

BATTLETECH

THE BOARD GAME OF ARMORED COMBAT

TECHNICAL
READOUT:



3



0



6



3



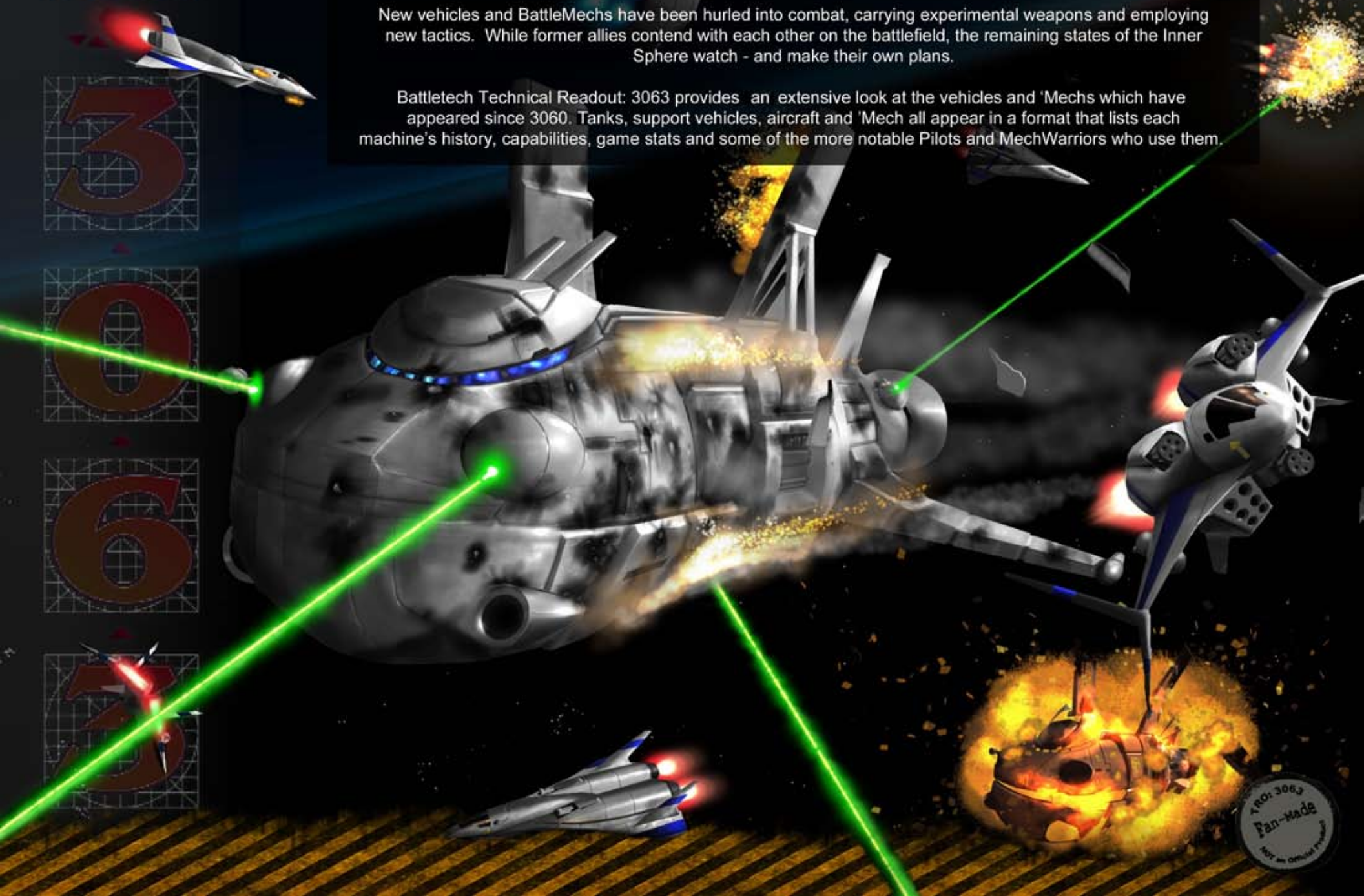
TECHNICAL READOUT:

The Successor States united to defeat Clan Smoke Jaguar and halt the advance of the Warriors of Kerensky. With the removal of that threat, the Great House's detente has also come to an end. Tensions have escalated into conflict in the St. Ives Compact, civil war in the former Federated Commonwealth and invasion of the Draconis Combine.

Will the downward spiral soon reach its inevitable conclusion? Or is there more bloodshed to come?

New vehicles and BattleMechs have been hurled into combat, carrying experimental weapons and employing new tactics. While former allies contend with each other on the battlefield, the remaining states of the Inner Sphere watch - and make their own plans.

Battletech Technical Readout: 3063 provides an extensive look at the vehicles and 'Mechs which have appeared since 3060. Tanks, support vehicles, aircraft and 'Mech all appear in a format that lists each machine's history, capabilities, game stats and some of the more notable Pilots and MechWarriors who use them.



T E C H N I C A L
R E A D O U T

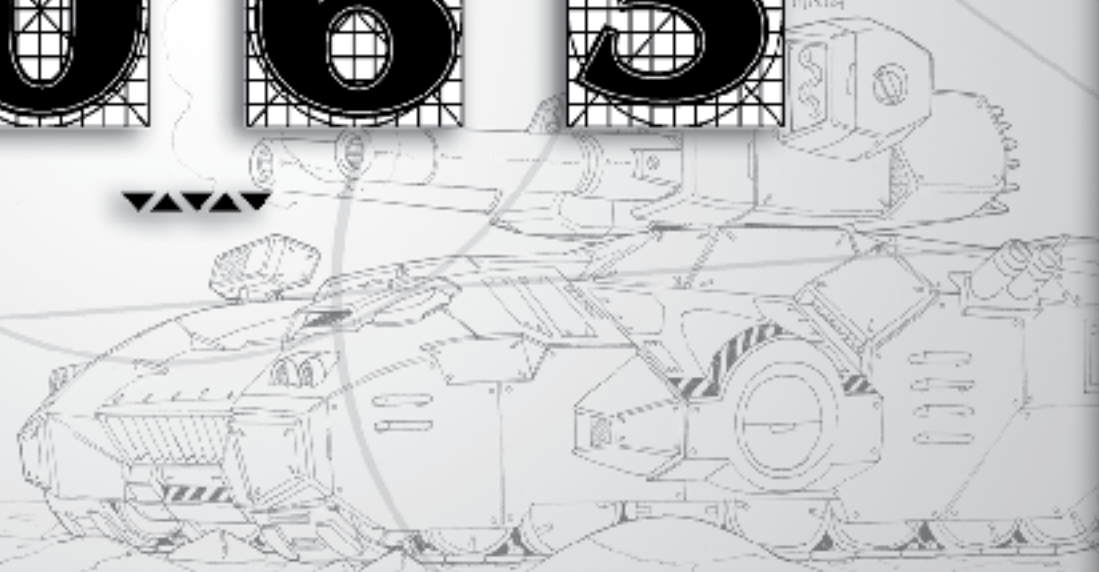
▼▼▼

3

0

6

3



Technical Readout Introduction	6	Sarpedon	90	Werefox Petain	176
Draconis Combine		Striker II	92	Percival	178
Vehicles		Hammerhead II	94	BattleMechs	
BU-20a	10	Bengal	96	Commando	182
BARS	12	Diomedes	98	Blackjack	184
Tomahawk	14	Zhukov Mk II	100	Praetorian	186
Revenant	16	BattleMechs		Bandersnatch	188
Katana	18	Vulcan	104	Durendal	190
Nemera Mk XI	20	Vulcan II	106	Periphery States	
Sher Khan	22	Anvil	108	Vehicles	
Merkava Mk XVII	24	Guillotine	110	Oculus	194
Crinos I	26	Black Knight	112	Flagstaff III	196
Sabra XIII	28	Thug	114	Centaurus	198
BattleMechs		Capellan Confederation		Velite	200
Sentinel	32	Vehicles		Diatryma	202
Daimyo	34	Feng-naio	118	Zephyrus	204
Trebuchet	36	Xue-Diao	120	Werewolf	206
Scorpion II	38	CM-33	122	Uragan	208
Gallowglas	40	San-Ku-Chu	124	Sounder	210
Privateer	42	Jian	126	Pizarro	212
White Knight	44	Quiang-Ton	128	Auroch	214
Lyrn Alliance		Guandao	130	BattleMechs	
Vehicles		Dao	132	Death Incarnate	218
Ural	48	Foxhound	134	Catapult	220
Kangaroo	50	Xuan Wu	136	Thunderbolt	222
Panzerfaust	52	BattleMechs		Forge	224
Panzer X	54	Spector	140	Comstar	
Panther	56	Griffin	142	Heirax	228
Stingray	58	Battleaxe	144	Champion	230
Montgomery II	60	Cataphract III	146	Word of Blake	
Panzer IX	62	Culverin	148	Aurora	234
BattleMechs		Privateer	150	Claymore	236
Isometrus	66	Federated Commonwealth		Champion II	238
Cobra	68	Vehicles		Mercenaries	
Centurion	70	Dragonfly	154	Harbinger	242
Nightsky	72	Cheyenne III	156	Hessian	244
Griffin	74	Machete	158	Jenner	246
Vagabond	76	Churchill Mk XX	160	Nimravus	248
Fafnir	78	Pershing	162	Argus	250
Free Worlds League		Roland Omnitank	164	Battlemaster	252
Vehicles		Werefox AAV	166	Index	254
Ocelot II	82	Werefox AAV II	168		
Mastodon	84	Werefox Charlemagne	170		
Horatio	86	Werefox D'Artagnan	172		
Jaguar	88	Werefox Martel	174		

Credits

- Writing -

John Baker
Geoffrey Butler
Steve Satak
Paul 'Skiltao' Skowronek

- Additional Writing -

Mike 'Cray' Miller
Matthew 'Mechrat' Stewart

- Production Editing -

Steven Satak
John Baker

*** Production Staff ***

- Art Direction -

Eric 'Eriance' Ou
Steve Satak

- Cover Art -

Chris Daranouvong
William S. Burt
Anthony Scroggins
Chris Seymour

- Cover Design -

Vadim Antonov
William S. Burt

- Layout -

William S. Burt

- Illustrations -

Jeffrey Agussoekarno
Vadim Antonov
David Carlisle
Chris Daranouvong
David Dryburgh
Chris Duke
Stephen Huda
Alex Iglesias
Jim Lafferty
Lee Madison
Karl Olson

Eric Ou
Jeremy Pea
Matthew Plog
Dave Reynolds
Anthony Scroggins
Chris Seymour
JP Sphagnum
Chris Sumner
Ian Stead
Mike Sullivan
JJ Tarujarv
David White

- Proofreaders/Design Editors-

John Baker, Daniel Brditschke, Troy Cowell, Douglas Gatto, Donald Hawkins, Jeff Kamper, Henry Meyer, Paul Skowronek, Eric S. Smith, Matthew Stewart and many others.

- Playtesters -

John Baker, Peter Chadfield, Neil Evans, Chris Rankin, Dorian Sherrat, Helen Troy, Mark Walsh.

Special Thanks

To John Baker, Geoffrey Butler, Paul Skowronek and 'Bad Syntax', whose dedication to this TRO made it possible. You will never know just how much they lifted the overall quality of the finished product. It was their effort, attention to detail and intimate knowledge of the BattleTech universe which allowed us to approach a 'professional' level of writing.

To Vadim Antonov, whose fascination with the hobby produced reams of new designs and whose desire to see fresh vehicles in the game brought this book into being. His designs dominate this TRO.

To Eric Ou, whose initial contributions to the TRO began with stellar art. He, Stephen Huda, Anthony Scroggins and David White raise the standard for fan-produced BattleTech game publications.

To Mike Miller, Materials Engineer and BattleTech science guru. No matter how many times I grabbed your attention with an arcane question about population, technology, science or the art of war, you always came through quickly with answers that made sense. Thank you.

And to my wife Rosalia and my son John, who have patiently endured Dad's obsession for the past five years...

© 2012 Steven Satak. All Rights Reserved. Classic BattleTech, BattleTech, 'Mech, BattleMech and MechWarrior are copyright and/or registered trademarks of The Topps Company, Inc in the United States and other countries. Catalyst Game Labs is a trademark of InMediaRes Productions, LLC.

In case any of you missed it, this is a fan-made book and has no association or approval, implied or otherwise, from Topps, InMediaRes or Catalyst Game Labs. No challenge to their trademarks, copyrights or other intellectual property is implied. Got it?

No part of this work may be altered or sold for profit, nor otherwise circulated in any form other than that in which it is published (unless you want to print out a single paper copy for your personal use only).

Published by Steven 'Centurion13' Satak
7300 Blackbird Drive NE • Bremerton, WA 98311

Be sure to get the TRO:3063 Record Sheets (a separate file) so you can use these machines in your next game!
Find us online at: <http://battletechreader.blogspot.com/>

TECHNICAL READOUT: 3063

As I write this introduction, hostilities inside the former Federated Commonwealth have nearly completed a new and violent phase. Some say this was inevitable, that two Houses separated by centuries of competition could not be made one in a mere forty years. Others claim the split was due to the same thing which sparked its founding – two strong egos whose desire to rule overrode every other consideration. As is often the case, the real answer is somewhat more complicated, but the result is the same.

This Readout does not present a 'slice' of the current state of the art, but rather a panoramic view covering seven to eight years of development that culminates in 3063. After all, building new war machines takes time and planning, and the reasons behind a machine's genesis are often as instructive as the technical specifications themselves.

There will be some familiar faces among the forty-three BattleMechs presented here; others will be new. They range from military attempts to bridge gaps in tactical capability to corporate efforts to make room in the warehouse by using up old stockpiles. All have been selected to showcase new doctrine, new threats and new trends in 'Mech development.

The 3058 report by Demi-Precentor Merle Jimmus remains the authority on vehicle upgrades, and so this document has been limited to entirely new aircraft and AFVs ranging from seven-ton VTOLs and gun carriers up to the very latest in assault platforms.

This Technical Readout will not contain information on Clan equipment. The Clans may decide that 3064 is a good time to challenge our new Star League – House leaders are distracted by the Civil War, and we are certain that the latest generation of Clan warriors is eager to try itself in combat. Indeed, the Ghost Bears have already made several incursions into the Draconis Combine. However, the majority of hostilities are within the Inner Sphere and so that is our focus.

As of December 3063 the military units of at least three Great Houses are mobilized and in a state of high readiness. It is brother against brother with no peace in sight. Our Blessed Order would be well-advised to remain clear of this conflict - as the Blessed Blake once said, it is a wise man that stays clear of a dog fight, lest he find himself facing two angry dogs.

Hassan al-Tariq
Adept XIV sigma
ComStar's Focht War College on
Tukayyid
1 June, 3064

INNER SPHERE VEHICLES

Over the centuries, each House has streamlined its production facilities to accommodate a minimum number of variations of machines serving as main battle tanks, while increasing the available types of scouts, troop transports and fire support vehicles. This strategy reduced the most important facilities' vulnerability to the mass destruction which was so common during the First and Second Succession Wars. As a result of this consolidation, nearly every House had access to the same types of vehicle as every other House. The Clan Invasion reversed this process. The Inner Sphere states began ordering new types of vehicles that took advantage of experimental weapons and chassis. Information exchange between the realms dropped to nearly zero, however, with each House insulating itself from the others in an effort to tailor its own forces to the needs and doctrines of its military as well as countering the tactics of the invading Clans.

Now a new period of warfare has engulfed the Inner Sphere. Serious fighting has broken out between units loyal to Victor Steiner-Davion and those determined to follow his sister, the Archon Katherine Steiner-Davion. Clan Ghost Bear has invaded the Draconis Combine. The uneasy peace between House Marik and the Capellan Confederation has come to an end. Most Great Houses have already assigned existing facilities to produce their new designs. They stall for time while factories gradually manufacture each new line of machines. The Draconis Combine went in a different direction: it created an entirely new factory complex, buried deep in the Dragon's realm and dedicated to producing a wide variety of fighting vehicles.

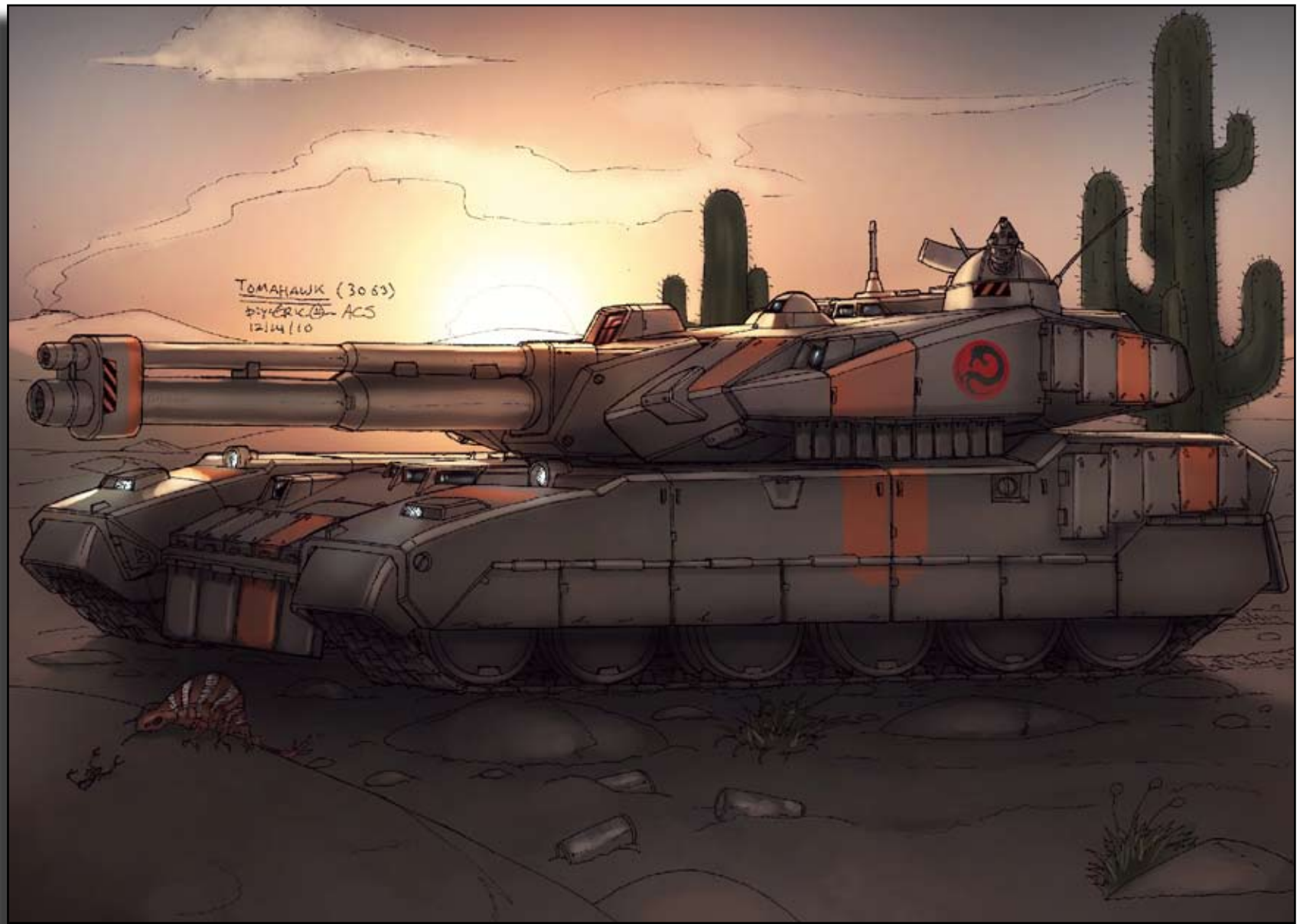
INNER SPHERE 'MECHS

No longer effective on most battlefields, the war machines of 3025 were consumed in droves as they struggled to halt the Clan advance. In the aftermath of the Clan Invasion, House military Research and Development (R & D) kicked into high gear. New designs were produced, tested, manufactured one by one and sent to the front lines. As the arms race accelerated, new developments in weapons, engine, armor and structure overtook existing designs with ever-increasing speed. 'Mechs and other tools of war became nearly obsolete after only a few years of service. In all cases, the regular turnover of technology threatened to become a serious drain on production capacity.

At first, Houses were content to refurbish old designs, recreating them with improved armor and weapons. But as technology matured, the Great Houses were compelled to mass-produce the latest fruits of R & D. This often resulted in production lines standing still as each realm strained to revamp existing infrastructure and re-train personnel. Even as they took factories off-line, each House still fought to maintain its footing against the Clans, quell internal strife and deal with rising border disputes.

One final note: many of the factories that produce these BattleMechs have become the focal point of hostilities. War is highly disruptive; it may be that only a handful of certain designs will actually reach the marshaling yards before assembly lines grind to a halt.

DRACONIS COMBINE VEHICLES



DRACONIS COMBINE VEHICLES

DRACONIS COMBINE

In 3058, the Draconis Combine was preparing for an invasion of Clan Smoke Jaguar territory. Theodore Kurita knew this effort would require many of his existing BattleMech regiments and quite a few conventional forces as well. Despite the Star League's determination, he knew there was a chance the military venture might fail. They were attempting to destroy or drive out an entire Clan (a "Trial of Annihilation" in their terms). Though unlikely, it was possible the war could go badly if a fellow Clan decided at the last moment to side with the Jaguars. Despite the deployment of numerous other House units to Combine space, the initial combatants - all Kuritan - might be lost if things went poorly. Thus Theodore Kurita instructed his generals to begin reinforcing the Combine's remaining military equipment.

Because time was short and Combine industry was already committed to other projects, he chose to focus on relatively inexpensive conventional machines rather than costly BattleMechs. These reinforcements would hold the line while their more sophisticated brethren were off fighting the Clans. If the battle went well, the Kuritan elements of a victorious Star League would remain free to engage in further action against other Clans. If the war went badly, Combine worlds would not be defenseless when the subsequent counterblows fell. The DCMS commissioned new designs for two reasons.

First, the wide array of current vehicle types would make it difficult to quickly establish supply depots on the worlds reclaimed from the Clans. Transporting an entire depot to a forward area requires more logistical support than even the mighty Combine's merchant fleet could provide. Centuries-old BattleMechs might justify the cost, but a drive train designed during the Second Succession War did not.

Second, it was time to make a renewed effort at incorporating rediscovered technology into tanks and other conventional weapons. Many vehicles were the same type fielded by other House militaries and key components were manufactured outside Kuritan space. Such machines were a known quantity. As one senior DCMS officer was heard to comment, it was "like playing poker with most of the cards in your hand exposed to the other players". One of the most valuable lessons Theodore Kurita took from the War of 3039 was that the ability to bluff can be a critical asset on a battlefield.

Production

In order to simplify logistics, the Coordinator decided that all of the new designs would be built in the same location. As no such 'megaplant' existed, the Combine simply built one. New Samarkand Metals and Bulldog Enterprises were selected to establish an entirely new manufacturing complex on the world of Macksburg, one run by men who were young and full of ideas. They would need to be. In 3058 they took the lead and, along with other engineers from around the Combine, began construction of 'Gravitogorsk'. This facility would be all-encompassing, starting at the mines and ending in the gigantic underground storage facilities where final products would be kept ready for shipment offworld. It would not be an easy task.

Situated in the Pesht Military District, Macksburg is a world slightly smaller than Terra but richer in metal resources. It is home to several million citizens who have welcomed the boost to their economy. Due to the planet's pronounced axial tilt, Macksburg experiences temperature swings which generate very strong monsoons, some with winds in excess of one hundred fifty kilometers per hour.

Macksburg would have been plundered long ago but for its weather patterns, which forced most corporations to move on after a few years of dealing with the wind. There are only two months in a 'Burg' year where dropships may descend to the surface in reasonable safety. This posed problems with the New Samarkand-led conglomerate as well, but backed by the Coordinator's deep pockets and an iron will they plunged ahead. Four years passed while they dug the mines and tooled machinery for a facility capable of producing the new designs.

By then, the Smoke Jaguars had been destroyed. Some few hundred of the new machines were ready to field in early 3063, but were not deployed due to a lack of transportation. Theodore Kurita chose instead to use his merchant and military starships to move existing units into areas bordering a Federated Commonwealth on the brink of civil war. As the massive movement of men and materiel commenced, the Draconis Combine suddenly found itself facing an invasion by an enraged Clan Ghost Bear. Torn between two widely-separated fronts, the Dragon suffered defeat in battle after battle while new armored fighting vehicles sat idle in huge underground 'tank parks', waiting for transport off-world. When DCMS DropShips did arrive in late 3063, the fires of war still burned along the Draconis March and the new machines slowly began to leave their windy home for the front lines.

BU-20A AMMO CARRIER

Mass: 30 tons

Movement Type: Tracked

Power Plant: 120 GM Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Durallex Ferro-Fibrous

Armament: None

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Sipher Commsys 1

Targeting / Tracking: None

Overview

When the standard J-27 ammo carrier was determined to be inadequate for the Sabra XIII self-propelled heavy artillery vehicle, engineers created the Bu-20a ammunition carrier. The new carrier is designed to keep a Sabra XIII's Long Toms well supplied with the large shells fired by that gun.

However, the carrier proved far quicker to manufacture than its one-hundred-ton counterpart. Faced with the demands of fighting on two fronts, the Draconis Combine Mustered Soldiery (DCMS) assigned it to more conventional duties, shipping the sturdy Bu-20a to regiments participating in the recent Ghost Bear War.

Capabilities

The BU-20a ammunition carrier is based on a tracked chassis for maximum mobility. Like the artillery it services, the Bu-20a is fusion-powered to avoid long fuel supply lines and enhance reliability. It is well armored for a support vehicle, carrying four tons of ferro-fibrous plate. However, it does not have any defensive weapons whatever, relying instead on DCMS infantry escorts for protection.

Despite its extremely low profile, the BU-20a can transport a load of up to 70 rounds of Long Tom ammunition at speeds exceeding 60 km/h. Cellular Ammunition Storage Equipment protects the crew from internal explosions and a special loading crane assembly connects the cargo bay directly to the single ammo bay of the Sabra XIII. Using this gear, the Sabra XIII's gun crew can feed the massive guns

directly, running through a carrier's fourteen tons of artillery shells in about half an hour.

Deployment

Veterans of the Ghost Bear War recount many instances where these vehicles carried various types of ammunition, weapons pods for OmniMechs, noteputers filled with sensitive tactical information and even regimental payrolls.

During the Fifteenth Benjamin Regulars' defense against the Eighty-sixth Striker Cluster on Kanowit, one BU-20a followed a distress call to the wreckage of an Armored Personal Carrier, finding several crew and soldiers of the Twelfth Xinyang Motorized Division injured but alive. Despite being in an enemy-controlled area, the driver quickly cleared his ammo bays and transported the crew to the Fifteenth's Landing Zone, where they retreated off-planet.

The ever-resourceful Second Legion of Vega used their BU-20a's as a thirty-first century 'Trojan Horse' against Ghost Bear's Omega Galaxy on Schuyler. Retreating in seeming disarray from a Clan advance, the Legion abandoned their ammunition carriers. The Second Legion weapons masters had, however, filled the ammunition bays of the carriers with plastic explosives. When a star of Ghost Bear OmniMechs strode past the 'abandoned' machines, the Legion detonated the plastique. The Ghost Bears lost two light 'Mechs.

The cessation of hostilities with Clan Ghost Bear means that the needs of the Federated Commonwealth front will determine the future application of this new vehicle. The BU-20a will likely see action in its original role – assigned in pairs to each Sabra XIII artillery piece – as well as supplying a wide variety of rounds to ammunition-intensive units such as the Sher Khan, Nemera and Revenant.

Variants

A new variant, the BU-20b, has recently begun to appear in the vast 'tank parks' of Macksburg. This version of the ammunition carrier features a small turret armed with two Diverse Optics 10-P small pulse lasers and extra armor.

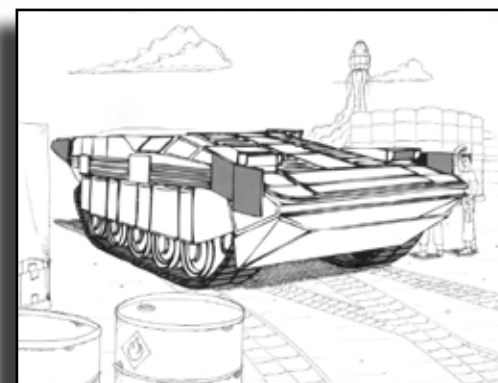
Although this comes at the price of reduced storage area, we estimate that the carrier would still have a capacity of about fifty Long Tom rounds – more than enough to keep the Sabra XIII firing on an intermittent basis. Supply columns of the BU-20a would certainly benefit from such firepower, as troop escorts are no guarantee of safety on the modern battlefield and coordination is troublesome at best.

Notable Crew

Kesuke Miyashima and The Angel of Mercy

A support crewmember attached to the Fifteenth Benjamin Regulars, for nearly fifteen years Miyashima quietly performed his duties in the depots of Xinyang. Then the Fifteenth redeployed to bolster the beleaguered Forty-Second Galedon Regulars on Kanowit.

Miyashima was the closest friendly vehicle when the Xinyang Motorized crew transmitted their distress call; his BU-20a was nicknamed 'The Angel of Mercy' following that rescue. However, the 'Mercy' has since returned to delivering artillery rounds – and not the wounded – while Miyashima has been rewarded with a promotion and rotated away from the front to train in the nearest combat medic school.



LIGHT VEHICLES

Type: **BU-20a**

Technology Base: Inner Sphere / 3060

Movement Type: Tracked

Tonnage: 30

Battle Value: BV2 (228)

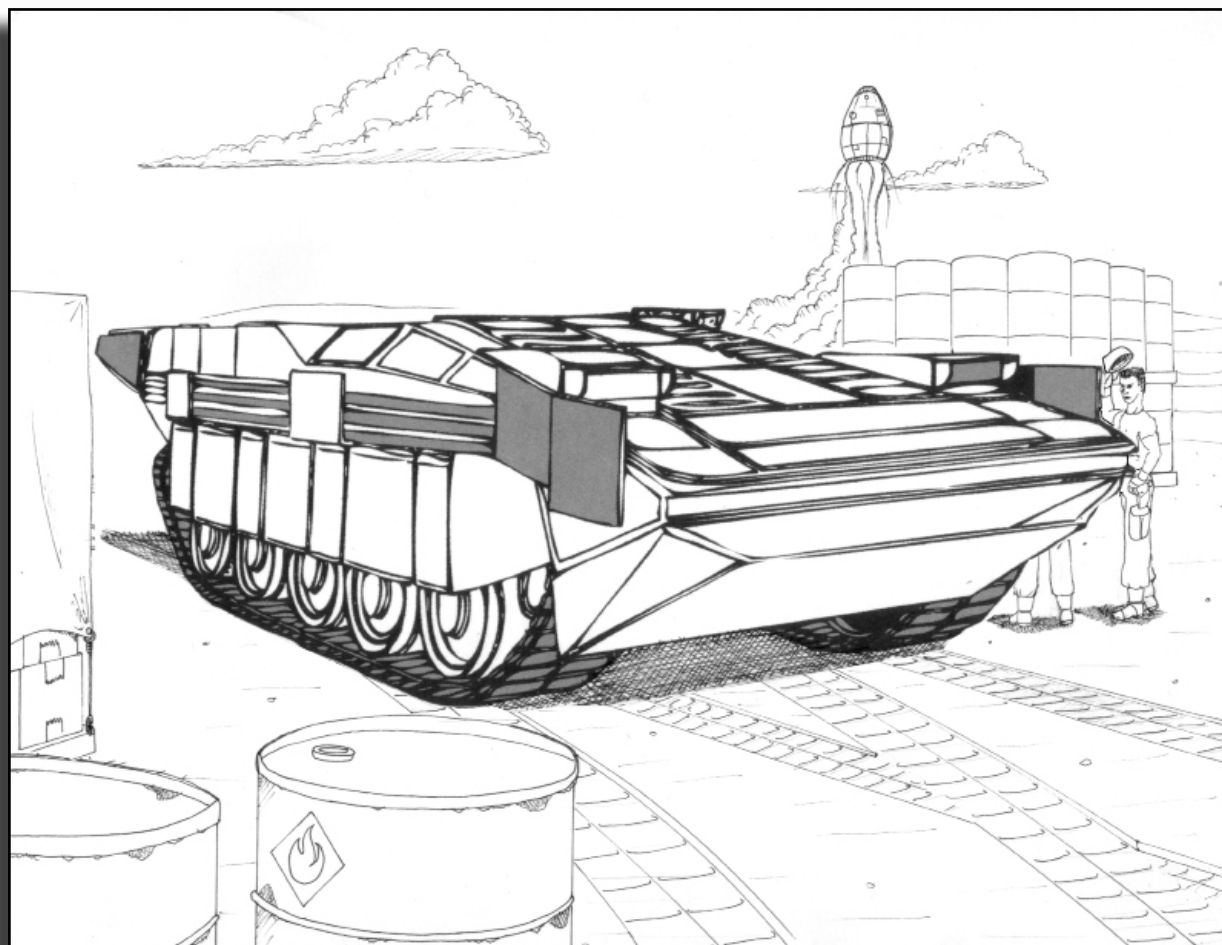
Equipment

		Mass
Internal Structure:		3
Engine:	120	4
Shielding and Transmission		2
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Turret		0
Armor Factor:	71	4

	Internal Structure	Armor Value
Front:	2	21
R/L Side:	2	17
Rear:	2	16

Weapons and Ammo

	Location	Tonnage
CASE	Body	.5
Cargo (Ammo Transport)	Body	14
Cargo (Loading Hoist)	Body	1



Mass: 45 tons

Movement Type: Tracked

Power Plant: Nissan 225 Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Durallex Ferro-Fibrous with CASE

Armament:

1 Imperator Automatic Ultra AC/10

1 Victory Throb Small Pulse Laser

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Scarborough Talky-2

Targeting / Tracking: Scarborough Assault-1

Overview

In 3059 the Draconis Combine offered contracts for a vehicle that would replace imports of Johnston Industries' Goblin medium tank. The winner was Bulldog Enterprises of Proserpina with their 'Bulldog Autocannon Remote System' [BARS]. It houses the main gun in a lightly armored unmanned turret while the crew operates the cannon remotely from inside the tank's hull.

Initial tests showed the design to be a good one, although jamming of the lightly-armored autoloading mechanism would quickly neutralize the BARS as an effective combat vehicle. Despite this drawback, the prototypes were quickly accepted and production began immediately.

Capabilities

The BARS is powered by a mid-mounted Nissan fusion engine and is capable of speeds in excess of 85 km/h. The tracked chassis rides on a sturdy torsion-bar suspension and can traverse most terrain. The main gun (and only real weapon) is an Imperator Automatic Ultra-10 Autocannon acquired from the Free Worlds League. This gun is supplied with three tons of special Ultra ammunition, more than enough to cause significant carnage behind enemy lines.

While the BARS carries only four tons of armor, the ferro-fibrous weave is deemed sufficient for 'shoot and scoot' operations where the tank stops long enough for a few quick shots and then moves on. Integral Cellular

Ammunition Storage Equipment protects the crew from ammunition explosions – which are quite likely if the BARS is caught out in the open.

Finally, Bulldog mounted a Victory Throb small pulse laser alongside the driver's position to ward off infantry attack. The BARS is often backed, hull-down, into a dug-out pit and the gun fired over the rear of the vehicle, allowing it to shoot and then quickly move to another location. The pulse laser deters any troops thinking to approach the 'rear' of this tank while it is firing.

The original conventional periscopes allowed the crew to drive and aim, but the resulting field of vision was too restricted and distorted the battlefield view. The current arrangement is a series of remote cameras built into the turret and hull sides. Despite full integration with the existing sensor suite, it is often a daunting task for the three-man crew to keep watch on the monitors while bringing their gun to bear on a target.

Deployment

Finished examples of the BARS were rushed to the Federated Commonwealth front, where they were key components in the creation of the Forty-sixth Dieron Regulars on Ashio. The new tanks proved their worth during the ten-day campaign to liberate the city of Iscariot from the First Robinson Rangers. The BARS provided fire-support for the Regulars' BattleMechs and used the blinding monsoons to their advantage. They would dart into range, fire their cannons and then retreat under cover of weather.

Variants

Two variants have been observed in field trials. The first is the BARS II 'Bushido' tank destroyer. A captured Lyran LB 20-X autocannon has replaced the standard Ultra and an additional small pulse laser is mounted coaxial with the main gun. The armor has been nearly doubled with no apparent loss of speed or agility. These changes are possible due to the installation of an expensive extra light fusion engine. Carrying four tons of LB-X canister ammunition, this tank destroyer's Class 20 'shotgun' is expected to be highly effective against other tanks regardless of their tonnage.

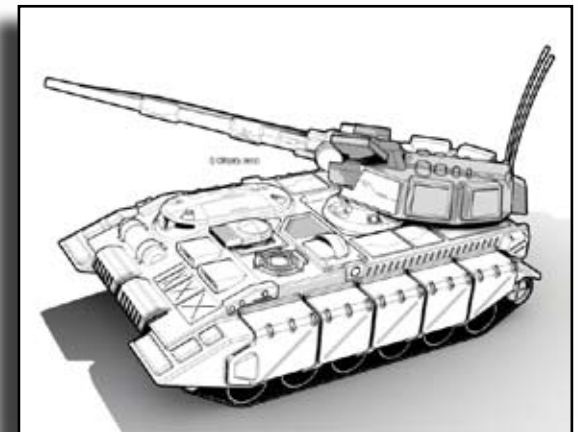
Unfortunately, the LB 20-X is available only through battlefield salvage and thus production numbers are expected to be quite low – possibly less than twenty examples of the type. This is just as well – at more than five million c-bills per unit, this version is a severe departure from the original frugal design Bulldog presented when competing for contracts.

The second variant is the Type C cruiser tank. The Ultra autocannon has been switched to a Lord's Light 2 extended range particle projection cannon and a coaxial mounted medium laser. Extra heat sinks and two additional tons of armor have replaced the CASE-protected ammunition bays. This variant is more likely to see production as components are easy to obtain.

Notable Crew

The Examined Life

This Dieron Regulars BARS is crewed by amateur philosophers. During an advance across the Galanni flats, a discussion of Capellan ideology (regarding tenets of the Lorix Creed) became so heated that the lance commander was forced to separate their vehicle from the column until tempers cooled. The ridicule they suffer for their rhetoric is offset by their unquestioned ability to fight - *The Examined Life* has one of the best kill ratios in the battalion.



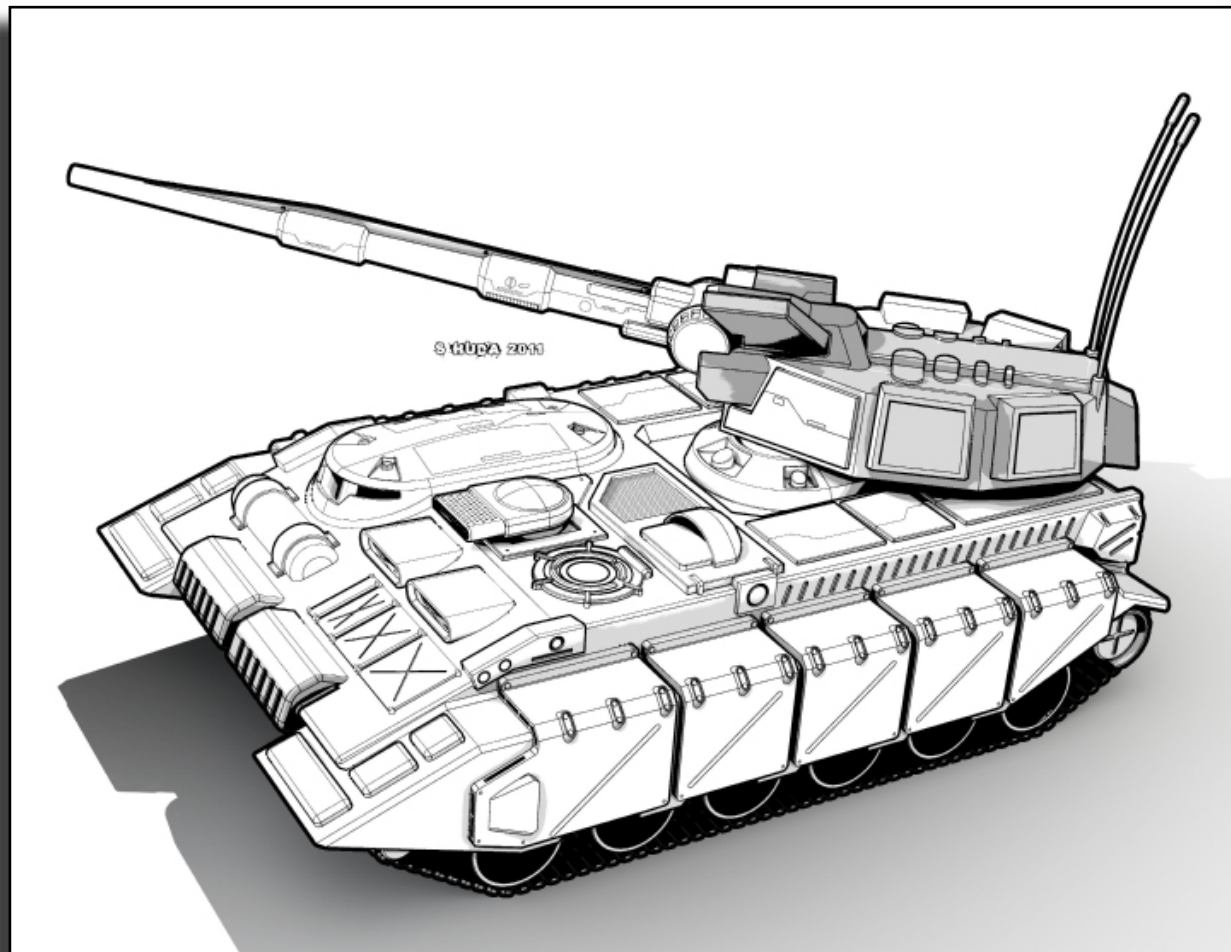
MEDIUM VEHICLES

Type: **BARS**
 Technology Base: Inner Sphere / 3060
 Movement Type: Tracked
 Tonnage: 45
 Battle Value: BV2 (693)

Equipment		Mass
Internal Structure:		4.5
Engine:	225	10
Shielding and Transmission:		5
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2.5
Crew:	3	0
Turret:		1.5
Armor Factor:	71	4

	Internal Structure	Armor Value
Front:	5	20
R/L Side:	5	11
Rear:	5	9
Turret:	5	20

Weapons and Ammo	Location	Tonnage
Ultra AC/10	Turret	13
Small Pulse Laser	Front	1
Ammo (UAC) 30	Body	3
CASE	Body	.5



TOMAHAWK

Mass: 60 tons

Movement Type: Tracked

Power Plant: Bulldog 180 I.C.E.

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Ferro-Fibrous

Armament:

1 Blankenburg LB 10-X AC

1 Imperator Ultra AC/5

1 Yori Flyswatter Anti-Missile System

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: O/P R Janxiir

Targeting / Tracking: TargiTrack 717

Overview

The Tomahawk is an inexpensive design intended to bolster garrisons on lightly held worlds. Specifically intended to replace the Manticore and Bulldog, this tank is less technologically demanding than the former and far better armed and armored than the latter. It is seen as the ideal 'peacekeeper', flexible and effective over a wide range of mission profiles but especially suited to urban environments.

The main weapons can more than hold their own against light AFVs, troop transports and support vehicles, while the Tomahawk's armor is proof against all but the heaviest anti-tank guns. The anti-missile system is an ideal defense against the short-range missiles (SRMs) often used by conventional infantry, rebel guerrilla forces and VTOLs. The Blankenburg in cluster shot mode is devastating against unarmored troops and highly effective versus battle armor. While the DCMS does not expect to encounter battle armor troops on garrison worlds, there is always the possibility of another Clan incursion with their Elemental Points.

Capabilities

Powered by a Bulldog 180 gas turbine engine that generates over a thousand horsepower, the Tomahawk can reach speeds of 54 km/h on open terrain. Its tracks are wide and exhibit very low ground pressure, meaning the Tomahawk can traverse nearly any type of terrain including

the rubble often found in urban settings. The turret carries both main weapons; a Blankenburg LB 10-X supplied with two tons of ammunition and a Marik Imperator Ultra autocannon fed by one ton of high-speed rounds.

Common to the new generation of vehicles coming out of Macksburg, the Yori Flyswatter anti-missile system is the design house answer to a long-standing problem – Inferno-armed SRMs. The threat of Inferno rounds is always present but the Tomahawk is especially vulnerable. It has no special insulation and does not incorporate Cellular Ammunition Storage Equipment, unusual for a tank of the modern era armed exclusively with ballistic weapons. In this case, the missile defense that can halve an incoming salvo is vital.

The Tomahawk carries a full ten tons of ferro-fibrous armor, a solid shield against nearly any weapon its expected opponents can field. The internal combustion engine is compact and easily serviced in the field; its modular construction requires a minimum of technical skill, as the actual engine is switched out with a re-conditioned unit and serviced back at the repair depot. Fuel consumption is somewhat high but not excessive, and is offset by the fact that it can burn nearly any liquid fuel commonly used by support vehicles.

Preliminary tests show that the Tomahawk may have a secondary anti-aircraft role. In cluster mode, the LB 10X has the range, accuracy and area of effect to work as a deadly 'shotgun'. Combined with the excellent reach of the Imperator cannon, a pair of Tomahawks can swat many conventional aircraft from the skies with ease while their combined anti-missile systems deal with incoming SRM salvos (the favored weapon system of most aircraft). Even aerospace fighters are fair game; recon pilots would be wise to steer clear of Tomahawks operating in lance formation. Even with their superior mobility, the faster 'aeros' are too lightly armed and armored to take on this new design en masse.

Deployment

The first Tomahawks have been deployed for testing with the First Amphigean Light Assault Group on Dyev, a world in the recently annexed Lyon's Thumb. Its inhabitants rose up

against their new Kuritan lords, keeping the First Amphigean fully occupied with the pacification of that world. Should the Tomahawk prove itself on this assignment, we can expect to see it deployed across the region.

Upon arrival at a new command, the Tomahawk will be concentrated around garrison compounds and held in reserve until needed. Transportation outside of the immediate staging area will be accomplished mostly by rail to save wear and tear on the tracks and drive train.

Variants

Gravitogorsk plans to offer a simplified variant for impoverished militias. It trades its advanced autocannon for standard models and exchanges the AMS for two machine guns and ammunition.

Notable Crew

Shujin Khalid Al-Mamari

Al-Mamari is a former Master Chef who has converted an ammunition trailer (the 'Chowhound') into a fully-equipped field kitchen and tows it behind his Tomahawk in order to pursue his love of good food. His comrades in the Forty-fifth Pesht Defenders concede that *Al-Mamari's* cooking is superior to DCMS standard rations but many politely avoid it whenever possible. It is too great a reminder of the daily privations they suffer and the creature comforts most have been forced to leave behind.



HEAVY VEHICLES

Type: **Tomahawk**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

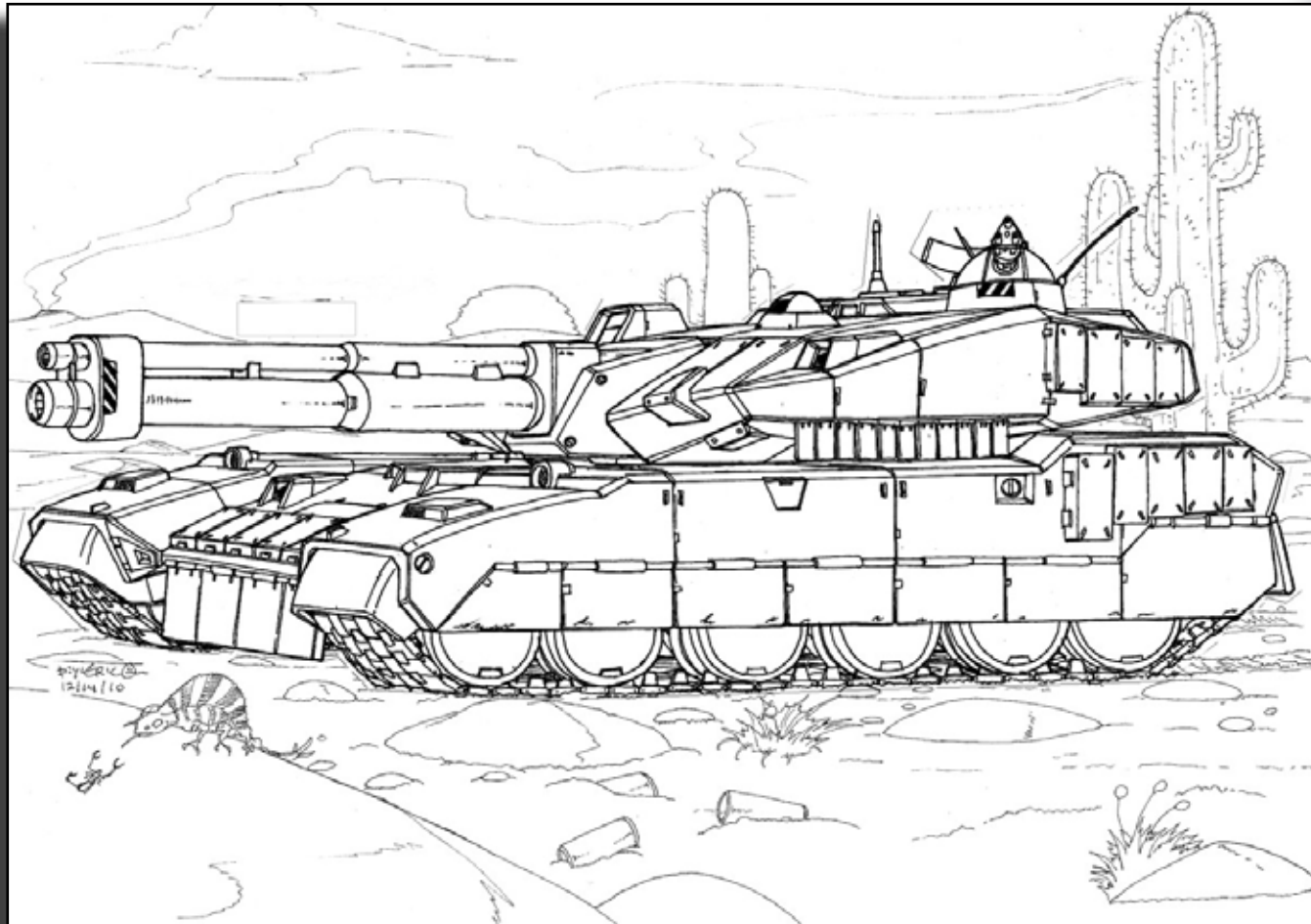
Tonnage: 60

Battle Value: BV2 (920)

Equipment		Mass
Internal Structure:		6
Engine:	180 ICE	14
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		3
Crew:	4	0
Turret:		2.5
Armor Factor:	179	10

	Internal Structure	Armor Value
Front:	6	43
R/L Side:	6	33
Rear:	6	30
Turret:	6	40

Weapons and Ammo	Location	Tonnage
LB 10-X AC	Turret	11
Ultra AC/5	Turret	9
Anti-Missile System	Turret	.5
Ammo (LB-X) 20	Body	2
Ammo (UAC) 20	Body	1
Ammo (AMS) 12	Body	1



REVENANT

Mass: 65 tons

Movement Type: Tracked

Power Plant: Shinobi 260 Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Durallex Ferro-Fibrous

Armament:

1 Imperius Gauss Rifle

1 Diverse Optics ER Medium Laser

1 Yori Flyswatter Anti-Missile System

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: O/P R Janxiir

Targeting / Tracking: TargiTrack 717

Overview

The Revenant is the only Gravitogorsk-manufactured machine that will see use outside Combine space. The tank's ideal combination of speed, armor, mobility and firepower has made it a production priority at the Macksburg Complex; but with nearly four hundred finished examples of the Revenant waiting in huge underground tank parks, the Coordinator is having second thoughts about his 'export only' policy.

Capabilities

This machine's top speed of nearly 65 km/h is as fast as most heavy BattleMechs, making it quite good for a sixty-five ton tracked chassis. The turret-mounted armament is sparse but effective – a licensed copy of the Imperator Dragon's Fire Gauss rifle, a single Diverse Optics extended range medium laser and a dependable Yori Flyswatter anti-missile system (AMS).

The Dragon's Fire combines range with striking power, while the AMS can deal with light vehicles and infantry armed with short-range missiles (SRMs). From assembly line to the front line, this simplified warload is ideal for both inexperienced technicians and crew. Support logistics are minimal, as it carries generous amounts of ammunition and is powered by the dependable Shinobi 260 fusion engine.

The Revenant carries eleven tons of ferro-fibrous armor plate, placing it among Gravitogorsk's most heavily armored vehicles. The only weakness in this excellent coverage is the relatively light armor around the engine compartment at the rear. While this may be perceived as a flaw in combat, it facilitates quick turnaround at front-line repair sheds. It is an excellent second-line 'cruiser' tank that follows heavier lead forces, targeting enemy units left behind by the primary assault wave. With good speed for a tank this size, the Revenant is also capable of performing rapid flanking maneuvers.

As with most of the units built at Gravitogorsk, the Revenant has a secondary role: entrenched defense. Hull down behind a dirt revetment, it is ideal for guarding long-range missile carriers and other 'back field' units which themselves do not possess mobility or defensive firepower.

Deployment

The Free Rasalhague Republic historically imports weaponry from Kuritan manufacturers, so the addition of Revenants to their arsenals is not surprising. The Fourth Kavalleri made use of prototypes during recent raids into Clan Wolf territory, proving the Revenants' worth on Altenmark and Diosd.

The Rasalhague KungsArmé has since placed an order for several hundred vehicles with Gravitogorsk. The first two hundred units of this order are scheduled for delivery before the end of 3064. However, it is uncertain whether House Kurita can honor this arrangement. The recently concluded war with Clan Ghost Bear and the fighting on the Federated Commonwealth fronts have drastically reduced shipping capacity.

Variants

One modification of this design is currently in development. It trades out the main gun for four Telos-6 six-tube SRM racks backed by five tons of ammunition. Dropping the ER medium laser, a ton of AMS ammo and a half ton of armor, the Revenant 'Bis' carries two standard medium lasers and a Beagle Active Probe to better combat infantry, battle armor and light vehicles which penetrate the front line.

Notable Crew

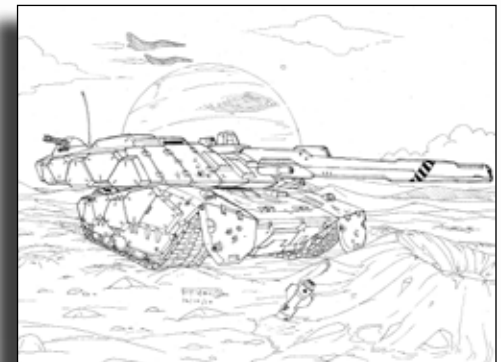
Chu-i Keiko 'The Honorable Blade' Ishihara

Ishihara commanded the first Combine Revenants in a live-fire exercise on McAllister. As a woman in a man's army, she had struggled for years to see actual front-line combat. Her force consisted of conventional tanks that faced a series of challenges, including six medium BattleMechs. These older 'Mechs were piloted by Dispossessed Mechwarriors who would remain so - unless they won this battle. When the smoke lifted, *Ishihara's* opponents emerged, barely victorious.

However, only four Mechwarriors stepped to the podium to receive their BattleMech assignment the following day. *Ishihara's* lance had scored direct hits on two 'Mech cockpits early in the battle, killing the Mechwarriors inside. The other pilots bore no grudge – it was a live exercise – but afterward *Keiko* found herself referred to as 'The Honorable Blade', a reference to the sword used to decapitate officers who commit seppuku (ritual suicide).

Löjtnant Anders Hammarskjöld

An officer with the Fourth Kavalleri, *Hammarskjöld* currently enjoys a level of fame and popularity usually reserved for Mechwarriors since returning home from Altenmark and Diosd. He is currently being groomed for a trivid production based on his experience in that theater of conflict.



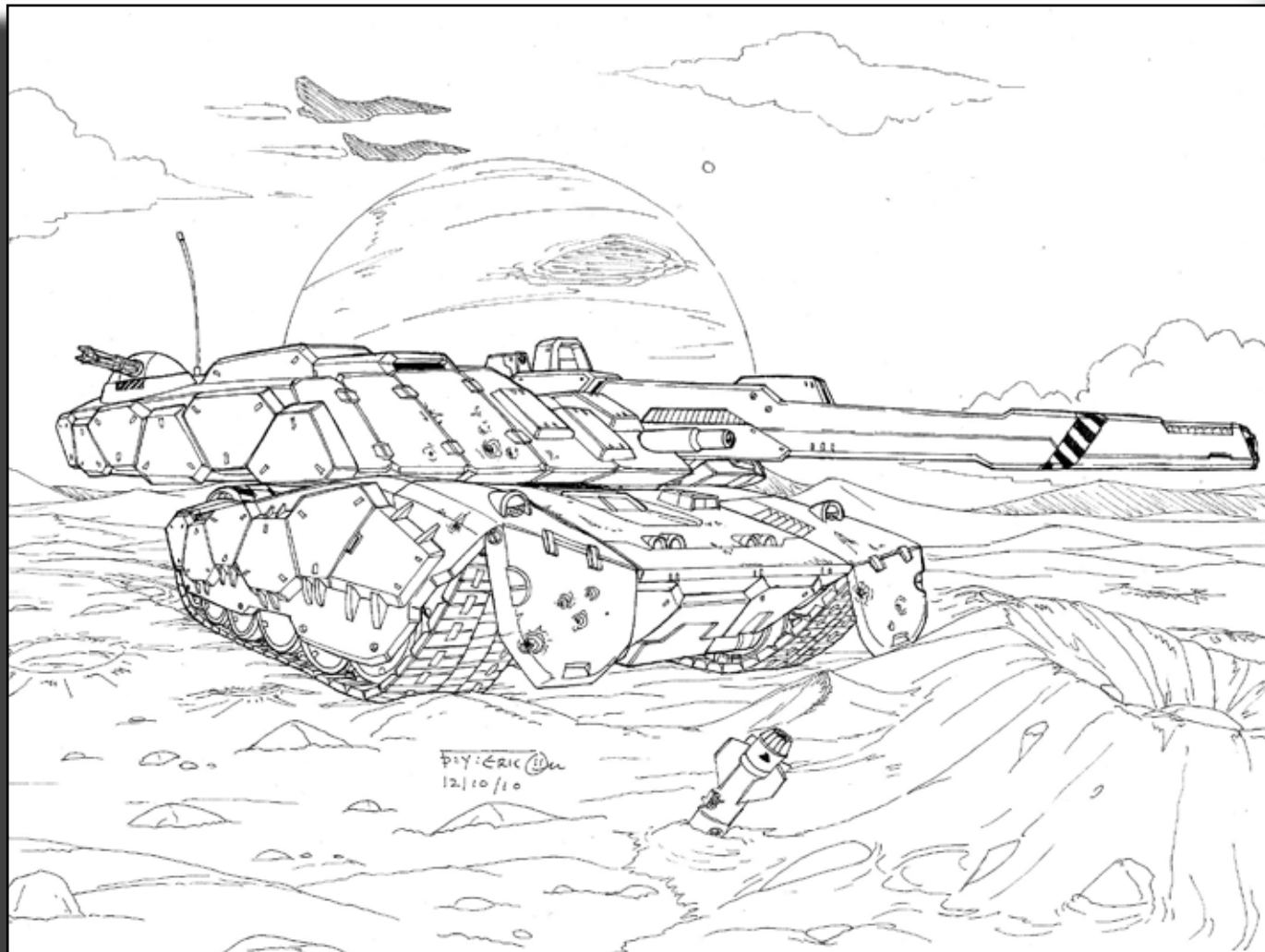
HEAVY VEHICLES

Type: **Revenant**
 Technology Base: Inner Sphere / 3062
 Movement Type: Tracked
 Tonnage: 65
 Battle Value: BV2 (1246)

Equipment		Mass
Internal Structure:		6.5
Engine:	260	13.5
Shielding and Transmission		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		2
Armor Factor:	197	11

	Internal Structure	Armor Value
Front:	7	55
R/L Side:	7	40
Rear:	7	22
Turret:	7	40

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
ER Medium Laser	Turret	1
Anti-Missile System	Turret	.5
Ammo (Gauss) 24	Body	3
Ammo (AMS) 24	Body	2



KATANA

Mass: 75 tons

Movement Type: Tracked

Power Plant: Nissan 225 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Ferro-Fibrous

Armament:

2 Bulldog Large Lasers

1 Shigunga LRM 15

4 Guided Technologies SRM 4s

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Scarborough Talky-2

Targeting / Tracking: Scarborough Tracky-1

Overview

The proliferation of specialized armored fighting vehicles in the Draconis Combine Mustered Soldiery (DCMS) is a result of new doctrine initiated by the Coordinator himself. House Kurita had previously followed the path of other Successor States: design a general-purpose vehicle for quick tooling and manufacture and then modify it to suit the military's needs. They have now begun instead to tailor machines for a particular role at the outset. The Katana – originally intended for fire support and second layer defense – is one example of this doctrine.

Capabilities

A Nissan 225 fusion engine propels the Katana's 75-ton chassis to a respectable 50+ km/h and generates ample power for the dual Bulldog large lasers. This primary array is backed by sixteen short range missile tubes supplied with two tons of reloads, while the inclusion of a single Shigunga fifteen-tube long range missile launcher marks the tank as a fire support vehicle; four tons of ammunition allow for extended barrage.

This warload rests in a turret protected by two tons of ferro-fibrous armor. Although the outlay of armor is not as plentiful as that of sister designs, it is enough to handle fire from tanks and 'Mechs already weakened by a battalion's first line of defense.

The Katana is one of a very few tanks specifically designed to use 'quad' tracks. This unusual arrangement goes back to Succession War battles fought on worlds experiencing their seasonal winter or on arctic planets where it was simply cold all the time. With BattleMechs in increasingly short supply, vehicles with 'all-wheel' drive more easily crossed the resulting icy landscape. This line of thought naturally lent itself to other armored fighting vehicles, including tanks.

When a conventional tank must turn, one track is slowed, stopped or even reversed while the other continues to move. Unfortunately, on an arctic landscape and on steep rocky terrain this means the tank eventually loses traction and becomes a casualty. Furthermore, such dual-track designs are helpless when the tank's armored belly rests on an outcropping of rock or concrete and the tracks lose working contact with the ground.

Thus the 'quad' design made its debut, allowing a larger vehicle to safely cross such terrain and survive moderate track damage while exerting a much lower ground pressure. Unlike conventional designs, the Katana is pivoted at a point slightly forward of the turret, providing limited articulation of the hull that allows for turns of up to 16 degrees without track braking.

Deployment

The Katana has been deployed to worlds such as Idlewind, Richmond and Nykvarn on the border with the Ghost Bear Dominion to reinforce the armored elements of regiments such as the Ryuken-san. Given the losses that these units experienced in the recently concluded fighting, the Katana should be a welcome addition.

Should the Dominion renew their assault, the design is expected to excel at its secondary role – that of a minelayer. The long-range missile launcher's generous ammunition bins can carry and launch Thunder munitions of all types. The resulting minefields will respond to repeated incursions, even to jump-capable BattleMechs, with devastating explosions that (hopefully) leave the wounded opponent vulnerable to the Katana's sturdy pair of large lasers.

Another increasingly common assignment is that of urban combat, where the multi-tracked design is superior for navigating streets heaped with rubble and partially-collapsed buildings. At the short ranges often found in cityscapes, the Katana's main guns and Inferno-equipped SRMs are ideal for clearing out pockets of enemy resistance.

Variants

No variants exist, although a re-design of the Katana's armor is currently a priority with the designers at Gravitogorsk. Apparently some of the side armor tends to act as a 'shell trap' which catches incoming rounds and redirects them towards the crew compartment, rather than outward and away from the tank. CASE is also under consideration, given the amount of ammunition carried onboard.

Notable Crew

Snowball Quintet

This tank crew is comprised of individuals assembled in the wake of Clan Ghost Bear's incursion. Each member was originally part of a DCMS military musician's 'cadre', assigned to entertain highly ranked officers and members of the nobility at military-sponsored events.

The group, led by violinist Arlo "Virtuoso" Fukunaka, volunteered for front-line duty upon hearing of the invasion and began working in cold-weather environments within a month. While each is classically trained in string, woodwind or percussion instruments, they also work hard at mastering their other 'instruments' – the weapons and control systems of their new Katana.



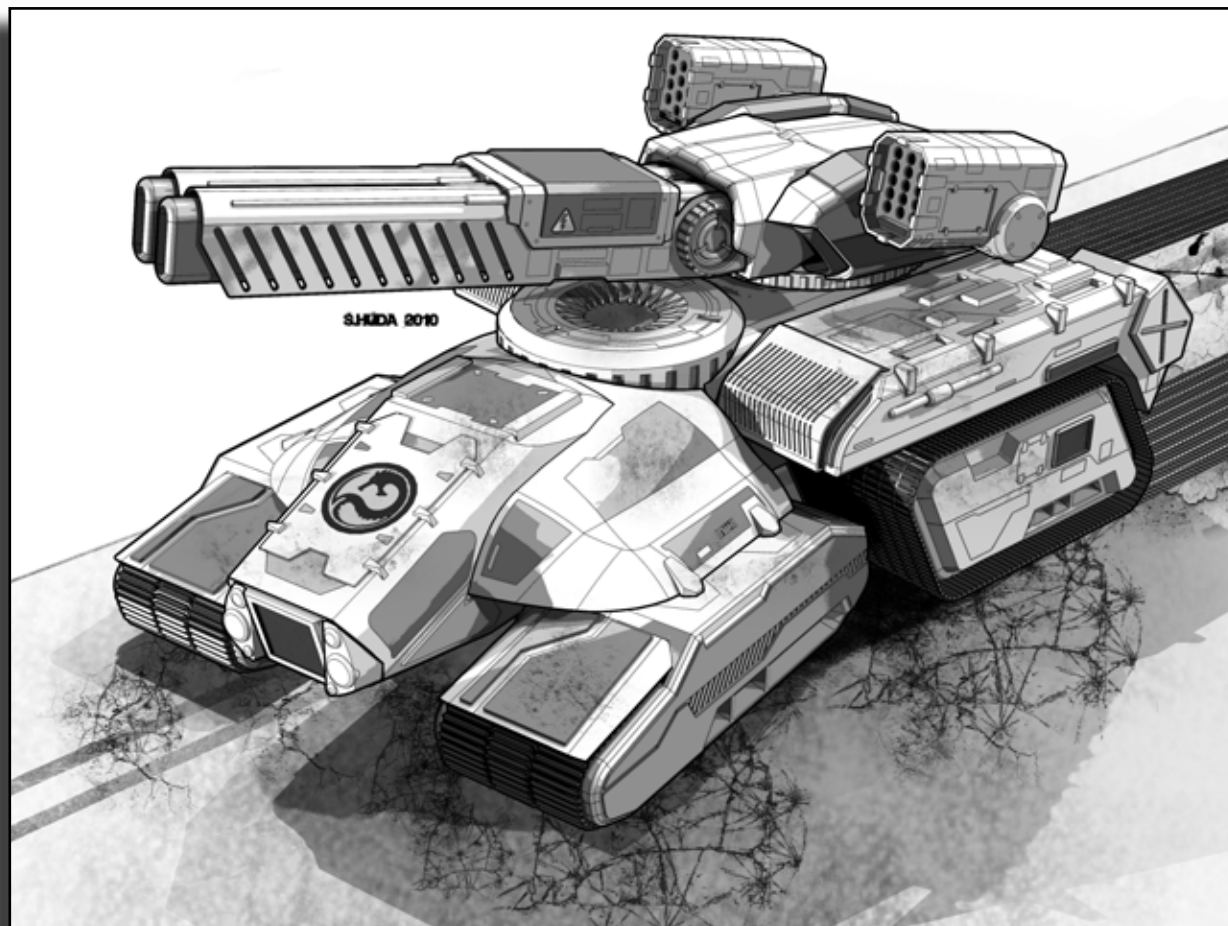
HEAVY VEHICLES

Type: **Katana**
 Technology Base: Inner Sphere / 3060
 Movement Type: Tracked
 Tonnage: 75
 Battle Value: BV2 (1153)

Equipment		Mass
Internal Structure:		7.5
Engine:	225	10
Shielding and Transmission		5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	16	6
Control Equipment:		4
Crew:	5	0
Turret:		2.5
Armor Factor:	161	9

	Internal Structure	Armor Value
Front:	8	45
R/L Side:	8	30
Rear:	8	20
Turret:	8	36

Weapons and Ammo	Location	Tonnage
LRM 15	Turret	7
4 SRM 4s	Turret	8
2 Large Lasers	Turret	10
Ammo (LRM) 32	Body	4
Ammo (SRM) 50	Body	2



NEMERA MK XI

Mass: 75 tons

Movement Type: Tracked

Power Plant: Icarus 225 XL Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Ferro-fibrous with CASE

Armament:

- 8 Telos-4 SRM 4s
- 1 Shigunga MRM 10
- 1 Yori Flyswatter Anti-Missile System
- 1 HellStar PPC
- 1 Jizo PPC Capacitor

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Olmstead 3000

Targeting / Tracking: Omicron X

Overview

According to Our Blessed Order's records, armored fighting vehicles (AFVs) originally developed in two categories. The first was the 'cruiser tank', which was fast but lightly armed and armored. It was intended to engage other tanks. The second type was the 'infantry tank': slow, heavily armored and equipped with a much larger main gun. Tanks in this category advanced with infantry and dealt with anything the troops could not handle: fortifications, enemy AFVs and gun emplacements. As time passed, this division of labor became inefficient and the two types were merged into a single type, the so-called 'universal' or main battle tank.

As Inner Sphere technology recovers from the devastation of the Succession Wars and other recent conflicts, the original categories have begun to reappear. The Draconis Combine's Nemera XI is a good example of this trend.

Capabilities

Built by Luthien Armor Works, an Icarus 225 extra-light fusion engine is at the core of this seventy-five ton chassis whose tracked suspension can negotiate nearly any type of terrain. Equipped with fourteen and a half tons of ferro-

fibrous armor, it is designed to survive artillery barrage, anti-tank guns and the missile packs normally carried by enemy infantry. The armor is so good that our analysts project a Nemera would succumb to critical hits on exposed engine, drive train and track subsystems before an enemy shot actually pierced the armor.

The main gun appears to be a standard HellStar particle projection cannon augmented by the new Jizo PPC capacitor recently developed by New Samarkand Metals. This combination has the range of a PPC but delivers 50% greater damage potential. The Nemera's Shigunga tentube medium range launcher and eight Telos-4 SRM racks are equally hard-hitting; the Shigunga unguided missiles are particularly useful when used as 'bunker busters' - non-mobile fortifications are easy to hit and there is plenty of ammo.

The massive concentration of Telos-4 launchers is capable of firing many different types of missile and is presumably armed with Inferno rounds for anti-vehicle and infantry suppression. The tanks' crew is protected by Cellular Ammunition Storage Equipment.

Finally, the Nemera carries a defensive weapon that is becoming standard among newer DCMS units - the Yori Flyswatter anti-missile system. The Flyswatter is known for its ability to reduce the number of missiles in an incoming flight - in some cases up to 80% - and is well supplied with two tons of depleted uranium rounds. Given this tank's projected combat environment, that 'extra' ton of ammunition may prove quite useful.

Deployment

The Nemera was cleared for field-testing by Macksburg engineers in July of 3063. However, the only force given a chance to use the Nemera has been the Macksburg Reserve Militia. New Samarkand Metals loaned them a full company of the new vehicle for the Militia's inaugural 'Red versus Blue' exercise.

The defending Blue team was equipped with a mixture of older Panther and Dragon BattleMechs, while the attacking Red team fielded conventional equipment. Blue team was to preserve its position by 'destroying' as many attacking Red forces as possible. Red was to use infantry and other conventional forces to capture Blue's base.

The Red Commander, Tai-sa Janelle Wood, soon had Blue team's BattleMechs in hot pursuit through heavy forests. It was apparent to the Blue Commander that these fleeing forces included nearly all of the Red personnel carriers. Knowing that Red could not achieve a victory without those troops, the Blue Commander focused on capturing these transports and finally succeeded after a chase which lasted many hours.

While Wood's fleeing APCs occupied the bulk of Blue's attention, a smaller Red detachment probed Blue's perimeter. After several skirmishes, a full company of Red infantry appeared seemingly from nowhere to storm Blue's base camp, achieving complete surprise even as the base received word that the captured Red APCs were empty.

A stunned Blue Commander rushed outside his post, only to be confronted by several platoons of rifle-bearing Red troops. Employing her tanks as impromptu troop carriers, *Tai-sa Wood* had mounted a half platoon of infantry on each Nemera's broad armored deck and swooped in for the kill.

Variants

No variants are in production.

Notable Crew

Tai-sa (retired) Janelle Wood

Wood is a veteran DCMS armor Commander who retired to her homeworld of Macksburg in 3061. She maintains a reserve commission, and was on hand for the November 3063 exercises; her innovative use of the Nemera as infantry carrier caught the attention of New Samarkand Metals. They have offered her a post as a consultant with their Armored Fighting Vehicles Division.

HEAVY VEHICLES

Type: **Nemera Mk XI**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

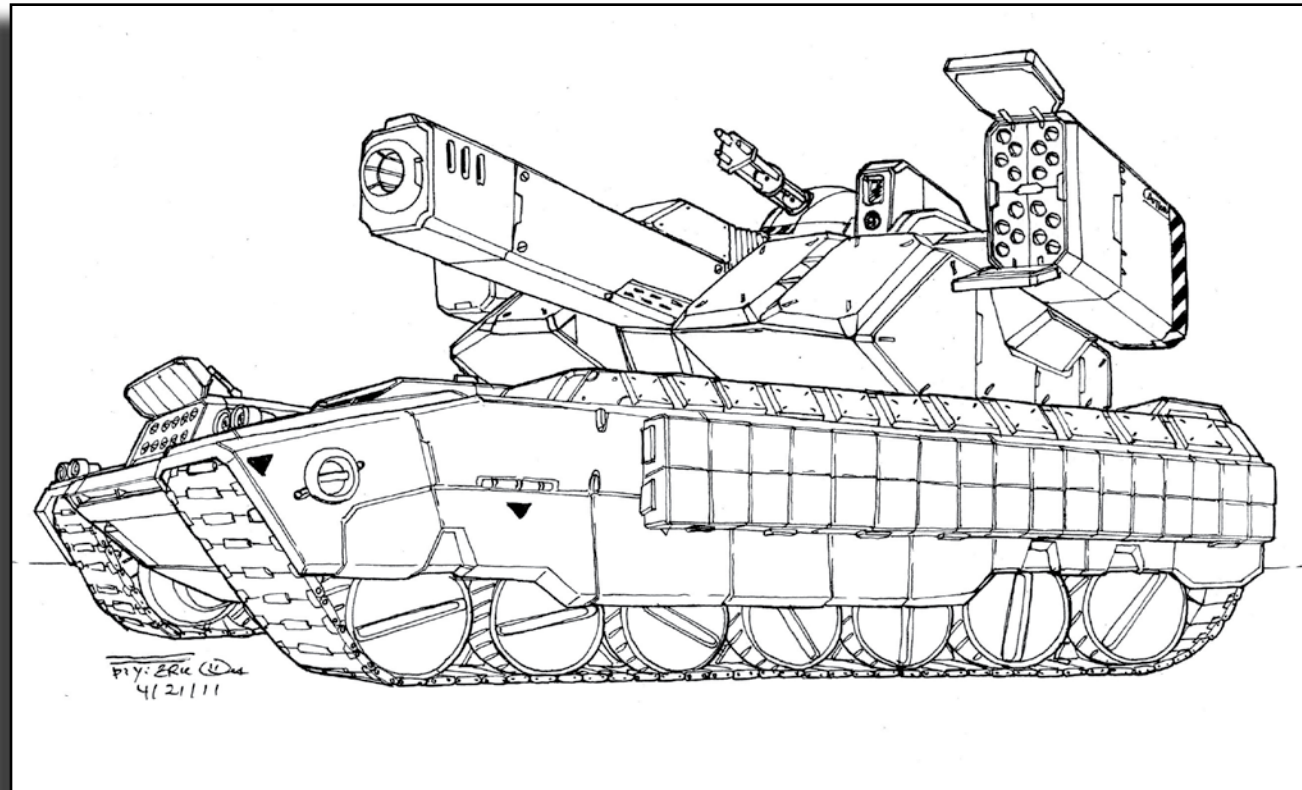
Tonnage: 75

Battle Value: BV2 (1690)

Equipment		Mass
Internal Structure:		7.5
Engine:	225 XL	5
Shielding and Transmission		2.5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	15	5
Control Equipment:		4
Crew:	5	0
Turret:		2.5
Armor Factor:	259	14.5

	Internal Structure	Armor Value
Front:	8	70
R/L Side:	8	47
Rear:	8	40
Turret:	8	55

Weapons and Ammo	Location	Tonnage
PPC	Turret	7
PPC Capacitor	Turret	1
8 SRM 4s	Turret	16
MRM 10	Front	3
Anti-Missile System	Turret	.5
Ammo (SRM) 75	Body	3
Ammo (MRM) 24	Body	1
Ammo (AMS) 24	Body	2
CASE	Body	.5



SHER KHAN

Mass: 75 tons

Movement Type: Tracked

Power Plant: Nissan 225 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Ferro-Fibrous

Armament:

1 Blankenburg LB 10-X AC

4 Shigunga MRM-10s

2 Longfire V LRM-5s

2 Yori Flyswatter Anti-Missile Systems

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Scarborough Talky-2

Targeting / Tracking: Scarborough Tracky-1

Overview

The recent border attacks by the tank-dependent Regimental Combat Teams of the Federated Commonwealth have accelerated the development and re-introduction of the tank destroyer. Like others of the class, the Draconis Combine's Sher Khan is expressly designed to neutralize other AFVs and move on.

Capabilities

Powered by the same Nissan fusion engine used in the Nemera infantry support tank, the Sher Khan is capable of a respectable 54 km/h over most terrain. The design's ten and a half tons of ferro-fibrous armor can withstand two Gauss rifle hits to its front and side arcs. Its main weapon is a Blankenburg LB 10-X autocannon supplied with two tons of cluster munitions for superior anti-vehicular performance.

Additionally, the Sher Khan features four ten-tube Shigunga medium range missile launchers supported by two tons of unguided munitions. Between multiple hits from the LB-X 'shotgun' and the massive barrage of the MRMs, Combine designers expect enemy vehicles to be quickly crippled by motive system damage.

Long range striking power is not a priority with tank destroyers. Nevertheless, the Sher Khan appears to have a minimal capacity to strike at longer ranges while leaving

the turret and its main gun free to track and fire on closer targets. Twin Longfire V missile racks are installed, one per side, inside special chassis mounts. These face forward and do not at first appear to be a significant addition to the Sher Khan's firepower. However, our analysts suggest they may be intended for launching smoke rounds which would provide good temporary cover when crossing open ground.

This warload is impressive on its own, but the Sher Khan also features not one, but two Yori Flyswatter anti-missile systems (AMS). Mounted on the vehicle's highest point, they must share two tons of ammunition through a narrow feed duct due to turret space limitations. The enhanced ability to fend off missile attacks has proven very effective in field trials. Gunners are cautioned to select their targets carefully when presented with multiple incoming missile flights. Very large LRM and Inferno-equipped short-range volleys are considered the greatest threats and are given preference whenever possible.

The Sher Khan also adds another feature new to vehicles of this type: a small cargo bay reserved for the stowage of spare parts and personal gear. During long campaigns it may be configured to serve as a command post or even a makeshift field kitchen, though most crews outfit it so they can sleep on station and be ready to move at a moment's notice. There are two small armored hatches to this compartment, one on either side of the tank. So far the hatches have not proven a liability, which is fortunate as they also serve as access points when reloading the LRM bins.

Deployment

The end of the conflict with Clan Ghost Bear in December of 3063 paves the way for retaking worlds lost to the recent Federated Commonwealth incursion. Although the regiments tasked with this mission have not yet been assigned, Sher Khan tanks have been seen amongst the ranks of the Second Genyosha and Twelfth Dieron Regulars regiments.

The Sher Khan's prowess leads Our Blessed Order's analysts to believe that these units will see action soon. It is

unlikely that the Genyosha and Regulars will be assigned to the Coreward front; Clan units rarely use the conventional forces the Sher Khan was built to hunt.

Variants

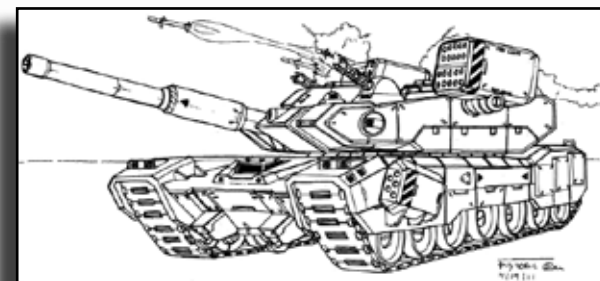
None at present, although with four different ammunition types aboard, there have been urgent calls to install Cellular Ammunition Storage Equipment. Some experts consider the Sher Khan's multiple ammunition feed ducts to be overly complex; a redesigned layout may be installed in future models, probably at the expense of the cargo bay and at least one weapons system.

Notable Crew

The Skeleton Crew

The 'Skeleton Crew' is a tightly knit band of 'tankers' forged in the fires of Operation Bulldog. *Gunsho Theodore 'Terry' Skelton* is an experienced commander who leads his crew and their new Sher Khan (nicknamed the 'Tiger Lily') through numerous field exercises.

Morrie Asahara is Lead Gunner, controlling the Sher Khan's turret and main weaponry. Phil Kernan is the resident electronics tech and as Secondary Gunner, in charge of the AMS and LRM launchers. In the Driver's seat is the very capable Darleen 'Dee-chan' Mishikawa. The most recent addition to the team, she is also a veteran of the Star League's drive to eliminate Clan Smoke Jaguar and at 34, the oldest member of the crew.



HEAVY VEHICLES

Type: **Sher Khan**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

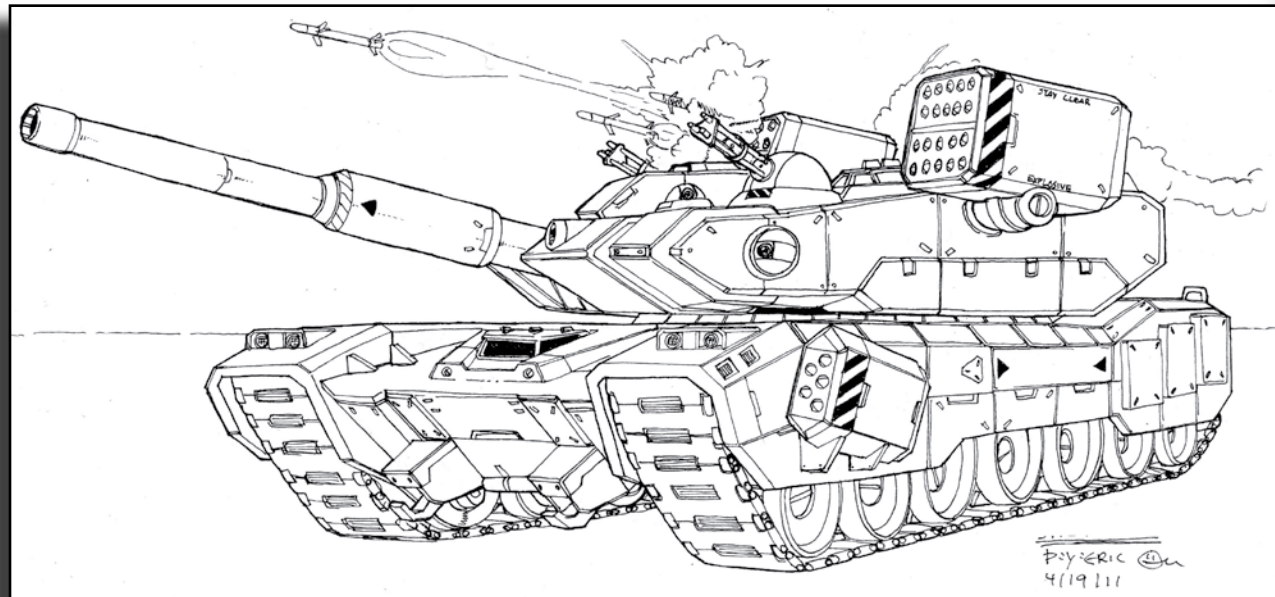
Tonnage: 75

Battle Value: BV2 (1223)

Equipment		Mass
Internal Structure:		7.5
Engine:	225	10
Shielding and Transmission:		5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Crew:	5	0
Turret:		2.5
Armor Factor:	188	10.5

	Internal Structure	Armor Value
Front:	8	50
R/L Side:	8	32
Rear:	8	28
Turret:	8	46

Weapons and Ammo	Location	Tonnage
LB 10-X AC	Turret	11
4 MRM 10s	Turret	12
2 Anti-Missile Systems	Turret	1
2 LRM 5	Front	4
Ammo (LB-X) 20	Body	2
Ammo (MRM) 48	Body	2
Ammo (AMS) 24	Body	2
Ammo (LRM) 24	Body	1
Cargo	Body	.5



MERKAVA MK XVII

Mass: 80 tons

Movement Type: Tracked

Power Plant: GM 240 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: ArcShield VII Mk 6 Standard with CASE

Armament:

1 Imperator Dragon's Fire Gauss Rifle

1 Magna Hellstar PPC

2 Guided Technologies 2nd Gen Streak SSRM 4s

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Garret T19-F with C3

Targeting / Tracking: TargiTrack 717

Overview

The Merkava Mk XVII was created primarily to relieve the DCMS of its dependence on older Manticores and Demolishers. While slower than the Manticore, the Merkava is twenty tons heavier and works within a C3 network to improve on the firepower of that older tank.

Unlike many of the vehicles coming off the production line at Gravitogorsk, the Merkava does not feature ferro-fibrous plate, though the vehicle itself is compatible. The Macksburg production facilities simply cannot keep up with the demand for such armor.

Capabilities

The Merkava is based on an eighty-ton tracked chassis that carries fifteen tons of standard armor and, powered by a GM 240 fusion engine, can reach speeds exceeding 50 km/h. Most tanks in this class slave the various weapons to the gunner and/or tank commander, leaving loading and driving to the remaining crew.

The Merkava was designed with independent control systems for all weapons, each member able to switch the weapon they control as needed; they share only the targeting suite in common, with unified feeds routed to each weapon when the C3 Slave unit is online and linked into a network. Due to the unusual mode of computerization in this vehicle the three-man gunnery crew is trained to work as a team.

The separation of weapons systems gives the Merkava something similar designs do not have – unpredictability and increased battlefield awareness. The crew consists of a tank commander who commands and coordinates his crew, three independent gunners who each control a weapon system, a driver and a loader/engineer who tends the Gauss rifle. With four sets of eyes constantly patrolling the combat area, there is very little chance that a target will escape their notice – and almost no chance to be caught by surprise.

The warload is impressive. The main guns are an Imperator 'Dragon's Fire' Gauss rifle supplied with two tons of ammunition, and the familiar Hellstar particle projection cannon. Both weapons are hard-hitting and easy to maintain; both share a difficulty in tracking and targeting anything closer than 80 meters.

This happens to be the 'sweet spot' of the turret-mounted dual four-tube Guided Technologies Streak missile racks. A single ton of reloads is sufficient, as neither launcher will ever waste a shot. Furthermore, the scattershot barrage of the Streak missiles is potentially devastating for an enemy machine that has already been struck by the Merkava's main guns.

Deployment

There has been some resistance to the Merkava; not the tank itself, but rather the idea of replacing hundreds of Demolisher and Manticore tanks after centuries of service. This reluctance has several sources, from the supply sergeant and his carefully hoarded parts to the bureaucrats tasked with establishing a training regimen for Merkava tank crews. Initially, the Merkava was to be located at forward bases near the Draconis March; that idea has been shelved for now.

Rather than force reluctant units to adopt the new vehicle, Theodore Kurita chose to make a virtue of necessity. The Coordinator quietly ordered Bulldog Enterprises of Proserpina to halt production of the Manticore by the end of 3063. His timing was impeccable, as Proserpina was lost to invading Federated Commonwealth forces in 3062 and has yet to be reclaimed. Battlefield losses of the Manticore are high and Schiltron lance leaders are eager to put their

C3 Master computers to good use with a well-armed tank. The Merkava may see combat sooner than we think.

Variants

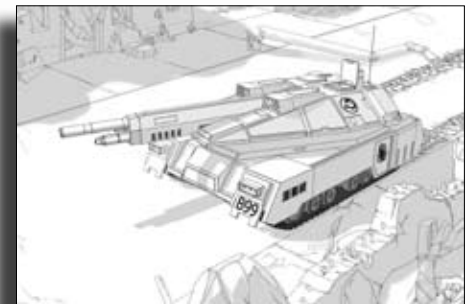
The only variant likely to reach production would replace the twin launchers with a single Streak SRM-6 and an anti-missile system. However, it will be months, possibly years, before these versions – or any others – see the light of day.

Notable Crew

Chu-sa Miles Clark and Pristine Honor

The *Pristine Honor* was awarded to Chu-sa Clark for serving as an advisory on the Merkava project. He serves at the Sun Tzu School of Combat, where the Merkava was intended to familiarize new recruits with the design. This tank's armor is as-yet undamaged; its perfect fighting record is attributed more to the Chu-sa's fearsome fighting skills than the tank itself.

Clark is also an advocate of the academy's philosophy of cooperative combined arms combat. Mechwarriors who expect special treatment often find a haiku in their locker, challenging them to duel on the institution proving grounds. To date even the haughtiest of cadets has backed down from facing their professor in his Merkava.



ASSAULT VEHICLES

Type: **Merkava Mk XVII**

Technology Base: Inner Sphere / 3060

Movement Type: Tracked

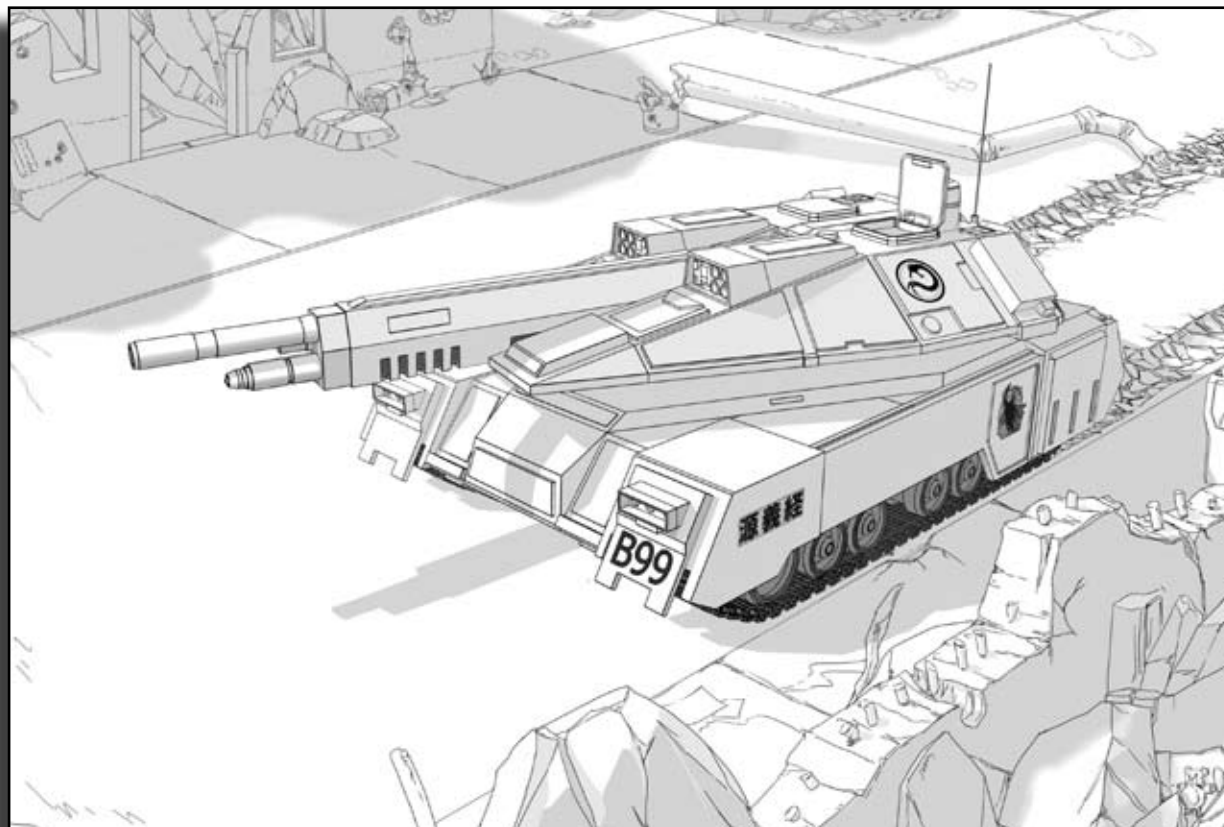
Tonnage: 80

Battle Value: BV2 (1454)

Equipment		Mass
Internal Structure:		8
Engine:	240	11.5
Shielding and Transmission:		6
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Crew:	6	0
Turret:		3
Armor Factor:	240	15

	Internal Structure	Armor Value
Front:	8	63
R/L Side:	8	47
Rear:	8	28
Turret:	8	55

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
PPC	Turret	7
2 Streak SRM 4s	Turret	6
Ammo (Gauss) 16	Body	2
Ammo (SSRM) 25	Body	1
C ³ Slave Unit	Body	1
CASE	Body	.5



CRINOS MK I

Mass: 100 tons

Movement Type: Tracked

Power Plant: Nissan 300 XL Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Ferro-Fibrous with CASE

Armament:

3 Imperius Gauss Rifles

2 Diverse Optics 20X ER Medium Lasers

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Olmstead 30

Targeting / Tracking: Omicron VI

Overview

The Crinos Mk I is the Draconis Combine's answer to the Lyran Alliance's Alacorn assault tank. Many consider the Crinos to be a marked improvement on the Alacorn as it carries more protection, has the ability to engage smaller targets with 'ammo-free' lasers and is sourced entirely from within the Draconis Combine.

However, the unique articulated hull and quad track suspension presented many challenges to the Macksburg design team. Additionally, a shortage of Gauss rifles from the Free Worlds League delayed production for several months, until Macksburg's Gravitogorsk Complex began manufacturing copies under license from Imperator Automatic Weaponry. Thus, the Crinos is the last major vehicle to emerge from Macksburg's gigantic tank factories.

Capabilities

At 100 tons, the Crinos is imposing. The Hermes 300 extra light fusion engine, buried deep in the hull, propels this tank to speeds exceeding 50 km/h at full power. Protected by thirteen tons of ferro-fibrous armor, it carries three Imperius Gauss rifles in a large turret. Two extended range medium lasers mounted coaxial with the main guns provide close-quarter defense – an ability the Alacorn does not possess. The triple main battery is supplied by a unified autoloader with five tons of ferro-nickel slugs and is surprisingly reliable, given the complex job it performs.

Changing direction for such a large mass is risky at any speed and very hard on conventional suspension arrangements. It is doubly difficult on rough terrain. Despite constant track adjustment and scrupulous maintenance, the Alacorn is frequently in the service shed due to excessive wear on both tracks and suspension bogies. Combine engineers consider the Demolisher's quad track solution to be a poor option as well, as it merely postpones the problem of high-speed turns with its parallel multi-track design. Macksburg's design team finally settled on a combination of articulated hull and quad tracks similar to that used on the Katana. The benefits were obvious.

First, the Crinos' enormous ground pressure is spread out over a broader area, permitting it to cross soft terrain without sinking. Second, the partially articulated hull allows the tank to make reasonably tight turns without stressing tracks or transmission beyond their design limits. While the layout is cause for some concern (the gap between the hulls can act as a potential 'shell trap'), its mobility and reliability are unquestioned.

Deployment

Due to the unstable nature of Macksburg's weather patterns and a shortage of Dropships capable of loading hundred-ton vehicles, only four examples of the Crinos have moved off-planet to their prospective unit – the Seventy-first Gravenhage Honor Guard. The Seventy-first is attached to the Tenth Pesht Regulars and has fought both bandits and the Clans, making them experts at anti-BattleMech combat.

Tank crews transferred to the world of Gravenhage train hard in field exercises with the new machine. Results are generally positive, although the length of the tank and the dispersed nature of the crew create problems with internal communication. It is a very competent commander who can coordinate his personnel and direct the tank simultaneously – two crews have already put in a request for extension of their training period.

The Tenth have seen their battalions separated to effectively defend the Combine's Periphery border, making the deployment of assault tanks a boon to the divided

command. The Crinos is a welcome addition to this unit, as it embodies the one thing a Periphery raider truly respects – massive firepower.

Variants

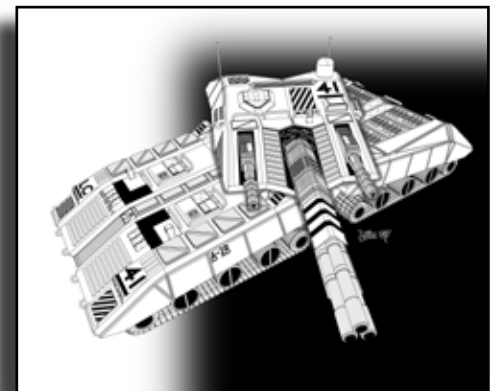
A single variant has been seen on Gravenhage. Dubbed the Crinos II, it features three captured Ultra 20 autocannons in place of the standard Gauss rifles. The design promises incredible firepower, enough to core an Atlas BattleMech with a single volley. However, because battlefield salvage is currently the only source for these large guns, the modification is unlikely to be duplicated.

Notable Crew

Hiraga's Halberdiers

One of the first crews to complete Crinos training, Anna Hiraga's Halberdiers are a collection of tankers from the now defunct Ninth Pesht Regulars. Over the years this team has become expert at mobile fire support and they consider the Crinos to be far superior to their former 'ride', a captured Lyran Demolisher.

Since fighting Clan Ghost Bear on Idlewind, these career soldiers are more tightly-knit than ever, as only ten percent of their regiment survived to retreat. They hope to use their new weapons to avenge their fallen comrades.



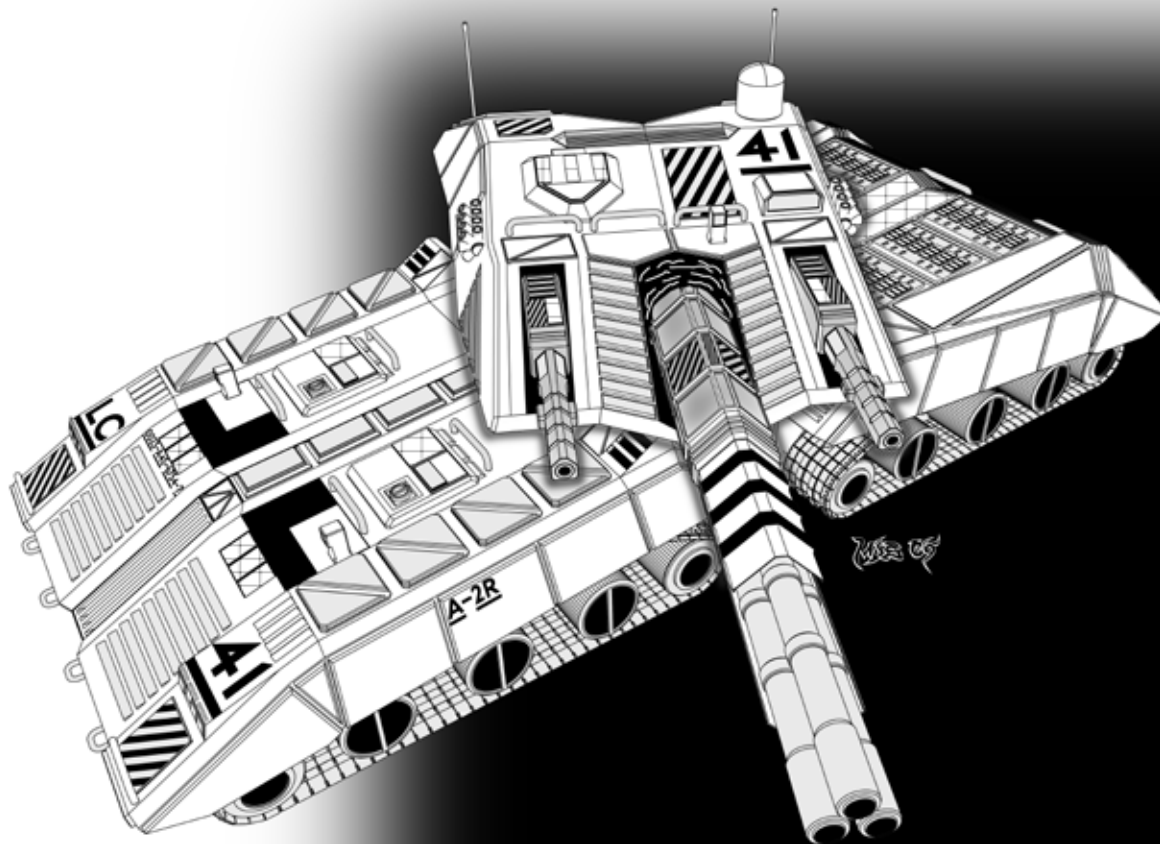
ASSAULT VEHICLES

Type: **Crinos I**
 Technology Base: Inner Sphere / 3060
 Movement Type: Tracked
 Tonnage: 100
 Battle Value: BV2 (2041)

Equipment		Mass
Internal Structure:		10
Engine:	300 XL	9.5
Shielding and Transmission:		5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Crew:	7	0
Turret:		5
Armor Factor:	232	13

	Internal Structure	Armor Value
Front:	10	70
R/L Side:	10	40
Rear:	10	30
Turret:	10	52

Weapons and Ammo	Location	Tonnage
3 Gauss Rifles	Turret	45
2 ER Medium Lasers	Turret	2
Ammo (Gauss) 40	Body	5
CASE	Body	.5



SABRA XIII

Mass: 100 tons

Movement Type: Tracked

Power Plant: 200 Nissan Fusion

Cruising Speed: 21.6 km/h

Flank Speed: 32.4 km/h

Armor: Durallex Ferro-Fibrous

Armament:

2 LT-60 Long Tom Artillery Pieces

1 Diverse Optics 10-P Small Pulse Laser

Manufacturer: New Samarkand Metals/Bulldog Enterprises

Primary Factory: Macksburg

Communications: Sipher Commsys 1

Targeting / Tracking: TargiTrack 818

Overview

The shortage of mobile, extreme-range artillery has been an issue since the collapse of the Star League nearly three hundred years ago. It became critical with the appearance of the Clans, where early engagement was necessary if a defending Inner Sphere force hoped to emerge victorious. Although Arrow IV systems are currently in widespread use, extreme long range remains the domain of field artillery.

Mobile Long Tom components are still hoarded; the weapon itself is deployed infrequently either as a precursor to mass assault or as a last-ditch defense. It is a curious fact that no House has ever taken up production of these Star League relics, despite their continued presence on the battlefield and the widespread availability of the technology required for their manufacture. This unusual situation is about to change, however, at least for the Draconis Combine's Mustered Soldier.

Capabilities

The Sabra XIII self-propelled heavy artillery carriage is one of the largest conventional weapons platforms ever produced by House Kurita, in this era or any other. Its main feature is a pair of Long Tom artillery pieces, forward-mounted in a ferro-fibrous armored tank chassis. The Long Toms are LT-60's, newly-minted copies of the old standard and produced by New Samarkand Metals. Like the original, they are capable of hurling shells four times farther than an Arrow IV system, with comparable accuracy.

The carriage itself houses a Nissan 200 fusion engine which can propel the Sabra XIII to speeds in excess of 30 km/h. While it will never win honors in a race for speed, the tracked nature of this design allows deployment on a wide variety of terrain. Moreover, the fusion engine relieves the issue of refueling, a logistics problem frequently encountered by its predecessor.

Unlike the original Mobile Long Tom, the targeting, tracking and communications gear are housed in the same hull as the main guns. Furthermore, there is provision for four tons of ammunition in a bay accessed from the rear of the vehicle. This reduces the number of crew required to man the main guns from fifteen to seven, the minimum required to clean, load and fire these weapons. The gun carriage itself is equipped with large retractable spades at the rear. When extended and set, these provide a stable gun platform: apparently even the Sabra's enormous mass is not enough to absorb the recoil of a Long Tom without shifting position.

The complementary Bu-20a ammunition carrier and its crew provide ammunition transport and resupply and are mentioned elsewhere in this readout. With a pair of ammunition carriers dedicated to a single Sabra XIII, the total number of vehicles is reduced to three from the original five – with an additional Long Tom into the bargain. This naturally makes the new design easier to transport to and from the battlefield. Taken as a whole, the amount of logistical support required to field the Sabra XIII is quite low when compared to that of the original Long Tom artillery piece.

Finally, the Sabra XIII is armed with a Diverse Optics small pulse laser, mounted in the rear of the main hull. This highly accurate weapon is useful for warding off enemy infantry and the energy-based design neatly avoids the risk of explosion frequently associated with machine gun munitions.

Deployment

This weapons platform is designed to reinforce garrisons bordering the Ghost Bear Dominion and the Lyran Alliance. With its small logistics 'footprint' and low relative cost, the

Sabra XIII is an ideal substitute for BattleMechs carrying long-range weapons and even precious aerospace assets. Dispersed in moderate numbers to form part of a 'layered defense', the Sabra's highly destructive shells will be the first thing invading forces meet – and for many of them, the last.

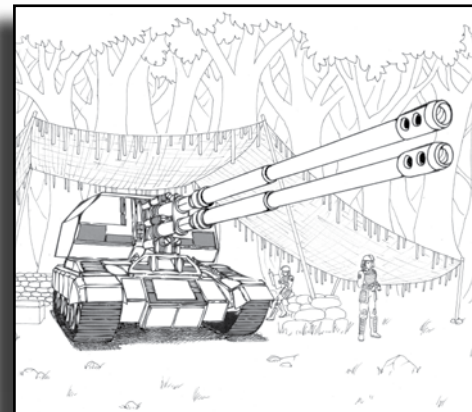
Variants

Informal discussions, overheard by agents of Our Blessed Order, revolve around removing the pulse laser to make room for more armor or possibly another ton of ammunition. However, no variants have been seen, not even prototypes.

Notable Crew

Koji Yagata, Tana Wainright, Sven Thorsen and Kyle Millar of the Falling Cherry Blossom II

Gunsho Yagata and his crew served together on a Mobile Long Tom, 'Falling Cherry Blossom,' for years prior to the Combine/Ghost Bear conflict. The brutal fighting between the 5th Ghost Bear Regulars and the 2nd An Ting Legion on Richmond proved too much for their ancient artillery piece, forcing the Legion to scrap the machine. They have been allocated a brand new Sabra XIII in recognition of their valiant fighting outside of Richmond's capital, Newport.



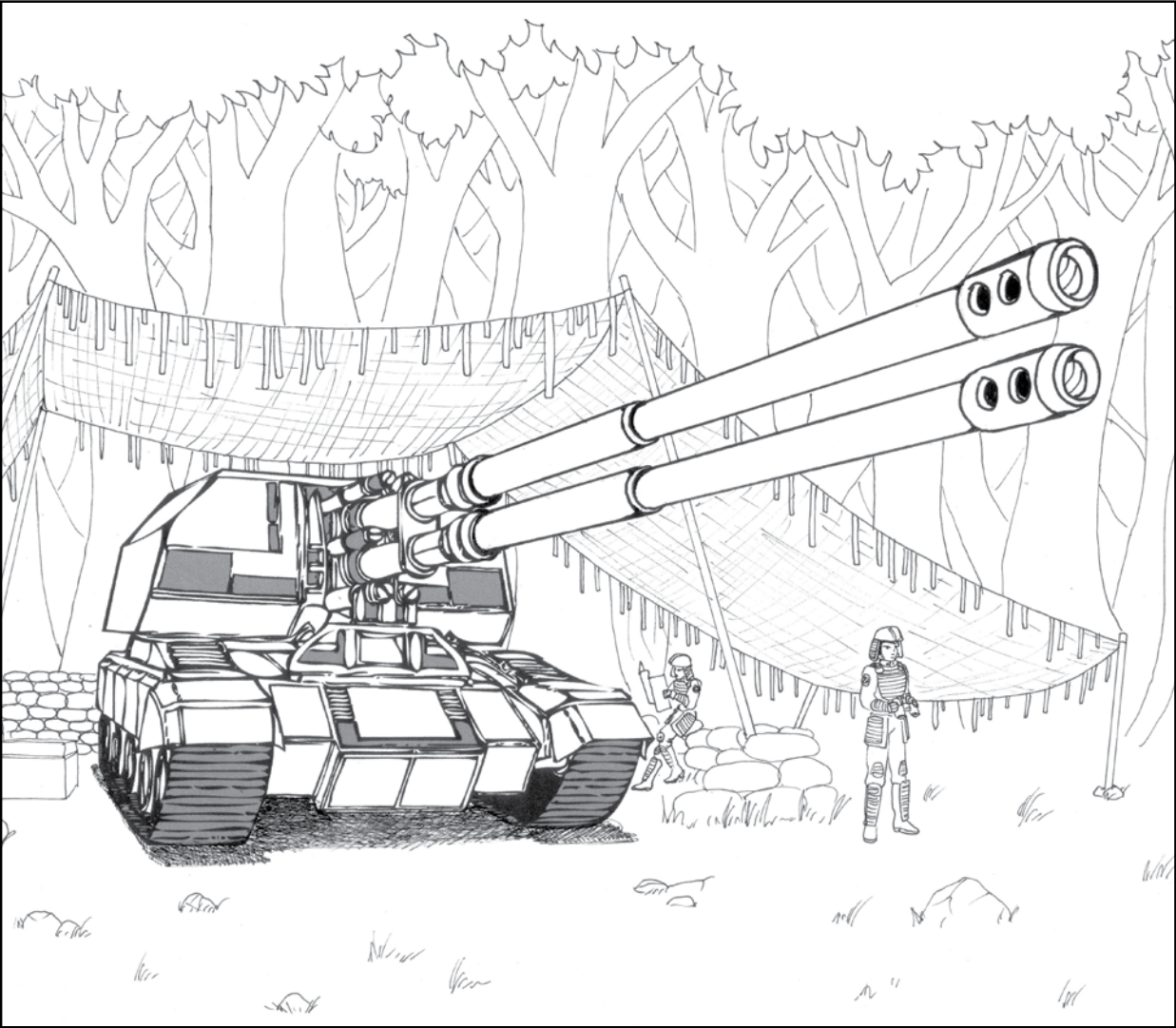
ASSAULT VEHICLES

Type: **Sabra XIII**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 100
 Battle Value: BV2 (1009)

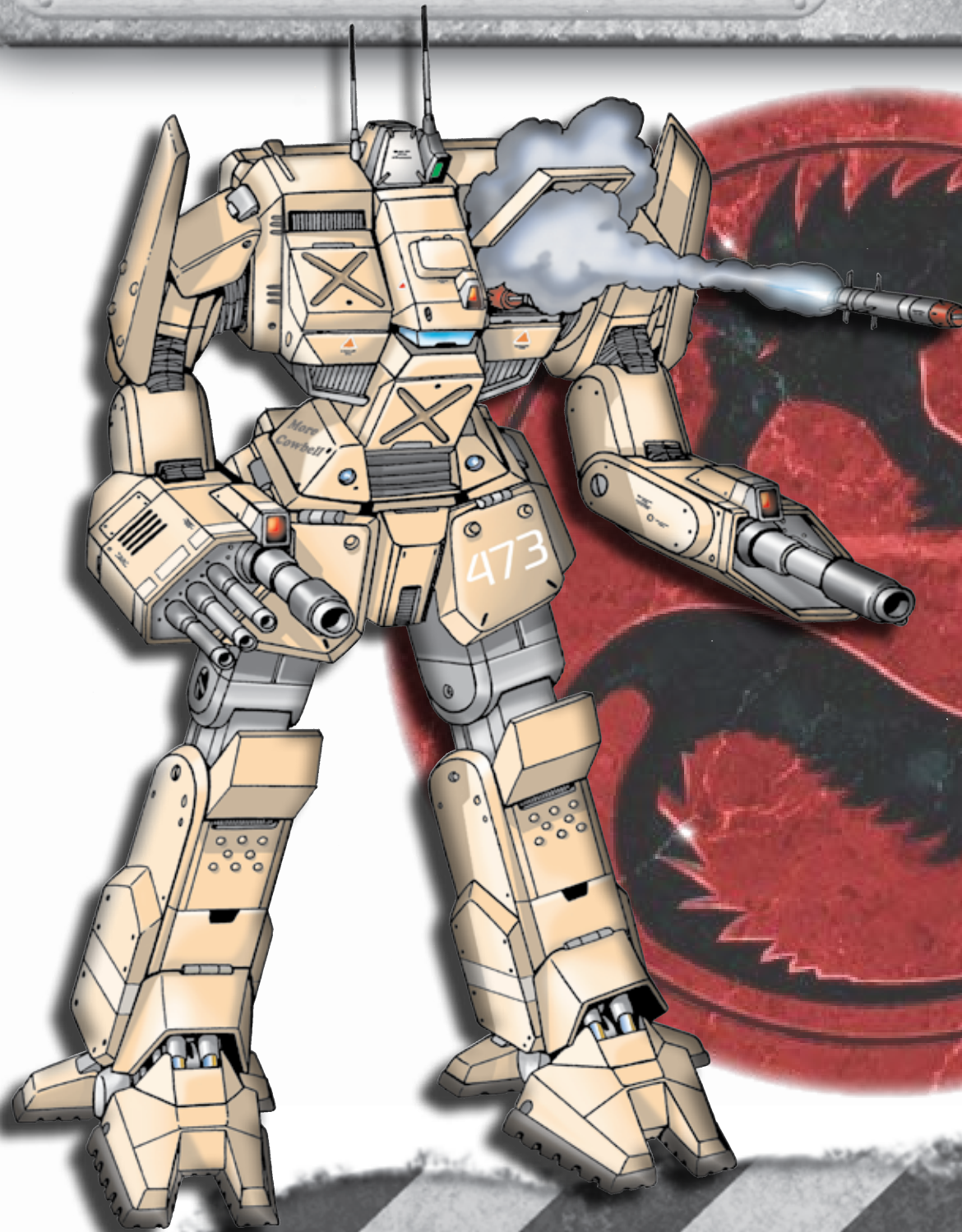
Equipment		Mass
Internal Structure:		10
Engine:	200	8.5
Shielding and Transmission:		4.5
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		5
Crew:	7	0
Armor Factor:	80	4.5

	Internal Structure	Armor Value
Front:	10	30
R/L Side:	10	19
Rear:	10	12

Weapons and Ammo	Location	Tonnage
2 Long Tom Artillery Pieces	Front	60
1 Small Pulse Laser	Rear	1
Ammo (LTA) 20	Body	4
Communications Gear	Body	.5
Cargo (Targeting Suite)	Body	1
Cargo (Tracker/Integrator)	Body	1



DRACONIS COMBINE MECHS



DRACONIS COMBINE

The House of the Dragon has its hands full; of that there can be no doubt. With determined Davion forces on one border and an angry Clan Ghost Bear on the other, it would seem Theodore Kurita has neither the time nor resources to create new war machines. Nevertheless, we have spotted several new Kuritan BattleMechs during the past year's conflict.

There is the *White Knight*, a design inspired by the original Star League, and the *Daimyo*. The *Gallowglas* and *Sentinel* employ experimental weapons technology. There is a new 'quad' machine, the *Scorpion II*. The Marik-built *Trebuchet* TBT-7M has finally been exposed for the poor design it is and replaced with a new variant vetted against the might of Clan Smoke Jaguar. Finally, the *Privateer* is a Capellan-inspired 'Mech specifically intended to equip mercenary units.

SENTINEL STN-6K

Mass: 40 tons

Chassis: Alshain Type 57-30 Endo Steel

Power Plant: GM 240 Fusion

Cruising Speed: 64.8 km/h

Maximum Speed: 97.2 [129.6] km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Protec 8 Standard

Armament:

4 Diverse Optics 20 Medium Lasers

1 Diverse Optics 40X Binary Laser

Manufacturer: Alshain Weapons

Primary Factory: Tok Do

Communications: Garret T-19G with C3 Slave

Targeting / Tracking: Targa-7, Vid-Com-17

Overview

The *Sentinel* first entered House Kurita's arsenals as an element of Our Blessed Order's 'Operation Rosebud.' Their Ghost Regiments, equipped with those pristine machines, were a nasty surprise for Federated Commonwealth forces during the War of 3039.

The Combine acquired manufacturing rights to the *Sentinel* from Defiance Industries during the Clan-inspired détente of the 3050s. For close to a decade, Alshain Weapons has turned a healthy profit on *Sentinel* replacement parts while gaining valuable experience servicing the design; their expertise makes the *Sentinel* an excellent test bed for new technologies. One example is the recently unveiled STN-6K.

Capabilities

Observers familiar with the *Sentinel* will find the latest an improvement, if not a radical innovation. Alshain engineers have made significant changes to the foundations of this BattleMech. Similar to the Federated Commonwealth's STN-4D, the STN-6K features endo steel structure but carries standard armor. Nine tons of protection give the STN-6K a new look and enable it to withstand a direct hit by most heavy weapons. The 240-rated fusion engine has been upgraded to an extra-light model to increase the BattleMech's warload, while installing MASC boosts the STN-6K to speeds exceeding 125 km/h – more than sufficient for

its role as light harrier.

Previous models often experienced trouble with their main weapon, the high-speed autocannon. These concerns have been eliminated with an all-energy weapon suite. A binary laser serves as the main gun. This experimental weapon's combined firepower exceeds that of the old KWI autocannon found on the STN-3K and saves weight that has been dedicated to extra armor. A battery of four Diverse Optics medium lasers form the *Sentinel's* secondary armament. The original heat sinks have been replaced with eleven modern double-strength 'freezers.'

As with the recent STN-C refit, the *Sentinel* comes equipped with a C3 Slave unit that increases its accuracy when working with a C3-coordinated force. One tactic recently observed among *Sentinel* units in the Lyon's Thumb region involved two STN-6Ks making repeated attack passes at an enemy supply column. Linked through a C3 network and nearly immune to return fire due to their high speed, the *Sentinels* provided targeting data that enabled fellow lancemates to destroy or disable half the vehicles in that column.

Deployment

A number of the test-bed STN-6Ks were deployed to units involved with pacifying the newly annexed Lyons Thumb region. Most can be found with the Fifteenth Dieron Regulars on Ko, who are still under strength after their harrowing encounter with the First Skye Jaegers in 3062.

Alshain has begun construction of a new wing at their Tok Do facilities. While company spokesmen are tight-lipped about this expansion, its position near *Sentinel* replacement part lines is telling. Should the test bed models prove successful, the wing will most likely produce the STN-6K and the STN-6EX export model.

Variants

The STN-7K has been spotted in trials on Tok Do. A harrier intended to bully slower-moving targets, it features a single PPC augmented by a PPC capacitor and backed by a twenty-tube medium range missile rack. The missile reloads are protected by CASE and there is no C3 Slave unit.

Alshain Weapons has prepared a different version for export. The STN-6EX is similar to the 6K model but drops the binary laser and C3 slave for an extended range large laser and one extra heat sink.

Refits to the STN-3M, such as the STN-4K, include ferro-fibrous armor, extra heat sinks and an all-energy armament. We expect Tok Do to be restricted to the STN-4K and STN-6EX models until the binary laser is ready for full production.

Notable MechWarriors

Tai-i Reuel Winterbourne

Winterbourne had washed out of several regiments before he was transferred to the Thirty-second Galedon Regulars in 3051. Tai-sa Venga's regimen of precision tactics and drill instilled the discipline that this Mechwarrior had been lacking. Winterbourne was one of the first officers in this 'sink' regiment's thirty-year history to attend the prestigious Kensai Kami program in 3061.

When raiders crippled his BattleMech in a surprise attack on Imbros III the following year, Venga rewarded his dedication with a STN-6K *Sentinel*. The 'Second Chance' proudly bears the Kensai Kami's distinctive red, gold and black bars on its back.



MEDIUM MECHS

Type: **Sentinel STN-6K**
 Technology Base: Inner Sphere / 3062
 Tonnage: 40
 Battle Value: BV2 (1421)

Equipment

Internal Structure

Engine: 240 XL

Walking MP: 6

Running MP: 9 [12]

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 137 9

Internal Structure

Head 3 9

Center Torso 12 18

Center Torso (rear) 6 6

R/L Torso 10 15

R/L Torso (Rear) 5 5

R/L Arm 6 12

R/L Leg 10 20

Weapons and Ammo

2 Medium Lasers RA 2 2

2 Medium Lasers RT 2 2

Binary Laser (Blazer) LA 4 9

MASC CT 2 2

1 C³ Slave Unit HD 1 1

Mass

2

6

1

3

3

9

Armor Value

9

18

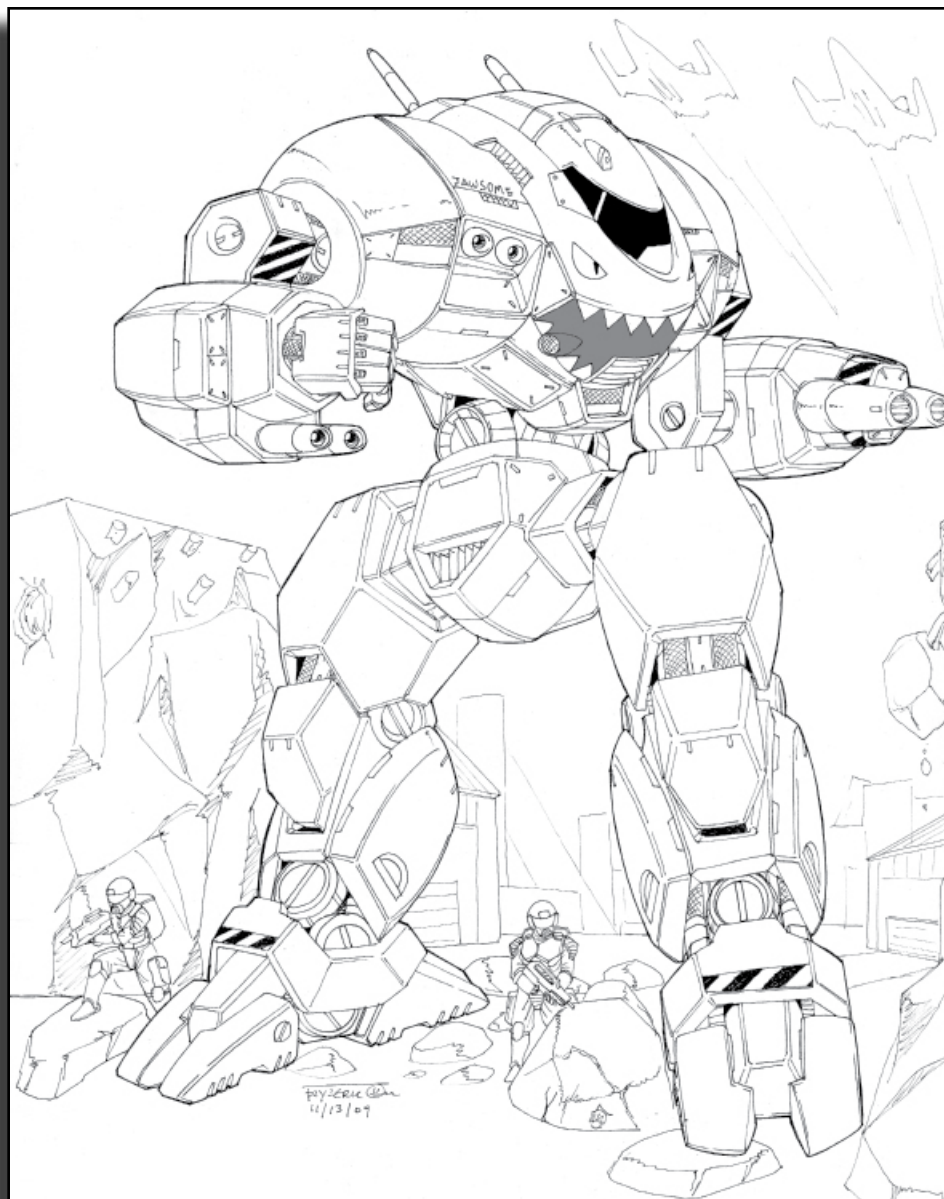
6

15

5

12

20



DAIMYO DMO-6K

Mass: 40 tons

Chassis: Alshain Type 59-40M Endo Steel

Power Plant: 240 Nissan XL Fusion

Cruising Speed: 64.8 km/h

Maximum Speed: 97.2 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Starshield Standard

Armament:

2 Diverse Optics ER Medium Lasers

1 Diverse Optics 30X ER Large Laser

1 Guided Technologies 2nd Gen Streak SRM 6

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications: Sipher CommSys 4

Targeting / Tracking: Eagle Eye SY10-10

Overview

The *Daimyo* won renown in 3053 as the first new BattleMech to emerge from Luthien Armor Works (LAW) following the destruction of the Clan attacks. Ten years after its debut, the Draconis Combine Mustered Soldiery is experimenting with modernizing its weaponry. The *Daimyo* was selected due to its need for higher speed, increased accuracy at longer ranges and harder-hitting weapons to better cope with future Clan encounters.

Capabilities

The use of a bulky endo steel skeleton and the more powerful 240 Nissan extra light fusion engine left no room for the old *Daimyo's* advanced ferro-fibrous weave. LAW's engineers have compensated for this by adding a ton and a half of Starshield Standard plate; despite downgrading to less sophisticated armor, the DMO-6K has slightly more protection than the original 'Mech.

The design's weapons have been completely overhauled. Although the Diverse Optics extended range large laser is not as powerful as the original ERPPC, it is now supplemented with two Diverse Optics extended range medium lasers purchased from the Free Worlds League, which permits the *Daimyo* to concentrate its fire across a wider envelope. The new main weapon saves weight and permits an upgrade of the right torso's missile rack to a

Guided Technologies Second-Generation Streak missile system. The more efficient Streak missiles should make its single CASE-protected ton of ammunition last a long time.

Deployment

Although the new DMO-6K and 7K are not yet slated for full production, several pre-production models were pressed into service this past year, reinforcing units that expected further Ghost Bear attacks. The Courcheval trial and resulting cease-fire meant that, with one exception, neither variant actually participated in combat.

The DCMS High Command's rush to deploy the improved *Daimyo* has ironically delayed full-scale production of the models. The Procurement Department and Bureau of Substitution has not yet been able to recover the machines that were scattered during the conflict and until the new *Daimyo* can undergo proper field testing, the Dragon will not grant approval for its manufacture.

Variants

A DMO-7K variant has been developed alongside the DMO-6K. This model incorporates many of the same changes as its brother 'Mech, but differs in several important ways.

The engine is a 200-series XL, similar in output to earlier versions of the *Daimyo*. The DMO-7K retains the DMO-6K's medium lasers and Streak missile rack, but replaces the ER large laser with an extended range particle-projection cannon augmented with an ERPPC capacitor. It also carries fourteen double heat sinks and a half-ton less armor.

Notable MechWarriors

Tai-i Kip "Quizmaster" Kurtzweil

Kurtzweil commands a light company with the Third Proserpina Hussars. Although respected by the Mechwarriors under his command, his cold intellect has won him few close friends. His frosty reputation is further enhanced by a curious habit: after gaining the upper hand over an enemy, he often asks his opponent a trivia question from Miyamoto Mushashi's "The Book of Five Rings."

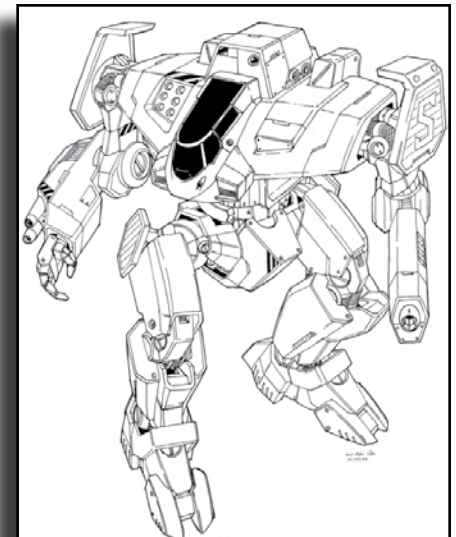
Should the enemy answer correctly, Kurtzweil allows

them to withdraw safely from combat. If they do not, he shows them no quarter. Issued a DMO-6K *Daimyo* for the Hussar's defense of Pesht, he was reportedly disappointed at losing the opportunity to match wits with Clan Ghost Bear Warriors.

The Onryō

Named for the vengeful spirits of Japanese folklore, the *Daimyo* nicknamed 'Onryō' has already borne witness to several milestones. It was the first DMO-7K to be completed and cleared for combat. Assigned to the Eighth Sword of Light Regiment, it is also the first (and thus far only) new variant to see action.

During the Eighth's raid on Last Frontier, the Onryō engaged and bested a Ghost Bear *Hunchback IIC*, marking the first confirmed kill by an upgraded *Daimyo*. It should come as little surprise that the Onryō is also expected to be the first new *Daimyo* to return to Luthien Armor Works for evaluation.



MEDIUM MECHS

Type: **Daimyo DMO-6K**

Technology Base: Inner Sphere / 3063

Tonnage: 40

Battle Value: BV2 (1156)

Equipment

Internal Structure:

Engine: 240 XL

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor: 137

Mass

2

6

6

9

0

4

3

3

9

Internal Structure

Armor Value

Head

3

9

Center Torso

12

17

Center Torso (Rear)

7

7

R/L Torso

10

16

R/L Torso (Rear)

4

4

R/L Arm

6

12

R/L Leg

10

20

Weapons and Ammo

2 ER Medium Lasers

RA

2

2

Streak SRM 6

RT

2

4.5

Ammo (SSRM) 15

RT

1

1

CASE

RT

1

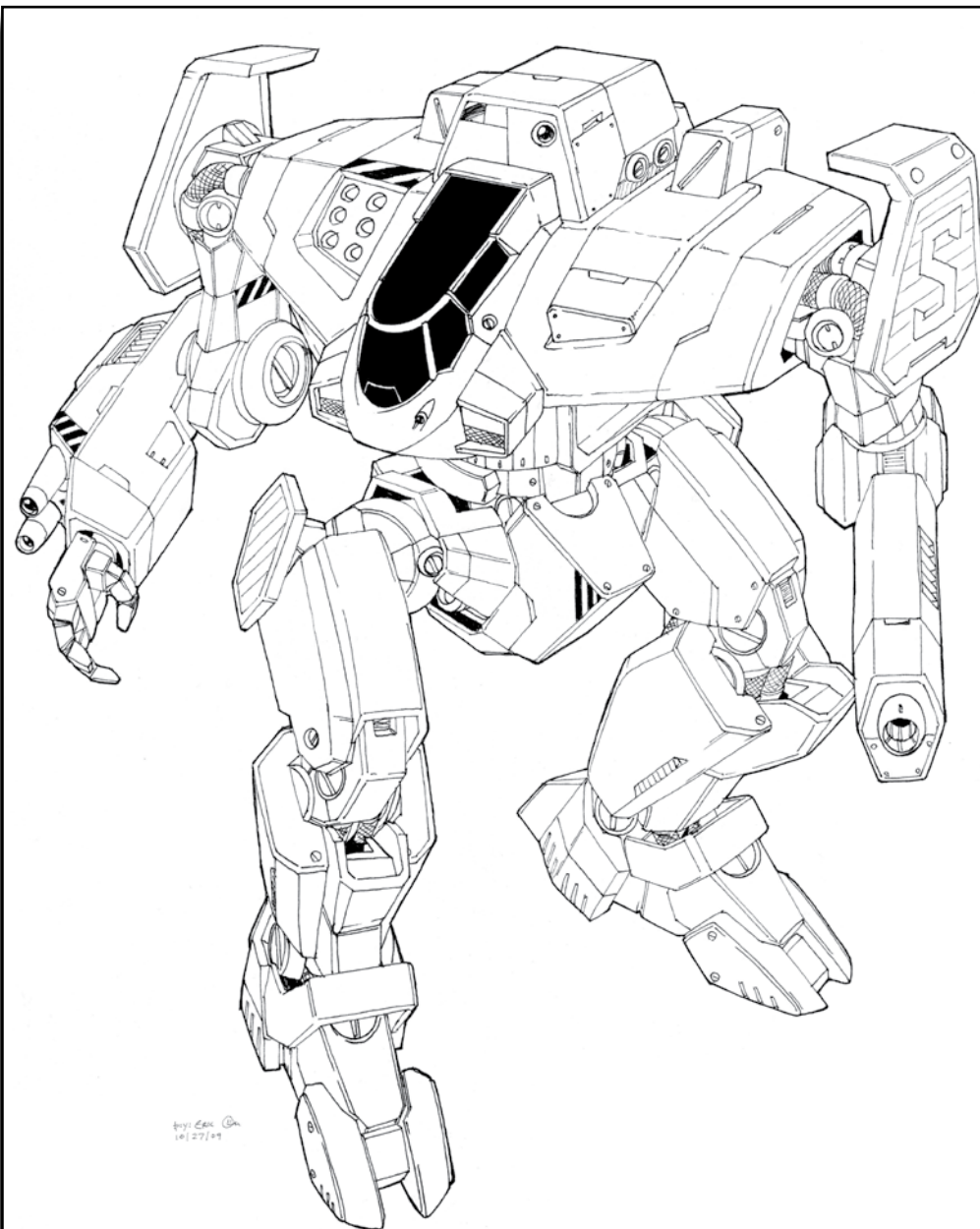
.5

ER Large Laser

LA

2

5



TREBUCHET TBT-8K

Mass: 50 tons

Chassis: Corean-II Deluxe Endo Steel

Power Plant: 250 Magna XL Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: 5 Rawlings 50 Standard Jump Jets

Jump Capacity: 150 meters

Armor: Starshield A Standard with CASE

Armament:

3 Magna Mk II Medium Lasers

2 Shigunga MRM 10s

2 Diverse Optics 10P Small Pulse Lasers

1 Zeus LRM 15

Manufacturer: Corean Ent, Kali Yama Weapons, Irian BattleMechs

Primary Factory: Stewart, Kalidasa, Irian

Communications: Sipher CommSys 1 with C3

Targeting / Tracking: TargiTrack 717 with Artemis Fire Control

Overview

Since Free Worlds League manufacturers rolled out the refitted TBT-7M *Trebuchet* in 3050, one of their most enthusiastic customers has been the Draconis Combine. However, the grueling trials of the past decade have led to a reassessment of the design. An article in "Way of the Samurai," the Combine's official quarterly tactical manual, outlined several problems as it stated what the DCMS High Command could not publicly admit – that there was a growing dissatisfaction with the 7M.

The scathing critique, titled 'Humble Reflections on a Fire Support 'Mech', singled out the Octagon Missile Magnet as a major mistake. Why, the anonymous author asked, should a lightly-armored 'Mech with only a few short range weapons and modest mobility be required to close with an enemy to fire a device whose sole purpose was to increase long-range missile accuracy? The contradiction was especially striking as this same 'Mech often carried the bulk of a lance's long range missile weapons.

Such mismatched systems could be forgiven of Free Worlds League planners, but the TBT-7M was a confusing and often fatal assignment for brave Kuritan 'MechWarriors. Tasked with facing down Clan forces, *Trebuchet* pilots often

found their launchers had run out of missiles before they could take advantage of the beacons.

Capabilities

In designing the TBT-8K, Combine engineers exchanged the oft-useless NARC Beacon system for an Artemis Fire Control System and added an additional ton and a half of Starshield armor to protect the vulnerable Magna extra-light fusion engine. They removed the Zeus launcher from the left arm, replacing it with two Shigunga ten-tube MRM launchers for better punch at medium range, as well as two Diverse Optics 10P small pulse lasers to deal with infantry.

As a final measure, Combine designers equipped their *Trebuchet* with a Matabushi Citizen C3 slave unit, solidifying the 'Mech's role as a 'team player' in the Dragon's lances. The finished machine fits well with the Kuritan quick strike mentality as it can keep pace with and provide support to *Grand Dragons*, *Chargers*, and *Crabs*.

Deployment

The first TBT-8Ks were refitted at Luthien Armor Works in late 3058, with lances of the new model deployed to units for trials early the following year. One of these lances was deployed to the Second Nightstalkers Regiment on Matamoras in June of 3059. Clan Smoke Jaguar launched a desperate final counter-offensive shortly thereafter, and the new *Trebuchet* found itself facing an unexpected test.

When the Jaguar's Nineteenth Striker Cluster jumped in-system in July of 3059, the Nightstalkers immediately began a hit-and-run guerrilla campaign. Supported by Matamoras' civilian population, the *Trebuchet* MechWarriors earned a reputation for fearlessness as they harried the enemy. By the time the last Smoke Jaguars surrendered in August, the Nightstalker *Trebuchets* had inflicted significant damage in their drive towards victory. This came at no small cost, as only one 'Mech and two pilots from the initial *Trebuchet* lance survived to the campaign's close.

After evaluating the TBT-8K's performance on Matamoras, the Combine Military Coordination Office chose to make this variant the front-line model. The DCMS hopes to convert their remaining *Trebuchet* assets within the next

five years.

Variants

The Fifteenth Sun Zhang Cadre reportedly converts their *Trebuchets* into an '8KL' variant, which replaces the medium and small pulse lasers with a single Victory Nickel Alloy extended range large laser.

Notable MechWarriors

Shujin Shigeo Inagawa

Like many of members of the Tenth Ghost Regiment, Inagawa's past is shrouded in mystery. He makes no effort to hide his yakuza background, however, as it is plain for all to see that he is missing two joints on his left little finger. Inagawa's TBT-8K *Trebuchet*, the Oyabun, is adorned with a blue flame pattern mimicking the elaborate irezumi tattoos which cover most of his body.



MEDIUM MECHS

Type: **Trebuchet TBT-8K**

Technology Base: Inner Sphere / 3059

Tonnage: 50

Battle Value: BV2 (1430)

Equipment

Internal Structure:

Engine: 250 XL

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 144

Mass

2.5

6.5

Internal Structure

Armor Value

Head 3

Center Torso 16

Center Torso (Rear) 6

R/L Torso 12

R/L Torso (Rear) 5

R/L Arm 8

R/L Leg 12

Weapons and Ammo

Location Critical Tonnage

3 Medium Lasers RA 3 3

LRM 15 w/ Artemis IV RT 4 8

2 Jump Jets RL 2 1

2 MRM 10s LA 4 6

2 Small Pulse Lasers LA 2 2

Ammo (MRM) 24 LT 1 1

Ammo (LRM) 16 LT 2 2

CASE LT 1 .5

2 Jump Jets LL 2 1

Jump Jet CT 1 .5

C³ Slave Unit HD 1 1



SCORPION II SCR-4K

Mass: 65 tons

Chassis: S&B Duraskel Standard

Power Plant: 260 VOX XL Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 4 Chilton 470 Jump Jets

Jump Capacity: 120 meters

Armor: Starshield Standard with CASE

Armament:

- 1 Imperator Dragon's Fire Gauss Rifle
- 2 Diverse Optics Type 2 ER Medium Lasers
- 2 Diverse Optics Medium Lasers
- 2 Yori Flyswatter Anti-Missile Systems

Manufacturer: S&B Industrial

Primary Factory: Chatham

Communications: Garret T22

Targeting / Tracking: Garret T20G with C3 Slave

Overview

Few could have predicted a decade ago that the Great Houses would return to the odd quadruped BattleMech ('Quad') designs. Yet a renaissance is underway. House Kurita produces the *Bishamon* and has begun to develop its own heavy Quad in response to House Steiner's *Barghest*. The DCMS approached S&B Industrial, a domestic producer of heavy quad industrial 'Mechs, to create a successor to the original quadruped BattleMech – the *Scorpion*.

Capabilities

At first glance the *Scorpion II* outwardly resembles the original design, but this new machine is imposing. S&B engineers installed an Imperator Dragon's Fire Gauss rifle (imported from the Free Worlds League) in place of the original particle projection cannon. A suite of two League-supplied extended range medium lasers and two standard medium lasers complement the 'Mech's primary weapon and allow the pilot effective fire at closer range. The hasty addition of a C3 slave unit is a nod to DCMS post-Operation Bulldog tactical doctrine and will allow quick integration into existing regiments.

S&B engineers provided the *Scorpion II* with three key defensive measures. First, they took advantage of the quad chassis by maximizing the protective plate, which equals

that of a much heavier biped 'Mech. Next, they mounted twin Yori Flyswatter anti-missile systems fore and aft to screen incoming enemy missile fire. Finally, the *Scorpion II* is equipped with CASE in both left and right torsos to protect the pilot from lethal ammunition or Gauss capacitor explosions.

Although the new model surpasses the original in terms of firepower and armor, it does so at the price of some speed. S&B overcame the original *Scorpion*'s awkward gait through the simple expedient of lowering its speed while adding four jump jets to offset the loss of mobility. However, trouble persists with the neurohelmet interface, a new design with its own teething problems.

Deployment

Concerned over possible Lyran reprisals after the annexation of the Lyons Thumb, the DCMS pressured S&B to accelerate production, with serious consequences for the program.

An intercepted internal memorandum suggests that S&B disregarded test pilot injuries ranging from sore backs to whiplash. These injuries were attributed to disorientation induced by the hastily adapted Garret neurohelmet interface. The design team's interim solution was to locate *Bishamon* pilots who could adjust more easily to the new machine. Testing continued, though at a slower pace.

A critical incident in the *Scorpion II*'s test phase occurred in October of 3061 during a live fire trial on Luthien. A DCMS MechWarrior assigned to the *Scorpion II* sustained serious injury. The summary inquiry found that despite S&B's insistence that only highly trained 'quad' pilots could safely operate the new machine, the military had assigned a pilot who had just graduated from a special 'quad' training program. An embarrassed DCMS quickly provided a seasoned *Bishamon* pilot and the live-fire exercise continued.

Unfortunately, this incident placed the *Scorpion II* in a bad light and raised doubt among its military backers regarding the design's practicality. Full production is on hold as technicians from Garret work to refine the T20G control

interface; preliminary results indicate there is an issue with the C3 slave module. The hiatus may already be nearing its end, however; our agents on Outreach and Galatea report that S&B representatives are soliciting *Scorpion*-equipped mercenary units to test this new BattleMech in actual combat.

Variants

Early prototypes of the *Scorpion II* carried multiple Streak missile racks as secondary systems. Another prototype replaced the main gun with an LB-X autocannon and twin large lasers, but the heavier weapons forced the removal of a heat sink and two tons of leg armor. Production is unlikely.

Notable MechWarriors

Chu-sa Yoshitsune Ueda (Retired)

A Sword of Light Mechwarrior, Ueda was at the helm of the *Scorpion II* in October of 3062 when he became disoriented while making a full jump during a live-fire exercise. He was paralyzed from the waist down when his SCR-4K crashed and his cockpit restraining harness failed. Ueda has since been medically retired with full benefits along with a supplemental pension provided by S&B Industrial.

Chui-I Amy Costelloe

Costelloe serves as DCMS Liaison officer with the Black Thorns mercenary unit. An experienced *Tarantula* pilot, she was reassigned to a prototype *Scorpion II* enroute to the Ghost Bear-held world of Jerzersko. Unlike many DCMS Liaison officers, Costelloe was not content to merely file reports from the field. She fought alongside the mercenaries during Jerzersko's extended insurgency, impressing veteran mercenaries and Clan Mechwarriors alike with her combat prowess against the Bear's Twenty-Ninth Provisional Garrison Cluster.

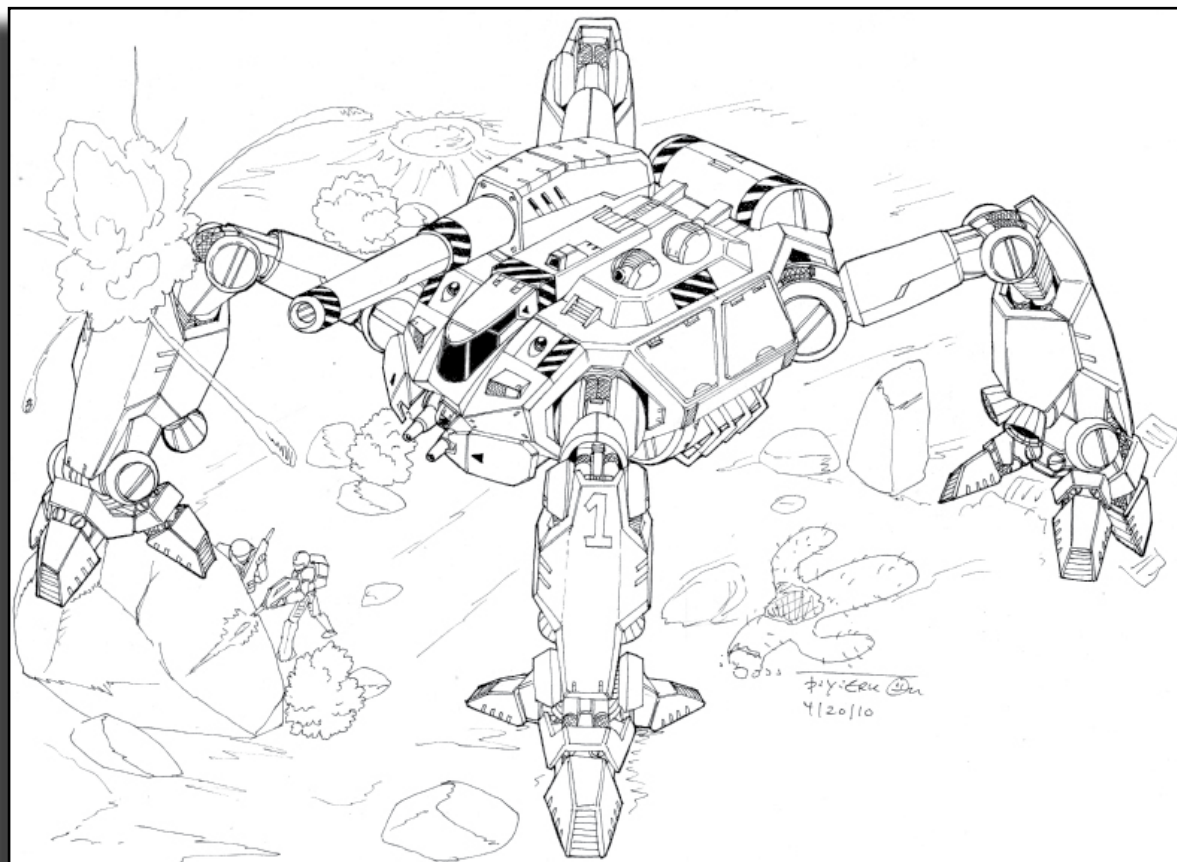
HEAVY MECHS

Type: **Scorpion II SCR-4K**
 Technology Base: Inner Sphere / 3063
 Tonnage: 65
 Battle Value: BV2 (1860)

Equipment		Mass
Internal Structure		6.5
Engine:	260 XL	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (Rear)		12
R/L Torso	15	20
R/L Torso (Rear)		10
R/L Front Leg	15	30
R/L Rear Leg	15	30

Weapons and Ammo	Location	Critical	Tonnage
Ammo (Gauss) 8	RFL	1	1
Jump Jet	RFL	1	1
Gauss Rifle	RT	7	15
Medium Laser	RT	1	1
CASE	RT	1	.5
Ammo (Gauss) 8	RRL	1	1
Jump Jet	RRL	1	1
Jump Jet	LFL	1	1
Medium Laser	LT	1	1
Anti-Missile System	LT	1	.5
Anti-Missile System	LT(R)	1	.5
Ammo (AMS) 24	LT	2	2
CASE	LT	1	.5
Jump Jet	LRL	1	1
2 ER Medium Lasers	CT	2	2
C ³ Slave Unit	HD	1	1



GALLOWGLAS GAL-6GLS

Mass: 70 tons

Chassis: BLKWL-52gls Standard

Power Plant: 280 VOX XL Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 4 Geotec 300 Standard Jump Jets

Jump Capacity: 120 meters

Armor: Valiant Lamellor Standard

Armament:

1 Diverse Optics 40X Binary Laser

4 Diverse Optics 20 Medium Lasers

2 Diverse Optics 30 Large Lasers

Manufacturer: Blackwell Heavy Industries

Primary Factory: Outreach

Communications: Dalban Micronics

Targeting / Tracking: Dalban HiRez II

Overview

Since the design's introduction in 3055, House Kurita has been a principal customer of Blackwell Heavy Industries' Gallowglas. This BattleMech has served the Dragon well through several campaigns and is still frequently encountered in the better-equipped regiments of the Draconis Combine Mustered Soldiery (DCMS).

Now entering its second decade of service with the Combine's Steel Pillar, the Gallowglas had already begun to show its age during Operations Birdog and Bulldog. Busy with updating homegrown designs such as the *Wolftrap* and *Daimyo*, the DCMS was apparently unconcerned with the *Gallowglas*' creeping obsolescence. However, intercepted transmissions between Blackwell and DCMS senior personnel suggest that House Kurita's neglect is a carefully crafted mask. This 'Mech would appear to be the focus of a serious effort to replicate Clan performance in the field.

Capabilities

Our Blessed Order's ROM analysts have recently decoded a most interesting series of communications between the two parties. Essentially, Blackwell has agreed to set aside a number of their *Gallowglas* 'Mechs while reconfiguring the basic design. They will then ship the unfinished BattleMechs to a Kuritan storehouse

where Combine technicians will complete the 'Mechs with a mixture of experimental and stock weaponry from their own stores.

Blackwell is tasked with replacing the older 280 fusion engines with top of the line extralight models. Although bulkier than the original powerplant, the new VOX engine will save weight needed for Kuritan equipment. The manufacturer will also make two minor changes to the base chassis, increasing the 'Mech's jump capacity by thirty meters with an additional torso-mounted Geotec jump jet, as well as adding two tons of armor. They have paid particular attention to the design's legs – each will receive at least an additional half-ton of plate.

Unfortunately, the transmissions contain few useful additional details. The heightened vulnerability of the extra light engine makes an addition of missile or ballistic systems improbable, as a single lucky hit could easily destroy the GAL-6GLS. The transcript does refer to one of House Kurita's experiments with binary lasers – the Diverse Optics 40X. However, the vital statistics of this new weapon are sketchy at best.

The incredible heat generated by the experimental laser, along with the proven performance of the original laser systems, suggests that the remaining energy weapons will remain standard models in order to minimize the *Gallowglas*' heat buildup. However, we expect Combine-manufactured lasers will replace the current Taurian and Capellan-sourced models, in keeping with a trend towards self-reliance in the military's supply system. Given the short range of the Magna Mk 1 small laser, the larger Diverse Optics Type 20 medium laser is a likely substitute for a center torso-mounted rear-firing weapon.

Deployment

The intercepted transmissions, authenticated by electronic signatures from the head of the DCMS Procurement Department and Blackwell executives, are dated December of 3060. The Combine has had ample time to assemble and distribute the first test machines.

The existence of the GAL-6GLS might explain a handful of particularly tenacious *Gallowglas* 'Mechs encountered by invading Draconis March forces. However, the brutal nature of the attacks on the Combine ruled out gathering any useful samples for evaluation – the 'Mechs in question were totally destroyed during those actions.

Variants

Our ROM analysts have speculated on the existence of another variant, tentatively named the GAL-7GLS, which would feature a particle projection cannon augmented by a PPC capacitor. Remaining mass would be devoted to a C3 slave unit, allowing the projected variant to better integrate itself within a team.

Notable MechWarriors

Bushosenshi Lafayette Ryder

Ryder served as an inspiration to the Twenty-fourth Dieron Regulars for several years. Even after Commonwealth forces invaded Al Na'ir, Ryder persevered in the Regulars' guerrilla campaign. As the Regulars retreated from the Fighting Urakhai in March of 3063, she requested permission to engage them alone.

Her Tai-i accepted the request. Ryder engaged the incoming mercenaries in the narrow confines of a canyon, managing to delay the enemy for several crucial minutes. She destroyed two mercenary 'Mechs and badly damaged a third before her *Gallowglas* succumbed to combined enemy fire.



HEAVY MECHS

Type: **Gallowglas GAL-6GLS**

Technology Base: Inner Sphere / 3063

Tonnage: 70

Battle Value: BV2 (1700)

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 18 [36]

Gyro: 3

Cockpit: 3

Armor Factor: 217

Mass

7

8

8

3

3

14

Internal Structure

Head

3

Center Torso

22

Center Torso (Rear)

11

R/L Torso

22

R/L Torso (Rear)

8

R/L Arm

11

R/L Leg

15

Armor Value

9

33

11

22

8

22

30

Weapons and Ammo

Binary Laser (Blazer)

RA

4

9

Large Laser

RT

2

5

Jump Jet

RT

1

1

Jump Jet

RL

1

1

2 Medium Lasers

LA

2

2

Large Laser

LT

2

5

Jump Jet

LT

1

1

Jump Jet

LL

1

1

Medium Laser

CT(R)

1

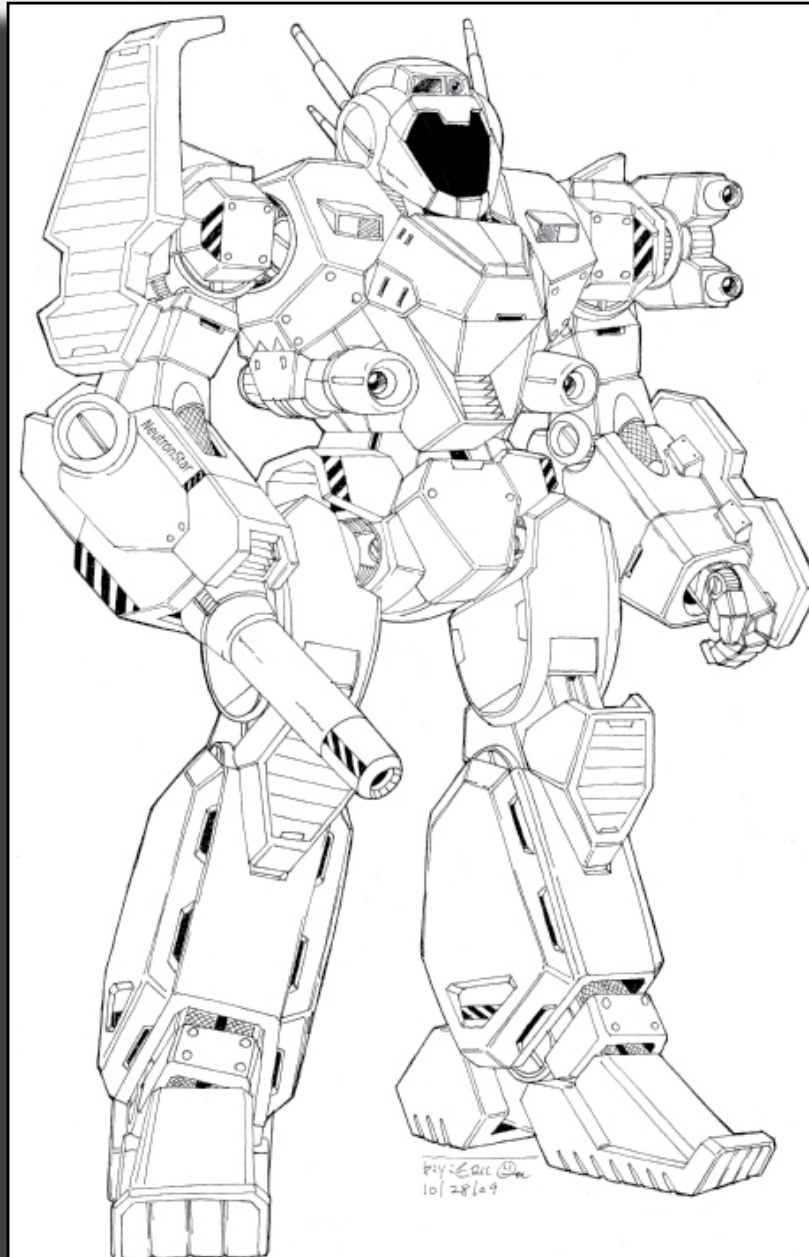
1

Medium Laser

HD

1

1



PRIVATEER PV-1K

Mass: 75 tons

Chassis: Kali Yama Endo Steel

Power Plant: Hermes 300 XL Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 3 Lexington Lifter Standard Jump Jets

Jump Capacity: 90 meters

Armor: Star Slab 9.5 Standard

Armament:

2 Imperator Ultra AC/5s

2 Shigunga MRM 10s

2 Victory 23-R Medium Lasers

1 Lord's Light 2 ER PPC

Manufacturer: Yori Mechworks

Primary Factory: Al Na'ir

Communications: Neill 8000

Targeting / Tracking: RCA Instatrak Mark X

Overview

More than any other House, Kurita has always sought to control their mercenaries. Unsatisfied with merely integrating them into existing commands, the Draconis Combine Mustered Soldiery (DCMS) has proposed supplying them with a new 'Mech, one intrinsically limited to close, aggressive support of DCMS advances.

The *Privateer* PV-1K is well suited to this mission. Developed alongside the *Privateer* PV-2L and set aside as unsuitable for Capellan needs, the concept soon found a home with House Kurita. The Combine version was quite different, however.

The chassis is based on the Marik *Orion*, not the Capellan *Thunder* as with the PV-2L. The Free Worlds League agreed to provide seventy *Orion* chassis in exchange for an unknown number of the Combine's new Streak launchers. House Kurita will provide the remaining major 'Mech components, including the extra-light fusion engine.

Capabilities

Looking like a mirror image of the PV-2L, the seventy-five ton PV-1K is built on an endo steel chassis and powered by a Hermes 300 XL fusion engine. Carrying thirteen and a half tons of armor, the PV-1K is unusually well protected

for its mission as a direct fire support 'Mech, and features a variety of weapons uniquely suited for the role.

The main gun is a Lord's Light 2 extended range particle projection cannon, followed by twin Imperator Ultra AC/5 autocannons. Supplied with a ton each of reloads, these autocannon have nearly the range of the ER PPC, and can double their rate of fire at the flip of a switch. This is useful when closing with opponents whose armor has been breached during the initial assault.

Fed from a single ton of ammunition, dual Shigunga ten-tube medium range missile launchers become available as the range closes; two Victory medium lasers replace the autocannons inside 60 meters, free to fire without wasting ammunition. It is worth noting that, with the exception of the ER PPC, the *Privateer* runs cool. A Mechwarrior may jump at will and fire 70% of his weapons continuously without overheating.

The minimal jump capability leaves some observers puzzled. Insufficient for fleeing a bad situation, such short jump capacity is meant to take advantage of the damage done by 'tip of the spear' assault 'Mechs. Ninety meters is more than enough to give vigilant pilots a chance at a crippling backshot.

One criticism is that the design lacks enough reloads for protracted engagements. Moreover, the Ultra autocannon has a reputation for jamming at the worst possible moment. But these observations miss the point: the *Privateer* 1K is not meant for extended firefights. It is tailor-made for aggressive Mechwarriors who finish battered opponents off in the shortest time possible. The autocannons are meant to run short of ammunition well before a typical engagement would end. This machine's dependence on supply lines is not lost on DCMS commanders, who wish to keep their eager mercenary 'employees' on a tight leash.

Deployment

The *Privateer* PV-1K has only now begun to reach mercenary units. It is leased on roughly the same terms as the Capellan version, but with no option to purchase. This may change in the near future, as the Draconis Combine

is already embroiled in conflict with the Federated Commonwealth.

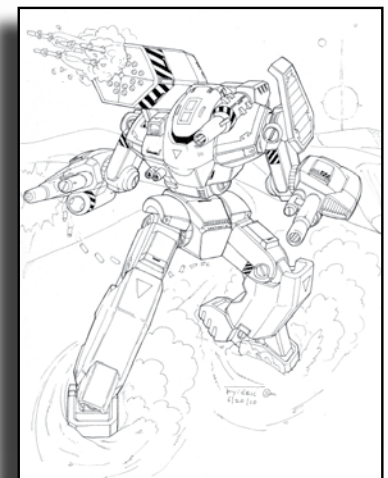
Variants

Bert's Bombardiers have reconfigured their *Privateers*, upgrading the medium lasers to extended range versions and replacing the ER PPC with a large pulse laser. The result is a brutal infighter whose worth was proven during a raid on Porthos in the recent Combine-Ghost Bear War. Accompanying the Thirteenth Sun Zhang Cadre, the Bombardiers used their heavier BattleMechs to provide the lighter Combine force with much-needed muscle against the assault AFVs of Clan Ghost Bear's Fifth Phalanx.

Notable MechWarriors

Fritz Langensheidt

Langensheidt epitomizes the brute force combat doctrine employed by Narhal's Raiders. He took a pristine *Privateer* on a raid to Ghost Bear-occupied Thule, returning it a few weeks later as little more than a walking torso. Despite its damaged structure, destroyed or non-functional weapons, a cockpit open to the weather and leg joints permanently warped by particle beams, Vandenburg Mechanized Industries reportedly paid Langensheidt a handsome bonus for his BattleMech's black box data.



HEAVY MECHS

Type: **Privateer PV-1K**

Technology Base: Inner Sphere / 3062

Tonnage: 75

Battle Value: BV2 (1739)

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 4

Running MP: 6

Jumping MP: 3

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 216

Mass

4

9.5

Internal Structure

Head 3

Center Torso 23

Center Torso (Rear) 9

R/L Torso 16

R/L Torso (Rear) 8

R/L Arm 12

R/L Leg 16

Armor Value

9

30

9

24

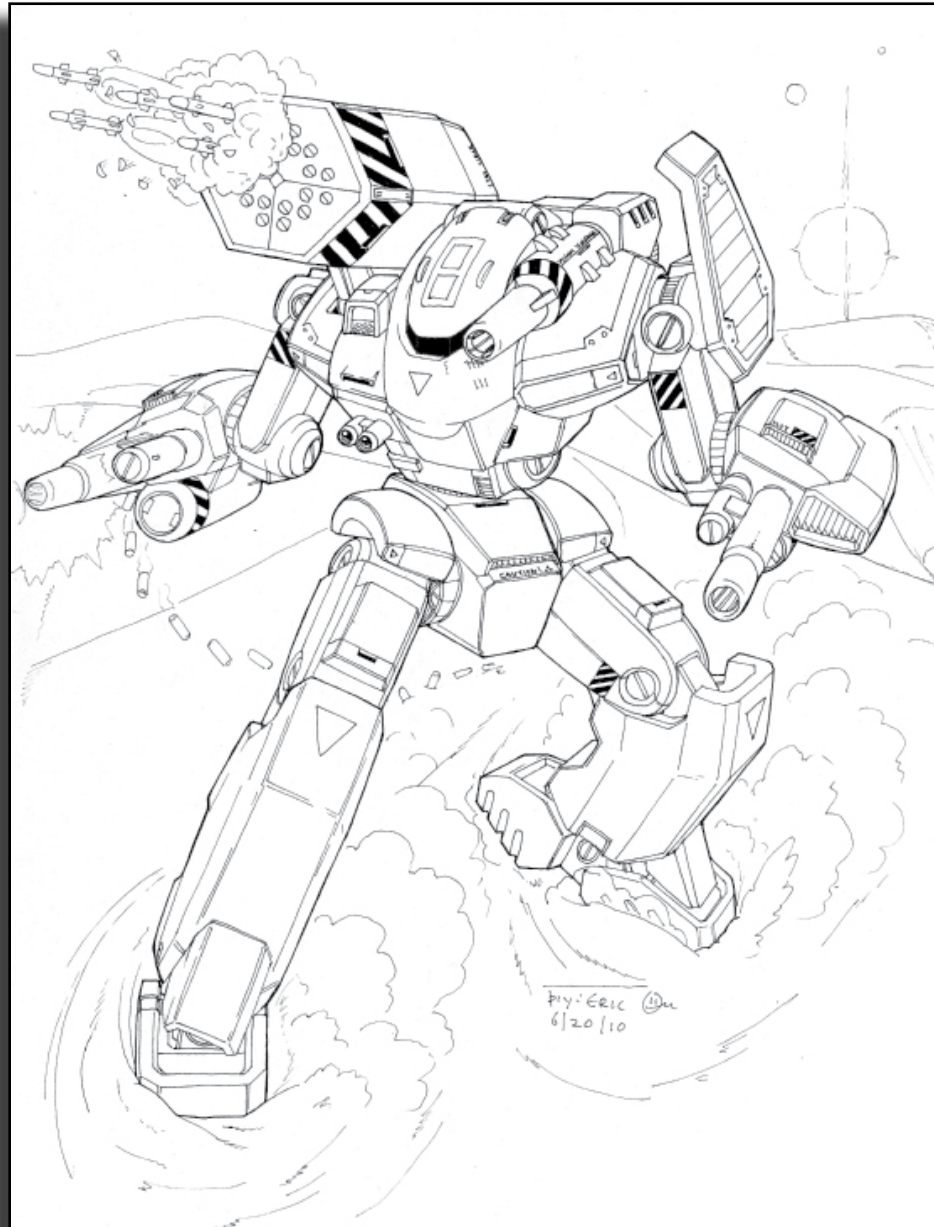
8

22

30

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/5	RA	5	9
Ammo (UAC) 20	RA	1	1
2 MRM 10s	RT	4	6
2 Medium Lasers	RT	2	2
Ammo (MRM) 24	RT	1	1
CASE	RT	1	.5
Jump Jet	RT	1	1
Ultra AC/5	LA	5	9
Ammo (UAC) 20	LA	1	1
ER PPC	LT	3	7
Jump Jet	LT	1	1
CASE	LT	1	.5
Jump Jet	CT	1	1



WHITE KNIGHT WNT-3K

Mass: 75 tons

Chassis: AS&S WK Endo Steel

Power Plant: 300 Vlar Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Durallex Heavy Special with CASE

Armament:

2 Victory Nickel Alloy ER Large Lasers

6 Kajuka Type 2 Medium Lasers

3 Thunderstroke-L LRM 5s

Manufacturer: Amalgamated Sword & Steel/Telfar BattleMechs

Primary Factory: Gram/Midway

Communications: Colmax 90

Targeting / Tracking: Matabushi Sentinel with Citizen C3 Slave Unit

Overview

The 'Haku-Kishi' or *White Knight* is not, as the name might suggest, a successor to the *Black Knight*. In fact, it preceded that venerable design by nearly four decades. Making an appearance in the early twenty-sixth century, the *White Knight* was a contemporary of the *Hammerhands* and *Griffin* BattleMechs but, due to technical challenges, was produced in only modest numbers. Thus it came as a surprise to Our Blessed Order when House Kurita 'resurrected' the design in the aftermath of Operation Bulldog.

Capabilities

Like the *Guillotine*, the reborn *White Knight* benefits from the use of endo steel. This advanced chassis allows the BattleMech a balance of weaponry, armor and secondary systems which was uncommon in the Star League era. A hefty fourteen and a half tons of standard armor, combined with the standard powerplant and missile bins protected by Cellular Ammunition Storage Equipment, ensures that the *White Knight* can endure protracted engagements.

By today's standards, the quadruple laser battery in each arm might seem unremarkable. However, the original *White Knight* was one of the first heavy 'Mechs capable of packing four laser systems so tightly together in a 'Mech limb. This

technical breakthrough was put to good use in later designs such as the *Marauder* and *Clan Timber Wolf*.

Combine Engineers originally intended to use newer extended range lasers throughout, giving the *White Knight* a longer reach in combat. However, even sixteen new 'freezers' could not handle the resulting heat buildup; the medium lasers are standard models. To improve the accuracy of the extended-range large lasers, engineers reserved a space in the BattleMech's head for a Matabushi Citizen C3 Slave unit.

Intended to provide a wide field of fire, a trio of Thunderstroke L missile launchers supplements the long-range lasers. Thunder munitions allow this 'Mech to assume a secondary role as minelayer. Pilots can now deny key areas of the battlefield to the enemy; it is possible for the *White Knight* to quickly lay down several minefields at once. The mines in turn create choke points, funneling enemy forces into overlapping fields of fire. Such tactics are a departure from standard operations and the DCMS currently retains several Capellan military specialists as advisers on the effective use of these devices.

Tacticians use the *White Knight* mostly in the role of long-range fire support. Indirect fire is often used in concert with another light 'Mech or a squad of battle armor hidden in a forward position and acting as spotter. With half of its weapons reaching out past 600 meters, the *White Knight* is especially effective versus light targets, damaging them badly by the time they come into range of its medium lasers. During clean-up operations, the *White Knight* instead uses the missiles as a 'salt shaker' to neutralize damaged vehicles or 'Mechs straggling behind the front line.

Deployment

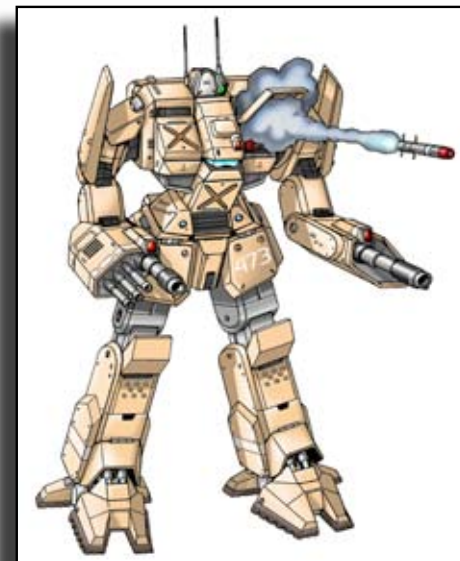
Centuries of warfare saw the original *White Knight* whittled down in numbers, used for spare parts to support the remaining units assigned to garrison battalions. Like many of its contemporaries, it fell prey to time and the fortunes of war and was soon forgotten. The resurrected version is still uncommon, but has begun to fill holes in the Combine's ranks following brutal fighting against Clan Smoke Jaguar.

White Knights are currently sent to heavy regiments and are most often paired with Kuritan *Grasshoppers* and *Guillotines*. As Amalgamated Sword and Steel's automated assembly lines were decimated early in the First Succession War, the Dragon's original *White Knights* will probably be allowed to 'go extinct' while Telfar BattleMechs' new *White Knight* carries on their proud tradition.

Variants

The WNT-3KM drops a ton of armor and exchanges the LRM-5 launchers for a trio of ten-tube medium range missile racks supplied by a single ton of ammunition. The three medium lasers in each arm are replaced by two extended range versions, and an additional heat sink helps shed the extra heat.

The new missile racks and ER medium lasers give this variant a pronounced medium to short range punch, but preclude the use of specialized munitions. The WNT-3KM has been spotted in regiments such as the Third Dieron Regulars, who are renowned for their urban fighting skill.



HEAVY MECHS

Type: **White Knight WNT-3K**
 Technology Base: Inner Sphere / 3063
 Tonnage: 75
 Battle Value: BV2 (1740)

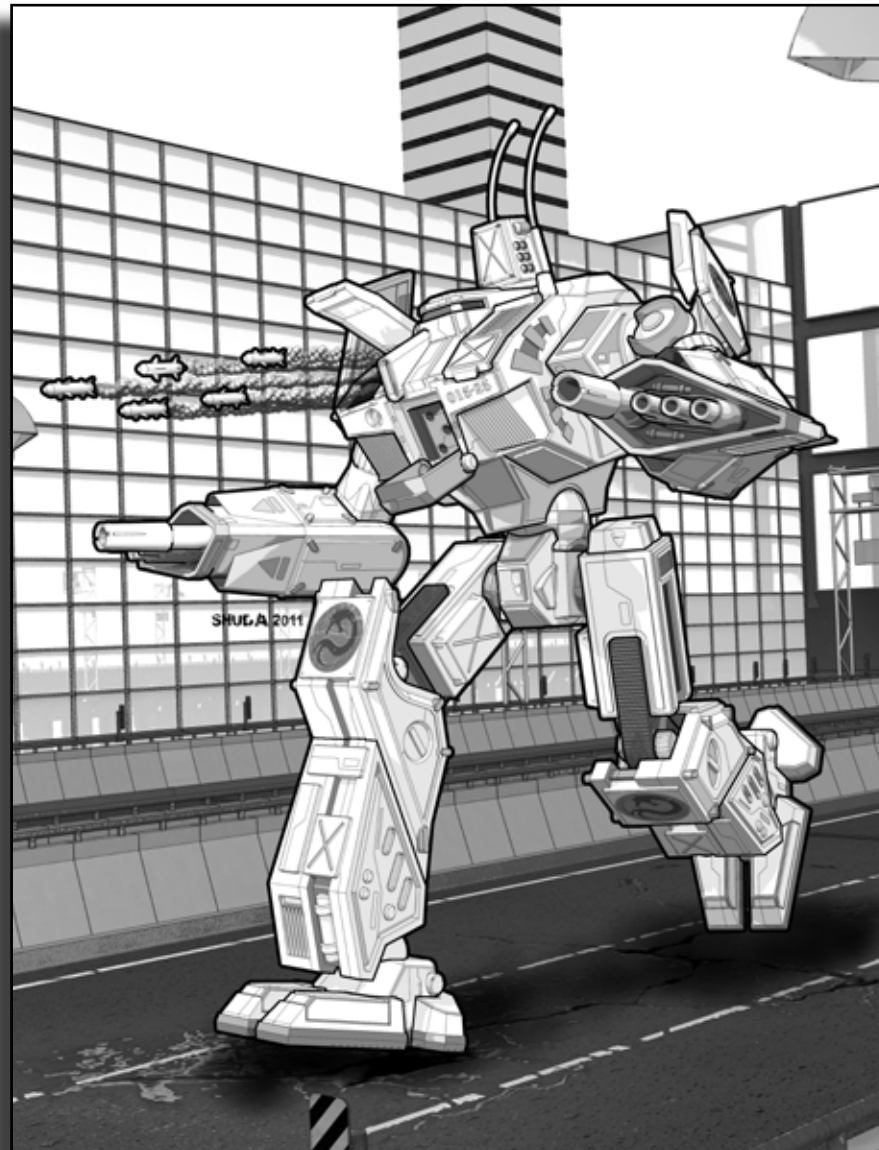
Equipment

		Mass
Internal Structure:		4
Engine:	300	19
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (Rear)		12
R/L Torso	16	24
R/L Torso (Rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
3 Medium Lasers	RA	3	3
LRM 5	RT	1	2
Ammo (LRM) 48	RT	2	2
CASE	RT	1	.5
ER Large Laser	LA	2	5
3 Medium Lasers	LA	3	3
LRM 5	LT	1	2
LRM 5	CT	1	2
C ³ Slave Unit	HD	1	1



LYRAN ALLIANCE VEHICLES



LYRAN ALLIANCE

Upon her appointment to the position of General of the Armies in 3057, Nondi Steiner ordered a review of the nascent Lyrans Alliance Armed Forces. The results, especially in the realm of armored fighting vehicles, were sobering. General Steiner immediately issued a call for vehicles that incorporated recent innovations in technology. At the same time, she insisted that such designs make maximum use of the large stockpiles of existing conventional weapons and munitions. The major design bureaus balked at first, but after General Steiner toured the weapon makers extensively, they began to wring more value from each new design they proposed.

Slowly, tanks and other vehicles have appeared which feature reliable weapon systems such as the PPC, SRM launcher and lowly autocannon alongside more modern systems such as ECM, anti-missile suites, and sophisticated drivelines. Using special munitions for their missile launchers and autocannon, and equipped with sophisticated jamming gear capable of seriously hampering the effectiveness of enemy weapons, these machines promise to increase the impact of a given Lyrans force without actually increasing its numbers.

PRODUCTION

The Lyrans have opted to convert lower-tech assembly lines over to vehicle production. Thus, nearly every factory within House Steiner's borders is busy producing something for the new vehicle program. Unfortunately, the wide range of companies who are involved in this effort has led to politicking among the management. With the scent of profits in their nostrils, many fear the new generation of military leaders may soon relapse into old habits – bringing back the era of incompetent 'social generals' and their corrupt ways.

Mass: 20 tons
Movement Type: Wheeled
Power Plant: Defiance 80 Fusion
Cruising Speed: 54.0 km/h
Flank Speed: 86.4 km/h
Armor: Lexington Limited High Grade Ferro-Fibrous
Armament: None
Manufacturer: Red Devil Industries
Primary Factory: Pandora
Communications: Scuti Dualcom
Targeting / Tracking: None

Overview

The Ural was developed after the War of 3039, when Prince Hanse Davion decreed that the newly created Armed Forces of the Federated Commonwealth's military and support equipment become as standardized as possible. Battlemech forces would take generations to homogenize, so the early focus was on mass-produced vehicles. Red Devil Industries of Pandora developed the prototype of the Ural TU-30 and turned a quick profit by licensing it to dozens of civilian manufacturers.

As successful as the Ural was in 3041, time and the modern battlefield required changes to keep the truck relevant. The Lyran Alliance has begun a program to upgrade this mainstay of its Supply Corps.

Capabilities

The original TU-30 was equipped with a sturdy but somewhat underpowered diesel engine and protected by two tons of standard armor. Power to the drive wheels went through a conventional manual transmission that, while durable, was tiring to operate and frequently led to repetitive motion injuries. Alliance forces have begun issuing a new version in the past three months, the Ural TU-59, which addresses these and other problems.

Strengthening the original chassis, technicians replaced the older combustion engine with a specially designed Defiance 80 fusion power plant. This delivers its motive power through an automatic transmission, which eliminates constant gear shifting. A fully laden TU-59 can achieve speeds approaching 85 km/h and is no longer restricted

by the need to refuel. It is equipped with three tons of advanced ferro-fibrous armor – protection equal to that of light BattleMechs such as the COM-5S *Commando*.

The cargo bay was the only element requiring little modification and is nearly as spacious as that of the original. Capable of carrying 10 tons of materiel, the Ural can move all types of cargo, from clothing and food to spare parts and ammunition. It occasionally doubles as a troop carrier but is an uncomfortable ride (even with field modifications) due to its stiff, heavy-duty suspension. A sleeper compartment behind the cab permits long-haul assignments and there is an integral hitch for towing additional cargo trailers.

Deployment

Many Lyran Alliance units currently depend on the upgraded Ural for supply and transport.

Prince Davion's demand for a standardized support vehicle will, ironically, outlive the Federated Commonwealth; Federated Commonwealth depots have yet to update their own trucks, citing expense and spending priorities. In addition, large numbers of the older TU-30 still serve in surrounding states such as the Free Rasalhague Republic, the former St. Ives Compact and the Outworlds Alliance.

Variants

Lyran doctrine being what it is, a slightly heavier and somewhat slower version of the Ural (the TU-60) has also surfaced in recent months. It couples a small turret, armed with twin Maxell small pulse lasers for anti-infantry defense, with an extra two and a half tons of cargo space. The armor protection remains the same, as does the two-man crew who, in addition to their other tasks, must operate the turret when in a combat zone. Current Lyran policy is to deploy the Ural in 'lances' with a ratio of one TU-60 to three TU-59s.

Another proposed option is to mount a Surefire 444 anti-missile system at the rear of the cab to protect convoys from air strikes and infantry-launched short-range missiles.

The Federated Commonwealth's philosophy towards the Ural has always been 'if it ain't broke, don't fix it,' so that state has no notable variants.

Notable Crew

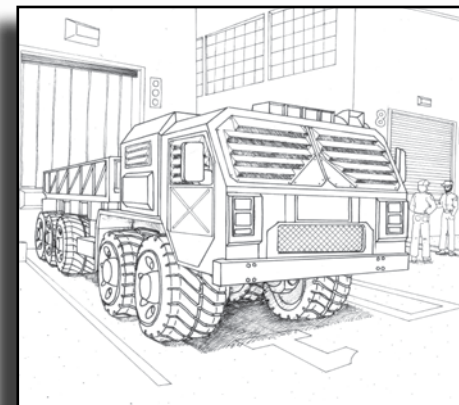
Senior Corporal Jason Groves

Groves serves with the 324th Support Company with the First Bolan Jaegers. When the Jaegers were ordered to intervene in the conflict between the city-states of Quetta and Sidi on Bolan, Groves volunteered to serve on a Ural relief convoy. During a routine stop in the Bruhai pass, the Urals came under heavy artillery fire, resulting in the deaths of civilian aid workers.

While his fellow drivers shouted at each other to turn back, Groves quickly accelerated the Ural and left his bickering comrades behind. The rest of the convoy watched dumbstruck for a few moments, but Groves seemed to pass through the incoming shellfire untouched. Inspired by the man's courage, the other drivers quickly resumed their journey and reached their endpoint with minimal losses.

Old Reliable

Old Reliable is a battered Ural TU-30 from the initial production run that served the First Kestrel Grenadiers for more than twenty years prior to its 'retirement' in 3062. The rugged design was much loved; painted in the Regiment's flat white parade colors, it is currently displayed outside the Grenadiers' motor pool on their homeworld of Zurich.



LIGHT VEHICLES

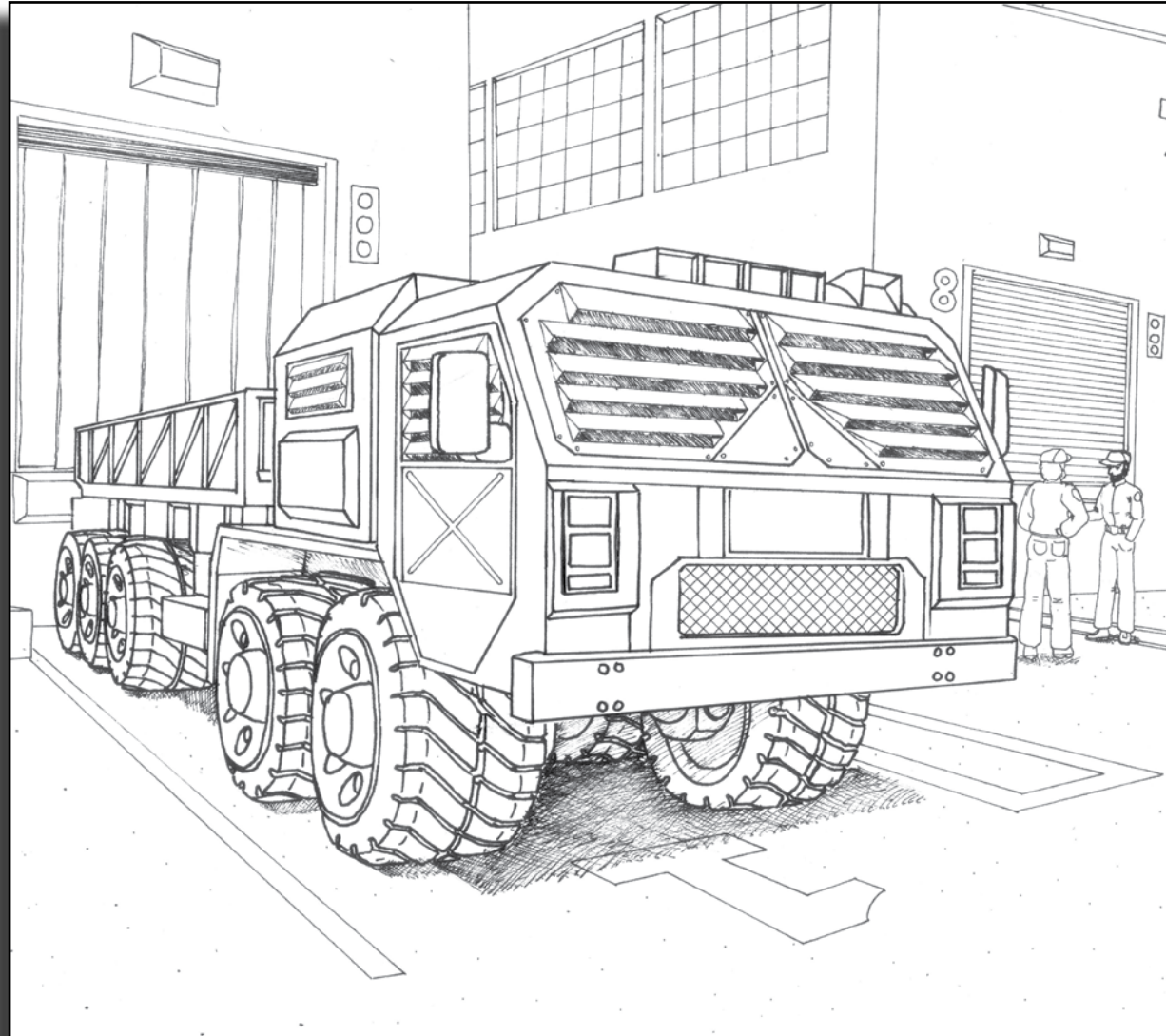
Type: **Ural TU-59**
 Technology Base: Inner Sphere / 3063
 Movement Type: Wheeled
 Tonnage: 20
 Battle Value: BV2 (164)

Equipment

Internal Structure:		Mass
Engine:	80	2
Shielding and Transmission:		2.5
Cruising MP:	5	1.5
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		1
Crew:	2	0
Armor Factor:	53	3

	Internal Structure	Armor Value
Front:	2	15
R/L Side:	2	14
Rear:	2	10

Weapons and Ammo	Location	Tonnage
Cargo	Body	10
Trailer Hitch	Rear	0



KANGAROO

Mass: 55 tons

Movement Type: Tracked

Power Plant: Hermes 275 Light Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Kallon Unity Weave Ferro-Fibrous

Armament:

3 Coventry 90mm Six-Rack SRM 6s

2 Diverse Optics ER Medium Lasers

2 Scattergun Light Machine Guns

1 Mainfire Point Defense Anti-Missile System

Manufacturer: Quikscell

Primary Factory: Lancaster

Communications: Scuti Dualcom

Targeting / Tracking: Cyclops Beagle with Active Probe

Overview

The Inner Sphere has recently experienced a resurgence in the use of conventional troops. This process – which began with the unorthodox tactics of a few brilliant commanders such as Grayson Death Carlyle – found its full expression with the arrival of the Clans' Elemental battle armor. The lowly foot soldier has been transformed from a helpless bystander to a lethal foe in less than a generation, and House Steiner's military in particular has suffered heavy losses at the hands of Clans Jade Falcon and Wolf armored infantry.

As the Lyran Alliance Armed Forces (LAAF) scrambled to rebuild their shattered units, Lyran planners faced a quandary: should they focus on defeating the Clans' battle armor or their OmniMechs? They decided that Clan OmniMechs were the greatest threat and best countered using improved Inner Sphere 'Mech designs. For this reason, the latest generation of Lyran BattleMechs is less likely than ever to mount anti-personnel weaponry. Instead, a dedicated vehicle, the Kangaroo, was commissioned to deal with the growing threat of infantry.

Because their Pandora plant had finished its reassembly on Lancaster but was not yet committed to production of other vehicles, the Quikscell Company – despite their reputation – was chosen to produce the new tank.

Capabilities

Their engineers used the latest technology available for this machine, beginning with a Hermes light fusion engine. Although more conservative designers might be reluctant to mount such an expensive power plant in conventional armor, the new engine allows this tank to move quickly and carry more effective weaponry. The design's supporters are also quick to point out that the Kangaroo is far less expensive than the BattleMechs it is assigned to protect.

Furthermore, proven fusion technology means that the Kangaroo can operate without the constant need to refuel. As a tracked vehicle, it can escort 'Mechs over any terrain save water and heavy forest. The tank's flank speed of 85.9 km/h far outstrips that of larger Lyran assault 'Mechs and permits it to clear an area well ahead of its slower charges. The Kangaroo can detect and swiftly engage battle armor and vehicles before they become a threat, courtesy of its Beagle Active Probe; crews affectionately refer to these pouncing maneuvers as 'Kangaroo Stomps.'

But speed and early detection are not the Kangaroo's only assets. Its main armament is a trio of turret-mounted Coventry Six-Rack short-range missiles. These are most often equipped with Inferno rounds, which maximize their impact on infantry carriers, battle armor and troops alike. Two Scattergun machine guns complement this tank's anti-personnel arsenal and are a cheap, highly effective deterrent against unarmored soldiers who might attempt swarming tactics. Twin Diverse Optics extended range medium lasers round out the weaponry; they permit the tank to strike light armor or even recon BattleMechs at range with good effect.

The presence of Marik-manufactured lasers in a Lyran AFV has fueled much speculation and even some conspiracy theories. However, the truth is more mundane: Defiance Industries is over-extended and at least a year behind in orders for its own Defiance Model XII. In order to speed production, the Kangaroo engineers chose to import foreign-made versions of this weapon.

Finally, the Kangaroo is well protected against its intended targets, mounting eight and a half tons of Kallon

ferro-fibrous armor and a Mainfire anti-missile system. Despite this, current LAAF doctrine strongly discourages using the Kangaroo to engage heavy armor or BattleMechs; that task is best left to the 'Mechs it supports.

Deployment

The first Kangaroos were attached to the Sixth Lyran troops during Operation Bulldog and saw action on Byesville, Garstedt and Savinsville. With their mettle proven on the battlefield, the Kangaroo is scheduled for deployment to other regiments in the LAAF.

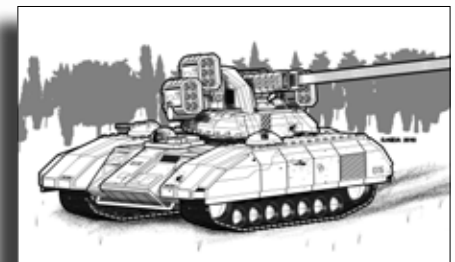
Variants

One recent covert assignment used a test-bed Kangaroo that had exchanged the Beagle Sensor Array for a Guardian Electronic Countermeasures suite. While the modified tank was quite successful in this role it is not likely to reach production, as the switch required a complete overhaul of the targeting/tracking systems. Apparently the older sensors tend to be poorly shielded against electromagnetic interference. This causes problems with targeting and has even resulted in a weapon misfiring during field trials.

Notable Crew

Eric Meyer, Tim Seltzer, Hans Overbeke and Albrecht Cowan

Serving with the 217th Alliance Panzer Regiment of the Twenty-Third Arcturan Guards, this was the first Kangaroo crew to have a confirmed Jade Falcon Elemental kill. They have since stenciled a new nickname, "Falkentöter" (which means 'Falconslayer') on the side of their vehicle.



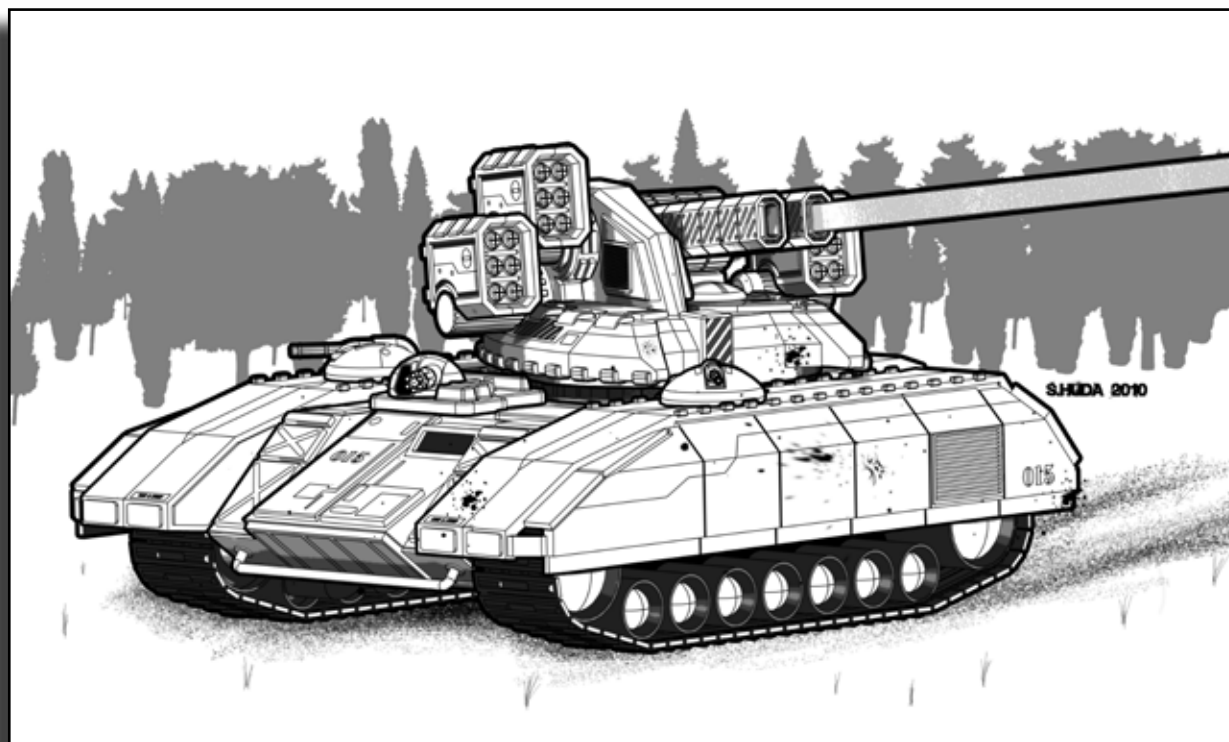
MEDIUM VEHICLES

Type: **Kangaroo**
 Technology Base: Inner Sphere / 3062
 Movement Type: Tracked
 Tonnage: 55
 Battle Value: BV2 (1052)

Equipment		Mass
Internal Structure:		5.5
Engine:	275 Light	12
Shielding and Transmission:		6
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3
Crew:	4	0
Turret:		1.5
Armor Factor:	152	8.5

	Internal Structure	Armor Value
Front:	6	36
R/L Side:	6	27
Rear:	6	26
Turret:	6	36

Weapons and Ammo	Location	Tonnage
3 SRM 6s	Turret	9
2 ER Medium Lasers	Turret	2
Anti-Missile System	Front	.5
Machine Gun	Right	.5
Machine Gun	Left	.5
Beagle Active Probe	Body	1.5
Ammo (SRM) 45	Body	3
Ammo (AMS) 12	Body	1
Ammo (MG) 100	Body	.5



PANZERFAUST

Mass: 60 tons

Movement Type: Tracked

Power Plant: Defiance 300 Light Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: StarSlab 9.5 Ferro-Fibrous

Armament:

1 Hammerfist Heavy Gauss Rifle

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications: TharHes Muse 54-58K

Targeting / Tracking: TharHes Mars 5

Overview

Having spent billions developing their heavy Gauss rifle and Light fusion engine, Defiance Industries faced intense pressure to recoup R&D costs. Although the new technology would eventually be incorporated into the prototype *Fafnir* and *Stiletto* BattleMechs, Defiance's board of directors ordered the creation of an armored fighting vehicle (AFV) to demonstrate the new systems and improve their cash flow.

The design team responded with the Panzerfaust, a reworking of an earlier design that was proposed prior to the Fourth Succession war but abandoned as impractical for the time. With new technology in hand, Defiance Industries engineers retrieved the rejected plans from their archives and began production within a year.

Capabilities

The original design was little more than a tracked version of the Capellan Hetzer assault wagon: slow and poorly armored. It is Defiance Motors' light fusion technology that has given new life to the concept. Courtesy of a Light fusion engine, the Panzerfaust can reach speeds of up to 85 km/h and pursue its prey over nearly any terrain. Encased in seven tons of ferro-fibrous armor, it can take multiple hits from heavy weaponry before losing structural integrity.

As pivotal as the new engine is the Defiance Hammerfist heavy Gauss rifle. Reflecting the Steiner philosophy of 'big guns are better,' a single shot at close range can shred the armor of the heaviest opponent. Unlike a Class-

20 autocannon that sacrifices range for damage, the Hammerfist can still strike at distant targets. Though the large slug loses velocity over distance, resulting in reduced impact, the damage at extreme range is comparable to that of particle projection cannons.

Four tons of ammunition fed by an autoloader is more than sufficient to deal with the most heavily armored targets. Thanks to the autoloader, the vehicle can be operated with a crew of just three: the commander, driver and gunner. The driver and commander have dual controls that permit either crewmember to drive or fire the gun as required.

Early footage 'leaked' to the Donegal Broadcasting System by Defiance Industries raised many eyebrows; the prototype was revealed to lack a turret, instead fixing the cannon in a hull mount. The Panzerfaust trains and elevates its gun with tracks and an adjustable suspension. Tests demonstrate that a skilled gunner can hit targets just as effectively as with a turreted design, but not while the vehicle is in motion. The final touch is a pair of recoil spades at the rear of the vehicle that can be lowered and set into the ground to allow a more stable firing platform. They allow the gunner to hit a fortified position repeatedly with greater accuracy and maximum effect.

Lacking a turret, the Panzerfaust's profile is much lower than other tanks in its weight class. It is difficult to spot even in the open - when concealed by terrain, it excels at defensive ambushes.

Deployment

The Alliance's Quartermaster Corps is distributing the first production run to Regimental Combat Teams (RCTs) throughout the Alliance. Lyran High Command has been using the Panzerfaust to replace aging tanks of similar tonnage (such as the Demolisher) for heavy assault and city defense.

Variants

One variant has been seen in field exercises: the Panzerfaust 'Wirbelwind'. It is built on the same chassis, but equipped with a smaller engine and far less armor than the parent model. It carries two hull-mounted Defiance

Disintegrator Class-20 LB-X autocannons. These potent 'shotguns' are accurate but short-ranged, and we assume that the Wirbelwind is primarily a defensive 'finisher' intended to halt enemy forces that penetrate the front lines. The use of canister rounds suggests a possible secondary role in air-defense, as the 'wall' of flak generated by two Class-20 ACs is impressive.

Notable Crew

Josiah Williams, Clark Covucci, and Chinara Smith

Williams, Covucci and Smith crew the lead Panzerfaust in a newly deployed Fourth Skye Armored Brigade lance on Morges. During a recent attack by Clan raiders, their lance was ordered to hold the line until reinforcements arrived. Williams maneuvered his command into Icegrief canyon where low hills and boulders provided ideal cover.

The Panzerfausts fought a short but effective delaying action, holding off a cluster of OmniMechs long enough for the rest of the Fourth Skye Rangers to rally, regroup and eventually drive the invaders off-world.



HEAVY VEHICLES

Type: **Panzerfaust**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

Tonnage: 60

Battle Value: BV2 (1159)

Equipment

Internal Structure:

Engine: 300 Light

Shielding and Transmission:

Cruising MP: 5

Flank MP: 8

Heat Sinks: 10

Control Equipment:

Crew: 4

Armor Factor: 125

Internal Structure

Front: 6

R/L Side: 6

Rear: 6

Weapons and Ammo

Heavy Gauss Rifle

Ammo (HGR) 16

Location

Front

Body

Mass

6

14.5

7.5

0

3

0

7

Armor Value

45

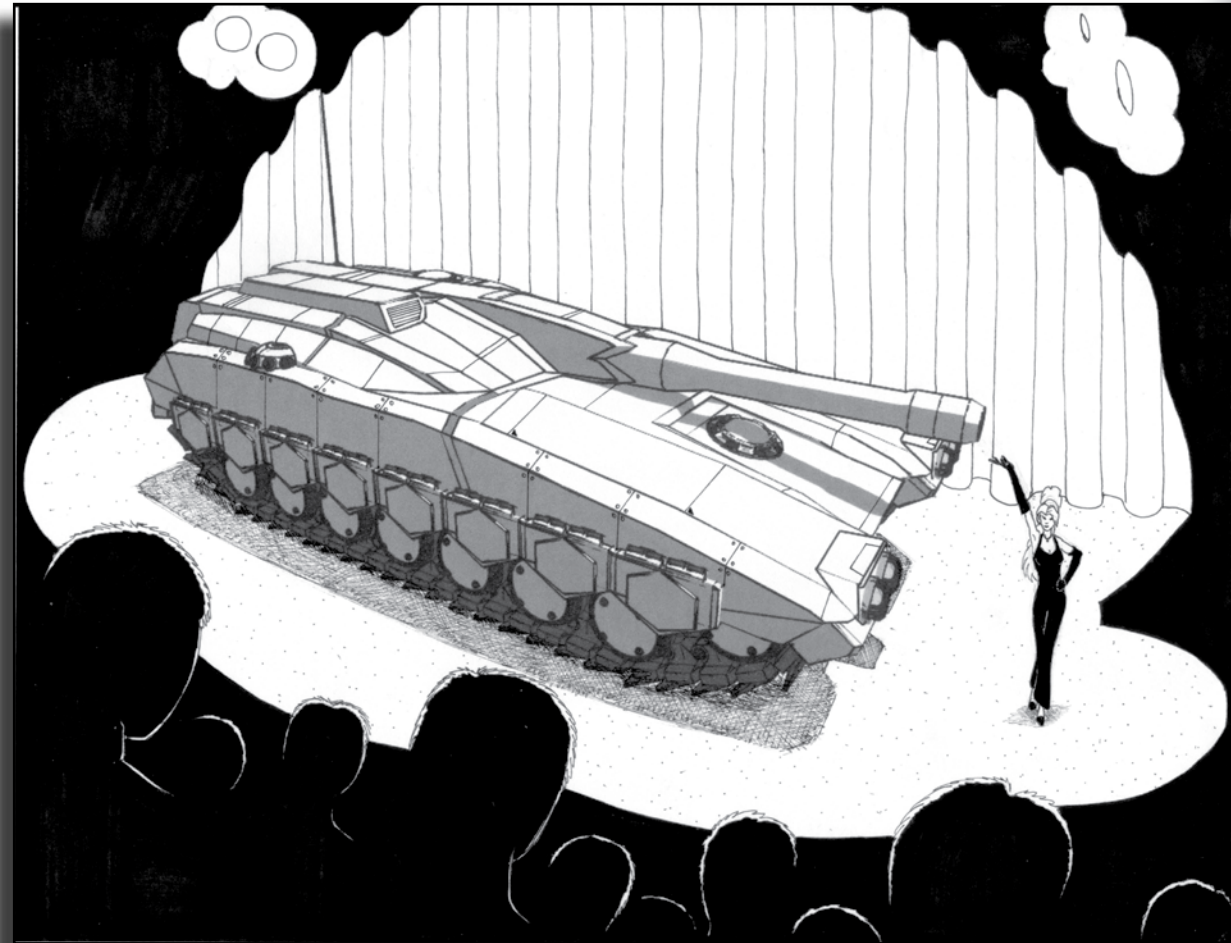
30

20

Tonnage

18

4



PANZER X

Mass: 65 tons

Movement Type: Tracked

Power Plant: Vox 260 Light Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Glasgow Limited Primo Ferro-Fibrous with CASE

Armament:

1 Defiance Killer Type T AC/10 Autocannon

2 TharHes Blue SRM-4s

1 Surefire 444 Anti-Missile System

Manufacturer: TharHes Industries CVD

Primary Factory: Tharkad

Communications: Neill 9000 with Guardian ECM

Targeting / Tracking: Cyclops Multi-Tasker 12 with
Artemis FCS

Overview

The Panzerkampfwagen X is the second armored fighting vehicle to emerge from TharHes Industries' Combat Vehicles Division. The Lyran Military, impressed with the Model IX assault tank, took the unusual step of soliciting a follow-up 'cruiser' tank design. TharHes soon put the finishing touches on the Panzer X prototype. The design is undergoing field trials and will be produced in modest numbers until Lyran High Command gets a better feel for this 'cruiser' tank's capabilities.

Capabilities

Its most valuable assets are speed and mobility. A 260 light fusion engine provides the motive power necessary to move a sixty-five ton tracked vehicle swiftly across almost any terrain. With a top speed of 65 km/h, the Panzer X's role is much like that of the cavalry of ancient Terra, acting as 'shock' units as they outmaneuver slower armor and quickly exploit weak points in a fluid front.

In an age of Streak launchers and LB-X cannons, the Panzer X would appear to be hopelessly dated. However, experienced commanders recognize the strength of the Defiance autocannon and TharHes SRM racks – flexibility as embodied in specialized munitions. The main gun can fire everything from armor piercing to precision ammunition and its spacious ammo bays are designed to accommodate these unique rounds. Backing the main gun are two

TharHes 4-tube short-range missile systems with Artemis IV fire control. These launchers can use Artemis, incendiary, fragmentation or standard missiles based on mission requirements. A further bonus is that such weapons are easier to service and replace, requiring fewer man-hours of service and training.

Unlike older Cruiser tanks, the Panzer X does not sacrifice protection for weaponry or speed. Cloaked in ten and a half tons of advanced armor and equipped with the Surefire 444, this war machine can engage the enemy and move on to the next target with relative impunity. An electronic countermeasure suite grants a final measure of protection to the vanguard of a 31st century tank battalion.

Deployment

The first Panzer X's were sent to Militia regiments throughout the Alliance. This is an uncommon move, as elite units on the front lines typically handle 'shakedown' missions. However, Landgrave Wellby himself is said to have petitioned House Steiner for this initial deployment. His reasoning was sound; the Panzer X is effective against 'Mech-equipped forces, but really comes into its own when used against enemy armor and infantry. Many garrisons are assigned only a few BattleMechs, and such local commands stand to benefit most from the Panzer X.

Long accustomed to receiving cast-off gear from better-equipped units, Militia regiments are understandably enthusiastic about testing the new vehicles. The Panzer X is proving to be versatile, deployed in lance formations to take advantage of its flexibility. While critics dismiss the distribution as a publicity stunt, the concept of a cruiser tank has proven popular with militia commanders, who defend their enthusiasm by referring to recent events on Bolan as evidence.

There, the redeployed Dixie CTM defended against a landing by the elite Third Crucis Lancers. A combined force of Militia Panzer Xs and BattleMechs inflicted heavy casualties on the Lancers' third battalion at their LZ, reducing it to company strength.

Variants

A few field refits have been observed. The so-called 'X6' trades its TharHes Blue missile systems for the larger TharHes Maxi SRM-6 pack. The tradeoff involves fewer reloads, so it is unlikely that this version will become popular. A more promising 'XB' variant replaces the Guardian ECM with a Beagle Active Probe. Useful for detecting hidden enemies, this version may begin production once the Panzer X encounters battle armor. Finally, the Panzer X may share the 'Panzerkampfwagen' designation with the Model IX, but there are no real plans for a unified series of vehicles and so far these two tanks have only the name and manufacturer in common.

Notable Crew

Sayakbai Kokobaev, Aziz Bagishev, Asambek Kulov, Guljan Musuralieva and Bermet Aitmatova

These crewmembers trace their ancestry to the nomadic peoples of Terra's Central Asia. As descendants of the proud horseman of the steppes, they are perfectly at home in a cruiser tank. They are renowned in the Koniz PTM for their proud displays of cultural heritage. When camped for the night on field maneuvers, they do not sleep in standard Lyran military tents, preferring instead to live in the yurts of their ancestors.



HEAVY VEHICLES

Type: **Panzer X**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 65
 Battle Value: BV2 (1116)

Equipment		Mass
Internal Structure:		6.5
Engine:	260 Light	10.5
Shielding and Transmission:		5.5
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		2
Armor Factor:	188	10.5

	Internal Structure	Armor Value
Front:	7	45
R/L Side:	7	39
Rear:	7	25
Turret:	7	40

Weapons and Ammo	Location	Tonnage
Autocannon/10	Turret	12
2 SRM 4s with Artemis IV	Turret	6
Anti-Missile System	Turret	.5
Ammo (AC) 40	Body	4
Ammo (SRM) 25	Body	1
Ammo (AMS) 12	Body	1
Guardian ECM	Body	1.5
CASE	Body	.5



PANTHER

Mass: 75 tons

Movement Type: Tracked

Power Plant: VLAR 300 Light Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: StarSlab 9.5 Ferro-Fibrous

Armament:

2 Parti-Kill PPCs

2 Holly SRM-4s

Manufacturer: New Earth Trading Company

Primary Factory: New Earth

Communications: O/P Janxir

Targeting / Tracking: TharHes TargiTrack

Overview

It is common knowledge that the New Earth Trading Company (NETC) supplied the Lyran Alliance Armed Forces (LAAF) with the Manticore heavy tank prior to shifting production to the Myrmidon medium tank in 3060. What is less well known is that NETC's engineers have spent the past three years tooling up a new factory line to produce an even heavier main battle tank (MBT) whose sleek lines harken back to the original Galleon light tank. Reports from our ROM agents indicate this new tank, the Panther, promises to be a formidable opponent.

Capabilities

As a general purpose MBT, the Panther must tread a fine line between firepower, armor and maneuverability. Driven by tracks, this tank operates over a wider variety of terrain than either hovercraft or wheeled vehicles – its 75-ton chassis can keep pace with most BattleMechs in its weight class (such as the *Orion* or the *Marauder*).

The Panther's top speed of 64 km/h was originally to be provided by a standard fusion powerplant, but this left little room for effective armor and payload. Instead, the tank is equipped with a lighter and more advanced VLAR 300 light fusion engine. At little more than twice the cost, the Panther can carry nearly double the firepower, eighty percent more armor and move at nearly twenty percent greater speeds than would be allowed by a similar standard fusion engine.

Its ten and a half tons of ferro-fibrous armor give it plenty of protection in a firefight. Such encounters are likely to be fierce; the designers chose a pair of Parti-Kill particle projection cannons (PPCs) for the main guns. They combine range, striking power and endurance, and are well established in LAAF supply depots.

Two turret-mounted Holly quadruple short range racks augment the tank's main guns, allowing the Panther to lay down suppression fire against infantry and fast vehicles. Although the SRM racks must work from a single ton of ammunition, we believe they will be equipped with Inferno rounds to maximize their effectiveness.

This tank's low oscillating turret has perhaps attracted the most attention. Unlike comparable designs, the PPCs are anchored in the upper half of the turret. The gunner raises or lowers the main guns by pivoting on the bottom half of the turret. Mounted further back on the hull and combined with a front-mounted engine, it shortens the Panther's signature profile.

While the Panther's primary electronics are hardened against the massive static discharge of the dual PPCs, secondary electrical functions such as the turret/gun elevation and rotation motors are not. The Panther's guns are aimed instead using a fluid-logic controlled hydraulic system which is immune to electromagnetic disturbance. This arrangement combats the usual 'lag' found in such hydraulics with a 'dither' valve. It is vital to controlling the movement of the turret and guns and is in constant motion in order to react more quickly to the gunner's commands.

The resulting low frequency harmonics resonate through the crew compartment, pulsing at a frequency between 24 and 30 hertz to create a distinctive sound. The crew of the first prototype dubbed this comforting vibration the 'cat's purr' and it led to the nickname 'Raubkatzen' or 'big wild cat.' NETC's marketing department, inspired by the sound, gave the design its present name.

Deployment

While the Terran panther might have been a solitary animal by nature, this tank is not. The Panther is meant to

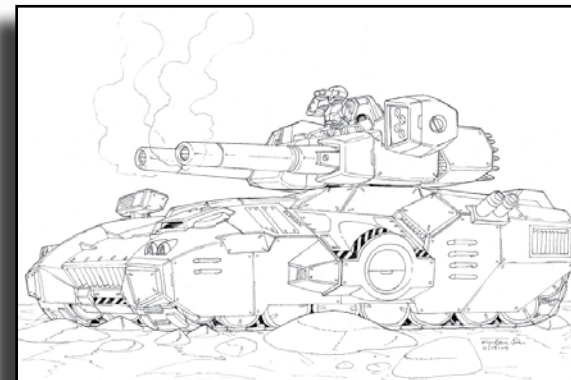
deploy in large 'fleets' - but the design must first prove its worth. Thus the first 'Panther prides' have been trained and shipped to the Timbuktu Theater, where they will defend Lyran space against incursions by Periphery pirates.

House Steiner is hoping for success - this combat vehicle and others like it would free up much-needed BattleMechs for the Civil War. If viable, Panther crews may find themselves facing more organized opponents – such as the Federated Commonwealth.

Notable Crew

The Bagheera

Painted flat black, the Panther affectionately known as 'Bagheera' is already a veteran of several Periphery border actions. The crew considers her to be the perfect night combat vehicle – sleek, stealthy and powerful. One pirate prisoner captured during an ambush confessed that the raiders did not realize there were any LAAF forces in the area until they heard the purring hum of the Bagheera's turret – followed shortly by the roar of the big cat's PPCs.



HEAVY VEHICLES

Type: **Panther**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

Tonnage: 75

Battle Value: BV2 (1102)

Equipment

Internal Structure: 300 Light

Engine: 300 Light

Shielding and Transmission:

Cruising MP: 4

Flank MP: 6

Heat Sinks: 20

Control Equipment:

Crew: 5

Turret: 2

Armor Factor: 188

Internal Structure

Front: 8

R/L Side: 8

Rear: 8

Turret: 8

Weapons and Ammo

2 PPCs Turret

2 SRM 4s Turret

Ammo (SRM) 25 Body

Mass

7.5

14.5

7.5

10

4

0

2

10.5

Armor Value

50

32

24

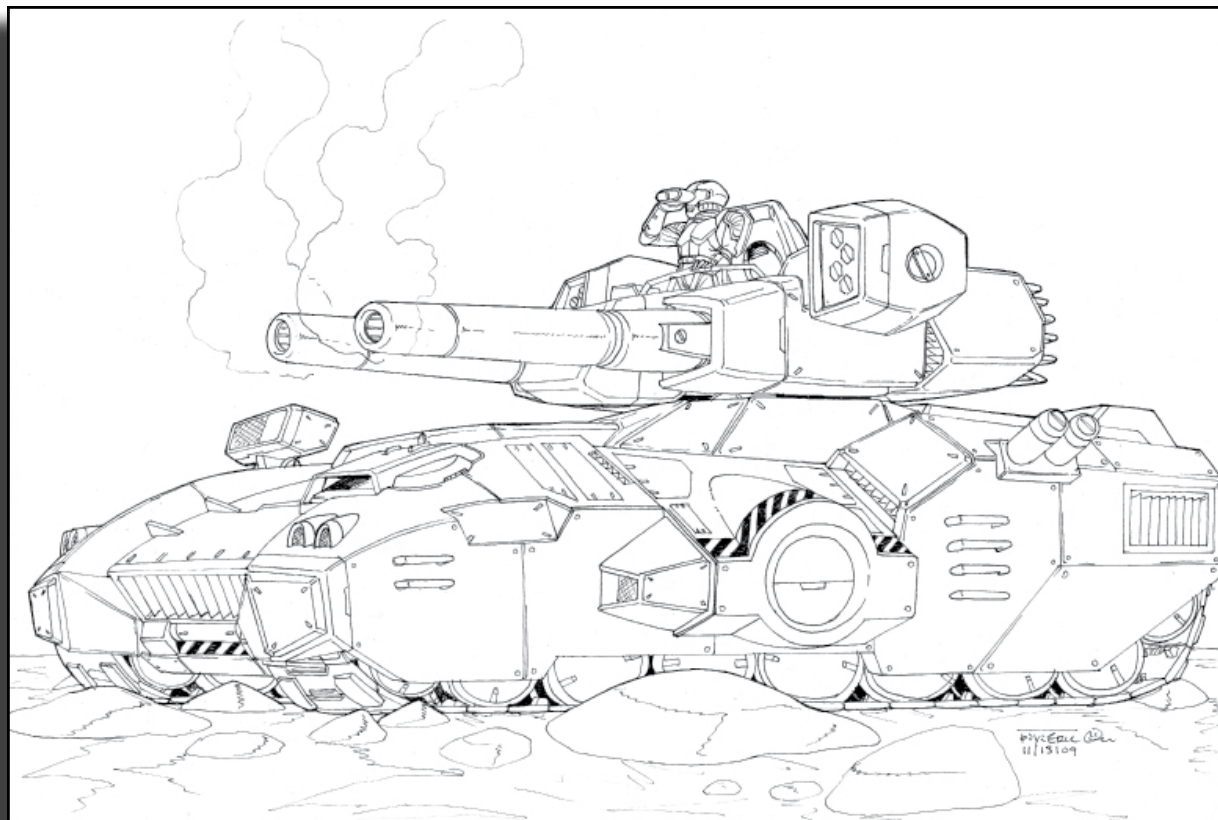
50

Tonnage

14

4

1



STINGRAY

Mass: 75 tons

Movement Type: Wheeled

Power Plant: 280 VOX Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Lexington Limited High Grade Ferro-Fibrous with CASE

Armament:

4 Coventry Starlight LRM 10s

2 RAMTech 1500Z ER Medium Lasers

Manufacturer: Gienah Combat Vehicles

Primary Factory: Gienah

Communications: Rander 250

Targeting / Tracking: Rander TA800 with Artemis FCS

Overview

Since the dissolution of the Federated Commonwealth's 'grand experiment' into two armed camps, the Armed Forces of the Federated Commonwealth (AFFC) and the Lyran Alliance Armed Forces (LAAF) are facing a shortage of the war machines they have fielded for over thirty years. As attrition takes its toll, the AFFC must replace Steiner-manufactured *Banshees* with their own *Templars*, while Lyran forces have had to cope with shrinking numbers of Davion-produced vehicles from their ranks. Losses of the Striker Light Tank have been particularly heavy, creating the urgent need for a Lyran fast-moving fire support unit.

Unwilling to purchase replacements from Valiant Systems' plant on Johnsondale, the Quartermaster Corps approached Gienah Combat Vehicles to develop a new wheeled fire support tank to replace the Davion design.

Capabilities

Despite the LAAF's admiration for the Striker, they were determined to tailor the new tank to Lyran battlefield doctrine. Thus the Stingray is better armored, more heavily armed and weighs more than double the vehicle it is intended to replace - classic Lyran design philosophy. Although slower than the Striker, the Stingray's fusion engine provides a respectable top speed of 64 km/h.

While they do not enjoy the Valiant system's reputation for high quality, the four Coventry Starlight LRM-10 launchers

are sturdy and easy to replace. Furthermore, the missiles are guided by Artemis IV Fire Control systems, ensuring a high degree of accuracy. The Stingray is also armed with two RAMTech extended range medium lasers for point defense. These weapons relieve concern over ammo dependence and allow some battlefield function even after exhausting four tons of missile reloads.

Finally, the Stingray is protected by nine tons of ferro-fibrous armor, giving it three times the coverage allotted to standard LRM Carriers. Furthermore, Stingray ammunition bins are protected by Cellular Ammunition Storage Equipment, which improves crew survival in the event of a magazine explosion.

The most noticeable difference between the Stingray and the vehicle it replaces is the suspension system. This unorthodox arrangement is rugged and allows the Stingray better ground clearance than traditional wheeled support vehicles. The hydraulic pistons are fully adjustable and permit a wide set of firing arcs for indirect fire missions. Unfortunately, the design calls for unlocking the suspension units when preparing to launch missiles and securing them in a 'travel' position before moving on to the next assignment. The locking mechanisms are on the outside of the vehicle.

Such an arrangement is cumbersome and exposes the crew to potential hostile fire during the time required to change settings. Most crews therefore leave the Stingray's suspension permanently set in firing mode, which gives a very bouncy ride at high speeds. Predictably, this accelerates wear and tear on the suspension units that eventually results in less accurate fire and more frequent overhauls.

Deployment

The first of these tanks were distributed to forces on the Jade Falcon Border. Lyran planners may have intended to test them against Clan forces, but they first saw combat against the Thirty-Ninth Avalon Hussars on Newtown Square.

Hoping to capture Victor Steiner-Davion in the planetary capital of Market, General Adam Steiner assaulted the

Hussars' HQ with the bulk of his Fourteenth Donegal Guards, as well as deploying troops to delay reinforcements to the capital. His Stingray lances provided invaluable fire support to these operations, preventing the Hussars from rallying. Victor's forces were forced to retreat and concede the capital to the Guardsmen.

Variants

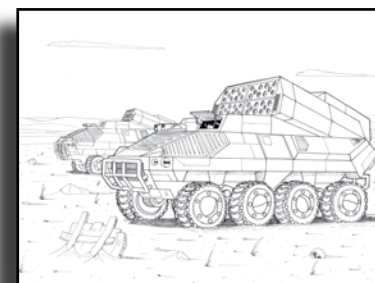
There are two significant variants. The first to appear was the Manta Ray, a model intended to work alongside the Stingray. It features nine Inferno-capable Harvester 20K short-range six-packs and three anti-missile systems mounted on a turret. Working with a lance ratio of one Manta Ray to three Stingrays, this variant is intended to keep its brother design safe from infantry, vehicles or battle armor. However, its extra-light powerplant makes the Manta Ray an expensive option.

The second variant has been nicknamed 'The Dirty Dozen' for its twelve five-tube long-range missile racks, ideal for laying minefields or harassing damaged opponents. Equipped with a C3 Slave, this version may be part of an experiment in the use of C3 by the LAAF.

Notable Crew

Tooth Chipper

One of the first Stingrays to see service, this tank's suspension system has given the Fourth Skye Rangers' repair depot no end of trouble. Despite three complete overhauls, 'Tooth Chipper' remains a rough ride even for a Stingray. The crew's loud complaints have led to the running joke that mouth guards are a vital part of this tank's equipment.



HEAVY VEHICLES

Type: **Stingray**

Technology Base: Inner Sphere / 3060

Movement Type: Wheeled

Tonnage: 75

Battle Value: BV2 (1551)

Equipment

Internal Structure:

Engine: 280

Shielding and Transmission:

Cruising MP: 4

Flank MP: 6

Heat Sinks: 10

Control Equipment:

Crew: 5

Armor Factor: 161

Mass

7.5

16

8

0

4

0

9

Internal Structure

Front: 8

R/L Side: 8

Rear: 8

Armor Value

50

42

27

Weapons and Ammo

4 LRM 10s w/ Artemis IV

2 ER Medium Lasers

Ammo (LRM) 48

CASE

Location

Front

Front

Body

Body

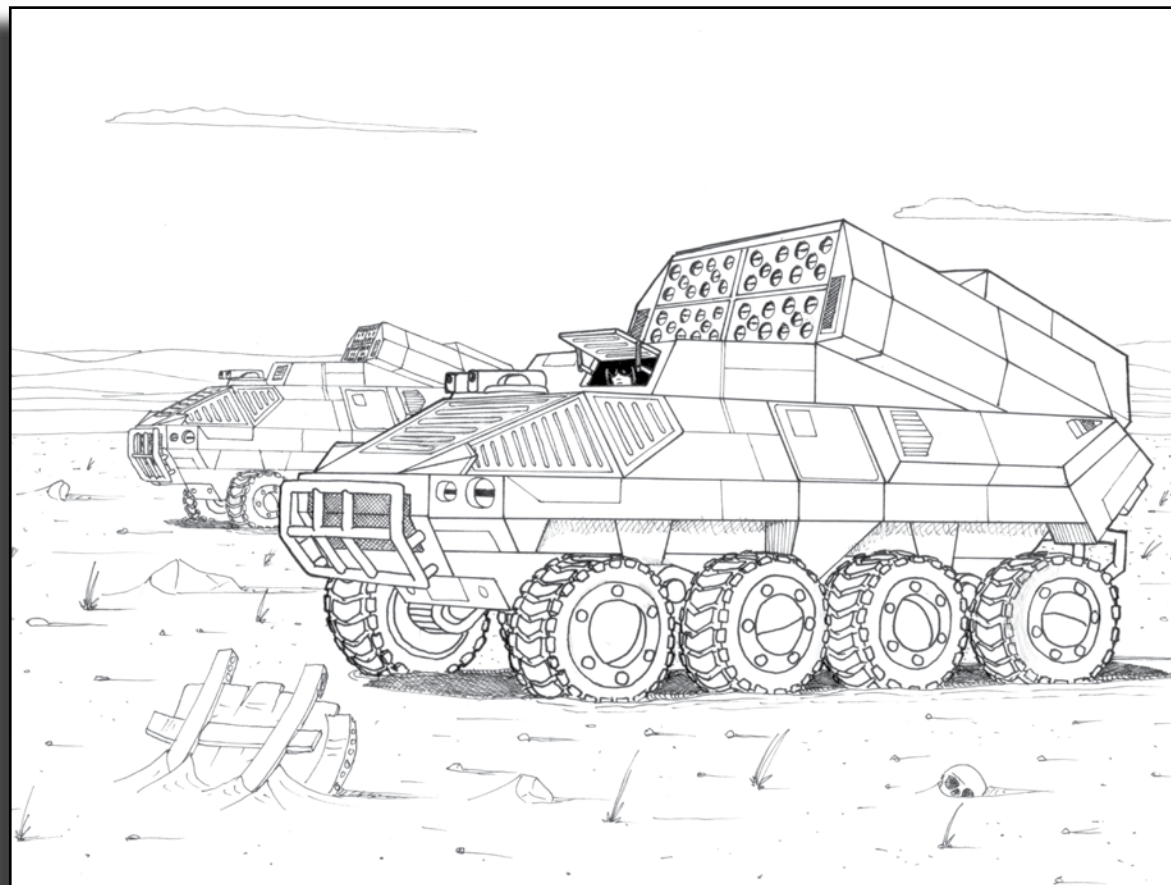
Tonnage

24

2

4

.5



MONTGOMERY II

Mass: 85 tons

Movement Type: Tracked

Power Plant: Strand 255 Extra Light Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Kallon Unity Weave Ferro-Fibrous with CASE

Armament:

2 Defiance Cyclone Ultra AC/10s

2 Defiance Model XII ER Medium Lasers

2 Defiance TrakShot II Streak SRM-4s

Manufacturer: Defiance Vehicles Division

Primary Factory: Hesperus II

Communications: Neill 9000 with Guardian ECM

Targeting / Tracking: O/P 2550

Overview

When Aldis Industries began producing the Zhukov in the 3030s for the Capellan military, Federated Commonwealth generals took only minor notice of the design. The devastating Marik-Liao invasion of the Sarna March in 3057 changed that. Fleets of Capellan Zhukovs were ruthlessly efficient as their twin Class 10 autocannons punched through Davion tanks.

This performance was duly noted and in early 3060 the Lyran Alliance solicited Defiance Industries for a tank that would meet or exceed the Zhukov's capabilities. Defiance Vehicles responded with the Montgomery II, named after another famous mid-twentieth century tank general.

Capabilities

Due to the enormous cost of the extra light fusion engine, Defiance Engineers were forced to cut corners with the prototype. Rather than develop a new chassis, they strengthened the frame and suspension of a Patton tank. Certain elements, however, did not translate well to the heavier design.

One was the transmission; it was not designed to move an extra twenty tons of machine. Not surprisingly, the driveline was prone to wear and suffered frequent breakdowns when the Montgomery was moving at flank speed for extended periods. The initial prototype spent nearly as much time in the repair bay as on the testing grounds.

Defiance production lines are currently installing a drive train salvaged from SturmFeur fire support tanks. The reft works well, but the blueprints for the SturmFeur are buried in Trelshire Heavy Industries' archives. As the Trelshire facilities are in Clan territory, production may temporarily halt when the initial supply of salvaged equipment runs out. These difficulties aside, the new tank can achieve sustained speeds of 50 km/h over most types of terrain.

Its twin Cyclone Ultra autocannons are among the most destructive ballistic weapons available. In Ultra mode they can deliver a payload equal to a gun twice their size at nearly double the range; six tons of CASE-protected Ultra munitions are considered sufficient for sustained combat. The appearance of this new autocannon has sparked rumors that House Steiner has uncovered lost technology from the ruins of Kawabata Weapons Incorporated, the original inventors of the Ultra Five. This is improbable; Defiance has more likely established a licensing agreement with the producers of the Mydron Excel Ultra.

The tank's secondary weapons systems include dual four-tube Defiance Streak missile launchers mounted on the front hull; twin turret-mounted Defiance extended range medium lasers permit the Montgomery to engage smaller targets while preserving ammunition during long campaigns. With a modest top speed and angular profile, the Montgomery II is well suited to urban combat. The ability to switch between the main gun's standard and high speed firing rates and its use of highly accurate Streak launchers keeps collateral damage to a minimum.

With sixteen tons of ferro-fibrous armor, this machine is well suited to extended missions; it has the distinction of being one of the most heavily protected tanks in any Inner Sphere armory. During live fire tests, the turret and front hull of the vehicle took five direct hits from a Class 20 autocannon before breaching the crew compartment.

Finally, an integral Guardian electronics countermeasure suite disrupts enemy targeting and communications systems out to 120 meters in all directions.

Deployment

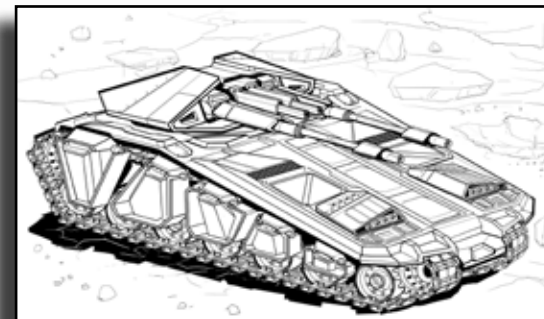
The initial run of the Montgomery (nicknamed the 'Monty' by its crews) is currently undergoing field-testing with the First Alarion Jaegers. Rumor has it that the Jaegers are preparing to deploy offworld, so their 'Montys' may see action sooner rather than later.

It is still unknown when the newest Defiance tank will be purchased in large numbers. Even with the transmission problem resolved, some military observers doubt there will be much demand for this machine. The Monty's firepower, protection and mobility are unquestioned; the issue is one of price. The Zhukov is an effective AFV, but not simply because it carries large autocannons.

Critics have calculated that for the cost of a single Montgomery, a Lyran commander could deploy eight Zhukovs. But as the former Federated Commonwealth's civil war heats up, the Lyran Alliance Armed Forces may very well need every vehicle they can get – cost-effective or not.

Variants

No variants have been reported, though one suggested change has the Streak launchers mounted on either side of the tank to provide better cover. Defiance Industries is lobbying hard to establish a large government purchase order before they begin modifying the original design.



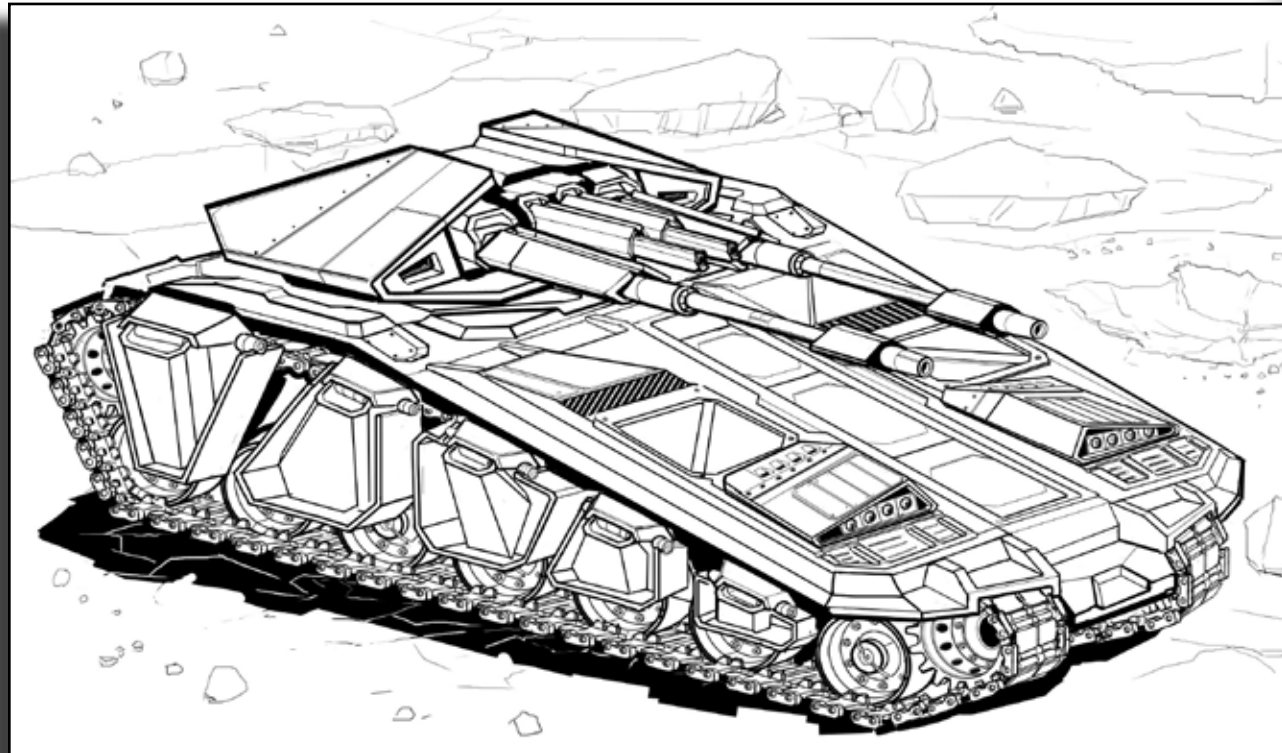
ASSAULT VEHICLES

Type: **Montgomery II**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 85
 Battle Value: BV2 (1778)

Equipment		Mass
Internal Structure:		8.5
Engine:	255 XL	6.5
Shielding and Transmission:		3.5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4.5
Crew:	6	0
Turret:		3
Armor Factor:	286	16

	Internal Structure	Armor Value
Front:	9	75
R/L Side:	9	48
Rear:	9	40
Turret:	9	75

Weapons and Ammo	Location	Tonnage
2 Ultra AC/10s	Turret	26
2 ER Medium Lasers	Turret	2
2 Streak SRM 4	Front	6
Guardian ECM	Body	1.5
Ammo (UAC) 60	Body	6
Ammo (SSRM) 25	Body	1
CASE	Body	.5



PANZER IX

Mass: 95 tons

Movement Type: Tracked

Power Plant: Pitban 285 XL Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: StarSlab 9.5 Ferro-Fibrous with CASE

Armament:

3 Mydron Excel Ultra AC/10s

3 Defiance B3M Medium Lasers

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Communications: Neill 9000 with Guardian

Targeting / Tracking: TharHes Mars 5

Overview

The Panzerkampfwagen IX is the first armored fighting vehicle (AFV) produced by TharHes Industries' new Combat Vehicles Division. Landgrave Gabriel Wellby is risking his company's fortunes in this venture, much as his grandsire Michael Wellby did when TharHes began manufacturing BattleMechs in the 3020s.

Inspired by the profits reaped by New Earth Trading Company's Alacorn and Defiance Industries' Demolisher II, Gabriel Wellby made an impassioned speech before the TharHes Board of Directors. He capped this convincing presentation with a display of the contracts he had personally negotiated with the Lyran military. These agreements required TharHes to construct a new assault tank, the Panzerkampfwagen (Panzer) IX.

Capabilities

The Panzer IX designers created an assault tank that is the equal of competing AFVs. The vehicle's ninety-five ton tracked frame is built around the same 285 extra-light engine that powers Steiner assault BattleMechs, allowing it to keep pace with 'Mechs of similar tonnage. After surveying Lyran needs, the design team chose to mount a license-built Mydron Class-10 Ultra autocannon that presents an optimal blend of weight, cost, range and firepower when compared to Gauss rifles or Class-20 autocannons.

The triple mount can create a withering barrage, but gunners must keep a close eye on their ammo supply.

While six tons of reloads might seem ample, they are quickly depleted by the Ultra mode's high rate of fire. TharHes recommends using the Ultra mode only at close to medium range to conserve ammunition and extend barrel life. Technicians set the guns' default to single-shot mode, ideal for initial encounters at long ranges where a target lock is less likely.

Ammunition conservation is also behind the engineers' decision to place three Defiance medium lasers co-axial to the main guns. These allow 'ammo-free' close-range combat versus smaller vehicles and battle armor - an advantage which competing designs do not have.

The Panzer IX is generous with defense, starting with thirteen tons of ferro-fibrous armor. The front hull's sloping glacis plate alone carries 30% more armor than the center torso of an Atlas BattleMech. Ammunition bays are fitted with Cellular Ammunition Storage Equipment, increasing the likelihood of crew survival should a lucky hit penetrate and strike unspent rounds. As a final touch, the Guardian electronic countermeasure suite disrupts enemy communication, sensor and targeting systems.

Deployment

Demonstrating his confidence in the new design, Wellby donated two of the first vehicles to the Skye Tigers on Solaris VII. This popular Lyran stable staged a show opener with their Panzer-IXs, pitting the two against a Demolisher and Alacorn in a highly publicized match. The new tanks played a game of cat and mouse, wearing down their opponents before ending the match with a roar of triple autocannons in Ultra-mode. The heavily damaged Skye Tiger tanks left the arena under their own power; their rivals could not.

The Solaris battles have generated great interest in the tank, persuading Lyran quartermasters to authorize a limited purchase of the Panzer IX. The first production run has been deployed to a grateful 'Eversworded Third' Lyran Guards, who used these machines to replace losses incurred during their recent defense of the 388th ComGuard Division against the Eleventh Donegal Guards.

If the Panzer IX can prove itself with the 'Eversworded Third,' further production is all but assured. Many strategists believe that conflict with Pro-Victor forces will be the deciding factor.

Variants

There are none at present.

Notable Crew

SchädelBrecher IX

This blue and gray tiger-striped machine gained notoriety and something of a fan following after its Solaris VII debut. Mere hours before Victor Vandergriff and Michael Searcy's fateful duel led to a breakdown of law and order in Solaris City, this AFV teamed up with two hovertanks and faced off against a lance of light BattleMechs. At the end of a grueling half-hour's combat, the 'IX' emerged, battered but triumphant.

Atherton Grantrel-Bradford

Grantrel-Bradford is the scion of a minor noble family and commander of the SchädelBrecher IX. Dressed in courtesan's clothing and sporting a monocle, many dismiss him as a perfumed dandy. Based on his Solaris record, however, Our Blessed Order feels this flamboyance may be a clever façade meant to fool opponents into underestimating him.

Atherton has been MIA since the rioting began on Solaris. Tabloids routinely report 'Atherton sightings' on Galatea and the Capellan Westerhand Games.



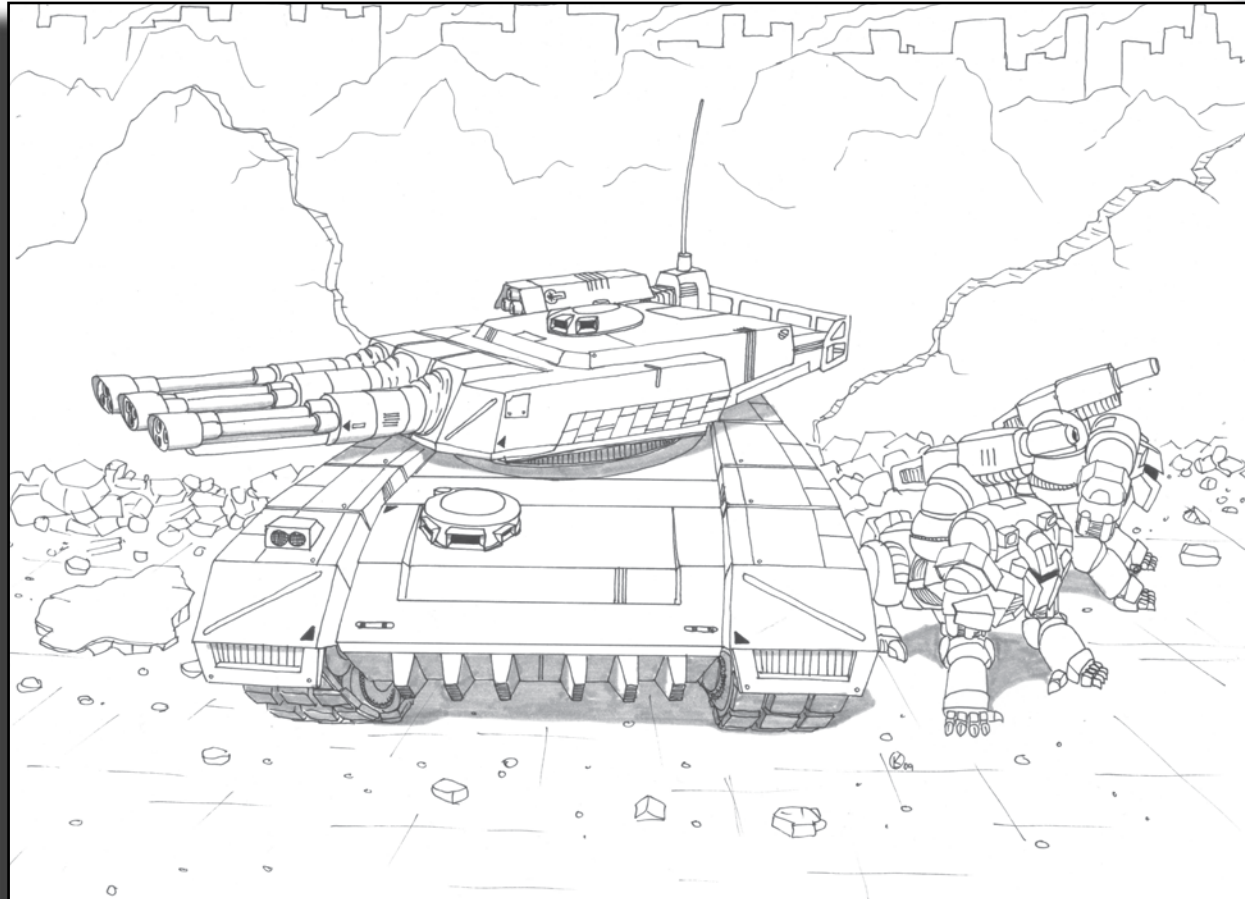
ASSAULT VEHICLES

Type: **Panzer IX**
 Technology Base: Inner Sphere / 3060
 Movement Type: Tracked
 Tonnage: 95
 Battle Value: BV2 (1745)

Equipment		Mass
Internal Structure:		9.5
Engine:	285 XL	8.5
Shielding and Transmission:		4.5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		5
Crew:	7	0
Turret:		4.5
Armor Factor:	232	13

	Internal Structure	Armor Value
Front:	10	62
R/L Side:	10	40
Rear:	10	30
Turret:	10	60

Weapons and Ammo	Location	Tonnage
3 Ultra AC/10s	Turret	39
3 Medium Lasers	Turret	3
Guardian ECM	Body	1.5
Ammo (UAC) 60	Body	6
CASE	Body	.5



LYRAN ALLIANCE MECHS





LYRAN ALLIANCE

It has only begun, yet the split between Houses Steiner and Davion has already been long and painful. General Nondi Steiner took charge of revitalizing the existing Lyrans forces; her efforts regarding new vehicles have been documented elsewhere in this Readout. What she is doing for BattleMech forces is equally impressive: there are no fewer than five variants that upgrade everything from warload to targeting systems to adding secretly-developed weapons which are now beginning to see the light of day. She has even approved two entirely new designs for use against the burgeoning threat of battle armor. Each of these 'Mechs is an improvement over earlier versions. Three will probably begin full production within a year; the others are experiments that may require several more years to resolve their remaining issues.

ISOMETRUS ISO-M3

Mass: 30 tons

Chassis: Foundation Ultralight Endo Steel

Power Plant: Vlar 300 XL Fusion

Cruising Speed: 108 km/h

Maximum Speed: 162 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Lexington Limited High Grade with CASE

Armament:

4 Diverse Optics ER Small Lasers

2 Coventry Light Autogun Machine Guns

2 Hotshot Flamers

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications: Cyclops 12

Targeting / Tracking: Cyclops 9

Overview

Following Operation Bulldog, the FWLM realized that they lacked a strong anti-battle armor BattleMech along the lines of the Combine's *Komodo*. The proliferation of Inner Sphere battle armor and the Federated Commonwealth's current civil war serve as proof that the Clans are not the only threats facing House Marik.

It was at this juncture that House Marik turned to Solaris VII's famous Vining Engineering and Salvage Team (VEST) to develop a cost-effective method of dealing with this new threat. They responded with two prototypes of the *Isometrus*. The FWLM lost interest, but it has found some appeal with the Lyran Military.

Capabilities

Powered by a Vlar 300 extra light fusion engine, the *Isometrus* can keep pace with the fastest BattleMechs. With a top speed exceeding 150 km/h, the ISO-M3's true protection is not its seven-ton shell of standard armor, but its Guardian ECM and its ability to make rapid maneuvers. The *Isometrus* can close with ease and bring four Diverse Optics extended range small lasers, two fusion-fueled Hotshot flamers and twin Coventry Light machine guns (supplied with CASE-protected ammunition) to bear on the battle armor 'problem'.

Admittedly, these weapons do not convince against larger opponents; but as one of Our Blessed Order's own Purifier squad leaders remarked, "they can give even elite battle armor the night sweats." And against unarmored infantry the *Isometrus* reflects its namesake – the scorpion of Old Terra – as it chews through troop formations at highway speed.

The cockpit is a source of many pilot complaints. The cramped space, lack of storage space and minimal personal waste facilities can quickly turn an extended mission into an unpleasant ordeal.

Deployment

Two prototypes were deployed to regiments of the Fusiliers of Oriente on the Lyran border in late 3063. The Third Brigade was sent to test the defenses of Cavanaugh II. When the Third landed, they found themselves confronted with heavier forces than expected, including a lance of fearsome Alacorn tanks and several squads of Fenrir battle armor.

The ISO-M3 devastated at least two squads of battle armor and several platoons of regular infantry before being forced from the field. The ISO-M3B, pressed to accompany fellow 'Mechs due to its Guardian ECM, became involved in a duel with an isolated Alacorn main battle tank. The *Isometrus* did not survive this encounter, but it left the Alacorn's suspension so badly damaged that the tank was later written off as salvage.

The Third Brigade withdrew. Rather than admit he had committed his forces on the strength of questionable intelligence, the commanding officer chose to deflect blame for the failed raid onto the *Isometrus*. The FWLM promptly canceled further development of the design in favor of refitting existing *Vulcan* BattleMechs.

Lyran technicians, on the other hand, were so impressed with the salvaged 'Mech's performance that House Steiner contacted VEST. Eager to cut their losses, the versatile team quickly entered negotiations. Coventry Metal Works has begun tooling up for production of the new design.

Variants

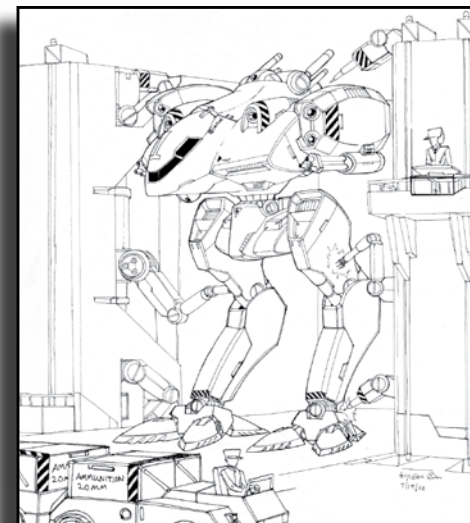
A single variant, the ISO-M4, carries eight extended range small lasers, a Guardian Electronic Countermeasure suite and a Beagle Active Probe. It has a half-ton more armor than the M3.

Notable MechWarriors:

Lieutenant Jerry 'House' Toller

This veteran Mechwarrior has spent most of his career piloting light, fast 'Mechs. It was natural for Toller to volunteer when the call went out to pilot a design rivaling the *Locust*. However, an unspecified series of events on Cavanaugh II led him to resign from military service shortly afterward.

Medical records suggest LT Toller is a casualty of Post-Traumatic Stress Disorder (PTSD), which may be connected with an incident late in the Cavanaugh II campaign. A civilian evacuation convoy consisting of four unarmed armored personnel carriers was destroyed by a single Free Worlds League unit - allegedly slaughtered wholesale. Given the Third's heavy-handed actions in quelling a revolt on their homeworld in 3056, it is possible that Toller could have been involved in the Cavanaugh II event.



LIGHT MECHS

Type: **Isometrus ISO-M3**

Technology Base: Inner Sphere / 3063

Tonnage: 30

Battle Value: BV2 (887)

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 10

Running MP: 15

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 98

Mass

1.5

9.5

Internal Structure

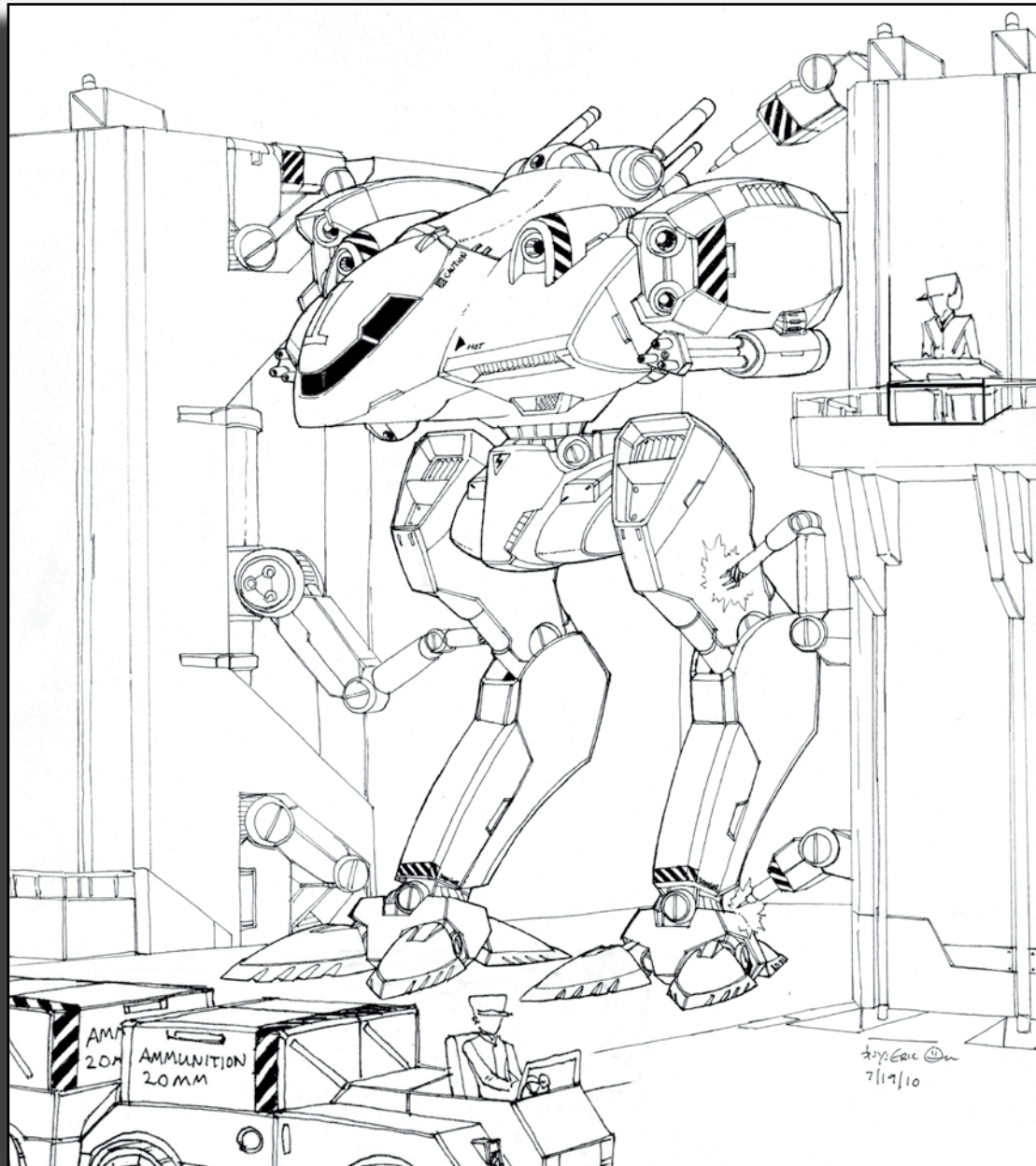
Armor Value

Head	3	9
Center Torso	8	15
Center Torso (Rear)		4
R/L Torso	6	10
R/L Torso (Rear)		3
R/L Arm	4	9
R/L Leg	6	13

Weapons and Ammo

Location Critical Tonnage

2 ER Small Lasers	RA	2	1
Machine Gun	RA	1	.5
Flamer	RT	1	1
Ammo (MG) 100	RT	1	.5
CASE	RT	1	.5
2 ER Small Lasers	LA	2	1
Machine Gun	LA	1	.5
Flamer	LT	1	1
Guardian ECM	CT	2	1.5



Cobra CBR-02LA

Mass: 45 tons

Chassis: Defiance 450 Endo Steel

Power Plant: 225 VOX Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: 4 Rawlings 55 Standard Jump Jets

Jump Capacity: 120 meters

Armor: Lexington Limited High Grade Ferro-Fibrous

Armament:

3 Defiance B3M Medium Lasers

2 Defiance Model 6 ER Large Lasers

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications: TharHes Calliope 270

Targeting / Tracking: TharHes Ares LM

Overview

When the CBR-02 *Cobra* began its trials with the Third Donegal Guards in 3060, Defiance Industries was so confident in their new 'Mech that they had already begun full production. This unfounded optimism turned out to be costly. As the Guardsmen tasked with piloting the first production models began turning in their performance reports, it became apparent the CBR-02 was deficient in several key areas.

Defiance spokesmen downplayed the reports at first, but many on the Board of Directors were afraid that the Lyran Alliance Armed Forces (LAAF) might reduce or even cancel their original order, saddling Defiance with millions in lost sales. The managers drove their designers mercilessly to alter the *Cobra*. Within two months the CBR-02LA appeared and it eventually earned high marks, much to the relief of corporate heads. In hindsight, it is not hard to see the missteps that occurred – or the circumstances that make the new *Cobra* a success where its predecessor failed.

Capabilities

The *Apollo*, a Free Worlds League design, inspired the CBR-02. Although the Alliance and the League have enjoyed a recent stretch of relative peace, pilots were less than eager to use a 'Mech perceived by many as a knock-off of a traditional enemy's design.

There was more than nationalism to their objections. With the LAAF's return to a pre-Federated Commonwealth doctrine stressing emphasis on heavy 'Mechs and vehicles, it was clear to many that the original *Cobra* did not fit. Steiner Commanders began to focus on large direct-fire weapons that suited their new 'slugging match' style of combat. LAAF 'Mechs such as the *Trebuchet*, *Archer* and *Griffin* either reduced or replaced LRM racks with shorter-range systems. An *Apollo*-inspired design, though perfect for Marik forces, had become a square peg in a round hole. However, the Lyran High Command still needed a 'Mech to provide fire support and so a redesign was in order.

Understanding these factors almost too late, the Hesperus designers seized on the only practical option – a complete overhaul of the *Cobra's* existing weaponry. Returning to the drawing board, they quickly replaced the Coventry launchers with two Cyclops XII extended range lasers. The *Cobra* can now provide fire support with the additional advantage of more tightly concentrated damage. The original Starfire missile racks lacked the *Apollo's* Artemis IV guidance systems, making the choice of energy weapons even more efficient in protracted combat – the choice also saved face for the company, as the ammo-laden CBR-02 did not feature CASE.

The space formerly allocated to ammo bays was reassigned to four torso-mounted jump jets, providing greater maneuverability in nearly any terrain. Defiance Industries then added two more double heat sinks to combat heat generated by the lasers and jump jets. Last but not least, the engineers increased the *Cobra's* survivability with an additional two tons of Lexington Limited ferro-fibrous armor.

Deployment

The new production run is undergoing a more rigorous testing this time around. Defiance Industries provides this 'Mech to units on the condition they submit detailed reports on its performance. While no one has yet uncorked a champagne bottle, early results are promising and it appears likely to replace the original. Defiance has already converted nearly thirty percent of existing *Cobra* assembly

lines to produce the CBR-02LA.

Variants

No other versions are planned, but the question of what to do with older models is being worked out behind closed doors. Comments overheard from a high-ranking Lyran officer suggest a field refit pack will be issued in a few months to upgrade existing CBR-02s to CBR-02LB. Its weapon profile would be very similar to the CBR-02LA. Converting torso space allocated for ammo bays over to jump jets presents the only difficulty, since such an extensive refit would be unworkable in the field. The excess space will likely be devoted to an additional pair of Defiance medium lasers.

Notable MechWarriors

Leutnant Dairine Brogan

Brogan, an officer with the Thirteenth Arcturan guards, took part in the campaign against the Thorin militia in 3062. She was wounded while ejecting from her *Cobra* during fighting in the Remington Forest. Damage sustained to her inner ear prevented Brogan from returning to a CBR-02LA cockpit. Declining an honorable discharge, Brogan volunteered to serve as MechCommander (a new command and control position) with the Thirteenth's surviving Third battalion.



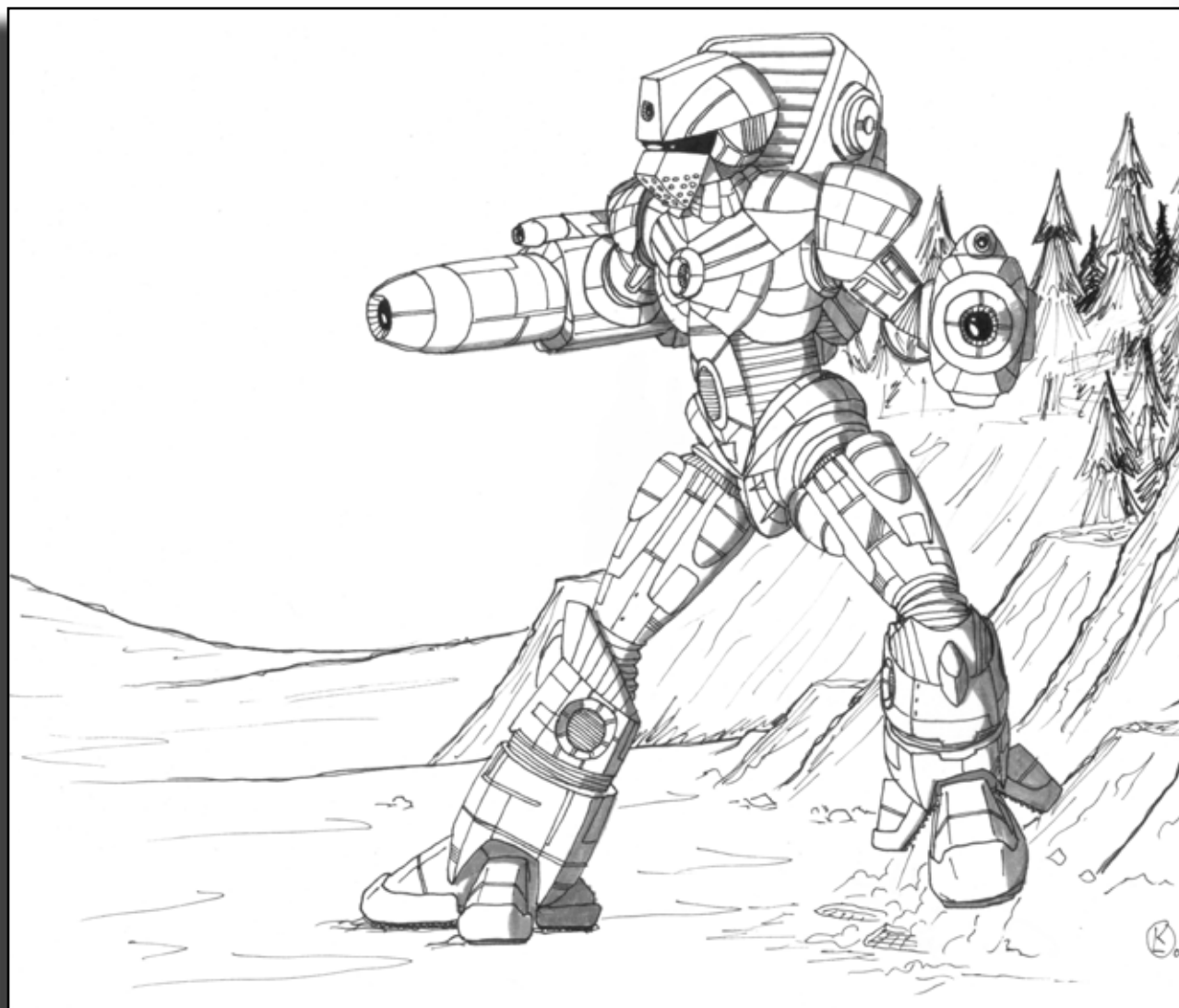
MEDIUM MECHS

Type: **Cobra CBR-02LA**
 Technology Base: Inner Sphere / 3060
 Tonnage: 45
 Battle Value: BV2 (1460)

Equipment		Mass
Internal Structure:		2.5
Engine:	225	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	4	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	152	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (Rear)		6
R/L Torso	11	16
R/L Torso (Rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
Medium Laser	RA	1	1
2 Jump Jets	RT	2	1
ER Large Laser	LA	2	5
Medium Laser	LA	1	1
2 Jump Jets	LT	2	1
Medium Laser	HD	1	1



CENTURION CN9-S

Mass: 50 tons

Chassis: Lockheed/CBM 120

Power Plant: 200 Nissan Light Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Star Guard III Ferro-Fibrous with CASE

Armament:

1 Thunder Ultra AC/20

1 Maxell ER Large Laser

1 Defiance Model XII ER Medium Laser

Manufacturer: Lockheed/CBM Corporation

Primary Factory: Donegal

Communications: Cyclops 20

Targeting / Tracking: Cyclops 9b

Overview

The unorthodox CN9-S *Centurion* originated neither with Lyran industry nor with the Alliance Strategies and Tactics Division, but instead with the Donegal Broadcasting Company. 'Future 'Mechs,' a popular Glengarry tri-vid program, features weapons systems and their possible applications. During an episode in 3062, the host Caleb McConnaught speculated on a custom *Centurion* that would integrate Lyran technologies. Intrigued by his comments, quartermasters on Donegal began to experiment.

Capabilities

The reconfigured *Centurion* is a curious mix. Although it preserves certain elements of the CN9-A, improved technology places it in an unfamiliar role: infantry support. Meant to counter a new generation of anti-infantry BattleMechs, the CN9-S is well positioned to protect the Lyran investment in battle armor and conventional troops. It can hunt down smaller anti-infantry 'Mechs and vehicles with ruthless efficiency and, in a pinch, can be thrown against larger opponents.

The new *Centurion's* maximum speed has been unfairly criticized. Sixty kilometers an hour is more than enough to keep pace with heavier vehicles and Fenrir battle armor. While slower than the CN9-D, the CN9-S is protected by nine tons of ferro-fibrous plate, configured like the armor of the

Federated Commonwealth's *Praetorian* PRN-4A – the result of plans shared before the two realms split.

The main gun is an imposing Defiance Industries Thunder Ultra autocannon. Supplied with two tons of ammunition, this Class 20 weapon is devastating to all but the largest 'Mechs. Since the Thunder Ultra has limited range, Lockheed chose to support it with a Maxell extended range large laser that, at 570 meters, has nearly twice the main gun's reach. A single Defiance Model XII extended range medium laser rounds out the armament, ideal for handling problems too small to warrant the 'big guns'.

Early testing has shown the necessity of careful heat management: despite the *Centurion's* eleven double heat sinks, at least one firing range exercise quickly became a race to see whether the pilot could shoot through all her ammunition before it cooked off in the bins.

Deployment

The Twenty-fourth Lyran Guards have contracted a Lockheed/CBM plant to perform conversions of their CN9-As on Donegal. The facilities are suitable for extensive refits, having acquired molds and a license to manufacture replacement parts following the War of 3039 and the partial adoption of Suns-made *Centurions* into the Lyran half of the alliance. Although the CN9-S has not faced combat, the Twenty-fourth's new *Centurions* proved advantageous in exercises against the First Donegal Jaegers.

Lockheed/CBM has reportedly applied to Corean Enterprises for a full license to produce the new design. However, Corean recently experienced sabotage by Pro-Victor forces and has yet to approve the new manufacturing license. As Lockheed executives and their facilities are already fully occupied with upgrading existing LAAF *Centurions*, they have chosen not to press the issue.

Variants

Lockheed is experimenting with two replacements for the autocannon. The CN9-SG mounts a Gauss rifle that should keep light BattleMechs at bay and prevent their getting close enough to harm infantry and vehicles under escort.

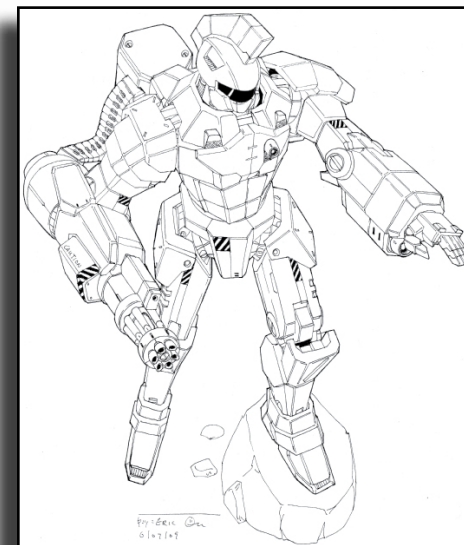
The CN9-SX features a Defiance Disintegrator Class 20 LB-X autocannon and adds a small pulse laser to improve support against enemy battle armor and AFVs, as well as BattleMechs.

Notable MechWarriors

Leutnant Jacob Garvard

A veteran MechWarrior of the Twenty-fourth Lyran Guard, Garvard modified his converted *Centurion* further in order to preserve its original appearance as much as possible. This included a dummy long-range missile launcher and extensive use of radar and heat absorbent materials around the actual main weapons.

Garvard's 'sleeper' 'Mech was so convincing that he tricked several Donegal Jaeger Mechwarriors into engaging his refitted BattleMech at close quarters during exercises. The defeated Jaegers lodged a formal protest, but their CO struck it down, chalking the loss up to experience. After all, if Garvard could fool these pilots, a determined enemy could surely do the same.



MEDIUM MECHS

Type: **Centurion CN9-S**
 Technology Base: Inner Sphere / 3063
 Tonnage: 50
 Battle Value: BV2 (1292)

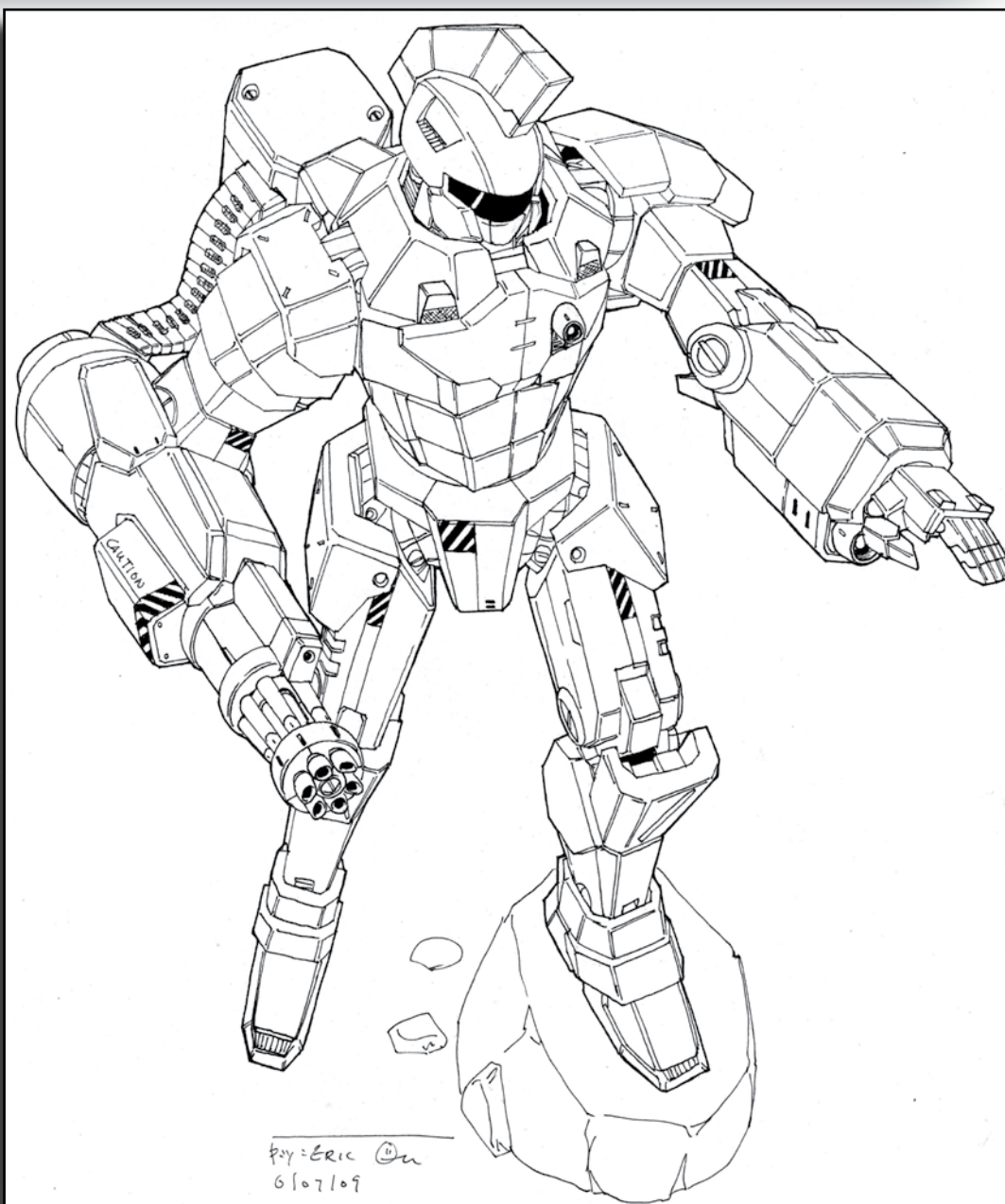
Equipment

Internal Structure:		5
Engine:	200 Light	6.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		2
Cockpit:		3
Armor Factor:	161	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	24
Center Torso (Rear)		8
R/L Torso	12	18
R/L Torso (Rear)		6
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/20	RA	10	15
Ammo (UAC) 10	RT	2	2
CASE	RT	1	.5
ER Large Laser	LA	2	5
ER Medium Laser	CT	1	1



NIGHTSKY NGS-7S

Mass: 50 tons

Chassis: Foundation 210 Endo Steel

Power Plant: 300 Vlar XL Fusion

Cruising Speed: 64.8 km/h

Maximum Speed: 97.2 km/h

Jump Jets: 6 HildCo Model 13 Standard Jump Jets

Jump Capacity: 180 meters

Armor: Kallon Royalstar Standard

Armament:

1 Defiance 1001 ER PPC

1 Defiance P3R ER PPC Capacitor

3 Defiance Model XII ER Medium Lasers

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications: TharHes Calliope HM-10

Targeting / Tracking: TharHes Ares-8a

Overview

The *Nightsky* has acquired a reputation as an infighter since it first appeared in 3053. Although not as mobile as Curtiss Militech's *Wraith*, it is still far faster than the *Hatchetman* and *Axeman* that preceded it. This 'Mech has proven popular with pilots due to its reliability, minimal dependence on supply lines and the massive hatchet it bears on one arm.

Now that the pressure from the Clans has eased, engineers are giving 'Mechs such as the *Nightsky* a second look, to see if they can wring just a bit more out of a proven design. With endo steel once again available, the latest *Nightsky* to walk off the factory floor incorporates this feature and takes full advantage of the savings in weight to improve on the original.

Capabilities

The *Nightsky* has long been a candidate for an endo steel upgrade; building this 'Mech with a standard chassis sped the machine to the front lines, but it limited the 'Mech's weaponry and armor. While the former is an understandable omission in a close-quarters brawler, the latter is not. The new *Nightsky* now carries a full eleven tons of standard armor.

The NGS-7S retains many of the original's design features: the jump jets, engine and hatchet have not been altered, though designers did add two additional double heatsinks to handle the primary weapon's heat spike. The secondary weapons, meanwhile, have been replaced with three Defiance extended range medium lasers. Neither as accurate as nor packing the punch of their predecessors, these nevertheless double the pulse lasers' reach – something even a dedicated infighter will find valuable.

The left-arm mounted large pulse laser is also gone, replaced by a Defiance 1001 extended range particle projection cannon augmented with a Defiance P3R ERPPC capacitor. This combination generates thirty-three percent more heat, but deals fifty percent more damage without the short range inaccuracy normally associated with standard PPCs. The result is a much-needed increase in reach and striking power.

NGS-7S Mechwarriors can jump and fire either the primary or secondary armament – not both – without moving the heat gauge. Once enemies have been pounded by the augmented ERPPC, the ER medium laser battery takes over, delivering the same damage; overlapping fire requires more discipline, but has yielded impressive results against other, lighter 'Mechs. Pilots can follow up their withering barrage with a crippling blow from the *Nightsky's* infamous hatchet – this design's signature tactic.

Deployment

The first lance of NGS-7S *Nightskys* saw combat with the Sixth Donegal Guards on Kikuyu in January of 3063. Concerned that the pro-Victor Eighth Deneb Light Cavalry posed a threat to the LAAF's control of the Freedom Theater, the Sixth was ordered to neutralize the Davion regiment. The Sixth's CO launched a surprise pre-dawn attack on their former allies' bases.

The lance of *Nightskys* led the assault on the Eighth DLC. Closing at speeds approaching 100 kilometers per hour, the 'White Hawk' 'Mechs sped past DLC sentries and vaulted over the outer wall of the base, disabling the base's static defenses and communications facilities. Firing on anything that moved, the *Nightsky* lance lost one 'Mech to combined

fire before their speed and heavy firepower overwhelmed the eighty-year old Deneb machines.

The rapid and thorough attack cleared the way for the full force of the Sixth Donegal RCT, which neutralized the Deneb base and subdued or destroyed half of the Eighth's units within six hours of the original *Nightsky* assault.

The NGS-7S should see wider deployment in the next few years, though full production is contingent on Defiance Industries' ability to manufacture the ER PPC/capacitor pair on a larger scale.

Notable MechWarriors:

MechWarrior Jason 'Daffy' Gemmon

A former fission power plant operator, Gemmon astounded a recruiter at the Snyder County Fair with his neuro-kinesthetic scores. Less than a year later, MechWarrior Gemmon graduated near the top of his class and was assigned to a Lightning Company of the Sixth Donegal Guards.

Gemmon is the latest in a select group of pilots who began their careers in a *Nightsky* and who intend to retire piloting the same. His expertise in the cockpit is matched only by his flamboyant fighting style – Gemmon loves to 'fly,' using his jump jets to confuse and distract opponents. A collector of animation cels dating back to pre-spaceflight Terra, he calls his erratic movement the 'Daffy Maneuver.'



MEDIUM MECHS

Type: **Nightsky NGS-7S**

Technology Base: Inner Sphere / 3062

Tonnage: 50

Battle Value: BV2 (1772)

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 13 [26]

Gyro: 3

Cockpit: 3

Armor Factor: 169 11

Internal Structure

Head 3 9

Center Torso 16 25

Center Torso (Rear) 7

R/L Torso 12 18

R/L Torso (Rear) 6

R/L Arm 8 16

R/L Leg 12 24

Weapons and Ammo

	Location	Critical	Tonnage
Hatchet	RA	4	4
ER Medium Laser	RT	1	1
2 Jump Jets:	RL	2	1
ERPPC	LA	4	7
ERPPC Capacitor	LA	1	1
ER Medium Laser	LT	1	1
2 Jump Jets:	LL	2	1
2 Jump Jets:	CT	2	1
ER Medium Laser	HD	1	1

Mass

2.5

9.5

3

3

3

11

Armor Value

9

25

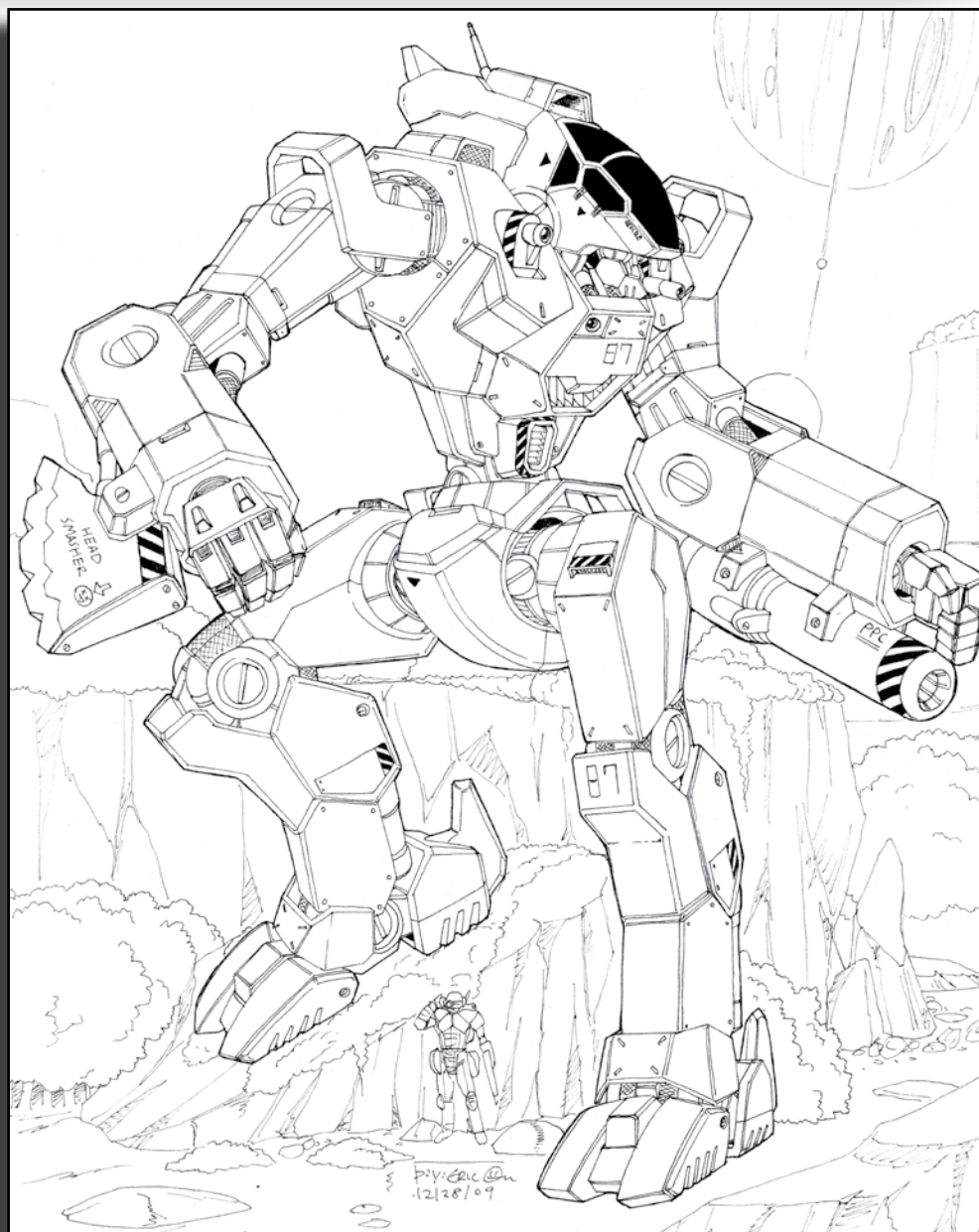
7

18

6

16

24



GRIFFIN GRF-5S

Mass: 55 tons

Chassis: Earthwerks GRF EndoSteel

Power Plant: 275 Defiance Light Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: 5 Rawlings 55 Standard Jump Jets

Jump Capacity: 150 meters

Armor: Starshield with CASE

Armament:

1 Defiance Mark 6 ER Large Laser

2 Defiance Mark XII ER Medium Lasers

1 Coventry Starlight LRM 10

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications: Neil 6000

Targeting / Tracking: RCA Instatrak Mark XI with
Artemis IV

Overview

The *Griffin* has been a mainstay of the Successor States since it was first manufactured in the late 2400s. Centuries of technological progress reduced the *Griffin* from the core of planetary assaults to its current role as an agile support unit. Now considered a medium 'Mech, the *Griffin* has gone through several upgrades as the various Houses try to wring more use from its solid design.

Unlike the traditional Steiner GRF-1S, the GRF-5S is not a medium range brawler. Rather, it uses several recent engineering breakthroughs to improve upon the GRF-1N's performance as a fire support 'Mech.

Capabilities

Defiance Industries has chosen to power this 'Mech with their latest innovation in engine technology: the Defiance 275 Light fusion engine. This reduces power plant weight while retaining the toughness of a standard fusion engine. Capable of reaching a top speed of 80 km/h, the GRF-5S also carries five Rawlings jump jets to preserve the typical *Griffin* movement profile.

The primary armament consists of a Defiance extended range large laser and a Coventry Starlight ten-tube missile rack for long range striking power. The Starlight is supplied

with two tons of reloads protected by Cellular Ammunition Storage Equipment. A close inspection of the 'battle rifle' reveals that it and the hand actuator that appears to clutch it are actually a single unit; ten double heat sinks quickly dissipate heat spikes generated by this large laser. Finally, the GRF-5S also features twin Defiance extended range medium lasers. These permit it to engage smaller enemy combatants further out, neatly avoiding the threat posed by many modern infantry platoons.

The use of endo steel structure saves enough weight to allow two more changes. First, the missile launcher is equipped with an Artemis IV guidance system, increasing the accuracy of missile volleys. Second, the entire suite of energy weapons is tied into the latest advance in Federated Commonwealth military technology: a targeting computer. More accurate and able to focus on the damaged sections of enemy units, the targeting computer allows the GRF-5S pilot to perform his job with greater efficiency than ever before.

With the escalating Steiner-Davion civil war, supplies of this technological marvel are limited. So, presumably, is production of the new *Griffin*. Defiance Industries is working to produce their own version of the NAIS-sourced targeting computer, but while reverse-engineering the existing hardware is within their current capability, rapid manufacture of the necessary military-grade components on a large scale is not.

Deployment

When Colonel Michael O'Heron of the Seventh Lyran Regulars petitioned the Archon herself for new supplies to revitalize his demoralized unit, the 'Fighting Seventh' received the new GRF-5S. Transmissions intercepted by Our Blessed Order describe a small skirmish that took place on the world of Nockatunga within the past two months. This minor League world is known for its small urban and industrial centers, each isolated from the others by heavily forested mountain terrain.

LAAF transcripts indicate the 'Fighting Seventh' struck at this world following the Sixth Marik Militia's invasion of Arcadia. However, the speed with which Lyran forces

withdrew, coupled with our knowledge of the meager forces available on that border world, suggest this so-called 'punitive raid' was most likely an excuse to demonstrate the Regulars' new prowess.

Colonel O'Heron deployed a diversionary force of light and medium BattleMechs, led by a lance of GRF-5S *Griffins*, outside the spaceport of New Fremantle. The Nockatunga Provisional Guard stationed there was gradually drawn out into the mountainous areas by glimpses of BattleMechs moving among the old-growth trees. Remaining at long range, they led the Provisional Guards several kilometers away from their post.

When the Regular's main force struck at the spaceport, resistance was negligible. Called back to pursue the main force, the Guards arrived in time to see the triumphant Regulars lifting off planet – while back in the mountains, the diversionary force did the same. Our analysts believe that the *Griffins'* superior mobility and enhanced targeting systems were highly effective in this environment because Defiance has decided to accelerate production of the new design.

Notable MechWarriors

Sergeant Tomas "Eagle Bait" Caudrey

A recent graduate of the War College of Buena, Caudrey's first mission with the Seventh Lyran Regulars was the raid on Nockatunga. There he earned his nickname by moving his GRF-5S *Griffin* into range, firing and then retreating, drawing the pursuers after him. Despite drawing fire from a Marik trio of a *Hermes II*, a *Trebuchet*, and an *Orion*, his *Griffin* sustained minimal damage.



MEDIUM MECHS

Type: **Griffin GRF-55**

Technology Base: Inner Sphere / 3062

Tonnage: 55

Battle Value: BV2 (1726)

Equipment

Internal Structure:

Engine: 275 Light

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 185

Mass

3

12

Internal Structure

Head

3

Center Torso

18

Center Torso (Rear)

9

R/L Torso

13

R/L Torso (Rear)

6

R/L Arm

9

R/L Leg

13

Armor Value

9

27

9

20

6

18

26

Weapons and Ammo

ER Large Laser

RA

2

5

Targeting Computer

RT

2

2

2 Jump Jets

RT

2

1

2 ER Medium Lasers

LA

2

2

LRM 10 w/ Artemis IV

LT

3

6

Ammo (LRM) 24

LT

2

2

CASE

LT

1

.5

2 Jump Jets

LT

2

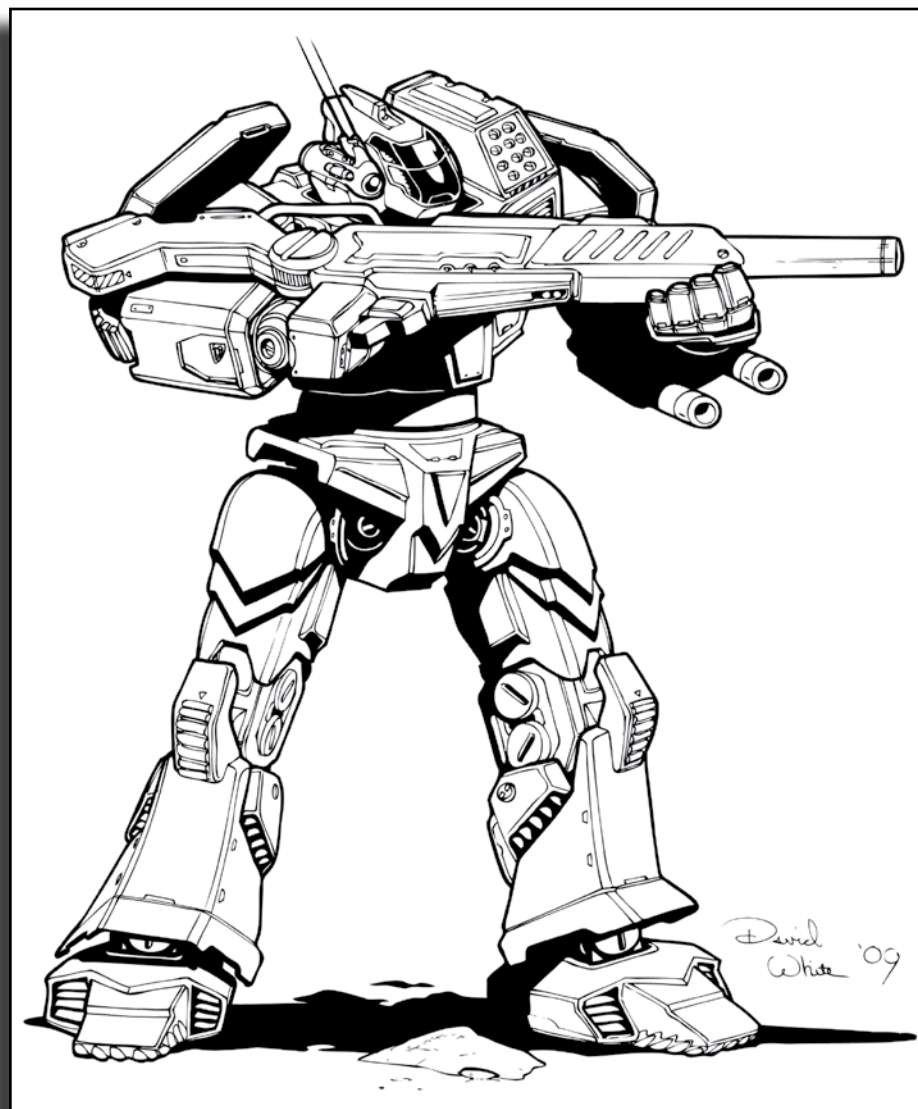
1

Jump Jet

CT

1

.5



VAGABOND VGB-ND4

Mass: 60 tons

Chassis: Norse XT-Light Type AG Endo Steel

Power Plant: Magna 300 XL Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Durallex Heavy Standard

Armament:

2 SureFire 444 Anti-Missile Systems

4 Defiance Model XII Medium Pulse Lasers

2 Sutel Precision Line Large Pulse Lasers

Manufacturer: Norse-Storm BattleMechs Inc.

Primary Factory: Loxley

Communications: AR-13 Directional Beacon

Targeting / Tracking: Rander Pinpoint-HZ

Overview

The *Vagabond* was designed in 3056 as one of several 'Mechs which would showcase the best of Steiner and Davion technology. The prototype included two extended range large lasers and five extended range medium lasers, all guided by an early NAIS prototype targeting computer and powered by an experimental fusion engine. Unfortunately, the technical excellence it was meant to embody faded even as the 'Mech's construction began.

Repeated delays set development of the new fusion engine back years behind schedule. Furthermore, thanks to the dissolution of the Federated Commonwealth, a number of key components built in Davion space were no longer readily available. The Lyran Alliance Armed Force's Quartermaster General ordered the items be replaced by Alliance-sourced parts; the loss of the targeting computer was mitigated somewhat by switching to pulse weapons, but their shorter reach forced the *Vagabond* to assume a new mission profile.

A final complication was the purge of key personnel from the design team, which had been as balanced between the two Houses as the 'Mech's technology. One by one, however, the Davion members of the team were dismissed, transferred or arrested on trumped-up charges of industrial espionage. It is a testament to the dedication

of the remaining members that the *Vagabond* ever reached production.

Capabilities

Despite its origin as a technology demonstrator, the *Vagabond* eventually developed into far more than a showpiece for trade conventions. The design team was tasked with the creation of a second-wave BattleMech that could advance rapidly on the field and strike with power and surgical precision.

They built the new machine around a reinforced endo steel chassis and a Magna 300-series extra-light engine. Only a few machines in this weight class – notably the Draconis Combine's *Grand Dragon* and Our Blessed Order's *Lancelot* – are able to outrun the *Vagabond* on open ground.

The *Vagabond's* designers met the requirements of precise firepower by installing twin torso-mounted Sutel large pulse lasers and a pair of Defiance medium pulse lasers in each arm. Sixteen double heat sinks provide ample cooling, assuming the pilot observes proper heat management.

The *Vagabond* carries more than eleven tons of Durallex Heavy standard armor and features an unusual answer to the proliferation of missiles in short-range combat. Each arm bears a SureFire 444 anti-missile system, the two units sharing a single ton of ammunition. These theoretically give the pilot a 360-degree arc of protection against incoming missiles as he approaches melee range; only actual combat experience will demonstrate whether these dual systems are effective.

This 'Mech is reminiscent of the Free World League's *Anvil* in tonnage, primary weapons and movement profile. However, the battery of medium pulse lasers suggests a mission profile quite different from that Marik design. The *Vagabond* appears to be an infighter, and is probably very deadly in that role. The heavy emphasis on missile defense points to another purpose – that of hunting battle armor, which is well-known for its ability to fire crippling missile salvos.

Deployment

As befits a design ordered by the Archon-Prince himself, the *Vagabond* was on the path to a swift, if limited, appearance in the ranks of the Federated Commonwealth. The breakup of that state nearly killed the as-yet-unnamed BattleMech, leading to its final and fitting designation as *Vagabond*. It would not reach production until 3063.

Variants

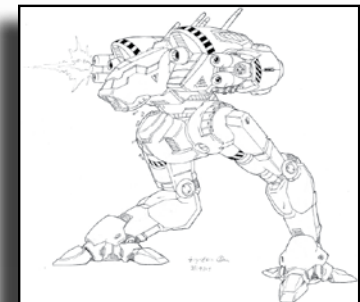
One variant is undergoing tests at Norse-Storm. It employs extended range particle projection cannons in place of the large pulse lasers to increase the 'Mech's reach in combat.

Notable MechWarriors

William "Bill" Newcastle, D. Eng

Newcastle is the former team lead on the *Vagabond* project. A protégé of Dr. Banzai and an esteemed member of the New Avalon Institute of Science faculty, Newcastle volunteered to spearhead the development of a design that might foster pride in a united Federated Commonwealth. As the political winds changed, Newcastle himself came under suspicion.

Tipped off by his Lyran counterpart hours before LIC agents were to arrest him, Newcastle immediately rushed to the testing bay to conduct an impromptu 'inspection'. Norse-Storm security was shocked when the *Vagabond* shot out of its isolated testing area and into the surrounding wilds of Loxley. By the time they located the discarded prototype, Dr. Newcastle had secured passage off world.



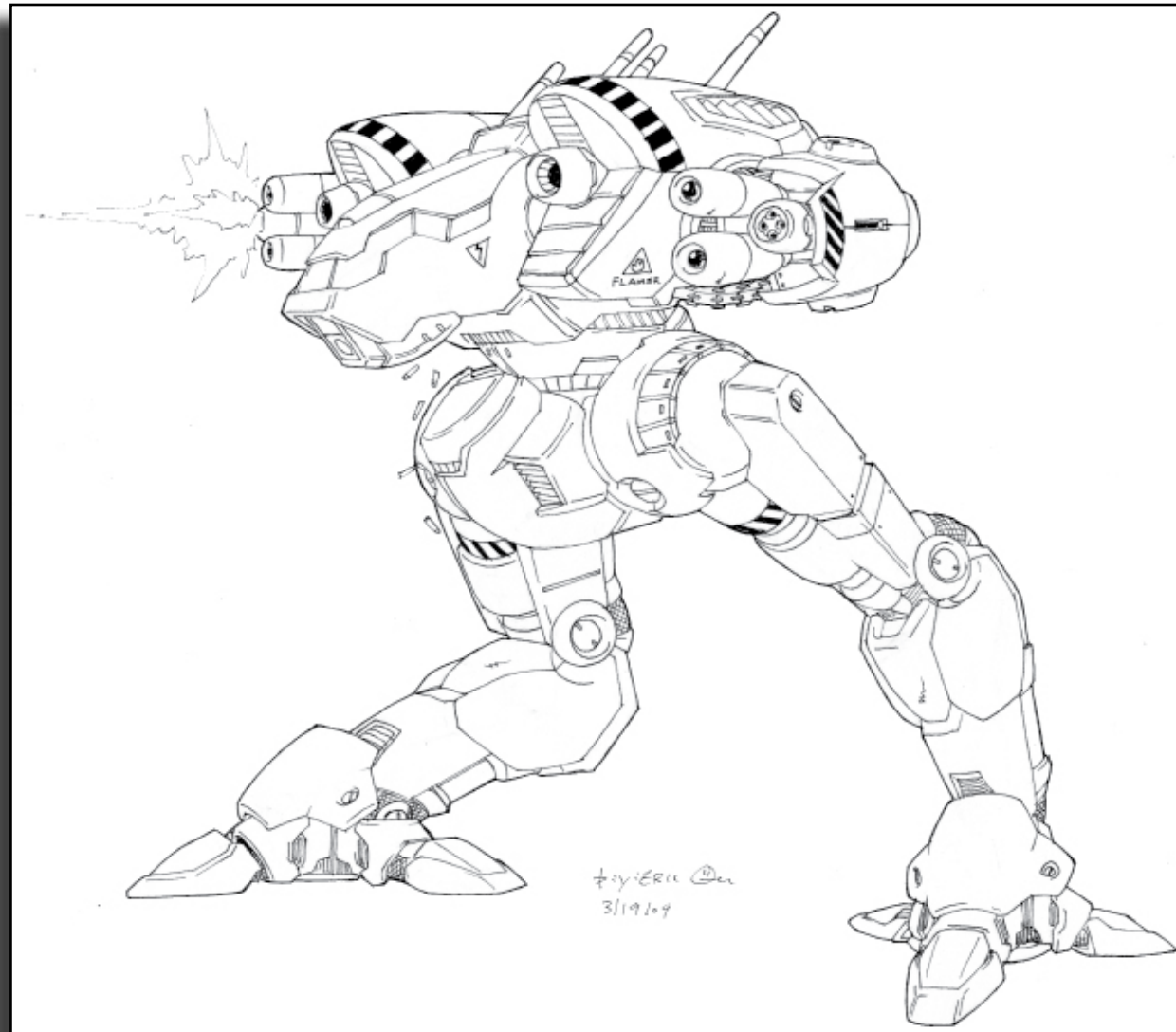
HEAVY MECHS

Type: **Vagabond VGB-ND4**
 Technology Base: Inner Sphere / 3063
 Tonnage: 60
 Battle Value: BV2 (1500)

Equipment		Mass
Internal Structure:		3
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	26
Center Torso (Rear)		9
R/L Torso	14	20
R/L Torso (Rear)		6
R/L Arm	10	18
R/L Leg	14	26

Weapons and Ammo	Location	Critical	Tonnage
2 Medium Pulse Lasers	RA	2	4
Anti-Missile System	RA	1	.5
Large Pulse Laser	RT	2	7
Ammo (AMS) 12	RT	1	1
2 Medium Pulse Lasers	LA	2	4
Anti-Missile System	LA	1	.5
Large Pulse Laser	LT	2	7



FAFNIR FNR-5C

Mass: 100 tons

Chassis: Foundation Type 220 Endo Steel

Power Plant: 300 Vlar Fusion

Cruising Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Durallex Heavy Special V2 Standard

Armament:

2 Defiance Model XII ER Medium Lasers

2 Defiance Model 6 ER Large Lasers

1 FarFire Maxi Rack LRM 20

1 Defiance Hammerfist Heavy Gauss Rifle

Manufacturer: Defiance Industries of Hesperus II

Primary Factory: Hesperus II

Communications: Angst Discom

Targeting / Tracking: TharHes AGART with Artemis IV

Overview

The *Fafnir* has become a sensation within the Lyrans Alliance. Defiance Industries' new assault 'Mech appears everywhere, from Armed Forces recruiting posters to the upscale toy stores of New Olympia City. Even Steiner MechWarriors are not immune - they affectionately refer to the *Fafnir* as 'the Muger'.

Planners at the Military's Strategies and Tactics Division, however, are not so sanguine. While they concede that the *Fafnir* is a powerful war machine, they remain unsure whether it is too specialized to effectively replace older, more versatile designs such as the Atlas and Banshee. For this reason they are exploring variants that would supplement the FNR-5 model. One particularly fascinating take on the design is the prototype FNR-5C.

Capabilities

The greatest strength of the *Fafnir* is also this BattleMech's weakness: twin Defiance Hammerfist heavy Gauss rifles. The weapon's price, the shortage of its unique ammunition and their decreasing effect over distance restricts the mission profile of the standard model. With most of the available tonnage dedicated to housing these massive new cannons, the *Fafnir* can carry only a token array of secondary weapons. Three medium lasers, even

modern versions, are hardly suitable back-up armaments for a hundred-ton BattleMech.

Balking at variants such as the FNR-6B, the engineers behind the FNR-5C were unwilling to completely replace the Hammerfist cannons. They reasoned that the heavy Gauss rifle, a weapon unique to House Steiner, exerts a commanding presence on the battlefield. With this in mind, they reached a compromise: retain one Hammerfist and dedicate the remaining space to an expanded array of secondary weapons.

The cavity which originally housed the right torso's heavy Gauss rifle now carries a FarFire Maxi Rack twenty-tube launcher enhanced with Artemis IV fire control. The FarFire gives a *Fafnir* pilot considerable reach as well as indirect fire capability while conserving the primary weapon's precious ammunition for closer, easier targets.

To avoid simply exchanging one ammunition dependency for another, the FNR-5C also carries two Defiance Model 6 extended range large lasers, mounted one to each arm and accompanied by two Defiance Model XII extended range medium lasers. Pilots are encouraged to make heavy use of these energy systems on long campaigns, minimizing the need to reload. Four additional double heat sinks have been installed to offset the additional heat.

The *Fafnir* FNR-5C has not been without its teething problems. Replacing the right torso's heavy Gauss rifle with a lighter missile launcher has unbalanced the design. Engineers concentrated ammunition behind the FarFire Maxi to compensate, but the uneven mass requires intensive pilot training to correct. Trials suggest the *Fafnir*'s gyro and feedback systems may also need more frequent service and recalibration. Such adjustments are routine for factory technicians, but are problematic to attempt under field conditions.

Finally, removal of the stock unit's Guardian ECM has made the FNR-5C more vulnerable to electronic warfare.

Deployment

Select FNR-5Cs have been deployed to the Fifteenth Lyrans Guard, based on Defiance Industries' homeworld of Hesperus II. 'The Death or Glory Boys' intend to put this new variant through its paces, assigning it on a volunteer basis to MechWarriors who have experience with assault Mechs such as the BLR-3S *Battlemaster*.

The effectiveness of the new *Fafnir* pilot training program will most likely determine how many of these machines undergo conversion.

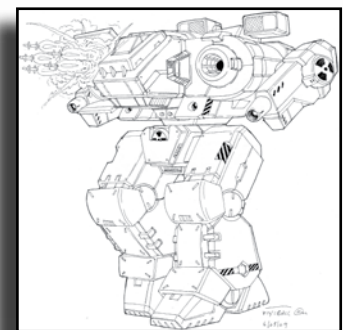
Variants

The LAAF currently considers the two existing variants, the 5A and 5C, sufficient for their needs.

Notable MechWarriors

Duke Gunther Wulfschild

Played by heartthrob actor Victor Karloff, Gunther Wulfschild is the main character of Tharkan Media Associates' "Wulfschild" action adventure series. 'Gunther' has piloted a succession of different 'Mechs, most of them in the heavy and assault class. During a recent story arc, treacherous Davion agents forced him to eject from his savaged *Hauptmann* OmniMech and cornered him in a 'Mech testing bay. Stumbling across an experimental *Fafnir* FNR-5C, Gunther quickly commandeered the 'Mech to turn the tables on his pursuers. The character's adventures while piloting the *Fafnir* span several episodes and have attracted millions of new viewers.



ASSAULT MECHS

Type: **Fafnir FNR-5C**

Technology Base: Inner Sphere / 3063

Tonnage: 100

Battle Value: BV2 (2472)

Equipment

Internal Structure:

Engine: 300

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor: 304 19

Mass

5

19

Internal Structure

Armor Value

Head 3 9

Center Torso 31 46

Center Torso (Rear) 15

R/L Torso 21 32

R/L Torso (Rear) 10

R/L Arm 17 34

R/L Leg 21 41

Weapons and Ammo

Location Critical Tonnage

ER Large Laser RA 2 5

ER Medium Laser RA 1 1

LRM 20 w/ Artemis IV RT 6 11

Ammo (LRM) 12 RT 2 2

Ammo (HGR) 12 RT 3 3

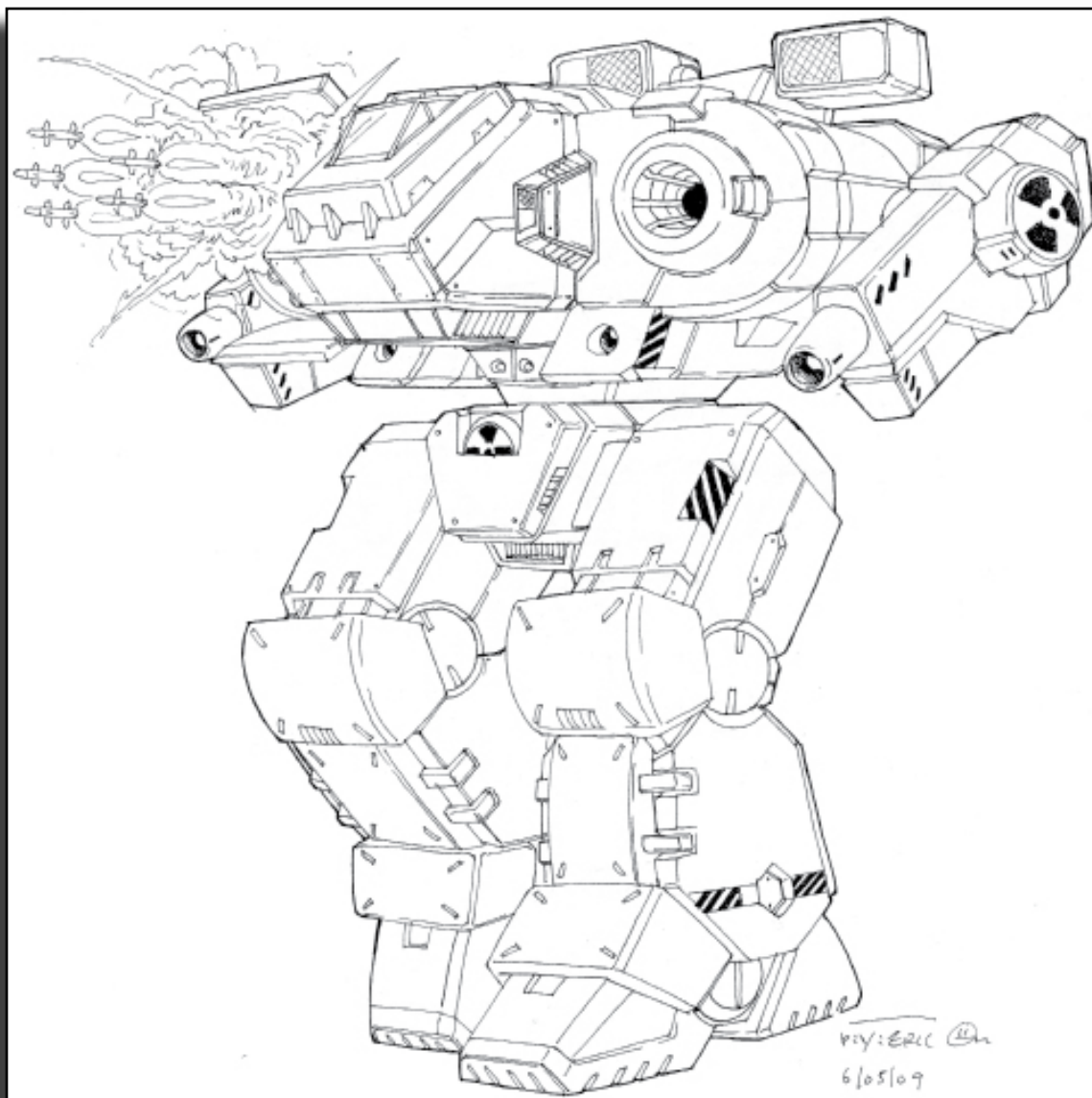
CASE RT 1 .5

ER Large Laser LA 2 5

ER Medium Laser LA 1 1

Heavy Gauss Rifle LT 11 18

CASE LT 1 .5



FREE WORLDS LEAGUE VEHICLES



FREE WORLDS LEAGUE

The recent gains of Operation Guerrero seem unlikely to repeat themselves, and Sun-Tzu Liao has restored tension to the Capellan border by terminating his engagement to Isis Marik. Although the Confederation is occupied with reintegrating the St. Ives Compact and reacquiring former Capellan holdings in the Chaos March, it may not be long until age-old hostilities are revived. For these reasons, a host of new vehicle designs have appeared which aim at reinforcing the Free World League's hold on its worlds.

Defense is the watchword. Several larger tanks appear here which will improve fire support and assault capability. The interior and Periphery regions have been further reinforced with the appearance of a specialized roadtrain escort and a troop transport which have already begun to earn a reputation for successful escort missions. There is an armored car meant for population control and a new medium tank specifically intended to appeal to many planetary governors who need an inexpensive yet powerful means of dealing with Periphery bandits. Finally, House Marik has begun the manufacture of combat engineer specialist vehicles.

PRODUCTION

In addition to spreading its production of new machines out among existing manufacturing facilities, House Marik has also established a new production facility (operated by Kali Yama Weapons Industries) on the world of Panjang. Thus far only one fighting vehicle has emerged from this factory.

OCELOT II

Mass: 25 tons

Movement Type: Wheeled

Power Plant: DAV 105 Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Kallon FWL Special Ferro-Fibrous with CASE

Armament:

1 Harpoon 4-S Streak SRM-4

1 SureShot Mk VI SRM-6

Manufacturer: Quikscell Motor Vehicle Division

Primary Factory: Kalidasa

Communications: Datacom 27

Targeting / Tracking: Garret A6

Overview

As the War of 3039 and the Clan Invasion shifted production towards larger battle vehicles, the Free Worlds League Militia found itself short of designs to control civilian populations in hotspots such as Zion. Quikscell Industries saw the opportunity for a healthy profit; by 3061 they had produced several entirely new vehicles. One such machine is the Ocelot II armored car, which made its debut as Star League peacekeepers were drawn into the St. Ives Conflict.

Capabilities

Powered by a small DAV 105 fusion engine, the Ocelot II is capable of rapid movement in city and suburban environments due to its large ballistic-resistant road wheels. Detached to garrison troops engaged in policing duties, this heavy armored car is capable of bringing both a Harpoon streak four-tube missile rack and a standard SureShot six-tube launcher to bear on 'disturbances' encountered during a watch cycle.

Originally to be fitted with energy weapons, Quikscell instead equipped the Ocelot II with missile racks for several reasons. The first was that garrison mechanics and crews were mostly levied troops with little technical training, unfamiliar with beam weapons. Missile racks are relatively simple to install, maintain and operate compared to more complex energy systems.

They are also reasonably accurate and easy to operate, hard-hitting for their size and capable of firing special tear

gas rounds into large crowds. This last is important, as policing a civilian area with exclusively lethal weapons runs counter to successful occupation or peacekeeping. Every death increases hatred among the civilians who lose a loved one to a stray bullet or laser.

The Ocelot II is also capable of handling hardened targets, such as rebel troop transports, guerrilla gun emplacements and even other armored cars. Clad in five tons of Kallon ferro-fibrous armor, the Ocelot II can easily shrug off shoulder-fired rockets, as well as bullets, Molotov cocktails and remote-detonated mines. In other words, it is largely immune to the preferred weapons of asymmetrical warfare.

Deployment

The Star League, in response to the First Lord's orders, abetted the recent Capellan takeover of the St. Ives Compact. When First Lord Sun-Tzu Liao ordered the first peacekeepers into the St. Ives Compact, Quikscell executives sensed an opportunity. House troops required vehicles that could perform internal policing until the conflict came to its bloody conclusion, so Quikscell offered the first production run of Ocelot IIs to peacekeeping regiments at greatly reduced prices. Marik, Steiner and Kurita forces all eventually deployed the new vehicle during the early stages of the conflict.

Variants

Quikscell is running day and night to fill orders on current models. However, one variant is planned which replaces the Streak launcher with an infantry bay to carry riot police. It is presumed this variant will replace the parent design when the current production run is complete.

Notable Crew

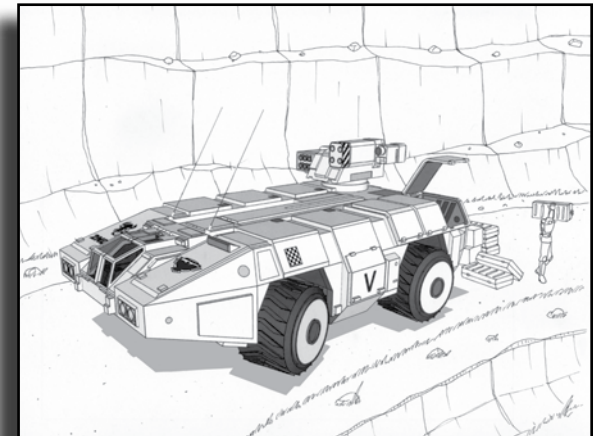
Shasta 615

Shasta 615 has the distinction of serving on both sides of the St. Ives conflict, first with the Combine's Second Dieron Regulars on Vestallas in support of the Capellan Confederation. After McCarron's Armored Cavalry relieved the Regulars, the Shasta and its crew petitioned to remain in the Compact. They were then attached to units supporting

the St. Ives Compact on Taga.

This armored car faced its most memorable task during the food riots in New Jakarta, brought on by months of heavy interdiction and a shortage of supplies. Dispensing liberal amounts of tear gas with its missile racks, Shasta 615 successfully quelled the rioters even as it assisted in driving looters off from the vast warehouses which contained the city's remaining food rations.

The mission was instrumental to maintaining the stability of the government and the crew of Shasta 615 was awarded the Star League Medal of Valor.



LIGHT VEHICLES

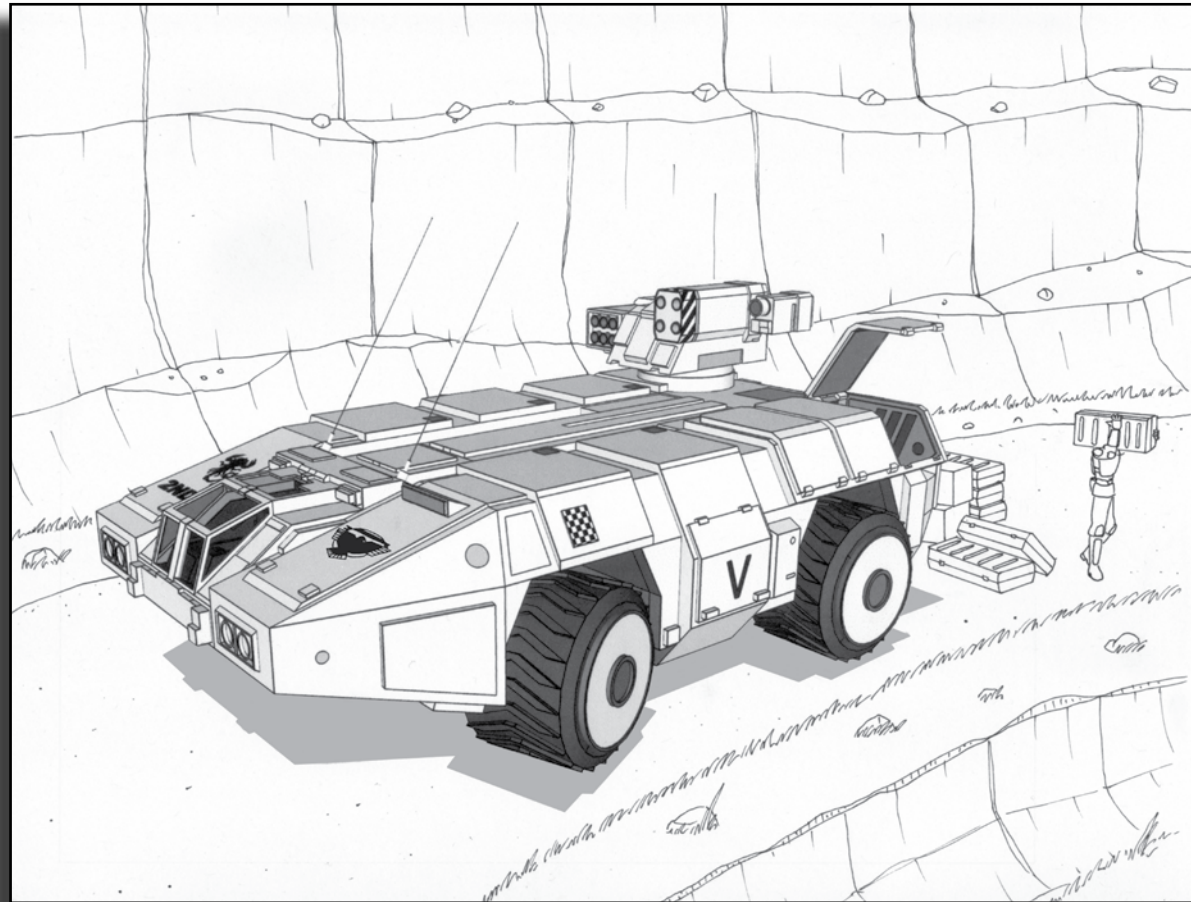
Type: **Ocelot II**
 Technology Base: Inner Sphere / 3060
 Movement Type: Wheeled
 Mass: 25 tons
 Battle Value: BV2 (462)

Equipment

Internal Structure:		2.5
Engine:	105	3.5
Shielding and Transmission:		2
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Turret:		1
Armor Factor:	89	5

	Internal Structure	Armor Value
Front:	3	22
R/L Side:	3	15
Rear:	3	15
Turret:	3	22

Weapons and Ammo	Location	Tonnage
Streak SRM 4	Turret	3
SRM 6	Turret	3
Ammo (SSRM4) 25	Body	1
Ammo (SRM6) 30	Body	2
CASE	Body	.5



MASTODON

Mass: 35 tons

Movement Type: Tracked

Power Plant: 175 Magna Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Durallex Light Ferro-Fibrous

Armament:

1 Magna Mk III Large Laser

1 Magna 200P Small Pulse Laser

Manufacturer: Exeter Organization

Primary Factory: Keystone

Communications: Garret/Guardian Interface Model 2B
with ECM

Targeting / Tracking: Salamander Systems CommPhase

Overview

When House Marik introduced the Mastodon in 3060, it caused considerable excitement. The Successor States had not built a dedicated mine-clearing AFV in centuries. With the proliferation of mines in the so-called Chaos March and increased use of Thunder munitions, however, the Free World League Military (FWLM) found they required a special mount on the front of the vehicle. With the wide variety of tanks in use, providing each type with its own plow became a logistical headache. Thus, the FWLM embarked on a program to create the ideal mine-clearing design.

Capabilities

Working on orders directly from the office of the Chief Armorer, engineers from the Exeter Organization began developing the new machine. They settled on the flail for several reasons. First, it covered a path wider than the vehicle itself, which meant fewer minesweepers could clear a larger area. Second, the flail exploded most pressure-sensitive mines with great efficiency. Finally, the flail action and exploding mines created large dust clouds useful in covering the advance of friendly armor, as it obscured large portions of the battlefield.

Engineers first experimented with a hover chassis because it would not be as likely to set off mines under the vehicle, and chose a three-ton flail to serve as the Mastodon's "tusks." Unfortunately, flail-detonated mines invariably damaged the lift skirts. As a result, designers settled on

a standard tracked vehicle which allowed similar terrain clearance and handling, but which was more resistant to this type of damage.

The flail is driven by a long power take-off shaft and consists of two paired drums with fifty stout chains attached. As the tank moves forward, the drums turn at a rate of 150 revolutions per minute, causing the chains to strike the ground well ahead of the tank. The height of the drums relative to the ground is controlled automatically by means of a ground sensor, permitting the Mastodon to continuously advance over uneven terrain without stopping to adjust the drum height.

A Magna 175 fusion engine speeds the Mastodon from one assignment to another at 86 km/h. Although the vehicle must slow somewhat to clear a battlefield effectively, its thick ferro-fibrous hide protects it from enemy fire - often necessary at its usual position in the vanguard of an advance. Additionally, the driver's compartment is equipped with several video-augmented periscopes set high enough to avoid shrapnel and provide a clear view of the field ahead.

The Mastodon's Magna Mk III large laser provides good defense against light armor and even scout BattleMechs. Engineers deemed it unwise for a vehicle that deliberately detonated explosives to carry ammunition of its own, so plans for an anti-personnel machine gun were dropped in favor of the Magna 200P small pulse laser. The unmanned main turret is compact and is remotely operated by a gunner who is stationed in the main hull; this provides a minimal target for enemy guns coupled with a firing arc that clears the rotating flail.

This tank also carries Guardian ECM. Originally intended to trigger certain types of command-detonated minefields, the ECM has seen negligible use in this role, though it does aid the Mastodon and its fellow units in avoiding electronic detection.

Deployment

The Mastodon completed field trials with the Ninth Sirian Pioneers engineering battalion. The Pioneers worked tirelessly over the past four years to clear mines from civilian

areas on Sirius and Procyon, a grim legacy of Alisendar Gyrn's mad reign which cost thousands their lives.

Recent assignments to Zosmo, Bella I, and Wing have proven more controversial. The Government Liaison Office originally presented this action as a humanitarian mission to remove ancient minefields. Opposition representatives shouted them down, charging that as each of the planets concerned was on the border with the Lyran Alliance, the Mastodon should be considered neither a coincidence nor humanitarian, but a deliberate provocation. Deployment continues despite their protest.

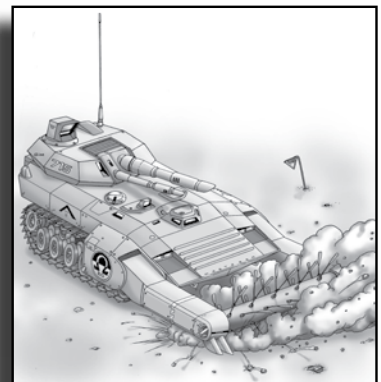
Variants

There are no variants reported at this time, though a prototype has been built for testing experimental counter-mine explosives deployed via a standard missile launcher.

Notable Crew

Lead Sapper Abigail Worona

Worona serves in the Ninth Sirian Pioneers. An experienced combat engineer, she personified her unit's can-do spirit during Operation Guerrero fighting on Castor. When the platoon's sole mine-clearing combat bulldozer was disabled by enemy fire, Worona and her fellow engineers continued their predawn assignment with handheld equipment.



LIGHT VEHICLES

Type: **Mastodon**

Technology Base: Inner Sphere / 3060

Movement Type: Tracked

Tonnage: 35

Battle Value: BV2 (742)

Equipment

Internal Structure:

Engine: 175

Shielding and Transmission:

Cruising MP: 5

Flank MP: 8

Heat Sinks: 10

Control Equipment:

Crew: 3

Turret: 1

Armor Factor: 134

Internal Structure

Front: 4 33

R/L Side: 4 23

Rear: 4 23

Turret: 4 32

Weapons and Ammo

Large Laser Turret 5

Small Pulse Laser Turret 1

Minesweeper Front 3

Guardian ECM Body 1.5

Mass

3.5

7

3.5

0

2

0

1

7.5

Armor Value

33

23

23

32

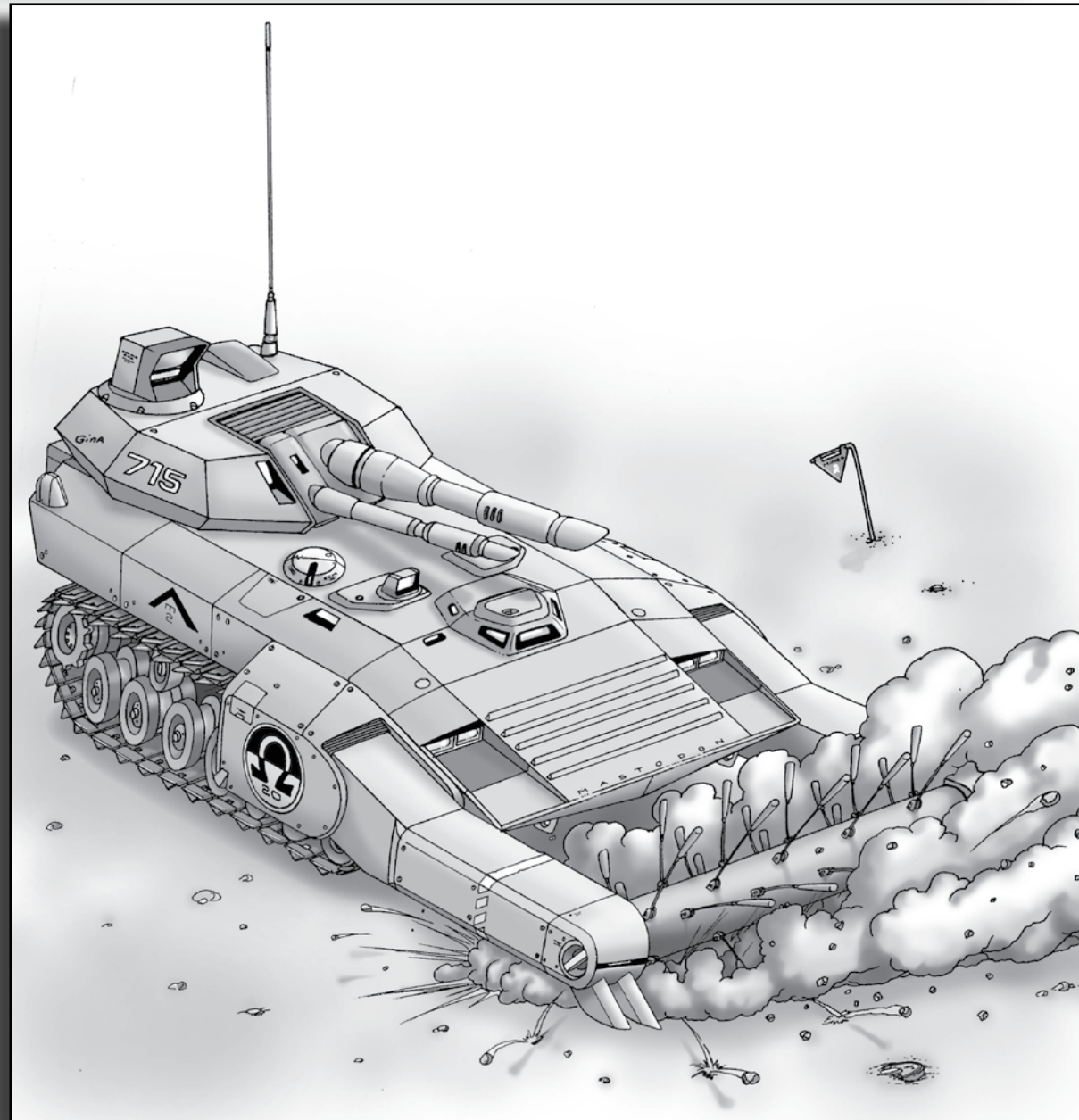
Tonnage

5

1

3

1.5



HORATIO

Mass: 40 tons

Movement Type: Tracked

Power Plant: 200 Nissan Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Aldis Medium Ferro-Fibrous

Armament:

2 Diverse Optics Small Pulse Lasers

1 Diverse Optics ER Medium Laser

Manufacturer: Brooks Incorporated

Primary Factory: Irian

Communications: Maxell 500

Targeting / Tracking: Maxell TA70

Overview

The bridgelayers class of armored fighting vehicles has seen limited production since the BattleMech eclipsed conventional armor – backwater armor brigades have even been known to use bundled pipes or brushwood fascines to overcome trenches and similar obstacles. So as specialized tanks regain prominence it is not surprising to see new, dedicated bridgelayers. Working from blueprints retrieved from the Grey Death Memory Core, the Free Worlds League is the first to deploy a modern version, the Horatio.

Capabilities

When observers first laid eyes on this vehicle, many thought it looked vaguely familiar. This feeling of déjà vu was due to the fact that the Horatio was adapted from blueprints used to produce the original Galleon light tank.

Engineers began by strengthening the internal structure of the hull, increasing its weight to forty tons. They layered it with seven tons of ferro-fibrous armor to survive a reasonable volume of fire, because the Horatio's mission often places it at the front lines.

The designers decided against the original combustion engine, instead using a Pitban 200 fusion plant to reduce logistical concerns. With conventional armor moving away from internal combustion engines, it made little sense to apply fuel restrictions to the vehicles that support them.

The most significant outward change is the removal of the tank's standard turret for a single heavy bridge-laying mechanism. Once the Horatio is in position, an experienced crew can deploy the reinforced scissors-type bridge horizontally across any 30-meter gap in about seven minutes. The bridge can be re-mounted and stowed on the hull for travel from either the front or rear, depending on the needs of the mission, in about fifteen minutes. In addition to the bridge-laying gear, the Horatio also features an infantry compartment for combat engineers and additional room for their specialized equipment.

To compensate for the loss of the main turret, Marik designers re-introduced the sponson, a feature rarely seen in recent centuries, to give the two Diverse Optics small anti-personnel pulse lasers a wide field of fire. Coupled with a single Diverse Optics extended range medium laser, these are the only weapons the Horatio carries.

Deployment

The Marik LCCC issues the Horatio in limited numbers alongside their latest AFVs. They eventually hope to supply every armored regiment with at least one lance of these new support vehicles. Brooks will keep its assembly lines working around the clock to meet the new demand.

Variants

The Free Worlds League is even now performing tests on a successor to the Horatio. The Horatio II is a slightly heavier amphibious machine which is designed to deploy a heavy bridge made of ferro-weave nets slung between inflatable pontoons. When properly anchored at either end, the hull of the Horatio II acts as the center span of a sixty-meter bridge – twice the length of a standard bridge – counteracting water currents with its hydrojet propulsion units to prevent drift. When finished, the pontoons are deflated, the bridge retracted and the Horatio II advances to the opposite shore. It is equipped with two four-tube missile racks for anti-personnel defense.

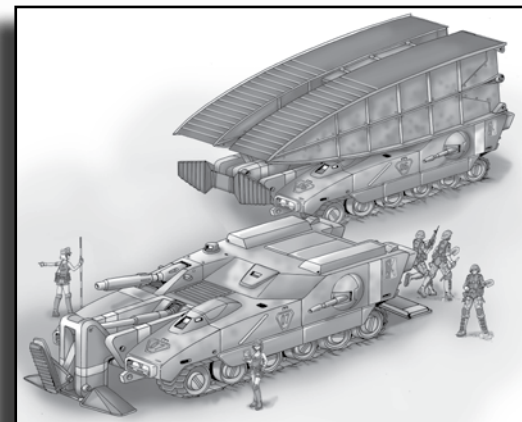
Other Successor States are gradually bringing similar designs online. The Draconis Combine's Sankyou is similar to the Horatio, but will feature defensive systems such as a pair

of small pulse lasers, a Yori Flyswatter Anti-Missile System and a Guardian ECM. House Steiner's BiFrost appears to be a similar design but is much faster and more expensive. Lastly, the Capellans are working on an inexpensive wheeled model employing a combustion engine and three machine guns.

Notable Crew

Lieutenant Evin Harsen

Lieutenant Harsen leads a lance of Horatios with the Fifty-third Regular Light Armor on Cerillos. When the Circinus Federation's Black Warriors raided her homeworld, the armored contingent was scattered and separated from the rest of their unit. Harsen organized a mixed group of Galleon, Scorpion, and Po AFVs and used her bridgelayers to move the tanks across a series of arroyos, allowing her rag-tag defenders to outmaneuver the larger Pirate force.



MEDIUM VEHICLES

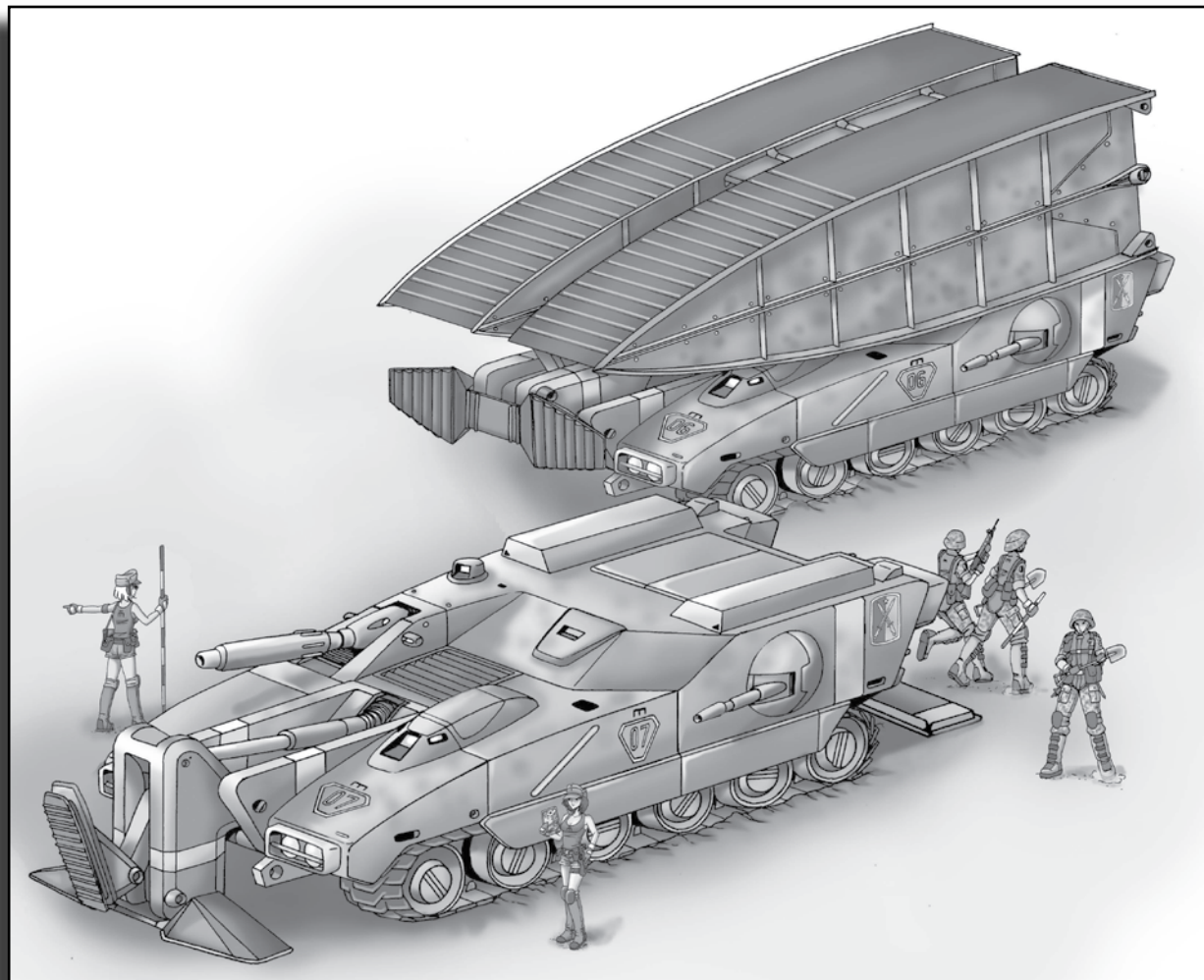
Type: **Horatio**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 40
 Battle value: BV2 (562)

Equipment

Internal Structure:		4
Engine:	200	8.5
Shielding and Transmission:		4.5
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2
Crew:	3	0
Sponson Turret:		.5
Armor Factor:	125	7

	Internal Structure	Armor Value
Front:	4	33
R/L Side:	4	31
Rear:	4	30

Weapons and Ammo	Location	Tonnage
Heavy Bridgelayer	Front	6
ER Medium Laser	Front	1
Small Pulse Laser	Rt Spon	1
Small Pulse Laser	Lf Spon	1
Infantry Transport Bay	Body	3
Cargo (Bridgelaying Gear)	Body	1.5



JAGUAR MEDIUM TANK

Mass: 45 tons

Movement Type: Tracked

Power Plant: 270 Hermes XL Fusion

Cruising Speed: 64.8 km/h

Flank Speed: 97.2 km/h

Armor: Kallon FWL Special Ferro-Fibrous with CASE

Armament:

1 Corean Light Gauss Rifle

1 Burow Anti-Missile System

2 Diverse Optics ER Medium Lasers

Manufacturer: Kali Yama Weapons Industries

Primary Factory: Kalidasa

Communications: Irian E.A.R.

Targeting / Tracking: Wasat Aggressor

Overview

The Free World League's doctrine has divided their armored vehicle brigades into two categories: regiments of heavy battle tanks and groups of lighter vehicles dedicated to patrol and reconnaissance. Although this specialization has served the FWLM well, it has drawbacks.

The heavier Zhukov and Ontos AFVs have a difficult time keeping up with the League's mobile BattleMech forces. However, the lighter vehicles assigned to recon patrol lack the armor and firepower necessary for prolonged combat.

For this reason, House Marik commissioned Kali Yama Weapons Industries to develop a new, more aggressive design that could bridge this gap: the Jaguar Medium Strike Tank.

Capabilities

The Jaguar was conceived as a sniper that is quick enough to follow first-wave forces yet is more robust than House Marik's standard hovercraft and light tanks. Early models experimented with autocannons, but even with cluster ammunition, the guns proved inadequate for the Jaguar's proposed missions. Kali Yama was reluctantly considering a laser cannon and additional heat sinks, which would have slowed the Jaguar drastically, when a liaison from Corean Enterprises presented that company's latest weaponry. Kali Yama engineers were impressed and quickly placed an order.

Able to strike at extreme ranges, Corean's light Gauss rifle was an ideal match for the Jaguar. The weapon is placed in an unmanned turret, while the crew occupy the main hull. This unique design element is shared by the Draconis Combine's BARS tank; it is unknown whether this signals closer ties with the Combine, industrial espionage or is merely an example of convergent development.

As with the Kuritan design, the Jaguar's layout is ideal for 'shoot and scoot' operations; like the BARS, the turret is well-armored but the main gun's autoloading mechanism is vulnerable – unless properly concealed, a well-placed shot will neutralize the Jaguar's main weapon. The design is relatively expensive due to the powerful XL engine, but crews are quite happy to have that extra horsepower when moving from one position to another.

Any enemy personnel closing with the Jaguar will be met with dual Diverse Optics extended range medium lasers. A front-mounted Burow anti-missile system stands by to neutralize incoming rounds.

This AFV is at its best when set in a hull-down position to snipe at an approaching enemy. The Jaguar is difficult to spot, especially when the gun is covered with netting or other camouflage. Jaguars are also placed at the rear of a formation, to destroy damaged enemies before they can disrupt rear-echelon organization.

Deployment

The Jaguar has been deployed to Marik regiments along the Lyran border. One of the most celebrated units to receive the new vehicle is the Eleventh Atrian Dragoons. Given the Dragoons' displeasure at the current détente between Houses Marik and Steiner and their recent orders to re-deploy from Marcus to Rochelle, it is possible that the Jaguar will see action sooner than expected.

Variants

Rumors have surfaced of a slightly slower Jaguar mounting a prototype targeting module. This suggests that the League has, like the Federated Commonwealth, managed to reverse-engineer Clan technology. Given that the FWLM captured stockpiles of such equipment during

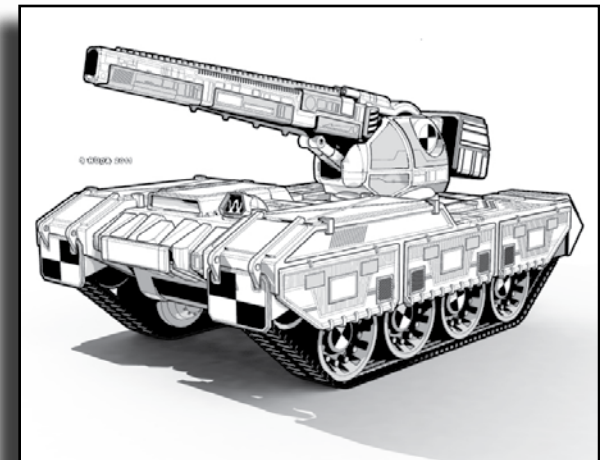
Operation Bulldog, it is possible that House Marik engineers are working on further breakthroughs.

Notable Crew

Corporal Jethro Stuart

Stuart serves with a Jaguar in the Seventh Uhuru Regulars Armored Regiment. He is given to tinkering with electronics and has a reputation for 'improving' his assigned vehicles in highly unauthorized ways.

Though the Corporal has avoided court-martial, he has nonetheless expressed a desire to muster out when his enlistment expires. He is currently considering an offer from Brooks Incorporated to work as an engineering consultant.



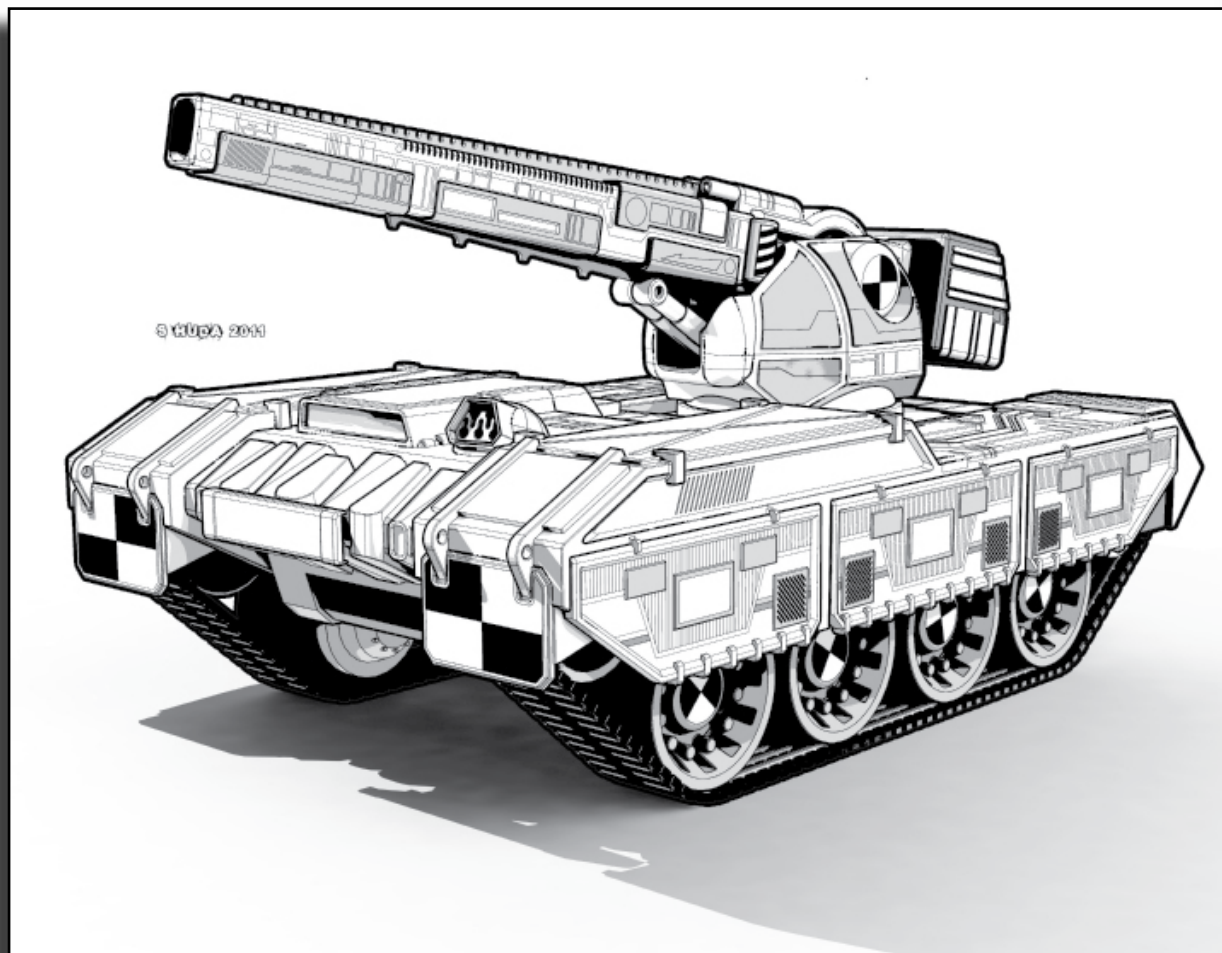
MEDIUM VEHICLES

Type: **Jaguar**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 45
 Battle Value: BV2 (977)

Equipment:		Mass
Internal Structure:		4.5
Engine:	270 XL	7.5
Shielding and Transmission:		4
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		2.5
Crew:	3	0
Turret:		1.5
Armor Factor:	125	7

	Internal Structure	Armor Value
Front:	5	35
R/L Side:	5	20
Rear:	5	20
Turret:	5	30

Weapons and Ammo	Location	Tonnage
Light Gauss Rifle	Turret	12
2 ER Medium Lasers	Turret	2
Anti-Missile System	Front	.5
Ammo (LGR) 32	Body	2
Ammo (AMS) 12	Body	1
CASE	Body	.5



SARPEDON

Mass: 50 tons

Movement Type: Tracked

Power Plant: 200 Locom-Pack Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: ProtecTech 6 Standard

Armament:

1 Zeus Slingshot Gauss Rifle

1 Magna 400P Medium Pulse Laser

Manufacturer: Kallon Industries

Primary Plant: Loyalty

Communications: ComStar Rover

Targeting / Tracking: ComStar Test-2

Overview

The Free Worlds League Militia (FWLM) had been the largest consumer of the Capellan Confederation's Po Medium Tank. However, the end of the Marik-Liao alliance in 3062 forced the League to begin making its own cheap, well-armed alternative to the Capellan design. The FWLM commissioned Kallon Industries to produce the Sarpedon, which is gradually replacing the Po as the League's vehicle of choice.

Capabilities

The Sarpedon's fifty-ton chassis is sturdy and easy to transport. While it carries only seven and a half tons of armor, it packs the same punch as Defiance Industries' Rommel – a design weighing 15 tons more – at half the cost. The Sarpedon carries three tons of reloads for the Zeus Slingshot Gauss rifle, which has a range of 660 meters. At close quarters the tank is defended by a single coaxial mount Magna medium pulse laser.

Built on a budget, the simple design and low cost are ideal for mass production. The Sarpedon is meant to be fielded in vast numbers; armored thrusts in battalion strength are the norm. Thirty tanks, each with a long range, hard-hitting gun can effectively neutralize most enemy forces. The 200 series fusion engine has unlimited endurance and in this role the Sarpedon can easily follow most front-line maneuvers. Secondary missions include tactical fire support at the lance level, where its firepower and ability to outflank an enemy are outstanding.

The long reach of the Gauss rifle is vital to this tank's performance. Many armored fighting vehicles fall victim to crippling suspension or secondary system damage; the Sarpedon, if rendered immobile by a blown track, can still control large portions of the battlefield with the mere threat of its Gauss rifle. However, there is nothing to protect the crew if the weapon's capacitor is hit. Should the tank survive, damage to its main gun renders the Sarpedon useless as a weapon platform and at this point, rapid withdrawal or even abandonment are the only options.

The Sarpedon is meant to spearhead advances and should be accompanied by armored troop carriers to defend against enemy infantry, the weakest point in this otherwise excellent design.

Deployment

Despite its flaws, the new AFV is rapidly gaining popularity among armor crews, who appreciate its combination of striking power and endurance.

The initial Sarpedon units were deployed to the Second and Ninth Marik Militia regiments on Hassad and Carbonis, on the Marik-Capellan border. Although the Captain-General's Office has made the replacement of the Marik Militia Po out to be merely a precursor to League-wide replacement, it is possible that Thomas Marik is sending a message to his former ally. Tension has increased between the two former partners ever since Chancellor Liao expelled Isis Marik in April of 3062.

Variants

Two variants have appeared; the first is the Sarpedon 'Glaukos', an infantry carrier with a ten-ton capacity. The lines are similar to the parent AFV. Notable changes include a reduced turret, debarking hatches and increased armor and speed. A pair of medium lasers and dual small pulse lasers provide anti-infantry protection.

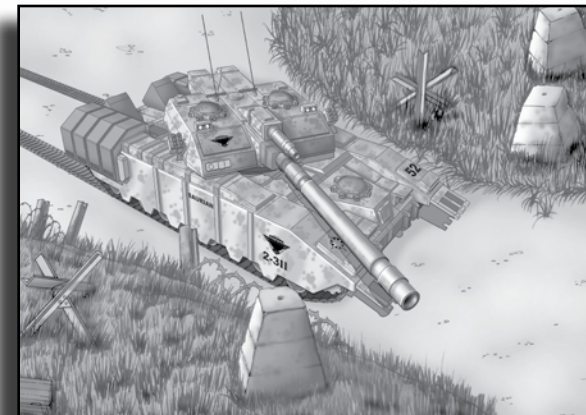
The second is the Sarpedon 'A', which differs from the base model only in replacing the medium pulse laser with two small pulse lasers for improved anti-personnel capability.

Notable Crew

Sergeant Billy Seldon and the 'Saurian'

Billy Seldon serves on a new Sarpedon with the First Atrean Dragoons on Nestor. This is not his first command, however. He first served on a Vedette during the Zion Province's uprising against House Marik. The FWLM forces were heavy-handed in their campaign to quash this revolt, which opposed the then-current League alliance with House Liao.

As a young gunner, Seldon became notorious for his cold-blooded tactics during the Herat Massacre in March of 3058. After Dragoon MechWarriors opened fire on protestors, Seldon's tank moved into the thick of the riots, dispersing protestors by firing his machine gun just over their heads. Many civilians were killed when the bullets eventually lost their energy and dropped into unsuspecting victims hundreds of meters away. The name of Seldon's current assignment, the *Saurian*, is a testament to his unrepentant ways.



MEDIUM VEHICLES

Type: **Sarpedon**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

Tonnage: 50

Battle Value: BV2 (940)

Equipment:

Internal Structure:

Engine: 200

Shielding and Transmission:

Cruising MP: 4

Flank MP: 6

Heat Sinks: 10

Control Equipment:

Crew: 4

Turret: 2

Armor Factor: 120

Mass

5

8.5

4.5

0

2.5

0

2

7.5

Internal Structure

Armor Value

Front: 5 30

R/L Side: 5 24

Rear: 5 15

Turret: 5 27

Weapons and Ammo

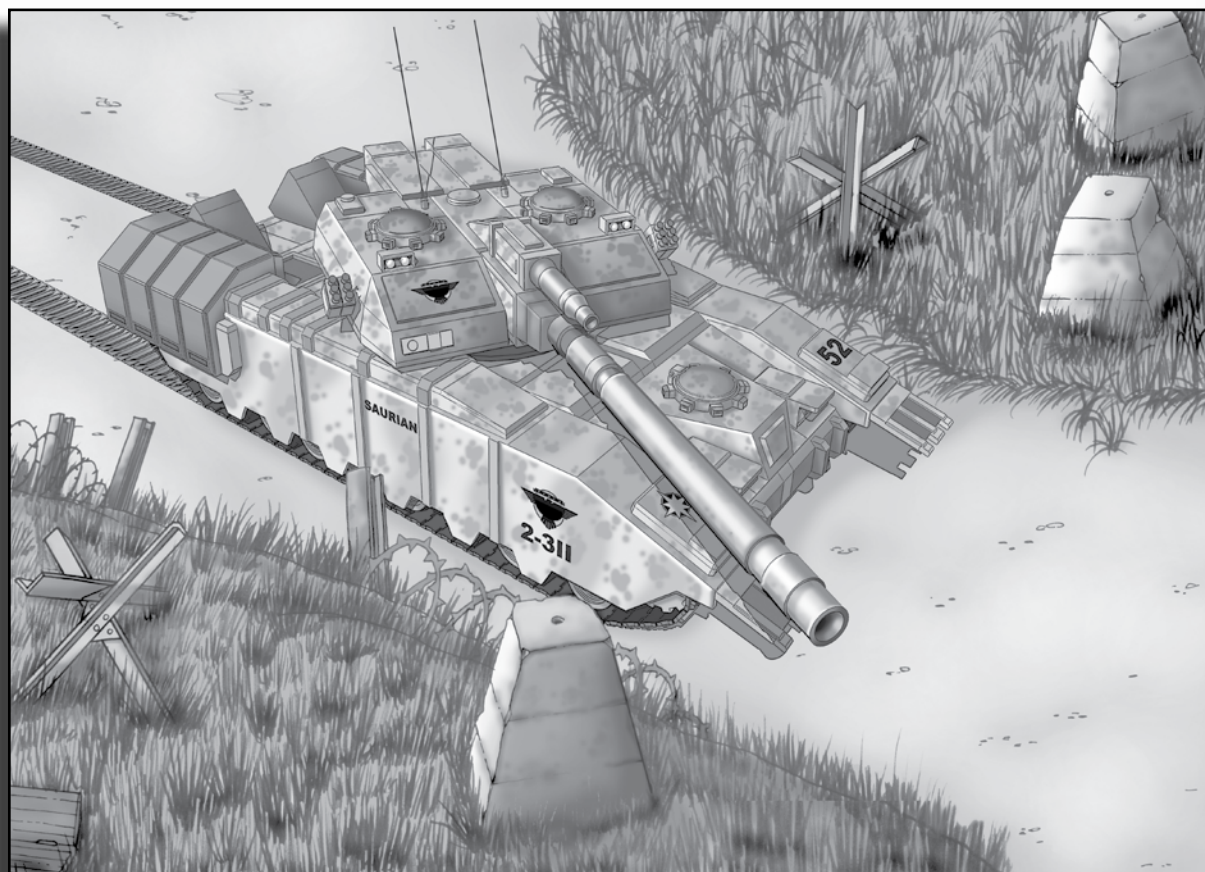
Location

Tonnage

Gauss Rifle Turret 15

Medium Pulse Laser Turret 2

Ammo (Gauss) 24 Body 3



STRIKER MK II

Mass: 55 tons

Movement Type: Wheeled

Power Plant: 255 InterFus Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Valiant Scutum Ferro-Fibrous

Armament:

1 Delta Dart LRM 10

3 Hovertec SRM 4s

Manufacturer: Brooks Incorporated

Primary Factory: Irian

Communications: ComStar Rover

Targeting / Tracking: Corean B-Tech

Overview

The Great Houses' short-lived spirit of cooperation during the Clan Invasion allowed for unprecedented collaborations, resulting in designs like the BJ2-O *Blackjack* and the FS9-O *Firestarter* OmniMechs. The Houses shared information on vehicles as well, but for various reasons this was more restricted. Valiant Systems provided Brooks Incorporated with the blueprints and license for their successful Striker tank. They did not, however, provide the specifications for its most recent upgrade.

Although unhappy with the obsolescent design, Brooks engineers were determined to make the best of a bad lot. Rather than reproduce a tank which had been in service since 3006, their designers created an up-sized version that would accompany infantry into enemy territory and take on enemy vehicles, using its speed and firepower to clear the way.

Several drawbacks to the design became apparent as information filtered back from commanders in the field. The new tank had limited terrain capability, too little armor and was vulnerable to long-range fire from the very tanks it was supposed to engage. House Marik refused an extended contract on these grounds and Brooks Incorporated was forced to redevelop the vehicle. Nearly a decade after Valiant provided the original license, the plant on Irian has begun to assemble the result, the Striker II.

Capabilities

The re-designed Striker II has several advantages over the original Davion machine. Now designated an armored personnel carrier (APC), it transports a platoon of fully equipped troops who can quickly enter and exit the interior through a large rear ramp door. The much larger Striker II retains the original's Delta Dart ten-tube launcher but substitutes three Hovertec four-tube launchers in place of the SureShot six-rack systems.

As a tank the Striker II was a failure. As an APC, it enjoys surprising success. The Delta Dart long range missile rack can decimate opposing infantry with anti-personnel rounds, soften up concealed enemy resistance with indirect fire or even lay mines at range. At closer quarters, the Inferno-equipped Hovertec four-racks can deny cover to enemy infantry and cripple heavily armored vehicles. Ammunition for these weapons is protected by CASE.

The missile racks are easy to service while the fusion engine provides unlimited range. Seven tons of ferro-fibrous armor are considered adequate, but crews complain that the floor plates are still too thin and vulnerable to the anti-vehicle mines often encountered on a typical mission.

Deployment

The Striker II has been assigned to escort convoys on dangerous routes between distant cities. Such convoys include fuel, food and other valuable shipments that dispersed towns often depend on for their very existence. Other Strikers have been pressed into internal security duty, where their ability to use tear gas rounds in the SRM launchers and anti-personnel rounds in the LRM rack shows promise. However, due to its size the Striker is quite vulnerable to improvised explosive devices (IEDs) on narrow city streets and urban use is discouraged.

Crews attached to the Twenty-third Atreus Heavy Armor Regiment began performing internal security duties in Zion's planetary capital, Beersheba, in mid-3063. Only two months into the mission, a Striker II was severely damaged on a crowded side street by what later turned out to be a remote-detonated artillery shell. Two crewmen were killed in the attack and the vehicle itself was written off. Following

an investigation of the incident, the area commander ordered all Striker II units reassigned to inter-city escort duty, replacing them with smaller, nimbler vehicles which operate more effectively within the confines of Beersheba.

Variants

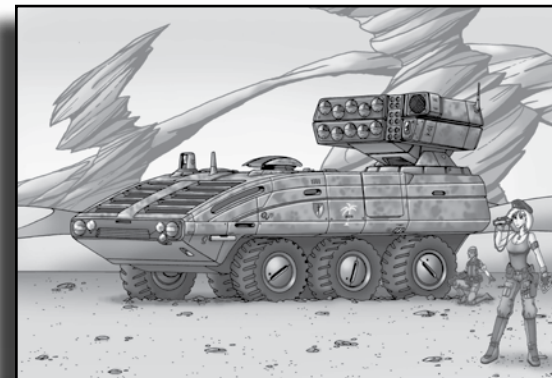
The original Striker II is equipped with three SureShot Mk VI launchers. Only thirty were produced before adverse reports on the light armor prompted the design's withdrawal. Several prototypes have also been built which feature heavier armor, direct-fire weapons or a larger infantry bay. However, the Free Worlds League is not pressed for another wheeled AFV and is content with the flexibility of the current design.

Notable Crew

Sergeant Thom Richards and the 'Lola Lee'

In a recent incident in Beersheba, Richards and his crew were called in to support local security forces. They soon found themselves in a firefight in the Karm residential district. Discovering that a nursery school class was hiding in a nearby building, Richards ordered them into the Lola Lee.

The Marik soldiers assumed a defensive position as their APC ferried the children to safety. By the end of the engagement, Richards and his men had held their ground, the rebel fighters had retreated, and the children were unharmed.



MEDIUM VEHICLES

Type: **Striker Mk II**

Technology Base: Inner Sphere / 3061

Movement Type: Wheeled

Tonnage: 55

Battle Value: BV2 (722)

Equipment:

Internal Structure:

Engine: 255

Shielding and Transmission:

Cruising MP: 5

Flank MP: 8

Heat Sinks: 10

Control Equipment:

Crew: 4

Turret: 1.5

Armor Factor: 125

Mass

5.5

13

6.5

0

3

0

1.5

7

Internal Structure

Armor Value

Front: 6

30

R/L Side: 6

25

Rear: 6

16

Turret: 6

29

Weapons and Ammo

Location

Tonnage

3 SRM 4s Turret

6

LRM 10 Turret

5

Infantry Transport Bay Body

4

Ammo (LRM) 12 Body

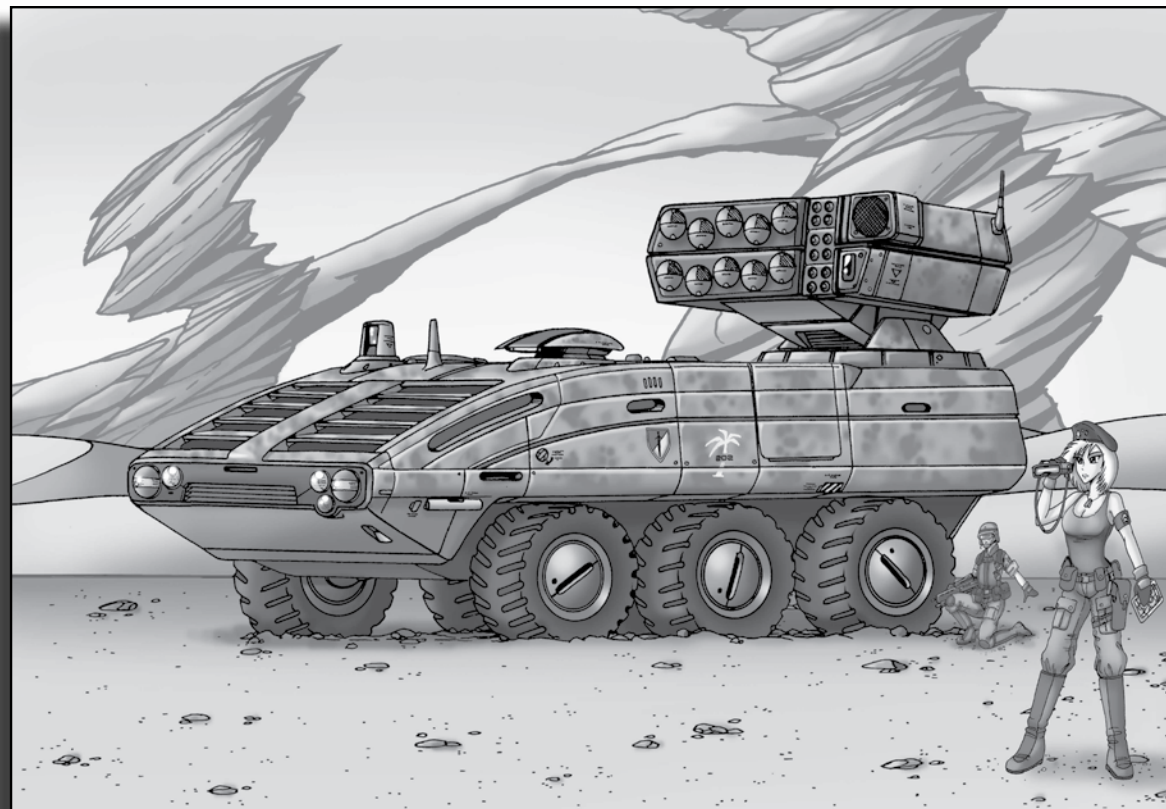
1

Ammo (SRM) 50 Body

2

CASE Body

.5



HAMMERHEAD II

Mass: 60 tons

Movement Type: Wheeled

Power Plant: 280 VOX XL Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Durallex Light Ferro-Fibrous with CASE

Armament:

2 Oriente Model 1 LB 5-X ACs

6 Hovertec Streak SRM-2s

Manufacturer: Brooks Incorporated

Primary Factory: Irian

Communications: Basix 200

Targeting / Tracking: OptiSight-12

Overview

The Hammerhead is designed to escort transport caravans on frontier worlds where settlements are far apart and populations are still relatively small. These 'roadtrains' consist of wheeled tractor-trailer rigs that pull as many as six full-length standard trailers and travel in groups of ten or more on strip highways. Together with traditional rail lines, they form the core of Free Worlds League efforts to accelerate the build-up of continental infrastructure on under-developed (and under-utilized) planets near the Periphery border.

Capabilities

The Hammerhead is operated by the federal military and accompanies roadtrains across the hundreds of kilometers between rail spurs and distant settlements. Caravans under escort do not move as quickly as a standard roadtrain (85 km/h versus the usual 100 km/h), but the Hammerhead's weapons are considered well worth the loss of speed, as they are quite effective against the outlaw bands who raid these caravans.

The long reach of the twin Oriente autocannons keeps potential attackers at a respectful distance from the caravan and large ammo bins hold generous amounts of both slug and cluster rounds. In cluster mode, the main guns can quickly cripple the wheels and rotors of the vehicles favored by these gangs. The Hammerhead carries six deadly Hovertec Streak-2 short-range missile launchers, supplied with fifty rounds of ammunition, to deal with targets less

than ninety meters away.

Eight tons of ferro-fibrous armor protects the hull and surrounding structure; much of this is concentrated at the front in the form of a reinforced 'cowcatcher' to deflect obstacles encountered at high speed. The VOX 280 extra light engine is expensive but powerful and allows the Hammerhead to pull a trailer of its own. The trailer limits maneuverability, but as the roads are narrow and the Hammerhead lacks enough ground clearance for off-road use, crews usually prefer to increase the payload of the caravan or transport infantry.

Deployment

Hammerheads have been sent to the worlds of San Nicolas, Huntington and Lahti for testing. San Nicolas has been designated for rapid development due to rich deposits of titanium and other vital metals. The population is growing at a steady pace, but the League's choice of colonists has been poor. Many are convicted felons and political exiles. Though most take advantage of their fresh start in life, others continue their criminal careers. There are at least six outlaw gangs in the outback of San Nicolas' western continent and until recently they raided roadtrain convoys, and even express rail trains, with relative impunity.

The Hammerhead II's most recent action involved an attempt by Burton's Boys to stop Convoy 40-63 as it ran the November Crossing from the Gilbert railhead to points deep in the Outback. On three separate occasions, The Spirit of San Nicolas shoved aside heavy roadblocks even as raiders attacked with armored cars; the convoy slowed but did not stop. The November run ended on time with the loss of only a single (evacuated) roadtrain, leaving four outlaw vehicles in smoking ruin.

Hammerhead crews and their support personnel are split into two sections, Green and Silver. The section on duty operates their Hammerheads for six months at a time while the off-duty section trains and recuperates in the coastal city of Esmeralda. Should they prove effective, the Free Worlds League plans to deploy Hammerheads across both its anti-spinward and rimward borders.

Variants

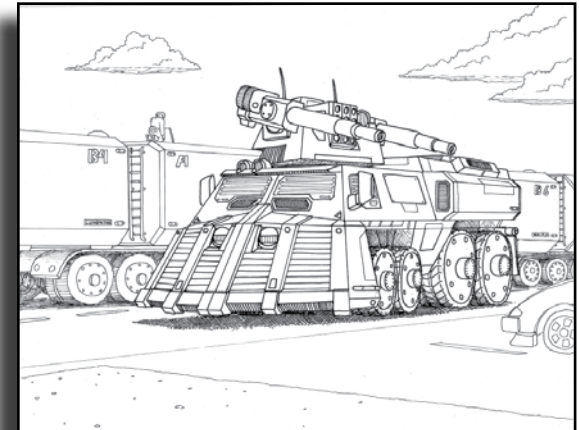
Though it excels at its mission, the Hammerhead has been criticized as a costly, narrowly focused design. A more frugal variant has been put forward which features two large lasers and a standard fusion engine.

While the result is indeed far less expensive (only a third of the current design) and provides nearly the same firepower, it would reduce its caravan's progress to 60 km/h – very inefficient for roadtrains which are powered by internal combustion engines and rely on speed for safety.

Notable Crew

The Spirit of San Nicolas

The *Spirit of San Nicolas* is one of four Hammerhead II escort tanks recently assigned to San Nicolas, a world on the border of the Illyrian Palatinate. The Spirit has been at the forefront of the planetary government's attempt to stop the outlaw gangs.



HEAVY VEHICLES

Type: **Hammerhead II**

Technology Base: Inner Sphere / 3062

Movement Type: Wheeled

Tonnage: 60

Battle Value: BV2 (967)

Equipment:

Internal Structure:

Engine: 280 XL

Shielding and Transmission:

Cruising MP: 5

Flank MP: 8

Heat Sinks: 10

Control Equipment:

Crew: 4

Turret: 2.5

Armor Factor: 143

Mass

6

8

4

0

3

0

2.5

8

Internal Structure

Front: 6

R/L Side: 6

Rear: 6

Turret: 6

Armor Value

50

22

19

30

Weapons and Ammo

2 LB 5-X AC Turret 16

6 Streak SRM 2s Turret 9

Ammo (LB-X) 40 Body 2

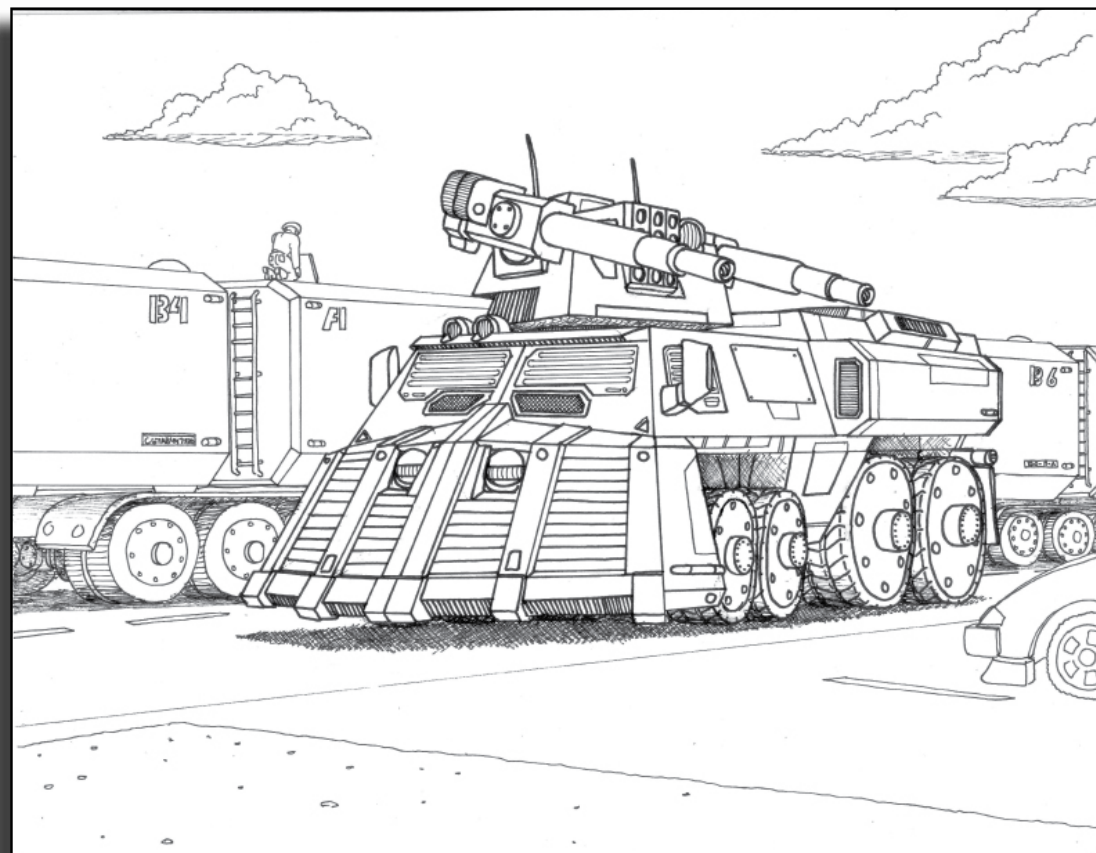
Ammo (SSRM) 50 Body 1

CASE Body .5

Trailer Hitch Rear 0

Location

Tonnage



Mass: 75 tons

Movement Type: Wheeled

Power Plant: Vlar 205 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Kallon FWL Special Ferro-Fibrous with CASE

Armament:

2 Diverse Optics ER Medium Lasers

3 Mydron LB 2-X ACs

1 Mydron Tornado Rotary AC/5

Manufacturer: Quikscell

Primary Factory: Kalidasa

Communications: Basix 200

Targeting / Tracking: OptiSight-12

Overview:

The Bengal is the product of a unique partnership between Yeffters Weapons Factory and the Quikscell Company. Yeffters initially proposed a simple wheeled test vehicle, combining their license-built Mydron Tornado with a long-range autocannon they hoped to license as well - the Mydron LB 2-X. Rather than create a simple proof-of-concept platform, Quikscell's counter-proposal offered to shoulder all development costs in return for sole production rights to the new vehicle. The Yeffters executives quickly agreed. After a two-year development phase, the first Bengals began testing on Kalidasa in 3063.

Capabilities

The Bengal is a multi-range slugger designed to rip into infantry, battle armor, enemy tanks, aircraft and light 'Mechs with concentrated cannon fire. The vehicle engages at long range with its trio of LB 2-X autocannons. The new gun is bulkier than traditional models and cannot use special ammunition such as precision or penetrating rounds. Its ability to use cluster ammunition, however, along with its astounding range (a 13% increase over standard guns in its class) offer improved performance against VTOLs and even aerospace assets.

The hard-hitting main gun - a Class-5 rotary autocannon - is backed by the trio of lighter cannon and two proven Diverse Optics extended range medium lasers. The lasers, LB-X and RAC/5 combine to give a fierce fire envelope

extending out to 810 meters. As this array of weapons often brings the Bengal to the attention of well-armed enemies, it carries twelve tons of ferro-fibrous armor for protection.

The Bengal is far from perfect. Although the rotary autocannon provides this tank with impressive striking power, the relatively slow design performs best when matched against damaged 'Mechs and vehicles as a second-wave 'cleanup' hitter. The Bengal cannot pursue swift 'Mechs and vehicles and must engage such targets from a hidden position for maximum effect.

Quikscell also failed to adequately shield the unfamiliar weapons. The laser optics are readily fouled by dust or sand and all of the guns require frequent maintenance.

Test engagements establish the effectiveness of the Bengal's cannons against other vehicles, which are quickly immobilized by its massed gunfire. Unfortunately, the wheeled chassis is restricted to open terrain. This limitation is somewhat offset by the Bengal's superior movement on roads - the low ground pressure exerted by its large tires make it easy on pavement - but other vehicles still find the tank relatively easy to outmaneuver.

Deployment

There are currently twenty testbed vehicles evaluating the combination of Mydron weapons. The Silver Hawk Irregulars' Gryphon regiment is currently putting the new machines through their paces. As the increasing violence across the Lyran border threatens to spill into FWL territory, the Silver Hawk Coalition may have sent these 'test' machines to secure Kalidasa's industrial base.

Should it prove effective, the Bengal will be deployed as a primary unit on worlds where BattleMechs are uncommon or do not exist. It is ideal for Periphery garrisons due to its flexible armament and ease of deployment; most heavy tanks must be carried by rail, maritime vessel or dropship and then by transport truck to the front before final deployment. The Bengal, however, can use even poorly constructed roads to travel long distances.

Variants

After Yeffters dropped their effort to license the LB2-X, Quikscell used up existing stocks of that weapon and began developing a variant equipped with Yeffter-supplied standard Class-2 ACs for issue to outlying garrison forces. The de-rated 'Bengal-A' drops three tons of armor and exchanges its trio of LB-Xs for three standard Class-2 autocannons. The rotary autocannon is replaced with an Imperator Ultra-10 model and the cutting-edge ER lasers have been downgraded to older, more rugged standard models.

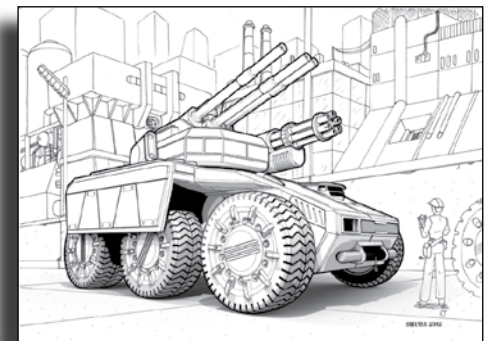
There have also been rumors of an ultra-budget prototype that replaces even the Ultra autocannon with surplus low-tech weapons - four standard medium lasers and five Class-2 autocannons for anti-aircraft work.

Notable Crew

Acolyte Brock Barnavelt

Barnavelt is an expert in advanced AFV systems and serves as both chief technician and evaluator for the Bengal. Barnavelt first saw action on Tukayyid and honed his combat skills further during the Word of Blake's counter-insurgency campaign on Gibson.

Thoroughly disillusioned by both organizations, Barnavelt requested a posting with Quikscell on his home planet of Kalidasa. Though still monitored by ROM agents, Barnavelt keeps a low profile while acting as a Word of Blake technical representative.



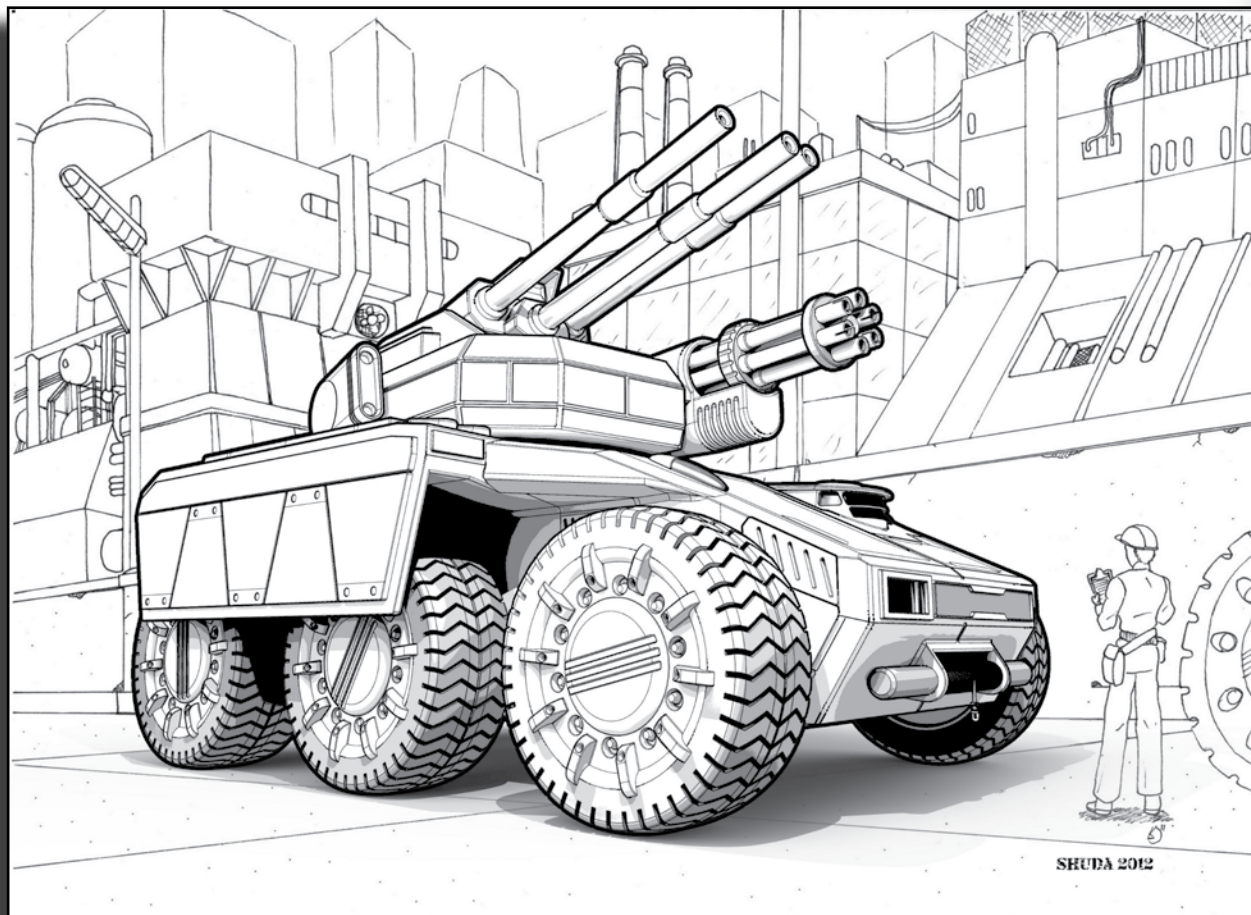
HEAVY VEHICLES

Type: **Bengal**
 Technological Base: Inner Sphere / 3063
 Movement Type: Wheeled
 Tonnage: 75
 Battle Value: BV2 (1211)

Equipment:		Mass
Internal Structure:		7.5
Engine:	205	8.5
Shielding and Transmission:		4.5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Crew:	5	0
Turret:		3
Armor Factor:	215	12

	Internal Structure	Armor Value
Front:	7	60
R/L Side:	7	40
Rear:	7	30
Turret:	7	45

Weapons and Ammo	Location	Tonnage
3 LB 2-X ACs	Turret	18
Rotary AC/5	Turret	10
2 ER Medium Lasers	Turret	2
Ammo (LB-X) 90	Body	2
Ammo (RAC/5) 60	Body	3
CASE	Body	.5



DIOMEDES

Mass: 70 tons

Movement Type: Wheeled

Power Plant: GM 190 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Kallon FWL Special Ferro-Fibrous with CASE

Armament:

2 Imperator Code Red LB 10-X ACs

4 Omicron 3000 Medium Lasers

2 Irian Weapons Works Class-2 SRM 2s

Manufacturer: Kali Yama Weapons Industries, Inc.

Primary Factory: Kalidasa

Communications: Datacom 50 with Guardian ECM

Targeting / Tracking: Garret A6

Overview

The Diomedes is one of several new vehicles to be manufactured at Kallon Weapons Industries' new vehicle annex on Sirius. The manufacturer won the contract for 'Project Cyclone' – a contract to counter the proliferation of battle armor and mechanized infantry on the modern battlefield – due to their experience with heavy military machinery. Although a slow design, the Diomedes is considered more than adequate for chasing down infantry and battle armor in an urban setting.

Capabilities

This tank's main mission is to roam cities, rooting out battle armor and infantry with a barrage of canister shot, missiles and medium lasers. However, the urban assault vehicle's LB-X slugs and eight tons of ferro-fibrous armor are also capable of confronting larger vehicles and 'Mechs.

The machine's most serious flaw is that the turret weapons, four Omicron medium lasers and two Imperator LB 10-X cannon, were mounted outside of the hull to better shed heat; this also exposes them to the elements and to weapons fire. Additionally, that design choice left no room in the turret for personnel – the main guns are autoloaded and remote-fired via a panoramic viewfinder at the gunner's station.

Two Irian SRM-2 launchers, equipped with Inferno rounds, are mounted behind rubber weather covers at the

front of the tank and controlled by the driver.

The Diomedes is also equipped with a Guardian ECM. This sophisticated electronic countermeasures suite is ideal for disrupting enemy missile targeting systems as well as C3 networks which are becoming more common on the modern battlefield.

Deployment

Diomedes have thus far been assigned to the second waves of urban assaults, where they often accompany infantry sweeps through outlying districts or small cities.

The Sixth Marik Militia employed several Diomedes in their rescue of Kristen's Krushers from Arcadia. The Sixth had already checked the advance of the Second Donegal Guard BattleMechs, but six squads of Fenrir and Sloth battle armor continued driving FWL infantry out of the capital's manufacturing district; it fell to the Diomedes lance to hold the line. Assisted by two squads of FWL battle armor and a handful of armored cars, they tore at the invaders for four hours before the tanks dispersed in an attempt to prevent a flanking maneuver.

The Donegal battle armor eventually made their stand on a narrow street surrounded by multi-story buildings. Even as his Diomedes was rocked by multiple missile hits, Sergeant Mikhail Humphries continued to fire on enemy positions and to provide valuable spotting information for an accompanying squad of FWL battle armor. The support squad moved into fierce hand-to-hand fighting inside the buildings, but House Marik's forces discovered too late that one area had been sapped with demolition charges. Even as word of this discovery went out, the remaining enemy soldiers detonated those charges. Two Diomedes were lost before friendly reinforcements finally appeared.

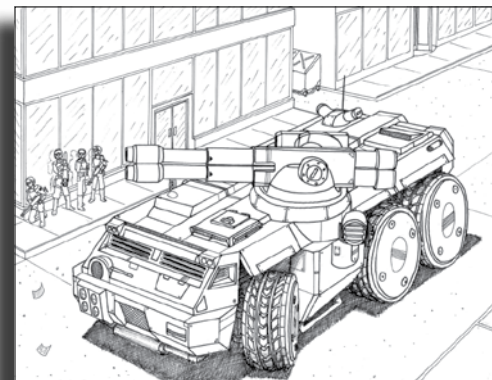
Variants

The single variant replaces the four medium lasers and LB-X cannon with two ER medium lasers, an Imperator Automatic Ultra autocannon and four tons of ammo. However, this shifts the urban assault vehicle's mission from infantry suppression to 'Mech destroyer – a role its armor and limited mobility do not support.

Notable Crew

Sergeant Mikhail Humphries

A distant relative of the Duchy of Andurien's famous family, Sergeant Humphries commanded his Diomedes during the Sixth Marik Militia's daring raid on Arcadia. Humphries' unit provided crucial support during the final pitched battles in Arcadia's capital city. When he realized the opposing forces were attempting to flank the Krushers' position, he applied for permission to pursue the enemy units. This was a mistake. Humphries and his crew were crushed under a collapsing structure, killing all onboard. Nevertheless, Mikhail Humphries has been posthumously inducted into the Marik Hall of Heroes.



HEAVY VEHICLES

Type: **Diomedes**

Technological Base: Inner Sphere / 3060

Movement Type: Wheeled

Tonnage: 70

Battle Value: BV2 (1088)

Equipment:

Internal Structure:

Engine: 190

Shielding and Transmission:

Cruising MP: 3

Flank MP: 5

Heat Sinks: 12

Control Equipment:

Crew: 5

Turret: 3

Armor Factor: 143

Internal Structure

Front: 7

R/L Side: 7

Rear: 7

Turret: 7

Weapons and Ammo

2 LB 10-X ACs Turret

4 Medium Lasers Turret

2 SRM 2s Front

Guardian ECM Body

Ammo (LB-X) 40 Body

Ammo (SRM) 50 Body

CASE Body

Mass

7

7.5

4

2

3.5

0

3

8

Armor Value

38

30

20

25

Tonnage

22

4

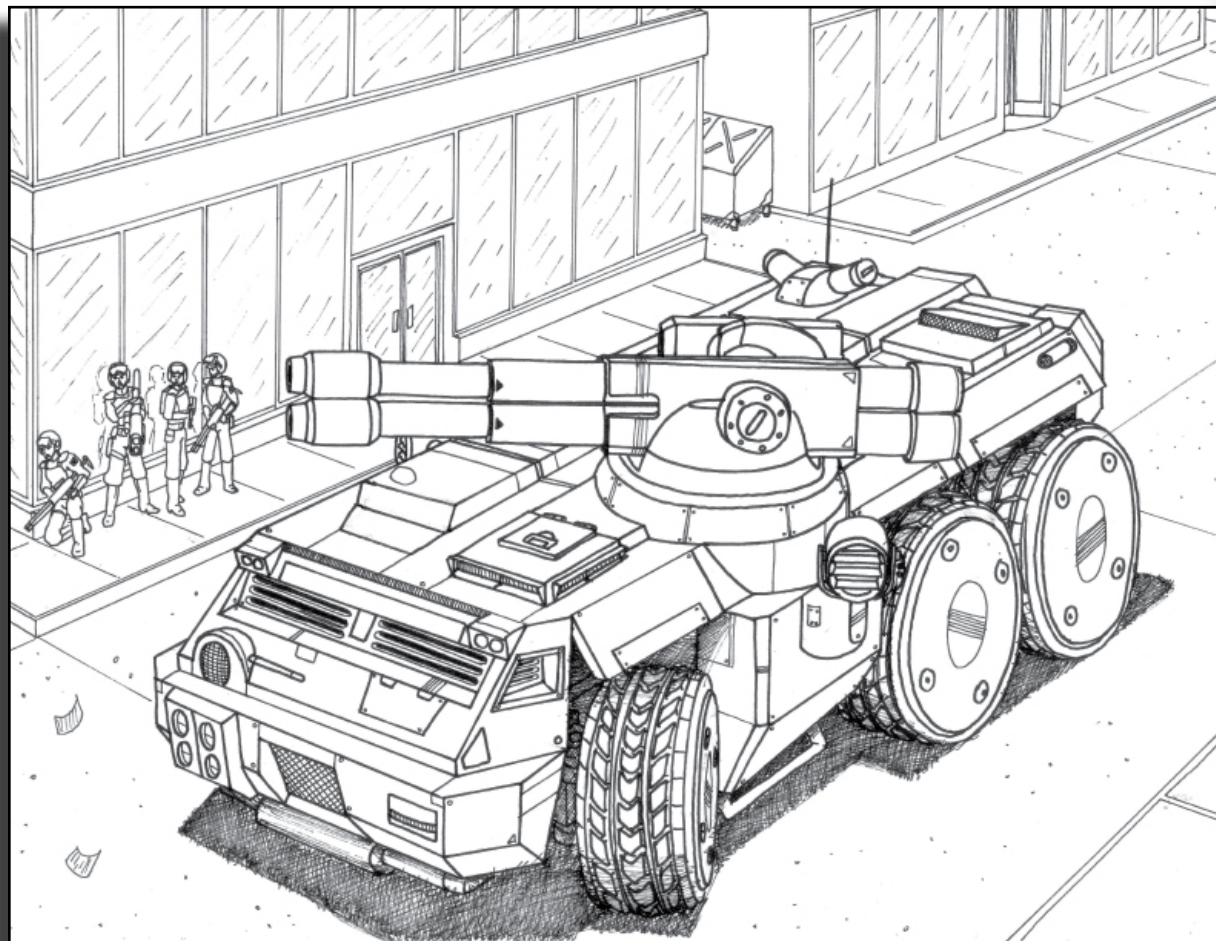
2

1.5

4

1

.5



ZHUKOV MK II

Mass: 75 tons

Movement Type: Tracked

Power Plant: 225 VOX Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: ArcShield Max Ferro-Fibrous with CASE

Armament:

2 Imperator Automatic Ultra AC/10s

2 Voelkers Parasol Anti Missile Systems

Manufacturer: Kali Yama Weapons Industries, Inc.

Primary Factory: Kalidasa

Communications: Datacom 50 with Guardian

Targeting /Tracking: Cirxese BallistaCheck with
Cirxese RockeCheck

Overview

Having made extensive use of the original Zhukov during Operation Guerrero, the Free Worlds League has begun upgrading their stocks of the design. House Marik even secured a licensing agreement which enabled Kali Yama Weapons to produce the tank in their own realm. A formidable refit of a proven design, the Zhukov II is eminently suited to its primary role – tank destroyer.

Capabilities

The Mk II features several advances over the original Zhukov, including upgraded armor, weapons and electronics systems. These extensive changes were made possible by replacing the original internal combustion engine with a fusion model. Although the VOX has only half the weight of the old GM engine, it is quite powerful and maintains the original tank's respectable speed.

The tank destroyer carries twin Imperator Automatic Ultra autocannons which can deliver a devastating amount of damage in a very short period of time. In addition, there are two Voelkers Parasol anti-missile systems (AMS) mounted on the turret. The paired AMS share two tons of ammo while the autocannons are fed from four bins. The extra Ultra ammunition is necessary because the Zhukov II has no secondary armament; the AMS equipment is purely defensive.

This tank is unique in the FWL armory, as it is the only quad-track design manufactured by House Marik. The hull itself suffers from the shell traps found in other tanks of similar layout, but turning capacity is significantly enhanced by the independently driven tracks. It carries slightly more side armor than the original Zhukov and features Cellular Ammunition Storage Equipment to preserve the crew from ammunition explosions.

A Guardian ECM suite neutralizes enhanced missile sensors as well as C3 and C3i networks, reducing battles to the use of conventional targeting systems. In such slugging matches, the Zhukov II is all but guaranteed to deliver the first killing blow.

Deployment

Marik commanders have chosen to deploy this machine to planets that experience long-term foul weather conditions. Cold-weather troops accompany the Zhukov II on most missions, as it has nearly no defense against anti-tank squads. While there is little danger from the SRMs normally carried by such units, a Zhukov II with no infantry support is a blown track away from abandonment by its crew.

The upgraded Zhukov II first served with the Fifteenth Marik Militia on Berenson, an agricultural world which is racked by harsh winters, where the new tank quickly displayed its agility amidst the plentiful winter snow and ice. The quad suspension also proved useful when patrolling the light forests adjacent to the capital of Buena Vista.

A heavy BattleMech lance recently struck Hammer, another such world, engaging the garrison inside a corporate mining town and inflicting heavy losses. A Zhukov Mk II and a small contingent of troops raced from the city, hoping to ambush the raiders as they took the main mountain pass to their waiting dropship.

As the raiders began descending towards their dropship, the concealed Zhukov roared, hammering away at the mountain just above the enemy units. The concentrated cannon fire started an avalanche which caught the raiders'

column and buried it under thousands of tons of snow and ice; the lone survivor ejected from his Thunderbolt seconds before the wall of rock and ice hit. The remaining 'Mechs, dead troops and booty were recovered several months later following the spring thaw.

Two recent shipments have been delivered to planetary garrisons on the worlds of Denebola and Campoleone. It is also worth noting that the Fifteenth Marik Militia has a close relationship with the Word of Blake Militia, and so our wayward brethren may make use of the Zhukov Mk II as well.

Variants

There are no variants at this time.

Notable Crew

Sergeant Lazlo Mikoczy and the Ice Queen

Mikoczy and his crew are employed by Correlated Traders on the world of Hammer. They spend much of their time at a forward arctic base near a rich germanium deposit, playing cards and training other tank crews.

This quiet routine was recently interrupted by a raiding force painted in Circinus Federation colors. As Circinian forces do not identify themselves on raids, some observers believe that these 'raiders' were actually mercenaries working for Correlated's corporate rivals.



HEAVY VEHICLES

Type: **Zhukov Mk II**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

Tonnage: 75

Battle Value: BV2 (1293)

Equipment:

Internal Structure:

Engine: 225

Shielding and Transmission:

Cruising MP: 3

Flank MP: 5

Heat Sinks: 10

Control Equipment:

Crew: 5

Turret: 3

Armor Factor: 188

Mass

7.5

10

5

0

4

0

3

10.5

Internal Structure

Armor Value

Front: 8

R/L Side: 8

Rear: 8

Turret: 8

44

38

24

44

Weapons and Ammo

2 Ultra AC/10s

2 Anti-Missile Systems

Guardian ECM

Ammo (UAC) 40

Ammo (AMS) 24

CASE

Location

Turret

Turret

Body

Body

Body

Body

Tonnage

26

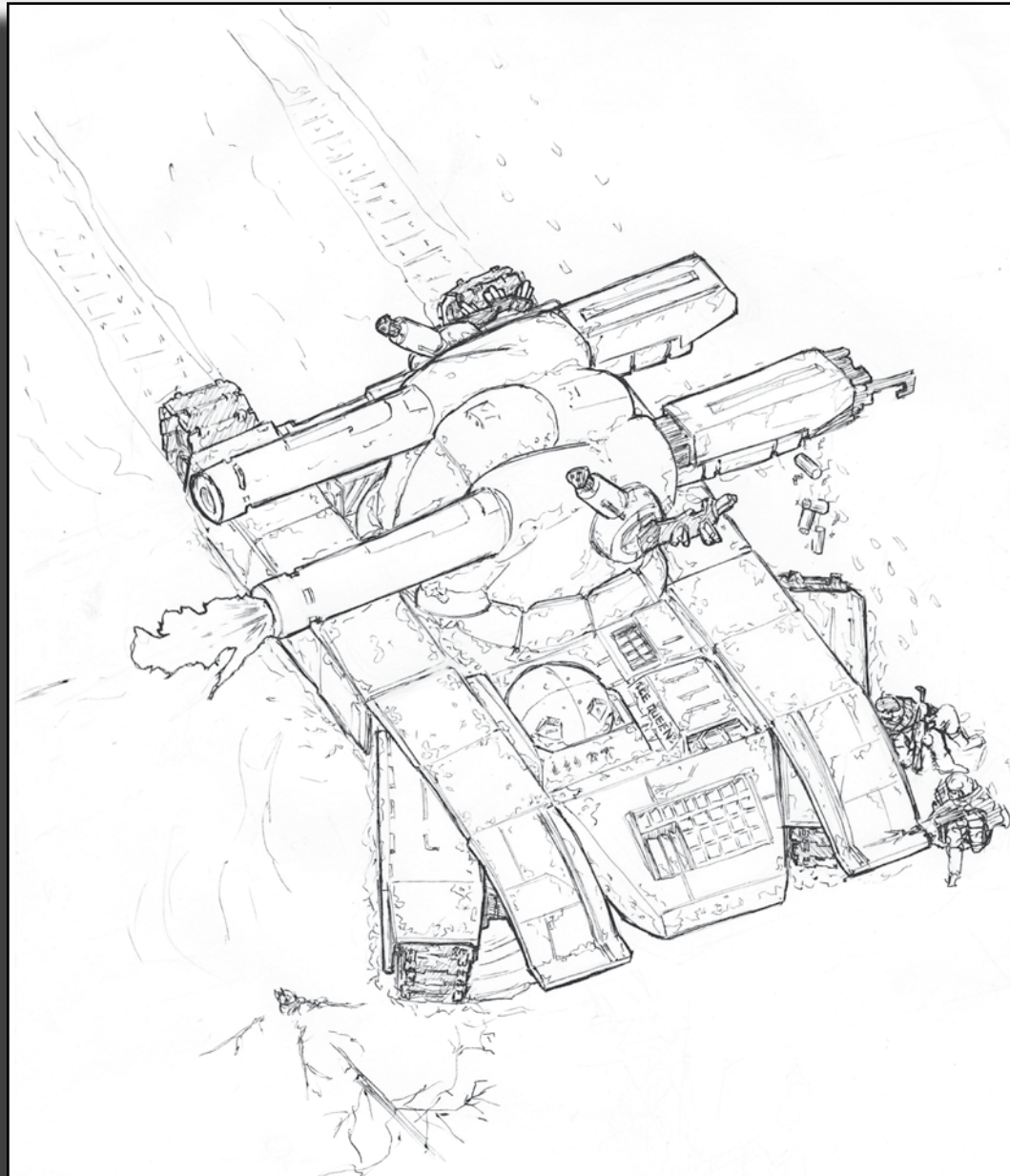
1

1.5

4

2

.5



FREE WORLDS LEAGUE MECHS



FREE WORLDS LEAGUE

The Free Worlds League is especially concerned about its position. Despite being a leader in the development and supply of advanced military technology, House Marik has been overzealous in selling its wares to the former Federated Commonwealth and Draconis Combine. The result is that the Free Worlds League Military itself has been left with outdated equipment.

League generals realized eleven years ago that one of House Marik's most overlooked military resources was hiding in plain sight – namely, the abundance of older 'Mechs which had never had the chance to be destroyed in desperate combat with the Clans. Due to technical obsolescence they were quite unsuited for front-line service, but these decades-old 'Mechs were too expensive to scrap and continue to populate reserve companies. Thus, Project Retread was born.

Today, Thomas Marik is painfully aware of new shortcomings. The Capellans and Lyrans are both beginning to field battle armor formations in quantity, and several younger Periphery states eager for territory threaten to overrun outlying worlds with massed tanks and low-tech infantry. Consequently, two new anti-infantry designs are at the testing stage, although one appears to have been canceled as the prototypes were destroyed or captured by Lyran forces during an ill-conceived raid on Cavanaugh II.

VULCAN VL-7M

Mass: 40 tons

Chassis: Crucis -II Delux Endo Steel

Power Plant: Magna 240 Fusion

Cruising Speed: 64.8 km/h

Maximum Speed: 97.2 km/h

Jump Jets: 4 Rawlings 75 Standard Jump Jets

Jump Capacity: 120 meters

Armor: Kallon FWL Special Ferro-Fibrous

Armament:

1 Diverse Optics Sunbeam ER Large Laser

2 Magna Mk II Medium Lasers

4 Magna 200P Small Pulse Lasers

Manufacturer: Nimikachi Fusion Products Limited

Primary Factory: Tematagi

Communications: Omicron 4002

Targeting / Tracking: TRSS Eagle Eye

Overview:

As military planners considered the original VL-2T unable to handle BattleMechs, the VL-5M was welcomed by many. It kept the machine gun and flamer for troop suppression, as well as the existing light armor; but while the old autocannon's range had partially offset the 'Mech's frailty, the new pulse lasers encouraged *Vulcan* pilots to engage enemy units at close quarters. MechWarriors who tried to use the VL-5M as an infighter – a poor match for the 'Mech – began dying.

At the same time, Nimakachi Fusion Products Limited was shorting its shipments to the Free Worlds military and pocketing the difference. Of the one hundred and twenty VL-5Ms to come off the Nimakachi assembly lines by 3053, over fifty would be 'lost' before House Marik began its investigation into the company. The '*Vulcan Scandal*,' as it was known, resulted in the imprisonment of several members of its Board of Directors, including company President Myron Trevethicke.

When a penitent Nimikachi offered to refit remaining *Vulcan* VL-5Ms to a more effective model, House Marik accepted – provided that the first fifty refits would be completed at no cost to the Free Worlds League.

Capabilities

The VL-7M retains the endo steel skeleton and fusion engine of the VL-5M. However, technicians considered its jump capacity more than sufficient for urban combat, and so reduced it to 120 meters. The weight and space saved by removing the two jets allows the design to carry seven and one half tons of ferro-fibrous armor, the most protection this 'Mech has had at any time in its history. Furthermore, this is the first *Vulcan* to feature hand actuators.

The new design features a Diverse Optics extended range large laser in the right torso and replaces the traditional arm-mounted flamer with two Magna medium lasers, giving this *Vulcan* the punch to take on vehicles and light 'Mechs. A quartet of Magna Mk II small pulse lasers fits snugly into the left arm; power conduits for this accurate anti-personnel array are routed along the same channel once used to feed that arm's single machine gun.

League commanders are putting new tactical doctrines into effect to forestall any misuse of the new variant during combat. The new strategy will hopefully allow for a fair analysis of this machine's strengths and weaknesses.

Deployment

Four new *Vulgans* were attached to the Second Oriente Hussars during the regiment's mission to Indicass. During the fight for Ceres Metals, GLT-7M Guillotines led the *Vulgans* in knocking out light tanks, troop carriers and gun emplacements within the factory complex. The real test came when the *Guillotines* ranged too far from their comrades, leaving the *Vulgans* suddenly alone and surrounded by enemy infantry.

The Compact soldiers sensed an opportunity: with luck, the notoriously thin-skinned *Vulgans* would fall quickly to their short-range missiles. Five platoons converged on the four BattleMechs. Surprised by the VL-7M's armor, the surviving troops were soon routed. The *Vulgans* followed, leaping over buildings to chase the bewildered St. Ives soldiers down with deadly accurate fire.

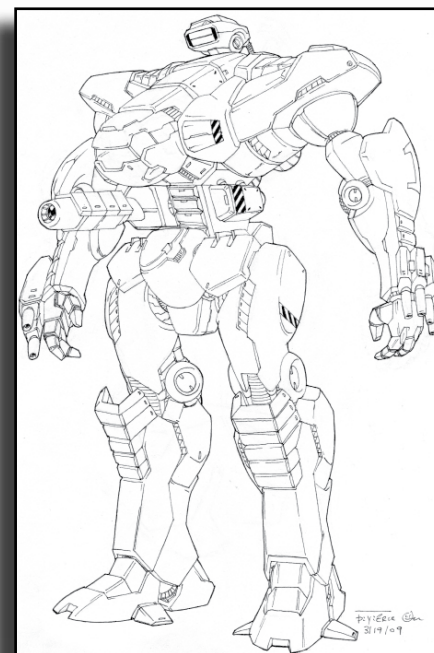
Notable MechWarriors

Danel 'Trev' Trevethicke

Trevethicke had been a veteran Mechwarrior with the Oriente Hussars when his father Myron was arrested following the '*Vulcan Scandal*.' Shaken, Danel retired his commission and approached Nimakachi's Board of Directors to offer his experience and services to the company.

Instated as President, he secured a place for a lance of *Vulgans* with his former regiment. No one was more surprised than Danel when he found himself in the cockpit of his company's own *Vulcan* VL-7M, whose development he had spearheaded.

After returning from combat on Indicass, he was first presented with a series of profitable contracts to supply House Marik with new *Vulgans*. Next was his father, Myron Trevethicke, released early from prison as a reward for his son's ingenuity, persistence and love.



MEDIUM MECHS

Type: **Vulcan VL-7M**

Technology Base: Inner Sphere / 3062

Tonnage: 40

Battle Value: BV2 (1174)

Equipment

Internal Structure:

Engine: 240
Walking MP: 6
Running MP: 9
Jumping MP: 4
Heat Sinks: 10 [20]
Gyro: 3
Cockpit: 3
Armor Factor: 134

Mass

2
11.5

0
3
3
7.5

Internal Structure

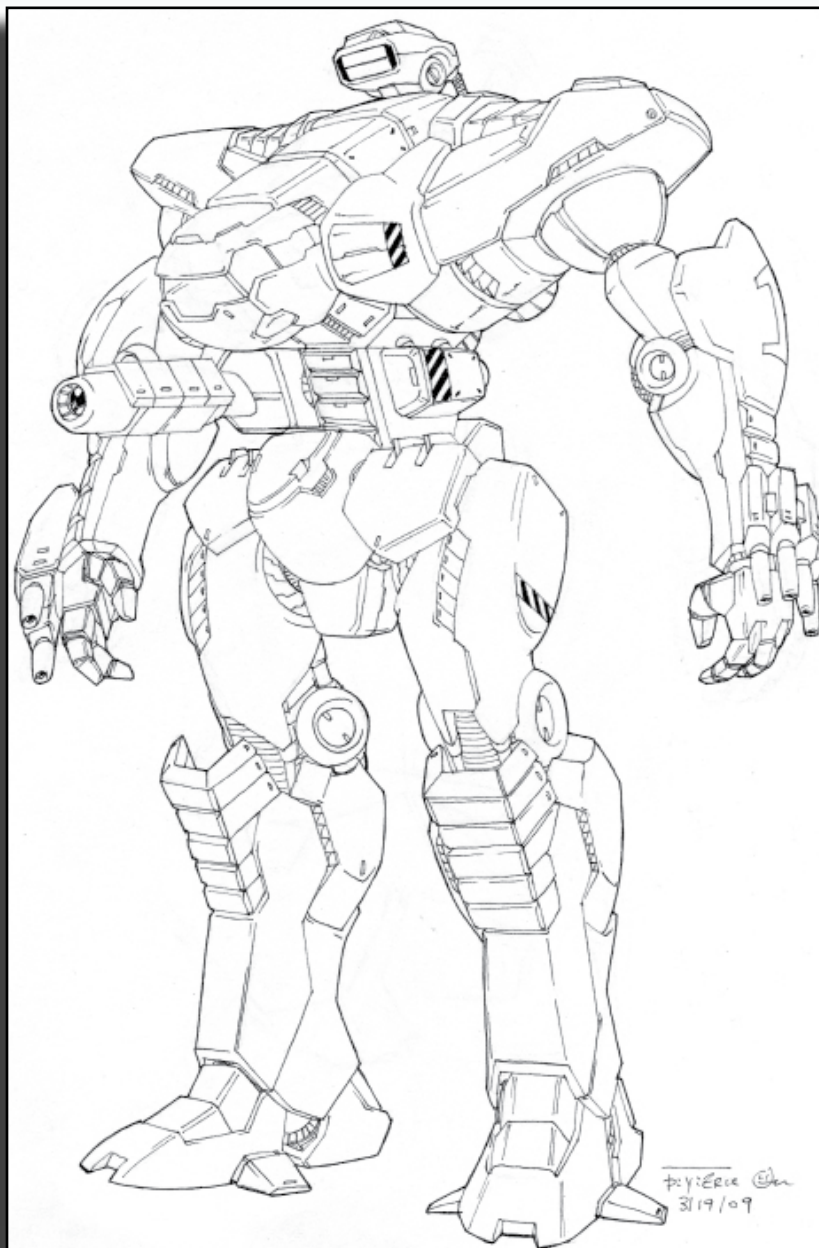
Head 3
Center Torso 12
Center Torso (Rear)
R/L Torso 10
R/L Torso (Rear)
R/L Arm 6
R/L Leg 10

Armor Value

9
17
6
15
5
12
19

Weapons and Ammo

	Location	Critical	Tonnage
2 Medium Lasers	RA	2	2
ER Large Laser	RT	2	5
Jump Jet	RT	1	.5
4 Small Pulse Lasers	LA	4	4
Jump Jet	LT	1	.5
2 Jump Jets	CT	2	1



VULCAN II VLC-N3

Mass: 40 tons

Chassis: Crucis-III Delux Endo Steel

Power Plant: 280 Vox XL Fusion

Cruising Speed: 75.6 km/h

Maximum Speed: 118.8 km/h

Jump Jets: 7 Northrup 12000 Standard Jump Jets

Jump Capacity: 210 meters

Armor: Kallon Royalstar Standard

Armament:

4 Diverse Optics Small Pulse Lasers

3 Diverse Optics Medium Pulse Lasers

Manufacturer: Nimakachi Fusion Products Limited

Primary Factory: Tematagi

Communications: Cipher ComSys 1-C with C3 Slave

Targeting / Tracking: TRSS Eagle Eye

Overview

After winning new contracts with the Free Worlds League Militia based on the performance of the refitted *Vulcan* VL-7M, the president of Nimakachi Fusion Products had his hands full. Between filling orders for larger 'Mechs and completing his share of Project Retread, Danel Trevethicke had little time to think of the company's future.

Fortune smiled on Danel one more time, however, in the form of a grateful father. Recently released from prison, Myron Trevethicke could not legally take a position of authority in the company - but he could assist quietly from the shadows. Myron gradually assumed control of day-to-day operations from the concealment of his son's inner office while Danel returned to doing what he did best - planning for the future of Nimikachi.

One of the first designs Danel initiated after returning from Indicass was an improved version of the *Vulcan*, one that could deal with standard infantry and also handle the rapidly growing threat of battle armor.

Capabilities

The *Vulcan* II VLC-N3 is roughly similar in layout to its predecessor. The N3 offers several new internal features, starting with its 280 Magna extra light fusion engine and seven Northrup jump jets; this gives the *Vulcan* II nearly the same mobility as another Nimakachi product, the *Venom*.

The combination of an extra light engine and an endo steel chassis permits the new design to carry eight and a half tons of Kallon Royalstar Standard armor.

The weaponry is equally impressive. Nimakachi focused on an anti-infantry mission profile, no longer concerned with taking on another BattleMech. The *Vulcan* II is equipped with four Diverse Optics small pulse lasers, two housed in each arm, to deal with standard infantry. Three Diverse Optics medium pulse lasers - ideal for combat with battle armor - augment the smaller lasers.

The new machine is highly mobile and most likely to be in the vanguard. Because it would need backup if it did encounter another 'Mech, Nimakachi subcontracted with another League manufacturer (the freewheeling Gilmour MilTech) for a supply of the famed Cipher ComSys 1-C, fitted with a C3 Slave unit.

Finally, Nimakachi techs installed eleven double heat sinks, enough to allow a *Vulcan* II pilot to run and fire all his weapons without overheating. Jumping poses a problem for careless MechWarriors, and can quickly disable those who ignore the heat meter during a battle.

Deployment

Advance prototypes of the *Vulcan* II are even now undergoing rigorous trials. We assume that some, like their predecessor the VL-7M, may also be tested under actual battle conditions in the coming year. Even if the design proves a success, it will not appear in front line units until Nimakachi establishes a stock of repair parts in regional depots. If it can keep to the current production schedule, the *Vulcan* II will be the League's only 'pure' anti-infantry 'Mech to see action by 3064.

Variants

There are rumors that another prototype trades a medium pulse laser for an anti-missile system and CASE. Short-range missiles are often the most common anti-'Mech weapon encountered at the infantry level, and so an AMS would increase the *Vulcan* II's survivability at little cost to its effectiveness.

Notable MechWarriors

Lieutenant Ross Worcester

A member of the First Regular Hussars, Worcester is a veteran of the campaign on Hyner during Operation Bulldog. He and his lance secured a landing zone against the Third Jaguar Cavaliers' battle armor, permitting the Sword of Light to safely deploy their forces.

Now considered to be one of the MechWarriors most experienced in anti-battle armor tactics, it came as little surprise when Nimakachi approached Worcester to test their *Vulcan* II. He agreed, provided that the company subsidize his supply-starved regiment with equipment and ammunition. Nimakachi's engineers anxiously await his full report.



MEDIUM MECHS

Type: **Vulcan II VLC-N3**

Technology Base: Inner Sphere / 3064

Tonnage: 40

Battle Value: BV2 (1107)

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 7

Running MP: 11

Jumping MP: 7

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 136

Mass

2

8

Internal Structure

Head

3

Center Torso

12

Center Torso (Rear)

6

R/L Torso

10

R/L Torso (Rear)

5

R/L Arm

6

R/L Leg

10

20

Armor Value

9

17

6

15

5

12

20

Weapons and Ammo

2 Small Pulse Lasers

RA

2

2

Medium Pulse Laser

RT

1

2

3 Jump Jets

RT

3

1.5

2 Small Pulse Lasers

LA

2

2

Medium Pulse Laser

LT

1

2

3 Jump Jets

LT

3

1.5

Medium Pulse Laser

CT

1

2

Jump Jet

CT

3

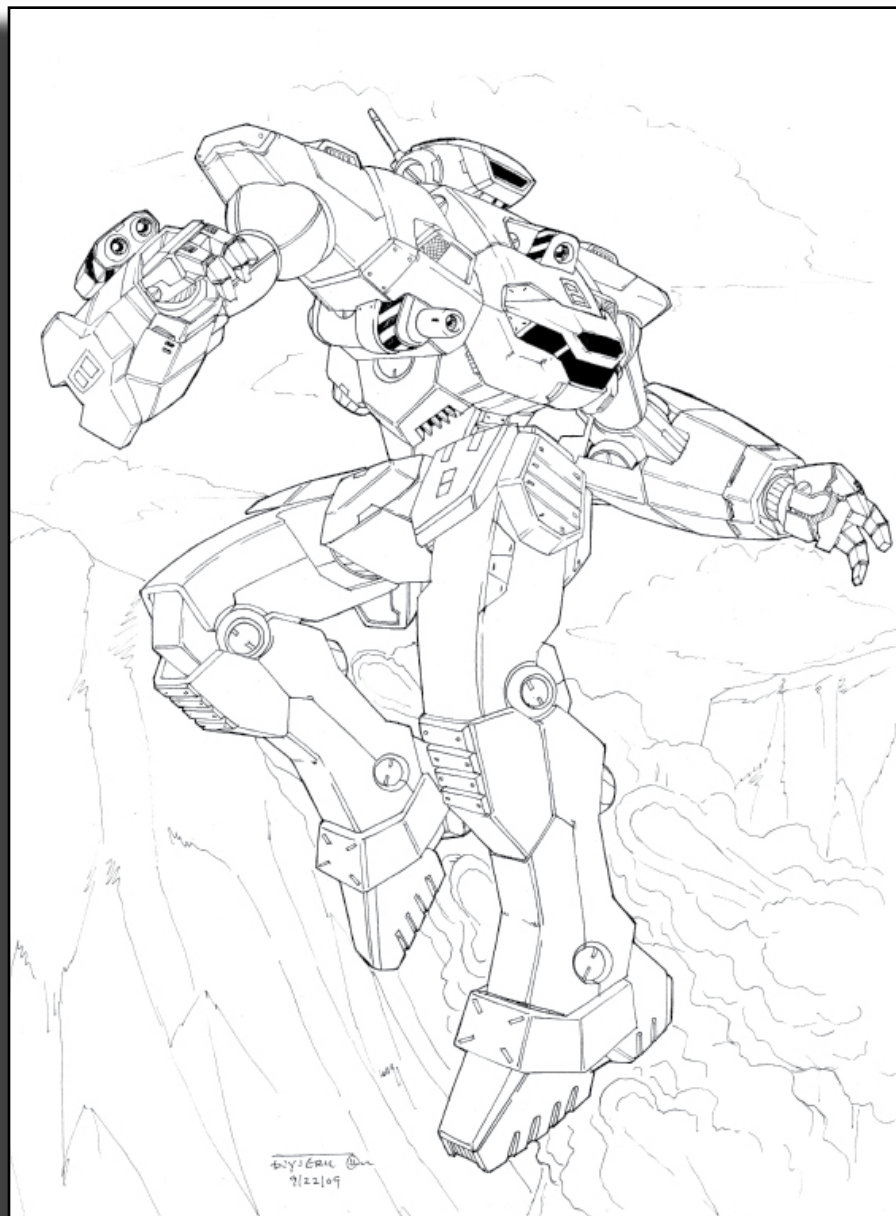
.5

C³ Slave Unit

HD

1

1



ANVIL ANV-9M

Mass: 60 tons

Chassis: Duralyte 314 Endo Steel

Power Plant: 300 Vlar Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Jolassa-325 Ferro-Fibrous

Armament:

1 Sutel Precision Line Large Pulse Laser

1 Diverse Optics ER Medium Laser

2 Diverse Optics Sunbeam ER Large Lasers

Manufacturer: Free Worlds Defense Industries

Primary Factory: Gibson

Communications: Datacom 50 with Guardian ECM

Targeting / Tracking: Dynatec 1122

Overview

The Free Worlds League military had high hopes for the ANV-3M *Anvil*. Paired with the *Hammer*, the two BattleMechs were supposed to be an unstoppable combination – the *Hammer* pounded opponents at long range and the *Anvil* was intended to finish them off at short range with its battery of pulse weapons. Unfortunately, the FWLM's thinking was still focused on winning the Third Succession War – not the combat of the mid Thirty-first century.

MechWarriors equipped to take on an *Anvil* were not intimidated by the *Hammer*'s pitiful barrage; enemy pilots learned to stay back and pick off *Anvils* from a distance. Various attempts were made to upgrade the *Anvil*, but these efforts only swung the design from one extreme to another. However, a recent variant has appeared which features a more successful mix of weapons. This is the ANV-9M, a 'Mech eminently suited for front-line combat.

Capabilities

The ANV-9M is a refit of the base chassis. The factory-level conversion begins with the removal of the Chilton 365 jump jets. The sturdy and inexpensive Vlar 300 engine is retained along with the *Anvil*'s speedy movement profile. The Guardian ECM suite is also left in place, as it was one of the few good points of the original design. Armor protection has increased with the addition of Jolassa-328

ferro-fibrous plate and the weaponry has been almost completely replaced.

A single Sutel Precision Line large pulse laser remains, shifted over to the right arm to provide a better arc of fire. Two Diverse Optics Sunbeam extended range large lasers have been added, one to the left torso and another in the right torso. The 9M's effective striking distance is now almost double that of the standard 3M, and similar to the 5M of 3055. The right arm carries a Diverse Optics extended range medium laser, which works well with the Sutel in close engagements; this pairing provides an accurate punch lacking in the ANV-5M.

One additional heat sink has been added to deal with the increased thermal load of the main guns. As a result, the *Anvil* is now a much more practical machine, capable of bringing ruin to opponents at any range.

Deployment

The ANV-9M first appeared in 3058 with the Thirteenth Marik Militia. The Lucky Thirteenth's reconnaissance and deep penetration raids are well-matched to the new *Anvil*; the Marik regiment has put this BattleMech through its paces, using the relatively swift 9M as heavy fire support for their lances of *Hermes II* scout 'Mechs. The success of this version quickly came to the attention of the League Central Coordination and Command, which commissioned a closer look at the new 'Mech's battlefield performance.

The recently-completed study thoroughly examined the 9M's performance with the Thirteenth on Wasat, the Knights of the Inner Sphere on New Saint Andrews and the Fusiliers of Oriente's campaign against Clan Smoke Jaguar on Marshdale. The commission's findings confirmed the ANV-9M as a significant advance, superior to the original 3M and boasting better protection than its nearest equivalent, the ANV-5M.

Variants

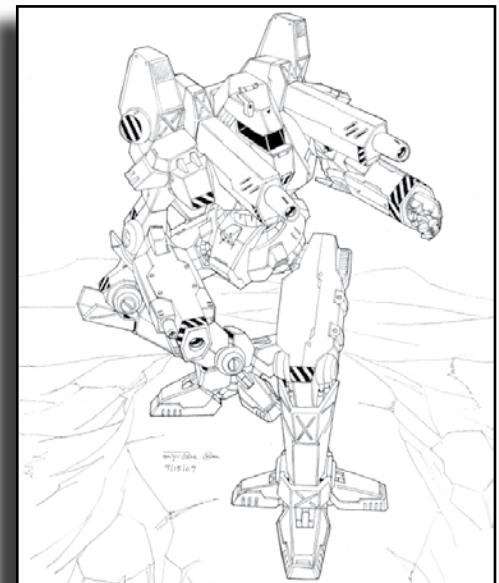
Commanders who wish to further increase the *Anvil*'s long-range striking power have directed their technicians to remove the Guardian ECM and ER medium laser, replace the right arm's large pulse laser with another Sunbeam ER

large laser and install three more 'freezers' to deal with the increased heat. Another ton and a half of armor are added as well, particularly to the leg areas (a weak spot in all *Anvil* designs). The ANV-9MER (nicknamed the 'Little *Awesome*') is capable of firing all three of its main weapons at once without losing accuracy or mobility.

Notable MechWarriors

Captain Nathan Ruthven

Sir Ruthven was one of the initial recruits to the First Knights of the Inner Sphere and received his *Anvil* after losing his *Ostol* on Gibson. He subsequently fought valiantly on New Saint Andrews and was promoted to company command of the Gawaine Medium Battalion prior to Task Force Serpent. His ANV-9M, "*Milady's Grace*," is often at the forefront of any First Knights military assignment.



HEAVY MECHS

Type: **Anvil ANV-9M**

Technology Base: Inner Sphere / 3058

Tonnage: 60

Battle Value: BV2 (1598)

Equipment

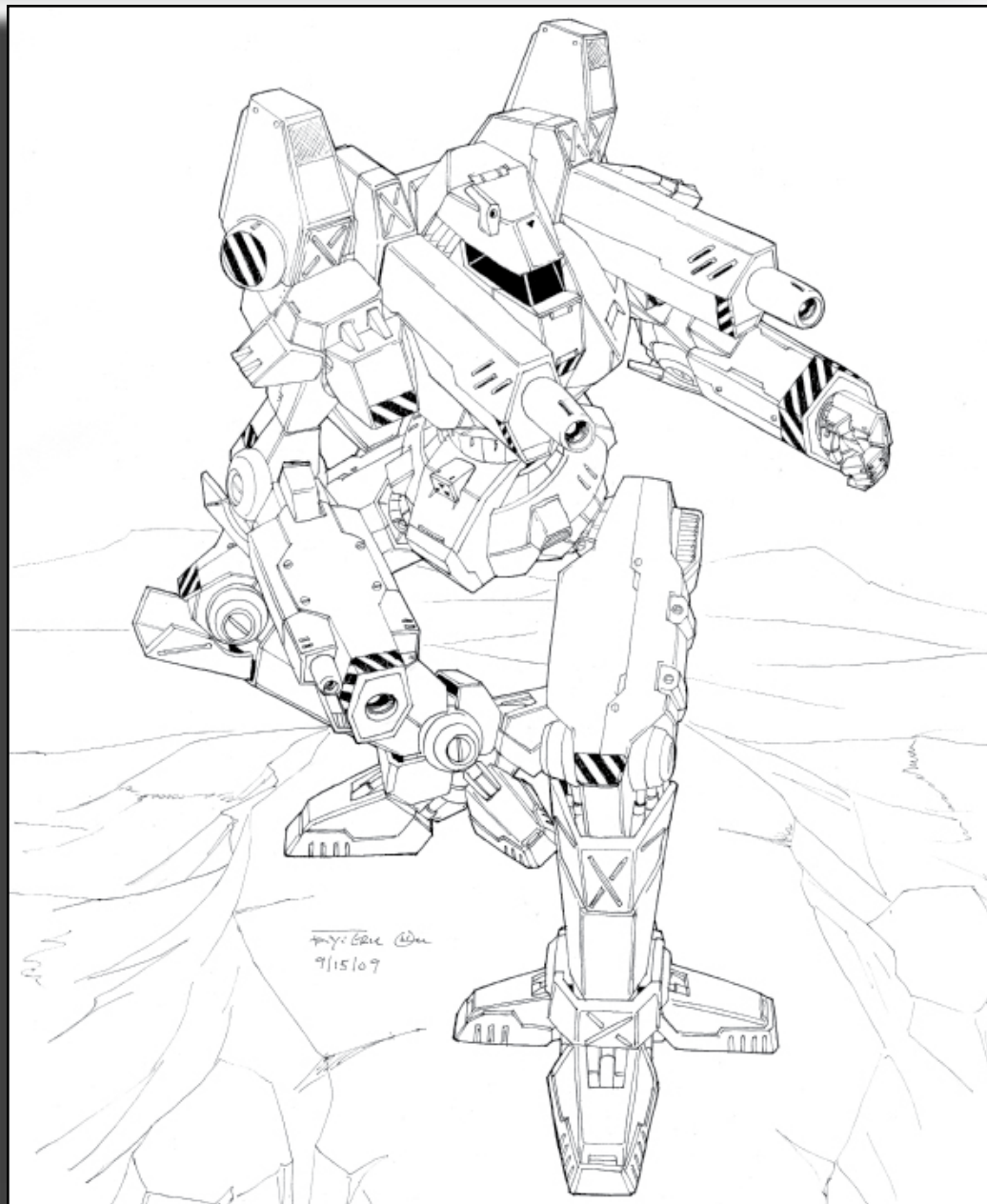
		Mass
Internal Structure:		3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	170	9.5

Internal Structure

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	28
Center Torso (Rear)		7
R/L Torso	14	20
R/L Torso (Rear)		7
R/L Arm	10	18
R/L Leg	14	18

Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
ER Medium Laser	RA	1	1
ER Large Laser	RT	2	5
ER Large Laser	LT	2	5
Guardian ECM	CT	2	1.5



GUILLOTINE GLT-7M

Mass: 70 tons

Chassis: Crucis IV Delux Endo Steel

Power Plant: 280 VOX Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 4 Anderson 398 Standard Jump Jets

Jump Capacity: 120 meters

Armor: Durallex Heavy Special Ferro-Fibrous with CASE

Armament:

1 Corean Light Gauss Rifle

1 Martell ER Large Laser

4 Diverse Optics ER Medium Lasers

1 Harpoon 4-S Streak SRM-4

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Irian

Communications: Irian Technologies HRM-35s

Targeting / Tracking: Omicron TrackerKeeper

Overview

The design team working on House Marik's Project Retread selected the *Guillotine* as their first assignment. The GLT-4L dates to the earliest Succession Wars while the GLT-5M was first manufactured in the late 3040s. Neither was suitable for front-line assignment in 3060, and both existed in fair numbers (about 250 units total, the bulk of these being 5M variants). The design team finally settled on the GLT-5M, as replacing the 4L's standard chassis with endo steel was beyond the project's scope.

Capabilities

Upgrading the GLT-5M to the proposed 7M standard involved replacing all four medium lasers with Diverse Optics extended range models. In addition, the twenty-five single heat sinks were dropped in favor of twelve double-strength 'freezers', freeing up several tons and quite a bit of internal space.

This was put to good use with the installation of a Corean light Gauss rifle supplied with sixteen ferro-nickel slugs. Finally, the original six-tube standard SRM launcher was replaced by a Harpoon Streak SRM-4 with twenty-five reloads, intended to give the GLT-7M greater independence from supply lines.

Armor remains a respectable twelve tons of ferro-fibrous plate, and the Mech still boasts the same four jump jets. The Martell extended range heavy laser also remains in place. Coupled with the light Gauss rifle, it gives the *Guillotine* decent long-range punch with manageable amounts of heat, though at closer ranges the MechWarrior will need to watch that heat more carefully. The ER medium lasers and missile rack provide enough firepower to keep smaller opponents at bay, as well as present a serious threat to infantry of all kinds.

Deployment

A number of test models accompanied the Second Oriente Hussars on their deployment as Star League Peacekeepers. 'The Crazy Second' used these 'Mechs extensively during their time on Indicass, most notably in the joint Hussar and Capellan assault on Ceres Metals.

While the main Hussar force assaulted the St. Ives Cheveau Legers outside the factory gates, a smaller secondary force infiltrated the complex. Their goal was to quietly seize the facility from its entrenched defenders. BattleROMs show *Guillotines* lofting up over the buildings of the industrial park, hammering away at Compact forces with their laser batteries. The *Guillotine* lance, working with a lance of the new *Vulcan*, cleared nearly all of the St. Ives infantry from the vicinity. This concerted, highly mobile attack forced the defenders to withdraw in confusion, winning the factory for the peacekeepers.

The design did not fare as well at Xin Singapore, the capital. There, Lieutenant Boyle and her lance of *Guillotine* GLT-7Ms stayed back and hammered the Second St. Ives Lancers with long range fire until a freak shot from a Lancer PPC struck her cockpit and nearly killed her. Boyle's lancemates reported hearing a scream of fury as the enraged Boyle broke ranks and charged the offender, a St. Ives *Cestus*.

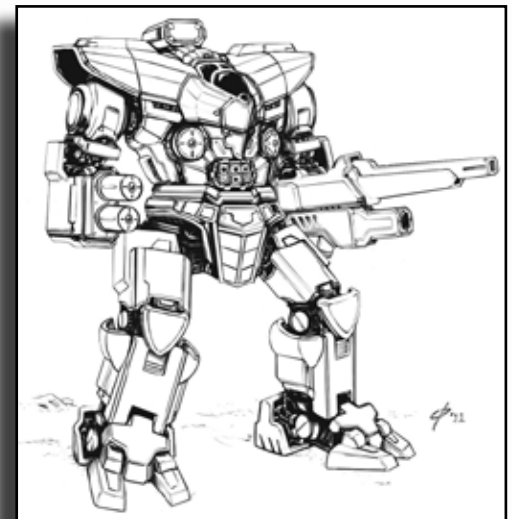
The ensuing melee proved disastrous for the wounded Mechwarrior; the *Guillotine's* superior mobility and range might have carried a standoff fight, but at close range Boyle could not compensate for her opponent's cool-headed aim. Only the timely arrival of her lancemates saved her from

certain destruction. Regular refits began late the following year, 3062, and the design has proven popular with elite units of the FWLM.

Notable MechWarriors

Lieutenant Petra 'Rolling' Boyle

A member of the Second Oriente Hussars, Boyle is a MechWarrior noted for occasional bursts of anger on the battlefield. This temper nearly proved her undoing during the fighting for Indicass. While Boyle has been decorated for bravery, her lancemates say that, far from being a hero, Boyle should count herself lucky to be alive.



HEAVY MECHS

Type: **Guillotine GLT-7M**

Technology Base: Inner Sphere / 3062

Tonnage: 70

Battle Value: BV2 (1791)

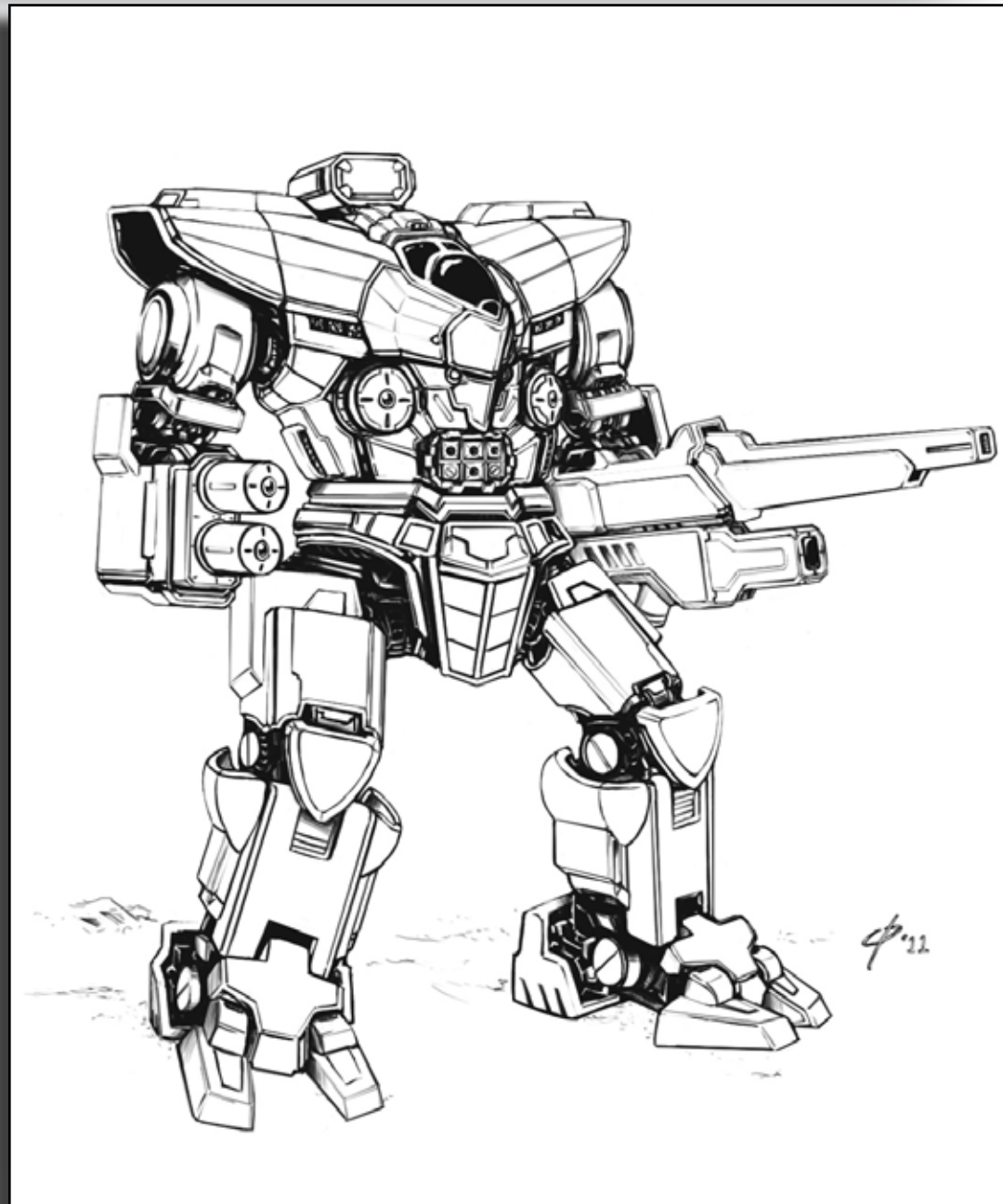
Equipment

		Mass
Internal Structure:		3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	215	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (Rear)		11
R/L Torso	15	22
R/L Torso (Rear)		8
R/L Arm	11	22
R/L Leg	15	29

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Medium Laser	RT	1	1
Jump Jet	RT	1	1
Jump Jet	RL	1	1
Light Gauss Rifle	LA	5	12
ER Large Laser	LA	2	5
Ammo (LGR) 16	LA	1	1
ER Medium Laser	LT	1	1
Ammo (SSRM) 25	LT	1	1
CASE	LT	1	.5
Jump Jet	LT	1	1
Jump Jet	LL	1	1
Streak SRM 4	CT	1	3



BLACK KNIGHT BL15-KNT

Mass: 75 tons

Chassis: Technicron-1 Endo Steel

Power Plant: 300 Vlar Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Valiant Lamellor Ferro-Fibrous

Armament:

2 Diverse Optics Sunbeam ER Large Lasers

1 Imperator Dragon's Fire Gauss Rifle

3 Diverse Optics Medium Lasers

Manufacturer: Kong Interstellar Corporation

Primary Factory: Connaught

Communications: Tek BattleCom

Targeting / Tracking: Tek Tru-Trak

Overview

Introduced by the Star League within five years of its founding, the *Black Knight* saw widespread service in the Reunification War. The original BL-6-KNT *Black Knight* featured an endo steel chassis and a special sensor suite. They were quite advanced for the period, but damage to Kong Interstellar's facilities and the subsequent loss of technology led to a downgraded BL-7-KNT. The reintroduction of Star League technology allows Kong technicians not only to recreate the BL6, but also to improve upon it.

Capabilities

The *Black Knight* BL-15-KNT is a 'bolt-on' upgrade of the BL6-KNT. The original featured a single PPC, two large lasers, four medium lasers, a small laser and a Beagle Active Probe. Twenty single heat sinks struggle under this burden, and are not enough to compete against more modern designs. These antiquated units were removed, along with the standard armor and all but three medium lasers, preparing the platform for significant changes. The BL-15-KNT does not disappoint.

Kong's technicians first installed thirteen double heat sinks, a good choice given the new weapons suite. Replacing the motley collection of laser weapons are several new weapons. First is an Imperator Gauss rifle that is pivot-mounted on the right arm. Dual Diverse Optics Sunbeam

extended range large lasers are mounted in similar fashion on the left arm. Finally, one Diverse Optics medium laser is installed in each of the torso sections.

As a weight-saving measure, Kong refitters mounted ferro-fibrous plate. This bulky armor is expensive to manufacture, but it gives the 'Mech an even stronger hide as well as a new look. The result is a 'Mech with much greater reach and striking power, better protection and more balanced heat dissipation than the original.

That these refits cost only about a million C-bills each is astonishing. That each refit takes only thirty-two days from start to finish is proof of Project Retread's effectiveness.

Deployment

The timely appearance of a large number of BL-6-KNT units was a driving force behind choosing the *Black Knight* for Project Retread—still rebuilding its factory on Connaught, Kong Interstellar is unable to achieve that economy of scale. These machines, officially a gift from the Word of Blake to House Marik, enabled the Free Worlds League to begin refits at several other BattleMech manufacturers.

Agents of Our Blessed Order have encountered discrepancies between manufacturers' shipping manifests and those that arrive at FWLM regiments. The Oriente Hussars in particular have been unable to account for the whereabouts of all refurbished *Black Knights*. We are uncertain whether this is deliberate or simply a matter of poor bookkeeping. It is possible that the 'gift' of *Black Knights* was a ruse, with the refurbished BL-15-KNT units being quietly reabsorbed into the Word of Blake Militia.

Variants

There are two further Marik upgrades to the *Black Knight*. The first is based on the surviving BL-7-KNT models and is nearly as effective as the BL-15. Keeping the original large lasers and dispensing with the remaining weapons, the BL-13-KNT switches to ten double heat sinks, a Gauss rifle with two tons of ammunition, three extended range medium lasers and a head-mounted ER small laser.

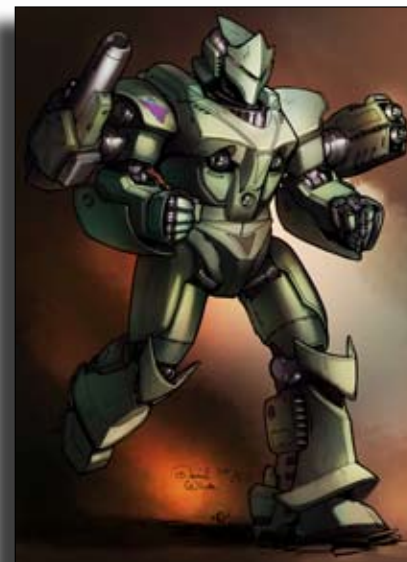
The second variant under consideration, the BL-16-KNT,

is meant to fight primarily at long range. It features a light Gauss rifle and twin ER PPCs and is powered by an extra light fusion engine. Four extended range medium lasers and six additional double heat sinks round out its firepower. This version has apparently been put on hold due to lack of funding – its cost is twice that of a refurbished *Black Knight*.

Notable MechWarriors

Adept Wilson Hirshfeld

Hirshfeld represents one of the few pieces of solid evidence regarding covert activity in Project Retread. When the Word of Blake Militia's First Division ambushed the Screaming Eagles on the Chaos March world of Epsilon Eridani in 3062, a retreating mercenary's Battle Recorder caught footage of a BL-16-KNT with Hirshfeld's call sign stenciled under the cockpit. The Word of Blake subsequently accused the Eagles of spying for the Federated Commonwealth, lending credence to the footage.



HEAVY MECHS

Type: **Black Knight BL-15-KNT**
 Technology Base: Inner Sphere / 3063
 Tonnage: 75
 Battle Value: BV2 (1962)

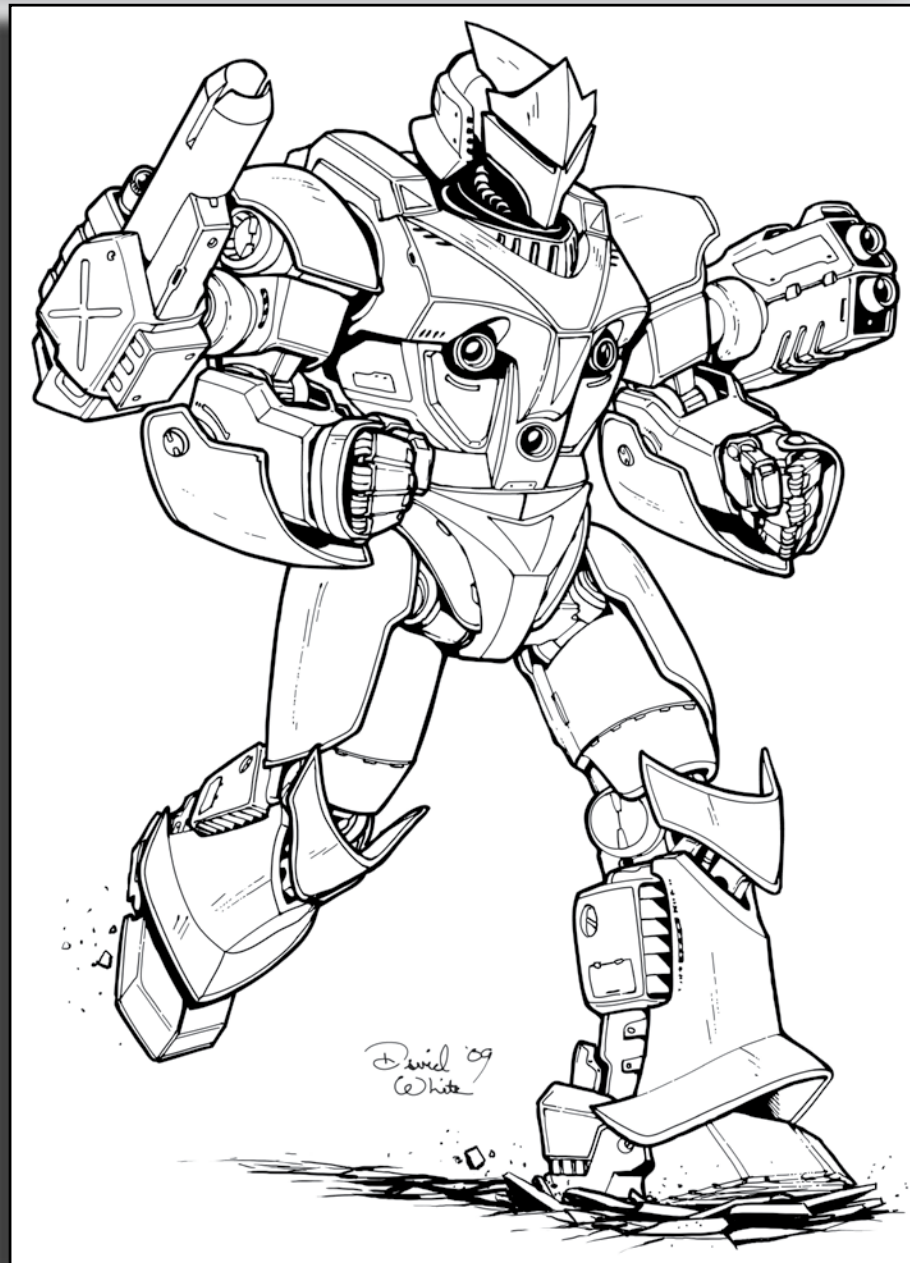
Equipment

Internal Structure:		Mass
Engine:	300	4
Walking MP:	4	19
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	231	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (Rear)		12
R/L Torso	16	24
R/L Torso (Rear)		8
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Ammo (Gauss) 8	RT	1	1
Medium Laser	RT	1	1
2 ER Large Lasers	LA	4	10
Medium Laser	LT	1	1
Medium Laser	CT	1	1



THUG THG-13M

Mass: 80 tons

Chassis: Earthwerks VOL Standard

Power Plant: 320 Pitban Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Jolassa-328 Ferro-Fibrous with CASE

Armament:

2 Diverse Optics Sunbeam ER Large Lasers

4 Harpoon 4-S Streak SRM-4s

Manufacturer: Earthwerks FWL Incorporated

Primary Factory: Keystone

Communications: Datacom 50 with Guardian ECM

Targeting / Tracking: Garret A99

Overview

The original *Thug* THG-11E was born alongside the First Star League and enjoyed the fruits of that era's technology – an endo steel chassis, efficient heat sinks and Cellular Ammunition Storage Equipment (CASE). Intended to carry a Warhammer's weaponry while increasing armor, the *Thug* served admirably for hundreds of years, but the Succession Wars destroyed the Maltex production facilities and endo steel orbital factories.

Earthwerks continued to produce a license-built downgrade, the THG-10E, but where its predecessor ran cool, this machine struggled to keep both Donal PPCs online and retain adequate mobility. The increased weight of the chassis and armor forced Earthwerks to remove weapons, leaving the average THG-10E pilot at a disadvantage in close quarters. Still, it was the best available, and the *Thug* soldiered on in most major House armies for hundreds more years.

House Marik has recently begun to revamp older designs considered most likely to benefit from rediscovered technology. Around a million C-Bills each, both the THG-13M and the THG-14M fulfill the goal of Project Retread, as they are eminently suited for taking on modern opponents at a fraction of a new 'Mech's cost and production time.

Capabilities

The new THG-13M *Thug* refit uses ferro-fibrous plates to regain the original *Thug*'s level of protection. While the *Thug* THG-10E does not have an endo steel chassis (originally a basic requirement for Project Retread), it readily accepts ferro-fibrous armor. House Marik has contracted with Kerr-McGinnis Industries to provide armor for the upgrade, with roughly 40% of the order already filled.

Twin Diverse Optics Sunbeam extended range large lasers have been installed, extending the *Thug*'s effective reach and allowing the pilot to cover targets within ninety meters. Although new PPC factories guarantee that the League will not face the shortages they did in the past, lasers are still more plentiful in Marik stockpiles, making the Sunbeam preferable to the quartermasters of the FWLM.

Also eliminated are the antiquated heat sinks; their place is taken by thirteen double-strength 'freezers' to better dissipate the new weapons' heat.

The spaces freed up by these changes allow the short-range launchers to be upgraded to four Harpoon 4-S four-tube Streak racks. This massive missile battery is supported by three tons of CASE-protected reloads. Finally, the designers installed a Guardian electronic countermeasure suite to further proof the upgraded *Thug* against modern weapon systems.

Deployment

Though Our Blessed Order does not expect Project Retread to be complete until the end of 3064, the *Thug* upgrades should provide a significant addition to League forces. Choosing between upgrade packages will ultimately come down to what local militia leaders require for their district.

Variants

A second upgrade, the THG-14M, focuses on long-range striking power. Again, the standard armor is replaced with ferro-fibrous plate, but total protection remains unchanged from the base 10E machine. All weapons are removed and the heatsinks are replaced with ten double heatsinks.

Technicians first mount a Fusigon Longtooth extended range PPC in the torso. Next, they install a Zeus Slingshot Gauss rifle in the right arm, protected by CASE and supplied with two tons of ferro-nickel slugs. Finally, a cluster of five Tronel II medium lasers is housed in the left arm. The result is a 'Mech with increased range and punch which sacrifices a bit of the 13M's short range firepower.

Notable MechWarriors

MechWarrior Esther Tobias

A member of the First Free Worlds League Guards' Command Company, Tobias took part in the Great Refusal on Strana Mechty that formally ended the Clan Invasion. When the Guard forces were led into a Star Adder ambush in the Perium swamp, Tobias fought back with ferocity, covering her fallen comrades with fire from her overheating *Thug*.

Despite absorbing a punishing fusillade of Clan return fire, Tobias was one of only four MechWarriors to leave the field of battle under their own power. Lauded for her courage under fire, the FWLM chose MechWarrior Tobias to receive the first *Thug* upgrade under Project Retread.



ASSAULT MECHS

Type: **Thug THG-13M**

Technology Base: Inner Sphere / 3063

Tonnage: 80

Battle Value: BV2 (1723)

Equipment

Internal Structure:

Engine:	320	Mass	8
Walking MP:	4		22.5
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	13 [26]		3
Gyro:			4
Cockpit:			3
Armor Factor:	224		12.5

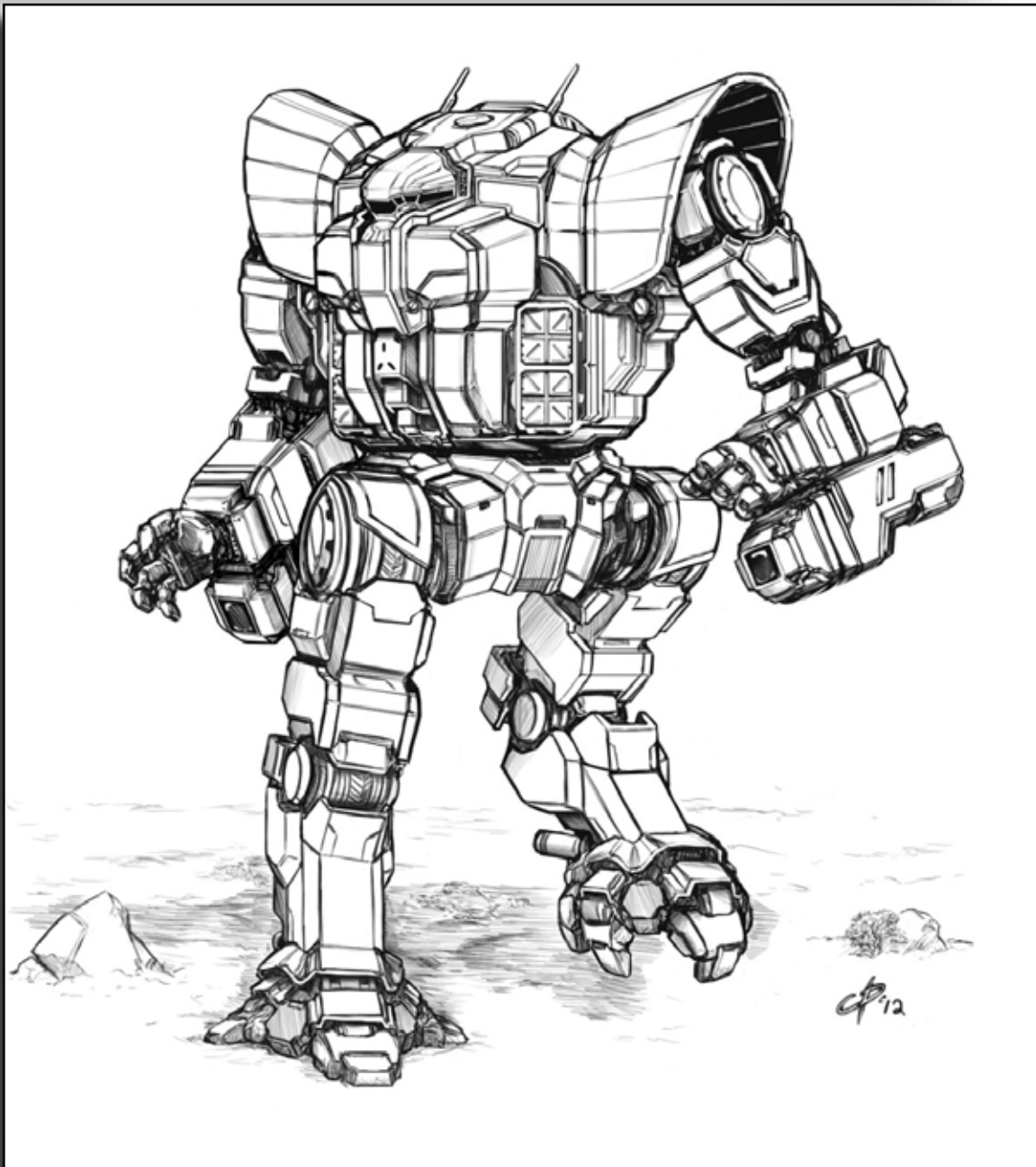
Internal Structure

Armor Value

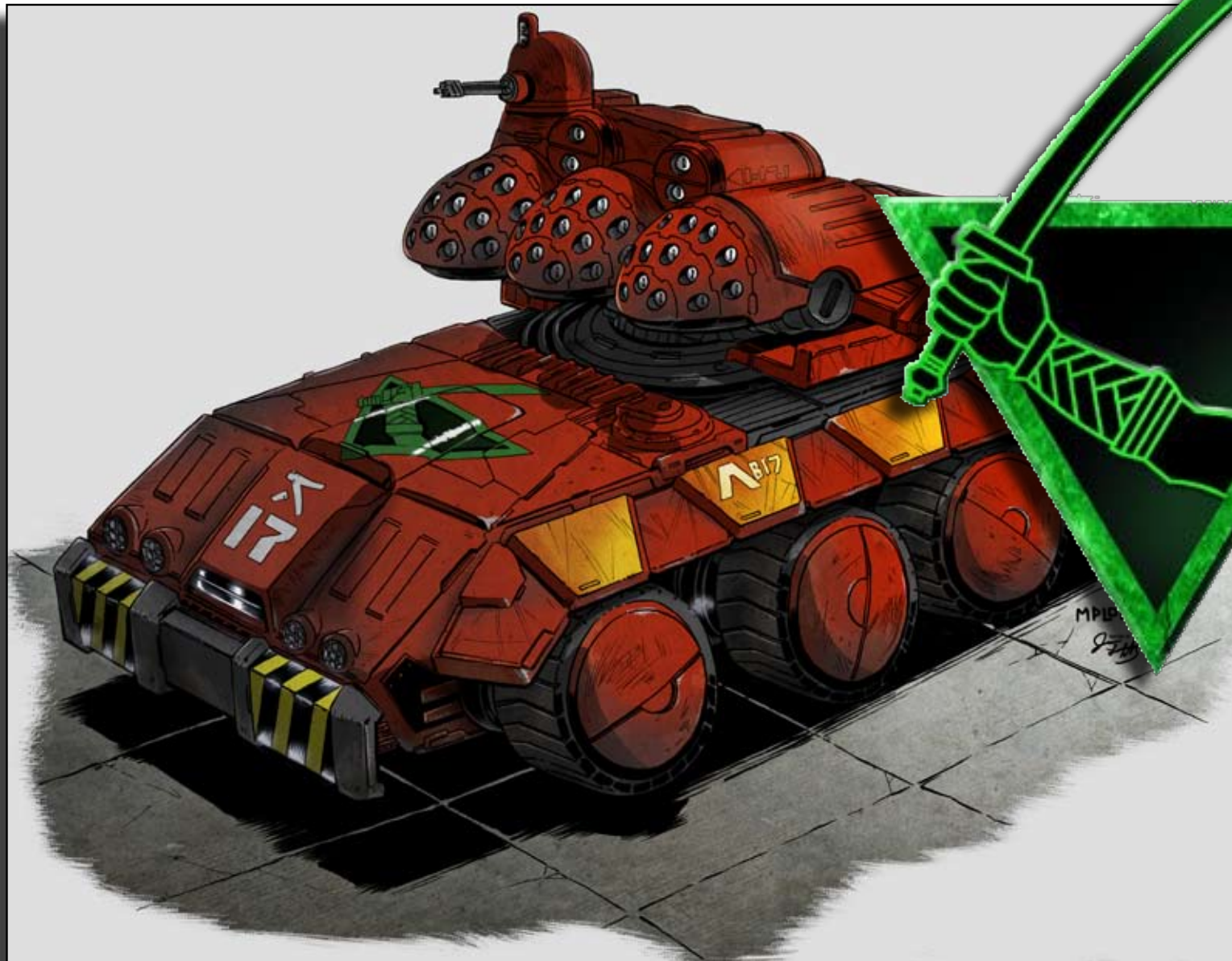
Head	3	9
Center Torso	25	36
Center Torso (Rear)		11
R/L Torso	17	24
R/L Torso (Rear)		8
R/L Arm	13	23
R/L Leg	17	29

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
2 Streak SRM 4s	RT	2	6
Ammo (SSRM) 75	RT	3	3
CASE	RT	1	.5
ER Large Laser	LA	2	5
2 Streak SRM 4s	LT	2	6
Guardian ECM	CT	2	1.5



CAPELLAN CONFEDERATION VEHICLES



CAPELLAN CONFEDERATION

Although the majority of the Successor States began to update their stocks of vehicles following the Clan Invasion, House Liao has been forced to bolster their arsenal with AFVs since the Fourth Succession War. While the Po and the Zhukov are the best-known designs, many more have been developed and deployed. The Confederation's success against Federated Commonwealth forces in 3057 and their recent re-conquest of the former St. Ives Compact has put these Capellan Armored Corps in the limelight.

Apparently the Capellans are not only moving away from standardized forms of military hardware, but are also actually attempting to address shortcomings in their current doctrine. Light, medium and heavy mobile tactical vehicles are moving to the forefront in larger numbers; some of these machines have been around for nearly twenty years, but they have been recently upgraded to increase their chances of surviving on the modern battlefield. They are all able to carry at least a platoon of infantry. Tanks are also proliferating, with at least four all-new designs accompanied by a dedicated ammunition carrier. The Chancellor has not forgotten the home front, ordering upgrades to a medium combat car which first deployed in 3045 but which appears to have been reworked to better perform its original mission - as well as some new ones.

PRODUCTION

House Liao does not have the production capacity to maintain output of centuries-old designs while simultaneously turning out these new machines. It is rumored that the manufacture of several old standbys, such as the Zhukov and Behemoth, will be slowed. Many small firms are already negotiating long-term contracts to produce ancillary parts for the next generation of AFVs.

FENG-NIAO MK III

Mass: 5 tons

Movement Type: Hover

Power Plant: Ceres Motors 60 XL Fusion

Cruising Speed: 216.0 km/h

Flank Speed: 324.0 km/h

Armor: Hellespont Lite Ferro-Fibrous

Armament: None

Manufacturer: Ceres Metals Industries

Primary Factory: Ceres

Communications: Ceres MaserCom 10

Targeting / Tracking: Apple Churchill 2000sx with 422x TAG

Overview

The original Star League Gabriel hovercraft was a fast observer craft that happened to be fitted with a turret-mounted laser. Some believed this aided the pilot in getting out of tight spots; others felt it encouraged him to get into more trouble than his craft could handle – or the mission demanded. But the idea had merit. Only recently has it been developed further by the Capellan Confederation.

The brainchild of Sao-Shao Chun Singh of Kamakura's Hussars, the Feng-niao (Hummingbird) was inspired by a most unlikely series of events. In the late 3050s, the son of a wealthy industrialist purchased an old Gabriel hovercraft at a military surplus sale. Stripped of its communication gear, turret and weaponry, this tired machine became the young man's 'summer project'. He installed a second cockpit in order to build a 'hot rod' he could use to race with friends and to visit a woman in a far-off coastal city.

The modified Gabriel was eventually sold and passed through several hands until it ended up with a Capellan Sao-wei who used it to ensure he made a DropShip launch on time. This attracted the attention of his commanding officer, Sao-Shao Singh, who in turn bought the machine and used it to showcase an idea to his superiors – that of creating a high-speed courier.

The presentation coincided with the Capellan High Command's growing interest in combat spotters of their own, sparked by the Magistracy of Canopus' development of the Oculus VTOL. The 'hot rod' Gabriel was proof that a

high-speed machine did not have to be airborne to provide many of the same advantages.

Capabilities

A Ceres Motors 60 extra-light engine is at the heart of the Feng-niao. This tiny fusion plant drives three turbo-compressors to provide lift and propulsion to speeds in excess of 300km/h. The thrust is directed mainly downward and to the rear, but can be routed through computer-controlled omni-directional nozzles mounted on either side to enhance stability during high-speed maneuvers.

The TAG unit occupies a dorsal-mounted dome turret to the rear of the vehicle, just ahead of the aft stabilizers. It is linked with a modified Apple Churchill 2000 tracking system, a version that retains the TAG feature but dispenses with the Beagle Active Probe to reduce weight. The overall design is sleek; its lines and control surfaces are more appropriate to an aerospace fighter than a ground vehicle.

Deployment

The Feng-niao was not ready for deployment during the St. Ives conflict, for much the same reason as the Magistracy's Oculus – problems with the engine's reliability. It finally entered service with Kamakura's Hussars' Armored Cavalry regiment in mid-3063.

The Hussars first employed the Feng-niao on the Chaos March world of Genoa later that year. While the majority of Hussar's BattleMech regiment were raiding the city of Porto Antico several hours from their DropZone, the Armored Cavalry and two 'Mech lances remained to guard the rear. Undetected by the Capellan planners was the presence of the recently hired Broadstreet Bullies mercenary force – which was determined to seize the raiders' DropShips.

An aerofighter patrol spotted the Broadstreet Battalion's approach. Unable to recall their main force in time, the rearguard soldiers chose to make use of their available resources. Six Feng-niaos screamed forward over the desert sands, locking onto the lead enemy BattleMechs with their Target Acquisition Gear.

Hussar *Catapults* then launched flight after flight of Arrow IV rounds from very long range. The first volley crippled several 'Mechs with direct hits; one of these was the Broadstreet command 'Mech. Fearing an ambush by unexpected reserves, the mercenary Executive Officer ordered a retreat.

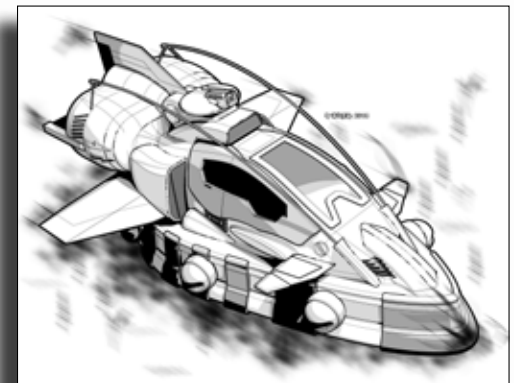
By the time the mercenaries regrouped, the Hussars had achieved their primary objective and lifted off planet.

Variants

The Mk III-C3 exchanges the turret and TAG unit for a C3 Slave unit. Our Blessed Order thinks this may be a unit destined for the Draconis Combine, possibly in exchange for their six-tube Streak launchers.

The Mk III Mod 2 drops a half-ton of armor to upgrade the power plant to a Ceres 75, the same used in the Magistracy's Oculus. Its top speed exceeds 375 km/h.

The Mk IV is an uprated Feng-niao intended for courier duty. Two tons heavier than the Mk III, it can carry a pair of extra passengers in reasonable comfort at sustained high speed. It is popular on water worlds where the inhabitants of numerous archipelagos are accustomed to slow inter-island travel.



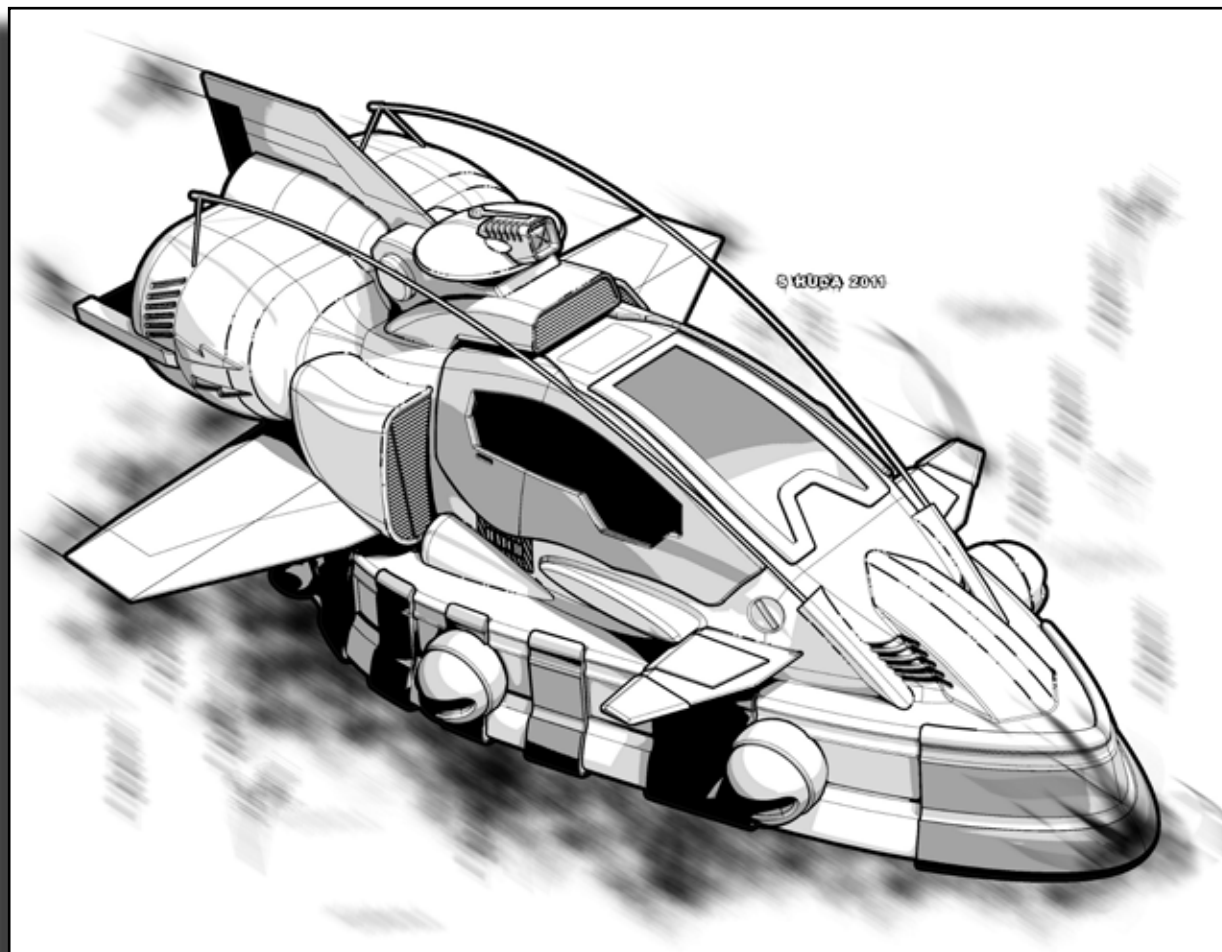
LIGHT VEHICLES

Type: **Feng-niao Mk III**
 Technology Base: Inner Sphere / 3063
 Movement Type: Hover
 Tonnage: 5
 Battle Value: BV2 (92)

Equipment		Mass
Internal Structure:		.5
Engine:	60 XL	.75
Shielding and Transmission:		.38
Cruising MP:	20	
Flank MP:	30	
Heat Sinks:	10	0
Control Equipment:		.25
Crew:	1	0
Lift Equipment:		.5
Turret:		.1
Armor Factor:	26	1.5

	Internal Structure	Armor Value
Front:	1	10
R/L Sides:	1	4
Rear:	1	3
Turret:	1	5

Weapons and Equipment	Location	Tonnage
TAG	Turret	1



XUE-DIAO

Mass: 20 tons

Movement Type: Wheeled

Power Plant: 100 Hermes Fusion

Cruising Speed: 64.8 km/h

Flank Speed: 97.2 km/h

Armor: Hellespont Lite Ferro-Fibrous

Armament:

2 Martell Medium Lasers

Manufacturer: Ceres Metals Industries

Primary Factory: Menke

Communications: CeresCom Model 8

Targeting / Tracking: Ceres Bullseye

Overview

The Xue-Diao, which translates to 'ferret', has been in production for over a generation. Until recently, however, it was lightly regarded by the Capellan Military.

Sales were slow and Ceres Metals was prepared to close down the sole plant on Menke when the collapse of the Sarna March opened up a brand-new market. Ceres began offering the Xue-Diao to the myriad independent planetary governments that sprang up in the political vacuum. Sales continue to be brisk at the time of this writing.

Capabilities

Given that the Xue-Diao costs three times as much as a heavy armored personnel carrier [APC], the cash-strapped Capellan government's ambivalence is understandable. Its slab sides render the Xue-Diao a tempting battlefield target and the wheeled chassis cannot traverse rough terrain. The design, however, has many good points.

The Hermes 100 fusion engine, while small by BattleMech standards, moves this infantry carrier at speeds of nearly 100 km/h and permits infantry to deploy in a matter of minutes. The tires are resistant to small arms fire and useful when maneuvering in narrow city streets and alleys. Almost a third of the armored car's mass is dedicated to the infantry bay, which is relatively roomy and provides a stable ride. It has been said that the main 'armament' of the Xue-Diao are its soldiers, as it can easily carry a platoon and a half of standard infantry.

Standard heavy APCs are dependent on fuel depots where the Xue-Diao is not. They carry just as many infantry, but mount only a token defense. Variants of heavy APCs that carry more than machine guns must sacrifice up to half their infantry bay - and almost always mount the weapons at the front of the vehicle.

This is good for an armored transport that moves troops to an active front, as the enemy always lies ahead. However, fixed weapons are useless in a crowded, chaotic urban environment where threats may come from any direction - and here the turret-equipped Xue-Diao comes into its own. It packs a pair of Martell lasers that can handle most enemy vehicles and emplacements.

Four tons of Hellespont Lite ferro-fibrous plate provides ample protection against small arms fire or shoulder-mounted rockets. The armor is noteworthy because it is constructed separately from the main chassis. This design feature adds to the weight and top-heavy appearance of the Xue-Diao, but the 'armor envelope' can easily be detached and replaced, speeding a damaged unit's return from the service bay to active duty.

Deployment

The Xue-Diao is surprisingly well suited to the asymmetrical nature of combat against 'freedom fighters' in the Chaos March. After considerable deliberation, House Liao signed contracts for several hundred units, tentatively assigning them to heavy transport duties with city garrisons and civilian police forces.

Despite recent CCAF orders, the vast majority of these AFVs in use remain in the hands of the motley collection of Successor State armies, local militias, and mercenaries which patrol and fight over the worlds from Caph to Genoa.

Variants

The Xue-Diao has its share of variants. The factory-built 'MG' variant replaces the medium lasers with machine guns in order to increase the vehicle's anti-personnel capability. A rare but more popular field refit, the 'SP' exchanges the standard issue Martell models for small pulse lasers. The reliable Kajuka Type 1, salvaged from damaged aerospace

fighters, is particularly prized.

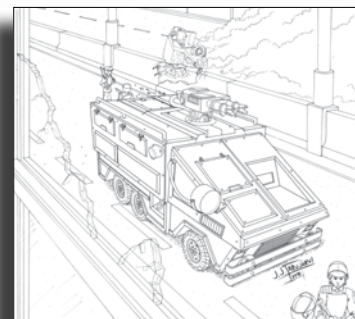
Finally, the factory 'MD' refit converts the infantry bay into a combat ambulance, which can rapidly transport wounded troops to a dedicated field hospital. Although unsuited for service as a surgical theater, there is more than one tale of resourceful medics performing 'backseat surgery' in a stationary Xue-Diao MD.

Notable Crew

Artemus Ward and Charles Butterfield

Ward and Butterfield are not associated with any State or House Army. Crewing an early Xue-Diao 'appropriated' years ago, they have become notorious for lurking on the edges of contested battlefields in the Chaos March. There, they ply their trade as a 'battle taxi' and charge exorbitant fees. More than a few mercenary pilots or House troopers have found themselves paying the highest cab fare in the Inner Sphere - but none complain when their lives are in the balance.

Most combatants consider this pair to be neutral and no House or planetary government has seen fit to shut them down, possibly due to the number of ranking officers who have escaped MIA status through chance encounters with these brave entrepreneurs.



LIGHT VEHICLES

Type: **Xue-diao**

Technology Base: Inner Sphere / 3060

Movement Type: Wheeled

Tonnage: 20

Battle Value: BV2 (353)

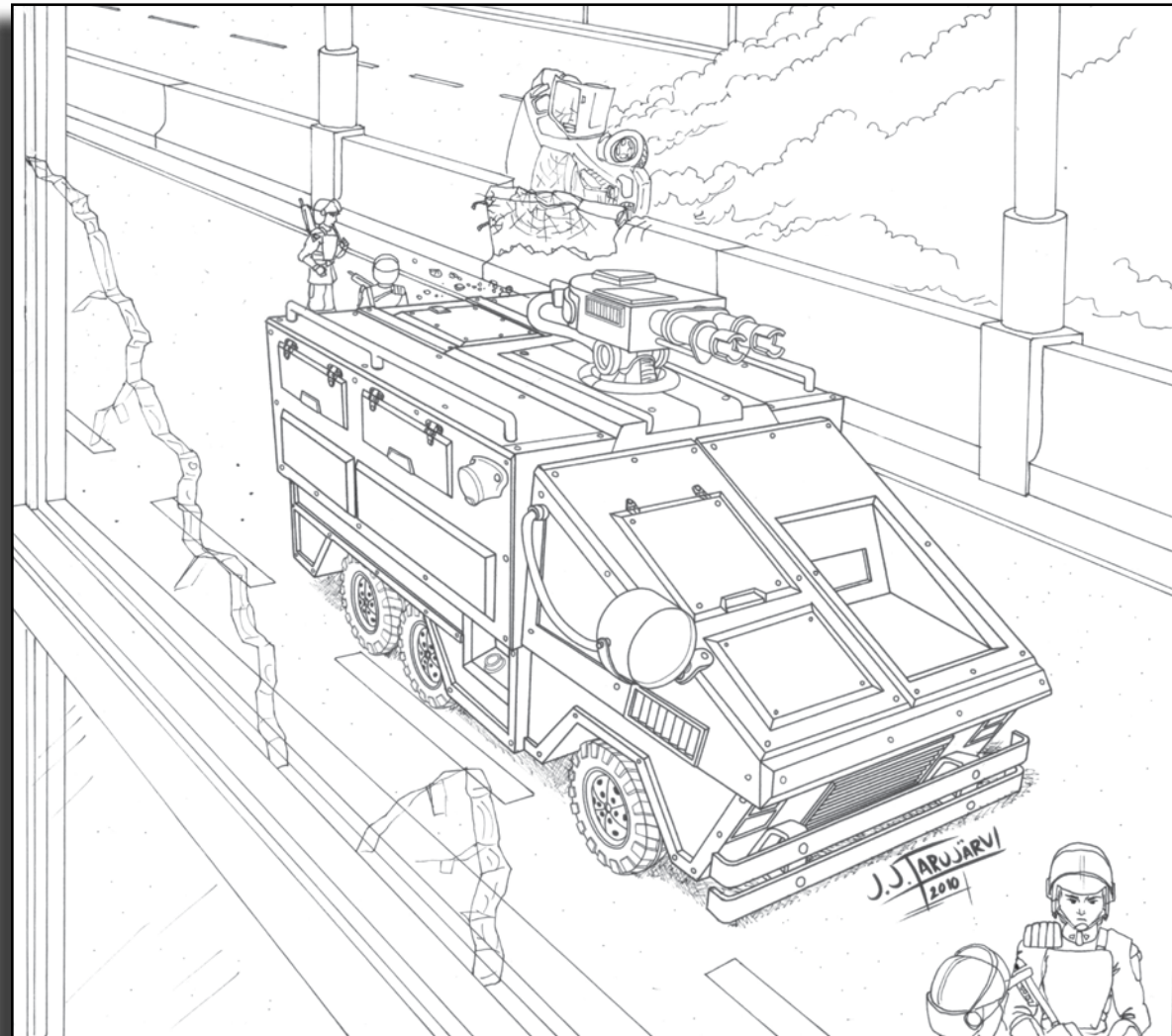
Equipment

		Mass
Internal Structure:		2
Engine:	100	3
Shielding and Transmission:		1.5
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		1
Crew:	2	0
Turret:		.5
Armor Factor:	71	4

	Internal Structure	Armor Value
Front:	2	20
R/L Side:	2	14
Rear:	2	9
Turret:	2	14

Weapons and Ammo

	Location	Tonnage
2 Medium Lasers	Turret	2
Infantry Transport Bay	Body	6



Mass: 30 tons

Movement Type: Tracked

Power Plant: 150 Omni Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Hellespont Lite Ferro-Fibrous with CASE

Armament:

1 Kajuka Small Pulse Laser

Manufacturer: Aldis Industries

Primary Factory: Betelgeuse

Communications: Olmstead 30

Targeting / Tracking: O/P 911

Overview

The Capellan CM-33 ammunition carrier was built primarily to augment the Xuan Wu assault tank. Designed for operations just behind the front lines, it is heavier than the Draconis Combine's Bu-20a and more thoroughly protected. Like that carrier, it is intended to supply AFVs with reloads and other materiel as the front line advances into enemy territory; due to its integral loading equipment, the CM-33 can rapidly load and unload even in the most desolate areas.

Capabilities

House Kurita's Bu-20a is similar but slower, intended specifically to move Long Tom ammunition in quantity for the Sabra XIII mobile artillery platform. As the Sabra XIII is normally deployed far behind friendly lines, it is not expected to encounter much in the way of enemy action. Thus, the Bu-20 is unarmed.

The CM-33, however, is designed to supply the Xuan Wu tanks and other front-line units. As it is potentially in harm's way, the CM-33 is powered by a 150 Omni fusion engine, which provides nearly twice the performance of the Bu-20a's Leenex 60. Top speeds exceed 80 km/h over most types of terrain. The CM-33 has roughly the same amount of protection as the Combine design, but also features a remote-operated turret that mounts a single Kajuka Type I small pulse laser, ideal for dealing with enemy infantry encountered in a supply mission.

The CM-33 carries nine and a half tons of ammunition – short range missiles, long range missiles and ferro-nickel Gauss rifle slugs – and includes a loading crane which greatly assists the two man crew in moving reloads from the CM-33 to its primary destination, the ammo bays of the Xuan Wu.

Deployment

Embraced by both front line regiments and their logistical support, this new carrier is capable of moving a complete set of reloads for the Xuan Wu assault tank and up to two tons of spare parts and crew supplies in one high-speed trip. It normally operates in lance strength, with four units moving towards the front lines while another lance heads back for re-supply. The CM-33 is ideal for fast supply columns, where the modest firepower of each machine can be concentrated on attacking troops.

The first CM-33s appeared before the Xuan Wu finished its trials and thus were deployed to support units in the field during the recent St. Ives conflict. During an abortive attempt to take control of a major city on Ambergrist during the waning months of 3062, crews supplied the front lines with ammunition for Capellan BattleMechs and even infantry squads. These same squads used the spacious cargo bays of the CM-33 to perform a masterful 'advance to the rear' when House Davion's anti-infantry 'Mechs began decimating their numbers.

Examples captured on the battlefield by the SIMC, the Federated Commonwealth and various mercenary units have also proven popular outside the Confederation. In an incident on Indicass, Rubinsky's Light Horse acquired a number of these vehicles from a captured Capellan depot. The mercenaries sent to scavenge ammunition from the base fell upon abandoned CM-33s with delight, quickly discarding their own worn-out J-27 ammo carriers to commandeer the new vehicles. It is said that returning CCAF forces found a note of thanks pinned to the front of one derelict J-27.

Variants

Like the Bu-20a, the CM-33 has an up-gunned version in the prototype stage: the CM-34. This version maintains

the speed and armor of the original, but sacrifices a third of its cargo space to mount heavier defensive armament. The single turret-mounted small pulse laser has been replaced by twin Kajuka small pulse lasers firing coaxially with a Magna 400P medium pulse laser. The Capellans will presumably deploy one per lance, which should provide convoys with better protection against infantry and light battle armor.

Notable Crew

Gunjin Emma 'Swappa' Schwampe

Lance Corporal Schwampe is the leader of a CM-33 lance, one of the first to be deployed in combat on the world of Ambergrist and the first to be equipped with the CM-34 variant.

Her lance found themselves unwitting evaluators of the CM series when their supply convoy was ambushed by the Wild Geese mercenary unit in 3062.

With the convoy's Sherpa armored trucks restricted to road travel by the surrounding light forest, it fell to Schwampe's lance and the convoy's San-ku-chu escorts to drive back the ambush force: four platoons of foot infantry backed by a squad of light battle armor.

The CCAF convoy lost two units during this engagement. However, Schwampe's CM-34 bears two stenciled outlines of battlearmor and twelve of standard infantry, traditional 'kill' markers suggesting that the exchange was not entirely one-sided.



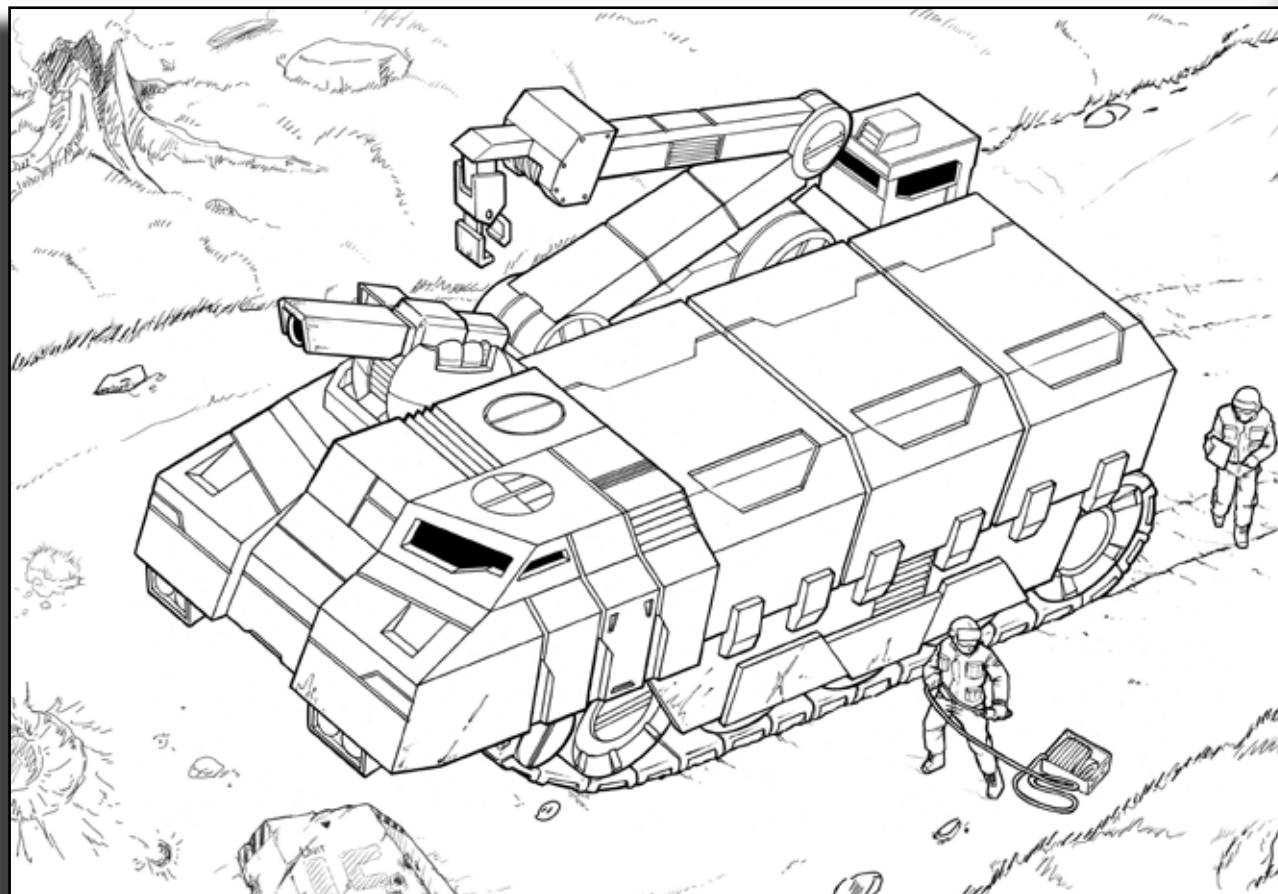
LIGHT VEHICLES

Type: **CM-33**
 Technology Base: Inner Sphere / 3061
 Movement Type: Tracked
 Tonnage: 30
 Battle Value: BV2 (324)

Equipment		Mass
Internal Structure:		3
Engine:	150	5.5
Shielding and Transmission:		3
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Turret:		.5
Armor Factor:	89	5

	Internal Structure	Armor Value
Front:	3	24
R/L Side:	3	20
Rear:	3	15
Turret:	3	10

Weapons and Ammo	Location	Tonnage
Small Pulse Laser	Turret	1
Cargo Bay	Body	9
Cargo (Loading Hoist)	Body	1
CASE	Body	.5



SAN KU CHU MK III

Mass: 35 tons

Movement Type: Tracked

Power Plant: 210 GTEM Fusion

Cruising Speed: 64.8 km/h

Flank Speed: 97.2 km/h

Armor: Jolassa-328 Ferro-Fibrous

Armament:

1 Firmir MaxiLase Large Laser

Manufacturer: Ceres Metals Industries

Primary Factory: Indicass

Communications: Maxell 500

Targeting / Tracking: Apple Churchill 2000sx

Overview

By 3030, infantry and armored fighting vehicles had become crucial to the rebuilding of House Liao's armies. The production of new tanks was only the first step in rearming the Confederation's war machine. Lord Tsen Shang demanded that additional measures be taken. Ceres Metals Industries' precocious designer Ivan Maladev responded with the San-Ku-Chu Light Mobile Tactical Vehicle (LMTV), based in part on a vehicle from ancient Terra. Named for an even older Chinese dagger, the design was a success and led to the development of similar medium and heavy tactical vehicles.

Capabilities

Shang called for a speedy infantry carrier with limited anti-tank capability. The tracked San-Ku-Chu can cross nearly any topography at velocities approaching 100 km/h. Speed is not the design's only asset, however. Rather than carry machine guns or a small short-range missile rack, the San-Ku-Chu packs a Firmir MaxiLase large laser. This gun is housed in a small cone-shaped turret that gunners affectionately refer to as the 'frying pan.' The 'pan' has the advantage of a low silhouette while remaining capable of firing over the heads of nearby troops. However, the power required for this weapon meant the design team had no choice but to install a fusion power plant.

Although the San-Ku-Chu Mk I originally mounted a machine gun alongside the main weapon, the ammo feed jammed often enough under field conditions to force its removal in the latest version. Innovations in the

infantry bay's equipment make these secondary weapons unnecessary.

The bay itself is large enough to comfortably house a full platoon of either standard or jump infantry. As the San-Ku-Chu must carry its troops into battle, the hull of the LMTV incorporates nine threaded ball-ports that serve as firing positions. There are four on the left side, three on the right, and two in the rear which become unusable when the assault ramp deploys. Each firing port is equipped with a periscope that allows a 180-degree field of vision, though soldiers using these ports must practice in order to compensate for the periscope's distortion. The ports were made with House Liao's standard-issue rifle in mind but most small arms work equally well.

A recent overhaul of the Ceres Arms production line has proven fruitful. While the Mark I & II carried older StarSlab/3 armor, the Mark III is equipped with six and a half tons of Marik-manufactured Jolassa-328 ferro-fibrous plating. The savings in weight, combined with the removal of a machine gun, make room for an advanced Apple Churchill Beagle Probe. This probe enhances the San-Ku-Chu's ability to evade ambush.

Deployment

The San-Ku-Chu Mk I was deployed during the Andurien-Canopian Invasion. The untested LMTV first saw action with Kamakura's Hussars on Andarmax, where the Hussars fought a lightning campaign against the Magistracy of Canopus' forces in August of 3034. In a brutal two-day battle against Magistracy militia, this fast moving vehicle proved its worth by providing badly needed tactical fire support to the Hussars' Hornets and Wasps.

Since then the Confederation has deployed the San-Ku-Chu in nearly every conflict, major and minor. While it will probably never completely eclipse more conventional APCs, it often serves right beside them.

Variants

Thousands of Mk I and II San-Ku-Chus can still be found performing internal security duties in garrison units and police forces throughout the Confederation. Remarkably,

there have been few changes to the design over the years, although minor field refits are common. Mk I and II crews that are accustomed to using their co-axial machine gun to fend off infantry occasionally jury-rig small lasers, additional armor or even anti-missile systems to make up for the loss of this weapon. The CCAF appears pleased with the Mk III and has not requested any further factory alterations.

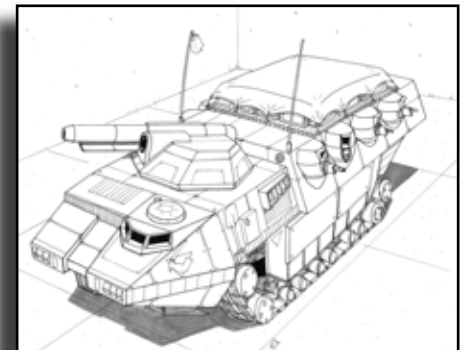
Notable Crew

Liam Everett, Cynthia Lucero & Brett Wen

The crew of the 'Have Vehicle, Will Travel' serve with Sung's Rangers, a Capellan unit deployed to the Periphery as part of the Trinity alliance. Everett, Lucero and Wen treat their deployments like vacations, filling the crew compartment with tacky souvenirs. They were issued demerits recently after taking their San-Ku-Chu on an unauthorized 'sight-seeing expedition' to Detroit Consolidated 'Mechworks.

Baxter's Blue Light

Maskirovka agents recently impounded 'Baxter's Blue Light.' Tenniel Baxter, the LMTV's commander, allegedly loaned the LMTV to senior officers for private 'interviews' with local women in exchange for advancement in the Seventh Confederation Reserve Cavalry. Cavalry commanders blame this behavior on the influence of Magistracy recruits within the newly formed unit.



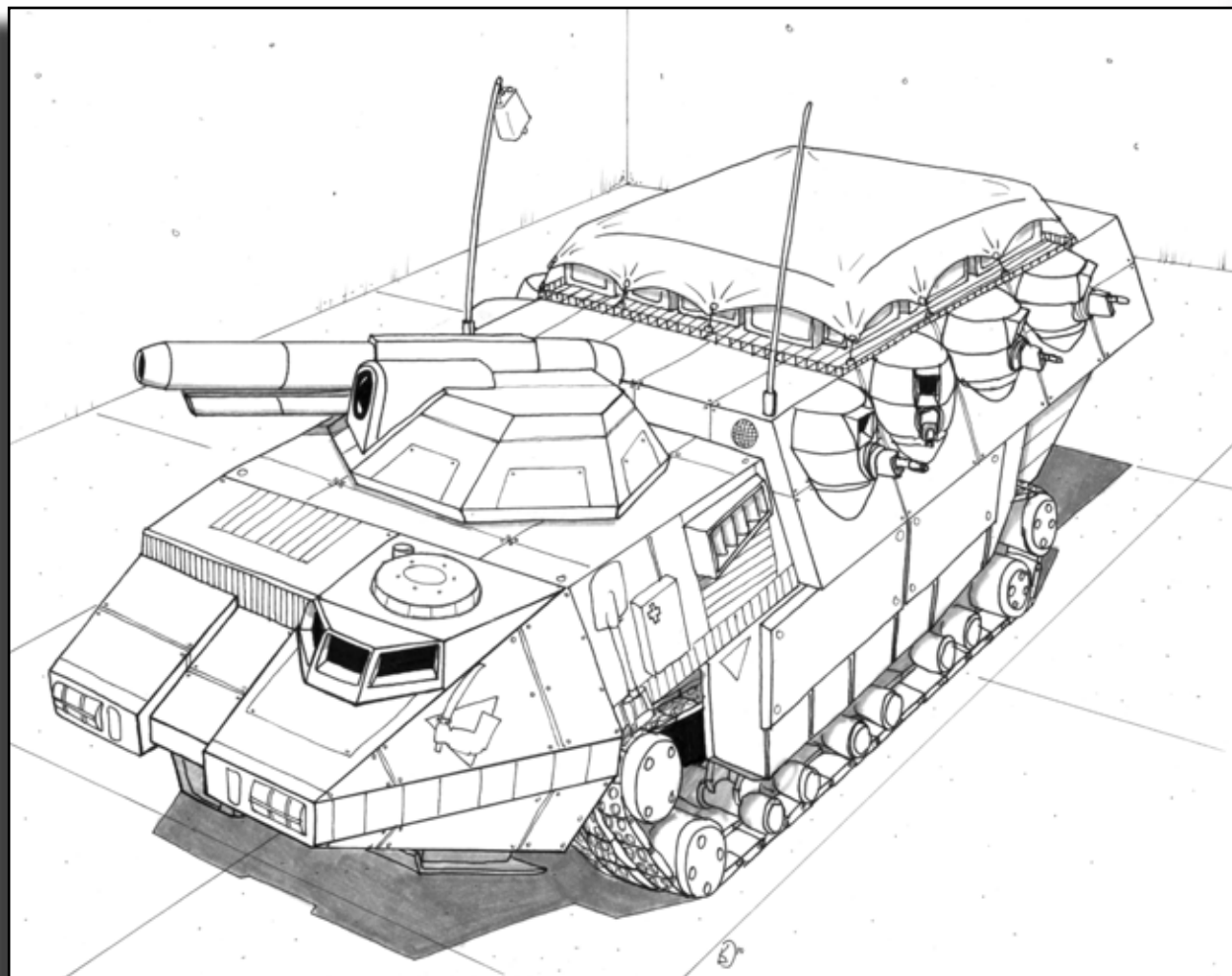
LIGHT VEHICLES

Type: **San Ku Chu Mk III**
 Technology Base: Inner Sphere / 3032
 Movement Type: Tracked
 Tonnage: 35
 Battle Value: BV2 (587)

Equipment		Mass
Internal Structure:		3.5
Engine:	210	9
Shielding and Transmission:		4.5
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		2
Crew:	3	0
Turret:		.5
Armor Factor:	116	6.5

	Internal Structure	Armor Value
Front:	4	30
R/L Side:	4	20
Rear:	4	18
Turret:	4	28

Weapons and Ammo	Location	Tonnage
Large Laser	Turret	5
Infantry Transport Bay	Body	4



Mass: 45 tons

Movement Type: Tracked

Power Plant: 180 GM Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Jolassa-328 Ferro-Fibrous with CASE

Armament:

4 Hovertec Streak SRM 4s

Manufacturer: Ceres Metals Industries

Primary Factory: Capella

Communications: CeresCom Model 33-L

Targeting / Tracking: Ceres/Maladev 2.5

Overview

The success of the San-Ku-Chu LMTV in the 3030's ensured development and production of future mobile tactical vehicles. However, discovery of the Gray Death Memory Core delayed the appearance of the next model in the series, the Jian Medium Mobile Tactical Vehicle [MMTV], while Capellan engineers scrambled to upgrade their BattleMechs with secrets from the Helm Core. It was not until 3052 that Ceres Metal Industries' R&D division, led by Ivan Maladev, gained permission to produce their next design.

Capabilities

The Jian, named for a type of Chinese sword, takes on more demanding roles than the lighter San-Ku-Chu. It carries heavier weaponry and twice the armor protection; a General Motors 180 fusion engine moves the Jian at flank speeds of 65 km/h, best for deployment with assault formations of *Cataphracts*, *Vindicators*, or *Zhukovs*.

The Jian was initially armed with short-range six racks. However, the crew and infantry compartments leave little room for stowage; crews often found themselves short of ammunition, especially in protracted engagements. The remedy lies with Menke Arms and Armament, which has recently begun producing larger four-tube Hovertec Streak launchers. The upgrade to the older Hovertec SRM systems is relatively trouble-free, and the frugal positive-lock firing system improves the machine's endurance. Although the Jian can no longer employ Inferno rounds, most gunners prefer the efficiency of the Hovertec system

Like the San-Ku-Chu, the Jian also has a large infantry bay complete with distinctive firing ports. Troops travel safely behind seven and a half tons of Jolassa 328 ferro-fibrous armor and all personnel are protected from the threat of ammunition explosions by newly installed Cellular Ammunition Storage Equipment.

Deployment

The first Jian MMTVs saw action in the mid-3050s. They entered service with shakedown tours among the Periphery Guard, receiving a true baptism by fire against Periphery raiders. The Jian was cleared for deployment with regular Capellan forces during the 3057 invasion of the Sarna March. There it proved just as versatile as its lighter cousin, playing a key role in the invasion of numerous worlds.

The best-known incident featured Ishara's Grenadiers on Arboris. During an advance on the town of Bantor, the Grenadiers were engaged by both the Farmer's Freedom Army and the Arboris Sarna March Militia. Overwhelmed, the Grenadiers began to retreat. A lance of Jian MMTVs and their infantry platoons set up a temporary defensive position at one end of the city's main avenue, where they fought a crucial half-hour long holding action. As they ran out of ammunition, the lance commander ordered his Jian to ram the legs of an advancing Arboris Valkyrie, knocking it over and stunning the pilot inside.

This display of raw courage alarmed the lead elements of the Arboris Militia, who pulled back in momentary confusion. This pause was enough; the remaining MMTVs quickly recovered the wrecked Jian's plucky commander and personnel, evacuated the area and eventually joined the rest of Ishara's Grenadiers in the safety of Arboris' capital city. Another Jian was badly damaged during the long retreat and was abandoned, leaving two infantry platoons to enter Kansas Plain riding atop the remaining vehicles.

Variants

Jian commanders sometimes substitute two Farfire ten-racks and two medium lasers for the Hovertec launchers. Newer refits feature small pulse lasers or, less often, Artemis IV fire control systems.

Notable Crew

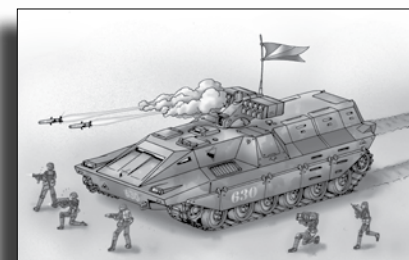
Sao-Wei Llewelyn Ifhans

Ifhans was involved in what could have become an interstellar incident on Teng in December of 3062. From information provided by disgruntled prisoners, he discovered that the ComGuard 321st Division would attempt to make a clandestine night delivery of supplies to St. Ives' entrenched fighters. He and his men boarded their Jian and intercepted the shipment several kilometers from the rendezvous point. Disembarking from their MMTV, the Capellan soldiers fanned out and calmly blocked the road. Unable to move past the Capellans and unwilling to violate their neutrality by opening fire, the 321st's trucks turned around and returned home.

Yi-si-ben-bing Christopher 'Kit' Johnson

Christopher Johnson serves not only as the commander of a Jian MMTV, the *Rose & Curtain*, but also as the command's theatrical director. He has convinced his crew and the Victory Home Guard Infantry platoon assigned to his vehicle to act as cast and crew for various theatrical productions.

Senior officers were skeptical, but now see Johnson's efforts as a way to raise troop morale. It is certainly preferable to previous experiences involving alcohol and civilian property damage. To date, Johnson's 'troupe' has performed Shakespeare's *Henry V*, as well as scenes from the popular soap opera *Archons*, for the benefit of Kingston's Rangers on Yuris.



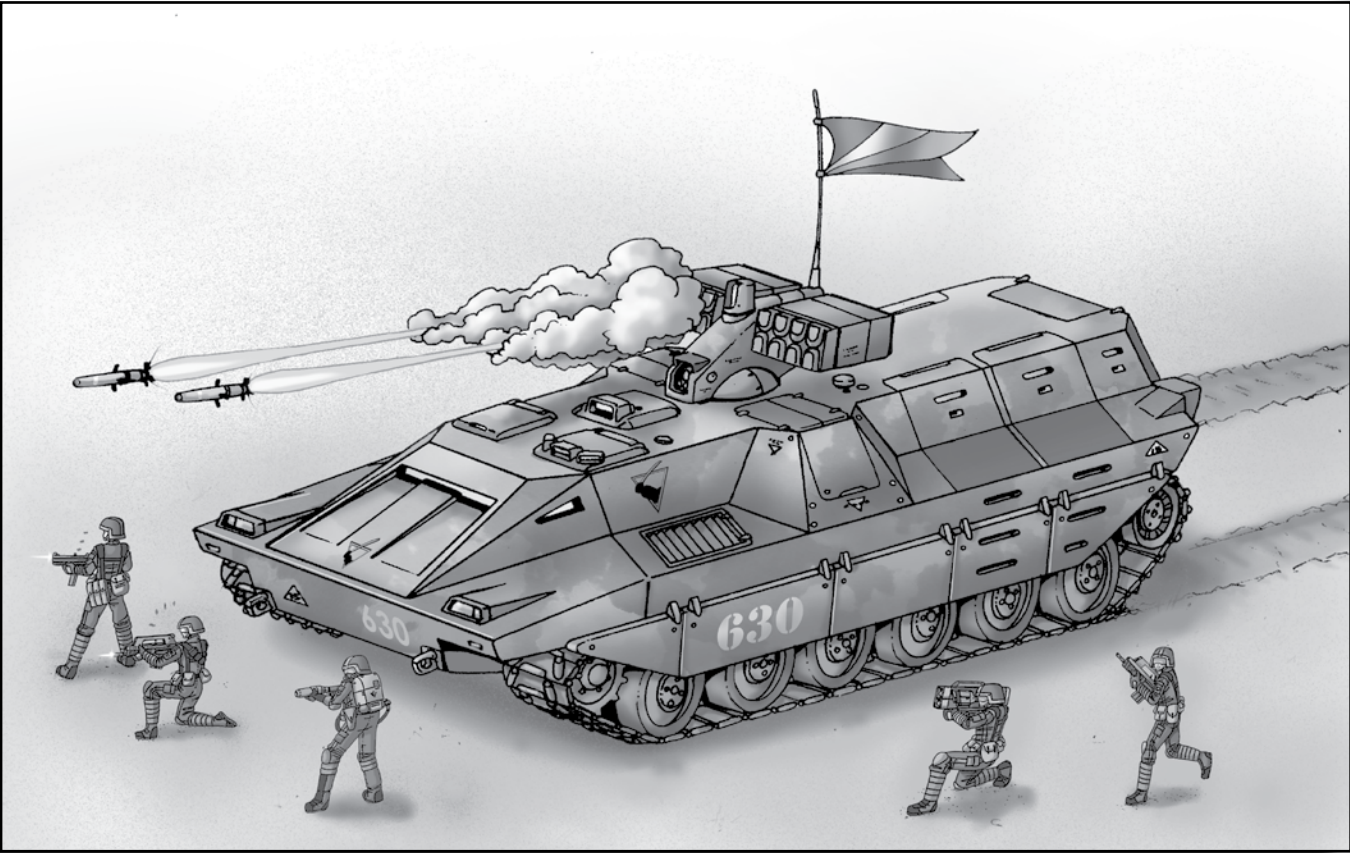
MEDIUM VEHICLES

Type: **Jian**
 Technology Base: Inner Sphere / 3060
 Movement Type: Tracked
 Tonnage: 45
 Battle Value: BV2 (708)

Equipment		Mass
Internal Structure:		4.5
Engine:	180	7
Shielding and Transmission:		3.5
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2.5
Crew:	3	0
Turret:		1.5
Armor Factor:	134	7.5

	Internal Structure	Armor Value
Front:	5	37
R/L Side:	5	24
Rear:	5	19
Turret:	5	30

Weapons and Ammo	Location	Tonnage
4 Streak SRM 4s	Turret	12
Infantry Transport Bay	Body	4
Ammo (SSRM) 50	Body	2
CASE	Body	.5



QUIANG-TON

Mass: 65 tons

Power Plant: Ceres Motors 240 XL Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Hellespont Lite Ferro-Fibrous with CASE

Armament:

3 FarFire Heavy LRM 15s w/ Artemis IV

1 Burow Anti-Missile System

2 Hovertec Streak SRM 2s

Manufacturer: Ceres Metals Industries

Primary Factory: Menke

Communications: Sipher CommSys 1

Targeting / Tracking: TargiTrack 717 with Artemis FCS

Overview

Named for a traditional Chinese martial arts weapon, the Quiang-Ton Fire Support Vehicle is a worthy addition to House Liao's arsenal. While their allies in the Free Worlds League spend precious resources upgrading older LRM and SRM Carriers, the Strategios directed the planners of Ceres Metal Industries' R&D Division to develop a wheeled tank that could provide significant direct and indirect fire support. By 3059, the first models were rolling off the production lines on Menke.

Capabilities

Like its namesake, the Quiang-Ton ('rope-dart') strikes with lethal force. Although the suspension restricts it to paved roads or flat surfaces, this sixty-five ton tank moves at speeds of 60+ km/h, wielding impressive firepower as it supports a fluid battlefield. Its large road wheels make the Quiang-Ton perfectly suited to paved areas; its treaded cousins are capable of covering rougher ground, but have a tendency to tear up pavement as they turn. This is a minor point in battle, but a major headache for Capellan supply sergeants attempting to use those same roads later in a campaign.

The turret consists of three fifteen-tube long-range missile launchers coupled to an Artemis IV fire control computer. At short ranges, two turret-mounted Hovertec Streak launchers deter vehicles and troops from attempting to close. Both systems are produced on Menke to ensure a ready supply.

The Quiang-Ton also carries a Burow Anti-Missile system (AMS) acquired from the Free Worlds League. It is mounted on the upper turret as a final defense against long-range return missile fire. With nine and a half tons of ferro-fibrous plate, the Quiang-Ton is adequately armored and, as with many modern designs, protected from ammunition explosions by Cellular Ammunition Storage Equipment.

The design's history has not been without problems. The first shipments of Ceres Motors extra light fusion engines were revealed to be defective: while the power plant performed well under normal operating conditions, radiation leaked past the reactor shielding when under full military power. Stopgap measures taken in the final trials, including crews working in Level One radiation suits, resulted in the unfortunate rumor that even minor damage would lead to fatal contamination.

Ceres Metals moved quickly to replace the faulty fusion modules with properly assembled units and resolved the issue well before the Quiang-Ton went into production. However, edgy Capellan 'tankers' still badger depot technicians for assurance that the engine will not release radioactive contaminants and turn them all into the walking dead.

Deployment

The first Quiang-Tons were issued to the Red Lancers' Blood Brigade prior to their participation in Operation Bulldog on Nykarn. The Brigade's AFVs were deployed on the outskirts of Bergen in order to defend the main Star League forces' vulnerable flank. Their sentries were surprised to spy a 124th Garrison Cluster trinary approaching from the east over the rugged Asbjørn badlands.

Sao-Shao Bosk, the Brigade's CO, acted quickly and ordered his Quang-Tons to lay a carpet of FASCAM rounds in the path of the enemy forces. Following the dispersal of the anti-Mech mines, the tanks then proceeded to goad the Clansmen into charging with a few volleys of LRM fire. The Brigades' Ontos tanks swiftly dealt with the 'Mechs that survived the minefield. Following that action, the design was approved for full deployment and is slowly appearing in armored brigades across the CCAF.

A limited number of these vehicles have also been supplied to the Confederation's Periphery allies, who greeted this gesture of goodwill by complaining that the exports had been downgraded and stripped of advanced weapons technology. The Capellan Ministry of Trade and Exchange has countered such accusations by pointing out that substitutions on the export Quiang-Ton were intended to make repair and maintenance less difficult for House Liao's allies.

Variants

In addition to the export model, Ceres Metals has recently issued a variant of the Quiang Ton that carries additional armor, a larger engine and no less than nine five-tube launchers. The Streak missile systems have been exchanged for a single medium pulse laser. This version, nicknamed the 'Jiu-jie-bian', provides an enormous volume of long-range fire and also serves as one of the fastest mine layers in the Inner Sphere.

Notable Crew

Lee Sang, Pavel Klimenko, Fang Tao, Zhou Ming, and Boris Dyachenko

The crew of a single Blood Brigade Quiang Ton, this crew was present during the fighting on Nykvarn. Having exhausted their supply of FASCAM and standard LRM rounds, they moved their Quiang-Ton forward to act as bait for incoming Jaguar forces. The pursuing Jaguar *Hunchback IIC* and *Goshawk* were lured into the guns of a waiting Ontos Lance.



HEAVY VEHICLES

Type: **Quiang-Ton**

Technology Base: Inner Sphere / 3063

Movement Type: Wheeled

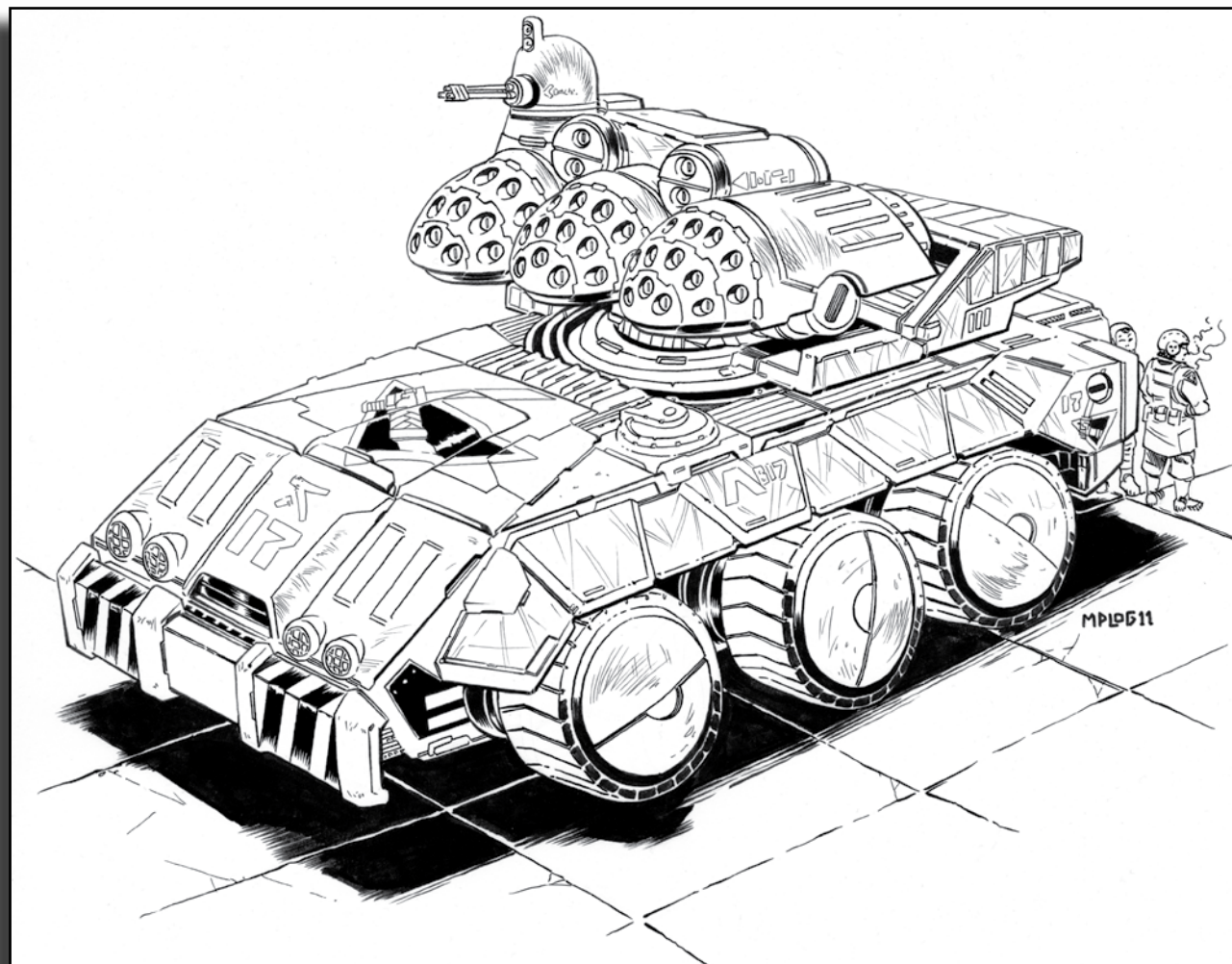
Tonnage: 65

Battle Value: BV2 (1669)

Equipment		Mass
Internal Structure:		6.5
Engine:	240 XL	6
Shielding and Transmission:		3
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		3
Armor Factor:	161	9

	Internal Structure	Armor Value
Front:	7	38
R/L Side:	7	31
Rear:	7	23
Turret:	7	38

Weapons and Ammo	Location	Tonnage
3 LRM 15s w/ Artemis IV	Turret	24
2 Streak SRM 2s	Turret	3
Anti-Missile System	Turret	.5
Ammo (LRM) 32	Body	4
Ammo (SSRM) 50	Body	1
Ammo (AMS) 12	Body	1
CASE	Body	.5



GUANDAO

Mass: 70 tons

Movement Type: Wheeled

Power Plant: 260 Magna Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Jolassa-328 Ferro-Fibrous with CASE

Armament:

1 Imperator Ultra AC/5

Manufacturer: Ceres Metals Industries

Primary Factory: Menke

Communications: Ceres Metals Model 666 with Guardian ECM

Targeting / Tracking: Apple Churchill 2000 with Beagle Active Probe

Overview

The Guandao Heavy Mobile Tactical Vehicle (HMTV) began as a private venture of Ceres Metals' Designer Emeritus, Ivan Maladev. Maladev, the brains behind the highly successful Po tank of the 3030's, first doodled the 'proof of concept' design for a fully amphibious battle vehicle in the margins of his notebook. The concept generated a great deal of interest when it came to the attention of the Capellan R&D Division. Already an old hand at creating maverick designs, even Maladev was surprised at the attention his venture received. By 3059, the Guandao, named after a legendary Chinese polearm, had begun production at Ceres Metals' plant on Menke.

Capabilities

A 260 Magna fusion engine powers the Guandao and grants it nearly unlimited endurance in the water and on land. Although it is slower than many transports, the HMTV can keep pace with most heavy formations. The fusion engine eliminates the need for combustion intake and exhaust ports, allowing the designers to create a hermetically sealed hull for marine operations.

The next step in making it an amphibious vehicle was the use of a wheeled rather than tracked chassis. The wheeled suspension is lighter than treaded alternatives and the six extra-large rubber tires are engineered to increase the design's buoyancy and subsequent payload.

It cannot use the fully-submerged wheels for propulsion; instead it is driven by a pair of powerful hydro jets. Water is drawn through two inlet screens on the bottom of the hull and ejected at high speed through omni-directional jets at the rear. The driver can maneuver the design in nearly any direction by adjusting the position of the jets, and top speed in the water is 30+ km/h – quite good for a vehicle of this size.

When the Guandao is waterborne, it has very little freeboard and presents a difficult target. Remote video pickups transmit a panoramic view above the water, while a high frequency sonar transponder projects an image of the immediate surroundings below. This is a boon to drivers, as it allows them to avoid natural and man-made underwater obstacles on which the Guandao might founder.

This design is more than an interesting example of aquadyne engineering, however. The Guandao can carry two platoons of either regular or specialized infantry who exit through a large ramp at the rear. This warload is often restricted to motorized or jump-equipped troops, though, as the wheeled chassis cannot move across broken or otherwise rough terrain. The spacious infantry bay can also be configured to carry cargo; an experienced motor pool team is able to convert the compartment in under an hour. One Guandao out of four is modified in this manner to act as a supply carrier for its lance mates.

As a tactical vehicle, the Guandao is often found in the vanguard of amphibious operations. For that reason, it is more heavily armed than a standard personnel carrier and mounts an Imperator Ultra-5 autocannon in a turret. The high-speed Imperator is used to lay down a withering rain of fire to support troop deployment.

The advanced communications and targeting systems include a Beagle Active Probe and a Guardian Electronic Countermeasures suite, which are highly useful to amphibious assaults – especially at night. The active probe can sniff out potential threats on the opposite side of a river crossing while the ECM protects against enemy tracking systems.

Deployment

Trial units of the Guandao were attached to House Dai Da Chi for Operation Bulldog. The HMTVs proved pivotal as they spearheaded a House infantry assault on a Smoke Jaguar depot on Albiero. The Guandao assault so impressed the Clan technicians that they elected to become bondsmen to House Dai Da Chi.

Variants

There are currently no official variants of the Guandao.

Notable Crew

Yi-si-ben-bing Wayne Lustrix

Lustrix serves as a Force Commander with the Fifth Confederation Reserve Cavalry. He is also heir-apparent to Lustrix Industries on his homeworld of Wright. Lustrix caused a minor sensation among the local nobility by taking a commission in the Capellan military rather than pursue a cushy executive position in the family business.

When not commanding his Guandao lance, Lustrix puts a solid corporate upbringing to good use, using his rank's administrative powers to reorganize and streamline the logistics of the Fifth's Reserve Armored Corps.

His organizational skills have also proven useful following losses the Fifth sustained while fighting St. Ives forces on Warlock. With his superiors' tacit approval, Lustrix and his men engaged in 'salvage' operations which netted enough spare parts to keep the Fifth's surviving armored assets operational until suitable replacements had arrived.



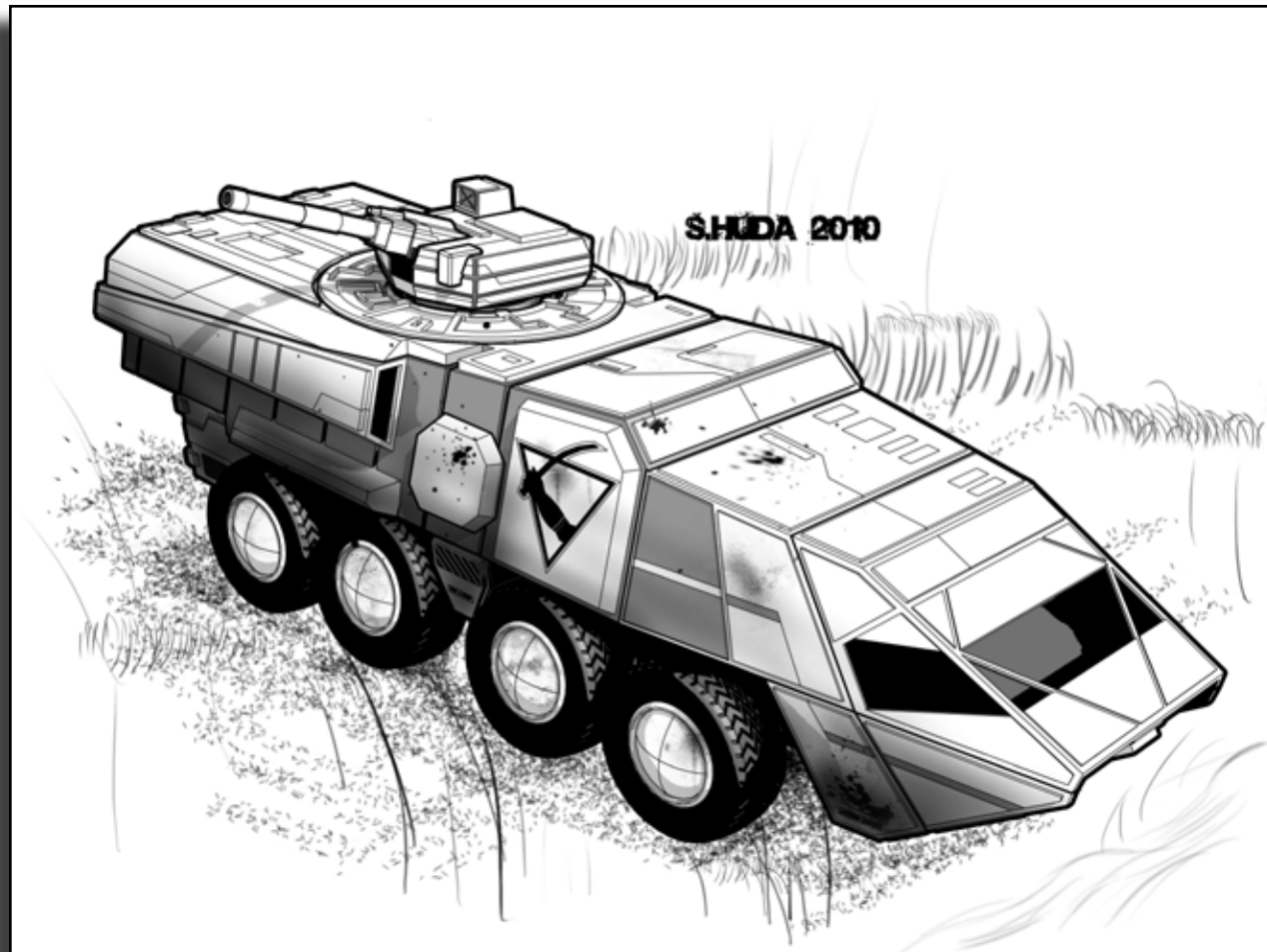
HEAVY VEHICLES

Type: **Guandao**
 Technology Base: Inner Sphere / 3060
 Movement Type: Wheeled
 Tonnage: 70
 Battle Value: BV2 (680)

Equipment		Mass
Internal Structure:		7
Engine:	260	13.5
Shielding and Transmission:		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Amphibious Drive Equipment:		7
Turret:		1
Armor Factor:	152	8.5

	Internal Structure	Armor Value
Front:	7	47
R/L Side:	7	30
Rear:	7	20
Turret:	7	25

Weapons and Ammo	Location	Tonnage
Ultra AC/5	Turret	9
Ammo (UAC) 40	Body	2
Beagle Active Probe	Body	1.5
Guardian ECM	Body	1.5
CASE	Body	.5
Infantry Transport Bay	Body	8



DAO MKII

Mass: 75 tons

Movement Type: Tracked

Power Plant: Ceres 225 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Light Ferro-Fibrous with CASE

Armament:

1 Zeus LRM 15

1 Mydron Excel LB 20-X AC

2 MilDouglas 'Duke' SRM-6s

Manufacturer: Ceres Metals Industries

Primary Factory: Indicass

Communications: CeresCom Model 37-P

Targeting & Tracking: Apple Churchill 1500 with 442x TAG

Overview

The Dao was the first and last 'home-grown' armored fighting vehicle to be developed by the St. Ives Compact as an independent nation. In much the same way that the Cossack and Helios were the first 'national' BattleMechs, so the Dao was to be the first of an illustrious line of vehicles. History has proven otherwise.

Prior to the Fourth Succession War, all Commonalities (including St. Ives) scrapped Von Luckner heavy tanks to keep their BattleMechs running. Afterward, the St. Ives Military Command [SIMC] relied upon Commonwealth-produced machines like the Rommel to maintain military parity. However, a series of crises such as the Clan Invasion and Skye Rebellion diverted Compact shipments to Steiner-Davion regiments. Painfully aware of House Liao's rearmament and faced with a vanishing supply line, the SIMC turned to Ceres Metals for a 'new Von Luckner.'

Capabilities

Not satisfied with reproducing a centuries-old tank, Compact engineers sought to improve upon the new design and make it their own. At first an internal combustion engine was selected for cost and ease of maintenance. However, the power plant lacked sufficient horsepower - tests on the prototype revealed several flaws. One of these was excessive wear on the engine, which led to premature failure. The planners quickly shifted to a larger, more

powerful fusion engine, choosing a standard model over an extra-light version to keep the cost down. The reliable Ceres 225 quickly accelerates the Dao to a cruising speed of 30 km/h, with a top speed upwards of 50 km/h. Its broad tracks are similar to the Von Luckner's, making deployment possible over most terrain.

The armament is formidable. The latest version of the Dao, the Mk II, mounts a newly developed Mydron Excel LB 20-X autocannon. The Mydron allows the tank's commander to choose between hammering opponents with solid shells or stripping their armor away with cluster shot. Once the gunner has 'sandblasted' an opposing unit, the twin MilDouglas 'Duke' six-tube missile racks take advantage of holes in the damaged armor. This combination is all but guaranteed to cripple enemy vehicles with the first close-range shots.

But the gunner need not wait for targets to close within 360 meters to get a target lock; with a Zeus fifteen-tube rack of long range missiles and sophisticated Target Acquisition Gear (TAG) at his disposal, the Dao remains a threat at longer ranges. Given the tank's projected front-line missions, the commander or gunner should have many opportunities to act as a spotter, using their TAG to call down a rain of Arrow IV artillery or even semi-guided munitions from their own launcher.

Although it mounts a ton less armor than its inspiration, the use of advanced Durallex Lite ferro-fibrous weave actually leaves the Dao slightly better protected. Cellular Ammunition Storage Equipment envelops the tanks' seven tons of ammunition and ensures that Dao personnel can survive ammunition explosions that would kill the crew of a Von Luckner.

Deployment

The Dao never reached full production prior to the end of the St. Ives-Capellan conflict. However, Ceres Metals test pilots volunteered to reinforce the Second St. Ives Janissaries with their prototype Mk I tanks. These machines served valiantly on Indicass and St. Loric, but took heavy losses during the Janissaries' final doomed push to relieve their embattled home planet.

It is ironic that the Dao now serves the enemy it was intended to oppose. The Capellan Confederation Armed Forces captured the Dao's assembly line more or less intact and produced the Mk I for a year before beginning production of the Dao Mk II for their newly united realm.

Variants

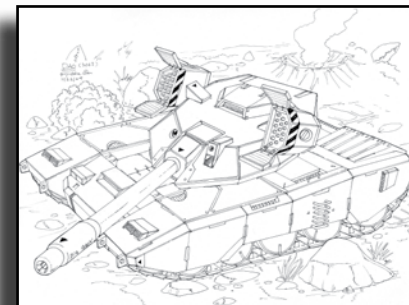
The first version of the Dao, the Mk I, carried an older Crusher SH cannon instead of the Mydron LB-X. This variant is more prevalent in former St Ives Compact Lancer regiments, but the Capellan Procurement Division has promised to replace the Crusher SH with a newer weapon - once it becomes available.

Notable Crew

Callista Hume, Mirko Cox, and Norville Beausoleil

Hume, Cox and Beausoleil are the former Ceres Metal test pilots and (later) brevetted commanders of three surviving Janissary Dao prototypes. They fought bravely against Capellan troops but, having lost their comrades in a fateful drive on St. Loris, they were unwilling to return to either their former postings or to accept a commission with the Capellan Confederation.

Instead, the three opted to defect to the ranks of Free Capella in the Federated Commonwealth. They and their battle-scarred Mk I Dao tanks serve with the Jie Fang Legion on Kittery, training a new generation of soldiers and tankers with the aim of liberating their captured homeworld.



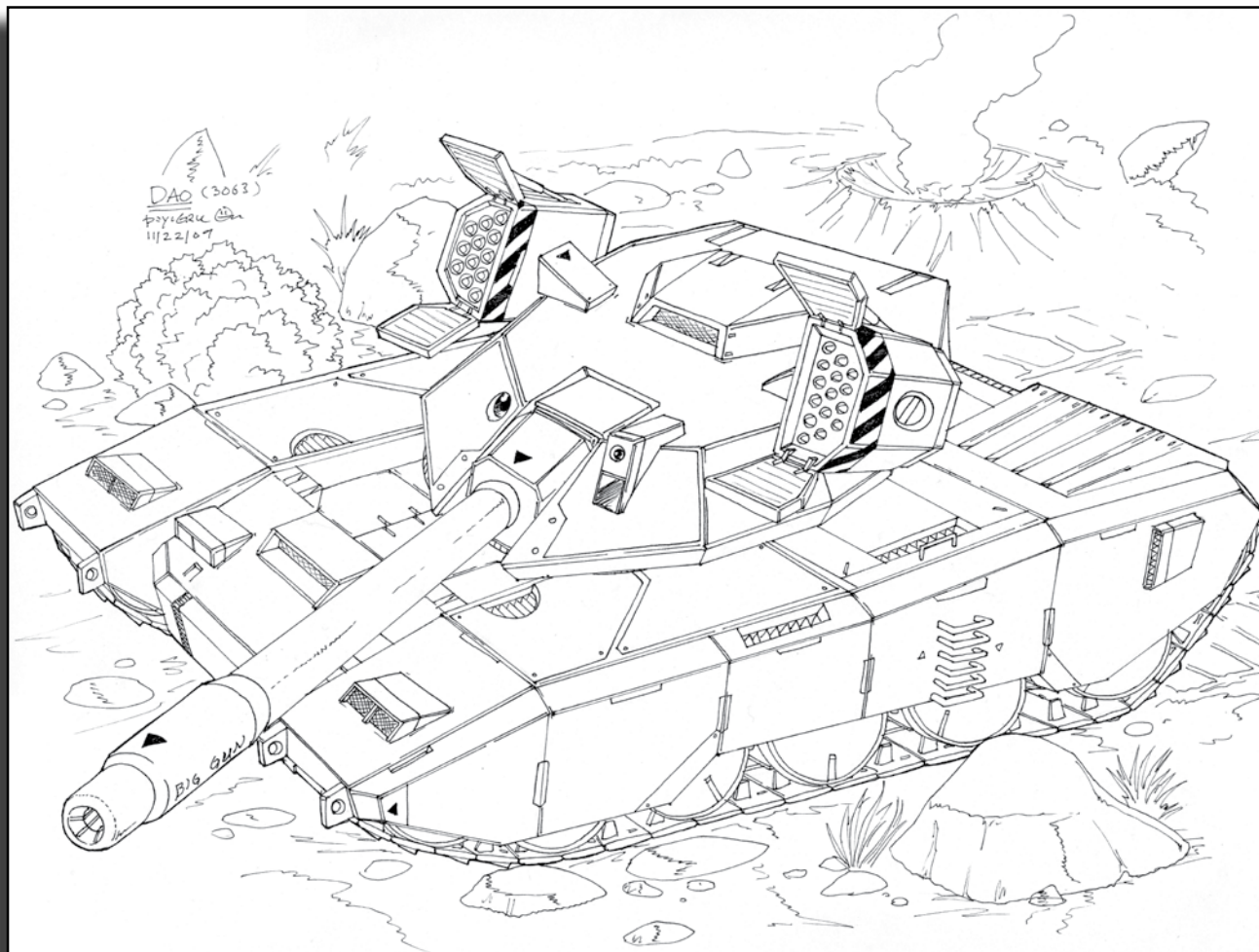
HEAVY VEHICLES

Type: **Dao Mk II**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 75
 Battle Value: BV2 (1132)

Equipment		Mass
Internal Structure:		7.5
Engine:	225	10
Shielding and Transmission:		5
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Crew:	5	0
Turret:		3
Armor Factor:	179	10

	Internal Structure	Armor Value
Front:	8	42
R/L Side:	8	35
Rear:	8	25
Turret:	8	42

Weapons and Ammo	Location	Tonnage
LB 20-X AC	Turret	14
LRM 15	Turret	7
2 SRM 6s	Turret	6
TAG	Turret	1
Ammo (LB-X) 15	Body	3
Ammo (LRM) 16	Body	2
Ammo (SRM) 30	Body	2
CASE	Body	.5



FOXHOUND

Mass: 80 tons

Movement Type: Tracked

Power Plant: Pitban 240 Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: StarSlab/2 Ferro-Fibrous with CASE

Armament:

1 Sniper Artillery Gun

2 Hovertec Hex SRM-6s

3 Hovertec Quad SRM 4s

Manufacturer: Ceres Metals Industries

Primary Factory: Menke

Communications: Sipher CommSys 1

Targeting / Tracking: TargiTrack 727

Overview

The Foxhound actually began as the 'Reynard', a Federated Commonwealth project to create an inexpensive platform carrying a Sniper artillery gun.

The project was nearing completion at a classified Sarna March facility when Liao forces invaded in 3057. Capellan troops captured the factory intact and their technicians quickly acquired the design's blueprints, molds and prototypes. When the new machine was unveiled in Capellan space, Chancellor Liao personally approved the design and named it 'Foxhound' to further rub salt in Archon-Prince Victor's wounds.

Capabilities

Although Federated Commonwealth engineers had experimented with extra-light and light fusion engines, the Capellan Procurement Board approved the use of the more cost-effective Pitban 240. Equipped with caterpillar tracks, the Foxhound can deploy to ideal barrage positions at speeds approaching 55 km/h.

At the heart of this new design is the Sniper artillery gun. Although it deals roughly half the damage at half the range of the more powerful Long Tom artillery cannon, the Sniper is quite effective in the hands of a seasoned commander.

Equipped with three tons of ammunition, a Foxhound can fire extensively before retiring to reload, although

plans are underway to create a fast ammunition carrier similar to the Draconis Combine's Bu-20A. The CASE-protected onboard storage allows the vehicle's commander to alternate between standard and specialized rounds, suggesting a newer, more fluid tactical style than is standard for Capellan forces.

Unlike the long, multi-carriage 'train' of the Mobile Long Tom, the Foxhound mounts the Sniper cannon and munitions in a single chassis which can be far more easily hidden from opposing forces. Furthermore, it carries nine tons of ferro-fibrous armor, more than enough protection against forces which might penetrate to its preferred position far behind the front lines.

It also departs from traditional self-propelled guns in carrying a sizable mix of short-range missile racks with which the crew can fight if cornered by infantry or light vehicles. Forces that expect direct contact with the enemy are sometimes issued Inferno rounds for the twin six-tube and triple four-tube Hovertec launchers.

Deployment

Though R&D costs were minimal, production was delayed until Ceres Metals could establish a dedicated assembly line at the expanded plant on Menke, and so the first production model was not available until late 3060.

The first Foxhounds were sent to McCarron's Armored Cavalry for testing. As part of the Capellan Confederation's agreement with Marcus Baxter, the 'Big Mac' was given the first opportunity to field this new weapon. The First and Second Regiments had only just received their assignment of Foxhounds when they were deployed in response to the Blackwind Lancers' attack on Hustaing. The versatile Foxhound proved its worth across the St. Ives Compact and is now in full production. It will eventually be sent to armored units throughout the Confederation.

Notable Crew

San-ben-bing Huang Bao

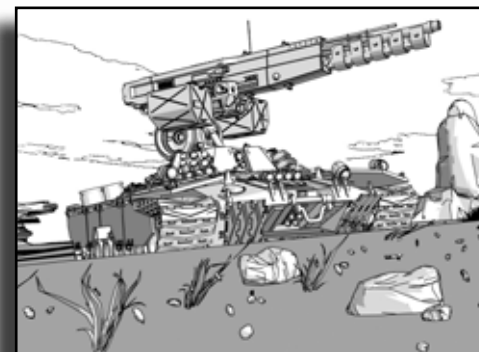
Lance Corporal Huang and her crew are renowned in Renshield's Augmented Cavalry for their deadly talents and

have become the 'go-to' crew for quick, accurate suppression fire. Huang's considerable skills were on full display when her lance entered a duel of wits and artillery fire against elements of Group W's Thirty-third Support Battalion.

A combination of fearsome seasonal storms and broken terrain precluded the use of the Cavalry's Third Battalion hovercraft or spotters from Renshield's Airborne. The forces seemed doomed to an extended session of blind fire between the Cavalry and Group W's own artillery battery.

Piercing the foul weather with her powerful targeting radars, Huang tracked the incoming artillery rounds and traced them back to calculate the enemy guns' most likely position. She then routed this data to the other artillery and LRM platforms in the Cavalry's Second Battalion. After receiving several volleys of surprisingly accurate fire and faced with a dwindling supply of ammunition, the Thirty-third chose to withdraw. Huang's efforts are credited for turning this engagement in favor of the Capellan forces and won the attention of her commanding officer.

Following the recent cessation of hostilities, Huang and her crew expressed a modest desire to teach at the prestigious Liao Conservatory of Military Arts. Their request was granted. The instructors at the Conservatory eagerly await this team's arrival, as there are very few qualified artillerists with field experience left on the staff.



ASSAULT VEHICLES

Type: **Foxhound**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

Tonnage: 80

Battle Value: BV2 (917)

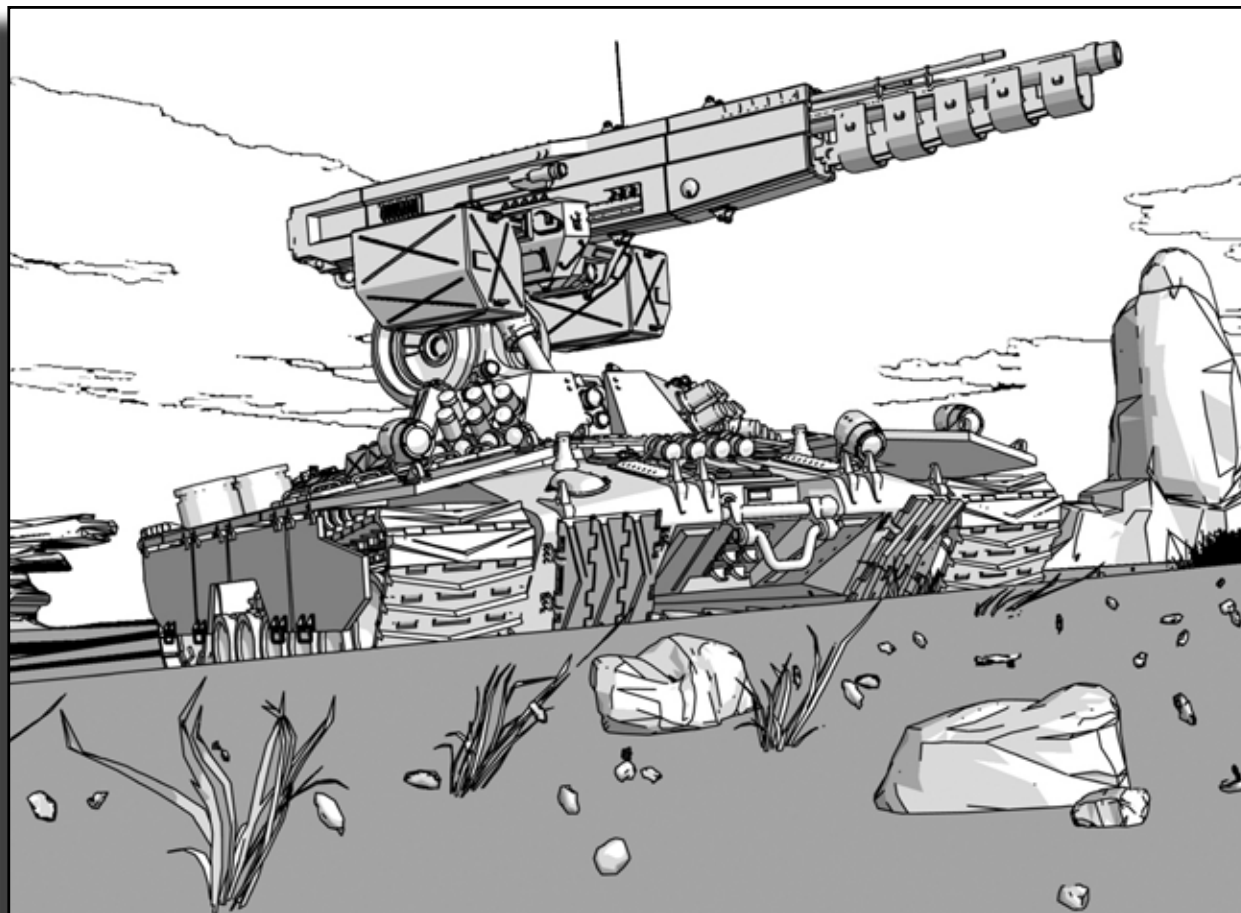
Equipment:

		Mass
Internal Structure		8
Engine:	240	11.5
Shielding and Transmission:		6
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Crew:	6	0
Turret:		2
Armor Factor:	161	9

	Internal Structure	Armor Value
Front:	8	47
R/L Side:	8	27
Rear:	8	20
Turret:	8	40

Weapons and Ammo

	Location	Tonnage
Sniper Artillery	Turret	20
3 SRM 4s	Front	6
2 SRM 6s	Front	6
Ammo (Sniper) 30	Body	3
Ammo (SRM4) 50	Body	2
Ammo (SRM6) 30	Body	2
CASE	Body	.5



XUAN WU

Mass: 100 tons

Movement Type: Tracked

Power Plant: 200 Nissan XL Fusion

Cruising Speed: 21.6 km/h

Flank Speed: 32.4 km/h

Armor: Hellespont Lite Ferro-Fibrous with CASE

Armament:

2 Inokuma Gauss Rifles

2 FarFire LRM-10s

4 Hovertec Quad SRM-4s

2 Diverse Optics Medium Lasers

2 Diverse Optics ER Small Lasers

Manufacturer: Aldis Industries

Primary Factory: Betelgeuse

Communications: O/P R Janxiir with TAG

Targeting / Tracking: Apple Churchill 1500

Overview

Aldis Industries' designation for this machine was 'ST-10 Assault Tank', but it was quickly renamed 'Xuan Wu' by Sun-Tzu Liao after the legendary celestial Chinese tortoise-snake.

Capabilities

Although they worked along the guidelines of the Behemoth, Aldis engineers incorporated some new elements. Widening the suspension reduced ground pressure and lessened the tank's tendency to sink into soft terrain. They also installed a powerful Nissan extra-light engine, but even so, the Xuan Wu is restricted to a modest top speed of 35 km/h. This new engine is well protected; the tank features twelve and a half tons of ferro-fibrous armor, with a more robust glasis plate and turret than the Commonwealth's Alacorn.

Most tanks of this tonnage share a common problem: their tracks often break due to stress and the limitations inherent in current materials. Track wear and linkage failure often account for more battlefield casualties than enemy fire. The Xuan Wu's treads and suspension bogies, however, are made from a revolutionary material. The track links and primary load-bearing surfaces are precision cast from a proprietary amorphous metal alloy whose manufacture is

veiled in secrecy. Our Blessed Order has determined only that the material is light and requires very little machining: the resulting tracks exhibit five times the endurance of standard designs.

Aldis has issued detachable rubber pads to reduce track 'bite' and subsequent road damage during non-combat travel. It has yet to be seen whether the pads will be as quick to remove under fire as the Aldis Marketing Department claims.

Once the Xuan Wu reaches the battlefield, its effect is devastating and immediate. The vehicle carries paired Inokuma Gauss rifles and twin FarFire ten-tube launchers in a massive turret. This primary weapon array permits highly effective direct and indirect fire support, although the Xuan Wu's low speed precludes a quick advance – or retreat. If an enemy evades the opening salvos, the tank's crew can use their Target Acquisition Gear to call in artillery strikes or semi-guided missiles.

If the enemy survives that, the gunners can unleash a salvo from their Hovertec Quad short-range missile racks and Diverse Optics lasers. If the foe continues his advance, rumor has it there is a special black box in the crew compartment. Technicians with a sense of humor joke that it holds a small white flag; other, more reliable sources suggest the box actually contains cyanide capsules.

Commanders are cautioned to keep the Xuan Wu close to supply lines. Each weapons system has roughly ten rounds worth of reloads, enough for a pitched battle but not for an extended campaign. A fast ammunition carrier (the CM-33) has already become operational and will do much to alleviate the current deployment restrictions placed on the Xuan Wu.

Deployment

Due to their very high cost only a handful of these tanks have been deployed to date. Aldis executives decided to send the first production models to Desmond's Devils, a heavy armor battalion in McCarron's Heavy Armored Cavalry's Second Regiment. The Devils made good use of the Xuan Wu in their campaigns during the recent St. Ives

conflict. The hard-fighting tankers and their technicians put these machines through hardships that no test range could recreate.

The most notable encounter came on Milos against the elite Eridani Light Horse. A patrolling Horsemen lance stumbled across what appeared to be an undefended Capellan observation post. As the Light Horse BattleMechs approached this unexpected target of opportunity, a concealed lance of Xuan Wus opened fire. The combined fire of eight Gauss rifles and a swarm of incoming missiles immediately downed two 'Mechs and crippled another; the shattered patrol quickly retreated. By the time reinforcements arrived, the base personnel and the data they had gathered were long gone.

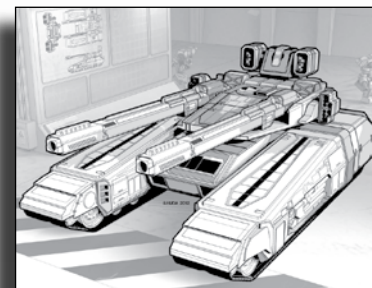
Variants

When it was discovered that the Xuan Wu was unable to keep up with McCarron Armored Cavalry's heavier AFV's, Zhong-Shao Hernandez ordered his technicians to make modifications following the fighting on Milos. The Big MAC is the only regiment known to employ the 'ST-11' variant. It has been fitted with a 300-series extra-light engine, but lost most of its SRM launchers.

Notable Crew

Sao-Wei Vittoria Arcari and "The Horsebreakers"

Arcari commanded a lance of ST-10s during a skirmish at a McCarron Armored Cavalry observation post. Exercising great leadership skill, she calmed her crews and maintained radio silence until the raiders were inside the post perimeter – and at point blank range for her tanks' weapons. Her lance now carries the nickname of "The Horsebreakers".



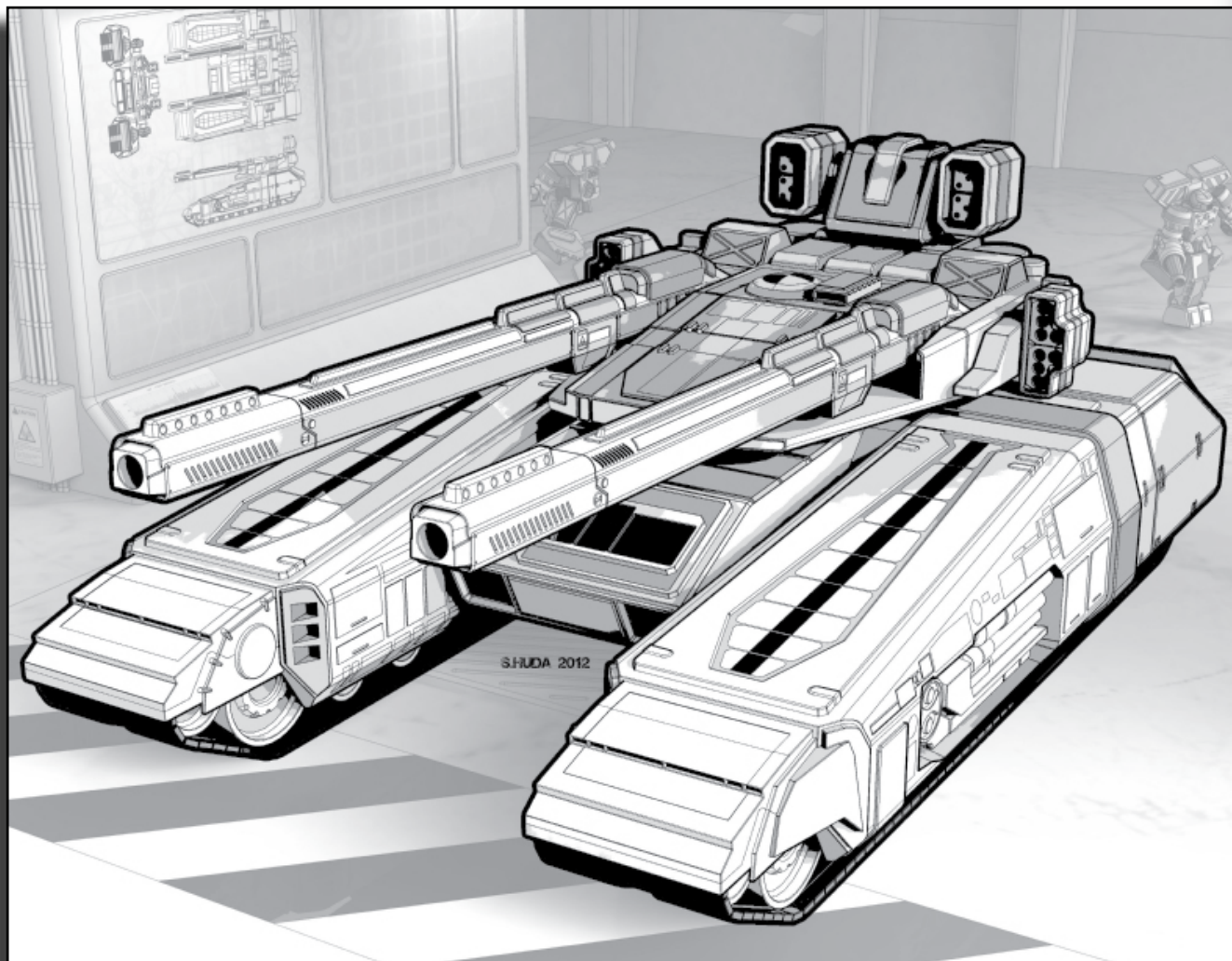
ASSAULT VEHICLES

Type: **Xuan Wu**
 Technology Base: Inner Sphere / 3060
 Movement Type: Tracked
 Tonnage: 100
 Battle Value: BV2 (1678)

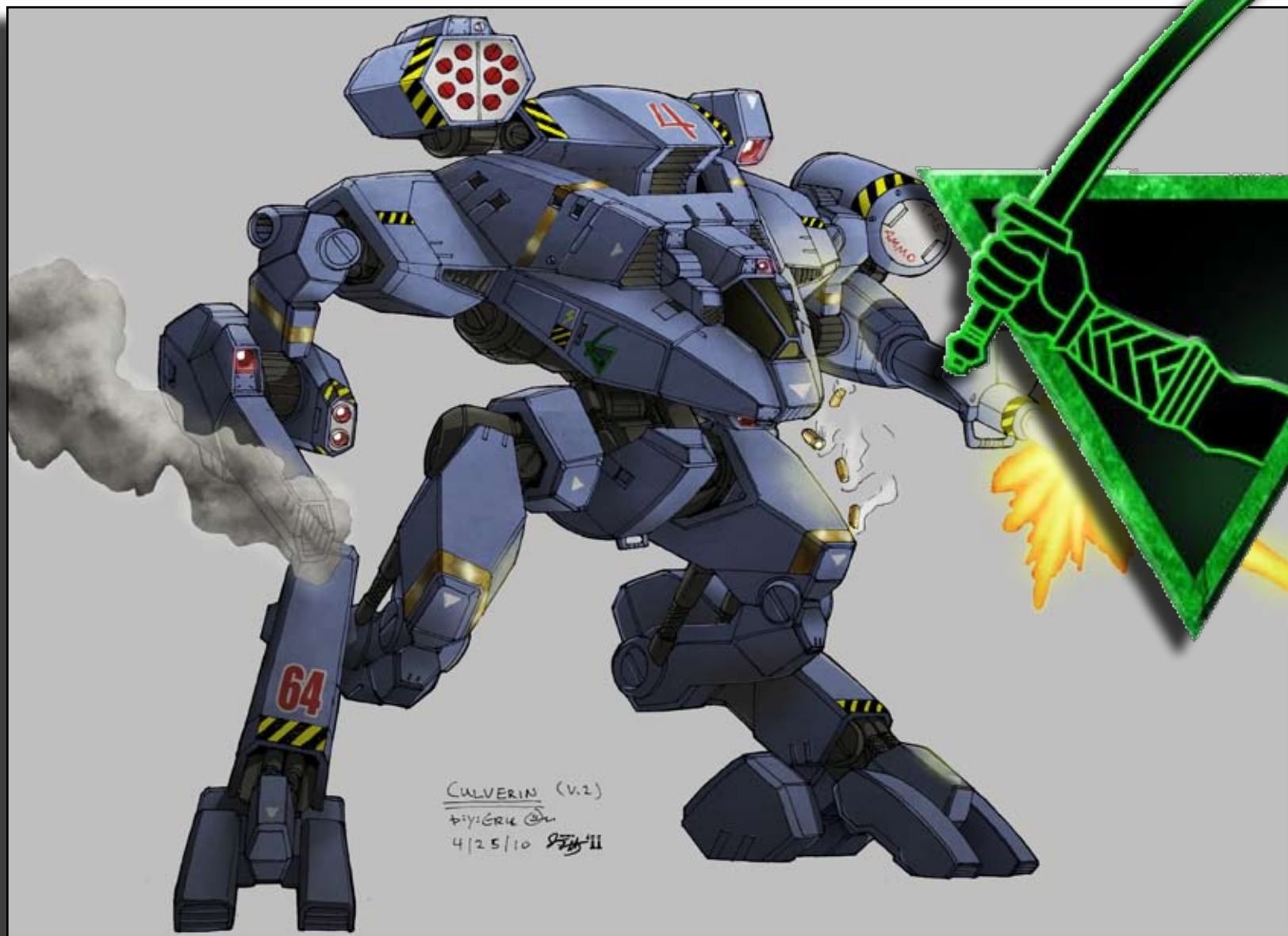
Equipment		Mass
Internal Structure:		10
Engine:	200 XL	4.5
Shielding and Transmission:		2.5
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		5
Crew:	7	0
Turret:		5
Armor Factor:	224	12.5

	Internal Structure	Armor Value
Front:	10	55
R/L Side:	10	42
Rear:	10	30
Turret:	10	55

Weapons and Ammo	Location	Tonnage
2 Gauss Rifles	Turret	30
2 LRM 10s	Turret	10
4 SRM 4s	Turret	8
TAG	Turret	1
2 Medium Lasers	Front	2
2 ER Small Lasers	Front	1
Ammo (Gauss) 32	Body	4
Ammo (LRM) 24	Body	2
Ammo (SRM) 50	Body	2
CASE	Body	.5



CAPELLAN CONFEDERATION MECHS



CAPELLAN CONFEDERATION

House Liao certainly views the breakup of the Federated Commonwealth as an opportunity. With a wary Free Worlds League bolstering its own borders, there is only one direction to go – into the Federated Suns. The Capellan March is certain to be a hotbed of contested space and conquered worlds, but in the meantime Sun-Tzu Liao is taking advantage of the disarray to bolster his own forces.

The famed Capellan Stealth system is even now being outfitted to 'Mech designs from nearly every weight class, while an entirely new Stealth OmniMech appeared during the final days of the St.Ives conflict. Meanwhile, a new heavy 'Mech reportedly solves the heat issues of its predecessor while simultaneously increasing mobility, firepower and protection. Another new 'Mech appears to be intended solely for issue to mercenary units.

SPECTOR SPR-7L

Mass: 35 tons

Chassis: Chariot Type II Endo Steel

Power Plant: 280 Magna XL Fusion

Cruising Speed: 86.4 km/h

Maximum Speed: 129.6 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Starshield Light Stealth

Armament:

1 Martell ER Large Laser

1 Diverse Optics Type 2 ER Medium Laser

Manufacturer: Shengli Arms

Primary Factory: Victoria

Communications: Ceres Model 666 with Guardian ECM

Targeting / Tracking: Apple Churchill 2000 with Beagle Probe

Overview

The *Spector* was the original Star League's premier light hunter-killer 'Mech. Like the Exterminator which preceded it, the machine featured advanced systems to mask it from enemy sensors while it performed headhunter missions. With a Guardian ECM, hard-hitting weapons and fantastic mobility, it was also one of the best Star League recon 'Mechs ever built. Unfortunately, the null signature systems were lost during the war between Kerensky and Amaris and the subsequent collapse of the Star League.

The design eventually vanished and was not seen again until it reappeared with McCarron's Armored Cavalry in 3048. In preparation for a rumored technology exchange with Norse-Storm Technologies, which hopes to equip its own *Spectors* with Capellan stealth armor, Shengli Arms acquired several examples of the 'Mech with an eye towards developing their own version. Using recent advances in battle suit mimetic armor technology, they built the SPR-7L, a truly stealthy 'Mech tailored to cover a wide variety of missions.

Capabilities

Norse-Storm's *Spector* SPR-5F is an adequately-armed recon platform which retains the original's mobility, ECM suite and little else. The *Spector* SPR-7L is a very close replica of the Star League design, although current technology is

unable to reproduce all the original null signature systems. However, House Liao's own stealth armor is an effective (if somewhat crude) replacement for the older components, rendering the 'Mech quite difficult for conventional sensors to target and track. The original Norse Guardian suite has been replaced by a Ceres model and is accompanied by an Apple Churchill Beagle Active Probe.

Able to detect hidden units, the probe enhances the *Spector* in its original capacity as headhunter and scout. Further aid comes from the installation of a larger 280 Magna extra light fusion engine which propels the SPR-7L to nearly 130 km/h. However, this speed comes at the price of agility, as the jump jets were removed to allow room for the engine, bulkier armor and additional heat sinks.

The weapons have been reduced in number but improved in range; they include the Martell extended range large laser and a single Diverse Optics Type 2 extended range medium laser. The new and improved *Spector* is less specialized than its predecessor, and can perform high speed reconnaissance, communications disruption and counter-recon patrol in addition to its traditional search-and-destroy missions.

Deployment

Given that McCarron's Armored Cavalry was the first unit to field recovered *Spector* BattleMechs, it should come as no surprise that they have been the first chosen to field test this new version. With their privileged status and valuable holdings, McCarron's regiments can expect a healthy supply of the design once it reaches full production.

This light BattleMech bodes well for the Capellan plan to produce a Stealth-equipped 'Mech in nearly every weight class by the end of 3064. Should it go as expected, we should see the CCAF deploying a Stealth *Cataphract*, *Spector* and a prototype Stealth *Griffin* GRF-3L by December of next year.

Variants

No variants are in production at this time, although the Lyran Alliance is certain to build at least one based on the original model in the next few years.

Shengli Arms plans to build a variant which replaces the ER large laser with a Streak SRM-4 rack and another ER medium laser; the thermal profile is the same. Mission flexibility and range would be significantly reduced, but this apparent weakness is intended to discourage pilots from engaging anything other than light vehicles and enemy recon 'Mechs – a solution other Houses are also beginning to apply to 'Mech design.

Notable MechWarriors

Sang-Wei Anwar Lutz

Lutz commands a lance with Angel's Regiment of McCarron's Armored Cavalry. A veteran pilot, Lutz and his lance were instrumental in slipping past the Raman Draconis March Militia on Brighton to 'liberate' the planet from the St. Ives Compact.

The victory over the Star League Peacekeepers came at a high personal price. Lutz's vintage *Spector* was severely mauled and Capellan technicians were unable to repair the damaged Star League systems. When word came of the new *Spector*, Lutz quickly volunteered his 'Mech for modification.



LIGHT MECHS

Type: **Specter SPR-7L**

Technology Base: Inner Sphere / 3063

Tonnage: 35

Battle Value: BV2 (1151)

Equipment

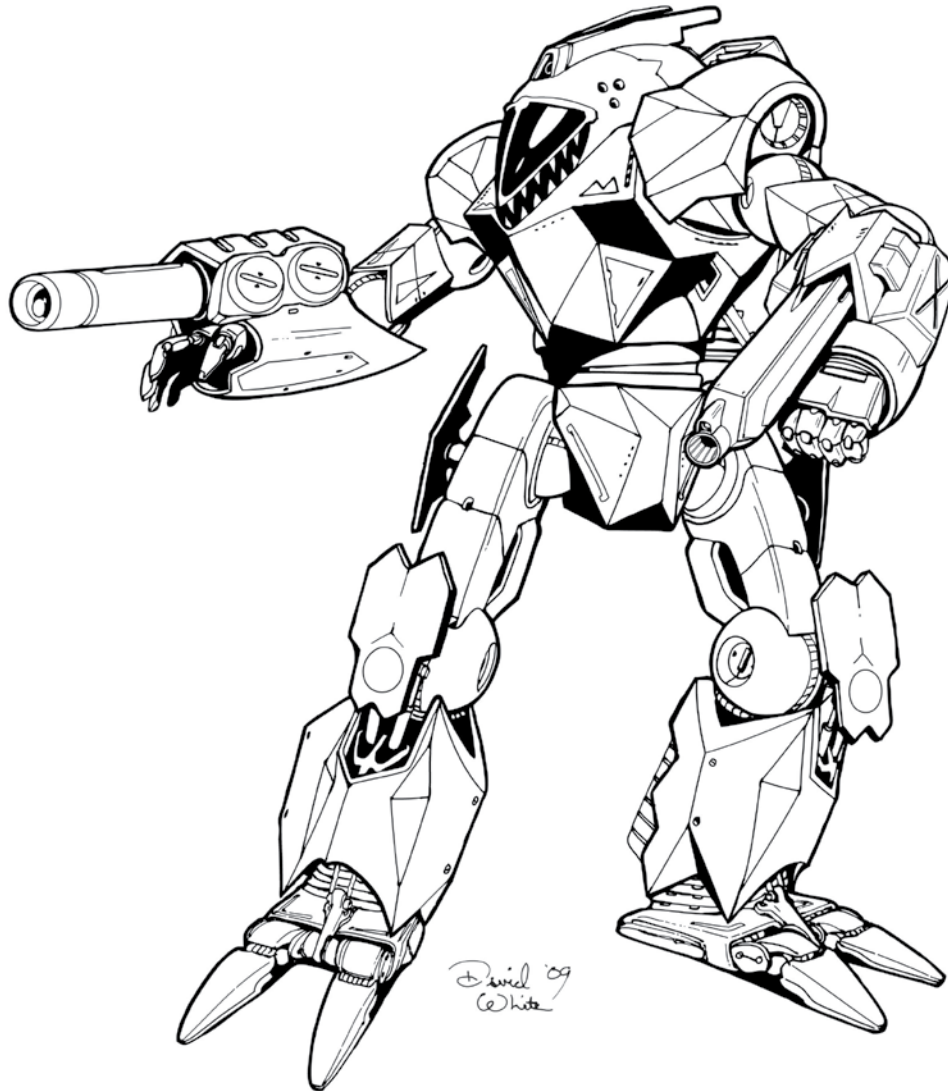
		Mass
Internal Structure:		2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	112 (Stealth)	7

Internal Structure

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	15
Center Torso (Rear)		6
R/L Torso	8	11
R/L Torso (Rear)		4
R/L Arm	6	11
R/L Leg	8	15

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
Guardian ECM	RT	2	1.5
ER Medium Laser	LA	1	1
Beagle Active Probe	LT	2	1.5



GRIFFIN GRF-3L

Mass: 55 tons

Chassis: Earthwerks GRF Standard

Power Plant: CoreTek 275 XL Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: 5 Rawlings 55 Standard Jump Jets

Jump Capacity: 150 meters

Armor: Starshield A Stealth with CASE

Armament:

1 Ceres Arms Warrior ER PPC

1 Delta Dart LRM 15

Manufacturer: Earthwerks Incorporated

Primary Factory: Grand Base

Communications: Neil 6000 with Guardian ECM

Targeting / Tracking: RCA Instatrak Mark X with Artemis IV

Overview

The *Griffin* has been a workhorse for every Great House military since its introduction in 2492. It was first used as an assault 'Mech and later, much like its "sister" 'Mechs the *Wolverine* and *Shadow Hawk*, as a heavy cavalry 'Mech. As time passed, newer and heavier designs shifted the *Griffin*'s role to that of a heavy scout and fire support unit, where it remains today. Employed extensively in the Confederation, the Strategios of the Capellan Confederation Armed Forces (CCAF) deemed the *Griffin* an ideal platform for mounting Shengli Arms and Armament's recently developed stealth armor.

Earthwerks Incorporated has agreed to manufacture the stealth *Griffin* at their Grand Base facility with support from Shengli Arms. It joins the *Spector* and *Cataphract* as the final member of a stealth series fielded by the Confederation, intended to span a variety of roles.

Capabilities

The Capellans have redesigned the venerable *Griffin* to take advantage of their new stealth armor. Designers within the Research and Development Division of the CCAF coordinated efforts with their counterparts from Shengli Arms to strip the *Griffin* down and rebuild it from the bare skeleton up.

The engineers selected a CoreTek extra-light fusion engine to allow for the larger Delta Dart fifteen-tube launcher and Guardian ECM system; thirteen double-strength heat sinks are required to keep the design reasonably cool. These 'freezers' were necessary because the stealth armor features heat baffles which restrict the normal venting of heat. Further upgrades include an Artemis IV targeting system to improve the accuracy of the missile rack and a Ceres Arms Warrior extended-range particle projection cannon.

During the design's initial review, some members of the Strategios expressed serious concern about the extra-light engine's fragility; despite the 'Mech's intended support role, this was felt to be a serious risk, especially since the 'Mech was to feature cutting-edge technology. However, there was simply no other option if the design were to carry a meaningful armament. The matter was settled by allotting an additional one and a half tons of armor to the *Griffin*, nearly as much as the frame can carry.

The unfortunate result of this compromise is the absence of any short-range weaponry. However, the *Griffin*'s ER PPC has no minimum range and is considered adequate for close combat. Current battle doctrine expects a *Griffin*'s pilot to provide support at ranges where the Ceres Arms Warrior and Delta Dart launcher are most effective, and use his 'Mech's superior mobility and armor to maintain this position.

Finally, CASE protection for the ammunition bins was vital; while incapable of protecting the bulky engine, it allows the pilot to eject safely in the event of an ammunition explosion.

Deployment

The modifications appear to have soothed the Strategios's fears and they have given their approval for the 'Mech to go into production.

The *Griffin* is currently undergoing field testing with McCarron's Armored Cavalry in the Capellan March. Exact deployments of these 'Mechs remain classified although sources within the unit have reported difficulty managing heat when the stealth armor is engaged. Additional training

for pilots assigned to the GRF-3L should alleviate this issue.

Variants

One option involves replacing the Warrior ER PPC with a Martell extended range large laser. The savings in weight permits adding one double heat sink and an additional ton of armor. Range and damage would be reduced, but the added protection and ability to fire both main weapons while in stealth mode – with no chance of overheating – is too good to resist. The Capellan Ministry of the Military is awaiting field reports before it decides whether to offer this option as a field refit or simply order the factory to change production.

Notable MechWarriors

Sang-wei Mischa "Ghost" Medkedev

Commanding a heavy recon lance with the Nightriders of the First Regiment of McCarron's Armored Cavalry, Medkedev uses her *Griffin* 3L with deadly efficiency. She often seeks positions where she can attack and eliminate "tail-end Charlie" units in lightning-quick hit and fade maneuvers.

Medkedev is renowned - some would say reviled - off the field in the unit as an accomplished practical joker who earned her callsign as much from her ability to disappear when her pranks are discovered as from her battlefield prowess. She has delivered positive reviews of the new *Griffin* but expresses concern over the excessive heat generated by the design. Her insights led the Ministry of the Military to explore an ER large laser variant.



MEDIUM MECHS

Type: **Griffin GRF-3L**

Technology Base: Inner Sphere / 3063

Tonnage: 55

Battle Value: BV2 (1696)

Equipment

Internal Structure:

Engine: 275 XL

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 13 [26]

Gyro: 3

Cockpit: 3

Armor Factor: 176 (Stealth)

Mass

5.5

8

Internal Structure

Head 3

Center Torso 18

Center Torso (Rear) 7

R/L Torso 13

R/L Torso (Rear) 6

R/L Arm 9

R/L Leg 13

Armor Value

9

28

7

20

6

16

24

Weapons and Ammo

ER PPC RA 3

LRM 15 w/ Artemis IV RT 4

2 Jump Jets RT 2

Guardian ECM LT 2

Ammo (LRM) 16 LT 2

CASE LT 1

2 Jump Jets LT 2

Jump Jet CT 1

Criticals

3

4

2

2

2

1

2

1

Tonnage

7

8

1

1.5

2

.5

1

.5



BATTLEAXE BKC-8L

Mass: 70 tons

Chassis: Corean Model KL77 Endo Steel

Power Plant: VLAR 280 Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: StarGuard III Standard with CASE

Armament:

2 Martell ER Large Lasers

1 Guided Technologies 2nd Gen Streak SRM 6

4 Sian/Ceres Jaguar LRM 5s

Manufacturer: Tao Mechworks

Primary Factory: Styk

Communications: CeresCom Recon Model 12B

Targeting / Tracking: C-Apple Churchill

Overview

The BKC-8L is the unlikely product of corporate espionage gone awry. 'Representatives' from Tao Mechworks attempted to steal the plans for Achernar BattleMech's new Enforcer III, but Achernar discovered the plot and fooled its former partner with a red herring - blueprints to an ancient and quite obsolete BattleMech. The ruse was eventually discovered, but too late. Under pressure from the fledgling government of Styk, Tao had little choice but to make the best of a bad situation. Refusing to let their botched spy mission become a joke among intelligence operators, Tao engineers worked night and day to resurrect the twenty-fifth century *Battleaxe*.

They did their best with the stolen blueprints, feeding the result into a short production run based mostly on Succession War technology. Sensing further potential in the *Battleaxe*, Tao Mechworks called on their new masters. Using Capellan resources, they transformed the 'Mech into a rugged, effective and inexpensive second line machine capable of providing direct fire support for designs such as the *Thunder* and *Hunchback*.

Capabilities

Tao's design team began by replacing the original Corean frame with endo steel, devoting much of the saved weight to a 280-series engine which gives the new *Battleaxe*

a higher speed than its predecessors. Fifteen double heat sinks replace the original models; a stationary pilot can fire his entire long-range weapons suite almost continuously. After some deliberation over this 'Mech's reputation for instability in flight, the designers dismissed the option of jump jets.

The armament, though upgraded, is not revolutionary. Two Martell extended range large lasers replace the original particle projection cannons, maintaining accurate direct fire at similar ranges. Quadruple Sian/Ceres Jaguar long-range five-tube launchers supplement the energy weapons. Should enemy forces close, they must contend with both the large lasers and a single Streak six-rack launcher imported from the Draconis Combine.

The *Battleaxe's* armor has been heavily modified, increased to thirteen and a half tons of standard plate to protect critical components and weaponry. Cellular Ammunition Storage Equipment has also been added to protect the 'Mech's three ammo bays.

Deployment

Tao 'Mechworks finished the prototype of the BKC-8L in March of 3063, with a full production run divided between the forces of the Capellan Chancellor and his allies. Shipping manifests indicate the initial units will go to CCAF regiments that have distinguished themselves with exemplary service in recent years. Subsequent production will be issued to recently reintegrated forces of the former St Ives Armored Cavalry and then the Confederation's Trinity Allies. It appears that dispossessed *Warhammer* pilots will be given first choice with the new *Battleaxe*.

The initial run of old-technology *Battleaxes* was sold to the Styk Commonality prior to its effective absorption as a Capellan protectorate. The Styk Commonality in turn offered the BKC-7SC as collateral for mercenaries who defended the proto-state during its brief lifetime. Although hardly common, the BKC-7SC can still be found with mercenary forces in the Chaos March.

Variants

Tao manufactured the BKC-7SC in limited quantities for

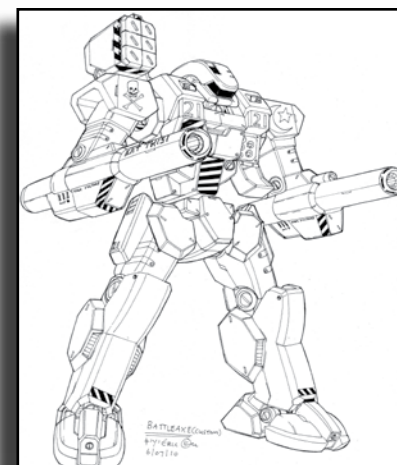
the Styk Commonality between 3058 and 3060. Equipped with technology common during the Third Succession War, this 'Mech featured standard large lasers, two LRM-5 launchers, one standard SRM six-pack and a head-mounted small laser. It carries eighteen single heatsinks.

The BKC-8IF opts for pure long-range support, replacing the Streak SRM-6 and ER large lasers with no less than six additional five-tube LRM launchers and four ER medium lasers. This version has been outfitted with maximum armor and will most likely be used for massed indirect fire support and deployment of FASCAM munitions.

Notable MechWarriors

Zhong-shao Creekmore Nath

Nath is an energetic, personable and highly competent instructor who was assigned to the St. Ives Academy of Martial Sciences (SIAMS) Training Group after the annexation of the St. Ives Compact. Nath is popular with his students, but fellow staff members suspect him of being an agent for the Capellan security apparatus, the Maskirovka (he is.) Blithely ignoring the tension in the SIAMS staff room, Nath's gregarious nature serves him well as he drills his students on the training fields from the cockpit of his *Battleaxe*.



HEAVY MECHS

Type: **Battleaxe Bkx-8L**

Technology Base: Inner Sphere / 3063

Tonnage: 70

Battle Value: BV2 (1362)

Equipment

Internal Structure

Engine: 280

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15 [30]

Gyro: 3

Cockpit: 3

Armor Factor: 216 13.5

Internal Structure

Head 3 9

Center Torso 22 34

Center Torso Rear 9

R/L Torso 15 22

R/L Torso Rear 8

R/L Arm: 11 22

R/L Leg: 15 30

Weapons and Ammo

Location	Critical	Tonnage
RA	2	5
RT	3	4.5
RT	1	2
RT	1	1
RT	2	2
RT	1	.5
LA	2	5
LT	1	2
CT	2	4

ER Large Laser

Streak SRM 6

LRM 5

Ammo (SSRM) 15

Ammo (LRM) 48

CASE

ER Large Laser

LRM 5

2 LRM 5

Mass

3.5

16

5

3

3

13.5

Armor Value

9

34

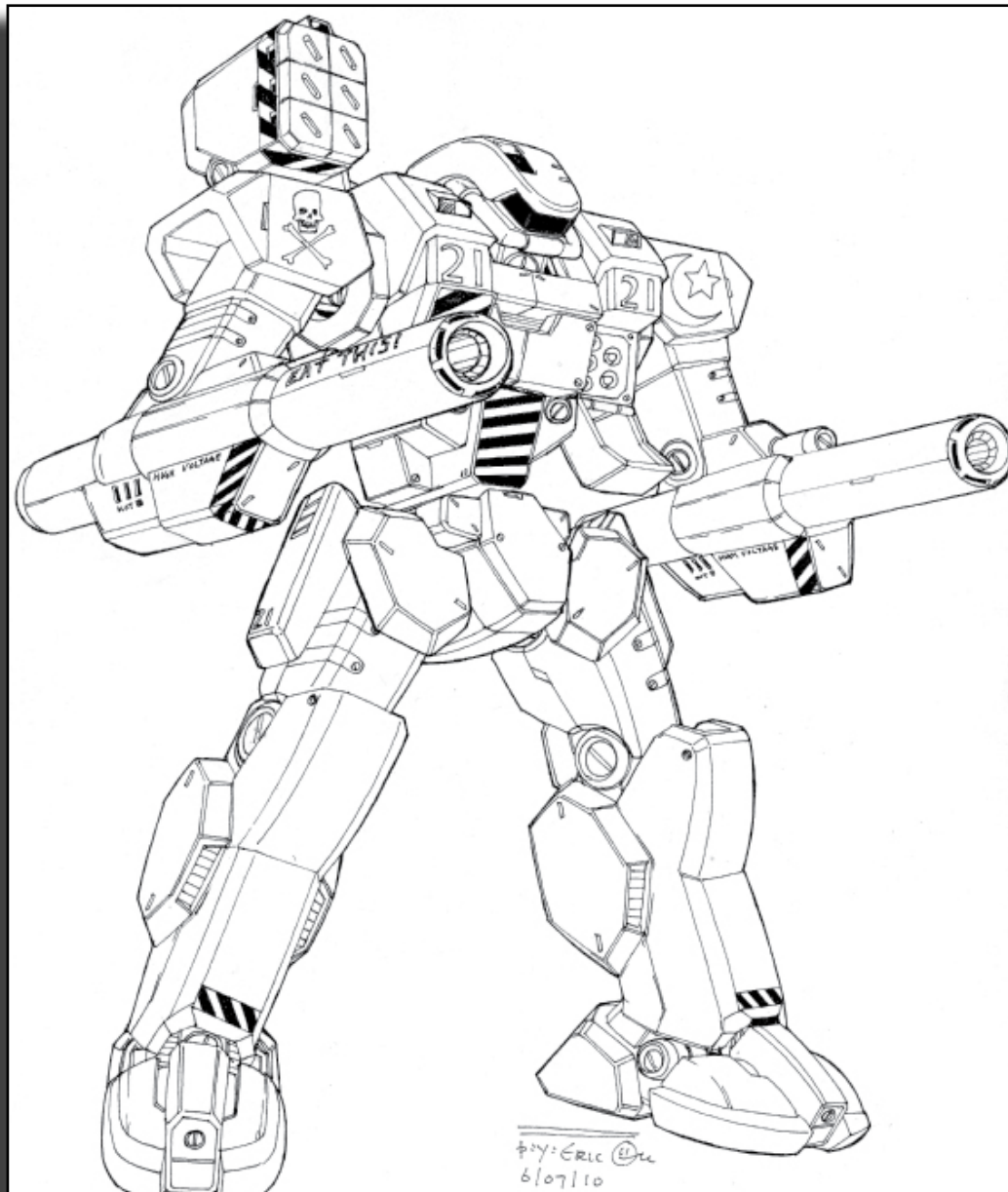
9

22

8

22

30



CATAPHRACT III CTF-3X

Mass: 70 tons

Chassis: Earthwerks CTF Endo Steel

Power Plant: 280 General Motors XL Fusion with MASC

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 [86.4] km/h

Jump Jets: 4 HildCo Model 12 Standard Jump Jets

Jump Capacity: 120 meters

Armor: Kallon Royalstar Standard

Armament:

1 Inokuma Gauss Rifle

1 Ceres Arms Warrior ER PPC

2 Kajuka Type V ER Medium Lasers

1 Ceres Arms Model 'W' Medium Pulse Laser

Manufacturer: Earthwerks Incorporated

Primary Factory: Grand Base

Communications: Ceres Model 666 with Guardian

Targeting / Tracking: Dynatec Special

Overview

Ever since the loss of House Liao's largest 'Mech-producing complex to the Federated Commonwealth, the Earthwerks BattleMech facility on Grand Base has been hard pressed to keep up with demand for the *Cataphract* CTF-3L. Featuring an ER PPC and LB 10-X autocannon for long-range fighting and four medium pulse lasers for close quarters combat, the 3L would appear to be a superb heavy 'Mech.

However, with mediocre armor and an extra-light fusion engine, the 3L's firepower comes at the cost of survivability. Even the appearance of a highly durable stealth variant has not silenced critics, who claim that the CTF-4L is prone to overheating and too slow to take advantage of its stealth capabilities. Thus a further variant based on the CTF-4L's endo steel frame has been commissioned, tentatively named "*Cataphract* III" in recognition of the prototype's fresh lines.

Capabilities

The *Cataphract* CTF-3X indeed appears to be an all-new design. Based on an endo steel chassis, the CTF-3X main guns consist of one Inokuma Gauss rifle and a Ceres Arms extended range particle projection cannon. While this far-reaching, hard-hitting pair is enough to handle most opponents, they are backed by two extended range

medium lasers for close combat. A Ceres Metals medium pulse laser, a Guardian Electronic Countermeasure suite and over thirteen tons of armor ensure the *Cataphract* III can finish any fight it starts.

Increasing the CTF-3X's mobility are four HildCo Model 12 jets. The new model runs cool while firing both main guns, but with five fewer heatsinks, pilots are well-advised to monitor their heat in close combat and avoid jumping unless absolutely necessary.

The *Cataphract* III has been equipped with Myomer Accelerated Signal Circuitry (MASC), allowing bursts of speed in excess of 85 km/h. Observers note that, although this variant is also powered by an extra light engine, critics have remained silent since watching the 'Mech perform in a company-sponsored live-fire test.

Deployment:

Set up against consecutive opponents on the Earthwerks proving grounds, the *Cataphract* III was matched against a CTF-3L *Cataphract* and a ninety-ton *Yu Huang*. The new 'Mech's pilot executed high-velocity maneuvers and alternated between running and jumping to corner its first target. Pounding the older model with long-range fire, the *Cataphract* III pilot quickly broke through the CTF-3L's light back armor and destroyed its gyro.

The *Yu Huang* was a tougher proposition due to its heavy armor and weaponry; the demonstration gradually devolved into a tedious game of 'tag'. The *Cataphract* III repeatedly used its greater speed to outflank the *Yu Huang*, staying at the edge of the heavier 'Mech's fire envelope as both 'Mechs traded occasional shots.

However, the *Cataphract* III had an advantage in ground speed and was, in the end, more accurate more often. With both 'Mechs heavily damaged and their pilots nearing exhaustion, a PPC strike finally stripped the armor from the *Yu Huang's* cockpit, ruining the sensors and injuring the pilot. Company officials halted the contest at this point and the victorious *Cataphract* III was left to limp from the field, having removed all doubt as to the effectiveness of its design.

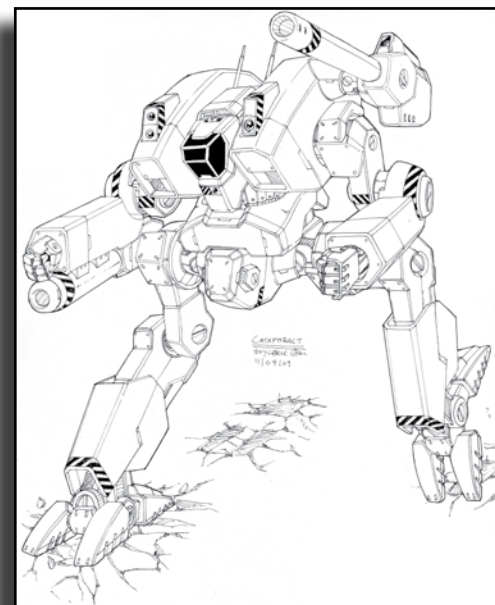
Variants

One interesting alternative to the current *Cataphract* III is powered by a salvaged light fusion engine and equipped with Triple Strength Myomer rather than MASC. With the same weaponry as the CTF-3X, the CTF-3XT can maintain its top speed without over-stressing its advanced myomer 'muscles'. Furthermore, when running 'hot', this design can deliver massive damage in physical combat, something *Cataphract* pilots normally avoid. However, Capellan scientists have not yet reverse-engineered the light fusion engine and so this promising 'Mech will remain a prototype for the foreseeable future.

Notable MechWarriors

Sao-wei Farouk Diallo

A test pilot with Earthwerks Inc., Diallo operated the *Cataphract* III during its final trials on Grand Base in late 3063. His fight against consecutive opponents took its toll; Diallo was reportedly taken directly from his cockpit to the corporation's sickbay shortly after combat concluded, overcome by exhaustion.



HEAVY MECHS

Type: **Cataphract III CTF-3X**

Technology Base: Inner Sphere / 3063

Tonnage: 70

Battle Value: BV2 (2300)

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 4

Running MP: 6 [8]

Jumping MP: 4

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 216 13.5

Internal Structure

Head 3 9

Center Torso 22 33

Center Torso (Rear) 10

R/L Torso 15 22

R/L Torso (Rear) 8

R/L Arm 11 22

R/L Leg 15 30

Weapons and Ammo

Gauss Rifle RA 7 15

Ammo (Gauss) 16 RA 2 2

2 ER Medium Laser RT 2 2

CASE RT 1 .5

Jump Jet RT 1 1

ER PPC LT 3 7

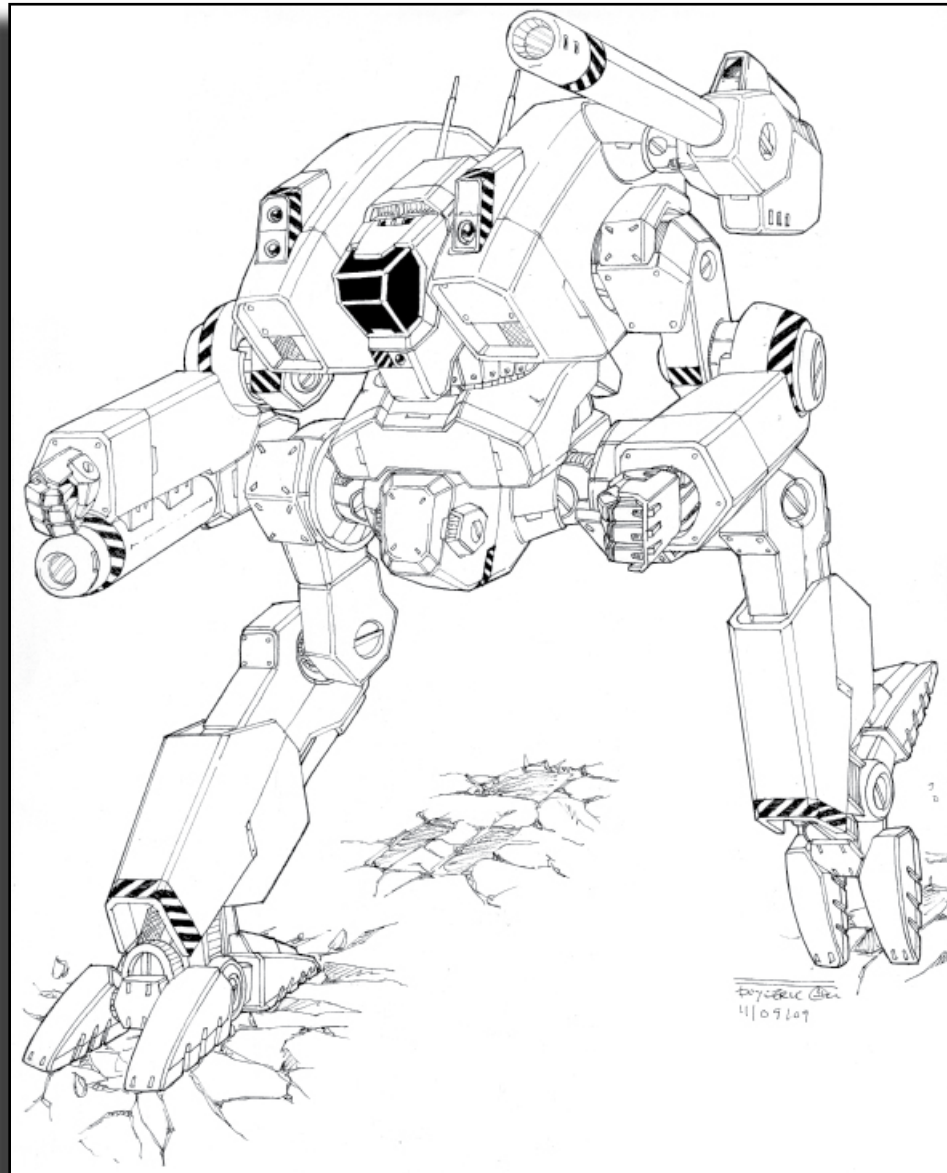
Medium Pulse Laser LT 1 2

MASC LT 4 4

Jump Jet LT 1 1

Guardian ECM LL 2 1.5

2 Jump Jet CT 2 2



CULVERIN CLV-N

Mass: 75 tons
Chassis: Earthwerks CVL Standard
Power Plant: 300 Vlar XL Fusion
Cruising Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor: Durallex Heavy Stealth
Pod Space: 35 tons
Manufacturer: Earthwerks Incorporated
Location: Grand Base
Communications: Basix 200
Targeting / Tracking: Garret a99

Overview

Although the Confederation is producing the *Black Jack* and *Men Shen* designs, they had yet to field an OmniMech to compete with other House's heavy OmniMechs. But technology exchanges with House Marik - and intelligence stolen from Federated Commonwealth factories - gave Earthwerks their opportunity. The *Culverin's* development advanced with lightning speed, under tight secrecy even by Capellan standards. The rest of the Sphere only learned of the new OmniMech on the battlefields of the Capellan-St. Ives war.

Capabilities

The *Culverin* is built on a standard chassis, mounting an extra-light Vlar 300 engine. Its speed is average for a 'Mech its size, topping off at sixty-five kilometers per hour. Far from average, however, is its lock-shedding Stealth armor: the sturdy thirteen and a half tons of plate is even harder to penetrate than its electronic shroud. Unfortunately, its venting problems require pilots with excellent self-control and heat-management skills. All known configurations protect their ammunition with Cellular Storage Equipment, but leave the exact placement of that system up to the unit quartermaster.

The *Culverin* is capable in close combat, but closing - or allowing an enemy to close - reduces the Stealth Armor to dead weight. At its heart, the *Culverin* is a "raid and fade" 'Mech. It fights poorly in a slugging match, but is still able

to punish enemy skirmishers looking for an easy support 'Mech kill.

Prime

An extended-range particle cannon and a FarFire-10 missile system give the Prime excellent reach. Should enemies enter the stealth envelope, a pair of Diverse Optics extended-range medium lasers add a mid-ranged bite. But the Prime's real knockout punch is reserved for close quarters - a massive Class-20 autocannon with three tons of ammunition. Two additional "freezers" allow the Prime to snipe uninterrupted.

Alpha

Weapons configuration "A" focuses even more tightly on long-range duelling. A Martell extended-range large laser (and a pair of double heat sinks) is mated with an Imperator light Gauss and its two tons of ferro-nickel slugs. Backing the pair are four Thunderstroke LRM-5s with a three-ton ammo bin, usually filled with Thunder munitions. A standard pair of Diverse Optics ER medium lasers deals with enemies maneuverable, lucky, or fast enough to skirt the Alpha's massive defensive minefields.

Bravo

This configuration is a dedicated artillery 'Mech; the Prime's class-20 is swapped for a Thumper artillery cannon and 20 shells. Only a handful of these monstrous guns are known to be converted to Omnipods, and at least four were sighted during the final week of the siege of Texlos. Quadruple Thunderstroke LRM-5 racks provide flexible fire-support working from three tons of ammunition. Two Martell ER medium lasers and a Streak six-rack missile launcher provide point-defense.

Deployment

The *Culverin* first appeared in early 3063 as a part of special forces units raiding the St. Ives world of Texlos. All three configurations took part in the action. The planet was home to several aerospace firms, and had been one of the Compact's major fighter manufacturers. Organized resistance collapsed within the week. The raiders were joined a month later by conventional forces; reconfigured

Culverins led the teams razing every aerospace factory on the planet. The St. Ives Compact never recovered from the blow.

Notable MechWarriors

Sao-Wei Tanya Borenyenko

Borenyenko is a senior MechWarrior in the Second Confederation Reserve Cavalry. When the allied Hustaing Warriors burst into the Second's camp with St. Ives' forces hot on their heels, she took to her *Culverin* to rally her allies. Her hailstorm of minefields slowed the enemy advance until combined Hustaing and Second Cavalry forces could regroup to repel it.

Type: **Culverin CLV-N**

Technology Base: Inner Sphere / 3063

Tonnage: 75

Equipment		Mass
Internal Structure:		7.5
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216 (Stealth)	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (Rear)		10
R/L Torso	16	23
R/L Torso (Rear)		8
R/L Arm	12	22
R/L Leg	16	28

HEAVY OMNI MECHS

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso	2 Guardian ECM	0
Right Torso	2 Stealth	7
	2 XL Engine	
Left Torso	2 Stealth	7
	3 XL Engine	
Right Arm	2 Stealth	6
Left Arm	2 Stealth	6
Right Leg	2 Stealth	0
Left Leg	2 Stealth	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Alternate Configuration "B" [BV2 (1520)]</i>		
4 LRM-5s	RA	4 8
Streak SRM-6	RA	2 4.5
2 ER Medium Lasers	RA	2 2
Ammo (SSRM) 15	RT	1 1

Weapons and Ammo

Location	Critical	Tonnage
<i>Weapons and Ammo</i>		
Ammo (LRM) 72	RT	3 3
Ammo (Thumper) 20	RT	1 1
CASE	RT	1 .5
Thumper Artillery	LA/LT	15 15

Weapons and Ammo

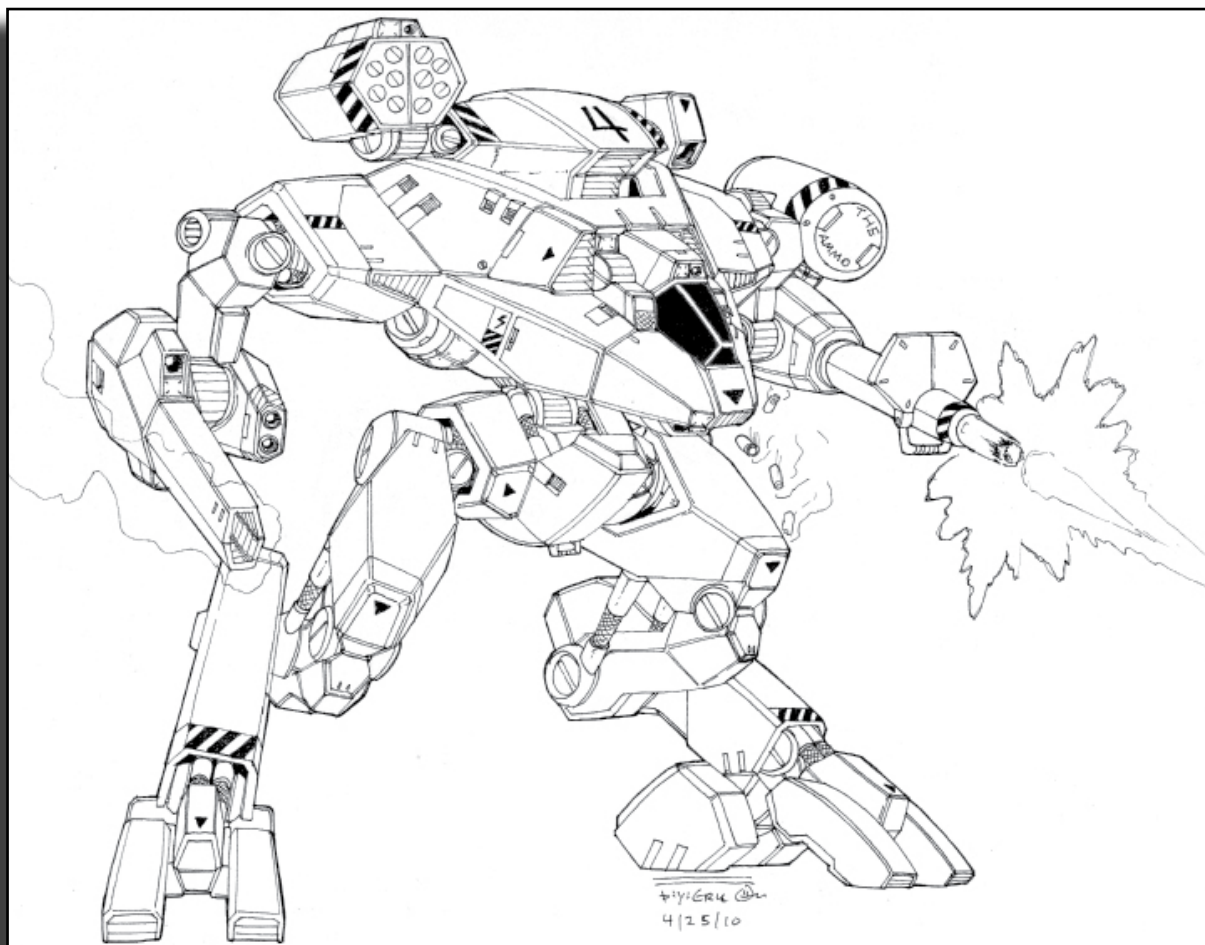
Primary Weapons Configuration [BV2 (1796)]

Location	Critical	Tonnage
ER PPC	RA	3 7
2 ER Medium Lasers	RA	2 2
Double Heatsink	RA	3 1
LRM 10	RT	2 5
Ammo (LRM) 12	RT	1 1
Double Heatsink	RT	3 1
CASE	RT	1 .5
Autocannon/20	LA/LT	10 14
Ammo (AC) 15	LT	3 3
CASE	LT	1 .5

Weapons and Ammo

Alternate Configuration "A" [BV2 (1795)]

Location	Critical	Tonnage
ER Large Laser	RA	2 5
4 LRM-5s	RA	4 8
Ammo (LRM) 72	RT	3 3
Double Heatsink	RT	3 1
CASE	RT	1 .5
Light Gauss Rifle	LA	5 12
2 ER Medium Lasers	LA	2 2
Double Heatsink	LT	3 .5
Ammo (LGR) 32	LT	2 2
CASE	LT	1 .5



PRIVATEER PV-2L

Mass: 75 tons

Chassis: Hollis Mk IV Endo Steel

Power Plant: Vlar 300 Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 [86.4] km/h

Jump Jets: 4 Chevron I Standard Jump Jets

Jump Capacity: 120 meters

Armor: StarSlab 9.5 Standard with CASE

Armament:

2 Martell ER Large Lasers

1 Mydron Excel LB 10-X AC

2 Diverse Optics Type 2 ER Medium Lasers

Manufacturer: Vandenburg Mechanized Industries,
Ceres Metals Industries

Primary Factory: New Vandenburg, Capella

Communications: Neill 8000

Targeting / Tracking: RCA Instatrak Mark X

Overview

One of the many coups Sun-Tzu Liao accomplished in recent years was inducting long-term mercenaries into his frontline regiments. Beginning with McCarron's Armored Cavalry and continuing with several other elite units, the Chancellor created the Citizen's Honored Regiments. In honor of these events, the Strategios ordered a new BattleMech be created to meet the needs of these new members of the Capellan Confederation Armed Forces.

Ceres Metals Industries won the initial bid with an inexpensive heavy 'Mech based on the *Thunder*. Working in concert with the Taurian Concordat's Vandenburg Mechanized Industries, they dedicated two Taurian production lines to the new 'Mech in return for endo steel technology. Together, these firms created a machine which is reliable and easy to build. The *Privateer's* well-rounded arsenal, strong protection and good mobility are ideal for mercenaries as well as the Confederation's Trinity Alliance partners.

Capabilities

The 75-ton *Privateer* makes judicious use of cutting edge technology. It features an endo steel chassis, a GM Fusion engine and thirteen and a half tons of standard armor. Mobility is enhanced by four reliable Chevron I jump

jets located in the side torsos while the latest triple-strength myomer, first seen on the *Ti Ts'ang*, propels this 'Mech to speeds in excess of 85 km/h. One-on-one physical combat is brutal and short, thanks to TSM-amplified arms and legs. A kick often cripples equal-sized enemies; a single well-placed punch can kill heavier foes.

The 'Mech's main weapons are two Martell extended range large lasers. Striking targets up to 570 meters away, they are backed by an autocannon with nearly as great a range – the Mydron LB 10-X, supplied by two tons of CASE-protected ammunition. Twin Diverse Optics extended range medium lasers, presumably purchased from the Free Worlds League, complete the array.

Deployment

The new design was unveiled at the Westerhand Mechwarrior Summer Games in the Capellan Confederation's Sian Province. A pre-Games rumor of a new 'Mercenary Special' became the talk of every bar and briefing room when the *Privateer* appeared in the ranks of a small-time mercenary unit known as Matsuhara's Ronin. This obscure band of Mechwarriors rose quickly in the rankings as they showcased the multi-role nature of the new design.

The Ronin defeated several competitors of similar size before their commanding officer was seriously injured. Despite this abbreviated run at the lists, the Capellans have offered this unit a contract based on their impressive performance – inspiration indeed for other mercenary hopefuls who are tired of scraping by on small-time contracts and antiquated machines.

Those mercenaries not offered a position in the ranks of the Citizens' Honored are given the opportunity to lease these machines. However, units who have accepted the Chancellor's invitation to formally join the CCAF (as with McCarron's Armored Cavalry) may purchase the *Privateer* at cost. Either option is offered only after approval by the Strategios.

Every sale of the *Privateer* strengthens the link between influential business interests on New Vandenberg and Capella. In addition to offering the *Privateer* as part of

'technology exchanges' within the Trinity Alliance, the Capellans are apparently making the 'Mech available to smaller Periphery states which lack heavy 'Mech production capacity. This comes at a crucial time when every Great House is pushing its production to the limits and there are few new machines to be had at any price.

A mercenary unit or Periphery state that invests in the *Privateer* is committed to restocking their equipment and supplies from Capellan factories. House Liao has made it clear to foreign governments that the *Privateer* is not so much an opportunity as it is a personal favor from Sun-Tzu Liao himself – a debt the gracious Chancellor will no doubt use to his advantage.

Variants

A variant is under consideration. It exchanges the advanced lasers and LB 10-X for standard models in order to reduce the heat load and permit use of special ammunition.

Notable MechWarriors

Sergeant Liesl Logan

A trained dancer, Logan has impressed the other members of Gregg's Long Striders with her talent for moving the *Privateer* with uncanny grace, balance and speed. As Logan's BattleMech is on lease from the Capellan Confederation, she is trying to avoid becoming too attached to it.



HEAVY MECHS

Type: **Privateer PV-2L**

Technology Base: Inner Sphere / 3062

Tonnage: 75

Battle Value: BV2 (2140)

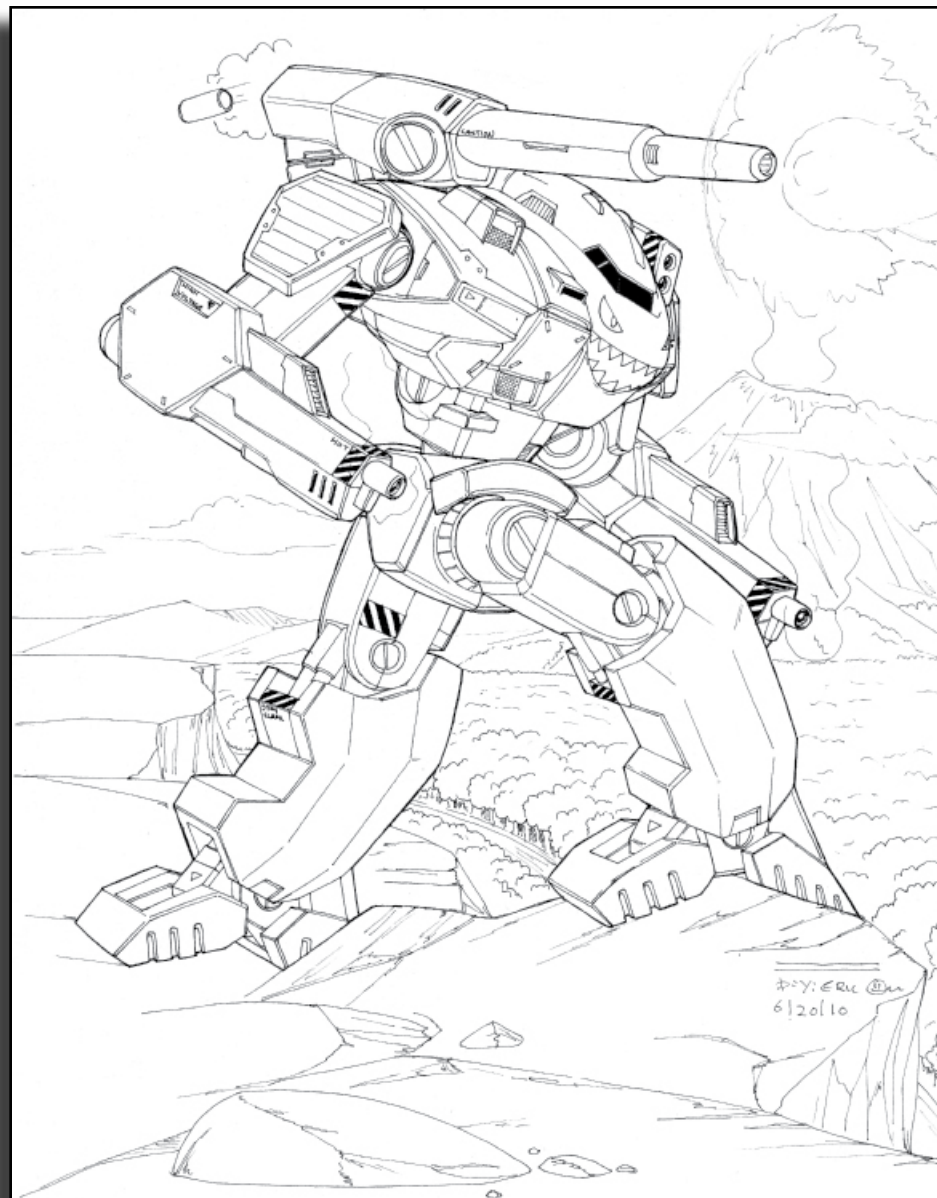
Equipment

		Mass
Internal Structure:		4
Engine:	300	19
Walking MP:	4 [5]	
Running MP:	6 [8]	
Jumping MP:	4	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

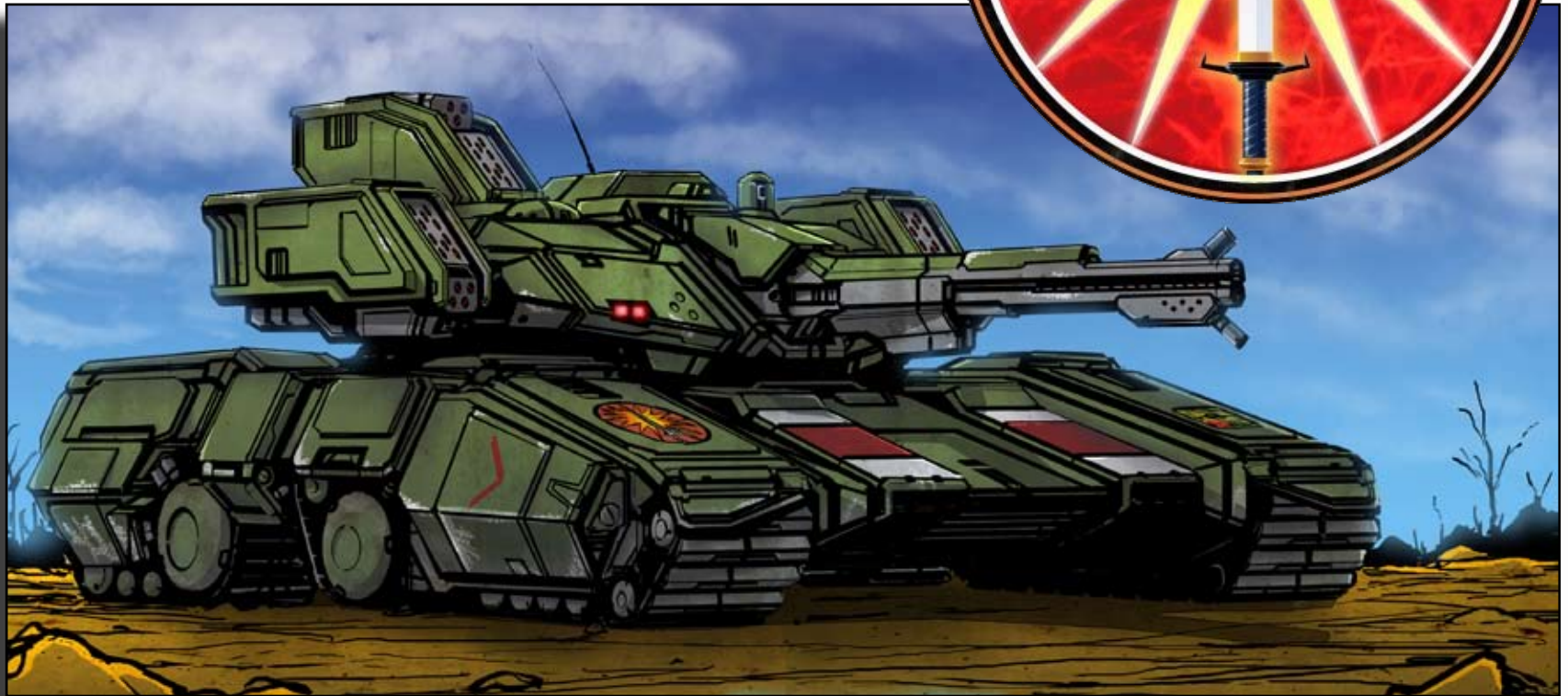
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	30
Center Torso (Rear)		9
R/L Torso	16	24
R/L Torso (Rear)		8
R/L Arm	12	22
R/L Leg	16	30

Weapons and Ammo

	Location	Crits	Tonnage
ER Large Laser	RA	2	5
LB 10-X AC	RT	8	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
2 Jump Jets	RT	2	2
Triple Strength Myomer	RT	1	0
Triple Strength Myomer	RL	1	0
ER Large Laser	LA	2	5
2 ER Medium Lasers	LT	2	2
2 Jump Jets	LT	2	2
Triple Strength Myomer	LT	1	0
Triple Strength Myomer	LL	1	0
Triple Strength Myomer	CT	2	0



FEDERATED COMMONWEALTH VEHICLES



FEDERATED COMMONWEALTH

Given the AFFC's dependence on their Regimental Combat Teams, it should come as no surprise that they began developing new armored vehicles midway through the 3050s. The loss of the Lyran's industrial might - compounded with casualties suffered during the 3057 Marik-Liao invasion of the former Sarna March - forced House Davion's High Command to accelerate their timetables on nearly all of those projects.

The AFFC have been adding targeting computers to many of their new AFVs and are now beginning to get serious about effective C3 networks - no doubt inspired by their traditional foe, the Draconis Combine. Two new combat aircraft are being designed to take advantage of these technologies. Furthermore, House Davion is beginning to explore the possibilities inherent in OmniVehicles with a new line of heavy tanks. More conventional in layout but similar in concept is a new series of six armored fighting vehicles founded on a single basic chassis. Not to be outdone by the Lyran Alliance, Federated Commonwealth generals also commissioned two new assault guns. Finally, a new aerospace fighter has appeared which takes advantage of the recently introduced Class 5 rotary autocannon.

Many of these machines are destined for outlying Combat Regions, and their location of manufacture (primarily in the Crucis March) reflects this. The planets of the Federated Commonwealth's "Outback" are relatively poor in 'Mechs and such new vehicles will surely go a long way towards bolstering borders with Periphery states.

PRODUCTION

The Federated Commonwealth, like the Lyran Alliance and Free Worlds League, is spreading manufacture of their new designs out amongst existing factories, focused on companies whose assets are situated well away from potential combat zones. Despite the advantage of producing new AFVs closer to their intended deployment zones, it remains to be seen how long House Davion can maintain interstellar shipping schedules in the face of future conflict.

DRAGONFLY VTOL

Mass: 7 tons

Movement Type: VTOL

Power Plant: Galas 45 NanoFus XL Fusion

Cruising Speed: 140.4 km/h

Flank Speed: 216.0 km/h

Armor: StarSlab/1 Ferro-Fibrous

Armament:

1 BlazeFire Longshot ER Medium Laser

Manufacturer: Michaelson Heavy Industries

Primary Factory: Ruchbah

Communications: Communicator with C3 Link

Targeting / Tracking: Garret D2j

Overview

With a sturdy design and versatile warload, the Werefox line of AFVs often find themselves pitted against daunting odds. The vehicles have many good points – powerful armament and a sophisticated suite of electronics – but are limited to flank speeds of 65 km/h and restricted to certain types of terrain by their tracked suspension.

Determined to market Werefox units and willing to think 'outside the box,' strategists at Johnston Industries of Addicks decided that a fast C3 spotter would maximize the utility of their C3 network. Johnston Industries subcontracted to Michaelson Heavy Industries, who soon designed a non-standard VTOL, the Dragonfly, to provide constant intel support for the Werefox. Michaelson began production in mid-3063.

Capabilities

The seven-ton Dragonfly fits a specialized role in the AFFC - that of an 'eye in the sky' for any C3-capable Werefox AFV. The Galas 45 extra light engine moves this machine through the air at speeds of more than 200 km/h, and its mission profile very much resembles that of the Magistracy of Canopus' Oculus – though the Canopian machine is much faster and intended for artillery operations. The Dragonfly incorporates a unique, highly compact annular wing - a 'ring wing' – that provides aerodynamic lift during horizontal flight.

This tiny VTOL can land on nearly any firm ground by transitioning to vertical hover mode and 'backing' down. Landing gear extends as the computer-assisted pilot guides the craft by remote video feed. Airframe protection consists of two and a half tons of shaped ferro-fibrous plate; prototypes of the Dragonfly have withstood a Gauss slug to the front armor and PPC shots to either side with minimal mission degradation.

The Dragonfly is equipped with a single BlazeFire Longshot extended range medium laser for self-defense and the occasional 'soft-target' raid. However, its primary load is a C3 Slave unit that links it with the Werefox Commander and, through it, other Werefox vehicles for more accurate fire.

Budget hawks contend that the high speed, armor and equipment cost too much for a vehicle of this size; however, the closest current vehicle with these capabilities is Michaelson's own Sprint helicopter, which compares unfavorably with the more robust Dragonfly. A single laser strike nearly anywhere on a Sprint will take it out of action. In addition, most versions of the Sprint are equipped with a Beagle Active Probe and are even more expensive than the Dragonfly.

Engineers estimate that the most viable alternative, a custom-built twenty-ton BattleMech featuring the latest in endo steel structure, ferro-fibrous armor and an extra light engine, could carry the same warload at exactly the same speed – but would cost an additional three million credits to produce.

Deployment

The earliest examples of the Dragonfly were deployed to March Militia forces, especially those stationed in the Capellan and Draconis March. Most have found their way to Loyalist units, but pro-Victor forces have seized others.

Variants

There is one variant. As the Dragonfly's primary purpose is to provide information vital to the Werefox C3 network, a version has been built which drops the ER medium laser

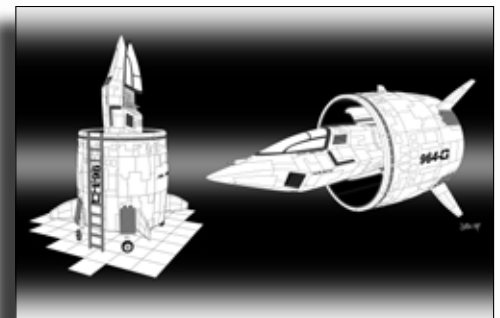
and a half ton of armor to carry a Guardian ECM suite. While unarmed in the conventional sense, it is assumed that at least one of these ECM-equipped variants will form part of any Dragonfly lance deployed in combat. The Guardian module provides ECCM capability that preserves the Dragonfly's C3 link in the face of enemy ECM.

Notable Crew

Mark Pavich and the Snake Eyes

Pavich and his VTOL, the Snake Eyes, are the sole survivors of a Dragonfly lance attached to the now defunct Alcyone CMM. The pro-Victor Fifth Davion Guard attacked Militia forces at Hagarstown, hoping to seize a crucial depot. During a furious hours-long battle, this elite RCT went toe to toe with the Militia, with the CMM forces retreating from the complex only when further reinforcements to the Guards arrived.

Acting as spotters, Pavich and his former comrades helped to concentrate the defending force's fire, costing the Guardsmen two companies of BattleMechs and a battalion of armor before they were forced to withdraw from the battle.



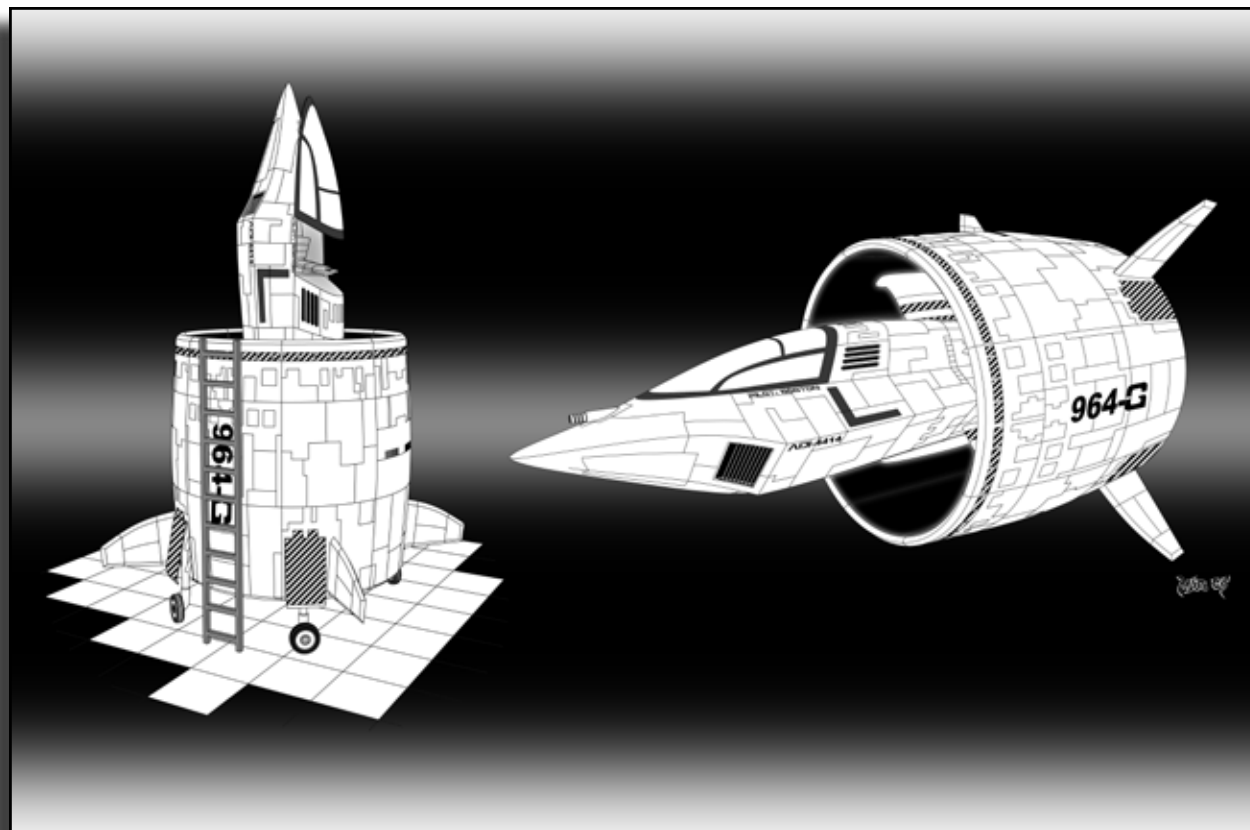
LIGHT VEHICLES

Type: **Dragonfly**
 Technology Base: Inner Sphere / 3063
 Movement Type: VTOL
 Tonnage: 7
 Battle Value: BV2 (330)

Equipment		Mass
Internal Structure:		.7
Engine:	45 XL	.5
Shielding and Transmission:		.25
Cruising MP:	13	
Flank MP:	20	
Heat Sinks:	10	0
Control Equipment:		.35
Crew:	1	0
Lift Equipment:		.7
Armor Factor:	44	2.5

	Internal Structure	Armor Value
Front:	1	16
R/L Side:	1	9
Rear:	1	8
Thrust nozzle:	1	2

Weapons and Ammo	Location	Tonnage
ER Medium Laser	Front	1
C ³ Slave Unit	Body	1



CHEYENNE III

Mass: 20 tons

Movement Type: VTOL

Power Plant: 165 GM XL Fusion

Cruising Speed: 140.4 km/h

Flank Speed: 216.0 km/h

Armor: Durallex Light Ferro-Fibrous

Armament:

3 Phototech 806c Medium Lasers

Manufacturer: Cal-Boeing of Dorwinion

Primary Factory: Belladona

Communications: Overlook J-9

Targeting / Tracking: Brightstar 17 Mk. II

Overview

Despite Cal-Boeing's longstanding reputation for being an innovator in VTOL designs, they had gradually lost sales in recent years to rival Michaelson Heavy Industries. Determined to regain their cachet with the Federated Commonwealth Command, Cal-Boeing rolled out the Cheyenne III Attack VTOL, a 'logistics free' machine which avoided the exposed rotors and ammunition constraints of existing designs such as the Yellowjacket. With the loss of the Lyran half of the Commonwealth and its industrial base, Armed Forces of the Federated Commonwealth commanders were very receptive.

Capabilities

The designers outfitted this VTOL with the latest technology available to Commonwealth forces. A General Motors extra light fusion engine propels the Cheyenne at speeds of over 200 km/h via twin-turbine rotating wing pods and a vectored thrust nozzle at the rear. This expensive powerplant eliminates the need for highly refined fuel and Cal-Boeing marketers argue that this feature will save the AFFC millions over time. Although such claims are dubious, they find favor with the bureaucrats in New Avalon Regional Command.

The armament is deceptively simple; it carries three Phototech 806c medium lasers. This popular model of New Avalon-manufactured lasers has a well-established presence in the supply stream and is a strong factor in calculating long-term maintenance costs. However, while efficient, the

medium laser is not particularly impressive from a tactical standpoint. What raises this machine above the level of mere battlefield annoyance is an advanced targeting module. Reversed-engineered from Clan battlefield salvage, this system increases the gunner's overall accuracy and allows him to focus his weapons on a particular location. In the hands of a skilled pilot, it is a license to kill.

The Cheyenne III is especially deadly to larger BattleMechs, as the relatively thin back armor of these slow-moving targets is vulnerable to the fast VTOL. Naturally, the 'Mech will shoot back; as with most aircraft, the Cheyenne's best protection is its speed, but it is also clad in an astounding six and a half tons of ferro-fibrous armor. Firing range tests show that a stationary Cheyenne can take a direct hit from the largest 'Mech-class weapons without losing structural integrity. Pilots are not encouraged to risk this, however, unless they are striking a fatal blow.

One final advantage was found during testing. With its vectored thrust and rotating wing-mounted thrust pods, the Cheyenne is an unusually stable platform; so stable, in fact, that it can carry a bit more than its rated internal load. This discovery inspired Federated Commonwealth technicians to attach large handholds to the side of a test craft for battle armor troops. Initial trials indicate that two of these carefully balanced machines could quickly transport a squad of battle armor across any landscape.

Deployment

The Cheyenne is still undergoing field tests. Interestingly, the first finished examples were not deployed to a front-line unit but to New Avalon. Count Fassell, the CEO of Cal-Boeing, is a proud alumnus of the Albion Military Academy and seeks to support his alma mater in any way possible. While it is an unorthodox choice for testing, Albion is renowned as the proving ground for future officers of the AFFC; Fassell is arguably building a customer base for his company's products.

Variants

Planners have experimented with alternate versions of the Cheyenne. Preliminary sketches call for dropping the

targeting computer and some armor in return for a Beagle Probe and Guardian ECM, allowing the Cheyenne to function as a scout. One intriguing proposal involves removing three tons of armor and adding another medium laser. The result is far more vulnerable and its increased damage potential might not be worth the sacrifice.

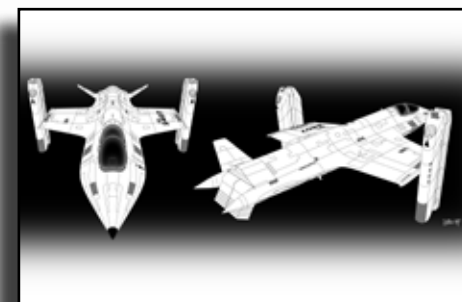
Notable Crew

Cadets Napoleon Mejia and Jess Parker

Mejia and Parker were finishing their final year at Albion at the beginning of the Civil War. When the First Davion Guards RCT passed Albion in the summer of 3063 on their drive against Avalon City, the two cadets and their new Cheyenne VTOLs joined the Guards.

They are credited with the first combat use of the Cheyenne to transport battle armor troops during the Battle for the Fox's Den. Using a test model, they ferried surviving members of the defeated Guard's Fifth F-C Battle Armor Battalion to safety near the end of the seven-hour engagement. Accounts from the opposing Tenth Deneb Light Cavalry indicate that they made several trips before being shot down by a lance of Deneb JagerMechs.

Mejia and Parker's current whereabouts are unknown. They are wanted under charges of desertion, theft of AFFC property and high treason.



LIGHT VEHICLES

Type: **Cheyenne III**

Technology Base: Inner Sphere / 3063

Movement Type: VTOL

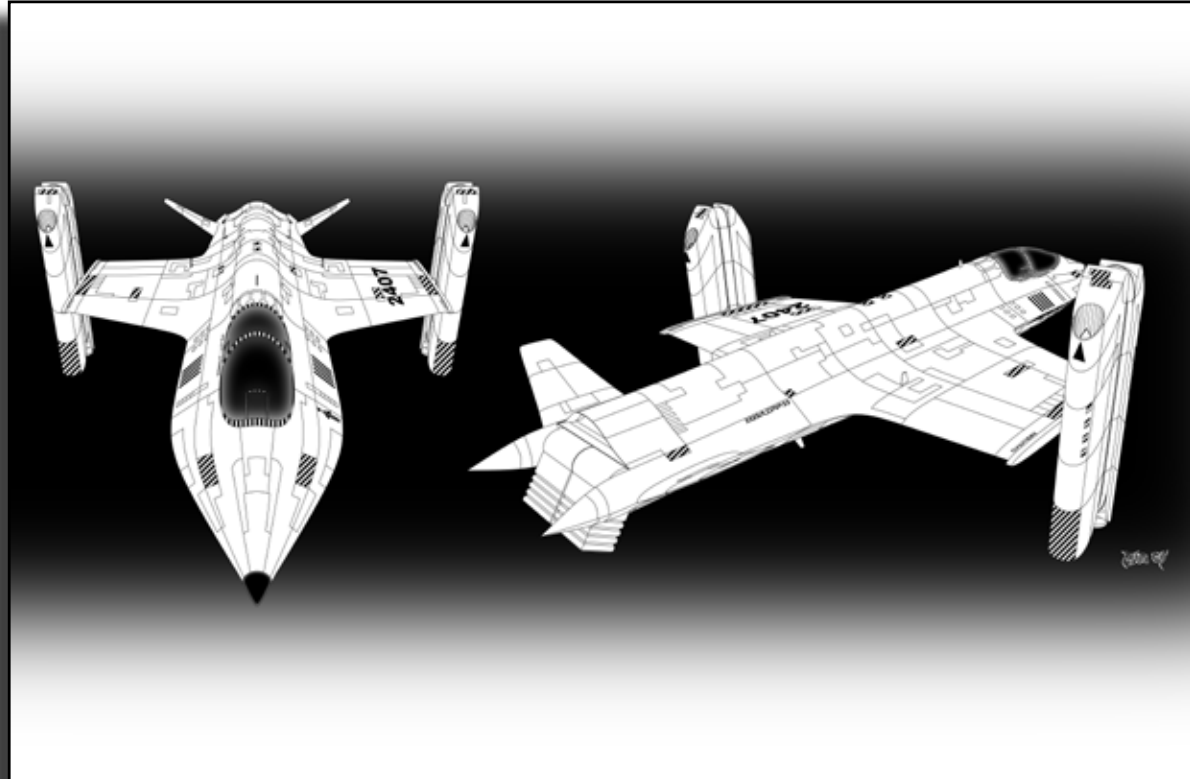
Tonnage: 20

Battle Value: BV2 (873)

Equipment		Mass
Internal Structure:		2
Engine:	165 XL	3
Shielding and Transmission:		1.5
Cruising MP:	13	
Flank MP:	20	
Heat Sinks:	10	0
Control Equipment:		1
Crew:	2	0
Lift Equipment:		2
Armor Factor:	110	6.5

	Internal Structure	Armor Value
Front:	2	36
R/L Side:	2	26
Rear:	2	20
Lift Pods:	2	2

Weapons and Ammo	Location	Tonnage
3 Medium Lasers	Front	3
Targeting Computer	Body	1



MACHETE MCT-3

Mass: 60 tons

Chassis: Wangker Vlb

Power Plant: Kal Tek 360 XL Fusion

Armor: Outworld Weave Standard II Ferro-Aluminum with CASE

Armament:

1 Mydron Tornado Class 5 Rotary Autocannon

3 Holly-4 SRM-4s

4 Mainfire Point Defense Anti Missile Systems

Manufacturer: Wangker Aerospace

Primary Factory: Axton

Communications: Garret T-55 Fastscan with Guardian ECM

Targeting / Tracking: Garret T-13fc

Overview

Realizing that their new ground attack fighter, the *Sounder*, would be vulnerable to attack by other aerospace fighters, the Outworlds Alliance crafted a companion machine to act as an escort while assisting it on its primary mission. Dubbed 'Sounder Lite' at the design bureau, the official name soon became *Machete* due to its speed, simplicity and fearsome striking power. Unfortunately, the Outworlds Alliance lacked the funds and production capacity to build this new machine side-by-side with the *Sounder*.

Bowing to necessity, the Alliance passed the plans for the *Machete* on to the Federated Commonwealth's Wangker Aerospace. In return, they received additional advanced weaponry and the right to purchase examples of this fighter from subsequent production runs.

Capabilities

The *Machete* is based on a modified Wangker V airframe clad in ten and a half tons of ferro-aluminum, only a half a ton less than the *Sounder*. An uprated KalTek 360 extra-light fusion engine propels the *Machete* to high speed, enough to outmaneuver most fighters in its weight class with ease.

It is equipped with an array of Mainfire Point Defense anti-missile systems and a Guardian ECM suite, as with the *Sounder*, but carries only a single Mydron Tornado rotary autocannon. Backing this potent weapon is a trio of Holly-4

four-tube missile launchers sharing a single ton of reloads.

With a high rate of fire and extraordinary speed for a fighter of its size, the *Machete* is gaining nearly as fearsome a reputation as the *Sounder*. The similarity between the two fighters' armaments allows the *Machete* to accompany the *Sounder* on ground attack missions where friendly forces have air superiority. It also eases the burden on supply depots, which need only carry a very narrow range of ammunition.

Initial results are encouraging. In training scenarios, the *Machete* shows a high success rate against both the Commonwealth and Alliances' own *Corsair* fighters – the speed advantage is just too great. Smaller fighters can match or exceed the *Machete's* speed, but their weapons cannot penetrate the larger craft's AMS and armor. Nor do they possess enough protection of their own to survive the encounter.

Deployment

Inspired by the performance of the *Sounder*, the Federated Commonwealth produced several lances of the *Machete* for testing by their independent Tactical Fighter Regiments. With the recent outbreak of violence along the Draconis March and within the Commonwealth itself, the *Machetes* have plenty of opportunities for action.

The *Machete* first saw action with the Twenty-Seventh Federation Tactical Fighter Regiment. Attached to the flotilla assaulting the Kuritan Al Na'ir system in December of 3062, the Twenty-Seventh's dropships and fighters were responsible for establishing aerospace superiority for the attacking Twelfth Deneb Light Cavalry. During this engagement two *Machete* lances left their companions to pursue a defending Kurita force of six *Shilone* aerospace fighters. Using superior speed they quickly destroyed four of the enemy craft and badly damaged another, losing only a single *Machete* to a lucky shot.

A more recent action by Commonwealth *Machetes* took place in the Kathil system in March of 3063. Allied forces loyal to Prince Victor launched an assault to retake the Kathil Shipworks from Katherine Loyalists. Unwilling to chance

irreparable damage to the shipyard's unique facilities, Marshal Hasek ordered the surgical insertion of marines to seize the orbital complex.

The Federated Commonwealth sent this force in via NL-42 *Battletaxis*, led by three lances of *Machete* which spearheaded the assault. Quickly disabling the shipyard defenses with massed gunfire, the *Machete* lances warded off relief attempts while the marines successfully executed their mission. Kathil Shipworks changed hands with only light damage to the construction facilities.

Variants

No variants exist. The Federated Commonwealth is satisfied with the present design while the cost and the enormous distance between the Outworlds Alliance and the *Machete's* production facilities slows any of their attempts to tweak the design. The Alliance is instead focusing on tactics that make the most of the *Machete's* current outstanding qualities.

Notable Crew

Leftenant Lydia Obeski

An Outworlds pilot on loan to the Twenty-Seventh Tactical Federation Fighter Regiment, Obeski racked up five enemy kills from the cockpit of her *Machete* within twenty-four hours of the initial assault on Al Na'ir. Becoming "ace in a day" is an impressive feat and the achievement confers quite a bit of prestige back in the Outworlds Alliance.



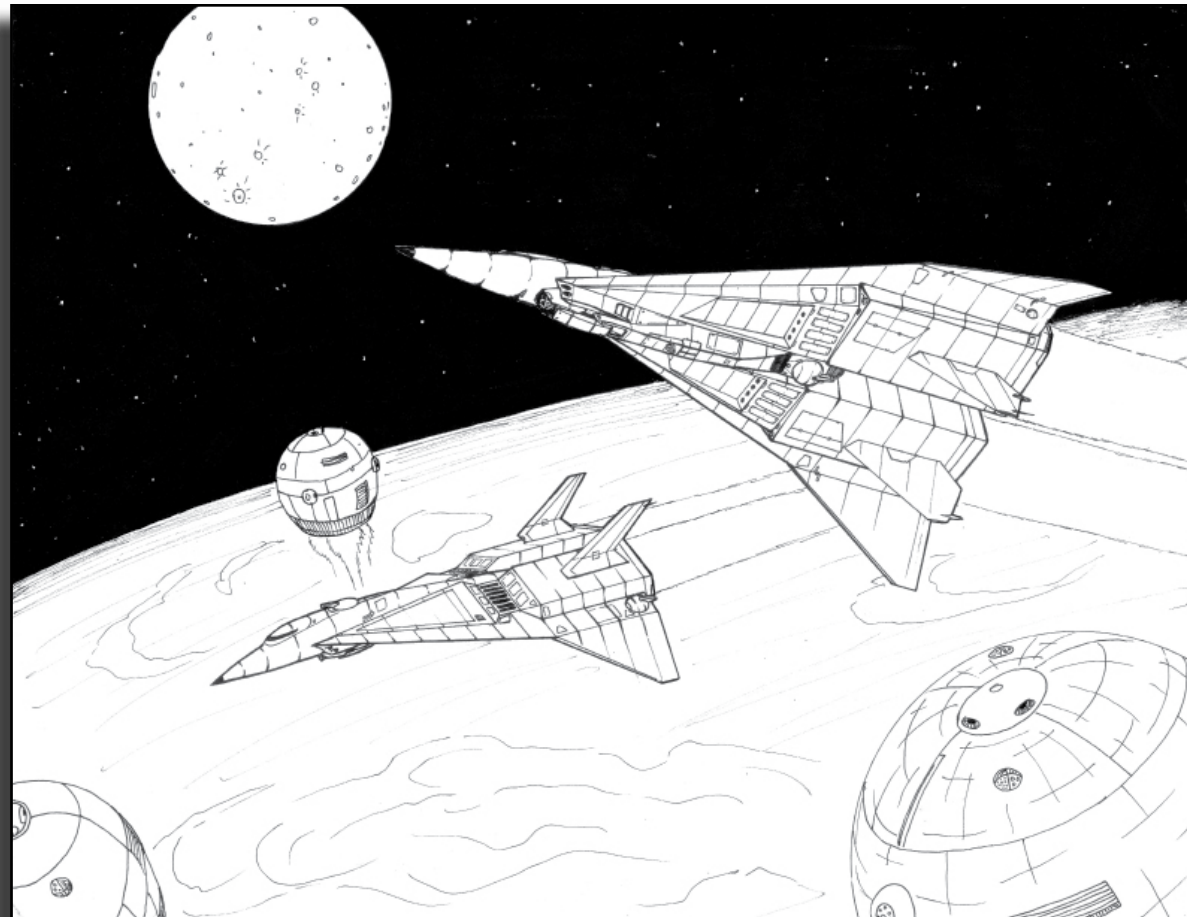
HEAVY AEROSPACE

Type: **Machete MCT-3**
 Technology Base: Inner Sphere / 3062
 Tonnage: 60
 Battle Value: BV2 (2044)

Equipment		Mass
Engine:	360 XL	16.5
Safe Thrust:	8	
Max Thrust:	12	
Structural Integrity:	8	0
Heat Sinks:	10 (20)	0
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro Alum):	188	10.5

Armor Value	
Nose:	60
Wings:	45
Aft:	38

Weapons / Ammo	Location	Tons	Heat
Rotary AC/5	Nose	10	6
SRM 4	Nose	2	3
AMS	Nose	.5	1
SRM 4	RW	2	3
SRM 4	LW	2	3
3 AMS	Aft	1.5	3
Guardian ECM	Aft	1.5	
Ammo (RAC) 60	Body	3	
Ammo (SRM) 25	Body	1	
Ammo (AMS) 24	Body	2	
CASE	Body	.5	



CHURCHILL MK XX

Mass: 65 tons

Movement Type: Tracked Vehicle

Power Plant: GM 325 XL Fusion

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: StarSlab/1 Ferro-Fibrous with CASE

Armament:

1 Mydron Excel Type 20 Ultra AC/20

2 BlazeFire Longshot ER Medium Lasers

Manufacturer: Jalastar Aerospace

Primary Factory: Panpour

Communications: Wunderland XXV-2 series

Targeting / Tracking: TargiTrack 717

Overview

The Federated Commonwealth used Lyran factories to shore up its Davion forces for many years, but since the Clan Invasion, more and more materiel had been reserved for the Lyran front. Although high profile units such as the Davion Guards or Crucis Lancers had little to worry about, other units were left with the dregs.

Sensing an opportunity, Jalastar Aerospace of Panpour approached Defiance Industries to obtain a license to produce Rommel tanks at their Amritsar facility. The talks had progressed to their final stage in 3057 when Katherine Steiner-Davion removed the Lyran Alliance from the Federated Commonwealth.

With talks at a standstill Jalastar faced a choice - either lose money in idle plants while they continued to pursue the license, or abandon the license and lose their startup investments. The wily Jalastar CEO, Countess Salvas, chose a mixture of both, dropping out of negotiations while turning her company to produce its own design, the Churchill Mk XX Mobile Assault Platform.

Capabilities

Despite its origin with the license-built Rommel, the Churchill has evolved into a unique vehicle. The most immediate difference between this design and its inspiration is speed: while the Churchill weighs the same and carries 75% of the Rommel's armor, it is powered by an expensive XL engine and can reach much higher speeds. However, the

Churchill is not meant to function as a true MBT. Rather, it is a fast self-propelled assault gun intended to advance quickly and deliver the largest amount of firepower in the shortest period of time.

With this mission in mind, Jalastar engineers noted the appearance of a new high-speed autocannon on the market. They wasted no time incorporating Mydron's latest license-built ballistic weapon - the Excel Ultra Type 20 - into the Churchill, even going so far as to install a recently-developed targeting computer to enhance its accuracy. After all, who would not want a weapon platform that could take down an assault BattleMech in under a minute?

Jalastar's haste to marry the new weapon to its platform and get the Churchill to market cost them dearly, however. The gun carriage was designed to absorb recoil from the Rommel's original autocannon - not the relentless high-speed pounding of an Ultra model. Jalastar inspectors chose to dismiss this issue in early trials, filing adverse reports as examples of 'operator error' arising from inexperience with the new gun.

As a result, the Churchill's first production run came to grief on the battlefield amid a flood of complaints. The gun was easily misaligned during combat, making it increasingly difficult to acquire targets even with the integral targeting computer. Furthermore, the inadequate stabilization led to more frequent ammo feed jams than expected - even for an Ultra model - leaving the crew of this assault tank with only a pair of BlazeFire Longshot extended range medium lasers to defend themselves.

Deployment

The first Churchill Mobile Assault Platforms were sent to the First Aragon Borderers to help them rebuild following combat action in Operation Bulldog. The feud between the Borderers and their rivals on New Aragon, the Third FedCom RCT, flared into open fighting in late 3062. Thinking that the relatively expensive Churchill would lend them an advantage, the untested vehicles were attached to the Auxiliary's first battalion during an attack on elements of the Third in the city of Gary.

Unfortunately, as the Churchill crews began firing their guns in Ultra mode, the carriage fault disabled many of the deployed units. The Third FC's Armored Cavalry quickly overran these Churchills, ensuring that the Borderers would not evict them from their positions. Given this less-than-auspicious debut with the Borderers, it should come as no surprise that the Churchill was swiftly relegated to lower-status March Militia units.

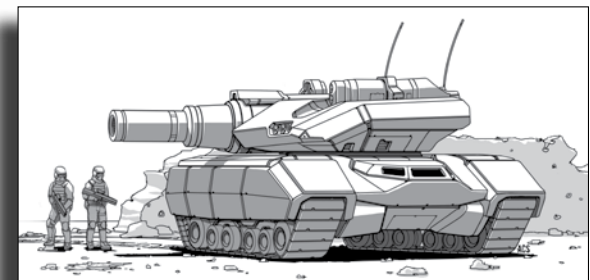
Variants

The Churchill's first production run proved so unpopular that the units receiving it often removed the Ultra autocannon. They replace it with a Gauss rifle or an older standard Class 20 autocannon as well as trading the ER medium lasers for three standard models. Jalastar has already corrected the gun carriage problem, but field replacement is slow and it will be many months before the original design can prove its true worth.

Notable Crew

Sergeant Akshay Sakpal

A Sergeant with the Islamabad Crucis March Militia (CMM), Sakpal has fallen victim to the resurgent caste-system that recently swept his home world. He is a member of the Dalit or 'untouchable' caste by birth and despite a stellar record, has repeatedly been passed over for promotion. Sakpal's loyalty to the Islamabad CMM has so far kept this competent soldier from mustering out, but his mistreatment is a symptom of a larger problem within the Militia.



HEAVY VEHICLES

Type: **Churchill Mk XX**

Technology Base: Inner Sphere / 3062

Movement Base: Tracked

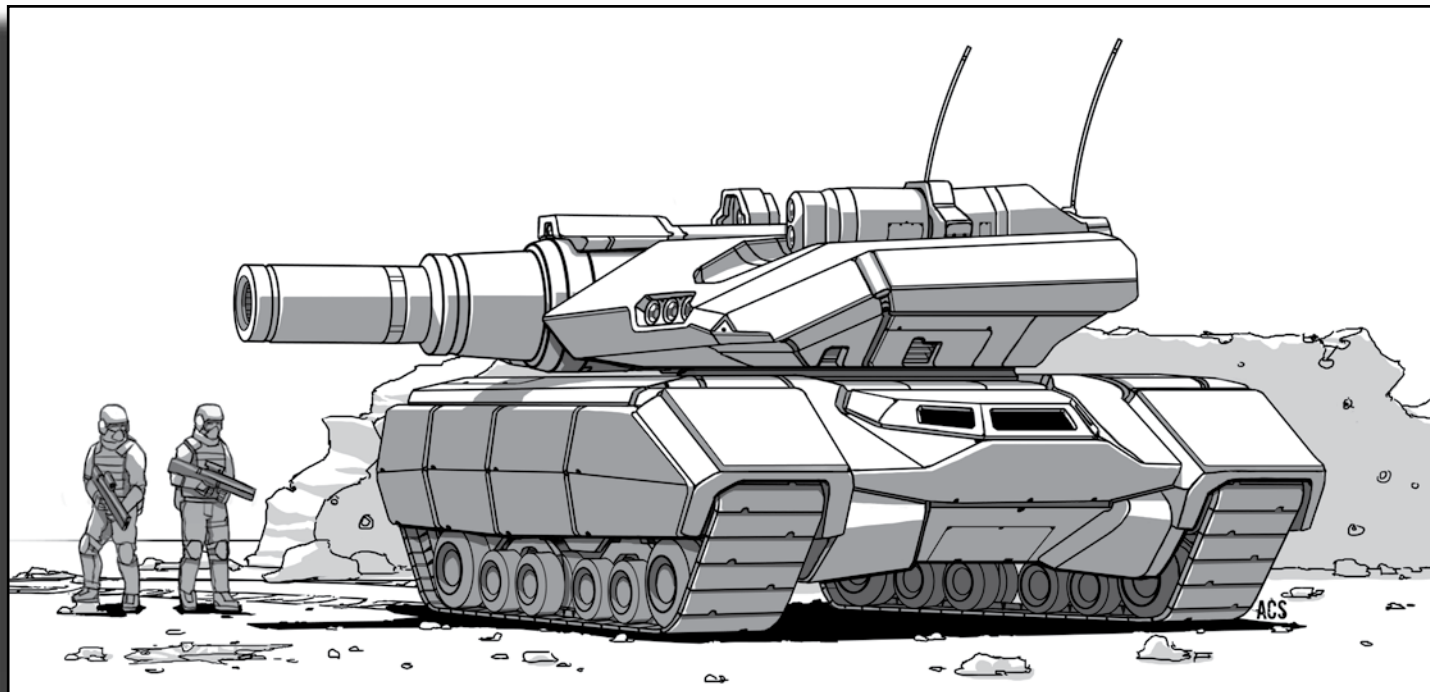
Tonnage: 65

Battle Value: BV2 (1436)

Equipment	Mass
Internal Structure:	6.5
Engine:	325 XL 12
Shielding and Transmission:	6
Cruising MP:	5
Flank MP:	8
Heat Sinks:	10 0
Control Equipment:	3.5
Crew:	5 0
Turret:	2
Armor Factor:	152 8.5

	Internal Structure	Armor Value
Front:	7	40
R/L Side:	7	30
Rear:	7	22
Turret:	7	30

Weapons and Ammo	Location	Tonnage
Ultra AC/20	Turret	15
2 ER Medium Lasers	Turret	2
Targeting Computer	Body	5
Ammo (UAC) 20	Body	4
CASE	Body	.5



PERSHING

Mass: 65 tons

Movement Type: Tracked Vehicle

Power Plant: InterFus 260 Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: StarSlab/1 Ferro-Fibrous with CASE

Armament:

1 Johnston Mark II Sniper Artillery

1 Mainfire Point Defense AMS

Manufacturer: Kallon Weapons Industries

Primary Factory: Kirklin

Communications: CommuTech Multichannel with
Guardian ECM Suite

Targeting / Tracking: OptiSight-12

Overview

The Star League Defense Force of the early 28th Century relied on the Mobile Long Tom, the Thor and the Marksman for its artillery support. With the manufacturers for these vehicles reduced to rubble during three hundred year's conflict, it is not surprising that such machines are no longer available in great quantity. Despite being deployed far behind the front lines, time and the vagaries of war have stripped most to bare hulks suitable only for memorials or museums.

Artillery still plays a powerful role on the battlefields of the 31st Century, however – even those dominated by BattleMechs. The various Houses can no longer fill their needs with the archaic weaponry of the First Star League, and so they have begun producing new armored fighting vehicles which duplicate most – but not all – of the most effective of the Star League equipment.

The Draconis Combine-produced Sabra XIII is one example. Another is the Federated Commonwealth's Pershing Mobile Artillery, patterned after the SLDF's Marksman and updated for the modern battlefield.

Capabilities

The Pershing is a sixty-five ton mobile platform for a Johnston Industries Mark II Sniper artillery cannon. It carries a crew of five: the commander, driver and three loaders. The Pershing is unusually well-protected (for its size) with over six

tons of CASE-equipped StarSlab armor, especially as it is not considered a front-line vehicle. However, lessons learned with the Marksman demanded an extra level of protection; engineers installed a CommuTech Guardian electronics countermeasure suite and front-mounted Mainfire anti-missile system, ideal for fending off attacks from infantry or battle armor that might penetrate to the rear lines.

Thus equipped, the Pershing is an ideal mobile field piece. It is capable of speeds exceeding sixty kilometers per hour and carries two tons of special Sniper rounds onboard. Unlike the Marksman, the turret-mounted main weapon has the flexibility to fire in any direction while on the move: the Pershing uses this advantage to avoid return artillery fire. As there is no major secondary weapon to coordinate, the Marksman's troublesome targeting system is not required.

Military planners are even now considering the dedication of fast transports, such as converted Maxim hovercraft, to better resupply Pershing lances when they inevitably run out of reloads.

Deployment

As with many other new vehicles and BattleMech designs being produced at this time, the Pershing is currently undergoing field-testing with the Eleventh Avalon Hussars RCT. The Hussars are well acquainted with Taurian deep reconnaissance and raiding forces. Elements of the FedCom RCT faced off against the Pleiades Hussars recently on Midale, where the Pershing artillery inflicted heavy damage on the Taurian's third battalion.

There is a pressing need for mobile artillery in other regions, including the Polymorphous Defense Zones that border the Chaos March and the newly resurgent Capellan Confederation. Needless to say, it will be some time before sufficient numbers of the Pershing can be produced.

Variants

One alternate version of the Pershing exists at this time. It drops the countermeasure suite for extra armor and moves the Mainfire Point Defense anti-missile system to the turret. An additional small pulse laser is mounted as well for anti-personnel defense. Such a refit is intended for more

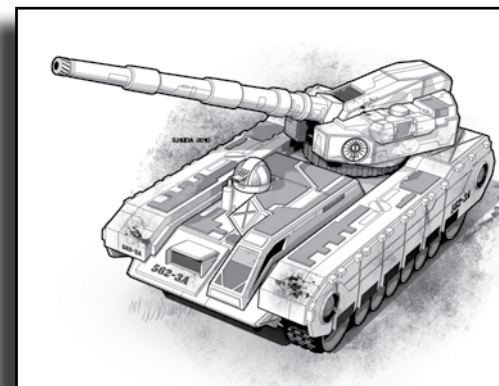
independent operations, as its defenses have wider firing arcs and are better able to deal with enemy troops carrying missile packs. However, this leaves the Pershing vulnerable to Artemis-guided fire from heavier opponents.

Notable Crew

Leftenant Millicent 'Millie' Davion-Parker

As can be guessed from her name, Davion-Parker is distantly related to a Federated Commonwealth royal family. This has caused a certain amount of resentment among her fellow officers in the Avalon Hussars, who view her assignment to a lance of new Pershings as favoritism from the higher ranks. Such rumors only drive this young woman harder as she fights not just to win battles, but to maintain an appearance of integrity.

Despite the mild hostility from her peers, the 'tankers' who make up her crew are quite fond of 'Millie', whose rigorous high standards are leavened with a willingness to share her knowledge of military tactics - and go 'club hopping' on duty-free weekends.



HEAVY VEHICLES

Type: **Pershing**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

Tonnage: 65

Battle Value: BV2 (663)

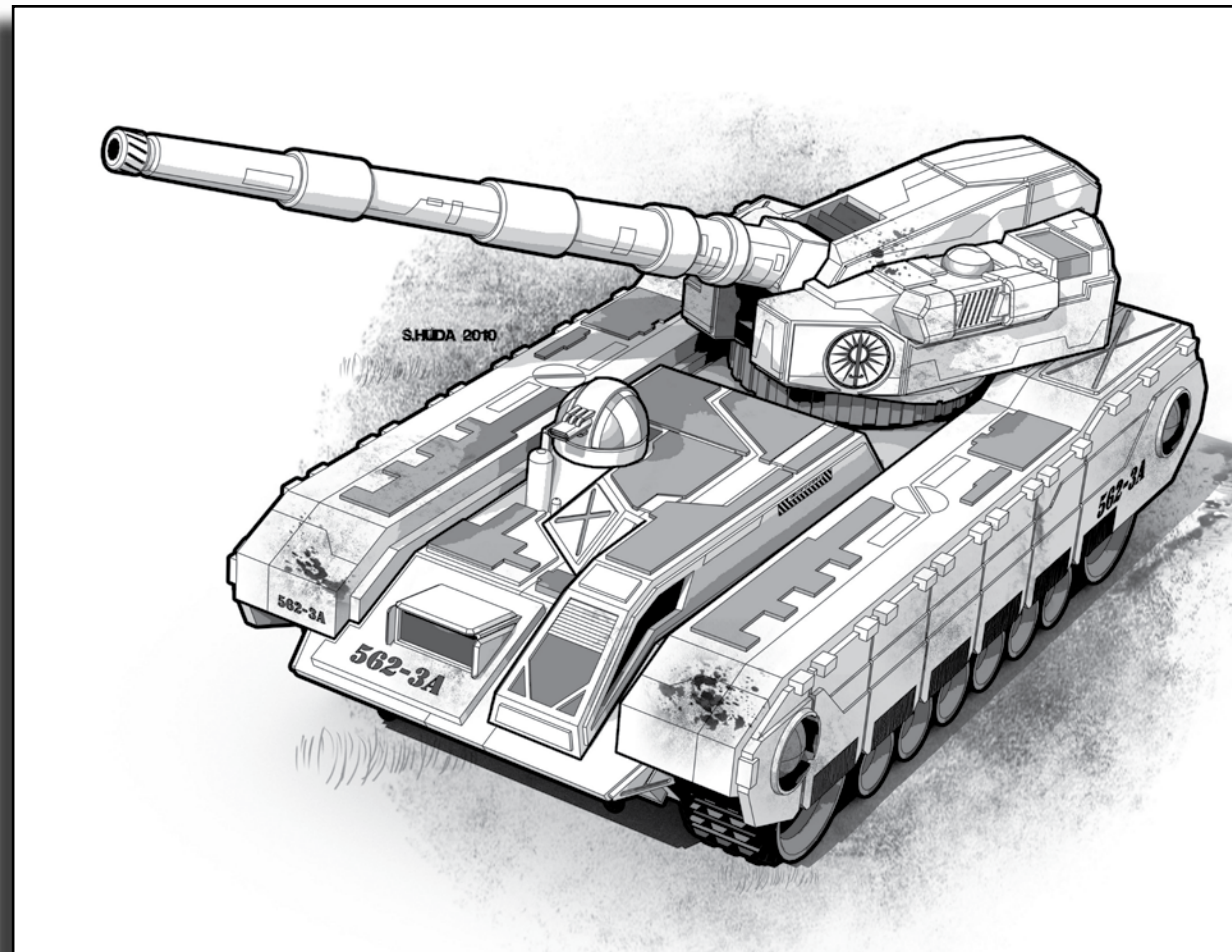
Equipment

		Mass
Internal Structure:		6.5
Engine:	260	13.5
Shielding and Transmission:		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		2
Armor Factor:	125	7

	Internal Structure	Armor Value
Front:	7	36
R/L Side:	7	23
Rear:	7	23
Turret:	7	20

Weapons and Ammo

	Location	Tonnage
Sniper Artillery	Turret	20
Anti-Missile System	Front	.5
Guardian ECM	Body	1.5
Ammo (Sniper) 20	Body	2
Ammo (AMS) 12	Body	1
CASE	Body	.5



Mass: 65 tons
Movement Type: Tracked
Power Plant: 325 VOX XL Fusion
Cruising Speed: 54.0 km/h
Flank Speed: 86.4 km/h
Armor: Kallon Unity Weave Ferro-Fibrous with CASE
Armament:
Podspace: 25 tons
Manufacturer: Kallon Industries
Primary Factory: Kirklin
Communications: Communicator with C3 Link
Targeting / Tracking: Kallon Lock-On with Targeting Module

Overview

House Davion's forward-thinking tactical planners saw the need for a successor to the forty-year old Rommel and Patton tanks. They initiated 'Project Gladiator' to create a next-generation Main Battle Tank (MBT) that would be the backbone of the AFFC's assault and heavy armored cavalry regiments. Further impetus came from the success of Wolf's Dragoon's Bandit and Badger OmniVehicles, whose new technology appealed to Commonwealth Command.

The New Avalon Institute of Science had already made great progress with Project Gladiator when the Lyran Alliance seceded from the Federated Commonwealth. This left the AFFC with dwindling and increasingly expensive shipments of parts for its existing tank brigades. The pressure for a locally produced replacement began to grow – and soon Project Gladiator yielded fruit in the form of a new OmniVehicle design, the Roland.

Capabilities

Although an 'Omni' the Roland's base chassis reveals its intended role: that of a Main Battle Tank (MBT). Like successful MBTs of the past, this design is a potent combination of speed, armor and weaponry. An extra light engine powers the modular chassis and the Roland can reach speeds of 86 km/h, unusually fast for a tracked vehicle of this size. Nine tons of ferro-fibrous armor provides ample protection; every face on the Roland can take at least one hit from the largest weapons in Inner Sphere and Clan arsenals. A hardwired CASE system protects the crew from internal explosions.

Newly developed targeting computers and C3 slave units also appear. They are pod mounted, however, allowing the tank to take a command role when necessary. Even with its large engine, plentiful armor and sensitive electronics, the Roland still has 25 tons of pod space available.

Prime Configuration

The Prime Configuration is the fiercest. The turret houses a Poland Gauss rifle that can strike targets at a distance of up to 660 meters. A Blazefire Longshot extended range medium lasereases the Prime's dependency on ammunition, but supported by three tons of ammunition, the Roland's crew can outlast most competing AFVs. At point blank ranges, the license-built Hotshot flamer serves as a deadly deterrent to both infantry and other vehicles.

'A' Configuration

The Roland 'A' is configured primarily for urban combat and other close quarter fighting. The Ultra 10 autocannon can unleash a hellish rain of steel against unsuspecting targets. If its doubled rate of fire does not cripple an enemy, the crew can release a volley of deadly accurate Streak missiles. To conserve ammunition, gunners are encouraged to take advantage of the ER medium laser until they are sure of a direct hit.

'B' Configuration

The 'B' Configuration upgrades the ER medium laser to an extended range large laser, allowing the crews to soften up opposing AFVs until they are within optimum range of the Mydron rotary autocannon. Two more heatsinks are installed to combat the higher heat requirements of the large laser.

'C' Configuration

The 'C' or 'Command' variant of the Roland is meant to coordinate up to three other tanks. A C3 Master Unit is its most important feature; the armament consists of a solid array of mostly standard weapons that include a PPC, a ten-tube long-range missile rack and a four-tube Streak launcher.

Deployment

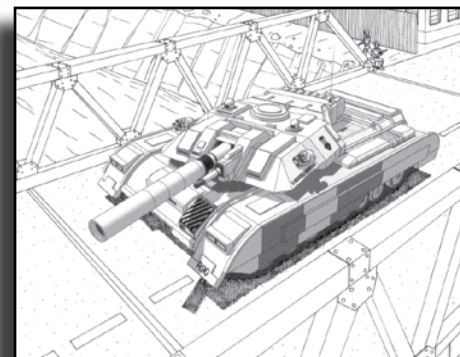
The Roland was first deployed to the Ceti Hussar Regiments, where veteran tank crews initially met it with skepticism. Only after months of putting their new Omnitank through every possible trial – including an unauthorized low-altitude drop – were the Hussars willing to acknowledge the new machine's potential and begin to fully integrate Rolands into their specialized combined-arms tactics. Shortly afterward, the Armed Forces of the Federated Commonwealth gave Kallon Industries the green light for further production.

Notable Crew

Bruce Van Zandt, Clarence Federici, Steven Lofgren, and Gary Bittan

The crew of a First Ceti Hussars Roland recently proved their worth against the cadets of the First Conroe Training Battalion on Tancredi IV. Aware that they were fighting future soldiers of the AFFC, the Roland crew relied exclusively on their targeting module to surgically disable the cadet's BattleMechs.

Although it took much longer, they and another Roland were able to neutralize a *Chameleon*, a *Valkyrie*, and an *Enforcer* without inflicting more than minor injuries to the pilots. Van Zandt and his crew later treated their 'foes' to a round of cold beers and a critique of the Conroe Cadets' tactics.



HEAVY OMNI VEHICLES

Type: **Roland**
 Technology Base: Inner Sphere Omni / 3063
 Movement Type: Tracked
 Tonnage: 65

Equipment		Mass
Internal Structure:		6.5
Engine:	325 XL	12
Shielding and Transmission :		6
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret (Locked):		2
Armor Factor:	170	9.5

	Internal Structure	Armor Value
Front:	7	40
R/L Side:	7	32
Rear:	7	26
Turret:	7	40

Fixed Equipment	Location	Tonnage
CASE	Body	.5

Prime Configuration BV2 (1430)

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
ER Medium Laser	Turret	1
Flamer	Front	1
Targeting Computer	Body	4
C3 Slave Unit	Body	1
Ammo (Gauss) 24	Body	3

Alternate Configuration 'A' BV2 (1231)

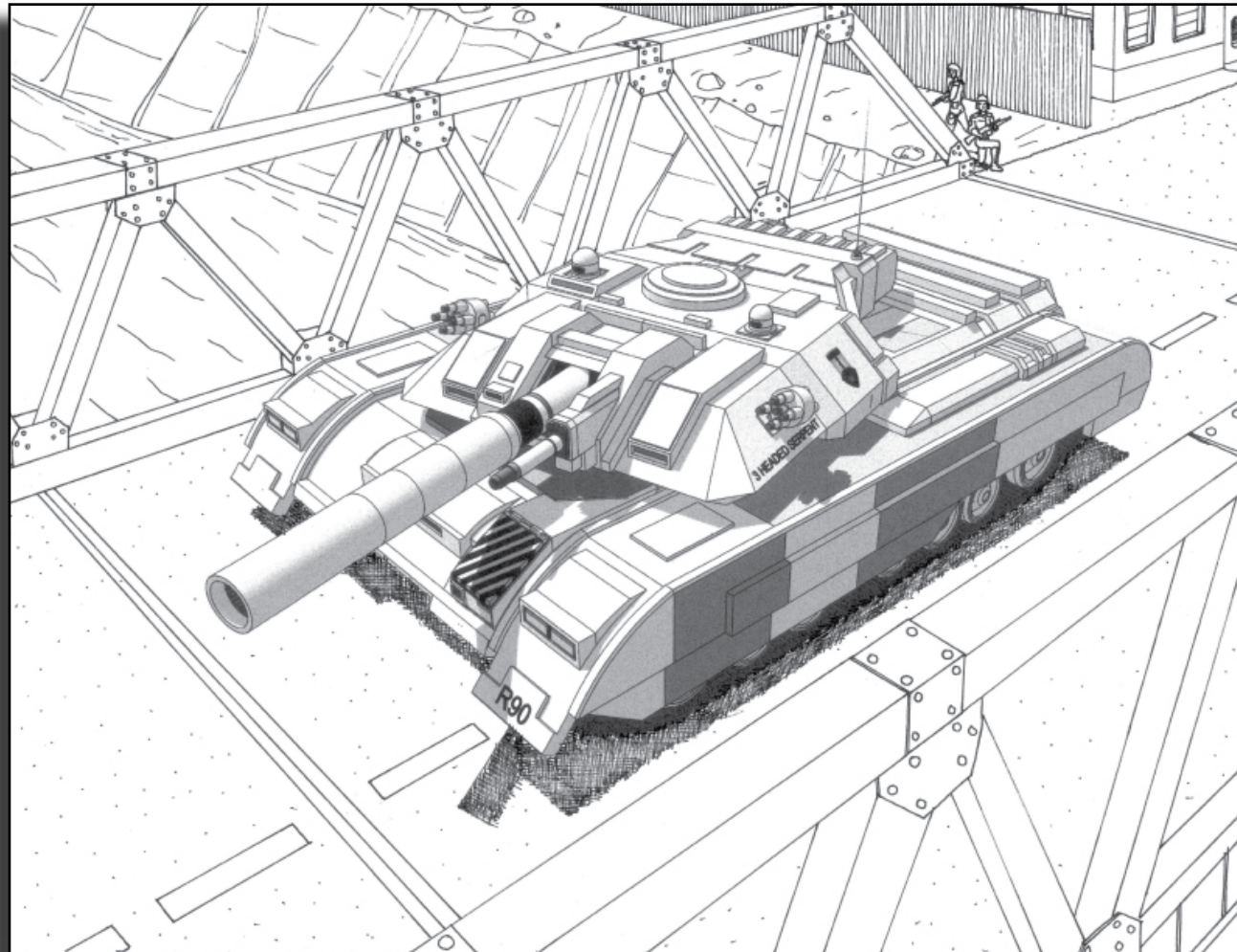
Weapons and Ammo	Location	Tonnage
Ultra AC/10	Turret	13
ER Medium Laser	Turret	1
Streak SRM 4	Front	3
Targeting Computer	Body	4
C ³ Slave Unit	Body	1
Ammo (UAC) 20	Body	2
Ammo (SSRM) 25	Body	1

Alternate Configuration 'B' BV2 (1433)

Weapons and Ammo	Location	Tonnage
Rotary AC/5	Turret	10
ER Large Laser	Turret	5
Targeting Computer	Body	4
C ³ Slave Unit	Body	1
2 Heatsinks	Body	2
Ammo (RAC) 60	Body	3

Alternate Configuration 'C' BV2 (1148)

Weapons and Ammo	Location	Tonnage
PPC	Turret	7
LRM 10	Turret	5
Streak SRM 4	Front	3
C ³ Master Computer	Body	5
Targeting Computer	Body	2
Ammo (LRM) 24	Body	2
Ammo (SSRM) 25	Body	1



WEREFox AAV

Mass: 65 tons

Movement Type: Tracked

Power Plant: 195 Fireheart Fusion

Cruising Speed: 32.4 km/h

Flank Speed: 54.0 km/h

Armor: Durallex Light Ferro-Fibrous with CASE

Armament:

2 Nova-5 Ultra AC/5s

Manufacturer: Johnston Industries

Primary Factory: New Syrtis

Communications: Garret T-65 with Guardian and C3

Targeting / Tracking: BlazeFire Tracker with RangeCheck and Beagle

Overview

The DCMS counteroffensive in July of 3039 was a sample of things to come. Since that conflict, the Armed Forces of the Federated Commonwealth have been concerned with the security of their command assets; during the Clan and Marik/Liao invasions, Federated Commonwealth forces often found their Mobile Headquarters and support lines vulnerable to overrun, particularly when threatened from the air.

Active probes and electronic countermeasures appeared to hold the key. However, these sophisticated suites tend to be reserved for either fast-moving reconnaissance vehicles or frontline BattleMechs; neither is suited to a static 'babysitting' role. Johnston Industries proposed the novel step of combining anti-aircraft capability with advanced electronics on a vehicle dedicated to defending the command posts of the AFFC. They chose to build this new machine on the chassis developed for the Werefox family of AFVs.

Capabilities

Johnston's Werefox anti-air vehicle (AAV) is a relatively lightweight advanced design. The base vehicle's chassis uses design elements from Johnston Industries' Goblin Medium Tank, making it a sturdy machine. Powered by a fusion engine, it can traverse most terrain at a flank speed of 55 km/h.

The twin General Motors Nova-5 Ultra autocannons are capable of striking targets more than 600 meters distant and cause heavy damage to enemy aircraft when used at their full rate of fire. The latest AAVs manufactured also feature a targeting computer that increases the gunner's accuracy in single shot mode, while allowing him to select areas of an opponent's airframe that have already been damaged by the Werefox's Ultra mode.

Over nine tons of ferro-fibrous armor shield the Werefox AAV while Cellular Ammunition Storage Equipment protects its crew from the danger of exploding rounds, but the major selling points of the new design are the electronics and the role they play in the passive protection of command vehicles.

The Werefox AAV's new Garret T-65 Guardian ECM can keep a Mobile Headquarters hidden from most standard scans and sweeps, while its integral Beagle Active Probe can detect enemy battle armor and vehicles attempting to sneak up on the command position. A C3 Slave unit (also integral) gives an AAV crew unheard-of accuracy when working in concert with the Werefox Charlemagne and other AAVs in a defensive lance.

Deployment

The first Werefox AAVs were deployed to the Seventh FedCom RCT in 3060. The Werefox did not see its first action against the Clans or the Capellan Confederation; it was pitted against the Fifth Lyran Regulars on Nashuar. As SLDF peacekeepers, the Fifth were ordered to impose martial law against that St Ives Compact world. The Seventh, who had garrisoned the planet for years, objected and denied the Regulars safe landing zones. The two former allies quickly descended into fighting which continued sporadically over the next two years.

The Seventh's CO, Torri Hughes, realized the potential of the new vehicle and made it the focus of her final push. Distracting the Lyran with a diversionary attack by her BattleMechs, Hughes deployed her armor through the Salt River Canyon to the Regulars' base in the town of Grianet. The Werefoxes escorted the RCT's heavy tanks, using their sophisticated electronics to conceal movement as they

outflanked the Lyrans.

Having successfully repelled what they thought to be the main assault, the Regulars were shocked to find nearly a full battalion of Federated Commonwealth armor in their rear guard and their home base under attack. The element of surprise, combined with a spearhead formed by the Seventh's heavy AFVs, finally broke the Regulars. While this constitutes a most irregular use of the new design, the Spectral Warriors were nonetheless instrumental in pushing the Fifth offworld.

The Werefox and its variants have since seen wide deployment among the regiments of the March Militia forces. This phenomenon would explain the presence of cutting-edge targeting modules on the design, suggesting that the Archon wishes to curry favor with that neglected branch of the AFFC.

Variants

The 3060 and 3061 production runs were configured with anti-personnel weapons in place of the targeting computer. The Werefox has since become the basis of several support vehicles, detailed elsewhere in this Technical Readout.

Notable Crew

The Marathoner

The *Marathoner* survived the forced march on Nashuar, but has since required an overhaul of its engine, transmission and tracks. Technicians refer to the AFV as the Seventh's 'brand-new used' Werefox – but not within earshot of its rowdy crew.



HEAVY VEHICLES

Type: **Werefox AAV**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

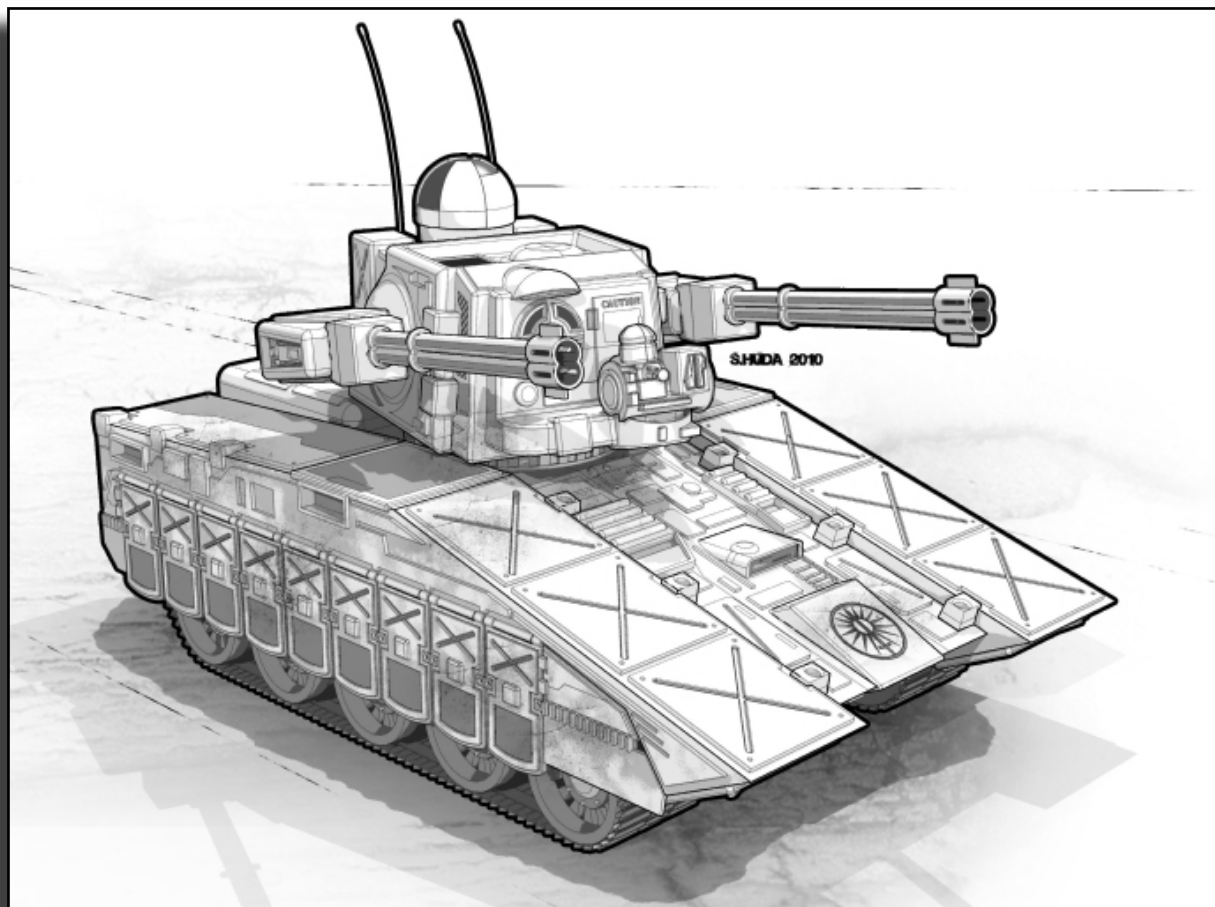
Tonnage: 65

Battle Value: BV2 (961)

Equipment:		Mass
Internal Structure:		6.5
Engine:	195	8
Shielding and Transmission:		4
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		2
Armor Factor:	170	9.5

	Internal Structure	Armor Value
Front:	7	40
R/L Side:	7	32
Rear:	7	26
Turret:	7	40

Weapons and Ammo	Location	Tonnage
2 Ultra AC/5s	Turret	18
Targeting Computer	Body	5
C ³ Slave Unit	Body	1
Beagle Active Probe	Body	1.5
Guardian ECM	Body	1.5
Ammo (UAC) 80	Body	4
CASE	Body	.5



WEREFox AAV II

Mass: 65 tons

Movement Type: Tracked

Power Plant: Nissan 130 Fusion

Cruising Speed: 21.6 km/h

Flank Speed: 32.4 km/h

Armor: Johnston DuraWeave 6000 Ferro-Fibrous with CASE

Armament:

4 Mydron Excel LB 5-X Autocannons

Manufacturer: Johnston Industries

Primary Factory: New Syrtis

Communications: Communicator with C3 Link

Targeting / Tracking: BlazeFire Tracker

Overview

Johnston Industries designed the AAV 2 as a mount for the new Mydron Excel LB 5-X autocannon. It is meant for use against aerospace assets, but can engage other units in urban settings where its low speed is less of an issue.

Capabilities

Mounting four autocannons, tracking systems and sufficient armor to survive modern combat was a tall order for Johnston's engineers. Ironically - considering the other advanced technology on the vehicle - Johnston's executives demanded the engineers drop the planned XL engine, citing its cost. The Werefox is capable of just over 30 km/h and is thus unable to keep up with anything but a slow advance.

Eight tons of ferro-fibrous plate provides adequate protection for the AAV 2. Combined with a relatively slow speed, it reinforces the image of a powerful anti-aircraft battery meant to remain mostly stationary. The AAV2 is outfitted with no less than four Mydron Excel autocannons, a flexible design that combines good reach with the ability to switch between solid and cluster rounds as needed.

The electronics package installed in the Werefox includes a C3 Slave unit, allowing it to use data from faster scout vehicles. The limitations imposed by three tons of CASE-protected ammunition and four complex feed mechanisms kept Johnston from providing more than the most minimal crew accommodations. With the bulky C3

unit (which runs hotter than anticipated, often overloading the air conditioning system) further cramping the interior, the Werefox can be very difficult to escape during an emergency.

Deployment

Skepptana is a world near the Periphery, subject to frequent and (of late) alarmingly successful pirate raids. Johnston chose to donate a lance of the AAV 2's first production run, along with a sizable ammunition supply, bringing the resource-poor Skepptana militia up to a full company. The new machines would, as Johnston hoped, soon receive their baptism by fire.

Within months of their assignment, a sizable raiding force appeared. It consisted of seven light 'Mechs and four VTOLs which cautiously approached the city. Spotting only a few light military vehicles in the open, the raiders dismissed the city's defensive capability and sent its VTOL contingent to deal with the garrison.

The pirates received a rude shock when they encountered the Werefox AAVs concealed around the city's perimeter. In less than five minutes, three pirate machines were struck from the sky by a hail of metal; the lone survivor, a damaged infantry carrier, fled the battlefield at top speed.

Meanwhile, the militia's lighter Goblin and Pegasus tanks emerged from hiding and baited the pirate's main force of light BattleMechs towards the waiting Werefox lance. Once they engaged, the AAV 2's C3-coordinated firepower made short work of the pirate machines. Three 'Mechs survived this engagement and were last seen following the surviving helicopter back towards their landing zone.

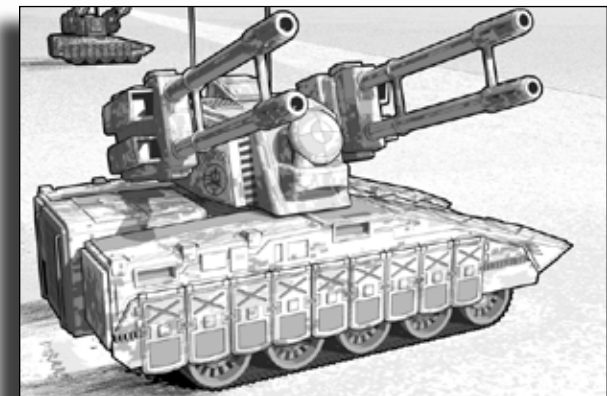
Thirty-five examples of the AAV 2 (one was lost to an electrical fire in training) are in live-combat testing similar to the Skepptana raid. The successful record of the quad Mydron mount and vehicle itself has convinced Johnston Industries to extend the production run. The Federated Commonwealth and several mercenary commands are now expressing interest in the full Werefox line.

Notable Crew

Sarafina Jimenez, Bryce Wilson, Carl Wetherby, Angelina Hutzmann and Jakob Rochenkov of the 'Mojo'

Jimenez and her crew manned the Werefox "Mojo" in the spirited defense of Skepptana. The Mojo's crew accounted for two of three confirmed kills. They destroyed one aircraft's rotor with their initial burst and brought another down with engine hits a moment later. Their successful use of the Werefox and its groundbreaking weaponry - both within, and well beyond, its designed parameters - reassured company executives that the design was effective.

Hidden in the upper floors of a nearby building, local news crews captured the entire engagement on holo vid, providing plenty of material to convince the rest of the Federated Commonwealth. Johnston's grateful Board of Directors, in turn, made the Skepptana garrison one of the best-supplied militias in the Federated Commonwealth, and Jimenez and her crew overnight celebrities.



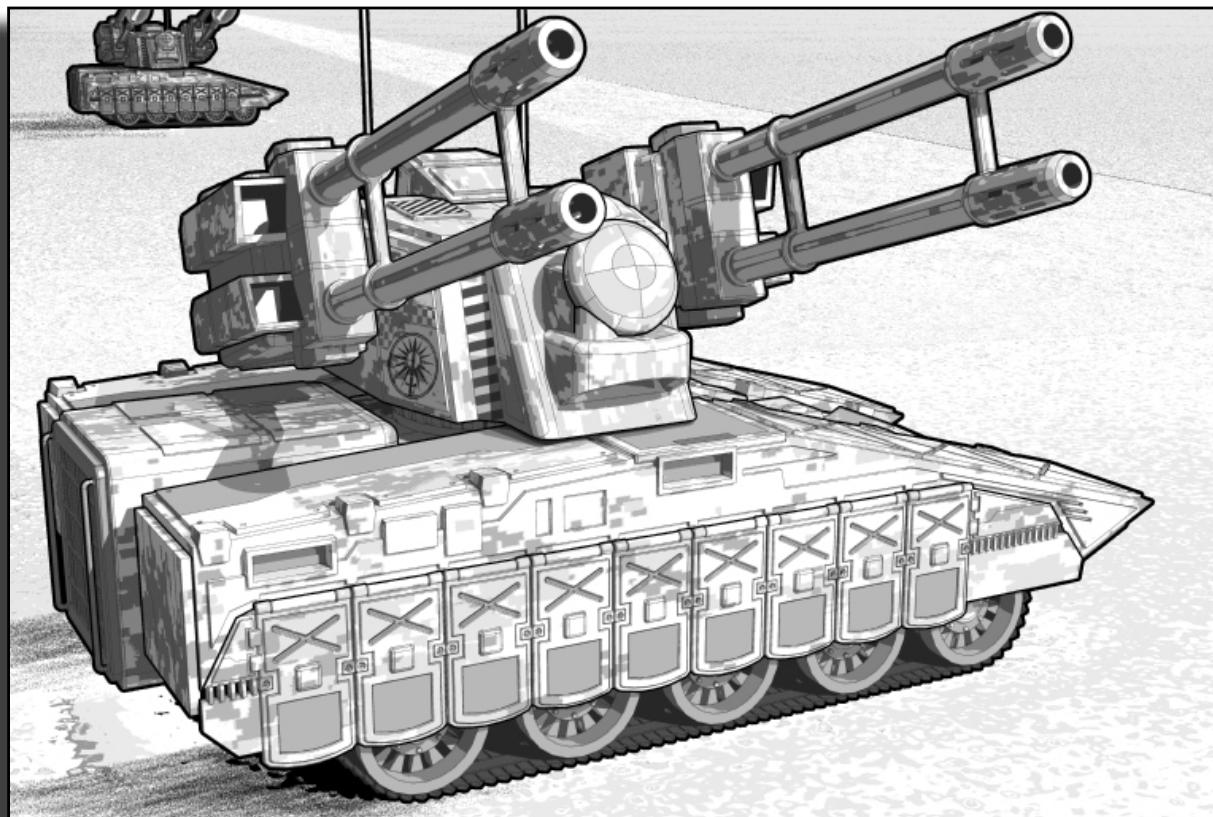
HEAVY VEHICLES

Type: **Werefox AAV II**
 Technology Base: Inner Sphere / 3062
 Movement Type: Tracked
 Mass: 65 tons
 Battle Value: BV2 (708)

Equipment		Mass
Internal Structure:		6.5
Engine:	130	4.5
Shielding and Transmission:		2.5
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		3.5
Armor Factor:	143	8

	Internal Structure	Armor Value
Front:	7	42
R/L Side:	7	29
Rear:	7	19
Turret:	7	24

Weapons and Ammo	Location	Tonnage
4 LB 5-X ACs	Turret	32
C ³ Slave Unit	Body	1
Ammo (LB-X) 60	Body	3
CASE	Body	.5



WEREFox CHARLEMAGNE

Mass: 65 tons

Movement Type: Tracked

Power Plant: InterFus 260 Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Johnston DuraWeave 6000 Ferro-Fibrous with CASE

Armament:

1 BlazeFire Sweetshot ER Large Laser

2 Mainfire Point Defense Anti-Missile Systems

Manufacturer: Johnston Industries

Primary Factory: Addicks

Communications: Garret/Guardian Interface Guardian ECM with 2 Garret T-75 C³ Master Computers

Targeting / Tracking: Garret F-13 with Skyshield

Overview

As part of their drive to produce a line of AFVs that could satisfy the needs of militia and garrison forces, Johnston Industries focused on the production of the Werefox line of military vehicles. This line was intended to include units that could perform multiple supporting roles as well as engage in armored thrusts when needed. Each member of the Werefox line was to be based on a single uniform chassis, less flexible than an OmniVehicle, but with the ability to vary powerplant and armor configurations from unit to unit.

Each machine also takes advantage of a renewed investment in C3 networks. To coordinate these various platforms and form the core of a unified battle force, Johnston Industries created the Werefox Charlemagne.

Capabilities

The Charlemagne is a sixty-five ton extension of the Werefox line that carries not one, but two Garret T-75 C3 Master computers. Furthermore, it is well protected by a multi-layered defense against nearly every type of threat on the modern battlefield. The first layer is a Guardian electronics counter-measure suite, intended to disrupt other C3 networks as well as advanced targeting systems. The next layer is a pair of Mainfire Point Defense anti-missile systems, each supplied with its own ammo bin and

coordinated by the Garret Skyshield sensor array. The third layer is nine and a half tons of CASE-equipped Johnston ferro-fibrous plate, making the Charlemagne nearly as heavily armored as a main battle tank.

Rounding out the Charlemagne's warload is a single BlazeFire Sweetshot extended range large laser augmented by a targeting computer.

The Charlemagne can reach speeds of over 60 km/h when necessary, though crews are often reluctant to do so since high-speed travel over rough terrain can disrupt their relatively delicate electronics. This proved to be a real problem for Johnston engineers, as concentrating so many electronic systems – C3, ECM, main gun targeting and AMS coordination – in one place makes for frequent glitches and, consequently, very complicated troubleshooting.

During initial trials it was more common to find a Charlemagne in the repair shop than on the field. As it is the focal point for every other unit linked to the C3 network, the Charlemagne had to be ultra-reliable. This issue continued to be a sticking point until it was found that shock-mounting the critical wiring harnesses (rather than attaching them directly to the hull) cured most of the problems.

Some might consider the Werefox Charlemagne to be a direct competitor to the Morningstar Company Command Vehicle. There are crucial differences: the Morningstar may be faster and feature an infantry bay, but its wheeled chassis limits it to flat terrain and it carries less armor.

Deployment

The Werefox Charlemagne successfully completed its trials in time to participate in an action on the world of Skeptana, where in concert with a lance of Werefox AAV IIs, it drove off a pirate incursion.

Another, less successful field test occurred with Hansen's Roughriders. On a recent 'reconnaissance raid' on a classified planet in the Capellan Confederation, the Roughriders deployed their Charlemagne to coordinate Werefox AAV IIs in the defense of a landing zone. The Charlemagne was exposed to combined 'Mech and infantry attack - just as it

expended its last rounds of AMS ammunition to fend off an aerospace strike. After several waves of missile fire from the surrounding Capellan ground forces, the Charlemagne lost its C3 Master units to battle damage. The accompanying AAV IIs were reduced to using standard targeting systems, which were not enough to carry the day.

Johnston currently manufactures this command tank at a slower rate and at a different assembly line on Addicks, a decision that allows technicians to focus on producing the AAV. Despite the highly modular nature of the electronics, trouble-shooting a Charlemagne continues to be as much an art as it is a skill. Technicians with a proven track record are in high demand for assignment with Werefox battalions.

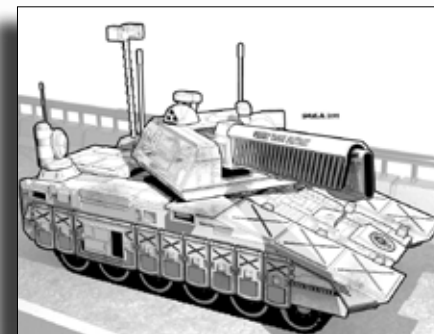
Variants

There are several variants of the base Werefox chassis, but the Charlemagne is the only model to feature C3 Master units and such heavily overlapping defense.

Notable Crew

Sergeant Thomas "The Maestro" Dessaint

Dessaint is nicknamed 'the Maestro' for his ability to coordinate forces of the Anjin Muerto Crucis March Militia from his Werefox Charlemagne. During the riots that broke out following Arthur Steiner-Davion's death, Dessaint quickly and successfully coordinated the ground forces on Anjin Muerto in order to contain the violence with minimal bloodshed.



HEAVY VEHICLES

Type: **Werefox Charlemagne**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

Tonnage: 65

Battle Value: BV2 (939)

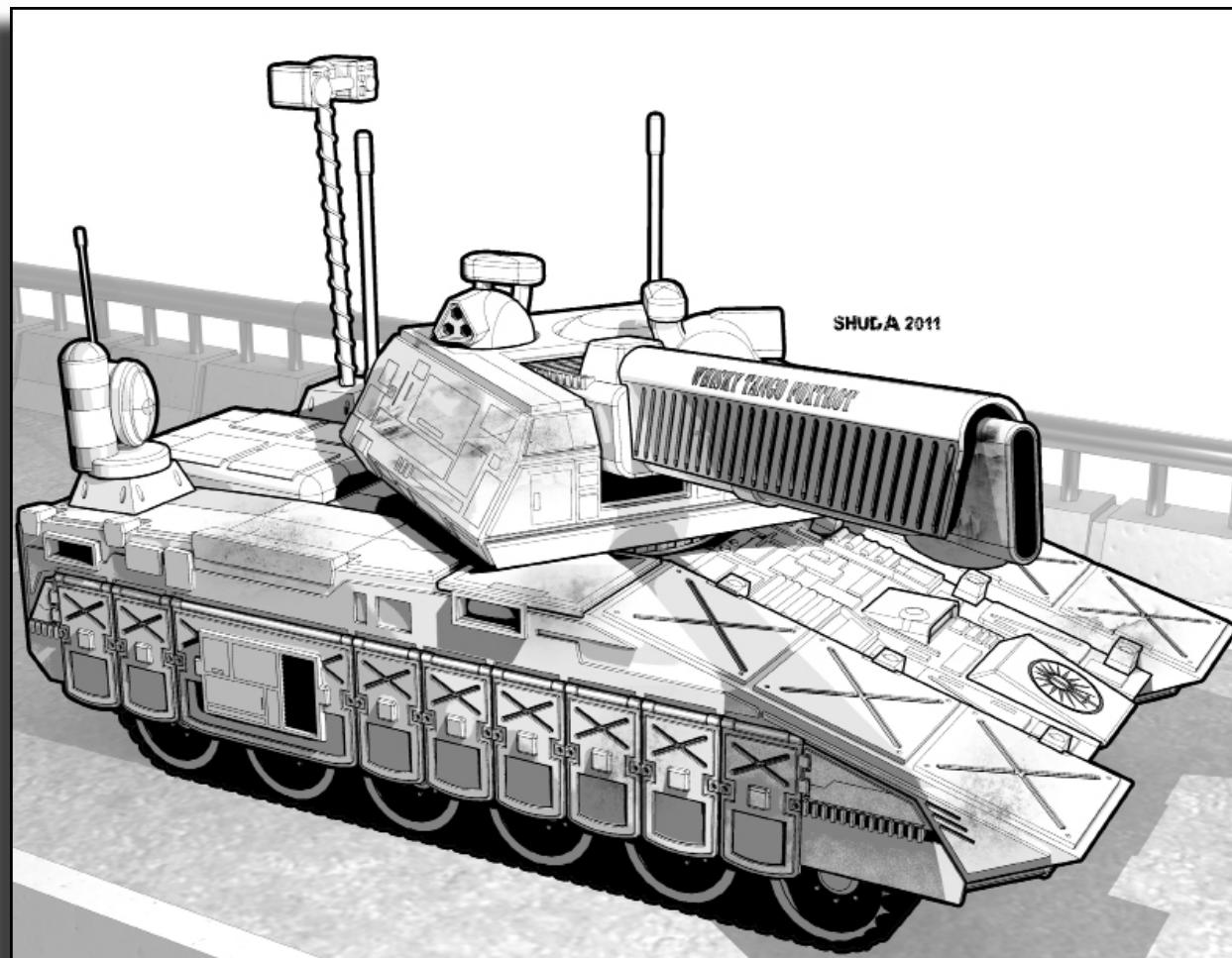
Equipment

		Mass
Internal Structure:		6.5
Engine:	260	13.5
Shielding and Transmission:		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	12	2
Control Equipment:		3.5
Crew:	5	0
Turret:		1
Armor Factor:	170	9.5

	Internal Structure	Armor Value
Front:	7	40
R/L Side:	7	30
Rear:	7	30
Turret:	7	40

Weapons and Ammo

	Location	Tonnage
ER Large Laser	Turret	5
2 Anti-Missile Systems	Turret	1
Targeting Computer	Body	2
2 C ³ Master Computers	Body	10
Guardian ECM	Body	1.5
Ammo (AMS) 24	Body	2
CASE	Body	.5



WEREFox D'ARTAGNAN

Mass: 65 tons

Movement Type: Tracked

Power Plant: InterFus 260 Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Johnston Duraweave 6000 Ferro-Fibrous with CASE

Armament:

1 Johnston Parti-Cannon PPC

2 Mainfire Point Defense Anti-Missile Systems

Manufacturer: Johnston Industries

Primary Factory: Addicks

Communications: Garret T-60 Fastscan with C3 Slave and Guardian ECM

Targeting / Tracking: Kallon SureShot C3

Overview

The Federated Commonwealth has led the Inner Sphere in developing several lines of battle armor, such as their Cavalier and Infiltrator Mk I and II designs. Despite a high level of innovation in this arena, Federated Commonwealth engineers have failed to develop an equally distinctive way to move the suits to the battlefield. They rely on existing vehicles to transport their squads, but these machines are not capable of acting as much more than battlefield 'taxis.'

As part of a regimental combat team, infantry can perform tasks that tanks and BattleMechs cannot. Federated Commonwealth forces can take territory with their firepower and tactics, but to hold it requires men on the ground. In an attempt to blend the abilities of a troop transport and an infantry support vehicle, Johnston designers modified the Werefox chassis to perform both functions well. The result was the Werefox D'Artagnan Infantry Combat Vehicle, or ICV.

Capabilities

Based on a stretched version of the sixty-five ton Werefox chassis, the D'Artagnan can exceed 60 km/h on most types of terrain. It is covered by six tons of ferro-fibrous armor with additional protection provided by a Guardian ECM suite and a pair of anti-missile systems. Offensive capability consists of a turret-mounted Johnston particle projection cannon enhanced with a C3 link and an advanced targeting

computer. Despite its quad track arrangement, this vehicle shares 60% of its components with other vehicles in the Werefox series.

The D'Artagnan's primary role is to carry troops and towards that end it features a twelve-ton infantry bay with rear and side-mounted exit hatches. This bay is configurable and can carry three squads of battle armor, two platoons of specialized infantry or four platoons of standard troops.

It has been unkindly compared to the newest Maxim heavy hovercraft. It is true that late-model Maxims are similarly armored and move faster than the D'Artagnan. However, representatives of Johnston Industries point out that the D'Artagnan is configured to perform two roles at once – deliver the troops and provide support while they advance. The Maxim is specialized; it does not carry as heavy an armament, is not linked to a C3 network, and does not enjoy the advantages of ECM, AMS or a targeting computer.

Some counter that the speed of the Maxim is enough to offset enemy fire, but this is not always the case in actual combat. Speed – at least for troop carriers – has proven a poor alternative to armor and other types of protection because at some point, the transport has to stop to debark its troops.

Many observers are surprised at the prevalence of Guardian ECM gear in the Werefox line. This is thought to be an extra layer of 'hardening' for the C3 link, as the Guardian suite can be set in a counter-countermeasure mode to disrupt enemy ECM. Such interference is not often found on the Periphery borders, but is quite common in the Draconis March – suggesting that engineers are looking beyond the current Federated Commonwealth conflict to future battlefields.

Deployment

As with other Werefoxes, the D'Artagnan has seen deployment over the Federated Commonwealth's Periphery border. The Werefox's most notable action has been with the Bryceland Draconis March Militia. The DMM used the Werefox D'Artagnan extensively in their slow grind against

the Third Davion Guards and the First Ceti Hussars.

The Loyalist Militia proved to be a poor match for the combined RCT's air and artillery assets, but their decentralized fighting style became quite useful as they executed a series of strategic withdrawals, first to the Topah Mountains and then off of the Raeder Continent. Although the Bryceland Militia suffered heavy losses, their Werefox D'Artagnans have weathered combat far better than the Blizzard Hovercraft or standard APCs in the Loyalists' arsenal.

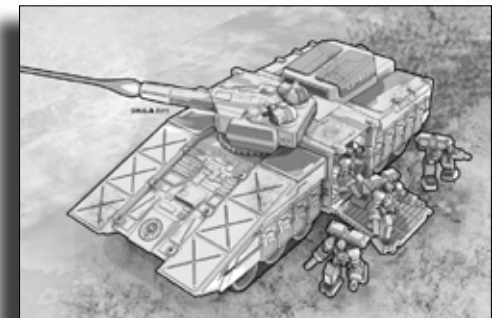
Variants

No variants exist at present. Engineers are awaiting further trials in combat to assess whether the D'Artagnan needs more armor – at the cost of carrying fewer troops – before modifying the design.

Notable Crew

Corporal Charles 'Chuck' Warrfeld

Warrfeld is the latest in a long line of military journalists whose illustrations have captured their era in artwork. His work reaches a wide range of readers, from the military newspapers of the AFFC to the syndicated periodicals of the Federated News Service. Such 'cartoons' are perceived as neither propaganda nor agitprop but an honest attempt to depict the life of common soldiers in the FedCom military. Warrfeld can often be found sitting atop a D'Artagnan he drives for the Tsamma Crucis March Militia, pen and paper in hand.



HEAVY VEHICLES

Type: **Werefox D'Artagnan**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

Tonnage: 65

Battle Value: BV2 (812)

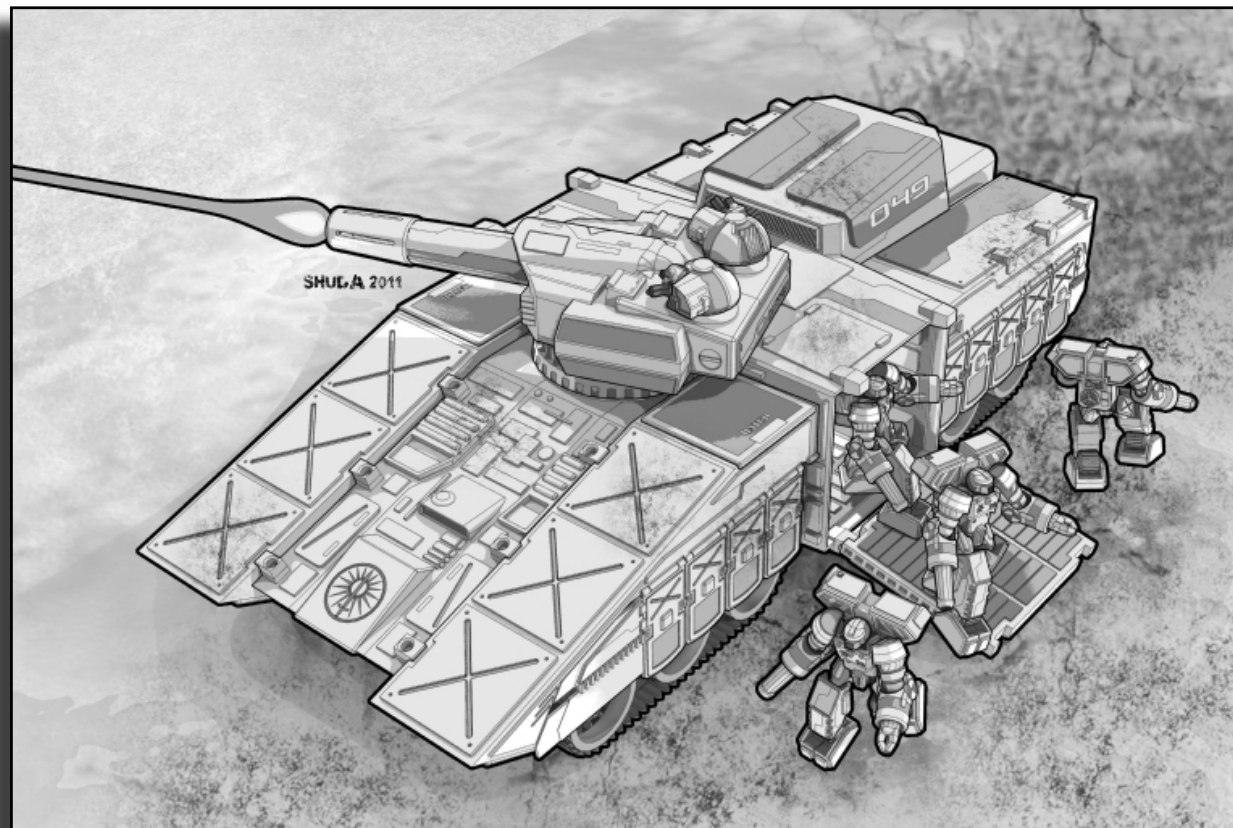
Equipment

		Mass
Internal Structure:		6.5
Engine:	260	13.5
Shielding and Transmission:		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		1
Armor Factor:	116	6.5

	Internal Structure	Armor Value
Front:	7	26
R/L Side:	7	24
Rear:	7	16
Turret:	7	26

Weapons and Ammo

	Location	Tonnage
PPC	Turret	7
2 Anti-Missile Systems	Turret	1
Infantry Transport Bay	Body	12
Targeting Computer	Body	2
C ³ Slave Unit	Body	1
Guardian ECM	Body	1.5
Ammo (AMS) 24	Body	2
CASE	Body	.5



WEREFox MARTEL

Mass: 65 tons

Movement Type: Tracked

Power Plant: 260 Fireheart Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Durallex Light Ferro-Fibrous with CASE

Armament:

1 Poland Main Model A Gauss Rifle

1 Mainfire Point Defense Anti-Missile System

Manufacturer: Johnston Industries

Primary Factory: New Syrtis

Communications: CommuTech XL

Targeting / Tracking: BlazeFire Tracker with RangeCheck

Overview

The Werefox Martel Fire Support Vehicle is intended to provide the most accurate, hardest-hitting firepower available to a regimental combat team at the lowest possible cost. It combines the latest targeting computer module with a C3 network to give its gunner the best possible shot under nearly all circumstances.

Capabilities

Based on a chassis common to all Werefox vehicles, the Martel carries only one offensive weapon – a Poland Main Model A Gauss rifle. With their gun's superior range and an advanced targeting computer, the FSV is ideal for massed attacks as well as concealed sniper roles. Savvy crews rely on the C3 network to make up for the decided lack of secondary armament.

The C3 network is the heart of the Werefox line and the Martel is no exception. With the network active and a spotter on location, it is possible for a Martel to strike its target with pinpoint accuracy at ranges up to 660 meters away. Hull down, a lance of these tanks can destroy even the largest BattleMech in less than half a minute.

The Werefox Martel, like the rest of its line, is equipped with a tracked suspension capable of speeds up to 65 km/h. The hull has integral CASE to protect the crew from a capacitor explosion. It features eight tons of ferro-fibrous plate, respectable armor for its size, though the rear armor is relatively weak. Further protection comes in the form

of a Mainfire Point Defense anti-missile system, useful for dealing with both long and short-range missile attacks. It is slightly more expensive and much less heavily armored than its nearest analog, the Rommel tank, but increased accuracy should make up the difference.

The New Avalon Institute of Science's effort to reverse-engineer Clan technology yielded mixed results at first, but targeting computers are finally beginning to appear in many Federated Commonwealth machines. Most are found in BattleMechs, where they are connected to any number and nearly any type of direct-fire weapon; those appearing in the Werefox line are based on earlier prototypes, limited to enhancing one or two weapon types at most. Somewhat cheaper to produce, their limitations are of no concern on a platform which does not carry as wide an array of weapons as a 'Mech.

Deployment

The Werefox Martel is being sent to border garrisons as part of the 'Werefox Upgrade' project currently underway among Federated Commonwealth March Militias. The Martel is reserved for veteran tank crews, especially those with outstanding gunnery skills. Field trials show that, when working in concert with a pair of Dragonfly spotter VTOLs, one lance of veteran-crewed Martels can quickly destroy even the most heavily armored opponents in very short order.

Armington recently suffered a major raid where, with their BattleMech Regiment tied up in action on a neighboring world, it was left to the Malagrotta CMM Armored Brigade to fill the breach. The CO deployed Kabila's lance of Martels on the extreme left flank of the Brigade's line in an attempt to surround the bandit's position. The pirates saw that they faced only a single lance of vehicles and decided to rush the Werefox position in order to break through to their waiting Dropships.

Luckily, the Martel lance was able to coordinate with a Militia Dragonfly. Moving swiftly among the pirates, the Dragonfly's pilot closed with their lead 'Mech, a Hunchback. The Martels immediately locked onto the luckless machine and took it down with a single fusillade. They switched

their sights to an accompanying Wolverine and made swift work of it as well. Kabila then ordered her driver to advance their Martel at flank speed towards the surviving bandit forces. Engulfed in chaos, the pirates lost cohesion and ran. Remaining Militia forces subsequently captured them.

Variants

One variant of the Martel has appeared – it carries an extended range medium laser and an extended range small laser for better protection versus infantry. It also drops the AMS for a Guardian ECM suite; this measure would add an ECCM capability found in other Werefox variants and harden the C3 link against disruption by standard ECM.

Notable Crew

Laurent Kabila, Harold Stout and Derek Lopeyok

Serving in the Kearney Combat Region, Kabila and his crew have witnessed first-hand the increase in bandit attacks, including the recent raid on Armington. The rapid loss of two heavy-hitting machines had shocked the raiders, but it was Kabila's bold counter-attack that broke them.



HEAVY VEHICLES

Type: **Werefox Martel**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

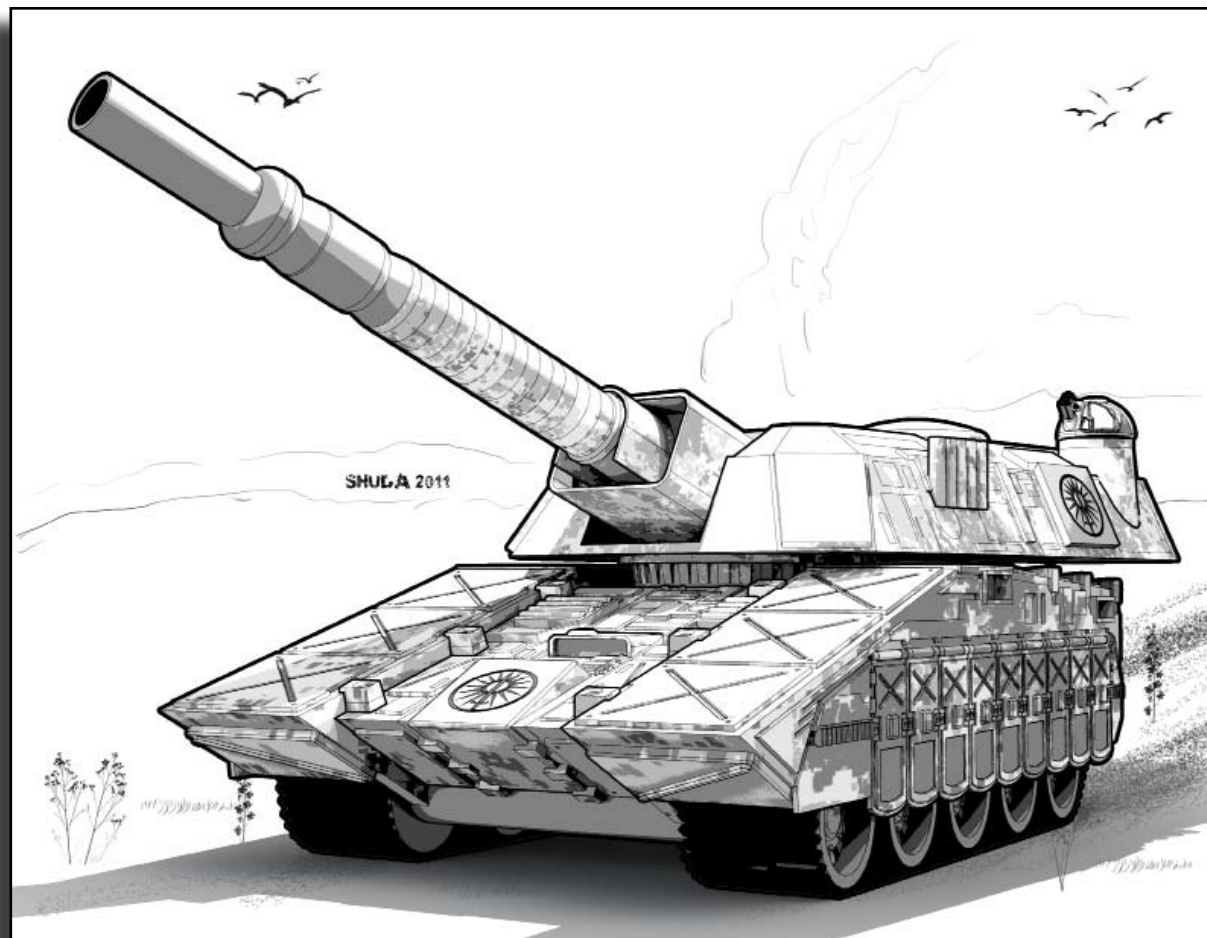
Tonnage: 65

Battle Value: BV2 (1084)

Equipment		Mass
Internal Structure:		6.5
Engine:	260	13.5
Shielding and Transmission:		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		2
Armor Factor:	134	7.5

	Internal Structure	Armor Value
Front:	7	35
R/L Side:	7	23
Rear:	7	23
Turret:	7	30

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
Anti-Missile System	Turret	.5
Targeting Computer	Body	4
C ³ Slave Unit	Body	1
Ammo (Gauss) 24	Body	3
Ammo (AMS) 12	Body	1
CASE	Body	.5



WEREFox PETAIN

Mass: 65 tons

Movement Type: Tracked

Power Plant: InterFus 260 Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Johnston DuraWeave 6000 Ferro-Fibrous with CASE

Armament:

1 Mydron Model B Autocannon/10

1 Valiant Pilum SRM 6

Manufacturer: Johnston Industries

Primary Factory: New Syrtis

Communications: Garret T-60 Fastscan with C3 Slave and Guardian ECM

Targeting / Tracking: Kallon Autolock T-2b

Overview

Looking for a way to get the most from a stockpile of older standard weapons, Johnston Industries tasked its engineers with creating a weapons platform that would combine advances in targeting systems with new types of munitions. The objective was to field an inexpensive tank that would form the backbone of March Militia units.

While there are AFVs which carry harder-hitting guns and a wider variety of warloads, the Werefox Petain - named for a French general of the 20th Century's First World War - concentrates on reliability, variety of munitions and ease of maintenance to perform its daunting assignments.

Capabilities

The Petain shares the Werefox tracked chassis and is capable of speeds exceeding 60 km/h over most terrain. It is covered by nine tons of ferro-fibrous armor and is further protected by a Guardian electronics countermeasure suite. Linked to a C3 network by a Garret T-60 computer, the Mydron Model B autocannon is further augmented by a Kallon targeting computer.

As if this were not accurate enough, the autocannon can fire precision and armor-piercing rounds, somewhat expensive alternatives to standard ammunition but highly effective - especially against BattleMechs.

The secondary weapon is a special two-part Valiant six-tube short-range missile launcher that mounts three tubes on either side of the turret. This also uses special ammunition. In addition to the Inferno round (which has proven highly effective against both vehicles and infantry), Petains carry the Tandem missile, designed specifically to overcome massive concentrations of armor such as those found on assault tanks and 'Mechs.

The Tandem round has been observed to be especially hard on the delicate motive systems of hovercraft, leading some to debate whether this AFV is meant to take out an enemy's 'first strike' assets or engage in highly fluid maneuvering tactics itself. The answer is probably both, as the Petain is capable of firing on the move while retaining a high degree of accuracy - or remaining stationary while picking off lighter machines likely to approach its position.

Some observers have questioned the appearance of ECM suites in so many of the Werefox variants, including this one. An ECM is certainly useful in countering enemy networks and fire control systems, but one or two are generally considered sufficient to the task. Why so many?

The answer lies in the concept behind the Werefox line itself. Each Werefox variant is first and foremost a member of a C3 network. Each uses this network to very good advantage in combat but it is one that can be easily disrupted by enemy countermeasures. What is often overlooked is that a Guardian ECM can also be configured to act as an electronics counter-countermeasure (ECCM), neutralizing the effects of an opponent's countermeasure system at the flip of a switch. This 'hardening' of the C3 network at nearly all its points is vital to Militia units faced with better-equipped enemies.

Deployment

The Petain, like others of the Werefox line, was originally to be assigned to garrisons on the Periphery border. However, the Civil War has become quite convoluted from a logistical standpoint; in the case of the Sirdar PDZ, entire companies of Petains never made it to their intended destinations.

Instead, the head of the Sirdar PDZ, Marshall Korsant, ordered them diverted from the local Militia to forces loyal to Victor and his cause. This has forced some unexpected deployments, as frontline combat units and even mercenary commands rather than their intended AFFC Garrisons now field the prototype Commonwealth vehicles. These 'orphan' companies are mediocre performers, due mostly to the lack of a C3 network and supporting variants.

Variants

One variant of the Petain is in prototype form. It carries two anti-missile systems in lieu of the missile rack, as well as an extra ton and a half of armor. This version has better protection but assumes a much more passive role. Restricted to sniping with its cannon, it is not likely to be fielded in large numbers.

Notable Crew

The War Orphan

The *War Orphan* is a Petain originally primed and ready for war. Unfortunately, to prevent distribution to the Pro-Katherine Sirdar CMM, the PDZ command assigned the War Orphan to the Illician Lancers Fourth Regiment. The twist is that, of the Lancers's four regiments, not one of them makes use of AFVs. The Lancer's technicians made the best of this situation by stripping the *Orphan* of its turret and converting it to a well-armored transport used to move high-ranking personnel safely to and from battle sites.



HEAVY VEHICLES

Type: **Werefox Petain**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

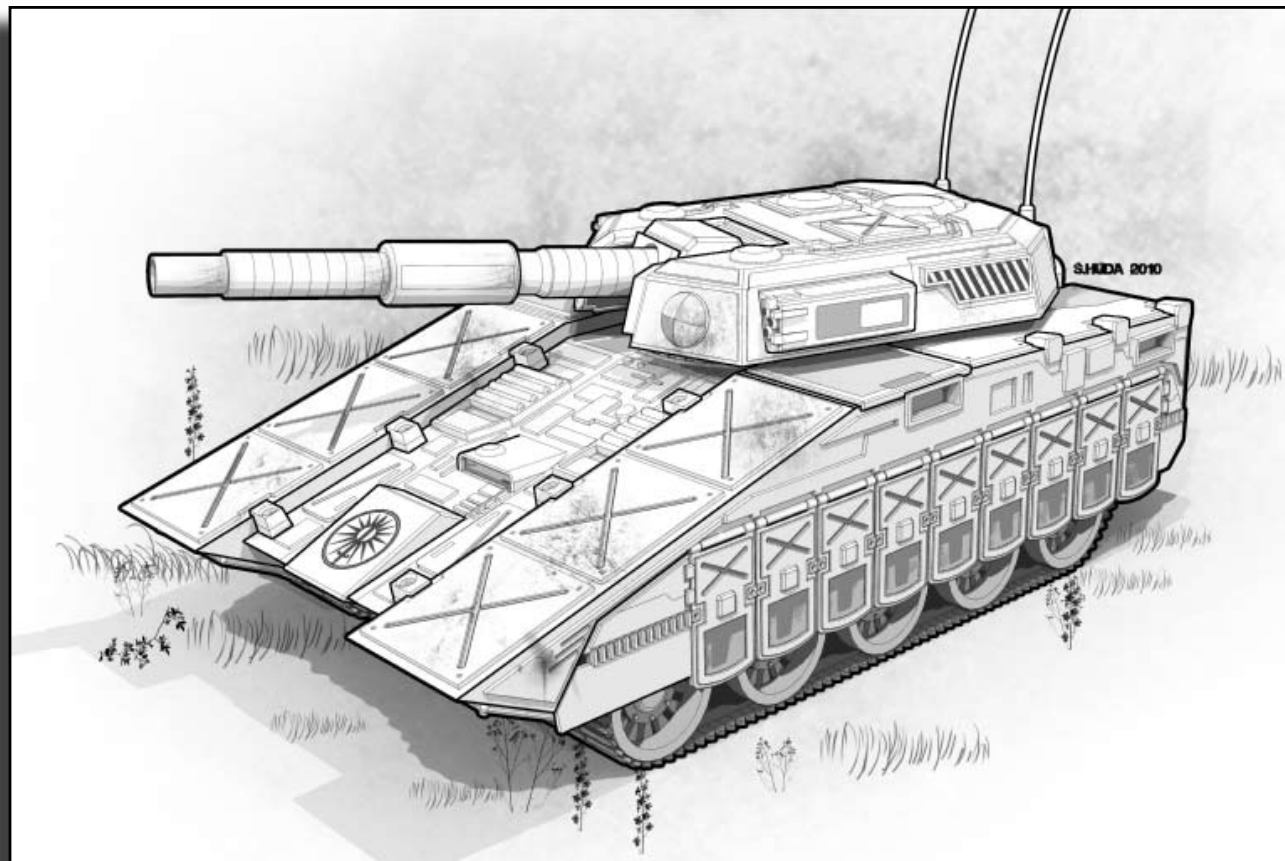
Tonnage: 65

Battle Value: BV2 (874)

Equipment		Mass
Internal Structure:		6.5
Engine:	260	13.5
Shielding and Transmission:		7
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Crew:	5	0
Turret:		1.5
Armor Factor:	161	9

	Internal Structure	Armor Value
Front:	7	35
R/L Side:	7	33
Rear:	7	25
Turret:	7	35

Weapons and Ammo	Location	Tonnage
Autocannon/10	Turret	12
SRM 6	Turret	3
Targeting Computer	Body	3
C ³ Slave Unit	Body	1
Guardian ECM	Body	1.5
Ammo (AC) 20	Body	2
Ammo (SRM) 15	Body	1
CASE	Body	.5



PERCIVAL

Mass: 80 tons

Movement Type: Tracked

Power Plant: 320 GoreTex XL Fusion

Cruise Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: Valiant Scutum Ferro-Fibrous with CASE

Armament:

3 Valiant Heavy CrossBow LRM 10s

1 Parti-Kill PPC

3 Valiant Javelin Streak SRM 4s

Manufacturer: Robinson Standard BattleWorks

Primary Factory: Robinson

Communications: Corean Transband-J12 with C3 Slave

Targeting / Tracking: Omicron IX

Overview

Duke James Sandoval once had such standing with Hanse Davion that, as compensation for stripping units from Sandoval's Draconis March, the First Prince subsidized production of the Watchman. Distracted by Operation Bulldog and the St. Ives conflict by the end of the decade, however, the AFFC High Command had cooled toward the Duke. When the AFFC denied his request to finance a new assault tank, Sandoval dug into his own pockets. The Percival was eventually funded entirely from the Duke's personal treasury.

Capabilities

The new production line at Robinson Standard BattleWorks has been devoted to creating this vehicle. The Percival can move with a speed (up to 65 km/h) that is breathtaking for an eighty-ton vehicle. The arrangement of the tracks is noteworthy: instead of one unified suspension, the Percival has four separate; smaller tracks; and rather than coupling them to a complex transmission, each independent track is driven by its own motor which draws power directly from the fusion engine. The quad design provides superior tracking and handling over rough terrain with much less ground pressure than conventional suspensions. A computer closely monitors these individual motors in order to keep them synchronized.

All weapons are turret-mounted for a maximum field of fire. Three Valiant Heavy Crossbow ten-racks provides

the Percival with significant reach, and a lance of Percivals can launch a powerful volley of indirect fire. For direct fire, the Parti-Kill PPC is a hard-hitting ammo-free weapon that can strike at medium to long ranges. Up close a trio of Valiant Javelin four-tube Streak launchers takes advantage of the holes created by the Percival's main weapons. The accuracy of the Streak system is legendary and, in this case, quite necessary as all three launchers share a single ton of reloads. With only eight rounds for each rack, their lock-on component is vital in conserving ammunition.

These tanks are equipped with a feature gradually gaining ground in the Federated Commonwealth military: a slave unit linking each tank to a C3 network. This is an example of the Duke's far-ranging strategy; many captured Combine machines will likely carry C3 links of their own and can be quickly absorbed into the AFFC ranks with few adjustments. Schiltron 'A' tanks have appeared alongside the Percival, providing the master computer for such networks.

Finally, the Percival is clad in eleven and a half tons of ferro-fibrous armor and equipped with CASE to further protect the crew.

Deployment

The first shipment of Percivals was delivered exclusively to Draconis March regiments in late 3061. They first put the new assault tank to use in the defense of Robinson and Doneval II in October of the following year. The Percivals proved apt to the task of repelling, hunting, and destroying the mysterious invaders.

Duke Sandoval made certain that the new war machine was attached to units which spear-headed his assault on the Draconis Combine: the First Chisholm Raiders, the Eighth Crucis Lancers, the Seventeenth Avalon Hussars and his own First Robinson Rangers.

Our Blessed Order's transcripts suggest Sandoval may have cut a deal with Field Marshall Gallagher for supplies and materials to support his drive into Kuritan territory. The clearest indication of this is the suppression of anti-Archon protests throughout the Draconis March; it is quite possible

the Duke will be forced to cede a portion of his annual Percival production to Loyalist forces.

Variants

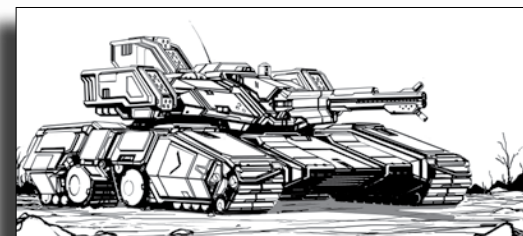
A refit, the 'S', was identified with the First Robinson Rangers on Prosperina. This variant enhanced the Percival's endurance by replacing the Streak launchers with standard Holly SRM racks. Although the number of tubes remains the same, these standard models can fire specialized munitions and are light enough that the 'S' variant has doubled its ammunition supply.

Notable Crew

Leftenant Julius Fairbrother

Fairbrother is the eldest son of minor nobility and a recent transfer to the First Chisholm Raiders. He is not content with his Percival, being far more familiar with the maintenance and operation of his former command, the 'Fearless.' This was an ancient Von Luckner that had been passed down through generations of Fairbrothers before it was destroyed in the attacks on Doneval II.

Fairbrother is despondent due to the loss of this family heirloom and, though it would cost a demotion below Leftenant, has requested a transfer out of the Raiders in the desperate hope of somehow salvaging another Von Luckner at a new assignment.



ASSAULT VEHICLES

Type: **Percival**

Technology Base: Inner Sphere / 3063

Movement Type: Tracked

Tonnage: 80

Battle Value: BV2 (1397)

Equipment:

		Mass
Internal Structure:		8
Engine:	320 XL	11.5
Shielding and Transmission:		6
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		4
Crew:	6	0
Turret:		3.5
Armor Factor:	206	11.5

Internal Structure

Front:	8
R/L Side:	8
Rear:	8
Turret:	8

Armor Value

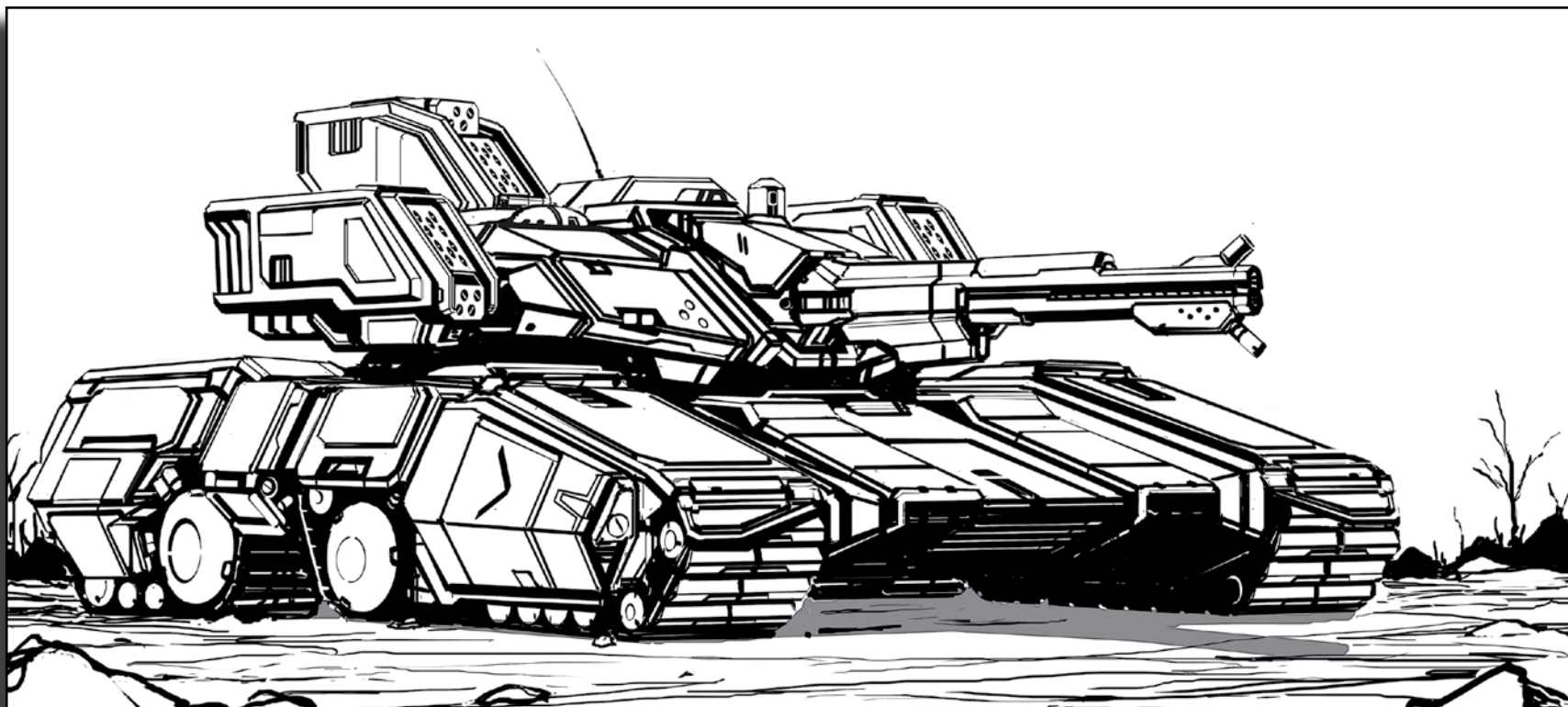
53
40
23
50

Weapons and Ammo

PPC	Turret	7
3 LRM 10s	Turret	15
3 Streak SRM 4s	Turret	9
Ammo (LRM) 24	Body	2
Ammo (SSRM) 25	Body	1
C ³ Slave Unit	Body	1
CASE	Body	.5

Location Tonnage

Turret	7
Turret	15
Turret	9
Body	2
Body	1
Body	1
Body	.5



FEDERATED COMMONWEALTH MECHS



FEDERATED COMMONWEALTH

The other half of the former Federated Commonwealth has not been idle. Anticipating a great deal of conflict as they sort out the terms of their 'divorce', the leaders of the Davion half are nonetheless overhauling their own forces in a rather piecemeal fashion. Surprisingly, such 'Mech upgrades are not intended to augment the frontline battalions facing Lyrans' wrath – there are already enough loyal units to reinforce what amounts to a relatively small part of space. Furthermore, with the Draconis Combine distracted by Clan reprisals, activity in the Draconis March is also considered to be under control.

Instead, most of these new 'Mechs are intended to shore up the remaining perimeter adjacent to the Taurian Concordat and Capellan Confederation, whose leaders might think to take advantage of the chaos of civil war and launch attacks of their own. Upgrading older designs keeps the burden on factories light and increases the effectiveness of woefully small border garrisons.

One new assault 'Mech is built upon the remains of happier days. Using ample stocks of the Lyrans' *Banshee* chassis, this design promises to secure the borders even as export sales fill the Davion war chests. Much will depend on the progress of the war. Should the conflict between the Lyrans' Alliance and Federated Commonwealth be prolonged, weapons not originally intended for the front lines will most certainly be turned against House Davion's former 'spouse'.

COMMANDO COM-9D

Mass: 25 tons

Chassis: Coventry Metal Works Endo Steel

Power Plant: 200 GM Light XL Fusion

Cruising Speed: 86.4 km/h

Maximum Speed: 129.6 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: StarGuard II Ferro-Fibrous

Armament:

1 Federated SuperStreak VI Streak SRM 6

2 ChisComp 39 Medium Lasers

Manufacturer: Corean Enterprises

Primary Factory: New Avalon

Communications: Omicron 1600

Targeting / Tracking: TargiTrack 737 with Beagle Active Probe

Overview

The COM-9D began as an upgrade of the Lyran *Commando* COM-2D, a 'Mech that was commonly deployed within Davion space during the Federated Commonwealth alliance. Johnston Industries understood that a significant refit of the old models would reduce the armament or the armor. Neither option was desirable. They commenced work on the new specifications anyway, but only a single unit was assembled before Coventry introduced a version which featured endo steel and ferro-fibrous armor.

In 3059, the concept was re-examined, this time by Corean Enterprises, who decided to produce six prototypes. The new combination of sensors, armor, speed and firepower shows promise.

Capabilities

In some ways, the COM-9D is a Davion version of the Draconis Combine's *Hitman*, although the lack of TAG or Guardian ECM restricts it to reconnaissance. The new variant features similar armor, a Beagle Active Probe and nearly as many weapons. The 9D also carries a large 200 extra light fusion engine that can sustain speeds in excess of 129 km/h. This allows the *Commando* to evade or outrun heavier opponents, while the combination of twin ChisComp medium lasers and an experimental Federated six-tube Streak launcher give the 9D a relatively heavy

punch at short range versus lighter machines.

Equipped with short to medium range weapons, this 'Mech can deal with surprise encounters and even engage other light 'Mechs. Davion MechWarriors, unlike many Kuritan *Hitman* pilots, do not feel compelled to take on every opponent they meet. 'Mechs in the *Commando*'s weight class are generally incapable of protracted firefights and some new designs, such as the Combine's *Fire Hawk*, deliberately avoid giving the pilot any reasonable means to do so. So it is with the COM-9D; it carries nothing that encourages the pilot to take unnecessary risks.

Five tons of ferro-fibrous armor protect the vulnerable extra-light fusion engine. Space limitations forbade the use of double heat sinks, forcing Corean engineers to install standard medium lasers rather than extended range models. Even so, a wise *Commando* pilot chooses his weapons with care; the 'Mech can slowly overwhelm its heatsinks.

To speed the initial build, Corean engineers adapted targeting and tracking systems originally meant for the Typhoon urban assault vehicle. These appear adequate and are now in standard use.

Deployment

The six prototypes were assigned to the Third Davion RCT prior to their assault on Luzerne in 3059, where the Third's *Commandos* proved their scouting prowess during the siege of Thün. Ducking and weaving through the town's outskirts, the 'Mechs performed invaluable reconnaissance, enabling the battered SLDF forces to react effectively to every feint of the Jaguar Sixth Striker Cluster. The remaining battalions were able to hold on until reinforcements arrived to turn the tide in their favor.

The *Commando* COM-9D is set to replace its predecessor in many frontier areas. Despite the promise of its initial trial by fire, there are lingering doubts about its effectiveness. This 'Mech is undergoing further testing in the Broken Wheel Combat Region; a tour facing pirates near the Taurian Concordat should expose any long-term flaws.

Variants

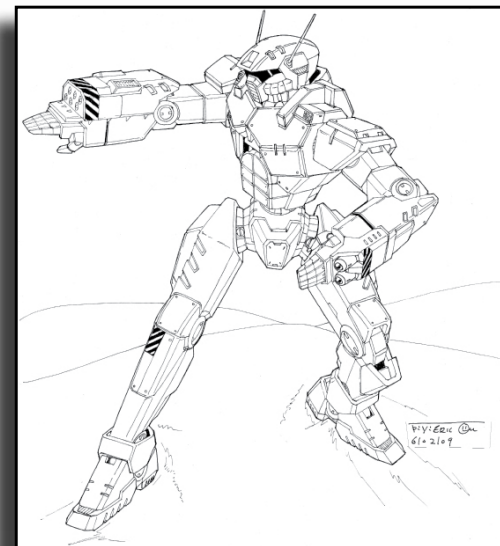
One variant of this design exists; it is a field refit used in areas where massed infantry is the norm. The COM-9DA drops both medium lasers for two Sutel Precision small pulse lasers, which are ideal for anti-personnel duties. Furthermore, they reduce the load on the *Commando*'s heat sinks, something quite popular with rookie pilots whose first assignment is garrison duty on a Periphery border world.

Further variants are unlikely at the time of this writing, due to the recent sabotage of Corean Enterprises' power plants and computer networks by agents of Marshal Sortek's First Davion Guards on New Avalon.

Notable MechWarriors

MechWarrior Lydia 'Speedy' Gonzales

Gonzales is a sterling example of the new pilots arriving from AFFC academies. Assigned to the First Albion Cadre, she is credited with capturing Lieutenant General Qutrub and his staff. Her actions tipped the balance on Broken Wheel and brought it firmly under the control of forces friendly to Victor Steiner-Davion.



LIGHT MECHS

Type: **Commando COM-9D**

Technology Base: Inner Sphere / 3060

Tonnage: 25

Battle Value: BV2 (777)

Equipment

Internal Structure:

Engine: 200 XL

Walking MP: 8

Running MP: 12

Jumping MP: 0

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 89

Mass

1.5

4.5

0

2

3

5

Internal Structure

Armor Value

Head 3 9

Center Torso 8 12

Center Torso (Rear) 4

R/L Torso 6 9

R/L Torso (Rear) 3

R/L Arm 4 8

R/L Leg 6 12

Weapons and Ammo

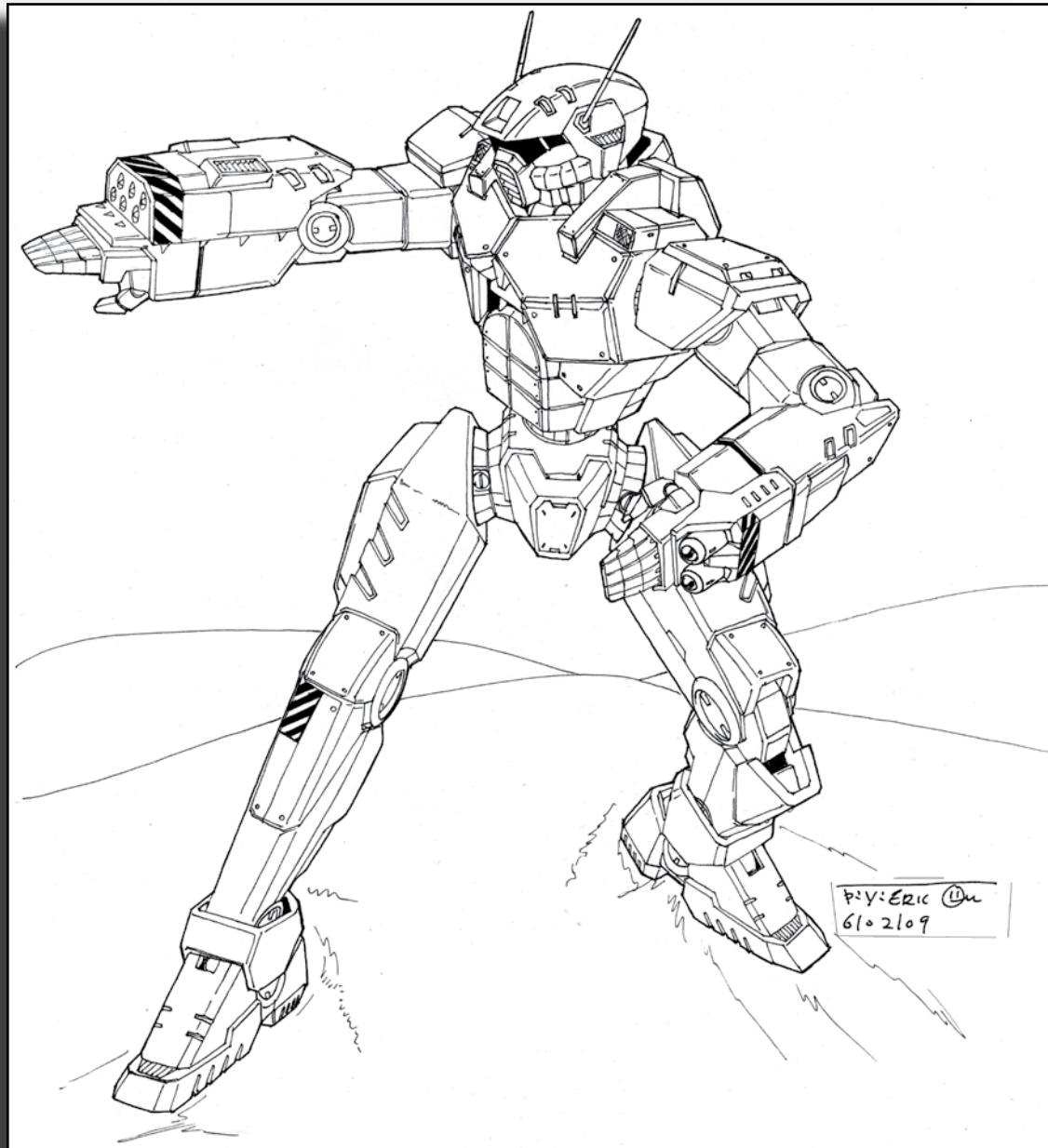
Location Critical Tonnage

Streak SRM 6 RA 2 4.5

Ammo (SSRM) 15 RT 1 1

2 Medium Lasers LA 2 2

Beagle Active Probe CT 2 1.5



BLACKJACK BJ2-OG

Mass: 50 tons
Chassis: Alshain 50 Endo Steel
Power Plant: 200 Nissan XL Fusion
Cruising Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Jump Jets: 4 Icarus Standard
Jump Capacity: 120 meters
Armor: Mitchel Argon Standard
Armament: 26.5 tons of pod space
Manufacturer: Luthien Armor Works/Irian BattleMechs Unlimited
Primary Factory: Luthien (LAW)/Irian
Communications: Sipher Security Plus
Targeting / Tracking: Matabushi Sentinel

Overview

The *Blackjack* has followed a winding path through multiple profiles since its inception. Initially designed to fulfill the oddly-matched roles of counter-insurgency suppression and fire support, the BattleMech was unfairly reviled for centuries. House Davion, for example, relegated the design to its militia forces prior to Hanse Davion commissioning new variants to conduct 'Mech-on-'Mech combat. The lowly design was so successful in this role that it eventually prompted House Kurita to clear the *Blackjack* OmniMech chassis for export.

The realities of the current battlefield forced Federated Commonwealth engineers to return to the *Blackjack*'s original profile. Fighting Chancellor Liao's Zhazheng de Guang terrorist forces in the former Sarna March, the Federated Commonwealth lacked strong antipersonnel capabilities. Old workhorses such as the *Stinger* and *Locust* proved too delicate for extended operations. Recalling the original *Blackjack*, the Commonwealth High Command ordered a new configuration for their recently purchased *Blackjack* OmniMechs. The layout would have to effectively engage not only conventional infantry but also the emerging threat of battle armor.

Capabilities

Determined to take advantage of the latest in Davion ingenuity, a team of engineers from the New Avalon Institute of Science (NAIS) decided on the experimental

Mydron Model RD rotary Class 2 autocannon rather than incorporate extended range large lasers or even a heavier LB 10-X autocannon.

Luthien Armor Works is notorious for equipping their export OmniMechs with DCMS standard connections. As the DCMS does not have rotary autocannons, installing the new ballistic weapons has not been without difficulty. At present, a team of technicians requires hundreds of man-hours to mount the new guns. Although reconfiguring the BJ2-OGs connections is easier than modifying a conventional BattleMech, the process can be painstaking and is complicated further by the decision to place the rotary barrels inside tight-fitting armored sheaths. These do protect the exposed barrels, but the loss of cooling surface means the guns tend to overheat with sustained use.

Although the effective striking distance of the RAC-2 is less than a standard autocannon, it can engage targets well beyond the reach of weapons carried by troops or battle armor and the high rate of fire makes it ideal for infantry suppression. In close combat, opponents will find themselves facing four Diverse Optics medium pulse lasers. Finally, a single Diverse Optics extended range small laser has been rear-mounted in the center torso region to fend off attacks from behind.

Deployment

Lances of reconfigured BJ2-OG *Blackjacks* have appeared among the First Kittery Borderers. Given their recent role as de-facto bodyguards to Allard-Liao's relief convoys, the Borderers are in a position to judge the effectiveness of the design against Zhazheng de Guang tactics.

Our intelligence indicates that the Borderers have been redeployed to Alcyone to prevent the newly conquered planet from reverting to Pro-Katherine forces. There are reports of the former March Milita forces regrouping, with the result that the new *Blackjack* may yet face an insurgency. The irony is that these guerilla forces spring not from the Capellan Confederation, but from among the Borderers' own countrymen.

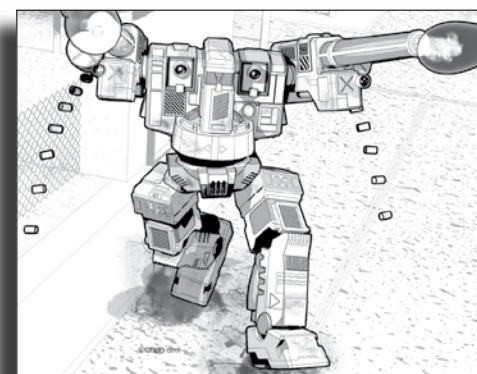
Variants

NAIS engineers are also experimenting with a further *Blackjack* configuration. The Mydron RD can strike at distances comparable to a standard Class-5 gun, which suggests a secondary role in aircraft suppression; the prospect of multiple hits from a lone 'Mech is often enough to deter aerospace assets. Thus, the projected BJ2-OG2 replaces the Mydron RD with two Mydron Excel 5SG LB-X cannons. Though they lack the RD's high rate of fire, these 'cluster' guns are considered more dependable than the experimental RAC-2 and are better suited to dealing with massed infantry and aircraft.

Notable MechWarriors

Kommandant Michael Ubodo

Ubodo gained fame forty years ago as a young officer commanding a battle on Xhosha VII; the outcome turned Davion opinion in favor of the poorly-regarded BJ-1 *Blackjack*. Following his distinguished career with the Eighth Deneb Light Cavalry, Ubodo remained a staunch supporter of his old BattleMech. In recognition of his service and loyalty to the design and House, Commonwealth Command and NAIS selected him to be the ceremonial first pilot for their newest *Blackjack*.



MEDIUM MECHS

Type: **Blackjack BJ2-OG**

Technology Base: Inner Sphere / 3063

Tonnage: 50

Battle Value: BV2 (1198)

Equipment

		Mass
Internal Structure:		2.5
Engine:	200 XL	4.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	2
Gyro:		2
Cockpit:		3
Armor Factor:	152	9.5

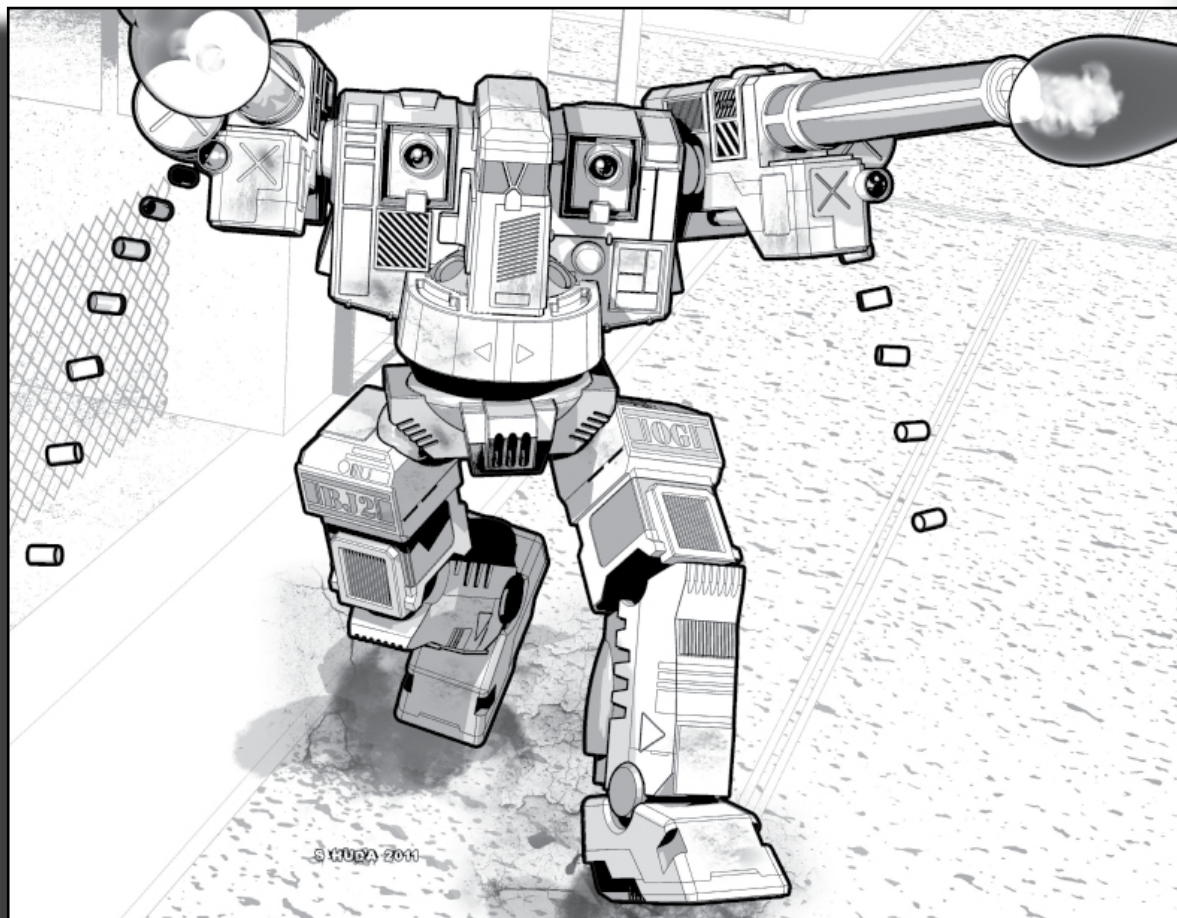
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (Rear)		9
R/L Side Torso	12	18
R/L Side Torso (Rear)		6
R/L Arm	8	14
R/L Leg	12	18

Weapons and Ammo

	Location	Critical	Tonnage
Double Heat Sink	LA	3	1
Double Heat Sink	RA	3	1
2 Jump Jets	LL	2	1
2 Jump Jets	RL	2	1

Golf Configuration (BJ2-OG)

Weapons and Ammo	Location	Critical	Tonnage
Rotary AC/2	RA	3	8
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RT	1	2
Ammo (RAC) 45	RT	1	1
Rotary AC/2	LA	3	8
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	LT	1	2
Ammo (RAC) 45	LT	1	1
ER Small Laser	CT(R)	1	.5



PRAETORIAN PRN-4A

Mass: 50 tons

Chassis: Corean Model K7G Endo Steel

Power Plant: 200 Nissan Fusion

Cruising Speed: 43 km/h

Maximum Speed: 64 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: StarGuard II with CASE

Armament:

2 Johnston Parti-Cannon PPCs

2 Phototech 806c Medium Lasers

2 Holly-5 LRM 5s

Manufacturer: Corean Enterprises

Primary Factory: New Avalon

Communications: Corean TransBand-J9

Targeting / Tracking: Corean B-Tech

Overview

Named for the soldiers who guarded the emperors of ancient Rome, the *Praetorian* is at the forefront of a New Avalon initiative to bolster planetary garrison forces. Detractors have decried the program as a ploy by the Archon to win the loyalty of the March Militia forces. Supporters point to the militia's outdated equipment and the *Praetorian's* low price. Despite this political wrangling, the *Praetorian* may eventually prove a worthy addition to those neglected forces.

Capabilities

The Department of the Quartermaster approached Corean Enterprises to create the new design. The *Praetorian* is patterned on a new look originally intended for the *Centurion*; Corean found it expedient to redirect endo steel production from existing orbital facilities to the creation of the *Praetorian's* internal structure. At a distance it resembles its parent design, causing confusion among some opposing pilots during tests at Corean's trial grounds. The only major change required was the manufacture of a right hand actuator assembly, which took a short time to produce.

Modern technology is limited to endo steel, double heat sinks and CASE protection. The *Praetorian* carries nine and a half tons of standard armor and is a sturdy, powerful

BattleMech sure to win the Archon many supporters among the March Militias.

The Nissan 200 engine was chosen as a cost-saving measure. Upgrades to the *Centurion* and *Enforcer* have left a surplus of the older fusion power plants, allowing the purchase of these engines at a discount. Slower than the modern *Centurion*, the *Praetorian's* warload (nearly identical to that of the much heavier Combine *Hatamoto-Kaze*) makes up for its lack of speed.

The PRN-4A features dual arm-mounted Johnston PartiCannon particle projection cannons. Twin torso-mounted Holly-5 missile racks add even greater range as well as the flexibility of special munitions. Designers have moved both Phototech 806c medium lasers to forward-firing arcs to provide superior close-quarter capabilities.

Deployment

The use of older technology allowed the *Praetorian* to complete its development ahead of schedule and it was deployed to the forces of the Crucis March Militia in late 3062. Although the Draconis March and Capellan March Lords clamor for shipments of the *Praetorian*, the Department of the Quartermaster has so far granted only a few of their requests.

The official reason given was that AFFC transport assets are insufficient to meet the demands of the growing conflict. While this is true, Our Blessed Order has intercepted a series of secret communiqués between New Avalon and the March capitols. It would appear that the Archon demands further concessions from Houses Hasek and Sandoval before clearing further shipments to the other Marches.

Ironically, the most publicized action involving *Praetorians* to date has been with the Draconis March Militia on Doneval II. Elements of the Robinson DMM squared off with a mysterious set of invaders in defense of a mining complex. A lance of Robinson *Praetorians* was pitted against a mixed lance of *Grand Dragons* and *Hatamoto-Kazes* on the continent of Roche Foinn.

A fierce standoff ensued, with the *Praetorian's* superior cooling capabilities permitting a greater rate of fire than their opponents. Although both sides sustained heavy damage, the Robinson DMM forces carried the day as the battered raiders retreated without destroying their target.

Variants

The PRN-4AP is intended to accompany the *Praetorian*, performing mixed duties with an emphasis on troop suppression. It drops the LRMs, replacing them with a Holly-4 short-range missile rack and three Johnston Minigun machine guns.

Notable MechWarriors

Sergeant-Major Marko 'The Gentleman' Carrasco

Carrasco is an enigma among the survivors of the New Avalon CMM. A polite barrel-chested man who makes no secret of his New Avalon Catholicism, he presents an almost constant aura of cheer and goodwill. Marco's manner and speech suggest he once moved in important circles, yet he treats juniors and seniors alike with respect.

Despite the rising barbarity of the fratricidal fighting, Carrasco demands his pilots follow a strict set of chivalrous combat ethics. He is a consummate tactician, skilled pilot and a deadly shot; while he and his men accounted for the destruction of many Davion Guard BattleMechs over the six-month Battle of New Avalon, few Guardsman pilots were killed or captured. Despite accusations of 'going easy' on the enemy, Carrasco's battlefield skills continue to evoke respect and even grudging admiration from Pro-Victor forces.



MEDIUM MECHS

Type: **Praetorian PRN-4A**

Technology Base: Inner Sphere / 3062

Tonnage: 50

Battle Value: BV2 (1279)

Equipment

Internal Structure:

Engine: 200

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 2

Cockpit: 3

Armor Factor: 152 9.5

Internal Structure

Head 3 9

Center Torso 16 23

Center Torso (Rear) 8

R/L Torso 12 17

R/L Torso (Rear) 6

R/L Arm 8 13

R/L Leg 12 20

Weapons and Ammo

PPC RA 3 7

Medium Laser RT 1 1

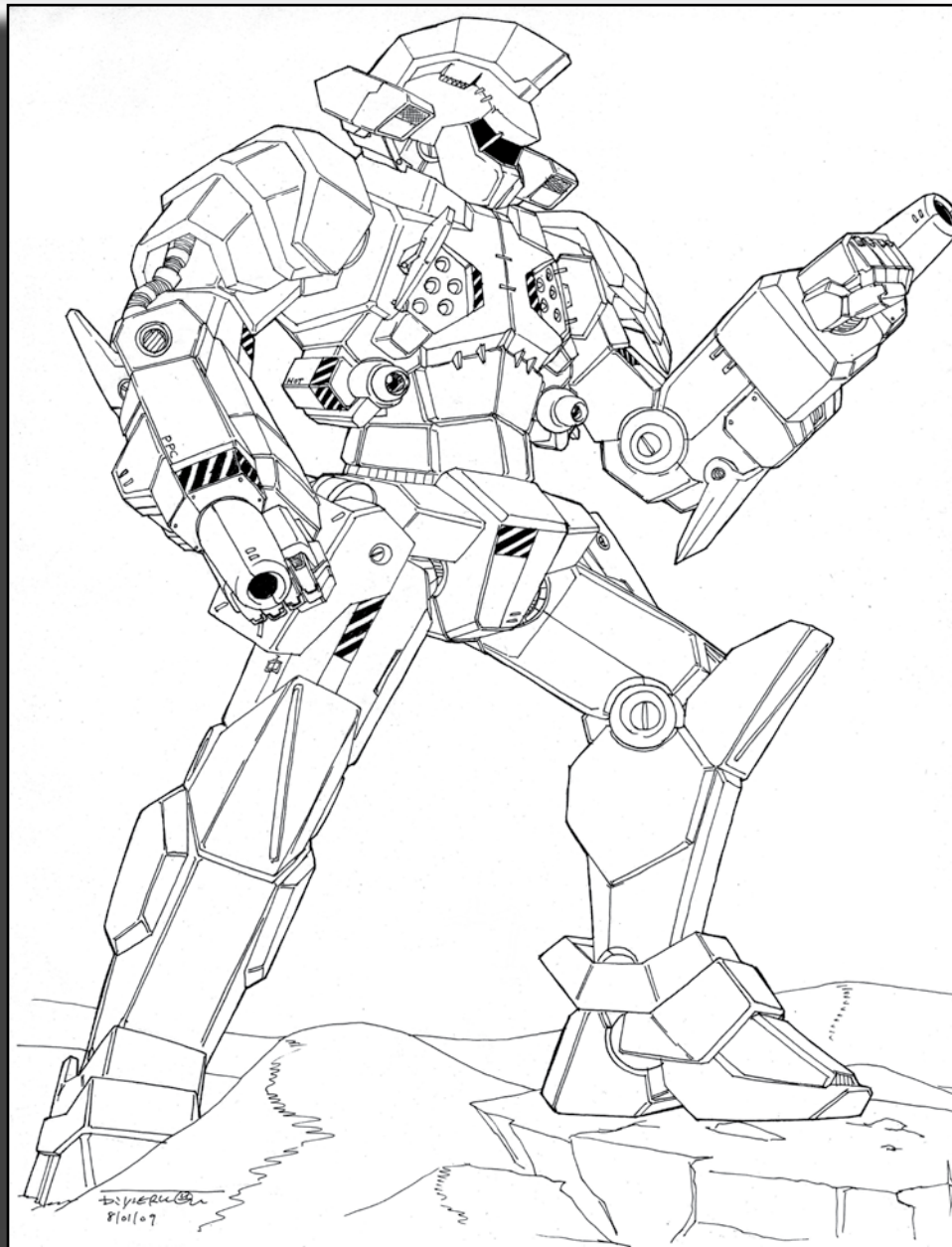
Ammo (LRM) 24 RT 1 1

CASE RT 1 .5

PPC LA 3 7

Medium Laser LT 1 1

2 LRM 5s CT 2 4



BANDERSNATCH BNDR-01D

Mass: 75 tons

Chassis: Bander Custom 1 Endo Steel

Power Plant: 300 Hermes XL Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Valiant Chainmail Standard with CASE

Armament:

2 BlazeFire Longshot ER Medium Lasers

2 Imperator Code Red LB 10-X ACs

2 Federated 10-Shot LRM 10s

Manufacturer: Bander BattleMechs

Primary Factory: Nanking

Communications: Winston Mega Boozee Mark IX

Targeting / Tracking: Sync Tracker (40-43095) with Artemis IV

Overview

When Felifious Bander founded Bander BattleMechs, (BBM) he had no idea how rough the road ahead would be. Terra Firma (in the Federated Commonwealth's Terran Corridor) seemed an ideal location for the manufacture and distribution of the custom-built *Bandersnatch*. This 'Mech was hailed as a breakthrough design of 3055 but was nearly undone by the events of 3057; the dissolution of the Sarna March saw much of Terra Firma's industrial base destroyed.

Although BBM emerged intact from the fighting, it remained in a precarious position. Concerned that his factory, fortune, and dreams were in danger of being reduced to slag, Bander decided to hedge his bets. He applied to several manufacturers and noblemen, but met with little luck until he received an unlikely offer from Morgan Hasek-Davion.

The Duke would create a separate facility on the neighboring world of Nanking, and in return, Bander would produce at least fifty examples of his famous BattleMech to the Duke's own specifications. With debtors close on his heels, a weary Bander had little choice but to accept.

Capabilities

The *Bandersnatch* still moves at average speeds and features ample protection with twelve tons of Valiant Chainmail armor. The Duke's main change has been to upgrade the internal structure from standard materials to lighter endosteel. The reduction in weight has allowed the Addicks facility to upgrade the original Holly launchers to larger Artemis IV-equipped Federated missile systems.

The new Federated launchers are too bulky for the *Bandersnatch's* head structure, so the head-mounted unit was dropped. These ten-tube racks improve the direct or indirect supporting fire the *Bandersnatch* provides to its lancemates.

Closing with an enemy, the pilot can bring his Imperator Code Red autocannons to bear using either cluster or slug rounds. The autocannon ammunition has been increased to five tons, giving field commanders greater flexibility when deploying the design. Cellular Ammunition Storage Equipment shields most of the BattleMech's ammo bays, allowing a pilot a fair chance of surviving the detonation of unspent rounds. Last, the BNDR-01D sports two BlazeFire Longshot extended range medium lasers for point defense and to make up for a new pilot's tendency to run through his ammunition.

Deployment

The BNDR-01D is seeing action with the Fifth Syrtis Fusiliers on Axton. In one battle, as the Fifth FedCom RCT's BattleMechs retreated across Axton's lowlands towards the safety of the rainforest, a Fusiliers lance carpeted the area with several volleys of Thunder-augmented LRMs. Hobbled by exploding mines, the fleeing RCT was whittled down, losing several 'Mechs before they could make their escape.

The design is principally being used to rebuild the Sixth Syrtis Fusiliers after grueling combat in the former Sarna March. The agreement between Bander and Hasek-Davion guaranteed the first three production runs to the forces of the Capellan March; although the AFFC High Command has requested a number of the new BattleMechs, Duke Hasek has politely refused, citing the security along the newly expanded Capellan border as a higher priority.

Bander chafes at the restrictions placed on him by the Hasek family. He has quietly begun to recruit new partners, attending several manufacturers' junkets while making discreet inquiries with minor 'Mech producers. Bander is looking for locations that will permit him to resume manufacture of the *Bandersnatch* and other new designs – as an independent businessman.

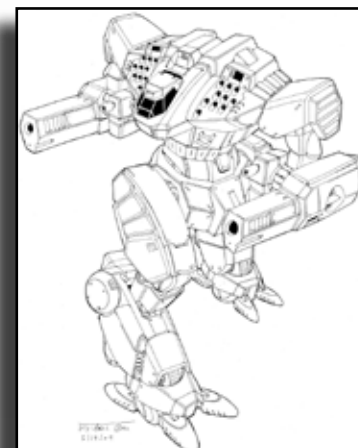
Variants

The First Federated Suns Armored Cavalry fields a limited variant that better matches their rapid raiding tactics. The BNDR-01D1 trades the twin LRM launchers for two BlazeFire Sweetshot extended range large lasers and another ton of armor. The increased heat is a drawback, but the First's technicians compensate by installing an additional three double heat sinks in the 'Mech's torso.

Notable MechWarriors

Hauptman Rolf Erpstedt

A veteran of fighting in the Sarna March, then-Leftenant Erpstedt witnessed the effectiveness of Capellan FASCAM munitions during the invasion. Since that conflict Erpstedt has devoted himself to studying the use of Thunder augmented munitions. A vocal supporter of minefields, he demonstrated the tactic with his own *Bandersnatch* during the recent fighting on Axton against the Fifth FedCom RCT.



HEAVY MECHS

Type: **Bandersnatch BNDR-01D**
 Tehcnology Base: Inner Sphere / 3063
 Tonnage: 75
 Battle Value: BV2 (1526)

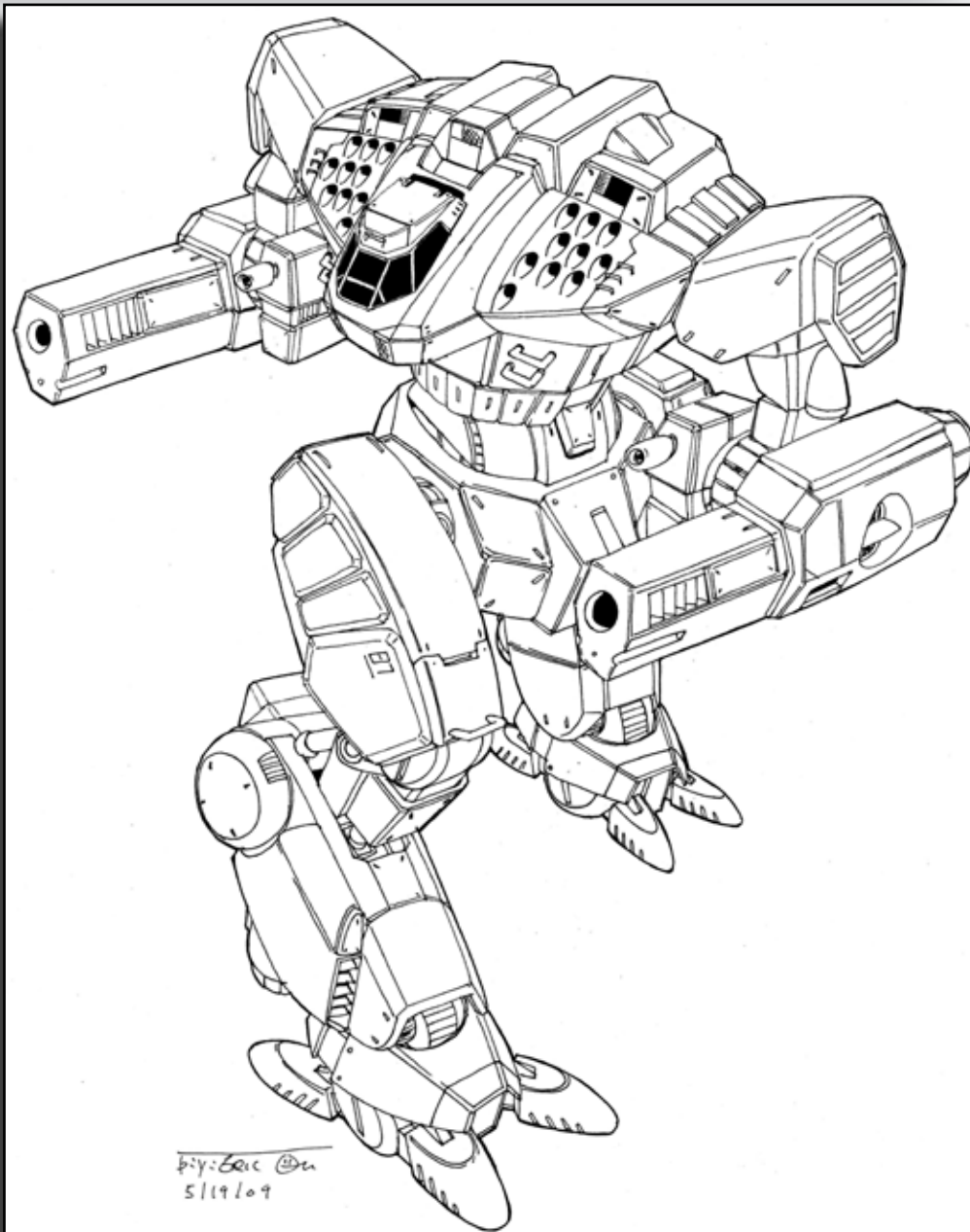
Equipment

		Mass
Internal Structure:		4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	31
Center Torso (Rear)		10
R/L Torso	16	19
R/L Torso (Rear)		8
R/L Arm	12	18
R/L Leg	16	26

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
ER Medium Laser	RA	1	1
LRM 10 w/ Artemis IV	RT	3	6
LB 10-X AC	LA	6	11
ER Medium Laser	LA	1	1
LRM 10 w/ Artemis IV	LT	3	6
Ammo (LB-X) 50	LT	5	5
CASE	LT	1	.5
Ammo (LRM) 24	CT	2	2



DURENDAL DND-5D

Mass: 95 tons

Chassis: Foundation 220 Endo Steel

Power Plant: 285 Pitban Fusion

Cruising Speed: 32.4 km/h

Maximum Speed: 54.0 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: StarSlab 9.5/Mk II with CASE

Armament:

2 Poland Main Model A Gauss Rifles

4 Harpoon-4S Streak SRM 4s

1 BlazeFire LongShot ER Small Laser

Manufacturer: StarCorps Industries

Primary Factory: Crofton

Communications: Dalban Micronics with Garret/Guardian
ECM Interface Model 2B

Targeting / Tracking: DLK Type Phased Array Sensor

Overview

The past thirty years of warfare have not been kind to the former Federated Suns. Losing factories to the Combine and investments in Lyran facilities all in the space of a generation, the AFFC has been left with but a handful of complexes devoted to the production of assault class BattleMechs. At one of these sites, StarCorps Industries has stepped in and developed the *Durendal*, a BattleMech designed to compete with machines such as the *Devastator*, the *Gunslinger* and the *Cerberus*.

Capabilities

The DND-5D is equipped with a standard engine; the speed gained and mass saved by an extra light model were deemed too modest to justify the difficulty of locating a suitable supply. This has turned out to be a wise decision, as the 'Mech suffers from a shortage of spare parts as it is.

Though it would be an unusual use for an assault 'Mech, analysts within Our Blessed Order believe that the *Durendal* is meant to be a 'rookie-proof' design for MechWarriors fresh from an academy. The machine is quite popular with its pilots, who do tend to be green and unfamiliar with managing hotter, more complex designs.

The *Durendal* uses a simple combination of weapons: two Poland Main Model A Gauss rifles act as 'can openers' while four Harpoon 4-S Streak missile launchers stand by to exploit the resulting breaches in the opponent's armor. Eighteen and a half tons of standard armor protect this huge machine; coupled with a Guardian ECM suite, they give the *Durendal* time to choose its shots carefully. Its ammo bins are shallow and require constant resupply – the LongShot small laser is small comfort to a MechWarrior who strays from his supply point.

As with many other 'Mechs in the assault class, the *Durendal*'s slow speed limits its assignments, which include fire support and second-wave 'clean-up' duties. The *Durendal* is best fielded in lance formation but this is not often possible due to its large mass, which is difficult to ship on most conventional land transports. It is often paired with the *Gunslinger*, which carries a similar warload but lacks the newer design's toughness and close-quarters punch.

Deployment

The *Durendal* was deployed to the Davion Brigade of Guards in mid-3062. The new design first faced combat with the Assault Guards on Addicks, proving to be an effective weapon in the hands of these elite MechWarriors.

The 'Mech is turning up in mercenary outfits as well; the export models have proven surprisingly popular and enjoy a good reputation. A lance of *Durendals* was even reported to have taken part in the Founder's Day celebration held on the capital of the Taurian Concordat. House Davion's embargo against the Concordat makes it likely that these belong to a well-funded mercenary unit, probably hired by the Concordat to provide much-needed assault capability.

Variants

The DND-5DE export model features technology that is easier to repair and maintain. StarCorps replaces the left arm's Gauss rifle with a Class 20 autocannon and the streak systems, small laser and ECM suite are exchanged for a battery of six standard model short-range missile launchers. As expected, sales have been brisk; the 5DE is comparable in cost and performance to the Free Rasalhague Republic's

Viking VKG-2G and House Kurita's proposed *Akuma AKU-1XJ*, though it lacks the medium-range effectiveness of those designs.

Meanwhile another variant, the DND-6DE, has been discontinued after only thirty examples. With a limited supply of 285-rated light fusion engines on hand and a price tag of seventeen million C-bills, it offered only minor improvements and was not a popular model.

Notable MechWarriors

Lieutenant Colonel Shiloh Lassiter and the 'Lumberjack III'

Lassiter is the executive officer of a mercenary regiment known as 'The Constabulary'. Coming as she does from a family known for its skill in a 'Mech's cockpit (her grandfather served in the Fourth Succession War), Shiloh spent much of her pre-Constabulary career working a *ForestryMech*.

This unit recently signed a four-year contract with the Taurian Concordat. Wishing to augment their close combat capabilities, the mercenaries used their hefty signing fee to purchase a DND-5DE *Durendal* for Lassiter, further modifying it to carry a salvaged hatchet in the left arm and a large pulse laser in the left torso. Dubbed the '*Lumberjack III*', Lassiter's menacing 'Mech takes the lead in parade reviews.



ASSAULT MECHS

Type: **Durendal DND-5D**

Technology Base: Inner Sphere / 3062

Tonnage: 95

Battle Value: BV2 (2399)

Equipment

Internal Structure:

Engine: 285

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 293

Mass

5

16.5

0

3

3

18.5

Internal Structure

Armor Value

Head 3

Center Torso 30

Center Torso (Rear) 15

R/L Torso 20

R/L Torso (Rear) 10

R/L Arm 16

R/L Leg 20

9

45

15

30

10

32

40

Weapons and Ammo

Gauss Rifle

Ammo (Gauss) 8

2 Streak SRM 4s

Ammo (SSRM) 25

CASE

Gauss Rifle

Ammo (Gauss) 8

2 Streak SRM 4s

Guardian ECM

CASE

Ammo (Gauss) 8

ER Small Laser

Location

Critical

Tonnage

RA

7

15

RA

1

1

RT

2

6

RT

1

1

RT

1

.5

LA

7

15

LA

1

1

LT

2

6

LT

2

1.5

LT

1

.5

CT

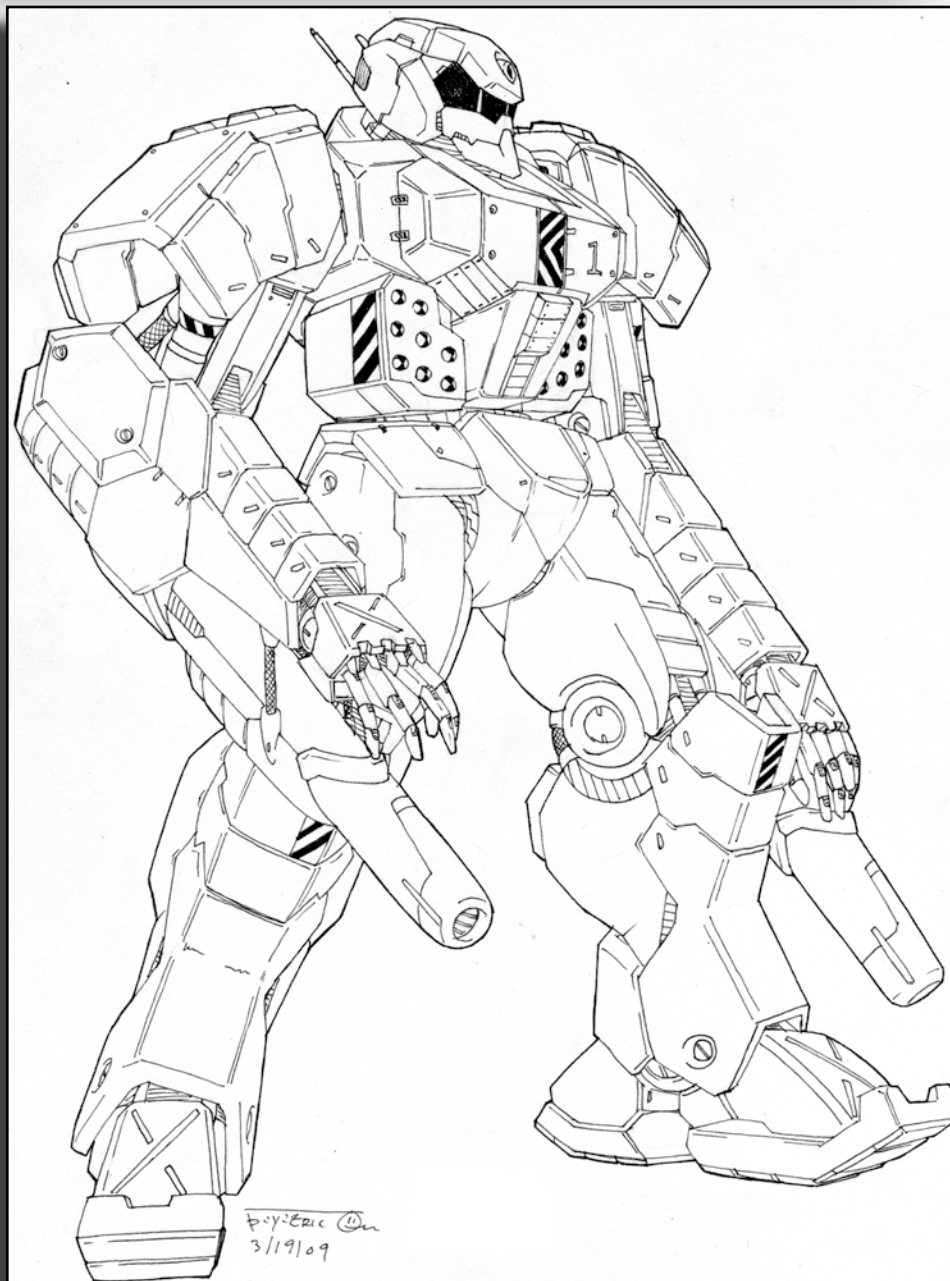
1

1

HD

1

.5



PERIPHERY STATES VEHICLES



PERIPHERY STATES VEHICLES

The Outworlds Alliance, with the assistance of the Draconis Combine, is fielding two new VTOL platforms. In addition, the OA has begun deploying two aerospace fighters to provide better ground support to Outworlds troops. The Outworlds military is also addressing the need to police their outlying districts with a new light armored car.

At the other end of the Inner Sphere, the Marian Hegemony has fielded a similar design, a medium armored car which is being used as a political tool to cement ties with other Periphery states and independent governments, in addition to reinforcing Hegemony occupation forces.

A new IFV has also begun to appear in Caesar's legions: a massively armed heavy infantry carrier. The Hegemony had no facilities prior to 3060 that were capable of manufacturing such a large chassis or fusion engine. It would appear our wayward brethren, the Word of Blake, have been busy establishing a factory dedicated to these machines. While the Word provides the main weapons (an array of lasers), it is probable that the remaining weapons are locally produced.

The Magistracy of Canopus has begun fielding small and extremely fast VTOLs for artillery spotting. Also detailed here is a more conventional hover tank intended for high-speed cavalry operations.

Finally, the Taurian Concordat has added a new vehicle to its existing line of personnel transports, a high-capacity APC that is already establishing a reputation for reliability at home - and abroad, as an export. In addition to this design is a small but well-armed and armored fast infantry gun carrier whose manufacture depends heavily on the Trinity Alliance's trade partnerships

Mass: 5 tons

Movement Type: VTOL

Power Plant: Ceres Motors 75 XL Fusion

Cruising Speed: 270 km/h

Flank Speed: 410 km/h

Armor: Hellespont Lite Ferro-Fibrous

Armament: None

Manufacturer: Majesty Aerospace (Majesty Metals and Manufacturing)

Primary Factory: Dunianshire

Communications: Overlook J-9 with C3 Slave

Targeting / Tracking: Magestrix Gamma

Overview

The Oculus is a reconnaissance rotorcraft introduced by the Magistracy of Canopus in late 3061. Seeking to support her new Capellan allies against the St. Ives Compact, Emma Centrella met with leaders of the Magistracy's commercial aircraft industry. The results of this summit were immediate: Majesty Metal and Manufacturing, in conjunction with the Magistracy Support Corps and House Liao's technicians, were to establish a factory on Dunianshire which could produce military-grade VTOLs – a first for this Periphery state. One of the initial designs to appear on Canopian testing grounds was the Oculus Combat Spotter.

Capabilities

Powered by an experimental Ceres Motors 75 extra light fusion engine, the Oculus is a small, one-man aircraft capable of cruising faster than any known VTOL can fly at flank speed. This amazing performance comes from a unique mono-tiltrotor combined with a vectored thrust ducted fan at the rear of the craft. The upper and lower halves of the ring are driven by powerful electromagnetic motors and counter-rotate to offset the torque. The adjustable lift blades, coupled with the ring, permit a high degree of maneuverability in flight.

Speed alone grants relative immunity to most anti-aircraft weapons, while a ton of ferro-fibrous armor shields the Oculus from small-arms fire as it goes about its task of moving pilot and payload to their targets. And the payload is impressive.

The Oculus CS carries a C3 slave module, designed to work with a complementary C3 system installed in either BattleMechs or conventional vehicles. The Oculus pilot accelerates to top speed and closes with an ideal target at his own force's maximum weapon range. The C3 network does the rest. Firing from over 600 meters away as if they were standing next to the target, Magistracy units can rapidly subdue even the toughest opponents with accurate support fire.

The most effective tactic seen so far has been to send these tiny machines out in lance formation as artillery spotters, each moving at extreme high speed to evade enemy fire. It has been suggested that a lower combat speed might be adequate for such roles; most of the objections to the Oculus center on the tremendous expense of the extra light fusion engine, which pushes the price of this swift VTOL to nearly half a million C-bills.

Deployment

Delays related to the 75XL engine prevented deployment during the Confederation-St. Ives conflict. As of late 3063, the Oculus has appeared only in field maneuvers with the Second Canopian Light Horse.

Trained on stripped-down Ferrets, test pilots are instructed to fly at flank speed as much as possible – but not why. Due to the training regimen and unique skills required to pilot the Oculus, Our Blessed Order does not expect to see more than three lances of this speedy design operational before the end of 3064.

Variants

Majesty Metals Aircraft Corporation has begun work on two further Oculus variants. The Oculus TS (Tactical Spotter) replaces the C3 unit with a Beagle Active Probe, reducing the original's high speed profile but gaining a half-ton of armor. The TS is intended to sniff out enemy units, especially those employing Guardian Electronic Countermeasures. However, even with the additional armor it is vulnerable to small weapons fire and must operate high above the battlefield to avoid certain destruction.

The second version, the Oculus AS (Artillery Spotter), trades the C3 slave for Target Acquisition Gear (TAG). This model is the most likely to reach production in significant numbers, as even a single TAG-equipped pilot can rapidly turn the tide of battle. Capellan-supplied Arrow IV guided munitions will reduce even the heaviest BattleMech to smoking ruins if the rounds 'ride' an Oculus spotting laser down to their target.

Notable Crew

Lance Corporal Susan 'Ladybug' Bergstrom

Highly motivated and possessing a strong sense of self-discipline, Bergstrom is a prime example of the best the Canopian Institute of War has to offer. Initially placed in the Magistracy Chasseurs à Cheval as an Aerospace pilot, she volunteered instead for the post of test pilot when VTOL production began.

'Ladybug' spent several months under a grueling regimen before losing her second Ferret to mechanical malfunction during high-G maneuvers. The practice paid off; after a month's recuperation, she was released to full duty and the controls of the first Oculus AS. Lance Corporal Bergstrom is the first of only six pilots qualified to fly the Oculus in combat.



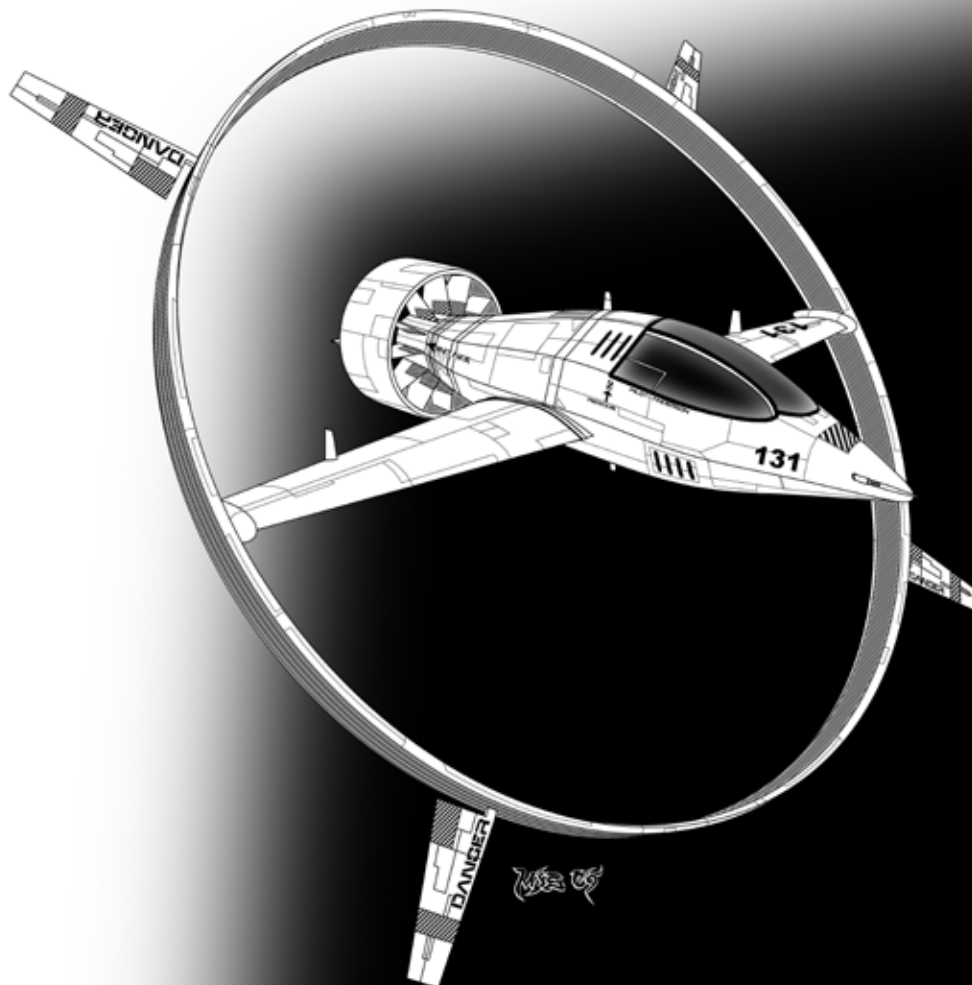
MOC LIGHT VEHICLES

Type: **Oculus**
 Technology Base: Inner Sphere / 3063
 Movement Type: VTOL
 Tonnage: 5
 Battle Value: BV2 (76)

Equipment		Mass
Internal Structure:		.5
Engine:	75 XL	1
Shielding and Transmission:		.5
Cruising MP:	25	
Flank MP:	38	
Heat Sinks:	10	0
Control Equipment:		.25
Crew:	1	0
Lift Equipment:		.5
Armor Factor:	17	1

	Internal Structure	Armor Value
Front:	1	7
R/L Side:	1	3
Rear:	1	2
Rotor:	1	2

Weapons and Ammo	Location	Tonnage
C ³ Slave Unit	Body	1



FLAGSTAFF III

Mass: 35 tons

Movement Type: Hover

Power Plant: 140 Hermes Fusion

Cruising Speed: 97.2 km/h

Flank Speed: 151.2 km/h

Armor: StarSlab 1 Ferro-Fibrous

Armament:

3 Marklin Four-Pack SRM 4s

2 Diverse Optics ER Medium Lasers

2 SperryBrowning Machine Guns

Manufacturer: Majesty Metals and Manufacturing

Primary Factory: Dunianshire

Communications: Magestrix Alpha

Targeting / Tracking: Magestrix Gamma

Overview

While recent decades have seen the Taurian Concordat and the Outworlds Alliance gradually strengthen their own BattleMech and aerospace-related military industries, even these well-established states pale in comparison to the Great Houses' capacity to manufacture war materiel.

The Magistracy has spent its existence avoiding confrontation when it can, leaning heavily on diplomats to redirect the eyes of Inner Sphere powers intent on conquering Canopian worlds. When called upon to fight, the Magistracy Armed Forces have done so bravely and for the most part have held the line.

Recent agreements with their Capellan neighbors promise to usher in a new era of security. Emma Centrella knows, however, that this tranquil state of affairs will last only as long as the Chancellor's good will. Such a peace cannot survive for long when one of the partners is perceived to be dependent upon the other – especially when a Great House is involved.

Centrella set her military's purchasing arm to acquiring novel types of armament and her business leaders to negotiate for the rights to build other weapons under license. Then the call quietly went out to civilian manufacturers: begin designing and constructing the machines needed to maintain the Canopian military, and do it quickly. The Flagstaff hovercraft is one such line of vehicles.

Capabilities

The Flagstaff is a thirty-five ton hovertank capable of exceeding 150 km/h over flat terrain. Covered with seven tons of ferro-fibrous armor, the Flagstaff relies on speed and armor to get into areas where it can do its best work. Its turret is equipped with a pair of license-built Diverse Optics extended range medium lasers and three Marklin four-tube missile racks. Rounding out the main battery is a pair of SperryBrowning machine guns for anti-personnel work.

While these weapons are not as powerful as those found on heavier vehicles, they are nonetheless useful for scouting and other light to medium duties. The ER medium lasers are quite effective against machines of similar tonnage and the triple missile racks can fire a wide range of ammunition. Best of all, this hovertank is based largely on established technology that is comfortably within the maintenance capabilities of most Canopian repair depots.

Deployment

The Flagstaff III is currently assigned to militia garrisons on worlds bordering on the Marian Hegemony. Frequent light raids, especially from the Marians, should provide ample experience for these crews.

Variants

There are at least two current variations of the Flagstaff hovertank. The first is the Flagstaff IV, which is a Flagstaff III reconfigured as an infantry transport. While it retains the dual ER medium lasers and twin machine guns, this design drops the missile bins and their launchers to make space for a seven-ton infantry bay.

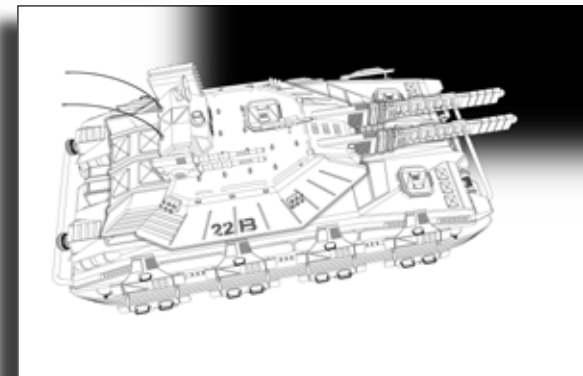
The second type is less common. The Flagstaff V appears to be a high-speed ammunition carrier capable of hauling up to nine tons of munitions in a single run. It retains only the twin ER medium lasers and is slightly slower, but features CASE to protect the crew from their volatile cargo.

Notable Crew

Natalia Kiplinger and the 'Vestal Virgin'

Modest by the standards of the Canopian 'anything goes' lifestyle, Ensign Kiplinger's comrades in the Magistracy Cavaliers often teased the chaste young officer for being a prude. But Kiplinger proved herself during a recent raid by Marian forces. Separated from the rest of the Cavalier Armored Guard, her new Flagstaff III faced off against two Hegemony Gladius hovertanks on Thraxa's arctic tundra.

Loading up with inferno missiles, Kiplinger and her crew used the Flagstaff's superior maneuverability and surrounding terrain to stay out of her enemy's field of fire. The skirmish ended with one Gladius in retreat and the other in flames; Kiplinger's Flagstaff emerged largely untouched. She named her new command the 'Vestal Virgin' as a joke at the Marian's expense.



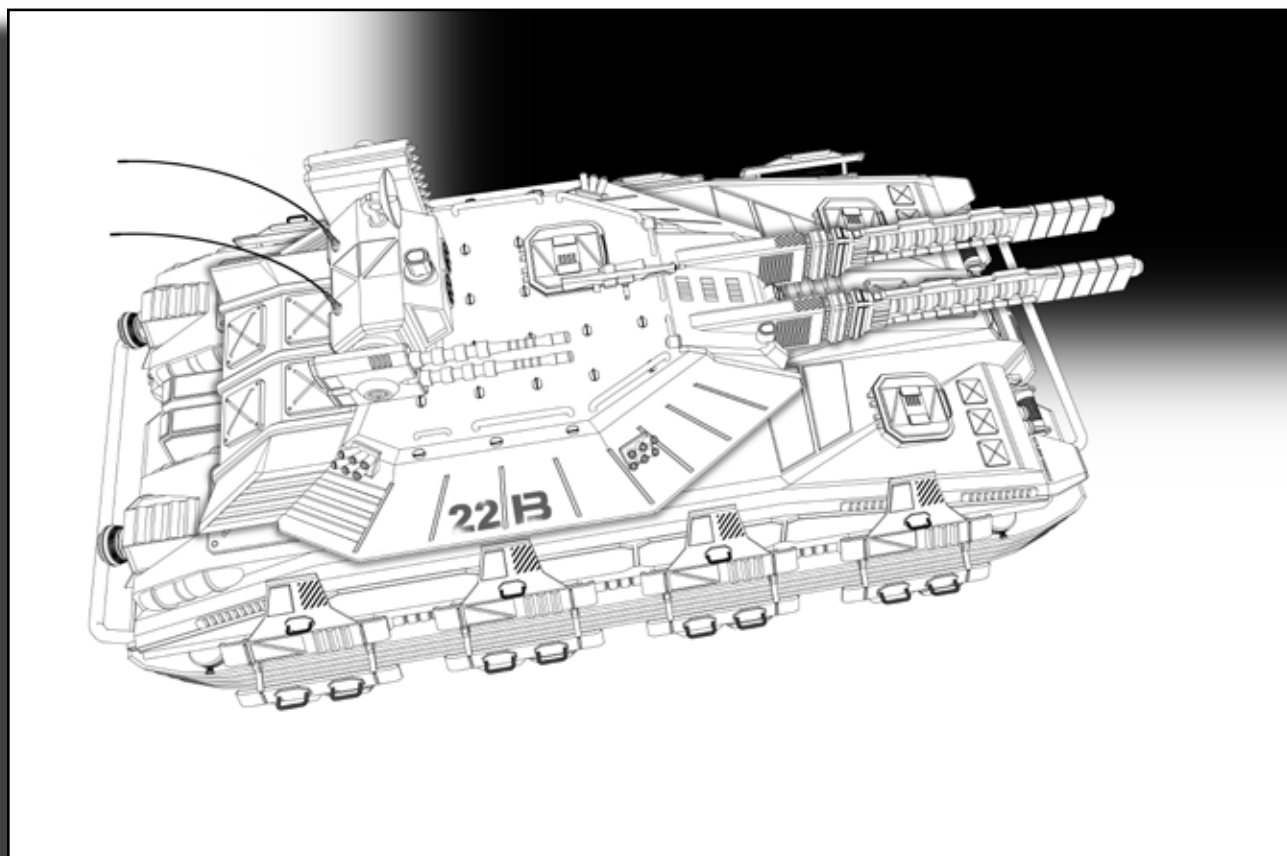
MOC LIGHT VEHICLES

Type: **Flagstaff III**
 Technology Base: Inner Sphere / 3060
 Movement Type: Hover
 Tonnage: 35
 Battle Value: BV2 (928)

Equipment		Mass
Internal Structure:		3.5
Engine:	140	5
Shielding and Transmission:		2.5
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2
Crew:	3	0
Lift Equipment:		3.5
Turret:		1
Armor Factor:	125	7

	Internal Structure	Armor Value
Front:	4	30
R/L Side:	4	25
Rear:	4	15
Turret:	4	30

Weapons And Ammo	Location	Tonnage
3 SRM 4s	Turret	6
2 ER Medium Lasers	Turret	2
2 Machine Guns	Turret	1
Ammo (SRM) 25	Body	1
Ammo (MG) 100	Body	.5



CENTAURUS

Mass: 15 tons

Movement Type: Wheeled

Power Plant: 70 Omni Fusion

Cruising Speed: 64.8 km/h

Flank Speed: 97.2 km/h

Armor: Star Guard 3056 Ferro-Fibrous

Armament:

1 Magna Mk III Large Laser

Manufacturer: Marian Arms, Inc.

Primary Factory: Alphard

Communications: Garret T10B

Targeting / Tracking: O/P 911

Overview

The Marian Hegemony has in recent years expanded its scope and ambitions drastically. The Marian Legions alone grew from a single regiment in 3054 to over three full regiments by 3058, relying heavily on Inner Sphere factories for nearly all its military hardware. However, the materiel has recently begun originating from a new source: the Word of Blake, whose role in the Hegemony goes far deeper than operation of their HPG stations.

Like the older Gladius, the Centaurus armored car can be seen as a measure taken to reduce Marian dependence on outside states. With lessons learned from the difficult Lothian conquest of the mid 3050s, Caesar O'Reilly ordered the construction of a new vehicle to reinforce the Legions' aging armored personnel carriers. Although this development is hardly reassuring news for the Hegemony's neighbors, it is encouraging that the realm does not intend to tie itself too closely to our wayward brethren.

Capabilities

The Centaurus is a six-wheeled, fifteen ton vehicle powered by an Omni 70 fusion engine and capable of 95+ km/h on the open road. The Word of Blake supplies the ferro-fibrous armor, but most of the remaining components are manufactured within the Marian Hegemony itself and are easy to service.

While mobility and protection are comparable to similarly sized machines, the new armored car is a more potent threat as it carries a Magna Mk III large laser in its

turret. This weapon can strike at distances of up to 450 meters, further than weapons found on older vehicles of similar tonnage. It also hits much harder than the machine guns found on such designs, which opens the Centaurus to a variety of roles in future conflicts.

Though the Centaurus does not incorporate any breakthrough technology, it does fill a curious gap in commonly available designs – that of a light armored combat car. The nearest comparable machine is the Rotunda, a vanishingly rare scout car. The Rotunda is much more mobile, but also heavier and under-armored – with a price tag nearly twice that of the Centaurus.

Furthermore, the Centaurus can carry four fully equipped infantrymen in relative comfort, enhancing its use in security details and occasional covert operations. Its small profile and relatively low weight make the Centaurus ideal for quick insertions into dense urban environments. Marian plans may include using the new machine to support older APCs and other wheeled machines.

Deployment

The Hegemony is taking shipment of Centaurus armored cars as fast as Marian Arms can deliver them, both for local deployment and for use as trade incentives. It is a mark of the design's success that it has been spotted at the opposite end of the Inner Sphere within a few years of its initial rollout, bolstering the armed forces of smaller Periphery states and independent worlds.

Variants

A single example has been built with a smaller engine and a ton and a half of additional armor. Attempts are underway to increase armor protection at the expense of the infantry bay, though this would leave the Centaurus with no troops to deploy against entrenched resistance fighters.

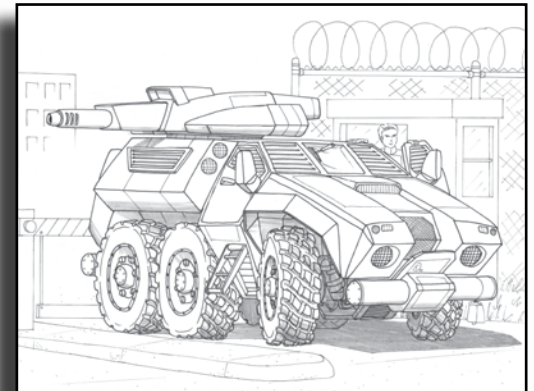
Other options include replacing the large laser with a four-tube SRM launcher and increasing the size of the infantry bay for policing urban areas. Adding so much volume would be difficult, but the change may be needed, pending events in the Illyrian Palatinate.

Notable Crew

Garricus Diarmaid McCrory and the Coram Iudice

McCrory is a member of the Auxilia Riparensis of the Cohors Morituri. He and his fellow Auxilia members are as much jailers as fellow soldiers to the condemned men of the Morituri. Although he sternly enforces Legatus Sorfleet's directives, McCrory is known to resolve complaints or disputes among the men in a less official capacity when out on maneuvers.

Away from official eyes, four Centaurus armored car hulls form a squared-off 'ring' where members of the Morituri can present their grievances. Standing at well over two meters and weighing in excess of one hundred twenty kilos, McCrory presides over these informal hearings in the Coram Iudice – and always has the final word.



MH LIGHT VEHICLES

Type: **Centaurus**

Technology Base: Inner Sphere / 3060

Movement Type: Wheeled

Tonnage: 15

Battle Value: BV2 (362)

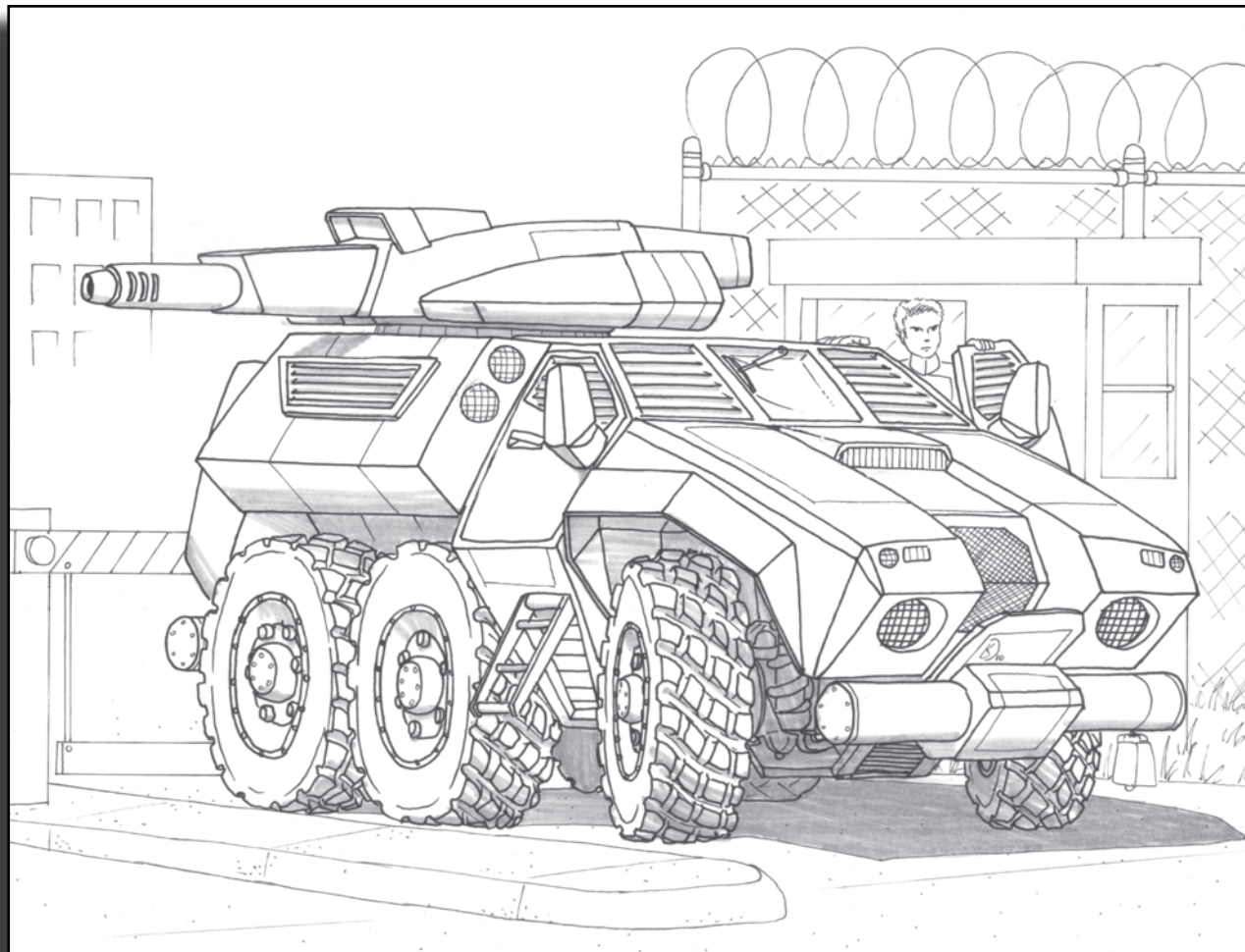
Equipment

		Mass
Internal Structure:		1.5
Engine:	70	2
Shielding and Transmission:		1
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		.75
Extra Crew:	1	.5
Turret:		.5
Armor Factor:	58	3.24

	Internal Structure	Armor Value
Front:	2	13
R/L Side:	2	11
Rear:	2	10
Turret:	2	13

Weapons and Ammo

	Location	Tonnage
Large Laser	Turret	5
Infantry Transport Bay	Body	.5



VELITE

Mass: 60 tons

Movement Type: Tracked

Power Plant: Vlar 240 Fusion

Cruising Speed: 43.2 km/h

Flank Speed: 64.8 km/h

Armor: StarGuard 3056 Ferro-Fibrous

Armament:

1 Magna Mk III Large Laser

2 Blankenburg Medium Lasers

5 Marian Arms Rocket Launcher 15s

Manufacturer: Marian Arms, Inc.

Primary Factory: Alphard

Communications: Garret T10B

Targeting / Tracking: O/P 911

Overview

The Marian Hegemony is beginning to reap the benefits of close association with Our Blessed Order's adversary, the Word of Blake. One of these is the establishment of new facilities for the manufacture of war machines. BattleMech production would require more than just money – such production also requires technology, time and training. The Word has the technology and the Marian Hegemony has the time, but training is woefully lacking in that backwater state.

With this in mind, the Hegemony is expanding its forces with machines that do not require a large investment in training. AFVs are an ideal stepping-stone; they served as the mainstay of many early Inner Sphere armies and still play a deciding role in the Periphery; equally important are infantry, who hold what tanks have taken. The first example of a hybrid AFV catering to both these needs appeared in the Hegemony's border garrisons in late 3063.

Capabilities

Named for the light, quick-moving Roman infantry of antiquity, the Velite is a sixty-ton cross between a main battle tank and an armored personnel carrier. With the Centaurus and Gladius it forms a triumvirate of vehicles, all produced on the Hegemony capital world of Alphard, which can dominate any landscape save dense forest. The Velite is quite nimble for its size; 'centuries' (lances of five tanks) have been observed during maneuvers and their

ability to quickly deploy up to two platoons of infantry each is remarkable.

With eight tons of ferro-fibrous armor, it is easily one of the best-protected infantry carriers produced in the Periphery. It carries a hard-hitting Magna Mk III large laser and up to five Marian Arms fifteen-tube one-shot missile launchers for its primary weapons, backed by two Blankenburg medium lasers for anti-infantry operations. Despite the prototype nature of the rocket launchers, this amounts to an incredible amount of first-strike firepower.

The Hegemony can produce the Velite's chassis, suspension, targeting/tracking modules, communications gear and fifteen-tube launchers. Imported equipment includes the fusion engine, ferro-fibrous armor and main weapons – most of what makes the Velite an effective fighting vehicle. We presume that this crucial equipment is provided by the Word of Blake. Naturally, a grateful Caesar would make certain concessions in return.

Deployment

The Velite received its trial by fire after early versions were deployed to the Second and Fourth Legions. These infantry carriers played a crucial role in Julius O'Reilly's assaults on Illyria and Trasijkis. Velites transported the Marian infantry and successfully flushed two battalions of Thor's Arms from their bases. They then executed a series of massive, preemptive strikes which kept the mercenaries from effectively deploying their BattleMechs and ensured an overwhelming victory for Julius' forces. The Velite was cleared for wider release in early 3064.

If Caesar had the choice, he would probably purchase suitable vehicles from the vast Inner Sphere markets; but those markets are tied up in the Inner Sphere's own ongoing conflicts. There is far more to the manufacture of advanced weapons and large fusion engines than a pocketful of C-bills, and the Word of Blake is likely transferring little technology beyond the minimum necessary to assemble and operate the Velite. How long the Marian Hegemony will remain able to field, repair and maintain these vehicles is unknown.

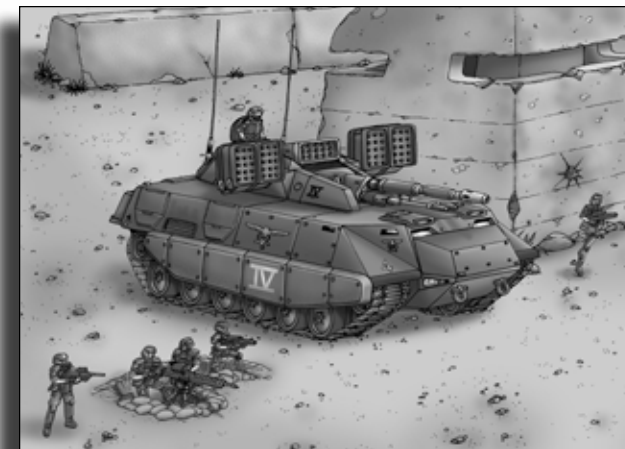
Variants

Due to Our Blessed Order's expulsion from the Marian Hegemony in 3061, we have little information regarding alternate versions of the Velite. Given that it is not the Word's way to provide more than they absolutely must, it seems unlikely the Hegemony has critical components available for experimentation.

Notable Crew

Legionnaire David Perry

A veteran of the Illyrian campaigns and the brutal internecine fighting that led to Julius' rise to Caesar, Perry has the honor of serving as the Aquilifer, or standard-bearer, for the II Auxilia Loricatus of the II Legio *Cataphracti*. Perry proudly bears the Eagle patch of his honored position on his uniform and the standard on his Velite.



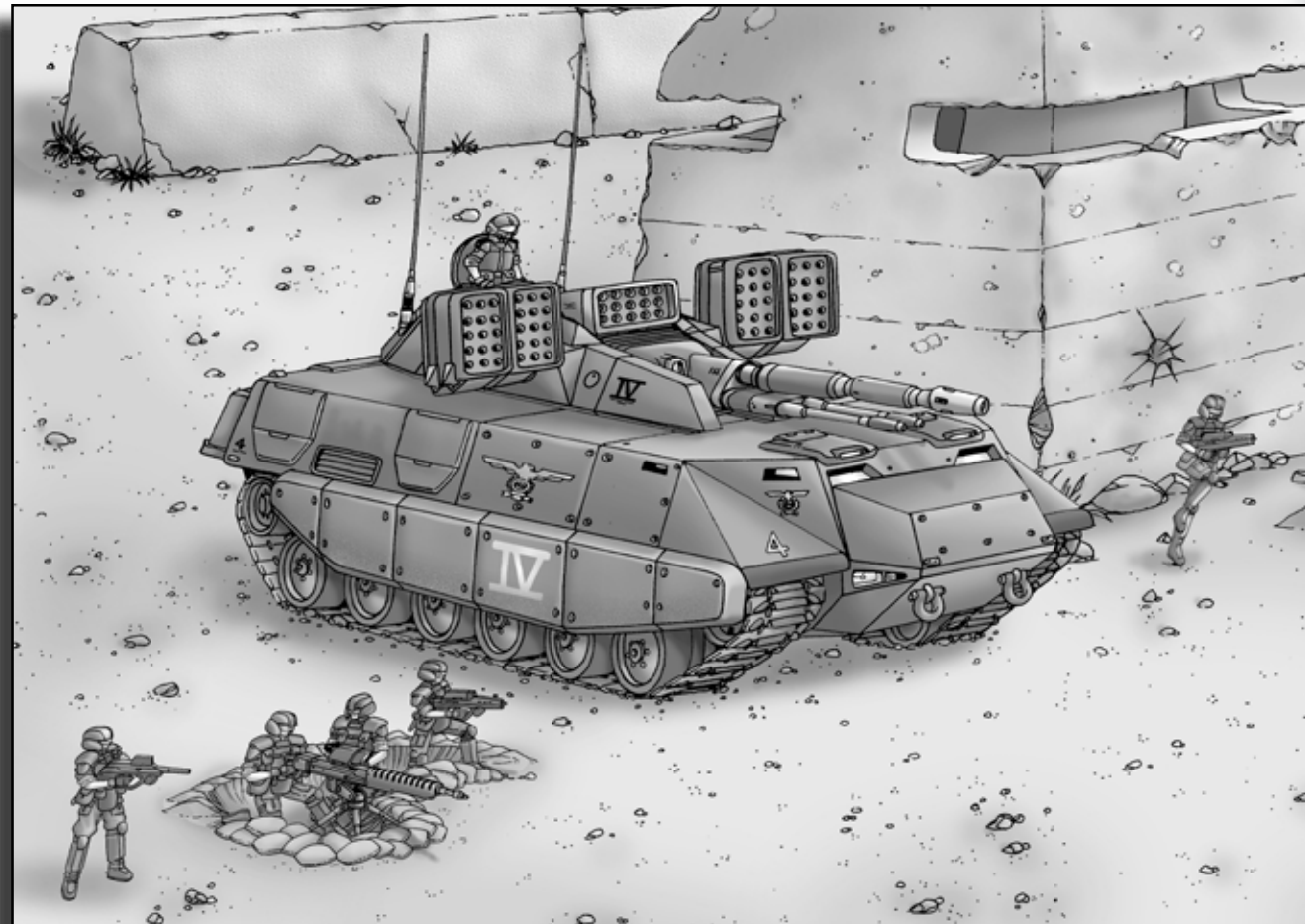
MH HEAVY VEHICLES

Type: **Velite**
 Technology Base: Inner Sphere / 3064
 Movement Type: Tracked
 Tonnage: 60
 Battle Value: BV2 (838)

Equipment		Mass
Internal Structure:		6
Engine:	240	11.5
Shielding and Transmission:		6
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	14	4
Control Equipment:		3
Crew:	4	0
Turret:		1.5
Armor Factor:	143	8

	Internal Structure	Armor Value
Front:	6	38
R/L Side:	6	30
Rear:	6	15
Turret:	6	30

Weapons and Ammo	Location	Tonnage
Large Laser	Turret	5
5 Rocket Launcher 15 (OS)	Turret	5
2 Medium Lasers	Turret	2
Infantry Transport Bay	Body	8



Mass: 10 tons

Movement Type: Wheeled

Power Plant: 40 GM Fusion

Cruising Speed: 64.8 km/h

Flank Speed: 97.2 km/h

Armor: StarSlab 1 Ferro-Fibrous

Armament:

1 Diverse Optics Small Pulse Laser

1 Bical SRM 2

Manufacturer: United Outworlds Corporation

Primary Factory: Mitchella

Communications: Garret Type 4

Targeting / Tracking: O/P 2000JSA

Overview

President Mitchell Avellar's Long Road Program has borne much fruit. One is the rapid growth of the Alliance Mechanized Corps from three to five regiments in less than ten years, though it has not been without some difficulty. The Alliance's limited production of armored fighting vehicles was of great concern; as of 3062, only the Hunter Light Support Tank, the generic Light SRM Carrier and the Vedette Medium Tank were manufactured domestically. Sensing an opportunity, the United Outworlds Corporation introduced the Diatryma Armored Car.

Capabilities

Powered by a GM 40 Fusion powerplant, the Diatryma is capable of speeds of over 90km/h on light terrain and is protected by three tons of ferro-fibrous armor. Half a ton of storage space is available for a variety of mission-specific equipment.

Primarily designed for policing urban areas on recently industrialized worlds, the Diatryma is also being assigned to militia garrisons throughout the Alliance. The vehicle is armed with the accurate Diverse Optics small pulse laser, complemented by a Bical SRM 2. This weapon configuration was chosen with an eye towards logistics and minimizing the effects of stray fire and accidental damage to city property.

Military observers noted a lance of these vehicles could be especially useful for security duty, patrolling rear areas

(away from enemy armor) and engaging enemy infantry. Their civilian counterparts noted the small pulse laser could be dialed down to a non-lethal power setting and the SRM loaded with CS gas rounds for crowd control.

One drawback to the design is that the single crewmember is both the driver and gunner. To make the turret's full field of fire more accessible, the Diatryma mounts cameras around the hull and, in a manner similar to that of BattleMech neurohelmets, projects a panoramic Heads Up Display onto the crewmember's helmet. Target information is filtered by the targeting computer to prevent disorientation.

Deployment

An attack by pirate 'Mechs and vehicles on Prinis Prime's capital city of Goodhaven was at first stalled by heavy tanks of the First Long Road Legion, but several fast-moving enemy transports flanked these defenders and raced towards the city's manufacturing district. Coordinating with a lance of Vedette and Hunter tanks as they ambushed two light BattleMechs, a Diatryma lance raced through empty streets and soon caught up with the pirates, who were looting a weapons storehouse.

The pirate's anti-personnel weapons were no match for the Diatrymas' pulse lasers and Inferno rounds. With several dead and two of their five transports burning, the remaining pirates fled. Despite the loss of one Diatryma to a collision and minor damage to another, the lance continued to track and harass the enemy throughout the night. The pirates retreated off-world with little to show for their efforts. All fires were eventually put out, and Inferno damage to the storehouse and manufacturing district has been deemed acceptable.

Along with deployment within the Alliance Ground Defense Arm, the design and its variants are currently exported to individual planetary governments in the nearby Periphery. Most are kept in garrisons and deployed in the event of a civilian emergency. For example, the government of Syrinx recently acquired several Diatryma armored cars to augment their existing Citizen's Brigade against occasional

pirate raids, combining them with a newly-purchased lance of Auroch troop transports from the Taurian Concordat.

The selection of advanced energy weapon, power plant and armor is no accident. Maintaining these systems in good working order requires regular maintenance, replacement parts and specially trained personnel, all of which the Outworlds Alliance is happy to supply. Although the Alliance maintains cordial relations with its customers, the Diatryma could conceivably be used as a political tool.

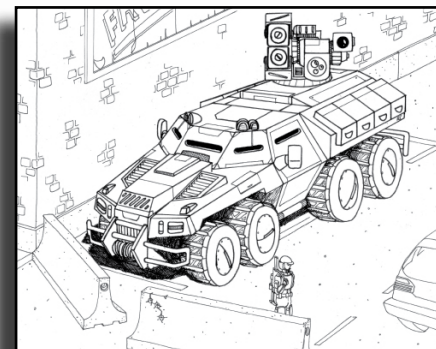
Variants

A second version of the Diatryma is in production. This variant exchanges the Bical launcher for two additional small pulse lasers for greater anti-personnel capability.

Notable Crew

Preceptor Jeremiah Orozco

A native of Prinis Prime, the solitary Preceptor Orozco served a year in the planetary militia where he excelled at scouting and reconnaissance duties. His talent for multitasking attracted the commander's attention and Orozco was selected to crew a new Diatryma. For months the lance tested new tactics in combination with ground troops; this experience was key to successful resistance when pirates attacked Goodhaven. Orozco has become a local celebrity since the raid.



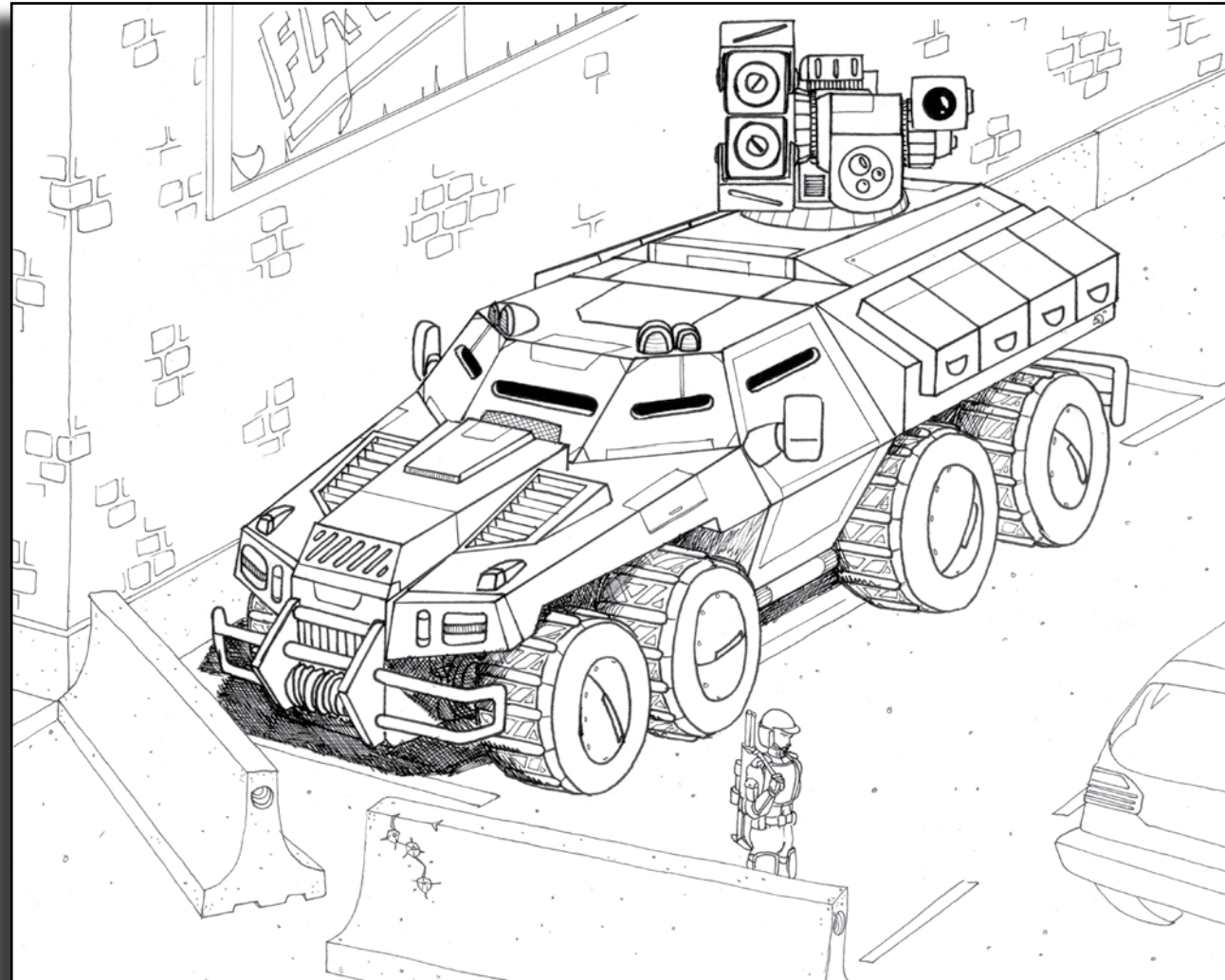
OA LIGHT VEHICLES

Type: **Diatryma**
 Technology Base: Inner Sphere / 3063
 Movement Type: Wheeled
 Tonnage: 10
 Battle Value: BV2 (207)

Equipment		Mass
Internal Structure:		1
Engine:	40	1
Shielding and Transmission:		.5
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		.5
Crew:	1	0
Turret:		.2
Armor Factor:	53	3

	Internal Structure	Armor Value
Front:	1	13
R/L Side:	1	10
Rear:	1	8
Turret:	1	12

Weapons and Ammo	Location	Tonnage
Small Pulse Laser	Turret	1
SRM 2	Turret	1
Ammo (SRM) 50	Body	1
Cargo	Body	.5



ZEPHYRUS VTOL

Mass: 30 tons

Movement Type: VTOL

Power Plant: 70 Leenex Fusion

Cruising Speed: 75.6 km/h

Flank Speed: 118.8 km/h

Armor: ProTec 12 Ferro-Fibrous

Armament:

1 Armstrong J11 Autocannon/5

4 Shigunga Terminax Rocket Launcher 15s

Manufacturer: United Outworlders Corporation

Primary Factory: Mitchella

Communications: Olmstead 35 with C3 Slave and Satellite Uplink

Targeting / Tracking: Garret 3J with Beagle Active Probe

Overview

Perhaps the most unconventional and ambitious design in a series of three VTOL gunships manufactured by the United Outworlders Corporation, the Zephyrus challenges the joint Combine-Outworlds VTOL construction program to its limits. Conceived as a successor to the Warrior H-7, the new design combines reliable firepower with impressive scouting abilities. It is assembled at a separate facility in the UOC's industrial park on Mitchella.

Capabilities

The Zephyrus, like its sister designs, is powered by a fusion engine. While the Combine-produced Leenex 70 powerplant is small and results in lower speeds than other new VTOLs found in House militaries, the innovative wing and tail-mounted propulsion units are much less exposed than the more common rotors found on most VTOL aircraft. The Zephyrus is extremely compact and agile; unconcerned with rotor clearance, it can also make better use of terrain-masking.

The Zephyrus's primary weapon is a single Armstrong J11 Class-5 autocannon. It is a capable ballistic design that has gained a reputation for reliable, low-cost performance and easy maintenance – factors which make it ideally suited to the needs of a cash-strapped Periphery state. Two tons of ammunition allows for use of specialized munitions, should they be required.

The autocannon is supplemented with four 15-tube Shigunga Terminax rocket launchers. Although these prototype weapons suffer from inaccuracy at long range, they are cheap and place considerable striking power at the disposal of the crew. One successful volley from a single launcher is often enough to disable or even destroy an opponent's airframe.

An advanced Beagle Active Probe is the cornerstone of the Zephyrus's scouting capabilities. Manufactured and exported by the Combine's Luthien Armor Works, the advanced sensors need only a brief fly-by to perform a penetrating scan. Given the Alliance Ground Defense Arm's poor reputation, it is not surprising that mechanized forces often send the Zephyrus ahead to unmask hidden enemy ground forces and flush them out of hiding.

Despite its two-man crew, the Zephyrus's pilot also serves as gunner, coordinating maneuvers and weapons fire via a sophisticated helmet-based Heads-Up Display. The second crewman, designated the Electronic Systems Officer (ESO), is tasked with monitoring Probe scans and operating the powerful C3 link and Olmstead 35 communication system.

After the ESO establishes a tight-band communication link to orbiting satellites, he can relay incoming information from the Beagle Active Probe to the Area of Responsibility commander. When concealed enemy units are uncovered by the Zephyrus, the AOR commander can call down punishing air strikes from aerospace assets serving as close air support.

Periphery bandits have learned to fear the Zephyrus and do their best to shoot them down whenever possible. As the Zephyrus must fly low to 'sniff out' hidden units, UOC engineers have encased it in three tons of advanced ferro-fibrous weave.

Deployment

Unlike the Werewolf, the majority of Zephyrus scouts have been deployed to Outworlds Alliance forces. They are welcomed as replacements for older VTOLs and as a way to release valuable aerospace assets from routine scouting missions.

House Kurita's interest in this machine had been perfunctory, but losses in recent conflicts have increased the DCMS's need for effective vehicles. A company's worth of Zephyrus VTOLs has been distributed to the Twenty-Second Dieron Regulars' infantry battalion for field testing. If successful, there is a good chance the Zephyrus may be purchased in greater numbers by the DCMS.

Variants

Crews in well-equipped Alliance units have replaced the C3 unit and rocket launchers with five-tube long range missile racks and ammunition. This enables the Zephyrus to strike at slightly longer ranges, but sacrifices the immediate punch of the larger rocket packs to do so.

The Dieron Regulars are experimenting with yet another variant that replaces the autocannon and rockets with a Victory Nickel Alloy extended range large laser and two Shigunga ten-tube medium range missile racks. These weapons mimic the range profile of the original design but permit much greater battlefield endurance. Our analysts suggest that, should the Dragon purchase additional Zephyrus VTOLs, this intriguing variant would be chosen over the original.

Notable Crew

Gunsho Suzuka Kobayakawa

A member of the Twenty-Second Dieron Regulars, Kobayakawa demonstrated the possible pitfalls a multitasking Zephyrus commander must face as both pilot and gunner. During exercises in the Nürnberg Canyon, she accidentally triggered a rocket salvo into the canyon's walls. The ensuing landslide buried a squad of Kanazuchi Assault Battle Armor in the debris.

No fatalities resulted from this incident, but the Regulars were forced to halt their exercise and dig their battle armor troopers out from the canyon floor. The sergeant received a reprimand for the incident but has not been demoted.

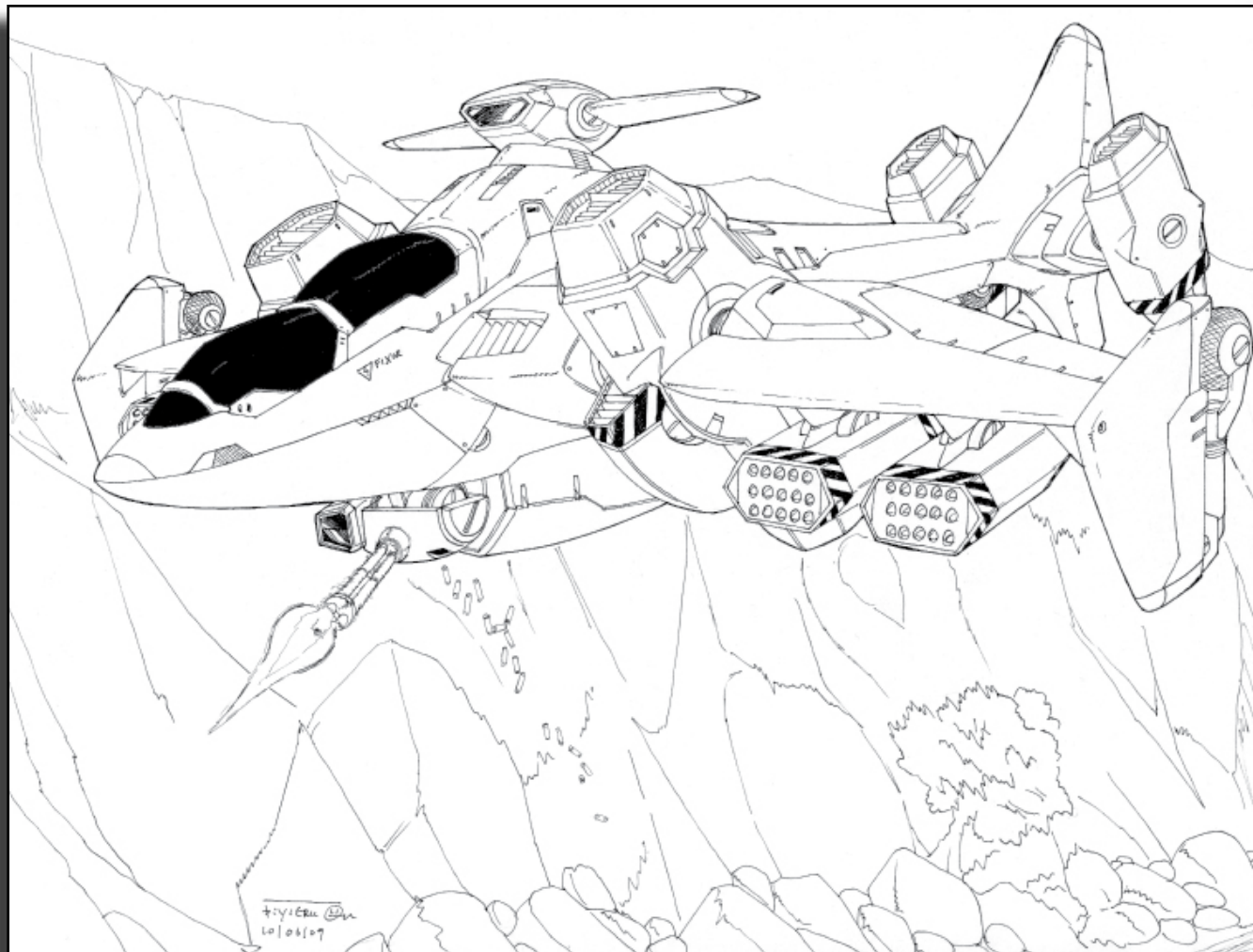
OA LIGHT VEHICLES

Type: **Zephyrus**
 Technology Base: Inner Sphere / 3064
 Movement Type: VTOL
 Tonnage: 30
 Battle Value: BV2 (514)

Equipment		Mass
Internal Structure:		3
Engine:	70	2
Shielding and Transmission:		1
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Lift Equipment:		3
Armor Factor:	53	3

	Internal Structure	Armor Value
Front:	3	17
R/L Side:	3	13
Rear:	3	8
Lift Fans:	3	2

Weapons and Ammo	Location	Tonnage
Autocannon/5	Front	8
4 Rocket Launcher 15	Front	4
Beagle Active Probe	Body	1.5
C ³ Slave Unit	Body	1
Ammo (AC) 40	Body	2



WEREWOLF VTOL

Mass: 30 tons

Movement Type: VTOL

Power Plant: 70 Omni XL Fusion

Cruising Speed: 75.6 km/h

Flank Speed: 118.8 km/h

Armor: Durallex Ferro-Fibrous

Armament:

1 Lord's Light PPC

1 Guided Technologies 2nd Gen Streak SRM 4

Manufacturer: The United Outworlders Corporation

Primary Factory: Mitchella

Communications: Garret T19-F with C3 Master

Targeting / Tracking: Garret 3J

Overview

Inspired by the success of the Yellow Jacket gunship, the United Outworlders Corporation's (UOC) engineers began work on a competing design. Determined to build on the Alliance's relationship with the Draconis Combine, United's negotiators refrained from their usual long-winded proposals, choosing instead to send a simple haiku written on rice paper: 'Howling within spring/Wind topples lumbering giants/As pink blossoms fall.'

The DCMS requested the new machine's specifications and, before long, a Combine-subsidized assembly line on Mitchella tooled up to produce the Werewolf.

Capabilities

The heart of this attack helicopter is an extra-light fusion powerplant that drives special contra-rotating main rotors. Designed for high loading during sharp turns, the blades themselves are made from a special ceramic/polymer composite and generate a distinctive sound while driving at top speed. True to the haiku, the Werewolf sweeps across the landscape, rotors howling as it bites into the air during aggressive maneuvers. Although the machine's primary defense is its mobility, the airframe is clad with four tons of ferro-fibrous armor. The Werewolf can easily withstand standard anti-aircraft flak and even an occasional direct hit from BattleMech-class weapons.

While UOC produces the airframe, engine and armor, the Werewolf's weapon configuration depends on where it is deployed. The DCMS armament consist of a Lord's Light Particle Projection Cannon with a co-axial Guided Technologies 2nd Generation Streak SRM 4, both mounted in a centerline belly turret to compensate for the VTOL's constant maneuvering.

The Werewolf would be an expensive, underperforming Yellow Jacket but for the C3 master computer nestled deep inside its airframe. Combined with several other fast, well-armored platforms, this unexpected feature is the heart of an all-airborne battlefield network which can stalk ground-based forces nearly anywhere.

Deployment

The Draconis Combine's Arkab Legions have by far received the largest allotment of Werewolf gunships. The Azami soldiers' preference for speed over armor and firepower makes the VTOLs a good match. Although there is resistance to the Werewolf, mostly prejudice against foreign-made machines, the Legions interpret the deployment as a sign of the Combine's continued respect for their soldiers.

The Outworlds Alliance helicopters have already seen combat. In February of 3064 the Red Reavers pirates raided Risin. The Reavers jumped in-system and made their planetary drop while the Alliance Aerospace Wing was conducting maneuvers on the far side of Risin's moon. As most of their ground assets were conducting field exercises on another continent, the remaining units from the Alliance garrison responded with the only sizable force they had: two mixed lances of newly deployed Alliance and Combine variant Werewolf VTOLs linked by their C3 network.

The Reavers brought seven Scorpion light tanks, eight platoons of infantry and a rather dilapidated pair of WSP-1A Wasps led by a PNT-9R Panther. As the Red Reaver pilots advanced toward a stockpile of military equipment near the capital, expecting little resistance, they were shocked to hear a sudden, curious howling followed by the much louder sound of an exploding Scorpion. Another blast signaled the end of an ancient Wasp, torn nearly in half by

a PPC. Thirty minutes pitched battle resulted in the loss of two Alliance Werewolves and three more tanks before the Red Reavers chose to cut their losses. The battered pirate forces fled in disarray, boarded their dropship and attempted a retreat out of the system only to be cut off by the returning Alliance aerospace forces.

Variants

The Outworlds Alliance's Werewolf variant is powered by a standard fusion engine and the Lord's Light has been replaced by a rugged Magna Hellstar PPC. The sophisticated Streak launcher is exchanged for a quartet of fifteen-tube rocket launchers which, despite being flawed prototypes, are capable of handling most ground-support duties. A C3 slave unit has been retained with an eye towards future cooperation with the Combine's military while two Armstrong Miniguns are mounted forward to provide suppression fire.

Notable Crew

The Wolfpack

The Wolfpack is a squadron of Outworlds pilots who traveled to the Combine to demonstrate the capabilities of the new gunship to various DCMS units. Midway through their tour, the Wolfpack suddenly found themselves on the front lines of what would become the Combine/Ghost Bear War. They volunteered their services in support of the Forty-Second Galedon Regulars to repel the unexpected attack on Kanowit. Their bravery and the new VTOL's performance against the Sixty-Eighth Striker Cluster won the Werewolf many supporters among the DCMS.



OA LIGHT VEHICLES

Type: **Werewolf**
 Technology Base: Inner Sphere / 3064
 Movement Type: VTOL
 Tonnage: 30
 Battle Value: BV2 (665)

Equipment		Mass
Internal Structure:		3
Engine:	70 XL	1
Shielding and Transmission:		.5
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Lift Equipment:		3
Turret:		1
Armor Factor:	71	4

	Internal Structure	Armor Value
Front:	3	22
R/L Side:	3	15
Rear:	3	9
Rotors:	3	2
Chin Turret:	3	8

Weapons and Ammo	Location	Tonnage
PPC	ChinTurret	7
Streak SRM 4	ChinTurret	3
C ³ Master Computer	Body	5
Ammo (SSRM) 25	Body	1



URAGAN

Mass: 50 tons

Chassis: Shipil 35

Power Plant: Shinobi 250 Fusion

Armor: Chatham Ferro-Aluminum with CASE

Armament:

1 Defender ER PPC

2 Shigunga LRM 10s

2 Yori Flyswatter AMSs

Manufacturer: United Outworlders Corporation

Primary Factory: Ramora

Communications: O/P Air 500

Targeting / Tracking: O/P 3100 with Artemis

Overview

Mitchell Avellar's Long Road program has produced many benefits for the Outworlds Alliance. Since May of 3056, the beleaguered Periphery state has introduced a new currency, renegotiated agreements with Federated Commonwealth mining corporations and established a partnership with the Draconis Combine in aerotech manufacturing.

As a demonstration of his commitment to Alliance readiness, Avellar authorized the construction of a new aerospace fighter that would incorporate some of the latest developments in weapon, airframe and propulsion technology. The Draconis Combine's heavy investment in the Outworlds' Ramora facility, trade agreements signed with House Marik and some clever reverse-engineering of Inner Sphere technology made the project possible.

Capabilities

Quite advanced when compared to the *Guardian* or *Mechbuster* and more powerful than the *Merlin*, the largest BattleMech produced in Alliance space, the sleek *Uragan* is capable of holding its own against most aerospace fighters found on the Periphery.

The *Uragan*, sturdy by aerospace standards, is protected by eight tons of advanced ferro-aluminum armor. Although it relies more on its speed for defense, the *Uragan* also features dual aft-mounted Yori Flyswatter anti-missile systems to neutralize enemy missile fire. Alliance commanders encourage their pilots to fly aggressively,

taking advantage of their weapons' extended ranges to strike first and avoid dogfights.

The *Uragan's* forward armament is impressive. The airframe is built around a Defender extended range particle projection cannon. It is further augmented by a modified ten-tube Shigunga long range missile rack mounted in each wing and equipped with Artemis Fire Control. The locally-produced Defender ER PPC is bulky and not yet produced in quantity as are the latest Inner Sphere models, but the advanced technical infrastructure implied by its existence represents an extraordinary leap forward for a Periphery state. Its unveiling came as a shock to the Great Houses, but Our Blessed Order has kept abreast of their progress.

Deployment

The *Uragan* was first deployed to the Fourth Alliance Air Wing's Second Regiment. The new design was able to blend well with the 'Jokers Wild' *Corsair* fighters and speedy interception tactics. The Second Regiment was able to put the *Uragan* through more than a simple test, as was proven during a stealthy operation in Dneiper July of 3063.

When Kempenaar's Cutthroats, a pirate band operating out of Antallos, began raiding Alliance trade convoys on the coreward side of the Alliance, the Joker's Wild were enlisted in a sting operation. The Outworlds Alliance Intelligence's Infiltration Division planted rumors of a valuable convoy of petrochemicals and germanium that was due to pass through Dneiper in July of 3063. As the Second's disguised JumpShips and DropShips entered the system's Nadir Jump Point, they were ambushed by six pirate-led *Corax* CRX-1EX fighters, a derated version sold for export to other Periphery states.

The Cutthroats' initial attack soon turned into a rout as their three lances, expecting a Jumpship with containers, came under attack by a crack Outworlds Alliance wing led by *Uragans*. The Cutthroats' lances were driven off or destroyed and the pirates, having lost most of their aerospace assets, quickly withdrew.

Variants

A ground attack variant, the *Uragan S*, exchanges its long range weapons and some armor for four Bical short range missile launchers, a Victory Drumbeat Large Pulse Laser and a third AMS. Intended for tactical support, this variant is still fairly rare. Some have been built using salvaged weapons, but the *Uragan S* aircraft depends on weapons systems already in high demand elsewhere in the Outworlds Alliance. As with the primary version of the *Uragan*, missile ammunition is protected by CASE, increasing aircraft and pilot survival.

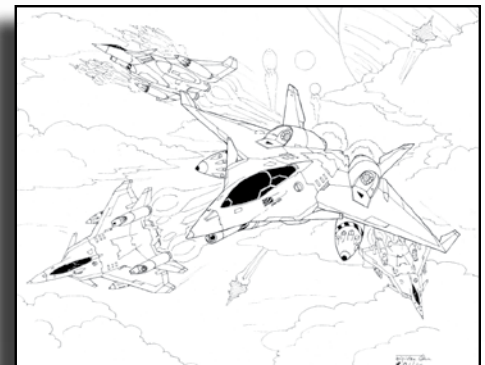
Notable Crew

Supervisor Paxton Reynolds

Reynolds commands a squadron of the new fighters with the First Alliance Air Wing. He is a fierce promoter of his chosen aircraft and defends it with wit, eloquence and the occasional bare knuckled brawl. As a result of such 'friendly' barroom debates, Supervisor Reynolds is well-acquainted with the local airbase - he has been restricted to its limits no less than four times in the past eleven months.

The Silver Comet

The Silver Comet is the lead fighter in the Columbia Academy's *Uragan* Wing. The Comet is configured with a special secondary cockpit for the Academy Instructors to observe their student's performance and intervene should an inexperienced pilot lose control of the training aircraft.



OA MEDIUM AEROSPACE

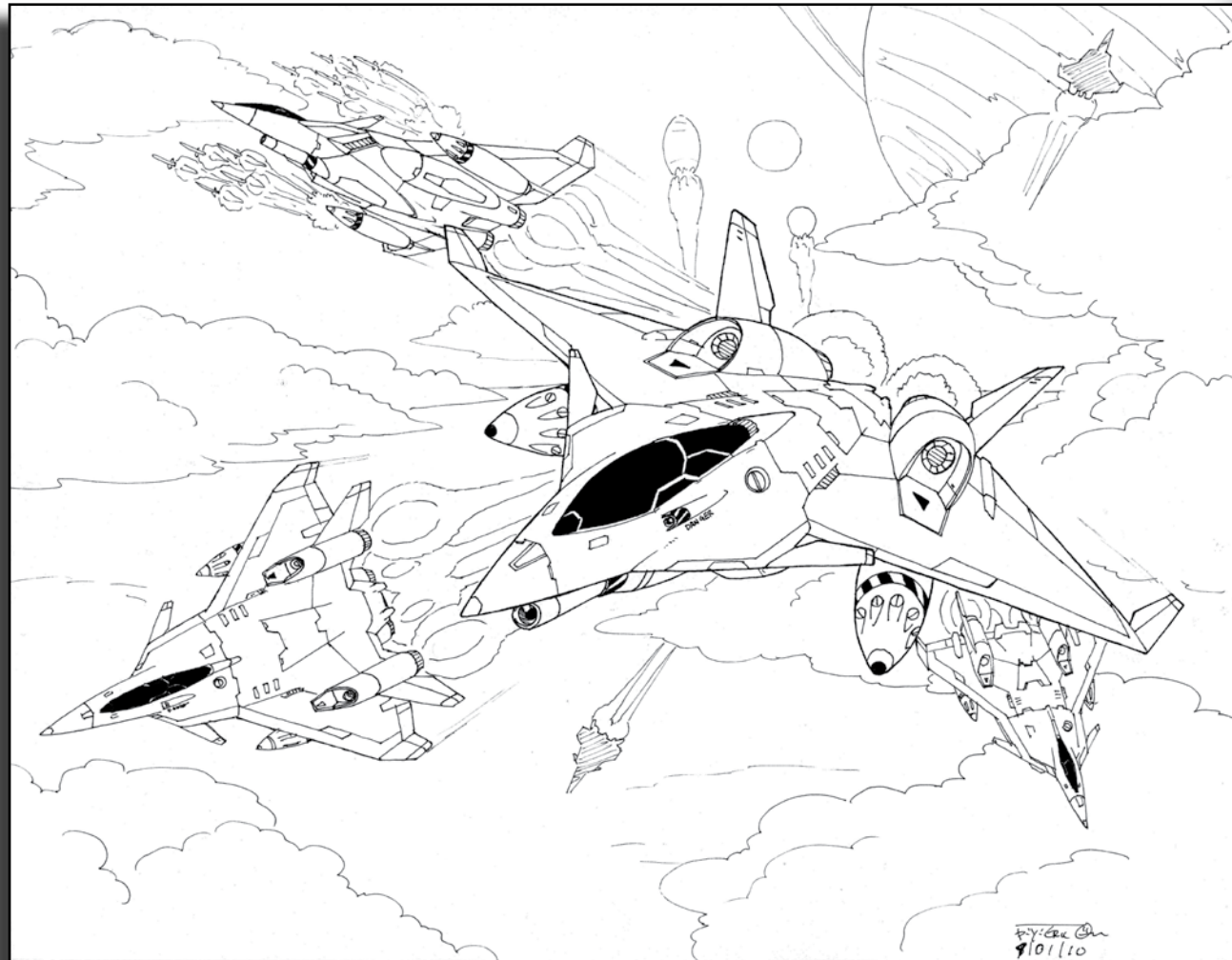
Type: **Uragan**
 Technology Base: Inner Sphere / 3063
 Tonnage: 50
 Battle Value: BV2 (1887)

Equipment		Mass
Engine:	250	12.5
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	0
Heat Sinks:	10 (20)	0
Fuel:	240	3
Cockpit:		3
Armor Factor (Ferro-Alum)	143	8

Armor Value

Nose:	50
Wings:	35
Aft:	23

Weapons and Ammo	Location	Tons	Heat
ER PPC	Nose	7	15
LRM 10 w/ Artemis IV	RW	6	4
LRM 10 w/ Artemis IV	LW	6	4
2 AMS	Aft	1	2
Ammo (LRM) 24	Body	2	
Ammo (AMS) 12	Body	1	
CASE	Body	.5	



SOUNDER SOU-20A

Mass: 85 tons

Chassis: Shipil 80

Power Plant: Kal Tek 320 XL Fusion

Armor: Outworld Weave Standard II Ferro-Aluminum with CASE

Armament:

3 Mydron Tornado Class 5 Rotary Autocannons

2 Harpoon-6 SRM-6s

5 Mainfire Point Defense Anti Missile Systems

Manufacturer: United Outworlders Corporation

Primary Factory: Ramora

Communications: Scarborough Talky 3 with Guardian ECM

Targeting / Tracking: Scarborough Tracky 3

Overview

The *Sounder* is the product of a coordinated effort between the Federated Commonwealth and the Outworlds Alliance which owes its origin to heightened pirate activity of the mid-3050s. Federated Commonwealth border worlds, weakened when their garrisons rotated to the Clan front, soon found themselves the target of opportunistic raiders.

During trade negotiations held in mid-3061 between the Outworlds Alliance and the Federated Commonwealth, President Avellar proposed a solution to the increased raids: the joint creation of a dedicated heavy ground attack aerospace fighter. This was no idle suggestion. He already had a design on hand and it interested the Commonwealth representative enough that a deal was struck.

As the Federated Commonwealth's aerospace firms were already backlogged several months, the Alliance offered a facility for the assembly of the finished fighters. The Commonwealth agreed to provide a limited number of advanced (and at the time, experimental) weapons and power plants – enough to produce six examples of the type.

Capabilities

The *Sounder* airframe is built around three examples of the most recent development in autocannon technology – the Mydron Tornado Class 5 rotary autocannon. Each gun is supplied with two tons of reloads, all protected by Cellular

Ammunition Storage Equipment. Backing this fearsome primary array is a pair of wing mounted six-tube short-range missile racks sharing a single ton of ammo.

The large Kal Tek 320 extra light engine accelerates this eighty-five ton craft at rates equal to lighter fighters such as the *Transit* or the *Stingray*. Though less stable than those craft, a broad wingspan and aerodynamic frame gives the *Sounder* great maneuverability when operating in planetary atmospheres. Large variable-geometry canards extend for additional stability and control during low altitude strikes or bombing runs and retract when the *Sounder* accelerates or engages in extra-atmospheric maneuvers.

The SOU-20A carries eleven tons of ferro-aluminum armor, a Guardian ECM suite and no less than five Mainfire Point Defense anti-missile systems to cope with return fire from ground and air defenses.

Deployment

After a rigorous yearlong testing period, the Alliance Military Corps deployed two complete aerospace lances of the SOU-10A to their Fifth Alliance Air Wing's Third Regiment. Nicknamed "Heaven's Fist," the command was chosen due to its affinity for dedicated ground attack units. In early 3063, the Fifth struck at MacHeath's Blades, a pirate group operating out of an otherwise uninhabited system in the direction of Omicron Persei.

Descending on the bandits' hidden base, the Third Regiment sent out several reconnaissance flights before launching a ground assault on the base. The four *Sounders* participated in this action, intending to soften up the Blades' ground forces. However, the concentrated firepower of just two of the new fighters was sufficient to destroy a pirate *Atlas* in a single attack run. The *Sounder* lances found themselves targeted by the missiles of an entire company of 'Mechs and vehicles, whose combined efforts finally brought one of the new fighters down in flames. This incident led to the incorporation of four additional anti-missile systems in the subsequent SOU-20A.

Additional exercises and computer simulations suggest the new aerospace fighter will also be useful when

employed against battle armor. These findings, as well as battle footage of the Third Regiment's *Sounders* in action, prompted the Federated Commonwealth to extend the joint program for another year. They have authorized enough materiel for the creation of two full squadrons of the SOU-20A in return for the right to purchase *Sounders* of their own from future production runs.

Variants

Although there are no variants at present, the outbreak of violence in the Federated Commonwealth has prompted the Outworlds Alliance to begin experimenting with a lower technology version. This tentative model, the SOU-30A, would use a less powerful standard fusion engine and three standard Class-10 autocannons, along with two standard SRM-6 racks.

Notable Crew

Protector Suo Lim

An elite fighter pilot with the Fifth Alliance Air Wing's Third Regiment, Protector Lim participated in the sorties on MacHeath's base. After destroying a MacHeath's Blade *Atlas* on the first pass, Lim's SOU-20A came under heavy fire from the remaining pirate forces.

Realizing that his *Sounder* was damaged beyond its ability to return to base, he aimed it at a bandit *Stalker* before ejecting. The mortally wounded craft struck at high speed, destroying the assault BattleMech. Lim took advantage of the resulting confusion to slip past bandit sentries and was recovered by his comrades within forty-eight hours.



OA HEAVY AEROSPACE

Type: **Souder SOU-20A**

Technology Base: Inner Sphere / 3062

Tonnage: 85

Battle Value: BV2 (2765)

Equipment

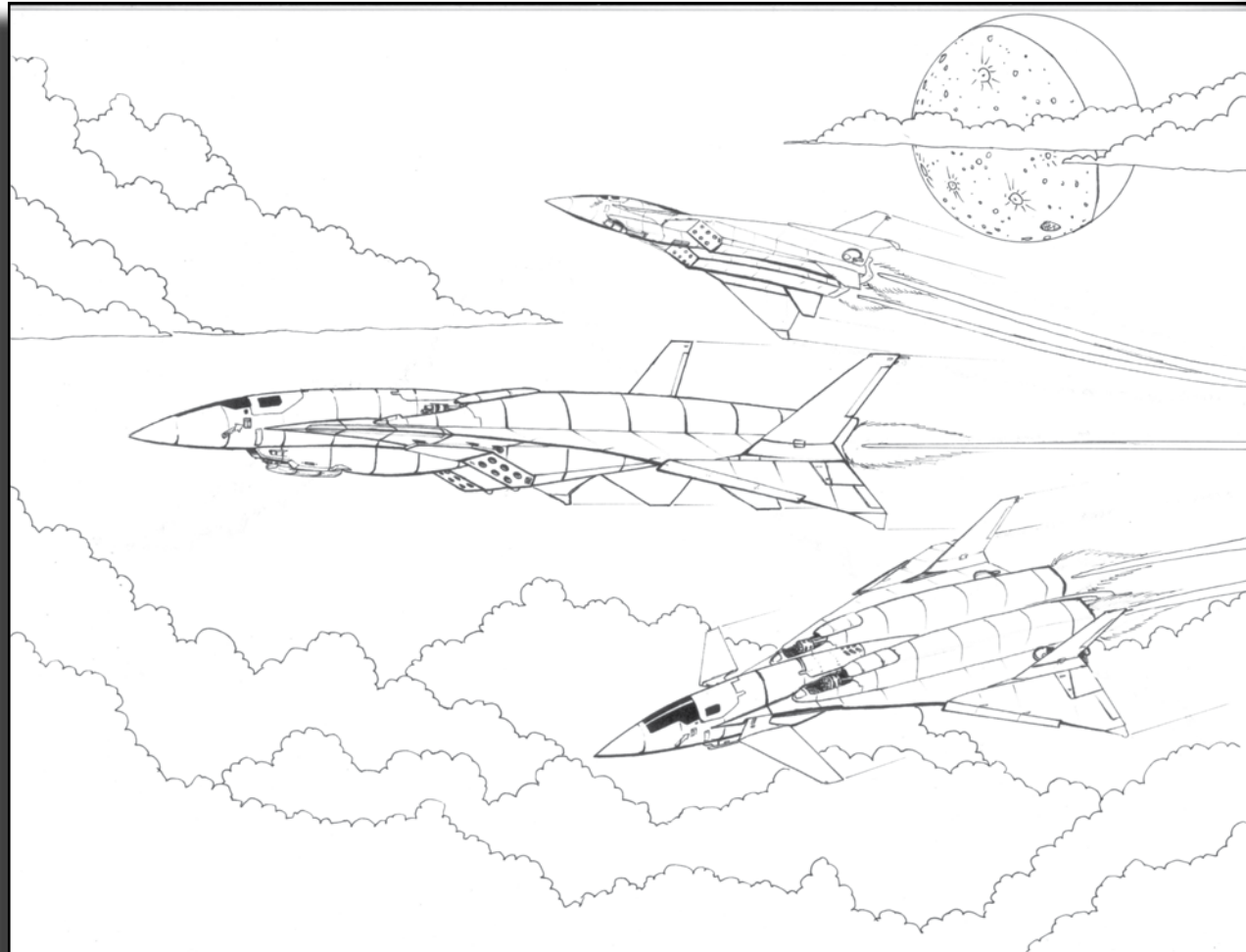
	340 XL	Mass
Engine:		13.5
Safe Thrust:	6	
Max Thrust:	9	
Structural Integrity:	8	0
Heat Sinks:	13 (26)	3
Fuel:	320	4
Cockpit:		3
Armor Factor (Ferro-Alum)	197	11

Armor Value

Nose:	65
Wings:	48
Aft:	36

Weapons and Ammo

	Location	Tons	Heat
Rotary AC/5	Nose	10	6
2 AMS	Nose	1	2
Rotary AC/5	RW	10	6
SRM 6	RW	3	4
Rotary AC/5	LW	10	6
SRM 6	LW	3	4
3 AMS	Aft	1.5	3
Guardian ECM	Aft	1.5	
Ammo (RAC) 40	Body	2	
Ammo (RAC) 80	Body	4	
Ammo (SRM) 15	Body	1	
Ammo (AMS) 36	Body	3	
CASE	Body	.5	



PIZARRO

Mass: 7 tons

Movement Type: Tracked

Power Plant: Vox 45 XL Fusion

Cruising Speed: 75.6 km/h

Flank Speed: 118.8 km/h

Armor: StarSlab/1 Ferro-Fibrous

Armament:

1 Diverse Optics Type 2 ER Medium Laser

1 Diverse Optics ER Small Laser

Manufacturer: Vandenburg Mechanized Industries

Primary Factory: Pinard

Communications: Exeter TransBoost

Targeting / Tracking: TracTex Alpha-1

Overview

The Pizarro was meant to be a planetary exploration vehicle assigned to Deep Periphery crews. However, the revolt of the Colonial Marshals and the death of Jeffrey Calderon prompted Protector Shraplen to order the conversion of many civilian vehicles to military uses. After undergoing one such changeover, the militarized Pizarro saw production in early 3063.

Capabilities

Owing to its origin as a civilian vehicle, the Pizarro began its career at a scant 7 tons. The Capellan-built 45 Vox extra light fusion engine, supplied courtesy of Trinity Alliance trade deals, operates without the need to refuel. This small power plant moves the Pizarro at speeds up to 119 km/h. Its tracked chassis copes with nearly every kind of terrain encountered in the Deep Periphery and the Pizarro's crew cabin can be hermetically sealed in order to operate in airless environments.

One drawback of the vehicle's small size and nonmilitary origin is that little insulation exists between the Vox powerplant and the crew cabin. Although there is no danger from radiation, hermetically sealing the cabin while operating the engine at full capacity can result in an uncomfortably warm ride.

The hull originally carried a standard laser to clear debris and obstacles, but Taurian engineers have replaced it with a Diverse Optics extended range small laser, the latest

in energy weapons. They also added one Diverse Optics extended range medium laser in a turret mount.

The Pizarro has been reinforced and upgraded by ferro-fibrous plating that accounts for nearly a third of the vehicle's mass. The front and side can survive a hit from a Class-10 autocannon before suffering damage to critical systems.

The final legacy of the design's original profile is that the Pizarro shares the same Exeter transmitter system as found in the Pegasus hovertank, allowing the crew to coordinate with forces off-planet via a tight-beam communications channel.

Deployment

Taurian commanders have been quick to assign the Pizarro to the often-overlooked role of infantry support; it is the equivalent of a Twentieth-Century machine gun carrier.

The Concordat's Canopian allies had initially offered only token interest in the design, purchasing a few models for testing. Since then, the Canopian Pizarro has been spotted with both the Second Raventhir Cuirassiers on Westheimer and the Third Canopian Light Horse on Andherlwin. The design may hold more value for Canopian forces than the Magistrix cares to admit.

The only notable action to date has been with the Pleiades Lancers. As part of the Trinity Alliance, Periphery forces have been deployed to worlds that the Capellan Confederation claims as its own. With the help of their Capellan advisors, a lance of Pizarro light scouts traded their ER medium lasers for Target Acquisition Gear in order to spot for artillery. The Lancers' Thirteenth Light Cavalry Armor and Mechanized Infantry battalions faced off against mercenary forces on Styk, harassing and advancing only to retreat and pound their foe with artillery. Each Pizarro driver hid his easily-concealed vehicle in the landscape while providing accurate telemetry data.

Variants

It would seem that Protector Shraplen does not want to depend on the goodwill of his large Capellan neighbor

any longer than absolutely necessary; repair depots are stocking lower technology lasers rather than the advanced ER models. Some garrisons have further downgraded the Pizarro to a standard fusion engine, sacrificing half a ton of armor in the process, and impoverished units might choose to replace the technically complex main weapons with simple machine guns.

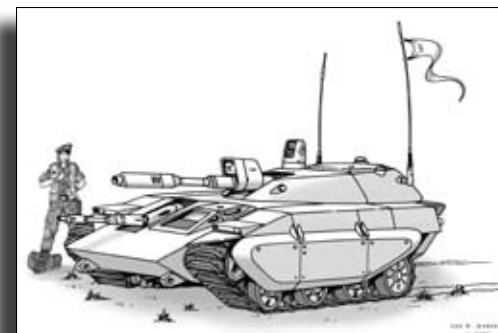
No official variants are being produced, but a proposed Strike variant slated for 3064 would carry a turret-mounted fifteen-tube rocket launcher. There also exists the lance of converted TAG models.

Notable Crew

Section Leader Moodiela Ramaphosa Morule

Morule serves with reconnaissance elements of the Red Chasseurs. He is credited with averting disaster during a recent action on Brisbane where the Chasseurs had engaged the Shen-sè Tian, unaware that a second battalion of these pirates was already on planet and approaching the Taurians' rear.

Morule's tiny recon patrol spotted the incoming BattleMechs and stealthily followed them for nearly an hour, carefully assessing the number and type of enemy units before exposing his position to radio this precious data back to the Chasseurs' main body. Morule's efforts enabled the Chasseurs to shift tactics and avoid a rout.



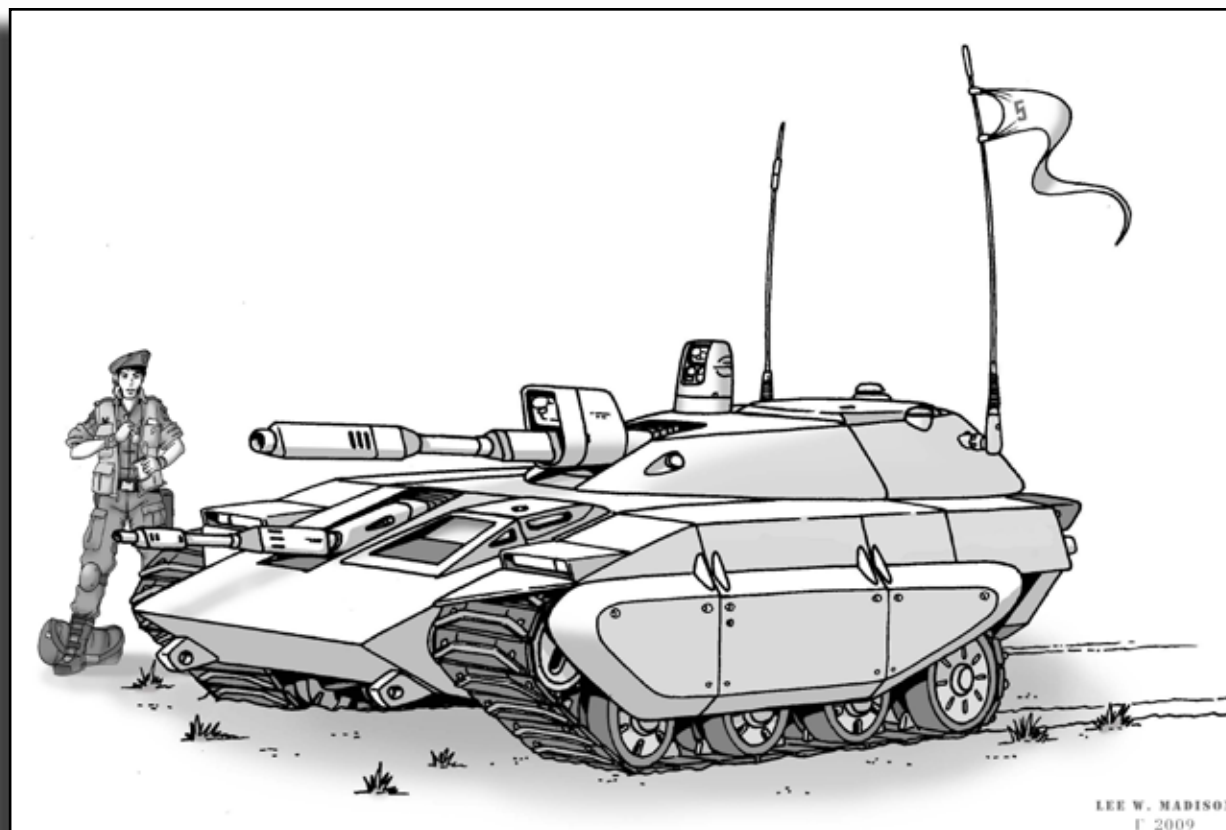
TC LIGHT VEHICLES

Type: **Pizarro**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Tonnage: 7
 Battle Value: BV2 (346)

Equipment		Mass
Internal Structure:		.7
Engine:	50 XL	.75
Shielding and Transmission:		.38
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	10	0
Control Equipment:		.35
Crew:	1	0
Turret:		.1
Armor Factor:	53	3

	Internal Structure	Armor Value
Front:	1	14
R/L Side:	1	10
Rear:	1	9
Turret:	1	10

Weapons and Ammo	Location	Tonnage
ER Medium Laser	Turret	1
ER Small Laser	Front	.5



AUROCH

Mass: 40 tons

Movement Type: Wheeled

Power Plant: Magna 180 I.C.E.

Cruising Speed: 54.0 km/h

Flank Speed: 86.4 km/h

Armor: Starshield with CASE

Armament:

1 Hovertec Hex SRM 6

2 SperryBrowning Machine Guns

Manufacturer: Pinard Protectorates Ltd.

Primary Factory: Perdition

Communications: O/P Comset

Targeting / Tracking: O/P 2000JSA

Overview

The one constant of Thomas Calderon's reign was an undying hatred of House Davion. His paranoia was such that he honestly believed the Clan Invasion to be a Commonwealth ruse in preparation for an invasion of his realm. During a speech in January of 3055, the then-Protector called for the creation of weapons that would act "as a Sword of Damocles over the Davions." Developed under the code-name 'Javelin,' Pinard Protectorates Ltd. unveiled the Auroch Infantry Fighting Vehicle (IFV) shortly thereafter.

Capabilities

Weighing in at forty tons, the Auroch is heavy for a conventionally-powered IFV. Despite this, the design can reach speeds approaching 90 kilometers per hour. The 180-rated Magna internal combustion engine ties the vehicle to refueling depots and supply lines, but this logistical vulnerability is mitigated by the relatively low technical expertise required to service a diesel engine. The vehicle can be produced quite cheaply and deployed in great numbers.

The Auroch carries two SperryBrowning machine guns and a single Hovertec Hex six-tube launcher. The front-mounted missile rack provides passable firepower when engaging enemy infantry and armor, though it fares less well against BattleMechs. The Hovertec's single ton of ammunition is adequate for most combat and is fed to the launcher via a standard autoloader. However, the loader's

feed chute itself is unusually long and prone to jamming. The feed mechanism access panel is set behind the front passenger seat where cramped conditions make it difficult to clear.

Should a jam occur, the Auroch's crew can override the autoloader, although once disengaged it is nearly impossible to reengage during combat. In such cases, the third crewman must clear and feed the launcher tubes by hand in a slow and hazardous process. While the ammo bay is protected, there is a documented case of an Auroch being destroyed when a clumsy crewman dropped an Inferno round inside the crew compartment.

Taurian Marshalls appreciate large transports and the Auroch boasts a large infantry bay that can easily carry two reinforced platoons of conventional troops. A Taurian maniple (two IFVs) can move as many foot soldiers as a company of smaller armored personnel carriers.

The new design is well protected by six tons of advanced armor. Although the Concordat produces its own standard armor, Pinard has chosen to import Starshield plate which they can acquire at cost courtesy of the Trinity Alliance. The addition of Cellular Ammunition Storage Equipment makes the Auroch one of the best-protected vehicles in the Taurian Defense Force – or the entire Periphery.

Deployment

Although Thomas Calderon was deposed before the first Auroch rolled off the Perdition assembly lines in 3056, his son Jeffrey approved wide deployment of the new design. The Auroch saw heavy fighting with Taurian units deployed as part of the Trinity Alliance.

The Taurian Velites and the Concordat Jaegers grew to depend on this reliable design during their ill-fated campaign in the St. Ives Compact. As the devastated Velites were incorporated into the Jaegers, the combined unit currently represents the single largest concentration of this Taurian IFV in any unit.

Many vehicles have also been sold to the Concordat's Trinity partners. The bulk of these went to the Magistracy

of Canopus, but Sun-Tzu Liao has also directed the Capellan Procurement Division to purchase the Taurian vehicle. While Liao propaganda holds it up as proof of the strength of the alliance, the truth is that the Capellan Auroch is being sent primarily to rear areas in order to free up San-Ku-Chu and Jian tactical vehicles for Liao's front-line regiments. Ironically, the Auroch has become enormously popular with CCAF garrison commanders who appreciate the import's large infantry bay and superior protection.

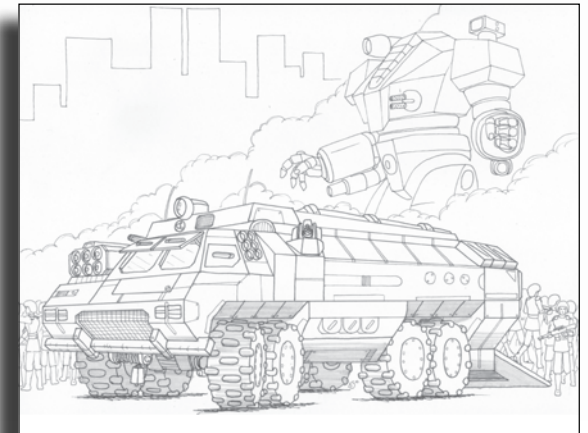
Variants

A number of field refits exist. The Auroch L5 is the most common, replacing its Hovertec launcher with a single Delta Dart LRM-5 and adding a ton of armor. This change enables the Auroch to provide long-range smoke screens for its disembarked infantry squads.

Notable Crew

Force Sergeant Dan 'Three Fingers' Wagner

Despite his nickname, Wagner actually has all of his fingers. However, his pulse-pounding tale of manually unjamming an Auroch autoloader in combat invariably ends with "and anyone else would be left with three fingers!" A fondness for this and other stories gained him the moniker of 'Three Fingers' among his fellows in the Hyades Support Guard.



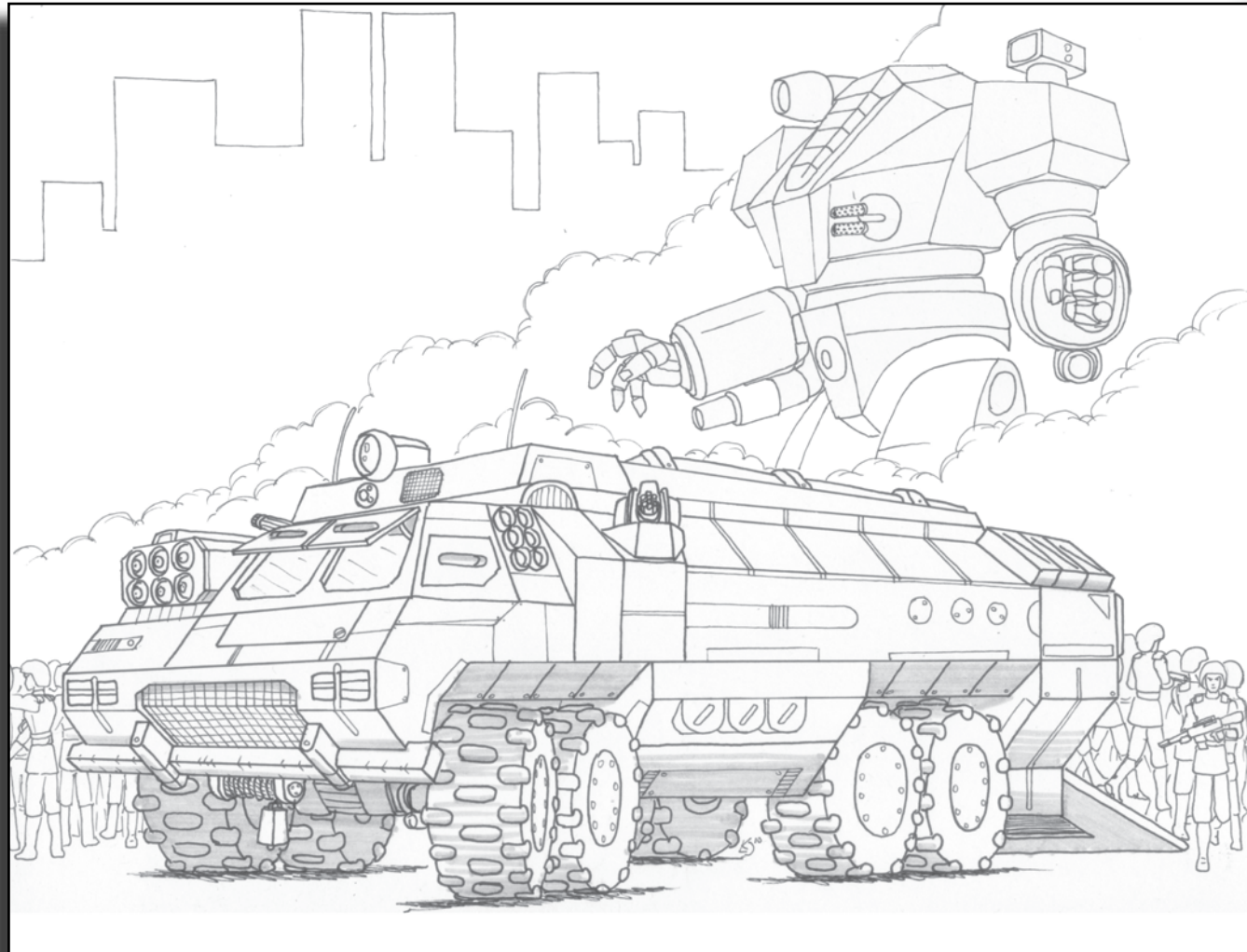
TC MEDIUM VEHICLES

Type: **Auroch**
 Technology Base: Inner Sphere / 3063
 Movement Type: Wheeled
 Tonnage: 40
 Battle Value: BV2 (407)

Equipment		Mass
Internal Structure:		4
Engine:	180 I.C.E.	14
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		2
Crew:	3	0
Armor Factor:	96	6

	Internal Structure	Armor Value
Front:	4	30
R/L Side:	4	22
Rear:	4	22

Weapons and Ammo	Location	Tonnage
SRM 6	Front	3
Machine Gun	Right	.5
Machine Gun	Left	.5
Infantry Transport Bay	Body	8
Ammo (MG) 100	Body	.5
Ammo (SRM) 15	Body	1
CASE	Body	.5



PERIPHERY STATES MECHS



PERIPHERY STATES MECHS

Of the several Periphery states, only the Taurian Concordat and Magistracy of Canopus can boast facilities capable of producing heavy BattleMechs. However, with trade agreements and political alliances springing up like weeds on every side of the Steiner-Davion debacle, these nations are not limited to native production.

The Marian Hegemony has begun refitting older machines for its cohorts and the Taurian Concordat is producing its first assault 'Mech. An odd mix of battlefield salvage and Solaris-inspired ingenuity has appeared in the Rim Collection while the Magistracy of Canopus has added the oddest twist of all to its lonely frontier outposts – a diesel-powered heavy 'Mech. Many in that region of space believe that the present Civil War will eventually reduce even the Great Houses to such weapons.

DEATH INCARNATE

Mass: 60 tons

Chassis: Technicon Type E Endo Steel

Power Plant: GM 300 Light Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Kallon Unity Weave Standard

Armament:

2 Maxell Small Pulse Lasers

2 Defiance Model 6 ER Large Lasers

2 Defiance Model XII ER Medium Lasers

Manufacturer: Omnitech Industries

Primary Factory: Solaris VII

Communications: Sony MSF-29

Targeting / Tracking: Federated Stalker with Targeting Computer

Overview

The heavily modified *Quickdraw* known as *Death Incarnate* was a favorite in the arenas of Solaris VII, where it drew many fans to the already top-rated Starlight Stables. The 'Mech had a storied run in 3062 only to disappear shortly afterward, resurfacing in the Rim Collection.

Capabilities

The technicians of Omnitech Industries began their work with a discarded *Quickdraw* QKD-8K - really, little more than its shattered shell. Omnitech's 'wizards' literally rebuilt the 'Mech from scratch, beginning with a special-order endo steel skeleton. Starlight's technicians saved further weight by installing a light fusion engine. Quick for its size, the 'Mech is protected by ten and a half tons of Kallon Unity Weave armor.

The most notable feature of the reconfigured *Quickdraw* is the torso-mounted cockpit. Although uncommon, the technology behind this innovation is a decade old, making its debut on the *Wildfire* in the Solaris games of 3053. The torso cockpit benefits from increased armor and shielding, protecting the pilot from hits that would easily destroy the more fragile head.

Transferring the cockpit to the torso also opens up additional space in the head assembly. Omnitech decided to mount two Defiance Model XII ER medium lasers in the 'Mech's 'eyes', providing the *Death Incarnate* with its famous deadly gaze.

The 'Mech employs torso-mounted Defiance Model 6 extended range large lasers for blistering long range fire. Twin Maxell small pulse lasers for short-range fighting round its arsenal. The firepower is coordinated by an enhanced targeting computer while thirteen double heatsinks handle the heat from this array of weapons. Starlight augmented the *Death Incarnate*'s armament by installing a massive hatchet in the right arm.

Deployment

Never a contender for Champion, the machine was nonetheless a favorite in heavyweight division matches. The *Death Incarnate* had a particularly storied run in 3060, as its Mechwarrior, Duncan Lassiter, managed a string of unexpected victories against competitors such as the Kuritan Silver Dragon and the Marik Galahad stables. Lassiter and his 'Mech even managed an upset victory against eleventh-ranked pilot Michael Karufel in his home arena, the Jungle. Although forced to retire from the final circuit matches of that season due to damage, Lassiter was an odds-on favorite for the 3062-3063 season.

When this 'Mech and its jockey abruptly vanished, the disappearance was attributed to the usual suspects: blackmail, gambling debts, or murder. All speculation ended in 3063.

During a raid by Morrison's Extractors on Waypoint, the Rim Collection Militia was surprised to find an unlikely ally: the *Death Incarnate*. Fighting like a character from the 'Immortal Warrior' trivids, the *Death's* abrupt appearance helped to subdue a lance of pirates and enabled the First Collection Armored Battalion to seize victory. After the battle, the mystery 'Mech's identity and fate came to light.

A director of the Meier-Star Agency had quietly purchased the *Death* with an eye towards the recently rediscovered world of Hunter's Paradise. Far from fleeing

disgrace, the Starlight pilot was offered a hefty buyout package and contracted to train the director in the proper operation of the unorthodox BattleMech. The *Death* was shipped ahead of its new owner, who was unfortunately caught up in the chaos on Solaris VII and killed in a riot.

The *Death Incarnate* has since arrived at the base camp that the Rim Collection set up to exploit tourism opportunities on Hunter's Paradise. The 'Mech can currently be found defending embattled surveyors from the predators which inhabit that world.

Notable MechWarriors

MechWarrior Duncan Lassiter

A former Federated Commonwealth MechWarrior and Solaris VII combatant, Lassiter was the sole technician and pilot sent ahead with the *Death Incarnate* to ready it for its new owner.

While waiting at a layover on Waypoint, Duncan waded into an engagement with Morrison's Extractors, distracting them long enough for the Rim Collection Militia to gain the upper hand. For this he was made an honorary member of Able's Aces and the Rim Collection forces.

When word finally came that his buyer was deceased, Lassiter decided to stay on at Hunter's Paradise, where he continues to assist the surveyors as they attempt to reestablish an underground colony.



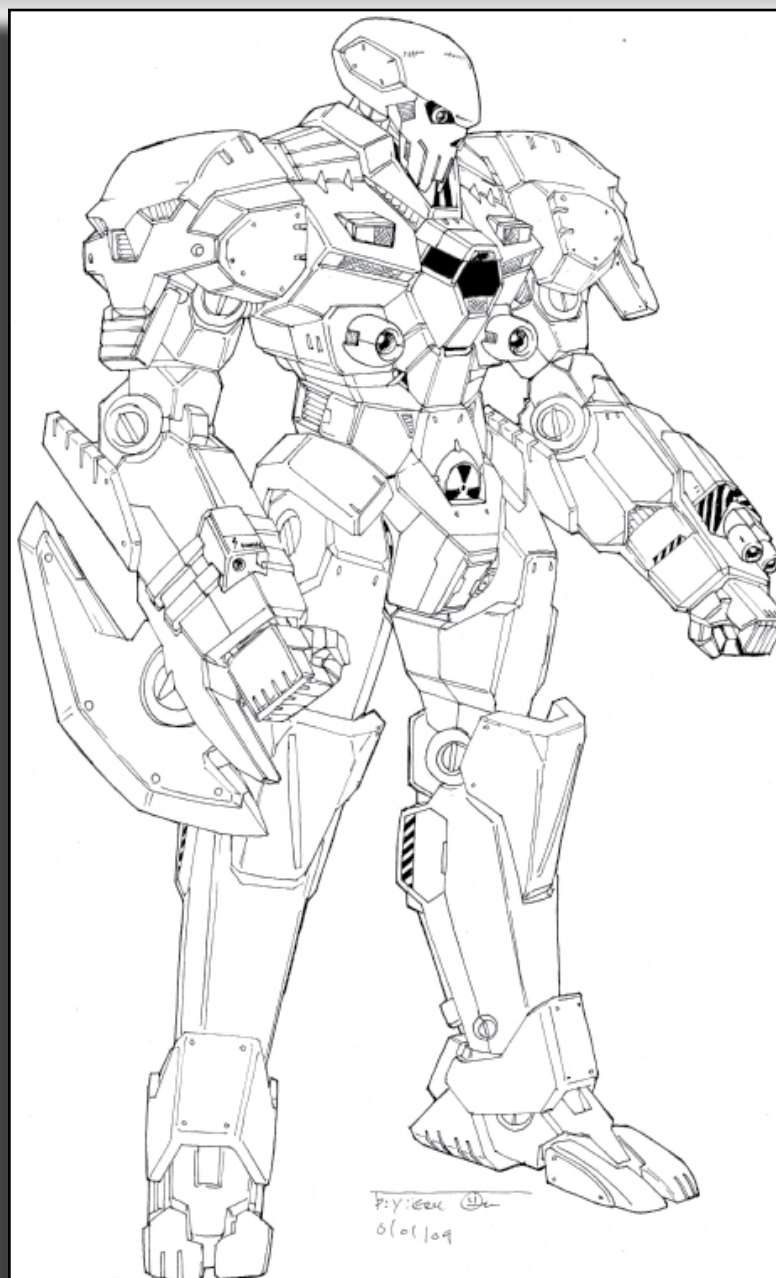
RC HEAVY MECHS

Type: **Death Incarnate (Modified QKD-8K)**
 Technology Base: Inner Sphere / 3062
 Tonnage: 60
 Battle Value: BV2 (1616)

Equipment		Mass
Internal Structure:		3
Engine:	300 Light	14.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Torso-Mounted Cockpit:		4
Armor Factor:	168	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	25
Center Torso (Rear)		8
R/L Torso	14	18
R/L Torso (Rear)		6
R/L Arm	10	16
R/L Leg	14	23

Weapons and Ammo	Location	Critical	Tonnage
Hatchet	RA	4	4
ER Large Laser	RT	2	5
2 Small Pulse Lasers	LA	2	2
ER Large Laser	LT	2	5
Targeting Computer	LT	4	4
2 ER Medium Lasers	HD	2	2



CATAPULT CPLT-7H

Mass: 65 tons

Chassis: Hollis Mark II Standard

Power Plant: 260 Magna Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Jolassa-328 Ferro-Fibrous with CASE

Armament:

1 Blankenburg ER Large Laser

1 Holly LRM 20

4 Blankenburg ER Medium Lasers

Manufacturer: Hollis Incorporated (original)

Primary Factory: Corey

Communications: Garret T10C

Targeting / Tracking: Blankenburg Trooper

Overview

Hollis Incorporated created the original CPLT-C1 *Catapult* in an initial production run spanning three years – 2561 to 2563. There are no *Catapults* currently in production, although rumors are that House Liao will begin manufacturing an artillery variant sometime in the next few years.

The design had always been plentiful in Marian space, so when refitted *Catapults* appeared in Hegemony raiding parties, our analysts initially downplayed their significance. However, in 3061 the raiders displayed a sudden increase in their use of advanced technology. ROM agents have observed a newer model involved in conquering the Illyrian Palatinate; the 'Mech's serial number and construction match nothing in Hollis' records.

The corporation's records are imperfect, damaged when the First Succession War broke out, but the 'Mech may represent a new source of production. It was already suspected that the Word of Blake offered 'Mechs and advanced weaponry to Caesar O'Reilly in exchange for expelling Our Blessed Order; considering the 'Mech's structural changes, it's possible that our wayward brethren have also established a manufacturing facility somewhere in the nearby Periphery.

Capabilities

The Marian Hegemony has been receiving large quantities of spare parts, gutting the C1 and rebuilding every system on board as quickly as they can. While the machines are in pieces, Hegemony planners are replacing outdated tech with advanced equipment. Working with a design this old, such refits are extensive.

The original standard plate has been replaced with eleven and a half tons of ferro-fibrous weave shaped to present a more compact profile. The torso has been rebuilt with Cellular Ammunition Storage Equipment to protect the missile ammo bins. The refurbished fusion engine and chassis are the same found in the CPLT-C1, and so the *Catapult's* top speed remains a steady sixty-five kilometers per hour. This has been deemed acceptable for a fire support 'Mech, especially given the Magna engine's reputation for toughness.

The CPLT-7H replaces the original single heat sinks with no less than fifteen 'freezers.' The fifteen-tube launchers have been removed, their place taken by a Blankenburg extended range large laser and a single Holly twenty-tube missile launcher supplied with three tons of reloads. All jump jets have been removed – the old Anderson 21 system was never very reliable to begin with and Marian pilots consider it more trouble than it is worth. Finally, the original four medium lasers have been replaced by Blankenburg Technologies extended range models and relocated to the side torsos.

Some changes have been made in the cockpit. Like the lasers, the targeting and tracking systems appear to be made by Blankenburg Technologies – not surprising, given the Word of Blake's support of Hegemony rearmament. The Garret T10C, on the other hand, is a hardened multi-channel 'Mech-specific version of the T10B produced by Marian Arms for the Gladius hovertank.

Deployment

The 7H was first encountered during a 3062 raid in the New Colony Region. The *Catapult* was painted in unknown colors and the pilot was not captured alive. If not for the

unregistered serial number and advanced weaponry, we would have attributed the incident to an outlaw mercenary group such as Vinson's Vigilantes.

Clandestine operatives on conquered Illyrian Palatinate worlds have since confirmed the presence of the latest Marian *Catapult* with the redeployed Second Legion.

Variants

Two *Catapults* destined for the Third Cohort of the Second Legion were held up due to a shortfall of the Word-supplied ER lasers. With no replacements immediately available, technicians instead chose to drop the two main weapons entirely along with four 'freezers' and install surplus five-tube missile racks – four in each arm. The four ER medium lasers have been replaced with seven standard medium lasers in the torso locations. This 'accidental variant' seems promising, but Our Blessed Order's analysts are unsure whether it will go into production.

Notable MechWarriors

Princeps Livy "Dentatus" Webster

A skilled operative of the nascent Marian Ordo Vigilis, Webster underwent intensive Word of Blake covert operations training before joining the Hegemony's special operations team (Operationes Abscondites) in late 3062. Sensing political winds of change, Webster and his team defected to Julius O'Reilly in person and were subsequently assigned to participate in the conquest of the Illyrian Palatinate.

Dropping on Illyria ahead of the invasion force, Webster and his comrades proved their new-found loyalty to O'Reilly by sabotaging key communication points on that world and throwing the defenders into confusion.

MH HEAVY MECHS

Type: **Catapult CPLT-7H**

Technology Base: Inner Sphere / 3062

Tonnage: 65

Battle Value: BV2 (1658)

Equipment

Internal Structure:

Engine: 260

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15 [30]

Gyro: 3

Cockpit: 3

Armor Factor: 206 11.5

Internal Structure

Head 3 9

Center Torso 21 30

Center Torso (Rear) 11

R/L Torso 15 22

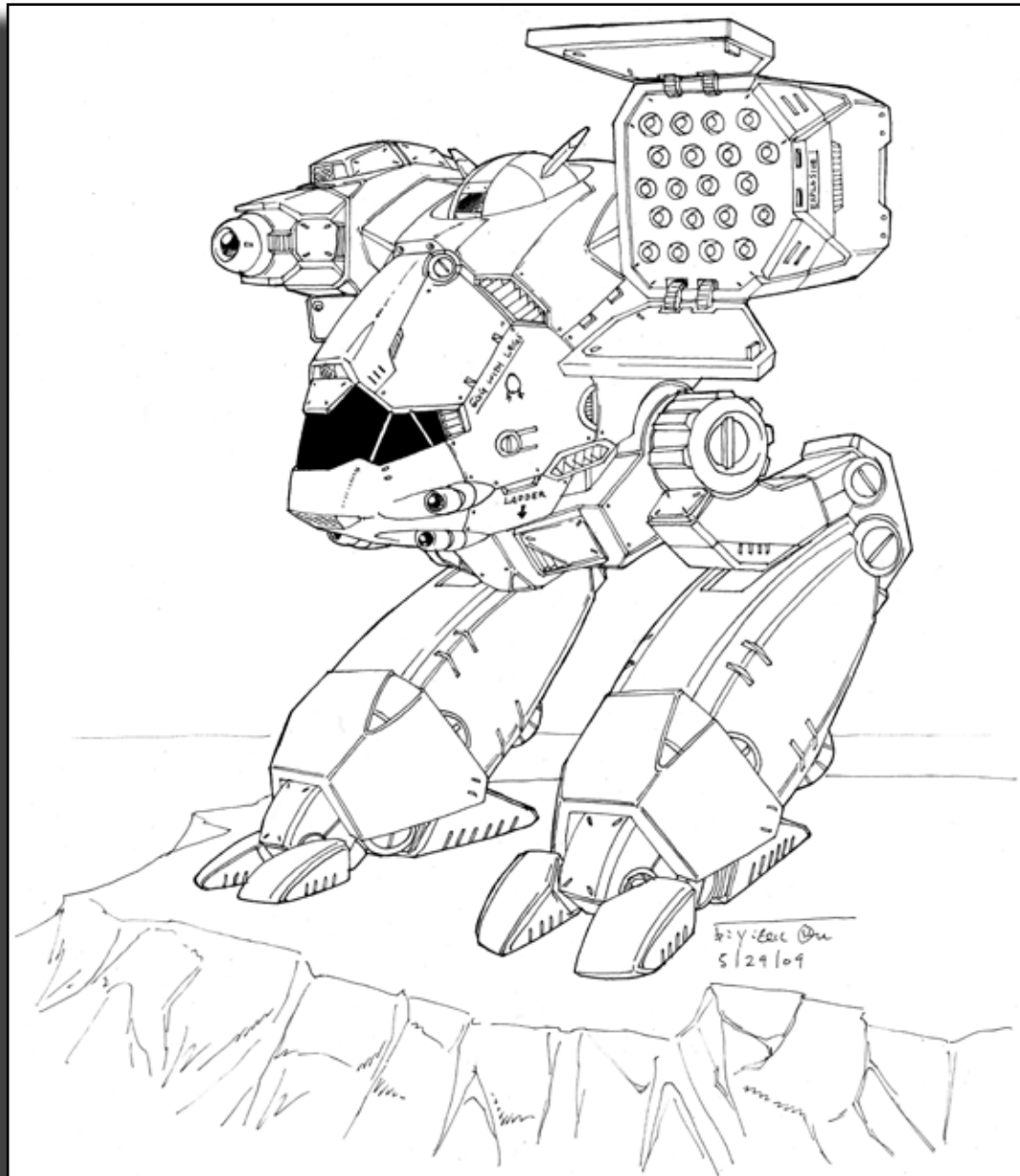
R/L Torso (Rear) 8

R/L Arm 10 20

R/L Leg 15 28

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
2 ER Medium Lasers	RT	2	2
LRM 20	LA	5	10
2 ER Medium Lasers	LT	2	2
Ammo (LRM) 18	LT	3	3
CASE	LT	1	.5



F4X THUNDERBOLT

Mass: 65 tons

Chassis: Earthwerks TDR Standard

Power Plant: 195 GM Turbodiesel

Cruising Speed: 32.4 km/h

Maximum Speed: 54 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Vixen Planetary Armory Plate

Armament:

1 Armstrong Buster Series Autocannon/10

2 Vixen Planetary Armory MRM-10s

Manufacturer: Vixen Planetary Armory

Primary Factory: Vixen

Communications: Neil 8000

Targeting / Tracking: RCA Instatrac Mk X

Overview

Most people in the 31st Century would be thrilled to find an abandoned Star League Facility because, no doubt, it would be brimming with lostech and valuable goodies. And a depot in an arid desert? Clearly, the contents would be in near-flawless condition.

Such were the hopes of the Magistracy of Canopus in 3018 when a prospector located a facility and its trove of BattleMechs on Vixen, a border world all too near the aggressive Marian Hegemony. The Canopian military soon realized how thorough Star League forces had been in stripping the facility of useful materials.

When they observed that even the kitchen sinks and toilet seats had been removed, the facility was turned over to the planetary government. Perhaps they could make a museum from the base and its gutted bunkers. Meanwhile, the prospector, denied his large finder's fee, turned to scavenging the frictionless chemical-resistant toilet bowls from the base. These revolutionized Vixen's chemical industry when their construction was reverse-engineered. Materials derived from these toilets were incorporated into the *Thunderbolt's* armor.

The Canopians, however, had plans for the husks of 'Mechs found in the Star League base. These BattleMechs had been damaged during the Periphery revolts of the

2760s that presaged the Amaris Coup, and the Canopians were able to salvage a scout company of *Wasps* mostly intact. Some of the 'Mechs still had working Star League-era sensors and communication gear.

However, remaining equipment such as gyros, engines, and weapons had to be purchased from the open market at great expense. This was an easy task with a common 'Mech like the *Wasp*, but the empty hulks of the *Thunderbolts* were another matter.

Capabilities

Technicians on Vixen struggled to revive the dozen big 'Mechs with locally-produced equipment. Four had to be sacrificed for critical parts, leaving only eight for development. The techs quickly gave up on fusion powerplants (the first of many compromises), replacing them with larger 195-rated GM diesels. Likewise, the 'Mechs original ruined armor was replaced with the best Vixen's armories could offer - bulky slabs of heavy industrial plate.

Selecting a warload that would make the most of the little remaining internal space was a challenge. The initial equipment was a pair of Armstrong class-5 ACs in arm and shoulder mounts. The Draconis Combine's introduction of medium range missiles (MRMs) inspired a 3060 overhaul that nearly trebled the design's available firepower. An Armstrong Buster class-10 AC with an integral magazine was mounted in the right forearm while a pair of ten-tube MRM launchers was fitted into the left torso.

The resulting 'pocket assault' *Thunderbolt* is a credible threat to the conventional medium and light units that Marian raiders can muster.

Deployment

These eight machines formed the core of an assault unit that was deployed near the capital - both for display, and to protect the planetary government. Unfortunately, the Marian raiders that frequented Vixen cared little for politicians, being more interested in Vixen's nearby industrial sector. The F4X *Thunderbolts* saw battle only once, in 3063, against a Marian incursion prompted by the Word of Blake and accompanied by several of their covert units.

The outcome was as improbable as the *Thunderbolts* themselves, owing to the dumb luck of one battle-damaged F4X. It toppled an equally-damaged building onto a squad of stealthy Blakist Purifier battle armor, which had presumably been sent to ambush the large, slow-moving 'Mechs.

With this 'invisible' battle armor squad destroyed, the remaining F4X's enjoyed a tactical coup as they led the remaining enemy forces into an urban maze where superior mobility and technology failed in the face of superior stubbornness.

Variants

The F4V was the first variant to enter service. Armed with twin Armstrong class-5 autocannons, these were never called on to defend more than training grounds and were subsequently upgraded to the F4W format.

The F4W was intended as a hedge against civil unrest. The planetary armory traded one Armstrong for a Harvester SRM-6 and a heavy battery of machine guns whose short range meant the F4W could only engage at close quarters - excellent for controlling unruly mobs, but nearly useless against anything else. The F4Ws were converted to the current F4X in 3060.



MOC HEAVY MECHS

Type: **F4X Thunderbolt**

Technology Base: Inner Sphere / 3060

Tonnage: 65

Battle Value: BV2 (890)

Equipment

Internal Structure:

Engine: 195 ICE

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 6 [12]

Gyro: 2

Cockpit: 3

Armor Factor: 168

Mass

6.5

16

6

2

3

10.5

Internal Structure

Head 3

Center Torso 21

Center Torso (Rear) 7

R/L Side Torso 15

R/L Side Torso (Rear) 6

R/L Arm 10

R/L Leg 15

Armor Value

9

20

7

20

6

20

20

Weapons and Ammo

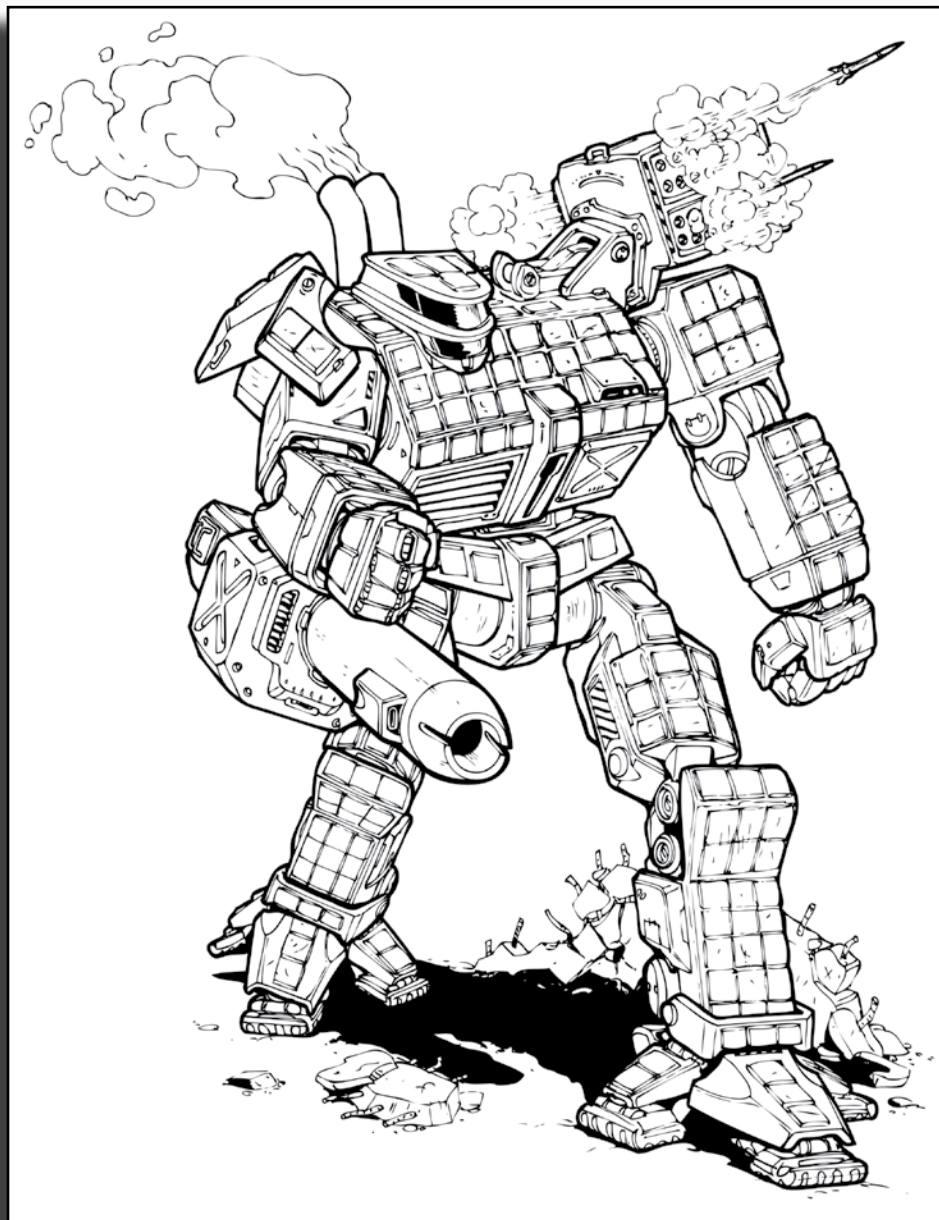
Autocannon/10 RA 7 12

Ammo (AC) 10 RA 1 1

Ammo (AC) 10 RT 1 1

2 MRM 10s LT 4 6

Ammo (MRM) 24 LT 1 1



FORGE FRG-E1

Mass: 85 tons

Chassis: GM Marauder EndoMax

Power Plant: 340 VOX Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Star Slab 12.5 Ferro-Fibrous with CASE

Armament:

3 Magna Hellstar PPCs

2 Diverse Optics ER Medium Lasers

1 Marklin Six-Pack SRM 6

Manufacturer: Pinard Protectorates Limited

Primary Factory: Pinard

Communications: Corean Transband-J9 with
Guardian ECM

Targeting / Tracking: Neill 5000

Overview

The Taurian Concordat faces a serious challenge: despite possessing the Periphery's strongest industrial base, it has been unable to produce assault-class BattleMechs. The Concordat military currently has access to few assault lances, and these are handled as carefully as a treasured heirloom. Unfortunately, 'museum piece' is a more accurate description for the majority of these machines. The first Taurian assault 'Mech, the *Forge*, was created in 3063.

Taurian engineers were exploring the possibility of producing *Marauders* with updated technology, but early attempts at endo steel production resulted in frames that were bulkier than expected. Nevertheless, subsequent stress tests on the new skeletons suggested that they could support a heavier configuration.

The designers wisely focused on 'off-the-shelf' technology, as low-cost components can be acquired easily. Technical support is already in place in the form of established trade schools. Components not made within the Periphery States – such as extended range lasers and ECM suites – can be purchased from outside firms.

Capabilities

It was a happy accident indeed when Taurian research provided the impetus for the creation of the first Periphery assault 'Mech, the *Forge*, in 3063. The designers began by replacing the *Marauder's* third main weapon with a particle projection cannon, reducing dependence on ammunition. The PPCs allow a Mechwarrior to strike powerfully at long ranges. Backing the main guns are Diverse Optics extended range medium lasers and a Marklin six-tube missile launcher for close-in work. Cellular Ammunition Storage Equipment (CASE) has been incorporated to protect missile ammunition.

The heat generated by the main guns is shed by fourteen double heat sinks, but the 'Mech becomes sluggish after repeated volleys. Pilots are advised to limit PPC fire to one shot every 4 seconds. The *Forge's* sturdy 340 VOX fusion engine can propel it to a top speed of 65 km/h, quite good for a 'Mech of this weight class. It can keep pace with heavy 'Mechs, supporting sudden breakthroughs and engaging in backfield maneuvers.

The *Forge's* thirteen and a half tons of ferro-fibrous armor can shrug off all but the heaviest blows. The designers, however, left little to chance, placing a Guardian electronic counter-measures suite in the 'Mech's torso to shield the *Forge* and its lancemates from indirect fire, Artemis-guided missiles and other sophisticated targeting systems. Simply put, the *Forge* packs the punch of an assault 'Mech with the speed of a heavy 'Mech, all rolled into a sturdy and highly survivable battleframe.

Deployment

The *Forge* is a joint production between 'the Big Three' Concordat manufacturers: Taurian Territorial Industries, Pinard Protectorates Limited and Vandenburg Mechanized Industries. The Pinard plant has to date produced five finished units. Still modernizing, it hopes to increase annual production to ten 'Mechs by 3066. While somewhat crude in finish, these machines appear every bit as functional as their more polished counterparts from the great Houses.

A single lance of the *Forge* has been observed on maneuvers with the Pleiades Hussars on Mithron. The Hussars, who specialize in a fluid combat style, are an appropriate assignment for the *Forge*. It is both sturdy enough to act as a static defense, and mobile enough to exploit weakness in the enemy line. They are particularly welcome now, as the Hussars work to rebuild from the recent fighting which shattered their third battalion on Midale.

As the first Periphery assault 'Mech, this design's performance is on par with a standard Inner Sphere 'Mech of similar tonnage – 'good', with occasional glimmers of 'excellent' as Taurian III Corps commanders learn to use this latest tool to maximum advantage. The Concordat's allies have expressed interest in the design. Protector Shraplen's administration has demurred, however, citing the need to rebuild after the recent losses in St. Ives and the Chaos March.

Variants

The *Forge* design is still subject to testing and it is by no means certain whether the Taurians have the industrial capacity to produce it on a larger scale. As part of the Trinity Alliance, House Liao has graciously offered to design a smaller equivalent to the *Forge* – the *Pollaxe*, which employs more technically-advanced equipment and weapons. It would presumably fill similar mission profiles should the *Forge* project meet with failure.

Our analysts think producing the *Pollaxe* would increase Taurian reliance on House Liao for a steady supply of advanced weaponry – and result in political leverage the Chancellor could turn to his own benefit.

TC ASSAULT MECHS

Type: **Forge FRG-E1**

Technology Base: Inner Sphere / 3063

Tonnage: 85

Battle Value: BV2 (1914)

Equipment

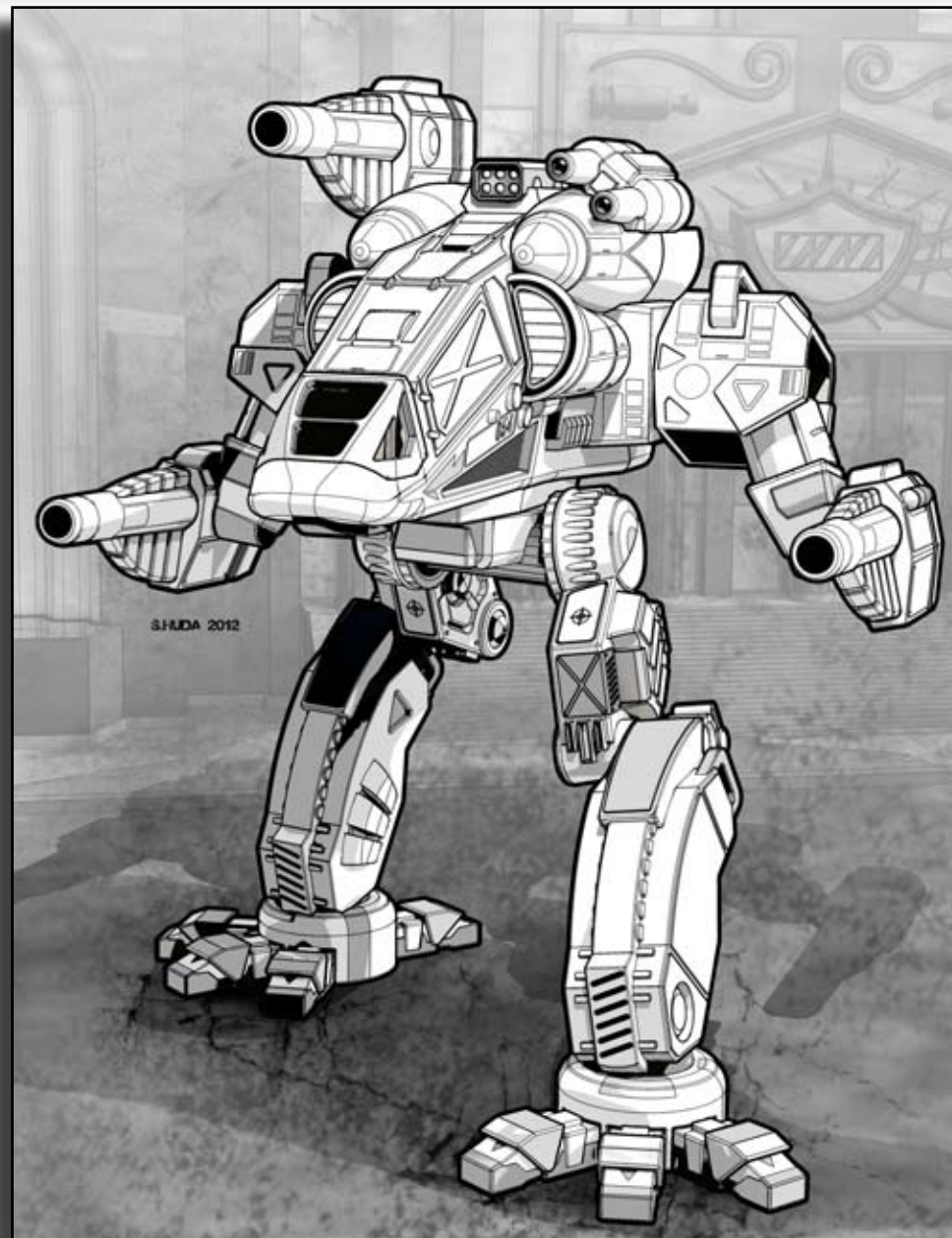
Internal Structure:		Mass
Engine:	340	4.5
Walking MP:	4	27
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	241	13.5

Internal Structure

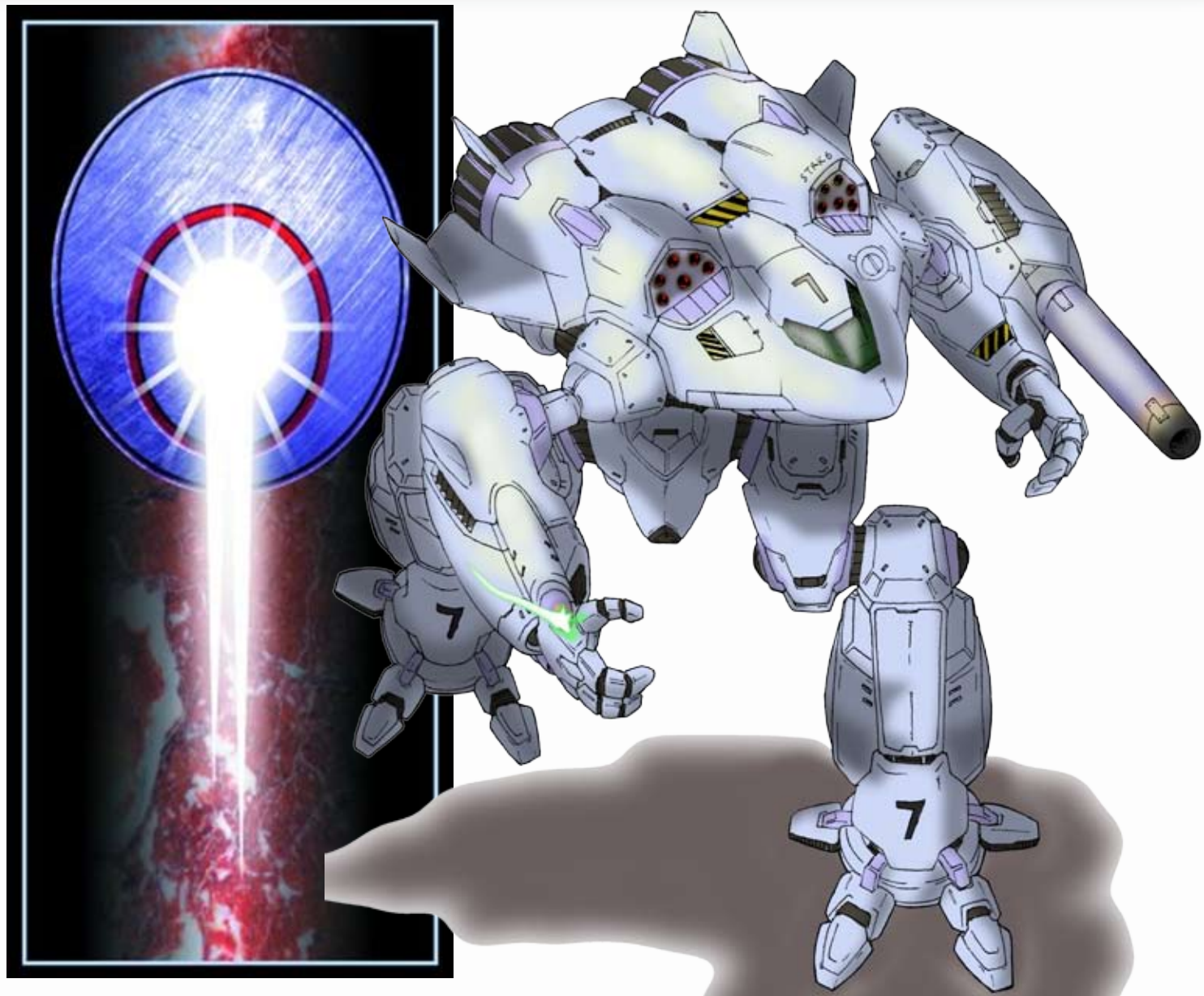
Head	3	9
Center Torso	27	33
Center Torso (Rear)		11
R/L Side Torso	18	26
R/L Side Torso (Rear)		8
R/L Arm	14	27
R/L Leg	18	33

Weapons and Ammo

	Location	Critical	Tonnage
PPC	RA	3	7
PPC	RT	3	7
Guardian ECM	RT	2	1.5
PPC	LA	3	7
2 ER Medium Lasers	LT	2	2
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5
SRM 6	CT	2	3



COMSTAR



COMSTAR

The past few years have been a time of trials and turmoil for Our Blessed Order. It has been five years since we were forced to abandon Terra to our former brothers - and we have not been idle. The ComGuards fought with valor and made great sacrifices in Operations Bulldog and Serpent. Attrition from our combat with the Word of Blake - and defections to them - have further depleted our resources, both of manpower and war materiel. As the latest generation of Adepts prepares for their graduation from Academies across the Inner Sphere, ComStar must prepare as well, replenishing our stores of BattleMechs and armored fighting vehicles.

The Terran store of war machines, upon which the ComGuards were built, has long since been exhausted or stolen; our industrial base on Terra has been lost. We have been forced to seek out new trading and industrial partnerships. Although our collaborations with Grumium Creations on the *Viking* and the development of the *Tessen* with Indepence Weaponry have garnered the lion's share of attention, they are but the beginning of our efforts. Then-Precentor Martial Victor Steiner-Davion and his successor Precentor-Martial Pro-Tempore Dow helped to expand our outreach programs. Now the output of factories from the Federated Commonwealth, the Free Rasalhague Republic and the Draconis Combine help to blunt the loss of the sprawling manufacturing centers on Terra.

We continue to rebuild our forces, upgrading and re-designing legacy units like the *Champion* even as we create new models, such as the Heirax VTOL transport. Our ComGuards cannot rest. Despite their depleted numbers, they must stand resolute as the vanguard of civilization - holding the line against the warriors of Kerensky, at the borders of an awakening Periphery, as a shield against the gathering chaos that threatens to engulf the Inner Sphere.

HEIRAX VTOL

Mass: 30 tons

Movement Type: VTOL

Power Plant: GM SuperFusion 100 XL

Cruising Speed: 86.4 km/h

Flank Speed: 129.6 km/h

Armor: ProTech 6 Ferro-Fibrous

Armament:

1 BlazeFire Systems Large Laser

4 Terminax Rocket Launcher 10

Manufacturer: Cal-Boeing of Dorwinion

Primary Factory: Belladonna

Communications: Datacom 100

Targeting / Tracking: Garret D3p-Guardian Interface 2B

Overview

Perceiving a need for a fast-moving battle armor transport in the wake of Operation Bulldog, Comstar's office of the Precentor Martial approached Cal-Boeing of Dorwinion to develop a heavy transport craft along the lines of their successful Ripper VTOL. The Heirax's mission profile called for a fast, quiet, stable platform that could deliver a full squad of ComGuard battle armor and provide suppression fire support at the landing zone.

Capabilities

The Heirax has a greater operational radius than similar combustion-powered craft, propelled to speeds exceeding 125 km/h by a GM 100-series extra light fusion engine. Its intermeshing rotors use lighter rotor masts and blades to provide great lift capacity and stability while remaining relatively quiet in operation. The broad curve of the composite blades further reduces the Heirax's sonic signature.

The leading edges of the specially designed dual rotors resist abrasion with a thin ferro-titanium laminate. This allows the Heirax to fly far closer to the ground than similar craft, though it must do so at reduced velocity. This is ideal for evading radar as it delivers covert strike teams deep into enemy territory. Should the Heirax be detected, an onboard Guardian ECM suite can obscure the transport from long-range sensors.

The helicopter is well protected by five and a half tons of StarSlab ferro-fibrous armor. Although it does not incorporate CASE, the advanced plating is considered substantial for the Heirax's intended role. Equipped with a six-ton infantry bay, the craft is capable of carrying a squad of ComGuard battle armor, several platoons of infantry or evacuating other personnel from behind enemy lines.

The Heirax commonly uses its four Detroit Consolidated Terminax expendable rocket launchers to clear landing zones prior to deploying or recovering troops; the weapon's prototypical nature affects its long-range accuracy, but is still effective at close quarters. Since they require no ammo for their main gun (a reliable BlazeFire large laser), a pair of these machines can remain on station for long periods.

Deployment

This machine first entered service with Comstar's Fifth Army in early 3064 and has most recently seen action with the elite 394th Division (White Lions) on Hall. They are a peacekeeping unit with strict orders not to interfere in the long-running civil war on that Chaos March world. Nevertheless, when the White Lions intercepted Emperor Baranov's latest plan to seize the HPG installation at the planetary capital of Harney, they chose to send the self-styled Emperor a message.

Deploying several squads of battle armor to the Republican Guard's staging ground, the 394th struck swiftly and decisively. They torched a warehouse of ammunition and disabled a company of AFVs before boarding their Heirax transports. One of the transports was unable to make the rendezvous, so another member of the flight dropped off its own troops and doubled back to rescue the stranded battlesuits. The Heirax crew found them under fire in a landing zone well lit by burning vehicles.

Undaunted, the Heirax momentarily silenced the anti-aircraft emplacements with a rocket barrage and landed just long enough for the ComGuard battlesuits to leap aboard. Although it took several hits during this critical moment, the tough craft lifted off and disappeared into the night.

Following this clandestine action, Baranov devoted his full attention towards his rival. The Harney compound has remained untouched since.

Variants

Cal-Boeing produces two alternate models in small numbers. The first maximizes its troop-carrying capacity, removing the large laser and a pair of rocket launchers in order to add another six-ton infantry bay. The Heirax XTR can carry two full ComGuard battle armor squads, though it does not share the fire suppression capabilities of the parent design.

The second version also dispenses with the main gun but instead upgrades the powerplant to a 220-series XL engine. The resulting Heirax – the ZMM – has a top speed exceeding 190 km/h.

Notable Crew

Adept Lambda IV Eureka Fowler

A veteran pilot prior to his unit's posting on Hall, Fowler's Level I led the insertion teams on the Republican Guard's base. When mechanical difficulties prevented another Heirax from making pickup, Fowler dropped his own squad a few kilometers away and homed in on the stranded squad members. Wounded by enemy fire and with his Heirax damaged, Fowler nonetheless completed the crucial recovery and successfully returned both squads to base before he was treated by the base's medical staff. Despite his position as the pilot of a conventional aircraft, Fowler is under consideration for the Sinclair Wings.



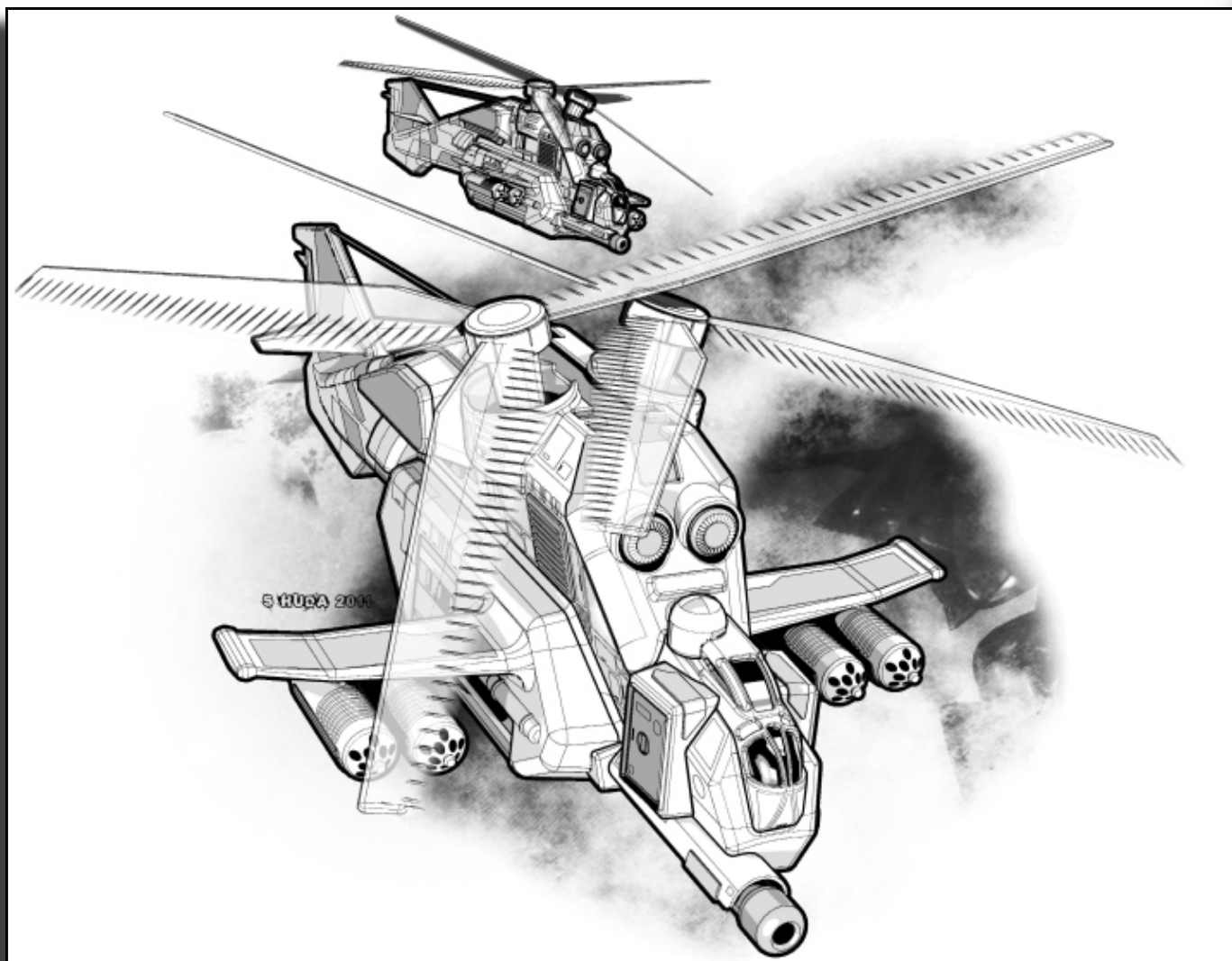
LIGHT VEHICLES

Type: **Heirax**
 Technology Base: Inner Sphere / 3064
 Movement Type: VTOL
 Mass: 30 tons
 Battle Value: BV2 (740)

Equipment		Mass
Internal Structure:		3
Engine:	100 XL	1.5
Shielding and Transmission:		1
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Lift Equipment:		3
Armor Factor:	98	5.5

	Internal Structure	Armor Value
Front:	3	30
R/L Side:	3	23
Rear:	3	20
Rotors:	3	2

Weapons and Equipment	Location	Tonnage
1 Large Laser	Front	5
4 Rocket Launcher 10	Front	2
Infantry Transport Bay	Body	6
1 Guardian ECM	Body	1.5



CHAMPION CHP-4C

Mass: 60 tons

Chassis: Bergan XI Endo Steel

Power Plant: 300 Vlar XL Fusion

Walking Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Starshield Standard

Armament:

1 Grizzard Model 200 Gauss Rifle

2 Diverse Optics ER Medium Lasers

2 Guided Technologies 2nd Gen Streak SRM 6s

Manufacturer: Bergan Industries

Primary Factory: New Earth

Communications: Garret T-11C

Targeting / Tracking: Mercury-IV

Overview

The *Champion* CHP-4C is the latest iteration of this four-hundred-year old design. The engineers in our Blessed Order have used recently recovered plans to guide them in rebuilding this machine from the bottom up. The result is a fitting tribute to this storied war machine's many years of service.

Capabilities

Having set up a secure section at Bergan Industries on New Earth, our Blessed Order's Science and Research Department has carefully crafted a new 'Mech using the latest technology at our disposal. The original Bergan internal structure has been completely replaced with endo steel that provides much stronger 'bones' for the engineers to build on. The rest of this BattleMech has been similarly updated, including provision for hand and lower arm actuators.

As with the CHP-3N, a Vlar 300 extra light engine provides for quick deployment at speeds approaching ninety kilometers per hour. The armor has been increased by fifty percent over the CHP-3N to provide ample protection for this version of the *Champion*.

The CHP-4C carries two tons of ammunition for the Model 200 Gauss rifle, which has greater range and striking power than the autocannon it replaces. Although not as flexible as the LB-X, the Grizzard is well known for its ability to destroy opponents with a single shot. A *Champion* pilot can exploit holes punched through enemy armor with two recently developed Guided Technologies 2nd Gen Streak launchers. The paired six-tube racks fire with unerring accuracy and are well known for their efficient use of ammunition.

The CHP-4C retains the double heat sinks of its predecessor and thus runs very cool. Comprehensive cooling is necessary because the 'Mech is not protected by Cellular Ammunition Storage Equipment. Reloads for the Streak launchers are stored in the center torso, where they are protected by large amounts of Starshield armor.

Deployment

Comstar has been quietly converting their stockpiles of *Champions* to the 3Q3 for the past three years. Recent events - the fall of Terra, the expulsion of our Blessed Order from the Marian Hegemony and the growing bond between the Free Worlds League and the Word of Blake - heighten the sense of urgency. Thus, the CHP-4C has been rushed into production as well, albeit in limited numbers.

The majority of those models have been distributed to the six divisions of the ComGuards Fourth Army deployed to monitor the Capellan-St. Ives conflict. Our Precentors squelch rumors that Comstar has begun manufacture of a new 'Mech; meanwhile our Blessed Order continues its covert work at the new classified facilities.

Recent events have established the value of the 4C model. Several refitted *Champions* of Our Blessed Order's Third Army saw action during the recently concluded fighting against Clan Ghost Bear in the Draconis Combine. The most notable engagement took place towards the end of the fighting, with the Twelfth Division on Mualang. The Twelfth were forced to withdraw under heavy fire from the Ghost Bear's own Twelfth Bear Chevaliers.

As their comrades retreated, a lone Level II of mixed *Champion* BattleMechs issued a challenge to the pursuing Chevalier forces. The six 'Mechs engaged their pursuers in a formal Batchall. The Comguardsmen fought valiantly and while they eventually lost the fight, they bought their comrades sufficient time to organize a retreat offworld.

Variants

Our Blessed Order's technicians are experimenting with a single variant: the CHP-4C3 removes tubes from each missile launcher to make room for CASE, an additional laser, more armor and a C3i module.

Notable MechWarriors

Adept Epsilon II Nicole Cantrell

Cantrell has had a meteoric rise within the ComGuards. Serving with the Thirty-ninth Division on Outer Volta, she challenged a Clan Jaguar Star Commander to single combat. She defeated the Clan commander, but at the cost of crippling her CHP-3N *Champion*. For her valor in combat, Precentor Martial Steiner-Davion ordered Cantrell's machine refurbished to the CHP-4C standard, complete with lower arm and hand actuators. Cantrell stands ready to defend her adopted homeworld, Borghese, against any perceived threat.

Bondsman Gilbert Rowthorne

Former Adept Rowthorne and his comrades were temporarily attached to the Twelfth Division to assess the effectiveness of the new *Champion* design at the start of the Ghost Bear incursion. In the face of overwhelming force, he and the acolytes in his Level II issued a Batchall to the lead Nova. The six *Champions* fought against Clan OmniMechs until falling to a swarm of Elemental battle armor. Rowthorne and two of his surviving ComGuardsmen earned praise from their enemies and as a sign of respect were adopted as Beta Galaxy bondsmen.

HEAVY MECHS

Type: **Champion CHP-4C**

Technology Base: Inner Sphere / 3063

Tonnage: 60

Battle Value: BV2 (1760)

Equipment

Internal Structure:		Mass
Engine:	300 XL	3
Walking MP:	5	9.5
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5

Internal Structure

Head	3	9
Center Torso	20	30
Center Torso (Rear)		9
R/L Side Torso	14	20
R/L Side Torso (Rear)		7
R/L Arm	10	17
R/L Leg	14	24

Weapons and Equipment

Location	Critical	Tonnage
2 ER Medium Lasers	RA	2
Streak SRM 6	RT	2
Gauss Rifle	LA	7
Streak SRM 6	LT	2
Ammo (Gauss) 16	LT	2
Ammo (SSRM) 30	CT	2



WORD OF BLAKE



WORD OF BLAKE

The story of the Word of Blake and their Militia seems miraculous. Beginning with a ragtag force of refugees and dissenters, our former brethren have more than doubled their strength in only a decade; a handful of deserters have become (according to official accounts) a full ten divisions. This expansion has gone hand-in-hand with their escalating ambitions and military campaigns, not least among them the shockingly successful invasion of Terra in 3058.

More surprises were in store for us. Following the unsolved assassination of Word of Blake Precentor-Martial Trent Arian in June of 3061, Cameron St. Jamais was appointed to his position. Since then, our ROM agents still active on Terra have sent in a torrent of worrying reports. The production of BattleMechs and vehicles has dramatically increased. Many facilities are being refitted and re-opened, even some - like Leopard Armor and Mitchell Vehicles - that have been closed since the era of Jerome Blake. Even more disturbing are the fragments filtering back that suggest top-secret technologies and even full unit designs have been stolen from our Omega Divisions. These range from C3 (improved) modules and mimetic armor to the *Vanquisher* BattleMech and Purifier battle armors. The Word have used this new technology and armament to attract mercenaries to their banner and bartered it to win over new allies within the Capellan Confederation and Periphery states.

Collating these reports with others from around the Inner Sphere, we find a disturbing anomaly: the steady output of Terra's factories is by all accounts far less than the observed flow of units to the Word's combat-ready divisions. The handful of new designs seen so far, however, use stolen technology to the fullest. Among them are the units detailed in this report: the vehicles codenamed Aurora and Claymore - a devastating anti-aircraft platform and a 'sniper' AFV, both equipped with the new C3(i) technology to aid the coordination of their militia crews - and a dangerous new BattleMech, the *Champion II*.

AURORA

Mass: 100 tons

Movement Type: Tracked

Power Plant: 200 Nissan Fusion

Cruising Speed: 21.6 km/h

Flank Speed: 32.4 km/h

Armor: Pribak 9000 Ferro-Fibrous with CASE

Armament:

6 Mydron LB 5-X ACs

5 Blankenburg Technologies ER Small Lasers

Manufacturer: Aldis Industries

Primary Factory: Terra

Communications: Corean Transband-J12 with Guardian ECM and C3i

Targeting / Tracking: Dorman Echo I with Bloodhound Probe

Overview

Faced with the overwhelming task of re-arming itself after fighting off Our Blessed Order, the Word of Blake studied its weak points and began designing machines to cover the areas where its forces were most vulnerable. Many of the new designs have been BattleMechs, others have been conventional aircraft, still others have been aerospace fighters. However, one difficulty remained.

In order to deal with opposing Aerospace assets, the Word was forced to deploy its own in response. Many times this was simply impossible, especially on worlds defended only by a Militia garrison. Few worlds had properly-equipped airfields or transport capacity; even when these were available, the logistics train necessary to keep enough of the finicky machines at the ready were responding too slowly to keep up with events at the front lines. And of course, once the battle had moved on, a full aerospace-based defense was too expensive to maintain for long.

One of the ways of dealing with enemy aircraft, both conventional and aerospace, is with dedicated anti-air defenses. However, to date the most effective AA designs are missile-based and involve targeting and tracking systems that, while very accurate, are equally complex and expensive. With that complexity comes intensive (and expensive) operator training. Worse, the anti-missile systems on many current-generation aircraft can hinder or

even neutralize missile defenses during a strike, wasting the effort.

The Word's engineers backtracked to an earlier era, seeking to build an effective AA system without the pitfalls of missiles. After reviewing ROM's store of intelligence files and after-action reports, the Word's design team settled on the LB-X cluster autocannon as the best option. Class-5 guns offered the optimum weight and range profiles; despite their higher damage potential, Class-10 weapons lacked the reach to hit LRM-armed craft or dive bombers in time. After using a series of shell companies to purchase the autocannon in quantity, the technicians requisitioned several Claymore assault gun chassis, jammed as many of the flak cannon as possible into an oversized turret, and sent the first Auroras to the proving grounds.

Capabilities

The Aurora is an anti-aircraft flak battery mounted on a 100-ton tracked chassis. It carries no less than six LB 5-X autocannons supplied with four tons of cluster rounds. These weapons have a reach of 630 meters and are augmented by an improved C3 network. For defense against infantry attacks, the Aurora carries five turret-mounted extended range small lasers. It also features nine tons of ferro-fibrous armor; although this is considered barely adequate for a machine of this size, it does allow the Aurora more mobility than might otherwise be possible.

This weapons platform is intended to work in Level 1 or lance formations, strategically positioned in revetments around locations that are expected to be the target of air attack. However, even by itself a single Aurora is capable of severely damaging or even destroying enemy aircraft as well as opposing vehicle forces.

Deployment

The Aurora's fearsome capabilities were first felt by our Blessed Order's own 379th Division on Carver V in the summer of 3063. Confined to ComStar facilities, the 'Hawks of the High Wind' dug in. Along with a spate of sabotage and assassinations, the 379th's compound was surrounded by a mixture of Blakist troops and local militia sympathizers. Reinforced by a Level 1 of heavy armor, including newly

deployed Auroras, the WOB Militia has to date repelled all attempts to resupply the besieged command.

The ongoing siege of the Carver V compound is merely the best known example of a wider distribution of Aurora AAVs. Our ROM informants report that Auroras have been spotted defending numerous WOB emplacements in the Free Worlds League, the Capellan Confederation and the Chaos March.

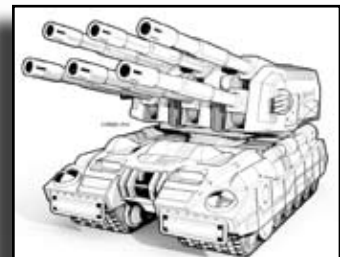
Variants

The Word of Blake Militia fields a variant model, the Aurora-G, designed for use in garrison units and static defenses. Massive slabs of armor increase their endurance in defensive positions, but severely stress the model's de-rated powerplant. Following a rash of driveline and suspension failures during training exercises, current Militia doctrine relegates G-variant crews to a Claymore or standard Aurora fitted with an engine governor for drill maneuvers. To reduce the turnaround on "field casualties," crews assigned to this variant are also required to crosstrain, assisting technicians during engine and track maintenance.

Notable Crew

Acolyte Lambda III Kermit Batrach

Batrach and his Aurora were assigned to the WOB Militia forces on Carver V to blockade the ComStar HPG compound. In June of last year, he demonstrated the AFV's devastating AA potential when the 379th attempted to airlift much-needed supplies via civilian VTOLs. Holding their fire until the last minute, Batrach and his crew shot down two St. Christopher C1 Transports, just as they were approaching the enemy compound.



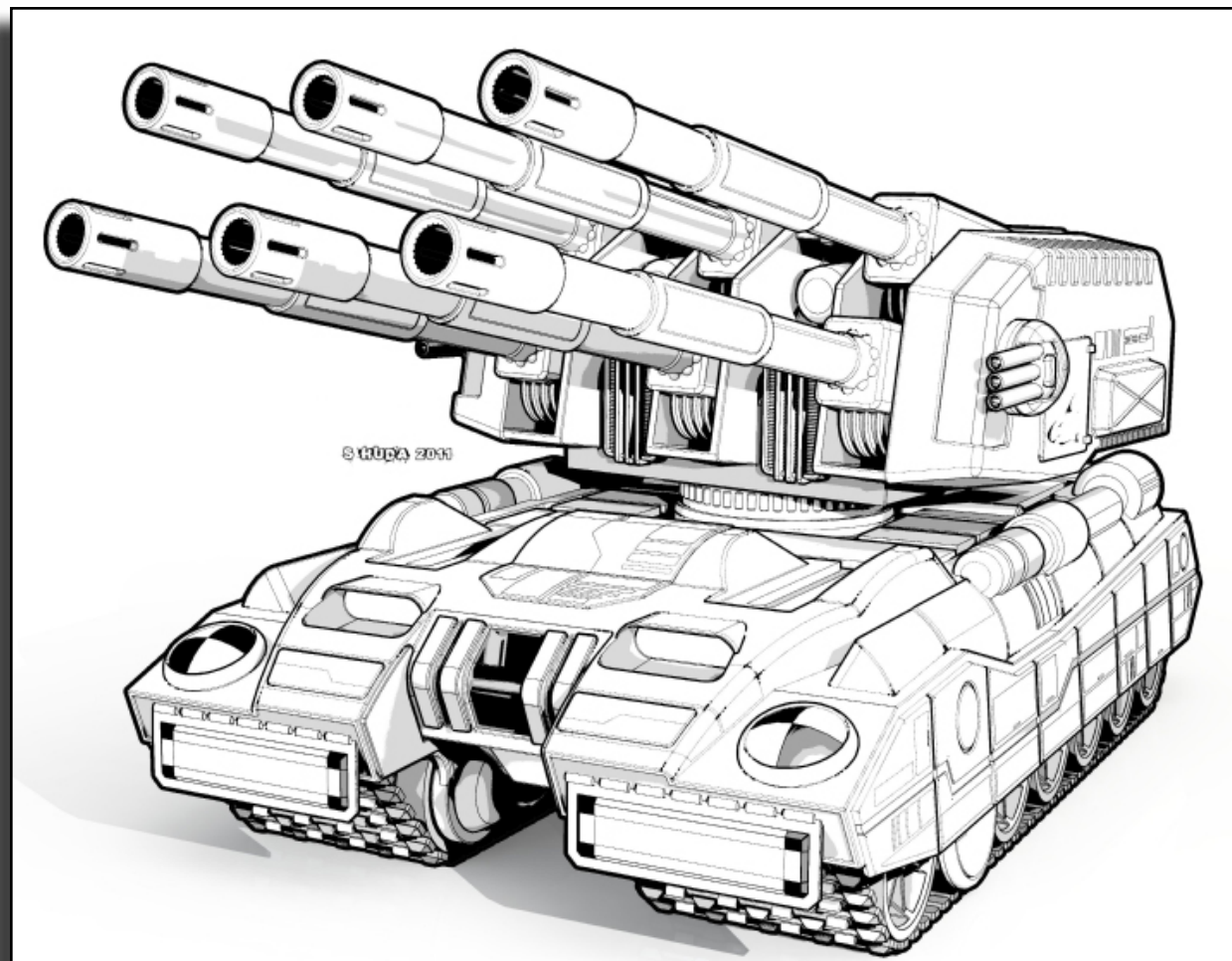
ASSAULT VEHICLES

Type: **Aurora**
 Technology Base: Inner Sphere / 3063
 Movement Type: Tracked
 Mass: 100 tons
 Battle Value: BV2 (1041)

Equipment	Mass	
Internal Structure:	10	
Engine:	200	8.5
Shielding & Transmission:	4.5	
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		5
Crew:	7	0
Turret:		5.5
Armor Factor:	161	9

	Internal Structure	Armor Value
Front:	10	45
R/L Side:	10	30
Rear:	10	21
Turret:	10	35

Weapons and Equipment	Location	Tonnage
6 LB 5-X ACs	Turret	48
5 ER Small Lasers	Turret	2.5
Improved C ³ CPU	Body	2.5
Ammo (LB-X) 80	Body	4
CASE	Body	.5



CLAYMORE

Mass: 100 tons

Movement Type: Tracked

Power Plant: 200 Pitban XL Fusion

Cruising Speed: 21.6 km/h

Flank Speed: 32.4 km/h

Armor: Pribak 9000 Ferro-Fibrous with CASE

Armament:

4 Corean Light Gauss Rifles

2 Blankenburg Technologies ER Medium Lasers

Manufacturer: Aldis Industries

Primary Factory: Terra

Communications: Corean Transband-J12 with Guardian ECM and C3i

Targeting / Tracking: Dorman Echo I with Bloodhound Probe

Overview

Years after securing Terra with Operation Odysseus, many obstacles still confront the Word of Blake as it pursues Conrad Toyama's vision of a new age. Despite the Word's technological edge, their engineers have been hard-pressed to exceed the range and firepower available to their potential adversaries. While some experimental weapons show promise, the Word seems to be leaning towards developing improved command and control capability.

In the meantime, the Word of Blake Militia has begun a new program of rebuilding, focused on exploiting new combinations of existing weapon systems. One such design is the Claymore.

Capabilities

The Claymore is roughly based on the Alacorn, though its heavier dual tracks appear to have more robust suspension than the Star League design. While the Pitban 200 extra light engine is sufficient to move the Claymore, it is much slower than the original Alacorn and track tension is not the issue it was with that older design.

The Claymore features a main battery of four light Gauss rifles capable of reaching out to 750 meters, a good match for any large weapon fielded by either the Inner Sphere or the Clans. Backed by only three tons of ferro-nickel slugs, this quartet of guns would seem to be under-supplied

for combat. However, the targeting system is aided by an Improved C3 link that can enormously increase the potential accuracy of each shot.

As the light Gauss rifles are less effective inside 90 meters, two extended range medium lasers are installed between the lower set of main guns in an over-and-under arrangement for handling targets at close range.

Thirteen and a half tons of ferro-fibrous armor protect the crew and a Guardian ECM suite further shields the Claymore by disrupting enemy communication and targeting systems. A new electronic probe, the Bloodhound, extends and enhances the Claymore's ability to detect units concealed by stealth armor.

Deployment

The Claymore appears to have first entered service with the Word of Blake Militia's First and Second Division in late 3062. Since that time, it has been issued in small numbers to Militia troops and their allies outside of Terra.

The first reported successful use in combat occurred on Caph in 3063. The war-torn world had been divided amongst several warring factions since the Marik-Liao invasion of 3057. Scouts from one such faction, tattered remnants of the Denebola Sarna March Militia, discovered that the Word of Blake had set up a firebase in the town of Crenton, near the DSMM's own stronghold of New Derry. The Blakist force was initially assessed as "a few helicopters and tanks of unknown design."

The Denebola BattleMechs assembled for a pre-dawn raid hoping to carry off much-needed ammunition and spare parts. Rushing the firebase's outlying positions, the Denebola commander counted on the speed and suddenness of his attack to overwhelm the defenders – unaware that Word of Blake helicopters had spotted them and were actively transmitting target data to dug-in Claymores. As the first Denebola lance approached the tank's positions, the Blakist gunners opened fire.

According to reports, the lead lance first realized they were under fire when one of their 'Mechs disintegrated in

a veritable hailstorm of Gauss slugs. The entire lance was destroyed in less than a minute. Already charging at flank speed, the Denebola's second and third lance encountered the same accurate fire, losing two more machines before they could retreat beyond the range of the defender's guns.

Variants

There is at least one variant, created for loyal mercenary units and planetary militia. Like the mainline unit, it is protected from internal explosions, but it does not carry the latest weapons and electronics. However, it fulfills similar missions with a Beagle Active Probe, a C3 Slave and three de-rated medium lasers.

Notable Crew

Acolyte Epsilon II Fazal Robinson

Robinson belongs to the latest round of Word of Blake recruits, the so-called 'Expatriate' sect which defected from Our Blessed Order following the appointment of Victor Steiner-Davion to the office of Precentor Martial. Although he had been gravely wounded during Operation Bulldog, Robinson returned to battle with the aid of advanced prosthetics. His already impressive gunnery skills have been even further enhanced by these gifts from our wayward Brethren.

According to propaganda broadcast by the "Voice of Blake" network, Robinson was present in Crenton in 3063 and destroyed three Denebola BattleMechs from his dug-in Claymore. The piece credited Robinson's dedication to Blake's vision as well as his extensive artificial enhancements for this accomplishment.



ASSAULT VEHICLES

Type: **Claymore**

Technology Base: Inner Sphere / 3062

Movement Type: Tracked

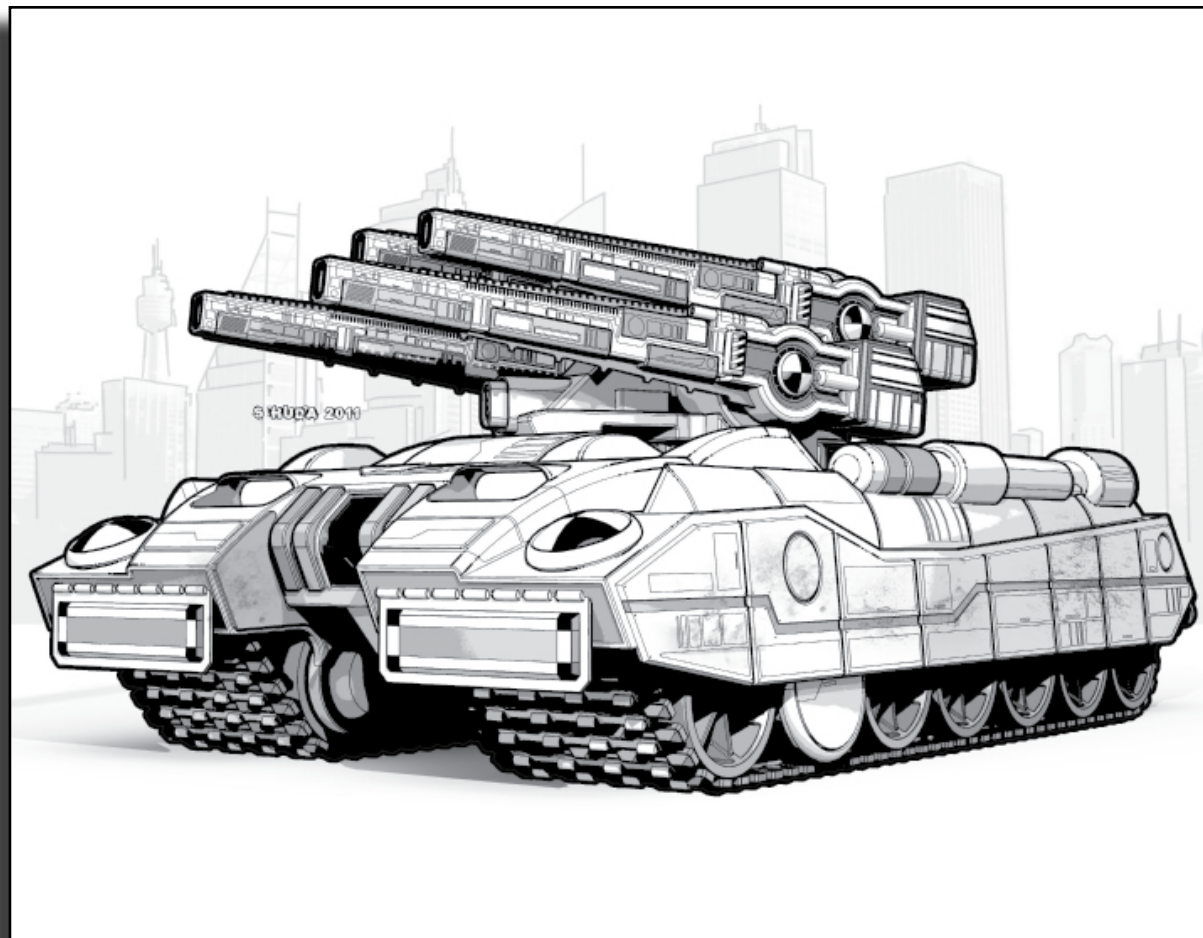
Mass: 100 tons

Battle Value: BV2 (1421)

Equipment		Mass
Internal Structure:		10
Engine:	200 XL	4.5
Shielding and Transmission:		2.5
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	10	0
Control Equipment:		5
Crew:	7	0
Turret:		5
Armor Factor:	240	13.5

	Internal Structure	Armor Value
Front:	10	70
R/L Side:	10	45
Rear:	10	25
Turret:	10	55

Weapons and Equipment	Location	Tonnage
4 Light Gauss Rifles	Turret	48
2 ER Medium Lasers	Turret	2
Improved C ³ CPU	Body	2.5
Guardian ECM	Body	1.5
Bloodhound Probe	Body	2
Ammo (LGR) 48	Body	3
CASE	Body	.5



CHAMPION II CHM-3W

Mass: 70 tons

Chassis: Skobel Template 7 Endo Steel

Power Plant: 350 Magna XL Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 [97.2] km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: Aldis Standard Plate with CASE

Armament:

1 Blankenburg 200 ER PPC

1 Blankenburg ER PPC Capacitor

3 Diplan M3-XR ER Medium Lasers

3 XT Triple-Fire Streak SRM 6s

Manufacturer: Ostmann Industries

Primary Factory: Terra

Communications: Marshall 333

Targeting / Tracking: Wayne Supersight

Overview

The CHP-1N *Champion* has seen service for centuries, first with the Star League regular army and then with various Houses through the Succession Wars. Most recently it was refitted to serve in campaigns against the Clans. Our Blessed Order has further revised the *Champion*, producing the CHP-4C and 3Q3 models.

In the years since the Word of Blake took Terra in Operation Odysseus, our wayward brethren have not been idle. Where Our Blessed Order relies on the open market and a partnership with House Kurita to provide war materiel, the Word of Blake has re-ignited the engines of the Terran war machine. The new *Initiate* and *Vanquisher* are noteworthy, but it is the appearance of an upgrade, the "*Champion II*", that most concerns our ROM analysts.

Capabilities

The CHM-3W uses a Magna 350 extra light fusion engine to keep up with swiftly moving columns of Militia forces, matching the speed of the original.

Word of Blake engineers used endo steel to add ten tons to its frame, and this measure allows the *Champion II* to carry a formidable warload. The heart of the machine's armament is an extended range particle projection cannon

augmented by an ER PPC capacitor, one of several such designs making a tentative appearance on the battlefield. This potent pair matches the power of our own *Champion's* Gauss rifle out to 690 meters and while the combination generates massive heat spikes, these are easily dissipated by the *Champion II's* fifteen double heat sinks.

Opponents fare no better at close quarters. A trio of Diplan extended range medium lasers backs the main gun out to 360 meters, while three Triple-Fire Streak six-racks provide a barrage of deadly fire starting at 270 meters which can deliver the coup-de-grace to a battered enemy. Two tons of missile reloads are protected by Cellular Ammunition Storage Equipment (CASE).

The *Champion II* has the advantage of strong armor plating that devotes extra coverage to the back armor. It can sustain a direct hit from a PPC to any of its rear locations without suffering loss of structural integrity.

This design was originally intended to incorporate Triple Strength Myomer, using the tremendous heat generated by its advanced weaponry to enhance mobility and physical attacks. However, the lock/no-lock nature of the Streak launchers made it difficult to maintain myomer temperatures in the narrow range required and the idea was discarded at an early stage.

Deployment

The CHM-3W has been sighted only twice in Word of Blake Militia forces since its introduction in 3061. Despite the limited availability of the experimental main gun, two examples of the new *Champion II* have also appeared with the Hsien Hotheads on Gibson. The reappearance of the Hotheads in 3061 after many years' absence lends credence to our ROM analyst's belief that these mercenaries have been training Militia forces.

Ostmann Industries' production does not seem to match the numbers observed with Word of Blake Militia Forces. It may be that a small initial factory run has been slotted for distribution to Blakist mercenaries rather than Militia forces.

Variants

The CHM-3WAP was created to provide greater anti-personnel capabilities. It carries standard missiles, pulse lasers and another ton and a half of armor.

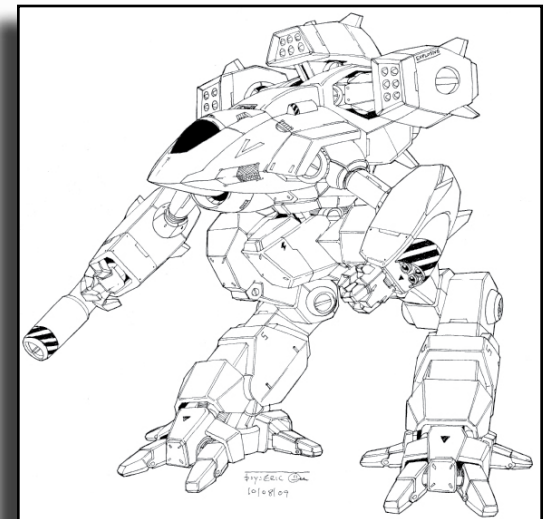
Notable MechWarriors

Acolyte Epsilon IX Siegel Jurgens

Jurgens is an enigma to our ROM agents. He was not on the active roster of the Hsien Hotheads prior to their disappearance, but appeared among their Third Battalion on Gibson. His accent is distinct, yet hard to place and linguistic analysis suggests he hails from the deep Periphery.

Inquisitor of Blake

The identity of the Third Division Acolyte who pilots this fearsome CHM-4WAP is unknown. The Inquisitor of Blake has earned a fearful reputation with its performance at the head of the Third's counter-insurgency operations. Countless numbers of Our Blessed Order's valiant African operatives and freedom fighters have fallen to this 'Mech's ruthless tactics.



HEAVY MECHS

Type: **Champion II CHM-3W**

Technology Base: Inner Sphere / 3061

Tonnage: 70

Battle Value: BV2 (1978)

Equipment

Internal Structure:

Engine: 350 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 15 [30]

Gyro: 4

Cockpit: 3

Armor Factor: 200

Mass

3.5

15

5

4

3

12.5

Internal Structure

Armor Value

Head 3

Center Torso 22

Center Torso (Rear) 10

R/L Torso 15

R/L Torso (Rear) 10

R/L Arm 11

R/L Leg 15

9

27

10

20

10

19

28

Weapons and Ammo

Location Critical

Tonnage

ER PPC RA 3

ER PPC Capacitor RA 1

Streak SRM 6 RT 2

Ammo (SSRM) 30 RT 2

CASE RT 1

3 ER Medium Lasers LA 3

Streak SRM 6 LT 2

Streak SRM 6 CT 2

7

1

4.5

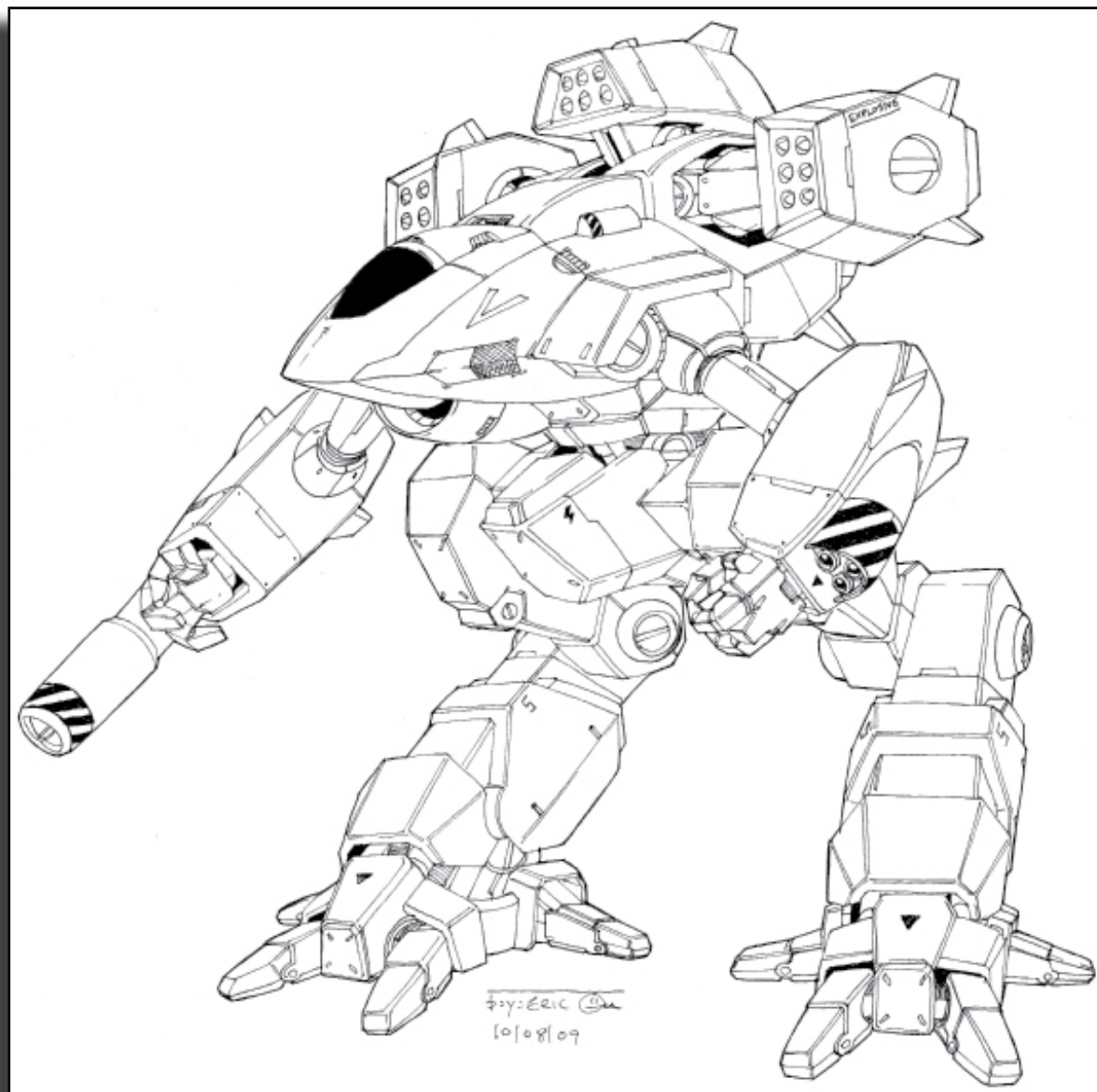
2

.5

3

4.5

4.5



MERCENARIES



MERCENARY VEHICLES AND MECHS

Throughout the Inner Sphere there are many military units that are independent of the major Houses or indeed, any recognized State. These are the mercenaries, men and women who fight for pay, as any soldier does, but answer only to themselves and the inexorable laws of supply and demand. Spread out as they are across the Inner Sphere and beyond, far from the proper parts and supplies, soldiers-for-hire often modify their 'Mechs in ways the designers never envisioned. Four noteworthy 'Mechs appear here; they are not in mass-production, but are still representative of a thousand designs that have sprung from a rejected chassis and an imaginative Mercenary with deep pockets - or an imaginative Tech with shallow ones.

As hostilities escalated in the riven Federated Commonwealth, military leaders scrambled to find House regular forces they could bring to bear in the conflict. Moving those forces away from their current stations, however, was risky; it left outlying regions helpless in the face of pirate incursions, coups or strikes by irregular forces. In recognition of these needs (and working quite independently), far-sighted generals in both the Federated Commonwealth and the Lyrans Alliance drew up plans to hire mercenaries to fill those stations.

While units such as Storm's Metal Thunder or the Blackstone Highlanders have secured their supply lines by cutting deals with factories, less-fortunate mercenaries have to rely on surplus and the castoffs of the regular army to keep their companies competitive and their forces functional. To lure in commands and to ensure the hires would be able to perform adequately, both nations initiated programs to provide supplies and cheap, effective vehicles (at cost) to mercenary units that signed on for the duration.

The plans were eventually terminated - higher-ups refused to trust the 'political reliability' of hired troops. But some of the machines were ready for production by the time the politicians finished dithering, and wound up on the open market as corporations attempted to recoup their squandered investments. From the Federated Commonwealth comes a lethal strike VTOL in anti-infantry and anti-armor variants; the Lyrans are selling a cheap, modular hovertank (whose design principles ironically mirror that of the FedCom's Werefox line of AFVs).

HARBINGER VTOL

Mass: 30 tons

Movement Type: VTOL

Power Plant: Michaelson 70 I.C.E.

Cruising Speed: 86.4 km/h

Flank Speed: 129.6 km/h

Armor: StarSlab/5 Ferro-Fibrous

Armament:

3 Johnston MiniGun Machine Guns

3 Harpoon-6 SRM 6s

Manufacturer: Michaelson Heavy Industries

Primary Factory: Ruchbah

Communications: Garret Supremesound

Targeting / Tracking: OptiSight 12bis with Beagle Active Probe

Overview

Seeing civil war approaching, in 3061 elements within the Federated Commonwealth High Command lobbied hard to move House regulars towards the expected areas of conflict and away from remote Periphery regions, most notably the Kearny and Broken Wheel Combat Regions.

Rather than leave these areas undefended, they proposed hiring small mercenary units to train and form the core of gradually enlarged planetary militias. In order to secure the mercenary's loyalty and bolster their often-uneven forces, 'hiring packages' of newly-designed low-cost vehicles, spare parts and even 'Mechs would be offered as part of the contract.

The concept had appeal, but the High Command simply could not trust free-ranging mercenary units with such power. Michaelson Heavy Industries had already produced four prototypes of a sturdy VTOL design when the High Command decided to dismiss the program.

Left with a promising product but no government contract, Michaelson executives gambled that the original parameters – low price, low tech, hard hitting and reliable – were still sound. A limited run of Harbingers went on the market three months later, available for sale to any mercenary unit or planetary government that could pay for it.

Capabilities

The Harbinger is a single rotor NOTAR helicopter gunship designed for simplicity. It can achieve speeds in excess of 125 km/h and is powered by three Michaelson turboshaft jet engines. These compact units can run on a variety of fuels and are modular for ease of maintenance. Two and a half tons of ferro-fibrous armor protect the airframe and are adequate for scouting or infantry suppression. A Beagle Active Probe, mounted in the mast, permits accurate scanning from behind cover.

The offensive warload consists exclusively of close-in weapons. Both the triple rack of Harpoon six-tube short-range missiles and the trio of Johnston machine guns are supplied with minimal ammunition – this machine should not engage in slugging matches.

The Harbinger is unique in that its purchase price includes several months' worth of repair and replacement parts, including a new engine. This permits rotating units out of the Harbinger for regular servicing.

Deployment

The Harbinger began trials with the multi-regiment Lexington Combat Group (LCG) in early 3062. The LCG was larger in size than most of the Harbinger's anticipated mercenary customers but their long service and Periphery combat experience made them ideal for putting the new design through its paces. The LCG's new Harbingers saw action not, as expected, against Periphery bandits but against the Eleventh Avalon Hussars on Brockway.

Tensions sparked into full-fledged conflict between the opposing commands when a company of Hussar mechanized infantry attempted to seize a crucial bridge over the river Corwin held by Lexington troops. An hour-long stand off led to warning shots followed by a fierce firefight. Outnumbered by the Hussars, the LCG troops called for reinforcements which arrived in the form of a lance of Harbingers.

The Hussar attackers were at the point of taking the bridge when they heard the buzz of incoming Harbingers. Swooping low, the gunships scattered Hussar soldiers with

a blaze of machine gun fire and a volley of Inferno rounds. Two passes were all the Harbingers needed to drive off the enemy and torch their APCs. The remaining Hussars endured a harrowing retreat on foot over the Beautain Highlands.

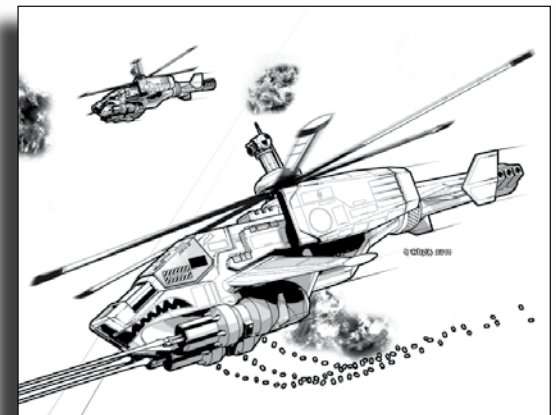
Variants

A single variant, the 'Armored Fist,' is currently available. This more heavily armed and armored version of the helicopter features two additional tons of armor and replaces the stock warload with five four-tube missile racks supplied by two tons of reloads. This variant shares 80% of its components with the base model and is often purchased along with it to provide additional striking power.

Notable Crew

Lieutenant Manning 'Jackdaw' Kogler

Kogler participated in a later action with the LCG on Brockdale in early 3063. Lexington command launched a surprise attack on the Hussars' Whitehall base in the midst of a ferocious thunderstorm. Kogler's Harbinger was struck by lightning; having lost his avionics, he was forced to execute an autorotation landing that allowing him and his gunner to survive and return to friendly lines.



LIGHT VEHICLES

Type: **Harbinger**

Technology Base: Inner Sphere / 3063

Movement Type: VTOL

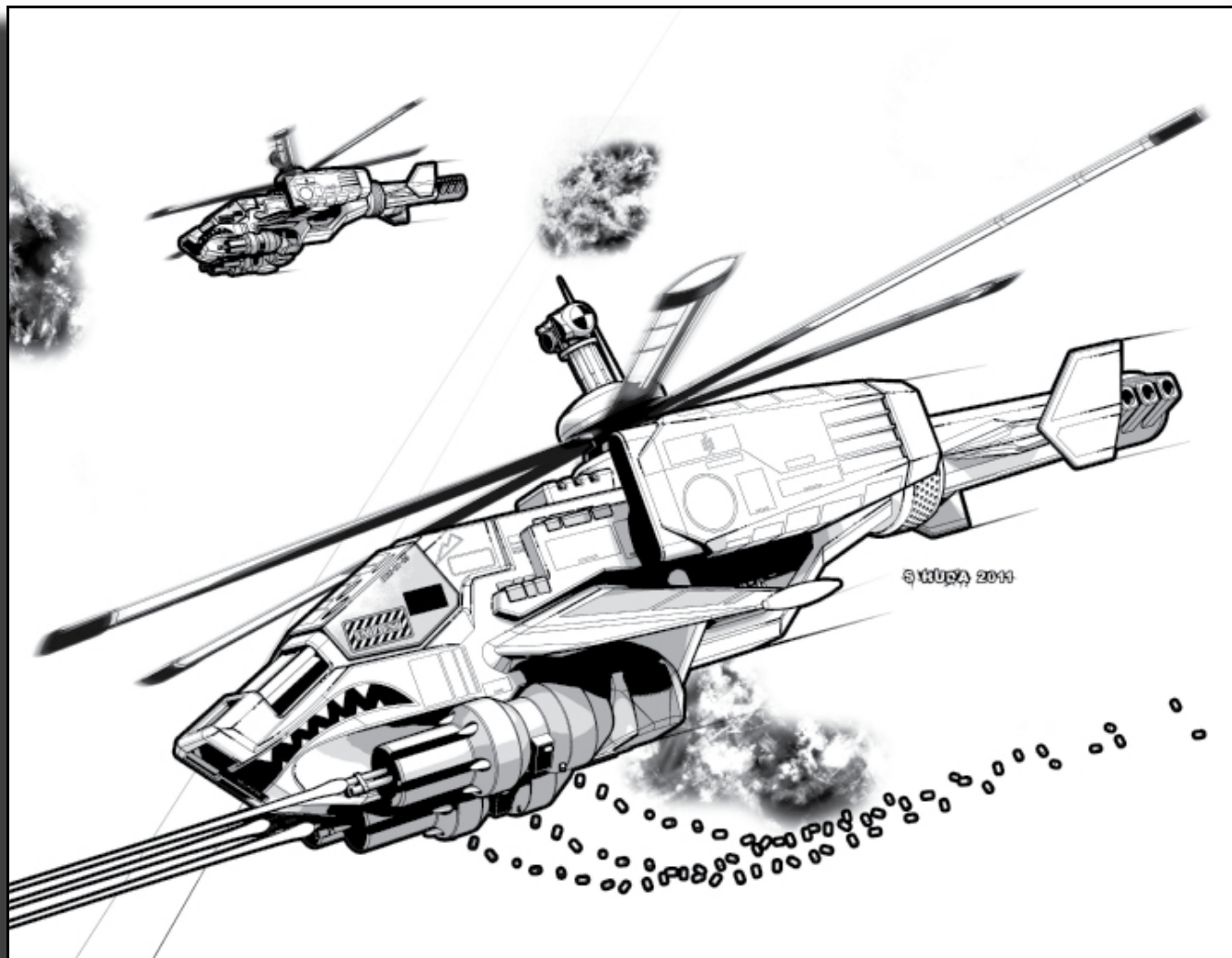
Mass: 30 tons

Battle Value: BV2 (554)

Equipment		Mass
Internal Structure:		3
Engine:	100 ICE	6
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Control Equipment:		1.5
Crew:	2	0
Lift Equipment:		3
Armor Factor:	44	2.5

	Internal Structure	Armor Value
Front:	3	15
R/L Side:	3	10
Rear:	3	7
Rotor/Jets:	3	2

Weapons and Equipment	Location	Tonnage
3 SRM 6s	Front	9
3 Machine Guns	Front	1.5
Ammo (SRM) 15	Body	1
Ammo (MG) 100	Body	.5
VTOL Mast Mount	----	.5
Beagle Active Probe	Mast	1.5



Mass: 30 tons
Movement Type: Hover
Power Plant: 170 GM Fusion
Cruising Speed: 108.0 km/h
Flank Speed: 162.0 km/h
Armor: StarSlab Ferro-Fibrous
Armament:
 5 HoverTec SRM 2s
 2 RAMTech 800 Medium Lasers
Manufacturer: Cyclops, Incorporated
Primary Factory: Skye
Communications: Cyclops I
Targeting / Tracking: Evil Eye

Overview

When the Lyran Alliance made its split with the Federated Commonwealth, there were many high-ranking Lyran generals who, like their opposites in the Commonwealth, understood this would eventually lead to war. They too intended to fill remote garrisons with properly vetted mercenary outfits, freeing their regular military assets to bolster more likely targets.

Though a multitude of politically reliable mercenaries are available to the Lyran Alliance, not all of them are equipped for the wide range of missions covered by the typical army unit. Thus the generals conceived a package of new 'Mech, VTOL and hovercraft designs which would be offered at a discount to select mercenaries.

Unfortunately, the plan fell victim to a general streamlining of long-range military projects. It was canceled before the 'Mech and VTOL left the drawing board. All that was left were two hundred finished hover units, code-named 'Hessian,' which the Lyran Alliance issued to mercenaries in due course.

Capabilities

The Hessian is intended to handle a wide mission profile in a variety of areas, from repelling Periphery raiders and rooting out guerilla fighters to engaging in crowd control and escorting supply caravans.

The hovercraft is powered by a GM fusion engine and can reach speeds exceeding 160 km/h. The base model carries five twin-tube short-range rocket launchers and a pair of medium lasers in a turret. Two tons of ammunition are considered more than sufficient and provide a more flexible warload.

Three and a half tons of ferro-fibrous armor protect the hull. Although it lacks integral CASE to shield the crew in the event of an ammo explosion, this feature has been added to some of the variants which carry infantry. The Hessian is unusual in that it is modular in design and can be configured at the factory to the specifications of a particular customer. It also comes supplied with a year's worth of repair parts.

Deployment

The first opportunity to prove its worth came on Ma'anshan in late 3063. A harvest ruined by adverse weather led to famine and civil unrest throughout the Li Bai continent. Unable to spare LAAF units, the provincial government of Coventry hired a detachment of armor and infantry from the Periphery Star Guard mercenary command to escort their aid shipments.

Dropping on planet late in November 3063, the arrival of aid sparked rumors that spread quickly through the planetary capital of Anhui. Starving crowds gathered outside of the spaceport hoping to gain access to foodstuffs. The Star Guard Hessians were posted outside the main gate, backing the local militia as they attempted to control the crowd. Tempers flared and the crowd became a violent mob moving towards the storehouses.

As the local militia tried and failed to disperse the crowd, the Star Guard commander ordered his Hessians to "rev their engines." When this warning was ignored he coolly ordered his pilots to turn on their high beams, blinding the mob's front line. When the crowd began to hurl rocks and garbage at the militia, he ordered his men to fire CS canisters. The combination of CS gas and advancing militia quelled the riot. Hours later, Lyran aid personnel began to distribute supplies, eventually restoring peace to the capital.

Variants

Several versions are available. The Hessian Scout is equipped with a Guardian ECM and a Beagle Active Probe, as well as three medium lasers, two twin-tube short-range launchers and an extra half-ton of armor.

The Hessian Infantry Carrier features a four-ton infantry bay as well as three twin-tube short-range launchers and a small pulse laser mounted in the turret. It is protected by CASE against ammo explosions.

The Urban variant is slightly slower but carries an extra ton of armor equipped with CASE, a three-ton infantry bay and a Beagle Active Probe. It is armed with a medium laser and three twin-tube short-range launchers in a turret mount.



LIGHT VEHICLES

Type: **Hessian**

Technology Base: Inner Sphere / 3061

Movement Type: Hover

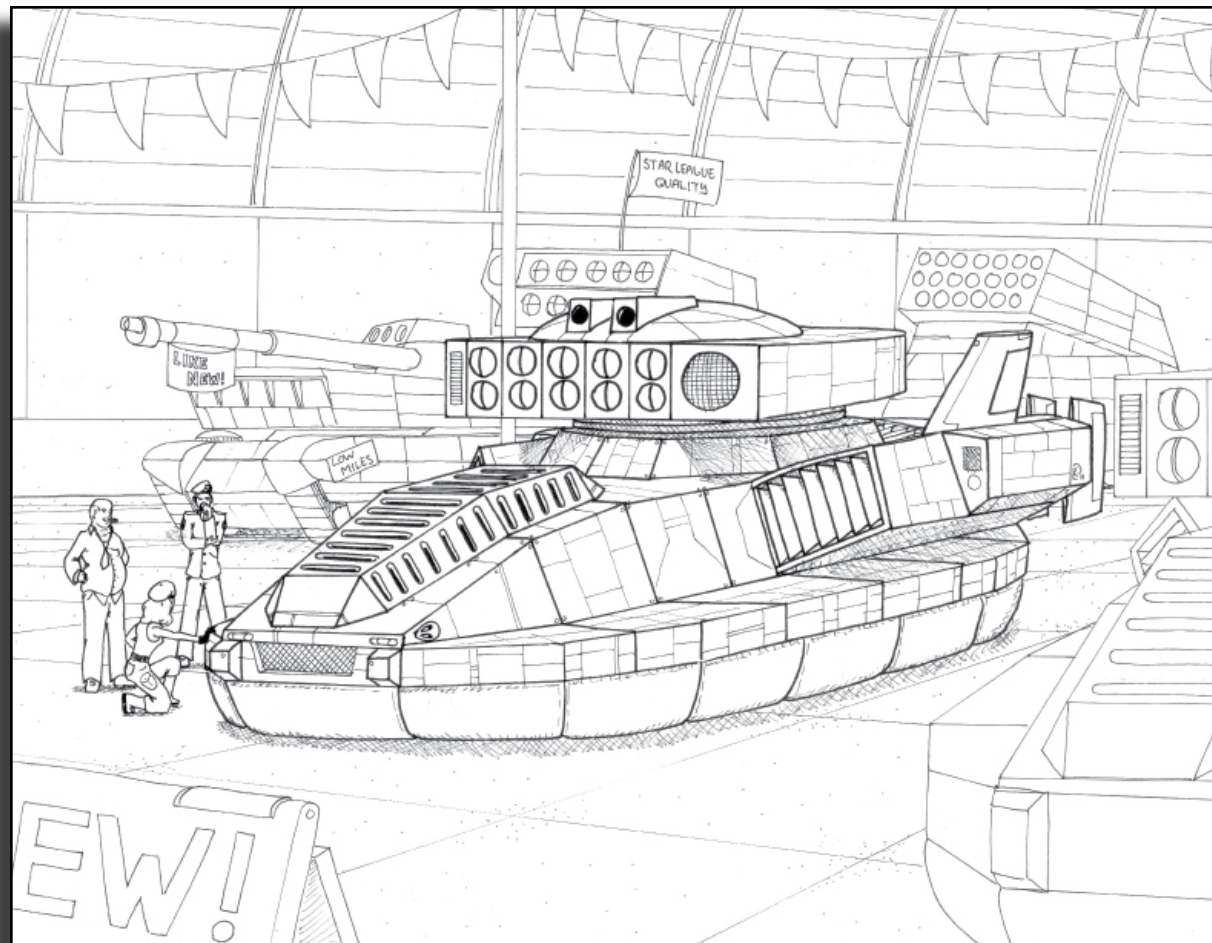
Mass: 30 tons

Battle Value: BV2 (675)

Equipment		Mass
Internal Structure:		2.5
Engine:	170	6
Shielding and Transmission:		3
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		1.5
Crew:	2	0
Lift Equipment:		3
Turret:		1
Armor Factor:	62	3.5

	Internal Structure	Armor Value
Front:	3	15
R/L Side:	3	11
Rear:	3	10
Turret:	3	15

Weapons and Equipment	Location	Tonnage
5 SRM 2s	Turret	5
2 Medium Lasers	Turret	2
Ammo (SRM) 100	Body	2



JENNER JR7-X

Mass: 35 tons
Chassis: Diplan Scout-A Endo Steel
Power Plant: 245 Magna XL Fusion
Cruising Speed: 75.6 km/h
Maximum Speed: 118.8 [151.2] km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor: Starshield Ferro-Fibrous with CASE
Armament:
2 Diverse Optics Type 20 Medium Lasers
3 Shigunga MRM 10s
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications: Dawson III
Targeting / Tracking: Bk-309

Overview

Long a workhorse for House Kurita – witness the JR7-K of 3050, which quickly supplanted older versions on the front lines against Clan Smoke Jaguar and Nova Cat – the *Jenner* has seen its primacy eroded by a new generation of light BattleMechs. Prefecture commanders now consider it a relic of an earlier era and are quietly removing it from frontline service.

However, Luthien Armor Works had been dabbling with surplus frames in an attempt to advance the design. Such experiments had proven successful in the past, and this time LAW was performing a radical redesign of the venerable 'Mech.

Capabilities

The new *Jenner* is based on an endo steel skeleton and is powered by an extra light engine. Deciding that the Lexington Lifter jump jets were unnecessary for the 'Mech's new mission as scout and harrier, Luthien's engineers chose instead to boost the *Jenner's* considerable speed by adding Myomer Acceleration Signal Circuitry (MASC). Its legs reconfigured to maneuver better at high speed, the JR7-X can successfully compete with designs such as the *Owens* and the *Venom*.

However, the most significant changes lie in the 'Mech's armament. As with the Clan's *Jenner* IIC, the JR7-X carries

three missile launchers. Despite their reduced accuracy, each Shigunga ten-tube medium range missile rack packs more punch than the original Thunderstroke tubes – and with superior range. A single ton of ammunition allows the pilot eight full volleys. Once these rounds are expended, the JR7-X relies on two Diverse Optics medium lasers for defense.

The latest *Jenner* also boasts superior armor, carrying nearly twice the protection of the JR7-K. Unfortunately, most *Jenner* pilots assigned to this 'Mech were accustomed to the original design – a key factor behind the JR7-X's less-than-stellar debut.

One of the primary mistakes veteran *Jenner* pilots made with the JR7-X was to close with an enemy in an urban environment. The original has jump capability with which to extract itself from a tight spot, hopping over buildings to safety. The JR7-X has only its speed. There are at least two instances in late 3063 where the JR7-X was lured into a cul-de-sac; surrounded by buildings with its escape route cut off, the 'Mech was pounded to scrap.

Deployment

Given Clan Nova Cat's expertise with the *Jenner* IIC, Combine officials believed the Clansmen could provide expert feedback on the JR7-X's performance. Preliminary models were assigned to the Eleventh Alshain Avengers while they conducted training exercises with the First Dragoncat Cluster of Clan Nova Cat's Zeta Galaxy on Yamarovka.

The Eleventh betrayed the Combine and would have joined an unauthorized assault on the Ghost Bear Dominion had the Nova Cats not intervened, wiping out the Eleventh's JR7-X models in October of 3062. As Combine military planners were reluctant to commit to a machine they saw as a disgrace, LAW was about to scrap the remaining models when a reprieve appeared from an unlikely source.

The JR7-X's savior proved to be one Nicolae Winters, a former Legion of Vega veteran, mercenary and – to many – an incorrigible huckster. Working with his former comrades, Winters purchased eight of the remaining JR7-X models and

produced promotional tri-vids of a JR7-X defeating a *Jenner* IIC in mock combat. This footage was later combined with voice-over endorsements from several prominent Combine *Jenner* pilots. Although Winters was careful to point out to prospective customers that this 'Mech is not a conventional *Jenner* – it is designed for high-speed passes at slower opponents – the JR7-X sold quickly.

Winters speaks freely of his plans to acquire manufacturing rights to the JR7-X in a bid to produce his own variant, the '*Jenner* III.' Though such an event is unlikely, Winters enjoys considerable financial support and has been seen scouting industrial sites on his homeworld of Abiy Ady.

Variants

A reliable source states that Winters is working on an additional variant equipped with a larger engine. The JR7-XT would drop the MASC and replace the MRMs with a trio of four-tube Streak launchers to conserve ammunition. Extended range medium lasers presumably purchased from the Free Worlds League would compensate somewhat for the Streak launcher's shorter reach.

Notable MechWarriors

MechWarrior Julian Doucet

Doucet has the distinction of being one of the oldest active mercenaries in the Inner Sphere. Although he currently serves with a new mercenary command (the 48th, which has yet to register itself with the Mercenary Review Board), Doucet claims to have begun his career during the Third Succession War. This wizened veteran may very well be the most experienced *Jenner* pilot in existence but there is no way to verify his claims.

LIGHT MECHS

Type: **Jenner JR7-X**

Technology Base: Inner Sphere / 3063

Tonnage: 35

Battle Value: BV2 (1123)

Equipment

Internal Structure:

Engine: 245 XL

Walking MP: 7

Running MP: 11 [14]

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 116

Mass

2

6

0

3

3

6.5

Internal Structure

Armor Value

Head

3

9

Center Torso

11

15

Center Torso (Rear)

6

R/L Torso

8

11

R/L Torso (Rear)

5

R/L Arm

6

11

R/L Leg

8

16

Weapons and Ammo

Location

Critical

Tonnage

MRM 10

RA

2

3

Medium Laser

RA

1

1

Ammo (MRM) 24

RT

1

1

CASE

RT

1

.5

MRM 10

LA

2

3

Medium Laser

LA

1

1

MASC

LT

2

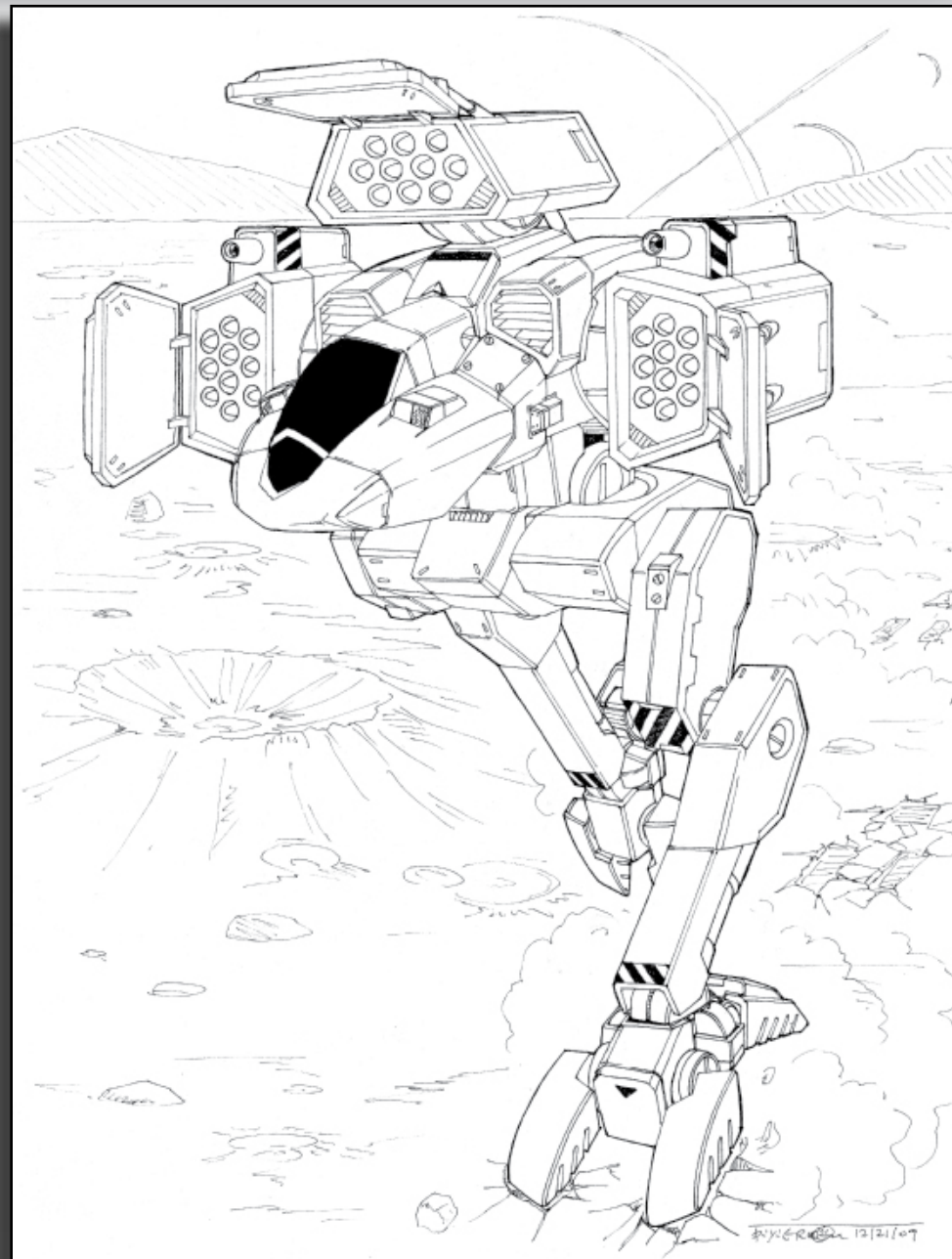
2

MRM 10

CT

2

3



NIMRAVUS NMR-V4

Mass: 55 tons

Chassis: Thor-4 Endo Steel

Power Plant: 330 Vlar XL Fusion

Cruising Speed: 64.8 km/h

Maximum Speed: 97.2 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: StarGuard Ferro-Fibrous

Armament:

2 RAMTech 1200X ER Large Lasers

5 Defiance B3M Medium Lasers

Manufacturer: Blue Shot Weaponry, WinWay Salvage

Primary Factory: Solaris VII

Communications: Lynx-Shur

Targeting / Tracking: Cyclops Multi-Tasker 10

Overview

Blue Shot Weaponry's *Lynx* BattleMech proved popular following its reintroduction in 3056. However, Blue Shot designers were never completely satisfied with the finished machine. They constructed a set of enhanced *Lynx* prototypes but, prior to testing, executives chose to concentrate on production of their heavier *Cestus* design and canceled the project.

In stepped WinWay Salvage, a small Solaris-based business that specializes in refurbishing older 'Mechs for a secondary market. After intense negotiations, they acquired the prototypes. By late 3062 they had produced a few examples of this new BattleMech, tentatively naming it *Nimravus*.

Capabilities

The bulky materials used by WinWay Salvage's acquisitions left little room for the *Lynx*'s original weapons. WinWay Salvage compensated by removing the jump jets and upgrading the XL fusion engine to a faster Vlar 330, hoping that the 'Mech's greater speed would make up for the loss of jump capability.

Named for a prehistoric sabertooth tiger, the *Nimravus*' fangs consist of twin RAMTech 1200 extended range large lasers. It mounts both in its arms, followed by no less than

five Defiance B3M medium lasers in its torso; thirteen double-strength 'freezers' handle the heat load of the primary guns. WinWay also boosted protection to ten and a half tons of premium ferro-fibrous armor.

The *Nimravus* warload and configuration reflect its Solaris roots – but only to a point. Extremely deadly in one-on-one confrontations with other medium 'Mechs, it is nonetheless independent of supply lines and is best suited to elite MechWarriors who enjoy working on their own. The *Nimravus* is ideal for assassination or hunter-killer assignments, long 'away' missions where it works in pairs to strike suddenly from cover and then fade away.

Deployment

WinWay wanted to attract attention to their limited run of the *Nimravus*. They contacted Battle Magic, a merc outfit better known for its technicians than for fighting prowess. Offered the first opportunity to test a new design, Battle Magic quickly agreed. Within two months the mercenaries not only tested the BattleMech but also took it apart and reassembled it, submitting a thick report to WinWay Salvage; highlights included a detailed description of serious defects in the power feeds to the RAMTech lasers.

WinWay's engineers quickly incorporated the suggested modifications and began limited production in early 3062. During the fighting which erupted on Solaris VII that summer, primed but otherwise unmarked *Nimravus* 'Mechs were spotted in multiple engagements in the Lyran Silesia and the Davion Blackhills regions of Solaris City. Now that a semblance of order has been restored to Solaris, WinWay plans to continue production in partnership with Blue Shot Weaponry.

In the second wave of Solaris fighting in December of 3062, enraged Kuritan nationals invaded the Blackhills region of Solaris City. A *Nimravus* was observed using precision fire from its medium laser battery to knock a Combine *Hatamoto-Chi* out of the action in less than twenty seconds.

Variants

Given the handcrafted nature of each *Nimravus*, there is a great amount of variation from one model to another; our ROM agents report at least one discreet attempt to repair and install a targeting computer taken from a Clan *Pouncer*. This effort may have been successful.

Notable MechWarriors

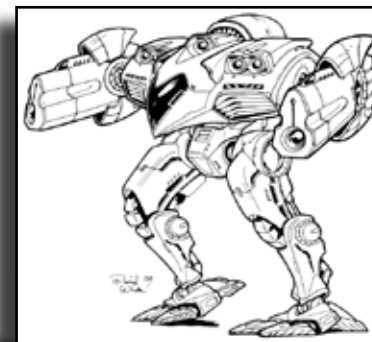
MechWarrior-Tech Frederick 'Fred' Schuvaltz

MechWarrior Schuvaltz is the son of a former Star Commander from Clan Ice Hellions. His father was disgraced when it was discovered he had secretly taken a freeborn wife from the Technician caste. The two fled for the Inner Sphere with their young son, settling in the Federated Commonwealth under assumed names.

Schuvaltz inherits both of his parents' talents and after serving four years in the Federated Commonwealth military, struck out on his own. He currently shares his skills with Battle Magic on Outreach. Whether he is tinkering with battle armor or piloting his *Nimravus*, Schuvaltz proudly wears his father's Ice Hellions jacket.

'Captain' Prosper Hergé

A retired New Ivaarsen Chasseur, Hergé is currently a major stakeholder and partner in WinWay Salvage. He took to the streets of Solaris City to defend his investments multiple times in 3062, fighting Lyran looters and Combine MechWarriors. The local Lyran garrison has given Hergé leeway to patrol, provided that WinWay repairs its own war machines.



MEDIUM MECHS

Type: **Nimravus NMR-V4**

Technology Base: Inner Sphere / 3062

Tonnage: 55

Battle Value: BV2 (1720)

Equipment

		Mass
Internal Structure:		3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	185	10.5

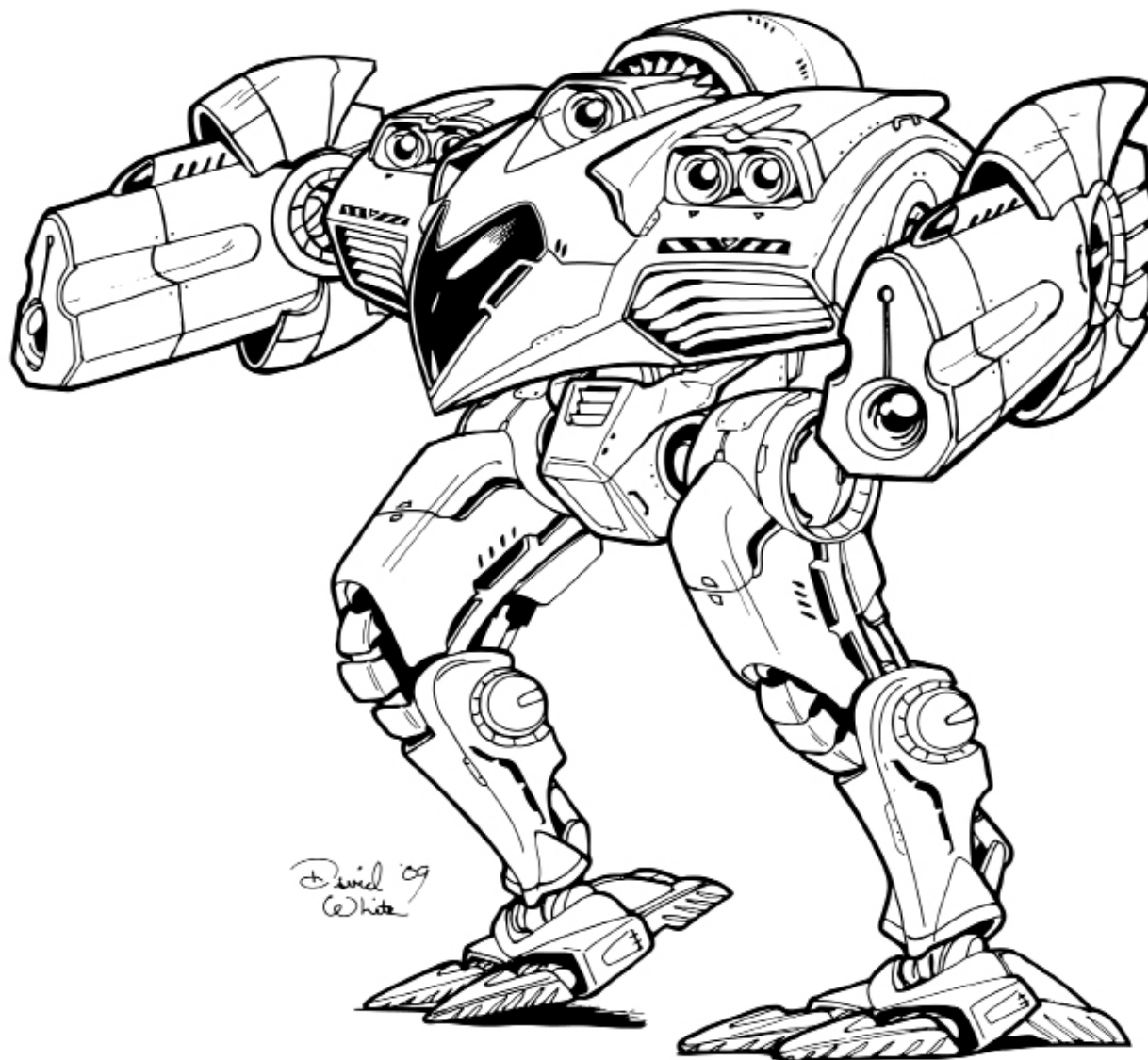
Internal Structure

Armor Value

Head	3	9
Center Torso	18	27
Center Torso (Rear)		9
R/L Torso	13	20
R/L Torso (Rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
2 Medium Lasers	RT	2	2
Targeting Computer	RT	4	4
ER Large Laser	LA	2	5
2 Medium Lasers	LT	2	2
Medium Laser	CT	1	1



ARGUS AGS-3H

Mass: 60 tons

Chassis: 1A Type 12 Endo Steel

Power Plant: GM 300 XL Fusion

Cruising Speed: 54.0 km/h

Maximum Speed: 86.4 km/h

Jump Jets: None

Jump Capacity: 0 meters

Armor: StarGuard II Standard with CASE

Armament:

- 1 Exostar ER Large Laser
- 2 Valiant Arbalest LRM 15s
- 3 Intek Medium Lasers

Manufacturer: Achernar BattleMechs, Robinson Standard BattleWorks

Primary Factory: New Avalon, Robinson

Communications: Achernar Electronics HID-8.7

Targeting / Tracking: Sync Tracker (39-42071) with Artemis IV FCS

Overview

The *Argus* was first developed as a top-of-the-line OmniMech. When the Armed Forces of the Federated Commonwealth (AFFC) refused to accept any OmniMechs due to their cost, Robinson and Archenar were forced to combine forces, scrambling as they returned to the drawing board to convert the design into a standard BattleMech. The OmniMech's primary configuration was chosen to become the AGS-2D; this 'Mech, with its long range missile racks and extended range PPC, forms an excellent foundation for a support lance.

In 3062, Captain Hermann Edward Price led the young Wildcats mercenary company (calling itself the "H.E.P. 'Cats") to a serious defeat against Draconis Combine forces. With funds running low, the H.E.P. 'Cats were forced to rely on what salvaged 'Mechs they had on hand. One of these was a AGS-2D captured during action on Al Na'ir.

Capabilities

After-action reports suggested their defeat was due to a lack of fast fire support. Consequently, the mercenaries' AGS-3H retains the salvaged *Argus*' twin Valiant Arbalest LRM 15s, maximizing the effectiveness of every missile round with twin Artemis IV fire control systems. However, unlike

the AGS-2D model, the AGS-3H relocates both launchers to the arms, providing the 'Mech with a superior field of fire.

Unable to maintain the AFFC's extended range PPC and troubled by its weight and heat, the mercenaries have instead placed an Exostar ER large laser in the right torso. Captain Price further decreed that the new *Argus* be capable of defending itself in a close fight, where the original AGS-2D was almost completely ineffective.

A trio of Intek medium lasers mounted in the left torso assists the ER large laser in the right torso in defending against opponents who venture too close. Nevertheless, with two-thirds of its offensive warload highly inaccurate at 90 meters, prospective pilots are encouraged to use the AGS-3H's speed for quick retreats, rather than attempting to out-shoot a heavier opponent.

Deployment

The AGS-3H made its first impression during the St. Ives conflict. Along with the H.E.P. 'Cats, Cunningham's Commandos were assigned to protect relief convoys carrying supplies to the beleaguered Compact. In 3063, they were on Texlos, escorting a precious shipment of medical supplies through the outskirts of that planet's capital. The mercenaries deployed around the relief forces to await the inevitable Capellan raid.

Capellan mercenaries, consisting of older BattleMechs working alongside Liao light armor, engaged the convoy with a series of hit and run attacks as it advanced through the city. The H.E.P. 'Cats' lone *Argus* was first to return fire upon the raiders. Skillfully avoiding early enemy fire, the *Argus* was able to empty its missile ammo bins before losing a leg to a *Hunchback* HBK-4G.

No sooner had the *Argus*' pilot radioed his status and position than a Capellan Pegasus hovertank raced into view, passing in front of the damaged 'Mech to deliver what it thought to be the coup de grace. The *Argus* pilot shrugged off a barrage of missiles and steadied his fallen 'Mech, firing a full laser battery into the hovercraft at point-blank range. This unexpected return blow penetrated the Pegasus' damaged armor and destroyed it.

The H.E.P. 'Cats were pleased with their new BattleMech's performance, as was their employer Duke Hasek. He has petitioned Achernar to produce copies of this unique design for other mercenary outfits in his employ; current buyers include Cunningham's Commandos and the Fighting Urukhai.

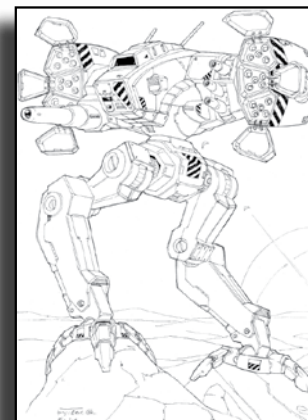
Variants

Cunningham's Commandos have reportedly exchanged the Artemis-equipped launchers for standard fifteen-tube racks and an additional two tons of munitions in order to increase battlefield endurance. Further modifications of this *Argus* have not seen action.

Notable MechWarriors

Sergeant Phineas Pendleton

Pendleton is a veteran member of the Second Cunningham's Commandos. Having lost his beloved *Catapult* during action on Tantara, Pendleton has been reassigned to an *Argus* 3H. The Commandos are currently stationed at Novaya Zemlya Combat Training Center, employing Capellan tactics as an opposing force for Federated Commonwealth forces in training. Pendleton is dedicated to his calling and can emulate the tactics of nearly any Capellan unit, from their Reserve Cavalry to Warrior House forces.



HEAVY MECHS

Type: **Argus AGS-3H**

Technology Base: Inner Sphere / 3062

Tonnage: 60

Battle Value: BV2 (1681)

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 192

Mass

3

9.5

2

3

3

12

Internal Structure

Head

Center Torso

Center Torso (Rear)

R/L Torso

R/L Torso (Rear)

R/L Arm

R/L Leg

Armor Value

9

28

9

20

7

19

27

Weapons and Ammo

LRM 15 w/ Artemis IV

ER Large Laser

LRM 15 w/ Artemis IV

3 Medium Lasers

Ammo (LRM) 24

CASE

Location Critical Tonnage

RA 4

RT 2

LA 4

LT 3

LT 3

LT 1

8

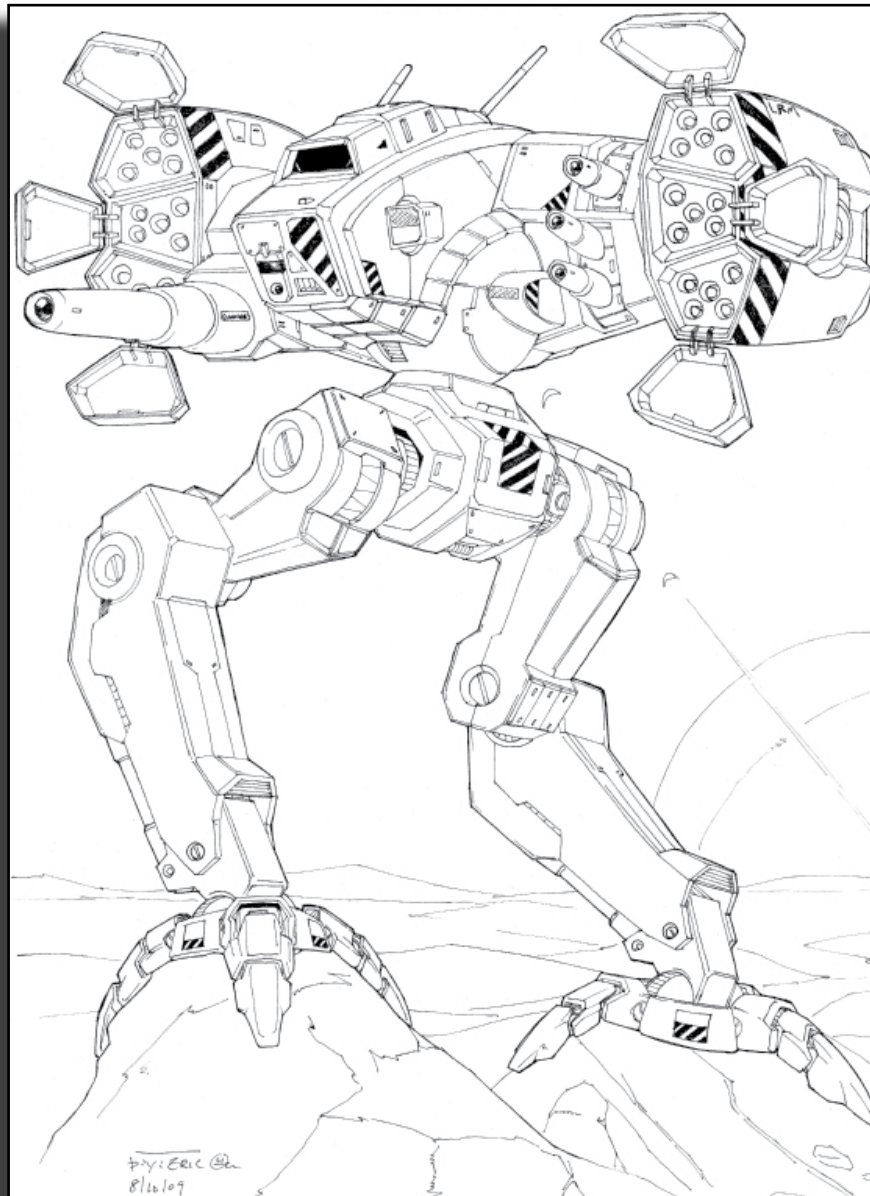
5

8

3

3

.5



BATTLEMASTER BLR-5R

Mass: 85 tons

Chassis: Earthwerks BLR Standard

Power Plant: 340 Edasich Motors XL Fusion

Cruising Speed: 43.2 km/h

Maximum Speed: 64.8 km/h

Jump Jets: 4 Swingline X-1000 Jump Jets

Jump Capacity: 120 meters

Armor: Durallex Heavy Standard with CASE

Armament:

1 Mydron Excel LB 10-X AC

6 Defiance PSM Medium Pulse Lasers

1 Exostar ER Large Laser

Manufacturer: Red Devil Industries

Primary Factory: Pandora

Communications: Barret Party Line-200

Targeting / Tracking: Wasat Watchdog W100

Overview

Chu-i Christian Matsuhara was involved in the fighting on Elgin in 3057. During the battle, he was cornered and nearly killed by a *Battlemaster* BLR-3S; he was saved only by the timely arrival of the rest of his command, Matsuhara's Ronin. Claiming his opponent as salvage, Matsuhara dragged the gutted -3S back to his base and considered his next move.

The *Battlemaster* was a capable 'Mech, and heavier than anything the mercenaries had yet been able to field. The Ronin had heretofore been unable to bid on open contracts due to a lack of urban combat experience or equipment. The young officer, determined to correct these faults, would answer them with the help of his -3S.

Capabilities

Matsuhara's latest 'ride' was fitted with another ton and a half of Durallex armor, bringing the total to fifteen and a half tons. Next, his technicians removed the twenty-tube long-range missile rack and six-tube short-range launcher. The quad forward pulse lasers were left in place, and the twin rear-mounted lasers were re-installed to fire forward with the rest.

A refurbished Mydron LB 10-X autocannon was the first new weapon to be installed, with provision for three tons of ammunition. This was mounted in the right arm and

replaced the FarFire twenty-rack. The second was another salvaged weapon for the left arm, an Exostar extended range large laser; it was chosen because its fire envelope matched that of the autocannon. Fifteen double-strength 'freezers' replaced the original twenty-two single heat sinks.

Finally, the technicians installed four Swingline X-1000 jump units, two in each leg, exiting just above and behind the foot actuators. These give the young mercenary leader the freedom he needs to keep pressure on the enemy among the buildings of a city or other rough terrain.

Thanks to the LB-X 'shotgun' cluster rounds and the blistering barrage of six Defiance medium pulse lasers, this refitted 'Mech is well suited to combating battle armor and other urban threats. If confronted with another 'Mech, Matsuhara can simply switch over to solid slugs; in concert with the heavy laser, they should drive off any machine less heavily armored than the *Battlemaster*.

Deployment

Following the actions on Elgin, Matsuhara's Ronin took on a series of short-term garrison and pirate hunting contracts with the Federated Commonwealth. The Ronin were eventually posted to the Outback and fought a series of defensive battles against bandits such as the Tortuga Fusiliers on Gillingham.

Their *Battlemaster* proved a worthy asset against the Fusiliers, especially as the pirate's preferred fighting style included urban combat. When the Fusiliers chose to raid a major starport, Shaftesbury, they expected only light resistance from the local militia. Instead, the bandits found themselves face to face with a heavy BattleMech regiment led by Matsuhara's *Battlemaster*. Deciding that discretion was indeed the better part of valor, the Fusiliers quickly retreated offworld.

Following a two year stint on the periphery, the mercenaries took a contract on the Combine border. Most recently the newly christened BLR-5R (R for 'Ronin') has seen action in support of the Fifth Lyran Guards RCT on Markab. When unnamed zealots struck the capital city of Cabett, Matsuhara and his *Battlemaster* rallied in its defense.

Matsuhara's Ronin have reportedly departed Markab, supporting Duke Sandoval's forces invading the Combine prefectural capital of Ashio. The bitter urban combat there would seem a good test match for the BLR-5R's anti-infantry and anti-armor capabilities.

Notable MechWarriors

Captain Christian Matsuhara

Matsuhara's family has served the Draconis Combine as MechWarriors for generations. No longer willing to commit himself to the berserker fury espoused by his *Sho-sa*, in early 3056 Christian mustered out of the 40th Dieron Regulars in disgrace, two steps ahead of charges fabricated by his commanding officer.

Matsuhara set off to find other like-minded pilots. After months of frequenting taverns on planet after planet, he assembled a crew of *ronin*, or 'masterless' MechWarriors, who all owned functional BattleMechs and were deeply dissatisfied with House Kurita's current military leadership. Operating under assumed names, this small band of mercenaries landed a subcontract with Swann's Cavaliers for Operation Guerrero, where Matsuhara won his current 'Mech fighting the remnants of the Second FedCom RCT.



ASSAULT MECHS

Type: **Battlemaster BLR-5R**

Technology Base: Inner Sphere / 3061

Tonnage: 85

Battle Value: BV2 (1840)

Equipment

Internal Structure:

Engine: 340 XL

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 15 [30]

Gyro: 4

Cockpit: 3

Armor Factor: 248 15.5

Internal Structure

Head 3 9

Center Torso 27 40

Center Torso (Rear) 11

R/L Torso 27

R/L Torso (Rear) 9

R/L Arm 14 25

R/L Leg 18 33

Weapons and Ammo

LB 10-X AC RA 6 11

3 Medium Pulse Lasers RT 3 6

Ammo (LB-X) 30 RT 3 3

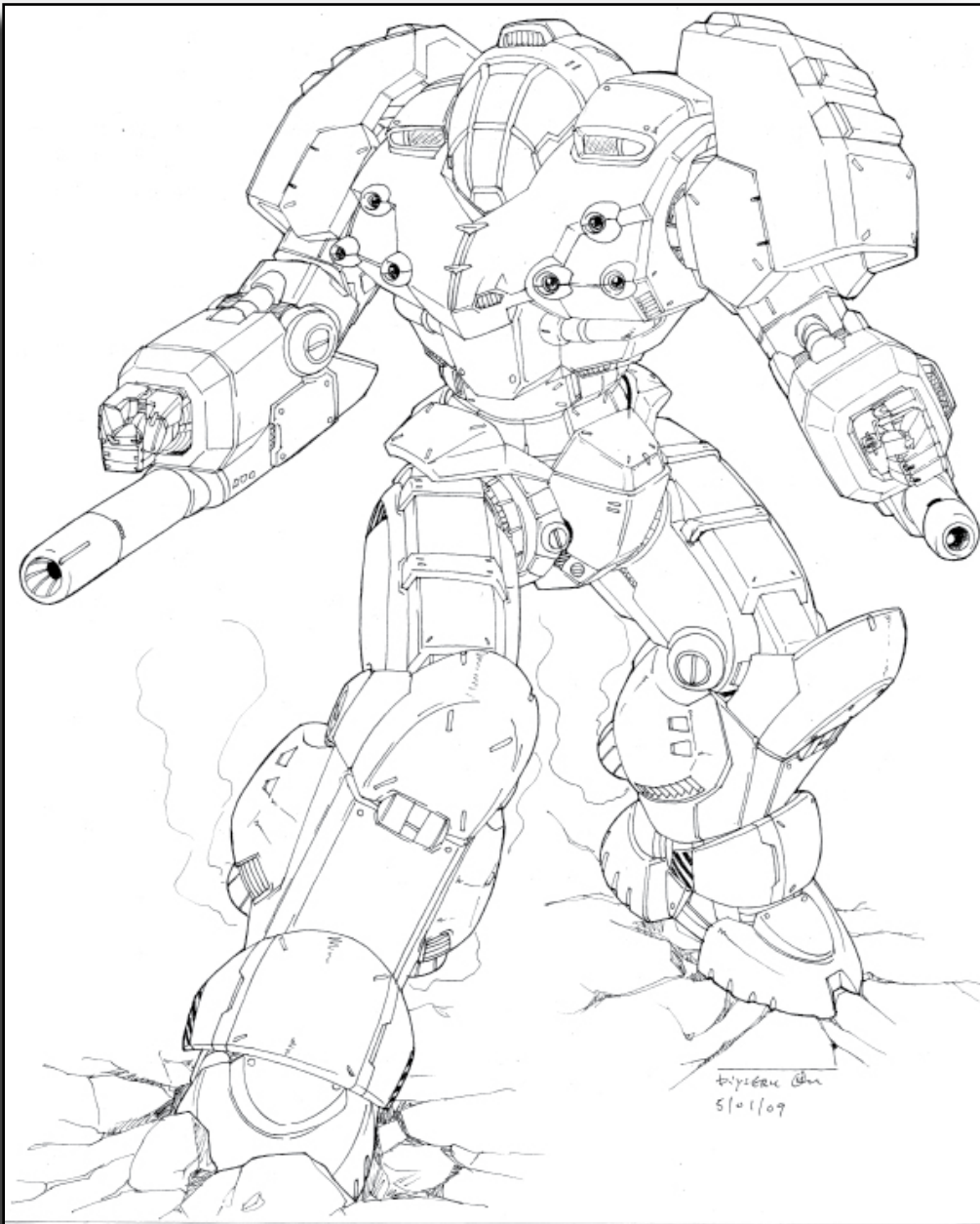
CASE RT 1 .5

2 Jump Jets RL 2 2

ER Large Laser LA 2 5

3 Medium Pulse Lasers LT 3 6

2 Jump Jets LL 2 2



INDEX

BattleMechs

- A -	
Anvil	108
Argus	250
- B -	
Bandersnatch	188
Battleaxe	144
Battlemaster	252
Black Knight	112
Blackjack	184
- C -	
Cataphract III	146
Catapult	220
Centurion	70
Champion	230
Champion II	238
Cobra	68
Commando	182
Culverin	148
- D -	
Daimyo	34
Death Incarnate	218
Durendal	190
- F -	
Fafnir	78
Forge	224
- G -	
Gallowglas	40
Griffin (CC)	142
Griffin (LA)	74
Guillotine	110
- I -	
Isometrus	66
- J -	
Jenner	246

- N -	
Nightsky	72
Nimravus	248
- P -	
Praetorian	186
Privateer (CC)	150
Privateer (DC)	42
- S -	
Sentinel	32
Spector	140
Scorpion II	38
- T -	
Thug	114
Thunderbolt	222
Trebuchet	36
- V -	
Vagabond	76
Vulcan	104
Vulcan II	106
- W -	
White Knight	44

Vehicles

- A -	
Auroch	214
Aurora	234
- B -	
BARS	12
Bengal	96
Bu-20a	10

- C -	
Centaurus	198
Cheyenne III	156
Churchill Mk XX	160
Claymore	236
CM-33	122
Crinos I	26
- D -	
Dao	132
Diatryma	202
Diomedes	98
Dragonfly	154
- F -	
Feng-niao	118
Flagstaff III	196
Foxhound	134
- G -	
Guandao	130
- H -	
Hammerhead II	94
Harbinger	242
Heirax	228
Hessian	244
Horatio	86
- J -	
Jaguar	88
Jian	126
- K -	
Kangaroo	50
Katana	18

INDEX

- M -

Machete	158
Mastodon	84
Merkava Mk XVII	24
Montgomery II	60

- N -

Nemera Mk XI	20
--------------	----

- O -

Ocelot II	82
Oculus	194

- P -

Panther	56
Panzer IX	62
Panzer X	54
Panzerfaust	52
Percival	178
Pershing	162
Pizarro	212

- Q -

Quiang-Ton	128
------------	-----

- R -

Revenant	16
Roland	164

- S -

Sabra XIII	28
San-Ku-Chu Mk III	124
Sarpedon	90
Sher Khan	22
Sounder	210
Stingray	58
Striker II	92

- T -

Tomahawk	14
----------	----

- U -

Ural	48
Uragan	208

- V -

Velite	200
--------	-----

- W -

Werefox AAV	166
Werefox AAV2	168
Werefox Charlemagne	170
Werefox D'Artagnan	172
Werefox Martel	174
Werefox Petain	176
Werewolf	206

- X -

Xuan Wu	136
Xue-Diao	120

- Z -

Zephyrus	204
Zhukov Mk II	100