

CLASSIC BATTLETECH

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FANPRO

Confidential: Eyes Only
From: Precentor XIV-Delta Tempest Stryker
To: Precentor ROM Victoria Parrdeau
Date: 7 August 3067

Precentor Martial Anastasius Focht was a fool.

I know that most people consider him to be the savior of mankind and a hero the likes of which we've not seen since Aleksandr Kerensky. As such, my words are tantamount to blasphemy and I'm confident censure will be forthcoming. Nevertheless, we have known each other for years and you know me; I feel that my views must become known.

In 3058 our zealot brethren recaptured Terra. What did Focht do? Did he attempt to take it back? Attempt to put down the rabid dog that our lost brethren have become? No, instead he "contained" them while he dealt with his obsession: the Clans. Of course the Clan threat needed to be settled, but not at the expense of all else. Because of that, our current Precentor Martial pushed all other responsibilities from his mind-and gave us five years of Civil War! At least the Clans are a known element, staring across a battlefield from the cockpit of a Mad Cat with their customs and traditions.

It is the unknown enemy, however, that I fear will be our undoing, an enemy Focht should have eliminated years ago. While we spent so much time distracted first by the Clans and then by our own foolish notions of loyalty to one House or another, when instead we should have only been loyal to the Order, the serpent in the grass has been stealing our eggs.

In mid 3064, numerous Cohorts from the elite Legions of the Marian Hegemony struck like a hammer's blow onto the worlds of Blantleff and Maximillian in the Circinus Federation. All that stood in the way of the complete annihilation and absorption of the Federation-like the ill-fated Illyrian Palatinate before it-were the Black Warriors and McIntyre House Guard; a more mismatched confrontation I cannot imagine. Yet by the end of 3064, the Hegemony forces had been stopped cold and an uneasy peace had ensued. The Inner Sphere was so preoccupied with its own bitter struggles that almost no one questioned why. Only after intensive investigations by myself, along with several well-placed ROM agents, did the truth become known.

In an eerie similarity to Primus Myndo Waterly's actions in handing over Star League vintage BattleMechs to the Combine, which helped to shock and paralyze the Federated Commonwealth into aborting their bid to destroy House Kurita in 3039, it is my firm belief that the Word of Blake handed over prized new BattleMechs to the Federation. These BattleMechs were not new machines rolling off of any production line known to currently exist, however.

Instead, the four different machines documented by ROM in the Black Warriors' employ were heavily modified versions of older BattleMechs that have been in use for centuries. Additionally, unlike previous "field upgrades," not only did these incorporate the latest technology into the very bones and hearts of the machines, but they extensively upgraded their physical appearance. That the four machines employed new League and Confederation technology only further cements my belief of their source.

It is known that most of the new technology developed in both Houses was due to the assistance of the Word of Blake. Furthermore, it is extremely disturbing to note that the Confederation does not have a single line capable of producing either the Phoenix Hawk or Marauder-so where were they manufactured? That is a question that keeps me up at night. Why the fanatics chose this route is unknown. Yet like the unknown movements of an alien creature, you only learn its ultimate intention when it eviscerates you. All we know today are the interesting consequences of this latest plot.

Giovanni Estrella De la Sangre, Demeter's planetary governor and CEO of Vicore Industries, learned of these "new" Mech designs-we are still unsure where the leak originated from, but we cannot rule out that Giovanni is a Word of Blake agent himself. Officially, at least, he was so intrigued by the thought and its potential for revenue for his world that he sank a vast portion of his considerable personal wealth into creating numerous prototypes that mirror these Blakist machines to a "T," acquiring the necessary technologies through both legal and nefarious means. Furthermore, he built proofs of concept for several other older BattleMechs. From there he designed additional variants based on these 'new' Mech chassis, incorporating new technologies garnered from other Houses. He then spent the next year meeting with the heads of such major arms manufacturers as General Motors, Defiance Industries, and Earthwerks, using "acquired" battle ROMs showing these "new" BattleMechs in action to aid in selling his idea.

Already Giovanni has managed to sell his nascent Project Phoenix in the right circles, an amazing testament to the fact that, while a millennia separates us from the first use of electricity, "medicine men" can still sell us our snake oil. The Confederation in particular has already begun a small but aggressive program of recycling older machines and using scavenged parts to help build their next generation of 'Mechs; I'm confident the other Houses are only waiting to see if this plan is a success before enacting their own.

Construction is still happening on a small scale, and production runs will likely account for only a small fraction of the total BattleMech output for some time to come; nonetheless, these machines are by all accounts here to stay.

Attached to this transmission are the specifications on the first of these BattleMechs; I'll append future transmissions with additional specifications as they become available.

Inner Sphere Mechs

Mass: 20 tons
Chassis: Corean-II Delux Endo Steel
Power Plant: Hermes 240 XL
Cruising Speed: 129.6 kph
Maximum Speed: 194.4 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
 1 Magna Mk VI Extended Range Medium Laser
 4 Magna Mk IV Extended Range Small Lasers
Manufacturer: Corean Enterprises
Primary Factory: Stewart
Communications System: Garret T10 B
Targeting & Tracking System: Corean CalcMaster

OVERVIEW
 Corean Enterprises initially balked at the idea of investing any cash into the Locust program until they received assurances from the Word of Blake that the Militia would purchase the first year's limited production run. After studying the plans of the redesign, they were thoroughly impressed and satisfied with what they saw. The redesign would require very little capital investment for start up, and Corean moved forward confident in the knowledge that the company would reap plenty of profit in producing the new Locust. Agreeing to terms with Vicore, contracts were signed and designs licensed, after which Corean Enterprises designated the *Locust* the LCT-5M and began production.

CAPABILITIES
 The *Locust* redesign required a few fundamental design changes. The engineers on the R&D team decided that the best attribute of the Locust was its speed and further made the choice to increase the 'Mech's speed by thirty-three percent. They did this by replacing the Magna 160 with the Hermes 240 XL power plant. To take advantage of the new speed, the designers replaced the original LCT-3M's weapons with a loadout of extended range lasers. In doing so, they dropped the Anti-Missile System and CASE, increasing the 'Mech's armor protection to its maximum.

DEPLOYMENT
 True to their word, Blakist officials from the Office of Procurement arrived at the completion of the first production run for the LCT-5M. The new 'Mechs were shipped in Level II size to each Blakist Division and dispersed, giving each Level III access to at least one new LCT-5M.

VARIANTS
 Corean Enterprises was the only manufacturer in the Inner Sphere that began production of the new *Locust*. Achernar BattleMechs agreed to terms with Vicore, but has not yet begun production. They are slated to start up on August 1 3067. They will be producing the LCT-5M after purchasing the license from Corean Enterprises. Currently, the remaining Houses have expressed no interest in the Locust program.

The Periphery nations, on the other hand, readily agreed to the new design. They were happy to have a design that would take advantage of their latest Rocket Launcher Technology. Two variants were introduced to the Periphery nations.

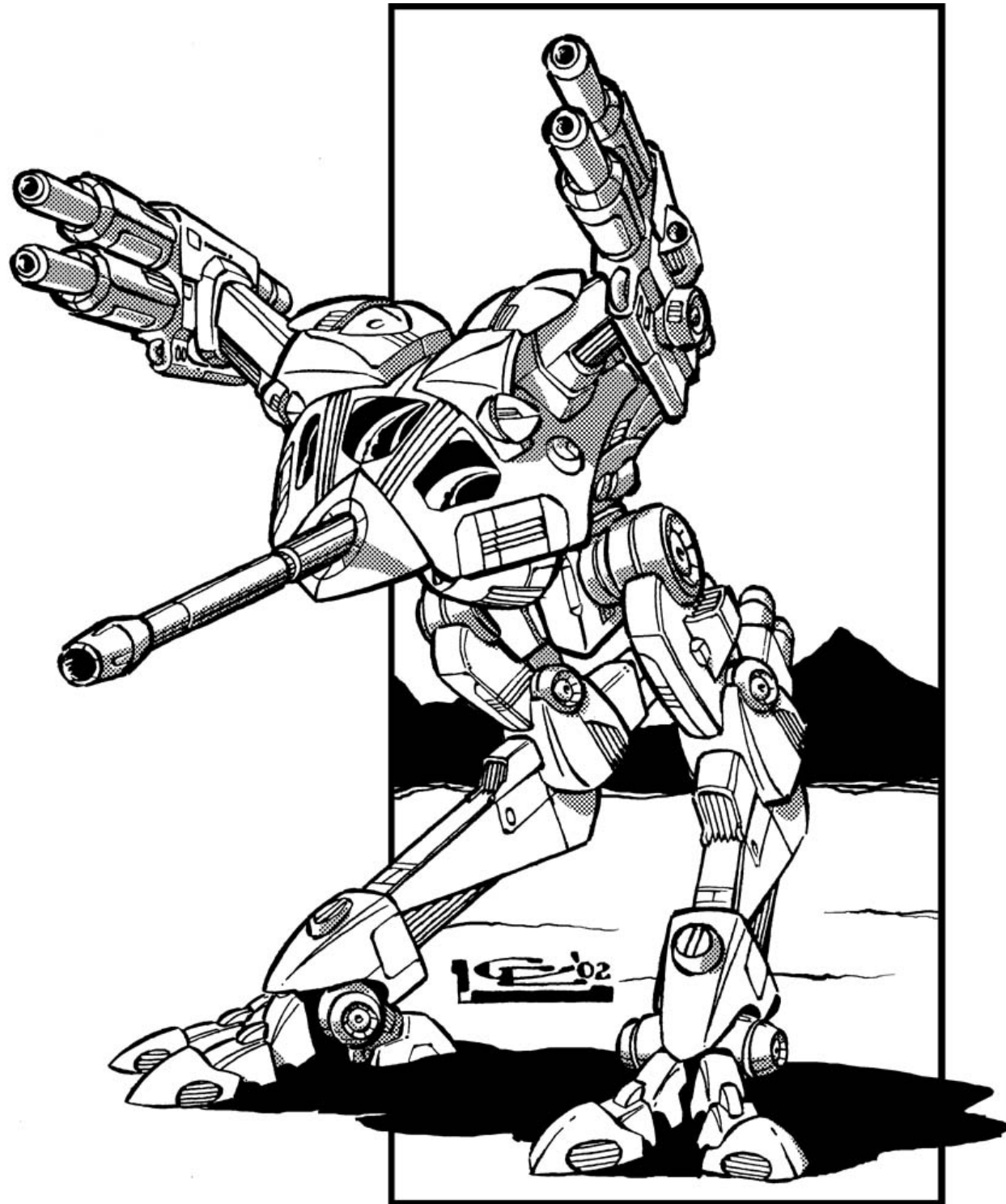
The LCT-5V has been picked up by both the Magistracy of Canopus and Taurian Concordat for production. This variant would incorporate Ferro-Fibrous Armor, two extended range medium lasers and two Rocket Launcher 10s. The original 160 LTV engine would be used keeping the original speed of the Locust.

The LCT-1V2 variant has been seen in the forces of the Marian Hegemony, but where it has been manufactured is unknown at the current time. Speculations and rumors from the region, however, are rife concerning a new small-scale BattleMech factory located within the depths of the Hegemony. Considering the rumors circulating concerning a major new Germanium find, the two could go hand in hand. This variant appears to remove all the weapons save one medium laser and add four Rocket Launcher 10s.

Type: LCT-5M Locust
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 516

Equipment:		Mass
Internal Structure:	Endo Steel	1
Engine	240 XL	6
Walking MP:	12	
Running MP:	18	
Jumping MP:	0	
Heat Sinks	10 [20]	
Gyro:		3
Cockpit:		3
Armor Factor:	69	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	6	9
Center Torso (Rear)		3
R/L Torso	5	8
R/L Torso (Rear)		2
R/L Arm	3	6
R/L Leg	4	8

Weapons & Ammo	Location	Critical	Mass
ER Medium Laser	CT	1	1
2 ER Small Lasers	RT	2	1
2 ER Small Lasers	LT	2	1



Mass: 20 tons
Chassis: Earthwerks STG
Power Plant: Vox 120
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 52
Jump Capacity: 180 meters
Armor: Durallex Light Ferro-Fibrous
Armament:

- 1 Diverse Optics Extended Range Medium Laser
- 2 Death Blossom 15 Pack Rocket Launchers

Manufacturers: Vandenberg Mechanized Industries, Pinard Protectorates Limited, Detroit Consolidated MechWorks

Primary Factories: Macleod's Land, New Vandenberg, and Detroit

Communications System: Garret T10 B

Targeting and Tracking System: O/P 911 Targeting System

OVERVIEW

The second most produced 'Mech in the Inner Sphere, the *Stinger* was designed as a scout and reconnaissance 'Mech. The *Stinger* has filled a variety of roles including as a 'Mech trainer, a testament to the design's usefulness. When the Taurians began looking to revamp their existing scout 'Mechs, they turned to the venerable *Stinger*. They were already involved with the Capellans in producing the new *Wasp* 3L, but they desired to go it alone on this one. We believe that this may be due to a rift forming in their alliance with the Capellans and Magistracy. The Capellans have thus far ignored the Taurians' new venture.

The Taurian engineers encountered technical difficulties from the outset in producing the armor needed for this configuration. Though they had the technical know-how to produce ferro-fibrous armor, they lacked the facilities. Enter the Word of Blake.

Following up their successful negotiations with the Taurians' Archer project, the Blakists offered to give the Taurians the plans and material to build a plant dedicated to producing ferro-fibrous armor and endo steel. It is rumored that in return, they asked for an unspecified number of Stingers and

Wasps as payment. The new production facility was constructed and placed on New Vandenberg.

CAPABILITIES

The *Stinger* had not seen many changes since its commission in 2479-something that would not be true for the Taurians' new variant. The first change made was a new head assembly that incorporated a full cockpit ejection system. This was done to remove a major drawback, as the cockpit assembly was too small for most pilots. The original STG-3R used a single energy weapon backed by machine guns. The Taurians decided to give the *Stinger* firepower that would live up to its name. Upgrading the medium laser with a new Diverse Optics extended-range model produced on Sterope, two new rocket launcher 15 packs were installed. Armored with Taurian developed ferro-fibrous armor, the *Stinger* now carried a half-ton more protection along with increased firepower. The *Stinger* retained its standard engine for survivability and standard internal structure. This configuration allowed the Taurians to upgrade most of their existing *Stingers* in a matter of months.

DEPLOYMENT

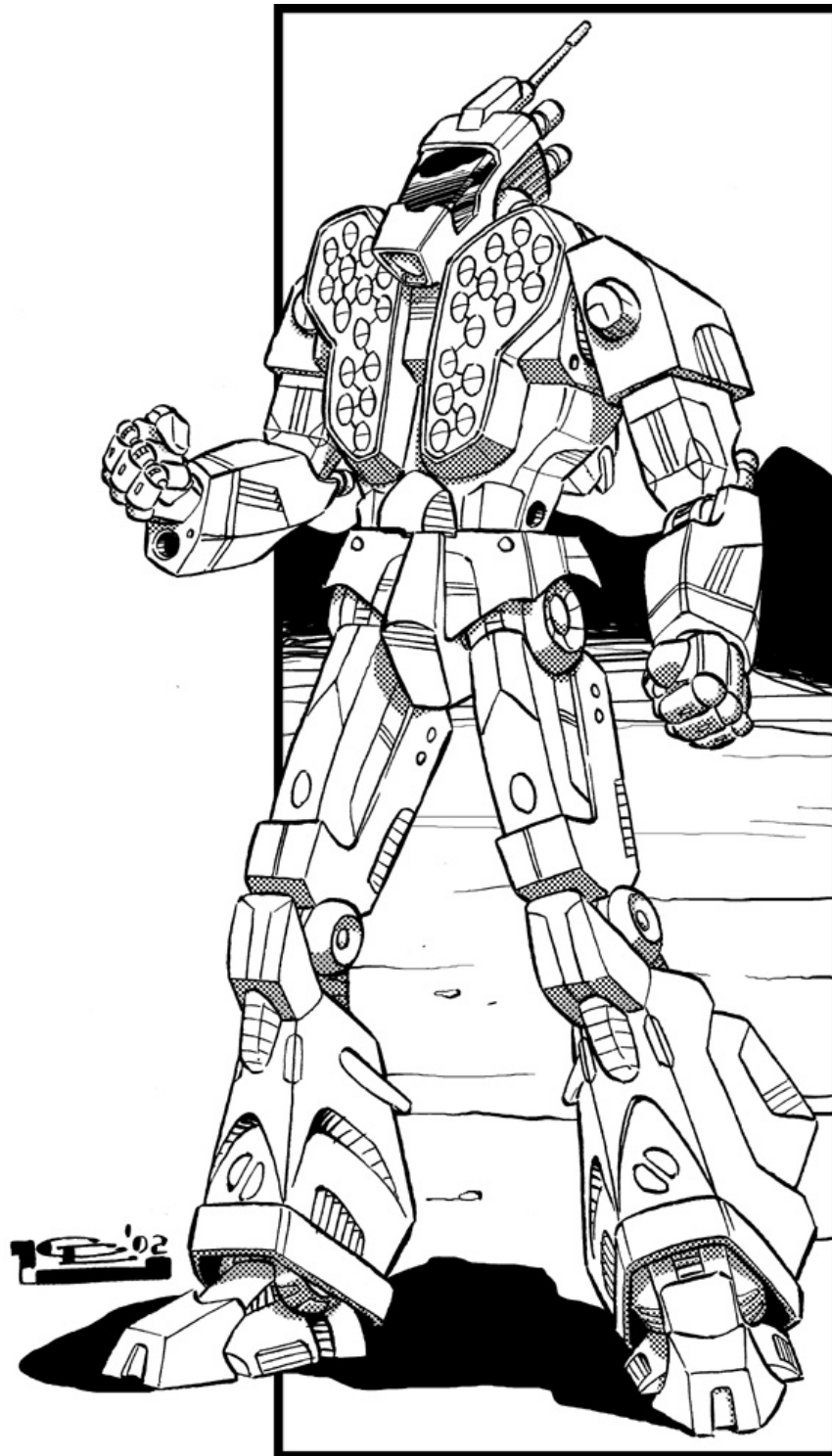
The Taurian forces received shipments of new *Stingers* early in 3067. Deployment would have been earlier had it not been for the Blakists' payments being made. Our operatives were unable to obtain the numbers but they do know that a large amount was shipped. We were able to discover that some of the shipments were sent to Terra and the Circinus Federation.

VARIANTS

The only known variant that has been identified is being produced on Detroit and Sian for the Magistracy and Capellans. The *Stinger* STG-6L will incorporate the new Stealth Armor, yet use two standard medium lasers. The most important upgrade of the STG-6L is its power plant. Using the Pitban 240, this variant will be able to reach speeds of 130 kph. The jump jets were dropped to allow the maximum use of armor protection.

Type: **STG-5R Stinger**
 Technology Base: Inner Sphere
 Tonnage: 20
 Battle Value: 409

Equipment:		Mass		
Internal Structure:		2		
Engine	120 Vox	4		
Walking MP:	6			
Running MP:	9			
Jumping MP:	6			
Heat Sinks	10 [20]			
Gyro:		3		
Cockpit:		3		
Armor Factor:	54	3		
	<i>Internal Structure</i>	<i>Armor Value</i>		
Head	3	8		
Center Torso	6	6		
Center Torso (Rear)		2		
R/L Torso	5	6		
R/L Torso (Rear)		2		
R/L Arm	3	5		
R/L Leg	4	6		
Weapons & Ammo		Location	Critical	Mass
ER Medium Laser	RA	1	1	
Rocket Launcher 15	RT	2	1	
Rocket Launcher 15	LT	2	1	
3 Jump Jets	RT	3	1.5	
3 Jump Jets	LT	3	1.5	



Mass: 20 tons
Chassis: Hellespont Type W Endo Steel
Power Plant: Hermes 120
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Hellespont Leapers
Jump Capacity: 180 meters
Armor: Hellespont Lite Stealth Armor
Armament:

- 1 Diverse Optics ER Medium Laser
- 1 Death Blossom 10 Pack Rocket Launcher

Manufacturer: Hellespont Industrials, Taurus Territorial Industries, Detroit Consolidated MechWorks
Primary Factories: Sian, Taurus, and Detroit
Communications System: Hellespont Tight Beam
Targeting and Tracking System: RadCom TXXI -

OVERVIEW

The *Wasp* was the first recon 'Mech ever to be mass-produced. Over the last six centuries, the *Wasp* has served in every House army. This fact made negotiations run smoother between the Vicore group and Hellespont Industrials, and paved the way for the CCAF's approval and financing of the light 'Mech's construction.

Vicore's goals for the *Wasp* were simple: to be both cost effective and innovative. Hellespont industrials would have to make only minor changes to their *Wasp* line to produce this new version. The Strategios took one look at the new *Wasp* and immediately jumped at the chance to add another stealth BattleMech to their TO&Es.

CAPABILITIES

This new model incorporates Hellespont's endo steel which, with the inclusion of a standard fusion engine and the maximum possible amount of stealth armor, gives the new *Wasp* an incredible survivability for the lightest of BattleMechs—a quality absolutely necessary in a scout 'Mech. In designing the 'Mech's armor layout, the project engineers paid close attention to better protecting the *Wasp's* joints. They also re-located the jump jets to the torso—a fact that not only provided better protection for the 'Mech but actually saved costs. At

the same time, though a relatively minor move, the designers chose to incorporate only standard heat sinks to cut down on expenses and to make use of the CCAF's huge stockpile of these heat sinks, a stockpile that had barely been touched in the past decade. Finally, the *Wasp* was equipped with a pilot ejection system similar to that on the *Phoenix Hawk*.

Like the original, this new *Wasp* is only lightly armed, carrying an extended-range medium laser as its primary armament. In a somewhat controversial move, the CCAF authorized the addition of a single Marian rocket launcher to the design, giving it an additional punch to help it extract itself from difficult situations. When added to its high mobility and stealth characteristics, the weapons loadout makes the *Wasp 3L* an extremely effective and survivable light recon 'Mech.

DEPLOYMENT

The first production run of *Wasps* was completed in late July. Within the CCAF, these first units were assigned into lances with Raven 4Ls and the new *Phoenix Hawk* which, along with the new *Stinger* or *Sha Yu*, would form light Shadow Lances—"Ying Qiang."

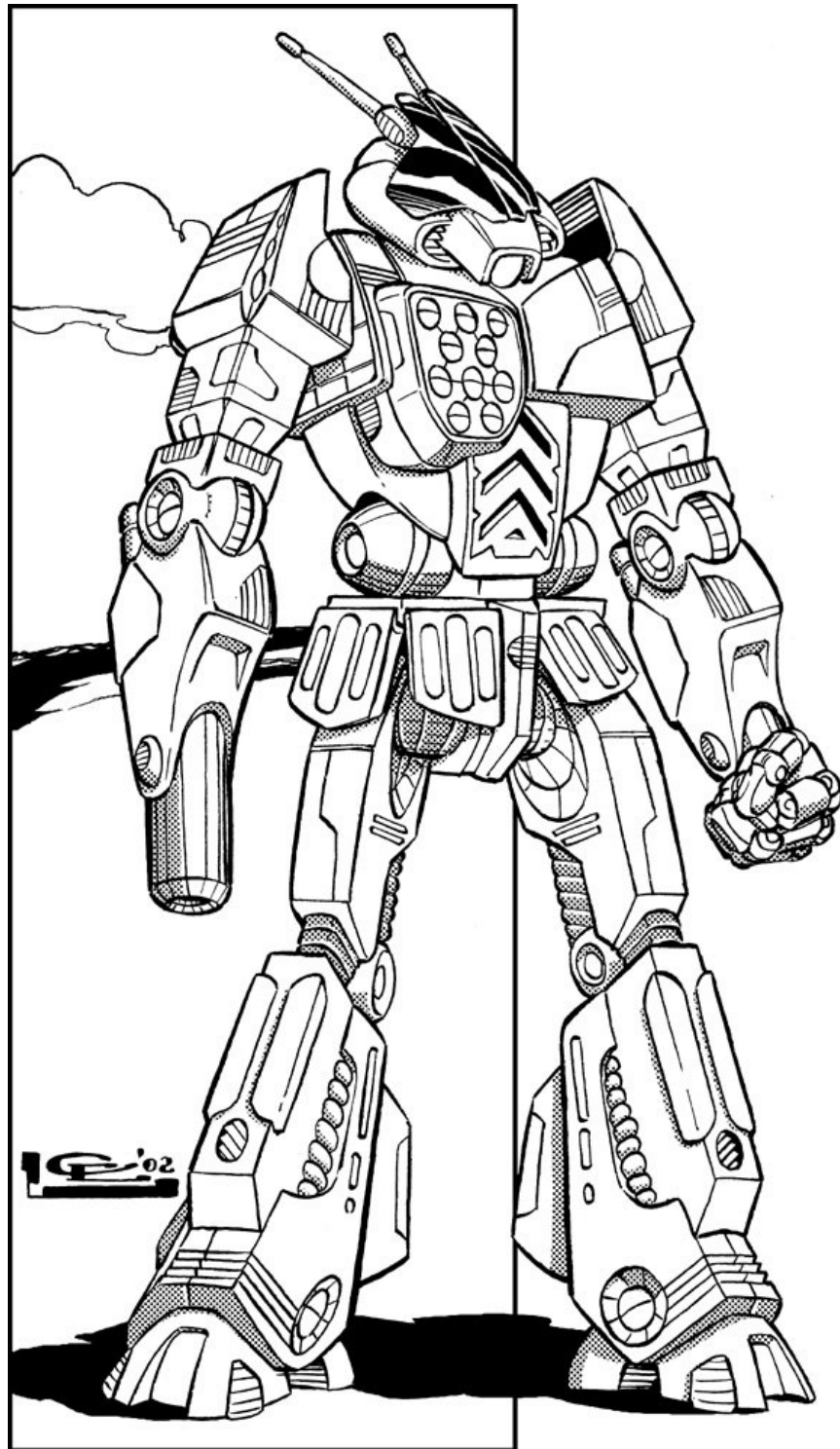
VARIANTS

With the development of this new *Wasp*, we have solidified confirmation of the Word Blake's involvement. Our operatives sighted a Blakist Level II of *Wasps*, painted in typical Black Warrior schemes, off-loading from a Union-class DropShip on Circinus. Now, with the Capellans producing this design, we are pushing harder to find the link between Word of Blake and Vicore. So far we have found no solid leads or facts.

Both the MAF and the TDF are building this Capellan design under license from Hellespont, though it took years of upgrades to the Taurus Territorial factories on Taurus before that facility could work with the Capellans' stealth armor. The Lyrans are building their own design on Furillo, mounting a light engine, two extended-range medium lasers, a TAG designator and a Guardian ECM suite. Archernar on New Avalon has received a license from Defiance Industries to produce the same design.

Type: **WSP-3L Wasp**
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 411

Equipment:		Mass		
Internal Structure:	Endo Steel	1		
Engine	120	4		
Walking MP:	6			
Running MP:	9			
Jumping MP:	6			
Heat Sinks	10	0		
Gyro:		3		
Cockpit:		3		
Armor Factor:	64	4		
	<i>Internal Structure</i>	<i>Armor Value</i>		
Head	3	9		
Center Torso	6	8		
Center Torso (Rear)		3		
R/L Torso	5	7		
R/L Torso (Rear)		2		
R/L Arm	3	6		
R/L Leg	4	7		
Weapons & Ammo		Location	Critical	Mass
ER Medium Laser	RA	1	1	
Rocket Launcher 10	RT	1	0.5	
Guardian ECM Suite	LT	2	1.5	
2 Jump Jets	CT	2	1	
2 Jump Jets	RT	2	1	
2 Jump Jets	LT	2	1	



Mass: 30 tons
Chassis: Corean Model 101AA Endo Steel
Power Plant: Omni 150 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Vicore Thrust-Masters Model L
Jump Capacity: 150 meters
Armor: StarGuard III
Armament:

- 1 Defiance Model XII Extended Range Medium Laser
- 1 Valiant Arbalest LRM 15 Missile Pack

Manufacturer: Corean Enterprises, Vicore Industries
Primary Factories: New Avalon, Demeter
Communications System: Lynx-shur
Targeting and Tracking System: Sync Tracker (40-TC) with Artemis IV FCS

OVERVIEW

The civil war took a toll on the Federated Suns' 'Mech forces, leaving them strewn across the battlefields throughout Fed Suns space. The losses for the Davion light 'Mechs were horrendous. With the demand for larger and more powerful 'Mechs, manufacturers were forced to reduce production of lighter 'Mechs to meet the demand. Near the end of the war, the light 'Mech numbers in most of Davion's regiments were so denuded that it severely reduced their scouting and reconnaissance capabilities. Force commanders began calling for replacements to meet mission requirements.

Corean Enterprises was in negotiations with Vicore Industries to upgrade the Valkyrie when the demand for increased production was announced. Corean Enterprises' production lines for the Valkyrie had been halted due to the lack of jump jets. HildCo-the main supplier for Corean's Valkyrie-was no longer supplying their famous jump jets, ceasing shipments when St. Ives fell to the Capellan Confederation.

In response, Vicore delivered a much-needed solution. ROM had uncovered evidence that Vicore secretly negotiated a license with HildCo to manufacture the jump jets under Vicore's name. The companies engineered a solution for production requirements and in the process upgraded both

Valkyrie variants. Corean Enterprises issued Vicore a license to manufacture both variants; in return Vicore supplies the jump jets.

CAPABILITIES

Recovered BattRoms from many destroyed light 'Mechs, including the Valkyrie, showed that the limited long-range firepower in the design contributed to their destruction. Designers addressed these issues in the Valkyrie by replacing the older engine with Omni's new extra light. Though it reduced the survivability factor, the new engine allowed for additional firepower.

The designers installed Valiant's new Arbalest LRM 15 missile pack used in the Striker Light Tank. Two tons of ammunition for combat endurance and an Artemis IV was mated to launcher. Defiance's ER medium laser was installed for longer range, combining it with a targeting computer to give the new laser the accuracy of the pulse weapon it replaced. The original endo steel was retained, while standard armor was used for ease of repair in the field. The Valkyrie's appearance was altered, separating it from the original models. Finally as with most of the new redesigns, the Valkyrie's head assembly incorporated a full-cockpit ejection system.

DEPLOYMENT

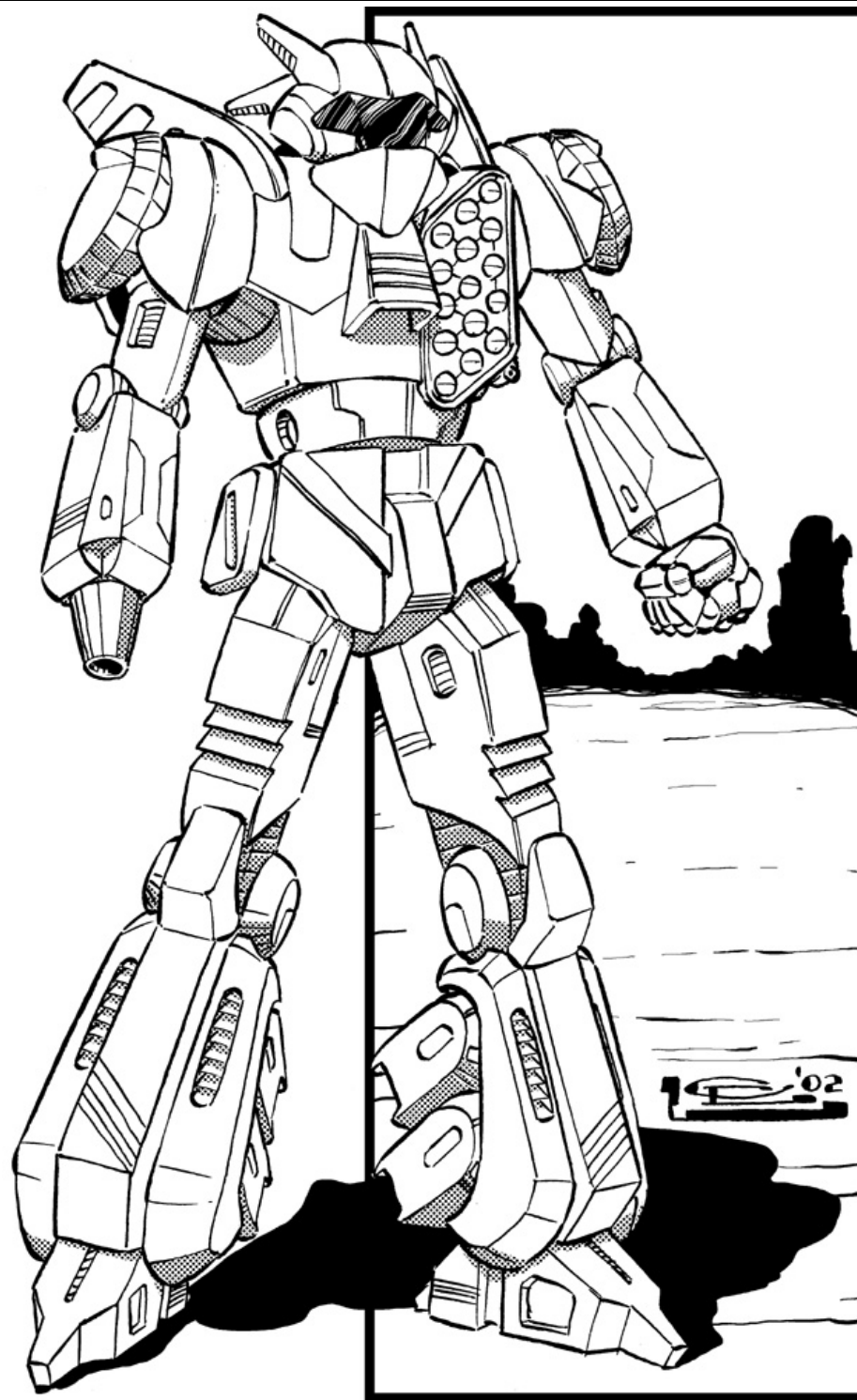
The Davion Light Guards and First Davion Guards were the first to receive shipments from Corean's plant by July 3067. The Fifteenth Deneb Cavalry, Third Crucis Lancers and independent commands that aided Victor's campaign received the first shipments from Vicore in mid-September through October of 3067.

VARIANTS

The VLK-QD3 is the only other variant being produced. It is a direct upgrade of the existing VLK-QDs. This variant installs the GM 210 increasing the speed to 115 kph. The weapons package includes 2 extended-range medium lasers and a Holly LRM 5 pack. CASE was installed to quiet the concerns of pilots. With Vicore producing both the PXH-3PL Phoenix Hawk and the VLK-QD1, they will only build the VLK-QD3 in limited runs while Corean will produce both variants equally.

Type: VLK-QD1 Valkyrie
Technology Base: Inner Sphere
Tonnage: 30
Battle Value: 835

Equipment:		Mass	
Internal Structure:	Endo Steel	1.5	
Engine	150 XL	3	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks	10 [20]	0	
Gyro:		2	
Cockpit:		3	
Armor Factor:	96	6	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	10	13	
Center Torso (Rear)		4	
R/L Torso	7	10	
R/L Torso (Rear)		3	
R/L Arm	5	9	
R/L Leg	7	13	
Weapons & Ammo		Critical	Mass
ER Medium Laser	RA	1	1
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
Targeting Computer	CT	1	1
Jump Jet	CT	1	0.5
Jump Jet	RL	2	1
Jump Jet	LL	2	1



Mass: 35 tons
Chassis: Krupp 255 Endo Steel
Power Plant: 280 Vox XL Fusion
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: Rawlings 45

Jump Capacity: 240 meters
Armor: Krupp 155
Armament:
 2 Diverse Optics ER Medium Lasers
 1 Diverse Optics ER Small Laser
 1 TRSS Beagle Active Probe
 1 TRSS Guardian ECM Suite
 1 Krupp Dead Eye Target Acquisition Gear

Manufacturer: Krupp Armament Works and Odin

Manufacturing

Primary Factories: Germany, Terra and Orestes
Communications System: Exeter Longscan 300 with Improved C3 and Guardian ECM
Targeting and Tracking System: TRSS Eagle Eye w/ Beagle Active Probe

OVERVIEW

The *Ostscout* has been the benchmark that manufacturers building new scout 'Mechs have sought for centuries. Speed, maneuverability and advanced electronics ensured the *Ostscout's* survival long after the fall of the Star League, with many examples still operational and in mint condition. It therefore came to a shock when the Blakists began deploying a newly-constructed redesign of the *Ostscout*.

To make matters worse, the redesign is identical to the variant ComStar is building on Orestes; ROM operatives confirmed this after gaining access to one in a close inspection. Additionally, the Lyrans have one that closely resembles the ComStar variant in almost every aspect. Some conspiracy theorists point to this as proof that Precentor Dag Kesselring compromised ComStar security and secrets, and in conjunction with former-Archon Katherine Steiner-Davion, gave or sold that information to the Word of Blake. Most who have investigated the evidence believe, however, that only one or two individuals in the archives bureau-individuals who have been punished appropriately-are responsible for this breach.

This revelation has proven that, even now, ComStar's security is vulnerable. Those who believe the conspiracy

theorists are working now to identify and isolate Kesselring's potentially non-existent network. Though he was listed as MIA, presumed dead, they are not assuming that he died on Tharkad, instead believing that he was evacuated after the final battle for Tharkad by Blakist operatives.

CAPABILITIES

Like the original, this new design has many of the same operational specifications. The recognized improvement over the original is the integration of fixed sensors across the front and back of the torsos-including the head assembly. The *Ostscout* is not required to slow down to gather accurate information, a vulnerability of the previous design. The new sensors use side-scanning with look-ahead and phased Doppler and triangulation sensors, allowing it to gather information very quickly. All data is filtered through TRSS's Beagle Active Probe and monitored by a high-speed computer capable of processing terabytes of information in seconds. The inclusion a Guardian ECM suite only improves the *Ostscout's* mission success potential while the C³i Computer allows better-coordinated fire missions, including the processing of real-time data feeds. Finally, Krupp's Target Acquisition Gear allows the *Ostscout* to make pinpoint strikes with artillery- and air-delivered guided munitions.

DEPLOYMENT

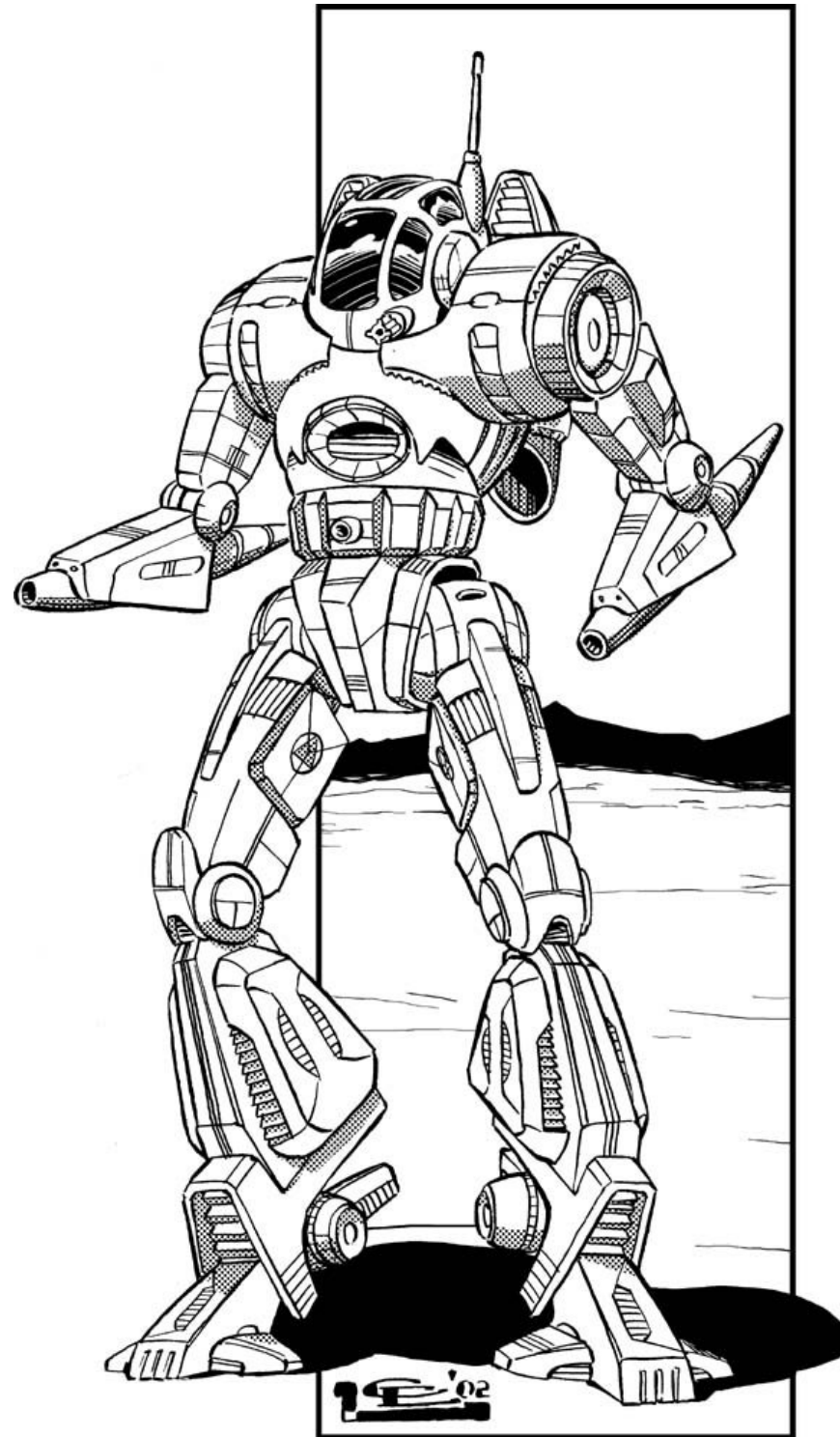
As of this security brief, the Com Guards have upgraded nearly fifty percent of the *Ostscouts* in service. At least three Blakist units in the Chaos March also field this upgraded 'Mech. In addition, the Lyrans' Inarcs-built models are being sent to all their line regiments. One of the Lyran models has also been seen in a Highlanders unit; SLDF records do not show that any were purchased, though the 'Mech could well have been claimed as battlefield salvage. Those who see ghosts behind every door point to the fact that they field one of these *Ostscouts* as proof of the Northwind Highlanders' collusion with the Blakists.

VARIANTS

The Lyran variant differs slightly from the Blakist version, using a light engine instead of an XL and mounting anti-personnel pods in the place of the small laser. Total armor protection has been slightly reduced, but that decrease was considered minimal given the increased survivability the light engine provides.

Type: **OTT-9CS Ostscout**
 Technology Base: Inner Sphere
 Tonnage: 35
 Battle Value: 734 (C³i:53)

Equipment:		Mass	
Internal Structure:	Endo Steel	2	
Engine	280 XL	8	
Walking MP:	8		
Running MP:	12		
Jumping MP:	8		
Heat Sinks	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	96	6	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	8	
Center Torso	11	14	
Center Torso (Rear)		4	
R/L Torso	8	12	
R/L Torso (Rear)		3	
R/L Arm	6	9	
R/L Leg	8	11	
Weapons & Ammo		Critical	Mass
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
C ³ i Computer	RT	2	2.5
4 Jump Jets	RT	4	2
Beagle Active Probe	LT	2	1.5
Guardian ECM	LT	2	1.5
4 Jump Jets	LT	4	2
ER Small Laser	CT	1	0.5
TAG	H	1	1



Mass: 45 tons
Chassis: Ceresplex IV Endo Steel
Power Plant: Warner 270M Fusion
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Anderson Propulsion 30
Jump Capacity: 180 meters
Armor: Ceres Metals Stealth Armor
Armament:
 1 Martell Extended Range Large Laser
 2 Ceres Arms Extended Range Medium Lasers
 2 Sperry Browing 30mm Mini-Gun Machineguns
 1 Apple Churchill Guardian ECM System

Manufacturer: Ceres Metal Industries
Primary Factory: St. Ives

Communications System: Ceres Metals Model 686 w/ Guardian ECM

Targeting & Tracking System: Apple Churchill 2000

OVERVIEW

As usual, contacting companies-especially arms manufacturers-within the Capellan Confederation proved exceptionally difficult for Vicore Industries. Only after General Motors contacted Ceres Metals on his behalf was the Capellan company willing to listen to Giovanni's proposal.

Vicore Industries had originally planned on building the new Phoenix Hawk, but for production reasons the plan was scrapped. Instead, Giovanni pitched a bold plan that would retool the BJ-3 Production Line on St. Ives. Of course the issue of a power plant was still problematic, but it was subtly suggested that the Warner 270M power plant built by the Taurians would be suitable. After a few months of old fashioned Chinese negotiations, a deal was signed leaving both parties looking forward to doing business with one another in the future-and wondering who got the best of whom in the exchange.

CAPABILITIES

The new *Phoenix Hawk's* torsos were given more angles for better deflection of incoming weapons fire. The arms were redesigned to give greater protection around the shoulder and lower arm actuators. All weapons were moved to forearm mountings. The jump jets were re-engineered to protect the exhaust ports and improved air induction to help keep the jump jets cooler during operations. The most radical departure from the original design was in the head. The sensors and communication arrays were built into the cowling protecting the head. Lastly, the engineers incorporated the same style ejection system used by the *Wolfhound* and *Hatchetman* BattleMechs.

DEPLOYMENT

The Strategios saw the value in the new *Phoenix Hawk* immediately. They ordered it paired with the RVN-4L Raven in a support role. The *Phoenix Hawk's* speed would allow it to keep up with the Raven, while its jump jets would add that needed measure of mobility to support the Raven in its mission. The first production run of the *Phoenix Hawk* was completed late in 3066. Only front-line units were authorized to order the new designs. Of those orders shipped, however, only MacCarron's Armored Cavalry did not receive their shipment of *Phoenix Hawks*-those units simply disappeared. -

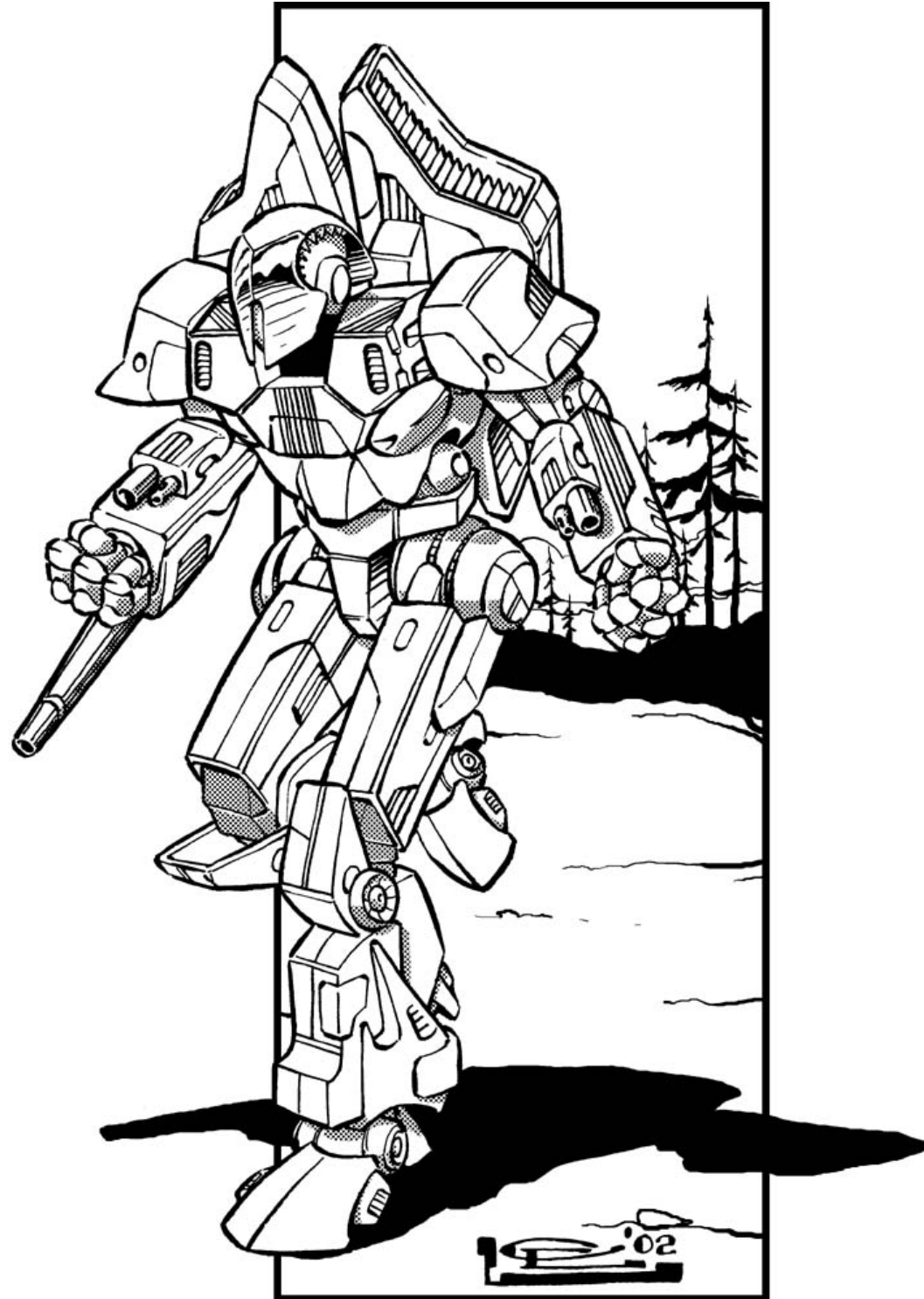
VARIANTS

There is solid evidence that the PXH-4L currently manufactured by House Liao is identical to that seen in use by the Black Warriors, a disturbing possibility.

The other variants haven't been confirmed as of yet. Nevertheless, it appears they will be equipped in the following manner: One variant may have a targeting computer with a large pulse laser, backed up medium pulse lasers and extended range lasers. There is a possibility of one variant using a targeting computer and mating it with an ER PPC and some medium lasers. ComStar purchased a license to produce one that would mount lasers, C3i and iNarc. There is also one planned with a new light engine. Whether these variants are actually under production or are simply unique proofs of concept are unknown at this time.

Type: **PXH-4L Phoenix Hawk**
 Technology Base: Inner Sphere
 Tonnage: 45
 Battle Value: 1117

Equipment:		Mass	
Internal Structure:	Endo Steel	2.5	
Engine	270	14.5	
Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks	11 [22]	1	
Gyro:		3	
Cockpit:		3	
Armor Factor:	128	8	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	14	23	
Center Torso (Rear)		6	
R/L Torso	11	18	
R/L Torso (Rear)		4	
R/L Arm	7	10	
R/L Leg	11	15	
Weapons & Ammo	Location	Critical	Mass
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
Machine Gun	RA	1	0.5
Ammo (MG) 100	CT	1	0.5
ER Medium Laser	LA	1	1
Machine Gun	LA	1	0.5
Guardian ECM Suite	RT	2	1.5
3 Jump Jets	LT	3	1.5
3 Jump Jets	RT	3	1.5



Mass: 55 tons
Chassis: Earthwerks GRF Endo Steel
Power Plant: Defiance 275 Light Fusion Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Starshield A with CASE

Armament:
 1 Defiance 1001 ER PPC
 2 RamTech 1500Z ER Medium Lasers
 1 Coventry StarFire LRM Pack 15 with Artemis

Manufacturer: Defiance Industries, Kallon Industries, Victory Industries

Primary Factories: Hesperus II, Talon, Marduk
Communications System: Neil 6000
Targeting and Tracking System: RCA InstatracMk X

OVERVIEW

The *Griffin* has been a workhorse for every house military for centuries. Both Defiance and Kallon Industries were an initial part of the Vicore Group and immediately began production of the new Griffin. Victory Industries, a company that at one time had mass-produced the GRF-1DS for the DCMS (and still churned out a dozen per year on special orders) acquired the new design specifications and likewise devoted precious production capacity to this "new" Mech.

What clinched the deal for the DCMS procurement officers was the inclusion of the "Lyran" light fusion engine. Shortly after the Lyran Alliance "acquired" the technology they needed to field the light engine, Wolf's Dragoons filed charges in the Star League Court, indicting the Lyran Alliance in theft, fraud and a dozen other charges. While litigations went forward and the Dragoons seized what Lyran assets they could on Outreach, the mercenary command sold the light fusion engine technology to both the Draconis Combine and the Free Worlds League through GM / Blackwell. They agreed to build over a thousand assorted units for each house (to be shipped over a multi-year deal)-and in doing so not only slapped the Archon in the face but also made a tidy profit. For their part, the DCMS was ecstatic to get their hands on that new piece of Lyran technology and quickly approved purchase of the first two runs of Victory's new *Griffin*.

CAPABILITIES

The *Griffin* has been completely redesigned, inside and out. Designers made use of the light fusion engine to not only showcase the new technology but also to increase the 'Mech's battlefield survivability. Endo steel strengthened the chassis while at the same freeing up additional mass for weapons and armor. The 'Mech's armor plating uses layered sections of steeply-angled armor for better incoming weapons fire deflection. The PPC and lasers are all extended-range models, giving the 'Mech a significant medium- to long-range damage profile, a capability only enhanced by the Artemis-equipped missile rack. The design work did not concentrate solely on the offensive and defensive systems, though; additional space has been included in the *Griffin's* cockpit, giving MechWarriors a bit of extra comfort, while the entire cockpit section is a single module that can be ejected, providing more protection to the MechWarrior in the event of bailout.

DEPLOYMENT

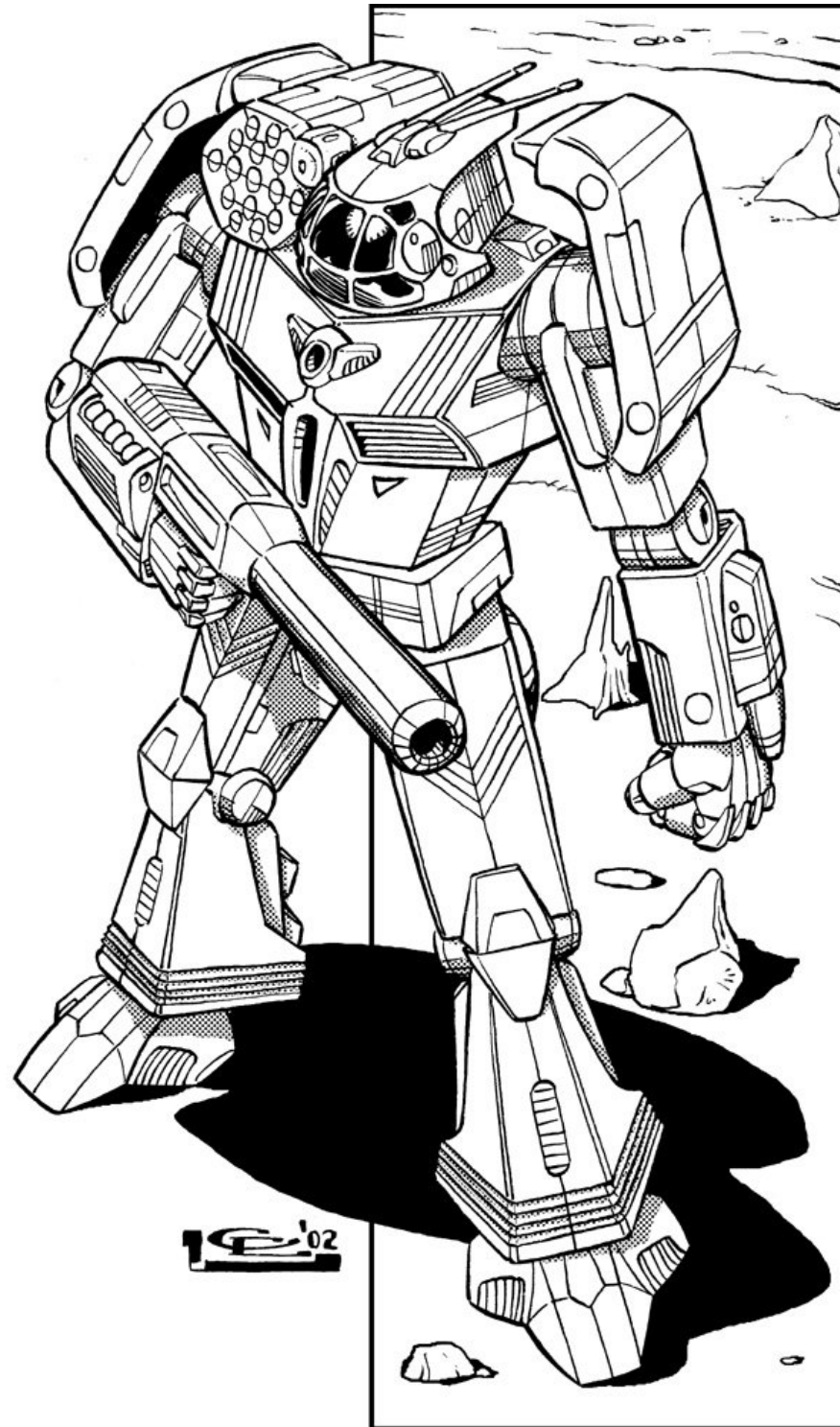
All three Houses are scrambling to recoup losses suffered over the past five years and are assigning these 'Mechs into their front-line units as quickly as they can be produced. Within the Lyran Commonwealth, the decimated Royal Guard and Donegal Guards regiments are receiving the bulk of these; indeed, two of these new Griffins are already guarding the royal throne on Tharkad once more. The AFFS has assigned quite a few to the First Federated Suns Armored Cavalry and the rebuilding Davion Guards. The DCMS is not concentrating their few *Griffins* quite so much, however, and have spread them throughout the regional "regulars" regiments.

VARIANTS

Two other variants are known at this time. One is a design that we are having built for our Com Guards. Intelligence from Caph shows that the Word of Blake is also fielding this variant-our operatives recorded a Level II containing a new *Griffin* herding a group of large mammals that had escaped a zoo. The Free Worlds League Military also fields its own variant, though this one using an XL engine and mounting a light Gauss rifle.

Type: GRF-6S Griffin
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 1461

Equipment:		Mass	
Internal Structure:	Endo Steel	3	
Engine	275 Light	12	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks	10 [20]	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	185	12	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	18	27	
Center Torso (Rear)		9	
R/L Torso	13	20	
R/L Torso (Rear)		6	
R/L Arm	9	18	
R/L Leg	13	26	
Weapons & Ammo	Location	Critical	Mass
ER PPC	RA	3	7
ER Medium Laser	LA	1	1
LRM 15	RT	1	1
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
ER Medium Laser	CT	1	1
Jump Jet	CT	1	0.5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1
CASE	RT	1	0.5



Mass: 55 tons
Chassis: Kallon Type VII Endo Steel
Power Plant: 275 CoreTek Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Kallon Unity Weave Ferro-Fibrous w/ CASE
Armament:
 2 Intek Hellbore Medium Lasers
 1 Mydron Tornado Rotary AC/5 Cannon
 1 Harpoon-4S SRM 4 Rack Streak Launcher
Manufacturer: Kallon Industries
Primary Factories: Nanking, Talon
Communications System: Neil 6000
Targeting and Tracking System: Garret D2j

OVERVIEW

Designed as a multi-role 'Mech, the original *Shadow Hawk* exceeded even the designers' wildest expectations. Serving all house militaries, including the Star League army, this medium BattleMech used its impressive array of firepower with devastating effect. The *Shadow Hawk* was as adept at serving in a heavy lance as it is in a recon lance. Given both its track record and popularity, the push to redesign this venerable BattleMech was only natural.

During the summer of 3066, the Vicore group contacted most of the house militaries with their idea. Somewhat surprisingly, only the Free Worlds League, the Federated Suns and ComStar showed any interest in this new design.

Kallon Industries, Earthwerks Incorporated and ComStar all worked with the designers in the evolution of this new *Shadow Hawk*, which they envisioned as a cavalry unit. The one hurdle, however, that ComStar and the Federated Suns had to overcome was the lack of facilities cleared to manufacture the 'Mech. Using a similar solution to the one reached with the Capellans, Vicore recommended that Odin Manufacturing on Orestes build the design, with Kallon using both the Nanking and Talon plants.

CAPABILITIES

The *Shadow Hawk* manufactured by Talon Industries makes extensive use of the latest technologies, including endo steel and Ferro-fibrous armor. The engine used is the standard CoreTek fusion plant that the 'Mech originally used; the designers felt that, while an XL engine might have allowed more weapons, it would have decreased the *Shadow Hawk's* survivability factor. The 'Mech's speed has not changed, though its maneuverability has vastly improved with the addition of new jump jets. The original *Shadow Hawk* had suffered a major handicap with its original armor capacity, but the inclusion of Kallon's Unity Weave erased the problem that the original Maximillian armor had created. Like many of these redesigns, the *Shadow Hawk's* head assembly incorporates a full-cockpit ejection system.

DEPLOYMENT

Many units in the Federated Suns military, such as the First FedSuns Armored Cavalry and the Deneb Light Cavalry, have received the new *Shadow Hawks*. Kallon has also sold a few to mercenary units (with the authorization of Duke Hasek) such as the Arcadians and even Wilson's Hussars, in gratitude for their support of the Capellan March during the Civil War.

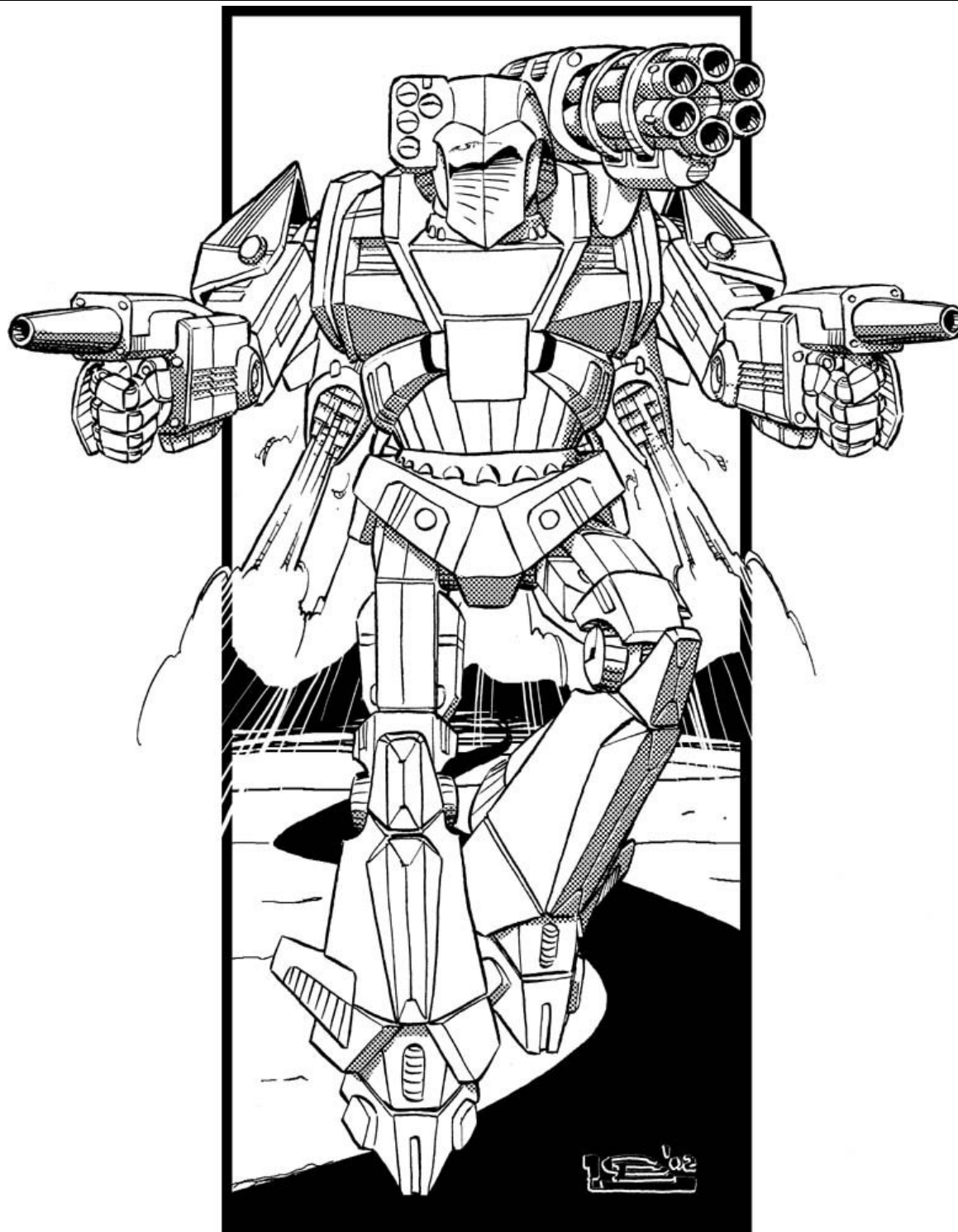
VARIANTS

ComStar's new variant incorporates the C³i Computer system, tied to an LRM 15 with Artemis supplemented, an Ultra AC/5 and two ER medium lasers. Earthwerks' *Shadow Hawk* is similar in design, though it uses their new light Gauss rifle for long-range sniping, supported by an LRM and lasers. Reports have indicated that the SHD-7CS has been seen in Blakist Militia units serving in the Chaos March. Unlike the other reports of Blakist operations, the use of this design has not yet been confirmed.

Reports have been confirmed that House Liao has purchased the license for producing the SHD-7M, ostensibly to add to its own forces and to sell to Magistracy forces. House Liao has apparently also given their Taurian allies permission to construct that variant, though the Capellans will still need to provide access to many of the advanced technologies used to both of their Trinity allies.

Type: **SHD-5D Shadow Hawk**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1629

Equipment:		Mass	
Internal Structure:	Endo Steel	3	
Engine	275 Core Tek	15.5	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks	10 [20]	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	168	9.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	18	23	
Center Torso (Rear)		8	
R/L Torso	13	19	
R/L Torso (Rear)		7	
R/L Arm	9	18	
R/L Leg	13	20	
Weapons & Ammo	Location	Critical	Mass
Medium Laser	RA	1	1
Medium Laser	LA	1	1
2 Jump Jets	RT	2	1
Rotary AC/5	LT	6	10
Ammo (RAC) 40	LT	2	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	0.5
2 Jump Jets	LT	2	1
Jump Jet	CT	1	0.5
Streak SRM 4	H	1	3



Mass: 55 tons
Chassis: Defiance SLAM Endo-Steel
Power Plant: Edasich 330 Light
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 100 with CASE
Armament:
 1 Defiance Shredder LB 10-X Autocannon
 1 Harvester 20K SRM-6 Launcher
Manufacturer: Defiance Industries
Primary Factory: Furillo
Communications System: Neil 6000-g
Targeting and Tracking System: RCA Instatrac Mark XXII

OVERVIEW

Developed as the first production Quad BattleMech, the Scorpion unfortunately became one of the most unpopular assignments for MechWarriors ever fielded. Faced with poor sales, Brigadier ceased manufacturing the design before the start of the Succession Wars. The Scorpion faded into the mists of memory and life went on in the Inner Sphere.

In 3065, heavy fighting on Hesperus II uncovered a long-forgotten bunker containing records and prototypes from an abandoned Scorpion-LAM program. Defiance Industries initially had no interest in reviving an unworkable project that previous executives had buried (literally). The chassis redesign in the prototypes, however, promised to correct the poor handling that had made the Scorpion so unpopular. Ultimately, the success of the Tarantula and Barghest combined with Vicore Industries' successful initiative of revamping classic designs persuaded Defiance Industries to use this data to produce a conventional BattleMech. With the Lyran merchants' legendary guile, Defiance acquired a license to produce the reviled Scorpion from Brigadier for a song (naturally omitting to disclose their discovery).

CAPABILITIES

The suspension system redesign and the streamlining of some components (holdovers from the doomed LAM project) altered the profile of the Scorpion considerably. MechWarriors expecting to strap themselves into a veritable "bucking

bronco" are pleasantly surprised by the smoothness of the ride and the comfort of the new cockpit module. The inclusion of a Light engine keeps costs down while allowing a heavier LB 10-X autocannon to be carried in place of a PPC. Paired with an SRM 6 launcher, this gives the Scorpion a weapons array that is perfect for anti-vehicle and anti-battle-armor operations. The ammunition for both weapons systems is stored in a CASE-protected magazine in the left side of the body.

Critics point out that while the unique maneuverability of the Scorpion is a distinct advantage, it still suffers the problem of all Quad designs; a limited arc of fire for the torso mounted weapons. Lacking arms, the Scorpion is also very vulnerable in the kind of tight quarters in which infantry and vehicles are most effective.

DEPLOYMENT

Although Quad designs have gained acceptance, Defiance Industries still have an uphill struggle in overcoming the Scorpion's past reputation. They had to sweeten the deal with discounts on spare parts before the Lyran Regulars were willing to accept a production run for their Lightning Companies. They have had far more success in selling the relatively inexpensive design to cost-conscious Mercenary commands.

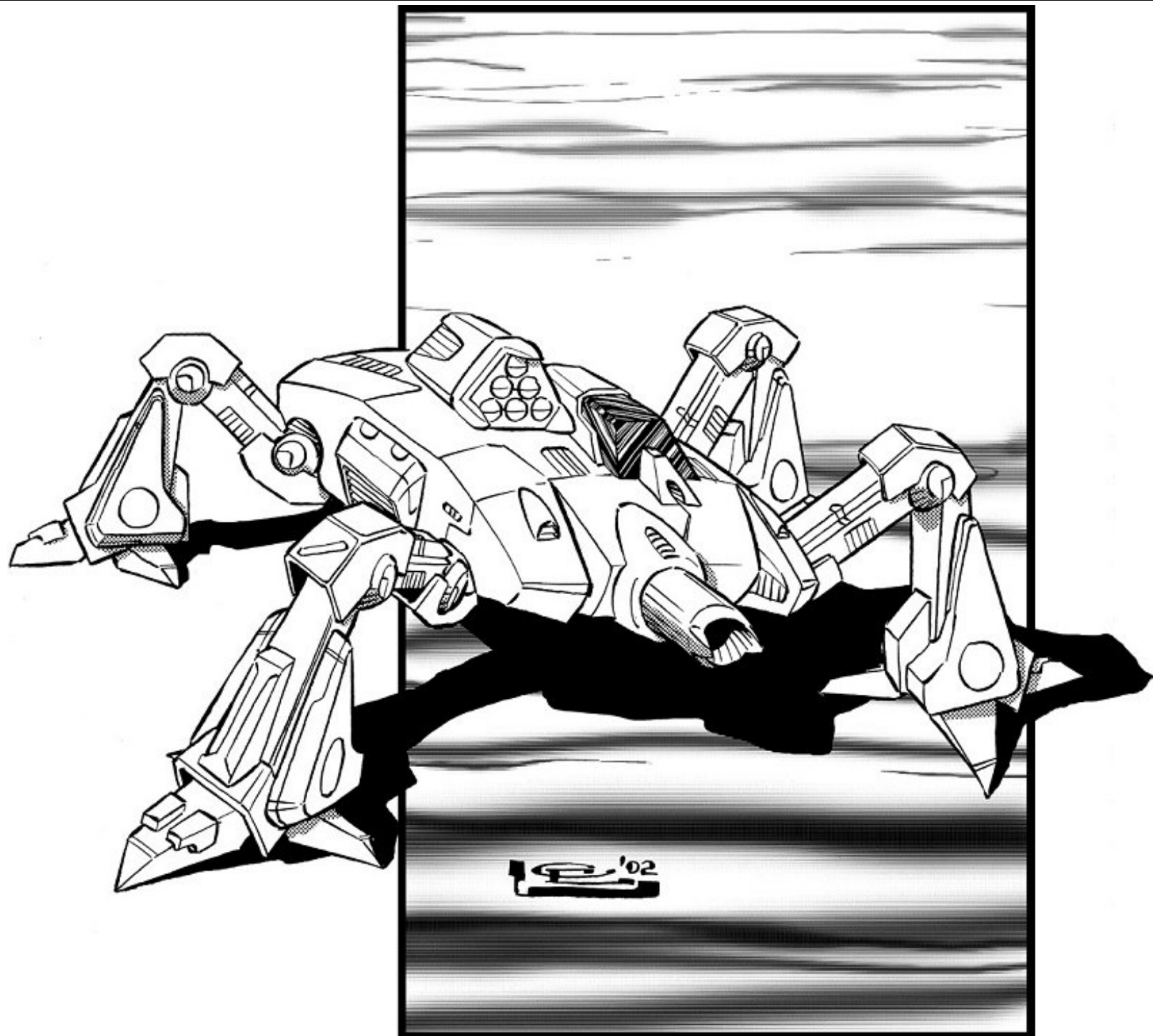
VARIANTS

In early 3067, Word of Blake representatives approached the Brigadier Corporation with plans for an upgraded Scorpion incorporating the same innovations made by Defiance Industries. The SCP-12C uses an XL engine and ferro-fibrous armor in place of an endo steel internal structure. A Magna Firestar ER PPC and an ER small laser replace the autocannon, while the space occupied by the SRM 6 and CASE is left empty. It appears that the Blakists mount an iNarc launcher and C3i unit after taking delivery.

Why the Word of Blake requires yet another BattleMech design is a mystery. The recently formed Grand Illusion III-gamma of the Ninth Division fields several Scorpions, but most of Brigadier's output has vanished, possible to help outfit one of the Word of Blake's "Phantom Divisions" that our analysts speculate about.

Type: SCP-12S Scorpion
Technology Base: Inner Sphere
Tonnage: 55
Battle Value: 969

Equipment:		Mass	
Internal Structure:	Endo Steel	3	
Engine	330 Light	18.5	
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks	10 [20]	0	
Gyro:		4	
Cockpit:		3	
Armor Factor:	144	9	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	18	21	
Center Torso (Rear)		6	
R/L Torso	13	18	
R/L Torso (Rear)		4	
R/L Arm	13	16	
R/L Leg	13	16	
Weapons & Ammo	Location	Critical	Mass
LB 10-X AC	RT	6	11
SRM 6	RT	2	3
Ammo (LB-X) 20	LT	2	2
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5



Mass: 55 tons
Chassis: Crucia-A
Power Plant: Nissan 275XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Northrup 12000
Jump Capacity: 150 meters
Armor: Starshield A with CASE
Armament:

- 1 Lords Light ER Particle Beam Weapon
- 1 Victory Heartbeat Medium Pulse Laser
- 1 Guided Technologies 2nd Gen SRM-6
- 1 Diverse Optics Extended Range Medium Laser

Manufacturer: Victory Industries
Primary Factory: Marduk
Communications System: Garret T11-b
Targeting and Tracking System: Cat's Eyes 5

OVERVIEW

Mauled in the Ghost Bear War, the DCMS was starved of vital equipment by the loss of Marduk and Al Na'ir to Duke Sandoval's Draconis March forces. Following the recapture of Victory Industries on Marduk in mid-3064, Theodore Kurita called upon the Combine weapons industries to redouble their efforts. Inspired by Vicore Industries, Victory Industries scoured the Combine for old *Wolverines* and performed a factory refit, significantly increasing the 'Mech's production. By 3067 the Combine was virtually picked clean, but the Wolverine was well received, prompting Victory Industries to manufacture the design from scratch.

CAPABILITIES

Faced with a nightmare hodge-podge of field modifications and jury-rigging, the refit team established a triage line; 'Mechs requiring minimal work were processed first. Those in the worst shape supplied parts for the others. Rather than work around a lifetime of patched and repaired armor to get at internal systems, each chassis was striped.

The primary lasers or autocannon armaments were replaced with an ER PPC (a weapon in plentiful supply following the Panther upgrade debacle) and an ER medium laser mounted

in an under-slung weapon mount on the right arm. A head-mounted medium pulse laser and a shoulder-mounted Streak-6 rounded out the new weapon configuration. While CASE protects the *Wolverine* from complete destruction following a catastrophic ammunition explosion, the use of an XL power plant often results in the *Wolverine* receiving disabling engine damage. In order to speed production, the armor system was designed to make the re-arming process as quickly as possible. Concerns over the efficiency of the revised armor layout were soon laid to rest, but gave refitted *Wolverines* a very different profile.

DEPLOYMENT

While units like the Sword of Light and Genyosha turned up their noses at the idea of reconditioned equipment, other units couldn't afford to be so fastidious. The Ghost Regiments and the Legion of Vega received the first shipments of the new *Wolverine*, though many other Combine units accepted the design after the fine showing it made on Al Na'ir as a heavy scout and raider.

VARIANTS

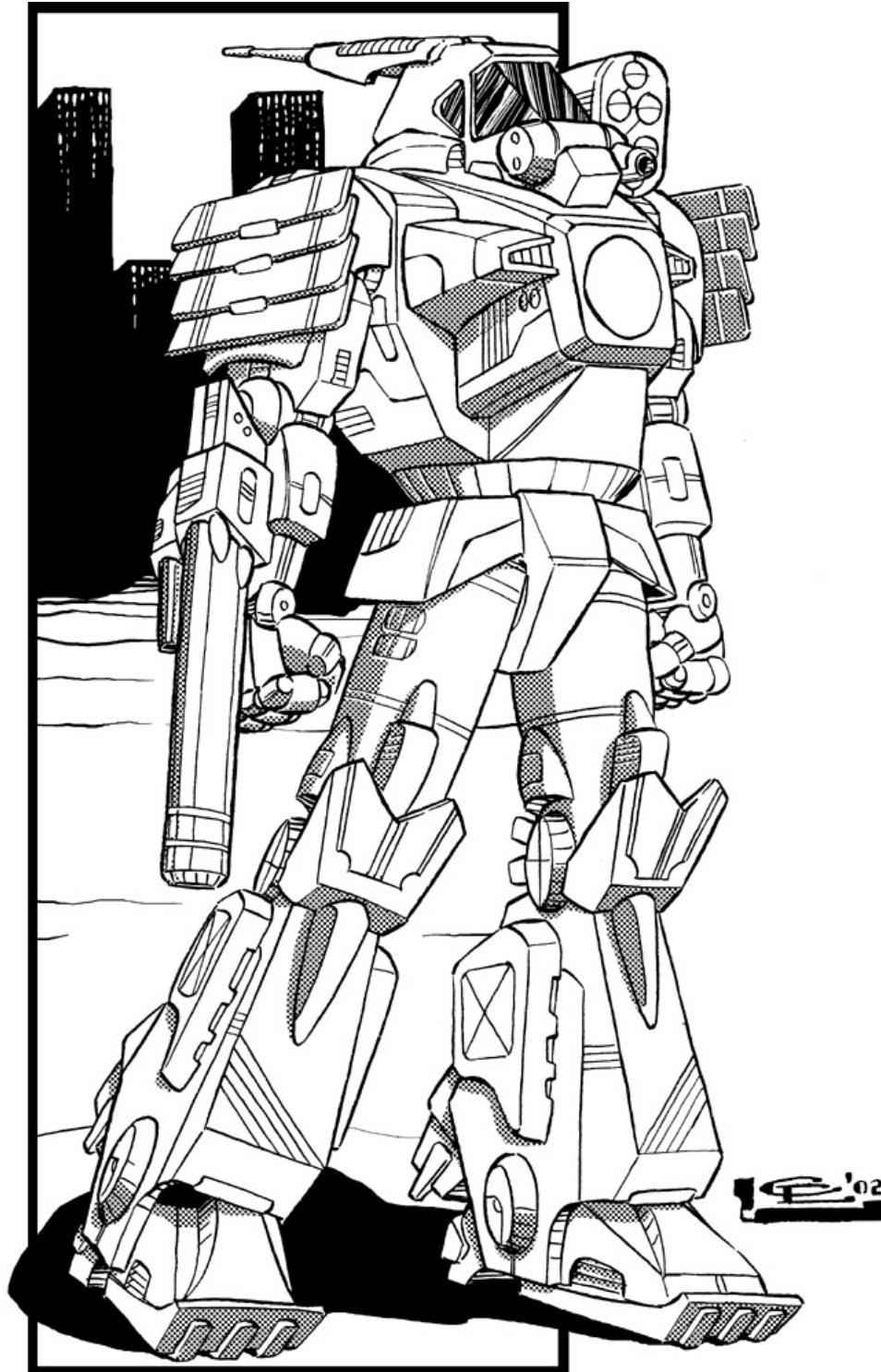
With the supply of old chassis drying up, Victory Industries developed an endo steel chassis for a new variant designed for close combat. The WVR-8C mounts two Streak-6 launchers and large, medium and small pulse lasers combined with a C3 slave unit, but carries less armor, only thirteen heat sinks and lacks CASE.

The Federated Suns attempted to copy the Combine's refit program by producing two versions at Kallon Industries on Talon. Both use an endo steel chassis and mount a new Rotary AC/2, a Streak-6, and MASC. The WVR-8D carries a sophisticated Targeting Computer, a head-mounted ER medium laser, and CASE, but carries only ten heat sinks. The WVR-9D sacrifices jump jets in favor of a head-mounted TAG system, two medium pulse lasers and two more heat sinks. The time and cost required to replace the chassis has raised doubts over the efficiency of the program, with critics noting that the FWL (a prolific *Wolverine* user) haven't instigated a refit program.

Type: **WVR-8K Wolverine**
 Technology Base: Inner Sphere
 Tonnage: 55
 Battle Value: 1481

Equipment:		Mass
Internal Structure:		5.5
Engine	275 XL Nissan	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	185	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	29
Center Torso (Rear)		7
R/L Torso	13	21
R/L Torso (Rear)		5
R/L Arm	9	18
R/L Leg	13	26

Weapons & Ammo	Location	Critical	Mass
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Medium Pulse Laser	H	1	2
Streak SRM 6	LT	2	4.5
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
2 Jump Jets	RL	2	1
Jump Jet	CT	1	0.5
2 Jump Jets	LL	2	1



Mass: 60 tons
Chassis: Ceresplex Ostroc Lite Endo Steel
Power Plant: Rawlings 300 Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: HildCo 13 Jump Jets
Jump Capacity: 150 meters
Armor: Ceres Heavy Stealth Armor
Armament:
 2 Martell Extended Range Large Lasers
 2 Ceres Arms Extended Range Medium Lasers
 1 Apple Churchill Guardian ECM System
Manufacturer: Ceres Metals Industries, Detroit Consolidated MechWorks
Primary Factories: Warlock, Capella, Detroit
Communications System: Ceres Metals Model 686 with Guardian ECM
Targeting and Tracking System: Ceres Bullseye

OVERVIEW

With revitalization of the Capellan Military-and more importantly, its 'Mech forces-nearly complete, the Strategios had one more issue to address: the Ostroc. Since the fall of the original Star League, the Ostroc had figured prominently in urban defenses within the Confederation. The problem was this: Ostmann Industries-the original manufacturer-was obliterated during the final days of the Amaris War on Terra. Options were limited to either reverse engineering the Ostroc, or completely redesigning and creating a new build using the Ostroc's name. The latter was chosen as the best option available, considering time and expenses involved.

In an unprecedented move, the Strategios requested that all of the Confederation's BattleMech manufacturers submit bids to replace the Ostroc; only one presented exactly what was requested. Ceres Metals won the contract and began work, with production slated for the fall of 3066.

CAPABILITIES

Throughout its long history, the Ostroc was always slated as a heavy scout raider, though it was used in variety of other roles. Ceres Metals planned the new design around the original concept, giving it the capability to operate equally as well in an urban environment as it would in the wilderness. Endo steel was chosen for the frame of the new 'Mech. In keeping with the same design principle of its predecessor, a standard fusion engine was installed, increasing its survivability; the engine allows the Ostroc the speed of a standard medium 'Mech. HildCo's famous jump jets were also installed, giving it the maneuverability the original lacked. Remaining faithful to its original design specifications, no ammo-dependent weapons were mounted. Thirteen double heat sinks were installed to manage the heat generated by the lasers.

Originally, the Ostroc was slated for standard armor. Before the design was finalized, however, engineers at Ceres Metals reworked the design to incorporate the new Stealth Armor. Along with the new agility and weapons packages, the addition of the new armor would allow the new Ostroc to operate in any environment-including the Capellans' new Shadow Lances.

DEPLOYMENT

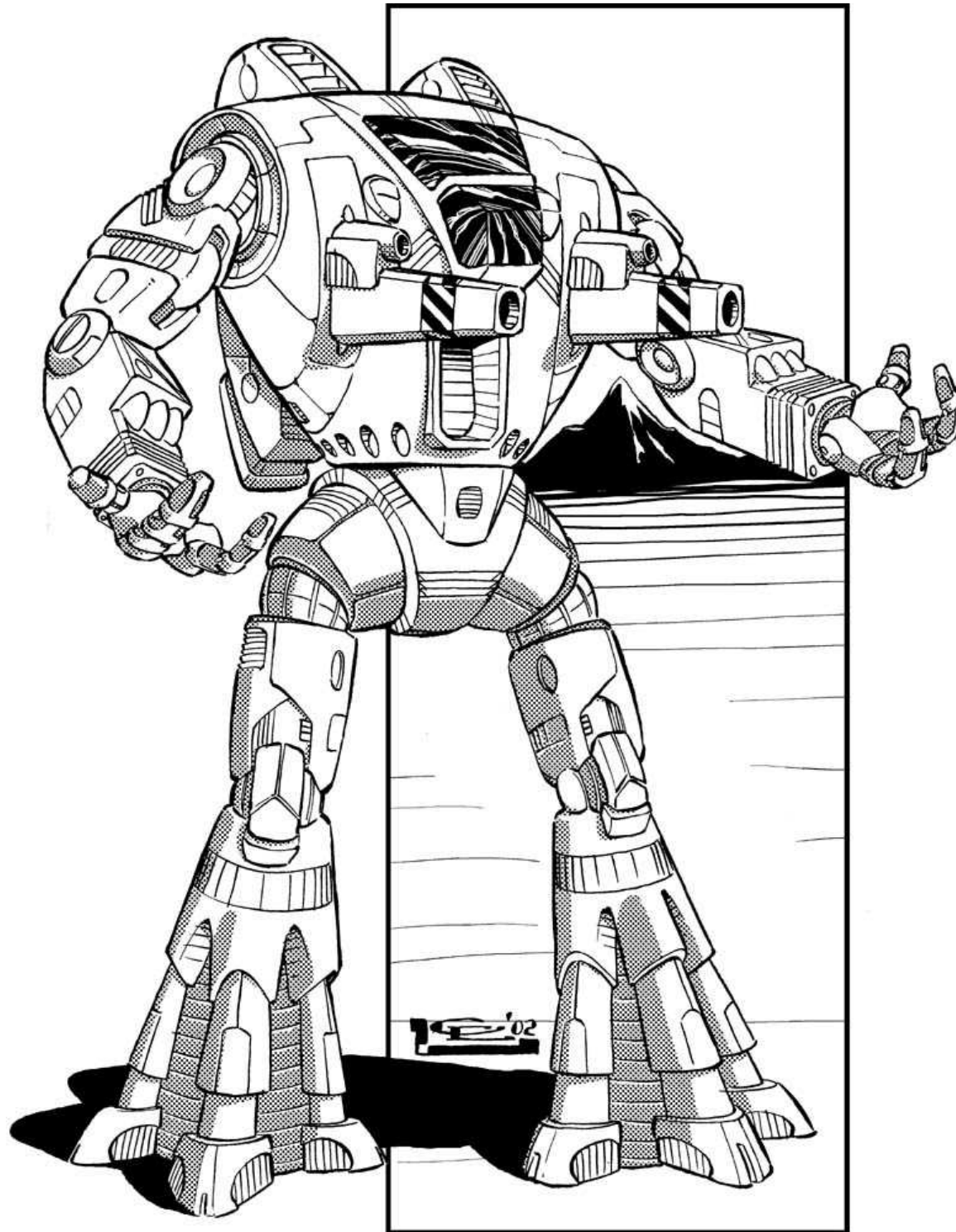
Confederation Reserve Cavalry units were the first to receive the new Ostrocs when the first production run was completed in January 3067. The rest of the CCAF began receiving their units by the summer of 3067, including units in the Magistracy of Canopus.

VARIANTS

Just before this report was finalized, our agents discovered that the Circinus Federation was producing their own variant. Reportedly, they are fielding an Ostroc very similar in look and design to what the Capellans have, but without Stealth Armor. Armed with four Rocket Launchers and backed up by lasers, this design came as surprise to the Capellans, especially when they discovered the Taurians producing the same 'Mech at their New Vandenburg plant. The Capellans immediately charged the Taurians with espionage, further cooling relations between the two Trinity Alliance powers.

Type: **OSR-4L Ostroc**
 Technology Base: Inner Sphere
 Tonnage: 60
 Battle Value: 1431

Equipment:		Mass	
Internal Structure:	Endo Steel	3	
Engine	300	19	
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks	13 [26]	3	
Gyro:		3	
Cockpit:		3	
Armor Factor:	168	10.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	20	22	
Center Torso (Rear)		7	
R/L Torso	14	20	
R/L Torso (Rear)		6	
R/L Arm	10	18	
R/L Leg	14	21	
Weapons & Ammo		Critical	Mass
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
Guardian ECM Suite	LT	2	1.5
Jump Jet	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



Mass: 60 tons
Chassis: Kell/H
Power Plant: GM 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Ferro-Fibrous
Armament:

- 2 Diverse Optics Sunbeam ER Large Lasers
- 2 Diverse Optics ER Medium Lasers
- 2 Magna 600P Medium Pulse Lasers
- 2 Magna 200P Small Pulse Lasers

Manufacturer: Robinson Standard Battleworks (factory refit)
Primary Factory: Robinson
Communications System: Barrett 509p
Targeting and Tracking System: Federated Stalker with Targeting Module

OVERVIEW

In 3064, Duke James Sandoval realized too late that the strike against House Kurita could backfire. He had inaccurately gauged DCMS losses in the Ghost Bear War when planning his unsanctioned invasion. That conflict had been resolved in honorable combat on Courchevel, not with both sides pummeling each other into exhaustion (as the Sandoval assumed would happen).

In addition, the FedCom Civil War gobbled up Commonwealth military output, forcing the desperate Duke to search for alternative sources. Seeing successes with refitting old designs, Duke Sandoval directed Robinson Standard Battleworks (RSB) to assess older BattleMech designs for quick refitting. A frenzied study suggested that the *Ostsol* was a likely candidate, a hand-me-down 'Mech received in quantity by the Draconis March Militia. Negotiations with Kong Interstellar Corporation (who had been performing factory refits for years) secured technical schematics for the refit.

CAPABILITIES

Like the FWL refit, the OTL-6D Ostsol replaces the Vlar 300 power plant with an XL model. This frees up significant space with which to upgrade weapons without compromising speed. Indeed, the use of triple-strength myomers allows the Ostsol an extra burst of speed-literally from the heat of battle.

RSB was experiencing supply problems of all kinds, especially with lasers, but a solution came from an unexpected source: the Periphery. Lushann Industries began producing advanced beam weapons, and the Outworlds Alliance needed foreign currency to fuel their "Long Road" program of social and industrial reform. An array of these superb Lushann manufactured lasers was used in the refit. Indeed, they proved so reliable that they were used on the BL-12-KNT Black Knight (an upgraded version created by RSB after acquiring another manufacturing license from the Kong Interstellar Corporation) and later production runs of the SGT-8R Sagittaire assault 'Mech. Technicians working on the Ostsol have learned to keep an eye on their changes, lest other Techs "borrow" these prized weapons. Interfacing an advanced targeting computer with the old TRSS 2L3 tracking system proved to be impractical, prompting a swap of the whole unit for the proven Federated Stalker system. Adding ferro-fibrous armor improved protection, but significantly changed the appearance of the Ostsol. The pressure to quickly field the refitted 'Mech left no time to match the old armor layout.

DEPLOYMENT

The Draconis March Militia and the Robinson Ranger regiments received most of the refitted Ostsols, with the rest going to units damaged in the Draconis Combine invasion. Combine and mercenary units have acquired a few examples through battlefield salvage.

VARIANTS

Kong Interstellar Corporation (KIC) upgraded their plant on Connaught (perhaps with Word of Blake aid) to produce a complete 'Mech in 3065. Now able to manufacture a chassis using endo-steel, KIC produce two new variants.

The OTL-7M mounts twin light Gauss riles and four ER medium lasers. It carries additional armor and CASE, but only ten double heat sinks.

The OTL-8M is the first League design fitted with triple-strength myomers. A massive 360XL makes it fast, but limits the weapons array to a PPC, one large and two medium pulse lasers and one medium and one small ER laser.

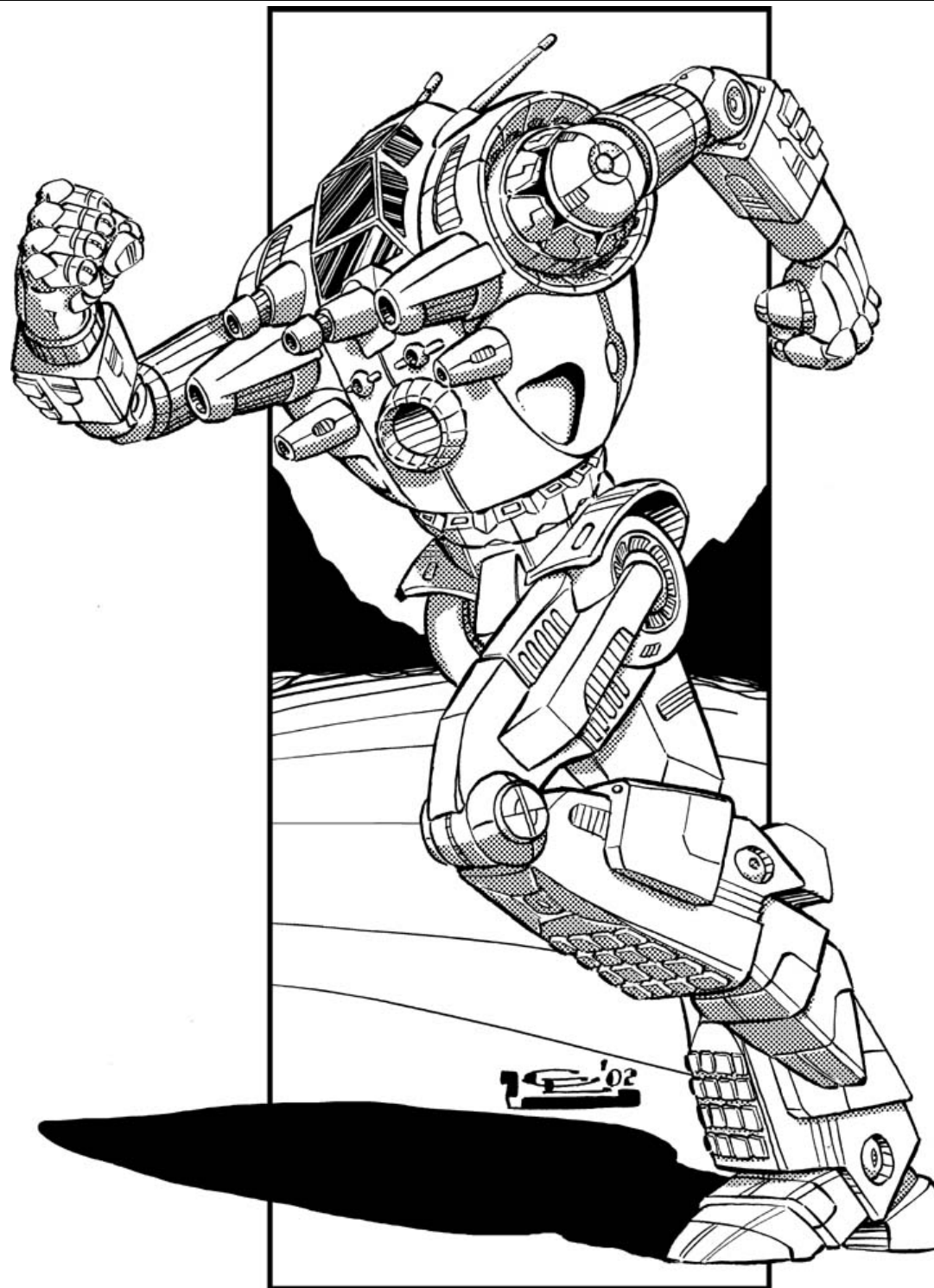
Type: OTL-6D Ostsol
Technology Base: Inner Sphere
Tonnage: 60
Battle Value: 1379

Equipment:

Internal Structure:			Mass
Engine	300 XL GM		6
Walking MP:	5 (6)		9.5
Running MP:	8 (9)		
Jumping MP:	0		
Heat Sinks	14 [28]		4
Gyro:			3
Cockpit:			3
Armor Factor:	201		11.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	8	
Center Torso	20	30	
Center Torso (Rear)		10	
R/L Torso	14	21	
R/L Torso (Rear)		7	
R/L Arm	10	20	
R/L Leg	14	28	

Weapons & Ammo

	Location	Critical	Mass
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
Medium Pulse Laser	RT	1	2
Targeting Computer	RT	5	5
Medium Pulse Laser	H	1	2
2 Small Pulse Lasers	CT	2	2
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1



Mass: 60 tons
Chassis: Kallon Type XV Endo Steel
Power Plant: Hermes 240 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: McCloud Specials (Reinforced)
Jump Capacity: 120 meters
Armor: Kallon Royalstar
Armament:
 2 Mydron Model RC Rotary Autocannon 5
 2 Bright-Blossom ER Medium Lasers
Manufacturer: Kallon Industries
Primary Factory: Talon
Communications System: Garret T-11A
Targeting and Tracking System: Garret D2j

OVERVIEW

Kallon Industries on Talon found themselves in a difficult position in late 3063. While the Loyalist Twenty-second Avalon Hussars held the factory, the Seventh Federated Commonwealth RCT had been charged by Duke George Hasek to take control of the plant. With the Twenty-second dug in, the Seventh F-C cut the shipping routes into and out of the Wernke system. Their blockade disrupted production of the popular *JM7-F JagerMech* while most of the components were produced locally, the sophisticated Targeting Computer came from Salem. Local stockpiles could only support one of the two *JagerMech* lines. As a stopgap measure, Kallon Industries examined the possibility of mating the RAC 5s (sans the targeting system) with another chassis.

Earlier research had produced a *Rifleman* prototype for evaluation, but now Kallon's engineers had to turn it into a product ready for the battlefield.

CAPABILITIES

The *Rifleman's* greatest problems had always been the twin bugbears of limited armor and poor heat management. While not an issue in its anti-aircraft role, these features had earned the *Rifleman* an inferior reputation on the battlefield. A new endo steel chassis solved the armor problem; indeed, the

new version carries almost twice the armor protection of the RFL-3N. The bulky chassis required some exterior modification, however, so the design team elected to rework the exterior styling entirely. The greatest complaint thus far from the test pilots is simply the lack of CASE to protect the large ammunition bays in the torso.

Eleven double heat sinks and a new weapons payload alleviated the heat problem. The old arm-mounted Magna Mk. III heavy lasers were replaced with Bright-Blossom ER medium lasers. The reduction in range and damage potential is more than balanced by the revolutionary Mydron-built rotary autocannons, which are paired with the lasers in arm mounts.

As a final surprise, the design team added a set of modified McCloud Specials jump jets to improve the unit's mobility.

DEPLOYMENT

Several attempts to run the Allied blockade of Talon met with varying degrees of success. Ultimately, both sides in the Civil War fielded the design. After the war, the bulk of production was routed to the Avalon Hussars and Crucis Lancers regiments.

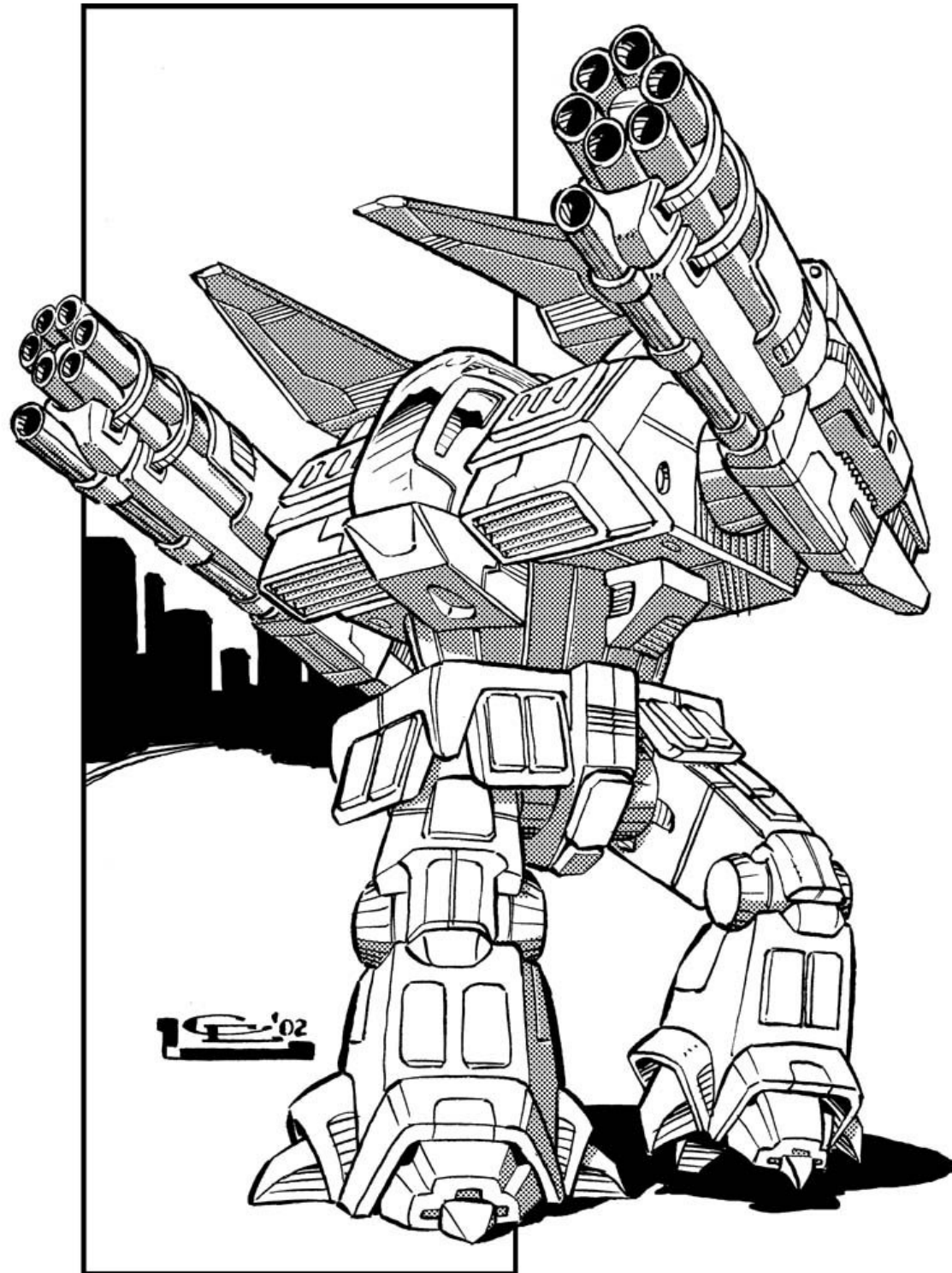
VARIANTS

The Talon plant also experimented with an advanced anti-aircraft variant. Designated the RFL-5X, this version mounts LB 10-X autocannons in place of the RAC 5s. Torso-mounted ER small lasers replace one heat sink and the jump jets are sacrificed for a more powerful 300 XL engine and CASE.

RFL-7M is another wonder-product from the Vicore Group, built at the Kallon plant on Thermopolis. A light Gauss rifle and two ER medium lasers are mounted in each arm. Twin torso-mounted ER medium lasers and a head-mounted small laser completes the weapons complement. This variant lacks jump jets and CASE, but does carry a Guardian ECM suite. The Free Worlds Legionnaires and the Word of Blake both use this 'Mech to provide anti-aircraft and ECM cover to command units.

Type: RFL-8D Rifleman
Technology Base: Inner Sphere
Tonnage: 60
Battle Value: 1664

Equipment:		Mass	
Internal Structure:	Endo Steel	3	
Engine	240 XL	6	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks	11 [22]	1	
Gyro:		3	
Cockpit:		3	
Armor Factor:	192	12	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	20	28	
Center Torso (Rear)		9	
R/L Torso	14	20	
R/L Torso (Rear)		7	
R/L Arm	10	19	
R/L Leg	14	27	
Weapons & Ammo	Location	Critical	Mass
Rotary AC/5	RA	3	10
Ammo (RAC) 60	RA	3	3
ER Medium Laser	RA	1	1
Rotary AC/5	LA	3	10
Ammo (RAC) 60	LA	3	3
ER Medium Laser	LA	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



Mass: 65 tons
Chassis: Foundation CMRFa6
Power Plant: Nissan 260XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Chilton 460

Jump Capacity: 120 meters
Armor: Starshield A with CASE

Armament:
 2 Shigunga Medium Range Missile 30-Racks
 2 Victory 23R Medium Lasers
 2 Victory Heartbeat Medium Pulse Lasers

Manufacturer: Cosby BattleMech Research Firm

Primary Factory: Vega
Communications System: Garret T11-A w/C3 Slave
Targeting and Tracking System: Garret D5j

OVERVIEW

Combine society rests upon five "pillars", with emphasis placed upon the military (the Pillar of Steel). That philosophy extends to the very core of Combine life; a blow dealt to any of it shakes the foundations of the whole, but none more so than a threat to the Pillar of Steel. With that in mind, the loss of territory during the Fourth Succession War illustrated the start of a trend devastating to an already shaky economic and industrial base (the Pillar of Jade). House Kurita needed more than military might to survive.

With that in mind, Theodore Kurita extended the program that had successfully rebuilt the DCMS to modernize the Combine's neglected industrial infrastructure. His plan was that by doing so, his realm's economy would benefit and House Kurita would escape its dependency on imported weapons, both objectives that were equally worthwhile.

Cosby BattleMech Research Firm (CBR) made their debut as a BattleMech manufacturer with their No-Dachi design. Now provided with the funding to expand their Vega plant, they planned to secure lucrative contracts. The prestige (or lack thereof) of their former designs, however, proved a problem within the honor-driven society. Several premier units shunned the No-Dachi because of its links with the Legion of Vega.

To combat this, CBR made an effort to expand their list of designs. They had acquired manufacturing rights for the Crusader years before in a hostile takeover. By using an existing

chassis but upgrading its physical appearance, the development costs were slashed; CBR had a 'Mech they could sell to "picky" units, and the Coordinator looked favorably on a rapid return on his investment.

CAPABILITIES

Like the ubiquitous "Missile Boat" of the Succession Wars era, the redesigned Crusader retains the ability to rain missiles upon a target with two arm-mounted Shigunga MRM-30 launchers. The 'Mech scores over the similarly armed CPLT-5K Catapult (produced at Yori 'Mech Works) by mounting two powerful hand actuators to give extra punch in close combat. While the CDR-5K lacks auxiliary SRM launchers, the MRMs are backed up with four torso-mounted medium lasers, two of which are pulse models. Designed primarily as an in-fighter, the CDR-5K's performance in this role is enhanced with jump jets, heavy armor and a C3 Slave unit.

A CASE protected magazine holds almost a thousand MRMs. While an ammunition explosion will probably disable the Crusader, the MechWarrior's odds of survival are greatly improved and the unit will remain salvageable.

DEPLOYMENT

The CDR-5K Crusader reached front line units during the close of the Ghost Bear War. Acting as the "point 'Mech" for C3 formations in the Sword of Light and Ryuken, losses were regrettably high. The Ghost Bears' casualties were just as bad, however-earning the CDR-5K respect from both the DCMS and their Clan opponents.

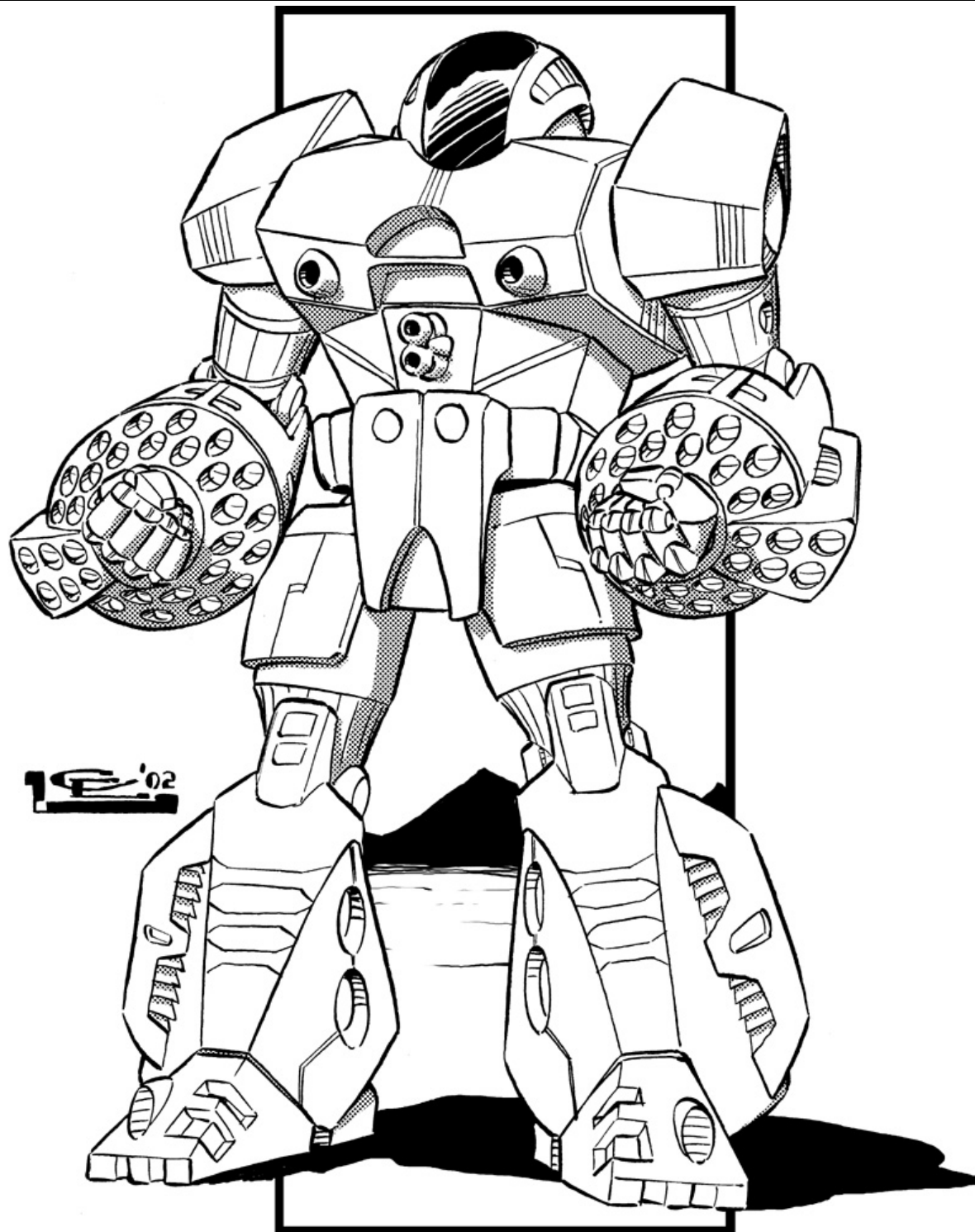
VARIANTS

TharHes began production of the CDR-8S for the Royal Guards during the Civil War. The arm-mounted medium lasers of the original remain, but the missile launchers were downgraded to LRM-10s. A heavy Gauss rifle is the only other weapon. Allied forces salvaged several during the fighting on Tharkad by Allied forces.

Production of the CDR-7L has just started alongside the VTR-10L Victor at the Tao MechWorks on Styk. This version uses more conventional armament, with dual medium lasers and Streak-4s supporting two LRM 15s. A Guardian ECM system ties into sophisticated stealth armor, and the power plant is downgraded to a Nissan Fusion 195. The Word of Blake have already received half the first production run, supporting speculation over their collusion in the fall of the Styk Commonality to House Liao.

Type: **CRD-5K Crusader**
 Technology Base: Inner Sphere
 Tonnage: 65
 Battle Value: 1223 (C³: 183)

Equipment:		Mass	
Internal Structure:	Endo Steel	3.5	
Engine	260 XL	7	
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks	11 [22]	1	
Gyro:		3	
Cockpit:		3	
Armor Factor:	192	12	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	21	33	
Center Torso (Rear)		8	
R/L Torso	15	24	
R/L Torso (Rear)		6	
R/L Arm	10	20	
R/L Leg	15	21	
Weapons & Ammo	Location	Critical	Mass
MRM 30	RA	5	10
Medium Laser	RT	1	1
Jump Jets	RT	2	2
2 Medium Pulse Lasers	CT	2	4
C ³ Slave	H	1	1
Jump Jets	LT	2	4
Medium Laser	LT	1	1
Ammo (MRM) 32	LT	4	4
CASE	LT	1	0.5
MRM 30	LA	5	10



Mass: 65 tons
Chassis: Earthwerks TDR II Endo Steel
Power Plant: Magna 260
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: Chilton 465 Jump Jets
Jump Capacity: 120 meters
Armor: Starshield A with CASE
Armament:
 1 Imperator Automatic Weaponry Light Gauss Rifle
 1 Delta Dart Long Range Missile 15-Rack
 3 Diverse Optic Extended Range Medium Lasers
Manufacturer: Earthwerks Incorporated
Primary Factory: Keystone
Communications System: Neil 8000
Targeting & Tracking System: RCA Instatrac Mark X

OVERVIEW

Of all the redesigns, the *Thunderbolt* was given special attention. The *T-Bolt*, as it has been affectingly called, served in all the armies of the Inner Sphere at one time or another, making it one of the most versatile BattleMechs ever produced. When Earthwerks had the chance to redesign the 'Mech, they did not stray far from the original's specifications.

The problem Earthwerks encountered came from the LCCC, thanks to Irian BattleMechs Unlimited-they had been pushing their TMP-3M *Tempest* as a replacement for the *Thunderbolt* for some time. Irian pressed the LCCC to stop Earthwerks from proceeding with their project. Lawsuits were being drafted to put an injunction on Earthwerks when Precentor Blaine stepped in and negotiated a settlement. A compromise was reached settling the dispute of which both sides approved. The prospective companies would have their 'Mechs battle in a test trial. The winner would get a lucrative contract with the Word of Blake. The Word of Blake received the first shipment of TDR-9Ms early in April of 3067, thanks to the efforts of *Captain Mordel Blacknight* in his stunning victory over Irian's *Tempest*.

CAPABILITIES

The design engineers had learned that most pilots felt the *Thunderbolt's* cockpit needed to be changed. They felt like they were sitting out in front of the machine instead on top. A more opened cockpit was designed and moved to the left torso. This change was to protect the pilot from shrapnel if a Gauss weapon exploded on the arm. The T-Bolt's new body was designed with angled and sloped armor. Finally, the *Thunderbolt* was equipped with flight stabilizers when it jumped.

DEPLOYMENT

The first Blake Militia unit to receive the new TDR-9M was the Tenth Division. Three Level IIs were shipped from Keystone to Tinogasta, Argentina on Terra where the Tenth was stationed. Ironically, the LCCC submitted a request to have two companies of *Thunderbolts* shipped to units in the Free World Legionnaires, despite what Irian's lobbyists have to say.

VARIANTS

The remaining Houses all jumped at the chance to have new *Thunderbolts* in their BattleMech regiments again. It is unclear, however, what designs will actually be produced. What is clear is that, like the *Phoenix Hawk* redesign, the 9M *Thunderbolt* is identical to that seen within the Marian legions.

Based on the best intelligence available, there will be a variant armed with a Gauss rifle, some pulse lasers and an ECM suite. Another will be equipped with extended-range weapons, such as a PPC and some lasers, configured nearly like the original. There are also rumors of one being designed by the NAIS that is armed with a RAC 5, missiles, ER weapons and an advanced targeting computer. Whether any of these variants are under production or still in the planning stages is unknown at this time.

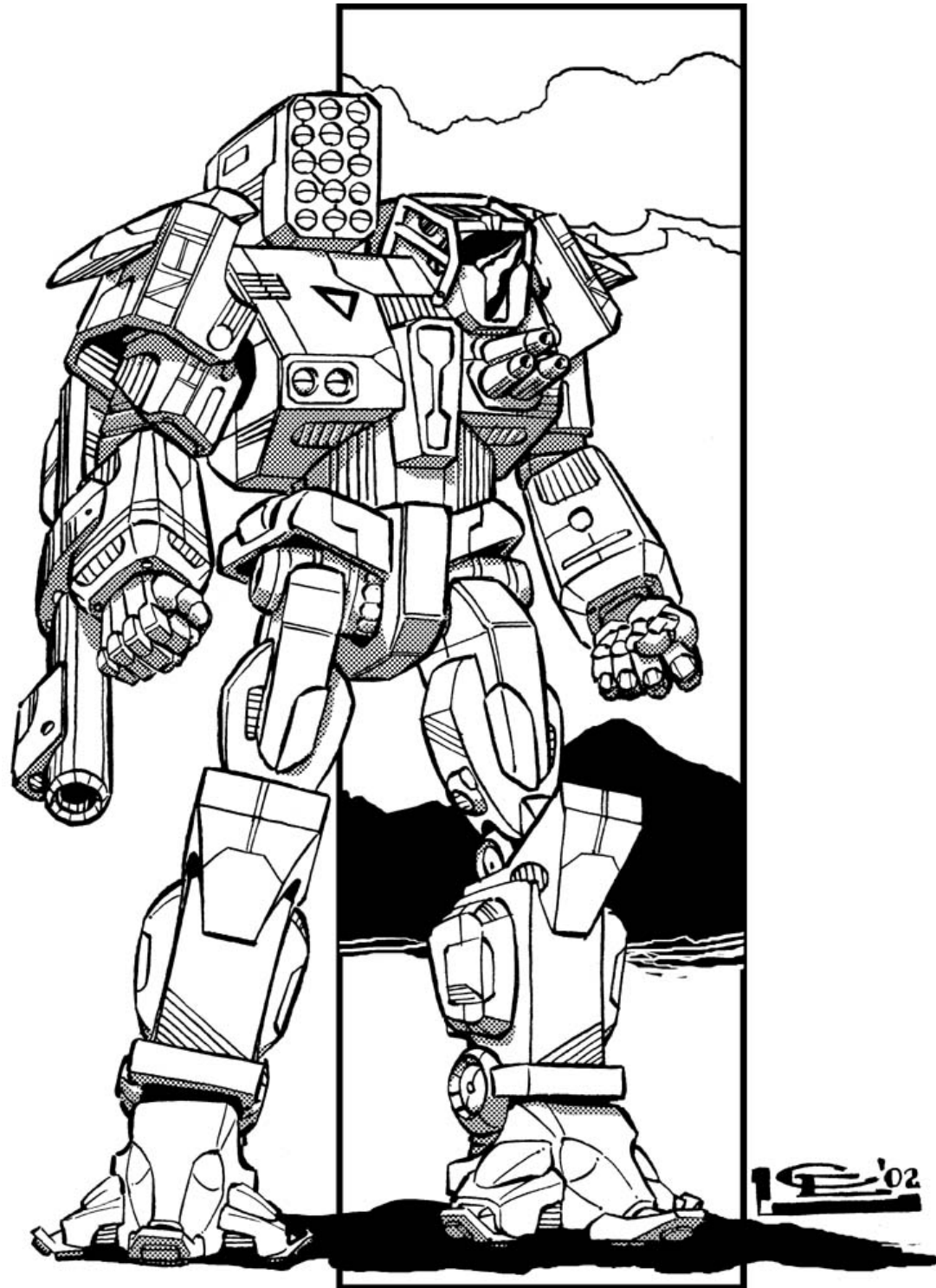
Type: TDR-9M Thunderbolt
Technology Base: Inner Sphere
Tonnage: 65
Battle Value: 1500

Equipment:

		Mass
Internal Structure:	Endo Steel	3.5
Engine	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks	10 [20]	
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	28
Center Torso (Rear)		9
R/L Torso	15	22
R/L Torso (Rear)		7
R/L Arm	10	19
R/L Leg	15	29

Weapons & Ammo

	Location	Critical	Mass
Light Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RT	1	1
LRM 15	RT	5	7
Ammo (LRM) 16	RT	2	2
3 ER Medium Lasers	LT	3	3
CASE	RT	1	0.5
2 Jump Jets	RL	2	2
2 Jump Jets	LL	2	2



Mass: 70 tons
Chassis: Earthwerks Archer II Endo Steel
Power Plant: 280 Vox Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximilian 100 with CASE
Armament:

- 2 Delta Dart LRM 15 Missile Packs
- 1 Diverse Optics Sunbeam ER Large Laser
- 3 Diverse Optics Sunfire ER Medium Lasers

Manufacturer: Earthwerks Incorporated
Primary Factory: Calloway VI
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mark XII with Artemis IV System

OVERVIEW

Recognized as one of the most successful 'Mechs ever designed, the *Archer* has been a keystone in every house military since the fall of Star League. Countless thousands were produced for the Star League Army, and though significant numbers were destroyed in the Liberation of Terra and the Succession Wars, some factories continue to produce the *Archer* even today. Its undisputed claim to fame is its outstanding performance as a superior fire support 'Mech, a role it still fills admirably today, some six centuries after its introduction.

Earthwerks Incorporated is building a newly redesigned *Archer* for the Word of Blake, at the specific request of Precentor Martial St. Jamais. Many of the Periphery realms, including the Taurian Concordat, are somehow part of this equation, with this new *Archer* turning up within the militaries of most. ROM has uncovered a potential link between the Taurians and the Circinus Federation, and learned of a significant increase of HPG traffic between New Vandenburg and Grand Base in the Capellan Confederation. As Word of Blake controls communications in those realms, and all transmissions were encoded, the actual content of these messages is unknown. Analysts suspect that House Liao and Word of Blake have reached a mutually beneficial agreement, however, placing this 'Mech in a number of different militaries.

CAPABILITIES

Earthwerks' new *Archer* employs extended-range laser weaponry, including a single Large Laser and a pair of Mediums, and reduces the missiles to LRM 15-racks. Artemis Fire Control systems have been mated to the Delta Dart missile systems, though, increasing their effectiveness nearly to that of the old 20-racks. This new Archer, while still able to inflict nearly the same ranged damage potential, has increased that potential measurably in the short- to medium-range brackets.

Though not built as a brawler, the ARC-8M has the armor protection to engage in a close-range slugging match with most 'Mechs. CASE is installed in both torso locations to protect the 'Mech from catastrophic damage resulting from an ammunition hit. Its upper body traversing assembly was completely redesigned to better protect the lower torso and hip actuators. The upper body is also more compact, with sloped armor for better deflection of weapons fire. Finally, its feet were completely redesigned to make the Archer a more stable firing platform as well as to give it better footing when walking or running.

DEPLOYMENT

At the time of this report, exactly which Word of Blake Militia units have received these new *Archers* is unknown. Seventy-two units were shipped out at the end of June 3067, however, to an unknown destination.

VARIANTS

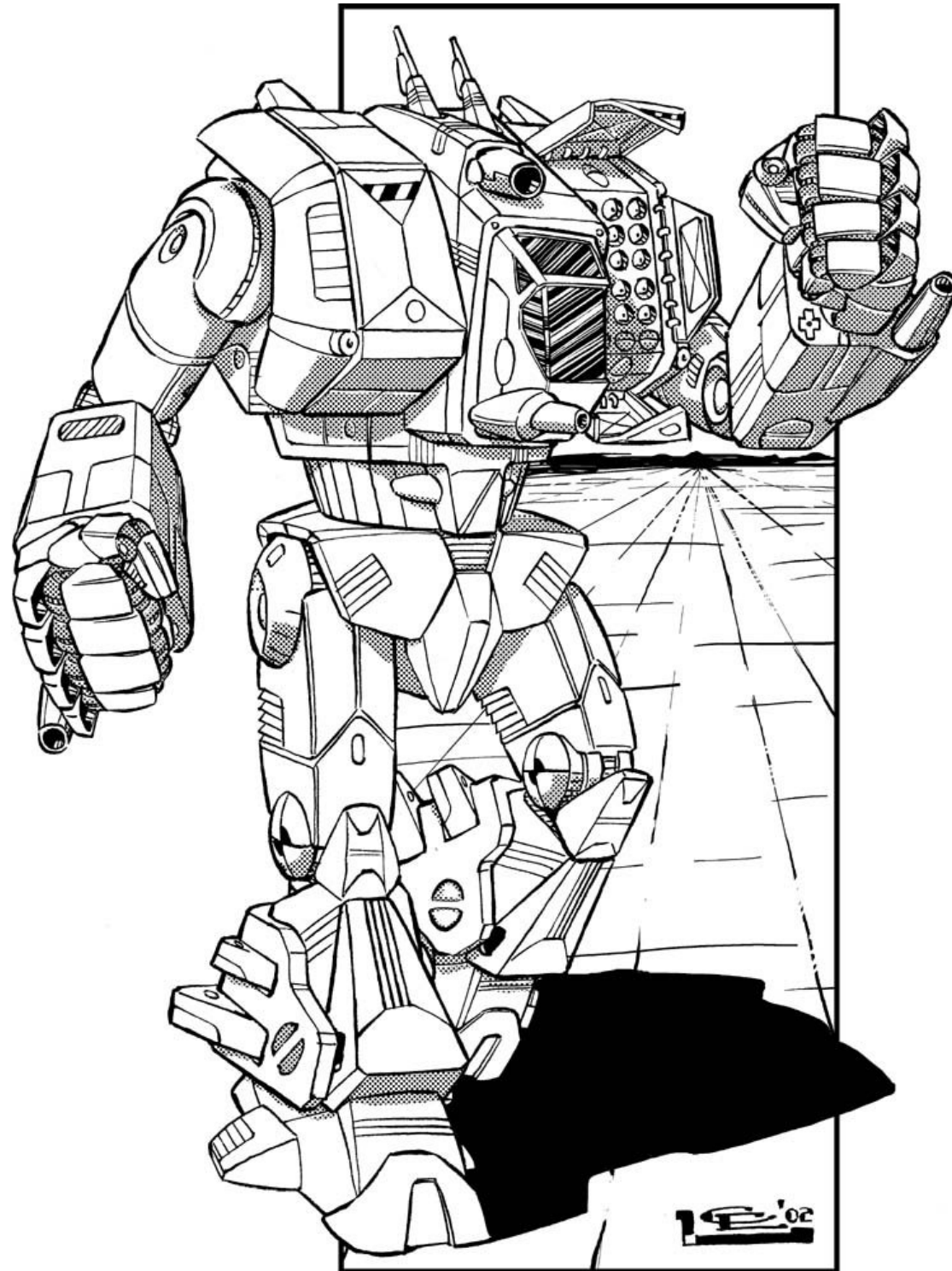
ROM reports indicate that House Liao is fielding a stealth variant in their new Shadow Lances; Earthwerks on Grand Base has been granted a license to produce this new Capellan variant. It will be slower, yet retain the LRM 20s, coupled with Artemis IV FCS. The Taurian's Vandenburg Mechanized Industry is producing their own variant, equipped with eight RL 20s and two RL 10s, backed up by four conventional medium lasers.

In addition, both Defiance Industries and Bowie Industries are cooperating to build their own version. This variant uses a light fusion engine and endo steel while mounting Streak SRM 2s, backing up paired LRM 20s mated with Artemis IV FCS. Two medium lasers round out its weapons complement.

Type: **ARC-8M Archer**
Technology Base: Inner Sphere
Tonnage: 70
Battle Value: 1377

Equipment:		Mass
Internal Structure:	Endo Steel	3.5
Engine	280 Vox	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (Rear)		10
R/L Torso	15	24
R/L Torso (Rear)		6
R/L Arm	11	22
R/L Leg	15	30

Weapons & Ammo	Location	Critical	Mass
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
CASE	RT	1	0.5
LRM 15	LT	3	7
Artemis IV FCS	LT	1	1
Ammo (LRM) 16	LT	2	2
CASE	LT	1	0.5
ER Large Laser	CT	2	5
ER Medium Laser	H	1	1



Mass: 70 tons
Chassis: StarFrame Heavy Endo Steel
Power Plant: GM 280 Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None

Jump Capacity: None
Armor: Durallex Heavy
Armament:

- 2 Johnston High Speed ER PPCs
- 2 Defiance Model XII ER Medium Lasers
- 2 BlazeFire Longshot ER Small Lasers
- 1 Harpoon-6S SRM 6 Pack Streak Launcher

Manufacturer: StarCorps Industries

Primary Factory: Crofton, Emris IV, Menke, Son Hoa

Communications System: Garret T60 FasScan w/ C³

Targeting & Tracking System: Garret F22C

OVERVIEW

Like the *Marauder*, the *Warhammer* is one of the most feared BattleMechs ever designed. Throughout its more than five centuries of history, many a weak-spirited warrior has run from the sight of a "Hammer" bearing down on them. StarCorps Industries, the original builder of the Warhammer, jumped at the chance to redesign and build what is arguably the most famous BattleMech in history.

As the initial design and development process progressed on Crofton, the Lyran bureau on Son Hoa expressed an interest in this redesign. It didn't take long for the other bureaus to get wind of this update and soon production managers and engineering chiefs from all of Star Corps' divisions had made their way to Crofton. What was supposed to be a weeklong business negotiation allegedly turned into a month long festival where all parties celebrated endlessly as StarCorps executives made the decision to simultaneously produce this new *Warhammer* in four realms. The 'Mech's base chassis would remain the same; the only differences between the final production 'Mechs would be House-specific technologies that would, naturally, not be shared between the four involved realms.

CABILITIES

The WHM-8D is the descendent of the venerable *Warhammer 6D*, but has been given a complete redesign. It retains a weapons loadout similar to that of its forebearer, though mounting extended-range lasers and PPCs instead of the standard versions of those weapons. Replacing the traditional SRM 6 launcher is the new Harpoon Streak 6 launcher. The addition of the C³ module allows this model to work in lances and companies with the new Thanatos and other C³-equipped AFFS 'Mechs. It retains the theoretically maximum-possible armor protection that, when combined with its standard fusion engine and CASE, makes the *Warhammer 8D* a powerful and tough BattleMech. In fact, to date no complaints about the 8D has yet been forwarded from the field.

DEPLOYMENT

StarCorps was able to deliver a full production run to each of the four involved Houses by mid-August of 3066, giving these new *Warhammers* the chance to test their mettle against other new 'Mech designs during the FedCom Civil War. Surprisingly, AFFS and LCAF reports show that every single Warhammer delivered to those two militaries is still in service. As it once did years ago, the *Warhammer* is again becoming the backbone for many heavy lances within the AFFC, CCAF, FWLM and the LAAF.

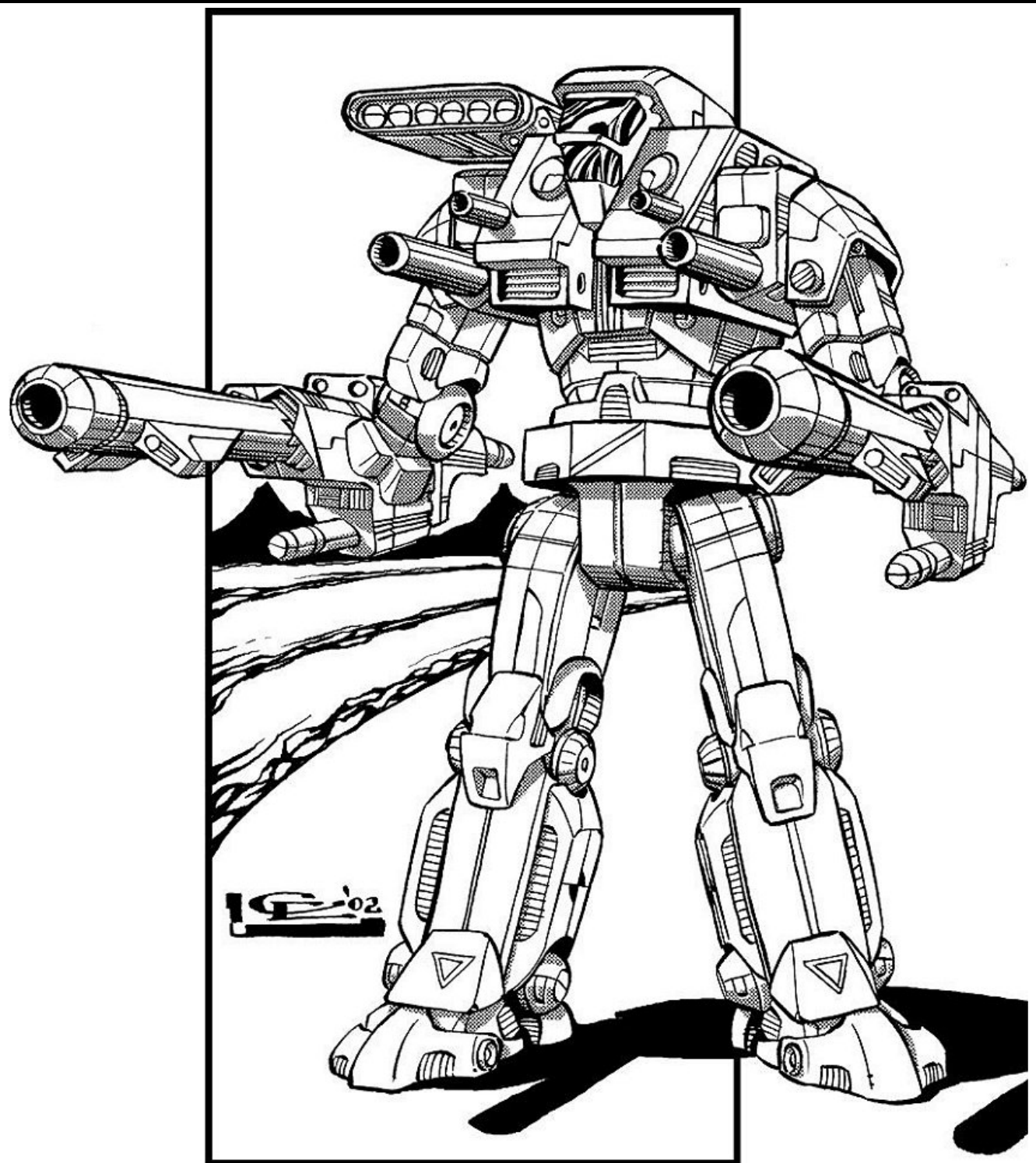
VARIANTS

Three additional *Warhammer* variants have seen the light of day. The Capellan Confederation is, of course, producing a stealth armor-equipped model to further their Shadow Lances. The LAAF version built on Son Hoa makes use of their light fusion engine, removing the small lasers and the C³ slave and filling the available mass with additional heat sinks. The Federated Suns has taken a completely different tactic with a second version built on Crofton, though; the WHM-9D increases replaces the power plant with a 350 extra light, and adds jump jets and a targeting computer.

House Marik is already producing the 8D on Emris IV, but is also working on obtaining a license for Ronin, Inc. on Wallis, a company likely to design and produce a FWL-exclusive variant. The most disturbing fact, however, is that the WHM-9S has been sighted in service with the Black Warriors. No known units have been stolen from Son Hoa, however, and the LAAF has not yet determined the source of these Warhammers.

Type: **WHM-8D Warhammer**
 Technology Base: Inner Sphere
 Tonnage: 70
 Battle Value: 1396 (C³: 247)

Equipment:		Mass		
Internal Structure:	Endo Steel	3.5		
Engine	280	16		
Walking MP:	4			
Running MP:	6			
Jumping MP:	0			
Heat Sinks	17 [34]	7		
Gyro:		3		
Cockpit:		3		
Armor Factor:	216	13.5		
	<i>Internal Structure</i>	<i>Armor Value</i>		
Head	3	9		
Center Torso	22	33		
Center Torso (Rear)		10		
R/L Torso	15	23		
R/L Torso (Rear)		7		
R/L Arm	11	20		
R/L Leg	15	30		
Weapons & Ammo		Location	Critical	Mass
ER PPC	RA	3	7	
ER PPC	LA	3	7	
ER Medium Laser	RT	1	1	
ER Small Laser	RT	1	0.5	
Streak SRM 6	RT	2	4.5	
Ammo (Streak) 15	RT	1	1	
ER Medium Laser	LT	1	1	
ER Small Laser	LT	1	0.5	
C ³ Slave Unit	H	1	1	
CASE	RT	1	0.5	



Mass: 75 tons
Chassis: Ceres Marauder Lite
Power Plant: Rawlings 300 Fusion
Cruising Speed: 43.2 kph
Maximum Speed: 64.8, 86.4 kph w/TSM
Jump Jets: None

Jump Capacity: None
Armor: Ceres Heavy Stealth Armor
Armament:

- 2 Martell Extended Range Large Lasers
- 1 Ceres Arms Warrior ER-PPC
- 2 Ceres Arms ER Medium Lasers
- 1 Apple Churchill Guardian ECM System

Manufacturer: Ceres Metals Industries
Primary Factory: Warlock, Capella
Communications System: Ceres Metals Model 666 with Guardian ECM
Targeting & Tracking System: Ceres Bullseye

OVERVIEW

The *Marauder* was considered one of the most effective BattleMechs ever produced. Not surprisingly, all the Houses universally welcomed a redesigned Marauder. The problem for the Capellans was that they had never manufactured the design. During a meeting on Sian with the Strategios this was addressed. The consensus was that Ceres Metal's plants on Warlock and Capella were perfect to produce the Marauder, as they had been upgraded to build with the latest technologies.

One hurdle that had to be cleared, however, was that George Hasek was against the prospect of giving the Capellans access to any of GM's designs. Sun Tzu himself offered the solution to settle this issue, purchasing the rights from GM through a third party and building the design using only Capellan materials. In return, HildCo would resume export to the Federated Suns. Terms were accepted and agreed upon, paving the way for the Capellans to produce the *Marauder*.

CAPABILITIES

The Capellan variant was originally armed with two large lasers and one PPC. The old Dalban HiRez targeting system had problems with two different weapons systems on the same circuit, however. This problem was eliminated by locating both lasers in the arms, while the PPC went into the right torso. Triple strength myomer was installed to give the *Marauder* greater power and speed. The redesigned body eliminated the old vulnerable rotation ring with a better-protected rotational assembly. The Marauder's overall profile had been angled and shorted to reduce its radar signature as part of its stealth characteristics.

DEPLOYMENT

The first production run was completed in early July and shipped out to front line units to form "Ying Qiang" (Shadow Lances).

VARIANTS

Like the rumor of a new production plant within the Marian Hegemony, talk that the Circinus Federation has a new small factory in the mountains on Baltazar III could simply be dismissed out of hand. The proof of its existence is much clearer, however, considering the appearance of new Marauder designs in Federation hands. That the Word of Blake is behind this appears obvious. At this point, ComStar may need to proceed as though most of the Circinus government has been supplanted by Blake supporters.

The other variants planned may include being armed with extended ranged weapons, an advanced autocannon and electronics. There is one variant that is rumored to be armed with nothing but heavy extended range lasers, streak missiles and special electronics. There are three other variants that all are armed similarly, using rotary autocannons, targeting computers and a variety of other weapons as well.

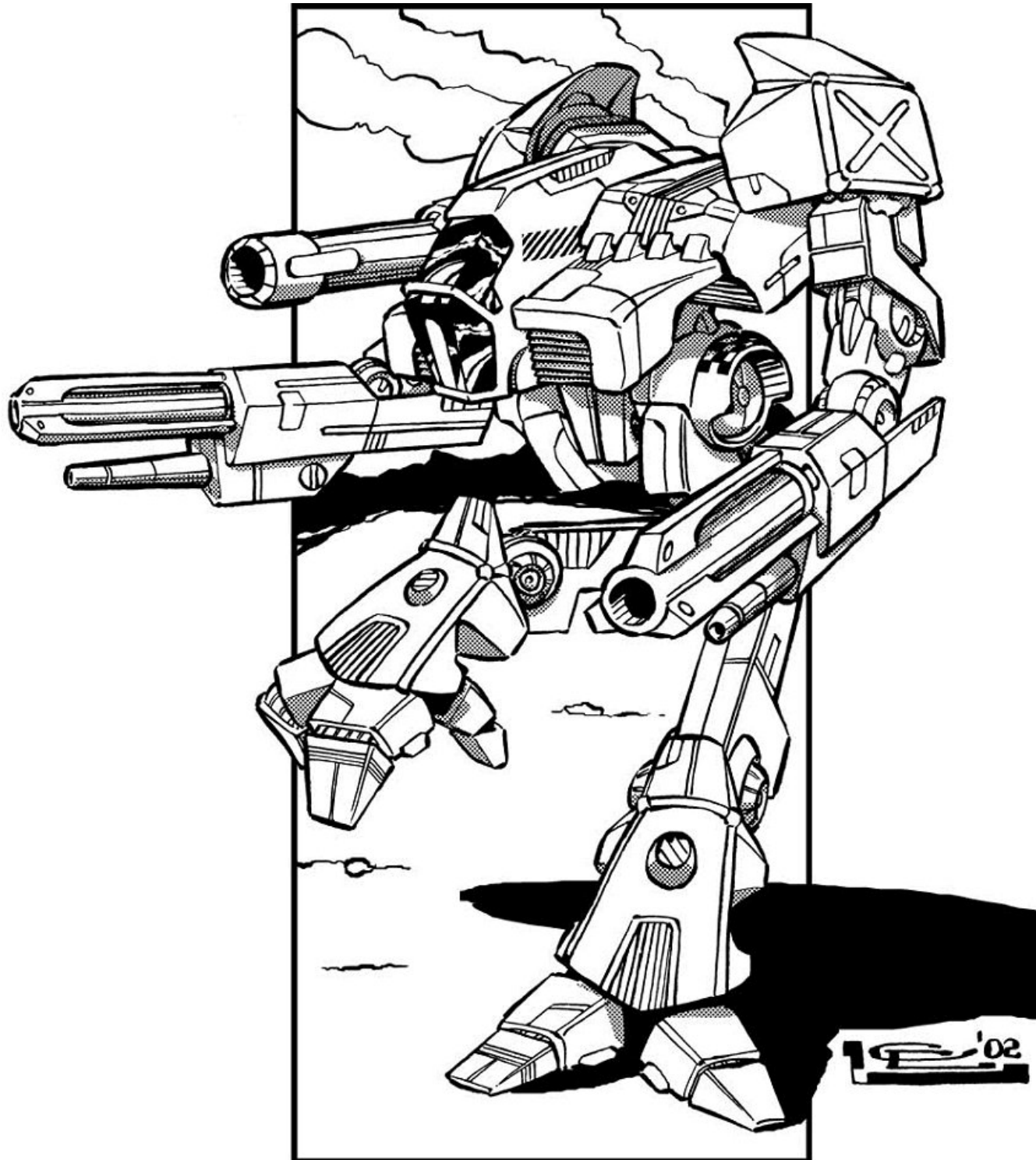
Type: MAD-5L Marauder
Technology Base: Inner Sphere
Tonnage: 75
Battle Value: 1614

Equipment:

Internal Structure:		Mass
Engine	300	7.5
Walking MP:	4 (5)	19
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	224	14

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	33
Center Torso (Rear)		10
R/L Torso	16	24
R/L Torso (Rear)		8
R/L Arm	12	24
R/L Leg	16	30

Weapons & Ammo	Location	Critical	Mass
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
ER PPC	RT	3	7
Guardian ECM Suite	CT	2	1.5



19'02

Mass: 80 tons
Chassis: Earthwerks GOL Quad-A
Power Plant: Pitban 320 Light Fusion Engine
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None

Jump Capacity: None
Armor: Durallex Heavy with CASE
Armament:

- 2 RamTech 1500Z ER Medium Lasers
- 1 Light Crossbow LRM 10-Pack
- 1 Defiance Hammerfist Heavy Gauss Rifle

Manufacturer: Defiance Industries and TharHes Industries
Primary Factory: Hesperus II, Tharkad
Communications System: Angst Clear Channel 3G
Targeting & Tracking System: Angst Clear View Multitask

OVERVIEW

The Civil War and the Jade Falcon Incursion brought the Lyran military machine to the edge of collapse. During those five years of hard fighting, many of the Commonwealth's best units were either torn asunder or so denuded that they existed on paper only. Factories that supplied the Lyran war machine were damaged and supply lines cut, and replacements were long in coming. This is what the Vicore Group addressed when they met with their contemporaries. The solution they put forward was the resurrection of the Goliath.

With the success of the Barghest, militaries throughout the Inner Sphere realized that the Quad could be an effective combat platform. Both Defiance and TharHes Industries, each in the process of repairing factory lines damaged during the Civil War, agreed to share in the manufacturing of this BattleMech. With the devastation wrought on the Lyran 'Mech forces by the Civil War, replacements were in high demand. They all agreed the new Goliath would be part of the solution.

CAPABILITIES

Using the same principle of the Barghest, the designers turned to another 'Mech to help solve problems that constantly plagued the original. One of the flaws of the original Goliath was its ungainly height. The Goliath's precarious center of gravity was its Achilles Heel. Using the Clan Daishi as inspiration, they redesigned the Goliath with a shorter and wider stance. This gave the Goliath the stability it would need when it fired the Heavy Gauss rifle or the massive LB 20-X autocannons.

To help ensure survivability, the Goliath makes use of the new light engine. The Defiance-built GOL-4S mounts maximum armor while the TharHes 3S has two and half tons less armor, but carries more overall firepower. Finally, because of the cockpit's location-under the main weapons system-the ejection system had to be redesigned. Many theories and plans were put forward before one of the design engineers, Joseph Frazier, came up with a plan that was disarmingly simple. Under normal conditions, the rear legs of the Goliath collapse down, effectively raising the front end of the 'Mech. The entire cockpit would then fire, launching into the air. In practice, however, engineers have had to install powerful boosters in the bottom of the cockpit assembly to boost it clear when activated under anything other than ideal conditions-which in combat are almost non-existent.

DEPLOYMENT

These new Goliaths are being delivered from Tharkad and Hesperus as quickly as they can be produced, though transportation still remains an issue. Indeed, while there are no shortages of JumpShips and DropShips in and around these key worlds, the shipping lanes to and from the furthest reaches of the Lyran Commonwealth are still woefully short of the transports needed to bring supplies in and exports out. Rebuilding will indeed be a long process for House Steiner's military machine.

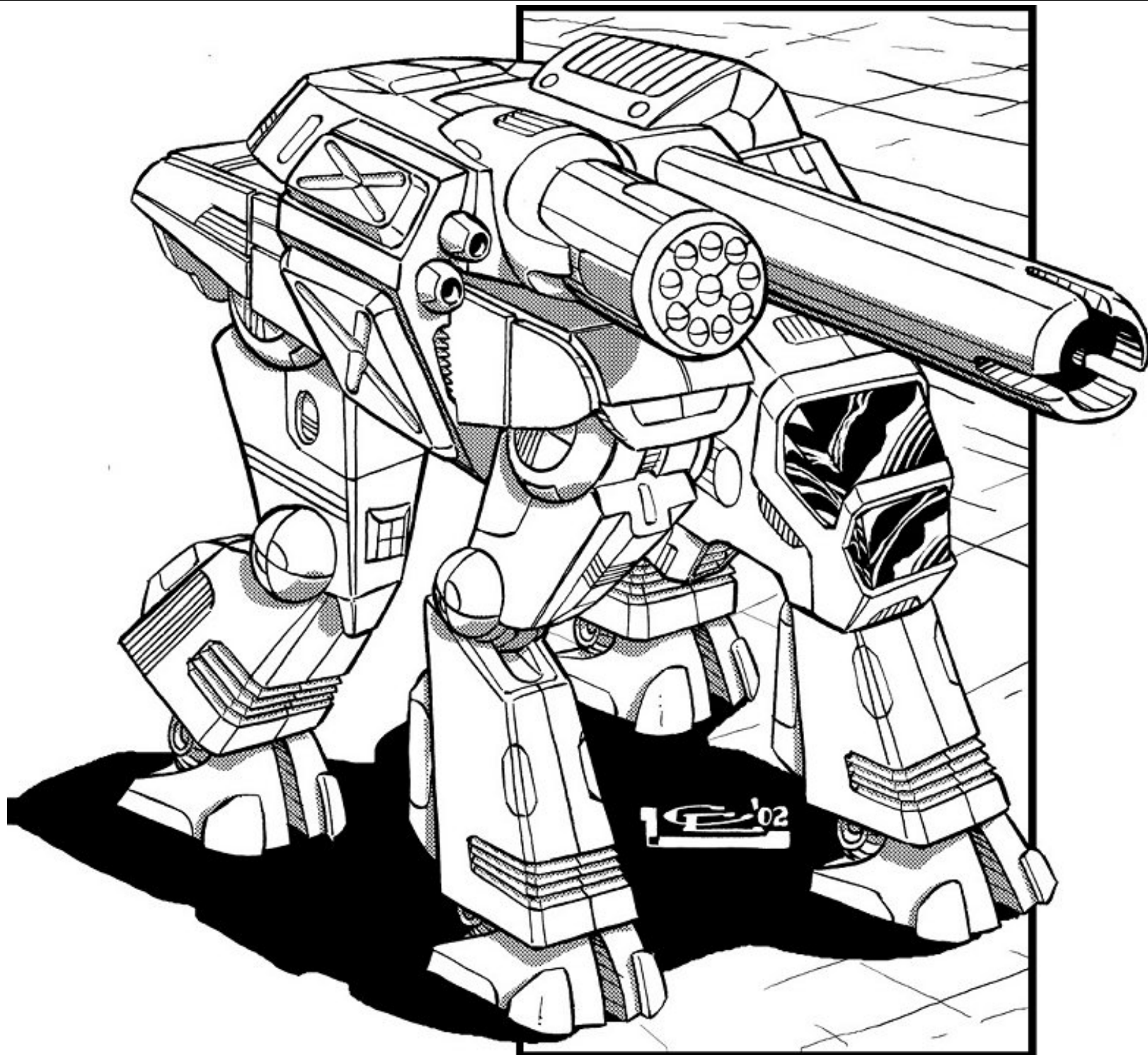
VARIANTS

ROM operatives were able to gather evidence that may link Dag Kesselring as a possible leak. A message traced to his headquarters by our operatives on Circinus referenced the Goliath in passing. Subsequently, a lance billeted with a Rocket Launcher-equipped Goliath was seen in the McIntyre House Guard in just a few short months ago, a unit that could now consist of upwards of three regiments of BattleMechs. While these regiments consist primarily of older designs, with 'Mechs like the refitted Goliath among their number, they certainly represent a significant threat to any who would oppose the Federation.

At the same time, the AFFS took delivery of the first production run of Goliaths from GM Kathil-which mount both a rotary autocannon and advanced targeting computer-in late July, adding to the growing number of militaries again looking to this venerable BattleMech.

Type: **GOL-4S Goliath**
 Technology Base: Inner Sphere
 Tonnage: 80
 Battle Value: 1730

Equipment:		Mass		
Internal Structure:		8		
Engine	320 Light	17		
Walking MP:	4			
Running MP:	6			
Jumping MP:	0			
Heat Sinks	10 [20]			
Gyro:		4		
Cockpit:		3		
Armor Factor:	256	16		
	<i>Internal Structure</i>	<i>Armor Value</i>		
Head	3	9		
Center Torso	25	37		
Center Torso (Rear)		12		
R/L Torso	17	25		
R/L Torso (Rear)		8		
R/L Arm	17	33		
R/L Leg	17	33		
Weapons & Ammo		Location	Critical	Mass
2 ER Medium Lasers	RT	2	2	
LRM 10	RT	2	5	
Ammo (LRM) 24	RT	2	2	
Heavy Gauss Rifle	LT/CT	11	18	
Ammo (Heavy Gauss) 8	RRL	2	2	
Ammo (Heavy Gauss) 8	LRL	2	2	
CASE	RT	1	0.5	



Mass: 85 tons
Chassis: StarFrame Heavy
Power Plant: 340 Vox Light
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: ArcShield Maxi X Ferro-fibrous w/CASE
Armament:

- 1 Zeus Slingshot Gauss Rifle
- 2 Defiance P5S Small Pulse Laser
- 4 RAMTech 1500Z ER Medium Lasers
- 2 Defiance B3M Medium Lasers
- 1 TharHes Maxi Short Range 6 Pack Launcher

Manufacturers: J.B. BattleMechs Inc, Red Devil Industries (Jade Falcons)

Primary Factories: Storfors, Pandora

Communications System: O/P 3000 COMSET

Targeting and Tracking System: Cyclops Multi-Tasker 10 w/ Artemis IV FCS

OVERVIEW

In the spring of 3061, Red Devil Industries was ready to shut down its Pandora Plant. That all changed when the Archon gave Red Devil a grant to refurbish the worn-out plant. The Archon asked J.B. BattleMechs Inc. to help speed up the refurbishment of the plant, offering them special incentives for their cooperation. This was possible due to Pandora's nobility-without the plant, the Nobles would lose their cash flow. During the planning of the plant's refurbishment, both agreed to a mutually beneficial partnership in a new redesign of the BLR-3S.

J.B. BattleMechs Inc. began production of the new BattleMaster in the spring of 3062. The first 'Mechs had just begun reaching front-line units when the Civil War erupted, delaying Red Devil's production schedule another two years. Pandora had finally begun production in May of 3064, only to see the Jade Falcons launch a third invasion. The Civil War forced most of the Lyran defenders to relocate off of Pandora when the Falcons arrived in September of 3064. The planet fell in twenty-two days. Completely refurbished, Red Devil was now producing the new BLR-4S; the Falcons accepted the new design into their second-line units.

CAPABILITIES

The BattleMaster was originally armed with a LRM 20 and by six medium pulse lasers, but on today's battlefield those weapons would be considered defensive rather than offensive. J.B. BattleMechs redesigned the BLR-4S weapons, giving the 'Mech the offensive punch it lacked. The Gauss rifle was chosen for its range and damage. Four extended range medium lasers were added to increase damage potential at intermediate ranges, and two medium lasers, small pulses and a SRM 6 with an Artemis IV were added for close support. For increased survivability, 13.5 tons of ferro-fibrous armor was installed, including using one of the new light engines.

DEPLOYMENT

J.B. BattleMechs has been hard pressed to meet the demands of the LAAF given the loss of the Red Devil factory. Both the Lyran Regulars and Lyran Guards are slated to receive the BattleMasters as they become available. Though not for lack of transportation, some units out on the Rim area of the Alliance have mysteriously failed to receive their shipments, while the Falcons are using the BLR-4S to help replenish their depleted second-line units.

VARIANTS

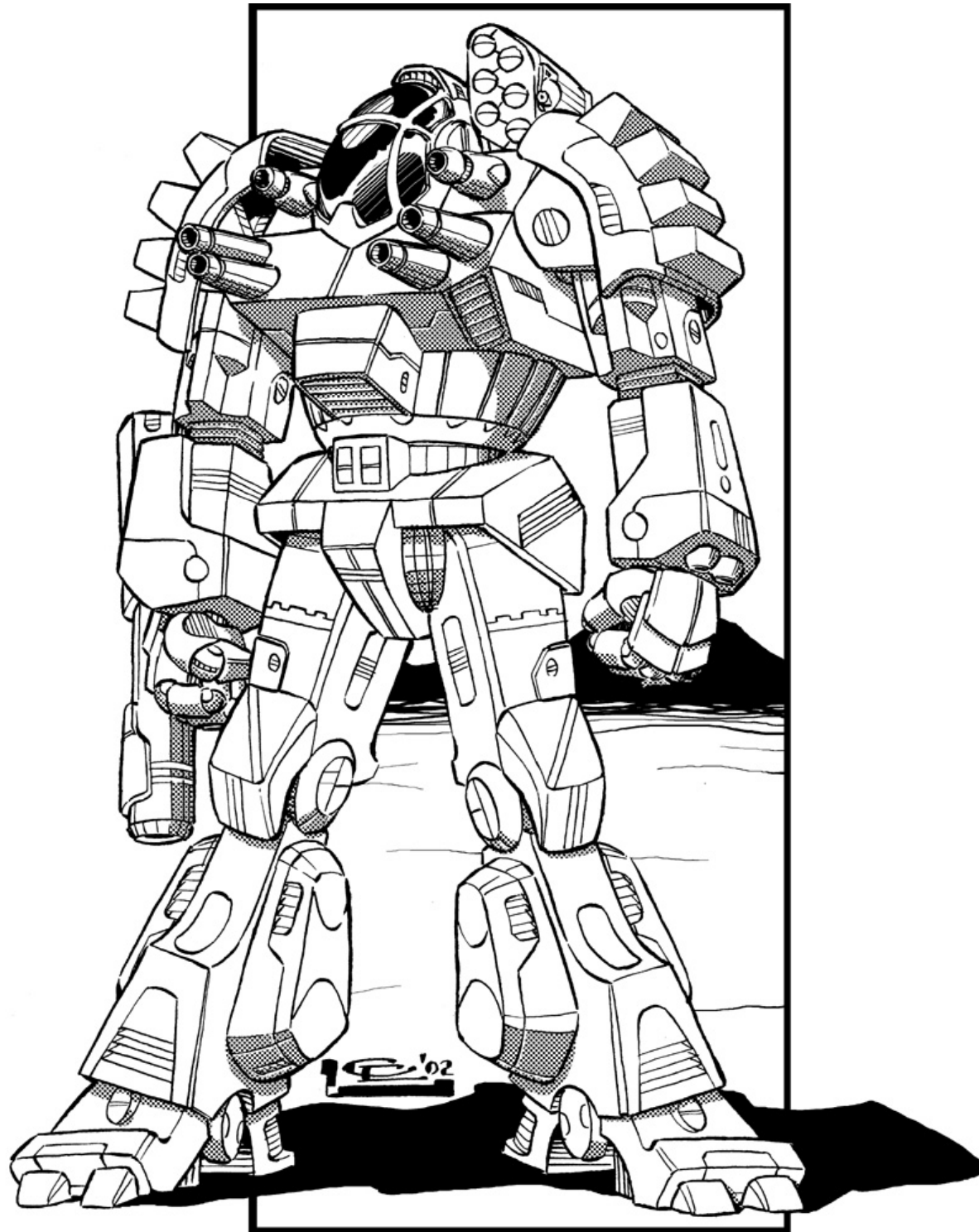
The Free Worlds League are building a variant based on a captured unit recovered from Kristen Marik's Crushers. This variant, identified as the BLR-5M, will use the light Gauss version including an extended-range large laser and upgrading the medium lasers to extended type. The BLR-5M still retains the standard fusion engine including the armor protection of the BLR-3M.

The DCMS is fielding variants based on units captured in the Lyon's Operations. They chose to use a standard engine in the BLR-CM and an XL in the BLR-K3. The CM variant is equipped with 2 C3 masters, limiting the weapons to an ER PPC backed by a Shigunga MRM 30 and two ER medium lasers. The K3 variant has been armed with an ER PPC and 2 ER large lasers. Four ER medium lasers, including an SRM 6, were added for close-in support along with a C3 Master for lance command. The first K3 seen in service is piloted by Tai-i Drew Williams. Awarded to him for his service on the Draconis March front, Tai-i Williams is now serving as a company commander in the Ryoken-ni.

Type: **BLR-4S BattleMaster**
 Technology Base: Inner Sphere
 Tonnage: 85
 Battle Value: 1606

Equipment:		Mass
Internal Structure:		8.5
Engine	340 Vox Light	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	241	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	41
Center Torso (Rear)		11
R/L Torso	18	28
R/L Torso (Rear)		8
R/L Arm	14	26
R/L Leg	18	28

Weapons & Ammo	Location	Critical	Mass
Gauss Rifle	RA	7	15
Ammo (Gauss) 24	RT	3	3
2 Small Pulse Lasers	LA	2	2
2 ER Medium Lasers	RT	2	2
Medium Laser	RT	1	1
2 ER Medium Lasers	LT	2	2
Medium Laser	LT	1	1
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
Artemis IV FCS	LT	1	1
CASE	LT	1	0.5



Mass: 85 tons
Chassis: StarCorp 100
Power Plant: Strand-Martin 255 Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None

Jump Capacity: None
Armor: StarSlab/12.5 with CASE
Armament:

- 2 Holly "Ballista-20" LRM-20 Missile Racks
- 2 Holly "Ballista-15" LRM-15 Missile Racks
- 3 Diverse Optics Extended Range Small Lasers

Manufacturer: StarCorp Industries
Primary Factories: Crofton, Emris IV, Loburg, St. Ives
Communications System: O/P 3950 COMSET M7
Targeting and Tracking System: Martin-Quarry Tarsys XLR 2.2 with Artemis IV FCS

OVERVIEW

Though considered old and outmoded by many of today's battlefield commanders, the Longbow has long been the backbone of the Successor States' mobile fire support companies. With the advent of 'Mechs like the Naginata and the Salamander, however, the Longbow's position seemed in jeopardy, especially in light of the marketing disaster surrounding the debut of the LGB-7V. In attempting to give the 'Mech more close-in bite, they managed to do so only at the expense of preventing it from doing what it does best: raining missiles down upon an enemy from extreme ranges. Having debuted in the years immediately following the Clan Invasion, the LGB-7V gained such a bad reputation from its pilots who attempted to fight toe-to-toe with their enemies, rarely surviving that every major military that fielded it sold it in droves to mercenaries and other private concerns. StarCorp recognized this and, in an effort to boost lagging sales of this battlefield icon, introduced the LGB-12C in early 3061.

CAPABILITIES

StarCorps' designers had attempted to cater to a specific type of MechWarrior and battlefield commander with the LGB-7V and failed miserably. But instead of simply reworking the existing version to correct the problem, they redesigned the Longbow from the ground up, carefully considering everything some five centuries of experience had taught them about the 'Mech. The ability to make powerful ranged attacks was without a doubt the 'Mech's greatest asset. Additionally, the Longbow's targeting and tracking system allowed it to excel in an air defense role, a valuable capability even in today's specialized environment.

The designers also paid attention to the gripes and concerns of generations of Longbow pilots, though. The oldest of Long

bows had their cockpits buried deep within the torso, but during systems failures-commonplace by the beginning of this century-the MechWarrior had no way of seeing what was going on. The 7Q and 7V models attempted to remedy that with an entirely new cockpit design-unfortunately one that left MechWarriors feeling unprotected.

The LGB-12C truly brings together the best of both worlds. The spacious cockpit is buried within the 'Mech's torso, but multi-redundant systems keep the MechWarrior well informed even in the unlikely event of a heat-induced shutdown, while small armored windows give the pilot some measure of psychological assurance. The Longbow's signature barrel-arms now each house thirty-five LRM tubes, all tied to an Artemis fire control system that in turn is slaved to the newly-designed Martin-Quarry targeting and tracking system.

Initial tests of the 12C's weapon systems proved the 'Mech could simultaneously engage both fast-moving aircraft as well as slower ground-based targets with ease. In fact, actual battlefield reports indicate the system is even better than originally thought-with some believing the Martin-Quarry system is better than the highly acclaimed Garret D2j and Spar 3c computers put together. At the very least, field reports regularly show MechWarriors successfully engaging targets well outside of typical combat ranges, a fact the 12C's users are doing their best not to advertise.

The Longbow is protected by twelve and a half tons of conventional armor, with CASE in both side torsos to prevent complete destruction of the 'Mech in the event of a catastrophic ammunition explosion. The 'Mech also mounts enough heat sinks to maintain a continual missile fusillade with no adverse effects. Three extended-range small lasers round out the 'Mech's armament, providing the MechWarrior with a small amount of close-in defense without encouraging a foolish-and likely suicidal-toe-to-toe charge with an enemy.

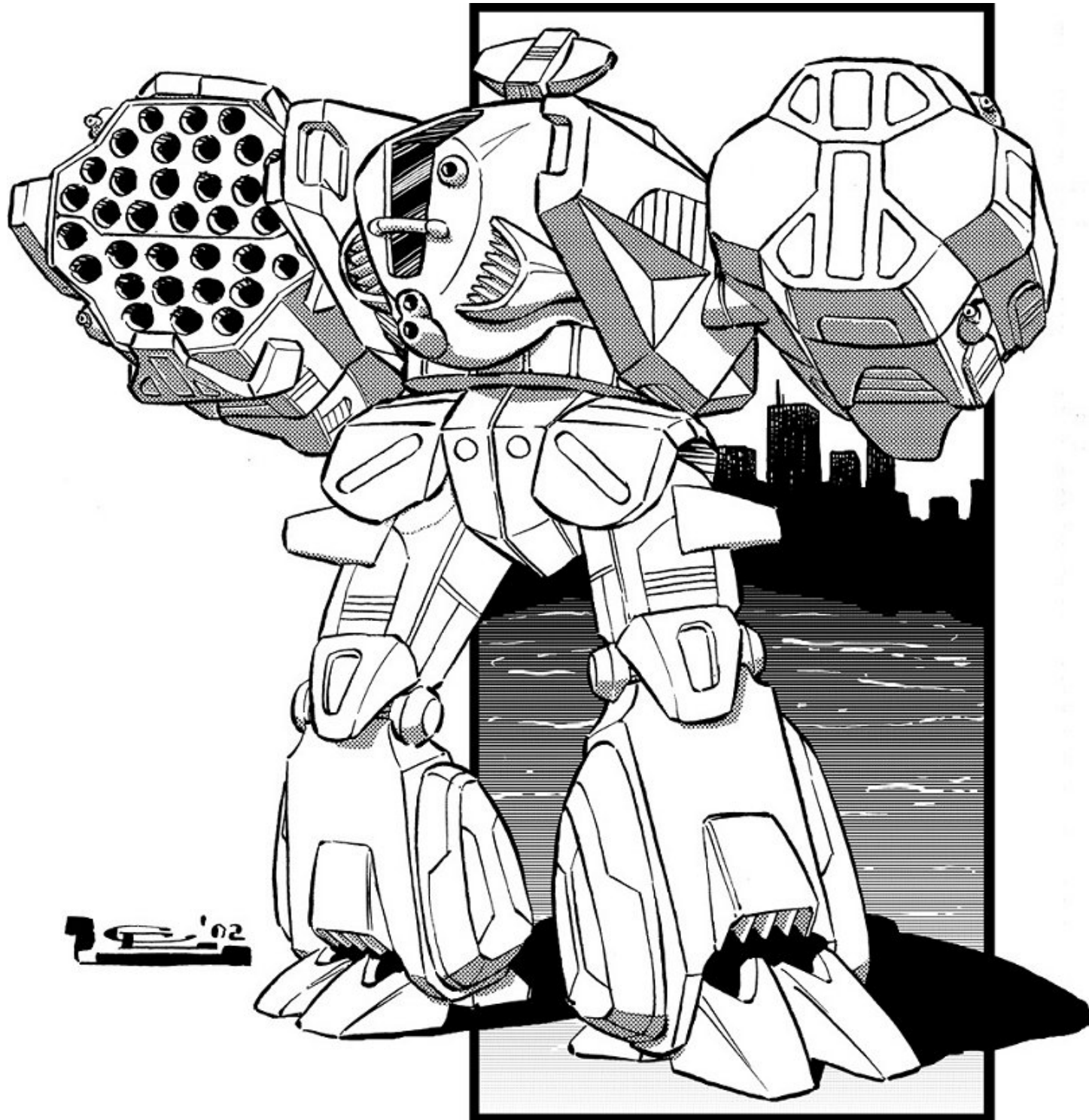
DEPLOYMENT

The LGB-12C has found places in the militaries of the Federated Suns, the Free Worlds League, the Lyran Alliance and even the Capellan Confederation, via the regiments of the former St. Ives Compact. The 'Mech figured heavily in the FedCom Civil War, where it served well in very visible assignments. AFFS Marshal Stephan Cooper made particular use of his Longbows in the fight for Addicks. There, he massed an entire reinforced battalion of the 'Mechs together, savaging Tai-sa Samuel Noda's Fifteenth Dieron Regulars outside of St. Randall while Noda met the bulk of the Davion Assault Guards head-on. Rumor has it that battalion remained together throughout the rest of the war and has since been assigned as a special operations unit under the direction of the AFFS High Command.

Type: LGB-12C Longbow
Technology Base: Inner Sphere
Tonnage: 85
Battle Value: 1342

Equipment:		Mass
Internal Structure:		8.5
Engine	255 XL	6.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	35
Center Torso (Rear)		10
R/L Torso	18	25
R/L Torso (Rear)		8
R/L Arm	14	20
R/L Leg	18	20

Weapons & Ammo	Location	Critical	Mass
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
LRM 15	LA	3	7
Artemis IV FCS	LA	1	1
LRM 20	RA	5	10
Artemis IV FCS	RA	1	1
LRM 15	RA	3	7
Artemis IV FCS	LT	1	1
Ammo (LRM) 18	LT	3	3
Ammo (LRM) 16	LT	2	2
CASE	LT	1	0.5
Ammo (LRM) 12	RT	2	2
Ammo (LRM) 16	RT	2	2
CASE	RT	1	0.5
2 ER Small Lasers	CT	2	1
ER Small Laser	H	1	0.5



LGB '02

Mass: 100 tons
Chassis: GM Marauder
Power Plant: GM 300 Light
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 850 Mk. II
Jump Capacity: 90 meters
Armor: Valiant Lamellor
Armament:

- 1 Blackwell Arms "Thunderfist" Heavy Gauss Rifle
- 2 Magna Firestar ER PPC
- 2 Diverse Optics ER Medium Lasers

Manufacturer: General Motors/Blackwell Industries
Primary Factories: New Valencia, Outreach
Communications System: Blackwell Multi-Linq 55
Targeting & Tracking System: Dragwell HiRez IV

OVERVIEW

When GM/Blackwell first debuted the Marauder II over half a century ago, House units and mercenary commands alike scrambled to get their hands on this powerful 'Mech, only to be rebuffed by Wolf's Dragoons, who had exclusive rights to the design. It took some three decades before the Dragoons allowed significant sales to outside units, and even then they carefully doled these 'Mechs out to only those units that met their discriminating criteria. This restriction ensured a demand for the 'Mech that constantly outstripped availability. That is, until Barber's Marauder IIs were destroyed on Koniz in June of 3064.

The Dragoons and GM/Blackwell's corporate officers needed a way to rekindle interest in their flagship 'Mech following its disastrous showing on Koniz. The sudden resurgence of "classic" 'Mech designs, thanks to the Vicore Group's efforts, and the Lyran Alliance's theft of the light fusion engine technology gave GM/Blackwell the ammunition they needed to do just that.

CAPABILITIES

Today's Marauder II is every bit as tough as the Dragoons' original design, but carries significantly more firepower than its precursor. Rather than rely upon an extralight engine, the Dragoons chose to incorporate their light fusion engine, freeing up the mass needed to mount a heavy weapons loadout without sacrificing survivability. The designers chose to retain the MAD-4A's general weapons configuration, one that had proven devastating for decades. The paired PPCs and medium lasers have been upgraded to extended-range models while the main weapon is now the Dragoons' latest technological "acquisition"-the heavy gauss rifle.

The Dragoons did significantly alter the 'Mech's outward appearance, but internally the Marauder II is still very much the 'Mech it used to be. It has a heavy long-range punch and, combined with maximum armor protection and the inclusion of jump jets, an incredible survivability. Further, the Dragoons designed this to be a command 'Mech in every sense of the word, adding a communications suite that can not only link with any satcom system, but can easily accept C3 modules and other upgraded communications gear.

DEPLOYMENT

The Dragoons took delivery of the first production run from their Outreach factory themselves, assigning them into the various regiments fighting within the Chaos March, though several also made their way to Colonel Shelly Brubaker's Delta Regiment on Tukayyid. Additionally, Duke Tancred Sandoval appropriated several companies of these 'Mechs from New Valencia before making his way to New Avalon. With such public displays of the Marauder II's capabilities- news vids and gun camera footage of battles on New Avalon, Carver V (now known as Liberty) and Epsilon Eridani have circulated throughout the Inner Sphere-orders again are pouring into GM/Blackwell's purchasing offices.

For their part, the Dragoons are allowing a wider access to the 'Mech than previously offered, a move partially motivated by profit and partially to "punish" the Lyran Alliance for stealing their light fusion engine design (a Star League court subsequently mediated a settlement between the Lyran state and the Dragoons that allowed both to keep the light engine and the heavy gauss rifle technologies that each had apparently stolen from the other). GM/Blackwell is selling to mercenary and House units alike in the two nations of the former Federated Commonwealth, the Free Worlds League, the Draconis Combine and even the Star League Defense Force. Only the Word of Blake and the nations of the Trinity Alliance-both aggressors in the continuing war for the Chaos March-are being blacklisted.

VARIANTS

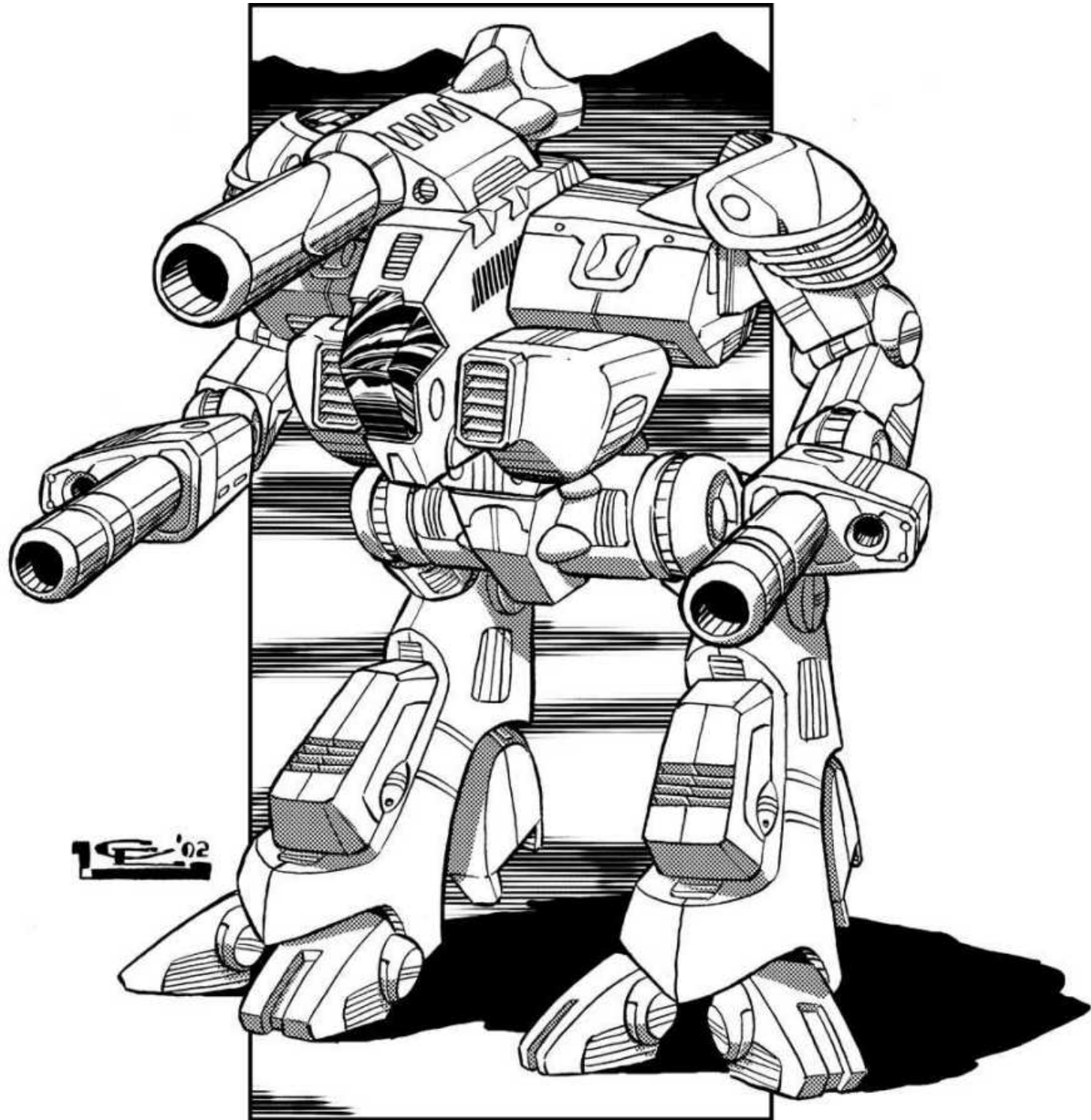
The Dragoons produce a variant of this 'Mech that makes significant use of Clan technologies. Based on the MAD-5A, they increased the maximum speed to 65 kph, freeing up the mass necessary for the larger engine by building the 'Mech with Clan-tech endo steel and ferro-fibrous armor. They, of course, jealously guard this design for themselves.

The second variant of this 'Mech seen in service has turned up in the Marian Hegemony. The 'Mech was not sold to the Hegemony, however. Instead, a shipment of Marauder II chassis bound for the Lyran Alliance was hijacked and turned up in the Hegemony. This variant also mounts paired ER PPCs and lasers, backed up by a bevy of rocket launchers.

Type: MAD-4S Marauder II
Technology Base: Inner Sphere
Tonnage: 100
Battle Value: 2249

Equipment:		Mass
Internal Structure:		10
Engine	300 Light	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (Rear)		16
R/L Torso	21	32
R/L Torso (Rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons & Ammo	Location	Critical	Mass
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Ammo (Hvy Gauss) 16	LT	4	4
Heavy Gauss Rifle	RT/CT	11	18
Jump Jet	CT	1	2
Jump Jet	LL	1	2
Jump Jet	RL	1	2



Clan Mechs

Mass: 25 tons
Chassis: Olivetti Stage 2
Power Plant: Fusion 200 Standard
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound Alpha Ferro Fibrous with CASE
Armament:
 1 Series 7Ja Extended Range Medium Laser
 6 General Systems Small Heavy Lasers
Manufacturer: Olivetti Weapons
Primary Factories: Sudeten
Communications System: Angst 2400
Targeting and Tracking System: Omicron XX

OVERVIEW

Clan Mongoose introduced an upgraded version of the Locust in 2832. The new version retained the speed of the original, while enhancing firepower with advanced laser weapons. The design's speed and striking power epitomized Mongoose tactics, wining several Trials against Clan Star Adder and Widowmaker. The success attracted interest from other Clans, and subsequent Trials spread the design throughout Clans space. The advent of the OmniMech, however, halted Locust IIC production. The 'Mech was relegated to second-line duty. When the Smoke Jaguars absorbed Clan Mongoose in 2868, the production lines on Circe became their property. Subsequently, when the Smoke Jaguar clan was annihilated, the Jade Falcons took Circe and the production facilities there.

Prior to their 3064-65 incursion into the Lyran Alliance, the Jade Falcons were faced with the task of equipping six second-line Clusters. Khan Marthe Pryde relied heavily on the newly commissioned Spirit design, but needed more (and less expensive) BattleMechs for the new units if they were to participate in her planned assault. Charged by their Khan, the technicians at Olivetti Weapons poured over reams of technical data before identifying the Locust IIC as a design that could be reproduced easily and cheaply.

CAPABILITIES

With OmniMechs receiving shipping priority from Clan space, the Falcon Scientists acquired needed technical information from Clan Wolf that allowed the chassis to be put into production quickly. Modifications were made to allow manufacturing at primitive Inner Sphere factories, thus avoiding the inevitable delays associated with manufacturing the line in Clan space. These changes were not without effect, however: while not compromising reliability or performance, they resulted in a marked change in appearance. On Ballynure, the warriors of the Twenty-fourth Provisional Garrison Cluster put the confusion this caused their mercenary opponents to good use.

For such a small 'Mech, the Locust IIC is surprisingly robust. Above average speed offsets the lack of jump jets, though MechWarriors must be wary of becoming trapped in rough terrain. This variant of the Locust IIC replaces the arm-mounted ER lasers with six new heavy lasers. An ER medium laser replaces the centrally mounted pulse laser, and two additional heat sinks have been installed to deal with the ferocious heat the heavy lasers generate.

DEPLOYMENT

The six Freebirth and Second Line Clusters raised for the campaign against the Lyran Alliance received the majority of the new Locust IICs. A number of Locust IIC 4s fell to the Wolves as isorla, and are now deployed beside the Wolves' own Locust IIC 5 in their Iota and Omega Galaxies.

Clan Ghost Bear has replaced its oldest second line 'Mechs with Locust IICs, but have also traded some output with Clan Diamond Shark for HarJel.

Both ComStar and the Lyran Alliance captured a number of Locust IICs from the Jade Falcons in the counter-offensive that ultimately halted the Clan advance.

VARIANTS

Clan Wolf produced the Locust IIC at their manufacturing plant on Satalice. The Ghost Bears capture of Satalice and Rasalhague left the Wolves only a single Inner Sphere Battle-Mech production facility on New Oslo. Both Clan Wolf and Clan Ghost Bear continue to manufacture the Locust IIC 5, which mounts twin ATM 3 launchers in place of the heavy lasers and two heat sinks.

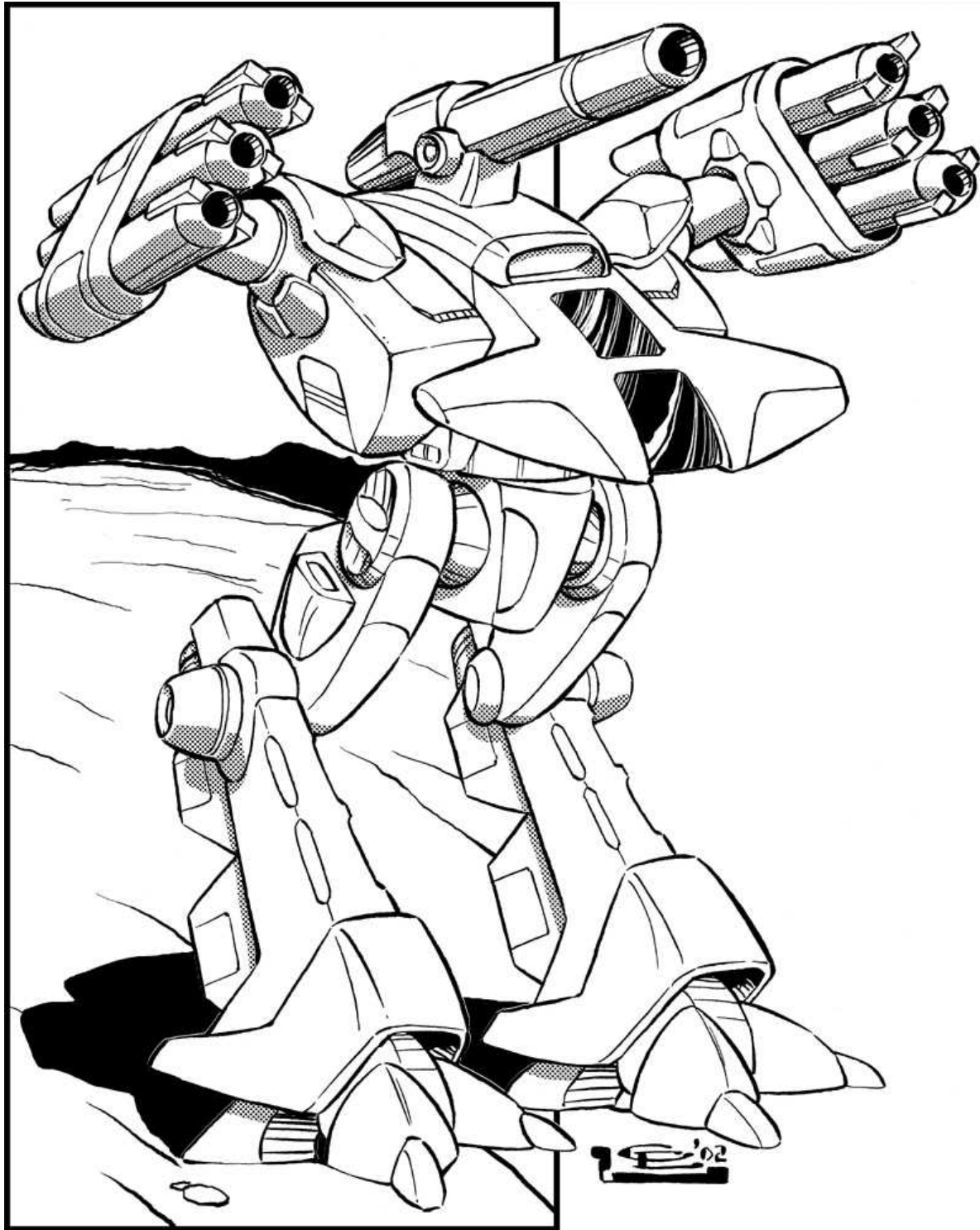
Type: Locust IIC 4
Technology Base: Clan
Tonnage: 25
Battle Value: 701

Equipment:

		Mass
Internal Structure:	Endo Steel	1.5
Engine	200	8.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks	12 [24]	2
Gyro:		2
Cockpit:		3
Armor Factor:	77	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	8	10
Center Torso (Rear)		3
R/L Torso	6	8
R/L Torso (Rear)		2
R/L Arm	4	8
R/L Leg	6	10

Weapons & Ammo

	Location	Critical	Mass
3 Heavy Small Lasers	RA	3	1.5
ER Medium Laser	CT	1	1
3 Heavy Small Lasers	LA	3	1.5



Mass: 80 tons
Chassis: DSAM 4
Power Plant: Type 79 400 XL Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Grandthrust Mk. 5
Jump Capacity: 150 meters
Armor: Forging AM15 Ferro Fibrous with CASE

Armament:
 4 CC 9-rack Advanced Tactical Missile Systems
Manufacturer: Trelshire Heavy Industries, Auxiliary Production Site #5

Primary Factories: Twycross, Babylon
Communications System: MegaBand System 21
Targeting and Tracking System: Dtrac Suit 4

OVERVIEW

Weakened and disgraced by their ejection from the Inner Sphere, the Steel Vipers were faced with the difficult task of rebuilding. Upgrading older BattleMechs (such as the Storm Giant) provided weapons for some of the Freeborn warriors who joined the Touman, but demand soon outstripped supply. Steel Viper factories were stretched to their limit producing new front-line OmniMechs, so Khan Zalman turned to Clan Diamond Shark for aid.

It was curious that the Merchant-Warriors didn't press their advantage over their desperate "customer" during negotiations. It appeared that the Vipers got the best of the deal: In return for captured heavy laser technology and plans for the ancient Phoenix Hawk IIC, the Diamond Sharks would supply second-line equipment. Pererigard Zalman had hardly finished congratulating himself on acquiring such a good deal, before another (superior) version of the Phoenix Hawk IIC, using newly acquired ATM technology, began to march off the production lines and into Diamond Shark units.

CAPABILITIES

Among the Clans, the Phoenix Hawk IIC has always been something of an oddball. For the Steel Vipers, the tenure of Jacob Masters as their Khan was a period of technological

stagnation. In a rare attempt at innovation, the Viper Scientist Caste based an Assault 'Mech on the venerable Phoenix Hawk. While the new unit remained fast and mobile, it proved to be under-gunned. The introduction of the remarkable new OmniMech soon relegated Phoenix Hawk IIC to second line duty.

When tooling up to produce the design for the Steel Vipers, the Sharks altered the basic chassis and armor. Their reasons became clear following their acquisition of the Twycross system. The modifications enabled the reconditioned Trelshire Heavy Industries plant to start production of the 'Mech without delay, quickly bolstering their Inner Sphere garrison.

The Diamond Sharks addressed the lack of punch in the design by mounting four ATMs in the cavernous torso weapon bays. With these flexible weapons, the Phoenix Hawk IIC 4 uses superb mobility to either snipe at long range or close quickly to deliver devastating close range attacks.

DEPLOYMENT

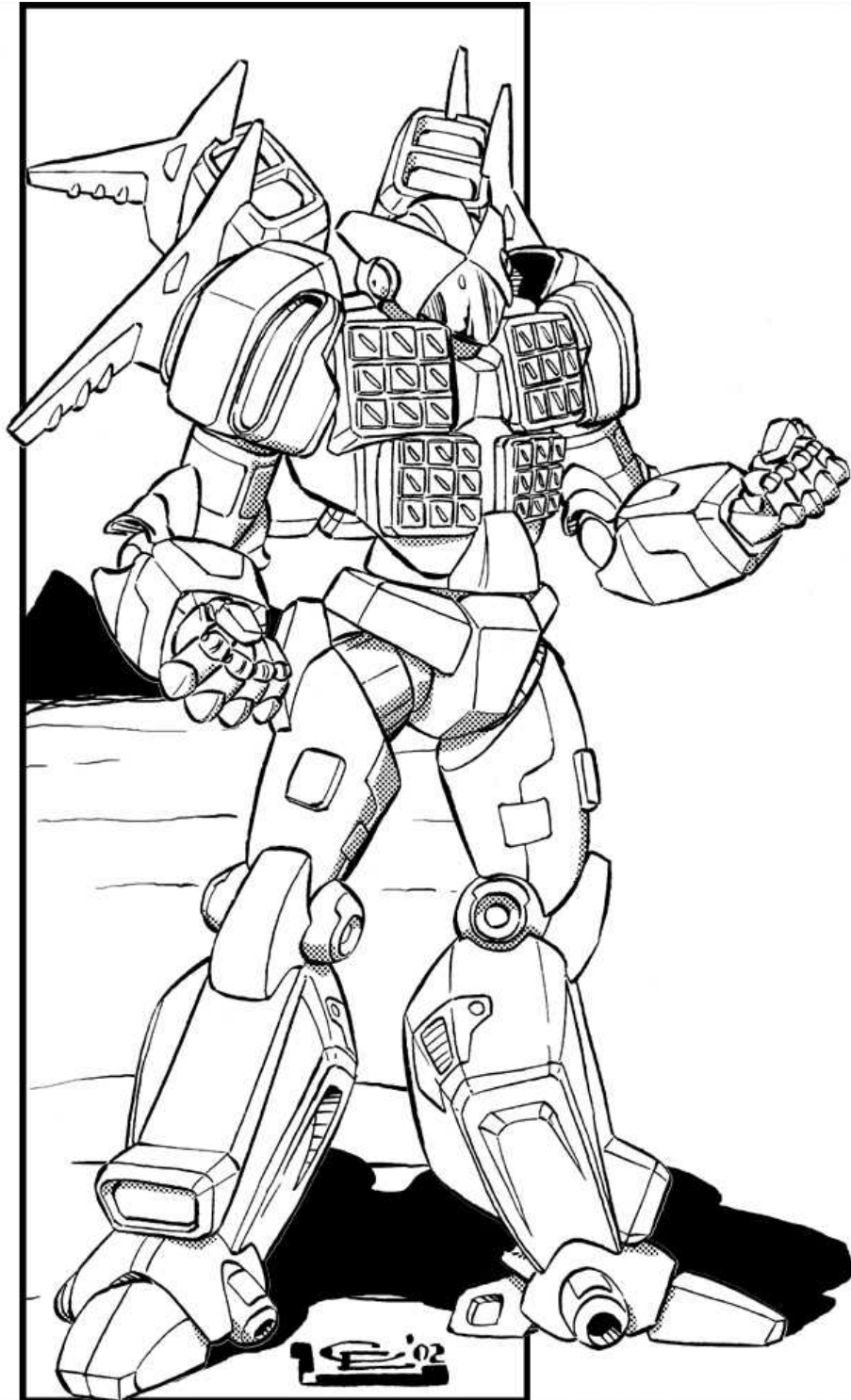
The Diamond Sharks have assigned the bulk of Inner Sphere manufactured Phoenix Hawk IIC 4s to Omega Galaxy. The Spina Galaxies receive the same version from the Babylon manufacturing site. The older ultra-autocannon and LRM versions have also been manufactured using the redesigned chassis on Twycross. Other Clans have voiced concern that these less advanced versions are going to be sold to the Inner Sphere. In such an event, they note wryly, these ammunition-dependant models promise the Diamond Sharks a tidy profit. While Inner Sphere ordinance can be used, it often results in accelerated wear to the weapons.

VARIANTS

The Phoenix Hawk IIC 3 is the version the Diamond Sharks manufacture for the Steel Vipers. It mounts two heavy large lasers, two small and one medium pulse laser, all tied into a sophisticated targeting computer. Still, twenty-two double efficiency heat sinks barely manage the heat generated by a full salvo of laser fire. Many of these 'Mechs have been used to bolster the under-strength Delta Galaxy.

Type: Pheonix Hawk IIC 4
Technology Base: Clan
Tonnage: 80
Battle Value: 2157

Equipment:		Mass		
Internal Structure:	Endo Steel	4		
Engine	400 XL	26.5		
Walking MP:	5			
Running MP:	8			
Jumping MP:	5			
Heat Sinks	10 [20]	0		
Gyro:		4		
Cockpit:		3		
Armor Factor:	202	10.5		
	<i>Internal Structure</i>	<i>Armor Value</i>		
Head	3	8		
Center Torso	25	26		
Center Torso (Rear)		15		
R/L Torso	17	20		
R/L Torso (Rear)		10		
R/L Arm	13	20		
R/L Leg	17	26		
Weapons & Ammo		Location	Critical	Mass
Ammo (ATM) 21		RA	3	3
2 ATM 9		RT	8	10
Ammo (ATM) 7		CT	1	1
2 ATM 9		LT	8	10
Ammo (ATM) 21		LA	3	3
Jump Jets		RT	2	2
Jump Jet		CT	1	1
Jump Jets		LT	2	2



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Special Thanks:

To Chris Lewis for generating some fabulous concept art to show us all the possibilities; Iron Wind Metals for instantly and enthusiastically throwing their support behind the project; Jordan Weisman, Jim Long and Steve Saunders at WizKids for their comments and support that opened up additional vistas; Christoffer "Bones" Trossen, Loren Coleman, Chris Hartford and Warner Doles for their help in hammering the idea into a workable project; Yeo Jia Tian for Chinese translations; Warner Doles for the kick in the pants that got the whole ball rolling.

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Published by:

Fantasy Productions US

1608 N. Milwaukee - Suite 1005
Chicago, IL 60647