

# BATTLETECH™

3603

TECHNICAL READOUT #025



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CORPORATION

# LCT-1V LOCUST

## Overview:

The *Locust* was one of the most produced and common BattleMechs of the fallen Star League. Bergan Industries began production of the 'Mech at eight of their facilities in 2499, and was still in peak production when the Star League fell several years later.

Several variants of the 'Mech have been produced and modified over the years, creating quite distinct versions. All modifications involve upgrading the *Locust's* firepower.

## Capabilities:

The *Locust* was originally designed as a light and fast recon vehicle, a role it has fulfilled well for both the old Star League and the later Successor States. Lightly armed and very mobile, it offers fast recon ability as well as quick strike capability. The *Locust* of 3025 retains these features, but in many cases also acts as a front-line 'Mech.

The 'Mech's weakness is its size. Though it often packs a great deal of firepower, many *Locusts* do not have enough heat sinks to be able to use all their weapons effectively.

As speed is one of its major assets, the LCT-1V is often placed where the front is fluid, as it is quick enough to respond to a possible enemy breakthrough. More often, however, the *Locust* must fight a holding action until larger, better-equipped 'Mechs can arrive.

It is the rare MechWarrior who enjoys piloting a *Locust* for any length of time. It is currently the smallest of all 'Mechs used and thus is outclassed by just about every other 'Mech on the field. Lacking the jump jets and hands of other smaller 'Mechs, the *Locust* is limited in close firefights or in 'Mech-to-'Mech combat.

As a direct hit by almost any weapon on the battlefield can destroy or quickly cripple a *Locust*, it is usually deployed in groups of three, which then have the ability to encircle opposing 'Mechs. Many large 'Mechs that wander off in battle have fallen to such an attack.

## Battle History:

During the First Succession War, many commanders of the day were still using the tactics of warfare developed over the past 200 years of the Star League and the

Reunification War. As House Kurita forces drove onto the Davion world of New Avalon, the Davion generals saw that the time had come for bolder tactics.

General Kessem of House Davion found his forces dug into a stalemate confrontation with Kurita forces on the world of Ludwig. In a desperate gamble, he quickly reorganized his troops to form five lances made up almost totally of *Locusts* and other fast-moving units. In a bold attempt, he ordered these 'Mechs to attack the weakened front of the Kurita border. Davion losses were staggering, but once the 'Mechs had penetrated the Kurita lines, they moved quickly to the rear area.

The *Locusts* themselves did not pose a threat, but they did manage to pull several crack Kurita units off the front line to search them down. This allowed General Kessem to mount a strong counter-attack that slowed the fall of Ludwig by several months.

In more current battles, House Steiner engaged House Marik on the world Callison in 3020. Elements of Marik Militia's 10th Regiment were supporting several recon lances composed of *Locusts* and their variants. In the city-fighting at Rolso on Callison, these units more than proved their worth by their ability to navigate narrow streets and play havoc with the infantry in the nearby buildings.

During the Davion-Kurita battle over Royal, House Davion saw *Locusts* at their best and worst. On the good side, several all *Locust* detachments from the 8th Regiment of the Deneb Light Cavalry managed to flank Kurita lines and caused considerable destruction and confusion in Kurita rear areas. But this disruption did not prevent the almost complete annihilation of the 3 companies of 10th Deneb *Locusts* who blundered into an ambush of Kurita Heavy and assault Lances.

Another notable engagement involving *Locusts* was an attack by Helmar Valasek against a small Kurita garrison on Porthos in 3024. In that engagement, a bandit *Union Class DropShip* slid past the fighter cover and disembarked several fast combat lances consisting of *Locusts*, *Wasps*, and *Stingers*. In a lightning attack on an arsenal, the bandits seized the supplies they had come for and escaped offworld. Though the Kurita garrison was well-defended, its 'Mechs were too slow to pursue the attacking *Locusts*.

## Variants:

The prototype *Locust* LCT-1V, with its medium laser and machine gun armament, is the most common of the class, accounting for more than 75 percent of the still-functioning *Locusts* on Successor State battlefields. Several short-run production prototypes were later introduced, and several modifications also appeared after the start of the First Succession War.

Model 1S supports less armor and carries two SRM two-packs, as well as 50 rounds of ammunition and a Martell medium laser.

The Model 1M *Locust* reduces its armor and carries two LRM 5-packs, 24 rounds of ammunition, and the popular Martell medium laser. This version is used mainly by House Davion's Ceti Hussars.

Model 1E is the *Locust* variant least produced and least resembling the others. Reducing its armor in favor of more weaponry, the 1E carries two arm-mounted medium lasers as well as two small lasers.

## Notable 'Mechs and MechWarriors:

### Lieutenant Martha Maveries

Lieutenant Maveries is currently assigned to be recon lance of the 32nd Lyran Guard's support regiment. Maveries is a tall, thin woman whose cheeks are scarred heavily from a childhood accident. She pilots a *Locust* named *The Stomper* after her actions in a battle in the city of Shull on the planet Alexandria. In that engagement, Maveries became famous for stepping on small hovercraft and other vehicles defending the city.

### MechWarrior George McPhearson

Attached to House Davion's Capellan March Militia, McPhearson commands a light recon unit in the regiment. He has turned down several opportunities to pilot larger 'Mechs in favor of his *Locust*, *Wanda's Wonder*, which is named after his sister, a MechWarrior lost in the battle for Hoan. He never refers to his 'Mech as a *Locust* but rather as "a garbage can with firepower". McPhearson is respected and well-known throughout the Free Worlds League for his fighting skill in the small 'Mech.

**Mass:** 20 tons  
**Chassis:** Bergan VII  
**Power Plant:** 160 LTV  
**Cruising Speed:** 86.4 kph  
**Maximum Speed:** 129.6 kph  
**Jump Jets:** None

**Jump Capacity:** None  
**Armor:** 1/Star Slab

**Armament:**

One Medium Martell Laser  
 Two SperryBrowning Machine Guns

**Manufacturer:** Bergan Industries

**Communications System:** Garret T10 B

**Targeting And Tracking System:** O/P 911

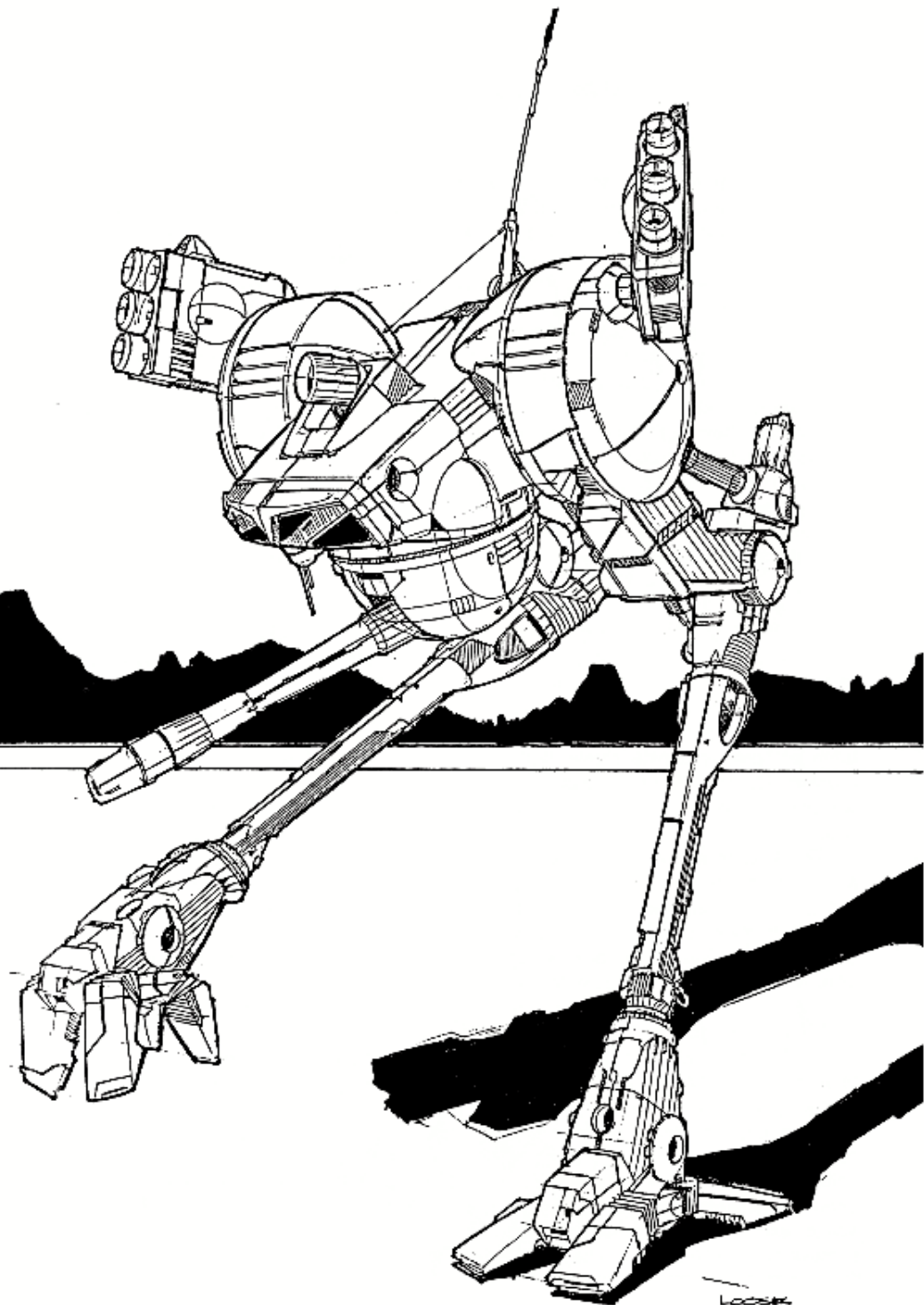


Type:	<b>LCT-1V Locust</b>		<i>Tons</i>
Tonnage:	20 Tons		20
Internal Structure:			2
Engine:	160 LTV		6
Walking MPs:	8		
Running MPs:	12		
Jumping MPs:	0		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	64		4

	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	8	
Center Torso:	6	10/2	
Rt./Lt. Torso:	5	8/2	
Rt./Lt. Arm:	3	4	
Rt./Lt. Leg:	4	8	

**Weapons and Ammo:**

Type	<u>Loc.</u>	<u>Critical</u>	
Medium Laser	CT	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1



# WSP-1A WASP

## Overview:

The WSP-1A *Wasp* was the first recon 'Mech to be mass-produced for the Terran military. Since its initial production in 2471, the 'Mech has spread to all parts of Human-occupied space. Old Star League records show that thousands of *Wasps* were constructed in the four centuries preceding the Succession Wars. Though many of these have worn out or been destroyed, estimates show that more than half this total is still in operation. Further, some *Wasp* designs are still being constructed in some areas of the Successor States. The large number of *Wasps* available for use should ensure that it remains among the main light recon 'Mechs of the Successor States for centuries to come.

The *Wasp* design has always been used for general scouting and reconnaissance duty. Far too lightly armed and armored for battle, its speed and maneuverability can generally keep it out of major confrontations.

## Capabilities:

The WSP-1A *Wasp* is well-fitted out for its scouting role. With a maximum speed of over 95 kph on open terrain, the 'Mech can usually flee from most harm. With its sophisticated Rawlings 52 jump jets, it can also bypass natural or unnatural obstacles with ease. Unless the jump jets are used extensively, heat buildup is rarely a problem for the *Wasp*. It can, in fact, fire its entire weapons complement continuously with little or no heat problems.

The *Wasp's* armor is average for light 'Mechs, which means it cannot stand up to much punishment. Usually two hits in the same area are enough damage to cause the 'Mech major problems. The *Wasp* is armed with a Diverse Optics Type 2 medium laser placed in its right arm. A Bical SRM twin-Rack is also mounted for close-in fighting.

A major design flaw of the 'Mech was discovered during the Reunification War (2575-2597). During the Battle of Imbros III in March 2580, the tactic of jump-kicking gained popularity. With this maneuver, jump-capable light and medium 'Mechs could jump and smash their leg components into the head and upper torso of opposing units, hoping to cause more damage than they inflicted upon themselves. This tactic was very popular among *Wasp* warriors, as it improved their offensive potential somewhat. Practitioners of the tactic soon learned that

most *Wasps* were only able to use the jump-kick once, even if the leg damage was repaired before another close combat. After performing the first or second jump-kick, the lower leg assemblies on the *Wasp* would actually rip away from the body at the instant of impact, leaving the 'Mech totally immobile in the field. The problem was finally traced to the stress bars along the actuator paths in the lower leg components. The designers had never dreamed that a tactic such as jump-kicking would be developed for lighter 'Mechs, and so had not given them the monomolecular stress-resistant material used on newer and heavier 'Mech types. By 2610, nearly all *Wasps* and other light 'Mechs were rebuilt with MMSR actuator bars, alleviating the amputation problem.

## Battle History:

During the Civil War brought on by Stefan the Usurper, loyal Star League forces launched an assault at the planet Cylene IV in March 2772. Massed recon lances composed mostly of *Wasps* and other light 'Mechs screened the assault. Not waiting for the major forces of the Loyalists to drop onto the planet, the rebel defenders launched a counter-offensive against the scout units. Many of the light 'Mechs simply fell back in good order and awaited reinforcements. Some, however, were caught in front of impassible terrain, allowing the rebels' medium and heavy 'Mechs to decimate the units before any support could arrive. By sacrificing these *Wasps* and other light 'Mechs, the main Loyalist assault force was able to drop on-planet unopposed, for the Usurper forces were scattered from their many skirmishes with the first wave of Loyalist scout 'Mechs. The Loyalists made short work of the rebels, and the planet fell to them within four days.

In April 2796, the infamous Kentares Massacre occurred after Minoru Kurita's assassination. Oshita's Recon Lance of the First Sword of Light Regiment gained the ignominious honor of exacting the most civilian casualties on the population in that month-long killing spree. The *Wasps* of Oshita's lance are particularly infamous for their systematic butchery in well-inhabited, hard-to-evacuate areas such as hospitals and high-rise apartment buildings. When word of the atrocities reached House Davion, its leaders placed a high price on the heads of the MechWarriors in Oshita's recon lance. By 2801, all four MechWarriors, along with their Techs and

support personnel, had been killed in combat or by bounty hunters.

## Variants:

There have been five major variations on the basic *Wasp* design. The Davion variant simply replaces the SRM twin-rack with two small lasers and a flamer. This increases heat output somewhat, but not to serious levels. The House Kurita version increases the *Wasp's* armor at the expense of some close-range hitting power. House Liao has dropped all standard weaponry, and added one SRM quad-rack to its *Wasp* variant. Finally, many *Wasps* of the mercenary regiment Wolf's Dragoons are equipped with six small lasers for heavy-hitting close-in fire, at the expense of any medium- or long-range capability.

## Notable 'Mechs And MechWarriors:

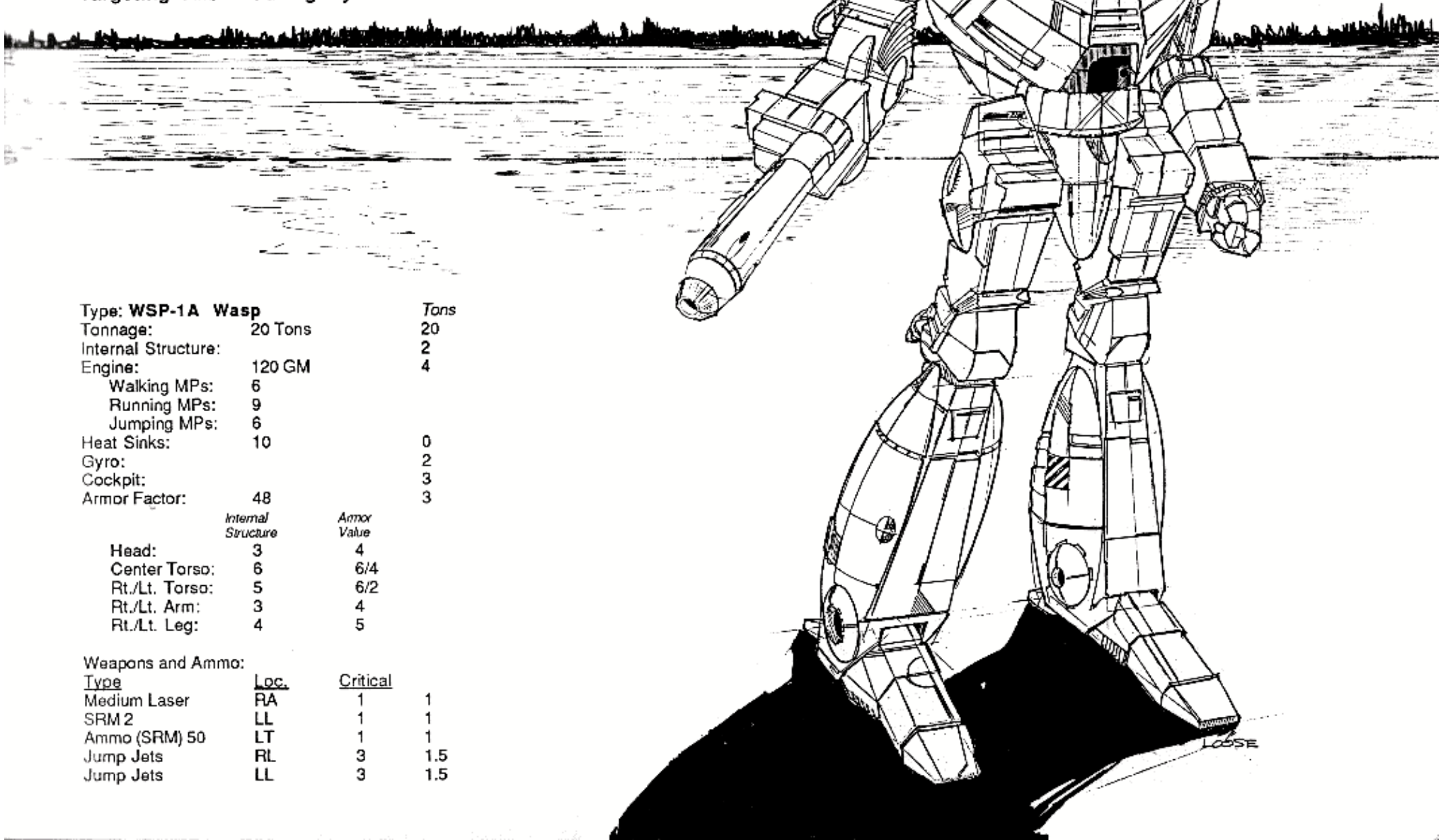
### MechWarrior Ross Malone

Part of Cushing's Scout Lance of McGee's Cutthroats currently in the service of House Kurita, Ross Malone is noted as one of the best trackers in the Successor States. His mission is usually that of shadowing enemy 'Mech forces before battle, trying to ascertain their strength and intentions. An expert in 'Mech camouflage, Malone personally repaints his *Wasp*, the *Nightshroud*, after every campaign. As a member of the Cutthroats, he has masterminded a number of effective ambushes. Not interested in promotion, Malone intends to continue his career as one of the Succession Wars' best scouts.

### MechWarrior Jody Okigama

A member of Smithson's Chinese Bandits, Jody Okigama is well-known for her tactic of "backwalking", at which she has become quite adept. During combat, Okigama walks or runs her *Wasp*, the *Dobber III*, backward while continuing to fire her weapons at pursuing targets. This dexterous use of her 'Mech has pulled her out of a number of tight situations, and helped her to tally up a score of eleven kills. That is quite an achievement for the pilot of a light 'Mech.

**Mass:** 20 tons  
**Chassis:** 1A Type 3  
**Power Plant:** GM 120  
**Cruising Speed:** 66.5 kph  
**Maximum Speed:** 95.1 kph  
**Jump Jets:** Rawlings 52  
**Jump Capacity:** 180 m  
**Armor:** Durallex Light  
**Armament:**  
   1 Diverse Optics Type 2 Medium Laser  
   1 Bical SRM Twin-Rack  
**Manufacturer:** General Mechanics, Incorporated  
**Communications System:** Duotek 65  
**Targeting And Tracking System:** Radcom TXX



<b>Type: WSP-1A Wasp</b>		<b>Tons</b>
Tonnage:	20 Tons	20
Internal Structure:		2
Engine:	120 GM	4
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	4
Center Torso:	6	6/4
Rt./Lt. Torso:	5	6/2
Rt./Lt. Arm:	3	4
Rt./Lt. Leg:	4	5

<b>Weapons and Ammo:</b>			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
Medium Laser	RA	1	1
SRM 2	LL	1	1
Ammo (SRM) 50	LT	1	1
Jump Jets	RL	3	1.5
Jump Jets	LL	3	1.5

# STG-3R STINGER

## Overview:

The STG-3R *Stinger* was the second mass-produced scout and recon 'Mech to be completed. First designed after Earthwerks won the bid against General Mechanics, Incorporated (the designers of the WSP-1A *Wasp*), the *Stinger* was put into production along with the *Wasp* because of the great need for light scouts and also because of the similarities in the design of the two 'Mechs.

In 2479, the first *Stingers* came off the assembly line. In the next four centuries, nearly 200,000 more units would be constructed. Estimates place the number of operational *Stingers* currently used by the Successor States at 5,000 or more. Indeed, the 'Mech is still being produced in a number of facilities both in and out of the Inner Sphere.

The *Stinger* was designed as a scout and reconnaissance 'Mech, although it is also used as a training 'Mech in some MechWarrior academies, replacing the TRC-4B *Chameleon*. The *Stinger* is lightly armored and mounts limited weapons. Its speed and maneuverability, however, make it a difficult target and a tough 'Mech to pin down.

## Capabilities:

If used as its designers intended, the STG-3R *Stinger* is an efficient and dependable 'Mech. It mounts an Omicron 3000 medium laser in its right arm, and two LFN Linblad machine guns on the right and left forearm. Though the *Stinger's* armor is minimal, it is considered average for light 'Mechs. Its real defensive strength lies in its speed and maneuverability. With maximum speeds surpassing 90 kph and the powerful jump capability of its Chilton 360 jump jets, the *Stinger* can get itself out of most tight spots.

Overheating is almost never a problem with the *Stinger* design. The coolant jackets of the Linblad machine guns effectively block all heat emissions from those weapons, and the heat buildup from the Omicron 3000 medium laser is minor. Even with its jump jets firing continuously, the *Stinger* rarely develops heat problems.

One of the biggest complaints of *Stinger* pilots is the cramped cockpit space. Many times, a pilot must literally squeeze himself into the control seat, and then often cannot get out again without help from his Tech. *Stinger* pilots are the reverse of the knights of feudal Earth who could not mount their steeds without help from their squires because of the weight of their armor.

## Battle History:

During a raid on Fallon II by elements of the Seventh Crucis Lancers in 3019, Captain Mercer Ravannion led a unit of six *Stingers* and *Wasps* in the famous "Charge of the Horde" during the Battle of Markerson. Attacking the recon lance of the elite McKinnon's Raiders, Captain Ravannion's horde of lighter 'Mechs was torn to bits by the heavier enemy units. None of the damaged *Stingers* or *Wasps* were recovered, although Ravannion escaped after ejecting from his disabled *Wasp*. Returning to the Kurita defense area, Ravannion insisted his tactics would work on anybody other than elite MechWarriors. After the Battle of Markerson, however, no House was willing to risk more 'Mechs on his theories.

Elements of Wolf's Dragoons raided the Davion planet of Doneval II in 3021. During the raid, a party of cadets of the Meistmore Mechwarrior Academy were training on *Stingers* in a deserted area of the planet, where they were ambushed by a lance of the elite Black Widow Company of Wolf's Dragoons. Almost immediately, the cadet's instructor was put out of action. Meanwhile, the cadets ran for cover, with only the *Wasp* of the Black Widow Company keeping up. It happened that the first cadet disabled was a woman to whom each of the other four cadets was attracted. Though she ejected successfully, the Black Widow *Wasp* was quickly upon her. As one, the other four cadets turned around to engage the *Wasp*, knocking it out before it could get to the girl. The cadets then picked her up, and ran into the wilderness before the heavy enemy 'Mechs could come into range. It was said that the pilot of the Black Widow *Wasp* nearly died of shame to be taken by "a bunch of kids".

## Variants:

Unlike its near-sister *Wasp*, the *Stinger* has undergone relatively few variations in its career. Some MechWarriors have altered their *Stingers* with the help of their Techs, however, dropping items such as the twin machine guns in favor of additional armor and an additional medium laser (usually in the left arm). This variation does cause the normal heat problems suffered by many other 'Mechs, but makes the *Stinger* a more potent scout.

## Notable 'Mechs And MechWarriors:

### Captain Scope Kinugau

Once well known throughout the Successor States, Kinugau foreswore his allegiance to House Kurita by joining the 'Mech regiments of the Magistracy of Canopus beyond the Periphery. It was said he had fallen in love with the bewitching Magistrix Kyalla, leader of the Magistracy and herself a former BattleMech leader. Since then, Kinugau and his *Stinger*, newly renamed the *Centrellan Hope* (after Kyalla's House name), have become important additions to the Canopan forces.

A veteran of nearly 50 engagements in service to Kurita, Scope Kinugau is now in charge of MechWarrior scout training in the Magistracy of Canopus. Kyalla is rumored to be negotiating an alliance with House Liao, which would make her a combatant in the Succession Wars.

### MechWarrior Bors Sillader

A member of House Davion's First Ceti Hussars, Bors Sillader has the dubious distinction of having had more *Stingers* shot out from under him than any other MechWarrior, alive or dead. With a record-breaking total of nine *Stingers* either destroyed or disabled with him at the controls, Sillader seems to be one of the luckiest warriors ever to step into battle. Regardless of his past history, Bors has no intention of giving up his MechWarrior status, and always manages to find a new *Stinger* to replace one lost. Now piloting the *Lots-O-Luck XII*, Bors Sillader plans to keep this *Stinger* longer than his last.

**Mass:** 20 tons  
**Chassis:** Earthwerks STG  
**Power Plant:** GM 120  
**Cruising Speed:** 63.4 kph  
**Maximum Speed:** 91.6 kph  
**Jump Jets:** Chilton 360  
**Jump Distance:** 180 m

**Armor:** Riese-100

**Armament:**

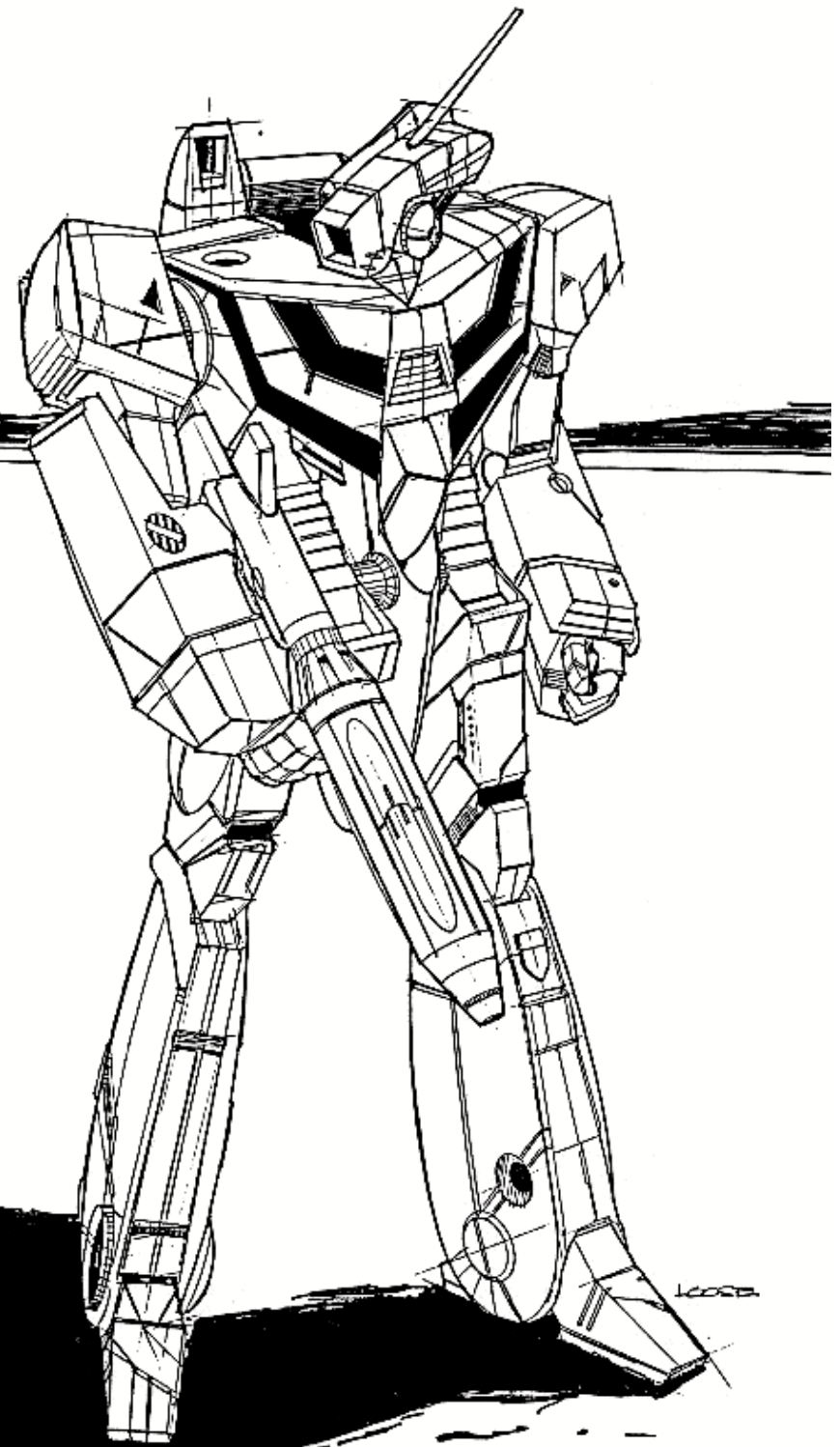
1 Omicron 3000 Medium Laser

2 LFN Linblad Machine Guns

**Manufacturer:** Earthwerks, Incorporated

**Communications System:** Datacom 26

**Targeting And Tracking System:** Dynatec 990



Type:	<b>STG-3R Stinger</b>		<i>Tons</i>
Tonnage:	20 Tons		20
Internal Structure:			2
Engine:	120 GM		4
Walking MPs:	6		
Running MPs:	9		
Jumping MPs:	6		
Heat Sinks:	10		0
Gyro:			2
Cockpit:			3
Armor Factor:	48		3
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	4	
Center Torso:	6	6/4	
Rt./Lt. Torso:	5	6/2	
Rt./Lt. Arm:	3	4	
Rt./Lt. Leg:	4	5	

**Weapons and Ammo:**

Type	Loc.	Critical	
Medium Laser	RA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

# COM-2D COMMANDO

## Overview:

The *Commando* COM-2D was designed as an alternative to the more numerous *Wasps* and *Stingers* as a reconnaissance 'Mech. While not jump-capable, the *Commando* has far stronger weapons than either of the more famous scout 'Mechs.

Conceived by engineers at Coventry Defense during the last days of the Protectorate of Donegal, the first prototype *Commando* was tested in 2463 and carried a large laser on the right arm. Because the sudden heat generated by the laser was breaking down the lubricants in the 'Mech's wrist and hand, the weapon was later replaced with an SRM four-rack.

The *Commando* was commissioned by the Protectorate of Donegal in 2466, then adopted by the entire Lyran Commonwealth after the Protectorate became part of it. Though Star League made many attempts to draft the *Commando* model into its own forces, the Commonwealth managed, through clever stalling and subtle lying, to keep the design to themselves. That has proved a prudent move on the part of the Commonwealth.

## Capabilities:

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

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

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

Just because the *Commando* packs firepower comparable to some heavier 'Mechs does not mean it can go toe-to-toe with them. Indeed, because of the *Commando's* thin armor, pilots must take special care to avoid exposure to enemy fire. The *MechWarrior* may instead use the *Commando's* firepower to let loose with a barrage at a heavier 'Mech, and then run. He has to hope that the enemy will be too busy dealing with the damage suffered by his 'Mech to follow too closely.

With its two articulated hands, the *Commando* can pick up and carry its share of cargo. It can also brawl with a slight edge against light to medium 'Mechs that have no hands, such as the *Locust* and *Ostcout*.

If 25 tons of moving metal can ever be called stealthy, it is that for which the *Commando* was designed. *Commandos* are often dispatched alone or in pairs, assigned either to scout ahead for the enemy, or as the eyes of the retreat, gauging the proximity of pursuers. The 'Mech excels at both.

## Battle History:

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

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

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

Travelling by night to avoid the numerous Kurita patrols, at last they arrived at a city still held by the Lyran Commonwealth. They arrived just in time to see

DropShips of the 2nd Donegal Guards landing and mustering for a counterattack. Unfortunately, very few of the arriving officers were familiar with the surrounding countryside, and so Cynth and Lewan immediately volunteered their services. With very little repair to either themselves or their 'Mechs, the two scouted the advance of the 2nd Donegal Guards.

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

## Variants:

Being such an old design, the *Commando* has seen many variants. Some attempts, such as reviving the use of a large laser on the right arm or using an autocannon, have led to only mixed results.

Only one variant is taken seriously by Lyran Commonwealth commanders. Designated COM-3A, the 'Mech carries a six-tube missile system on its right hand and a flamer added to its right arm. Extensive testing of the variant has been done of late, raising the possibility that current *Commandos* might be so refitted.

## Notable 'Mechs And MechWarriors:

### Captain Bono Duganmare

Commander of a company in the 22nd Skye Rangers, Duganmare has the unenviable task of training inexperienced warriors. Quiet yet demanding in his silver *Commando*, *The Death's Knell*, the captain moves about the training field, cajoling his men to work harder. If that approach does not produce results, he resorts to a trainee 'Mech's backside instead.

Though concerned about his men's welfare in battle, Duganmare knows enough to let them do their jobs with great tactical expertise. Not a flashy hero with many kills to his name, he nevertheless has earned the respect of both his men and of his superiors, who treat him like a valuable resource. Some recent rumors suggest that he will head up the first Commonwealth Military Academy on Tharkad.

### MechWarrior Seychelle Miladue

A member of the 14th Lyran Guards, Seychelle was born and raised near the sea of her home planet, which gives her a special understanding of the possibilities of using water as cover for a 'Mech. She submerges her sea-green 'Mech as though water were its natural home. This often allows her to obtain enemy information that her less aquatic fellow scouts might miss.



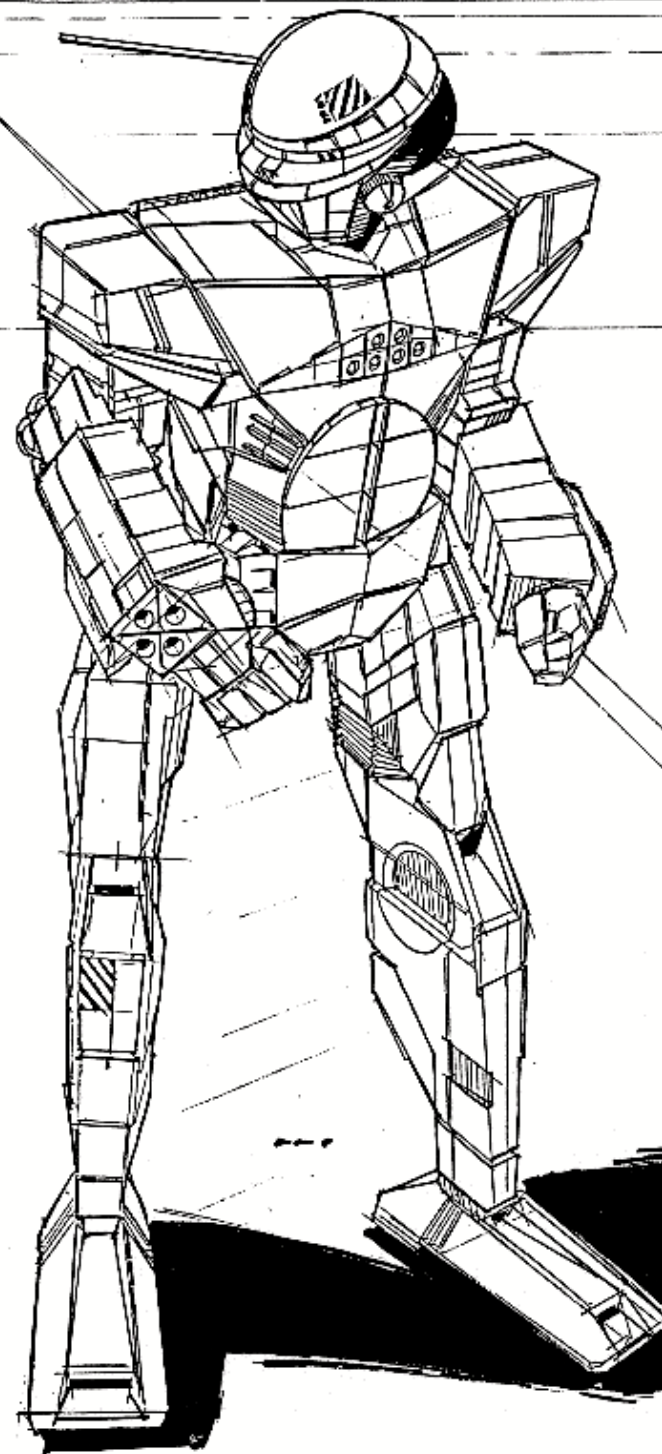
**Mass:** 25 tons  
**Chassis:** Coventry Metal Works  
**Power Plant:** Omni 150  
**Cruising Speed:** 64.8 kph  
**Maximum Speed:** 97.2 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Lexington Limited  
**Armament:**

- 1 Shannon Six-Shooter Missile Pack
- 1 Coventry 4-Tube Missile System
- 1 Hephorus-B3M Medium Laser

**Manufacturer:** Coventry Defense Conglomerate  
**Communication System:** TharHes Crystal Flower RG-2  
**Targeting And Tracking System:** TharHes Star Shark

Type:	<b>COM-2D Commando</b>		<i>Tons</i>
Tonnage:	25 Tons		25
Internal Structure:			2.5
Engine:	Omni 150		5.5
Walking MPs:	6		
Running MPs:	9		
Jumping MPs:	0		
Head Sinks:	10		0
Cyber:			2
Cockpit:			3
Armor Factor:	64		4
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	6	
Center Torso:	8	8/4	
RL/Lt. Torso:	6	6/3	
RL/Lt. Arm:	4	6	
RL/Lt. Leg:	6	8	

<b>Weapons and Ammo:</b>			
Type	<u>Loc.</u>	<u>Critical</u>	
SRM 6	CT	2	3
Ammo (SRM-6) 15	LT	1	1
SRM 4	RA	1	2
Ammo (SRM-4) 25	RT	1	1
Medium Laser	LA	1	1



LOOSE

# JVN-10N JAVELIN

## Overview:

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

The *Javelin's* main function is reconnaissance, though it is also used extensively in ambushes. In that regard, the term "sneaky as a *Javelin*" has become widespread among MechWarriors throughout the Inner Sphere.

## Capabilities:

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

The *Javelin* has several disadvantages common to the design of a recon 'Mech. For example, as its armament is designed only for short and medium ranges, a *Javelin* pilot cannot reply to long-ranged fire, and so must try to avoid being caught by it. The 'Mech's two racks of Arrowlite SRMs are devastating at short range, however. Having come unexpectedly under concentrated missile fire from a lance of *Javelins*, many light and medium enemy 'Mechs have paid a heavy price for poor scouting.

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

The *Javelin* design has one other, less-known problem. With its torso-mounted missile racks and ammunition supply, the 'Mech's center of gravity is too far forward when it is at full-load displacement. This tends to make the machine somewhat top-heavy and prone to fall while moving at high speeds in difficult terrain. (Treat this as a +1 die roll modifier for falling whenever a *Javelin* is running through woods, rough terrain, or rubble.)

## Battle History:

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

After the enemy had passed by, Bunk's Lance rose up and bombarded the rear units of the Kurita 'Mechs, destroying one *Phoenix Hawk* and heavily damaging two others. Bunk's Lance then jumped out of position, pursued by more than a company of the enemy. Using leapfrogging tactics, the *Javelins* kept up an harassing missile fire until they were in support range of heavier friendly units.

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

## Variants:

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

## Notable 'Mechs And MechWarriors:

### Lieutenant "Wildman" Bill Wilkes

Commander of Wilkes' Recon Lance of MacIntyre Battalion, Fourth Deneb Light Cavalry, "Wildman" (and he insists on being called) has cheated death hundreds of times during the famous ambushes he leads in a *Javelin* named the *Hi, There!* Although grudgingly admired because of his successful battle tactics, all MechWarriors also dislike Wilkes for being a swagging egotist. Davion MechWarriors nevertheless completely join his recon lance, because they know that if there is any action around, "Wildman" Bill will find it.

### MechWarrior Sir Androch Meister of New Sharon

Meister is an unusual MechWarrior to be sitting in the control chair of a *Javelin*. Born into the House of Winfield hierarchy, he forced himself into the Second Battalion Winfield's Brigade, choosing recon work as his specialty. Since his acceptance, he has proven himself an excellent 'Mech Pilot and scout, with three kills alone to his credit. There is talk that he will soon be promoted to the head of his own recon lance in Winfield's Brigade.



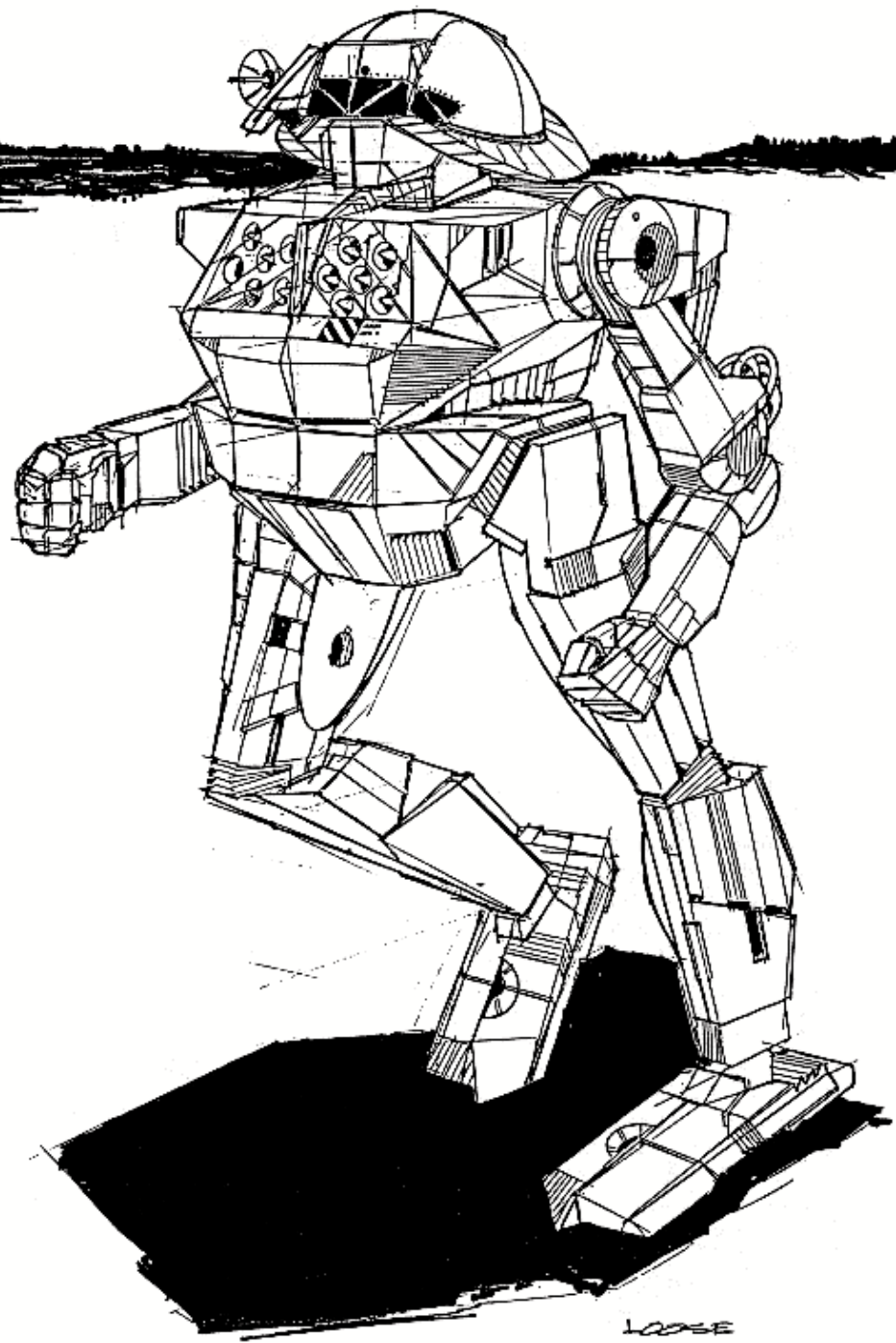
**Mass:** 30 tons  
**Chassis:** Duralyte 246  
**Power Plant:** GM 180  
**Cruising Speed:** 67.3 kph  
**Maximum Speed:** 95.9 kph  
**Jump Jets:** Rawlings 95  
     **Jump Distance:** 180 m  
**Armor:** Star Guard I  
**Armament:** 2 Arrowlite SRM 6 Racks  
**Manufacturer:** Stormvanger Assemblies,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

<b>Type:</b> JVN-10N	<b>Javelin</b>	<i>Tons</i>
<b>Tonnage:</b>	30 Tons	30
<b>Internal Structure:</b>		3
<b>Engine:</b>	GM 180	7
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
<b>Heat Sinks:</b>	10	0
<b>Gyro:</b>		2
<b>Cockpit:</b>		3
<b>Armor Factor:</b>	64	4

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	6
Center Torso:	10	8/2
Rt./Lt. Torso:	7	8/2
Rt./Lt. Arm:	5	6
Rt./Lt. Leg:	7	8

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Jump Jets	CT	2	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1



# SDR-5V SPIDER

## Overview:

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

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

The *Spider* got its name from the fact that the frontal armor alignment resembles a spiderweb pattern. The seams between the armor plates are filled with a fiber glass sealant that is bright red, making the pattern stand out even more.

## Capabilities:

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

Jump capacity set this 'Mech above and beyond modified versions of the *Locust* and other recon 'Mechs. The jump jet system was designed to make standard leaps as well as to vary the leap by pivoting the jets in flight. Such actions tended to play havoc with even the most sophisticated targeting systems.

The *Spider's* only real design flaw is that its particular configuration of armor and sensors leave no room for installation of a pilot escape system. Thus, in case of emergency, the *Spider* pilot must make his way manually to the lower hatch to exit the 'Mech.

## Battle History:

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

In the battle for Styk within Davion space in 2934, units from Marik's Militia attacked units of Davion's Deneb Light Calvary's old 7th regiment. While defending the ruins of the city of Devonshire, the Deneb Light Calvary found itself under attack by the Militia forces' several *Spiders*. Using a series of close-combat attacks such as jumping, the *Spiders* cut through Davion's outer defenses, making it possible for Marik forces to take the city for several hours, looting it of supplies.

In 2970, House Steiner made use of several *Spiders* in a fast raid on the Kurita-held world of LaBlon. As part of the 12th Star Guards, the *Spiders* moved in on the rear area of a Kurita supply dump. As they hit one area, the other raiders struck in force from another location. This tactic allowed Steiner to cut down the spread-out Kurita troops, which could not rally in time to stop their attackers from taking the supplies to their waiting DropShip.

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

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

## Variants:

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

## Notable 'Mechs And MechWarriors:

### MechWarrior Jeremy L. Loois

As a member of the advanced recon lance of Wolf's Dragoons, Loois is one of the few pilots honored to pilot a *Spider*. He comes from the ranks of the Dispossessed and has never discussed his past with anyone but his commanding officer. Jaime Wolf assigned him the 'Mech for personal reasons, and thus far is pleased with that decision.

### MechWarrior Rhoda Stillston

At present, Rhoda is assigned to the Draconis March Militia in command of a strike lance. Her unmodified *Spider* is painted a bright red to make it stand out. Coming from a long and distinguished line of MechWarriors, she shows neither mercy nor remorse on the battlefield.

### MechWarrior Andrew J. Silverstein II

No one knows what Andrew did before being employed by the mercenary unit known as Narhal's Raiders. He has never told anyone where he got his 'Mech or his training, and none of the official records show him to have been attached to any Successor House. Silverstein's *Spider* is battered, and at times he has difficulty with its targeting system. Though his superiors see Silverstein's potential, they also consider him too reckless with his life, his 'Mech, and the lives of the men around him.



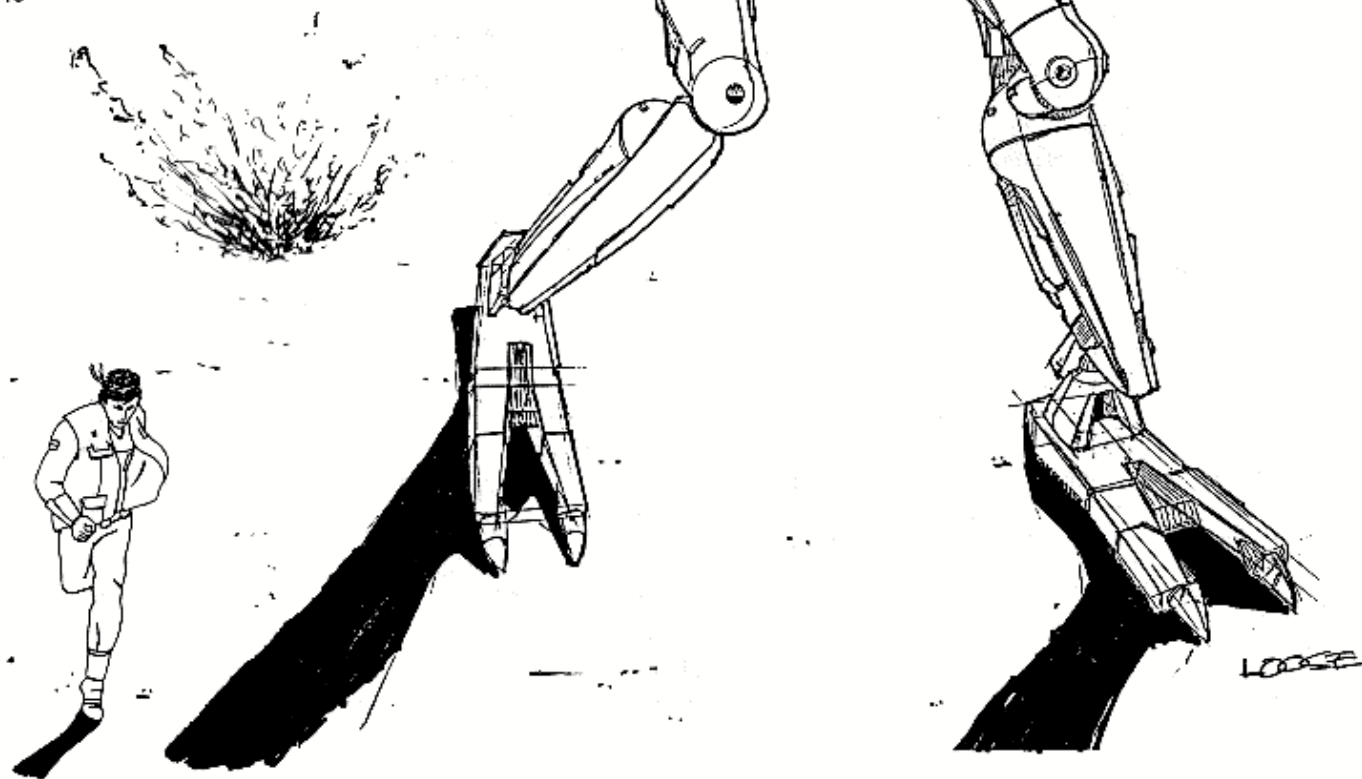
**Mass:** 30 tons  
**Chassis:** Newhart 1200  
**Power Plant:** Pitban 240  
**Cruising Speed:** 86.4 kph  
**Maximum Speed:** 130 kph  
**Jump Jets:** Pitban LFT-10  
**Jump Capacity:** 240 m  
**Armor:** Durallex Light  
**Armament:** Two Aberdovey Mk III Medium Lasers  
**Main Manufacturer:** Newhart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

Type:	<b>SDR-5V Spider</b>		<i>Tons</i>
Tonnage:	30 Tons		30
Internal Structure:			3
Engine:	Pitban 240		11.5
Walking MPs:	8		
Running MPs:	12		
Jumping MPs:	8		
Heat Sinks:	10		0
Gyro:			3
Cockpit:			3
Armor Factor:	56		3.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	6
Center Torso:	10	8/4
Rt./Lt. Torso:	7	6/2
Rt./Lt. Arm:	5	5
Rt./Lt. Leg:	7	6

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2



# UM-R60 URBANMECH

## Overview:

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

## Capabilities:

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

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

The Emperor-B Class 10 autocannon is the *UrbanMech's* primary weapon. With its low heat buildup and reliable design, the weapon suited the *UrbanMech's* hit-and-run fighting style. The light laser that supports the Emperor is only marginally effective, but is useful in persuading hostile infantry to keep their heads down.

## Battle History:

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

Standard tactics consisted of a UM lance splitting up into individual units that used buildings as cover for sniping at enemy vehicles. Then the units would fall back

to regroup along the next line of defense.

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

*UrbanMechs* were, in fact, among the last defenders of the Star League, fighting for control of vital urban centers as civil authority collapsed around them. Many were destroyed in the carnage, which is why the 'Mech is rarely seen outside Liao space.

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

During a recent border clash, several regiments of the Marik's Regular Hussars were sent on a parts raid against Liao storehouses on Carver IV. There, the city of Fort Lyons held a sizeable stock of 'Mech components, defended by the urban defense regiments of the Chesterton Reserves, including several *UrbanMechs*. Commanding Fort Lyons' defense, Colonel Teresa Keed deployed her *UrbanMechs* as the city's first line of defense. The UMs confronted a Marik *Marauder* company as it moved into the city.

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

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

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

Although the Marik pilots fought bravely, the Bandit 'Mechs blasted them to pieces with concentrated long-range missile fire. Roberts took a severe reprimand for this misuse of his UMs, but he did not have many other

options as commander of an urban defense unit lacking heavy 'Mech support. The defense may have been doomed to failure, but Colonel Roberts was able to buy enough time so that civilians and key Marik officials were able to escape before the Bandits could take them.

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

## Variants:

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

## Notable 'Mechs And MechWarriors:

### MechWarrior Gordon Stuart

The Chesterton Reserves are often called upon to defend the vulnerable Liao border, and few have seen more intense city combat than MechWarrior Stuart. He has twice refused promotion in favor of remaining with his urban defense lance and his battered but serviceable *UrbanMech*, the *Gallant*.

Although a loyal Liao soldier, Colonel Stuart has made no secret of his contempt for Liao's allies, House Kurita. Consequently, Stuart has lately been assigned to hot spots along the Marik border, where his superiors secretly hope he will meet with an unfortunate accident. Stuart, however, continues to win fame, and those who fight alongside him echo his anti-Kurita sentiments.

### Lt. Patricia Wellsley

This able officer commands an urban defense lance of Kurita's St. Ives Armored Cavalry. Although considered by many to be something of an eccentric (she collects teapots with passionate enthusiasm, and tends toward bizarre reading habits), her command of Wellsley's lance has been flawless, and her actions in defense of New Kolis on Lapida II against a Davionist raiding party have been used as examples of textbook tactics at Kuritian military schools and academies. As with many MechWarriors, Wellsley's quirks are tolerated, even encouraged by superiors eager to find a competent commander.

**Mass:** 30 tons  
**Chassis:** Republic-R  
**Power Plant:** Leenex 60  
**Cruising Speed:** 21.6 kph  
**Maximum Speed:** 32.4 kph  
**Jump Jets:** Pitban 6000  
**Jump Capacity:** 60 m

**Armor:** Durallex Medium

**Armament:**

- 1 Imperator-B Autocannon
- 1 Harmon Light Laser

**Manufacturer:** Orguss Industries

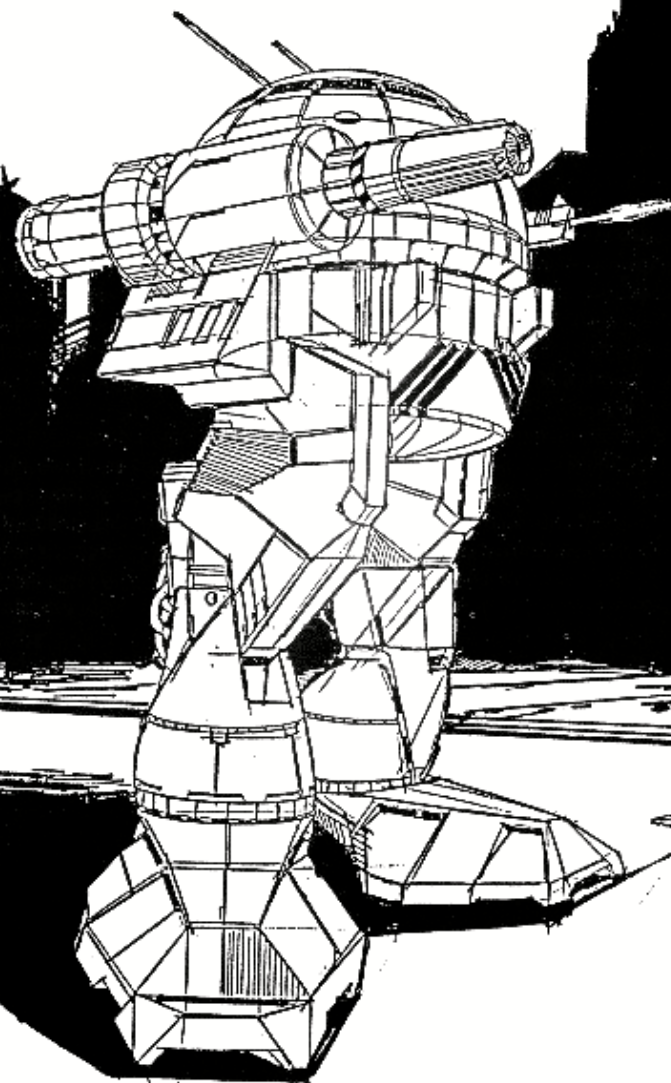
**Communications System:** Dalban Interact

**Targeting And Tracking System:** Dalban Urban

Type:	<b>UM-R60 UrbanMech</b>	<i>Tons</i>
Tonnage:	30 Tons	30
Internal Structure:		3
Engine:	Leenex 60	1.5
Walking MPs:	2	
Running MPs:	3	
Jumping MPs:	2	
Heat Sinks:	11	1
Gyro:		1
Cockpit:		3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	10	11/8
Rt./Lt. Torso:	7	8/4
Rt./Lt. Arm:	5	10
Rt./Lt. Leg:	7	12

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/10	RA	7	12
Ammo (AC) 10	RT	1	1
Small Laser	LA	1	.5
Jump Jets	CT	2	1



# VLK-QA VALKYRIE

## Overview:

The *Valkyrie* is a 'Mech design unique to the Federated Suns. Although commissioned by the League's Regular Army, it did not enter production until 2787, after the start of the First Succession War. Because the Corean facilities were all within the Federated Suns, all *Valkyries* produced became the exclusive property of House Davion. Despite the chaos of the Succession Wars, the Corean plants on New Avalon are still functional, a large industrial complex still capable of manufacturing up to 130 *Valkyries* per year.

The continued operation of Corean Enterprises depends upon several other key industries. Components such as fusion reactors and sensor helmets are still produced by completely automated plants, using technology that is no longer understood. These old and worn plants often break down, which means the day may come when it is no longer possible to repair malfunctioning equipment. When the supply of ultra-high technological parts needed by each 'Mech runs out, Corean Enterprises will be forced to end production.

Future concerns aside, the *Valkyrie* has become an important part of the Davion forces. It generally replaces the lighter *Stingers* and *Wasps* in the Federated Sun's crack combat regiments, giving their units improved firepower. Because the VLK carries twice the armor of either a WSP or a STG, it can last longer under fire.

## Capabilities:

The *Valkyrie* is a highly regarded light 'Mech. Its six tons of armor, top speed of 86.4 kilometers per hour, and 150-meter jump capacity allow it to outmaneuver heavier units on the battlefield and to absorb a fair amount of damage. At the same time, the VLK's eleven heat sinks allow a high rate of activity without overheating. Its relatively flat potential damage curve illustrates that it is equally at ease fighting at extended range or at close quarters.

The Devastator LRM system is an unusual but welcome addition to a light 'Mech. Though it carries only twelve reloads, the LRM-10 makes the *Valkyrie* a potentially tough opponent even at long range. At close range, the combination of medium laser and jump capacity makes the *Valkyrie* just as dangerous. Although it is no match for a medium or heavy 'Mech by itself, as part of a

lance, the *Valkyrie* is effective. More than one MechWarrior has suddenly found to his horror that he has a *Valkyrie* behind him and the rest of the lance in front.

The *Valkyrie's* eleven heat sinks allow it to jump as often and as far as desired without decreasing its rate of fire. This has given the 'Mech a reputation for tenacity. It has been said that once a *Valkyrie* attacks, "it stays with you until either it drops or you do". As experienced pilots are more likely than most other MechWarriors to be assigned to a new *Valkyrie*, this reputation may be well-earned.

Because this light 'Mech is so well-armed, it is often assigned to scouting missions. They are also much less likely to fall victim to scout-hunters such as the *Scorpion*. In fact, the *Valkyrie's* LRM-10 can inflict respectable damage on hunter units lacking long-range weaponry.

To date, the *Valkyrie* has not developed any chronic maintenance problems. Although there have been instances of shorts in the leg actuators and a number of bugs in the sync-tracking systems, these have been rectified. Despite these difficulties, the *Valkyrie* has become an important part of the Davion military machine. It is now found in virtually every regular regiment of the Federated Suns.

## Battle History:

The *Valkyrie* has made its greatest contribution as a lance member. It often supports its lance leader in an attack on a much heavier opponent. In such operations, many *Stingers* and *Wasps* have been crippled before they could make any contribution on the battlefield. The *Valkyrie* is not an easy kill, even for a heavy 'Mech.

In the First Battle for Galtor, elements of Davion's Syrtis Fusiliers held the planet despite an intense, three-month offensive by Kurita's Proserpina Hussars. The battle was significant because the Syrtis Fusiliers had recently replaced all 'Mechs in its light units and fire lances with *Valkyries*. Although badly outnumbered, the defenders managed to stem the invasion and push the attackers back. Much of the operation's success was credited to the low attrition rate of light 'Mechs, which allowed lance structures to remain intact throughout the defensive operation.

On Dobson, where House Davion and Kurita clashed less than a year later, *Valkyrie* scouts managed to pinpoint the location of the attacker's major supply deposit. Spotted while leaving the area, the *Valkyries* were forced to fight their way back through enemy lines. Although the 'Mechs were barely operational when they returned to friendly soil, the fact that they survived at all is a testament to the durability of the VLK.

During the Siege of Sarna, *Valkyries* were used successfully as scout hunters. Their long-range missiles allowed them to cripple their opponents from a safe distance before moving in for the kill. Not one VLK was lost in these operations.

## Variants:

At present, there are few variants of the basic *Valkyrie*. The only other common version uses a flamer in place of the medium laser. This model is not intended for combat, but as an incendiary 'Mech.

## Notable 'Mechs And MechWarriors:

### MechWarrior Karl Krugar

Krugar earned his reputation as a first-class scout on Dobson, where he participated in a deep-penetration scouting mission behind enemy lines. Since then, he has been assigned a number of near-impossible missions and successfully completed each one. Although he has lost three *Valkyries* in his last dozen missions, his superiors recognize that he is too valuable to be left without a 'Mech.

### MechWarrior Anne Simpson

This pilot is fanatically loyal to House Davion. Once a member of the Dispossessed, Simpson was given a 'Mech in recognition of 20 years' service as a Tech. She spends much time keeping her *Valkyrie*, the *Victory*, in mint condition. Simpson vows that she will never again be without a 'Mech.





**Mass:** 30 tons  
**Chassis:** Corean Model 1AA  
**Power Plant:** 150 Omni  
**Cruising Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** Norse Industries 3S  
**Jump Capacity:** 150 meters  
**Armor:** Riese-470

**Armament:**

- 1 Sutel IX Medium Laser
- 1 Devastator Series-07 LRM-10

**Manufacturer:** Corean Enterprises

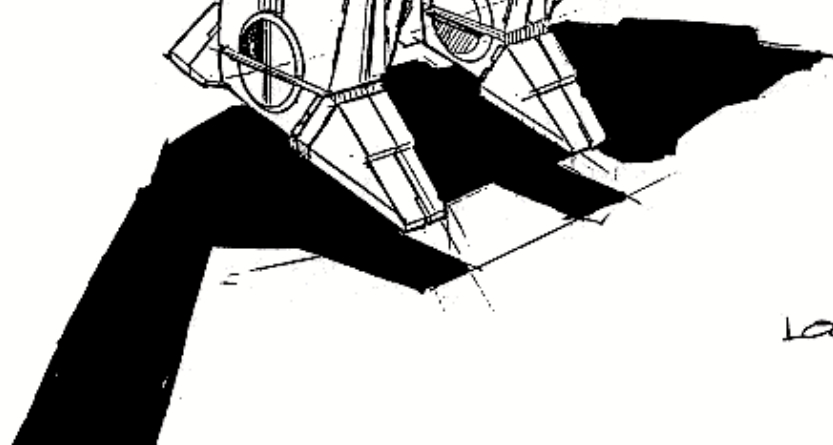
**Communications System:** Lynx-shur

**Targeting And Tracking System:** Sync Tracker (39-42071)

<b>Type: VLK-QA Valkyrie</b>		<i>Tons</i>
Tonnage:	30 Tons	30
Internal Structure:		3
Engine:	Omni 150	5.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	5	
Heat Sinks:	11	1
Gyro:		2
Cockpit:		3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	8
Center Torso:	10	14/4
Rt./Lt. Torso:	7	12/2
Rt./Lt. Arm:	5	9
Rt./Lt. Leg:	7	12

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
LRM 10	LT	2	5
Ammo (LRM) 12	RT	1	1
Medium Laser	RA	1	1
Jump Jets	CT	1	.5
Jump Jets	RL	2	1.0
Jump Jets	LL	2	1.0



LOOSE

# FS9-H FIRESTARTER

## Overview:

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

## Capabilities:

The *Firestarter* was rarely attached to a lance, but rather was assigned to a company or regiment. The commander would deploy the 'Mech to support an attack group or to scout wooded terrain.

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

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

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

## Battle History:

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

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

In August 2789, House Kurita attacked. Elements of McGavin's and Johiro's Regiments landed near the capital city, despite the best efforts of Walker's Aero-Space Fighter wing. To escape the constant fighter attacks, the invaders advanced on the capital through heavily wooded country. Seeing her chance, Colonel Waters sent her *Firestarters* into action.

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

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

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

*Firestarters* were often placed in command of *Wasps* or *Stingers*. These fast, light raiding groups usually attacked lightly defended targets or worked as deep penetration scouts.

## Variants:

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

## Notable 'Mechs and MechWarriors:

Many light raiding parties have distinguished themselves throughout the Succession Wars. Some of the most famous are Hecate's Light Lance and Sanderson's Raider Lance.

### MechWarrior Jenny Umbra

This MechWarrior is called Hecate by those who know her. She captured her *Firestarter* while fighting with Hendrik's Twelfth Red Claw infantry. She scorns her past as a foot soldier, and hates everything about infantry. She is aggressive, insubordinate, and spiteful, but a talented pilot. Her superiors are satisfied with sending her on the deep-penetration scouting missions for which she is so famous.

Her grey and black 'Mech took a direct hit from a PPC during a raid on Imbros. Since then, the actuators on the 'Mech's left arm have been erratic, making aiming difficult. Despite this, Hecate continues her career as the mistress of flames in the service of Hendrik III of Oberon.

### Lieutenant William Sanderson

Sanderson made his name as an expert city fighter with Hansen's Roughriders. When his beloved *Warhammer* was destroyed, his regimental commander offered him a captured *Firestarter*. Grateful that he did not join the ranks of the Dispossessed, but determined to capture a heavy 'Mech, Sanderson is a very aggressive fighter. His *Firestarter* bears the scars of several near-disastrous encounters.

**Mass:** 35 tons  
**Chassis:** Argile H/09  
**Power Plant:** 210 GM  
**Cruising Speed:** 64.8 kph  
**Maximum Speed:** 97.2 kph  
**Jump Jets:** Firestone Radial 6s  
**Jump Capacity:** 180 meters

**Armor:** Livingston Ceramics

**Armament:**

2 Magna II Medium Lasers  
 2 Deprus RF Machine Guns  
 4 Purity L-series Flamers

**Manufacturer:** Argile Technologies of Skye

**Communications System:** Tansech Omni-7

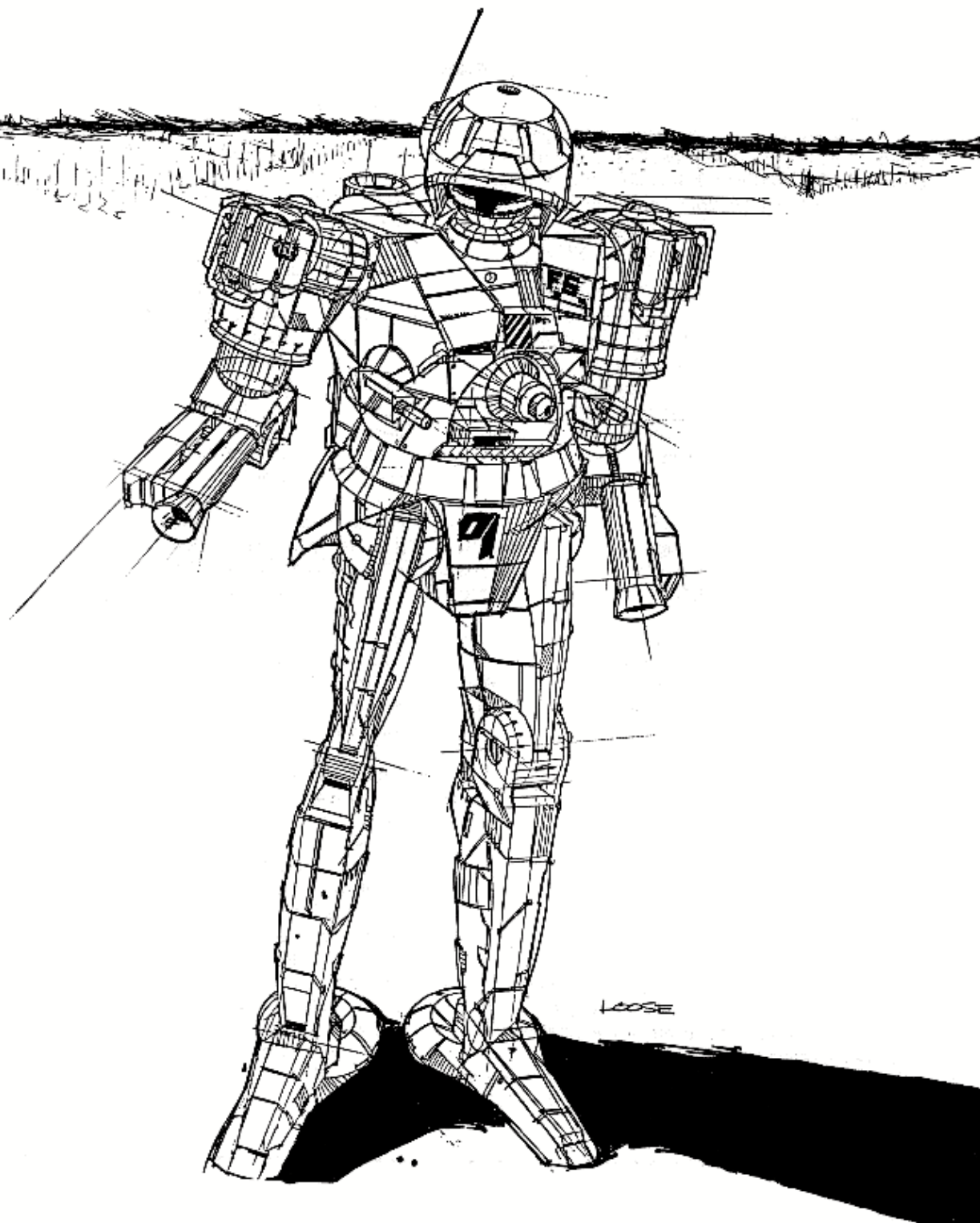
**Targeting And Tracking System:** Tansech C30-97

Type:	<b>FS 9-H Firestarter</b>	<i>Tons</i>
Tonnage:	35 Tons	35
Internal Structure:		3.5
Engine:	210 GM	9
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	88	5.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	11	13/6
Rt./Lt. Torso:	8	12/6
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	8	6

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
Flamer	RA	1	1
Flamer	CT	1	1
Flamer	LA	1	1
Flamer	CT (R)	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RT	1	.5
Machine Gun	LT	1	.5
Ammo (MG) 200	RT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



# JR7-D JENNER

## Overview:

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

The original *Jenners* mounted two Argra 27C medium lasers and a Diplan HD large laser on a central turret, but this configuration could easily be disarmed by a direct hit to the turret. The medium lasers' targeting system was also plagued with problems. However, because the chassis and mobility sub-systems performed well in trials, designers decided to refit the weapons systems instead of scrapping the whole design. The standard ten heat sinks allowed the 'Mech to move swiftly and fire without overheating.

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

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

## Capabilities:

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

Because the Argra 3L medium lasers are the *Jenner's* main armament, the 'Mech can operate for long periods without running out of ammunition. During long engagements or on deep raids, the 25 reloads available to the Thunderstroke SRM-4 could run out, and so this missile launcher is mostly used for the *coup de grace* or to add extra hitting power in a difficult moment.

Although the *Jenner* was designed as a close-range fighter, it lacks arms for punching and other physical attacks. The *Jenner's* designers felt that because of the

'Mech's low tonnage, it would not be able to make efficient physical attacks. The *Jenner* has done well without them, except in grab-and-run raids made on enemy supply depots. During these, it lays down covering fire to allow 'Mechs with hands to gather what they can.

## Battle History:

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

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

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

In 2823, production of *Jenners* resumed on Ozawa, and some 3,000 chassis were shipped to a Diplan subsidiary on Luthien for final fittings and assembly. Although heavily damaged by naval bombardment, the Diplan Luthien Corporation retooled its remaining plants for *Jenner* assembly. By 2830, Diplan of Ozawa and Diplan Luthien had a combined annual output of 1350 *Jenners*.

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

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

In 2847, elements of the Davion Heavy Guards, supplied with *Jenners* painted in Draconis Combine colors, led a lightning strike against Ozawa, gutting the Diplan Mechyards. One year later, an unexplained explosion destroyed the remaining assembly plant on Luthien, and *Jenner* production ceased.

Realizing that manufacture of the *Jenner* was now impossible and yet critically short of 'Mechs, Jinjiro Kurita ordered the *Jenners* to replace light 'Mechs lost in battle. The *Jenner's* infamy faded as its individuality was absorbed among its various lancemates.

Despite its fall in status, the *Jenner* is still a favorite 'Mech of Combine forces, and it is the most popular 'Mech in Kurita recon and light attack lances. Occasionally, it is still used as a raider, though this is becoming more and more rare.

## Variants:

None of the original prototype *Jenners* remain, but some without the Thunderstroke SRM-4 still survive. These are identical to the standard *Jenner*, but are more heavily armored.

## Notable 'Mechs and MechWarriors:

### Sergeant James Green

Green was famous as the man who led the death squads into the capitol city of Kentares. Little is known about him except that he was fanatically loyal to Kurita. In memory of the Kentares Massacre, he painted his *Jenner* black and red. His 'Mech is still in service today, piloted by his direct descendant, Hugo Green.

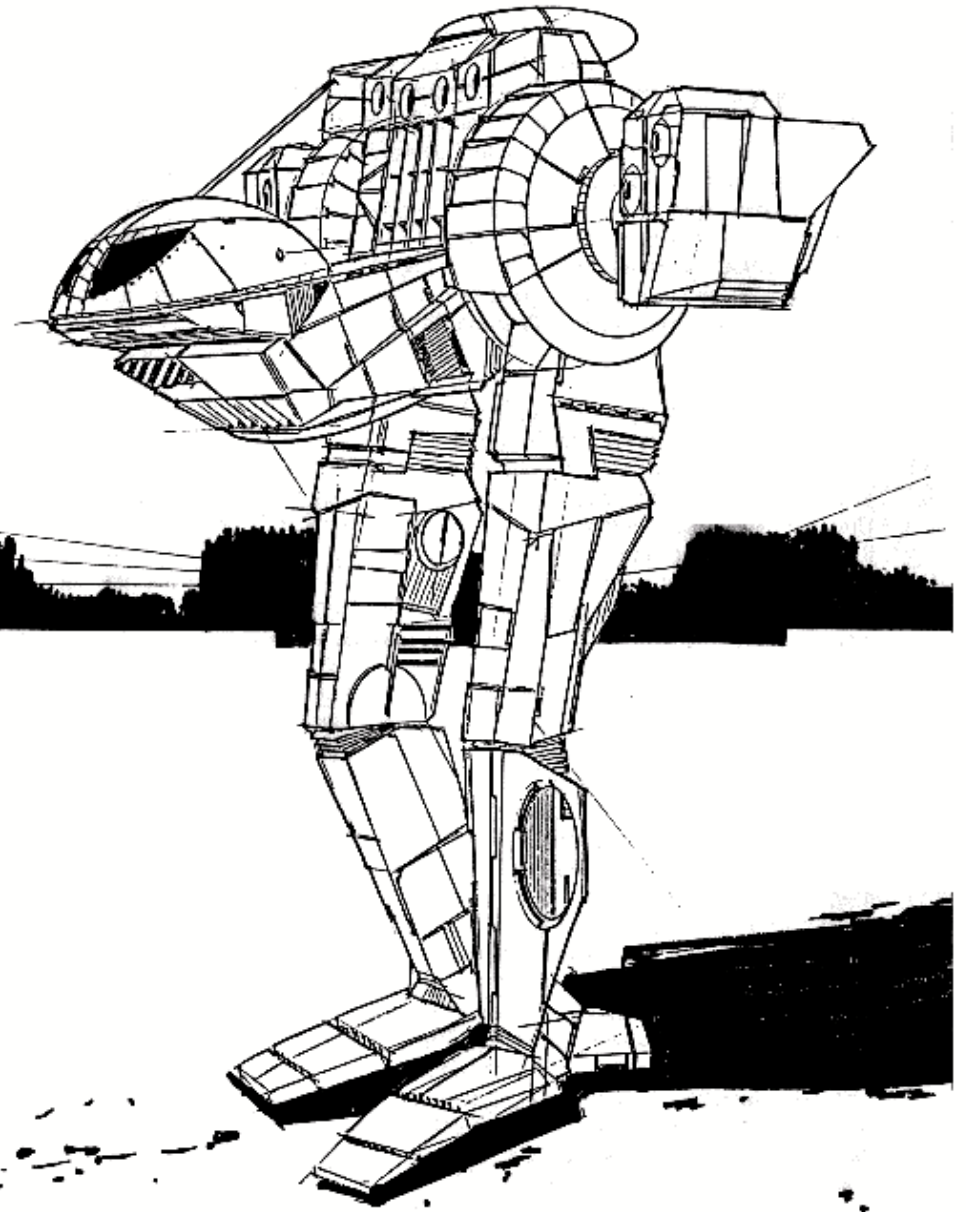
### MechWarrior Karl Trochenski

Karl captured the first operational *Jenner* for the Federated Suns in 2837. The duel left Trochenski's *Ostsof* a smoldering wreck, and he claimed the less-damaged *Jenner* as a war prize. Both he and his new 'Mech were lost soon after in a skirmish on Benet III.

### MechWarrior Grace Shiro

A member of the Rasalhague Regulars, Grace is the youngest of five siblings in the service of House Kurita. She is known as a daring and skilled MechWarrior, fond of hunting larger 'Mechs. Both she and her 'Mech have been seriously wounded several times, but miraculously, both have survived. This has earned her the nickname "Cat", though few would bet on how many lives she has left.

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



Type:	JR7-D Jenner	Tons
Tonnage:	35 Tons	35
Internal Structure:		3.5
Engine:	Magna 245	12
Walking MPs:	7	
Running MPs:	11	
Jumping MPs:	5	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	64	4

	Internal Structure	Armor Value
Head:	3	7
Center Torso:	11	10/3
Rt./Lt. Torso:	8	8/4
Rt./Lt. Arm:	6	4
Rt./Lt. Leg:	8	6

Weapons and Ammo:			
Type	Loc.	Critical	
SRM 4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	.5

LOOSE

# OTT-7J OSTSCOUT

## Overview:

The *Ostscout* was designed for one purpose: scouting. Its maneuverability, high speed, and jump capacity allow it to avoid trouble easily. Poorly gunned and armored, it can only engage the lightest of 'Mechs with a reasonable assurance of victory.

Enhanced sensor arrays and a high-resolution targeting and tracking system supply the OTT with a constant stream of data about its surroundings. Powerful narrow-band communications equipment allows the *Ostscout* to report from deep inside enemy territory.

## Capabilities:

With a maximum speed of 129.6 kilometers per hour, the *Ostscout* can cover ground quickly. Specialized equipment allows it to map as it goes, recording environmental, hydrological, and geological information. Unusual features are automatically noted and brought to the pilot's attention by the onboard systems.

To avoid interference from the magnetohydrodynamic systems, the sensor arrays were installed outside the main chassis. The OTT uses its actuator systems to aim its sensor arrays.

The *Ostscout* often travels slowly through interesting areas, waving the arrays in seemingly random patterns. During these periods of maximum-intensity scanning, the OTT is vulnerable to attack because it is accumulating data faster than it can process it. The approach of enemy units often goes unnoticed until they open fire. However, if the first salvo does not cripple the *Ostscout*, it will very likely escape.

Not only is the *Ostscout* equipped with a jump capability of 240 meters, but it also has sufficient heat sink capacity to dissipate all the heat that such maneuvers generate. If it jumps only 210 meters, the *Ostscout* can also fire its laser without overheating. The OTT's ability to jump and fight allows it to escape from trouble quickly. Although technicians have developed a variety of plausible strategies to trap 'Mechs such as the OTT, there seems to be a substantial gap between theory and practice.

Because the *Ostscout* has a history of avoiding fire-fights whenever possible, many are in mint condition and still possess their original League sensor arrays and data evaluation systems. Because these systems are nearly unique today, commanders have consistently attempted to keep the *Ostscout* out of battle.

## Battle History:

The *Ostscout* often contributes invaluable information. A successful scouting mission can eliminate most guesswork required for any offensive. Exact information about topography and enemy disposition are vital. The history of the *Ostscout* is a list of daring missions deep behind enemy lines accumulating such information. During the Rebellion of 3010, Janos Marik used *Ostscouts* extensively to gain information on rebel movements and strengths. In 2950, OTTs were used on Thule to hunt down the last members of one of Valasek's raiding parties. All through the winter of 3001, *Ostscouts* scoured the surface of Kasai IV, looking for a League parts deposit, and finding only empty bunkers.

In early September of 3021, four *Ostscouts* were dropped over New Ivaarsen by Draconis Combine DropShips. Their mission was to scout possible landing sights for a Kurita invasion force. Throughout the following five weeks, the OTTs were on the run from Davion patrols and search parties. Despite this near-constant pursuit, the *Ostscouts* managed to accumulate all necessary information and signal the invasion fleet. Of the four scouts, only one was slightly damaged.

The Thousand Kilometer Chase took place in 3024. Due to a computer error, an *Ostscout* was dropped nearly a thousand kilometers behind enemy lines. MechWarrior Mary Finn of the Chesterton Reserves earned her nickname of "Hopscotch" because of her incredible success in avoiding the three regiments of Smithson's Chinese Bandits massing there for an offensive. During the ten-hour ordeal, Finn managed to accumulate enough information to allow the Capellan Confederation to launch an effective counter-attack.

## Variants:

Because of its valuable nature as a scout, all *Ostscouts* still in service retain their original configuration.

## Notable 'Mechs and MechWarriors:

### MechWarrior Mary "Hopscotch" Finn

This daring pilot enjoys long scouting missions and seems to thrive on the danger involved. Although her 'Mech has never been seriously damaged, she has come close to disaster twice: once during the Thousand Kilometer Chase and once during a recon mission on Demeter. In addition to her skills as a pilot, she is also a top Tech who insists on doing her own maintenance. She is particularly protective of her *Ostscout's* valuable and irreplaceable sensor arrays. Without them, her 'Mech would be assigned to regular duty, and she has no delusions about her chances in battle.

### MechWarrior Igor Minski

Since his desertion from the Davion Guards in 2994, Minski has been in the employ of Hendrik III, earning a high salary for his services. *Ostscouts* are rarely available to the Bandit Kings, and so Minski has been appointed to Hendrik's personal guard as insurance against surprise attacks.

### MechWarrior Steven Graham

As a member of Woll's Special Recon Group, Steven has scouted all types of terrain but finds cities most to his liking. He will usually jump in his *Ostscout* from roof to roof, coming down to street level only when absolutely necessary. This practice nearly killed him on Hesperus II when a building collapsed under his 'Mech. Only quick action by a nearby lance of Dragoons saved the 'Mech from being crushed. Despite this, Graham continues his roof-hopping habits. He maintains that it is the best way to see the town.



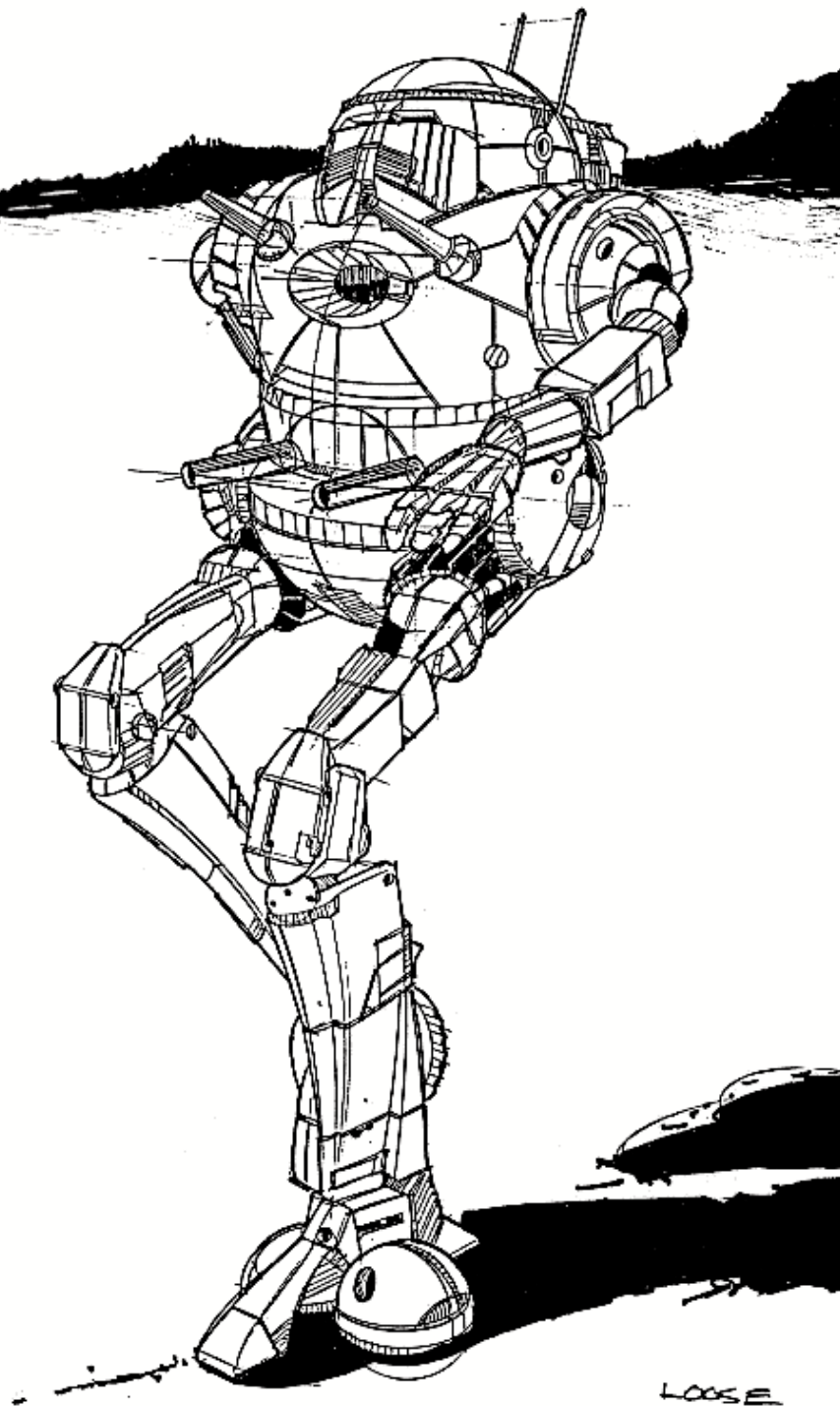
**Mass:** 35 tons  
**Chassis:** Kell/S  
**Power Plant:** 280 VOX  
**Cruising Speed:** 86.4 kph  
**Maximum Speed:** 129.6 kph  
**Jump Jets:** Ostmann Sct-A  
     **Jump Capacity:** 240 meters  
**Armour:** Durallex Light  
**Armament:** 1 Tronel II Medium Laser  
**Manufacturer:** Kong Interstellar Corp.  
**Communications System:** Barret 4000  
**Targeting And Tracking System:** TRSS.2L3

Type:	OTT-7J Ostscout	Tons
Tonnage:	35 Tons	35
Internal Structure:		3.5
Engine:	280 Vox	16
Walking MPs:	8	
Running MPs:	12	
Jumping MPs:	8	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head:	3	6
Center Torso:	11	12/4
Rt./Lt. Torso:	8	9/2
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	8	8

**Weapons and Ammo:**

Type	Loc.	Critical	
Medium Laser	CT	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2



# PNT-9R PANTHER

## Overview:

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

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

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

## Capabilities:

The *Panther's* main function is as fire support for light and fast-moving 'Mech units. It has played this role for almost 300 years, providing covering fire for more mobile 'Mechs who are in mid-maneuver, whether toward or away from the enemy.

Its PPC is unusual for a 'Mech of its size. An extraordinary weapon, the Lord's Light PPC combines the firepower of a standard PPC with the lightness and flexibility of an arm-carried weapon. The weapon's designers only partially solved the problem of reducing the number of coolant tubes needed to pass from the 'Mech through access navels of the right hand and elbow into the weapon, however. Many MechWarriors report that rugged use, such as hand-to-hand combat or bashing buildings, often pinches off the coolant tubes at the navel. This creates overheating, which in turn causes the weapon to shut down. To meet this problem, three of the *Panther's* 13 heat sinks are mounted directly on its right arm. Though these do provide extra cooling for the PPC, the original problem remains.

For close-in work, the *Panther* carries four SRM tubes with enough ammunition for 25 shots. The reliable Telos system is placed in the 'Mech's chest area, which

ensures it good protection.

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

What it cannot do, even in a city, is face a heavy 'Mech such as the *Warhammer* or *Zeus* in a head-on engagement. Finding himself in that situation, the *Panther* pilot must rely on good shooting and the 'Mech's superior mobility to leave the field in one piece.

## Battle History:

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

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

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

The victory on Quentin paled in significance, however, when Minoru Kurita was assassinated on

Kentares IV at about the same time. To support his rage against the people of Kentares, Jinjiro Kurita took troops and supplies away from the Second Legion of Vega, and had them sent as reinforcements to the Kentares front. In the meantime, the 42nd Avalon Hussars had been reinforced by units of the 4th Deneb Light Cavalry.

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

## Variants:

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

## Notable 'Mechs and MechWarriors:

### MechWarrior Melinda Carlyle

As a member of Hansen's Roughriders, Carlyle's *Panther* is one of the few seen outside the Combine. Painted a dull green with bright yellow stripes, her 'Mech, the *Tooth-Puller*, is a well-known terror to the enemy.

Melinda Carlyle is a loner whose one joy is deflating the large egos of Combine MechWarriors who believe they are the only ones able to handle a *Panther*. Upon sighting an enemy *Panther*, Carlyle will seek out and hunt him down, even if it means leaving her post. Having reached the ripe age of 47 years, she has proved who is the better *Panther* pilot more than a few times.

### Colonel Richard Ahmram

As commander of the 3rd Proserpina Hussars, Colonel Ahmram is entitled to a heavier 'Mech more befitting his high rank. As the colonel is a tradition-bound man whose blue and gold *Panther*, the *Lord Yama*, belonged to his father, he sees no reason to give it up.

If anyone ever worried whether Ahmram would be able to keep up with the flow of battle in such a small 'Mech, they don't any longer. It is the colonel's command group that has to keep up with him as he jumps from front to front keeping personal tabs on the battle and participating, if necessary. More than once, Ahmram's gunnery skill has helped turn the tide of battle.



**Mass:** 35 Tons  
**Chassis:** Alahain 56-Carrier  
**Power Plant:** Hermes 140  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** Lexington Lifters  
**Jump Capacity:** 120 m

**Armor:** Maxmillian 42

**Armament:**

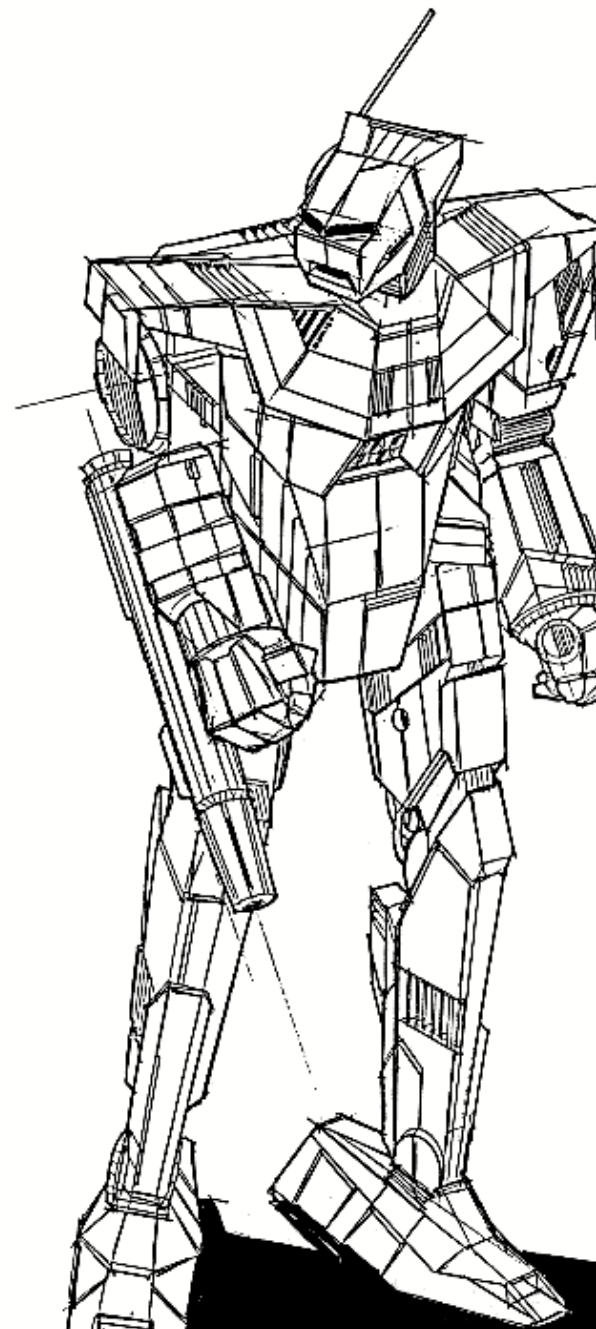
1 Telos Four-Shot SRM Missile System

1 Lord's Light Particle Beam Weapon

**Manufacturer:** Alshain Weapons

**Communications System:** Sipher CommCon CSU-4

**Targeting And Tracking System:** Cat's Eyes 5



Type:	<b>PNT-6R Panther</b>	<i>Tons</i>
Tonnage:	35 Tons	35
Internal Structure:		3.5
Engine:	Hermes 140	5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	13	3
Gyro:		2
Cockpit:		3
Armor Factor:	104	6.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	11	14/7
Rt./Lt. Torso:	8	10/5
Rt./Lt. Arm:	6	10
Rt./Lt. Leg:	8	12

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
SRM 4	CT	1	2
Ammo (SRM) 25	LT	1	1
PPC	RA	3	7
Jump Jets	RL	2	1
Jump Jets	LL	2	1

LOOSE

# ASN-21 ASSASSIN

## Overview:

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

## Capabilities:

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

The *Assassin's* weaponry consists primarily of three systems: the long-range missile rack, the short-range rack, and the arm-mounted Martell medium laser. Most of these systems require constant ammunition. As it can carry only a total of 74 combat rounds, the *Assassin* limits its pilots. It also has one of the most cramped cockpits in use in the Inner Sphere. In the past 200 years, the cockpit's cooling system has been overhauled several times, but none have been totally successful. The net result is an uncomfortable, sometimes deadly place to sit for any amount of time.

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

## Battle History:

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

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

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

The mercenary unit called the Amphigean Light Assault Group encountered some difficulties with their *Assassins* at the battle for Sevren while fighting for House Kurita. In 2990, *Assassins* from the mercenary unit ducked behind Steiner lines and raided enemy supply bases and rear area cities for several weeks. Eventually, however, they ran low on ammunition. This left them with only their medium lasers to face the fury of Steiner's 15th Lyran Guard. The *Assassins* tried to sneak back to Kurita lines, but only two of them made it.

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

## Variants:

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

## Notable 'Mechs And MechWarriors:

### MechWarrior Kryloon Hyperten

Kryloon serves in House Kurita's Galedon Regulars. He received a commendation for his actions in the battle of Wheel. With virtually no ammunition or supplies, Kryloon spent nearly eight months dodging Steiner units. His 'Mech is barely functional and shows signs of impending breakdown. Both leg actuators are shot, and he has replaced his Martell laser with an inferior Forge medium laser.

### MechWarrior Dale Sandstrom

Dale was assigned to House Marik's Fifth Regular Hussars when his *Archer* was destroyed, relegating him to the ranks of the Dispossessed. For several years, he worked in the infantry until he came across the fresh remains of an *Assassin*. It took his entire life savings to get it working again. Sandstrom has since become a bounty hunter working free-lance for any state that will hire him. His 'Mech, *DarkDeath*, is painted grey with black stripes. To date, he has killed an estimated 30 MechWarriors, some in fair combat, and some not. While his family does not consider his work to be honorable, the job does manage to keep him busy.

**Mass:** 40 tons  
**Chassis:** Maltax 40  
**Power Plant:** 280 VOX  
**Cruising Speed:** 75.6 kph  
**Maximum Speed:** 118.8 kph  
**Jump Jets:** 100AFVTA  
**Jump Capacity:** 210 m  
**Armor:** Lox lift series 1  
**Armament:**  
 One Martell Medium Laser  
 One Holly Long-Range Missile Rack  
 One Holly Short-Range Missile Racks  
**Manufacturer:** Maltex Corporation  
**Communications System:** Garret T15 B  
**Targeting And Tracking System:** Garret 500S

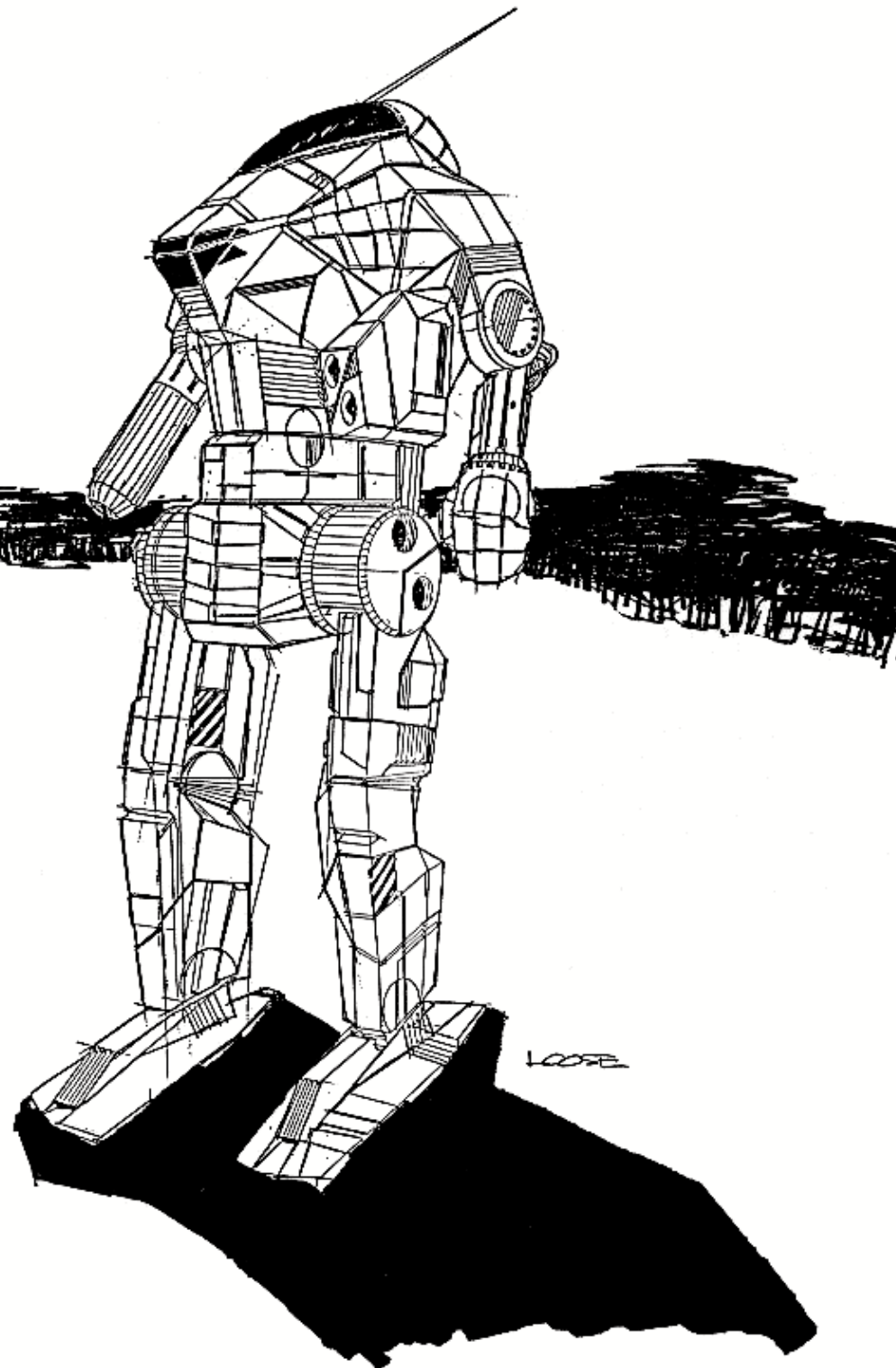


Type: ASN-21 Assassin		Tons
Tonnage:	40 Tons	40
Internal Structure:		4
Engine:	280 Vox	16
Walking MPs:	7	
Running MPs:	11	
Jumping MPs:	7	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head:	3	8
Center Torso:	12	12/4
Rt./Lt. Torso:	10	10/2
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	10	6

**Weapons and Ammo:**

Type	Loc.	Critical	
Medium Laser	RA	1	1
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM 2	LT	1	1
Ammo (SRM) 50	LT	1	1
Jump Jets	CT	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



**Overview:**

Many small manufacturers entered the BattleMech industry as tensions mounted near the time of the fall of the Star League. In this period, HartfordCo, a known manufacturer of fine communications and targeting systems, began constructing 'Mechs from their home planet of Bryant near Earth. Their single contribution to battlefield technology was the *Cicada*, which went into limited production in 2840.

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

**Capabilities:**

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

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

**Battle History:**

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

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

As the *Cicada's* reputation grew throughout the Successor States, it also brought too high expectations. In one of a long series of battles on the planet Oriente, crack troops of Liao's Northwind Highlanders tried to take the planet from House Marik. Attached to Marik's Fusiliers of Oriente's 5th Brigade were several lances of *Cicada* 'Mechs defending a lake area. Unfortunately for the defenders, most of their *Cicadas* were equipped with the inferior HartfordCo heat sinks. While the *Cicadas* fought a prolonged battle on the shores of Lake Mirrorshade, their heat sinks began to give way, and several 'Mechs overheated at critical moments. When it was over, many Marik troops lay dead.

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

**Variants:**

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

**Notable 'Mechs and MechWarriors:****Lieutenant Alcatraz Jason**

Alcatraz currently commands the Fusiliers of Oriente's 5th Brigade advance recon lance. A small man with sandy hair and a loud laugh, he earned his reputation during the battles for Oriente when he and another MechWarrior piloted their *Cicadas* behind enemy lines. Since that day, House Marik makes sure that Jason's 'Mech receives only the best in repair parts.

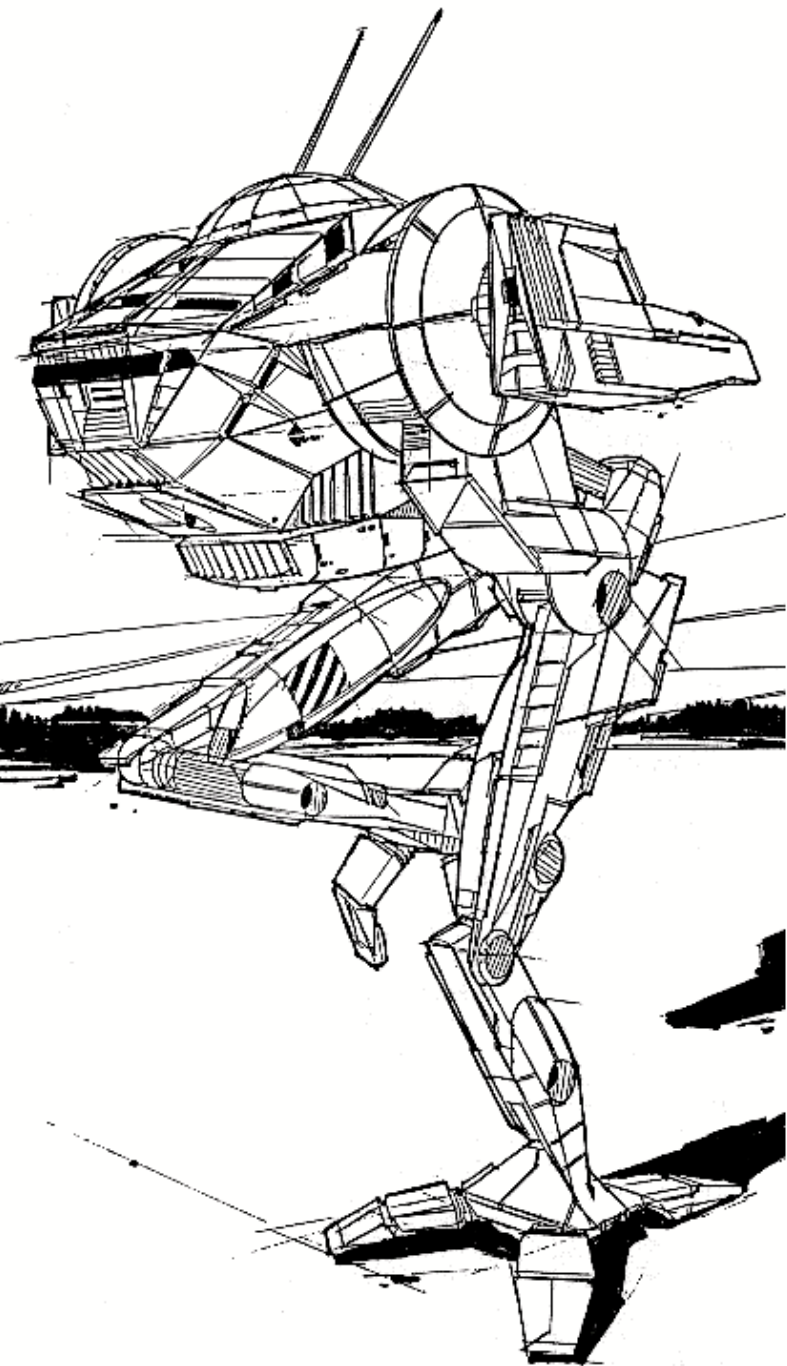
**MechWarrior Arnold J. Thurd II**

After his service in the battles for Oriente, Thurd was transferred to the Defenders of Andurien's 4th Regiment light assault lance. As Thurd is a drinker, he was transferred for his heroism on Oriente rather than promoted. Though known for his carousing, his reputation as a fast-thinking combat pilot is unsoftened.

**MechWarrior John David John**

Currently assigned to the attack lance of House Davion's Crucis Lancers, 7th Regiment, young John John comes from a long line of service to House Davion, including several of his brothers. He earned distinction in a series of battles on the planet Kasai against crack units from House Kurita. Despite his 'Mech's overheating problems, John was able to pin down several Kurita units after his company commander was killed. For taking the command that led to several tactical victories, he was given command of a light attack lance and his defective heat sinks replaced.

**Mass:** 40 tons  
**Chassis:** Hartford 300  
**Power Plant:** 320 Pitban  
**Cruising Speed:** 86.4 kph  
**Maximum Speed:** 129.6 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** 3/Star Slab  
**Armament:**  
     Two Magna Medium Lasers  
     One Magna 200 Small Laser  
**Manufacturer:** HartfordCo  
**Communications System:** Hartford J15 B  
**Targeting And Tracking System:** Hartford S1000



Type:	CDA-2A Cicada	Tons	
Tonnage:	40 Tons		40
Internal Structure:			4
Engine:	Pitban 320		22.5
Walking MPs:	8		
Running MPs:	12		
Jumping MPs:	0		
Heat Sinks:	10		0
Gyro:			4
Cockpit:			3
Armor Factor:	64		4

	Internal Structure	Armor Value	
Head:	3	9	
Center Torso:	12	11/6	
Rt./Lt. Torso:	10	6/3	
Rt./Lt. Arm:	6	4	
Rt./Lt. Leg:	10	6	

**Weapons and Ammo:**

Type	Loc.	Critical	
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5

LOOSE

# CLNT-2-3T CLINT

## Overview:

Andoran Industries began construction of the CLNT-2-3T under the Star League Armaments Act of 2507, which law provided border areas with the latest in battlefield technology. The Andoran Industries project resulted in the construction of over 200 of this class. The original *Clint* prototypes mounted a heavier autocannon (Armstrong Buster class) and carried more ammunition. However, the chassis of these models developed stress problems, and the armament was downgraded to its current configuration.

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

## Capabilities:

To secure their bid on the project, Andoran Industries cut costs in the *Clint* design. Unfortunately, these design flaws are not easily repaired. Many modular parts that can be exchanged between different types of BattleMechs simply cannot be used on the *Clint* without a great deal of modification. This is particularly true of the gyro systems. Thus, the *Clint* can be a technician's nightmare at times, taking much longer to repair than other 'Mechs. The *Clints* only other problem is the lack of ammunition for the Armstrong autocannon. In a prolonged combat situation, the 'Mech can quickly be forced to rely totally on its lasers for attack and defense.

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

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

## Battle History:

Most of the factories that built the *Clint* were destroyed during fighting between House Davion and House Liao. Both sides shipped the captured *Clints* to remote locations for defense purposes. Thus, there are no strong concentrations of this 'Mech in any one area, though some units of House Liao still maintain several *Clints* in front-line units.

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

House Liao sent several of these 'Mechs to its Marik front, where they participated in the battles on Teng and Ingersol. During these battles, Marik's Pesht Regulars engaged units of the St. Ives Armored Cavalry, and several of Liao's *Clints* fell on these worlds. Thus, this 'Mech managed to work its way into yet another Successor State, the Free Worlds League.

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

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

## Variants:

Only 20 prototypes of the *Clint*, which carried an Armstrong Buster autocannon, were produced. General Kerensky took some of these 'Mechs with him when he departed prior to the fall of Star League. To date, none of these earlier variants have surfaced. However, there have been reports that a 'Mech of a similar configuration mounting a twin Armstrong autocannon appeared during the battle for Ronel along the Kurita-Davion border.

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

## Notable 'Mechs and MechWarriors:

### MechWarrior Janos Arthur Denton II

Assigned to the Arcturan Guard of House Steiner, Janos Denton II has had a *Clint* for some time. His family is well-known throughout the Lyran Commonwealth, but has never revealed how it came to possess the rare *Clint*. Janos more than proved his and the *Clints* capabilities during the battles of Alexandria against House Kurita. To date, he has had little difficulty in getting repair parts for his 'Mech, though his gyro has never been damaged in combat. He is considered the urban combat specialist for his recon lance.

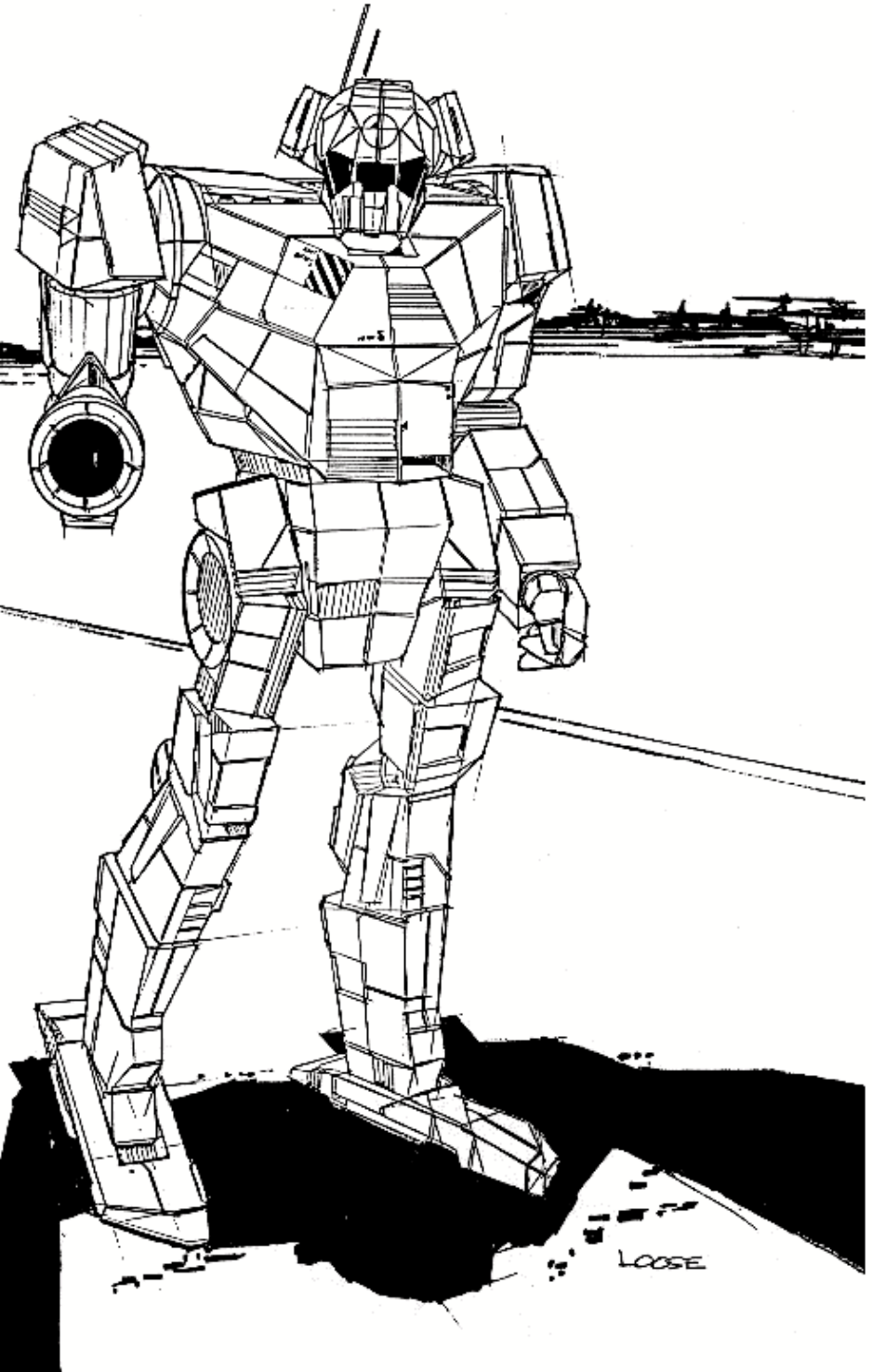
### Lieutenant James Wallace

The commander for a heavy recon lance of House Liao's St. Ives Armored Cavalry, James inherited his 'Mech from the family armaments upon the natural death of his father. The *Clint* has seen action dating back to the late days of the First Succession War, and has recently been engaged in and around the planet Ward against House Davion. At one time, Wallace lost his gyro in combat, and it took him over three months to find a proper replacement. Since then, he has used some of his family's influence to gain a back-up gyro.

### MechWarrior Fletcher Raymond

Fletcher is currently assigned to the Fifth Regiment, Crucis Lancers, House Davion. During the battle for Bell of the First Succession War, Fletcher's great uncle happened to capture a *Clint*. It still works well, but only one of the medium lasers still works, due to damage received during the battle for Bell. Fletcher's performance during the battle for Tarusan on Suul against House Kurita has earned both himself and his 'Mech a great deal of respect.

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



Type:	CLNT-2-3T Clint	Tons
Tonnage:	40 Tons	40
Internal Structure:		4
Engine:	Pitban 240	11.5
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	12	11/4
Rt./Lt. Torso:	10	6/4
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	10	8

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/5	RA	4	8
Ammo (AC) 20	RT	1	1
Medium Laser	CT	1	1
Medium Laser	LT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	RT	1	.5
Jump Jets	LT	1	.5

LOOSE

## HER-2S HERMES II

### Overview:

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

Named after an ancient Greek god, the *Hermes II* carries its heat sinks on its heels, which makes it resemble the winged feet of its namesake, who was the messenger of the gods.

### Capabilities:

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

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

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

body surface to serve as a mount for the myriad thread-thin wires that form the system's sending/receiving surface.

The Irian Weapon Works' autocannon is a reliable, if uninspired, design capable of good long-range hitting power. The *Hermes II* can only carry 20 rounds of ammunition, however. That would be insufficient for a front-line 'Mech, especially one dependent upon an autocannon as its main weapon, but it is enough to allow a scout to hit and run until help arrives.

Though the *Hermes*' distinctive, wing-like heat sinks look unnecessarily fragile, as if a backward fall would snap them off, that is not the case. The two heat sinks are designed to swing away when the *Hermes II* is prone and face up, then to spring back into place once the 'Mech stands upright again.

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

### Battle History:

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

One instance came in 3011, when intelligence reports to the Duke of Marik pointed to a buildup of Lyran troops for an offensive against the Free Worlds League. What was unknown was which of the planets in a cluster of five border worlds would be the launching point. The duke's strategists decided to secretly land a single *Hermes II* on each of the five worlds. Once on-planet, the scouts were to remain hidden until one or another suddenly found itself in the midst of the Lyran buildup.

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

When ship after ship of supplies and troops began using the Denebolan spaceport, Captain Luhenson began transmitting reports to her superiors via micro-satellite. Her transmissions went unnoticed by the

enemy, until a Lyran junior grade communications officer stumbled upon her communications. House Steiner then began extensive efforts to trace her down.

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

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

### Variants:

Members of the Dark Shadows have been given the choice of using the basic *Hermes II* or a variant first devised by Marik battalion commanders. Dubbed the *Mercury*, the variant replaces the 'Mech's autocannon with two medium lasers and two machine guns. Two extra heat sinks were also added to the insides of the 'Mech's feet to help with the extra heat. The *Mercury* is lighter by three tons and is slightly more nimble than the standard *Hermes II*, while the new weapons array seems to suit some warriors better. There is talk of making this variant available to other owners in the Free Worlds League.

### Notable 'Mechs and MechWarriors:

#### Captain Janos DeVille

A member of the Fusiliers of Oriente, Janos DeVille was a loyalist in the bitter fighting following Duke Anton Marik's revolt against his brother Janos. DeVille's continued actions as a scout, despite his 'Mech's damaged condition and his own wounds, earned him the respect of both his comrades and his enemies. Later given many commendations for his service, Captain DeVille went on to become one of the founders of the Dark Shadows scout battalion.

#### MechWarrior Zahn "The Dreamer" Vinge

A member of the 4th Defenders of Andurien, Vinge is always full of mystic thoughts and odd beliefs, yet manages to remain an excellent scout pilot. Painted a light brown, his 'Mech *Plato* is inscribed up and down its sides with quotes from philosophers.



**Mass:** 40 Tons  
**Chassis:** Irian Chassis Class 40  
**Power Plant:** Hermes 240  
**Cruising Speed:** 64.8 kph  
**Maximum Speed:** 97.2 kph  
**Jump Jets:** None  
**Jump Capacity:** None

**Armor:** Riese-456

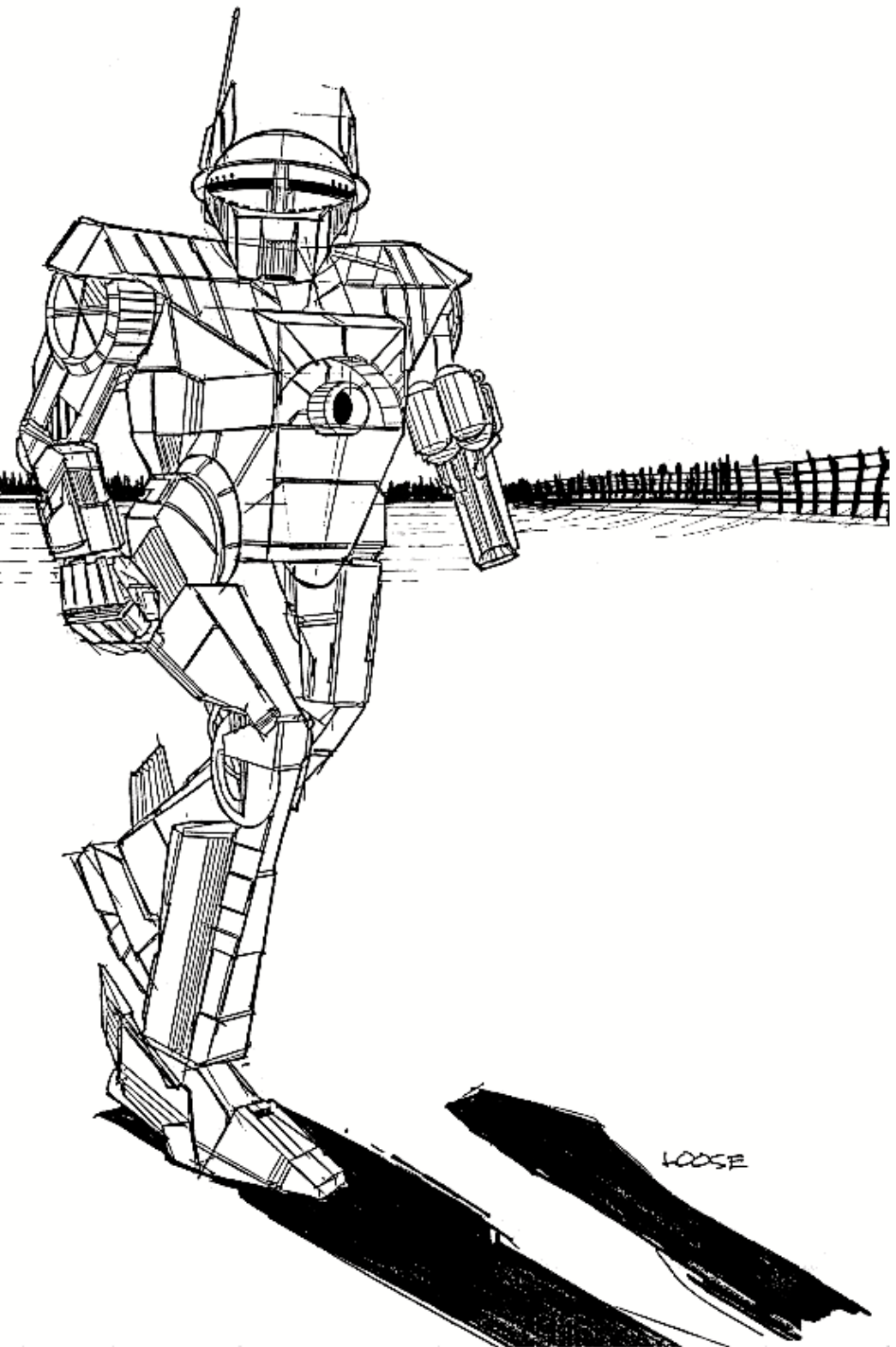
**Armament:**

- 1 Oriente Autocannon
- 1 I.W.W. Medium Laser
- 1 Olympian Flamer

**Manufacturer:** Irian BattleMechs Unlimited

**Communications System:** Irian E.A.R.

**Targeting And Tracking System:** Wasat Aggressor



Type:	<b>HER-2S Hermes II</b>	Tons
Tonnage:	40 Tons	40
Internal Structure:		4
Engine:	Hermes 240	11.5
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	12	17/6
Rt./Lt. Torso:	10	14/5
Rt./Lt. Arm:	6	11
Rt./Lt. Leg:	10	14

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/5	RT	4	8
Ammo (AC) 20	LT	1	1
Medium Laser	RA	1	1
Flamer	LA	1	1

# VL 2T VULCAN

## Overview:

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

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

## Capabilities:

The *Vulcan* is fully equipped with jump jets, making it unique in urban warfare and threatening to larger BattleMechs. Also, its rear-mounted jets are specially vented to reduce heat in its rear areas.

The *Vulcan's* weaponry systems include the reliable Armstrong autocannon. Though introduced as an anti-'Mech measure, it was used more as an anti-building measure when more and more *Vulgans* found themselves stationed in city areas.

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

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

## Battle History:

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

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

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

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

## Variants:

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

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

## Notable 'Mechs and MechWarriors:

### MechWarrior Richard Timms

Richard Timms is the last heir of the Timms family, and he has sold all the remaining family lands to support his 'Mech. Wounded and unable to produce future heirs to serve for the Federated Suns, he has used his money to maintain his good times and to keep his *Vulcan* in perfect working condition. Most of his commanding officers see little or no use for Timms. They realize that he is not well and will die within the next three years from an incurable disease. Richard has made quite a name for himself under the flag of House Davion.

### Lieutenant Sondra Stoverston

Sondra is assigned to House Steiner's Arcturan Guards as commander of one of the lead battle lances. Her *Vulcan* is painted a brownish-red and named the *Bloodlust* after her attitude toward combat. Sondra is a major threat to any infantry unit, with a reputation for killing platoons to the last person. Her skill at the controls of her *Vulcan* are well-documented. While her commanding officers do not condone some of her tactics, they also realize that she is one of the best MechWarriors in the regiment.

### MechWarrior Wommel Hide

Wommel was assigned to the Fusiliers of Oriente before being drummed out for unknown reasons. He managed to work his way to Redjack Ryan, who currently employs him. Although he cannot brag about his 'Mech's condition, Hide is a competent pilot who has honed his skills to fight against House Marik.

**Mass:** 40 tons  
**Chassis:** Mather Tech 500  
**Power Plant:** 240 Pitban  
**Cruising Speed:** 64.8 kph  
**Maximum Speed:** 97.2 kph  
**Jump Jets:** Model 9 Pitban  
**Jump Capacity:** 180 m

**Armor:** StarGuard I

**Armament:**

- One Armstrong Autocannon
- One Randell Medium Laser
- One Firestorm Flamer
- One SperryBrowning Machine Gun

**Manufacturer:** MatherTechno Incorporated

**Communications System:** Hartford 200S

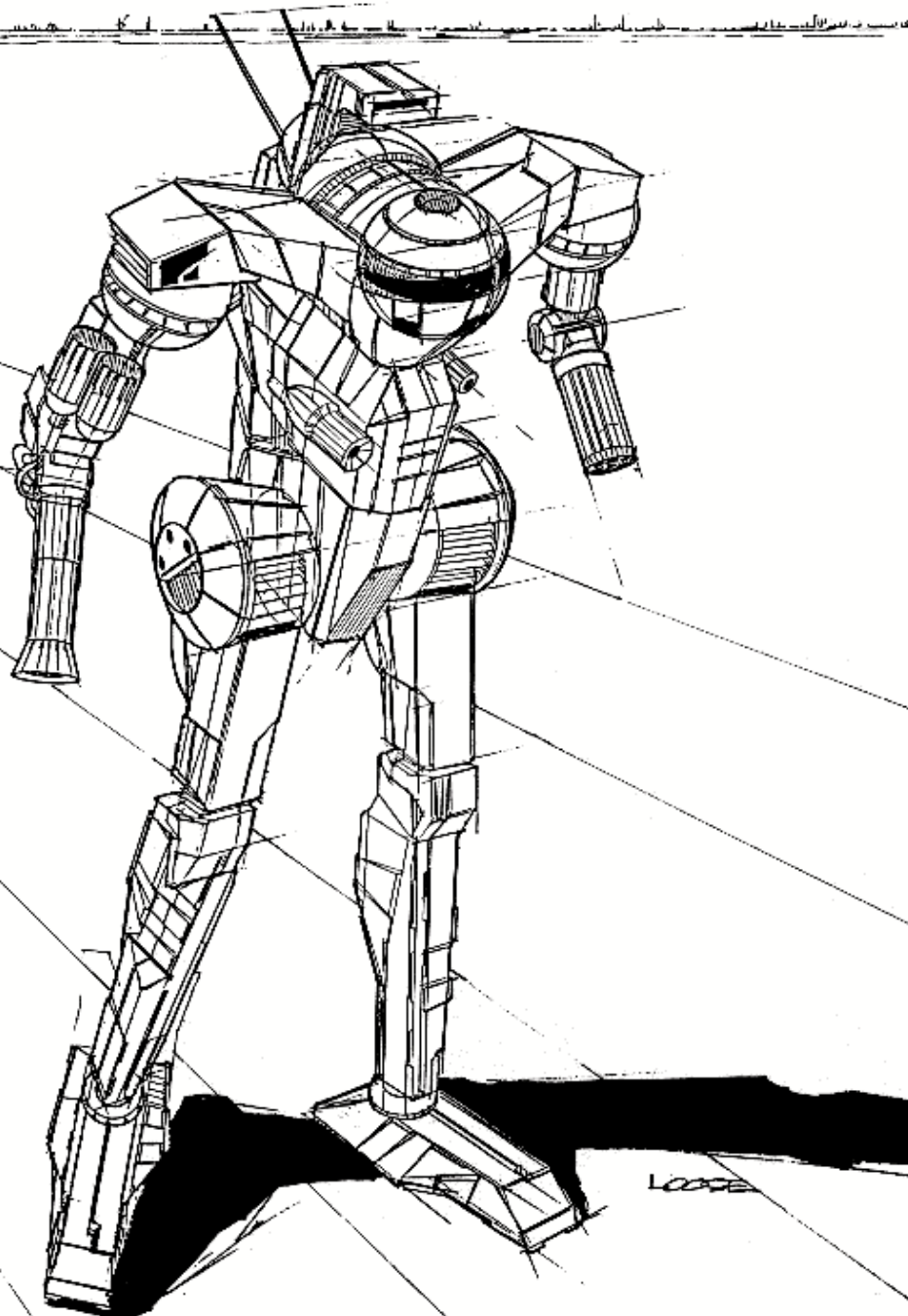
**Targeting And Tracking System:** Hartford TA10

Type:	VL 2-T Vulcan	Tons
Tonnage:	40 Tons	40
Internal Structure:		4
Engine:	240 Pitban	11.5
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	80	5

	Internal Structure	Armor Value
Head:	3	8
Center Torso:	12	10/6
Rt./Lt. Torso:	10	8/4
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	10	10

**Weapons and Ammo:**

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



LOOSE

# WTH-1 WHITWORTH

## Overview:

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

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

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

## Capabilities:

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

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

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

## Battle History:

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

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

The two most prominent *Whitworth* pilots are rival MechWarriors on opposite sides of the Kurita-Davion conflict. Indeed, the battles between Gavro Kent of Davion's 5th Regiment, Syrtis Fusiliers, and Marco Halman, of Kurita's 2nd Regiment, Dieron Regulars, have become as legendary as they are bitter.

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

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

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

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

## Variants:

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

## Notable 'Mechs and MechWarriors:

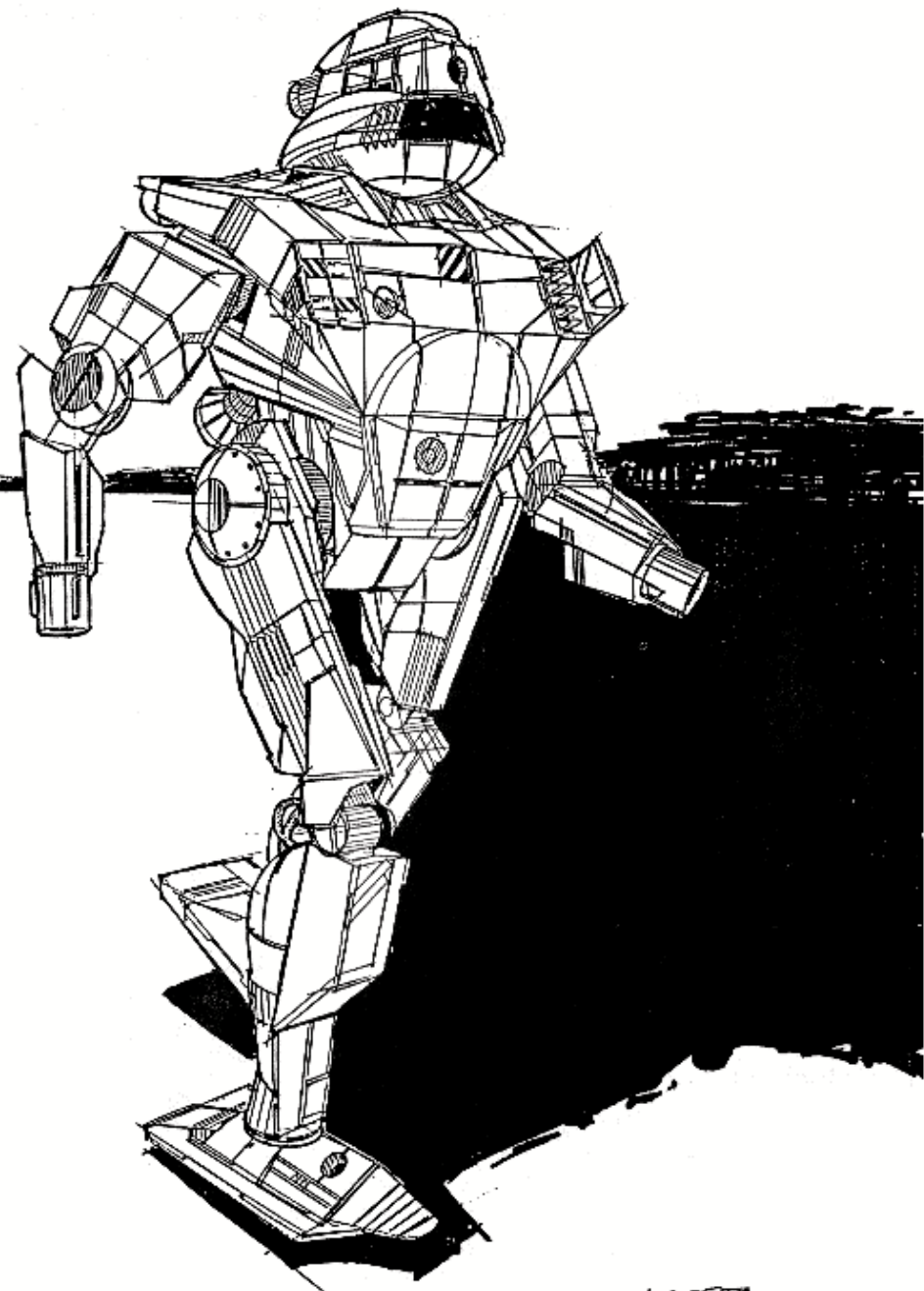
### MechWarriors Gavro Kent and Marco Halman

Gavro Kent was a promising young cadet at the Sun Zhang Military Academy when he became acquainted with Marco Halman, another novice warrior. The two became fast friends, competing good-naturedly to become the School's top cadets. Upon graduation, the pair served in Kurita's Rasalhague Regulars, piloting a pair of *Whitworths* that were to become famous. They participated honorably in numerous skirmishes against Davion and the Bandits of Obadiah.

Then, during a Kurita raid on the Davion-held world of Elidore IV in 3026, Halman and Kent were ordered to participate in an attack on the village of Morik, which the Kurita commander suspected of harboring Davion agents. When ordered to raze the village and kill every living thing in it as a punitive measure, Kent refused to participate in the massacre. Shocked at his friend's behavior, Halman reported him to their commander, who filed charges of insubordination against Kent. In a subsequent violent confrontation between Kent and Halman, Kent nearly killed his former friend, then defected with his *Whitworth* to the Davion side.

Since then, the two MechWarriors have become sworn enemies, battling with savage fury every time they meet on the field. Serving in regiments that regularly come in contact, their rivalry continues to this day, with neither gaining the upper hand.

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



Type:	<b>WTH-1 Whitworth</b>	Tons
Tonnage:	40 Tons	40
Internal Structure:		4
Engine:	LTV 160	6
Walking MP'S:	4	
Running MP'S:	6	
Jumping MP'S:	4	
Total Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	12	16/7
Rt./Lt. Torso:	10	12/6
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	10	18

Weapons and Ammo:			
<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
LRM 10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	H	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1

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# BJ-1 BLACKJACK

## Overview:

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

The production model differed from early prototypes in replacing the twin, arm-mounted GM Flashpoint flamers with heavier but more reliable Class 2 Whirlwind-L autocannon. This also required replacing the original Vox 225 power plant with the lighter GM 180, which reduced the *Blackjack's* speed and endurance. Whitworth jump jets were added to increase the Mech's mobility.

Despite the fact that the *Blackjack* fulfilled all its production requirements and was a good medium Mech, GM was not prepared for the reaction to it. Having somehow developed a bad reputation, the *Blackjack* was rejected by both Star League and its MechWarriors, and so production was cancelled after only a few years.

## Capabilities:

The *Blackjack's* main function was to suppress/destroy non-Mech insurgent forces that began to appear as Star League's authority was eroding. The Mech fulfilled its secondary role of fire support with only moderate success, as its twin light autocannon were not up to the task of blasting away at armored Mechs. The medium lasers provided more firepower, however. When used en masse by an entire lance or company of *Blackjacks*, they proved quite effective.

Despite its poor reception, records of the *Blackjack's* performance show it to have been a reliable Mech. The one problem was that its joints had a tendency to attract shells, much as did the autocannon linkage on GM's other major Mech, the *Marauder*.

The *Blackjack's* only real drawback was its bad press, which claimed that the entire project was a boondoggle because the Mech's basic design was flawed and unstable. It was said that the Mech's narrow footpads led to falls and reduced its mobility, or that the Stargard II armor was brittle and tended to fall off. Though none of these claims were ever substantiated, the *Blackjack* nevertheless soon fell into disfavor.

## Battle History:

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

The myth of the *Blackjack's* inferiority received a blow in 3022, however, when the infamous Kurita Captain Mercer Ravannion attempted to use his 'horde' tactics against an under-strength Davion garrison on the ice world of Xhoshia VII. Ravannion theorized that Mech warfare should be carried out by swarms of ultra-light *Stingers* and *Wasps* to attack and overwhelm the heavier, but numerically inferior defending Mechs. Ravannion's attempts to prove his theories were uniformly disastrous, but his confidence in them was unshakeable. The tiny garrison on Xhoshia would suffer for his obsession.

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

In the end, Cadet Captain Michael Ubodo's 'outmoded' and 'inferior' but heavier *Blackjacks* took the brunt of the Kurita attack on the icy Plain of Swords. The fighting was fierce. Driven by fanaticism, Ravannion threw his Mechs into battle without regard for men or material.

Ubodo, a recent NAIS Training Cadre graduate breveted to command of the Xhoshia garrison, was beset on all sides by the light, swift Kurita Mechs. Remaining calm, he utilized what little terrain existed on the windswept plain, and met each Kurita thrust with a counter-thrust from his outnumbered *Blackjacks*, then personally led the counter-attack that broke the back of Ravannion's assault.

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

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

## Variants:

Liao commanders are just short of contemptuous of the *Blackjacks* in their regiments, and so no modifications have been attempted, much less the assignment of *Blackjacks* to combat units.

Hanse Davion, on the other hand, was so impressed by the *Blackjack's* showing on Xhoshia that he has begun experimenting with new versions. One of the Davion engineers' first discoveries was that the *Blackjack's* instability is a myth. One Davion variant replaces the dual autocannon with heavy lasers and also radically increases the number of heat sinks. This necessitated the removal of two medium lasers and some armor. Another Davion *Blackjack* has replaced the jump jets with increased weapons and heat sinks. Though many still scoff at the *Blackjack*, it may someday have a chance to redeem itself in House Davion's battle force.

## Notable Mechs And MechWarriors:

### Lieutenant Michael Ubodo

Ubodo is an intelligent, promising young officer, already awarded a permanent commission and the Davion Star of Bravery for his actions in defense of Xhoshia. He now commands a recon lance of the Deneb Light Cavalry. Though his men were initially skeptical of his youth and his *Blackjack*, *The Arrow*, Ubodo's easy-going but efficient style of command has won their respect.

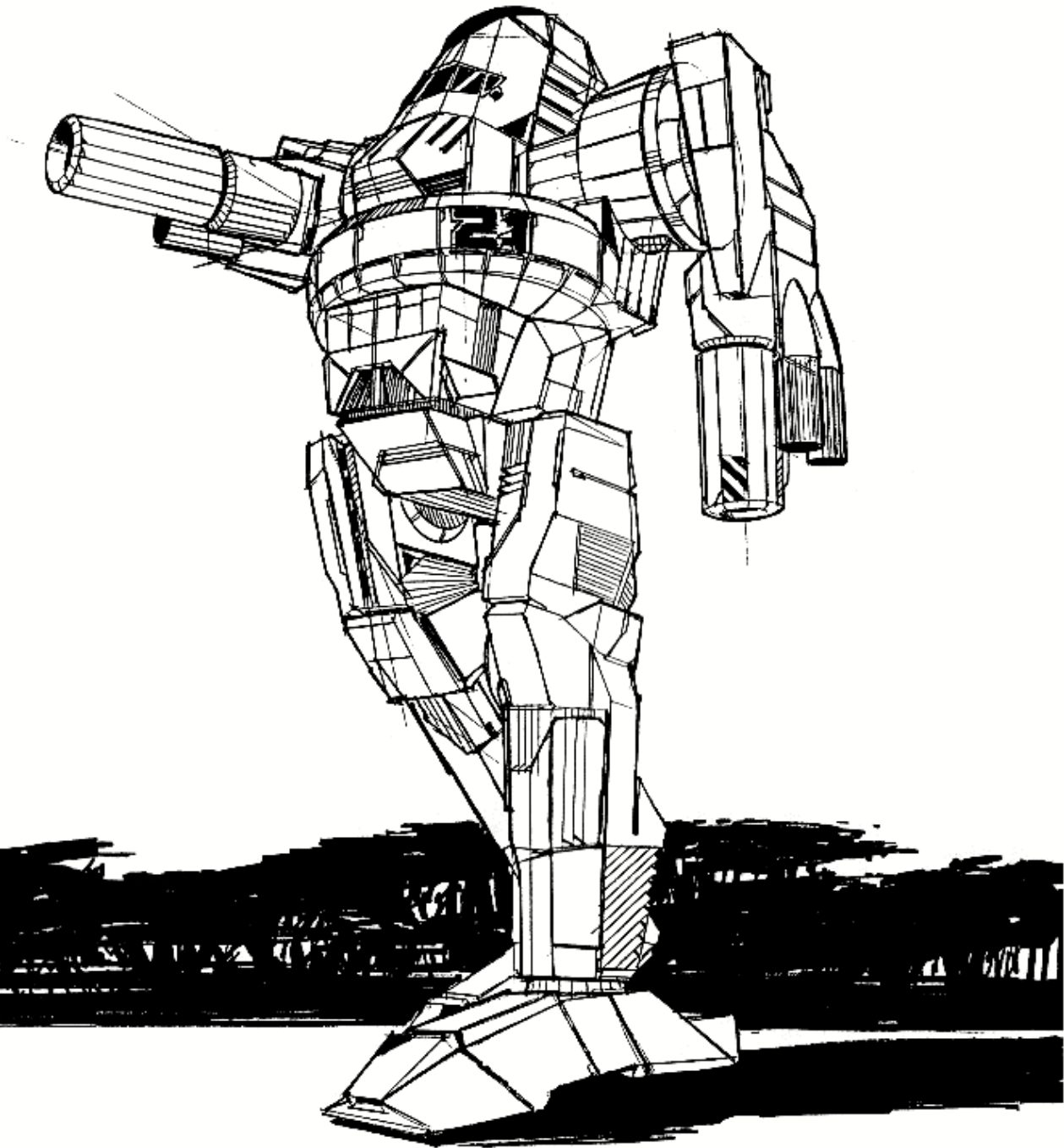
Lieutenant Ubodo is a great proponent of the maligned *Blackjack*, and will challenge anyone who criticizes it. He is just as fiercely loyal to his men and to House Davion.

**Mass:** 45 tons  
**Chassis:** GM BJ-I  
**Power Plant:** GM 180  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** Whitworth Jetlift  
**Jump Capacity:** 120 m  
**Armor:** StarGard II  
**Armament:**  
 2 Whirlwind-L Autocannon  
 4 Intek Medium Lasers  
**Manufacturer:** General Motors  
**Communications System:** Dalban Micronics  
**Targeting And Tracking System:** Dalban AQ

Type:	<b>BJ-1 Blackjack</b>	Tons
Tonnage:	45 Tons	45
Internal Structure:		4.5
Engine:	GM 180	7
Walking MP'S:	4	
Running MP'S:	6	
Jumping MP'S:	4	
Total Heat Sinks:	11	1
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	14	18/9
Rt./Lt. Torso:	11	15/6
Rt./Lt. Arm:	7	12
Rt./Lt. Leg:	11	17

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/2	RA	1	6
AC/2	LA	1	6
Ammo (AC) 45	GT	1	1
Medium Laser	RA	1	1
Medium Laser	RT	1	1
Medium Laser	LA	1	1
Medium Laser	LT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1



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# HCT-3F HATCHETMAN

## Overview:

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

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

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

## Capabilities:

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

The *Hatchetman* was designed to cover the retreat of friendly forces out of a city. Once its allies have deserted the city, the *Hatchetman* blends into the city streets and play a deadly game of cat and mouse with enemy 'Mechs. The 'Mech's killer autocannon is well-suited to this task. Reliable and efficient, the weapon is placed in the 'Mech's right torso to protect its workings. The *Hatchetman* carries 20 rounds in two ten-shot clips, much like the Federated Suns' *Enforcer*, which lends credence to the rumors about Dr. Banzai.

The *Hatchetman's* hatchet is actually a hand held club. The club makes the 'Mech a slightly more powerful fighter in hand to hand combat. This still does not overcome the light armor and general frailness of the *Hatchetman*.

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

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

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

## Battle History:

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

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

It was then that the *Hatchetman* earned their name. As enemy 'Mech units sought to flush out the Lyran Guards, a *Hatchetman* would appear from hiding and either shoot at point-blank range or cleave a 'Mech in two.

## Variants:

Rumors abound of a Draconis *Hatchetman* prototype being tested on Luthien. Whether the Draconis Techs can reproduce the unique ejection system remains to be seen, however. To prevent other Houses from learning the 'Mech's secrets, all new Lyran *Hatchetmen* are equipped with a destruct system timed to explode if its gyros tilt or if any of its actuators are moved beyond a certain point.

Certain Comstar officials have secretly confirmed that huge, empty transports from the Federated Suns have passed Sol on their way to the Lyran Commonwealth. They speculate that the ships will return with a full load of *Hatchetmen*. Perhaps the Lyran Commonwealth is building them for House Davion as part of the new pact between them. Davion's own 'Mech factories are already operating to full capacity.

## Notable 'Mechs And MechWarriors:

### Lieutenant Helmar Senton

A member of Colonel Kester's battalion, Lieutenant Senton is the first MechWarrior to get a confirmed kill in a *Hatchetman*. As his victim was an officer and because the 'Mech's gruesome cleaving was captured on camera by a local news team, Senton became a local hero.

### MechWarrior Malgathwan Selfrana

Another member of Colonel Kester's battalion, Malgathwan got three confirmed kills in the confines of the industrial park on Sevom. She accomplished two by well-placed shots with her autocannon and the third with the hatchet. Unfortunately, a laser immobilized her *Hatchetman*, and she ejected. The Draconis Combine presently has her 'Mech's body.

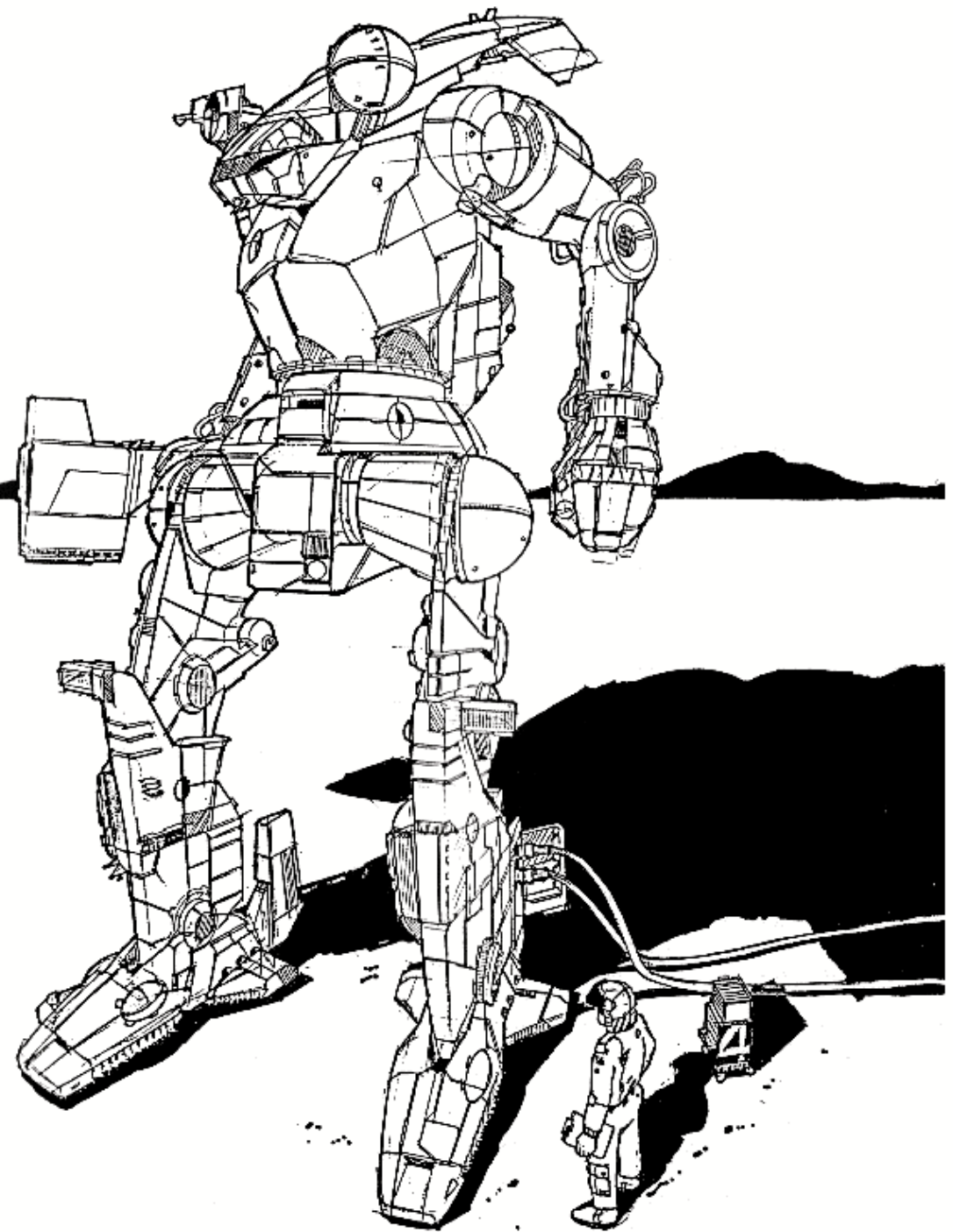


**Mass:** 45 Tons  
**Chassis:** Chariot Type II  
**Power Plant:** GM 180  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** Luxor 2/Q  
**Jump Capacity:** 120 m  
**Armor:** Durallex Medium

**Armament:**

- 1 Defiance Killer Autocannon
- 2 Defiance B3M Medium Lasers

**Manufacturer:** Defiance Industries of Hesperus II  
**Communications System:** TharHes Thalia HM-22  
**Targeting And Tracking System:** TharHes Ares-8a



Type:	<b>HCT-3F Hatchetman</b>		<i>Tons</i>
Tonnage:	45 Tons		45
Internal Structure:			4.5
Engine:	GM 180		7
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	4		
Heat Sinks:	14		4
Gyro:			2
Cockpit:			3
Armor Factor:	104		6.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	6
Center Torso:	14	14/4
Rt./Lt. Torso:	11	14/4
Rt./Lt. Arm:	7	11
Rt./Lt. Leg:	11	11

**Weapons and Ammo:**

Type	Loc	Critical	
AC/10	RT	7	12
Ammo (AC) 20	CT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1

LOOSE

# PXH-1 PHOENIX HAWK

## Overview:

The *Phoenix Hawk* is a common 'Mech, a versatile model produced in the tens of thousands during the Star League era. Orguss Industries, a manufacturer of the similar *Stinger* and *Wasp*, created the *Phoenix Hawk* by strengthening the internal structure of its basic *Stinger* chassis, which enabled the new 'Mech to support heavier armor and expanded weaponry.

## Capabilities:

Clearly superior to its lighter cousins, the *Phoenix Hawk* also functions as a scout. Its armor permits it to sustain combat situations, and its array of one heavy and two medium lasers will give other medium 'Mechs like the *Griffin* and *Wolverine* a run for their money.

The *Phoenix Hawk* quickly became a staple of Star League recon forces. Pilots liked its ease of handling, and its speed made it well-suited to raiding and scouting. The Land-Air 'Mech version, constructed first in 2832, further expanded the *Phoenix Hawk's* mobility by allowing it to also perform aerial reconnaissance and combat.

The Tek Tru-Trak targeting computer system was a highly advanced piece of equipment, giving the *Phoenix Hawk's* ranged fire a deadly accuracy. Since the destruction of the Star League's major computer industries, maintenance and repair of Tru-Traks has declined considerably, as very few Techs have the specialized knowledge to service them. In many cases, the complex circuitry has simply been removed and replaced with simple line-of-sight magnification systems.

The multi-channel Tek BattleCom communications gear, which is heavily shielded to protect against battlefield interference, makes the *Phoenix Hawk* well-suited to a command/forward operations role. The swift 'Mech may also be outfitted with jamming and ECM gear.

The PXH often serves in light regiments and scout lances, and the LAM convertible *Phoenix Hawk* often plays a dual role in air and land 'Mech units.

## Battle History:

The most powerful of the medium scout 'Mechs, the *Phoenix Hawk* is often used to command recon lances. Lances led by *Phoenix Hawks* are kept busy probing enemy defenses and manning advance bases. Though attrition in these units is high, *Phoenix Hawk* pilots are among the most experienced and skillful MechWarriors.

Early Successor State recon units often consisted of three or four *Phoenix Hawks*, plus one or two *Stingers*, *Wasps*, or *Locusts*. Once the *Phoenix Hawk's* value as a command vehicle was recognized, it was reassigned to key leadership positions.

*Phoenix Hawk*-led recon lances proved invaluable to both sides in one of the many minor Kurita-Davion clashes. The encounter took place in the Blackrock Badlands of the mineral-rich planet Ronel V. The terrain of this battle was so harsh and convoluted that video and tracking gear of more conventional 'Mechs were rendered useless. When the reconnaissance elements of Davion's Avalon Hussars met their opposite number, a scouting force from Kurita's Galedon Rogulars, a fierce battle ensued. Where other 'Mechs would have been helpless, the *Phoenix Hawks* and *Wasps* darted nimbly, using their jump jets to leap from ridgetop to ridgetop. The shielded BattleCom units also served the combatants well, cutting through the heavy background radiation of the area, allowing commanders to keep control of their swiftly moving 'Mechs.

With the Davion force threatening to envelop the Kurita forces, the Kurita LAM *Phoenix Hawks* were able to save their embattled scouts, swooping in low, then appearing behind Davion lines in BattleMech mode. The Kurita 'Mechs surged forward, catching Davion in a vice, and forcing the Hussars to retreat with heavy losses.

The *Phoenix Hawk* is usually no match for heavy BattleMechs such as the *Crusader* or *Thunderbolt*, but a recent clash between Houses Liao and Davion on Lee II proved the exception. Conditions were similar to those on Ronel, with high rock ridges blocking the advance of the Liao *Crusaders* and high radiation rates crippling their communications. Noting the difficult conditions for the enemy, Davion commander Colonel Gunnar Wilson sent in his *Phoenix Hawks*.

The PXHs fought a hit-and-run battle, using their jump jets to clear the ridges, and striking the *Crusaders* from above and behind before they could react. Whenever a *Crusader* did manage to fire its missiles, it often crippled an attacking *Phoenix Hawk*, and so Davion casualties ran high. Nevertheless, this inspired use of medium 'Mechs against heavies blunted the Liao attack, and helped the eventual Davion counter-strike to drive Liao from Lee II altogether.

## Variants:

As a scout 'Mech, the *Phoenix Hawk* has several notable variants, including the previously mentioned ECM-equipped and convertible LAM versions. Houses Davion and Kurita have also developed their own variations on the basic *Phoenix Hawk-A*.

The Davion PXH-D replaces the basic model's twin M100 machine guns with extra heat sinks. These increase the 'Mech's ability to dissipate heat, giving it greater endurance. Kurita's *Phoenix Hawk-K* is an up-armored version of the basic model, replacing the M100s with a single light laser, eliminating the jump jets, and increasing the number of heat sinks. Though the -K functions well in combat, it is not a popular model because many consider its lack of jump jets a major drawback vitally restricting the 'Mech's mobility.

## Notable 'Mechs And MechWarriors:

### MechWarrior Abraham Ibn Faud

Ibn Faud and his LAM *Phoenix Hawk*, the *Moon Hiding*, are prominent members of the Eridani Light Horse mercenary unit. The unit commander frequently assigns the *Moon Hiding* (decorated with the Islamic star-and-crescent) for overlights and aerial reconnaissance, then orders it into battle alongside the main Eridani raiding forces.

Ibn Faud accepts this rough treatment philosophically. A devoted Moslem, he spends much of his time studying the *Koran*, whose teachings he follows to the letter. He will halt even in the midst of battle to face far-off Mecca (as it is on Earth, he must turn his face toward the sky). An able leader, Faud has several times been breveted to lieutenant in order to command an important mission. Though the rank has not yet become permanent, Abraham Ibn Faud remains a loyal MechWarrior and a faithful servant of Allah.

### Lieutenant David Kellam

The mission of Kurita's elite Night Stalker Regiment is reconnaissance, raiding, and terror, and Lieutenant Kellam's lance is proficient in all three. Commanding from his *Phoenix Hawk*, *The Knife*, he almost never speaks save in combat, and is known to have killed at least two men in duels. Not much else is known about Kellam, except that he has neither family nor friends, nor does he mind.

Ruthless in combat, Kellam and *The Knife* have often been the last sight seen by many an unwary MechWarrior.

**Mass:** 45 tons  
**Chassis:** Orguss Stinger  
**Power Plant:** GM 270  
**Cruising Speed:** 64.8 kph  
**Maximum Speed:** 97.2 kph  
**Jump Jets:** Pitban 9000  
**Jump Capacity:** 180 m  
**Armor:** Durallex Light

**Armament:**

- 1 Harmon Heavy Laser
- 2 Harmon Medium Lasers
- 2 M100 Machine Guns

**Manufacturer:** Orguss Industries

**Communications System:** Tek Battlecom

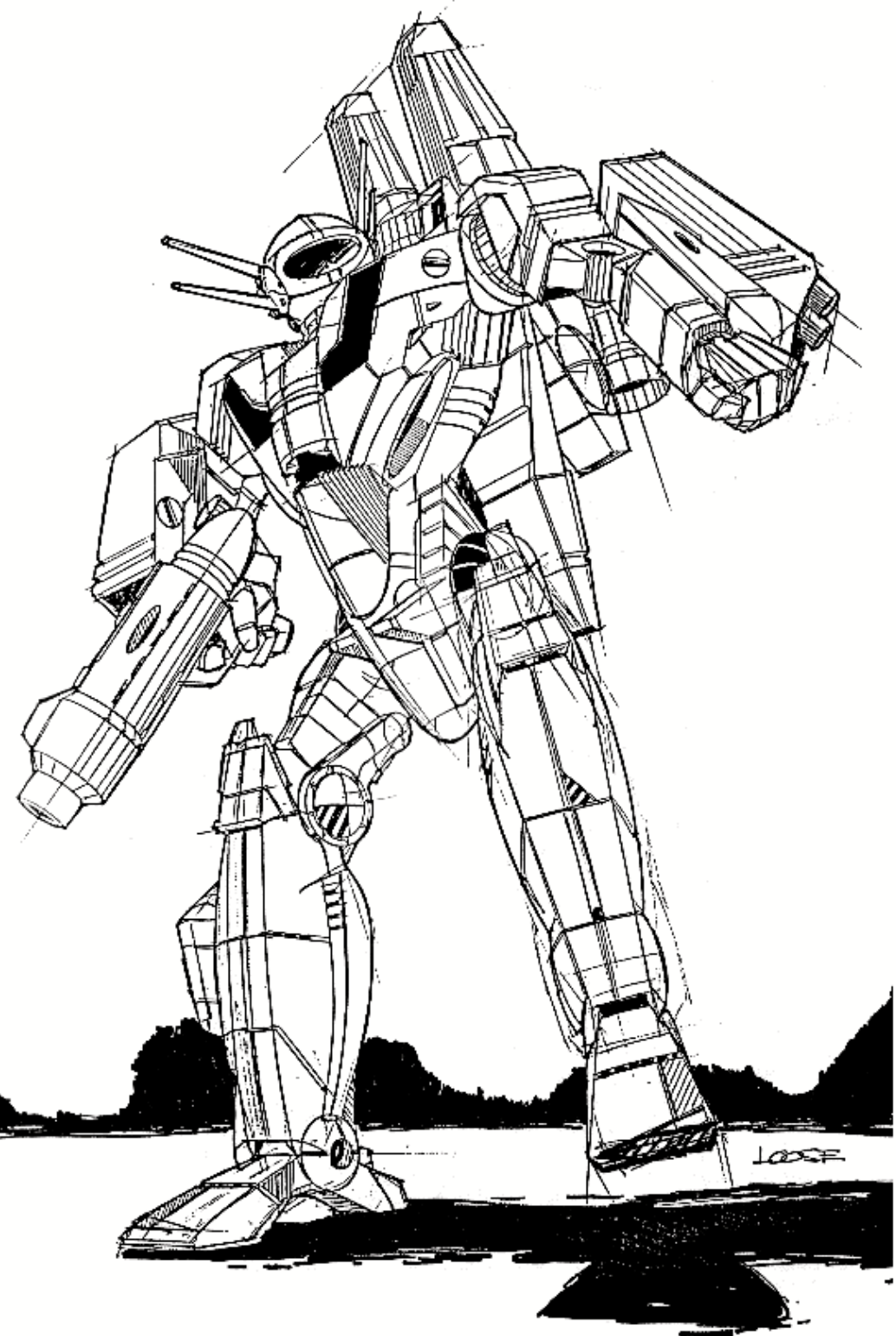
**Target And Tracking System:** Tek Tru-Trak

Type:	PXH-1 Phoenix Hawk	Tons	
Tonnage:	45 Tons	45	
Internal Structure:		4.5	
Engine:	270 GM	14.5	
Walking MPs:	6		
Running MPs:	9		
Jumping MPs:	6		
Heat Sinks:	10	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	128	8	

	Internal Structure	Armor Value
Head:	3	6
Center Torso:	14	23/5
Rt./Lt. Torso:	11	18/4
Rt./Lt. Arm:	7	10
Rt./Lt. Leg:	11	15

**Weapons and Ammo:**

Type	Loc.	Critical	
Large Laser	RA	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



# VND-1R VINDICATOR

## Overview:

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

The First Succession War had proved disastrous for the Confederation, who lost all but one of its 'Mech-producing facilities. The remaining 'Mech plant, on the heavily industrialized planet of Capella, was limited to the production of 'Mechs of less than 60 tons. Also, because the Confederation had few materials to build 'Mechs, its engineers decided to build a 'Mech that was capable of several roles, yet could be built with meager resources.

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

## Capabilities:

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

The Smasher PPC is a standard weapon, but the cooling jacket that surrounds it deserves note. The jacket possesses water intakes mounted around the forward end. By dipping the end of the barrel in a lake, river, or pool, the intakes draw up the water to cool the hot innards of the PPC. The resulting steam exits via a nozzle at the other end. However, it is often dangerous for the 'Mech to kneel motionless for ten seconds while drawing water. Therefore, engineers placed three additional heat sinks on the *Vindicator*.

The engineers decided not to mount a PPC on the *Vindicator's* other arm, which would make the 'Mech into another *Warhammer*. It was not only that the additional PPC would have been a heat burden to the 'Mech, but

that the *Vindicator* also had to be able to pick up and carry things.

The Jaguar missile system is a five-tube, long range missile system. Created in a joint Sian-Ceres venture, the system is named after the predator cat found on the tropical planet of Sian. It carries enough ammunition for 24 shots and is mounted asymmetrically on the *Vindicator's* left torso behind an armored door. The missile system is extremely reliable and capable of a fair amount of abuse before it can be forced to shut down.

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

The protuberance in the cockpit has been implicated in the deaths of several MechWarriors. All were attempting to eject from their damaged *Vindicators*, only to explode as they emerged from the 'Mechs' heads. It is thought that the ejecting chair hits the bump on its way out, causing the chair's propulsion systems to explode. Engineers are presently attempting to redesign the laser and cockpit roof. Though not fast, the *Vindicator* is jump-capable and has 16 heat sinks to handle the heat burden produced by jumping. The *Vindicator's* armor arrangement also received special attention. Carrying more armor than a *Phoenix Hawk*, the *Vindicator* has good overall protection, especially on the rear torso and legs.

## Battle History:

The *Vindicator* has become a common sight in the Capellan Confederation. Only *Locusts*, *Stingers*, and *Wasps* are more plentiful. Replacing 'Mechs of equal or greater weight, the *Vindicator* allows 'Mechs to be reassigned to other units.

The planet Tikonov is perhaps the worst assignment a Confederation 'MechWarrior can pull. It is a dry and arid world, whose nights are pitch-black. It was here that *Vindicators* tasted battle for the first time. In 2832, the Second Succession War between the Capellan Confederation and the Federated Suns was two years old. So far, Tikonov had seen little action, as most of it was occurring along the border nearer the Periphery.

As its first assignment, the 23rd Chesterton Reserves, a newly formed regiment, drew the unpleasant

task of garrison duty on Tikonov. They shared the duty with the 3rd Kearny Highlanders. Much of the Chesterton Reserves was outfitted with *Vindicators*, with only a few light and heavy 'Mechs organized into separate lances.

When the Federated Suns' 2nd Ceti Hussars attacked Tikonov, the defending units fell back easily into their defensive positions. The majority of the Chesterton Reserves were employed in defense of the vital hydroelectric plants at the city of New Hoover. The Ceti Hussars attempted to destroy the power plants to disrupt the supply of electricity to the major cities. Using heavy air support, night assaults, and artillery bombardment, the Ceti Hussars tried five times to crack the defensive ring. Each time, defenders threw them back. The Hussar officers were at a loss. They knew that the *Vindicator* was a mediocre 'Mech, but saw that in a group, the 'Mechs proved to be remarkably stubborn. It was during this siege that the *Vindicator* earned its nickname of "Badger", after the squat, stubborn mammal native to Tikonov.

Eventually, the *Vindicators'* tenacious defense wore down the attacking Hussars. They withdrew, looking for easier targets. For their actions, the members of the 23rd Chesterton Reserves were later decorated and awarded land grants.

## Variants:

*Vindicators* have changed little during their 200 years of service. Attempts were made to make the 'Mech more mobile by sacrificing some armor for additional jump jets. However, the trade-off was disappointing as the lost armor made the 'Mech too vulnerable and the added heat decreased its fighting ability.

Some of these altered *Vindicators*, dubbed "Avenging Angels", are still used in Confederation reserve and training units. It is expected that they will be sent to the scrap heap or sold to 'Mech families in the next ten years.

## Notable 'Mechs And MechWarriors:

### MechWarrior Michael Jones

Jones inherited his *Vindicator* from his father, who was assassinated in a political squabble. After suitable revenge, Jones joined the 14th St. Ives Armored Cavalry. His *Vindicator*, dubbed the *St. Ives' Blues*, can be recognized by the large silver trumpet painted on its chest.

**Mass:** 45 tons  
**Chassis:** Ceresplex IV  
**Power Plant:** GM 180  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** Anderson Propulsion 30  
**Jump Capacity:** 121 meters

**Armor:** Starshield

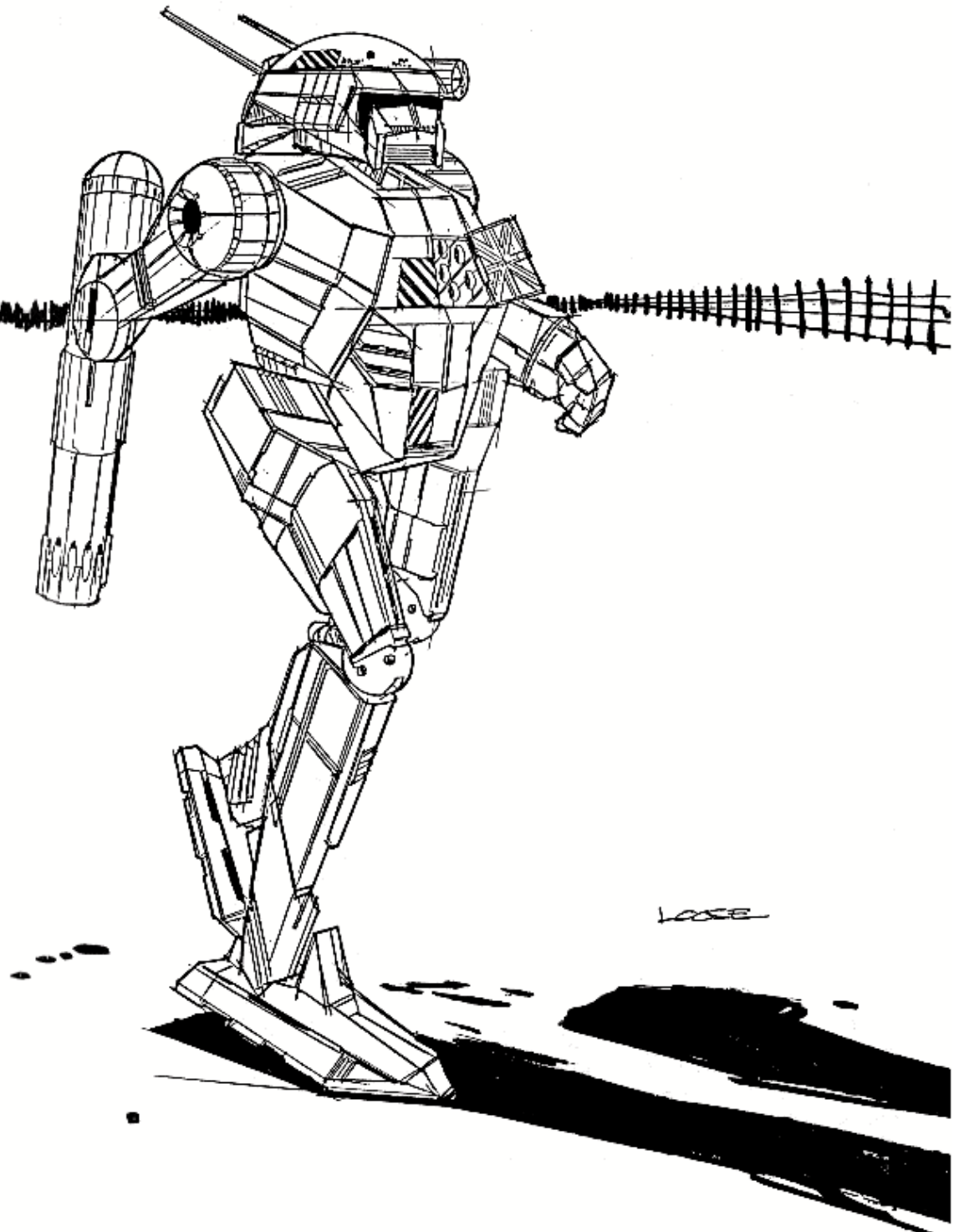
**Armament:**

- 1 CeresArms Smasher PPC
- 1 Sian/Ceres Jaguar LRM Missile System
- 1 CeresArms Medium Laser
- 1 Hessen Small Laser

**Manufacturer:** Ceres Metal Industries

**Communications System:** CeresCom Model 21-Rs

**Targeting And Tracking System:** C-Apple Churchill



Type:	VND-1R Vindicator	Tons
Tonnage:	45 Tons	45
Internal Structure:		4.5
Engine:	GM 180	7
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	16	6
Gyro:		2
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	14	18/9
Rt./Lt. Torso:	11	16/6
Rt./Lt. Arm:	7	14
Rt./Lt. Leg:	11	18

**Weapons and Ammo:**

Type	Loc.	Critical	
LRM 5	LT	1	2
Ammo (LRM) 24	CT	1	1
PPC	RA	3	7
Medium Laser	H	1	1
Small Laser	LA	1	.5
Jump Jets	CT	2	1
Jump Jets	LL	1	.5
Jump Jets	RL	1	.5

# CN9-A CENTURION

## Overview:

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

Unfortunately, many CN9-As have developed defects in their autocannon loading mechanisms. In many cases, it has been necessary to replace the entire loader. As replacement parts for the Luxor autocannon become increasingly rare, Techs often replace the entire autocannon with another make or decide to mount a different type of weapons system in its stead. No matter which alternative is chosen, it is an extremely complicated and time-consuming operation, as the Luxor system was custom-fit into the *Centurion's* chassis with no room left for modifications.

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

## Capabilities:

The *Centurion* is best known for making slow, steady advances. Because of its autocannon and medium lasers, the CN9 prefers to attack at close range, where it can do the most damage. With 8.5 tons of armor, the *Centurion* is tough enough to absorb a considerable amount of damage. Moreover, its heat sinks allow it to keep up a vigorous assault without danger of overheating.

The 20 autocannon reloads and 24 LRM reloads make it possible for the CN9-A to operate away from a supply base for short periods. Because of this and its ability to move quickly and fire without overheating, the *Centurion* is often used as part of a raiding lance.

The CN9 can also lay covering fire at long ranges. However, it is rarely used in this capacity during major engagements because the launch rate of its LRM-10 is too slow to be effective against multiple opponents. In smaller encounters, the LRMs are very effective, and the 24 reloads allow the *Centurion* to keep up the pressure.

## Battle History:

The formidable appearance of the *Centurion's* Luxor autocannon tends to elevate the pilot's confidence and give him the feeling that he can blast his way through anything. This fighting spirit can often be a valuable psychological advantage to a lance or company facing stiff opposition. During the Battle for Hoff, it was MechWarrior Fadre Sing, not the company commander, who is credited with leading the decisive assault on the Eridani forces at Azure Stone Mesa. According to official reports, the young pilot became restless while his commanding officer debated the rationality of a frontal assault. Sing announced that he was "going over there to pound a few Eridani 'Mechs into spare parts" with or without help from the rest of the lance. He set off across the mesa and after a moment's hesitation, the rest of the company followed, leaving the commander with mouth gaping. Under Sing's command, the company smashed through the enemy line and destroyed a vital supply depot. The spectacular success of the raid made it politically dangerous to court-martial Sing. Instead, he and his *Centurion* were assigned to 'an important post' in a frontier world.

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

Grimm's *Centurion* was too close to be easily hit with a PPC, and the *Marauder* was too hot to make wild shots, so the MAD began kicking and punching, trying to pound its attacker into scrap. The CN9 managed to move out to about 60 meters and started hammering away at the MAD with its autocannon and medium laser. The only weapons that the *Marauder* could effectively fire were its two medium lasers, but with its targeting system malfunctioning due to high temperatures, even those were little use. In the end, the *Centurion* managed to blast through the left-torso armor and hit the autocannon's magazine. The explosion gutted the *Marauder*.

## Variants:

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

The most radical variant replaces the medium-heavy autocannon with a full-feature Luxor DDX-5 heavy autocannon. To accommodate the additional two tons of weight, the medium lasers have been removed. The resulting 'Mech, the CN9-AH, has a substantially higher potential damage curve at close range. This variant suffers from two serious problems. It can only carry a maximum of ten rounds for its heavy autocannon and it must close to within 90 meters of its target to be fully effective. As a result, this variant is usually assigned to guard duty around important installations, supply bases, and DropShips, where it has an ample supply of ammunition. It functions as a major component of storming parties, where close combat is the norm.

Another common variant replaces the autocannon with one heavy and one light Angst L-type laser and adds four heat sinks to dissipate the additional heat generated. Four extra tons of armor are also added. The Lyran Commonwealth uses this model quite often as a guerrilla fighter.

Innumerable other variants exist in small numbers. MechWarriors should be aware that when they meet a *Centurion* on the battlefield, there is a very good chance that it will not have standard weaponry.

## Notable 'Mechs and MechWarriors:

### MechWarrior Fadre Sing

This member of Wolf's Dragoons achieved prominence only briefly, but his charge on Hoff epitomizes the spirit of many *Centurion* pilots. By leading the assault himself, he displayed faith in his own indestructibility. Although his 'Mech was heavily damaged by short-range missile fire, he managed to push through enemy lines and set fire to an enemy supply depot.

Sing's current whereabouts are unknown. After being reassigned to a frontier world garrison, he left his unit and disappeared.

### Lieutenant Ian Grimm

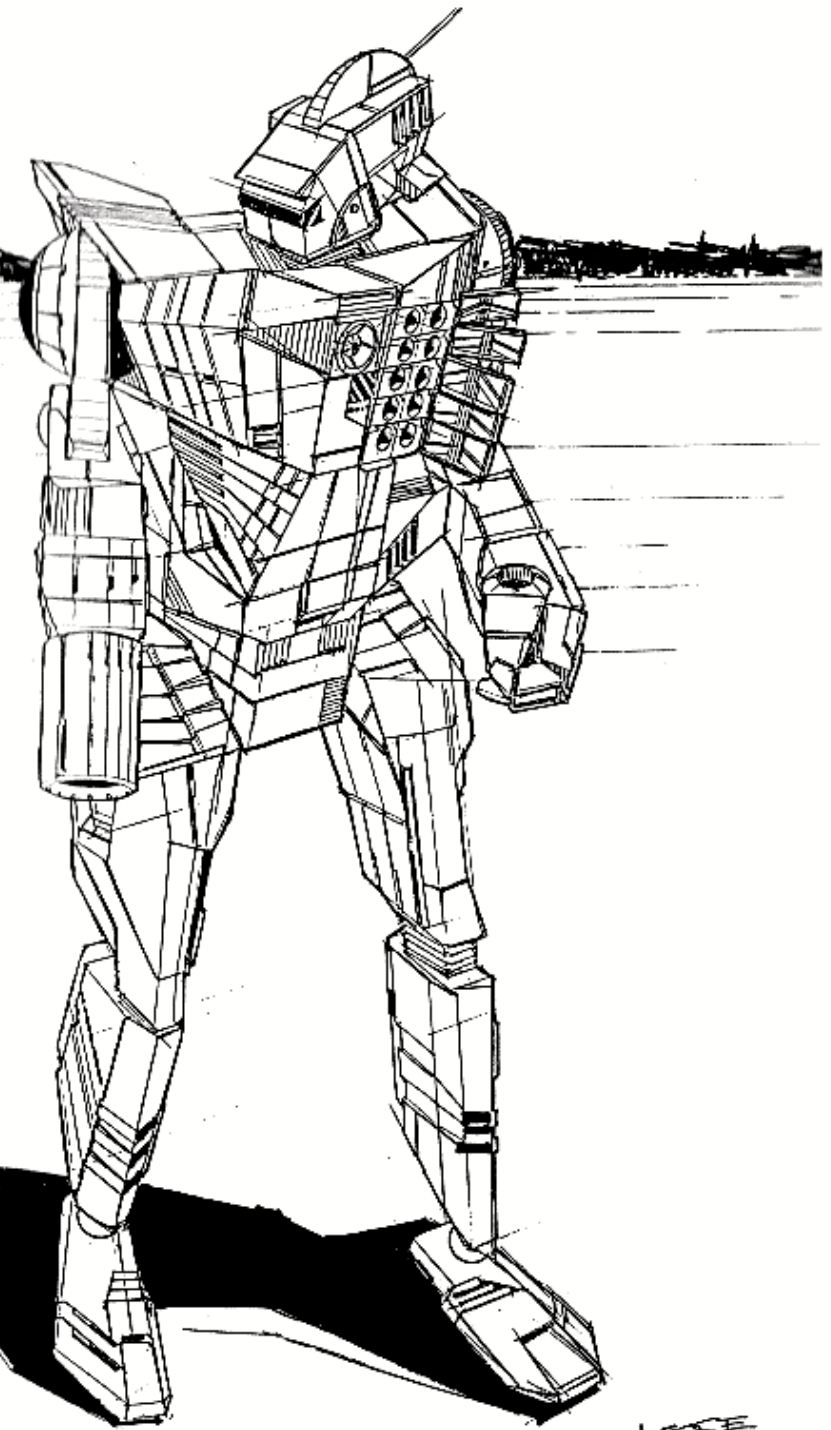
Grimm, a member of the Illician Lancers, is a hunter who is fond of stalking heavy 'Mechs. In general, he has been successful, though deep scars in his 'Mech armor suggest that victory has not always been easily won. Already a hero within the Lancers, his reputation grows with each new kill.

Mass: 50 tons  
 Chassis: Corean Model K7  
 Power Plant: 200 Nissan  
 Cruising Speed: 43.2 kph  
 Maximum Speed: 64.8 kph  
 Jump Jets: None

Jump Capacity: None  
 Armor: StarGuard III

**Armament:**  
 1 Luxor D-Series Autocannon  
 1 Luxor 3R LRM-10  
 2 Photech 806c Medium Lasers

**Manufacturer:** Corean Enterprises  
**Communications System:** Corean Transband-J9  
**Targeting And Tracking System:** Corean B-Tech



Type:	<b>CN9-A Centurion</b>	<b>Tons</b>
Tonnage:	50 Tons	50
Internal Structure:		5
Engine:	200 Nissan	8.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	0
Cyber:		2
Cockpit:		3
Ambor Factor:	136	8.5

	<i>Internal Structure</i>	<i>Ambor Value</i>
Head:	3	9
Center Torso:	16	16/7
Rt./Lt. Torso:	12	12/6
Rt./Lt. Arm:	8	16
Rt./Lt. Leg:	12	16

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/10	RA	7	12
Ammo (AC) 20	RA	2	2
HEM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Medium Laser	CT	1	1
Medium Laser	CT (R)	1	1

LOOSE

# ENF-4R ENFORCER

## Overview:

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

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

## Capabilities:

Besides being a barrage vehicle, the *Enforcer* can also serve passably as a trooper 'Mech. Though it has no hands, the 'Mech is a good brawler with good jump capability. Its front torso armor allows it to stand exposed to attack for short periods, while pounding out its own punishment. What the *Enforcer* cannot take are attacks to its rear torso, where its armor is weaker than that of even some light 'Mechs.

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

The only real problem with the mating of autocannon and 'Mech was, predictably, the feed system. Many an *Enforcer* prototype has its weapon jam. In some cases, the jamming round exploded, blowing off the 'Mech's entire arm and injuring the MechWarrior.

As good as the autocannon is, the *Enforcer's* one major flaw is that it can carry only ten rounds for it. Attempts to boost the number of rounds carried have proved either unreliable or have slowed the 'Mech down.

To meet this problem, *Enforcers* use big, ten-round clips that are easily slipped into and out of the 'Mech's

back. If possible, a truck and crane system are parked close to *Enforcers* during battle to allow quick reloading of the 'Mech's autocannon. If the battle is too mobile and the *Enforcer* has no opportunities to reload, its pilot has no option but to mother his ten shots.

In the hands of a good MechWarrior, the *Enforcer* can stand up well against almost all other 'Mechs in one-on-one combat. Only those 'Mechs whose armor can withstand more than two or three autocannon or laser-fire hits are too tough for the *Enforcer* to handle alone.

The *Enforcer* is also an excellent city sniper. If its pilot is familiar with the city, he can hit and run many times, returning to base to be reloaded while the enemy force flounders about looking for him.

## Battle History:

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

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

At the offense on Capra in the First Succession War, the *Enforcers* of the 2nd Crucis Lancers are credited with laying down such a concentrated barrage of autocannon fire that the opposing forces withdrew before the *Enforcers* had even finished. A minor legend grew up around that engagement. Lieutenant Cyril Sombulbime, commander of an all-*Enforcer* lance, was heard exhorting his group to fire "until your cannon glows. If need be, until it explodes!" According to the story, the lieutenant's autocannon did indeed start to glow, and its eventual explosion killed the prophetic officer.

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

## Variants:

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

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

## Notable 'Mechs and MechWarriors:

### MechWarrior Colin McBurnham

Of proud Scottish descent, Colin is well known for cursing in Scotch Gaelic during the heat of battle. His 'Mech, the *Bannockburn*, is painted in his family's dark green, brown, and blue kilt colors. Its unmistakable appearance sometimes so intimidates McBurnham's foes that he can make an easy kill.

Colin's specialty is city fighting. He loves the tense anticipation of waiting for an opponent to blunder into his gunsight. One tactic for which he is famous has him hiding in a dark alley while a column of enemy 'Mechs passes by. Just as the last in line moves past, Colin reaches out to grab and kill it, without so much as a shout or scrape of metal. After the first such score, Colin's regimental commander found it almost impossible to believe the man could kill so silently. In the next battle, he tagged along with Colin, waiting for a demonstration of this extraordinary skill. Colin complied, impressing as well as terrifying even his commander.

### MechWarrior Sarah Nealon

Tall and beautiful, Sarah has earned a reputation as a fearless fighter who will stand up and face withering enemy fire without the least hesitation. In turn, her aim is deadly. As a member of the Davion Heavy Guards, she has had plenty of chances to demonstrate her devil's eye.



**Mass:** 50 tons  
**Chassis:** Dominion Standard  
**Power Plant:** Nissan 200  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** McCloud Specials  
**Jump Capacity:** 123 meters

**Armor:** Starshield

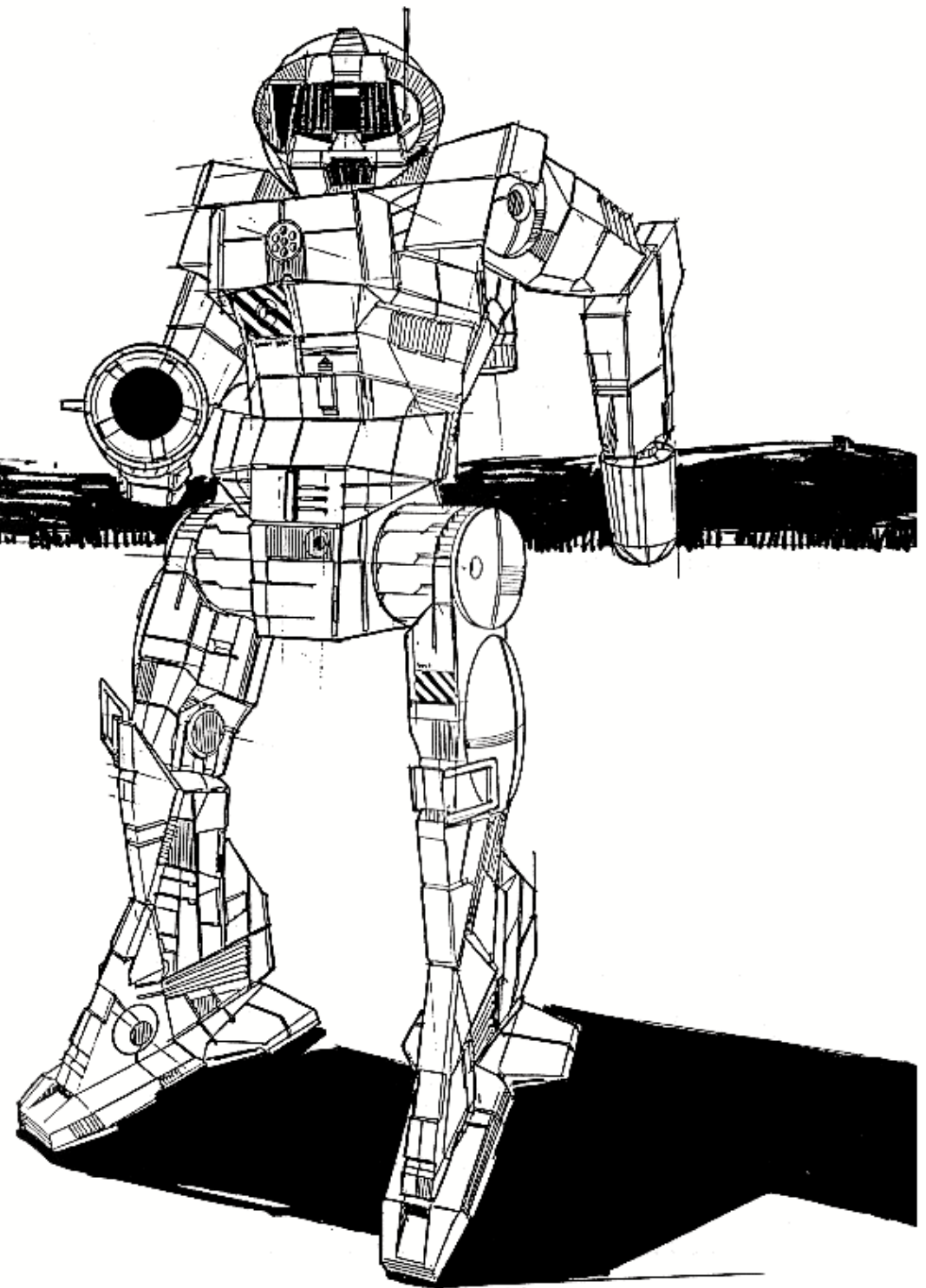
**Armament:**

- 1 Federated Autocannon
- 1 ChisComp 43 Special Large Laser
- 1 ChisComp 32 Small Laser

**Manufacturer:** Achernar BattleMechs

**Communication System:** Achernar Electronics HICS-11

**Targeting And Tracking System:** Federated Hunter



Type:	ENF-4R Enforcer	Tons
Tonnage:	50 Tons	50
Internal Structure:		5
Engine:	Nissan 200	8.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	16	23/4
Rt./Lt. Torso:	12	17/3
Rt./Lt. Arm:	8	14
Rt./Lt. Leg:	12	20

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/10	RA	4	12
Ammo (AC) 10	RT	1	1
Large Laser	LA	2	5
Small Laser	LT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1

LOOSE

# HBK-4G HUNCHBACK

## Overview:

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

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

## Capabilities:

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

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

The 'Mech's maneuverability and heat dispersion are also average for a medium machine. Unfortunately, its large Tomodzuru Type 20 autocannon creates so much heat when fired that a pilot must take great care to avoid buildup.

## Battle History:

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

During the attack on New Ivaarsen in October 3021, House Kurita's Fifth Galedon Regulars charged their assault and medium lances against the Davion defense position outside the fortified city of Twin Peaks. Organized as city-busters for this campaign, the Fifth Galedon unfortunately lacked enough 'Mechs with long-range projectile weapons, as the Kurita commander never expected that House Davion could set up an effective defense outside the city.

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

## Variants:

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

## Notable 'Mechs And MechWarriors:

### Commandant Isoroku Kurita

Commander of the First Regiment, Sun Zhang Academy Cadre, Isoroku Kurita swears by the *Hunchback* and would not consider piloting any other. An expert in urban 'Mech combat, he is Takashi Kurita's nephew. He is presently more of an instructor than a front-line MechWarrior, however. Isoroku has taken part in over 30 engagements and destroyed 22 'Mechs while commanding his *Hunchback*, the *Murakumi* (Cloud-Gatherer). For example, he spearheaded the assault on the city of Barnstable in the Fourth Battle of Harrow's Sun. In that foray, he suffered head injuries when his *Hunchback* was knocked down by the rubble from a building collapsing nearby. While recuperating from this injury, he was given command of a cadre regiment.

### Captain Shawn Phillips

Commander of House Liao's Phillips' Company of Ling's Battalion, 15th Dracon Regiment, Shawn Phillips is a serious and deadly MechWarrior in his *Hunchback*, the *Retribution*. Orphaned at a young age by a Davion counterattack on his home planet of Lincoln V, he was adopted by a sergeant in the repair section of the 15th Dracon Regiment, which was then stationed on Lincoln V for R & R.

Phillips learned BattleMech combat from the ground up, first helping to repair damaged 'Mechs, then rebuilding those destroyed but shipped back from the front. Phillips built his own *Hunchback* from spares and cannibalized parts, and so the design is unusual. The Type 20 autocannon has been replaced with two SRM six-racks (15 shots each) and two arm-mounted medium lasers. This mixed bag of weaponry has caught many opponents by surprise over the years.

**Mass:** 50 tons  
**Chassis:** Komiyaba Type VIII  
**Power Plant:** Nissan 200  
**Cruising Speed:** 43.9 kph  
**Maximum Speed:** 63.5 kph  
**Jump Jets:** None  
**Jump Capacity:** None

**Armor:** Starshield

**Armament:**

- 1 Tomodzuru Auto cannon Mount Type 20
- 2 Ichiba 2000 Medium Lasers
- 1 Diverse Optics Type 10 Small Laser

**Manufacturer:** Komiyaba/Nissan General Industries

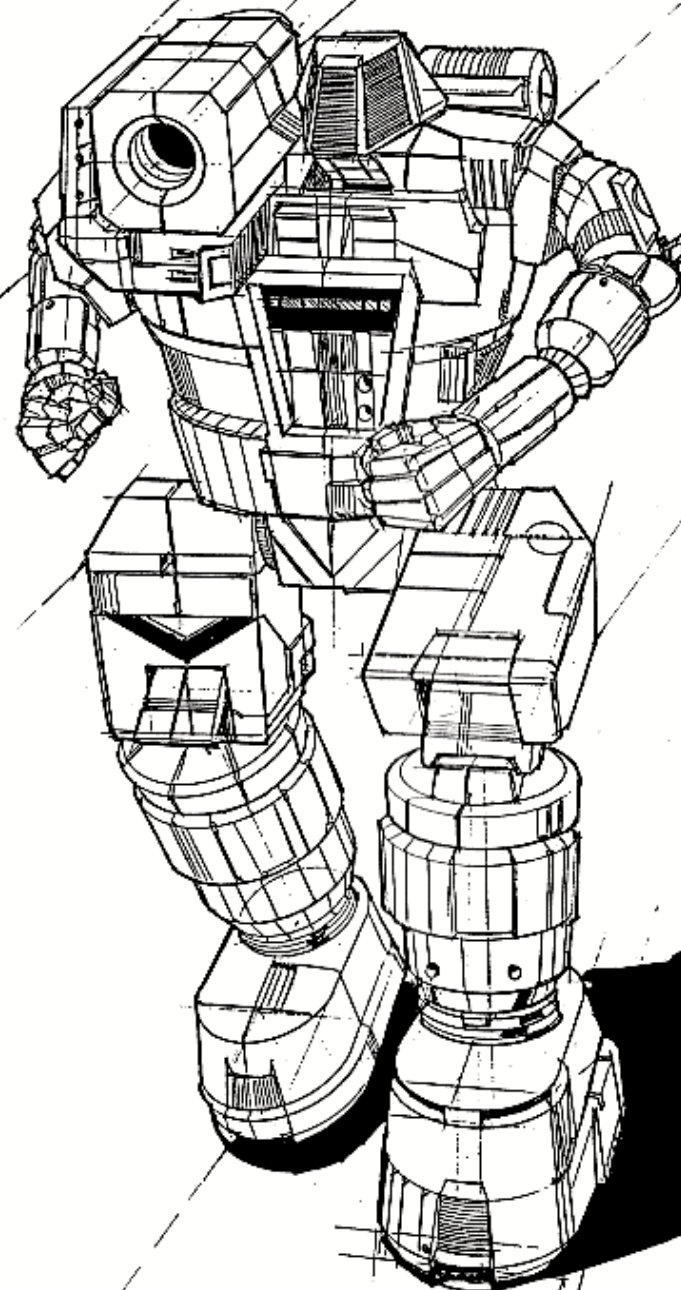
**Communications System:** Sony MST-15

**Targeting And Tracking System:** Tacticon Tracer 300

Type:	<b>HBK-4G Hunchback</b>		Tons
Tonnage:	50 Tons		50
Internal Structure:			5
Engine:	Nissan 200		8.5
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	13		3
Gyro:			2
Cockpit:			3
Armor Factor:	160		10
		Internal Structure	Armor Value
Head:	3	9	
Center Torso:	16	28/5	
Rt./Lt. Torso:	12	20/4	
Rt./Lt. Arm:	8	16	
Rt./Lt. Leg:	12	20	

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/20	RT	10	14
Ammo (10) AC	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	.5



LOOSE

# TBT-5N TREBUCHET

## Overview:

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

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

## Capabilities:

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

The key to this 'Mech's success lies in its ability to hit an enemy 'Mech before he can return fire. Although it does not carry enough ammunition to cripple an opponent at long range, it can 'soften up' the enemy. This is useful against heavy 'Mechs, such as the *Marauder* and the *BattleMaster*, that lack LRM racks of their own. To compensate for their lack of long-range fire power, *Trebuchets* are often assigned to serve in lances with heavy 'Mechs.

The *Trebuchet* is equally ready to support the lance in close-range combat. Its three medium lasers inflict the most damage at ranges of 90 meters or less. Most importantly, the *Trebuchet's* ten heat sinks allow it to fire its three lasers continuously while travelling at cruising speed. This 'Mech can launch a formidable physical attack against most opponents. Although lacking the weight of a *Warhammer*, its punch or kick can be crippling, particularly to lighter 'Mechs.

## Battle History:

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

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

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

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

## Variants:

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

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

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

## Notable 'Mechs And MechWarriors:

### Lieutenant Raj Sing

Sing is renowned as a survivor. Commander of a light fire lance in the 12th Star Guard, he has seen 35 years of intense warfare and has served under four of the Successor Lords. He is a stoic individual who looks on war as neither good nor evil, but the natural state of mankind.

Sing's ancient *Trebuchet* is nearing its end. Over two centuries of abuse have made it prone to breakdown, and one of its lasers has been damaged beyond repair. Every battle it enters may be its last.

### Lieutenant Peter Chandler

Peter is the youngest member of the famous Chandlers of Tiber to gain a commission in the Regular Hussars. His mint-condition *Trebuchet* was a gift from his father and family patriarch, Gregory Chandler. Young Chandler is determined to uphold the family honor.

During a battle on Tellmann IV, he distinguished himself by pounding a raiding *Thunderbolt* into scrap after it broke through a defensive perimeter and began looting. He was heard to comment afterward that "it was only what one should expect of a Chandler."

### Captain Wendy Chan

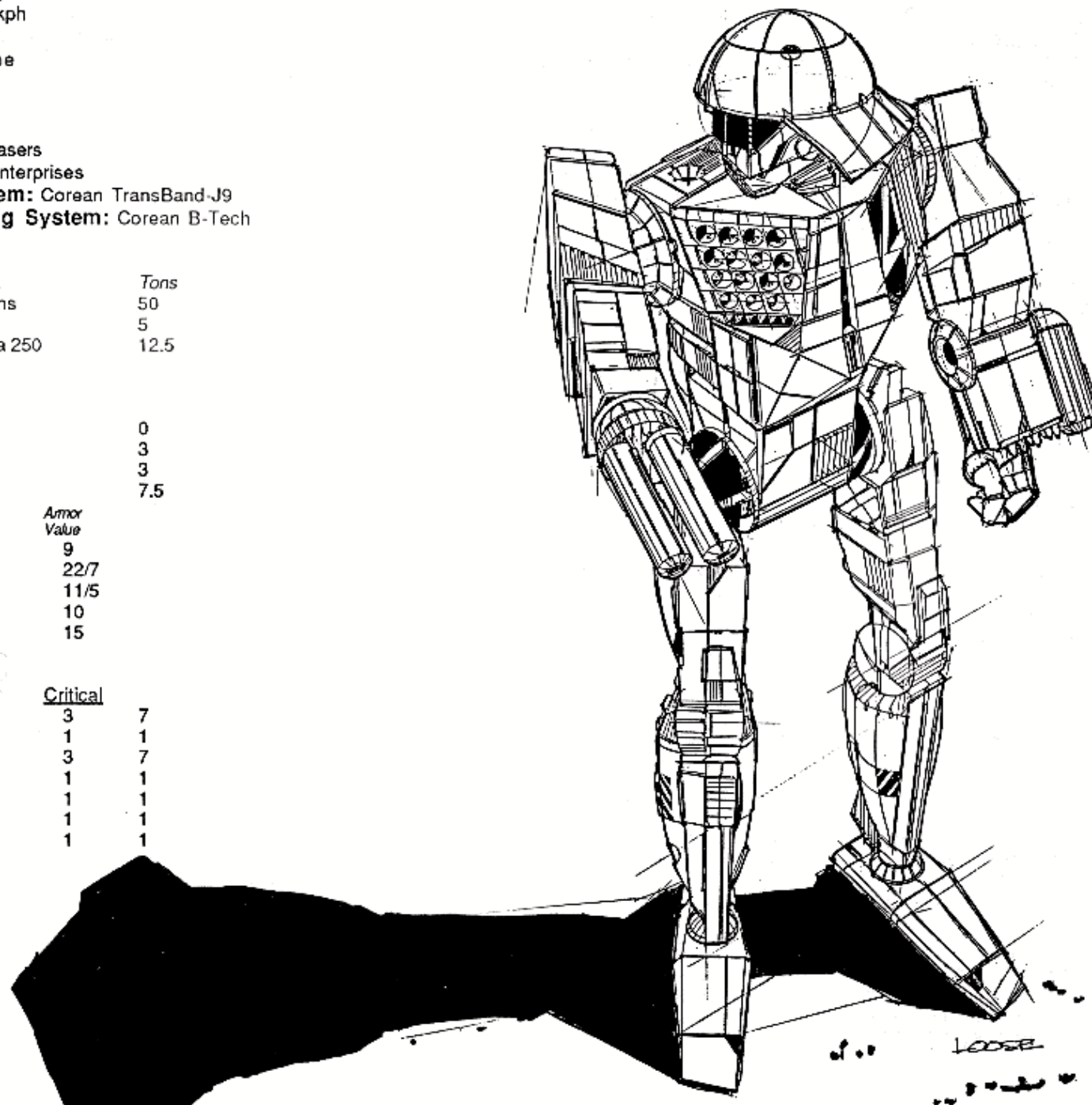
Chan has served for five years with Richards' Panzer Brigade. She is a reclusive individual, avoiding contact with her fellow MechWarriors. Though she talks little and smiles less, she fights well, which is how the Panzers measure a warrior.

Her steel-grey *Trebuchet* appears battle-worn and shabby, but it is in perfect condition, as many opponents have discovered all too late.

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

Type:	<b>TBT-9E Trebuchet</b>	Tons
Tonnage:	50 Tons	50
Internal Structure:		5
Engine:	Magna 250	12.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	16	22/7
Rt./Lt. Torso:	12	11/5
Rt./Lt. Arm:	8	10
Rt./Lt. Leg:	12	15

Weapons and Ammo:			
Type	<u>Loc.</u>	<u>Critical</u>	
LRM 15	RT	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1



# DV-6M DERVISH

## Overview:

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

Commissioned in 2520, the *Dervish* received only one major change over the years, the replacement of the 270 GM engine with the present-day 275 Core Tek to boost its maneuverability. Most *Dervishes* were made before the dissolution of the Star League and so have served in all corners of the universe.

## Capabilities:

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

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

The small two-shot SRMs are completely self-contained, along with their 50 rounds of ammunition, within the 'Mech's paddle-like hands. This placement allows the SRM to be aimed quickly without having to move the entire 'Mech. In the event that the pilot does run out of ammo for his missiles, the *Dervish's* two medium lasers ensure that he will always have something to fight with.

The jump jets, originally an afterthought, have also proved their worth time and again, giving the *Dervish* the mobility to exploit the surrounding terrain and the opportunity of closing quickly with an opponent. The jump jets also allow the *Dervish* pilot a chance to hit the panic button and jump his way out of a tight situation.

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

## Battle History:

With its long history, even this 'dullest' of 'Mechs has had its share of glory and fame. Among these moments, none can compare with the story of the Whirling *Dervishes* of New Rhodes. In 2796, the Draconis invasion forces had made their way deep into the Federated Suns domain. The offensive had come so quickly that some of the defenders were swept aside to be dealt with later. It was New Avalon, the capital of the Federated Suns, that Lord Kurita was after.

New Rhodes was one of the planets in Kurita's path toward New Avalon. While the Combine forces approached the planet, the officers of the 17th Avalon Hussars had to make the difficult decision to send most of the planet's troops to the defense of New Avalon. Only a small guerrilla force led by Captain Conrad Warrent was left behind on New Rhodes.

Taking to the thick forests surrounding the planet's capital, the guerrilla force of *Dervishes* and *Enforcers* concealed themselves and waited. When elements of Kurita's 2nd Sword of Light dropped onto New Rhodes, they were surprised and angry to discover no armed resistance. In a week-long binge, the Kurita troops roughed up the population and destroyed the city as a substitute thrill.

Captain Warrent kept in touch with the city and learned of a huge buildup of lightly guarded arms and ammunition.

Three days after the Sword of Light's arrival, Captain Warrent and his men slipped from the forest into the large river bordering the airport. Unknown to him, his opponents were at that moment parading their awesome strength before the gathered but sullen populace. Just as Captain Warrent's *Dervish* crested the water, he was immediately spotted and fired upon by a guard.

Realizing his own plans were now awry, the Captain made a quick decision. Explaining the odds, he gave each man the chance to save himself by retreating. In reply, all his men punched their jump buttons, setting the river water to violent churning. Breaking clear of the river, the 'Mechs charged in among the piles of supplies.

The *Dervishes* went wild. Firing salvo after salvo, they aimed at piles of ammunition, choosing to ignore the approaching enemy for the moment. As one ammunition pile after another blew sky-high, the population sent up a cheer. Time and again, a *Dervish* would emerge from the

flames, fire a group of missiles at an enemy 'Mech, then disappear back into the smoke and heat. It took Lord Kurita's force ten hours to finally track down and kill the four *Dervishes* and two *Enforcers*.

What it cost the Sword of Light, however, was the loss of over a thousand tons of ammunition, and thousands of spare parts. Though many believe the gallant action might have delayed the invasion of New Avalon, the vast resources that Kurita has at his disposal make it unlikely. The one undeniable effect of the attack of the Whirling *Dervishes*, however, was that it boosted the morale on both New Rhodes and on New Avalon, where smuggled tapes of the event were broadcast.

## Variants:

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

The prospect of losing the *Dervish* altogether is regrettable but not devastating to the Kurita, Marik, and Liao forces. Nor does Davion's ability to produce faze them much. What does concern Davion's enemies are the recent reports of brand new *Dervishes* fighting under the flag of the Lyran Commonwealth, which raises the possibility of an enlarged alliance between the Commonwealth and the Federated Suns. The three are closely studying Lyran forces during any contact with them, and have made capture of a Lyran *Dervish* a top priority.

## Notable 'Mechs And MechWarriors:

### MechWarrior Hap "Madman" Carsburg

Something of a con man, Carsburg has seen his share of jails. At times when the success of his elaborate cons has made him rich, he plays the benevolent fool, sporting ridiculous hats and carrying a sword. When he inevitably loses the money, he becomes dark and moody, waiting for the inspiration to create a new scheme.

Carsburg fights according to his moods. When happy, he is a team player using his considerable skill with weapons to further the team's objectives. When depressed and moody, he is a loner, at times endangering his fellow warriors in the pursuit of some personal obsession. Hap Carsburg has been court-martialed and he has been awarded medals for bravery. His erratic behavior has placed him on probation, but with counseling for his wild mood swings.

**Mass:** 55 tons  
 **chassis:** Dorwinion Standard 55T  
**Power Plant:** Core Tek 275  
**Walking Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** Swingline X-1000  
**Jump Capacity:** 150 meters  
**Armor:** Maxmillian 105

**Armament:**  
 2 Federated 10-Shot LRM Missile Systems  
 2 HisComp 39 Medium Lasers  
 2 Federated 2-Shot SRM Missile Systems

**Manufacturer:** Acheron BattleMechs  
**Communication System:** Acheron Electronics HID-21  
**Targeting And Tracking System:** Federated Hunter Mk. II

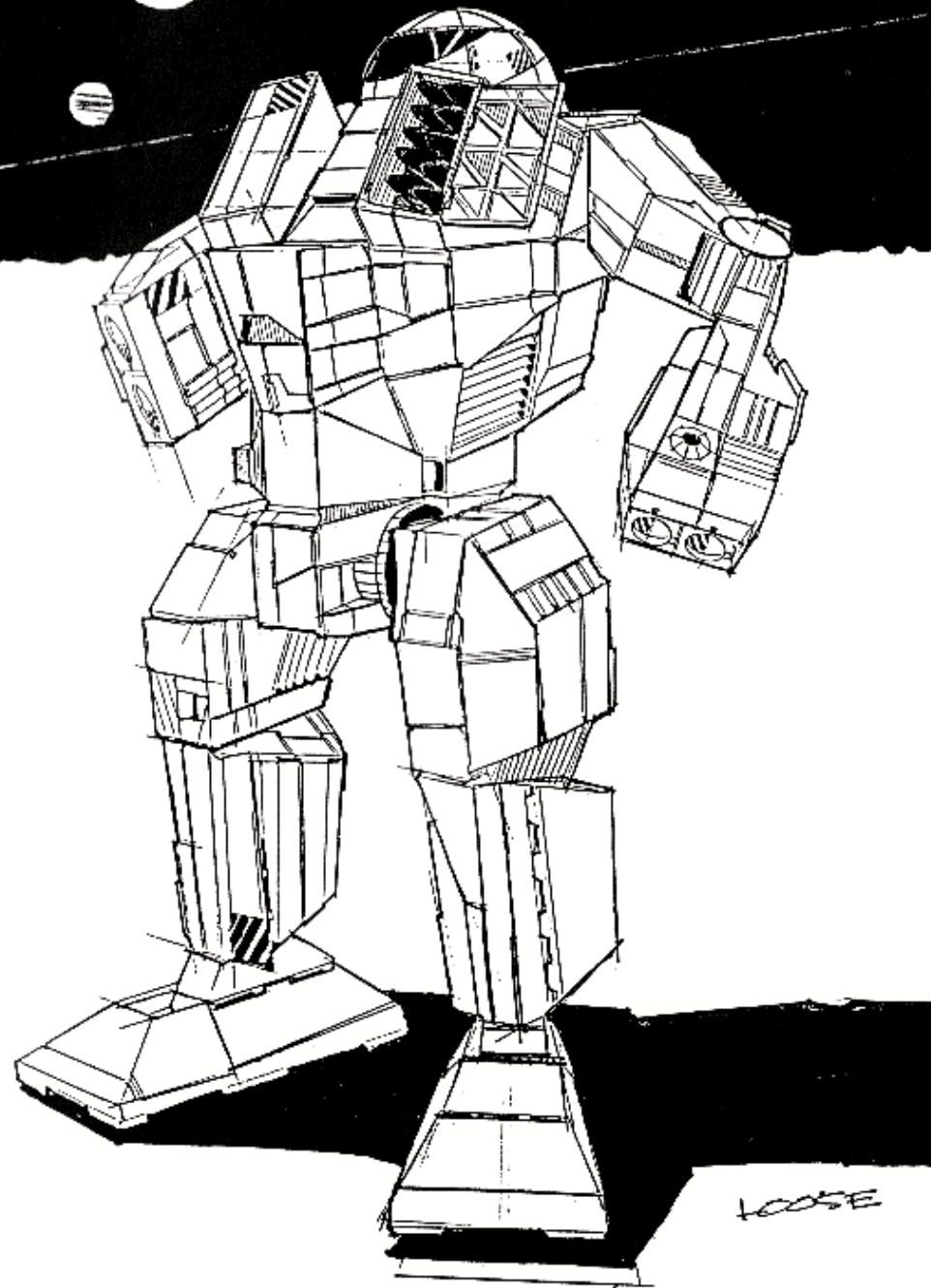
**Type DV-6M Dervish**

Weight:	55 Tons	Tons	55
Internal Structure:			5.5
Engine:	275 Core Tech		15.5
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
Heat Sinks:	10		0
Byes:			3
Cockpit:			3
Armor Factor:	120		7.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	8
Center Torso:	18	20/4
HL/Lt. Torso:	13	15/4
HL/Lt. Arm:	9	10
HL/Lt. Leg:	13	15

**Weapons and Ammo:**

Type	Loc.	Critical
LRM 10	RT	2 5
Ammo (LRM) 12	RT	1 1
LRM 10	LT	2 5
Ammo (LRM) 12	LT	1 1
Medium Laser	RA	1 1
Medium Laser	LA	1 1
SRM 2	RA	1 1
Ammo (SRM) 50	RA	1 1
SRM 2	LA	1 1
Ammo (SRM) 50	LA	1 1
Jump Jets	RL	2 1
Jump Jets	LL	2 1
Jump Jets	CT	1 .5



# GRF-1N GRIFFIN

## Overview:

The GRF-1N *Griffin* was first put into production in 2492. Considered a heavy 'Mech early in its career, the *Griffin* was superseded by heavier and better-armored vehicles within a century. The design was popular, however, and so the *Griffin* was kept in production but downgraded to medium status. This 'Mech may currently be found in almost every unit of the Successor States.

Though the *Griffin* was initially designed as an assault 'Mech, its capacity was soon surpassed by more advanced weapons technology. For this reason, the *Griffin* was given a new specialty, that of long-range support in medium lances, a role for which it is well suited.

## Capabilities:

The *Griffin's* armament is limited yet powerful. Its hand-held Fusigon PPC can inflict heavy damage at long ranges. This, combined with the drum-mounted Delta Dart LRM ten-rack, allows the *Griffin* to hit hard at long or medium ranges. Unfortunately, the *Griffin* is not equipped for close combat and must rely on other 'Mechs of its unit to provide most of the effective short-range fire. It is equipped with two massive battle fists in case hand-to-hand combat is necessary, however.

One of the *Griffin's* special advantages is its high maneuverability relative to its tonnage. With a maximum speed of more than 80 kph and the use of its Rawlings 55 jump jets, the *Griffin* can outdistance any heavier 'Mechs that might do it harm. It is the CoreTek 275 fusion engine that allows the 'Mech to achieve such speeds. More massive and efficient than many heavier 'Mech engines, the CoreTek 275 is the real reason for the *Griffin's* long and successful career.

By medium 'Mech standards, the *Griffin's* defensive armor is substantial. However, it must often confront heavier 'Mechs (in support of other medium vehicles). Because of this, two false armor baffles have been added to the shoulder assemblies of each arm on most *Griffins*. These baffles give additional, yet limited, protection to the long-range missile drum and the head/cockpit area. Two other small armor baffles are located on the legs, protecting the knee joint actuator assembly areas.

As with many other early 'Mechs, the *Griffin* has a serious problem with overheating. Because the 'Mech is fitted with too few heat sinks for its large-caliber armament, a *Griffin* pilot is usually faced with the choice of either firing or fleeing. In most cases, he cannot do both without risking dangerous levels of heat build-up.

## Battle History:

During the Ninth Battle of Holt in 2967, medium lances of House Liao's Marion's Highlanders engaged elements of House Marik's Second Regular Hussars. Outnumbered and outgunned, Marion's Highlanders nevertheless attacked the Hussars' fortified positions, taking heavy losses. The defenders singled out the attackers' *Griffins* for quick destruction, as their long-range fire support had permitted some initial success to the other medium 'Mechs of the assault force. When the attack was over, both sides had taken heavy losses, but the Marik defense line remained intact. The Liao forces withdrew from the planet soon after.

In 3012, an interesting *Griffin-to-Griffin* battle took place in the ruins of Shimgata, capital city of Shiro III, between elements of Wolf's Dragoons and House Marik's defense forces. Two medium lances of Wolf's Dragoons, composed mostly of *Griffins*, encountered a similar force of enemy units. As both sides called in reinforcements, the *Griffins* went at each other in close combat amid the confining, debris-strewn streets. Body punches and jump-kicks took the place of weapons fire when no one could identify enemy targets in the melee. Finally, both sides disengaged, more through mutual exhaustion than defeat. Three *Griffins* had been lost on both sides, but these six damaged 'Mechs were taken by Wolf's Dragoons when the regiment finally occupied Shimgata in force.

## Variants:

The House Steiner modification is the only major variant on the basic *Griffin* design. Steiner has replaced the Fusigon PPC with one large laser and two medium lasers, and replaced the standard LRM ten-rack with a five-rack. This new arrangement does not help the *Griffin's* inherent heat problems, but it does provide for less random damage because laser damage is more constant than missile spreads.

## Notable 'Mechs And MechWarriors:

### MechWarrior "Dropkick" Darwin

A member of O'Hara's medium lance in House Steiner's Winfield's Brigade, "Dropkick" Darwin Webster is famous for his often foolhardy close assaults in his *Griffin*, the *Hopalong*. Webster is skilled in the jump-kick tactic of smashing his 'Mech into the upper torso and head of an opponent, which is how he earned his nickname. Though the maneuver causes damage to both 'Mechs, "Dropkick" Darwin has come out of most of these confrontations fairly intact. His *Griffin* does have the most patched up lower torso of any in Winfield's Brigade, however.

### MechWarrior Pers Stromsky

A member of Bandit King Redjack Ryan's motley 'Mech force, Pers Stromsky is known for his merciless combat style. There are many stories of his sadistic practice of kicking in the cockpits of disabled enemy 'Mechs to ensure the death of the MechWarrior still inside Redjack Ryan and his men excuse Stromsky's inhuman behavior, saying that he has become more than half machine himself, with both legs, one arm, and the right side of his face now encased in bionic material.

Stromsky survived one of the greatest horrors a MechWarrior has to face, that of a cockpit burnthrough in an overheated 'Mech. Some warriors who know Stromsky say that he tries to destroy disabled MechWarriors out of mercy, so that they will not have to burn as he did, trapped in a disabled 'Mech. Whatever the truth, both House Kurita and House Davion have placed a high price on his head.



**Mass:** 55 tons

**Chassis:** Earthwerk GRF

**Power Plant:** CoreTek 275

**Cruising Speed:** 57.1 kph

**Maximum Speed:** 81.5 kph

**Jump Jets:** Rawlings 55

**Jump Capacity:** 150 m

**Armor:** Starshield A

**Armament:**

1 Fusigon Particle Projection Cannon

1 Delta Dart Long Range Missile Ten-Rack

**Manufacturer:** Earthwerks, Incorporated

**Communications System:** Neil 6000

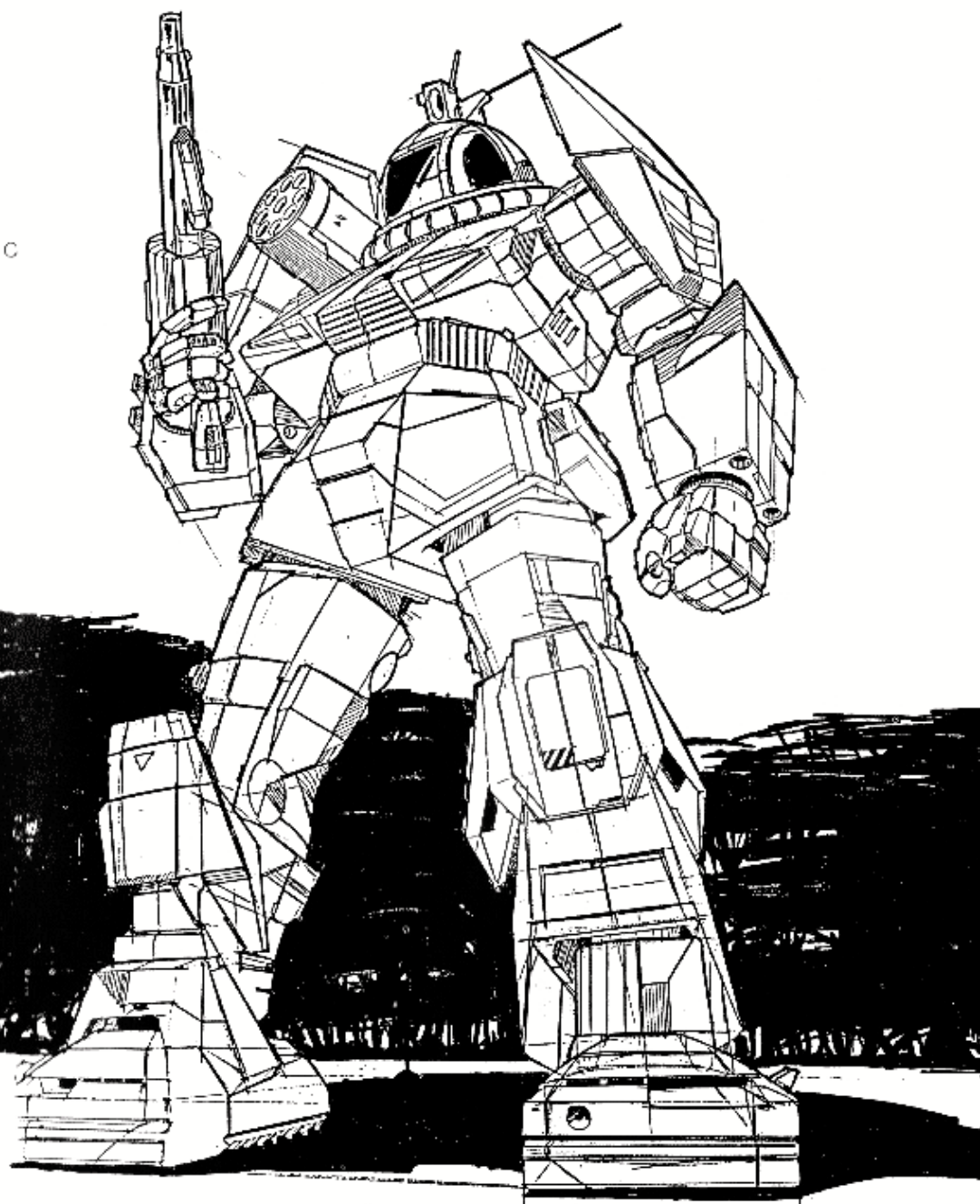
**Targeting And Tracking System:** Octagon Tartrac, System C

Type:	<b>GRF-1N Griffin</b>	Tons
Tonnage:	55 Tons	55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP'S:	5	
Running MP'S:	8	
Jumping MP'S:	5	
Total Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	20/7
Rt./Lt. Torso:	13	20/6
Rt./Lt. Arm:	9	14
Rt./Lt. Leg:	13	18

**Weapons and Ammo:**

Type	Loc	Critical	
PPC	RA	3	7
LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	.5



# SHD-2H SHADOW HAWK

## Overview:

When originally produced for Star League, the SHD-2H *Shadow Hawk* was considered a multi-function 'Mech. The contract specifically called for a medium 'Mech with both long- and short-range weapons and with jump capability. The SHD-2H filled a number of roles in the military forces, from recon to attack. Its diverse armaments made it able to fit into almost any situation where a 'Mech might be needed.

Due to pressure plate difficulties, the armor plating system on the SHD series underwent a major overhaul in 2550. The armor plates internally damaged the myomers that controlled the 'Mech's movement, especially in the lower leg areas. The general replacement affected most of the *Shadow Hawks* and their variants in the field, though some remain unmodified to this day.

## Capabilities:

The *Shadow Hawk* is equipped with a number of long-range weapons, including the Holly LRM and the Armstrong autocannon. Its short-range weapons are the Holly SRM and Martell medium laser. This combination means the standard SHD can support long- and short-range combat activities.

The *Shadow Hawk's* jump jet system provides it with limited jump capability. As it is rare for a larger 'Mech to support such a system, the jump jets do give the *Shadow Hawk* an advantage in close combat situations.

The Sparrow 300J life support system is considered one of the most advanced, as it allows the MechWarrior to operate his system in comfort for an average 30 percent longer than other 'Mechs of the same weight class. For long battles or campaigns, this means a sharper, more relaxed pilot.

Finally, the *Shadow Hawk* is equipped with fully manipulative hands that allow it to grasp in close combat. The Lang hand actuator system was one of the most powerful available up to the time of the fall of Star League.

## Battle History:

The *Shadow Hawk* has maintained one of the best battlefield records of any 'Mech in its weight class. Even at the peak of the Star League era, it was recognized as a well-balanced fighting machine.

An example of the 'Mech's durability came at the battle for Hoan. In 2920, forces of House Kurita's Legion of Vega were dug in on the planet, trying to force out the defending House Davion troops. The Legion had several lances made up mainly of the SHD-2K variant so common in Kurita-held space. These forces attacked several key Davion supply bases, taking heavy losses but inflicting far more damage. The supply problems caused by these raids plagued the Davion troops throughout the rest of their campaigns on Hoan.

The *Shadow Hawk's* frontal armor difficulties cost House Steiner one battle against House Marik on the planet Loric in 2971. Marik's crack Regular Hussars were attempting to gain control of this water-rich world defended by Steiner's 12th Star Guards. Several messengers guarded by a lance with two *Shadow Hawks* set off to relay a special series of command orders. When they were intercepted, the *Shadow Hawks* dug in for a long battle. The armor pressure plates on the two 'Mechs severed several of their key support systems, leaving the two 'Mechs unable to move. This eventually cost the lives of the *Shadow Hawk* pilots and the messenger, and in turn lost Steiner the battle of Diggers Pass.

House Davion supports by far the largest number of *Shadow Hawks*, mostly of the 2D configuration. Several units composed mainly of these units are assigned to the Capellan March Militia and to the 42nd Avalon Hussars. Elements of Davion's elite 7th Crucis Lancers also make extensive use of *Shadow Hawks*, as seen in the battles for Lincoln and Moore in 3001 and 3010, respectively.

House Kurita uses the *Shadow Hawk* 2K variant extensively in its 7th Sword of Light regiment, Sun Zhang Academy cadres, and in the Galedon Regulars. The Galedon Regulars sent their *Shadow Hawk* units against House Steiner in the running battles for Alexandria and Baxter.

## Variants:

The two most common *Shadow Hawk* variants are those of Davion and Kurita. Both Houses managed to obtain stockpiles from the Lang Industries facilities after the fall of Star League.

The 2D variant in use by House Davion reduces its armor to add another Holly SRM and a medium laser. Also added are an additional two heat sinks.

The Kurita 2K variant replaces the Armstrong autocannon with a Donel PPC system. The 'Mech also carries a total of 17 heat sinks, making it a deadly opponent on the battlefield.

## Notable 'Mechs And MechWarriors:

### Major Sergei Vang (The Death's Head)

Currently assigned as a training instructor at Davion's Meistmorn Academy on Doneval II, Major Vang has proved himself many times as a competent leader and MechWarrior. Though he bears several scars and a total loss of hair due to encounters with *The Black Widow*, he is one of the few to have survived fighting the *Widow* twice.

### MechWarrior Celeste Rio

Celeste is assigned to the fire lance of Hansen's Roughriders. In a battle during a drop onto the planet Shiloh, she took out two AeroSpace Fighters before a rough landing on the planet's surface. This has earned her a great deal of respect among several of the Houses. The encounter left her with a bionic replacement arm and an even colder, uncaring edge to her personality.

**Mass:** 55 tons  
**Chassis:** Lang T1  
**Power Plant:** 275 CoreTek  
**Cruising Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** Pitban LFT-50  
**Jump Capacity:** 90 m  
**Armor:** Maxmillian 43

**Armament:**

- One Armstrong J11 Autocannon (20)
- One Holly Long Range Missile Pack (5)
- One Holly short Range Missile Pack (2)
- One Martel Model 5 Medium Laser

**Manufacturer:** Lang Industries Inc.

**Communications System:** O/P 300 COMSET

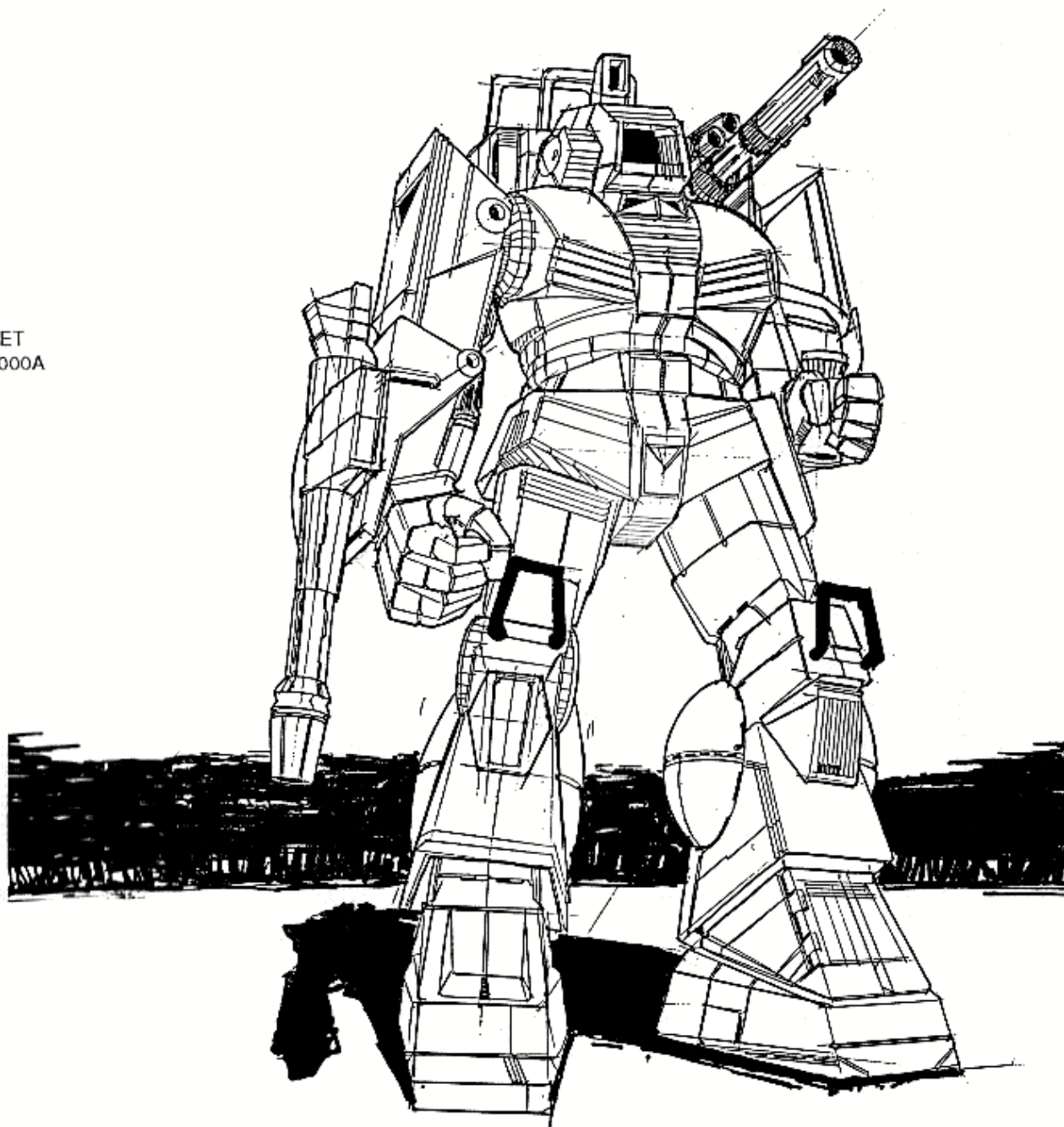
**Targeting And Tracking System:** O/P 2000A

Type:	SHD-2H Shadow Hawk	Tons
Tonnage:	55 Tons	55
Internal Structure:		5.5
Engine:	275 Core Tech	15.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	3	
Gyro:		3
Cockpit:		3
Heat Sinks:	12	2
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	23/8
Rt./Lt. Torso:	13	18/6
Rt./Lt. Arm:	9	16
Rt./Lt. Leg:	13	16

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/5	LT	4	8
Ammo (AC) 20	LT	1	1
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM 2	H	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5



LORR

# SCP-1N SCORPION

## Overview:

When Brigadier introduced the *Scorpion* Class, the 'Mech received mixed reviews. As the first of the four-legged 'Mechs, it was called the "white elephant" of the military corps. Troops dropped that nickname soon after they fought in close quarters with the 'Mech, however.

The *Scorpion* was the dreamchild of Dr. David Harrison, who projected that a four-legged 'Mech would offer greater movement flexibility in combat. Because it can raise and lower its weapons, it gets extended range from them. Unfortunately, the *Scorpion* proved to be more of a target than a fire platform against BattleMechs of the same weight class. As an infantry support vehicle, however, it proved to be effective because it could move faster than most common tanks and carry much more firepower.

## Capabilities:

As the saying goes, "Piloting a *Scorpion* is like strapping yourself to a raging bull." It is true that the SCP-1N does not move as smoothly as a two-legged 'Mech. A ride will often toss the pilot about violently.

The *Scorpion* does not carry a great deal of firepower because much of its space is allocated to control devices and to the special gyros that keep the 'Mech functional. These gyros are so advanced that the 'Mech can move as long as two of its four legs are still functioning. However, this also depends on the skill of the pilot.

The 'Mech's crab-like stance makes it stand out in a battlefield. It moves like a spider and can pivot much faster than other 'Mechs. The *Scorpion's* specially constructed heat sinks are distributed in all four legs, allowing the 'Mech to vent nearly twice as much heat, even when standing in shallow water.

The Anderson Armaments PPC proved to be the *Scorpion's* stinger. Many consider the sturdy design to be the best weapon produced by the firm. Linked to the Garret GRNDRK 9 targeting and tracking system, the system was particularly deadly.

When used against infantry, the 'Mech seems to have only one weak area, which is its underside. If enemy troops can get a clear shot at the underside of a *Scorpion*, the battle is soon over. The armor there is rather thin and does not protect many crucial areas, including the cockpit.

## Battle History:

The *Scorpion's* history is tainted with stories of how the middleweight 'Mech falls so easily in fighting. Though some of these stories are true, they do not provide an accurate picture of this 'Mech's true capabilities.

Brigadier had two facilities still functioning at the end of the First Succession War: one in the Free Worlds League and one in the Draconis Combine. Neither lasted very long in the Second Succession War, but the *Scorpions* produced before the destruction of the facilities are officially classified as Star League BattleMechs.

The Fusiliers of Oriente's Fourth Brigade used *Scorpions* during the battle for Hassad against House Liao. Throughout the summer months of 2925, the *Scorpions* of the Fourth Brigade plowed through the swamps of Hassad's lowlands, driving the Liao infantry along before them. Their unique heat sinks performed well in the cool waters of the swamp, turning this average 'Mech into a very dangerous foe. Their advances tied down nearly two full companies of Liao Guards, eventually forcing the defenders to give way to a Marik onslaught.

In 2944, the Federated Suns felt the sting of the *Scorpion* on the planet Styx. House Kurita used several lances of *Scorpions* to draw the defenders of Lake Wio into the open. Thinking the *Scorpions* to be easy targets, the Davion boats moved in closely, as did several shore-based 'Mechs. The battle lasted several days. In the end, the *Scorpions* won the day, though control of the world did not hinge on that single battle.

House Davion tried the same tactic against Kurita forces on Royal. However, missile-armed infantry dove under the *Scorpions*, tearing up their undersides and destroying the 'Mechs at very close range. Though this tactic can cost many lives, it was very effective here.

By 3018, no House had a single unit composed entirely of *Scorpion* Class 'Mechs. Most of these 'Mechs had been shifted to a support role, and even some of those have not received needed replacement parts. Most *Scorpion* MechWarriors fear that their 'Mechs may be scrapped entirely. House Steiner is already beginning to scrap most of its *Scorpions* for needed repair parts. The program is estimated to be completed by 3026, and it is expected that other Houses will follow suit.

## Variants:

There are several variants of the SCP-1N Class 'Mech. Most are house modifications that add several plates of armor under the cockpit and other delicate parts.

## Notable 'Mechs And MechWarriors:

### MechWarrior Wendall Puritan II

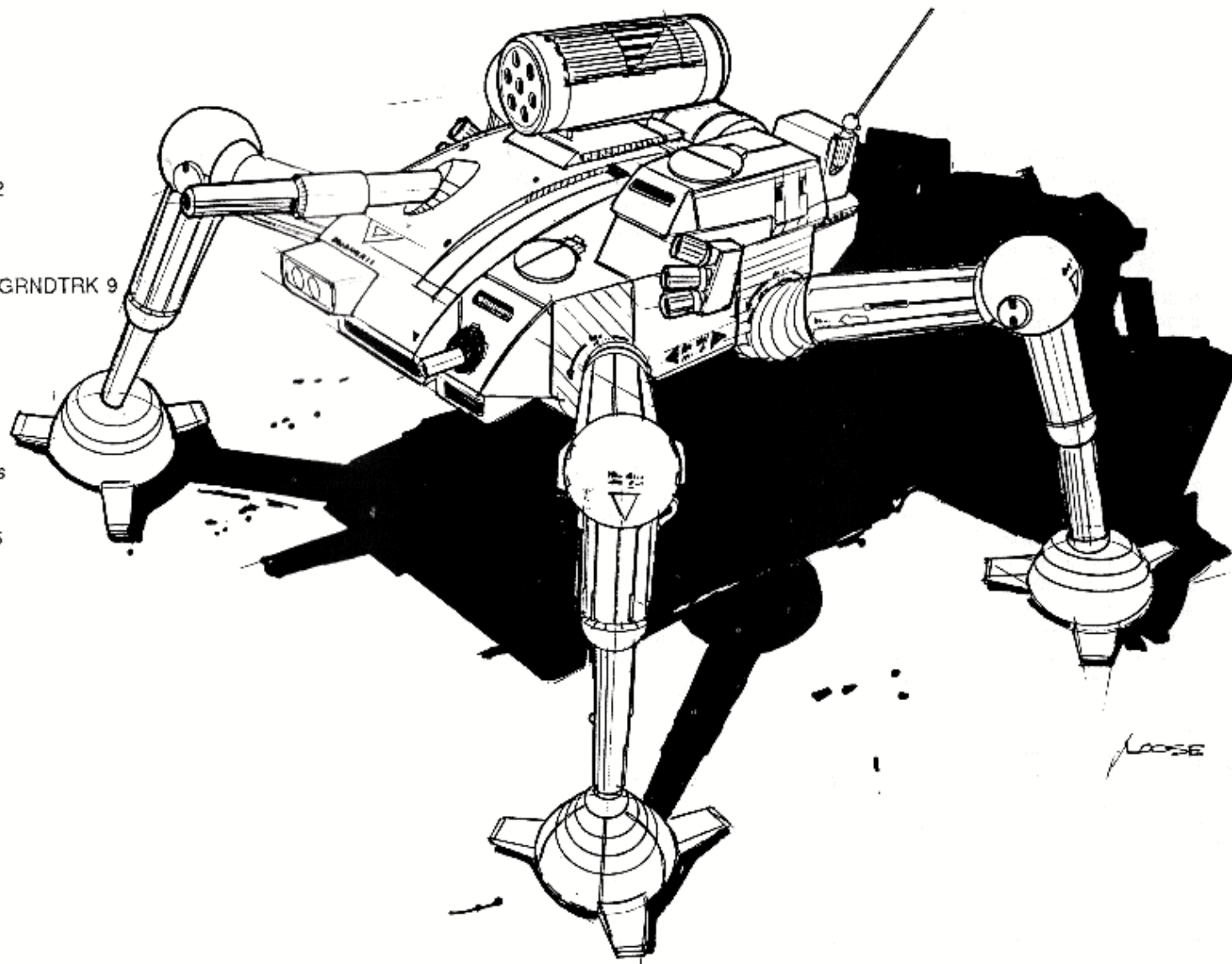
Wendell was assigned to House Steiner's Lyran Guard when he was told that his family 'Mech, a *Scorpion*, was going to be scrapped for parts. He was offered a replacement 'Mech, but he turned it down in favor of becoming a mercenary. Currently, he is employed with Smithson's Chinese Bandits, which are working for House Marik. His *Scorpion* is in perfect condition.

### MechWarrior Regent Ryal

Regent is currently a fire-support MechWarrior with House Kurita's Pesht Regulars. She has been in many fights, and her *Scorpion* shows it. The right front leg has been replaced four times, and her commanding officers have told her that she will get no more replacements. Regent is an average pilot who is the laughingstock of her company because of her 'Mech's condition.

**Mass:** 55 tons  
**Chassis:** Brigaidier 800F  
**Power Plant:** Vox 330  
**Cruising Speed:** 60.9 kph  
**Maximum Speed:** 97.2 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Ammor:** 4 Star Slab  
**Armament:**

Anderson Armaments Particle Cannon PPC 12  
 Marvel Six-Load Short-Range Missile Rack  
**Manufacturer:** Brigaidier Corporation  
**Communications System:** Garret 500A  
**Targeting And Tracking System:** Garret GRNDRK 9



<b>Type:</b> SCP-1N Scorpion		<b>Tons</b>
<b>Damage:</b> 55 Tons		55
<b>Internal Structure:</b>		5.5
<b>Engine:</b> Vox 330		24.5
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	0	
<b>Heat Sinks:</b> 10		0
<b>Cyber:</b>		4
<b>Cockpit:</b>		3
<b>Ammor Factor:</b> 112		7

	<i>Internal Structure</i>	<i>Ammor Value</i>
Head:	3	8
Center Torso:	18	24/8
Rt./Lt. Torso:	13	11/5
Rt./Lt. Arm:	9	10
Rt./Lt. Leg:	13	10

**Weapons and Ammo:**

Type	<u>Loc.</u>	<u>Critical</u>	
PPC	RT	3	7
SRM 6	RT	2	3
Ammo (SRM) 15	LT	1	1

LOOSE

# WVR-6R WOLVERINE

## Overview:

The Kallon Industries' *Wolverine* represents a relatively successful attempt to marry speed with striking power. A comparatively fast 'Mech capable of taking considerable damage while remaining operational, the *Wolverine* now serves in Successor State medium and recon lances. Its long and impressive history spans both the Star League and the era of the Succession Wars.

## Capabilities:

The *Wolverine's* Crucis-A chassis is both light and durable, and the 'Mech is also equipped with medium Maximilian-60 armor. Early *Wolverines* were armed with only the Whirlwind autocannon and a single medium laser. The Harpoon 6-rack SRM launcher was later added to increase the 'Mech's firepower at close range.

Originally intended to provide a full 360-degree firing arc, the ball-turret mounting of the Magna medium laser cannon is noteworthy. The weapon's traverse became restricted, however, when the shoulder-mounted Harpoon and the Tek BattleCom electronics blister were later added on. A fire-interrupt circuit also had to be added to prevent MechWarriors from damaging their own vehicles.

The *Wolverine* is one of the heaviest 'Mechs to carry jump jets, and the Northrup 12000 engines must labor considerably to lift the 55-ton vehicle into the air. The jump jets are thus prone to breakdown, forcing House Kurita, for example, to scrap the jets altogether.

The *Wolverine's* value as a command vehicle is enhanced by its Tek BattleCom system, a unit also used to good effect by the Orguss *Phoenix Hawk*. Well-shielded and with a multi-channel transmitter and receiver, the Tek comgear is an important facet of the *Wolverine's* success as a recon 'Mech.

As a fast, medium recon vehicle, the *Wolverine* does not have impressive armor, which is as it should be. In combination with the medium laser and SRM launcher, the Whirlwind autocannon provides firepower adequate to allow the *Wolverine* to cover its own retreat or to support the advance or retreat of other 'Mechs. Despite its originally limited role, the *Wolverine* has proved to be a versatile BattleMech, suited to many different tasks.

## Battle History:

*Wolverines* are often deployed in recon lances to perform hazardous scouting missions into heavily defended areas, where lighter *Wasps* or *Locusts* would be at a disadvantage. Along with other medium recon vehicles such as the *Charger* and the *Griffin*, the *Wolverine* has seen constant service since the start of the Successor States era.

*Wolverines* have served House Kurita with distinction during many battles with Davion on Bergman's Planet. There, in 2986, *Wolverines* of Kurita's Legion of Vega clashed with the *Phoenix Hawk* and *Stinger* lances of Davion's Deneb Light Cavalry.

Captain Dale Smith of the Vegan Legion won special recognition while leading a raiding party of *Wolverines* deep into Davion territory. Beset by the Deneb's more numerous 'Mechs, he conducted a series of skillful fighting withdrawals, using his *Wolverines'* superior mass and firepower to defeat the faster and more agile enemy. After more than a week out of communications with the main Kurita base, not only did Smith's company return without a single casualty, but was loaded down with loot and spare parts.

Perhaps the best known incident involving a *Wolverine* took place in 2932, during a hard-fought campaign between Kurita and Steiner on Kimball II, a planet that had already changed hands a dozen times. Steiner's *Wolverine*-led medium and heavy recon forces were pushed to the limit, having to engage in raiding and commando actions in addition to their normal scouting duties. During one such raid, the remains of three recon lances of Steiner's Lyran Guard, under the command of Captain Lisa Morgan, were sent on a hazardous night mission to destroy a key Kurita com center. The unit consisted of six *Wolverines* and three *Phoenix Hawks*.

Unfortunately, Morgan found the objective heavily guarded, and her unit was soon under attack by two full Kurita heavy assault companies. She ordered a retreat, but found the escape route blocked by a pair of *Marauder* lances. Leading the Kurita 'Mechs was Captain Yuri Karlevski, pilot of nothing less than a *BattleMaster*, the most dreaded of all 'Mechs.

Refusing to consider retreat, Morgan threw her company against the *Marauders*, desperately hoping for a breakthrough. Though they fought savagely, Morgan's

*Wolverines* were clearly outmatched. As the pursuing heavy 'Mechs moved in and Morgan herself was being battered to pieces by the ruthless Karlevski, all seemed lost. Then fate intervened on Morgan's side.

Her 'Mech toppled, with one arm and one leg crippled, Morgan watched as Karlevski prepared to deliver the *coup de grace*. In a last act of defiance, Morgan hit her SRM fire switch, discharging the last spread of missiles at point-blank range. All six missiles struck the *BattleMaster* in the head, blasting its cockpit to scrap and instantly killing Karlevski. With their command communications disrupted, the remaining *Marauders* fell back in confusion. Meanwhile Morgan and her surviving *Wolverines* gathered up the damaged *BattleMaster* and escaped.

Karlevski's *BattleMaster*, the *Czar Peter*, was repaired and awarded to Captain Morgan, and still serves in the 'Mech forces of House Steiner.

Though the *Wolverine* has expanded its duties considerably beyond its original scouting role, most of its engagements are less colorful, routine scouting missions, raids, or battles with other recon units. The *Wolverine* also packs enough firepower for use in support of heavier 'Mechs or even to attack positions held by infantry or lighter 'Mechs.

## Variants:

Besides the standard *Wolverine-A*, House Kurita employs a variant whose troublesome jump jets have been replaced by additional armor. The Whirlwind cannon has also been replaced with one heavy, one medium, and one light laser.

Less radical is House Marik's *Wolverine-M*. It retains the jump jets, replaces the autocannon with a heavy laser, and adds a medium laser.

Most Successor Lords, however, seem content with the basic *Wolverine* design, and few other variants have been tested.

## Notable 'Mechs And MechWarriors:

### MechWarrior Lib Argust

Pilot of a *Wolverine* in Norman's Recon Lance, Dinsdale's Battalion, 4th Tau Ceti Rangers of House Liao, Argust is a likable individual, whose *Wolverine* bears numerous battle honors. She is also an excellent athlete, especially skilled at rudder-bat and basketball. Her competitive nature is well-suited to 'Mech combat, making her a first-rate recon pilot, with a never-say-die attitude.

**Mass:** 55 tons  
**Chassis:** Crucis-A  
**Power Plant:** Core Tek 275  
**Cruising Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** Northrup 12000  
**Jump Capacity:** 150 m  
**Armor:** Maxmillian 60

**Armament:**

- 1 Whirlwind Autocannon
- 1 Harpoon-6 SRM Launcher
- 1 Magna Mk II Medium Laser

**Manufacturer:** Kallon Industries

**Communications System:** Tek BattleCom

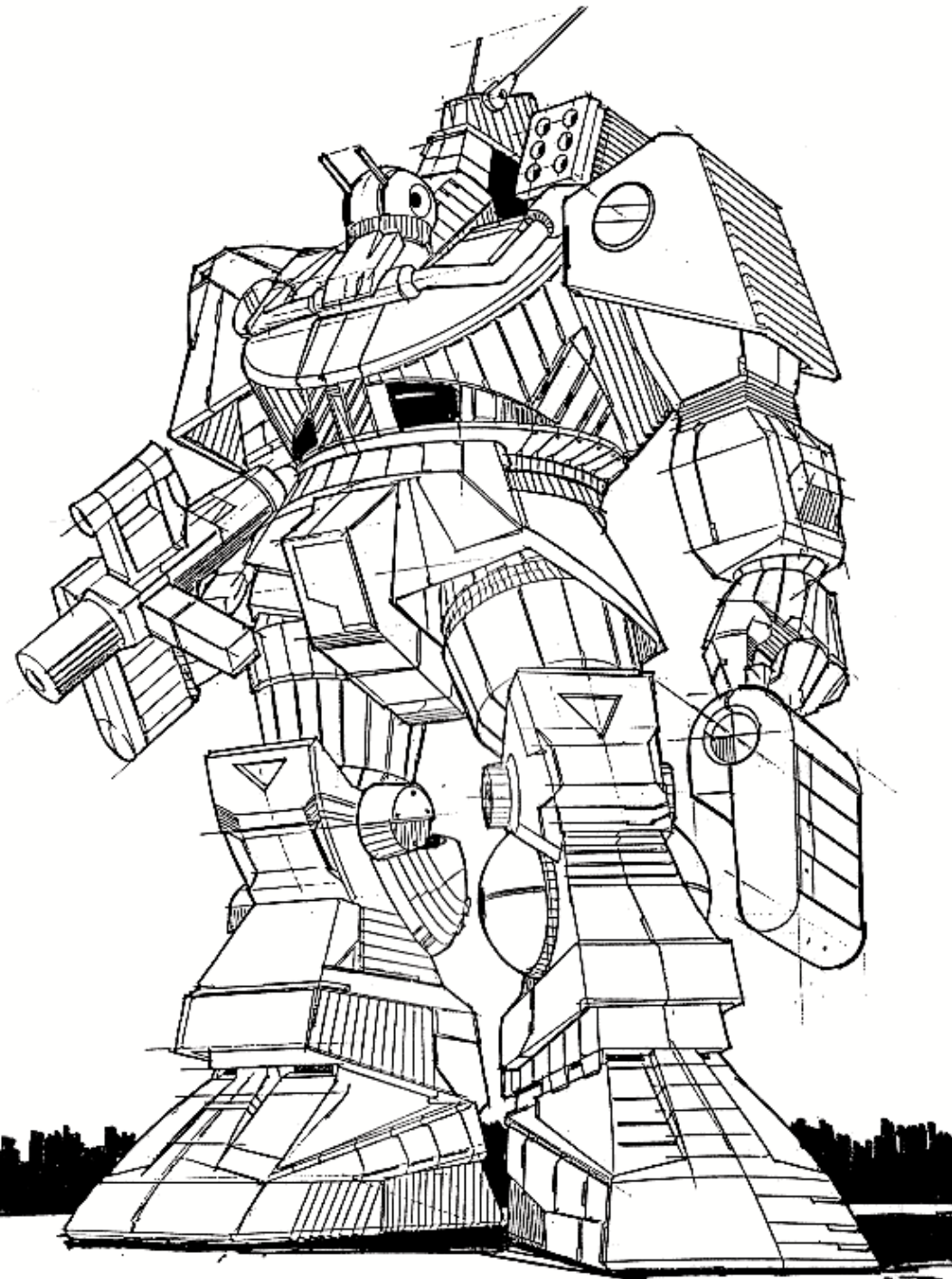
**Targeting And Tracking System:** Garret T11b

Type:	<b>WVR-6R Wolverine</b>	Tons
Tonnage:	55 Tons	55
Internal Structure:		5.5
Engine:	275 Core Tech	15.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	5	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	8
Center Torso:	18	20/8
Rt./Lt. Torso:	13	20/6
Rt./Lt. Arm:	9	16
Rt./Lt. Leg:	13	16

**Weapons and Ammo:**

Type	<u>Loc.</u>	<u>Critical</u>	
AC/5	RA	4	8
Ammo (AC) 20	RA	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	H	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	CT	1	.5



LOOSE

# DRG-1N DRAGON

## Overview:

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

Amazed and angered, the owners of Luthien Armor Works went ahead with production of a slightly less powerful *Dragon*. This design carried a Class 2 Victory autocannon on its right arm instead of the more powerful Imperator-A. It was this *Dragon* design that House Kurita privately commissioned in 2754 as the basis for the Combine's private army until the dissolution of Star League.

## Capabilities:

With its high speed and better-than-average firepower, the *Dragon* is intended as a close assault vehicle. In stagnant battles with little or no movement, Kurita commanders often hold the *Dragon* in reserve until they discover a weakness in the enemy line. They then further soften this weakness with bombardment, troops, or tanks until a crack in the enemy line appears. At this point, the *Dragons* are turned loose to rush through the gap and exploit the advantage.

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

Carrying 24 shots for the LRM system and a whopping 40 rounds for the autocannon, the *Dragon* is amply supplied for sustained battles without reloading. In the event a *Dragon* does run low on ammo, the medium left-arm laser ensures that the MechWarrior will always have another weapon to fire. The second laser also buys it the healthy respect of 'Mechs trying to approach from rear.

The efficiency of the design has one drawback, however. Some *Dragon* pilots become so overconfident of their 'Mech that they often risk themselves and their

machines unnecessarily by confronting heavier opponents such as a *Zeus* or a *Warhammer*. Some extra discipline usually cures surviving warriors of this bad habit.

The *Dragon* also proves itself useful defensively. With its large ammo supply, it can lay down a good pattern of fire and hold a prepared position against approaching 'Mechs.

What the *Dragon* does not have are reliable hip actuators. The military brass disregarded engineering reports calling for a heavier actuator design in favor of a cheaper actuator made on nearby Luthien. As a result, the *Dragon* can suffer from burned micro bearings, requiring frequent overhauls of the hip assembly.

## Battle History:

As the *Dragon* is manufactured on Luthien, capital of the Draconis Combine, the other Successor States can do little to halt its production. The only factor that slows the output of this 'Mech design is the delay caused by the need to import its chassis and com systems.

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

A battle fought as recently as 3013 illustrates the role the *Dragon* plays in Lord Kurita's service. When House Steiner began to unearth large amounts of high-grade diamonds essential for the manufacture of BattleMech armor on the obscure Commonwealth world of Phalan, the Draconis brass decided to dispatch the 9th regiment of the Rasalhague Regulars to the planet. Once there, they were to search for and take the already-mined diamonds, then destroy the mines. The Second Battalion, "Burton's Firebreathers", was composed entirely of *Dragons* while the other two battalions were mostly light to medium 'Mechs.

Unknown to the Kurita strategists, House Steiner's 22nd Skye Rangers were also using Phalan for maneuvers. Though manned by green MechWarriors, most of the regiment's 'Mechs were heavy *Warhammers* and *Archers*. Moreover, the approach of the Rasalhague Regulars was tracked by Lyran picket satellites, which

gave the Rangers plenty of time to prepare. When the 9th Regiment hit the dirt in and around the city nearest Phalan's mines, the Rangers were able immediately to repulse them. Then, in an assault on the mining camp, Kurita's 'Mechs were again rebuffed by a concerted effort of Lyran 'Mechs and local air support. The Combine commanders quickly decided that the city, with its warehouse filled with diamonds, was the Regulars' best bet.

The attack resulted in a siege, with the young Rangers holding an island in the middle of a lake where the planet's cache of diamonds was warehoused. Luckily for the 9th Regiment, the main bridge linking the island with the rest of the city was still intact.

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

## Variants:

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

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

## Notable 'Mechs and MechWarriors:

### Lieutenant Leon "The Orator" Gambetta

As a lance commander in the elite 2nd Sword of Light Regiment, Gambetta's reputation as a tactician has spread throughout the regiment. His 'Mech, painted in city camouflage colors, is often assigned to lead the charge against heavily fortified positions.

That a MechWarrior who has led so many dangerous missions should live to the age of 53 is unusual. That he should also be known as kind and considerate, with great concern for his men, is even more unusual in these dangerous times.



**Mass:** 60 Tons  
**Chassis:** Alahain Type 56-60H  
**Power Plant:** Vlar 300  
**Cruising Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** None  
**Jump Capacity:** None

**Armor:** Starshield

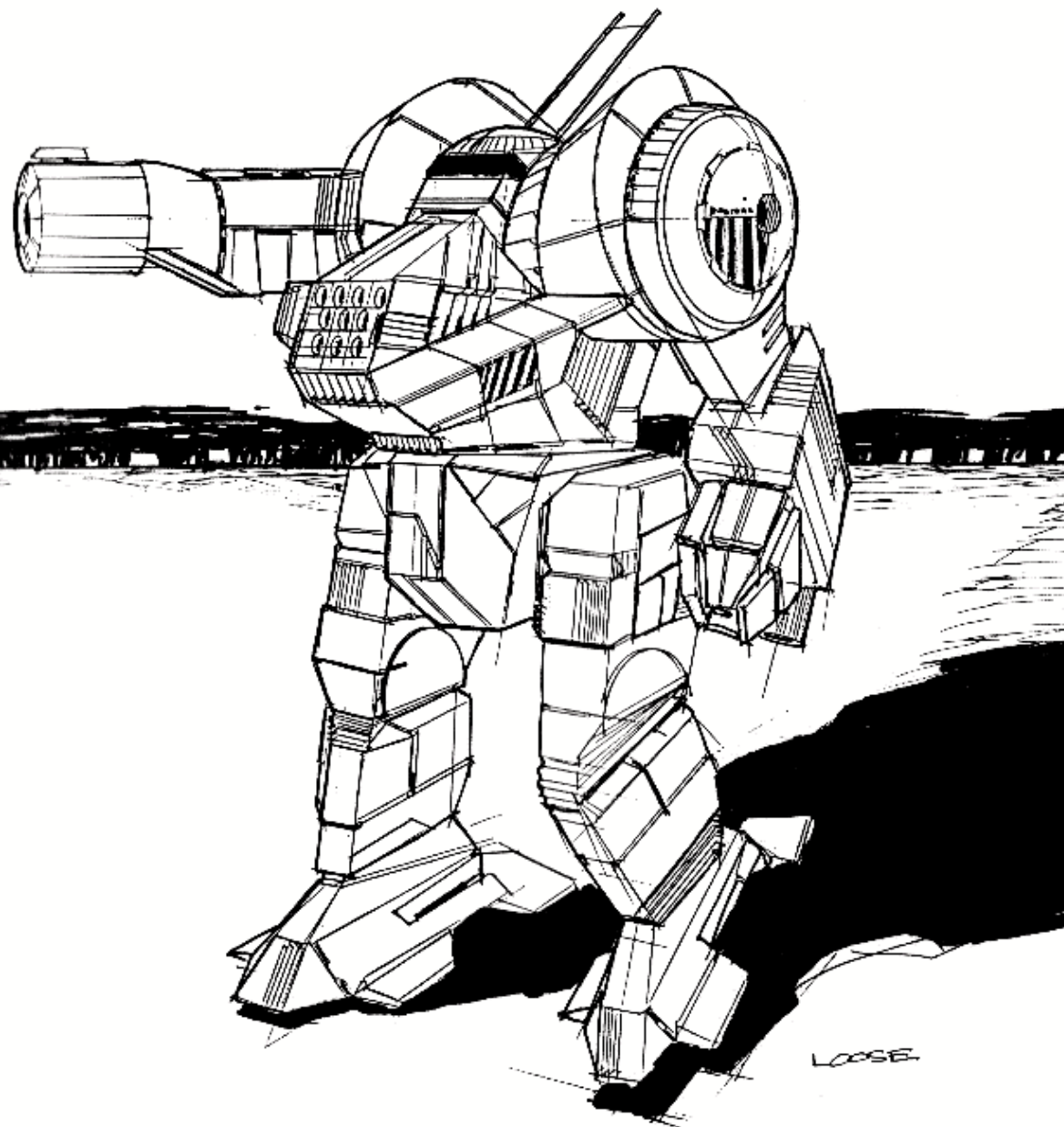
**Armament:**

- 1 Telos DecaCluster LRM Missile System
- 1 Imperator-A Autocannon
- 2 Victory 23R Medium Lasers

**Manufacturer:** Luthien Armor Works

**Communications System:** Sipher CommSys 3

**Targeting And Tracking System:** Eagle Eye SY10-10



<b>Type:</b>	<b>DRG-1N Dragon</b>	<b>Tons</b>
Tonnage:	60 Tons	60
Internal Structure:		6
Engine:	Vlar 300	19
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	20	27/12
Rt./Lt. Torso:	14	16/8
Rt./Lt. Arm:	10	14
Rt./Lt. Leg:	14	18

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
LRM 10	CT	2	5
Ammo (LRM) 24	LT	2	2
AC/5	RA	4	8
Ammo (AC) 40	RT	2	2
Medium Laser	LA	1	1
Medium Laser	LT (R)	1	1

**Overview:**

Ostmann Industrie, a Sol-based arms company, produced its *Ost* Class BattleMechs from 2500-2700. All three designs were extremely successful, although limited production facilities kept their numbers low.

The *Ostroc* was the best-known of Ostmann's walker/pod designs, effectively balancing the Totschlagen 4-rack missile launcher and Ostmann's well-designed Fuer Sturm heavy and medium lasers. In spite of its rarity, the *Ostroc* was considered a quality 'Mech, and performed well in battle.

**Capabilities:**

Intended primarily for urban defense, the *Ostroc* duplicates the familiar walker/pod profile seen in the heavy *Stalker* and *Marauder* 'Mechs, and the low silhouette of the *UrbanMech*. This makes it a difficult target, especially when obscured by buildings or trees.

The *Ostroc* saw service primarily in the Terran sector, where it was assigned to local defense garrisons. Occasional units of *Ostrocs* were shipped out for combat on the frontiers of the Star League, however, particularly during the Age of War, during Star League's final days, and during the first Succession War.

The *Ostroc* is an effective medium 'Mech, fast, well-armored, and well-armed. Its short arms are a handicap in close combat, however, and the otherwise excellent Fuerstrum lasers are easily damaged by the shocks of hand-to-hand combat. In other respects, the *Ostroc* is a utilitarian 'Mech suited to many roles.

**Battle History:**

The Kurita *Ostrocs* are found mostly in the Home Defense Garrisons of the Peshit Regulars, and are assigned to protect the cities of the inner Kurita Sphere, primarily in the Luthien, Ozawa, Unity, and Sawyer systems. Kurita *Ostrocs* see little service, but a recent raid on Unity by the bandit forces of Helmar Valasek of Santander pressed the Urban Defense Lances of the Peshit Regulars into unfamiliar service.

The bandits were intent upon capturing supply caches in the city of Marbury, which was defended by two companies of *UrbanMechs* and *Ostrocs*. The Kurita MechWarriors engaged in classic city-defense tactics, splitting up and sniping at the enemy *Shadow Hawks* and

*Crusaders*, using buildings as cover. As usual, it was a hard-fought battle, but Kurita's local superiority, combining two and three *Ostrocs* against isolated bandit 'Mechs, finally forced the enemy out of the city.

The *Ostroc* also functions well as a medium scout. In 3020, for example, *Ostrocs* on Yance I provided vital data to Davion raiding forces. The numerous Kurita *Stingers* and *Wasps* caused problems for the *Ostrocs*, but in one-on-one combat, the *Ostrocs* clearly out-matched the lighter vehicles. Kurita LAM's, operating in dual air/land lances, were finally employed against the Davion scouts, but the *Ostrocs*' lasers provided good anti-aircraft fire, shooting down several Kurita 'Mechs. Through heavy fighting, the *Ostrocs* provided vital battle data to the regiments they supported, playing a key role in the success of the Davion attack.

*Ostroc* lances also serve House Liao, and those assigned to urban defense in the Chesterton Reserves have fought well, particularly against a Markk raid in 3022. Elements of Smithson's Chinese Bandits, a mercenary unit in the service of House Markk, descended on the Liao capitol in a daring raid on the heart of the Capellan Confederacy. The sheer audacity of the move took the Liao forces by surprise, and Maximilian Liao himself organized the defense.

After initial success, the Bandits suddenly found themselves beset by the *Ostrocs* of Liao's Chesterton Reserves, which pinned them down in the city of Sylbau while Liao brought in reinforcements. With several heavy Liao regiments on the way, and unable to make headway against the stubborn *Ostrocs*, the Bandits fell back on their DropShips, then left the system. Their surprise attack had failed, due in large part to the tenacity of the *Ostroc* BattleMech.

**Variants:**

Some of the minor variations on *Ostroc* design include LRMs replacing SRMs, a third heavy laser replacing the two mediums, and even a Markk experimental model with jump jets added. Though all these models show promise, none are especially numerous, and the original design remains the most common.

**Notable 'Mechs And MechWarriors:****MechWarrior Thomas Reeves**

A veteran member of Liao's Chesterton Reserves, Reeves' duties primarily involve the defense of Liao's vulnerable cities. He has a pleasant and unassuming manner, and is skillful in his duties. His *Ostroc* is well maintained. What no one suspects is that this friendly young MechWarrior is a Davion agent, planted in the inner 'Mech units of House Liao to gain information about the workings of the Capellan Confederation's military and the current disposition of defense garrisons.

The plan has been successful, and has allowed Davion raiders to sting Maximilian Liao repeatedly where his defenses are weakest. Liao is beginning to suspect an intelligence leak, but so far has no reason to investigate this lowly, unassuming MechWarrior in a minor urban defense unit.

**Lieutenant Paula Stilson**

Stilson, an *Ostroc* pilot in command of a lance in Davion's Croch March Militia, is renowned as both a skilled soldier and a femme fatale of near-legendary exploits.

Her *Ostroc*, aptly named the *Heartbreaker*, is decorated with a heart for every lover she has had. As might be expected, Stilson is a physically striking woman, tall, with dark red hair. The rumor that she is running out of room to paint hearts on her *Ostroc* is not true, but may not be exaggerated by much.

**MechWarrior David Levine**

Serving in House Davion's 22nd Avalon Hussars, Levine has recently gained notoriety as a technical wizard who has modified his blue and grey *Ostroc* with various electronic and computer gear to give it advanced detection and communication capabilities.

A short, bearded man with a pleasant manner and infectious smile, Levine pilots his fusion-powered vehicle as a scout along the Draconis March. He has led several successful raids against Kurita border garrisons, and his name is becoming known and detested in high circles of the Combine. This, of course, delights Hanse Davion, who has personally consulted with Levine about duplicating his modifications on other Davion *Ostrocs*.

**Mass:** 60 tons  
**Chassis:** Ost-II  
**Power Plant:** Viar 300  
**Cruising Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Riese-475

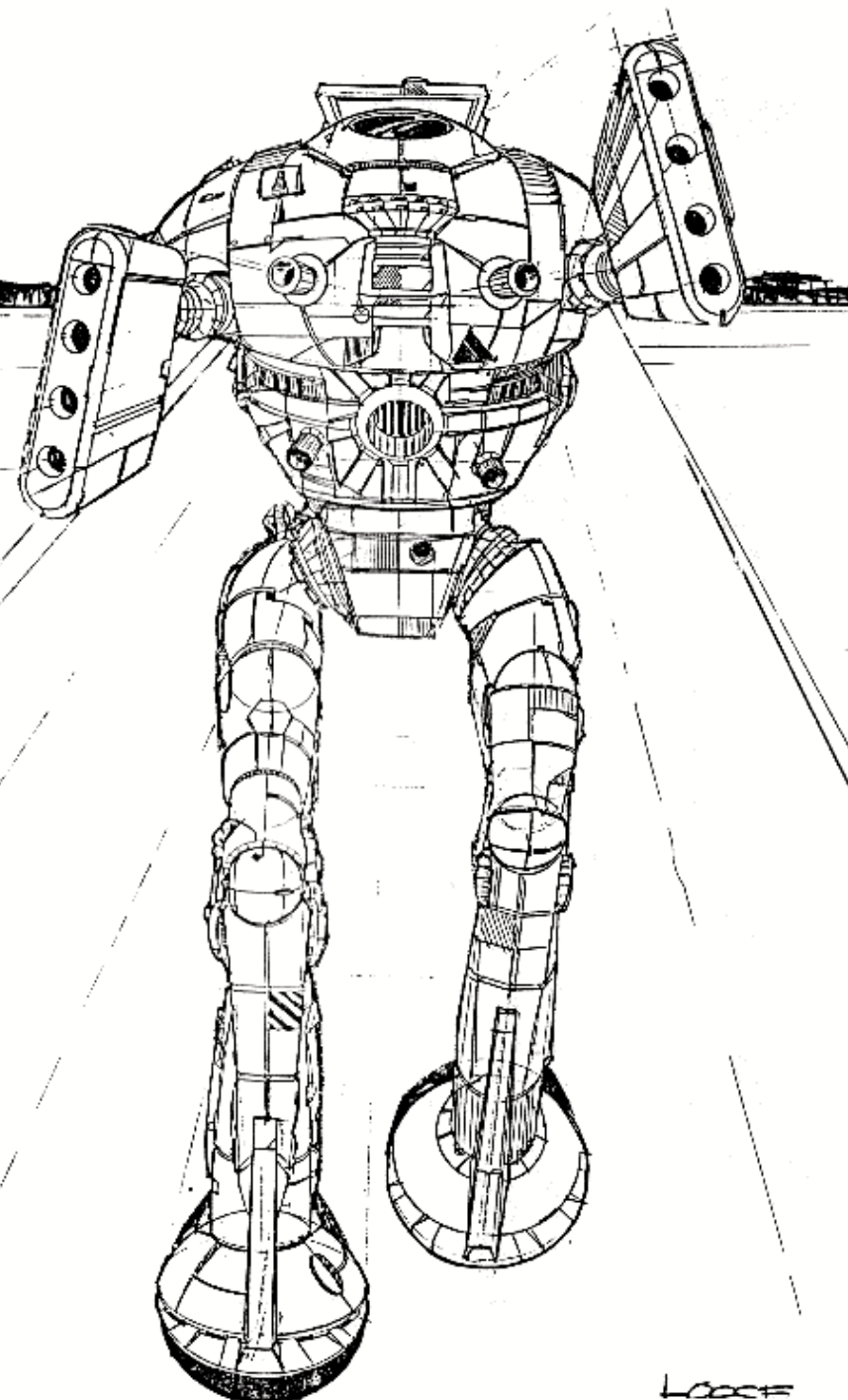
**Armament:**

- 1 Totshclagen SRM Launchers
- 2 Fuersturm-c Heavy Lasers
- 2 Fuersturm-b Medium Lasers

**Manufacturer:** Ostmann Industrie

**Communications System:** Ostmann-L

**Targeting And Tracking System:** Ferdinand-a



Type:	OSR-2C Ostroc	Tons	
tonnage:	60 Tons	60	
Internal Structure:		6	
Engine:	300 Viar	19	
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	0		
Heat Sinks:	15	5	
Gyro:		3	
Cockpit:		3	
Armor Factor:	144	9	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	8	
Center Torso:	20	22/6	
Rt./Lt. Torso:	14	22/4	
Rt./Lt. Arm:	10	8	
Rt./Lt. Leg:	14	20	

**Weapons and Ammo:**

Type	Loc	Critical	
SRM 4	RT	1	2
Ammo (SRM) 25	CT	1	1
Large Laser	RT	2	5
Large Laser	LT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1

Loose

# OTL-4D OSTSO

## Overview:

The *Ostsol* was commissioned as a heavy 'Mech for extended independent operations. The design criterion called for a maximum speed of at least 80 kilometers per hour, medium armor, and an energy-based weapons system. Kong Interstellar submitted the winning proposal to build the Ostmann Industrie design in 2693, and the first models were finished by the end of the next year.

The *Ostsol* was intended for use where supply lines are fragile. Because it has no need for ammunition, it can carry on a guerrilla war far behind enemy lines and perform grab-and-run raids to gather valuable supplies.

## Capabilities:

As with all 'Mechs mounting medium and heavy lasers, the *Ostsol* prefers to fight at close range. Besides its paired Tronel heavy and medium lasers, which provide respectable firepower forward, two rear-mounted medium lasers allow the OTL to engage opponents behind it. This is particularly useful when attacking tight formations. Although it lacks enough firepower in any one direction to engage many heavy 'Mechs, the *Ostsol* provides excellent close-range fire support against a number of opponents.

The *Ostsol's* talent for close-range fighting makes it complement heavier 'Mechs with primarily long-range weaponry. In this capacity, the OTLs are deployed between the enemy forces and the bombardment units. As enemy forces advance, the *Ostsol's* fight a delaying action to keep their opponents within optimum range of the heavy 'Mechs' guns. This tactic is referred to as the "hammer and thumb" technique: it makes the target much easier to hit, but all too often at the price of a bloodied thumb.

As a battlefield regular, the *Ostsol* may act either as a leader for recon and lightning lances or in a support role within a lance led by a heavier 'Mech. In either role, its highly sensitive TRSS.2L3 targeting and tracking system allows it to detect enemy units over distances of several kilometers in the most difficult terrain.

## Battle History:

In most engagements, the *Ostsol's* contribution is difficult to judge. Because it is such an integral part of the lance, its role in the battle is often much less conspicuous than that played by heavier 'Mechs.

To supplement its firepower, the *Ostsol* often uses physical attacks, such as punching and kicking, which may inflict serious damage on lighter opponents. It was just such an attack that won a minor battle on Talon. Two companies of the First Crucis Lancers were using the polar regions of the planet as a training ground. Between employers and badly in need of spare parts, the Twelfth Star Guard arrived two weeks after the Lancers. The Guards hoped to regroup and assess the damage that they had suffered at New Boston.

The Guard's DropShips landed undetected only 600 kilometers from the Lancer encampment. Two weeks later, a Crucis recon lance containing a couple *Ostsol's* spotted a group of unidentified 'Mechs. Assuming them to be part of the training team, the recon lance closed to attack. The unidentified 'Mechs were the remains of one of the Star Guard's best fire lances. By the time the Crucis lance realized its mistake, retreat was impossible.

At first, the engagement went badly for the Lancers. It was not until the recon leader in his *Ostsol* closed with the Guard's *Archer* that the tide began to turn. The OTL began a furious assault with both weapon and physical attacks. Blow after crippling blow rained down on the *Archer*, crushing armor, weaponry, and superstructure. The heavier 'Mech finally buckled, and with it went the fighting spirit of the Guard's fire lance. Routed, they retreated to their encampment, very much aware that they were not alone on Talon.

The *Ostsol's* rear-mounted lasers have always served it well in retreat. Although not specifically designed for that purpose, they do tend to discourage pursuit. During an unsuccessful operation on Severn during the spring of 3011, forces of Hendrik III engaged then retreated from a superior force of 'Mechs. The rear-fighting medium lasers on Hendrik's *Archers* and *Ostsol's* were effectively used to destroy a number of light 'Mechs that took up pursuit. The operation became a textbook example of retreat with self-provided covering fire.

## Variants:

The only common variant of the standard OTL-4D replaces the lasers with two Dominion-V PPCs. This conversion is often used as a short-term replacement for heavier 'Mechs lost in combat. Unfortunately, the large amount of waste heat generated by the PPCs can quickly overload the *Ostsol's* 16 heat sinks.

## Notable 'Mechs And MechWarriors:

### Sergeant Lynn Woo

Lynn is one of the two sisters in the Seventh Sword of Light Regiment. Known as a sharp-shooter, she takes great pride in her gunnery ability. Her black *Ostsol* has more than its share of kill stripes, and she has twice been decorated for key roles in battle. Sergeant Woo has proved the OTL can play a decisive part in offensive operations.

### Lieutenant Charles LaPierre

Charles is a confirmed gambler. He considers battle just another game, with his life as the stakes. LaPierre definitely plays to win, however. Despite heavy damage to his 'Mech's rear torso, which left it almost completely without armor, LaPierre himself has thus far remained unscathed.

**Mass:** 60 tons  
**Chassis:** Kell/H  
**Power Plant:** 300 Vlar  
**Cruising Speed:** 54.0 kph  
**Maximum Speed:** 86.4 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Valiant Lamellor  
**Armament:**  
 2 Tronel III Heavy Lasers  
 4 Tronel II Medium Lasers  
**Manufacturer:** Kong Interstellar Corp.  
**Communications System:** Barret 509p  
**Targeting And Tracking System:** TRSS.2L3

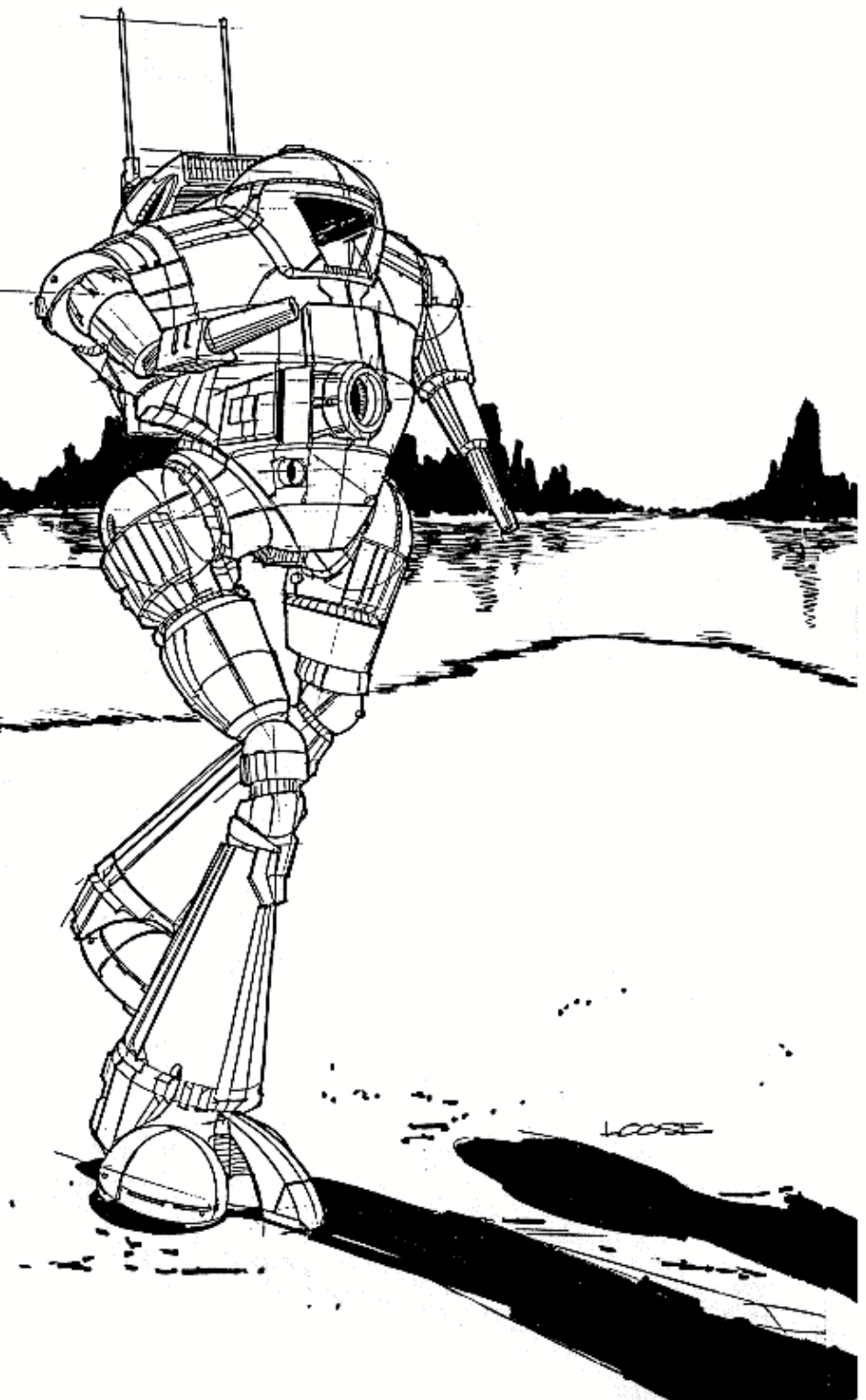


Type:	<b>OTL-4D Ostsol</b>	<i>Tons</i>
Tonnage:	60 Tons	60
Internal Structure:		6
Engine:	300 Vlar	19
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	16	6
Gyro:		3
Cockpit:		3
Armor Factor:	144	9

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	8
Center Torso:	20	22/6
Rt./Lt. Torso:	14	22/4
Rt./Lt. Arm:	10	8
Rt./Lt. Leg:	14	20

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
Large Laser	RT	2	5
Large Laser	LT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	CT (R)	1	1
Medium Laser	CT (R)	1	1



# QKD-4G QUICKDRAW

## Overview:

First produced in 2779, the QKD-4G *Quickdraw* was assigned to very few 'Mech regiments before the start of the Succession Wars in 2786. Since that time, however, it has slowly found its way into a number of units in all five of the Successor States. Though designed as the most likely replacement for the *Rifleman* support vehicle, the *Quickdraw* has never realized this aim and so remains less known than the older *Rifleman* design. Nevertheless, the *Quickdraw's* enormous firepower capacity and good armor protection quickly earned it the acceptance and respect of many MechWarriors.

## Capabilities:

The *Quickdraw* is armed for medium- to short-range combat. Its four Omicron 4000 medium lasers are positioned in an unusual fashion. One is placed in each arm, and the remaining two are located in the rear right torso, giving the *Quickdraw* an all-angle field of fire. The arm actuators are modified so that they will bend to the rear, if necessary, giving the 'Mech the ability to fire all four medium lasers to the rear, but only two ahead. The front torso-mounted Delta Dart LRM ten-rack and the Hovertec SRM quad make up for this forward-firing deficiency.

Although not well-armored for a heavy 'Mech, the *Quickdraw* has good speed and maneuverability ratings. With multiple firings of its medium lasers or overuse of its Chilton 460 jump jets, it is also prone to heat buildup. Its most glaring problem, however, is with the 'Mech's ankle actuator structure. While the 'Mech is in motion, too much of the internal stress buildup is placed on the actual leg armor. Because of this, any damage to the lower leg armor may cause an appreciable loss in maneuverability. In hand-to-hand combat, many opposing 'Mechs have found it useful to kick down on the outward projecting ankle flanges of the *Quickdraw*, thus crippling its running ability. Because of this problem, *Quickdraws* are only seen in close combat during emergency situations.

## Battle History:

During the revolt within the House of Marik, the Fourth Regular Hussars (loyal to Duke Anton Marik) attacked units of the Ninth Marik Militia (loyal to Janos Marik) on the planet Nova Roma in 3014. The Regular Hussars successfully dropped onto the planet before the defenders could put up an effective defense. With fire support from a massed lance of *Quickdraw* and *Rifleman* 'Mech units, the Regular Hussars pushed into the main base of the Marik Militia. At that moment, news of other DropShips entering orbit gave the Militia renewed hope, as they had been expecting reinforcements.

The Ninth counter-attacked violently, and it was only the concentrated fire of the *Quickdraw* and *Rifleman* defense line that kept the Regular Hussars' commander from ordering a withdrawal. Unfortunately for the Ninth Marik Militia, the reinforcements turned out to be the Wolf's Dragoons Mercenary Regiment in the pay of Anton Marik. After several days of mop-up fighting, the loyalist forces on Nova Roma surrendered.

During the Battle of Selathon City on the planet Thorin in 3015, a support lance of Fifth Defenders of House Marik's Andurien Regiment was ambushed by a hidden recon lance of House Steiner's elite Sixth Lyran Guard in the burning ruins of the city's central business district. Hampered by the close quarters, the three *Quickdraws* and one *Rifleman* of the support lance were unable to put up an appreciable defense against their attackers. In the ensuing hand-to-hand action, two of the three *Quickdraws* went down and the *Rifleman* was heavily damaged before other lances came to their support. The Lyran Guards' recon lance was forced to withdraw, dragging their one casualty behind them.

## Variants:

By eliminating the LRM ten-rack and adding four (or more) heat sinks, *Quickdraws* have been altered to carry two more medium lasers. In spite of the sometime usefulness of the massed rearward firepower, many MechWarriors prefer to have most of their weapons pointed ahead of them. Because of this, some *Quickdraws* have been altered so that the SRM is in the rear torso and the two medium lasers in the front.

## Notable 'Mechs and MechWarriors:

### MechWarrior "Frownin' Jack" Breslin

Often called "The Grumbler" by his lancemates, Jack Breslin seems to enjoy going into combat *always* complaining about something. Aboard his *Quickdraw*, the *Spare Parts Sally*, he has taken part in a number of engagements as a member of House Steiner's Fifth Arcturan Guards.

A loner, Breslin has few friends. The one love in his life seems to be his *Quickdraw*, and he spares no expense (personal or otherwise) to ensure that it remains in top working shape. Breslin does most of the overhaul work himself, and has developed an armored ankle sheath for his 'Mech to prevent problems with the leg actuators. Although *Spare Parts Sally* is one of the best-maintained 'Mechs in the Arcturan Guards, Breslin still complains that more needs to be done to put her in top condition.

### MechWarrior Ivy Upsalom

The head of Upsalom's Support Lance of Redjack Ryan's pirate 'Mech force, Ivy is also known as "The Ladykiller". During a raid, she monitors the enemy's tactical frequency and picks up on the female MechWarriors, challenging them to personal combat in her *Quickdraw*, the *IV-Four*. Upsalom claims she is the best woman MechWarrior in or out of the Successor States, and no one has lived to prove her wrong. The Ladykiller has more than 30 combat kills to her credit.

**Mass:** 60 tons

**Chassis:** Technicon Type E

**Power Plant:** VOX 280

**Cruising Speed:** 42.1 kph

**Maximum Speed:** 66.7 kph

**Jump Jets:** Chilton 460

**Jump Capacity:** 150 m

**Armor:** Riese-475

**Armament:**

4 Omicron 4000 Medium Lasers

1 Delta Dart Long Range Missile Ten-Rack

1 Hovertec Short Range Missile Quad

**Manufacturer:** Technicon Manufacturing

**Communications System:** Garret T12E

**Targeting And Tracking System:** Dynatec 2180

**Type:** QKD-4G Quickdraw

**Tonnage:** 60 Tons

**Internal Structure:**

**Engine:** 300 Vlar

Walking MPs: 5

Running MPs: 8

Jumping MPs: 5

**Heat Sinks:** 13

**Gyro:**

**Cockpit:**

**Armor Factor:** 128

*Tons*

60

6

19

3

3

3

8

*Internal  
Structure*

*Armor  
Value*

Head: 3

9

Center Torso: 20

17/8

Rt./Lt. Torso: 14

14/7

Rt./Lt. Arm: 10

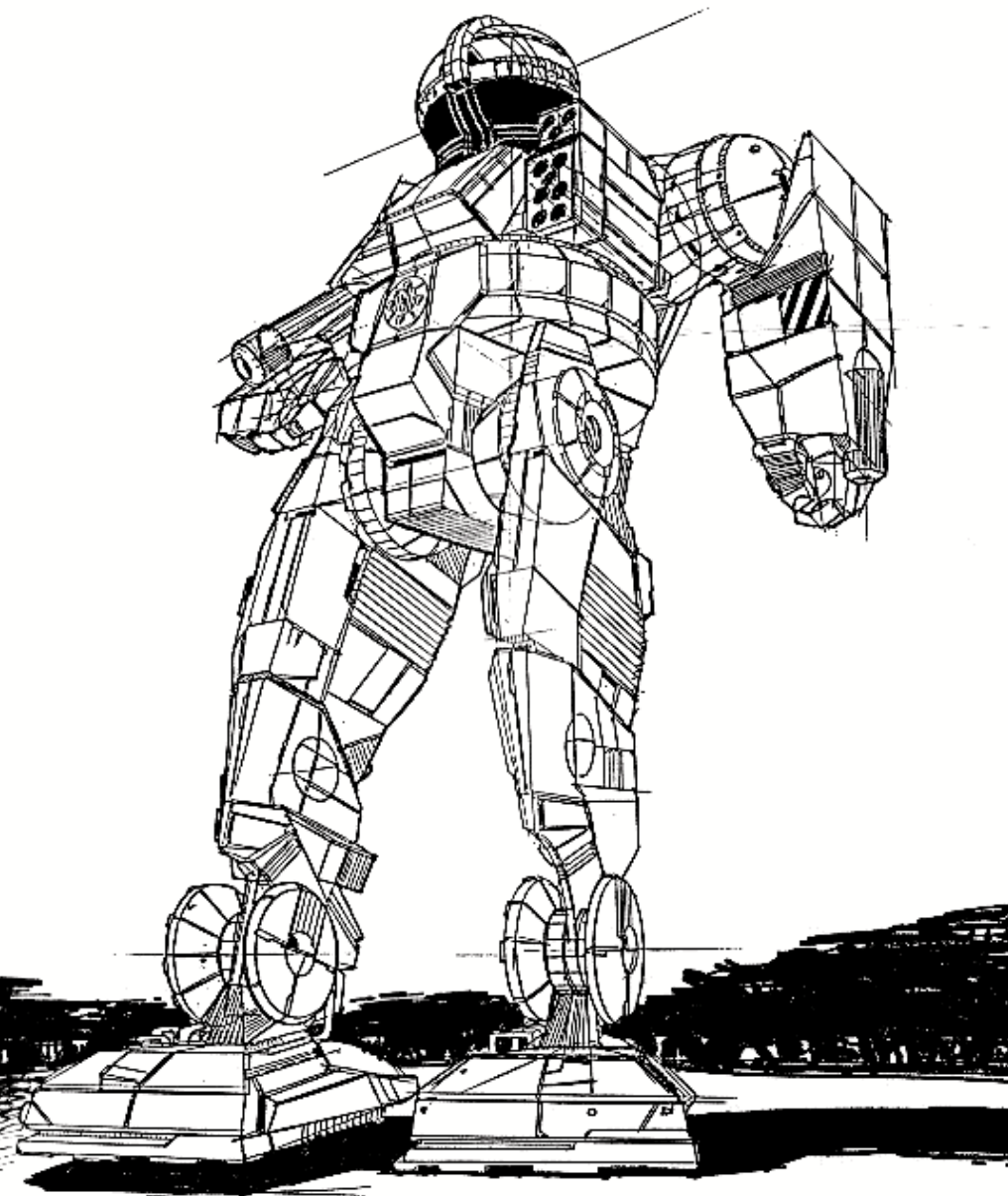
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Rt./Lt. Leg: 14

15

**Weapons and Ammo:**

Type	Loc.	Critical	
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT (R)	1	1
Medium Laser	RT (R)	1	1
Jump Jets	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



LOOSE

# RFL-3N RIFLEMAN

## Overview:

The first *Rifleman* were built for Star League by Kallon Industries in 2505. Designed as a medium fire-support vehicle, this early model was lighter and less heavily armored than the current version, and mounted Kallon Class C laser cannon. Chronic overheating forced the addition of more heat sinks and the replacement of the old lasers with more efficient Magna IIs and IIIs.

The current incarnation of the *Rifleman*, the RFL-3N, was first built in 2770, during the collapse of Star League. Arm-mounted Kallon Emperor-A autocannon replaced the Mark II lasers, producing the familiar configuration of two medium and two heavy lasers and two medium autocannon. Although designed to be primarily a fire-support 'Mech, the *Rifleman* can hold its own in close combat against lighter 'Mechs.

## Capabilities:

The Emperor-A autocannon is an excellent long-range weapon system, combining striking power with good range and low heat buildup. Although earlier *Rifleman* models were plagued by ammunition-feed problems, the autocannon system is now at the heart of the 'Mech's success on the battlefield.

Though outclassed by better-armed vehicles such as the *Warhammer* and the *Hunchback*, the versatile and reliable *Rifleman* can nevertheless perform as an effective component in more complex battle plans.

Lack of ammunition is the one major flaw in the *Rifleman's* autocannon system. As each 'Mech can carry only 20 rounds, or ten for each cannon, it becomes a problem in longer campaigns, for example, where supply lines are fragile. The *Rifleman's* four lasers provide some compensation, however, as well as providing the 'Mech with close-combat capability.

The *Rifleman's* secondary role is that of anti-aircraft platform, as its Garret D2j tracking system provides excellent acquisition of swift-moving aerial targets.

Although the *Rifleman* is admirably suited to its fire-support role, its lack of hands and comparatively low mass make it less effective in close combat against larger machines. Despite this, the 'Mech easily overpowers lighter opponents. Its pilot is well advised, however, to avoid head-on confrontation with machines such as the *Marauder* and *Warhammer*.

Although the Garret T11-A com system is highly efficient, its wing-shaped antenna system tends to draw fire, occasionally disrupting communications in *Rifleman*-led units. Some units have been equipped with the more compact, less vulnerable Tek Battlecom system, which provides highly reliable communications even in heavy combat situations. As Battlecom systems are available only by scavenging *Phoenix Hawks* or *Wolverines*, most *Riflemen* retain the Garret unit and its troublesome antenna.

Today, the Successor Houses deploy the RFL-3N primarily in a mobile overwatch capacity. The 3Ns hold the heights, providing long-range bombardment for the advance of the heavier 'Mechs such as *Marauders* or *Thunderbolts*. This also enables the *Rifleman* to function as an effective reserve, using its lasers at close range if the main advance bogs down. As a last resort, it can even rush into physical combat against enemy forces that might penetrate the main line.

## Battle History:

The *Rifleman* was originally designed for use by Star League defense forces. With the collapse of the League, the Successor Houses appropriated *Riflemen* for use in their individual military retinues. In the ensuing and disastrous Succession Wars, many *Riflemen* (and other BattleMechs) were destroyed. However, new production has re-established the 'Mech as a common sight on the battlefields of the Successor States, with 3Ns scattered through various units.

House Davion maintains the largest number of *Riflemen*. As Hanse Davion is personally fond of the design, he has attempted a number of modifications (see below). Davion's *Riflemen* have seen action all across Davion territory, playing important roles on Ferris and against House Kurita on Hoff.

The early campaigns of the Succession Wars took a heavy toll on House Davion, and *Riflemen* also figured prominently in many of those battles. In the first Succession War, when Minoru Kurita's ruthless 'Mech legions almost reached the gates of New Avalon, the planet of New Rhodes III was the scene of fierce fighting between the two houses. When the spaceport city of Polis was threatened, Davion Garrison Commander Colonel Hezekiah Walden deployed a mixed force of

*Riflemen* and *Archers* on the heights above the strategic mountain pass leading to the city.

A Kurita force of *Marauders* and *Warhammers* was dispatched to take the pass. Davion 'Mechs held them back while the *Riflemen* and *Archers* poured down a hail of deadly fire on the Kurita troops, who were unable to respond. Kurita then dispatched light *Wasps* and *Locusts* up onto the heights to stop the ranged fire, but the Davion *Archers* met and engaged them while the *Riflemen* continued to blaze away at the 'Mechs below.

Eventually, Davion air support arrived to drive off Kurita, and the *Riflemen* participated in the pursuit that destroyed a large portion of the attacking force. The defeat at Polis helped to blunt the attack on New Rhodes and drove back the Kurita invasion.

As a result of this and several other battles in which *Riflemen* played an important role, House Davion values the 'Mech highly and has used it in many a later campaign. In the Third Battle of Harrow's Sun, for example, Davion *Riflemen* were employed in an anti-aircraft role, keeping Kurita fighters at a respectful distance while the Davion siege of the city of Mura progressed.

## Variants:

Hanse Davion has attempted several interesting variations on the basic *Rifleman* design, including replacing the autocannon with PPC. This model, intended to compete with the heavier *Warhammer*, has severe overheating problems, which have forced an increase in the number of heat sinks. Although the variant is hardly a smashing success, Hanse Davion continues to tinker with his PPC-armed *Riflemen*. Davion has also been attempting to mount heavier autocannons by sacrificing the heavy lasers and some of the *Rifleman's* armor. This model shows promise, but has yet to be tested in battle.

## Notable 'Mechs and MechWarriors:

### Lieutenant "Gentleman Johnny" Clavell

Perhaps the most famous *Rifleman*, Gentleman Johnny's 'Mech is always maintained in perfect working condition, and carries many victory silhouettes on its gleaming grey-and-silver armor. Serving in the notorious Black Widow Company of Wolf's Dragoons, Clavell has earned a reputation as a brilliant but occasionally foolhardy commander. The Widow's Recon Lance, headed by Clavell's *Rifleman*, has a reputation as one of the finest in all the Successor States.



Mass: 60 tons  
 Chassis: Kallon Type IV  
 Power Plant: Pitban 240  
 Cruising Speed: 43.2 kph  
 Maximum Speed: 64.8 kph  
 Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar

**Armament:**

- 2 Magna Mk III Heavy Lasers
- 2 Magna Mk II Medium Lasers
- 2 Imperator-A Autocannon

Manufacturer: Kallon Industries

Communications System: Garret T11-A

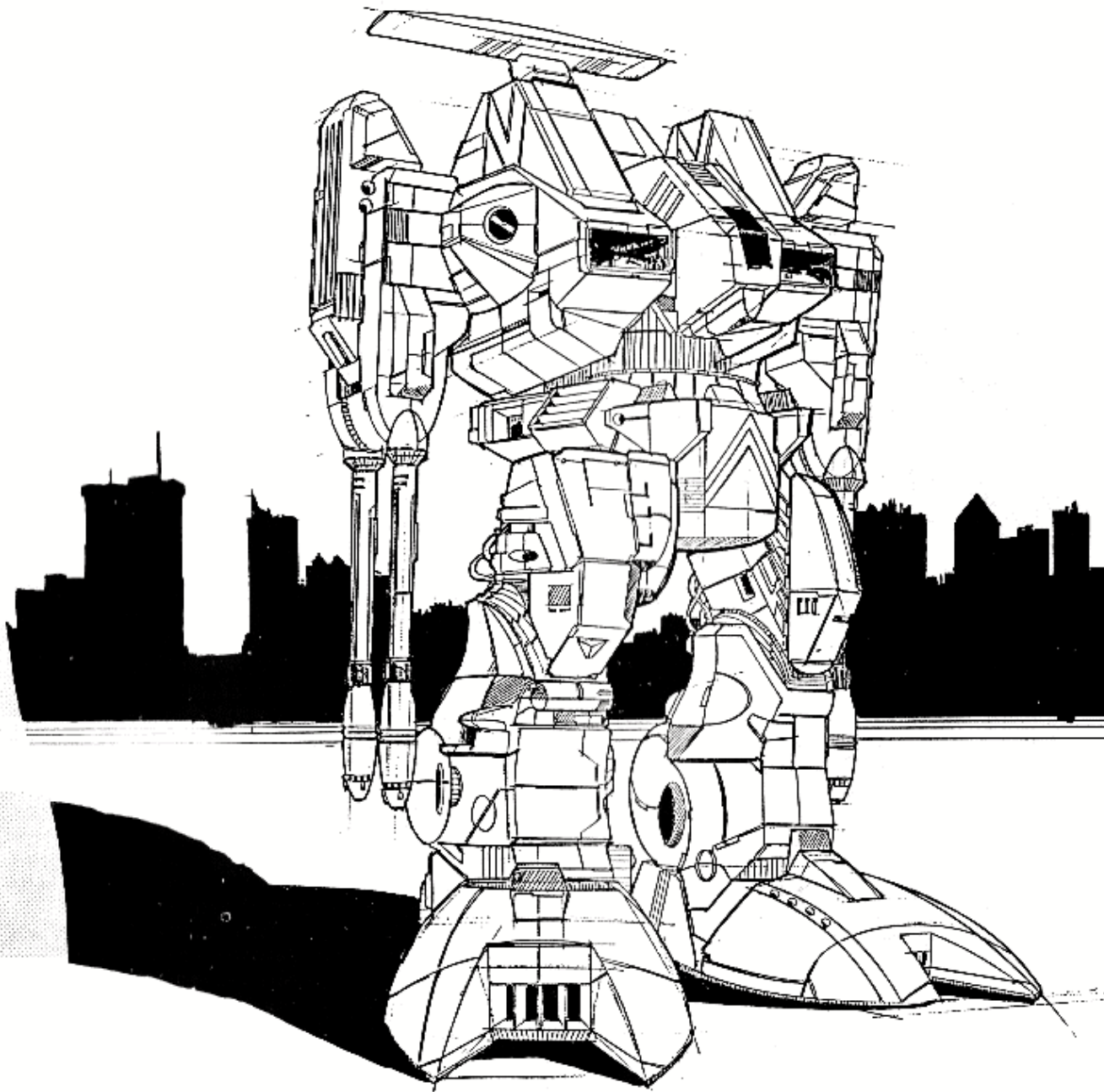
Targeting And Tracking System: Garret D2j

Type: <b>RFL-3N Rifleman</b>		Tons
Tonnage:	60 Tons	60
Internal Structure:		6
Engine:	240 Pitban	11.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

	Internal Structure	Armor Value
Head:	3	6
Center Torso:	20	22/4
Rt./Lt. Torso:	14	15/2
Rt./Lt. Arm:	10	15
Rt./Lt. Leg:	14	12

**Weapons and Ammo:**

Type	Loc.	Critical	
Large Laser	RA	2	5
Large Laser	LA	2	5
AC/5	RA	4	8
AC/5	LA	4	8
Ammo (AC) 20	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1



# CPLT-C1 CATAPULT

## Overview:

The CPLT-C1 *Catapult* was produced by Hollis Incorporated in a limited production run between 2561 and 2563 under a special military contract with the Star League. It was officially classified as a close-support vehicle, designed as a second-line defense with strong offensive capabilities.

Early models of the *Catapult* were equipped with no close support weapons, but the most current versions carry four medium lasers for close support.

## Capabilities:

The *Catapult* is equipped with the reliable Holly missile systems, in this case mounting two racks of 15 LRMs each. This gives the *Catapult* a range of nearly 630 meters, capable of destroying an enemy from a long distance without risking opposing fire.

On those occasions when the 'Mech is engaged at close range, it is more than able to defend itself with its four Martell medium lasers. The 'Mech does lack an effective anti-infantry defense system, however, because it was designed as a second-line fire-support system. Also, its lack of manipulative hands is a drawback in close combat situations.

The Anderson Propulsion 21 jump jets have been a problem for the *Catapult* ever since their installation. If used extensively, the system tends to break its conductive housing. This in turn vents some of the jet exhaust directly into the 'Mech's interior, leading to overheating. In 2566, the Star League Quartermaster Corps ordered a recall, but many units never came in to receive the replacement systems. Some models are therefore equipped with an Anderson Propulsion 25, which does not share the same design difficulties.

The 'Mech's emergency pilot escape system is a side-firing escape hatch instead of the very common roof hatch system. This can cause some damage to the MechWarrior, but is generally considered safer overall in an emergency situation.

## Battle History:

With the fall of Star League, many *Catapults* disappeared with General Kerensky. Those remaining were mainly within the Capellan Confederation, where Hollis Incorporated was manufacturing them on the planet Corey. At the time war broke out, the facility was geared more for a newer model and for repair parts. Though a massive bombing attack all but leveled the facilities, many *Catapults* were still in the hands of House Liao.

House Davion made an attempt to capture a Liao arsenal containing several *Catapults* on the planet Ward during the autumn of 2904. After a number of long and drawn out battles, Davion eventually took several badly damaged *Catapults* for their own forces.

In 2934, House Marik attacked Hsien within the Capellan Confederation, hoping to secure the world's freshwater supplies. Defending were several *Catapults* stationed on Hsien with Liao's 15th Dracon in a defensive action against the Marik aggressors. Piloting a *Catapult*, Lieutenant Martin Davis led a command lance for the 15th Dracon against the Marik aggressors. His 'Mech's jump capabilities combined with its long-range fire support allowed Martin to hold the attacking force at bay for several days of fighting outside the village of Transe. He also discovered the inherent difficulties of the Anderson 21 jump jets when his overheated several times in combat.

House Steiner once possessed several *Catapults*, as they were attached to the Skye Rangers 4th Regiment based on the Lyran Commonwealth planet Deia. In 2990, Redjack Ryan led a daring raid on Deia, catching the 4th Regiment off guard. One of the *Catapults* was destroyed, another was scrapped for parts after the battle, and yet another is still unaccounted for. This tends to support a report that Redjack Ryan has a functional *Catapult* in his arsenal.

One of the few known House Kurita *Catapults* was engaged in the battles for the planet Hoff against House Davion, where they lost the 'Mech. The Draconis Combine has one *Catapult* assigned to Brion's Legion, but no others are reported with any regular Kurita unit.

## Variants:

There were several different production runs of the *Catapult*, and these produced two variations of the 'Mech. Most common of these is a *Catapult* with two Holly LRM-20s and nearly double the ammunition, but with only two Magna small lasers for defense and close support.

Another version was created by House Kurita technicians, who modified the basic Hollis chassis as well as the armor placement. The weaponry has also been changed to make the 'Mech more of a close combat system. The Kurita variant has five more heat sinks, two PPCs, twin machine guns, and two medium lasers. Despite this, the *Catapult's* lack of hands makes it better at fire support than at close-range combat.

## Notable 'Mechs And MechWarriors:

### Lieutenant Conan Davis

Son of Martin Davis, Lieutenant Conan Davis is currently assigned to his father's alma mater, the 15th Dracon. After Martin Senior died from wounds received in battle, his 'Mech passed on to his oldest son Conan. The *Catapult* is a standard model, but its left torso armor has some severe damage. The engine also has chronic difficulties, and the 'Mech suffers from the flawed jump jets design. As commander of a heavy recon lance, Lieutenant Davis has nevertheless proved his own skill and that of his *Catapult* in the battles for Gan Singh against House Marik forces.

### MechWarrior Walter Finney

Walter is currently assigned to House Davion's Syrtis Fusiliers' 5th Regiment. His *Catapult* is in perfect running order, despite much action seen in several campaigns against Kurita along the northern front of the planet Breed. Initially a member of the Dispossessed assigned to the infantry, Finney was fortunate enough to discover a battered but salvageable *Catapult* during the fighting near Galatia. His prowess in combat has since earned him respect from enemies and friends.

### MechWarrior Janice Abermann

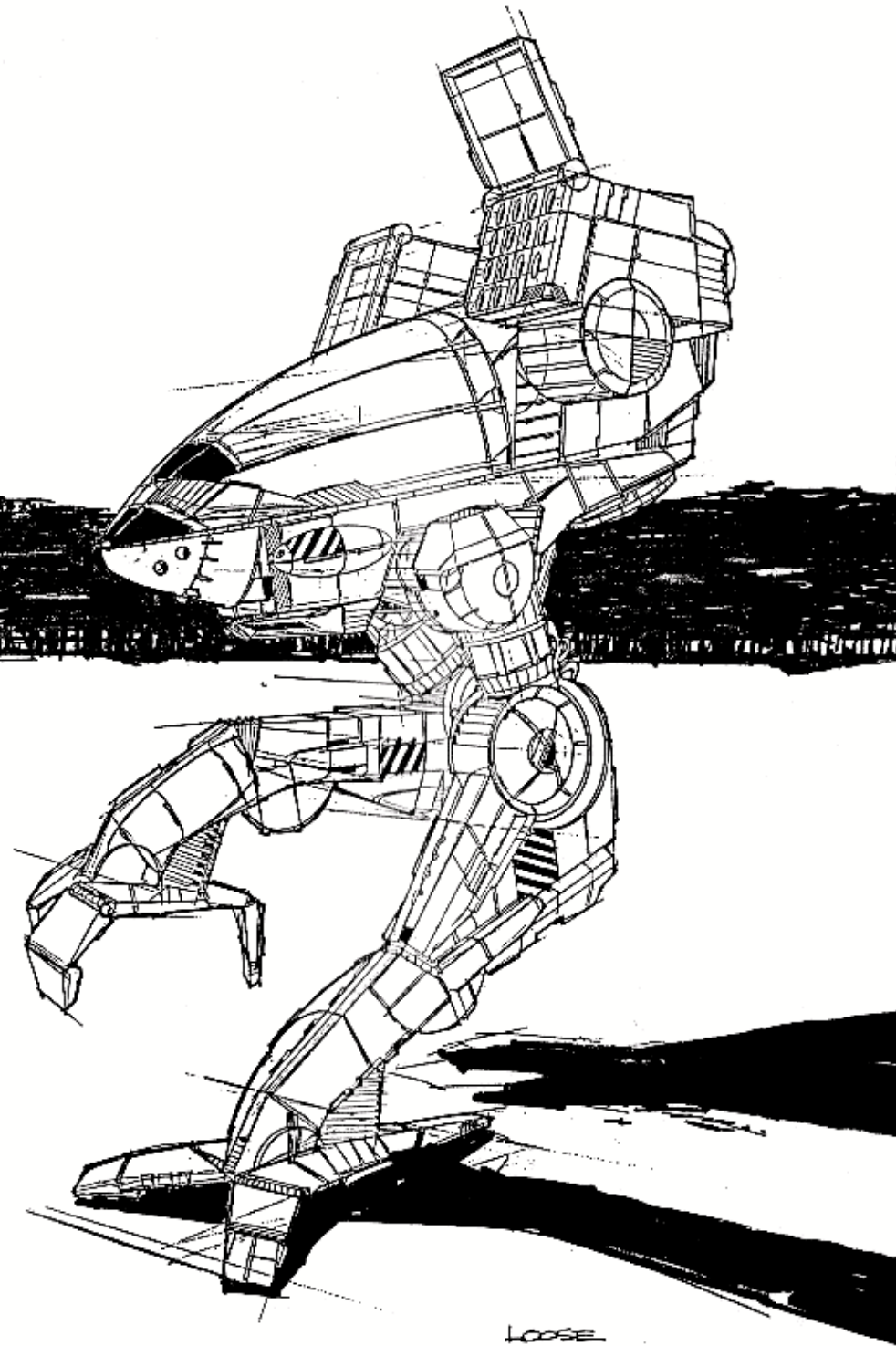
As a member of the attack lance of the 21st Centauri Lancers, Janice has won a reputation as a cold-blooded killer who will risk much to win a battle. Because she will plunge into combat against any odds, her 'Mech is in constant need of repair. In her favor, however, is the fact that her 'Mech is equipped with the Anderson 25 jet propulsion system and thus is not plagued with overheating the way many other *Catapults* are.

**Mass:** 65 tons  
**Chassis:** Hollis Mark II  
**Power Plant:** Magna 260  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** Anderson Propulsion 21  
**Jump Capacity:** 120 m  
**Armor:** Durallex Heavy  
**Armament:**  
 Two Holly Long Range Missile Packs (15)  
 Four Martell Medium Lasers  
**Main Manufacturer:** Hollis Incorporated  
**Communications System:** O/P COM-211  
**Targeting And Tracking System:** O/P 1078



Type:	CPLT-C1 Catapult	Tons
Tonnage:	65 Tons	65
Internal Structure:		6.5
Engine:	Magna 260	13.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	4	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	21	24/11
Rt./Lt. Torso:	15	19/8
Rt./Lt. Arm:	10	13
Rt./Lt. Leg:	15	18

Weapons and Ammo:			
Type	Loc.	Critical	
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



# CRD-3R CRUSADER

## Overview:

The CRD-3R *Crusader* had a long, successful production history, and numerous variants of the basic design served in the armed forces of the Star League. Designed by Kallon Industries as a medium close-range combat vehicle, the *Crusader* soon became the workhorse of the Star League, filling many roles and performing a wide variety of missions.

## Capabilities:

The *Crusader* has a well-deserved reputation as a reliable, versatile 'Mech. Commonly found in command and fire lances, the 'Mech is equally at home alongside *Marauders* and *Thunderbolts* in close-assault units. Some versions have even served as scout 'Mechs, but this is rare.

The combination of Longbow LRM and Harpoon SRM launchers proved a potent weapon system, giving the *Crusader* excellent firepower at both long and short ranges. The *Crusader's* original Hawk SRMs and Phoenix LRMs have long since been exhausted, replaced by crude unguided missiles produced by the Successor States' munitions factories. These inferior substitutes cannot match the range or accuracy of the old missiles, but they are effective enough to keep the *Crusader's* opponents at a respectful distance.

The unique location of the Harpoons on the 'Mech's hips gives the *Crusader* both a stable firing platform and a good field of fire.

The arm-mounted Longbow launchers caused trouble in earlier models, however. The combined stresses produced by missile exhaust and the heat from the arm-mounted lasers placed considerable strain on the arms' actuators and superstructure. The now-familiar collars were placed on the *Crusader's* arms to compensate for these stresses, and so later models did not experience such difficulties.

Today the *Crusader* is an impressive vehicle capable of delivering a full spread of 42 missiles at optimum 160-180 meter range, with the potential of crippling or destroying even the mighty *BattleMaster*. At 65 tons, the 'Mech is also a powerful hand-to-hand fighter. Its heavily armored legs are especially devastating when kicking, and the jump jet-equipped *Crusader-L* is proficient in the dreaded Death from Above attack.

## Battle History:

As noted above, the *Crusader* served a variety of roles in the Star League era, from counter-insurgency to anti-aircraft. Though only a few of the variant models still exist, the basic *Crusader* design has earned a place in the forces of every Successor State.

House Steiner's *Crusaders* are highly regarded. Their maintenance crews, trained in the 'Mech works of Hesperus II, are counted among the best. Many ancient schematic diagrams and spare parts were found in the abandoned factories, providing invaluable data and training materials for the engineers of House Steiner.

Steiner's maintenance crews proved their worth once again during a recent action in the Amity system, when Katrina Steiner sent her elite Skye Rangers on a punitive raid against Marik forces who had been threatening invasion. The Steiner attack took the Marik regiments so much by surprise that the Rangers were back in their DropShips and heading home before Marik could organize a defense.

At Kendrew's Crossing, however, C Company, 2nd Battalion, 17th Regiment of the Rangers, encountered an unpleasant surprise: two full companies of Marik's Regular Hussars on a training mission. The Hussars' *Marauders* and *Warhammers* engaged Charlie Company's *Crusaders* in a furious battle, inflicting heavy losses on the outnumbered Steiner forces. Superior equipment quickly came into play, however. Falling back to optimum range, the Rangers' gunners scored devastating hits against the advancing *Marauders*.

Despite a heavy pounding from the Marik 'Mechs' PPCs, the Steiner withdrawal was orderly, and Charlie Company's *Crusaders* inflicted enough damage on the Hussars to deter pursuit. Reaching the Steiner base, C Company was refitted by the crack House Techs, and was back in action within a single day.

Again and again, similar incidents have illustrated the *Crusader's* sheer staying power. In a battle between Davion and Kurita forces on Bergman's Planet, a single battalion of Davion's Syrtis Fusiliers, composed primarily of *Crusaders*, held at bay a Kurita force twice its size for several days before being relieved. With the Davion DropShip operating as a mobile supply depot nearby, the *Crusaders* alternated combat and resupply, returning to battle with full loads of missiles to hurl at the attacking Kurita forces.

Davion's Crucis Lancers' *Crusaders* have also fought many a border clash and raid. Bandit King Helmar Valasek of Santander V hates them for the defeat of his massive water raid on Tancredi. With Davion's *Riflemen* laying down covering fire, the Lancers' *Crusaders* moved in to close range and slugged it out with Valasek's 'Mechs, kicking with their armored legs and firing missiles at close range. In the end, Valasek's Death's-Head Raiders fled in disorder.

## Variants:

Of the many *Crusader* variants that existed in the heyday of the Star League, only four remain in common use.

The *Crusader-D*, mostly used by Davion, makes only minor modifications of the standard *Crusader-A*. By removing the M100 machine guns and downgrading the Harpoon SRM six-racks to four-racks, Davion has been able to add more heat sinks, which gives the *Crusader* greater endurance.

The Kurita variant, the *Crusader-K*, has still more heat sinks. Though it retains the Harpoon-6, the Longbow 15-racks have been reduced to ten-racks.

The *Crusader-L*, House Liao's version, is the most radical departure from the standard production model. In addition to the downgrading of both missile launchers, the Liao *Crusader* is equipped with GM Jetstar jump jets. These give it greater mobility, and permit it to engage in the Death from Above attack.

## Notable 'Mechs and MechWarriors:

### Captain Miko Umcizi

A descendant of the ancient Zulu chieftains, Captain Umcizi keeps his heritage alive by decorating his *Crusader*, the *Shaka*, in traditional Zulu style. The other members of Alpha Company, 1st Battalion, 5th Crucis Lancers, have also adopted the Zulu decorations, giving the unit the nickname, "The Impi".

Umcizi is a fitting commander for the company. Impressively tall, he wears the traditional leopardskin cloak of a Zulu chief draped around his shoulders, and drives his unit to the limits of their endurance. This style of leadership has won the unit many victories and many decorations from House Davion. Though his MechWarriors may grumble at times, they are devoted to their commander, and would follow him to hell itself.

**Mass:** 65 tons  
**Chassis:** Crucis-b  
**Power Plant:** Magna 260  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Riese-500

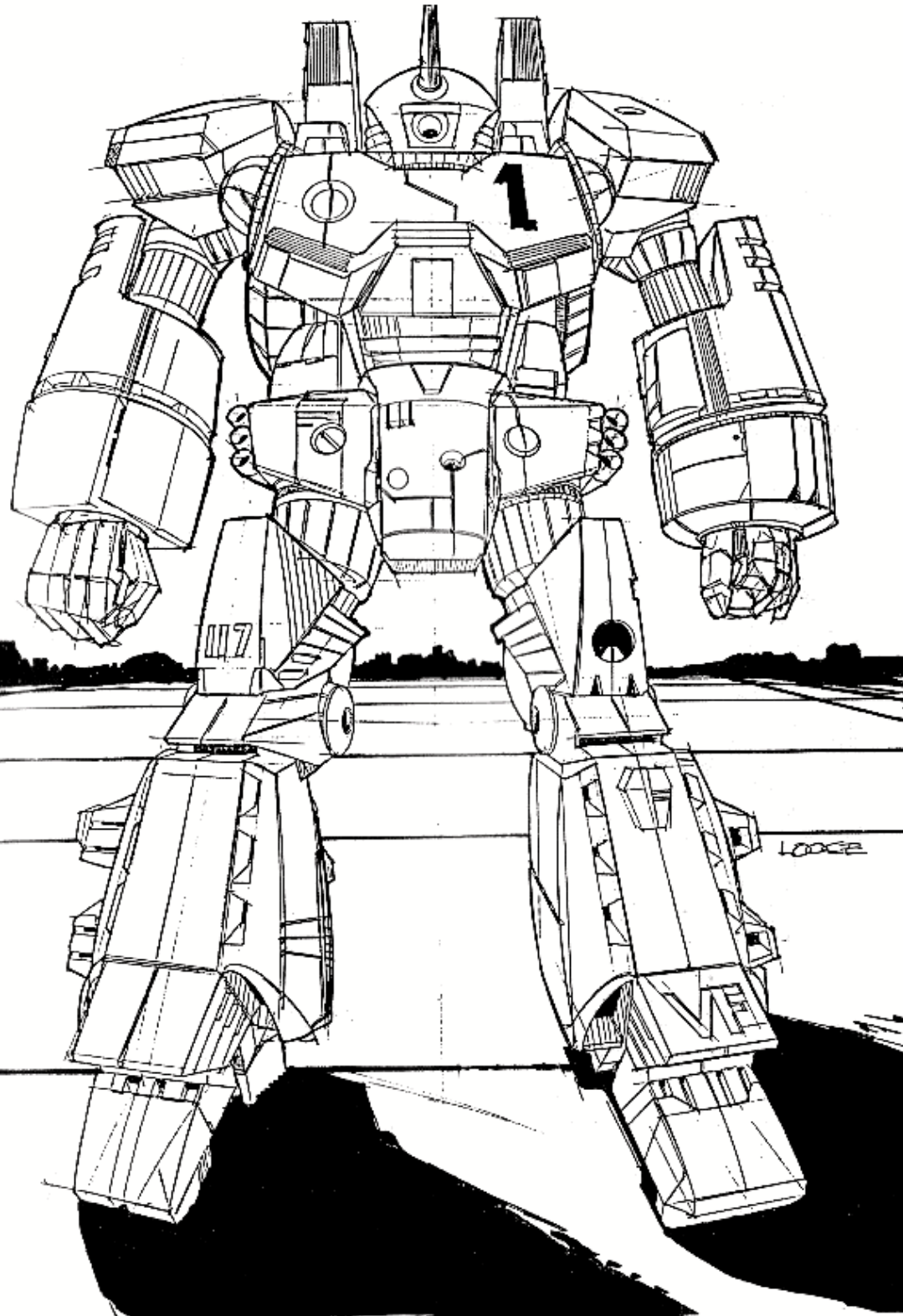
**Armament:**

- 2 Magna Longbow-15 LRM Launchers
- 2 Harpoon-6 SRM Launchers
- 1 Intek Medium Lasers
- 2 M100 Heavy Machine Guns

**Manufacturer:** Kallon Industries

**Communications System:** Garret T11-b

**Targeting And Tracking System:** Garret A6



Type:	<b>CRD-3R Crusader</b>	Tons
Tonnage:	65 Tons	65
Internal Structure:		6.5
Engine:	260 Magna	13.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	33/8
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	21

**Weapons and Ammo:**

Type	Loc.	Critical	
LRM 15	RA	3	7
LRM 15	LA	3	7
Ammo (LRM) 8	RT	1	1
Ammo (LRM) 8	LT	1	1
SRM 6	RL	2	3
SRM 6	LL	2	3
Ammo (SRM) 15	CT	1	1
Ammo (MG) 200	CT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5

# JM6-S JAGERMECH

## Overview:

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

## Capabilities:

Four autocannon make the *JagerMech* an excellent fire support unit. Having approximately 20 rounds per cannon allows it to maintain bombardment for a long period of time. The JM6's autocannon can prepare the way for a storm assault or a siege because of their long-range accuracy.

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

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

## Battle History:

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

Hanse Davion is particularly fond of the design, feeling that it is a good complement for the older *Rifleman*. For this reason, he has made a special effort to gather as many JM6s as possible for his 'Mech regiments, mixing *JagerMechs* and *Rifleman* freely in his fire lances.

This mix proved to be successful during a raid on Demeter in April 2993. Davion forces on the planet were cut off from their supply base for two weeks. It was only the large supply of autocannon ammunition carried by the *JagerMechs* that kept the *Rifleman* in the fight. By sharing ammunition, the Davion force was able to continue fighting effectively until they could break through to their depot.

However, the *JagerMech* has also had its share of disasters. In the so-called War of Teng, fought between February and May of 2890, Garth's company of the Capellan Hussars trapped a group of privateers in the Gartol Hills north of the capitol city. Expecting an easy victory, Garth stationed his entire lance of JM6s at the foot of a narrow valley, with orders to begin firing as soon as the enemy was in range. The theory was simple: drive the privateers into the valley and trap them under the JM6's autocannon. Unfortunately, five of the raiders escaped the trap and rushed the *JagerMechs'* position. Lacking sufficient short-range armament to defend themselves, three of the *JagerMechs* were badly mauled, and the pirates escaped. Although the renegades were later hunted down, the Hussars were stung by the experience and have since been reluctant to use the JM6 extensively.

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

## Variants:

The JM6-A is the only notable variant of the *JagerMech*, mounting two Zeus LRM-15s in place of the medium autocannon. This version was designed expressly for anti-aircraft work and was produced in limited numbers. Most existing JM6-As are in service to House Davion.

## Notable 'Mechs and MechWarriors:

### Lieutenant Timothy Ingram

Ingram has commanded his fire lance in Smithson's Chinese Bandits for eleven years. He is a proud man, dedicated to his craft and to his regiment. His grey and black *JagerMech* has a damaged hip actuator, giving the 'Mech a distinctive limp. Ingram is reputed to be a first-rate strategist who knows just where to concentrate his fire for the best effect. Although he has been offered lucrative commissions in the regular forces of House Davion and House Liao, Ingram remains loyal to the Bandits.

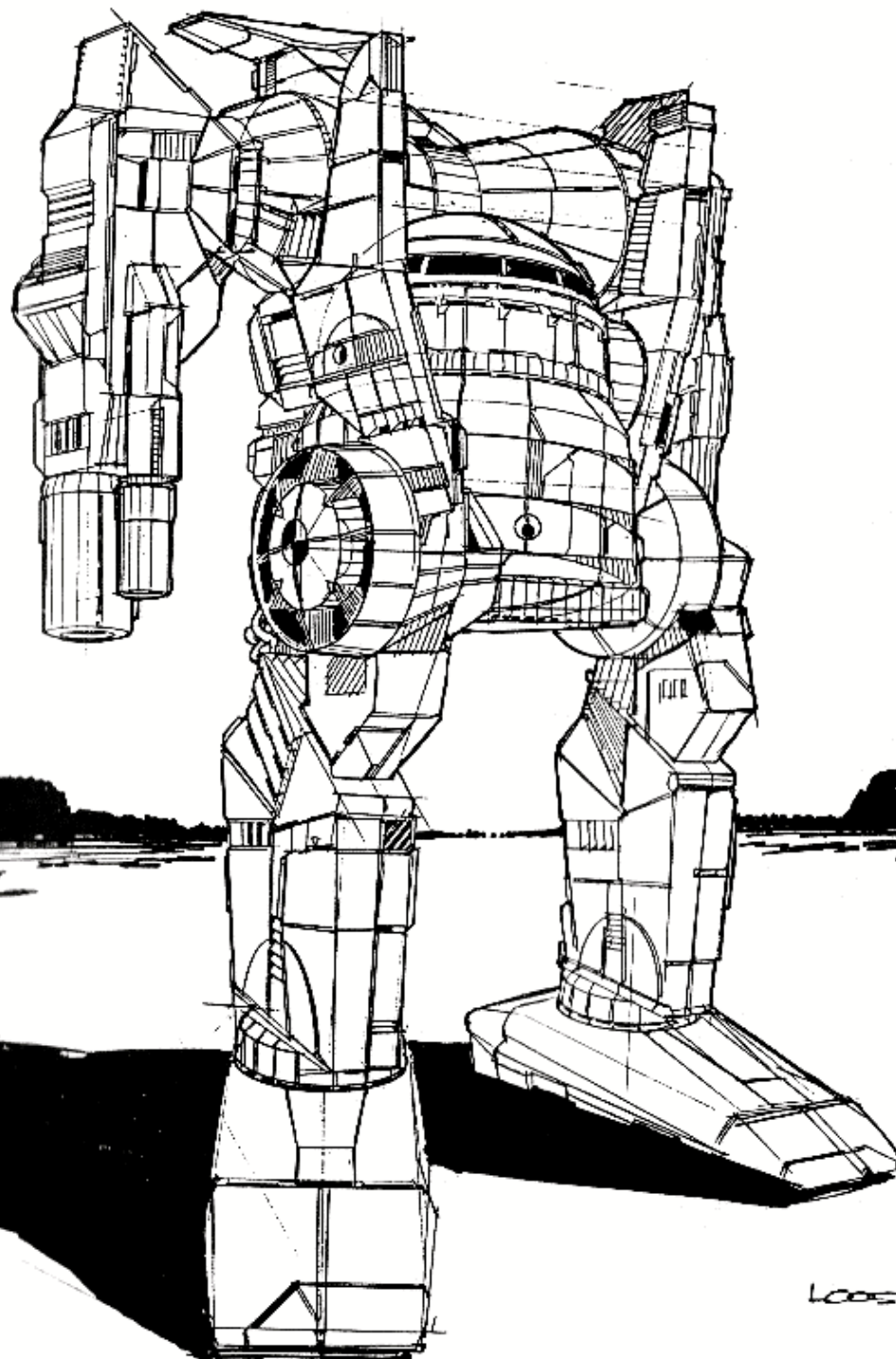
### MechWarrior Donald Vincent

Vincent is a roving adventurer. When the Crimson Ace Dragoons, a small mercenary force, was destroyed on Tiber in an assault against House Marik, he managed to escape with his 'Mech intact. Since then, he has served a variety of petty lords and landholders, but his moody nature and violent temper have often cut his employment short. He is most famous for walking his 'Mech through the palace of a former employer after a wage dispute.

### MechWarrior Diana Cheung

Cheung was given her *JagerMech* after long years of service as a Tech with the Davion Guards. Although some MechWarriors looked down on her, she has proved herself repeatedly in battle and is gaining grudging respect from her new peers. Cheung's *JagerMech* is old and battered, but she has the technical knowledge necessary to keep it battle-ready. Through her constant care, the 'Mech is coming into mint condition.

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



Type: **JM6-S JagerMech (Rifleman)** Tons

Tonnage: 65 Tons 65

Internal Structure: 6.5

Engine: 260 Magna 13.5

Walking MPs: 4

Running MPs: 6

Jumping MPs: 0

Heat Sinks: 10 0

Gyro: 3

Cockpit: 3

Armor Factor: 96 6

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	16/5
Rt./Lt. Torso:	15	13/3
Rt./Lt. Arm:	10	6
Rt./Lt. Leg:	15	11

LOOSE

# TDR-5S THUNDERBOLT

## Overview:

The TDR-5S *Thunderbolt* is a familiar 'Mech throughout the Successor States. First produced in 2491, it was used extensively in assault lances of the era. Known for its heavy armament and hard-hitting assault capability, the *Thunderbolt* remains a favorite of many MechWarriors.

The TDR-5S *Thunderbolt* was one of the first 'Mechs designed for planetary assault. In its early years, it was also one of the heaviest assault 'Mechs possible to produce. As technology advanced, the *Thunderbolt* was inevitably superseded by larger, more advanced heavy 'Mechs. Because of its excellent design, however, the *Thunderbolt* remained in production, and some of the newer technology was added to its sub-assemblies. The *Thunderbolt* is respected as a tough opponent all across the Successor States.

## Capabilities:

The *Thunderbolt* remains one of the best-armed 'Mechs in existence. Its standard Sunglow Type 2 large laser packs a punch that few 'Mechs of any type can withstand. Combined with its three Diverse Optics Type 18 medium lasers and its drum-mounted Delta Dart LRM 15-rack, the *Thunderbolt* has more than ample firepower at long and medium ranges. For close-in combat, the 'Mech also carries a Bical short-range missile twin rack and two Voelkers 200 machine guns. There are very few opponent 'Mechs that can match this kind of firepower.

The *Thunderbolt's* armor is another of the 'Mech's impressive features. Though not the heaviest armor known today, it is still considered substantial, and many newer heavy 'Mechs have considerably less.

With all its heavy weaponry, however, the *Thunderbolt* is more susceptible to heat buildup than many other 'Mechs. Careful salvo firing of the *Thunderbolt's* weapons is a must if the vehicle is to avoid heat overload and shutdown. In many battles, commanders order their *Thunderbolts* into bodies of water early on, which allows them to fire more of their weapons than normal. Water holes in combat areas are always of great tactical value, but for the *Thunderbolt*, they are desperately needed to utilize its entire armament.

## Battle History:

In a raid on the planet Damian in 2902, 'Mech lances of Helmar Valasek, Bandit King of Santander V, engaged elements of Kurita's 9th Sun Zhang Academy Cadre, which were on the planet for maneuvers. In six hours of pitched battle, three old *Thunderbolts* standing in the middle of Lake Omenshoulder withstood an assault by at least ten 'Mechs of various types sent against them by the pirate commander. The raiders finally withdrew when reinforcements from Damian's capital arrived on the scene. Forced to their DropShips, they left the planet empty-handed.

In the year 3000, a reconnaissance in force by the Eridani Light Horse on the Kurita planet Benet led to a costly surprise for that unit. Scouting for a reported secret supply dump, two recon lances supported by four jump-capable *Thunderbolts* (see **Variants**) were ambushed by the better part of the First Pesht Regulars. The Eridani commander saw no recourse but to withdraw, and ordered the four *Thunderbolts* to cover the lighter 'Mechs' retreat. Dodging the traps and enfilades that the Kurita 'Mechs tried to create, the *Thunderbolts* successfully covered the retreat, but absorbed a tremendous amount of damage doing so. Only one of the four 'Mechs was able to make it to the last DropShip before it lifted off.

## Variants:

Two major variations on the general *Thunderbolt* design have been introduced since the beginning of the Succession Wars. The *Thunderbolts* of House Steiner have replaced the large laser with a Kreuss PPC mounted on the right arm. Also, an SRM six-rack replaces the LRM 15-rack, and two Zippo Mark IX flamers replace the Bical SRM twin-rack. The Eridani Light Horse mercenary regiment has adapted its *Thunderbolts* to the unit's role as a raiding and reconnaissance force by adding Chilton 420 jump jets and an LRM ten-rack. These improvements are at the expense of the LRM 15-rack, the SRM twin-rack, and the two machine guns.

## Notable 'Mechs and MechWarriors:

### Captain "Dashing John" MacAllister

Commander of MacAllister's Support Company of the Eridani Light Horse, "Dashing John" models himself after the heavy cavalry officers of ancient Earth history. A student of Napoleon, he is famous for going into battle with Terran-French martial music blaring from the external cockpit speakers of his *Thunderbolt*, the *Toujours L'Audace*. His men nearly worship him, and many have adopted bits of old-style Napoleonic uniforms as their trademark. MacAllister is known for his rear-guard actions in support of the Eridani Light Horse, and has tallied 26 kills of his own.

### MechWarrior Clare Sarton

Part of Keniston's Assault Lance of House Liao's Seventh St. Ives Armored Cavalry, Clare Sarton is quite young to have achieved a reputation among MechWarriors. Most of her fame is based on the Fourth (and final) battle of Oasis 326 on the desert planet Daniels. Here she singlehandedly disabled five enemy 'Mechs in as many minutes as they charged down the dunes toward her lance's position. It was mainly Sarton's speed and dexterity at the controls of her *Thunderbolt*, the *Wild One*, that forced the Davion attackers to withdraw. With the arrival of additional Davion reinforcements, however, the Liao forces eventually had to evacuate Daniels some weeks later.



**Mass:** 65 tons  
**Chassis:** Earthwerk TDR  
**Power Plant:** Magna 260  
**Cruising Speed:** 48.3 kph  
**Maximum Speed:** 62.4 kph  
**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Ryerson 150

**Armament:**

- 1 Sunglow Type 2 Large Laser
- 1 Delta Dart Long Range Missile 15-Rack
- 3 Diverse Optics Type 18 Medium Lasers
- 1 Bical Short Range Missile Twin-Rack
- 2 Voalkers 200 Machine Guns

**Manufacturer:** Earthwerks, Incorporated

**Communications System:** Neil 8000

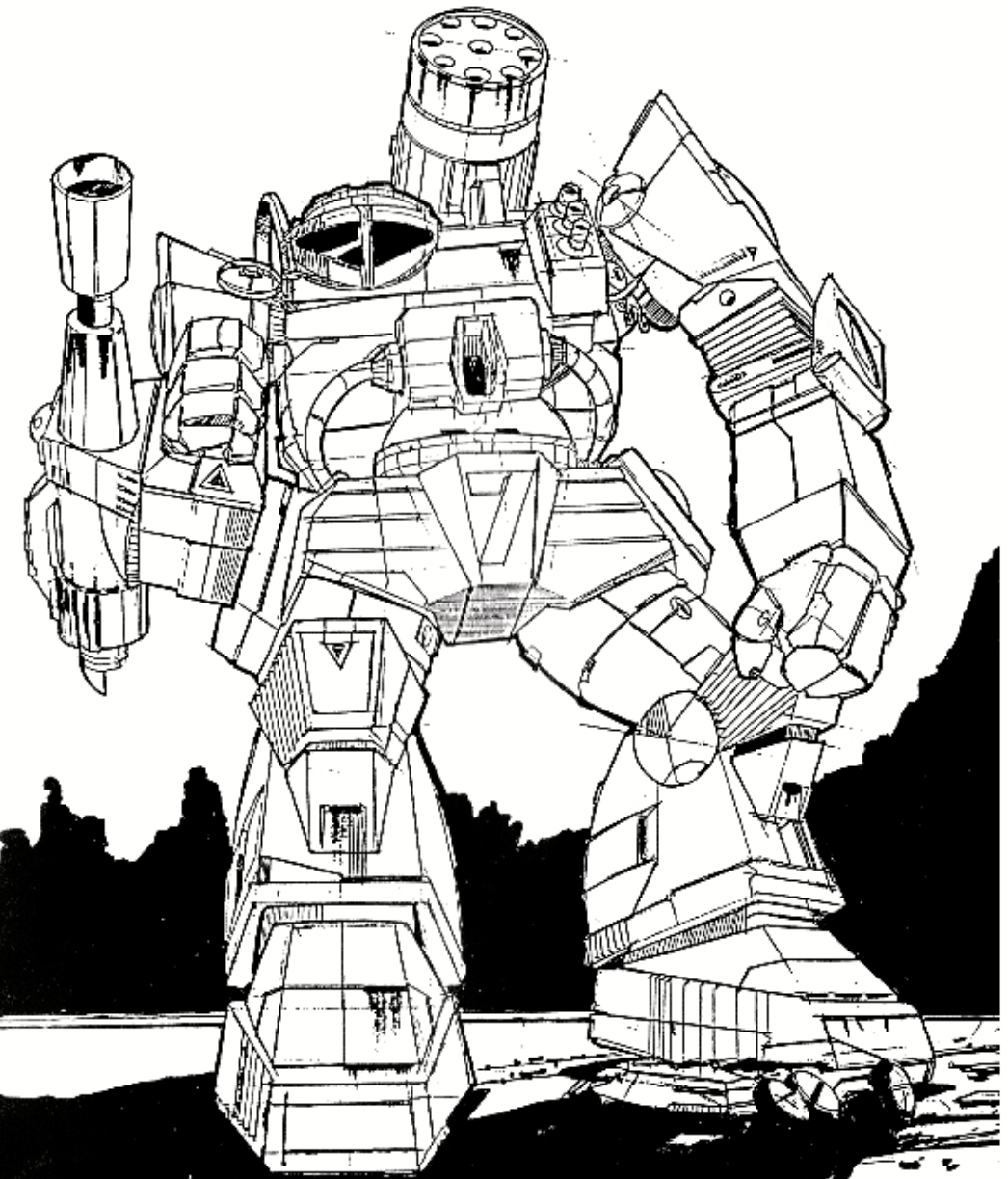
**Targeting And Tracking System:** RCA Instatrac Mark X

<b>Type:</b> TDR-5S Thunderbolt	<i>Tons</i>
<b>Tonnage:</b> 65 Tons	65
<b>Internal Structure:</b>	6.5
<b>Engine:</b> 260 Magna	13.5
Walking MPs:	4
Running MPs:	6
Jumping MPs:	0
<b>Heat Sinks:</b> 15	5
<b>Gyro:</b>	3
<b>Cockpit:</b>	3
<b>Armor Factor:</b> 208	13

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	21	30/11
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	29

**Weapons and Ammo:**

Type	Loc.	Critical	
Large Laser	RA	2	5
LRM 15	RT	3	7
Ammo (LRM) 16	CT	2	2
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LA	1	1



LOOSE

# ARC-2R ARCHER

## Overview:

The ARC-2R *Archer* is one of the best-known designs still in use today. First produced in 2474, the *Archer* quickly earned respect and popularity among BattleMech regiments that was unequalled by any other type. Star League records show that nearly 100,000 *Archers* were constructed before the beginning of the Succession Wars. Most of these have now been destroyed or lost to spare parts depots. However, some production of the many *Archer* variants continues to this day in most of the Successor States.

The *Archer* was designed initially as a heavy-hitting assault 'Mech, able to pound defending units at long range as it approached. Over the centuries, it has also been used in a variety of other roles, ranging from city-busting to indirect fire support.

## Capabilities:

The ARC-2R *Archer* is an early model assault 'Mech. Its two Doombud LRM 20-racks can support an attack or defensive situation in the initial stages of combat. The two self-loading missile storage bins located on each side of the upper torso beneath the launchers are ample enough for continued bombardment as long as necessary. The four Diverse Optics Type 18 medium lasers are designed for medium- to short-ranged combat, with two of them positioned in a central turret above the cockpit for rearward fire.

The *Archer* is one of the few BattleMechs whose cockpit is located beneath the central torso. This obviously gives the pilot a battlefield perspective quite different from most normal cockpit positions. Armor protection is still about the same as in other heavy 'Mechs, however, as the torso armor belt is located above the cockpit area, protecting the gyro mechanism and the VOX 280 engine unit.

Like so many other Mechs, the *Archer* is plagued with heat buildup problems, which makes it dangerous to shoot both the long-range missiles and the medium lasers at the same time. Nor is the 'Mech particularly effective in toe-to-toe combat, despite its two heavy battle fists. Another problem is the *Archer's* familiarity. It has been around so long that all combatants know its design capabilities and its weaknesses too well. Though still an effective battle machine, there are rarely any new tricks an *Archer* can spring on an opponent.

## Battle History:

During the defense of Rallonsdown Starport on the planet Chian in 2931, an *Archer* piloted by Suizo Ozawa of House Kurita Repair and Replacement Station 241 was set upon by a full lance of Bandit King Helmar Valasak. After several hours of hit-and-run tactics, Ozawa had destroyed two of the four attackers. Heavily damaged, his *Archer* charged the remaining two pirate 'Mechs, crippling one with the last shot from his medium lasers. The remaining enemy *Shadow Hawk* delivered a devastating attack with his autocannon, followed by a series of punches that toppled Ozawa's *Archer* into the surrounding rubble of buildings. Knowing the *Shadow Hawk* was coming in for the kill, Suizo Ozawa set his Diverse Optics Type 18 medium lasers into overload in hopes of setting off its remaining ammunition and attempted to eject. The explosion engulfed both 'Mechs, and caught Ozawa before he could clear the escape tube. In 2932, Repair and Replacement Station 241 was renamed Ozawa Station in his memory.

## Variants:

The many modifications to the *Archer* design over the centuries could themselves fill a book. There are currently no less than six different versions of the *Archer* in wide use by each Successor House and the mercenary Wolf's Dragoons (the only mercenary unit still able to construct its own *Archers*). These variations include the amount of armor, number of heat sinks, and the weapons systems carried. For instance, House Kurita's *Archer* has replaced the four medium lasers with two large lasers, and dropped the long range missiles down to two 15-racks. Two additional heat sinks were installed, but armor was sacrificed due to the weight of the large lasers. House Steiner and Wolf's Dragoons have added two SRM quad racks to their *Archers*, sacrificing two medium lasers (Wolf's Dragoons) and dropping the LRM-20s to LRM-15s (House Steiner). Almost all weapon variations have been tried on the *Archer*, and many of these are still around.

## Notable 'Mechs and MechWarriors:

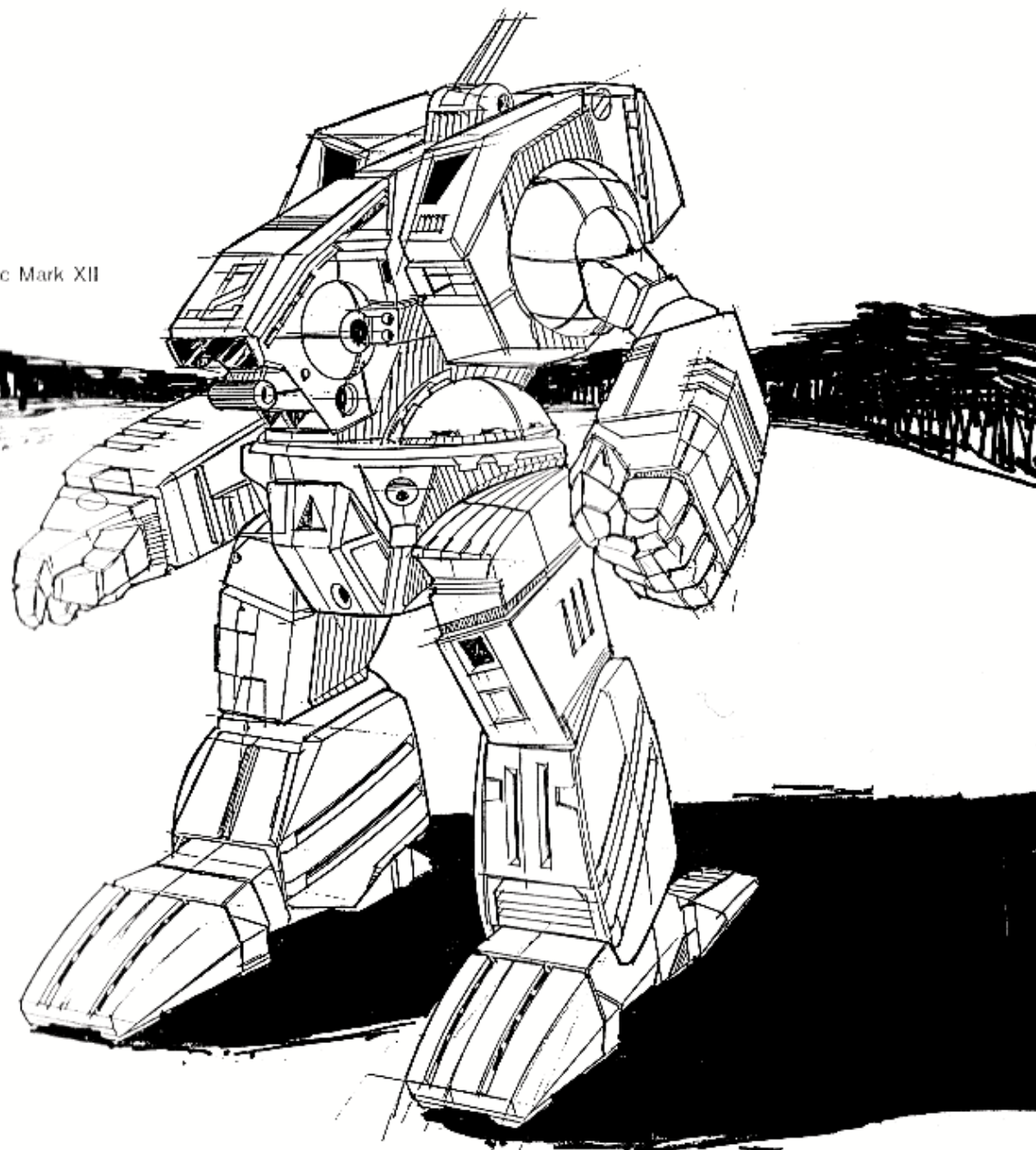
### MechWarrior Ted "Slim" Atkins

A legend among many Mech regiments, "Slim" Atkins is one of the oldest MechWarriors still on active duty. Throughout his career, he has refused any promotion, preferring to remain in Charles Henry's Lance of the Waco Rangers. The Rangers are a battalion-sized mercenary unit thought to be full of misfits and drifters, many of whom have proven themselves as among the best MechWarriors of the day. Atkins is famous for his gunnery skill aboard his beloved *Archer*, the *Six-Gun Slim*. Seeing the insignia of crossed energy pistols on the front of Atkin's *Archer* coming toward them, many opponents quickly decide to engage other targets.

### Captain Ansel Graham

Currently assigned to Davion's Sixth Crucis March Militia, Captain Graham has fought in over 50 engagements against House Kurita, and is well-known for his battle tactics. Having always operated *Archers* in combat, he is considered an authority in their use. His last *Archer*, the *Archeron VIII*, had to be cannibalized when its major components eventually wore out. Now in the newly rebuilt and refurbished *Archeron IX*, Captain Graham helps train new warriors in the Crucis March.

**Mass:** 70 tons  
**Chassis:** Earthwerk Archer  
**Power Plant:** VOX 280  
**Cruising Speed:** 44.1 kph  
**Maximum Speed:** 65.6 kph  
**JumpJets:** None  
**Jump Capacity:** None  
**Armor:** Maxmillian 100  
**Armament:**  
 4 Diverse Optics Type 18 Medium Lasers  
 2 Doombud Long Range Missile 20-Racks  
**Manufacturer:** Earthwerks, Incorporated  
**Communications System:** Neil 9000  
**Targeting And Tracking System:** RCA Instatrac Mark XII



<b>Type: ARC-2R Archer</b>		<i>Tons</i>
Tonnage:	70 Tons	70
Internal Structure:		7
Engine:	280 VOX	16
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Gyro:		3
Cockpit:		3
Heat Sinks:	10	0
Armor Factor:	208	13

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	22	33/10
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	11	22
Rt./Lt. Leg:	15	26

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
LRM 20	RT	5	10
LRM 20	LT	5	10
Ammo (LRM) 12	RT	2	2
Ammo (LRM) 12	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT(R)	1	1
Medium Laser	CT(R)	1	1

LOOSE

# GHR-5H GRASSHOPPER

## Overview:

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

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

## Capabilities:

The *Grasshopper* is not heavily armed, but it can keep up a much higher rate of fire than many other heavy 'Mechs. This has given the GHR a reputation as a high-intensity fighter. With 24 reloads for its Conan/S LRM-5 and needing no ammunition for its lasers, the *Grasshopper* is able to continue its assaults for long periods away from supply depots.

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

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

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

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

## Battle History:

Because it was often used to spearhead assaults against heavily defended positions, the *Grasshopper* gained renown as a storming 'Mech in the First Succession War. The GHR had been designed during the Civil War, but when the *Grasshopper* finally went into production in 2780, the fighting was over. By November of 2784, most Regular Army regiments had received a number of GHRs. During the chaos of Kerensky's Exodus and the defection of Regular Army units to the Successor Lords, these 'Mechs fell into the hands of one House or another.

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

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

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

## Variants:

At this time, there are no common variants of the GHR-5H *Grasshopper*.

## Notable 'Mechs and MechWarriors:

### Captain Steven Greycloud

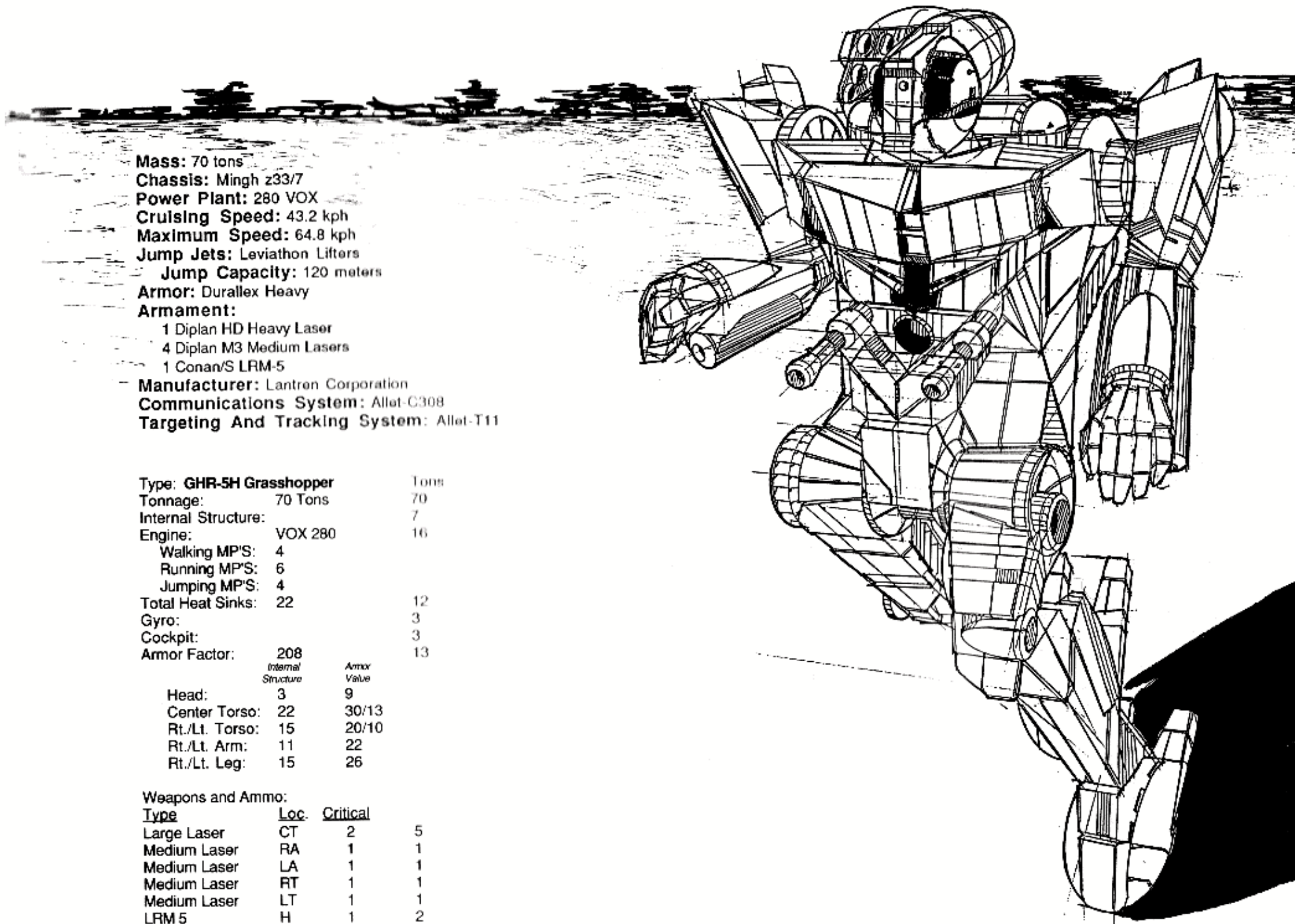
Greycloud was decorated for his bravery on Alphecca. Although conservative by nature, he will often act on impulse under stress. He has shown a fondness for physical attacks during combat, using his 'Mech's tonnage to inflict crippling blows. This has earned him the nickname "Old Thrash 'n' Blast", which he hates.

### Lieutenant Timothy O'Neil

This young MechWarrior has little battle experience. He is notable because his battle-scarred *Grasshopper* was one of the original pair to first enter combat in 2786. Since its first combat mission, this GHR has never been on the losing side of a battle. Aware of his 'Mech's unique history, O'Neil considers it a sort of charm against defeat. Whether this charm is proof against a heavy laser bolt remains to be seen.

### Lieutenant Lysle "Death-from-Above" Martin

This member of the 21st Centauri Lancers is famous (some would say infamous) for the fury of his attacks. An accomplished guerrilla fighter, Martin has played a significant part in a dozen major campaigns, and has earned himself a reputation as a dogged, determined commander. His men share his determination and would follow his battered 'Mech anywhere. Martin's *Grasshopper* is in good condition, but numerous scars beneath the tan and olive drab camouflage tell of tough encounters.



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

Type:	<b>GHR-5H Grasshopper</b>	Tons
Tonnage:	70 Tons	70
Internal Structure:		7
Engine:	VOX 280	16
Walking MP'S:	4	
Running MP'S:	6	
Jumping MP'S:	4	
Total Heat Sinks:	22	12
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	22	30/13
Rt./Lt. Torso:	15	20/10
Rt./Lt. Arm:	11	22
Rt./Lt. Leg:	15	26

**Weapons and Ammo:**

Type	Loc.	Critical	
Large Laser	CT	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
LRM 5	H	1	2
Ammo (LRM) 24	RT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2

LOOPER

# WHM-6R WARHAMMER

## Overview:

Construction of the *Warhammer* BattleMech, which was designed primarily as an assault 'Mech, began in 2515 and continued up until after the fall of Star League. The original requisition by General Sternson to StarCorp Industries called for "a mobile 'Mech with enough firepower to destroy or severely damage any 'Mech of the same weight class or lower". StarCorp's answer was the *Warhammer*. There were several different production runs of the 'Mech, including the Class 6D and the Class 6K. In the current era, several modified versions have also been developed within the Successor States.

## Capabilities:

Because of its size and weaponry, the WHM-6R *Warhammer* is one of the most dangerous and powerful 'Mechs ever placed in the field. In particular, its Donal PPCs and support weapons give it the sheer firepower a first-line fighter needs. All *Warhammers* are equipped with a special searchlight that ties directly into their O/P 1500 ARB tracking system, making the 'Mech a formidable night-fighter. Mounted on the 'Mech's left torso, the system can function either as a simple searchlight or as part of the targeting system.

The WHM-6R is also equipped with both small lasers and machine guns, making it a threat to any infantry and support craft foolhardy enough to close in on it.

The 6R carries 18 heat sinks, while some of the variant versions have as many as 20 heat sinks. Thus, the *Warhammer* has the heavy weapons as well as the means to fire those weapons on a prolonged basis.

## Battle History:

During the battles with Stefan the Usurper near the end of the Star League era, the WHM-6R *Warhammer* played an important role as a front-line combat 'Mech. With the fall of the Star League, the 'Mech remained in wide use by all five Houses.

At Carl Davion's request in 2876, House Davion forces created two crack lances almost totally from *Warhammers*, with some *Rillemen* support 'Mechs. These functioned as heavy attack lances in several battles on the planets David and Mara against House Kurita. Using the tactic of combined firepower, the *Warhammer* lances easily punched a hole in the Kurita defense. The victorious units eventually became a part of the Syrtis Fusiliers, but many of the *Warhammers* had to be replaced with other 'Mech classes, due to losses and damage.

In 2990, House Marik's 6th Regiment of the Defenders of Andurien successfully launched several critical attacks against House Liao in the Alder Highlands of the planet Teng. Using a combat lance made up mainly of *Warhammers*, the Marik victories showed how powerful the *Warhammer* could be when properly supported in combat. Their losses were minimal, while House Liao forces were driven to a drastic change of strategy due to the damage their forces took.

In 3021, the *Warhammer* proved itself again in battles fought by The Black Widow Company of Wolf's Dragoons while in service to House Steiner. In that year, Wolf sent The Black Widows to the planet New Wessex, a forward base and staging area for several of Kurita's 'Mech regiments. In the famous battles for Harlow's Wood, Kerensky's *Warhammer* led The Black Widows in a running, week-long battle that mauled two of Kurita's 20th Draconis battalions, then escaped offworld.

## Variants:

Several variants on the *Warhammer* have appeared since the fall of Star League, and usually involve additional heat sinks and altered weaponry.

The WHM-6D supports less weapons, lacking the machine guns as well as the missile delivery system of the 6R. However, it also adds two heat sinks and increases the 'Mech's leg armor. House Davion uses the WHM-6D, as well as the WHM-6K variant, which retains the missile systems, but adds two heat sinks in place of the machine guns.

Also known as the "Hot Hammer", the WHM-6L is a House Liao variant that replaces the machine guns with two flamers.

## Notable 'Mechs and MechWarriors:

### Captain Natasha Kerensky

Natasha Kerensky's black *Warhammer* is as famous as its pilot. Currently assigned to Wolf's Dragoons, Kerensky is the feared and respected leader of the Black Widow Company, which is named for her murderous efficiency. Though very little is known about her past, Natasha is one of the great tactical leaders on the modern battlefield. Her *Warhammer* is a 6R and is in perfect fighting condition.

### Lieutenant Harvey Calahan

Presently assigned to the attack lance of House Steiner's Richard's Panzer Brigade, Calahan is a mercenary who was previously employed by the Eridani Light Horse. Though a mercenary, he is also reputed to be a gentleman soldier who will spare life when possible but fight savagely when necessary. His 6K *Warhammer* is maintained in perfect condition.

**Mass:** 70 tons  
**Chassis:** StarCorp 100  
**Power Plant:** VOX 280  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** None

**Jump Capacity:** None  
**Armor:** Leviathon Plus

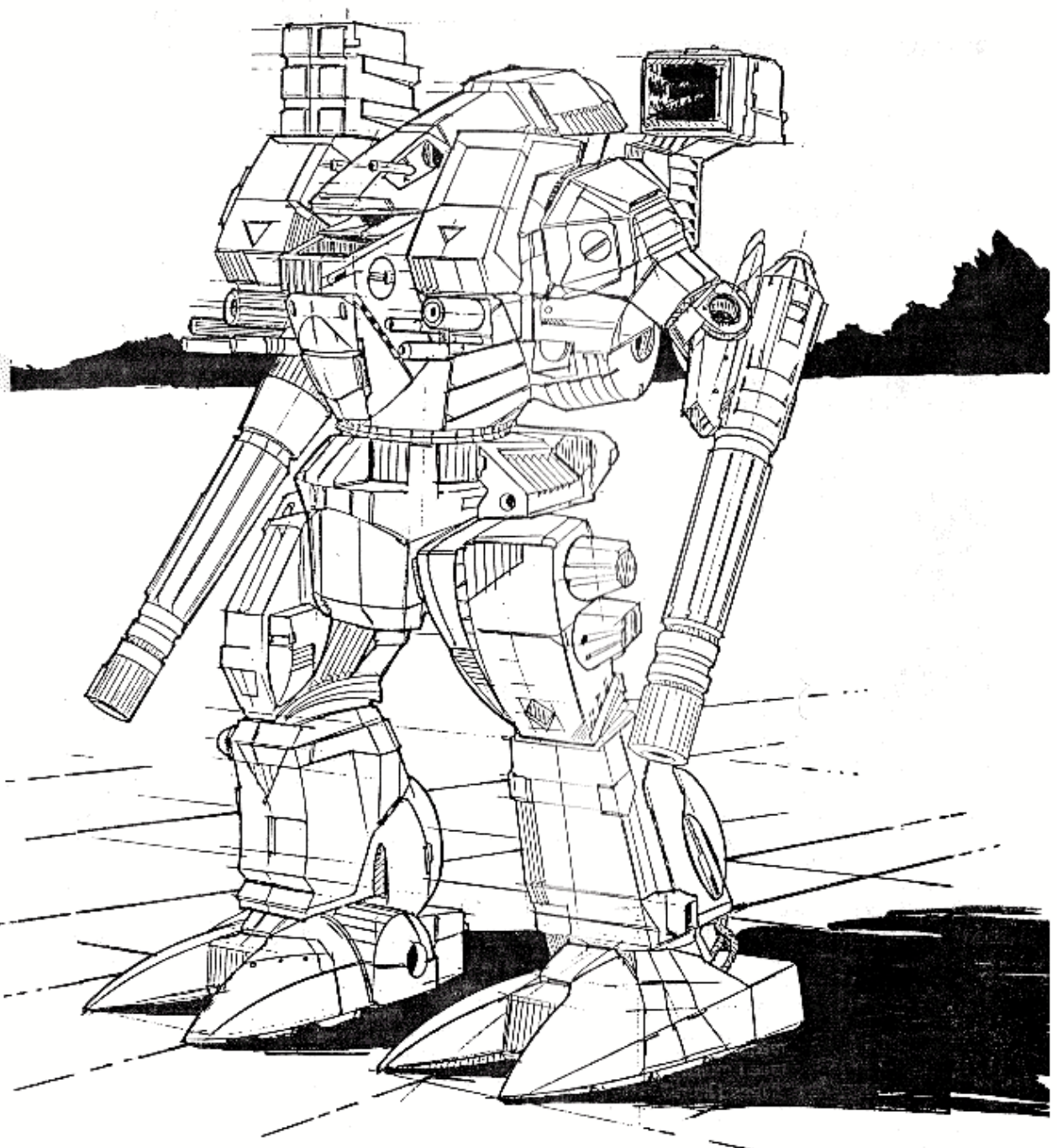
**Armament:**

- Two Donal PPCs
- Two Martell Medium Lasers
- Two Magna Small Lasers
- One Holly Short Range Missile Pack (6)
- Two SperryBrowning Machine Guns

**Manufacturer:** StarCorp Industries

**Communications System:** O/P 3000 COMSET

**Targeting And Tracking System:** O/P 1500 ARB



Type:	<b>WHM-6R Warhammer</b>	<i>Tons</i>
Tonnage:	70 Tons	70
Internal Structure:		7
Engine:	280 VOX	16
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	18	8
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	22	22/9
Rt./Lt. Torso:	15	17/8
Rt./Lt. Arm:	11	20
Rt./Lt. Leg:	15	15

**Weapons and Ammo:**

Type	Loc.	Critical	
PPC	RA	3	7
PPC	LA	3	7
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	RT	1	.5
Small Laser	LT	1	.5
Machine Gun	RT	1	.5
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1

LOOSE

## Overview:

The MAD-3R *Marauder* is considered one of the most effective BattleMechs in existence. When first built by GM in the early 2600s, its unique design was intended as the precursor of a new generation of 'Mechs. With the fall of Star League, however, the other 'Mechs in the *Marauder* series remained on the drawing board. Although the *Marauder* is a common 'Mech today, many of its design elements remain unique.

## Capabilities:

Originally intended as a heavy attack/support 'Mech, the addition of sophisticated Dalban Micronics comgear enabled the *Marauder* to function as a command vehicle in areas of heavy fighting. It continues so today, with *Marauders* often appearing in command lances.

Though its twin PPC arrangement is reminiscent of more traditional 'Mechs such as the *Rifleman* and the *Warhammer*, the *Marauder's* unique, more versatile ball-and-socket arm joints give it a faster traverse rate and a greater field of fire.

The Valiant Lamellar armor is another of the *Marauder's* singular features. Less massive and better able to distribute heat and kinetic energy than other armor types, the secret of its manufacture has been lost. In the present era, the *Marauder* is one of the few 'Mechs to use it. As blasted patches have to be replaced with conventional armor, some *Marauders* now resemble metallic patchwork quilts.

The Magna Hellstar PPCs that provide the *Marauder's* main armament are of an advanced design, compact enough to be carried in the 'Mech's arms and durable enough to withstand the heavy shocks of hand-to-hand combat.

The *Marauder's* secondary armament, a GM Whirlwind autocannon, was added almost as an afterthought. The cannon's linkage to the chassis has been troublesome (see below), and the gun itself tends to be rather temperamental, often refusing to function at crucial moments.

The 'Mech's unusual profile makes it a harder target than other manlike 'Mechs, but some design flaws occasionally plague *Marauder* pilots. The tenuous linkage between the autocannon and the main chassis is a frequent target, because a successful hit would disable the autocannon. The same applies to the rotation ring

between the chassis and the leg assembly. Numerous *Marauders* now bear improvised armor around these vulnerable areas. Another source of trouble is the Dalban HiRez tracking system located in the *Marauder's* forward section, which severely limits the operator's field of vision. These problems are comparatively minor, however. The *Marauder* remains a potent battlefield weapon.

In addition to its command duties, the MAD-3R operates as a dangerous heavy-attack vehicle, outclassed only by 'Mechs such as the *Stalker* and the rare *Battle-Master*. Capable of shooting lighter 'Mechs to pieces and battling hand-to-hand with more heavily armored opponents, the *Marauder* is usually deployed in a heavy shock unit, along with *Warhammers* and *Thunderbolts*. Its PPC and autocannon also enable the 'Mech to lay down a long-range barrage before actual combat.

## Battle History:

After the fall of Star League, the *Marauder* found ample employment in the hellish chaos of the Succession Wars. This common, dangerous 'Mech continues in the retinue of every Successor State.

An early example of Successor State use of *Marauders* was in 2828, when Duchess Ilsa Liao sent Barton's Battalion of the 1st Regiment, McCarron's Armored Cavalry, against House Marik on Pella II. Barton's Battalion consisted of 90 *Marauders* massed together with 18 *Warhammers*.

This experiment, tantamount to Duchess Liao placing all her eggs in one basket (House Liao possessed only a few hundred *Marauders* at this time, and Barton's unit represented a large portion of them), was a success. The *Marauders* annihilated the inferior 'Mechs placed in their way by the beleaguered Mariks, while losing only four of their number.

Barton's Battalion continued to be extremely successful, until Marik forces, falling back on Graham VI, caught them in a gorge outside the city of Gijja. Realizing that they had finally cornered the infamous Major Barton, the Mariks threw two full battalions of *Archers* and *Riflemen* against him. Unable to close in on the Marik 'Mechs, and with their field of fire restricted by the rock walls and the Dalban optical system, the Liao *Marauders* withdrew with heavy losses.

Realizing the value of her *Marauders* and the folly of concentrating them all in individual units, the Duchess dispersed Barton's battered 'Mechs to other units. Ilsa Liao's noble experiment has yet to be repeated on such a scale, but it is not uncommon for lances and companies to have a high number of *Marauders*.

## Variants:

There are now four major variants of the durable and versatile *Marauder*. House Davion's *Marauder-D* has dispensed with the troublesome autocannon altogether, replacing it and its vulnerable linkage with a heavy Magna Mark III laser. This modification is not without its problems. The addition of the laser has forced the removal of a heat sink, and the laser's high heat buildup occasionally limits the *Marauder-D's* effectiveness.

Overheating and the lack of reliable PPCs have forced House Marik to replace the *Marauder's* characteristic twin PPCs with heavy lasers. The reduction in heat has, to some extent, compensated for the concurrent reduction in firepower, and so the *Marauder-M* is a widely used variant.

A compromise between the two extremes is Liao's *Marauder-L*, which seems to have satisfied no one. Replacing one PPC with a heavy laser has caused problems, as the Dalban fire control system is sometimes unable to coordinate the two different weapons on the same circuit. Attempts to repair or modify the system have been unsuccessful, as no one alive understands the technology. Often, *Marauder-L* pilots will disconnect the heavy laser from the fire control unit altogether, and simply use a manual switch to shoot.

## Notable 'Mechs And MechWarriors:

### The Bounty Hunter

This MechWarrior's bright green *Marauder*, decorated with credit symbols, is a much-feared sight in the Successor States. No one knows The Bounty Hunter's real name, and few save the men who fight alongside him have actually seen his face. What is known is that he is a ruthless mercenary, as infamous for his treachery as for his fighting skill.

Neither the lives of his men nor those of innocent civilians stand in The Bounty Hunter's way as he destroys enemy 'Mechs for the prize money or to sell for spare parts. The credit symbols decorating his 'Mech are a reflection of his own true nature.



**Mass:** 75 tons  
**Chassis:** GM Marauder  
**Power Plant:** Vlar 300  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** None  
**Jump Capacity:** None

**Armor:** Valiant Lamellor

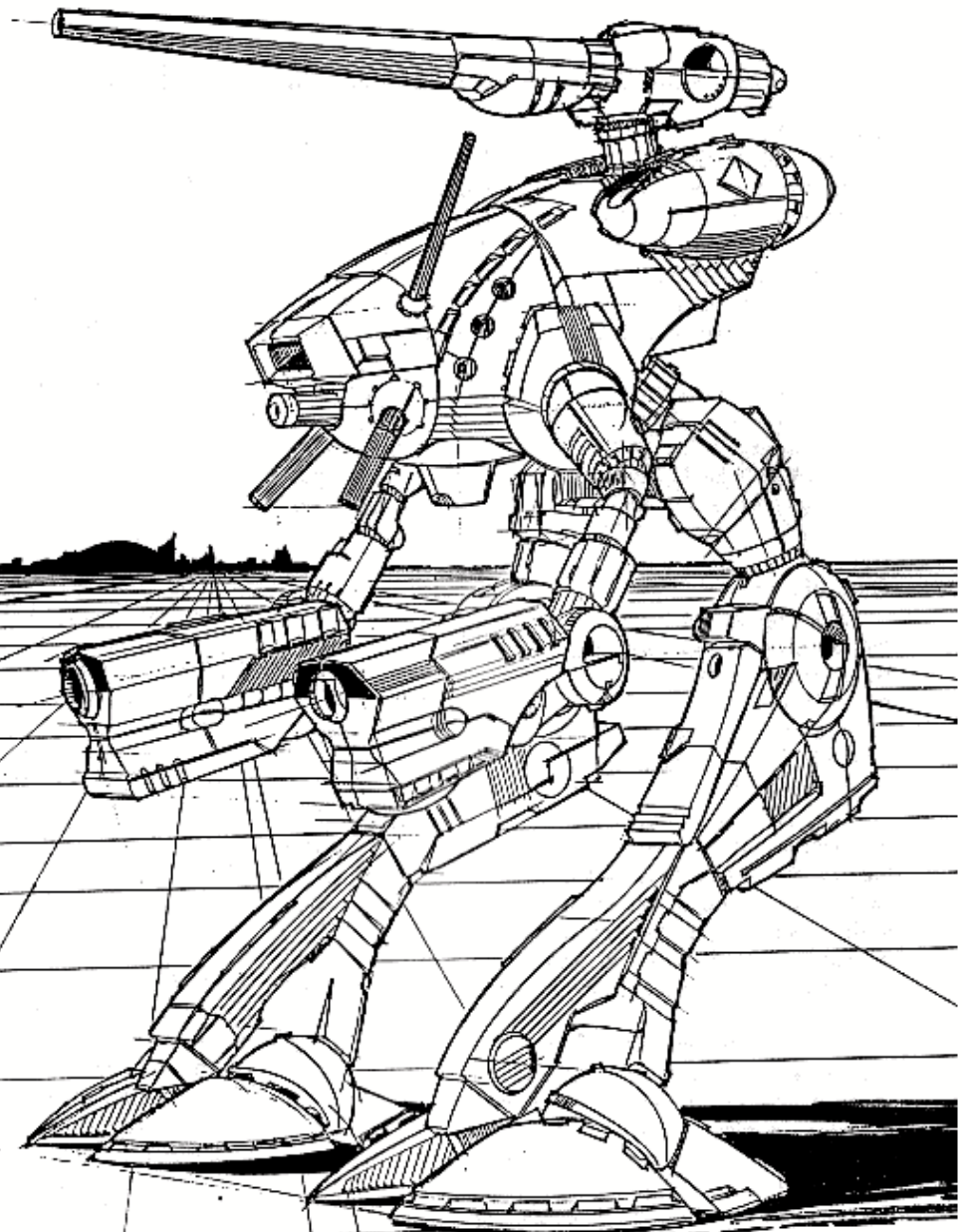
**Armament:**

- 2 Magna Hellstar PPCs
- 2 Magna Mk II Medium Lasers
- 1 GM Whirlwind Autocannon

**Manufacturer:** General Motors

**Communications System:** Dalban Micronics

**Targeting And Tracking System:** Dalban HiRez



Type: MAD-3R Marauder		Tons
Tonnage:	75 Tons	75
Internal Structure:		7.5
Engine:	300 Vlar	19
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	16	6
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	35/10
Rt./Lt. Torso:	16	17/8
Rt./Lt. Arm:	12	22
Rt./Lt. Leg:	16	18

**Weapons and Ammo:**

Type	Loc.	Critical	
PPC	RA	3	7
PPC	LA	3	7
Medium Laser	RA	1	1
Medium Laser	LA	1	1
AC/5	RT	4	8
Ammo (AC) 20	LT	1	1

LOOSE

# ON1-K ORION

## Overview:

The ON1-K *Orion* is an ancient BattleMech design. Created by the Terran Hegemony as the first truly heavy 'Mech, the *Orion* has acted as the brute force of major offensives for nearly 500 years. Even today, the *Orion* is still a formidable 'Mech.

The original design was created in response to the theft of BattleMech blueprints by commandos of the Lyran Commonwealth. To ensure the continued dominance of the Hegemony's 'Mechs, engineers built the "Ultimate BattleMech". Commissioned in 2570, the *Orion* first saw action in the bloody Reunification Wars along the Periphery. The original *Orion*, the 1-C, did not have long-range missiles, and sported a Class 5 autocannon instead of the Class 10 seen today.

## Capabilities:

The longevity of the *Orion* is due to the simple, yet efficient placement of systems within the 'Mech's roomy body. Techs enjoy working on *Orions*, marveling at the ease of finding and replacing bad systems.

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

The KaliYama autocannon is a temperamental weapon. Its feed system, which draws new rounds from the 'Mech's torso, fails often, which mystifies Techs. Oddly enough, if only 19 rounds instead of 20 are placed in the weapon's clip, the autocannon does not jam. The autocannon itself is placed awkwardly, restricting right arm movement, and can be jarred out of alignment when struck accidentally.

The Death Bloom missile system is mounted on the *Orion's* left shoulder. The system launches 15 long-range missiles in a very concentrated pattern, which is effective against both ground and air vehicles. Unfortunately, the control cables of the missile launchers travel through a narrow shoulder area. Thus, the shoulder is subject to excessive heat, and the actuator or missile system frequently shuts down.

The other missile system, the Irian Weapon Works Class 4, consists of four tubes mounted around the medium laser on the left arm. Shooting short-range missiles, the system holds 25 rounds. Instead of four holes around the medium laser, the *Orion* sports six holes. The bottom two holes are not missile tubes.

Rather, they are hookup points for coolant hoses so that excess heat can be purged by cooler trucks.

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

An excellent assault 'Mech, the *Orion* is also very good against enemy aircraft, as it can unleash a barrage of missile fire. The Wasat Aggressor battle computer is well-suited for this secondary role. Thus, an *Orion* sometimes accompanies mobile HQs to defend against both enemy 'Mechs and AeroSpace Fighters.

## Battle History:

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

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

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

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

## Variants:

For a 'Mech this old, there are many variations in the Inner Sphere. A variant known as the *Orion V* sports another four-shot missile system on the right hand,

exactly like that of the left. While this may seem to be an obvious improvement, the computer system is not strong enough to handle this new system's extra computations and controls.

To solve that problem, the *Orion V-A* drops the LRM missile system. Although the 'Mech's computer can then cope with the second SRM system, its long-range fighting ability is significantly reduced, making it ill-suited to challenge AeroSpace Fighters.

As noted above, the only Successor State still producing new *Orions* is the Free Worlds League. Rumor has it that Marik has a secret agreement with Marius O'Reilly for spare parts in exchange for the services of Technicians.

## Notable 'Mechs and MechWarriors:

### MechWarrior Sylvan Greenspan

A member of the elite Wolf's Dragoons, Sylvan is an extremely personable young woman off the battlefield. She is also an expert Tech, making her a vital member of her lance. On the field, she is a tenacious fighter. Preferring the ugliness of close-in combat, she has often come away victorious, but with only half a 'Mech. However, when the next day dawns and the troops muster, her *Orion* (dubbed the *Phoenix*) emerges from the Tech shed looking good as new.

### Colonel Tomaso Kinchuhara

Commander of a battalion in the First Regular Hussars, Tomaso is a stickler for detail. His demands for regulation uniforms, salutes, and his overall pickiness have made him the butt of many a joke. Nevertheless, his adherence to the book has saved his battalion more than once, and has twice given his group the opportunity to win fame by assaulting enemy strongholds.

### MechWarrior Yvonne Morticia

Looking as if she slinked out of a vampire video, Yvonne Morticia is the sexy, slightly disturbing member of the equally weird Team Banzai. Besides being an excellent gunner, she is also a DropShip pilot and the commander of Team Banzai's JumpShip, the *Nth Dimension*.

It often seems as if Yvonne participates in a land battle to divert her from more intellectual tasks. She views the victims of her black *Orion*, named the *Lurch*, with pity and a hint of contempt for their lack of skills. She has been offered a newer 'Mech, but turned the offer down, saying that the *Lurch* was too close a friend.

**Mass:** 75 Tons  
**Chassis:** KaliYama Chassis  
**Power Plant:** Vlar 300  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** None

**Jump Capacity:** None  
**Armor:** Valliant Lamellor

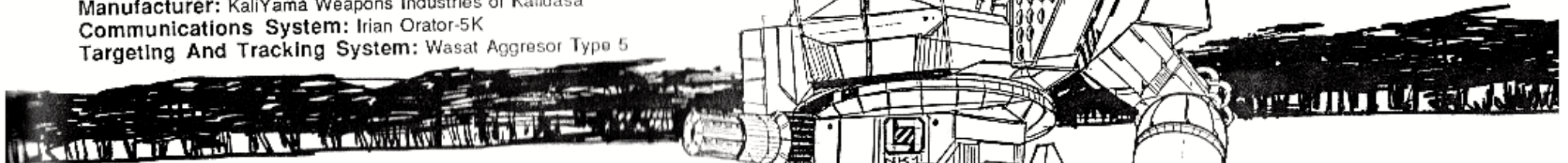
**Armament:**

- 1 KaliYama Class 10 Autocannon
- 1 KaliYama Death Bloom Missile System
- 2 I.W.W. Medium Lasers
- 1 I.W.W. Class 4 S.R. Missile System

**Manufacturer:** KaliYama Weapons Industries of Kalidasa

**Communications System:** Irian Orator-5K

**Targeting And Tracking System:** Wasat Aggressor Type 5



Type:	ON1-K Orlon	Tons
Tonnage:	75 Tons	75
Internal Structure:		7.5
Engine:	300 Vlar	19
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	224	14

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	36/9
Rt./Lt. Torso:	16	22/10
Rt./Lt. Arm:	12	21
Rt./Lt. Leg:	16	32

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/10	RT	7	12
Ammo (AC) 20	RT	2	2
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM 4	LT	1	2
Ammo (SRM) 37	LT	2	1.5

LOOSE

# AWS-8Q AWESOME

## Overview:

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

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

## Capabilities:

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

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

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

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

## Battle History:

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

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

## Variants:

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

## Notable 'Mechs and MechWarriors:

### Lieutenant Giles "The Banger" Barners

Commander of Barners' Lance of Wernke's Battalion in House Kurita's Brion's Legion, Giles is a hulk of a man who claims to fight in an *Awesome* because he simply would not fit in any smaller 'Mech. His heavy assault lance of black-painted *Awesomes* has instilled terror in many an opponent. Piloting his *Awesome*, the *Kwik Killer*, Barners has 56 kills officially to his credit.

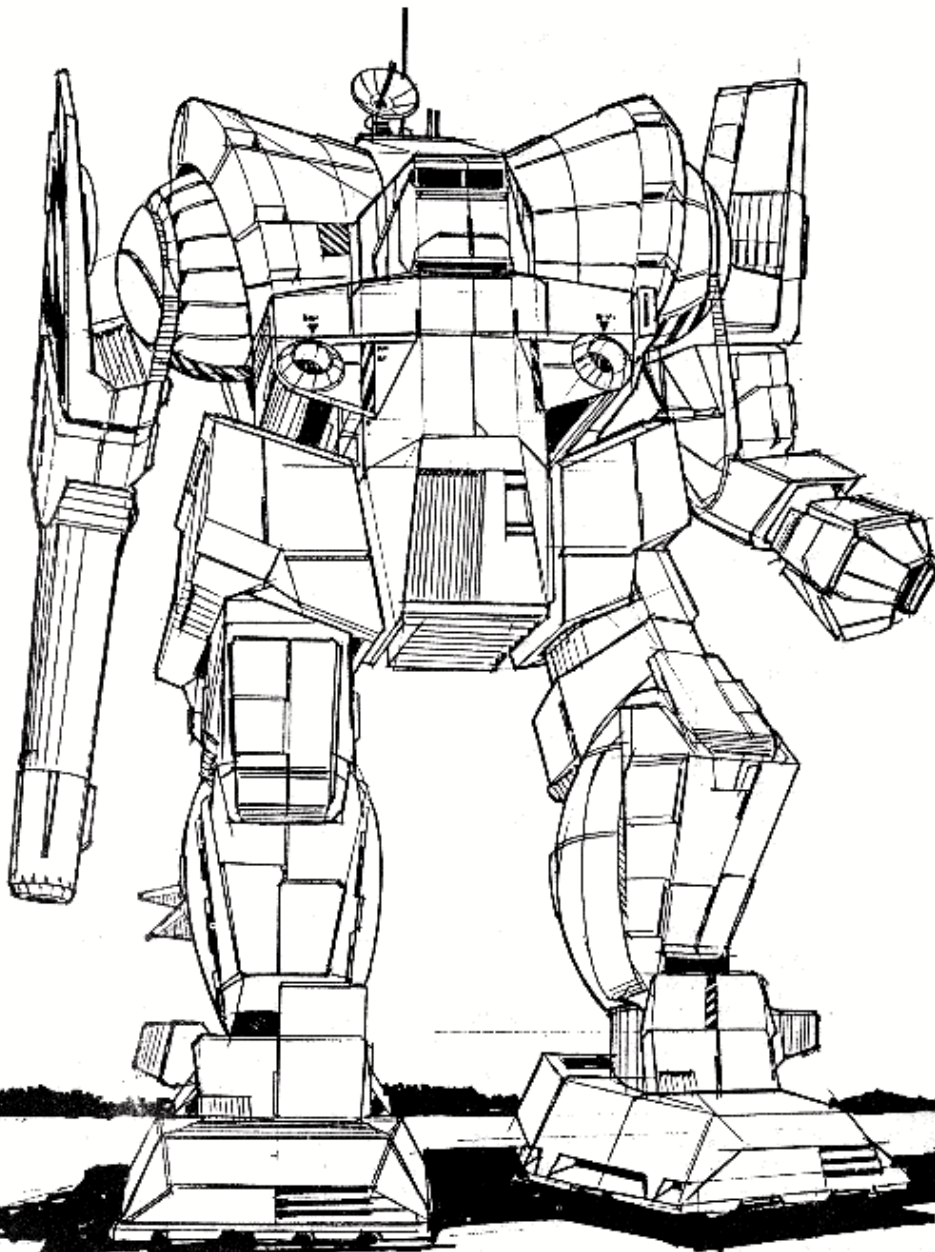
### MechWarrior Danielle Peterson

A member of Delmar's assault lance, Tagaki's Battalion of House Davion's Chisholm's Raiders, Danielle does not look the part of a MechWarrior. Blond and beautiful, she has what many of her comrades call "the knack". Though joking and friendly outside of her 'Mech, when Danielle buttons up in her *Awesome*, she seems to become one with the machine, able to react as if it were her own skin. This has saved her on more than one occasion when surrounded by enemy 'Mechs. In one instance, she literally skipped aside with her *Awesome*, the *Pretty Baby*, to avoid an incoming missile strike aimed at her. Danielle is famous throughout the Successor States for her skill in piloting the usually unmaneuverable *Awesome*.

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

Type:	<b>AWS-8Q Awesome</b>		Tons
Tonnage:	80 Tons		80
Internal Structure:			8
Engine:	Pitban 240		11.5
Walking MPs:	3		
Running MPs:	5		
Jumping MPs:	0		
Heat Sinks:	28		18
Gyro:			3
Cockpit:			3
Armor Factor:	240		15
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	9	
Center Torso:	25	30/19	
Rt./Lt. Torso:	17	24/10	
Rt./Lt. Arm:	13	24	
Rt./Lt. Leg:	17	33	

Weapons and Ammo:			
Type	<u>Loc.</u>	<u>Critical</u>	
PPC	RA	3	7
PPC	RT	3	7
PPC	LT	3	7
Small Laser	H	1	.5



LOOSE

# CGR-1A1 CHARGER

## Overview:

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

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

Although the design was heavily criticized, the fact remains that Wells Tech built over a thousand *Chargers*, about 500 of which survive to this day.

## Capabilities:

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

Though intended as a high-speed recon 'Mech, the *Charger's* design failed. It was still a reliable, low-maintenance 'Mech, and so it is now used mostly as a close-assault vehicle against *Wasps*, *Stingers*, and 'Mechs whose primary armament has been destroyed. If it can get close enough, the *Charger* is easily able to pound to pieces a *Wasp*, *Stinger*, or *Phoenix Hawk*.

## Battle History:

The *Charger's* novel approach to recon operations was not successful, and Star League was forced to withdraw it from use. With the coming of the Succession Wars and the Dark Age of technology, however, the need for 'Mechs pressed the *Charger* back into service once more.

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

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

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

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

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

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

## Variants:

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

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

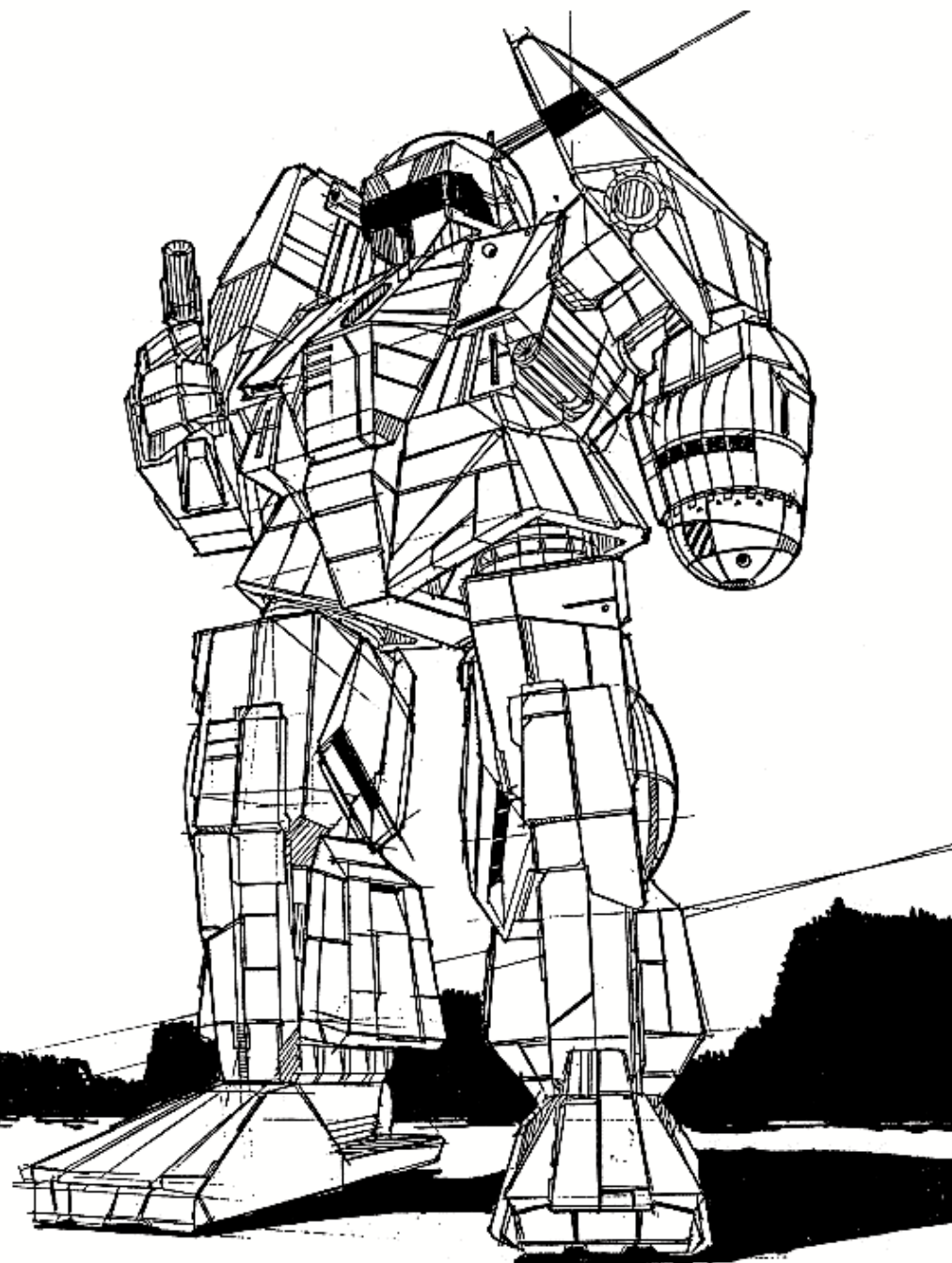
## Notable 'Mechs and MechWarriors:

### MechWarrior Terry Ford

Considered "the luckiest MechWarrior in the Successor States", Ford has survived the most appalling battles without so much as a scratch. Serving with the Illician Lancers mercenary regiment, Ford literally drips with rabbits' feet, lucky charms, and mystical tokens. His *Charger*, the *Number Seven*, is also decorated with horse-shoes and four-leaf clovers.

If Ford leads a charmed life, he needs one. *Number Seven* has taken numerous hits that would have destroyed any other 'Mech. Although its light lasers have been upgraded, its firepower is still low and its actuator system badly in need of service. Ford refuses to let anyone else touch his 'Mech, as "it would ruin his luck." Terry Ford's maintenance skills are somewhat deficient, however, and that may result in his legendary luck soon running out.

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



Type:	<b>CGR-1A1 Charger</b>	Tons
Tonnage:	80 Tons	80
Internal Structure:		8
Engine:	400 LTV	52.5
Walking MPs:	5	
Running MPs:	8	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		4
Cockpit:		3
Armor Factor:	160	10

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	25/6
Rt./Lt. Torso:	17	20/5
Rt./Lt. Arm:	13	15
Rt./Lt. Leg:	17	20

**Weapons and Ammo:**

Type	Loc.	Critical	
Small Laser	H	1	.5
Small Laser	RT	1	.5
Small Laser	RA	1	.5
Small Laser	LT	1	.5
Small Laser	LA	1	.5

# GOL-1H GOLIATH

## Overview:

Brigadier Corporation's success with the *Scorpion* BattleMech, the first of the four-legged 'Mechs, spawned the creation of the four-legged *Goliath*. This 'Mech is massive, weighing in at over 80 tons. Some of the early technical difficulties of a four-legged 'Mech had already been overcome by the time the *Goliath* was created. Leg movement was coordinated through the neurohelmet, and the 'Mech was streamlined to allow more armor.

Dr. Harrison, the creator of the four-legged 'Mech, felt that such 'Mechs would usher in a new era of BattleMech warfare. Unfortunately, the Star League did not agree with him. Nevertheless, Brigadier Corporation managed to sell several *Goliaths*, most of which were stationed on the Periphery, where 'Mechs were usually tested.

The *Goliath* performed well, and the Star League began to take interest shortly before its fall and the start of the First Succession War. The few *Goliaths* that were operational quickly become the property of their pilots, and only a handful are still in service today.

## Capabilities:

Unlike the earlier *Scorpion*, the *Goliath* supports a good deal of firepower and armor. Also, modifications to the cockpit added to the MechWarrior's comfort. The *Goliath's* weaponry systems are centered around the Rand PPC system installed on its turret-like head. The Rand system has an average performance but works well with the Garret targeting and tracking devices.

Supporting the PPC are two torso-mounted Holly LRM racks. Coupled with the variable-height firing capability of a four-legged 'Mech, this weapons system gives it a very long range in combat. *Goliaths* can only store twelve rounds of ammunition for the long-range missile systems. This lack of sufficient ammunition has sometimes meant the difference between victory and defeat.

For anti-infantry support, it carries twin Ramsey machine guns in center-torso mounts. Though the Ramsey system may jam and overheat frequently, it is most impressive, especially when the guns are aimed almost straight down to attack infantry attempting to secure the 'Mech from below.

The *Goliath's* armor is very impressive, constructed from the best materials that Star League could offer. Supporting over 18 tons of armor, this 'Mech is not quickly or easily disarmed in combat.

Due to its precarious center of gravity, the *Goliath* cannot move if one of its legs is disabled. This is a fatal weakness, as leg damage is common on the battlefields of the Succession Wars. An immobilized *Goliath* becomes 80-plus tons of pure target.

Brigadier trained its own pilots for the *Goliath* program, and many of their heirs still pilot those same 'Mechs. Most consider the *Goliath* to be the best piece of equipment produced by the firm.

## Battle History:

Due to the limited number of *Goliaths*, they almost never work in conjunction with each other. However, the *Goliath* has been instrumental in a few battles throughout the Inner Sphere.

One such example is the battle for Sirius between House Marik and House Liao in 2901. The hot plains of this world provided a test for many pieces of equipment, and the *Goliath* was one of them. The Marik Militia's Cannery attack lance, which had a *Goliath*, engaged several large 'Mechs during a rear area raid. The *Goliath* managed to disable a *BattleMaster* and two *Shadow Hawks*, which were the main defenders of the rear command area. In a sweeping drive, the lance killed many in the command post, and within two days, the entire Liao battlefield withdrew nearly 40 kilometers.

House Kurita's raid on the planet Ryde along the Steiner border in 2950 resulted in the only recorded combat of *Goliath* versus *Goliath*. The two *Goliaths* battled for nearly an hour until the Steiner 'Mech finally crushed the fleeing Kurita 'Mech. Naturally, the Steiner forces stripped the crippled *Goliath* for parts, which are otherwise nearly impossible to come by.

The last known major action involving a *Goliath* was in 3003, when the Federated Suns squashed a rebellion of nobles on the planet Tsanna. The rebel forces seized a *Goliath*, and used it to repel several advances by Davion recon forces. The *Goliath* was finally defeated by a crushing attack to the 'Mech's cockpit.

Only a handful of *Goliaths* are still functional. Of these, the majority are in the hands of House Steiner.

## Variants:

As there are so few *Goliaths* in service, no variants are known to exist.

## Notable 'Mechs and MechWarriors:

### MechWarrior Warren Hestrus

Heir to the surviving 'Mech of the *Goliath* versus *Goliath* confrontation, Warren is currently serving in House Steiner's Lyran Guard. His family has taken good care of his *Goliath*, though it does have some difficulty moving its left rear leg, a legacy of the famous battle on Ryde. Warren himself is a very skilled MechWarrior who follows orders to the letter.

### MechWarrior Donna Rollson

Donna is a member of the Ozawa Informals, a mercenary lance under contract to the Draconis Combine. Currently, they are serving as border reinforcements along a long stretch of the Periphery. Donna's *Goliath*, the *Davey*, is in poor shape and has little center torso armor. As one of the commanding officers of the Informals, Donna hopes to accumulate enough money to buy replacement parts before something happens to her.

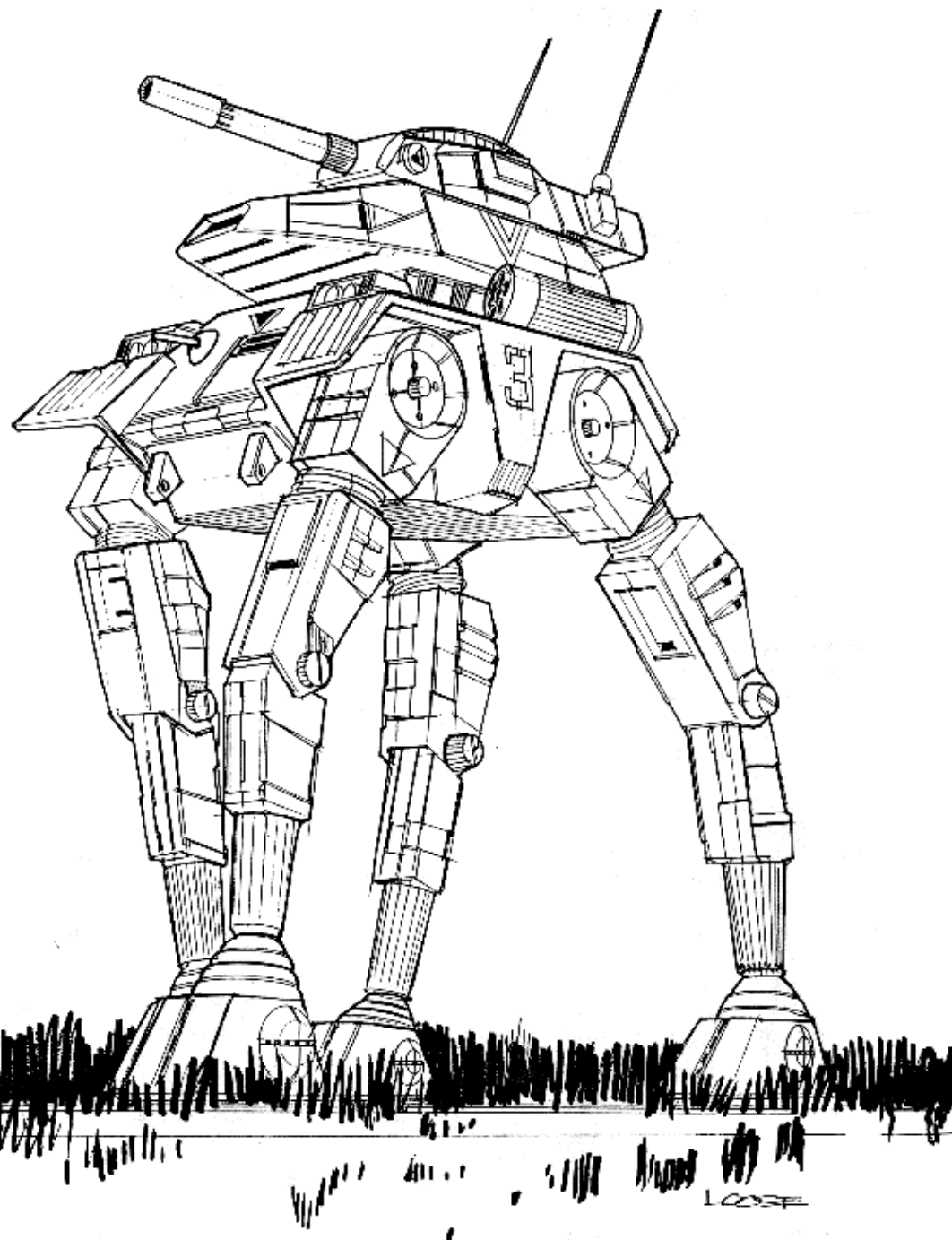


**Chassis:** Nennison 40  
**Power Plant:** Brigaidier 1000F  
**Cruising Speed:** 54.8 kph  
**Maximum Speed:** 76.2 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** 3/Star Slab  
**Armament:**  
 Rand PPC-10  
 Two Holly Long Range Missile Packs (12)  
 Two Ramsey Machine Guns  
**Manufacturer:** Brigaidier Corporation  
**Communications System:** Garret 600  
**Targeting And Tracking System:** Garret GRNDTRK 15

Type:	<b>GOL-1H Goliath</b>	Tons	
Tonnage:	80 Tons	80	
Internal Structure:		8	
Engine:	Pitban 320	22.5	
Walking MP'S:	4		
Running MP'S:	6		
Jumping MP'S:	0		
Total Heat Sinks:	17	7	
Gyro:		4	
Cockpit:		3	
Armor Factor:	232	14.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	9	
Center Torso:	25	30/19	
Rt./Lt. Torso:	17	20/13	
Rt./Lt. Arm:	13	24	
Rt./Lt. Leg:	17	30	

**Weapons and Ammo:**

Type	Loc.	Critical	
PPC	RT	3	7
LRM 10	RT	2	5
LRM 10	LT	2	5
Ammo (LRM) 24	CT	2	2
Machine Gun	RT	1	.5
Machine Gun	LT	1	.5
Ammo (MG) 200	LT	1	1



# VTR 9B VICTOR

## Overview:

The VTR 9B *Victor* was originally built under a defense contract with the Star League in 2510. Defined as a heavy BattleMech, it was used as a strong support 'Mech with jump capabilities. Earlier models carried a sophisticated array of anti-infantry weaponry systems, later discarded due to the overheating problems common for a heavily armed 'Mech. Also, technicians felt that this heavy-support 'Mech would not be engaging infantry, and so the flamer and machine gun systems were removed. The *Victor* was originally outfitted with a Standus 20 tracking system, but it was removed from all but the first-run prototypes due to its tendency to project targets that did not exist.

HildCo Interplanetary produced the 'Mech out of three plants whose facilities were destroyed during the First Succession War. Most of the firm's records fell into the hands of House Kurita, however. Thus, the total number of *Victors* produced has been determined to be nearly 1000. Many were lost during Kerensky's exodus from the Star League, and still more were lost during the First Succession War.

## Capabilities:

Unlike heavy 'Mechs, the *Victor* has a jump capability. It is equipped with the HildCo Model 12 jump jets, providing it with the ability of full jump as well as all related forms of attack. As most MechWarriors do not expect a heavy 'Mech to be able to jump when they encounter a *Victor*, that can spell their doom.

The Pontiac 100 autocannon provides the *Victor* with medium-range capability as well as the power to inflict a great deal of damage. Although some models have reported some ammunition feed problems, this does not appear to be a common problem.

The *Victor's* left arm sports the mainstay of its close-range weapons, the twin Sorenstein V medium lasers. These lasers are supplemented by the Holly short-range missile rack, intended for close-range fire support.

## Battle History:

During the chaos of the First Succession War, the *Victor* was considered one of the greatest prizes that could be looted from the wrecks of the battlefield. Kurita's now-defunct Arterson Dark Horse Regiment utilized these 'Mechs. Involved in several battles along the Davion border, the unit suffered so many casualties that it was disbanded and reassigned. Needless to say, many of the fallen *Victors* became the property of the Davion occupation troops.

Davion's infamous Avalon Hussars used their *Victors* advantageously against House Liao forces in the mountains of Tsanna, Wei, and Redfield. With their height advantage as well as their jump capability, the *Victors* proved to be more dangerous in some situations than the more heavily armed *BattleMasters*. Several Hussar pilots and officers still use *Victor* Class 'Mechs.

McGee's Cutthroats used these 'Mechs in the battles for Suk. Several months of battles reduced the number of operational *Victors*, but the 'Mech turned the tide in more than one battle. During the long fight for this planet, Steiner forces captured several of the fallen *Victors*.

In several engagements between the forces of House Marik and House Liao, the *Victor* Class showed some minor weaknesses. In 3001, while battling for the city of Shul on the planet Berenson, the lack of close-support weapons caused the downfall of several *Victors* assigned to Marik's Regular Hussars. Several fell in Shul, not by air attack or other 'Mechs, but by infantry. Because the 'Mechs were not equipped with infantry weapons, several heavily armed platoons swamped the *Victors* in the city and destroyed them.

The Avalon Hussars' remaining *Victors* later engaged Liao 'Mechs on the planet Wright in 3012. A Hussar attack lance consisting of several *Victors* encountered two battered recon lances of *Wasps* and *Locusts*. The *Victors'* jump attacks and autocannons reduced the two lances to rubble in a matter of minutes.

One regiment of Davion's Crucis Lancers had an attack lance of *Victor* 'Mechs that was assigned to invade the Kurita world of Ronel in 3020. A hidden fighter support group caught the *Union* Class DropShip off guard and destroyed the ship before the *Victors* could be deployed. All of the 'Mechs were lost.

## Variants:

Several of the earlier *Victor* Class 'Mechs have surfaced in recent years, mostly in the form of the VTR 9A, which supports slightly less torso armor in exchange for twin flamers and a machine gun mount. A modified *Victor* supporting a Holly SRM 6-rack also appeared within the Lyran Commonwealth.

## Notable 'Mechs and MechWarriors:

### Lieutenant Ramsey Donal

Currently, Lieutenant Donal is working for the Twelfth Vegan Rangers in the attack lance. His 'Mech is in fair condition, but his Holly missile rack has had firing difficulties ever since he tangled with a Kurita *Warhammer* at close range on the planet Tripoli. This occurred when he was working freelance for House Davion.

### MechWarrior Tammie Holston

A veteran of Marik's Regular Hussars, Tammie led the attack lance that engaged the two Liao recon lances on the planet Wright. Her *Victor* was responsible for taking out three 'Mechs. She was demoted later, but still serves in the same attack lance and hopes to regain her rank and command of the unit.

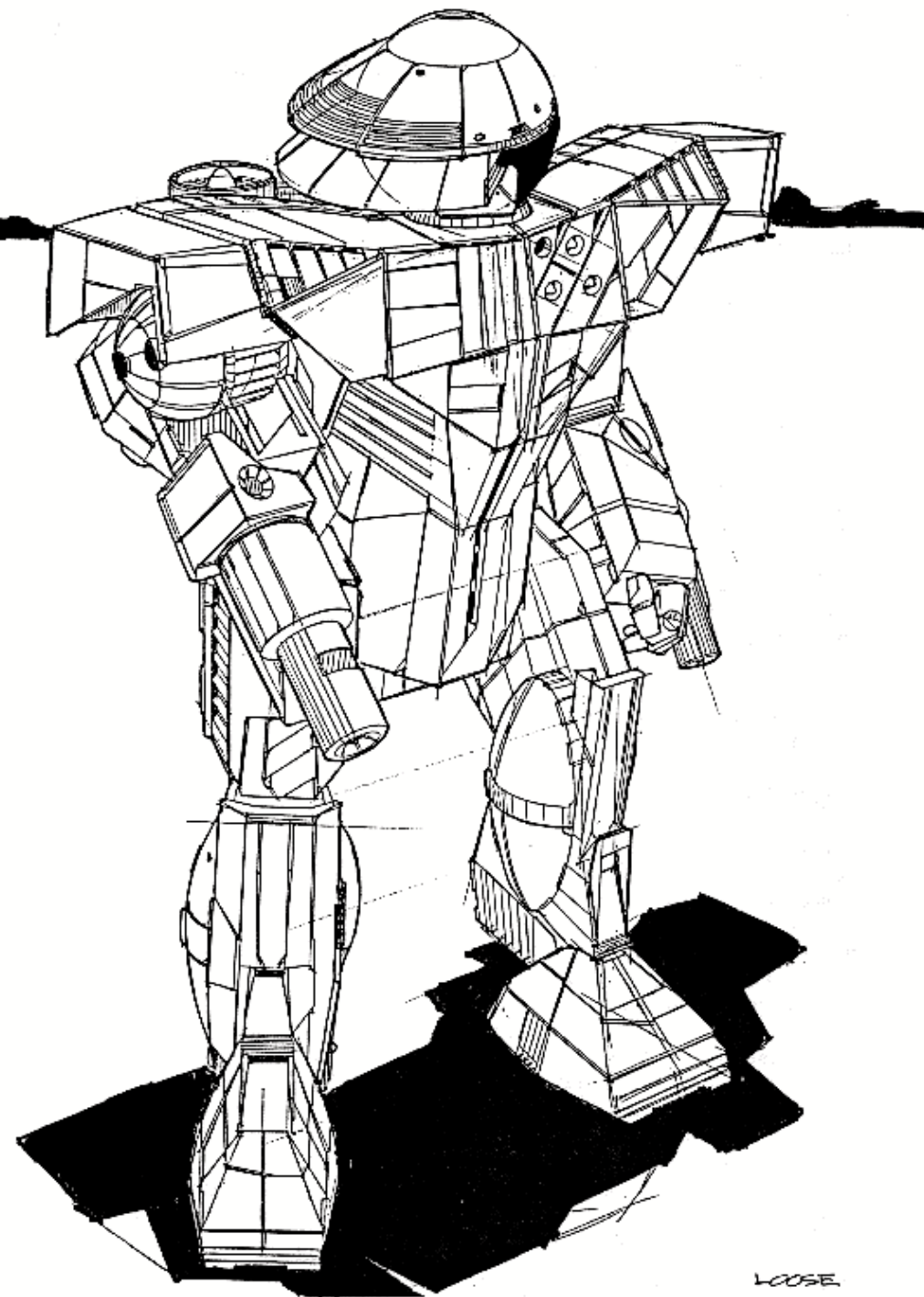
### Captain Debbie Malgur

This competent MechWarrior is currently employed by Helmar Vasasek, who gave her command of a heavy recon lance. Her *Victor* is a 9A variety, which supports less armor on the front torso, mounts twin machine-guns in the legs, and carries a small supply of ammunition. Her history and where she acquired the 'Mech are unknown, but her skill is reputed to be excellent.

**Mass:** 80 tons  
**Chassis:** HildCo Type V  
**Power Plant:** 320 Pitban  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** HildCo Model 12  
**Jump Capacity:** 120 m  
**Armor:** Durallex Heavy  
**Armament:**

Pontiac 100 Autocannon/20  
 Two Sorenstein V Medium Lasers  
 Holly Short Range Missile Pack (4)

**Manufacturer:** HildCo Interplanetary  
**Communications Systems:** Opus III Highbeam  
**Targeting And Tracking System:** MaLandry 34



Type:	VTR 9b Victor		Tons
Tonnage:	80 Tons		80
Internal Structure:			8
Engine:	Pitban 320		22.5
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	4		
Heat Sinks:	15		5
Gyro:			4
Cockpit:			3
Armor Factor:	184		11.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	9	
Center Torso:	25	30/15	
Rt./Lt. Torso:	17	20/10	
Rt./Lt. Arm:	13	15	
Rt./Lt. Leg:	17	20	

Weapons and Ammo:			
<u>Type</u>	<u>Loc</u>	<u>Critical</u>	
AC/20	RA	10	14
Ammo (AC) 15	RT	3	3
Medium Laser	LA	1	1
Medium Laser	LA	1	1
SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
Jump Jets	CT	2	2
Jump Jets	RL	1	1
Jump Jets	LL	1	1

The AC replaces the lower arm actuators.

LCOSE

## ZEU-6S ZEUS

### Overview:

The heavy 'Mech ZEU-6S *Zeus* is the Lyran Commonwealth's pride and joy. The initial design ideas were first put to paper just after the start of the war with the Draconis Combine in 2407. Three years later, when enemy forces were threatening Hesperus II, two *Zeus* prototypes were already lumbering across test terrains. The speed with which the *Zeus* was brought from idea to reality astounded even the most optimistic generals.

The *Zeus* also had the best field test a new 'Mech could hope for. When Kurita forces assaulted Hesperus II, the two *Zeus* prototypes were there, aiding in the defense of the vital BattleMech factories. These prototypes carried PPCs on their left arms. After the battle, the pilots reported that the PPC was extremely erratic and unreliable. Further research revealed that the PPC's insufficient shielding created wild magnetic interactions between it and the 'Mech's engine. The designers thus decided to drop the PPC in favor of the simpler autocannon to ensure quick delivery of the 'Mech to the front. The autocannon gave the *Zeus* less punch but the same range as the PPC.

The Defiance factories on Hesperus II are the only ones currently producing the *Zeus*, which first came off the production lines in 2411.

### Capabilities:

The *Zeus* was designed to engage enemy 'Mechs with its long-range weapons while the enemy force is still no more than an approaching blot in the distance. It was created in response to requests by Commonwealth commanders for a heavy 'Mech that could perform hit-and-run tactics. The combination of long-range missiles, autocannon, and large laser works well to perform this task.

The Coventry Starfire, which has 15 launchers, is an excellent, proven missile system used in several other 'Mech designs. In the *Zeus*, however, the tolerance of the Starfire missile system was stretched to the limits. Designers placed the 'Mech's missile tubes around and set back from a large central core. Though its appearance is odd, the design is a clever attempt to protect the missile system while still allowing the *Zeus* a formidable punch. That central core serves no purpose except as a bludgeon for punching, much like a fist on other 'Mechs. The missiles, being set back and away from the impact point, are safe beneath the armor of the forearm.

The drawback of this arrangement is that the missile-loading system is complicated and prone to breakdown if not serviced regularly. Another problem is that the *Zeus* can only carry eight reloads for its missile system. More than once, a *Zeus* pilot has pressed the trigger, only to hear a silence louder than any reassuring whoosh of missiles launching.

The large laser is another adaptation. Finding themselves without enough room for the standard laser design, the *Zeus* engineers decided to create a more compact large laser. As the engineers at Hesperus II are among the few teams who can still use fiber optics, they managed to totally dispense with the bulky rifle-like barrel of other large lasers. On the *Zeus*, the large laser is tucked quite comfortably beneath the left arm.

Even though the *Zeus* functions mostly as a stand-off weapon, it has no problem closing and grappling with an enemy. Excellent armor protection, especially around the chest and legs, is more than enough to withstand all but the heaviest fire. Strong, heavily armored legs also make the *Zeus* a feared kicker, while the loaded left arm is very effective in dispatching unfortunate 'Mechs with its punches.

### Battle History:

The first appearance of *Zeus* 'Mechs in significant numbers was during the recapture of Sakhalin. Elements of the 15th Lyran Commonwealth's Guard attacked an equal force of Draconis Combine's 32nd Dieron Regulars. Composed mostly of *Zeus* 'Mechs and a few *Commandos*, the Lyran force moved toward and captured a high ridge overlooking two large forests and a grassy plain beyond. The Dieron Regulars were made up of an even mix of *BattleMasters* and *Dragons*, which failed in their attempt to storm the ridge because of the concentrated LRM, laser, and autocannon fire it encountered. This, coupled with flanking attacks staged by the Lyran *Commandos*, forced the Combine forces to resign themselves to the flat plain for the night. The Lyran Guards did not pursue, making it clear that they were content to wait it out on the ridge. At nightfall, a heavy rain began.

During the night, the Lyran forces silently moved down from the ridge and spaced their *Zeus* 'Mechs evenly between the narrow gap separating the two forests. At sunrise, the surprised Dieron Regulars immediately charged the distant row of 'Mechs, but their

attack had neither plan nor sense. The weight of the lumbering *BattleMasters* and *Dragons* soon turned the grassland into a sea of mud. Because of it, 'Mechs in the rear of the advance had difficulty keeping up, which caused the formation to spread out.

When the enemy advanced far enough into the funnel created by the two forests, the Lyran commander ordered the line of *Zeus* 'Mechs to open fire. 'Mechs in front of the enemy advance could fire back at the Lyran 'Mechs, but those in the rear could not. Worse yet, the stumbling about was making the already bad footing impossible. Some of the *BattleMasters* and *Dragons* tripped and fell, creating further confusion and a growing panic among the Regulars. The *Commandos* hiding in the woods chose that moment to open fire with their SRMs.

The rout was on. 'Mech stumbled over 'Mech in the rush to escape the Steiner trap. Those 'Mechs that had fallen were often permanently disabled by their comrades stepping on them to avoid stumbling in the mud. In all, the 32nd Dieron Regulars suffered a loss of eight *BattleMasters* and five *Dragons*, while the 15th Lyran Guards lost only one *Zeus* and three *Commandos*.

### Variants:

A major upgrading of the *Zeus* is in the works, now that the Steiner engineers have solved the problem that originally led to the PPC being replaced by the autocannon. New arm assemblies containing the Lightning Strike PPC and an extra heat sink are about ready for Commonwealth-wide distribution. A second heat sink will also fill the void in the left torso that once held autocannon shells.

### Notable 'Mechs And MechWarriors:

#### MechWarrior Sealth

Of North American Indian heritage, Sealth is a very reluctant warrior. Joining the 10th Skye Rangers only after his own world was attacked, Sealth has spent the last three years fighting in his forest-green *Zeus*. The 'Mech, called *Skokomish*, is capable of amazingly graceful motions under Sealth's control. An enemy warrior will often have *Skokomish* in his targeting crosshairs, only to see it execute a complicated maneuver and vanish from his sights entirely.

Sealth looks forward to leaving the military in two years' time. His officers, however, have been trying to get him to stay on and teach his skills to young recruits. At this moment, Sealth is still set on returning to the simple life on his homeworld, which is now out of the fighting.

# ZEU-6S ZEUS

**Mass:** 80 tons

**Chassis:** Chariot Type III

**Power Plant:** Pitban 320

**Cruising Speed:** 43.2 kph

**Maximum Speed:** 64.8 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Valiant Lamellor

**Armament:**

1 Thunderbolt A5M Large Laser

1 Coventry Star Fire LRM Missile System

1 Defiance Autocannon

2 Defiance B3M Medium Lasers

**Manufacturer:** Defiance Industries of Hesperus II

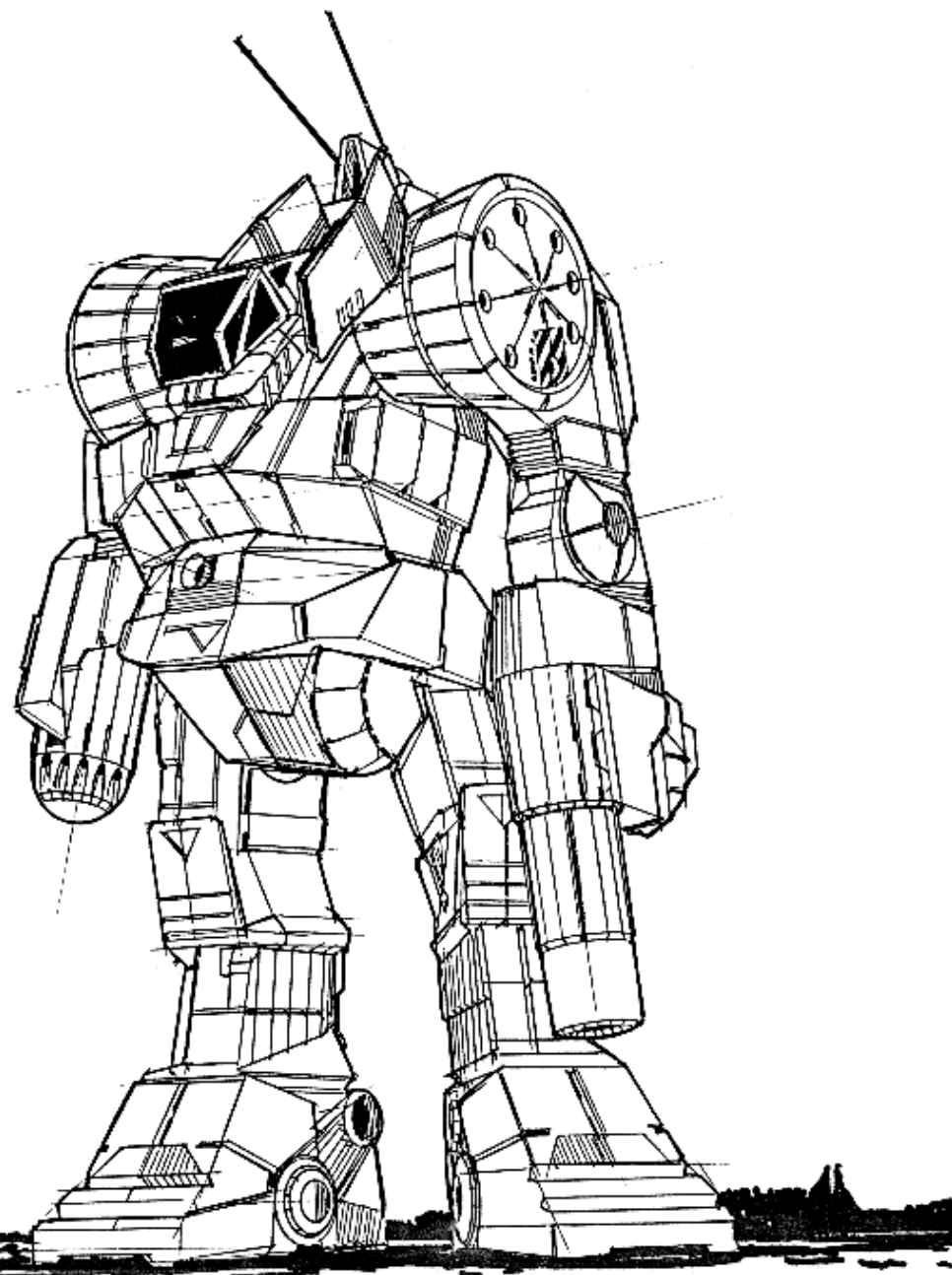
**Communication System:** TharHes Calliope ZE-2

**Targeting And Tracking System:** TharHes Ares-7

Type:	ZEU-6S Zeus		Tons
Tonnage:	80 Ton		80
Internal Structure:			8
Engine:	Pitban 320		22.5
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	17		7
Gyro:			4
Cockpit:			3
Armor Factor:	184		11.5
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head:	3	9	
Center Torso:	25	26/9	
Rt./Lt. Torso:	17	18/6	
Rt./Lt. Arm:	13	22	
Rt./Lt. Leg:	17	24	

**Weapons and Ammo:**

Type	Loc.	Critical	
Large Laser	LT	2	5
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
Medium Laser	LT (R)	1	1
Medium Laser	CT	1	1
AC/5	LA	4	8
Ammo (AC) 20	LA	1	1



LOOSE

# BLR-1G BATTLEMASTER

## Overview:

Even during the Star League era, the number of manufacturers capable of building a 'Mech like the BLR-1G *BattleMaster* was limited. After they won the bid to construct the 'Mech, Hollis Industries began production of the *BattleMaster* in 2830. Designed to be the largest and most powerful 'Mech ever fielded by the Star League armies, the BLR-1G filled the bill.

The 'Mech's sheer size required special manufacturing facilities, which meant Hollis could build the *BattleMaster* on only a few planets. The cost and materials for the 'Mech also limited production somewhat.

## Capabilities:

The firepower that the *BattleMaster* can generate in one volley is staggering and more than deadly at close range. The reliable Donall PPC is its main fire weapon, with the laser systems as close support fire.

The *BattleMaster* is one of the few 'Mechs equipped with rear firing weapons in the 1G configuration. It has two Martell medium lasers providing protection from the rear. The 'Mech is also equipped with machine guns against infantry attacks. The bulk of the ammunition for the SRMs and the machine guns is stored in one location, however, which at times results in internal explosions.

Even if the *BattleMaster* loses all its weapons, it still has its manipulative hands. In emergencies, it can disengage the Donal PPC in order to have both hands free.

Though *BattleMasters* were not produced in great numbers, their sheer size, armor, and firepower have left many still functional despite the numerous battles they have fought in their nearly 200 years in the field. Further, the 'Mech's basic design has proved to be sound and reliable, with few flaws.

## Battle History:

The attacks on Hollis Industries during the First Succession War brought production of the *BattleMaster* to a virtual stop. The fighting Houses each grabbed the finished 'Mechs that were available, incorporating them into their respective forces. As *BattleMasters* were rare, it became unusual ever to find them fighting side-by-side.

During the battle for St. Andre in 2920, the three Houses of Marik, Liao, and Davion faced off. In making their bid to take the refinery stations near the city of Malta, elements of the Davion Guards' heavy regiment were equipped with the massive *BattleMasters*. Two lances, each with one *BattleMaster*, led the attack against the heavily defended refinery. Five lances of light recon 'Mechs fell quickly to the firepower of the two heavily armed attack groups, and Davion took the refinery for the moment.

The Davion planet Crossing was the site of another historic *BattleMaster* confrontation, in which elements of the NAIS Training Cadre on temporary assignment took on elements of House Kurita's 2nd regiment of the Sword of Light. In this case, there were several minor *BattleMaster* vs. *BattleMaster* encounters. Though the fights were not decisive, the raw firepower of these 'Mechs was truly put to the test in battle against one other.

House Davion converted several *BattleMaster* 1Gs into the variant that increased its armor even more and did away with the rear-firing lasers and the Holly SRMs. Four of these 'Mechs were re-assigned to a special attack lance attached to 3rd Ceti Hussars. Dropped onto the Kurita-held planet of Royal in 2998, they secretly led a deep penetration into the Kurita lines. Kurita responded with such a blast of sheer fire power that the special lance losses were nearly four-to-one. In this instance, the *BattleMaster* lance was crushed.

## Variants:

The only *BattleMaster* variations still in existence are the few modified by House Davion to do away with the rear-firing Martell lasers and the Holly SRM pack. Though the variant did solve the ammunition buildup difficulties, the 'Mech became more susceptible to a rear attack.

There have been reports that House Steiner has also been developing a modified version that replaces all but the small laser systems in favor of long- and short-range missile packs and ammunition. These reports also indicate an increase in the number of heat sinks, but no confirmation of this intelligence is yet available.

## Notable 'Mechs And MechWarriors:

### Major Thompson "Tommy" Dale

As a lance commander in the elite Davion Guards, Major Dale has earned the right to pilot the *BattleMaster* he calls *Dark Death*. His 'Mech is painted a deep grey and is in perfect working order.

### Captain Jenny Circi

Jenny is currently assigned to the 3rd Proserpina Hussars, in command of the regiment's attack lance. Her dream of piloting a *BattleMaster* came true when she was promoted after the battle for Hof. A small woman but a competent warrior, Captain Circi has been wounded many times in battle. Taking great pride in her 'Mech, which she cares for personally, Circi has been nicknamed "The Hawk" for her battlefield tactics.

### Captain Art Mitchell

Captain Mitchell inherited his *BattleMaster* after his brother died fighting on the planet Amity. The 'Mech is in poor shape and has a weakened armor structure. Art is a fine warrior, however, and has been recently promoted to the heavy attack lance of the Fusiliers of Oriente's 1st Brigade.

**Mass:** 85 tons  
**Chassis:** Hollis Mark X  
**Power Plant:** 340 VOX  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Star Guard IV

**Armament:**  
 One Donal PPC  
 Six Martell Medium Lasers  
 Two SperryBrowning Machine Guns  
 One Holly Short Range Missile Pack (6)

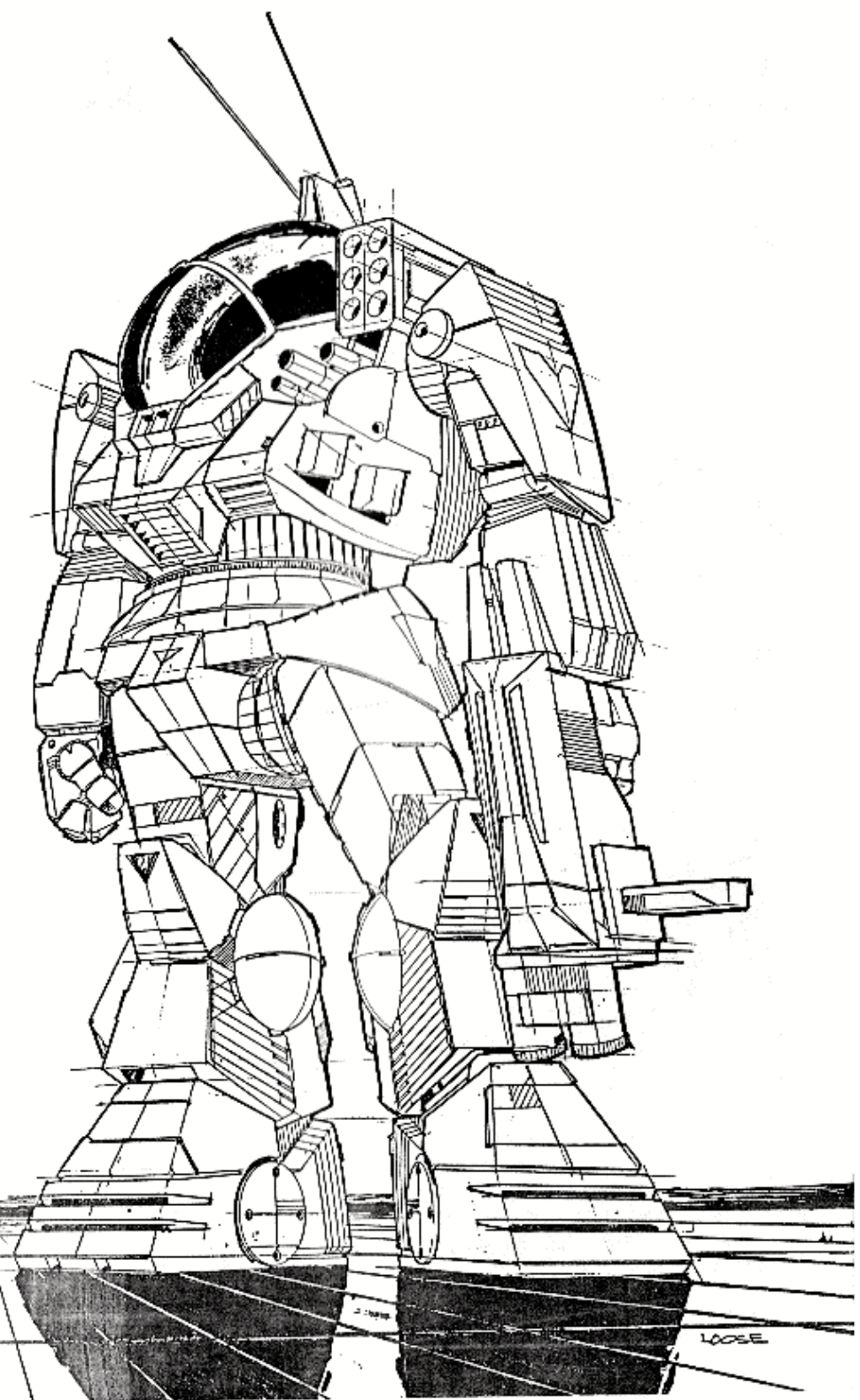
**Main Manufacturer:** Hollis Industries  
**Communications System:** HartfordCo COM 4000  
**Targeting And Tracking System:** HarfordCo XKZ 1

Type:	<b>BLR-1G BattleMaster</b>	Tons
Tonnage:	85 Tons	85
Internal Structure:		8.5
Engine:	340 VOX	27
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	18	8
Gyro:		4
Cockpit:		3
Armor Factor:	232	14.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	27	40/11
Rt./Lt. Torso:	18	28/8
Rt./Lt. Arm:	14	24
Rt./Lt. Leg:	18	26

**Weapons and Ammo:**

<u>Type</u>	<u>Loc.</u>	<u>Critical</u>	
PPC	RA	3	7
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	RT (R)	1	1
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LT	1	1
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT (R)	1	1



# STK-3F STALKER

## Overview:

The *Stalker* is the most famous and most common heavy assault 'Mech. A product of the Reunification War, the first prototype was produced as early as 2594. Early models were not very heavily armed, but field tests suggested that the STK would be most effective if it mounted weaponry with differing optimal ranges. Although the resulting 'Mech had far more weapons than could safely be fired in a single salvo, it had an extremely flexible response capacity. The League computer systems determined a target's range and suggested the optimum mix of weapons for the situation. The resulting fire control system was the best available. The STK represents BattleMech technology at its height.

Few *Stalkers* still retain the original computer equipment so vital to proper operation in battle. The STK is still a fearsome 'Mech, but with the loss of the computer, its pilots must be cautious not to overuse their tremendous firepower. The large quantity of waste heat generated by the lasers can quickly overheat the 'Mech despite its 20 heat sinks.

## Capabilities:

*Stalkers* are often used to lead major advances while flanked by other heavy 'Mechs. This heavily armored spearhead was intended to blow holes in the enemy line through firepower and endurance. These steady advances suit the STK-3F well. With a maximum speed of 54 kilometers per hour, it is one of the slowest 'Mechs on the battlefield. The *Stalker* was not intended for hide-and-seek guerrilla warfare, but for dogged fire-fights.

In urban battles, the *Stalker* is a particularly deadly opponent. With a wide range of short-range weaponry, the STK is most effective at ranges of 30 to 270 meters. In cities, where most fighting occurs at close range, the *Stalker* can take full advantage of its weight and short-range weaponry.

The STK-3F can be employed to clear a path through buildings or fortifications. Its heavy armor allows it to crash through even hardened walls without serious damage. A favorite tactic of many *Stalker* pilots is to wait inside a building until another 'Mech comes into range, and then step through the wall and into the street. Often, the *Stalker* can appear behind its intended victim and fire before the other 'Mech can turn.

The *Stalker* is also an adept defender. It can absorb tremendous amounts of abuse before being forced to retreat, and its cross-section of weapon types allows it to return fire effectively at any range. However, the STK-3F is more likely to carry the fight to the attackers rather than to adopt a defensive position. Because of its highly efficient short-range firepower, a *Stalker* will usually attempt to close with the enemy and concentrate its attack on the heaviest 'Mech.

## Battle History:

There are few major engagements in which the *Stalker* has not been involved. All of the Successor States use the STK as the foundation of heavy cavalry units. These units are usually composed of medium and heavy 'Mechs. They will usually be in the first line of battle, followed by medium lances. The light lances take up the rear to engage stragglers or to dispatch damaged opponents. When operating on the defense, the *Stalker* is usually deployed with 'Mechs having long-range weapons. *Archers* are favored for this role.

In 2787, at the Battle for Saffell, House Kurita used *Stalkers* to stem the advance of Federated Sun forces. When Davion *Archers* and *Trebuchets* bombarded them at long range, the heavier units of the Draconis Combine were forced to retreat. Though plagued by the *Stalkers'* LRM systems, the besiegers reached the fortification walls, where they found most of the *Stalkers* waiting for them. Their heavy armor had allowed them to survive the bombardment, and they offered stiff resistance to the Davion main column.

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

*Stalkers* from Burrows' Crashing Thunder Regiment are credited with winning a battle on Travis V during the summer of 3024. Assigned the job of clearing invasion routes into the city, the *Stalkers* methodically punched straight paths through defenses, defenders, and buildings alike. The balance of Burrows' Regiment poured in after them. Expecting the attackers to advance along the roadways, many of the defenders were outflanked, isolated, and destroyed in short order. Although it took weeks to achieve a complete victory, it was the *Stalkers'* unorthodox method of attack that tipped the balance for Burrows and his forces.

## Variants:

Due to the great weight of the *Stalker*, its skeleton is prone to deterioration due to stress. The usual cure is to lighten the 'Mech by 10 to 15 tons. The twin LRM-10s are often removed to achieve a lighter 'Mech that still possesses its close-range firepower. Occasionally, Techs remove only one LRM, but remove a number of lasers instead.

To increase their long-range firepower, some models have refitted their LRM-10s with LRM-20s at the price of their heavy lasers. This produces an extremely efficient siege fighter.

## Notable 'Mechs and MechWarriors:

### Colonel J. Elliot Jameson

This officer of Wolf's Dragoons is known as a bold strategist. His tactics are simple to the point of eloquence and are almost always effective. Wolf usually assigns him to problem areas that need his careful planning and his *Stalker's* massive firepower. Jameson's 'Mech is deeply scarred on all sides, and its engine operates inefficiently, but it is still a fearsome machine.

### Captain Tiberius Sartini

Sartini has served with the Avalon Hussars for 20 years. His immense pride in his *Stalker* is reflected in the mirror shine of its armor. Although the 'Mech has been seriously damaged in battle several times, he has always managed to purchase or confiscate the parts necessary to effect repairs. In addition, he is stockpiling spare parts for his personal use. By doing so, he risks his commission (personal stockpiles are strictly forbidden), but Sartini's first priority is to keep his *Stalker* in mint condition.



Mass: 85 tons  
 Chassis: Titan H1  
 Power Plant: 255 Strand  
 Cruising Speed: 32.4 kph  
 Maximum Speed: 54.0 kph  
 Jump Jets: None  
 Jump Capacity: None

Heat Sinks:  
 Armor: Valliant Lamellor  
 Armament:

- 2 Jackson B5c LRM-10
- 2 Magna Mk.III Heavy Lasers
- 4 Magna Mk. II Medium Lasers
- 2 Thunderstroke SRM-6

Manufacturer: Triad Technologies

Communications System: Cronol PR

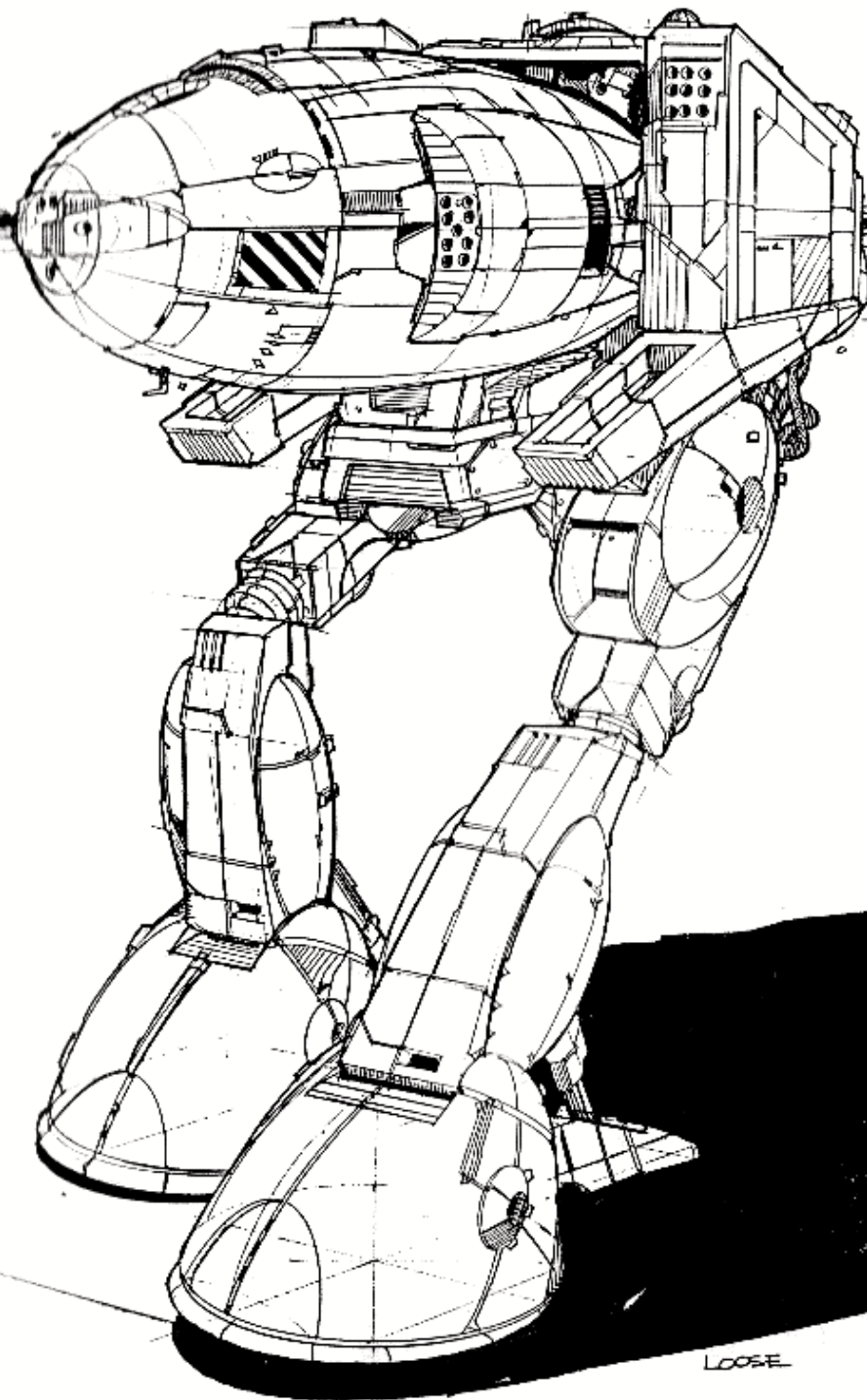
Targeting And Tracking System: Spar 3c Tight Band

Type:	STK-3F Stalker	Tons
Tonnage:	85 Tons	85
Internal Structure:		8.5
Engine:	255 Strand	13
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	36/11
Rt./Lt. Torso:	18	25/7
Rt./Lt. Arm:	14	23
Rt./Lt. Leg:	18	25

Weapons and Ammo:

Type	Loc.	Critical	
LRM 10	RA	2	5
Ammo (LRM) 24	RA	1	1
LRM 10	LA	2	5
Ammo (LRM) 24	LA	1	1
Large Laser	LT	2	5
Large Laser	RT	2	5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1



# CP 10-Z CYCLOPS

## Overview:

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

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

## Capabilities:

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

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

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

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

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

## Battle History:

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

During the initial advances by House Kurita into Davion-controlled space in May 2796, the headquarters lance of the 22nd Avalon Hussars covered the retreat and final DropShip embarkation of the beleaguered defenders of the planet Delacruz. Attacked by nearly a full-strength Kurita 'Mech battalion, three *Cyclops* and two supporting *Warhammers* withstood the onslaught until all but one of the DropShips had successfully launched. When the surviving *Warhammer* was ordered to withdraw, the three *Cyclops* launched a final missile barrage at the pursuing enemy. This disrupted them enough so that the Davion 'Mechs could escape under the protecting fire of some newly arrived AeroSpace Fighters. Though heavily damaged, the three *Cyclops* survived.

In early 2801, a raiding party of 'Mechs from Redjak Ryan's fortress planet of Butte Hold landed on Alkalurops. All that opposed them on the planet was the cadre and training formation of House Steiner's 32nd Lyran Guards. Led by the old battlefield tactician Brigadier Carson Enright in his *Cyclops*, the 'Mechs were deployed in a position to ambush the Bandit King's 'Mechs as they advanced toward the supply depot in the town of Allabad. Using stored mining explosives and missile fire, Brigadier Enright managed to bury the lead bandit 'Mechs and to cripple a number of others as they passed through a narrow defile. Enright then rose up in his *Cyclops* and charged the enemy, followed by his headquarters lance and some MechWarrior trainees. In

the ensuing melee, Ryan's raiding party was completely smashed. The survivors fled back to their DropShips, leaving eleven disabled 'Mechs on the field.

## Variants:

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

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

Another variation on the *Cyclops* replaces the right torso-mounted autocannon with a second set of LRM racks and added armor protection for the arms. This alteration allows more long-range fire but lessens the *Cyclops*' punch at medium ranges.

## Notable 'Mechs and MechWarriors:

### Brigadier Carson Enright

Commander of House Steiner's 32nd Lyran Guard Regiment, Brigadier Enright has commanded brigade- and division-sized 'Mech units a number of times from his *Cyclops* known as the *Archon's Eye*. Enright is famous for his brash and unpredictable tactics on the battlefield. Out of his 'Mech, he is a soldier of the old school, scowling at the habits of those MechWarriors who are less disciplined than him and the troops he commands.

### MechWarrior Sergeant Lenny Markbright

Noted tactician of the mercenary battalion Waco's Rangers, Markbright is one of the best known non-commissioned personnel to pilot a *Cyclops*. He is assigned as tactical adviser to Colonel Wayne Waco's headquarters lance. In his *Cyclops*, the *Polyphemus*, Markbright accompanies the battalion commander during an operation, keeping his keen mind tuned to the output of his modified B-2000 battle computer. Known for his analytical yet flexible thinking, Lenny Markbright is one of the major reasons for Waco's Rangers' many successes.

**Mass:** 90 tons  
**Chassis:** Stormvanger HV-7  
**Power Plant:** Hermes 360  
**Cruising Speed:** 42.1 kph  
**Maximum Speed:** 61.8 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Starshield Special

**Armament:**

- 2 Diverse Optics Type 20 Medium Lasers
- 1 Delta Dart Long Range Missile 10-Rack
- 1 Hovertec Short Range Missile Quad
- 1 Zeus-36, Mark III Autocannon

**Manufacturer:** Stormvanger Assemblies, Unlimited

**Battle Computer:** Tacticon B-2000

**Communications System:** Olmstead 840 with SatNav Module

**Targeting And Tracking System:** Tacticon Tracer 280



Type:	<b>CP 10-Z Cyclops</b>	Tons	
Tonnage:	90 Tons		90
Internal Structure:			9
Engine:	360 Hermes		33
Walking MPs:	4		
Running MPs:	6		
Jumping MPs:	0		
Heat Sinks:	12		2
Gyro:			4
Cockpit:			3
Armor Factor:	160		10

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	29	30/11
Rt./Lt. Torso:	19	20/8
Rt./Lt. Arm:	15	10
Rt./Lt. Leg:	19	17

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
Ammo (AC) 10	LT	2	2
LRM 10	LT	2	5
Ammo (LRM) 12	LT	1	1
Med. Laser	RA	1	1
Med. Laser	LA	1	1
SRM 4	CT	1	2
Ammo (SRM) 25	CT	1	1



LOOSE

# BNC-3E BANSHEE

## Overview:

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

In the late 2400s, The Terran Hegemony undertook construction of what would be known as the *Banshee* in an effort to create an ultra-heavy, close-assault vehicle able to engage other models of the newly developed BattleMech. Though the model was criticized as being severely underarmed and thus outclassed by other privately produced 'Mechs, The Terran Hegemony manufactured more than 5,000 *Banshees* in the next ten years. About a third of these still exist.

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

## Capabilities:

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

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

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

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

## Battle History:

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

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

Although House Steiner's *Banshee-S* variant has yet to be tested in battle, the new model may herald a rebirth for the beleaguered 'Mech.

## Variants:

Numerous variants have been attempted over the years. For example, House Marik replaced the *Banshee's* autocannon with a second PPC, but the resulting heat buildup crippled the machine. A second, more successful Marik variant replaced the PPC and the original, smaller autocannon with a single Emperor-Zeta Class 20 autocannon. This model still lacked the crucial secondary weapon system, however.

House Steiner variants may prove to be the most successful. With a full hundred *Banshees* on hand for experimentation, Steiner engineers have been busy modifying them. Assisted by Davion technicians, and with plans from the Hesperus II factories, House Steiner first attempted a modification suggested by many of the *Banshee's* early critics. By adapting the *Banshee's* power plant housing, the bulky GM fusion unit was replaced with a lighter Pitban 285. Although this modification reduces the *Banshee's* cruising speed to only 32 kph, it frees up massive amounts of space for weapons installation. Early versions of the *Banshee-S* are impressive.

Also added were five new heat sinks, an extra light laser, four Magna Mark II medium lasers, a second PPC, and a Harpoon 6-rack missile launcher. In addition, Steiner has upgraded the Emperor-A autocannon to an Emperor-B Class 10. Although this radical revision of the original *Banshee* still has problems with overheating, the overall outlook is favorable. Once considered a white elephant, the *Banshee* may well emerge as a potent war machine.

## Notable 'Mechs and MechWarriors:

### Major Laurine White

A highly decorated veteran of several Steiner campaigns, Major White is currently on special assignment, reporting directly to Archon Katrina Steiner. White has been issued the first of the experimental *Banshee-S* designs, and is responsible for testing the new 'Mech. Refurbished with spare parts from junked BNCs, her *Banshee* is in perfect condition. Despite the high heat buildup from the dual PPCs during simulated combat, the new 'Mech shows great promise.

Major White's next assignment will be to take the *Banshee-S* into combat. An intelligent, loyal officer, she is a MechWarrior ably suited to the task. House Steiner eagerly awaits the results of her testing.

### "Baron" Abel Karmak

A crony of the Bandit King Redjack Ryan, Karmak was awarded a "barony" and a *Banshee* by his grateful liege. Although he uses the 'Mech mostly to terrorize his subjects, Karmak's *Banshee* occasionally takes part in water raids against House Kurita. A realist rather than a coward, Karmak knows his *Banshee* is outclassed by the more advanced Kurita machines, and hangs back from the heaviest fighting in self-preservation. His fondest wish, however, is to obtain a "real" 'Mech and thus become a heroic MechWarrior, raiding the hated Successor States for loot and water, perhaps one day displacing Redjack Ryan himself as Bandit King.

**Mass:** 95 tons  
**Chassis:** Star League XT  
**Power Plant:** GM 380  
**Cruising Speed:** 43.2 kph  
**Maximum Speed:** 64.8 kph  
**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Starshield

**Armament:**

- 1 Magna Hellstar PPC
- 1 Imperator-A Autocannon
- 1 Magna Mark I Light Laser

**Manufacturer:** Star League Weapons Research

**Communications System:** Dalban Commline

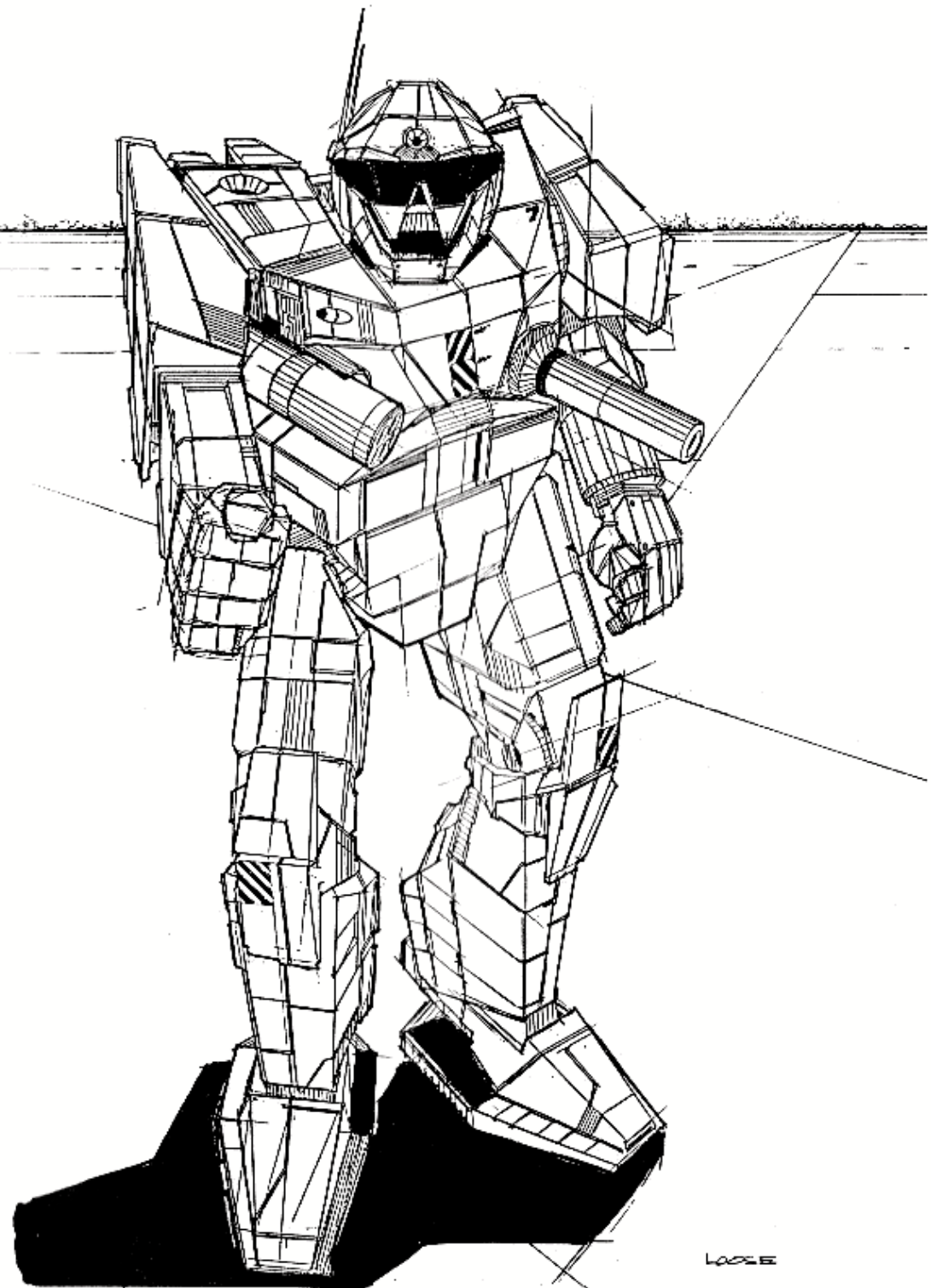
**Targeting And Tracking System:** Dalban HiRez-B

Type:	<b>BNC-3E Banshee</b>	<i>Tons</i>
Tonnage:	95 Tons	95
Internal Structure:		9.5
Engine:	GM 380	41
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	16	6
Gyro:		4
Cockpit:		3
Armor Factor:	240	15

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	30	40/17
Rt./Lt. Torso:	20	30/10
Rt./Lt. Arm:	16	21
Rt./Lt. Leg:	20	26

**Weapons and Ammo:**

Type	Loc.	Critical	
PPC	RT	3	7
AC/5	LT	4	8
Ammo (AC) 20	LT	1	1
Small Laser	H	1	.5



**Overview:**

The sight of BattleMechs lumbering across the terrain is a familiar one among the worlds of the Inner Sphere. Nevertheless, the sight of an AS7-D *Atlas* still manages to make even experienced MechWarriors break out in a sweat and brings the bitter taste of bile to their mouths.

The *Atlas* was designed as a last-ditch attempt to ensure the superiority of the Star League's Regular Army over the growing armies of the House Lords. It was an understandable reaction to the Cameron edicts passed from 2751 to 2761 by the High Council, which permitted the five Lords' to double the size of their personal armies. General Kerensky himself set down the specifications for the *Atlas*. He said that it should be "a 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

**Capabilities:**

Ugly and foreboding are two apt descriptions for the *Atlas*. Though some 'Mechs might be taller and heavier, none have the *Atlas*' aura. Considerable effort went into making the *Atlas*' weapons as visible as possible, giving an opposing MechWarrior plenty of opportunity to see that he is outgunned and to decide he is not being paid enough to die. Designers spent an entire year fashioning the head and cockpit to create a perfect merging of function and gruesomeness. The result was a complete success, and so MechWarriors nicknamed the *Atlas* "Death's Head".

The *Atlas* was the first 'Mech to mount such a large and devastating autocannon. Even though it carries only ten rounds for its Class 20 AC, the mere threat of such a large autocannon is often enough to send some 'Mechs scurrying. The weapon's only problem is that it lacks a cooling jacket and can overheat easily.

The *Atlas*' long-range missile delivery system is a unique design. Upon discovering that 20 launching tubes would not fit into the 'Mech's torso, the designers decided to install five tubes with a feed system that can shoot four salvos within ten seconds. The feed system is fairly reliable, and Techs need only worry about shielding the ammo from heat emitted from the nearby reactor. Reloading is quick, as each missile tube system has its

own ammunition clip. Completely loaded, the missile system can shoot twelve salvos of 20 missiles. The large aperture between the two missile systems may look like another weapon, but it is the omnicoupling, where power and coolant cables can be attached to start up or repair the *Atlas*.

The 'Mech's armor is thick, and the forward torso and legs are especially well protected. Someone once calculated that if a battalion of *Stinger* 'Mechs engaged an *Atlas*, the *Atlas* would retire for repairs an hour later, leaving only one *Stinger* still able to move.

The head is roomy enough to support a small dish antenna, giving the *Atlas* limited surface-to-space communications. When entering battle, the pilot can fold up the antenna and stow it in a protected portion of the *Atlas*' head.

The three medium lasers and short-range missiles make the 'Mech a good close-range fighter, while its internal structure gives the arms and hands enormous power. This has created many horror stories concerning *Atlases* and their ability to pick up medium-sized 'Mechs with one hand and fling them to the ground as though they there were mere toys.

The main drawback of the *Atlas* is its slow speed. Intelligent opponents will retreat before the forbidding machine, hoping either to draw it into tight quarters, such as a city or woods, or sucker it into water or mud. Once there, the *Atlas*' lack of mobility is compounded. If a company depends on an *Atlas* for fire support, then a wily enemy will hit and run, hoping to draw the swifter 'Mechs away from the slow *Atlas*.

**Battle History:**

The *Atlas* was first used against Stefan the Usurper. In the final battles to gain control of Earth's major spaceports, the *Atlas* was instrumental in securing beachheads to allow troops to land safely.

General Kerensky's second-in-command, General DeChavilier, spearheaded the final assault on the Usurper's last stronghold, the Imperial City. He continually exposed his *Atlas* to enemy fire, yet marched on as if the laser bolts, missiles, and cannon shells were nothing more than the annoying buzz of flies. When DeChavilier's *Atlas* pushed over the concrete outer wall surrounding the Imperial Palace, Kerensky headed for the Usurper's palace gates in his *Orion*.

Considering the *Atlas*' raw power, it is no wonder that Kerensky wanted all *Atlases* to accompany him into his self-imposed exile. Oddly, more than two-thirds of the pilots who refused to join him were *Atlas* pilots. Perhaps they felt that they could better their social standing by remaining in the Inner Sphere. The remaining *Atlases* and those still being produced on Hesperus and Quentin continue to inspire terror wherever they tread.

**Variants:**

With the passing years, it has become difficult to replace many *Atlas* parts, as most supplies have been destroyed or exhausted. The *Atlas* can use slightly different weapon designs, but they invariably decrease the size of the 'Mech's interior.

As for modifications, few Successor Lords have tried to tamper with success. Some have replaced the medium lasers on the 'Mech's hands with large lasers. This variant is only moderately successful, however, as the new lasers are unreliable when tied into the already-taxed battle computer.

**Notable 'Mechs And MechWarriors:****MechWarrior Rodney Van Kleven**

A member of the elite 6th Syrtis Fusiliers, Rodney Van Kleven is an aristocrat with the instincts of a democrat. Extremely personable, he is well-liked by everyone from fellow MechWarriors to the lowliest ship's cook.

On the battlefield, Van Kleven uses his *Atlas*, which he calls the *Boar's Head*, like a 100-ton scout. He stomps all over the field, creating general terror in the enemy lines and almost always overheating his 'Mech. He has won several land grants, but quickly loses the titles when his 'Mech overheats and shuts down on the battlefield.

**General of the Army Vasily Cherenkoff**

Commander of Lord Kurita's forces, Cherenkoff's *Atlas* is seldom in the vicinity of a raging battle. Preferring to park his red *Atlas* next to a mobile HQ, he uses it only in an emergency or when inspecting troops. The general is as abrasive as he is fat. The current joke among his troops is that the *Atlas* is the only 'Mech that can carry his weight, and that even *its* leg actuators groan under the strain.

**Mass:** 100 Tons  
**Chassis:** Foundation Type 10X  
**Power Plant:** Vlar 300  
**Cruising Speed:** 32.4 kph  
**Maximum Speed:** 54.0 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Durallex Special Heavy  
**Armament:**

- 1 Class 20 Autocannon
- 1 LRM-20 Missile System
- 4 Medium Lasers
- 1 SRM-6 Missile System

**Manufacturer:** Na'ir, Hesperus, Quentin

**Communications System:** Army Comm. Class 5

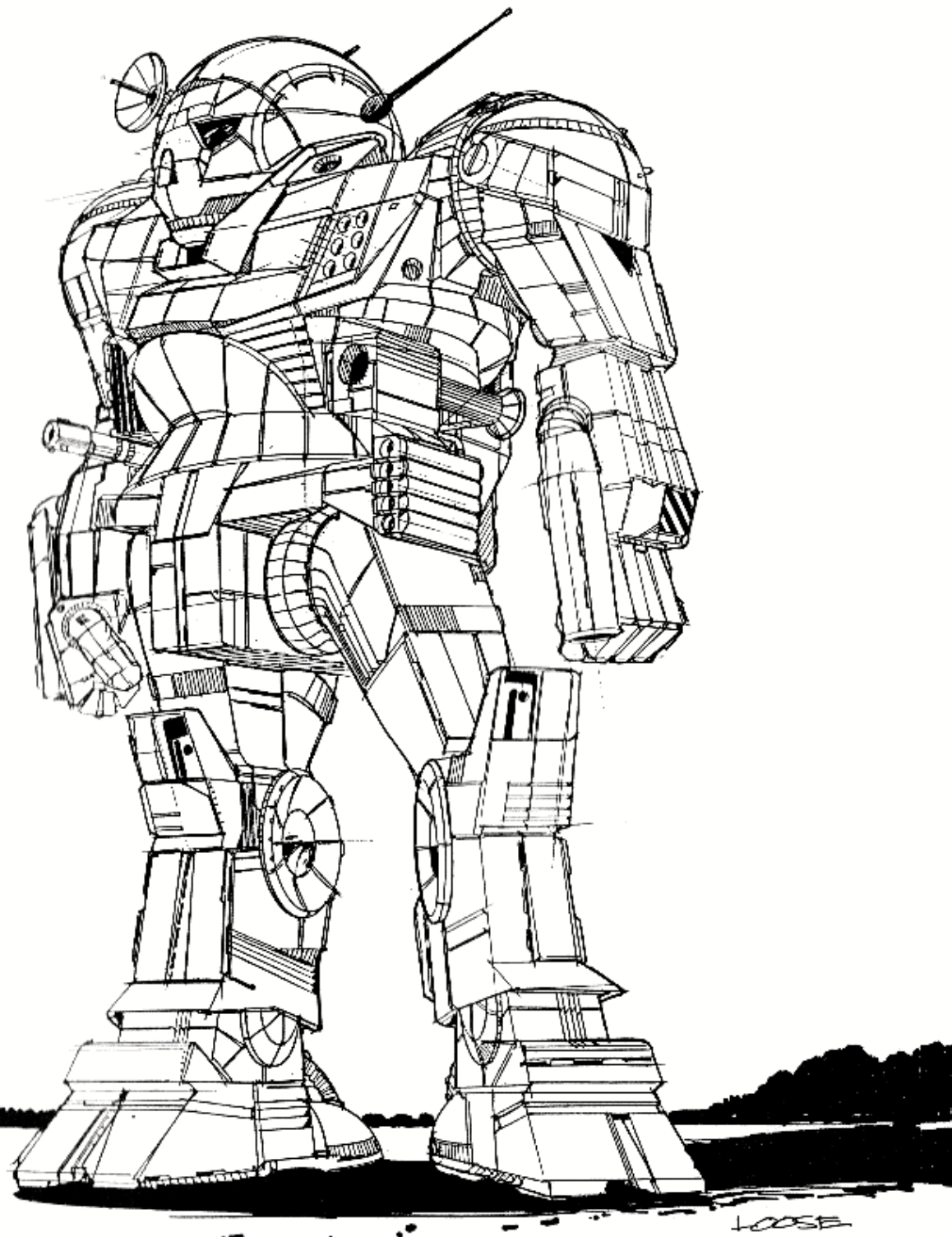
**Targeting And Tracking System:** Army Comp. Type 29K

Type:	<b>AS7-D Atlas</b>	Tons
Tonnage:	100 Tons	100
Internal Structure:		10
Engine:	300 Vlar	19
Walking MPs:	3	
Running MPs:	5	
Jumping MPs:	0	
Heat Sinks:	20	10
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	31	47/14
Rt./Lt. Torso:	21	32/10
Rt./Lt. Arm:	17	34
Rt./Lt. Leg:	21	41

**Weapons and Ammo:**

Type	Loc.	Critical	
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
LRM 20	LT	5	10
Ammo (LRM) 12	LT	2	2
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Med. Laser	CT (R)	1	1
Med. Laser	CT (R)	1	1
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1



LOOSE

# STG-A5 STINGER LAM

## Overview:

In 2680, the Star League military asked designers to engineer a series of 'Mechs that could fly as well as function as light ground 'Mechs. Due to the high cost of designing such a 'Mech, many top firms bowed out of the competition for the contract. By 2688, LexaTech Industries introduced the *Stinger* Land Air 'Mech (LAM) based on the old *Stinger* design.

Through a specially designed hydraulics system, the 'Mech could transform itself from a standard fighting 'Mech to an Air 'Mech, then to a light fighter craft. While some military scientists thought it a waste of funds, others believed it to be a unique weapon. Though never produced in large numbers, there are still many *Stinger* LAMs in service during the Succession Wars.

## Capabilities:

The *Stinger* LAM is the best of both worlds: a 'Mech with both firepower and speed, making it very useful for recon duty. In the Air 'Mech configuration, the 'Mech uses the GM ATO100 jet system, which produces high speeds. Though fast, it still maintains some heavy firepower capabilities. The *Stinger* LAM is considered a light 'Mech, as it weighs in at 30 tons.

The *Stinger* LAM's light armor is its primary weakness. Superior firepower can easily damage its internal systems, which could prevent a conversion in an emergency. Also, when transforming, most of the conversion systems are exposed, making a juicy target for enemy gunners. If it takes a hit during conversion, the *Stinger* LAM could be stuck half-converted, and rendered helpless.

## Battle History:

Before the Succession Wars, LexaTech Industries' facilities were located in Draconis Combine space. Thus, after the fall of the Star League, these facilities fell into the hands of House Kurita. Several planetary garrisons in the Federated Suns and the Lyran Commonwealth also possessed several *Stinger* LAMs. Because of their unique nature, many of these 'Mechs worked in raiding or commando units. Their ability to take off from a DropShip as a fighter, land, and convert into a BattleMech made them highly desirable.

In 2840, at the Battle for Hanser's Ford, elements of House Kurita engaged House Davion units on the planet Proserpina. The Draconis forces used two full lances of LAMs, consisting primarily of *Stinger* LAMs, to lead their defensive action. These fighters flew through the enemy garrison and landed behind Davion lines, where they converted into 'Mechs. House Davion was forced to pull several of their front-line units, including elements of the Deneb Light Calvary, to track down the two lances. As soon as they were cornered, the *Stinger* LAMs converted and flew away. The Draconis 'Mechs continued these actions, which tied down Davion forces for several days and altered the outcome of several engagements on the planet.

House Steiner made a raid on Shiloh within the Free Worlds League in 2955. In the battle of Randersville, Steiner forces found themselves pinned while trying to regain control of a supply cache within the city. In a bold move, several of the Arcturan Guards' *Stingers* took off in the fighter mode and landed in the center of the city. Then, they converted to the 'Mech mode and searched for the cache. After taking the supplies, the 'Mechs converted to Air 'Mech mode and blasted their way through Marik lines. Though losses were heavy, the supplies retrieved by the *Stinger* LAMs more than compensated for the damage.

In 3020, House Davion ordered a recall of all LAMs and their pilots for reassignment. Most are presently at the Fulker Military Academy, where they are in training for close support and deep raiding missions. Military tacticians speculate that the LAMs will be reassigned to the Davion Guards. Rumors abound that House Kurita is also reorganizing its LAMs into elite raiding units.

## Variants:

The *Stinger* LAM STG-10 is found primarily in the Draconis Combine. This heavily armored 'Mech has one head-mounted Magna medium laser and two Martell small lasers on the arms/wings. Though somewhat difficult to manage in flight, this 'Mech does offer better protection to both its pilot and its vital systems.

## Notable 'Mechs and MechWarriors:

### Harvard Willis

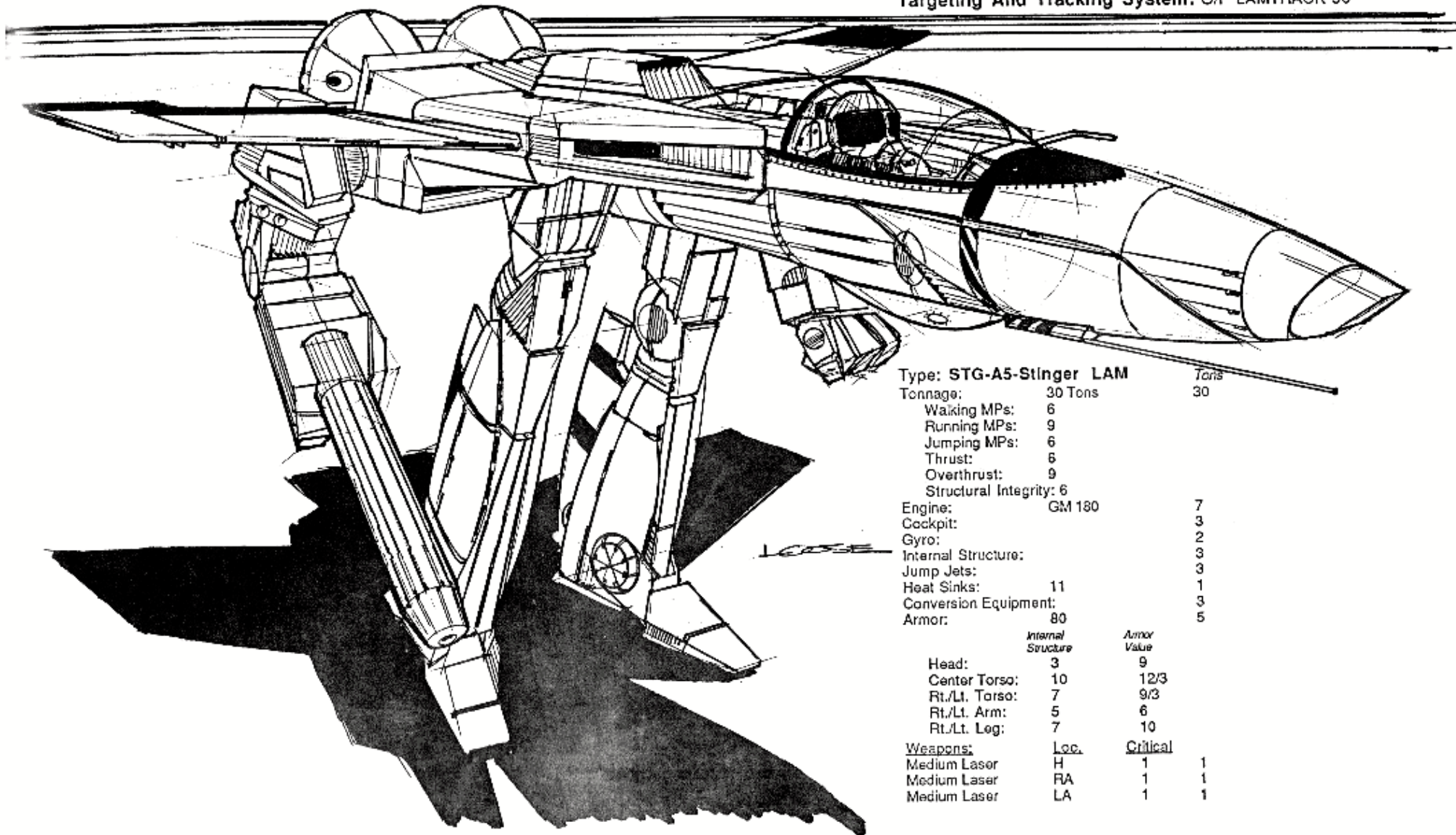
Harvard is a MechWarrior for House Kurita's Legion of Vega. He led several successful raids during his career, and nearly lost his life in the Battle for Hoff while engaging elements of House Davion. During the battle, his 'Mech was severely damaged, and it spent the better part of a year in repair. His heroic actions earned him a promotion and the leadership of Kurita's training program for LAM pilots. Most MechWarriors consider him eccentric but very amiable.

### Simon Temmlin Rastler II

Simon is currently a member of House Steiner's Skye Rangers. His father participated in the daring Steiner raid during the Battle for Shiloh, and, for the most part, Simon has ridden on the coattails of his famous father. Most officers consider Simon a pilot whose fighting prowess is based on luck rather than tactics. His family's large estate supports his *Stinger* LAM, which is in almost perfect condition, despite the scarcity of LAM parts.



**Mass:** 30 tons  
**Chassis:** LexaTech 300  
**Power Plant:** GM 180  
**Jet Propulsion System:** GM ATO 100  
**Cruising Speed, Ground:** 64.8 kph  
**Maximum Speed, Ground:** 97.2 kph  
**Cruising Speed, Air:** 1080 kph  
**Overthrust Speed:** 1620 kph  
**Armor:** Riese-100  
**Armament:**  
 3 Magna Medium Lasers  
**Manufacturer:** LexaTech Industries  
**Communications System:** O/P 900  
**Targeting And Tracking System:** O/P LAMTRACK 50



**Type: STG-A5-Stinger LAM**

	Tons	
Tonnage:	30 Tons	30
Walking MPs:	6	
Running MPs:	9	
Jumping MPs:	6	
Thrust:	6	
Overthrust:	9	
Structural Integrity:	6	
Engine:	GM 180	7
Cockpit:		3
Gyro:		2
Internal Structure:		3
Jump Jets:		3
Heat Sinks:	11	1
Conversion Equipment:		3
Armor:	80	5
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	10	12/3
Rt./Lt. Torso:	7	9/3
Rt./Lt. Arm:	5	6
Rt./Lt. Leg:	7	10
<b>Weapons:</b>	<b>Loc.</b>	<b>Critical</b>
Medium Laser	H	1 1
Medium Laser	RA	1 1
Medium Laser	LA	1 1

# WSP-105 WASP LAM

## Overview:

After the initial success of the *Stinger* LAM, many other manufacturers jumped on the bandwagon, purchasing several different classes of 'Mechs upon which to construct conversion systems. Many firms developed conversion systems for the *Wasps*, but the conversion process hampered the accuracy of the *Wasp's* weapons systems, making them either inaccurate or inoperable. Finally, Dr. Katherine Piscalla joined the Harvard Company staff as lead engineer on the LAM program. Her design for a conversion system was a stunning success. Within two years, she managed to develop a *Wasp* LAM that passed field testing by the armed forces of the Star League.

## Capabilities:

The *Wasp* LAM can convert faster than any other LAM, making it a highly coveted product. When the Succession Wars erupted, most of Harvard Company's plants were reduced to rubble. General Kerensky took with him a large number of *Wasp* LAMs when he vanished from the Inner Sphere. As others were stationed at remote garrisons within the Star League, almost every house in the Successor States also seized a few.

The only real difference between the *Stinger* and *Wasp* LAMs rests with the *Wasp's* weaponry system. Armed with a Martell 200 high-energy medium laser and one Holly SRM rack, the *Wasp* LAM is a threat to many light 'Mechs. Its armor placement is identical to that of the *Stinger* LAM, except that the *Wasp* LAM's emergency ejection system ejects the pilot backwards, through the back of the 'Mech's head, instead of upward. This system is rather unreliable, however, and a number of pilots have died using it. The attack and recon capabilities of this 'Mech are well documented, and it moves quickly in both fighter and 'Mech mode.

## Battle History:

*Wasp* LAMs served in many battles during the First Succession War, which drastically reduced the availability of these 'Mechs. In 2891, the battle for Lablon along the Steiner/Kurita border brought attention to this 'Mech.

Spies from House Steiner discovered that Kurita forces were massing several LAMs to take control of Lablon. Because these 'Mechs were adept at outmaneuvering battle formations, House Steiner moved quickly against the LAM unit. In a series of desperate raids, Steiner forces succeeded in pinning down the LAMs, which delayed by several months Kurita plans to control Lablon.

Wanting to add to their LAM forces, House Liao paid well for information that House Davion had several *Wasp* LAMs in for repairs on the planet Lee. Hoping to capture these 'Mechs, House Liao mounted a deep raid to Lee in 2943. Tipped off by a Davion double agent, the *Wasp* LAMs were fully repaired and ready for battle when the Liao forces arrived. The Liao DropShips were totally surprised to meet the LAM welcoming committee, and fled home quickly.

Kurita replaced its fighter force on Capra with a contingent of *Wasp* LAMs from the Dieron Regulars. In 3017, Davion recon forces studied the world and detected no fighters on the landing fields. Thinking that the planet had no air defense, Davion DropShips descended with little fighter cover. Suddenly, their DropShips were confronted by no less than 15 LAMs, most of which were *Wasp* LAMs temporarily assigned to the Regulars. The Davion forces were held at bay for some time, and were eventually repelled. This was the largest unit made up solely of LAMs to be employed in combat.

## Variants:

The only known variants of the *Wasp* LAM (WSP-105 LAM-) were the original prototypes built by Harvard Company. Many of these were scrapped long ago due to their conversion difficulties. Despite the variant's problems, House Liao currently has a few different versions of the *Wasp* LAM.

## Notable 'Mechs And MechWarriors:

The raid on Capra made heroes of its LAM MechWarriors that piloted the LAMs. Most of the prominent pilots of this 'Mech are attached to House Kurita.

### Sharon Dorsee

Recently reassigned to the Pasht Regulars after her duty on Capra, Sharon is one of the few MechWarriors who is both an AeroSpace Pilot ace with eight kills and a MechWarrior ace with over 13 kills. She was hurt badly in her last duty on Capra, after she tangled with a *Wasp* *hammer*. Both she and her 'Mech spent nearly a year recuperating.

### Lieutenant Mandrake Matherson

Lieutenant Matherson was the leader of the Twelfth Air Lance of the Dieron Regulars on Capra. In several major skirmishes on that world, he proved himself to be a brilliant warrior by using his Air 'Mech configuration to the fullest advantage. While he lacks certain aerospace skills, he was given command of the Twelfth Air Lance due to his performance on Capra. His *Wasp* LAM is in perfect condition, and was recently refitted with armor plating from a Star League bunker on Galtor. This new armor is stronger and more effective than any in the Successor States, and he considers it an honor to have it tested on his 'Mech.



# PHX-HK2 PHOENIX HAWK LAM

## Overview:

Prior to the fall of the Star League, many firms experimented with the LAM concept. Allied AeroSpace Inc. began two such research projects, one involving the *Shadow Hawk* and the other involving the *Phoenix Hawk*. The *Shadow Hawk* tests proved to be a costly failure. The sheer size of the 'Mech made it too difficult to convert. In 2830, the firm abandoned these tests to concentrate on converting the aerodynamic *Phoenix Hawk*.

Within two years, the LAM version of the *Phoenix Hawk* was completed and sold to the Star League Regular Army. At nearly twice the size of the *Wasp* and *Stinger* LAMs, already being marketed through the Inner Sphere, it was the largest LAM to be manufactured.

The 'Mech was not without faults. Its fighter landing gear did not respond well, due to the bulky conversion equipment. Even a minimal amount of damage could be fatal if it prevented the landing gear from lowering. Although some corrections were made, the problem was not resolved before the fall of the Star League. Most of the *Phoenix Hawk* LAMs still operative have this fault.

## Capabilities:

The sheer size of this Land-Air 'Mech makes it stand out from those previously produced. Though manufactured in small numbers, it is still regarded as a major breakthrough in conversion technology. Unfortunately, since the fall of the Star League and the bombing of the Allied facilities, this technology has become lost.

Armed with an Amsterdam 120 large laser, this the model would seem to be well protected. However, three months before the fall of Star League, the Amsterdam series of lasers underwent a major recall due to overheating difficulties. As almost no lasers were replaced, most *Phoenix Hawk* LAMs have overheating problems with this weapons system.

The *Phoenix Hawk* LAM's support fire capabilities make it a worthy opponent in all its configurations. The Hartford S2000 targeting system can coordinate the twin medium lasers (Maxums) and the Sperry/Browning machine guns into a number of multi-systems fire combinations. The net result is more firepower to wherever the pilot wishes.

Finally, the *Phoenix Hawk* LAM is the only Land-Air 'Mech with armor that protects the actuators during the delicate conversion process. Though this protection is minimal, it is better than none at all.

## Battle History:

Of the five major Houses, House Marik has the most *Phoenix Hawk* LAMs. This is because when Star League fell, Marik forces discovered that a major supply depot on Bordon contained the bulk of Allied AeroSpace's Land-Air 'Mech program. Although other houses strip down damaged LAMs to support functional ones, the Free Worlds League has its own storehouse of supplies.

Until recently, LAMs were rarely concentrated into any significant force. However, the actions of a single *Phoenix Hawk* LAM may provide some idea of this 'Mech's potential.

In 2938, Lieutenant Leesa Dobbins of House Marik took her *Phoenix Hawk* LAM into orbit over Fletcher, where House Liao was making some minor advances. While in the fighter mode, she signaled that her fighter was out of fuel and near the approaching DropShips of House Liao. In reality, this was only a ruse to fool the Liao attackers. Several Liao AeroSpace Fighters took her in tow as she claimed the right of surrender. Then, much to their surprise, her fighter converted to a Battle-Mech as it was about to enter the DropShip. Keeping under the fire elevations of the ship, she damaged the vessel's engine systems at point-blank range. Liao fighters dove on her, but they tore up more of the DropShip than the LAM. She was the first MechWarrior attributed with taking out a DropShip singlehandedly.

Several *Phoenix Hawk* LAMs owned by House Davion took part in a raid on the Liao world of Tybalt during the summer of 2977. Their maneuverability and firepower made them prime recon units. They raided the areas behind the enemy forces, and, when Liao forces engaged them, they flew away. In the battles for the Turland Highlands of Tybalt, this series of LAM showed its worth as both air support and battlefield fighter.

In a bold move against the Steiner-held world of Suk, House Kurita sent several *Phoenix Hawk* LAMs to raid the planet. Unfortunately for the Draconis Combine, the defenders were armed with weaponry that had long-

distance capabilities. The LAMs were wiped out almost to the last 'Mech. This greatly reduced the number of *Phoenix Hawk* LAMs within the Draconis Combine, but House Steiner gained a treasure chest of new replacement parts for their few LAMS.

## Variants:

The only known variant of this 'Mech is a Marik version that replaces the large laser with a Holly LRM. The machine gun systems have also been removed.

## Notable Mechs and MechWarriors:

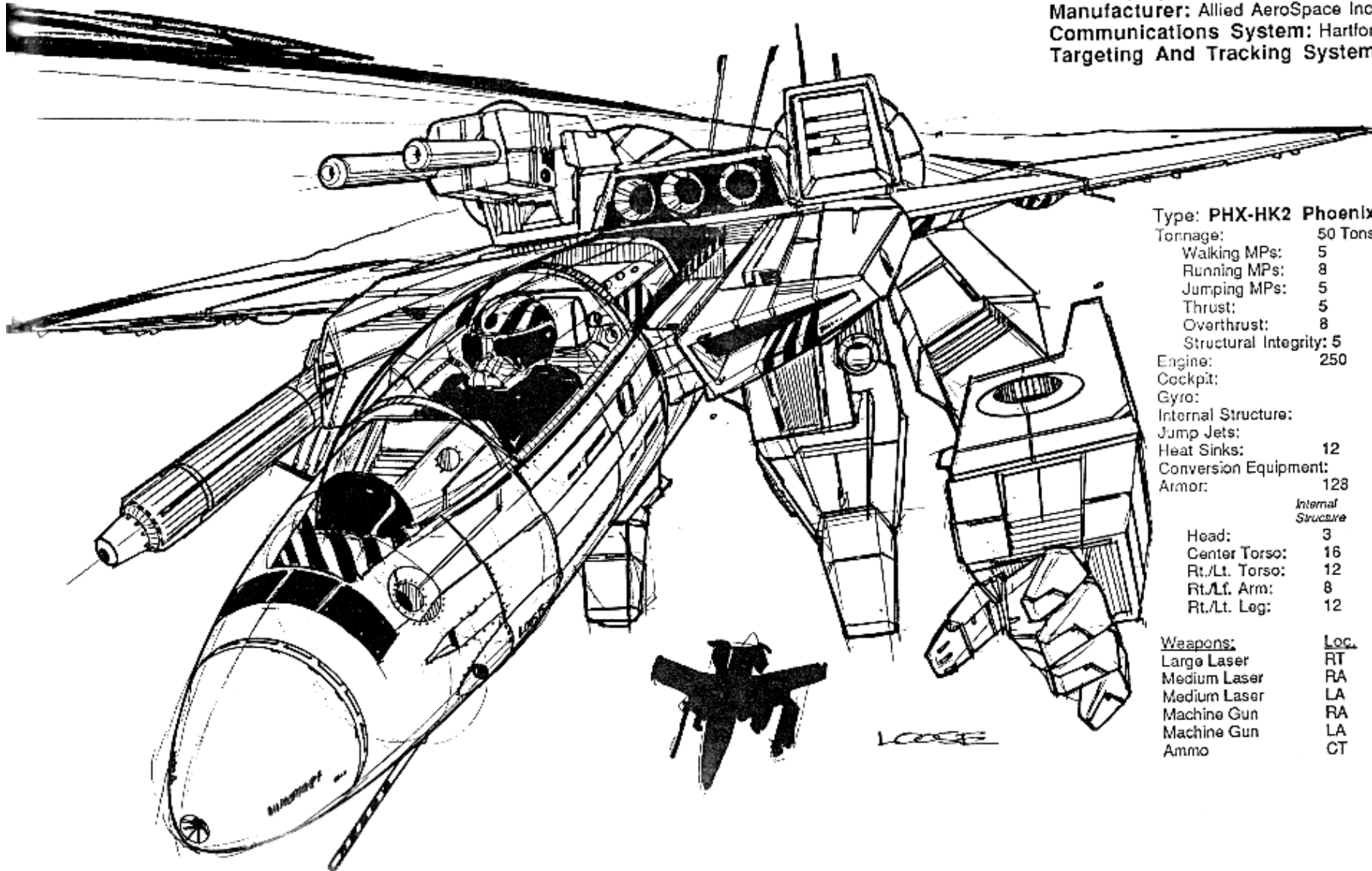
### Lieutenant Albert Amdecker

Amdecker was a Kurita AeroSpace Pilot prior to the battle for Suk in 3017. He was the sole survivor of his air lance and one of the few to survive the assault on the world. For his actions and observations on that world while under enemy rule, he was promoted to Commander of the 14th Air Lance, Seventh Regiment in the famous Sword of Light. Amdecker's *Phoenix Hawk* LAM is badly damaged and cannot convert into fighter mode until he receives replacement parts for a damaged left arm actuator.

### Lieutenant Howard Doodlebury

Lieutenant Doodlebury is currently assigned to House Davion's Syrtis Fusiliers 8th Regiment, and commands its Tigershark AeroSpace Lance. His actions on such worlds as Hoff, Royal, Harrow's Sun, and Breed have earned him a reputation as one of the most skilled LAM pilots alive. He is a master at converting while under fire and at making the most of each mode. He changes his LAM's mode often to confuse inexperienced MechWarriors on the battlefields.

**Mass:** 50 tons  
**Chassis:** Dort 100  
**Power Plant:** Allied 250  
**Jet Propulsion System:** Allied AVRTEch 125  
**Cruising Speed, Ground:** 54.0 kph  
**Maximum Speed, Ground:** 86.4 kph  
**Cruising Speed, Air:** 900 kph  
**Overthrust Speed:** 1440 kph  
**Armor:** Durallex Light  
**Armament:**  
 One Amsterdam 120 Large Laser  
 Two Maxum 50 Medium Lasers  
 Two Sperry/Browning Machine Guns  
**Manufacturer:** Allied AeroSpace Inc.  
**Communications System:** Hartford J25 A  
**Targeting And Tracking System:** Hartford S2000

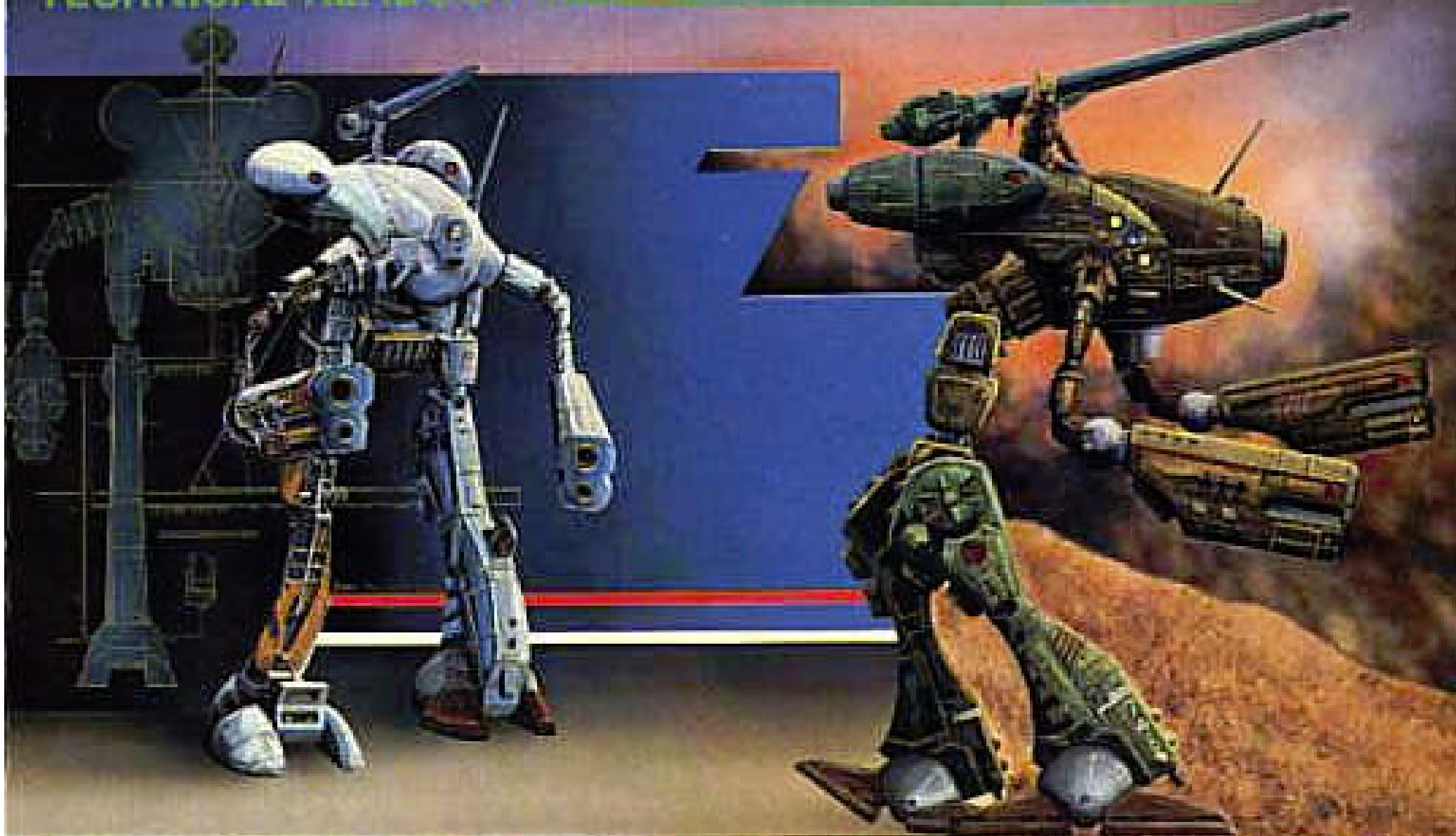


Type: PHX-HK2 Phoenix Hawk LAM			Tons
Tonnage:	50 Tons		50
Walking MPs:	5		
Running MPs:	8		
Jumping MPs:	5		
Thrust:	5		
Overthrust:	8		
Structural Integrity:	5		
Engine:	250		12.5
Cockpit:			3
Gyro:			3
Internal Structure:			5
Jump Jets:			2.5
Heat Sinks:	12		2
Conversion Equipment:			5
Armor:	128		8
	Internal Structure	Armor Value	
Head:	3	6	
Center Torso:	16	23/5	
Rt./Lt. Torso:	12	18/4	
Rt./Lf. Arm:	8	10	
Rt./Lt. Leg:	12	15	
<b>Weapons:</b>	<b>Loc.</b>	<b>Critical</b>	
Large Laser	RT	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5
Ammo	CT	1	1

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