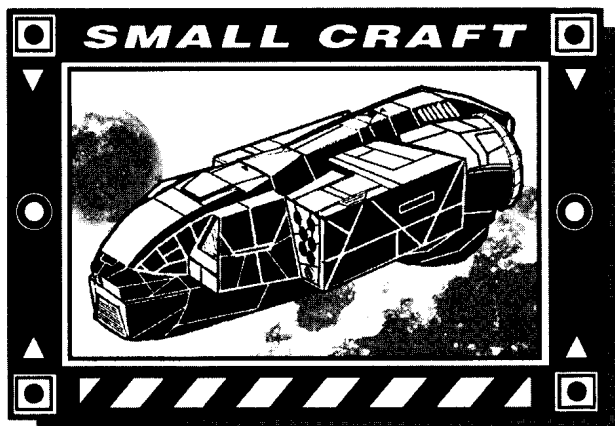
Dimensions
Length: 5.3 meters
Width: 2.5 meters

Structural Integrity: 1
Armor Value: 4
Cargo: 1.85 tons
Passengers: 6

Notes: May not operate in atmosphere. Passengers are calculated at .1 ton per person. Cargo includes food and other survival supplies.



ST-46 SHUTTLE



The ST-46 is a typical example of the numerous types of shuttlecraft that operate in the Inner Sphere. Many stations and transports prefer to use small craft such as the ST-46 to transfer cargo to avoid docking with larger vessels, and most carry at least one such shuttlecraft. A streamlined aerodyne, the ST-46 is designed to carry both cargo and passengers. The shuttle's aerodynamic properties enable it to conserve fuel on trips from space to a planet's surface.

Because the ST-46 is an aerodyne, the unarmed craft cannot land vertically and requires a prepared runway for landing, preferably one made of ferrocrete or a similar building material. Five tons of armor provide the ST-46 with limited protection against landing and docking mishaps. The vessel's passenger compartment is situated behind the ST-46's small cockpit. This section can accommodate eight passengers and may be accessed through the cockpit or the vessel's single airlock. The ST-46's 50-ton capacity cargo bay can only be reached through the main cargo door on the vessel's starboard side, or through ducting in the craft's engineering section.

ST-46

Type: Civilian Aerodyne
Tech: Standard
Introduced: 2528
Mass: 100 tons

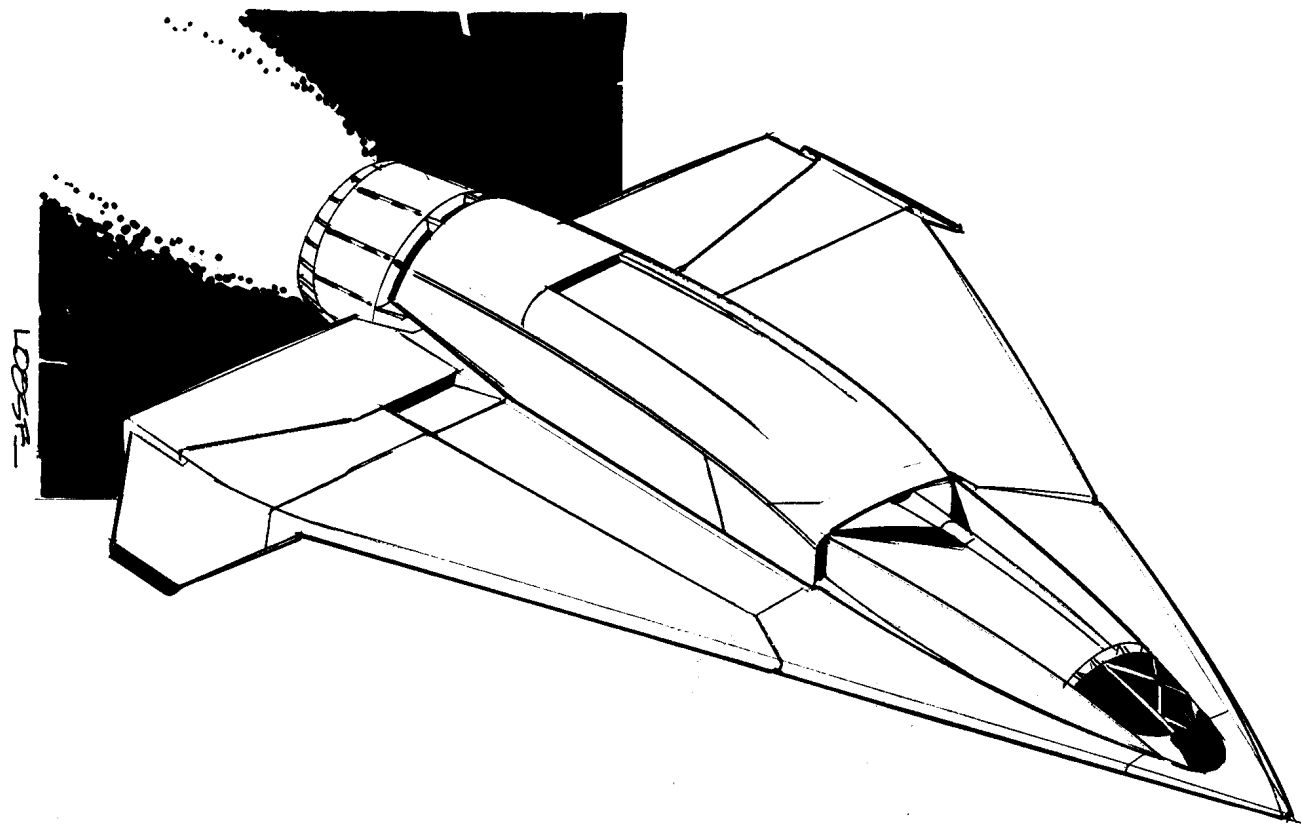
Structural Integrity: 4
Armor Value: 8
Cargo: 52.15 tons
Passengers: 8
Crew: 1

Dimensions

Length: 22 meters
Width: 19 meters

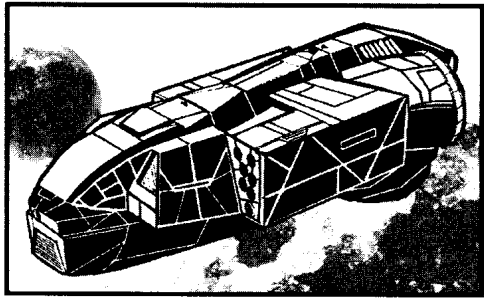
Notes: The Clan variant (ST-46C) has an Armor Value of 10. Passengers and pilot calculated at 1 ton per person.

Fuel: 5 tons (80)
Safe Thrust: 4
Maximum Thrust: 6



S-7A BUS

SMALL CRAFT



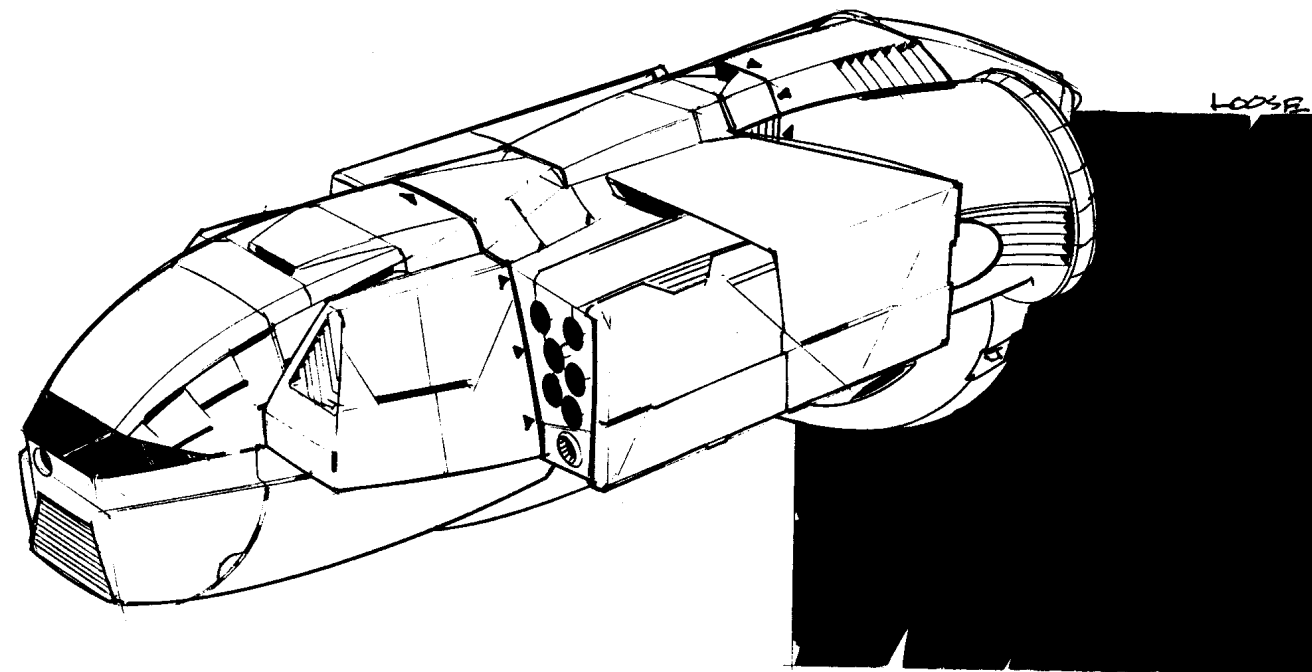
The S-7A bus performs many of the same duties as the ST-46 shuttle, although its non-aerodynamic shape prevents it from operating in atmosphere. The bus is found on many space stations and JumpShips, and even some DropShips carry S-7As. Because the S-7A operates in space only, it can transport slightly more cargo than the aerodyne ST-46 even though it uses a less powerful drive.

The S-7A class bus is divided into three distinct modules. The passenger/crew module forms the front section of the craft. Up to ten passengers and the pilot can occupy this module. A large airlock at the rear end of the module provides access to the outside and the cargo module.

The cargo module comprises two self-contained bays connected by a large cargo door. The main bay holds up to 40 tons of cargo and has doors leading into the passenger airlock and the secondary hold. The secondary hold also has a door that opens to the outside and a second, smaller door that leads into the engineering module. This secondary bay has an independent pressurization system and acts as a cargo airlock for the main bay.

The small engineering module contains the S-7A's small fusion reactor and drive system. In emergencies the engineering module can be accessed via a small maintenance hatch in the cargo module. However, in normal operation no need exists for personnel to enter this area, and it is rarely pressurized.

Explosive bolts link the three modules, which enable an S-7A crew to detach any of the sections should the need arise. Framework situated around the cargo module allows any two of the vessel's modules to remain intact and operational if a single module is jettisoned. Rejoining any jettisoned modules is a major operation and requires a well-equipped repair team.



S-7A BUS

Type: Civilian Aerodyne
Tech: Standard
Introduced: 2602
Mass: 100 tons

Dimensions

Length: 20 meters
Width: 7 meters

Fuel: 2 tons (32)
Safe Thrust: 3
Maximum Thrust: 5
Structural Integrity: 4

Armor Value: 4
Cargo: 58.15 tons
Crew: 2
Passengers: 10

Notes: May not operate in atmosphere. The Clan variant (S-7AC) has an Armor Value of 5. Crew and passengers calculated at 1 ton per person.



Long-range shuttlecraft are used to transport small amounts of goods and passengers between planets and jump points. The KR-61 is the most common aerodynamic long-range shuttle. It carries a drive system that is both larger and more sophisticated than those found on most shuttles.

The drive system and fuel tankage together account for 60 percent of the KR-61's weight. Electronics, armor and the craft's superstructure account for another 20 percent. Cargo and passenger facilities account for the remainder of the KR-61's weight.

Because the KR-61 operates for longer durations than standard shuttles, it contains more comprehensive accommodations for passengers than standard shuttles. The KR-61's passenger section contains sleeping, sanitary and food-preparation facilities for two crew members and two passengers. The vessel has a small hold capable of storing eight tons of cargo. This hold also serves as the vessel's only airlock. A Clan version of the KR-61, the KR-61C, mounts armor that is slightly superior to that of the KR-61.

KR-61 LONG-RANGE SHUTTLE

Type: Civilian Aerodyne

Tech: Standard

Introduced: 2598

Mass: 100 tons

Dimensions

Length: 20.5 meters

Width: 18 meters

Fuel: 35 tons (560)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Structural Integrity: 5

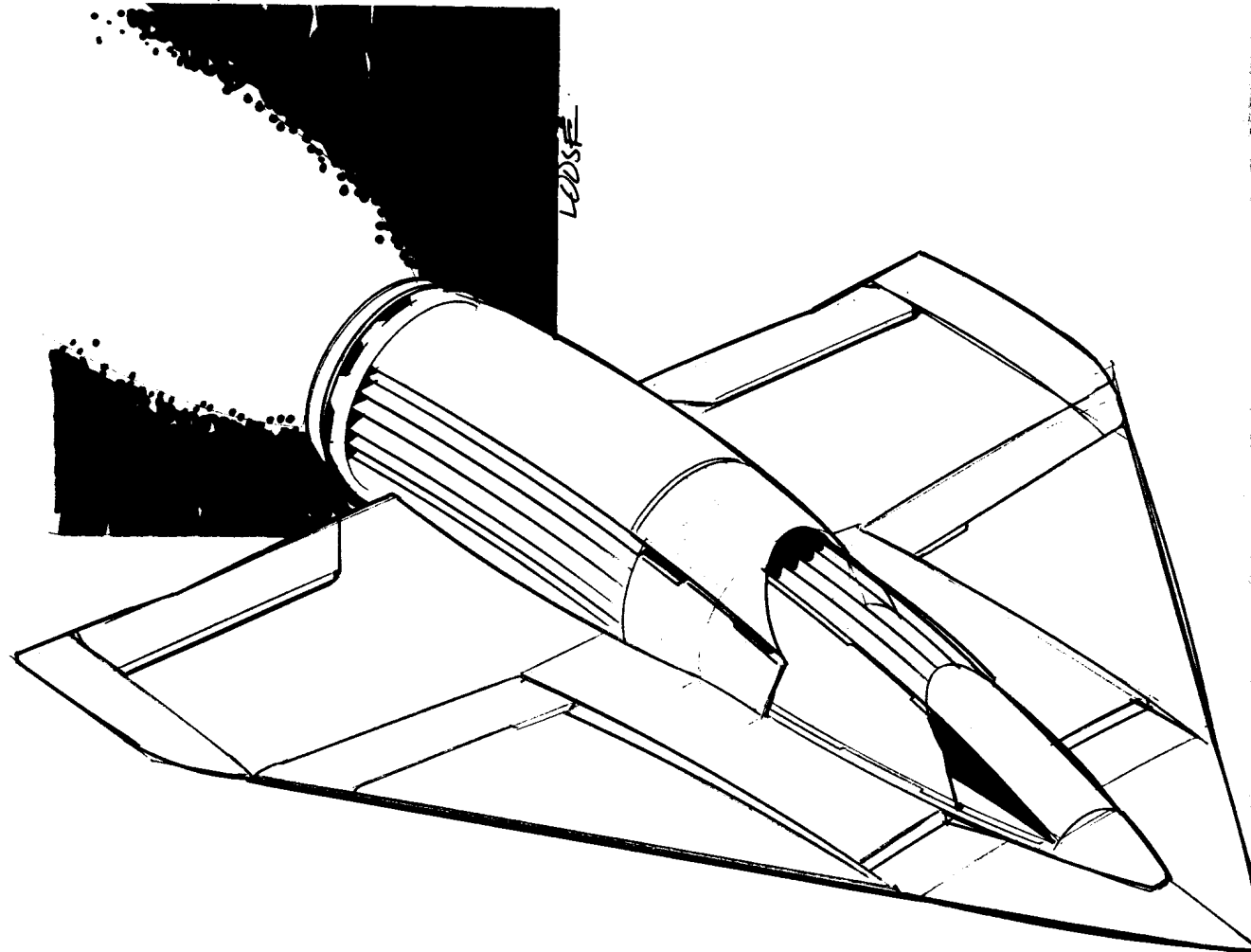
Armor Value: 16

Cargo: 10.55 tons

Crew: 2

Passengers: 2

Notes: Clan variant (KR-61C) has an Armor Value of 20. Crew and passengers were calculated at 4 tons per person.





The Mark VII landing craft and its close relative the Mark VII-C are both military shuttlecraft. Both are designed to transport materiel and vehicles between orbit and planetary battlefields, and both have 65-ton cargo capacities. These vessels are well armed and armored for shuttlecraft and possess performance capabilities similar to those of the heavy aerospace fighters they resemble.

The Inner Sphere version of the craft, the Mark VII, utilizes an asymmetrical arsenal. One wing mounts a pair of LRM-5s, and the other wing mounts a medium laser and counterbalance. Two small lasers are mounted in the nose, and one medium laser in the aft. The Clan version, the Mark VII-C, mounts five pulse lasers—two in the nose, one in the tail, and one in each wing. Both versions can also carry bombs but rarely do so, because the craft cannot safely achieve orbit or re-enter atmosphere when carrying external ordnance.

Unlike most aerodyne small craft, both versions of the Mark VII are capable of VTOL operations and can hover for short periods. These capabilities enable the vessel to land in rugged terrain, which makes it more valuable for military operations than the runway-dependent ST-46.

MARK VII LANDING CRAFT

Type: Military Aerodyne
Tech: Standard

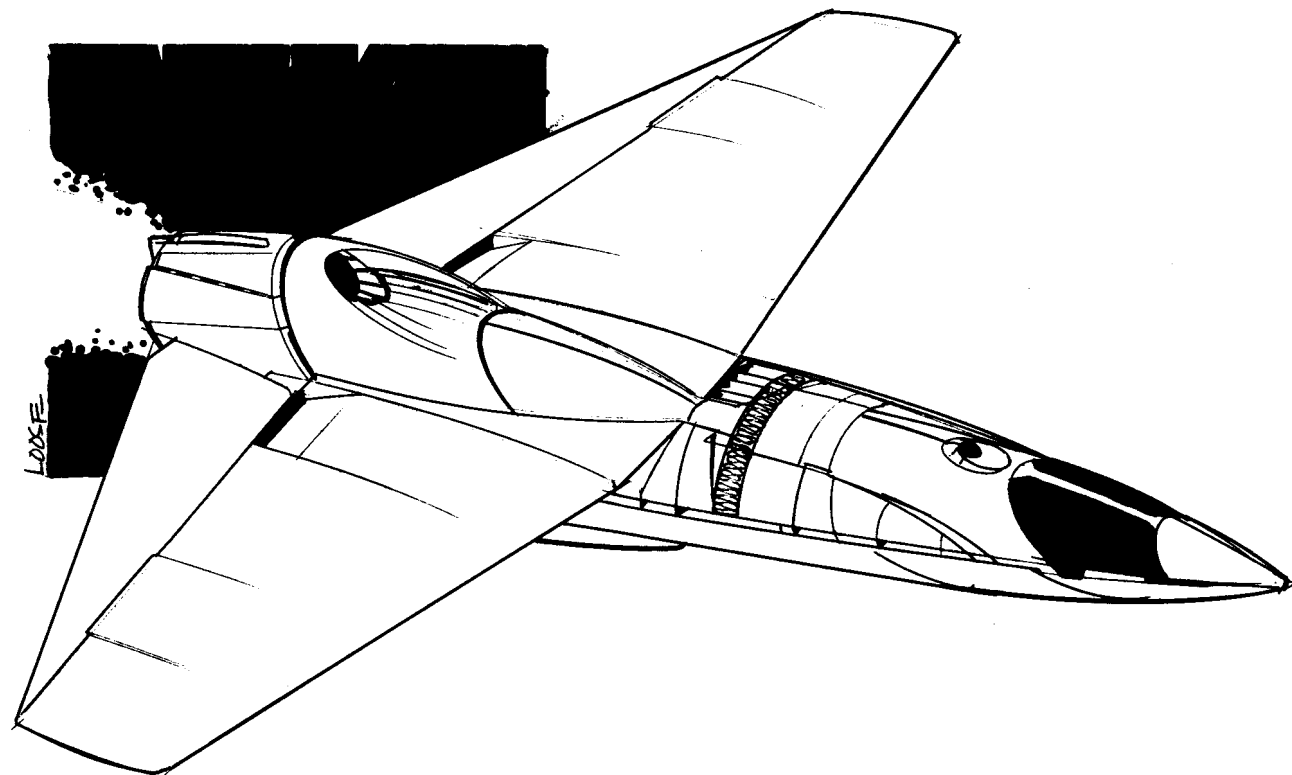
Introduced: 2841
Mass: 150 tons

Dimensions

Length: 21.4 meters
Width: 20 meters

Fuel: 3 tons (48)
Safe Thrust: 4
Maximum Thrust: 6

Heat Sinks: 5 (10)
Structural Integrity: 6
Armor Value: 23



Weapons			Range Values					Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Laser	2	1	—	—	—	2	
LW	Laser	3	1	—	—	—	1	
RW	LRM	4	1	1	1	—	2	
Aft	Laser	3	1	—	—	—	1	

Cargo: 67.44 tons
Crew: 2

Notes: Crew calculated at 1 ton per person. Carries 1 ton LRM-5 ammunition. VTOL gear weighs 5 percent of the craft's mass.

MARK VII-C LANDING CRAFT

Type: Military Aerodyne
Tech: Clan

Introduced: 2841
Mass: 150 tons

Dimensions

Length: 21.4 meters
Width: 20 meters

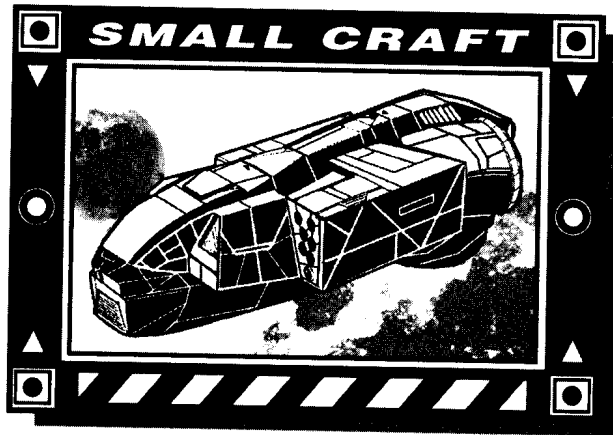
Fuel: 3 tons (48)
Safe Thrust: 4
Maximum Thrust: 6

Heat Sinks: 10 (20)
Structural Integrity: 6
Armor Value: 29

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	8	1	1	—	—	2
LW	Pulse	4	1	1	—	—	1
RW	Pulse	4	1	1	—	—	1
Aft	Pulse	4	1	1	—	—	1

Cargo: 65.71 tons
Crew: 2

Notes: Crew calculated at 1 ton per person. VTOL gear weighs 5 percent of the craft's mass.



The NL-42 troop transport is the military equivalent of the S-7A bus. Nicknamed the "Battle Taxi," the NL-42 is designed to deliver troops onto the hull of a target vessel, enabling them to board the target vessel regardless of its status. The first vessels of this class saw extensive action during the Star League era and the Succession Wars. Originally the transports carried standard troops, but recent models have been designed to carry power-armored troops as well. The most notable of these new craft is the *Lupus* series, created by Blackwell Industries for Wolf's Dragoons. The NL-42 is an export version of the *Lupus*.

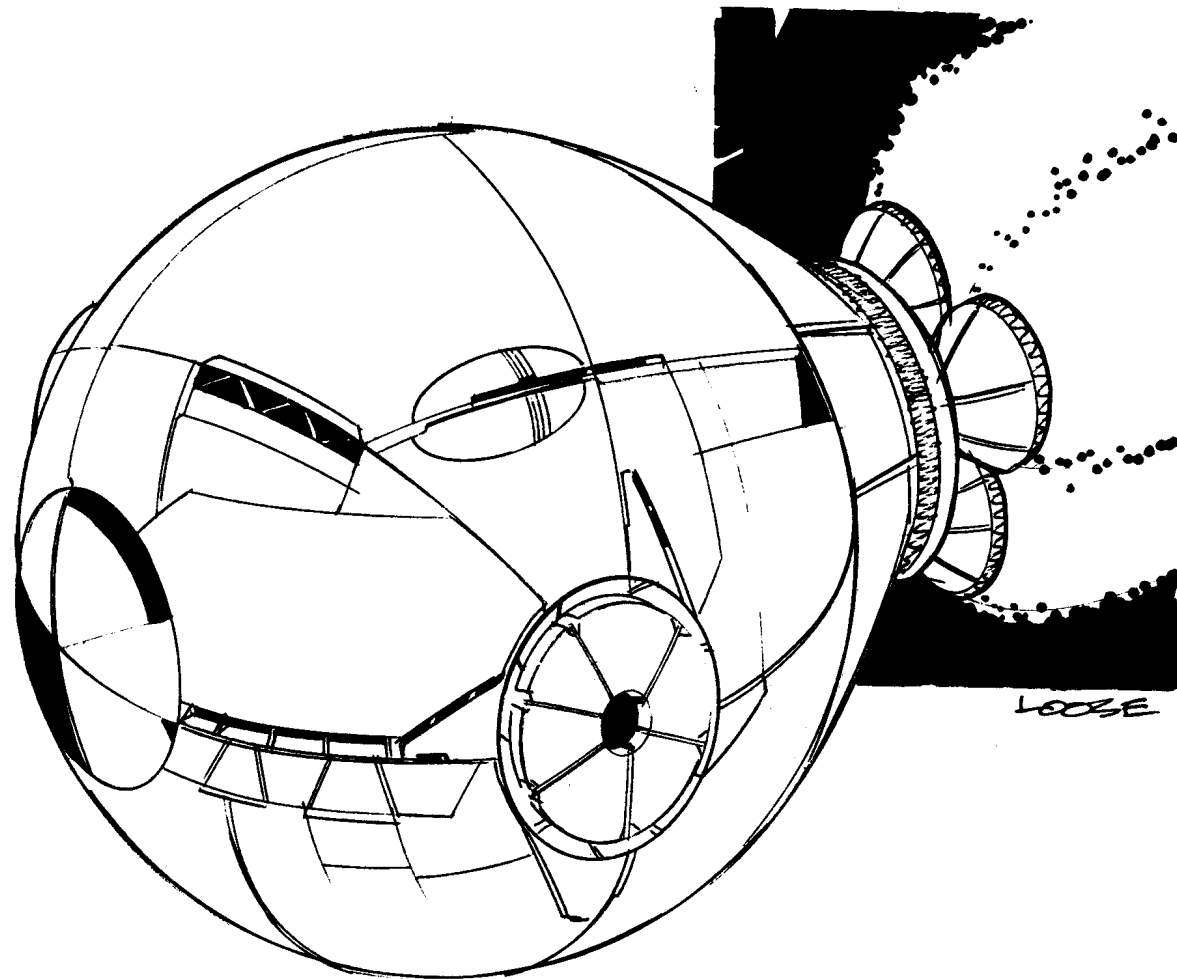
The NL-42 is equipped with a pair of electromagnetic grapples attached to 50-meter tow lines. These allow the NL-42 to attach itself to any vessel, although the NL-42 must match the target's heading and velocity first. Once the grapples have attached to the target, the transport reels in the tow line, drawing itself closer to its target. The power-armored troops can jump onto the target's hull, using magnetic boots to walk to the nearest hatch or using cutting tools to create their own entry point.

The NL-42 also mounts laser and pulse weapons to supplement its unique offensive capabilities. The craft usually operates with a two-man crew. One crew member pilots the NL-42, and the second operates its weapon and grappling systems. A single crew member can operate the craft if necessary, but this greatly increases the difficulty of the docking procedure.

NL-42 TROOP TRANSPORT

Type: Military Spheroid
Tech: Star League
Dimensions
 Length: 19 meters
 Width: 20 meters

Introduced: 3053
Mass: 200 tons



LOOSE

Fuel: 5 tons (80)
Safe Thrust: 6
Maximum Thrust: 9

Heat Sinks: 14
Structural Integrity: 8
Armor Value: 35

Crew: 2
Troops: 3 platoons of marines or 10 power armored infantry.
Cargo: 50 tons

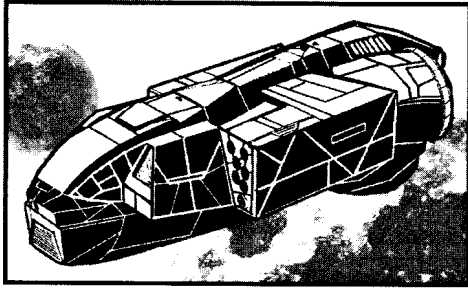
Weapons

Arc	Type	Heat	Range Values				Mounts
			S	M	L	Extreme	
FL	Laser	12	1	1	1	—	1
FL	Pulse	8	1	—	—	—	2
FR	Laser	12	1	1	1	—	1
FR	Pulse	8	1	—	—	—	2

Notes: Has tug adapter that enables its troops to board a still active enemy vessel in the same hex provided both vessels have same heading and velocity. If operating without a copilot/gunner, the pilot must make a successful Gunnery Skill Roll to attach the grapple lines. May not operate in atmosphere. Crew was calculated at 2 tons per person. If using the platoons, calculate their weight as jump platoons. If using the battle armor, calculate their weight as 2 tons per person.

K-1/K-1C DROPSHUTTLES

SMALL CRAFT



Like the KR-61, the K-1 and K-1C DropShuttles are long-range shuttlecraft. The DropShuttles' larger size, spheroid shape and lower acceleration rates enable them to transport much more cargo, however. The vessels' 55-ton cargo capacities and six-passenger accommodations make the K-1 and K-1C more versatile than the KR-61, and these DropShuttles are a common sight around jump points. The K-1 is equipped with a docking collar, allowing it to attach to a JumpShip hardpoint. Such usage is rare outside of the Clans, however, and more often the DropShuttle is relegated to the same duties as other long-range shuttles.

The Clan K-1C carries much more armor than the Inner Sphere K-1 and utilizes sophisticated pulse lasers to enhance the firepower and accuracy of its arsenal. The two designs are nearly identical in all other respects.

K-1 DROPSHUTTLE

Type: Civilian Spheroid

Tech: Standard

Introduced: 2536

Mass: 200 tons

Dimensions

Length: 28 meters

Width: 22.5 meters

Fuel: 30 tons (480)

Tons/Burn-day: 1.84

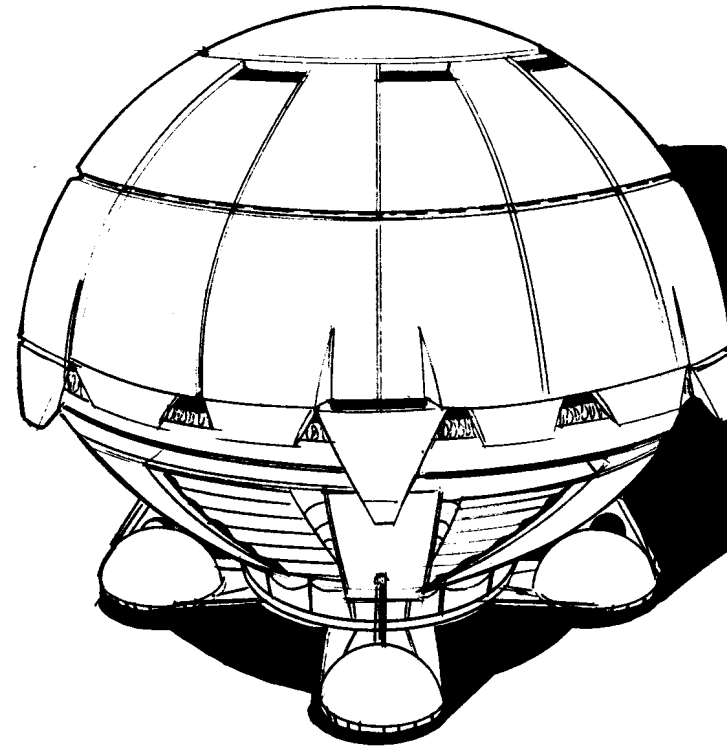
Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 10

Structural Integrity: 6

Armor Value: 19



Weapons

Arc	Type	Heat	Range Values				Mounts
			S	M	L	Extreme	
Nose	Mixed	7	1	1	1	—	3
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	Laser	4	1	—	—	—	2

Cargo: 50.12 tons

Crew: 2

Passengers: 6

Notes: May attach to a docking collar on a JumpShip. Carries 2 tons of LRM-5 ammunition. Crew and passengers calculated at 5 tons per person.

K-1C DROPSHUTTLE

Type: Military Spheroid

Tech: Clan

Introduced: 2914

Mass: 200 tons

Dimensions

Length: 28 meters

Width: 22.5 meters

Fuel: 30 tons (480)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 10 (20)

Structural Integrity: 6

Armor Value: 24

Weapons

Arc	Type	Heat	Range Values				Mounts
			S	M	L	Extreme	
Nose	Pulse	8	2	2	—	—	2
LW	Pulse	4	1	1	—	—	1
RW	Pulse	4	1	1	—	—	1
Aft	Pulse	4	1	1	—	—	1

Cargo: 54.7 tons

Crew: 2

Passengers: 6

Notes: May attach to a docking collar on a JumpShip. Crew and passengers calculated at 5 tons per person.

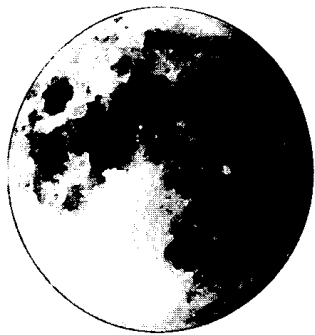
FIGHTERS

Fighter craft form the largest part of both Clan and Inner Sphere fleets and are the most versatile and cost-effective vessels. Fighters range in weight from 20 to 100 tons and can be divided into three groups: conventional aircraft, aerospace fighters, and OmniFighters.

Conventional aircraft are restricted to operations in atmosphere and generally mass less than 50 tons. Aerospace fighters can operate in atmosphere and space. These craft are usually heavily armed and well armored compared to conventional aircraft. As a result, most aerospace fighters must use powerful thrusters to approximate the innate agility of their conventional counterparts. Clan OmniFighters are similar to the Inner Sphere aerospace fighters. However, these Clan fighters utilize modular construction systems and advanced Clan technology, which make them superior to their Inner Sphere counterparts and necessitates a separate classification.

The following section provides performance specifications and weapons loads for most common fighter craft. For the historical backgrounds of these vessels, see the **Technical Readouts 2750, 3025, 3026** and **3055**. Precentor Layton's **Objective Raids** document also provides an overview, albeit incomplete, of craft in production during the years 3053 and 3054.





FIGHTERS

•HAMMERHEAD CLASS FIGHTER•

MANUFACTURER: BOEING,
INTERSTELLAR, INC. 0511279Z

MASS (LOADED): 75 TONS.
FRAME: LOCKHEED BR65
COM. SYSTEMS: LASSITOR FIBERLINK

TARGETING/TRACKING SYSTEMS:
BANDAR 9.

DETAIL OF PORT INTAKE VENT.

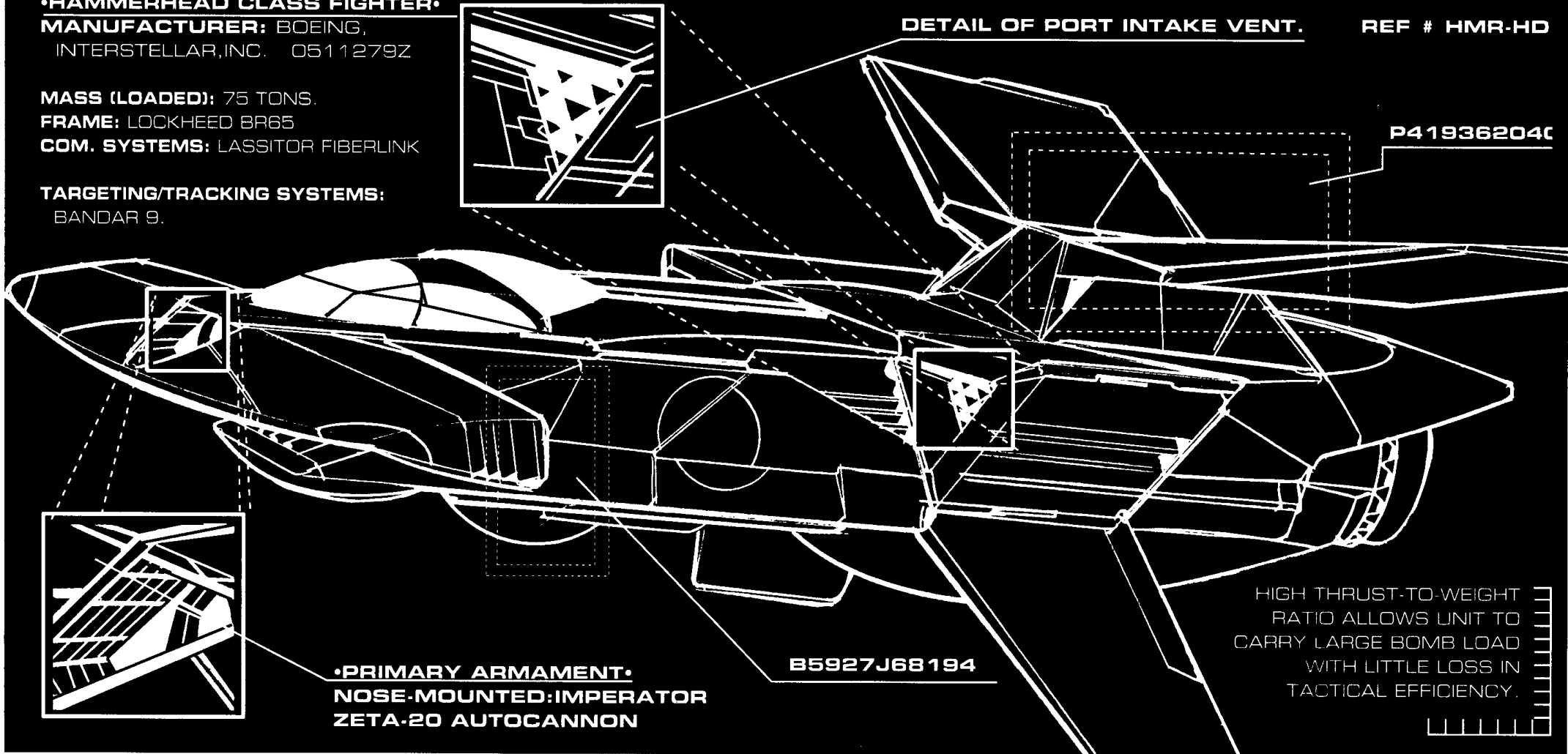
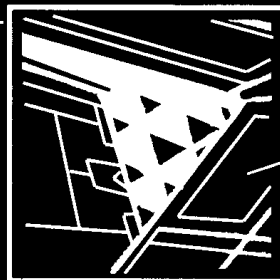
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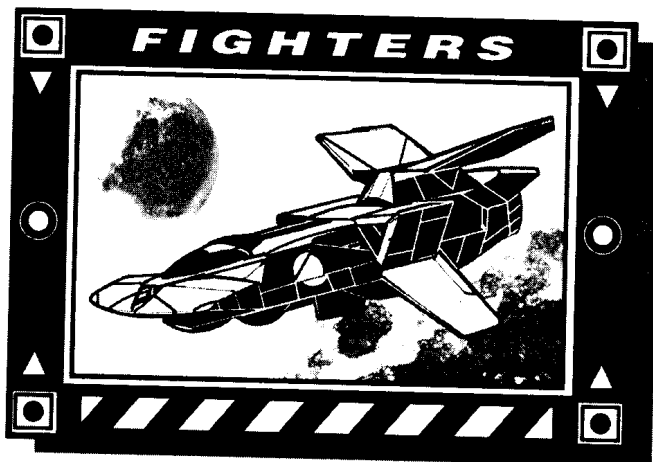
•PRIMARY ARMAMENT:
NOSE-MOUNTED: IMPERATOR
ZETA-20 AUTOCANNON

HIGH THRUST-TO-WEIGHT
RATIO ALLOWS UNIT TO
CARRY LARGE BOMB LOAD
WITH LITTLE LOSS IN
TACTICAL EFFICIENCY.



LIGHT FIGHTERS

178



SYD Z1 SEYDLITZ

Tech: Standard
Introduced: 2504
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

SYD Z2 SEYDLITZ

Introduced: 2765

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	9	1	—	—	—	3
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

Notes: Steiner variant. See SYD Z1 version for remaining specifications.

SYD Z2A SEYDLITZ

Tech: Star League
Introduced: 3053
Armor Value: 2
Heat Sinks: 10 (20)

Mass: 20 tons
Fuel: 5 tons (75)
Safe Thrust: 11
Maximum Thrust: 17

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	15	3	—	—	—	5

Notes: Upgraded 3050 version.

SYD Z3 SEYDLITZ

Tech: Standard
Introduced: 2894

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	6	1	—	—	—	2

Notes: Steiner variant. See SYD Z2A for remaining specifications.

SYD Z3A SEYDLITZ

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	8	1	—	—	—	2

Notes: Upgraded 3050 version. See SYD Z2A version for remaining specifications.

SYD Z4 SEYDLITZ

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	12	1	1	1	—	1

Notes: Upgraded 3050 version. See SYD Z2A version for remaining specifications.

TRN-3T TRIDENT

Tech: Star League
Introduced: 2717
Armor Value: 1
Heat Sinks: 10

Mass: 20 tons
Fuel: 3 tons (45)
Safe Thrust: 12
Maximum Thrust: 18

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	3	1	—	—	—	1
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	Laser	1	1	—	—	—	1

F10-CHEETAH

Tech: Standard
Introduced: 2630
Armor Value: 1
Heat Sinks: 10

Mass: 25 tons
Fuel: 4 tons (60)
Safe Thrust: 12
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

F11-R CHEETAH

Tech: Standard
Introduced: 2802
Armor Value: 1
Heat Sinks: 10

Mass: 25 tons
Fuel: 6 tons (90)
Safe Thrust: 12
Maximum Thrust: 18

Weapons		Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	1	1	—	—	—	1

Notes: Reconnaissance variant. See F10 version for remaining specifications.

F11-RR CHEETAH

Tech: Star League
Introduced: 3054
Armor Value: 1
Heat Sinks: 10

Mass: 25 tons
Fuel: 10 tons (150)
Safe Thrust: 12
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

Notes: Upgraded 3050 version.

F12-S CHEETAH

Introduced: 2868 Fuel: 3 tons (45)

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	SRM	3	1	—	—	—	1

Notes: Point-defense variant. See F10 version for remaining specifications.

F14-S CHEETAH

Tech: Star League
Introduced: 3052

Armor Value: 2

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	SRM	4	1	—	—	—	2

Notes: Upgraded 3050 version. See F11-RR version for remaining specifications.

SABRE

Tech: Standard Mass: 25 tons
Introduced: 2519 Fuel: 5 tons (75)
Armor Value: 2 Safe Thrust: 11
Heat Sinks: 10 Maximum Thrust: 17

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	3	1	—	—	—	1
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

SW-606 SWIFT

Tech: Star League Mass: 25 tons
Introduced: 2682 Fuel: 3 tons (45)
Armor Value: 1 Safe Thrust: 13
Heat Sinks: 10 Maximum Thrust: 21

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	4	1	—	—	—	2

TR-7 THRUSH

Tech: Standard Mass: 25 tons
Introduced: 2632 Fuel: 5 tons (75)
Armor Value: 1 Safe Thrust: 12
Heat Sinks: 10 Maximum Thrust: 18

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	3	1	—	—	—	1
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

CENTURION

Tech: Standard Mass: 30 tons
Introduced: 2562 Fuel: 5 tons (75)
Armor Value: 3 Safe Thrust: 10
Heat Sinks: 10 Maximum Thrust: 15

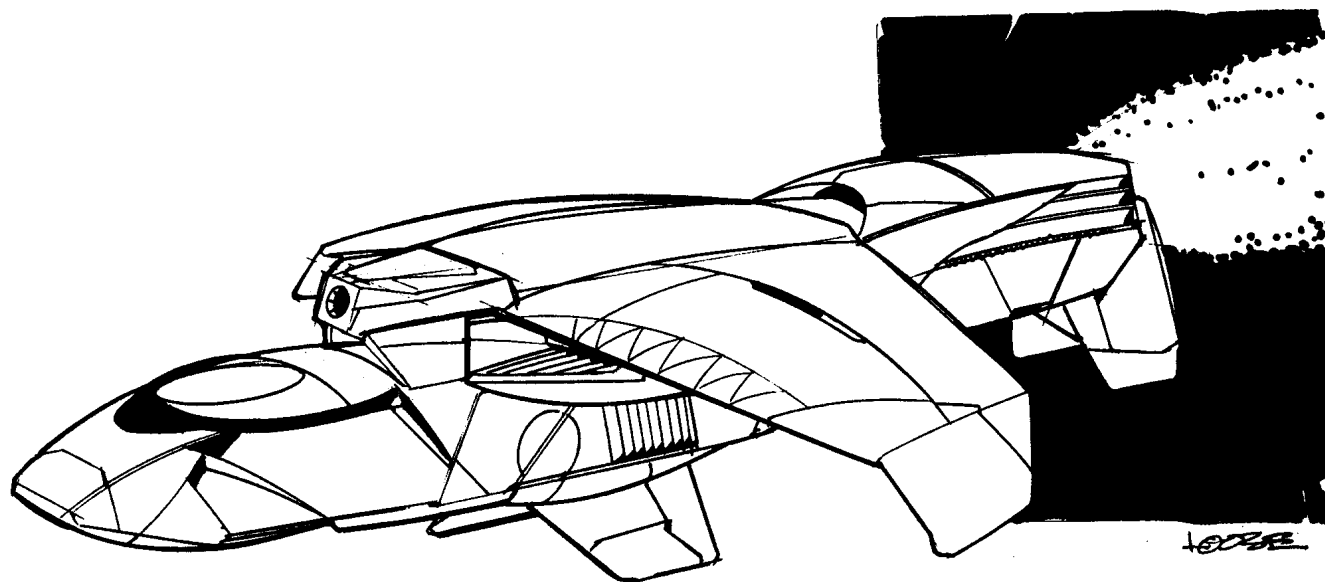
Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	3	1	—	—	—	1
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

SPD-502 SPAD

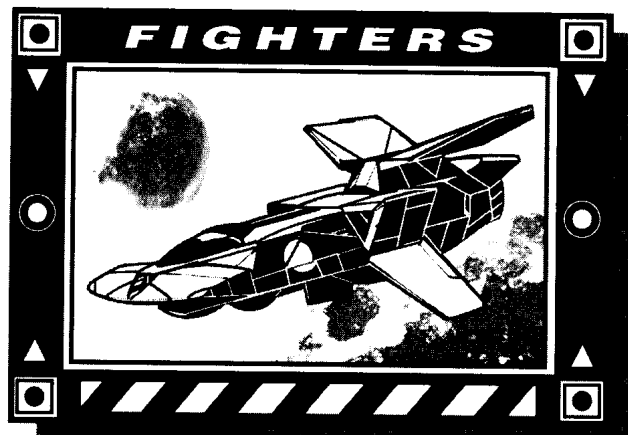
Tech: Star League Mass: 30 tons
Introduced: 2749 Fuel: 5 tons (75)
Armor Value: 3 Safe Thrust: 7
Heat Sinks: 10 Maximum Thrust: 11

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	13	2	1	—	—	2
Aft	Laser	1	1	—	—	—	1

Notes: The modular *Spad* inspired the modular construction the Clans use to construct their OmniFighters.



LIGHT FIGHTERS



SPR-H5 SPARROWHAWK

Tech: Standard **Mass:** 30 tons
Introduced: 2520 **Fuel:** 5 tons (75)
Armor Value: 3 **Safe Thrust:** 10
Heat Sinks: 10 **Maximum Thrust:** 15

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	6	1	—	—	—	2
LW	Laser	1	1	—	—	—	1
RW	Laser	1	1	—	—	—	1

SPR-6D SPARROWHAWK

Tech: Star League
Introduced: 3051

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	8	1	—	—	—	2
LW	Pulse	2	1	—	—	—	1
RW	Pulse	2	1	—	—	—	1

Notes: Upgraded 3050 version. See SPR-H5 version for remaining specifications.

SPR-8H SPARROWHAWK

Introduced: 2906

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	3	1	—	—	—	2

Notes: Davion variant. See SPR-H5 for remaining specifications.

SPR-H5K SPARROWHAWK

Introduced: 3018

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	2	1	—	—	—	2
LW	Laser	2	1	—	—	—	2
RW	Laser	2	1	—	—	—	2

Notes: Kurita variant. See SPR-H5 version for remaining specifications.

SL-21 SHOLAGAR

Tech: Standard **Mass:** 35 tons
Introduced: 2803 **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

SL-21L SHOLAGAR

Tech: Standard
Mass: 35 tons

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	6	1	—	—	—	2
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1

Notes: See SL-21 version for remaining specifications.

ZRO-114 ZERO

Tech: Star League **Mass:** 35 tons
Introduced: 2703 **Fuel:** 5 tons (75)
Armor Value: 4 **Safe Thrust:** 6
Heat Sinks: 10 **Maximum Thrust:** 9

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	15	2	2	1	—	3

RGU-133E ROGUE

Tech: Star League **Mass:** 40 tons
Introduced: 2631 **Fuel:** 5 tons (75)
Armor Value: 2 **Safe Thrust:** 7
Heat Sinks: 10 **Maximum Thrust:** 11

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	3	1	—	—	—	1
LW	LRM	5	1	1	1	—	1
RW	LRM	5	1	1	1	—	1
Aft	Laser	3	1	—	—	—	1

RGU-133F ROGUE

Introduced: 2639

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	3	1	—	—	—	1
LW	SRM	8	2	—	—	—	2
RW	SRM	8	2	—	—	—	2
Aft	Laser	3	1	—	—	—	1

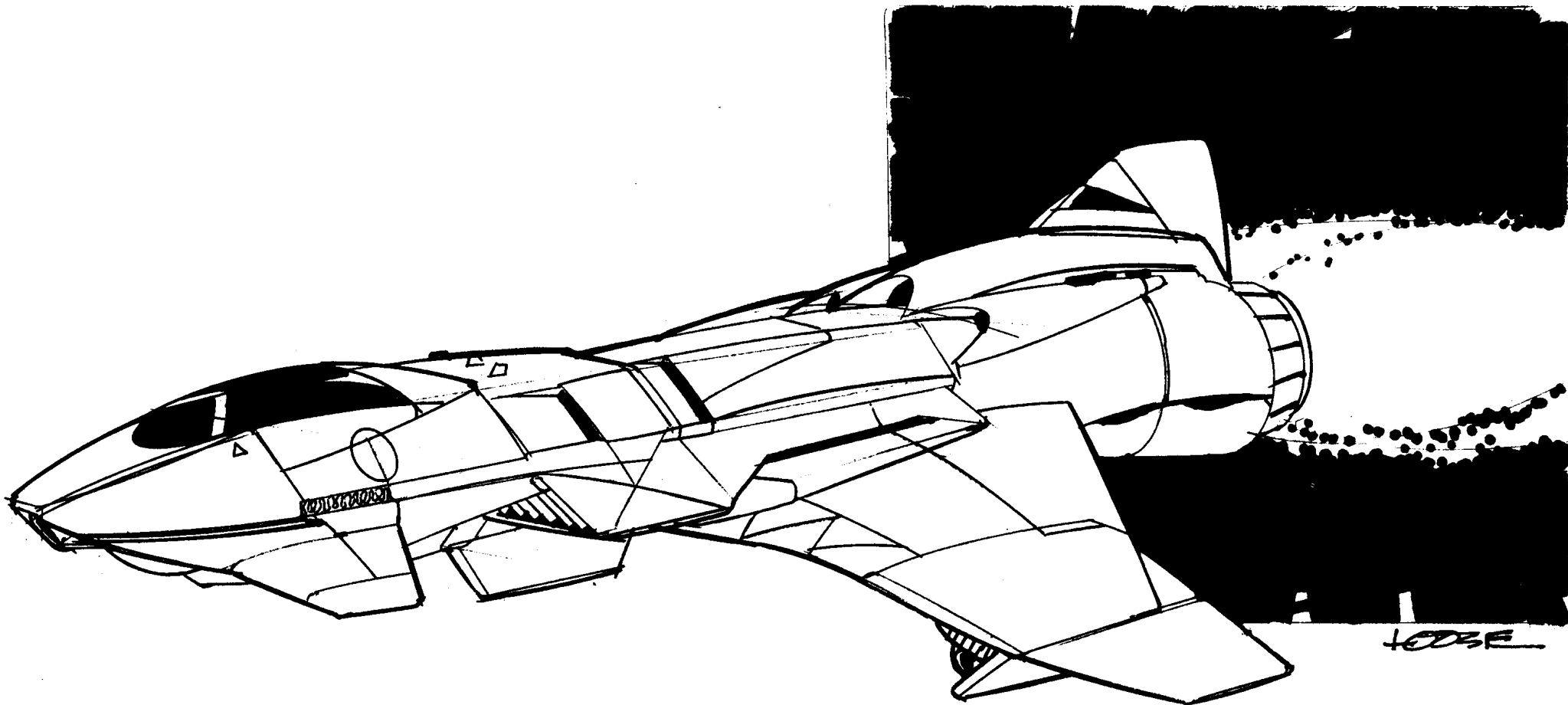
Notes: See RGU-133E version for remaining specifications.

RGU-133L ROGUE

Introduced: 2681
Heat Sinks: 16

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	3	1	—	—	—	1
LW	Laser	8	1	1	—	—	2
RW	Laser	8	1	1	—	—	2
Aft	Laser	3	1	—	—	—	1

Notes: See RGU-133E for remaining specifications.



THK-53 TOMAHAWK

Tech: Star League
Introduced: 2650
Armor Value: 5
Heat Sinks: 16
Mass: 45 tons
Fuel: 5 tons (75)
Safe Thrust: 8
Maximum Thrust: 12

Weapons

Arc	Type	Heat	Range Values				MOUNTS
			S	M	L	Extreme	
LW	Laser	9	2	—	—	—	3
RW	Laser	9	2	—	—	—	3

Notes: Original version had only 12 heat sinks.

THK-63 TOMAHAWK

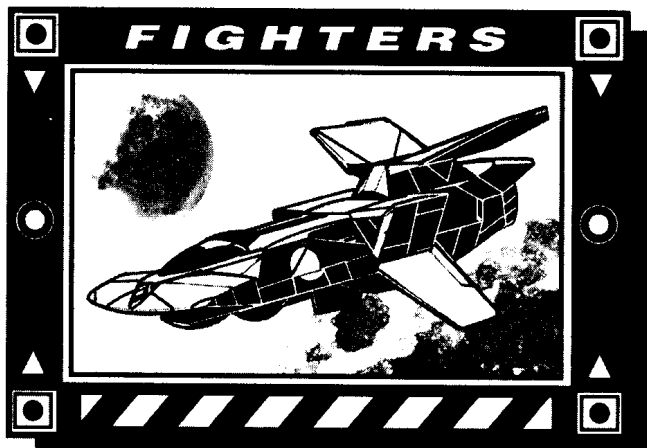
Introduced: 2680
Armor Value: 4
Heat Sinks: 12 (24)
Safe Thrust: 8
Maximum Thrust: 12

Weapons

Arc	Type	Heat	Range Values				MOUNTS
			S	M	L	Extreme	
Nose	Laser	1	1	—	—	—	1
LW	Laser	8	1	1	—	—	1
RW	Laser	8	1	1	—	—	1

Notes: See THK-53 version for remaining specifications.

MEDIUM FIGHTERS



CSR-V12 CORSAIR

Tech: Standard **Mass:** 50 tons
Introduced: 2779 **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

CSR-V20 CORSAIR

Introduced: 3010

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	20	4	2	—	—	3

Notes: Davion variant. See CSR-V12 version for remaining specifications.

CSR-V12M CORSAIR

Introduced: 2905
Armor Value: 6
Heat Sinks: 19

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	10	1	1	—	—	1
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	Laser	2	1	—	—	—	2

Notes: Marik variant known as the *Regulus*. Also used by the Draconis Combine under the *Sand Hawk* designation. See CSR-V12 for remaining specifications.

HCT-213B HELLCAT II

Tech: Star League **Mass:** 50 tons
Introduced: 2710 **Fuel:** 5 tons (75)
Armor Value: 5 **Safe Thrust:** 7
Heat Sinks: 15 **Maximum Thrust:** 11

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
LW	Laser	8	1	1	—	—	1
RW	Laser	8	1	1	—	—	1
Aft	Laser	3	1	—	—	—	1

Notes: Carries advanced sensors. May detect other units as if it were a DropShip.

LIGHTNING

Tech: Standard **Mass:** 50 tons
Introduced: 2628 **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	Laser	10	1	1	—	—	2
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	Laser	3	1	—	—	—	1

SL25 SAMURAI

Tech: Standard **Mass:** 50 tons
Introduced: 2932 **Fuel:** 8 tons (120)
Armor Value: 4 **Safe Thrust:** 7
Heat Sinks: 19 **Maximum Thrust:** 11

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	10	2	—	—	—	4
LW	Laser	4	1	—	—	—	2
RW	Laser	4	1	—	—	—	2
Aft	Laser	4	1	—	—	—	2

TR-10 TRANSIT

Tech: Standard **Mass:** 50 tons
Introduced: 2932 **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

TR-11 TRANSIT

Introduced: 2933

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	AC	7	2	—	—	—	1

Notes: Reconnaissance variant of TR-10 *Transit*. May carry one observer. See TR-10 version for remaining specifications.

GTHA-500 GOTHA

Tech: Star League **Mass:** 60 tons
Introduced: 2657 **Fuel:** 6 tons (90)
Armor Value: 6 **Safe Thrust:** 5
Heat Sinks: 14 **Maximum Thrust:** 7

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	16	2	1	—	—	3
LW	Mixed	6	2	1	—	—	2
RW	Mixed	6	2	1	—	—	2
Aft	Laser	6	1	—	—	—	2

HCT-213 HELLCAT

Tech: Standard
Introduced: 2671
Armor Value: 4
Heat Sinks: 20

Mass: 60 tons
Fuel: 5 tons (75)
Safe Thrust: 6
Maximum Thrust: 9

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	14	2	1	—	—	3
LW	Laser	11	1	1	—	—	2
RW	Laser	11	1	1	—	—	2
Aft	Laser	3	1	—	—	—	1

F-90 STINGRAY

Tech: Standard
Introduced: 2762
Armor Value: 5
Heat Sinks: 20

Mass: 60 tons
Fuel: 5 tons (75)
Safe Thrust: 6
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

F-90S STINGRAY

Introduced: 2911
Armor Value: 4
Heat Sinks: 19

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	AC	1	1	1	—	—	1
LW	Laser	11	1	1	—	—	2
RW	Laser	11	1	1	—	—	2

Notes: Steiner variant. See F-90 version for remaining specifications.

F-92 STINGRAY

Tech: Star League
Introduced: 3050
Heat Sinks: 20 (40)

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	PPC	15	1	1	1	—	1
LW	Laser	14	1	1	1	—	2
RW	Laser	14	1	1	1	—	2

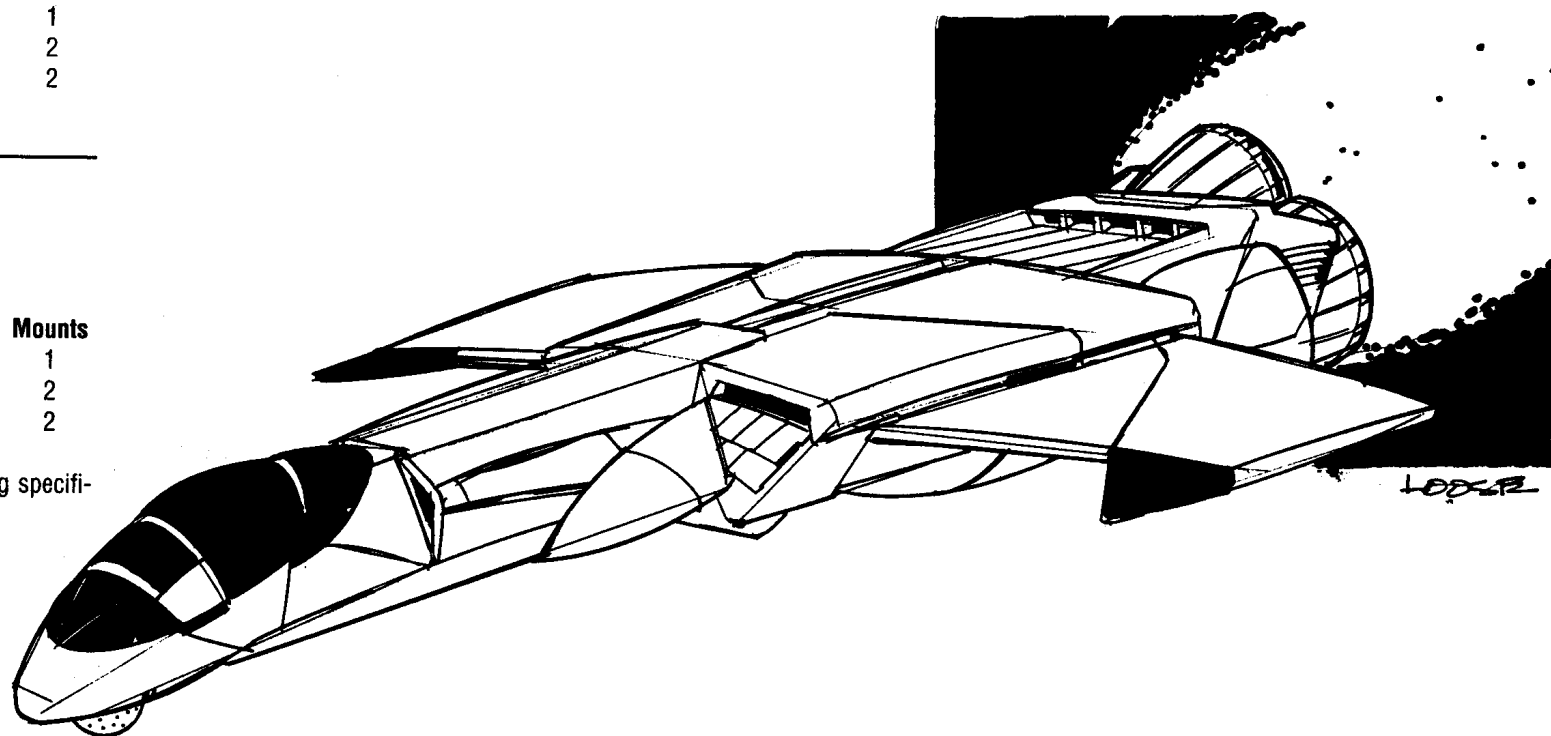
Notes: Upgraded 3050 version. See F-90 version for remaining specifications.

F-94 STINGRAY

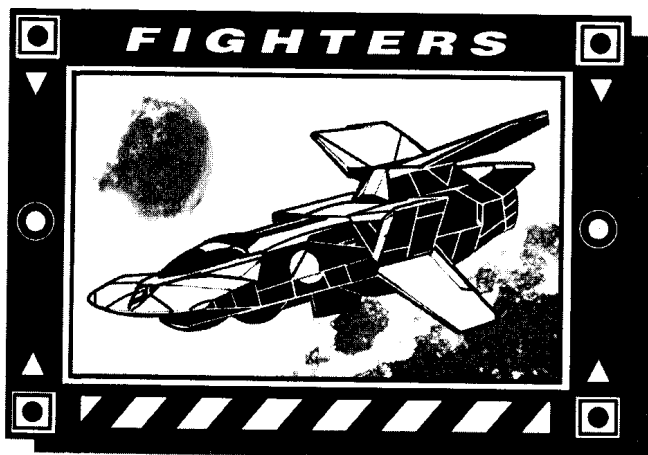
Tech: Star League
Introduced: 3052

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	15	1	1	1	—	2
LW	Mixed	7	1	1	1	—	2
RW	Mixed	7	1	1	1	—	2

Notes: Upgraded 3050 version. See F-90 version for remaining specifications.



MEDIUM FIGHTERS



IRN-SD1 IRONSIDES

Tech: Star League
Introduced: 2613
Armor Value: 4
Heat Sinks: 10 (20)

Mass: 65 tons
Fuel: 5 tons (75)
Safe Thrust: 6
Maximum Thrust: 9

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	24	3	2	—	—	3
LW	Mixed	11	2	—	—	—	3
RW	Mixed	11	2	—	—	—	3

LCF-R15 LUCIFER

Tech: Standard
Introduced: 2526
Armor Value: 4
Heat Sinks: 20

Mass: 65 tons
Fuel: 5 tons (75)
Safe Thrust: 5
Maximum Thrust: 7

Weapons			Range Values				
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

LCF-R16 LUCIFER

Tech: Star League
Introduced: 3052
Armor Value: 5
Heat Sinks: 23 (46)

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	30	4	3	3	—	3
LW	SRM	4	1	—	—	—	1
RW	SRM	4	1	—	—	—	1
Aft	Pulse	4	1	—	—	—	1

Notes: Upgraded 3050 version. See LCF-R15 version for remaining specifications.

LCF-R20 LUCIFER

Introduced: 2609
Armor Value: 9
Heat Sinks: 23

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	16	2	2	—	—	2
LW	Laser	2	1	—	—	—	2
RW	Laser	2	1	—	—	—	2
Aft	Laser	3	1	—	—	—	1

Notes: See LCF-K15 version for remaining specifications.

LCF-16K LUCIFER II

Introduced: 2993
Armor Value: 3
Safe Thrust: 6
Maximum Thrust: 9

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	26	4	3	1	—	4
LW	Laser	2	1	—	—	—	2
RW	Laser	2	1	—	—	—	2
Aft	Laser	3	1	—	—	—	1

Notes: Kurita variant. See LCF-R15 for remaining specifications.

LCF-16KR LUCIFER II

Tech: Star League
Introduced: 3051
Heat Sinks: 20 (40)

Safe Thrust: 6
Maximum Thrust: 9

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	38	4	3	3	—	5
LW	Pulse	4	1	—	—	—	2
RW	Pulse	4	1	—	—	—	2
Aft	Pulse	4	1	—	—	—	1

Notes: 3050 refit of the Kurita variant. See LCF-R15 for remaining specifications.

SL-17 SHILONE

Tech: Standard
Introduced: 2787
Armor Value: 5
Heat Sinks: 20

Mass: 65 tons
Fuel: 5 tons (75)
Safe Thrust: 6
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

SL-17R SHILONE

Notes: Equipped with 20 double heat sinks. See SL-17 version for remaining specifications.

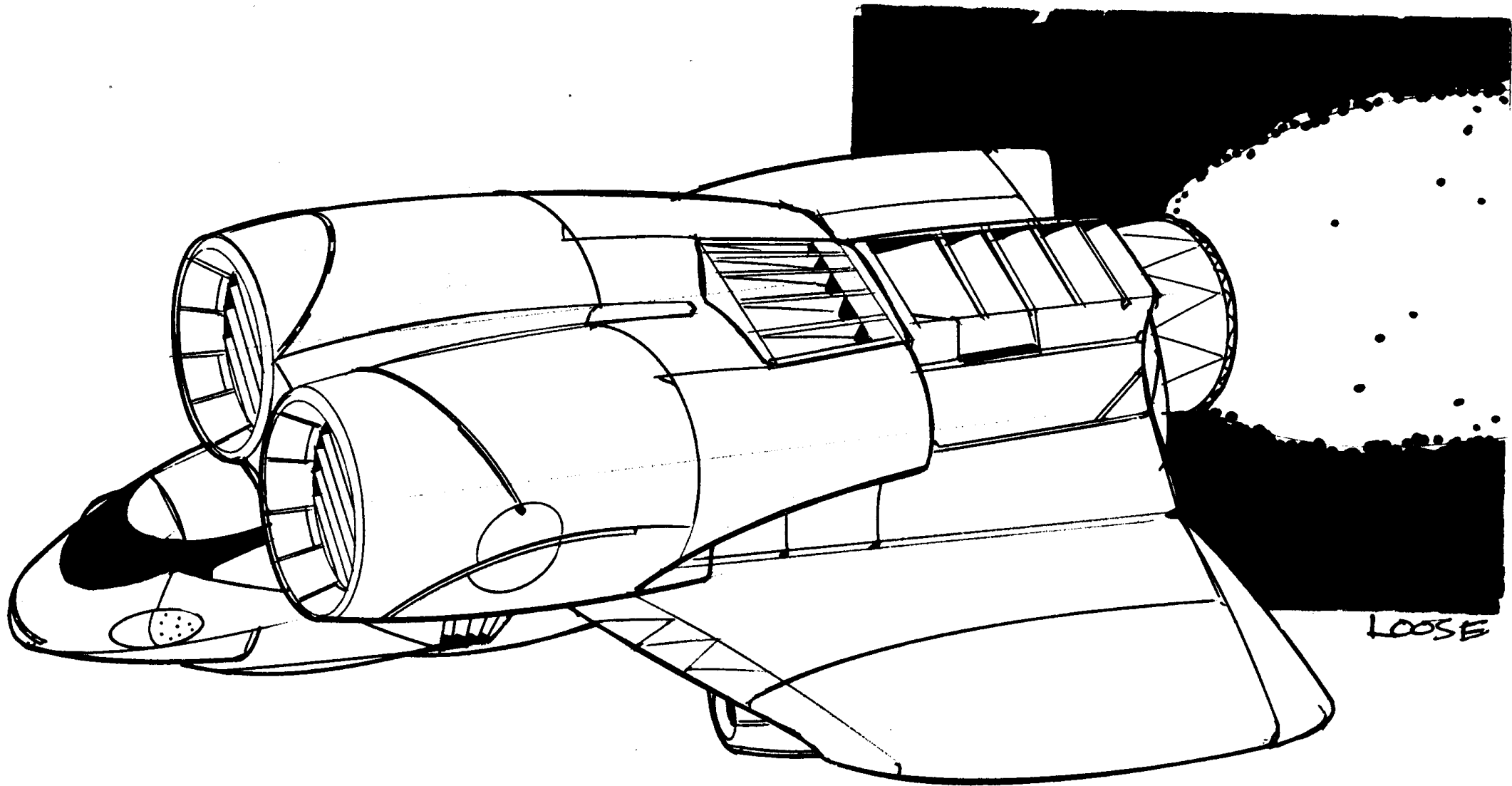
SL-17AC SHILONE

Introduced: 2935
Heat Sinks: 19

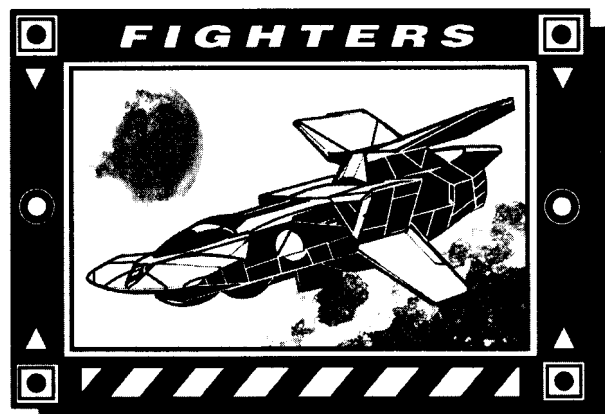
Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	10	1	1	1	—	3
LW	Laser	3	1	—	—	—	1
RW	Laser	3	1	—	—	—	1
Aft	SRM	3	1	—	—	—	1

Notes: See SL-17 version for remaining specifications.

MEDIUM FIGHTERS



HEAVY FIGHTERS



EAGLE

Tech: Standard **Mass:** 75 tons
Introduced: 2492 **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	

HMR-HD HAMMERHEAD

Tech: Star League **Mass:** 75 tons
Introduced: 2534 **Fuel:** 5 tons (75)
Armor Value: 5 **Safe Thrust:** 7
Heat Sinks: 10 **Maximum Thrust:** 11

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	AC	7	2	—	—	—	1	

Notes: Original version entered service in 2407.

TR-13 TRANSGRESSOR

Tech: Standard **Mass:** 75 tons
Introduced: 2890 **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	

TR-13A TRANSGRESSOR

Tech: Star League
Introduced: 3052
Heat Sinks: 25(50)

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Laser	15	1	1	1	—	2	
LW	Laser	15	1	1	—	—	2	
RW	Laser	15	1	1	—	—	2	
Aft	Laser	3	1	—	—	—	1	

Notes: Upgraded 3050 version. See TR-13 version for remaining specifications.

TR-14 TRANSGRESSOR AC

Introduced: 2906
Armor Value: 5

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	10	3	—	—	—	2	
LW	Laser	3	1	—	—	—	1	
RW	Laser	3	1	—	—	—	1	
Aft	Laser	3	1	—	—	—	1	

Notes: See TR-13 version for remaining specifications.

SL-15 SLAYER

Tech: Standard **Mass:** 80 tons
Introduced: 2657 **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	

SL-15R SLAYER

Introduced: 3052
Heat Sinks: 20 (40)

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	5	2	1	—	—	2	
LW	Laser	6	1	—	—	—	2	
RW	Laser	6	1	—	—	—	2	
Aft	Laser	3	1	—	—	—	1	

Notes: See SL-15 version for remaining specifications.

SL-15A SLAYER

Introduced: 2785

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	12	2	1	1	—	3	
LW	Laser	6	1	—	—	—	2	
RW	Laser	6	1	—	—	—	2	
Aft	Laser	3	1	—	—	—	1	

Notes: See SL-15 version for remaining specifications.

SL-15B SLAYER

Introduced: 2809

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	8	1	1	1	—	2	
LW	Laser	6	1	—	—	—	2	
RW	Laser	6	1	—	—	—	2	
Aft	Mixed	7	2	—	—	—	2	

Notes: See SL-15 version for remaining specifications.

SL-15C SLAYER

Introduced: 2814

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	7	2	—	—	—	2	
LW	Laser	6	1	—	—	—	2	
RW	Laser	6	1	—	—	—	2	
Aft	Mixed	8	1	1	1	—	2	

Notes: See SL-15 version for remaining specifications.

HEAVY FIGHTERS

RPR-100 RAPIER

Tech: Star League Mass: 85 tons
 Introduced: 2596 Fuel: 5 tons (75)
 Armor Value: 5 Safe Thrust: 6
 Heat Sinks: 12 (24) Maximum Thrust: 9

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	31	5	3	1	—	4

AHB-X AHAB

Tech: Star League Mass: 90 tons
 Introduced: 2697 Fuel: 5 tons (75)
 Armor Value: 6 Safe Thrust: 5
 Heat Sinks: 18 Maximum Thrust: 8

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	17	2	1	—	—	4
LW	Laser	10	2	1	1	—	2
RW	Laser	10	2	1	1	—	2
Aft	Laser	6	1	—	—	—	2

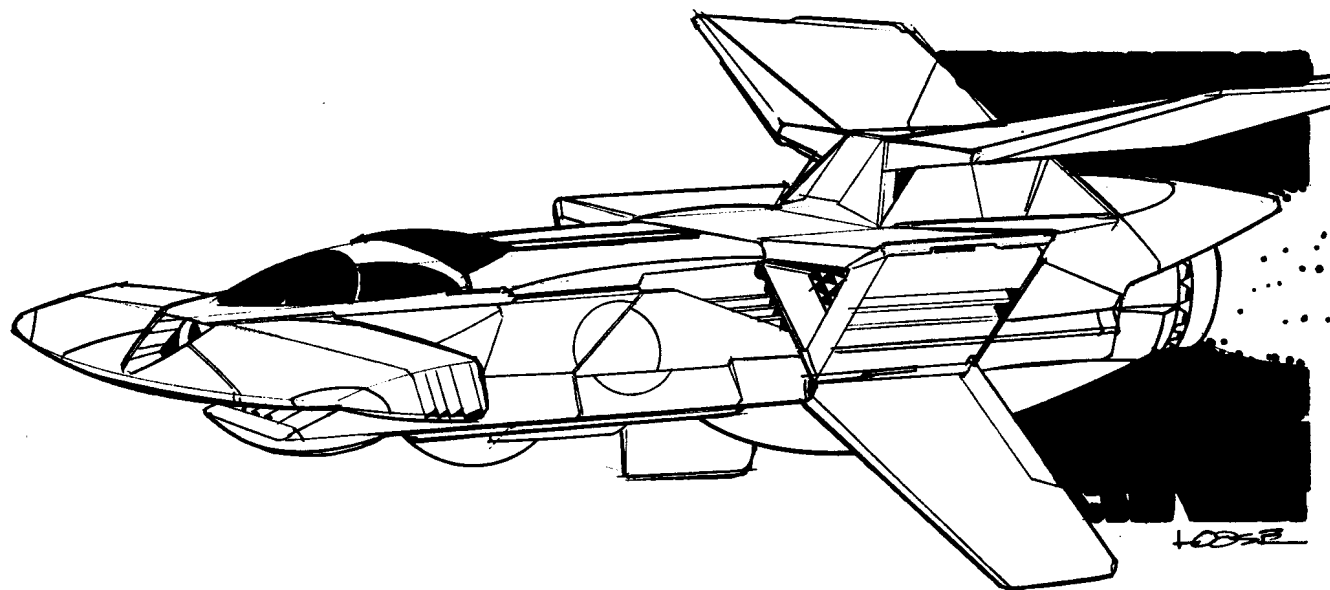
Notes: Prototype of the AHB-443 *Ahab*.

AHB-443 AHAB

Introduced: 2703
 Heat Sinks: 14

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	8	1	1	—	—	1
LW	Laser	10	3	2	2	—	2
RW	Laser	10	3	2	2	—	2
Aft	Laser	6	1	—	—	—	2

Notes: See AHB-33 version for remaining specifications.



CHP-W5 CHIPPEWA

Tech: Standard Mass: 90 tons
 Introduced: 2780 Fuel: 5 tons (75)
 Armor Value: 3 Safe Thrust: 5
 Heat Sinks: 25 Maximum Thrust: 8

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	20	4	2	2	—	5
LW	Laser	16	2	2	—	—	2
RW	Laser	16	2	2	—	—	2
Aft	Laser	2	1	—	—	—	2

CHP-W7 CHIPPEWA

Tech: Star League Armor Value: 4
 Introduced: 3053 Heat Sinks: 25(50)

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	20	4	2	2	—	5
LW	Pulse	20	2	2	—	—	2
RW	Pulse	20	2	2	—	—	2
Aft	Pulse	4	1	—	—	—	2

Notes: Upgraded 3050 version.

CHP-W10 CHIPPEWA

Introduced: 2953
 Armor Value: 7

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	20	4	—	—	—	5
LW	Laser	8	1	1	—	—	1
RW	Laser	8	1	1	—	—	1
Aft	Laser	2	1	—	—	—	2

Notes: Davion variant. See CHP-W5 for remaining specifications.

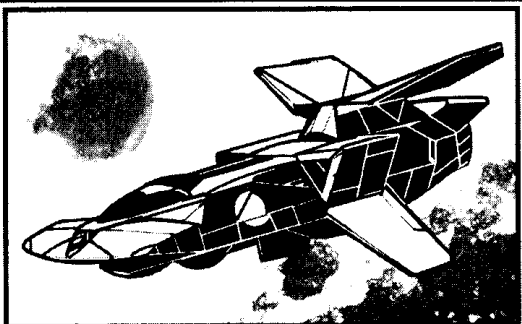
F-100 RIEVER

Tech: Standard Mass: 100 tons
 Introduced: 2810 Fuel: 5 tons (75)
 Armor Value: 6 Safe Thrust: 5
 Heat Sinks: 28 Maximum Thrust: 8

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	11	3	1	1	—	2
LW	SRM	8	2	—	—	—	2
RW	SRM	8	2	—	—	—	2

HEAVY FIGHTERS

FIGHTERS



F-100A RIEVER

Introduced: 2829

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	15	4	—	—	—	3	
LW	SRM	8	2	—	—	—	2	
RW	SRM	8	2	—	—	—	2	

Notes: See F-100 version for remaining specifications.

F-100B RIEVER

Introduced: 2835

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	11	3	1	1	—	2	
LW	AC	1	1	1	—	—	1	
RW	AC	1	1	1	—	—	1	

Notes: See F-100 version for remaining specifications.

F-700 RIEVER

Tech: Star League Safe Thrust: 6
 Introduced: 3050 Maximum Thrust: 9
 Heat Sinks: 20(40)

Notes: Upgraded 3050 version. See F-100 version for remaining specifications.

F-700A RIEVER

Tech: Star League
 Introduced: 3050
 Armor Value: 7
 Heat Sinks: 20 (40)

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	LBX	4	1	1	—	—	2	
LW	SRM	16	4	—	—	—	4	
RW	SRM	16	4	—	—	—	4	

Notes: Upgraded 3050 version. See F-100 version for remaining specifications.

STU-K5 STUKA

Tech: Standard Mass: 100 tons
 Introduced: 2530 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	

STU-D6 STUKA

Tech: Star League
 Introduced: 3051
 Heat Sinks: 20 (40)

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	11	2	—	—	—	3	
LW	Mixed	22	3	3	1	—	3	
RW	Mixed	22	3	3	1	—	3	
Aft	Laser	6	1	—	—	—	2	

Notes: Upgraded 3050 version. See STU-K5 version for remaining specifications.

STU-K10 STUKA

Introduced: 2711
 Heat Sinks: 32

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	10	3	1	1	—	5	
LW	Laser	16	2	2	—	—	2	
RW	Laser	16	2	2	—	—	2	
Aft	Laser	3	1	—	—	—	1	

Notes: Draconis March variant. See STU-K5 for remaining specifications.

STU-K15 STUKA

Introduced: 2965
 Armor Value: 5

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	18	4	1	1	—	6	
LW	Laser	16	2	2	—	—	2	
RW	Laser	16	2	2	—	—	2	
Aft	Laser	6	1	—	—	—	1	

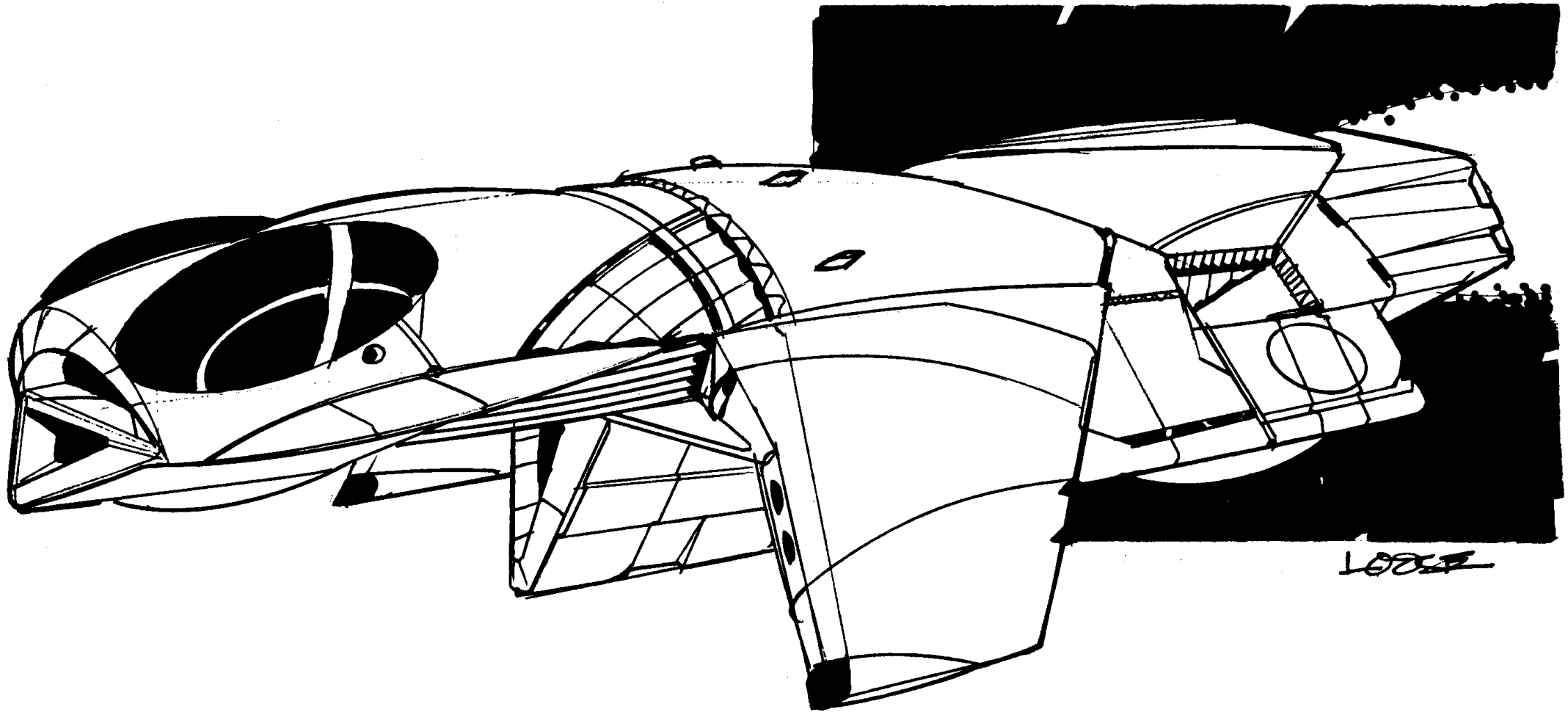
Notes: See STU-K5 for remaining specifications.

THUNDERBIRD

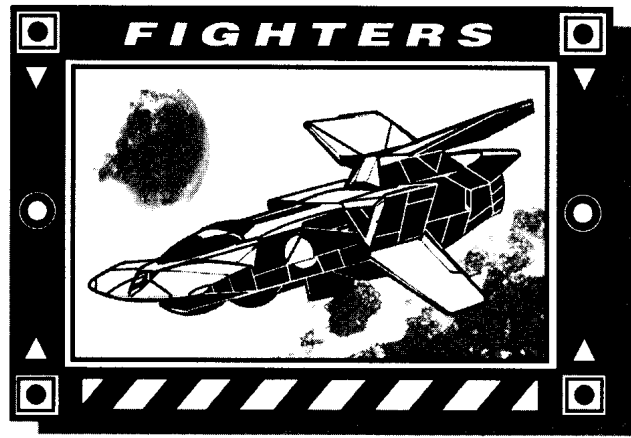
Tech: Standard Mass: 100 tons
 Introduced: 2487 Fuel: 5 tons (75)
 Armor Value: 6 Safe Thrust: 5
 Heat Sinks: 25 Maximum Thrust: 8

Weapons			Range Values					
Arc	Type	Heat	S	M	L	Extreme	Mounts	
Nose	Mixed	11	1	1	—	—	2	
LW	Laser	17	3	2	1	—	3	
RW	Laser	17	3	2	1	—	3	
Aft	Laser	6	1	—	—	—	2	

HEAVY FIGHTERS



OMNIFIGHTERS



BASHKIR

Tech: Clans **Mass:** 20 tons
Introduced: 2930 **Fuel:** 3 tons (45)
Armor Value: 2 **Safe Thrust:** 13
Heat Sinks: 11(22) **Maximum Thrust:** 20

Primary Configuration

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	4	1	1	—	—	2
LW	Laser	5	1	1	—	—	1
RW	Laser	5	1	1	—	—	1

Alternate Configuration A

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	8	2	1	—	—	2

Alternate Configuration B

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	2	1	—	—	—	1
LW	LRM	5	1	1	1	—	1
RW	LRM	5	1	1	1	—	1

Alternate Configuration C

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	14	2	1	1	1	2

VANDAL

Tech: Clans **Mass:** 30 tons
Introduced: 2941 **Fuel:** 3 tons (45)
Armor Value: 2 **Safe Thrust:** 14
Heat Sinks: 10 (20) **Maximum Thrust:** 21

Primary Configuration

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	4	1	—	—	—	2

Notes: Carries advanced sensors. May detect other units as if it were a DropShip.

Alternate Configuration A

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Pulse	4	1	1	—	—	1
LW	Laser	2	1	—	—	—	1
RW	Laser	2	1	—	—	—	1

Alternate Configuration B

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	4	1	—	—	—	2
LW	Laser	4	1	—	—	—	2
RW	Laser	4	1	—	—	—	2

Alternate Configuration C

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	15	2	2	—	—	3

AVAR

Tech: Clans **Mass:** 35 tons
Introduced: 2878 **Fuel:** 3 tons (45)
Armor Value: 3 **Safe Thrust:** 10
Heat Sinks: 10 (20) **Maximum Thrust:** 15

Primary Configuration

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	20	3	3	1	1	3
LW	Pulse	4	1	1	—	—	1
RW	Pulse	4	1	1	—	—	1

Alternate Configuration A

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	LRM	6	2	2	2	—	1
LW	Laser	10	1	1	—	—	2
RW	Laser	10	1	1	—	—	2
Aft	Pulse	4	1	1	—	—	1

Alternate Configuration B

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Pulse	20	2	2	2	—	2
LW	Laser	5	1	1	—	—	1
RW	Laser	5	1	1	—	—	1

Alternate Configuration C

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	5	1	1	—	—	1
LW	Mixed	11	2	1	—	—	3
RW	Mixed	11	2	1	—	—	3

BATU

Tech: Clans **Mass:** 40 tons
Introduced: 2987 **Fuel:** 3 tons (45)
Armor Value: 4 **Safe Thrust:** 9
Heat Sinks: 10 (20) **Maximum Thrust:** 14

Primary Configuration

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	12	2	2	2	2	1
LW	Pulse	8	2	2	—	—	2
RW	Pulse	8	2	2	—	—	2
Aft	Laser	5	1	1	—	—	1

Notes: Equipped with 12 double heat sinks.

Alternate Configuration A

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	PPC	15	2	2	2	—	1
LW	SRM	8	1	—	—	—	2
RW	SRM	8	1	—	—	—	2

Notes: Equipped with 11 double heat sinks.

Alternate Configuration B

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	12	3	3	—	—	3
LW	Pulse	8	2	2	—	—	2
RW	Pulse	8	2	2	—	—	2
Aft	Laser	5	1	1	—	—	1

Alternate Configuration C

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	11	3	3	1	—	3
LW	Laser	4	1	—	—	—	2
RW	Laser	4	1	—	—	—	2
Aft	Laser	5	1	1	—	—	1

SULLA

Tech: Clans	Mass: 45 tons
Introduced: 2998	Fuel: 5 tons (75)
Armor Value: 4	Safe Thrust: 9
Heat Sinks: 13 (26)	Maximum Thrust: 14

Primary Configuration

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	PPC	15	2	2	2	—	1
LW	Laser	12	1	1	1	1	1
RW	Laser	12	1	1	1	1	1
Aft	Point	—	1	—	—	—	1

Alternate Configuration A

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	17	2	2	1	—	2
LW	LRM	4	1	1	1	—	1
RW	LRM	4	1	1	1	—	1
Aft	Point	—	1	—	—	—	1

Alternate Configuration B

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
LW	LRM	6	1	1	1	—	1
RW	LRM	6	1	1	1	—	1
Aft	Point	—	1	—	—	—	1

Alternate Configuration C

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	4	1	1	—	—	1
LW	PPC	15	1	1	1	—	1
RW	PPC	15	1	1	1	—	1
Aft	Point	—	1	—	—	—	1

TURK

Tech: Clans	Mass: 50 tons
Introduced: 3012	Fuel: 5 tons (75)
Armor Value: 5	Safe Thrust: 7
Heat Sinks: 12 (24)	Maximum Thrust: 11

Primary Configuration

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
LW	Mixed	27	3	3	3	1	2
RW	Mixed	27	3	3	3	1	2

Notes: Equipped with 16 double heat sinks.

Alternate Configuration A

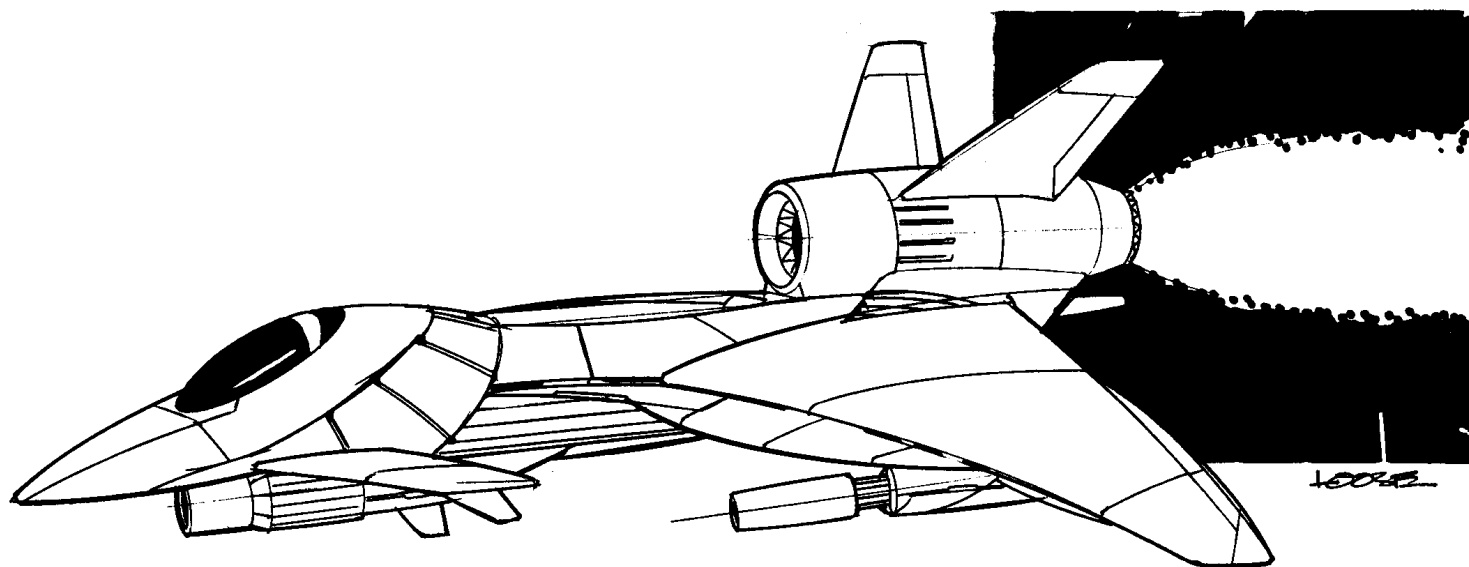
Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	13	3	3	3	1	2
LW	SRM	3	1	—	—	—	1
RW	SRM	3	1	—	—	—	1
Aft	Pulse	4	1	1	—	—	1

Alternate Configuration B

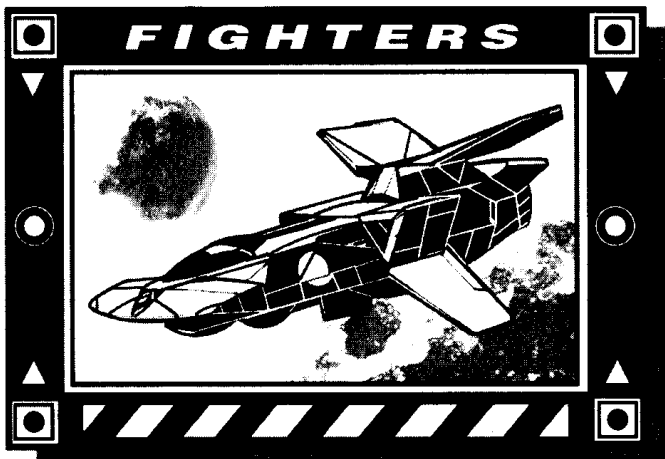
Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Laser	10	1	1	—	—	2
LW	AC	6	2	2	—	—	1
RW	AC	6	2	2	—	—	1

Alternate Configuration C

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	LRM	6	1	1	1	—	1
LW	Mixed	16	2	2	1	1	2
RW	Mixed	16	2	2	1	1	2
Aft	Laser	5	1	1	—	—	1



OMNIFIGHTERS



VISIGOTH

Tech: Clans **Mass:** 60 tons
Introduced: 2948 **Fuel:** 5 tons (75)
Armor Value: 5 **Safe Thrust:** 7
Heat Sinks: 16 (32) **Maximum Thrust:** 11

Primary Configuration

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	17	3	3	—	—	4
LW	Mixed	5	1	1	—	—	2
RW	Mixed	5	1	1	—	—	2
Aft	Laser	8	1	1	—	—	2

Alternate Configuration A

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	25	3	3	2	—	3
LW	LRM	6	2	2	2	—	1
RW	LRM	6	2	2	2	—	1
Aft	Laser	8	1	1	—	—	2

Alternate Configuration B

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	20	2	2	2	—	2
LW	Pulse	10	1	1	1	—	1
RW	Pulse	10	1	1	1	—	1
Aft	Pulse	4	1	1	—	—	1

Alternate Configuration C

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Pulse	14	2	2	1	—	2
LW	Pulse	14	2	2	1	—	2
RW	Pulse	14	2	2	1	—	2
Aft	SRM	3	1	—	—	—	1

JAGATAI

Tech: Clans **Mass:** 70 tons
Introduced: 3016 **Fuel:** 4 tons (60)
Armor Value: 5 **Safe Thrust:** 6
Heat Sinks: 15 (30) **Maximum Thrust:** 9

Primary Configuration

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	LRM	6	1	1	1	—	1
LW	Mixed	25	3	3	3	—	2
RW	Mixed	25	3	3	3	—	2
Aft	Pulse	10	1	1	1	—	1

Notes: Equipped with 17 double heat sinks.

Alternate Configuration A

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	29	5	5	2	—	3
LW	SRM	4	1	1	—	—	1
RW	SRM	4	1	1	—	—	1
Aft	Laser	12	1	1	1	1	1

Notes: Equipped with 20 double heat sinks.

Alternate Configuration B

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	AC	2	3	3	3	—	2
LW	Laser	12	1	1	1	1	1
RW	Laser	12	1	1	1	1	1
Aft	Mixed	9	1	1	—	—	2

Alternate Configuration C

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	30	3	3	2	2	3
LW	LRM	4	1	1	1	—	1
RW	LRM	4	1	1	1	—	1
Aft	Mixed	22	2	2	2	1	2

SABUTAI

Tech: Clans **Mass:** 75 tons
Introduced: 3048 **Fuel:** 3 tons (45)
Armor Value: 5 **Safe Thrust:** 6
Heat Sinks: 15 (30) **Maximum Thrust:** 9

Primary Configuration

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	3	2	1	1	—	2
LW	Mixed	25	3	3	3	—	2
RW	Mixed	25	3	3	3	—	2
Aft	Laser	4	1	—	—	—	2

Notes: Equipped with 21 double heat sinks.

Alternate Configuration A

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	8	1	1	—	—	2
LW	Mixed	16	3	2	—	—	2
RW	Mixed	16	3	2	—	—	2
Aft	Laser	10	1	1	—	—	2

Alternate Configuration B

Weapons			Range Values				
Arc	Type	Heat	S	M	L	Extreme	Mounts
Nose	Mixed	16	3	3	3	—	2
LW	Laser	12	2	2	2	1	2
RW	Laser	12	2	2	2	1	2
Aft	Pulse	4	1	1	—	—	1

Notes: Has TAG system for directing Arrow IV fire.

Alternate Configuration C

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Laser	50	5	5	5	5	5
LW	Laser	15	2	2	—	—	3
RW	Laser	15	2	2	—	—	3

Notes: Equipped with 37 double heat sinks.

JENGIZ

Tech: Clans	Mass: 80 tons
Introduced: 3032	Fuel: 4 tons (60)
Armor Value: 7	Safe Thrust: 5
Heat Sinks: 20 (40)	Maximum Thrust: 8

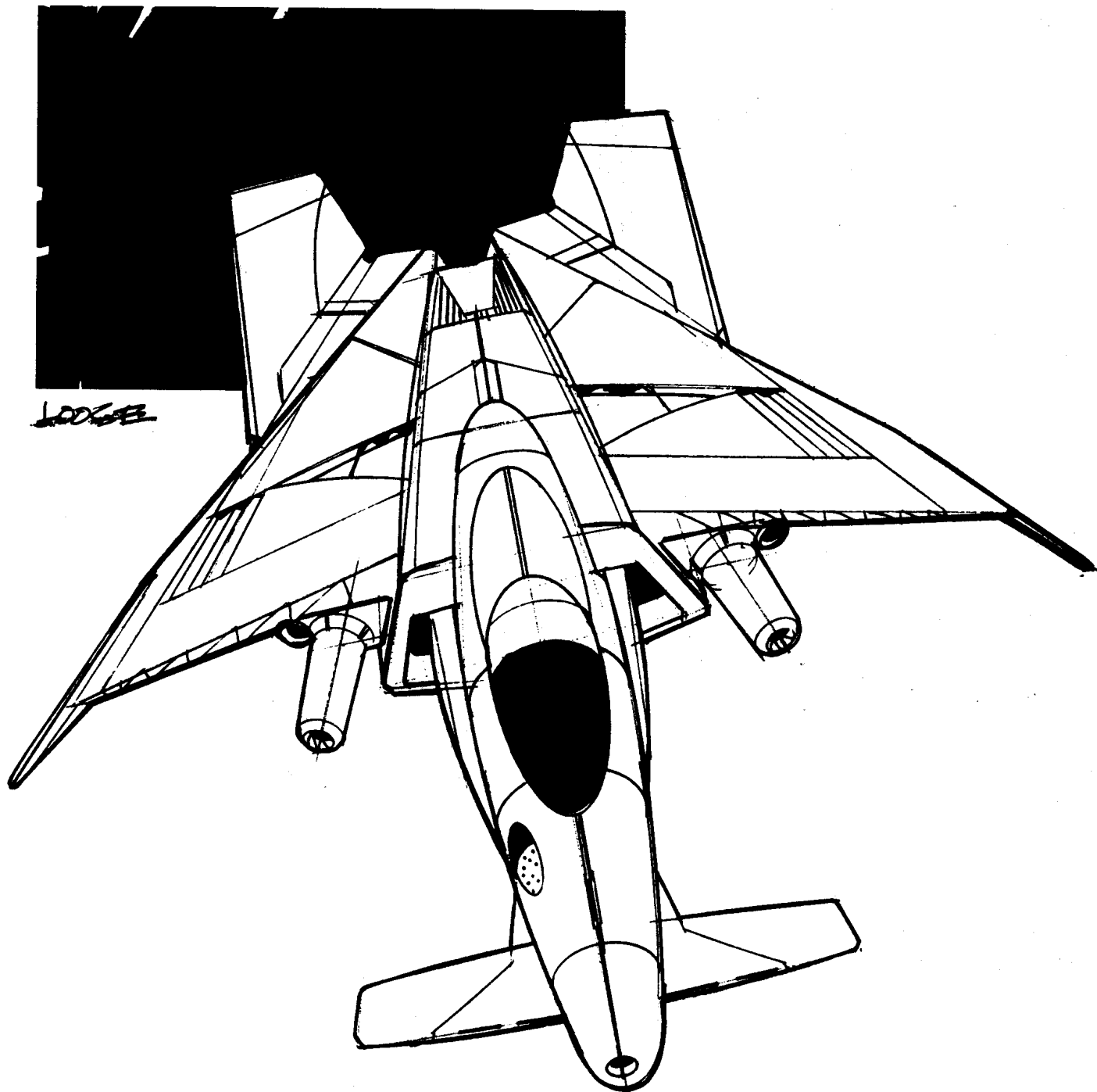
Primary Configuration

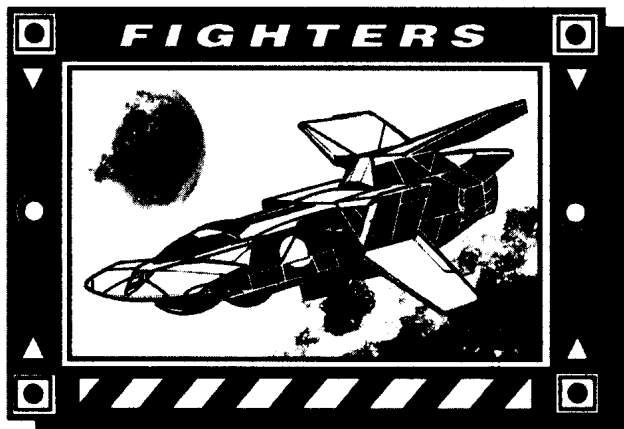
Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	Mixed	21	3	3	2	—	4
LW	Mixed	18	3	2	1	—	3
RW	Mixed	18	3	2	1	—	3
Aft	Pulse	4	1	1	—	—	1

Alternate Configuration A

Weapons			Range Values				Mounts
Arc	Type	Heat	S	M	L	Extreme	
Nose	PPC	30	3	3	3	—	2
LW	Mixed	20	2	2	2	—	2
RW	Mixed	20	2	2	2	—	2
Aft	Laser	2	1	—	—	—	1

Notes: Equipped with 27 double heat sinks.





Alternate Configuration B

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Mixed	11	3	3	2	—	3	
LW	Mixed	21	3	3	3	—	2	
RW	Mixed	21	3	3	3	—	2	
Aft	Point	—	1	—	—	—	1	

Alternate Configuration C

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	SRM	12	4	4	—	—	3	
LW	LB-X	6	1	1	—	—	1	
RW	LB-X	6	1	1	—	—	1	
Aft	SRM	3	1	1	—	—	1	

Notes: Has 0.75-ton cargo capacity.

SCYTHA

Tech: Clans	Mass: 90 tons
Introduced: 2968	Fuel: 4 tons (60)
Armor Value: 7	Safe Thrust: 6
Heat Sinks: 20 (40)	Maximum Thrust: 9

Primary Configuration

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Mixed	28	5	4	1	—	3	
LW	Laser	24	2	2	2	2	2	
RW	Laser	24	2	2	2	2	2	
Aft	Laser	10	1	1	—	—	1	

Notes: Equipped with 26 double heat sinks.

Alternate Configuration A

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Mixed	10	2	1	1	—	2	
LW	Mixed	22	3	2	2	1	3	
RW	Mixed	22	3	2	2	1	3	
Aft	SRM	4	1	1	—	—	1	

Notes: Equipped with 24 double heat sinks.

Alternate Configuration B

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Pulse	10	2	2	2	—	1	
LW	Pulse	20	3	3	3	—	2	
RW	Pulse	20	3	3	3	—	2	
Aft	Pulse	8	2	2	—	—	2	

Notes: Has an Armor Value of 8.

Alternate Configuration C

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Pulse	8	1	1	—	—	2	
LW	Mixed	16	3	3	3	—	2	
RW	Mixed	16	3	3	3	—	2	
Aft	Laser	2	1	—	—	—	1	

KIRGHIZ

Tech: Clans	Mass: 100 tons
Introduced: 2874	Fuel: 5 tons (75)
Armor Value: 6	Safe Thrust: 5
Heat Sinks: 20 (40)	Maximum Thrust: 8

Primary Configuration

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	LB-X	2	1	1	1	—	1	
LW	Mixed	13	3	3	3	1	2	
RW	Mixed	13	3	3	3	1	2	
Aft	Mixed	10	3	2	—	—	3	

Alternate Configuration A

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	PPC	30	3	3	3	—	2	
LW	Mixed	21	2	2	2	—	3	
RW	Mixed	21	2	2	2	—	3	
Aft	Laser	14	2	1	1	1	2	

Notes: Equipped with 24 double heat sinks.

Alternate Configuration B

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Mixed	23	3	2	2	—	3	
LW	Mixed	3	3	3	3	—	3	
RW	Mixed	3	3	3	3	—	3	
Aft	Pulse	4	1	1	—	—	1	

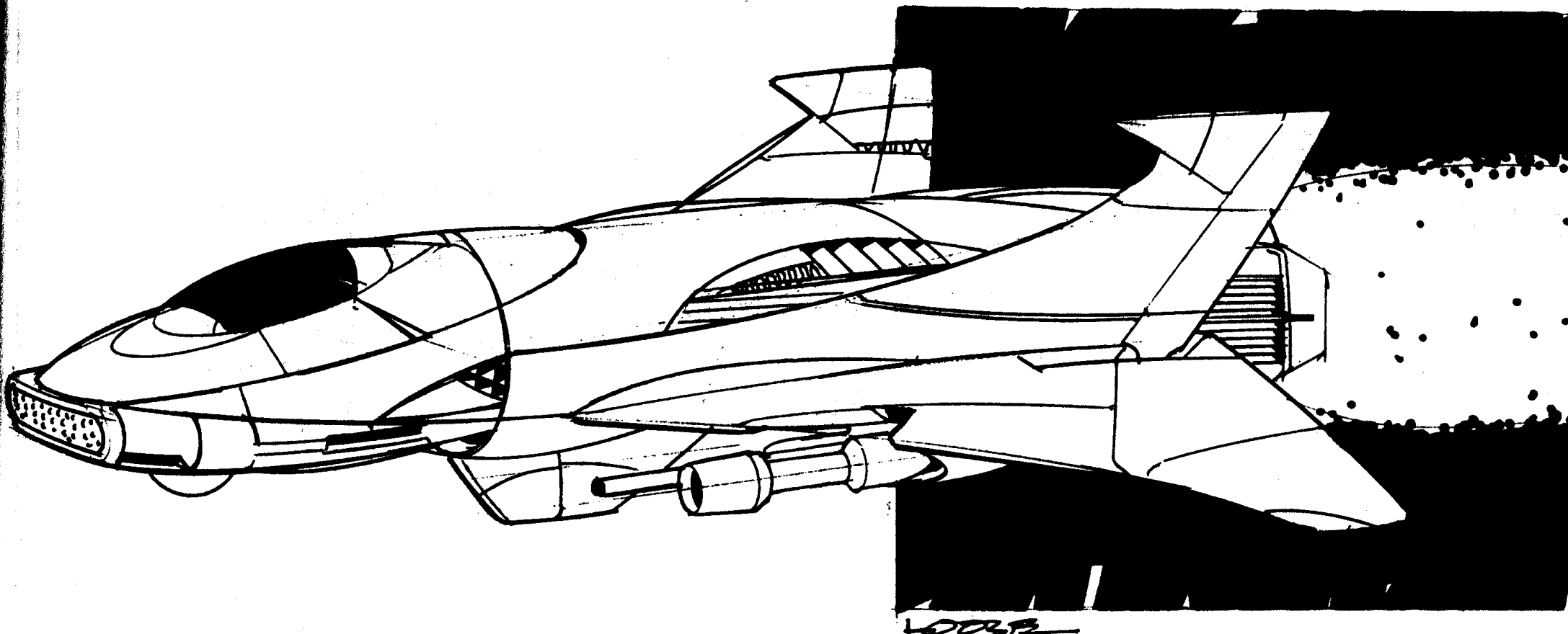
Notes: Equipped with 26 double heat sinks.

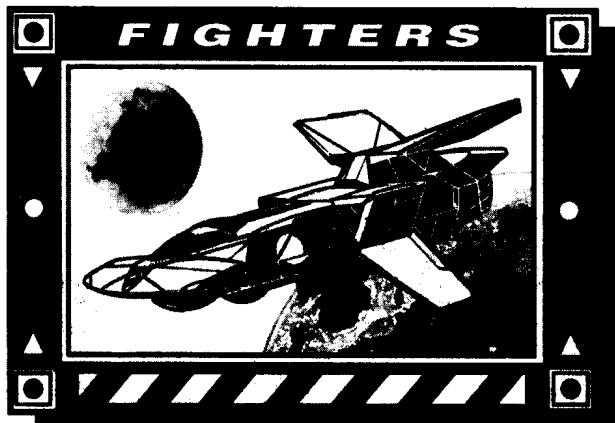
Alternate Configuration C

Weapons		Range Values						Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	Mixed	36	6	5	2	—	4	
LW	PPC	15	2	2	2	—	1	
RW	PPC	15	2	2	2	—	1	
Aft	Laser	24	2	2	2	2	2	

Notes: Has 10-ton cargo capacity.

OMNIFIGHTERS





GUARDIAN

Type: Conventional (jet-propelled) **Mass:** 20 tons
Tech: Standard **Fuel:** 2 tons (60)
Introduced: 2831 **Safe Thrust:** 7
Armor Value: 1 **Maximum Thrust:** 11

Weapons			Range Values					Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	SRM	4	1	—	—	—	1	

Notes: Has VSTOL capabilities.

MECHBUSTER

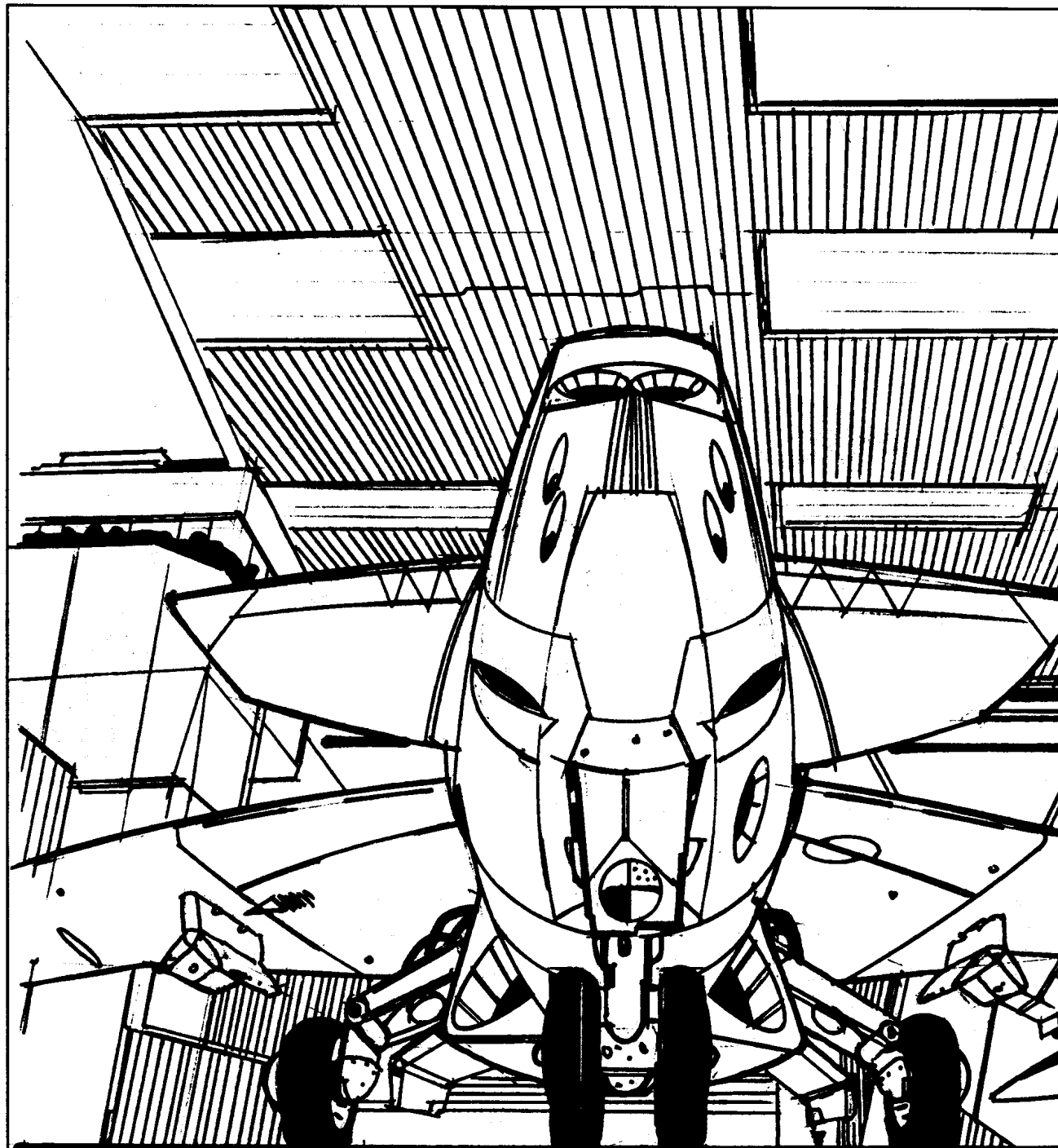
Type: Conventional (jet-propelled) **Mass:** 50 tons
Tech: Standard **Fuel:** 2 tons (60)
Introduced: 3023 **Safe Thrust:** 5
Armor Value: 1 **Maximum Thrust:** 8

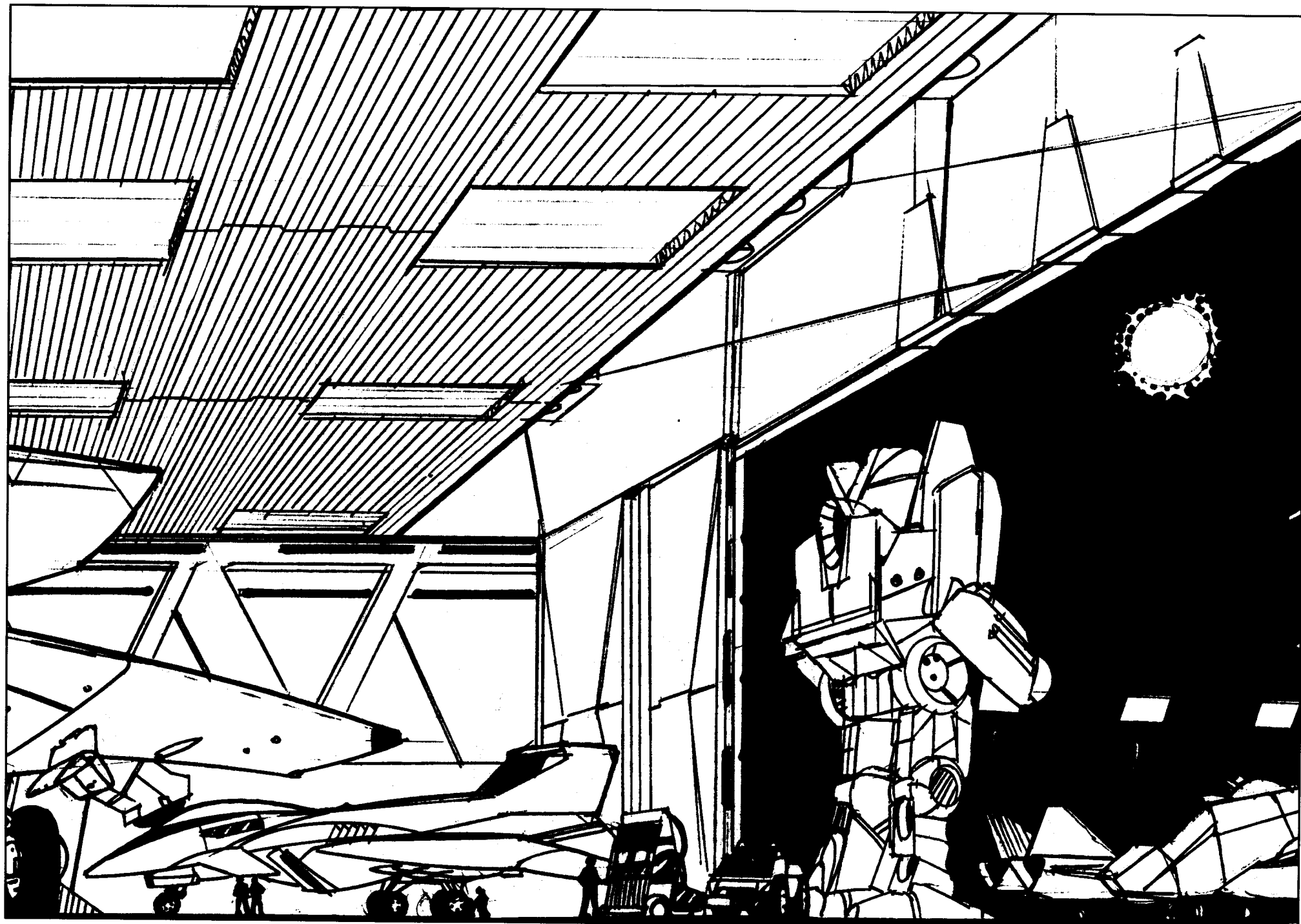
Weapons			Range Values					Mounts
Arc	Type	Heat	S	M	L	Extreme		
Nose	AC	7	2	—	—	—	1	

PLANETLIFTER

Type: Conventional (jet-propelled) **Mass:** 50 tons
Tech: Standard **Fuel:** 2.5 tons (75)
Introduced: 2761 **Safe Thrust:** 4
Armor Value: 1 **Maximum Thrust:** 6

Notes: May carry 20 (70) tons of cargo. Has VSTOL capabilities.





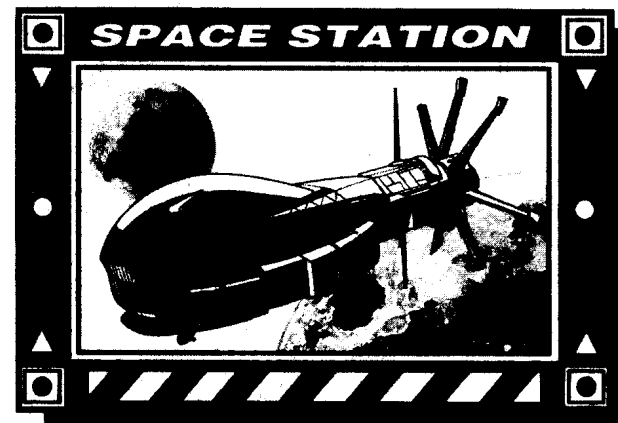
SPACE STATIONS

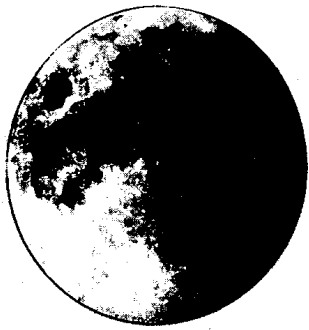
Numerous orbital facilities, colloquially known as space stations, serve a myriad of functions throughout the Inner Sphere. All of these facilities can be divided into three broad groups: low-orbit, geosynchronous-orbit, and stable-point stations. Each of these groups contains a number of different station types. The following section provides a brief overview of the most common station configurations in the Inner Sphere.

Stations in low orbit are often within 500 kilometers of a planet's surface, although the actual distance depends on the gravity of the planet that the station orbits. Such stations rely on centrifugal force from their orbital rotation to prevent them from falling onto the planet. Even so, their orbits decay and unless they are boosted regularly, low-orbit stations eventually re-enter the planet's atmosphere and burn up or collide with its surface. No permanent stations are situated in low orbit for this reason.

Geosynchronous stations are positioned so that their orbital speeds match the rotation of the planet that they orbit. The station then appears to hold above a point on the planet's surface. Situated thousands of miles above the planet's surface, such orbits are much more stable than low orbits, and so they are more suitable for space stations. However, as the recent destruction of the derelict *Armstrong* habitat at Ozawa has shown, such orbits do eventually decay.

However, most stations are situated near stable points of star systems. At these sites, the various gravitational forces of the system counterbalance each other, enabling a space station to hold its position with minimal energy. Often these stable points attract numerous, mutually supporting space stations. The Galax Megaplex is an excellent example of this phenomenon. The megaplex comprises nearly 50 stations of assorted sizes, all located at the L1 point between Galax and its moon. The megaplex contains factory stations, workers' habitats, and numerous other facilities that all serve the shipyards that are the megaplex's primary tenants. The megaplex also contains several administrative stations, including the Floating Tower, the headquarters of Federated-Boeing Interstellar.



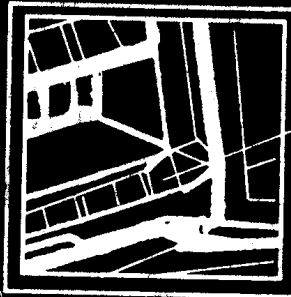


SPACE STATIONS

•OLYMPUS CLASS RECHARGE STATION•
MANUFACTURER: HULLADDER CORP.
OPERATOR: PRESS WORLD'S LEAGUE

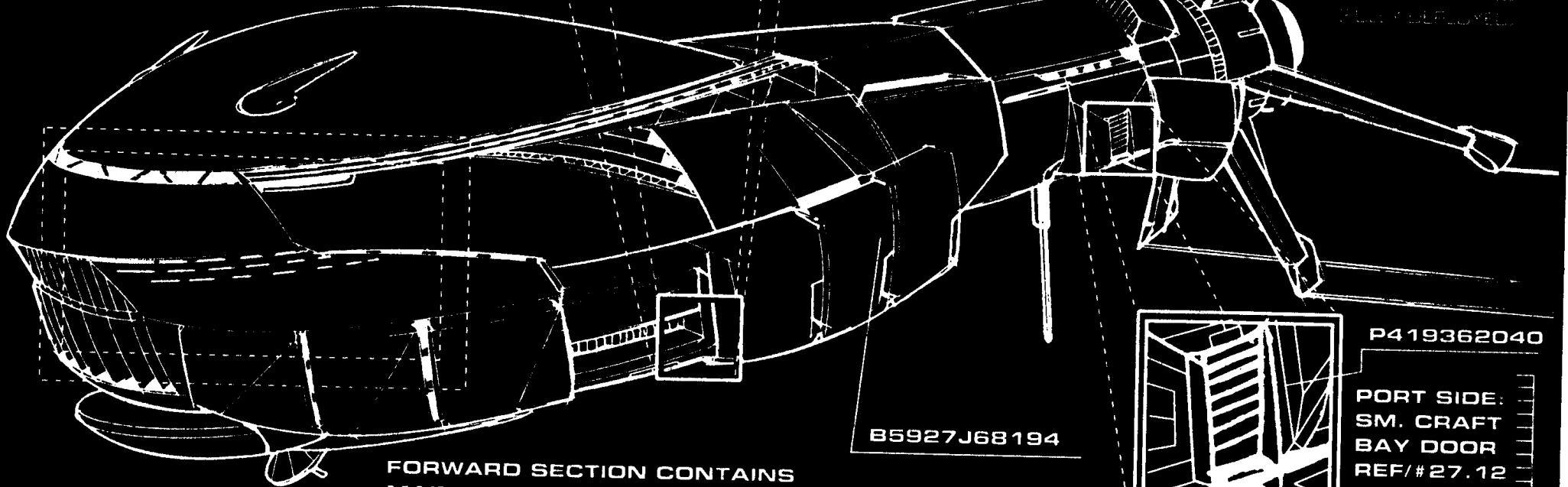
MASS (LOADED): 1,000,000 TONS
OVERALL LENGTH: 1,200 METERS

ENERGY-COLLECTION BANKS: 5



FIGHTER LAUNCH
AND RETRIEVAL

SOLAR SAIL
DIAMETER:
42.15 (METERS)
FULLY DEPLOYED



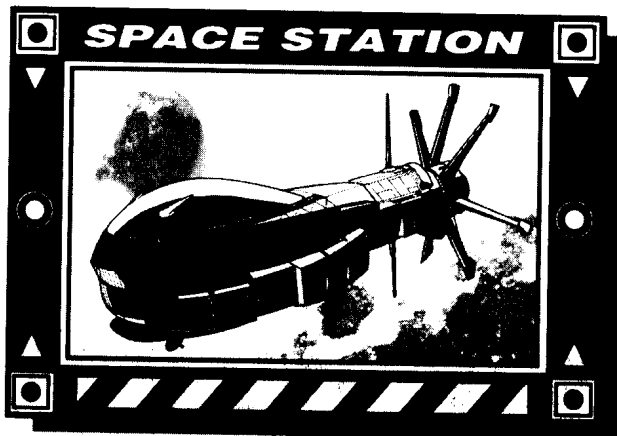
FORWARD SECTION CONTAINS
MAIN GRAV DECK: 1200 METERS

B5927J68194



P419362040

PORT SIDE:
SM. CRAFT
BAY DOOR
REF/#27.12



Orbiting satellite factories of various sizes may be found in many star systems. Largely neglected since the fall of the Star League, these factories have become increasingly important due to the recent resurgence of zero-G manufacturing in the Inner Sphere. This resurgence has been spurred by the many new high-tech systems that require materials refined or produced away from the disturbing effects of gravity.

These factories can weigh anywhere from 2,000 to 200,000 tons. Most are poorly armed, which leaves them vulnerable to almost any attacker, although many larger factories carry a small number of anti-fighter and anti-missile weapons. The largest factory station in existence is a germanium-ore refinery at Federated-Boeing Interstellar's Galax Megaplex. This facility is fully automated, but most factory stations require human crews.

The following entries describe the most common types of factory stations.

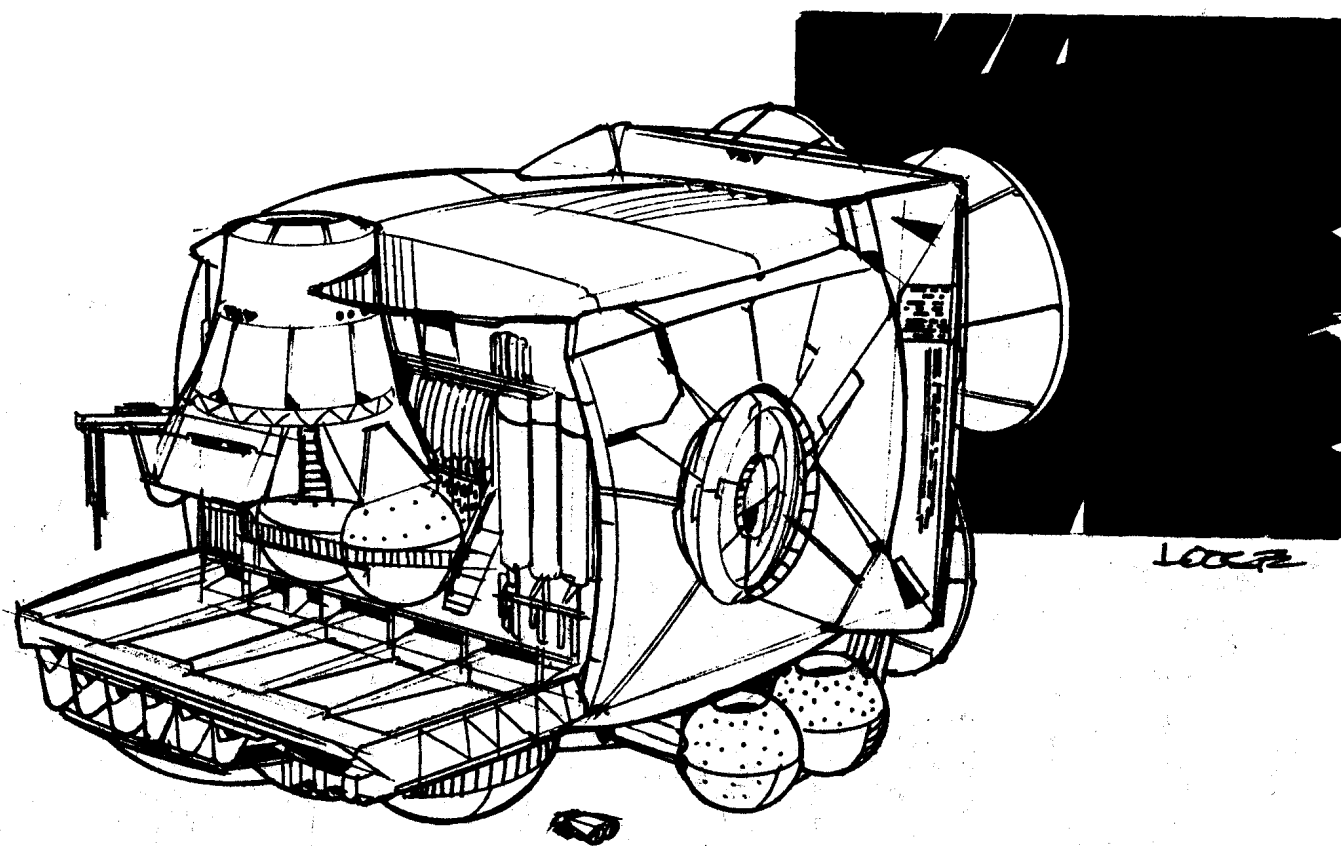
SMALL FACTORY

Tech: Star League
Fuel: 100 tons
Energy Banks: 0
Structural Integrity: 1
Armor: 10 (each of six sides)
Heat Sinks: 52
Weapons: None

Mass: 2,500 tons
Dimensions
Length: 110 meters
Width: 95 meters
Sail Diameter: N/A
Sail Integrity: N/A

Cargo: 184 tons
 Bay 1: Small Craft (2)
 Bay 2: Cargo
 Bay 3: Factory Unit
Docking Collars: 1
Grav Deck: 1 (65-meter diameter)
Escape Pods: 4
Life Boats: 4

2 Doors
 2 Doors
 2 Doors
Crew: 25
Passengers: 15



MEDIUM/LARGE FACTORY

Tech: Star League
Fuel: 100 tons
Energy Banks: 0
Structural Integrity: 1
Armor: 7 (each of six sides)
Heat Sinks: 63

Mass: 17,000 tons
Dimensions
Length: 240 meters
Width: 160 meters
Sail Diameter: 240 meters
Sail Integrity: 3

Weapons (in each of six arcs—Nose, FR, FL, AR, AL, Aft)

Type	Range Values				
	Heat	S	M	L	Extreme
Point	6	1	—	—	—

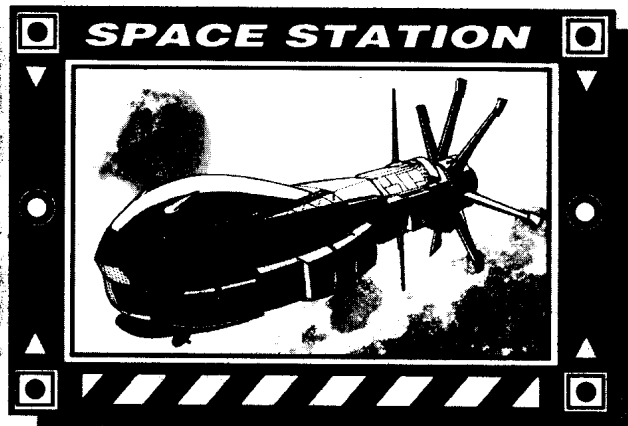
Cargo: 8,046 tons
 Bay 1: Small Craft (12) 2 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Factory Unit 2 Doors

Docking Collars: 1
Grav Deck: 1 (82-meter diameter)
Escape Pods: 20
Life Boats: 20

Crew: 45 **Passengers:** 285

Armament: 18 Small Pulse Lasers

Note: Factory units must be placed in a bay and normally weigh 10 percent of the space station's total tonnage. Passenger quarters were calculated at 10 tons per person.

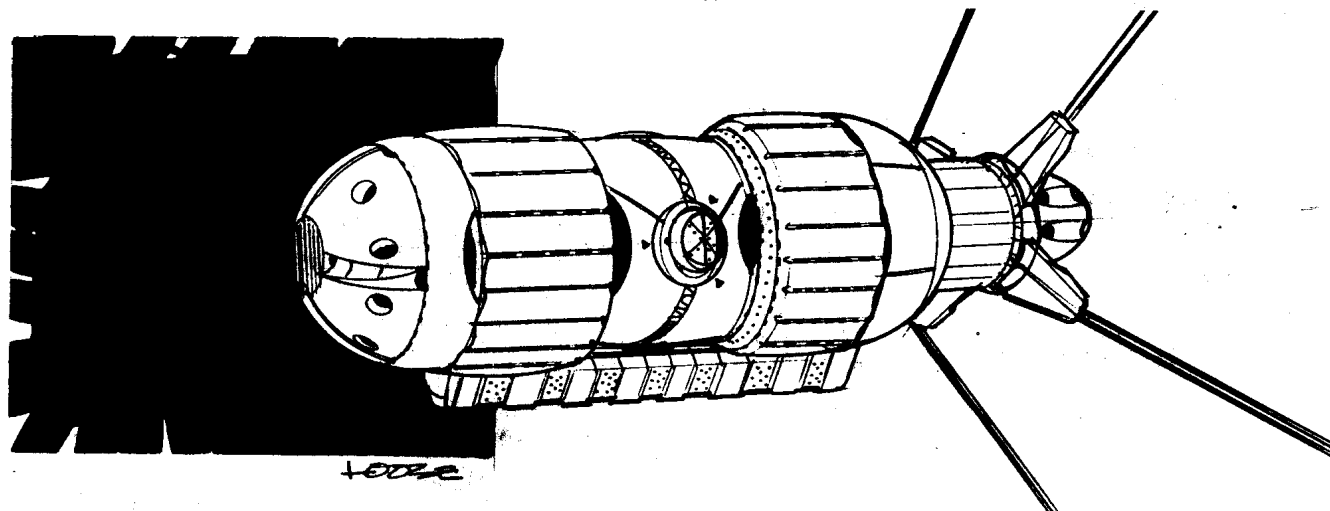


When mankind began colonizing the far-flung planets of known space, most observers predicted the demise of the space habitat. Indeed, the colonization of previously inaccessible worlds left little demand for the massive space habitats of the time. But the proliferation of orbiting factories and shipyards since the end of the Fourth Succession War has created a new demand for inexpensive housing. As a result, contractors are renovating or building an increasing number of smaller habitats to house the workers employed by the new orbital factories and shipyards.

Most of these stations hold between 10 and 15,000 people, but both larger and smaller examples exist. At C.M.O. 26 in the Federated Commonwealth, for example, a single large habitat houses 50,000 military and civilian personnel, making it the largest manmade construct in the Inner Sphere. Larger habitats are known to exist in the Clan worlds, some holding in excess of 200,000 people, but further information on these structures is unavailable at this time.

The largest habitat ever constructed was the massive O'Neil station. This cylindrical habitat measured 7 kilometers long by 1 kilometer wide and housed more than 1 million people. However, this engineering marvel was destroyed during the war following the Amaris Coup. The station came under attack by Rim Worlds forces, who chose to destroy the facility with a tactical nuclear weapon rather than battle the Cameron troops defending the station.

Many other habitats met similar fates during the Succession Wars or were simply abandoned when maintaining the vast structures became economically unfeasible. Only those stations situated in the heart of each state survived to the present, and except for a few constructed in the last decade, all of them date back to the Star League.



SMALL HABITAT

Tech: Star League
Fuel: 200 tons
Energy Banks: 0
Structural Integrity: 1
Armor: 13 (each of six sides)
Heat Sinks: 94

Weapons: None

Cargo: 45,732 tons
 Bay 1: Small Craft (20) 3 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Passenger quarters

Docking Collars: 3
Grav Deck: 1 (500-meter diameter)
Escape Pods: 300
Life Boats: 300

Crew: 120
Passengers: 5,880

Mass: 120,000 tons
Dimensions
Length: 1,100 meters
Width: 500 meters
Sail Diameter: 440 meters
Sail Integrity: 3

LARGE HABITAT

Tech: Star League
Fuel: 250 tons
Energy Banks: 0
Structural Integrity: 1
Armor: 10 (each of six sides)
Heat Sinks: 94

Mass: 500,000 tons
Dimensions
Length: 2,300 meters
Width: 750 meters
Sail Diameter: 1,220 meters
Sail Integrity: 5

Weapons (in each of six arcs—Nose, FR, FL, AR, AL, Aft)

Type	Heat	Range Values			
		S	M	L	Extreme
Point	4	1	—	—	—

Cargo: 168,938 tons
 Bay 1: Small Craft (40) 5 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Passenger quarters

Docking Collars: 8
Grav Deck: 3 (all 500-meter diameter)
Escape Pods: 1,000
Life Boats: 1,000

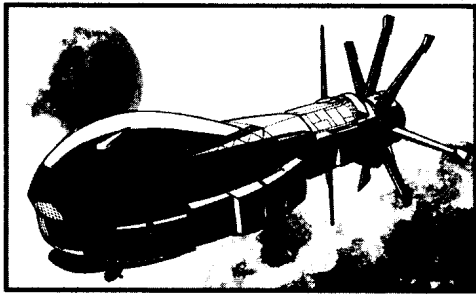
Crew: 340
Passengers: 28,600

Armament: 12 Small Pulse Lasers

Notes: Passenger quarters calculated at 10 tons per person.

SHIPYARDS

SPACE STATION



Numerous shipyards exist throughout the Inner Sphere, providing facilities for constructing and repairing DropShips, JumpShips, WarShips, and other naval vessels. Generally, shipyards are located within large groups of stations that include ship-part factories, habitats for workers, and cargo stations for parts and raw materials. Some station groups even contain some type of defense station, but most simply rely on the unwritten prohibition against destroying lostech to protect them from attack.

Shipyards can be divided into two main categories—unpressurized yards and pressurized yards. The designs of individual yards within these two broad categories can vary greatly. Unpressurized yards are by far the most common type of shipyard. These facilities consist of little more than skeletal frames. Fewer than 100 of these yards exist, and most of are concentrated in a handful of star systems. Because they do not need to maintain pressurized atmospheres, the size of unpressurized stations is virtually unlimited, but few in the Inner Sphere have capacities of more than 500,000 tons.

The “shirt-sleeve” environment of pressurized yards enables construction workers to perform work more delicate than would be possible in the cumbersome spacesuits that must be worn in unpressurized yards. This advantage enables workers in pressurized yards to produce higher quality goods and work more rapidly than in unpressurized facilities. However, the prohibitive cost of maintaining pressurized yards makes them relatively rare. The majority of pressurized yards are only large enough to accommodate DropShips, but a few can hold JumpShips. Some typical yard designs are described in the following entries.

SMALL PRESSURIZED YARD

Tech: Star League
Mass: 2,500 tons
Length: 300 meters
Width: 150 meters
Fuel: 150 tons
Heat Sinks: 52
Structural Integrity: 1
Armor: 4 (each of six sides)

Weapons: None

Cargo: 239 tons
 Bay 1: Small Craft (5) 2 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Pressurized dry dock (10,000 ton capacity) 1 Door

Grav Deck: None
Escape Pods: 5
Life Boats: 0

Crew: 30

LARGE PRESSURIZED YARD

Tech: Star League
Mass: 42,000 tons
Length: 620 meters
Width: 270 meters
Fuel: 190 tons
Heat Sinks: 74
Structural Integrity: 1
Armor: 8 (each of six sides)

Weapons: None

Cargo: 8,160 tons
 Bay 1: Small Craft (15) 4 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Pressurized dry dock (350,000-ton capacity) 1 Door

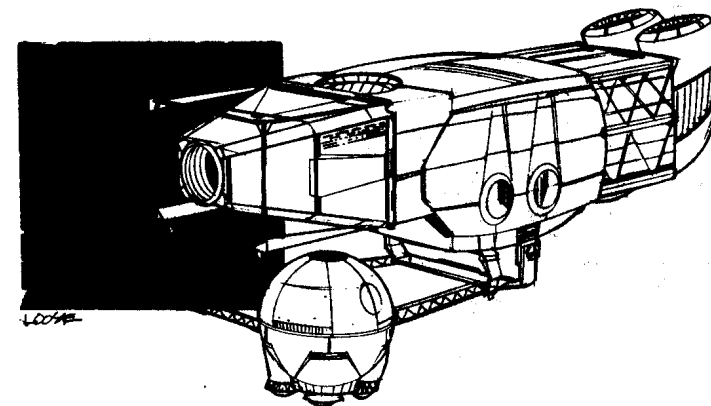
Escape Pods: 30
Life Boats: 30

Crew: 400

SMALL UNPRESSURIZED YARD

Tech: Star League
Mass: 3,000 tons
Length: 375 meters
Width: 165 meters
Fuel: 100 tons
Heat Sinks: 53
Structural Integrity: 1
Armor: 5 (each of six sides)

Weapons: None



Cargo: 1,012 tons
 Bay 1: Small Craft (5) 5 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Unpressurized dry dock (20,000-ton capacity) 1 Door

Escape Pods: 5
Life Boats: 0

Crew: 32

LARGE UNPRESSURIZED YARD

Tech: Star League
Mass: 30,000 tons
Length: 2,100 meters
Width: 430 meters
Fuel: 350 tons
Heat Sinks: 67
Structural Integrity: 1
Armor: 7 (each of six sides)

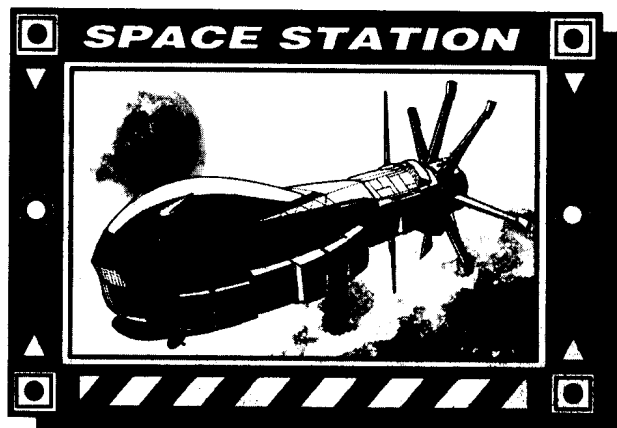
Weapons: None

Cargo: 5,117 tons
 Bay 1: Small Craft (20) 4 Doors
 Bay 2: Cargo 2 Doors
 Bay 3: Unpressurized dry dock (600,000-ton capacity) 1 Door

Escape Pods: 40
Life Boats: 40

Crew: 500
Passengers: 50

Notes: Passengers for all shipyards were calculated at 10 tons per person.



A common sight during the Star League, system-defense space stations were usually posted along the borders between the member states. However, most of these fortresses were destroyed during the Succession Wars. Still, a few of these technological marvels remain operational. Almost all of these are located deep within the various Successor States. Recently, some Inner Sphere manufacturers have begun to produce new system-defense stations, although the astronomical costs of these stations has kept them even more rare than the Star League designs they are based on.

The most common system-defense station design is the *Bastion* Class station, which weighs 150,000 tons and dates to the early days of the Star League. This spherical design measures 345 meters in diameter and boasts a vast array of anti-fighter weapons, as well as an integral complement of six fighter squadrons. The *Bastion* also contains two large pressurized bays, which makes it an ideal repair station as well.

The new *Capitol* Class system-defense station, produced by Federated-Boeing Interstellar, is a maneuverable, dedicated defense platform. The *Capitol* carries a number of anti-warship autocannon and laser weapons, which can destroy targets of DropShip size or larger within a few minutes. The *Capitol's* four-squadron fighter complement leaves it more vulnerable to fighter attacks than the *Bastion*, however.

The *Capitol's* low mass allows a tug to quickly reposition the station to make the most effective use of its firepower. In addition, the low mass and small diameter of the *Capitol* enables it to be transported via JumpShip. In theory, this mobile-defense station can be redeployed to any star system for use in either a defensive or offensive role. However, the operation requires a special adapter on the host JumpShip as well as a tug to maneuver the *Capitol*, and no vessels have been suitably modified to date.

The newest system-defense design is BBP Industries' *BattleSat*, designed to counteract the Clan's WarShip advantage. The 1,375-ton *BattleSat* is actually little more than a naval laser with a crew module and power plant. The *BattleSat*, or SOL (Synchronous Orbit Laser) system as it is sometimes called, was designed to fire through a planet's atmosphere at targets on the planet's surface, but recent tests have shown these small stations can be equally effective when engaging orbital craft. Only five *BattleSats* have been constructed to date, but estimates suggest that another 20 could be assembled within three months, providing Luthien with a formidable defense against Clan aggression.

BASTION CLASS

Tech: Standard
Introduced: 2584
Mass: 150,000 tons
Length: 345 meters
Width: 345 meters
Fuel: 2,000 tons
Heat Sinks: 1,000
Structural Integrity: 1
Armor: 20 (each of six sides)

Weapons (in each of six arcs—Nose, FR, FL, AR, AL, Aft)

Type	Heat	Range Values			
		S	M	L	Extreme
PPC	30	3	3	—	—
LRM	16	3	3	3	—
AC	4	2	2	—	—
Laser	46	7	2	—	—
Point	12	4	—	—	—

Cargo: 125,922 tons

Bay 1: Small Craft (12) 2 Doors
 Bay 2: Cargo 1 Door
 Bay 3: Fighters (36) 10 Doors

Docking Collars: 1

Grav Deck: 1 (250-meter diameter)

Escape Pods: 35

Life Boats: 35

Crew: 400

Passengers: 25

Armament:

12 Large Lasers
 60 Medium Lasers
 72 Small Lasers
 18 PPCs
 6 AC/5s
 6 AC/10s
 12 LRM-15s
 6 LRM-20s
 6 tons AC/5 ammunition
 12 tons AC/10 ammunition
 36 tons LRM ammunition

Notes: Has 2 pressurized repair bays that can accommodate vessels weighing up to 30,000 tons. Can detect craft within 200,000 kilometers. Passengers calculated at 10 tons per person.

CAPITOL CLASS

Tech: Star League
Introduced: 3051
Mass: 30,000 tons
Length: 185 meters
Width: 185 meters
Fuel: 400 tons
Heat Sinks: 339
Structural Integrity: 1
Armor: 27 (each of six sides)

Weapons (in each of six arcs—Nose, FR, FL, AR, AL, Aft)

Type	Heat	Range Values				FTR
		S	M	L	Extreme	
AC	4	3	3	2	—	Y
Laser	46	4	3	2	—	Y
LRM	11	3	3	3	—	Y
SRM	8	2	—	—	—	Y
NAC	30	10	10	10	—	—
NLas	52	4	4	4	—	—

Cargo: 3,987 tons

Bay 1: Small Craft (7) 2 Doors
 Bay 2: Fighters (24) 3 Doors
 Bay 3: Cargo 1 Door

Docking Collars: 1

Grav Deck: 2 (both 185-meter diameter)

Escape Pods: 10

Life Boats: 10

Crew: 55

SYSTEM-DEFENSE STATIONS

Passengers: 84

Armament:

- 12 ER Large Lasers
- 12 Large Lasers
- 12 Medium Lasers
- 6 AC/10s
- 6 Gauss Rifles
- 6 LRM-15s with Artemis
- 6 LRM-20s with Artemis
- 12 SRM-6s with Artemis
- 6 NAC/10s
- 6 NL-35s
- 12 tons AC/10 ammunition
- 12 tons Gauss Rifle ammunition
- 72 tons LRM ammunition
- 24 tons SRM ammunition
- 500 rounds NAC/10 ammunition (100 tons)

Notes: Passengers calculated at 10 tons per person.

BATTLESAT

- Tech:** Star League
- Introduced:** 3056
- Mass:** 1,375 tons
- Length:** 22 meters
- Width:** 8 meters
- Fuel:** 20 tons
- Heat Sinks:** 50 (100)
- Structural Integrity:** 1
- Armor:** 5 (each of six sides)

Weapons

Arc	Type	Heat	S	M	L	Extreme
Aft	NL	85	6	6	6	6

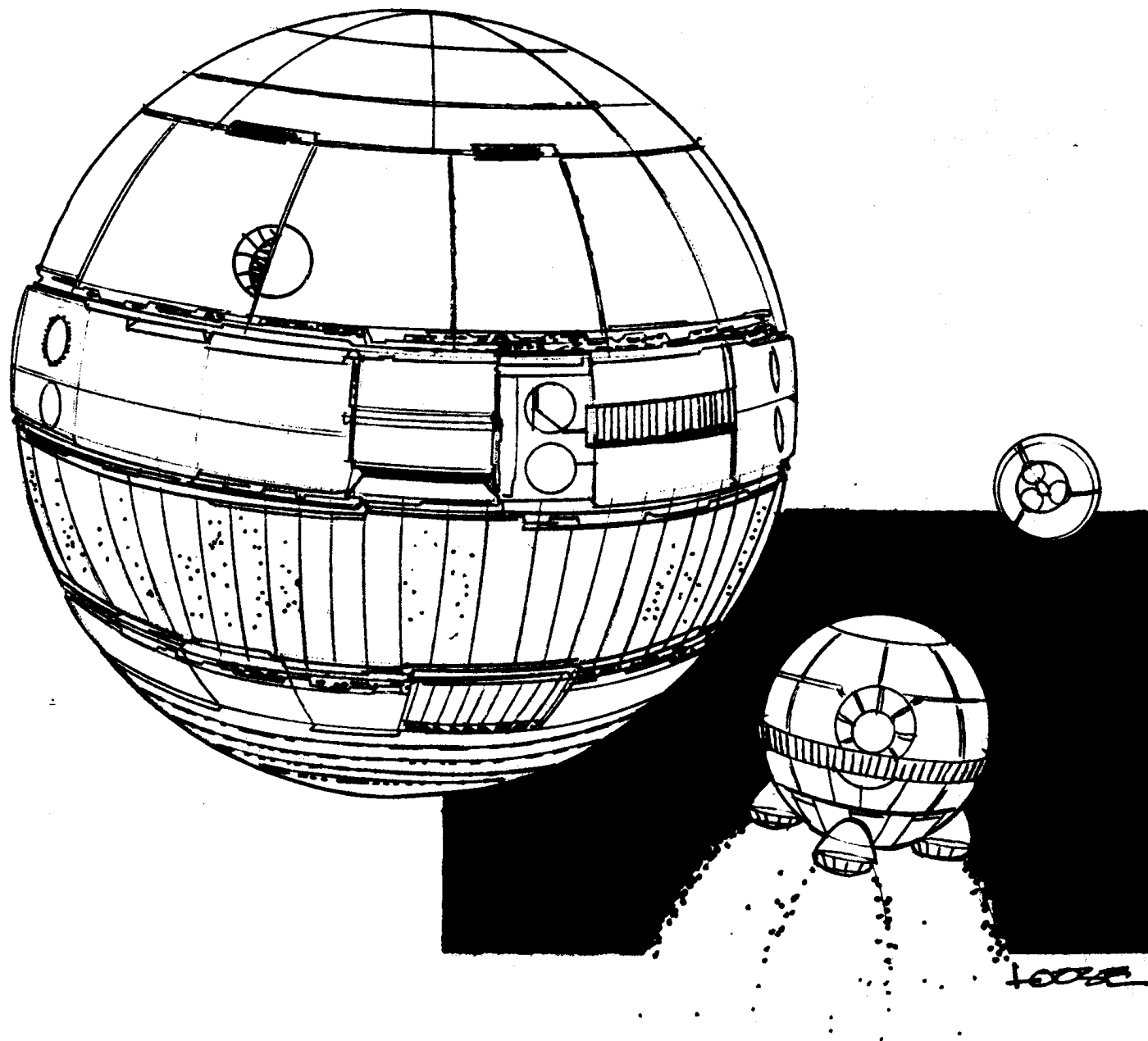
Cargo: 150 tons

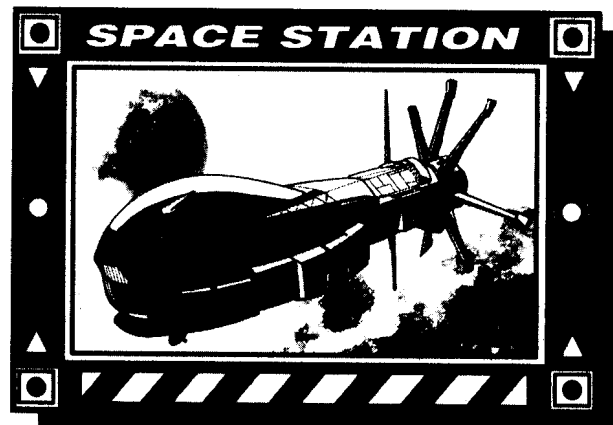
Life Boats: 1

Crew: 2

Armament:
1 NL-55

Notes: Cargo placed in all 3 bays.





Please note the following clarifications to the rulebook section of **BattleSpace**.

p. 14 Weapons Fire/Firing Arcs

When resolving weapons fire between two units occupying the same hex, firing arcs for both ships are determined as though the unit that entered the hex second was still in the hex it just occupied. This does not apply to fighters while dogfighting. See **Fighters**, p. 16.

Spheroid DropShips may use any of the standard firing arcs. Aerodyne DropShips use the same firing arcs as aerospace fighters.

p. 15 Center Bottom Diagram

Arc labeled "Aft Left" should be "Left Wing" and arc labeled "Fore Right" should be "Right Wing."

p. 17 Diagram (Damage)

The diagram on this page refers to the example on page 22.

p. 18 Applying Damage (Diagram)

The Hit location diagram labeled for DropShips and Jumpships is only for Dropships. The diagram labeled for WarShips is for Jumpships and WarShips.

p. 18-19 Determining Fighter Damage

When fighters are firing in loose formation, count only half of all remaining fighters in the unit (round down) when calculating damage. For example, five fighters in loose formation count only as two for calculating damage.

In the example, the description of the fighter firing the weapons of both wings and the nose (Fire Factors of 14 and 3) should read (Heat Values of 14 and 3).

p. 23 General Critical Damage (CIC)

Apply the penalties for damage to this system to the to-hit roll target numbers.

p. 24 General Critical Damage (Computer)

The penalty incurred for using the Navigation, Bridge, Radar, and CIC systems after the computer system is damaged is in addition to penalties incurred for damage to those actual systems.

p. 24-25 General Critical Damage (Fusion Plant)

The description of the relationship between Fusion Plant boxes and Power Points is wrong. DropShip Power Points supply power to 6 firing arcs, the drive, and life support (no excess points). Ignore the sentence, "For example, crossing off 4 Fusion Plant boxes (2 excess points + 2 points) means that only six systems receive power."

The final paragraph in this description should read, "The fusion plants of WarShips and space stations produce 16 Power Points to power life support, transit drive, and each firing arc, each of which requires 1 point of power." Excess points are always lost first, as described on p. 25.

p. 26 General Critical Damage (Transit Drive)

The thrust of a ship cannot be reduced below 0 by crossing off Transit Drive boxes. Even if the craft cannot expend Thrust Points, the drive system continues to function until all boxes are crossed off.

p. 28 JumpShip/WarShip Critical Systems (KFFC Boom)

This system is actually part of a DropShip, and tells the JumpShip computer that a DropShip has docked on a hard-point and needs to have the K-F field extended around it in preparation for a jump. If this system is not working, the JumpShip computer will register a docked DropShip, but the lack of a KFFC-boom connection prevents it from jumping.

p. 29 JumpShip/Warship Critical Systems (Station-Keeping Drive section)

The station-keeping thrust cannot be reduced below 0, but a JumpShip with a Thrust Value of 0 should be treated as Out-of-Control. As most JumpShips have only 0.1 or 0.2 Gs of acceleration, it takes very little damage to send a JumpShip Out-of-Control.

p. 29 Space Station Critical Damage (Energy Transfer)

The sentence, "For each box crossed out, add 25 percent to the time needed to transfer power to a DropShip" should read "...to transfer power to a JumpShip."

p. 29 Space Station Critical Damage (Grav Deck)

Repair time is 10 days.

p. 30 Optional Thrust Point Use

The sentence that reads, "... the unit moves slower than maximum thrust ..." should read, "... the unit expends less than maximum thrust ..."

p. 32 Space/Atmosphere Interface

These rules assume a Terra-like world with approximately 1 G. For each additional 1/2 G, increase the minimum thrust requirements by 1. For each 1/4 G below 1 G, reduce the minimum thrust by 1.

p. 33 Gravity

The second sentence reads, "In the End Phase, move any units on the planetary mapsheet that have Velocity 0 one hex-row closer to the planetary surface." This should read, "In the End

Phase, move any units on the planetary mapsheet one hex-row closer to the planetary surface. This only affects units in the atmosphere or interface if their Velocity is 0."

p. 34 Optional Rules (Ground)

When determining the to-hit number for a ground attack, modify the base to-hit number for the terrain the target unit occupies.

Delete the sentence, "The ground-attack Fire Factor of each fighter in a unit appears under the Velocity section at the bottom of each Fighter Record Sheet."

p. 36 Optional Rules (Advanced Point Defense Weapons)

Round up all fractional damage from point defense systems, when used defensively.

p. 37 Optional Rules (Boarding Actions)

The Marine Point Value for Civilians is 0.1.

p. 38 Dropping Troops

Damage to battle armor from a failed drop is 1D6 damage to each trooper per point by which the roll failed.

p. 46 Jump Sail Recharging

Delete the sentence that begins, "A result of 3 or more ..." and the sentence that follows, replacing them with, "The target number for this operation is 3. Success indicates that the sail has been deployed (or furled). Failure indicates that the sail takes 1 point of damage to its sail integrity. Damage may not reduce a sail's integrity below 0, but a sail with an Integrity of 0 may not be used to charge a KF drive." (A sail with Integrity 0 is destroyed.)

p. 48 Campaign Operations (Detection)

In the second paragraph, AU stands for Astronomical Units.

p. 49 Campaign Operations (Docking)

Because the K-F boom is part of the DropShip, the third paragraph should read, "Any DropShip with a working K-F boom

may be transported through hyperspace if docked with a JumpShip."

p. 53 Failed Braking Maneuver Table

The effects for rolls of 5 and 6+ should read, "Add x to the pilot's Piloting/Spacecraft Skill Target Number."

p. 54 Braking Maneuver Damage Table

This table should be named the **Landing Difficulty Modifiers Table**.

p. 55 Failed Landing Table (Fighters/Shuttles)

The final Margin of Failure should be 8+ rather than 9.

p. 58 Structure MPV Table

The note at the top of this table provides the formula for the Structural Integrity MPV.

p. 61 Fighter Repair

The second paragraph should begin, "Recovered casualties may also be repaired." This refers to craft recovered using the **Recovering Fighter Casualties** rules on page 52.

p. 63 Crew Requirements Table

For WarShips, the column headers should read: Pilots/Non-Engineers, Engineers, Secondary Engineers.

p. 65 Fuel Consumption Table

The first line of the **Ship Mass (in tons)** column should read "399 and less."

p. 65 Civilian Fuel Consumption Table

The first line of the **Ship Mass (in tons)** column should read "999 and less."

p. 66 Structural Mass (Example)

The examples of SI are both wrong. In both cases, the minimum SI is 5. The SI values given are actually the mass of the structure required to give that integrity to that type of vessel.

p. 67 Heat Sink Table (Spheroids)

The civilian column at the Divisor 20 row should Read "520—979."

p. 67 Armor

The heading "DropShip Armor " should read "Maximum DropShip Armor."

The formulas for determining the maximum armor tonnage of DropShips are:

Aerodynes: Structural Integrity x 4.5 tons

Spheroids: Structural Integrity x 3.6 tons

In the **Armor Point Table**, the first line of the **Ship Mass (in tons)** columns should read "12,499 and less" (for Spheroids) and "5,999 and less" (for Aerodynes).

The paragraph below the Armor Point Table in the second column should instruct players to divide the total Armor Points between the four facings, with the left and right sides receiving the same value. They need not be divided equally between all facings. This also applies to the armor rule for JumpShips and WarShips on page 74.

p. 67 Miscellaneous Structural Components I (Table)

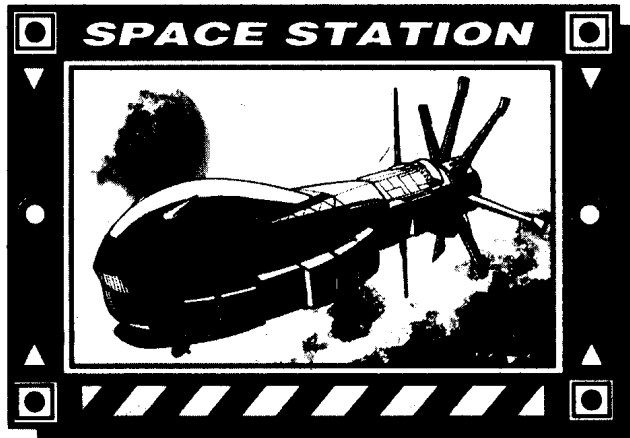
The tonnage for troops should read as follows:

Infantry (foot)	5 tons per platoon (28 individuals)
Infantry (jump)	6 tons per platoon (21 individuals)
Infantry (motor)	7 tons per platoon (28 individuals)
Elementals	10 tons per Point (5 Elementals)

Cargo should be listed as all of the tonnage left over after ALL components have been added together.

Also, cargo must be designated to bays for game purposes. If cargo is allocated to two or more bays, the cargo tonnage per bay must be allocated before beginning game play:

The reference to CASE should be removed from this table. Small craft bays mass 200 tons.



p. 68 Choose Weapons

Replace the first paragraph of step 3 with " Side firing arcs must contain identical weaponry to maintain the ship's balance. These arcs are left/right wings, left/right broadside, fore left and fore right, and aft left and aft right." This correction also applies to the Choose Weapons section of **Jumpship/Warship Construction**, p.75.

In the final paragraph, the second sentence should read, "If a weapon has fewer than 10 turns of ammunition available , add only 75 percent of its Fire Factor to this total." This correction also applies to the Choose Weapons section of **JumpShip/WarShip Construction**, p. 75, and the Offensive Systems section of **Converting AeroTech Craft**, p. 78.

p. 69 Master Weapons Tables

The Ultra AC/5 Shots/Ton is 10.

p. 69-70 Master Weapons Tables

Some weapon tonnages were listed incorrectly. Replace those tonnages with the following corrections.

Inner Sphere

Small Laser	0.5
Anti-Missile System	0.5
Machine Gun	0.5
LRM 5 + Artemis	3
LRM 10 + Artemis	6
LRM 15 + Artemis	8

LRM 20 + Artemis	11
SRM 2 + Artemis	2
SRM 4 + Artemis	3
SRM 6 + Artemis	4
Streak 2	1.5
Clans	
ER Small Laser	0.5
Flamer	0.5
Large Laser	5
Medium Laser	1
Small Laser	0.5
Anti-Missile System	0.5
Machine Gun	0.25
LRM 10	2.5
LRM 15	3.5
LRM 5 + Artemis	2
LRM 10 + Artemis	3.5
LRM 15 + Artemis	4.5
LRM 20 + Artemis	6
SRM 2	0.5
SRM 6	1.5
SRM 2 + Artemis	1.5
SRM 4 + Artemis	2
SRM 6 + Artemis	2.5

p. 72 Add K-F Drive

Standard Core Integrity = 1.2 + (K-F drive mass/60,000)

p. 75 Other Components (Example)

In the example, Bill must divide his 40 Armor Points between 6 facings, not 4, and does so as follows: Nose = 8, Aft = 8, each of 4 sides = 6.

p. 76 Space Stations

All space stations have a Structural Integrity of 1, regardless of overall tonnage. The Structural Integrity tonnage is equal to the total tonnage of the space station multiplied by .01.

p. 77 Construction Cost Table

The cost for armor is 16,000 C-bills per ton.
The reference to CASE should be removed from this table.

p. 82 Miscellaneous Critical Damage

The final sentence in the first paragraph should omit the word "critical."

p. 85 Strike

The last sentence of the first paragraph should read, "... reduce the Base To-Hit Number by 4."

p. 85 Bombing

For cargo purposes, a unit of bombs weighs 1 ton. Also, bombs cost 10,000 C-bills per unit for all types.

Note that the Arrow IV listed is a special air-launched version that is incompatible with ground units. It requires no launcher.

p. 86 Ripple Bombing (Scatter Diagram)

There should be a Direction of Flight arrow pointing toward the top of the page.

p. 86 Dive Bombing and Ripple Bombing

Note that a separate Scatter Roll is made for each bomb unit dropped.

p. 87 Return Fire

The text at the top of the page should read, "... fired, modified by the firer's Gunnery skill and movement."

p. 87 Diagram (Bottom Right)

The diagram on this page refers to low-altitude maneuvers and should appear on page 83 with those rules.

FIGHTER RECORD SHEET



UNIT DESIGNATION: _____

AFFILIATION: _____

SAFE THRUST	
MAX THRUST	

HEAT SINKS	
-------------------	--

FUEL	
-------------	--

FIGHTERS

10
9
8
7
6
5
4
3
2
1

ARMOR									

MAX
CLAN

MAX
IS

FIGHTER ATTACK VALUES

	TYPE	HT	SH	MD	LG	EXT
NOSE						
LEFT WING						
RIGHT WING						
AFT						

TURN	1	2	3	4	5	6	7	8	9	10
THRUST										
VELOCITY										

UNIT DESIGNATION: _____

AFFILIATION: _____

SAFE THRUST	
MAX THRUST	

HEAT SINKS	
-------------------	--

FUEL	
-------------	--

FIGHTERS

10
9
8
7
6
5
4
3
2
1

ARMOR									

MAX
CLAN

MAX
IS

FIGHTER ATTACK VALUES

	TYPE	HT	SH	MD	LG	EXT
NOSE						
LEFT WING						
RIGHT WING						
AFT						

TURN	1	2	3	4	5	6	7	8	9	10
THRUST										
VELOCITY										

UNIT DESIGNATION: _____

AFFILIATION: _____

SAFE THRUST	
MAX THRUST	

HEAT SINKS	
-------------------	--

FUEL	
-------------	--

FIGHTERS

10
9
8
7
6
5
4
3
2
1

ARMOR									

MAX
CLAN

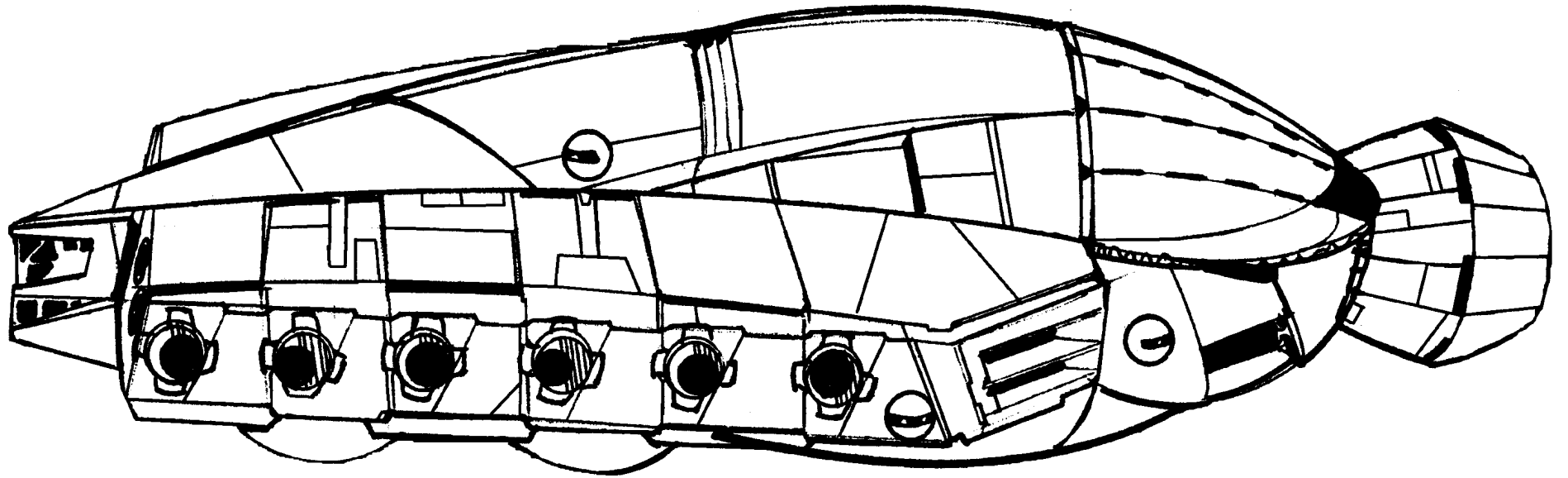
MAX
IS

FIGHTER ATTACK VALUES

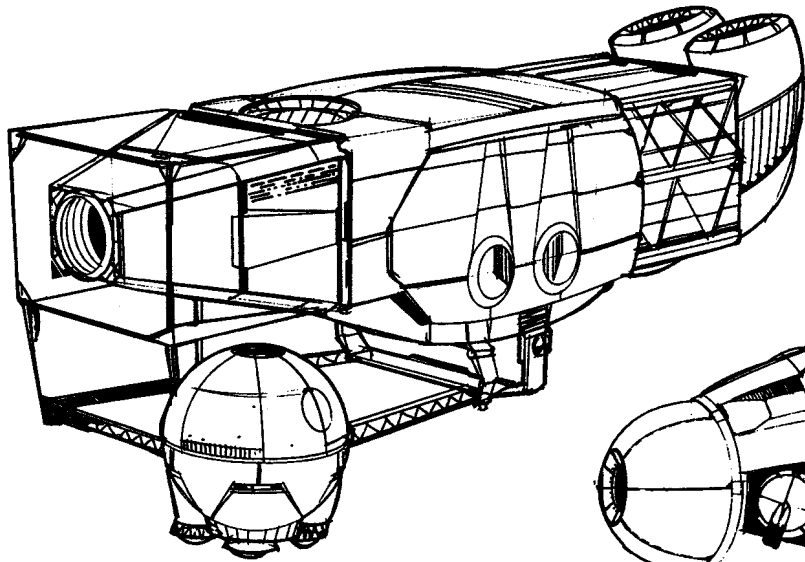
	TYPE	HT	SH	MD	LG	EXT
NOSE						
LEFT WING						
RIGHT WING						
AFT						

TURN	1	2	3	4	5	6	7	8	9	10
THRUST										
VELOCITY										

SIZE COMPARISON



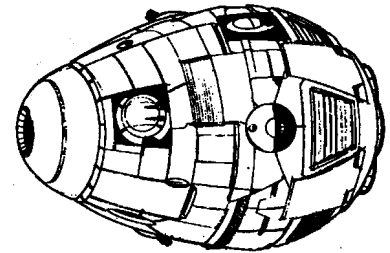
CONGRESS



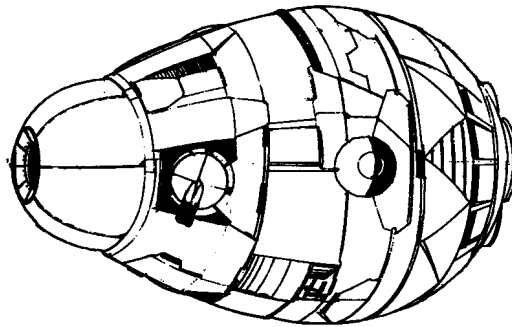
SMALL PRESSURE YARD



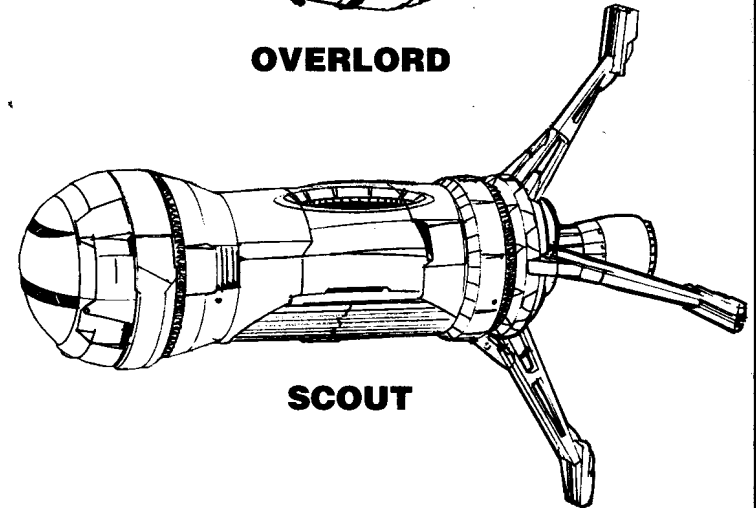
NORUFF



OVERLORD

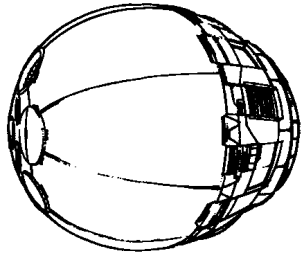


OVERLORD C

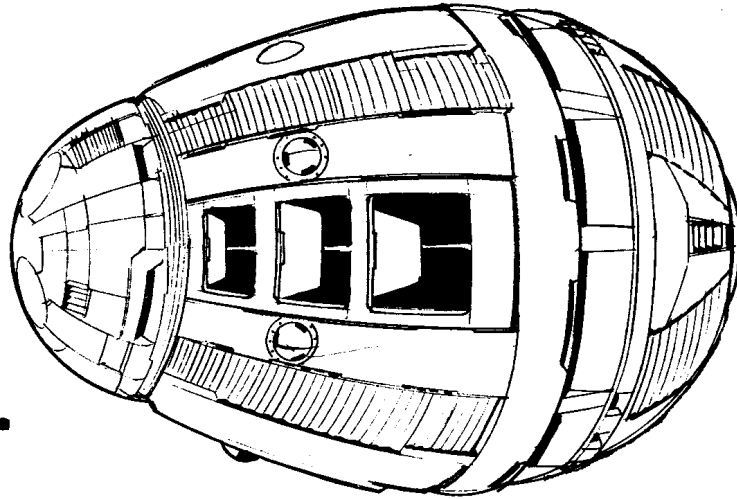


SCOUT

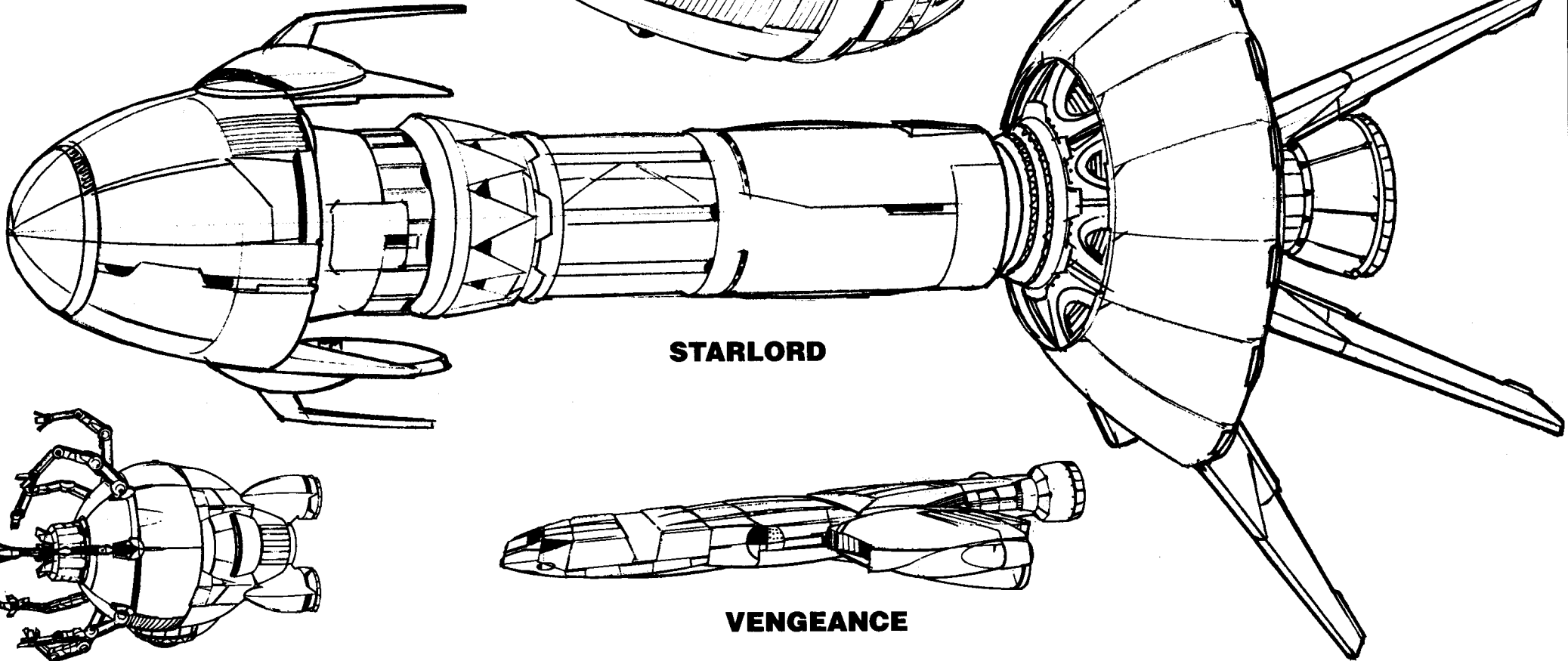
SIZE COMPARISON



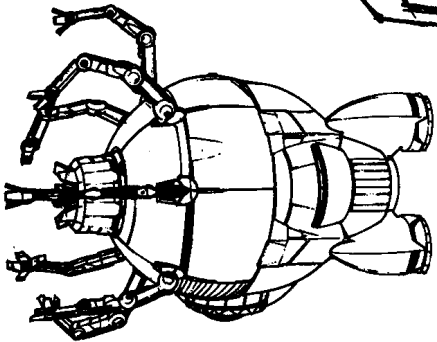
SEEKER



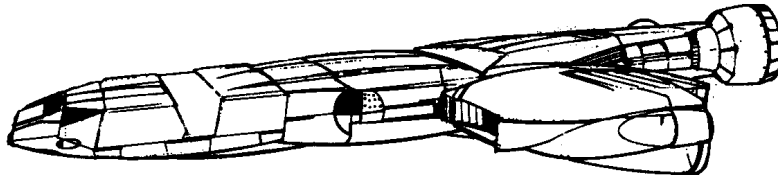
BEHEMOTH



STARLORD



OCTOPUS



VENGEANCE

SEQUENCE OF PLAY

Initiative Phase
 Movement Phase
 Combat Phase
 End Phase

MOVEMENT PHASE

Vessels move in the following order, according to size:
 JumpShips
 WarShips
 DropShips
 Fighter Units
 Escape Pods
 Lifeboats

INTERFACE TABLE

Condition	Modifier
Craft has no thrust	+4
Craft has engine damage	+1 per box of damage
Craft has damage to maneuvering thrusters	+1 per box of damage
Craft has internal damage	+1 per box of damage
Bridge damage	+1 per box of damage

MARINE POINT TABLE

Personnel	Marine Points (each)
Clan Elemental in battle armor	5
Inner Sphere marine in power suit	4
Clan Elemental (no armor)	2
Marine	1
Non-combat ship crew/Fighter pilot	.25
Other service personnel (e.g., MechWarriors/Infantry).	.25
Civilians	.1

TURNING COST TABLE

Current Velocity	Thrust Point Cost
0	1
1	1
2	1
3	2
4	2
5	2
6	3
7	3
8	4
9	4
10	5
11	6
12	7
13	8
14	9
15	10
16	11
17	12
18	13
19	14
20	15
21	16
22	17
23	18
24	19
25	20
26	21
27	22
28	23
29	24
30	25

RANGE TABLE

Range	Number of Hexes
Short	1-6
Medium	7-12
Long	13-20
Extreme	21-25
Out of Range	26+

CONTROL ROLL MODIFIER

Note: Base Target Number 6

Condition	Modifier
Bridge Damage	+1 per crossed-out box
Destroyed	Add +1 to Bridge Damage modifier
Life Support Damage	+1 for second and each subsequent crossed-out box
Destroyed	Add +1 to Life Support Damage modifier
Atmospheric Operations	See page 32 of BattleSpace Rulebook.
Too much thrust	+2

ATTACK TABLE

Range	To-Hit Number
Short	6
Medium	8
Long	10
Extreme	12

Situation	To-Hit Modifier
Attacker used more thrust than was safe	+2
Attacker out-of-control	+2
Attacker damaged	See Critical Damage Effects BattleSpace Rulebook p.22.
LB-X type weapons bay	-1
Pulse laser weapons bay	-2
Barracuda missile	-2
Target is fighter unit in loose formation	+2
Target is evading	+2
Attacker is evading	+2
Target is at 0 velocity	-2

BOARDING ACTION RESULT TABLE

Dice Roll	Ratio of Attackers to Defenders								
	Less than 1 to 3	1 to 3	1 to 2	2 to 3	1 to 1	Greater than 3 to 2	2 to 1	3 to 1	3 to 1
2	E /1 (R)	E /1 (R)	E /5 (R)	E /10 (R)	75/25 (R)	70/25 (R)	65/25 (R)	60/25 (R)	55/25 (R)
3	E /3 (R)	E /3 (R)	E /7 (R)	E /15 (R)	70/30 (R)	65/30	60/30	55/30	50/30
4	E /5 (R)	E /5 (R)	E /10 (R)	65 /20	65/35	60/35	55/35	50/35	45/35
5	E /7 (R)	E /7	E /15	60 /25	60/40	55/40	50/40	45/40	40/40
6	E /10	E /10	E /20	55 /30	55/45	50/45	45/45	40/45	35/45
7	E /15	E /15	E /25	50/35	50/50	45/50	40/50	35/50	30/50
8	E /20	E /20	45/30	45/40	45/55	40/55	35/55	30/55	25/55
9	E /25	E /25	40/35	40/45	40/60	35/60	30/60	25/E (P)	20/E (P)
10	E /30	E /30	35/40	35/50	35/65	30/65 (P)	25/E (P)	20/E (P)	15/E (P)
11	E/35	30/35	30/45 (P)	30/55 (P)	30/70 (P)	25/E (P)	20/E (P)	15/E (P)	10/E (P)
12	30/40 (P)	25/40 (P)	25/50 (P)	25/60 (P)	25/75 (P)	20/E (P)	15/E (P)	10/E (P)	5/E (P)

Results given as: % of Defender's strength subtracted from Attacker's strength as casualties/% of Attacker's strength subtracted from Defender's strength as casualties.

R = Attackers repulsed. The attacking force doubles any casualties taken this turn. The Defender may attempt to counter-board the Attacker's craft. (An R result also ends the effects of a (P) result, i.e. Defenders take only 50% casualties.)

P = Attackers sieze partial control of the Defender's craft. The Defenders now take full casualties.

E = Indicated force eliminated.

Until a (P) result occurs, the Defenders will take 50% of the indicated casualties.

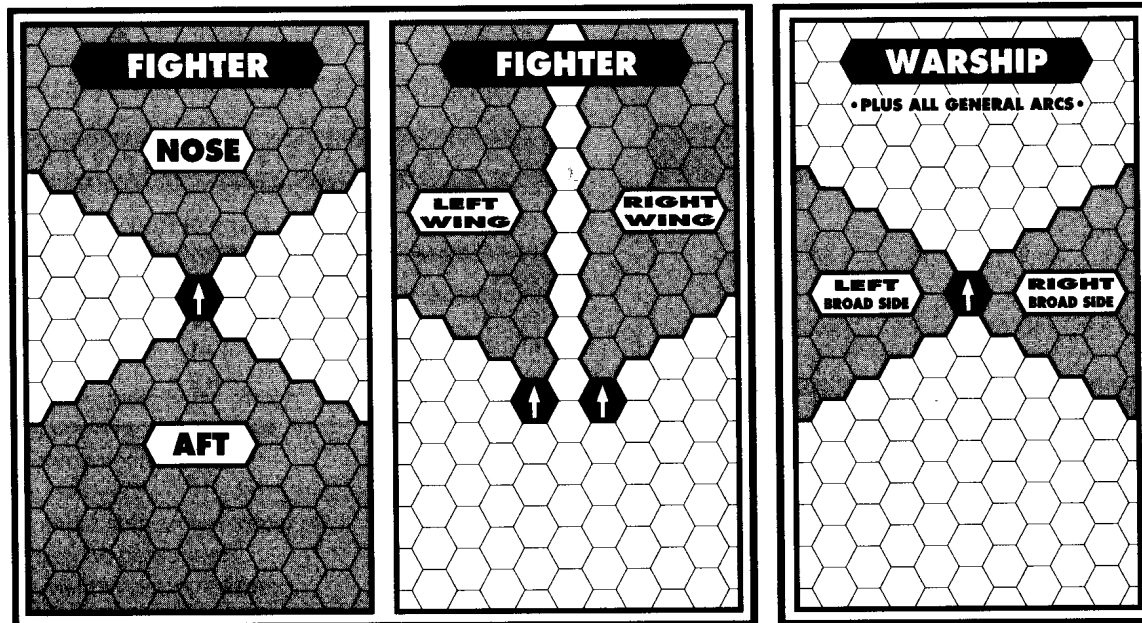
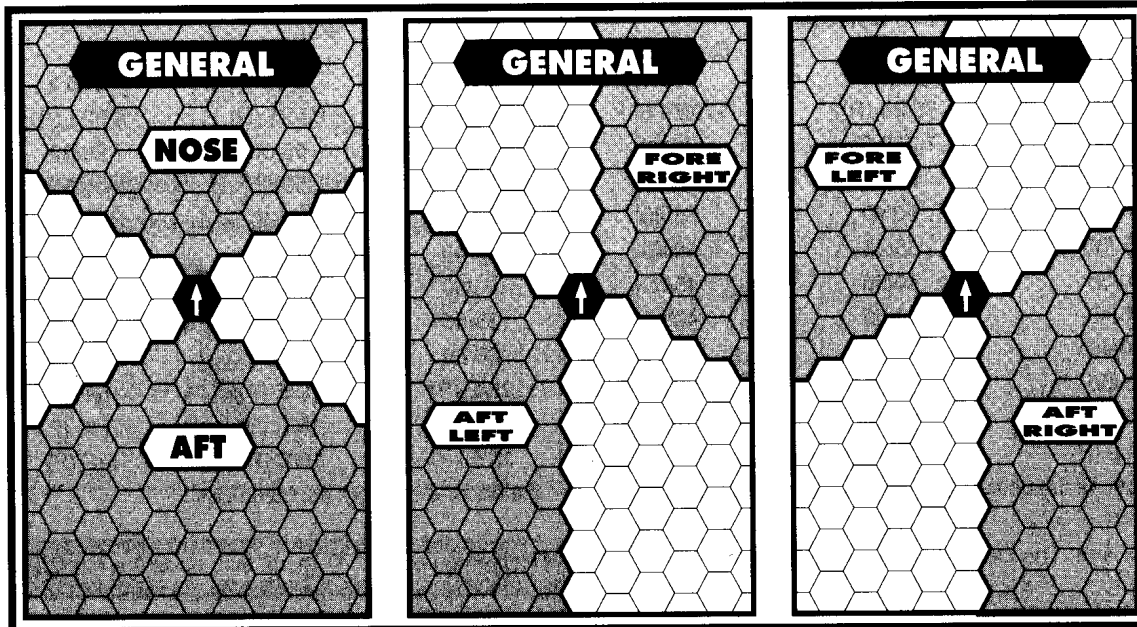
FIGHTER HITS TABLE

Number of Fighters	Die Roll Result										
	2	3	4	5	6	7	8	9	10	11	12
1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	2	2	2	2	2	2
3	1	1	1	1	2	2	2	3	3	3	3
4	1	1	1	2	2	2	3	3	3	4	4
5	1	1	2	2	3	3	3	4	4	5	5
6	1	1	2	2	3	3	4	4	5	5	6
7	1	2	2	3	3	4	4	5	5	6	7
8	1	2	3	4	4	5	5	6	6	7	8
9	1	2	3	4	4	5	5	6	7	8	9
10	1	2	3	4	5	5	6	7	8	9	10

CREW QUALITY TABLE

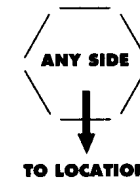
Crew Experience	To-Hit Modifier	Control Roll Modifier	Wages Multiplier
Green	-1	-1	1
Regular	0	0	1.3
Veteran	+1	+1	1.7
Elite	+2	+2	2

FIRING ARCS

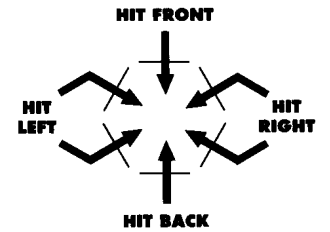


HIT LOCATIONS

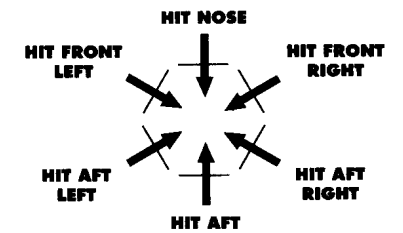
HITS ON SMALL CRAFT



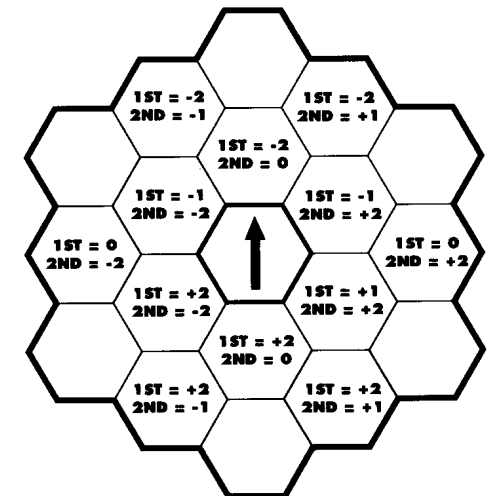
HITS ON DROPSHIPS



HITS ON JUMPSHIPS & WARSHIPS



CRITICAL HIT MODIFIERS



TECHNICAL READOUT:™

3 0 5 7

IN 3049, the first Clan forces appeared in the Inner Sphere. Armed with advanced technologies of a long-dead age, the warlike invaders unleashed a devastating blitzkrieg, capturing world after world until a total Clan victory seemed certain. Unable to match the enemy's superior 'Mechs, the Inner Sphere militaries increasingly turned to their combat fleets for relief, only to find the skies filled with deadly Clan DropShips, JumpShips, and WarShips—massive vessels not seen in the Inner Sphere for hundreds of years. Now the Great Houses have begun to rebuild their own armadas and stand ready to challenge the Clan invaders in the infinite battlefield of space.

The BattleTech Technical Readout: 3057 contains descriptions, illustrations, and full BattleSpace statistics for the latest Inner Sphere and Clan DropShips, JumpShips, WarShips, small craft, aerospace fighters, OmniFighters, and conventional aircraft. BattleSpace rules clarifications and record sheets are also included.

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