

TECHNICAL READOUT

BATTLETECH™

JIHAD





ZEALOTS FROM WITHIN

November 3067 saw the culmination of work two centuries in the making, work begun by Primus Conrad Toyama of ComStar, successor to Jerome Blake and the man responsible for single-handedly turning ComStar into a pseudo-religious organization with a vision: to lead mankind to the light.

But then the Second Star League collapsed.

Denied their dream, the Blakists fought to preserve the Star League against the follies of the Great Houses, its fanaticism manifested as the Jihad: a horrific war that pitted every nation against each other. This era saw bleeding edge machines march off to war, while venerable 'Mechs continued to receive upgrades and facelifts. Even primitive 'Mechs not seen in over half a millennia once again appear on the battlefield.

Technical Readout: Jihad expands on *Technical Readout: Succession Wars* and *Technical Readout: Clan Invasion* by combining the 'Mechs previously found in *Technical Readout: 3050 Upgrade*, *Technical Readout: 3055 Upgrade*, *Technical Readout: 3058 Upgrade*, *Technical Readout: 3060*, *Technical Readout: 3067*, *Technical Readout: 3075*, *Technical Readout: 3085*, and *Technical Readout: Project Phoenix*, this volume features some of the most common 'Mechs from the Jihad. Each machine is accompanied by an illustration, a description of its history, capabilities, and game stats.



FOR USE WITH BATTLETECH™

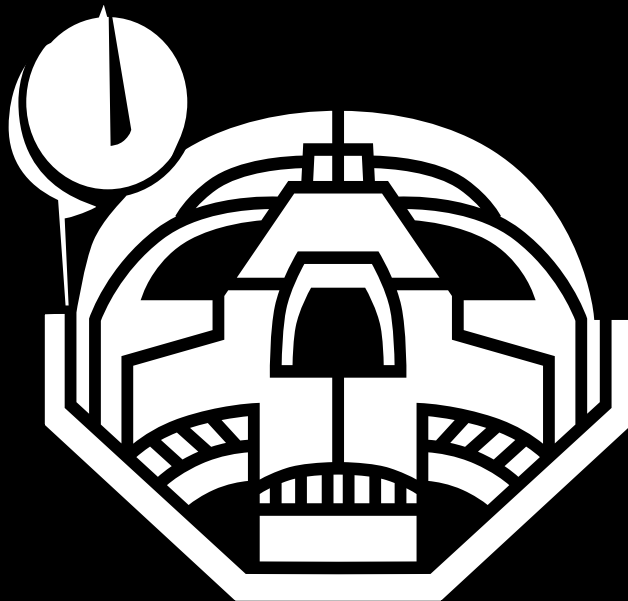


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TECHNICAL READOUT

JIHAD



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TECHNICAL READOUT: JIHAD

TECHNICAL READOUT: 3050 UPGRADE

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ilKhan,

The Word of Blake Jihad. If ever there was a more glaring example that our forebears were right about the evils of the Inner Sphere, I have not heard of it.

The fanatical assaults by the heirs to Jerome Blake's legacy should have surprised few who heard the fateful words of ilKhan Leo Showers and Khans Lincoln Osiris, Elias Crichton, and Vandervahn Chistu. Those wise, if flawed, leaders of the Jaguars and the righteous Falcons foresaw the true threat that the House militaries and their ComStar shadow-masters represented, the genocide that would come if they were not quickly pacified and brought to heel. Still, wayward Wardens persisted in protecting those whose only wish was to dominate and destroy for the sake of coin and greed. When a suicide bomber attacked the summit on Arc-Royal, those misguided pseudo-philosophers of peace and partnership with treacherous Successor Lords finally realized the true existential threat that we—and the rest of humankind—faced.

A mere fifteen years after the flawed truce of 3052, ComStar's militant offshoot amassed weapons of mass destruction, hordes of honorless mercenaries, and abominable soldiers warped by artificial enhancements positioned on bases hidden throughout the Inner Sphere. Driven by dreams of annihilating our Clan ancestors, not merely within the Inner Sphere, but all the way back to our roots in the distant Pentagon, their targets—in their very own words—would be civilian and warrior alike. The very threat Leo Showers warned of a scant two decades earlier would have been unleashed upon the Star League's true heirs with little warning.

But history was on our side, and the eternal squabbles of the petty House Lords triggered the Word's wrath too soon, against too many foes. It would take a generation, but eventually we triumphed against Blake's zealots. The end of the Jihad spawned the Republic of the Sphere—a mockery of the Terran Hegemony. The false Hegemony withered and was ground under heel, giving rise to a new, true Star League—ruled, as the Great Father intended, by an ilKhan born of his mighty Clans.

This volume covers many of the war machines that rose to prominence during the years of the Jihad, with emphasis on the specialized "Clan-killer" 'Mechs produced by the Word of Blake using their extreme technologies—though often hybridized using Clan salvage. The factories that manufactured these "Celestial series" abominations are, of course, no more, and none can be found in serviceable condition, even in the various arenas where hopeful aspirants to our collective glory spar. Despised as they are even today, leaving them out of any work that covers the savage Jihad era would be a grievous omission and a disservice to those seeking to understand the challenges that led to our modern League.

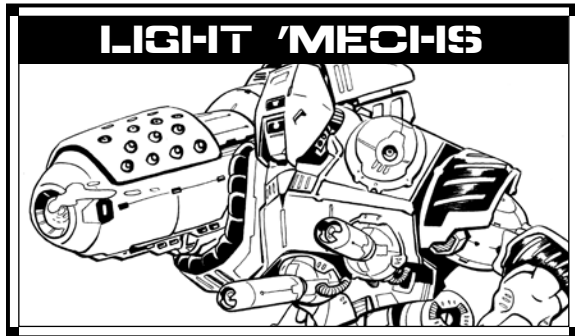
Aside from the Celestials, this report also covers a mix of other BattleMechs fielded during the Jihad. Some, you will find, were nearly as advanced in their manufacture as the Blakist machines. Others, however, were strikingly inferior. As the Blakists' style of total warfare swiftly disrupted communications, shipping, and infrastructure across the whole of the Inner Sphere, many desperate "low-cost" efforts attempted to compensate. This led to a rise in what many at the time referred to as "RetroTech" production—introducing (and, in many cases, reintroducing) 'Mechs that relied on technologies and techniques that were obsolete long before the birth of the First Star League. While none of these throwbacks could do so much as scratch the armor on the units our Star League uses today, they are a telling demonstration of ingenuity that can emerge even in the darkest moments of Inner Sphere history. Manufacturing of this level can be easily overlooked, dismissed as little more than humble WorkMech production and maintenance, while secretly providing cheap, expendable BattleMechs to any number of modern illicit organizations like the Lost Command. It is for this very reason that our Auditor Clusters exist, after all, tasked with scouring the League and the Periphery for signs of unauthorized heavy industry, and they must remain ever vigilant in these efforts.

May we never repeat the mistakes of those who ignored the warnings of our forebears.

—Star League Loremaster Stephan Roshak

31 October 3250





Mass: 25 tons

Chassis: Alpha Primary Endo Steel

Power Plant: Model SF-25 (XL)

Cruising Speed: 108 kph

Maximum Speed: 162 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging FF01 Ferro Fibrous

Armament:

1 Model X Heavy Large Laser

2 Model V Heavy Medium Lasers

1 Model II Heavy Small Laser

Manufacturer: Auxiliary Production Site #4

Communications System: S9R Beta Series
Communications

Targeting and Tracking System: Gamma-Five
Sensor Package

Overview

Always flying in the face of convention, the Diamond Sharks have begun deploying this non-Omni BattleMech in front-line units. Even more incredible, perhaps, is that the design is truly sought after by many warriors. The *Solitaire* is highly regarded as a fierce advance-deployed unit. It is designed to approach with incredible speed and tear up enemy units before the main engagement commences.

Capabilities

"Spare no expense," is not a phrase commonly heard among the Diamond Sharks, where even the hardest-line warrior keeps at least one eye on Clan profits. Still, that seems to be the theory used in creating the *Solitaire*. An XL engine. Endo steel chassis. Ferro-fibrous armor. What did they hope to get from this design?

How about a machine that can threaten an unwary assault 'Mech? The *Solitaire* can outrun almost any other design, slashing across battlefields at speeds just over 160 kph. With ninety-six percent of its maximum armor, this design can take a few hard-hitting shots before feeling threatened—if an enemy can track the twenty-five ton blur. And it often gives better than it receives. With a quartet of heavy lasers ranging from the smallest size class to the largest, the *Solitaire* can take an incredible bite out of any enemy.

Most *Solitaire* pilots break from their Star early, using their incredible speed to close with the enemy. Relying on their mobility, *Solitaire* pilots tend to single out enemy 'Mechs which have strayed too far from the protection of their lance or Star, run in at their blind side and tear away at their armor plating with savage strength. Although the *Solitaire* does not even come close to dissipating the heat generated during a full weapons strike, it is still normal for Shark warriors to work themselves into a superior position and cut loose with every weapon regardless of build-up.

Deployment

The Diamond Sharks initially posted most of their *Solitaires* to the Spina Galaxies. Although it looked as if they were diluting the strength of these critical units, Clan Ice Hellion discovered the truth in a humiliating defeat. Tempted to strike at a Rho Spina Cluster, the Ice Hellion advance fell apart as five *Solitaires* speared through their line and threw an elite Trinary into chaos. After this debut, the Sharks began placing *Solitaires* into their front-line Galaxies as well, though only by the request of their MechWarriors.

A large number of *Solitaires* have also been traded off to Clan Ghost Bear, reportedly at cut-rate prices. Likely this is in repayment for the generous concessions granted the Sharks by the Ghost Bears as the latter Clan abandoned the Clan Homeworlds. Other analyses work off the assumption that the Sharks are paying ahead on a new deal, possibly with regard to moving stronger assets into the Inner Sphere through Ghost Bear territory.

Type: **Solitaire**

Technology Base: Clan

Tonnage: 25

Battle Value: 1,284

Equipment

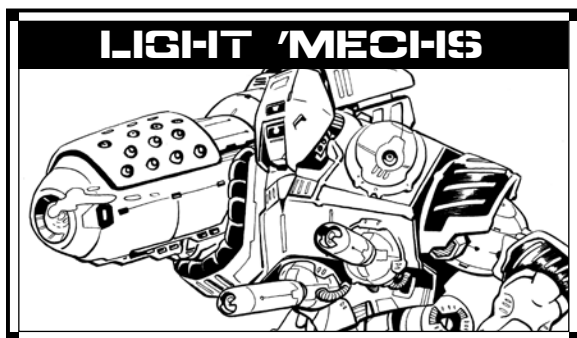
Internal Structure:	Endo Steel	Mass 1.5
Engine:	250 XL	6.5
Walking MP:	10	
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	86	4.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		3
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
Heavy Large Laser	RT	3	4
Heavy Medium Laser	LT	2	1
Heavy Small Laser	LT	1	.5
Heavy Medium Laser	CT	2	1





Mass: 35 tons
Chassis: CurtissFox Ocelot
Power Plant: 210 General Systems XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Leaper Model L6
Jump Capacity: 180 meters
Armor: Forging FF01 Ferro-Fibrous
Armament:
 2 Series 2d ER Medium Lasers
 1 Model X Heavy Large Laser
 1 Irecian "Squealer" Light Active Probe
Manufacturer: Irece Alpha
Primary Factory: Irece
Communications System: Raldon R1
Targeting and Tracking System: Dalban HiRez II

Overview

During their Abjuration and subsequent flight from Clan space, Clan Nova Cat, in an attempt to bring with them everything of value to their new home in Combine space, acquired a group of Smoke Jaguar scientists as *isora*. Having had a vision about them being key to the Cats' need for a symbol of their rebirth, Khan Santin West assigned a pair of lead Nova Cat scientists to the team and charged them to immediately produce a viable design.

Despite reservations from those suspicious of anything to do with the former Clan Smoke Jaguar, the group was able to design a BattleMech that could be manufactured quickly and put on the firing line immediately.

Capabilities

Taking after Clan Wolf (in Exile), who had been surviving on the Inner Sphere side of the OZ border much longer, the Nova Cats designed a light chassis that could be produced in large numbers with sparse resources. Its main armament is a torso-mounted heavy large laser, providing a hefty mid-range punch backed by a pair of extended-range medium lasers. Designers first wanted to mount a single weapon, a Clan ER PPC, but only a few were available, as most were being sent to rebuild the already devastated *touman*. Though also unable to produce any significant quantity of the Model X heavy large lasers—one of the few weapons the scientist team deemed necessary for a viable weapon system—a chance encounter with a Diamond Shark Trading Fleet provided them with a sizeable stockpile from which to draw until an in-house manufacturing source could be created. Originally mounted on the shoulder like the Wolves' *Pack Hunter*, the laser's focusing difficulties forced them to move it into the main torso cavity with shock absorbers to deal with the swift movements of the design in combat.

Unfortunately this had the side effect of limiting the overall fire arc, forcing many pilots to twist the 'Mech's torso more so than other designs—even occasionally in mid-air during evasive maneuvers—to bring the laser to bear, occasionally making this twist in mid-air during evasive maneuvers. To compensate for the awkward weight changes and chassis instability, the designers implemented a "stub wing" design for the jump pack to help keep the BattleMech balanced while jumping.

Deployment

Despite the protests from many hard-line MechWarriors within Clan Nova Cat, the *Ocelot* was put into mass production and pushed to several frontline Clusters, while others allowed remaining OmniMechs in second-line units to be reassigned to frontline Galaxies.

During the disastrous attempt to retake Luthien in 3072, several Stars from Xi Galaxy, which included three *Ocelots*, were able to avoid being captured

by Word of Blake forces. The massive punch of the heavy lasers downed several Blakist BattleMechs attempting to surround the surviving units before they could make it to their transports, allowing a portion of the remaining ground forces to make it to safety.

Variants

The *Ocelot 2*, mounting a now more common extended-range PPC instead of the heavy laser, sacrifices a heat sink, a half-ton of armor, and the active probe. This is mostly a MechWarrior preference and is an easy field modification, having being initially tested by engineers at the manufacturing plant.

The *Ocelot 3*, presently undergoing trials, replaces the heavy laser and the extended-range mediums with two heavy medium lasers in the arm and an extended-range large laser in the torso. Both a targeting computer and an ECM suite are added at the expense of three heat sinks to aid in long-range sniping and defense. Instead of manufacturing the electronics, Clan Nova Cat is in negotiations with the Diamond Sharks to provide a steady stream of both pieces in exchange for a certain percentage of Irece Alpha's output, though the details have yet to be finalized.

Notable MechWarriors

SaKhan Karl Devalis: Not initially impressed with the *Ocelot*, saKhan Devalis insisted that he take the prototype out on the live-fire range in a mock Trial of Position. Within minutes, he had downed three light 'Mechs—an *Adder*, a *Kit Fox*, and the design's inspiration, a *Pack Hunter*. Afterwards, he commented to the scientist team, which still included the former Smoke Jaguar scientists who now wholeheartedly embraced their new Clan, "Agile as a Jaguar, swift as a Panther, deadly as a Nova Cat. Though our warriors are superior in soul, it is good to have the weapon of the Jaguar. I welcome the *Ocelot* to the Clan so that we may merge the warrior spirit with the claws of battle."

Type: **Ocelot**

Technology Base: Clan

Tonnage: 35

Battle Value: 1,439

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor (Ferro):

210 XL

6

9

6

15 [30]

3

3

119

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

3

11

8

6

6

8

8

9

16

6

12

4

12

16

Weapons

and Ammo

Heavy Large Laser

2 ER Medium Lasers

Light Active Probe

Jump Jets

Jump Jets

Location

Critical

Tonnage

LT

RA

H

LT

RT

3

2

1

3

3

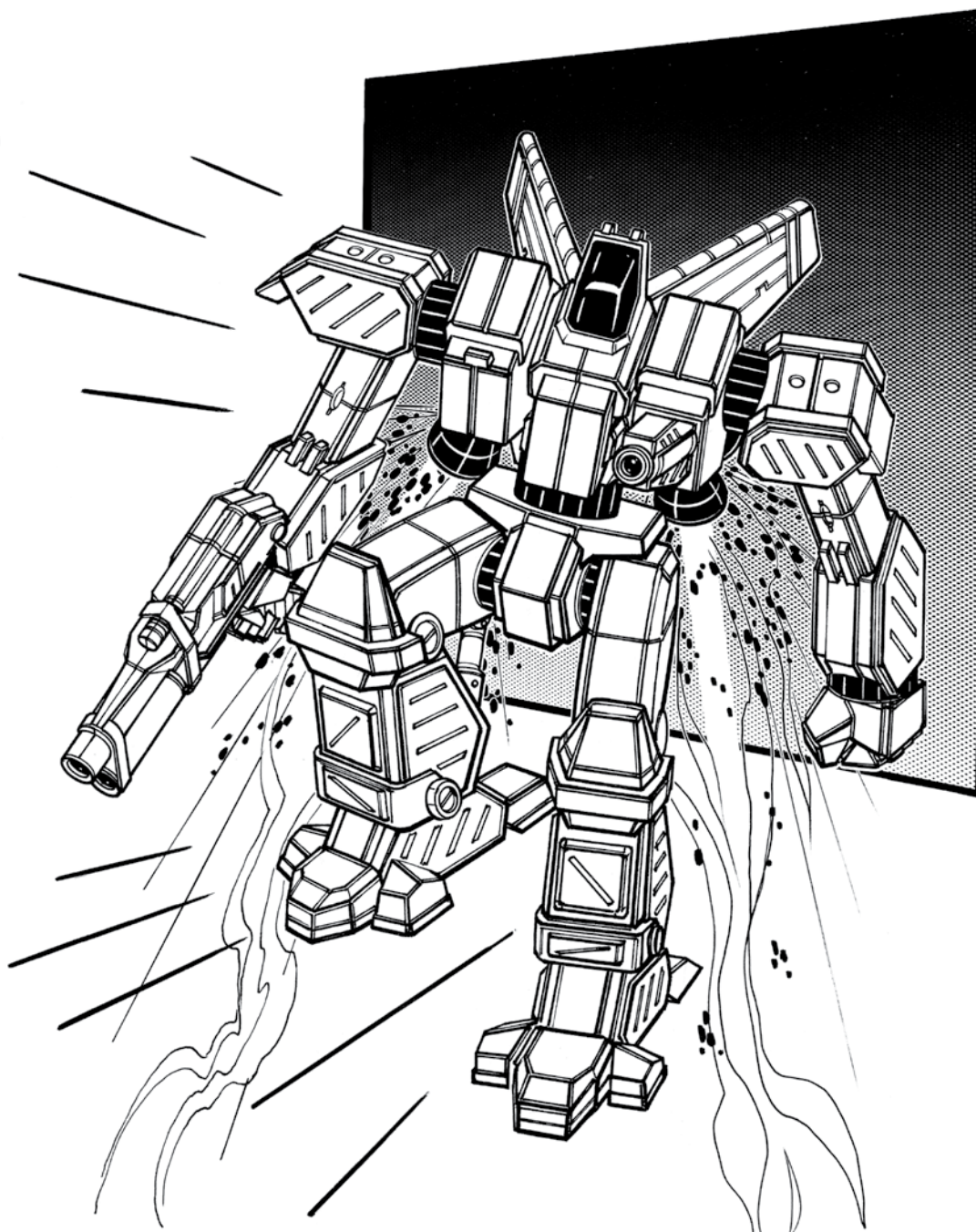
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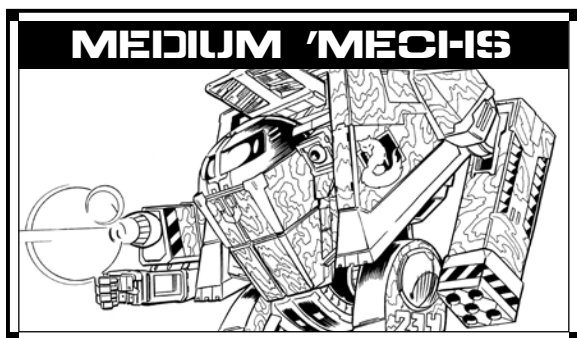
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1.5





Mass: 40 tons

Chassis: NCIS Endo Steel Type M

Power Plant: Consolidated Fusion 240 Standard

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Northrup Starlifters M40s

Jump Capacity: 180 meters

Armor: Alpha Compound Ferro-Fibrous Armor

Armament:

2 Type 3 Series Advance Tactical Missile System

1 Series 7NC Extended Range Large Laser

1 Series 1NC Extended Range Small Laser

Manufacturers: Irece Alpha, Barcella Alpha
(Diamond Sharks), Brim Ironworks
(Cloud Cobras),

Primary Factories: Irece, Barcella (Diamond Sharks)
and Brim (Cloud Cobras)

Communications System: JNE Integrated

Targeting and Tracking System: Build 3 CAT TTS

Overview

As a continuation of their design upgrades, the Nova Cats looked to their venerable *Griffin*. As with the *Shadow Hawk*, the Nova Cats brought the Diamond Sharks—and the Cloud Cobras, for some odd reason—in on the design. All the Nova Cats would reveal to their Diamond Shark allies was that the Cloud Cobras were their brothers. It was the Cobras' destiny to be involved, as it had been revealed in visions. The Sharks simply shrugged, knowing the Cats' penchant for mysticism.

Later, when the Abjurement began, those Nova Cats still in Clan space faced near-annihilation as various Clans unleashed their pent-up fury at losing the Great Refusal. The first assaults occurred on Gatekeeper, where literally nothing survived the Falcon onslaught. This devastation was repeated on the worlds of Barcella, Hoard, Bearclaw, Circe, and Brim. Only on Delios did the Nova Cats withdraw unmolested, thanks to the Diamond Sharks.

None of the attacking clans won easily, though. Everywhere the Nova Cats fought, they used their new *Griffins* with deadly proficiency. On Hoard, for example, the Nova Cats faced multiple Clans. The new *Griffin* inflicted serious casualties on the Hell's Horses and Wolves forces trying to get a foothold, proving the value of the re-design despite the terrible price.

On Brim, however, the scenario played out in a far different manner. It started just as the other Abjurement assaults had, as the Nova Cats and Cloud Cobras faced off in a series of brutal clashes. The Star Adders allowed the Cobras to fight, given their agreement to share in all the Cobras won. After four serious clashes, a cease fire was called. The Cobras then sent over their emissaries from the Rossei Cloister, who were promptly taken as bondsmen by the Nova Cats. Following such a show of honor, the Nova Cats left the planet to the Cobras, leaving their people in the Cobras' and Adders' capable hands. Brim Ironworks was given to the Cobras, who in turn gave the Adders twenty-five percent of the plant's output.

Capabilities

Retaining the same performance specifications as the original *IIC*, this variant incorporates the smaller Advanced Tactical Missile 3 system, backed by an ER large laser and small laser. Like the other refits the Nova Cats were upgrading, this new design incorporated a redesign in the armor layout, giving the 'Mech a completely new look.

Deployment

The Nova Cats, Diamond Sharks, Cloud Cobras, and Star Adders field all the new variants of the *Griffin IIC*. The Nova Cats currently deploy these in front-line Galaxies to make up for losses from the Ghost Bear War and lack of resources.

Variants

The *Griffin IIC 3* retains the ER large laser, but mounts medium and small heavy lasers and 2 Streak SRM 2s in place of the other weapons.

Type: **Griffin IIC**

Technology Base: Clan

Tonnage: 40

Battle Value: 1,407

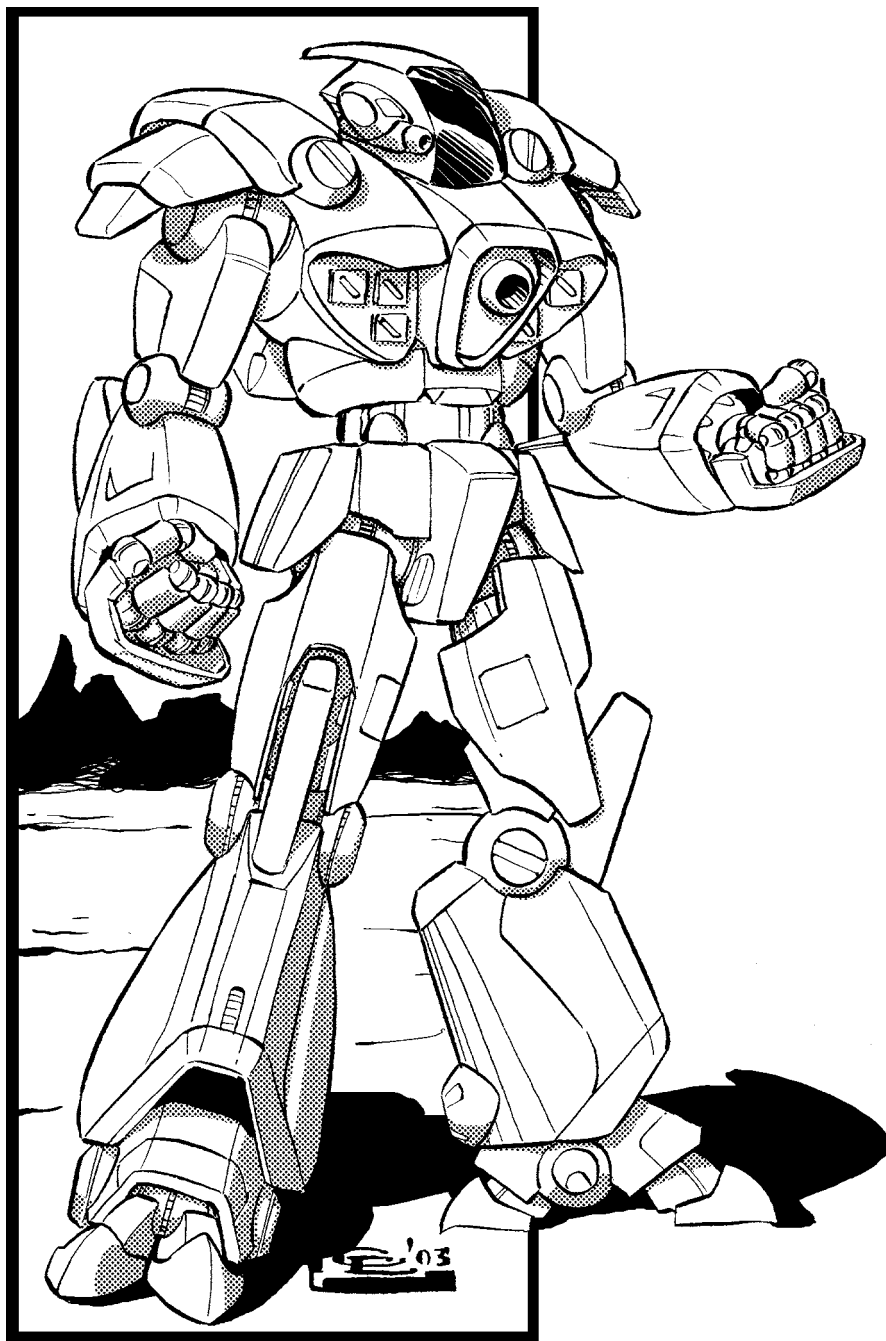
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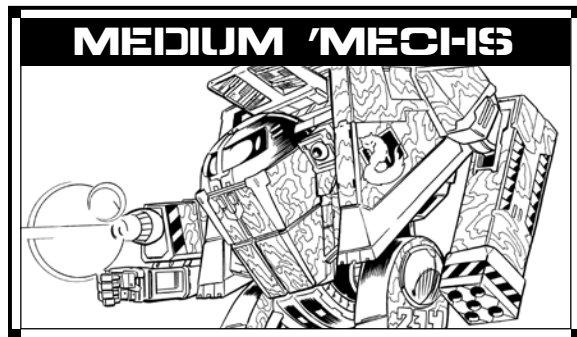
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	134	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	20

Weapons and Ammo

	Location	Critical	Tonnage
ATM 3	RT	2	1.5
Ammo (ATM) 40	RT	2	2
ATM 3	LT	2	1.5
Ammo (ATM) 20	LT	1	1
ER Large Laser	CT	1	4
ER Small Laser	H	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 40 tons
Chassis: Type-A Endo Steel
Power Plant: Light Force 360 (XL)
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None
Armor: Composite A-2 Ferro-Fibrous
Armament:
6.5 tons pod space available
Manufacturer: W-5 Facilities, Wolf Clan Site 1
Primary Factory: Eden, Arc-Royal
Communications System: Howler 79
Targeting and Tracking System: Model 92 "Stalker"

Overview

Considerable experience with light 'Mechs and insider knowledge of Inner Sphere tactics prompted Khan Phelan Ward (now Kell) to push the concept of a fast, medium-sized reconnaissance OmniMech to its limits. The *Phantom* shares many technical details with the *Ice Ferret*, but trades weaponry and armor for speed.

Capabilities

The standard configuration is packed with enough electronics to shield itself and spot the enemy, but at the cost of cutting its weaponry to a bare minimum. Striker units, in which other 'Mechs handle recon duties, employ Alternate Configuration A. This configuration mixes LRMs and lasers, but still compares unfavorably with the *Ice Ferret*. Alternate Configuration B trades much of the standard version's electronics to produce an up-gunned reconnaissance unit. Two racks of short-range missiles and a medium laser make this configuration popular.

Like the *Phantom-B*, Alternate Configuration C is relatively weapons-heavy, tying nine small lasers and one medium laser into a targeting computer. One Inner Sphere warrior commented that losing to a *Phantom-C* "is like bleeding to death from a hundred paper cuts." The *Phantom-D* mounts three medium lasers for middle-distance exchanges, backed up by a small laser and rack of Streak short-range missiles. The *Phantom-E* carries the heaviest weapons loadout, packing eight micro pulse lasers and an ATM 3 into its limited pod space. The ATM launcher loses much of its flexibility, however, because this configuration can only carry one type of ATM ammunition.

Clearly inspired by the *Phantom-C*, Alternate Configuration H links six heavy small lasers and a medium pulse laser into a targeting computer.

Deployment

Lacking raw firepower, the *Phantom's* future with the Wolf Clan hung in the balance until the Refusal War and the subsequent Crusader/Warden split. With both groups desperate for equipment to rebuild front-line forces, production of the *Phantom* continued.

The Wolves (in-Exile) proved the *Phantom's* worth in Operation Bulldog and the recent incursion into Lyran Alliance space by Clan Jade Falcon. Khan Vlad Ward's Wolves remain less impressed with a design introduced by a "freebirth," but chronic equipment shortages have forced them to continue using this OmniMech.

The Ice Hellions, Cloud Cobras, Snow Ravens, and Goliath Scorpions secured *Phantoms* from Clans Hell's Horses and Jade Falcon, who in turn captured equipment from the Wolves. The Scorpions were so impressed with the *Phantom-C* that they reverse-engineered the design and now manufacture the OmniMech themselves.

Notable MechWarriors

Star Commander Roberto: A member of the Hall Bloodhouse and a dedicated follower of Khan Phelan Kell, Roberto commands a light reconnaissance Star in the First Wolf Strike Grenadiers. That he brought his fragile command through the intense fighting on Melissia and Blair Atholl relatively intact is a testament to his skill.

MechWarrior Sela: An aging warrior embittered by the fall of the Crusader cause, Sela suffered the indignity of playing a support role in the 103rd Striker Cluster. Though the *Phantom's* firepower is a far cry from that of her previous OmniMech, a *Timber Wolf*, Sela's surviving opponents can attest to her skill and aggression.

Type: **Phantom**

Technology Base: Clan OmniMech

Tonnage: 40

Battle Value: 1,159

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	360 XL	16.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	115	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	12
Center Torso (rear)		8
R/L Torso	10	11
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	13

Weight and Space Allocation

Location	Fixed	Space Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo Steel	0
	1 Ferro-Fibrous	

Weapons And Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
ER Medium Laser RA	1	1
ECM Suite RT	1	1
LRM 5 LA	1	1
Ammo (LRM) 24 LA	1	1
TAG LT	1	1
ER Small Laser LT	1	.5
Active Probe CT	1	1

Alternate Configuration A

2 ER Small Lasers RA	2	1
LRM 5 RT	1	1
Ammo (LRM) 24 RT	1	1
2 ER Small Lasers LA	2	1
LRM 5 LT	1	1
ER Small Laser LT (R)	1	.5
ER Medium Laser CT	1	1
Battle Value: 1,410		

Alternate Configuration B

SRM 4 RA	1	1
Ammo (SRM) 25 RA	1	1
ER Small Laser RT (R)	1	.5
SRM 4 LA	1	1
Ammo (SRM) 25 LA	1	1
Active Probe LT	1	1
ER Medium Laser CT	1	1
Battle Value: 1,096		

Alternate Configuration C

4 ER Small Lasers RA	4	2
Flamer RT (R)	1	.5
4 ER Small Lasers LA	4	2
ER Medium Laser LT	1	1
Targeting Computer CT	1	1
Battle Value: 1,590		

Alternate Configuration D

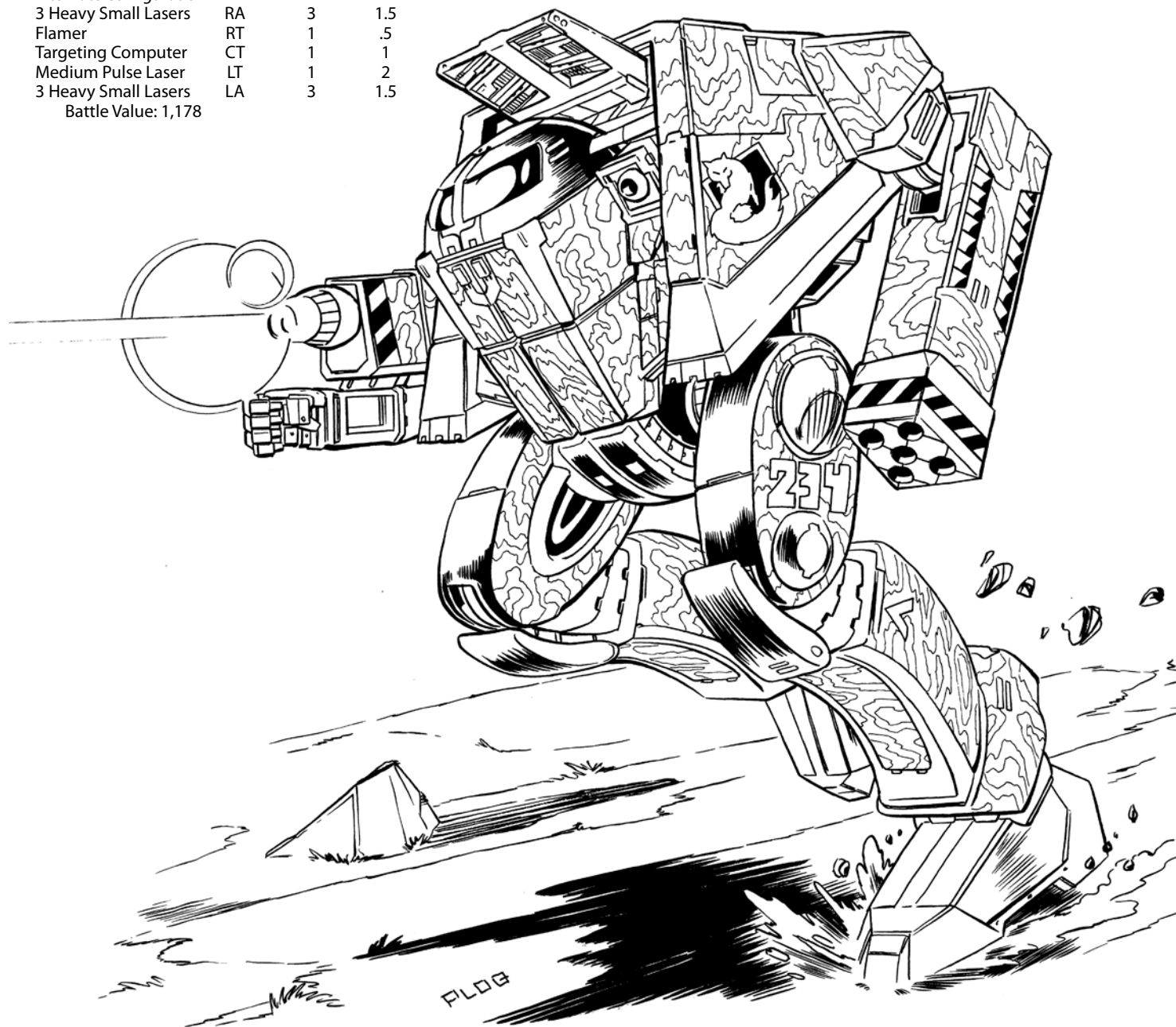
Streak SRM 4 RA	1	2
Ammo (Streak) 25 RA	1	1
ER Small Laser RA	1	.5
2 ER Medium Lasers LA	2	2
ER Medium Laser CT	1	1
Battle Value: 1,581		

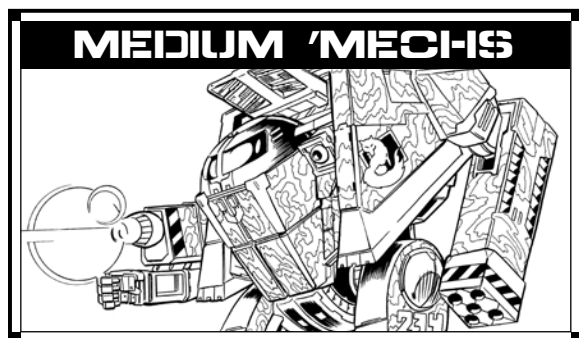
Alternate Configuration E

4 Micro Pulse Lasers RA	4	2
ATM 3 LT	2	1.5
Ammo (ATM) 20 LT	1	1
4 Micro Pulse Lasers LA	4	2
Battle Value: 975		

Weapons And Ammo

Location	Critical	Tonnage
<i>Alternate Configuration H</i>		
3 Heavy Small Lasers RA	3	1.5
Flamer RT	1	.5
Targeting Computer CT	1	1
Medium Pulse Laser LT	1	2
3 Heavy Small Lasers LA	3	1.5
Battle Value: 1,178		





Mass: 40 tons
Chassis: DSAM Endo 4
Power Plant: Fusion 240 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Grandthrust Mk. 4
Jump Capacity: 150 meters
Armor: Forging ZM15 Ferro-Fibrous
Armament:
 15.5 tons of pod space available
Manufacturer: WC Primary Facility 5, Tiber
Communications System: Megaband System 21
Targeting and Tracking System: Dtrac Suite 4

Overview

When the Clans recognized the need to change the way they fought if they wished to succeed in conquering the Inner Sphere, Wolf Khan Ulric Kerensky ordered his technicians to provide his MechWarriors with jump-capable OmniMechs, including an old test vehicle named the *Pouncer*. Redesigned for tougher combat, the *Pouncer* more than fulfilled its duty in the field.

Capabilities

The *Pouncer* is at heart an upgraded variant of the *Puma*. Five tons more massive than its progenitor, the *Pouncer* permanently mounts jump jets as well as two more heat sinks than the *Puma*. The added jump capability makes the *Pouncer* a feared opponent.

The primary configuration nearly duplicates the *Puma*'s primary version, exchanging the flamer for an extended-range small laser. Alternate Configuration A

is an efficient fire-support OmniMech with a powerful short-range bite, mounting two LRM-15 racks and four extended-range medium lasers along with a rear-mounted ER small laser. Alternate Configuration B, another fire-support OmniMech, mounts an LRM-10 in its torso and two extended-range large lasers in its arms. For close-in work it relies on two arm-mounted SRM-4 racks, but a chronic mechanical failure in the SRM missile feed systems makes this variant the least popular among MechWarriors.

The *Pouncer-C*, designed to serve as part of a fire team, combines a large autocannon with an array of beam weapons. Configuration D, highly respected in battle, mounts a withering array of six ER medium lasers, their potency enhanced by a targeting computer, backed by two Streak SRM-6 racks.

The final two significant configurations mount brand-new technologies and can deliver a powerful punch at close ranges. The *Pouncer-E* mounts two ATM 9 racks, backed up by an ER medium laser and two ER micro lasers. The H configuration, a throwback to the *Pouncer-D*, mounts two heavy medium lasers in each arm, backed up by a pair of Streak SRM-6 racks and a heavy small laser.

Deployment

The *Pouncer* made its Inner Sphere combat debut in 3050, but the action on Zoetermeer during the Refusal War brought the 'Mech Clan-wide recognition. The *Pouncer* remains common only within the split Clan Wolf, though the Goliath Scorpions also field fair numbers of this 'Mech. Clans Coyote and Star Adder deploy the *Pouncer* in limited numbers.

Notable MechWarriors

Star Colonel Craig Fetladral: Once an Elemental warrior, Craig Fetladral suffered injuries on Wotan that prevented him from ever again donning the Elemental suit. Instead he tested out as a MechWarrior and piloted his *Pouncer* to notoriety within Clan Wolf (in-Exile). Commanding the Sixteenth Wolf Guards Battle Cluster, he has more than earned the continuation of his genetic legacy.

Star Captain Oren: An abtakha warrior adopted by Clan Ice Hellion, Star Captain Oren found acceptance of her unique tactical outlook that made her an outcast among Clan Wolf. Favoring speed and mobility over raw firepower, she has made a home among the Ice Hellions, who refitted her personal *Pouncer* with a MASC system.

Type: **Pouncer**
 Technology Base: Clan OmniMech
 Tonnage: 40
 Battle Value: 2,557

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	5	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	115	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	12
Center Torso (rear)		8
R/L Torso	10	11
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	13

Location	Fixed	Space Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	0
	1 Jump Jet	
Right Torso	2 XL Engine	3
	1 Endo Steel	
	2 Ferro-Fibrous	
	2 Jump Jets	
	Double Heat Sink	
Left Torso	2 XL Engine	5
	1 Endo Steel	
	2 Ferro-Fibrous	
	2 Jump Jets	
Right Arm	1 Ferro-Fibrous	5
	Double Heat Sink	
Left Arm	1 Ferro-Fibrous	5
	Double Heat Sink	
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons

And Ammo

Location

Critical

Tonnage

Primary Weapons Configuration

ER PPC	RA	2	6
Targeting Computer	RT	3	3
ER PPC	LA	2	6
ER Small Laser	LT	1	.5

Alternate Configuration A

LRM 15	RA	2	3.5
Ammo (LRM) 16	RA	2	2
2 ER Medium Lasers	RT	2	2
ER Small Laser	RT (R)	1	.5
LRM 15	LA	2	3.5
Ammo (LRM) 16	LA	2	2
2 ER Medium Lasers	LT	2	2

Battle Value: 2,081

Alternate Configuration B

ER Large Laser	RA	1	4
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
ER Large Laser	LA	1	4
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1

Battle Value: 1,836

Alternate Configuration C

Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
ER Small Laser	RT	1	.5
2 ER Medium Lasers	LA	2	2
ER Small Laser	LA	1	.5
ER Small Laser	LT	1	.5

Battle Value: 1,653

Alternate Configuration D

3 ER Medium Lasers	RA	3	3
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
3 ER Medium Lasers	LA	3	3
Targeting Computer	LT	2	2
Streak SRM 6	LT	2	3
ER Small Laser	LT (R)	1	.5

Battle Value: 2,246

Alternate Configuration E

ATM 9	RA	4	5
Ammo (ATM) 14	RT	2	2
ER Micro Laser	RT	1	.25
ATM 9	LA	4	5
ER Medium Laser	LT	1	1
ER Micro Laser	LT	1	.25
Ammo (ATM) 14	LT	2	2

Battle Value: 1,632

Weapons

And Ammo

Location

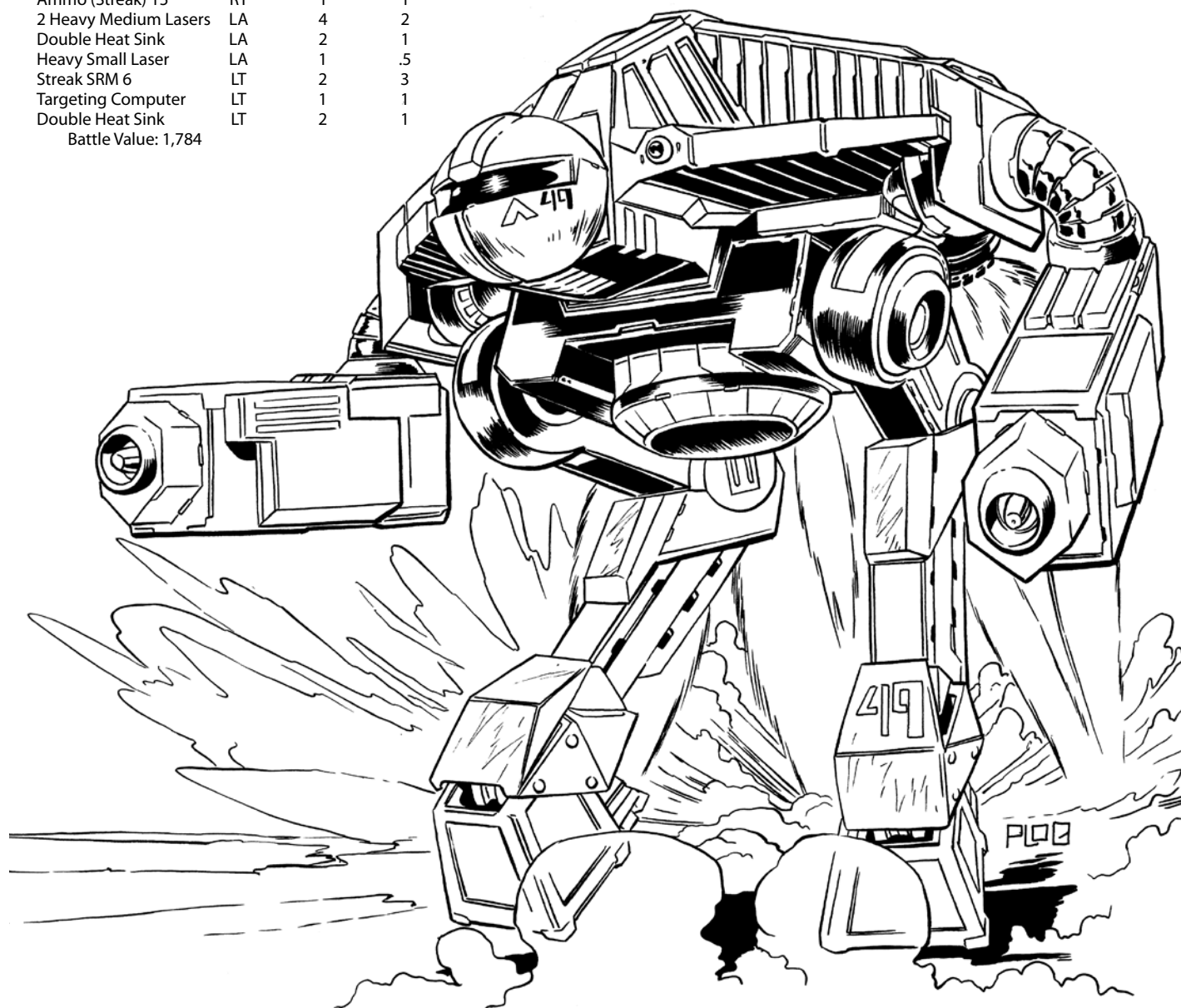
Critical

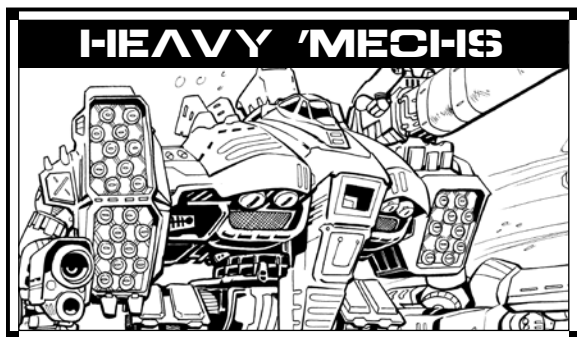
Tonnage

Alternate Configuration H

2 Heavy Medium Lasers	RA	4	2
Double Heat Sink	RA	2	1
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
2 Heavy Medium Lasers	LA	4	2
Double Heat Sink	LA	2	1
Heavy Small Laser	LA	1	.5
Streak SRM 6	LT	2	3
Targeting Computer	LT	1	1
Double Heat Sink	LT	2	1

Battle Value: 1,784





Mass: 60 tons

Chassis: Lupus

Power Plant: 240 Standard

Cruising Speed: 43 kph

Maximum Speed: 64 kph,
86 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Mk. VI Ferro-Fibrous

Armament:

- 1 Series 4D-2 Heavy Large Laser
- 3 "Longbow" III LRM-10 Launchers
- 2 Series 7JA ER Medium Lasers
- 2 Series 6A Heavy Medium Lasers
- 2 Series 14 k. II Heavy Small Lasers

Manufacturer: Arcadia BattleMech Plant CM-T4

Communications System: Hector CC-22E

Targeting and Tracking System: Brim CT-37 Mk. XII

Overview

Following the development of the Heavy Laser, Clan Star Adder warriors and scientists chose to revive the *Lupus*, a second-line BattleMech long dismissed by most Clans, to serve as the testbed for these new weapons. The testing process went far better than expected and the lasers were rushed into production. More than that, many ranking Star Adder warriors were impressed with the *Lupus*' performance. With his Clan's *touman* still understrength following its Absorption of Clan

Burrock, Khan Cassius N'Buta ordered his scientists to immediately begin refitting scores of these 'Mechs, re-christened *Hellfire*, that were mothballed in his Clan's Brian Caches.

Capabilities

The array of heavy lasers combined with the paired extended-range lasers give the *Hellfire* withering firepower at medium and shorter ranges. The three long-range missile packs, not present in the prototype models, were added in the final refit models to compensate for the short range and relative inaccuracy of the heavy lasers.

The original *Lupus* was a fast BattleMech, topping out at a maximum speed of 86 kph. The baseline *Hellfire*, on the other hand, is powered by the smaller 240-rating fusion engine. It is only capable of sustaining a maximum speed of 65 kph. This may seem a disadvantage, but the *Hellfire* is a 'Mech that is assigned predominately to shock and defensive missions: roles that require more firepower than speed. The *Hellfire* does however mount a MASC system that can give it the quick bursts of extra speed it needs to close with (or retreat from) the enemy.

Unfortunately, the *Hellfire* has proven to be susceptible to some significant problems. In addition to the sensor interference caused by the heavy lasers' poor shielding, a number of battlefield reports indicate that in the heat of battle, the heavy laser tubes can rupture with catastrophic results. Also, the rate of MASC failure in the *Hellfire* is 15 percent greater than the baseline—though whether that is due to the new weapons or the age of the 'Mechs in question is still undetermined.

Deployment

Since its debut in 3058, scores of these 'Mechs have been refitted and returned to service where they operate in each of the Star Adders' second-line Galaxies. Originally, only Clan Star Adder deployed the *Hellfire* in significant numbers. Star Adder also began to refit them for Clan Cloud Cobra in late 3059. Quite a few *Hellfires* have fallen into the hands of other Clans, though Clan Star Adder still fields the most.

Variants

In his recent assaults on York, Galaxy Commander Stanislov N'Buta included a number of upgraded *Hellfires* in his newly constituted Beta Galaxy. Powered by a 300XL fusion engine, it trades its LRMs for a pair of ATM-6 launchers, downgrades the paired heavy small lasers to a single ER small and adds a heat sink. The resulting boost in speed and firepower proved both surprising and overwhelming to the warriors of Clan Blood Spirit. Those that survived have quickly learned from their complacency while they work as bondsmen on the very 'Mechs that defeated them.

Type: **Hellfire**

Technology Base: Clan

Tonnage: 60

Battle Value: 2,114

Equipment

Internal Structure:

Engine: 240 11.5

Walking MP: 4

Running MP: 6 (8)

Jumping MP: 0

Heat Sinks: 17 [34] 7

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 172 9

Internal
Structure

Armor
Value

Head 3 9

Center Torso 20 23

Center Torso (rear) 10

R/L Torso 14 20

R/L Torso (rear) 7

R/L Arm 10 19

R/L Leg 14 19

Weapons

and Ammo

Location

Critical

Tonnage

Heavy Medium Laser RA 2 1

ER Medium Laser RA 1 1

Heavy Small Laser RA 1 .5

Heavy Medium Laser LA 2 1

ER Medium Laser LA 1 1

Heavy Small Laser LA 1 .5

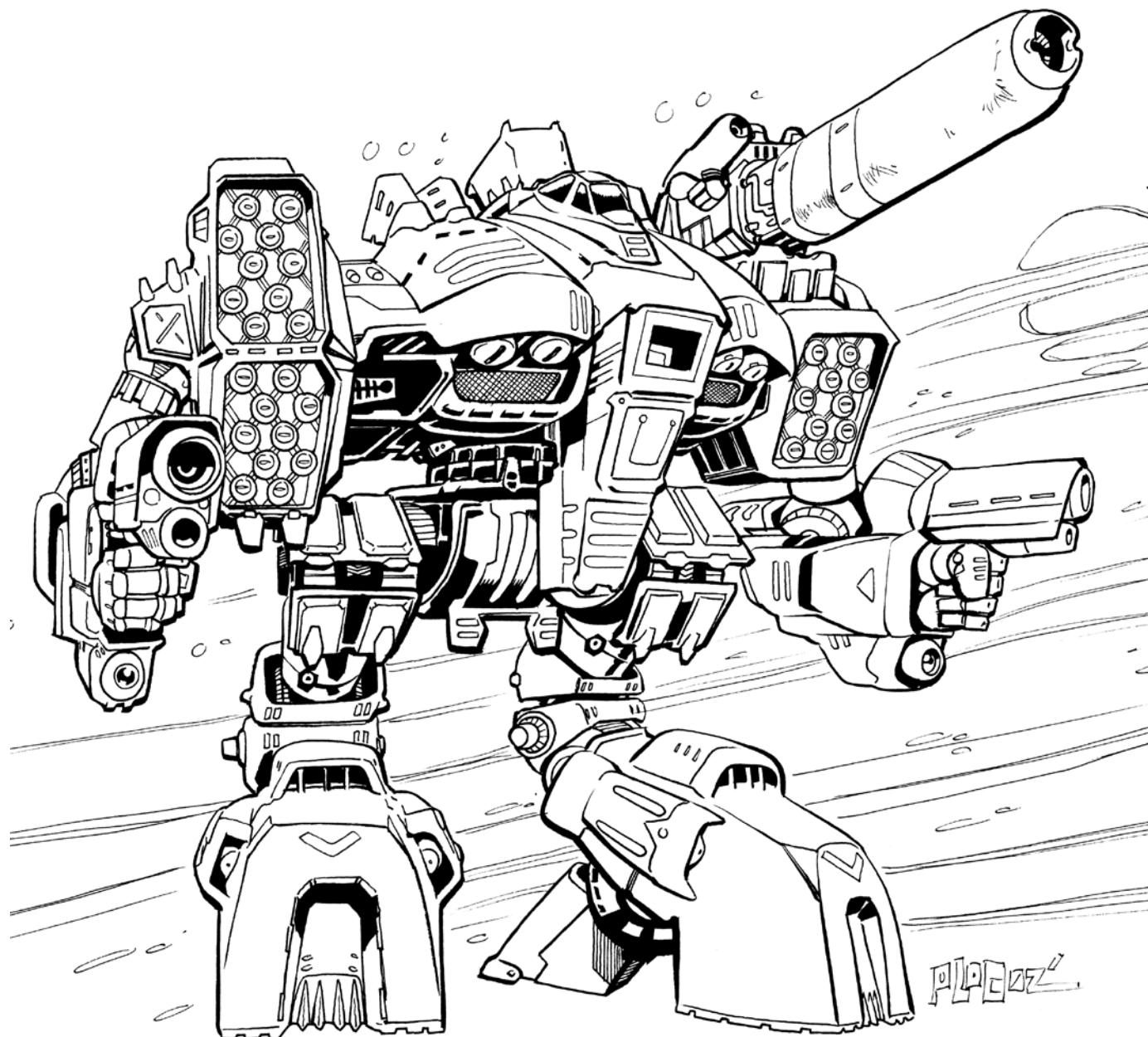
2 LRM 10 RT 2 5

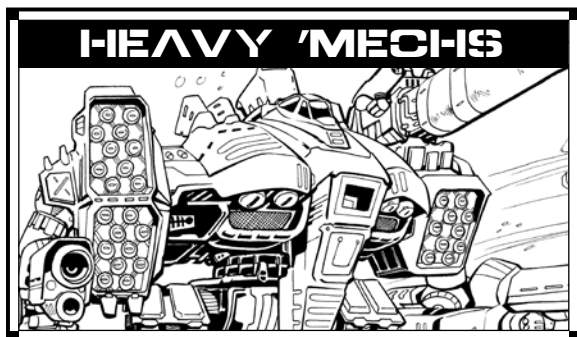
Ammo (LRM) 24 RT 2 2

Heavy Large Laser LT 3 4

LRM 10 LT 1 2.5

MASC CT 2 2





Mass: 65 tons
Chassis: Bergan Version 6.3 Endo Steel
Power Plant: 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard Type A3
Jump Capacity: 150 meters
Armor: Compound 12A1 Standard
Armament:
 2 Series 7K Extended Range Large Lasers
 2 Kolibri Delta Series Medium Pulse Lasers
 3 Smartshot Mk. V Streak SRM-4 Launchers
Manufacturer: Bergan Industries
Primary Factory: Alshain
Communications System: Garret L15
Targeting and Tracking System: RCA Instatrac
 Version 8

Overview

Following the completion of the Clan Ghost Bear mass exodus to the Inner Sphere and the establishment of the Ghost Bear Dominion, Khan Bjorn Jorgensson decided that symbols were needed to mark the beginning of a new era for his Clan. The first such symbol was established in late 3060, when a group of trothkin who had just passed their Trial of Position began their Great Work—an enormous bronze sculpture which will eventually show a *Leviathan*-class WarShip in fine detail. The Khan ordered the Great Work to be displayed on Alshain and had a special viewing center built around it.

The second symbol, more militant in nature, was a new second-line BattleMech produced in the same factory that manufactures the *Ursus*. Loremaster Laurie Tseng named the new design the *Arcas*, after a character in Greek mythology who became the constellation of Ursa Minor. This served as a reminder of where the Clan had chosen to settle, for nowhere in Clanspace was Ursa Minor visible. The *Arcas* stepped off the production line in 3061, and was quickly battle-tested in Trials of Possession with Clan Wolf for the worlds of Leoben, Skandia, and Radstadt. It has since been produced in fairly large numbers and sent all over the Dominion.

Capabilities

The *Arcas* is extremely mobile for its size. Jump jets allow a jump of 150 meters, and the powerful engine allows it to reach speeds comparable to many medium 'Mechs. Backing up this impressive mobility is the most armor a 'Mech of the *Arcas*'s size can carry, along with an array of weaponry that is dangerous at all ranges.

The *Arcas*'s main weapons are a pair of extended range large lasers, which can be used to snipe at long ranges or add firepower to the devastating short-range punch provided by the 'Mech's other weapons. Two medium pulse lasers and three Streak SRM-4 launchers are serious threats to opponents who come anywhere near the *Arcas*. Though it only carries one ton of ammunition for the missile launchers, this is generally enough as the Streak technology prevents wasted shots.

Deployment

Arcases have been sent to all of the Ghost Bears' second-line Galaxies, but the largest number have been assigned to the Third Bear Regulars Cluster of Theta Galaxy. Additionally, the Tenth Garrison Cluster of the Nova Cats' Chi Provisional Galaxy took an *Arcas* during a Trial of Possession.

Variants

The only known variant of the *Arcas* replaces the ER large lasers and all three Streak SRM-4s with two ER PPCs and extra heat sinks. This variant is only seen in areas where resupply is a possible concern.

Type: **Arcas**

Technology Base: Clan

Tonnage: 65

Battle Value: 2,484

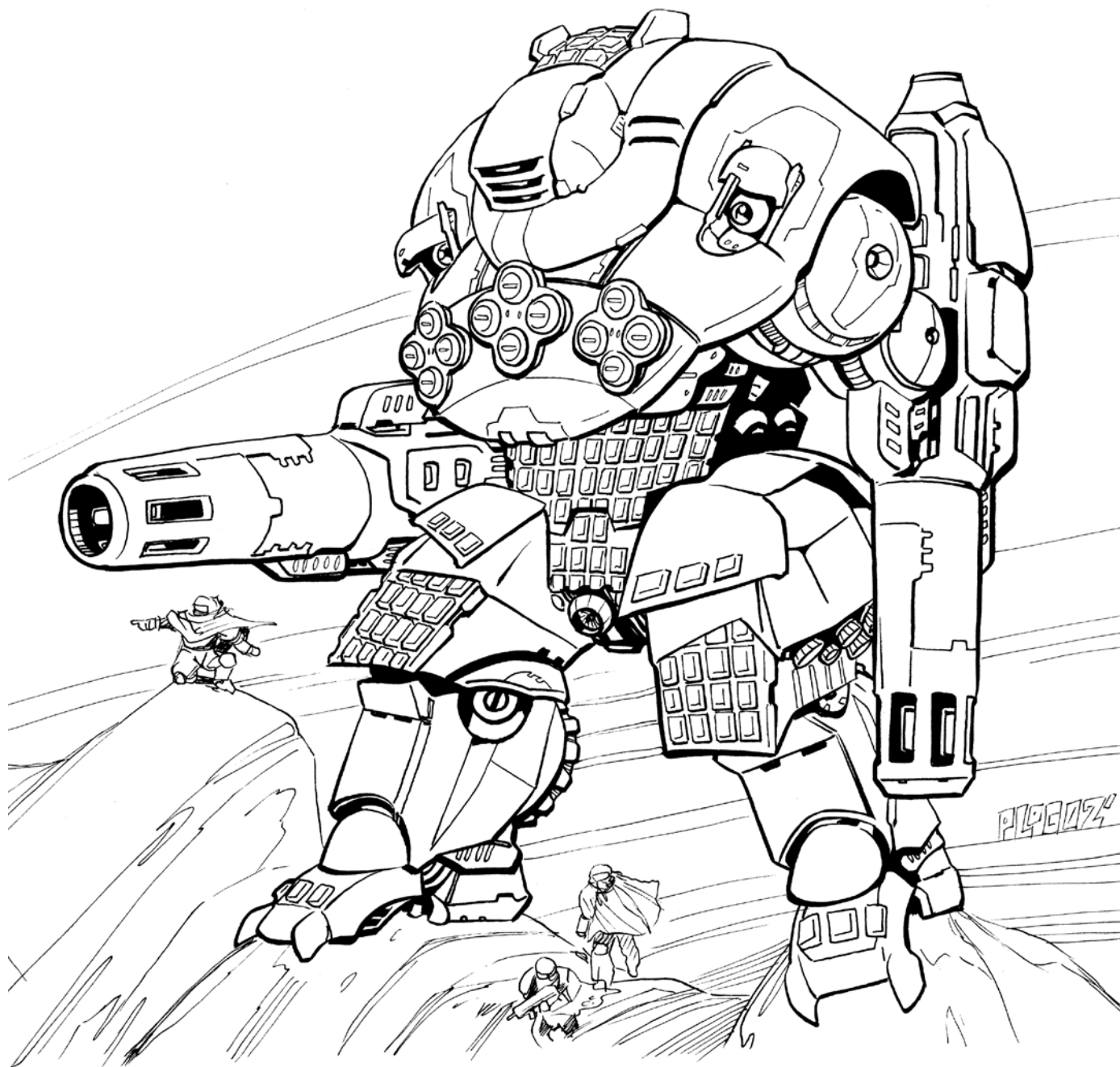
Equipment

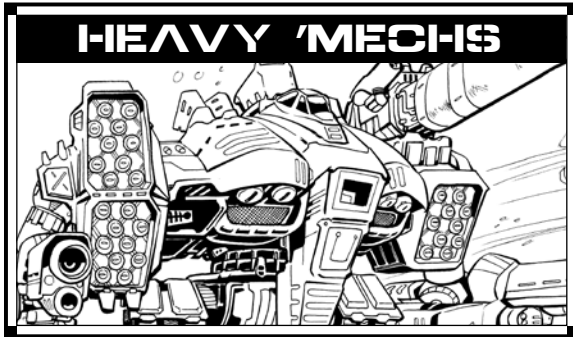
Internal Structure:	Endo Steel	Mass
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	211	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	32
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	1	4
ER Large Laser	LA	1	4
Medium Pulse Laser	RT	1	2
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Medium Pulse Laser	LT	1	2
Streak SRM 4	LT	1	2
Streak SRM 4	CT	1	2
Jump Jet	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2





Mass: 65 tons
Chassis: Beta Manufactured Standard
Power Plant: Model SF-3 (Standard)
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging ZK11 Standard
Armament:
2 Type XX "Great Bow" LRM-20 Launchers
2 Type X "Short Bow" LRM-10 Launchers
Manufacturer: Auxiliary Production Site #4
Communications System:
S9R Beta Series Communications
Targeting and Tracking System:
Able-Seven Sensor Suite

Overview

Clan Diamond Shark has been very quiet about its newest second-line 'Mech, the *Ha Otoko*. The warriors of most other Clans prefer to reserve judgment on the design, though the merchant castes of several Clans already have expressed grave misgivings about the intended use of the 'Mech.

On the surface, the *Ha Otoko* follows typical Clan design conventions for a second-line BattleMech. It uses no upgraded technologies, making it cost-effective and durable, and allowing easy logistical support in the field. Because it lacks double heat sinks, its weapons array is planned around a high heat curve. The machine is well-armored and carries enough ammunition to participate in extended operations.

The merchant caste of Clan Jade Falcon first raised concerns about Diamond Shark's intent with this BattleMech. They pointed to the oriental influence in the BattleMech's physical lines and the Japanese name, neither of which is typical of the Clans. (*Ha Otoko* translates very roughly as the Bladed Man, possibly referring to the knife-blade architecture of the BattleMech's armor.) Finally, the *Ha Otoko* would fit the Inner Sphere style of combat very well, working as a missile support 'Mech within a lance. Though the Falcon merchants have not levied a formal charge, it seems clear that they suspect Clan Diamond Shark of planning to sell this design within the Inner Sphere.

Capabilities

In 3060, Clan Diamond Shark fielded the *Ha Otoko* in battles on the planet Barcella where they helped to defend the Clan Nova Cat evacuation efforts against attacks by other Clans in return for territory concessions. It gave a strong performance, especially in the types of defensive situations commonly encountered by second-line or garrison units. In combat, the *Ha Otoko* relies primarily on its torso-mounted LRM-20 launchers, switching to the extended firing arc of an arm-mounted LRM-10 if a target attempts to flank it. Warriors piloting *Ha Otokos* take up positions in rivers or small lakes when possible to take advantage of the heat dissipation potential of their leg-mounted heat sinks. Battlefield tactics dictate that pilots reserve a full salvo of sixty missiles to use against the enemy at its most vulnerable point—and the shot is as close to being a guaranteed success as possible.

Deployment

So far, the *Ha Otoko* has appeared in several Diamond Shark second-line units. Clans Blood Spirit and Fire Mandrill have also received a limited number of the design in a trade for technology to be designated later.

Though there is no proof that Clan Diamond Shark intends to offer the *Ha Otoko* to the Inner Sphere, merchants of the Jade Falcons and other Clans continue to disparage the 'Mech. Their latest evaluations demonstrate how the Draconis Combine could easily alter the design for use without the Clan-tech LRM launchers. Switching to an Inner Sphere XL engine with double heat sinks, which the design apparently can support, would make up for the weight differential, turning the *Ha Otoko* into an above-average Inner Sphere front-line machine.

Type: **Ha Otoko**

Technology Base: Clan

Tonnage: 65

Battle Value: 1,873

Equipment

Internal Structure:

Engine: 260

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 13

Gyro: 3

Cockpit: 3

Armor Factor: 208

Mass

6.5

13.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 21 31

Center Torso (rear) 10

R/L Torso 15 23

R/L Torso (rear) 7

R/L Arm 10 20

R/L Leg 15 29

Weapons

and Ammo

Location Critical Tonnage

LRM 20 LT 4 5

Ammo (LRM) 18 LT 3 3

LRM 20 RT 4 5

Ammo (LRM) 18 RT 3 3

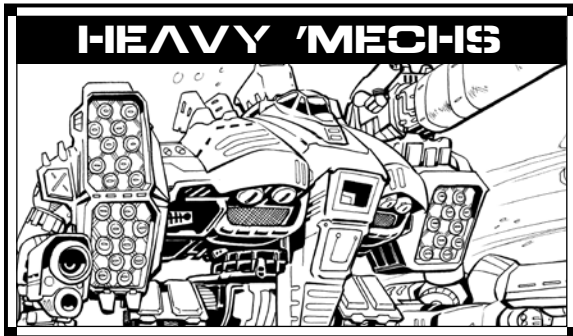
LRM 10 LA 1 2.5

Ammo (LRM) 12 LA 1 1

LRM 10 RA 1 2.5

Ammo (LRM) 12 RA 1 1





Mass: 65 tons
Chassis: Type W4 Endo Steel
Power Plant: Heavy Force 390 (XL)
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Composit A-4 Ferro-Fibrous
Armament:
 17.5 tons pod space available
Manufacturer: Wolf Clan Site 2, Wolf Clan Site 1
Primary Factory: Strana Mechty, Arc-Royal
Communications System: Khan Series (Type 3)
Targeting and Tracking System: Series V OPT

Overview

Concerned by the *Timber Wolf* OmniMech's inability to keep up with its Star-mates in running battles, Khans Phelan Ward Kell and Natasha Kerensky ordered the development of the *Linebacker* to supplement and eventually replace it.

Capabilities

The *Linebacker* trades ten tons of pod space for speed. Even with less armament, its speed makes the new OmniMech a formidable foe. In its standard configuration, the *Linebacker* can punish threats from a distance. Alternate Configuration A also delivers long-distance damage, but with a more missile-oriented mix of weapons. The unusual placement of the Gauss rifle in the right torso of Alternate Configuration B has proven a nasty surprise for Inner Sphere MechWarriors, while Configuration

C emphasizes rear-firing weapons. Khan Natasha Kerensky designed Configuration D for infighting, with plenty of SRMs and medium lasers.

Recently introduced, Alternative Configuration E incorporates two ATM-6 launchers with magazine capacity to use the flexibility offered by the alternate ammunition types. A large laser is the E variant's only fallback weapon. Alternate Configuration H employs the new heavy laser technology, with jump jets giving this version even better mobility.

Deployment

Introduced by Clan Wolf in 2945, the *Timber Wolf* was considered at the optimum balance for a heavy OmniMech. As a result, the *Linebacker* has seen limited deployment outside Striker Clusters. Even the new OmniMech's sterling performances—first in the Refusal War and then against the Smoke Jaguars—have failed to supplant the *Timber Wolf* in the minds of many Wolves (in-Exile). Khan Vlad Ward's Wolves are even more dismissive of the design, considering it the brainchild of a freebirth and a geriatric; only their need for equipment has kept the design in production among them.

Before the Refusal War, the Wolves shared the *Linebacker* design with Clans Snow Raven and Coyote. Wolf combat losses have subsequently spread the OmniMech design to Clan Hell's Horses and to the Jade Falcons. The fighting on Lum allowed the Steel Vipers to acquire *Linebackers*, many of which later fell to the Cloud Cobras on Homer.

Notable MechWarriors

Star Commander Judd: As a member of the Eleventh Battle Cluster, Judd is a Warden who found himself on the other side of the fence following the Wolf Clan split. Luckily for Judd, the *Linebacker* he pilots has proven far more capable than its detractors believe, as Khan Vlad Ward seeks ever more inventive ways to get the Wardens of the Eleventh killed.

Star Captain Kilian Sender: Ever since winning command of a Striker Trinary in the First Wolf Strike Grenadiers, Star Captain Sender has demonstrated a flair for tactical maneuvering. On Albiero, he used

the speed of the *Linebackers* under his command to deadly effect against the Eleventh Jaguar Regulars. Expecting the Wolves' faster elements to be comprised of lighter designs such as the *Ice Ferret*, the Jaguars were unprepared for the *Linebacker's* firepower as the Strike Grenadiers repeatedly launched slashing flank attacks.

Type: **Linebacker**

Technology Base: Clan OmniMech

Tonnage: 65

Battle Value: 2,390

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	390 XL	23
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	192	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	25
Center Torso (rear)		10
R/L Torso	10	22
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	15	24

Weight and Space Allocation

Location	Fixed	Space Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 XL Engine	8
	1 Endo Steel	
Left Torso	1 Ferro-Fibrous	8
	2 XL Engine	
	1 Endo Steel	
Right Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Left Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo-Steel	0
	1 Ferro-Fibrous	

Weapons And Ammo Location Critical Tonnage

Primary Weapons Configuration

ER PPC	RA	2	6
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
ER PPC	LA	2	6
LRM 5	LT	1	1
Ammo (LRM) 24	LT	1	1
ER Small Laser	RT (R)	1	.5

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

ER Large Laser	RA	1	4
2 ER Medium Lasers	RT	2	2
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
ER Large Laser	LA	1	4
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2

Battle Value: 2,264

Alternate Configuration B

ER Medium Laser	RA	1	1
Gauss Rifle	RT	6	12
Ammo (Gauss) 16	RT	2	2
2 ER Medium Lasers	LA	2	2
ER Small Laser	LT	1	.5

Battle Value: 2,048

Alternate Configuration C

Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
Machine Gun	RT	1	.25
Machine Gun	RT (R)	1	.25
Ammo (MG) 100	RT	1	.5
Flamer	RT(R)	1	.5
2 ER Medium Lasers	LT	2	2
ER Medium Laser	LT(R)	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1

Battle Value: 2,075

Alternate Configuration D

2 Streak SRM 6	RA	4	6
Ammo (Streak) 15	RA	1	1
ER Medium Laser	RT	1	1
2 Streak SRM 6	LA	4	6
Ammo (Streak) 30	LA	2	2
ER Medium Laser	LT	1	1
ER Small Laser	LT (R)	1	.5

Battle Value: 2,039

Alternate Configuration E

ATM 6	RA	3	3.5
Ammo (ATM) 30	RA	3	3
ER Large Laser	RT	1	4
Light Active Probe	CT	1	.5
ATM 6	LA	3	3.5
Ammo (ATM) 30	LA	3	3

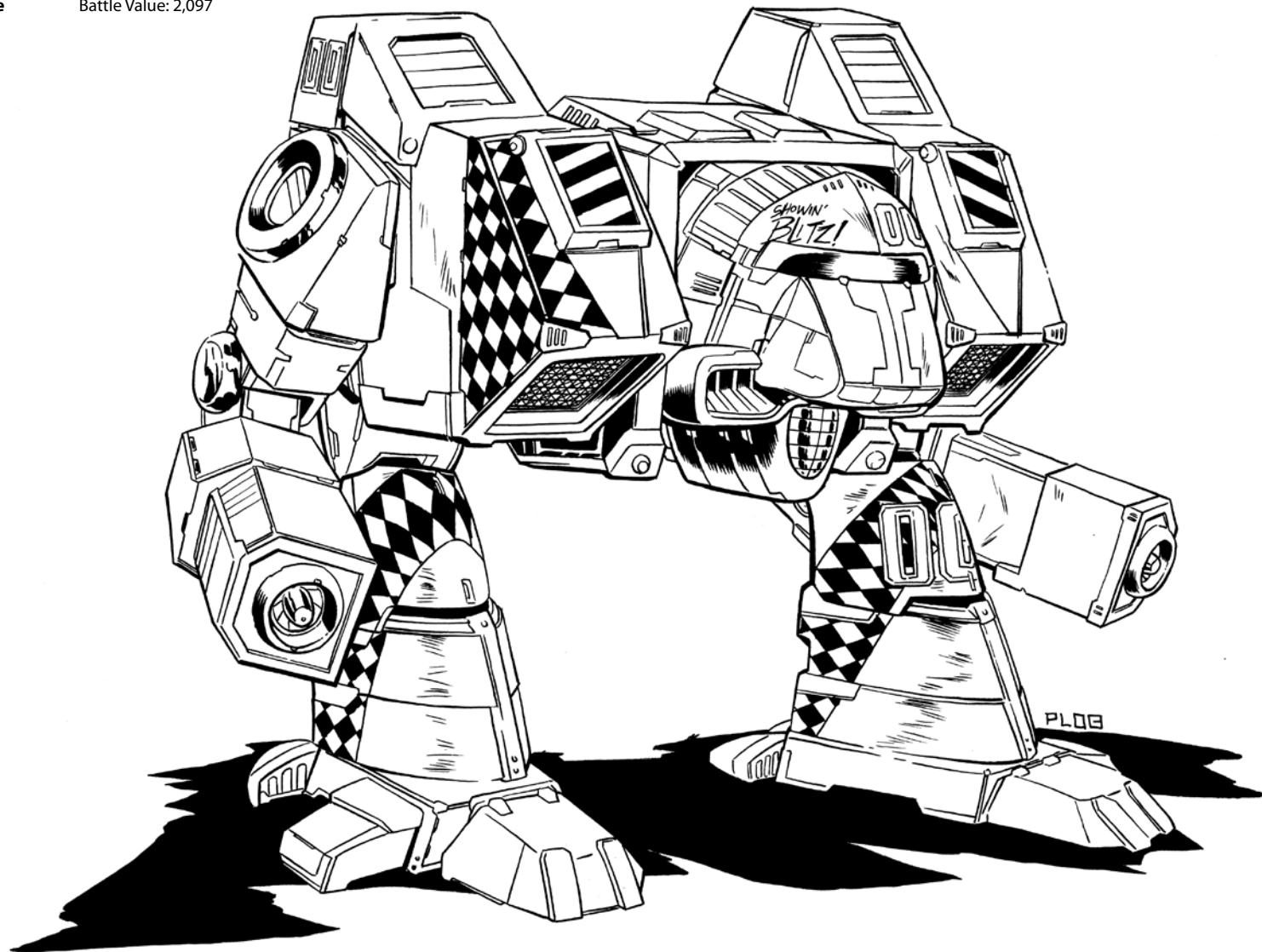
Battle Value: 1,846

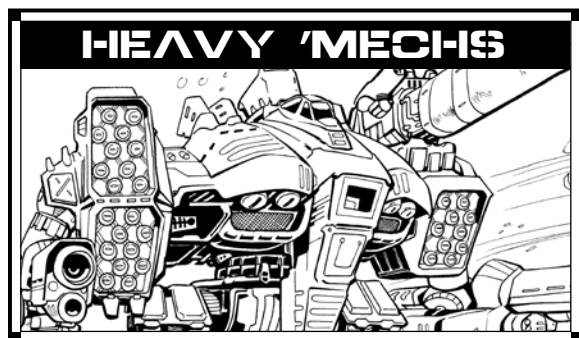
Weapons And Ammo Location Critical Tonnage

Alternate Configuration H

Heavy Large Laser	RA	3	4
ER Medium Laser	RT	1	1
3 Jump Jets	RT	3	3
ER Small Laser	CT	1	.5
ER Medium Laser	LT	1	1
Double Heat Sink	LT	2	1
3 Jump Jets	LT	3	3
Heavy Large Laser	LA	3	4

Battle Value: 2,097





Mass: 70 tons
Chassis: JF 7 Light Endo Steel
Power Plant: 280 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: JF Standard
Armament:
 2 Pattern J7 SRM 6 Racks
 35 tons of pod space available
Manufacturer: Olivetti Weaponry
Primary Factory: Sudeten
Communications System: JF Integrated
Targeting and Tracking System: JFIX/Olivetti
 Pinpoint Advanced

Overview

In the 3060s, Falcon scientists combined the partial wing design of the Kage battle armor with the shoulder baffles from the *Goshawk*, resulting in a successful debut on an experimental *Cougar* chassis. Their attempt to transplant this success to a new design kept encountering problems and was shelved. However, in 3074, Khan Pryde and Merchant Factor Daniel tasked what remained of Falcon design teams to use what was in the pipeline to rebuild the *touman*. By removing much of the partial wing hardware, the *Flamberge* was left with just an imposing cosmetic appearance. This new design was intended as a heavy hitter to work with the *Loki* and *Thor*.

Capabilities

Despite slower ground speed compared to its contemporaries, the *Flamberge* was designed with mobility in mind. While most configurations use jump

jets, designers left them off the base model for flexibility. The structure of the upper wing meant the prototype's shoulder-mounted SRMs could not be removed without significant alteration, and so they were kept in the base version. Fortunately, the 'Mech's advantages outweigh its disadvantages. Thirteen and a half tons of armor protect the *Flamberge*, while compact construction materials grant thirty-five tons of pod space, allowing it to emulate the sword that is its namesake and destroy the enemy's weapons.

The primary configuration uses improved jump jets for greater mobility. A pair of advanced tactical missiles provides multi-range fire, while quad pulse lasers provide accurate fire up close. The standard SRMs can be used to exploit holes made by the other weapons. The alpha configuration emulates the version that Quinn Kerensky has used since piloting the machine, similar to what she used on her *Thor*. A large pulse laser and extended-range particle cannon tied to a targeting computer give it a ranged punch, while more than a score of SRMs can clean up once the warrior closes in on the target. Five improved jump jets give it the same aerial reach as the *Thor*.

The beta configuration is a harasser, whose three plasma cannons can wreak havoc on enemy 'Mechs and ravage other units. Large and dual medium extended-range lasers provide more of a bite. The fourth configuration is unusual, sporting the Arrow IV artillery launcher for support, but with an array of lasers tied into a targeting computer to allow the warrior to still pose a threat.

Deployment

The *Flamberge* has been assigned to premier Falcon units, such as Epsilon's Fifth Battle Cluster and the First Falcon Strikers. Many *ristars* and prominent warriors have been assigned the new design. Galaxy Commander Kerensky was assigned one after she destroyed her third *Thor* in five years with her aggressive tactics, and shortly thereafter Gamma Galaxy requested as many of the machines as they could get.

On Phedca, a former Smoke Jaguar warrior in his *Masakari* was terrorizing Falcon warriors. Ingrid Pryde had her techs outfit her 'Mech in the B configuration and engaged him. By randomly firing her plasma cannons and infernos, she dampened his return fire while she cut his 'Mech up with her lasers and SRMs. As a last desperate tactic, he fired all his weapons and savaged the *Flamberge*, but overheated his 'Mech. An aimed shot to the cockpit ended his service with the Blakists. Ingrid

Pryde's exploits have made the *Flamberge* an acceptable choice to traditionalists in the Clan.

Variants

With the recent influx of scientists from Clan Wolf, the problem with the partial wing was finally solved and the remaining prototypes are in testing. Accompanied by a bevy of pulse lasers, six improved jump jets with even greater range due to the wing allow this new model to practically never touch ground, shredding opponents in test runs so far. It is unknown if these will prompt a restart of the initial program or if these prototypes will be just that.

Type: **Flamberge**

Technology Base: Clan OmniMech

Tonnage: 70

Battle Value: 2,266

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	31
Center Torso (rear)		12
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	30

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	2 XL Engine	8
	2 Endo Steel	
Left Torso	2 XL Engine	10
Right Arm	SRM 6	5
	2 Endo Steel	
Left Arm	SRM 6	5
	2 Endo Steel	
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

2 Medium Pulse Lasers	RA	2	4
Ammo (SRM) 15	RA	1	1
Double Heat Sink	RA	2	1
ATM 6	RT	3	3.5
Ammo (ATM) 10	RT	1	1
Improved Jump Jets	RT	4	4
Improved Jump Jet	RL	2	2
2 Medium Pulse Lasers	LA	2	4
Ammo (SRM) 15	LA	1	1
Double Heat Sink	LA	2	1
ATM 6	LT	3	3.5
Ammo (ATM) 10	LT	1	1
Improved Jump Jets	LT	4	4
Double Heat Sink	LT	2	1
Improved Jump Jet	LL	2	2
Double Heat Sink	CT	2	1

Alternate Configuration A

ER PPC	RA	2	6
Ammo (SRM) 15	RA	1	1
Double Heat Sink	RA	2	1
SRM 6	RT	1	1.5
Improved Jump Jets	RT	4	4
Targeting Computer	RT	3	3
Double Heat Sink	RL	2	1
Large Pulse Laser	LA	2	6
Ammo (SRM) 30	LA	2	2
Double Heat Sink	LA	2	1
SRM 6	LT	1	1.5
Improved Jump Jets	LT	4	4
Double Heat Sink	LL	2	1
Improved Jump Jet	CT	2	2

Battle Value: 2,575

Alternate Configuration B

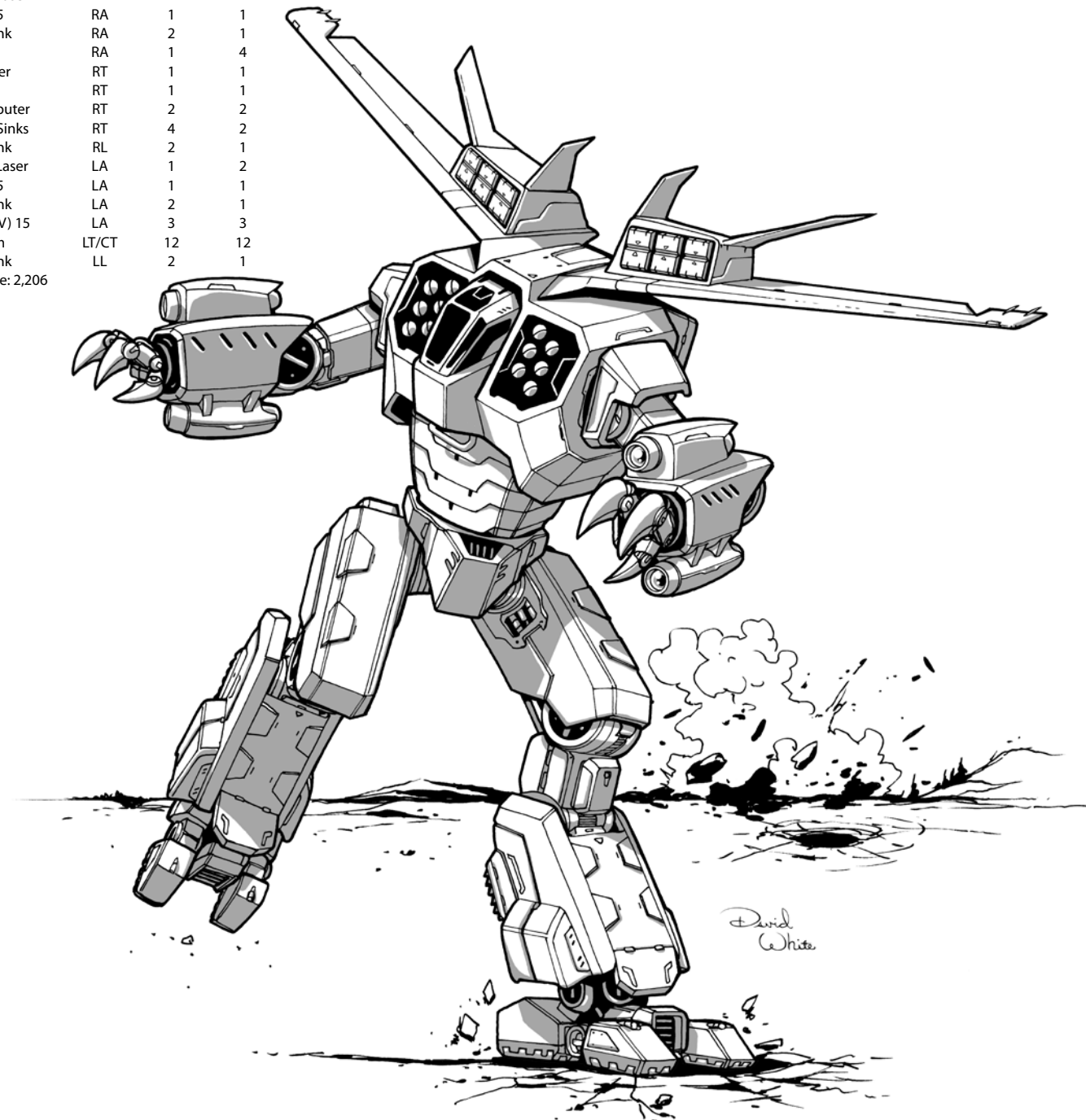
Plasma Cannon	RA	1	3
Ammo (Plasma) 10	RA	1	1
ER Medium Laser	RA	1	1
Ammo (SRM) 15	RA	1	1
Double Heat Sink	RA	2	1
ER Large Laser	RT	1	4
Ammo (Plasma) 10	RT	1	1
Jump Jets	RT	2	2
Double Heat Sink	RL	2	1
Plasma Cannon	LA	1	3
Ammo (Plasma) 10	LA	1	1
ER Medium Laser	LA	1	1
Ammo (SRM) 15	LA	1	1
Double Heat Sink	LA	2	1
Targeting Computer	LT	3	3
Ammo (Plasma) 10	LT	1	1
2 Double Heat Sinks	LT	4	2
Jump Jets	LT	2	2
Double Heat Sink	LL	2	1
Plasma Cannon	CT	1	3
Ammo (Plasma) 10	CT	1	1

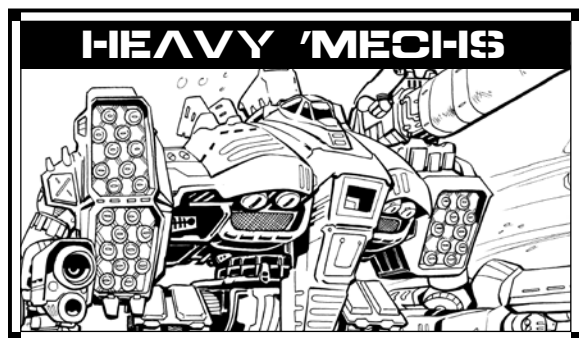
Battle Value: 2,750

Alternate Configuration C - Advanced

Medium Pulse Laser	RA	1	2
Ammo (SRM) 15	RA	1	1
Double Heat Sink	RA	2	1
ER Large Laser	RA	1	4
ER Medium Laser	RT	1	1
TAG	RT	1	1
Targeting Computer	RT	2	2
2 Double Heat Sinks	RT	4	2
Double Heat Sink	RL	2	1
Medium Pulse Laser	LA	1	2
Ammo (SRM) 15	LA	1	1
Double Heat Sink	LA	2	1
Ammo (Arrow IV) 15	LA	3	3
Arrow IV System	LT/CT	12	12
Double Heat Sink	LL	2	1

Battle Value: 2,206





Mass: 75 tons
Chassis: JF 7 Light Endo Steel
Power Plant: 300 JF Extralight
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: JF Standard
Jump Capacity: 120 meters
Armor: Compound JF Ferro Fibrous
Armament:
38 tons of pod space available
Manufacturer: Ironhold Gamma Complex
Primary Factory: Ironhold
Communications System: JF 3048 Series II
Targeting and Tracking System: Ironhold Mk II

Overview

Developed by the Jade Falcons and employed by them in the latter stages of Operation Revival, the *Night Gyr* served as a test-bed for numerous design innovations that the Scientist Caste hoped would aid the Falcons' quest to become ilClan. Most of these innovations turned out to be dead-ends, offering little advantage over existing systems, most of which were easier to manufacture. The use of proprietary technologies in the design have hampered its dissemination to non-Jade Falcon manufactories and examples found outside the Falcons were taken as *isarla* or otherwise traded for something the Falcons needed.

Capabilities

The best known of the new technologies in the *Night Gyr* is its heat sinks, which, rather than serving as radiators, convert excess heat in the 'Mech into light. This creates a spectacular light-show that surrounds the *Night Gyr* as it fights which, given the preponderance

of advanced sensors, was not thought to be a disadvantage. The complexities of manufacturing and maintaining this advanced system did prove to be an issue, however—they proved susceptible to damage and replacement required dedicated components rather than the generic systems favored by most Omni-designs. As a result, field "upgrades" have seen many *Night Gyrs* receive conventional heat management gear, and a number of the factory-built models also feature conventional heat sinks.

Falling solidly in the heavy class, the *Night Gyr* has average speed and armor for its size but dedicates half of its mass to weaponry. All five standard configurations are heavy-hitting, favoring large-bore autocannons, ER PPCs, Gauss rifles and missile arrays while lasers are common backup systems. Several models feature massed low-caliber autocannons—either the fast-loading varieties or those using cluster ammunition—that trade stopping power for range.

Deployment

The *Night Gyr* was seen in limited numbers between the battle of Tukayyid and the Refusal War, but came into greater use after the latter conflict, used to fill gaps in the battered *touman*. A number of examples appeared with Clan Smoke Jaguar in this era, though details of how they were brought into the Jaguar Touman were lost with the fall of the Clan. The death of the Jaguars has, however, spread the design to several of the Clans who picked over the ruins of Huntress and the other Jaguar worlds, notably the Goliath Scorpions and the Star Adders.

Notable MechWarriors

Galaxy Commander Timur Malthus: His willingness to take part in front-line action has earned Malthus both the respect of his troops and his superiors. Now the Khan's "personal representative" on the Clan Council, in effect the third in command of the Jade Falcons as the highest-ranked officer in the homeworlds and a de-facto second saKhan. His *Night Gyr* has seen more action in the last few months than it did in most of the 3060s, a reflection of the deteriorating political situation. With most of the Falcon Touman in the Inner Sphere, Malthus faces a considerable challenge to defend the Clan's holdings and resources against predation—and worse.

Type: **Night Gyr**

Technology Base: Clan OmniMech

Tonnage: 75

Battle Value: 2,830

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	220	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	28

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine 5 Ferro-Fibrous	5
Left Torso	2 XL Engine 5 Endo Steel	5
Right Arm	2 Endo Steel	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RA	2	2
Double Heat Sink	RA	2	1
Medium Pulse Laser	RT	1	2
2 Double Heat Sinks	RT	4	2
2 ER PPC	LA	4	12
2 Double Heat Sinks	LA	4	2
Medium Pulse Laser	LT	1	2
2 Double Heat Sinks	LT	4	2
Medium Pulse Laser	H	1	2
Double Heat Sink	CT	2	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Ultra AC/20	RA	8	12
Ammo (Ultra) 15	RT	3	3
Streak SRM 6	RT	2	3
Large Pulse Laser	LA	2	6
2 Medium Pulse Lasers	LA	2	4
2 Double Heat Sinks	LA	4	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Double Heat Sink	LT	2	1
Medium Pulse Laser	H	1	2
Double Heat Sink	CT	2	1

Battle Value: 2,680

Alternate Configuration B

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RT	2	2
LB 2-X AC	RT	3	5
Gauss Rifle	LA	6	12
Ammo (Gauss) 8	LT	1	1
LB 2-X AC	LT	3	5
Ammo (LB-X) 45	LT	1	1

Battle Value: 2,140

Alternate Configuration C

2 ER Large Lasers	RA	2	8
3 Double Heat Sinks	RA	6	3
Targeting Computer	RT	5	5
3 Ultra AC/2	LA	6	15
Ammo (Ultra) 90	LA	2	2
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	4	2
ER Medium Laser	H	1	1
Double Heat Sink	CT	2	1

Battle Value: 2,468

Alternate Configuration D

LRM 20	RA	4	5
Artemis IV FCS	RA	1	1
Ammo (LRM) 18	RA	3	3
LRM 20	RT	4	5
Artemis IV FCS	RT	1	1
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
Ammo (LRM) 18	LA	3	3
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
Medium Pulse Laser	H	1	2
Large Pulse Laser	CT	2	6

Battle Value: 2,889

Alternate Configuration E

Large Pulse Laser	RA	2	6
2 Medium Pulse Lasers	RA	2	4
2 Double Heat Sinks	RA	4	2
Ammo (SRM) 15	RT	1	1
2 Double Heat Sinks	RT	4	2
Large Pulse Laser	LA	2	6
2 Medium Pulse Lasers	LA	2	4
2 Double Heat Sinks	LA	4	2
ATM 6	LT	3	3.5
Ammo (ATM) 20	LT	2	2
SRM 6	H	1	1.5
2 Medium Pulse Lasers	CT	2	4

Battle Value: 2,717

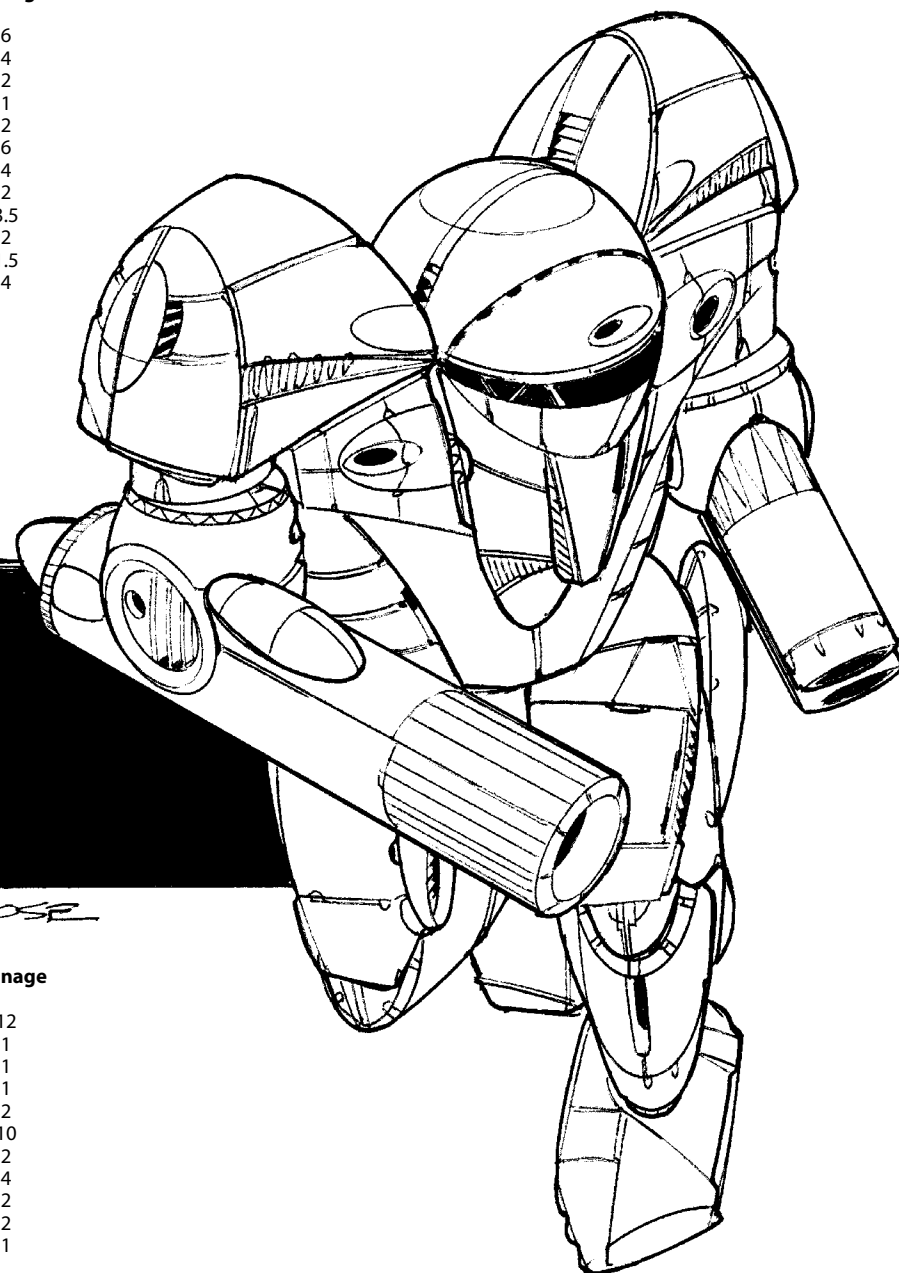


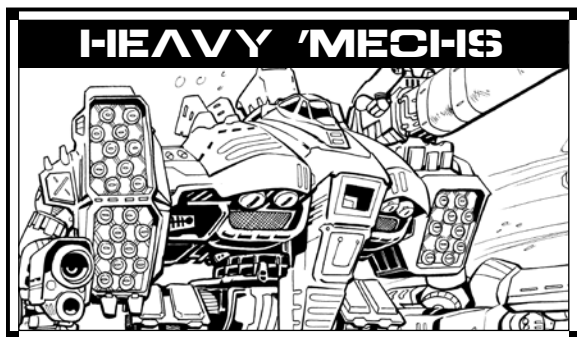
Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Gauss Rifle	RA	6	12
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
ECM Suite	RT	1	1
Ammo (Gauss) 16	RT	2	2
Ultra AC/10	LA	4	10
2 Double Heat Sinks	LA	4	2
Heavy Large Laser	LT	3	4
Ammo (Ultra) 20	LT	2	2
Medium Pulse Laser	H	1	2
Double Heat Sink	CT	2	1

Battle Value: 2,428





Mass: 75 tons
Chassis: DSAM ENDO 5
Power Plant: GM 375 Fusion Extralight
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging ZK20
Armament:
 4 Type OVR-X LB 2-X Autocannon
 2 Type XVI LRM 15 Launchers
Manufacturer: Bergan Industries
Primary Factory: Alshain
Communications System: Garret GBX-2
 Amalgamated
Targeting and Tracking System: Alshain
 B4 Series 2 T&T

Overview

The original *Ryoken* (*Stormcrow*) OmniMech became a workhorse for the Clans, widely manufactured and deployed since its debut. But as careful as the Ghost Bear relocation to the Inner Sphere was, the Clan lost the ability to manufacture many of the standard Clan OmniMech lines, in part due to Trials fought against Clan Wolf (in Exile). However, to address this matter, the Ghost Bears—inspired by the Diamond Shark Clan’s similar efforts to revitalize many such “classics” such as the *Mad Cat* (*Timber Wolf*)—turned to their recently refurbished

manufacturing sites in the Dominion to devise a more powerful, redesigned version of the *Ryoken*. Earlier this year, the first *Ryoken IIs*—a name selected by the Ghost Bears in an apparent effort to further embrace their Spheroid populace—walked off the assembly lines at Bergan Industries on Alshain, just in time to join the Ghost Bear forces now engaging the Word of Blake with a vengeance.

Capabilities

Although it looks fairly similar to the workhorse OmniMech from which it derives its name, the *Ryoken II* is much larger, outweighing the Clan *Storm Crow* by a full twenty tons. Though not constructed as an OmniMech (an apparent consequence of Bergan Industries’ technical limitations or a rush to get the design into the field as quickly as possible), this ‘Mech maintains the same mobility and armor profiles expected of Clan-made heavy designs, keeping pace with familiar standbys like the *Mad Cat* and the *Vulture*.

For firepower, the *Ryoken II* emphasizes range over all other concerns and is most adept at anti-vehicle and anti-fighter operations. Central to this is a quartet of LB 2-X autocannons, capable of inflicting damage at greater ranges than almost any other ‘Mech-based weapon (beyond artillery), backed by a pair of 15-tube LRMs for better saturation fire. This makes the *Ryoken II* particularly good for fire-support missions and for lending a hand to beleaguered comrades in a chaotic battlefield. To maximize survivability, these weapons are entirely torso-mounted, leaving the arms and hands free for physical attacks (a tactic favored by some of the Bears’ *abtakha* MechWarriors) or for other utilitarian purposes.

Deployment

Fresh from the assembly lines, the *Ryoken II* appears to be set for deployment to various Ghost Bear second-line forces, a surprising number of which have been called to assist in the Clan’s new assault on the Word of Blake. Why the Bears are deploying so many units beyond the Dominion’s borders is unclear, especially given the crises that continue to swirl at home in the wake of their Rasalhagian annexation. Indeed, given the *Ryoken II*’s design origins and capabilities, it would seem more reasonable to keep such forces deployed at home, both to better support domestic peacekeeping efforts and to underscore the Dominion leaderships’ willingness to work with its native population.

Variants

There have been no known variants of the *Ryoken II* observed in the field, but it is a very new design. A version reportedly in the planning stages, however, would replace all four of the ‘Mech’s OVR-X autocannons with a pair of deadlier Type DL Ultra-10s provided by the Horses in a recent trade. In addition to exchanging range for punch, however, this variant would also sacrifice two tons’ worth of armor to provide ample ammunition for an extended firefight.

Another considered variant uses a similar approach but would install Hyper-Assault Gauss-20s instead of the DL Ultra-10s. To accomplish this, the Bears would likely need to expand their shaky trading alliance with the Horses. The two Clans may have put aside their feud, but many tensions remain, especially now that the Horses and Bears are once again neighboring Clans.

Type: **Ryoken II**

Technology Base: Clan

Tonnage: 75

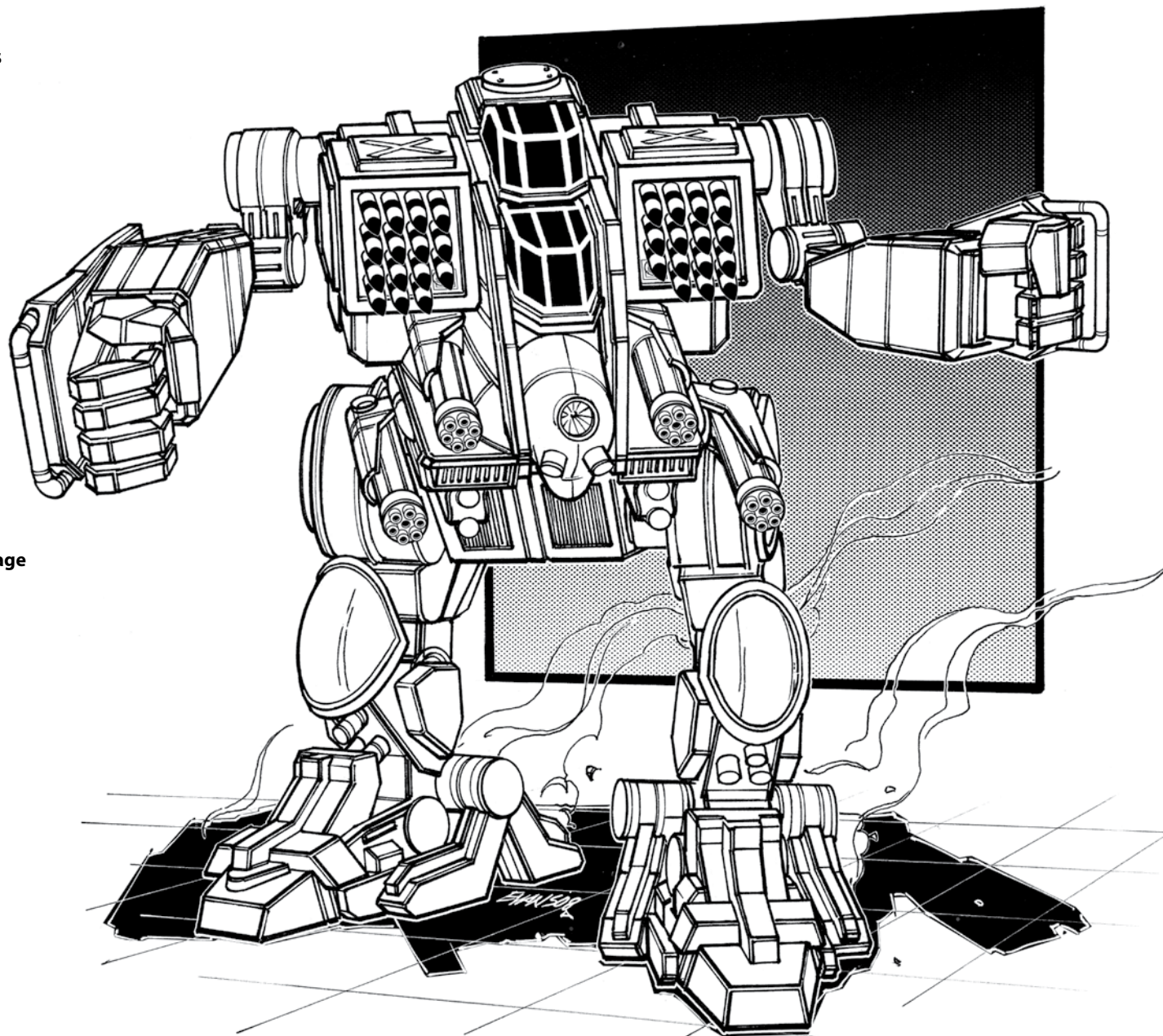
Battle Value: 1,801

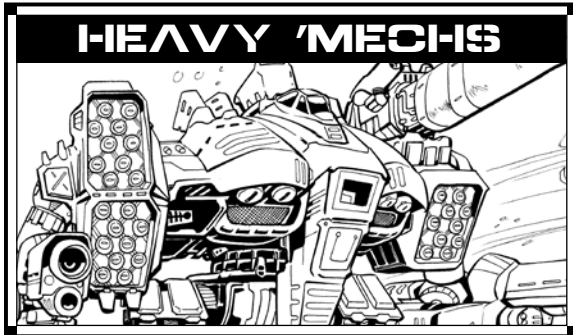
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	375 XL	4
		19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	32
Center Torso (rear)		11
R/L Torso	16	22
R/L Torso (rear)		8
R/L Arm	12	22
R/L Leg	16	30

Weapons and Ammo

	Location	Critical	Tonnage
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
2 LB 2-X AC	RT	6	10
Ammo (LB-X) 45	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 8	LT	1	1
2 LB 2-X AC	LT	6	10
Ammo (LB-X) 45	LT	1	1





Mass: 80 tons

Chassis: DSAM 4

Power Plant: Type 79 400 XL Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Grandthrust Mk. 5

Jump Capacity: 150 meters

Armor: Forging AM15 Ferro Fibrous

Armament:

4 CC 9-rack Advanced Tactical Missile Systems

Manufacturers: Trellshire Heavy Industries,
Auxiliary Production Site #5

Primary Factories: Twycross, Babylon

Communications System: MegaBand System 21

Targeting and Tracking System: Dtrac Suit 4

Overview

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

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

Capabilities

Among the Clans, the *Phoenix Hawk IIC* has always been something of an oddball. For the Steel Vipers, the tenure of Jacob Masters as their Khan was a period of technological stagnation. In a rare attempt at innovation, the Viper Scientist Caste based an Assault 'Mech on the venerable *Phoenix Hawk*. While the new unit remained fast and mobile, it proved to be undergunned. The introduction of remarkable new OmniMechs soon relegated the *Phoenix Hawk IIC* to second line duty.

When tooling up to produce the design for the Steel Vipers, the Sharks altered the basic chassis and armor. Their reasons became clear following their acquisition of the Twycross system. The modifications enabled the reconditioned Trellshire Heavy Industries plant to start production of the 'Mech with only minor delays, quickly bolstering their Inner Sphere garrison.

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

Deployment

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

Variants

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

Type: **Phoenix Hawk IIC**

Technology Base: Clan

Tonnage: 80

Battle Value: 2,157

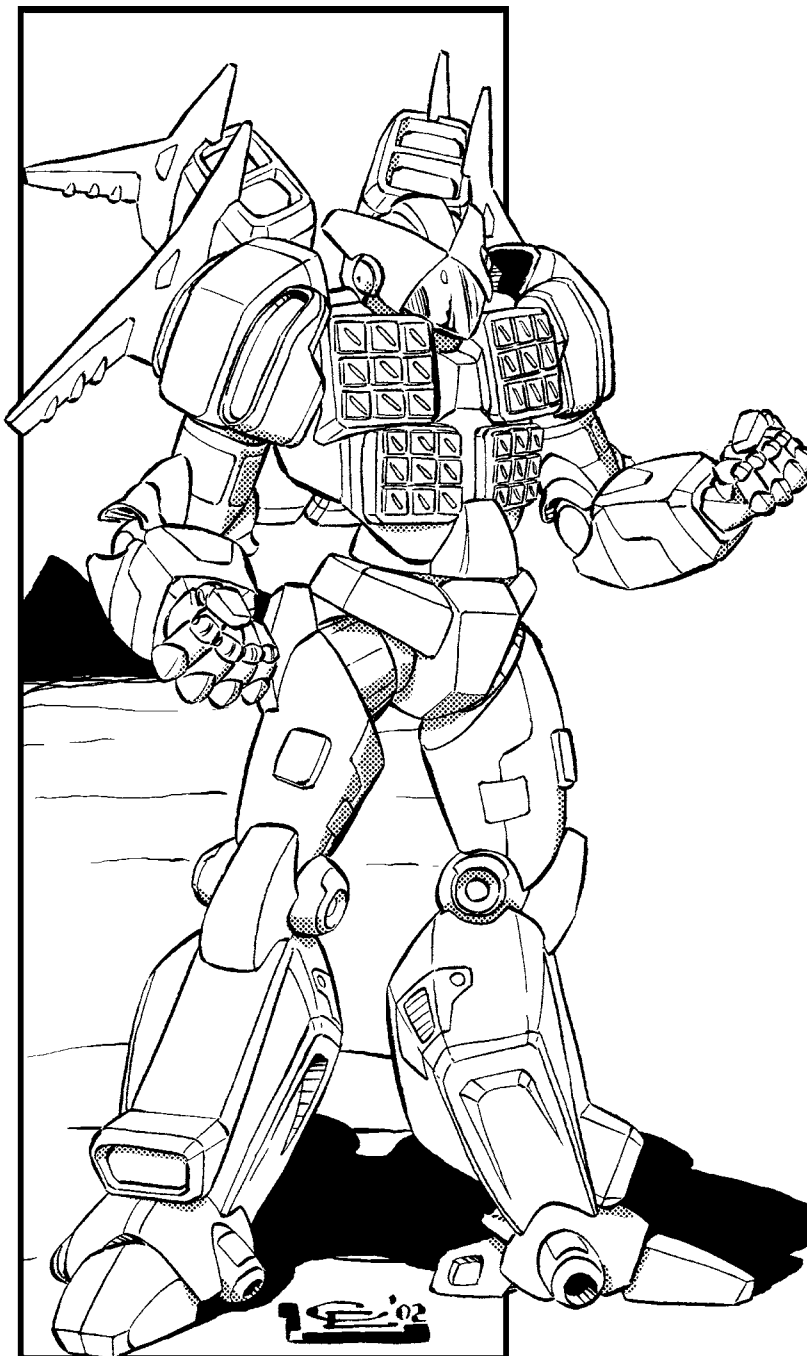
Equipment

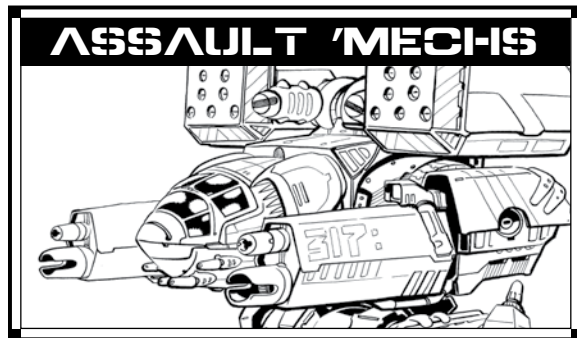
Internal Structure:	Endo Steel	Mass 4
Engine:	400 XL	26.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	202	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	25	26
Center Torso (rear)		15
R/L Torso	17	20
R/L Torso (rear)		10
R/L Arm	13	20
R/L Leg	17	26

Weapons and Ammo

	Location	Critical	Tonnage
Ammo (ATM) 21	RA	3	3
2 ATM 9	RT	8	10
Ammo (ATM) 7	CT	1	1
2 ATM 9	LT	8	10
Ammo (ATM) 21	LA	3	3
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2





Mass: 85 tons
Chassis: Model MHO-14E Endo-Steel
Power Plant: Type 255 Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph, 64 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Longanecker PlastiSteel
Armament:
 1 "Goalkeeper" Anti-Missile System
 2 Series 2d Extended Range Medium Lasers
 43 tons of pod space available
Manufacturer: Snow Raven Industrial Complex Alpha
Primary Factory: Dante
Communications System: TDWS-37 Mk. 2.2
Targeting and Tracking System: Hermes CT-44

Overview

The *Deimos* is a Snow Raven design over two decades in the making. The first reports of a new assault OmniMech slipped out of Lum in the mid-3060s. These early rumors spoke of a massive machine built to the standards of the Ravens' aerospace technologies, able to support flight operations but still hold its own against any ground opponent. Between the opening shots of the Jihad, the White Out, and the veil of silence that had settled over the Pentagon and Kerensky Cluster, nothing more was heard of this Homeworld project. It was not until the start of the 3080s that fresh tales of a *Deimos* project were again circulating in intelligence circles. In February of this year the Snow Ravens put an end to the rumors, unveiling the *Deimos* OmniMech.

Capabilities

The *Deimos*' broad-shouldered, digitigrade frame is similar to several other modern Clan designs such as the Ghost Bears' *Bruin*, the Horses' *Hellstar*, or the Wolves'

Night Wolf and *Blood Reaper*, giving it solid stability in motion and under fire. The broad foot assembly gives it additional stability, making it more accurate when firing in anti-aerospace mode. The feet are further enhanced by electromagnetic grippers to allow a *Deimos* to fix itself in place on the hull of a DropShip.

A 255-rated extra-light engine gives the Ravens' assault 'Mech an average speed for its eighty-five ton mass. This is a nod to the efficiencies Clan culture admires, as an identical power plant is mounted on the new *Omen* second-line machine. However, the *Deimos* lacks the weight-inefficient jump jets of the *Omen* in most of its configurations. Instead it mounts a MASC system to give short-term boosts to its fifty-five kilometers per hour running speed.

The *Deimos* can mount up to forty-three tons of equipment in addition to its fixed torso-mounted extended-range lasers and the anti-missile system concealed just behind the cockpit. This pod space gives it one of the largest load-outs of any OmniMech. The Prime is a dedicated anti-aerospace platform, equipped with a sextet of light Ultra-class autocannons and two fifteen-tube LRM racks. Even with three tons of autocannon ammunition the Prime needs to remain close to supply lines. The A is the *Deimos*' true assault machine, with dual LB 10-X and ER PPCs providing hole punching and damage seeking at the cost of a heavy heat burden and no long-range missiles. The B is an extended mission configuration, with ER PPCs and large pulse lasers giving unlimited firepower, while the four LRM 10 racks are backed by six tons of ammunition. The C is a mobile assault platform, modifying the A's armament with ER lasers and Ultra-10 autocannons plus four improved jump jets, giving it an impressive jump range for an eighty-five ton machine. Like the A and B configurations, it mounts a ECM suite. The H configuration combines attributes of the A and C, but adds a heavy large laser into the mix. The S is identical to the C except that the ECM suite is replaced by an internal fuel tank, allowing for effective space operations.

Deployment

The *Deimos* has already seen a large production run, with at least one unit being sent to nearly every Cluster in the Raven Touman. While it may not be the deadliest assault 'Mech ever built, Raven pride in their own creation is expected to fast make this design a Raven mainstay.

Variants

AFFS intelligence has provided evidence of a non-Omni version of the *Deimos*. This is based on the original pre-Omni test bed. It has a load out identical to the Prime model, save for using an experimental Laser AMS system and carrying less ammunition. It is equipped with only ten double heat sinks and thirteen tons of ferro-fibrous armor,

allowing it to mount a 340-rated extralight engine and increasing the MASC-accelerated top speed to over eighty kilometers an hour. It is unknown how many of these exist or if more will be produced.

Type: **Deimos**
 Technology Base: Clan OmniMech
 Tonnage: 85
 Battle Value: 2,188

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	255 XL	6.5
Walking MP:	3	
Running MP:	5 (6)	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	232	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	36
Center Torso (rear)		11
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	24
R/L Leg	18	28

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 AMS	0
Center Torso	1 Ammo (AMS) 24	1
Right Torso	2 XL Engine	
	1 ER Medium Laser	
	3 MASC	
	1 Endo Steel	5
Left Torso	2 XL Engine	
	1 ER Medium Laser	
	4 Double Heat Sinks	5
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg	2 Double Heat Sinks	0
Left Leg	2 Double Heat Sinks	0

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
3 Ultra AC/2	RA	6	15
Ammo (Ultra) 45	RA	1	1
LRM 15	RT	2	3.5
Ammo (Ultra) 45	RT	1	1
Ammo (LRM) 8	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
3 Ultra AC/2	LA	6	15
Ammo (Ultra) 45	LA	1	1

Weapons and Ammo Location Critical Tonnage
Alternate Configuration A

LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RA	2	2
ER PPC	RT	2	6
Medium Pulse Laser	RT	1	2
Double Heat Sink	RT	2	1
ECM Suite	CT	1	1
ER PPC	LT	2	6
Medium Pulse Laser	LT	1	2
Double Heat Sink	LT	2	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 20	LA	2	2

Battle Value: 2,785

Alternate Configuration B

ER PPC	RA	2	6
Large Pulse Laser	RA	2	6
Ammo (LRM) 36	RA	3	3
2 LRM 10	RT	2	5
Double Heat Sink	RT	2	1
ECM Suite	CT	1	1
2 LRM 10	LT	2	5
Double Heat Sink	LT	2	1
ER PPC	LA	2	6
Large Pulse Laser	LA	2	6
Ammo (LRM) 36	LA	3	3

Battle Value: 2,965

Alternate Configuration C

Ultra AC/10	RA	4	10
Ammo (Ultra) 10	RA	1	1
ER Large Laser	RA	1	4
Small Pulse Laser	RA	1	1
Ammo (Ultra) 10	RT	1	1
ECM Suite	CT	1	1
Ammo (Ultra) 10	LT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 10	LA	1	1
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
2 Improved Jump Jets	RT	4	4
2 Improved Jump Jets	LT	4	4

Battle Value: 2,737

Alternate Configuration H

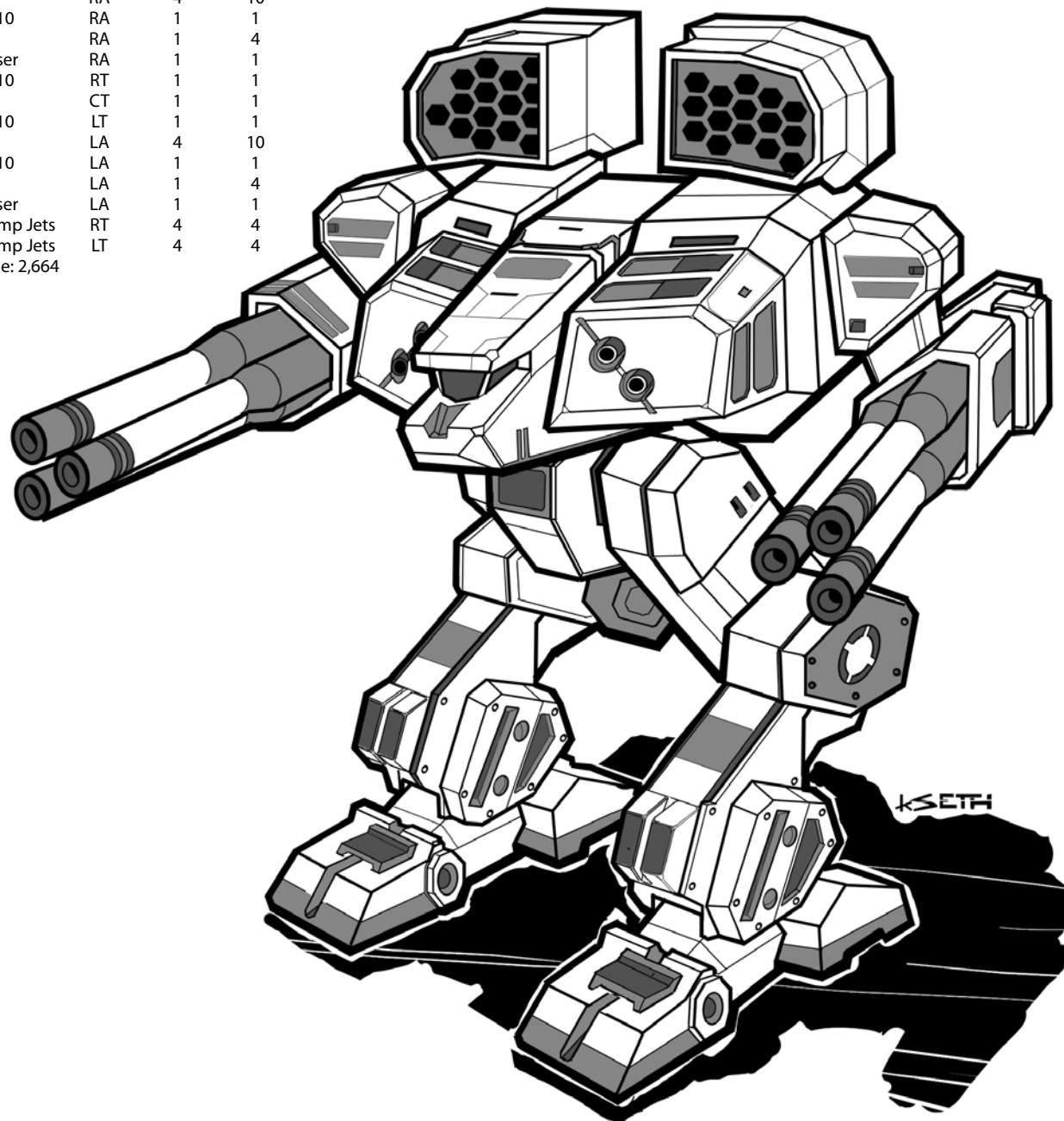
Gauss Rifle	RA	6	12
ER Large Laser	RA	1	4
Ammo (Gauss) 24	RT	3	3
Heavy Large Laser	LT	3	4
Ammo (Gauss) 8	LT	1	1
Gauss Rifle	LA	6	12
ER Large Laser	LA	1	4
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1

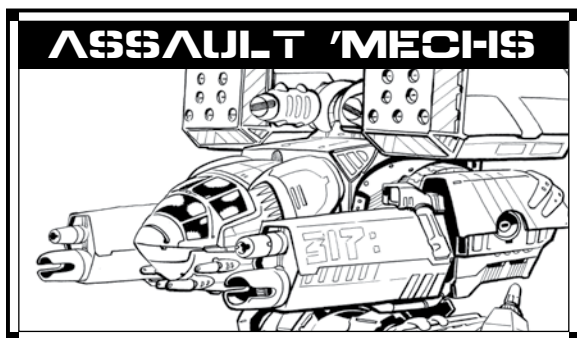
Battle Value: 3,344

Weapons and Ammo Location Critical Tonnage
Alternate Configuration S

Ultra AC/10	RA	4	10
Ammo (Ultra) 10	RA	1	1
ER Large Laser	RA	1	4
Small Pulse Laser	RA	1	1
Ammo (Ultra) 10	RT	1	1
Liquid Storage	CT	1	1
Ammo (Ultra) 10	LT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 10	LA	1	1
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
2 Improved Jump Jets	RT	4	4
2 Improved Jump Jets	LT	4	4

Battle Value: 2,664





Mass: 85 tons

Chassis: Assault Series SXG

Power Plant: Type 255 Extralight

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging ZK11 Standard

Armament:

45 tons of pod space available

Manufacturer: Landen, Picuris, and Zuni

'Mech Production Complexes

Communications System: TJ6 "Bell"

Integrated Communications System

Targeting and Tracking System: TRTTS Mark II CWS

Overview

For many years, the gradual erosion of influence that their Clan has experienced has appalled Coyote warriors. They clamored for newer and more capable military hardware. For the most part, their arguments fell on deaf ears—at least until Sullivan Koga was elected Khan in 3052.

Soon after, the Coyote scientist caste began a number of new development programs as a part of Koga's plan to reorganize and revitalize her Clan. The *Savage Coyote* is a successful product of those programs. Integral to the *Savage Coyote's* design is the latest success to come from Clan Coyote's development programs: the Advanced Tactical Missile System.

Capabilities

The *Savage Coyote* was conceived of as an assault 'Mech in every sense of the word. It mounts fifteen tons of armor, yet its extra-light fusion plant allowed the designers to devote more than half the 'Mech's mass to armaments. The primary configuration is devoted to ranged combat, mounting two massive ATM-12 launchers backed up by an ER PPC, an LB 10-X autocannon, and a cluster of small and medium lasers.

The Alpha variant is geared toward a ferocious close-range combat style, equipped with jump jets, pulse lasers, and three ATM-6 racks. The Beta variant appears to be a compromise between the others, with a strong long-range punch comprised of large lasers as well as six small pulse lasers for close-in fighting. The four ATM-3 launchers can effectively support either range bracket provided the right ammunition is on hand.

The most recent configuration of the *Savage Coyote* carries 2 ER large lasers, an ER PPC, and 2 ATM 9 systems, making it a long-range powerhouse. Backing up the main weapons are three ER medium lasers; all slaved to a targeting computer. Rounding out the package is an ECM suite for protection and jump jets for mobility.

Deployment

Since it was introduced, Clan Coyote's manufacturing plants have been turning out the *Savage Coyote* as fast as it can be produced. Every primary 'Mech production facility except for the Ashton plant, which currently produces the *Canis* and *Rabid Coyote*, has been retooled to build the *Savage Coyote*. While every Coyote front-line Cluster now fields a number of these powerful OmniMechs, so too do many of the Coyote's enemies, all captured equipment.

Type: **Savage Coyote**

Technology Base: Clan OmniMech

Tonnage: 85

Battle Value: 2,613

Equipment

Internal Structure:

Engine:

255 XL

Walking MP:

3

Running MP:

5

Jumping MP:

0

Heat Sinks:

14 [28]

Gyro:

Cockpit:

Armor Factor:

240

Internal
Structure

Armor
Value

Head

3

9

Center Torso

27

34

Center Torso (rear)

18

15

R/L Torso

18

26

R/L Torso (rear)

14

10

R/L Arm

14

25

R/L Leg

18

30

Weight and Space Allocation

Location

Fixed

Spaces Remaining

Head

1

Center Torso

2

Right Torso

2 XL Engine

8

Double Heat Sink

Left Torso

2 XL Engine

8

Double Heat Sink

Right Arm

8

Left Arm

8

Right Leg

Double Heat Sink

0

Left Leg

Double Heat Sink

0

Weapons and Ammo

Location Critical Tonnage

Primary Weapons Configuration

ER PPC	RA	2	6
ER Medium Laser	RA	1	1
2 ER Small Lasers	RA	2	1
Double Heat Sink	RA	2	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 20	LA	2	2
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
ATM 12	LT	5	7
Ammo (ATM) 15	LT	3	3
Double Heat Sink	CT	2	1
ER Medium Laser	H	1	1

Alternate Configuration A

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
ER Large Laser	LA	1	4
ATM 6	LA	3	3.5
2 Medium Pulse Lasers	LA	2	4
ATM 6	RT	3	3.5
Ammo (ATM) 30	RT	3	3
Jump Jet	RT	1	1
ATM 6	LT	3	3.5
Ammo (ATM) 30	LT	3	3
Jump Jet	LT	1	1
Medium Pulse Laser	CT	1	2
Jump Jet	CT	1	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LT	1	1

Battle Value: 2,852

Alternate Configuration B

Large Pulse Laser	RA	2	6
2 ER Large Lasers	RA	2	8
3 Double Heat Sinks	RA	6	3
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
4 Small Pulse Lasers	LA	4	4
Double Heat Sink	LA	2	1
2 ATM 3	RT	4	3
Ammo (ATM) 60	RT	3	3
Small Pulse Laser	RT	1	1
2 ATM 3	LT	4	3
Ammo (ATM) 40	LT	2	2
Double Heat Sink	LT	2	1
Small Pulse Laser	H	1	1
Double Heat Sink	CT	2	1

Battle Value: 2,284

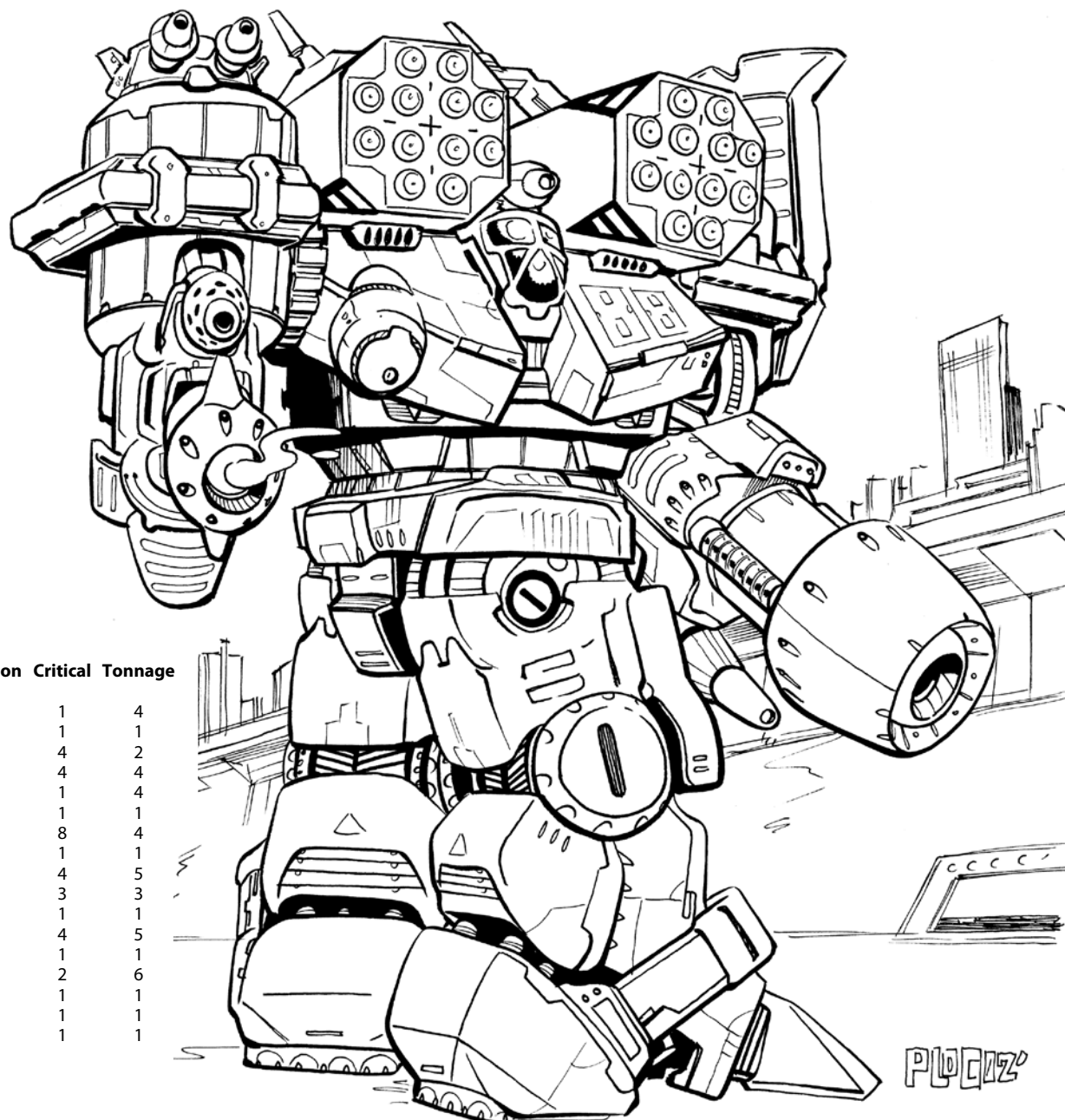
Weapons and Ammo

Location Critical Tonnage

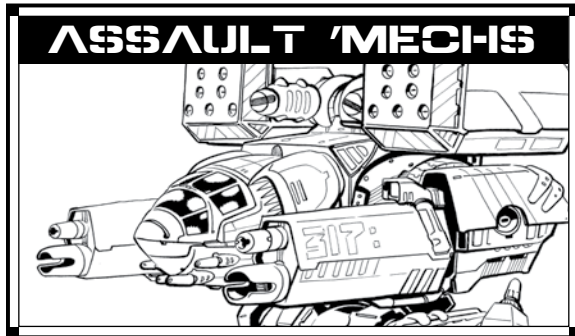
Alternate Configuration C

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	4	2
Targeting Computer	RA	4	4
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
4 Double Heat Sinks	LA	8	4
Jump Jet	RT	1	1
ATM 9	RT	4	5
Ammo (ATM) 21	RT	3	3
Jump Jet	LT	1	1
ATM 9	LT	4	5
Ammo (ATM) 7	LT	1	1
ER PPC	LT	2	6
Jump Jet	CT	1	1
ER Medium Laser	CT	1	1
Ammo (ATM) 7	H	1	1

Battle Value: 3,189



PLODIZ



Mass: 90 tons
Chassis: DSAM Endo 4
Power Plant: Type 79 360 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Grandthrust Mk. 5
Jump Capacity: 90 meters
Armor: Forging ZM15 Ferro Fibrous
Armament:
2 EMRG "Galaxy" Series Gauss Rifles
2 Type X "Short Bow" LRM-10 Launchers
4 Series 2b Extended Range Medium Lasers
Manufacturer: Manufacturing Plant DSF-94
Communications System: MegaBand System 21
Targeting and Tracking System: Dtrac Suite 4

Overview

Though the decade of war during the 3050s was far more devastating to the Inner Sphere, the Clans still felt the sting of battlefield losses, especially those like the Wolves and the Jade Falcons that once were the strongest and most feared. The home Clans were no better off however, as the events of the past several years have proven.

Always on the lookout for a way to increase their profits, the leaders of Clan Diamond Shark found one way at the beginning of this decade. Taking a cue from the success they were having with their *Ha Otoko*, they began development on yet another standard BattleMech that they could sell to their fellow Clans. By basing their new design

upon an existing BattleMech, the Diamond Shark engineers cut their development time sharply, putting the *Mad Cat Mk II* into full-scale production in less than fifteen months.

Capabilities

Though bearing a remarkable outward resemblance to the *Timber Wolf*, this BattleMech is a new and powerful creation. Carrying thirteen tons of ferro-fibrous armor, the *Mad Cat Mk II* is an incredibly resilient design. More than that, it is also speedy and nimble for an Assault-class BattleMech; it tops out at a fast 65 kph, while its jump jets let it rocket over all but the roughest of terrain. Still, while it is a definite asset, the 'Mech's agility is not its strongest point.

A pair of arm-mounted Gauss rifles supported by its torso-mounted LRM racks give the *Mad Cat Mk II* complete command over the battlefield. Though there are BattleMechs that can deliver a more powerful barrage, few can keep up the steady volume of fire that this 'Mech can put forth, at least without running the risk of redlining and reactor shutdown.

While the *Mad Cat Mk II* can pick apart its enemies at range, it actually performs best within 450 meters—still considered mid-range for most modern battlefield engagements. There the 'Mech's pilot can also make use of the paired extended-range lasers in each torso, making short work of whoever is foolish enough to stray so close.

Interestingly, the Clan's technicians chose to equip this BattleMech with weapons from its oldest Brian Caches. Though the 'Mech's performance is not affected by this decision, the designers did have to make several adjustments to the chassis, such as the addition of venting ports above the arm-mounted Gauss rifles.

Deployment

While the *Mad Cat Mk II* has now been in production for more than half a decade, very few Clans are actually fielding this conventional BattleMech. Clans Wolf and Jade Falcon, both obvious candidates for sales, have purchased none; neither has Clan Ice Hellion or even Clan Steel Viper (though all field a few won through various Trials). Only Clan Nova Cat fields any significant number.

Surprisingly, quite a few have turned up in service within both the Draconis Combine and the former Federated Commonwealth states, particularly during the final battles on Proserpina.

Although no one has yet been able to confirm this, it appears that the Diamond Sharks are now willing to sell unmodified Clan equipment to the Inner Sphere, at least on a limited basis. This would explain why the Clan chose the *Mad Cat* designation rather than *Timber Wolf*. If this were true, it would signal a significant shift in attitudes within Clan Diamond Shark. Certainly the fact that the Clan chose to use supplies of outmoded weapons in arming this BattleMech lend credence to this theory.

Type: **Mad Cat Mk II**

Technology Base: Clan

Tonnage: 90

Battle Value: 3,135

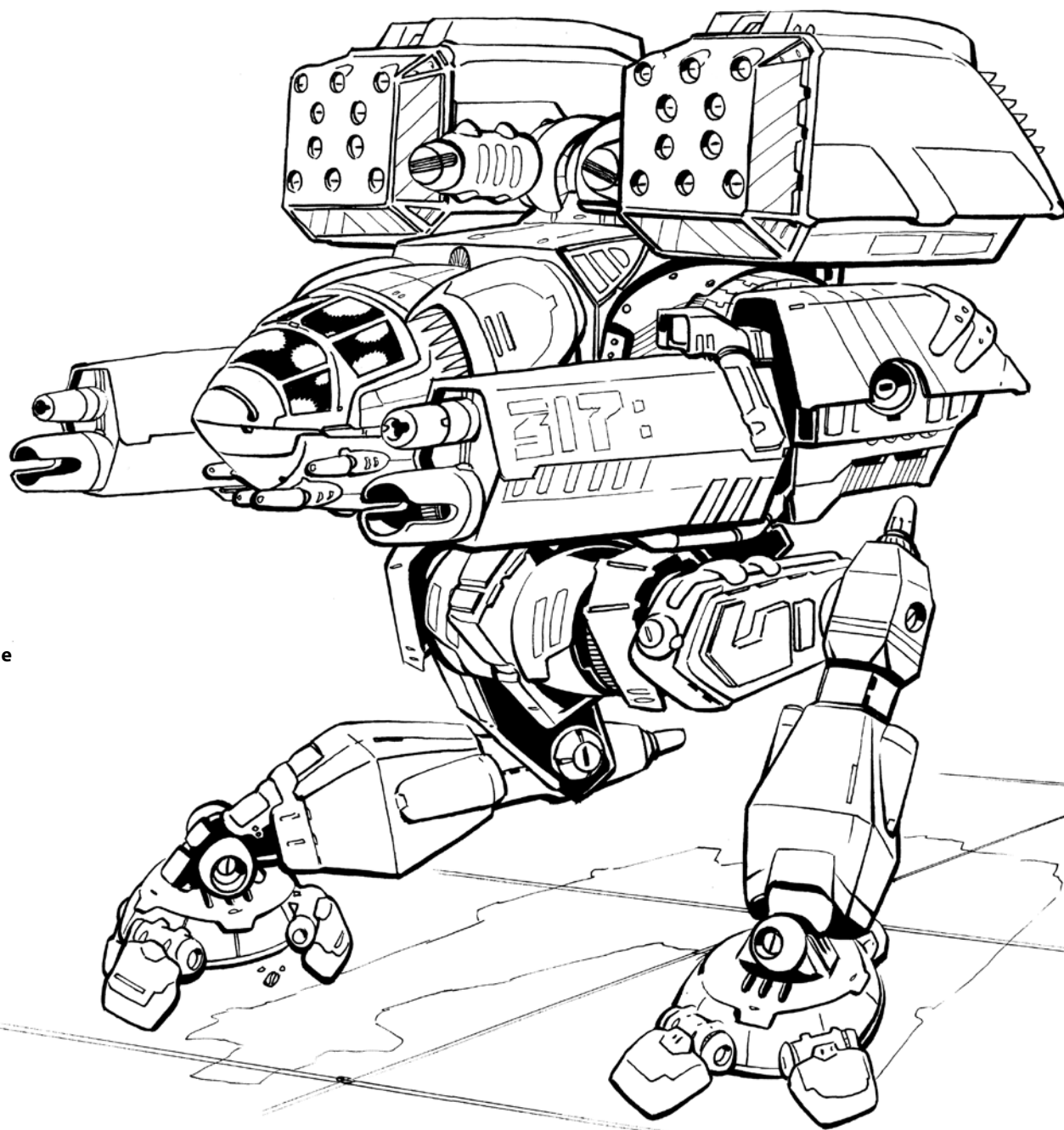
Equipment

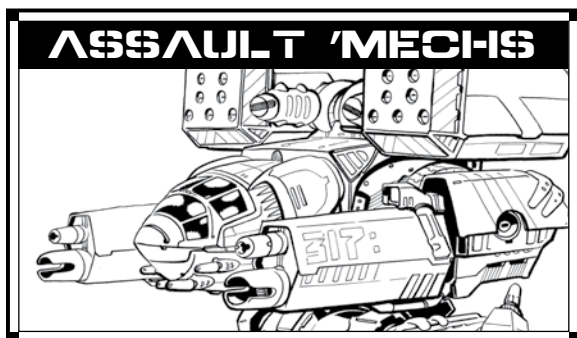
Internal Structure:	Endo Steel	Mass 4.5
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	3	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	249	13

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	38
Center Torso (rear)		12
R/L Torso	19	26
R/L Torso (rear)		8
R/L Arm	15	27
R/L Leg	19	34

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LT	2	2
2 ER Medium Lasers	RT	2	2
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
2 ER Medium Lasers	LT	2	2
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Jump Jet	LT	1	2
Jump Jet	RT	1	2
Jump Jet	CT	1	2





Mass: 95 tons
Chassis: Type BMH-7 Endo Steel
Power Plant: GM 380 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Forged Type HH34 Standard
Armament:
 2 Mydron Excel Ultra Type 10 Autocannon
 4 Kolibri Omega Series Medium Pulse Lasers
Manufacturer: Transitional Facility
 HH-Beta, WC Site 1
Primary Factory: Mobile (HH-Beta),
 Arc-Royal (WC Site 1)
Communications System: CH6 Series Integrated
Targeting and Tracking System: Hunter (7a)
 Dedicated TTS with Targeting Computer

Overview

Apparently spurred on (at least in part) by a wave of fierce new fighting across the Clan homeworlds, the Horses' recent assault on Clan Wolf seemed almost desperate, like the actions of a military force on the run. The arrival of their civilian castes and a score of disassembled factories scant months later only served to enhance this appearance as the returning Horses raced to lay down roots in the Inner Sphere. As their invasion finally slowed in 3072, the exhausted Horses scrambled to recoup their military losses with that same kind of desperation—going so far as to send merchant and military envoys to the Ghost Bears and Jade Falcons.

One of the fruits of this labor was the *Cygnus*, a BattleMech clearly developed in haste, with aid from unlikely allies in the exiled Wolves of Arc-Royal.

Capabilities

The *Cygnus* draws much of its inspiration from a newer variation on the *Annihilator*, an infamous design used by Wolf's Dragoons and now widely used by the Kell Hounds and the exiled Wolves on Arc-Royal. However, the chassis blends features found in classic Clan OmniMechs such as the *Masakari* (*Warhawk*) and the *Daishi* (*Dire Wolf*), including the distinctive "chicken walker" design and the hooded torso/canopy style.

Built as a standard BattleMech rather than an Omni, the *Cygnus* nonetheless maintains an impressive land speed for an assault-class unit, in keeping with Clan design standards. Its armor is of basic design, but there is enough to protect the endo-steel frame against the rigors of heavy combat.

The firepower, however, is where the lessons of the newer *Annihilators* truly shine. Impressed by the firepower of the ballistic monstrosity, the Horses saw potential in the *Annihilator's* payload style if it was mated with more efficient Clan technology. The Horses' engineers chose to mimic the *Annihilator's* quartet of LB 10-X weapons with a pair of arm-mounted Ultra AC/10s by coordinating with scientists from the Wolves (in Exile), while retaining the four medium pulse lasers for close-in defense. Although the result was less effective against conventional vehicles and infantry, the sheer firepower—especially mated to a targeting computer—can quickly devastate hardened units such as other BattleMechs.

Strangely, unusual problems with the arm assemblies—combined with the race to get the BattleMech into the field—forced engineers working on the *Cygnus* project to resort to an atypical approach when completing the chassis design. Presenting a distinctive look on the battlefield, the *Cygnus's* ammunition feeds actually seem to run along the outside of the 'Mech's hull, spilling into the weapon from shoulder-mounted bins. Though this unusual design choice would appear to be a hazard in combat, the armored belts

and feed mechanisms have proven surprisingly resilient in battle, and some Clan scientists have claimed that they may even reduce the chances of weapon misfeeds that could render the 'Mech's autocannons inoperative at a critical moment.

Deployment

As a brand-new design, only a dozen or so *Cygnuses* have appeared as of this writing, with most undergoing testing with the Hell's Horses and the exiled Wolves.

Variants

To date, the Horses have experimented with at least two known *Cygnus* variants that employ their new Hyper-Assault Gauss weapons. The *Cygnus 2*, a dedicated assault unit, trades both of the Mydron Ultra-10s, the targeting computer, and four heat sinks for a pair of massive HAG-40s with four tons of ammunition each. The pulse lasers on this model are also swapped out for extended-range versions, but while this payload is powerful, the 'Mech lacks the cooling capacity to effectively employ all its firepower at once.

The *Cygnus 3*, meanwhile, uses four much smaller HAG-20 weapons, but to do so, it drops five heat sinks, the targeting computer, and all lasers from the base design, and even sacrifices a ton of armor (mostly from the legs). A total of six tons of ammunition feeds these weapons, giving the *Cygnus 3* a mere ninety-second offensive lifespan of continuous fire, but the sheer volume of fire may well be enough to ensure that any units facing down these guns will not live to exploit this weakness.

Type: **Cygnus**

Technology Base: Clan

Tonnage: 95

Battle Value: 2,583

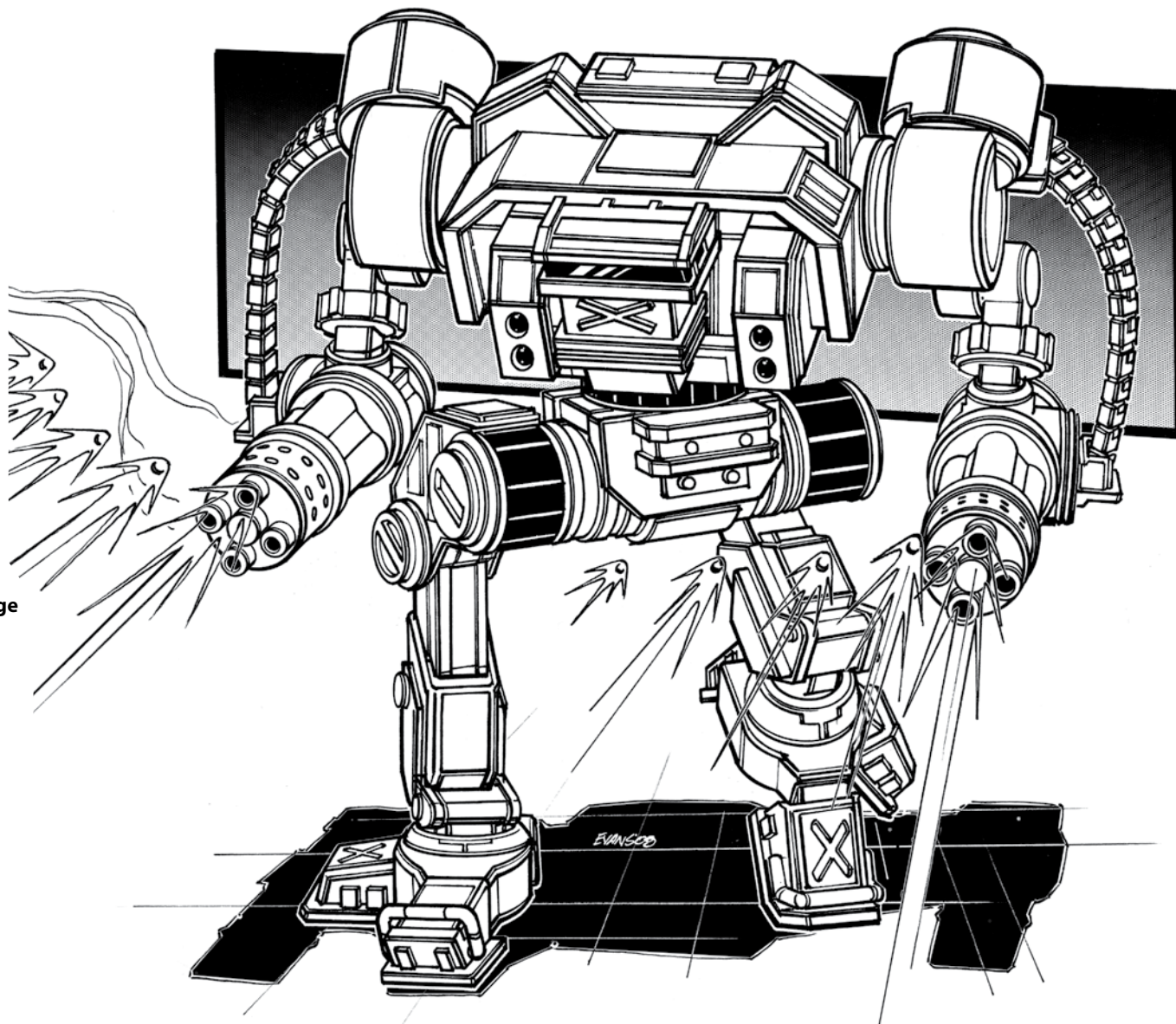
Equipment

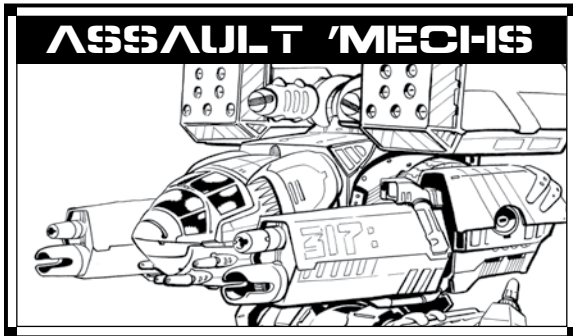
Internal Structure:	Endo Steel	5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	280	17.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	38
Center Torso (rear)		15
R/L Torso	20	26
R/L Torso (rear)		14
R/L Arm	16	31
R/L Leg	20	38

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/10	RA	4	10
Ammo (Ultra) 30	RA	3	3
2 Medium Pulse Lasers	RT	2	4
Targeting Computer	RT	6	6
2 Medium Pulse Lasers	LT	2	4
Ultra AC/10	LA	4	10
Ammo (Ultra) 30	LA	3	3





Mass: 95 tons
Chassis: Type MA-58 Endo Steel
Power Plant: GM 380 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Royal-7 Standard
Armament:
 4 Ripper Series A1 Extended-Range PPCs
Manufacturer: WC Site 1, Csesztreg Industripex Alpha
Primary Factory: Arc-Royal (WC Site 1), Csesztreg
Communications System: CH6 Series Integrated
Targeting and Tracking System: Hunter (7a) Dedicated TTS

Overview

Following the success of the *Cygnus*, the *Hellstar* is another joint production effort from Clan Wolf-in-Exile and Clan Hell's Horses that first appeared in 3079. A somewhat unconventional design, the *Hellstar* shares a large number of components with the *Cygnus*. RAF analysts are uncertain why the designers didn't simply create an all-energy version of the *Cygnus*, but given the extensive changes required for a fixed-configuration BattleMech it might have been easier to start from the ground up.

More worryingly, it could mark a possible change in Clan tactics.

Capabilities

While the *Cygnus* was developed in haste, the *Hellstar* represents a more measured approach. As the *Cygnus* took its inspiration from the *Annihilator*, the *Hellstar* appears to be the big brother of the Exiles' *Pack Hunter*. Built around a massive all-energy arsenal, protected by thick armor, and with good mobility, the *Hellstar* is built for long-running campaigns. This appears to clash with the quick-and-fierce style of Clan warfare, but the adaptable Wolves and Horses seemingly have no problem with this.

Featuring a more-streamlined chassis than the *Cygnus*, the *Hellstar* acts more-or-less like a Clan version of the *Awesome*, but with far more firepower. Lacking any pretense of secondary weapons, the *Hellstar's* arsenal consists of four Ripper Series A1 Extended-Range PPCs. Able to drop many medium and heavy 'Mechs with a single salvo, the 'Mech utilizes an unprecedented thirty double heat sinks which allow it to maintain this deadly rain of fire indefinitely without heat build-up. Maximum defense is provided by over eighteen tons of Royal-7 Standard armor, should any attacker survive the PPC onslaught to get close enough to challenge the machine.

The weapons are mounted in large reinforced housings in the arms, and deeply in the 'Mech's torsos. Certain theories suggest that the large housings were designed to obscure the 'Mech's weaponry until it fires. BattleROM footage from the bloody final days of the Jihad perhaps offers a different explanation—Wolf-in-Exile 'Mechs were seen using the arm mounts as clubs to savagely finish off downed Blakist 'Mechs. Though the Exiles are no strangers to the use of flexible tactics, even they have previously adhered to the Clan-wide bias against physical combat. What with the Falcons also reportedly testing melee weapons, has a turning point been reached in the Clans' evolution?

Deployment

The *Hellstar* appears equally in the ranks of the Wolves-in-Exile and the Horses, though RAF forces did manage to salvage a few badly-damaged examples from the many battlefields of the Jihad. Polite overtures have been made to Clan Wolf-in-Exile—via the Lyran Commonwealth—regarding the possibility of acquiring more of the 'Mech for the RAF but all have been rebuffed. So far all production appears to have been used to replenish the damaged *toumans* of both Clans.

Variants

Only two variants have been documented so far, though, oddly, both appeared alongside the original during the Jihad—almost as if the Exiles and Horses were performing an extended field test. The first, more of a sub-variant really, adds a targeting computer at the expense of five heat sinks. Although now only capable of maintaining a four-three-four barrage without reaching crippling levels of heat, battle reports provide evidence of this model amputating 'Mechs' limbs and coring center torsos with deadly accuracy.

A second variant exchanges the ER PPCs for Series 7Ja ER Large Lasers but retains the targeting computer. What this variant loses in damage it gains in range, becoming more of a mobile sniper—and yet another step away from accepted Clan norms. Two Kolibri Omega Series Medium Pulse Lasers provide backup firepower, and sit almost unnoticed in the 'Mech's center torso. Twenty-eight double heat sinks provide the ability to fire its entire armament without heat build-up. An active probe and an ECM suite round out the package, showing that the Wolves and Horses have learned from their exposure to the "dirty" tactics used by the Word of Blake and Inner Sphere.

Type: **Hellstar**

Technology Base: Clan

Tonnage: 95

Battle Value: 3,084

Equipment

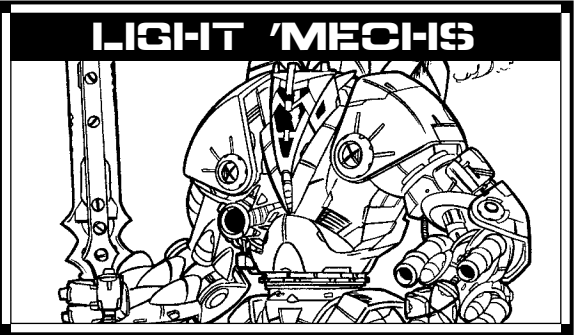
Internal Structure:	Endo Steel	5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	30 [60]	20
Gyro:		4
Cockpit:		3
Armor Factor:	293	18.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	30	45
Center Torso (rear)		15
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	2	6
ER PPC	RT	2	6
ER PPC	LT	2	6
ER PPC	LA	2	6





Mass: 20 tons
Chassis: Chariot Type 1a
Power Plant: Leenex 140 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield A
Armament:
2 Guided Technologies 2nd Gen
Streak-4 SRM Launchers
Manufacturer: Diplan 'Mechyards
Primary Factory: Aix-la-Chapelle
Communications System: Sipher CommCon SCU-4
Targeting and Tracking System: Cat's Eyes 5

Overview

Despite being built around the principles of Bushido ("the Way of the Warrior") and single 'Mech-on-'Mech combat, the Draconis Combine Mustered Soldiery has traditionally been the Inner Sphere's greatest advocate of the light 'Mech. Looking to the operational and strategic realms rather than the tactical, it employed lights to great effect against the ponderous heavier regiments of the Lyran Commonwealth.

The arrival of the Clans, who were also believers in single combat, only strengthened this trend. The Clans had superior training and technology, with which they defeated the DCMS at almost every turn. Combine warriors could defeat Clan opponents only by putting the honor of the Draconis Combine before

an individual warrior's honor and using all available military assets in combination. Against the Clans, the Combine relied all the more on light 'Mechs for fast recon, lighting raids, and other attacks. New Combine light 'Mech designs, perfectly suited for these tactics, quickly made their way onto the battlefield. The most recent addition is the *Kabuto*, named for the elaborate "helmet" of armor that encases the 'Mech's head assembly.

Capabilities

The *Kabuto* is patterned after the highly successful *Hitman* BattleMech design. The *Hitman* quickly became a mainstay of the DCMS, being exceptionally fast, armed with impressive firepower for a 'Mech of its class, and loaded with specialized electronics. Even the *Hitman's* hefty price tag could not detract from its success on the battlefield. Eager to repeat that success, the design teams at Diplan 'Mechyards were ready to begin field-testing the *Kabuto* by late 3059. The thorough testing of the *Hitman* by the student MechWarriors of the Sun Zhang Academy on New Samarkand had so impressed Diplan 'Mechyards that they arranged to test the *Kabuto* in the same fashion.

In creating the *Kabuto*, Diplan 'Mechyards fulfilled their goal of developing a light 'Mech with exceptional speed, armor, and firepower at a low price. With more firepower and armor than any other 'Mech of its weight class and a top speed of well over 110 kph, the *Kabuto* is a prime example of superior DCMS design and manufacturing. Even the price tag—just under 2.5 million C-bills—is a bargain considering this 'Mech's battlefield performance.

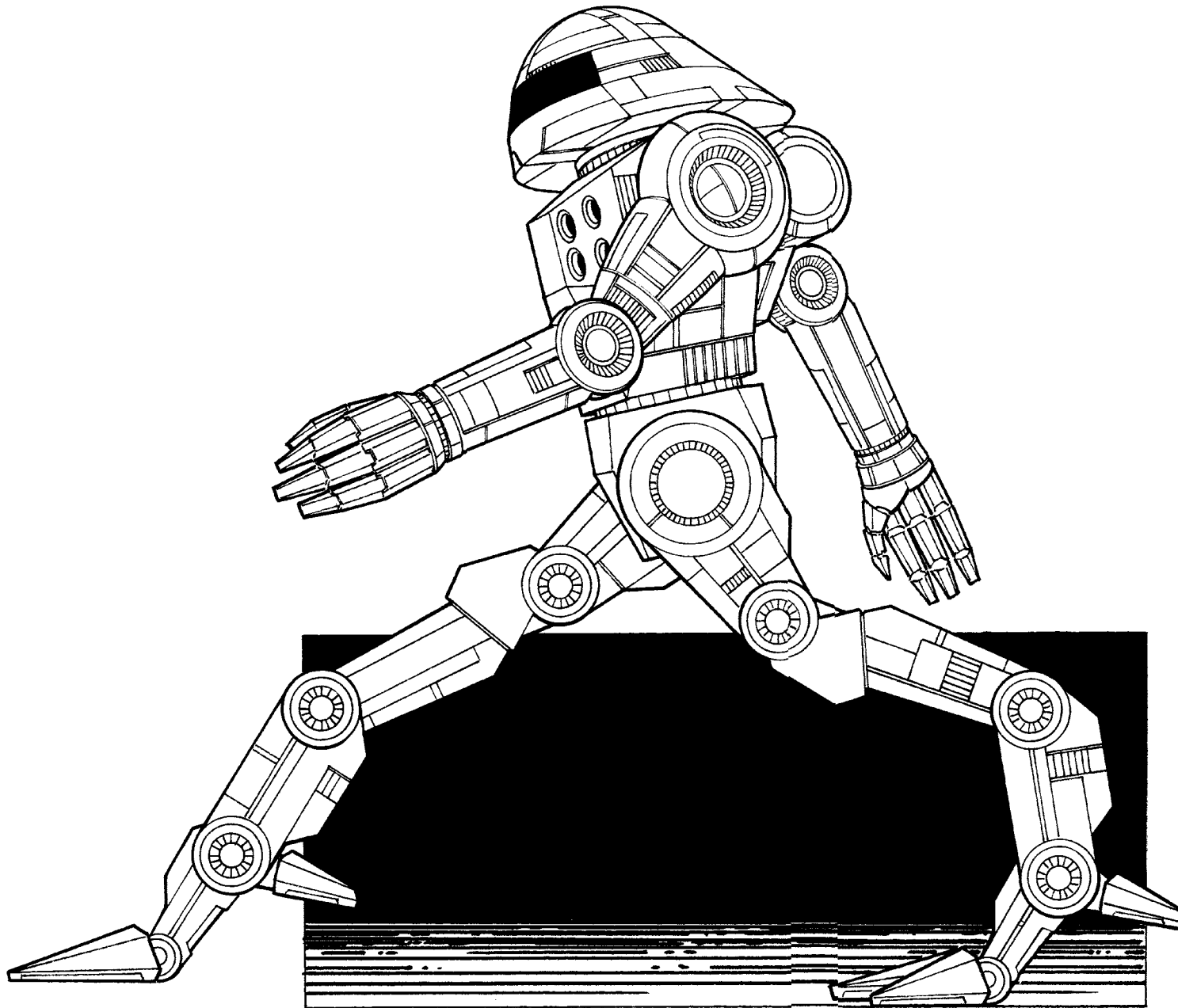
Deployment

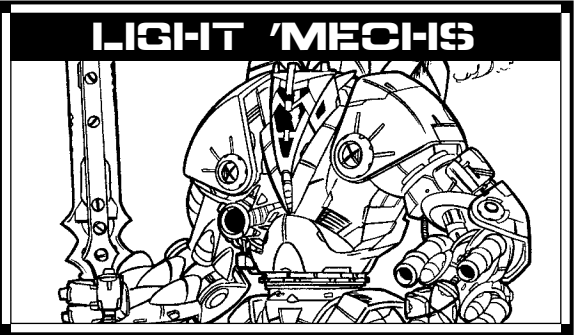
The *Kabuto* has finished its testing, though it has yet to see combat. The DCMS has begun to issue the 'Mech to units that lost light 'Mechs during Operation Bulldog.

Type: **Kabuto**
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 524

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	140 XL	2.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	69	4.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	8

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 4	LT	1	3
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1





Mass: 20 tons
Chassis: Leopard Mark I Endo Steel
Power Plant: GM 180 XL
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/1 Ferro-Fibrous
Armament:
2 Tronel XII Medium Pulse Lasers
Manufacturer: Leopard Armor
Primary Factory: North Africa, Terra
Communications System: Teldon 33 with Guardian ECM Suite
Targeting and Tracking System: Scope 85 RDNST with TAG

Overview

One of an amazing number of new designs being fielded by the Word of Blake, the *Red Shift* is manufactured by Leopard Armor, a Terran company that formerly produced vehicles for ComStar. When the Word of Blake took Terra, Leopard Armor simply shifted their contract—and even began producing an old design again for the Militia, the Padilla Heavy Artillery Tank. The *Red Shift* is the company’s first foray into BattleMech production, quite a challenge for the veteran company.

The Leopard Armor design team’s stated goal was to produce a light, fast BattleMech to spot for and help protect Padillas, as such a combination was highly effective during the era of the first Star

League. The key to such a ‘Mech was clearly the TAG system, the most accurate method of targeting for the Arrow IV artillery system mounted on the Padilla. Knowing this, the designers built the ‘Mech around the TAG, using an extra-light engine and an endo-steel frame to provide maximum speed. A Guardian ECM system was included to protect both the *Red Shift* and its companion artillery vehicles, as well as maximum possible armor to help ensure survivability.

Capabilities

Though the TAG system is the keystone of the *Red Shift*, it is not its only weapon; to underestimate the diminutive ‘Mech would be a mistake. Able to reach a top speed of just over 150 kilometers per hour, many tracking systems have trouble targeting the *Red Shift* once it gets moving. Those that do hit it have to blast through armor protection that is quite strong for a ‘Mech its size. The Guardian ECM system protects it from systems such as the Artemis IV and C³ networks as well.

In addition to the TAG, the *Red Shift* carries two medium pulse lasers. The accuracy of these lasers is very helpful when other speedy ‘Mechs are encountered, and the *Red Shift* has proven quite successful at destroying both a variety of light ‘Mechs and even some mediums.

Deployment

The *Red Shift* has been sent to every division of the Word of Blake Militia, usually assigned to units containing Padilla Heavy Artillery Tanks or another ‘Mech or vehicle mounting the Arrow IV system. In some cases, they have been sent to missile-heavy units, as the Word of Blake has access to the Free Worlds League’s Semi-guided warhead technology.

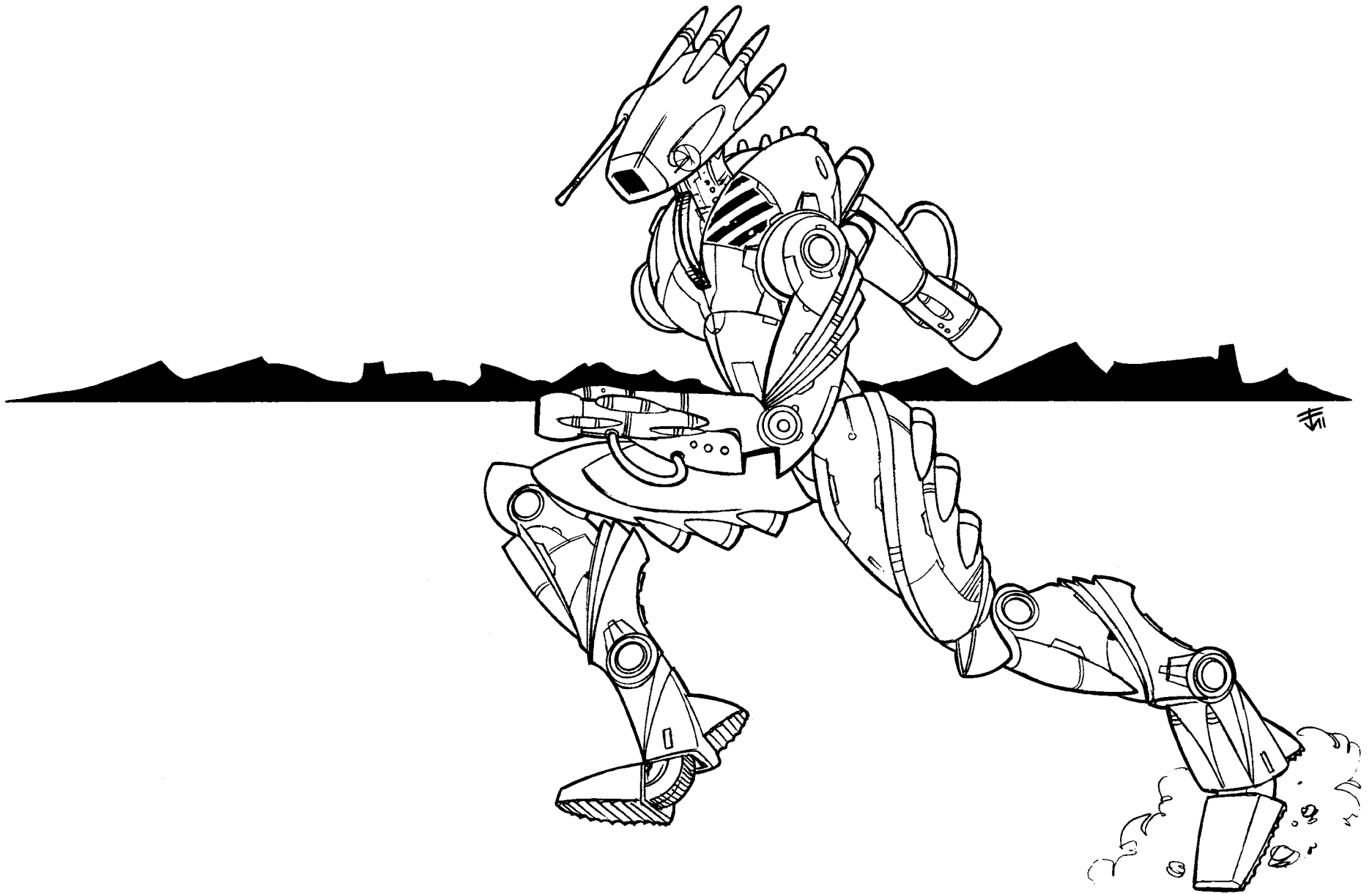
Variants

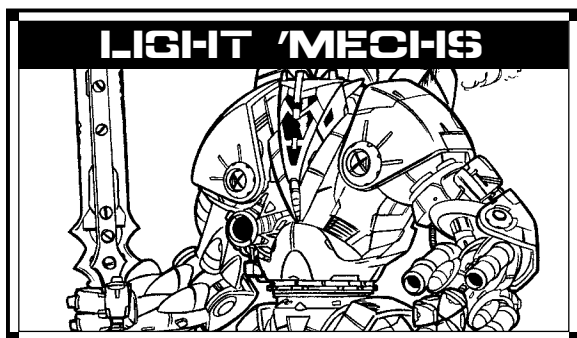
A more dedicated scouting variant of the *Red Shift* replaces the Guardian ECM with a Beagle Active Probe. Roughly two out of every five *Red Shifts* produced are of this variant, which are being used to replace aging *Mongoose*s.

Type: **Red Shift**
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 626

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	180 XL	3.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	69	4
	Internal Structure	Armor Value
Head	3	9
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	8

Weapons and Ammo	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Guardian ECM Suite	CT	2	1.5
TAG	H	1	1





Mass: 25 tons
Chassis: Skobel 100-ROB Endo-Steel
Power Plant: GM 150
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Krupp 150 Ferro-Fibrous
Armament:
1 Armstrong JJ-Lite Autocannon/2
1 Holly Streak SRM 2
Manufacturer: Skobel MechWorks
Primary Factory: Terra
Communications System: Exeter Longscan 200
Targeting and Tracking System: Garret T15AJ

Overview

In 2763 the SLDF invited the Hegemony's weapons manufacturers to bid on a contract for a new light 'Mech capable of both serving as a scout and supporting infantry and armor. Skobel MechWorks unveiled the first prototype of their entry, the *Jackrabbit*, the following year.

Skobel's design was evaluated alongside those of several other competitors over the next two years. The *Jackrabbit* scored high on reliability and ease of maintenance, and the design received clearance for combat testing just weeks before Rim Worlds Republic troops seized control of the Terran Hegemony. Skobel's factories fell to Republican forces more or less intact, and the *Jackrabbit* was among the designs Stefan Amaris ordered into full production for his troops.

Capabilities

Since the machine was never evaluated in combat conditions, several fundamental flaws in the *Jackrabbit*'s design were not revealed until SLDF and Republican troops began to clash on the outermost Hegemony worlds. Designed to be fast while also providing long-range fire support, the *Jackrabbit* tried to be a jack-of-all-trades.

The *Jackrabbit*, however, cannot match the speed of fast recon units since it mounts a weapon heavier than any commonly found on such a light 'Mech. While the weaponry is adequate against infantry, it lacks the punch needed to deal with hard targets. The Krupp 150 Ferro-Fibrous armor provides excellent protection by weight, but the tonnage devoted to weaponry means that the light 'Mech cannot carry enough of it. Worse, weight constraints forced the engineers to exclude CASE from the design. Dependent on ballistic and missile weapons, the *Jackrabbit* is unsuited to the role of a raider, and it lacks the special electronics that would make it stand out in the role of a scout.

Despite these failings, there was nothing fundamentally wrong with the basic chassis or subsystems. Indeed, technicians reported the 'Mech a pleasure to work on.

Deployment

Knowing that General Kerensky and the SLDF were fighting their way through the automated defenses of the Hegemony and might eventually reach Terra, Stefan Amaris had over five hundred *Jackrabbits* built to bolster his forces. The weaknesses in the design were not known to his troops. However, they soon became apparent as Kerensky's troops battled toward their ultimate target. Many *Jackrabbits* fell to the expert marksmen in the ranks of the SLDF, and the lack of jump jets limited their mobility in the savage urban combat that marked the campaign.

Running down *Jackrabbits* soon became a popular sport among SLDF MechWarriors, and combat losses for the design ran to over eighty percent. Of those 'Mechs to survive the final battles, none were taken by General Kerensky's troops when they departed from the Inner Sphere. ComStar inherited these when they captured Terra, but they used the *Jackrabbit* sparingly. The few that were

deployed on Tukayyid fared poorly against the Clans, and ComStar chose to radically redesign the 'Mech and create the *Nexus*. Since the formation of the Word of Blake Protectorate, the remaining *Jackrabbits* have appeared in the ranks of the Protectorate Militia.

Variants

Rim World Republic technicians attempted to boost the *Jackrabbit*'s effectiveness by replacing the autocannon with a large laser, an extra heat sink, and a ton of armor. When SLDF troops first encountered the JKR-9R amongst the packs of unmodified *Jackrabbits*, they nicknamed it "the Joker." About half of the *Jackrabbits* fielded by the Protectorate Militia are of this type.

Upgrades

In 3055 ComStar modified the design to produce the *Nexus* to help rebuild the Com Guards following the heavy casualties they suffered in the historic battle on Tukayyid. Although marginally similar in appearance, the *Nexus* is radically different from the old *Jackrabbit* in performance.

The Word of Blake has recently introduced the JKR-9W. Firepower is improved significantly by replacing the Class 2 autocannon with a light Class 5 autocannon and adding an extended-range medium laser to the right torso.

Notable MechWarriors

Lieutenant Gregor Savage: A member of the 18th Amaris Chasseurs (Death's Head Regiment), Lieutenant Savage earned the dubious distinction of having more 'Mechs shot out from beneath him in battle than any other MechWarrior before him. He lost one 'Mech to an air attack, four to SLDF BattleMechs, one to a minefield, one to an ammunition explosion caused by a damaged fusion power plant, and one to friendly fire.

Gregor's ultimate fate remains unknown, as his body was never identified following the final SLDF assault. Some historians speculate that he survived once again and later escaped Terra amidst the confusion as the Star League disintegrated.

JKR-8T JACKRABBIT

LIGHT 'MECHS

47

Type: **Jackrabbit**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 417

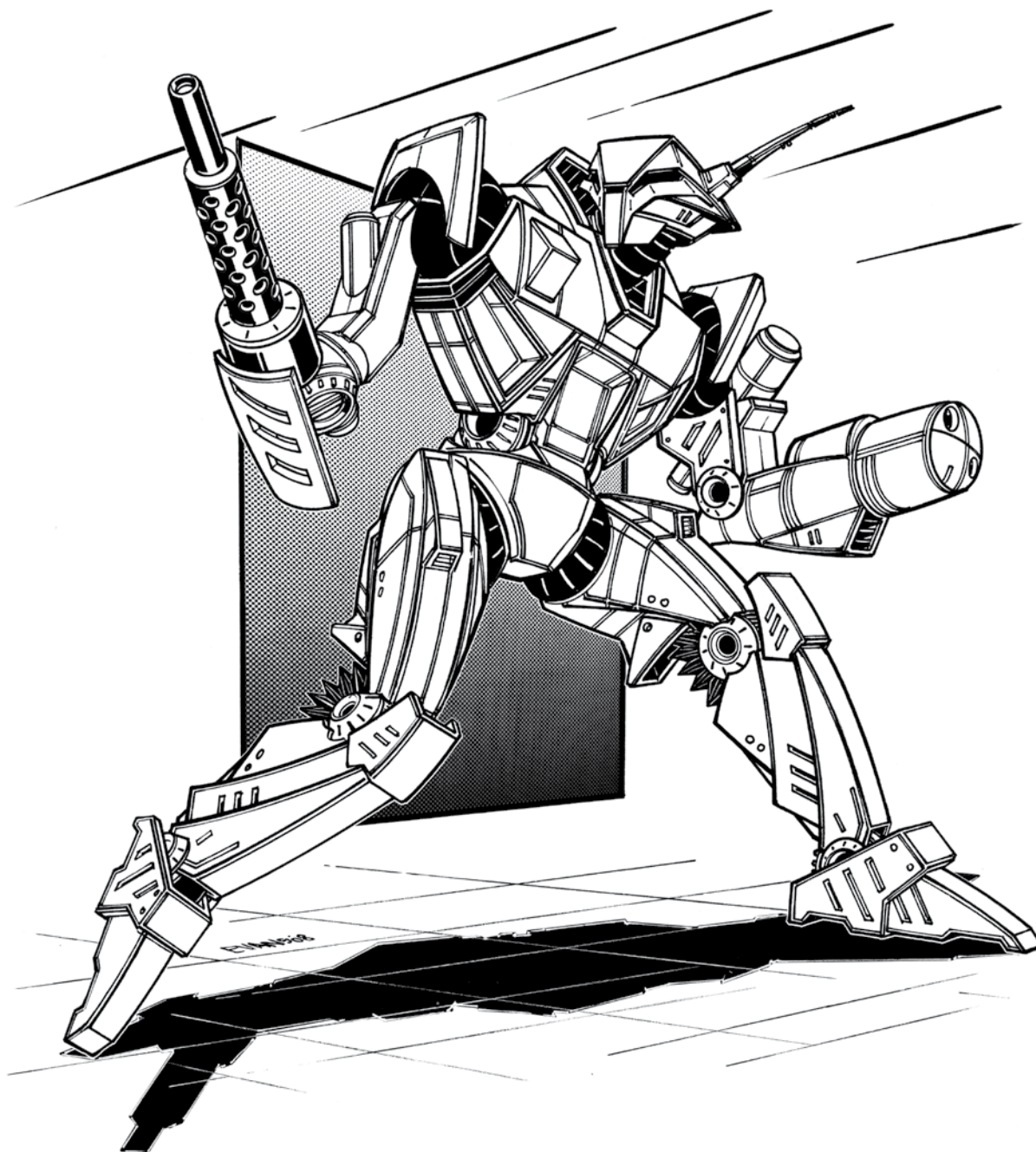
Equipment

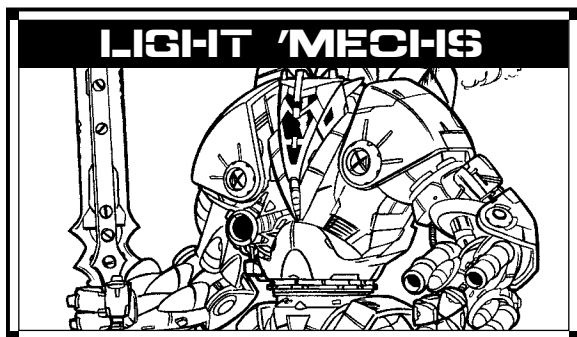
		Mass
Internal Structure:	Endo-Steel	1.5
Engine:	150	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	62	3.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	5
R/L Torso (rear)		3
R/L Arm	4	5
R/L Leg	6	6

Weapons and Ammo

	Location	Critical	Tonnage
AC/2	RA	1	6
Ammo (AC) 45	RT	1	1
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	LT	1	1





Mass: 25 tons

Chassis: Skobel 100-ROB Endo Steel

Power Plant: Vox-LE 200 Light Engine

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: Rawlings 55

Jump Capacity: 180 meters

Armor: Krupp 200

Armament:

2 Diverse Optics Sunbeam Extended Range
Medium Lasers

2 Diverse Optics Sunbeam Extended Range
Small Lasers

Manufacturer: Skobel MechWorks

Primary Factories: Russia, Terra

Communications System: Exeter Longscan 200
with C³i Computer

Targeting and Tracking System: Garret T15J

Overview

Overall, the *Nexus* performed poorly in combat. Like the *Raijin*, its thin armor and lack of long-range firepower brought abnormally high combat losses during Operation Odysseus. Though its speed compensated somewhat for these drawbacks, the *Nexus* lost this advantage whenever it closed on a target. Many *Nexus* pilots bitterly complained about having to face the *Mongoose*, a 'Mech with superior range and maneuverability.

Nexus pilots petitioned Precentor Martial St. Jamais for an immediate overhaul of the *Nexus*. to make it better suited for front-line combat. After reviewing all data collected, St. Jamais agreed to address the 'Mech's problems when time allowed. During the most recent phase of upgrades, the *Nexus* finally received attention. Given the 'Mech's limited internal space, Blakist engineers chose to redesign the *Nexus* from the ground up instead of making changes that might compromise the existing design's internal integrity. St. Jamais approved the plan and ordered the production lines modified for the *Nexus II*.

Blakist engineers can thank Katrina Steiner-Davion of the Lyrans Alliance, for the solution to the space problem that plagues most light 'Mechs. In order to increase the *Nexus II*'s speed and maneuverability, they incorporated the new light engine obtained from the Lyran through technology exchanges authorized by the Alliance's former Archon-Princess.

Capabilities

The use of an XL engine over a standard engine normally reduces a 'Mech's survivability. However, the Lyrans light engine does not impose such a drastic trade-off. The new engine allowed engineers to increase the speed of the *Nexus II*, matching or exceeding most 'Mechs in its class. They retained the original design's jump jets for extra maneuverability and installed a C³i system for more precise coordination in Level II operations.

Weight and space limitations presented another problem: arming the 'Mech. After consulting with *Nexus* pilots, engineers installed ER medium and small lasers to complement the 'Mech's speed. They retained the endo steel structure, but replaced 3.5 tons of ferro-fibrous armor with standard armor, nearly doubling the 'Mech's armor protection and giving it a new look.

Deployment

The Third Division made good their *Nexus* losses with the bulk of the first two production runs by the end of 3066. The remaining divisions received the new variant shortly thereafter.

Variants

The NXS1-B variant, based on the original NXS1-A, is a progenitor to the *Nexus II*. Replacing the medium pulse lasers with extended-range versions and one extended-range small laser, the AMS and standard medium laser are completely dropped; this allows for the addition of a single jump jet, an improved C³ computer, as well as four tons of ferro-fibrous armor.

Currently, only one other *Nexus II* variant is known to exist. The NXS2-B replaces both extended-range small lasers and the jump jets with a Guardian ECM suite, a Beagle active probe, and TAG. The addition of stealth armor makes the NXS2-B an advanced reconnaissance 'Mech.

Type: **Nexus II**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 702

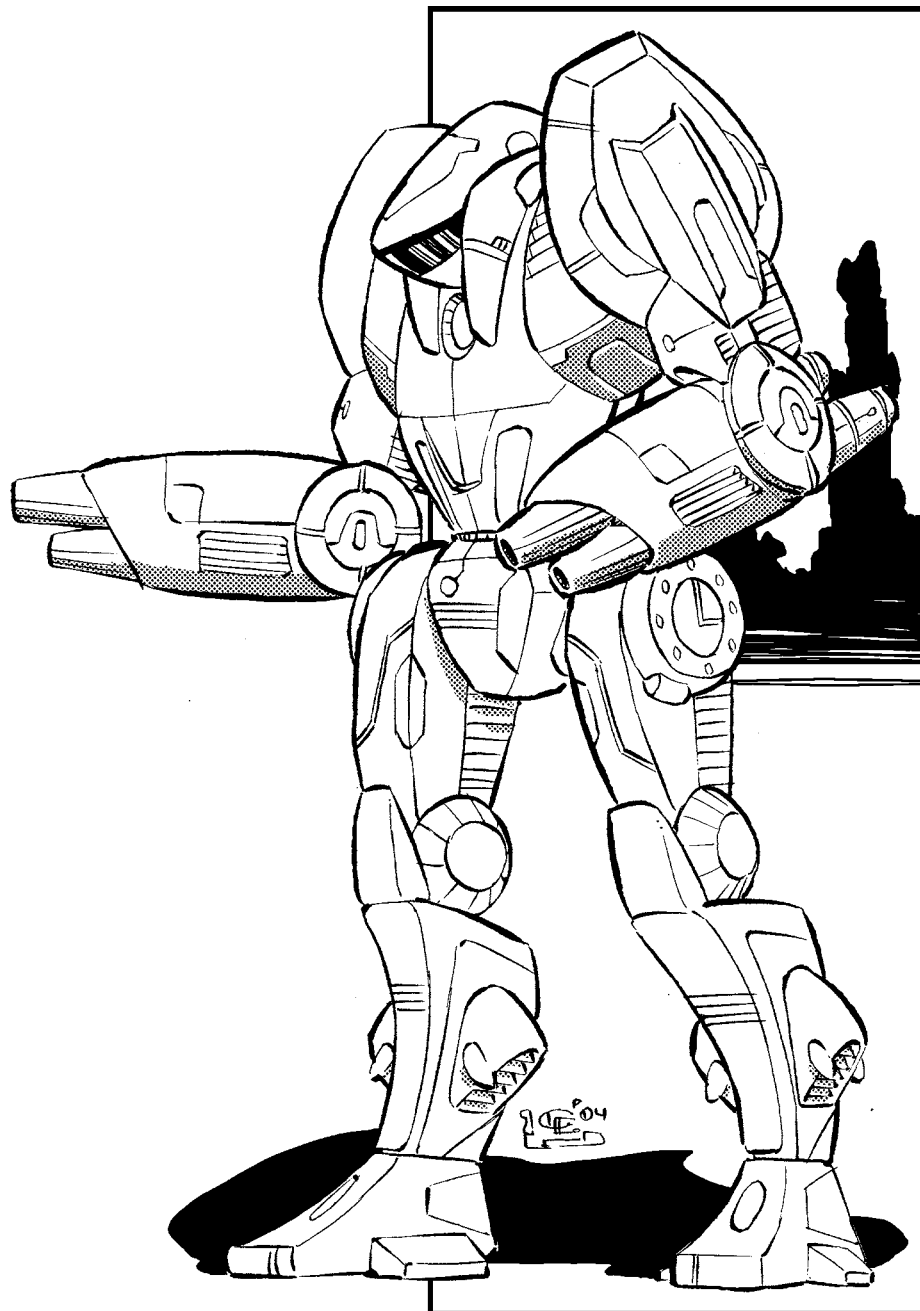
Equipment

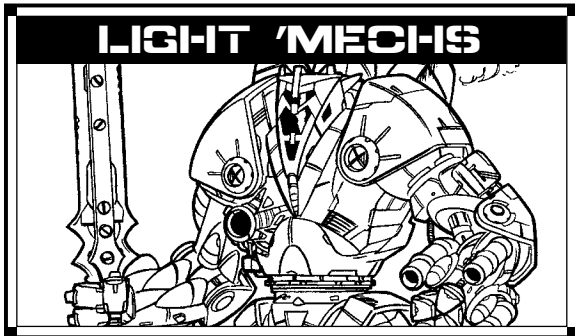
Internal Structure:	Endo Steel	1.5
Engine:	200 Light	6.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	56	3.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	8	7
Center Torso (rear)		3
R/L Torso	6	5
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	7

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
C ³ i Computer	CT	2	2.5
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1





Mass: 30 tons
Chassis: Chariot Type I
Power Plant: GM 210 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Starshield A
Armament:
1 Thunderstroke-L LRM 5 Rack
3 Argra 3L Medium Lasers
Manufacturer: Diplan 'Mechyards
Primary Factory: Aix-la-Chapelle
Communications System: Sipher CommCon SCU-4
with Guardian ECM Suite
Targeting and Tracking System: Cat's Eyes 5
with Forward 1 TAG and Artemis IV FCS

Overview

With regiment after regiment falling before the Clan juggernaut, the DCMS scrambled for tactics to counter the enemy's technological advantages. Noting the Clan's minimal use of artillery, analysts identified a need for a fast scout able to carry Target Acquisition Gear. Diplan 'Mechyards submitted the HM-1 *Hitman* design to fill that role.

Famous for their *Jenner* and *Mongoose* designs, Diplan 'Mechyards was a premier manufacturer of light 'Mechs during the first Star League era. However, the destruction of its manufacturing plants during the Succession Wars reduced Diplan to little more than a holding company. Following the Clan assault, Diplan secured financial

backing from Hachiman Taro Electronics Limited, and upgraded its subsidiary component manufacturing plant on Aix-la-Chapelle into a manufacturing center capable of producing the *Hitman*.

Capabilities

Drawing on the key feature of all previous company designs, Diplan's *Hitman* is an extremely agile and fast light 'Mech capable of bursts of speed greater than 150 kph. Should the *Hitman* encounter a foe it cannot outpace, it is armed with a trio of medium lasers and a five-tube LRM launcher slaved to an enhanced Artemis IV fire control system. With full ECM cover, the *Hitman* can sneak up on enemy units undetected and then use its Beagle Active Probe to gather data, or guide precision artillery or air strikes using its TAG system.

Deployment

After extensive testing on the training grounds of New Samarkand's Sun Zhang Academy, the *Hitman* finally entered widespread deployment for the drive against Clan Smoke Jaguar by the forces of the reborn Star League. With large numbers of Arrow IV-equipped vehicles and 'Mechs (such as the *O-Bakemono*) finally reaching front-line units, the DCMS began to team them with the *Hitman*. The Ryuken regiments used their new equipment to devastating effect on the Jaguars, and their perfected tactics served the DCMS well when the Ghost Bears later launched their own assault on the Combine.

Having secured a controlling interest in Tanadi Computers, Chandrasekhar Kurita dispatched the Seventeenth Recon Regiment (a mercenary unit, informally known as Camacho's Caballeros, retained under a long-term contract) to safeguard Tanadi assets on worlds liberated from Smoke Jaguar control. The mercenaries were positioned on Luzerne when the Ghost Bears came roaring across the border. The First Bear Regulars crushed Force Commander Bar-Kochba's battalion as the mercenaries attempted to contest the Clan landing zone. In retaliation, the Seventeenth deployed its scout elements (which included several *Hitman* 'Mechs)—and called in a withering artillery barrage that gutted the Ghost Bear Cluster.

Variants

Initially, the supply of *Hitman* 'Mechs reaching front-line units far outstripped the available Arrow IV platforms. Not wishing to waste the rest of the *Hitman*'s excellent capabilities by limiting deployment to the few units with the necessary artillery missile systems, the DCMS created a field modification. By replacing the TAG with a C³ slave module and swapping the LRM-5 for a NARC beacon launcher, the HM-2 *Hitman* is the perfect "point man" for light and medium C³-equipped units.

Notable MechWarriors

Chu-i Jenna Ahrmram: Granddaughter of a famous commander of the Third Proserpina Hussars, Jenna was honored to be offered a position with the regiment. All too aware that Theodore Kurita's reforms made it possible for her to follow in her grandfather's footsteps, Jenna is fanatically loyal to the Coordinator.

Jenna views the continuing influence of the Black Dragons in the Combine with alarm, and seeks to unmask their supporters. While her unsanctioned investigations have attracted disapproval from her superiors, they have also brought her to the attention of Ninyu Indrahar.

Lieutenant Junior Grade Duane "Pog" Montablan: Like many of the Seventeenth's MechWarriors, Duane is a native of Galisteo in the Free Worlds League. Another thing Duane has in common with his fellow Caballeros is a penchant for unconventional behavior. A fanatical collector of pre-jump Westerns, Montablan assumes the mannerisms of the characters portrayed in his collection. Continually switching from persona to persona as the situation or whim dictates, Duane bombards those around him with a kaleidoscope of cheesy two-dimensional roles.

While it is rare to find the advanced *Hitman* outside the ranks of the DCMS, Duane's 'Mech was among the salvage acquired by Camacho's Caballeros on Towne after defeating the renegade Fifteenth Dieron Regulars. On Luzerne, Montablan gleefully used the full capabilities of his *Hitman* to call down a carpet of death on the "Mudheads" (as the Caballeros disparagingly call all Clansmen).

Type: **Hitman**

Technology Base: Inner Sphere

Tonnage: 30

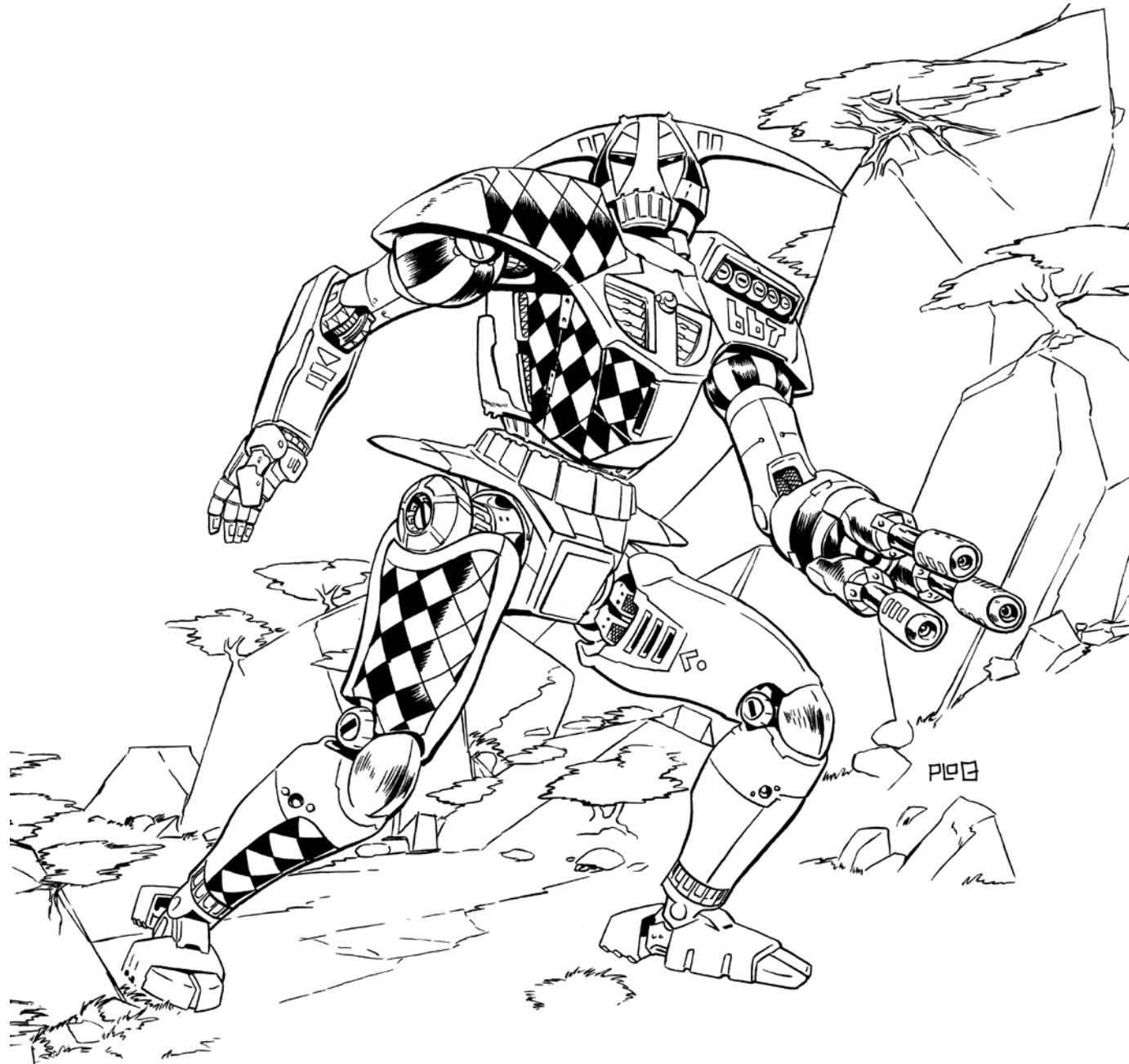
Battle Value: 925

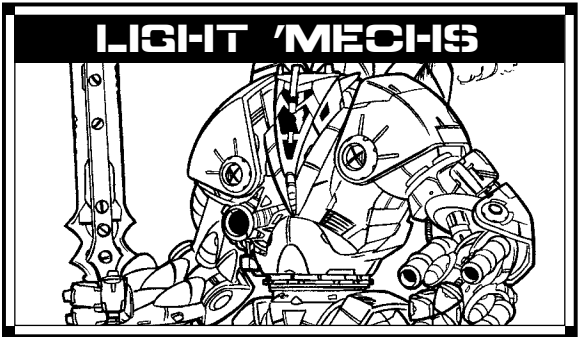
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	210 XL	1.5
Walking MP:	7	4.5
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	80	5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	10	10
Center Torso (rear)		6
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	7
R/L Leg	7	9

Weapons and Ammo

	Location	Critical	Tonnage
Guardian ECM Suite	LT	2	1.5
MASC	RL	2	2
Beagle Active Probe	RT	2	1.5
LRM 5	LT	1	2
Artemis IV FCS	LT	1	1
Ammo (LRM) 24	LT	1	1
3 Medium Lasers	LA	3	3
TAG	H	1	1





Mass: 30 tons
Chassis: Celestial Series MK1E
Power Plant: DefHes 210 Light Fusion
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: Divine Shield Light Ferro
Armament:
9.5 tons of pod space available
Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments
Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)
Communications System: Master's Voice Cel-Alpha
with C³i Computer
Targeting and Tracking System: Master's Sight
1-Omega

Overview

The entire Celestial series is a masterstroke of Word of Blake military engineering and propaganda. The Blakists had previously been seen as lacking in OmniMech development since the floundering of the *Grand Crusader* Omni Project, so it came as a complete shock to many observers to see not one, but six new designs emerge with similar core elements and a distinctive supernatural flair. Clearly tailored to the elite Manei Domini, each 'Mech in the Celestial series is named for angelic beings from a variety of classical religions—notably Christianity, Judaism, Islam, and Hindi.

Capabilities

The lightest of the Celestials at 30 tons, the *Malak*—Arabic for “angel”—is a dedicated recon unit, fast and well armored. Using an endo-steel chassis, light fusion engine, a small cockpit, an extralight gyro, and light ferro-fibrous armor, the *Malak* saves as much tonnage as possible without using the bulkiest components available. An integrated improved C³ computer—hard-mounted on all of the Celestial OmniMechs—offers improved combat coordination as well, ensuring that this scout can maximize its capabilities as part of an effective Level II formation.

Deployment

Since their 3069 debut on Terra, the Celestial OmniMechs have appeared in gradually increasing numbers (and configurations) among the ranks of most of the Word's known elite cadres, especially the cybernetically enhanced Shadow Division forces, for whom these machines may have been intended. Indeed, beyond the Martinson factories and production sites on Terra and Mars, reliable reports from Gibson indicate that the Word has begun production of all six OmniMechs there as well, and there have been changes to a number of subsystems. However, the Gibson-built machines—earmarked only for Precentor Apollyon's cyber-minions—allegedly use more extensive modifications that enhance their use by the Manei Domini alone, such as cockpits that employ vehicular direct neural interface (VDNI) technology.

Notable MechWarriors

Ghost Adept Omega Anaku: Like many of his fellow Manei Domini, Anaku's background—including his previous name—before he joined the Word of Blake and rose to the ranks of the Domini remain shrouded in mystery. First observed on Blakist propaganda vids out of Terra, where he appeared as part of the Fifty-first Shadow Division, his right eye sensory implant and accelerated prosthetic legs marked him as a one-time foot trooper specialized for reconnaissance. A more recent vehicular direct-neural interface (VDNI) implant, however, has enabled him to virtually fuse his skills and instincts as a trained scout with the

electronic suites on his *Malak* Comminus. As a result, Anaku has become a superb tracker for the ongoing counter-insurgency effort on Terra, where he has been credited with the “reclamation” of no fewer than four hundred rebel operatives.

Type: **Malak**
Technology Base: Inner Sphere OmniMech
Tonnage: 30
Battle Value: 792

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 Light	7
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor (Light Ferro):	101	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	14
Center Torso (rear)		4
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	10
R/L Leg	7	13

Weapon and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	0
Right Torso	2 Light Fusion Engine 4 Endo Steel	5
Left Torso	Light Ferro-Fibrous 2 Light Fusion Engine 2 Improved C ³ Computer 3 Double Heat Sinks 4 Endo Steel	1
Right Arm	6 Endo Steel	2
Left Arm	3 Double Heat Sinks 2 Light Ferro-Fibrous	3
Right Leg	2 Light Ferro-Fibrous	0
Left Leg	2 Light Ferro-Fibrous	0

Weapons and Ammo Location Critical Tonnage

Invictus (Primary) Weapons Configuration

Flamer	RA	1	1
Light PPC	RT	2	3
Ammo (SRM) 50	RT	1	1
CASE	RT	1	.5
Retractable Blade	LA	3	2
SRM 2	LT	1	1
ER Medium Laser	H	1	1

Dominus (Alternate A) Weapons Configuration

3 Light Machine Guns	RA	3	1.5
Light MG Array	RA	1	.5
Ammo (Light MG) 100	RT	1	.5
CASE	RT	1	.5
ER Small Laser	RT	1	.5
Flamer	RT	1	1
3 Light Machine Guns	LA	3	1.5
Light MG Array	LA	1	.5
ER Medium Laser	LA	1	1
Flamer	LT	1	1
ER Medium Laser	H	1	1

Battle Value: 794

Infernus (Alternate B) Weapons Configuration

ER Medium Laser	RA	1	1
Guardian ECM Suite	RT	2	1.5
ER Medium Laser	LA	1	1
Snub-Nose PPC	H	2	6

Battle Value: 1,047

Comminus (Alternate C) Weapons Configuration

3 ER Small Lasers	RA	3	1.5
Guardian ECM Suite	RT	2	1.5
ER Medium Laser	RT	1	1
Targeting Computer	RT	1	1
B-Pod	RT	1	1
Beagle Active Probe	LA	2	1.5
ER Medium Laser	LT	1	1
TAG	H	1	1

Battle Value: 979

Luminos (Alternate D) Configuration

Light PPC	RA	2	3
ER Medium Laser	RA	1	1
ER Small Laser	RT	1	.5
Light PPC	LA	2	3
ER Medium Laser	LA	1	1
ER Small Laser	LT	1	.5
ER Small Laser	H	1	.5

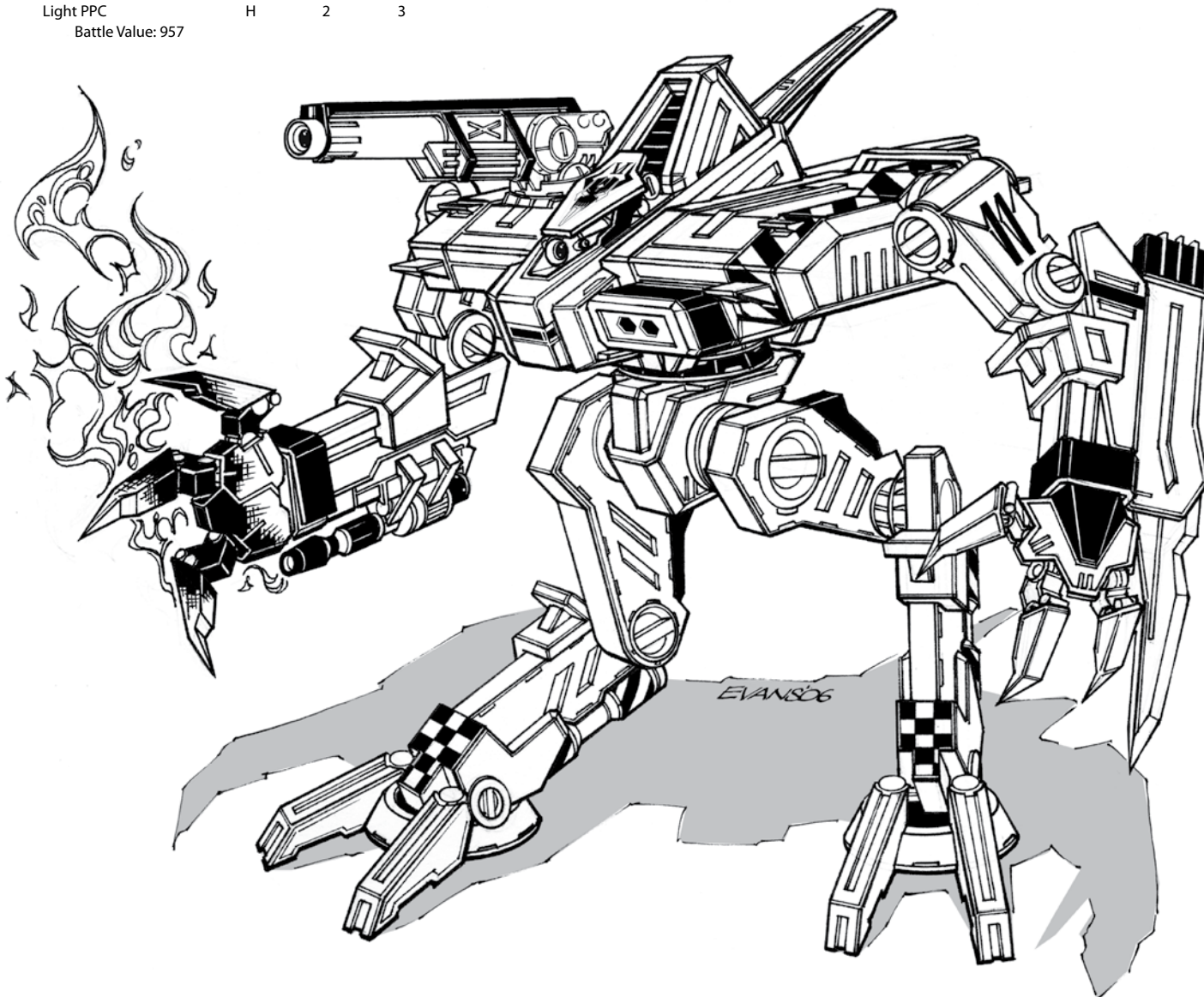
Battle Value: 1,055

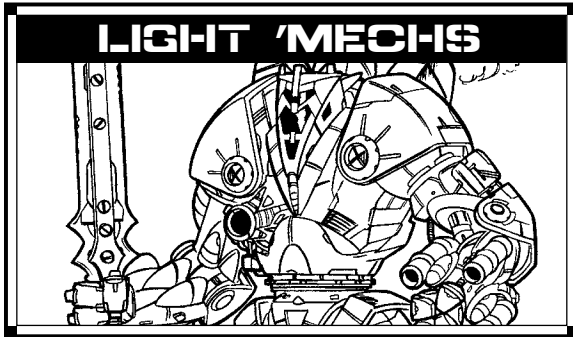
Weapons and Ammo Location Critical Tonnage

Eminus (Alternate E) Weapons Configuration

Thunderbolt 5	RA	1	3
Ammo (Thunderbolt) 12	RA	1	1
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Medium Laser	LT	1	1
Light PPC	H	2	3

Battle Value: 957





Mass: 30 tons

Chassis: Chariot Type I-B

Power Plant: Pitban 300 XL

Cruising Speed: 108 kph

Maximum Speed: 162 kph

Jump Jets: None

Jump Capacity: None

Armor: Krupp 200 Ferro-Fibrous

Armament:

1 Holly SRM 6

2 Diverse Optics Extended Range
Medium Lasers

1 Diverse Optics Extended Range Small Laser

Manufacturer: Diplan 'Mechyards, Krupp
Armament Works

Primary Factory: Aix-la-Chapelle (Diplan),
Terra (Krupp)

Communications System: Corean Transband-J12

Targeting and Tracking System: Cat's Eye 5
with Forward 1 BAP

Overview

The genesis of the Nyx was the Word of Blake. The project had reached the field testing stage when Quentin was liberated by Coalition forces. Buried in the detritus of the fighting was a full set of technical documentation for the Nyx as well as a mostly-functional prototype, which were spirited to Aix-la-Chapelle and given to Diplan 'Mechyards with the *Kanrei's* instructions to make it work. Unfortunately for the Combine, many of the key components for the Nyx were highly specialized and only available from factories on Terra.

After Terra's liberation, production of the Nyx was much more feasible. Instead of relying on whatever substitute components they could scrounge, the DCMS approached the Republic. With Diplan 'Mechyards having the knowledge and Krupp Armament Works on Terra the components, the DCMS and the Republic of the Sphere agreed to make production of the Nyx a joint effort.

Capabilities

The Nyx was less a revolutionary design than an amalgamation of successful parts assembled into an impressive whole. With the marked increase of stealth technologies and the ever-increasing speed of light BattleMech units, the existing arsenal of reconnaissance-devoted BattleMechs had begun to fall short of battlefield necessities. The Word of Blake set out to make a fast, capable recon 'Mech with the ability to engage in combat if necessary.

Cognizant of the age-old battlefield maxim that speed is life, the Word of Blake engineers started with speed as the primary focus. The heart of the Nyx is a 300 XL fusion engine, which had to be specially redesigned to fit into the small chassis. The powerful nine and a half-ton engine gives the Nyx raw speed in excess of 160 kilometers per hour. That speed, coupled with the Beagle Active Probe, makes the Nyx an incredibly capable scout or pursuit 'Mech. It also gives the Nyx a natural ability to detect, and escape, ambush situations.

In order to further increase the speed of the Nyx every possible weight-saving measure was enacted. The frame was constructed of endo steel components to provide a lightweight internal structure. The armor, while a necessity, was comprised of lighter ferro-fibrous panels. Despite being lightweight, the Krupp 200 ferro-fibrous armor provides a surprisingly effective amount of protection.

The Nyx mounts an effective, if unimaginative, arsenal. A pair of Diverse Optics extended range medium lasers provide the primary firepower, while a Diverse Optics extended-range small laser is included as a defensive weapon. Finally, a tried-and-true Holly Short-Range Missile 6 launcher gives the 'Mech the ability to deliver a finishing punch. Given such a plethora of mission capabilities, it is easy to see why

the liberators of Quentin went ahead with plans to push the design into production.

Deployment

Since full production of the Nyx was delayed until the liberation of Terra the design was late to deploy in significant numbers. Within the Draconis Combine it has been placed in the Sword of Light regiments where it has received enthusiastic reviews. The Republic of the Sphere has issued its supply of Nyx 'Mechs to its own forces and in small numbers to all of the members of the Coalition that helped liberate Terra, which was received with less than stellar enthusiasm from the Draconis Combine.

Variants

Design notes for a radical variant of the Nyx, the NX-90, were discovered by Combine engineers as more of the Independence Weaponry facilities were successfully repaired and rebuilt. The NX-90 strips the active probe and lasers from the 'Mech in order to mount a pair of BattleMech lances in the arms. The apparent vision of this variant was to use the Nyx's speed to deliver armor piercing charge-style attacks. The DCMS is also fielding a C³ variant that drops the SRM to a four-rack and places a C³ slave under the launcher.

Type: **Nyx**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 924

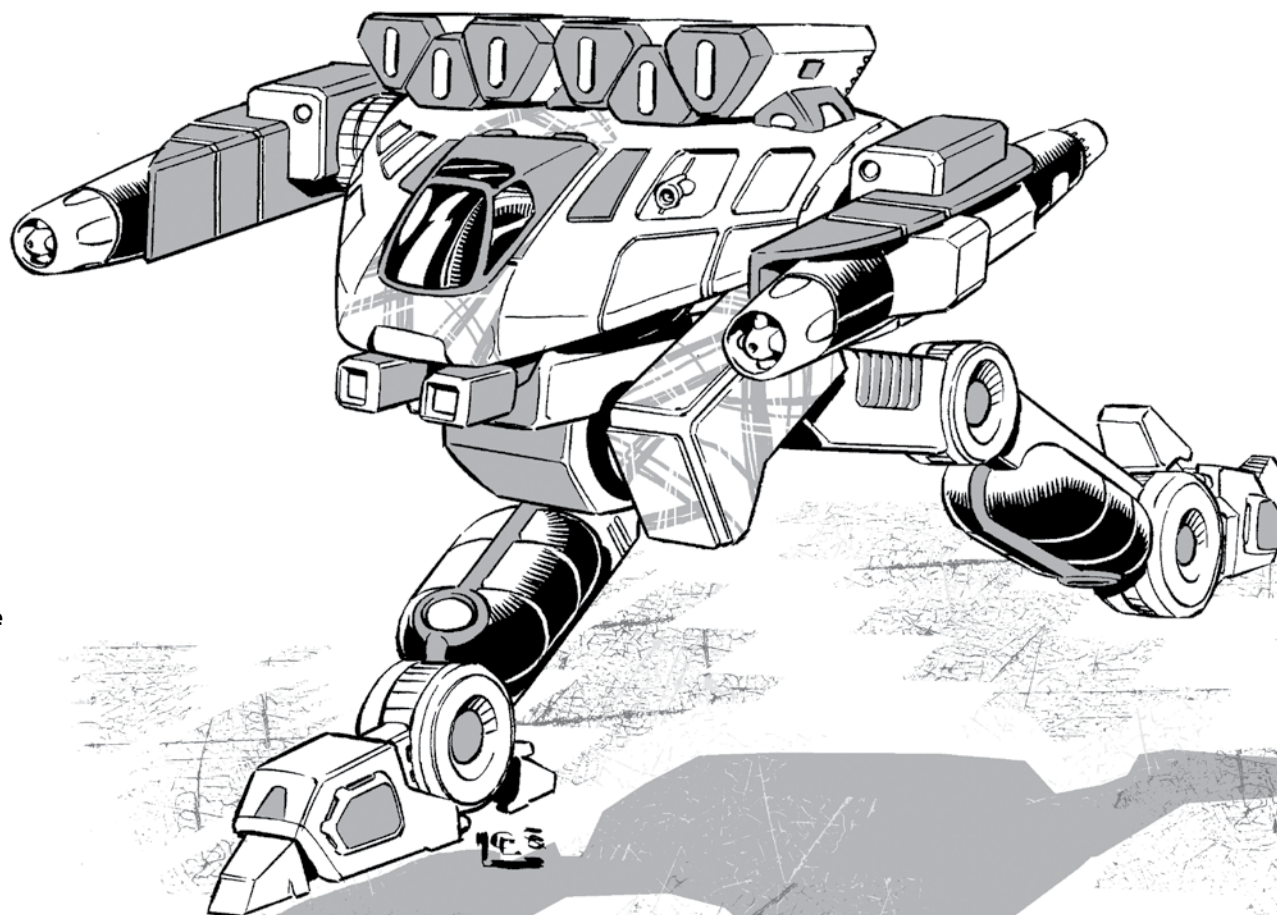
Equipment

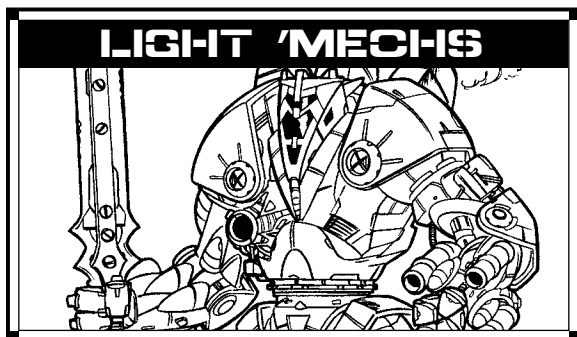
Internal Structure:	Endo Steel	Mass
Engine:	300 XL	1.5
Walking MP:	10	9.5
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	89	5

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		2
R/L Arm	5	8
R/L Leg	7	10

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Beagle Active Probe	RT	2	1.5
Ammo (SRM) 15	RT	1	1
SRM 6	CT	2	3
ER Small Laser	LT	1	.5
ER Medium Laser	LA	1	1





Mass: 30 tons

Chassis: FITES-O

Power Plant: Pharaoh 240 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: Rawlings 61

Jump Capacity: 120 meters

Armor: StarGuard Ferro-Fibrous

Armament:

5 Bright-Bloom Extended Range Medium Lasers

1 Harpoon-6 SRM-6 Launcher

1 Double-Gun Machine Gun

Manufacturer: Achernar BattleMechs

Primary Factory: New Avalon

Communications System: Achernar
Electronics HID-8.7

Targeting and Tracking System:

Federated Hunter Mk. VII

Overview

While Achernar BattleMechs has long been a primary supplier to the AFFS, they had become something of a “one-trick pony,” concentrating all of their energies for decades on building their two primary designs—the *Enforcer* and the *Dervish* (in addition to limited runs of several Star League-era designs). As a result, Achernar stagnated as a business. Even their update to the venerable *Enforcer* did little to boost their market value as the AFFS Department of the Quartermaster forced them into a license deal with Kallon Industries on Talon. That all changed in early 3063.

When Paul LeBeau became CEO of Achernar in 3058, he made a promise to his stockholders that the company would increase its profits threefold over the course of the next decade. He immediately began to assemble a complete R&D staff and instructed them to delve into every military-applicable technology advance possible.

The *Enforcer III* was Achernar’s first step into LeBeau’s “New Era,” but it wasn’t nearly enough. Orders for older designs had steadily decreased as more new ‘Mech designs were debuted, and LeBeau was anxious to fill those gaps. Though his own R&D team was already working on their own new design, it wouldn’t be ready for some time so he went to an outside source—Fredonian Industrial Technologies.

Capabilities

Gittleman and Abzug were veterans of the Clan War. They came to F.I.T. with the intention of designing a new generation of BattleMechs for the Inner Sphere capable of credibly dealing with the Clan threat. Recognizing a major requirement for light ‘Mechs to fill scout and harasser roles, they designed the *Osiris* to fill exactly that role.

Mounting a phalanx of extended-range lasers and a 6-tube SRM launcher, the *Osiris* has a speed, range, and damage profile similar to the Clan *Dragonfly* Alpha configuration (carrying only 60% of the armor protection, however) with a single machine gun array providing close-in defense. Though the standard *Osiris* does not have the same jump capabilities as the *Dragonfly*, the design team felt that the ‘Mech’s offensive capabilities were more important than sheer maneuverability.

The ‘Mech has an impressive weapons load-out, giving the *Osiris* the ability to hit-and-fade quite effectively. Its limited jump capacity, coupled with its great speed, means that it can extract itself from almost any predicament and travel over any terrain.

Deployment

Since first debuting in February of 3063, the *Osiris* has found its way to every corner of both the Federated Suns and the Lyran Alliance—though the majority of those manufactured in the four years since have remained within the Crucis March. During the grand assault on New Avalon, these ‘Mechs were assigned to combat units on the front lines as fast as they could be put into operation, often before the final touches could be made.

Variants

Only one major variant of the *Osiris* exists, a product of the New Avalon campaign. The SRM 6 and the machine gun are removed, freeing up mass to increase the ‘Mech’s jumping capacity and to add two medium pulse lasers.

Type: **Osiris**

Technology Base: Inner Sphere

Tonnage: 30

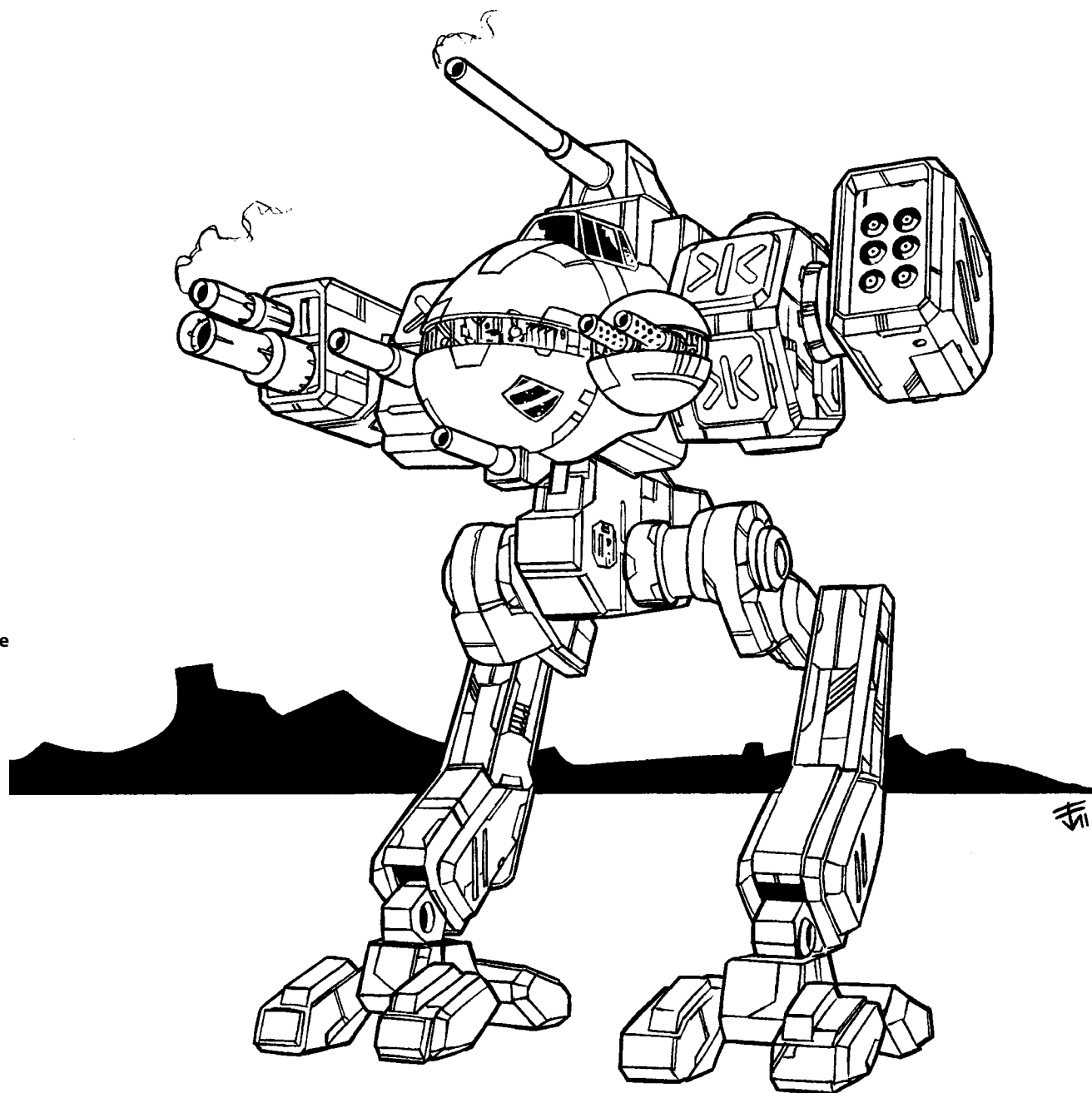
Battle Value: 1,138

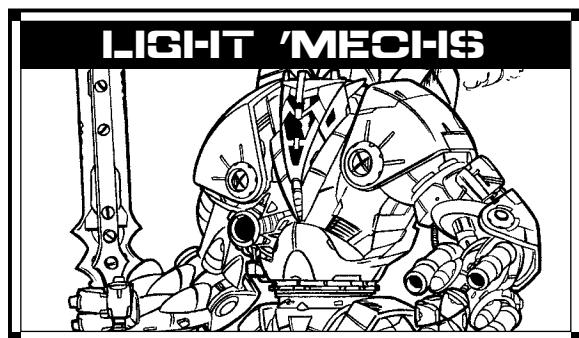
Equipment

		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	80	4.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	10	10
Center Torso (rear)		3
R/L Torso	7	8
R/L Torso (rear)		3
R/L Arm	5	8
R/L Leg	7	11

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
SRM 6	LA	2	3
ER Medium Laser	RT	1	1
Jump Jets	RT	2	1
2 ER Medium Lasers	CT	2	2
Machine Gun	LT	1	.5
Ammo (MG) 100	LT	1	.5
Ammo (SRM) 15	LT	1	1
Jump Jets	LT	2	1





Mass: 30 tons
Chassis: Small Bug-B Modified
Power Plant: GM 210
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Valiant Gauntlet
Armament:
 3 Diverse Optics ER Medium Lasers
 1 BSW Light Hatchet
Manufacturer: VEST, Wakazashi Enterprises, Johnston Industries
Primary Factory: Solaris VII (VEST), Dover (Wakazashi), Benet III (Johnston)
Communications System: Olmstead 37
Targeting and Tracking System: Irian 511

Overview

Designed originally on a grant given to the Vining Engineering and Salvage Team (VEST) from Irian BattleMechs, the *Valiant* had just finished undergoing field-testing when the Jihad came to Solaris VII. VEST managed to save all five original prototypes before losing their Xolaran facilities, dedicating themselves to the support of Erik Gray's Solaran Home Defense League resistance movement. However, knowing they still had to pay the bills somehow, VEST managed to smuggle two *Valiants* off-world in hopes to sell the design to a larger manufacturing firm.

After an adventure worthy of an action holovid, the VEST team found themselves indebted to the

Combine and finalizing a multi-year contract to produce *Valiants* for the SHDL and the DCMS. After Solaris VII liberated itself in 3071, VEST renegotiated their contract with Wakazashi to include building a new factory on the continent of Grayland to replace the loss of VEST's Xolaran and Tangerine facilities.

In 3074, Margaret Florence—CFO of the VEST/Wakazashi factory and co-designer of the *Valiant*—stepped down from her position after a bitter power struggle. In November 3074, she resurfaced as Chief Design Operator of Johnston Industries in the Federated Suns. Her unveiling of a new variant of the *Valiant*, the VAL-NT-J3, sparked a vicious legal battle over the *Valiant's* ownership that looks to remain locked in Combine, Lyran, and FedSuns courts for possibly decades to come, while the factories continue to ignore the lawsuits to supply their demanding customers.

Capabilities

Utilizing a basic GM engine and myomer accelerator circuitry, the *Valiant* has a high land speed but lacks jump jets. Built for harassing rather than stand-up fighting, the *Valiant* is more suited to heavy urban warfare, using its tremendous speed to surprise its opponent—often by burying its two-ton hatchet in their back.

Much has been made in recent years regarding VEST's decision to place a large armor flange over the right wrist and forearm. Though the flange looks very much like a shield, it lacks the structural support mechanism necessary to function as one. The original test pilots of the *Valiant* knew not to use the cosmetic shield as such, but the confusion was very evident among the first generation of DCMS pilots. Subsequent Wakazashi production runs discarded the cosmetic piece after several complaints by Combine warriors. The company's decision may have been a catalyst for Florence's subsequent actions; the Johnston Industries version mounts a shield along with some other design modifications.

Deployment

Despite the current legal battles raging in three different House courts, the *Valiant* can be found with some regularity among line units in both the

Combine and Federated Suns. Curiously, the *Valiants* produced on Solaris VII are not shipped to Lyran units but are mainly sold on-planet to lower-tier fighters, SHDL veterans, and the blossoming mercenary market. A few *Valiants* have been found in Word of Blake Militia units, but they appear to be battlefield salvage acquisitions.

Variants

The Johnston Industries *Valiant* has the same design ethos as the original VEST version, but with several core changes. The J3 mounts a 210 GM Light Fusion engine, imported from the Lyran Alliance. The right forearm was redesigned to support a small shield. Additionally, a FireTech F6 Infernus flamer has been worked into the cavity right below the wrist to give opponents a surprise in close combat.

New Terminal heavy ferro-fibrous armor replaces the original Valiant Gauntlet to provide additional protection. The MASC was removed for a loss of speed, but the addition of three Diverse Optics ER small lasers gives the J3 additional punch for anti-vehicle and infantry hunting operations.

VEST hasn't been idle, however. Though not a complete redesign of the *Valiant*, the VEST Solaris VII version debuted in Hartford Gardens to some critical acclaim. The VLN-3T improves the right forearm to mount a light shield at the reduction of armor in the torso and legs. VEST produces the new 3T on a limited basis and only for Solaris stables, since the design is considered under-armored for real warfare.

Notable MechWarriors

Chu-i Taylor Ding-wa: One of the first recipients of a K7 *Valiant* on Luthien, the *Chu-i* led his truncated lance through grueling missions across Imperial City for over a year. Working with his two lancemates—one in a *Scarabus* and one using a salvaged *Nightsky*, the "axe pack" became extremely adept in night fighting, often head hunting Blakists separated from the main body. The three Genyosha MechWarriors went missing in late 3071 near the Budan complex and were found barely alive in a liberated Black Dragon prison camp in 3073.

V4-LNT-K7 VALIANT

LIGHT 'MECHS

59

Type: **Valiant**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 894

Equipment

Internal Structure:

Engine: 210 3 9

Walking MP: 7

Running MP: 11 (14)

Jumping MP: 0

Heat Sinks: 10 [20] 0

Gyro: 3

Cockpit: 3

Armor Factor: 80 5

Internal
Structure

Armor
Value

Head 3 8

Center Torso 10 9

Center Torso (rear) 3

R/L Torso 7 8

R/L Torso (rear) 3

R/L Arm 5 8

R/L Leg 7 11

Weapons

and Ammo

Location Critical Tonnage

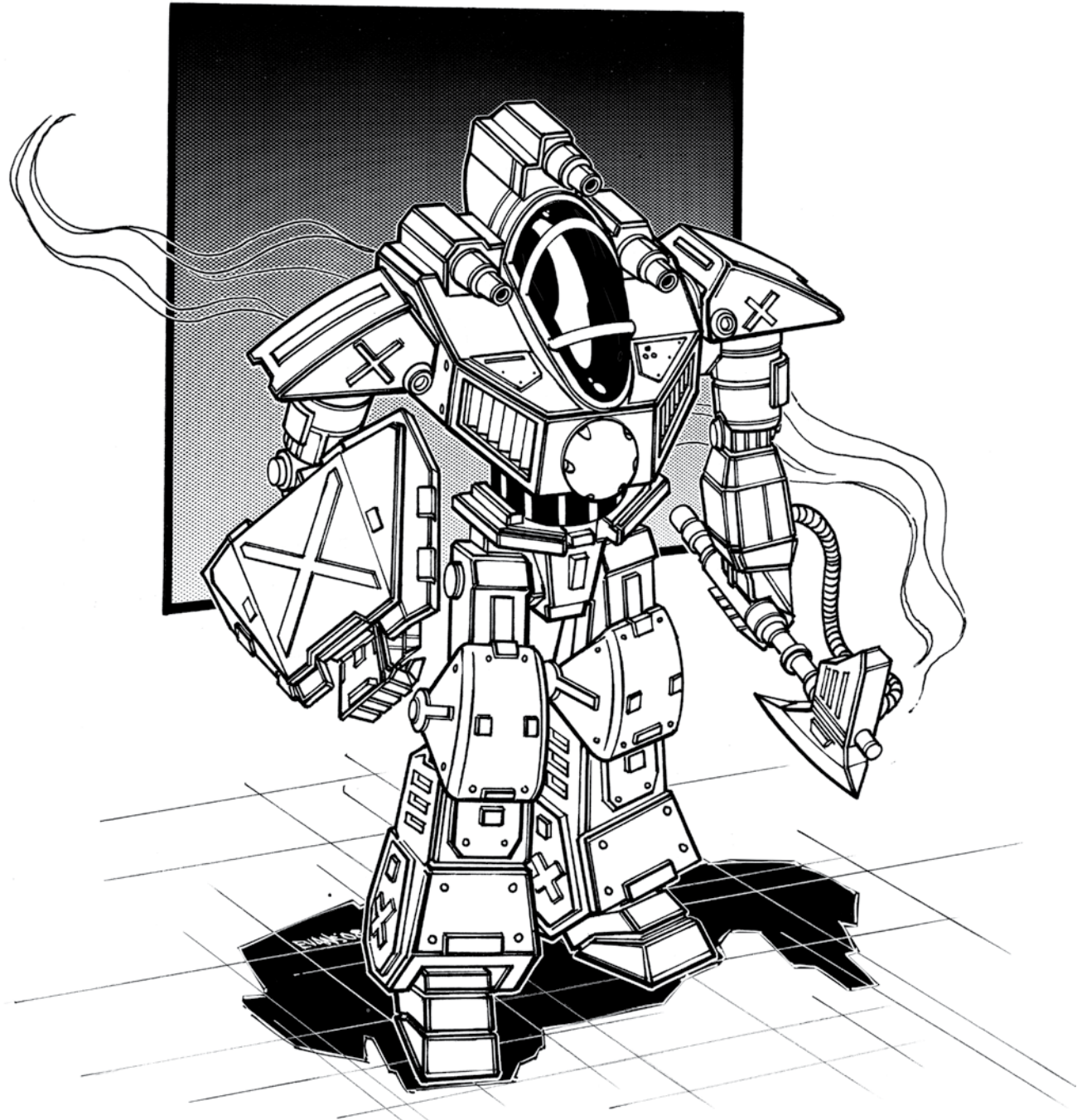
ER Medium Laser RT 1 1

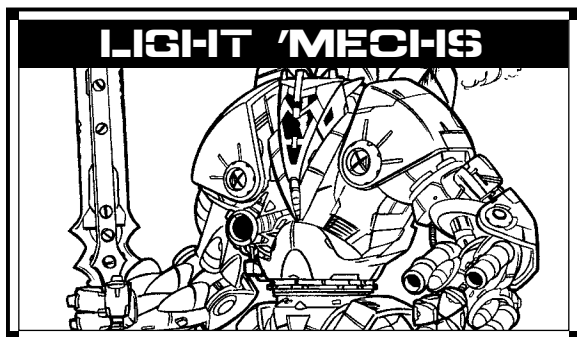
ER Medium Laser LT 1 1

ER Medium Laser H 1 1

Hatchet LA 2 2

MASC CT 2 2





Mass: 35 tons

Chassis: Krupp 255 Endo Steel

Power Plant: Magna 245 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Krupp 155

Armament:

1 Fusigon Longtooth ER PPC

4 Diverse Optics Extended Range Small Lasers

Manufacturer: Krupp Armament Works

Primary Factory: Germany, Terra

Communications System: Exeter Longscan 500
with C³i Computer

Targeting and Tracking System: Garret T97C

Overview

The refurbished Krupp Armament Works factory on Terra had begun producing *Raijins* for the Word of Blake Militia, but that was not enough. Immediately after his promotion in 3061, Precentor Martial St. Jamais put out a call for new light and medium designs to be manufactured there in order to prevent any assembly lines from being idle. Though several new designs were submitted, the most promising was one utilizing C³i computer technology and wielding a sword for up-close combat. Innovative and effective, the Precentor

Martial approved production of the new light 'Mech and named it the *Gurkha*, after the ancient Terran commandos known for their loyalty and their skill with blades.

Gurkhas went into production in early 3063 and have become quite popular among light 'Mech pilots in the Militia. The ability that the sword gives them to make combat more "up close and personal" has attracted more MechWarriors interested in physical 'Mech combat to the design than would be expected for a light 'Mech, in much the same way that the *Buccaneer* did with its hatchet. The sword also stirs up a pride and fanaticism: the symbol for the Word of Blake as a whole is a broadsword, and the dress uniforms of all Militia members include one.

Capabilities

Quite fast and well armored, the *Gurkha* is usually able to close sufficiently to cut loose with all four of its ER small lasers and a mighty swing of the sword without taking any significant damage. As it closes, the Fusigon Longtooth ER PPC provides ranged firepower that is quite impressive for a 'Mech of the *Gurkha's* size.

The C³i computer technology included in the *Gurkha* makes it even more dangerous; with its speed, it can get close enough to targets to provide accurate targeting information for its heavier, better-armed compatriots while moving in to deliver the coup de grace to the unfortunate recipient of the incoming fire. Its major flaw in this regard is its lack of jump jets, which has made closing in on an enemy in mountainous terrain something of a problem.

Deployment

Precentor Martial St. Jamais has had the bulk of the produced *Gurkhas* assigned alongside *Vanquishers*, forming the base for C³i networks which are then completed with other 'Mechs according to need and availability.

Variants

One easy modification that some technicians have made in the field is the replacement of the ER PPC with a Tronel large pulse laser. This increases accuracy at the expense of range, but many pilots find this acceptable, as they must close with the enemy anyway in order to use the sword.

GUR-2G GURKHA

LIGHT 'MECHS

61

Type: **Gurkha**

Technology Base: Inner Sphere

Tonnage: 35

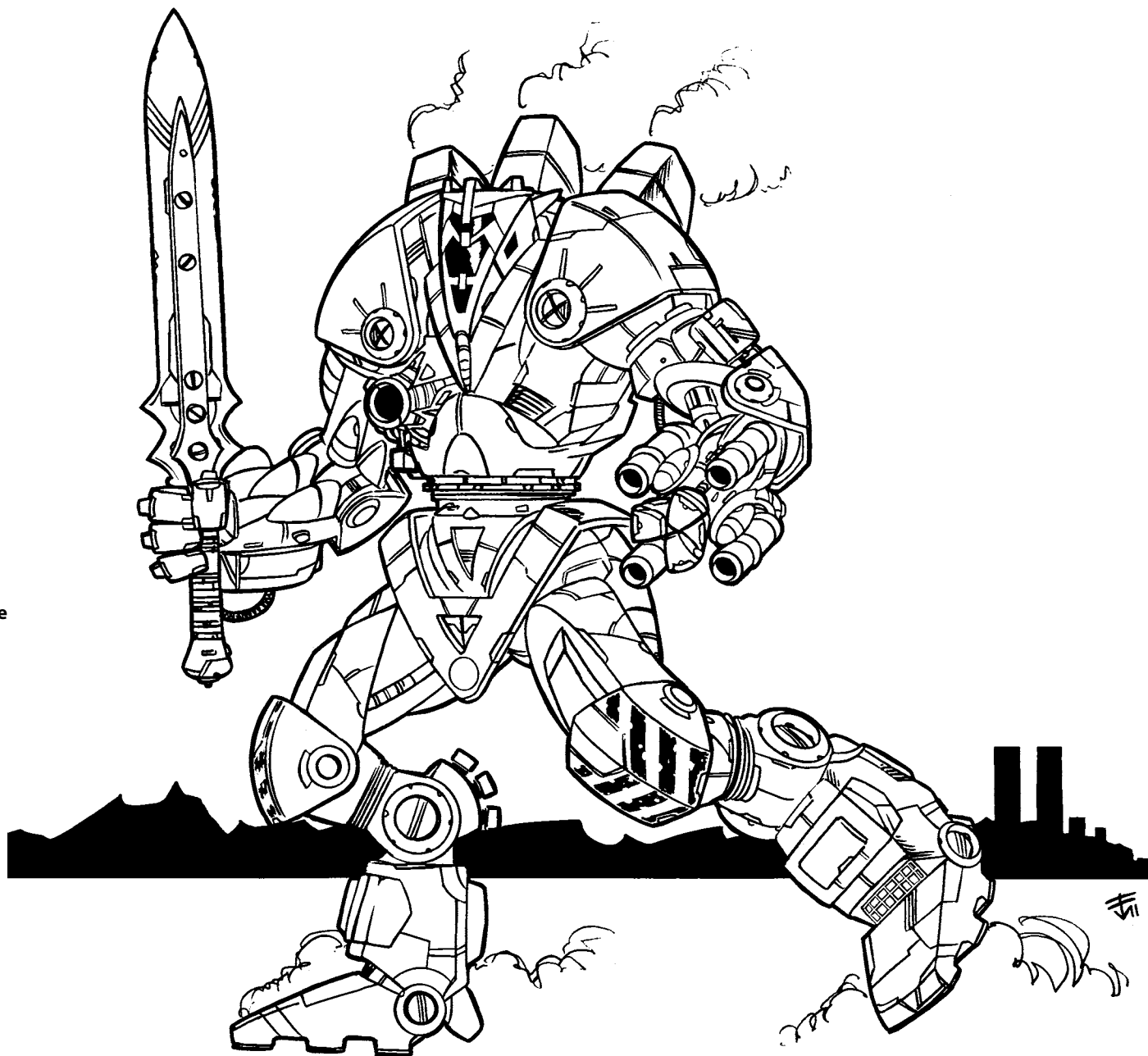
Battle Value: 1,101

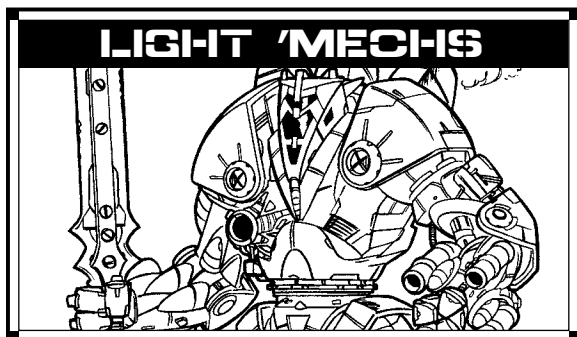
Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	119	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	15
Center Torso (rear)		7
R/L Torso	8	11
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	8	16

Weapons

and Ammo	Location	Critical	Tonnage
4 ER Small Lasers	LA	4	2
Sword	RA	3	2
ER PPC	RT	3	7
C ³ i Computer	CT	2	2.5





Mass: 35 tons

Chassis: MatherTech 750

Power Plant: VOX 280 Light Engine

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro-Fibrous with CASE

Armament:

2 Coventry TH4 Streak SRM-2

1 Coventry LRM-5

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: Cyclops 14 with Guardian ECM Suite

Targeting and Tracking System: Cyclops-Beagle

Overview

The Battle of Coventry left the Lyran Alliance with large quantities of salvage. Much of it was broken down into individual components and placed under close scrutiny in an attempt to close the gap between Clan and Inner Sphere manufacturing techniques. Some companies, however, attempted to retro-engineer whole designs, replicating them with available technologies in a manner similar to the DCMS' efforts with the *Black Hawk* and the *Black Hawk-KU*. Several designs were included in this program, but only those concerning the *Fire Falcon*, the lightest of those studied, bore fruit in the design called the *Stiletto*.

Capabilities

Though heavier than its parent by some ten tons, the *Stiletto* is, visually at least, a near clone of the *Fire Falcon*; in fact, both designs handle similarly and have identical top speeds. Here is where the similarities end, however. To get this performance, the *Stiletto*'s power plant is almost twice as massive as the Clan machine's is. Many other components also had to be up-scaled just to gain the same performance as the *Fire Falcon*.

Though knowledgeable in OmniMech systems, Coventry Metal Works' technicians chose not to use the modular system in the *Stiletto*, citing cost implications and a desire to prove the principle. With the fixed weapon payload, however, the Lyran engineers demonstrated their lack of expertise with light 'Mech designs by installing locally produced, but heavily ammo-dependent weapons, like the SRM-2 Streak and LRMs rather than lighter energy weapons that could exploit the large VOX power plant's integral heat sinks. The resulting design is fast and well armored, but under-gunned when compared to designs of comparable mass.

The inclusion of the newly unveiled light engine on the *Stiletto*, however, allows for a much higher survivability. Although the engine is heavier than standard XL engines mounted by 'Mechs of similar capabilities, it takes up less space, thus reducing damage probabilities against the engine.

Deployment

Prototypes of the *Stiletto* entered service less than a year after the Falcons accepted hegira from Coventry, with most of those prototypes shipped to pro-Victor units such as the First Davion Guards for field testing, courtesy of Duke Bradford.

Though not widely liked, the *Stiletto* performed well thanks to its combination of speed, sensors, and ECM, making it a creditable scout 'Mech. Having entered limited production in 3061, and full-scale production a year later, the design quickly appeared in staunchly loyal units such as the Royal Guard, the Alliance Jaegers and the Donegal Guards.

The *Stiletto* saw action in most major battles throughout the civil war, playing a large role in the battles for both Tharkad and New Avalon, though almost exclusively with the loyalist armies. As a result, the 'Mech is virtually shunned by all those in the AFFS and even many in the LAAF.

Variants

Pilots of the new machine continue to be critical of its ammo-fed weaponry. Debuted shortly after the outbreak of war, the only variant replaces the SRM and LRM launchers, ammo and CASE with a pair of ER medium lasers, an ER large laser, and a flamer. Although less heat efficient than its progenitor, the B-variant quickly found favor among pilots assigned to long-range patrols.

STO-4A STILETTO

LIGHT 'MECHS

63

Type: **Stiletto**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 859

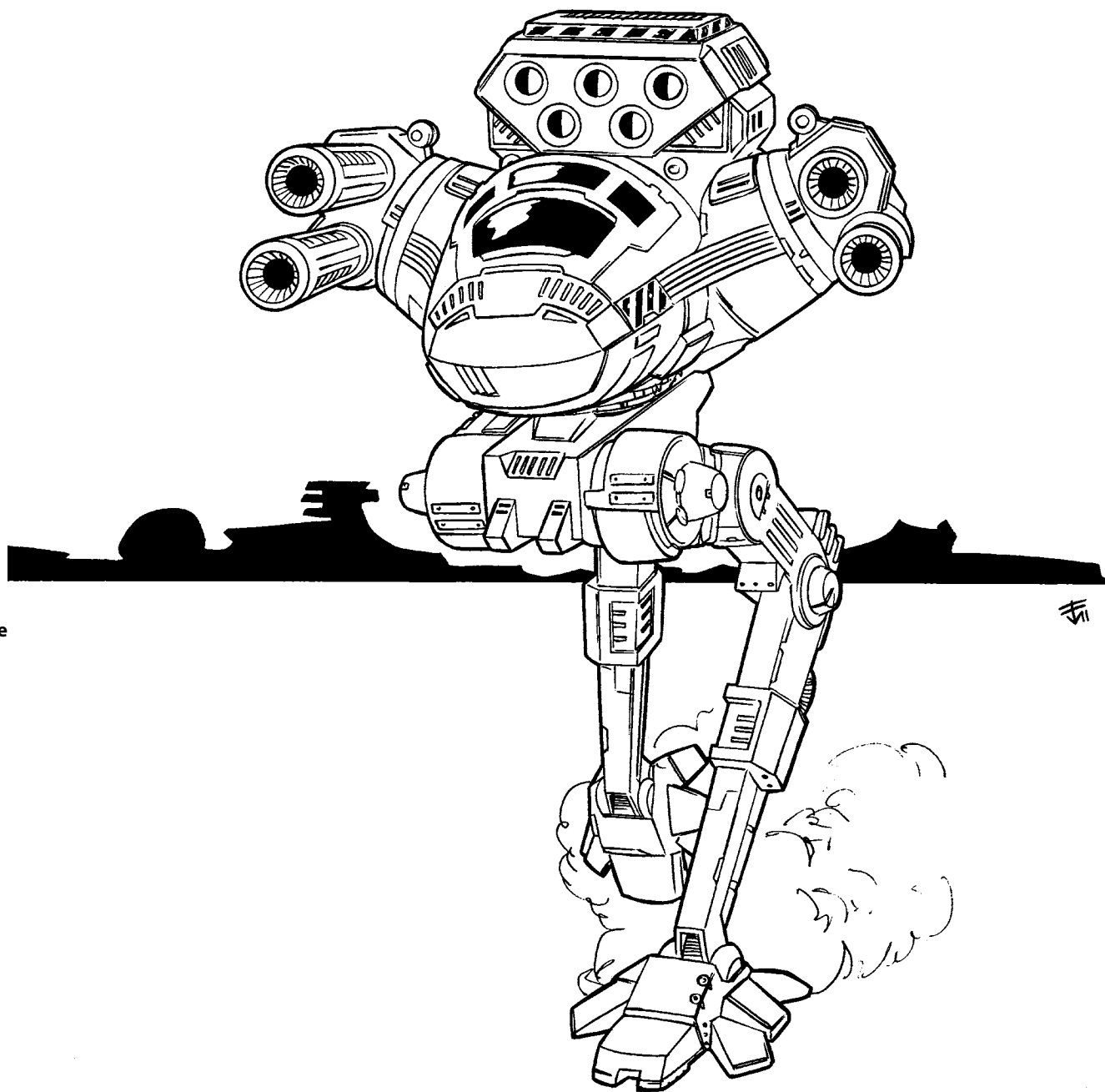
Equipment

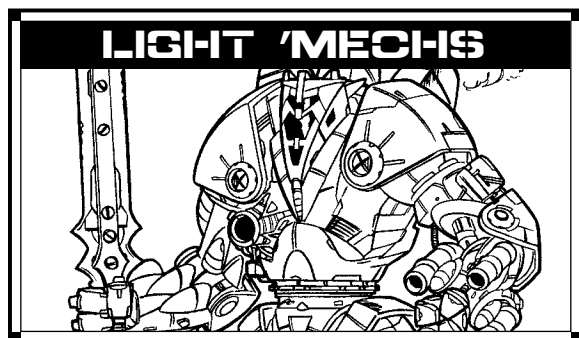
		Mass
Internal Structure:	Endo Steel	2
Engine:	280 Light	12
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	107	6

	Internal Structure	Armor Value
Head	3	8
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	14

Weapons and Ammo

	Location	Critical	Tonnage
Streak SRM 2	RA	1	1.5
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	RT	1	1
LRM 5	CT	1	2
Ammo (LRM) 24	RT	1	1
CASE	RT	1	.5
Guardian ECM Suite	LT	2	1.5





Mass: 35 tons

Chassis: Humanoid Mk. VI TR

Power Plant: Magna 175

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Ecto-Mineral Armorplate 2

Armament:

1 Taurus WarWorks Particle Projection Cannon

2 Delta Dart Long Range Missile-5 Racks

Manufacturer: Taurus WarWorks

Primary Factory: Taurus (discontinued 2598)

Communications System: VeraTech MilCom Suite 3

Targeting and Tracking System: VeraTech

MechTnT XVT205

Overview

The Taurian Concordat commissioned its three premier weapons manufacturers to create its first BattleMech, an effort that resulted in an operational BattleMech prototype—the *Toro*, based on captured Capellan *Firebees*—by 2481.

The first TR-A-1 model operated with distinction for a number of years and was consistently upgraded as newer technologies became available to it. The TR-A-6 version was the last to be produced before the Star League closed and dismantled its manufacturing sites in 2598. The Star League hoped that the destruction of all surviving *Toros* and the elimination of its production sites would be instrumental in reducing the residual

feelings of national pride. They provided for the construction of 'Mechs more closely associated with the League instead. If these actions had any effect at all, though, it was only to fan the flames of resistance.

When the Concordat was free of the Star League once again, there was heated debate about whether to rebuild a *Toro* factory. In a rather pragmatic move, it was decided to continue producing the same 'Mechs they already had access to rather than waste resources attempting to resurrect a design that had not walked in almost 200 years.

Capabilities

The *Toro* had a substantial ranged combat capability with its PPC and paired LRM launchers. While initially mounting shorter-ranged weaponry, the Taurian military requested greater competence at long ranges, preferring stand-off engagements rather than close combat. Larger formations of *Toros* succeed in compensating for their lack of close-range firepower by staggering their lines, allowing at least a part of the formation to always fire its weaponry at optimum range.

The TDF decided to focus on quantity over quality when they adopted the BattleMech, and the sheer number of TRs that had been produced over the years ensured they would remain a significant component of the TDF BattleMech forces even after the Concordat began producing more capable designs.

Even so, its speed, above the average of most Star League medium 'Mechs, and its relatively strong armor and long-ranged punch allowed units of *Toros* to systematically destroy entire formations of slower BattleMechs. And while its LRM racks had too much ammunition by League and House standards, the *Toro* often found itself in extended engagements or deployed in situations that warranted multiple ammunition types for optimum performance.

Deployment

The Taurian Defense Force fielded the *Toro* in large numbers and in almost every independent unit, going so far as deploying entire battalions of the design. The Concordat did not export the

BattleMech, but it found its way into the ranks of the Capellans and Suns through battlefield salvage. The Star League initially salvaged the *Toro*, but after it became reviled by its troops, they began to publicly destroy any salvaged TR 'Mechs in an effort to boost morale. Some Striker regiments set up destruction derbies where *Toros* would be propped up to allow MechWarriors to knock them down, often with charge or death from above attacks. As the war escalated further and further, some units began executing POWs in such derbies, engaging them singly with ten or more 'Mechs. As a result, few *Toros* survived the Reunification War, and only one survived the Star League as a historical artifact.

Variants

The TR-A-1 model was slower than the primitive *Firebee*, and lacked the LRM 5 launcher and third SRM rack of its progenitor. However, the primitive *Toro* more than compensated for this by mounting a large laser and additional armor.

Notable MechWarriors

Colonel "Red" Roy Ferndale: Considered a pirate by the SLDF, "Red" Roy Ferndale was put to death in 2595 when his *Toro* was run to ground after a six-week pursuit. This pursuit is legendary in its own right, with Ferndale never sleeping more than an hour at a time and destroying five Star League 'Mechs before the end. Colonel Ferndale's fame stems largely from his efforts in the Pleiades Cluster, which remained active and dangerous long after the League captured it.

Black Bessie: The only TR-A-6 *Toro* of I Corps to survive the Star League, Black Bessie was considered the mascot and good-luck charm of the unit. Her luck finally ran out on Taurus, when her gyro locked up during the defense of the capitol. Some of the few surviving members of I Corps carted Bessie off, and she remained hidden until the Concordat became free again. Mounted on top of a 185-meter pillar in Samantha, Bessie is treasured by all Taurians as a symbol of its resilience. Bessie remained undefeated until the Taurian capital was destroyed by an asteroid.

TR-A-6 TORO

LIGHT 'MECHS

65

Type: **Toro**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 864

Equipment

Internal Structure:

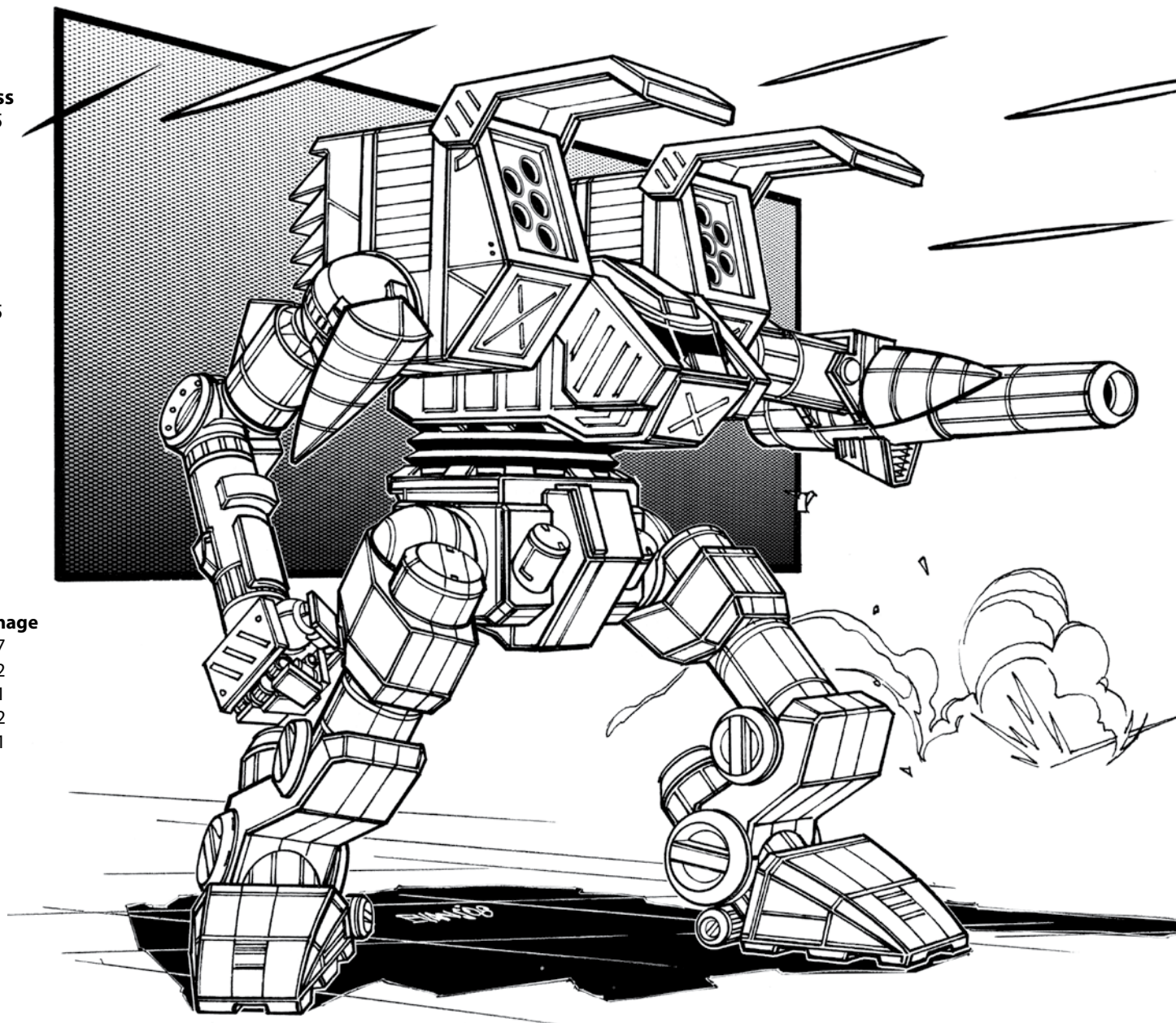
Engine:	175	Mass 3.5 7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	0
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	104	6.5

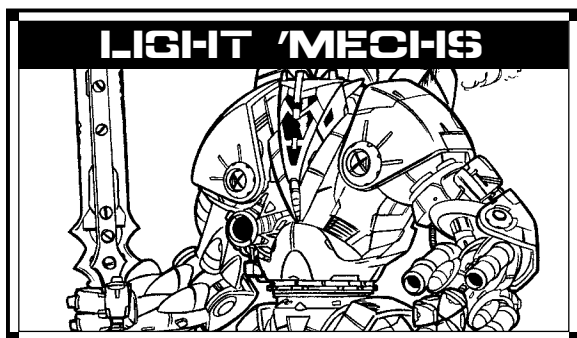
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		5
R/L Torso	8	11
R/L Torso (rear)		3
R/L Arm	6	10
R/L Leg	8	14

Weapons

and Ammo

	Location	Critical	Tonnage
PPC	LA	3	7
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
LRM 5	LT	1	2
Ammo (LRM) 24	LT	1	1





Mass: 35 tons

Chassis: Alshain 560-Carrier Endo Steel

Power Plant: Omni 175 Compact

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Royal Heavy Ferro-Fibrous

Armament:

1 Lord's Light Heavy Particle Projector Cannon

2 Diverse Optics Extended Range

Medium Lasers

Manufacturer: Luthien Armor Works, StarCorps Industries

Primary Factory: Mobile Factory (LAW),
Son Hoa (StarCorps)

Communications System: Sipher CommCon SCU-4

Targeting and Tracking System: Cat's Eyes 5

Overview

Given a directive from the Coordinator to "demonstrate to the universe the Dragon is still strong," Luthien Armor Works was put into an untenable position. The loss of their primary production facility on Luthien in early 3068 steeply reduced the company's ability to accomplish such a mandate. However, LAW knew they could not shy away from such a critical aide in the defense of the Draconis Combine against the Blakist and Black Dragon assaults. While many outside the Combine might fail to grasp the significance of a single new light 'Mech design against the awesome onslaught of the Jihad, symbols are a powerful weapon within

the Japanese-centric culture of House Kurita. LAW's commitment to continue its duty and produce new war materials after suffering such devastating losses served as one more beacon for the people of the Draconis Combine to rally around.

LAW implemented several radical programs in an effort to meet the call of the Dragon. First, LAW took the unusual step of contracting with Wakazashi Enterprises. The company purchased a large stock of *Panthers* due for refurbishment. These would be stripped down to the bare endo-steel skeletons, comms, and T&T systems. Next, LAW took a page from Alshain's joint venture with Irian Technologies in building the AWS-10KM *Awesome* and contracted with StarCorps Industries. StarCorps would provide much needed capital to expand Luthien Armor Works' mobile factories concept, and in return StarCorps would receive shipments of the base design, including dual extended-range medium lasers in the left torso but without the primary weaponry and armor, allowing StarCorps to tailor the design to their own markets.

A daring and innovative concept, the *Wight* has recently seen combat and appears to hold up to its initial specifications despite being designed by committee.

Capabilities

The *Wight* is built around one of the most tried-and-true chasses in the Combine: the Alshain 560-Carrier Endo Steel. This is the same chassis as the PTN-10K *Panther*, a light 'Mech that is a hallmark Combine design and fills recon roles within every House Kurita regiment.

Using the cash influx from StarCorps, LAW then utilized a slightly more expensive and daring new technology—a compact engine—in an effort to increase its battlefield longevity. The Diverse Optics extended-range medium lasers round out the core chassis that LAW shipped, per contract, to StarCorps.

To finalize the initial 1LAW/SC, Luthien Armor Works then mounted 5.5 tons of the newly developed heavy ferro-fibrous armor, as well as giving the *Wight* one of the most powerful punches mounted on a light 'Mech with the inclusion of the newly fielded heavy particle projector canon.

Deployment

The *Wight* is filling the ranks of Combine regiments as quickly as it can be produced. Unlike so many designs before it—such as the *Akuma*, *No-Dachi*, *Hatamoto-Chi* and others—that were first deployed with House Kurita's elite regiments, the *Wight* is placed with those units in the most desperate need of 'Mechs, whether the elite of the Pillar of Steel or the dregs.

Strangely enough, though StarCorps is known to be manufacturing the *Wight* in significant numbers, it cannot be verified whether any have been sold to date. Whether StarCorps is selling to a hidden party, stockpiling the designs for mass sales at a later date, or building its own personal army is unknown at this time.

Variants

Though the 1LAW/SC also bears the StarCorps manufacturer designation, StarCorps engineers blasted the original configuration fielded by LAW, citing the low mobility for a light 'Mech. The 2SC mounts standard ferro-fibrous armor, a snub-nose PPC and jump jets; StarCorps felt the trade-off of firepower for enhanced mobility on a light 'Mech was well worth the design choice.

In response to the scathing review of the 1LAW/SC's mobility by StarCorps, LAW apparently went overboard with a brand-new variant currently in testing, which switches to 5.5 tons of light ferro-fibrous armor and trades the heavy PPC for a light particle projector canon and improved jump jets. While extremely mobile, only live-fire testing of the 2LAW variant will determine whether the significant losses of firepower and armor were worthwhile.

LAW has also offered a C³ slave in a field refit kit for both of its models, which replaces one of the medium lasers with the slave.

Rumors are circulating of a 3SC in development by StarCorps that trades the jump jets for a plasma rifle. The rumors remain unsubstantiated at this time, though it is an obvious choice for StarCorps if they wish to try and sell a new light 'Mech to the Capellan market.

Type: **Wight**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,142

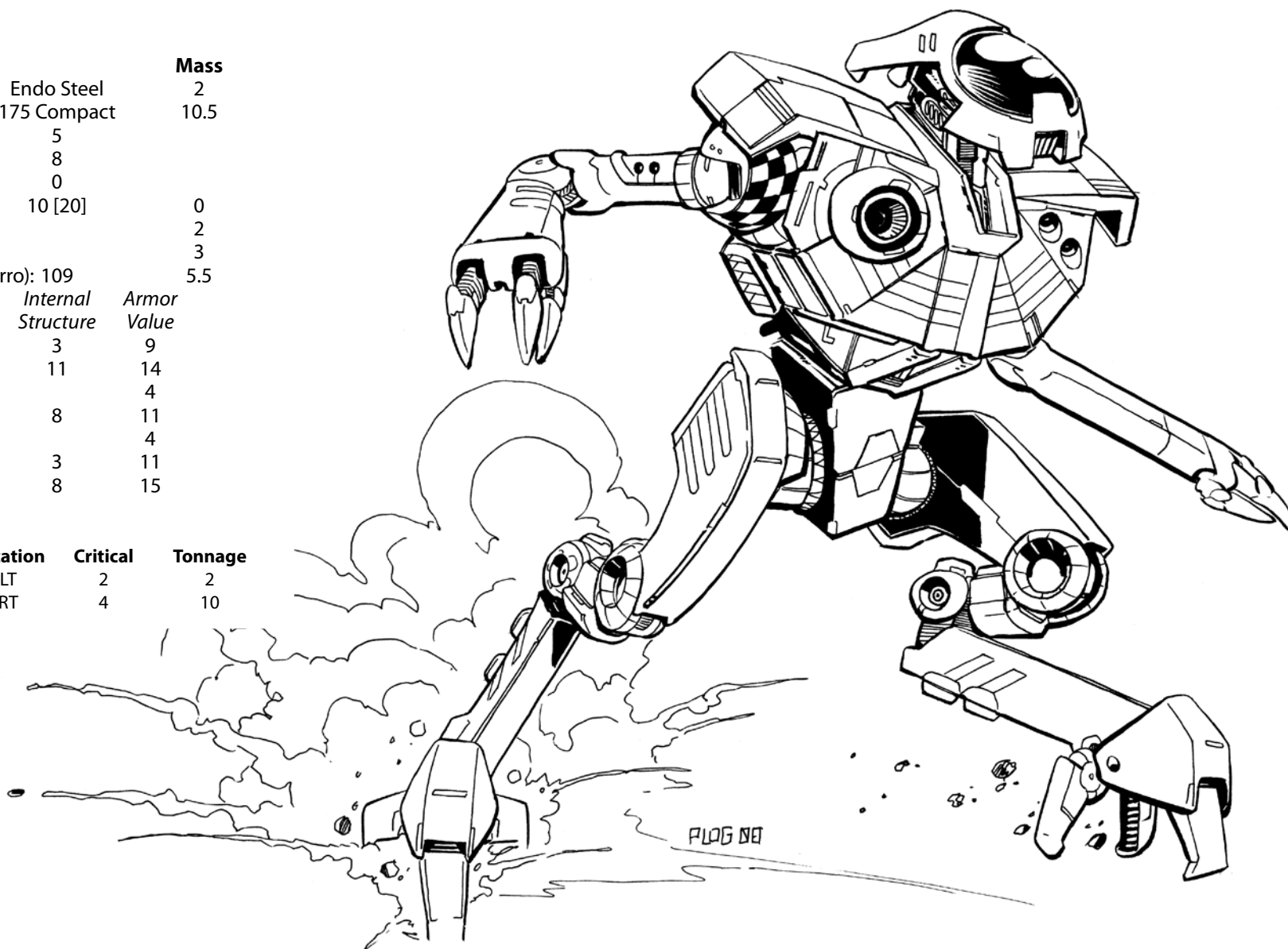
Equipment

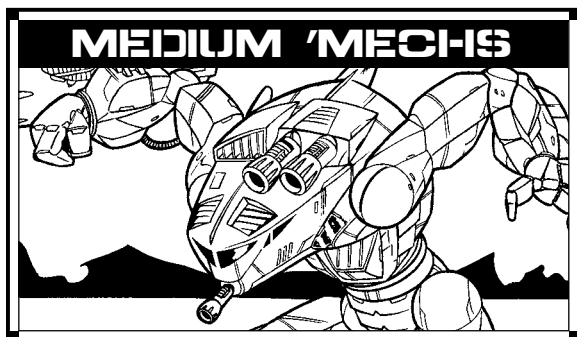
		Mass
Internal Structure:	Endo Steel	2
Engine:	175 Compact	10.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Heavy Ferro):	109	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	14
Center Torso (rear)		4
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	3	11
R/L Leg	8	15

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Medium Lasers	LT	2	2
Heavy PPC	RT	4	10





Mass: 40 tons

Chassis: Chameleon Light Endo 2

Power Plant: GM 240 Extra Light

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 40

Jump Capacity: 180 meters

Armor: StarGuard CCM

Armament:

1 ExoStar Extended Range Large Laser

1 Bright-Bloom Extended Range Medium Laser

1 Scatter Gun Light Machine Gun

1 Shigunga MRM-20 Launcher

Manufacturer: Brigadier Corporation,

Independence Weaponry,

Kressly WarWorks (under license)

Primary Factories: Oliver, Quentin,

Epsilon Eridani

Communications System: Korean Transband-J12

Targeting and Tracking System: BlazeFire

Tracker with Range Check

Overview

Prior to the launching of Operations Bulldog and Serpent, relations between the Federated Commonwealth and the Draconis Combine were at an all-time high. As a show of mutual support in the face of the coming campaign, the two governments worked side-by-side to develop a new BattleMech that would showcase technological developments made by both, in much the same way they did with the *Gunslinger* years earlier.

The preliminary design and logistics work took some time. At the behest of Archon Katherine Steiner-Davion, the Lyran Alliance was added to the project. When she later took control of the Federated Commonwealth, however, Lyran concerns and engineers quickly began to dominate the entire process. The product of the effort between the nations soon became something quite different from the joint effort that was initially conceived. With so many resources already invested in the project by all concerned, however, there was no choice but to allow the *Chimera* to continue forward into full-scale production.

Capabilities

The *Chimera* is meant to function in light and cavalry 'Mech units, providing relatively heavy fire and still maintain a moderately high speed, allowing it to keep up with scouting elements. The arm-mounted extended range large laser proves competent at long ranges, while the Combine-produced MRM launcher supplies a punch not many medium BattleMechs can match. Though the ER medium laser and the machine gun were apparently added as after-thoughts, they do give the *Chimera* an extra punch at medium and close ranges, something that can often make the difference in the heat of battle.

While some have suggested that the number of energy weapons might give the design a problem, the BattleMech is surprisingly heat efficient. Though pilots who constantly push the 'Mech to its design limits will run into problems, the *Chimera* is consistently lauded as a capable design. It has a high speed and is quite nimble, factors only enhanced by its jump capacity. If the *Chimera* is lacking anywhere, it is in its armor protection. It mounts a mere seven tons of armor, giving it only the protection afforded by most light 'Mechs. On the other hand, its designers felt that the 'Mech's speed and maneuverability would be enough to make up for that. Considering its heavy weapons loadout, the *Chimera* is certainly one of the most formidable medium-class 'Mechs to debut in the last decade.

Deployment

The *Chimera* entered service in 3063 with the Alarion Jaegers, the Tenth Deneb Light Cavalry, and the Third Robinson Rangers, all units loyal to Archon Katherine. With the full run from the Brigadier plant and half of the Independence runs going to Katherine's units, Coordinator Kurita made the preemptive move to license production on Epsilon Eridani, giving units who hadn't pledged absolute loyalty to Katherine the opportunity to also purchase these new 'Mechs.

Variants

The Quentin and Epsilon Eridani plants produce a variant for Combine and other select units that replaces the machine gun and ammunition with a C³ slave computer, giving the *Chimera* even more command over a battlefield. So far these variants have found their way into several Davion Guards and Crucis Lancers regiments.

CMA-1S CHIMERA

MEDIUM 'MECHS

69

Type: **Chimera**

Technology Base: Inner Sphere

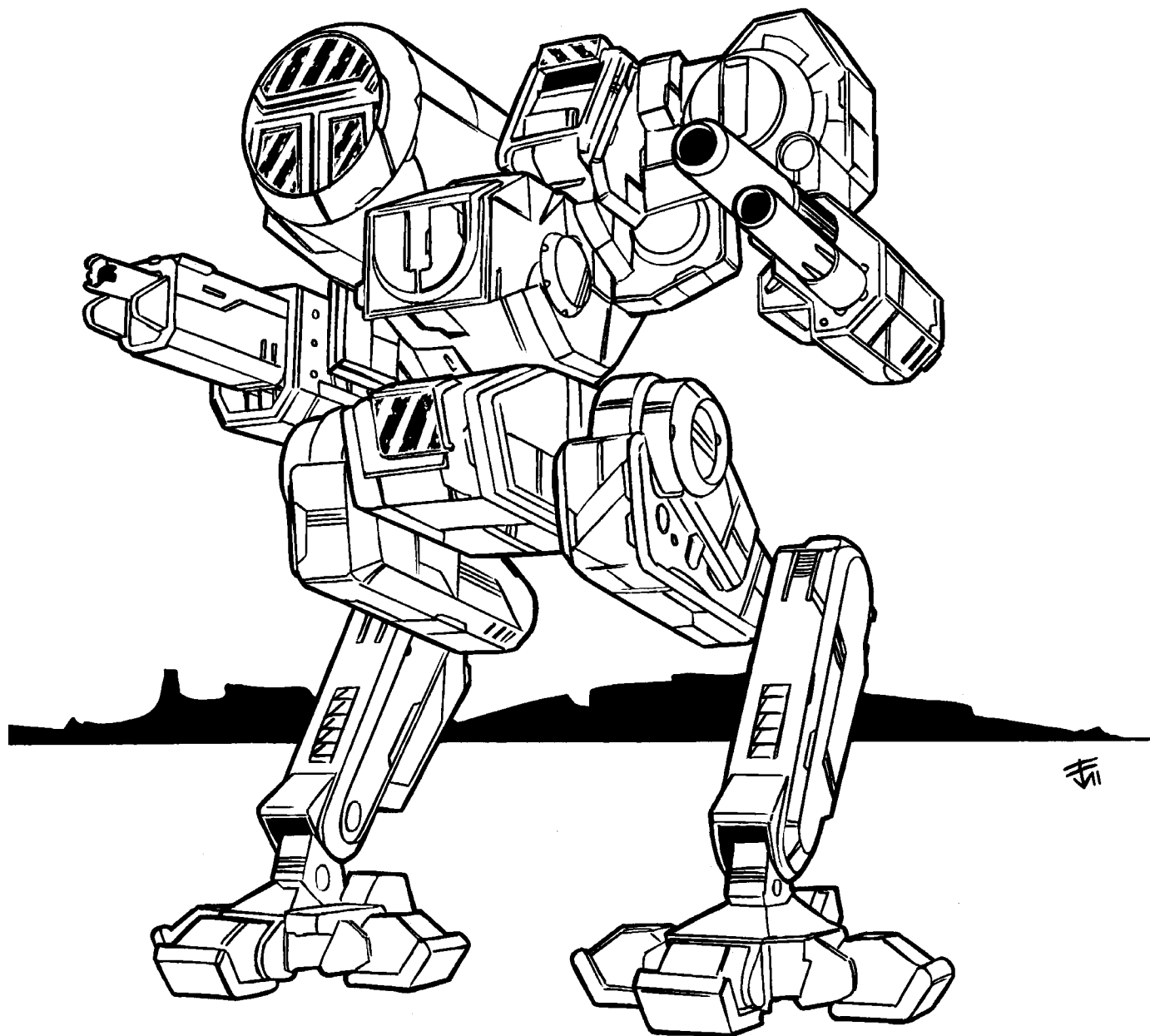
Tonnage: 40

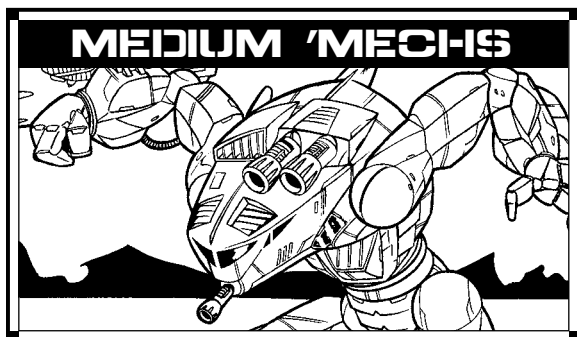
Battle Value: 1,173

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	14
Center Torso (rear)		5
R/L Torso	10	12
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	10	16

Weapons and Ammo

	Location	Critical	Tonnage
Machine Gun	RA	1	.5
Ammo (MG) 100	RT	1	.5
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
MRM 20	RT	3	7
Ammo (MRM) 24	RT	2	2
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 40 tons

Chassis: Alshain Type 59-40M

Power Plant: Nissan 200

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield with Ferro-Fibrous

Armament:

1 Lord's Light 2 Extended Range PPC

2 Victory 23R Medium Lasers

1 Shannon SH-60 SRM-6 Rack

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher CommSys 4

Targeting and Tracking System: Eagle Eye SY10-10

Overview

In 3052, Luthien Armor Works took heavy damage during the combined assault by the Smoke Jaguars and Nova Cats. Though the Clans failed to take the Draconis Combine's capital, the DCMS desperately needed every BattleMech it could get, making repair of the facilities the highest priority. Even while undergoing reconstruction, Luthien Armor Works continued to develop 'Mech designs using both new and recovered technologies. The *Daimyo* has the distinction of being the first new 'Mech design produced at the rebuilt Luthien Armor Works.

Capabilities

Solid but not flashy, the *Daimyo's* weapon mix encompasses all firing ranges. The extended-range particle projection cannon in its left arm gives it

reach, while the two right-arm mounted medium lasers and an SRM-6 rack embedded in the right torso provide a solid punch at short range.

Following the consternation caused by their decision to use standard heat sinks in the PNT-10K *Panther* upgrade, Luthien Armor Works chose to install double heat sinks this time, but MechWarriors who pilot the *Daimyo* must still be wary of heat buildup.

The *Daimyo* offers respectable speed, though it lacks the jump capability of many other light and medium 'Mechs. Mounting a standard engine and Starshield ferro-fibrous armor allows the 'Mech to absorb tremendous amounts of damage for its size, but some consider the lack of CASE for the generous SRM supply to be a potentially deadly flaw.

Deployment

The *Daimyo* was first produced in February 3053. The Sword of Light regiments were the first to receive the *Daimyo* in a public display staged to show Combine citizens the determination of the Dragon. Deployed as a command 'Mech in light and medium lances, the *Daimyo* works well alongside *Panther* and *Wolf Trap* BattleMechs already deployed by the Sword of Light. Subsequently, many other DCMS formations have received the 'Mech to replace medium-weight units lost in action to the Clans.

The Fifteenth Dieron Regulars used the *Daimyo* extensively in their counterattacks against the Draconis March forces that launched an unsanctioned assault against the Combine. Driving on to the Federated Commonwealth world of Addicks, the Regulars were only forced back by the arrival of the Twelfth Deneb Light Cavalry and the mercenary Twelfth Vegan Rangers.

As part of the united front against the Clans forged on Outreach, Theodore Kurita has allowed the beleaguered Free Rasalhague Republic to continue to purchase Combine equipment. Many of the Republic's *Daimyos* have been assigned to the Second Freeman.

Variants

Luthien Armor Works has experimented with several variants since introducing the *Daimyo*. The DMO-2K and DMO-4K *Daimyo* both attempt to deal

with overheating problems. The first variant replaces the PPC with an ER large laser and two heat sinks, while the second swaps the SRM-6 for a medium laser and four more heat sinks.

The latest and most popular variant—the DMO-5K—replaces the SRM launcher with a C³ master computer, allowing the *Daimyo* to coordinate the fire of a C³—equipped lance.

Notable MechWarriors

Chu-i Samuel Halman: Following in the footsteps of his father, Marco Halman, Samuel is a graduate of the prestigious Sun Zhang Military Academy. A traditionalist to the core, Samuel nonetheless recognizes the improvements in the DCMS wrought by the Coordinator's reforms. Commanding a mixed lance of *Panthers* and *Daimyos*, Halman was at the forefront the Fifteenth Dieron Regulars' attack on Addicks.

Marco Halman and Gavro Kent had been adversaries decades before, and when Samuel intercepted communications revealing that Kent's son was among the ranks of the Twelfth Deneb Light Cavalry, he launched an unauthorized raid. Screaming challenges, Samuel Halman faced off against Lieutenant Johnson Kent's *Wolfhound* while their lancemates fought around them. Their personal battle raged for minutes, with neither one able to gain the upper hand. The agility of Kent's lighter 'Mech offset Halman's greater reach.

The stalemate broke when the Twelfth Vegan Rangers discovered the hole in the Dieron Regulars' line where Halman's lance was supposed to be. With his regiment retreating in disarray, Halman grudgingly ordered his own lance to follow.

Kapten Sev Rasmusen: A likeable rogue, Sev Rasmusen is one of the "characters" of the Free Rasalhague Republic's Second Freeman. Commanding a medium company during raids into Republic territory held by the Ghost Bears, Rasmusen somehow acquired a ghost bear cub.

Adopted as the Second Freeman's mascot, Snuggle can usually be found in the officers' mess, masquerading (not very convincingly) as a rug while waiting to ambush the unwary.

Type: **Daimyo**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 1,148

Equipment

Internal Structure:

Engine: 200

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 2

Cockpit: 3

Armor Factor (Ferro): 134

Internal
Structure

Mass

4

8.5

1

2

3

7.5

Armor
Value

Head 3 9

Center Torso 12 16

Center Torso (rear) 7

R/L Torso 10 15

R/L Torso (rear) 5

R/L Arm 6 12

R/L Leg 10 19

Weapons

and Ammo

Location

Critical

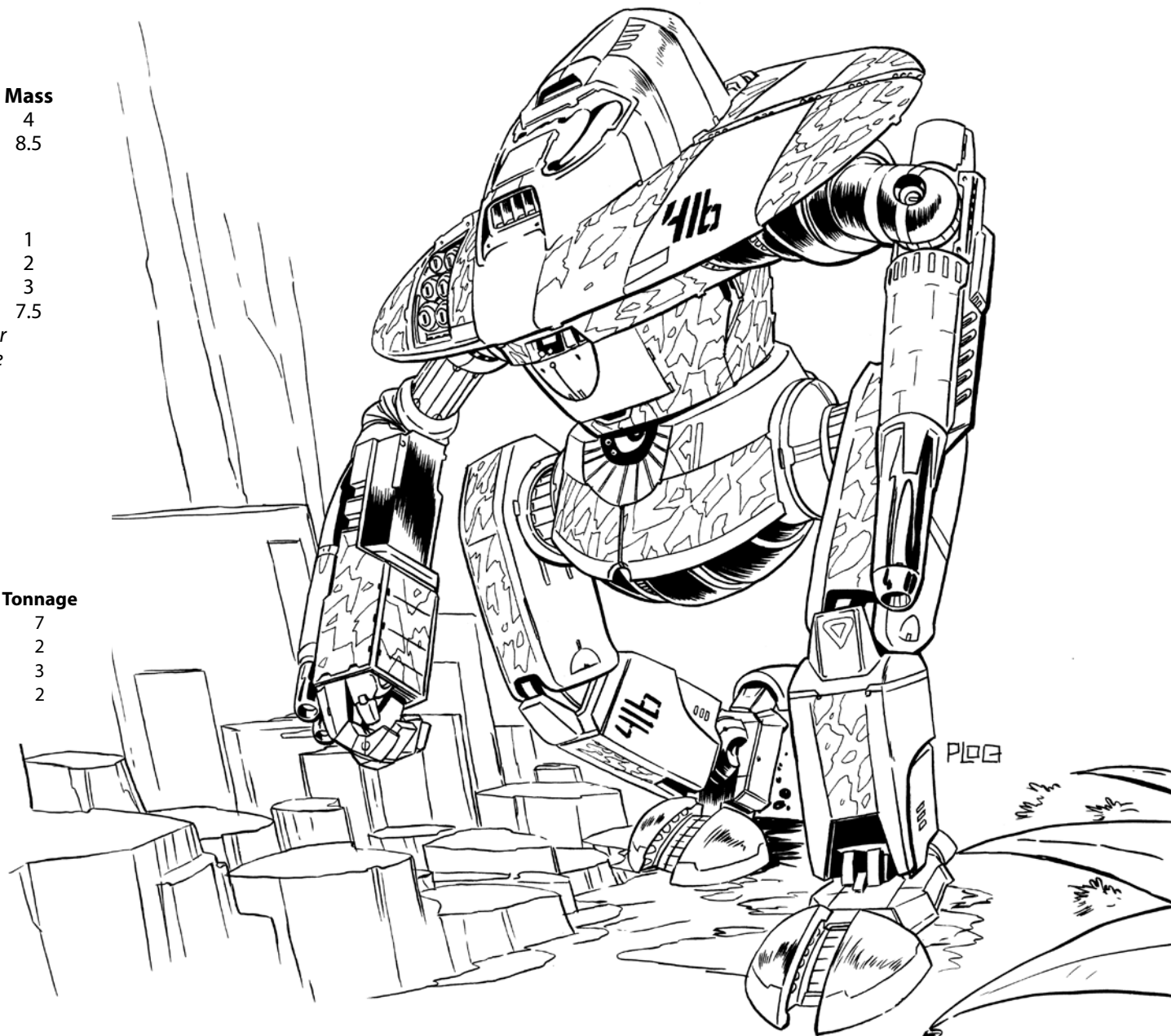
Tonnage

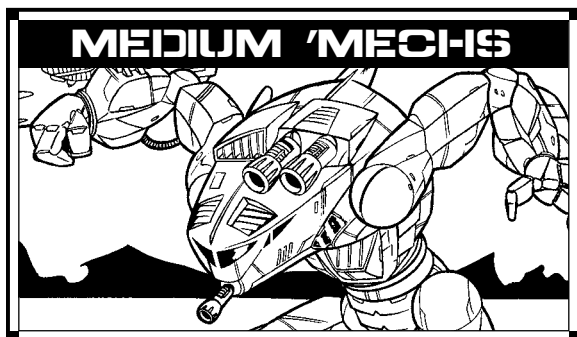
ER PPC LA 3 7

2 Medium Lasers RA 2 2

SRM 6 RT 2 3

Ammo (SRM) 30 RT 2 2





Mass: 40 tons
Chassis: Geometric 1000 Endo Steel
Power Plant: LTV 160
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Strasbourg Armaments Type 3
Armament:
 3 Diverse Optics Extended Range Small Lasers
 2 Irian Weapons Works Super 6 Medium Lasers
 1 Irian Weapons Works V7 LRM-15 Launcher
 1 Irian Weapons Works 60mm SRM-6 Launcher
 1 McArthur Anti-Missile System
Manufacturer: Martinson Armaments
Primary Factory: Australia, Terra
Communications System: Blow 55 Net
Targeting and Tracking System: Scope 2000

Overview

Immediately after Word of Blake conquered Terra, technicians began reopening and repairing mothballed factories. The *Initiate*, the first 'Mech to walk out of one of these refurbished factories, comes from the Martinson Armaments production center that once produced the *Spartan*. Though the Martinson factory was destroyed when Stefan Amaris took Terra some three centuries ago, it was repaired in a surprisingly short time, and now produces *Initiates* as well as *Spartans*.

The *Initiate* design was based in part on the *Albatross*, sharing many of that assault 'Mech's weapons systems and imitating its eclectic weapons mix.

Capabilities

Loaded with weapons and armor, the *Initiate's* only drawback is a decided lack of speed and maneuverability. At long range, the LRM launcher provides quite a bit of punch for a 'Mech this size, and the *Initiate's* firepower is stronger as it closes in. The combined punch of the ER small lasers, the medium lasers and the SRM can disable smaller 'Mechs quickly and efficiently, and the anti-missile system defends the 'Mech from incoming missile barrages.

Deployment

Production of the *Initiate* continues at record speed, and each one quickly gets a pilot. *Initiates* are being spread equally among all Word of Blake divisions.

Type: **Initiate**

Technology Base: Inner Sphere

Tonnage: 40

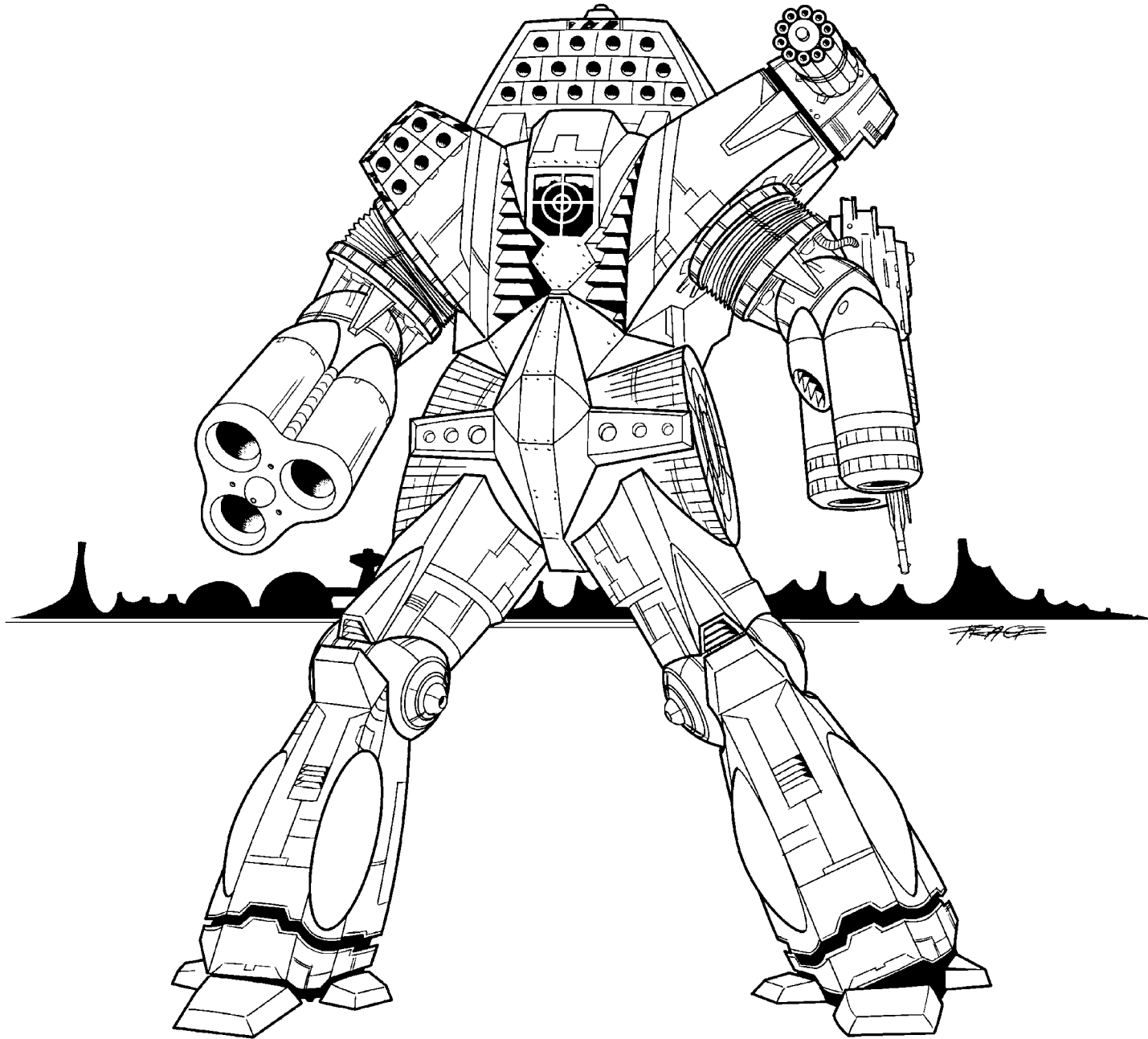
Battle Value: 1,036

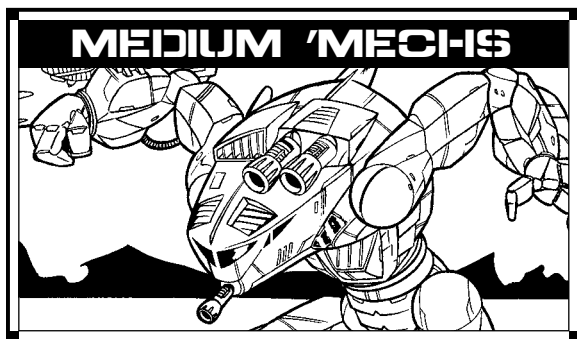
Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	160	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		2
Cockpit:		3
Armor Factor:	136	8.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	20

Weapons and Ammo

	Location	Critical	Tonnage
2 Medium Lasers	LA	2	2
3 ER Small Lasers	RA	3	1.5
LRM 15	LT	3	7
Ammo (LRM) 8	LT	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 12	LT	1	1
CASE	LT	1	.5
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1





Mass: 40 tons

Chassis: Void Integrated MK II

Power Plant: VOX 280 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph, 151 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Void Integrated Light Ferro-Fibrous

Armament:

2 Streak SRM 6s

2 ER Medium Lasers

Manufacturer: CLASSIFIED

Primary Factory: CLASSIFIED

Communications System: Black Box Com 7
with Guardian ECM

Targeting and Tracking System: Night Fire 7

Overview

Along with the Bolla Stealth Tank, our forces were able to secure the design specifications and technical data for the *Raptor II*. While the Blakists destroyed the *Raptor II*'s factory during the invasion of Terra, they failed to destroy the R&D laboratory where the specifications were first recorded. Using the Blakists' specs and salvaged *Raptor IIs*, construction was initiated using modified specs at a classified R&D facility. This activity has been kept secret from the rest of the Inner Sphere. The *Raptor IIs* emerging from the assembly line have been assigned to the most elite of our special forces. The RPT-3X serves the same mission as that of the Blakists' *Raptor*: infiltration by stealth.

Capabilities

Using the Blakists' innovative void-signature system, a merger of mimetic armor and original Star League null-signature system, the *Raptor II*'s void-signature system enables it to evade not just electronic targeting systems but also the eyes of those who would do it harm. While fanciful tales have long been told to frighten children of ghost 'Mechs and invisible enemies, the *Raptor II* makes the tales reality. Devlin Stone was only too aware of the game-changing nature of such a cloaking system, taking all risks to ensure that his forces obtained all salvaged *Raptor IIs*. He did not want to risk the technology falling into the hands of other nations whose scientists have demonstrated past expertise at reverse-engineering.

While the RPT-3X penetrates rear areas using its unmatched stealth, its already impressive speed is enhanced with a MASC system. The MASC is not necessary during infiltration operations, but should the *Raptor II* be required to flee, there are few enemy units able to mount an effective pursuit.

A pair of Streak SRM 6 racks provide the RPT-3X with accurate and efficient firepower for those operations when surveillance is not the only assigned task. More than one facility was targeted by Blakist *Raptor IIs* during the Jihad, with great destruction resulting from the surprise nature of the attacks. Similar success is being enjoyed by RAF special forces seeking to deny insurgency and excessive military buildup amongst the Republic's neighbors. Two extended range medium lasers complete the armament of the RPT-3X.

The -3X uses the same armor as the Blakists' -2X, a light ferro-fibrous armor specially molded to the sensor-deflecting shapes necessary for the void-signature system's optimum functioning. The incorporation of mimetic characteristics slows the production of this armor, which has similarly delayed the manufacturing of new *Raptor IIs*.

An interesting decision was made during the redesign period. The RPT-2X utilized CASE to protect its ammunition bays and ensure survival of the MechWarrior in the event of a catastrophic ammo explosion. However, the RPT-3X was to be assigned to covert reconnaissance and search-and-destroy

missions, for which no accountability to the Republic could be tolerated. CASE contradicts this philosophy. The pilots who perform these missions enter with no identification or markings, accepting death as a consequence of failure. Should they come under significant enemy fire, they are expected to escape or die; capture must never occur. Thus, CASE was removed from the RPT-3X specifications. Similarly, the *Raptor II*'s cramped cockpit was constructed with no ejection system, further reducing the chances of the pilot's capture by enemy forces. As a note to all RAF officers, should an intact *Raptor II* ever be found in the field, all efforts should be made to destroy it before it can fall into any other hands.

Deployment

Along with the -3X and -5X, all captured or salvaged RPT-2Xs and RPT-2X1s have been assigned exclusively to our covert units. No known *Raptor IIs* are in the hands of any other nation.

Variants

In addition to the redesigned RPT-3X, RAF technical staff developed the RPT-5X for use in covert search and destroy missions. The -5X drops the MASC system, swaps the SRM racks for an MML 5, and upgrades the right arm laser to an extended range large laser. A 150-meter jumping range gives the -5X maneuverability in terrain where the -3X's MASC system might not enable suitably fast withdrawal. One heat sink is also removed to accommodate the weight of the large laser.

The Blakists mounted other experimental technology besides the stealth system on their *Raptor IIs*. These include a 'Mech Taser and a pair of variable-speed pulse lasers on the RPT-2X, and a Bloodhound probe on the RPT-2X1.

[Editor's Note: The unit pictured here is the RPT-5X variant. - AH]

RPT-3X RAPTOR II

MEDIUM 'MECHS

75

Type: **Raptor II**

Technology Base: Inner Sphere (Experimental)

Tonnage: 40

Battle Value: 1,423

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit (Small):		2
Armor Factor (Light Ferro):	127	7.5

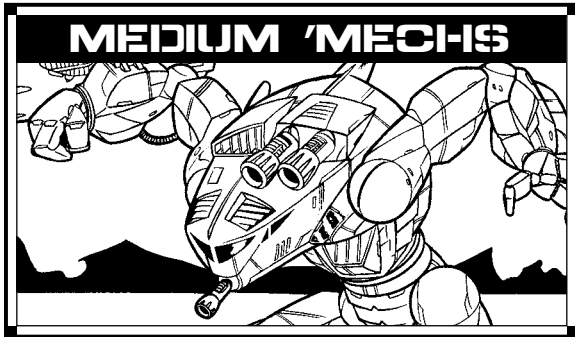
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	20
Center Torso (rear)		4
R/L Torso	10	16
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	10	15

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Streak SRM 6	RT	2	4.5
Streak SRM 6	LT	2	4.5
Ammo (Streak) 30	LT	2	2
ER Medium Laser	LA	1	1
MASC	RT	2	2
Guardian ECM Suite	H	2	1.5
Void-Signature System	*	7	0

*The Void-Signature System occupies 1 slot in every location except the Head.





Mass: 40 tons

Chassis: Hellespont Type T Endo Steel

Power Plant: VOX 280 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

2 Martell Extended Range Large Lasers

2 Diverse Optics Extended Range Medium Lasers

Manufacturer: Hellespont Industrials

Primary Factory: Sian

Communications System: Ceres Metals Model 666
with Guardian ECM Suite

Targeting and Tracking System: Apple Churchill
2000 with 442x Target Acquisition Gear

Overview

Hellespont Industrials wisely chose to use the *Raven* chassis as the starting point for their new design. They discovered that with a slightly heavier frame and some alteration to the electronics package, a stealth armor system would work beyond projected expectations. This concept would become the *Sha Yu*, the Shark, named for its bullet-shaped forward thrust cockpit on which an engineer painted an old combat decoration more often seen on fighter craft. Hellespont finally decided it was a fitting description, given that the *Sha Yu* certainly had “teeth.”

Capabilities

Lightly armored, the *Sha Yu*'s primary focus is not close-range combat. The inclusion of a TAG spotting laser is more a leftover from the initial *Raven* design, though the TAG does have a tendency to deter larger 'Mechs from closing and risking a directed Arrow IV artillery strike. Central to the BattleMech's field tactics is, of course, the stealth armor system which creates a “reduced targeting profile.” Radar and thermal imaging systems both have trouble acquiring target locks. So, in effect, while no enemy will want to close pointblank with the *Sha Yu*, the Shark also maintains a serious advantage at longer range.

If the *Sha Yu* has a disadvantage, it is the tendency of MechWarriors to overuse the “alpha strike” capability of the machine and run extremely high heat levels. MechWarriors who pilot the *Sha Yu* have taken to calling out “blood in the waters,” as a warning to lancemates they are about to attempt such a feat. Running cool to that point, suddenly the *Sha Yu* turns inward within effective range of its medium lasers. The battle at this point can degenerate into either a slugging match, with debilitating heat effects quickly reducing the *Sha Yu*'s effectiveness, or a saber dance of high-speed passes followed by evasive runs in which the 'Mech fires little while cooling off from a previous all-out strike.

Deployment

The *Sha Yu* has been shipped in good numbers to high-profile units such as the Capellan Hussars, Warrior Houses, and McCarron's Armored Cavalry. A few companies of these 'Mechs have also worked their way into middle-guard regiments. Despite its Guardian ECM System and the TAG laser, CCAF directives highly recommend that the *Sha Yu* be employed offensively rather than as a recon unit. Any command deploying the *Sha Yu* is also advised to field a *Catapult* with Arrow IV capability, the better to threaten an enemy into keeping his distance.

Variants

While the *Sha Yu*'s primary design focused on medium-to-long range battles, the 4B variant was designed specifically for close-in fighting. Two extra tons of armor protect the BattleMech while two ER medium lasers and three medium pulse lasers work in concert to give it a solid punch. TAG is switched out for a C³ slave unit, connecting the 4B into a Command/Control/Communications network when its stealth technology is deactivated. An LRM-5 is its only far-reaching weapon, though in theory its two tons of ammo contain only special munitions for spreading minefields across the terrain.

SYU-2B SHA YU

MEDIUM 'MECHS

77

Type: **Sha Yu**

Technology Base: Inner Sphere

Tonnage: 40

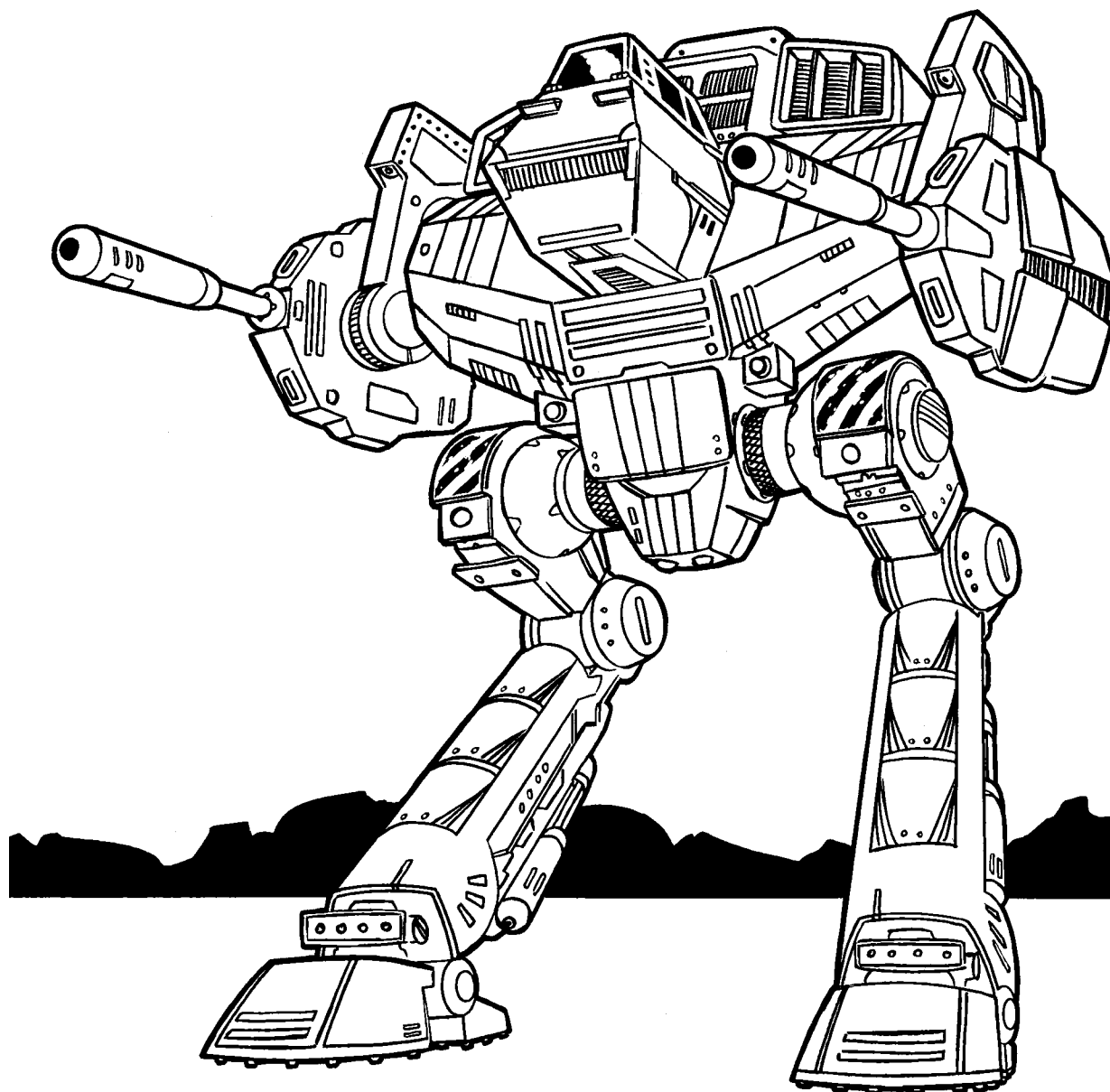
Battle Value: 1,488

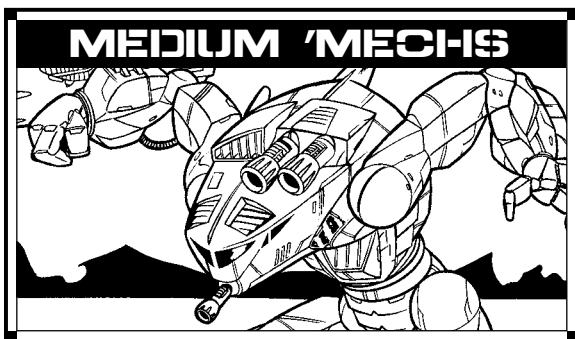
Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	104	6.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	14
Center Torso (rear)		5
R/L Torso	10	13
R/L Torso (rear)		5
R/L Arm	6	9
R/L Leg	10	11

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
ER Medium Laser	LT	1	1
ER Medium Laser	RT	1	1
TAG	H	1	1
Guardian ECM Suite	CT	2	1.5





Mass: 45 tons
Chassis: Beowulf 3
Power Plant: GM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph,
129 kph with MASC
Jump Jets: Odin Type II
Jump Capacity: 180 meters
Armor: Wall Type 6 Ferro-Fibrous
Armament:
1 Blankenburg Large Pulse Laser
2 Diverse Optics Extended Range
Medium Lasers
Manufacturer: Odin Manufacturing
Primary Factory: Orestes
Communications System: Dash-2 Standard
Targeting and Tracking System: Blade 12
with Beagle Active Probe and TAG

Overview

After the Clan defeat on Tukayyid, ComStar immediately began upgrading several small production facilities in the Free Rasalhague Republic into 'Mech factories. The largest, Odin Manufacturing's facility on Orestes, was the first to produce a new 'Mech design, the *Beowulf*.

In 3058, when ComStar was driven from Terra, all of its *Mongoose* scout 'Mechs were destroyed. Rather than order more, the Precentor Martial decided to build a new 'Mech that would serve as a scout without the *Mongoose*'s lack of firepower and mobility. The new 'Mech, the *Beowulf*, is nearly twice as heavy as the *Mongoose* and has jump capability.

Capabilities

The *Beowulf* is extremely mobile, combining an XL engine with MASC for extra speed and with a 180-meter jump radius. Combined with that mobility is the firepower provided by a large pulse laser and two of the newly developed ER medium lasers, purchased from the Free Worlds League. As a scout 'Mech, the *Beowulf* is also equipped with a Beagle active probe and a TAG system to direct incoming artillery.

Deployment

Half of the *Beowulfs* produced go to the Com Guards, the other half to the Rasalhague K ungsArm . To date, only the 321st Division of the Com Guards and the Fourth Kavalleri of the K ungsArm  have received *Beowulfs*.

Type: **Beowulf**

Technology Base: Inner Sphere

Tonnage: 45

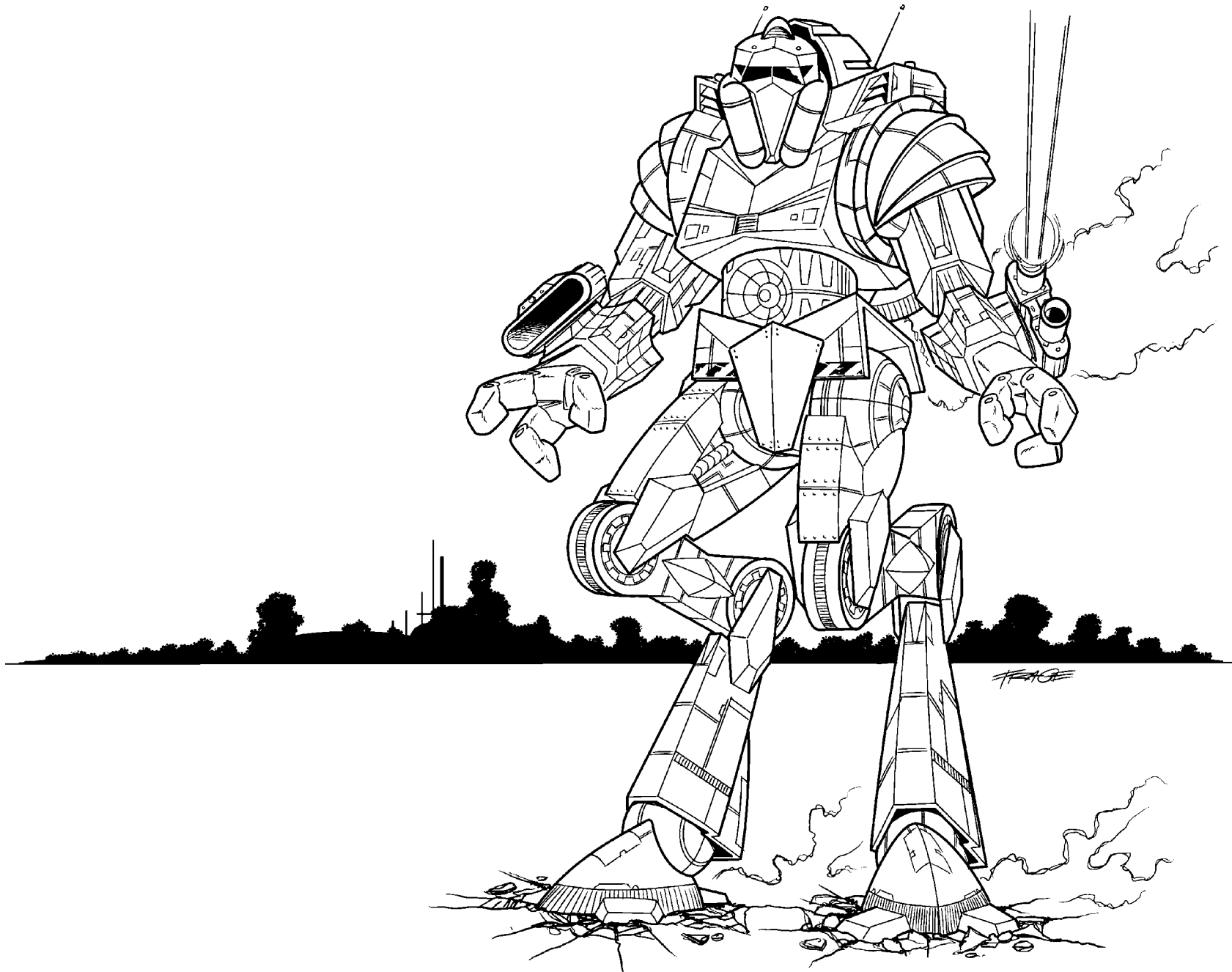
Battle Value: 1,319

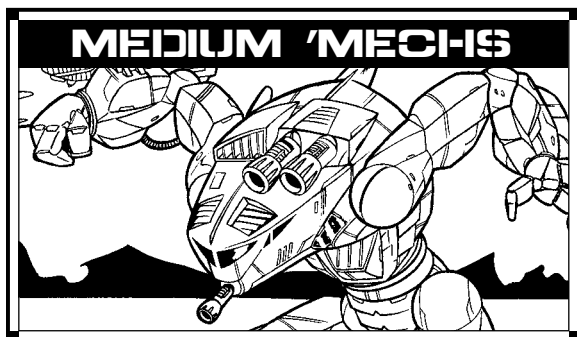
Equipment

		Mass
Internal Structure:		4.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	152	8.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
2 ER Medium Lasers	LA	2	2
Beagle Active Probe	CT	2	1.5
TAG	H	1	1
MASC	RT	2	2
Jump Jets	LT	2	1
Jump Jet	LL	1	.5
Jump Jets	RT	2	1
Jump Jet	RL	1	.5





Mass: 45 tons
Chassis: Dennenbach-Mitchell Series 8 Endo Steel
Power Plant: VOX 225 Light Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/2
Armament:
 2 Diverse Optics Sunbeam Extended
 Range Large Lasers
 3 Hovertec Streak SRM-2s
Manufacturer: Mitchell Vehicles
Primary Factory: North America, Terra
Communications System: Dornman Echo IV
 with C³i Computer
Targeting and Tracking System: Wayne SuperSight

Overview

After capturing Terra, the Word of Blake reopened many Terran factories closed since the fall of the first Star League as part of their massive rebuilding effort. Most of these were used to produce the same designs they had centuries before, but a few were chosen to manufacture new designs as well.

Among the largest of these factories is the Mitchell Vehicles complex. Once the main production facility of the *Shootist*, it has begun manufacturing that venerable design again. At the same time, several lines were converted especially for the assembly of quad BattleMechs.

Two 'Mechs were specially designed to be produced in this revamped factory area. The *Blue Flame* and its larger partner, the *White Flame*, are the first quad 'Mechs to be produced by the Word of Blake. They are certainly strong designs, and it seems likely that more quad designs will emerge from the Mitchell Vehicles factory based on their success—mirroring the emergence of quads in armies across the Inner Sphere.

Capabilities

The *Blue Flame* carries a powerful payload and is dangerous at all ranges, matching paired ER large lasers with a trio of Streak SRM-2 launchers. Intended to be a medium element of a C³i network, it carries a C³i computer that allows it to use the targeting data of any other member of the network. The design also carries more armor than is usually possible for 'Mechs of its size while at the same time maintaining a modicum of speed. Though it lacks CASE, most Word of Blake pilots simply take that danger in stride.

Like many smaller quads, the *Blue Flame* lacks rear-mounted weaponry and is unable to twist its torso like a bipedal 'Mech. This can make it very vulnerable if an enemy gets behind it, but Word of Blake quad pilots are specifically trained in tactics to prevent that danger.

Deployment

Blue Flames have been sent in small numbers to all divisions of the Word of Blake Militia. The numbers produced, however, appear to be greater than what has been distributed—possibly by a large margin. This discrepancy has been noticed to some degree with all 'Mechs and vehicles produced by the Word of Blake since 3062. Some military experts believe this indicates that the Militia has formed at least one secret division and possibly more. With complete control of the Sol system and high recruiting numbers in the Chaos March, this is certainly within the realm of possibility.

Type: **Blue Flame**

Technology Base: Inner Sphere

Tonnage: 45

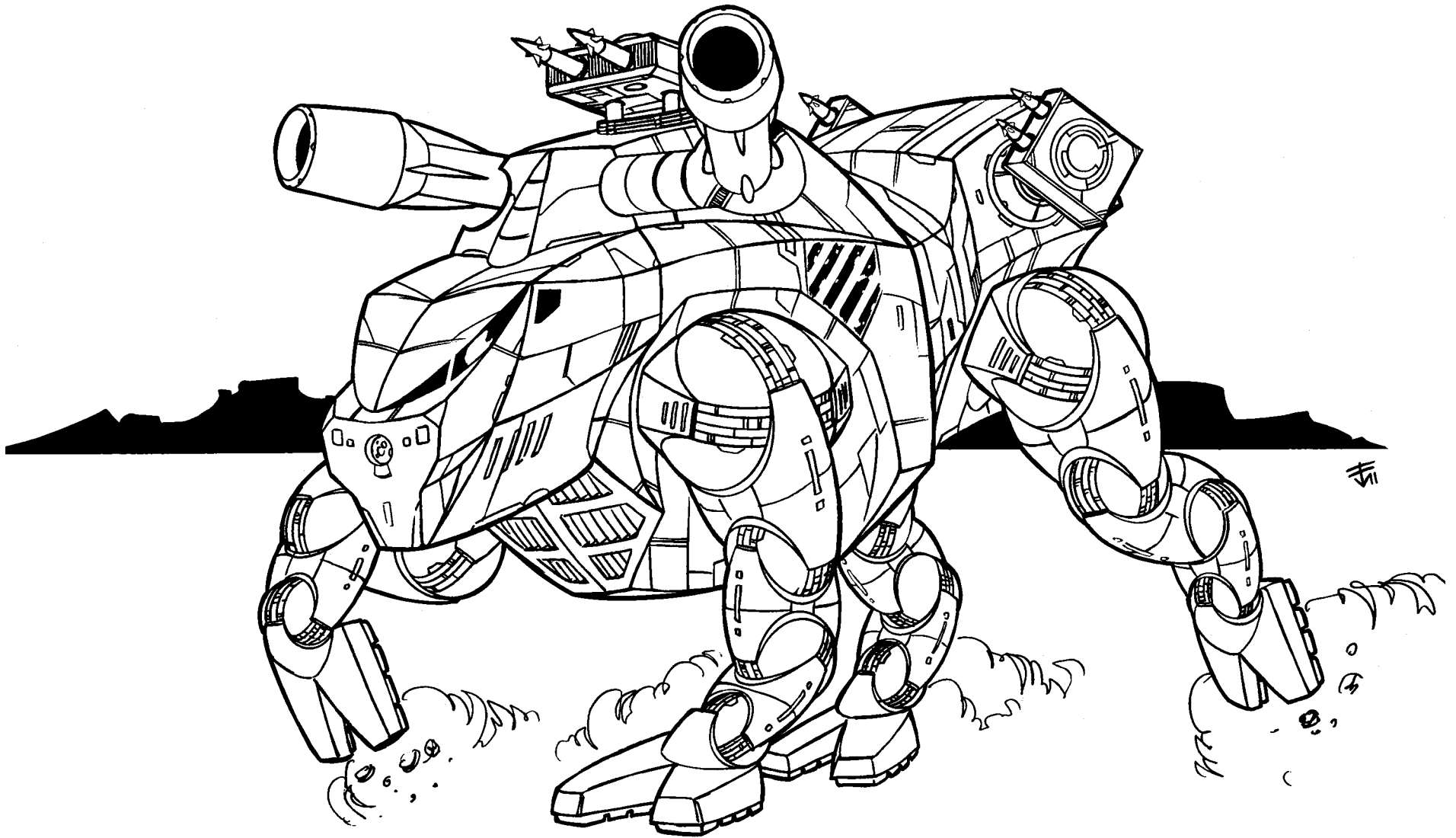
Battle Value: 1,256

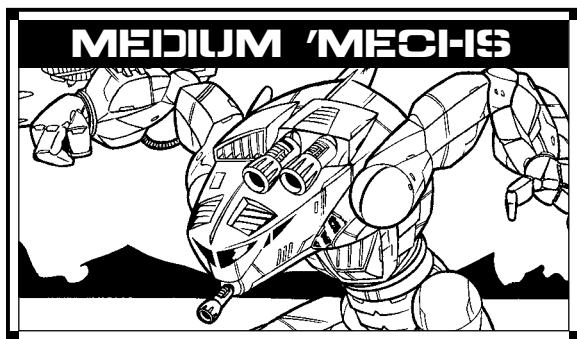
Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	225 Light	7.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	169	11
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	21
Center Torso (rear)		7
R/L Torso	11	15
R/L Torso (rear)		7
R/L Front Leg	11	22
R/L Rear Leg	11	22

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RT	2	5
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
ER Large Laser	LT	2	5
Streak SRM 2	LT	1	1.5
C ³ i Computer	CT	2	2.5
Streak SRM 2	H	1	1.5





Mass: 45 tons

Chassis: Defiance 450 Endo Steel

Power Plant: VOX 225

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro-Fibrous

Armament:

2 Coventry Star Fire LRM-15 Launchers

2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Calliope 270

Targeting and Tracking System: TharHes Ares LM

Overview

During the Marik/Liao invasions of 3057, Lyran Alliance commanders were impressed by the fire-support actions of the enemy's new *Apollo* 'Mech. The Lyrans contacted Earthwerks, makers of the *Apollo*, only to learn that Earthwerks had been instructed to refuse any orders for the *Apollo* from the Federated Commonwealth, and that they were extending that refusal to the newly formed Lyran Alliance. Undaunted, LAAF officials contacted Defiance Industries about developing a similar 'Mech, a request to which Defiance gladly responded.

Defiance engineers used field descriptions of the *Apollo* as the basis for their new 'Mech design, retaining the LRM-15s but choosing standard medium lasers over the less effective small pulse lasers. They also changed the placement of the weapons, putting them all in the 'Mech's arms to give a larger field of fire. LAAF officials requested that the new design—dubbed the *Cobra* for its hood-like targeting and tracking system—be lighter and faster than the *Apollo*, but retain the standard engine to keep costs down.

Capabilities

The *Cobra* is intended as a fire-support 'Mech, and it serves admirably in that role. Though it lacks Artemis IV FCS systems for its LRMs, the *Cobra*'s mobility enables it to get to a good firing position and gives it a range of motion that provides the missiles with a nearly 360-degree field of fire. Defiance chose to copy the missile arrangement of the *Zeus*, arranging the missile tubes around and set back from a solid core. This arrangement allows the *Cobra* to punch without fear of damaging the missile rack. Backing up the LRMs is a pair of medium lasers, classic short-range protection for a fire-support 'Mech.

Using a standard engine keep costs down and also adds to the survivability of the *Cobra*. Despite all the miracles Defiance managed to work, however, the design contains some flaws. It leaves no space for CASE equipment, a drawback that makes some pilots consider the *Cobra* a deathtrap. Also, despite the use of ferro-fibrous alloys, the *Cobra* lacks adequate armor for a 'Mech of its size, sacrificing protection for speed. Only time will tell if that trade-off was a wise one.

Deployment

The *Cobra* has so far gone only to the Third Donegal Guards, undergoing a testing period with them. It is fairly certain that LAAF officials approve of the design, however, as production has begun in earnest despite the fact that testing has not yet been completed. Other realms barred from purchasing *Apollo*s have also expressed interest. The LAAF is expected to authorize sales to the Free Rasalhague Republic, but it seems unlikely that either the Federated Commonwealth or the St. Ives Compact will be allowed to purchase the design.

Type: **Cobra**

Technology Base: Inner Sphere

Tonnage: 45

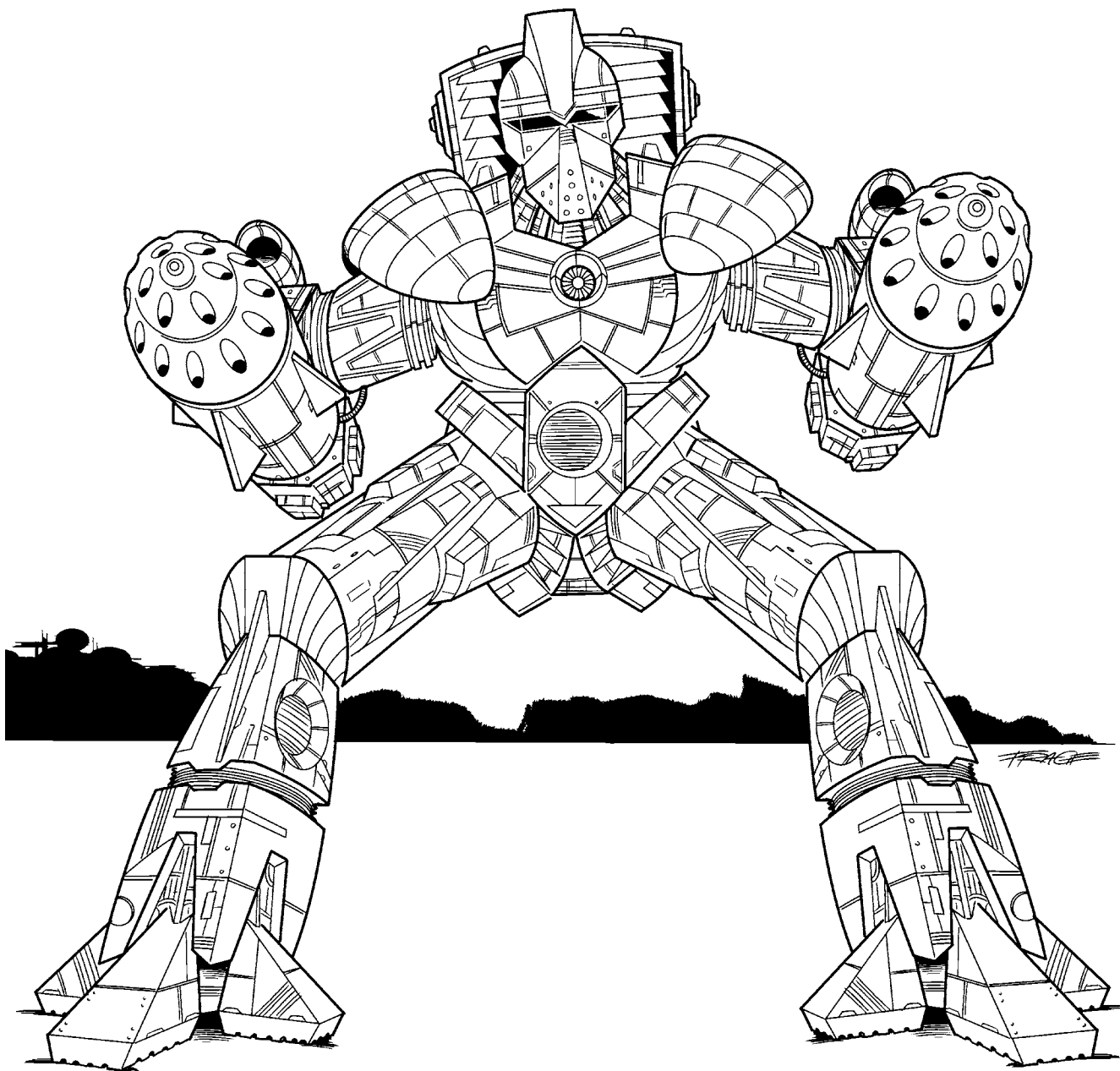
Battle Value: 1,128

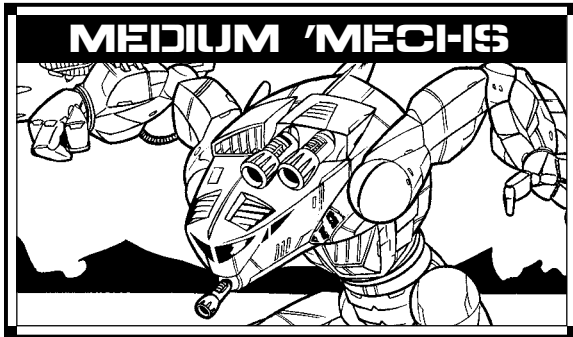
Equipment

Equipment	Endo Steel	Mass
Internal Structure:	225	2.5
Engine:	225	10
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	116	6.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	5	16
Center Torso (rear)		5
R/L Torso	4	15
R/L Torso (rear)		4
R/L Arm	7	11
R/L Leg	11	13

Weapons and Ammo

	Location	Critical	Tonnage
LRM 15	LA	3	7
Medium Laser	LA	1	1
Ammo (LRM) 32	LT	4	4
LRM 15	RA	3	7
Medium Laser	RA	1	1





Mass: 45 tons

Chassis: Chariot Type II-B

Power Plant: Edasich Motors 180 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Medium

Armament:

1 Defiance NovaShot Model 2 Plasma Rifle

1 Defiance Model 6 Extended Range Large Laser

2 Defiance P5M Medium Pulse Lasers

1 Diverse Optics Extended Range Small Laser

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: Neil 6000-G

Targeting and Tracking System: RCA Instatrak
Mark XXII

Overview

The revitalization of the Lyran Alliance's military production lines allowed a number of previously discarded or rejected concepts to be revisited. Designs that featured components which could be produced in large numbers or were already in ample supply came to the forefront as the basis for an entirely new Lyran military arsenal. One of the designs resurrected by this new policy was the *Eisenfaust* (literally, iron fist).

In the earliest days of BattleMech production, the Lyrans had attempted to create a specialized medium-class 'Mech geared for siege duty. While initial field tests prompted an optimistic view of

the design, in the end the *Eisenfaust* was too slow for practical battlefield use. Its plodding, lumbering speed and relatively small size meant that faster BattleMechs could exploit weaknesses in the *Eisenfaust* with ease.

Since then, new technologies have become available. Extralight engines coupled with advanced chassis and armor components meant that the *Eisenfaust* was not only a viable, but, in fact, a desirable design. After an expedited redesign and review process, the *Eisenfaust* became one of the first units to enter production in the wake of the Word of Blake's assault against the Lyran Alliance.

Capabilities

Envisioned as a siege specialist, the *Eisenfaust* was always designed to pack a serious punch for its size. The search for a powerful yet compact main weapon system saw many iterations before finally settling on the ultra-modern plasma rifle. In the plasma rifle, the design team found a weapon that rivaled the venerated particle projection cannon for damage potential but at less weight and without the need for field inhibitors.

The complementary weapon systems shaped around the plasma rifle focused on two major factors. First and foremost the weapons needed to defend the *Eisenfaust* from hit and run attacks by smaller, faster machines. The secondary concern was to keep the *Eisenfaust* as free as possible from a constant need to reload. An array of energy weapons were chosen that could fulfill both roles. The Defiance extended-range large laser provided additional long-range firepower while the twin medium pulse lasers kept smaller, faster units at bay.

Perhaps the single most relevant factor in the resurrection of the *Eisenfaust* was the upgrade of the *Hatchetman* BattleMech from the Edasich 180 extralight engine. The engine was produced in such large numbers that even in the wake of the Jihad they were readily available. Designers quickly adapted the *Eisenfaust* to utilize the engine. Not only would this assist with production efforts, it would also increase the 'Mech's speed by thirty-three percent. The weight saved by utilizing the Edasich 180 XL engine also allowed enough additional heat

sinks to help dissipate the considerable heat of design's weapon systems.

Deployment

First produced at the Defiance Tharkad facility, the Seventh Donegal Guards have received most of this original production run of the *Eisenfaust*. Other Lyran units including Royal Guard and Lyran Regulars regiments have received small numbers of the 'Mech as well, though most of these are from Hesperus, where all production now occurs.

The Republic has also exercised our option to purchase production runs of the *Eisenfaust*. It will be used primarily to fill out our defensive formations, freeing higher-end units for premiere formations.

Variants

A handful of original EFT-4J *Eisenfausts* were created in order to allow BattleMech design engineers to adapt modern technologies to the frame. Some of these basic technology designs still remain in use and are occasionally utilized to produce "concept" versions.

Another variant, the EFT-8X, was created to showcase the blazer cannon as a viable battlefield technology. The EFT-8X removes the plasma rifle and ER large laser in order to install the experimental cannon and copies of the Word of Blake's medium variable-speed pulse lasers. While the raw damage potential of the blazer cannon is promising, it remains to be seen if the *Eisenfaust* can handle the extreme heat generated by the weapon.

EFT-7X EISENFAUST

MEDIUM 'MECHS

85

Type: **Eisenfaust**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,203

Equipment

Internal Structure:

Engine: 180 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15 [30]

Gyro: 2

Cockpit: 3

Armor Factor: 152

Internal
Structure

Mass

4.5

3.5

5

2

3

9.5

Armor
Value

Head 3 9

Center Torso 14 20

Center Torso (rear) 7

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

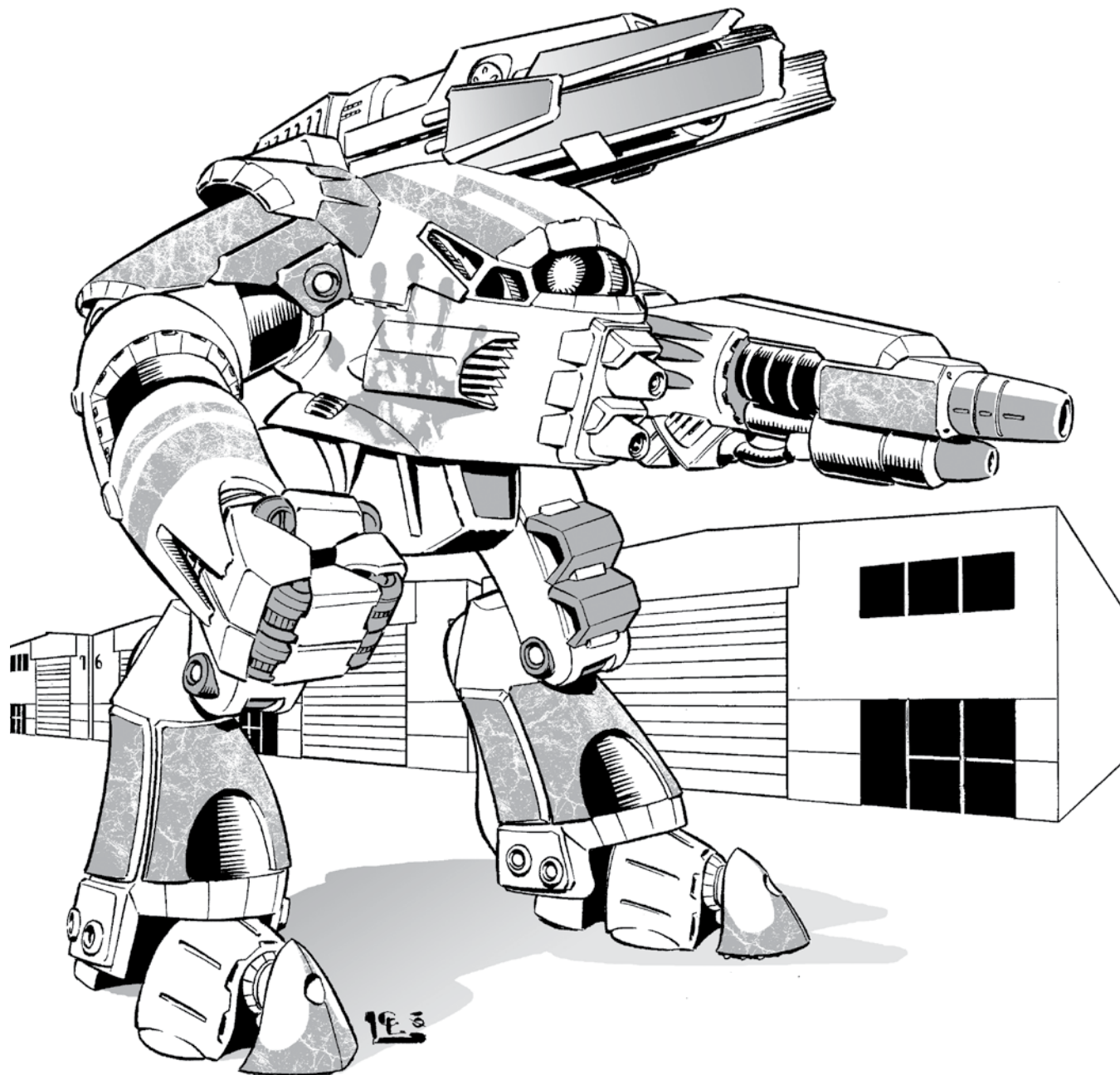
2 Medium Pulse Lasers CT 2 4

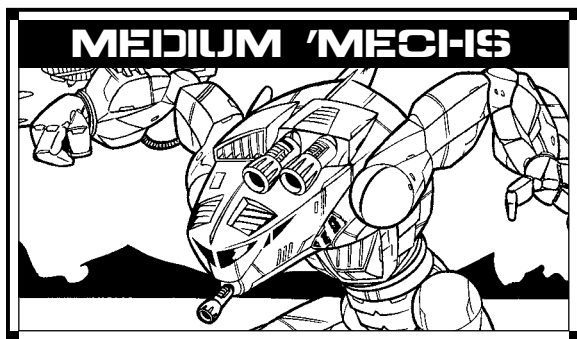
Plasma Rifle LT 2 6

Ammo (Plasma) 20 LT 2 2

ER Large Laser LA 2 5

ER Small Laser LA 1 .5





Mass: 45 tons

Chassis: GM Fury-M Endo

Power Plant: GM 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 80

Jump Capacity: 180 meters

Armor: StarGuard III

Armament:

3 RAMTech 800P Medium Pulse Lasers

2 Federated 10-shot LRM-10 Launchers

Manufacturer: General Motors

Primary Factory: Talcott

Communications System: Dalban SuperMicronics
with Guardian ECM

Targeting and Tracking System: GME HiTrak-3

Overview

The Clan War and its resulting engagements hit the AFFC hard. Department of the Quartermaster reports estimated it would take as long as two decades' time before the AFFC could return to the same level of readiness it enjoyed prior to 3049. Of course, that didn't take into account the events of the last several years.

In 3056, the AFFC released requirements for a number of new combat units with the intention of awarding contracts by 3060. Taking a cue from several other established manufacturers, General Motors responded with the *Hellspawn*, the flagship of the company's newly opened 'Mech lines on Talcott. The Department of the Quartermaster awarded GM the contract in October of 3060.

Capabilities

The *Dervish* has long been a staple of the Federated Suns' military, providing ranged fire support within a highly maneuverable package. Unfortunately, that design dates back to the Star League era. As new technologies came to the forefront over the past three decades, the *Dervish* quickly became outmoded—a fact made abundantly clear during the Clan invasion.

The AFFC still had a need for a highly mobile fire support 'Mech, however, a role that the *Hellspawn* fills capably. It is faster and more maneuverable than its progenitor, and carries the same firepower in a package that is ten tons lighter—allowing commanders to devote more precious cargo space in their DropShips to ammunition and other consumables. The paired LRM-10s are potent weapons, especially when fired en masse as the *Dervish* proved for centuries. Three medium pulse lasers round out the weapons loadout, making the 'Mech less dependent than its predecessor on a supply convoy and actually increasing its punch at the close ranges—where the *Dervish* was often found lacking.

Where the *Hellspawn* is lacking is in armor; it mounts less than seventy percent of its theoretical maximum. While speed and maneuverability can make up for that deficiency somewhat, quite a few *Hellspawn* pilots have labeled the 'Mech a deathtrap—especially as GM's engineers chose not to incorporate CASE to protect the ammunition bins in the left torso. GM is apparently still looking into ways to make the *Hellspawn* safer for, and thus more appealing to, its pilots.

Deployment

The *Hellspawn* was first shipped to the Crucis Lancers in September of 3062, allowing them to retire their ancient *Dervishes* to garrison units or scrap heaps. Since then, units from the Deneb Light Cavalry to the Robinson Rangers have received them. Most notably, the Second Ceti Hussars and the Davion Light Guards used them to good effect on New Syrtis, ravaging the lightest elements of the Fourth Donegal Guards' reconnaissance force with combined direct fire and Thunder munitions.

Variants

Though none are in production yet, two proposed variants are on the drawing board. One downgrades two of the pulse lasers to ER versions, providing the mass necessary to add Artemis IV Fire Control Systems. The second proposal replaces the LRMs completely, adding MRM-20s in their place.

HSN-7D HELLSPAWN

MEDIUM 'MECHS

87

Type: **Hellspawn**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,220

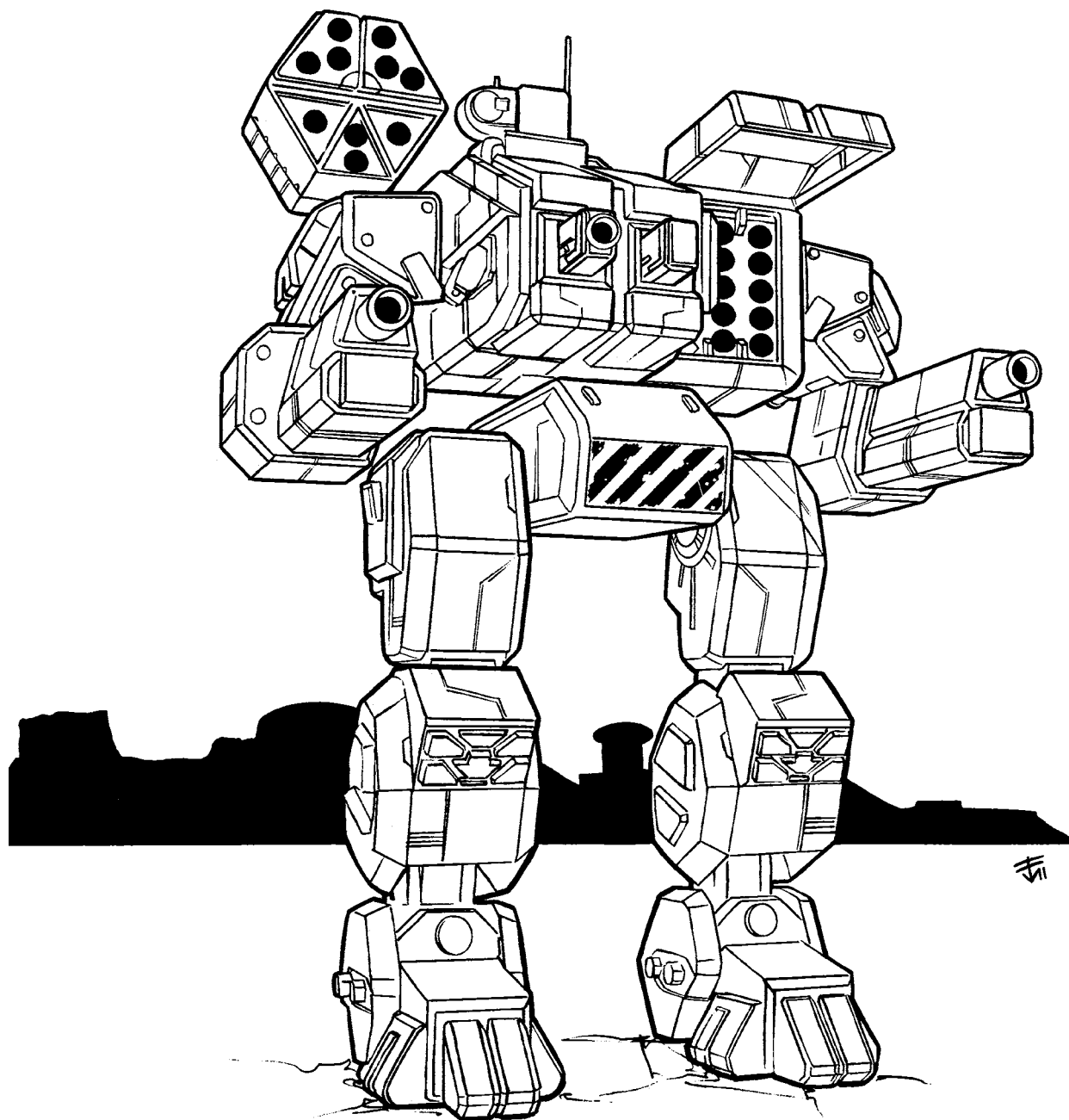
Equipment

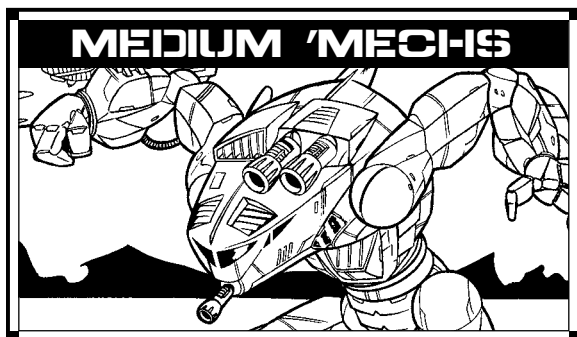
Internal Structure:	Endo Steel	Mass 2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	14	14
Center Torso (rear)		4
R/L Torso	11	11
R/L Torso (rear)		4
R/L Arm	7	9
R/L Leg	11	15

Weapons and Ammo

	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
LRM 10	RA	2	5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RT	1	2
LRM 10	LT	2	5
Ammo (LRM) 24	LT	2	2
Guardian ECM Suite	CT	2	1.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 45 tons

Chassis: Alshain Type Chi

Power Plant: VOX 225 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Icarus 81

Jump Capacity: 150 meters

Armor: Valiant Lamellor

Armament:

10 Victory 23R Medium Lasers

2 Yori Flyswatter Anti-Missile Systems

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher Security Plus
with Guardian ECM Suite

Targeting and Tracking System: Eagle Eye 410 XX
with TAG

Overview

More than any other conflict, the onslaught of the Clan invasion sparked a ferment of 'Mech design and development as the desperate Inner Sphere nations struggled to hold back what appeared at first to be an alien and unstoppable enemy. New designs, purposely created to counter one Clan advantage or another, quickly came to the fore, their conception and production often executed at a breakneck pace to create extreme configurations of speed, armor and firepower—all focused on just one battlefield objective.

The *Komodo*, conceived by the Draconis Combine in 3051, was one such design. Developed at a small satellite R&D division on New Samarkand

and rolling off the production lines at Luthien Armor Works barely a year after ComStar's victory on Tukayyid, this 'Mech drew on more than two years of battlefield analysis to enter the ranks of the DCMS all along the Clan front, and was specifically dedicated to destroying the Clans' fearsome Elemental infantry.

Capabilities

Built expressly to hunt and kill or disable entire Points of Elementals in a single volley, the *Komodo's* mobility, armor, and weaponry are all based on the pursuit and destruction of Clan battle armor in the field. Its average land speed and jump jets, for example, are considered slow compared to most modern middleweight designs, but against armored infantry they offer enough speed and maneuverability to negotiate obstacles in urban settings or thick woods where Elemental units might seek cover.

The *Komodo's* two clusters of medium lasers—five on each arm—offer this design modest medium-range firepower against heavier 'Mechs, but can skin the armor off an entire Point of standard Elementals in less than ten seconds. A pair of anti-missile systems, a Guardian ECM suite, sufficient armor to withstand several hits by lighter direct-fire weapons, and a TAG unit to spot for friendly artillery ensure that in any exchange against Elementals, the *Komodo* always emerges far less damaged than its intended victims.

Deployment

Rushed into the field as soon as they entered production, *Komodos* appeared in the ranks of virtually every DCMS unit stationed along the Clan front, with many placed on Wolcott for raiding missions against Clans Smoke Jaguar and Nova Cat. Though production of this design has yet to reach the quantities needed to overcome losses sustained during Operation Bulldog, the Ghost Bear/Combine War and the border flare-ups of the FedCom Civil War, many Combine generals hope to place at least one dedicated *Komodo* lance in every front-line command, to provide heavier and more powerful DCMS forces with ample specialized protection against armored infantry.

Variants

The KIM-2A variant, designed mainly as a support fire unit for other *Komodos*, addresses the base model's lack of long-range firepower by swapping out the left-arm medium laser cluster in favor of an extended-range large laser. The popularity of the basic KIM-2 and the -2A variant, however, has begun to wane since Luthien Armor Works introduced two new *Komodo* variants in late 3064.

The new variants, which have already found postings all along the Ghost Bear border, take advantage of the Combine's powerful C³ computer system to enhance their lethality against battle armored infantry. Of the two, the KIM-2C is more common, and swaps the basic model's TAG unit for a C³ slave. The KIM-3C drops the TAG and one medium laser per arm, as well as two double heat sinks, all in favor of a C³ master computer in the right torso. Already proven as the ultimate anti-infantry BattleMech combination to date, lances of -2C *Komodos* working in tandem with -3C "Master *Komodos*" continue to gain wider acceptance among DCMS front-line commands.

Notable MechWarriors

Chu-i Hidekazu Moriyama: In the short and brutal battle to reclaim Asgard during Operation Bulldog, Hidekazu Moriyama, a lance commander in the Second Battalion of the Third Benjamin Regulars, took part in several engagements on the Ragnarok Plains against the Jaguars' Fourth Jaguar Dragoons and Epsilon Galaxy Command Trinary. After the Combine forces, spearheading the attack on Asgard, successfully drove back the Fourth, the Epsilon Galaxy Command opted to withdraw straight into the path of a company of allied Davion Heavy Guards, with Moriyama's company in pursuit.

As Moriyama's lance reached the area where the Jaguar and Davion forces battled, it became apparent that the Clans' technological superiority and abundant Elemental support had the Guards company at a disadvantage. Charging into the midst of the Jaguar Elemental formations, Moriyama led his lance—including two *Komodos*—on a rampage of destruction, killing nearly two full Stars of Jaguar Elementals and two heavy OmniMechs in the process.

KIM-2 KOMODO

MEDIUM 'MECHS

89

Type: **Komodo**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,533

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

225 XL

5

8

5

14 [28]

120

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

3

14

11

7

11

9

13

6

12

4

14

16

Mass

4.5

5

4

3

3

7.5

Weapons

and Ammo

Location

Critical

Tonnage

TAG

H

1

1

Anti-Missile System

RA

1

.5

Ammo (AMS) 12

RA

1

1

5 Medium Lasers

RA

5

5

Anti-Missile System

LA

1

.5

Ammo (AMS) 12

LA

1

1

5 Medium Lasers

LA

5

5

Guardian ECM Suite

RT

2

1.5

Jump Jets

RL

2

1

Jump Jets

LL

2

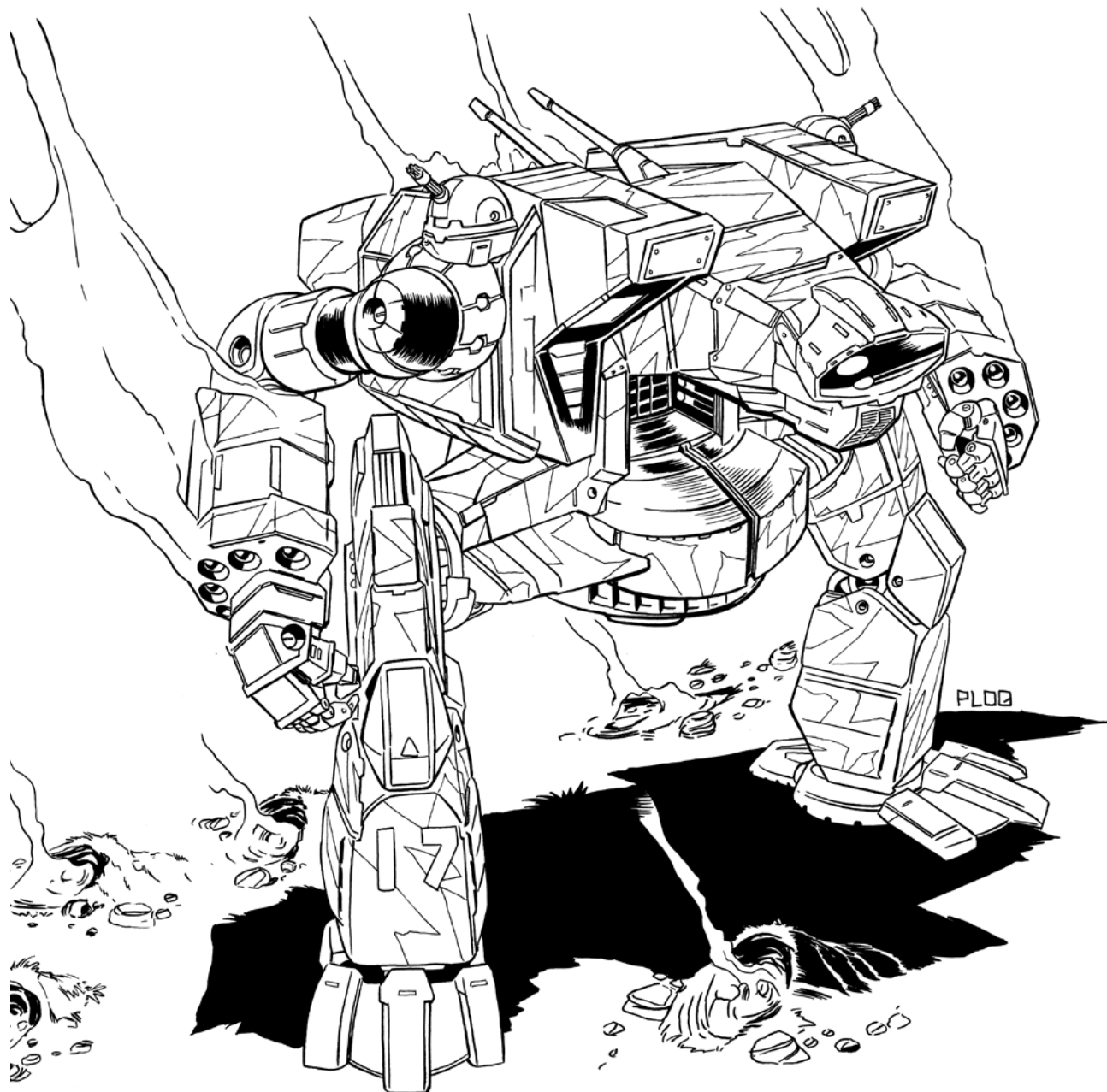
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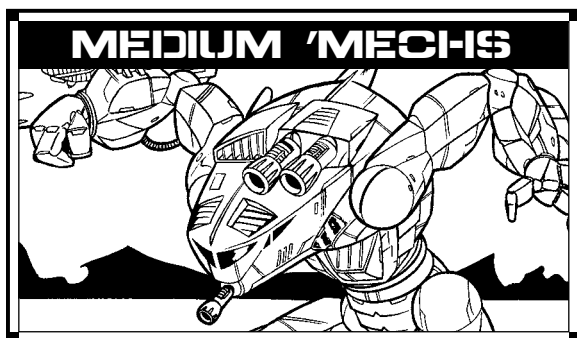
Jump Jet

CT

1

.5





Mass: 45 tons

Chassis: Celestial Series PR1E

Power Plant: GM 270 Light Fusion

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Divine Protector

Armament:

15 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight
1-Omega

Overview

Reports lay the design of the entire Celestial series on one Doctor Devon Cortland, a military engineer who came into contact with the Word of Blake while developing the *Toyama* and—over the years since—somehow gained notoriety with the Manei Domini (likely through the implementation of numerous upgrade packages tailored for their unique combat style and capabilities). Cortland reportedly pitched the Celestials to Precentor Apollyon himself early in the Jihad and was commissioned to begin design work on Terra immediately after Case White. Cortland's medium-class Celestial—the *Preta*—debuted on Terra in late 3069.

Capabilities

The 45-ton *Preta* (a Hindu term for “ghost”) is more of a raider and skirmisher than the lighter *Malak*. Not as fast but better armored and using more compact technologies (such as standard armor and gyros), it reserves fifteen tons of pod space for weapons.

The *Preta* is best used to harass heavier prey while sweeping away lighter forces. Indeed, with a third of its overall weight devoted to pod space and half of its six known standard variations configured for jumping, this OmniMech often acts as the “hound” for its comrades, moving quickly through difficult terrain to flush out enemy units into the killing zones of open ground.

Deployment

As with the other Celestials, the *Preta* is seen almost exclusively amongst the Word's most elite troops, with the Manei Domini definitely the biggest users of this machine. Rumors persist that the Word's long-term goals for the Celestials may include extending them throughout the Word of Blake militia. This would, of course, relegate all “obsolete” non-Omnis to second-line status and likely service in the Protectorate Militia, and the move is understandable given how many dozens of designs the Word fields amongst its relatively small forces. But with the current tumultuous state of the war, it is unlikely that such a program, entailing replacing the output of many critical factories already running at full speed, would be launched immediately.

Notable MechWarriors

Phantom (Demi-)Precentor Tau Shannadah:

A MechWarrior of indeterminate age and exotic features, Aria Shannadah of the Forty-first Shadow Division might have been beautiful once (or at least pretty) had she not chosen the life of the Manei Domini. Now sporting a bald scalp lined with scars and metal, optical sensors in place of her natural eyes, and a myomer-laced prosthetic arm known to house a toxic dart gun, the only remnant of Shannadah's humanity is her curious accent and a dancer-like grace that translates directly into every gesture her

OmniMech makes at her command. While quick with a smile on the few vids capturing her outside of battle, Shannadah's demeanor as a Domini is icy cold. This is perhaps best demonstrated in the dispassionate way she and her personalized *Preta* incinerated both fellow Domini and Ebon Magistrate forces alike in 3073, when the Forty-first defended Aspropirgos against a combined Capellan/Canopian raid.

Type: **Preta**

Technology Base: Inner Sphere OmniMech

Tonnage: 45

Battle Value: 1,067

Equipment

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 Light	11
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit (Small):		2
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		5
R/L Arm	7	13
R/L Leg	11	20

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	2 Improved C ³ Computer	0
Right Torso	2 Light Fusion Engine	8
	2 Endo Steel	
Left Torso	2 Light Fusion Engine	8
	2 Endo Steel	
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo Location Critical Tonnage

Invictus (Primary) Weapons Configuration

Snub-Nose PPC	RA	2	6
Double Heat Sink	RT	3	1
Retractable Blade	LA	4	3
Anti-Missile System	LT	1	.5
Ammo (AMS) 12	LT	1	1
CASE	LT	1	.5
Light PPC	H	2	3

Dominus (Alternate A) Configuration

Double Heat Sink	RA	3	1
2 ER Medium Lasers	RA	2	2
4 Improved Jump Jets	RT	8	4
Double Heat Sink	LA	3	1
2 ER Medium Lasers	LA	2	2
4 Improved Jump Jets	LT	8	4
Targeting Computer	H	1	1

Battle Value: 1,302

Infernus (Alternate B) Configuration

Heavy PPC	RA	3	10
Double Heat Sink	RA	3	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
ER Medium Laser	H	1	1

Battle Value: 1,338

Comminus (Alternate C) Weapons Configuration

Plasma Rifle	RA	2	6
Ammo (Plasma) 20	RA	2	2
ER Small Laser	RT	1	.5
2 Medium Pulse Lasers	LA	2	4
TAG	LT	1	1
Beagle Active Probe	H	2	1.5

Battle Value: 1,187

Luminos (Alternate D) Weapons Configuration

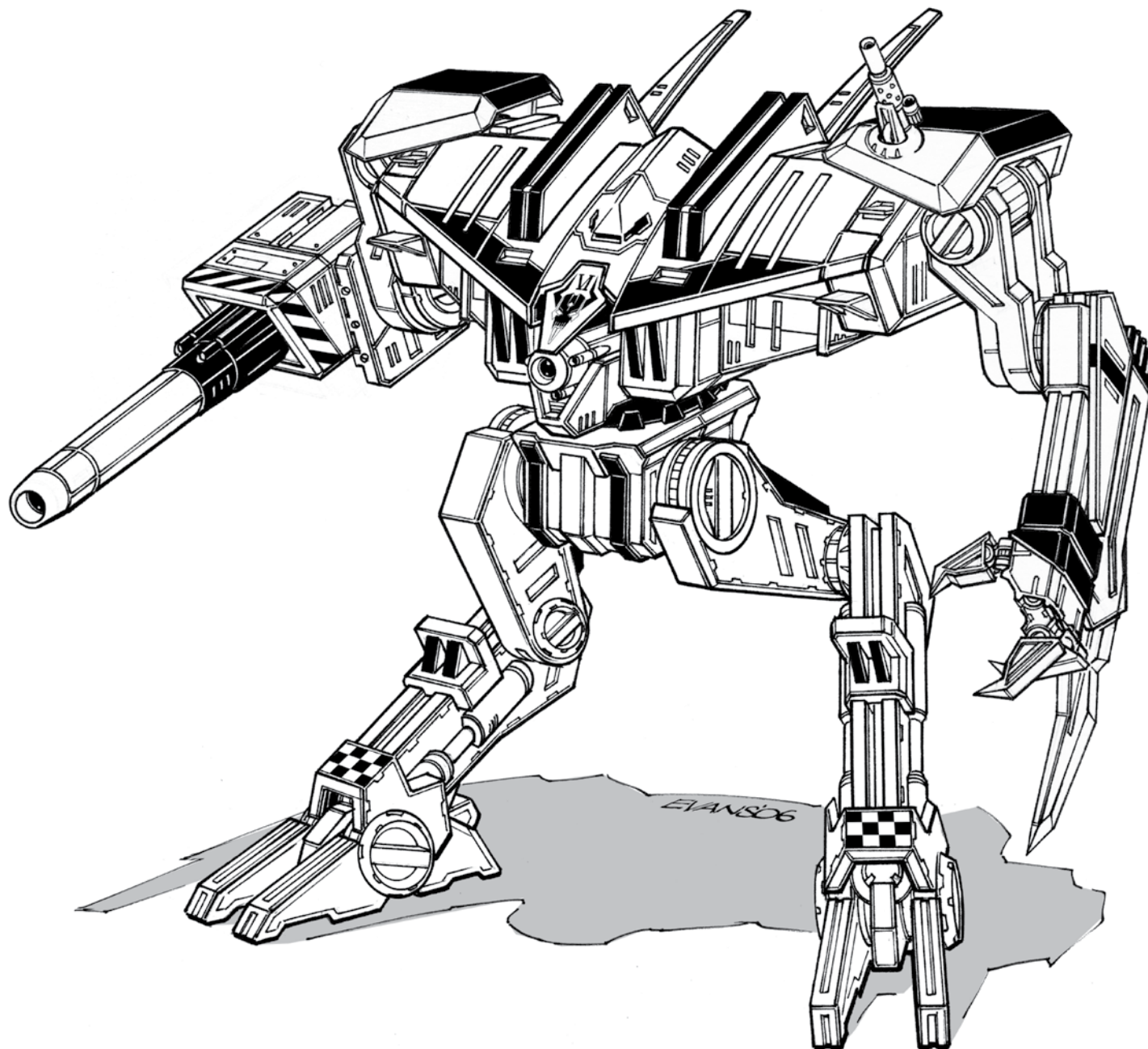
Medium Pulse Laser	RT	1	2
Small Pulse Laser	RT	1	1
3 Jump Jets	RT	3	1.5
Medium Pulse Laser	LT	1	2
Small Pulse Laser	LT	1	1
3 Jump Jets	LT	3	1.5
Snub-Nose PPC	H	2	6

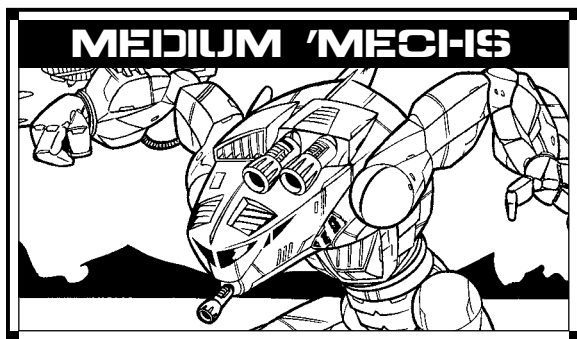
Battle Value: 1,158

Eminus (Alternate E) Weapons Configuration

Thunderbolt 15	RA	3	11
Ammo (Thunderbolt) 4	RA	1	1
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Medium Laser	LT	1	1
Rocket Launcher 10	H	1	.5

Battle Value: 1,211





Mass: 45 tons

Chassis: Ceresplex IV

Power Plant: VOX 225 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Anderson Propulsion 30

Jump Capacity: 150 meters

Armor: Starshield with CASE

Armament:

1 Mydron Excel LB 10-X Autocannon

3 Hovertec Streak SRM-2 Racks

Manufacturer: Ceres Metals Industries

Primary Factory: Capella

Communications System: CeresCom Model 21-Rs

Targeting and Tracking System: Dwyerson Mark XII

Overview

Built around the same Ceresplex IV chassis as the *Vindicator*, the *Snake* is one of several new Inner Sphere BattleMechs introduced as a counter to the fearsome Clan Elemental. Or so goes the official story.

In reality, the *Snake* was designed for maximum effectiveness against Inner Sphere battle armor. With Capellan research and development programs lagging behind the other Successor States, Chancellor Sun-Tzu Liao gave high priority to development of an anti-battle armor 'Mech. Reusing an existing chassis should have speeded up development, but the design team squandered the time bickering over the selection of weapons. Only after intervention by the Maskirovka did the surviving designers finalize their recommendations.

Capabilities

With only one weapon capable of delivering the kind of punch needed to take down a Clan Elemental, the *Snake* appears far too lightly armed for its stated role. However, against lighter Inner Sphere battle suits such as the Sloth and Infiltrator employed by the Federated Commonwealth, the combination of a Mydron Excel LB-10X autocannon and three Hovertec Streak SRM-2 launchers is extremely effective. Speed and mobility were carefully balanced against those features of the *Snake*'s intended target. Likewise, designers deemed the seven tons of armor sufficient to protect against long-range battle armor attacks.

Sharing many components with the ubiquitous *Vindicator*, the *Snake* (unlike some newer designs) has access to plentiful spare parts, and technicians enjoy working on the 'Mech. Unfortunately, the *Snake* is far from impressive when pitted against the latest Inner Sphere BattleMech designs. Lacking energy weapons, its ammunition dependence, relatively light armor and average speed require this 'Mech to fall back on its lancemates for support when facing BattleMech forces.

In some respects, the *Snake* has become obsolete now that the Capellan battle armor program is finally producing workable designs. Worse, the next generation of battle armor promises an increase in firepower against which the *Snake* could find itself under-armored.

Deployment

When the *Snake* was introduced, the Confederation had little chance of facing the Clans. With Inner Sphere battle armor still relatively rare, the *Snake* proved difficult to employ effectively. Many were relegated to anti-vehicle or infantry support roles, and some were even transferred to the Free Worlds League (where they served with the Thirtieth Marik Militia on Wing). Ceres entertained hopes of exporting the design to the Draconis Combine, but talks with the DCMS collapsed after they opted for the homegrown *Komodo* instead.

Following the formation of the Trinity Alliance, Ceres increased production. Many of the new *Snakes* are being shipped to Taurian Concordat and

Magistracy of Canopus troops fighting alongside Capellan units in St. Ives and the Chaos March.

Variants

In an attempt to find a new role for the design, Ceres has been experimenting with mounting stealth armor on the *Snake*. The repositioning of the jump jets proved a complex modification, and a Streak SRM-2 launcher had to be removed to make way for the ECM system. Known as the SNK-2B, this variant can maintain its maximum rate of fire while maneuvering, a rare feat for a 'Mech with stealth armor.

Notable MechWarriors

Sang-wei Tyler Alban: A member of the Wild Ones, the Third MAC, *Sang-wei* Alban acquired an unenviable reputation for inflicting heavy civilian casualties during the St. Ives conflict. With enemy battle armor formations few and far between, Alban and his *Snake* were relegated to rear area security duty. Denied any chance of front-line combat, Alban often loaded up with cluster ammunition and set off to "suppress insurgent activity."

Shortly after St. Ives' final surrender, Alban's gruesomely mutilated body was found in his quarters. Though Free Capella has never claimed responsibility for Alban's elimination, few doubt the organization was responsible.

Commander Amanda Lackburn: A graduate of the Liao Conservatory for Military Arts, Amanda Lackburn chose to serve with House Liao's Sixth Confederation Reserve Cavalry, where she fought alongside the Hustaing Warriors during the bitter battles in St. Ives. With a wealth of experience garnered on Inner Sphere battlefields, Lackburn returned to her native Magistracy of Canopus, where she was assigned to the 2nd Raventhir Cuirassiers.

Firmly committed to the Trinity Alliance, Lackburn has been working with her fellow warriors to integrate their tactics with those of their Capellan allies. Given the honor of piloting one of the Cuirassiers' few advanced BattleMechs for her efforts, many expect her to soon receive a battalion command.

SNK-1V SNAKE

MEDIUM 'MECHS

93

Type: **Snake**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 980

Equipment

Internal Structure:

Engine: 225 XL

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 112

Internal
Structure

Mass

4.5

5

1

3

3

7

Armor
Value

Head 3 8

Center Torso 14 16

Center Torso (rear) 6

R/L Torso 11 11

R/L Torso (rear) 4

R/L Arm 7 10

R/L Leg 11 16

Weapons

and Ammo

Location Critical Tonnage

LB 10-X AC RA 6 11

Ammo (LB-X) 20 RT 2 2

3 Streak SRM 2 LT 3 4.5

Ammo (Streak) 50 RT 1 1

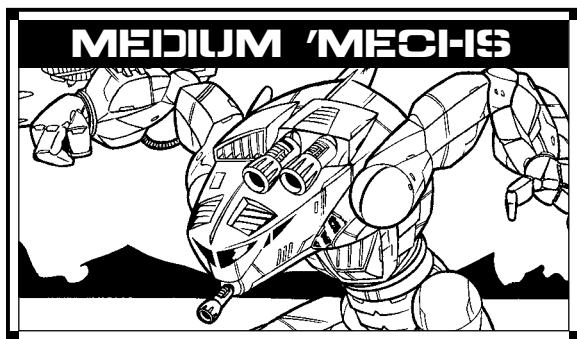
CASE RT 1 .5

Jump Jet CT 1 .5

Jump Jets RL 2 1

Jump Jets LL 2 1





Mass: 45 tons
Chassis: GM Stealth Endo Steel
Power Plant: GM 315 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: 100AFVTA
Jump Capacity: 210 meters
Armor: Durallex Medium
Armament:
1 Shannon SH-60 SRM-6 Rack
1 Federated SuperStreak SRM-2 Rack
2 Diplan M3 Medium Lasers
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Dalban HiRez with Active Probe

Overview

The 45-ton *Stealth* is one more entry on the long list of BattleMechs produced by GM over the years for the Lyran Alliance and the Federated Suns. One of the heaviest dedicated scout 'Mechs ever designed, the *Stealth's* advanced capabilities make it one of the best.

Capabilities

The *Stealth* is a dynamic medium 'Mech, widely misunderstood from the moment of its inception. A MASC system and jump jets that can propel it more than 200 meters make it faster and more maneuverable than most reconnaissance 'Mechs. Its

endo steel framework and extralight fusion engine enable it to mount substantial armor protection while carrying a heavy load of weapons and equipment.

That load-out is often mistakenly dismissed as lacking, mainly because the *Stealth* was not designed as an infighter. Its single SRM-6 and Streak-2 racks, backed up by two standard medium lasers, are designed more to discourage pursuit than to provide a heavy punch, while giving *Stealth* pilots assigned to deep-penetration raids more than enough firepower to wreak havoc in an enemy's rear areas. All that is secondary to the Beagle active probe, which, when combined with an advanced sensor and mapping suite, makes the *Stealth* an ideal recon 'Mech.

GM exhaustively tested the *Stealth* long before the first production model left the factories and received AFFC certification. Though the company considered these tests successful, after more than a decade in service some *Stealths* have developed serious stress defects in their endo steel structures.

Deployment

Since its debut, the *Stealth* has become the key-stone recon 'Mech in the AFFS and the LAAF. By far the largest users of the *Stealth* are units assigned to the Capellan March. In fact, the 'Mech received its baptism of fire in a 3054 Capellan raid into the St. Ives Compact. Striking the world of Ambergrist, the raiders spread out, expecting little opposition. They had no idea that a trial *Stealth* unit was on-planet. The attacking Capellans never saw the aptly named *Stealths*, which tracked the raiders' every move until the cavalry—in this case, the Illician Lancers' Fifty-ninth Striker—arrived. Aided by the *Stealths'* recon information, the FedCom MechWarriors called in devastating air and artillery strikes on the Capellan positions.

Rumors are still circulating that the AFFS has formed an elite commando team almost exclusively equipped with the *Stealth*. Deployment records do not support these speculations, though there were some as yet unconfirmed sightings of this unit during the FedCom Civil War in action on Capellan worlds.

Variants

Only one official variant of the *Stealth* has ever come off the production lines. The STH-2D replaces the entire weapons loadout with a Streak SRM-6 and three ER medium lasers, retaining the active probe (though a field refit in some well-equipped regiments replaces one of the lasers with a C³ slave unit or a TAG). Rumors remain rife of an experimental *Stealth* that mounts prototype reverse-engineered stealth armor along with a single weapon, likely an extended-range PPC.

Notable MechWarriors

Command Sergeant-Major James Rand Xavier Garnett: Command Sergeant-Major Garnett is a third-generation First FedSuns Armored Cavalry MechWarrior and also the regiment's first sergeant, as he has been for nearly a decade. He won the Syrtis Medal of Valor and the Diamond Sunburst for actions on Kathil. More than anyone else, he is the heart and soul of the regiment, and virtual right hand and bodyguard to its commander. Garnett also leads an ad-hoc special operations and reconnaissance group within the Armored Cavalry, which was instrumental in recapturing the city of Radcliffe and ultimately the pacification of Kathil.

Sergeant "Anxious" Andrea Reimer: Few MechWarriors have been bounced from one unit to another as many times as Sergeant Andrea Reimer. Then again, not many have the nervous tics and hyper-active nature that earned Reimer her nickname along with so many transfers. Out of a 'Mech, she looks and acts like someone with an adrenaline or sugar high coupled with a caffeine or amphetamine overdose—a fact confirmed by the accidents that seem to follow her around. Once inside her *Stealth*—the *Lightning*—she seemingly melds with the 'Mech and is nearly unstoppable, though curiously her 'Mech takes on many of her unique mannerisms.

STH-1D STEALTH

MEDIUM 'MECHS

95

Type: **Stealth**

Technology Base: Inner Sphere

Tonnage: 45

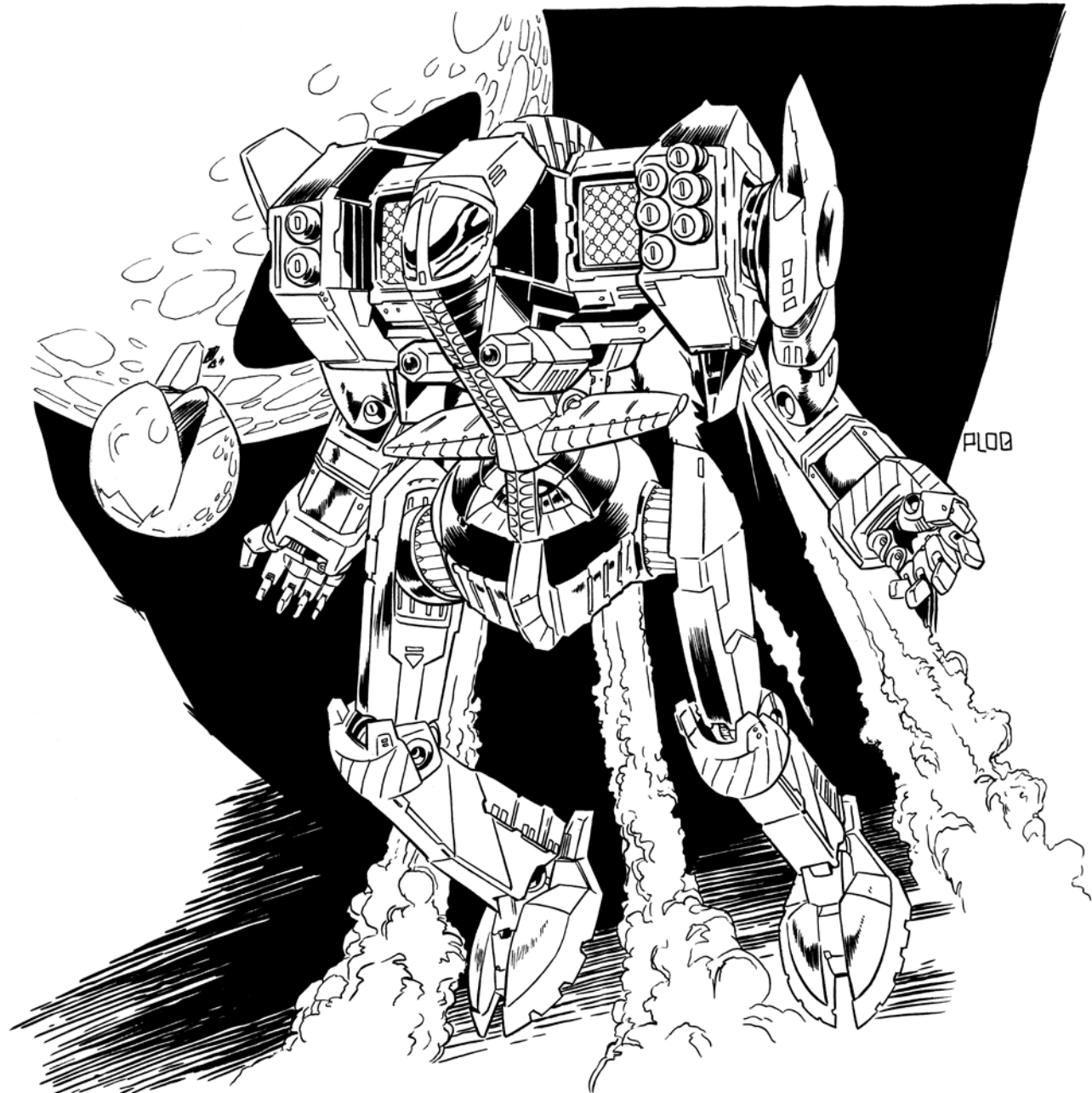
Battle Value: 1,231

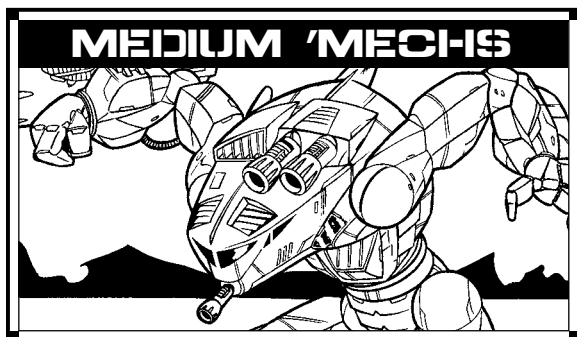
Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	315 XL	11
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	14	21
Center Torso (rear)		6
R/L Torso	11	17
R/L Torso (rear)		5
R/L Arm	7	12
R/L Leg	11	20

Weapons

and Ammo	Location	Critical	Tonnage
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
MASC	LT	2	2
Beagle Active Probe	RT	2	1.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5





Mass: 50 tons

Chassis: Coventry BTZ-VII

Power Plant: Magna 350 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro-Fibrous

Armament:

1 Defiance Thunder Ultra AC/20 Autocannon

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: TharHes Muse 54-58K

Targeting and Tracking System: Cyclops 9b

Overview

After five years of relative peace, Clan forces forged deep into the Lyran Alliance in 3058, ending their bloody campaign on Coventry. The Coventry Metal Works facility was a prime target, and though the bulk of the fighting took place more than a kilometer away from the plant, the factory suffered significant collateral damage. Combined with the loss of nearly all of its defending 'Mech force, the damage meant that CMW faced a long period of rebuilding.

One of CMW's primary products had been the *Hollander*, a 'Mech disliked by many members of the Lyran Alliance Armed Forces. Critics cited its lack of secondary weapons, poor speed, light armor, and inherent instability as weaknesses that, though minor when considered individually, combined to make the *Hollander* ineffective when facing Clan

forces head-on. The critics were vindicated by the weak performance of the *Hollanders* defending the plant against Clan Jade Falcon attackers during the Battle of Coventry.

Salvage claimed from that battle provided the spark for a new design based on the *Hollander*. Among the salvage pulled from wrecked Clan 'Mechs were a number of intact Clan autocannons, including an Ultra-20 class weapon in perfect condition. This rare item, combined with recent technological exchanges with the Free Worlds League, allowed scientists at Defiance Industries to develop a working Ultra/20 autocannon for full-scale production. First used on the upgraded Demolisher heavy tank, the weapon would soon see use in a radical new BattleMech, the *Blitzkrieg*.

Capabilities

The BTZ-3F *Blitzkrieg* addresses almost every pilot complaint about the *Hollander*. First and foremost, a massive 350 XL engine drives the 'Mech's 50-ton frame at speeds of more than 100 kph, allowing the 'Mech to outflank all but the fastest opponents. This speed is vital, because the Defiance Thunder Ultra-20 Autocannon—the *Blitzkrieg's* only weapon—has only half the effective range of the *Hollander's* Gauss rifle. However, with a potential damage curve more than twice that of the Gauss rifle, the autocannon can slice target 'Mechs in half in a matter of seconds, especially if the *Blitzkrieg* circles behind its target to hit the rear armor.

The *Blitzkrieg* is also tougher than its predecessor, with a stronger chassis and almost twice the armor protection. Combined with its high speed, this makes the newer 'Mech much more likely to survive contact with the enemy. Designers were also careful about the placement of the huge cannon on the 'Mech's frame. By placing counterweights and ammo feeds to the right of the weapon, designers ensured proper balance on uneven terrain.

Despite these improvements, the *Blitzkrieg* has only a single weapon system, and when it runs out of ammunition (which it tends to do very quickly), it must retreat behind friendly lines for resupply. Given its other design advances, however, the need to resupply is a minor weakness in an otherwise devastating fast-strike 'Mech.

Deployment

Because of cost overruns and other delays, the *Blitzkrieg* is still not in full-scale production. A lance of the new 'Mechs has been shipped to the Twenty-fourth Arcturan Guards on Barcelona for field testing. Full-scale production is due to begin in 3061. The Free Worlds League will have the option of purchasing up to 25 percent of all *Blitzkriegs* manufactured on Coventry.

BTZ-3F BLITZKRIEG

MEDIUM 'MECHS

97

Type: **Blitzkrieg**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,273

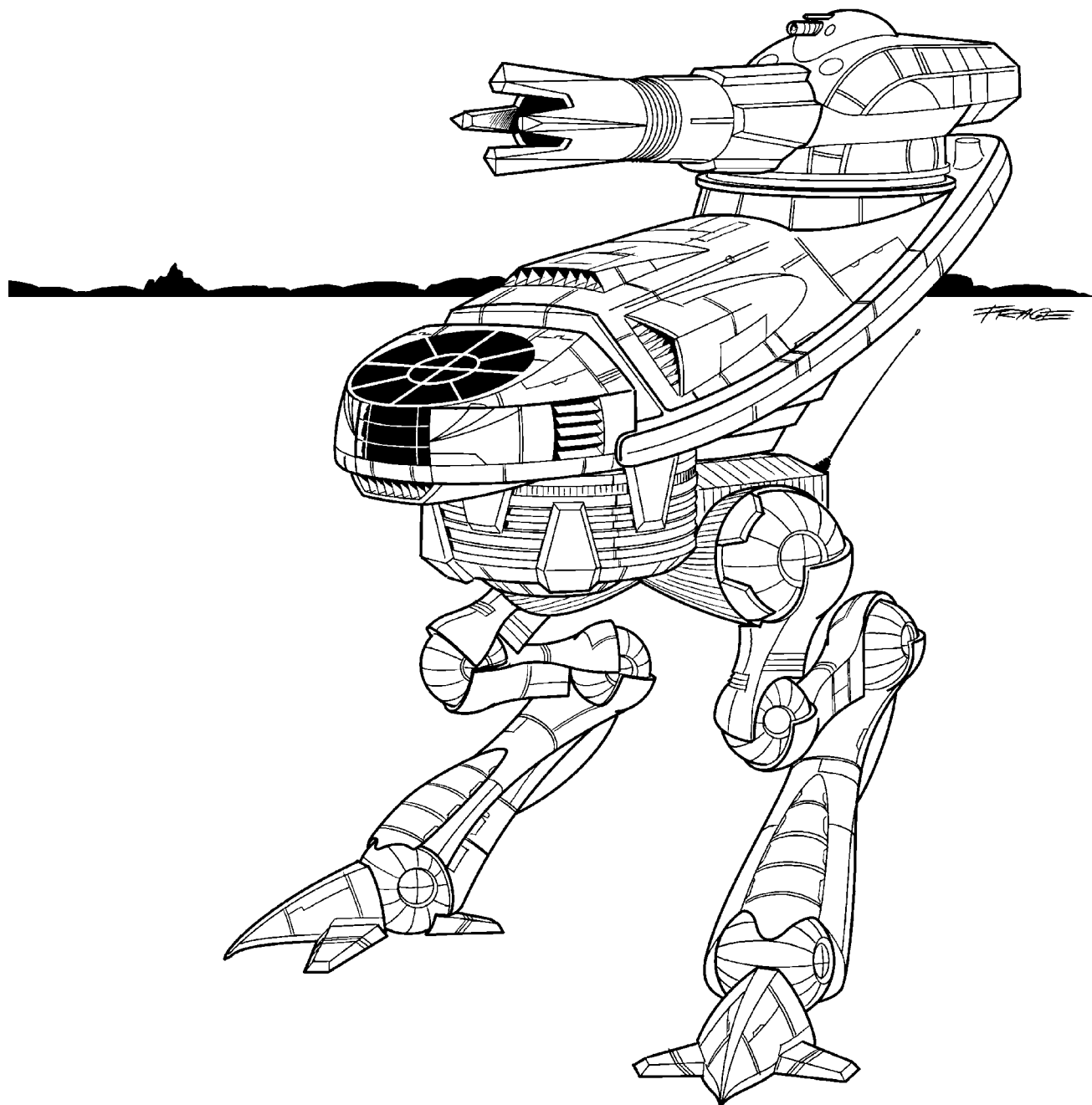
Equipment

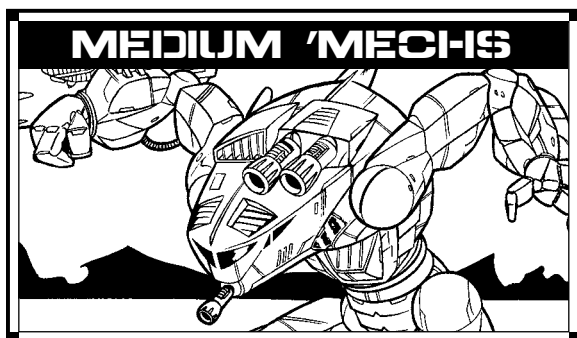
Internal Structure:	Endo Steel	Mass 2.5
Engine:	350 XL	15
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	116	6.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	16	17
Center Torso (rear)		5
R/L Torso	12	13
R/L Torso (rear)		4
R/L Arm	8	10
R/L Leg	12	16

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Ultra AC/20	LT/CT	10	15
Ammo (Ultra) 20	RT	4	4





Mass: 50 tons

Chassis: Enran TXS2A Standard

Power Plant: GM 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield Ultra-Tech Stealth

Armament:

2 Defiance 1002 Light Particle Projector
Cannons

1 BlazeFire Longshot ER Medium Laser

2 Helga Series Multiple Missile Launcher
3-Packs

Manufacturer: Defiance Industries, Earthwerks-
FWL, Inc.

Primary Factory: Hesperus II (Defiance),
Calloway VI (Earthwerks)

Communications System: Nashan Comm-i U-284
with ECM

Targeting and Tracking System: Nashan Trac
V-102 with Active Probe

Overview

Electronic warfare underwent a technical revolution with the arrival of the Clans. BattleMech sensor capabilities once again rivaled, and often surpassed, those of the best BattleMech units found in the SLDF during the Golden Age. While several new designs featured various EW components, dedicated stealth designs were unheard of outside of a handful of Blakist & Liao units.

The changing battlefields of the thirty-first century made reconnaissance and stealth far more important both tactically and strategically. In the wake of the liberation of Hesperus II from the Word of Blake, the Lyrans Alliance made the development of a dedicated EW recon unit a priority. Utilizing several of the most cutting-edge detection and anti-detection technologies, Lyrans engineers created the *Ghost*.

The process was arduous and a logistical nightmare. In order to corral and assemble the components that the *Ghost* would require, the Lyrans needed assistance with transportation and the repairs to make Defiance Industries operational once more. Help came from an unlikely quarter when the Duchy of Oriente's Earthwerks Incorporated reached out to offer aid. In return for the rights to produce the *Ghost* in their own factories, Earthwerks helped the Lyrans Alliance acquire and ship the needed parts and labor to finish both the prototype of the *Ghost* and the main Defiance facilities on Hesperus II. In fact, as of this writing, all of the Earthwerks-manufactured *Ghosts* feature Lyrans power plants. This symbiotic relationship is likely to continue for the foreseeable future as BattleMech production throughout the Inner Sphere continues at a trickle of its formerly robust pace.

Capabilities

The *Ghost* is designed around its stealth armor capabilities. Many of these were pioneered with the *Mongoose II* design, from which the *Ghost* borrowed heavily. For example, the sophisticated stealth armor, active probe and ECM suite were all directly borrowed from the *Mongoose II*.

On top of the most sophisticated electronics package of any mass-produced Inner Sphere unit to date, the *Ghost* is designed to survive. It has a top speed nearing 100 kph that keeps it on par with all but the lightest and fastest reconnaissance units. The protection offered by this speed is augmented by a hefty ten and a half tons of stealth armor. When coupled with the ECM suite and detection capabilities of the Beagle active probe, the *Ghost* is hard to detect and nearly impossible to corner or trap.

Offensively, the design features cutting-edge weaponry that allows for a wide range of combat roles. The multiple-missile launcher systems provide the 'Mech with long- and short-range firepower. Tandem light particle cannons give it a main weapon system capable of causing solid damage at respectable ranges. Finally, an extended-range medium laser serves as a versatile auxiliary weapon. While the *Ghost* may not feature overwhelming firepower, it certainly can cause enough damage to make it a fearsome deep penetration raider.

Deployment

Ready and waiting for the first *Ghosts* to roll off the assembly line were the Royal Guards regiments of the LCAF. The *Ghost* has quickly become a favorite of Lyrans commanders for its ability to disrupt enemy supply lines and command structures. In the Oriente Protectorate, the *Ghost* has been assigned to elite reconnaissance companies in the Fusiliers regiments. Technological limitations surrounding the construction of the stealth armor and an expected but ugly legal battle with manufacturers in the Capellan Confederation have kept production runs relatively small.

With production levels so low, the *Ghost* is unlikely to see widespread service anytime soon. However, in an effort to offset the high cost of *Ghost* production, Earthwerks and the Lyrans Commonwealth have made the design available for purchase. While only a handful of *Ghosts* are available each year, the design has begun to crop up in military units throughout the Inner Sphere. Rumors abound that select mercenary units have ordered the *Ghost* as well, but to date no mercenary unit has been recorded fielding one within its ranks.

Variants

In an effort to increase production numbers, the GST-11 sheds the stealth armor for conventional armor. This model is seeing heavy purchase by mercenary units.

GST-10 GHOST

MEDIUM 'MECHS

99

Type: **Ghost**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,353

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro:

Cockpit:

Armor Factor (Stealth): 168

Internal
Structure

Mass

5

9.5

4

3

3

10.5

Armor
Value

Head

3

9

Center Torso

16

21

Center Torso (rear)

10

R/L Torso

12

17

R/L Torso (rear)

7

R/L Arm

8

16

R/L Leg

12

24

Weapons

and Ammo

Location

Critical

Tonnage

ER Medium Laser

RA

1

1

Guardian ECM Suite

RA

2

1.5

Light PPC

RT

2

3

MML 3

RT

2

1.5

Ammo (MML) 40/33

RT

1

1

Light PPC

LT

2

3

MML 3

LT

2

1.5

Ammo (MML) 40/33

LT

1

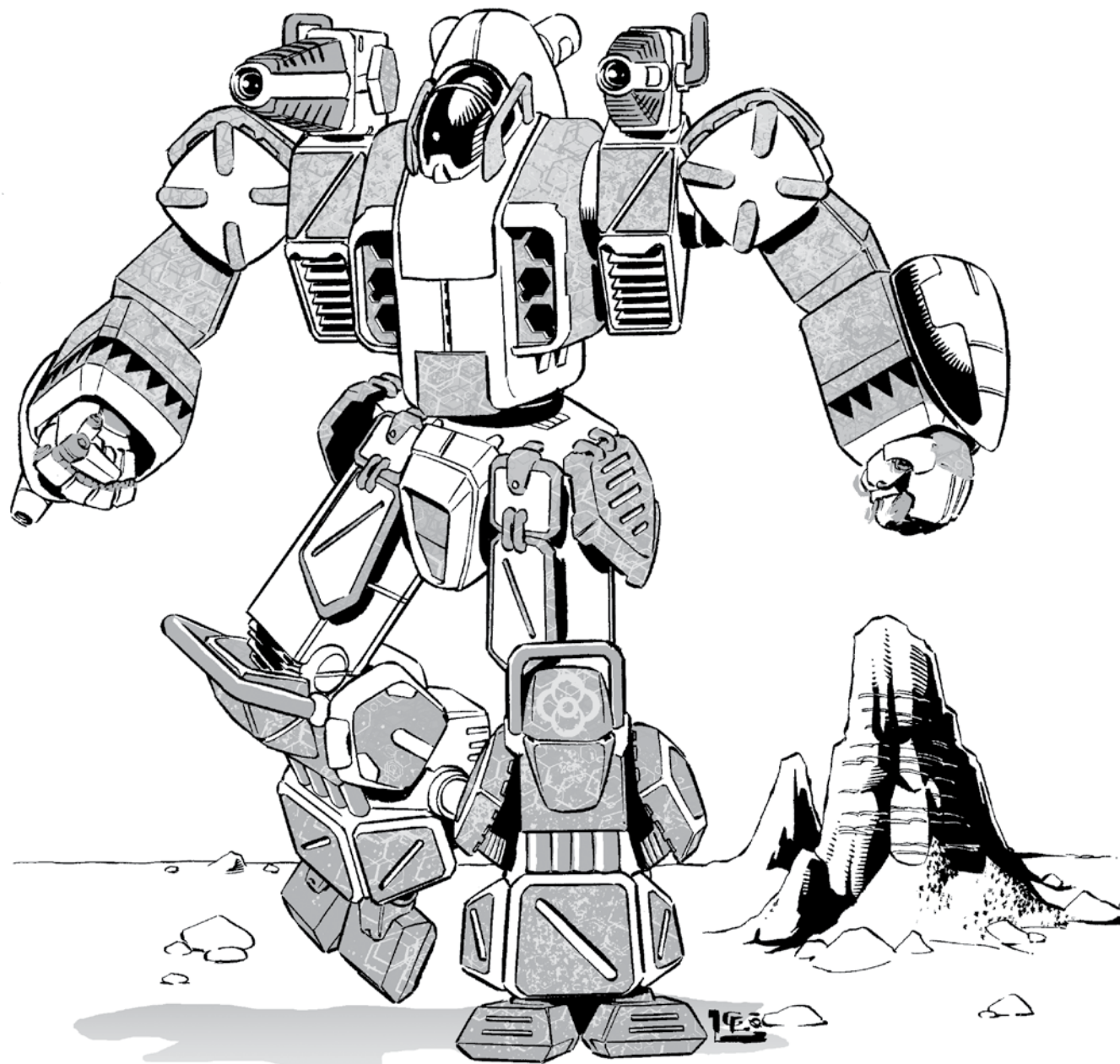
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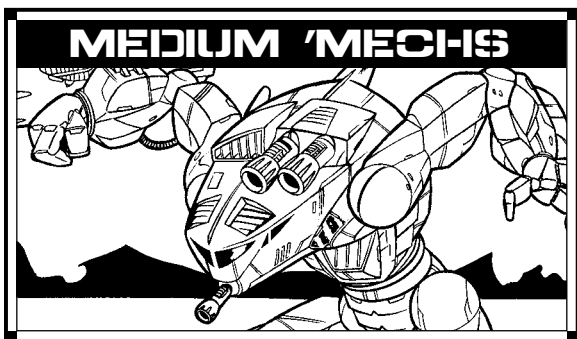
Beagle Active Probe

LA

2

1.5





Mass: 50 tons

Chassis: 2A Type 15 Endo Steel

Power Plant: Magna 350 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard II

Armament:

1 Mydron Model RC Rotary Autocannon 5

Manufacturer: Corean Enterprises, Achernar BattleMechs

Primary Factory: Augusta (Corean),
Cahokia (Achernar)

Communications System: PCE-4X "Blaster"

Targeting and Tracking System: Reginald Systems TC-A

Overview

In the mid-3060s, just as the FedCom Civil War was breaking out, Corean Enterprises formulated a new BattleMech research project. Desiring a heavier version of the venerable *Centurion* since the late 3040s, the AFFS command had never pursued the matter after the Clan Invasion of the '50s. The project was reopened once Prince Victor returned from the Clan Homeworlds.

After two years of intense testing of a new structural skeleton, the Legion Project team finally concluded that a heavier *Centurion* would not be feasible according to the parameters set by the AFFS. Rather than discard the prototype skeleton, the project changed focus to make a light, fast, effective flanker with the permission of Jackson Davion and the First Princess.

When the Word of Blake struck New Avalon in 3068, the team redoubled their efforts. Because research and testing facility 44-J2A was a well-kept DMI secret, the Word was unaware of its existence. The four prototypes were finished quickly and then field-tested in a series of local attacks against the Word of Blake Militia and attendant Forty-fourth Shadow Division. The newly-named *Legionnaire* made a name for itself in the critical defense of the Thames River, turning the tide of the battle against the Word.

One prototype and several data chips of intelligence were successfully smuggled off world in 3073 and delivered to the Corean facility on Augusta. Only one of the remaining prototypes survived the siege of New Avalon; the last one fell during the collapse of Mount Davion and the Inferno bombings of the Davion Palace that covered the Forty-fourth Shadow Division's retreat from the world in 3074. Two *Legionnaires* are reported to be undergoing a complete rebuild and have become icons to the Davion units remaining on-planet.

Impressed with the battlefield performance and easy construction of the medium 'Mech, newly promoted CEO Christopher Thompson immediately saw the value of having such a fast, quick-striking flanker available to beleaguered AFFS forces. However, because Corean had lost several facilities to the Jihad, Thompson struck a partnership deal with Achernar BattleMechs. Quickly working out the legalities, *Legionnaires* were soon walking off the assembly lines from several Achernar facilities.

Capabilities

Similar in capability and concept to the Steiner *Blitzkrieg*, the *Legionnaire* is the Davion equivalent of a 'Mech centered around a single deadly weapon. By combining the new high-speed rotary cannon with a targeting computer, the *Legionnaire* is a deadly strike and scout 'Mech. Originally designed to utilize a Beagle probe system to augment the scouting role, the idea was scrapped after the LGN-1X prototypes suffered numerous catastrophic systems failures. A cascade effect in the wiring between the targeting computer and the probe would crash the combat computer for critical seconds; one prototype went down due to an ill-opportune cascade and was subsequently destroyed by a Blakist *Toyama*.

Deployment

The *Legionnaire* can be found among the most heavily damaged of the AFFS line forces. Though not considered a versatile 'Mech, it is nevertheless well-received by Davion troops because of the inspiration it provides as a survival story from the Siege of New Avalon.

Variants

The initial prototype was intended as a scout unit and mounted a smaller rotary cannon, a Beagle probe, two extended-range medium lasers, and an additional half-ton of armor. Corean ultimately selected the LGN-2X, the prototype version of Achernar's official LGN-2D. There is little difference between the LGN-2X and LGN-2D other than cockpit display placement and slightly different internal systems.

Corean is pondering other "big gun" variants, especially the possibility of a larger-bore ultra autocannon paired with a targeting computer, but has not even built test units yet.

Notable MechWarriors

Leftenant Robert Doucette: A technician and retired MechWarrior intimately familiar with the *Legionnaire* and its capabilities, Doucette is one of the only surviving members originally assigned to Facility 44-J2A. He managed to escape from Precentor Avitue's command base, rescuing another pilot in the process. His inspired defense of the Corean facility with his LGN-2X earned him the respect of the late Jackson Davion, who submitted Doucette's name for the Sunburst Medal as one of his final actions before the Field Marshall's death.

Private Davis Pendelton: Responsible for the last-minute evacuation of a small forestry camp caught in the path of the onrushing Forty-fourth Shadow Division during the final days of the Blakist occupation of New Avalon, Pendelton managed to delay a *Toyama* from hitting the fleeing civilians. Though his *Legionnaire* was effectively combat destroyed, AFFS High Command has made it a priority to repair it from the ground up as a symbol of Davion perseverance.

LGN-2D LEGIONNAIRE

MEDIUM 'MECHS

101

Type: **Legionnaire**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,386

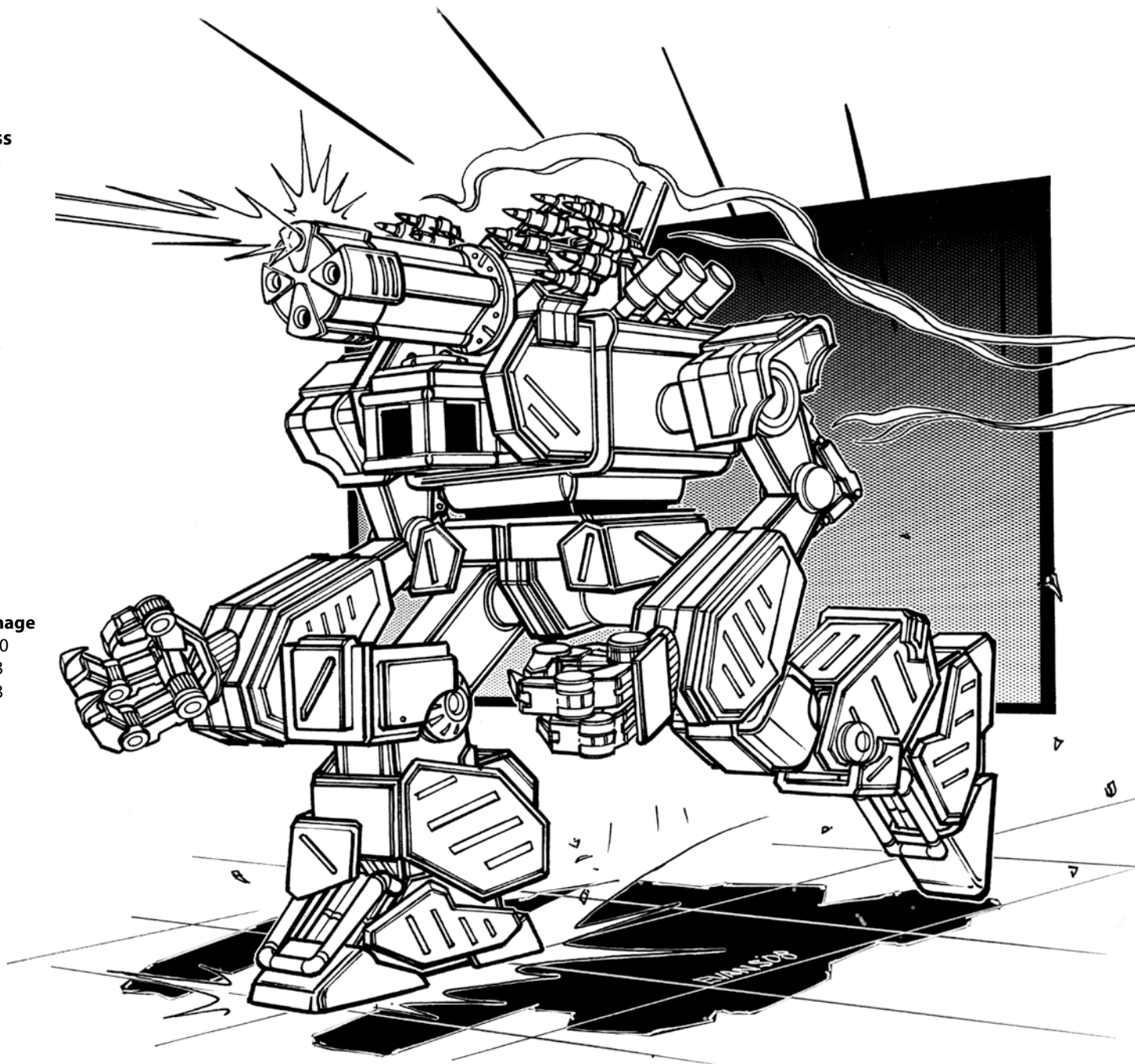
Equipment

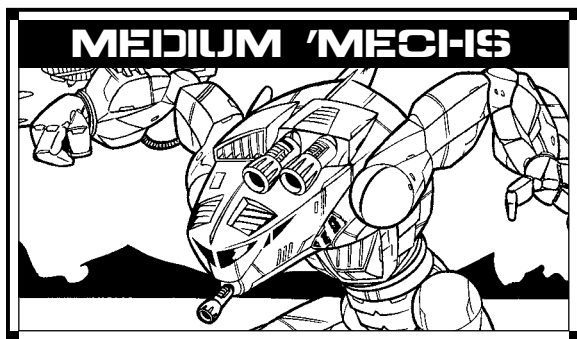
Internal Structure:	Endo Steel	Mass
Engine:	350 XL	2.5
Walking MP:	7	15
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	20
Center Torso (rear)		7
R/L Torso	12	16
R/L Torso (rear)		6
R/L Arm	8	14
R/L Leg	12	22

Weapons

and Ammo	Location	Critical	Tonnage
Rotary AC/5	RT	6	10
Ammo (RAC) 60	RT	3	3
Targeting Computer	LT	3	3





Mass: 50 tons

Chassis: Krupp 200-ES Endo Steel

Power Plant: Vlar 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph,
118 kph w/Triple Strength Myomer

Jump Jets: Rawlings 60

Jump Capacity: 180 meters

Armor: Krupp Standard Plate with CASE

Armament:

1 Blankenburg Extended Range Particle
Projector Cannon

3 Diverse Optics Sunbeam Extended Range
Medium Lasers

1 Holly Streak-4 SRM Launcher

Manufacturer: Krupp Armament Works,
Martinson Armaments

Primary Factories: Germany (200A),
Australia (200B & C), Terra

Communications System: Exeter Longscan 200
with C³i Computer

Targeting and Tracking System: Garret T12A

Overview

During Operation Odysseus, Blakist forces suffered large losses among medium 'Mechs, particularly the *Raijin*. After months of carefully researching salvaged battleROMs and hours of interviewing *Raijin* pilots who survived, Word of Blake designers identified three causes of these combat

losses: thin armor, ammunition dependence, and a lack of sufficient long-range armament. The *Raijin* carried an ER PPC, but lacked sufficient secondary weapons with comparable range. In addition, the *Raijin*'s ammunition storage bins carried too few reloads. These revelations prompted Precentor Martial St. Jamais to slate the *Raijin* for upgrading in the near future.

In designing the *Raijin II*, Blakist engineers used a process similar to the Draconis Combine's revamp of the *Wolverine*. Each existing unit in the field received upgrade packages, but with greatly simplified installation requirements to limit the units' down time. The first upgrade packages began shipping out in early June of 3066. Meanwhile, production halted at Krupp to incorporate the new upgrades. In a surprising move, Blakist engineers incorporated the Capellan Confederation's newest technology, stealth armor, in the *Raijin* 200-B and 200-C variants. Whether they obtained this technology legally from the Confederation or acquired it through another source remains unknown.

Capabilities

For the 200-A, Blakist engineers kept only the ER PPC from the original design. To this they added three extended-range medium lasers and a single Streak SRM-4, reducing the space needed for ammunition storage. They also incorporated the new C³i system for better unit integration. In addition, the *Raijin II* incorporates an endo steel frame, with a double heat sink to deal with the extra heat generated by the lasers. The designers used triple-strength myomer to increase the 'Mech's speed. Eleven tons of standard armor replaced the original's ferro-fibrous armor, completely altering the look of the *Raijin*.

Deployment

All *Raijins* currently assigned to Blake Militia divisions received 200-A upgrades, while the First and Sixth Divisions received the bulk of the 200-B and 200-C variants.

Variants

Variants 200-B and -C both include the new light engine and stealth armor. The 200-B variant is a heavy recon unit carrying four medium lasers, a single small laser, and electronic detection and jamming systems, including a TAG unit. The 200-C resembles the 200-A, but carries no missile weapons and only two medium lasers.

Type: **Raijin II**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,763

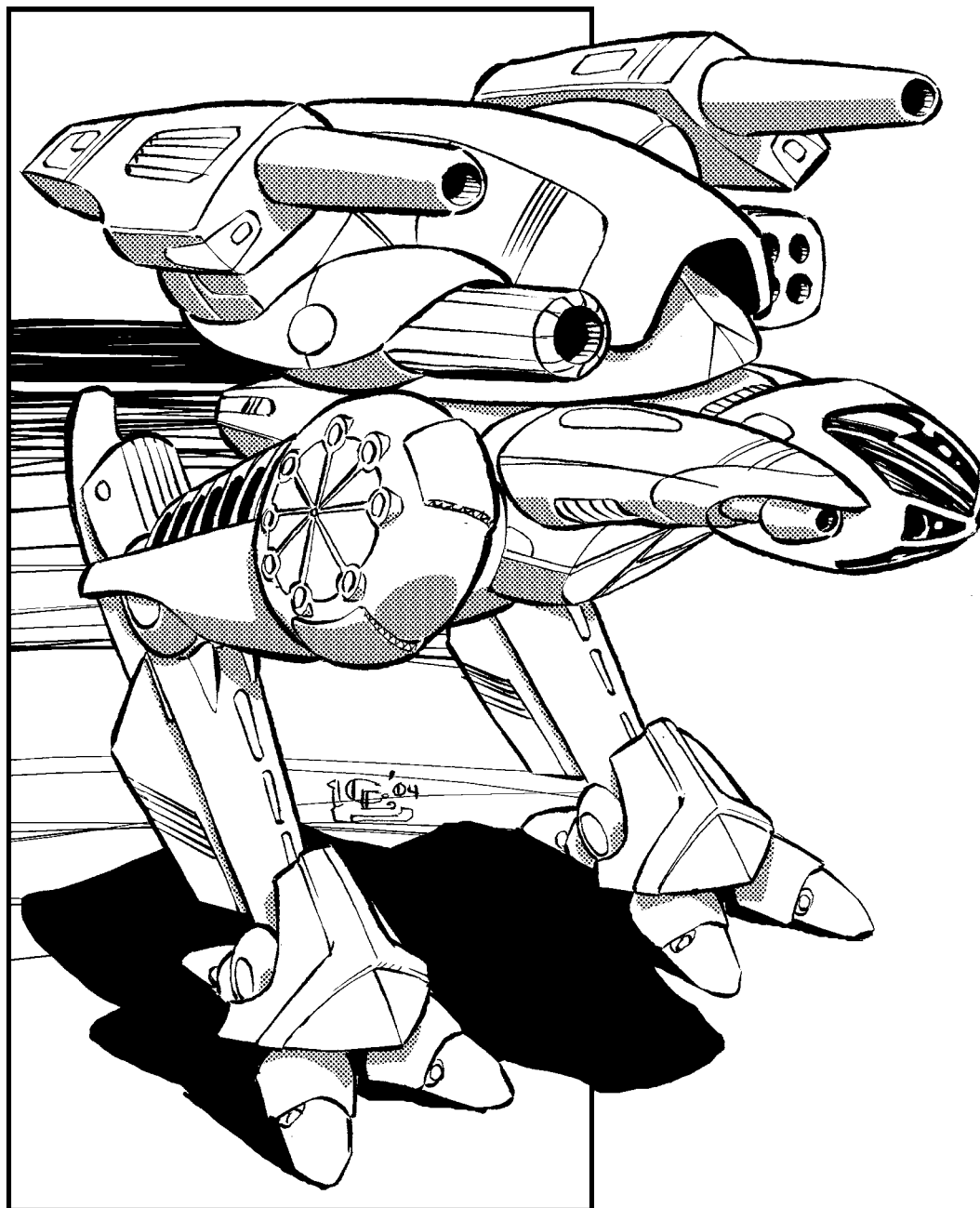
Equipment

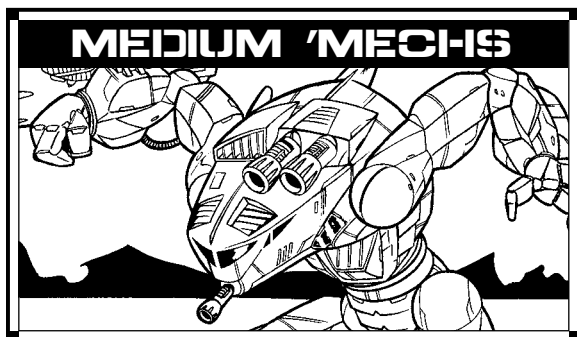
Internal Structure:	Endo Steel	Mass 2.5
Engine:	300 XL	9.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	169	11

	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	24

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
ER PPC	RT	3	7
Streak SRM 4	LT	1	3
Ammo (Streak) 25	LT	1	1
ER Medium Laser	H	1	1
C ³ i Computer	CT	2	2.5
CASE	LT	1	.5
Triple-Strength Myomer	RA/LA/RL/LL	1/1/2/2	0
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 50 tons

Chassis: Foundation E50 Endo Steel

Power Plant: GM 300 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 50

Jump Capacity: 180 meters

Armor: Maximillian 100

Armament:

1 Defiance Shredder LB 2-X Autocannon

1 TharHes Thunderbolt 12 Large Pulse Laser

1 Defiance Model XII Extended Range

Medium Laser

2 Diverse Optics Extended Range Small Lasers

1 Harvester 20K SRM-6 Launcher

Manufacturer: Defiance Industries

Primary Factory: Furillo

Communications System: Neil 6000-g

Targeting and Tracking System: RCA Instatrac
Mark XXII

Overview

Defiance Industries has long been one of the primary driving forces behind advancements in military technology, and not only within the Lyran State. The corporation's plants on Hesperus II are probably the most famous in the Inner Sphere, but its facilities on Furillo, though unable to produce the sheer volumes of equipment that the Hesperus plants do, are no less capable. Furillo's general manager, Duke Thelonius Gracchi, felt nonetheless that even within Defiance his divisions

were considered second-rate. In an effort to boost Defiance-Furillo's image and increase morale among his thousands of employees, he commissioned the *Uziel* and personally sold the new 'Mech to units within both the LAAF and the AFFC.

Capabilities

The *Uziel* is not a groundbreaking BattleMech design, especially when compared with some of the new designs to come out of Hesperus II. It does, however, incorporate several newly developed weapon systems into an effective combat package. The main production version is designed for 'Mech units that specialize in harassment. Its LB 2-X autocannon gives it the ability to reach out and damage an enemy from extreme ranges. Though the weapon does relatively little damage, it is ideal for hit-and-fade tactics, arresting the enemy's attention and either driving them into a trap or simply harassing them from afar. The *Uziel*, however, is not primarily a ranged-attack 'Mech. It mounts a battery of various-class lasers as well as an SRM 6 launcher, giving it a short-range barrage that is tough to beat in an Inner Sphere 'Mech of its size.

Though the Furillo plant and its *Uziel* are still looked down upon by many within both the LAAF and Defiance, the 'Mech was in great demand during the Fifteenth Battle for Hesperus. With Furillo just two jumps away, forces on both sides of the fight clamored for reinforcements while Defiance's board of directors demanded that Gracchi send as many new 'Mechs as possible to aid in the defense of his sister divisions. More than one newscast from the planet prominently featured the *Uziel* standing guard in front of Defiance's mountain entrances, so while the company as a whole is still spending most of their resources on Hesperus II, the Furillo plant has been buried in orders for their new 'Mech.

Deployment

Like just about every other BattleMech debuted during the Civil War, the *Uziel* has found its way into dozens of different units, most of whom would never have requested or received any in the first place. Quite a few have also found their way into the Lyran Regulars regiments, though that is more by accident than by intention.

Variants

Defiance produces one variant, a configuration based on their original prototype that bears little resemblance to the primary model. The 2S mounts paired standard PPCs and machine guns along with a Beagle active probe and the Harvester SRM pack. It is only produced in limited quantities, but does give potential customers the option of buying a powerful reconnaissance 'Mech.

UZL-3S UZIEL

MEDIUM 'MECHS

105

Type: **Uziel**

Technology Base: Inner Sphere

Tonnage: 50

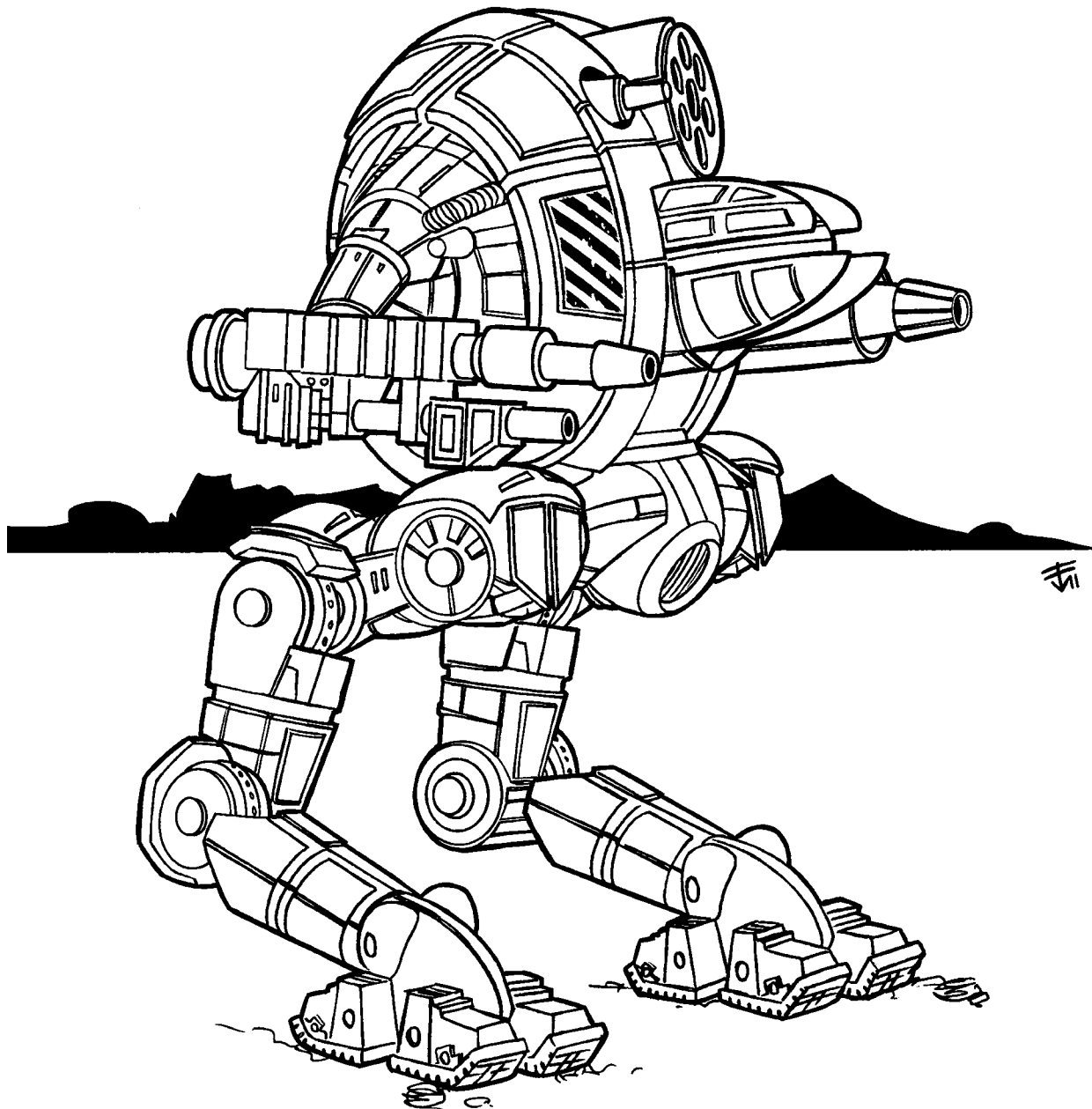
Battle Value: 1,189

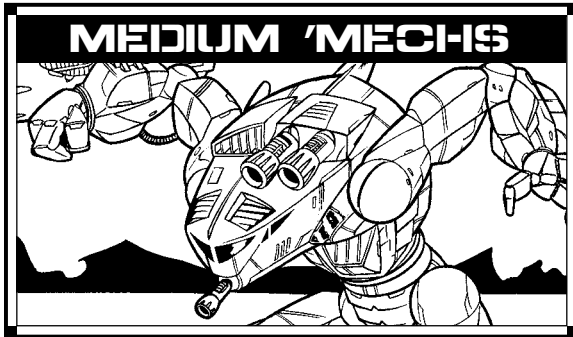
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	300 XL	2.5
Walking MP:	6	9.5
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	17
Center Torso (rear)		6
R/L Torso	12	14
R/L Torso (rear)		4
R/L Arm	8	12
R/L Leg	12	18

Weapons and Ammo

	Location	Critical	Tonnage
LB 2-X AC	RA	4	6
Ammo (LB-X) 45	RT	1	1
ER Medium Laser	RA	1	1
Large Pulse Laser	LA	2	7
ER Small Laser	RT	1	.5
ER Small Laser	LT	1	.5
SRM 6	CT	2	3
Ammo (SRM) 15	RT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 55 tons

Chassis: Standard

Power Plant: VOX 330 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon FWL Special Ferro-Fibrous

Armament:

1 Irian Weapon Works 60mm

SRM-6 Launcher with Artemis FCS

1 Diverse Optics Sunbeam V

Extended Range Large Laser

4 Diverse Optics Type 18 Medium Lasers

1 Starflash Medium Pulse Laser

Manufacturer:

Gibson Federated BattleMechs

Primary Factory: Gibson

Communications System: Easy Talk 2

Targeting and Tracking System: RCA Instatrac

Mark XIII with Artemis IV system

Overview

After their arrival on Gibson, the Word of Blake armed forces had far more pilots than 'Mechs. To solve this problem, Precenator Martial Trent Arian called for the mass production of several new 'Mech designs using materials produced in the Free Worlds League.

One design rushed into production was the *Buccaneer*, a prototype ComStar 'Mech that had yet to be manufactured on Terra. After a swift redesign to accommodate League-produced parts, the 'Mech went through an accelerated trial program and entered production in late 3055.

Capabilities

Built around a compact VOX 330 XL engine, the *Buccaneer* has above-average maneuverability for its size and is capable of speeds up to 95 kph. When forced by weight restrictions to choose between jump jets and additional weapons and armor, the designers chose the latter; consequently, the *Buccaneer* is a sturdy opponent on the battlefield.

Intended for close combat in cities and other restricted terrain, the *Buccaneer* carries a hatchet in its left hand. This weapon, built around an ultra-dense core of depleted uranium, allows the *Buccaneer* to severely damage opponents within arm's reach. A battery of lasers and an Irian Weapon Works 60mm SRM launcher provide additional close-in support. The *Buccaneer's* major long-range weapon, a Diverse Optics Sunbeam extended-range large laser, makes overheating a problem, but compensates for this with its ability to do damage at long distances.

Deployment

The Word of Blake has given several *Buccaneers* to the Free Worlds League as part of an ongoing technology exchange, but the majority of these 'Mechs remain in service with the Word of Blake Militia. The first units saw action in the Nestor campaign, in which the Blake Militia defeated the 21st Centauri Lancers.

The 'Mech's first real test came during the Terra campaign, with several deployed in task forces Steel, Silver, and Brass. The most notable was piloted by Adept Will Clark in the Sandhurst campaign; Adept Clark accounted for three Com Guard BattleMechs in the twenty-two hours of near-continuous fighting that raged across the southern British Isles.

BCN-3R BUCCANEER

MEDIUM 'MECHS

107

Type: **Buccaneer**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,434

Equipment

Internal Structure:

Engine: 330 XL

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 4

Cockpit: 3

Armor Factor (Ferro): 179

Internal
Structure

Armor
Value

Head 3 9

Center Torso 18 27

Center Torso (rear) 9 9

R/L Torso 13 19

R/L Torso (rear) 6 6

R/L Arm 9 17

R/L Leg 13 25

Weapons

and Ammo

Location Critical Tonnage

Hatchet LA 4 4

SRM 6 LT 2 3

Artemis IV FCS LT 1 1

Ammo (SRM) 15 LT 1 1

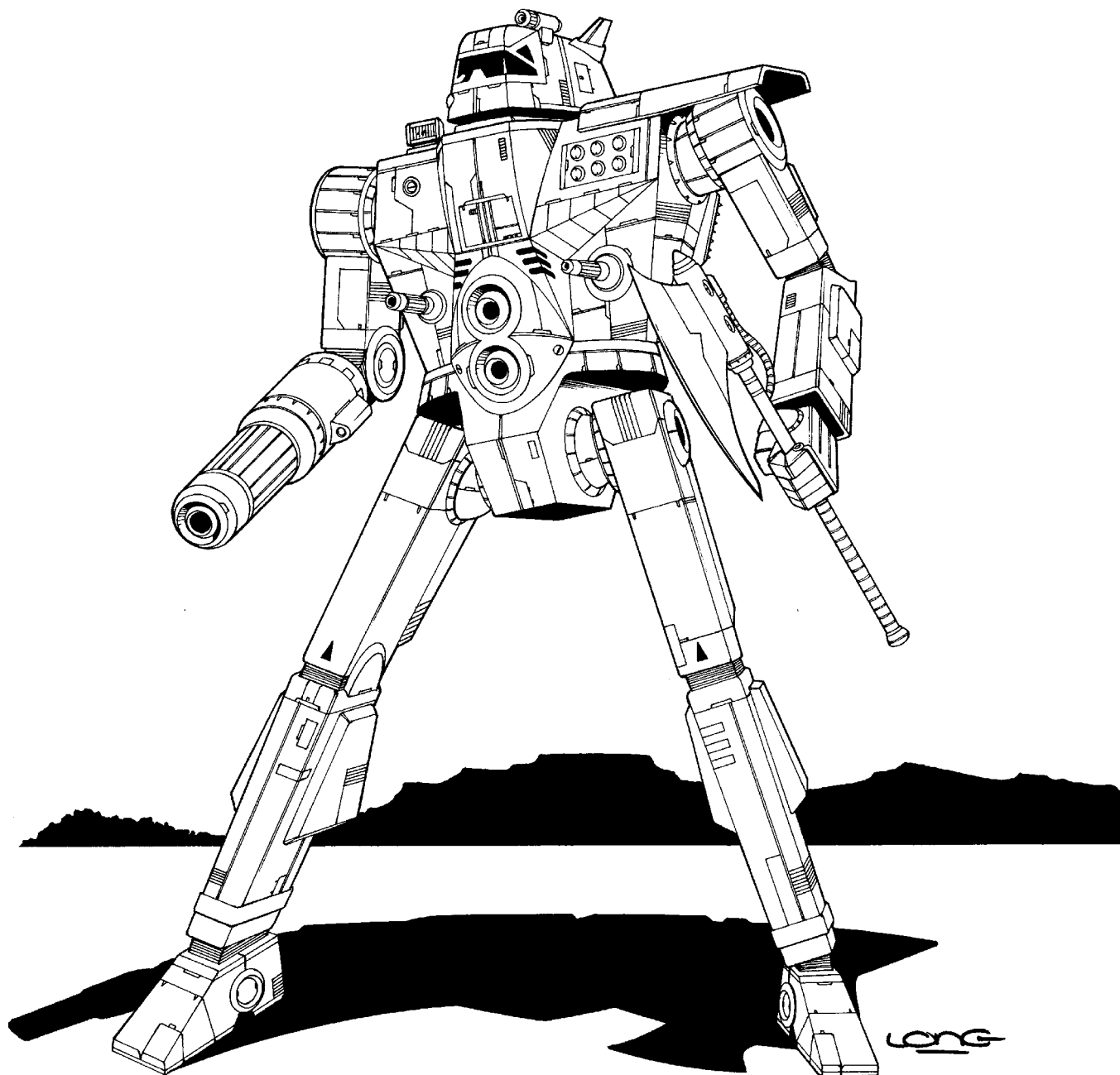
ER Large Laser RA 2 5

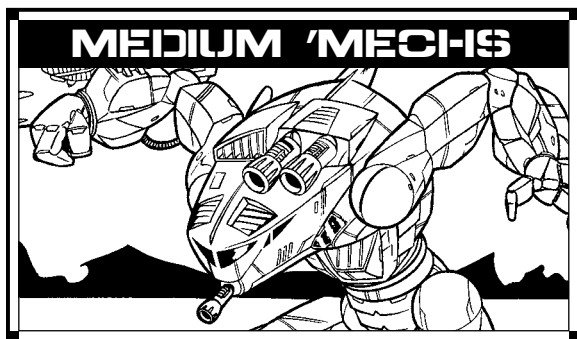
Medium Laser H 1 1

2 Medium Lasers CT 2 2

Medium Laser RT 1 1

Medium Pulse Laser LT 1 2





Mass: 55 tons

Chassis: Earthwerks GRF Endo Steel

Power Plant: Defiance 275 Light Fusion Engine

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Rawlings 55

Jump Capacity: 150 meters

Armor: Starshield A with CASE

Armament:

1 Defiance 1001 Particle Projection Cannon

2 RAMTech 1500Z Extended Range

Medium Lasers

1 Coventry StarFire Long Range Missile Pack 15
with Artemis

Manufacturer: Defiance Industries, Kallon Weapons
Industries, Victory Industries

Primary Factories: Hesperus II, Talon, Marduk

Communications System: Neil 6000

Targeting and Tracking System: RCA Instatrak
Mark X

Overview

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

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

Capabilities

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

Deployment

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

Variants

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

GRF-6S GRIFFIN

MEDIUM 'MECHS

109

Type: **Griffin**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,461

Equipment

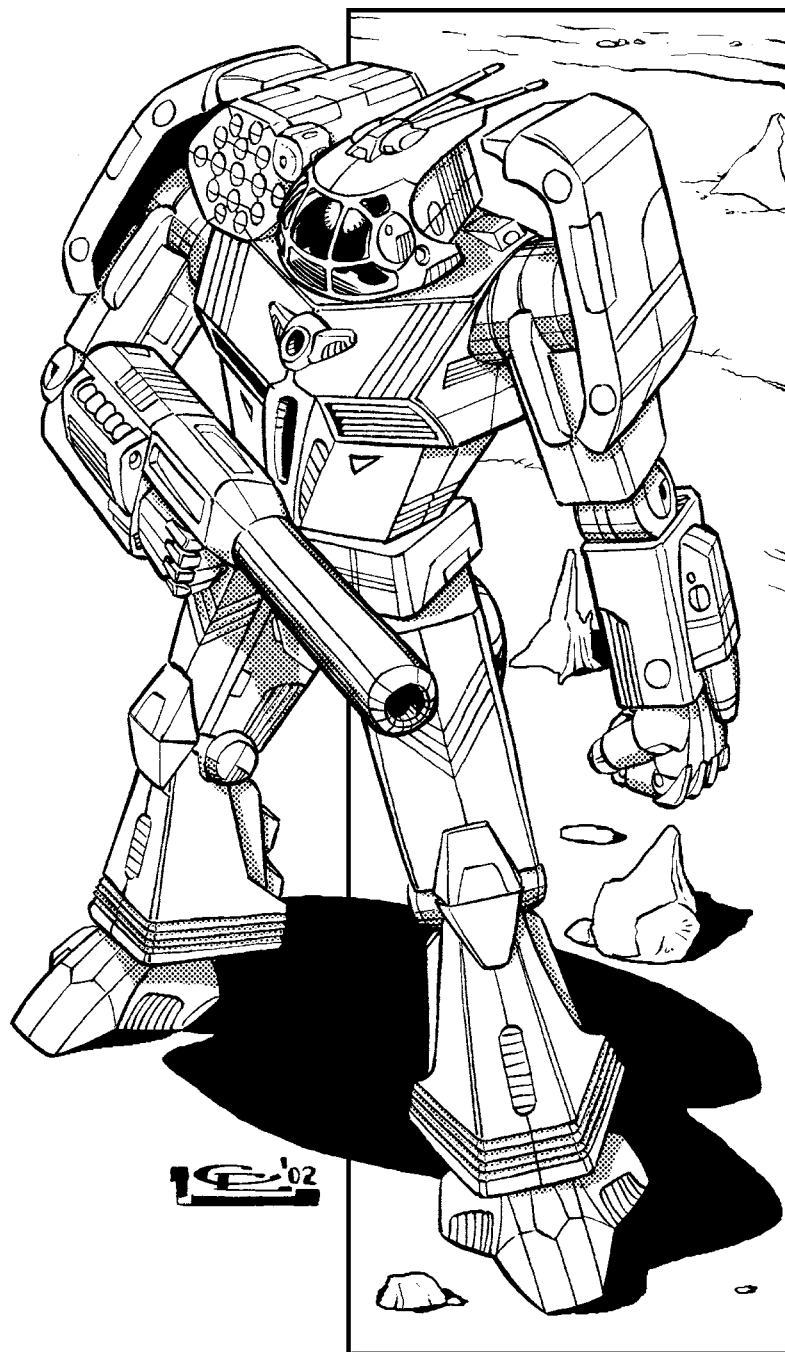
		Mass
Internal Structure:	Endo Steel	3
Engine:	275 Light	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	185	12

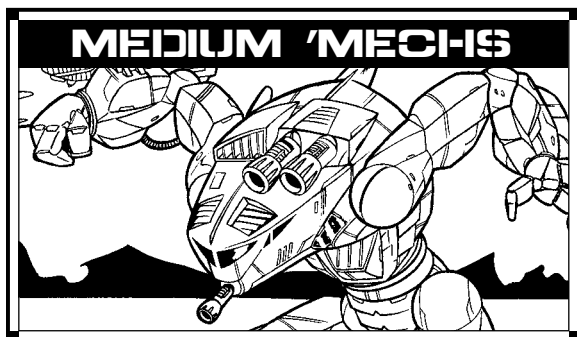
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	27
Center Torso (rear)		9
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
ER Medium Laser	LA	1	1
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
ER Medium Laser	CT	1	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
CASE	RT	1	.5

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.





Mass: 55 tons

Chassis: Gigi 200

Power Plant: Core Tek 275 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard 3056 Ferro-Fibrous

Armament:

1 Holly LRM-20 Rack

1 Holly SRM-6 Rack

1 Blankenburg Extended Range Large Laser

1 McArthur II Anti-Missile System

1 Blankenburg Medium Pulse Laser

Manufacturer: Blankenburg Technologies

Primary Factories: Germany, Terra

Communications System: Marshall 333

Targeting and Tracking System: O/P Scanoptics
400BP

Overview

Until the Clan invasion and the crucible of Tukayyid, ComStar's military force never suffered sufficient losses to undertake full-scale BattleMech production. Instead, replacement machines came from the Star League-era 'Mechs that ComStar had stored away. Major battlefield losses on Tukayyid, however, along with post-Schism defections to the Word of Blake Militia, forced ComStar to begin a massive rebuilding program to replenish its numbers with a new generation of BattleMechs. Blankenburg's

plant on Terra was the first factory to begin full production, churning out new designs with the *Grim Reaper* leading the class.

Capabilities

The *Grim Reaper*'s greatest strength lies in its weapons mix. The LRM-20 rack and extended-range large laser enable the *Reaper* to wear down any target at long range, as well as providing long-range fire support. The 'Mech is even deadlier at short range, with an SRM-6 and a medium pulse laser. Missile ammunitions are stored in the CASE-equipped left torso.

Deployment

The *Grim Reaper* has performed remarkably well in its few recorded combat operations. During Operation Odysseus, remnants of the Com Guards' 201st Division—a Level II comprised mostly of *Grim Reapers*—faced elements of the Shadow Lancers' Alpha Battalion in Central Africa. The Lancers were a mixed force of armor and infantry, supported by a *Black Knight* and *Bombardier*.

The Com Guards found themselves in a gully with the enemy holding the high ground. Caught in a classic ambush, they held their position amid heavy weapons fire from the Lancers. When the *Black Knight* and the *Bombardier* attempted to close off their avenue of retreat, four *Grim Reapers* turned to face the new threat. A *Nexus* and a *Raijin* from the 201st moved forward to face the Lancer vehicles and infantry, while the *Grim Reapers* charged the Blakist 'Mechs. One *Grim Reaper*, inundated with PPC and laser fire, suffered a catastrophic engine hit and disintegrated. The three remaining *Reapers* pressed forward and concentrated their attack on the *Black Knight*. In minutes, they reduced it to molten scrap metal, then closed on the *Bombardier* and exchanged three volleys before the heavy 'Mech exploded. The remaining Com Guards escaped into the surrounding jungle.

Currently, all Com Guard and Word of Blake Militia divisions deploy a moderate number of *Reapers*. The new Blakist-manufactured variants

will replace the older variants and are expected to be completed by the summer of 3067. The original PR29 remains in production, mostly for sale to mercenary units.

Variants

Late in 3065, Cameron St. Jamais turned to Giovanni De la Sangre to help upgrade the *Grim Reaper*. Vicore was on Terra at the time, upgrading all factories for manufacturing the new Project Phoenix 'Mechs.

In early 3066, production began in earnest on the new variants. The PR30 replaces the extended-range large laser with an extended-range PPC, the medium pulse laser with an extended-range version and the LRM-20 with an Artemis-equipped LRM-15, while removing the AMS. Vicore designers swapped out the standard Holly SRM-6 launcher for a new Streak SRM-6 and installed C³ for better command-and-control integration. They also installed triple-strength myomer, recently acquired from the Capellans, to help deal with the extra heat and enhance the 'Mech's performance.

The PR31 swaps the LRM-15 and Streak SRM-6 for an LRM-20 with an Artemis IV fire-control system and two tons of ammo. This variant also carries a rear-facing, extended-range small laser to protect the 'Mech's "six."

Notable MechWarriors

Demi-Precentor Rebek Craines: Demi-Precentor Rebek Craines is an institution unto herself. Always the practical joker, she enjoys spamming HPG messages, none of which have yet been traced directly to her. In the cockpit, however, she turns deadly serious. Among other feats, she almost single-handedly saved her command during the disastrous attempt to capture Dr. Rick Raisley when they faced the DropShip Irregulars on Acamar. Along with a promotion, Demi-Precentor Craines was the first to receive a new PR30, which she christened "Blue Marsupial."

GRM-R-PR29 GRIM REAPER

MEDIUM 'MECHS

111

Type: **Grim Reaper**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,469

Equipment

Internal Structure:

Engine: 275 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 188

Internal
Structure

Armor
Value

Head 3

Center Torso 18

Center Torso (rear) 10

R/L Torso 13

R/L Torso (rear) 8

R/L Arm 9

R/L Leg 13

Weapons

and Ammo

Location Critical Tonnage

LRM 20 RT 5 10

Ammo (LRM) 12 RT 2 2

SRM 6 LA 2 3

Ammo (SRM) 15 LT 1 1

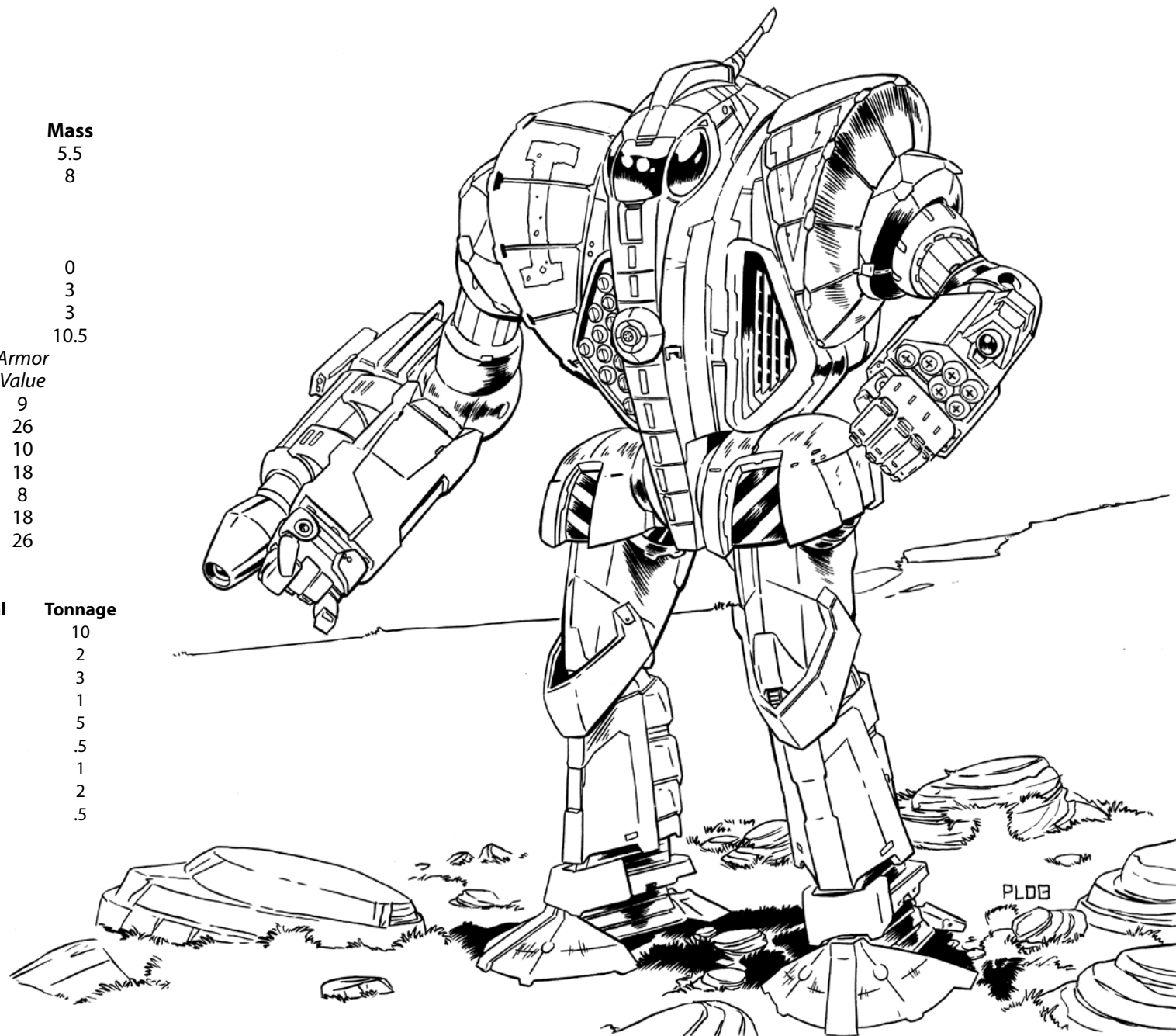
ER Large Laser RA 2 5

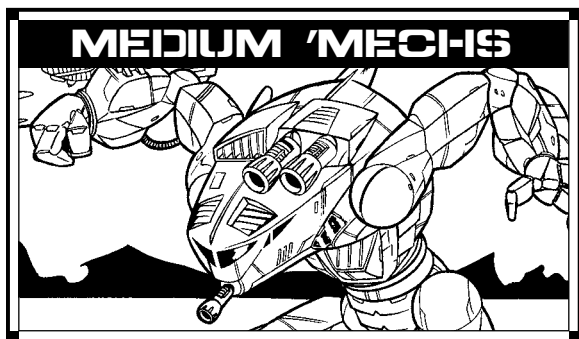
Anti-Missile System CT 1 .5

Ammo (AMS) 12 RT 1 1

Medium Pulse Laser LA 1 2

CASE LT 1 .5





Mass: 55 tons

Chassis: Geometric 33B Endo Steel

Power Plant: LTV 385 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Strasbourg Armaments Type 4
Ferro-Fibrous

Armament:

1 Tronel XIII Large Pulse Laser

2 Diverse Optics Extended Range Medium Lasers

1 Diverse Optics Extended Range Small Laser

Manufacturer: Martinson Armaments

Primary Factory: Australia, Terra

Communications System: Blow 107 Net
(Improved)

Targeting and Tracking System: Scope 3580
with Targeting Computer

Overview

When Precentor Martial St. Jamais of the Word of Blake Militia needed a new heavy scout 'Mech, he turned to Martinson Armaments. They had already produced successful designs in the *Spartan* and *Initiate* BattleMechs, and were eager to take on the task of creating a medium-class 'Mech capable of high speeds as well as carrying heavy armor and weaponry sufficient for both attack and protection. The Precentor Martial approved their new design, which they called the *Lightray*, for production in 3064. Assembly was started soon after.

While that first production run was being manufactured, however, the civil war between the Federated Commonwealth and Lyran Alliance was heating up. Taking advantage of the two Houses' preoccupation with each other, ROM agents made successful attempts to steal new technology from each. From the Federated Suns came targeting computer technology derived from captured Clan plans and materials. Anxious to put this new technology to use, the Precentor Martial ordered an alteration to the *Lightray*, removing some weaponry to include a targeting computer. The assembly lines were retooled, and all *Lightrays* produced since have carried the stolen Davion technology.

Capabilities

The *Lightray* is much faster than most other BattleMechs its size, able to reach a top speed of nearly 120 kilometers per hour in open areas. This is due to its enormous 385 LTV extra-light engine, the largest manufactured for use in 55-ton 'Mechs. The high speed makes the *Lightray* an effective scout and harasser, though it lacks jump capability.

The weaponry it carries is quite effective as well. The Tronel large pulse laser is extremely accurate when used with the targeting computer, and the backup firepower of two ER medium lasers and an ER small laser benefit from the targeting equipment as well. Though the *Lightray* carries fewer weapons than many medium 'Mechs, it tends to hit more often with those it does have. Tests and battle simulations have shown this to be the case, but performance in actual combat has yet to be evaluated.

Deployment

Lightrays have been sent to every Militia Division, though the Fourth Division has received the bulk of them, having been given the order to test them more thoroughly.

Variants

Currently, there are two known *Lightray* variants. The first comes from the first production run produced, before the targeting computer was added. It carried two SRM-2s and a single ton of ammunition. The second variant was quickly fielded when numerous MechWarriors complained about the lack of ranged weaponry, regardless of the *Lightray's* speed; this variant replaces the large pulse laser with an ER PPC.

LGH-4W LIGHTRAY

MEDIUM 'MECHS

113

Type: **Lightray**

Technology Base: Inner Sphere

Tonnage: 55

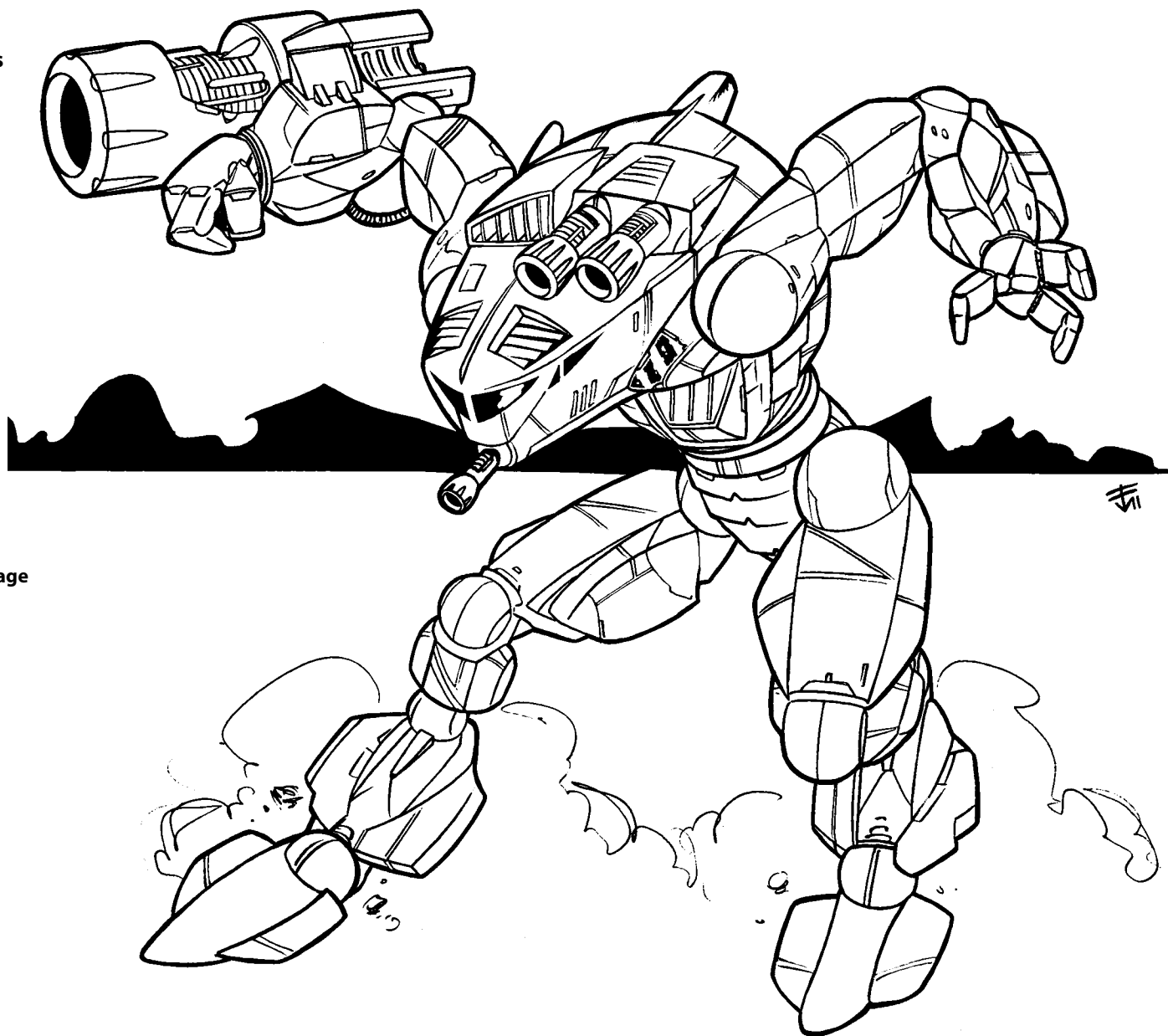
Battle Value: 1,450

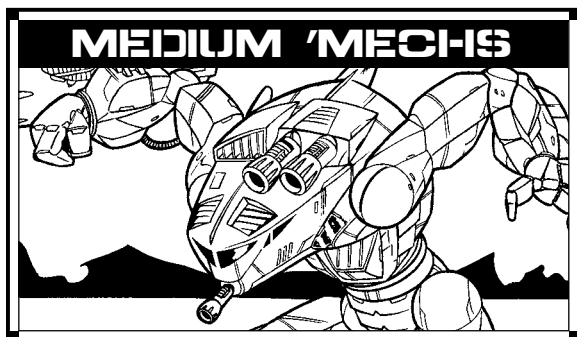
Equipment

Internal Structure:	Endo Steel	3
Engine:	385 XL	22
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	185	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	26
Center Torso (rear)		10
R/L Torso	13	19
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	26

Weapons

and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
Targeting Computer	RT	3	3
2 ER Medium Lasers	LT	2	2
ER Small Laser	CT	1	.5





Mass: 55 tons
Chassis: Endo Steel
Power Plant: 330 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph, 129 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Industries Series 9
Armament:
 17 tons of pod space available
Manufacturer: Hellespont Industrials
Primary Factory: Sian
Communications System: Unknown
Targeting and Tracking System:
 Beagle Active Probe

Overview

The first Capellan-produced OmniMech, the *Men Shen* is based on the successful *Raven* design. Hellespont Industries, which also produces the *Raven*, acquired the necessary technology through trade agreements with Kali Yama Weapons Industries of the Free Worlds League. The *Men Shen* also relies heavily on advanced sensor and ECM technologies. The 'Mech was named by Chancellor Sun-Tzu Liao in a speech at the 'Mech's unveiling, when he said that "this new OmniMech will act as a *men shen* for the Confederation, protecting us from all enemies." *Men shen* are door gods from ancient China who are said to protect houses from evil.

Capabilities

With its fast speed and Beagle active probe, the *Men Shen* makes a perfect scout, though its considerable firepower and solid armor protection also allow it to hold its own in a stand-up fight. Four medium pulse lasers and an LRM-15, augmented by the Artemis IV fire-control system, make the primary configuration of the *Men Shen* a dangerous opponent at all ranges. The 'Mech's other configurations are equally dangerous regardless of range, except for the C variant, which is designed for close-in assaults and carries a Guardian ECM suite to help it close in on enemy 'Mechs unnoticed.

In addition to several Free Worlds League weapon systems that appear on various configurations of the *Men Shen*, the 'Mech also features the new Capellan-made LB-X Type 2 autocannon, giving this weapon system a powerful debut.

Deployment

A lance of *Men Shens* has been delivered to each of the Capellan Warrior Houses, and the Death Commandos may have received some as well. The next shipment is expected to go to units stationed on Capellan Confederation borders.

Type: **Men Shen**

Technology Base: Inner Sphere OmniMech

Tonnage: 55

Battle Value: 1,550

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	176	11
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	26
Center Torso (rear)		7
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	17
R/L Leg	13	24

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	Beagle Active Probe	0
Right Torso	3 XL Engine	9
Left Torso	3 XL Engine	6
	3 MASC	
Right Arm	5 Endo Steel	3
Left Arm	5 Endo Steel	3
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
2 Medium Pulse Lasers	LA	2	4
2 Medium Pulse Lasers	RA	2	4
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 8	RT	1	1

Alternate Configuration A

TAG	H	1	1
3 ER Medium Lasers	LA	3	3
LB 10-X AC	RT	6	11
Ammo (LB-X) 20	RT	2	2

Battle Value: 1,529

Alternate Configuration B

LB 2-X AC	LA	4	6
LB 2-X AC	RA	4	6
Ammo (LB-X) 45	LT	1	1
2 ER Medium Lasers	LT	2	2
2 ER Medium Lasers	RT	2	2

Battle Value: 1,484

Alternate Configuration C

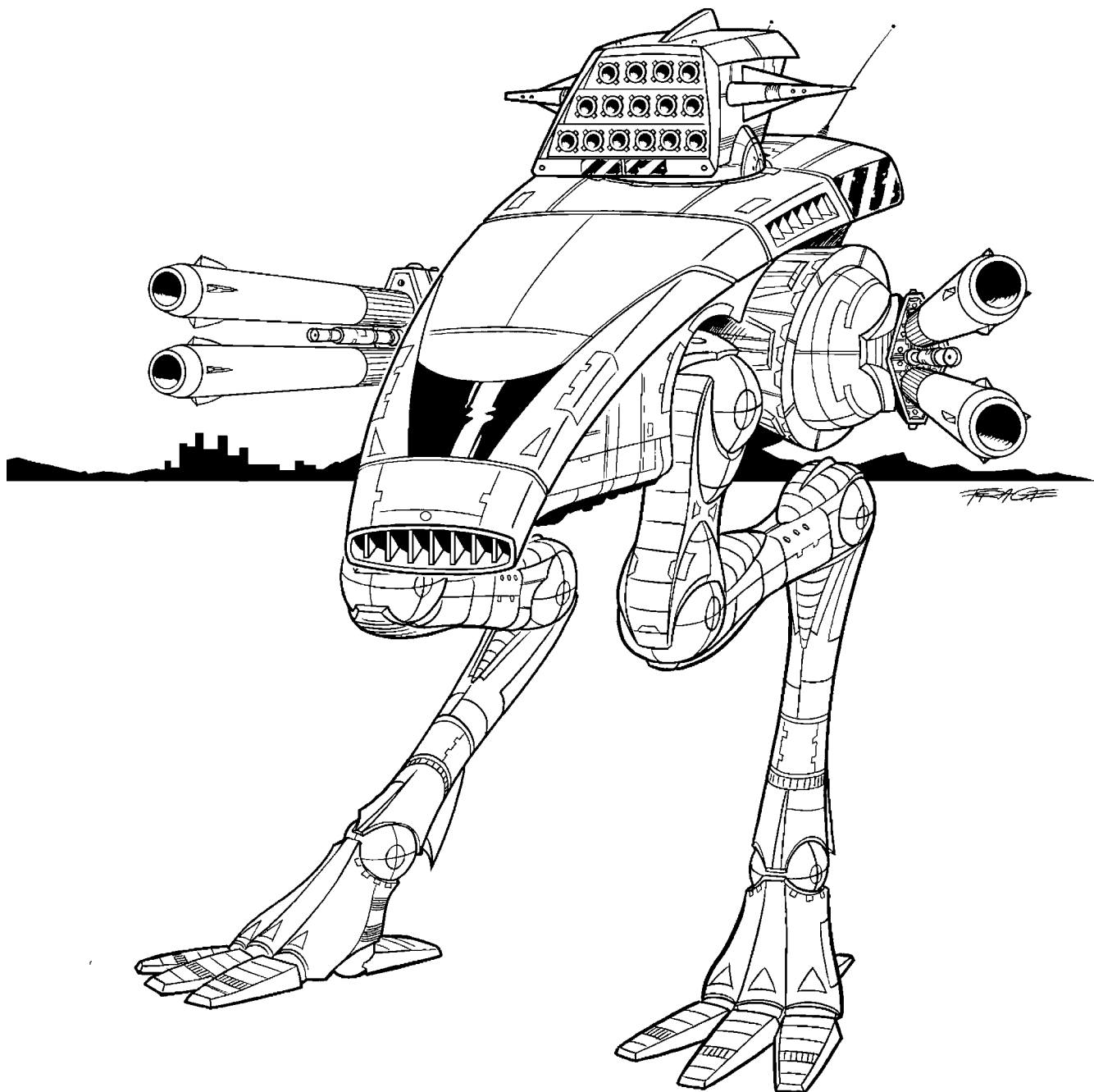
ER Small Laser	H	1	.5
Large Pulse Laser	LA	2	7
Large Pulse Laser	RA	2	7
Guardian ECM Suite	RT	2	1.5
Double Heat Sink	RT	3	1

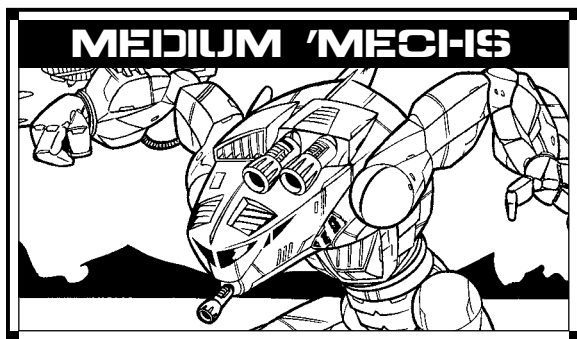
Battle Value: 1,435

Alternate Configuration D

SRM 4	LA	1	2
SRM 4	RA	1	2
Ammo (SRM) 25	LT	1	1
2 Medium Pulse Lasers	LT	2	4
ER PPC	RT	3	7
Double Heat Sink	RT	3	1

Battle Value: 1,581





Mass: 55 tons

Chassis: Hollis Mk II Endo Steel

Power Plant: DAV 220 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Anderson Propulsion 25

Jump Capacity: 120 meters

Armor: Durallex Heavy with CASE

Armament:

1 M-7 Gauss Rifle

1 Holly MML 7 Rack

2 Diverse Optics ER Medium Lasers

1 Diverse Optics ER Small Laser

Manufacturer: Skobel MechWorks, Hollis

Incorporated, Achernar BattleMechs

Primary Factory: Terra (Skobel), Corey (Hollis),
Achernar (Achernar- Destroyed)

Communications System: O/P COM-211

Targeting and Tracking System: O/P 1078 with
Beagle Active Probe

Overview

The original *Osprey* OSP-15 was a limited-use unit in SLDF Royal Units. Answering a quartermaster's bid for a mobile, medium-weight fire support unit, Hollis Incorporated created the *Osprey*. They lost the SLDF bid to Blue Shot Weapons' *Lynx*, relegating the *Osprey* to a limited contract in an urban fire support role. Desperate for durable, high-firepower machines with which to equip their Protectorate Militias, the Word of Blake resurrected the *Osprey* in the early 3070s and thrust it into its most prominent role ever.

Capabilities

Using ancient plans and a museum-piece *Osprey*, the Word of Blake commissioned Skobel MechWorks to replicate the original design. The first test units were a minor upgrade of the Star League-era OSP-15, visually indistinguishable from the original. After an accelerated field trial, Skobel went back to design boards and created the updated OSP-26. Sporting new technologies, this design also received a physical upgrade that allowed for easier maintenance and transformed the OSP-26 into a more visually intimidating machine.

The core of the *Osprey's* firepower is built around the M-7 Gauss rifle. Identical to the one used on the *Highlander*, the M-7 is an extremely reliable system that delivers severe damage with pinpoint accuracy. A modern MML system supplements the M-7's long-range firepower and offers a greatly improved short-range punch. Two Diverse Optics ER medium lasers and a single ER small laser round out the offensive armament. Built chiefly for urban combat, the OSP-26 has an average ground speed but backs this up with 120-meter jump jet ability. Further improving on the original *Osprey*, the OSP-26 mounts a Beagle active probe to allow better tracking of hostiles in the urban jungles it favors. As part of the physical makeover, the probe was fashioned to look like a laser system and the ER small was placed in a larger housing, giving the *Osprey* the appearance of four arm lasers of the same size.

Deployment

During the Star League era, the *Osprey* was deployed in limited numbers. Assigned to urban specialist units and Special Forces, less than a thousand were manufactured before the Star League collapsed. Few of these units survived the Exodus and subsequent Succession Wars. Only two have been documented in recent years, one discovered by a Federated Suns mercenary unit in the 3020s and the other being the museum piece used as the prototype for the Word's revival of the design.

Once the Word began new production, it turned out the simple upgrade OSP-25 and OSP-26 redesign in significant numbers at the Skobel plant on Terran

and on Achernar, where the old IndustrialMech lines were upgraded to produce the design. Images of a company of white *Ospreys* firing en masse to destroy a Wolf-in-Exile *Daishi* remain a lasting symbol of the brutal battle to capture the Achernar complex. Though the factory was completely destroyed, the Coalition recovered several lances of *Ospreys*.

The nascent Republic was impressed with the *Osprey's* durability and effectiveness in urban environments, and so Victor Steiner-Davion designated the surviving Skobel *Osprey* line as a priority to repair. In the intervening years, a small but steady stream of *Ospreys* has continued to march off the line and into RAF front-line units.

Seeing the renewed success of the *Osprey*, Hollis Incorporated, the original manufacturer of the 'Mech, retooled one of their *Catapult* lines to produce the OSP-15E. Functionally identical to the OSP-25, this *Osprey* was quickly accepted by the Confederation Strategios. When paired with the *Catapult*, the two units were found to make an effective fire support team. The advantage of the newer OSP-26's MML system was proven in a brief clash on Shipka, where two *Ospreys* from the Eighth Hastati Sentinels encountered a mixed Capellan *Osprey/Catapult* lance in broken terrain. Using the added short-range firepower of their MMLs, the two Hastati *Ospreys* destroyed the *Catapults* and one of the Capellan *Ospreys* in a cat-and-mouse battle through the hills and gullies.

Variants

No known Star League-era variants are known to have been produced, as the compact chassis complicated anything but the most basic refits. The original OSP-15 lacked the Beagle probe, mounted an LRM 10 in place of the MML and carried three standard Martell medium lasers instead of the ER models on the OSP-26. When the Word of Blake first began fielding the recovered *Osprey*, they created the OSP-25, a simple upgrade of the OSP-15 that exchanged the Martell lasers for three extended-range versions.

OSP-26 OSPREY

MEDIUM 'MECHS

117

Type: **Osprey**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,541

Equipment

Internal Structure:	Endo Steel	3
Engine:	220 XL	5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

Internal
Structure

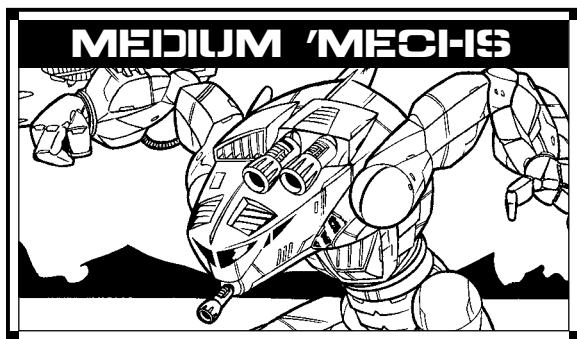
Armor
Value

Head	3	9
Center Torso	18	30
Center Torso (rear)		5
R/L Torso	13	22
R/L Torso (rear)		4
R/L Arm	9	16
R/L Leg	13	24

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Beagle Active Probe	RA	2	1.5
Gauss Rifle	RT	7	15
Ammo (Gauss) 8	RT	1	1
Ammo (Gauss) 8	LT	1	1
MML 7	LT	4	4.5
Ammo (MML) 34/28	LT	2	2
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
CASE	LT	1	.5
Jump Jets	CT	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5





Mass: 55 tons

Chassis: Hessen Rook Mk II

Power Plant: DAV 220

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Rawlings 45i Improved Jump Jets

Jump Capacity: 180 meters

Armor: New Hessen Laminar Weave

Armament:

1 Tiegart Maximum ER PPC

1 Sutel Precision Line Small Pulse Laser

4 Hellion-V Medium Lasers

Manufacturer: New Hessen WorkMechs

Primary Factory: New Hessen

Communications System: Neil 6000

Targeting and Tracking System: Octagon Tartrac System C

Overview

Among the nigh-legendary performances of the New Hessen WorkMechs personnel was not only the development and initial commissioning of the NH-1A *Rook* during the Jihad, but also the design and construction of its successor. This upgrade replaced the primitive technology of the NH-1A with more modern and effective equipment and was christened the NH-2 *Rook*. While the NH-1A was a primary factor in defending New Hessen from the Blakist invasion of 3076, it was the NH-2, albeit in limited numbers, that saw action in allied service during the final thrust to Terra. Though less well-known, the NH-3X *Rook* has incorporated more advanced technology than either of the other variants. If the NH-3X succeeds in its

trials, it will become a welcome component in nearly any BattleMech force.

Capabilities

The NH-1A was constructed using several pieces of antiquated technology. This RetroMech packed a powerful array of lasers to back up a PPC, creating a fearsome opponent on the battlefield. However, the NH-1A's outdated engine technology only allowed it a top speed of fifty-four kph. While the primitive technology of its construction allowed the New Hessen WorkMechs factory to produce the 'Mech with ease, the slow NH-1A was clearly outclassed by other 'Mechs of the same weight class. This was alleviated when Devlin Stone delivered advanced engines and specifications to General Pat Hampton in thanks for Hampton's permission to use New Hessen as a staging ground against the Blakists. The result was the NH-2, a 'Mech which, while still slow for its weight class, is better able to compete with enemy forces.

The top speed of the NH-2 is limited in part by Hampton's refusal to reduce the firepower of the *Rook*. Feeling that the *Rook*'s primary role was the defense of his homeworld, Hampton directed the WorkMech factory engineers to concentrate less on the 'Mech's speed than on its weaponry. Sacrificing only the rear-firing lasers of the NH-1A, the NH-2 keeps the same number of lasers but upgrades the PPC to an extended-range model. The head-mounted small laser was replaced with a pulse version to aid in anti-infantry activity. The use of double heat sinks greatly increases the usefulness of the *Rook*'s complement of energy weapons.

While Hampton constrained their efforts to install a larger engine for a higher top speed, the engineers were able to convince the general to install improved jump jets. This system, along with the modern engine, provides the NH-2 with a jump capability twice that of its predecessor. This implementation was only successful after the engineers replaced the gyro with a compact version, which enabled proper balancing of the jump jet array across the entirety of the *Rook*'s rear torso. The network of thrusters had given the engineers nothing but headaches during the development of the NH-2 until this innovative gyroscope was used.

Deployment

Though introduced just a few years ago the *Rook* was constructed in great haste using the full complement of the New Hessen WorkMechs' labor force. Thus, over 100 of these 'Mechs were constructed and in the field to repel the Blakists in 3076. Used almost exclusively on defense, the slow NH-1A was quite successfully deployed as a supplementary component of combined-arms units in the New Hessen Defense Force. Given how widespread the NH-1A was in the New Hessen forces, some were captured by insurgent Blakist forces during their guerrilla campaign in late 3076. With the presence of so many Coalition forces in New Hessen staging centers able to take part in repelling the Blakist invasion, some *Rooks* have found their way into the RAF and AFFS.

Variants

A prototype *Rook*, the NH-3X, sports a supercharger in addition to a new 330 XL engine, giving it a standard top speed of ninety-seven kph (129 kph with the supercharger). Though the jump jets were downgraded to the locally-produced Hessen Heavy Boosters of the NH-1A, the NH-3X is able to retain the 180-meter jump range of the NH-2. The NH-2's ER PPC is replaced with a blazer cannon at the expense of two heat sinks. The head-mounted small pulse laser is replaced with the NH-1A's standard small laser.

There are still a number of the primitive *Rooks* serving in the field, using its primitive engine to obtain a top speed of fifty-four kph and a jumping range of only ninety meters. Its standard heat sinks, only fourteen of them, force the MechWarrior to keep a careful eye on the engine temperature while firing the PPC and complement of lasers.

Type: **Rook**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,525

Equipment

Internal Structure:

Engine: 220

Walking MP: 4

Running MP: 6

Jumping MP: 6

Heat Sinks: 12 [24]

Gyro (Compact):

Cockpit:

Armor Factor:

Internal
Structure

Armor
Value

Head 3 9

Center Torso 18 27

Center Torso (rear) 9 9

R/L Torso 13 20

R/L Torso (rear) 6 6

R/L Arm 9 18

R/L Leg 13 26

Weapons

and Ammo

Location

Critical

Tonnage

Medium Laser RA 1 1

ER PPC RT 3 7

Medium Laser RT 1 1

Small Pulse Laser H 1 1

Medium Laser LT 1 1

Medium Laser LA 1 1

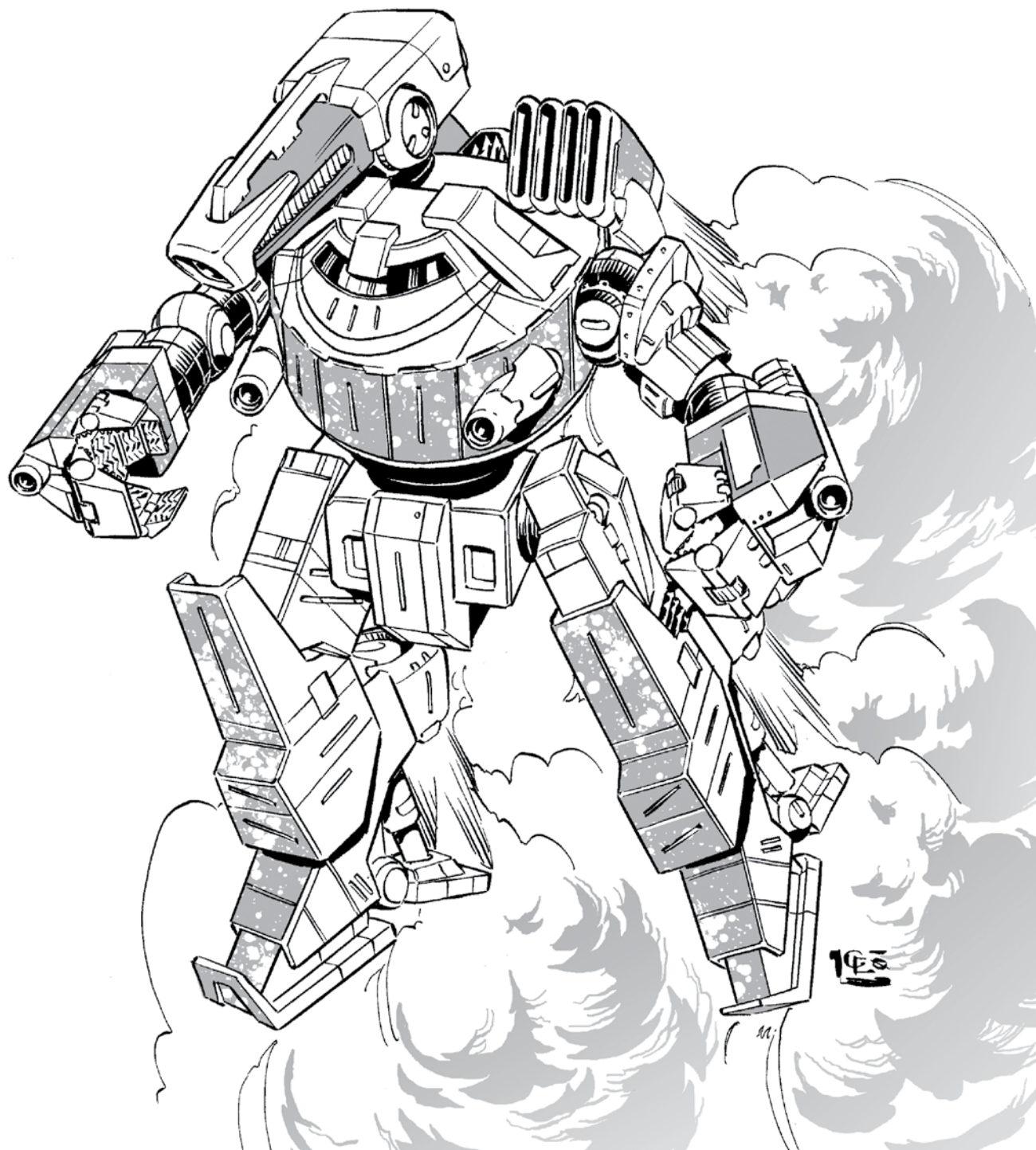
Improved Jump Jet RL 2 1

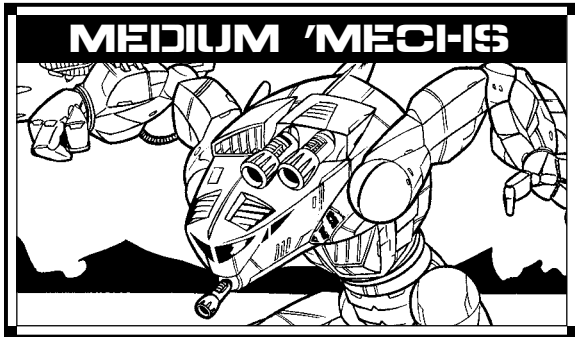
Improved Jump Jet RT 2 1

Improved Jump Jets CT 4 2

Improved Jump Jet LT 2 1

Improved Jump Jet LL 2 1





Mass: 55 tons

Chassis: Defiance SLAM Endo-Steel

Power Plant: Edasich 330 Light

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 100 with CASE

Armament:

1 Defiance Shredder LB 10-X Autocannon

1 Harvester 20K SRM-6 Launcher

Manufacturer: Defiance Industries

Primary Factory: Furillo

Communications System: Neil 6000-g

Targeting and Tracking System: RCA Instatrac
Mark XXII

Overview

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

In 3065, heavy fighting on Hesperus II uncovered a long-forgotten bunker containing records and prototypes from an abandoned *Scorpion-LAM* program. Defiance Industries initially had no interest in reviving an unworkable project that previous executives had buried (literally). The chassis redesign in the prototypes, however, promised to correct the poor handling that had made the *Scorpion* so

unpopular. Ultimately, the success of the *Tarantula* and *Barghest* combined with Vicore Industries' successful initiative of revamping classic designs persuaded Defiance Industries to use this data to produce a conventional BattleMech. With the Lyran merchants' legendary guile, Defiance acquired a license to produce the reviled *Scorpion* from Brigadier for a song (naturally omitting to disclose their discovery).

Capabilities

The suspension system redesign and the streamlining of some components (holdovers from the doomed LAM project) altered the profile of the *Scorpion* considerably. MechWarriors expecting to strap themselves into a veritable "bucking bronco" are pleasantly surprised by the smoothness of the ride and the comfort of the new cockpit module. The inclusion of a light engine keeps costs down while allowing a heavier LB 10-X autocannon to be carried in place of a PPC. Paired with an SRM 6 launcher, this gives the *Scorpion* a weapons array that is perfect for anti-vehicle and anti-battle armor operations. The ammunition for both weapons systems is stored in a CASE-protected magazine in the left side of the body.

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

Deployment

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

Variants

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

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

SCP-12S SCORPION

MEDIUM 'MECHS

121

Type: **Scorpion**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 969

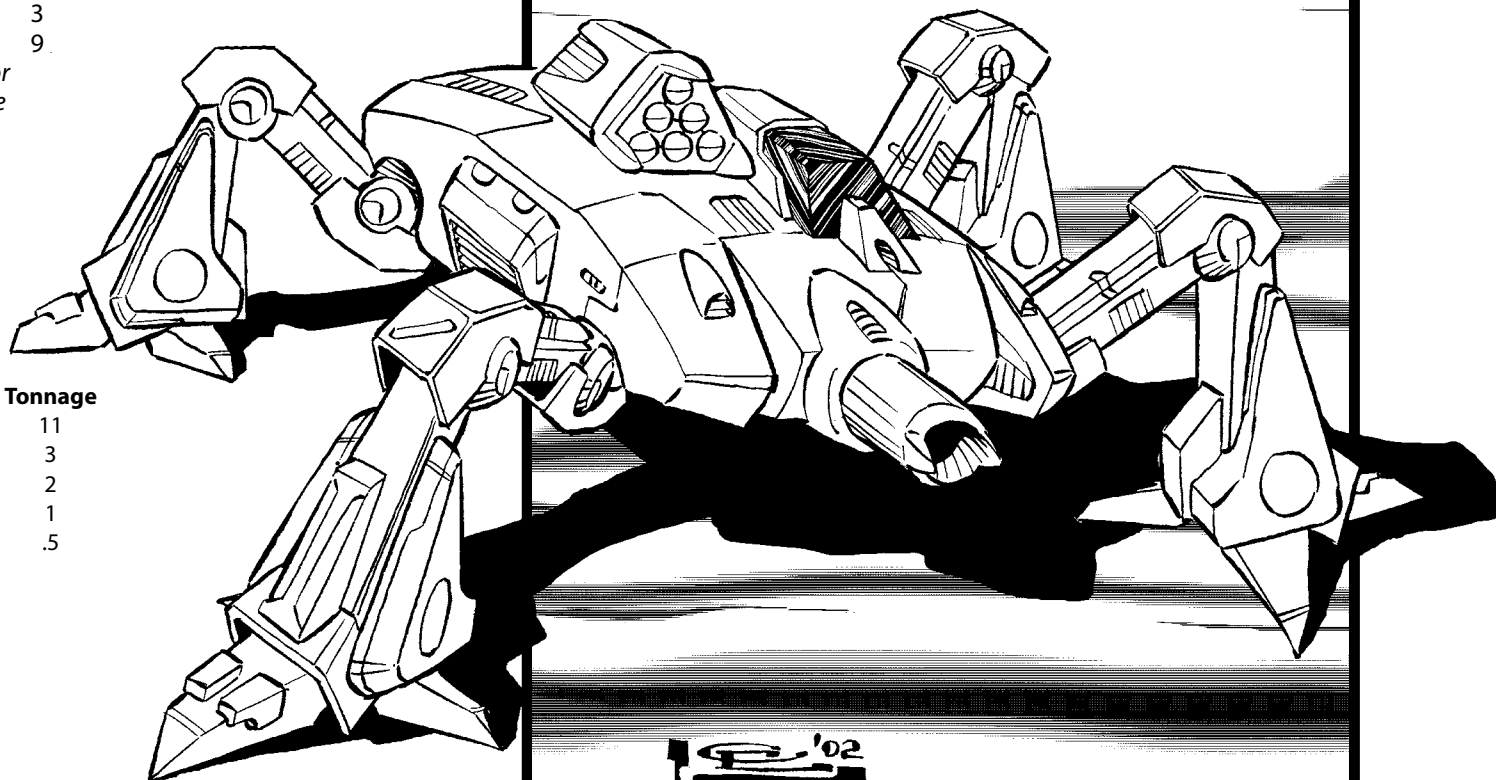
Equipment

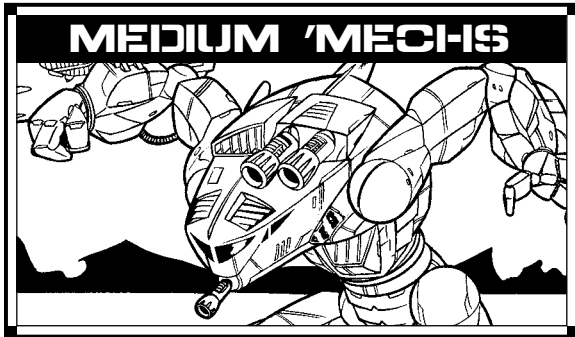
Internal Structure:	Endo Steel	Mass
Engine:	330 Light	3
		18.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	21
Center Torso (rear)		6
R/L Torso	13	18
R/L Torso (rear)		4
RF/LF Leg	13	16
RR/LR Leg	13	16

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RT	6	11
SRM 6	RT	2	3
Ammo (LB-X) 20	LT	2	2
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5





Mass: 55 tons

Chassis: Kallon Type VII Endo Steel

Power Plant: GM 330 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 55

Jump Capacity: 120 meters

Armor: Wall Type 8 Light Ferro-Fibrous with CASE

Armament:

1 Diverse Optics Extended Range Medium Laser

1 Lord's Light 3 Heavy PPC

1 Helga Series 7-Tube Multi-Missile Launcher

Manufacturer: Odin Manufacturing

Primary Factory: Orestes

Communications System: Dash 2 Standard

Targeting and Tracking System: Blade 12

Overview

Faced with the task of merging the Free Rasalhague Republic with the Ghost Bear Dominion, the Ghost Bears sought to defuse tensions with their new Inner Sphere citizens by publicly embracing the KungsArmé. To that end they have striven to treat their new Galaxies not as a dumping ground for old and worn-out equipment like *solahma* troops, but as equal partners. New equipment has been secured, and while it's not always of Clan manufacture it is the best that can be produced locally or imported. One such example is a new variant of the *Shadow Hawk* that Odin Manufacturing has put into production.

Capabilities

Boasting improved performance over the standard *Shadow Hawk*, Odin's SHD-12C mounts a more powerful GM 330 XL power plant. This unit has proven slightly problematical, often running hotter than its official specifications and requiring higher levels of maintenance. The performance achieved more than justifies these issues.

The BattleMech retains the classic weapons layout: right-arm mounted medium laser, torso missile launcher and over-the-shoulder weapon mount on the left torso. In this case the laser is the popular extended-range medium laser marketed by Diverse Optics. The missile system is a flexible Helga-series launcher, a design taken as spoils of war from the Word of Blake. In place of the traditional autocannon for the over the shoulder weapon is a powerful Lord's Light Heavy PPC.

The heavy PPC combined with the multi-missile firing long-range missiles gives the 12C a powerful long-range damage profile. Opponents trying to close under the PPC's minimum range are forced to contend with the SRM load of the MML. This gives the 12C a well-rounded attack profile reminiscent of the original SHD-2H.

Deployment

First call on Odin's production has gone to the most seriously depleted KungsArmé Clusters, such as the Third Hussars, Second Freeman, and First Kavalleri. Other Clusters will have to wait until 3086 to receive their allocations. A small number have also found their way into Ghost Bear second-line Clusters. The PPC technology used by Odin was acquired from the Draconis Combine. In exchange, Odin is supplying ten percent of its output to the DCMS. The Republic of the Sphere has acquired a handful of this BattleMech design from Ghost Bear warriors who have chosen to follow Devlin Stone.

Variants

The SHD-11CS is powered by a 275-rated light fusion plant. This variant carries a second laser on the left arm. Instead of the MML launcher, it mounts an LRM 15 system paired with Artemis IV fire control. A snub-nose PPC replaces the heavy version and improved C³ enables it to operate as part of a network.

The SHD-9D swaps the PPC for a Light AC/5. Two MML 5 launchers replace the seven-tube model and the BattleMech carries sophisticated electronics in the form of a targeting computer and a C³ slave.

The SHD-8L mounts a 275-rated XL fusion power plant. Improved jump jets propel the 'Mech up to 210 meters. A variable-speed pulse laser replaces the extended-range model, and the MML launcher is reduced to five tubes. The PPC has been swapped out for a plasma rifle and a Beagle Active Probe and ECM suite have been installed.

The success of the heavy PPC has lead the Combine to update their venerable SHD-2K. The 3K uses a double heat sink equipped engine, freeing tonnage to replace the 2K's armament with a heavy PPC and MML 5 launcher. Upgrading to heavy ferro-fibrous armor opened up enough free tonnage to include an extended-range medium laser, a C³ slave and CASE protection.

Notable MechWarriors

Warrior Carl Jarlhelm: A fanatical citizen of Rasalhague, Carl was lucky to survive the purges of the 1st Kavalleri in 3076. During a 3079 Clan Wolf raid on Satalice, Jarlhelm defeated a *Shadow Hawk IIC* and seriously damaged a *Clint IIC* at the cost of his ancient SHD-2K. Having proved his skill, Jarlhelm was one of the first warriors to receive a SHD-12C and was reassigned to the elite First Freeman. While clearly respected as a warrior, Jarlhelm's *Shadow Hawk* stands out in the medium cluster as a new 'Mech that is not Clantech, suggesting that he is not yet fully trusted.

SHD-12C SHADOW HAWK

MEDIUM 'MECHS

123

Type: **Shadow Hawk**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,574

Equipment

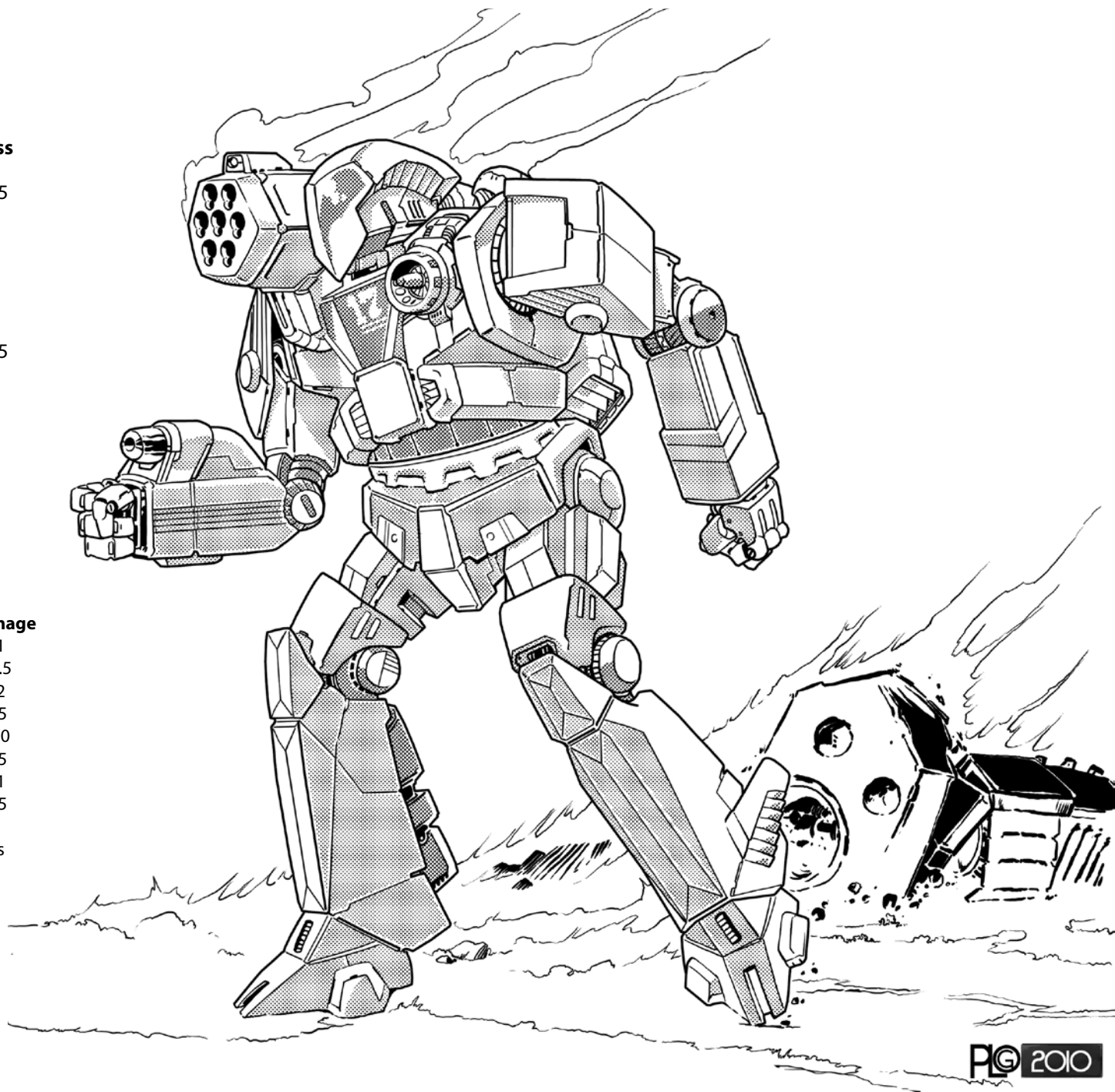
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor (Light Ferro):	178	10.5

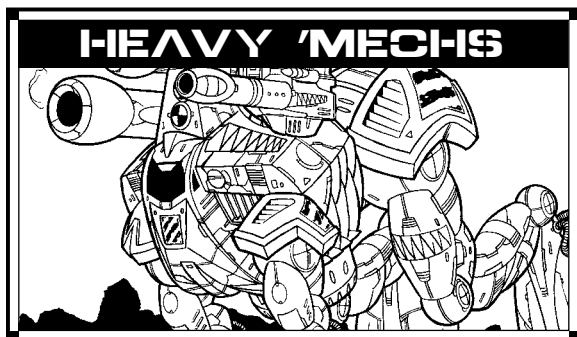
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	25
Center Torso (rear)		10
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	23

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
MML 7	RT	4	4.5
Ammo (MML) 34/28	RT	2	2
CASE	RT	1	.5
Heavy PPC	LT	4	10
Jump Jet	RL	1	.5
Jump Jets	CT	2	1
Jump Jet	LL	1	.5

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.





Mass: 60 tons

Chassis: Arc Walker 6X-B

Power Plant: AA Eterna 300

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Diamond Skin Beta Series

Armament:

2 CDC Double-Five LRM-10 Launchers

2 Rassal Blue-Beam Medium Lasers

1 A-4 "Lightning" Series Particle Projector
Cannon

Manufacturer: Arcturan Arms/MacEnroe Motors

Primary Factory: Arcturus (discontinued 2550)

Communications System: Arc Signal 1100

Targeting and Tracking System: Arc Walker
T&T Prime

Overview

Arcturan Arms' first foray into the BattleMech industry was the sixty-ton CRS-6B *Crossbow*. Considered to be a middleweight machine compared to the heavier *Mackies* and *Ymirs* already in circulation, the *Crossbow* was built to be a fast missile support unit. As was the case with the Coventry Defense Conglomerate, Arcturan Arms' engineers initially failed to make their prototype *Crossbow* live up to expectations, but as the techniques for producing BattleMechs grew more refined, the *Crossbow* received an upgrade worthy of its original concept.

Capabilities

The most distinctive feature of the CRS-6B *Crossbow*—the production-grade model that succeeded the original CRS-X prototypes—were the arm assemblies. With a minimum of complex actuators, these assemblies were designed as self-contained turrets and could theoretically be easily replaced if severed in combat. This feature—combined with the *Crossbow*'s primary role as a missile boat—likely inspired the Clan-made *Crossbow*.

Like the *Ymir*'s "upgunned" model version, the *Crossbow* integrated its smaller LRM-5 racks into larger LRM-10 launchers for greater combat efficiency, while backing these weapons with medium lasers for short-range engagements. A torso-mounted PPC (which replaced the prototype's large laser) gave a heavier punch, though the meager few heat sinks provided by Arcturan Arms' engineers prevented the *Crossbow* from effectively using all of its long-range firepower together.

With a massive 300-rated fusion plant, the *Crossbow* could bring its firepower to bear faster than many early BattleMechs, but it paid for this speed with thin armor. Though the 6B made up for some of the prototype X-model's lack of protection with improved armor, this thin skin would imperil the lives of many Lyran MechWarriors during the late Age of War.

Deployment

A few years after the first CRS-X prototypes walked onto the field in 2468, the 6B series *Crossbows* entered production, earmarked exclusively for the LCAF's Royal Guard. Though initially successful, a host of foul-ups attributed to Arcturus Arms' race to complete with the 'Mech production lines on Coventry ultimately reduced the company's output to a mere trickle of machines. Constantly behind schedule and suffering from financial and labor crises as Arcturus itself suffered repeated recessions from the relocation of the Lyran capital planet, Arcturus Arms was forced to cancel the *Crossbow* line by 2490 after a mere 337 CRS-6Bs were built. Though efforts to restart the line would come later, they would fail to stave off the company's eventual buyout by MacEnroe Motors in 2541.

Variants

Arcturan Arms released a "brawler" *Crossbow*, the CRS-6C, several years after debuting the 6B. This model traded both LRM launchers and the right arm medium laser for a heavy autocannon with ten shots but retained the left arm medium laser and the torso PPC for ammunition-independent firepower.

A more shocking development in recent years has been the debut of an all-new *Crossbow* variant from the refit facilities built upon the old Arcturan Arms factory complex. This model—dubbed the CRS-9A—employs the same chassis and engine specs as the 6B but trades the LRMs for Streak-6 launchers, enhances the medium lasers to extended-range models, swaps the PPC for an ER large laser, and upgrades the heat sinks to double-strength freezers. With some weight to spare, this model even upgrades the armor to ferro-fibrous and provides enough protection to withstand hits from some of the heaviest weapons available today.

Notable MechWarriors

MechWarrior Elizabeth Raines: Elizabeth Raines was one of the last MechWarriors to command a *Crossbow* in the LCAF. In 2590, her century-old BattleMech was assigned to the Twenty-fifth Skye Rangers as part of the LCAF forces attached to Operation Mailed Fist in the Reunification War. Though new to the Rim Worlds front, Raines nonetheless distinguished herself in the fighting to secure Barcelona for use as an LCAF staging ground against the rebels in the Republic. Unfortunately, what could have been a promising career that already included a personal commendation from Archon Viola Steiner-Dinesen herself turned deadly for MechWarrior Raines (and her *Crossbow*) a year later when her sentry lance was attacked and destroyed by the Archon during her infamous 2591 Day of Rage.

CRS-6B CROSSBOW

HEAVY 'MECHS

125

Type: **Crossbow**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,210

Equipment

Internal Structure:

Engine: 300

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10

Gyro: 3

Cockpit: 3

Armor Factor: 128

Internal
Structure

Mass

6

19

0

3

3

8

Armor
Value

Head 3 8

Center Torso 20 17

Center Torso (rear) 7

R/L Torso 14 14

R/L Torso (rear) 5

R/L Arm 10 13

R/L Leg 14 16

Weapons

and Ammo

Location Critical Tonnage

LRM 10 RA 2 5

Ammo (LRM) 12 RA 1 1

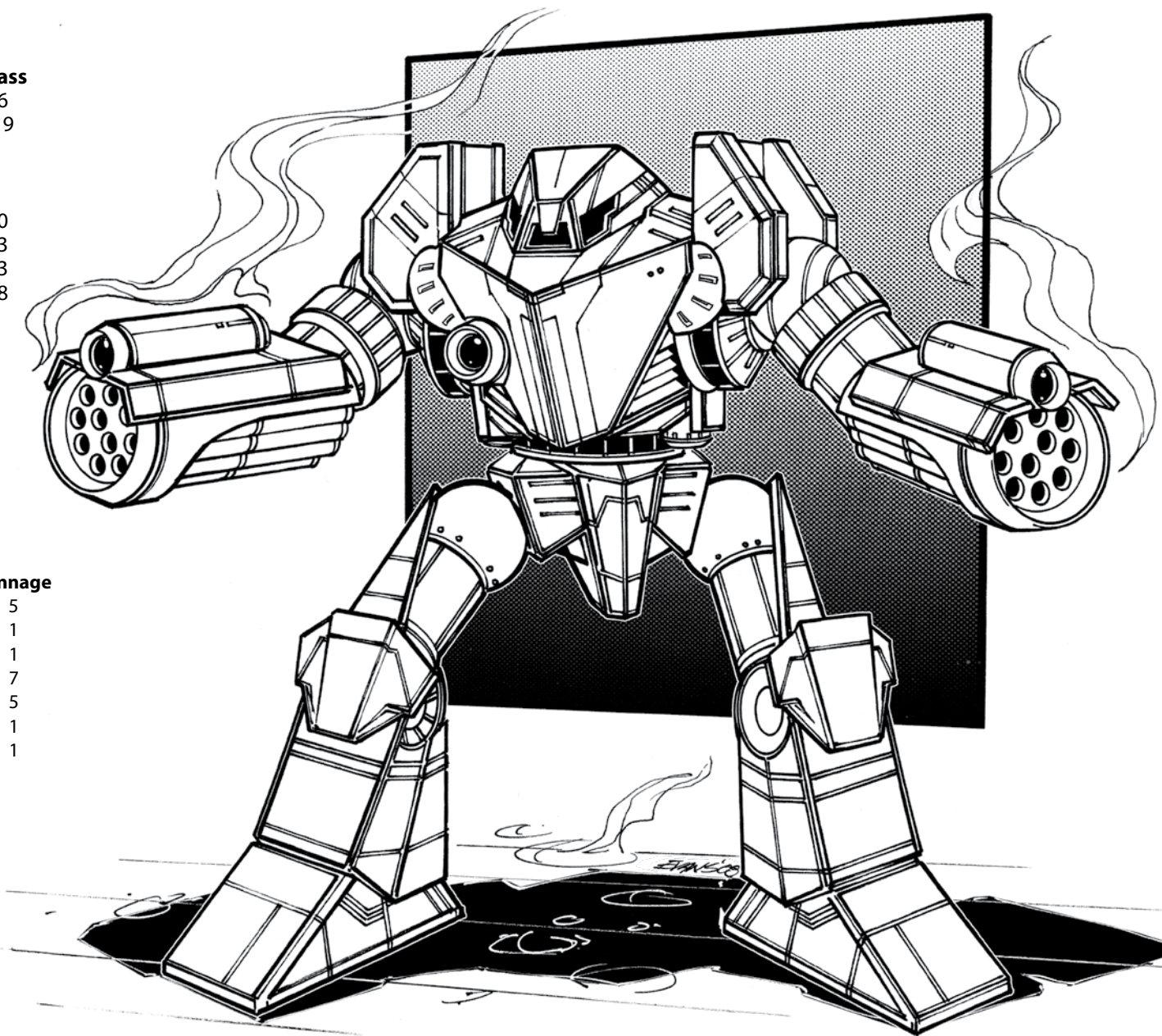
Medium Laser RA 1 1

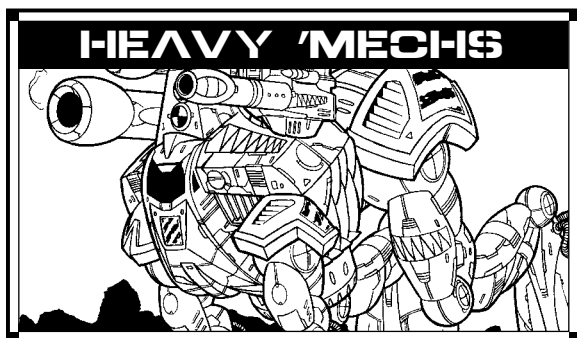
PPC RT 3 7

LRM 10 LA 2 5

Ammo (LRM) 12 LA 1 1

Medium Laser LA 1 1





Mass: 60 tons

Chassis: Star League VI

Power Plant: GM 180

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Grumman-3 Ferro Fibrous

Armament:

2 M-7 Gauss Rifles

Manufacturer: Mitchell Vehicles

Primary Factory: Graham IV (destroyed 2775)

Communications System: HartfordCo COM 3000

Targeting and Tracking System: HartfordCo XHW 7

Overview

The *Galahad* was born from the Terran Hegemony's attempts to create a medium fire-support platform more advanced than the RFL-1N *Rifleman*. Mitchell Vehicles unveiled their prototype in 2570, but like its predecessor it suffered numerous overheating issues. With the development of the Gauss rifle, Mitchell Vehicles was inspired to redesign the *Galahad* in 2594, transforming it into a heavy design in the process.

Production of the upgraded GLH-2D *Galahad* continued until the destruction of Mitchell Vehicles' Graham IV manufacturing center during the First Succession War.

Capabilities

Mounting two of the largest ballistic weapons available would have been impossible without the development of advanced construction materials.

Armed with two M-7 Gauss rifles and plenty of ammunition, the *Galahad's* ability to lay down a prolonged barrage quickly earned it the nickname "Gausszilla." This long-range firepower comes at significant cost, however. Ground speed is mediocre at best, making it difficult for the 'Mech to keep pace with the very forces it is supposed to be supporting. The complete lack of secondary armament or hand and lower arm actuators also represents a major weakness in prolonged engagements or close quarters fighting.

Although upgraded when the *Galahad* was redesigned as a heavy BattleMech, the actuators have proven to be prone to accelerated wear. In addition, the shoulder rotation rings were designed to support a predominantly energy-based weapons array. During the Reunification War, frontline units began to report catastrophic failure of the shoulder couplings, often accompanied by graphic accounts of fifteen tons of detached Gauss rifle spinning through the air from recoil of a shot. The couplings were redesigned, but the *Galahad* still spent an average of fifteen percent more time in the repair bays undergoing preventative maintenance.

Deployment

The Hegemony Armed Forces deployed the *Galahad* during the Reunification War. Tied to supply lines by its low speed and dependency on ammunition, the design was of limited usefulness on the mobile battlefields common in the Periphery campaigns. During the Star League's golden years, the *Galahad* served in limited numbers with the SLDF's Heavy and Dragoon Royal regiments. A few made their way into regular commands, but the Hegemony continued to take great pains to keep the powerful Gauss weaponry out of the hands of the League's member states.

The process of manufacturing the M-7's superconductors was one of the first casualties of the Succession Wars. With endo-steel and ferro-fibrous armor soon to follow, it became effectively impossible for the Successor States to duplicate the design, and a low-tech version would have required a ground-up redesign. A handful survived in ComStar's secret weapons cache, but until the

arrival of the Clans the design essentially vanished from the battlefield.

In the wake of capturing Hesperus II in 3070, the Word of Blake began production of a new version of the *Galahad* for service in their divisions. The Fortieth Shadow Division deployed this design with telling effect against coalition forces during the siege at Maria's Elegy. When the Blakist fortifications finally fell at the end of 3074, the First Skye Jaegers salvaged several relatively intact examples.

Variants

The original GLH-1D *Galahad* was a fifty-ton design powered by a 150-rated fusion engine and constructed on an endo-steel internal structure protected by ten tons of standard armor. Even with thirteen double efficiency heat sinks, the combined armament of a PPC and large laser in each arm caused serious overheating.

Clan Widowmaker updated the design with newly developed weapons, internal structure, and armor, giving it the new designation of *Glass Spider*. When Clan Wolf absorbed the Widowmakers in 2834 many were captured, and the design subsequently spread to the other Clans.

The Word of Blake's improved GLH-3D employs a 240 light fusion engine and a small cockpit. The Gauss rifles were replaced with light Gauss rifles developed in the Free Worlds League. Sophisticated electronics were installed in the torsos—a Guardian ECM system in the right, and an improved C³ unit in the left.

Notable MechWarriors

Phantom Demi-Precentor Delta Laodices: A member of the Manei Domini serving with the Fortieth Shadow Division, Laodices is a sophisticated fusion of human and machine. Using a Direct Neural Interface, he (or she—it is impossible to be sure with all the modifications Laodices has received) pilots a *Galahad* as an extension of his/her body.

In the brutal fighting on Hesperus II, Laodices almost single-handedly stalled the First Skye Jaegers attack, picking off senior officers with phenomenal marksmanship.

Type: **Galahad**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,648

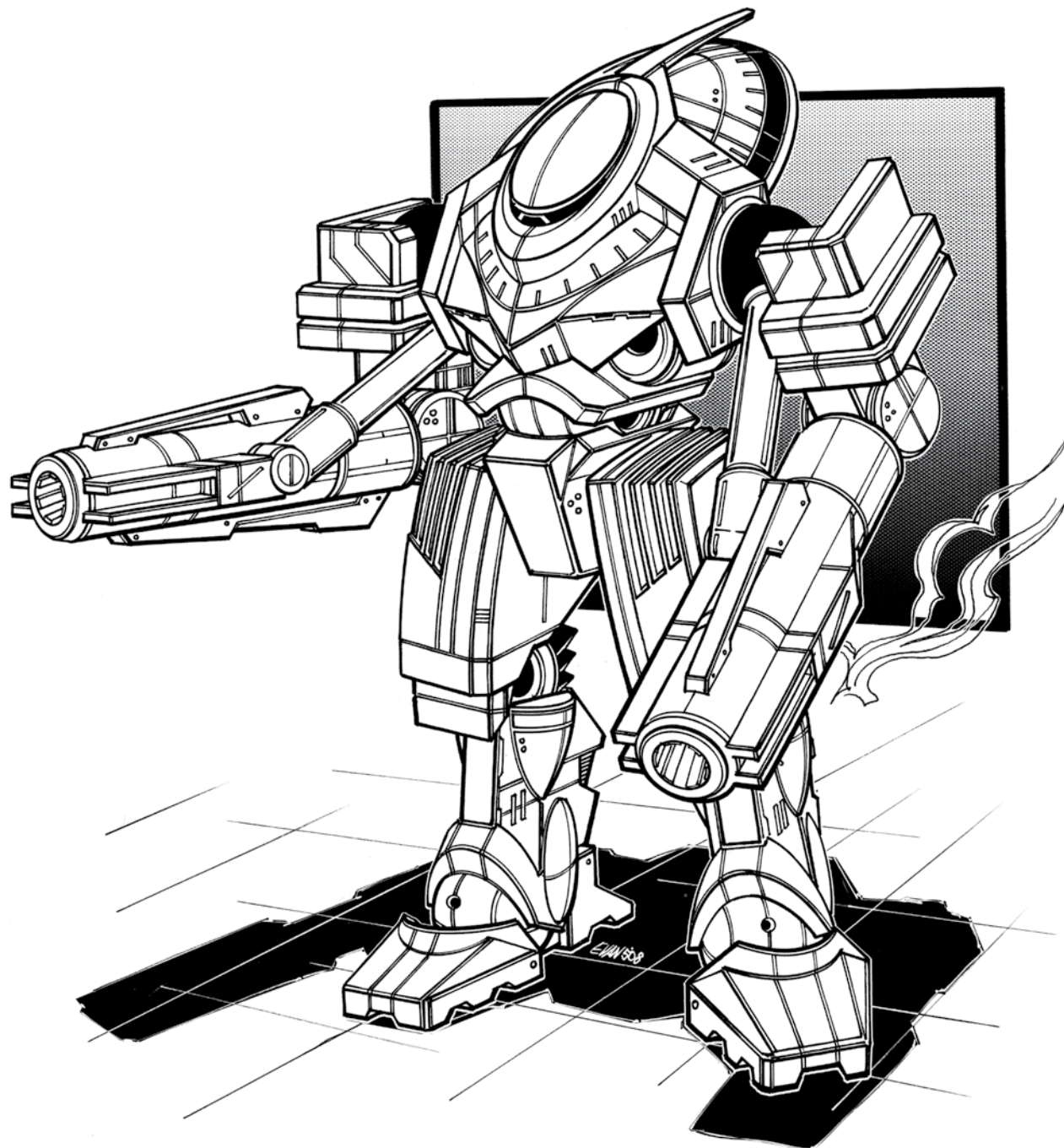
Equipment

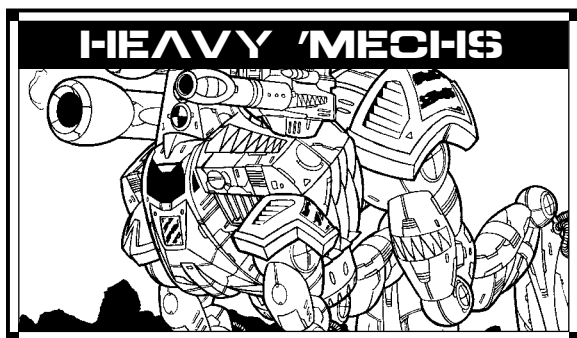
		Mass
Internal Structure:	Endo Steel	3
Engine:	180	7
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	197	11

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	26

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2





Mass: 60 tons

Chassis: Celestial Series GG1

Power Plant: GM 240 Light Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Divine Shield-B Light Ferro

Armament:

28 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,

Martinson Armaments

Primary Factory: Gibson (Gibson Federated),

Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight

1-Omega

Overview

Although developed to span the entire range of weight classes and design roles, Doctor Cortland's Celestial series clearly favors the heavier weight ranges, presumably due to these OmniMechs' intended role as a main battle force. Although it likely would have been easier for the Word to simply develop one Celestial for each weight class, Doctor Cortland apparently saw six as a sacred number—not to mention the basic element size of Word of Blake formations—and pushed hard to ensure that there would be six Celestial OmniMech classes in all, allowing him to double up on the heavy and assault weight ranges.

The *Grigori* entered service with the Blakist forces stationed on Terra in late 3069. However, while its schematics and development were initiated at the same time as its five fellow Celestials, this OmniMech was one of the last designs to be introduced out of the Martinson factory in Australia, allegedly because Cortland himself took a personal hand in the final touches of production.

Capabilities

The 60-ton *Grigori* is named for a class of fallen Christian angels. Designed to play a complementary role with the 70-ton *Deva* as a main brawler, most of the *Grigori*'s main configurations are primarily set up for missile support, dispersing the majority of their damage at range to wear down armor and morale while other units work their way in close to deliver the killing blows. Though nearly half the *Grigori*'s total tonnage is devoted to pod space, each main configuration includes secondary weapons—typically lasers—to discourage enemies from engaging a *Grigori* in close-quarters combat.

Deployment

As with all of the other Celestials, the *Grigori* is dominantly used by the Word of Blake's most elite troops, with the Manei Domini and the Word's most trusted Terran defense forces taking up the lion's share. Despite its slight delay in entering production, this OmniMech has become one of the Word's most prolific; in any given Level III that employs Celestials, *Grigoris* tend to outnumber every other Celestial class.

Notable MechWarriors

Poltergeist Precentor Sigma Tamiel: An "ascended" Manei Domini of unknown origins, Tamiel was identified as one of the Level III commanders assigned to the Forty-seventh Shadow Division (Azazel's Watchers), during its 3072 assault on Galatea. His personalized *Grigori*—which combines two Thunderbolt-10 launchers, a snub-nosed PPC, and a Guardian ECM suite—led his Level III (the Watching Hands III-Gamma) on several combat drops and surprise ambushes against the scattered mercenary resistance. Favoring the "choir" formations

first championed by Precentor Kona Jenkins, Tamiel and his warriors often work in close concert with Demon battle armor. During the Forty-seventh's year-long stint on Galatea, Tamiel's III worked closely with the anti-insurgent actions of both Adept Berit Smitty (the "Bionic Witch of Galaport") and her Djinn battlesuits, as well as Adept Joe "Crymo" Richmond and his Seeker Nephilim assault troops.

Type: **Grigori**

Technology Base: Inner Sphere OmniMech

Tonnage: 60

Battle Value: 1,245

Equipment		Mass
Internal Structure:		6
Engine:	240 Light	9
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit (Small):		2
Armor Factor (Light Ferro):	186	11
	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	19
R/L Leg	14	26

Weapon and Space Allocation		Spaces Remaining
Location	Fixed	
Head	None	2
Center Torso	None	0
Right Torso	2 Light Fusion Engine	10
Left Torso	2 Light Fusion Engine	8
	2 Improved C ³ Computer	
Right Arm	3 Light Ferro-Fibrous	5
Left Arm	3 Double Heat Sink	5
Right Leg	2 Light Ferro-Fibrous	0
Left Leg	2 Light Ferro-Fibrous	0

Weapons and Ammo	Location	Critical	Tonnage
<i>Invictus (Primary) Weapons Configuration</i>			
MRM 20	RA	3	7
Ammo (MRM) 12	RT	1	1
Ammo (LRM) 16	RT	2	2
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
Retractable Blade	LA	4	3.5
LRM 15	LT	3	7
Streak SRM 4	LT	1	3
Light PPC	H	2	3

Weapons and Ammo Location Critical Tonnage
Dominus (Alternate A) Weapons Configuration

Heavy PPC	RA	4	10
2 Jump Jets	RT	2	2
ER Medium Laser	RT	1	1
Medium Pulse Laser	RT	1	2
Double Heat Sink	RT	3	1
Ammo (Streak) 15	RT	1	1
CASE	RT	1	.5
2 Jump Jets	LT	2	2
ER Medium Laser	LT	1	1
Medium Pulse Laser	LT	1	2
Double Heat Sink	LT	3	1
Streak SRM 6	H	2	4.5

Battle Value: 1,536

Infernus (Alternate B) Weapons Configuration

MML 7	RA	4	4.5
Artemis IV FCS	RA	1	1
2 Jump Jets	RT	2	2
Plasma Rifle	RT	2	6
Ammo (Plasma) 20	RT	2	2
MML 7	LA	4	4.5
Artemis IV FCS	LA	1	1
2 Jump Jets	LT	2	2
Ammo (MML) 28/34	LT	2	2
CASE	LT	1	.5
ER Small Laser	LT (R)	1	.5
Medium Pulse Laser	H	1	2

Battle Value: 1,408

Comminus (Alternate C) Weapons Configuration

2 Streak SRM 6	RA	4	9
ER Medium Laser	RT	1	1
2 Jump Jets	RT	2	2
3 MRM 10	LA	4	9
ER Medium Laser	LT	1	1
Ammo (Streak) 15	LT	1	1
Ammo (MRM) 24	LT	1	1
2 Jump Jets	LT	2	2
CASE	LT	1	.5
Guardian ECM Suite	H	2	1.5

Battle Value: 1,438

Luminos (Alternate D) Weapons Configuration

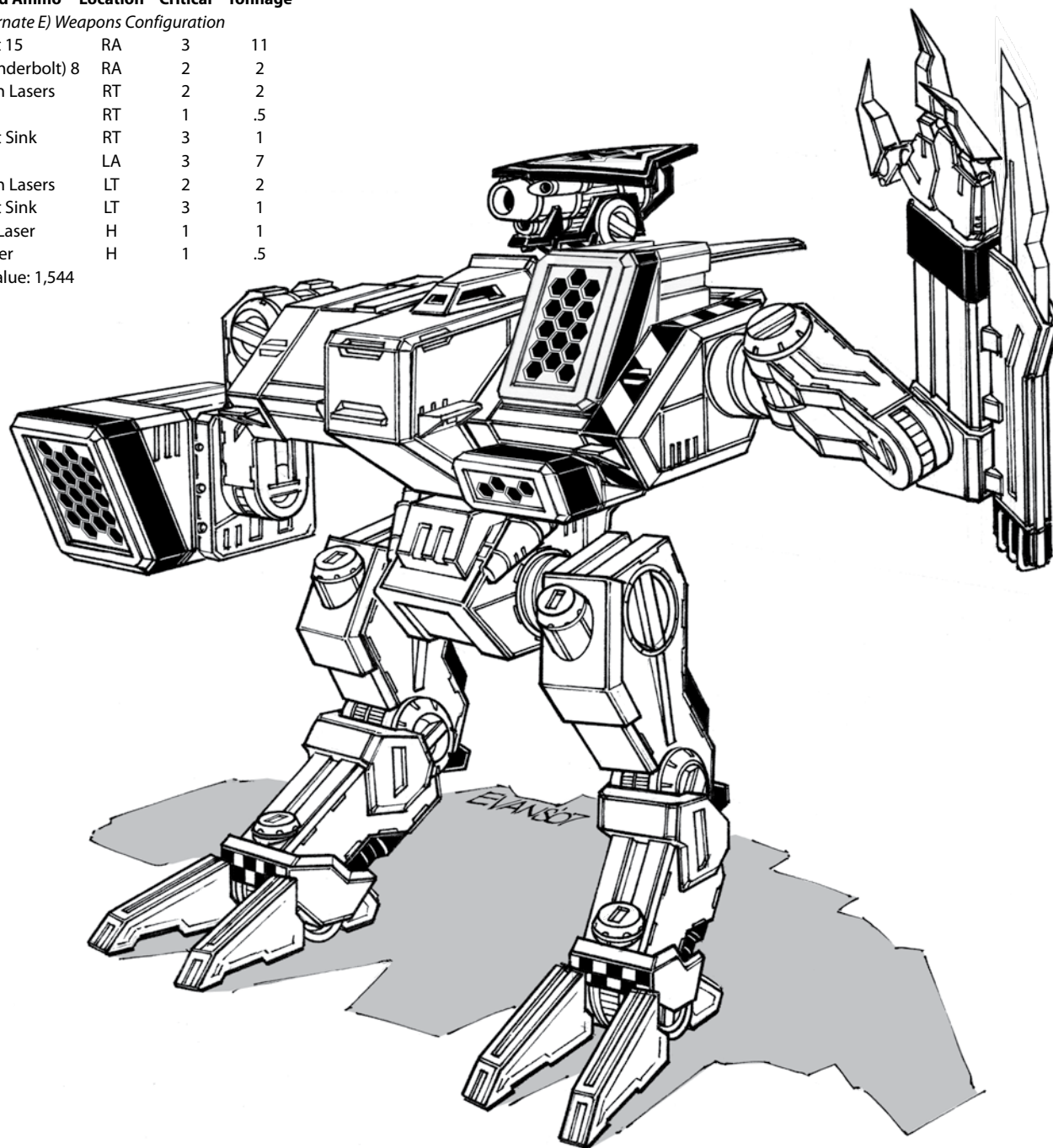
Heavy PPC	RA	4	10
ER Medium Laser	RT	1	1
3 Improved Jump Jets	RT	6	6
2 ER Small Lasers	LA	2	1
ER Medium Laser	LT	1	1
3 Improved Jump Jets	LT	6	6
Light PPC	H	2	3

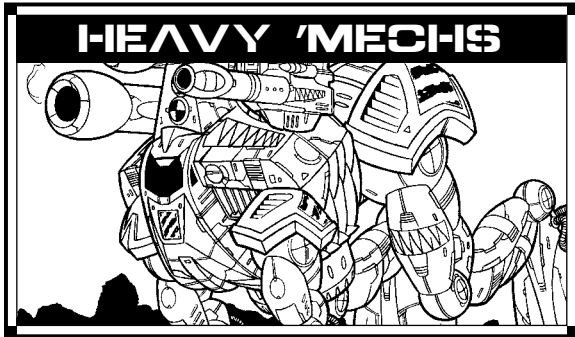
Battle Value: 1,568

Weapons and Ammo Location Critical Tonnage
Eminus (Alternate E) Weapons Configuration

Thunderbolt 15	RA	3	11
Ammo (Thunderbolt) 8	RA	2	2
2 ER Medium Lasers	RT	2	2
CASE	RT	1	.5
Double Heat Sink	RT	3	1
ER PPC	LA	3	7
2 ER Medium Lasers	LT	2	2
Double Heat Sink	LT	3	1
ER Medium Laser	H	1	1
ER Small Laser	H	1	.5

Battle Value: 1,544





Mass: 60 tons

Chassis: Overlord Mk. 3 Endo Steel

Power Plant: Pitban 240

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Swingline X-1200

Jump Capacity: 120 meters

Armor: Taijian StarShield II

Armament:

1 MilDouglas "Emperor Bones" series Gauss Rifle

2 BlazeFire Longshot Extended Range
Medium Lasers

2 MilDouglas "Duke" SRM-6 Launchers

Manufacturer: Ceres Metals Industries

Primary Factory: Warlock

Communications System: Ceres SuperComm 3

Targeting and Tracking System: Wentland
Giga-Track

Overview

Ever since Duchess Candace Liao broke the St. Ives Compact away from the Capellan Confederation in 3029, her military commanders have pressured her to expand the military industries within her realm. Until the Clan invasion, she was content to supplement the Compact's limited BattleMech production runs with units bought from the Federated Commonwealth. With the coming of the Clans, however, that changed.

While HildCo and StarCorps each moved to quickly reintroduce proven Star League-era designs, engineering teams from Ceres Metals worked closely with St. Ives Military officers to design a new heavy

BattleMech. The *Helios* design languished for a few years until Ceres could complete its new facility on Warlock, which was already turning out *Blackjack* OmniMechs. Another addition to that plant, quietly financed by ComStar, increased the number of *Helios* production lines to four.

Capabilities

With such designs as the *Victor*, the *Emperor*, and the *Pillager* in service, the St. Ives Military is noticeably heavy. While those designs mount considerable firepower, they also rank among the most costly BattleMechs currently in production. The *Helios* was conceived as a low-cost "bodyguard" for such valuable units. As such, it has no need to be extremely maneuverable; its top speed is only 20 kph higher than HildCo's *Pillager*. Likewise, its mission profile suggested only sporadic close-in combat, prompting its designers to mount minimal armor protection. That left almost half of the 'Mech's mass available for weapons and ammunition.

Constructed almost entirely with Compact-built equipment, the *Helios* is designed to complement the 'Mechs it defends. The *Helios*' main hitting power comes from its Gauss rifle, giving it the capability to engage enemy units at the same range as its charges. Paired short-range missile launchers and medium lasers provide the additional firepower needed to take down any enemies that stray too close.

The basic configuration of the *Helios* changed slightly when Ceres expanded its Warlock factory. ComStar financing of the Ceres addition provided the funding necessary to purchase the new extended-range medium lasers from the Free Worlds League, which replaced the two standard medium lasers. *Helios* 'Mechs already in service will be scheduled for a retrofit of the new weapons as soon as sufficient stock is available.

Deployment

The first two runs of this 'Mech put the *Helios* in service in every St. Ives BattleMech regiment. Half of the third run is slated for ComStar, which will undoubtedly use it to make up for losses suffered in action against Clan Smoke Jaguar.

Variants

In light of recent deals signed with the Draconis Combine, two variants have been rushed into production. Candace Liao hopes these variants will boost her own military by providing new weapons to St. Ives troops, and also prove a monetary boon to the St. Ives economy when Ceres begins selling them to the Draconis Combine. The first variant removes one of the lasers to make room for a C³ computer link. That version has only been seen twice, operating as a part of a trial C³ unit. The second variant, the 4A, adds two tons of much-needed armor and completely revises the weapons load. An extended-range PPC, an MRM-20 launcher and three standard medium lasers turn this 'Mech into an effective close-range brawler.

HEL-3D HELIOS

HEAVY 'MECHS

131

Type: **Helios**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,618

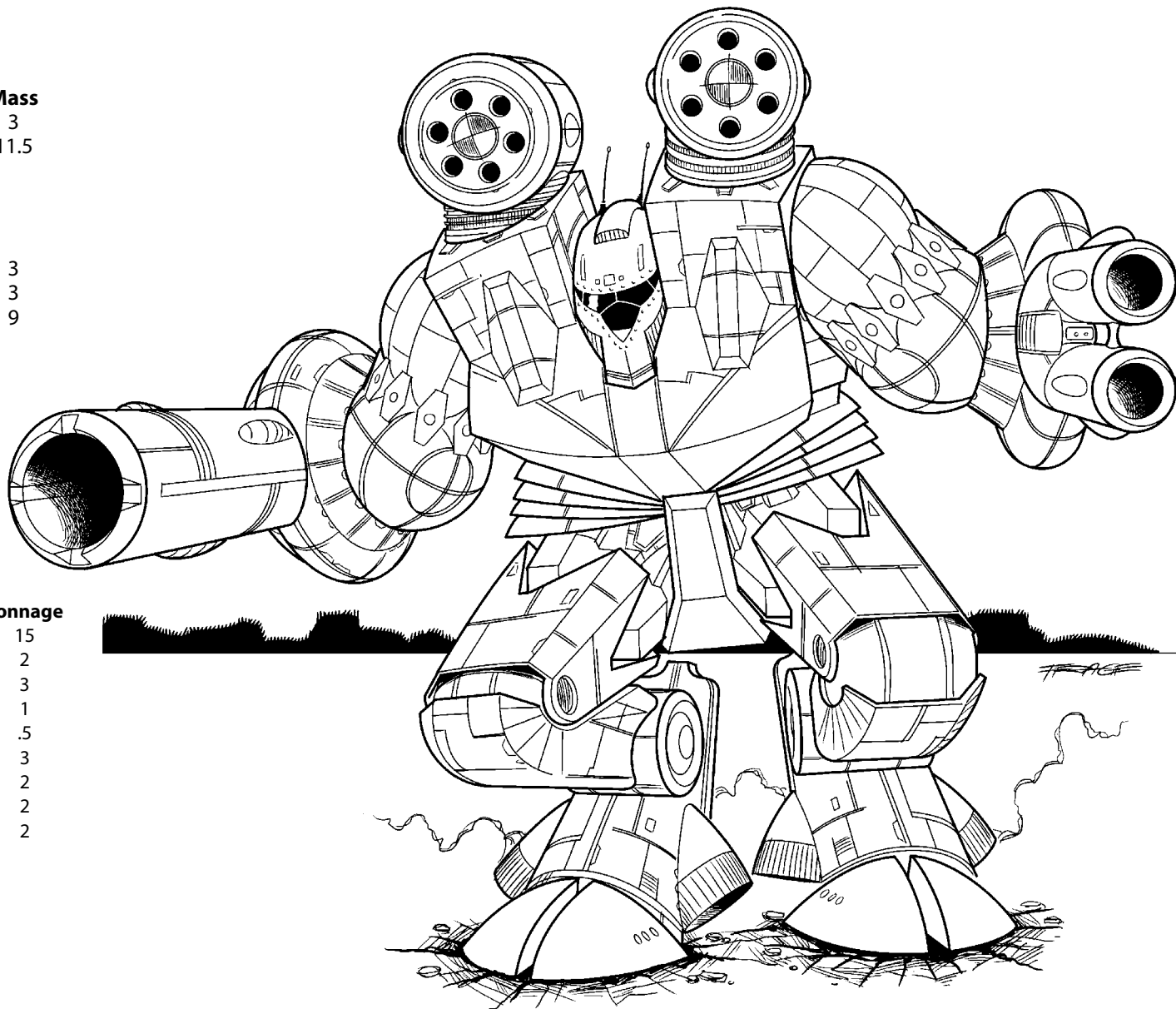
Equipment

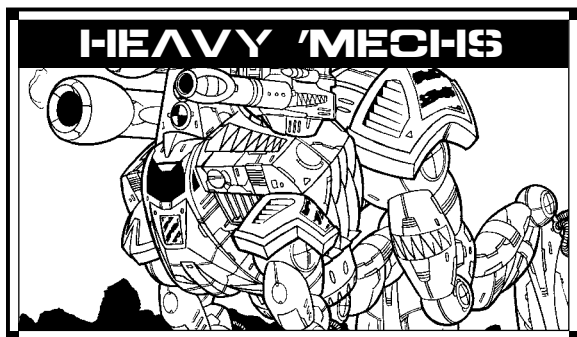
Internal Structure:	Endo Steel	3
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	
Gyro:		3
Cockpit:		3
Armor Factor:	144	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	22
Center Torso (rear)		7
R/L Torso	14	18
R/L Torso (rear)		5
R/L Arm	10	15
R/L Leg	14	15

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
SRM 6	LT	2	3
2 ER Medium Lasers	LA	2	2
Jump Jets	RL	2	2
Jump Jets	LL	2	2





Mass: 60 tons

Chassis: Ceresplex Ostroc Lite Endo Steel

Power Plant: Rawlings 300 Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: HildCo 13 Jump Jets

Jump Capacity: 180 meters

Armor: Ceres Heavy Stealth Armor

Armament:

2 Martell Extended Range Large Lasers

2 Ceres Arms Extended Range Medium Lasers

Manufacturers: Ceres Metals Industries,
Detroit Consolidated MechWorks

Primary Factories: Warlock, Capella, Detroit

Communications System: Ceres Metals
Model 686 with Guardian ECM

Targeting and Tracking System: Ceres Bullseye

Overview

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

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

Capabilities

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

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

Deployment

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

Variants

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

Type: **Ostroc**

Technology Base: Inner Sphere

Tonnage: 60

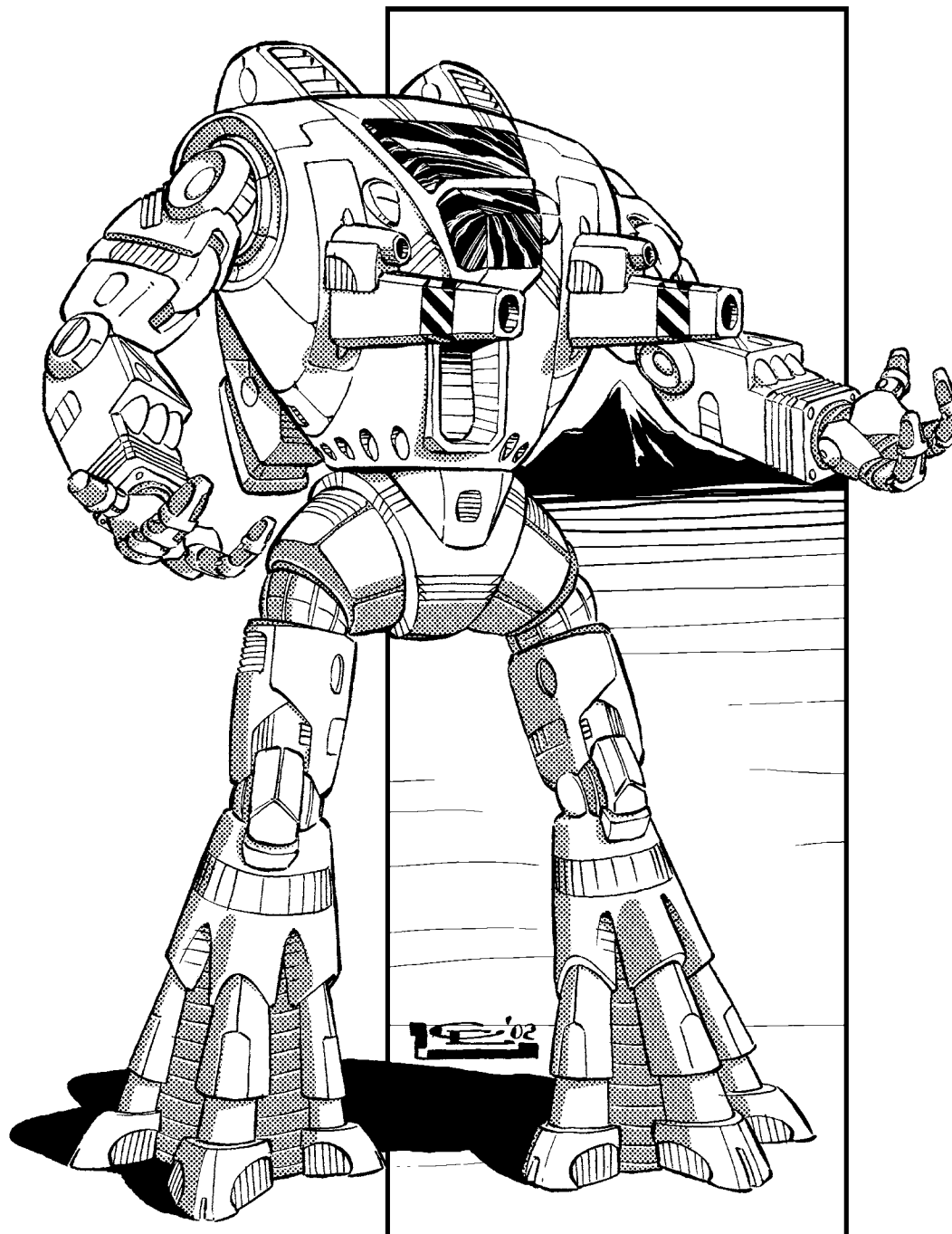
Battle Value: 1,431

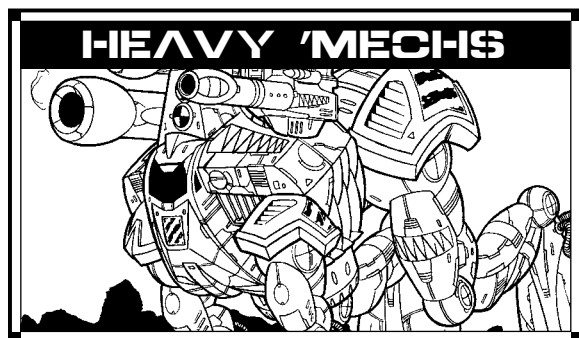
Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	168	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	22
Center Torso (rear)		7
R/L Torso	14	20
R/L Torso (rear)		6
R/L Arm	10	18
R/L Leg	14	21

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
Guardian ECM Suite	LT	2	1.5
Jump Jet	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2





Mass: 60 tons
Chassis: Kell/H
Power Plant: GM 300XL
Cruising Speed: 54 kph,
64 kph w/ Triple-Strength Myomer
Maximum Speed: 86 kph,
97 kph w/ Triple-Strength Myomer
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Ferro-Fibrous
Armament:
2 Diverse Optics Sunbeam Extended
Range Large Lasers
2 Diverse Optics Extended Range
Medium Lasers
2 Magna 600P Medium Pulse Lasers
2 Magna 200P Small Pulse Lasers
Manufacturer: Robinson Standard BattleWorks
(factory refit)
Primary Factory: Robinson
Communications System: Barret 509p
Targeting and Tracking System: Federated
Stalker with Targeting Module

Overview

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

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

Capabilities

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

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

Deployment

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

Variants

Kong Interstellar Corporation (KIC) upgraded their plant on Connaught to produce a complete 'Mech in 3065.

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

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

House Davion also produces the OTL-5D, which strangely enough is very similar to the Taurians OSR-3C, leaving many to speculate about its origins.

Type: **Ostsol**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,379

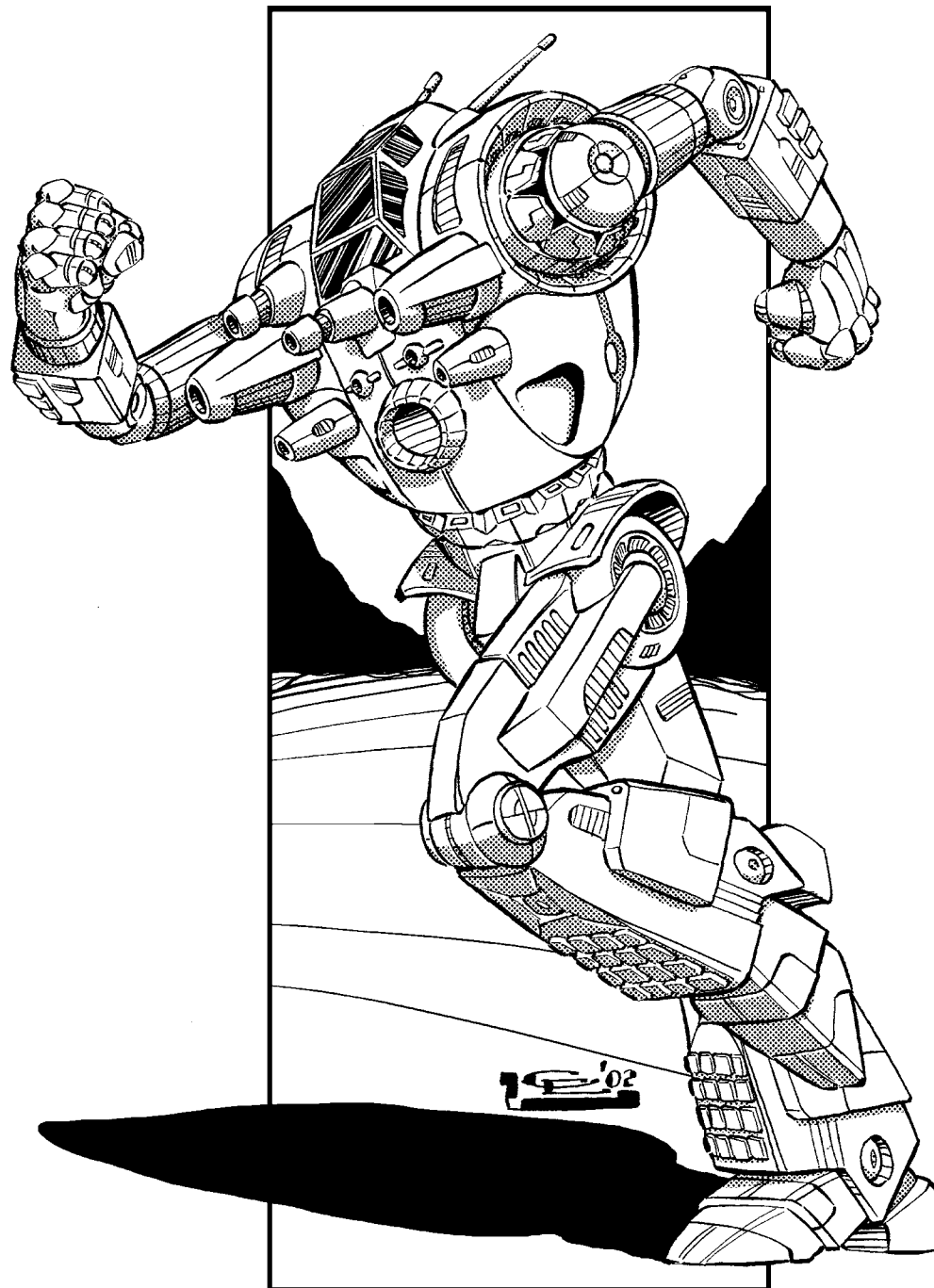
Equipment

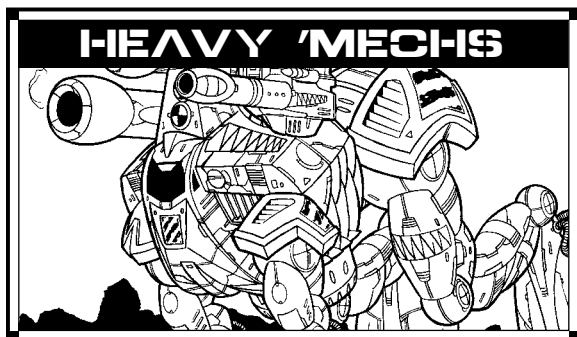
Internal Structure:		Mass 6
Engine:	300 XL	9.5
Walking MP:	5 (6)	
Running MP:	8 (9)	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	201	11.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	21
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	14	28

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
Medium Pulse Laser	RT	1	2
Targeting Computer	RT	5	5
Medium Pulse Laser	H	1	2
2 Small Pulse Lasers	CT	2	2
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
Triple-Strength Myomer	LL/RL/LA/RA	6	0





Mass: 60 tons

Chassis: SL Special

Power Plant: Hermes 360 XL

Cruising Speed: 64 kph,

76 kph w/ Triple-Strength Myomer

Maximum Speed: 97 kph,

119 kph w/ Triple-Strength Myomer

Jump Jets: Chevron I

Jump Capacity: 180 meters

Armor: Durallex Heavy

Armament:

5 Diverse Optics Extended Range

Medium Lasers

4 Diverse Optics Extended Range Small Lasers

Manufacturer: Ceres Metals Industries

Primary Factory: Capella

Communications System: CeresCom Model 21-Rs

Targeting and Tracking System: C-Apple Churchill

Overview

At the end of the Fourth Succession War, the Capellan Confederation had lost half its worlds to aggressors. Of the more than 150 Capellan regular and mercenary battalions at the beginning of the war, 65 had been utterly destroyed and an additional 46 had been captured or had defected. In capturing such a large swath of Capellan territory, the Armed Forces of the Federated Suns juggernaut had destroyed that nation's pride in itself.

When Sun Tzu Liao assumed the Celestial Throne in 3052, he immediately began several programs to restore the Confederation's reputation as a powerful nation, not only in the eyes of the other Great Houses,

but also in the hearts of its own citizens. The latest and most important of these programs is the *Xin Sheng* movement, meaning new birth. Capitalizing on his position as First Lord of the new Star League, Sun-Tzu Liao has begun to preach "manifest destiny" among his people.

To aid in this endeavor, Sun-Tzu recently commissioned a series of new BattleMechs intended to epitomize the essence of House Liao. The first of these designs has overt tones of Chinese design worked into the armor of the 'Mech, similar to Draconis Combine 'Mechs that clearly display Japanese workmanship. Chancellor Liao named the new design *Ti Ts'ang*—King of the Earth's Womb and the lord of *Yen-Lo-Wang*.

Capabilities

The *Ti Ts'ang* is the Capellan Confederation's first attempt at a 'Mech equipped with a weapon designed for hand-to-hand combat: an ax. With the success of such new designs as the *Scarabus*, *Nightsky*, and *Berserker* as well as the older *Hatchetman* and *Axman* BattleMechs, Chancellor Liao wished to create a 'Mech along the same lines for his own military.

Relying heavily on weapons purchased from the Free Worlds League, the *Ti Ts'ang* mounts a plethora of extended-range medium and small lasers that give it a blistering fusillade of firepower at short ranges. The Confederation may have problems purchasing these weapons, however, as relations between it and the Free Worlds League deteriorate.

The most stunning feature of the new 'Mech is the inclusion of triple-strength myomer, a technology pioneered by the Federated Suns. In his speech announcing the debut of this 'Mech, Sun-Tzu said, "It is time we overcame our fear of symbols from the past. That we were tricked into using defective myomer during the Fourth War is common knowledge. That it aided in our most ignominious defeat is recorded in every Great House's history books. With this BattleMech, we conquer the demon of failure and show our enemies that we have the will to use any tool available to fulfill our destiny."

Deployment

The first *Ti Ts'angs* were delivered to Capellan units stationed on the border of the St. Ives Compact. One was also presented to the Fourth Tau Ceti Rangers, a mercenary unit that recently became a Capellan Confederation House unit.

Variants

The only variant currently in use stems from the *Ti Ts'ang*'s lack of long-range weapons. The 9J variant removes an extended-range medium laser from each torso, two ER small lasers from the left arm, the TAG, and one double heat sink to free up tonnage for an ER large laser mounted in the center torso.

Type: **Ti Ts'ang**

Technology Base: Inner Sphere

Tonnage: 60

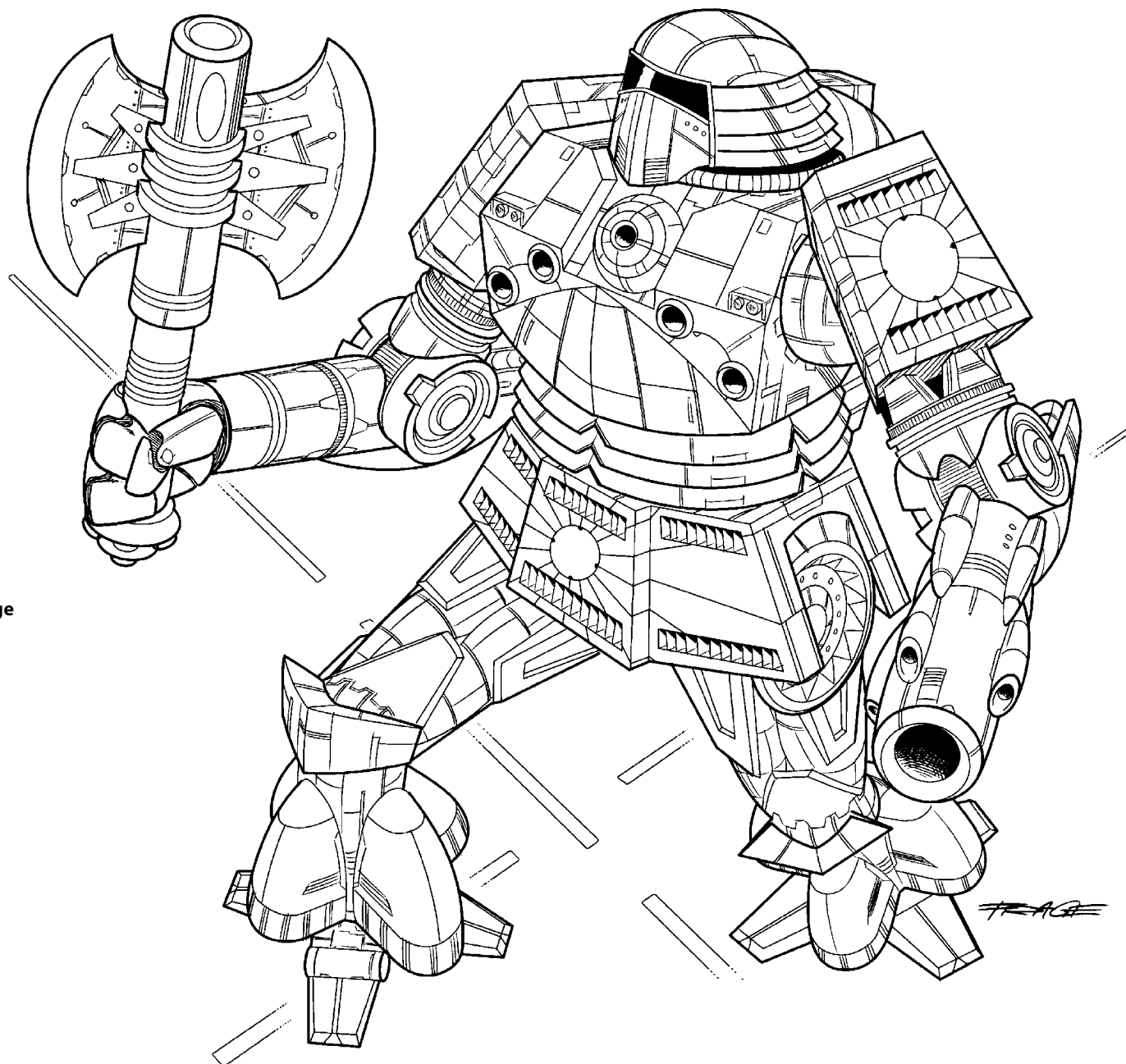
Battle Value: 1,841

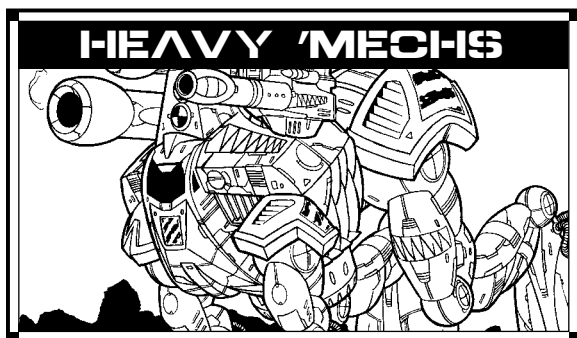
Equipment

Internal Structure:	Endo Steel	3
Engine:	360 XL	16.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	6	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	22
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	14	28

Weapons and Ammo

	Location	Critical	Tonnage
Hatchet	RA	4	4
2 ER Medium Lasers	RT	2	2
2 ER Medium Lasers	LT	2	2
ER Medium Laser	LA	1	1
4 ER Small Lasers	LA	4	2
TAG	CT	1	1
Triple-Strength Myomer	LT/RT	6	0
Jump Jets	LL	2	2
Jump Jet	LT	1	1
Jump Jet	RT	1	1
Jump Jets	RL	2	2





Mass: 65 tons

Chassis: Ost-I

Power Plant: Hermes 260

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon FWL Special Light
Ferro-Fibrous with CASE

Armament:

2 Shannon Sh-47 Streak SRM 4 Launchers

1 Doombud Long Range Missile 20-Rack

2 Diverse Optics Extended Range Medium Lasers

Manufacturer: Ronin Incorporated

Primary Factory: Wallis

Communications System: Barret Party Line-200
with Guardian ECM Suite

Targeting and Tracking System: Wasat Watchdog
W100 with Artemis IV FCS

Overview

Almost forgotten in modern times, the *Ostwar* was the first of the “walkerpods” pioneered by Ostmann Industries. Produced in limited numbers from 2470, full-scale production was delayed until 2500 due to Ostmann’s limited resources. By that time, the Terran Hegemony Armed Forces considered the design obsolete and orders began to dry up. Faced with financial ruin, company director Ernst Ostmann looked beyond the borders of the Hegemony for places where the primitive design could still find a market. The *Ostwar* went on to enjoy limited success until it was eclipsed by more modern equipment, bringing production to a halt at the start of the Reunification War.

By 3075, the Principality of Regulus had suffered grievous losses to its BattleMech forces. Even at the best of times, Regulus would have been hard pressed to replace so much equipment and materiel. Ronin Inc. on Wallis, one of the Principality’s bigger weapons manufacturers, could not come close to meeting demand. With supplies of critical components drying up, Ronin’s executives rushed the ancient *Ostwar* back into production as a stopgap measure at Harmony MetalWorks. Since then, Ronin has built a new assembly line to produce the upgraded OWR-3M *Ostwar*.

Capabilities

The original *Ostwar* turned in a solid performance on the bloody battlefields of the Age of War. Well armored and armed, the BattleMech’s only significant flaw was its relatively slow ground speed. To modernize the design, Ronin replaced the basic armor with more than eleven tons of light ferro-fibrous material and added CASE, an advanced ECM system and double heat sinks. The designers improved short-range firepower by upgrading the SRMs to Streak racks and replacing the standard medium lasers with extended-range models. Similarly, the Doombud LRM system was enhanced by the addition of an Artemis IV fire control system. Finally, the underpowered power plant was replaced by a modern Hermes 260 unit that addressed the *Ostwar*’s subpar ground speed. The result is exactly what Regulus needs—an inexpensive and robust BattleMech design that can be produced in quantity to bolster its BattleMech forces.

One flaw the upgrade failed to address was the *Ostwar*’s lack of hand actuators. The arm-mounted missile launchers and medium lasers are an effective weapons mix at short range, but when fighting becomes a point-blank affair, this BattleMech can find itself at a disadvantage.

Deployment

Titus Cameron-Jones has deployed the improved *Ostwar* throughout his forces, using it as a replacement for heavy and assault BattleMechs lost in the ongoing conflict with the Duchy of Oriente. A jack-of-all-trades heavy design, the walkerpod serves equally well in the line of battle and as part

of a fire lance alongside *Archers* and *Trebuchets*. On Jouques, the *Ostwar*s of the Regular Hussars fought a rearguard action against the Fusiliers of Oriente’s Second Brigade, buying precious time for the raiders to fall back to their DropShips.

Many of the primitive OWR-2M *Ostwar*s remain in service, and some have fallen into the hands of the other states that comprise the fragmented Free Worlds League. Chronic equipment shortages and the ease with which this primitive technology can be maintained and repaired is keeping them in service.

Variants

Constructed with technology considered primitive even by the standards of the Succession Wars, the OWR-2M *Ostwar* is powered by a Hermes 235 fusion plant. Underpowered by modern standards, this engine limits top speed to 54 kph. Though it mounts more than seventeen tons of armor, the protection granted by the antiquated material is average at best. Weaponry is similar to the upgraded OWR-3M, but the energy weapons are standard Martel medium lasers that lack the reach of the newer Diverse Optics models. Likewise, the missile weapons lack advanced fire control systems, and modern CASE and ECM are also absent from the older design.

Many of the sub-assemblies and components used by the *Ostwar* were reused in Ostmann’s later *Ostsol* and *Ostroc* designs. During the Succession Wars, it was not uncommon to see these newer BattleMechs sporting limbs salvaged from their ancient cousins.

Notable MechWarriors

Lieutenant SG Miles Block: Commander of the Fire Lance in Gold Company of the Third Regular Hussars, Block fought the rearguard action on Jouques in November 3084. Armed with a variety of munitions for their LRM launchers, his *Ostwar*s held back more than a company of Oriente troops while the rest of the raider force boarded their DropShips. Rumor has it that Block will be promoted to command a Regular company.

Type: **Ostwar**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,557

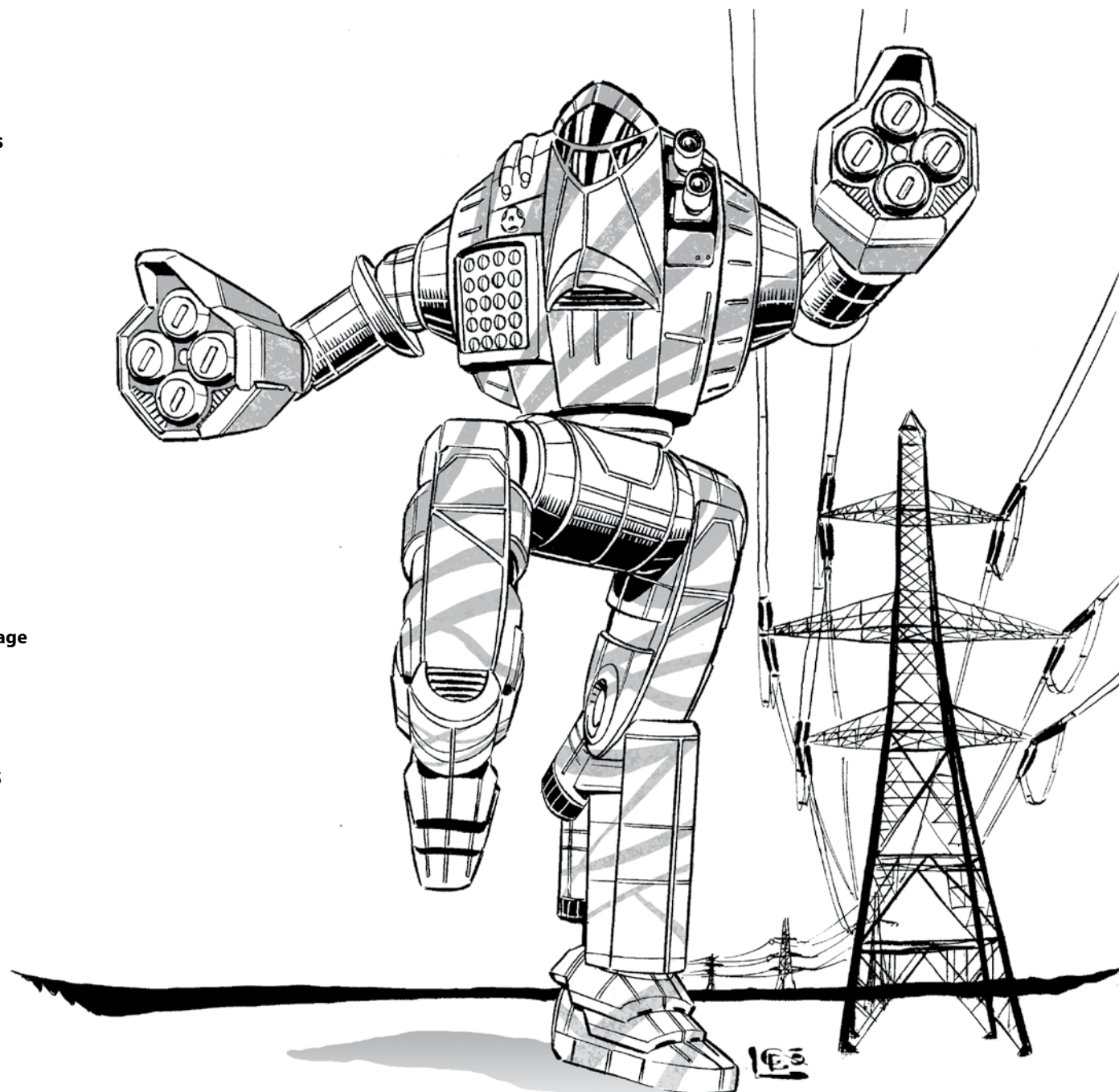
Equipment

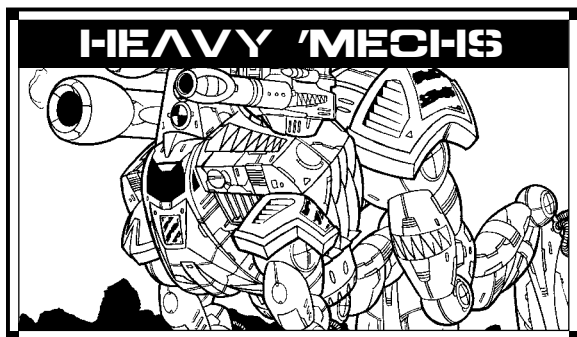
Internal Structure:		6.5
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	195	11.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	15	24

Weapons and Ammo

	Location	Critical	Tonnage
Streak SRM 4	RA	1	3
LRM 20	RT	5	10
Artemis IV FCS	RT	1	1
Ammo (LRM) 18	RT	3	3
CASE	RT	1	.5
Guardian ECM Suite	CT	2	1.5
2 ER Medium Lasers	LT	2	2
Ammo (Streak) 25	LT	1	1
CASE	LT	1	.5
Streak SRM 4	LA	1	3





Mass: 65 tons

Chassis: Earthwerks SYI

Power Plant: Hermes 260 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Hellespont Lite Stealth

Armament:

1 Firmir UltraLase ER Large Laser

2 Sian/Ceres Puma MRM 20 Launchers

2 Firmir High-Frequency Medium Pulse lasers

Manufacturer: Hellespont BattleMech Works

Primary Factory: Sian

Communications System: Ceres Metals Model 666
with Guardian ECM Suite

Targeting and Tracking System: Radcom TXXI

Overview

The Capellan Confederation has pursued stealth-equipped BattleMechs more aggressively than any other nation. Since the development of the *Raven* in the days preceding the Fourth Succession War, the CCAF has been fielding cutting-edge stealth technologies in a search for the perfect reconnaissance unit. The next major evolution was the *Men Shen*, which perfected the electronic warfare components first explored by the *Raven*. The advent of the *Sha Yu* in the mid-3060s made the stealth armor concept a reality. By 3070, the Capellans had an entire arsenal of stealth options waiting to be utilized by future designs.

The Jihad stalled Capellan efforts to field all-new stealth BattleMechs. In fact, eschewing the mutual support of Devlin Stone's Coalition came close to destroying the Capellan nation entirely. The Confederation fought back against the Word of Blake, but at great expense in equipment and personnel. The CCAF liberated not only their own worlds, but those of the Magistracy of Canopus as well, all at the cost of stagnated development and new designs.

Though battered and bloodied, the CCAF remained a viable combat force in the wake of their battles with the Word of Blake. They faced the same effort to rebuild as the militaries of every nation in the Inner Sphere, but also had a chance at last to resume fielding their stealth technologies. Where they once saw stealth as a reconnaissance tool, the Capellans turned it to front-line combat units, enabling them to strike at their foes with an enormous advantage. The *Pillager* offered a hint of this doctrine, while the *Shen Yi* is the realization of that vision.

Capabilities

The *Shen Yi* features the stealth armor perfected in the *Sha Yu* design. Entwined with the reliable Guardian ECM suite, the stealth armor deters accurate targeting by the *Shen Yi*'s foes. However, where other, lighter designs sought to use this advantage in an effort to complete objectives and retreat unseen, the *Shen Yi* is built to exploit the advantage in sustained combat. The fact that the design employs thirteen tons of stealth armor indicates that the Capellans expect the 'Mech to see heavy combat use.

The weapons employed by the *Shen Yi* also speak to its role as a front-line combat unit. The Firmir extended-range large laser is a reliable weapon capable of dealing significant damage at range. A pair of Firmir medium pulse lasers provides the *Shen Yi* with brawling capacity as well as the ability to strike lighter, faster 'Mechs that attempt to harass it.

The bulk of the *Shen Yi*'s firepower, however, comes from a primitive weapon perfected by the Draconis Combine. The Combine's success with the medium-range missile system convinced Capellan engineers to examine a similar system of their own.

They found a relatively lightweight weapon system capable of rapidly showering damage on enemy units. Though starkly unsophisticated in comparison with the electronics and armor employed by the *Shen Yi*, the medium-range missile systems give the 'Mech a well-rounded arsenal.

Deployment

The *Shen Yi* is still finishing its final field trials. When the design becomes operational, it is slated for deployment first to the elite Warrior Houses as well as to the various regiments of McCarron's Armored Cavalry. If the *Shen Yi* performs as its early tests indicate, it will be the first of many new stealth-equipped combat units deployed by the CCAF. Despite this pressure to succeed, the *Shen Yi*'s performance to date has encouraged CCAF commanders at every level.

Variants

To date, no variants of the *Shen Yi* have been reported, likely because the 'Mech has yet to fully enter production. However, leading military theorists suggest that an all-energy weapon variation is a likely extension of the stealth combat concept that the Capellans seek to employ.

SHY-3B SHEN YI

HEAVY 'MECHS

141

Type: **Shen Yi**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,561

Equipment

Internal Structure:

Engine: 260 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor (Stealth): 208

Internal Structure

Head 3 9

Center Torso 21 30

Center Torso (rear) 11

R/L Torso 15 22

R/L Torso (rear) 8

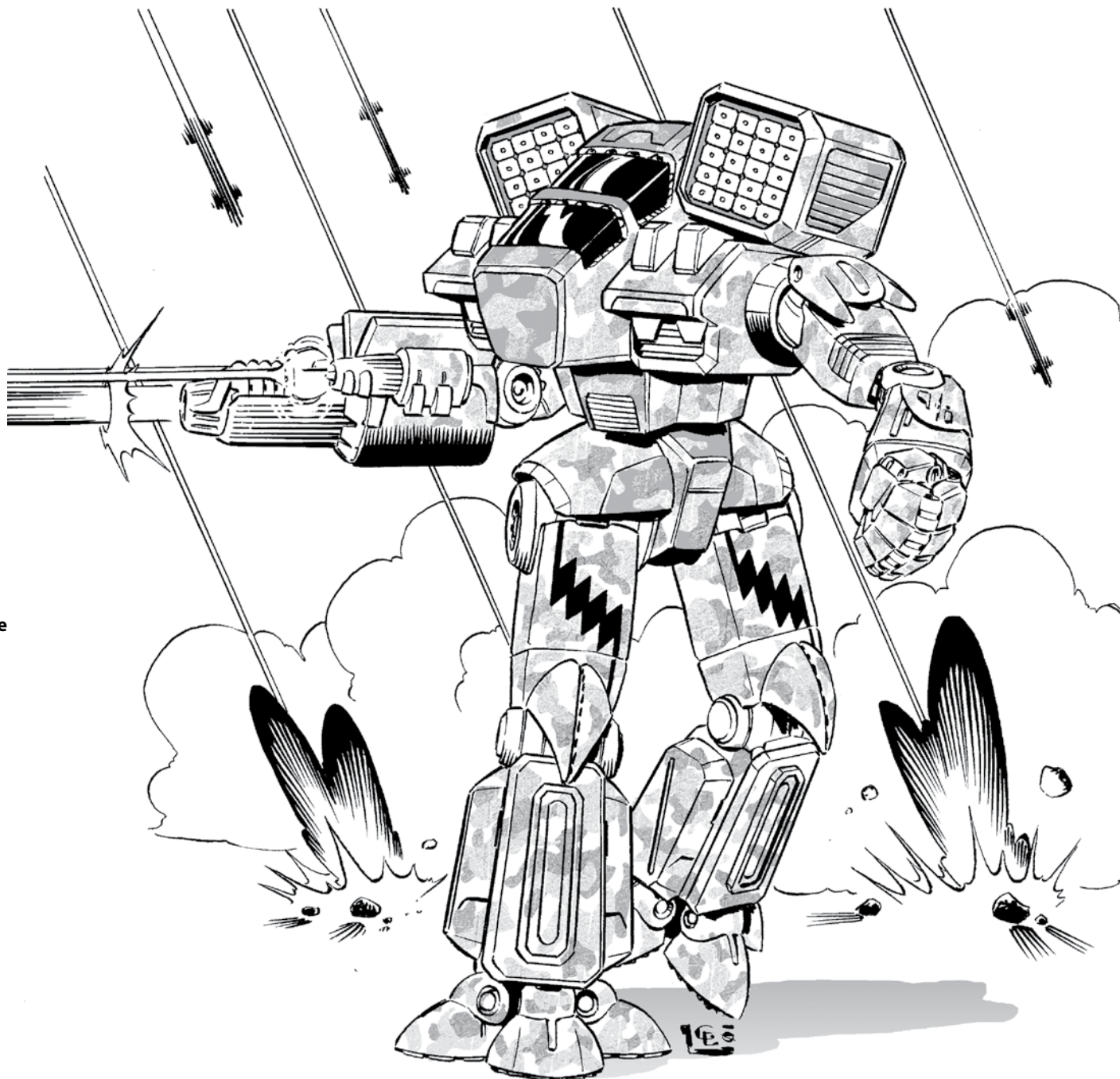
R/L Arm 10 19

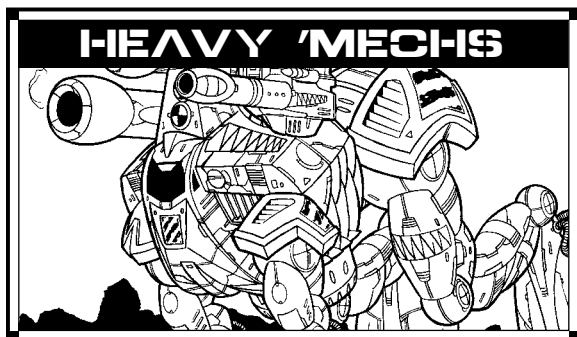
R/L Leg 15 30

Weapons

and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
2 Medium Pulse Lasers	RA	2	4
MRM 20	RT	3	7
Ammo (MRM) 12	RT	1	1
Ammo (MRM) 24	CT	2	2
MRM 20	LT	3	7
Ammo (MRM) 12	LT	1	1
Guardian ECM Suite	LA	2	1.5





Mass: 65 tons

Chassis: Technicron Type H Endo Steel

Power Plant: Magna 260 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Chilton 465

Jump Capacity: 120 meters

Armor: Maximillian 100

Armament:

- 1 Zeus Slingshot Gauss Rifle
- 1 Sutel Precision Line Large Pulse Laser
- 3 Diplan M3 Medium Lasers
- 1 Irian Weapons Works 60mm SRM-6 Rack

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Irian

Communications System: Irian Technologies

HMR-35s

Targeting and Tracking System: Wasat Watchdog W100

Overview

The design of the *Tempest* originated in the late 3040s and used little advanced technology. The Clan Invasion and the resulting massive research-and-development effort led to modifications in the design, and the version finally fielded in 3055 was radically different from the original concept. Combat operations have prompted further refinements and the creation of several variants, available as field modifications and factory-built options.

Capabilities

The original *Tempest* plans called for twin PPCs, replaced in the production model with a Zeus Slingshot Gauss rifle and a Sutel large pulse laser. The *Tempest* receives additional firepower from three Diplan M3 medium lasers and an Irian Weapons Works 60mm SRM-6. The Gauss rifle is equipped with two tons of ammunition, for a total of 16 rounds of fire, while the SRM-6 has one ton of ammunition for a total of 15 rounds of fire. Irian designers also incorporated the new Magna 260 XL engine, double heat sinks, and a Technicron Type H endo steel chassis. The jump-capable *Tempest* can leap up to 120 meters at a time, allowing it to keep pace with many lighter 'Mechs in the field despite its mediocre power plant and cruising speed. Fine-tuning and testing done on Irian's varied landscapes prompted Irian BattleMechs to claim that the *Tempest* could operate in whatever terrain the FWLM desired with no loss of capability, an assertion the League military has tested on several occasions since.

Deployment

Free Worlds military strategists deployed the *Tempest* throughout the FWLM, individually and in groups. In a move harkening back to the SLDF, they deployed several lance- and company-sized units of *Tempests*, in some cases complemented and screened by the lighter SHD-5M *Shadow Hawk*. This combination of mobile 'Mechs provides a flexible strike force that can serve offensively or defensively as the need arises.

The largest concentration of *Tempests* is in the Marik Militias, but the Free Worlds Legions and the Fusiliers of Oriente also field substantial numbers. The *Tempest* has made its greatest impression, however, in the Sirian Lancers. Its balance of firepower and agility proved vital to the unit's success in Operation Guerrero and in the subsequent liberation of Sirius and Procyon.

Variants

To date, no official variants of the *Tempest* exist, though the 3M2 variant is undergoing testing on

Irian. Active-duty *Tempests*, however, include a variety of temporary modifications, ranging from replacing the Gauss rifle with an autocannon to downgrading the SRM-6 in favor of additional ammunition. The 3M2 *Storm Tempest* variant is scheduled to enter limited production before the end of the year and sees a substantial overhauling of weapons systems while retaining the parent design's main framework and equipment. Downgrading the Gauss rifle to a light Gauss weapon extends range and endurance at the expense of damage potential, though technicians have compensated for this to some extent by upgrading the medium lasers to extended-range versions and exchanging the SRM system for a Streak equivalent. An extra heat sink and an extended-range small laser attached to the Gauss rifle rounds off the weapon systems, while minor structural and electronic modifications (available to existing *Tempests* as part of their regular maintenance cycle) complete the upgrade.

Notable MechWarriors

Force Commander Joseph "Jumpin' Jack" Huda:

Born on Regulus to a notable mercantile clan, Force Commander Huda caused consternation in his family when he eschewed the family business for a career in the military. His early service with the First Regular Hussars was unspectacular, but he finally got a chance to show his skill during the unit's involvement on Hyner in Operation Bulldog. Drawn into a bitter close-quarters fight with a Jaguar *Mad Cat*, Huda used the agility and resilience of his *Tempest*, the *Black Rose*, to good effect, dodging his heavier opponent's attacks long enough for the rest of his command company to surround and crush the Clan Star. Constant leaping to avoid the Clan warrior earned Huda his nickname, but also placed severe stresses on the 'Mech and prompted Irian BattleMechs to reacquire the *Rose*. Company engineers promptly dismantled the 'Mech to study the battle's effects on its chassis. The data led to successive upgrades culminating in the 3M2 variant.

TMP-3M TEMPEST

HEAVY 'MECHS

143

Type: **Tempest**

Technology Base: Inner Sphere

Tonnage: 65

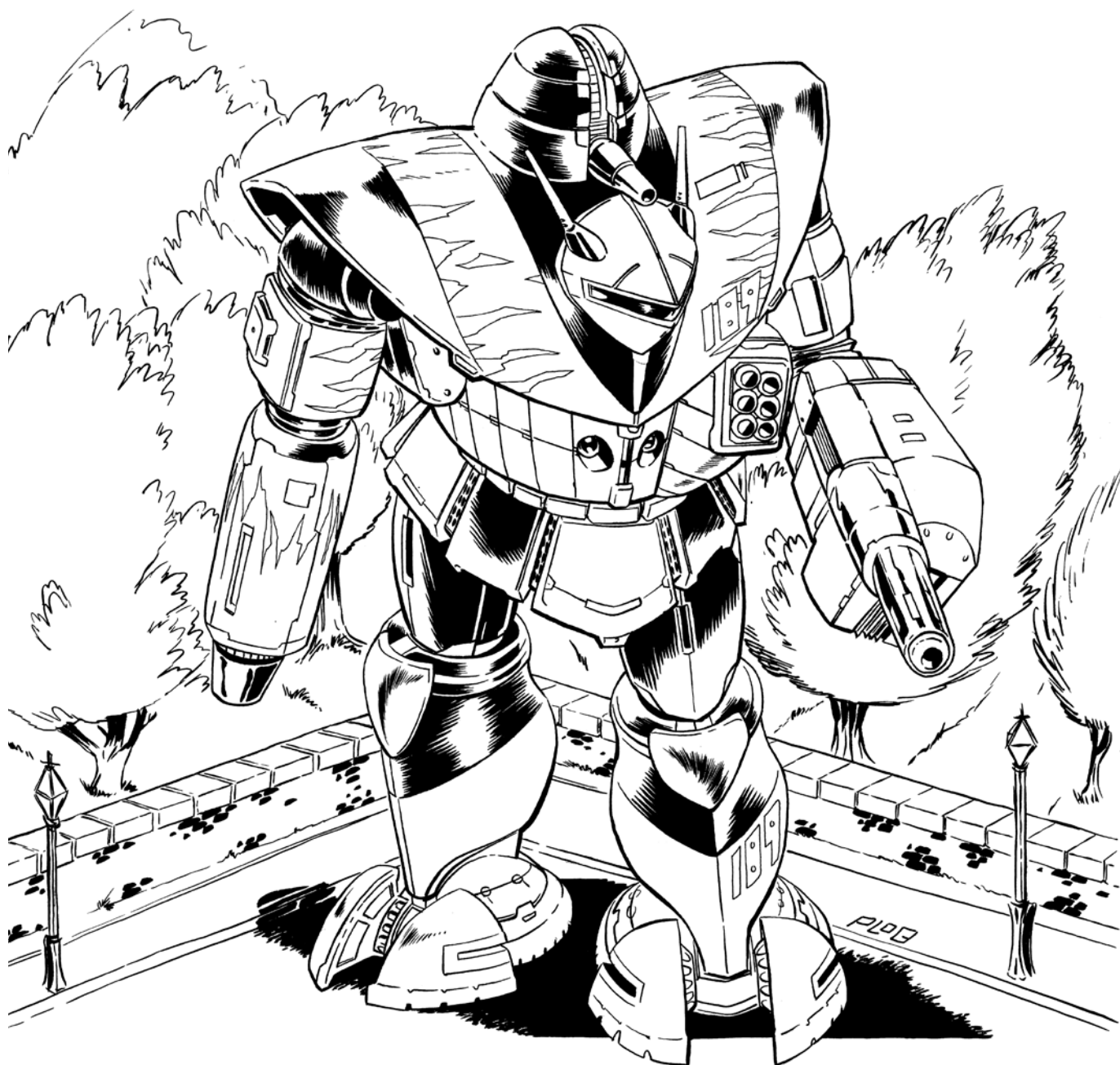
Battle Value: 1,786

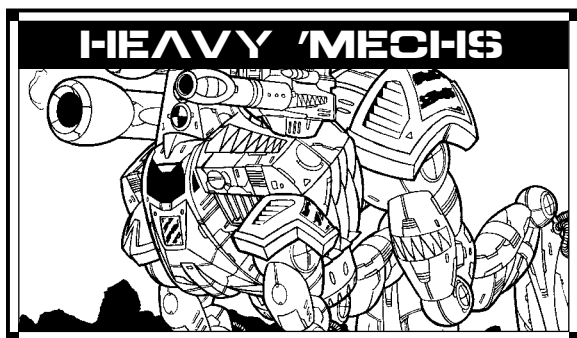
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	260 XL	3.5
Walking MP:	4	7
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	32
Center Torso (rear)		7
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	18
R/L Leg	15	28

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RA	2	2
Large Pulse Laser	LA	2	7
Medium Laser	H	1	1
2 Medium Lasers	CT	2	2
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2





Mass: 70 tons

Chassis: Celestial Series DV1E

Power Plant: Inspiration 280 Light Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Divine Protector

Armament:

29.5 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,

Martinson Armaments

Primary Factory: Gibson (Gibson Federated),

Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight

1-Omega

Overview

The *Deva* OmniMech—its name derived from Hindu and Buddhist mythologies, a reference to minor angels or divinities—is strikingly similar to its fellow heavyweight Celestial, the *Grigori*, so much so that the reason for its design is questionable. The dominant theory, supported by this unit's constant deployment in close concert with *Grigoris*, maintains that the two models were deliberately built to function in pairs—akin to the design philosophies that produced the *Hammer* and *Anvil* 'Mechs. One observer likened the coordination between these two machines to that of identical twins, joined together by some intangible spiritual link.

Capabilities

Matching its lighter brother in mobility but sporting thicker armor and a heavy-duty gyro, the 70-ton *Deva* has the ruggedness to act as the close-combat fighter, while the *Grigori* provides standoff support. With little more than a ton of extra pod space for weapons than the *Grigori*, the *Deva* focuses more on direct-fire weapons over missiles in all six of its known standard configurations. As a result, this machine makes for an excellent brawler, but its firepower can be felt at almost any range, enabling its MechWarrior to pick and choose where and how close the *Deva* needs to get to deliver its attacks.

Deployment

As mentioned above, the *Deva* is particularly common in any formation that also includes a *Grigori*, and so it is dominantly seen among the Word of Blake's most elite troops, including the Manei Domini. Even though *Grigoris* tend to appear in greater numbers, it is rare to see any operating in a formation that does not include at least one *Deva*.

Notable MechWarriors

Precentor VII Seth Smith-Solomon: Commander of the Word of Blake Seventh Division's Bells of Faith III-lambda, which fought to defend Mars against the Wolf's Dragoons' incursion in 3067, Smith-Solomon was badly wounded trying to hold back the remnants of Zeta Battalion near Koryo. Returning to active duty after a full year of reconstructive surgery and rehabilitation, he was reportedly approached by representatives of the Manei Domini but declined an offer to join their ranks while his Division remained in desperate need of troops. In 3073, Cameron St. Jamais personally rewarded him for his devotion to the Word with a commission to command the Seventh Division. His fresh-from-the-factory *Deva* OmniMech, also awarded by the Word's Precentor Martial, has been featured prominently in many Blakist propaganda vids, showing Smith-Solomon leading his troops on a "goodwill tour" of several recently fortified Blake Protectorate border worlds, including Ko, Zollikofen, and Lipton.

Type: **Deva**

Technology Base: Inner Sphere OmniMech

Tonnage: 70

Battle Value: 1,584

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280 Light	12
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro (Heavy-Duty):		6
Cockpit (Small):		2
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	30

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 Light Fusion Engine 2 Endo Steel 2 Improved C ³ Computer	6
Left Torso	2 Light Fusion Engine 4 Endo Steel	6
Right Arm	2 Endo Steel	6
Left Arm	2 Endo Steel	6
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo Location Critical Tonnage

Invictus (Primary) Weapons Configuration

Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Light PPC	RT	2	3
CASE	RT	1	.5
Retractable Blade	LA	5	4
Light PPC	LT	2	3
Light PPC	H	2	3

Weapons and Ammo Location Critical Tonnage

Dominus (Alternate A) Weapons Configuration

MML 7	RA	4	4.5
Targeting Computer	RT	4	4
2 ER Medium Lasers	RT	2	2
Rotary AC/5	LA	6	10
ER Small Laser	LA	1	.5
Ammo (RAC) 60	LT	3	3
Ammo (MML) 34/28	LT	2	2
CASE	LT	1	.5
Light PPC	H	2	3

Battle Value: 1,727

Infernus (Alternate B) Weapons Configuration

ER PPC	RA	3	7
Double Heat Sink	RA	3	1
2 Double Heat Sink	RT	6	2
ER PPC	LA	3	7
Targeting Computer	LA	5	5
2 Double Heat Sinks	LT	6	2
2 Medium Pulse Lasers	H	2	4
Guardian ECM Suite	CT	2	1.5

Battle Value: 1,713

Comminus (Alternate C) Weapons Configuration

Ultra AC/20	RA/RT	10	15
Jump Jet	RT	1	1
Double Heat Sink	RT	3	1
Double Heat Sink	LA	3	1
3 ER Medium Lasers	LA	3	3
Jump Jet	LT	1	1
Ammo (Ultra) 15	LT	3	3
CASE	LT	1	.5
ER Small Laser	LT (R)	1	.5
Guardian ECM Suite	H	2	1.5
2 Jump Jets	CT	2	2

Battle Value: 1,749

Luminos (Alternate D) Weapons Configuration

Heavy PPC	RA	4	10
Double Heat Sink	RA	3	1
2 Jump Jets	RT	2	2
Medium Pulse Laser	RT	1	2
Double Heat Sink	RT	3	1
Double Heat Sink	LA	3	1
2 ER Medium Lasers	LA	2	2
Double Heat Sink	LT	3	1
Medium Pulse Laser	LT	1	2
2 Jump Jets	LT	2	2
2 Medium Pulse Lasers	H	2	4
ER Medium Laser	CT (R)	1	1
ER Small Laser	CT (R)	1	.5

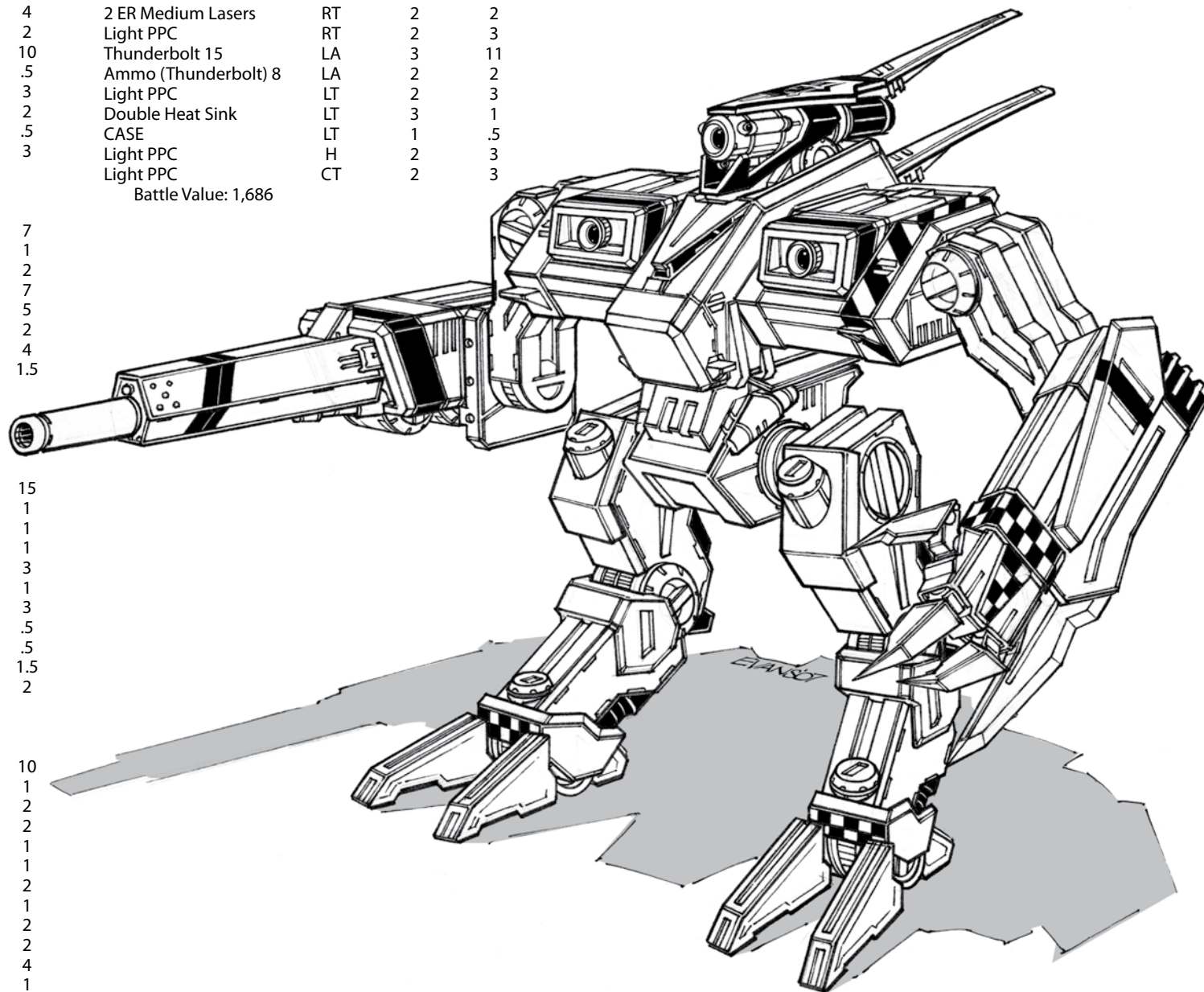
Battle Value: 1,711

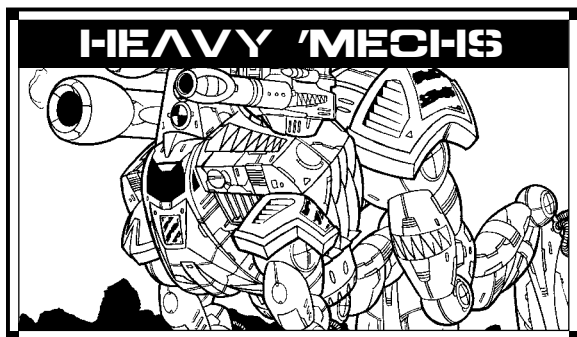
Weapons and Ammo Location Critical Tonnage

Eminus (Alternate E) Weapons Configuration

Double Heat Sink	RA	3	1
2 ER Medium Lasers	RT	2	2
Light PPC	RT	2	3
Thunderbolt 15	LA	3	11
Ammo (Thunderbolt) 8	LA	2	2
Light PPC	LT	2	3
Double Heat Sink	LT	3	1
CASE	LT	1	.5
Light PPC	H	2	3
Light PPC	CT	2	3

Battle Value: 1,686





Mass: 70 tons

Chassis: Hollis Mk III

Power Plant: Magna 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Ceres Heavy with CASE

Armament:

1 Kali Yama Big Bore Autocannon

1 Sian/Ceres Jaguar LRM-5 Rack

3 Ceres Arms Model W Medium Pulse Lasers

Manufacturer: Ceres Metals Industries

Primary Factories: Sian, Capella and St. Ives

Communications System: Ceres Metals Model 21-Rs

Targeting and Tracking System: C-Apple Churchill

Overview

In the wake of the Fourth Succession War, the Capellan military found itself in desperate shape, especially since the Federated Commonwealth had captured several worlds that held most of House Liao's military production facilities. Ceres Metals was one of the few left to rebuild the devastated Capellan military. The company worked feverishly to replenish the depleted CCAF, expanding its production facilities and capabilities in order to get the job done. Less than two decades later, the Clan invasion brought new technologies to the Inner Sphere, much of it reverse-engineered from salvaged Clan OmniMechs. Ceres Metals acquired this information through the Free Worlds League and used it to design the *Thunder*.

Ceres designers wanted a 'Mech that delivered overwhelming firepower without sacrificing maneuverability. The *Thunder* was the first 'Mech produced using new technologies to attain these goals, and Chancellor Romano Liao gave the design team a citation when the 'Mech first entered CCAF ranks.

Capabilities

The THR-1L *Thunder* is the first heavy 'Mech designed and produced by a Capellan manufacturer following the Clan invasion. The *Thunder's* seventy-ton frame allowed the engineers to install the Kali Yama Big Bore autocannon and three tons of ammunition. Complementing the autocannon is an LRM-5 located in the left torso, with one ton of ammunition. Three medium pulse lasers back up the autocannon for close support, and the designers installed CASE to protect against ammo detonation.

Magna's new XL 350 fusion engine gives this 'Mech speed up to 86 kph, which permits it to engage enemy units half its size. Eleven double heat sinks manage the higher heat output. The *Thunder* also mounts an impressive thirteen and half tons of Durallex heavy armor.

Deployment

During the Battle of Denbar, elements of the Hustaing Warriors became trapped in desert crevasse in an ambush organized by the reconstituted Blackwind Lancers' Second Battalion. With no avenue of escape and being destroyed piecemeal, the Warriors owe their near-miraculous salvation to two *Thunders* and their Kali Yama Big Bore autocannon. The *Thunders* surged into the open to face two lances of light and medium Lancers 'Mechs. Side by side and taking heavy fire, the *Thunder* pilots stood their ground and forced the Lancers back, targeting one Lancers 'Mech at a time. Reeling from the devastating autocannon fire, the Lancers' lighter units withdrew and allowed the Warriors to escape. The Lancers lost half their 'Mechs while disabling only one of the *Thunders*.

Thunders currently serve throughout the CCAF thanks to Ceres' expanding production on Sian and St. Ives. Rumor has it that a few lances of *Thunders* are deployed in Free Capellan units as well.

Variants

Ceres recently upgraded the *Thunder*, maintaining much of the 'Mech's original equipment while completely redesigning the weapons loadout. The 2L variant uses the new Mydron Devastator LB 20-X autocannon, along with two extended-range medium lasers, Sian/Ceres' new Harpoon Streak SRM-6 rack, and an extended-range small laser. The 2L is protected by thirteen tons of stealth armor, and also boasts triple-strength myomer, Guardian ECM, and CASE.

The 3L variant serves as a fire-support 'Mech, replacing the LB 20-X and extended-range small laser with an Arrow IV missile artillery system. The 3L is intended to eventually replace the older C-3 *Catapult* in most CCAF line regiments.

Notable MechWarriors

Sang-wei Benj Dashin: *Sang-wei Benj Dashin* began his career as a member of Hustaing's planetary reserve militia, piloting a *Hunchback* that was destroyed during the assault by the Blackwind Lancers' Second Battalion. For his actions on Hustaing, he received a THR-1L *Thunder* and command of a lance. *Sao-wei Dashin's* daring assault broke the ambush on Denbar, killing three Lancers 'Mechs. By the end of the war, he had racked up an impressive twenty-four combat kills and earned the Capellan Confederation's highest military award. His loyal service made him the first to receive the new 2L *Thunder*, a 'Mech he affectionately named "Stephanie."

Type: **Thunder**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,471

Equipment

Internal Structure:

Engine: 350 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 4

Cockpit: 3

Armor Factor: 216

*Internal
Structure*

*Armor
Value*

Head 3

Center Torso 22

Center Torso (rear) 9

R/L Torso 15

R/L Torso (rear) 7

R/L Arm 11

R/L Leg 15

Weapons

and Ammo

Location

Critical

Tonnage

AC/20 RT/RA 10 14

Ammo (AC) 15 LT 3 3

CASE LT 1 .5

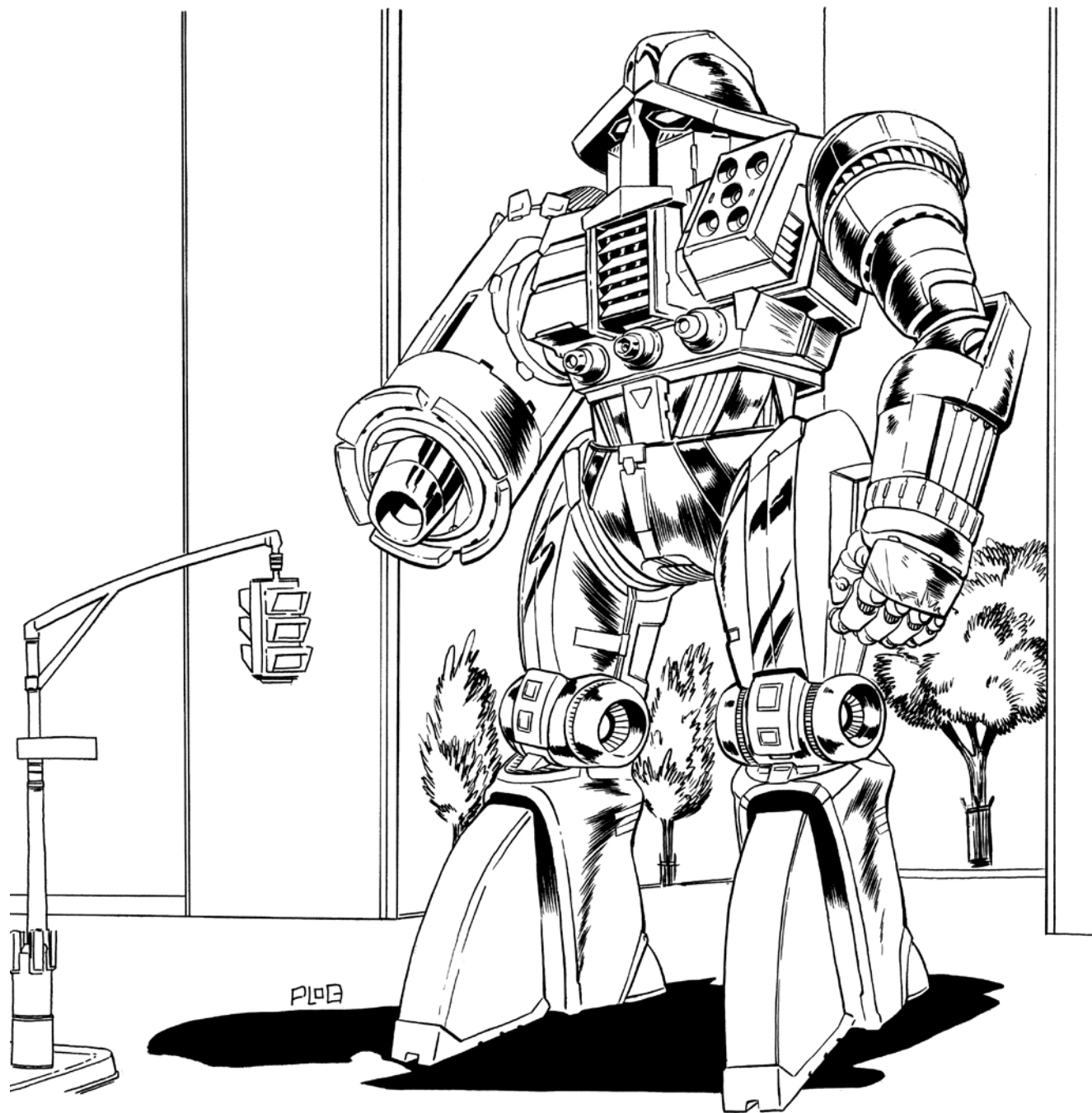
LRM 5 LT 1 2

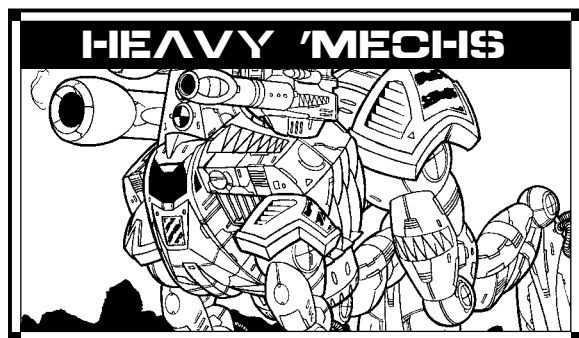
Ammo (LRM) 24 LT 1 1

Medium Pulse Laser LT 1 2

Medium Pulse Laser CT 1 2

Medium Pulse Laser RT 1 2





Mass: 70 tons
Chassis: Dennenbach-Mitchell Series 9 Endo Steel
Power Plant: Magna 350 Light Engine
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 60
Jump Capacity: 150 meters
Armor: StarSlab/3
Armament:
 1 Tronel XIII Large Pulse Laser
 1 Tronel XII Medium Pulse Laser
 2 Diverse Optics Extended Range Medium Lasers
 1 McArthur Anti-Missile System
Manufacturer: Mitchell Vehicles
Primary Factory: North America, Terra
Communications System: Dornman Echo II with C³i Computer
Targeting and Tracking System: Wayne SuperSight

Overview

When the Word of Blake decided to convert a section of the newly reopened Mitchell Vehicles factory specifically to produce quad BattleMechs, they had two designs already in the works. Neither of the designs (which would eventually become the *Blue Flame* and the *White Flame*), however, were complete. In both cases, the engine was the problem. A standard fusion engine weighed too much to allow the 'Mechs to carry the desired weaponry. An extra-light engine left enough free weight, but took up too much space in the confined interiors of a quad to fit the weapons.

The answer to this problem came with the development of the light engine by the Lyrn Alliance. With the onset of the civil war distracting Lyrn intelligence, ROM agents were able to steal the new technology. It proved to be the perfect compromise of weight and size for the planned 'Mechs. Current plans call for the light engine to be used by the Word of Blake for quad 'Mechs only, though it is possible that a bipedal design may require it in the future.

Capabilities

The *White Flame* is fast and mobile for a heavy 'Mech, but it carries less weaponry than most comparably-sized BattleMechs. It is at its most useful as a guerrilla-type unit, striking quickly then fading back and striking again from another direction. Stand-up slugfests will leave the heavy quad rapidly defeated, despite its heavy armor and anti-missile defenses. This is not to say that the *White Flame's* large and medium pulse lasers aren't dangerous when combined with its pair of ER medium lasers, just that they are simply best used on the move.

The jump jets that give the *White Flame* its great mobility are a sight to behold in use. Installed in each of the quad's four legs and protruding downward from its center torso, the entire underside of the 'Mech appears to ignite when it jumps, leaving a trail of fire like a falling star behind it in the air. Upon landing, the four legs flex and absorb the impact, while the center torso jet helps by propelling a few seconds longer than the others to help cushion the landing. The overall effect is quite striking.

Deployment

Like the *Blue Flame*, *White Flames* have been distributed throughout the militia in numbers smaller than the production total. Whether some are simply being modified after production and thus have yet to see service or a secret division exists as some believe is unknown.

Type: **White Flame**

Technology Base: Inner Sphere

Tonnage: 70

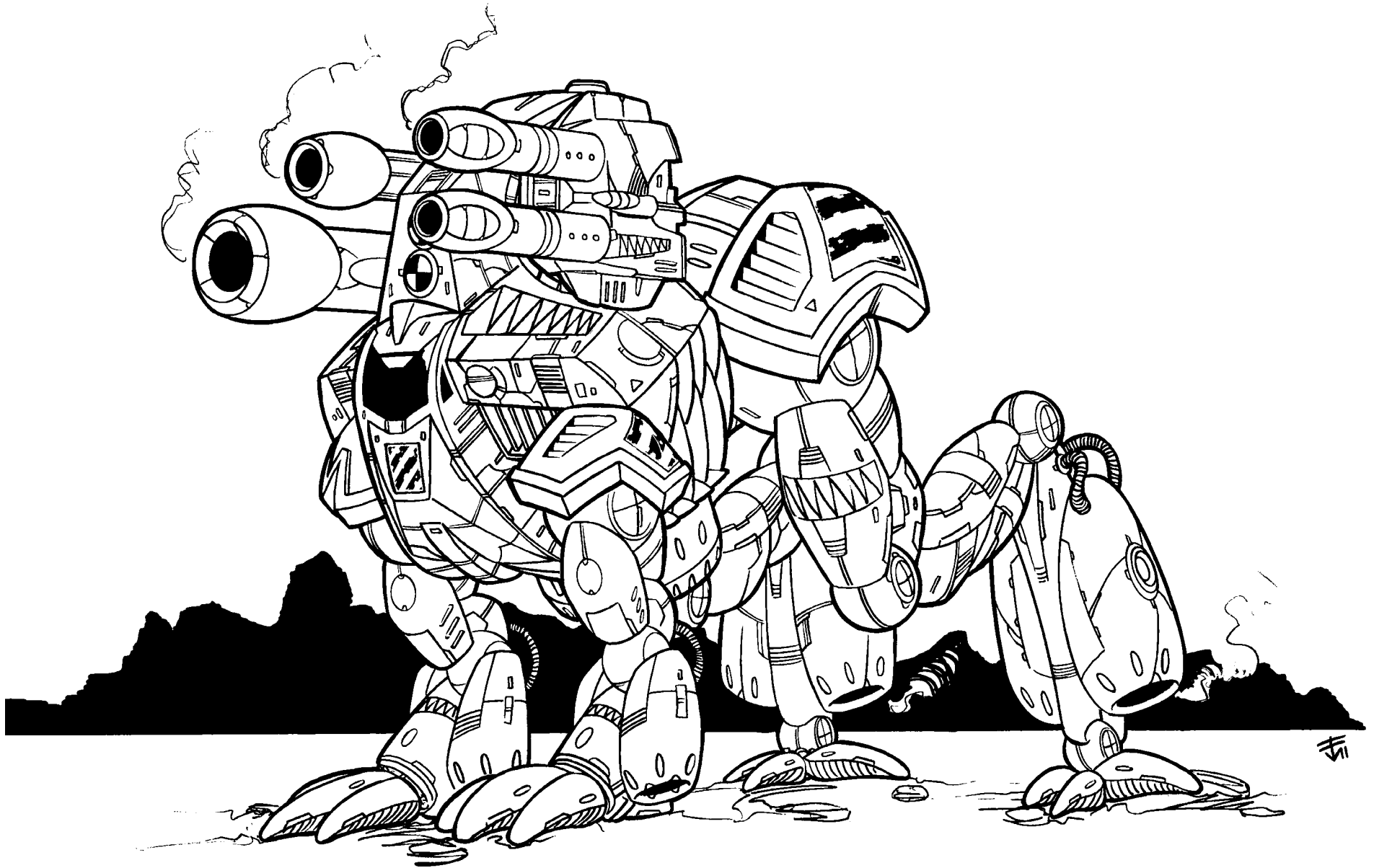
Battle Value: 1,637

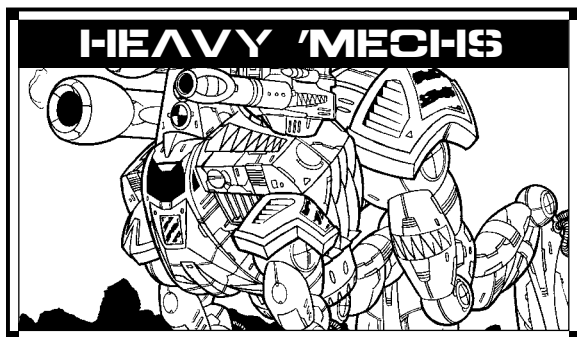
Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 Light	22.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	233	15
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	34
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Front Leg	15	30
R/L Rear Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RT	2	7
Medium Pulse Laser	RT	1	2
2 ER Medium Lasers	LT	2	2
C ³ i Computer	LT	2	2.5
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LT	2	2
Jump Jet	CT	1	1
Jump Jet	RFL	1	1
Jump Jet	LFL	1	1
Jump Jet	RRL	1	1
Jump Jet	LRL	1	1





Mass: 75 tons

Chassis: Bander Custom 1

Power Plant: Vlar 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Chainmail

Armament:

2 Armstrong Class-B ClusterGuns

6 Magna Mk II Medium Lasers

3 Holly LRM-5 Racks

Manufacturer: Bander BattleMechs,
Kressly WarWorks

Primary Factory: Terra Firma (Bander
BattleMechs), Epsilon Eridani
(Kressly WarWorks)

Communications System: Winston Mega
Boozee Mark IX

Targeting and Tracking System: Winston
Sidewinder

Overview

Chief tech of the Twelfth Star Guard, Felifious Bander used his considerable reputation to recruit former mercenary techs orphaned (like Bander) by the Clans' destruction of their units. His goal was to offer mercenaries the weapons they needed at a price they could afford.

Bander BattleMechs started by upgrading older BattleMechs with the recovered technology that became available after the Clan invasion. Designed by Felifious Bander, the *Bandersnatch* was the first original design to be offered by the company.

Capabilities

With a weapons mix based on the 'Mech refits most often requested by his clients, Bander modeled his design on the popular *Marauder*, giving the *Bandersnatch* a similar profile and style and ensuring a large supply of compatible parts. Two Armstrong Class-B ClusterGuns and three Holly LRM-5s provide long-range firepower. Six Magna Mk II medium lasers; two to each arm, and a pair facing the rear, provide close-range backup for the ballistic and missile weapons. With so much ammunition, the torso ammo bins were equipped with CASE technology.

During initial tests, both rear-firing lasers melted their heat jackets. Unable to determine the cause of the meltdown, Bander raised the lasers half a meter, but the company recommends that field technicians keep a close eye on the condition of the heat jackets.

Deployment

Starting from virtually nothing, Bander BattleMechs lacked the production faculties owned by the likes of Defiance Industries or Irian BattleMechs. Each *Bandersnatch* had to be painstakingly assembled by hand, taking months to complete.

After failing to interest any major manufacturer, Bander turned to Kressly WarWorks on Epsilon Eridani. Looking to expand its range of products after the success of the *Lineholder* design, Kressly was interested in a heavy 'Mech design simple enough that a company as limited as Bander BattleMechs could produce it.

Mercenaries are the main users of the *Bandersnatch*, and the ready supply of compatible parts is yet another selling point for the 'Mech. Many of the surviving Chaos March worlds have also purchased the design in some numbers, which has complicated attempts by Capellan Confederation and Trinity Alliance forces to secure the region.

Variants

Upon securing the cooperation of Kressly WarWorks, Felifious Bander began to look into improving his design further. Focusing on the most important consideration for his customers—cost—Bander recently unveiled his new BNDR-01B *Bandersnatch*.

Incorporating new light engine technology dropped the cost of the variant by more than three million C-bills while improving its survivability—especially with the inclusion of CASE in the left torso. The weapons array has been modified, with the Armstrong autocannon replaced by a Magna Hellstar PPC in the right arm and an Imperator Automatic Ultra AC/10 in the left. A Holly Streak SRM 2 launcher replaces the head-mounted LRM 5. The troublesome rear-firing lasers have been replaced by armor.

Notable MechWarriors

Major Simon Verhoeven: As executive officer of Greenberg's Godzillas, Simon Verhoeven has been as involved in the mercenary unit's theatrical exploits as in battlefield operations. An expert in planning and execution of visual effects, Simon developed the system through which the regiment can quickly mock up its BattleMechs to resemble other models.

Though initially intended for filming battle sequences in the epic "The Thirteenth MechWarrior," the Godzillas also use their unique abilities in combat. Deployed to free up DCMS line units for the drive against the Smoke Jaguars, the mercenaries were spread across five worlds. When bandits struck Salford in force, the two companies of mercenaries rigged their 'Mechs to look like Clan OmniMechs. Not wishing to tangle with what appeared to be an overwhelming force, the bandits retreated without a shot being exchanged.

Verhoeven's favorite assignment was for a sci-fi monster holomovie in which his *Bandersnatch* (suitably costumed) trampled a scale model of the Imperial City on Luthien into rubble.

MechWarrior Devin Monroe: No one knows precisely where Devin Monroe hails from. He first appeared on record as a member of the Hsien Hotheads when the mercenaries resurfaced on Gibson in 3061. Devin has a nondescript appearance, with a beard (possibly false) and a Northfield accent (probably assumed). His tactical skills are less than sterling, and on more than one occasion he has been drawn into deadly situations from which only his exceptional gunnery skill saved him.

BNDR-01A BANDERSNATCH

HEAVY 'MECHS

151

Type: **Bandersnatch**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,478

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro:

Cockpit:

Armor Factor:

Internal
Structure

Armor
Value

Head 3 9

Center Torso 23 23

Center Torso (rear) 10

R/L Torso 16 23

R/L Torso (rear) 8

R/L Arm 12 18

R/L Leg 16 18

Weapons

and Ammo

Location

Critical

Tonnage

2 Medium Lasers LA 2 2

LB 10-X AC LA 6 11

Ammo (LB-X) 20 LT 2 2

CASE LT 1 .5

2 Medium Lasers RA 2 2

LB 10-X AC RA 6 11

Ammo (LB-X) 20 RT 2 2

CASE RT 1 .5

2 Medium Lasers CT (R) 2 2

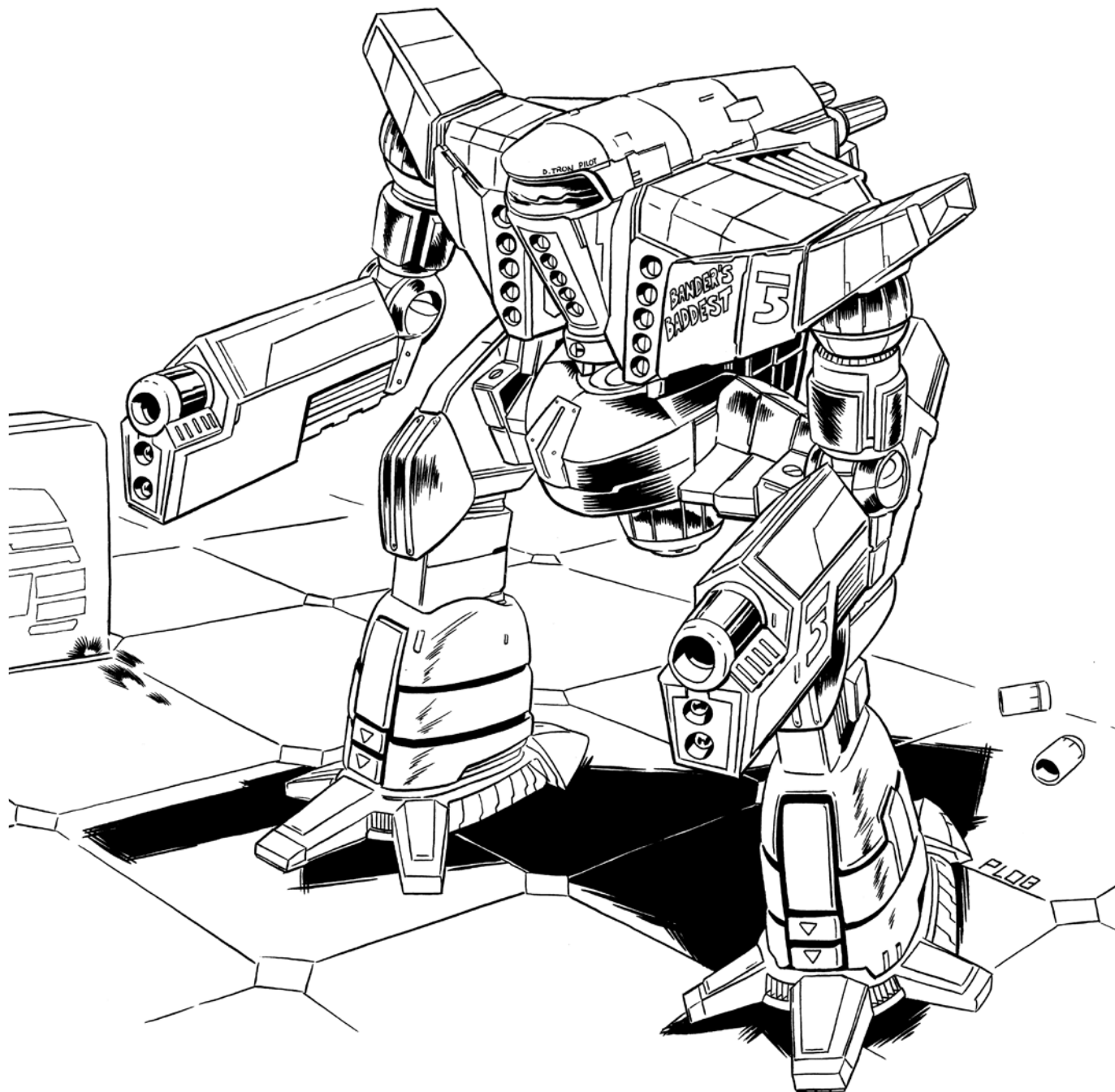
LRM 5 RT 1 2

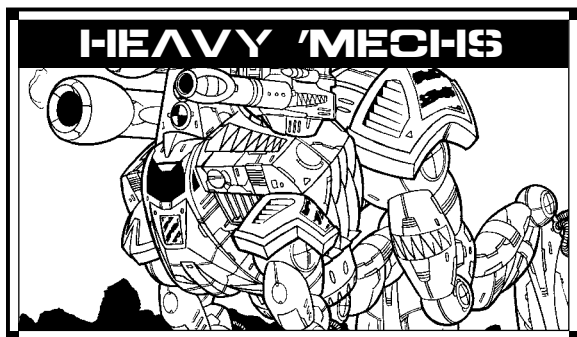
Ammo (LRM) 24 RT 1 1

LRM 5 LT 1 2

Ammo (LRM) 24 LT 1 1

LRM 5 H 1 2





Mass: 75 tons

Chassis: Chariot Type II Endo Steel

Power Plant: GM 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Star Shell Standard

Armament:

1 Shengli LB 20-X Autocannon

1 Zeus LRM-15 Launcher

1 Martell Extended Range Large Laser

Manufacturer: Shengli Arms

Primary Factory: Victoria

Communications System: Dian-bao Comms,
Standard

Targeting and Tracking System: O/P 911

Targeting and Tracking System

Overview

Credit for the development of the *Lao Hu* belongs to a young student at the Victoria Academy of Arms and Technology. She noted that the *Thunder* design, though successful, contained a few flaws easily corrected with the new construction materials now obtainable through Chancellor Liao's Xin Sheng efforts in the military-industrial complex. The student was given the privilege of naming the new 'Mech, dubbing it the *Lao Hu*, which means Tiger in Hanyu (Chinese). The design has lived up to its namesake, proving to be a powerful and aggressive force on the battlefield.

Capabilities

The top-heavy *Lao Hu* was designed from the start to bridge the gap between heavy and assault-class BattleMechs and hold its own against superior machines. The autocannon is the same LB 20-X found on the *Yu Huang* assault 'Mech. It is supplied with enough ammunition to conceivably destroy two to four assault machines. This ambitious design also increased the *Lao Hu's* demand for extended campaigns.

The *Lao Hu* also possesses a strong long-range weapons profile. An extended-range large laser in the left arm complements the torso-mounted long-range missile rack. With the varied LRM munitions developed recently, these two weapons augment the 'Mech's already strong tactical position. The *Lao Hu's* aggressive nature is enforced by the GM 375 XL engine, which bestows the best movement curve a 75-ton 'Mech can employ. With speeds ranging up to 86 kilometers per hour, the new design has a rapid approach, trading out the LRM rack for an autocannon at an effective range.

Deployment

The *Lao Hu* entered service in 3062, in time to see some action in the St. Ives conflict though its role was usually underplayed. The strength of the design shows, however, in the numerous petitions since then from assault-class lances and companies requesting the *Lao Hu*.

For her role in developing the 'Mech, the student (who was drafted early from school by the Prefectorate Guard) was awarded the prototype she helped build and escorted by a full lance of these machines into the Guard. Now into its seventh production run with several variants and outstripping Shengli Arms' *Jinggau* in popularity, there are few regiments in the Confederation that do not boast at least one of these new 'Mechs.

Variants

Both *Lao Hu* variants retain the ER large laser for its solid jousting ability. The LHU-3B shaves off a ton of armor and trades down its LB 20-X for an LB 10-X. The LRM-15 is scaled back to an LRM-10 with Artemis Fire Control System. This saving in weight allows the *Lao Hu* to mount one of the Confederation's still-rare C³ master computers. The 3B variant is reserved for high profile units only.

The LHU-3C is far more common than the 3B and is beginning to rival the 2B in numbers. A standard Gauss rifle with two tons of ammunition replaces the LB 20-X. The LRM-15 is cut apart into three LRM-5s and three tons of ammo, allowing for maximum tactical flexibility.

Type: **Lao Hu**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,771

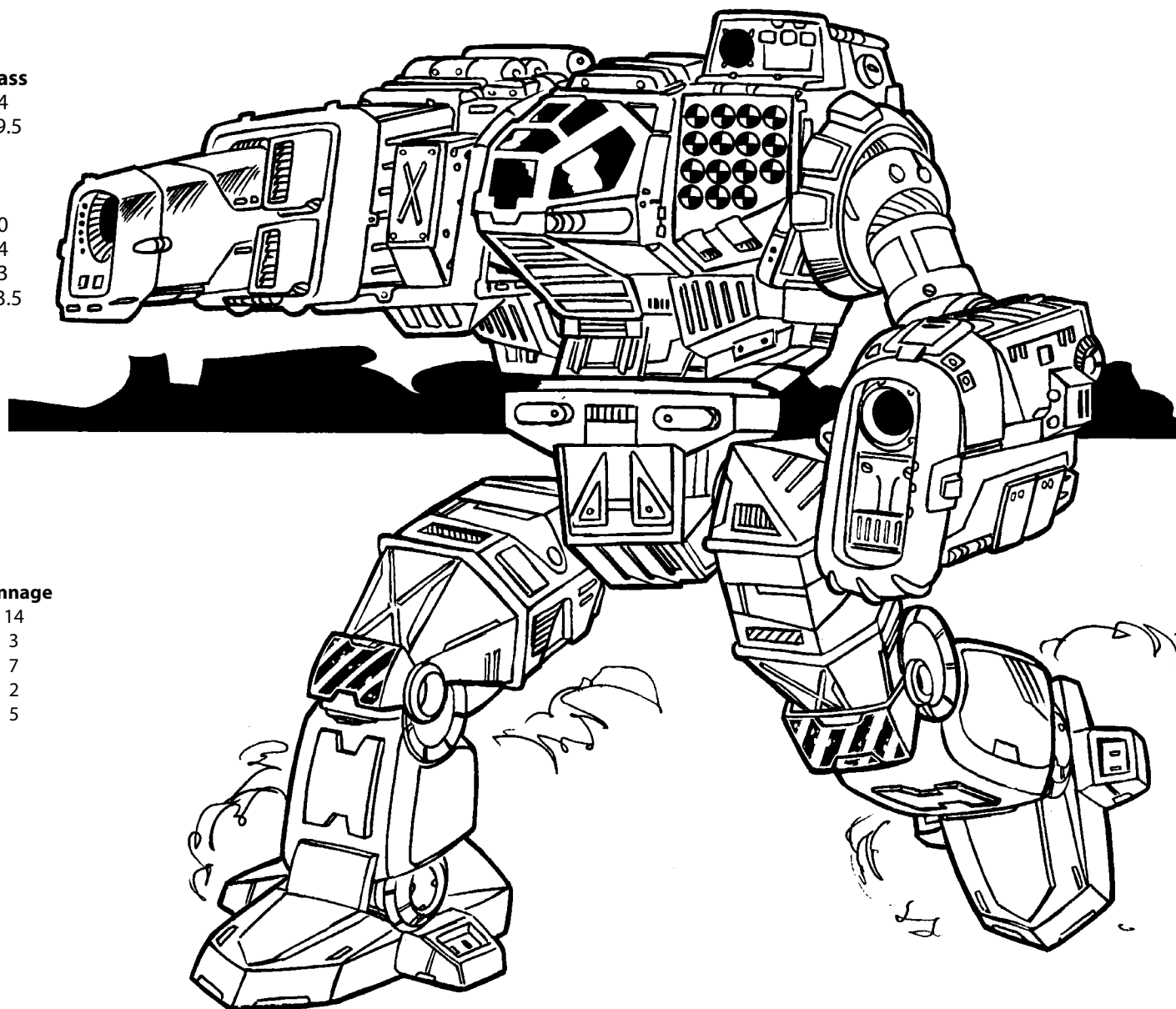
Equipment

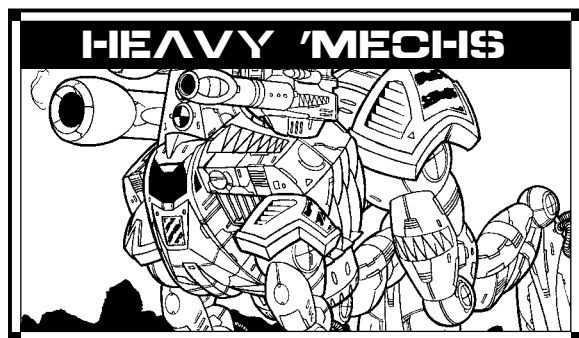
Internal Structure:	Endo Steel	Mass
Engine:	375 XL	4
		19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	23
R/L Leg	16	28

Weapons and Ammo

	Location	Critical	Tonnage
LB 20-X AC	RA/RT	11	14
Ammo (LB-X) 15	RT	3	3
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
ER Large Laser	LA	2	5





Mass: 75 tons
Chassis: Kali Yama Endo Steel
Power Plant: Hermes 300 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament:
 39.5 tons of pod space available
Manufacturer: Kali Yama Weapons Industries
Primary Factory: Kalidasa
Communications System: Irian Orator-5K
Targeting and Tracking System: Wasat Aggressor
 Type 5 with OmniLink

Overview

The LCCC has authorized several programs to create League-designed and manufactured OmniMechs. To date, however, only one model—the P1 *Perseus*—has entered service with the FWLM in any significant numbers.

The *Perseus* design is based on the *Orion*, a 'Mech that is widely used in the FWLM. The new design uses many of the same components as the *Orion*. This arrangement has facilitated the integration of the OmniMech into units equipped with the older machine. Not surprisingly, the external appearances of the two machines are similar, though the cockpit of the *Perseus* is more centrally located than that of its progenitor. While the two 'Mechs may look similar, however, the *Perseus* incorporates some distinctive design features, including a completely

redesigned and reinforced endo steel skeleton that can support a diverse range of weapon systems.

Capabilities

The *Perseus* features enough pod space to accommodate almost forty tons of weapons, though the small size of many of the 'Mech's weapon bays limits the types of weapons it can carry. Only the *Perseus*'s arm mounts are large enough to support the FWLM's largest weapons, such as Gauss rifles or Ultra AC/10s, and the hand and lower-arm actuator assemblies must be removed before such weapons can be installed. The small bays also limit the number of modern heat sinks that can be fitted in the 'Mech. Consequently, the *Perseus*'s weapons configurations primarily feature missiles, autocannons, and other heat-efficient weapon systems.

Deployment

The *Perseus* has quickly become a mainstay of Marik front-line units, helped in part by a massive training program to boost the number of OmniMech-qualified engineering staff. The logistical problems with the supply of pod-configured weapons that dogged the design's early years have likewise been resolved, allowing units equipped with the design to tailor the *Perseus*'s deployment to meet their specific challenges.

Type: Perseus

Technology Base: Inner Sphere OmniMech

Tonnage: 75

Battle Value: 1,713

Equipment

		Mass
Internal Structure:	Endo Steel	4
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:	224	14
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	21
R/L Leg	16	32

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	3 XL Engine 4 Endo Steel	5
Left Torso	3 XL Engine 4 Endo Steel	5
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg		2
Left Leg		2

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
CASE	RT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	RT	2	2
SRM 4	CT	1	2
Artemis IV FCS	CT	1	1
Ammo (SRM) 25	LT	1	1
CASE	LT	1	.5
Medium Pulse Laser	LA	1	2
2 ER Medium Lasers	LL	2	2
2 ER Medium Lasers	RL	2	2
ER Small Laser	H	1	.5

**Weapons
and Ammo**
Location Critical Tonnage
Alternate Configuration A

LRM 20	RA	5	10
Artemis IV FCS	RA	1	1
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 24	LT	4	4
CASE	LT	1	.5
2 Medium Pulse Lasers	CT	2	4
Ammo (SRM) 15	RL	1	1
TAG	RL	1	1
Guardian ECM Suite	LL	2	1.5

Battle Value: 1,661

Alternate Configuration B

2 Large Pulse Lasers	LA	4	14
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RT	1	1
ER Large Laser	LT	2	5
Anti-Missile System	H	1	.5
Ammo (AMS) 24	LL	2	2
Double Heat Sink	LT	3	1
Double Heat Sink	RT	3	1

Battle Value: 1,776

Alternate Configuration C

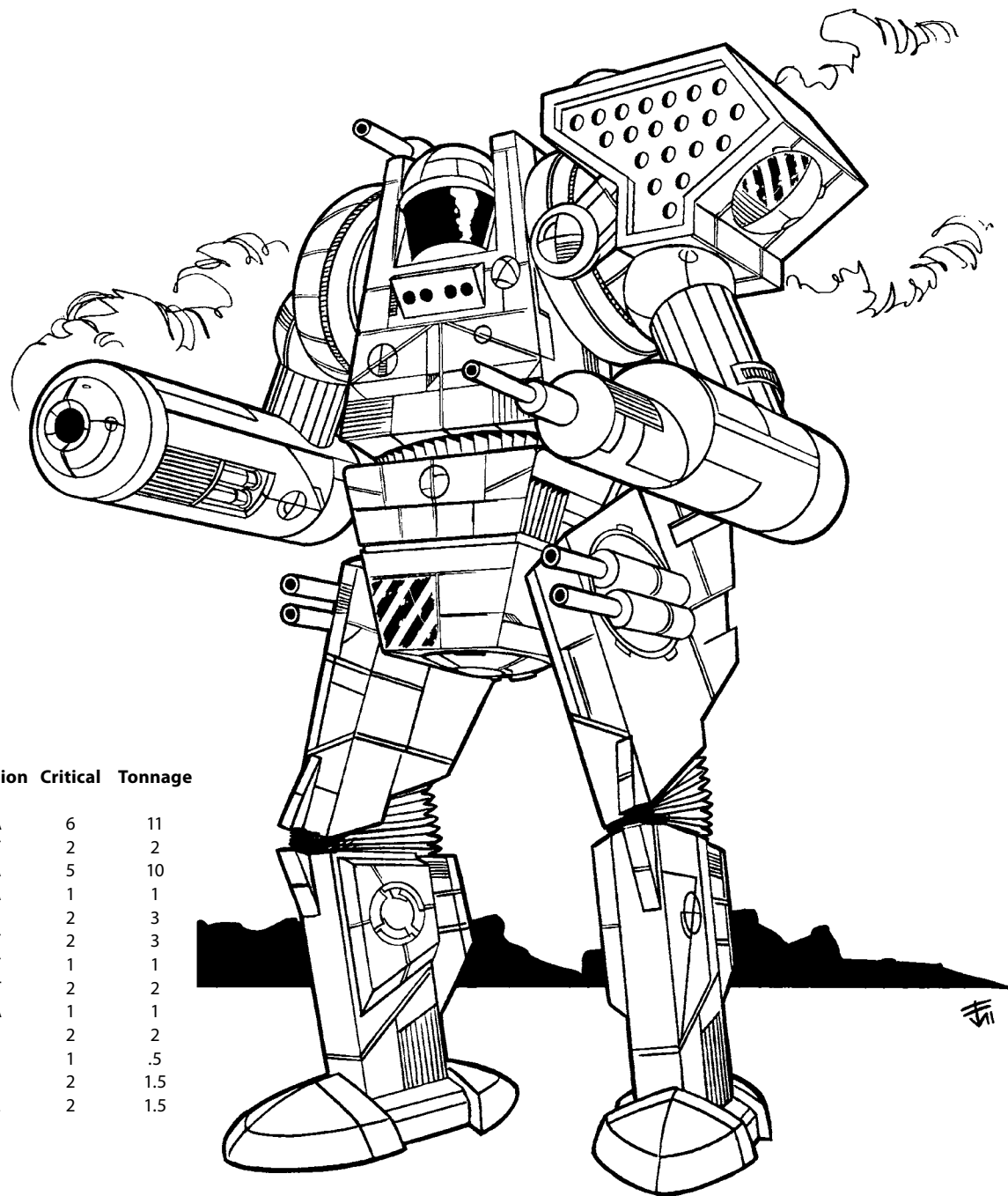
Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 32	LA	2	2
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
Ammo (Ultra) 10	LT	1	1
Streak SRM 2	H	1	1.5
Ammo (Streak) 50	LT	1	1
ER Medium Laser	LL	1	1
2 ER Medium Lasers	RL	2	2
Medium Pulse Laser	CT (R)	1	2
Double Heat Sink	RT	3	1
Double Heat Sink	LT	3	1

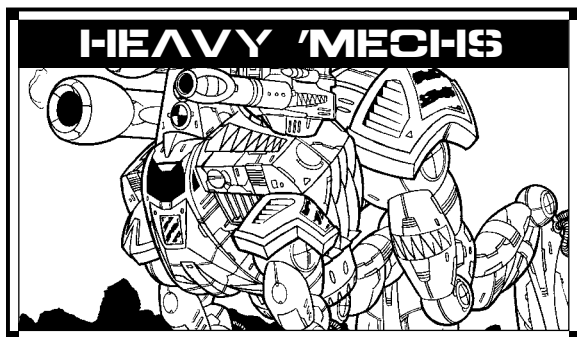
Battle Value: 1,644

**Weapons
and Ammo**
Location Critical Tonnage
Alternate Configuration D

LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
Ammo (LRM) 18	LT	2	3
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 30	CT	2	2
ER Medium Laser	RA	1	1
2 ER Medium Lasers	LT	2	2
ER Small Laser	H	1	.5
Guardian ECM Suite	LL	2	1.5
Beagle Active Probe	RL	2	1.5

Battle Value: 1,714





Mass: 75 tons

Chassis: StarFrame Heavy Endo

Power Plant: PlasmaStar 375 Extra Light

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Audi-Fokker Mark IV

Jump Capacity: 150 meters

Armor: Durallex Heavy

Armament:

1 Shigunga MRM-20 Launcher

1 Defiance Model 6 Extended-Range
Large Laser

2 Defiance Model XII Extended Range
Medium Lasers

1 RAMTech 800P Medium Pulse Laser

Manufacturer: StarCorps Industries

Primary Factories: Crofton, Loburg

Communications System: Garret T-60 FastScan
with C³ and Guardian ECM modules

Targeting and Tracking System: Garret F22c

Overview

When the Draconis Combine debuted their OmniMech designs more than a decade ago, military manufacturers throughout the Inner Sphere scrambled to either begin designing their own or else license the existing designs from the Combine. While other companies paid the price of impetuosity with hefty licensing or R&D costs, StarCorps instead concentrated their efforts on producing as many standard BattleMechs as they could for the time being—after all, following the Clan War, it was definitely a seller's market.

When Omni technology became more prevalent and better understood, StarCorps jumped into the market with a licensing agreement with the Combine and Luthien Armor Works. By 3060, they were producing *Black Hawk-KUs*, *Avatars*, and *Sunders* on four different worlds in the F-C and the St. Ives Compact, giving them the technological know-how to eventually design their own Omni-tech 'Mechs and vehicles. Soon they began preliminary work on the OmniMech *Thanatos* and the OmniVehicle Manteuffel.

Unfortunately, by the time the *Thanatos* was ready for trials, neither the LAAF nor the AFFC were interested in a new OmniMech design. With the licensing agreements running out in 3065, StarCorps had to do something, having already spent the resources on a 'Mech they thought would be approved with no difficulty. So, like Achernar and Robinson Standard with their *Argus*, StarCorps revamped the *Thanatos* into a standard BattleMech—a move that won them contracts that would take them from 3061 into the next decade.

Capabilities

Taking a cue from the Clan *Thor*, the *Thanatos* not only copies the *Thor*'s performance capabilities but also many of its physical features. It is fast and maneuverable for a heavy BattleMech, topping out at 86 kph and mounting jump jets. Furthermore, its internal components and electronics systems are heavily reinforced and stabilized, giving it the ability to transverse rough terrain and weather even the worst falls with almost no loss in capability.

That additional strengthening is necessary, as the *Thanatos* is often called on to take the fight to the enemy. It carries an MRM-20 launcher and a variety of laser weapons, designed to strike the biggest punch possible. It also mounts an ECM suite, giving *Thanatos* pilots the additional duty of closing within critical ranges of an enemy force to disrupt their communications and tracking systems.

The *Thanatos* functions best in heavy cavalry units, where its lance and company mates share a similar speed profile. They can be seen operating alongside *Arguses*, *Barghests*, *Falconers*, and *Rakshasas* in the two major militaries it serves, complementing these 'Mechs with its intense short-range firepower and incredible sturdiness.

Deployment

The *Thanatos* has slowly been replacing the oldest *Quickdraws* still in service with the LAAF and AFFS, making its way to units like the First Federated Suns Armored Cavalry and the Alliance Jaegers. StarCorps does not sell only to house militaries, though. Mercenary units from the huge Eridani Light Horse to the relatively small Black Angus Boys have also purchased these capable BattleMechs.

Type: **Thanatos**

Technology Base: Inner Sphere

Tonnage: 75

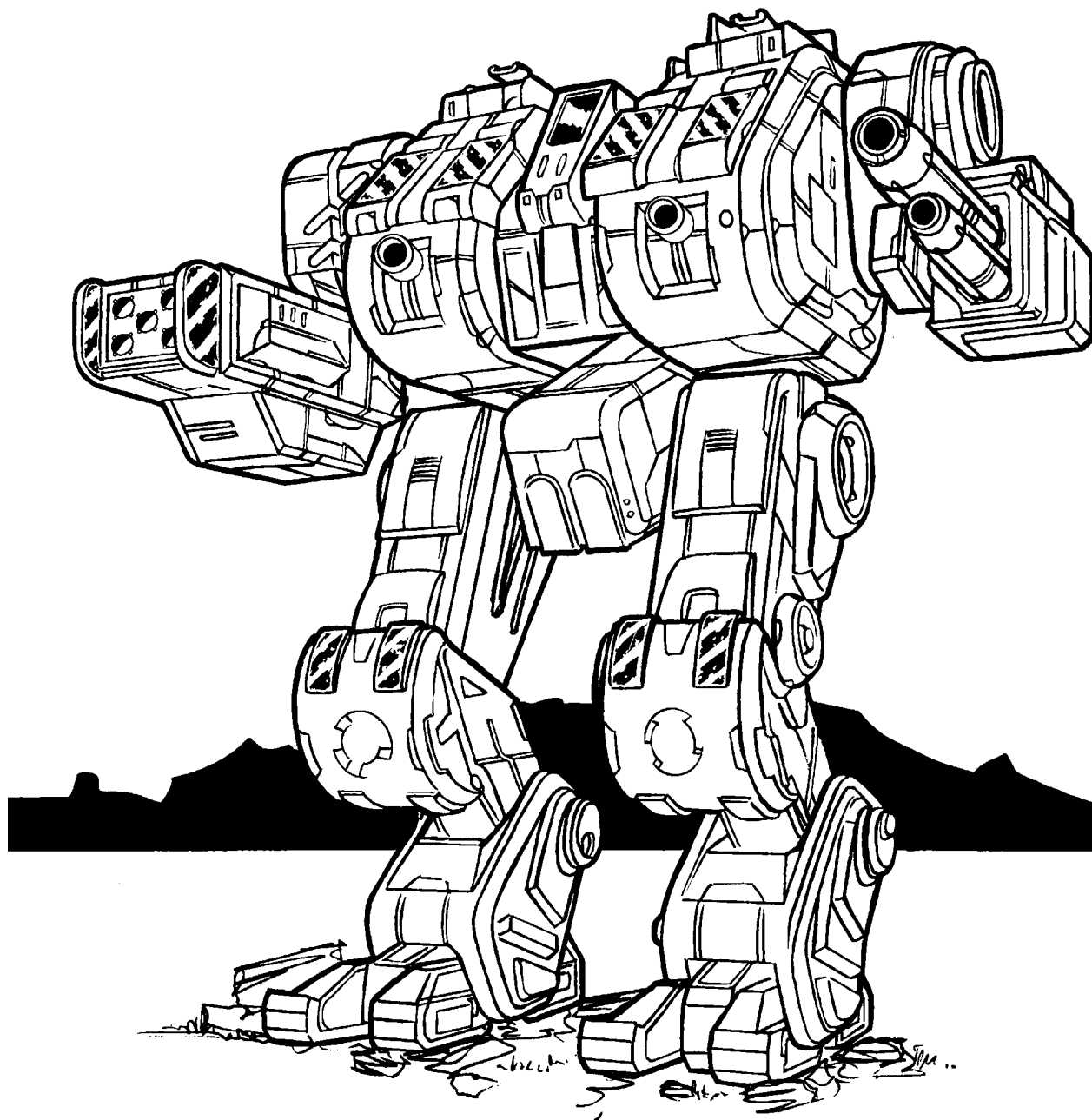
Battle Value: 1,844

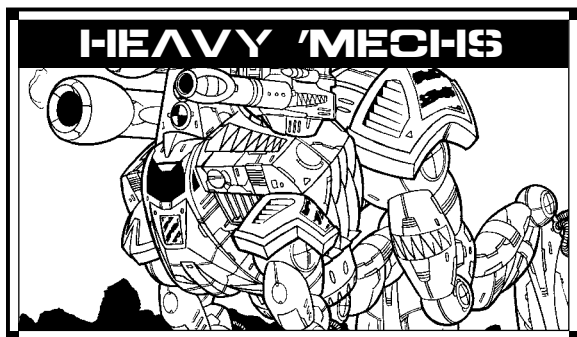
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	375 XL	4
Walking MP:	5	19.5
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	28
Center Torso (rear)		13
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	20
R/L Leg	16	27

Weapons and Ammo

	Location	Critical	Tonnage
MRM 20	RA	3	7
Ammo (MRM) 24	RA	2	2
ER Large Laser	LA	2	5
Medium Pulse Laser	LA	1	2
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Guardian ECM Suite	LT	2	1.5
C³ Slave	CT	1	1
Jump Jet	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2





Mass: 75 tons

Chassis: Endo Steel

Power Plant: Vlar 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

2 Diverse Optics Sunbeam

Extended Range Large Lasers

1 Doombud LRM-20 Launcher

3 Magna Mark II Medium Lasers

1 Emperor Code Red LB 10-X Autocannon

Manufacturer: Gibson Federated BattleMechs

Primary Factory: Gibson

Communications System: Basix 200

Targeting and Tracking System: Garret a99

Overview

The *Toyama*, like the *Buccaneer* and the *Grand Crusader*, was designed and built for the Word of Blake following their exodus to Gibson. Unlike many other new Word of Blake 'Mechs, the *Toyama* was designed by an outsider—Dr. Thaddeus Anable, a military technology consultant with the Free Worlds League's Heliopolis design labs. As part of an arrangement with Captain-General Thomas Marik, Anable passed the design to the Word of Blake, who put it into production in early 3057.

Capabilities

Designed as a multi-purpose 'Mech, the *Toyama* can engage in extended operations without resupply. Its main weapons are a pair of Diverse Optics Sunbeam extended-range large lasers mounted in the right arm. A Doombud LRM-20 in the torso and an Emperor Code Red autocannon in the left arm provide additional firepower in short engagements. With storage capacity for two full tons of autocannon ammunition, the *Toyama* can carry a mix of rounds, allowing the pilot to tailor the 'Mech's loadout to his own preference or mission requirements. A cluster of lasers in the 'Mech's torso provides additional firepower, though their effective range is less than 300 meters and their tracking capabilities are limited.

The *Toyama* also carries a state-of-the-art defense measure in the right torso: the Guardian ECM system, which limits the effectiveness of advanced targeting and tracking systems used in close proximity to the 'Mech. The original design called for an anti-missile system to be installed alongside the ECM system, but space considerations ultimately caused the designers to omit the anti-missile system in favor of a larger LRM launcher.

Deployment

To date, the *Toyama* has been deployed only with the Word of Blake Militia. Plans to ship several to the Atrean Dragoons were postponed when the Word of Blake launched Operation Odysseus, in which Blake Militia troops masquerading as the mercenary 21st Centauri Lancers infiltrated and sabotaged ComStar's defenses on Terra. During that operation, the Blakist forces used at least four *Toyamas*.

Type: **Toyama**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,714

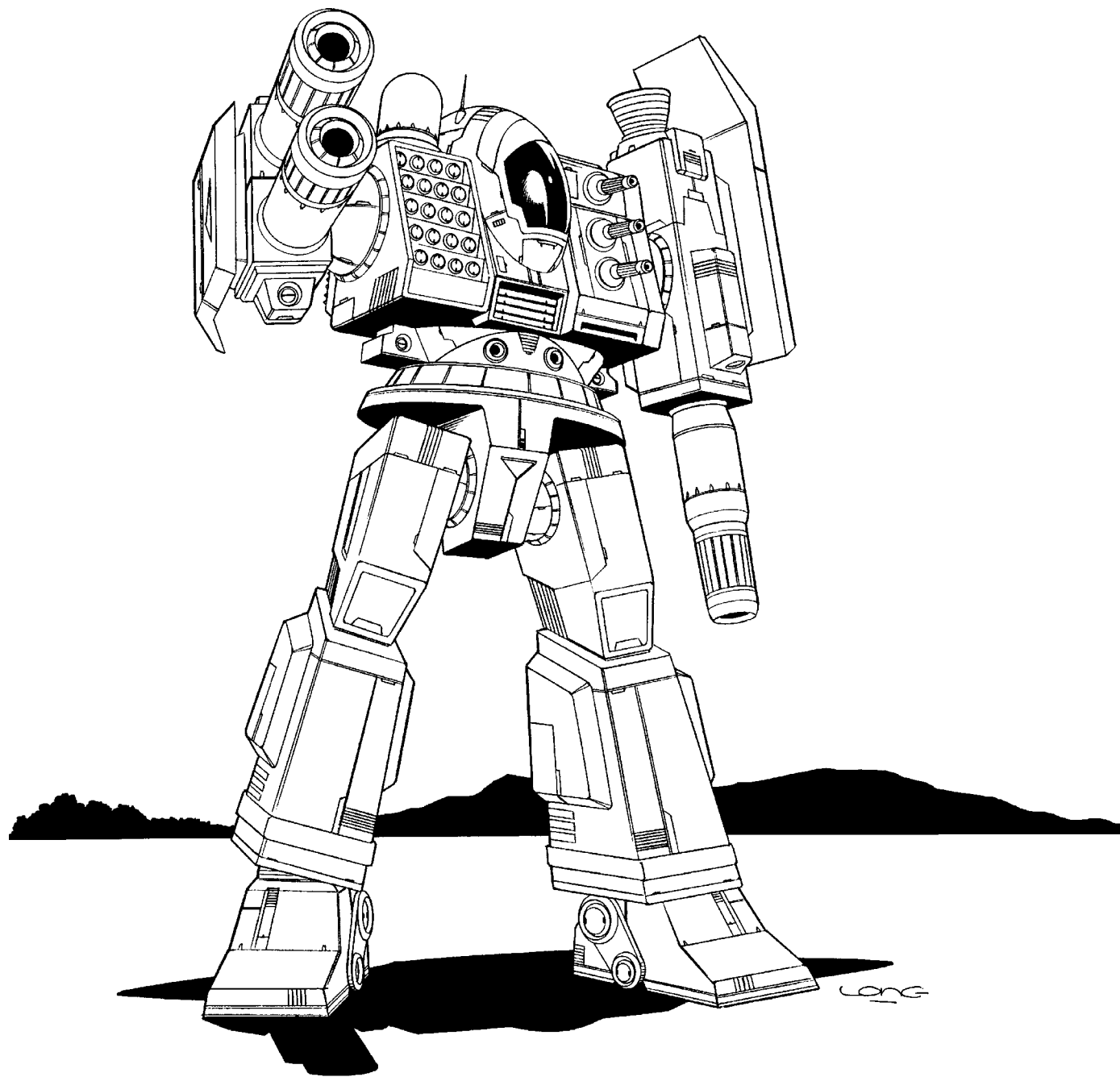
Equipment

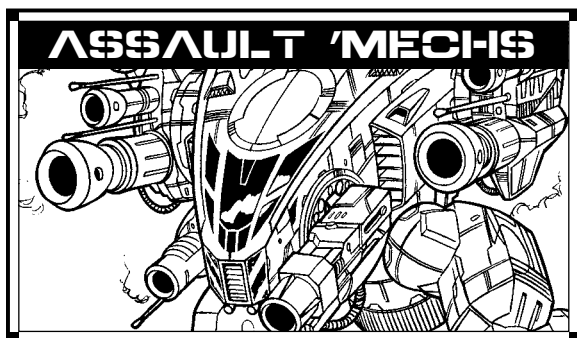
Internal Structure:	Endo Steel	Mass 4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	30
Center Torso (rear)		9
R/L Torso	16	20
R/L Torso (rear)		7
R/L Arm	12	20
R/L Leg	16	25

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Large Lasers	RA	4	10
LRM 20	RT	5	10
Ammo (LRM) 12	RT	2	2
3 Medium Lasers	LT	3	3
Guardian ECM Suite	RT	2	1.5
LB 10-X AC	LA	6	11
Ammo (LB-X) 20	LA	2	2





Mass: 80 tons

Chassis: Earthwerks GOL Quad-A

Power Plant: Pitban 320 Light Fusion Engine

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy with CASE

Armament:

2 RAMTech 1500Z Extended Range

Medium Lasers

1 Light Crossbow Long Range Missile

10-Pack

1 Defiance Hammerfist Heavy Gauss Rifle

Manufacturer: Defiance Industries and
TharHes Industries

Primary Factories: Hesperus II, Tharkad

Communications System: Angst Clear Channel 3G

Targeting and Tracking System: Angst Clear
View Multitask

Overview

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

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

Capabilities

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

To help ensure survivability, the *Goliath* makes use of the new light engine. The Defiance-built GOL-4S mounts maximum armor while the TharHes 3S has two and half tons less armor, but carries more overall firepower.

Deployment

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

Variants

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

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

Type: **Goliath**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,730

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

320 Light

4

6

0

10 [20]

Internal
Structure

3

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

RF/LF Leg

RR/LR Leg

25

17

17

17

Armor
Value

9

37

12

25

8

33

33

Mass

8

17

0

4

3

16

Weapons

and Ammo

Location

Critical

Tonnage

2 ER Medium Lasers

RT

2

2

LRM 10

RT

2

5

Ammo (LRM) 24

RT

2

2

CASE

RT

1

.5

Heavy Gauss Rifle

LT/CT

11

18

CASE

LT

1

.5

Ammo (Hvy. Gauss) 8

RRL

2

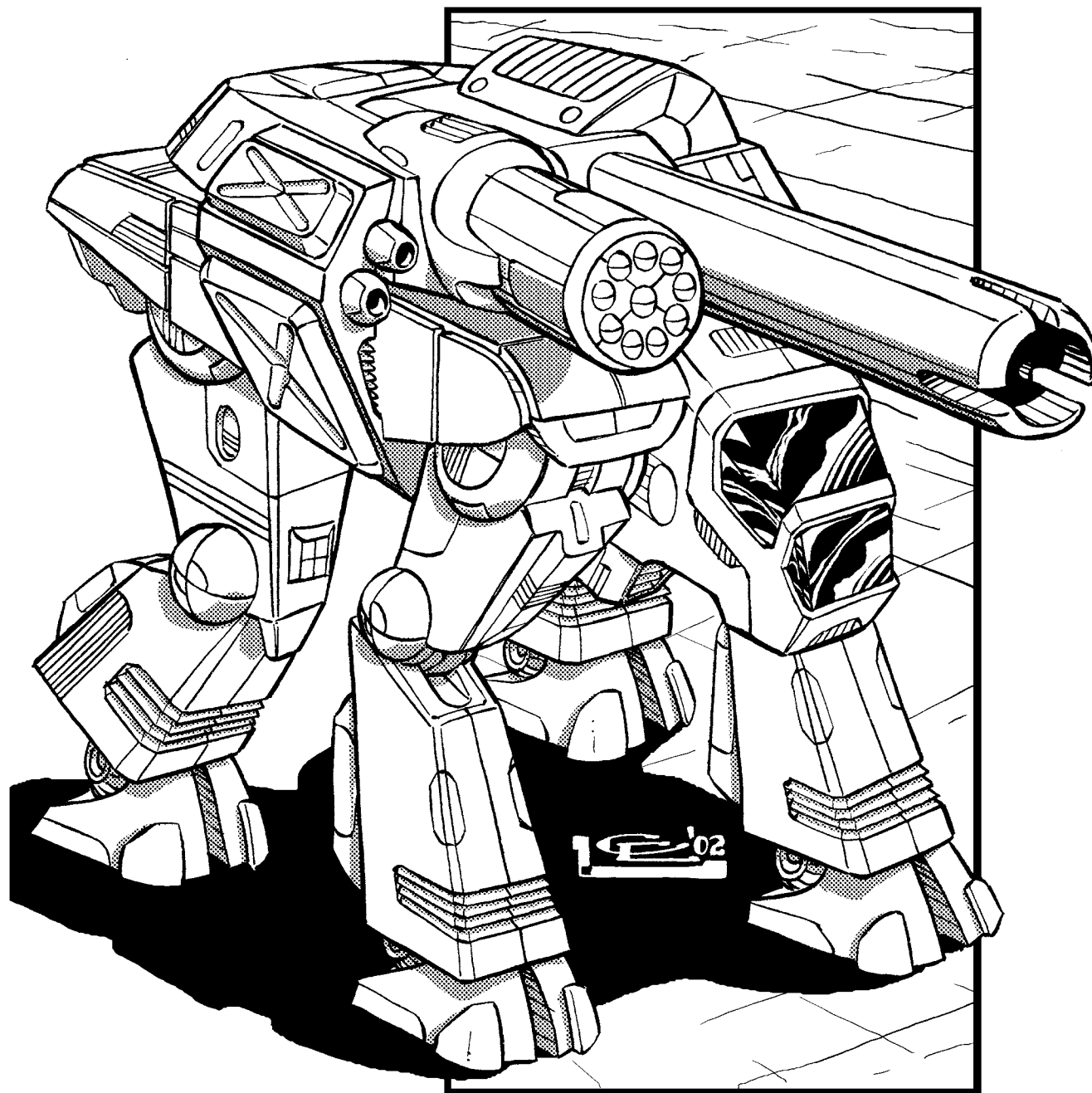
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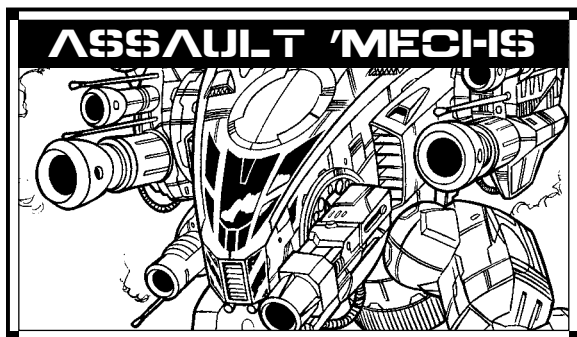
Ammo (Hvy. Gauss) 8

LRL

2

2





Mass: 80 tons

Chassis: Skobel Template 8 Endo Steel

Power Plant: Pitban 320 Light Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph,
86 kph w/ Triple-Strength Myomer

Jump Jets: CurtissJet 80

Jump Capacity: 120 meters

Armor: Aldis Plate with CASE

Armament:

- 1 Krupp Strumfurer Light Gauss Rifle
- 1 Blankenburg Extended Particle Projection Cannon
- 2 Diverse Optics Sunbeam Extended Range Medium Lasers
- 1 Guided Technologies 2nd Gen Streak-6 SRM Launchers

Manufacturer: Skobel MechWorks and Krupp Armament Works

Primary Factories: Russia and Germany, Terra

Communications System: Skobel Wave VII
Comm with C³i Computer

Targeting and Tracking System: Falcon 15 Watcher

Overview

During the waning months of 3065, the Blakist Militia had nearly completed reorganization of their forces. St. Jamais worked tirelessly toward rebuilding his Militia at a pace that overtaxed Terra's already strained manufacturing capabilities, with

three 'Mechs still slated for upgrades. To address this problem, St. Jamais sought Vicore's CEO to help solve his production problems. Vicore's owner, Giovanni De la Sangre, a noted genius in production and manufacturing, traveled to Terra with a large number of technicians and engineers. After a few weeks of study, the team gave their recommendations to St. Jamais, who immediately acted on them.

The new process streamlined production, increasing productivity so that Terra's manufacturers could surpass production quotas. With production on track, Blake engineers had time to redesign one of the first Blakist BattleMechs ever produced by Gibson Federated BattleMechs: the *Grand Crusader*. Vicore's engineers offered suggestions for increasing the 'Mech's capabilities while limiting any impact on an already tight production schedule. One suggestion swiftly adopted was to add another line to existing Skobel and Krupp plants on Terra, using equipment and materials for 'Mechs like the *Vanquisher* and the *Legacy*. Because the *Legacy* was of the same weight class, the new *Grand Crusader* could share the *Legacy*'s components to save money and resources. The first *Grand Crusader II* production run started in early March of 3066 and ended by late June, followed up with six more by late August of 3067.

Capabilities

The major complaint of Blakist MechWarriors about the *Grand Crusader* was its limited long-range firepower and its extralight engine, which made it vulnerable on the battlefield. To address these issues, engineers decided to use the Light Engine newly acquired from the Lyrans, which the Blakists had begun to produce locally. Engineers also replaced the entire weapons package in favor of an ER PPC and light Gauss rifle, compliments of the Free Worlds League. For close-in work, two ER medium lasers and an SRM streak-six launcher give the *Grand Crusader II* a solid punch. To stand up to the increased heat from the weapons, engineers installed triple-strength myomer, giving the 'Mech extra strength

for close combat not normally seen on an assault 'Mech. Installation of a C³i system strengthened Level II operations and control. Finally, the addition of jump jets gave the *Grand Crusader II* increased maneuverability.

The new upgrade retains endo steel and standard armor. However, using the same armor and endo steel frame as the *Legacy* gave the new 'Mech a more streamlined look, in contrast to the barrel-shaped silhouette of its predecessor.

Deployment

Currently, all divisions deploy the new variants, replacing older models.

Variants

The GRN-D-03 is armed with two ER large and three ER medium lasers, an LRM 15 with Artemis fire-control, and a Streak SRM-6 rack. Rumors allude to an OmniMech version in development, apparently slated for production in early 3070.

Type: **Grand Crusader**

Technology Base: Inner Sphere

Tonnage: 80

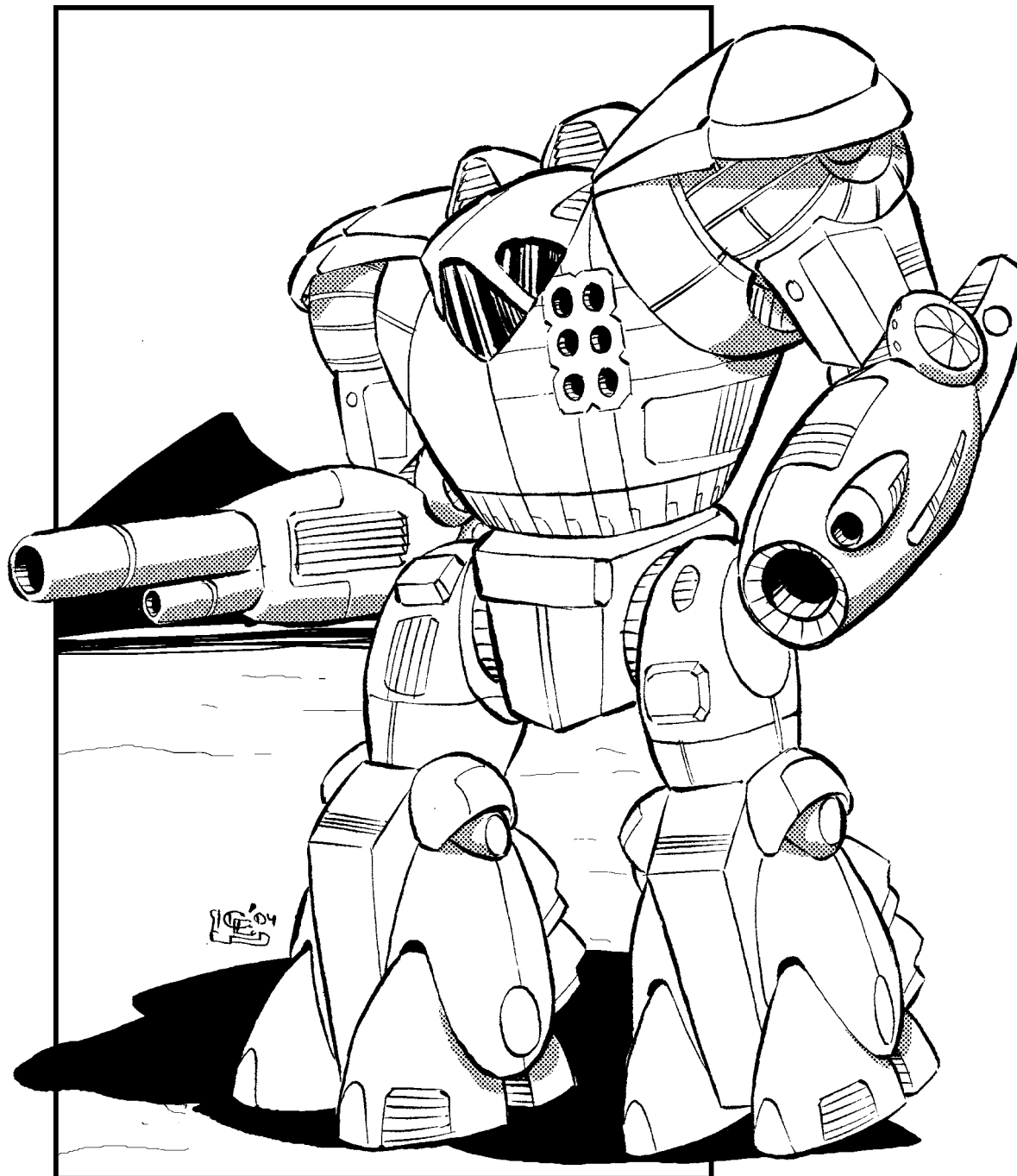
Battle Value: 2,292

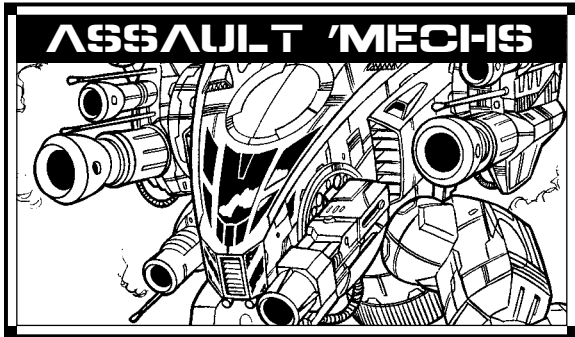
Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	320 Light	17
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor:	247	15.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	35
Center Torso (rear)	15	
R/L Torso	17	24
R/L Torso (rear)	10	
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Light Gauss Rifle	LA	5	12
Ammo (Light Gauss) 32	LT	2	2
ER Medium Laser	LA	1	1
Streak SRM 6	LT	2	4.5
Ammo (Streak) 15	LT	1	1
C ³ i Computer	CT	2	2.5
CASE	LT	1	.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2
Triple-Strength Myomer	RA/LA/RT/LT	1/1/2/2	0





Mass: 80 tons

Chassis: Skobel Template 8 Endo Steel

Power Plant: Pitban 240

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: CurtissJet 80

Jump Capacity: 90 meters

Armor: Aldis Plate with CASE

Armament:

2 Mydron Excel Ultra Type 10 Autocannon

2 Diverse Optics Extended Range Medium Lasers

1 Diverse Optics Extended Range Small Laser

1 Guided Technologies 2nd Gen Streak-4

SRM Launcher

Manufacturer: Skobel MechWorks

Primary Factory: Russia, Terra

Communications System: Skobel Wave VII Comm
with C³i Computer

Targeting and Tracking System: Falcon 15 Watcher

Overview

When Skobel MechWorks finished the testing stage of the *Vanquisher*, their design team moved quickly along to a new project. The Word of Blake Precentor Martial St. Jamais wanted an assault 'Mech designed to showcase the abilities of both the Ultra 10 series of autocannon and the new C³i computer system. The Skobel team set to work immediately. They proposed design after design, none of which met the Precentor Martial's high standards. Finally,

the team looked to successful assault 'Mechs of the past for guidance. What they found was the *Rising Star*, a 'Mech produced in low numbers during the first Star League and discontinued because it did not fare well.

The Skobel designers saw immediately what the problem with the old design had been—it had been outfitted with a targeting system that had later been proven faulty. They saw a rebirth for the 'Mech with a new targeting system and a C³i computer. Simulations proved them right. Replacing the old design's standard autocannon with two Ultra autocannon completed the change, and the *Rising Star* walked off the production lines again, now known as the *Legacy*.

Capabilities

Built around the original plans for the *Rising Star*, the *Legacy* inherited that 'Mech's standard fusion engine and heavy armor protection. With CASE protecting the delicate internal areas and the pilot from ammunition explosions, the *Legacy* is a tough scrapper, able to withstand large amounts of damage and still deliver its payload accurately. Though slow, with a maximum speed of just over 50 kilometers per hour, the assault 'Mech also boasts jump jets, giving it the mobility needed to easily traverse mountainous terrain, forested areas, or even city streets.

The *Legacy*'s main weapons are its two Mydron Excel Ultra autocannon, which spew out slugs at a prodigious rate and are remarkably accurate, thanks to targeting information fed through the C³i system. Backing the twin autocannons up are several lasers and a Streak SRM-4 system, though these have been found to be insufficient if both autocannons jam. Should that occur, *Legacy* pilots are instructed to retreat from the battlefield until the autocannons can be cleared, rather than try to fight with only the backup weaponry.

Deployment

Legacies have been assigned to every division of the Word of Blake Militia, though First and Sixth Divisions have received the lion's share of the new 'Mechs.

Variants

A fire-support variant of the *Legacy* replaces the Ultra AC/10s with 2 Doombud LRM-20 launchers, six total tons of ammunition, and two medium pulse lasers. Roughly one out of every ten *Legacies* produced is this missile-heavy version.

Type: **Legacy**

Technology Base: Inner Sphere

Tonnage: 80

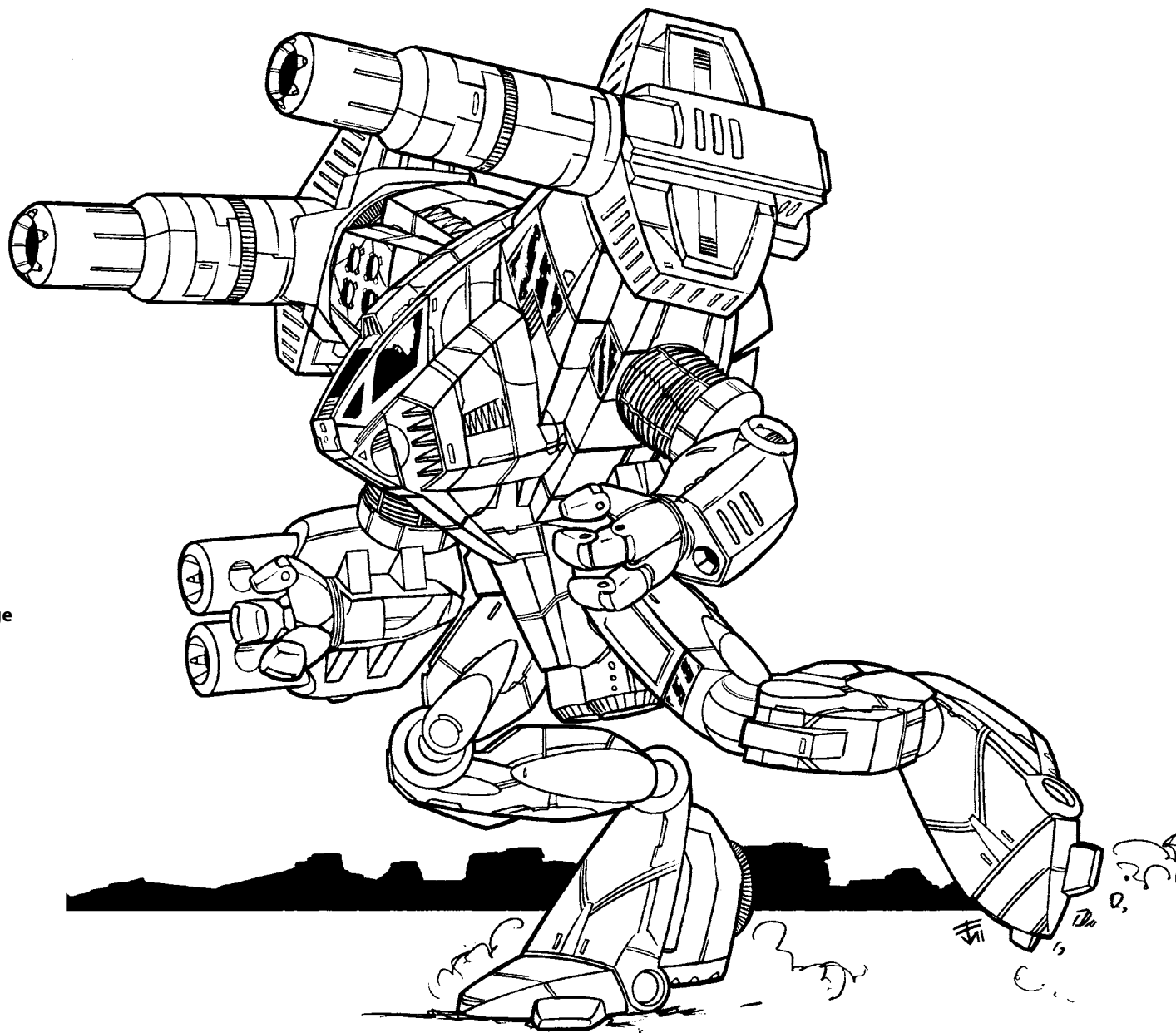
Battle Value: 1,967

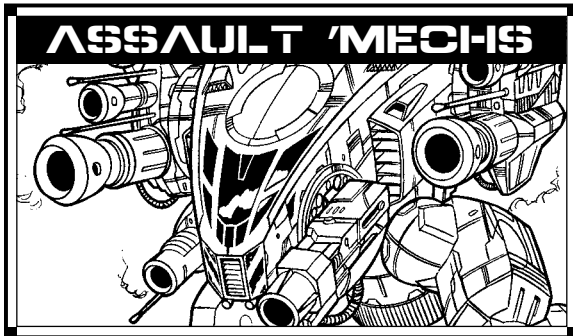
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	240	4
Walking MP:	3	11.5
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	247	15.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	40
Center Torso (rear)		10
R/L Torso	17	27
R/L Torso (rear)		7
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo

	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
ER Small Laser	LA	1	.5
Ultra AC/10	RT	7	13
Ammo (Ultra) 20	RT	2	2
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
CASE	RT	1	.5
Ultra AC/10	LT	7	13
Ammo (Ultra) 20	LT	2	2
C ³ i Computer	LT	2	2.5
CASE	LT	1	.5
Jump Jet	CT	1	1
Jump Jet	RL	1	1
Jump Jet	LL	1	1





Mass: 80 tons

Chassis: Chariot Type IV with Endo Steel

Power Plant: Pitban 320 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Glasgow Limited with CASE

Armament:

3 Doombud LRM-20 Racks

2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Hm-10

Targeting and Tracking System: TharHes Ares-7

Overview

Defiance Industries' production team prides itself on the radical appearance, design, and performance profile of the PPR-5S *Salamander* assault support 'Mech, but critics over the years since its debut have derided the design as a missile-based knockoff of the venerable *Awesome*. Though these accusations—born, some say, of a feud between the Lyran Alliance's biggest 'Mech manufacturer and its corporate rivals—bear little weight, Defiance's public relations department has found the rumors annoyingly persistent and must often defend the "creative integrity" of the company's design teams during press conferences.

Capabilities

Though its chassis is radically different, the *Salamander* shares numerous design points with the AWS-9M *Awesome*. Weighing in at 80 tons, like the *Awesome*, the *Salamander* has the same mobility and hulking form, and devotes much of its tonnage to its primary weapon systems. Like the *Awesome*, the *Salamander* is meant primarily for support and siege missions, to stand at a distance and drown its foes under a relentless storm of weapons fire. The *Awesome* accomplishes this mission through heat-intensive particle cannons; the *Salamander* does it with three LRM-20 racks, each supplied with three tons of ammunition.

Deployment

Production got off to a slow start due to the unusual engineering of the left arm assembly, but the *Salamander* has become increasingly common in the command, assault, and support sections of several LAAF units stationed throughout the Alliance. Though originally intended for heavy fire-support along the Clan front, many of these machines saw extensive action during the recent FedCom Civil War, where their pilots turned their devastating firepower against many MechWarriors they might have called fellow countrymen only a decade before.

Variants

Four variants on the *Salamander* have surfaced since its debut. The first of these, designated the PPR-5T model, mounts three LRM-15 racks in place of the standard 20-racks and downgrades the medium lasers, devoting the tonnage savings to a bigger engine for a thirty-three percent increase in the 'Mech's maximum ground speed.

The PPR-6S and -6T models, by comparison, retain the same engine and movement profiles, but trade in one of the LRM-20s for different weapons systems. On the -6S, the trade upgrades the medium lasers to pulse versions and allows for the mounting of an SRM-6 launcher, plus Artemis IV fire-control systems for all missile racks. On the -6T, the medium lasers are again upgraded to pulse models, while

a large pulse laser is added for a more solid and accurate punch at medium range.

During the fighting on Melissia against the Jade Falcons in August of 3064, General Sharon Byran's *Salamanders* proved unequal to the terrain, and so wasted much of their long-range capabilities. To counter this, the radically new -7S installs a Lyran "light" engine. The LRM-20s make way for LRM-15s enhanced with Artemis, the medium lasers for extended-range versions. Finally, removal of a half-ton of armor allows for the inclusion of jump jets.

Notable MechWarriors

Kommandant Jim Wendt: A battalion commander in the Eighth FedCom RCT, Jim Wendt was a model officer in the AFFC, even though he considered himself far more Lyran than FedCom. Because he rose through the ranks honestly, many of his FedSuns-born colleagues often commented that the cultured and tactically brilliant officer was nothing like the stereotypical "Social Generals" who so plagued the Lyran command structure before and throughout the FedCom era. Though Wendt publicly took these remarks as friendly jibes, deep inside he resented his FedSuns comrades. When the simmering Steiner-Davion hostility exploded in civil war on Kathil in 3062, however, he did not balk at fighting.

During the battle for the city of Radcliffe, Wendt at the helm of his *Salamander* led a charge against elements of the Kathil CMM and engaged the militia commander, Damien Zibler, in a duel to the death. The arrival of Wendt's company nearly turned the tide against the militia as the two commanders dueling, but even as Wendt and his forces took out Zibler's *Victor*, a flight of militia aerospace fighters engulfed his *Salamander* in incendiary bombs. Already overheated from the raging firefight, Wendt's ammunition bins exploded, forcing him to eject to his death inside the raging inferno.

Though his defeat at Radcliffe led to the destruction of the rest of his command—and ultimately the loss of Kathil itself—Jim Wendt received a posthumous award for valor in the face of the enemy for his final actions on Kathil.

PPR-5S SALAMANDER

ASSAULT 'MECHS

167

Type: **Salamander**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,769

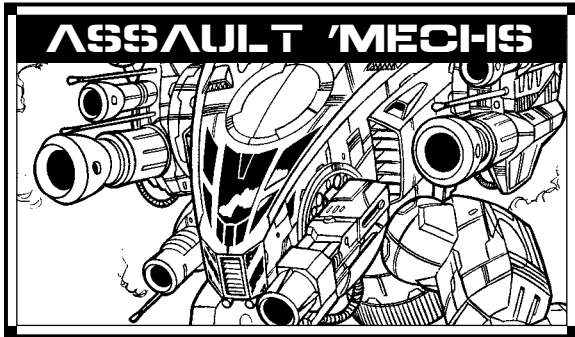
Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	320 XL	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	247	15.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	42
Center Torso (rear)		8
R/L Torso	17	28
R/L Torso (rear)		6
R/L Arm	13	26
R/L Leg	17	34

Weapons and Ammo

	Location	Critical	Tonnage
LRM 20	LT	5	10
Ammo (LRM) 18	LT	3	3
CASE	LT	1	.5
LRM 20	RT	5	10
Ammo (LRM) 18	RT	3	3
CASE	RT	1	.5
LRM 20	LA	5	10
Ammo (LRM) 18	LA	3	3
2 Medium Lasers	CT	2	2





Mass: 80 tons

Chassis: Hollis Mark XII Endosteel

Power Plant: Pitban 320

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield Special Heavy

Armament:

2 Magna Hellfire Heavy PPCs

6 Martell ER Medium Lasers

Manufacturer: General Motors

Primary Factory: El Dorado

Communications System: Sony MSF-31

Targeting and Tracking System: Federated Stalker

Overview

The BLR-2D *Warlord* is a streamlined model of the *BattleMaster*. As seen in the strong family resemblance, the *Warlord* is based on the original BLR-1 chassis rather than one of the more recent BLR models. However, after some weight reduction to use locally built Pitban 320 engines and new weaponry, GM's intellectual property lawyers deemed a new name was appropriate. To match the increase in firepower, the BLR-2D was renamed the *Warlord*.

Oddly, GM went to pains to avoid its existing assault 'Mech assets by using a new facility (the Camino IndustrialMech facility on El Dorado), a new engineering team (GM's military branches had no personnel to spare in 3068-3070), and a new design (the *BattleMaster*, which was not previously a GM product).

Despite the hurdles, there were good reasons behind most of the decision: El Dorado is one of the Federated Suns' "Golden Five" worlds and, if it's not known for its military production, it was virtually untouched by the Succession Wars and the recent Civil War. Its powerful civilian industry has been reaping the benefits of the Helm Memory Core for decades. The most important reason, though, was that the Sanromea-Davions wanted BattleMechs.

The Sanromea-Davions might not have much political clout, but they are extremely wealthy bankers with El Dorado in their hip pocket and access to BLR-1G *BattleMaster* plans through a now-defunct investment in Trelshire Heavy Industries' Twycross facility. Diversified GM could bring all aspects of BattleMech production to one planet, free of the disruptions of the Jihad. It was a perfect match.

Capabilities

The *Warlord* is meant to be independent for wars where supply is rare. Heavy armor keeps it on the battlefield after lesser 'Mechs have fallen, while a standard engine and moderate center torso weaponry gives the *Warlord* battlefield utility when those lesser 'Mechs would have retreated with incapacitating damage. An entirely energy-based weapons array spares the *Warlord* dependence on conventional supply trains and also "out-penetrates the *Penetrator*" by pairing a massive primary battery of Magna Hellfire Heavy PPCs with a potent short-range battery of six Martell extended-range medium lasers. The cooling system is sufficient to keep the *Warlord* firing either battery continuously, or in a half-and-half firing pattern, all the while moving at top speed.

More than battlefield thriftiness, the *Warlord* was streamlined industrially. Its single imported extravagance during the deprivations of the Jihad is the endo-steel for its chassis. The remainder of the 'Mech, except the focusing system of the lasers, is made of conventional materials and components that El Dorado's advanced industry ably retooled to produce. Even the powerful Hellfires simply use more of the common components of the Magna Hellstars. The overdeveloped *BattleMaster* second cockpit position, normally a wiring harness nightmare for production, is left vacant as elbowroom for the pilot.

Deployment

The *Warlord* entered full production in 3070 after live field trials in 3069. *Warlords* first went into El Dorado's Planetary Guards unit, eventually forming several heavy cavalry battalions that are the spine of the planet's BattleMech forces. After 3073, some of the production is being used to rebuild the Davion Brigade of Guards.

Variants

Disruptions in interstellar commerce made endo-steel supplies spotty for the BLR-2D, but the crystalline polymers used in double heat sinks—and XL engines—were readily available from El Dorado's chemical industry. The BLR-2G *Warlord* exploits this by using a standard chassis and changing the Pitban's engine shielding to XL shielding. The BLR-2G is distinctive for its two quintuple torso laser bays, consisting of standard medium lasers in a two-over-and-three-under format, but is named for its -1G configuration of twin, rear-mounted lasers. An additional ton of armor attempts to compensate for the vulnerable XL engine.

Notable MechWarriors

Leftenant Melissa Sanromea-Davion: A young, competent MechWarrior of the El Dorado Planetary Guards, Leftenant Sanromea-Davion led a test lance of prototype *Warlords* on New Syrtis. Sanromea-Davion secured fame by destroying nine of the Third McCarron's Armored Cavalry BattleMechs at the Battle of Saso City, which she modestly attributes to improbable luck (though other witnesses also note grievous tactical mistakes by her opponents). While showered with well-earned accolades, the leftenant has not been promoted since Saso City—her performance reports, with input from her commander and subordinates, indicate that she handles her 'Mech well but seems to have trouble coordinating her lance in battle. Subordinates also report a poor managerial style. Sanromea-Davion tries to be friends with members of her command rather than leading them. A larger command would be a disaster until Sanromea-Davion can have her bad habits ground out.

Type: **Warlord**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 2,041

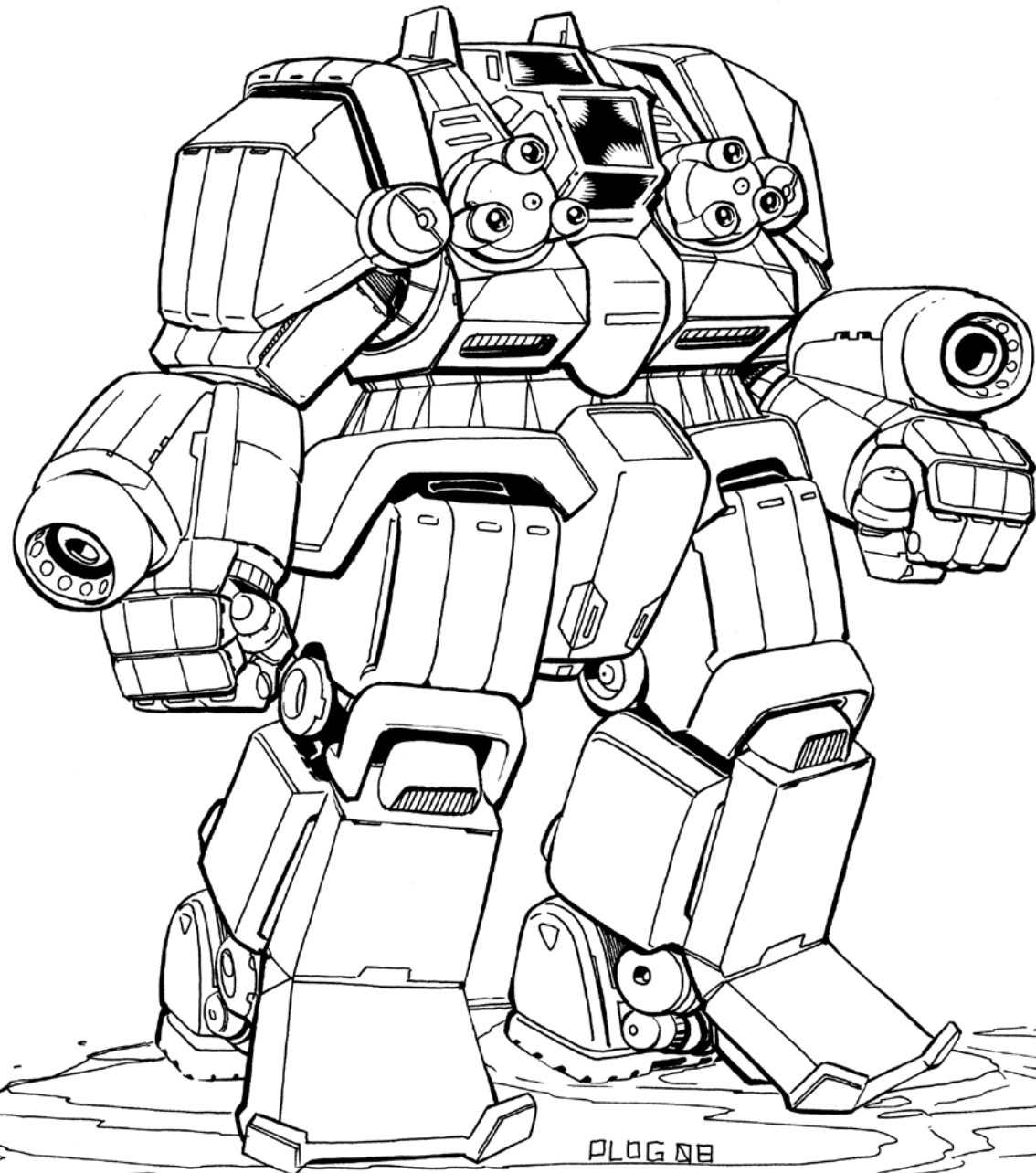
Equipment

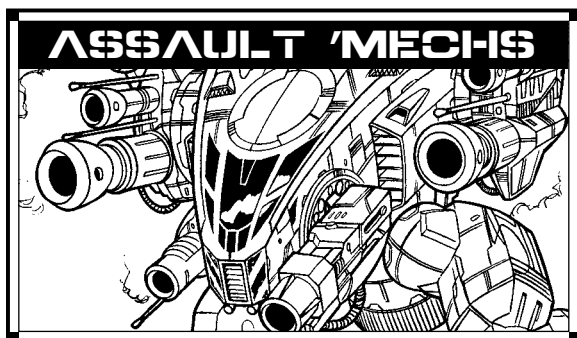
Internal Structure:	Endo Steel	Mass
Engine:	320	4
Walking MP:	4	22.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	232	14.5

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	38
Center Torso (rear)		7
R/L Torso	17	26
R/L Torso (rear)		7
R/L Arm	13	26
R/L Leg	17	30

Weapons and Ammo

	Location	Critical	Tonnage
Heavy PPC	LA	4	10
2 ER Medium Lasers	LT	2	2
2 ER Medium Lasers	CT	2	2
2 ER Medium Lasers	RT	2	2
Heavy PPC	RA	4	10





Mass: 85 tons

Chassis: Celestial Series SP1

Power Plant: GM 255 Light Fusion
with Triple-Strength Myomer

Cruising Speed: 32 kph, 43 kph with TSM

Maximum Speed: 54 kph, 64 kph with TSM

Jump Jets: None

Jump Capacity: None

Armor: Durallex Divine Guardian

Armament:

43 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight
1-Omega

Overview

One of the most widely recognized Celestial OmniMechs, the *Seraph* is also the light assault unit of the bunch. Like the other Celestials, it takes its name from supernatural beings associated with the afterlife, mostly of the heavenly variety, and shares the standard of trading out the usual utilitarian terms for its configurations (such as "Primary," "A," "B," and so forth) for Latinesque "High Dominus" terms such as *Invictus*, *Dominus*, and so on. In this fashion, Doctor Cortland ensured that the Celestials would forever stand apart from other OmniMech designs, with nomenclature as unique as their appearance.

Capabilities

At 85 tons, the *Seraph* is the lighter of the two assault-class Celestials, and is arguably the one that is more of a generalist. With a light fusion engine, small cockpit, and thick armor, it is harder to kill than many modern 'Mechs of its tonnage. Meanwhile, triple-strength myomers provide it a speed boost and devastating physical attack potential in high-intensity combat. To maximize this potential, virtually all of the known *Seraph* configurations are optimized to produce sufficient heat for the myomers' activation, encouraging the kind of brutal, fanatical fighting many of the Word's elite appear to enjoy.

Deployment

Of the two assault-class Celestials, the *Seraph* is far more common than the heavier *Archangel*, but still seen only among the Word of Blake's most elite forces, such as the Word of Blake Militia divisions in the Blake Protectorate, the defense forces on Terra, and the Manei Domini. Some sketchy reports, however, placed *Seraphs* in significant numbers among the so-called "Warrior Houses" Kali Liao fielded a few years back. However, as these 'Mechs appeared (and were largely destroyed) during the failed assault on Sian in 3074, it remains unclear if they were actually part of Kali Liao's Thuggee-Domini hybrid forces or the Word's supporting troops.

Notable MechWarriors

Phantom Precentor Sigma Sabnock: A recently ascended Manei Domini from the Fiftieth Shadow Division (originally known as Precentor Beran Kiel), Sabnock was a native of Donegal in the Lyran Alliance before joining the Word of Blake some time in the 3050s. Before his induction into the Domini, Kiel had a master's in biochemistry and was evidently working on some kind of bio-weapons research for the Toyama before the Jihad. It is unclear how Kiel came to join the ranks of the Domini per se, but he was an accomplished MechWarrior for the Word of Blake Militia in the years prior to the Jihad and may have suffered severe wounds in battle against Chaos March insurgents during some undocumented battle there. Second in command of the Fiftieth Shadow Division, Kiel—now known simply as Sabnock—prefers to lead from the cramped cockpit of his *Seraph* *Luminos* and is as fond of wading into

the thick of a chaotic battle as he is unleashing biochemical weapons on unsuspecting opponents.

Type: **Seraph**

Technology Base: Inner Sphere OmniMech

Tonnage: 85

Battle Value: 1,794

Equipment

Internal Structure:

Engine: 255 Light

Walking MP: 3 (4)

Running MP: 5 (6)

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit (Small): 2

Armor Factor: 256

Internal Structure 3 9

Head 27 40

Center Torso (rear) 18 26

R/L Torso (rear) 14 27

R/L Arm 18 35

R/L Leg

Weapon and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 Light Fusion Engine	10
Left Torso	2 Light Fusion Engine	8
	2 Improved C ³ Computer	
Right Arm	None	8
Left Arm	2 Triple-Strength Myomer	6
Right Leg	2 Triple-Strength Myomer	0
Left Leg	2 Triple-Strength Myomer	0

Weapons and Ammo Location Critical Tonnage

Invictus (Primary) Weapons Configuration

Double Heat Sink	RA	3	1
Ultra AC/10	RA	7	13
MML 5	RT	3	3
Ammo (Ultra) 30	RT	3	3
Ammo (MML) 48 / 40	RT	2	2
Ammo (Streak) 15	RT	1	1
CASE	RT	1	.5
Retractable Blade	LA	6	5
Double Heat Sink	LT	3	1
MML 5	LT	3	3
Streak SRM 6	LT	2	4.5
Snub-Nose PPC	H	2	6

Weapons and Ammo Location Critical Tonnage
Dominus (Alternate A) Configuration

Double Heat Sink	RA	3	1
Heavy PPC	RA	4	10
2 Improved Jump Jets	RT	4	4
Targeting Computer	RT	5	5
Ammo (Plasma) 10	RT	1	1
Improved Jump Jet	CT	2	2
Retractable Blade	LA	6	5
2 Improved Jump Jets	LT	4	4
Medium Pulse Laser	LT	1	2
ER Medium Laser	LT	1	1
TAG	LT	1	1
Ammo (Plasma) 10	LT	1	1
Plasma Rifle	H	2	6

Battle Value: 2,324

Infernus (Alternate B) Configuration

LB 20-X AC	RA/RT	10/1	14
Ammo (LB-X) 15	RT	3	3
Anti-Missile System	RT	1	1.5
Ammo (AMS) 12	RT	1	1
CASE	RT	1	.5
Heavy PPC	LA	4	10
Targeting Computer	LT	8	8
Snub-Nose PPC	H	2	6

Battle Value: 2,181

Comminus (Alternate C) Weapons Configuration

2 Double Heat Sinks	RA	6	2
Plasma Rifle	RA	2	6
2 ER Medium Lasers	RA	2	2
MRM 40	RT	7	12
Ammo (MRM) 12	RT	2	2
CASE	RT	1	.5
Double Heat Sink	LA	3	1
Heavy PPC	LA	4	10
2 Double Heat Sinks	LT	6	2
Ammo (Plasma) 20	LT	2	2
2 Flamers	H	2	2
Guardian ECM Suite	CT	2	1.5

Battle Value: 2,136

Luminos (Alternate D) Weapons Configuration

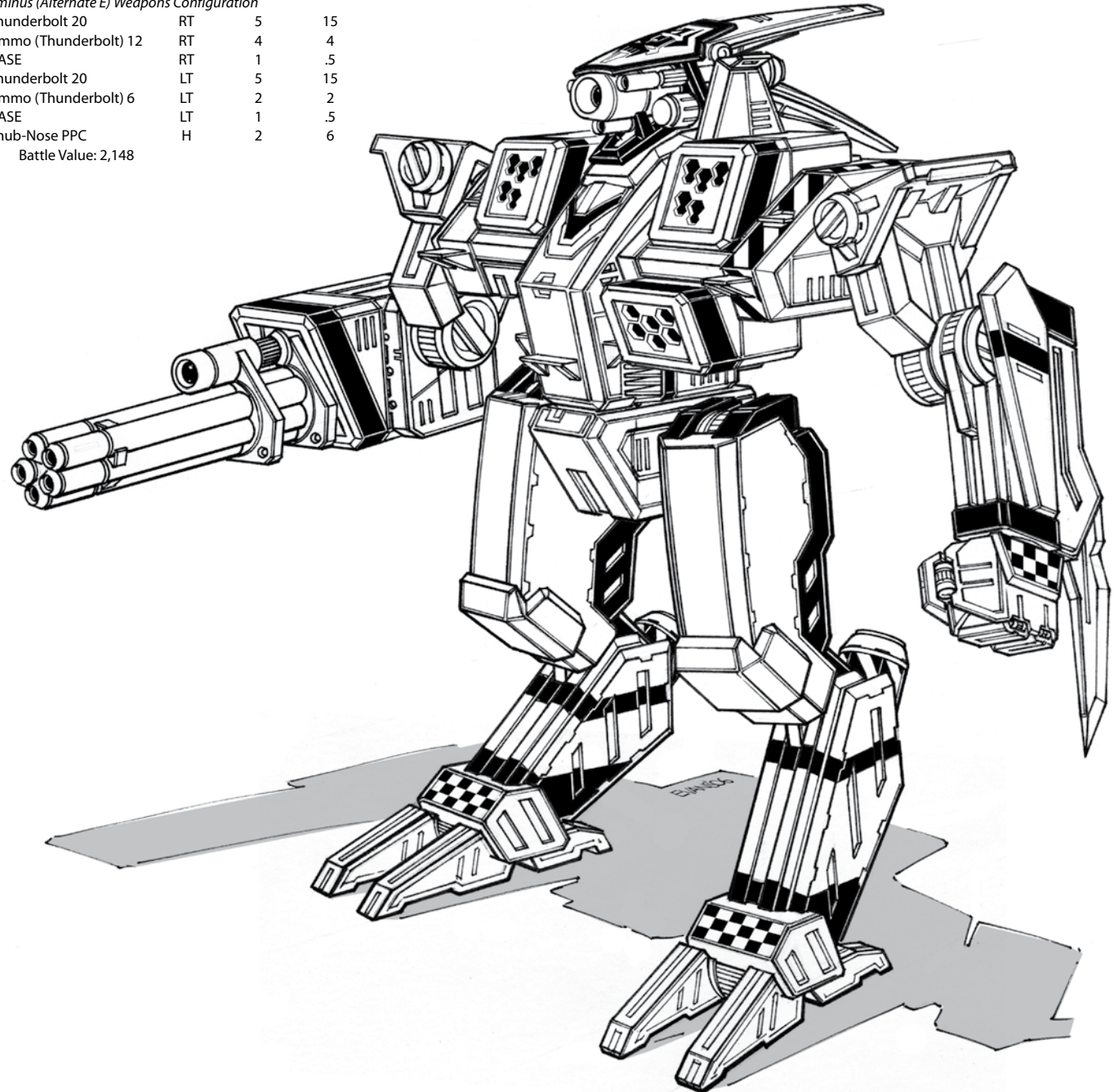
Heavy PPC	RA	4	10
Double Heat Sink	RA	3	1
2 Improved Jump Jets	RT	4	4
Light PPC	RT	2	3
Small Laser	RT	1	.5
Medium Pulse Laser	RT	1	2
Heavy PPC	LA	4	10
Double Heat Sink	LA	3	1
2 Improved Jump Jets	LT	4	4
Small Laser	LT	1	.5
Medium Pulse Laser	LT	1	2
Flamer	H	1	1
Medium Pulse Laser	H	1	2
Improved Jump Jet	CT	2	2

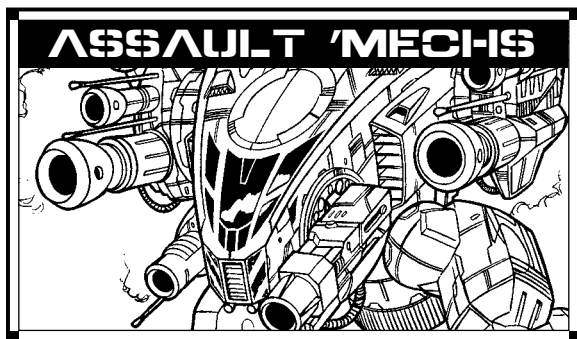
Battle Value: 2,291

Weapons and Ammo Location Critical Tonnage
Eminus (Alternate E) Weapons Configuration

Thunderbolt 20	RT	5	15
Ammo (Thunderbolt) 12	RT	4	4
CASE	RT	1	.5
Thunderbolt 20	LT	5	15
Ammo (Thunderbolt) 6	LT	2	2
CASE	LT	1	.5
Snub-Nose PPC	H	2	6

Battle Value: 2,148





Mass: 85 tons

Chassis: Star League TS

Power Plant: Strand 255

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Ferro-Fibrous

Armament:

2 Lord's Light 2 Extended Range PPCs

1 Imperator Automatic Ultra-10 Autocannon

Manufacturer: Independence Weaponry

Primary Factory: Quentin

Communications System: Garret T-19G

with dual C³ Computer

Targeting and Tracking System: Cat's Eyes 5

Overview

For ten years, the Draconis Combine has possessed the C³ computer system, a technological marvel designed to coordinate lance and company actions. Despite the best efforts of the DCMS, however, the system has rarely been used. The Draconis Combine has historically lacked machines that incorporate the C³, and most Combine MechWarriors are resistant to change. Many are particularly loath to abandon the samurai tradition of single combat and combine to fire on a single unit, a tactic the C³ encourages.

However, the spectacular success of the C³ system in Operation Bulldog against the Smoke Jaguars finally overcame the reservations of Combine warriors regarding this equipment. The deciding event seems to have occurred when *Tai-sa* Hohiro Kurita, heir to the Combine throne, led a C³-equipped company of the elite Genyosha regiment against the 362nd Assault Cluster on Kiamba. There, in Hecate's Swamp, Hohiro's forces destroyed the Assault Cluster's Command Trinary. These events meant considerable profits for Independence Weaponry, as that manufacturer's two newest designs, the *Tai-sho* and the *Shugenja*, both incorporate C³ master systems.

Capabilities

The *Tai-sho* was intended as the centerpiece of a C³-equipped company of twelve units. By designing the *Tai-sho* to carry two C³ masters, Independence Weaponry produced a 'Mech that carries maximum armor protection for its size, as well as mounting impressive firepower despite the tonnage lost to the C³ systems.

Twin extended-range particle projector cannons, plus an Ultra type 10 autocannon purchased from the Free Worlds League, give the *Tai-sho* its devastating punch. Using a standard engine rather than an extra-light model prolongs the 'Mech's life on the battlefield and also cuts production costs considerably.

Deployment

The first *Tai-shos* produced were slated for assignment to the First Genyosha, the regiment with the most C³-equipped units in the DCMS, once they returned from their efforts to finish off the Smoke Jaguars in the Deep Periphery. Units produced subsequently will be assigned to other DCMS regiments.

To express their gratitude and to honor the heir to the Dragon, Independence Weaponry planned to give Hohiro Kurita the first *Tai-sho* off the assembly lines. Whether he will trade his Clan-manufactured *Daishi* for the new 'Mech remains to be seen.

Type: **Tai-sho**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,771

Equipment

Internal Structure:

Engine: 255

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 263

Internal Structure	Armor Value
Head	3
Center Torso	27
Center Torso (rear)	18
R/L Torso	14
R/L Torso (rear)	14
R/L Arm	18
R/L Leg	18

Head 3 9

Center Torso 27 41

Center Torso (rear) 18 13

R/L Torso 14 27

R/L Torso (rear) 14 9

R/L Arm 18 28

R/L Leg 18 36

Weapons

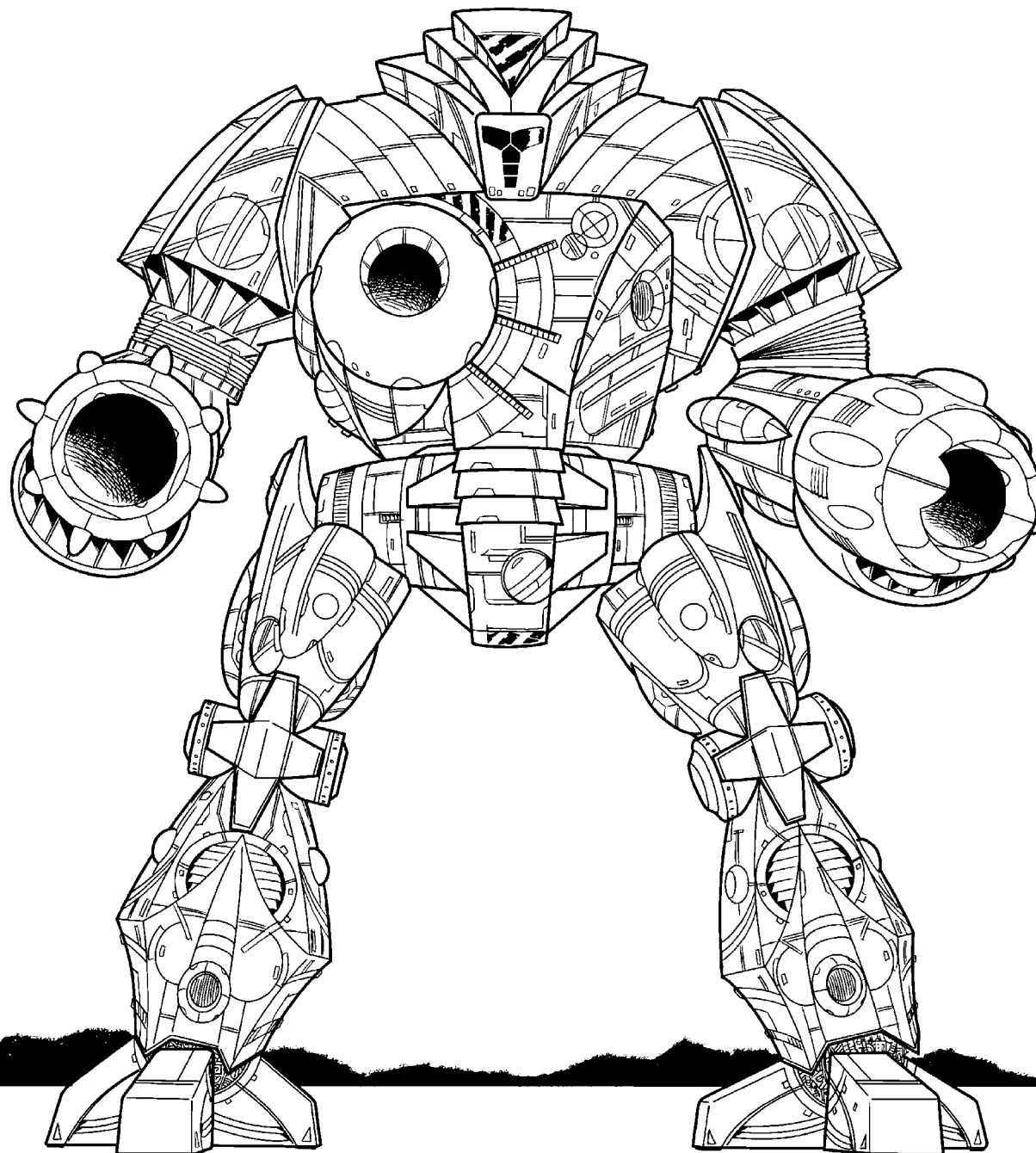
and Ammo

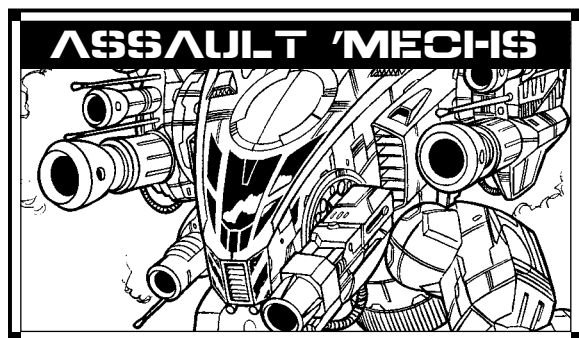
	Location	Critical	Tonnage
ER PPC	RA	3	7
ER PPC	LA	3	7
Ultra AC/10	RT	7	13
Ammo (Ultra) 20	RT	2	2
CASE	RT	1	.5
2 C ³ Master Computers	LT	10	10

Mass

8.5

13





Mass: 85 tons
Chassis: Kallon Type XIX Endo Steel
Power Plant: KalTek 340 Extralight
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield A with CASE
Armament:
 40 tons of pod space available
Manufacturer: Kallon Industries
Primary Factory: Talon
Communications System: Newberg Telescan 17
Targeting and Tracking System: Spar 3C MegaTrak

Overview

Many within the Federated Commonwealth High Command voiced criticism toward the Department of the Quartermaster's policy of concentrating mainly on upgrading the AFFC's conventional BattleMech forces. When the DQ continued to dismiss these arguments, Field Marshal Duke George Hasek decided to take matters into his own hands and personally commissioned Kallon Industries to design and build an assault-class OmniMech, initially financing this project with his own family's fortune.

Capabilities

Intended to take the place of some of the AFFC's most venerable assault-class 'Mechs, the *Templar* makes the most out of new technologies, coupling them with time-tested off-the-shelf equipment. Not only did this bring development time and costs down, but considering its massive armor protection, the *Templar* is both a durable and easily repairable machine. The primary configuration, with its powerful Gauss rifle and strong array of lasers, is designed to command a battlefield. With the addition of the NAIS' recently introduced advanced targeting system, this configuration is capable of defeating even the heaviest Clan OmniMech.

The most common variant pairs an Ultra 10-type autocannon with an ER PPC, again backed with the advanced targeting system. Added mobility is also provided with the addition of jump jets.

A third variant is finding its way into the AFFC's regular army, though it is not as common as the first two. Designed to engage an opposing unit at the longest of ranges, the 'Mech mounts an extended-range particle cannon and three of the lightest-class RACs.

The most recently debuted variant teams an ER PPC with an LB 20-X autocannon, five medium pulse lasers and an ER medium laser. This variant also mounts jump jets, making this version of the *Templar* a potent close-assault design.

Deployment

The first *Templars* off of Kallon's lines were routed to the Syrtis Fusiliers, though machines from later runs have found their way to units like the Federated Suns Armored Cavalry and the Davion Assault Guards. Throughout the war, Duke Hasek's people routed these powerful new 'Mechs only to units opposing the Archon. Of course, the Twenty-Second Avalon Hussars received quite a few during their defense of Talon, but even that wasn't enough to secure their victory.

Type: **Templar**

Technology Base: Inner Sphere OmniMech

Tonnage: 85

Battle Value: 2,045

Equipment

		Mass
Internal Structure:	Endo Steel	4.5
Engine:	340 XL	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	263	16.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	44
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	36

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	None	2
Right Torso	3 XL Engine 2 Endo Steel CASE	6
Left Torso	3 XL Engine 2 Endo Steel	7
Right Arm	1 Endo Steel	7
Left Arm	4 Endo Steel	4
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

**Weapons
and Ammo**

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Large Pulse Laser	LA	2	7
Medium Pulse Laser	LA	1	2
Double Heat Sink	LA	3	1
Gauss Rifle	RA	7	15
Targeting Computer	LT	7	7
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
Ammo (Gauss) 16	RT	2	2
2 ER Medium Lasers	CT	2	2

Alternate Configuration A

ER PPC	LA	3	7
Double Heat Sink	LA	3	1
Ultra AC/10	RA	7	13
Streak SRM 6	RA	2	4.5
Targeting Computer	LT	5	5
Jump Jets	LT	2	2
Ammo (Ultra) 30	RT	3	3
Ammo (Streak) 15	RT	1	1
Jump Jets	RT	2	2
Guardian ECM Suite	CT	2	1.5

Battle Value: 2,070

Alternate Configuration B

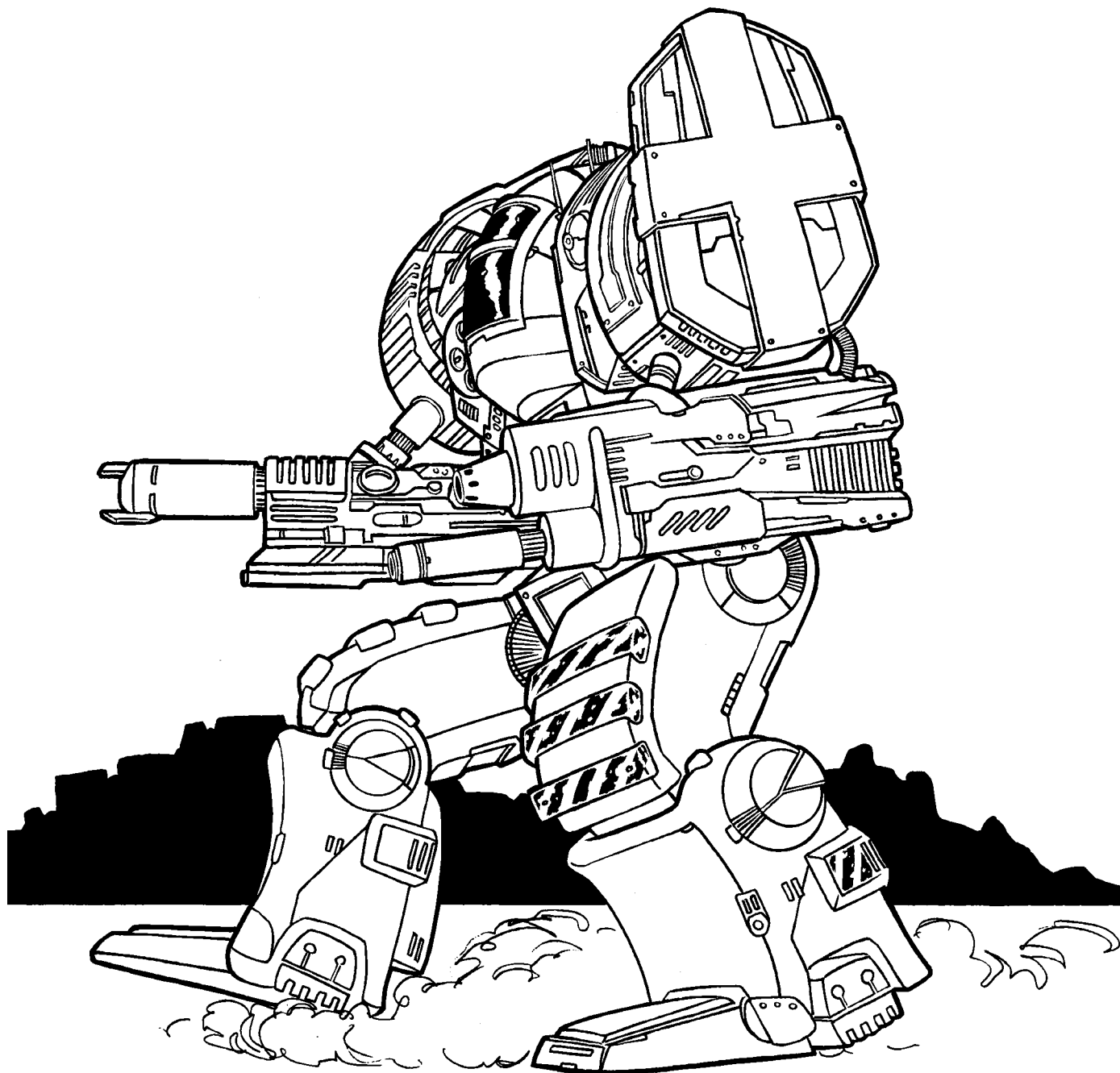
ER PPC	LA	3	7
Double Heat Sink	LA	3	1
3 Rotary AC/2	RA	9	24
2 Double Heat Sinks	LT	6	2
Double Heat Sink	RT	3	1
Ammo (RAC) 135	RT	3	3
2 ER Medium Lasers	CT	2	2

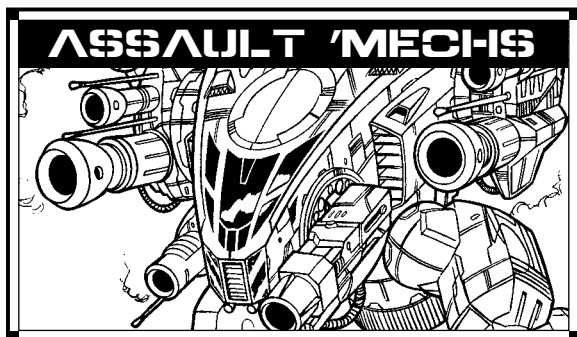
Battle Value: 1,806

Alternate Configuration C

LB 20-X AC	RA/RT	11	14
ER PPC	LA	3	7
3 Medium Pulse Lasers	LA	3	6
Ammo (LB-X) 15	RT	3	3
Jump Jet	RT	1	1
2 Medium Pulse Lasers	LT	2	4
ER Medium Laser	LT	1	1
Double Heat Sink	LT	3	1
Jump Jet	LT	1	1
Jump Jets	CT	2	2

Battle Value: 2,063





Mass: 95 tons

Chassis: Coventry HAI III

Power Plant: Pitban 285

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Glasgow Limited with CASE

Armament: 43 tons of pod space available

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: TharHes Muse 54-585

Targeting and Tracking System: Cyclops 9c

Overview

The *Hauptmann*, the Lyran Alliance's first OmniMech design, is based on captured Clan *Daishis*. Coventry Metal Works, producer of the Draconis-designed *Firestarter* OmniMech, took what they learned from producing the *Firestarter* and applied it to a much larger chassis. Oddly, the *Hauptmann* lacks an XL engine. There is certainly room in the chassis, and Coventry Metal Works can afford the cost. Rumor has it that Coventry designers cannot make OmniMechs with XL engines; however, it is more likely that they simply wanted to save money.

Capabilities

The *Hauptmann's* primary configuration is deadly at all ranges, combining paired ER large lasers with medium pulse lasers and the newly developed LB 20-X autocannon. Extremely well-armored, the Prime configuration also carries enough heat sinks to make efficient use of its weapons, as well as the added protection of a Guardian ECM suite.

The A configuration is designed for close combat, utilizing hand actuators for punching and jump jets for maneuverability. It carries four ER medium lasers, bought from the Free Worlds League, and two SRM-6 launchers, each augmented with the Artemis IV fire-control system. For long-range weaponry, the A variant carries a Gauss rifle that is more than enough to discourage smaller opponents.

The B configuration returns to the all-around approach of the Prime, carrying two ER PPCs for long-range attacks and three medium pulse lasers for closer opponents. It also mounts the frightening new Ultra AC/20, carrying enough ammunition to keep it supplied for some time. Unfortunately, it lacks the heat sinks to support all of its weaponry.

Deployment

In a unique move, Archon Katrina Steiner named the new Lyran Alliance OmniMech *Hauptmann*, to honor all the hauptmanns who command in the Lyran Alliance Armed Forces. The highest officers who consistently see battle, the hauptmanns of the LAAF have long held the greatest respect among enlisted and non-com officers. The first models of the new OmniMech were assigned to hauptmanns in the new Bolan, Skye, Donegal, Coventry, and Alarion Jaegers units. The remaining *Hauptmanns* produced so far have been sent to Skye Rangers units. Several *Hauptmanns* have been assigned to garrison units on Coventry, with Coventry Metal Works retaining some to protect its main factories.

Type: **Hauptmann**

Technology Base: Inner Sphere OmniMech

Tonnage: 95

Battle Value: 2,157

Equipment

Internal Structure:

Engine: 285

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 293

Internal Structure
Armor Value

Head 3 9

Center Torso 30 45

Center Torso (rear) 15

R/L Torso 20 30

R/L Torso (rear) 10

R/L Arm 16 32

R/L Leg 20 40

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	CASE	11
Left Torso	None	12
Right Arm	None	8
Left Arm	None	8
Right Leg	None	2
Left Leg	None	2

**Weapons
and Ammo**
Location
Critical
Tonnage
Primary Weapons Configuration

ER Small Laser	H	1	.5
ER Large Laser	LA	2	5
Medium Pulse Laser	LA	1	2
2 Double Heat Sinks	LA	6	2
LB 20-X AC	LT	11	14
Guardian ECM Suite	CT	2	1.5
Streak SRM 2	LT	1	1.5
Streak SRM 2	RT	1	1.5
Ammo (LB-X) 15	RT	3	3
Ammo (Streak) 50	RT	1	1
2 Double Heat Sinks	RT	6	2
ER Large Laser	RA	2	5
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RA	6	2

Alternate Configuration A

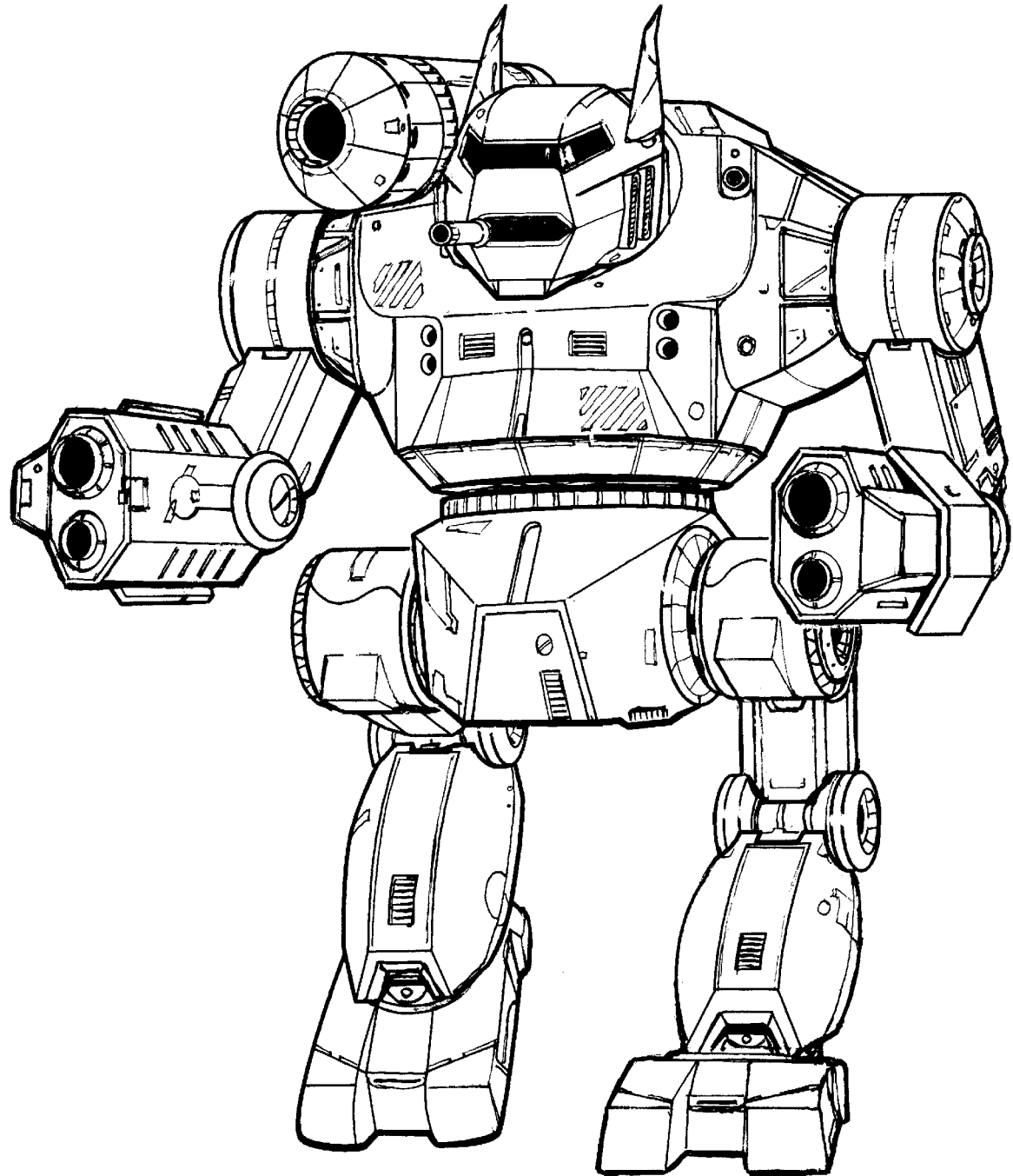
2 ER Medium Lasers	LA	2	2
SRM 6	LA	2	3
Artemis IV FCS	LA	1	1
Double Heat Sink	LA	3	1
4 Double Heat Sinks	LT	12	4
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	RT	2	2
Ammo (SRM) 30	RT	2	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2
Jump Jet	RL	1	2
2 ER Medium Lasers	RA	2	2
SRM 6	RA	2	3
Artemis IV FCS	RA	1	1
Double Heat Sink	RA	3	1

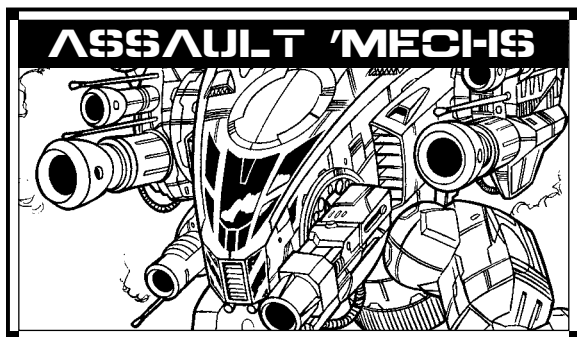
Battle Value: 2,311

Alternate Configuration B

Medium Pulse Laser	H	1	2
ER PPC	LA	3	7
Medium Pulse Laser	LA	1	2
Double Heat Sink	LA	3	1
3 Double Heat Sinks	LT	9	3
Ultra AC/20	RT/CT	10	15
Ammo (Ultra) 15	RT	3	3
ER PPC	RA	3	7
Medium Pulse Laser	RA	1	2
Double Heat Sink	RA	3	1

Battle Value: 2,208





Mass: 95 tons

Chassis: Skuel Heavy TRQ

Power Plant: Pitban 285 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: HildCo LFT 9-X

Jump Capacity: 90 meters

Armor: Starshield Special Heavy

Armament:

1 Defiance 1001 Extended Range PPC

2 Magna 900P Large Pulse Lasers

5 Magna 600P Medium Pulse Lasers

1 Magna 200P Small Pulse Laser

Manufacturer: Robinson Standard BattleWorks

Primary Factory: Robinson

Communications System: Sony MSF-31

Targeting and Tracking System:

Federated Stalker with Targeting Module

Overview

Although the *Sagittaire* saw production in mid-3063, Robinson's semi-isolationist policies with regard to the civil war kept the design out of the general militaries until much later. As the civil war progressed, however, the fighting took a nasty, personal turn for the worst. MechWarriors began to demand machines that were superior at point-blank range, whether for fighting in narrow city streets or for brawls on the open no-man's-land between cities. The *Sagittaire* was just such a design.

Capabilities

A Pitban extralight engine powers the laser-heavy *Sagittaire*, giving it a top speed of 54 kph—which is directly in line with 'Mechs of similar weight. Of greater interest, however, are the HildCo lifters installed in the legs and centerline, making the *Sagittaire* one of the relatively few assault 'Mechs with jumping capability, giving it a great deal of tactical flexibility. That, of course, doesn't even take into account the psychological impact of watching a 95 ton BattleMech fly through the air upon untested warriors.

If that wasn't enough, the *Sagittaire* mounts a heavy weapon configuration tied into one of the new Federated Suns targeting computers. A single ER PPC gives this 'Mech striking power from a distance. As ranges close, the *Sagittaire* ties in two large pulse lasers, a trio of medium pulse and even a single small pulse laser. Two more medium pulse lasers are provided with rear-firing arcs for extra protection, though with eighteen tons of armor the need for such a stratagem is debatable. The *Sagittaire's* pulse-technology lasers combined with the targeting computer allow a MechWarrior to maintain a high rate of mobility and still hold an edge against most other BattleMechs. When keeping the *Sagittaire's* feet firmly planted on the ground, the design is simply devastating.

Deployment

Deployed from Robinson BattleWorks in 3063, the machine first saw heavy action against House Kurita as Duke James Sandoval committed heavy resources toward taking and holding a half-dozen Combine worlds. The *Sagittaire* was instrumental in the assault on Proserpina, where one lance of these machines destroyed a company of samurai from the Ninth Benjamin Regulars in a series of ill-fated one-on-one duels. Later, during House Kurita's successful counter-assault, the Dragon made a concerted effort to capture or salvage several 'Mechs of the *Sagittaire* design for its own use.

As Katherine Steiner-Davion later tightened her reigns on the Draconis March, Duke Sandoval allowed more of these machines to be sold into her loyalist army. This was short-lived, however, as Tancred Sandoval deposed his father not long after as the March Lord. He then shifted the entire *Sagittaire* line into bolstering his own forces and those regiments supporting Victor Steiner-Davion.

As an example of the wide appeal of the *Sagittaire*, an allied company and a loyalist company were deployed on New Avalon, each with a lance of *Sagittaires*. They clashed during battle for the continental capital of Flensburg, and only three allied machines walked away under their own power. All three were *Sagittaires*. Between them, they accounted for eight "kills" out of twelve enemy 'Mechs.

SGT-8R SAGITTAIRE

ASSAULT 'MECHS

179

Type: **Sagittaire**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 2,088

Equipment

Internal Structure:

Engine: 285 XL

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 17 [34]

Gyro: 3

Cockpit: 3

Armor Factor: 288

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

Mass

9.5

8.5

7

3

3

18

Weapons

and Ammo

Location

Critical

Tonnage

Medium Pulse Laser H (R) 1 2

Large Pulse Laser RA 2 7

Medium Pulse Laser RA 1 2

Small Pulse Laser RA 1 1

Large Pulse Laser LA 2 7

Medium Pulse Laser LA 1 2

Targeting Computer RT 8 8

Medium Pulse Laser RT 1 2

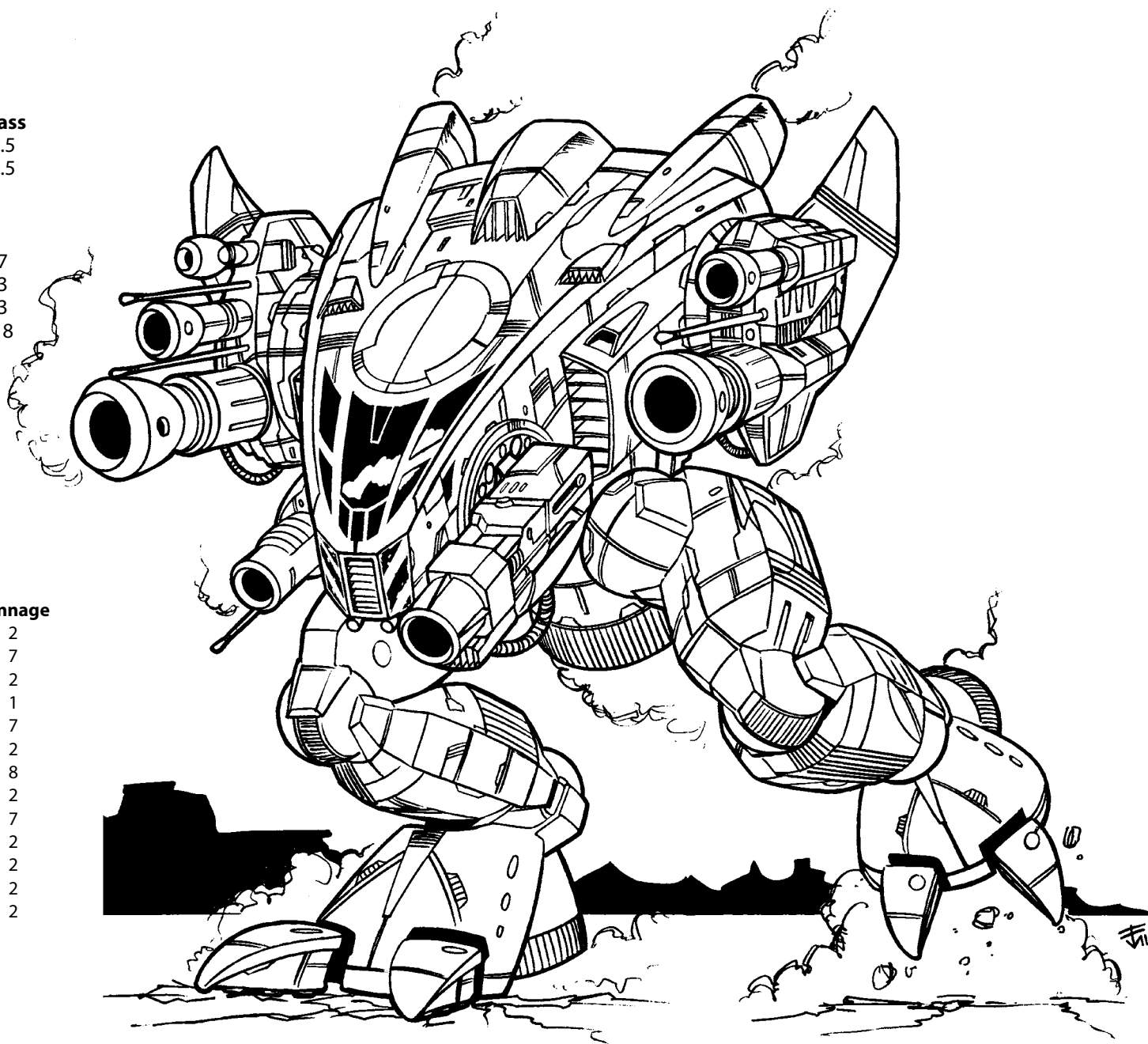
ER PPC LT 3 7

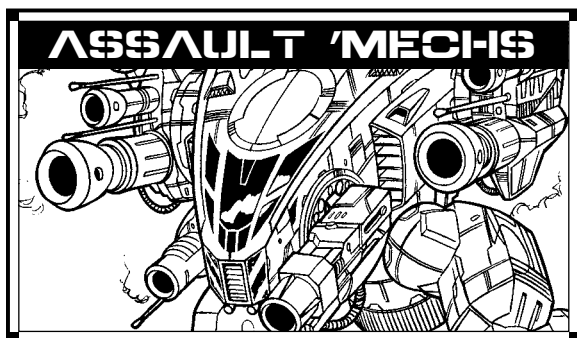
Medium Pulse Laser CT (R) 1 2

Jump Jet CT 1 2

Jump Jet LL 1 2

Jump Jet RL 1 2





Mass: 100 tons

Chassis: Celestial Series AA1E

Power Plant: Immortus 300 Compact Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy Gold

Armament:

36 tons of pod space available

Manufacturer: Gibson Federated BattleMechs,
Martinson Armaments

Primary Factory: Gibson (Gibson Federated),
Terra (Martinson)

Communications System: Master's Voice Cel-Alpha

Targeting and Tracking System: Master's Sight
1-Omega

Overview

With the completion of the Celestials project (and its concurrent battle armor series, the Demons), the Word—and in particular the Manei Domini—received a line of weapons that underscored the industrial might of the Word, infused their military with bold new units, and filled the ranks of the elite with machines that can strike fear into an enemy's heart while providing a symbol the fanatics can rally behind. Cortland, having accomplished everything he set out to do for the Word and his Lord Apollyon, was rewarded for his efforts with a rare non-combatant entry into the Manei Domini and even earned his own ascended name in the Domini's hierarchy: Vapula.

Capabilities

The 100-ton *Archangel* represents the pinnacle of Cortland/Vapula's Celestial series, yet its design departs quite radically from others in the line. Intended as a command unit or an anchor for assault and defense formations, this beast sports a compact engine, gyro, and cockpit—sacrificing tonnage for sheer survivability. An endo-steel chassis helps alleviate the weight costs, but only slightly, leaving this machine with only 36 tons of pod space for weapons—a pittance compared to most OmniMechs in its tonnage. However, with this design approach, the *Archangel* becomes a virtual zombie on the battlefield, often standing through withering fire that would crush or cripple any other assault 'Mech in production today.

Deployment

As the heaviest and most expensive of all the Celestials, the *Archangel* is, unsurprisingly, the rarest of them all. Largely limited to command Level IIs in the Word's most elite formations, even Manei Domini formations rarely field more than one in a single six-unit group.

Notable MechWarriors

Specter Precentor Omicron Berith: Originally born Benjamin Emory, Berith—the ascended Manei Domini who commands the elite Opacus Venatori independent command—began his career in the hellish fires of Devil's Bath during the Battle of Tukayyid. Possessing incredible natural combat skills, his career was on the rise even after his defection to the Word of Blake, where he became an instructor for the Light of Mankind (the Blakist version of Blake's Wrath). [EDITOR'S NOTE: It is worth pointing out that Emory saw his loyalties to Terra first and didn't initially seem to buy into the Word's unique interpretation of Blake's teachings, so his defection may have been more about keeping his feet on Terran soil than anything else.]

Early in the Jihad, Emory's prowess attracted the attention of Precentor Apollyon, leader of the Manei Domini, who evidently gained the ROM instructor's loyalties over the years since, eventually inducting

him into the Word's cybernetic elite after Emory suffered grievous injuries in the name of the Word. As a Domini, Emory continued to skyrocket through the ranks, and many believe him to be Apollyon's handpicked protégé and possible successor as leader of the Domini, a fact evidenced by Apollyon's uncharacteristically affectionate reference to him as his "spiritual son."

Berith is equipped with an enhanced VDNI implant and other top-of-the-line cyberware, so it comes as little shock that his preferred ride is a personalized red-and-white *Archangel* that he nicknamed "Guardian."

Type: **Archangel**

Technology Base: Inner Sphere OmniMech

Tonnage: 100

Battle Value: 2,237

Equipment		Mass
Internal Structure:	Endo Steel	5
Engine:	300 Compact	28.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro (Compact):		4.5
Cockpit (Small):		2
Armor Factor:	307	19.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	2 Improved C ³ Computer	5
Right Torso	5 Endo Steel	7
Left Torso	5 Endo Steel	7
Left Arm	None	8
Right Arm	None	8
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo Location Critical Tonnage
Invictus (Primary) Weapons Configuration

Heavy PPC	RA	4	10
Jump Jet	RT	1	2
Double Heat Sink	RT	3	1
Retractable Blade	LA	6	5.5
Jump Jet	LT	1	2
Targeting Computer	LT	4	4
Plasma Rifle	H	2	6
Jump Jet	CT	1	2
Guardian ECM Suite	CT	2	1.5
Ammo (Plasma) 20	CT	2	2

Dominus (Alternate A) Weapons Configuration

Heavy PPC	RA	4	10
2 Double Heat Sinks	RA	6	2
Double Heat Sink	RT	3	1
Heavy PPC	LA	4	10
2 Double Heat Sinks	LA	6	2
2 Double Heat Sinks	LT	6	2
Snub-Nose PPC	H	2	6
2 ER Medium Lasers	CT	2	2
Double Heat Sink	CT	3	1

Battle Value: 2,134

Infernus (Alternate B) Weapons Configuration

Heavy PPC	RA	4	10
2 Double Heat Sinks	RA	6	2
2 Double Heat Sinks	RT	6	2
2 Light PPC	LA	4	6
2 Double Heat Sinks	LA	6	2
2 Double Heat Sinks	LT	6	2
Snub-Nose PPC	H	2	6
Snub-Nose PPC	CT	2	6
Double Heat Sink	CT	3	1

Battle Value: 2,069

Comminus (Alternate C) Weapons Configuration

MRM 40	RA	7	12
Double Heat Sink	RT	3	1
ER Medium Laser	RT	1	1
Ammo (MRM) 12	RT	2	2
CASE	RT	1	.5
MRM 40	LA	7	12
Double Heat Sink	LT	3	1
ER Medium Laser	LT	1	1
Ammo (MRM) 12	LT	2	2
CASE	LT	1	.5
Guardian ECM Suite	H	2	1.5
Double Heat Sink	CT	3	1
ER Small Laser	CT (R)	1	.5

Battle Value: 2,010

Weapons and Ammo Location Critical Tonnage
Luminos (Alternate D) Weapons Configuration

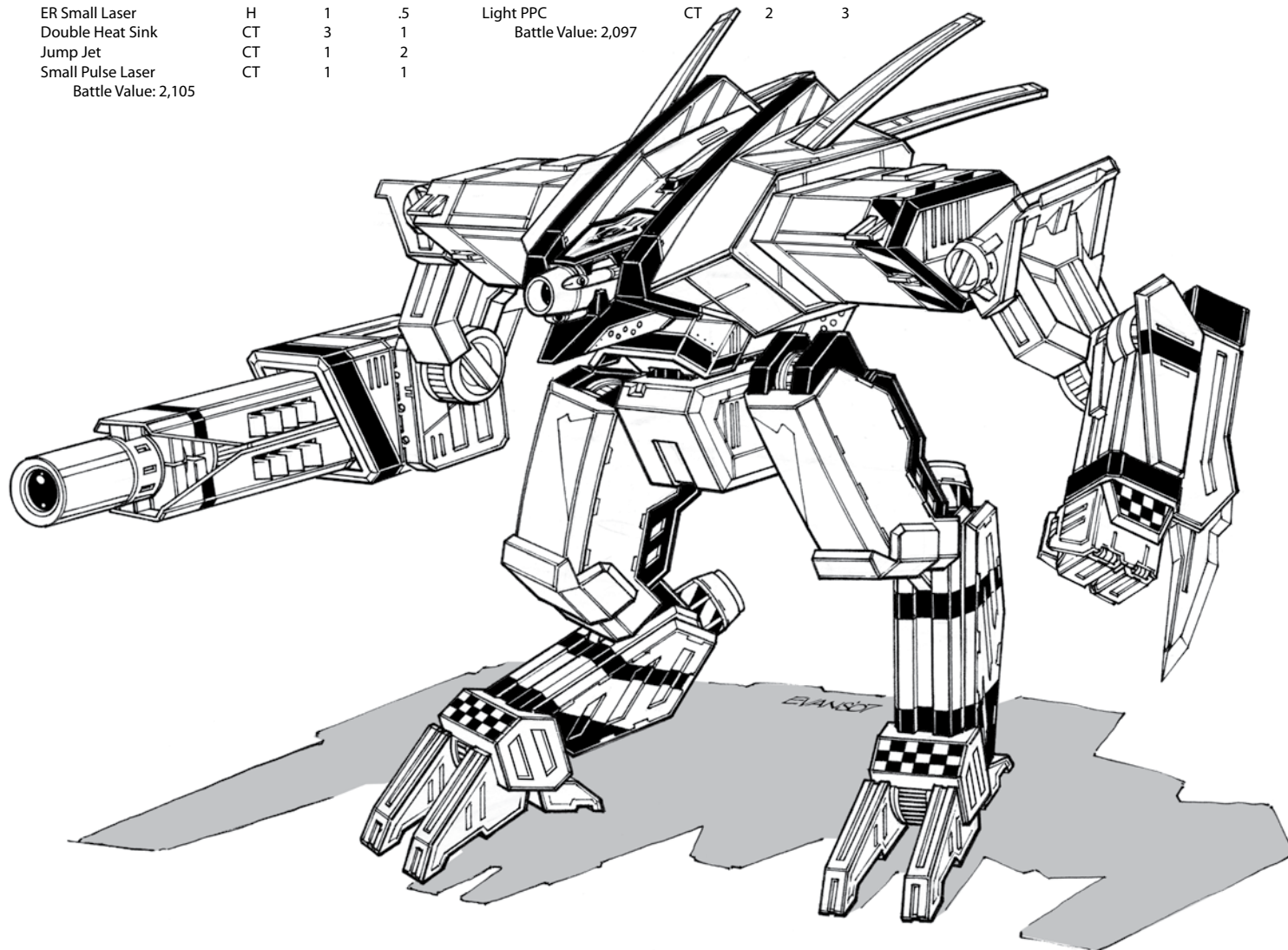
ER PPC	RA	3	7
2 Double Heat Sinks	RA	6	2
Jump Jet	RT	1	2
2 Medium Pulse Lasers	RT	2	4
ER PPC	LA	3	7
2 Double Heat Sinks	LA	6	2
Jump Jet	LT	1	2
Guardian ECM Suite	LT	2	1.5
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	H	1	2
ER Small Laser	H	1	.5
Double Heat Sink	CT	3	1
Jump Jet	CT	1	2
Small Pulse Laser	CT	1	1

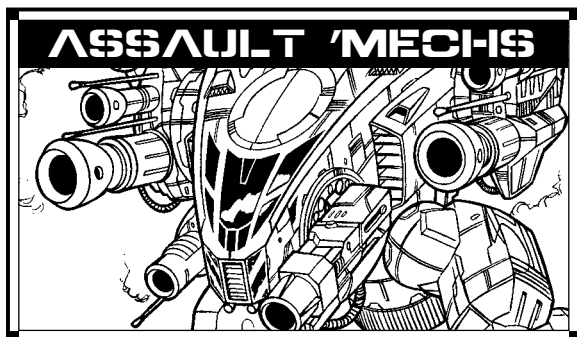
Battle Value: 2,105

Weapons and Ammo Location Critical Tonnage
Eminus (Alternate E) Weapons Configuration

ER PPC	RA	3	7
2 Double Heat Sinks	RA	6	2
ER Small Laser	RT	1	.5
2 Double Heat Sinks	RT	6	2
ER PPC	LA	3	7
2 Double Heat Sinks	LA	6	2
ER Small Laser	LT	1	.5
Targeting Computer	LT	6	6
ER Large Laser	H	2	5
Double Heat Sink	CT	3	1
Light PPC	CT	2	3

Battle Value: 2,097





Mass: 100 tons

Chassis: Foundation Type 10X

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/2 Ferro Fibrous with CASE

Armament:

1 Blankenburg LB 10-X Autocannon

1 Holly-20 LRM Launcher

2 Raker-V Medium Pulse Lasers

1 Holly-6 SRM Launcher

2 Blankenburg 25 Extended Range Large Lasers

Manufacturer: Hegemony Research and

Development Department, Weapons Division

Primary Factory: New Earth (destroyed 2667)

Communications System: Army Comm Class 5

Targeting and Tracking System: Army Corporation
Type 29K

Overview

Designed in 2755 to maintain the SLDF's edge over the League's Member States, the AS7-D *Atlas* remains a formidable assault 'Mech even today. But to General Aleksandr Kerensky that was only the beginning, and an advanced version developed for the Royal BattleMech regiments was just beginning deployment on the eve of the bloody Amaris Coup.

Capabilities

An evolution of the iconic AS7-D, the AS7-D-H *Atlas II* retains the basic structure and electronics. The original missile armament is retained, but a smaller

caliber arm-mounted LB 10-X autocannon replaces the heavy autocannon. Installed in a double mount on the left forearm, extended-range large lasers complement the autocannon and LRM launcher. With this heavier arm-mounted weaponry, rear-firing weaponry was deemed redundant and the medium lasers (upgraded to pulse models) were switched to fire forward.

There was no way to surpass the *Atlas*' legendary armor, but upgrading to ferro-fibrous allowed CASE to be installed. Many of the stylistic alterations in the BattleMech's appearance were made during this change in armor type.

Deployment

The *Atlas II* was in its first stages of deployment when the New Vandenburg Revolt sparked off the Periphery uprisings in 2765. Facing formidable odds, these few AS7-D-Hs performed magnificently. General Kerensky himself piloted one in his escape from New Vandenburg.

With the news that the Terran Hegemony was under Amaris' control, Kerensky led his troops to secure the lightly defended Rim Worlds Republic as a base of operations. Captured Republican factories were used to produce the *Atlas II* for Royal commands as they fought to liberate the Terran Hegemony. While many AS7-D *Atlas* pilots remained in the Inner Sphere, the surviving AS7-D-H *Atlas II* pilots chose to follow their Commanding General into exile. The Clans highly prized these Assault 'Mechs whenever they were discovered in Brian Caches during their formative years, and one was sighted in the Jade Falcon Touman during the fighting on Tukayyid in 3052.

While they were in possession of Defiance Industries factories on Hesperus II, the Word of Blake produced several runs of the *Atlas II* for their troops. After the coalition forces evicted the Blakists, Defiance chose to keep the *Atlas II* in production.

Variants

Produced in very limited numbers before the fall of the First Star League, the AS7-D-H2 replaces both large lasers with a Kinslaughter ER PPC and a Gauss rifle replaces the LB 10-X autocannon. One heat sink is removed.

Notable MechWarriors

ilKhan Nicholas Kerensky: The eldest son of SLDF Commanding General Aleksandr Kerensky, Nicholas followed his father into exile when the Star League collapsed. Although he was designated as Aleksandr's successor, many officers with more seniority refused to follow Nicholas in the aftermath of their Commanding General's death. As chaos consumed the five Pentagon worlds, Nicholas and his followers retreated to Strana Mechty. Over the next twenty years Nicholas reforged his people into a new society. Declaring himself ilKhan, he then led the twenty "Clans" on a crusade to retake the war-ravaged worlds of the Pentagon in 2821.

ilKhan Nicholas Kerensky, founder of the Clans, died at the controls of his *Atlas II* in 2834. The ilKhan intervened in a Trial of Grievance between Widowmaker Khan Cal Jorgensson and Wolf Khan Jerome Winson following the Widowmakers' gross breach of zellbrigen, the body of rules that govern the ritualized combat between Clans. Khan Jorgensson fired into the *Atlas II*'s cockpit, killing the ilKhan and sealing Clan Widowmaker's fate.

Devlin Stone: A man with no past, the enigmatic Devlin Stone is the leader of a growing coalition battling the Word of Blake. While Stone has won victory after victory, the Inner Sphere governments are seemingly paralyzed by the ferocity of the Blakist onslaught. Escaping from captivity in a Blakist reeducation camp, Stone liberated Kittery and several other worlds on the Capellan March/St. Ives Commonality border to form the "Kittery Prefecture."

Stone's *Atlas II* was assigned originally to the Blakist garrison on Kittery, but it became Stone's command vehicle when the planet was liberated. Now sporting its distinctive black-and-white skeletal color scheme, Stone piloted the "Phantom" as he led David McKinnon, John Hopewell, and Bella Lee against a Star of Ghost Bears in 3073 during the Trial of Possession for the use the Tukayyid HPG for one year. In mid-3074 Stone personally led an ad-hoc battalion in a flanking maneuver that shattered the Blakist's Third Division on Skye.

AS7-D-H ATLAS II

ASSAULT 'MECHS

183

Type: **Atlas II**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,169

Equipment

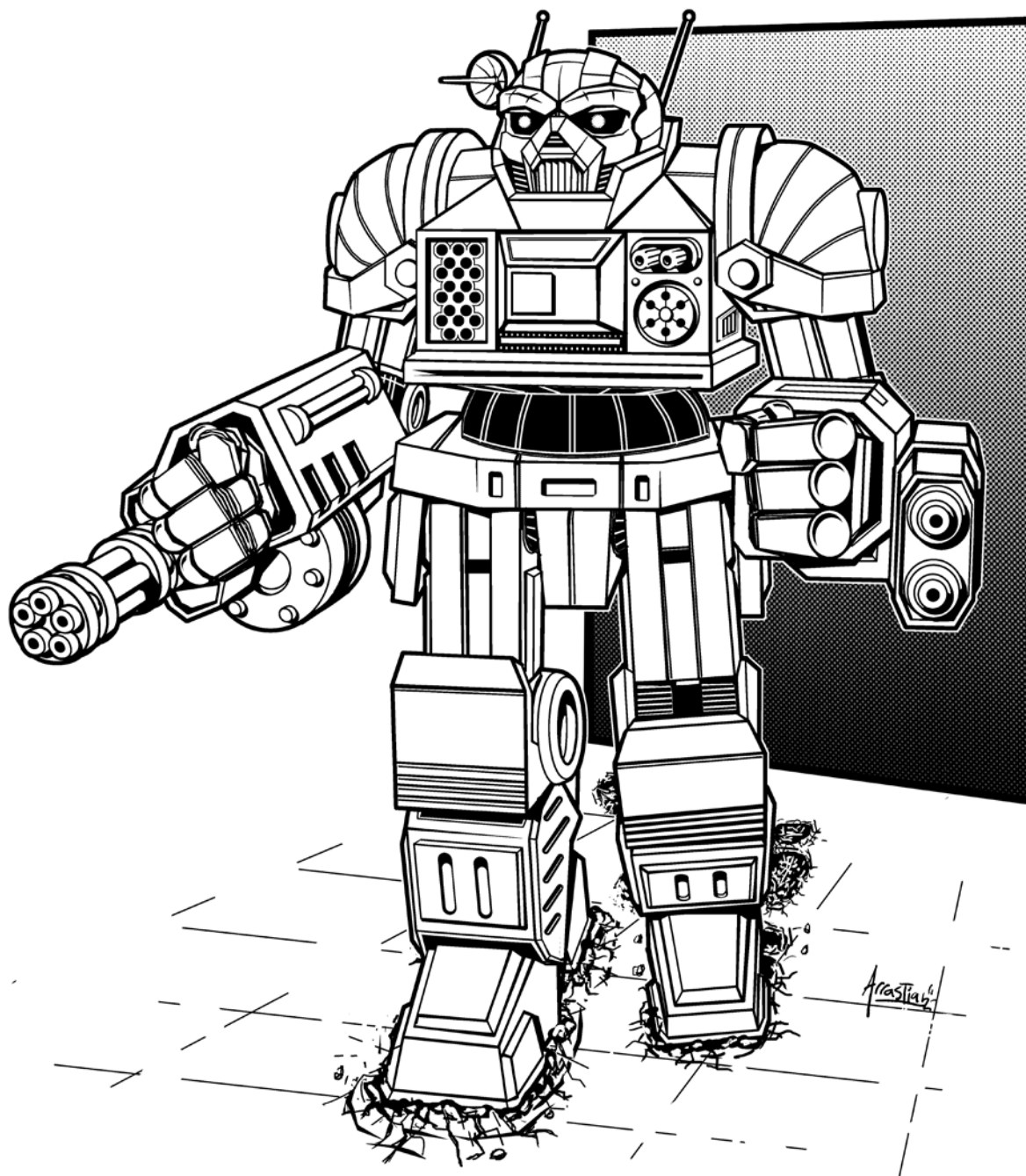
		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	304	17

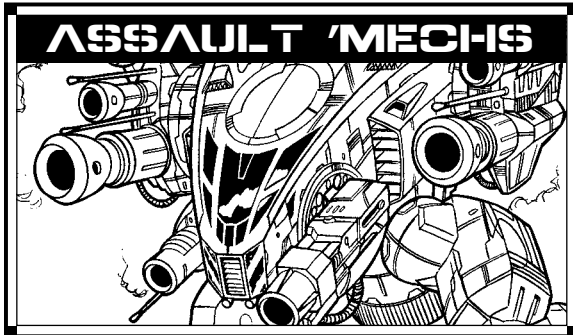
	Internal Structure	Armor Value
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Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weapons

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
LRM 20	RT	5	10
Ammo (LRM) 12	RT	2	2
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
2 Medium Pulse Lasers	LT	2	4
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5
2 ER Large Lasers	LA	4	10





Mass: 100 tons

Chassis: Foundation Type 220

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Special Heavy V2

Armament:

1 RAMTech 800P Medium Pulse Laser

2 RAMTech 1500Z ER Medium Lasers

2 Defiance Hammerfist Heavy Gauss Rifles

Manufacturer: Defiance Industries of Hesperus

Primary Factory: Hesperus II

Communications System: Angst Discom
with Guardian ECM Suite

Targeting and Tracking System: Angst Accuracy

Overview

The last two decades have been a time of opportunity for Defiance Industries. The technological renaissance has solidified their reputation as the principle 'Mech manufacturer in the Inner Sphere. As such, new BattleMech designs have rolled off the production lines buried in the Myoo Mountains, including the *Cobra* and *Salamander*.

Brandal Gareth's abortive revolt in 3057 could have cost the company dearly. Instead, the brief conflict brought to light a number of design flaws in the company's new flagship model, the *Defiance*, the production of which was immediately suspended. Rather than allowing this setback to derail their plans, *Defiance* immediately began work on a new design, the *Fafnir*, intended to showcase the company's abilities. Prototypes entered service in late 3061 with full-scale production having commenced in early 3063.

Capabilities

Borrowing heavily from the *Atlas*, which is also produced on Hesperus, the *Fafnir* epitomizes the Lyrans philosophy of size and strength rather than finesse. Massing a hundred tons, and with almost twenty tons of armor, the design is impervious to all but the heaviest—or luckiest—of shots. A sophisticated Guardian ECM suite adds to the 'Mech's defenses, hindering the operation of enemy targeting and communication systems.

Like the *Atlas*, the *Fafnir* has a top speed of only 54 kph, though its fusion plant is twice the mass of the older machine. While this change reduces the design's payload by ten tons, it was argued that this increased its survivability by eliminating engine KOs due to side-torso destruction. It also ensured that sufficient space was available for the design's principle armament, a pair of Hammerfist heavy Gauss rifles. These massive weapons, nicknamed "Thor's Hammer," combine range and firepower to deadly effect and, despite the system's drawbacks, are extremely popular in the LAAF. The greatest criticism leveled at the design is its over-reliance on the Hammerfists, with only a pair of extended range medium lasers and a single pulse laser to defend the 'Mech if it exhausts its ammunition.

Deployment

Prototype *Fafnirs* were deployed to pro-Katherine units throughout the Lyrans Alliance, where it has replaced older designs like the *Banshee* and *Zeus*. There, the design has found a home among assault units, particularly those assigned to breach enemy lines and fortifications. One such unit is the VS (Valiant Stormier) company of the Third Lyrans Guards on Graceland, who were impressed by the *Fafnir*'s performance in initial exercises. Later, in action against the Jade Falcons, they used the *Fafnir* to good success, though even its massive firepower was not enough to prevent the Third from being savaged.

Pilots throughout the LAAF have given the *Fafnir* the nickname of "Mugger," because of its combination of simplicity and brutality.

Variants

The civil war prompted the development of several new variants of the *Fafnir*, notably the 5B that replaces the new (and thus hard to come by, particularly for ammo and spare parts) heavy Gauss rifles with a pair of regular Gauss rifles and extended range medium and large lasers.

Type: **Fafnir**

Technology Base: Inner Sphere

Tonnage: 100

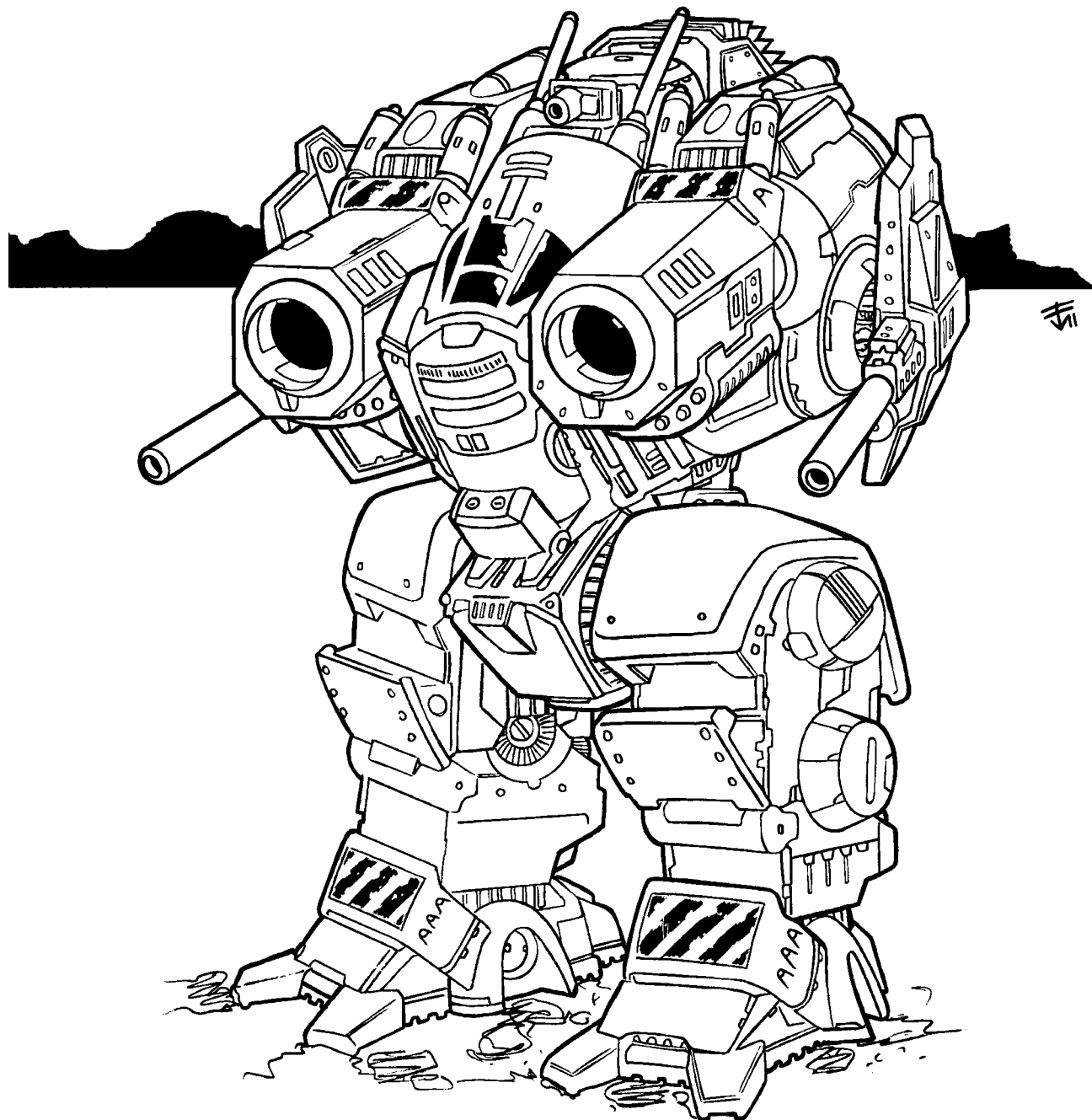
Battle Value: 2,636

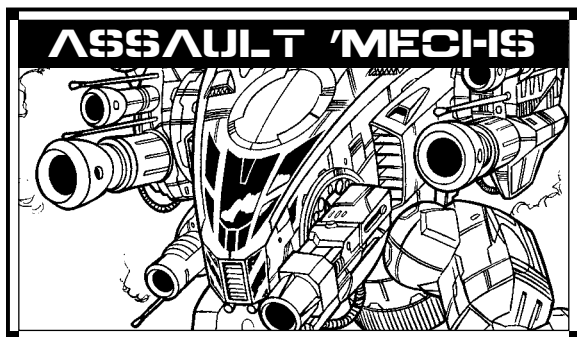
Equipment

Internal Structure:	Endo Steel	5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons

And Ammo	Location	Critical	Tonnage
Medium Pulse Laser	H	1	2
ER Medium Laser	LA	1	1
Ammo (Hvy. Gauss) 8	LA	2	2
ER Medium Laser	RA	1	1
Ammo (Hvy. Gauss) 8	RA	2	2
Heavy Gauss Rifle	LT	11	18
CASE	LT	1	.5
Heavy Gauss Rifle	RT	11	18
CASE	RT	1	.5
Ammo (Hvy. Gauss) 8	RL	2	2
Ammo (Hvy. Gauss) 8	LL	2	2
Guardian ECM Suite	CT	2	1.5





Mass: 100 tons

Chassis: Corean Model 101BLP Endo Steel

Power Plant: LTV 400 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

2 Diverse Optics Type 20 Large Pulse Lasers

1 Holly LRM-15 Rack

2 Holly SRM-6 Racks

2 Diverse Optics Medium Pulse Lasers

2 Diverse Optics Small Pulse Lasers

1 McArthur Anti-Missile System

Manufacturer: Earthwerks Ltd.

Primary Factories: Keystone Plant #3

Communications System: Hartford JEA-1

Targeting and Tracking System: O/P FiberFeed

201 with Artemis IV FCS Interface

Overview

Vining Engineering and Salvage Team (VEST) corporate officers tasked their engineers with designing a 'Mech that could take on the best machines of the Inner Sphere and the Clans. Unfortunately, their project requirements continually changed, causing serious trouble for the *Grand Titan* team, who were already plagued with technical difficulties and design problems. In the midst of the development process, the VEST marketing department sold Earthwerks (which actually builds the 'Mech) a design significantly different from the

final product. Nevertheless, the team ultimately designed a *Grand Titan* that, if not the ultimate assault BattleMech, remains a capable entry in the assault category.

Capabilities

The *Grand Titan* moves fast enough to get into and out of trouble spots thanks to its LTV 400 XL fusion engine, a power plant that suffered from design problems in the early stages of development. The 'Mech uses an endo steel skeleton and carries eighteen tons of armor, along with an anti-missile system and double heat sinks to let it stay in action longer than its predecessors.

The *Grand Titan's* offensive capabilities were meant to strike fear into the heart of even the most experienced MechWarrior. Ultimately, its designers had to strip ten tons of equipment from the original design in order to attain certification. On the other hand, the final design is a better focused, close-range fighter that still has bite at significant distances. Paired large pulse and medium pulse lasers, supported by twin SRM-6 racks, provide a powerful close-in punch, while a standard LRM-15 battery gives the *Grand Titan* ranged hitting power. Additionally, each missile rack is equipped with the Artemis IV fire-control system. Finally, two rear-firing small pulse lasers are included to discourage close attacks.

Deployment

The Free Worlds League has continually purchased most of each production run from Earthwerks, with the Word of Blake following close behind for many years, leaving a relative handful in service to other powers. The Knights of the Inner Sphere are by far the most respected users of this massive BattleMech, but the white *Grand Titans* serving in the Word of Blake's First Division have terrified the most people throughout the Inner Sphere.

A case in point: the "peaceful occupation" of Epsilon Eridani. When Word of Blake forces arrived, the *Grand Titan's* weapons complement proved capable of leveling entire cities as well as destroying opposing 'Mechs. When Wolf's Dragoons, under the banner of the Allied Mercenary Command, finally arrived, they found themselves evenly matched.

Facing an assault company in the Ruger Badlands led by three *Grand Titans*, the Dragoons were forced to pull back, leaving the Blakists valuable salvage and, more importantly, a victory that resonated throughout the Inner Sphere.

Variants

The N11M model was designed in response to criticism that the *Grand Titan* lacked a powerful enough ranged punch. With an ER PPC and a light Gauss rifle, it can out-range almost anything else on the battlefield, while maintaining significant close-in damage capability. This variant has problems of its own, however, the most visible being a marketing pamphlet that called it the "Grant" *Titan*.

Notable MechWarriors

Lieutenant Senior-Grade Dame Petra Antonsen:

Petra Antonsen is the first second-generation member of the Knights of the Inner Sphere. Her mother, Colonel Dame Clarisse Boyer, was one of the first volunteers and now commands the First Knights. After Petra joined the Second Knights three years ago, Colonel Boyer presented her daughter with her own *Grand Titan*, the *Mithril Sword*, the 'Mech that got her through Operation Serpent alive. Still decorated with Boyer's kill markers from Huntress as well as a massive serpent coiled around a dark jaguar painted across its left side, the *Mithril Sword* and its pilot move like grim reapers across the battlefield.

Demi-Precentor Goran Schutter:

Epsilon Eridani is rapidly becoming the spark that may set off another powderkeg, and MechWarriors like Demi-Precentor Schutter are the flints. Allegedly responsible for igniting a fire that wiped out a small town and killed 102 people while firing on a Wolf's Dragoons aid convoy, he has also been linked to two mass executions of political prisoners and has been accused of committing wanton acts of cruelty and destruction in pursuing Dragoons "invaders." So far, the bounty on Schutter's head is ten million C-bills; even so, there are few takers who have survived contact with this Word of Blake militia officer.

T-IT-N10M GRAND TITAN

ASSAULT 'MECHS

187

Type: **Grand Titan**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 1,817

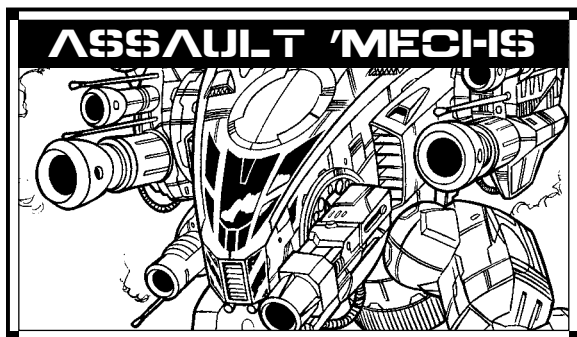
Equipment

Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	288	18
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	42
Center Torso (rear)		19
R/L Torso	21	31
R/L Torso (rear)		11
R/L Arm	17	29
R/L Leg	21	38

Weapons and Ammo

	Location	Critical	Tonnage
2 Large Pulse Lasers	RA	4	14
LRM 15	LA	3	7
Artemis IV FCS	LA	1	1
Ammo (LRM) 16	LT	2	2
SRM 6	RT	2	3
Artemis IV FCS	RT	1	1
Ammo (SRM) 15	RT	1	1
SRM 6	LT	2	3
Artemis IV FCS	LT	1	1
Ammo (SRM) 15	LT	1	1
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Small Pulse Laser	RT (R)	1	1
Small Pulse Laser	LT (R)	1	1
Anti-Missile System	H	1	.5
Ammo (AMS) 12	CT	1	1





Mass: 100 tons

Chassis: Kressly TIA-Infused

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Kressly Stoneskin 50

Armament:

1 Blankenburg "Divine Wrath" Heavy PPC

4 Diplan M3-XR Extended-Range Medium Lasers

1 ZT Triple Fire Streak SRM-6

2 Helga Series 9-Tube Multi-Missile Launchers

1 Kressly Premiere Optics Extended-Range
Small Laser

Manufacturer: Kressly WarWorks

Primary Factory: Epsilon Eridani

Communications System: Kressly-Lantern

Allet C500

Targeting and Tracking System: Kressly-Lantern

Allet T101

Overview

Although it shares a certain lineage with the Vining Engineering and Salvage Team design, the *Titan II* is not to be confused with the *Grand Titan*. Indeed, the assault 'Mech ultimately created by VEST—and produced by Earthwerks—drifted so far away from its own (unpublicized) origins as a modern remake of a pre-Exodus SLDF prototype that it effectively became its own machine.

The *Titan II*, on the other hand, essentially resurrected the specs for the original TI-1A *Titan*, which was initially prototyped for General Kerensky in 2765, only to be later abandoned with the onset of the Amaris Civil War. The forgotten design was eventually recovered by FedSuns forces centuries later in 3023, but by then FedSuns production capabilities lacked the means (or the will) to produce the design. Rumors of experimental models circulated for years, but when VEST's *Grand Titan* debuted, it became clear that Vining's tinkers had been given access to the recovered specs and allowed to run wild with them.

As early as 3071, rumors of a new assault 'Mech operating among the garrison forces of the Blake Protectorate soon confirmed that the Word of Blake had brought the *Titan* back, but with significant modifications meant to take advantage of the military production facilities at hand. Dubbed the *Titan II*, this BattleMech has already made its presence felt in numerous engagements against allied insurgents.

Capabilities

The TI-2P outwardly resembles the original TI-1A model *Titan* and employs the same frame, engine, gyro, and control systems as its progenitor. Also, like the 1A, the 2P sports nineteen tons of standard armor, but similarities largely end there. A different arrangement of armor protection, coupled with a much more modern weapon load and double heat sinks, offers this machine improved heat management capabilities and greater punch in combat. Indeed, with a heavy PPC and four extended-range medium lasers, backed by a Streak-6 launcher and twin nine-tube multi-missile launchers, the 2P is far less a brawler than its predecessor and more of an all-around support 'Mech able to engage enemy units at any range.

However, the most curious thing about the *Titan II*'s development as a Protectorate Militia unit is not so much what this 'Mech carries as what it lacks. While much of the arrangement suggests cost-saving measures—such as the use of standard engines, gyros, control systems and structure—the *Titan II* carries enough modern firepower to make the lack

of advanced electronics like the Word's ubiquitous C³ computer most conspicuous. This general lack of such technologies among many Protectorate units, combined with this deliberate omission, reinforces the theory that the Word is restricting its best equipment for its more dedicated commands, rather than risking them on the "less devoted" (or simply less capable) warriors of their second-line forces.

Deployment

The *Titan II* is a rare sight outside the Protectorate Militia forces Cameron St. Jamais has arrayed on the worlds around Terra. Indeed, while a few have appeared among the Word of Blake Militia forces engaging allied troops Sphere-wide, and even a few of the Word's more trusted mercenary forces, none have appeared at all among the elite Manei Domini Shadow Divisions. This development—more than anything else—seems to confirm the possibility that the *Titan II* is made exclusively for the Protectorate, and may even lend credence to reports that the Word's Precentor Martial and the leader of the Manei Domini are engaged in some sort of personal conflict.

Variants

The original TI-1A *Titan*, presumed to be extinct, used a different armor arrangement as well as a mere twenty-two single heat sinks, and a weapon load that included two PPCs, six medium lasers, four SRM-4 launchers, and an SRM-6. Rumors that the AFFS tested several upgraded variants have never been confirmed.

The Word, meanwhile, has been experimenting with at least one new configuration of their own, in which the 2P's weapons are swapped for a pair of plasma rifles, four standard medium lasers, a Streak-6 launcher, and 8 machine guns in two four-gun arrays. Clearly intended as an anti-insurgent and urban combat unit, the TI-2PA variant also mounts a Beagle active probe system to sniff out hidden vehicles and 'Mechs.

Type: **Titan II**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,143

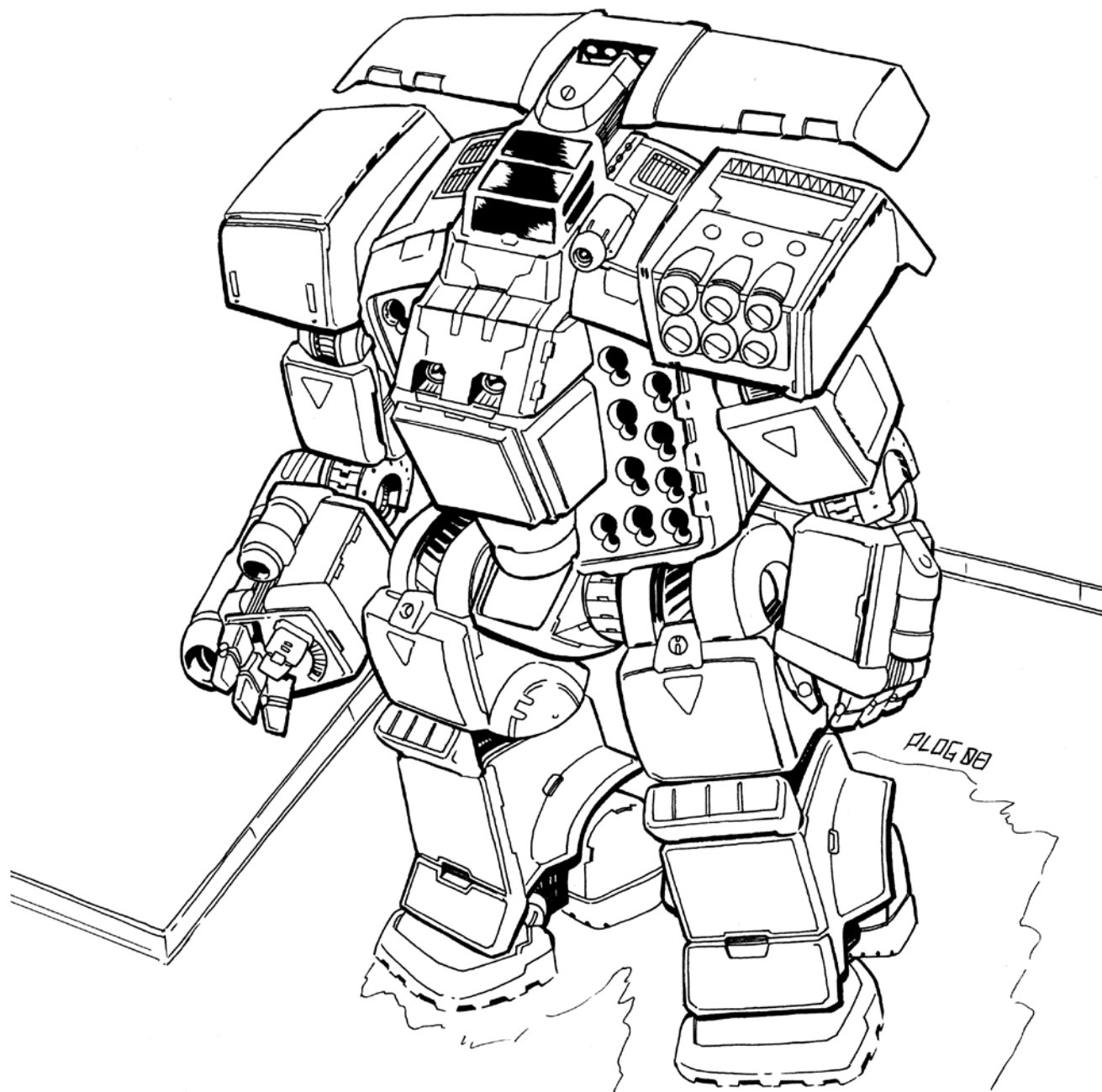
Equipment

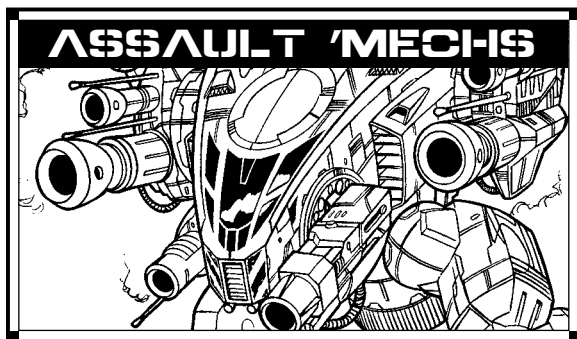
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	41
Center Torso (rear)		20
R/L Torso	21	27
R/L Torso (rear)		15
R/L Arm	17	33
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
Heavy PPC	RA	4	10
ER Medium Laser	RA	1	1
MML 9	RT	5	6
CASE	RT	1	.5
Ammo (MML) 26/22	RL	2	2
2 ER Medium Lasers	CT	2	2
Streak SRM 6	LA	2	4.5
Ammo (Streak) 30	LA	2	2
ER Medium Laser	LA	1	1
MML 9	LT	5	6
CASE	LT	1	.5
Ammo (MML) 26/22	LL	2	2
ER Small Laser	H	1	.5





Mass: 100 tons

Chassis: Hollis Alteration Mark VI

Power Plant: Vlar 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Aldis Plate with CASE

Armament:

2 Corean Light Gauss Rifles

2 Diverse Optics Sunbeam Extended Range
Large Lasers

3 Diverse Optics Extended Range Medium Lasers

Manufacturer: Skobel MechWorks

Primary Factory: Russia, Terra

Communications System: Skobel Wave VI Comm
with C³i Computer

Targeting and Tracking System: Falcon
12b Watcher

Overview

When Word of Blake ROM agents arrived on Terra with the plans for ComStar's new improved C³ computer (C³i), Precentor Martial St. Jamais deemed getting the new technology into service a high priority. Word of Blake scientists had soon mastered production of the sophisticated targeting and tracking system; all that was lacking was a platform to carry it. Though several Star League-era designs were upgraded and refitted with the C³i, the Precentor Martial chose to develop a brand new

design around it as well. He commissioned Militia designers to create a new assault 'Mech based on the aging *King Crab* but meant to showcase the C³i's capabilities. He then began searching for a suitable company to produce the new design.

Skobel MechWorks was the company for which he had been searching. A Terra-based company that had produced the original BattleMech, the *Mackie*, Skobel was now turning out their *Nexus* design for the Militia. The Precentor Martial ordered one of Skobel's ancient factories reopened, one long mothballed and thought destroyed. From the very assembly lines that had once produced the *Mackie*, stepped its descendent: the *Vanquisher*.

Capabilities

Though based on the *King Crab*, the *Vanquisher* bears only a small resemblance to its predecessor, despite its legs and hunched-over torso. This mammoth 'Mech utilizes long-range weapons to bring down its foe, using targeting information gathered from its faster companions to make a pinpoint assault. The light Gauss rifles and ER large lasers are the *Vanquisher's* main weapons, though its three ER medium lasers boast impressive ranges as well and can be quite dangerous in their own right.

The *Vanquisher* is slow, but it boasts an incredible amount of protection. Not only does it bear almost twenty tons of standard armor, it lacks a dangerous extra-light engine. It is also equipped with CASE in both side torsos to protect against light Gauss rifle explosions. The new design meets its specifications admirably, and is sure to be the basis on which any Militia C³i network is built.

Deployment

The *Vanquisher* and various C³i-refitted 'Mechs have been distributed together to every division of the Word of Blake Militia, where they have proven quite popular.

Perhaps the most spectacular success of the *Vanquisher* was on the world of Epsilon Eridani in late 3066, when raiders attacked the defending Quality of Mercy III. Demi-Precentor (Adept XII) Masayuki Hoshi used a Level II—two *Vanquishers* and four *Hussars*—to hold off an entire company. Though the attackers announced themselves as a new pirate band—the Devil's Brigade—Duke Benton of Eridani immediately denounced the Terracap Confederation for their blatant expansionism. Demi-Precentor Hoshi, however, apparently stated that he felt it had been a masquerading unit from the Com Guards' Eleventh Division, attempting to exact revenge for their removal from Caph.

Variants

A newly-produced version of the *Vanquisher* replaces the light Gauss rifles, ER large lasers, and four heat sinks with four Ultra AC/5s and six tons of ammunition. Roughly one out of every six *Vanquishers* is an Ultra AC variant.

VQR-2A VANQUISHER

ASSAULT 'MECHS

191

Type: **Vanquisher**

Technology Base: Inner Sphere

Tonnage: 100

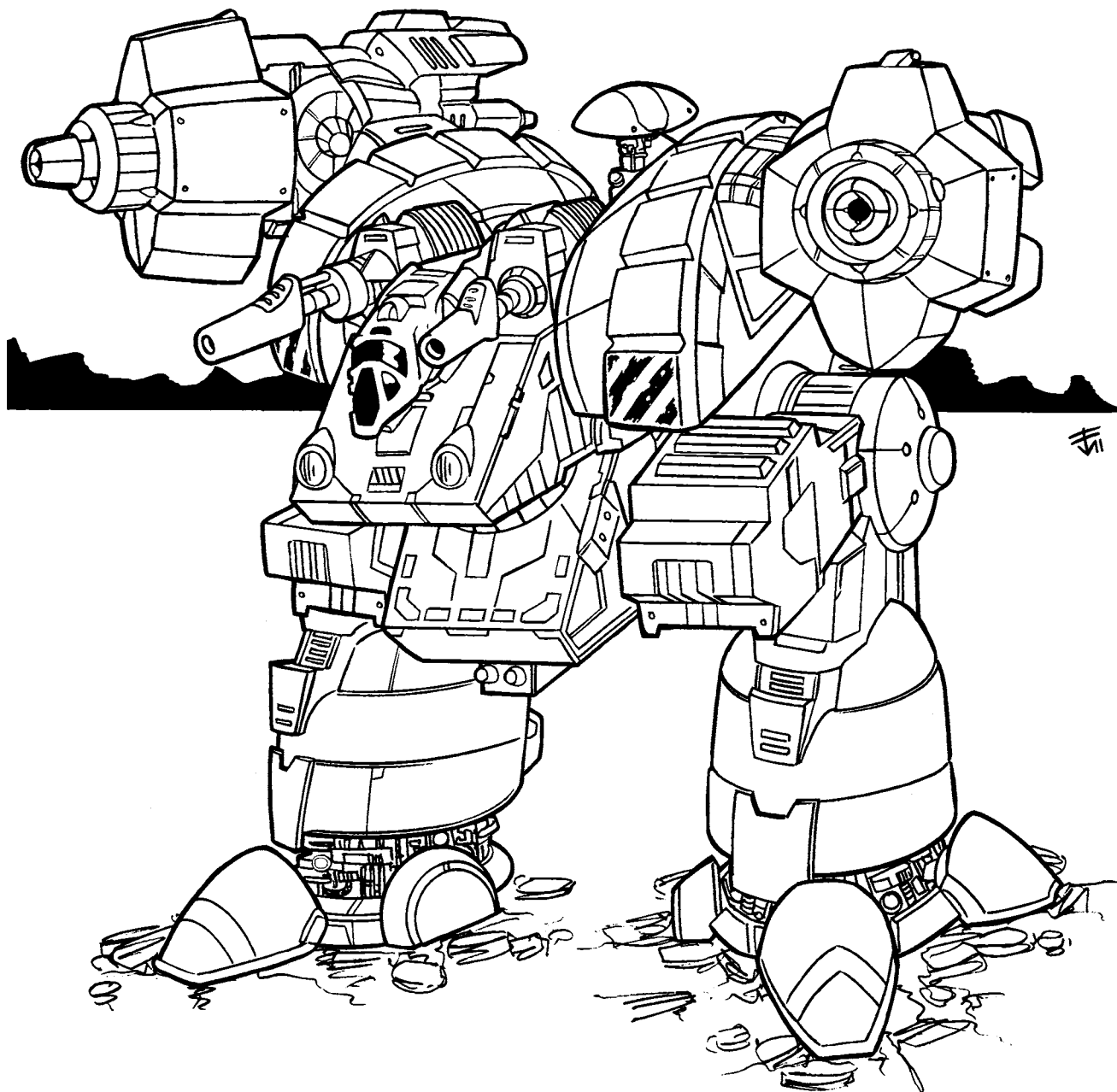
Battle Value: 2,234

Equipment

Internal Structure:	Endo Steel	5
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons and Ammo

	Location	Critical	Tonnage
Light Gauss Rifle	RA	5	12
Ammo (Lt. Gauss) 32	RA	2	2
Light Gauss Rifle	LA	5	12
Ammo (Lt. Gauss) 32	LA	2	2
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
CASE	RT	1	.5
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
CASE	LT	1	.5
C ³ i Computer	CT	2	2.5
ER Medium Laser	H	1	1





BATTLETECH
LEGENDS

DECISION AT THUNDER RIFT
WILLIAM H. KEITH, JR.
ALSO WRITING AS IAN DOUGLAS

 <p>BATTLETECH LEGENDS</p> <p>WARRIOR: EN GARDE THE NAMURA VOLUME 1 MICHAEL A. STACKPOLE</p>	 <p>BATTLETECH LEGENDS</p> <p>THE PRICE OF GLORY WILLIAM H. KEITH, JR. ALSO WRITING AS IAN DOUGLAS</p>	 <p>BATTLETECH LEGENDS</p> <p>BLOOD OF HEROES ANDREW KEITH</p>	 <p>BATTLETECH LEGENDS</p> <p>ASSUMPTION OF RISK MICHAEL A. STACKPOLE</p>
 <p>BATTLETECH LEGENDS</p> <p>CALL OF DUTY BLAINE LEE PODDIE</p>	 <p>BATTLETECH LEGENDS</p> <p>LETHAL HERITAGE BLOOD OF KHERSKY VOLUME 1 MICHAEL A. STACKPOLE</p>	 <p>BATTLETECH LEGENDS</p> <p>THREADS OF AMBITION THE CAPELLAN SOLITON VOLUME 1 LOREN L. COLEMAN</p>	 <p>BATTLETECH LEGENDS</p> <p>SHADOWS OF WAR TWILIGHT OF THE CLANS VOLUME 6 THOMAS S. GRESSMAN</p>



BATTLETECH
LEGENDS

ENDGAME
LOREN L. COLEMAN



BATTLETECH
LEGENDS

THE KILLING FIELDS
THE CAPELLAN SOLITON VOLUME 2
LOREN L. COLEMAN



BATTLETECH
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TACTICS OF DUTY
WILLIAM H. KEITH, JR.



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STORMS OF FATE
LOREN L. COLEMAN



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LEGENDS

SWORD AND FIRE
TWILIGHT OF THE CLANS VOLUME 5
THOMAS S. GRESSMAN



BATTLETECH
LEGENDS

PRINCE OF HAVOC
MICHAEL A. STACKPOLE



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LEGENDS

WOLVES ON THE BORDER
ROBERT H. CHARBETTE



BATTLETECH
LEGENDS

PATH OF GLORY
RANDALL M. BILLS



BATTLETECH
LEGENDS

WAY OF THE CLANS
LEGEND OF THE JAKE PHOENIX VOLUME 1
ROBERT THORSTON



BATTLETECH
LEGENDS

OPERATION EXCALIBUR
WILLIAM H. KEITH, JR.



BATTLETECH
LEGENDS

THE DYING TIME
THOMAS S. GRESSMAN

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CLOSE QUARTERS
VICTOR MILAN



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FLASHPOINT
LOREN L. COLEMAN



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INITIATION TO WAR
ROBERT H. CHARBETTE



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MEASURE OF A HERO
BLAINE LEE PODDIE



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ILLUSIONS OF VICTORY
LOREN L. COLEMAN



BATTLETECH
LEGENDS

THE HUNTERS
TWILIGHT OF THE CLANS VOLUME 3
THOMAS S. GRESSMAN