

BATTLETECH



KOSHI



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Type/Model: Koshi

Mass: 25 tons

Chassis: Type 2 Standard Endo Steel

Power Plant: Type II 175 XL

Walking Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: GrandThrust Mk I

Jump Capacity: 180 meters

Armor Type: Forging ZM7 Ferro-Fibrous

Armament:

4 Type 1 Cross-Pattern SRM-4 Launchers

Manufacturer: Manufacturing Plant SFF-IT3

Primary Factory: CSF Poseidon Mobile Production Facility

Communications System: Neil 9000

Targeting & Tracking System: RCA Instatrac Mk VI

OVERVIEW

Inspired by the success of the *Black Hawk* design, the Diamond Sharks began looking around for other older Clan OmniMechs that could be converted to fixed-configuration variants for sale to the Inner Sphere. The *Mist Lynx*, with the loss of access to its remaining Homeworld factories, was seen as the perfect candidate and a conversion project began in the late 3080s. Spearheaded by Spina Fleet and championed by *ristar* Xoc Hammond, the renamed *Koshi* made its debut in 3091.

The fact that, unlike the *Nova* that was transformed into the *Black Hawk*, the *Mist Lynx* was still a popular and active part of the Clans' toumans caused a minor uproar among the more conservative members of the Shark Clan. Star Colonel Hammond soon found himself pressed into duty as Khan Nagasawa's proxy in several Trials of Refusal disputing the sale of the design to House militaries. Though he won every challenge, these repeated delays meant that the first sales were not actually made until 3093.

Even moreso than with the *Black Hawk*, Shark scientists decided to alter the external appearance of the *Koshi* to give it more character and appeal to Inner Sphere sensibilities. Whereas the *Black Hawk* is at least partially recognizable as deriving from the Clan *Nova*, the *Koshi* bears little resemblance to its forebear the *Mist Lynx*, having what one analyst has described as "more personality, less utilitarian mediocrity".

CAPABILITIES

Following in the footsteps of the *Nova/Black Hawk* project, the *Koshi* replicates the design of the original *Mist Lynx* nearly exactly. Even the components used are, for the most part, identical to their OmniMech counterparts. The biggest internal change, of course, is the removal of the modular pod-based mountings and the installation of fixed hardware. The downgrading of the electronics to use off-the-shelf Inner Sphere systems was seen as a way to protect the superior Clan operating software from unwanted replication by non-Clan manufacturers.

DEPLOYMENT

Though all major—and several minor—powers have purchased the *Koshi* design, it is particularly popular amongst the Republic of the Sphere and the Capellan Confederation. The former has assigned these 'Mechs for use mainly in scout units, with a high concentration also found in the ranks of the planetary militia garrisons. The Capellans, by contrast, have issued the *Koshi* to its fast-strike frontline units, such as McCarron's Armored Cavalry or the Tau Ceti Lancers, where it has delivered reliable and effective service for many decades.

VARIANTS

Though it hardly differs much from the base design, the Sea Foxes have introduced a variant to the *Koshi* in recent years. The *Koshi 2* removes two of the SRM 4 launchers as well as the head-mounted Active Probe in favor of upgrading the two remaining missile systems to Streak six-tube models. At the same time, the ammunition load for the missile racks is significantly decreased, raising the definite possibility of the pilot running out of shots in an extended conflict.

NOTABLE WARRIORS

Star Commander Yves Kalasa: As a supporter of saKhan Hawker, Star Commander Kalasa found himself relegated to undesirable assignments, such as performing test pilot duties on the *Koshi* project. Contrary to his expectations, however, Kalasa fell in love with the design and chose to continue using it when he was reassigned to a garrison Trinary in the Twycross system. It was while stationed on Jonah's Reach that he took part in Hawker's Challenge and was one of the few conservative Sharks to prevail in their Trial, a feat which Kalasa directly attributed to his rapport with his *Koshi*. Assigned to a solahma cluster with the rise of Khan Hammond, Kalasa spent his final years hunting pirates in the region now known as The Barrens.

Sang-wei Ruddy Stautzenberger: Thrown into action as a rookie in the initial attacks of the Capellan Crusades, Stautzenberger—Stautzie to his comrades—survived the next two years on sheer luck, grim determination and the obsessive maintenance and care he bestowed upon his *Koshi*. His signature moment came during the fighting on Hunan when he used the last of his dwindling Streak ammo to protect his fallen commander long enough for reinforcements to arrive. His almost loving devotion to his machine served him well and Stautzie rose through the ranks of the Fifth Confederation Reserves until he received command of a company in Second Battalion.

Type: **Koshi**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 749

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	3.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	3.0
Heat Sinks:	10 [20]	0
Gyro:		2.0
Cockpit:		3.0
Armor Factor (Ferro-Fibrous):	67	3.5

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

Weapons and Ammo	Location	Critical	Tonnage
Active Probe	HD	1	1.0
Light TAG	RT	1	.5
2 SRM 4	RA	2	2.0
2 SRM 4	LA	2	2.0
Ammo (SRM) 50	RA	2	2.0
Ammo (SRM) 25	LA	1	1.0

