

BATTLETECH

1632

CAMO SPECS

A GUIDE TO REGIMENTAL PAINT SCHEMES



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TABLE OF CONTENTS

ERIDANI LIGHT HORSE	5	LIAO RESERVES	27
SWORD OF LIGHT	6	FREE WORLDS GUARDS	28
MARIK MILITIA	7	ELEVENTH ATREAN DRAGOONS	29
DONEGAL GUARDS	8	WOLF'S DRAGOONS	30
CRUCIS LANCERS	9	CHESTERTON RESERVES	31
MACGREGOR'S ARMORED SCOUTS	10	McCARRON'S ARMORED CAVALRY	32
NAIS TRAINING CADRE	11	PROSERPINA HUSSARS	33
RASALHAGUE REGULARS	12	TAMAR JAGERS	34
CAPELLAN HUSSARS	13	AVALON HUSSARS	35
TEAM BANZAI	14	21ST CENTAURI LANCERS	36
ARKAB LEGION	15	FUSILIERS OF ORIENTE	37
SMITHSON'S CHINESE BANDITS	16	DAVION BRIGADE OF GUARDS	38
RICHARD'S PANZER BRIGADE	17	DEFENDERS OF ANDURIEN	39
SYRTIS FUSILIERS	18	ATREAN HUSSARS	40
ARCTURAN GUARDS	19	GALEDON REGULARS	41
NIGHT STALKERS	20	FEDERATED SUNS ARMORED CAVALRY	42
ORIENTE HUSSARS	21	FOURTH TAU CETI RANGERS	43
LYRAN GUARD	22	ROYAL GUARDS	44
DIERON REGULARS	23	SECOND AN TING LEGION	45
SKYE RANGERS	24	15TH DRACON	46
NORTHWIND HIGHLANDERS	25	CETI HUSSARS	47
STEALTHY TIGERS	26	TWELFTH STAR GUARD	48

ERIDANI LIGHT HORSE

The Eridani Light Horse, formed in 2702 during the days of the Star League, was originally known as the Third Regimental Combat Team. When General Kerensky and much of the Regular Army abandoned the Team, the Third RCT, nicknamed the "Eridani Light Horse," decided to stay in the Inner Sphere and to maintain Star League traditions and values.

This philosophy continues. Though they are mercenaries, the Light Horse will only work for Houses they admire and respect, such as House Davion or Steiner. Conversely, they will not work for a House that they despise. House Kurita, singled out as the unit's worst enemy, is never to be shown mercy.

The *Locust* shown is a member of the 151st Light Horse regiment, known as the Dark Horse. It is painted in standard Light Horse open-plains operation colors. One of the fastest Mechs ever created, *Locusts* are among the most commonly seen Mechs on today's battlefield. Though many MechWarriors scorn this Mech as useless, the Light Horse find it invaluable for their specialty, which is light raids and reconnaissance.





SWORD OF LIGHT

The five Sword of Light BattleMech regiments are the elite of the Draconis Combine Military. They strive to make every aspect of the unit—training, supplies, equipment, and personnel—superior to the typical 'Mech unit. They represent the best House Kurita has to offer. The unit usually receives new or almost new BattleMechs and AeroSpace Fighters, and all five regiments have their own private JumpShips and DropShips of the best quality.

A MechWarrior must display fanatical devotion to the Kurita family before he can be admitted to a Sword of Light unit. He demonstrates such fanaticism by serving at least five years of flawless service in another 'Mech regiment. A warrior then undergoes vigorous examination of his mental, physical, spiritual, and political abilities as do Techs and other support personnel. Such examinations guarantee the loyalty and excellence of the regiments.

The Wasp shown here is a member of the Fifth Sword of Light regiment, as indicated by the gold dragon regimental patch on the right leg. The Wasp was the first recon 'Mech to be mass-produced by the Terran military. The 'Mech is well-suited for its scouting role, with top speeds of over 95 kph. Its armor is average for light 'Mechs, however, which means that it cannot absorb much punishment.

MARIK MILITIA

The regiments of the Marik Militia have been the backbone of the Free Worlds League military since about 2525, in the era of the Terran Hegemony. The Militia is basically loyal to the Captain-General of the Free Worlds League, although several Militia units defected to the cause of Oliver the Usurper during the Civil War of 2729-2734.

Militia regiments have recently questioned their loyalty to the current Captain-General, Janos Marik, however. During the Civil War of 3014, all but the Third Militia, once commanded by Duke Anton Marik, remained loyal to Janos. The Third joined Anton's rebellion, which was eventually crushed. Janos ordered the Third's officers executed, their equipment seized, and their name forever stricken from Militia history. This antagonized many members of other Militia units, who sympathized with the conflict of loyalties that the Third experienced.

The *Stinger* was the second recon 'Mech that the Terran military mass-produced. The *Stinger* illustrated is a member of the First Marik Militia, a recon and hit-and-run raid unit. Though the high speed and jump capability of the *Stinger* make it a useful addition for such missions it cannot successfully engage in stand-up fights with any but the lightest 'Mechs.





DONEGAL GUARDS

Donegal, the planetary capital of the Protectorate of Donegal, is an important world within the Lyran Commonwealth. After Seth Marsden moved his trading company to Donegal, he used it first as a base to create the Protectorate and then to rule the Lyran Commonwealth. The Marsdens ruled until the advent of the Steiner reign, which continues to this day.

The Donegal district is located in the center of the Commonwealth, which has permitted it to escape many of the ravages suffered by planets nearer the Free Worlds League and the Draconis Combine. As a result, this region is healthier economically than most, and can muster quite a few 'Mech units. The Donegal Guards, which number 13 regiments and are among the best-equipped and supplied units in Lyran space, are deployed everywhere, from Timbuktu to the Ford Theater of Operations. Most Guards units are loyal, though a few of the greener regiments are questionable.

The *Commando* was developed by Protectorate of Donegal engineers as an alternative to the *Wasp* and *Stinger* recon 'Mechs. Through tricky maneuvering, the Commonwealth was able to hide the design from the Star League. As a result, very few non-Steiner warriors own a *Commando*.

CRUCIS LANCERS

Like many units still in existence today, the Crucis Lancers originated after General Kerensky's exodus of so many Regular Army units from the Inner Sphere. Many soldiers who had grown attached to their worlds decided to stay. The Federated Suns invited those who stayed behind in the Crucis March to join the AFFS. Most accepted, and these formed two Regimental Combat Teams, named the First and Second Crucis Lancers. The superior training and equipment of these former Star League forces created a feared fighting force.

This reputation has continued through the Second and Third Succession Wars, despite supply difficulties and general technological decline. Though the Lancers now recruit from beyond the administrative sectors for which they are named, the Crucis Lancers remain a formidable foe.

The *Javelin* shown here is a member of the Fourth Crucis Lancers RCT, known as the Point Barrow Lancers. The Fourth is known for their skilled fighting in difficult terrain, probably explaining this 'Mech's urban camouflage scheme.

Like most recon 'Mechs, the *Javelin* has jump capabilities and very light armor. Where it differs is in its two SRM-6 racks, which are devastating close-range attack weapons.





MACGREGOR'S ARMORED SCOUTS

Created in 2933, the Scouts first saw action in 2934 against the Marik world of Abadan. Elements of the Atrean Dragoons defended that world, and the Armored Scouts soon found themselves outclassed and outgunned. The timely arrival of McCrimmon's Light Cavalry, another new unit, and a Warrior House regiment saved the Scouts, but not before Marik ground and air attacks had shredded more than half their equipment.

The Scouts re-equipped, and in 2950 drove off a Regular Hussar attack on the world of Ohrensen, capturing a support lance of badly needed Long Tom artillery. In 2970, their fortunes changed again on Harsetfeld, where aerospace attacks by combined elements of several Marik Militia regiments almost destroyed the unit. The Armored Scouts now stay close to Tikonov, where they serve as a reserve force.

The *UrbanMech* was produced to answer the call for a light, inexpensive city fighting 'Mech. Though nearly useless in any non-urban environment, the machine is a potent weapon in its intended duty. Its low profile and large, low-heat weapon, an AC/10, make the *UrbanMech* difficult to find and, therefore, to hit.

NAIS TRAINING CADRE

The New Avalon Institute of Science is a new university that Hanse Davion had constructed in 3015. It has already been recognized as the most advanced learning center in all of the Successor States. Some Institute colleges function more like a military academy than a university, however, for anyone accepted must commit himself to ten years of service to the Federated Suns upon graduation.

The College of Military Sciences at NAIS is, by far, the most prestigious military academy in the Federated Suns. At the end of their third year of studies, promising students are transferred to one of the three training cadres for field work. These units are sent to the front to give the trainees a taste of battle, but they are not meant to be in the thick of the fight. The cadres are given rear-area assignments and occasional combat missions. Should the cadre become threatened by extensive fighting, however, field instructors are under orders to pull out as quickly as possible.

This Valkyrie, painted in the standard Davion desert pattern, is obviously preparing for maneuvers in arid conditions. The Valkyrie was designed as a slightly heavier light 'Mech that can take more of a pounding than most recon 'Mechs. For added long-range punch, the Valkyrie mounts an LRM 10 rack.





RASALHAGUE REGULARS

The Rasalhague Regular regiments are the primary armed forces within the Rasalhague Military District. Rasalhague has always been a problem for the Draconis Combine, who consider the district an important one even though it was founded by Europeans whose belief in individual freedom was strong. It is this love of liberty that has made political upheaval such a common occurrence in Rasalhague.

The loyalty of the military forces within Rasalhague is of the utmost concern to the Kurita family, and thus subject to intense scrutiny. Most MechWarriors of the Regulars are of European descent, for anything else would merely reinforce the Rasalhagian's belief that they are being watched instead of protected. In reality, though, these warriors are tested, taught, and watched constantly, which has resulted in the highest MechWarrior turnover rate of any district. Needless to say, the Rasalhague Regulars are rarely able to act as a unit.

The Panther illustrated here is a member of the 17th Rasalhague Regulars. Nicknamed the "Veterans of Tamar," the unit specializes in reconnaissance. Originally designed as a support vehicle for recon, the Panther handles the job admirably, with a PPC and SRM 4 rack to give it the added punch. This Mech is no doubt prepared for a mission on a heavily forested world.

CAPELLAN HUSSARS

The Red Lancer Regiment of the Capellan Hussars, formed in 2355 as the Second Hexare Lancers in the St. Ives Commonality, served along the Free Worlds League border. When Marik's Grenadier regiment revolted in 2451-2452, the Second Hexare, under orders of Jasmine Liao, assaulted and destroyed every member of Marik's Grenadiers. Jasmine later renamed the Second Hexare the Red Lancers and appointed them as Household Guards, a position they have held ever since.

In 2828, the Red Lancers, under the personal command of Chancellor Ilsa Liao, fought the battle for the Davion world of Aosis. After the Chancellor was killed covering the retreat of the badly damaged Capellan Hussars, the Red Lancers adopted the added title of the Red Heart Guard, in perpetual commemoration of their fallen commander.

The *Blackjack* pictured here is painted in the regimental dress of the Red Lancers. To be present in the Liao Household Guard, the 'Mech must belong to a highly respected MechWarrior, for the *Blackjack* is usually a much-maligned unit. Bad press during the early years of its production has led to the 'Mech's low reputation, which House Davion engineers have since proven is unfounded.





TEAM BANZAI

Team Banzai, led by the enigmatic Dr. B. Banzai, is unique among regiments in the Inner Sphere, because all its warriors are also expert Techs. Tactically brilliant on the battlefield, the various experts of Team Banzai are just as valuable as professors at the New Avalon Institute of Science. They have been under long-term contract to House Davion since their formation ten years ago. Dr. Banzai is a personal advisor to Hanse Davion as well as a good friend to Jaime Wolf of Wolf's Dragoons.

Though the regiment is an elite unit, it usually goes into the field only when push comes to shove. The warriors of Team Banzai are more often found on New Avalon, teaching at NAIS or tinkering in their laboratories.

The *Hatchetman* is an unusual Mech. Built to provide covering fire, it carries the powerful AC/10 for deadly fire at long and medium ranges. The hatchet also provides a gruesomely effective hand-to-hand weapon for close-range and city fighting. The *Hatchetman's* origins are uncertain. The Lyran Commonwealth is the only government producing it, but rumor has it that Dr. Banzai himself designed the Mech.

ARKAB LEGION

When the different Islamic groups left Terra in the mid-25th century, they fused into one group of Moslems called the Azami. The worlds these people settled lay in the Draconis Combine. When House Kurita attempted to assert control over the Moslems, they found them to be an opponent who fought with the complete abandon of the fanatical. The Azami knew they could not hold out forever, and so they negotiated their position with the Combine, whose leaders recognized the potential of these fierce warriors. House Kurita began to train them to be MechWarriors, dividing the new fighting force into three regiments known as the Arkab Legions. They are stationed on their various homeworlds, but are often called upon for their expert training in reconnaissance and raiding.

The *Phoenix Hawk* shown here is preparing for a raid in a desert climate, but units of the Arkab Legion always prefer this paint scheme anyway. Though they carry more armor and weapons than most light Mechs, Arkab Mechs are able to move swiftly. Mounting a heavy laser and two medium lasers, the *Hawk* can take on any light Mech, and challenge medium weights like the *Griffin* or the *Shadow Hawk*.





SMITHSON'S CHINESE BANDITS

Smithson's Chinese Bandits are an ancient, veteran mercenary unit of medium weight, originally consisting of two Mech regiments and one aerospace regiment. The Bandits signed on with House Marik in 2926, after leaving the Lyran Commonwealth. The Marik military desperately needed competent, battle-hardened troops for the Capellan front, and so the Chinese Bandits were hurled into the fray, where they suffered heavily. Over the next few years, the Bandits were pounded down from three regiments to the single regiment that exists today.

Smithson's Chinese Bandits are typical mercenaries. Moderately greedy, marginally courteous, and reasonably loyal (as long as their wages continue), they have served the Free Worlds League well throughout the years. Like most mercenaries, they have had trouble replacing personnel and equipment. Janos Marik recently awarded the Bandits a substantial bonus for their loyalty in fighting the rebellion by Marik's brother Anton. This has helped the unit's finances greatly.

The *Hunchback* shown here is painted in the standard Chinese Bandits paint scheme, the favored camouflage in most cases. The Bandits prefer the medium weight of the *Hunchback's* AC/20 and two medium lasers, which provides both short- and long-range capabilities.

RICHARD'S PANZER BRIGADE

Formerly a Mech regiment with the Federated Suns, the Panzer Brigade went mercenary when the original commander, Richard Decord, was discovered dealing drugs. Since then, the unit has served under all of the other Successor State leaders, the most recent being House Kurita of the Draconis Combine. The Panzer Brigade is the latest mercenary unit to be acquired by the Lyran Commonwealth.

Because of the Panzer Brigade's rather seedy past reputation, the current commander, Richard "Big Daddy" Whitman, is desperately trying to clean up the unit's image. They are currently posted on Tharkad, where their duties consist mostly of guard and ceremonial work and an occasional raid. Mercenaries consider such positions heavenly.

The Mech shown here is a *Trebuchet*, painted in an alpine/rough-paint scheme. The *Trebuchet* was designed as a support unit with a two-fold mission: long-range bombardment, using its two LRM-15 racks, and close-range fire support with its three medium lasers. This Mech excels at both, making it a dangerous opponent at any range.



SYRTIS FUSILIERS



The Syrtis Fusiliers were once the private army of the Hasek family. When the AFFS was reorganized after the era of the Five Principalities and the Civil War, the ruling Davion family purged the Fusiliers of all members not loyal to the Davions and then incorporated the unit into the Federated Suns military. Since that time, Fusilier troops have been recruited from New Syrtis and other neighboring worlds, but most of the command staff must be from the Crucis March. Even these measures have not assured the unit's loyalty to House Davion over their allegiance to Michael Hasek-Davion, whose command is the only one they will obey.

The Fusiliers have a long tradition of brave and gallant action against the Capellan Confederation. This reputation has some Liao troops out gunning for them, but it is not enough to keep a good flow of supplies running to the units. Some rumors say that Duke Hasek-Davion himself has created supply foul-ups and delays so that the Fusiliers will become even more loyal to him.

Dark green with white trim are the standard colors for the Eighth Syrtis Fusiliers, known as the "Snow Cobras." The *Dervish* fits well into the Eighth, which is a light, highly mobile force. The jump-capable *Dervish* has a high speed, and can also provide the heavier Mechs in its lance with fire support.

ARCTURAN GUARDS

In 2339, Kevin Tamar hosted talks that led to the merger of the Federation of Skye, the Donegal Protectorate, and the Tamar Pact, an alliance now known as the Lyran Commonwealth. These historic talks took place on Arcturus, the capital of the new Commonwealth before the Steiners moved the capital to Tharkad. Arcturus is now a quiet, almost ghostlike world.

Human beings are Arcturus's only real export. Though the nine Arcturan Guards regiments are composed of men and women from all over the Commonwealth, tradition dictates that over a quarter of each regiment's personnel must be from Arcturus. Though not particularly warlike, the Arcturans have a strong sense of loyalty and dedication to the Lyran Commonwealth.

This *Griffin* is a member of the 20th Arcturan Guards. Known as the "White Bears of Uther," the regiment is expert in cold-weather operations. The *GRF-1N Griffin*, considered a heavy Mech early in its career, is now looked upon as a medium, long-range firepower Mech. With its limited but powerful armament of a PPC and Delta Dart LRM 10 rack, the *Griffin* can hit hard at medium and long ranges. The Mech was once produced in huge numbers, and can still be found in almost every unit in the Successor States.





NIGHT STALKERS

The Night Stalkers is a relatively new unit first formed in 3020 by Colonel Lloyd McGavin, a retired Kurita officer. McGavin, forced to retire because of age, felt that he still had plenty of good fighting years left. He asked for and received permission to form his own regiments, and obtained funding from rich business tycoons of the Draconis Combine. His officer corps was made up of retired veterans, and his recruits were among those who had failed to gain admittance in the better Mech units.

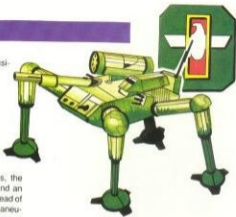
These two regiments have nevertheless proved to be a remarkable force. They specialize in hit-and-run raids, with most of their successes against the Lyran Commonwealth. Unfortunately, McGavin is a man who cares too much for his MechWarriors. He has twice disobeyed officers' orders during campaigns, saying he would not risk his soldiers' lives in an uncertain plan. Needless to say, the DCMS is not pleased.

The *Shadow Hawk* was produced as a medium Mech with both long- and short-range weapons, as well as a high ground speed and jump capabilities. Its diverse armaments make it suitable for almost any fighting situation, and a reasonable amount of armor allows it to fill almost any capacity.

ORIENTE HUSSARS

Although not as prestigious as the well-known Fusiliers of Oriente, the Oriente Hussars have a long and distinguished history. A recent lack of worthwhile supplies and equipment, however, has kept this unit under-strength and low in morale. Out of its original eleven regiments, the Hussars has now only five.

The Scorpion shown here is a member of the Second Hussars, a unit known for its highly unorthodox strategies. A fairly light reconnaissance regiment, the second has developed some rather unconventional recon tactics. Despite these oddities, the regiment has become a good infantry support unit and an excellent scout killer. Scorpions are now positioned ahead of an advancing army, where their low profile and high maneuverability allow for superior firepower against enemy recon Mechs.





LYRAN GUARD

The Lyran Guard has long been the backbone of the Commonwealth's armed forces. Consisting of twelve regiments spread throughout the Commonwealth, these units provide support wherever needed. Their highest concentration is in the Wyatt theater of operations, guarding the Federation of Skye against the Free Worlds League.

Three Lyran Guard regiments are located in the Wyatt theater, including the Eleventh Lyran Guards, to which this *Wolverine* belongs. The Eleventh is nicknamed "St. George's Regiment" because it fought as skillfully against House Kurita during the Second Succession War as the legendary saint who slew the dragon.

The *Wolverine* represents a relatively successful attempt to marry speed with striking power. A fast 'Mech capable of absorbing considerable damage, the *Wolverine* now serves in medium and recon lances all over the Successor States. An autocannon, an SRM 6 rack, and a medium laser provide a good mix of firepower at all ranges. Jump-capable and highly mobile, with a top speed of 86.4 kph, the *Wolverine* can keep up with many recon 'Mechs.

DIERON REGULARS

The Dieron Military District, the region of the Draconis Combine closest to Terra, includes those worlds that House Kurita seized at the time of the fall of the Star League. Because this region faces attacks from both the Federated Suns and the Lyran Commonwealth, this district's BattleMech forces consist of more regiments than any other. The eleven regiments of the Dieron Regulars are responsible for all the worlds in their district, as well as any nearby enemy worlds. Every unit must be familiar with the terrain and strategic points of all the worlds under its protection.

The well-supplied and equipped Dieron Regular units have the best reputation among warriors of the five districts, for there is always action somewhere in Dieron. The unit's leaders do not make such a major issue of political reliability for their recruits as do the Sword of Light commanders.

The Dragon BattleMech, a House Kurita design, is a high speed machine with better than average firepower. It is designed to be a close-assault vehicle, and serves this purpose well. Dragons are often used to exploit a weakness in a battle line, for their high speed gives a quick-strike capability and their heavy armor, especially the rear armor, provides staying power even when surrounded.





SKYE RANGERS

Skye is both the physical and emotional capital of the Federation of Skye. Because of its rugged landscapes and cool climate, the early English, Irish, and Scottish settlers quickly felt at home. Despite the publicity given this planet's unspoiled landscape, Skye is heavily industrialized. This—combined with the fact that Skye is the only portion of the Commonwealth that borders both the Free Worlds League and the Draconis Combine—makes this region one of the most hotly contested areas of the Lyran Commonwealth.

Seventeen BattleMech regiments occupy this area, most of which are Veteran or Elite status because of the constant combat. The *Rifleman* shown here is a member of the Tenth Skye Rangers, also known as the Black Watch. A name originating with six companies of Scottish clansmen loyal to the English King in 1725, it carried over into the Lyran Commonwealth because of the major influx of Scots people into the Federation of Skye.

The *Rifleman* was designed primarily as a fire-support 'Mech, though it can hold its own against lighter 'Mechs. With its large and medium lasers and two autocannons, the 'Mech has considerable long-range power. Heat and ammunition problems often plague *Rifleman* MechWarriors, however.

NORTHWIND HIGHLANDERS

Composed of volunteers from the Northwind mining settlements of the Capellan planet Kearny in 2362, the First Kearny Highlanders regiment is the most senior of the Northwind Highlanders. Formed originally as a recon unit and equipped primarily with Wasps and other light 'Mechs, the unit has, over the years, acquired heavier 'Mechs and equipment.

The First Kearny, a unit with a long and checkered past, has participated in many of the Capellan Confederation's most notable victories and defeats. Often faced with overwhelming odds against heavier 'Mechs, the unit has proved to be a match for the less maneuverable 'Mechs. In the successful defense of their homeworld in 2865, however, the First repelled the invaders at the cost of over half their men and equipment. The First Kearny was then re-equipped with more medium 'Mechs.

The Catapult, painted in the bright colors of the Highlanders, is the most favored 'Mech of the First Kearny. With its two LRM-15 racks, the Catapult was not designed for close support, though its four medium lasers provide an often unexpected offensive capability in close quarters.





STEALTHY TIGERS

In 2874, the Duke of Tamar, frightened by Kuritan aggressiveness, used a bit of legal trickery to create his own "mercenary unit," which was named the Stealthy Tigers. This unit was an obvious attempt to recapture the effective tactics of the celebrated Tamar Tigers and the Stealths. Because the Stealthy Tigers was, technically, mercenary, the duke could supply it with much heavier equipment than for his private regiments. As a result, the unit has three light regiments and one assault regiment.

The Stealthy Tigers are best known for their defense of Tamar in 2915, when they participated in the campaign that finally fended off the Combine attackers. Immediately after, the Stealthy Tigers became a vital part of the Archon's defense of Tamar. By pulling most of Tamar's defensive regiments offplanet and moving them to nearby systems, the Commonwealth created a tempting target. The Combine struck at least three times, but each time was thrown back by the timely arrival of the Stealthy Tigers and reinforcements.

The Crusader shown here is a member of the Stealthy Tigers. Designed as a medium-weight close-range fighter, it has become the workhorse of many armed forces, filling various roles and performing several missions. Its unique combination of long- and short-range firepower has made it useful in many positions.

LIAO RESERVES

Formed from several lesser commando battalions between 2805 and 2810, Vincent's Commandos, a regiment of the Liao Reserves, have had their share of success and failure. In their first major action, the Commandos were all but destroyed in a disastrous attempt to retake Chesterton from elite units of the Davion Crucis Lancers. Reformed in 2813, the unit shed most of its heavier equipment in favor of light 'Mechs and other vehicles. In 2830, they successfully repelled a Davion attack on Ling. Skillful use of a combination of armed 'Mechs and rocket-armed jump infantry brought the Capellans to total victory.

The Commandos now specialize in high-risk reconnaissance raids deep into the interior of the Federated Suns, where they have disrupted Davion plans for assaults against Confederation planets on more than one occasion. The unit uses primarily light 'Mechs, with a few heavies for fire support. It also makes effective use of infantry and armor.

The *JagerMech* is best described as a better *Rifleman*. Created to improve the *Rifleman*'s basic concept and design, the *JagerMech* solves the *RFL-3N*'s three biggest flaws: tendency to overheat, insufficient ammunition, and armor too light for its weight class. With a few tradeoffs, the *JagerMech* has turned out to be a first-rate 'Mech.





FREE WORLDS GUARDS

During the creation of the Free Worlds League, the first Parliament commissioned ten regiments of infantry and armor, known as the Free Worlds Guards. Today, the three BattleMech regiments of the Guards are the core of the military forces available to the Captain-General in his ongoing war with the Lyran Commonwealth. Though the Guards vary considerably in quality and cohesion, they are, in many ways, the most critical troops in the Free Worlds. They are funded only by Parliament and owe allegiance to no particular province.

The first Mech unit created by Parliament was the Second Guards. The Second has a strong tradition that instills considerable pride among the few admitted to its ranks. In accord with its motto, "Ever Faithful", the Second has never breached the Captain-General's trust. The Second consists of three battalions of medium Mechs, along with a company of light recon Mechs, light AeroSpace Fighters, and a fire lance of assault Mechs, including the *Thunderbolt* shown here.

The *Thunderbolt* remains one of the best-armed Mechs in existence. Its large laser packs a punch few Mechs can withstand. This, combined with three medium lasers and an LRM-15 rack, makes it one of the nastiest Mechs, with ample firepower at all ranges.

ELEVENTH ATREAN DRAGOONS

The Eleventh was formed when the Free Worlds first acquired BattleMechs in 2484. Assigned to the Lyran front, the Eleventh saw heavy fighting in the border wars, including the semi-legendary fight to the death over the planet Bolan in 2541. Indeed, the regiment was effectively destroyed as a fighting force for nearly two centuries. During the reign of Ewan Marik, the regimental banner of the Eleventh was turned over to Erin Chu, a former mercenary leader who had entered the Marik's service as a military advisor. Because of Chu's skill and charisma, she was able to recruit a complete regiment of battle-worthy veterans.

During the Succession Wars, the Eleventh acquitted itself well, earning nearly three dozen Distinguished Service Awards. The unit has had a high level of technical support and supply unusual for such an unremarkable unit. Some believe this is because of the close ties between Unit Commander Colonel Sandusky and the notorious businessman Alejandro Derida-Stewart.

The Archer was designed initially as a heavy-hitting assault Mech, able to pound approaching defending units at long range. Over the centuries, the Archer has been used in a variety of other roles, too. The Archer shown here is preparing for duty in a wet environment, which will no doubt improve its efficiency in dealing with heat.



WOLF'S DRAGONS



Colonel Jaime Wolf's Dragons, whose origins are shrouded in mystery, first appeared in the Inner Sphere in 3005. Over the past 20 years, they have become the most renowned mercenary regiment in the Successor States. The Dragons have worked for every major house, most recently joining House Kurita in 3021. Since signing on with the Draconis Combine, the Dragons have spearheaded Kurita's successful assault on House Davion's research facility on the planet Hoff, generally wreaking havoc all along the Kurita-Davion border. Wolf's Dragons consist of five regiments, all of Elite status. They are phenomenally well supplied and equipped, often fighting with brand-new Mechs of types no longer produced by any House.

The Black Widow Company, part of Wolf's Dragons mercenary unit, is known for its murderous efficiency, and its feared and respected leader, Captain Natasha Kerensky. Shown here is Kerensky's black Warhammer, which is as infamous as its pilot. Just the sight of her ominous black Mech has persuaded many a MechWarrior to flee the field.

Because of its size and weaponry, the Warhammer is one of the most dangerous and powerful Mechs ever known. Its dual PPCs and support weapons give it the sheer firepower a first-line fighter requires.

CHESTERTON RESERVES

Raised in the 2750s from several smaller companies in the Tikonov interior, the Ariana Grenadiers of the Chesterton Reserves saw a great deal of action during the 28th century. Used primarily against House Davion, they participated in the battles for Demeter, Genoa, and New Florence. Reformed and re-equipped in the early 29th century with the additional firepower of captured Davion *Marauders*, the Grenadiers evened the score with Davion by raiding the fuel depots at Lee in 2812.

In 2874, the Free Worlds Guards almost destroyed the Grenadiers when they caught them unaware on Ingersoll. Though the timely arrival of the Warrior House Ijori Regiment saved the day, the Grenadiers lost their Long Tom artillery, which has never been replaced. Most recently, the Grenadiers defended New Hessen against Davion's Deneb Light Cavalry in 2998 and 3007. Though the unit's air lance made only a poor showing, the inspired use of infantry and *Panther* 'Mechs led to ultimate success.

The *Marauder* is considered one of the most effective BattleMechs in existence. Intended as a heavy attack-support 'Mech, its sophisticated congear allows it to function as a command vehicle in areas of heavy fighting. The heavily armed and armored *Marauder* is a classic 'Mech.





McCARRON'S ARMORED CAVALRY

The most celebrated mercenary unit in the Capellan armed forces, McCarron's Armored Cavalry is something of a family affair, having been the pride and personal possession of the McCarron family since 2930. Since Lord Gamalaz McCarron first formed the unit on Chesterton in 2930, "Big Mac" has served with every Successor State in the Inner Sphere, finally arriving in the Capellan Confederation in 2996.

In 3022, Maximilian Liao sent McCarron's Armored Cavalry on an offensive sweep deep into Davion space. By stripping other units of their supplies and transports, the Chancellor gave the Cavalry enough support to carry out a two-year campaign against such Davion worlds as Tawas, Farwell, and Brighton. The regiments were seriously threatened only once, but it was with a vengeance. After elements of Prince Davion's personal guard surprised the Cavalry, McCarron managed to hold off the Davion attack long enough to withdraw in good order.

The Awesome is just that. Designed for ranged combat against heavy Mechs, the Awesome's three PPCs can heavily damage many BattleMechs in one salvo. Heavily armored in all locations, the Mech is also useful in a defensive assignment. Poor heat management, however, can cause problems for the unwary.

PROSERPINA HUSSARS

The Proserpina Hussars are the elite among the free-floating regiments of the Draconis Combine. Their skill at launching hit-and-run attacks is legendary. Though the origins of the Hussars has been lost, their first mention is as a tank division in the Kurita family's early military and they are linked to the University of Proserpina. In the past, top graduates from the University would automatically enter the Hussars, but this relationship has diminished over the years.

The commander of the Proserpina Hussars reserves the right to test the abilities of MechWarriors sent to his unit. This test concentrates on the warrior's ability to fight and react in a highly mobile combat situation. If the applicant does not measure up, he is sent to a lesser regiment. To remain with the Hussars, the only requirement is the ability to fight fast and well. Political sophistication or belief is never an issue, though the Hussars's commander does not mention this in the presence of government officials.

The *Goliath* was a product of the Brigadier Corporation's four-legged Mech program. Mounting a significant amount of firepower and armor, the *Goliath* has become popular as a command vehicle. Its PPC and two LRM 10 racks are impressive against smaller Mechs, but the *Goliath* can rarely kill a Mech of equal weight. Its armor, however, does ensure a difficult kill for the enemy.





TAMAR JAGERS

The world of Tamar has been the capital of the Tamar Pact ever since the Tamar brothers first discovered and surveyed it in 2331. It is a large world whose heavy gravity taxes the physical system of any non-native. Though rich in natural resources when the planet was first settled, centuries of mining have eliminated the easily reached surface minerals. The remainder are deeply hidden and could only be extracted through special technology. Thus has Tamar shifted from being a resource planet to a large-scale trading planet.

The Tamar Jagers are a new unit, consisting of four regiments. Formed at the beginning of the Third Succession War by Selvin Kelswa III, this unit recruits most of its personnel from Tamar. Consisting mostly of medium weight 'Mechs, these regiments are anywhere from Green to Regular and are reasonably well-equipped.

The Zeus is the Lyran Commonwealth's pride and joy. The initial design ideas were put to paper just after the start of the war with the Draconis Combine in 2407, and the 'Mech was on the field by 2411. The Zeus's combination of large laser, PPC, LRM-15 rack, and autocannon provides all-around effectiveness as both a stand-off weapon and a close-attack 'Mech.

AVALON HUSSARS

One of the oldest organized fighting forces in the Federated Suns, the Avalon Hussars trace their origins to the Terran Alliance Marines of the 23rd century, which had a tank regiment called the Avalon Hussars stationed on New Avalon. When the Federated Suns was created, the Avalon Hussars were one of the first units activated by the AFFS. When BattleMechs began to dominate the battlefield, the Hussars, which had grown to more than 30 separate regiments, made the change easily. During the First Succession War, the Avalon Hussars were instrumental in stalling the Draconis Combine's invasion of the Federated Suns.

Today, the Hussars represent a large and mostly loyal fighting force. Though not as well-supplied as the Brigade of Guards, the Hussars are never forced to wait for their supplies and equipment. The 33rd Avalon Hussars RCT, to which this *BattleMaster* belongs, is a heavyweight team with an extra battalion of Assault Mechs.

The firepower that the *BattleMaster* generates in one volley is staggering and more than deadly at close range. The combination of the PPC, six medium lasers, and an SRM 6 rack make this a mighty close-attack vehicle. With its respectable 14.5 tons of armor and its two rear-firing medium lasers, this machine offers a rough fight up close.





21ST CENTAURI LANCERS

The 21st Centauri Lancers have served as free mercenaries in the Inner Sphere for over 150 years. Originally a battalion from House Liao's St. Ives Armored Cavalry, the Lancers mutinied against their regimental commander over wages that were nine months overdue. To make up for the loss, the Lancers ransacked the Regimental Battle-Group and captured some of the Cavalry's DropShips and Jump-Ships. Since becoming mercenary, the 21st has served every Successor State except for House Liao, against whom they still bear a grudge.

Colonel Thaddeus Kusaka, leader of the Lancers, is one of the few well-respected and trusted mercenary leaders in the Inner Sphere. Honest to a fault, Kusaka demands integrity from the lowliest astech up through the Captain-General. For the past ten years, his regiment has served in a variety of posts along the Steiner border, somehow remaining aloof from the political turmoil swirling around them.

The *Stalker* is the most famous and most common heavy assault 'Mech. It is a fearsome machine, whose pilots must be cautious not to overuse its tremendous firepower. The large quantity of heat generated by the 'Mech's lasers can quickly overheat the machine, despite its 20 heat sinks.

FUSILIERS OF ORIENTE

The greatest fighting force of the Duke of Oriente, the Fusiliers of Oriente have been the bulwark of the Free Worlds' Capellan border defenses since the unit's formation in 2485. Unlike many provincial forces, the troops of Oriente have responded unfailingly to the call of the Captain-General. Over the years, the Fusiliers have had to assimilate the remnants of other regiments to keep them at full strength. The 'Mech forces that march under the Fusiliers' banner are among the elite of the Free Worlds League.

The Cyclops shown here is a member of the Ducal Guards, the oldest regiment in the Fusiliers of Oriente. It consists currently of two heavy battalions, one medium 'Mech battalion, and heavy AeroSpace Fighter support. Visitors to the regimental headquarters are usually awed by the flags and banners, the elaborate changing of the guard ceremonies, and the extensive list of aristocracy in the ranks of the Fusiliers. The Ducal Guards bear the banners of eleven fallen regiments and show reverence for their memory.

The Cyclops was designed primarily as a heavy assault 'Mech, but its sophisticated communications and information network equipment make it equally valuable as a command vehicle. On the battlefield, the 'Mech is capable of coordinating an entire regiment.





DAVION BRIGADE OF GUARDS

The Brigade of Guards began as a small group of bodyguards employed to protect the Davion family when they first came to power on New Avalon. They were among the first units to receive BattleMechs in the Federated Suns, and among the first to organize themselves into Star League-style Regimental Combat Teams. Their responsibilities have expanded beyond providing protection for the Davion family, but their connections with the royal family remain strong.

The Davion Brigade of Guards represents the core of the Davion family's strength, and the AFFS is intent on recruiting the best soldiers from every Federated Suns planet for the regiment. The best equipment, supplies, men, and officers go to the Brigade of Guards, giving the unit a strong esprit de corps. In the current era, however, the struggle between Prince Hanse Davion and Duke Michael Hasek-Davion has created tensions within the unit.

The Atlas shown here is a member of the Assault Guards RCT. Nicknamed "The Crushers," this unit is armed with the largest Mechs, tanks, and infantry weapons. Ugly and foreboding, the 100-ton Atlas is a devastating war machine, whose appearance was also designed to make it the most intimidating of Mechs. It mounts an AC/20, which alone can scare off its foes at times, as well as an LRM-20 missile system, 4 medium lasers, 1 SRM-6 rack, and thick armor.

DEFENDERS OF ANDURIEN

The formidable MechWarrior force known as the Defenders of Andurien originated in 2514, when two battalions of 'Mechs were added to the planet's defense forces in response to rumors of a Capellan military buildup. The 'Mech units acquitted themselves well in the Andurien wars, and grew steadily in size and reputation.

The First Defenders Regiment is officially charged with the defense of the Court of Andurien, and spends 90 percent of its time garrisoned on Andurien. Although this was once an enormous task, the unit's role has become largely ceremonial. Nonetheless, the First continues to draw the best warriors and is regarded as the most prestigious duty for an Andurien.

The Harasser Hovertank shown here is a member of the rear-defense reserves of the Defenders of Andurien. The Harasser was designed as a companion vehicle to the Galleon light tank, providing a fast-moving missile platform to augment the Galleon's firepower. An inexpensive vehicle to produce, the Harasser utilizes many of the same communications and electronic systems of the Galleon. Capable of moving at over 160 kph, speed is this hovercraft's best defense.





ATREAN HUSSARS

Founded in 2923, the Atrean Hussars is a relatively young regiment. At the time of its creation, Captain-General Samuel Marik equipped it mainly with 'Mechs captured from the Capellans. As the provinces of the Free Worlds League were beginning to make use of the Home Defense Act, Marik hoped to create a unit of troops loyal to him personally. Though the Hussars have been faithful, they have suffered because of their lack of history and competent leaders.

The Hussars consist of one medium and two light battalions of 'Mechs, though there are a few heavy 'Mechs scattered throughout the unit. Though well-supplied and equipped, the unit is not at the top of the list for either combat assignments or booty. Attached to the Atrean Hussars is a support company that includes a platoon of Galleons as well as other light vehicles.

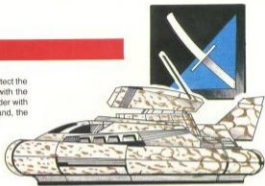
The Galleon is a small, fast-moving, light-armored vehicle. With a top speed of over 73 kph, this small tank can outrun most 'Mechs on the field. Its weapon systems are fairly strong for its size, but its primary weakness is insufficient armor. The Galleon supports a medium laser and two small lasers, which provide ample firepower. It's armor is so slight that any reasonable attack will often destroy the tank.

GALEDON REGULARS

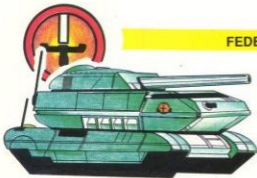
This collection of eight BattleMech units must protect the longest section of the Draconis Combine's border with the Federated Suns as well as a large section of its border with the Periphery. This unit also protects New Samarkand, the birthplace of the Kurita dynasty. For these reasons, the Galedon Regulars inspire as much respect as the Dieron Regulars.

Though the unit does not have the clout of the Sword of Light regiments, the Draconis Combine Port Authority gives it a high precedence for transportation. This is important because defense of the Galedon Military District demands that units be able to move quickly when needed. Only the Rasalhague District has more worlds to protect.

The Pegasus Scout Hovertank is a rather popular recon vehicle, becoming even more so as 'Mechs become scarcer. It is a unique recon unit, with fairly heavy armor and sufficient firepower and speed to overcome most other recon units.



FEDERATED SUNS ARMORED CAV



The First Armored Cavalry is a highly mobile fighting unit consisting of elite MechWarriors and fighter pilots. It was Prince Ian Davion who decided to create a Mech regiment so fast and powerful that it could easily overrun enemy positions before they could mount an effective defense. To do this, he assembled a regiment of Mechs and vehicles chosen for their speed as well as their weapons. As a complement to their speed, he organized a wing of heavy AeroSpace Fighters whose pilots were skilled in both ground and air-to-air attack.

The Prince's idea has proven effective. As a raiding force, the Federated Armored Cavalry has few peers. However, success often comes at great cost in men and machinery, which is why there is only one regiment.

The Vedette Medium Tank represents a standard for tanks because it is such a simple but effective vehicle. Mounting only one main weapon and one secondary weapon, the vehicle is considered a typical tank. The main weapon is the same Armstrong J11 autocannon used in the *Shadow Hawk*. The Vedette's main selling point is its top speed of 86 kph, fast even for a medium tank.

FOURTH TAU CETI RANGERS

One of the oldest units in the Capellan armed forces, the Fourth Tau Ceti Rangers entered Liao service shortly after the departure of Aleksandr Kerensky. Among its many battle honors, the Rangers took part in the attacks on the Marik homeworlds of New Delos and Calloway VI. They also saw considerable action later against House Kurita, in repeated border struggles for control of the planets Caph and Northwind in the late 29th century.

With the start of the Third Succession War, the Rangers were transferred to the Liao-Marik border, where their high mobility made them an excellent quick-reaction force against Marik raiders. At the close of the century, the Rangers returned to duty along the Tikonov Commonality borders, finding more action against House Davion. At present, the Fourth is one of the most stable units in the Capellan armed forces. Though much of its equipment has been salvaged many times over, morale remains high and the unit continues to give a good account of itself.

The Short-Range Missile Carrier is manufactured by almost every military supplier in the Inner Sphere. The main attraction is its ease of production, quick crew training, and relative cheapness. The drawback is that most carriers are too thin-skinned. Once engaged in direct combat, the vehicle's life expectancy is measured in seconds.





ROYAL GUARDS

The three regiments of the Royal Guards were designed to be the best regiments in the Lyran Commonwealth. Each regiment represents one of the three original Lyran Commonwealth governments, and each regiment draws its recruits from that region. The first Royal Guard, "The Pride of Donegal," is created from troops in the Protectorate of Donegal. The Second Royal Guard, "The Pride of Skye," is from the Federation of Skye, and the Third Royal Guard, the "The Pride of Tamar," recruits its personnel from the Tamar Pact.

MechWarriors joining these elite regiments go through rigorous testing and training, similar to that of House Kurita's Sword of Light. The Royal Guards are fanatically loyal to the Archon. They are well-supplied and equipped, and own their transportation. The Third Royal Guard, to which the Manticore pictured belongs, is currently stationed on Coventry, in the Protectorate of Donegal.

The Manticore is one of the best-designed and most powerful tanks. Though usually seen among the armed forces of Houses Steiner and Kurita, it also serves in the military of the other three Successor Houses. Though the Manticore is heavily armed and armored and carries a variety of weapons, it cannot tackle super-heavy tanks or Mechs.

SECOND AN TING LEGION

In the Second Succession War, the An Ting Legions served much the same purpose as the Proserpina Hussars, earning the same respect and glory. As the war continued, however, the An Ting suffered several major defeats and its five regiments dwindled to the two that exist in the present era. Both regiments are Regular status, and are free-floaters.

Years ago, An Ting had a MechWarrior school whose prestige rivalled that of the Sun Zhang MechWarrior Academy. Graduates from the Sun Zhang Academy were jealous of their elite status and maneuvered to see the An Ting academy shut down.

The Von Luckner Heavy Tank was designed as a Battle-Mech without legs. It weighs 75 tons, which is more than the weight of many Mechs. It is one of the few vehicles powered by a fusion reactor instead of the cheaper internal combustion engine. The Von Luckner provides ample firepower and supports heavy armor to protect its delicate systems. It carries an AC/20 as its primary weapon, with an LRM-10 rack for long-range support. For short-range firepower, its boasts two SRM 6 racks and an SRM 4 rack.





15TH DRACON

One of the older mercenary units in Capellan pay, the 15th Dracon is a remnant of the old Star League 15th Dracon Regiment, which came over to the Confederation following General Kerensky's exodus from the Inner Sphere.

The unit originally consisted of three battalions, but attrition has reduced it to two understrength battalions. The Dracon has been involved in much of the heaviest fighting of the Succession Wars, and taken a pounding for it.

Like most mercenary units, the 15th Dracon suffers from a chronic lack of spare parts and supplies, which limits its activity to small raids against Marik targets of opportunity. Despite this disadvantage, the 15th has racked up an excellent war record. The Dracon is the only mercenary unit that regularly contributes a percentage of captured stores and booty to the local planetary government for civil improvements. Indeed, the unit commanders hope their regiment will be remembered for this.

The Demolisher is one of the largest vehicles in common use in the Inner Sphere. With its four sets of treads, it moves as fast as a heavy Mech in open terrain. Named for its deadly pair of AC/20s and its heavy armor, the tank is a challenge for most Mechs.

CETI HUSSARS

The three RCTs that compose the Ceti Hussars are designed for quick, deep strikes into enemy territory, and so these RCTs are organized differently than most. Instead of operating the regiment as three battalions working together, the Hussars create three separate groups for attacking an enemy world. The arrangement allows the regiment to do more damage quickly, but it has also given these three regiments the dubious distinction of higher casualties of men and equipment than any other unit in the AFFS. From experience, the Hussars know that the three-group arrangement is not able to stand up to coordinated enemy attacks, which makes prompt retrieval of a Ceti Hussar unit so crucial.

The Partisan tank shown here is a member of the Third Ceti Hussars RCT, known as "The Three of Spades." This unit has just returned from a prolonged, year-long R & R. Though the unit is eager to reenter the fray, vehicle repair problems have delayed them.

The Partisan Heavy Tank was designed as an anti-aircraft vehicle. Its anti-aircraft weaponry consists of four medium autocannon mounted on a quad turret, plus a pair of machine guns. What makes it a worthy tank are its fire control and datalink systems.



TWELFTH STAR GUARD



The Twelfth Star Guard is a mercenary unit with a long and varied past. Two of the unit's regiments, began as the 42nd Strike Regiment and the Tenth Heavy Assault Regiment of the Star League's Regular Army. With the fall of the Star League, the two units banded together. While in the employ of the Capellan Confederation, the new unit was assigned to protect twelve vital worlds along the Davion border. Known first as the Twelve Star Guards, the name has evolved into Twelfth Star Guards.

The Star Guard rejoined the Commonwealth in 3024, hoping to take advantage of the realm's wealth of supplies and Katrina Steiner's promise of generous pay. The Archon intends to pay this unit up front because of its importance to her future plans. Though the Star Guards are not as tradition-bound as the Eridani Light Horse, the unit's present commander is aware of his unit's past glory and tries to exploit any advantages to it. He holds a particular grudge against the Draconis Combine and the Federated Suns.

The Behemoth Heavy Tank is one of the most powerful tanks produced. It is armed with no less than two autocannon, four LRM-5 racks, two SRM-6 racks, four SRM-2 racks, and four machine guns. The Behemoth's heavy armor is equal to that mounted by some of the most powerful 'Mechs.



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