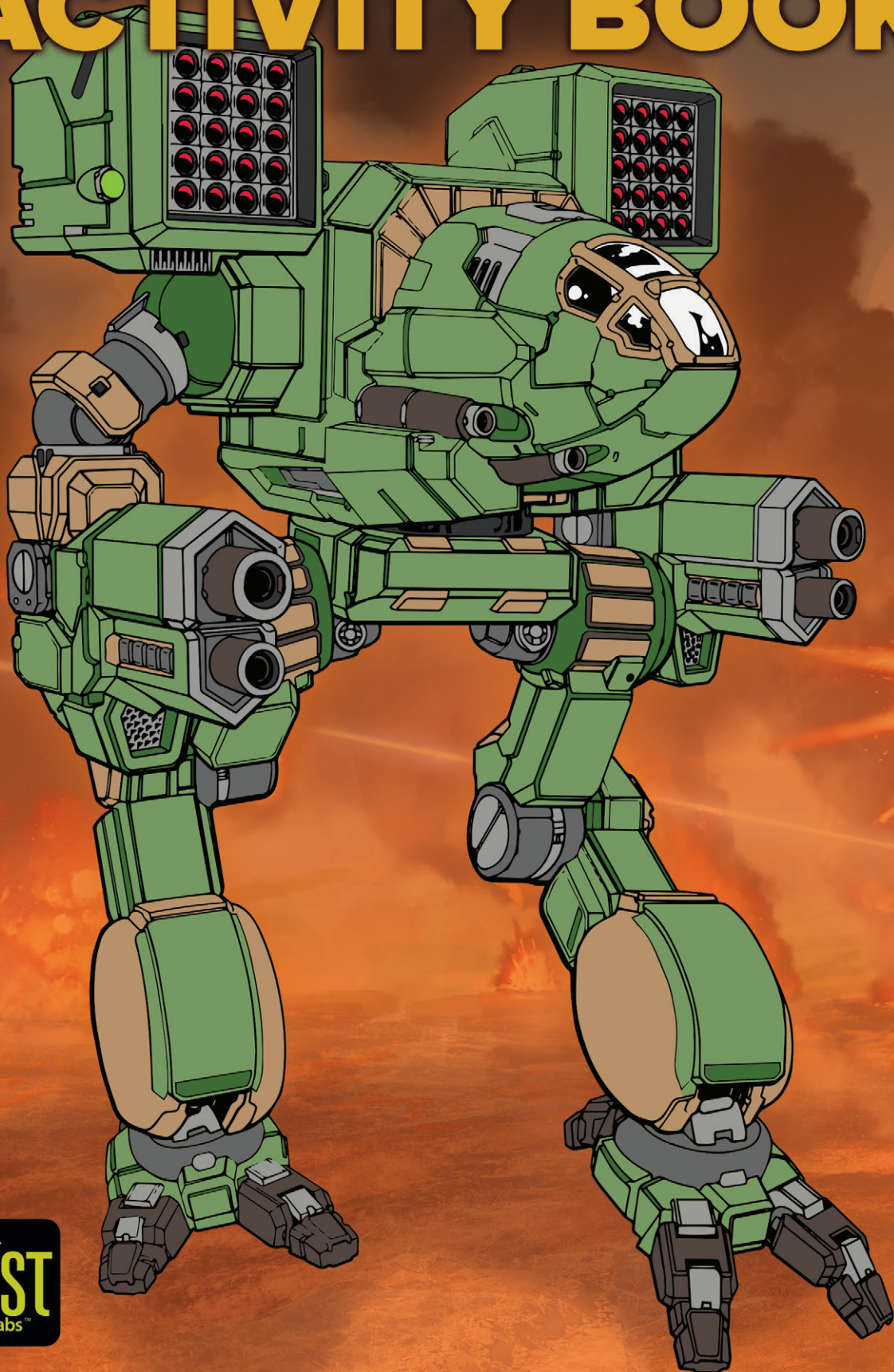


BATTLETECH™

ACTIVITY BOOK



BATTLETECH™

ACTIVITY BOOK

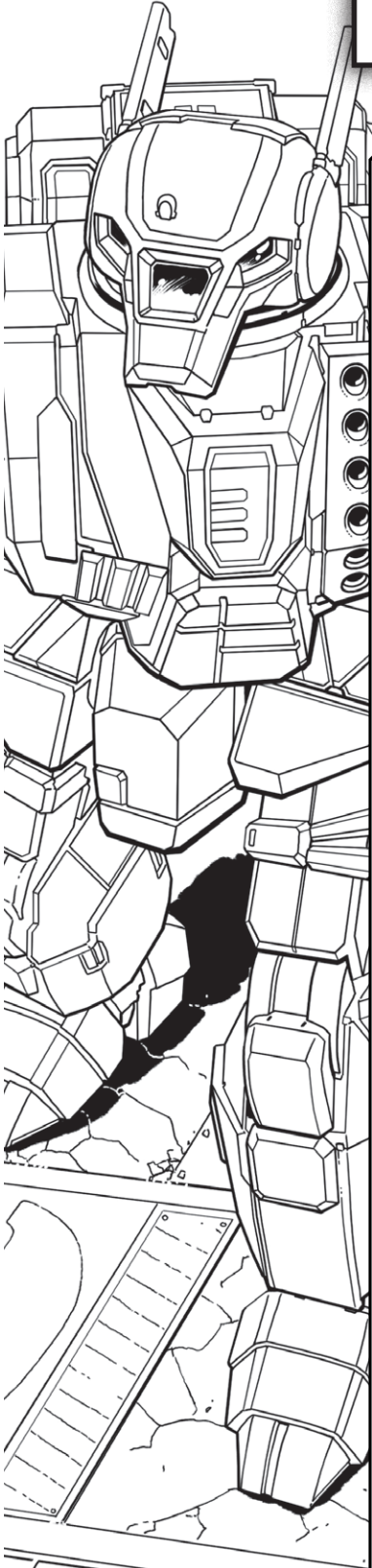


COLORING • PUZZLES
MAZES • CODES • MORE!



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NO GUTS, NO GALAXY!



BattleTech is a science-fiction "space opera" set in the factional, militarized universe of the thirty-first century. Humanity has spread to the stars and spawned titanic interstellar empires, each controlling hundreds of worlds across a combined region of space stretching more than a thousand light years.

Following the rise of the six Great Noble Houses, a mighty Star League was forged, heralding a golden age of prosperity.

However, treachery undermined the Star League and led to the murder of the First Lord and the fall of House Cameron. The rulers of the remaining five Great Houses each proclaimed themselves the new First Lord of the crumbling Star League, and thus began the Succession Wars.

For twelve generations, armies of BattleMechs clashed across more than 2,000 colonized planets of the Inner Sphere, visiting such destruction on humanity's technological capabilities that old, scavenged 'Mechs often outperformed newly built models. But the landscape is changing, and fierce new enemies from beyond the Periphery known as the Clans have thrown the Inner Sphere into chaos.

The year is 3050, and the fires of the Fourth Succession War have given way to new alliances in the face of this dire threat looming over the entire Inner Sphere. All five Houses desperately seek a way to turn back these invaders while continuing their technological renaissance.

Clan MechWarriors, whether newly graduated into the warrior caste or honed by decades of vicious combat, are hell-bent on conquering the Inner Sphere. The Great Houses and the skilled mercenaries at their command must work together against the Clans to snatch victory from the jaws of certain defeat.

THIS is BattleTech.



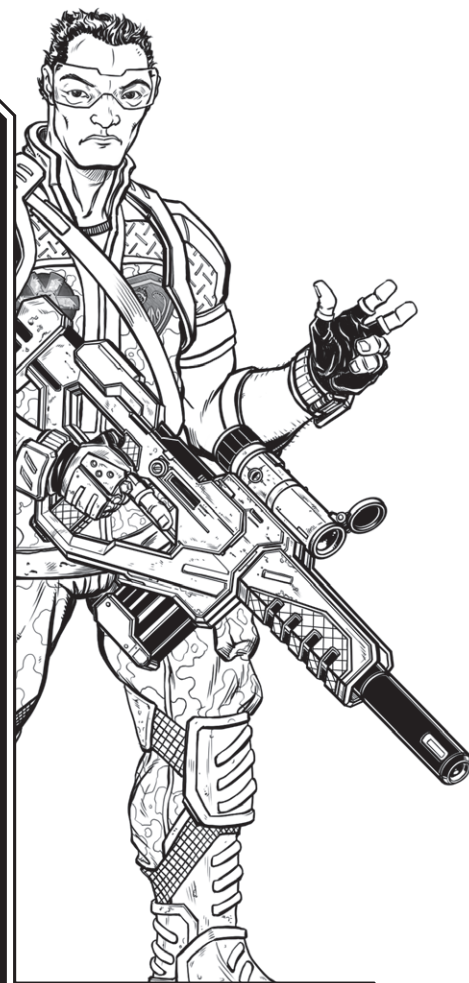
MECHWARRIORS

As soon as the first BattleMechs dominated the battlefields of the twenty-fifth century, the humans that piloted these awesome machines gained a power and influence well beyond what other soldiers on the field could command. An entire social class soon formed around those who piloted these increasingly important war machines. These so-called MechWarriors, the modern incarnation of knights, were given the monumental task of defending their homelands and their rulers. As with the Middle Ages of Europe, these MechWarriors were given honors in exchange for service. Some even received royal titles, conveying authority over entire worlds. Such honors usually had the direct effect of instilling utter loyalty toward whoever bestowed them.

BattleMechs have waxed and waned in rarity and numbers as the technology and production infrastructure to build and maintain them suffered during centuries of extended warfare.

During those eras when BattleMechs transitioned into rare commodities, many became owned by the MechWarriors who pilot them, with many 'Mechs having been passed down to a MechWarrior from their parents or relatives. Competitions within such families to see who will gain the right to become the next generation's MechWarrior—and thus the effective leader of that family—are fierce and brutal, with siblings taking sides and asking for no quarter.

BattleMechs that are not passed down are typically the property of the military, in which they serve with MechWarriors filling a roster slot in the military—or mercenary—force's structure.



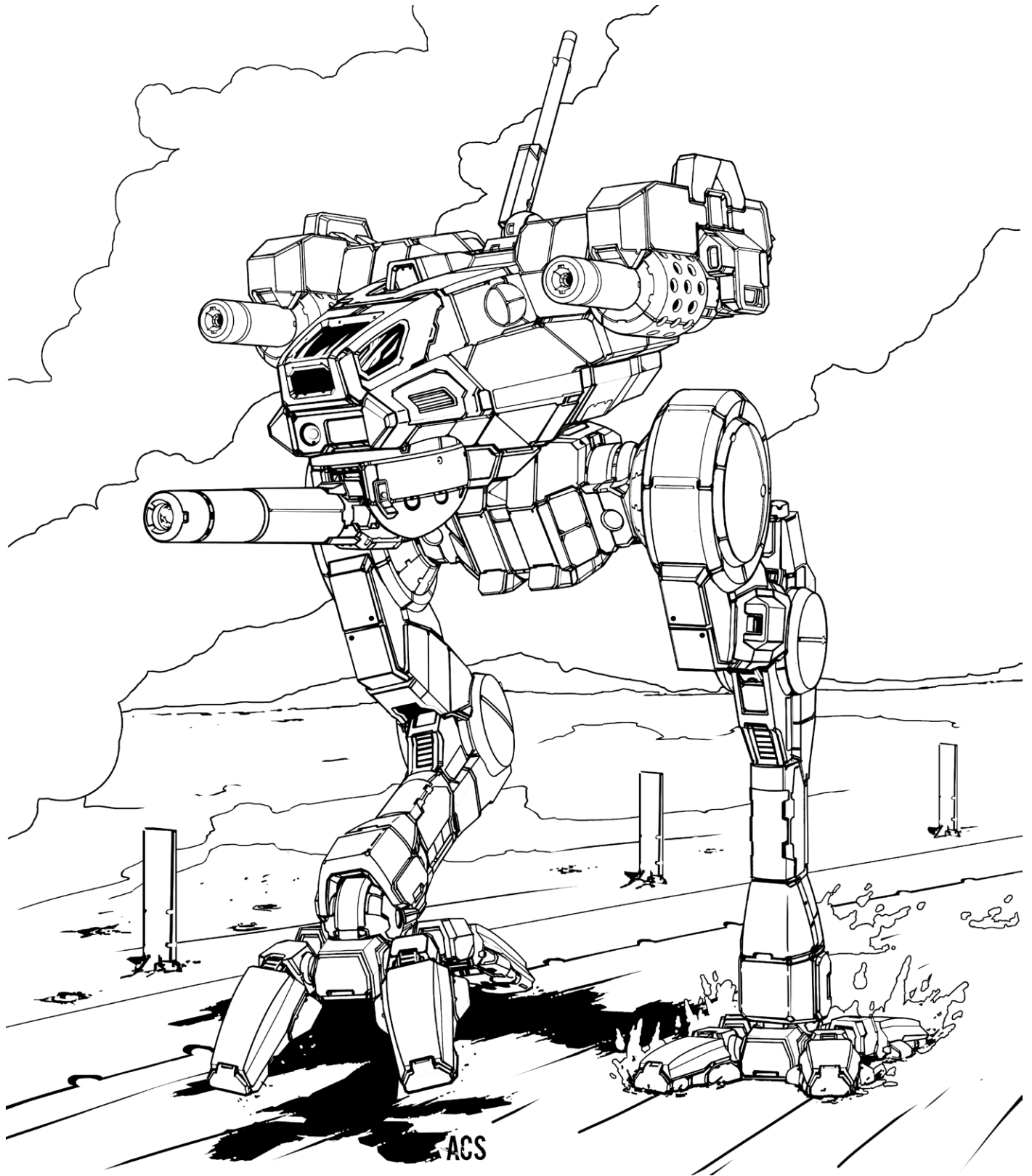
BATTLEMECHS

—Excerpts from a promotional pamphlet originally distributed by Defiance Industries of Hesperus, Lyran Commonwealth, 3007

- Standing from seven to sixteen meters tall, and weighing from twenty to one hundred tons
- Powered by an armored and shielded fusion reactor
- Skeleton of honeycombed, foamed aluminum core wrapped with stressed silicon carbide mono-filament and sheathed by a rigid, titanium-steel shell
- Locomotion generated via bundles of polyacetylene-fiber myomer muscles
- Protected by aligned-crystal steel over a layer of boron nitride impregnated with diamond monofilaments
- Mounting a swath of powerful weapons from charged particle beams to lasers, missiles to rapid-fire autocannons
- All at the command of the noble elite, the MechWarriors

The modern BattleMech is the end result of more than 3,000 years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of thirty-first century warfare, the BattleMech seems destined to reign supreme for centuries to come.

LCT-1V LOCUST



CLASS: Light BattleMech

MASS: 20 tons

SPEED: 129 kph

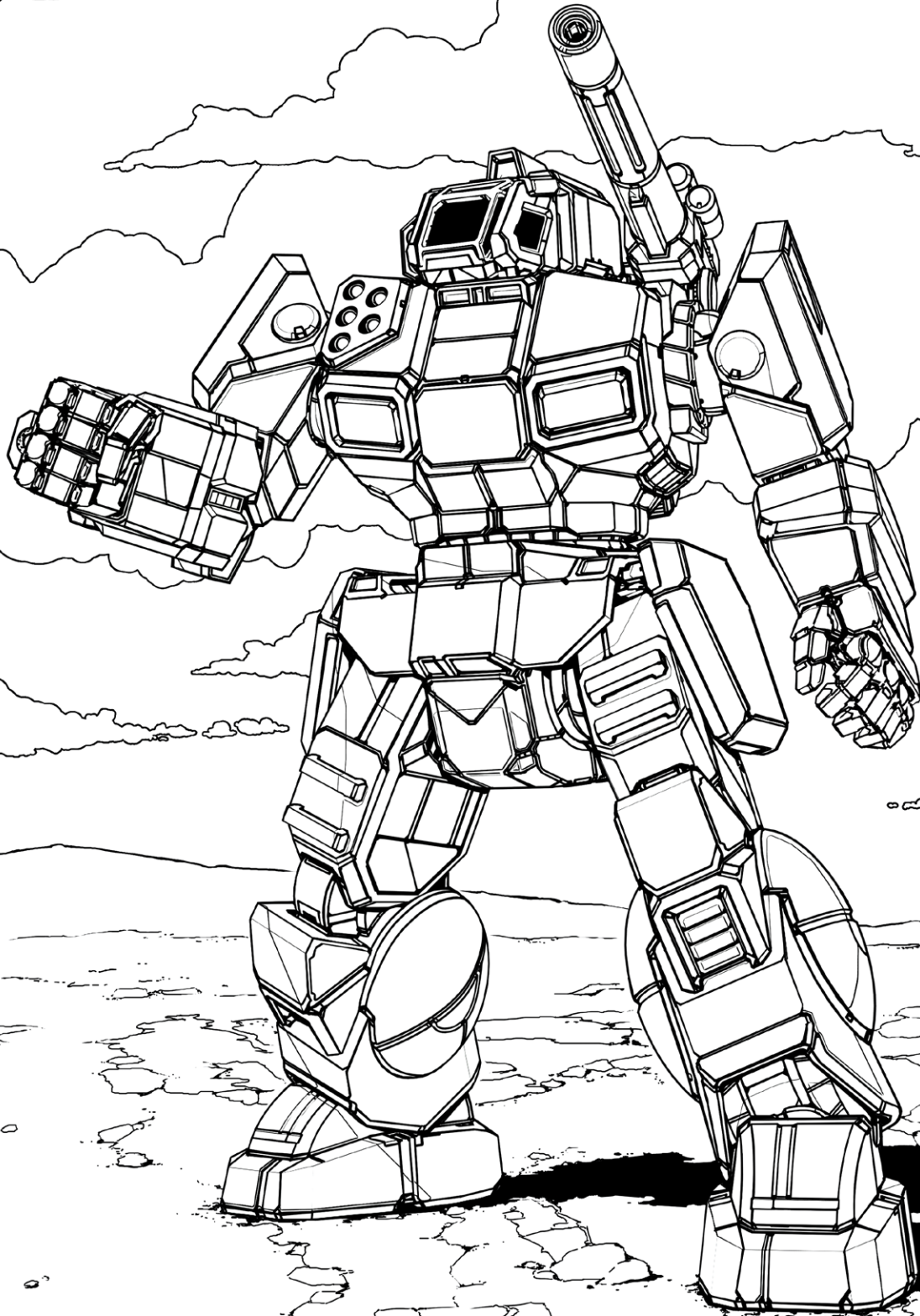
JUMP JETS: None

ARMOR: 4 tons StarSlab/1

ARMAMENT: 1 Martell Medium Laser

2 SperryBrowning Machine Guns

SHD-2H SHADOW HAWK



CLASS: Medium BattleMech
MASS: 55 tons
SPEED: 86 kph
JUMP JETS: Pitban LFT-50 (90 m)

ARMOR: 9.5 tons Maximillian 43
ARMAMENT: 1 Armstrong J11 Autocannon
1 Holly Long Range Missile 5 Rack
1 Holly Short Range 2 Rack
1 Martell Model 5 Medium Laser

GRENDEL



PL0619

CLASS: Medium Clan OmniMech

MASS: 45 tons

SPEED: 118 kph

JUMP JETS: Clan Standard 14X Series (210 m)

ARMOR: 7.5 tons Arcadia Compound

Delta VII Ferro-Fibrous

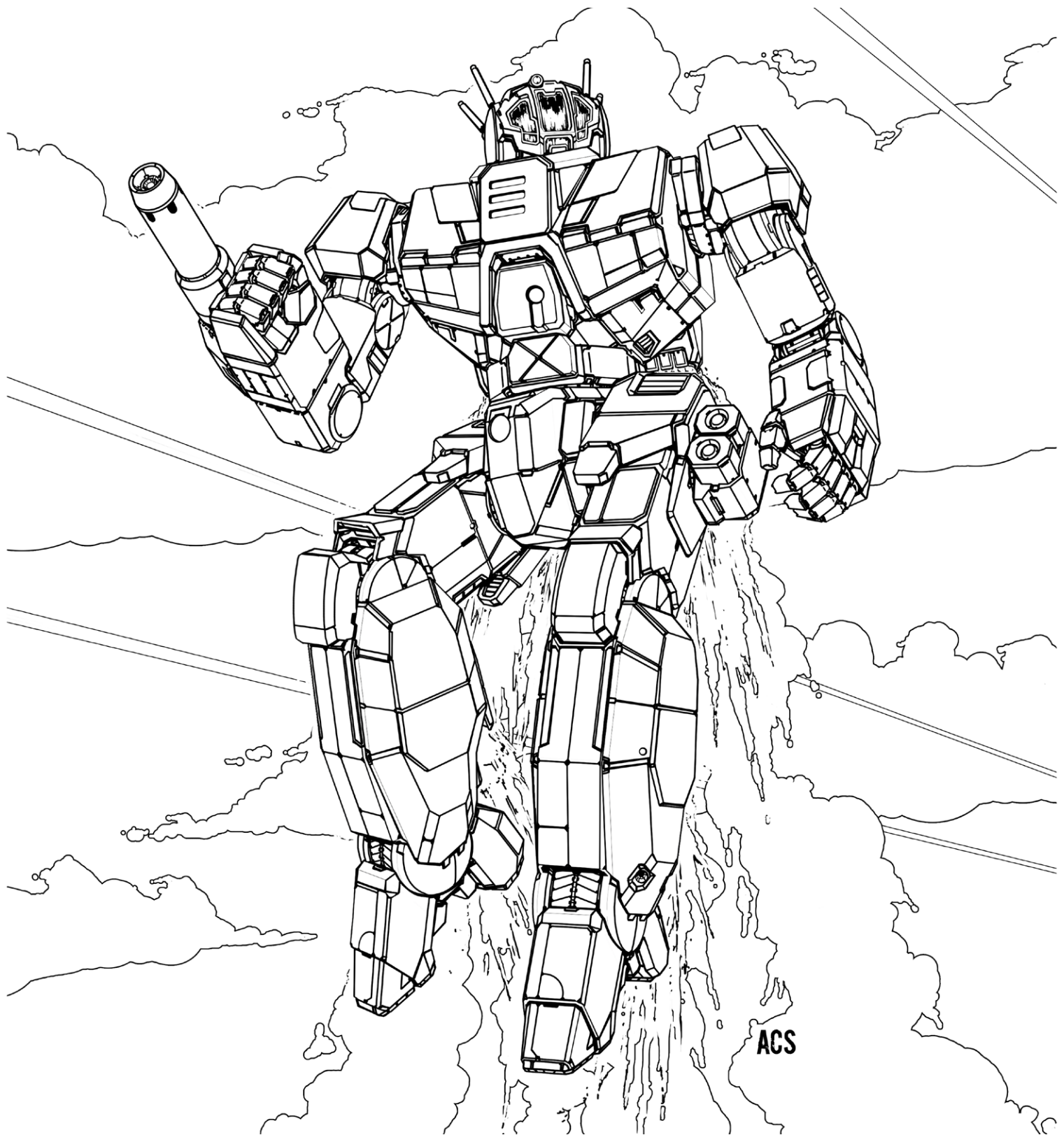
ARMAMENT: 1 ER Large Laser

3 ER Medium Lasers

1 ER Small Laser

1 Streak SRM-6

WSP-1A WASP



CLASS: Light BattleMech

MASS: 20 tons

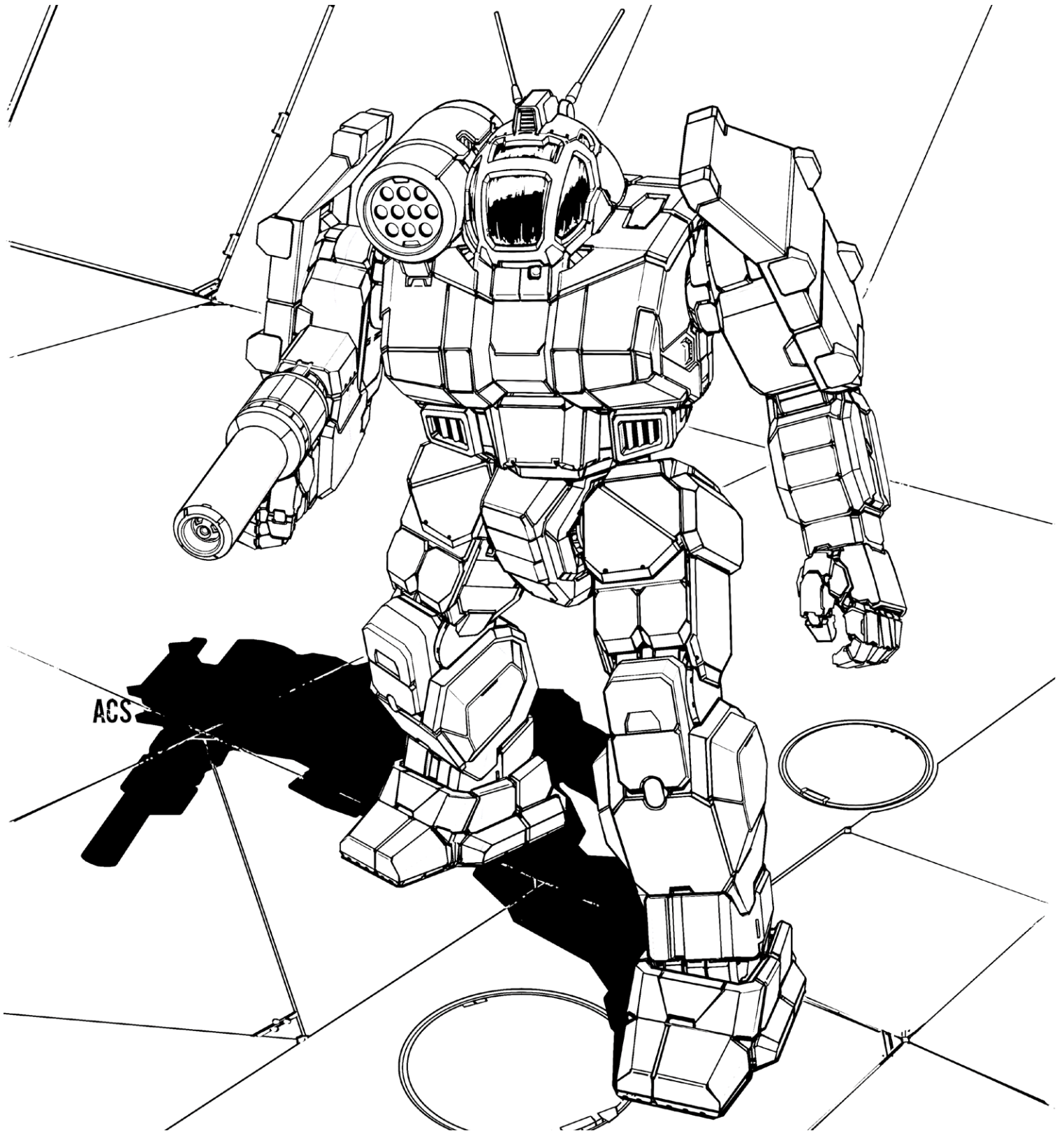
SPEED: 97 kph

JUMP JETS: Rawlings 52 (180 m)

ARMOR: 3 tons Durallex Light

ARMAMENT: 1 Diverse Optics Type 2 Medium Laser
1 Bical SRM Twin-Rack

GRF-1N GRIFFIN



ACS

CLASS: Medium BattleMech

MASS: 55 tons

SPEED: 86 kph

JUMP JETS: Rawlings 55 (150 m)

ARMOR: 9.5 tons Starshield A

ARMAMENT: 1 Fusion Particle Projection Cannon

1 Delta Dart Long Range Missile 10-Rack

CODE BREAKING

ComStar Adept Sandor Kalman has intercepted coded transmissions!
He's provided you with decoding ciphers—see if you can learn what the secret messages say.



A B C D E F G H I J K L M



N O P Q R S T U V W X Y Z



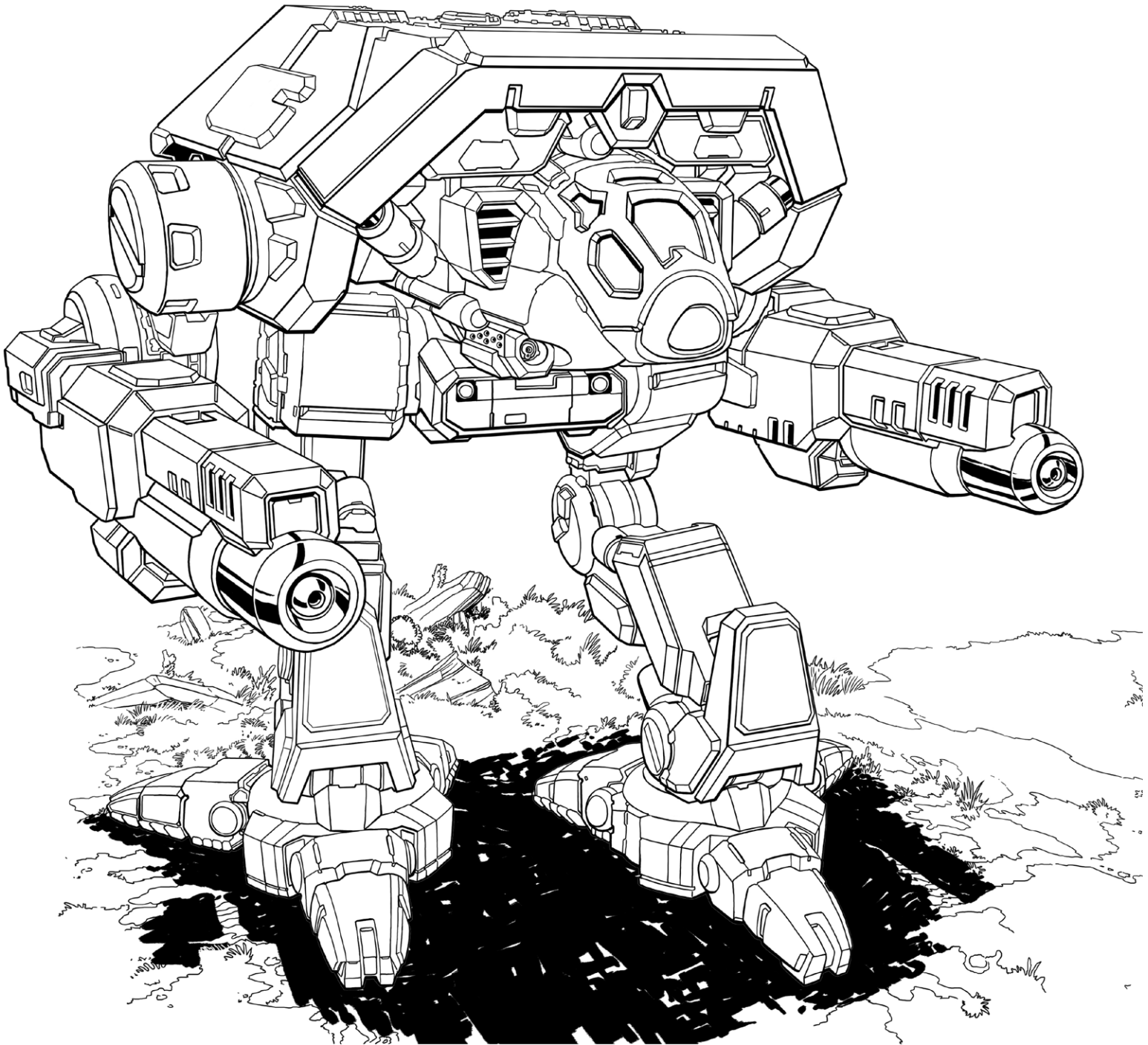
A B C D E F G H I J K L M



N O P Q R S T U V W X Y Z



ADDER (PUMA)



CLASS: Light Clan OmniMech

MASS: 35 tons

SPEED: 97 kph

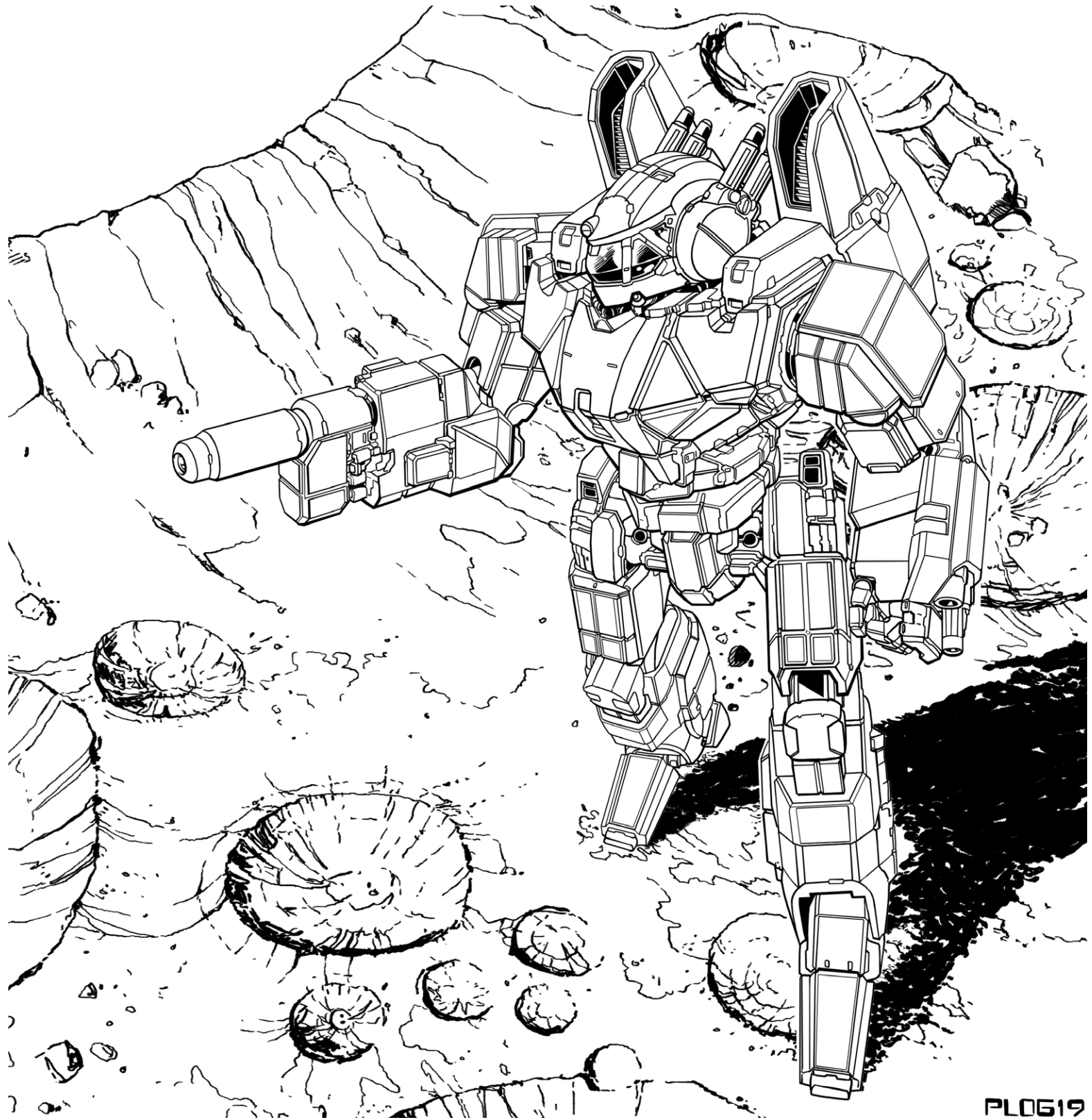
JUMP JETS: None

ARMOR: 6 tons Star Lite Ferro-Fibrous

ARMAMENT: 1 Flamer

2 ER PPCs

PXH-1 PHOENIX HAWK

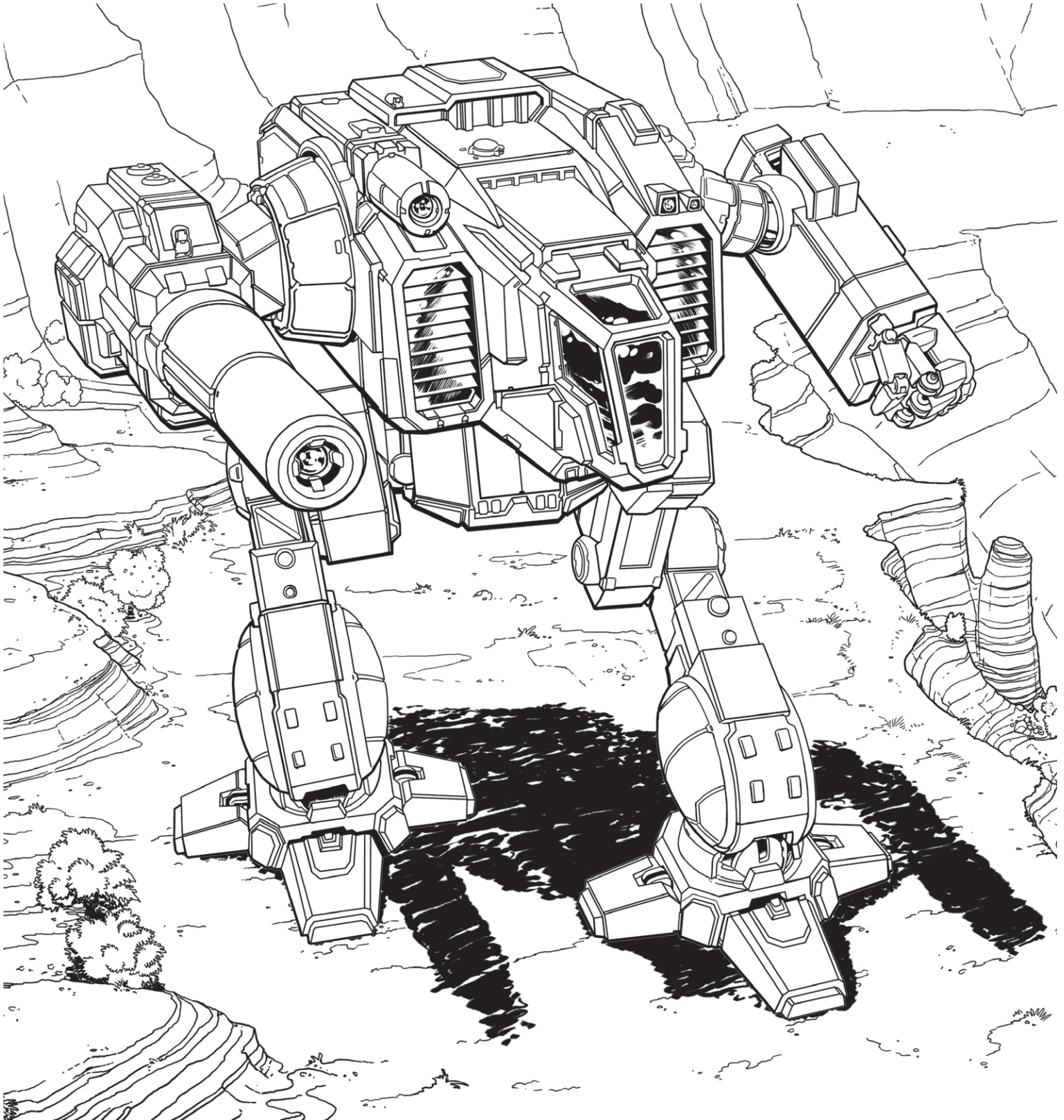


PL0619

CLASS: Medium BattleMech
MASS: 45 tons
SPEED: 97 kph
JUMP JETS: Rawlings 45 (180 m)

ARMOR: 8 tons Durallex Light
ARMAMENT: 1 Harmon Large Laser
2 Harmon Medium Lasers
2 M100 Machine Guns

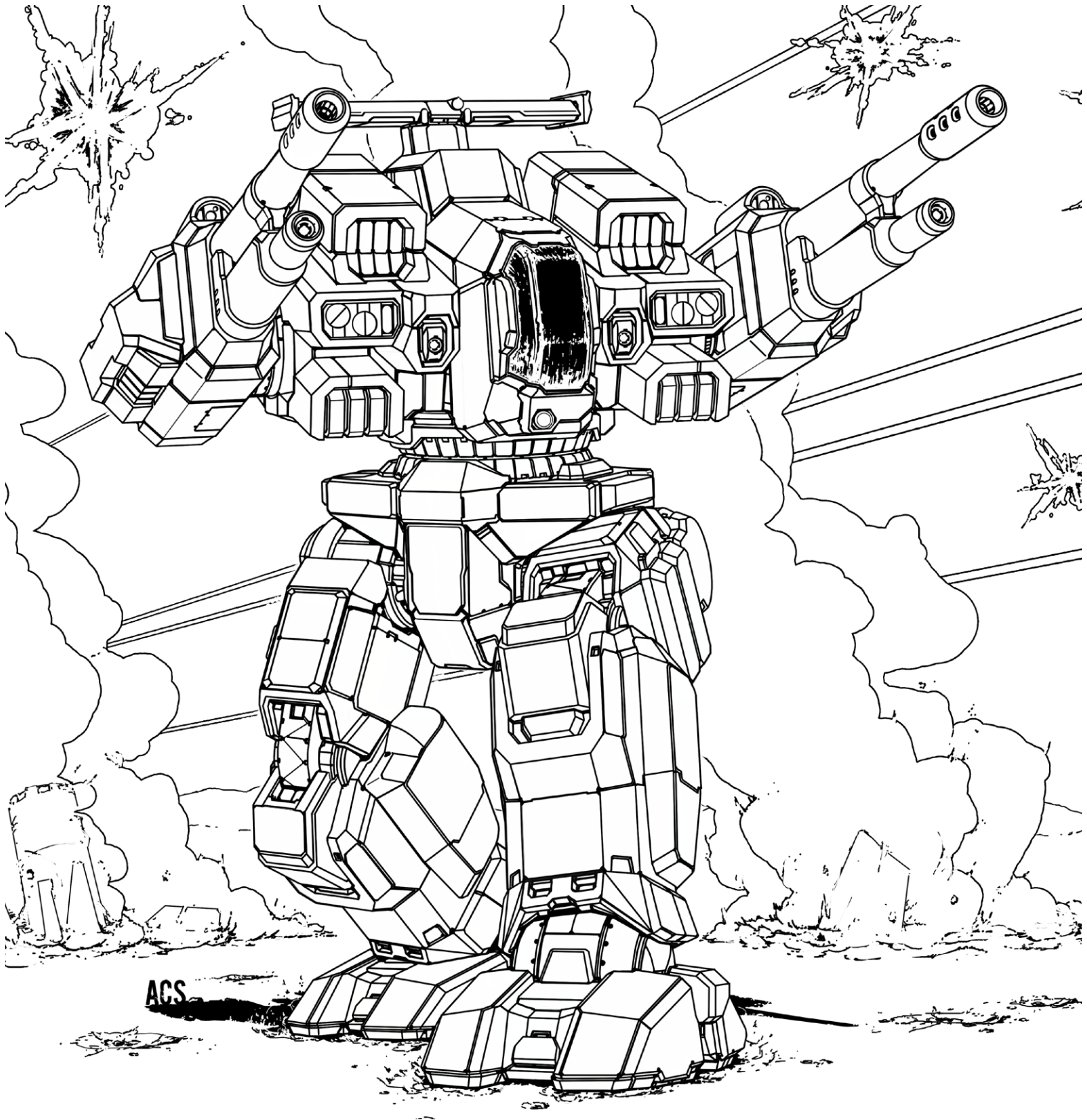
SHADOW CAT



CLASS: Medium Clan OmniMech
MASS: 45 tons
SPEED: 129 kph (with MASC)
JUMP JETS: Model KY Boosters (180 m)

ARMOR: 7 tons Compound H17 Ferro-Fibrous
ARMAMENT: 1 Gauss Rifle
2 ER Medium Lasers
Active Probe

RFL-3N RIFLEMAN



ACS

CLASS: Heavy BattleMech

MASS: 60 tons

SPEED: 64 kph

JUMP JETS: None

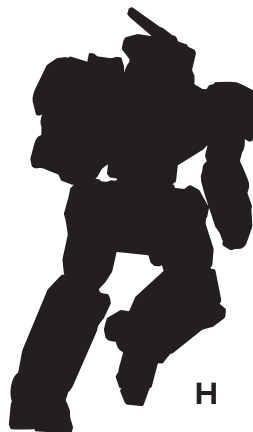
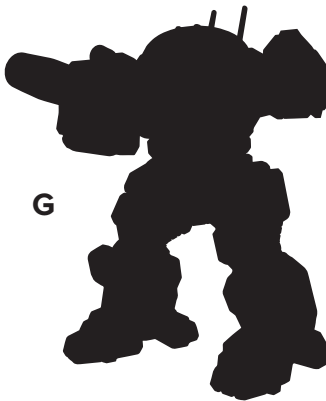
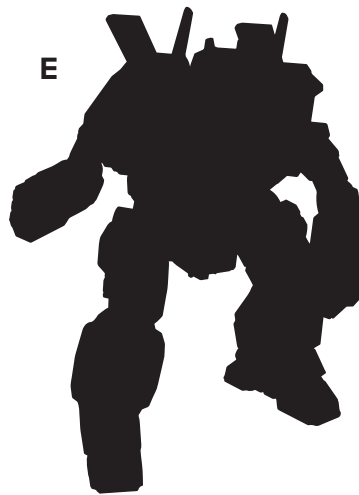
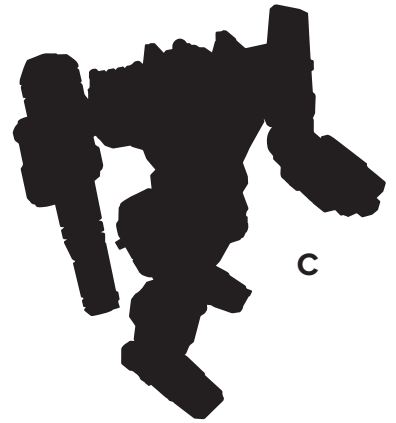
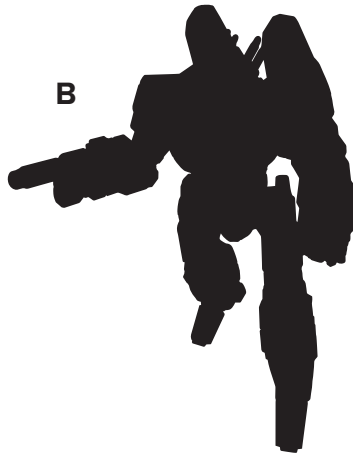
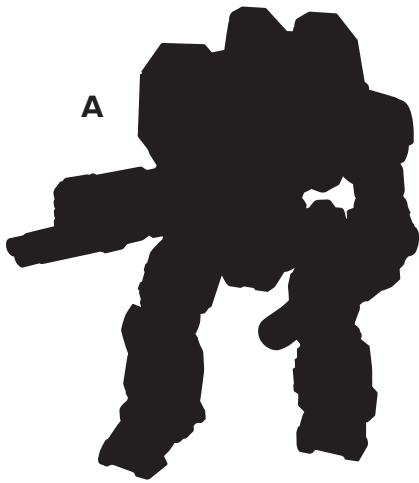
ARMOR: 7.5 tons Kallon Royalstar

ARMAMENT: 2 Magna Mk III Large Lasers

2 Magna Mk II Medium Lasers

2 Imperator-A Autocannons

CAN YOU IDENTIFY THESE 'MECH SILHOUETTES?



A: _____

B: _____

C: _____

D: _____

E: _____

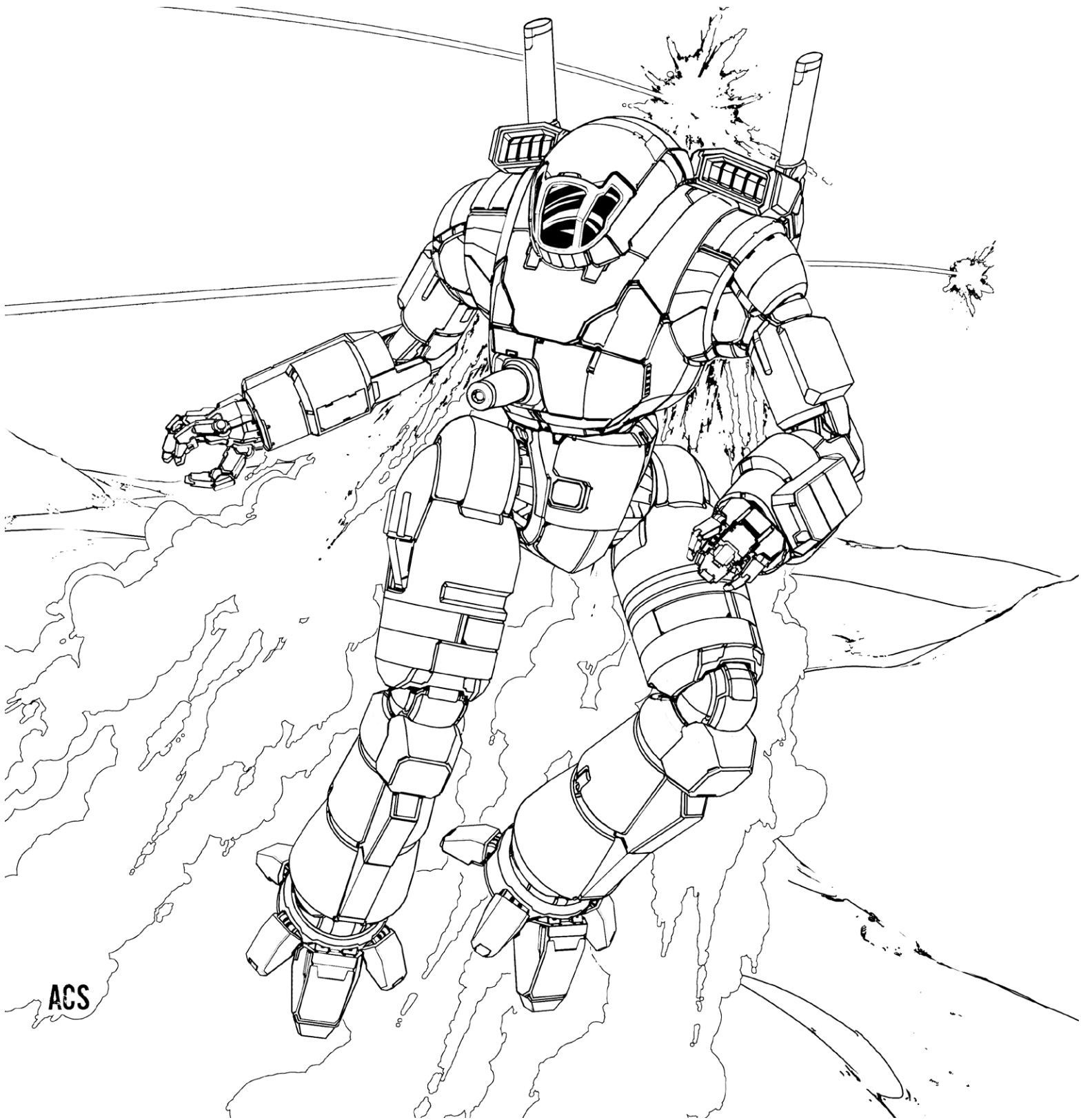
F: _____

G: _____

H: _____

I: _____

OTT-7J OSTSCOUT



CLASS: Light BattleMech

MASS: 35 tons

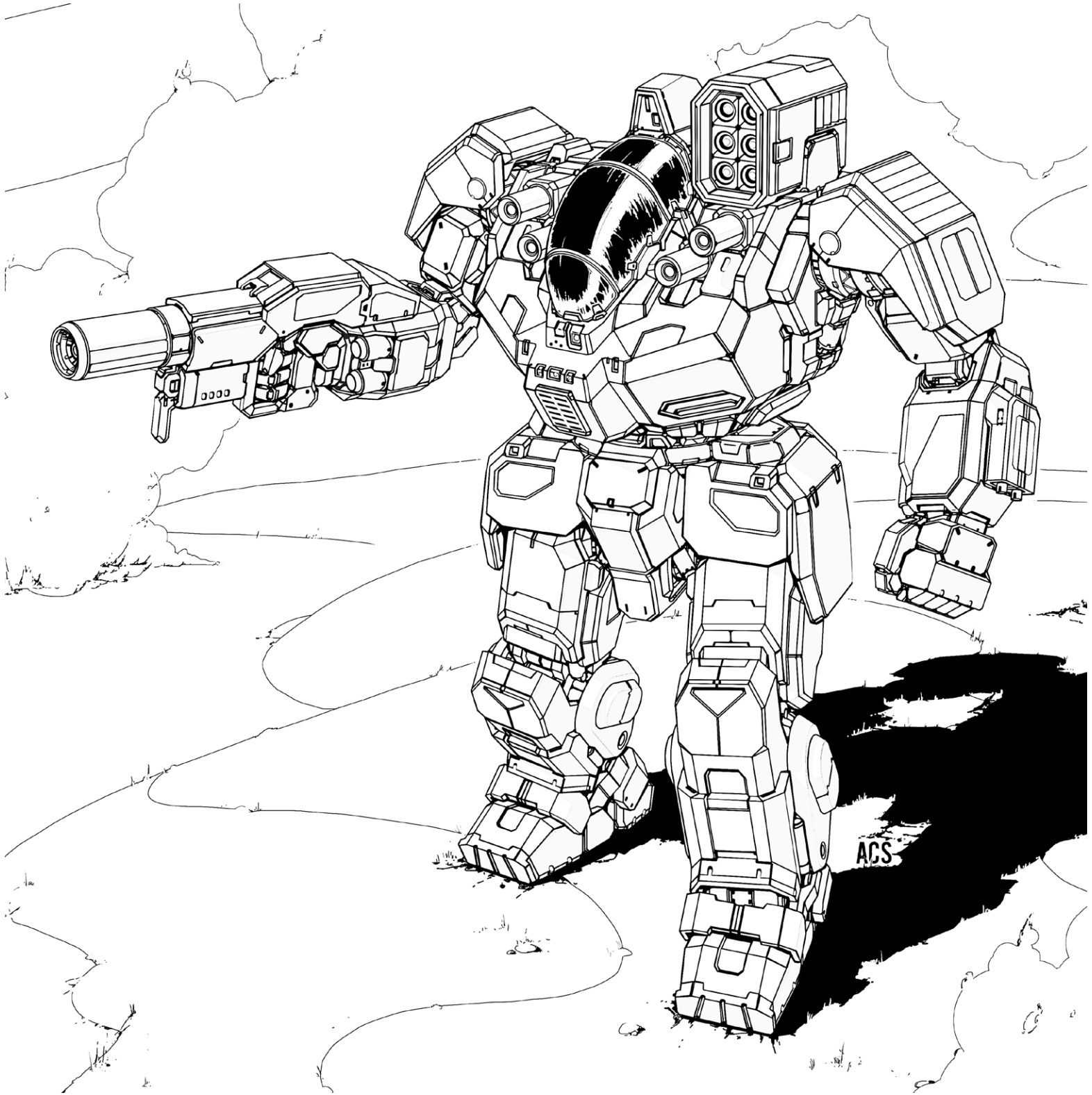
SPEED: 129 kph

JUMP JETS: Ostmann Sct-A (240 m)

ARMOR: 4.5 tons Durallex Light

ARMAMENT: 1 Tronel II Medium Laser

BLR-1G BATTLEMASTER



CLASS: Assault BattleMech

MASS: 85 tons

SPEED: 64 kph

JUMP JETS: None

ARMOR: 14.5 tons StarGuard IV

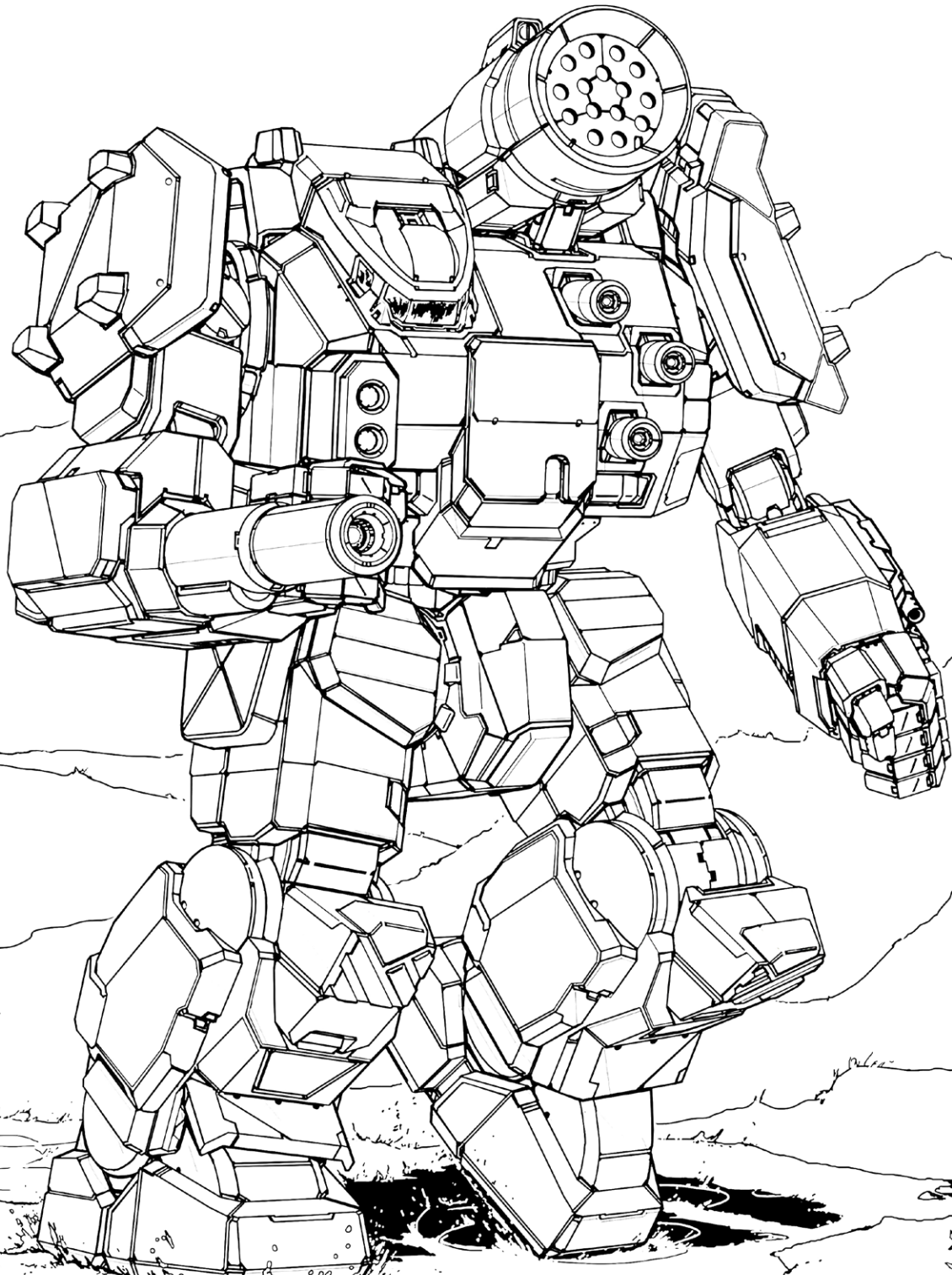
ARMAMENT: 1 Donal Particle Projection Cannon

6 Martell Medium Lasers

2 SperryBrowning Machine Guns

1 Holly Short Range Missile 6 Pack

TDR-55 THUNDERBOLT



ACS

CLASS: Heavy BattleMech

MASS: 65 tons

SPEED: 64 kph

JUMP JETS: None

ARMOR: 13 tons Ryerson 150

ARMAMENT: 1 Sunglow Type 2 Large Laser

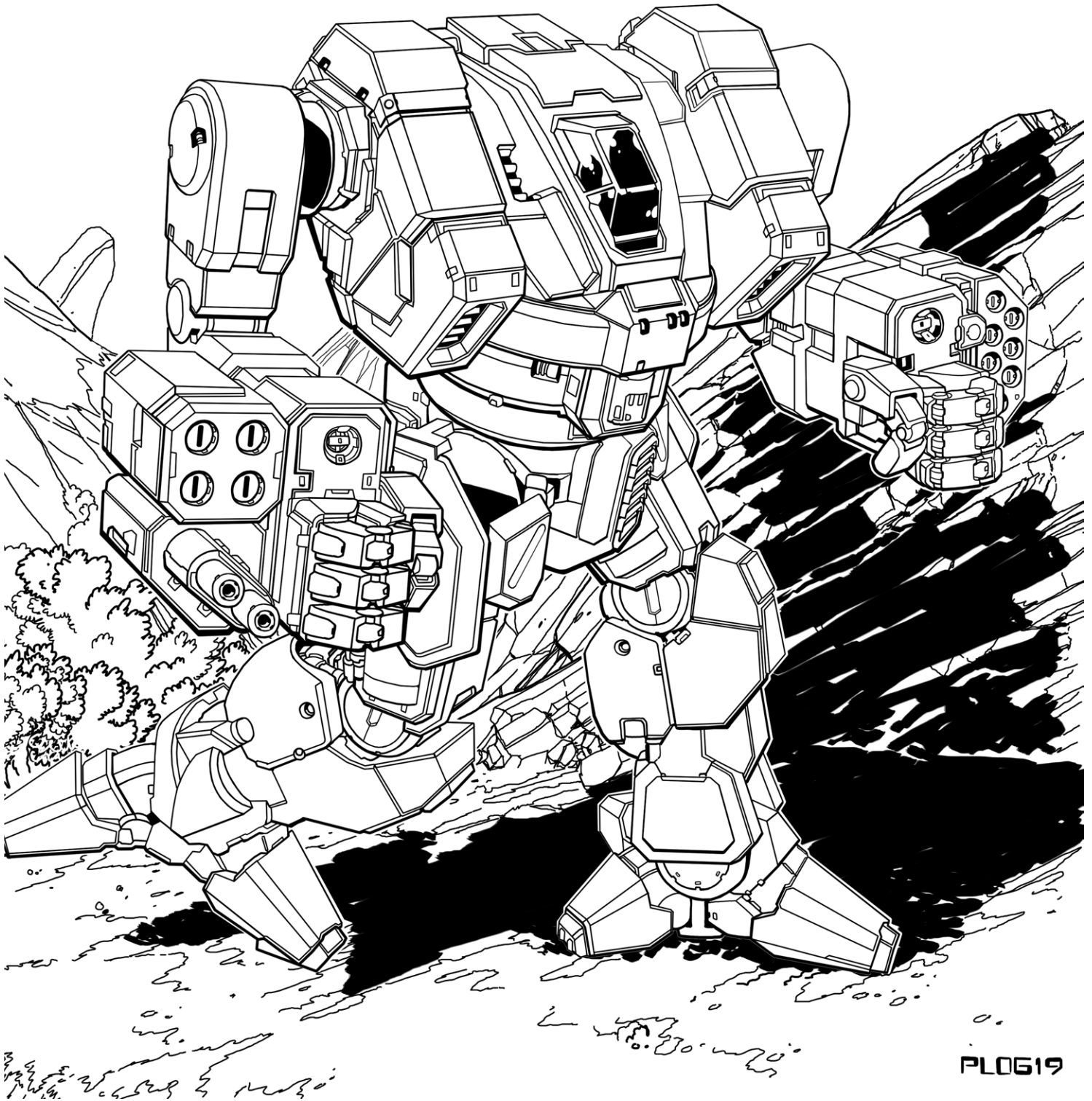
1 Delta Dart Long Range Missile 15-Rack

3 Diverse Optics Type 18 Medium Lasers

1 Bical Short Range Missile Twin-Rack

2 Voelkers 200 Machine Guns

MIST LYNX (KOSHI)



PL0619

CLASS: Light Clan OmniMech

MASS: 25 tons

SPEED: 119 kph

JUMP JETS: Clan Light Series Mk I (180 m)

ARMOR: 3.5 tons Compound H17 Ferro-Fibrous

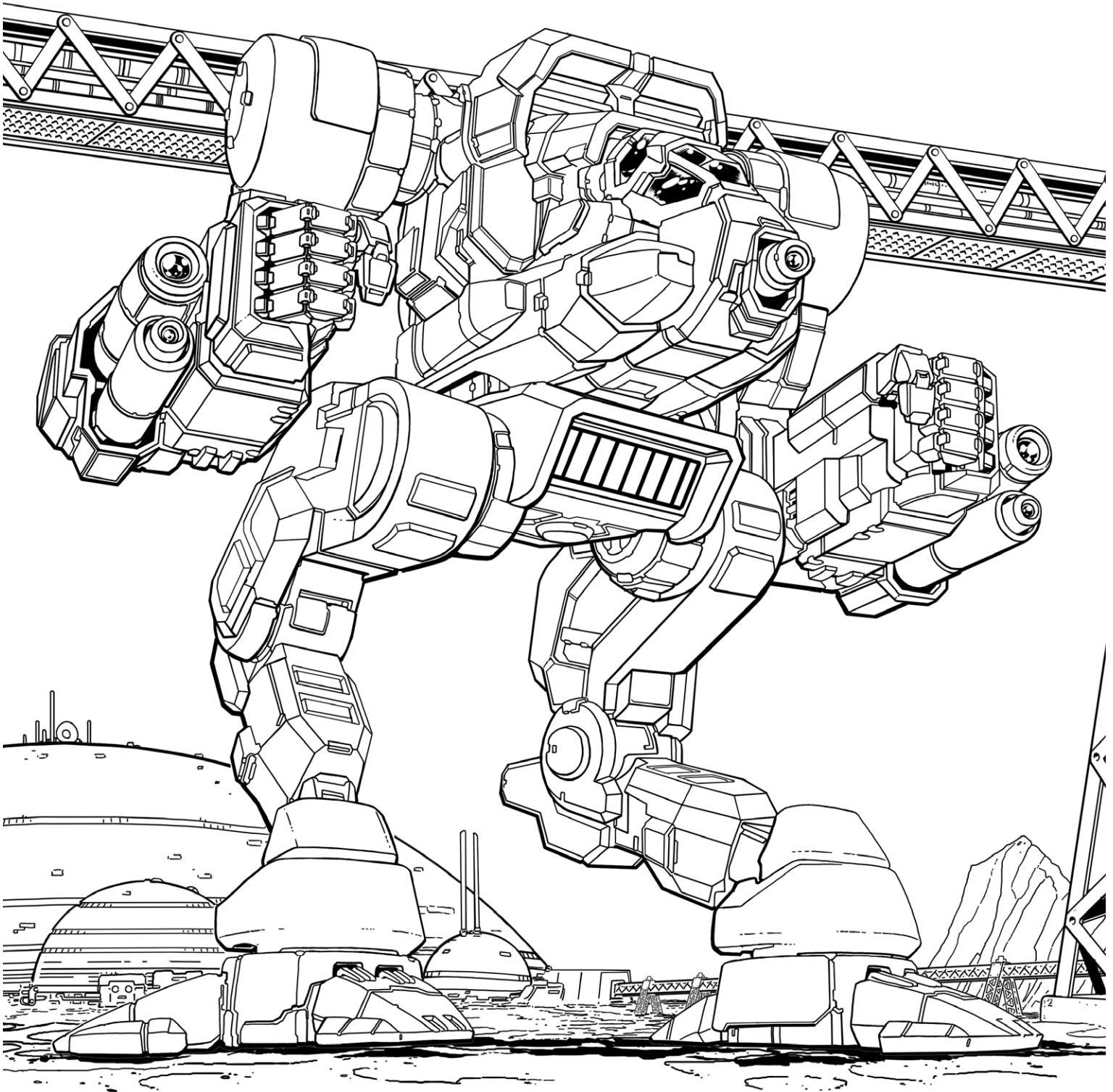
ARMAMENT: 1 Active Probe

1 LRM-10

1 Streak SRM-4

2 Machine Guns

STORMCROW (RYOKEN)



CLASS: Medium Clan OmniMech

MASS: 55 tons

SPEED: 97 kph

JUMP JETS: None

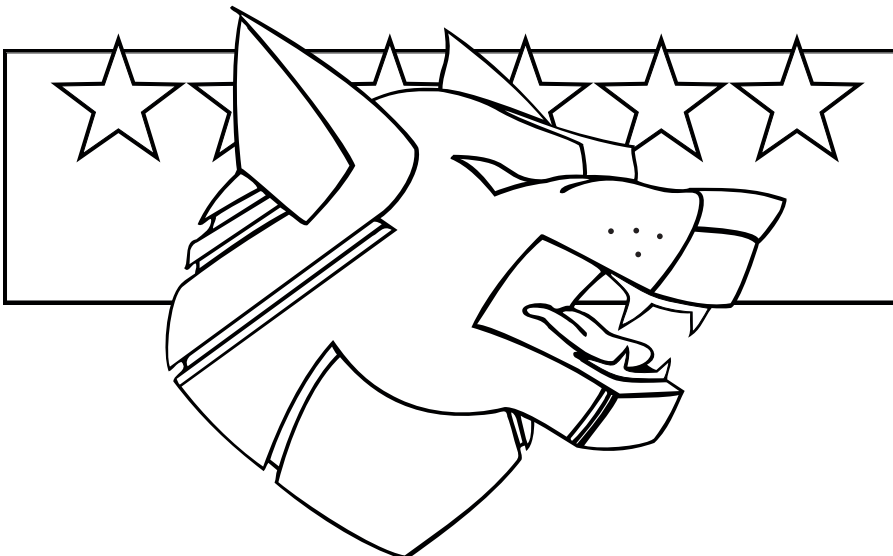
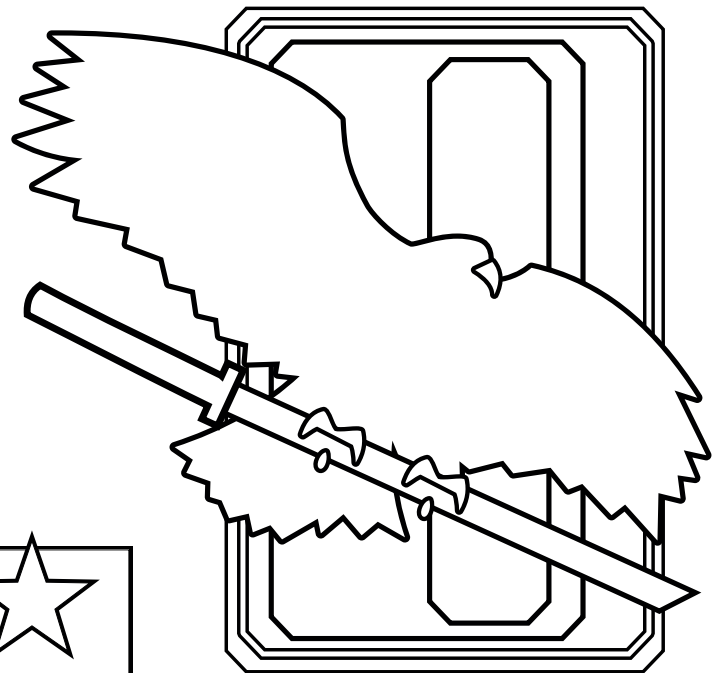
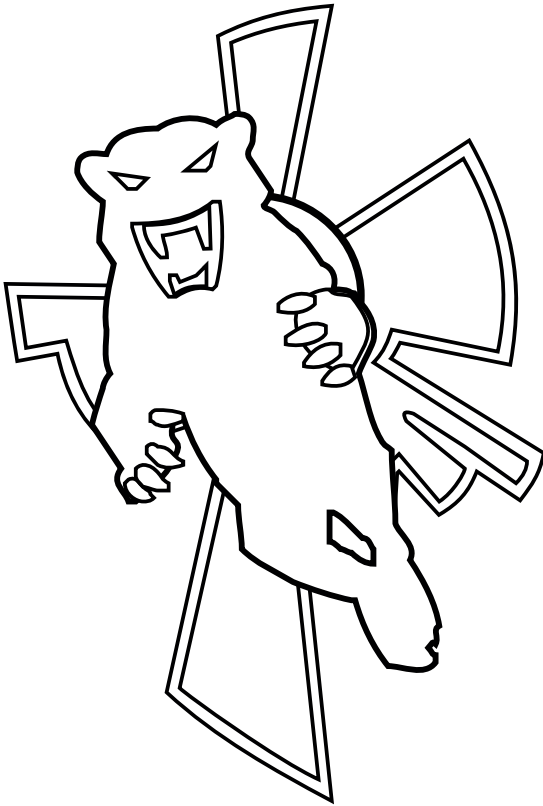
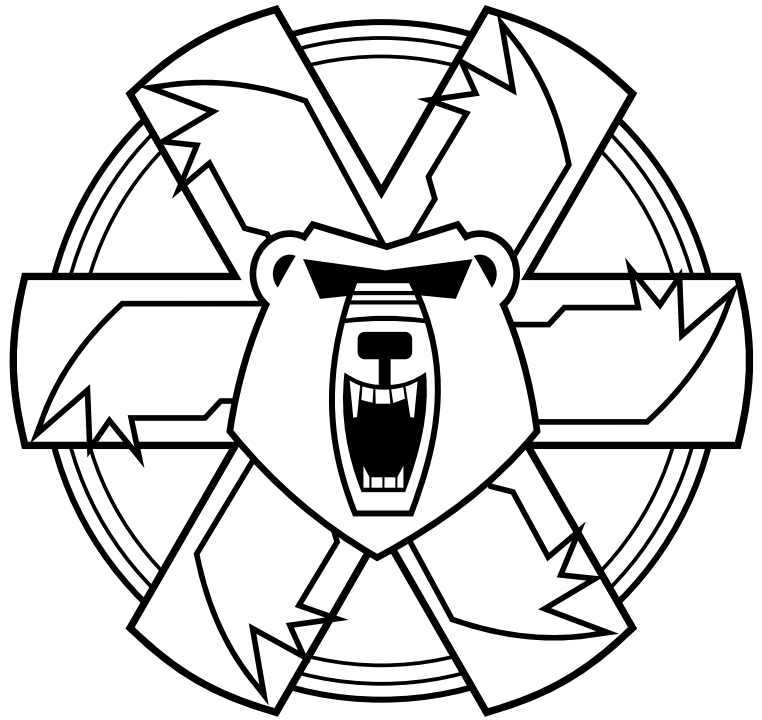
ARMOR: 9.5 tons Compound H17/2 Ferro-Fibrous

JUMP JETS: None

ARMAMENT: 3 ER Medium Lasers

2 ER Large Lasers

CLAN INSIGNIAS



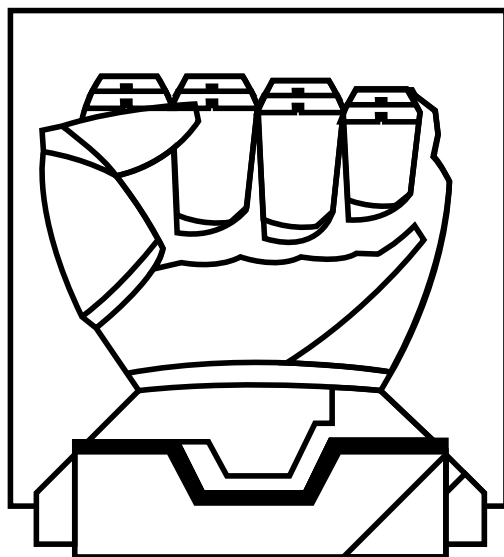
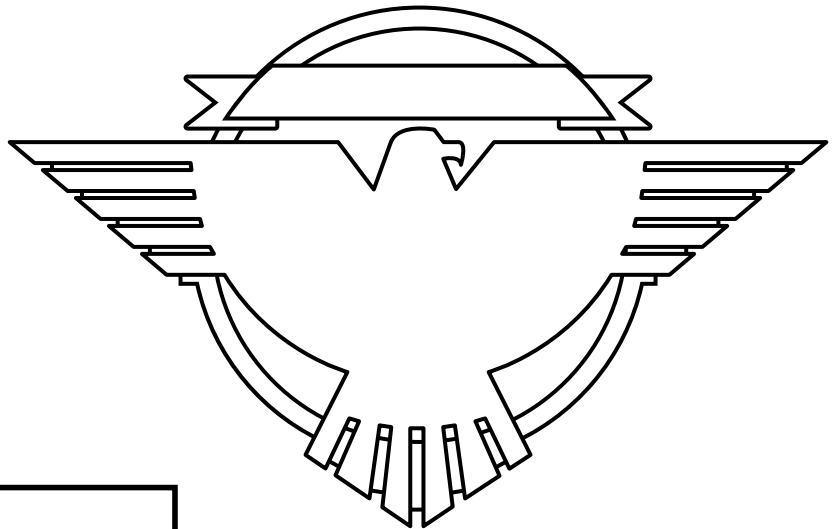
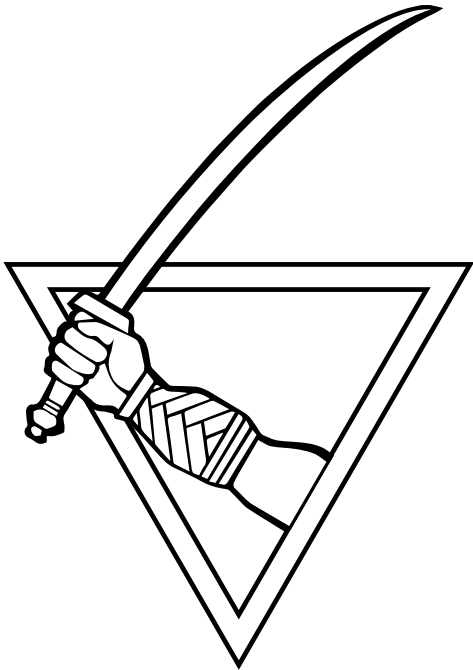
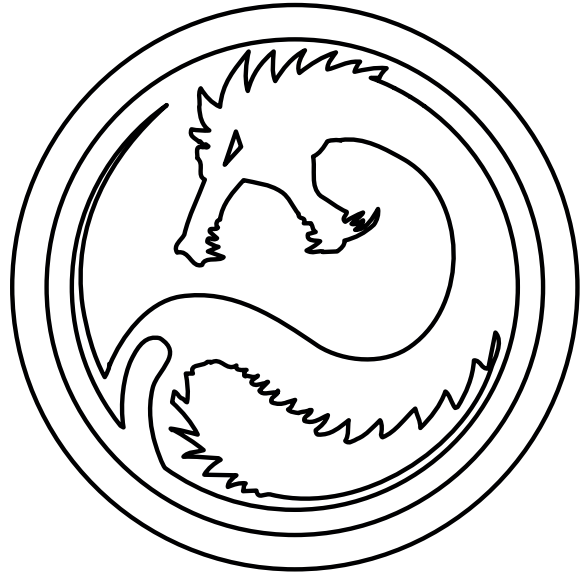
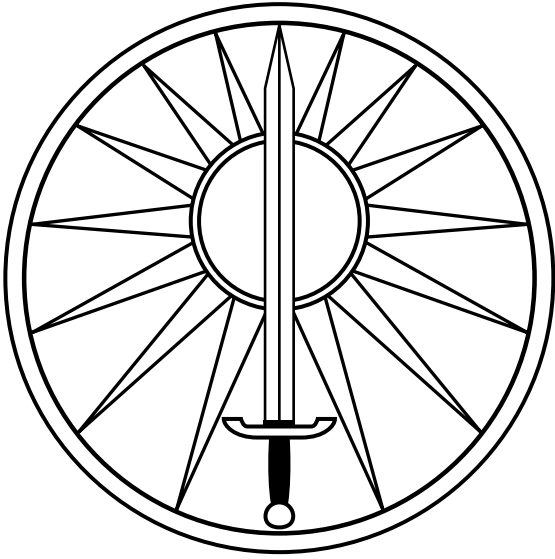
CLAN GHOST BEAR

CLAN SMOKE JAGUAR

CLAN JADE FALCON

CLAN WOLF

GREAT HOUSE INSIGNIAS



HOUSE DAVION

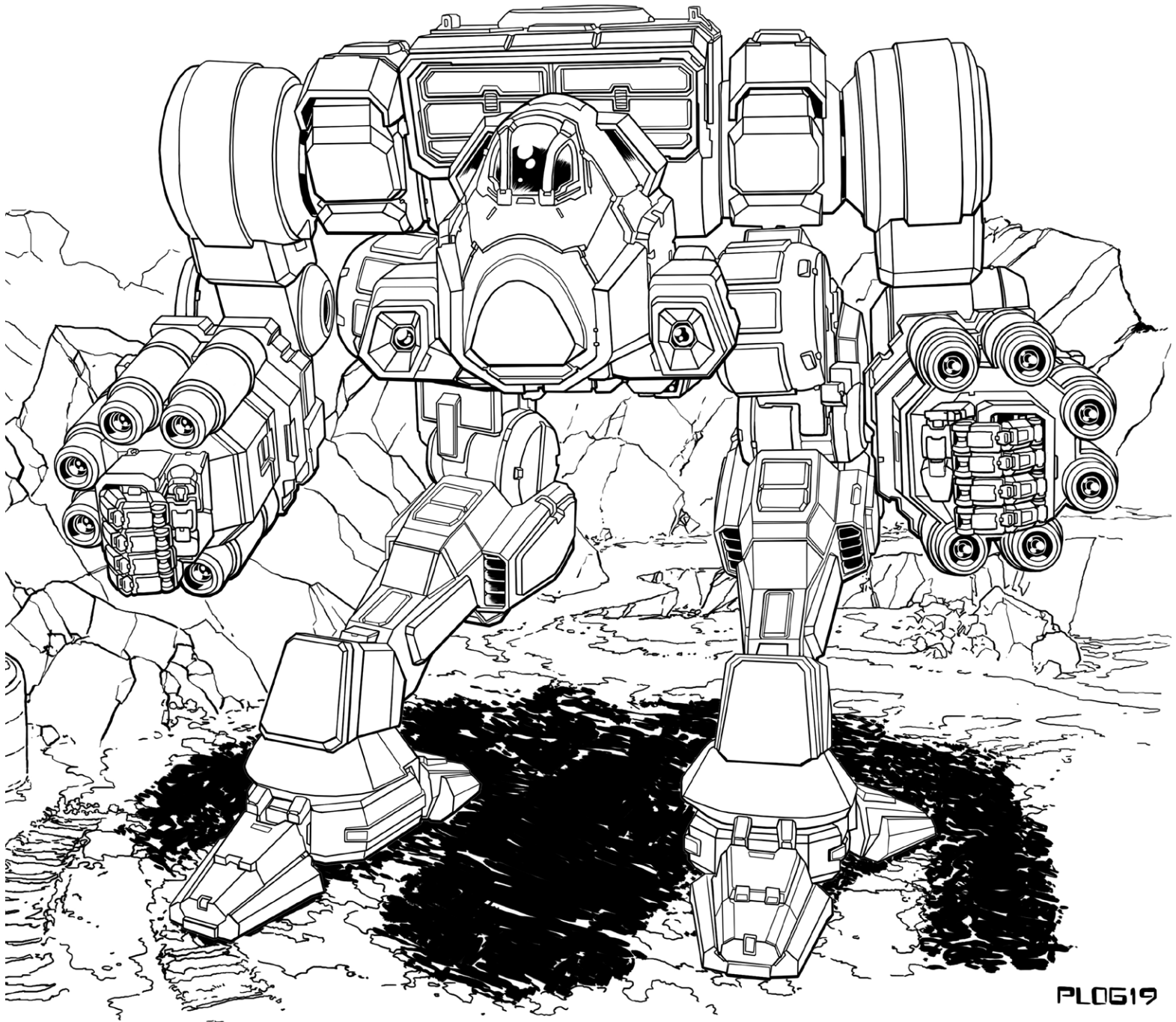
HOUSE KURITA

HOUSE LIAO

HOUSE MARIK

HOUSE STEINER

NOVA (BLACK HAWK)



PL0619

CLASS: Medium Clan OmniMech

MASS: 50 tons

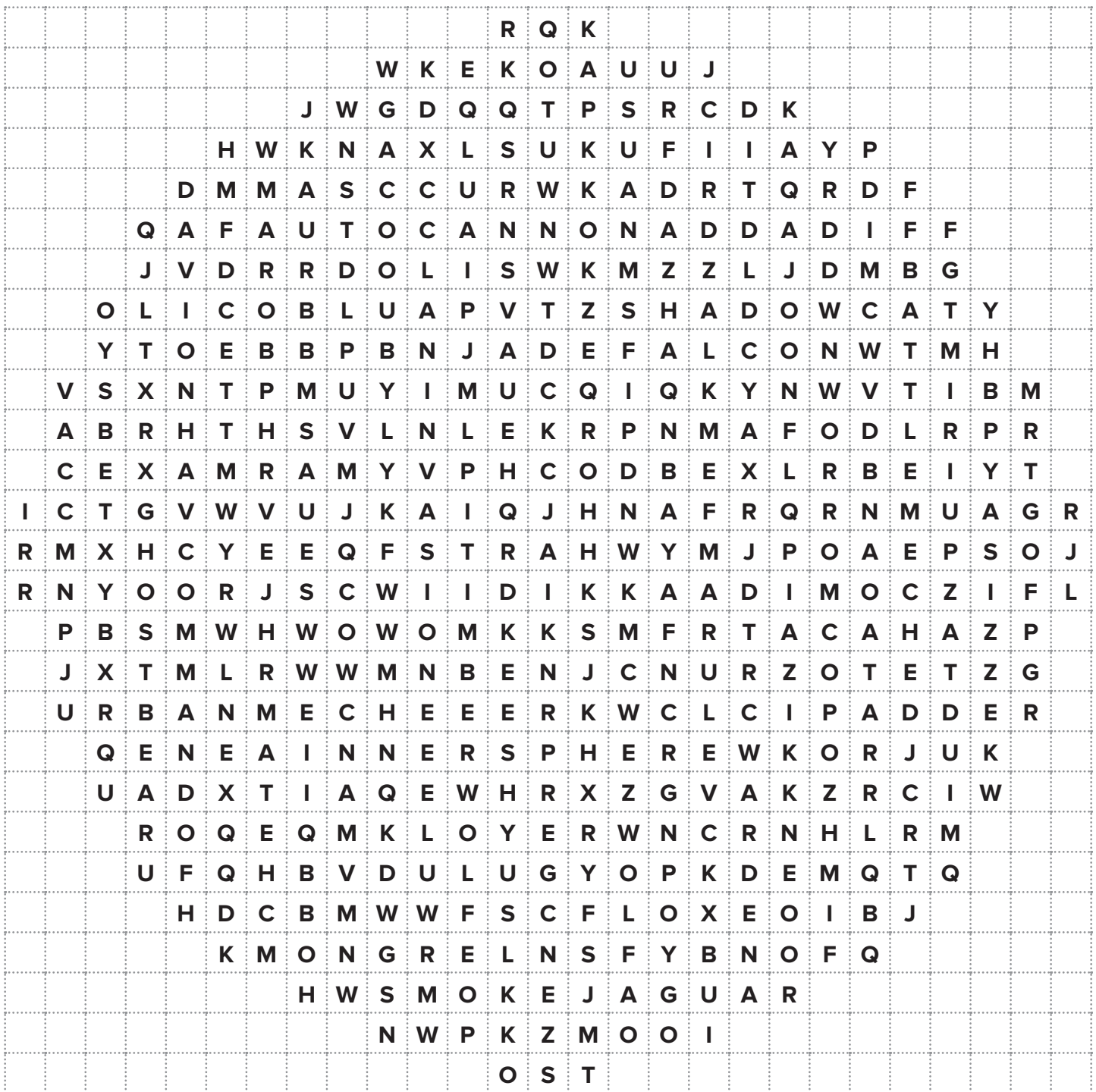
SPEED: 86 kph

JUMP JETS: Clan Standard Type A2 (150 m)

ARMOR: 10 tons Forge Type HH30

ARMAMENT: 12 ER Medium Lasers

WORD SEARCH



ADDER
AUTOCANNON
AWESOME
BATTLEMECH
CLAN INVASION
COMMANDO
CRUSADER
DAVION
EXECUTIONER

GHOST BEAR
INNER SPHERE
JADE FALCON
KERENSKY
KURITA
LIAO
LOCUST
LRM
MARIK

MECHWARRIOR
MONGREL
SHADOW CAT
SMOKE JAGUAR
STEINER
TIMBER WOLF
URBANMECH
WARDEN
WOLF

DEAL-A-BATTLE

Cut out this page and the next (or copy or print them out) and cut out the twenty-two framed cards. (Multiple copies can be added to your deck as well.)

Shuffle the cards together and deal, face down, an equal number to yourself and your opponent (eleven cards each).

Take turns flipping over your top card and compare the digits to see who has the higher number—that player wins that card battle!

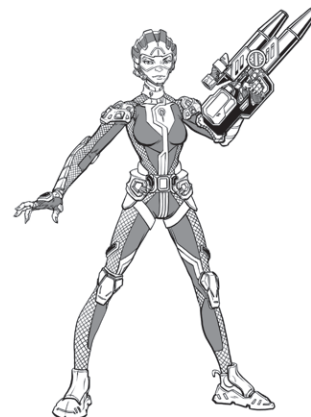
The victor of each card battle sets aside both cards (for ties, keep flipping until there is a winner; they keep all of those fought-over cards). Once all have been flipped, the owner of the most cards wins the war! If there's still a tie, players can play again to determine the ultimate power in the Inner Sphere! (Or tally up all the points each player collected and the higher score wins.)

1



1

1



1

2



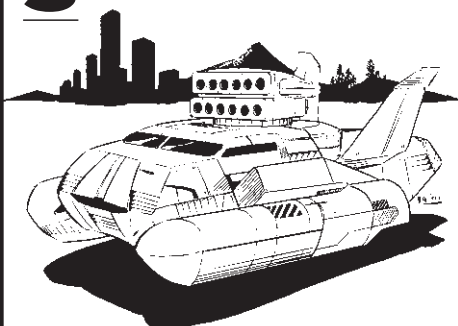
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2



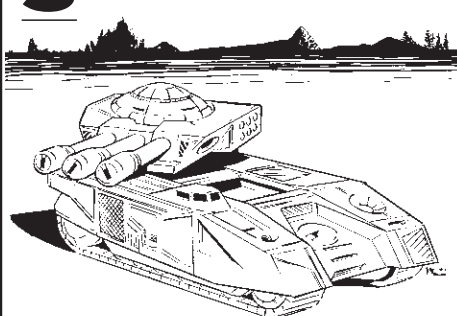
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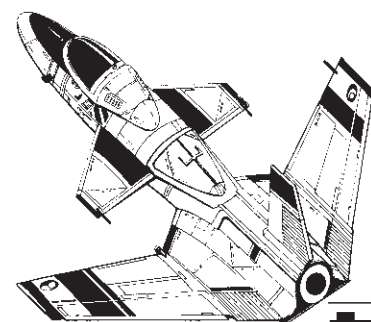
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3



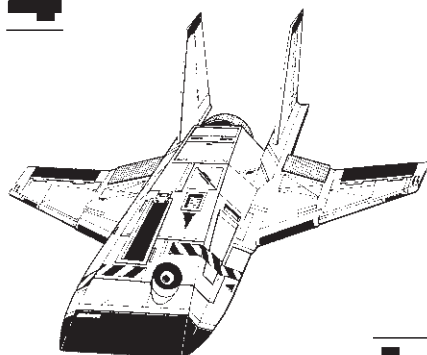
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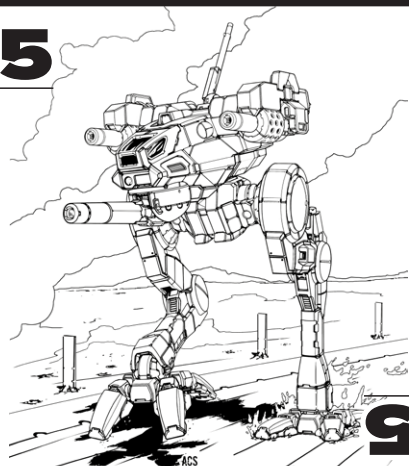
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4



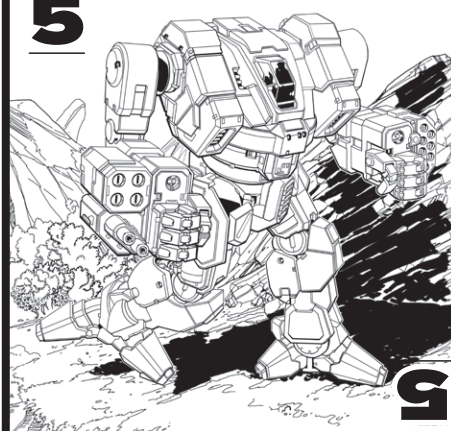
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5

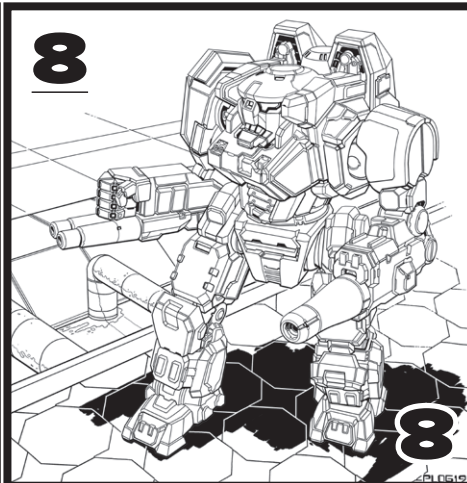
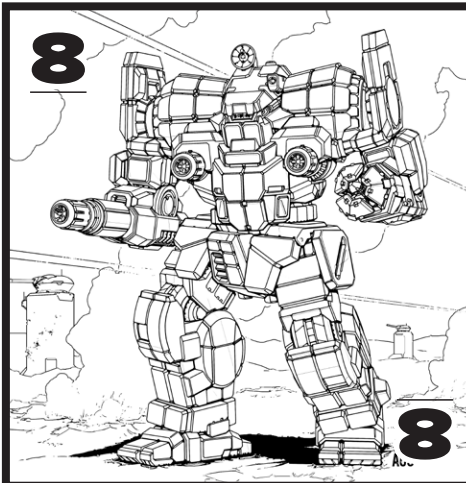
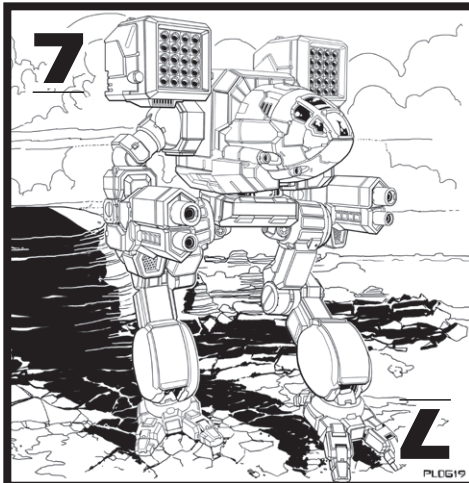
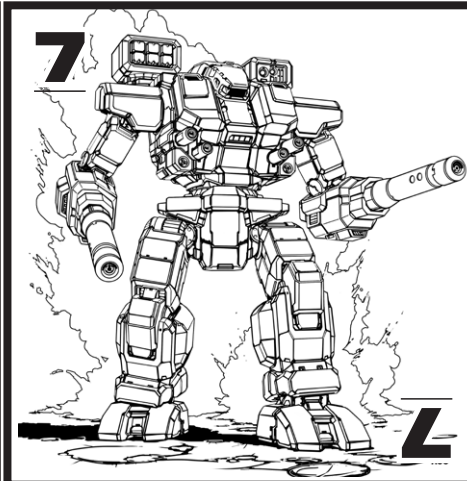
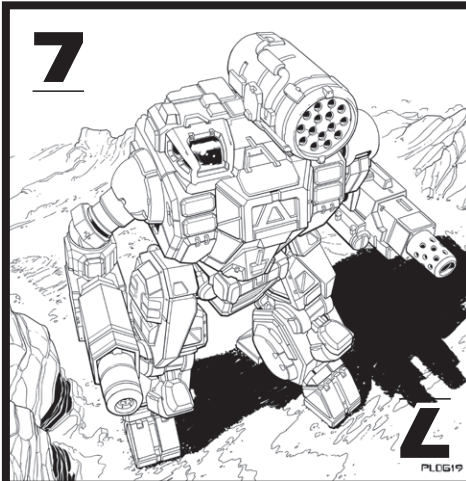
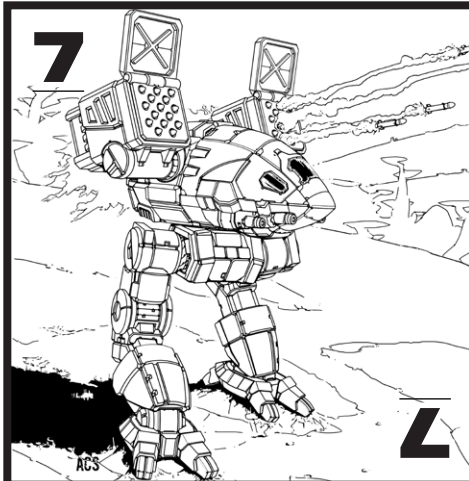
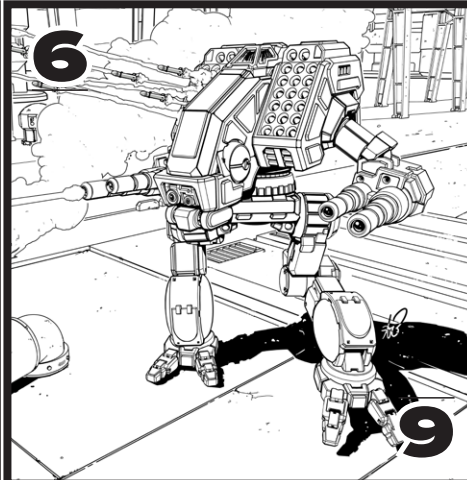
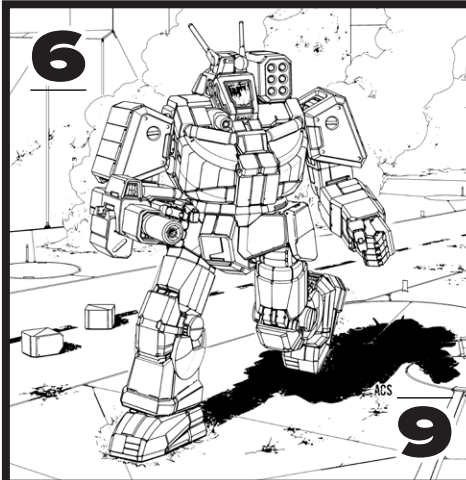
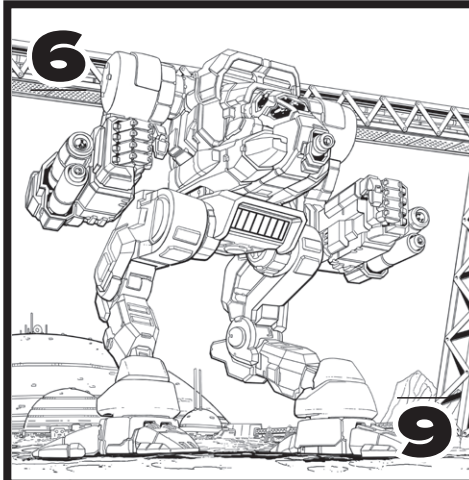
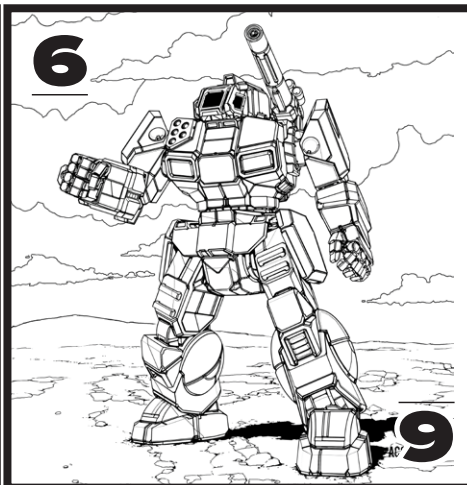
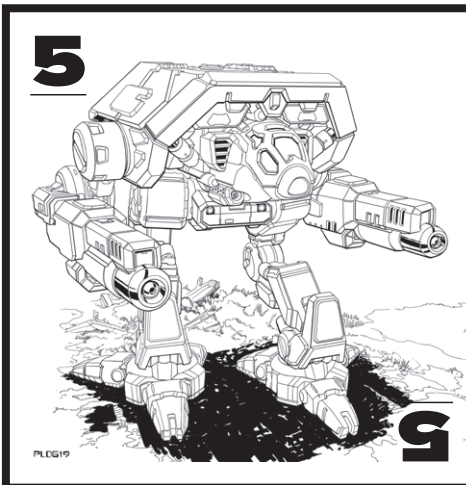
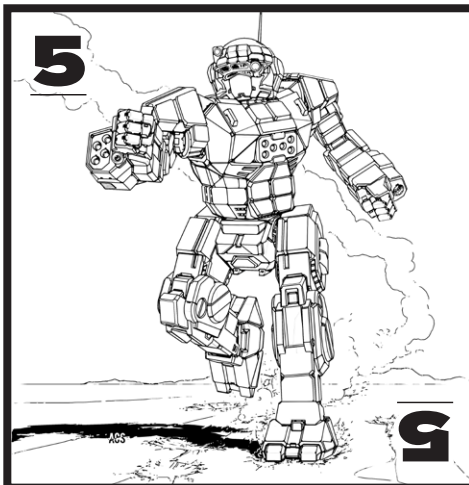


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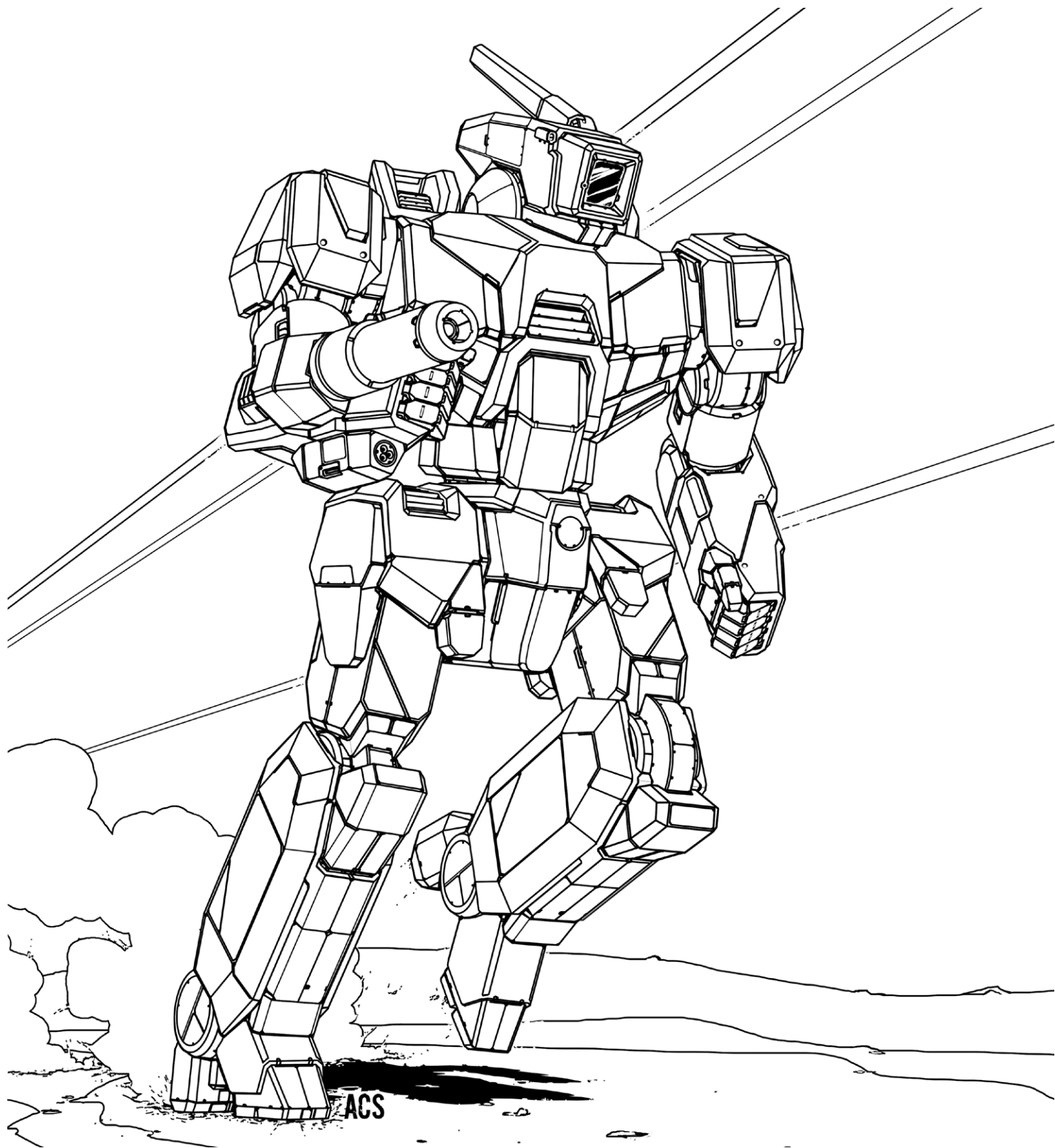
5



5



STG-3R STINGER



CLASS: Light BattleMech

MASS: 20 tons

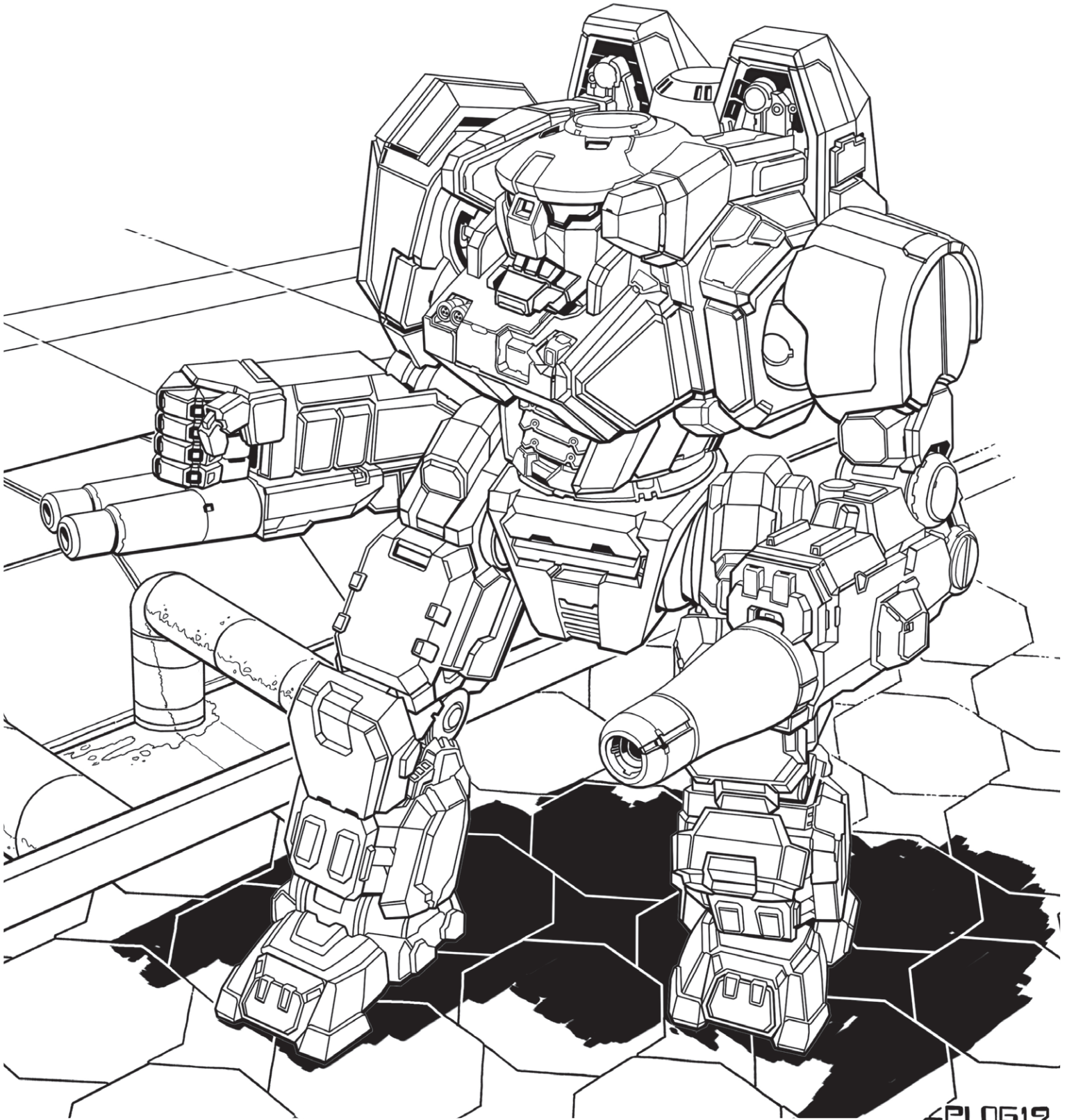
SPEED: 97 kph

JUMP JETS: Chilton 360 (180 m)

ARMOR: 3 tons Riese 100

ARMAMENT: 1 Omicron 3000 Medium Laser
2 LFN Linblad Machine Guns

EXECUTIONER (GLADIATOR)



CLASS: Assault Clan OmniMech

MASS: 95 tons

SPEED: 86 kph (with MASC)

JUMP JETS: Pryzhok WM 10 (120 m)

ARMOR: 13.5 tons Arcadia Compound

Delta VII Ferro-Fibrous

ARMAMENT: 1 Gauss Rifle

2 ER Large Lasers

2 Machine Guns

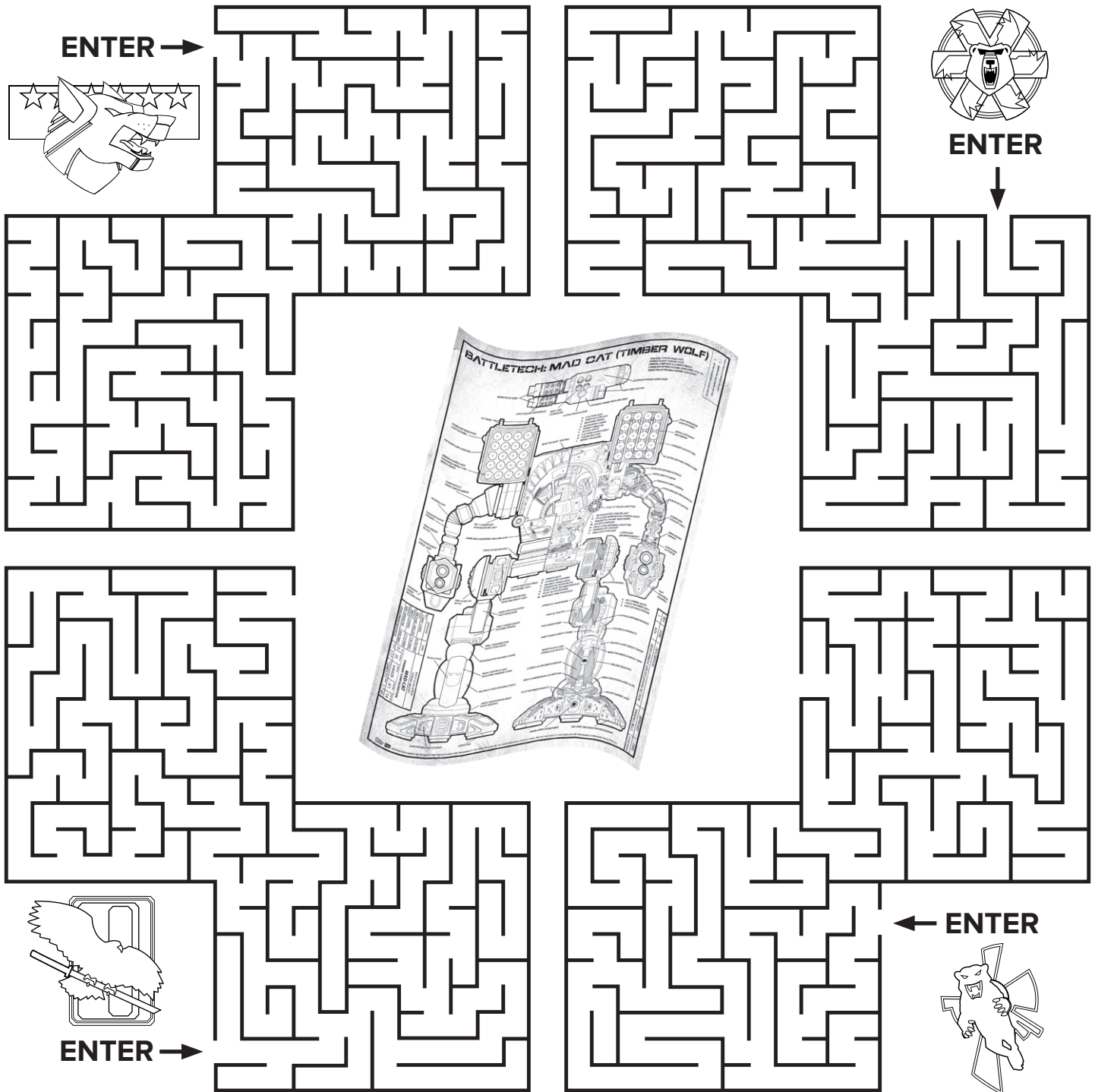
PL0619

MAZE

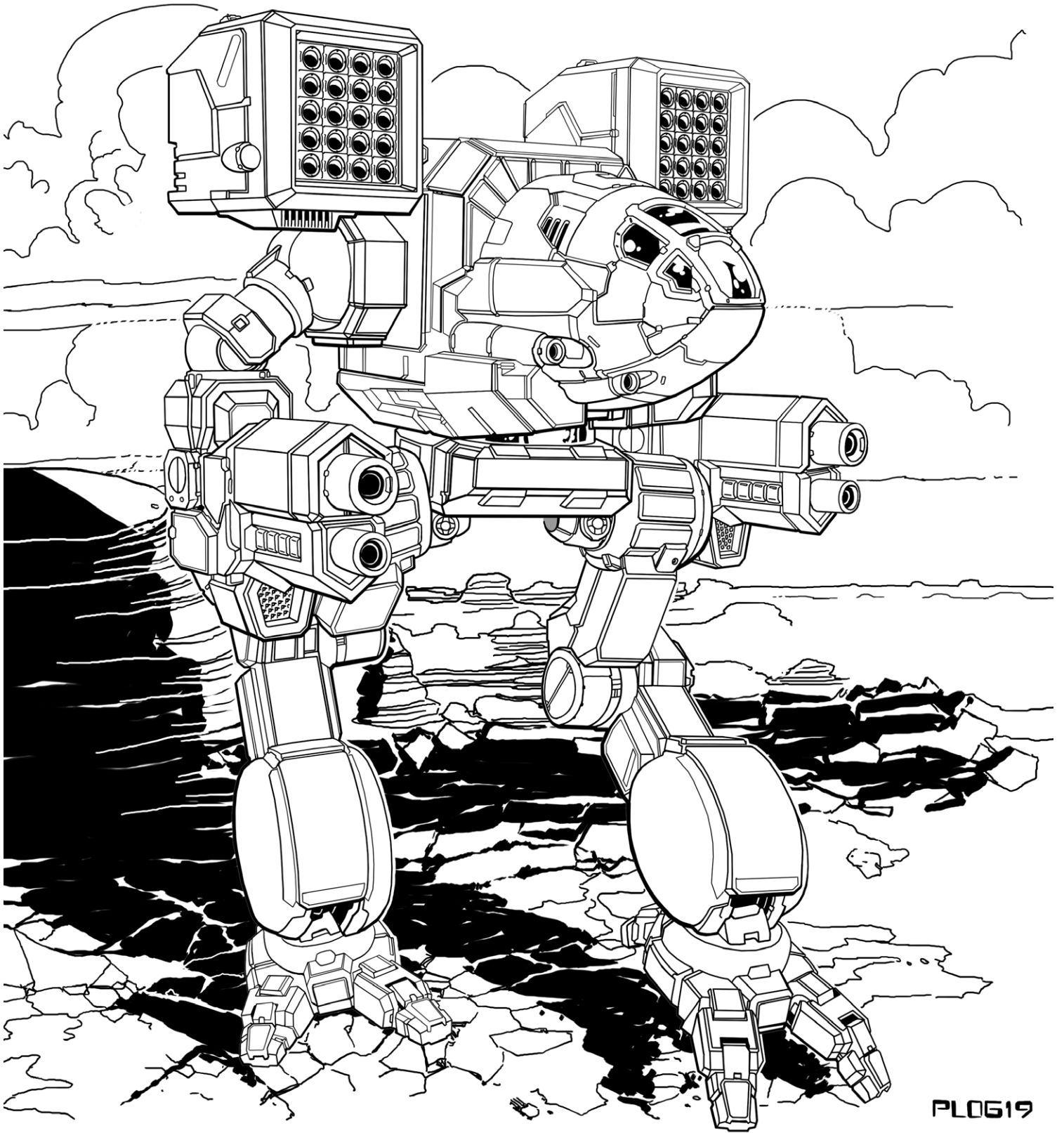
Four Clan MechWarriors want to capture the specs of a new OmniMech configuration at the center of Clan Coyote's vault. They are racing to see who will be able to pilot this dangerous new weapon platform in Operation Revival's first wave!

You can compete with your friends to see who gets through their maze first!
Or time each of your own attempts and see which Clan is fastest.

Seyla!



TIMBER WOLF (MAD CAT)



PL0619

CLASS: Heavy Clan OmniMech

MASS: 75 tons

SPEED: 86 kph

JUMP JETS: None

ARMOR: 12 tons Composite A-2 Ferro-Fibrous

ARMAMENT: 2 ER Large Lasers

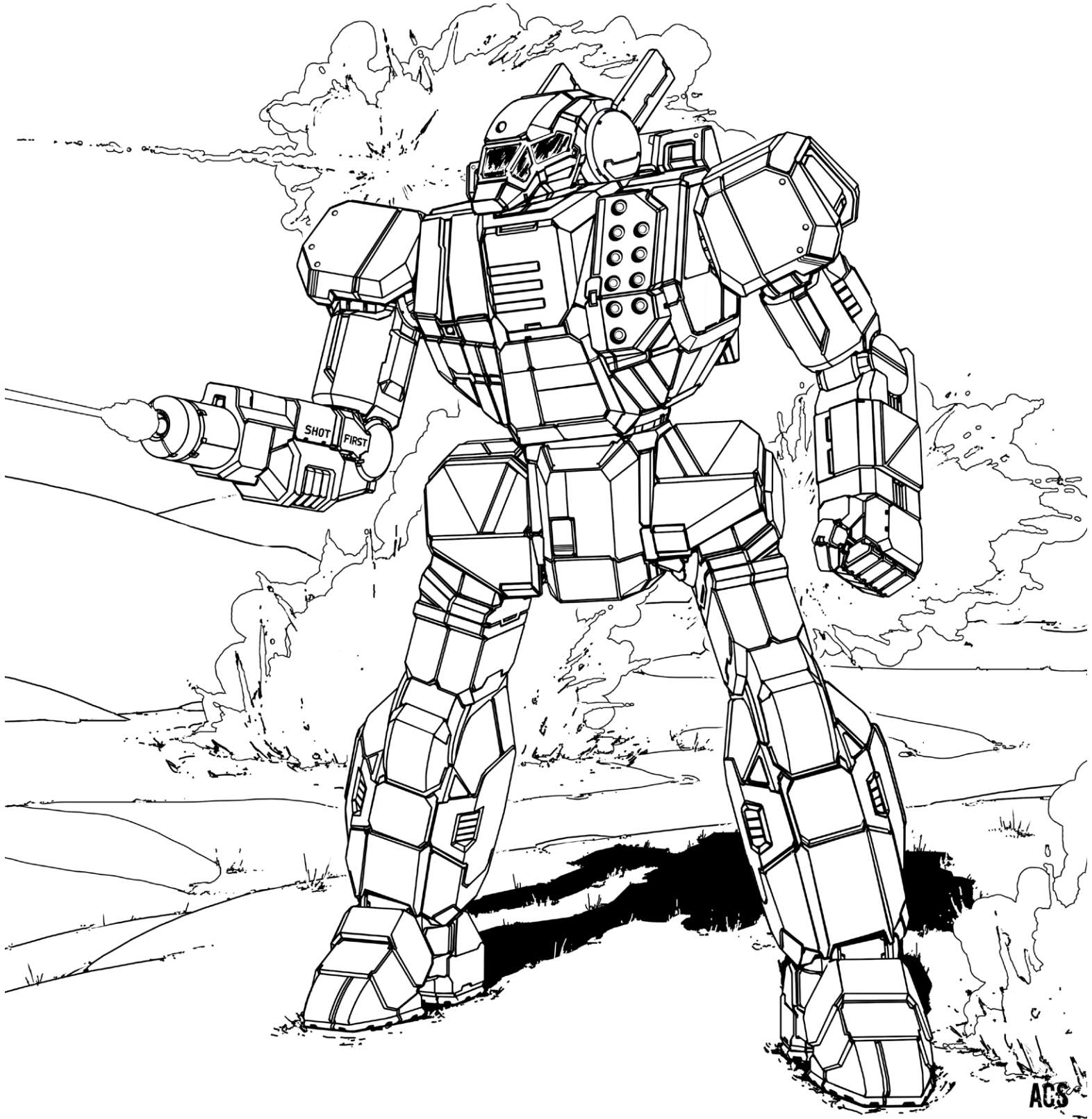
2 ER Medium Lasers

1 Medium Pulse Laser

2 LRM-20s

2 Machine Guns

VLK-QA VALKYRIE



CLASS: Light BattleMech

MASS: 30 tons

SPEED: 86 kph

JUMP JETS: Norse Industries 3S (150 m)

ARMOR: 6 tons Riese 470

ARMAMENT: 1 Sutel IX Medium Laser

1 Devastator Series-7 LRM-10

WORD SEARCH

CLAN WOLF PERIPHERY TARGETS

BLACKSTONE

BUTTE HOLD

CRELLACOR

DRASK'S DEN

FERRIS

GUSTRELL

OBERON

PAULUS

PLACIDIA

SIGURD

THE ROCK

A	I	D	I	C	A	L	P	A	C	I	N	C	P	W	F	S	M	F	A
Y	U	O	O	Y	K	Z	R	R	B	S	S	D	J	A	D	P	H	X	X
B	L	A	C	K	S	T	O	N	E	D	M	K	I	G	U	P	Q	Y	U
J	R	F	E	I	P	T	X	O	F	Z	R	G	R	Y	X	L	G	P	B
O	D	P	R	S	B	L	M	S	H	C	K	A	V	E	V	E	U	T	U
Y	Z	R	P	I	G	E	V	K	U	M	C	M	S	Y	Z	N	N	S	T
K	E	W	L	I	L	S	J	M	W	K	O	U	A	K	W	Q	Q	E	T
F	M	R	D	Z	G	F	I	G	E	M	R	M	Y	Y	S	U	Z	Q	E
L	V	M	I	H	A	C	I	Y	F	C	E	L	R	W	K	D	S	R	H
A	F	C	K	I	U	V	B	B	Z	K	H	Y	L	C	P	U	E	B	O
G	F	U	W	O	N	J	Z	B	Q	L	T	K	R	E	R	H	I	N	L
R	Q	G	W	X	J	B	U	G	F	A	O	E	K	A	R	J	U	J	D
J	Q	A	R	Q	O	N	Q	S	V	K	L	W	L	M	C	T	F	E	C
O	B	E	R	O	N	Y	U	K	U	L	B	I	V	Y	L	P	S	R	P
O	O	B	Q	T	E	A	V	G	A	T	H	M	I	S	Q	P	W	U	P
A	H	M	S	X	B	Y	H	C	Q	X	T	Z	F	I	L	S	X	I	G
J	C	I	L	I	S	K	O	X	V	L	N	V	P	G	V	N	R	A	H
K	J	W	X	H	W	R	M	J	K	I	V	D	P	U	H	G	Z	Z	Q
A	P	S	W	K	Q	G	R	B	U	R	W	J	L	R	J	J	I	C	W
Q	O	Q	A	D	L	G	L	D	V	D	B	Z	Q	D	Y	Z	F	A	Z

JADE FALCON 1ST WAVE TARGETS

ANYWHERE

BARCELONA

BONE-NORMAN

HERE

PERSISTENCE

TOLAND

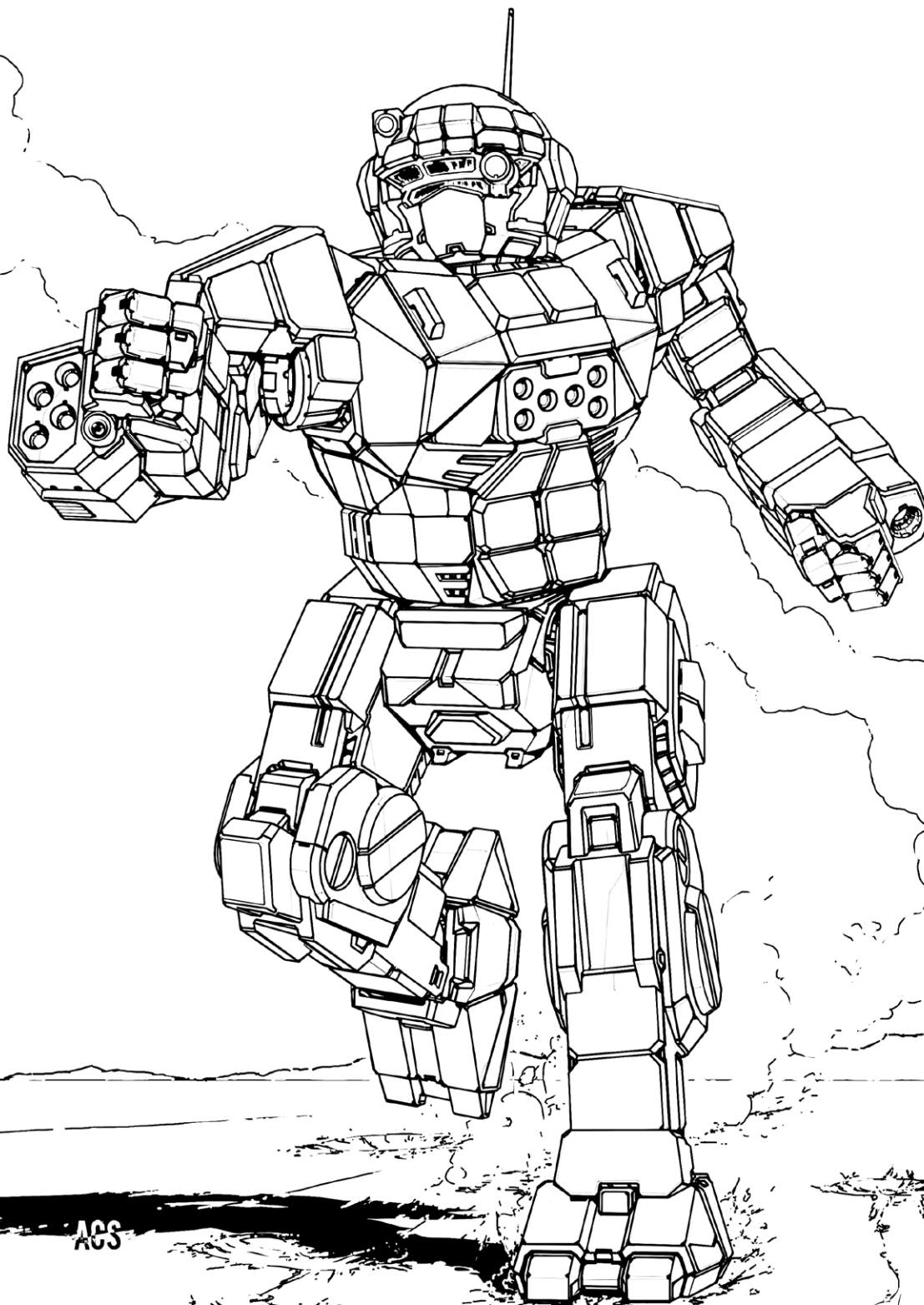
WINFIELD

TRELLWAN

STEELTON

D	A	L	M	U	H	J	N	Q	B	W	U	C	A	E	O	U	H	R	L
D	L	H	N	P	D	O	H	A	V	B	V	D	U	W	N	Y	X	D	F
X	L	E	N	C	T	H	R	I	Z	Q	Y	Y	U	O	Q	Q	L	I	C
D	O	S	I	L	A	C	E	N	E	U	I	V	X	Z	V	K	D	M	A
H	M	V	E	F	E	D	M	A	J	Z	O	T	C	H	I	V	C	X	Y
Y	G	E	L	L	N	N	N	W	H	P	A	C	K	M	P	B	D	X	M
B	T	M	O	I	C	I	X	L	I	E	X	G	Z	P	E	R	K	G	N
S	T	N	T	R	L	Y	W	L	N	Q	R	Y	J	U	R	G	B	Q	N
B	A	T	O	L	A	N	D	E	A	A	W	E	O	S	S	Y	O	G	N
A	O	B	C	J	R	R	Q	R	U	J	Y	V	K	H	I	F	H	O	K
G	D	N	G	X	L	X	E	T	Q	X	T	F	C	C	S	W	A	I	N
H	Y	L	E	V	R	C	B	Y	T	X	D	T	M	M	T	D	S	B	V
H	Y	O	T	N	E	N	M	J	O	X	W	R	M	V	E	G	M	P	E
L	N	S	H	X	O	X	Q	P	A	R	G	G	X	T	N	V	D	K	C
S	F	D	Z	Z	B	R	D	T	O	M	J	T	T	S	C	V	I	M	N
R	G	K	U	T	L	W	M	K	D	V	G	B	I	L	E	M	O	E	T
A	O	P	O	U	B	B	P	A	E	R	E	H	W	Y	N	A	O	M	T
U	N	D	N	S	E	J	Q	C	N	F	T	E	V	D	S	F	B	Q	C
Y	O	J	L	D	I	H	A	T	S	S	O	C	E	A	R	V	A	N	I
O	W	K	T	J	N	F	E	Z	H	G	H	W	C	R	U	Q	K	F	Y

COM-2D COMMANDO



CLASS: Light BattleMech

MASS: 35 tons

SPEED: 97 kph

JUMP JETS: None

ARMOR: 4 tons Lexington Limited

ARMAMENT: 1 Shannon Six-Shooter Missile Pack

1 Coventry 4-Tube Missile System

1 Defiance B3M Medium Laser

SUMMONER (THOR)

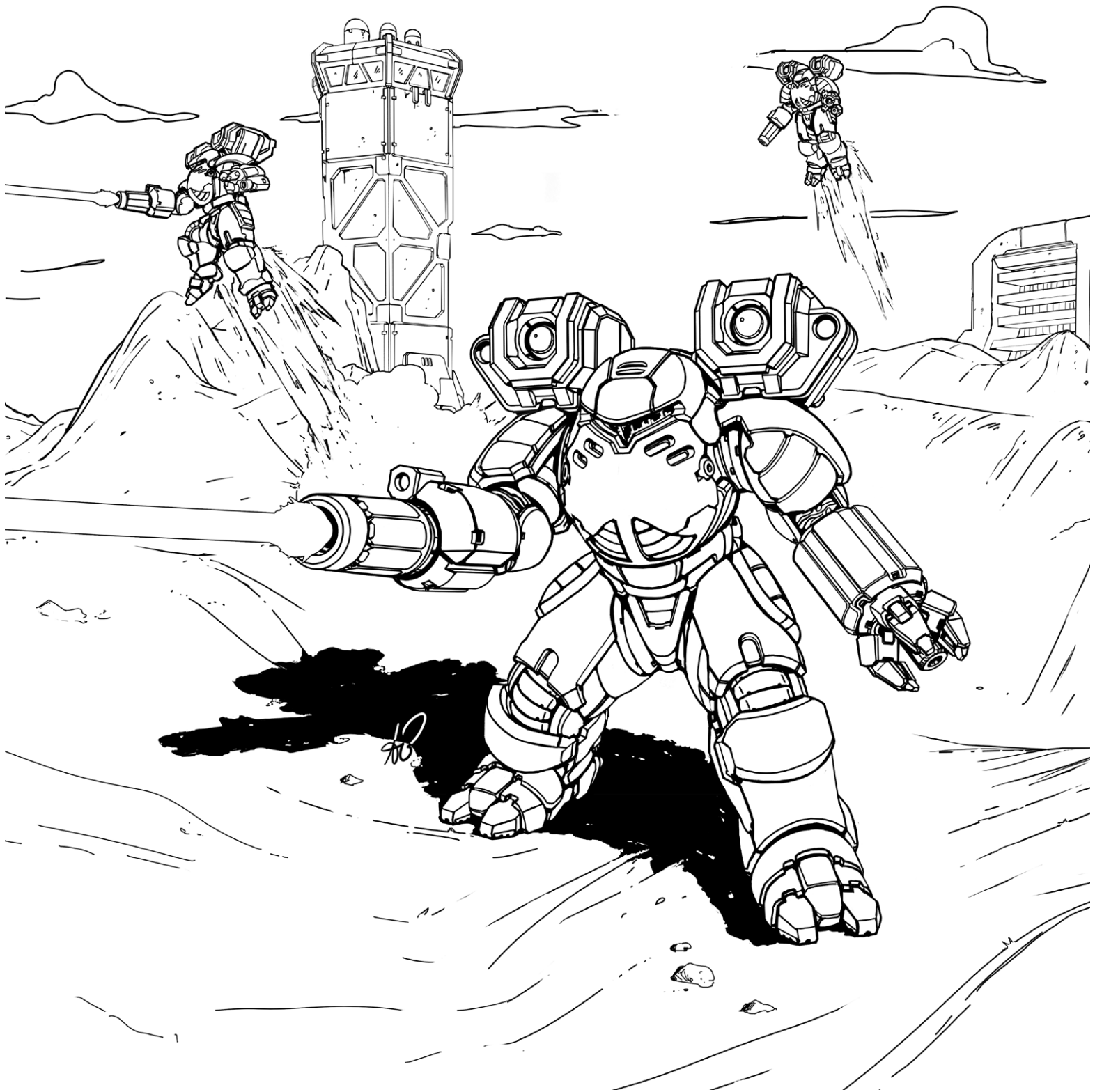


PL0619

CLASS: Heavy Clan OmniMech
MASS: 70 tons
SPEED: 86 kph
JUMP JETS: JF Standard (150 m)

ARMOR: 9.5 tons J63-3E Ferro-Fibrous
ARMAMENT: 1 LB 10-X Autocannon
1 LRM-15
1 PPC

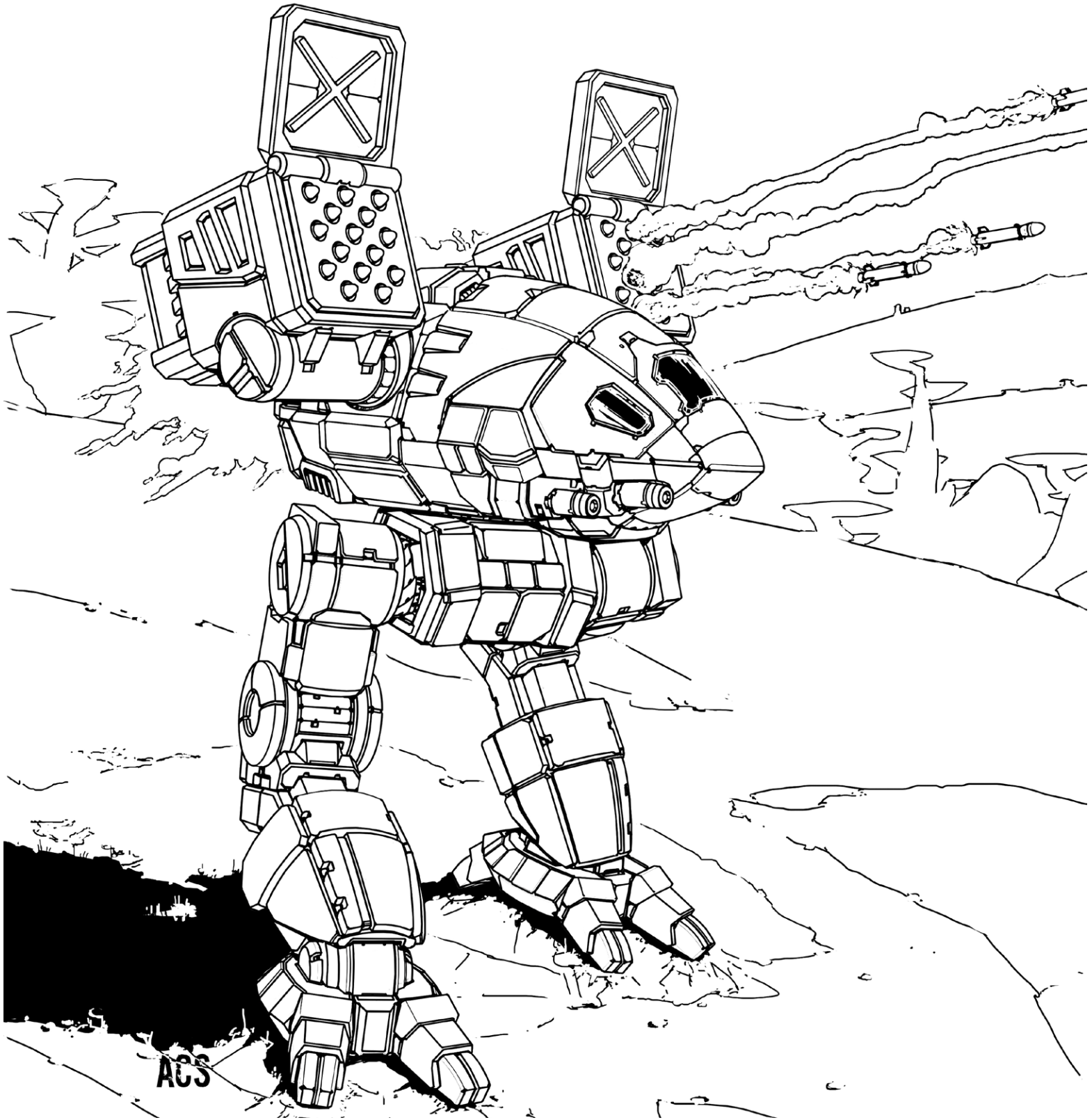
ELEMENTALS



CLASS: Clan Battle Armor
MASS: 1000 kg
SPEED: 10 kph
JUMP JETS: Standard (90 m)

ARMOR: 250 kg Standard
ARMAMENT: 1 Detachable SRM-2
1 Modular Weapon Mount
(Small Laser, Flamer, or Machine Gun)
1 Anti-Personnel Weapon Mount

CPLT-C1 CATAPULT



ACS

CLASS: Heavy BattleMech

MASS: 65 tons

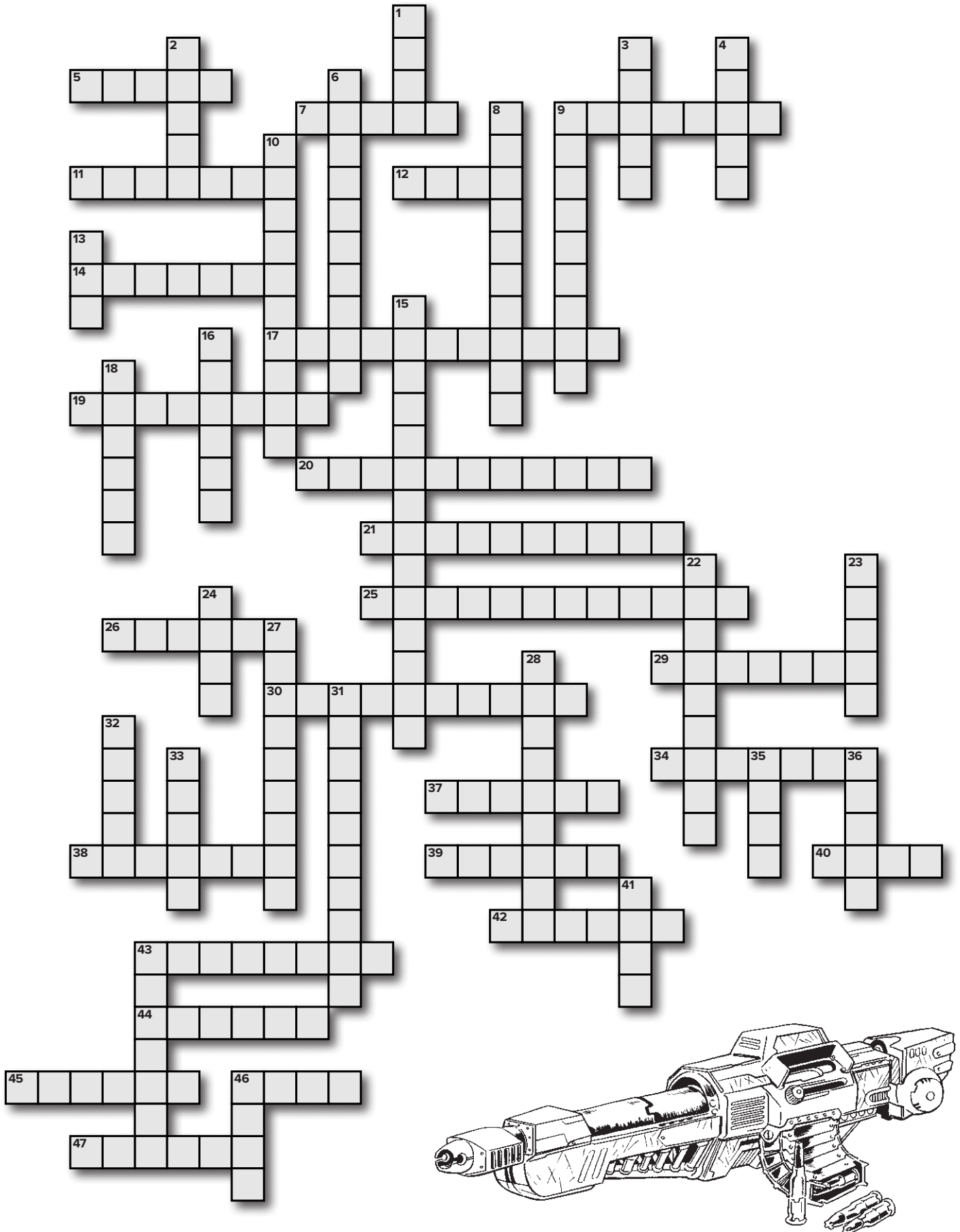
SPEED: 64 kph

JUMP JETS: Anderson Model 21 (120 m)

ARMOR: 10 tons Durallex Heavy

ARMAMENT: 2 Holly Long Range Missile 15 Packs
4 Martell Medium Lasers

CROSSWORD PUZZLE



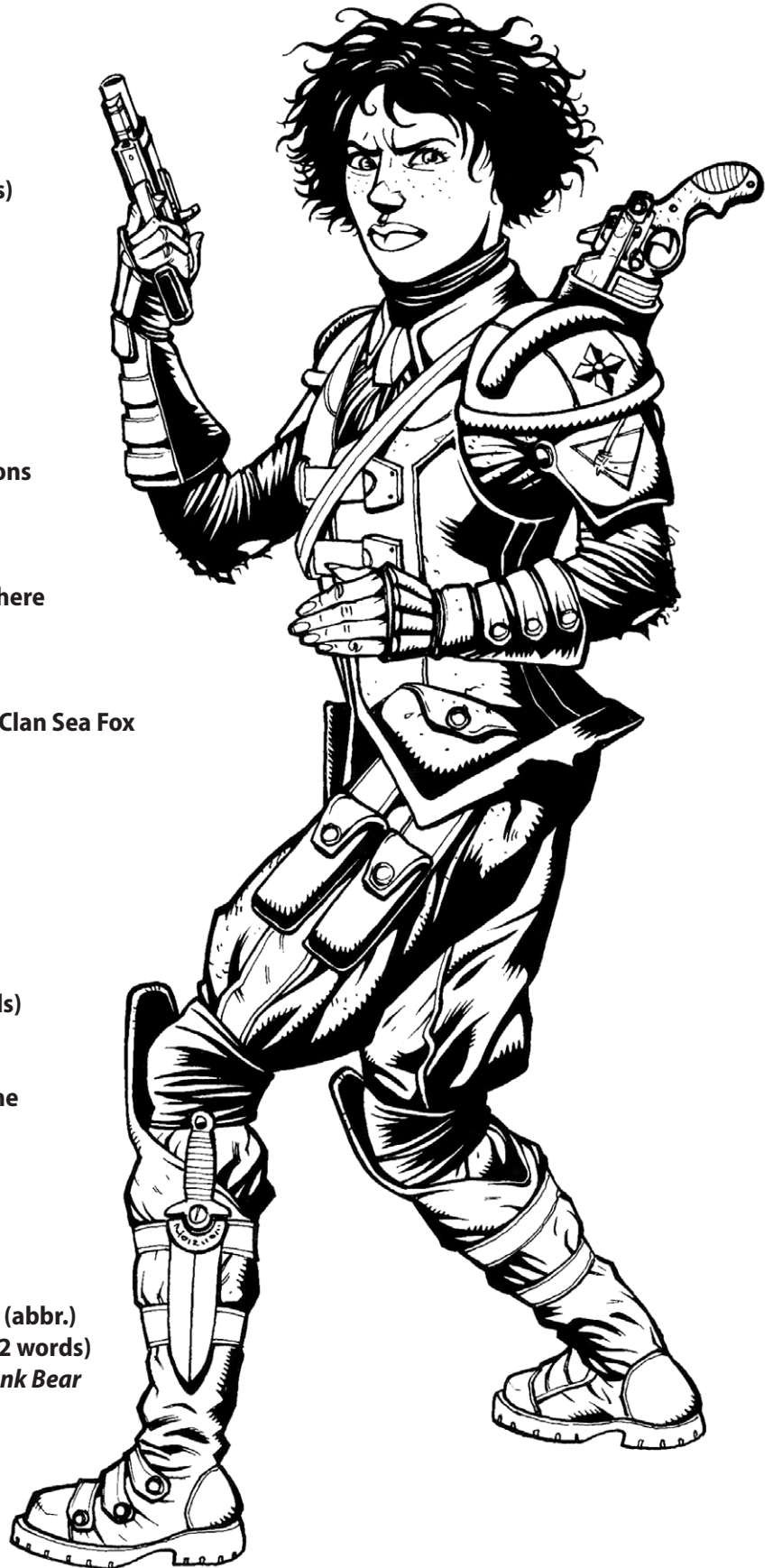
CROSSWORD CLUES

ACROSS

- 5 The Inner Sphere calls it a *Dragonfly*
- 7 Federated Suns First Prince c. 3025
- 9 A pilot's ability that helps them aim
- 11 Kuritan samurai code
- 12 Legendary *Archer* pilot
- 14 80-ton Assault 'Mech bristling with PPCs
- 17 Jungle-hunting feline Clan totem (2 words)
- 19 Destination of the first SLDF exodus
- 20 The BattleMech at home in a rainstorm?
- 21 Legendary Natasha's nickname (2 words)
- 25 Formerly Clan Sea Fox (2 words)
- 26 The Usurper of the Star League
- 29 Clan Invasion's Operation _____
- 30 AC/10 for example
- 34 Beowulf would not like this OmniMech
- 37 Common direct-energy BattleMech weapons
- 38 Lyran Archon c. 3025
- 39 BattleMech reactor's power source
- 40 A Lyran would say "Indomitable _____"
- 42 Enormous faction that spans the Inner Sphere in 3052, informally
- 43 Missile-boating Capellan BattleMech
- 44 'Mech muscles
- 45 Co-developer Clan of the OmniMech with Clan Sea Fox
- 46 Star League military (abbr.)
- 47 The Draconis Combine's Great House

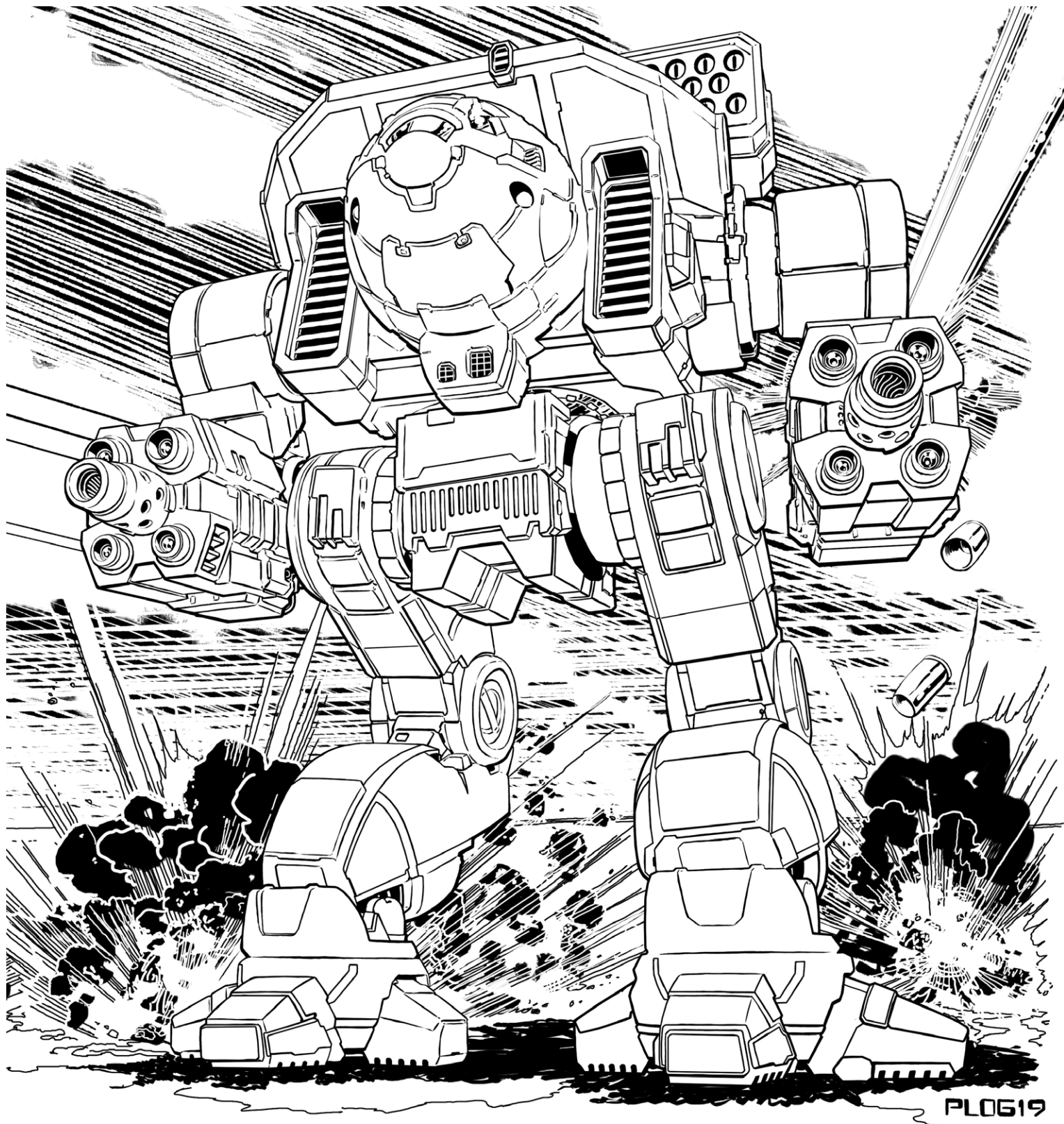
DOWN

- 1 "No _____, no galaxy"
- 2 CCAF's _____ Commandos
- 3 Long _____ Missile
- 4 Free World League's Great House
- 6 An emerald raptor's invading Clan (2 words)
- 8 Clan rules of honorable combat
- 9 A wintry ursine's invading Clan (2 words)
- 10 Clan Ghost Bear founding couple's surname
- 13 Young First Lord _____ Cameron
- 15 First Interstellar Government (2 words)
- 16 A Kuritan would say "Honor the _____"
- 18 Clan Nova Cat Khan c. 3052
- 22 Mortal insult to a trueborn Clanner
- 23 Common Inner Sphere currency
- 24 Group that ensures a merc's fair payment. (abbr.)
- 27 Clan OmniMech that avoids bright light? (2 words)
- 28 'Mech that could have been called the *Skunk Bear*
- 31 Wooden 75-ton OmniMech? (2 words)
- 32 A sacred Clanner's salute
- 33 A Davion would say "By Freedom's _____"
- 35 Council of _____ Archons
- 36 The _____ Creed of Kalvar
- 41 _____ of Blake
- 43 Ostensibly neutral faction
- 46 Capellan Confederation's capital planet



Stumped? Many answers can be found in the *BattleTech: A Game of Armored Combat Primer* or the *Clan Invasion Primer*...but not all of them!

DIRE WOLF (DAISHI)



CLASS: Assault Clan OmniMech

MASS: 100 tons

SPEED: 54 kph

JUMP JETS: None

ARMOR: 19 tons Compound 12B2 Standard

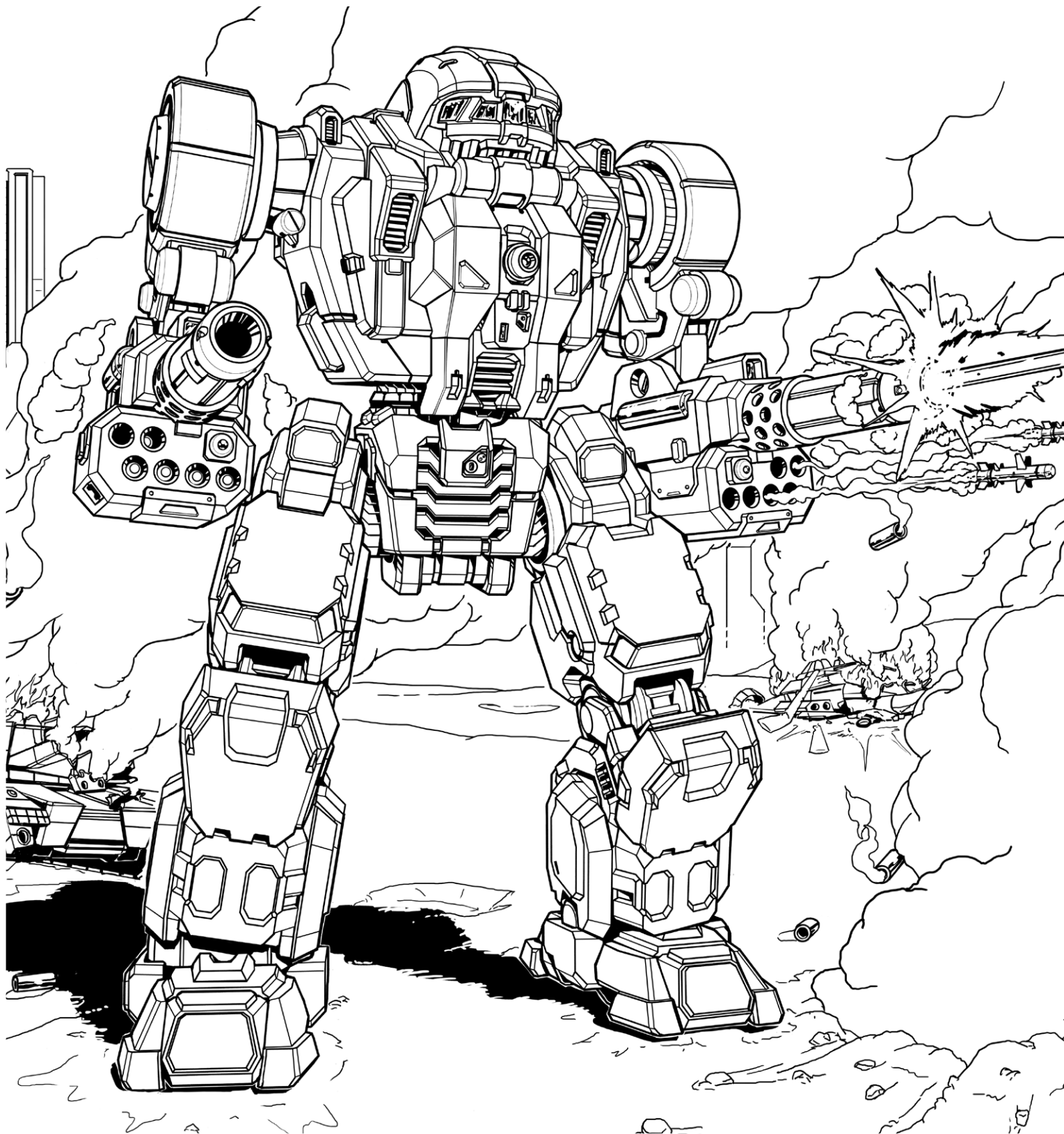
ARMAMENT: 4 ER Large Lasers

4 Medium Pulse Lasers

2 Ultra Autocannon/5s

1 LRM-10

GARGOYLE (MAN O' WAR)



CLASS: Assault Clan OmniMech

MASS: 80 tons

SPEED: 86 kph

JUMP JETS: None

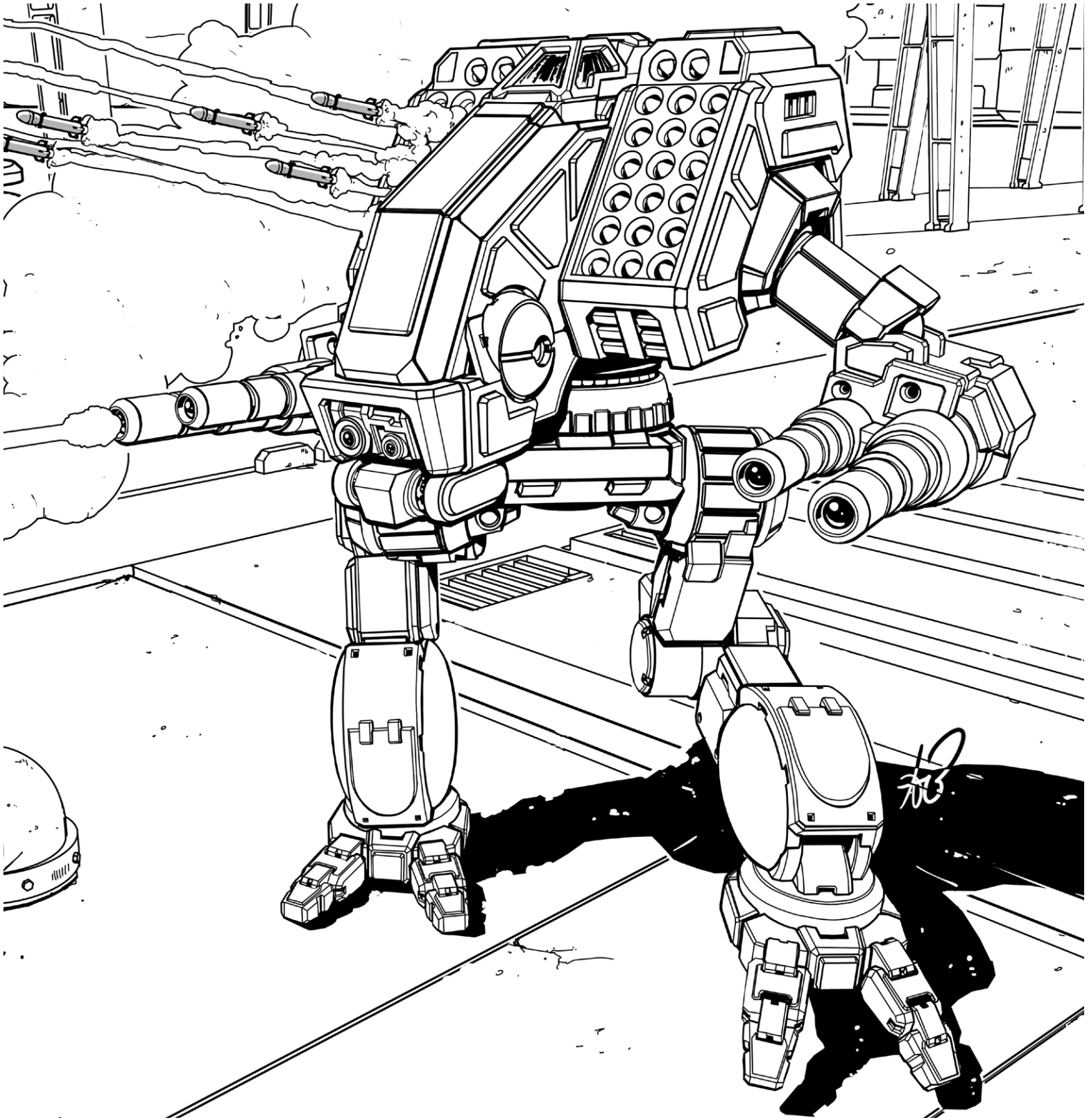
ARMOR: 11 tons Forging C629/j Ferro-Fibrous

ARMAMENT: 1 ER Small Laser

2 LB 5-X Autocannons

2 SRM-6s

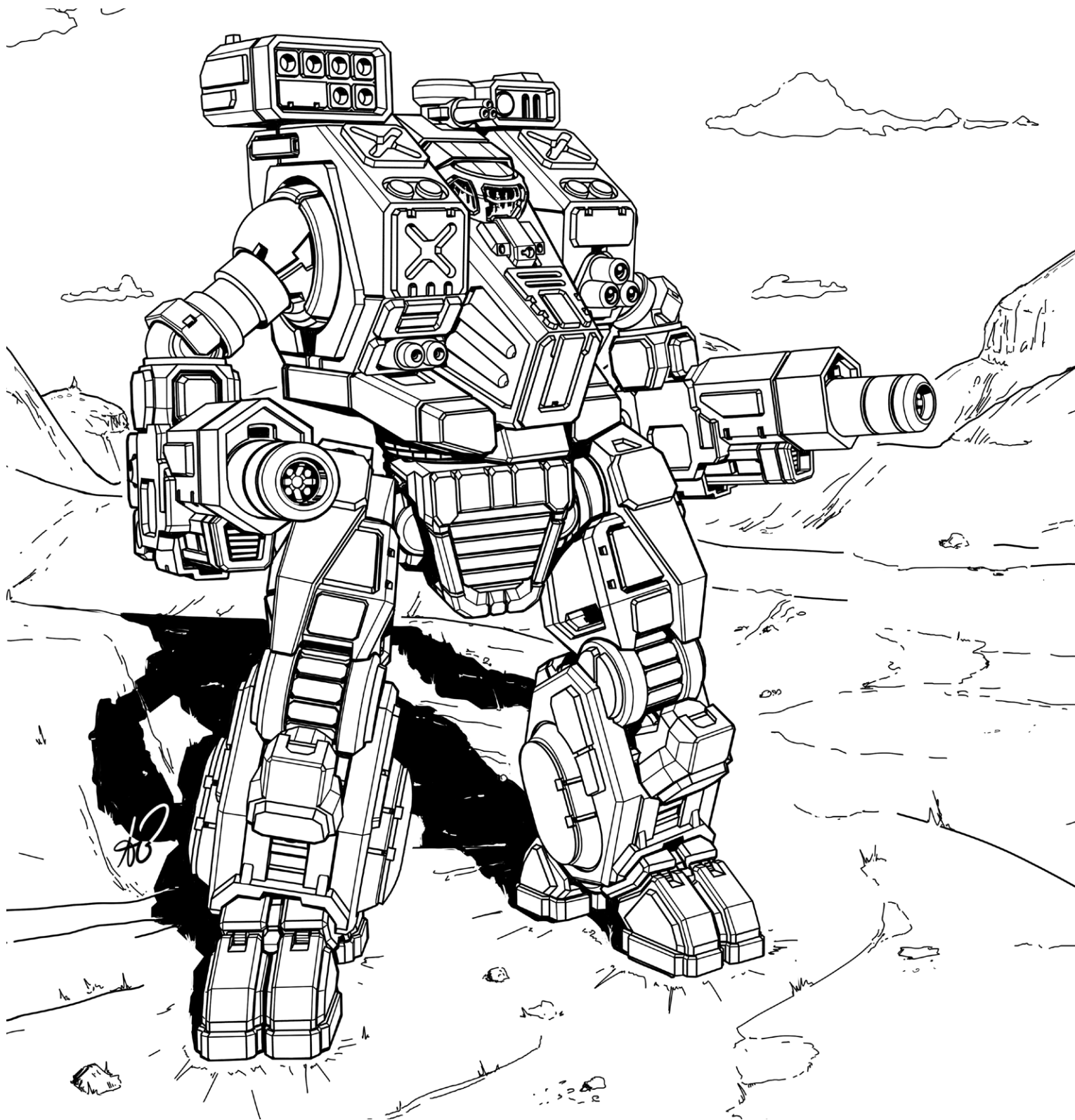
MAD DOG (VULTURE)



CLASS: Heavy Clan OmniMech
MASS: 60 tons
SPEED: 86 kph
JUMP JETS: None

ARMOR: 8.5 tons Compound SJ6CW Ferro-Fibrous
ARMAMENT: 2 LRM-20s
2 Medium Pulse Lasers
2 Large Pulse Lasers

HELLBRINGER (LOKI)



CLASS: Heavy Clan OmniMech

MASS: 65 tons

SPEED: 86 kph

JUMP JETS: None

ARMOR: 8 tons Forging Omni-H24

ARMAMENT: 1 ECM

1 Active Probe

1 Targeting Computer

1 Anti-Missile System

2 ER PPCs

4 Anti-Personnel Pods

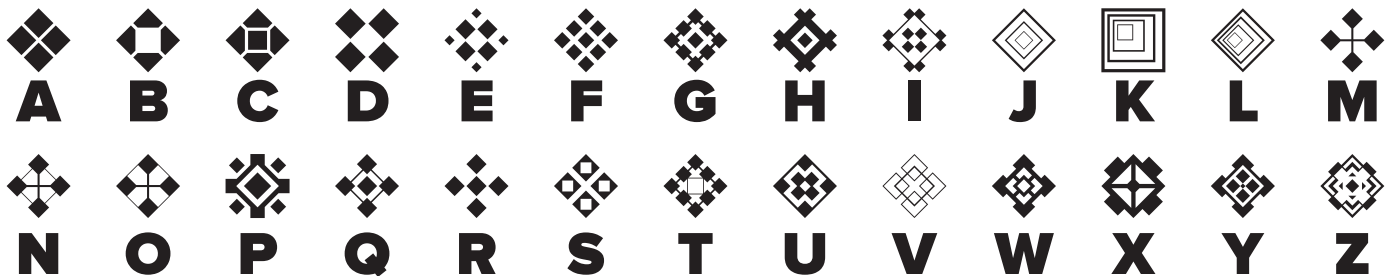
3 ER Medium Lasers

1 Streak SRM-6

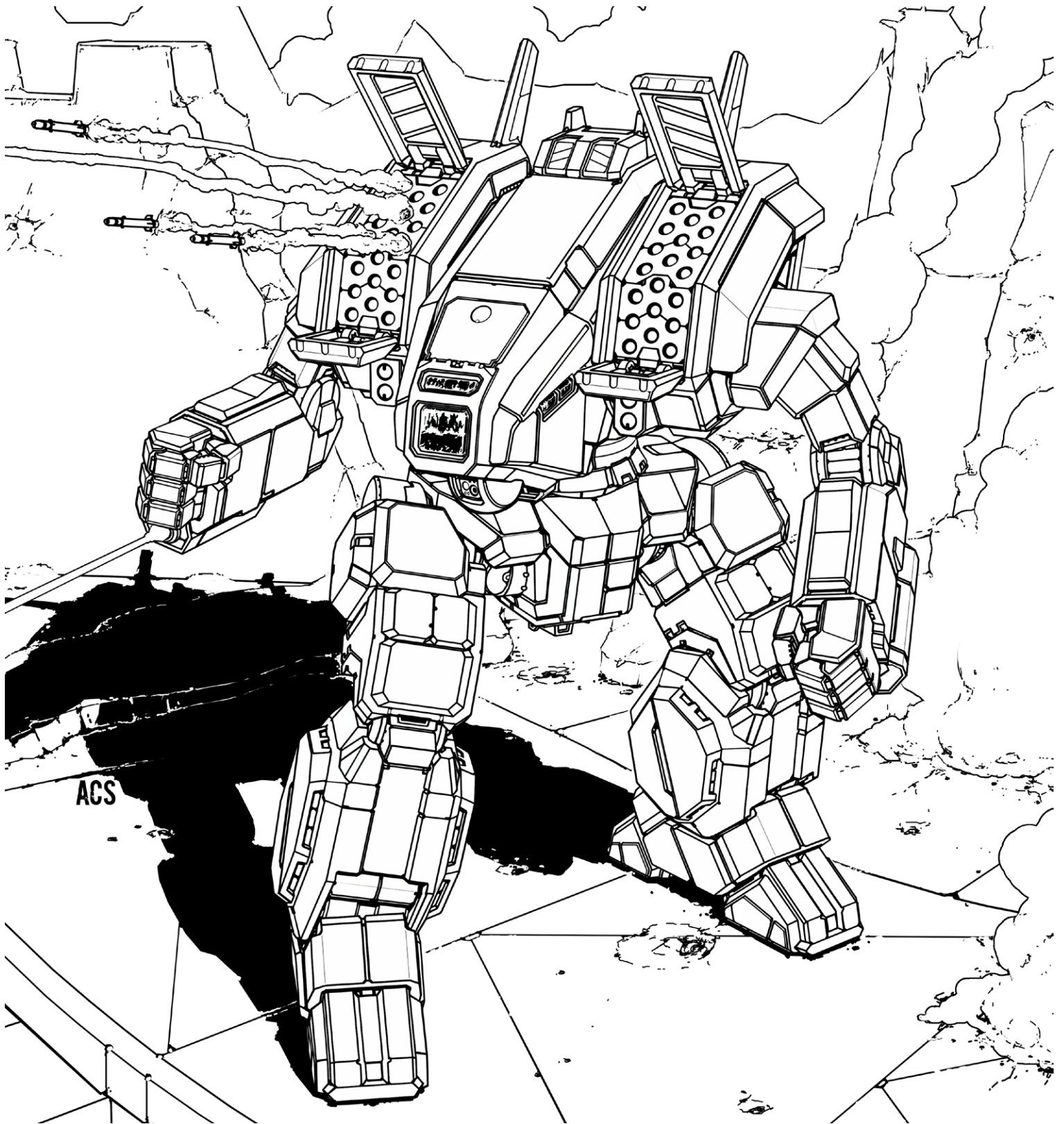
2 Machine Guns

CODE BREAKING

ComStar Adept Sandor Kalman has intercepted coded transmissions!
He's provided you with decoding ciphers—see if you can learn what the secret messages say.



ARC-2R ARCHER



ACS

CLASS: Heavy BattleMech

MASS: 70 tons

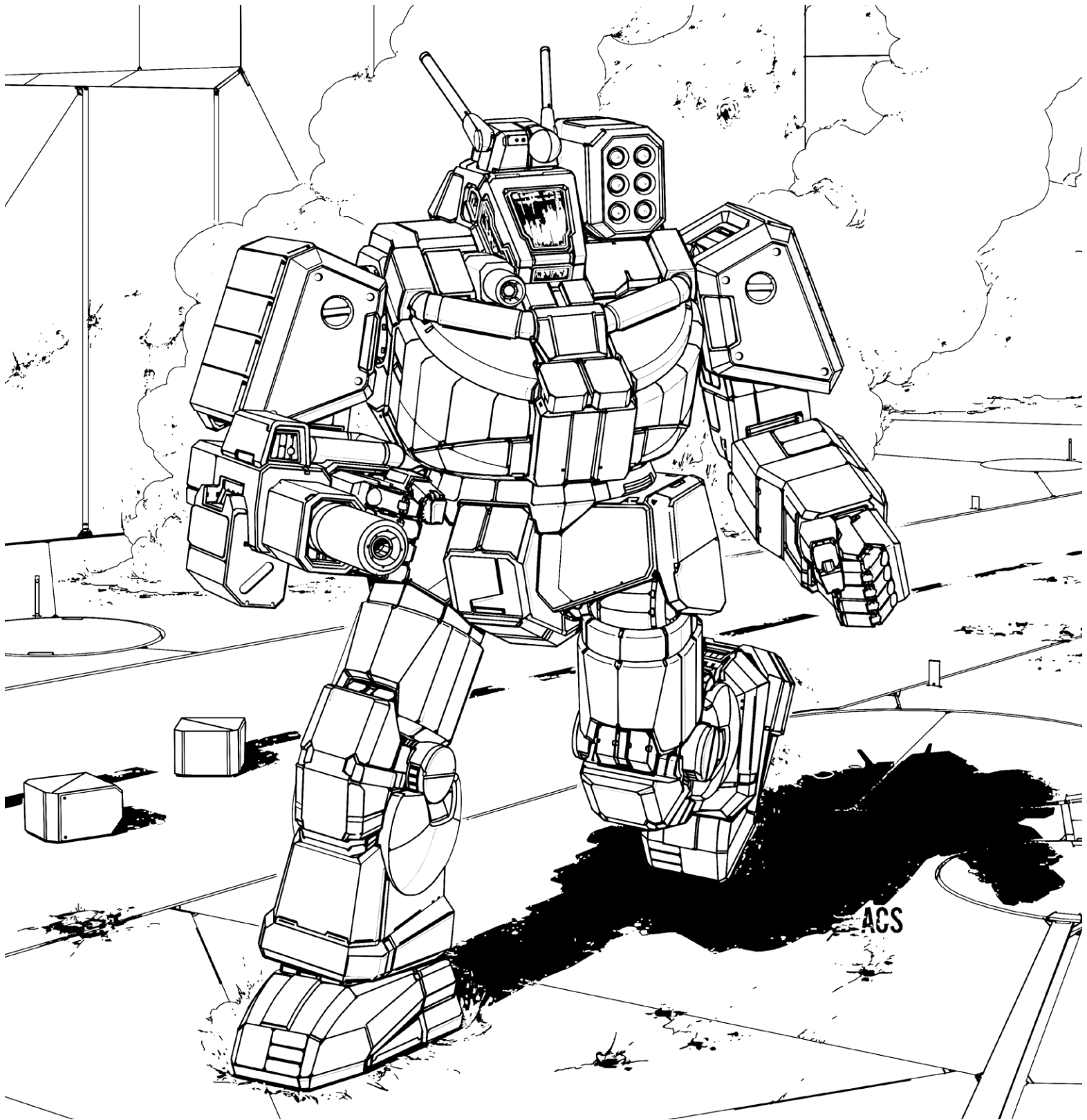
SPEED: 64 kph

JUMP JETS: None

ARMOR: 13 tons Maximillian 100

ARMAMENT: 4 Diverse Optics Type 18 Medium Lasers
2 Doombud Long Range Missile 20-Racks

WVR-6R WOLVERINE



CLASS: Medium BattleMech

MASS: 55 tons

SPEED: 86 kph

JUMP JETS: Northrup 12000 (150 m)

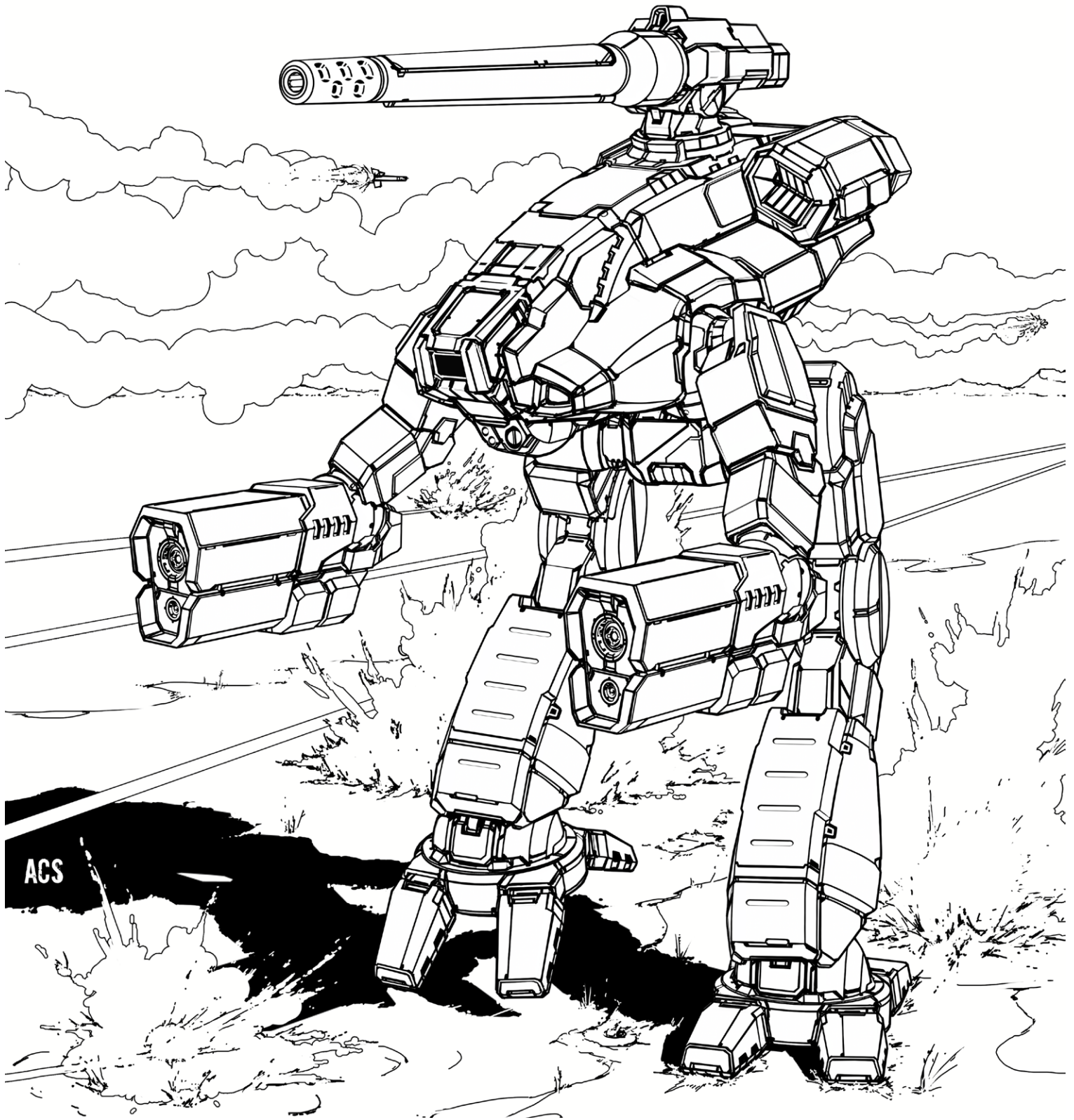
ARMOR: 9.5 tons Maximillian 60

ARMAMENT: 1 Whirlwind Autocannon

1 Harpoon-6 SRM Launcher

1 Magna Mk II Medium Laser

MAD-3R MARAUDER



CLASS: Heavy BattleMech

MASS: 75 tons

SPEED: 64 kph

JUMP JETS: None

ARMOR: 11.5 tons Valiant Lamellor

ARMAMENT: 2 Magna Hellstar PPCs

2 Magna Mk II Medium Lasers

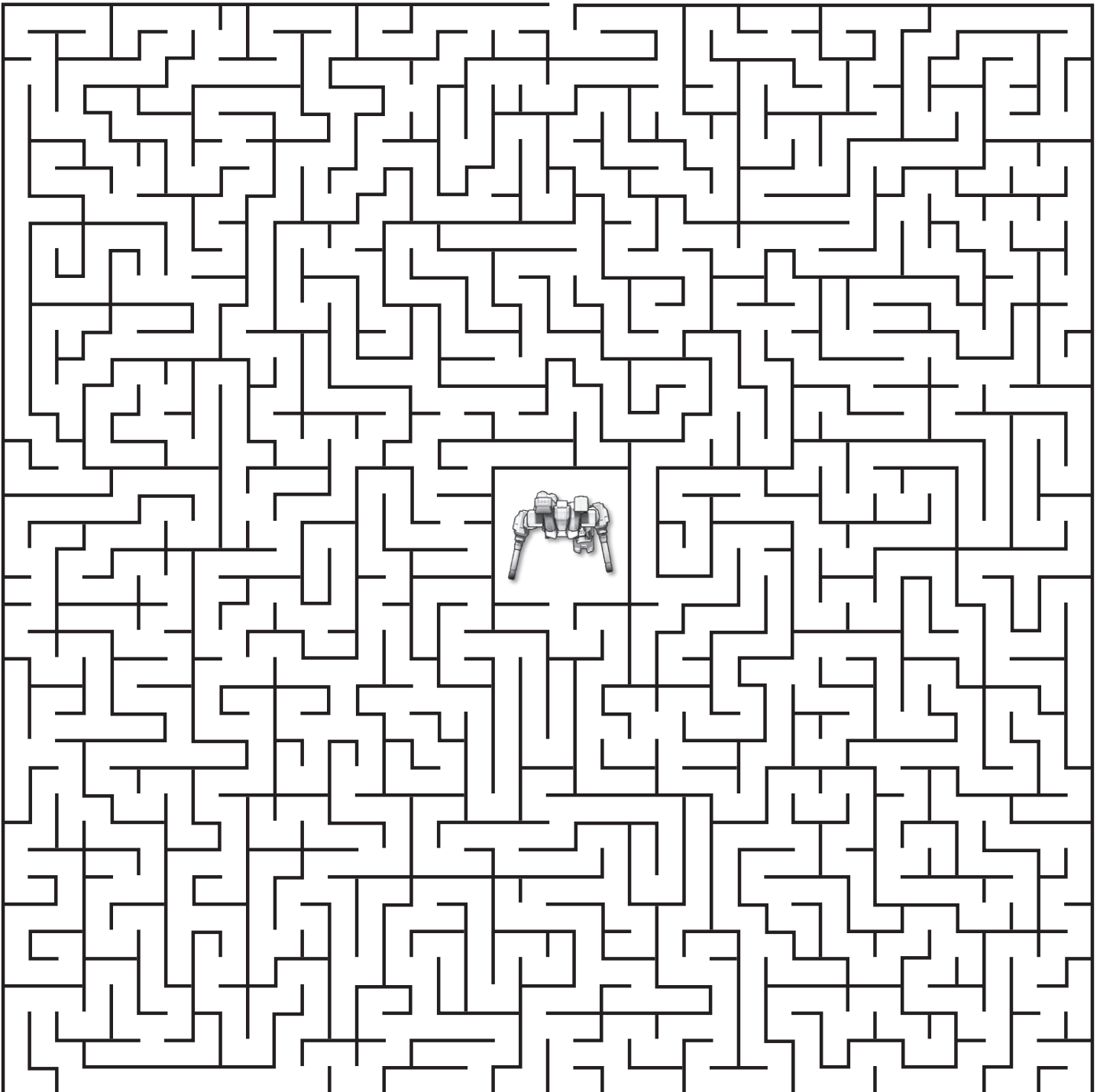
1 GM Whirlwind Autocannon

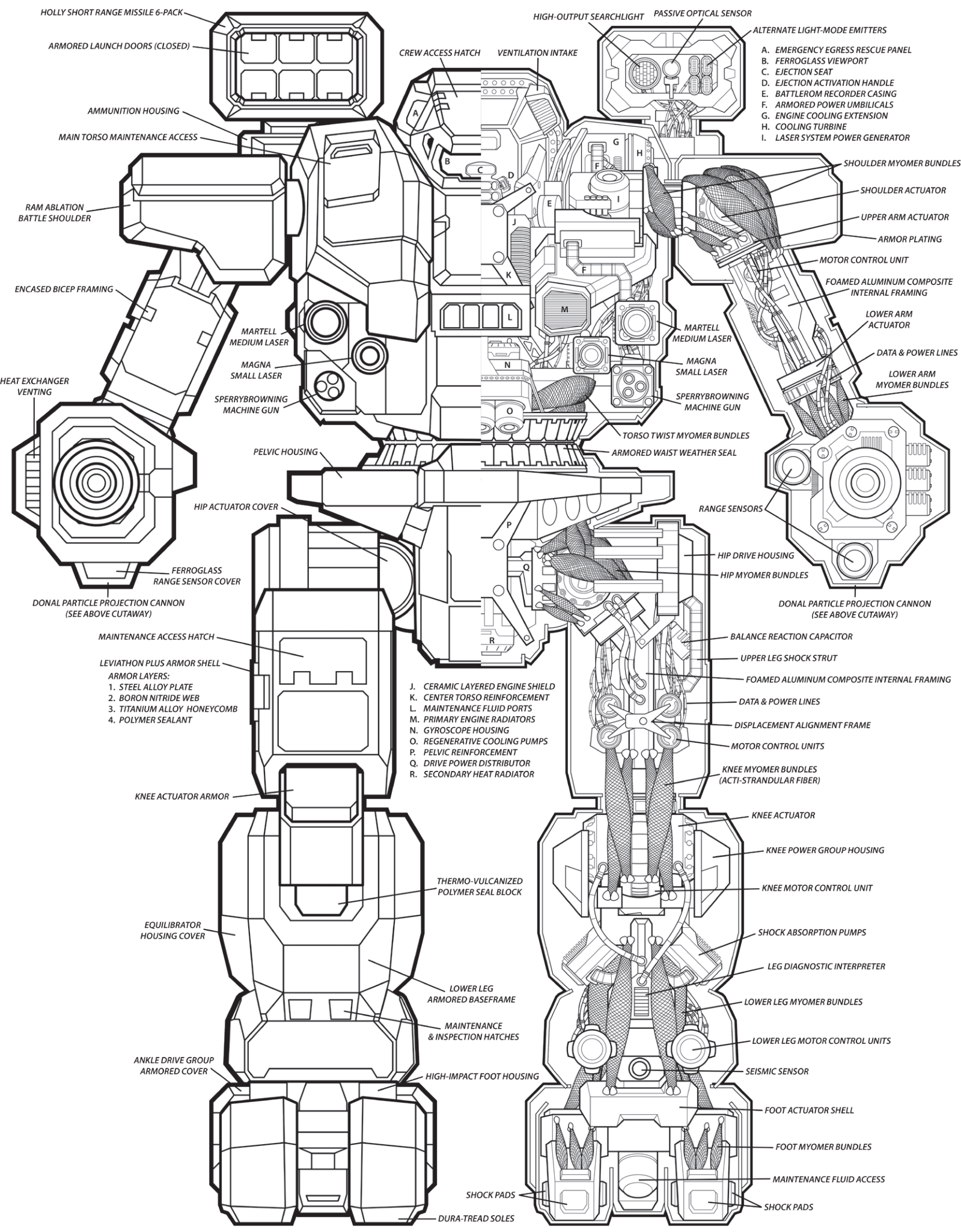
MAZE

Lieutenant Lovisa Bjornstrom has uncovered a long-forgotten Star League Fortress and is trying to reach a mothballed WHM-7A *Warhammer*—a “royal” configuration with highly advanced weaponry and systems. Unfortunately the fortress is filled with dead-end corridors and hallways to confound any thieves or spies. Can you guide her to the prize at the center?

Luckily, getting out will be no trouble at all with the firepower of that machine!

ENTER

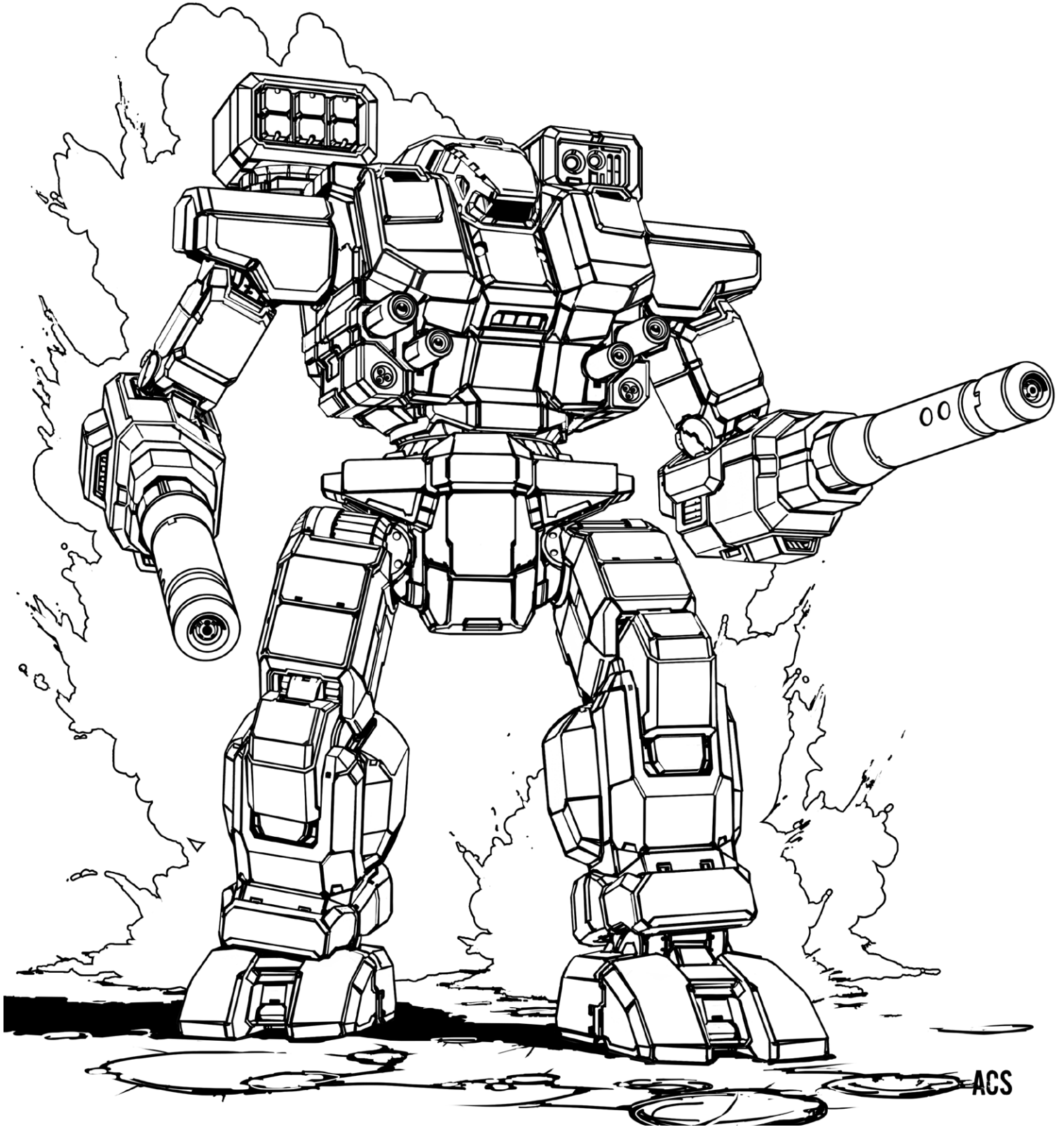




- A. EMERGENCY EGRESS RESCUE PANEL
- B. FERROGLASS VIEWPORT
- C. EJECTION SEAT
- D. EJECTION ACTIVATION HANDLE
- E. BATTLEFORM RECORDER CASING
- F. ARMORED POWER UMBILICALS
- G. ENGINE COOLING EXTENSION
- H. COOLING TURBINE
- I. LASER SYSTEM POWER GENERATOR

- J. CERAMIC LAYERED ENGINE SHIELD
- K. CENTER TORSO REINFORCEMENT
- L. MAINTENANCE FLUID PORTS
- M. PRIMARY ENGINE RADIATORS
- N. GYROSCOPE HOUSING
- O. REGENERATIVE COOLING PUMPS
- P. PELVIC REINFORCEMENT
- Q. DRIVE POWER DISTRIBUTOR
- R. SECONDARY HEAT RADIATOR

WHM-6R WARHAMMER



ACS

CLASS: Heavy BattleMech

MASS: 70 tons

SPEED: 64 kph

JUMP JETS: None

ARMOR: 10 tons Leviathon Plus

ARMAMENT: 2 Donal PPCs

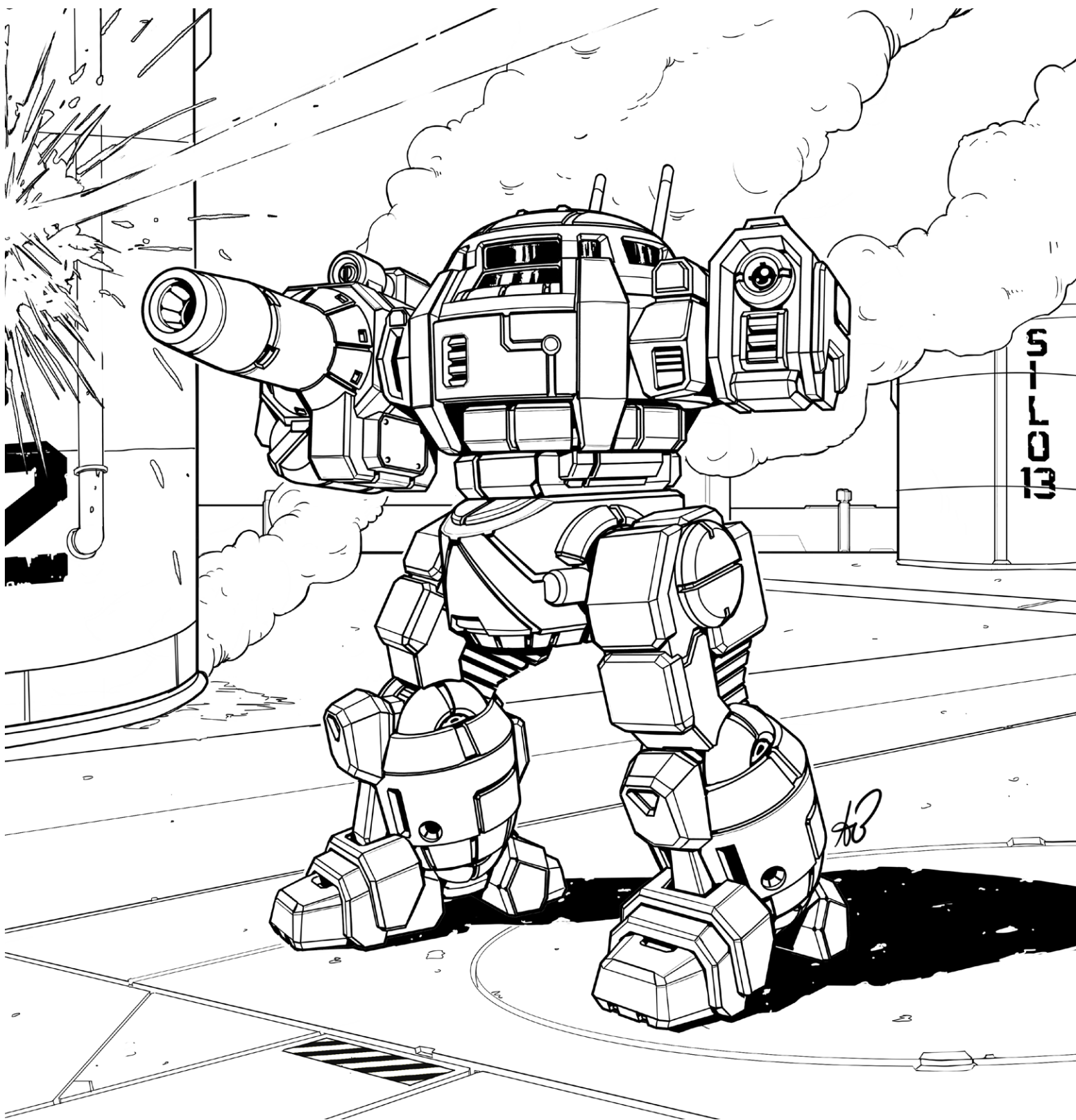
2 Martell Medium Lasers

2 Magna Small Lasers

1 Holly Short Range Missile 6 Pack

2 SperryBrowning Machine Guns

UM-R60 URBANMECH



CLASS: Light BattleMech

MASS: 30 tons

SPEED: 32 kph

JUMP JETS: Pitban 6000 (60 m)

ARMOR: 6 tons Durallex Medium

ARMAMENT: 1 Imperator-B Autocannon

1 Harmon Small Laser

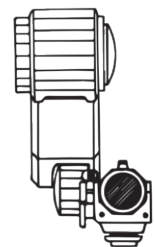
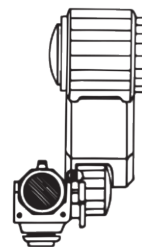
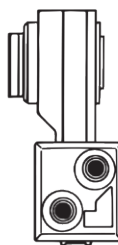
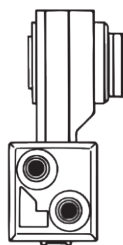
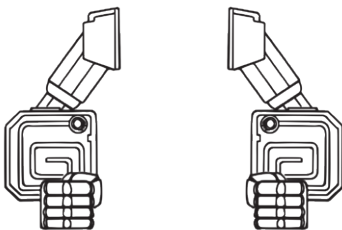
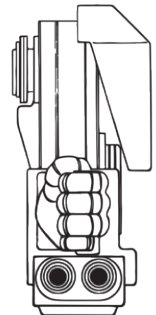
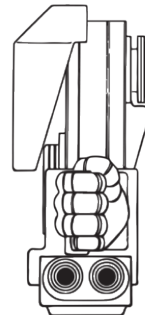
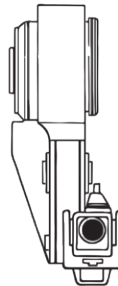
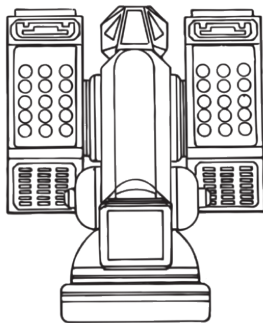
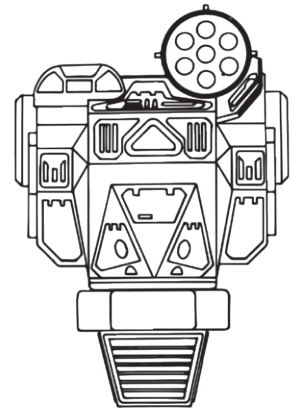
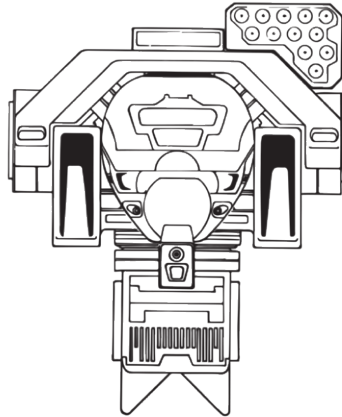
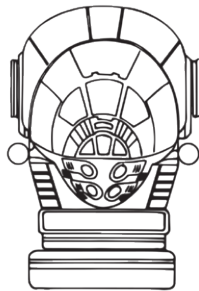
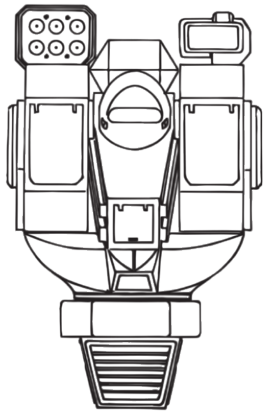
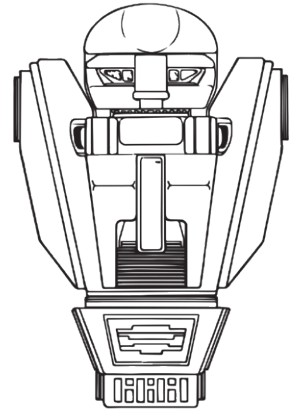
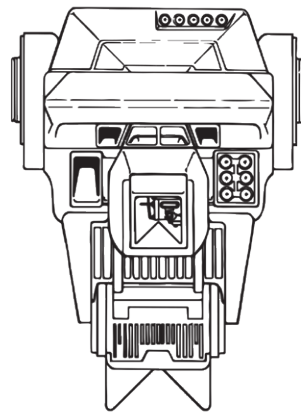
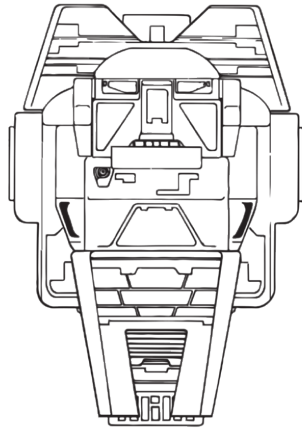
CAN YOU DESIGN A NEW OMNIMECH?

The Clans want a new OmniMech design! Can you combine these prototype parts into a versatile 'Mech?

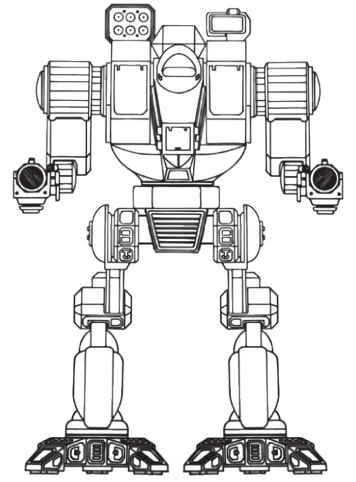
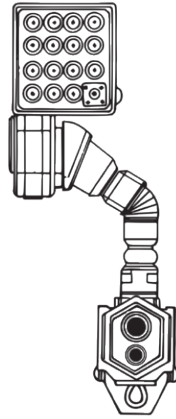
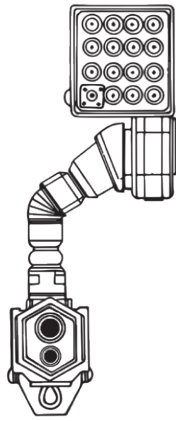
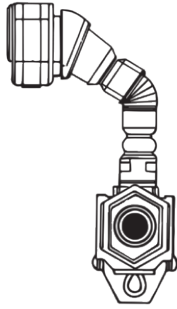
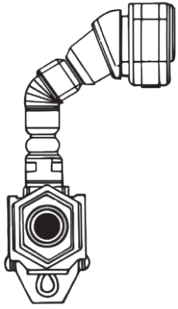
Carefully cut out the parts and assemble them. Glue or tape them together on a fresh sheet of paper.

You can draw your own new parts and add them to the mix, too.

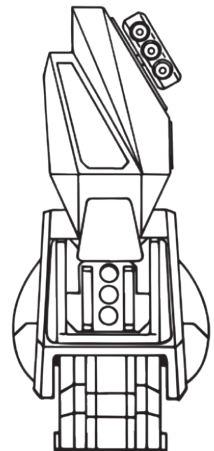
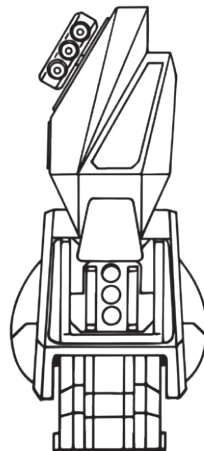
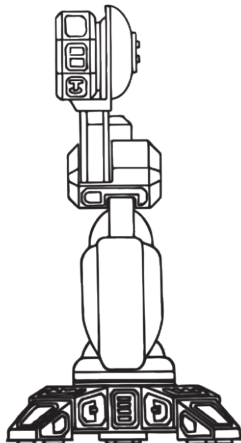
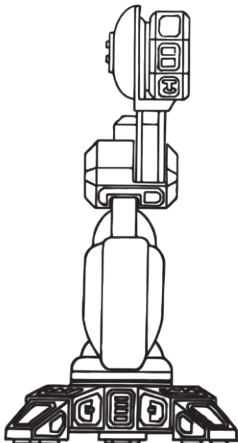
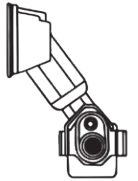
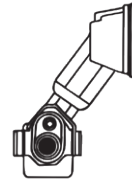
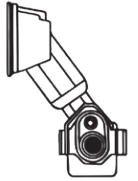
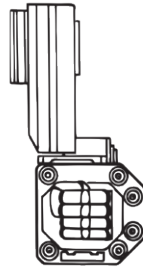
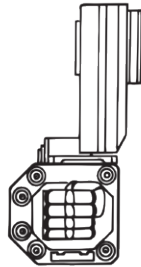
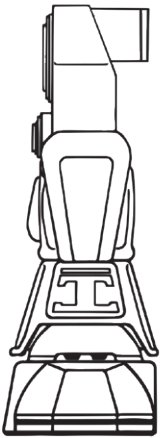
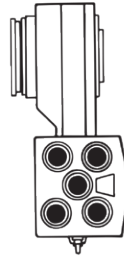
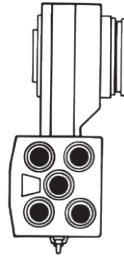
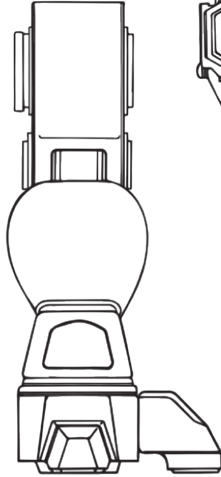
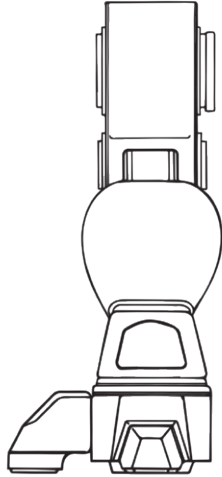
Be sure to name your new war machine!



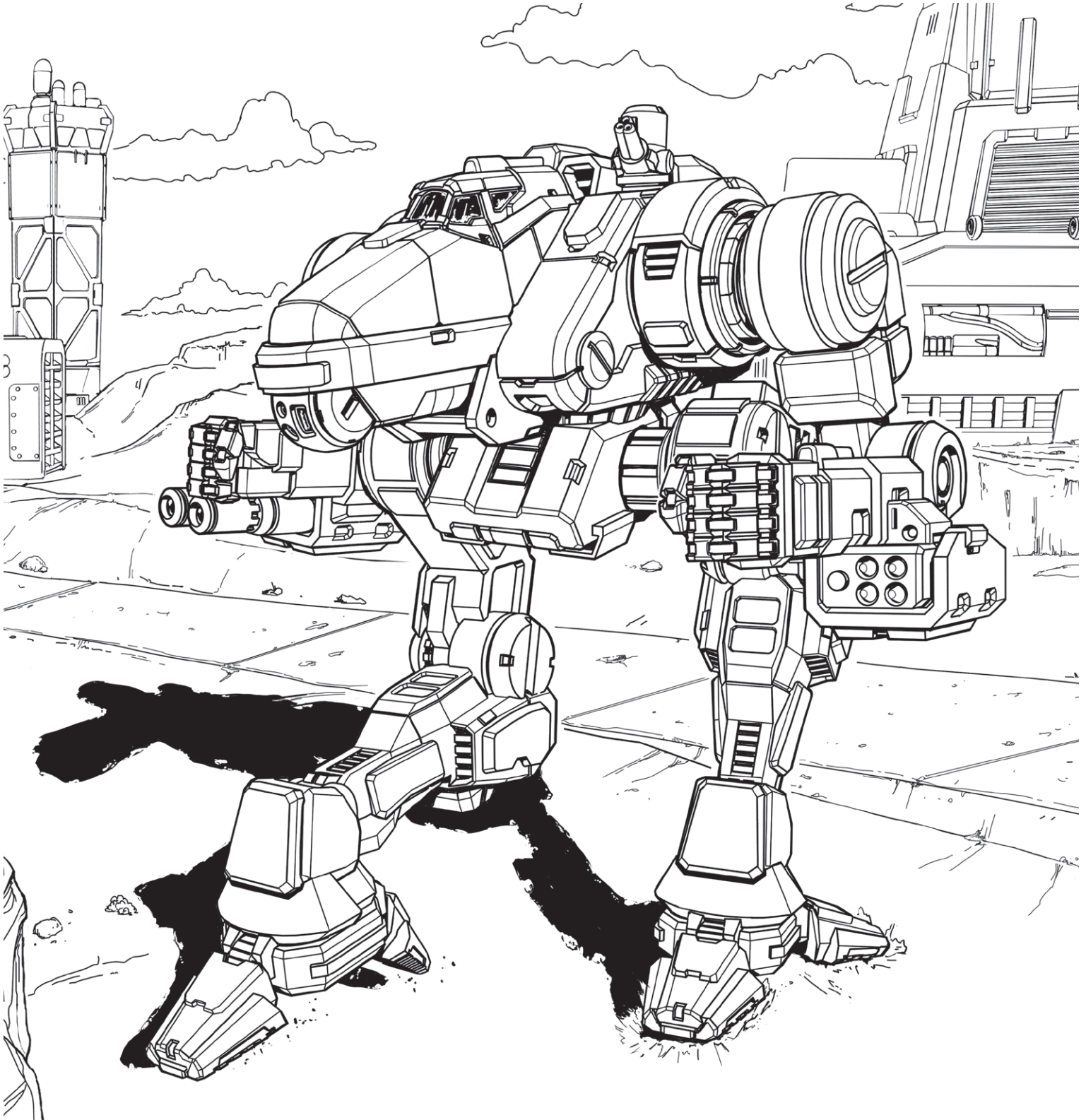
CAN YOU DESIGN A NEW OMNIMECH?



Example: **STARHAWK**



VIPER (DRAGONFLY)



CLASS: Medium Clan OmniMech

MASS: 40 tons

SPEED: 129 kph

JUMP JETS: Geotec 300 (240 m)

ARMOR: 7 tons Compound H17 Ferro-Fibrous

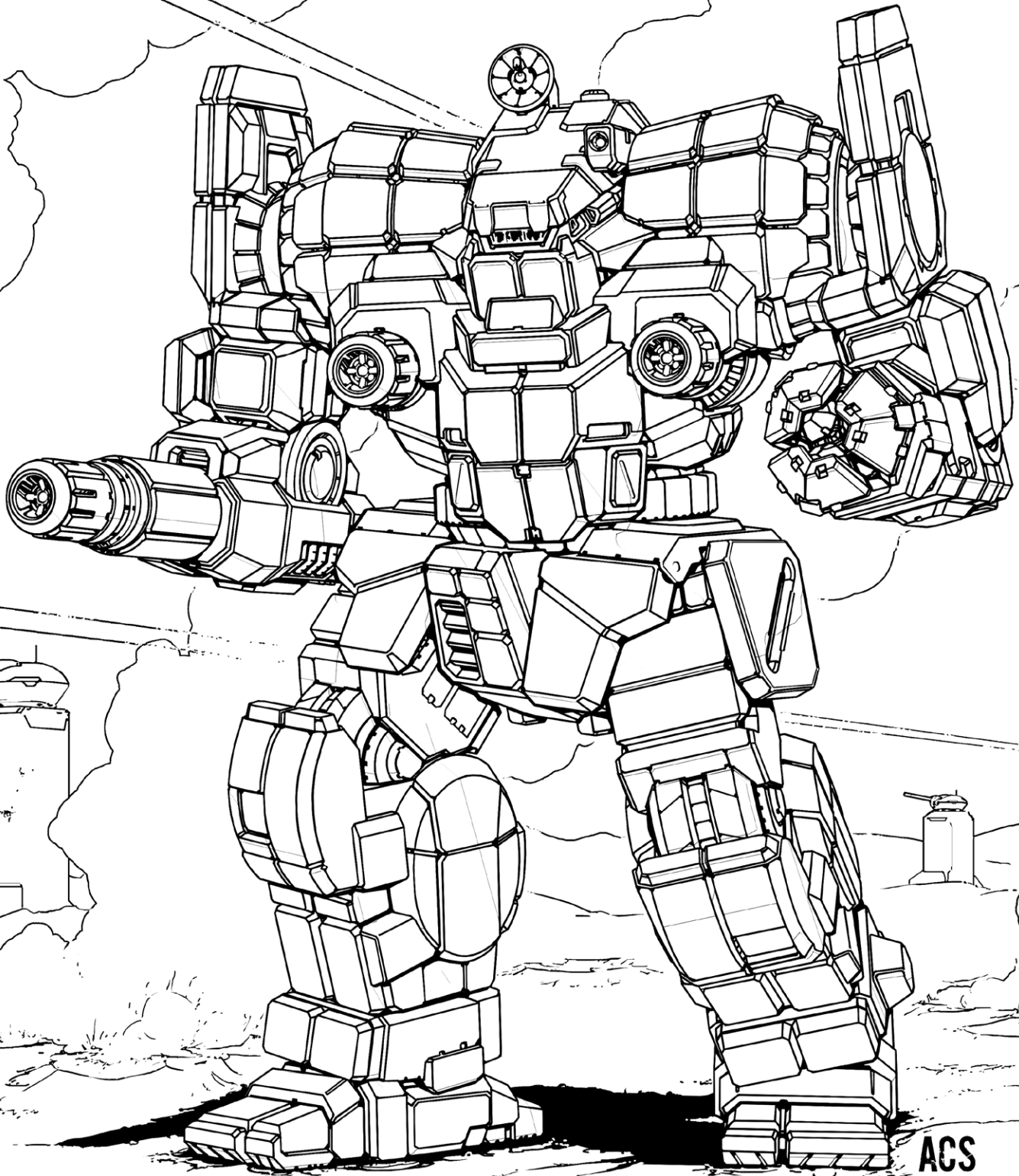
ARMAMENT: 1 SRM-4

1 Anti-Missile System

2 Medium Pulse Lasers

2 Machine Guns

AWS-8Q AWESOME



CLASS: Assault BattleMech

MASS: 80 tons

SPEED: 54 kph

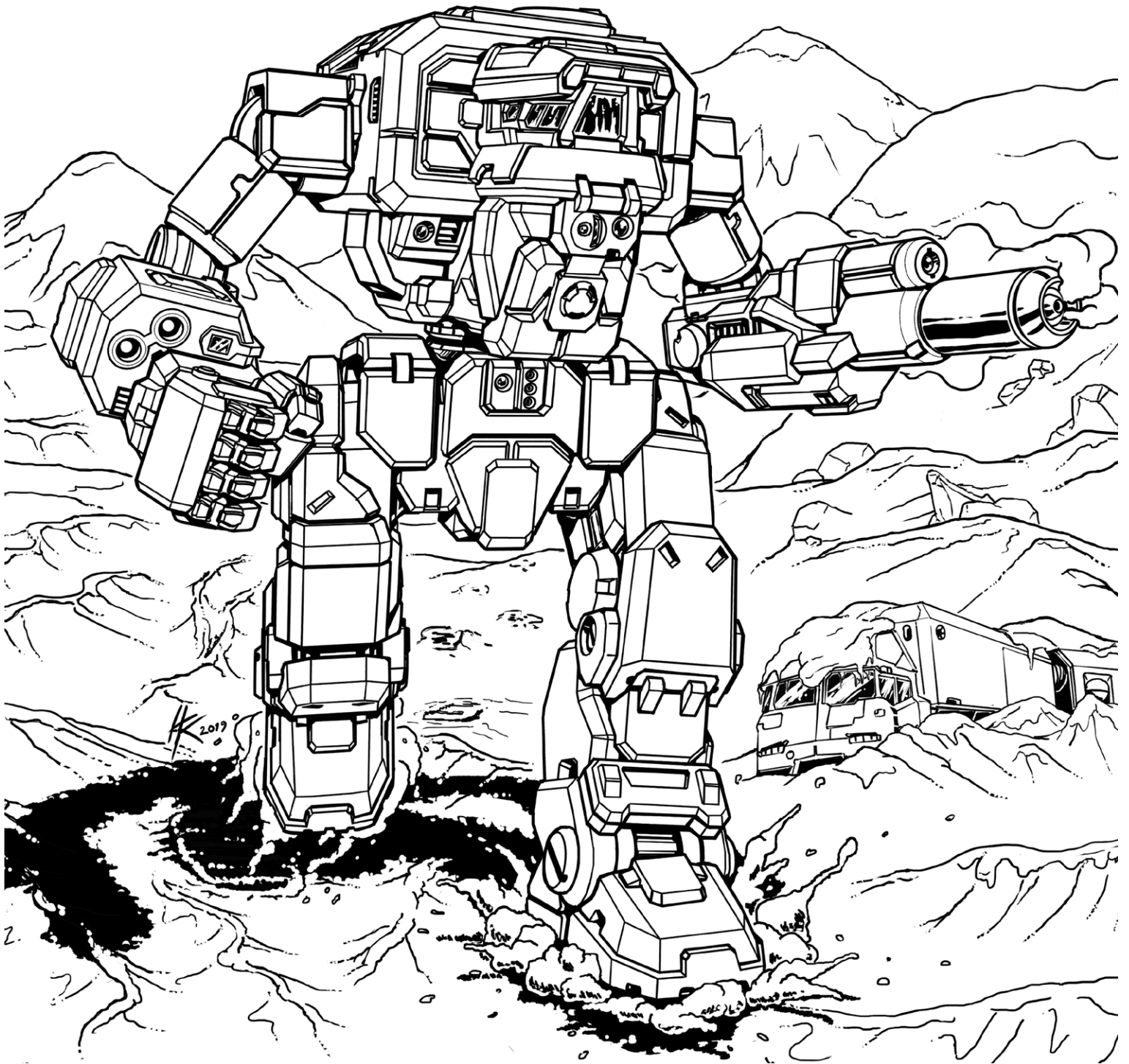
JUMP JETS: None

ARMOR: 15 tons Durallex Heavy Special

ARMAMENT: 3 Kreuss PPCs

1 Diverse Optics Type 10 Small Laser

ICE FERRET (FENRIS)



CLASS: Medium Clan OmniMech

MASS: 45 tons

SPEED: 129 kph

JUMP JETS: None

ARMOR: 7.5 tons MAC Level 5 Ferro-Fibrous

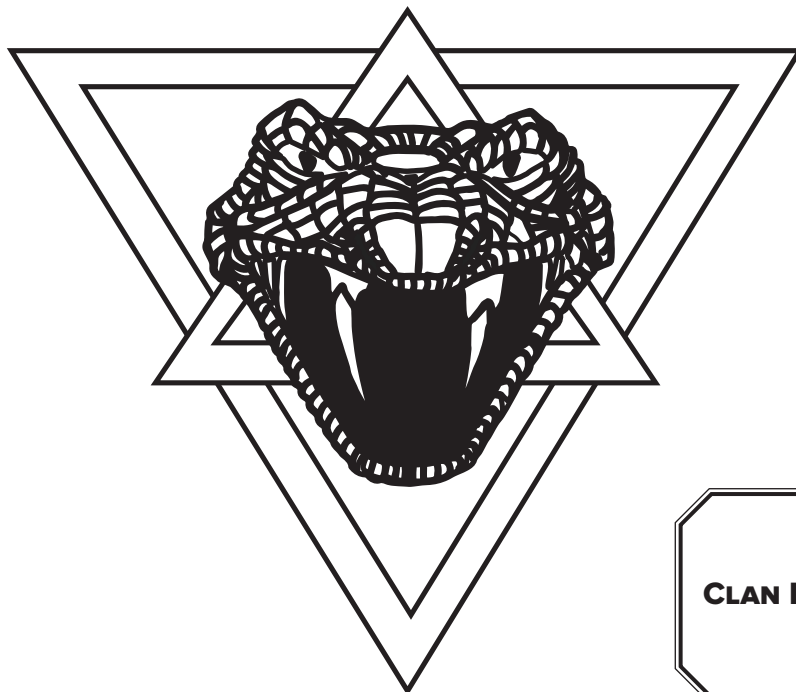
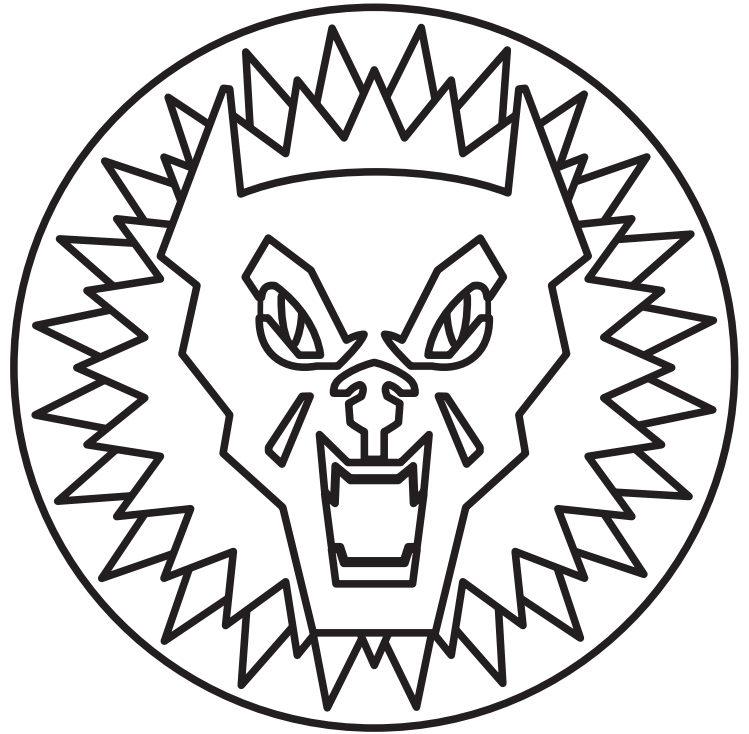
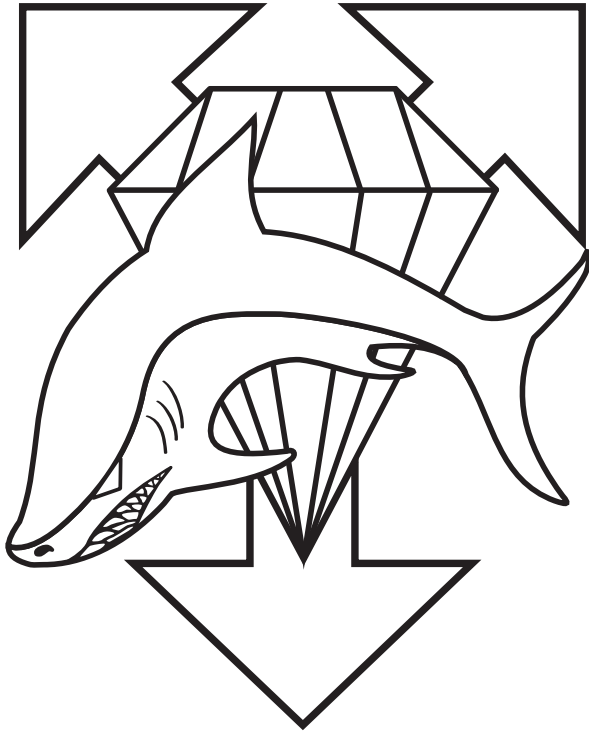
ARMAMENT: 1 Active Probe

1 ER PPC

1 ER Small Laser

1 Streak SRM-2

RESERVE CLAN INSIGNIAS



CLAN NOVA CAT
CLAN DIAMOND SHARK
CLAN STEEL VIPER

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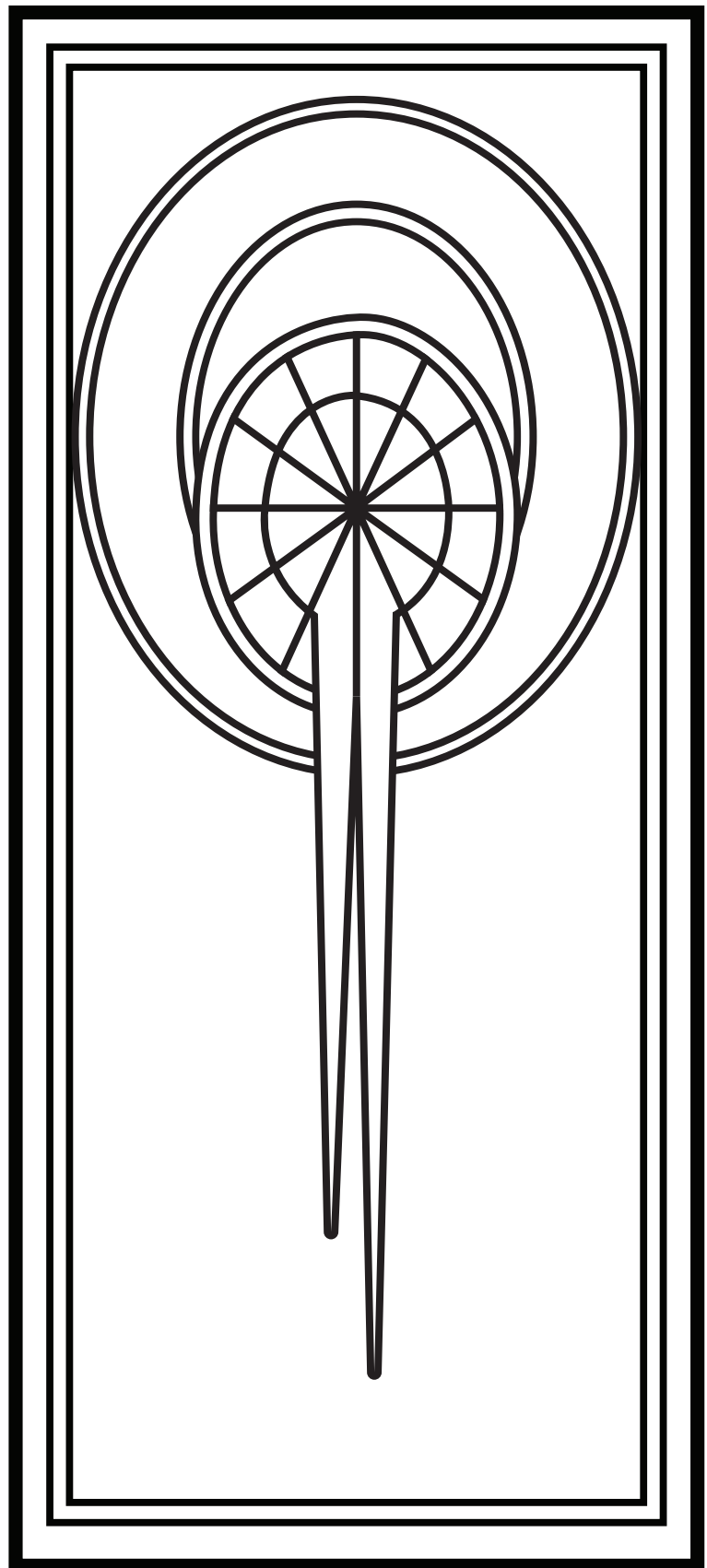
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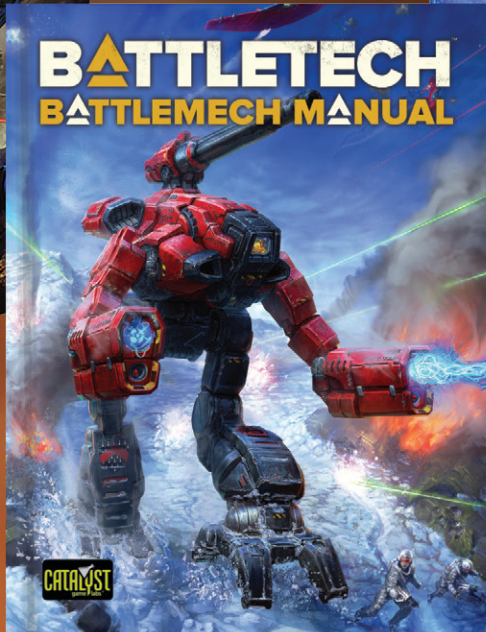


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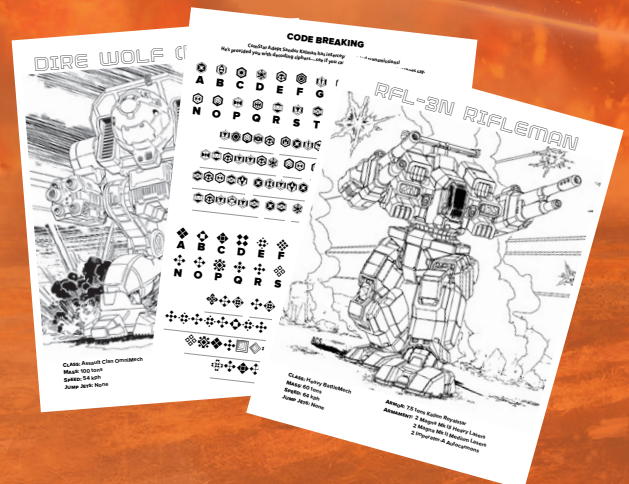


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