

CLASSIC BATTLETECH[®]

DROPSHIPS, JUMPSHIPS & WARSHIPS

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TECHNICAL[™]
READOUT:

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REVISED
EDITION

WKGAMES

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TECHNICAL READOUT:

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IN 3049, the first Clan forces appeared in the Inner Sphere. Armed with advanced technologies of a long-dead age, the warlike invaders unleashed a devastating blitzkrieg, capturing world after world until a total Clan victory seemed certain. Unable to match the enemy's superior 'Mechs, the Inner Sphere militaries increasingly turned to their combat fleets for relief, only to find the skies filled with deadly Clan DropShips, JumpShips, and WarShips – massive vessels not seen in the Inner Sphere for hundreds of years. Now the Great Houses have begun to rebuild their own armadas and stand ready to challenge the Clan invaders in the infinite battlefield of space.

This revised edition of the original *Technical Readout: 3057* contains descriptions, illustrations, and full *AeroTech 2* statistics for the Inner Sphere and Clan DropShips, JumpShips, WarShips, small craft and space stations most common in 3057. Additionally, this volume contains twenty-four WarShips mentioned in the fictional context of the *BattleTech* universe but never before presented in a technical readout.

FOR USE WITH
CLASSIC
BATTLETECH
AND
AEROTECH 2

WARGAMES
FANPRO

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INTRODUCTION



For hundreds of years, the Great Houses of the Inner Sphere battled among themselves for the right to rule mankind. Generally, these opponents found themselves evenly matched and soon began turning to their weapon designers for the elusive advantage that would tip the scales and provide them with victory. Real breakthroughs were rare, however, and the technologies of war grew only incrementally.

The return of the Clans has changed this forever. The overwhelming might of these invaders has forced Inner Sphere military leaders to rethink their most basic ideas of war, triggering a massive effort by Inner Sphere weapon designers to create new battlefield technologies. Most of this effort has concentrated on innovations in BattleMech and aerospace warfare, but perhaps more important are the new JumpShip, DropShip, and WarShip designs this effort has spawned. The following document presents our most current information on these designs, as well as Clan naval innovations.

Surprisingly few differences exist between the basic naval technologies of the Clans and the Inner Sphere. Apparently the Clans long neglected naval warfare, and devoted few resources to developing new naval technology. The Clans do possess numerous vessels of Star League vintage, however, including a number of combat JumpShips known as WarShips. Each Clan has several of these invaluable vessels, which dwarf even the largest Inner Sphere DropShips and JumpShips.

These massively armed and armored craft have not been seen in the Inner Sphere since the Succession Wars began. Only the discovery of the Gray Death

Memory Core has enabled the Successor States to begin producing prototypes of these awesome machines of destruction. The arrival of the clans has prompted the Inner Sphere militaries to step up their WarShip programs, but it seems unlikely that any Successor State will have a significant WarShip capability within the next decade.

This document contains a survey of the most common naval craft in service with the Inner Sphere and Clan militaries. The survey is by no means exhaustive, but it does contain the vessels most likely to be encountered. Each entry contains a brief overview of the craft's history and capabilities, as well as performance specifications for use with simulators.

Although every effort has been made to ensure the accuracy of this information, many of the vessels have only been in service for a few years, and opportunities to study them have been limited. As a result, some of the data presented may be erroneous. We request that any new information be forwarded to headquarters for further study.

—*Dai-i* Otanashi Haruka
Explorer Corps
6 January 3057

This is the final installment in the *Technical Readout* documents that my team and I have revised; I cannot thank them enough for their passion and diligence.

Though *Dai-i* Haruka included a caveat with the original *Technical Readout: 3057* document about possible errors due to limited study time, I found myself hard pressed not to disparage her and her team during our own work. The errors were, in fact, legion. This book proved to be the most difficult by far to accurately revise.

Now that I find myself at the end, however, I can only sympathize. Like Haruka, I too must concede to the inclusion of the same caveat. Though Wolfnet has extended all the resources at its disposal to verify the information contained herein, WarShips and their accompanying construction programs are guarded with extreme zealotry, making our task exceedingly difficult. Even the ComStar Intelligence Summary-FB60 contained numerous errors, casting doubt on whether it truly was declassified, or only 'declassified' under

ComStar's definition and such errors were intentionally introduced. In spite of these hurdles, our updates have been painstakingly folded into the original Explorer Corps document. I am satisfied with the work we are now uploading.

As with the *Technical Readout: 3026* document, dedicated field work has uncovered extensive details on numerous designs lost to history. Nevertheless, with the continued plumbing of the Gray Death Memory Core, who is to say whether some of the more capable of these ancient craft might once more hunt the deep? Time alone will tell.

Finally, the dedicated work of my staff, along with Wolfnet personnel in the Occupation Zones and even the Clan homeworlds, have uncovered details on the original Star League vessels, off of which the Clans have built most of their WarShip fleet. As some of these vessels still exist among the Clans (in Toumans or Brian Caches), and our latest intelligence concerning Word of Blake fleet suggests their WarShip capabilities may be far larger than previously believed, such information may prove invaluable.

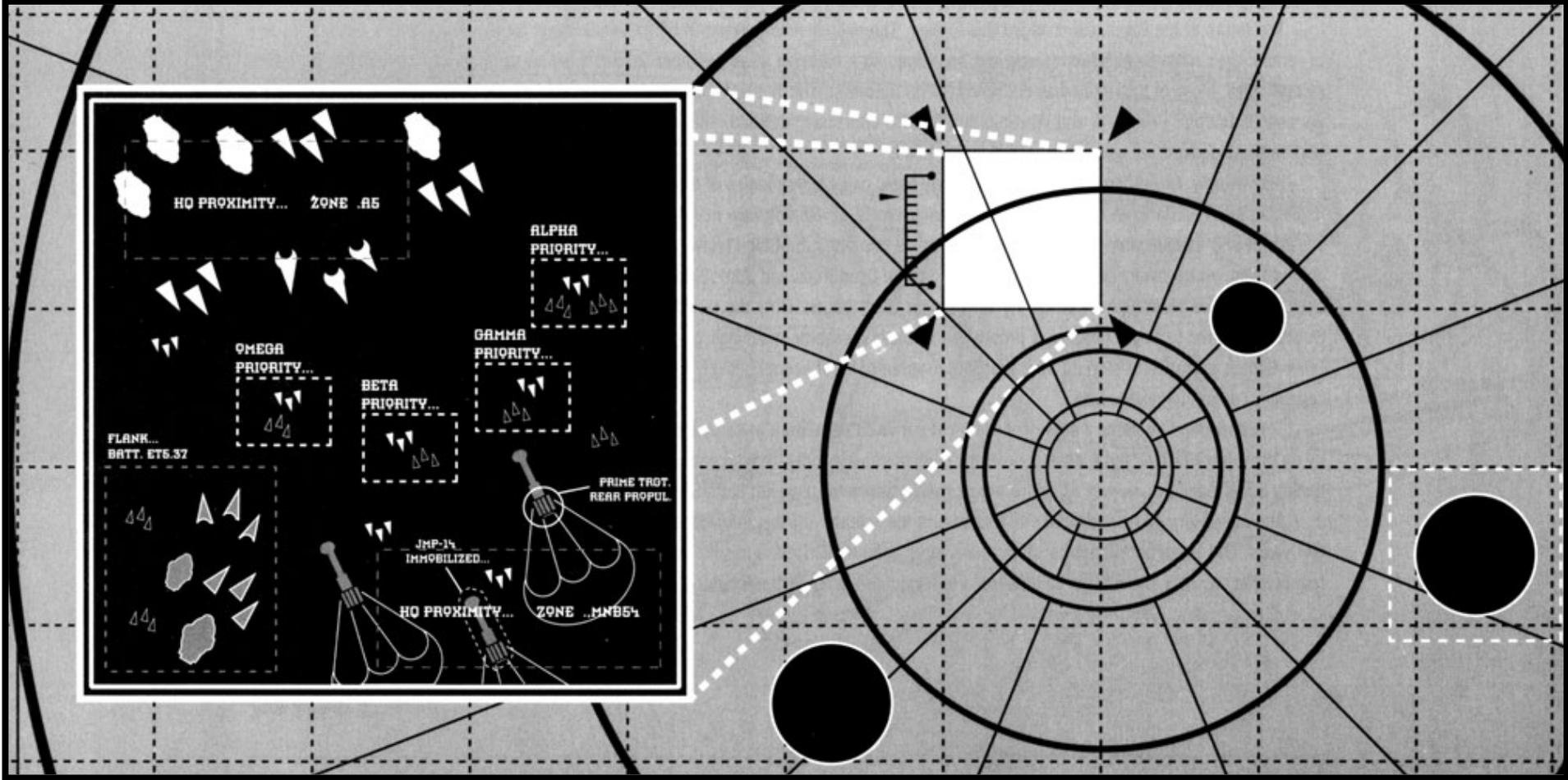
—Major-General Margaret Tulliver
Deputy Director, Wolfnet
1 October 3067

GAME NOTES

The aerospace units in this book are fully compatible with the *Construction* rules found in *AeroTech 2, Revised (AT2)*. To use these units, players will need the rules found in *AT2*. Preprinted record sheets for most of the units found in this book can be found in *AeroTech 2: Record Sheets*.



INTRODUCTION



DropShips form the first link in the chain of interstellar travel. These venerable vessels transport 'Mechs, vehicles, troops and material from orbit to planetary battlefields. These vessels also mount heavy arsenals, which make them equally devastating on land, in the atmosphere, and in space. For this reason, DropShips are among the most prized assets of any military force. In recent years, DropShips have also become prime battle targets.

Until the Clan invasion of the Inner Sphere, DropShip designs had remained virtually unchanged since the Star League era. Modifications to DropShips had been fairly common, but these generally comprised electronics and weaponry upgrades, rather than basic design modifications. The Gray Death Memory Core had enabled a few Inner Sphere manufacturers to produce prototypes of refitted Star League-era DropShip designs, but only Dynamico Ltd. of Delavan had any such vessels in production when the Clans invaded.

The arrival of the Clans and their superior aerospace and BattleMech technologies provided the impetus for a new DropShip effort in the Inner Sphere. After an initial rush to field new BattleMech designs against the Clan hordes, most Successor States settled into a phase of long-term planning, which included enhancing their naval capabilities. The design and production of new military DropShips and the upgrading of existing designs became a high priority, primarily because these versatile vessels can be used in a number of combat roles.





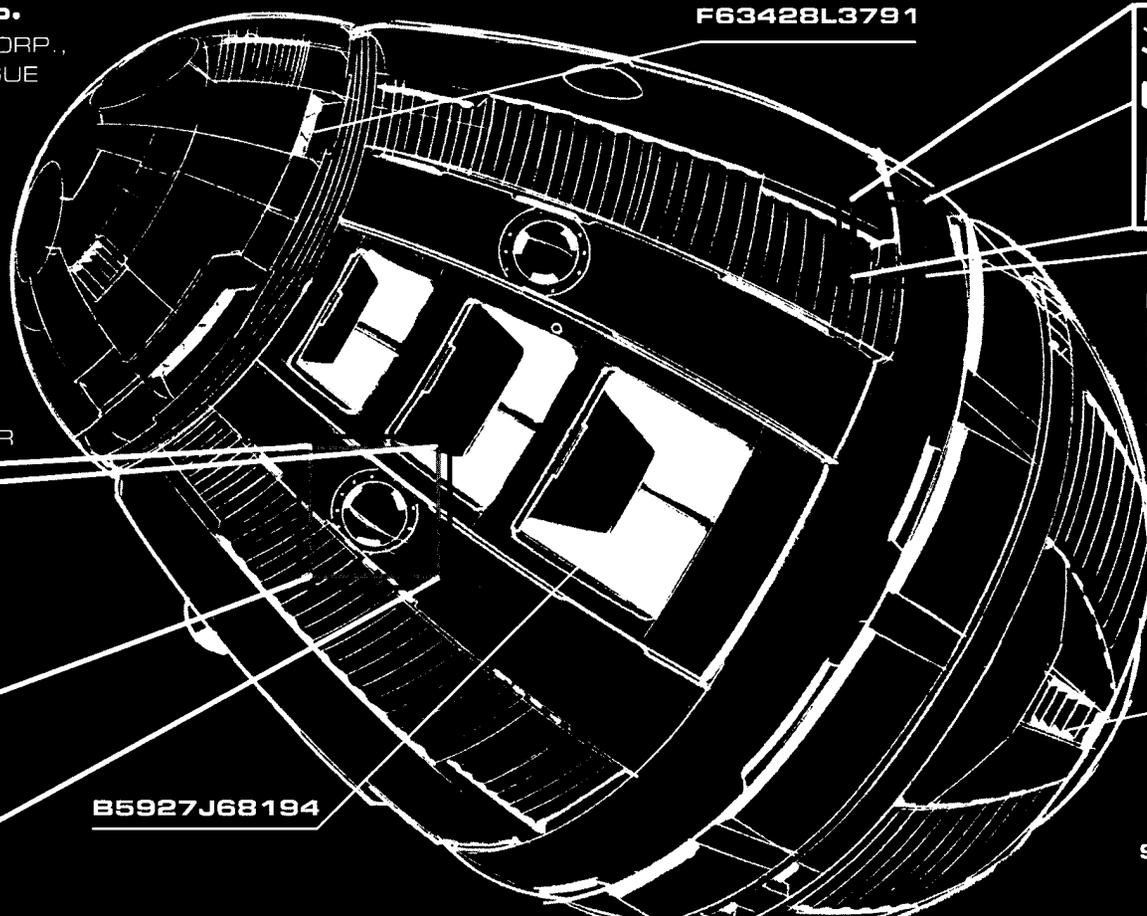
INNER SPHERE DROPSHIPS

•**BEHEMOTH CLASS DROPSHIP**•
MANUFACTURER: BRIGADIER CORP.,
 MACKENZIE, FREE WORLDS LEAGUE
MASS (LOADED): 100,000 TONS
OVERALL LENGTH: 200 METERS

•**SUNBURST M-200L**
MEGADRIVE
 101100-201278A3-M2.4

WEAPON BAY DETAIL
CONTENTS:

- 1. DEFIANCE B3L LRG. LASER
- 2. DEFIANCE B3M MED. LASER



F63428L3791



ZOOM 10X
PORT SIDE BAY
DOOR:
 D2 DETAIL
 RAMP STOWAGE
 AND LOCKING
 MECHANISM



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AVENGER



The *Avenger* is very well armed and armored, rivaling the *Union* for firepower. The design's small size and considerable speed enable the *Avenger* to outmaneuver the majority of opposing craft, providing *Avenger* crews with a decisive edge in almost all combat.

These craft are rare and expensive. Most are owned by the navies of the Successor States, who usually reserve them for major planetary assaults. *Avengers*, along with other attack craft, form the vanguard of an assault force and neutralize any opposition to the DropShip transports that follow.

Unlike most aerodyne craft, the *Avenger* has only a rear maneuvering drive. This means the *Avenger's* interior must be reconfigured each time it enters or exits atmosphere. In atmosphere, "up" is toward the *Avenger's* vertical stabilizer, while in space, "up" is toward the ship's nose. As a result, the craft is sparsely furnished with fittings that can easily be altered to match the craft's orientation. Similarly, the craft's accessways are designed for use in either orientation. A ladder mounted in one wall provides an additional means of ascending the shafts when the craft is in space.

The *Avenger* was the first craft routinely refitted with new technology. The first such upgraded vessel slipped its moorings at the Dynamico yards at Delavan in early 3048. The new *Avenger* remained the only newtech production craft for several years as the Clan invasion interrupted DropShip production in the Inner Sphere. In 3053, Dynamico negotiated a deal with Defiance Industries of Hesperus II, allowing the Inner Sphere's premier weapons producer to expand its range of products. The two firms then unveiled a joint refitted version of the *Avenger* two years later.

As with most other craft, the vessel's weaponry has been the primary area refitted. Each set of twinned AC-5 autocannons in the nose and wings has been replaced with a Poland Model A Gauss rifle, which provides increased firepower and range without causing extra heat. A pair of ExoStar ER large lasers has supplemented the firepower and range of the original *Avenger's*

nose-mounted large lasers. The eight medium lasers carried by the old model have also been replaced with the new Martell medium pulse lasers, which boost the craft's close-in weaponry.

Avengers have been involved in numerous actions, both against the Clans and other Inner Sphere powers. The most notable of these occurred in November of 3055, when a Liao fleet, including a new *Lung Wang* attack craft, raided the Federated Commonwealth world of Lee. In the brief battle that followed, a refitted Syrtis Fusiliers *Avenger* outmaneuvered the new Capellan craft and inflicted major damage to it. As the *Avenger* closed for the kill, however, a volley of missiles from the *Lung Wang* penetrated the *Avenger's* hull, rupturing the fuel tank and causing a massive explosion.

AVENGER-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne

Use: Assault Ship

Tech: Inner Sphere

Introduced: 2816

Mass: 1,400 tons

Battle Value: 4,320

Dimensions

Length: 50.5 meters

Width: 42 meters

Height: 11.9 meters

Fuel: 160 tons (8,000)

Tons/Burn-day: 1.84

Safe Thrust: 7

Maximum Thrust: 11

Heat Sinks: 70

Structural Integrity: 12

Armor

Nose: 230

Right/Left Wings: 203

Aft: 180

Cargo:

Bay 1: Cargo (126 tons) 1 Door

Escape Pods: 2

Life Boats: 0

Crew: 3 officers, 8 enlisted/non-rated, 4 gunners

Ammunition: 45 rounds Autocannon/2 ammunition (1 tons), 120 rounds Autocannon/5 ammunition (6 tons), 15 rounds Autocannon/20 ammunition (3 tons), 78 rounds LRM 20 ammunition (13 tons)

Notes: Equipped with 48 tons of standard armor.

Weapons: Arc (Heat)Type Nose (38 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Autocannon/20 (15 rounds), 2 Autocannon/5 (40 rounds), 1 Autocannon/2 (45 rounds)	3 (32)	1 (12)	0 (2)	—	—	Autocannon
1 LRM 20 (24 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
2 Large Laser, 2 Medium Laser	3 (26)	2 (16)	—	—	—	Laser
LR/RW (24 Heat)						
1 PPC	1 (10)	1 (10)	—	—	—	PPC
2 Autocannon/5 (40 rounds)	1 (10)	1 (10)	—	—	—	Autocannon
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
2 Medium Laser	1 (10)	—	—	—	—	Laser
Aft (12 Heat)						
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
2 Medium Laser	1 (10)	—	—	—	—	Laser

UPGRADED VERSION

Type: Military Aerodyne

Use: Assault Ship

Tech: Star League

Introduced: 3048

Mass: 1,400 tons

Battle Value: 5,501

Dimensions

Length: 50.5 meters

Width: 42 meters

Height: 11.9 meters

Fuel: 160 tons (8,000)

Tons/Burn-day: 1.84

Safe Thrust: 7

Maximum Thrust: 11

Heat Sinks: 70 (140)

Structural Integrity: 12

Armor

Nose: 230
 Right/Left Wings: 203
 Aft: 180

Cargo:

Bay 1: Cargo (155 tons) 1 Door

Escape Pods: 2

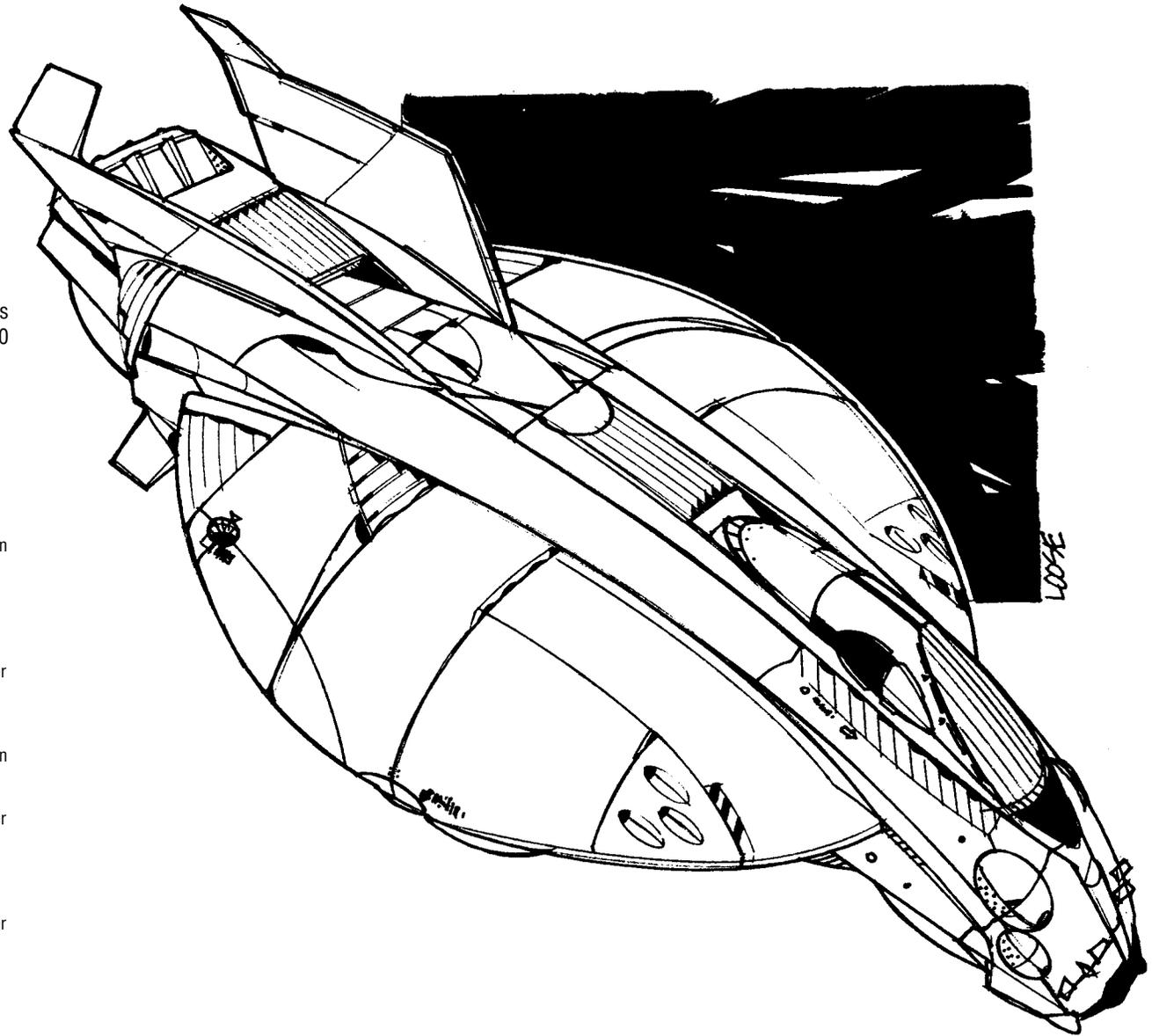
Life Boats: 0

Crew: 3 officers, 8 enlisted/non-rated, 4 gunners

Ammunition: 48 rounds Gauss ammunition (6 tons), 15 rounds Autocannon/20 ammunition (3 tons), 60 rounds LRM 20 ammunition (10 tons)

Notes: Equipped with 48 tons of standard armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (46 Heat)					
1 Autocannon/20 (15 rounds), 1 Gauss Rifle (16 rounds)	4 (35)	2 (15)	2 (15)	—	Autocannon
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Laser	1 (12)	—	—	—	Pulse Laser
LW/RW (30 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 LRM 20 + Artemis (18 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 Medium Pulse Laser	1 (12)	—	—	—	Pulse Laser
Aft (26 Heat)					
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 Medium Pulse Laser	1 (12)	—	—	—	Pulse Laser



CLAYMORE



The Claymore is a new assault DropShip being built at the Shipil yards orbiting Skye. The design phase of the project began in 3047 amid great secrecy; within two years, production of a prototype was set to begin. The arrival of the Clans, however, prompted the AFFS to turn its attention toward new BattleMech designs, and the Claymore project was suspended.

In late 3050, the battle at Radstadt showed the relative vulnerability of Clan aerospace assets, and the AFFS began reassessing its priorities. Soon Prince Hanse Davion instigated a number of projects to bolster Federated Commonwealth aerospace assets and reactivated the *Claymore* project. The prototype had begun to take on its trademark swanlike appearance by August of 3053. By year's end, the FCS *Claymore* made its maiden flight. Six months later the Sixth Lyran Guards were testing the new vessel on combat raids. The *Claymore* was given AFFS approval the following year and entered full-scale production.

Shipil currently produces one *Claymore* every nine months. Three such craft are stationed along the edge of the Clan occupation zone. Although small for a DropShip, the Claymore class carries a formidable array of weaponry and armor. The *Claymore's* six nose bays contain most of the vessel's weaponry, primarily lasers. A large LRM system provides a bombardment capability, and Streak-equipped SRM launchers provide further firepower. The *Claymore's* wing-mounted weapons can cover fore and aft arcs, but some observers have criticized the design as lacking adequate firepower for an assault vessel.

CLAYMORE-CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault Ship
Tech: Star League
Introduced: 3054
Mass: 1,400 tons
Battle Value: 3,989

Dimensions

Length: 87 meters
Width: 74 meters
Height: 25 meters

Fuel: 80 tons (4,000)
Tons/Burn-day: 1.84
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 47 (94)
Structural Integrity: 12

Armor

Nose: 250
Right/Left Wings: 200
Aft: 150

Cargo:

Bay 1: Cargo (327.5 tons) 2 Doors

Escape Pods:

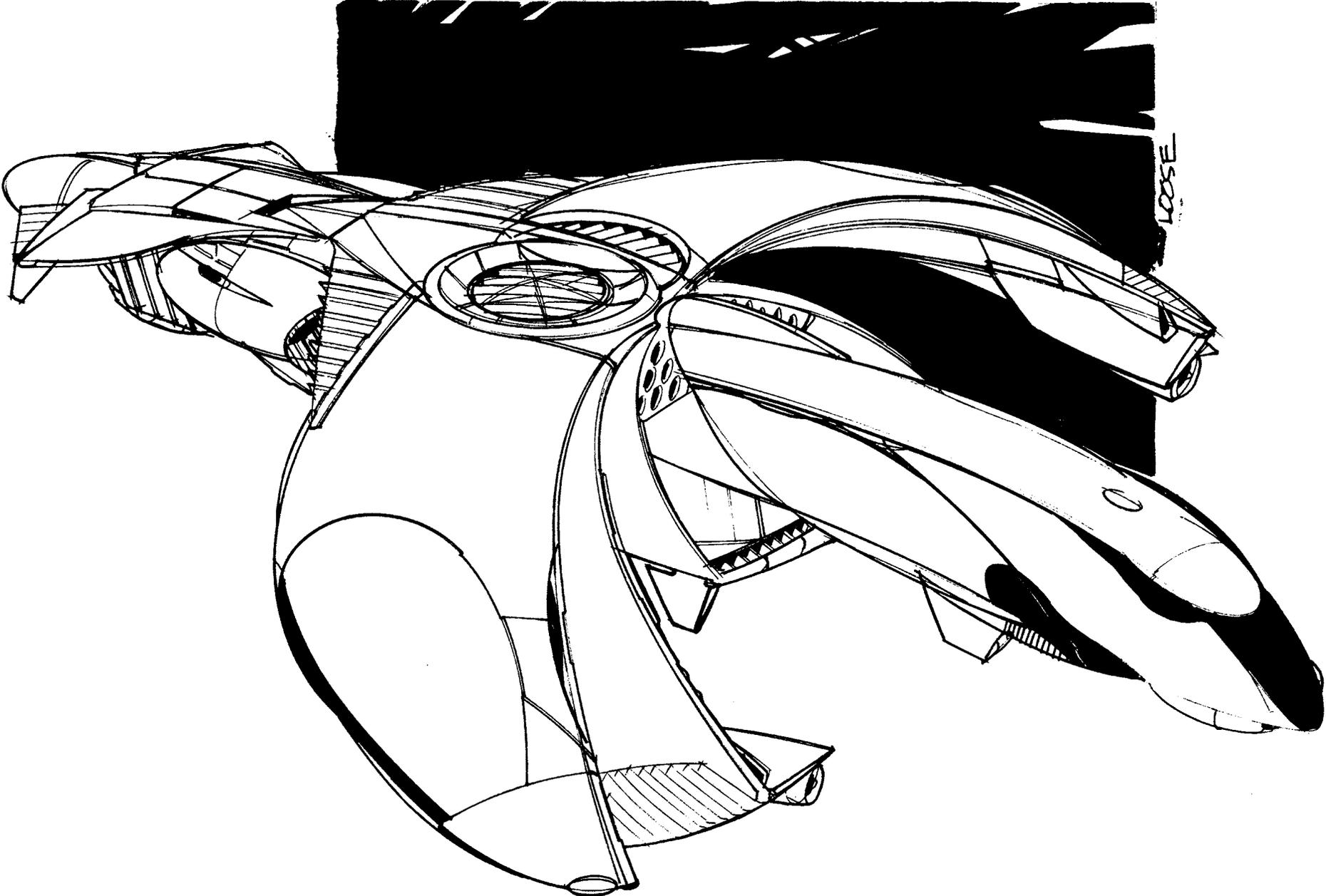
Life Boats: 2

Crew: 3 officers, 7 enlisted/non-rated, 5 gunners

Ammunition: 150 rounds Streak SRM 2 ammunition (3 tons), 24 rounds LRM 10 ammunition (2 tons), 24 rounds LRM 20 ammunition (4 tons), 40 rounds LB 10-X AC ammunition (4 tons)

Notes: Equipped with 47 tons of standard armor.

Weapons: Arc (Heat)Type Nose (61 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 ER Large Laser, 2 Medium Laser	2 (18)	1 (8)	1 (8)	—	Laser
1 LRM 20 (12 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Large Pulse Laser, 2 Medium Pulse Laser	2 (21)	1 (9)	—	—	Pulse Laser
1 Streak SRM 2 (50 rounds)	0 (4)	—	—	—	SRM
1 LB 10-X AC (10 rounds)	1 (6)	1 (6)	—	—	LB-X AC
LW/RW (14 Heat)					
1 Large Laser	1 (8)	1 (8)	—	—	Laser
1 LRM 10 (12 rounds)	1 (6)	1 (6)	1 (6)	—	LRM
1 LB 10-X AC (10 rounds)	1 (6)	1 (6)	—	—	LB-X AC
LW/RW Aft (13 Heat)					
1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	Laser
1 Streak SRM 2 (50 rounds)	0 (4)	—	—	—	SRM
Aft (37 Heat)					
1 LRM 20 (12 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 Small Pulse Laser	1 (6)	—	—	—	Point Defense
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
1 LB 10-X AC (10 rounds)	1 (6)	1 (6)	—	—	LB-X AC



LEOPARD



The *Leopard* 'Mech transport has served Inner Sphere combat units since the dawn of the Star League. Ideally suited to raiding, the 1,900-ton Leopard can transport a lance of BattleMechs together with a pair of aerospace fighters. *Leopards* are most often used to provide support in planetary assaults, where the vessel can quickly drop its 'Mechs to plug breaks in a defensive position or to provide extra firepower for a crucial assault. *Leopard*-class DropShips are also used to escort valuable transports into and out of combat zones. Although not as effective as dedicated assault DropShips, the *Leopard's* firepower and maneuverability enable it to provide effective protection against enemy craft.

The *Leopard's* offensive systems consist primarily of energy weapons, although a trio of LRM launchers provides additional ranged fire. The nose weapons bay contains a pair of PPCs, an LRM 20, and three medium lasers. Each at the forward-firing side weapons bays contains a pair of large lasers, an LRM 20, and a medium laser. A dorsal turret mounts a pair of aft-facing medium lasers and a single large laser, mounted midway between the engine modules, supplements the firepower into the craft's rear arc.

Four huge doors provide access to the vessel's four individual 'Mech bays. The only access to the interior of the craft is through a pair of human-sized double doors, which means only the smallest 'Mech parts can be moved between bays. The limited space on the craft restricts the repair equipment it may carry to mobile repair platforms, small equipment cranes, and industrial exoskeletons.

The *Leopard's* two fighter bays, situated just forward of the 'Mech bays, each contain a single fighter cubicle. When no fighters are being transported, the fighter cradles can be dismantled. The resulting extra cargo space can accommodate up to 300 tons of cargo or 6 small vehicles. This space is

considered unsuitable for transporting combat units, however, due to its limited access.

The crew quarters of the obsolete *Leopard* are among the most cramped of any DropShip. An updated *Leopard* introduced by Irian Technologies in 3056 enhances the vessel's already superior weapons systems and upgrades the life-support system. Although still cramped, each of the 15 bunkrooms contains facilities for two people. A more powerful air circulation and filtration system makes life much more comfortable for passengers.

The *Leopard's* arsenal has been refitted with Star League extended-range systems, large lasers, PPCs, and pulse lasers. A new coolant system easily handles the increased heat generated by these weapons. The new *Leopard's* three LRM batteries feature the new Doombud system. The system enables the LRMs to be targeted with an Artemis IV fire-control system, resulting in more ordnance hitting the target.

Federated-Boeing Interstellar at Galax has also launched a refitted version of the *Leopard*, which to all intents and purposes is identical to that produced by Irian at its Clipperton yards. Federated-Boeing has protested to the Federated Commonwealth government and ComStar about the Irian version, claiming that Irian stole the design in a raid on the Floating Tower in 3053. Given the poor state of relations between the factions involved, however, it seems unlikely that Federated-Boeing will receive any compensation.

LEOPARD-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: 'Mech Carrier
Tech: Inner Sphere
Introduced: 2537
Mass: 1,900 tons
Battle Value: 2,579

Dimensions

Length: 65.5 meters
Width: 51.6 meters
Height: 22.4 meters

Fuel: 137 tons (5,480)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6

Heat Sinks: 80
Structural Integrity: 7

Armor

Nose: 140
Right/Left Wings: 130
Aft: 100

Cargo

Bay 1: BattleMechs (4) 4 Doors
 Bay 2: Fighters (2) 2 Doors
 Bay 3: Cargo (34 tons) 0 Door

Escape Pods: 2

Life Boats: 0

Crew: 2 officers, 4 enlisted/non-rated, 3 gunners, 12 bay personnel

Ammunition: 36 rounds LRM 20 ammunition (6 tons)

Notes: Equipped with 29.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (35 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 PPC	2 (20)	2 (20)	—	—	PPC
1 LRM 20 (12 rounds)	1 (12)	1 (12)	1(12)	—	LRM
3 Medium Laser	2 (15)	—	—	—	Laser
LW/RW (25 Heat)					
1 LRM 20 (12 rounds)	1 (12)	1 (12)	1(12)	—	LRM
2 Large Laser, 1 Medium Laser	2 (21)	2 (16)	—	—	Laser
Aft (14 Heat)					
1 Large Laser, 2 Medium Laser	2 (18)	1 (8)	—	—	Laser

UPGRADED VERSION

Type: Military Aerodyne
Use: 'Mech Carrier
Tech: Inner Sphere
Introduced: 3056
Mass: 1,900 tons
Battle Value: 3,211

Dimensions

Length: 65.5 meters
Width: 51.6 meters
Height: 22.4 meters

Fuel: 100 tons (4,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 70 (140)
Structural Integrity: 7

Armor

Nose: 140
Right/Left Wings: 130
Aft: 100

Cargo

Bay 1: BattleMechs (4)	4 Doors
Bay 2: Fighters (2)	2 Doors
Bay 3: Cargo (72 tons)	0 Door

Escape Pods: 2

Life Boats: 0

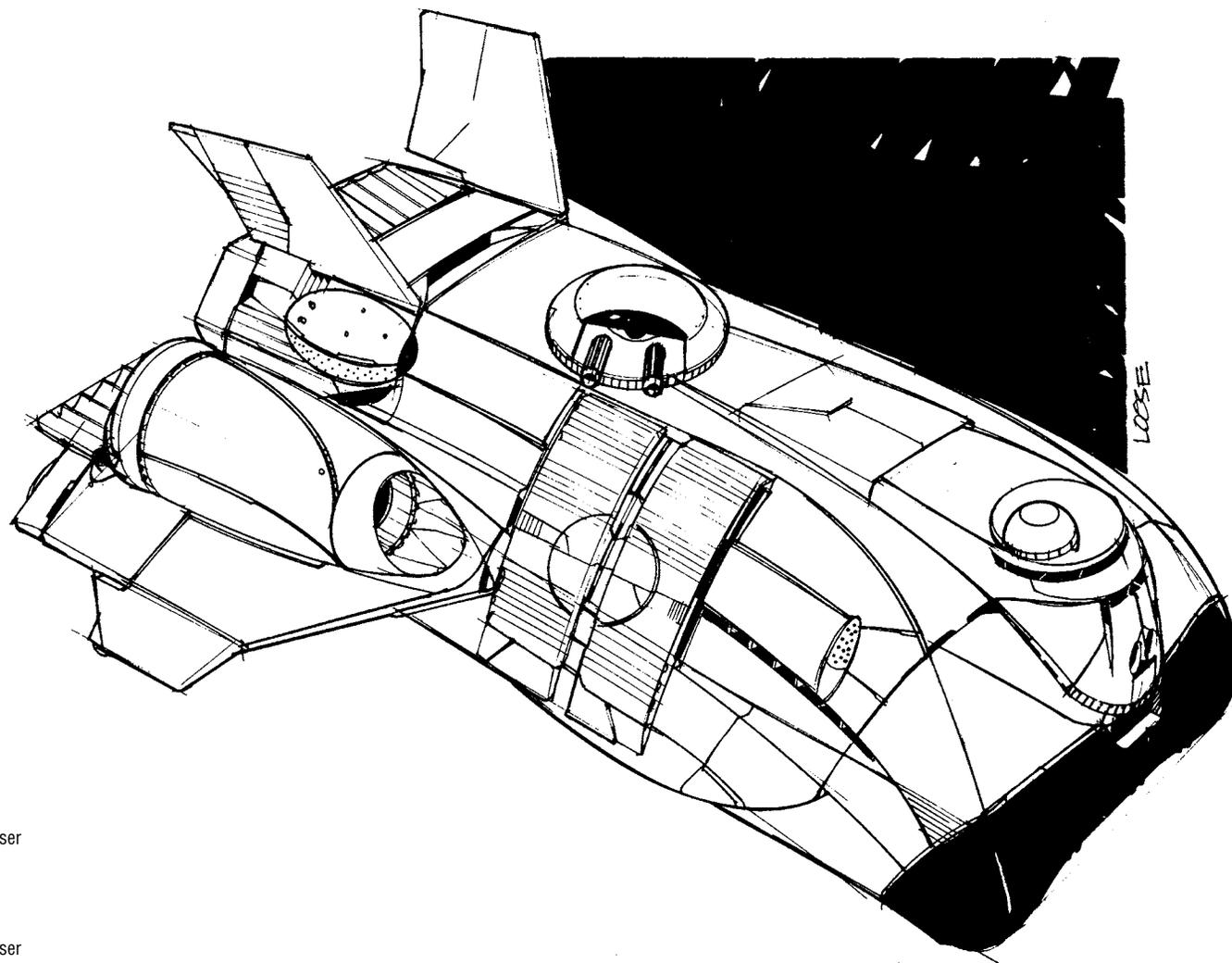
Crew: 2 officers, 4 enlisted/non-rated, 3 gunners,
 12 bay personnel

Ammunition: 36 rounds LRM 20 ammunition (6 tons)

Notes: Equipped with 29.5 tons of standard armor.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (48 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
3 Medium Pulse Laser	2 (18)	—	—	—	Pulse Laser
LW/RW (34 Heat)					
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 Medium Pulse Laser	1 (6)	—	—	—	Pulse Laser
Aft (20 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 Medium Pulse Laser	1 (12)	—	—	—	Pulse Laser



LEOPARD CV



A close relative of the *Leopard*-class 'Mech carrier, the *Leopard CV* is the most common fighter carrier in the Inner Sphere. Where as the *Leopard* carries four 'Mechs and two fighters, the *Leopard CV* is designed to carry six fighters. The *Leopard CV*'s appearance is radically different from its 'Mech-carrying counterpart, although the two designs have nearly the same performance specifications.

The *Leopard CV* was designed almost 50 years after the standard version, by which time technological advances had facilitated the use of curved armor plating. The designers took advantage of this and created a more aerodynamic craft while leaving the internal systems nearly unchanged. This accounts for the *Leopard CV*'s appearance. The *Leopard CV*'s characteristic overhanging tail unit reduces the drive's infrared signature when the top of the craft is pointed toward the enemy. The fragile nature of this design change, however, increased the likelihood of a solid hit damaging vital control surfaces.

The *Leopard CV* lacks a separate transit drive, resulting in a need to reconfigure the craft's interior when entering atmosphere. This is generally not a problem, though, because few commanders are willing to risk damage to the vessel's fragile tail by entering atmosphere. The *Leopard CV* contains separate rooms for all crew and passengers. Although these rooms are somewhat small, the craft also boasts a roomy lounge and exercise facility.

*Leopard CV*s are usually deployed ahead of main forces along with attack DropShips such as the *Avenger*. This allows the *Leopard CV*'s fighter squadrons and weapons to screen the main force's transports from enemy units.

The Irian Technologies yards above Clipperton are the only site producing a version of the *Leopard CV* using recovered Star League technology. Reports indicate, however, that both Federated-Boeing Interstellar and Bowie Industries plan to launch similar craft within the next 18 months.

First launched in 3054, the 1,900-ton Irian *Leopard CV* features an upgraded arsenal. Magna Sunspot ER PPCs from Lopez replace the outdated PPCs mounted in the nose of the standard version, and Hellion-A III ER large lasers replace the original's wing-mounted large lasers. The craft's other lasers have been replaced with Magna 400P medium pulse lasers for increased accuracy.

Representatives from both the Capellan and Word of Blake militaries have visited the Clipperton yards, presumably to negotiate purchases of these new craft. The willingness of House Marik to allow sales to forces outside the Free Worlds League's control remains unknown.

LEOPARD CV-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Fighter Carrier
Tech: Inner Sphere
Introduced: 2581
Mass: 1,900 tons
Battle Value: 2,579

Dimensions
Length: 70.2 meters
Width: 53 meters
Height: 19.8 meters

Fuel: 137 tons (5,480)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 80
Structural Integrity: 7

Armor
Nose: 140
Right/Left Wings: 130
Aft: 100

Cargo

Bay 1: Fighters (2)	2 Doors
Bay 2: Fighters (2)	2 Doors
Bay 3: Fighters (2)	2 Doors
Bay 4: Cargo (87 tons)	0 Door

Escape Pods: 2
Life Boats: 0
Crew: 2 officers, 4 enlisted/non-rated, 3 gunners, 12 bay personnel

Ammunition: 36 rounds LRM 20 ammunition (6 tons)

Notes: Equipped with 29.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (35 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 PPC	2 (20)	2 (20)	—	—	PPC
1 LRM 20 (12 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
3 Medium Laser	2 (15)	—	—	—	Laser
LW/RW (25 Heat)					
1 LRM 20 (12 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 Large Laser, 1 Medium Laser	2 (21)	2 (16)	—	—	Laser
Aft (14 Heat)					
1 Large Laser, 2 Medium Laser	2 (18)	1 (8)	—	—	Laser

UPGRADED VERSION

Type: Military Aerodyne
Use: Fighter Carrier
Tech: Star League
Introduced: 3054
Mass: 1,900 tons
Battle Value: 3,217

Dimensions
Length: 70.2 meters
Width: 53 meters
Height: 19.8 meters

Fuel: 106 tons (4,240)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 70 (140)
Structural Integrity: 7

Armor
Nose: 140
Right/Left Wings: 130
Aft: 100

Cargo

Bay 1: Fighters (3)	3 Doors
Bay 2: Fighters (3)	3 Doors
Bay 3: Cargo (85 tons)	2 Doors

Escape Pods: 2

Life Boats: 0

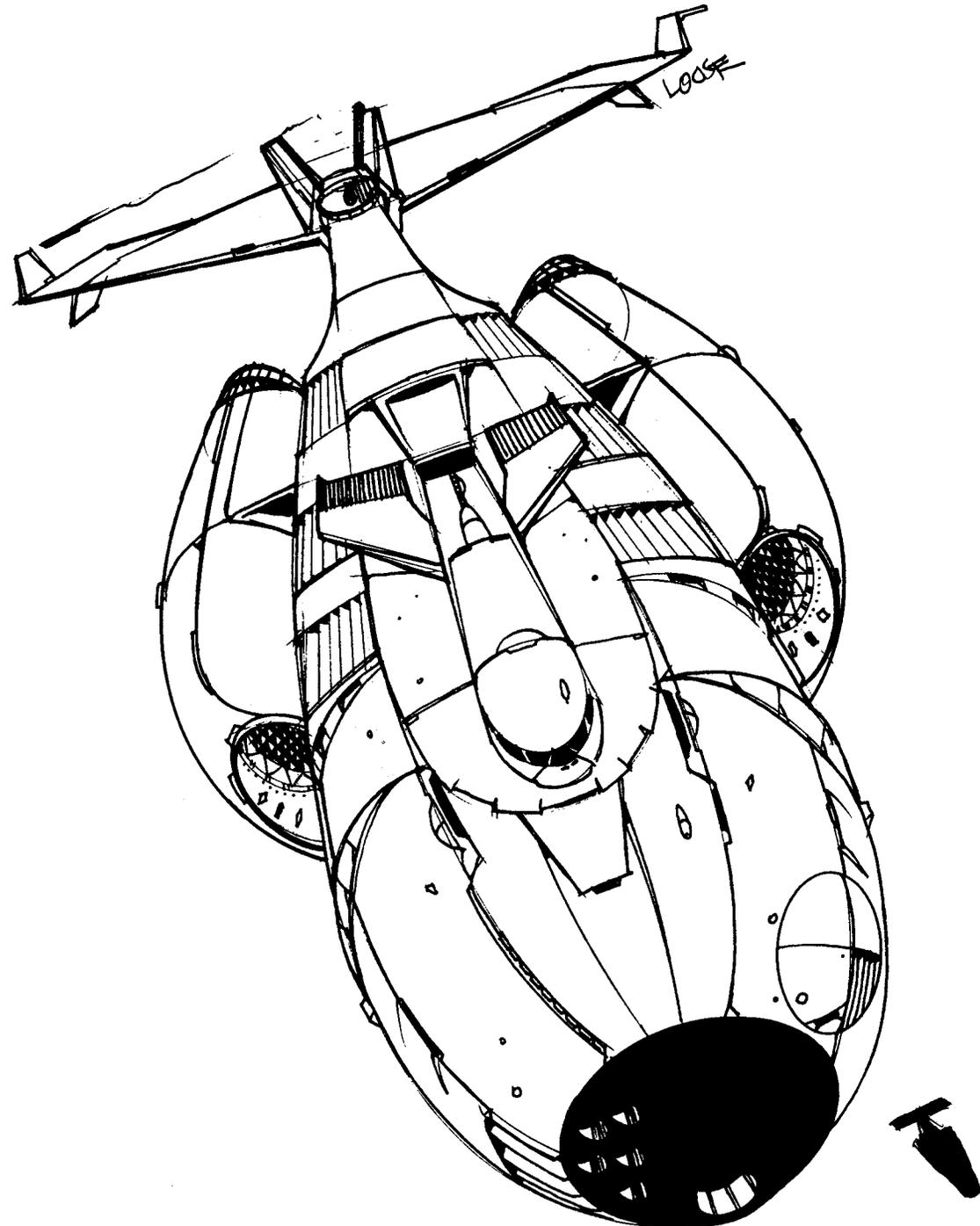
Crew: 2 officers, 4 enlisted/non-rated, 3 gunners, 12 bay personnel

Ammunition: 36 rounds LRM 20 ammunition (6 tons)

Notes: Equipped with 29.5 tons of standard armor.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (48 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
3 Medium Pulse Laser	2 (18)	—	—	—	Pulse Laser
LW/RW (34 Heat)					
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
1 Medium Pulse Laser	1 (6)	—	—	—	Pulse Laser
Aft (20 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 Medium Pulse Laser	1 (12)	—	—	—	Pulse Laser



FURY



FURY CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Troop Carrier
Tech: Inner Sphere
Introduced: 2638
Mass: 1,900 tons
Battle Value: 2,155

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 28.1 meters

Fuel: 140 tons (5,600)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 78
Structural Integrity: 7

Armor

Nose: 130
Right/Left Wings: 120
Aft: 120

Cargo

Bay 1: Vehicles (8 Light) 1 Door
 Bay 2: Infantry (4 foot platoons) 1 Door
 Bay 3: Cargo (497.5 tons) 1 Door

Escape Pods: 8

Life Boats: 0

Crew: 2 officers, 3 enlisted/non-rated, 3 gunners, 152 bay personnel

Ammunition: 20 rounds Autocannon/10 ammunition (2 tons), 36 rounds LRM 20 ammunition (6 tons)

Notes: Equipped with 29 tons of standard armor.

Weapons: Arc (Heat)Type Nose (16 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Medium Laser	1 (10)	—	—	—	Laser
1 PPC	1 (10)	1 (10)	—	—	PPC
LW/RW (13 Heat)					
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 Medium Laser	1 (10)	—	—	—	Laser
1 Small Laser	0 (3)	—	—	—	Point Defense
Aft (6 Heat)					
1 Medium Laser	1 (5)	—	—	—	Laser
1 Autocannon/10 (20 rounds)	1 (10)	1 (10)	—	—	Autocannon

UPGRADED VERSION

Type: Military Aerodyne
Use: Troop Carrier
Tech: Star League
Introduced: 3056
Mass: 1,900 tons
Battle Value: 2,334

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 29.2 meters

Fuel: 140 tons (5,600)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 76
Structural Integrity: 7

Armor

Nose: 142
Right/Left Wings: 120
Aft: 110

Cargo

Bay 1: Vehicles (8 Light) 1 Door
 Bay 2: Infantry (4 foot platoons) 1 Door
 Bay 3: Cargo (508 tons) 1 Door

The *Fury*-class DropShip is one of the smallest DropShips operated by the armies of the Successor States. Originally launched in 2638, the modern *Fury*-class vessel can deliver four platoons of fully equipped infantry and eight light vehicles onto the battlefield. Each of the four infantry platoons has its own bunkroom, equipped with three-tier bunk beds, storage lockers for personal effects, and a washroom. The troops share a moderately sized mess area, but have only a single, small recreation area that they can only use in shifts. The crew quarters on the craft are similarly cramped, but feature a few extra amenities such as larger personal storage lockers and reading lights.

Fury-class vessels carried only a bare minimum of weapons until recently and were forced to operate in conjunction with better-armed DropShips, usually *Gazelle* armor transports and *Leopard CV* fighter carriers. The major redesign recently completed by the Brigadier Corporation of Gibson, however, has replaced much of the *Fury*'s outdated weaponry with Star League technology. The new arsenal provides a slight improvement in range and overall firepower. Although the increased firepower is not enough to allow the craft to operate independently, it does increase the chances of a *Fury* surviving an encounter with an enemy vessel.

Brigadier's redesign retains the original's steep cargo bay ramp/door, which remains the one major flaw in the *Fury*'s design. To mitigate this flaw, the new *Fury* features a steel-cable winch capable of lifting a vehicle weighing up to 50 tons.

The new *Fury* has yet to see active service, but several have been assigned to the Third Free Worlds League Guards on the world of Zion along the Marik/Davion border. Given the current political climate in that area, we can expect to receive an evaluation of the redesigned *Fury*'s combat performance within the next year.

Escape Pods: 8

Life Boats: 0

Crew: 2 officers, 3 enlisted/non-rated, 3 gunners, 152 bay personnel

Ammunition: 20 rounds Autocannon/10 ammunition (2 tons), 36 rounds LRM 20 ammunition (6 tons)

Notes: Equipped with 29 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (21 Heat)

2 Medium Laser

1 ER PPC

LW/RW (15 Heat)

1 LRM 20+Artemis
(18 rounds)

3 Medium Laser

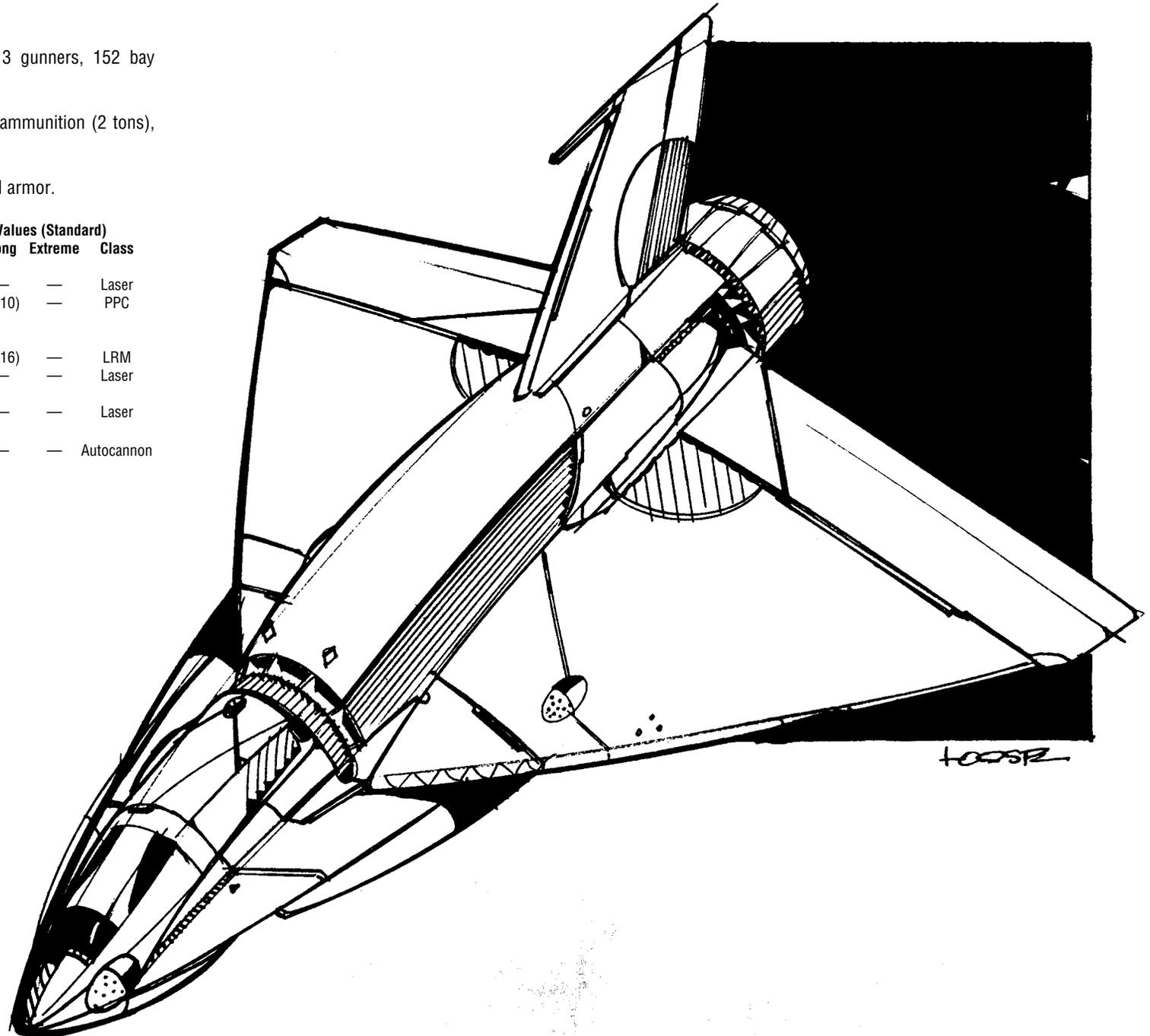
Aft (6 Heat)

1 Medium Laser

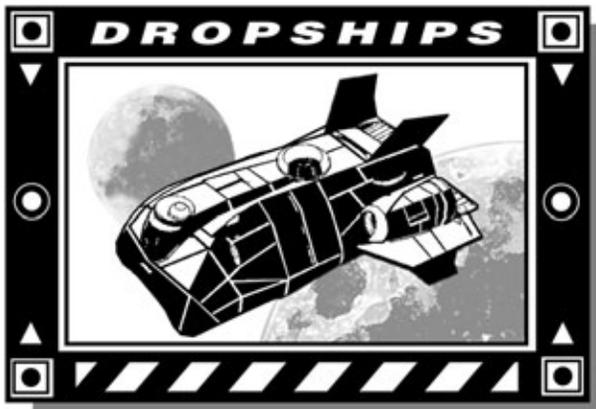
1 Autocannon/10
(20 rounds)

Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
1 (10)	—	—	—	Laser
1 (10)	1 (10)	1 (10)	—	PPC
2 (16)	2 (16)	2 (16)	—	LRM
2 (15)	—	—	—	Laser
1 (5)	—	—	—	Laser
1 (10)	1 (10)	—	—	Autocannon



GAZELLE



The *Gazelle*-class armor transport has been extensively modified over the years. The original *Gazelle*-class DropShip, launched in 2531, was designed to carry a company of light tanks. The Succession Wars dictated a more flexible cargo facility, however, so the size of the *Gazelle*'s vehicle bay was increased to accommodate larger armored vehicles. Unfortunately, the designers had to reduce the crew quarters and cargo bays during the modification, resulting in very cramped conditions for the *Gazelle* crew and limiting the design's usefulness for extended missions.

The modern *Gazelle* carries 15 tanks and their support crews. The vehicles are tightly packed into a 60-meter by 18-meter bay accessed through the craft's nose. The cramped bay and single ramp greatly impede the speed of unloading units. Many crews worry when an inexperienced unit comes on board, as most of the *Gazelles* lost during the Succession Wars were destroyed on the ground while unloading vehicles.

The vehicle crews are accommodated in three bays on the vessel's second deck. Each bay has facilities for one lance's personnel including four triple bunks, one for each vehicle crew. Additional bunks house the armor unit support personnel. The DropShip crew occupies a bunkroom of similar size and fittings to those used by the vehicle crews.

Like many troop transports, the standard *Gazelle* carries limited weaponry. In 3055, however, New Syrtis Shipyards unveiled an updated and heavier version of the craft that features an enhanced arsenal with sophisticated technology like the Artemis IV fire-control system and the Defiance 1001 ER PPC.

The Federated Commonwealth has been the major buyer of this new version, and several upgraded *Gazelles* were used in the recent action in the Skye March. The initial reports indicate that the minor weapon modifications have greatly improved the *Gazelle*'s fire-projection capability.

GAZELLE CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Troop Carrier
Tech: Inner Sphere
Introduced: 2531
Mass: 2,900 tons
Battle Value: 2,399

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 28.1 meters

Fuel: 209 tons (8,360)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 70
Structural Integrity: 8

Armor

Nose: 140
Right/Left Wings: 120
Aft: 110

Cargo

Bay 1: Vehicles (15 Heavy) 1 Door
 Bay 2: Cargo (68 tons) 1 Door

Escape Pods:

Life Boats: 4

Crew: 2 officers, 5 enlisted/non-rated, 3 gunners, 120 bay personnel

Ammunition: 20 rounds Autocannon/5 ammunition (1 tons), 24 rounds LRM 20 ammunition (4 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 29 tons of standard armor.

Weapons:

Arc (Heat)Type Nose (13 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 LRM 20 (24 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	—	Autocannon
2 Medium Laser	1 (10)	—	—	—	—	Laser
LW/RW (23 Heat)						
1 PPC	1 (10)	1 (10)	—	—	—	PPC
1 SRM 6 (15 rounds)	1 (8)	—	—	—	—	SRM
3 Medium Laser	2 (15)	—	—	—	—	Laser
Aft (14 Heat)						
1 Large Laser, 2 Medium Laser	2 (18)	1 (8)	—	—	—	Laser

UPGRADED VERSION

Type: Military Aerodyne
Use: Troop Carrier
Tech: Star League
Introduced: 3055
Mass: 2,900 tons
Battle Value: 2,539

Dimensions

Length: 79 meters
Width: 73.2 meters
Height: 28.1 meters

Fuel: 104 tons (4,160)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 45 (90)
Structural Integrity: 8

Armor

Nose: 140
Right/Left Wings: 120
Aft: 120

Cargo

Bay 1: Vehicles (12 Heavy) 1 Door
 Bay 2: Cargo (64.5 tons) 1 Door
 Bay 3: Vehicles (3 Light) 1 Door

Escape Pods: 0

Life Boats: 4

Crew: 2 officers, 5 enlisted/non-rated, 3 gunners, 111 bay personnel

Ammunition: 20 rounds Autocannon/5 ammunition (1 tons), 24 rounds LRM 20 ammunition (4 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 29.5 tons of standard armor.

Weapons:

Arc (Heat)Type

Capital Attack Values (Standard)
Short Medium Long Extreme Class

Nose (13 Heat)

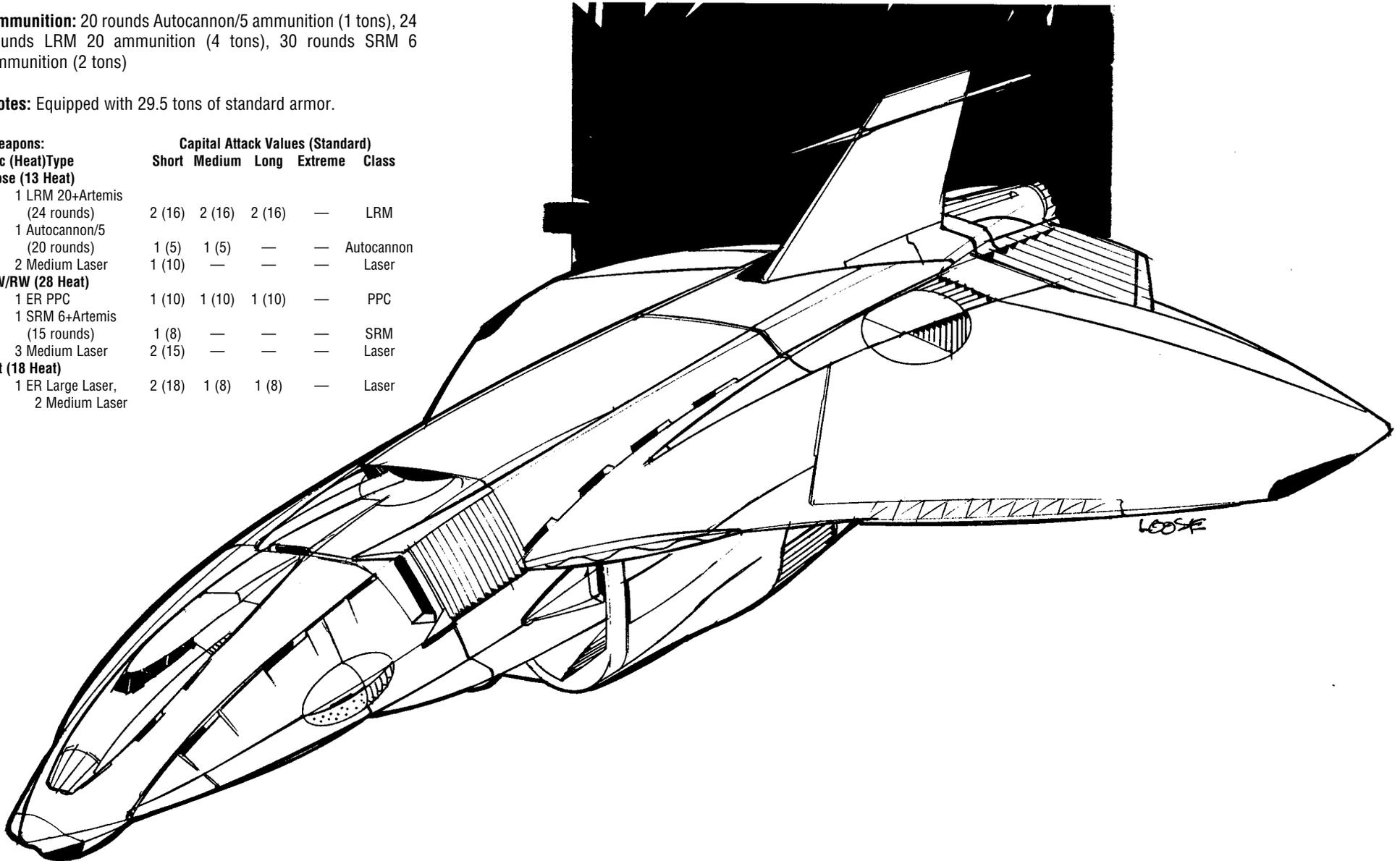
1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
2 Medium Laser	1 (10)	—	—	—	Laser

LW/RW (28 Heat)

1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM
3 Medium Laser	2 (15)	—	—	—	Laser

Aft (18 Heat)

1 ER Large Laser, 2 Medium Laser	2 (18)	1 (8)	1 (8)	—	Laser
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KUAN TI



The Earthwerks, Ltd. facility at Ares began research on the *Kuan Ti* in 3027, shortly before the Fourth Succession War. The debacle that occurred in the Confederation during those dark years halted the project until 3039, when a group of scientists reopened the *Kuan Ti* files and continued its development. Making use of rediscovered technology, these engineers created a new design that bore little resemblance to its pre-war sibling.

Unfortunately, the weakness of the Capellan economy and the general scarcity of newtech made it impractical for the Confederation to construct a prototype; the project was shelved once again. It was not until the ascension of Sun-Tzu Liao to the chancellorship that the design finally became reality.

Our agents believe the new chancellor authorized the construction of a prototype *Kuan Ti* as soon as he assumed the throne. The prototype made its maiden flight some time in mid-3054. We believe the design received approval in early 3055, with production commencing later that year. The number of *Kuan Ti* produced has not been identified, but reliable estimates suggest a dozen have been assigned to units or are nearing completion. This compares very favorably with the craft's closest rival, the *Claymore*, of which only three have been deployed.

During a state visit to Atrous in August of 3055, Chancellor Liao presented Thomas Marik, his future father-in-law, with the design specifications of the vessel. Within five months, the Kallon Industries facility at Loyalty began producing the craft. The first Kallon-built *Kuan Ti* are scheduled to deploy later this year. Given the precedent set by the last interstate marriage, this "gift" has caused no small amount of anxiety among the neighbors of the Capellan Confederation and Free Worlds League.

The *Kuan Ti* features extensive armor and a devastating array of forward-firing weaponry, including a pair of Gauss rifles mounted in the nose and a host of newtech lasers. Long-range

firepower is supplemented by a trio of LRM launchers, each slaved to an Artemis IV fire-control system along with a host of SRM launchers.

The *Kuan Ti* also carries four anti-missile miniguns, two in the nose and two in the stern. These provide a limited amount of point-defense cover. The ammunition for these systems is extremely limited, though. It is estimated that each gun could only fire two or three bursts before exhausting the supplied ammunition.

In addition, the *Kuan Ti* suffers from very limited fuel supply. While 45 tons of fuel is sufficient for in-system patrolling, it becomes a major limitation during extended military operations, necessitating the use of a fuel-carrying DropShip. Because of this, we do not believe the *Kuan Ti* is intended for offensive operations, but rather to defend against a repeat of the events of 3028-3030.

KUAN TI-CLASS DROPSHIP

Type: Military Aerodyne

Use: Assault Ship

Tech: Star League

Introduced: 3055

Mass: 2,200 tons

Battle Value: 3,953

Dimensions

Length: 82 meters

Width: 75 meters

Height: 31 meters

Fuel: 45 tons (1,800)

Tons/Burn-day: 1.84

Safe Thrust: 6

Maximum Thrust: 9

Heat Sinks: 43 (86)

Structural Integrity: 12

Armor

Nose: 220

Right/Left Wings: 160

Aft: 180

Cargo

Bay 1: Small Craft (2)

Bay 2: Cargo (268 tons)

2 Doors

2 Doors

Escape Pods: 4

Life Boats: 0

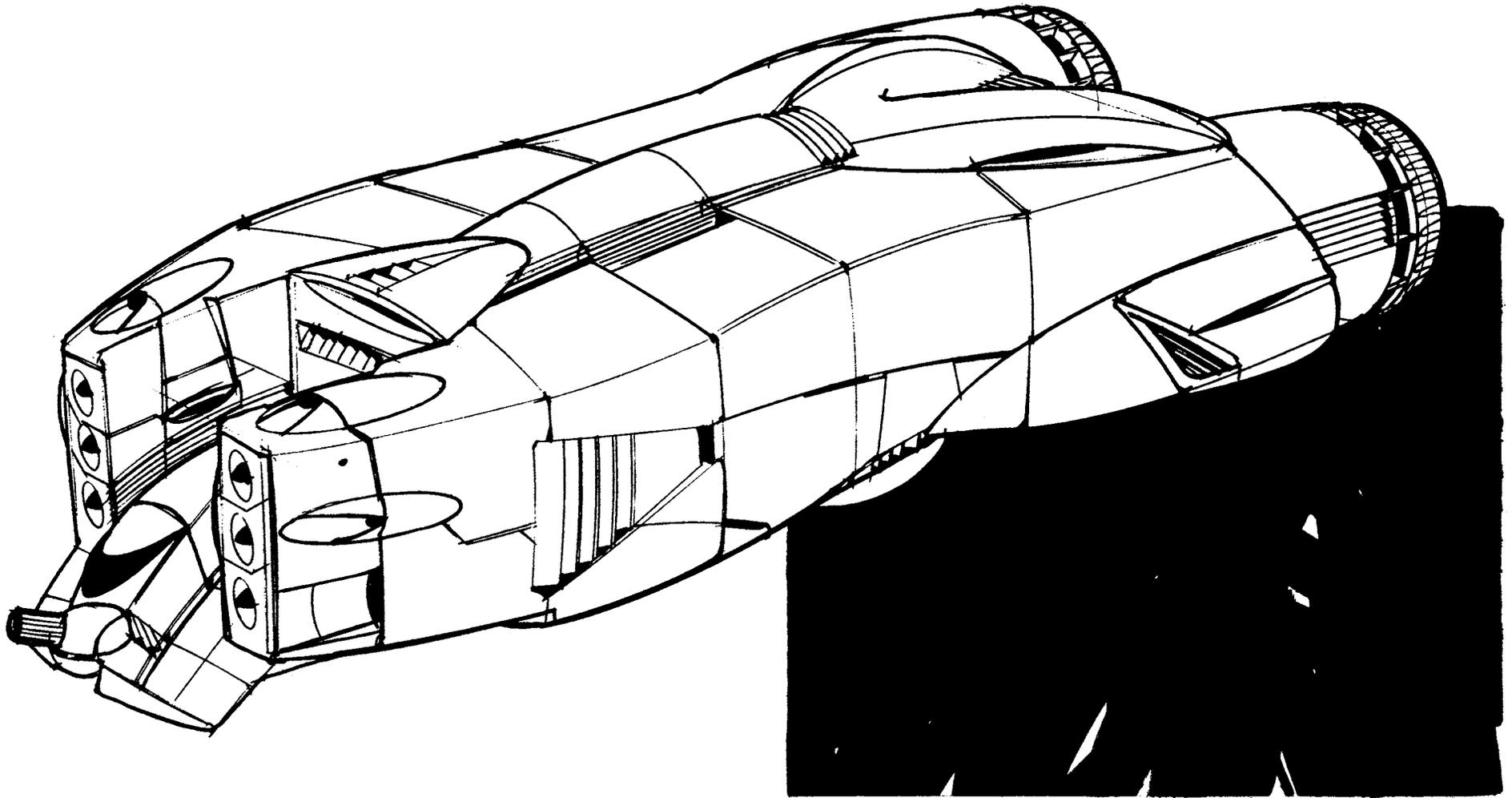
Crew: 5 officers, 13 enlisted/non-rated, 7 gunners, 10 bay personnel

Ammunition: 20 rounds Autocannon/10 ammunition (2 tons), 48 rounds AMS ammunition (2 tons), 32 rounds Gauss Rifle ammunition (4 tons), 12 rounds LRM 10 ammunition (1 tons), 36 rounds LRM 20 ammunition (6 tons), 60 rounds SRM 6 ammunition (4 tons).

Notes: Equipped with 42 tons of standard armor.

Weapons: Arc (Heat)Type Nose (50 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Gauss Rifle (32 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
1 ER Large Laser	2 (18)	1 (8)	1 (8)	—	Laser
2 Medium Laser					
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
1 Large Pulse Laser	2(21)	1(9)	—	—	Pulse Laser
2 Medium Pulse Laser					
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM
LW/RW (61 Heat)					
1 Autocannon/10 (10 rounds)	1 (10)	1 (10)	—	—	Autocannon
1 ER Large Laser, 1 Medium Laser	1 (13)	1 (8)	1 (8)	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Large Pulse Laser, 2 Medium Pulse Laser	2 (21)	1 (9)	—	—	Pulse Laser
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM
LW/RW Aft (8 Heat)					
2 Medium Pulse Laser	1 (12)	—	—	—	Pulse Laser
Aft (31 Heat)					
1 Medium Laser	1 (5)	—	—	—	Laser
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
1 Large Pulse Laser, 2 Medium Pulse Laser	2 (21)	1 (9)	—	—	Pulse Laser
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM

†Only against missiles.



LOOSE

LUNG WANG



The *Lung Wang* emerged from the Rashpur-Owens Inc. yards at Capella only three years ago and has already proved itself in battle. Conceived as a raider, the *Lung Wang* is built around the new Xevvec-19 drive system, which comprises almost a third of the craft's mass. Design work began in the first days of Sun-Tzu Liao's reign. The chancellor's specifications called for a craft able to operate independently of support and hold its own against any non-Clan foe. The final design fulfills these criteria admirably.

The prototype *Lung Wang* first maneuvered under its own power in March of 3055, and by September of that year extensive system tests had been carried out. Rather than perform routine patrolling missions as part of its evaluation, Capellan leaders decided to use the craft in a raid against the Federated Commonwealth. (Unconfirmed reports suggest this order came from the chancellor himself. The result certainly could not have been better for him, both politically and militarily.)

The raid occurred on November 19, 3055, near the planet called Lee. Three JumpShips of the Capellan raiding force carried a fleet of four DropShips, including the prototype *Lung Wang*, which detached from their transports and accelerated towards the planet that was just less than a day away. As the Capellans entered orbit, a Federated Commonwealth flotilla of two *Union*-class DropShips, a refitted *Avenger* attack craft and more than a dozen fighters scrambled to meet them. A vicious battle ensued, and as its sister ships sped toward the planet, the *Lung Wang* faced the more agile *Avenger*. The *Avenger* held a slight edge in maneuverability and armor, but both craft were similarly armed. The engagement turned into a slugging match, and although badly damaged, the new Capellan vessel emerged victorious.

In the end, the Federated Commonwealth lost seven fighters, five BattleMechs and a new *Avenger*-class DropShip. The Capellans lost six fighters and four BattleMechs, and although three of the DropShips were damaged, all were able to

return home. But perhaps more important, the battle showed the Capellan people that the mighty Federated Commonwealth war machine could be beaten in its own territory. The name Lee became no longer synonymous with disaster, and Chancellor Liao vowed that Lee would not be the last victory for the Capellan armed forces.

A close examination of the *Lung Wang* readily reveals the reason for the craft's success. The *Lung Wang's* nose alone contains six weapons bays, each filled to near capacity. Two batteries of long-range missiles provide the *Lung Wang's* main firepower and numerous laser systems give the craft superb fire-projection abilities in a forward 180-degree arc. The position of the fighter and 'Mech bays low in the hull prevent the *Lung Wang* from mounting weapons able to fire into the aft quarters, however, resulting in the one weak spot in an otherwise excellent design.

LUNG WANG-CLASS DROPSHIP

Type: Military Spheroid

Use: Assault Ship

Tech: Star League

Introduced: 3055

Mass: 2,600 tons

Battle Value: 4,736

Dimensions

Length: 57 meters

Width: 54 meters

Height: 47 meters

Fuel: 75 tons (3,120)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 75 (150)

Structural Integrity: 15

Armor

Nose: 220

Sides: 190

Aft: 190

Cargo

Bay 1: 'Mechs (4)

Bay 2: Fighters (2)

Bay 3: Cargo (314 tons)

Infantry (1 foot platoon)

2 Doors

2 Doors

1 Door

1 Door

Escape Pods: 4

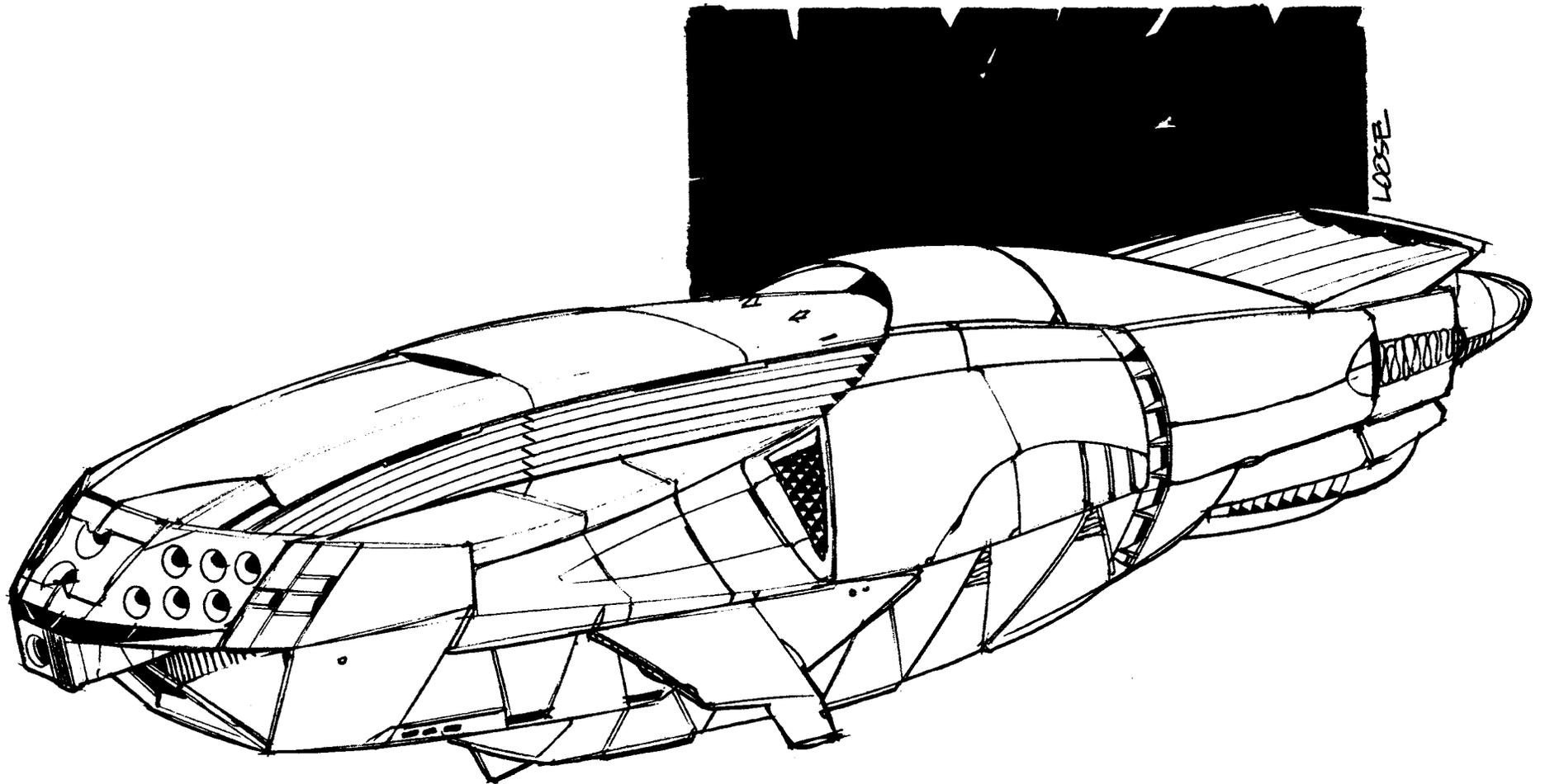
Life Boats: 2

Crew: 3 officers, 6 enlisted/non-rated, 2 gunners, 40 bay personnel

Ammunition: 20 rounds Autocannon/10 ammunition (2 tons), 16 rounds Gauss Rifle ammunition (2 tons), 24 rounds LRM 10 ammunition (2 tons), 16 rounds LRM 15 ammunition (2 tons), 24 rounds LRM 20 ammunition (4 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 46 tons of standard armor.

Weapons: Arc (Heat)Type Nose (85 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
2 ER Large Laser, 2 Medium Laser	3 (26)	2 (16)	2 (16)	—	Laser
1 LRM 20+Artemis (12 rounds),	3 (28)	3 (28)	3 (28)	—	LRM
1 LRM 15+Artemis (16 rounds)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 Large Pulse Laser, 1 Medium Pulse Laser	2 (24)	2 (18)	—	—	Pulse Laser
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM
FL/FR (44 Heat)					
1 Autocannon/10 (10 rounds)	1 (10)	1 (10)	—	—	Autocannon
1 ER Large Laser, 2 Medium Laser	2 (18)	1 (8)	1 (8)	—	Laser
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Medium Pulse Laser	1 (6)	—	—	—	Pulse Laser
Aft (38 Heat)					
1 ER Large Laser, 2 Medium Laser	2 (18)	1 (8)	1 (8)	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM



INTRUDER



The *Intruder*-class assault DropShips are designed to carry out raiding or assault operations. Although smaller than *Union*-class vessels, the *Intruder* is more heavily armed, making it ideal for high-risk combat situations. The *Intruder* is equally at home fighting in space or on the ground, a capability enhanced by the pair of small-craft bays that allow the DropShip to carry fighters or shuttles.

Although the *Intruder* is classified as an attack craft, it has facilities for a company of marines as well. The company serves a purpose on the vessel and is typically assigned to boarding operations, ground combat, security detail on board. The craft's huge cargo bay, capable of holding more than 800 tons of cargo, can be modified to allow the transportation of a company of light vehicles, effectively transforming the vessel into a combined-arms transport. A trio of large training bays provides the marines and crew with facilities for target practice and exercise. The *Intruder* also has a well-equipped medical facility that comprises an operating theater, intensive care ward, and a dispensary.

The *Intruder* carries a sophisticated and well-equipped command center, from which the marine commander can control the activities of his troops and any others operating with them. These extensive facilities rival those of the command versions of the *Union* and *Overlord*, although they are best suited to operations involving forces of battalion size or smaller.

Andurien AeroTech, a division of Free Worlds Defense Industries, is the largest producer of the *Intruder*. Andurien's production facility was badly damaged during the civil war in the 3030's, but the Free Worlds League reconstructed the facility and resumed production in 3046. Initially, the yard simply continued to produce the standard *Intruder*, but a new version of the *Intruder* began trials late last year.

INTRUDER-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: Assault Ship
Tech: Inner Sphere
Introduced: 2655
Mass: 3,000 tons
Battle Value: 3,825

Dimensions

Length: 69 meters
Width: 69 meters
Height: 61.5 meters

Fuel: 300 tons (9,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 113
Structural Integrity: 10

Armor

Nose: 170
Sides: 153
Aft: 140

Cargo

Bay 1: Infantry (4 foot platoons) 1 Door
Bay 2: Fighters (2) 2 Doors
Bay 3: Cargo (1,108 tons) 2 Doors

Escape Pods:

 6

Life Boats:

 0

Crew: 5 officers, 18 enlisted/non-rated, 7 gunners, 116 bay personnel

Ammunition: 60 rounds Autocannon/5 ammunition (3 tons), 40 rounds Autocannon/10 ammunition (4 tons), 66 rounds LRM 20 ammunition (11 tons), 90 rounds SRM 6 ammunition (6 tons)

Notes: Equipped with 36 tons of standard armor.

Weapons: Arc (Heat)Type Nose (23 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 PPC	1 (10)	1 (10)	—	—	—	PPC
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	—	Autocannon
2 Medium Lasers	1 (10)	—	—	—	—	Laser
FL/FR (30 Heat)						
1 PPC	1 (10)	1 (10)	—	—	—	PPC
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
1 Large Lasers, 2 Medium Lasers	2 (18)	1 (8)	—	—	—	Laser
AL/AR (44 Heat)						
2 PPC	2 (20)	2 (20)	—	—	—	PPC
1 Autocannon/10 (20 rounds), 1 Autocannon/5 (20 rounds)	2 (15)	2 (15)	—	—	—	Autocannon
2 SRM 6 (45 rounds)	2 (16)	—	—	—	—	SRM
4 Medium Lasers	2 (20)	—	—	—	—	Laser
Aft (28 Heat)						
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	—	Laser

UPGRADED VERSION

Type: Military Spheroid
Use: Assault Ship
Tech: Star League
Introduced: 3056
Mass: 3,000 tons
Battle Value: 6,533

Dimensions

Length: 69 meters
Width: 69 meters
Height: 61.5 meters

Fuel: 300 tons (9,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 100 (200)
Structural Integrity: 22

Armor

Nose: 360
Sides: 340
Aft: 230

Cargo

- Bay 1: Infantry (3 foot platoons) 1 Door
- Bay 2: Fighters (2) 1 Door
- Bay 3: Cargo (850 tons) 1 Door

Escape Pods: 6

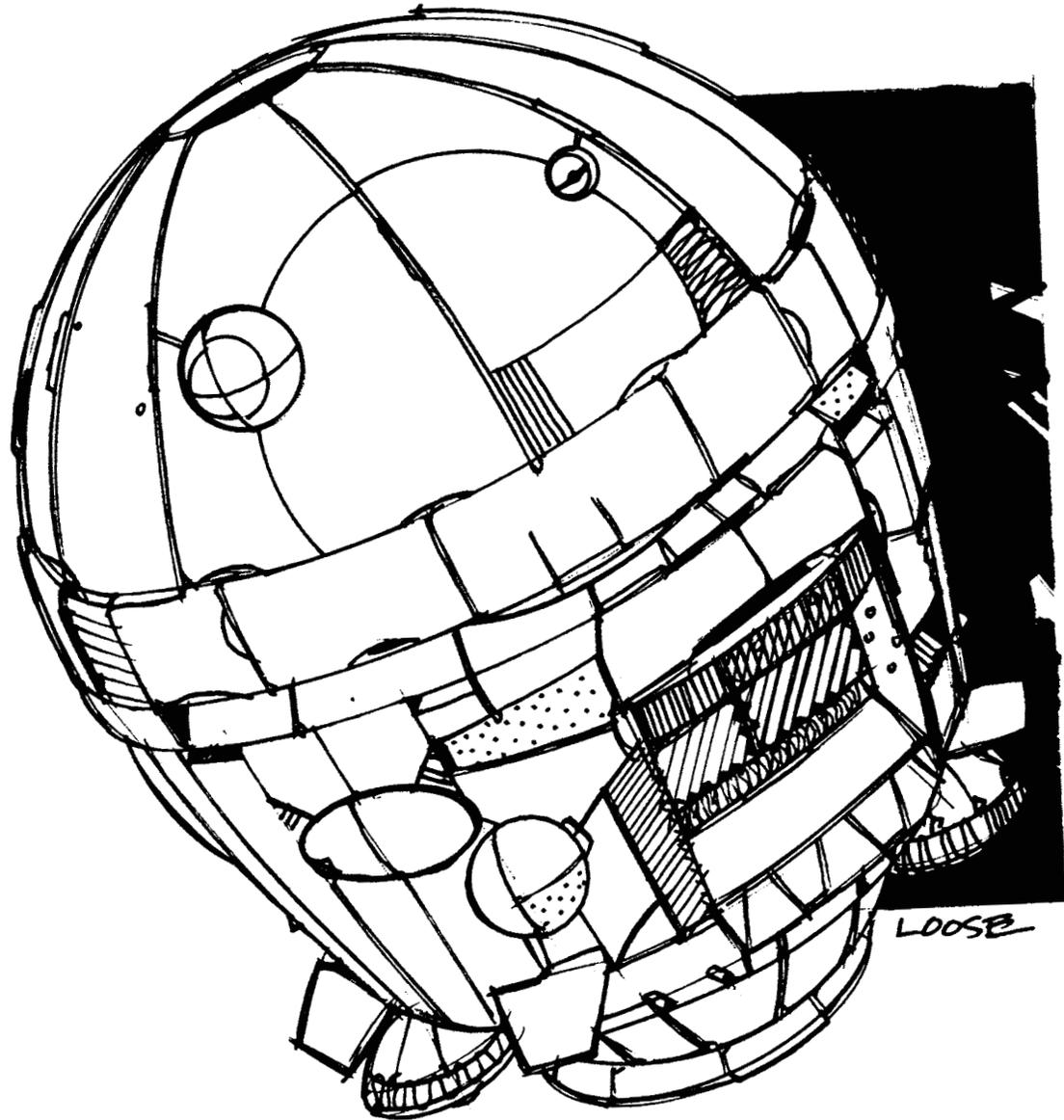
Life Boats: 0

Crew: 5 officers, 18 enlisted/non-rated, 7 gunners, 88 bay personnel

Ammunition: 32 rounds Gauss rifle ammunition (4 tons), 60 rounds Ultra AC/5 ammunition (3 tons), 48 rounds LRM 20 ammunition (8 tons), 90 rounds SRM 6 ammunition (6 tons)

Notes: Equipped with 74 tons of standard armor.

Weapons:	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Arc (Heat)Type						
Nose (31 Heat)						
1 ER PPC	1 (10)	1 (10)	1 (10)	—		PPC
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—		LRM
1 Ultra AC/5 (60 rounds)	1 (7)	1 (7)	1 (7)	—		Autocannon
2 Med. Pulse Lasers	1 (12)	—	—	—		Pulse Laser
FL/FR (39 Heat)						
1 ER PPC	1 (10)	1 (10)	1 (10)	—		PPC
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—		LRM
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (21)	1 (9)	—	—		Pulse Laser
AL/AR (55 Heat)						
2 ER PPC	2 (20)	2 (20)	2 (20)	—		PPC
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—		Autocannon
2 SRM 6+Artemis (45 rounds)	2 (16)	—	—	—		SRM
4 Med. Pulse Lasers	2 (24)	—	—	—		Pulse Laser
Aft (38 Heat)						
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—		LRM
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—		Laser
2 Med. Pulse Lasers	1 (12)	—	—	—		Pulse Laser



BUCCANEER



The *Buccaneer* is one of the most popular cargo haulers ever produced. Initially designed in the early 2700s as a military craft, the *Buccaneer* failed to win a Star League contract for a 'Mech transport. The vessel's designers then made a few modifications to the *Buccaneer* and marketed it as a merchant vessel.

Three large cargo holds provide the *Buccaneer's* cargo space. Two 1,000-ton holds are located on either side of the fuselage, and the third hold, situated above the transit drive, accommodates 300 tons. The two main bays can be modified to carry up to 36 light vehicles.

The standard 12-man crew, more than adequate for the vessel, occupy an area directly forward of the cargo section, with each crew member in a spacious single-occupancy room. The *Buccaneer* also has excellent recreation and mess facilities, which make a tour on a *Buccaneer* one of the most sought-after assignments in any Inner Sphere fleet. The *Buccaneer's* command deck is situated forward of the crew quarters. This deck is fairly cramped and is usually used only for flight and weapon controls. Communications are handled from a separate cabin directly aft of the bridge.

Despite its popularity (or possibly because of it), no company at present has launched an upgraded version of the *Buccaneer* or announced plans to do so.

BUCCANEER-CLASS DROPSHIP

Type: Civilian Aerodyne
Use: Cargo Carrier
Tech: Inner Sphere
Introduced: 2708
Mass: 3,500 tons
Battle Value: 998

Dimensions

Length: 136.5 meters
Width: 127.5 meters
Height: 30 meters

Fuel: 160 tons (4,800)
Tons/Burn-day: 2.82
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 58
Structural Integrity: 8

Armor

Nose: 70
Right/Left Wings: 60
Aft: 50

Cargo

Bay 1: Cargo (2,308.5 tons) 2 Doors

Escape Pods: 2

Life Boats: 0

Crew: 2 officers, 8 enlisted/non-rated, 2 gunners

Ammunition: 24 rounds LRM 5 ammunition (1 tons)

Notes: Equipped with 13 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (10 Heat)

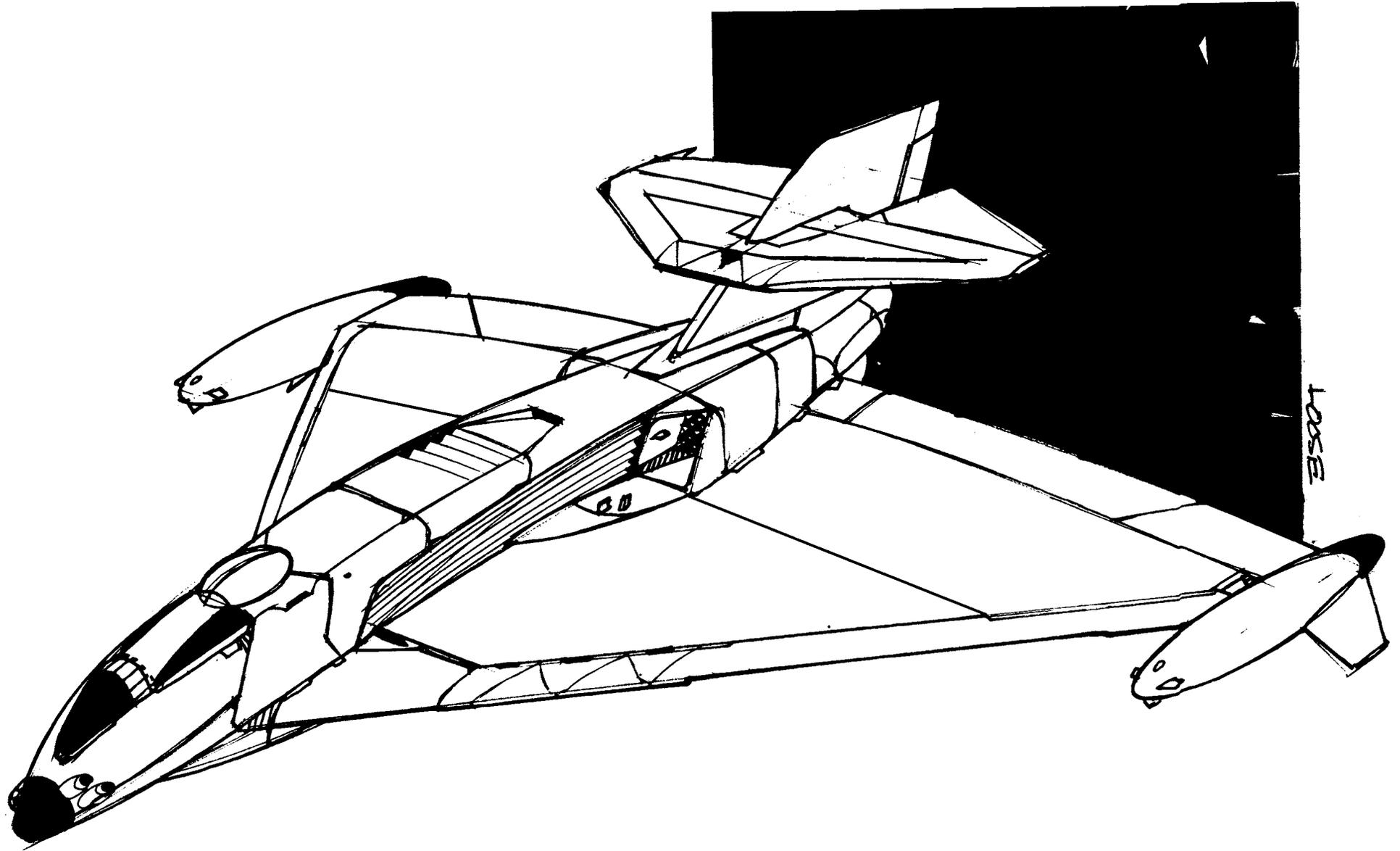
	Capital Attack Values (Standard)					
	Short	Medium	Long	Extreme	Class	
1 Large Laser	1 (8)	1 (8)	—	—	Laser	
1 LRM 5 (24 rounds)	0 (3)	0 (3)	0 (3)	—	LRM	

LW/RW (6 Heat)

2 Medium Lasers	1 (10)	—	—	—	Laser
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Aft (6 Heat)

2 Medium Lasers	1 (10)	—	—	—	Laser
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UNION



The *Union* is regarded as the yardstick against which all other DropShips are measured. Well-armed and armored, this spheroid craft can deliver a company of BattleMechs together with their MechWarriors, technical support crews, and aerospace support into the hottest landing zone.

The compact, 3,500-ton *Union* contains a number of design features not found on any other craft. The *Union's* 'Mech facility is divided into three areas. The drop chutes, located below the two 'Mech bays, can deploy a lance of 'Mechs while the craft is in space or atmosphere. Immediately above these chutes is the lower of the two 'Mech bays, which contains cubicles for a lance of 'Mechs and provides access to the *Union's* two fighter bays.

The second 'Mech bay can hold two full lances of 'Mechs. Eight BattleMech cubicles line the walls of the bay and open onto a large circular walkway, 50 meters in diameter. A trio of large cranes mounted in the ceiling of the upper bay enables crews to make extensive repairs in the field. These cranes can also be used in the lower bay via a massive hatch in the deck.

The original *Unions*, launched in 2708, were equipped with crew facilities that would be considered luxurious today. These facilities included a number of double occupancy quarters, and roomy mess and recreation rooms. A series of hydraulic and electrical malfunctions on vessels produced after the commencement of the Succession Wars, however, led designers to replace these facilities with communal bunkrooms and multipurpose lounge/recreation areas. The modifications also affected the air-circulation system, resulting in a noticeable atmospheric taint that often proved irritating to first-time passengers.

In July, 3055, Federated-Boeing Interstellar launched a new, refitted version of the *Union*. The new version features significantly upgraded weapons, as well as improved facilities for passengers and crew. The crew deck has been completely remodeled, with a return to double-occupancy cabins for the

majority of the crew and passengers and a small number of luxurious single-occupancy berths for senior officers. Federated-Boeing also replaced the under-powered air-filtration unit on the new craft, using one more appropriate to the *Union's* size and complement, a minor operation that had already been carried out on many older, individual *Unions*. The recent terrorist incident at Galax has curtailed production of the new version, however, and only four are currently operational.

Many variants of the *Union* are in service today. Some are cargo haulers, with the 'Mech cubicles removed to provide more than 1,500 tons of cargo space. A few others have been modified to act as combined-arms transports, replacing the two aerospace fighter bays with barracks for a company of infantry. This modification requires a drastic upgrade of the life-support system, however, and is relatively scarce.

UNION-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid

Use: 'Mech Carrier

Tech: Inner Sphere

Introduced: 2708

Mass: 3,600 tons

Battle Value: 3,259

Dimensions

Length: 81.5 meters

Width: 81.5 meters

Height: 78 meters

Fuel: 215 tons (6,450)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 90

Structural Integrity: 11

Armor

Nose: 180

Sides: 180

Aft: 100

Cargo

Bay 1: 'Mechs (4)

Bay 2: 'Mechs (8)

Bay 3: Fighters (2)

Bay 4: Cargo (74 tons)

2 Doors

2 Doors

2 Doors

2 Doors

Escape Pods: 7

Life Boats: 0

Crew: 3 officers, 5 enlisted/non-rated, 6 gunners, 28 bay personnel

Ammunition: 100 rounds Autocannon/5 ammunition (5 tons), 72 rounds LRM 20 ammunition (12 tons)

Notes: Equipped with 37.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (30 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 PPC	1 (10)	1 (10)	—	—	PPC
2 Autocannon/5 (20 rounds)	1 (10)	1 (10)	—	—	Autocannon
2 LRM 20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
2 Medium Lasers	1 (10)	—	—	—	Laser
FL/FR (38 Heat)					
1 PPC	1 (10)	1 (10)	—	—	PPC
2 Autocannon/5 (40 rounds)	1 (10)	1 (10)	—	—	Autocannon
2 LRM 20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
AL/AR (14 Heat)					
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
Aft (14 Heat)					
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser

UPGRADED VERSION

Type: Military Spheroid

Use: 'Mech Carrier

Tech: Star League

Introduced: 3055

Mass: 3,600 tons

Battle Value: 5,091

Dimensions

Length: 81.5 meters

Width: 82 meters

Height: 78 meters

Fuel: 215 tons (6,450)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 85 (170)
Structural Integrity: 11

Armor

Nose: 180
Sides: 170
Aft: 120

Cargo

Bay 1: 'Mechs (4)	2 Doors
Cargo (72 tons)	1 Door
Bay 2: 'Mechs (8)	2 Doors
Bay 3: Fighters (2)	2 Doors

Escape Pods: 7

Life Boats: 0

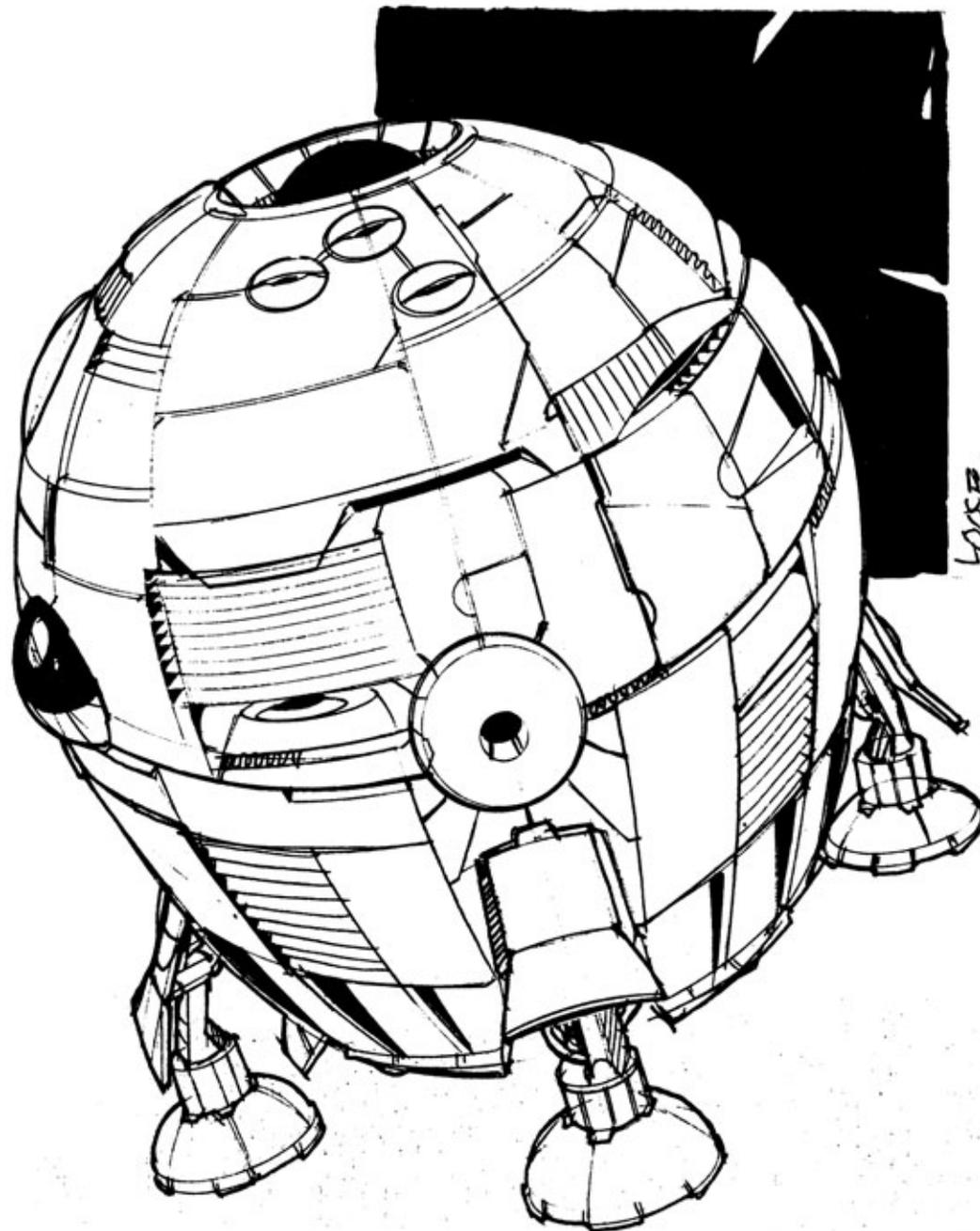
Crew: 3 officers, 5 enlisted/non-rated, 6 gunners, 28 bay personnel

Ammunition: 72 rounds Gauss rifle ammunition (9 tons), 72 rounds LRM 20 ammunition (12 tons)

Notes: Equipped with 37.5 tons of standard armor.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (34 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Gauss Rifle (24 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Lasers	1 (10)	—	—	—	Laser
FL/FR (46 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Gauss Rifle (24 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
AL/AR (18 Heat)					
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
Aft (18 Heat)					
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser



HAMILCAR



At first glance, the *Hamilcar*-class DropShip appears to be an ill-conceived design with little usefulness. Two huge bays in the main body of the craft contain cubicles for eight heavy BattleMechs, and a third bay directly below the main engine houses four aerospace fighters. This unique combination makes the *Hamilcar* hard to classify—it is neither a fighter carrier nor a 'Mech carrier. Many people have interpreted the design as a raider, with the fighters acting as cover for the eight-'Mech raiding force, but the *Hamilcar* carries only 80 tons of fuel and 90 tons of cargo, making it highly unsuited to raiding operations as it cannot operate away from a supply base for any length of time.

A recent incident, however, suggests the *Hamilcar* is no poorly designed raiding vessel, but something much more interesting. The particular incident occurred in late 3055, when a terrorist group seized the Free Worlds League's L2 cargo station at Concord. A *Hamilcar*-class DropShip, believed to be the Dark Bane, was dispatched to the system immediately. After Marik authorities briefly attempted to negotiate with the terrorists, the *Hamilcar* approached the station. The vessel launched its fighters as expected, but at a distance of 5,000 meters from the station it also deployed its BattleMechs. The first of the jump-capable 'Mech lances descended on the station and forced open the massive cargo bay doors, causing a drastic loss of atmosphere. The second lance soft-landed on the hull of the terrorist's *Mule*-class DropShip and demanded the terrorists surrender. Unable to engage targets on their own hull, the terrorists complied immediately.

A Marik think tank designed the *Hamilcar* space assault vessel, which is manufactured at Irian Technologies. The vessel is most notable for its unusual yet highly practical design features. For example, the decision to place the fighter bays directly below the main engines seems unusual, if not eccentric. But when the DropShip is grounded, fighters can be easily

removed or loaded via simple ramps, something not possible on most other DropShips.

Despite the innovative design features found on the *Hamilcar*, however, the vessel is overall a mediocre craft. The *Hamilcar*'s arsenal consists almost entirely of recovered weapons technology, but the array is so limited that it severely limits the DropShip's ability to defend itself. Likewise, a paltry 35 tons of armor provide a barely acceptable level of armor protection. Given these weaknesses, the *Hamilcar* could easily become little more than a flying coffin if its fighter screen is destroyed.

HAMILCAR-CLASS DROPSHIP

Type: Military Aerodyne

Use: Assault Ship

Tech: Star League

Introduced: 3054

Mass: 4,400 tons

Battle Value: 3,812

Dimensions

Length: 132 meters

Width: 98 meters

Height: 34 meters

Fuel: 97 tons (2,910)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 58 (116)

Structural Integrity: 9

Armor

Nose: 170

Right/Left Wings: 140

Aft: 150

Cargo

Bay 1: 'Mechs (8)

Bay 2: Cargo (106.5 tons)

Bay 3: Fighters (4)

4 Doors

1 Door

2 Doors

Escape Pods: 4

Life Boats: 0

Crew: 6 officers, 27 enlisted/non-rated, 3 gunners, 24 bay personnel

Ammunition: 40 rounds Gauss rifle ammunition (5 tons), 48 rounds LRM 15 ammunition (6 tons), 36 rounds LRM 20 ammunition (6 tons), 50 rounds SRM 4 ammunition (2 tons)

Notes: Equipped with 35.5 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (22 Heat)

1 Gauss Rifle

(40 rounds)

1 ER Large Laser

(12 rounds)

1 LRM 20+Artemis

(25 rounds)

1 SRM 4+Artemis

(25 rounds)

LW/RW (43 Heat)

1 ER Large Laser

(12 rounds)

1 LRM 20+Artemis

(16 rounds)

1 ER PPC

(16 rounds)

1 Large Pulse Laser

LW/RW Aft (5 Heat)

1 LRM 15+Artemis

(16 rounds)

Aft (20 Heat)

1 ER Large Laser

(16 rounds)

1 LRM 15+Artemis

(16 rounds)

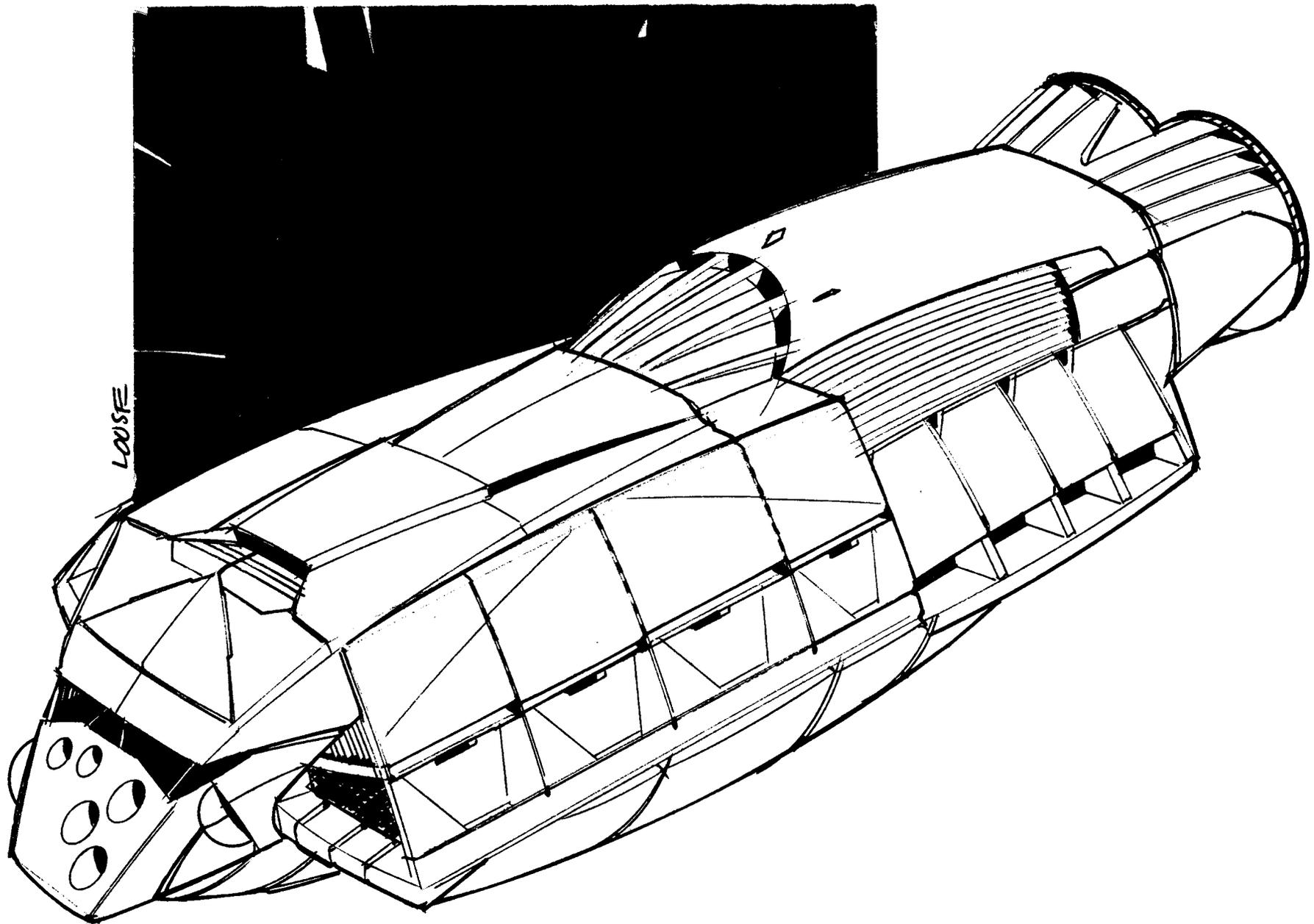
1 SRM 4+Artemis

(25 rounds)

Capital Attack Values (Standard)

Short Medium Long Extreme Class

Weapons:	Short	Medium	Long	Extreme	Class
1 Gauss Rifle (40 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 SRM 4+Artemis (25 rounds)	1 (6)	—	—	—	SRM
LW/RW (43 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
LW/RW Aft (5 Heat)					
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
Aft (20 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
1 SRM 4+Artemis (25 rounds)	1 (6)	—	—	—	SRM



SEEKER



The massive Quad RanTech Fusion Drive system of the *Seeker* makes it one of the fastest DropShips of its size. The *Seeker* was designed to carry a scout battalion into hostile territory and operate independently of support vessels for extended periods. Energy weapons dominate the *Seeker's* arsenal, and LRM launchers provide additional long-range firepower. The design's ample cargo holds contain spare parts, food supplies and water tanks, allowing the craft to operate for up to four months without taking on supplies.

The large drive system, which accounts for almost a third of the *Seeker's* mass, primarily consists of four small fusion reactors. Each reactor is independently operated and shielded, which allows engineers to safely work on a single reactor without having to shut down the entire drive system. In an emergency, the craft can survive on a single reactor. It is not unknown for Seekers to operate on only two reactors for an extended period.

The *Seeker's* reconfigurable main bays can accommodate a wide range of cargo. Normally the DropShip carries 40 light vehicles and 4 platoons of infantry, but it is not unusual to see a *Seeker* carrying only 28 vehicles, with the extra space being used for a lance of BattleMechs. Some *Seekers* even carry pairs of aerospace fighters in their vehicle bays. Those modified bays are not as efficient as dedicated fighter bays, however, so launching and recovering fighters from such ships takes three times as long as normal.

The *Seeker's* crew and passenger quarters are luxurious by military DropShip standards. To complement its capabilities as a forward reconnaissance craft, the *Seeker* is also equipped with an extensive medical facility that is adequately equipped to handle most emergencies.

Refitted versions of the *Seeker* serve in the navies of several Successor States. The most common refitted version is

produced jointly by Semier Data Tron and Salvatore Inc. in the Federated Commonwealth. This version features extended-range large lasers, PPCs, and sophisticated targeting computers that together extend the range of the *Seeker's* arsenal considerably.

The Free Worlds League and the Capellan Confederation are also rumored to be working on an upgraded *Seeker*, but these rumors remain unconfirmed at this time.

SEEKER-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: Troop Carrier
Tech: Inner Sphere
Introduced: 2815
Mass: 6,700 tons
Battle Value: 2,579

Dimensions

Length: 90.2 meters
Width: 90.2 meters
Height: 88.7 meters

Fuel: 389 tons (11,670)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 126
Structural Integrity: 10

Armor

Nose: 140
Sides: 120
Aft: 110

Cargo

Bay 1: Vehicles (40 Light)	1 Door
Bay 2: Cargo (1,200 tons)	1 Door
Bay 3: Infantry (4 foot platoons)	1 Door
Bay 4: Cargo (432 tons)	1 Door

Escape Pods: 8

Life Boats: 0

Crew: 4 officers, 13 enlisted/non-rated, 3 gunners, 312 bay personnel

Ammunition: 24 rounds LRM 10 ammunition (2 tons)

Notes: Equipped with 28.5 tons of standard armor.

Weapons: Arc (Heat)Type FL/FR (10 Heat) 1 PPC	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
AL/AR (18 Heat) 1 LRM 10 (12 rounds)	1 (10)	1 (10)	—	—	PPC
1 Large Laser, 2 Medium Lasers	1 (6)	1 (6)	1 (6)	—	LRM Laser
Aft (14 Heat) 1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser

UPGRADED VERSION

Type: Military Spheroid
Use: Troop Carrier
Tech: Star League
Introduced: 3054
Mass: 3,900 tons
Battle Value: 2,676

Dimensions

Length: 90 meters
Width: 90 meters
Height: 89 meters

Fuel: 227 tons (6,810)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 94
Structural Integrity: 10

Armor

Nose: 140
Sides: 120
Aft: 110

Cargo

Bay 1: Vehicles (36 Light)	1 Door
Bay 2: Cargo (160 tons)	1 Door
Bay 3: Infantry 9 (foot platoons)	1 Door

Escape Pods: 8

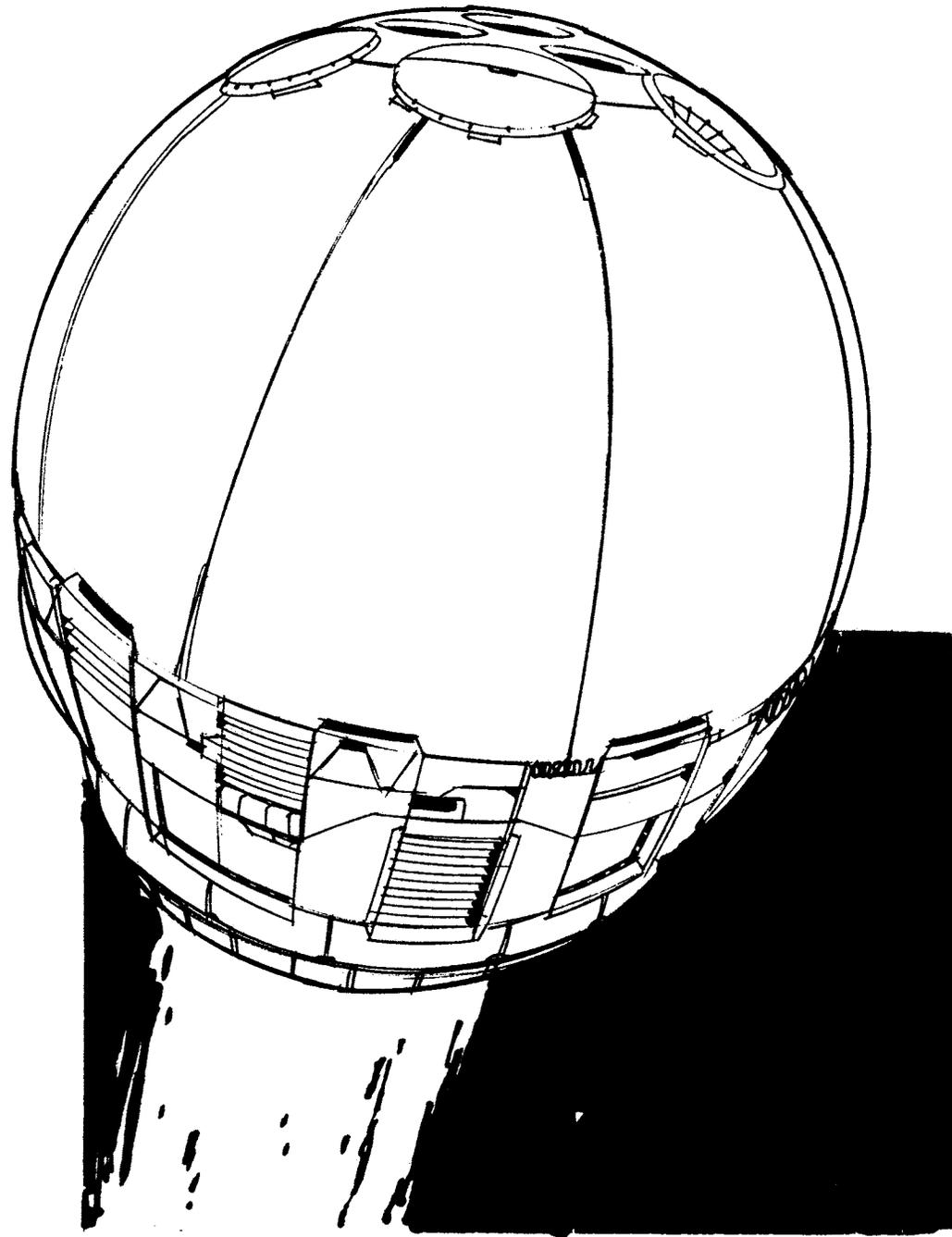
Life Boats: 0

Crew: 4 officers, 13 enlisted/non-rated, 3 gunners, 432 bay personnel

Ammunition: 24 rounds LRM 10 ammunition (2 tons)

Notes: Equipped with 28.5 tons of standard armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
FL/FR (15 Heat) 1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
AL/AR (22 Heat) 1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
Aft (18 Heat) 1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser



NAGUMO



In early 3053, the DCMS approached a number of DropShip manufacturers with the intention of procuring a modern infantry transport. A six-month consultation period ensued. Although the bid of BBP Industries was considered superior to that submitted by Hinsdale Elec, BBP already faced a huge challenge with the construction of the *Okinawa*. DCMS officials awarded the contract to Hinsdale.

Hinsdale began constructing a prototype of the *Nagumo*-class within weeks of the decision, and flight trials began the following year. A series of mishaps plagued the testing, however. On May 11, 3055, the DCS *Fukushu* was lost with all hands when her control thrusters failed during atmospheric re-entry. Several members of the Hinsdale design department were forced to resign over the incident, and a major redesign of the control systems began. The second prototype, the DCS *Kibo*, began trials at Dover in September of 3056. Few problems have arisen with the *Kibo*, and DCMS officials are expected to approve the design within the next few months. A third craft, the DCS *Koun* is due to start trials in March of this year.

No *Nagumo* has seen combat to date, but the designers have made every effort to ensure the vessels survive when they do. Almost forty-three tons of armor cover the *Nagumo's* hull, a sizable amount for an infantry transport. Almost one third of this armor covers the nose. The rest of the armor is divided more or less evenly between the aft and sides. Similarly, the craft's weapons systems are above average for a troop transport.

Nose-mounted autocannons and a Gauss rifle form the main weaponry of the DropShip, and laser and missile systems in the nose and wings supplement the lead systems. A huge LRM-20 missile system occupies a bay directly below the Gauss rifle and is connected to an Artemis IV fire-control system, along with the nose-mounted SRM-6 and wing-mounted SRM-4s. The

laser bay directly below the bridge contains three standard technology medium lasers and an extended-range large laser, as do the bays on the leading edge of each wing. This collection of lasers should give the craft excellent staying power if it becomes involved in a protracted battle.

The aft of the craft has not been neglected either. A 200-mm autocannon in the base of the tail discourages pursuers from coming too close, while aft-facing bays in each wing contain additional lasers and an Artemis-slaved LRM system.

The design of the infantry bays is the one flaw on this otherwise excellent plan. The *Nagumo's* lack of a bottom-mounted transit drive means that all of the fittings must be reconfigured whenever the craft leaves a planet's gravity well. On a merchant vessel this requires only minimal work by the crew, but reconfiguring the bunkrooms of a battalion of infantry can take several hours.

NAGUMO-CLASS DROPSHIP

Type: Military Aerodyne

Use: Troop Carrier

Tech: Star League

Introduced: 3056

Mass: 4,200 tons

Battle Value: 3,767

Dimensions

Length: 122 meters

Width: 67 meters

Height: 26 meters

Fuel: 75 tons (2,250)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 55 (110)

Structural Integrity: 10

Armor

Nose: 240

Right/Left Wings: 150

Aft: 180

Cargo

Bay 1: Infantry (12 foot platoons)

Bay 2: Cargo (2,273.5 tons)

2 Doors

2 Doors

Escape Pods: 4

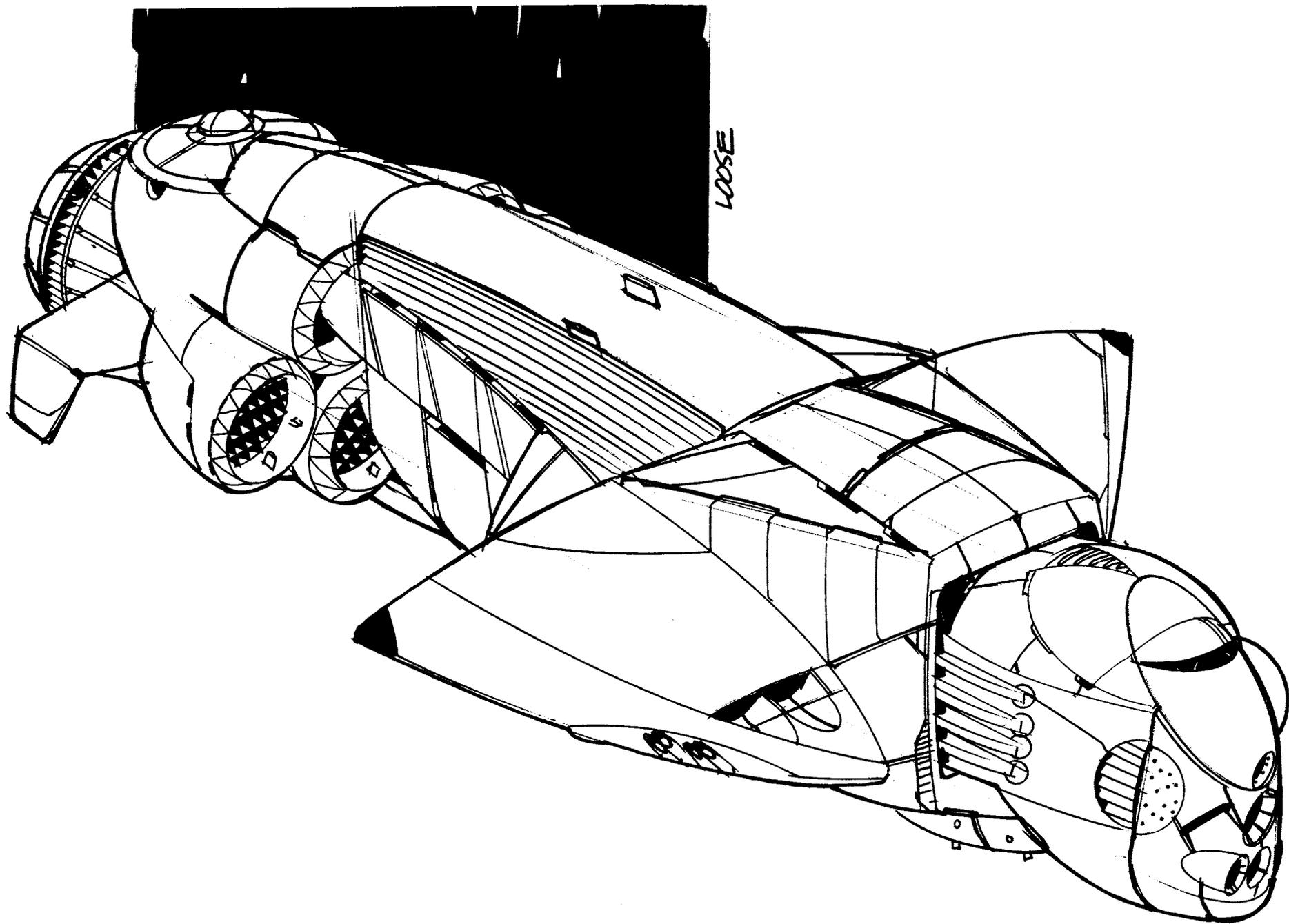
Life Boats: 0

Crew: 5 officers, 18 enlisted/non-rated, 6 Gunners, 336 bay personnel

Ammunition: 40 rounds Autocannon/5 ammunition (2 tons), 20 rounds Autocannon/20 ammunition (4 tons), 16 rounds Gauss rifle ammunition (2 tons), 32 rounds LRM 15 ammunition (4 tons), 12 rounds LRM 20 ammunition (2 tons), 50 rounds SRM 4 ammunition (2 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 42.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (43 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Autocannon/20 (10 rounds), 1 Gauss Rifle (16 rounds)	4 (35)	2 (15)	2 (15)	—	—	Autocannon
1 ER Large Laser, 3 Medium Lasers	2 (23)	1 (8)	1 (8)	—	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
1 Medium Pulse Laser 1 SRM 6+Artemis (15 rounds)	1 (6)	—	—	—	—	Pulse Laser SRM
LW/RW (25 Heat)						
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	—	Autocannon
1 ER Large Laser, 3 Medium Lasers	2 (23)	1 (8)	1 (8)	—	—	Laser
1 SRM 4+Artemis (25 rounds)	1 (6)	—	—	—	—	SRM
LW/RW Aft (20 Heat)						
1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	—	Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
1 Medium Pulse Laser	1 (6)	—	—	—	—	Pulse Laser
Aft (22 Heat)						
1 Autocannon/20 (10 rounds)	2 (20)	—	—	—	—	Autocannon
1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	—	Laser
1 SRM 6+Artemis (15 rounds)	1 (6)	—	—	—	—	SRM



ACHILLES



The *Achilles*-class DropShip was designed specifically to engage targets in space and is capable of outmaneuvering most heavy fighters and DropShips. Unlike other aerodynes, however, the *Achilles* does not have wings or any other lifting surfaces, limiting it to operations in space. These craft are very rare, because few construction facilities have been able to build or maintain them since the early Succession Wars.

The sleek *Achilles* uses a massive Xevex-12 drive system that comprises more than half of the ship's mass and provides up to six Gs of thrust. Whenever the powerful drive produces more than four Gs of thrust, however, it causes intense vibrations that interfere with the ship's mechanical systems—especially the ammunition feeds for the autocannon and missile systems.

The massively armed *Achilles* often deploys in the vanguard of planetary assault fleets as well as the orbital defense forces of key systems. In both situations, a group of fighters usually accompanies the *Achilles*. The fighters either attack first to distract the defenders from the DropShip assault or follow the DropShip to destroy any survivors. The *Achilles* also carries a full platoon of marines, who occupy a well-equipped barracks in the center of the ship. These marines board disabled enemy ships via a pair of combat buses that occupy the aft small-craft bays. The *Achilles* also carries a pair of aerospace fighters in addition to the buses.

At present, the Draconis Combine maintains the largest quantity of these *Achilles* DropShips, but lost their *Achilles* production facility when the planet Schuyler fell to Clan Smoke Jaguar. The loss of this key center devastated the Combine's aerospace industry, and has resulted in a number of new developments away from the Clan lines.

Surprisingly, the Capellan military has begun to deploy a refitted version of the *Achilles* alongside its new *Kuan Ti* and Lung Wang craft. Evidence recovered by agents in the Confederation suggests that these are new vessels, produced at

the Rashpur-Owens Inc. facility above Capella. How Rashpur-Owens suddenly became able to produce such a sophisticated vessel remains a mystery, as no records exist of any Capellan or Marik facility ever producing vessels of this class.

ACHILLES-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne

Use: Assault Ship

Tech: Inner Sphere

Introduced: 2582

Mass: 4,500 tons

Battle Value: 6,744

Dimensions

Length: 125 meters

Width: 37.4 meters

Height: 23 meters

Fuel: 300 tons (9,000)

Tons/Burn-day: 1.84

Safe Thrust: 8

Maximum Thrust: 12

Heat Sinks: 124

Structural Integrity: 16

Armor

Nose: 290

Right/Left Wings: 260

Aft: 170

Cargo

Bay 1: Small Craft (2) 2 Doors

Bay 2: Fighters (2) 2 Doors

Bay 3: Cargo (160.5 tons) 1 Door

Infantry (1 foot platoon)

Escape Pods: 4

Life Boats: 1

Crew: 5 officers, 18 enlisted/non-rated, 7 gunners, 42 bay personnel

Ammunition: 80 rounds Autocannon/5 ammunition (4 tons), 40 rounds Autocannon/10 ammunition (4 tons), 40 rounds Autocannon/20 ammunition (8 tons), 12 rounds LRM 10 ammunition (1 tons), 96 rounds LRM 20 ammunition (16 tons)

Notes: Equipped with 57.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (54 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
2 PPC	2 (20)	2 (20)	—	—	—	PPC
2 LRM 20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	—	LRM Laser
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	—	Laser
LW/RW (37 Heat)						
1 PPC	1 (10)	1 (10)	—	—	—	PPC
1 Autocannon/20 (15 rounds), 2 Autocannon/5 (40 rounds)	3 (30)	1 (10)	—	—	—	Autocannon
2 LRM 20 (36 rounds)	2 (24)	2 (24)	2 (24)	—	—	LRM Laser
2 Medium Laser	1 (10)	—	—	—	—	Laser
LW/RW Aft (27 Heat)						
1 PPC	1 (10)	1 (10)	—	—	—	PPC
1 Autocannon/10 (20 rounds)	1 (10)	1 (10)	—	—	—	Autocannon
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	—	Laser
Aft (17 Heat)						
1 Autocannon/20 (10 rounds)	2 (20)	—	—	—	—	Autocannon
1 LRM 10 (12 rounds)	1 (6)	1 (6)	1 (6)	—	—	LRM Laser
2 Medium Lasers	1 (10)	—	—	—	—	Laser

UPGRADED VERSION

Type: Military Aerodyne

Use: Assault Ship

Tech: Star League

Introduced: 3055

Mass: 4,500 tons

Battle Value: 10,010

Dimensions

Length: 125 meters

Width: 36.2 meters

Height: 23 meters

Fuel: 300 tons (9,000)

Tons/Burn-day: 1.84

Safe Thrust: 8

Maximum Thrust: 12

Heat Sinks: 117 (234)

Structural Integrity: 17

Armor

Nose: 290

Right/Left Wings: 260

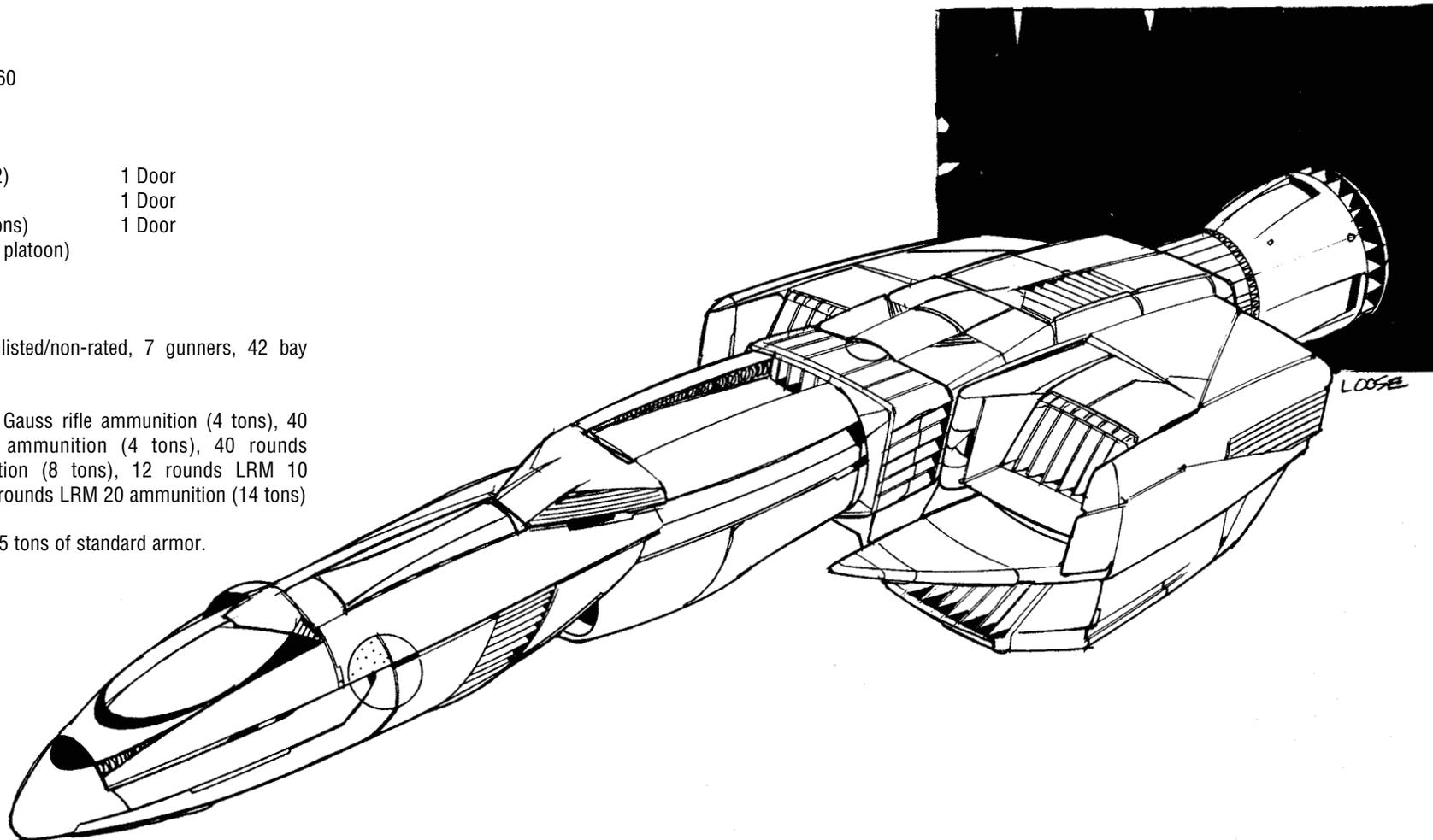
Aft: 190

Cargo:

Bay 1: Small Craft (2)	1 Door
Bay 2: Fighters (2)	1 Door
Bay 3: Cargo (122 tons)	1 Door
Infantry (1 foot platoon)	

Escape Pods: 6
Life Boats: 0
Crew: 5 officers, 18 enlisted/non-rated, 7 gunners, 42 bay personnel

Ammunition: 32 rounds Gauss rifle ammunition (4 tons), 40 rounds Autocannon/10 ammunition (4 tons), 40 rounds Autocannon/20 ammunition (8 tons), 12 rounds LRM 10 ammunition (1 tons), 84 rounds LRM 20 ammunition (14 tons)

Notes: Equipped with 58.5 tons of standard armor.

Weapons:
Arc (Heat)Type
Nose (74 Heat)

	Short	Medium	Long	Extreme	Class
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 LRM 20+Artemis (36 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Med. Pulse Lasers	1 (12)	—	—	—	Pulse Laser

LW/RW (43 Heat)

1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Autocannon/20 (15 rounds), 1 Gauss Rifle (16 rounds)	4 (35)	2 (15)	2 (15)	—	Autocannon

Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
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2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 Med. Pulse Lasers	1 (12)	—	—	—	Pulse Laser
LW/RW Aft (38 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Autocannon/10 (20 rounds)	1 (10)	1 (10)	—	—	Autocannon
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 Med. Pulse Lasers	1 (12)	—	—	—	Pulse Laser

Aft (19 Heat)

1 Autocannon/20 (10 rounds)	2 (20)	—	—	—	Autocannon
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
2 Med. Pulse Lasers	1 (12)	—	—	—	Pulse Laser

CONDOR



The *Condor* infantry transport can deliver 336 troops and 20 support vehicles directly onto a battlefield. The craft also features a pair of cargo holds that can accommodate over 750 tons of supplies each. The vessel's unique design provides a considerable amount of undesignated cargo space as well.

Each of the *Condor's* hollow wings, for example, contains huge cavities largely occupied by fuel tanks, weapons bays and landing gear. Each wing also contains a large amount of "dead" space that can be accessed by a series of passageways. These areas can be used to store up to ten tons of additional equipment, but this is rarely known by anyone outside of *Condor* crews.

A huge door ramp opening into an infantry-ready area in the aft provides the main access to the vessel. An oversized cargo elevator connects the ramp to the barracks and cargo bays of the *Condor's* second deck, which contains mess and recreation facilities for the troops as well as a large training area. The forward section of this deck contains unusually spacious barracks-style quarters for infantry troops.

Deck three is laid out much like deck two, although the training area and some of the barracks are replaced by a well-equipped medical facility. This facility can treat up to six emergency cases at one time, with converted barracks acting as a small ward.

The uppermost deck of the DropShip contains crew and command facilities, along with the ship's main computer and a small lounge and conference facility for the battalion staff. Access to the small bridge, which uses a cockpit-like tandem seating arrangement, is via a narrow hallway that passes between the fire control system and the communications gear.

In 3054, Nimakachi Fusion Products Ltd. began to produce a refitted *Condor* that features newly recovered weapons technology. The original design's nose-mounted PPC was replaced by a PPC with an extended range, and the large lasers in the wings and nose were replaced with extended-range

systems as well. Nimakachi also added an Artemis IV fire-control system to the nose-mounted LRM system. Initially the proximity of the LRM to the PPC caused the Artemis to malfunction whenever the PPC was used, but models launched after November 3055 have a special coolant circuit that solves this problem.

The years since the Fourth Succession War have also seen a number of *Condors* converted into hospital vessels, with treatment wards replacing the cargo bays. Although the capacity of these craft is limited to 150 patients and 75 medical staff, they feature greatly expanded operating theaters that allow up to ten surgeries to be performed simultaneously. About two dozen of these hospital ships, nicknamed "Doves," are known to exist. ComStar possesses twelve of these, and the rest are distributed among the fleets of the Successor States.

CONDOR-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne

Use: Troop Carrier

Tech: Inner Sphere

Introduced: 2801

Mass: 4,500 tons

Battle Value: 2,505

Dimensions

Length: 104 meters

Width: 97.4 meters

Height: 36.1 meters

Fuel: 208 tons (6,240)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 90

Structural Integrity: 9

Armor

Nose: 150

Right/Left Wings: 130

Aft: 120

Cargo

Bay 1: Vehicles (20 Light)	1 Door
Bay 2: Infantry (12 foot platoons)	1 Door
Bay 3: Cargo (1,651 tons)	0 Door

Escape Pods: 8

Life Boats: 10

Crew: 4 officers, 17 enlisted/non-rated, 3 gunners, 436 bay personnel

Ammunition: 24 rounds LRM 15 ammunition (3 tons), 120 rounds Autocannon/5 ammunition (6 tons)

Notes: Equipped with 31 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (22 Heat)

1 PPC 1 (10) 1 (10) — — PPC

1 Autocannon/5 (40 rounds) 1 (5) 1 (5) — — Autocannon

1 LRM 15 (24 rounds) 1 (9) 1 (9) 1 (9) — LRM

2 Medium Lasers 1 (10) — — — Laser

LW/RW (23 Heat)

1 Autocannon/5 (40 rounds) 1 (5) 1 (5) — — Autocannon

2 Large Lasers, 2 Medium Lasers 3 (26) 2 (16) — — Laser

Aft (14 Heat)

1 Large Laser, 2 Medium Lasers 2 (18) 1 (8) — — Laser

UPGRADED VERSION

Type: Military Aerodyne

Use: Troop Carrier

Tech: Star League

Introduced: 3054

Mass: 4,500 tons

Battle Value: 2,549

Dimensions

Length: 104 meters

Width: 97.4 meters

Height: 36.1 meters

Fuel: 205 tons (6,150)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 90

Structural Integrity: 10

Armor

Nose: 150
 Right/Left Wings: 140
 Aft: 120

Cargo

Bay 1: Vehicles (20 Light) 1 Door
 Bay 2: Infantry (12 foot platoons) 1 Door
 Bay 3: Cargo (1,608.5 tons) 0 Door

Escape Pods: 7

Life Boats: 14

Crew: 4 officers, 17 enlisted/non-rated, 3 gunners, 436 bay personnel

Ammunition: 24 rounds LRM 15 ammunition (3 tons), 80 rounds Autocannon/5 ammunition (4 tons)

Notes: Equipped with 31 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (27 Heat)

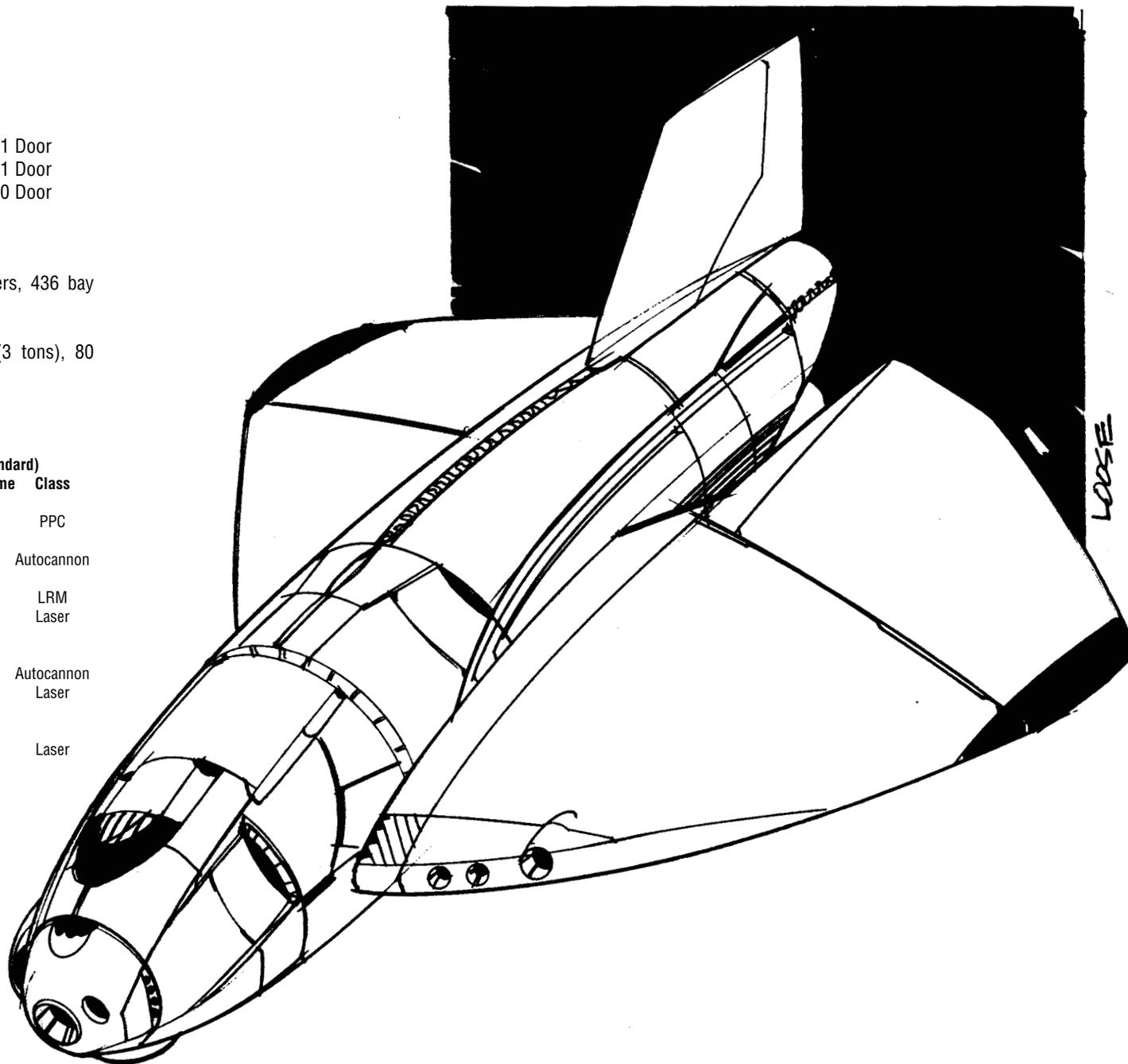
Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Autocannon/5 (40 rounds)	1 (5)	1 (5)	—	—	Autocannon
1 LRM 15+Artemis (24 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 Medium Lasers	1 (10)	—	—	—	Laser

LW/RW (31 Heat)

1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	Laser

Aft (18 Heat)

1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
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OKINAWA



The first *Okinawa*-class DropShip slipped its moorings at the BBP Industries yard at Luthien in early 3055 after an exhaustive series of trials. This vessel carries 18 aerospace fighters. It was designed to fill the gap between the small *Leopard CV* vessel and the massive *Vengeance* carriers.

The first *Okinawa* to see combat was the *Ashi-oto*, which participated in the 3055 raid on Luzerne. The craft took heavy damage during the rear-guard action and returned with less than half its fighter complement. The majority of the pilots who did return were decorated, and Captain Hiyama was awarded the Bushido Blade during a ceremony on Luthien. As an aside, we believe that damage inflicted by the *Ashi-oto*'s fighters on the *Congress*-class WarShip *Hunters' Pride* was responsible for the Clan vessel's withdrawal from the battle.

Unlike most carriers, the *Okinawa* is a spheroid design. Rather than using separate launch and landing bays like most carriers, the *Okinawa* uses a number of dual-purpose bays, arranged in a ring around the craft's midsection. Each bay has access to a central repair area that contains the vessel's ammunition and fuel stores. The deck immediately above the fighter bays houses the pilots' quarters, and the engineering crews are located on the deck directly below.

The original version of the *Okinawa* had almost uniform armor protection over its hull, but operational experience showed that much of the damage inflicted on the craft occurred around the nose, a result of the practice of keeping a DropShip's nose toward the nearest hostile craft to minimize the risk of engine damage. Consequently, the *Okinawas* launched after April, 3056, have reinforced nose armor at the expense of the sides and aft.

Fighters provide most of the *Okinawa*'s punch, but the craft is well armed as well. Extended-range large lasers and PPCs provide most of the *Okinawa*'s firepower, supplemented

by missile systems. A Star League G-11 combat computer controls the majority of the weapons either directly or via a series of Artemis and Opti-Star fire-control systems, making the *Okinawa*'s arsenal one of the most accurate of any DropShip.

OKINAWA-CLASS DROPSHIP

Type: Military Spheroid
Use: Fighter Carrier
Tech: Star League
Introduced: 3055
Mass: 4,500 tons
Battle Value: 3,571

Dimensions

Length: 84 meters
Width: 86 meters
Height: 79 meters

Fuel: 135 tons (4,050)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 77 (154)
Structural Integrity: 12

Armor

Nose: 200
Sides: 150
Aft: 140

Cargo

Bay 1: Fighters (6) 2 Doors
 Bay 2: Fighters (12) 4 Doors
 Bay 3: Cargo (325.5 tons) 2 Doors

Escape Pods: 0

Life Boats: 4

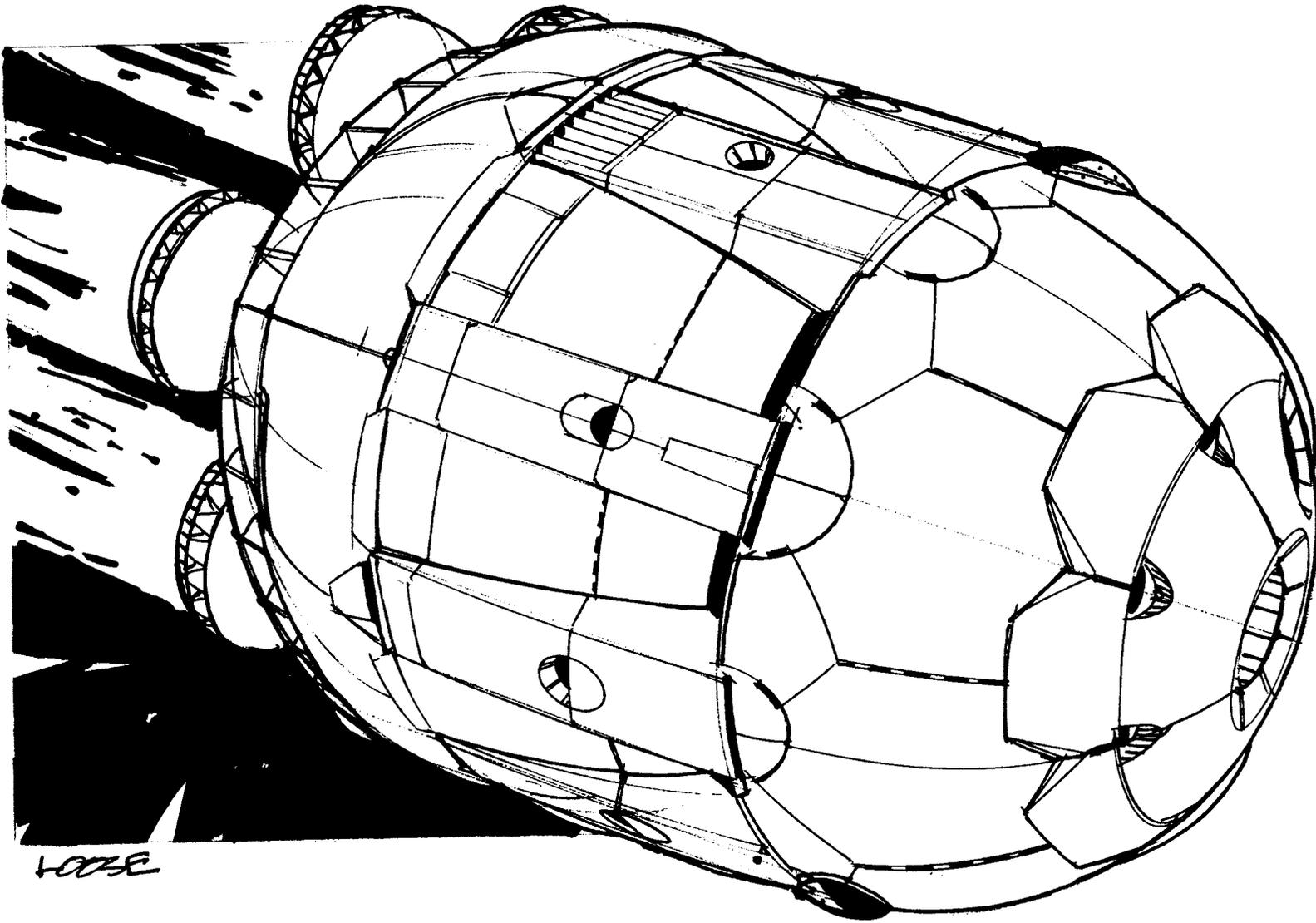
Crew: 5 officers, 5 gunners, 36 bay personnel

Ammunition: 36 rounds LRM 10 ammunition (3 tons), 36 rounds LRM 20 ammunition (6 tons), 100 rounds SRM 2 ammunition (2 tons), 45 rounds SRM 6 ammunition (3 tons)

Notes: Equipped with 37 tons of standard armor.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (67 Heat)						
2 ER Large Laser	2 (6)	2 (16)	2 (16)	—	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	—	PPC
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (21)	1 (9)	—	—	—	Pulse Laser
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	—	SRM
FL/FR (41 Heat)						
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	—	PPC
1 Medium Pulse Laser	1 (6)	—	—	—	—	Pulse Laser
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	—	SRM
AL/AR (26 Heat)						
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	—	Laser
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	—	LRM
1 Large Pulse Laser	1 (9)	1 (9)	—	—	—	Pulse Laser
Aft (18 Heat)						
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	—	LRM
1 Large Pulse Laser	1 (9)	1 (9)	—	—	—	Pulse Laser
2 Streak SRM 2 (100 rounds)	1 (8)	—	—	—	—	SRM



HANNIBAL

HANNIBAL-CLASS DROPSHIP

Type: Military Aerodyne
Use: Troop Carrier
Tech: Star League
Introduced: 3055
Mass: 4,900 tons
Battle Value: 5,208

Dimensions

Length: 137 meters
Width: 42 meters
Height: 31 meters

Fuel: 95 tons (2,850)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 79 (158)
Structural Integrity: 12

Armor

Nose: 220
Right/Left Wings: 170
Aft: 160

Cargo

Bay 1: Vehicle (12 Heavy)	2 Doors
Bay 2: Cargo (973.5 tons)	1 Door
Bay 3: Infantry (4 foot platoons)	1 Door

Escape Pods: 6

Life Boats: 6

Crew: 7 officers, 26 enlisted/non-rated, 7 gunners, 208 bay personnel

Ammunition: 40 rounds Autocannon/5 ammunition (2 tons), 20 rounds Autocannon/10 ammunition (2 tons), 32 rounds Gauss rifle ammunition (4 tons), 36 rounds LRM 20 ammunition (6 tons), 75 rounds SRM 4 ammunition (3 tons), 45 rounds SRM 6 ammunition (3 tons), 12 rounds Narc Missile Beacon ammunition (2 tons)

Notes: Equipped with 42 tons of standard armor.



First sighted in 3055, the *Hannibal* is a new combined-arms transport being tested by the Free Worlds League. The *Hannibal* can carry one company of infantry and a second of tanks. It boasts a sophisticated communications system, as well as generous armor and weaponry. The Deller, Bingham, and Fouts yards at Atreus have delivered four *Hannibals* to the Free Worlds League during the past year.

The *Hannibal's* two tank bays are located near the nose of the craft, and each bay has its own door/ramp. The bays are cramped when compared with those of other DropShips, but the entire complement of vehicles can disembark within five minutes, giving the *Hannibal* one of the fastest vehicle-deployment rates of any DropShip. Three bunkrooms directly aft of the vehicle bays provide accommodations for the tank crews and technical personnel. Each of these well-equipped rooms accommodates a lance's crew, and support personnel, but most crews prefer to relax in the more spacious recreation facilities on the *Hannibal's* upper decks.

Sixteen bunkrooms, one for each infantry squad, are located toward the aft of the *Hannibal*. The facilities in these bunkrooms are minimal, and each of the four platoons in the reinforced company must share bathroom and mess facilities. In addition to the small platoon areas, an area on deck three provides recreation and exercise facilities for the infantry troops.

A large briefing facility occupies the remainder of the deck. This facility contains a sophisticated holographic projection unit as well as the latest communications systems, courtesy of the Word of Blake. Given the considerable investment these features represent, we believe the Marik military has major plans for this craft.

The *Hannibal* is well armed and generously armored for a transport, and many analysts believe it may eventually replace the venerable *Intruder* class, although its limited fuel supply precludes its use on extended independent operations.

Weapons:

Arc (Heat)Type Nose (66 Heat)

	Capital Attack Values (Standard)					
	Short	Medium	Long	Extreme	Class	
1 Autocannon/10 (10 rounds), 2 Autocannon/5 (40 rounds)	2 (20)	2 (20)	—	—	Autocannon	
1 ER Large Laser, 3 Medium Lasers	2 (23)	1 (8)	1 (8)	—	Laser	
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM	
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC	
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM	
1 Narc Missile Beacon (12 rounds)	—	—	—	—	*	

LW/RW (36 Heat)

1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon	
1 ER Large Laser, 1 Medium Laser	1 (13)	1 (8)	1 (8)	—	Laser	
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM	
1 Large Pulse Laser (15 rounds)	1 (9)	1 (9)	—	—	Pulse Laser	
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—	SRM	

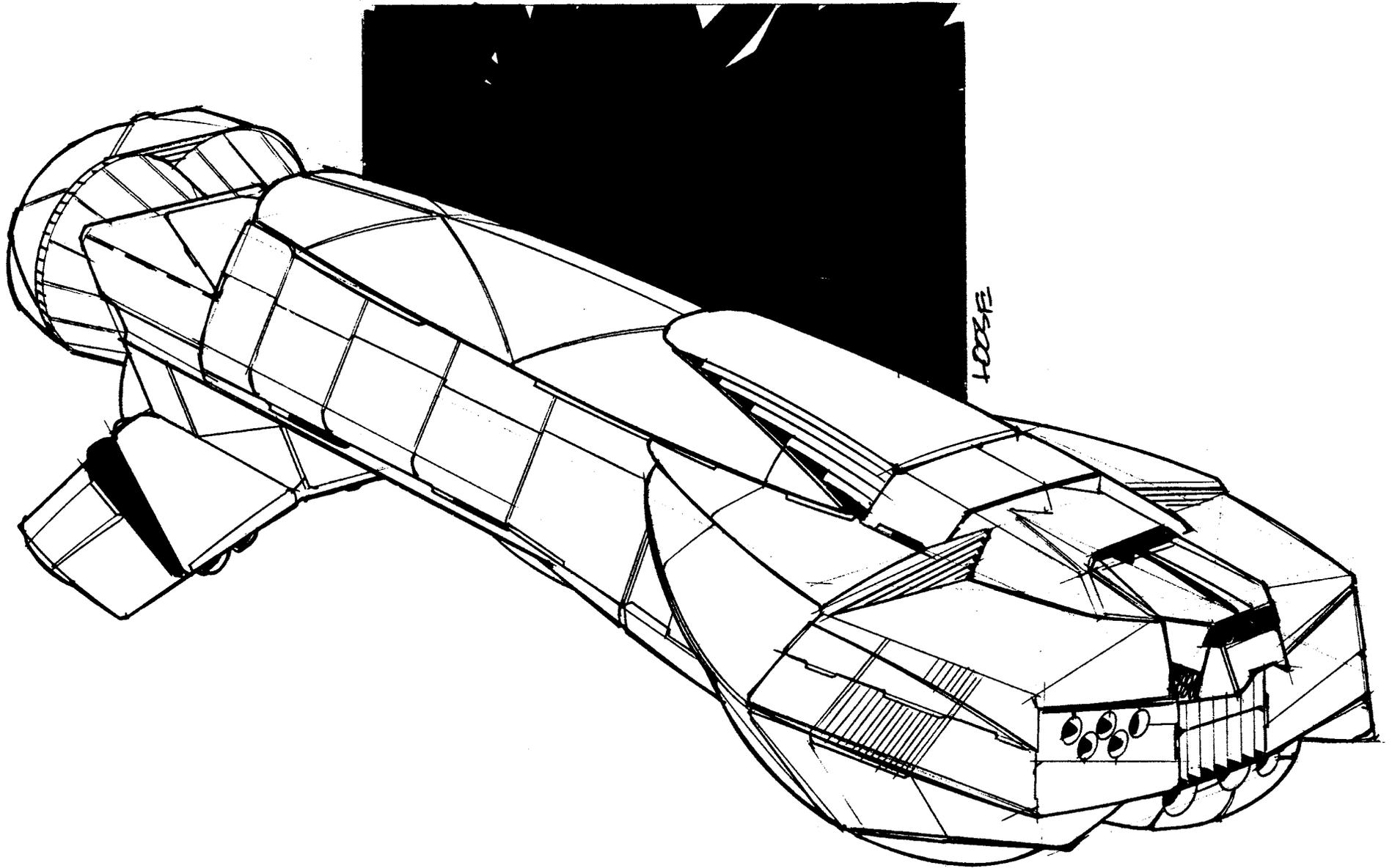
LW/RW Aft (14 Heat)

1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	Laser	
1 SRM 4+Artemis (25 rounds)	1 (6)	—	—	—	SRM	

Aft (47 Heat)

1 Autocannon/10 (10 rounds)	1 (10)	1 (10)	—	—	Autocannon	
1 ER Large Laser, 1 Large Laser, 2 Medium Laser	3 (26)	2 (16)	1 (8)	—	Laser	
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC	
1 SRM 4+Artemis (25 rounds)	1 (6)	—	—	—	SRM	

*Narc launchers only work against ground-based *BattleTech* units, and only those units can benefit from the Narc homing signals (see p. 26, *AeroTech 2, Revised*).



MONARCH



The *Monarch* is one of the few DropShips expressly designed to carry passengers. The lightly armored vessel's fuselage acts as an aerodynamic lifting body. Because of this, the *Monarch* can carry 266 passengers in relative comfort.

The passengers occupy two decks situated between the *Monarch's* command section and cargo holds. Each deck contains 133 passenger state rooms, along with a number of entertainment facilities. The lower passenger deck also hosts a number of shops, a pair of saunas, a recreation area, and a single 150-seat dining area. The upper deck contains two 100-seat dining areas, two large lounges, a casino, and a videotape theater.

The passenger staterooms are divided into two types. The first are classed as luxury rooms and feature separate living rooms and bedrooms. A beverage cabinet, holovid unit, and comfortable wooden furniture complete the amenities.

The remaining staterooms are somewhat less luxurious, with only a single living/sleeping room. The practical furnishings consist of a small sofa that manually folds out to form a bed, a small holovid unit, and a small but functional table.

Lightly armored and completely unarmed, *Monarchs* are totally unsuitable for military operations. Although a number of mercenary units have hired *Monarchs* to transport troops between safe locations, most *Monarchs* perform scheduled flights between well-populated worlds.

MONARCH-CLASS DROPSHIP

Type: Civilian Aerodyne

Use: Liner
Tech: Inner Sphere
Introduced: 2759
Mass: 5,000 tons
Battle Value: 441

Dimensions

Length: 169 meters
Width: 104 meters
Height: 30 meters

Fuel: 112 tons (3,360)
Tons/Burn-day: 3.37
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 76
Structural Integrity: 6

Armor

Nose: 50
Right/Left Wings: 40
Aft: 30

Cargo

Bay 1: Cargo (1,187.5 tons) 2 Doors

Escape Pods:

Life Boats: 15

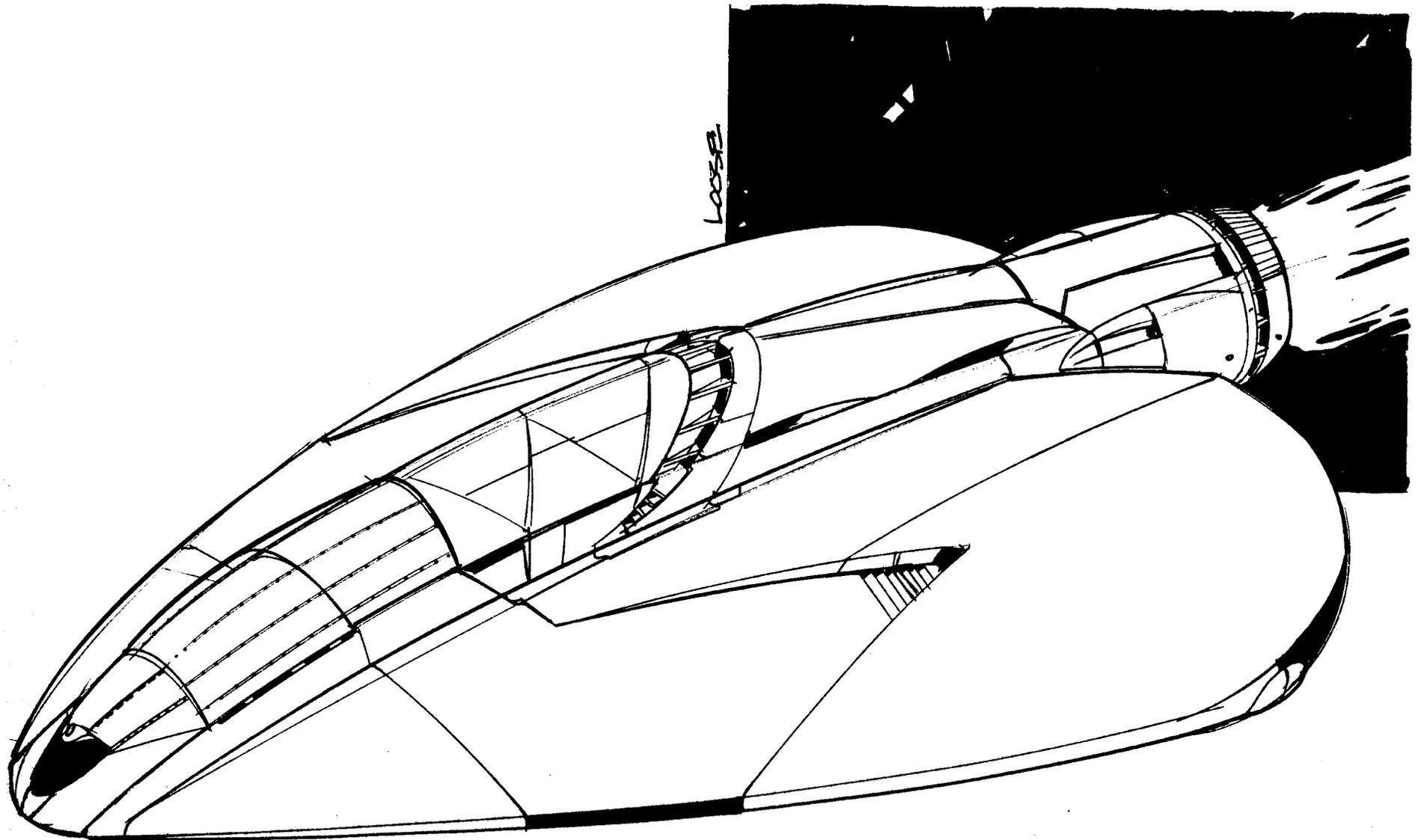
Crew: 6 officers, 28 enlisted/non-rated, 200 1st Class Passengers

Ammunition:

Notes: Equipped with 8.5 tons of standard armor.

Weapons:

None



TRIUMPH



One of the largest aerodynes produced, the *Triumph*-class DropShip was originally designed to carry an armor battalion onto the battlefield. The 450-year-old design has proved one of the most versatile and resilient in the fleets of the Successor States, and large numbers of *Triumphs* remain in service with all the Great Houses. Although not as glamorous as 'Mech transports such as the *Union* or *Overlord*, the *Triumph*-class is one of the most common designs in active service.

The *Triumph's* distinctive squat shape limits its aerodynamic maneuverability, but provides rapid off-loading for vehicles transported in the vessel. Usually a *Triumph* transports a battalion of armored vehicles in the three huge bays located on the two lowest decks of the craft. A pair of huge doors in the craft's side provides excellent access to the bays. Many *Triumphs* have even been modified to carry aerospace fighters, BattleMechs and surface naval craft.

The aft portion of the vessel's lowest deck houses the transit drive, undercarriage, one of the three main bays, and two additional cargo bays. Each of the two extra bays can hold almost 1,000 tons, but their restricted floor space means they can only accommodate four vehicles. Despite limited access, these bays are ideal for storing BattleMechs or 'Mech cubicles.

The *Triumph* was not designed to enter contested territory, and vessels that have been forced to deploy their cargo in the midst of battle often meet disastrous results. The meager armor and weapons of the design leave the *Triumph* extremely vulnerable, and most that enter battle never even reach their landing zones.

BBP Industries of Luthien recently unveiled a redesign of the *Triumph* that attempts to correct this flaw. Unlike many refits where the changes amount to little more than weapon upgrades, the new *Triumph* features a redesigned interior that provides better access to the vehicle and cargo bays and 400 extra tons of total weight. The main vehicle bay's massive single ramp has

been replaced by a pair of narrower ramps that provide simultaneous access to both the upper and lower vehicle bays and allow crews to reorganize cargo while a vessel is in flight. The new version also equips the two huge cargo bays with 'Mech cubicles that allow the new *Triumph* to transport a 'Mech lance as well as a battalion of armor. The refit replaces the original design's nose-mounted AC/10 with a Gauss rifle and provides extended-range or pulsed versions of the standard energy weapons. Artemis IV fire-control systems have also been added to improve the *Triumph's* missile systems.

TRIUMPH-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Troop Carrier
Tech: Inner Sphere
Introduced: 2593
Mass: 8,600 tons
Battle Value: 2,899

Dimensions

Length: 129 meters
Width: 120.2 meters
Height: 43 meters

Fuel: 383 tons (11,490)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 112
Structural Integrity: 11

Armor

Nose: 150
Right/Left Wings: 140
Aft: 120

Cargo

Bay 1: Vehicles (45 Heavy) 1 Door
Bay 2: Vehicles (8 Light) 1 Door
 Cargo (749.5 tons)
Bay 3: Infantry (4 foot platoons) 1 Door

Escape Pods:

Life Boats: 3

Crew: 3 officers, 9 enlisted/non-rated, 3 gunners, 512 bay personnel

Ammunition: 40 rounds Autocannon/5 ammunition (2 tons), 20 rounds Autocannon/10 ammunition (2 tons), 12 rounds LRM 10 ammunition (1 tons), 48 rounds LRM 15 ammunition (6 tons), 18 rounds LRM 20 ammunition (3 tons)

Notes: Equipped with 36.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (25 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
1 PPC	1 (10)	1 (10)	—	—	PPC
1 Autocannon/10 (20 rounds)	1 (10)	1 (10)	—	—	Autocannon
1 LRM 20 (18 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 Medium Lasers	1 (10)	—	—	—	Laser
LW/RW (20 Heat)					
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
1 LRM 15 (24 rounds)	1 (9)	1 (9)	1 (9)	—	LRM
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
Aft (10 Heat)					
2 Medium Laser	1 (10)	—	—	—	Laser
1 LRM 10 (12 rounds)	1 (6)	1 (6)	1 (6)	—	LRM

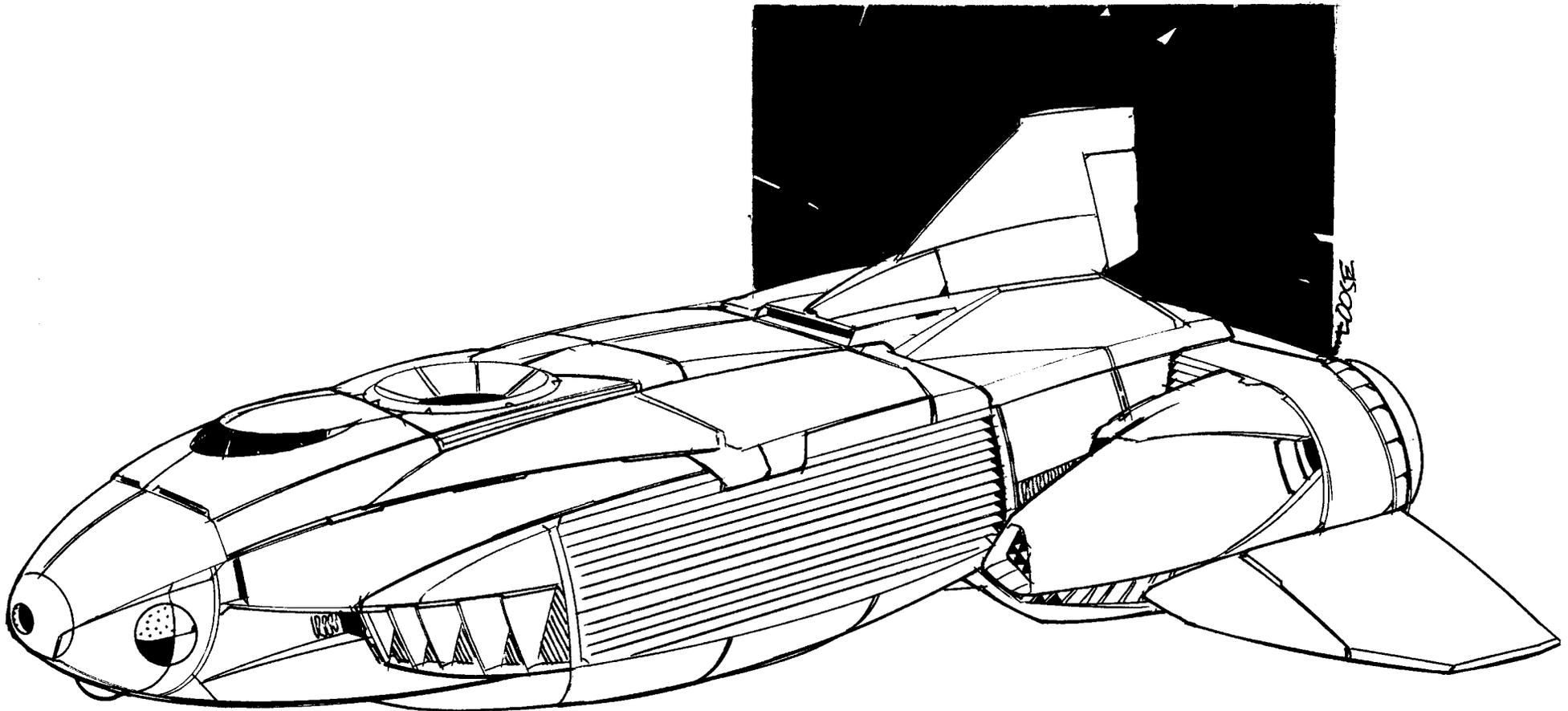
UPGRADED VERSION

Type: Military Aerodyne
Use: Troop Carrier
Tech: Star League
Introduced: 3057
Mass: 6,000 tons
Battle Value: 3,160

Dimensions

Length: 128 meters
Width: 122 meters
Height: 44.5 meters

Fuel: 250 tons (7,500)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 112
Structural Integrity: 11



Armor

Nose: 160

Right/Left Wings: 140

Aft: 130

Cargo

Bay 1: Vehicles (24 Heavy) 1 Door

Bay 2: 'Mechs (4) 1 Door

Cargo (241 tons)

Bay 3: Vehicles (12 Light) 1 Door

Escape Pods: 4

Life Boats: 3

Crew: 3 officers, 9 enlisted/non-rated, 3 gunners, 260 bay personnel

Ammunition: 16 rounds Gauss rifle ammunition (4 tons), 40 rounds Autocannon/10 ammunition (2 tons), 12 rounds LRM 10 ammunition (1 tons), 48 rounds LRM 15 ammunition (6 tons), 12 rounds LRM 20 ammunition (2 tons)

Notes: Equipped with 38 tons of standard armor.

Weapons:

Arc (Heat) Type

Nose (28 Heat)

	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 Medium Lasers	1 (10)	—	—	—	Laser

LW/RW (24 Heat)

1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
1 LRM 15+Artemis (24 rounds)	1 (12)	1 (2)	1 (2)	—	LRM
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser

Aft (12 Heat)

2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse Laser
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	LRM

FORTRESS



The *Fortress*-class DropShip has a well-deserved reputation as a deadly craft. In addition to its superior weapons and armor, the *Fortress* carries a combined-arms battalion, consisting of a company each of 'Mechs, armor and infantry, making it one of the most powerful assault craft.

The *Fortress* mounts a diverse selection of weapons that allows it to support troops when grounded and protect itself when in space. At close range, the *Fortress* can destroy most opposition within a few minutes, making the vessel ideal for anchoring a defensive line. The ship's massive amounts of armor and weaponry also make the *Fortress* ideal for establishing and clearing landing zones. This capability was perhaps best exemplified during the Fourth Succession War, when House Steiner's six Elvidner Fortresses sealed the passes through the Greerson Mountains—and with them the fate of the Second Sword of Light.

Such uses as these have been severely curtailed as these craft become increasingly rare. *Fortresses* now generally operate only in secured landing zones. These craft then act as operational bases for forces in the area, providing logistical support and C3 capabilities. In addition to the vessel's conventional weaponry, the Long Tom cannon mounted in the *Fortress*'s nose enables the vessel to provide fire support for units several kilometers away, a capability that has proved quite useful in battle.

Most operational *Fortresses* are at least a century old and suffer from a high rate of systems failures. The vessel's computer and fire control systems are most prone to failure, and were considered unstable when most of the craft were constructed.

The years between 2974 and 3027 saw the construction of less than two dozen *Fortress*-class vessels. In the early part of this century, it appeared the *Fortress* would become extinct as the last construction facility closed due to a lack of parts. The alliance between the Federated Suns and the Lyran Commonwealth, however, allowed Semier Data Tron to resume

production of the vessel. The firm secretly constructed twenty *Fortresses* for Archon Katrina Steiner in the six years before the outbreak of the Fourth Succession War.

Semier reduced its production of the expensive craft following the end of the war, but still manufactured an average of two per year until 3047. A shortage of drives, however, forced Semier to fit these post-war craft with the Quad RanTech 720 drive rather than the more powerful Anacon B500.

Semier closed its *Fortress* manufacturing facility to refurbish it and resumed production in early 3051. The facility has continued to produce the original *Fortress*, but Semier has also begun a refitted *Fortress* during the past few months. This new version uses advanced weaponry and a Piper C1-5 drive system. Full-scale production is expected to begin in 3058, pending the Federated Commonwealth's approval of the upgraded design.

FORTRESS CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid

Use: Assault Ship

Tech: Inner Sphere

Introduced: 2613

Mass: 6,000 tons

Battle Value: 4,347

Dimensions

Length: 112 meters

Width: 112 meters

Height: 94 meters

Fuel: 400 tons (12,000)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 131

Structural Integrity: 13

Armor

Nose: 220

Sides: 210

Aft: 150

Cargo

Bay 1: 'Mechs (12) 1 Door

Bay 2: Vehicles (12 Heavy) 2 Doors

Bay 3: Infantry (3 foot platoon) 1 Door

Cargo (415.5 tons) 1 Door

Bay 4: Long Tom III Cannon

(Use on ground only) 0 Door

Escape Pods: 4

Life Boats: 5

Crew: 7 officers, 26 enlisted/non-rated, 9 gunners, 204 bay personnel

Ammunition: 100 rounds Autocannon/5 ammunition (5 tons), 30 rounds Autocannon/20 ammunition (6 tons), 48 rounds LRM 10 ammunition (4 tons), 72 rounds LRM 20 ammunition (12 tons), 60 rounds SRM 6 ammunition (4 tons)

Notes: Equipped with 46.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (44 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 PPC	2 (20)	2 (20)	—	—	PPC
2 Autocannon/5 (40 rounds)	1 (10)	1 (10)	—	—	Autocannon
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
FL/FR (50 Heat)					
1 PPC	1 (10)	1 (10)	—	—	PPC
2 LRM 20 (36 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
2 Large Lasers, 4 Medium Lasers	4 (36)	2 (16)	—	—	Laser
AL/AR (40 Heat)					
1 PPC	1 (10)	1 (10)	—	—	PPC
1 Autocannon/20 (15 rounds), 1 Autocannon/5 (20 rounds)	3 (25)	1 (5)	—	—	Autocannon
2 LRM 10 (24 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 SRM 6 (30 rounds)	2 (16)	—	—	—	SRM
2 Medium Lasers	1 (10)	—	—	—	Laser
Aft (23 Heat)					
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser

UPGRADED VERSION

Type: Military Spheroid

Use: Assault Ship

Tech: Inner Sphere

Introduced: 3058

Mass: 6,000 tons
Battle Value: 5,831

Dimensions
Length: 112 meters
Width: 112 meters
Height: 94 meters

Fuel: 400 tons (12,000)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 112 (224)
Structural Integrity: 15

Armor
Nose: 220
Sides: 210
Aft: 150

Cargo

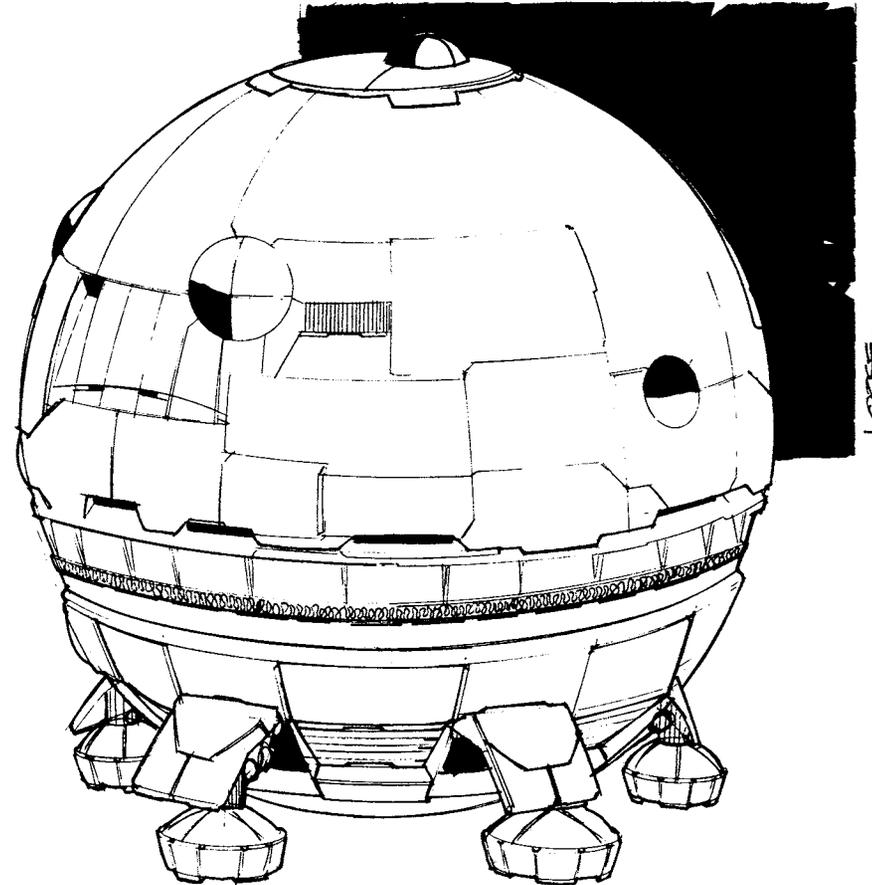
Bay 1: 'Mechs (12)	1 Door
Bay 2: Vehicles (12 Heavy)	2 Doors
Bay 3: Infantry (3 foot platoons)	1 Door
Cargo (356 tons)	1 Door
Bay 4: Long Tom III Cannon (Use on ground only)	0 Door

Escape Pods: 10
Life Boats: 2
Crew: 7 officers, 26 enlisted/non-rated, 9 gunners, 204 bay personnel

Ammunition: 60 rounds Autocannon/5 ammunition (3 tons), 30 rounds Autocannon/20 ammunition (6 tons), 32 rounds Gauss Rifle ammunition (4 tons), 72 rounds LRM 10 ammunition (6 tons), 48 rounds LRM 20 ammunition (8 tons), 90 rounds SRM 6 ammunition (6 tons)

Notes: Equipped with 46 tons of standard armor.

Weapons: Arc (Heat)Type Nose (64 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 Gauss Rifle (32 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser



2 Medium Pulse Lasers	1 (12)	—	—	—	Pulse Laser
FL/FR (63 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Med. Pulse Lasers	1 (12)	—	—	—	Pulse Laser
AL/AR (42 Heat)					
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Autocannon/20 (15 rounds), 1 Autocannon/5 (20 rounds)	3 (25)	1 (5)	—	—	Autocannon
2 LRM 10+Artemis (36 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 SRM 6+Artemis (45 rounds)	2 (16)	—	—	—	SRM
1 Medium Laser	1 (5)	—	—	—	Laser

Aft (33 Heat)					
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Med. Pulse Lasers	3 (18)	—	—	—	Pulse Laser

HERCULES



The *Hercules*-class DropShip is a new troop transport that has already begun establishing a reputation as a reliable, valuable vessel. The prototype *Hercules* saw service with the Thirteen Donegal Guards when they attacked the Jade Falcon world of La Grave, providing armor and infantry support for the landings at Bissau. The mission very nearly turned into a disaster when a pair of OmniFighters from the Gurbeng Garrison Cluster attacked the LZ with the intention of damaging or destroying the invaders' grounded transports. The OmniFighter pilots did not allow for the considerable firepower of the *Hercules*, however, which destroyed the two fighters. Seven *Hercules* have been produced since the prototype was launched in 3053, and five of those vessels have seen active service against the Clans. Four more are in production at this time.

Bowie Industries of Alarion produces the *Hercules*, which is a distant relative of the *Overlord*. The *Hercules* uses many of the same components as the *Overlord*, which has contributed greatly to Bowie's ability to rapidly produce the new vessel.

Two immense vehicle holds take up a large proportion of the *Hercules*'s internal space, providing transport and repair facilities for a complete armor battalion. The vessel's lowest deck is dedicated to engineering. Deck two has facilities for 12 heavy tanks, and deck three has facilities for 24 vehicles. Two massive doors lead from each deck, folding down to form ramps. The ramps from deck two can support any size or type of vehicle, but deck three's ramps cannot support more than 75 tons.

The four decks directly above the vehicle holds contain quarters for vehicle crews and infantry. Deck four contains bunkrooms for the crews and support staffs of each vehicle lance. Decks five through seven can accommodate one infantry company each. Each deck contains separate bunkrooms for the company's platoon, and common recreation and dining facilities are provided.

Deck eight contains quarters for the *Hercules*'s 28 crew members and officers. Six cabins are provided for the 24-man crew, and five cabins are reserved for the officers. Each cabin contains individual washing and toilet facilities, and common recreation and mess facilities.

Deck nine contains the *Hercules*'s large bridge. The bridge includes the standard crew positions, as well as three stations for supervising loading and unloading operations, a valuable feature when performing embarking operations with inexperienced troops.

Compared to earlier troop carriers, the *Hercules* is lightly armored, with only 30 tons of armor evenly distributed across the hull. Similarly, with the exception of the nose bays, the craft is lightly armed with a minimal self-defense capability provided by a handful of lasers and missiles. The *Hercules*'s nose bay, however, contains standard weapons as well as auto-cannons and extended-range lasers, which provide devastating firepower at all ranges.

HERCULES-CLASS DROPSHIP

Type: Military Spheroid
Use: Troop Carrier
Tech: Star League
Introduced: 3053
Mass: 7,200 tons
Battle Value: 3,881

Dimensions

Length: 87 meters
Width: 84 meters
Height: 120 meters

Fuel: 145 tons (4,350)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 101 (202)
Structural Integrity: 9

Armor

Nose: 140
Sides: 120
Aft: 130

Cargo

Bay 1: Vehicles (36 Heavy) 2 Doors
 Bay 2: Cargo (1,381 tons) 2 Doors
 Bay 3: Infantry (12 foot platoons) 2 Doors

Escape Pods: 2

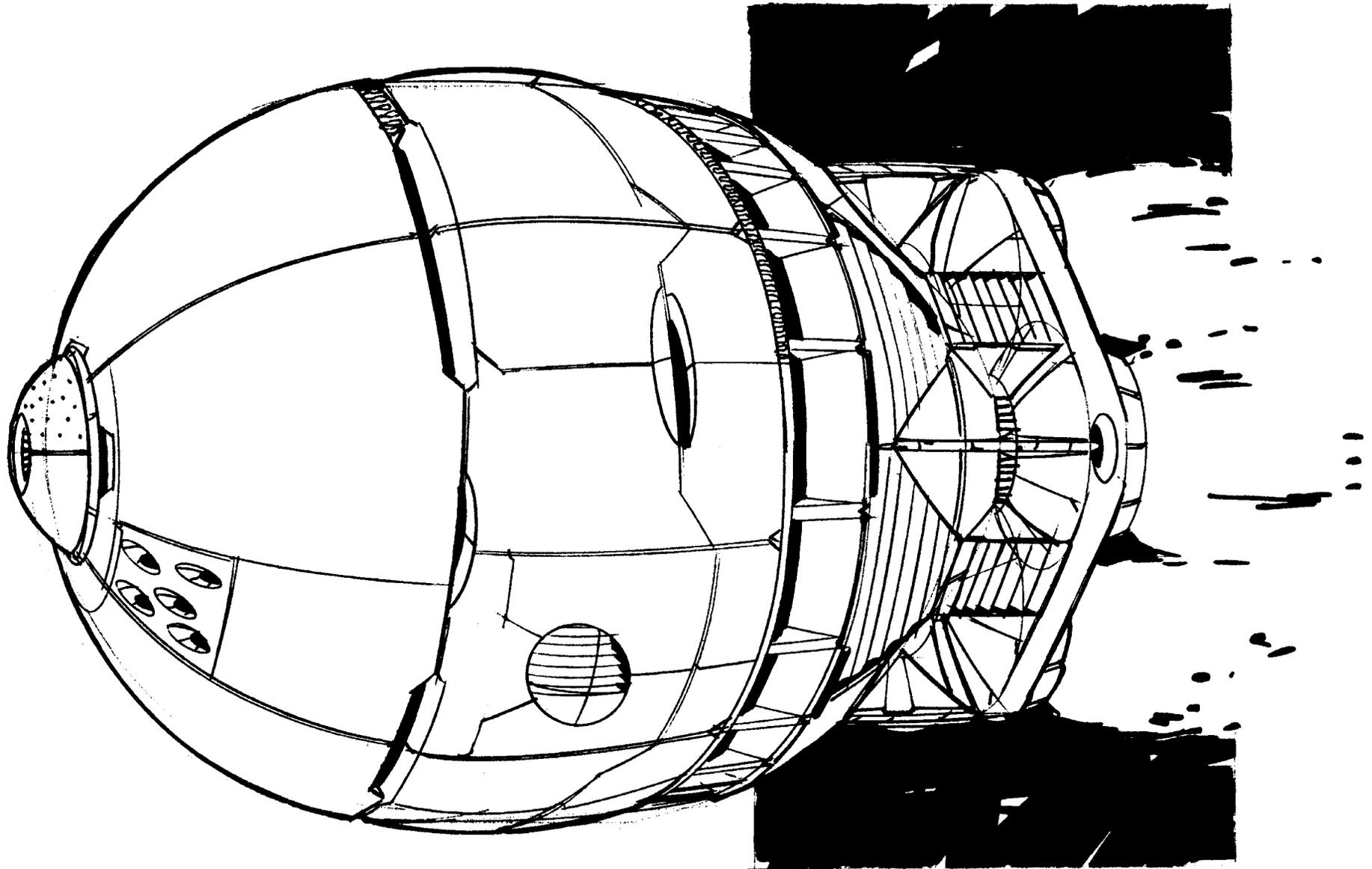
Life Boats: 2

Crew: 5 officers, 18 enlisted/non-rated, 5 gunners, 624 bay personnel

Ammunition: 40 rounds Autocannon/5 ammunition (1 tons), 16 rounds Gauss rifle ammunition (2 tons), 48 rounds LRM 15 ammunition (6 tons), 12 rounds LRM 20 ammunition (2 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 30 tons of standard armor.

Weapons: Arc (Heat)Type Nose (59 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Autocannon/5 (20 rounds), 1 Gauss Rifle (16 rounds)	2 (20)	2 (20)	2 (15)	—		Autocannon
2 ER Large Lasers, 4 Medium Lasers	4 (36)	2 (16)	2 (16)	—		Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—		LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—		PPC
FL/FR (30 Heat)						
2 Medium Laser	1 (10)	—	—	—		Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—		LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—		PPC
1 SRM 6+Artemis (15 rounds)	1 (8)	—	—	—		SRM
AL/AR (13 Heat)						
1 Medium Laser	1 (5)	—	—	—		Laser
1 Large Pulse Laser	1 (9)	1 (9)	—	—		Pulse Laser
Aft (24 Heat)						
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—		Autocannon
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—		Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—		LRM



LOKE

OVERLORD



The *Overlord* is the largest 'Mech carrier in service with the Successor States. The standard version carries a 'Mech battalion complete with aerospace support, making it one of the sights most feared by ground forces. The Clan variant is the only DropShip that carries a larger 'Mech cargo than the Inner Sphere *Overlord*.

The massive spheroid *Overlord* is employed primarily in large-scale assault missions. It usually approaches the target world behind a screen of fighters and attack DropShips. The *Overlord* can deploy its BattleMech cargo on the ground, in high atmosphere or in space. The last is the preferred option, as it limits the *Overlord's* exposure to combat. The craft is especially vulnerable in the atmosphere, where its spheroid shape is a major disadvantage. When a secure landing zone can be maintained, however, *Overlords* often land to reduce the risks to their BattleMech cargoes. The vessels often serve as command centers and supply bases in these instances.

Observers estimate some 1,900 individual *Overlords* exist, representing two-dozen design variants. The most common variant is the *Overlord-One*, which features a single huge 'Mech bay that can accommodate thirty-six BattleMechs on six decks. A seventh deck contains cubicles for an aerospace squadron. A series of catwalks that run from the bay's central support column provides access to these decks and also contains the main power systems, coolant lines, and a series of cargo and personnel elevators.

Another common variant of the *Overlord* replaces the lower two 'Mech decks with garages for a company of vehicles. Yet another variant reduces the 'Mech complement by one lance and uses the additional space for command and control facilities. These valuable craft are called Command-*Overlords* and often provide a decisive edge in planetary assaults. Command-*Overlords* are extremely rare, however; most are owned by the Successor States, although Wolf's Dragoons

possess a few as well.

The Shipil Company, which also produces the new Claymore design, has recently begun refitting existing *Overlords* with new technology such as advanced weapons systems. The most radical upgrade involves the vessel's nose, where the four autocannons, two lasers and two PPCs have been replaced with a pair of ER PPCs and a trio of Gauss rifles. This modification simultaneously reduces the *Overlords* total number of systems and greatly improves the craft's long-range firepower. The energy weapons mounted in the original design's side and aft bays have been replaced with either pulse or extended-range systems for greater accuracy and range as well.

Unfortunately, many of these new weapons generate large amounts of heat. The design of the original *Overlord* also precludes the enhancement of its coolant system. Consequently, Shipil's refitted *Overlord* boasts considerable firepower, but is unable to use it effectively.

OVERLORD-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid
Use: 'Mech Carrier
Tech: Inner Sphere
Introduced: 2762
Mass: 9,700 tons
Battle Value: 4,164

Dimensions

Length: 99 meters
Width: 99 meters
Height: 131.2 meters

Fuel: 306 tons (9,180)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 120
Structural Integrity: 18

Armor

Nose: 220
Sides: 210
Aft: 150

Cargo

Bay 1: 'Mechs (36) 6 Doors
 Bay 2: Cargo (132 tons) 1 Door
 Bay 3: Fighters (6) 2 Doors

Escape Pods: 3

Life Boats: 3

Crew: 8 officers, 29 enlisted/non-rated, 6 gunners, 84 bay personnel

Ammunition: 200 rounds Autocannon/5 ammunition (10 tons), 30 rounds Autocannon/20 ammunition (6 tons), 96 rounds LRM 20 ammunition (16 tons)

Notes: Equipped with 45 tons of standard armor.

Weapons: Arc (Heat)Type Nose (42 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
2 PPC	2 (20)	2 (20)	—	—	PPC
2 Autocannon/20 (30 rounds), 2 Autocannon/5 (40 rounds)	5 (50)	1 (10)	—	—	Autocannon
2 Medium Lasers	1 (10)	—	—	—	Laser
FL/FR (31 Heat)					
1 PPC	1 (10)	1 (10)	—	—	PPC
1 Autocannon/5 (40 rounds)	1 (5)	1 (5)	—	—	Autocannon
1 LRM 20 (30 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
AL/AR (24 Heat)					
1 PPC	1 (10)	1 (10)	—	—	PPC
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
Aft (30 Heat)					
2 Autocannon/5 (80 rounds)	1 (10)	1 (10)	—	—	Autocannon
1 LRM 20 (36 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser

UPGRADED VERSION

Type: Military Spheroid
Use: 'Mech Carrier
Tech: Star League
Introduced: 3056
Mass: 9,700 tons
Battle Value: 4,892

Dimensions
Length: 100 meters

Width: 100 meters

Height: 131 meters

Fuel: 306 tons (9,180)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 120

Structural Integrity: 20

Armor
Nose: 220

Sides: 210

Aft: 170

Cargo

Bay 1: 'Mechs (18) 3 Doors

Bay 2: 'Mechs (18) 3 Doors

Bay 3: Cargo (98.5 tons) 0 Door

2 Doors

Escape Pods: 3

Life Boats: 3

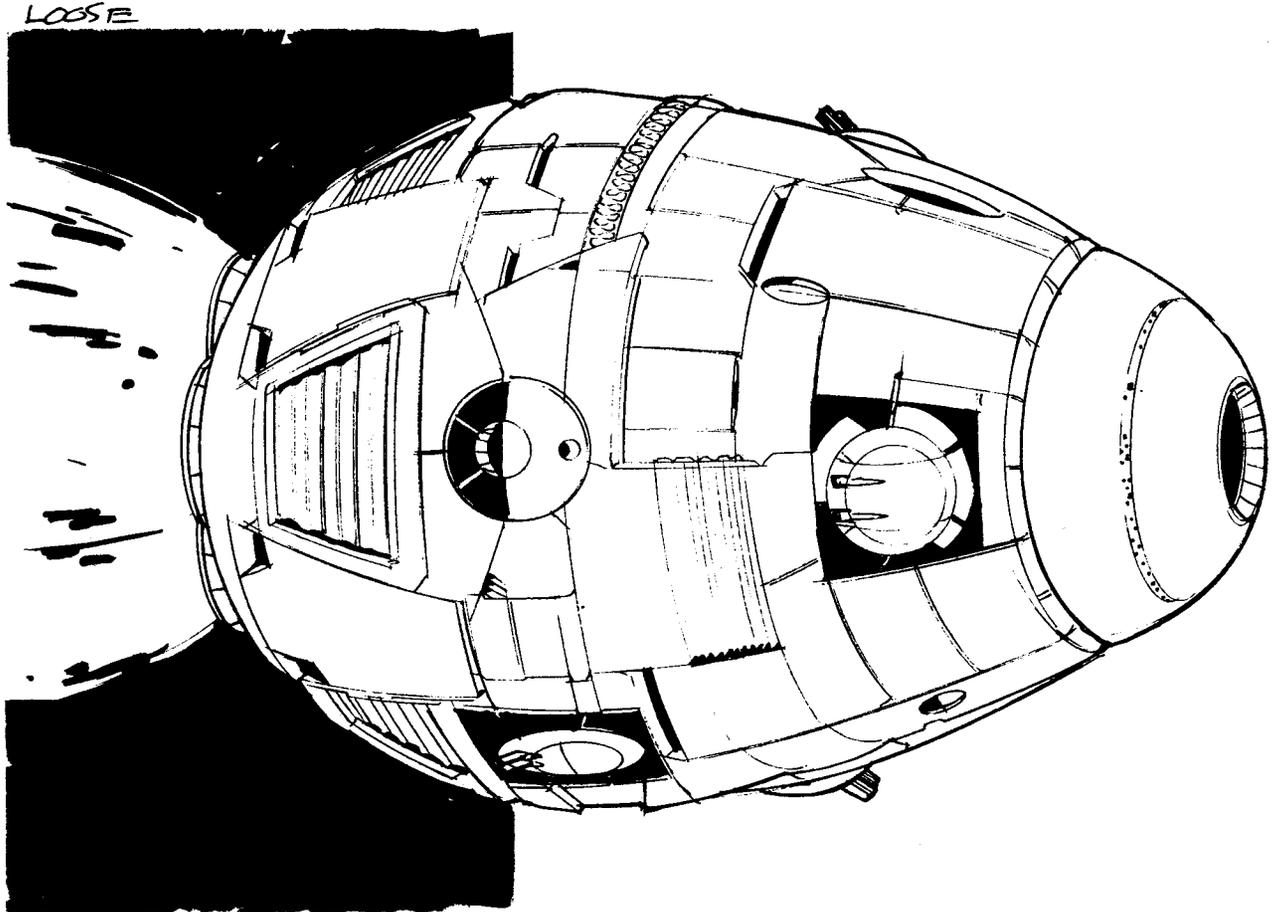
Crew: 8 officers, 28 enlisted/non-rated, 6 gunners, 84 bay personnel

Ammunition: 96 rounds Gauss rifle ammunition (12 tons), 96 rounds LRM 20 ammunition (16 tons)

Notes: Equipped with 46 tons of standard armor.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (33 Heat)						
2 ER PPC	2 (20)	2 (20)	2 (20)	—	—	PPC
3 Gauss Rifle (48 rounds)	5 (45)	5 (45)	5 (45)	—	—	Autocannon
FL/FR (25 Heat)						
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	—	Autocannon
1 LRM 20+Artemis (30 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	—	Laser
AL/AR (35 Heat)						
1 ER PPC	1 (10)	1 (10)	1 (10)	—	—	PPC
1 Large Laser	2 (18)	1 (8)	1 (8)	—	—	Laser
2 Medium Pulse Lasers	1 (12)	—	—	—	—	Pulse Laser


Aft (37 Heat)

1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	—	Autocannon
1 LRM 20+Artemis (36 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	—	Laser

VENGEANCE



The vessels of the *Vengeance*-class are the largest dedicated fighter carriers in existence and probably the deadliest craft in regular use by the Successor States. The *Vengeance's* forty-fighter complement can lay waste to most targets in a matter of minutes and virtually guarantee the aerospace superiority of a *Vengeance*-equipped force over any opponent. Even the Clan WarShips have reason to fear such a potent fighting force.

The *Vengeance* is nominally an aerodyne, although the absence of wings or lifting surfaces virtually prohibits it from atmospheric operations. This removes the need for a separate maneuver drive. Like the *Achilles*, the nose of the craft is always considered "up." This results in a series of small decks rather than a few larger ones as found on most DropShips. The standard *Vengeance* has 47 decks, most of which contain crew quarters or fighter bays.

Vengeance-class vessels are rarely seen without an escort of two or three well-armed DropShips, a testimony to the value of its aerospace assets. Usually six of the vessels' aerospace fighter squadrons move to engage enemy targets during attacks while the remaining squadrons stay with the carrier and serve as escorts.

The *Vengeance's* 40 fighters and three small craft occupy a massive central bay that can be subdivided into two self-contained facilities should the need arise. Each of these bays, called the port and starboard hangars, has four small launch decks at its forward end and a large recovery deck at its aft. Each of these launch and recovery decks can be sealed off from the main hangar bays, allowing simultaneous launching, recovery and repair of fighters. Each recovery deck is equipped with sophisticated recovery and safety equipment that virtually ensures landing accidents will not destroy the entire vessel. The proximity of the recovery decks to the main drive, however, means that the engines must be shut down when the craft recovers fighters.

The only other flaw in the design is found in its weapons systems, which are very poor given the size and value of the craft. Kallon Industries attempted to correct this flaw in its new version of the *Vengeance*, but achieved only limited success. Although the Kallon refit improved considerably on the original *Vengeance's* ranged-combat capabilities, it did not provide enough overall increased firepower to enable the *Vengeance* to operate independently.

Most *Vengeance*-class DropShips serve under the auspices of the Successor States, but a few operate independently or as part of mercenary units. Because the vessels are so valuable in battle, *Vengeance* captains can command fees starting at 5 million C-bills.

VENGEANCE-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Aerodyne
Use: Fighter Carrier
Tech: Inner Sphere
Introduced: 2782
Mass: 11,400 tons
Battle Value: 4,487

Dimensions
Length: 234 meters
Width: 96 meters
Height: 20 meters

Fuel: 570 tons (17,100)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 148
Structural Integrity: 11

Armor
Nose: 140
Right/Left Wings: 150
Aft: 180

Cargo

Bay 1: Fighters (20)	4 Doors
Bay 2: Fighters (20)	4 Doors
Bay 3: Small Craft (3)	0 Door
Cargo (225 tons)	1 Door

Escape Pods: 5
Life Boats: 0
Crew: 3 officers, 3 enlisted/non-rated, 6 gunners, 95 bay personnel

Ammunition: 60 rounds Autocannon/5 ammunition (3 tons), 12 rounds LRM 10 ammunition (1 tons), 72 rounds LRM 20 ammunition (12 tons)

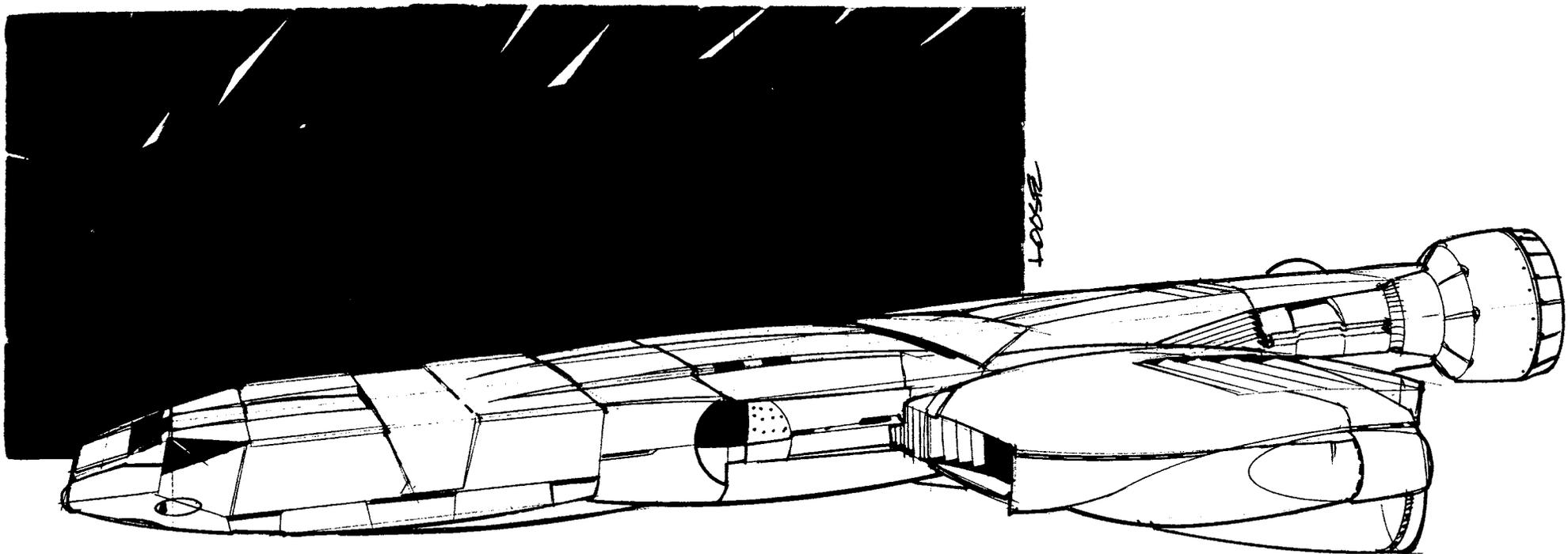
Notes: Equipped with 48 tons of standard armor. Small craft may use fighter bay doors.

Weapons: Arc (Heat)Type Nose (14 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—		Laser
LW/RW (14 Heat) 1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—		Laser
LW/RW Aft (43 Heat) 1 PPC 2 LRM 20 (36 rounds)	1 (10)	1 (10)	—	—		PPC LRM
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—		Autocannon
1 Large Laser, 4 Medium Lasers	3 (28)	1 (8)	—	—		Laser
Aft (11 Heat) 1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—		Autocannon
1 LRM 10 (12 rounds)	1 (6)	1 (6)	1 (6)	—		LRM
2 Medium Laser	1 (10)	—	—	—		Laser

UPGRADED VERSION

Type: Military Aerodyne
Use: Fighter Carrier
Tech: Star League
Introduced: 3056
Mass: 11,000 tons
Battle Value: 4,442

Dimensions
Length: 234 meters
Width: 96 meters
Height: 20 meters



Fuel: 35 tons (10,500)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 143
Structural Integrity: 11

Armor

Nose: 140
Right/Left Wings: 150
Aft: 180

Cargo

Bay 1: Fighters (20)	4 Doors
Bay 2: Fighters (20)	4 Doors
Bay 3: Small Craft (3)	0 Door
Cargo (185 tons)	4 Doors

Escape Pods: 5

Life Boats: 0

Crew: 3 officers, 3 enlisted/non-rated, 6 gunners, 95 bay personnel

Ammunition: 20 rounds Autocannon/5 ammunition (1 tons), 16 rounds Gauss rifle ammunition (4 tons), 12 rounds LRM 10 ammunition (1 tons), 72 rounds LRM 20 ammunition (12 tons)

Notes: Equipped with 48 tons of standard armor. Small craft may use fighter bay doors.

Weapons:

Arc (Heat)Type
Nose (19 Heat)

	Capital Attack Values (Standard)					
	Short	Medium	Long	Extreme	Class	
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser	
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon	

LW/RW (18 Heat)

1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
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LW/RW Aft (51 Heat)

1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 LRM 20+Artemis (36 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
1 ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser

Aft (11 Heat)

1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	Autocannon
1 LRM 10+Artemis (12 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
2 Medium Laser	1 (10)	—	—	—	Laser

MULE



The large *Mule*-class DropShip is one of the most common civilian vessels in known space. The *Mule* carries a generous amount of armor and weaponry for a merchant vessel, boasting an arsenal that rivals those of some small military DropShips. The popular spheroid cargo transport was designed at the height of the Star League and has a cargo capacity of just less than 8,500 tons.

The lowest decks of the *Mule* contain the ship's power plant, drive system, landing gear and the majority of the craft's heat sinks and fuel tankage. The main cargo bay is also situated in this lower section and can accommodate 3,000 tons of cargo. Four cargo elevators lead from this massive bay to the upper decks, which hold 5,000 tons of cargo all together.

Situated next to each lift, massive cargo ramps provide the main access to the craft. These ramps have been responsible for numerous accidents. If a ramp is not secured when the main engine fires, the engine exhaust can rip the ramp away from the hull, causing severe damage to the vessel. In extreme circumstances, this can destroy a *Mule*.

Above the *Mule's* two upper cargo bays are three decks that make up the vessel's command section. One of these decks contains electronics and docking equipment, while the remaining two contain the bridge, crew quarters and a series of specialized rooms. The first of these specialized rooms is an observation lounge that overlooks the upper cargo bay. The lounge often serves as an additional recreation area for the crew and a meeting place for dealings with customers. The second room contains a trio of large screens, each displaying local exchange rates for various goods and services uploaded from the planetary information net. The third room contains communications monitoring facilities and computers that support the briefing room.

The crew occupies a number of single-occupancy rooms on the upper deck of the command level. Each room has ample

space for storing personal gear. The large mess facility, a crew lounge, and a well-equipped medical bay occupy much of the remaining deck, along with a spacious bridge in the center of the deck.

The arrival of the Clans and the demand for more military DropShips has delayed plans for a refitted version of the *Mule*.

MULE CLASS DROPSHIP

Type: Civilian Spheroid

Use: Cargo Carrier

Tech: Inner Sphere

Introduced: 2737

Mass: 11,200 tons

Battle Value: 1,664

Dimensions

Length: 158 meters

Width: 158 meters

Height: 100.4 meters

Fuel: 319 tons (9,570)

Tons/Burn-day: 4.22

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 59

Structural Integrity: 10

Armor

Nose: 70

Sides: 80

Aft: 60

Cargo

Bay 1: Cargo (2,715 tons) 2 Doors

Bay 2: Cargo (2,715 tons) 2 Doors

Bay 3: Cargo (2,714 tons) 2 Doors

Escape Pods: 2

Life Boats: 2

Crew: 4 officers, 13 enlisted/non-rated, 3 gunners

Ammunition: 40 rounds Autocannon/5 ammunition (2 tons), 30 rounds SRM 6 ammunition (2 tons)

Notes: Equipped with 16 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (6 Heat)

1 Autocannon/5 1 (5) 1 (5) — — Autocannon

1 Medium Laser 1 (5) — — — Laser

2 Small Laser 1 (6) — — — Point Defense

FL/FR (10 Heat)

1 SRM 6 (15 rounds) 1 (8) — — — SRM

2 Medium Laser 1 (10) — — — Laser

AL/AR (11 Heat)

1 Large Laser, 1 (13) 1 (8) — — Laser

1 Medium Laser

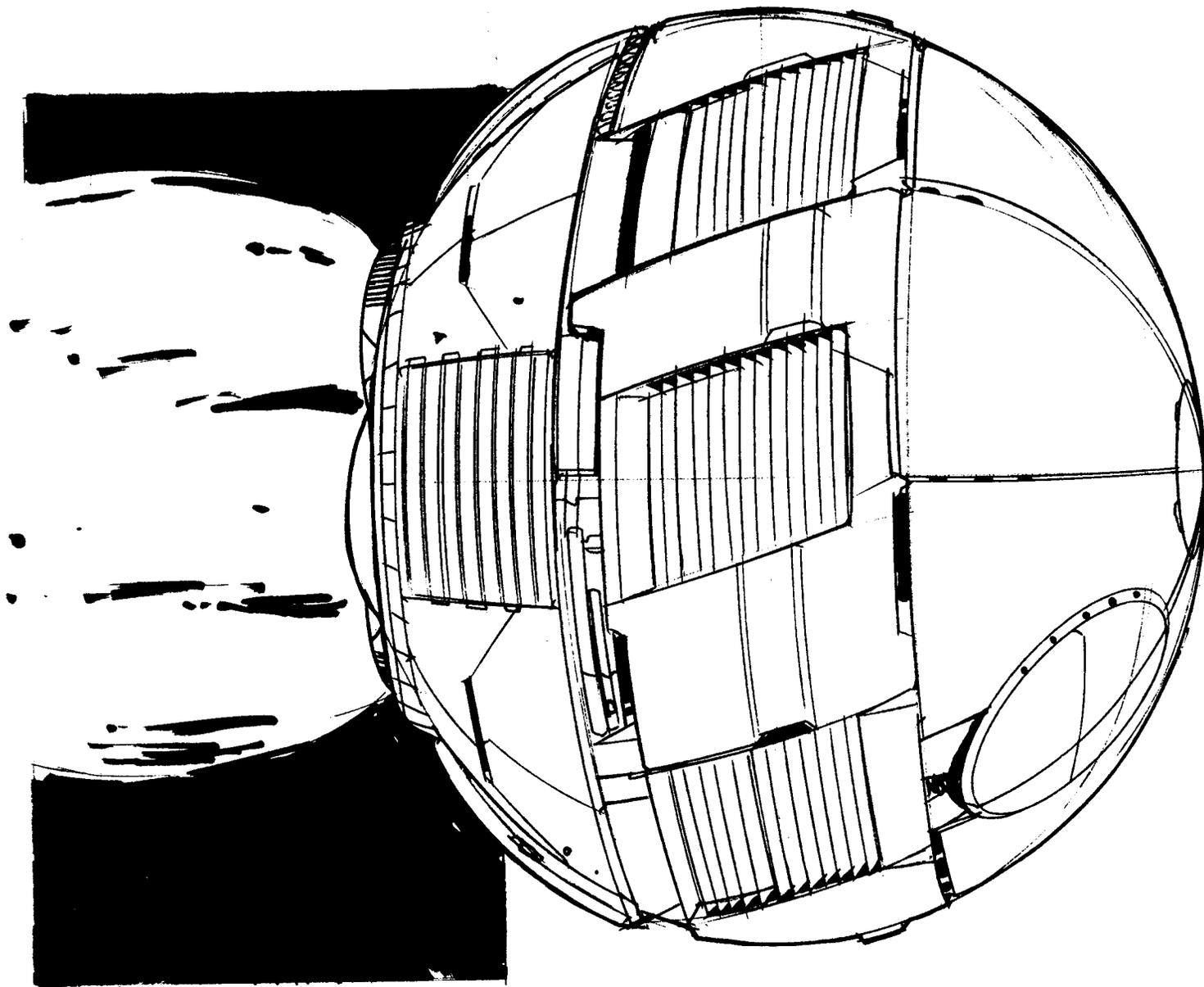
Aft (11 Heat)

1 Large Laser, 1 (13) 1 (8) — — Laser

1 Medium Laser

Capital Attack Values (Standard)

Short Medium Long Extreme Class



LOOSE

MODEL 97 "OCTOPUS"



The *Model 97 "Octopus"* is a refit of the classic Star League *Model 96 "Elephant"* tug. Produced by Nimakachi Fusion Products Ltd., the *Octopus* is a state-of-the-art vessel by all accounts. The massive vessel uses the new 6,000-ton Merlin interplanetary drive, which provides the vessel with a maximum acceleration of 4.5 Gs. Even when towing the largest merchant DropShips, the Merlin enables the vessel to maintain almost one half-G of constant acceleration. Four permanently fixed landing legs allow the vessel to make planetary landings, although the vessel rarely makes use of this capability.

The *Octopus's* nose contains a sophisticated tug adapter that allows the tug to attach itself to any vessel, whether the vessel has a functioning docking collar or not. Using its eight long arms, the *Octopus* holds the vessel in a secure grip. The tug can then act as an interplanetary drive and maneuvering thrusters for the vessel. The center of the tug adapter contains a large universal airlock adapter that can be altered to fit the hull of most target craft. A room adjacent to the adapter contains the numerous tools required by the crew during salvage operations, including sophisticated cutting gear that can penetrate armor should the crew need to force entry to the other vessel.

The *Octopus* is well armed and armored for a civilian vessel, something that has cast suspicion over the planned use of the vessel. Nimakachi insists that the armor and weapons are merely prudent for a craft that operates alone, providing it with protection against pirates. The sophistication of the *Octopus's* weapons systems, however, suggests the vessel is designed for more than civilian use.

The decks closest to the tug adapter serve as cargo holds for goods rescued from stricken vessels. Each of the two decks can hold over 3,000 tons of cargo, although the only access to these bays is via the airlock in the tug adapter. As a result, this cargo can only be unloaded at an orbital station, not at a surface spaceport.

The vessel's 40 crew members occupy luxurious facilities on decks seven and eight in the craft's midsection. Although each cabin is double-occupancy, the facilities provided rival those on many passenger craft, with a separate bathroom, comfortable furniture and a holoivid player in each. Given that the craft may be away from port for up to three months, these excellent facilities are considered a necessity to keep the crew content over their extended missions. A large mess hall and lounge area on deck nine provides a central meeting place for the crew, while the remainder of the deck contains a gym and other recreation facilities.

Decks four to seven contain additional cabins for the crews of vessels rescued by the tug, with facilities for up to 216 people. These quarters are much more cramped than those occupied by the crew, with six people to a cabin, and are suitable for short stays only. This facility has proved useful on a number of occasions. In 3055, for example, the *Bronco*, an *Octopus*-class tug, rescued the stranded *Monarch*-class liner *Dalton Star* in the Diass system, allowing the *Octopus* to bring back the ship without a man lost, passenger or crew.

Approximately one dozen *Octopuses* have been constructed during the past seven years. Most of these vessels have been sold to numerous DropShip and JumpShip repair and production facilities. The locations of two of these craft have not been identified.

MODEL 97 "OCTOPUS"-CLASS DROPSHIP

Type: Civilian Spheroid

Use: Tug

Tech: Star League

Introduced: 3051

Mass: 15,000 tons

Battle Value: 3,716

Dimensions

Length: 102 meters

Width: 64 meters

Height: 64 meters

Fuel: 700 tons (21,000)

Tons/Burn-day: 4.22

Safe Thrust: 6

Maximum Thrust: 9

Heat Sinks: 98

Structural Integrity: 20

Armor

Nose: 150

Sides: 150

Aft: 120

Cargo

Bay 1: Cargo (3,730 tons) 2 Doors

Bay 2: Small Craft (4) 2 Doors

Escape Pods: 10

Life Boats: 0

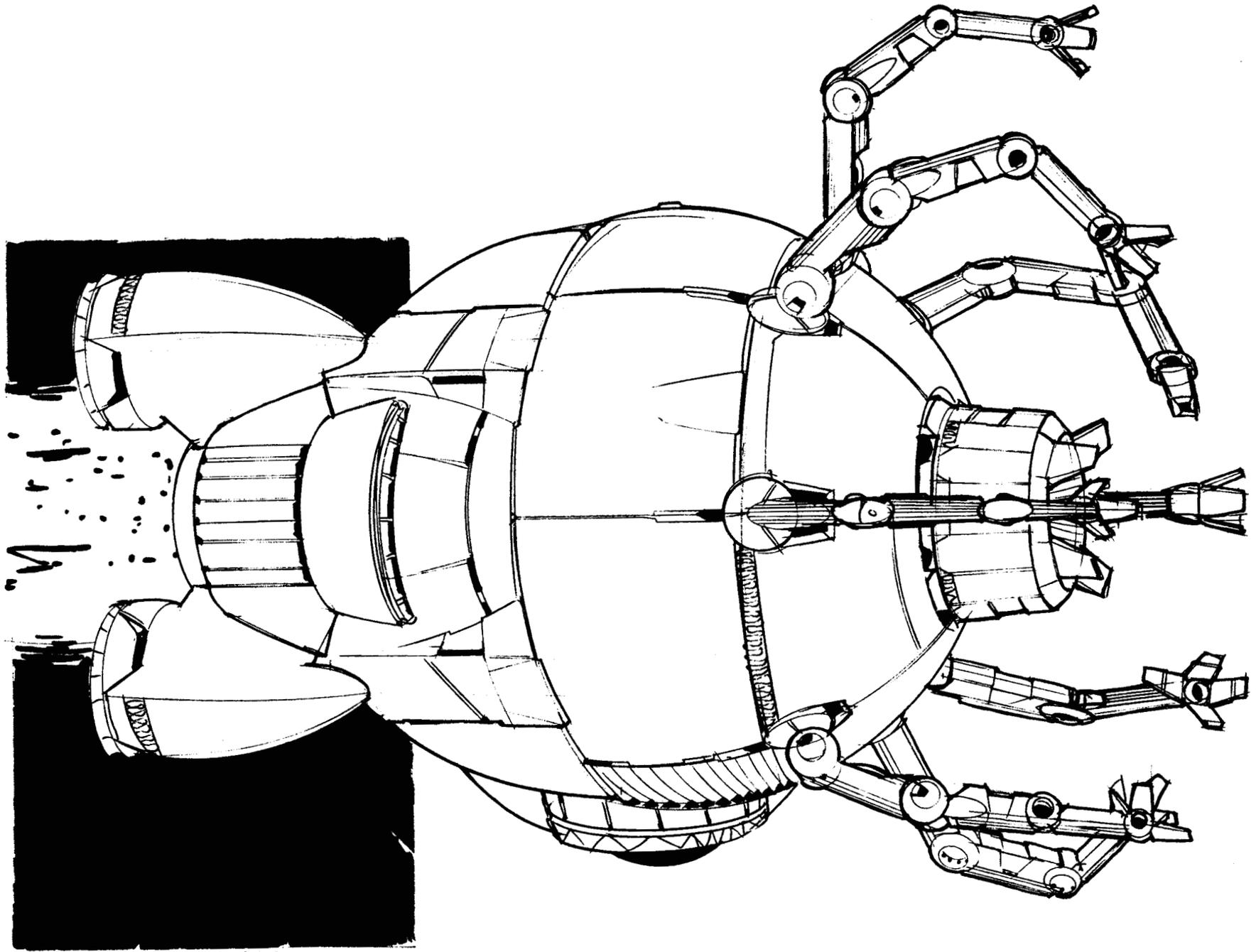
Crew: 7 officers, 28 enlisted/non-rated, 5 gunners, 216 steerage passengers

Ammunition: 96 rounds LRM 10 ammunition (8 tons)

Notes: Equipped with 35 tons of standard armor.

Weapons: Arc (Heat) Type Nose (32 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
1 LRM 10+Artemis (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
FL/FR (32 Heat)					
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
1 LRM 10+Artemis (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
AL/AR (22 Heat)					
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
Aft (22 Heat)					
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
1 LRM 10+Artemis (24 rounds)	1 (8)	1 (8)	1 (8)	—	LRM

MODEL 97 "OCTOPUS"



L. OOSE

EXCALIBUR



The largest military DropShip in common service, the *Excalibur* can transport a complete combined-arms regiment, comprising a full infantry battalion, two tank battalions, and a BattleMech company. The first *Excaliburs* entered service in 2786, shortly after the start of the First Succession War. These massive craft made use of the huge GM 48000 drive system, which provides the vessel with a respectable 1.5 Gs of acceleration. The last manufacturer able to produce these drives closed in 3022, however—for a while the craft looked doomed. Eventually House Kurita, a major user of the *Excalibur*, commissioned an engineering team to research an alternative propulsion system. The team proposed a modified version of the smaller GE 2080 drive system used in the *Mule*-class DropShip for the *Excalibur*. This innovation proved successful, and most *Excaliburs* produced since the 3030's use this drive system.

Five huge bays make up the majority of the craft's interior. Four of these are fitted as vehicle bays, and the fifth can accommodate a company of 'Mechs. The 'Mech bay does not contain any repair facilities, however, or 'Mech-drop capability. Most of the *Excalibur's* remaining space contains six troop decks, which includes quarters for vehicle crews, MechWarriors, technical personnel and an entire infantry battalion. Each infantry deck contains barracks, mess and recreation rooms for each platoon as well as training and medical facilities for each infantry company.

The quarters for the *Excalibur's* 50 crew members are located above the troop decks. These quarters comprise 21 double-occupancy rooms and eight single-occupancy suites for the captain and senior officers. The central portion of the deck houses mess hall and recreation facilities, with a trio of elevators for access to other decks. An isolated, security code-equipped elevator provides access to the command deck.

The *Excalibur* is poorly armed for its size and usually requires a fighter escort to ensure its safety on combat missions.

Usually a wave of DropShips and fighters neutralize any potential threats before an *Excalibur* enters a combat area. Off-loading infantry and armor from a grounded *Excalibur* can take up to three hours, leaving the craft extremely vulnerable. As a result, *Excaliburs* generally provide support for siege operations or are used in the consolidation phase of a planetary assault.

Semier Data Tron of Tharkad has recently attempted to improve the firepower of their *Excaliburs* by replacing the conventional weapons systems with high-tech equivalents. Several configurations have been tried, all with mixed success. The most common configuration adds an Artemis IV fire-control system to each of the five LRM systems, replaces the medium lasers with pulsed equivalents and replaces the PPCs and large lasers with extended-range versions of these weapons. The net result of this is a slight improvement in the *Excalibur's* firepower and range, but at the expense of increased heat output.

EXCALIBUR-CLASS DROPSHIP OBSOLETE VERSION

Type: Military Spheroid

Use: Troop Carrier

Tech: Inner Sphere

Introduced: 2786

Mass: 16,000 tons

Battle Value: 3,101

Dimensions

Length: 113 meters

Width: 113 meters

Height: 124.9 meters

Fuel: 300 tons (9,000)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 145

Structural Integrity: 14

Armor

Nose: 200

Sides: 180

Aft: 150

Cargo

Bay 1: Vehicles (90 Heavy)	1 Door
Bay 2: 'Mechs (12)	1 Door
Bay 3: Infantry (12 foot platoons)	1 Door
Bay 4: Cargo (440 tons)	0 Door

Escape Pods: 25

Life Boats: 4

Crew: 9 officers, 37 enlisted/non-rated, 4 gunners, 1,080 bay personnel

Ammunition: 20 rounds Autocannon/5 ammunition (1 tons), 72 rounds LRM 10 ammunition (6 tons)

Notes: Equipped with 47 tons of standard armor.

Weapons: Arc (Heat)Type Nose (8 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—	—	Autocannon
1 LRM 10 (24 rounds)	1 (6)	1 (6)	1 (6)	—	—	LRM
1 Medium Laser	1 (5)	—	—	—	—	Laser
FL/FR (24 Heat)						
1 PPC	1 (10)	1 (10)	—	—	—	PPC
2 LRM 10 (24 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
2 Medium Laser	1 (10)	—	—	—	—	Laser
AL/AR (14 Heat)						
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	—	Laser
Aft (11 Heat)						
1 Large Laser, 1 Medium Laser	1 (13)	1 (8)	—	—	—	Laser

UPGRADED VERSION

Type: Military Spheroid

Use: Troop Carrier

Tech: Star League

Introduced: 3056

Mass: 16,000 tons

Battle Value: 3,393

Dimensions

Length: 113 meters

Width: 113 meters

Height: 126 meters

Fuel: 300 tons (9,000)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 145
Structural Integrity: 14

Armor

Nose: 200
Sides: 180
Aft: 150

Cargo

Bay 1: Vehicles (72 Heavy) 1 Door
 Bay 2: Mechs (12) 1 Door
 Bay 3: Cargo (2,238 tons) 0 Door
 Infantry (9 foot platoons) 1 Door

Escape Pods: 25

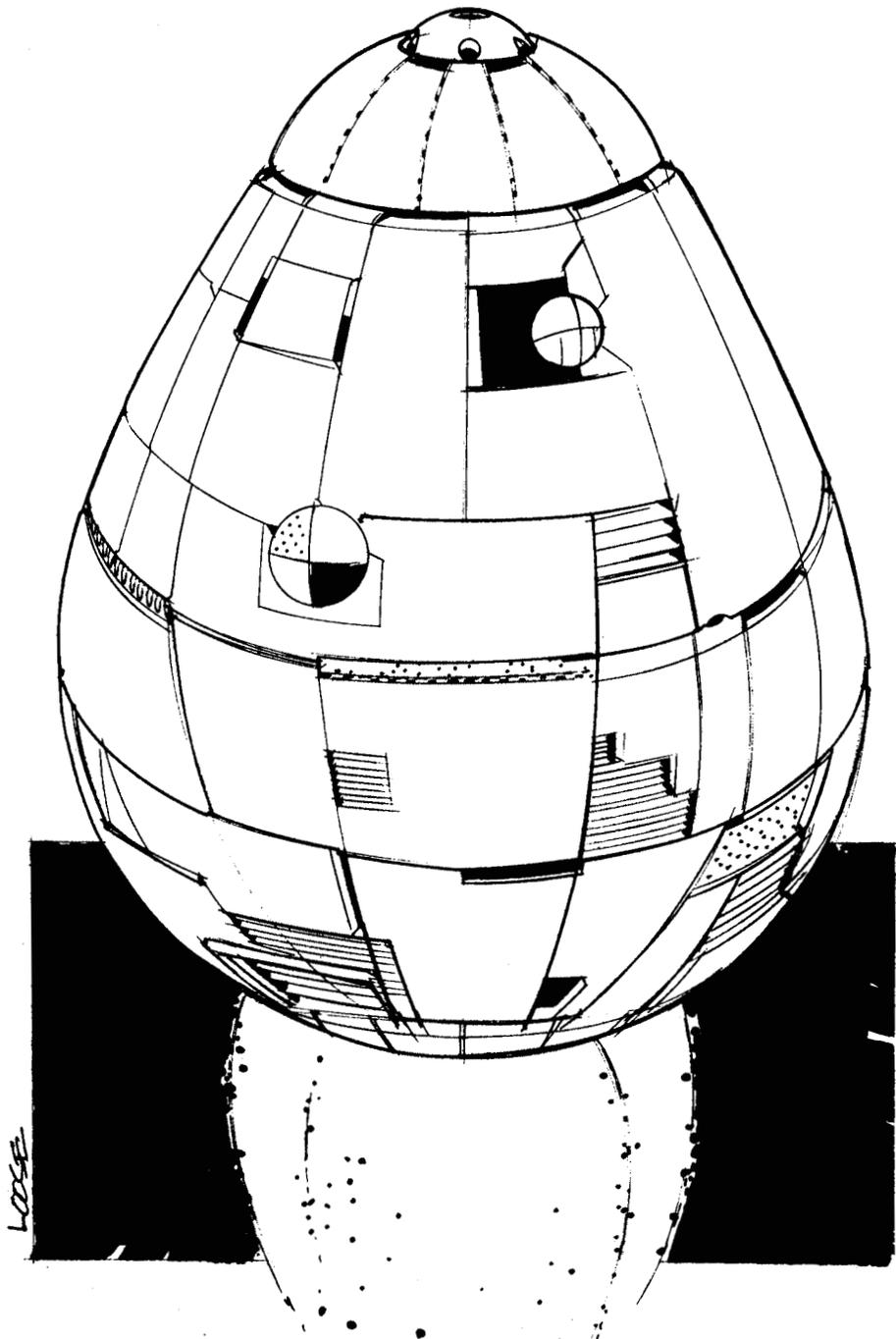
Life Boats: 4

Crew: 9 officers, 37enlisted/non-rated, 4 gunners, 852 bay personnel

Ammunition: 20 rounds Autocannon/5 ammunition (1 tons), 72 rounds LRM 10 ammunition (6 tons)

Notes: Equipped with 47 tons of standard armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (9 Heat)						
1 Autocannon/5 (20 rounds)	1 (5)	1 (5)	—	—		Autocannon
1 LRM 10+Artemis (24 rounds)	1 (8)	1 (8)	1 (8)	—		LRM
1 Medium Pulse Laser	1 (6)	—	—	—		Pulse Laser
FL/FR (31 Heat)						
1 ER PPC	1 (10)	1 (10)	1 (10)	—		PPC
2 LRM 10+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—		LRM
2 Med. Pulse Lasers	1 (12)	—	—	—		Pulse Laser
AL/AR (20 Heat)						
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—		Laser
2 Med. Pulse Lasers	1 (12)	—	—	—		Pulse Laser
Aft (20 Heat)						
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—		Laser
2 Med. Pulse Lasers	1 (12)	—	—	—		Pulse Laser



ROSE



The *Bara no Ryu*, or *Rose* as it is more commonly known, is one of the most interesting designs to emerge in recent years. Officially a merchantman, the *Rose* is actually a sophisticated military craft outfitted with advanced technology. All nine *Roses* are owned by the DCMS.

The *Rose's* harmless-looking exterior conceals numerous pieces of cutting-edge military hardware, including highly sophisticated sensors and an advanced array of weapons. The nine *Roses* primarily serve as supply ships for the Explorer Corps, transporting equipment, people and supplies to our facilities in the Periphery.

The 16,000-ton vessel can transport nearly than 10,000 tons of cargo, usually foodstuffs and construction materials. The *Rose* can also transport combat equipment, including vehicles and BattleMechs, although the facilities for such cargo are minimal. The vessel can accommodate up to one platoon in comfortable, if spartan, quarters.

Much of this outbound cargo is first shipped to Wolcott by conventional means and is easily hidden in the massive volume of logistics traffic for the operations of the DCMS. Once on Wolcott, the equipment is moved to the new Anson facility and secretly loaded onto *Rose*-class DropShips. Returning vessels carry out similar deceptions, unloading their military equipment at the facility and collecting innocuous raw materials that can be sold on the open market as the produce of new mining colonies.

Despite its formidable array of weaponry, the *Rose* is lightly armored, a result of the need to masquerade as a merchant. If faced with combat, a *Rose's* captain will most often use his vessel's superior maneuverability to escape, saving its weapons for desperate situations.

One such situation occurred in May of last year, when a Clan *Broadsword*-class vessel encountered a *Rose* and its JumpShip at LM-52 9366, an uninhabited system in the

Draconis Drift. The *Rose* was transporting a company of BattleMechs when the Clan vessel issued a batchall. The vessels were unable to flee because the JumpShip required another six hours of charging before it could make a jump. When the Clans discovered their target was a "merchant vessel," however, they decided not to attack, but announced their intention to send a boarding party to inspect the *Rose's* cargo.

The unsuspecting *Broadsword* captain maneuvered his vessel to dock with the *Rose*. When it was less than half a kilometer away, the *Rose* fired its formidable nose-bay weapons. The first volley destroyed the *Broadsword's* 'Mech bay door. The atmosphere breach caused the Clan vessel to spin out of control, and the *Rose's* four aerospace fighters swiftly dispatched the crippled ship.

ROSE-CLASS DROPSHIP

Type: Military Spheroid

Use: Cargo Carrier

Tech: Star League

Introduced: 3054

Mass: 16,000 tons

Battle Value: 3,855

Dimensions

Length: 120 meters

Width: 117 meters

Height: 137 meters

Fuel: 60 tons (1,800)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 168

Structural Integrity: 10

Armor

Nose: 150

Sides: 120

Aft: 100

Cargo

Bay 1: Cargo (9,975.5 tons)

Bay 2: Small Craft (4)

Bay 3: Infantry (1 foot platoon)

5 Doors

5 Doors

2 Doors

Escape Pods: 6

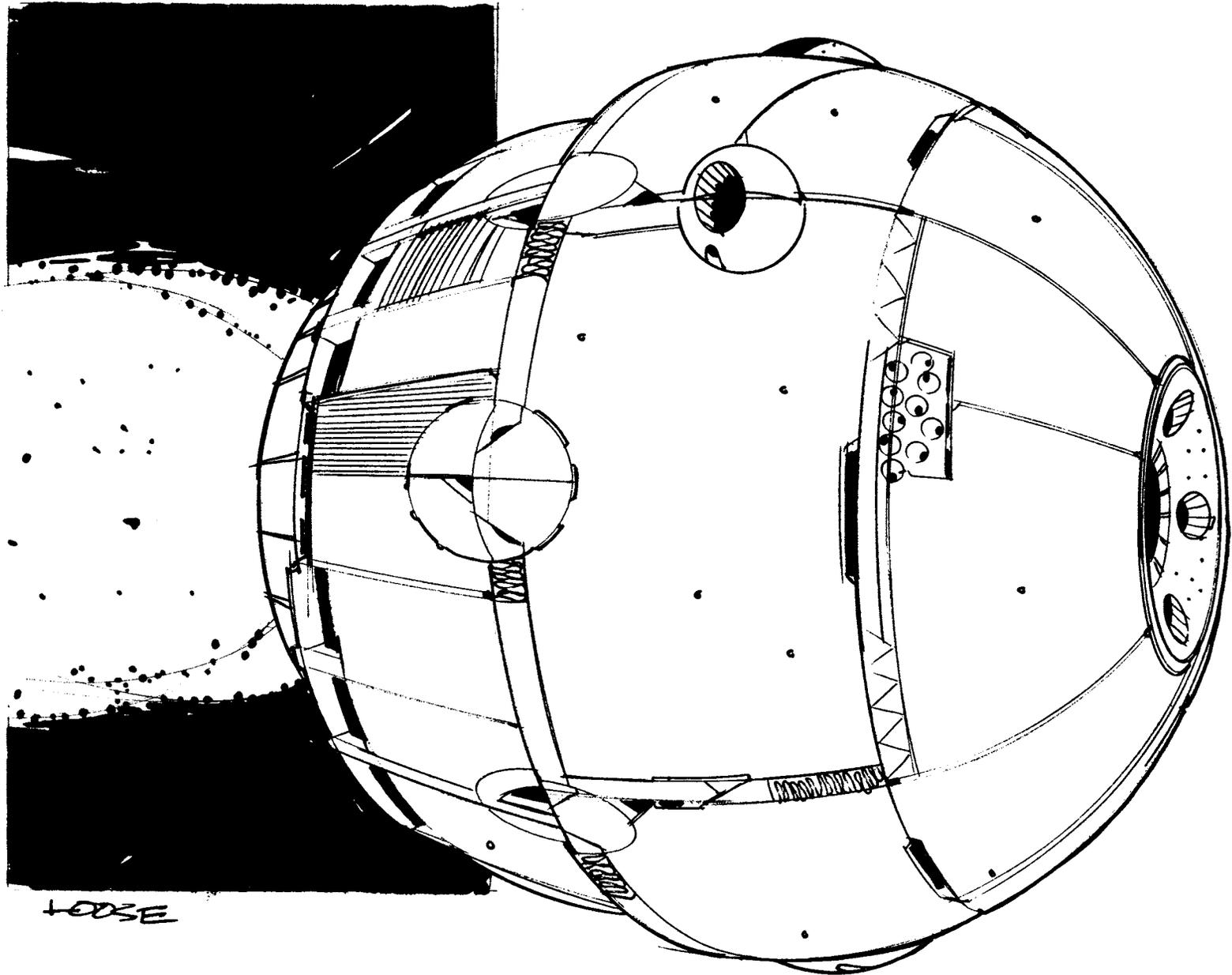
Life Boats: 0

Crew: 8 officers, 34 enlisted/non-rated, 5 gunners, 48 bay personnel

Ammunition: 16 rounds Gauss rifle ammunition (2 tons), 64 rounds LRM 15 ammunition (8 tons)

Notes: Equipped with 32.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (65 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 ER Large Laser, 1 Medium Laser	1 (13)	1 (8)	1 (8)	—	Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (21)	1 (9)	—	—	Pulse Laser
FL/FR (29 Heat)					
1 ER Large Laser, 1 Medium Laser	1 (13)	1 (8)	1 (8)	—	Laser
1 Large Pulse Laser, 1 Medium Pulse Laser	2 (15)	1 (9)	—	—	Pulse Laser
AL/AR (8 Heat)					
1 Medium Laser	1 (5)	—	—	—	Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
Aft (27 Heat)					
1 Medium Laser	1 (5)	—	—	—	Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
1 ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
1 Medium Pulse Laser	1 (6)	—	—	—	Pulse Laser



MAMMOTH



Mammoth-class DropShips are the largest DropShips capable of landing on a planet, the bulk transports of the Inner Sphere. Few *Mammoths* are independently owned—most belong to large corporations or to governments. Several Successor States use modified *Mammoth*-class vessels to transport diatomic-hydrogen fuel between facilities, while a few act as refueling vessels for fleets on extended operations. Most *Mammoths* are used to carry bulk goods between major trade worlds. The high operating and maintenance costs of these huge craft restrict their use, however, so the *Mammoth* is an uncommon sight.

The *Mammoth* has five massive cargo decks, which each hold a little more than 7,000 tons of cargo. Two 300-ton cargo lifts link all five decks. The lowest deck contains a pair of massive doors for loading and unloading, and the second deck has four airlocks for transferring cargo when the ship is in space.

The most unusual feature of the *Mammoth* is its drive system. Rather than a single central drive, the *Mammoth* has four separate units attached to the hull with a set of explosive bolts. These engine modules can be jettisoned in an emergency. When necessary, the drives are ejected or shut down in pairs to avoid control problems.

MAMMOTH CLASS DROPSHIP

Type: Civilian Spheroid
Use: Cargo Carrier
Tech: Inner Sphere
Introduced: 2808
Mass: 52,000 tons
Battle Value: 1,390

Dimensions

Length: 277 meters
Width: 277 meters
Height: 170.6 meters

Fuel: 420 tons (4,200)
Tons/Burn-day: 8.37
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 153
Structural Integrity: 20

Armor

Nose: 80
Sides: 60
Aft: 50

Cargo

Bay 1: Small Craft (4)	4 Doors
Bay 2: Cargo (18,624.5 tons)	3 Doors
Bay 3: Cargo (18.624 tons)	3 Doors

Escape Pods: 6

Life Boats: 0

Crew: 6 officers, 27 enlisted/non-rated, 2 gunners, 20 bay personnel

Ammunition: 0

Notes: Equipped with 21.5 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (8 Heat)

1 Large Laser

AL/AR (14 Heat)

1 Large Laser,

2 Medium Lasers

Aft (2 Heat)

2 Small Lasers

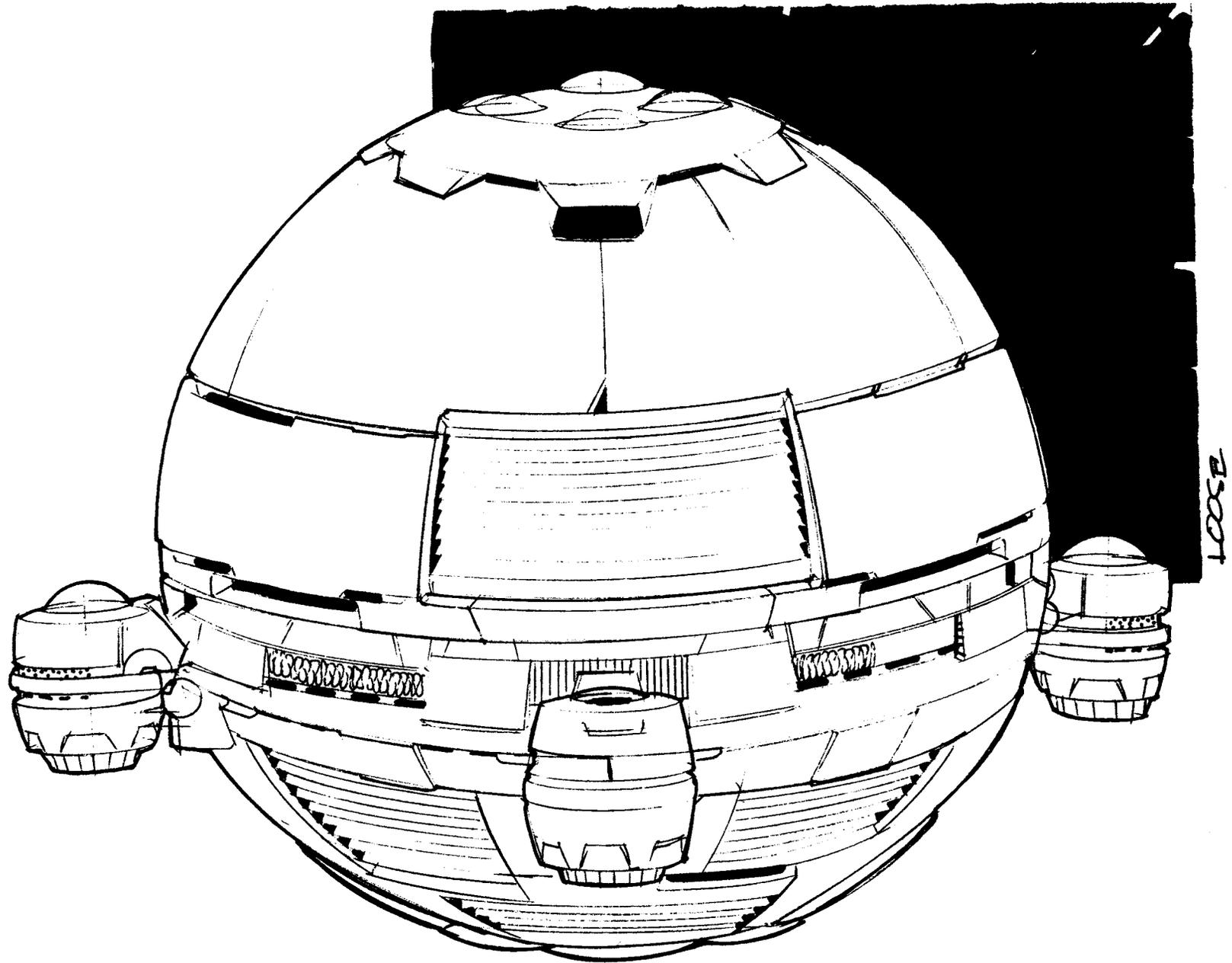
Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
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1 (8)	1 (8)	—	—	Laser
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2 (18)	1 (8)	—	—	Laser
--------	-------	---	---	-------

1 (6)	—	—	—	Point Defense
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BEHEMOTH



The *Behemoth* is the largest DropShip ever constructed, larger even than many JumpShips. Nearly twice the size of the *Mammoth*, the *Behemoth*-class DropShip is incapable of atmospheric operations or planetary landings. Instead, it either docks with an orbital cargo station or uses shuttles to move its cargo to a planet's surface. This extra stage in its loading operations increases the vessel's operating costs considerably, limiting its usefulness for most merchants.

The *Behemoth's* massive drive system occupies several of the lower decks and weighs more than three *Union*-class DropShips by itself. This massive system can provide the *Behemoth* with approximately 1.5 Gs of acceleration, but running the drive at this level causes stress cracks in many components, which are very expensive to repair. As a result, most vessels rarely operate the drive above half capacity.

The bulk of the *Behemoth* comprises 20 cargo decks, each of which can accommodate nearly 4,000 tons of cargo. A set of lifts in the central support spoke provide access to each deck. Four decks for equipment and personnel are located above the cargo decks. The lowest of these contains the life-support system, parts storage, and the *Behemoth's* small-craft bays. The second deck houses the majority of the vessel's 50 crew members in comfortable individual rooms. In the center of the deck, surrounding the support spoke, are the main lounge and mess, which can accommodate the entire crew. An exercise room and the ship's medical facility occupy the rest of the deck. Deck three contains the officers' quarters and the *Behemoth's* hydroponic garden. The deck also contains a small lounge and officers' mess facility.

The top deck contains the bridge, main computer and sensors. Security is very tight on this deck given the sensitive nature of these systems. Unless special permission is given by

the captain, the security guards on duty will deny entry to all personnel, with the exception of the bridge staff currently on duty. The bridge deck also contains an independent life-support system and emergency batteries. This arrangement makes seizing control of a *Behemoth* nearly impossible.

BEHEMOTH-CLASS DROPSHIP

Type: Civilian Spheroid

Use: Cargo Carrier

Tech: Inner Sphere

Introduced: 2782

Mass: 100,000 tons

Battle Value: 1,684

Dimensions

Length: 200 meters

Width: 200 meters

Height: 275 meters

Fuel: 600 tons (6,000)

Tons/Burn-day: 8,83

Safe Thrust: 2

Maximum Thrust: 3

Heat Sinks: 297

Structural Integrity: 30

Armor

Nose: 50

Sides: 50

Aft: 60

Cargo

Bay 1: Small Craft (20) 4 Doors

Bay 2: Cargo (37,486 tons) 10 Doors

Bay 3: Cargo (37,486 tons) 10 Doors

Escape Pods: 5

Life Boats: 5

Crew: 9 officers, 41 enlisted/non-rated, 3 gunners, 100 bay personnel

Ammunition: 0

Notes: Equipped with 15 tons of standard armor.

Weapons:

Arc (Heat)Type

FL/FR (14 Heat)

1 Large Laser,
2 Medium Lasers

AL/AR (14 Heat)

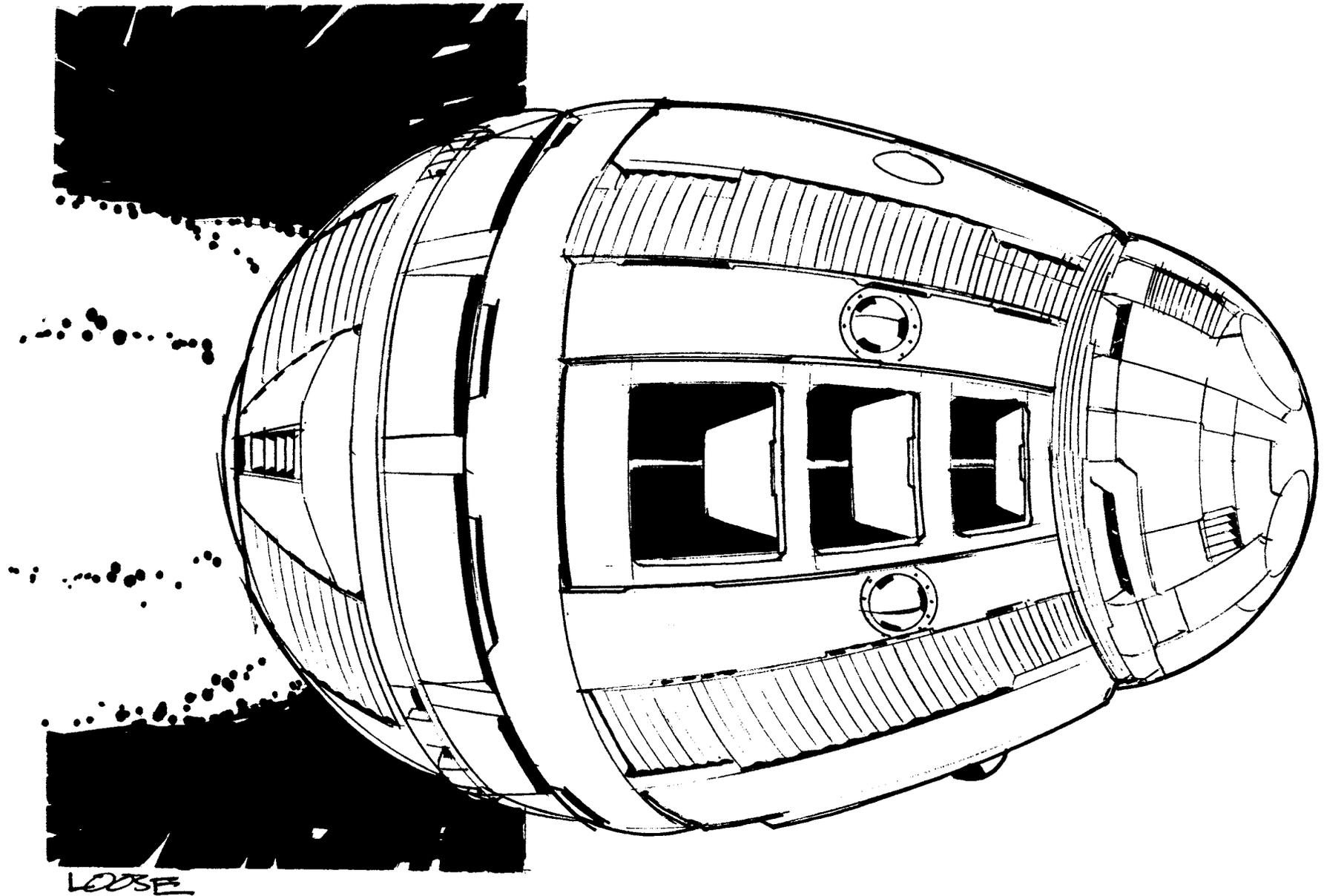
1 Large Laser,
2 Medium Lasers

Aft (6 Heat)

2 Medium Lasers

Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
2 (18)	1 (8)	—	—	Laser
2 (18)	1 (8)	—	—	Laser
1 (10)	—	—	—	Laser



The Clans regarded DropShips as little more than armed transports until the invasion of the Inner Sphere. Consequently, an assignment to the crew of such a vessel was not well received by many Clan warriors. However, the Inner Sphere militaries' use of DropShips in combat has led the Clan to re-appraise the combat role of the DropShip.

Shortly after the first Clan invaders arrived, a number of Inner Sphere commanders quickly realized that the insurmountable might of Clan OmniMechs virtually guaranteed a Clan force victory in traditional 'Mech warfare. Soon, these same military leaders began sending their aerospace forces to intercept Clan DropShips in attempts to destroy the Clan 'Mechs before they could land. Although these attacks rarely succeeded, they have led Clan commanders to reappraise the role of their own DropShips. As a result, Clan DropShips have assumed a much more prominent role in battle in recent years.

Much of the technical information we have regarding Clan DropShips comes from three sources. The primary source is Wolfnet, Wolf's Dragoons' intelligence division, which released much information to the Successor States in early 3051. However, much of that technical information dates from the Dragoons' last supply mission to the clans in 3019 and is somewhat out of date.

Snord's Irregulars have been our second source of information. This band of mercenaries captured a number of Clan DropShips and has allowed engineers from the Federated Commonwealth to study the vessels. The computers of these Clan vessels have proved especially valuable by providing a sizable database on current Clan naval vessels.

The most important source of information, however, is the Clan memory core retrieved by operatives in the Clan occupation zone. Seized from the Smoke Jaguar command post on Luzerne, the memory core contains valuable information on many aspects of the Clan military, including the projected capabilities of the new generations of DropShips beginning to enter service. These new vessels, designed to counteract the increase Inner Sphere naval strength, pose a severe threat to our mission and should be avoided whenever possible.



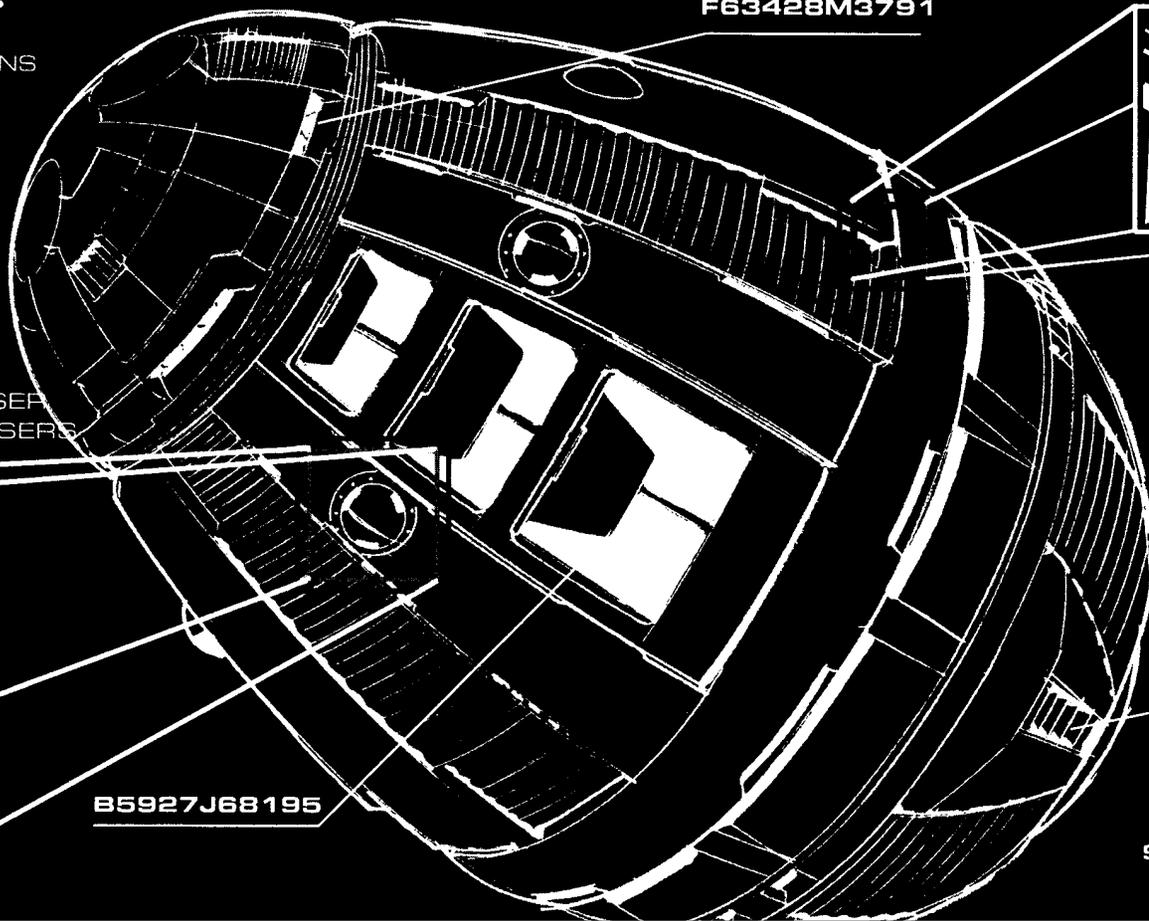


CLAN DROPSHIPS

•CLAN BEHEMOTH DROPSHIP•
MANUFACTURER: UNKNOWN
MASS (ESTIMATED): 100,000 TONS
OVERALL LENGTH: 200 METERS

•SUNBURST M-200L
MEGADRIVE
101100-201278A3-M2.4

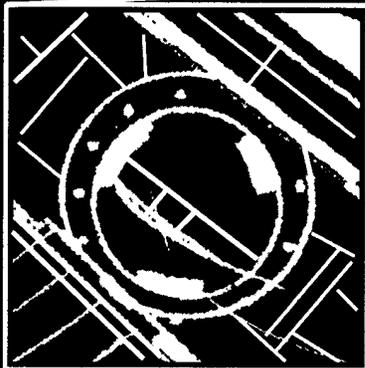
WEAPON BAY DETAIL
POSSIBLE CONTENTS:
1 EXTENDED RANGE LRG. LASER
2 EXTENDED RANGE MED. LASERS



F63428M3791



ZOOM 10X
PORT SIDE BAY
DOOR:
D2 DETAIL
RAMP STOWAGE
AND LOCKING
MECHANISM



B5927J68195

P419362041

923Y571.35



BROADSWORD



BROADSWORD-CLASS DROPSHIP

Type: Military Aerodyne
Use: 'Mech Carrier
Tech: Clan
Introduced: 2979
Mass: 1,900 tons
Battle Value: 5,602

Dimensions
Length: 80 meters
Width: 43 meters
Height: 23 meters

Fuel: 130 tons (5,200)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 79 (158)
Structural Integrity: 9

Armor
Fore: 190
Left/Right Wings: 160
Aft: 120

Cargo
 Bay 1: 'Mechs (2) 2 Doors
 Bay 2: 'Mechs (3) 2 Doors
 Bay 3: Cargo (77.5 tons) 1 Door

Escape Pods: 2
Life Boats: 2
Crew: 2 officers, 2 enlisted/non-rated, 4 gunners, 10 bay personnel

Ammunition: 60 rounds LRM 20 ammunition (10 tons), 60 rounds Streak SRM 6 ammunition (4 tons), 24 rounds AMS ammunition (1 tons)

Notes: Equipped with 30 tons of standard armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (65 Heat)						
2 ER Large Laser	2 (20)	2 (20)	2 (20)	2 (20)		Laser
1 Medium Pulse Laser	1 (7)	1 (7)	—	—		Pulse Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—		LRM
2 ER PPC	3 (30)	3 (30)	3 (30)	—		PPC
1 AMS (24 rounds)	1 (5)†	—	—	—		AMS
LW/RW (26 Heat)						
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—		LRM
3 Med. Pulse Laser	2 (24)	2 (21)	—	—		Pulse Laser
1 Small Pulse Laser						
Aft (12 Heat)						
1 Medium Pulse Laser	1 (7)	1 (7)	—	—		Pulse Laser
2 Streak SRM 6 (60 rounds)	2 (24)	2 (24)	—	—		SRM

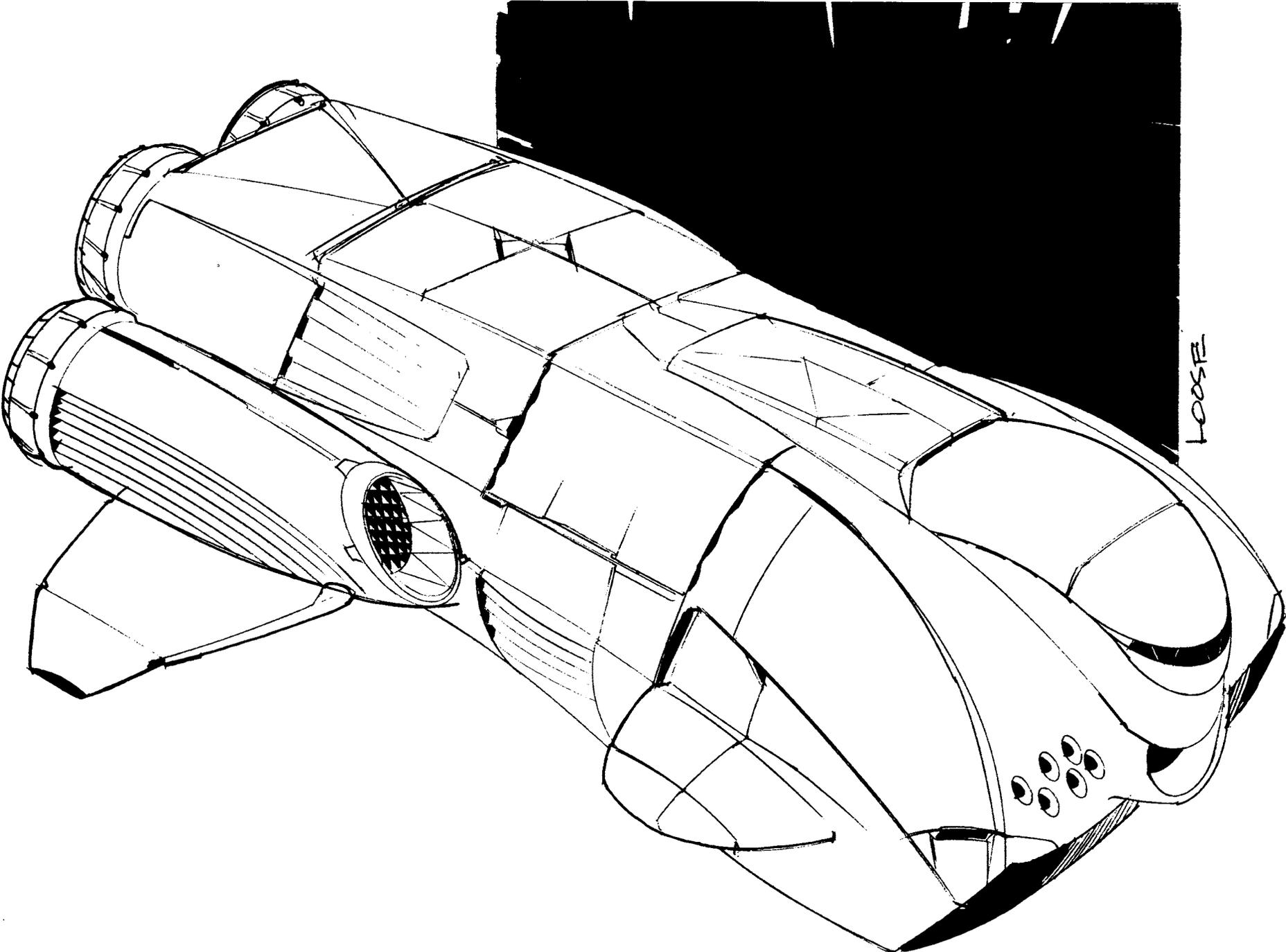
† Only against missiles.

The *Broadsword*-class DropShip has replaced the aging *Leopard* as the favored BattleMech transport in several Clans during the past seventy years. Superficially similar to the older design, the *Broadsword* has superior weaponry, maneuverability and armor, but lacks the *Leopard's* integral fighter support.

The first *Broadsword* was launched from the Marshall yards in 2979. Within ten years, it had found a home in the Toumans of most Clans. Today the Steel Vipers possess the largest number of *Broadswords* of any Clan.

The *Broadsword* transports five OmniMechs, two in each side 'Mech bay and one in the small bay in the ship's nose. Each bay contains limited repair facilities; two holds for parts and equipment are located at the aft of the craft. This arrangement poses problems when repairing the 'Mech in the nose bay, because these holds and the bay are connected by just a narrow passageway that accommodates only the smallest 'Mech parts. The *Broadsword's* main cargo bay is located on the vessel's upper deck, which can only be reached via a pair of stairways. Consequently, most of the vessel's cargo must be manually transported between decks.

These design problems aside, the *Broadsword* has distinguished itself as a versatile, reliable craft. The balanced blend of speed, firepower and armor make it well suited for raiding or reconnaissance missions. The *Broadsword's* arsenal includes several extended-range weapons that enable it to keep most threats well away. On Tukayyid, many *Broadsword* pilots were forced into combat when Com Guard ground units overran a number of Clan landing zones. Although many were badly damaged, few *Broadswords* were lost, thanks to their effective arsenals and armor.



CONFEDERATE



Launched in 2602, the *Confederate* was the standard BattleMech transport of the SLDF. Many of these vessels left in the Exodus, but a sizable number remained with units that opted to stay in the Inner Sphere. The complex technology used in the *Confederate's* drive system prevented the Successor State militaries from maintaining the ships, however, causing a steady decline in their numbers. Today, only two *Confederate* DropShips still serve with the Inner Sphere militaries.

Several other *Confederates* remain active with Clan Toumans. Mothballed by Kerensky after arriving at the Pentagon Worlds, several of these Clan *Confederates* were reactivated shortly before the Clan invasion to boost the transport capabilities of the participating Clans.

The Clan *Confederate* can carry a Star of OmniMechs and has proved it can still perform despite its age. Few *Confederates* have been refitted with advanced Clan technology, resulting in a difficulty engaging targets at any but the shortest modern ranges. The *Confederate's* arsenal of energy weapons, however, enables the craft to operate for extended periods without taking on supplies.

The *Confederate's* lowest deck contains its 'Mech bay as well as superior maintenance and repair facilities. A series of storerooms on the second deck provide the vessel with a moderate cargo capacity, much of which is dedicated to spares and pods for the OmniMechs.

The *Confederate's* bridge and crew quarters are typically austere and cramped—the price paid for the excellent 'Mech facilities. The craft is not as cramped as comparable vessels such as the *Leopard*, however, so most crew members do not object to serving on the *Confederate*.

CONFEDERATE-CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech Carrier
Tech: Inner Sphere
Introduced: 2602
Mass: 1,900 tons
Battle Value: 2,733

Dimensions
Length: 36.4 meters
Width: 36.4 meters
Height: 32.6 meters

Fuel: 135 tons (5,400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 92
Structural Integrity: 10

Armor
Nose: 180
Sides: 160
Aft: 116

Cargo (Star League Variant 1)
 Bay 1: 'Mechs (2) 2 Doors
 Bay 2: 'Mechs (4) 4 Doors
 Bay 3: Cargo (64 tons) 1 Door

Cargo (Star League Variant 2)
 Bay 1: Fighters (2) 2 Doors
 Bay 2: 'Mechs (4) 4 Doors
 Bay 3: Cargo (64 tons) 1 Door

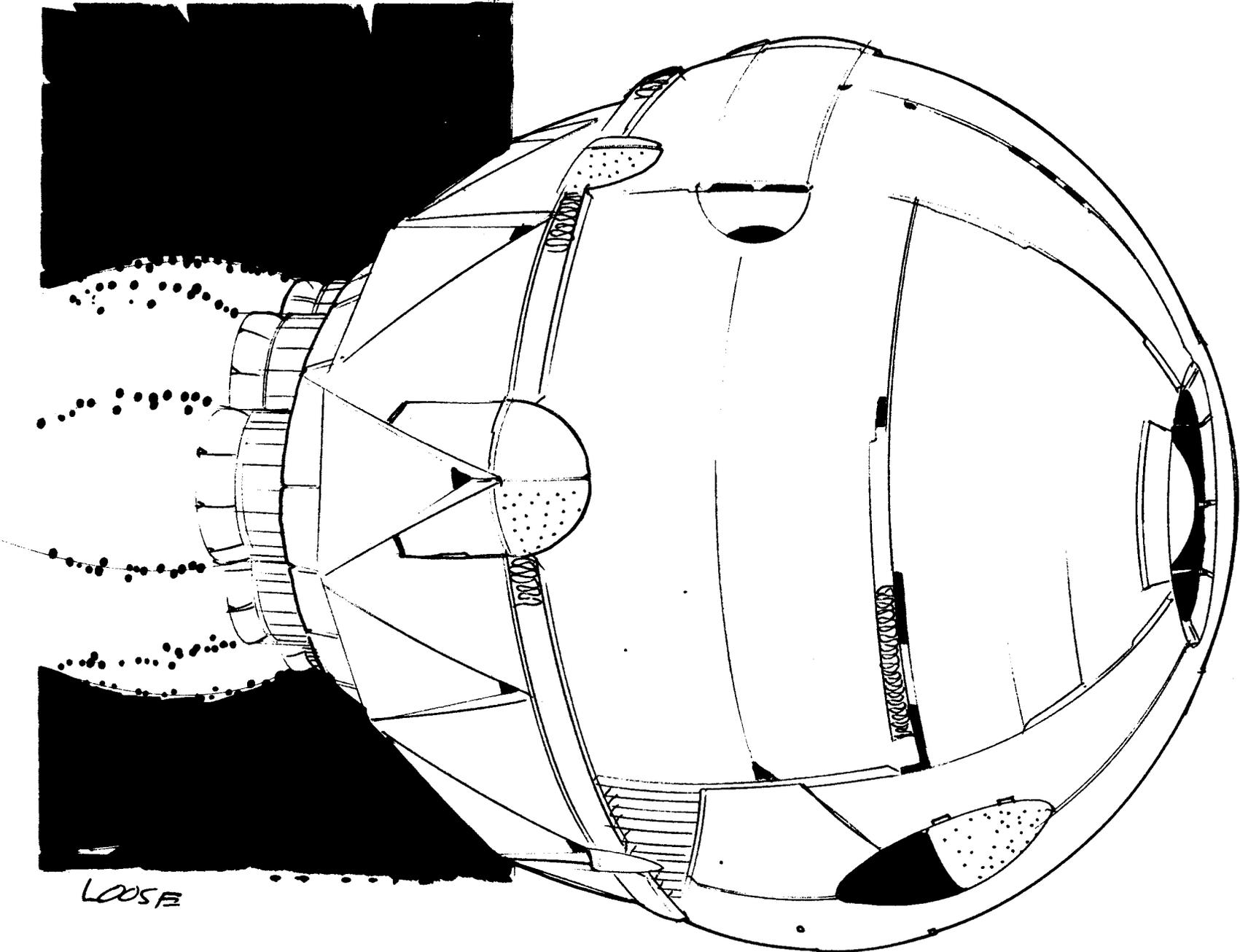
Cargo (Clan Variant)
 Bay 1: 'Mechs (2) 2 Doors
 Bay 2: 'Mechs (3) 3 Doors
 Bay 3: Cargo (214 tons) 2 Doors

Escape Pods: 2
Life Boats: 0
Crew: 2 officers, 2 enlisted/non-rated, 6 gunners, 10 bay personnel

Ammunition: None

Notes: Equipped with 36 tons of standard armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (22 Heat) 2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
FL/FR (39 Heat) 3 Large Lasers, 5 Medium Lasers	5 (49)	2 (24)	—	—	Laser
AL/AR (25 Heat) 2 Large Lasers, 3 Medium Lasers	3 (31)	2 (16)	—	—	Laser
Aft (22 Heat) 2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser



LOOSE

NORUFF



The formidable *Noruff*-class vessel is one of the most powerful DropShips ever designed. Fortunately for the Inner Sphere, only one *Noruff*—the prototype—is operational. This vessel launched in June of 3056 and has recently arrived at Jabuka in the Steel Viper occupation zone, where it is assigned to support the operations of the First and Second Viper Guards.

Information about the *Noruff* is scarce, but the few reports that exist suggest that the vessel is a compact and powerful design that uses the latest Clan technology. The largest of the *Noruffs* three sections contains a massive drive unit that displaces just under 930 tons. The drive unit and the *Noruff's* 250-ton fuel tankage together comprise a little more than 60 percent of the vessel's mass. The huge drive unit makes the vessel one of the fastest and most maneuverable DropShips in existence. With a cruise thrust of 4Gs and maximum of 6Gs, the *Noruff* outperforms most fighters and maintains the Viper's tradition of swift, agile vessels.

The *Noruff's* middle section contains quarters for the ten-man crew. The section also contains a small dual-purpose mess/recreation area, but the crew spends most of their off-duty time in their cabins. This section also contains the primary airlock system and docking adapter, although both the bridge and engine sections have emergency hatches.

The snug cockpit-like bridge occupies most of the space in the *Noruff's* nose and has positions for a pilot, co-pilot, commander and communications officer. Although the *Noruff's* weapons systems are controlled via a sophisticated targeting computer, the co-pilot and commander share responsibility for target designation and weapons allocation.

Although not as heavily armed as some Clan DropShips, the *Noruff's* armament is more than adequate. When combined with the vessel's agility and nearly 60 tons of armor, it makes the *Noruff* a fearsome opponent. The vessel has yet to see

combat against the Inner Sphere, however, and much of the performance information provided below is based on computer predictions of the craft's abilities.

NORUFF-CLASS DROPSHIP

Type: Military Aerodyne
Use: Assault Ship
Tech: Clan
Introduced: 3056
Mass: 1,900 tons
Battle Value: 11,968

Dimensions

Length: 73 meters
Width: 43 meters
Height: 31 meters

Fuel: 250 tons (10,000)
Tons/Burn-day: 1.84
Safe Thrust: 8
Maximum Thrust: 12
Heat Sinks: 96 (192)
Structural Integrity: 16

Armor

Nose: 450
Right/Left Wings: 250
Aft: 350

Cargo:

Bay 1: Cargo (33 tons) 1 Door
 Bay 2: Cargo (33 tons) 1 Door
 Bay 3: Cargo (32 tons) 1 Door

Escape Pods: 2

Life Boats: 0

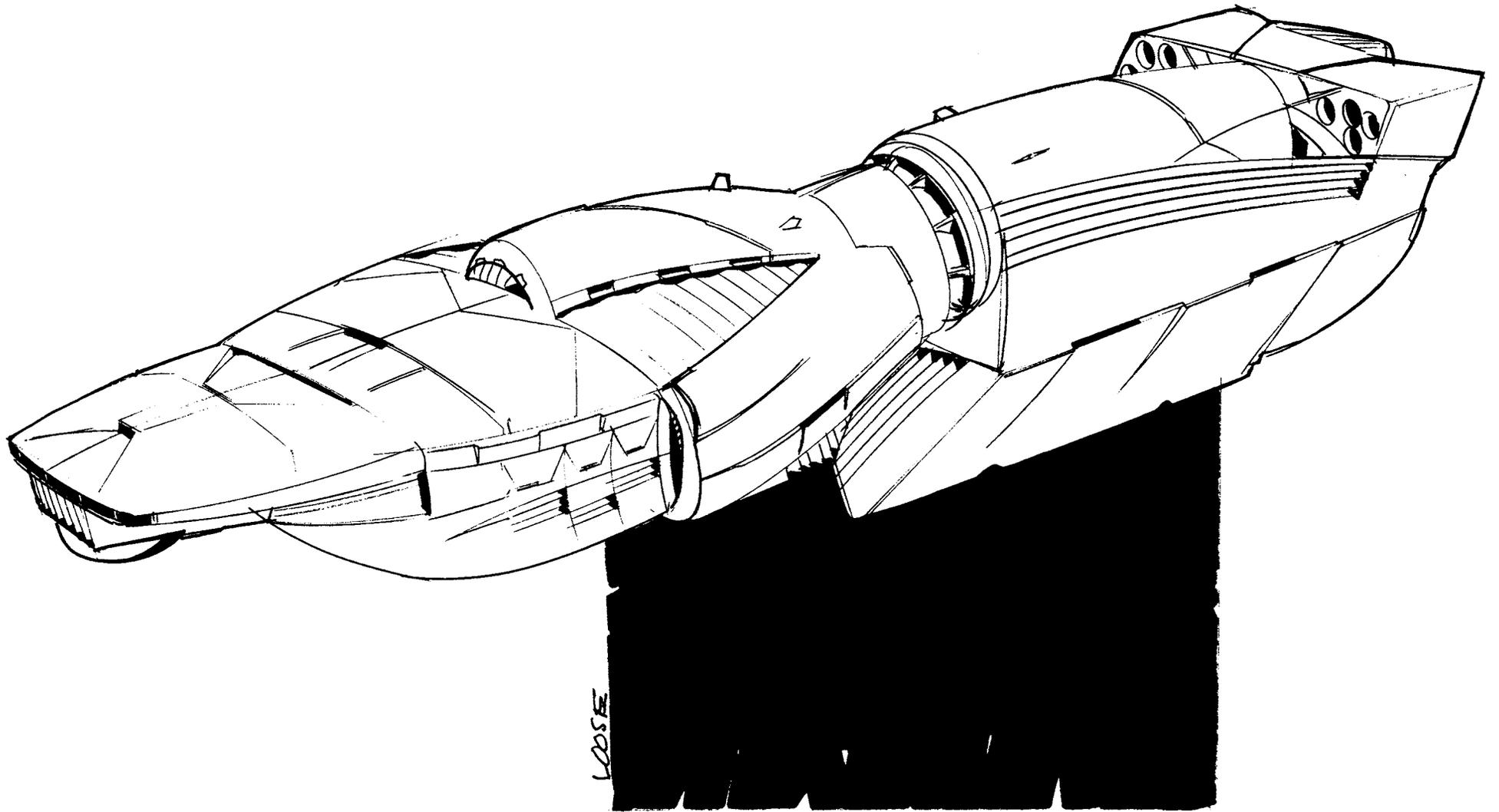
Crew: 3 officers, 1 enlisted/non-rated, 8 gunners

Ammunition: 56 rounds Gauss rifle ammunition (7 tons), 40 rounds Ultra AC/20 ammunition (8 tons), 48 rounds LRM 15 ammunition (6 tons), 48 rounds LRM 20 ammunition (8 tons), 60 rounds Streak SRM 6 ammunition (4 tons)

Notes: Equipped with 62 tons of standard armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				
Nose (90 Heat)	Short	Medium	Long	Extreme	Class
2 Gauss Rifles (32 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
2 ER Large Lasers	5 (48)	5 (48)	2 (20)	2 (20)	Laser
4 ER Medium Lasers					
3 LRM 20+Artemis (36 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
1 Large Pulse Laser, 3 Medium Pulse Lasers	3 (31)	3 (31)	1 (10)	—	Pulse Laser
1 Streak SRM 6 (15 rounds)	1 (12)	1 (12)	—	—	SRM
LW/RW (64 Heat)					
1 Ultra AC/20 (20 rounds)	3 (30)	3 (30)	—	—	Autocannon
1 ER Large Laser, 2 ER Medium Lasers	2 (24)	2 (24)	1 (10)	1 (10)	Laser
2 Large Pulse Lasers, 1 Medium Pulse Laser	3 (27)	3 (27)	2 (20)	—	Pulse Laser
1 Streak SRM 6 (15 rounds)	1 (12)	1 (12)	—	—	SRM
LW/RW Aft (19 Heat)					
2 ER Medium Lasers	1 (14)	1 (14)	—	—	Laser
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	LRM
1 Medium Pulse Laser	1 (7)	1 (7)	—	—	Pulse Laser
Aft (42 Heat)					
1 Gauss Rifle (24 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	Laser
1 LRM 20+Artemis (12 rounds)	3 (28)	3 (28)	3 (28)	—	LRM
1 LRM 15+Artemis (16 rounds)					
1 Large Pulse Laser	2 (17)	2 (17)	1 (10)	—	Pulse Laser
1 Medium Pulse Laser					
1 Streak SRM 6 (15 rounds)	1 (12)	1 (12)	—	—	SRM



SASSANID



The *Sassanid*-class DropShip is the Clans' primary battle armor carrier. Based on the *Intruder*-class combined-arms transport, the *Sassanid* can carry up to 75 Elementals—a complete Trinary. Indeed, the first *Sassanids* were merely converted *Intruders*, but in 2875 the L-5 yards of the Pentagon Cluster's Babylon system began turning out the new design.

Each Star of Elementals occupies a separate deck on the *Sassanid*. Each deck contains sleeping quarters, kit rooms, mess hall, medical facilities, and a training area equipped with holographic simulators. Each Point within an Elemental Star has its own bunkroom and a kit room for storing and maintaining their battle armor, but the Elementals spend most of their time in the training area, honing their skills.

The *Sassanid* makes use of a small number of sophisticated weapons that can deliver formidable firepower in all of its arcs. The vessel uses low-power bays, with the exception of its fore and aft arcs, which contain a number of large bays. In particular, the bay in the nose contains a tightly packed array of pulse lasers in the nose, which is capable of destroying most fighters by itself. When combined with the firepower from the vessel's other bays, these weapons can discourage most attackers quickly.

Sassanid-class DropShips are distributed among the majority of the Clans. Clan Smoke Jaguar possesses the largest concentration, and the Jade Falcon and Wolf Clans possess the fewest.

SASSANID-CLASS DROPSHIP

Type: Military Spheroid
Use: Troop Carrier
Tech: Clan
Introduced: 2875

Mass: 3,000 tons
Battle Value: 7,840

Dimensions
Length: 69 meters
Width: 69 meters
Height: 63 meters

Fuel: 300 tons (9,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 118 (236)
Structural Integrity: 10

Armor
Nose: 200
Sides: 150
Aft: 200

Cargo
 Bay 1: Battle Armor Points/Squads (5) 2 Doors
 Bay 2: Battle Armor Point/Squads (10) 4 Doors
 Bay 3: Cargo (1,204 tons) 2 Doors

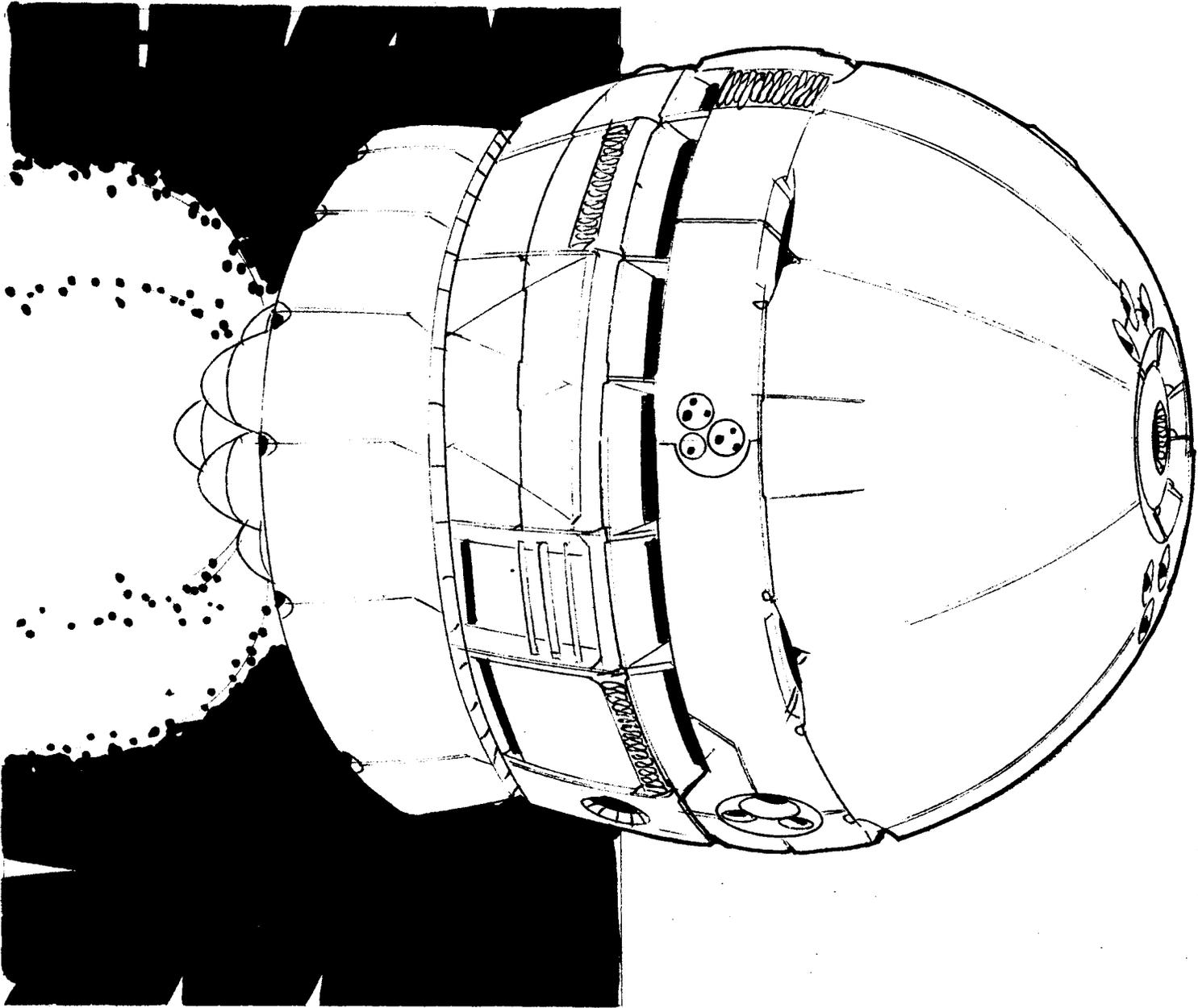
Escape Pods: 4
Life Boats: 0
Crew: 5 officers, 18 enlisted/non-rated, 7 gunners, 30 bay personnel

Ammunition: 60 rounds Ultra AC/5 ammunition (3 tons), 40 rounds LB 10-X AC ammunition (4 tons), 72 rounds LRM 20 ammunition (12 tons), 120 rounds SRM 6 ammunition (8 tons)

Notes: Equipped with 33 tons of standard armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (84 Heat)						
1 Ultra AC/5 (20 rounds)	1 (7)	1 (7)	1 (7)	—	—	Autocannon
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)	—	Laser
1 LRM 20+Artemis (18 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
2 Large Pulse Lasers, 6 MediumPulse Lasers	6 (62)	6 (62)	2 (20)	—	—	Pulse Laser
2 SRM 6+Artemis (60 rounds)	2 (16)	—	—	—	—	SRM

FL/FR (32 Heat)						
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser
1 LRM 20+Artemis (18 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
2 Med. Pulse Lasers	1 (14)	1 (14)	—	—	—	Pulse Laser
1 SRM 6+Artemis (30 rounds)	1 (8)	—	—	—	—	SRM
1 LB 10-X AC (20 rounds)	1 (6)	1 (6)	—	—	—	LB-X AC
AL/AR (22 Heat)						
1 Ultra AC/5 (20 rounds)	1 (7)	1 (7)	1 (7)	—	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser
2 Med.Pulse Lasers	1 (14)	1 (14)	—	—	—	Pulse Laser
Aft (46 Heat)						
1 LRM 20+Artemis (18 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
2 Large Pulse Lasers, 2 MediumPulse Lasers	3 (34)	3 (34)	2 (20)	—	—	Pulse Laser
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser



LOOSE

UNION-C



The first Star League *Union*-class vessels were constructed in 2708. A large number of these craft left the Inner Sphere in the Exodus, serving the followers of Kerensky well during the long trek to the Pentagon and the exploration of the Kerensky Cluster. Many of these *Unions* were mothballed during the demobilization that occurred after 2787 and thus survived the Exodus Civil Wars.

The reconstruction of Pentagon society in the aftermath of those wars required numerous transports; many *Union*-class vessels were reactivated to transport materials to and from the new colonies in the Kerensky Cluster. It soon became apparent that the *Union* was not well suited to the reorganized Clan military, however, and engineers began redesigning the vessel.

The first Clan-style *Union* left the new shipyards above Strana Mechty in May of 2829. This new version of the *Union* could transport a complete OmniMech Trinary and was better armed and armored than its progenitor. The new *Union*, or *Union-C* as it would become known in the Inner Sphere, was also considerably heavier at more than 4,000 tons.

Despite extensive upgrades over the years, the *Union-C* is beginning to show its age. Federated-Boeing Interstellar's upgraded version of the original Star League *Union* easily matches the firepower of the Clan vessel, although the *Union-C* boasts superior armor protection and heat-dissipation rates.

The *Union-C*'s arsenal consists primarily of laser weapons, most of which use highly accurate pulse technology. A number of ballistic weapons, Gauss rifles and Artemis-slaved LRM systems provide additional firepower without taxing the vessel's heat-dispersal system. The vessel was never intended to fight prolonged battles, however; the ammunition for these ballistic weapons rarely lasts more than ten minutes.

Each crew member on the *Union-C* has his own cabin, situated on one of the three accommodation decks above the

'Mech bays. Each deck has its own sanitary, recreation and mess facilities, and caters to a particular group. Support personnel use the lowest of the decks, which also houses the vessel's life-support system. Quarters for 15 MechWarriors occupy the second deck, which also contains the *Union-C*'s four escape pods. Quarters for the vessel's 14-man crew occupy the third deck.

UNION-C-CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech Carrier
Tech: Clan
Introduced: 2829
Mass: 4,700 tons
Battle Value: 7,875

Dimensions
Length: 83 meters
Width: 83 meters
Height: 81 meters

Fuel: 250 tons (7,500)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 126 (252)
Structural Integrity: 12

Armor
Nose: 280
Sides: 210
Aft: 160

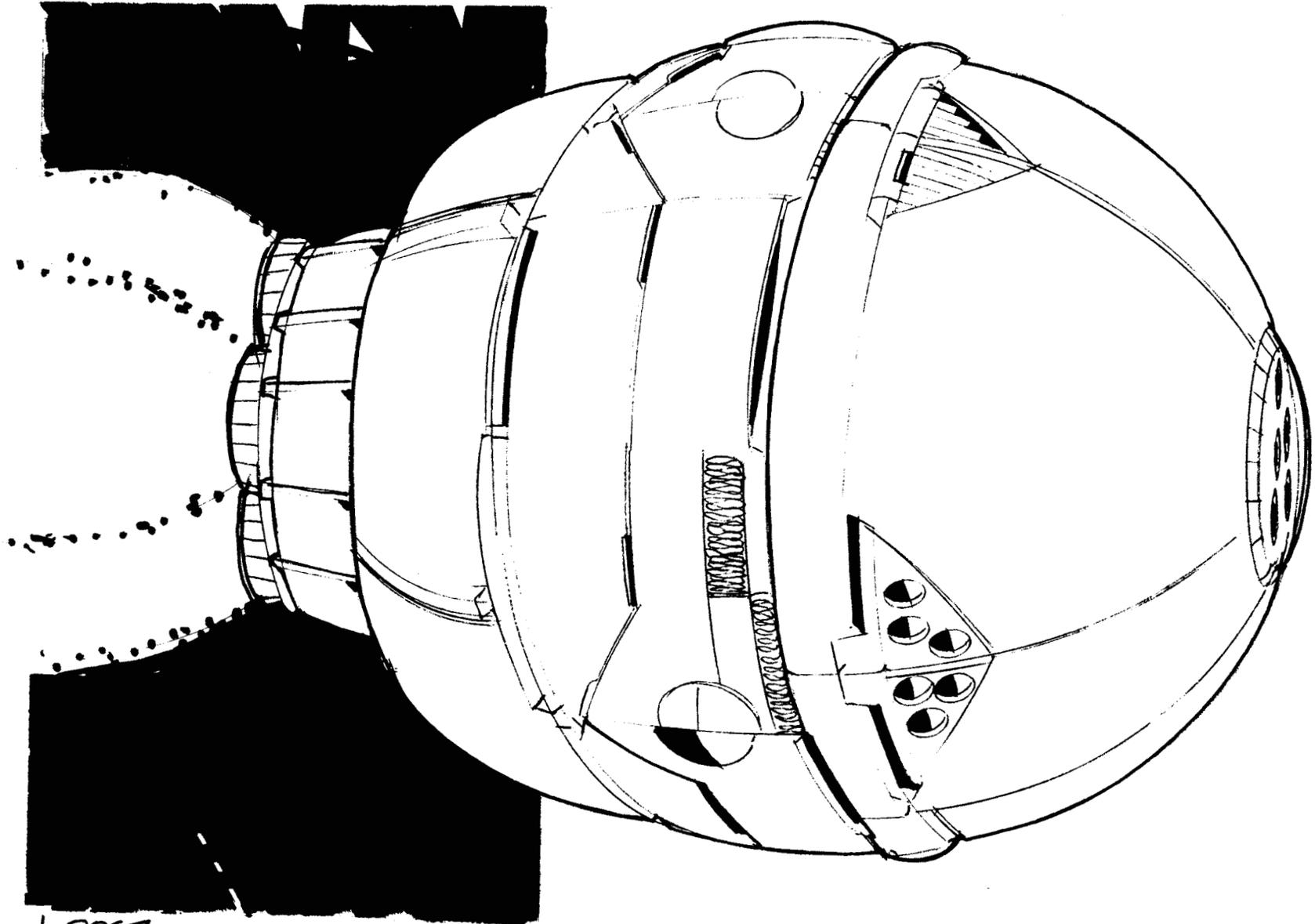
Cargo
 Bay 1: 'Mechs (5) 1 Door
 Bay 2: 'Mechs (10) 1 Door
 Bay 3: Cargo (454 tons) 1 Door

Escape Pods: 4
Life Boats: 0
Crew: 3 officers, 6 enlisted/non-rated, 5 gunners, 30 bay personnel

Ammunition: 96 rounds Gauss rifle ammunition (12 tons), 54 rounds LRM 20 ammunition (9 tons)

Notes: Equipped with 41 tons of standard armor.

Weapons: Arc (Heat)Type Nose (61 Heat)	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	Laser
2 LRM 20+Artemis (36 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 Large Pulse Lasers, 4 Medium Pulse Lasers	5 (48)	5 (48)	2 (20)	—	Pulse Laser
FL/FR (32 Heat)					
2 Gauss Rifles (32 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	Laser
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (24)	2 (24)	1 (10)	—	Pulse Laser
AL/AR (4 Heat)					
1 Medium Pulse Laser	1 (7)	1 (7)	—	—	Pulse Laser
Aft (25 Heat)					
1 Gauss Rifle (16 rounds)	2 (15)	2 (15)	2 (15)	—	Autocannon
1 LRM 20+Artemis (18 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (24)	2 (24)	1 (10)	—	Pulse Laser



LOOSE

CARRIER



Clan rules of engagement had long regarded DropShips as non-combatants. Consequently, the Clans never developed fighter carriers. The Clans' use of fighters in other roles necessitated some means of transporting small numbers of them, however, and Clan Snow Raven designed the *Carrier*-class DropShip to meet this need.

Unveiled in 2882, the *Carrier* can accommodate a single Star of OmniFighters, including its crew and support personnel. The *Carrier's* maneuverability, firepower and armor protection soon earned it many admirers among the pilots of the Snow Raven Touman. Within a century, *Carriers* could be found in the Touxans of every Clan.

The Snow Ravens' primary factory at Rumiko on Lum in the Kerensky Cluster produces and maintains *Carriers* for all the Clans in exchange for minerals and manufactured goods. This arrangement provides Clan Snow Raven with a range of resources, including materials from the Inner Sphere otherwise unavailable to those Clans that did not participate in Operation Revival.

The *Carrier* contains two cavernous hangar bays to accommodate its cargo of fighters, one on each side of the craft. Each bay has separate launch and recovery facilities, isolated by massive airlocks from the bay's storage and maintenance facilities. The entire area is well armored to limit damage to the ship should a launch or recovery accident occur.

The fighter pilots and DropShip crew occupy a number of single-occupancy cabins in the craft's bulbous nose. Each cabin is equipped according to the tastes of the occupant, although most of these rooms would be considered austere by Inner Sphere standards. *Carrier* pilots are typically assigned permanently to their ships. A single mess and recreation area serves the entire vessel.

The *Carrier* mounts an impressive arsenal and armor protection, considering its role. Its combat capability rivals those of many Inner Sphere attack craft. The *Carrier* can deal with most opposition without relying on a fighter escort. It can operate independently for long periods, and can carry more than 700 tons of supplies and pads.

CARRIER-CLASS DROPSHIP

Type: Military Aerodyne

Use: Fighter Carrier

Tech: Clan

Introduced: 2882

Mass: 5,000 tons

Battle Value: 8,436

Dimensions

Length: 170 meters

Width: 93 meters

Height: 43 meters

Fuel: 337 tons (10,110)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 76 (152)

Structural Integrity: 10

Armor

Fore: 210

Right/Left Wings: 210

Aft: 210

Cargo

Bay 1: Fighters (5) 2 Doors

Bay 2: Fighters (5) 2 Doors

Bay 3: Cargo (751 tons) 1 Door

Escape Pods: 0

Life Boats: 3

Crew: 4 officers, 2 enlisted/non-rated, 11 gunners, 20 bay personnel

Ammunition: 90 rounds Streak SRM 6 ammunition (6 tons), 128 rounds Gauss rifle ammunition (16 tons), 80 rounds Ultra AC/10 ammunition (8 tons), 50 rounds Ultra/AC 20 ammunition (10 tons), 1600 rounds Machine Gun ammunition (8 tons), 144 rounds AMS ammunition (6 tons)

Notes: Equipped with 40 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (90 Heat)

6 Streak SRM 6
(90 rounds)

6 AMS (144 rounds)

5 ER Large Lasers

LW/RW (57 Heat)

3 Large Pulse Lasers

4 Machine Gun
(800 rounds)

5 ER Medium Lasers

2 Gauss Rifles
(32 rounds)

LW/RW Aft (29 Heat)

2 Ultra AC/10
(40 rounds),

2 Gauss Rifles
(32 rounds)

3 ER Medium Laser

Aft (88 Heat)

2 Ultra AC/20
(50 rounds)

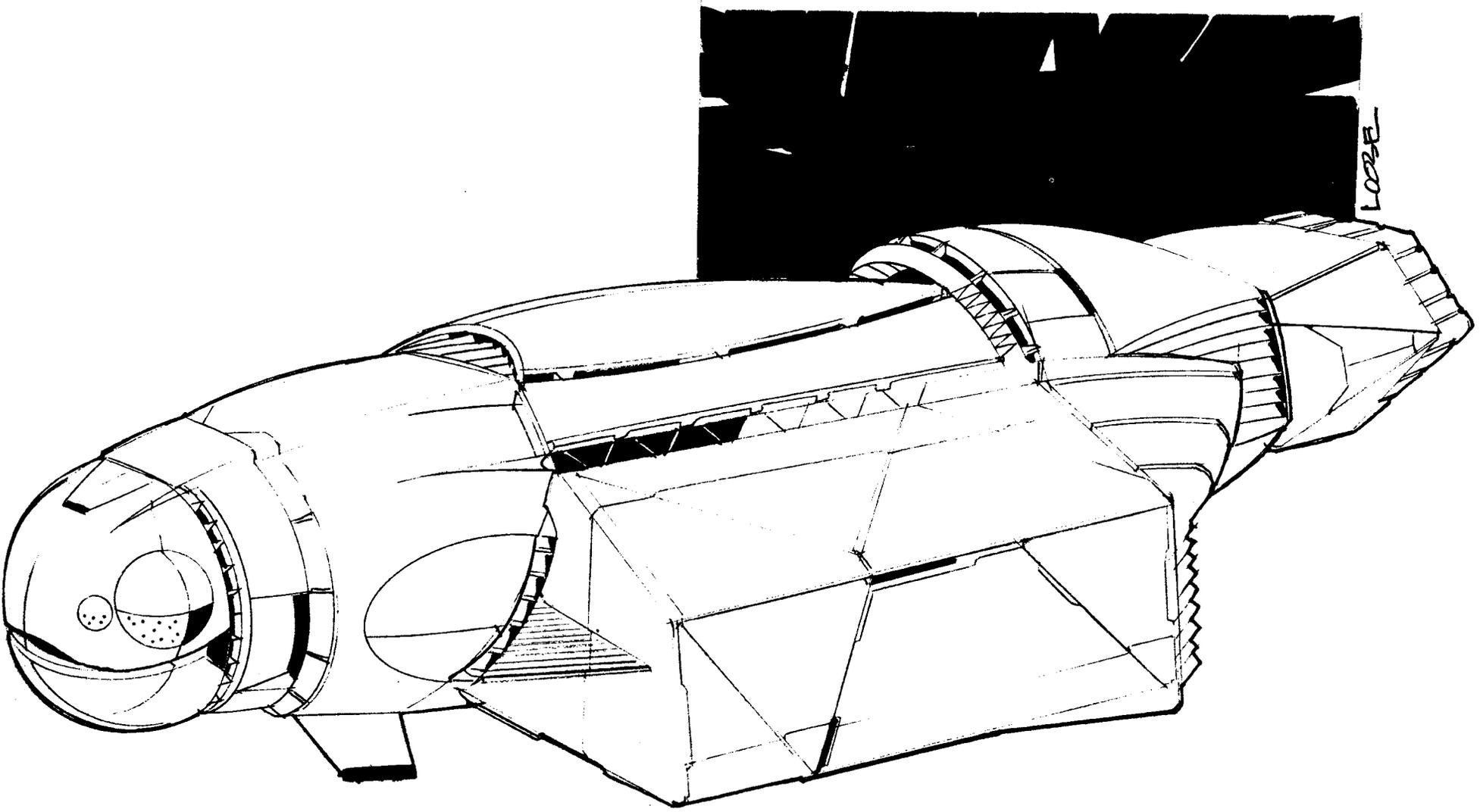
5 ER Large Lasers

Capital Attack Values (Standard)

Short Medium Long Extreme Class

Weapons:	Short	Medium	Long	Extreme	Class
6 Streak SRM 6 (90 rounds)	7 (72)	7 (72)	—	—	SRM
6 AMS (144 rounds)	3 (30)†	—	—	—	AMS
5 ER Large Lasers	5 (50)	5 (50)	5 (50)	5 (50)	Laser
LW/RW (57 Heat)					
3 Large Pulse Lasers	3 (30)	3 (30)	3 (30)	—	Pulse Laser
4 Machine Gun (800 rounds)	1 (8)	—	—	—	Point Defense
5 ER Medium Lasers	4 (35)	4 (35)	—	—	Laser
2 Gauss Rifles (32 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
LW/RW Aft (29 Heat)					
2 Ultra AC/10 (40 rounds),	6 (60)	6 (60)	3 (30)	—	Autocannon
2 Gauss Rifles (32 rounds)					
3 ER Medium Laser	2 (21)	2 (21)	—	—	Laser
Aft (88 Heat)					
2 Ultra AC/20 (50 rounds)	6 (60)	6 (60)	—	—	Autocannon
5 ER Large Lasers	5 (50)	5 (50)	5 (50)	5 (50)	Laser

† Only against missiles.



LION



One of the oldest DropShip designs, the venerable *Lion* first appeared in 2595. Many Clan freebirth units still use *Lions* to transport combined-arms units, as the craft's original designers intended. The Clans have refitted the *Lion*'s weapons systems extensively and modified other systems as well, but its basic configuration remains mostly unchanged. Unlike the Clan *Union* and *Overlord* vessels, which are virtually new craft that share a name with an Inner Sphere design, the *Lion*-class vessels consist solely of refitted vessels originally constructed during the 27th century.

One of the first changes made to the design happened when the Clans expanded the two-lance 'Mech bays of the original *Lion* to accommodate two Stars of 'Mechs. The Clans also expanded the *Lion*'s crew and troop quarters. The area previously given over to the crews of the light vehicle company was expanded to accommodate battle-armored troops, but this renovation proved unfeasible. Later, the Clans configured the area to accommodate an infantry Cluster, and the *Lion* was relegated to service with freebirth and dezgra units.

When Wolf's Dragoons returned to the Inner Sphere in 3005, they brought a number of *Lion*-class vessels, which they believed would be relatively inconspicuous. They did not realize, however, that only a handful of *Lions* remained in the fleets of the Successor States. The vessels' presence immediately aroused suspicion. The Dragoons remained tight-lipped about the origin of their *Lions*, and eventually most Inner Sphere observers assumed the ships came from the same storehouse as their Star League BattleMechs.

The Dragoons stripped most of the high-tech systems from their *Lions* before coming to the Inner Sphere, but the vessels could still transport up to ten BattleMechs and 250 troops. Until the end of the Fourth Succession War, however, the vessels were restricted to transporting eight 'Mechs, so as

to avoid undue suspicion. After the Fourth Succession War, the Dragoons' reorganization allowed them to use the five-unit organization openly, although only units trained in Clan-style operations were ever assigned to the craft.

Many observers believe the Dragoons returned most of their *Lions* to their original Clan specifications following the Battle of Luthien. The Dragoons' secrecy regarding the size and capabilities of their fleet, however, prevents us from accurately predicting the number of their converted *Lions* or their exact specifications.

LION CLASS DROPSHIP (STAR LEAGUE)

Type: Military Spheroid
Use: Troop Carrier
Tech: Star League
Introduced: 2595
Mass: 7,300 tons
Battle Value: 4,285

Dimensions
Length: 92 meters
Width: 92 meters
Height: 95 meters

Fuel: 210 tons (6,300)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 113
Structural Integrity: 14

Armor
Nose: 220
Sides: 191
Aft: 166

Cargo

Bay 1: 'Mechs (8)	2 Doors
Bay 2: Vehicle (12 Light)	2 Doors
Bay 3: Cargo (2,425.5 tons)	1 Door

Escape Pods: 10
Life Boats: 0
Crew: 9 officers, 31 enlisted/non-rated, 9 gunners, 76 bay personnel

Ammunition: 144 rounds LRM 20 ammunition (24 tons), 192 rounds LRM 15 ammunition (24 tons), 180 rounds SRM 6 ammunition (12 tons)

Notes: Equipped with 45.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (56 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
4 Large Lasers, 4 Medium Lasers	5 (52)	3 (32)	—	—	Laser
2 LRM 20 (48 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
FL/FR (56 Heat)					
4 Large Lasers, 4 Medium Lasers	5 (52)	3 (32)	—	—	Laser
2 LRM 20 (48 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
AL/AR (40 Heat)					
2 LRM 15 (64 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
2 SRM 6 (60 rounds)	2 (16)	—	—	—	SRM
Aft (40 Heat)					
2 LRM 15 (64 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
2 Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	—	—	Laser
2 SRM 6 (60 rounds)	2 (16)	—	—	—	SRM

LION CLASS DROPSHIP (CLAN)

Type: Military Spheroid
Use: Troop Carrier
Tech: Clan
Introduced: 2595
Mass: 7,300 tons
Battle Value: 7,047

Dimensions
Length: 92 meters
Width: 92 meters
Height: 95 meters

Fuel: 210 tons (6,300)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 110
Structural Integrity: 14

Armor
Nose: 300
Sides: 200
Aft: 240

Cargo (Clan)

Bay 1: 'Mechs (10)	2 Doors
Bay 2: Infantry (10 foot platoons)	0 Door
Bay 3: Cargo (2,711.5 tons)	1 Door

Cargo (Wolf's Dragoons Variant)

Bay 1: 'Mechs (10)	2 Doors
Bay 2: Vehicle (10 fHeavy)	2 Doors
Bay 3: Cargo (1,554.5 tons)	1 Door

Escape Pods: 10

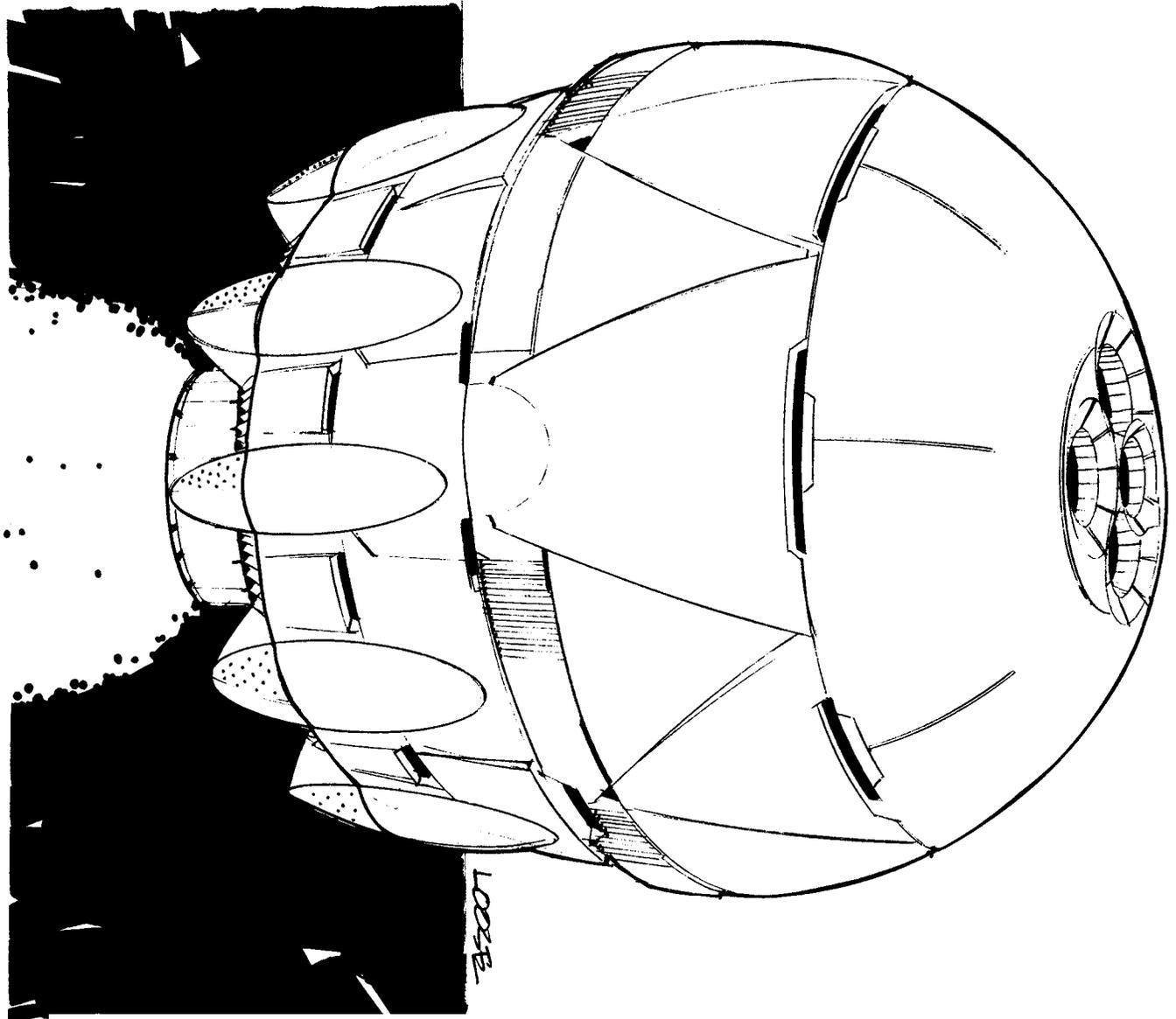
Life Boats: 0

Crew: 9 officers, 30 enlisted/non-rated, 11 gunners, 300 bay personnel [Clan], 116 bay personnel [Wolf's Dragoons Variant]

Ammunition: 144 rounds LRM 20 ammunition (24 tons), 192 rounds LRM 15 ammunition (24 tons), 180 rounds Streak SRM 6 ammunition (12 tons), 576 rounds AMS ammunition (24 tons)

Notes: Equipped with 44.5 tons of standard armor.

Weapons:	Capital Attack Values (Standard)					Class
	Arc (Heat)	Short	Medium	Long	Extreme	
Nose (76 Heat)						
2 ER Large Lasers,	3 (34)	3 (34)	2 (20)	2 (20)		Laser
2 ER Medium Lasers						
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (32)	—		LRM
2 AMS (96 rounds)	1 (10)†	—	—	—		AMS
2 Large Pulse Lasers,	3 (34)	3 (34)	2 (20)	—		Pulse Laser
2 Medium Pulse Lasers						
FL/FR (76 Heat)						
2 ER Large Lasers,	3 (34)	3 (34)	2 (20)	2 (20)		Laser
2 ER Medium Lasers						
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (32)	—		LRM
2 AMS (96 rounds)	1 (10)†	—	—	—		AMS
2 Large Pulse Lasers,	3 (34)	3 (34)	2 (20)	—		Pulse Laser
2 Medium Pulse Lasers						
AL/AR (48 Heat)						
2 LRM 15+Artemis (64 rounds)	2 (24)	2 (24)	2 (24)	—		LRM
2 AMS (96 rounds)	1 (10)†	—	—	—		AMS
2 Large Pulse Lasers,	3 (34)	3 (34)	2 (20)	—		Pulse Laser
2 Medium Pulse Lasers						
2 Streak SRM 6 (60 rounds)	2 (24)	2 (24)	—	—		SRM
Aft (44 Heat)						
2 ER Large Lasers,	3 (34)	3 (34)	2 (20)	2 (20)		Laser
2 ER Medium Laser						
2 LRM 15+Artemis (64 rounds)	2 (24)	2 (24)	2 (24)	—		LRM
2 AMS (96 rounds)	1 (10)†	—	—	—		AMS
2 Streak SRM 6 (60 rounds)	2 (24)	2 (24)	—	—		SRM



† Only against missiles.

MIRABORG



The *Miraborg*-class fighter carrier, originally designated the *Charybdis*, is a newcomer to the Inner Sphere. Clan Smoke Jaguar launched the first of these vessels in 3053. Only four *Miraborgs* have been reported in the Clan occupation zone, but the Luzerne memory core suggests approximately one dozen have been constructed.

Design work on the *Miraborg* began in the late 3040s, shortly after the Smoke Jaguars recognized a need for a new, large fighter transport. Wisely, Jaguar engineers decided to observe the outcome of the war against the Inner Sphere before finalizing the design of the new vessel. The experience of that war provided valuable battlefield data as well as a new name for the vessel: *Miraborg*.

Kapten Tyra Miraborg was an Inner Sphere pilot serving with the First Drakøns of the Rasalhague Republic, a veteran of numerous battles against the Clans. At the battle of Radstadt, her fighter was badly damaged. Instead of fleeing, however, she made a suicide attack against the Wolf Clan flagship. Although the *Sovetskii Soyuz*-class vessel survived, the impact of Miraborg's *Shilone* killed a number of senior officers, including ilKhan Leo Showers of Clan Smoke Jaguar. It alone halted the Clan war machine for almost a year. This one act of supreme heroism earned Tyra Miraborg legendary status among both the Clans and the Inner Sphere militaries, prompting the Smoke Jaguars to rename their new fighter carrier in her honor.

The first *Miraborg*-class DropShip slipped its moorings at the Huntress yards in April of 3053. After a short trial period, the craft was assigned to the First Jaguar Guards on the world of Avon, where it provided additional security for the Matabushi yards. The presence of an additional 30 fighters has hampered the DCMS's attempts to close the facility, but the Combine's last raid, in April of 3056, came perilously close to damaging the generator plant.

The *Miraborg* carries a formidable array of weapons, likely the result of the Clans' reappraisal of the role of DropShips in combat. Much of the weaponry is concentrated in the nose and stern, however, providing poor firepower in the *Miraborg*'s side arcs. The vessel can maneuver easily to bring its weapons to bear on a target while in flight, but when the *Miraborg* is grounded its massive nose bays can only engage targets in the air, leaving the craft vulnerable to attack by ground forces. Because of this weakness, *Miraborgs* rarely land in contested systems, remaining in orbit until the enemy has withdrawn.

MIRABORG-CLASS DROPSHIP

Type: Military Spheroid

Use: Fighter Carrier

Tech: Clan

Introduced: 3053

Mass: 9,800 tons

Battle Value: 10,813

Dimensions

Length: 122 meters

Width: 122 meters

Height: 131 meters

Fuel: 300 tons (9,000)

Tons/Burn-day: 1.84

Safe Thrust: 5

Maximum Thrust: 8

Heat Sinks: 162 (324)

Structural Integrity: 10

Armor

Nose: 200

Sides: 180

Aft: 160

Cargo

Bay 1: Fighters (10) 2 Doors
Cargo (339 tons)

Bay 2: Fighters (10) 2 Doors
Cargo (338 tons)

Bay 3: Fighters (10) 2 Doors
Cargo (338 tons)

Escape Pods: 0

Life Boats: 15

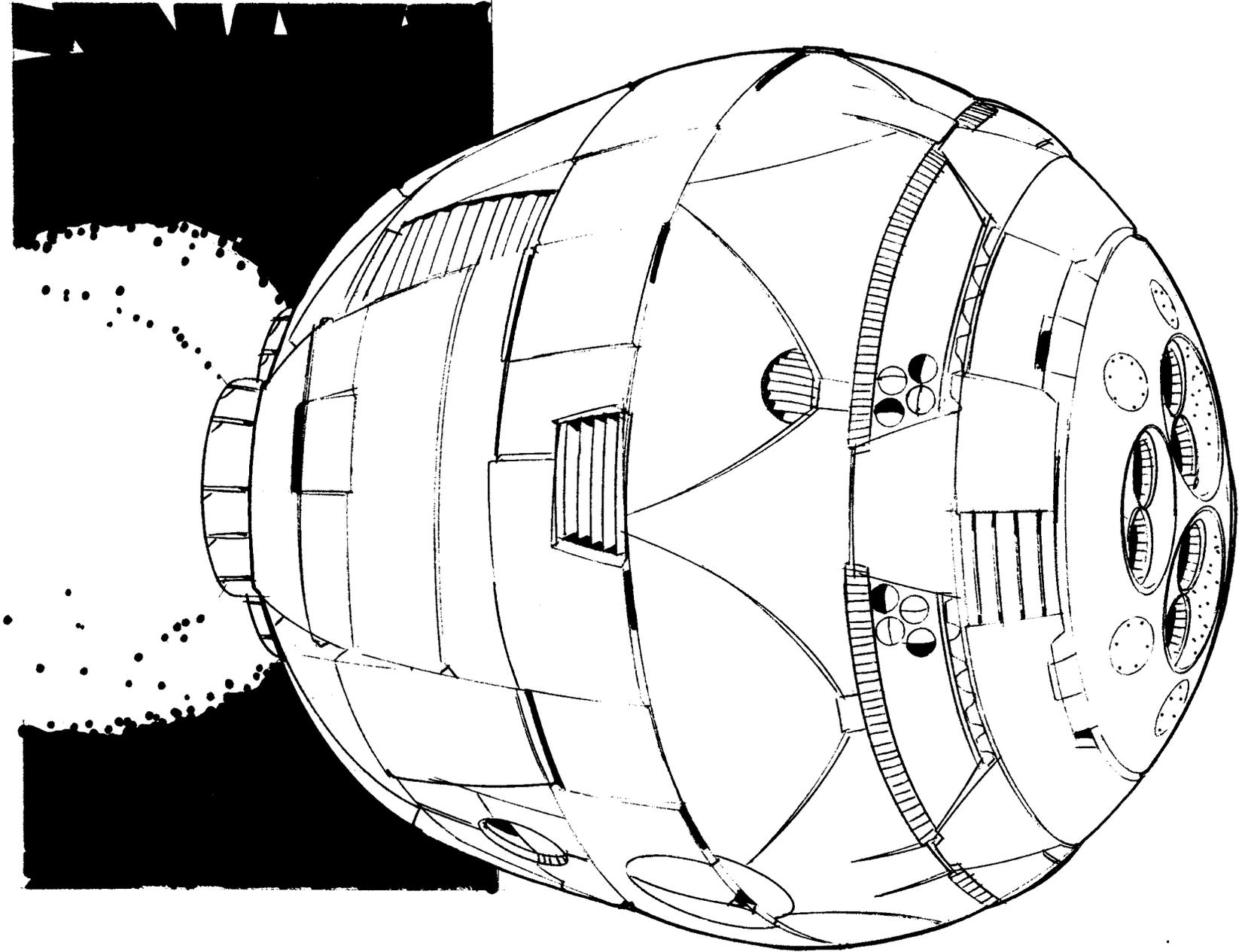
Crew: 7 officers, 26 enlisted/non-rated, 7 gunners, 60 bay personnel

Ammunition: 32 rounds Gauss rifle ammunition (4 tons), 75 rounds Ultra AC/20 ammunition (15 tons), 24 rounds LRM 20 ammunition (4 tons), 48 rounds LRM 15 ammunition (6 tons), 90 rounds SRM 6 ammunition (6 tons), 50 rounds SRM 4 ammunition (2 tons)

Notes: Equipped with 34 tons of standard armor.

Weapons: Arc (Heat)Type Nose (104 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Gauss Rifle (16 rounds), 2 Ultra AC/20 (50 rounds)	8 (75)	8 (75)	2 (15)	—	—	Autocannon
1 ER Large Laser, 2 ER Medium Lasers	2 (24)	2 (24)	1 (10)	1 (10)	—	Laser
1 LRM 20+Artemis (12 rounds), 1 LRM 15+Artemis (16 rounds)	3 (28)	3 (28)	3 (28)	—	—	LRM
2 Large Pulse Lasers, 3 Medium Pulse Lasers	4 (41)	4 (41)	2 (20)	—	—	Pulse Laser
1 SRM 6+Artemis (30 round)	1 (8)	—	—	—	—	SRM
1 LB 20-X AC (10 rounds)	1 (12)	1 (12)	—	—	—	LB-X AC
FL/FR (46 Heat)						
1 ER Large Laser	2 (17)	2 (17)	1 (10)	1 (10)	—	Laser
1 ER Medium Laser	—	—	—	—	—	—
1 LRM 15+Artemis (16 rounds)	1 (12)	1 (12)	1 (12)	—	—	LRM
1 Large Pulse Laser, 1 Medium Pulse Laser	2 (17)	2 (17)	1 (10)	—	—	Pulse Laser
1 SRM 6+Artemis (30 round)	1 (8)	—	—	—	—	SRM
1 LB 20-X AC (10 rounds)	1 (12)	1 (12)	—	—	—	LB-X AC
AL/AR (19 Heat)						
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser
1 Medium Pulse Laser	1 (7)	1 (7)	—	—	—	Pulse Laser
1 SRM 4 + Artemis (25 round)	1 (8)	—	—	—	—	SRM
Aft (32 Heat)						
1 Gauss Rifle (16 rounds), 1 Ultra AC/20 (25 rounds)	5 (45)	5 (45)	2 (15)	—	—	Autocannon
1 ER Large Laser, 1 ER Medium Laser	2 (17)	2 (17)	1 (10)	1 (10)	—	Laser
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	—	LRM
1 Large Pulse Laser, 1 Medium Pulse Laser	2 (17)	2 (17)	1 (10)	—	—	Pulse Laser

LOOSE



OVERLORD-C



Many *Overlord*-class DropShips left the Inner Sphere during the Exodus. Later, when Nicholas Kerensky created the Clans during the years of the Exodus Civil Wars, he ordered the modification of his *Overlord*-class vessels so that each could carry a Cluster of 45 'Mechs, per his Clan organization scheme.

This refit required considerable modification of the *Overlord*'s interior. Clan technicians removed the fighter decks on most vessels to make room for 'Mech cubicles and new crew quarters. These early craft followed no standard design, and each of the twenty vessels differed in some way. Mass production of the standardized *Overlord-Cs* on Strana Mechty did not begin until after the liberation of the Pentagon worlds.

The *Overlord-C* is a true redesign of the original *Overlord* and can carry 45 'Mechs. The *Overlord-C* is considerably better armed and armored than its precursor, but lacks an integral fighter complement. Outwardly, the *Overlord-C* bears a striking resemblance to its progenitor, despite being almost 2,000 tons heavier. Only the *Overlord-C*'s slightly elongated nose cone and lack of fighter-bay doors distinguish its external appearance from the original *Overlord*'s.

Overall, the *Overlord-C*'s weaponry is comparable to that of the modified *Overlords* being produced at the Shipil yards orbiting Skye. The *Overlord-C*'s arsenal contains more energy weapons, however, and its cooling circuits allow a captain to fire all the craft's weapons simultaneously without heat problems.

Despite this impressive arsenal, the *Overlord-C* lacks weaponry in its aft quarters. This creates two vulnerable areas on the vessel, which enemy pilots have already exploited to destroy five *Overlord-Cs* and cripple seven others. As a result, *Overlord-C* pilots must rely on a constant series of evasive maneuvers to keep attackers from exploiting these vulnerable areas.

OVERLORD-C-CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech Carrier
Tech: Clan
Introduced: 2818
Mass: 11,600 tons
Battle Value: 8,836

Dimensions

Length: 101 meters
Width: 101 meters
Height: 139 meters

Fuel: 360 tons (10,800)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 122 (244)
Structural Integrity: 18

Armor

Nose: 350
Sides: 300
Aft: 250

Cargo

Bay 1: 'Mechs (15)	3 Doors
Cargo (406.5 tons)	
Bay 2: 'Mechs (15)	3 Doors
Cargo (406 tons)	
Bay 3: 'Mechs (15)	2 Doors
Cargo (406 tons)	

Escape Pods: 3

Life Boats: 3

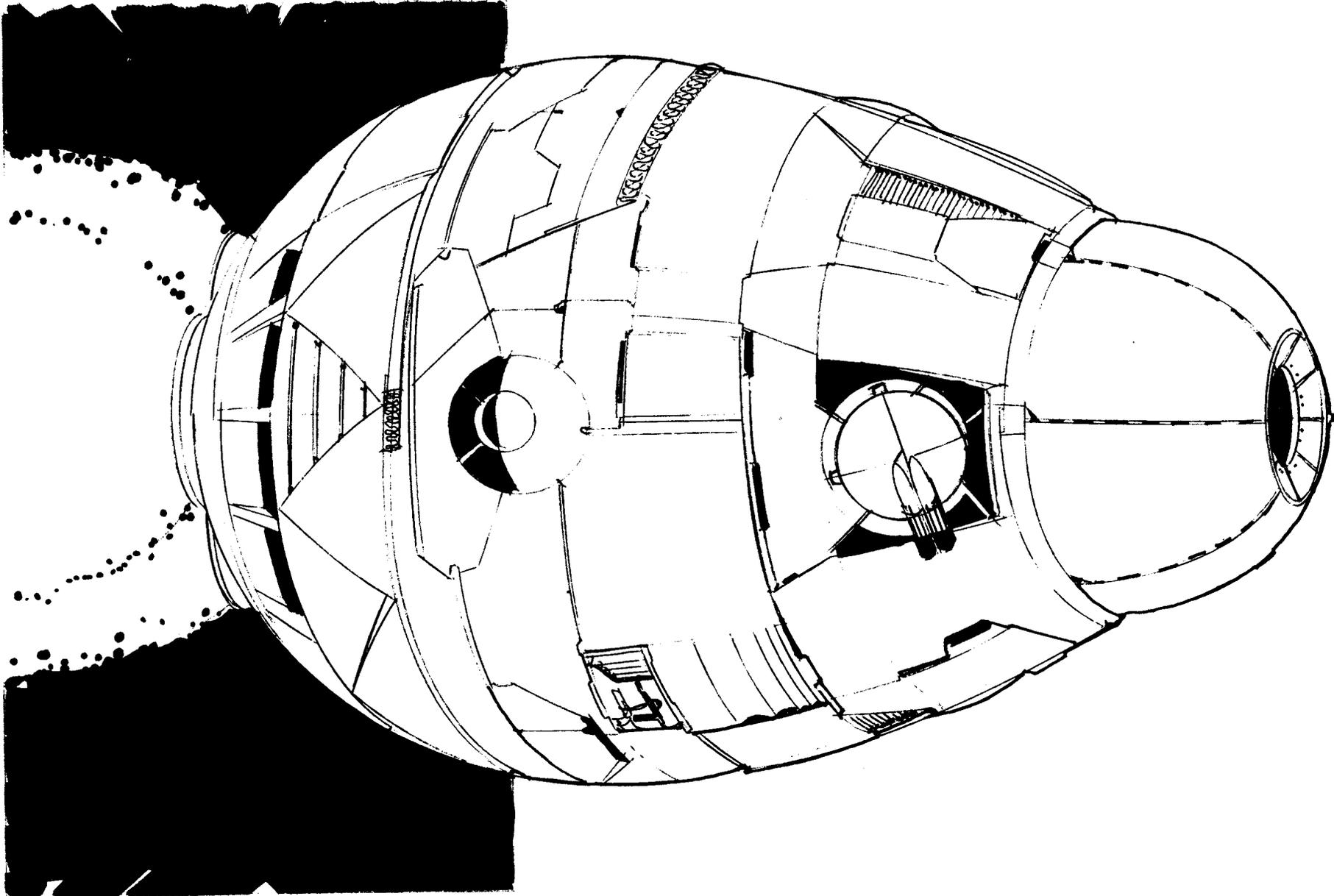
Crew: 8 officers, 29 enlisted/non-rated, 6 gunners, 90 bay personnel

Ammunition: 220 rounds Ultra AC/5 ammunition (11 tons), 50 rounds Ultra AC/20 ammunition (10 tons), 96 rounds LRM 20 ammunition (16 tons)

Notes: Equipped with 56.5 tons of standard armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				
Nose (82 Heat)	Short	Medium	Long	Extreme	Class
1 Ultra AC/5 (20 rounds)	1 (7)	1 (7)	1 (7)	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	Laser
2 LRM 20+Artemis (60 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER PPC	3 (30)	3 (30)	3 (30)	—	PPC
1 Large Pulse Laser, 4 Medium Pulse Lasers	4 (38)	4 (38)	1 (10)	—	Pulse Laser
FL/FR (61 Heat)					
1 Ultra AC/20 (25 rounds), 1 Ultra AC/5 (40 rounds)	4 (37)	4 (37)	1 (7)	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	Laser
1 ER PPC	2 (15)	2 (15)	2 (15)	—	PPC
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (24)	2 (24)	1 (10)	—	Pulse Laser
AL/AR (10 Heat)					
1 Ultra AC/5 (40 rounds)	1 (7)	1 (7)	1 (7)	—	Autocannon
2 Med. Pulse Lasers	1 (14)	1 (14)	—	—	Pulse Laser
Aft (38 Heat)					
1 Ultra AC/5 (20 rounds)	1 (7)	1 (7)	1 (7)	—	Autocannon
1 LRM 20+Artemis (36 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 ER PPC	3 (30)	3 (30)	3 (30)	—	PPC



LODGE

TITAN



Originally only carrying 12 fighters, the *Titans* operated by the Clans now carry a Trinary of 30 fighters and mounts an impressive array of weaponry, exceeding the arsenal of even the *Achilles*-class DropShips. These features enable the *Titan* to operate independently to great effect. These same features, however, made prime targets of *Titans* during the Succession Wars. Kuritan fighters destroyed the last Inner Sphere *Titan* during the series of battles at Cholame; none survive outside of the Clan fleets.

Although considered too large to operate with individual units, many *Titans* act as escorts for WarShips. A few vessels operate independently, acting as system patrol vessels. The *Titan's* fighter complement occupies three separate flight decks. Each deck houses ten fighters and is capable of operating independently.

The *Titan's* pilot and crew quarters are among the best equipped of any DropShip and provide ample room for personnel to relax between patrols. All of the cabins are single-occupancy, but the pilots of each Point are placed in adjacent cabins and share bathroom facilities. Senior officers' cabins contain computer facilities for administrative work.

The *Titan* has a large bridge, which contains an additional post for use by the aerospace commander. This officer is responsible for positioning the ship when launching and retrieving fighters and provides a tactical information feed to each pilot during battle.

TITAN-CLASS DROPSHIP

Type: Military Aerodyne
Use: Fighter Carrier
Tech: Inner Sphere
Introduced: 2647
Mass: 12,000 tons
Battle Value: 6,791

Dimensions

Length: 250 meters
Width: 162 meters
Height: 47.2 meters

Fuel: 480 tons (5,400)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 195
Structural Integrity: 18

Armor

Nose: 250
Right/Left Wings: 250
Aft: 255

Cargo

Bay 1: Cargo (696 tons)	2 Doors
Fighters (6)	2 Doors
Bay 2: Cargo (695 tons)	2 Doors
Fighters (6)	2 Doors
Bay 3: Cargo (695 tons)	2 Doors
Fighters (6)	2 Doors

Cargo (Clan)

Bay 1: Cargo (396 tons)	2 Doors
Fighters (10)	2 Doors
Bay 2: Cargo (395 tons)	2 Doors
Fighters (10)	2 Doors
Bay 3: Cargo (395 tons)	2 Doors
Fighters (10)	2 Doors

Escape Pods: 4

Life Boats: 4

Crew: 7 officers, 23 enlisted/non-rated, 8 gunners, 36 bay personnel [Star League], 60 bay personnel [Clan]

Ammunition: 80 rounds Autocannon/20 ammunition (16 tons), 54 rounds LRM 20 ammunition (9 tons)

Notes: Equipped with 78 tons of standard armor.

Weapons:

Arc (Heat)Type

Nose (135 Heat)

3 Autocannon/20
(30 rounds)

3 LRM 20
(30 rounds)

12 Large Lasers
(12 rounds)

LW/RW (144 Heat)

2 Autocannon/20
(20 rounds)

1 LRM 20
(12 rounds)

5 Large Lasers,
4 Medium Lasers

Aft (19 Heat)

1 Autocannon/20
(10 rounds)

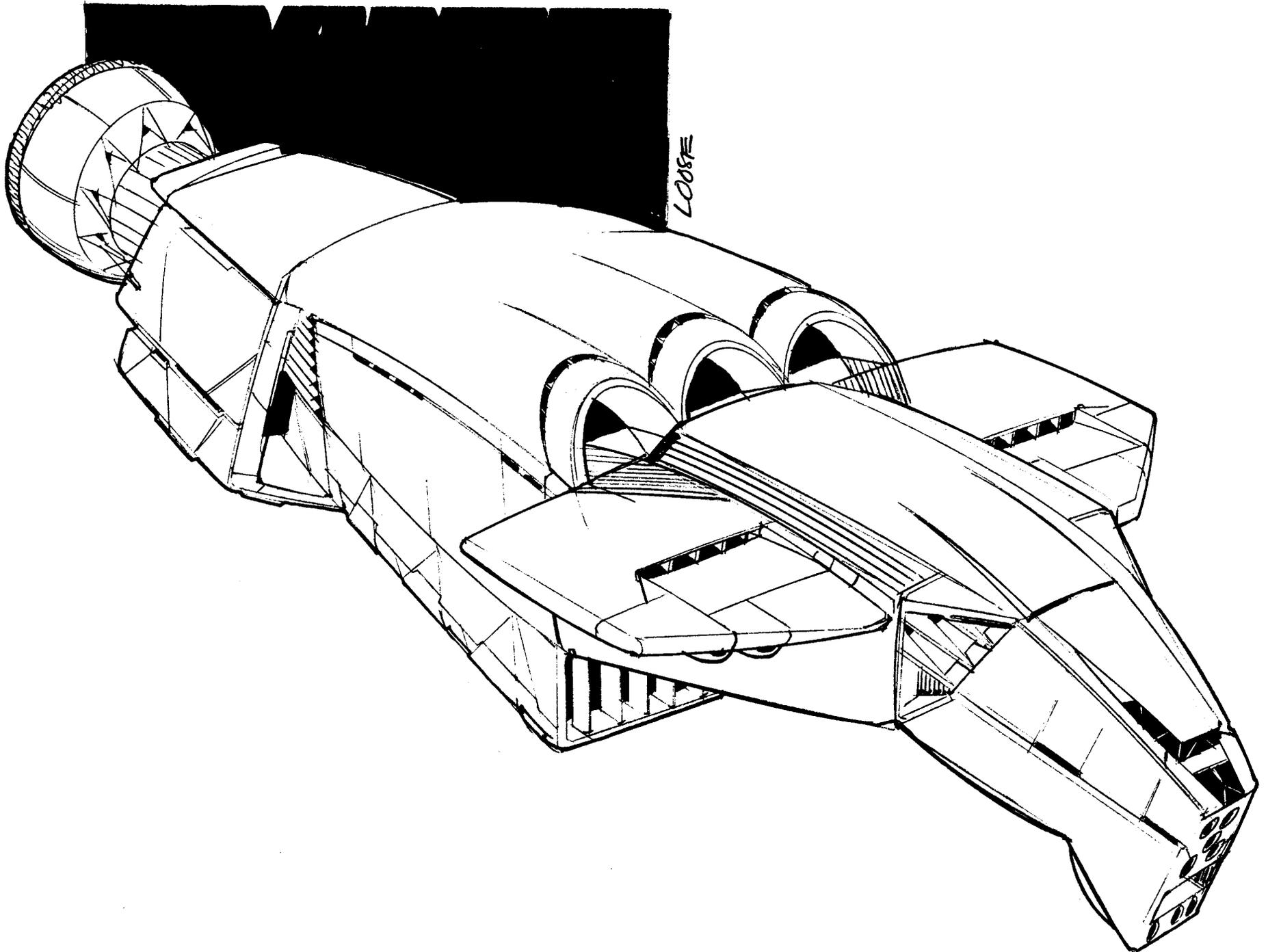
1 LRM 20
(12 rounds)

2 Medium Lasers

Capital Attack Values (Standard)

Short	Medium	Long	Extreme	Class
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6 (60)	—	—	—	Autocannon
4 (36)	4 (36)	4 (36)	—	LRM
10 (96)	10 (96)	—	—	Laser
4 (40)	—	—	—	Autocannon
1 (12)	1 (12)	1 (12)	—	LRM
6 (60)	4 (40)	—	—	Laser
2 (20)	—	—	—	Autocannon
1 (12)	1 (12)	1 (12)	—	LRM
1 (10)	—	—	—	Laser



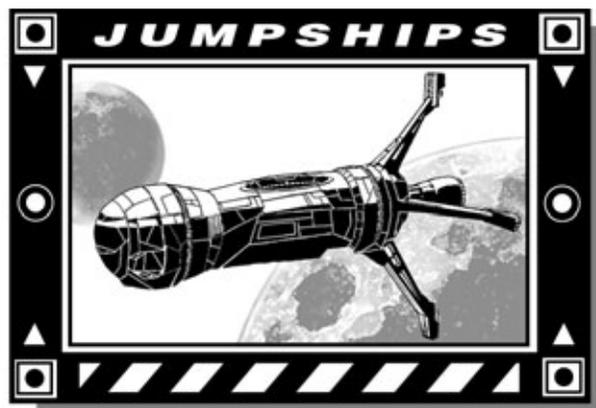
JumpShips provide the only means of transportation between the far-flung star systems of the Inner Sphere, Periphery and beyond. These vessels are able to make interstellar leaps of 30 light-years at a time by harnessing the radiant energy of the stars with their massive solar-energy sails and Kearny-Fuchida hyperdrive technology. JumpShips are primarily used to transport fusion-powered DropShips, the preferred method for interplanetary travel in the 31st century.

Most JumpShip designs can be traced back to the Star League era. They employ technologies that have been beyond the grasp of the Inner Sphere states for centuries—so-called lostech. In recent years, however, the Inner Sphere militaries have sponsored considerable research on JumpShip technologies. That research has begun to yield results.

For example, technologies such as the lithium-fusion battery system, which allows rapid recharging of the fragile Kearny-Fuchida drive cores, are beginning to appear on Inner Sphere vessels. The arrival of the Clans has provided further impetus for research and development in the Inner Sphere, but has also prompted the Successor States to redirect their efforts toward the creation of heavily armed combat JumpShips, known as WarShips.

For hundreds of years, Inner Sphere JumpShips were immune to the dangers of war. The armies of the Great Houses refrained from attacking these vessels out of respect for their value as lostech. The Clan threat and the revitalization of naval production facilities in the Inner Sphere have begun to weaken this unwritten prohibition, however, as evidenced by attacks on JumpShips during the recent Skye Revolt. Most militaries—Clan Toumans included—still respect the lostech status of JumpShips. The Clans do not formally restrict attacks on JumpShips, but they regard them as non-combatants and will only engage them out of tactical necessity. Still, it seems certain that both Inner Sphere and Clan fleets will target JumpShips with increasing frequency in the years to come.

Several of the JumpShip designs described in this section are also employed by Clan fleets. This is noted in the individual entries when applicable.





INNER SPHERE JUMPSHIPS

•CLAN STAR LORD JUMPSHIP•
 MANUFACTURER: UNKNOWN
 MASS (ESTIMATED): 274,000 TONS
 (NOT INCLUDING DROPSHIPS)
 OVERALL LENGTH: 660 METERS
 (NOT INCLUDING JUMPSAIL)

SAIL DIA. 1140M
 FULLY DEPLOYED
 REF. 121 - 45A/277

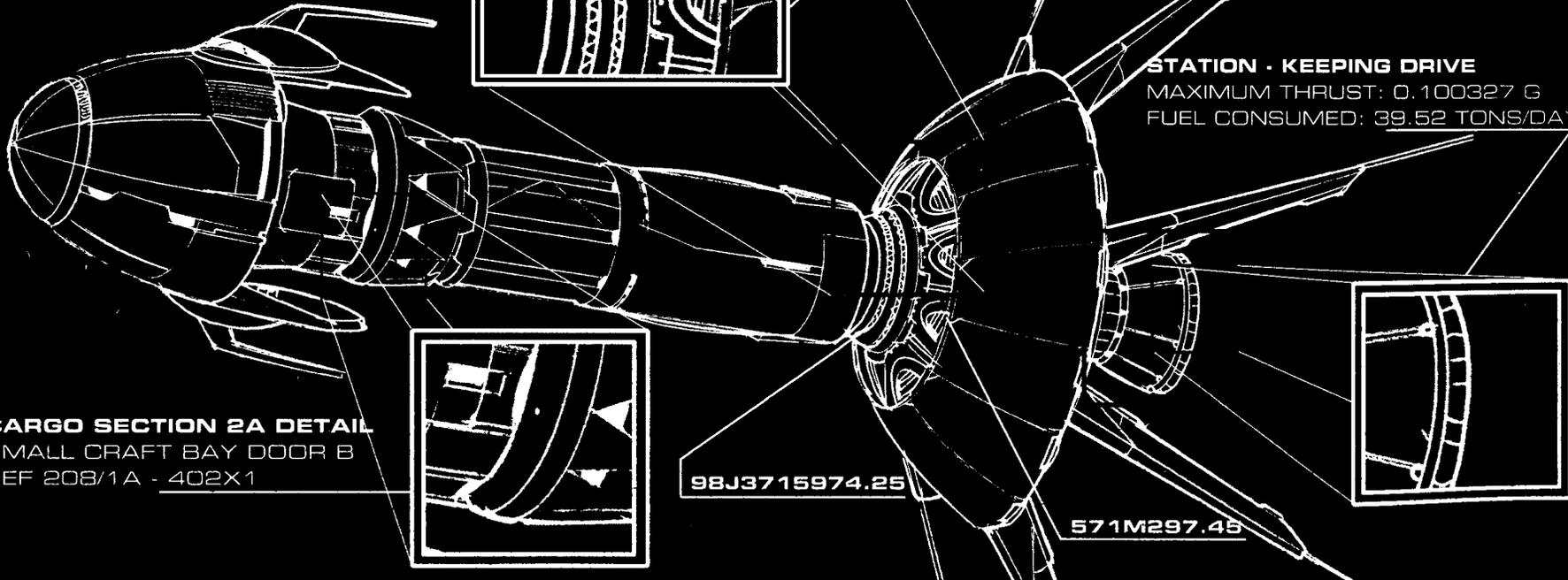
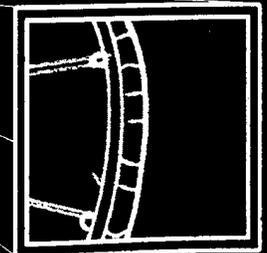
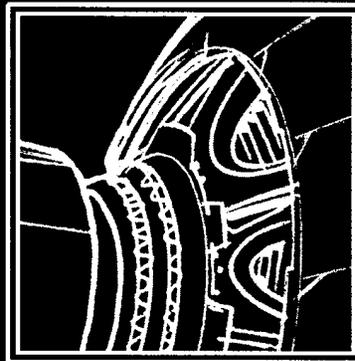
•KF MARK VIII 9.1 DRIVE SYS
 INTAKE VENTS DETAIL-
 STATION KEEPING DRIVE.
 H11A7 - Z18 - 1.010

STATION - KEEPING DRIVE
 MAXIMUM THRUST: 0.100327 G
 FUEL CONSUMED: 39.52 TONS/DAY

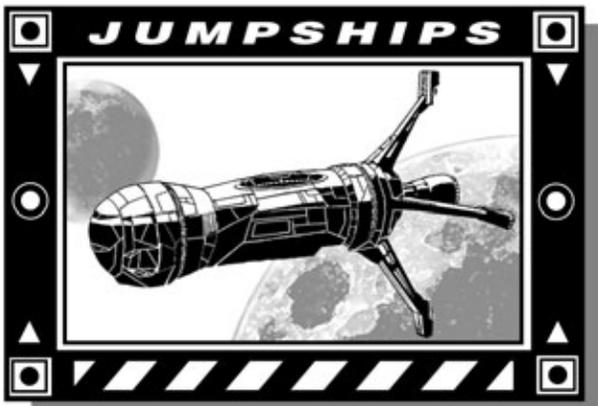
CARGO SECTION 2A DETAIL
 SMALL CRAFT BAY DOOR B
 REF 208/1A - 402X1

98J3715974.25

571M297.45



SCOUT



The 273-meter *Scout* is the smallest JumpShip in common use in the Inner Sphere. As its name suggests, the Star League-era *Scout* was designed as an independent reconnaissance and exploration vessel. During the Succession Wars, though, many *Scouts* were pressed into military service. The vessel's small emergence signature made it especially well suited for covert operations, such as transporting small surgical strike teams deep behind enemy lines.

The *Scout* has comfortable quarters and a large medical bay. The design lacks a grav deck, however, and must use the acceleration method, or gravity maneuvering, to produce artificial gravity. This drastically increases the *Scout's* fuel consumption. *Scouts* that carry out gravity maneuvering often carry extra fuel in their cargo bays.

The *Scout's* bulbous nose houses most of the vessel's crew quarters, as well as the spacious bridge, jump-computer, life-support system, and a series of back-up generators. The back-up generators can power the *Scout's* life-support system for up to three months, allowing the crew to survive in the event the main fusion plant fails.

The *Scout's* middle section contains the vessel's sole docking collar. A 100-ton capacity cargo bay and a small-craft bay are sandwiched between the fragile drive core and the hull. Generally, the cargo bay is used to store additional supplies for the JumpShip and its crew.

The aft end of the ship houses the *Scout's* power plant, fuel tanks and station-keeping drive. Four large pylons ensure that the 890-meter sail does not come into contact with the vessel's hull.

SCOUT-CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2712
Mass: 90,000 tons
Length: 273 meters
Sail Diameter: 890 meters
Fuel: 46 tons (460)
Tons/Burn-day: 9.77
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 158
Structural Integrity: 1
Battle Value: 560

Armor

Fore: 6
Fore-Sides: 6
Aft-Sides: 5
Aft: 4

Cargo

Bay 1: Cargo (518 tons)	1 Door
Bay 2: Small Craft (1)	1 Door
Bay 3: Cargo (518.5 tons)	1 Door

DropShip Capacity: 1

Grav Decks: None

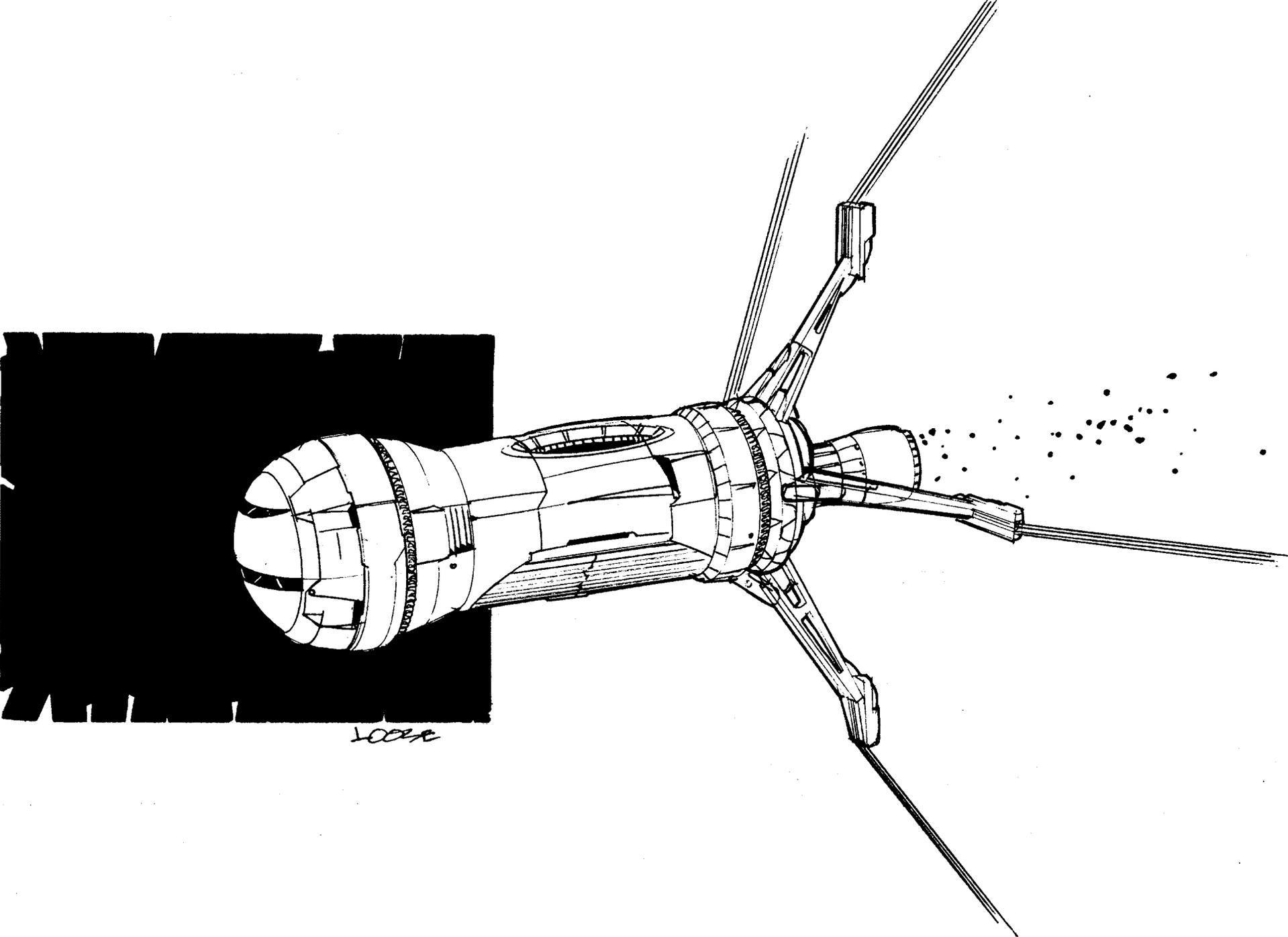
Escape Pods: 4

Life Boats: 0

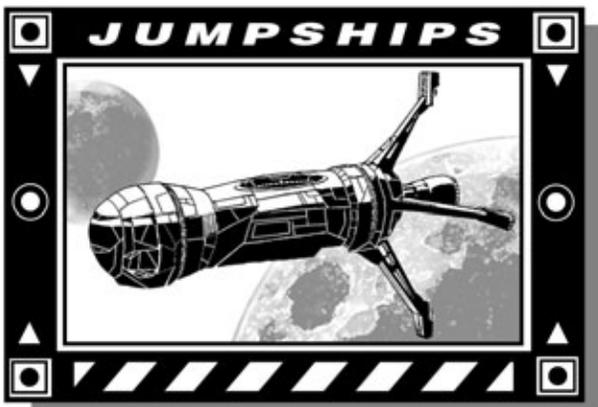
Crew: 3 officers, 15 enlisted/non-rated, 5 bay personnel

Notes: Equipped with 39.5 tons of standard armor.

Weapons: None



MERCHANT



The *Merchant*-class JumpShip is the mainstay of the Inner Sphere trading fleets and can be seen at most jump points. Originally launched in 2503, the *Merchant* has proved a versatile design; many even serve as military craft.

The *Merchant* was originally designed for a crew of 40, but modifications over the past 500 years have reduced the crew requirement of most *Merchants* to a mere 21 personnel. This reduction makes the *Merchant* seem much roomier than similar craft such as the *Magellan*, although most of the excess space created has been converted into cargo storage.

The *Merchant*'s bridge accommodates a captain, pilot and navigator. The captain sits in the center of the bridge on a raised platform that provides a superb view of the various monitoring stations. The pilot and navigator each have their own stations, which enable them to control the entire vessel.

Like most other Inner Sphere JumpShips, the *Merchant* is virtually unarmed. The design carries a few anti-meteor weapons, but none of these are powerful enough to inflict damage on another vessel. Similarly, the vessel is only lightly armored, possessing just enough armor protection to survive a meteorite strike or a rough docking. The *Merchant* also carries a pair of small craft, a light fighter and a shuttlecraft.

Merchants have two docking hardpoints, located along a reinforced portion of the cargo section. A pair of doors adjacent to these docking points provides access to the cargo section's three holds. Each hold can accommodate over 250 tons of cargo. Some *Merchants* carry a module in the forward bay that provides accommodations for an additional 15 passengers, but reduces the vessel's cargo capacity by 100 tons.

MERCHANT-CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2503
Mass: 120,000 tons
Length: 320 meters
Sail Diameter: 950 meters
Fuel: 85 tons (425)
Tons/Burn-day: 19.75
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 99
Structural Integrity: 1
Battle Value: 496

Armor

Fore: 4
Fore-Sides: 5
Aft-Sides: 4
Aft: 4

Cargo

Bay 1: Cargo (330 tons)	1 Door
Bay 2: Small Craft (2)	2 Doors
Bay 3: Cargo (327 tons)	1 Door

DropShip Capacity: 2

Grav Decks: 1 (40 meters diameter)

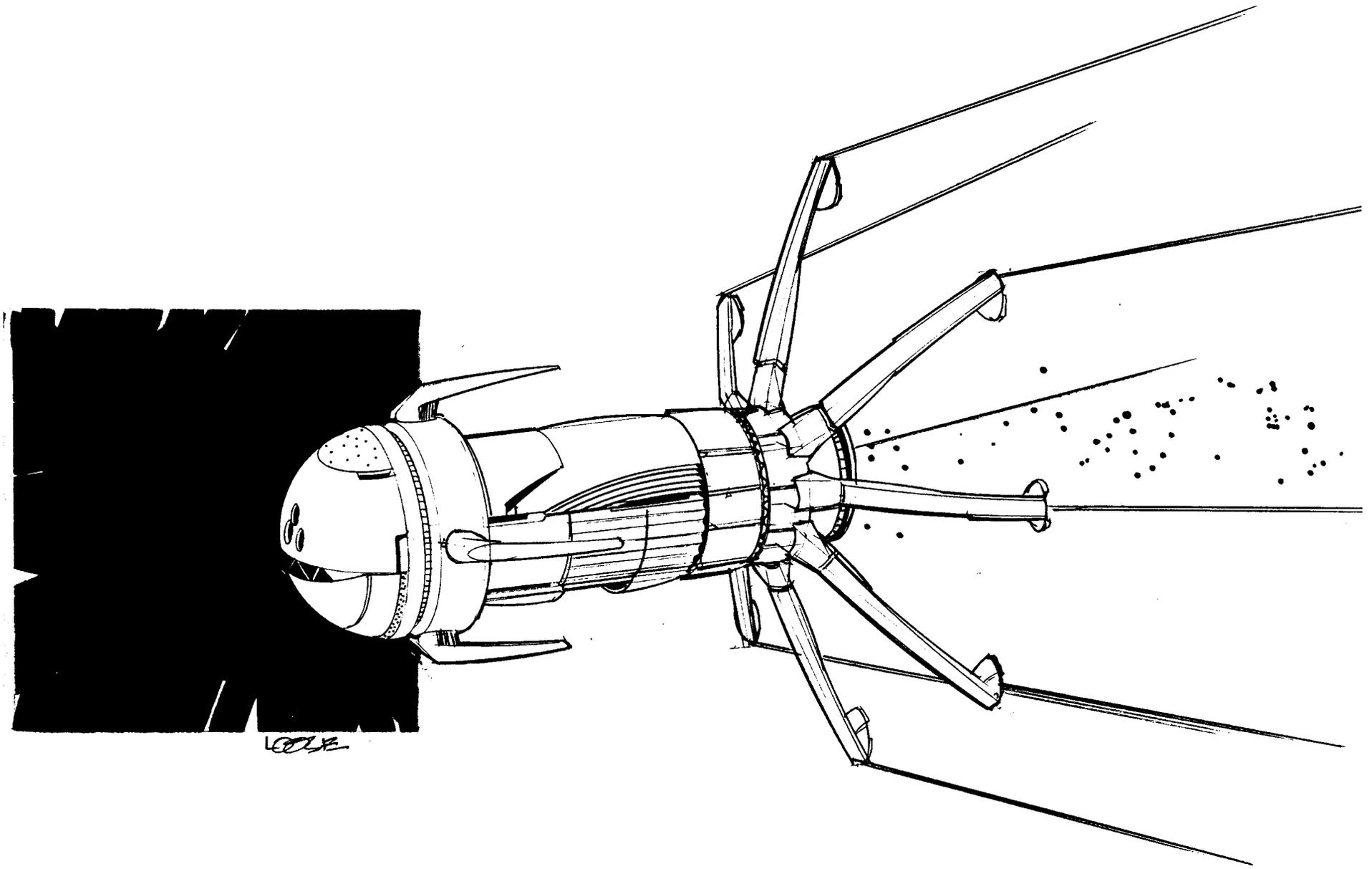
Escape Pods: 4

Life Boats: 0

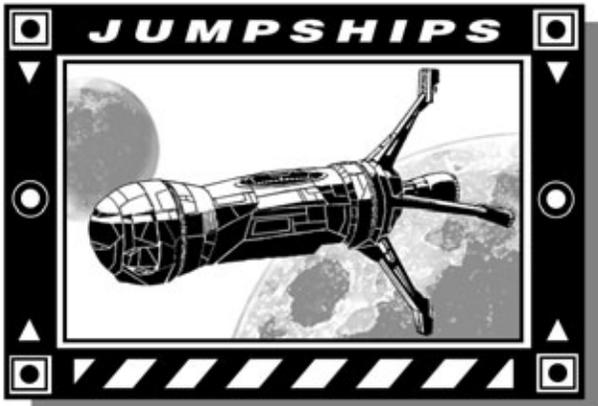
Crew: 4 officers, 17 enlisted/non-rated, 10 bay personnel

Notes: Equipped with 32 tons of standard armor.

Weapons: None



INVADER



The *Invader*-class JumpShip is the most common JumpShip in both the Successor States and the Clan occupation zone. First launched in 2631, the versatile vessel has met with surprising success. It is popular with both military units and commercial users, though military users are purchasing almost the entire current production of the *Invader*.

The pair of large hydroponics domes mounted on booms on either side of the *Invader's* command section is the most distinctive feature of the design. These facilities produce both food and oxygen for the JumpShip crew and create enough surplus goods to trade with transported DropShips. Hydroponics gardens are fully automated on most *Invaders*, but system failures force the crews to maintain the domes manually on about 30 percent of active *Invaders*. Many older *Invaders* suffer from a design flaw that causes the hydroponics booms to lock in the extended position, which can prevent the vessel from entering hyperspace. Work carried out since the Fourth Succession War has solved this problem on all new craft, and many older vessels have been modified to eliminate the flaw.

The *Invader* is one of the few old Inner Sphere designs whose original meteor-defense system also provided an offensive capability. The original design featured a pair of special-purpose long-range lasers, but maintenance problems led manufacturers to replace this system with either large lasers or particle projection cannons. These replacement weapons provide little more than psychological support for the crew, however, being incapable of inflicting sufficient damage to repel any but the least determined opponents. The *Invader's* sophisticated communications system and computers make it an ideal vessel for coordinating a task force. The vessel can maintain radio and laser-link feeds to up to ten transmitting stations.

The *Invader* appears just as popular with the Clans as with the Inner Sphere militaries. *Invaders* comprise most of the Clans' transport fleets, although newer and larger vessels are beginning to displace several of the original craft.

INVADER-CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2631
Mass: 152,000 tons
Length: 505 meters
Sail Diameter: 1,024 meters
Fuel: 50 tons (250)
Tons/Burn-day: 19.75
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 4
Heat Sinks: 116
Structural Integrity: 1
Battle Value: 769 [814 PPC Variant]

Armor

Fore: 7
Fore-Sides: 7
Aft-Sides: 6
Aft: 5

Cargo

Bay 1: Cargo (287.5 tons) 1 Door
 Bay 2: Small Craft (2) 2 Doors
 Bay 3: Cargo (288 tons) 1 Door

Cargo (PPC Variant)

Bay 1: Cargo (285.5 tons) 1 Door
 Bay 2: Small Craft (2) 2 Doors
 Bay 3: Cargo (286 tons) 1 Door

DropShip Capacity:

Grav Decks: 1 (65 meters diameter)

Escape Pods: 6

Life Boats: 0

Crew: 4 officers, 19 enlisted/non-rated, 1 gunner, 10 bay personnel

Ammunition: None

Notes: Equipped with 63 tons of standard armor.

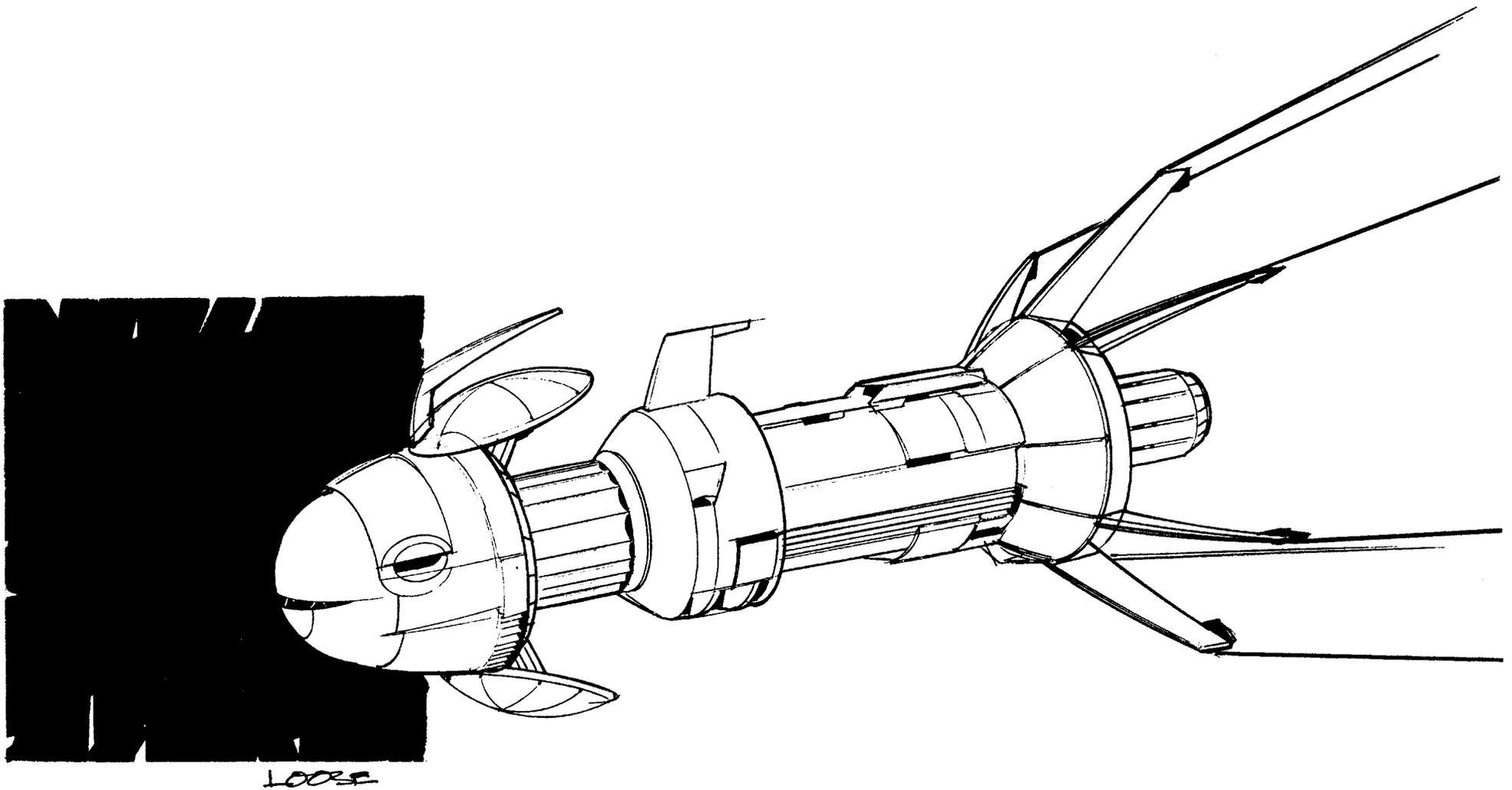
Weapons:
Arc (Heat)Type
FL/FR (8 Heat)
 1 Large Laser

Capital Attack Values (Standard)				
Short	Medium	Long	Extreme	Class
1 (8)	1 (8)	—	—	Laser

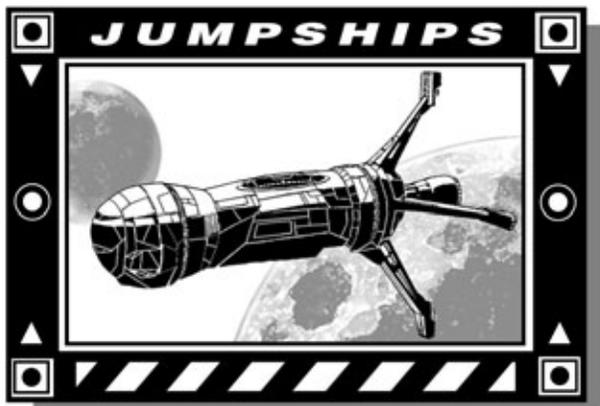
INVADER (PPC VARIANT) CLASS JUMPSHIP

Weapons:
Arc (Heat)Type
FL/FR (10 Heat)
 1 PPC

Capital Attack Values (Standard)				
Short	Medium	Long	Extreme	Class
1 (10)	1 (10)	—	—	PPC



MAGELLAN



The *Magellan*-class JumpShip has been in service with ComStar since 2960. Commissioned by Primus Adrienne Sims, the *Magellan* rapidly has become a mainstay of the ComStar fleet, largely because of its impressive capacity for long-range missions. The *Magellan* is produced at the O'Neil yards at Terra.

The *Magellan's* massive fuel tanks allow it to operate for more than 600 days and travel an unprecedented 2,500 light years before refueling. The *Magellan's* moderate cargo facility can hold just under 220 tons of food and supplies for a crew and passengers. Although it was designed for long-range missions, the *Magellan* lacks a grav deck and must use the acceleration method to generate artificial gravity for its crew. This procedure consumes fuel, however, and so the captain of a *Magellan* must strike a balance between the health of his crew and the need to conserve fuel.

The *Magellan* is equipped with a formidable array of weapons, including several lasers, a pair of LRM missile racks situated in the nose and stern, and a series of anti-missile guns in each arc. The vessel is protected by almost 75 tons of armor, making it one of the most well armored JumpShips in existence.

The *Magellan's* bulbous command module houses 20 crewmembers in luxurious quarters. An additional 28 well-equipped staterooms accommodate a marine platoon complement for defending the JumpShip and exploring uncharted planets. The command section also houses an advanced medical facility, complete with operating theater and isolation ward. The medical facility contains technology not seen outside of ComStar since the fall of the Star League and has sufficient equipment to keep four critically injured patients alive until the vessel can return to the Inner Sphere.

Like most ComStar DropShips and JumpShips, the *Magellan* carries a sophisticated hyperpulse generator (HPG), facilitating faster-than-light communications with any other HPG

within 50 light years. The security of these sophisticated communications devices is the highest priority of any *Magellan* crew. Until the failure of Operation Scorpion and the resulting dissemination of HPG technology to the Successor States, the First Circuit considered the loss of a *Magellan* and its crew preferable to the *Magellan's* HPG falling into non-ComStar hands.

MAGELLAN-CLASS JUMPSHIP

Tech: Star League
Introduced: 2960
Mass: 175,000 tons
Length: 590 meters
Sail Diameter: 1,080 meters
Fuel: 1,200 tons (6,000)
Tons/Burn-day: 19.75
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 4
Heat Sinks: 110
Structural Integrity: 1
Battle Value: 2,813

Armor

Fore: 8
Fore-Sides: 8
Aft-Sides: 7
Aft: 7

Cargo

Bay 1: Small Craft (1) 1 Door
 Bay 2: Cargo (204.5 tons) 1 Door
 Bay 3: Cargo (206 tons) 1 Door

DropShip Capacity:

Grav Decks: None

Escape Pods: 0

Life Boats: 8

Crew: 4 officers, 12 enlisted/non-rated, 4 gunners, 5 bay personnel

Ammunition: 144 rounds AMS ammunition (12 tons), 48 rounds LRM 20 ammunition (4 tons)

Notes: Equipped with lithium-fusion battery system, 74.5 tons of standard armor and HPG.

Weapons:

Arc (Heat)Type

Nose (8 Heat)
 1 LRM 20+Artemis
 (12 rounds)
 2 AMS (24 rounds)

FL/FR (24 Heat)

1 ER Large Laser
 2 AMS (24 rounds)
 1 Large Pulse Laser

AL/AR (24 Heat)

1 ER Large Laser
 2 AMS (24 rounds)
 1 Large Pulse Laser

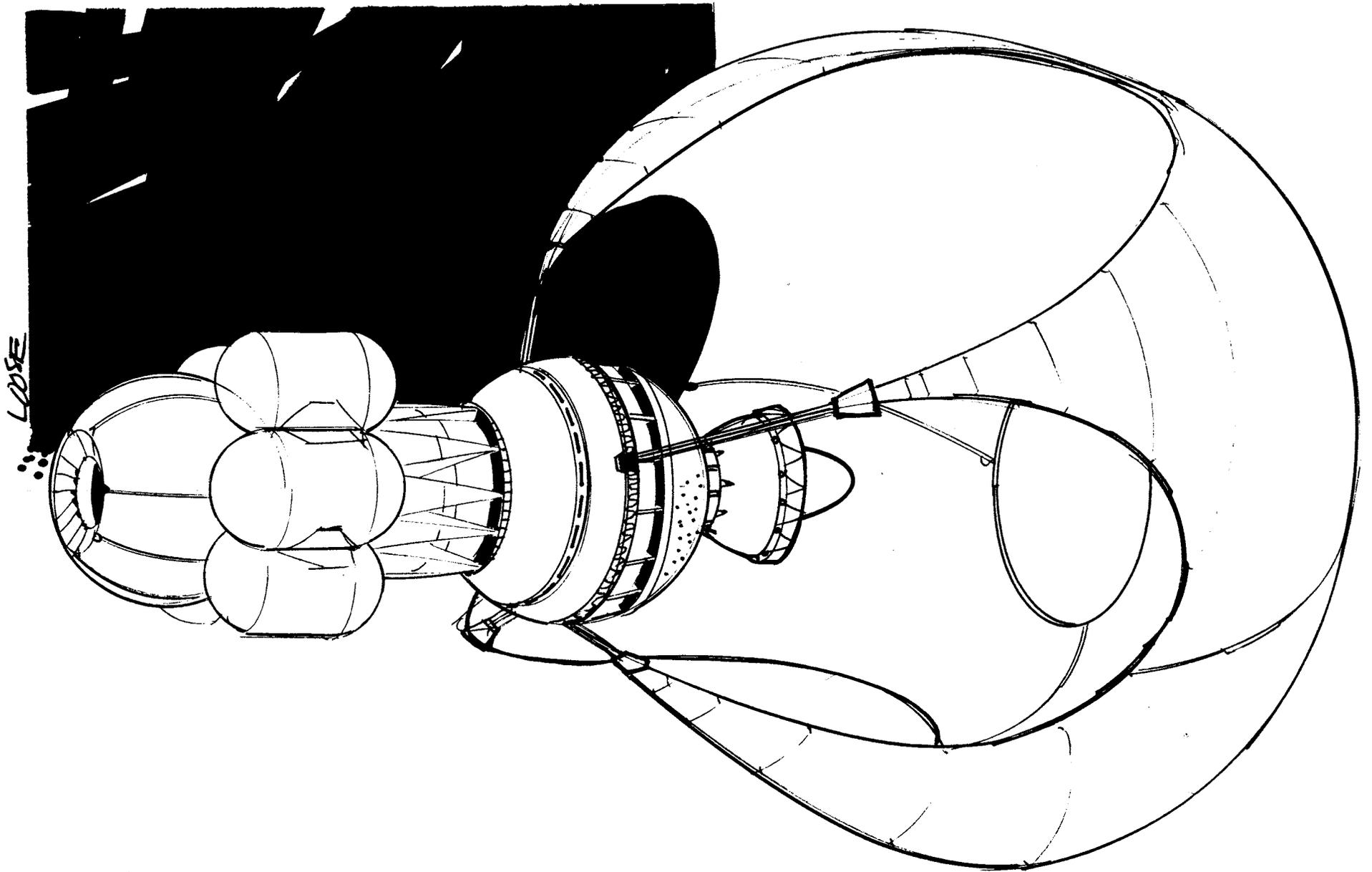
Aft (8 Heat)

1 LRM 20+Artemis
 (12 rounds)
 2 AMS (24 rounds)

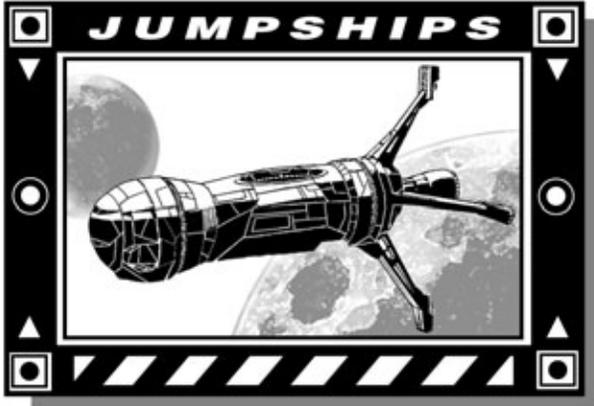
Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Nose (8 Heat)					
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
FL/FR (24 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
AL/AR (24 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
1 Large Pulse Laser	1 (9)	1 (9)	—	—	Pulse Laser
Aft (8 Heat)					
1 LRM 20+Artemis (12 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS

†Only against missiles.



CHIMEISHO



One benefit of the technological renaissance in the Inner Sphere was the reactivation of the Izumi JumpShip yards at Altair. The yards were disabled during the first days of the Succession Wars and had remained derelict for years, as the Draconis Combine concentrated its resources on its JumpShip yards at Chatham and Schuyler. After the War of 3039, though, the Kurita Combine Munitions Corporation made use of state sponsored grants to reconstruct the yard to produce the first *Chimeishos*.

The *Chimeisho* is more than half a kilometer long and follows the traditional needlelike shape of most JumpShips. A spherical command section is located at one end, and a blocky station-keeping drive occupies the other. The vessel's twin docking collars are situated midway along the cylindrical body, adjacent to the cavernous cargo bays.

Unlike most Inner Sphere JumpShips, the *Chimeisho* carries a sizable number of offensive weapons systems, mostly extended-range and pulse lasers. These systems provide the vessel with enough firepower to badly damage anyone who dares to attack the JumpShip. The *Chimeisho* is lightly armored when compared to a DropShip, however, and can only take a few hits before sustaining serious damage.

The *Chimeisho's* 30 crewmembers share a number of well-equipped but cramped dual-occupancy cabins on the deck below the bridge. Each stateroom also contains a tiny washroom, although only the senior officers' cabins have their own shower and toilet facilities. A spacious recreation area equipped with the latest entertainment systems compensates somewhat for the cramped cabins, but the initial response from crew members has been less than favorable.

A spacious hangar deck on the lowest levels of the *Chimeisho's* command section provides facilities for up to four small craft—usually a pair of light aerospace fighters and a pair of ST-46 shuttles. The technicians and pilots of these craft have

their own staterooms on the deck directly above the hangar. The same deck contains the vessel's life-support system.

Only two *Chimeishos* have been produced to date. The DCMS purchased both and has also purchased all the *Chimeishos* scheduled to be produced through 3062. However, KCMC is taking orders for the units scheduled to launch in 3063.

CHIMEISHO-CLASS JUMPSHIP

Tech: Star League
Introduced: 3056
Mass: 245,000 tons
Length: 645 meters
Sail Diameter: 1,070 meters
Fuel: 600 tons (1,500)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 5
Heat Sinks: 122
Structural Integrity: 1
Battle Value: 1,514

Armor

Fore: 7
Fore-Sides: 5
Aft-Sides: 5
Aft: 6

Cargo

Bay 1: Small Craft (4)	2 Doors
Bay 2: Cargo (362.5 tons)	1 Door
Bay 3: Cargo (362.5 tons)	1 Door

DropShip Capacity: 2

Grav Decks: 1 (95 meters diameter)

Escape Pods: 0

Life Boats: 5

Crew: 5 officers, 23 enlisted/non-rated, 2 gunners, 20 bay personnel

Ammunition: 0

Notes: Equipped with lithium-fusion battery system and 54.5 tons of standard armor.

Weapons:

Arc (Heat)Type
Nose (24 Heat)

2 ER Large Lasers

FL/FR (10 Heat)

1 Large Pulse Laser

AL/AR (10 Heat)

1 Large Pulse Laser

Aft (24 Heat)

2 ER Large Lasers

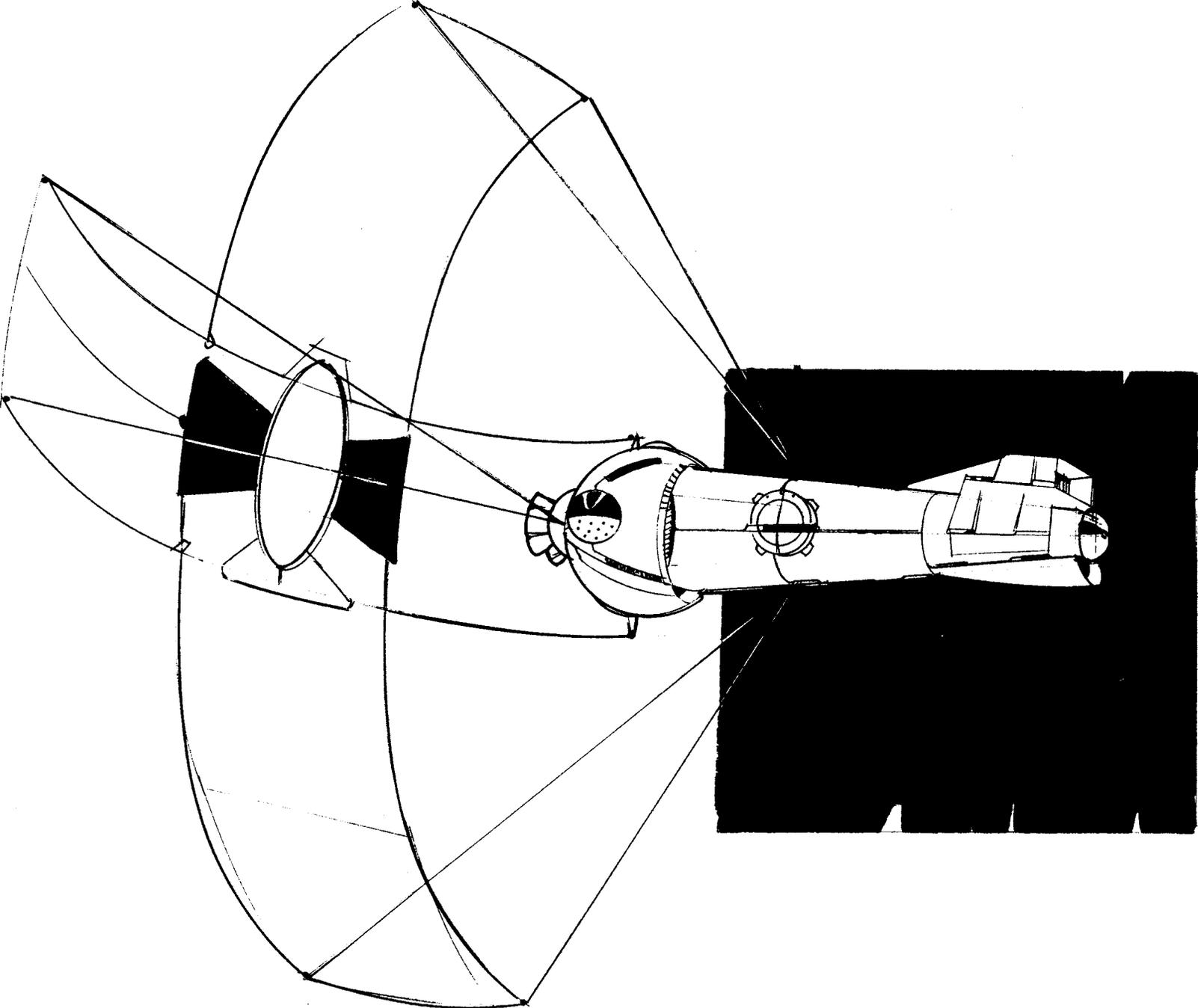
Capital Attack Values (Standard)
Short Medium Long Extreme Class

2 (16) 2 (16) 2 (16) — Laser

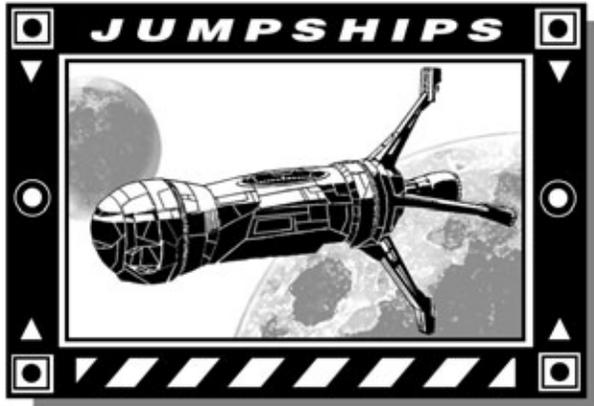
1 (9) 1 (9) — — Pulse Laser

1 (9) 1 (9) — — Pulse Laser

2 (16) 2 (16) 2 (16) — Laser



TRAMP



The *Tramp*-class JumpShip is by no means a new design. First launched in 2754, the armed JumpShip found considerable success among traders dealing in the wilder parts of the Periphery. The vessel continued to be produced sporadically throughout the Succession Wars, although many states began purchasing the slightly larger *Star Lord* for its superior transport capabilities. By the early 30th century, most yards that had produced the design had switched to the more popular *Star Lord*.

After the Free Worlds League's war against Andurien had been resolved in 3040, SelaSys Inc., the producer of the *Star Lord*, began looking for a way to expand their market share. Ironically, SelaSys chanced on the design specifications for the *Tramp*. Its similarity in size to the *Star Lord* meant drastic savings in tooling-up costs for SelaSys; the company's first prototype *Tramp* launched within six years. The first of the SelaSys *Tramp*-class vessels made the jump from Loyalty to Alter the following year and immediately entered full-scale production.

Defects in the new *Tramp*'s drive coils were discovered in August of 3052, and SelaSys immediately recalled the eleven craft they had produced for minor modifications. The problem resulted from a faulty mesh spinner and was quickly rectified, but servicing the existing craft took almost three years. Production did not resume until June of 3055. Only three craft have been produced since then. The incident has increased doubts about the *Tramp*'s abilities, making the craft relatively easy to acquire.

A combination of laser weapons and point defense systems dot the hull of the vessel and provide an effective mix of offensive and defensive firepower. DropShips docked at the three hardpoints along the *Tramp*'s length can supplement this arsenal as well. The *Tramp* carries little in the way of armor, however, and lacks integral fighter support. The vessel does have two small-craft bays, but these have proved unsuitable for the majority of fighter designs currently produced.

Several *Tramp*-class JumpShips have been observed in the fleet of Clan Nova Cat, although these are believed to be Star League-era vessels. Unlike the version produced by SelaSys, the Clan *Tramp* makes use of the lithium-fusion battery system.

TRAMP-CLASS JUMPSHIP

Tech: Star League
Introduced: 2754
Mass: 250,000 tons
Length: 640 meters
Sail Diameter: 1,160 meters
Fuel: 500 tons (1,250)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 5
Heat Sinks: 122
Structural Integrity: 1
Battle Value: 1,652

Armor

Fore: 3
Fore-Sides: 3
Aft-Sides: 2
Aft: 3

Cargo

Bay 1: Small Craft (2) 2 Doors
 Bay 2: Cargo (1,418.5 tons) 1 Door
 Bay 3: Cargo (1,418.5 tons) 1 Door

Cargo [LF Variant]

Bay 1: Small Craft (2) 2 Doors
 Bay 2: Cargo (171.5 tons) 1 Door
 Bay 3: Cargo (171.5 tons) 1 Door

DropShip Capacity:

Grav Decks: 1 (140 meters diameter)

Escape Pods: 5

Life Boats: 0

Crew: 4 officers, 15 enlisted/non-rated, 4 gunners, 10 bay personnel

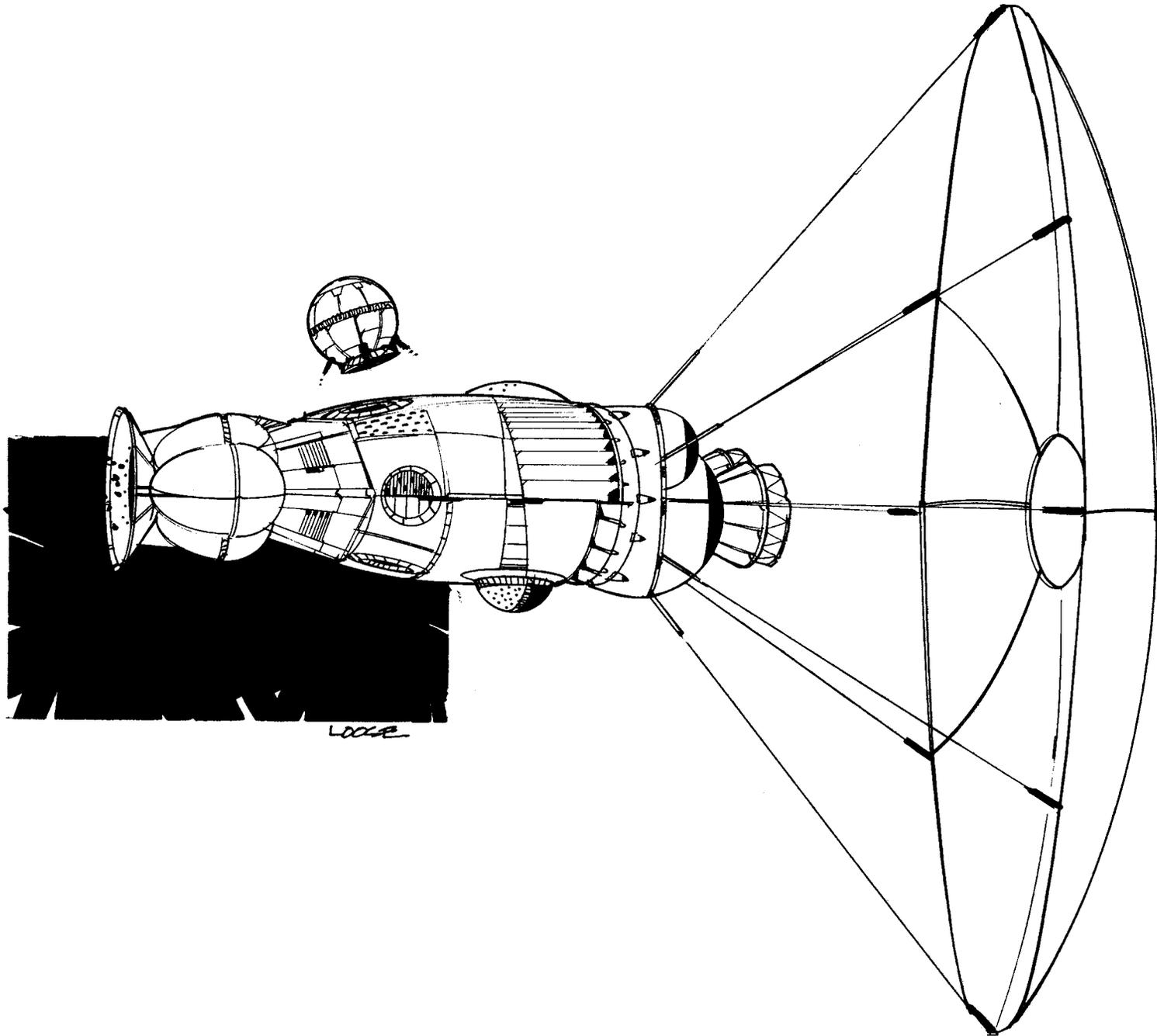
Ammunition: 144 rounds AMS ammunition (12 tons)

Notes: Equipped with 39 tons of standard armor.

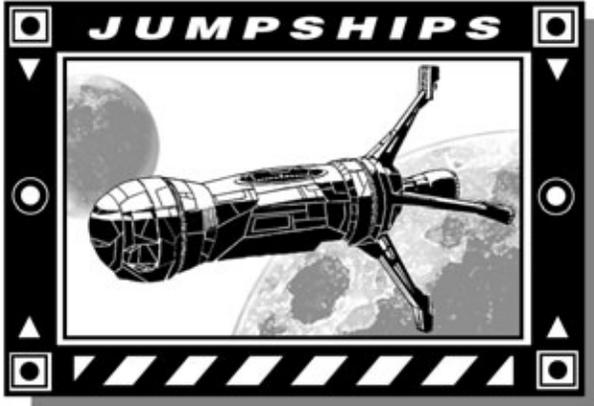
Notes [LF Variant]: Equipped with lithium-fusion battery system and 31.5 tons of standard armor.

Weapons: Arc (Heat)Type Nose (26 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
FL/FR (13 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
AL/AR (13 Heat)					
1 ER Large Laser	1 (8)	1 (8)	1 (8)	—	Laser
2 AMS (24 rounds)	1 (6)†	—	—	—	AMS
Aft (26 Heat)					
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 AMS (24 rounds)	2 (6)†	—	—	—	AMS

†Only against missiles.



STAR LORD



The crew quarters of the massive *Star Lord*-class JumpShip are among the most luxurious of any vessel. The sheer expense of purchasing and maintaining a *Star Lord*, however, has kept all but a handful of these craft in the service of the Successor States or the Clans.

The *Star Lord* has six docking collars evenly spaced along the half-kilometer length of its KF drive. Each collar is located near one of the *Star Lord*'s six large cargo bays. Each bay can hold 100 tons of cargo. The *Star Lord*'s docking collars are equipped with a series of grapples that guide approaching vessels. These grapples can also reel in DropShips of up to 10,000 tons. This feature has proved particularly useful in recovering damaged craft, and most of the Successor States maintain several *Star Lords* solely for recovery operations.

The *Star Lord*'s 30 crewmembers each have a single-occupancy room; all the rooms are well furnished and have automated food-preparation systems as well as private washrooms. An additional 50 staterooms are reserved for visitors, usually the crews of transported DropShips. These quarters are not as comfortable as those reserved for the *Star Lord* crew but are more spacious than most DropShip quarters. The *Star Lord*'s massive grav deck, 20 meters wide and 110 meters in diameter, contains a number of lounge and recreation facilities for both crew and passengers.

A small hangar bay in the *Star Lord*'s command section enables the vessel to transport four small craft, used primarily for transferring personnel and cargo. These facilities are reasonably sophisticated and allow two craft to be maintained or repaired simultaneously. Unusually, the *Star Lord* rarely carries aerospace fighters, relying instead on transported DropShips for protection.

The *Star Lord* remains in service with most Clans, and the higher technology levels maintained by Kerensky's descendants have allowed a larger proportion to remain in service. As a result, *Star Lords* are somewhat more common in the occupation zone than in the rest of the Inner Sphere.

STAR LORD-CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2590
Mass: 274,000 tons
Length: 660 meters
Sail Diameter: 1,140 meters
Fuel: 100 tons (250)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 4
KF Drive Integrity: 6
Heat Sinks: 130
Structural Integrity: 1
Battle Value: 604

Armor

Fore: 6
Fore-Sides: 6
Aft-Sides: 5
Aft: 4

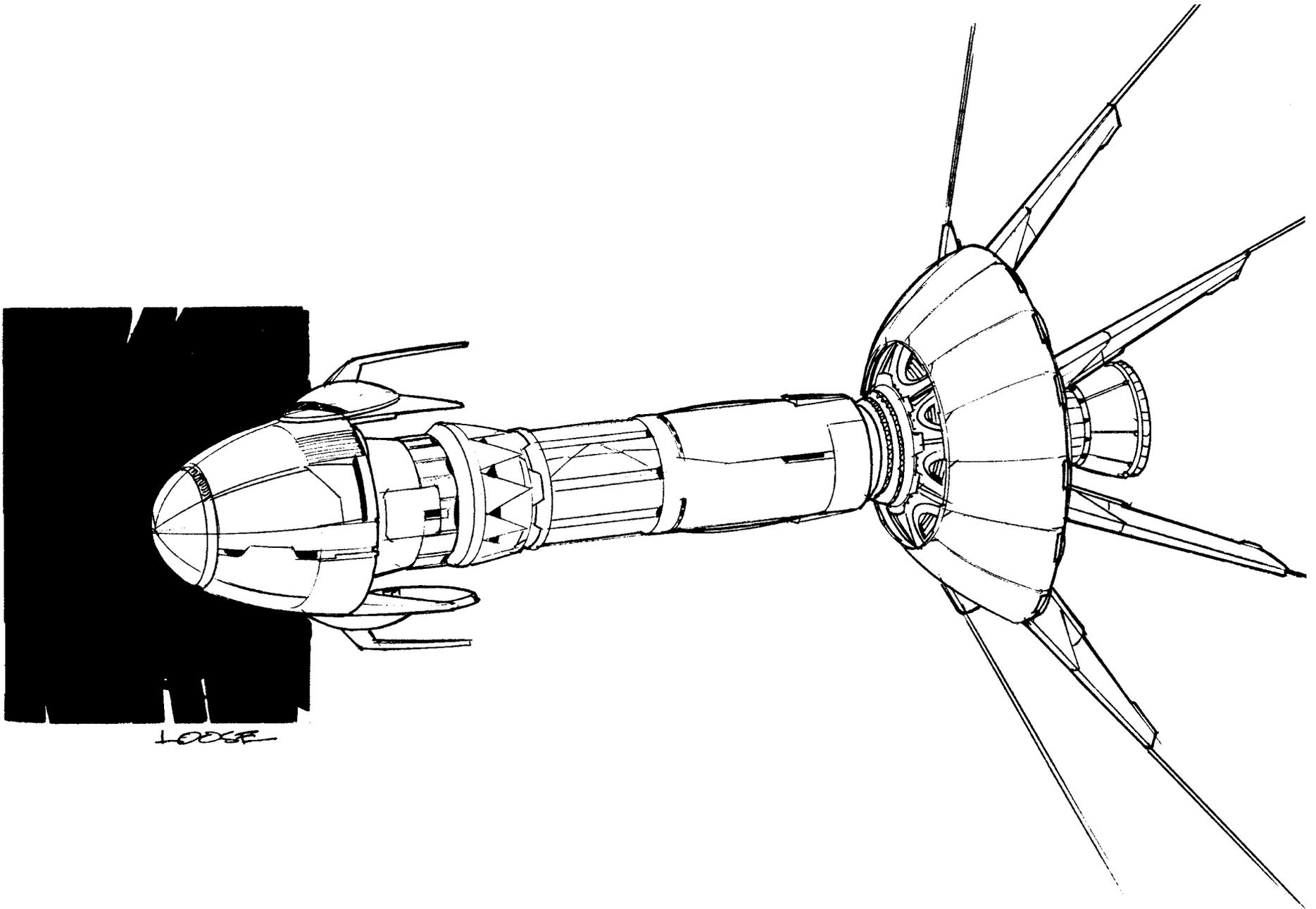
Cargo

Bay 1: Cargo (661 tons)	1 Door
Bay 2: Small Craft (4)	2 Doors

DropShip Capacity: 6
Grav Decks: 1 (110 meters diameter)
Escape Pods: 6
Life Boats: 10
Crew: 5 officers, 25 enlisted/non-rated, 20 bay personnel, 50 steerage passengers

Notes: Equipped with 79 tons of standard armor.

Weapons: None



MONOLITH

MONOLITH-CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2776
Mass: 430,000 tons
Length: 750 meters
Sail Diameter: 1,270 meters
Fuel: 68 tons (170)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 5
KF Drive Integrity: 8
Heat Sinks: 148
Structural Integrity: 1
Battle Value: 1,041

Armor

Fore: 11
Fore-Sides: 10
Aft-Sides: 11
Aft: 8

Cargo

Bay 1: Cargo (713.5 tons)	1 Door
Bay 2: Small Craft (6)	2 Door
Bay 3: Cargo (714 tons)	1 Door

DropShip Capacity: 9

Grav Decks: 2 (2 105 meters diameter)

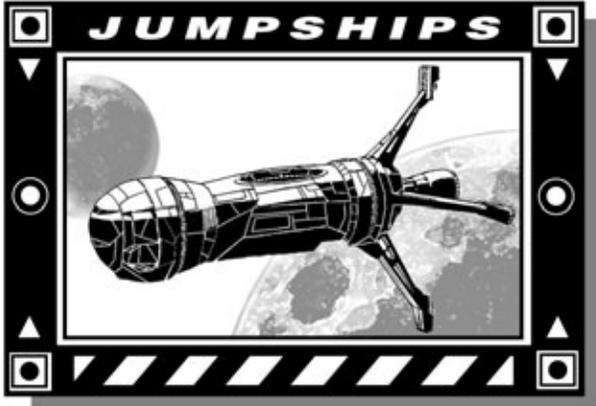
Escape Pods: 5

Life Boats: 0

Crew: 5 officers, 25 enlisted/non-rated, 30 bay personnel

Notes: Equipped with 151.5 tons of standard armor.

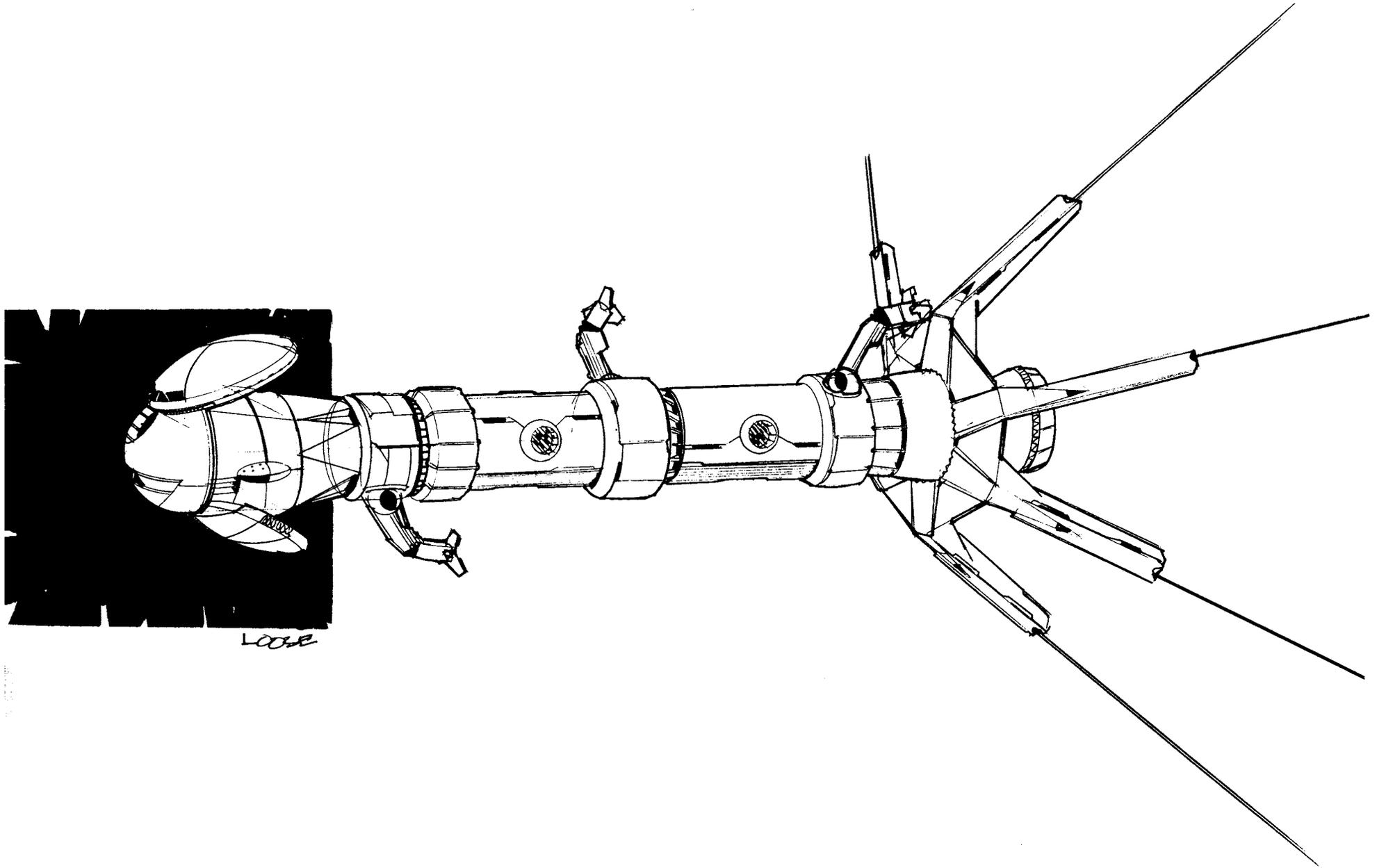
Weapons: None



The *Monolith* is the largest non-combat JumpShip ever built. The 750-meter craft is also the most expensive, and so is only operated by the militaries of the Successor States or Clans. Less than fifty vessels remain in the armies of the Successor States, half of which serve with DCMS. Of the Clan *Monoliths*, most were apparently constructed in the Pentagon or Kerensky Cluster, as only a dozen *Monoliths* were produced before the departure of the SLDF. Despite these different origins, however, few differences exist between the Clan and Inner Sphere *Monoliths*.

The *Monolith* has a unique docking system that consists of nine standard docking collars mounted on arms. These docking arms are arranged in three groups, forming rings around the *Monolith's* cargo section. These arms enable the *Monolith* to accommodate even the largest DropShips.

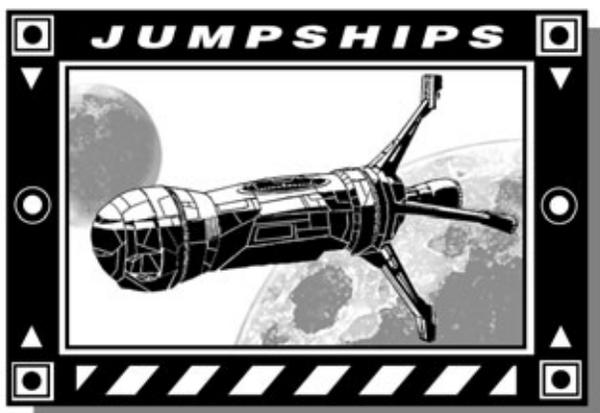
The *Monolith's* extensive command center is equipped with the latest communication, analysis and simulation equipment. As a result of this superb facility, many *Monoliths* serve as flagships for invasion fleets, coordinating operations until command is passed to a DropShip in orbit around the target world.



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The Clans rely on non-combatant JumpShips for the majority of their interstellar transportation just as the powers of the Inner Sphere do. The majority of Clan JumpShips are Star League-era vessels as well, and so they differ little from those commonly used in the Inner Sphere.

However, Clan fleets also possess several armed, pseudo-combatant JumpShips that occupy a niche between conventional transport JumpShips and WarShips. These hybrid vessels reflect Clan principles regarding combat—if it becomes tactically necessary to attack and destroy a target they will not hesitate to do so. No moral prohibitions limit their options, although 250 years of ritualized warfare have placed a number of conceptual limits on their tactical and strategic thinking. The Clans also maintain sizable cache fleets, stocked with vessels that left the Inner Sphere during the Exodus and have remained mothballed for years. The Clans have also begun operating several new shipyards recently. Most likely, these factors have also contributed to the Clan practice of arming their JumpShips with formidable arsenals and engaging JumpShips when tactically necessary.





CLAN JUMPSHIPS

•**STAR LORD CLASS JUMPSHIP**
MANUFACTURER: UNIVERSAL AIR,
 DELAVAN, FED. COMMONWEALTH
MASS (LOADED): 274,000 TONS
 (NOT INCLUDING DROPSHIPS)
OVERALL LENGTH: 660 METERS
 (NOT INCLUDING JUMPSAIL)

SAIL DIA. 1140M
FULLY DEPLOYED
REF. 121 - 45A/276

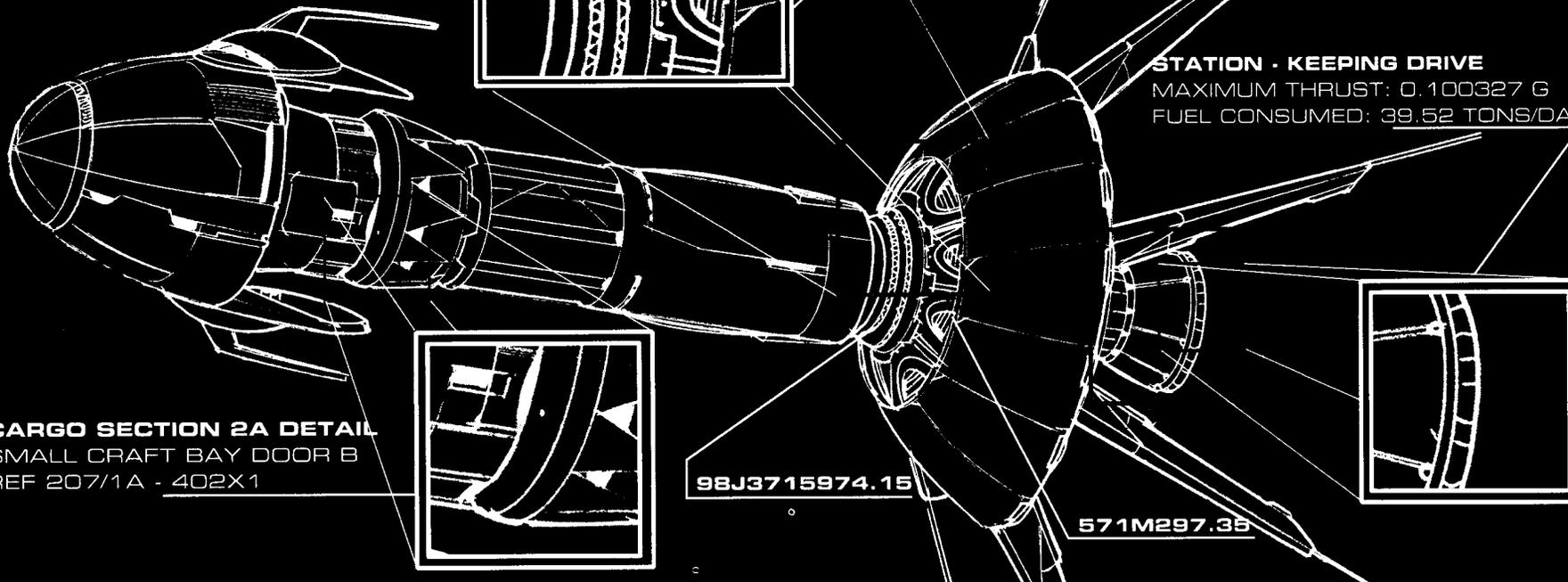
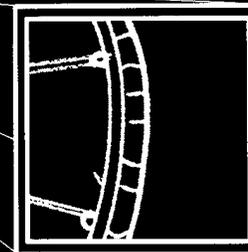
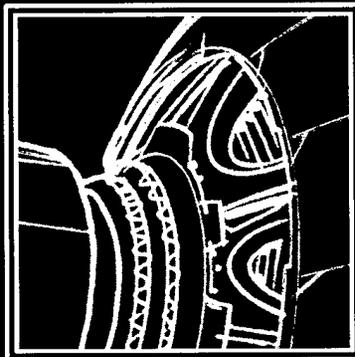
•**KF MARK VIII 9-1 DRIVE SYS**
INTAKE VENTS DETAIL
 STATION KEEPING DRIVE.
 H11A7 - Z18 - 17010

STATION - KEEPING DRIVE
 MAXIMUM THRUST: 0.100327 G
 FUEL CONSUMED: 39.52 TONS/DAY

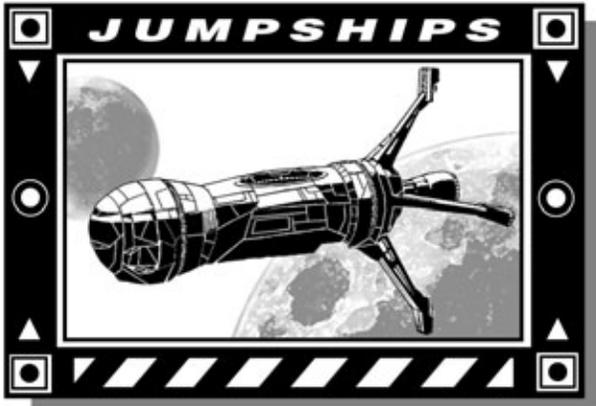
CARGO SECTION 2A DETAIL
 SMALL CRAFT BAY DOOR B
 REF 207/1A - 402X1

98J3715974.15

571M297.35



HUNTER



The *Hunter* is a scout JumpShip, designed to seek out enemy fleets and explore new star systems. Developed by Clan Ghost Bear shortly after the founding of the Clans, the small vessel has a weak jump signature that makes it ideal for reconnaissance work. *Hunters* are often the first vessels to enter a potentially hostile star system.

The *Hunters* were originally constructed without lithium-fusion batteries, which seriously impaired their usefulness. By the mid-30th century, however, most *Hunters* have been fitted with the advanced system even though the modification reduces a *Hunter's* cargo capacity. A few unmodified *Hunters* remain, apparently serving with freebirth units. Wolf's Dragoons aerospace fleet contains several *Hunters* as well, but it is not known whether these vessels are equipped with lithium-fusion systems.

Massing just under 100,000 tons, the *Hunter* is somewhat larger than the *Scout*-class JumpShip. Although it lacks the *Scout's* acceleration capabilities, the *Hunter* has a distinctive edge in endurance. Like ComStar's *Magellan*, the *Hunter's* fuel tanks are designed to supply the vessel for over a year, making the *Hunter* seemingly ideal for extended operations: The cargo capacity of modified *Hunters* rarely accommodates sufficient supplies for a year-long mission, however; most *Hunters* cannot spend more than six months away from a base.

The *Hunter* lacks a grav deck and must rely on the acceleration method to provide the crew with artificial gravity. Without this gravity maneuvering, the health and morale of the crew rapidly deteriorate. Most *Hunter* captains consider the fuel expended during the procedure worth the benefits.

The *Hunter* is lightly armed compared to other Clan-designed JumpShips. The ship mounts a handful of pulse lasers and Streak SRM systems along with anti-missile systems,

enabling the *Hunter* to engage and destroy missiles. The system's placement in the *Hunter's* nose, however, prohibits it from protecting the engineering module and the Kearny-Fuchida drive from missile fire.

HUNTER-CLASS JUMPSHIP

Tech: Clan
Introduced: 2832
Mass: 95,000 tons
Length: 302 meters
Sail Diameter: 852 meters
Fuel: 400 tons (4000)
Tons/Burn-day: 9.77
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 93 (186)
Structural Integrity: 1
Battle Value: 1,915

Armor

Fore: 8
Fore-Sides: 6
Aft-Sides: 6
Aft: 8

Cargo

Bay 1: Cargo (356.5 tons) 1 Door
 Bay 2: Cargo (356 tons) 1 Door
 Bay 3: Cargo (356 tons) 1 Door

DropShip Capacity:

Grav Decks: None

Escape Pods: 0

Life Boats: 4

Crew: 3 officers, 8 enlisted/non-rated, 2 gunners,

Ammunition: 125 rounds Streak SRM 4 ammunition (5 tons), 96 rounds AMS ammunition (4 tons)

Notes: Equipped with 40 tons of standard armor.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (15 Heat)					
1 Large Pulse Laser	1 (10)	1 (10)	1 (10)	—	Pulse Laser
1 Streak SRM 4 (25 rounds)	1 (8)	1 (8)	—	—	SRM
2 AMS (96 rounds)	1 (10)†	—	—	—	AMS
FL/FR (20 Heat)					
2 Large Pulse Laser	2 (20)	2 (20)	2 (20)	—	Pulse Laser
AL/AR (6 Heat)					
2 Streak SRM 4 (50 rounds)	2 (16)	2 (16)	—	—	SRM

†Only against missiles.

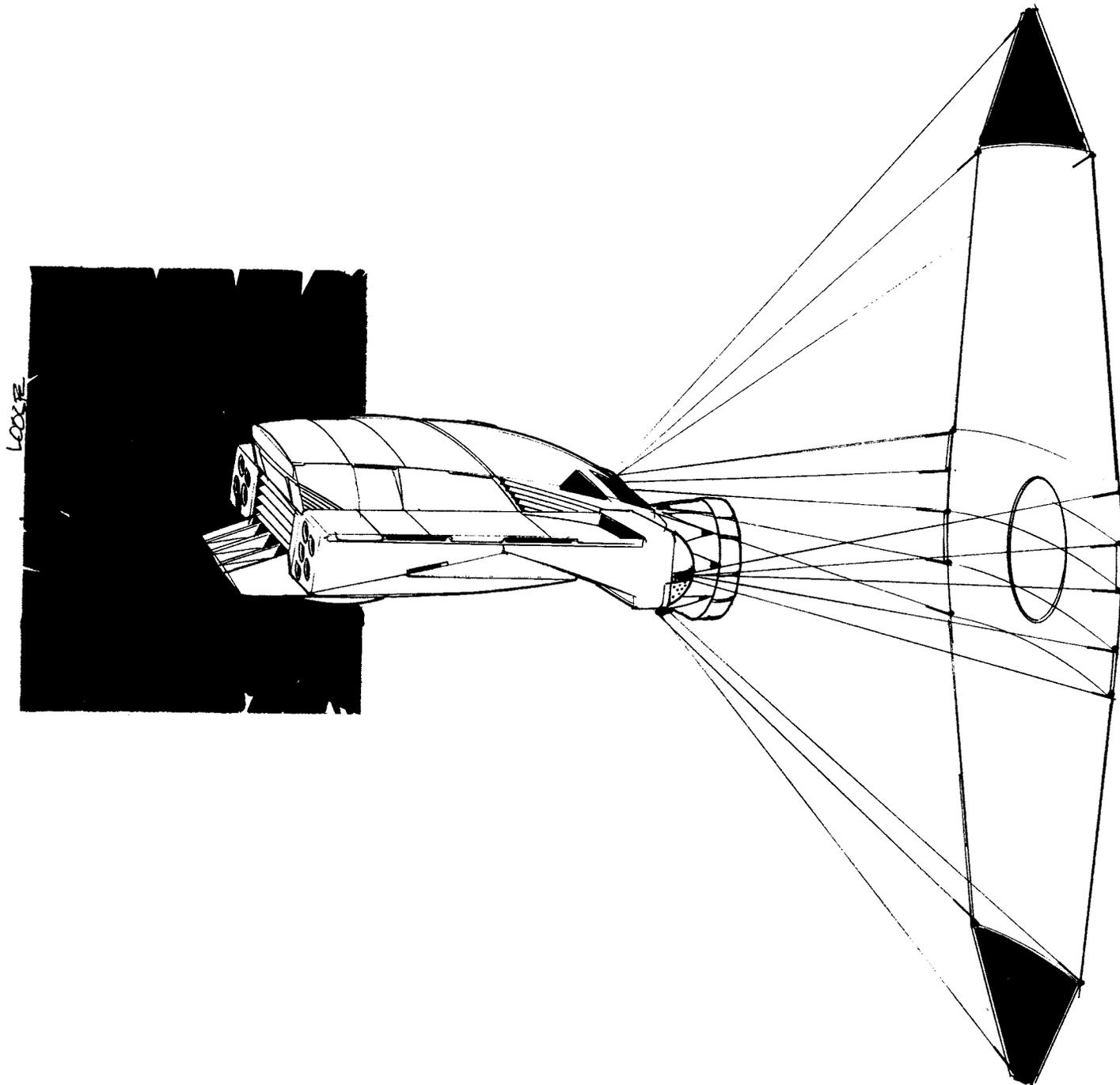
HUNTER (LITHIUM-FUSION VARIANT)-CLASS JUMPSHIP

Battle Value: 1,915

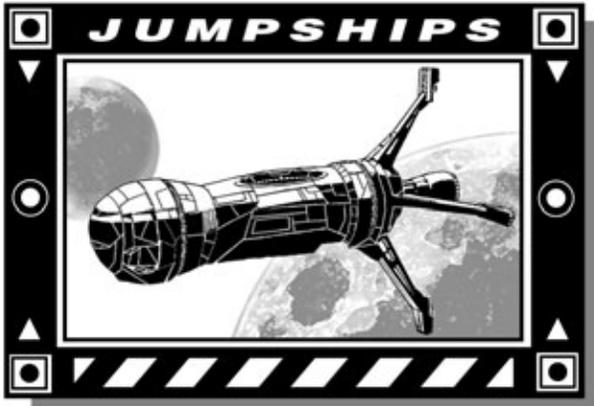
Cargo

Bay 1: Cargo (40.5 tons) 1 Door
 Bay 2: Cargo (39 tons) 1 Door
 Bay 3: Cargo (39 tons) 1 Door

Notes: Equipped with lithium-fusion battery system.



ODYSSEY



The large *Odyssey*-class JumpShip has been seen with several Clans, but is notably absent from the fleets of the Wolf and Jade Falcon Clans. The *Odyssey* carries four DropShips and is equipped with a lithium-fusion battery system. Unlike its closest relatives, the *Monolith* and *Leviathan*, the *Odyssey* is a stocky design more reminiscent of the *Scout*-class JumpShip. A little under three-quarters of a kilometer long, the *Odyssey* has an average width of 100 meters, rising to 110 at the base of its massive command section, the location of the vessel's two grav decks.

Like most Clan-designed naval craft, the *Odyssey* is moderately armed and armored. Energy weapons dominate its arsenal, primarily extended-range and pulse lasers. Four anti-missile guns line the vessel's sides, providing significant defensive firepower. A pair of nose-mounted Gauss rifles discourages attacks on the front of the craft, while the 1,200-meter jump sail hampers attacks on the *Odyssey*'s stern.

The *Odyssey*'s command section contains all of the crew's workstations and is the only permanently inhabited part of the vessel. A series of narrow access ways run through the rest of the vessel, sealed at 20 meter intervals by reinforced bulkheads. These facilitate maintenance on the Kearny-Fuchida drive and other vital systems in the *Odyssey*'s engineering module. This compartmentalization enables the vessel to operate normally in the event of a hull breach and provides an excellent defense against boarding. The controls for each bulkhead are situated on the vessel's bridge, along with controls for the air-circulation system of each section of passageway. This arrangement enables the bridge crew to seal any bulkhead and cut off air to any passageway section.

Two Points of Elementals serve as marines aboard the *Odyssey*. Only the decks in the *Odyssey*'s command section are large enough to allow the use of battle armor, but these ten warriors have been specially trained in zero-G operations and

present a formidable defense against boarding attempts. To date, no *Odyssey* has been captured by hostile forces, although a number have been destroyed in combat.

ODYSSEY-CLASS JUMPSHIP

Tech: Clan
Introduced: 2887
Mass: 345,000 tons
Length: 740 meters
Sail Diameter: 1,220 meters
Fuel: 1,000 tons (2,500)
Tons/Burn-day: 39.52
Station-keeping Thrust: 0.1G (0.2 Thrust)
Sail Integrity: 5
KF Drive Integrity: 7
Heat Sinks: 136
Structural Integrity: 1
Battle Value: 4,379

Armor

Fore: 15
Fore-Sides: 14
Aft-Sides: 14
Aft: 13

Cargo

Bay 1: Small Craft (1) 1 Door
 Bay 2: Cargo (418.5 tons) 1 Door
 Bay 3: Battle Armor Point/Squads (2) 2 Doors

DropShip Capacity:

Grav Decks: 2 (both 110 meters diameter)

Escape Pods: 0

Life Boats: 3

Crew: 6 officers, 25 enlisted/non-rated, 5 gunners, 15 bay personnel

Ammunition: 24 rounds Gauss rifle ammunition (3 tons), 192 rounds AMS ammunition (8 tons)

Notes: Equipped with lithium-fusion battery system and 167.5 tons of standard armor.

Weapons:

Arc (Heat)Type

	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (32 Heat)						
2 Gauss Rifles (24 rounds)	3 (30)	3 (30)	3 (30)	—	—	Autocannon
1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (24)	2 (24)	1 (10)	—	—	Pulse Laser

FL/FR (22 Heat)

1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser
2 AMS (48 rounds)	1 (10)†	—	—	—	—	AMS
2 Med. Pulse Lasers	1 (14)	1 (14)	—	—	—	Pulse Laser

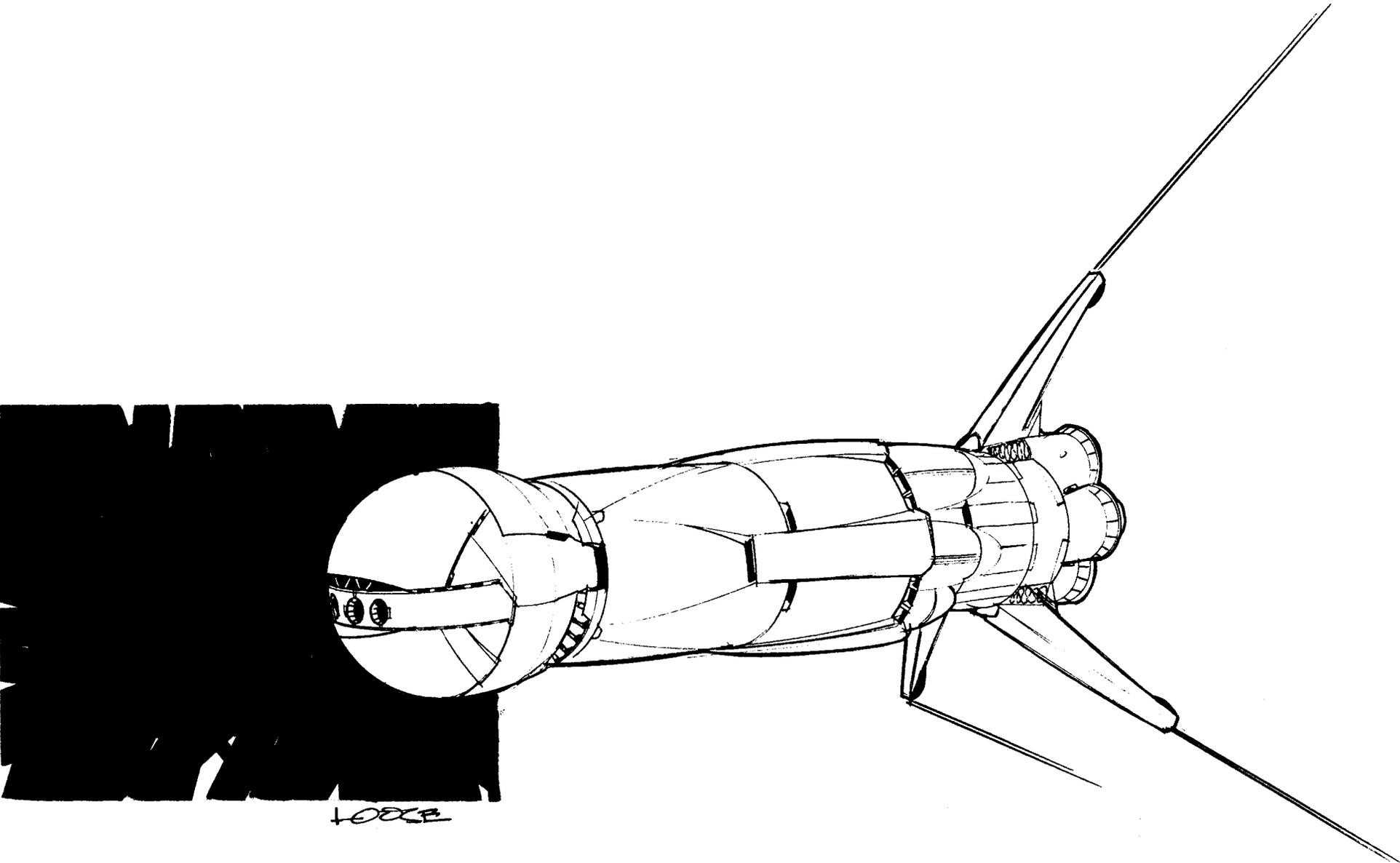
AL/AR (20 Heat)

2 AMS (48 rounds)	1 (10)†	—	—	—	—	AMS
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (24)	2 (24)	1 (10)	—	—	Pulse Laser

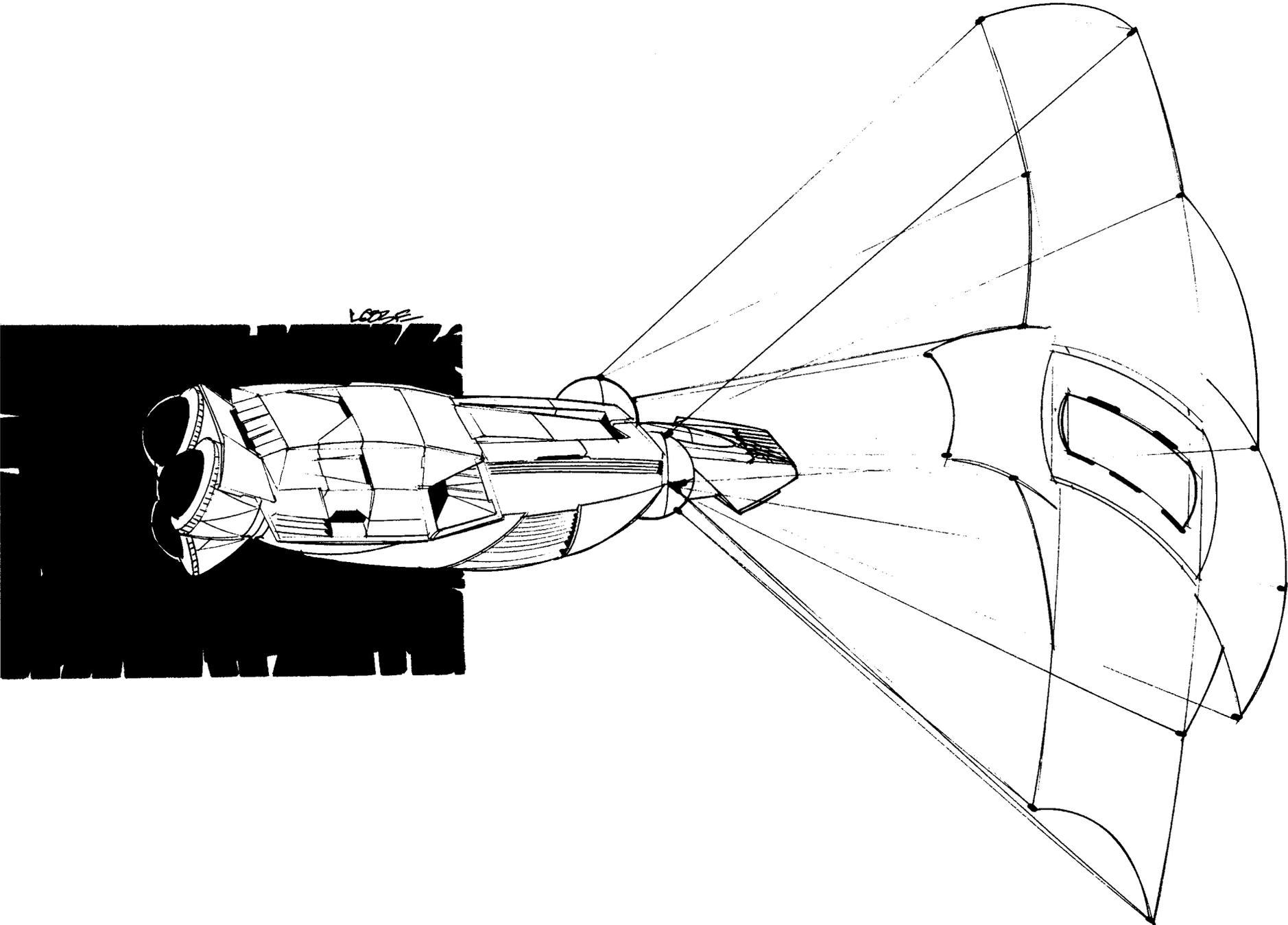
Aft (30 Heat)

1 ER Large Laser	1 (10)	1 (10)	1 (10)	1 (10)	—	Laser
1 Large Pulse Laser, 2 Medium Pulse Lasers	2 (24)	2 (24)	1 (10)	—	—	Pulse Laser

†Only against missiles



LODGE



The heavily armed combat JumpShips known as WarShips are among the largest and most sophisticated of man's creations. These technological marvels can travel between stars in the blink of an eye and maneuver within a star system at appreciable speeds. The last existing Inner Sphere WarShips, vestiges of the Star League, were destroyed during the Second Succession War. The technological decline that enveloped the Inner Sphere in the years following the Star League then prevented the Successor States from producing any WarShips for more than one hundred years.

The gradual recovery of lost technologies since the Fourth Succession War made WarShip construction theoretically possible. The memories of the horrible years that followed the Exodus could not be forgotten, however—many worlds still bore the scars of nuclear weapons or orbital bombardment. As a result, the powers of the Inner Sphere reached an unspoken agreement to limit JumpShip research to conventional transport vessels.

That agreement began crumbling when the Clans returned to the Inner sphere in 3050, bringing with them numerous combat JumpShips. The destruction of Edo on Turtle Bay demonstrated to the entire Inner Sphere the power of orbital bombardment, and the Successor States began searching for a way to counteract this terrible threat. Their solution was simple—build their own WarShips.

Although most Successor States had carried out clandestine WarShips research, none were in a position to begin production. Inner Sphere manufacturers could produce the compact KF drives required for combat JumpShips, but only ComStar could build the massive drives required to propel the vessels through normal space—and ComStar refused to sell such valuable military hardware to potential enemies.

The First Circuit continued to block sales of the drives until October of 3056, when ComStar's loss of several HPG facilities forced it to seek alternative sources of revenue. Therefore, Primus Mori issued a license allowing the ComStar-controlled Rolls-Royce factories on Terra to sell drive systems to the Draconis Combine and Federated Commonwealth.

Almost as soon as Primus Mori approved the sales, parts for the drive system for the Federated Commonwealth's *Fox*-class corvette began to arrive at Galax. That vessel is now largely complete and is expected to begin trials toward the end of the year. The other Successor States have also begun to assemble several WarShip prototypes, but none are expected to begin active service for at least a year.

Some observers have questioned whether the Inner Sphere WarShip construction programs are worth the cost. An estimated 100 Clan WarShips operate in the Inner Sphere, and hundreds more exist back at the Clan homeworlds. Critics point out that the Inner Sphere cannot hope to match these numbers before the Truce of Tukayyid ends in 3067.

Furthermore, these critics have argued that the deployment of Inner Sphere WarShips could provoke greater Clan aggression. Nevertheless, almost all of the military leaders of the Inner sphere agree that even a token Inner Sphere WarShip fleet could cause serious damage to clan fleets and thus deter the Clans from using their WarShips in offensive campaigns.

Still others have voiced fears that once the Inner Sphere powers have WarShip fleets, they will undoubtedly turn them against each other. This argument cannot be easily discounted. Although the Clans present the Great Houses with a common enemy, one would be naïve to ignore the possibility of renewed war between the Successor States, given the history of the Inner Sphere.

The whole issue is moot, however, at least for the moment. No Inner Sphere power will field an operational WarShip for at least 18 months. Short of the Clans breaking the truce, none of the Successor States are likely to risk WarShips in combat until they have enough such vessels to deploy them in a mutually supportive battle group—capabilities no one is expected to possess before the next decade.



INNER SPHERE WARSHIPS

•CONGRESS CLASS FRIGATE•

MANUFACTURER: DEKIRK AEROSPACE, GALAXY, FEDERATED SUNS.

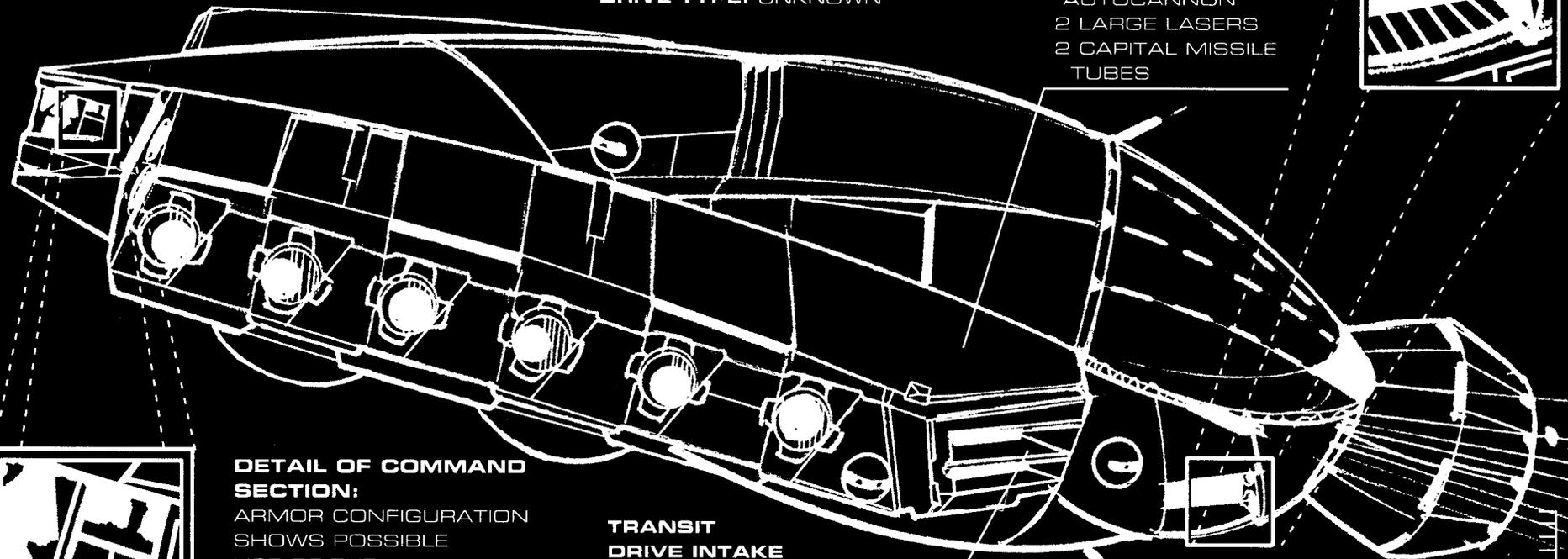
MASS (LOADED): 750,000 TONS (ESTIMATED).

OVERALL LENGTH: 703 METERS.

DRIVE TYPE: UNKNOWN

BROADSIDE WEAPONS BAY ESTIMATED CONTENT:

- 2 NAVAL AUTOCANNON
- 2 LARGE LASERS
- 2 CAPITAL MISSILE TUBES



DETAIL OF COMMAND SECTION:

ARMOR CONFIGURATION SHOWS POSSIBLE USE OF THE FERRO-CARBIDE OR SIMILAR ALLOYS

TRANSIT DRIVE INTAKE VENTS: CONFIGURATION SUGGESTS MAXIMUM THRUST OF UP TO 2.5 G'S

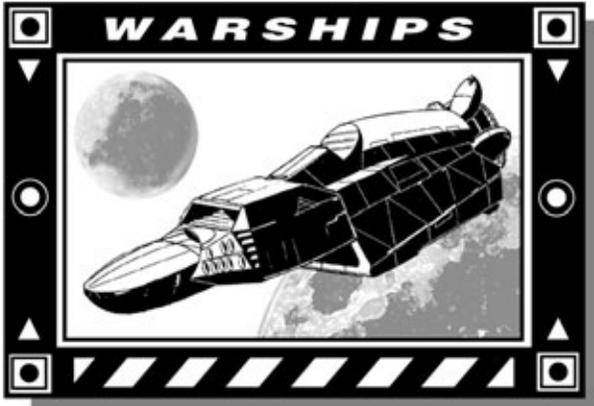


SMALL CRAFT BAY DOOR

98Y34 19.45



FOX (CORVETTE)



The *RX-78*-class corvette was the first combat JumpShip built by the Federated Commonwealth. Design work started in mid 3050; by late 3051, the WarShip design had reached its present form. After Prince Hanse Davion approved the design, the Federated Commonwealth contracted Federated-Boeing Interstellar to produce the vessel at its Port Simon yards at Galax. The death of Prince Davion in mid 3052 came a scant two months before the keel-laying ceremony for the first *RX-78*, the *Invincible*. In honor of the late prince, the design was redesignated as the *Fox*-class corvette.

Construction of the prototype WarShip proceeded smoothly until mid 3055, when ComStar blocked the export of vital engine parts to Federated-Boeing. After a 16-month delay, the dispute was finally resolved and the parts were delivered. Federated-Boeing had hoped to begin trials with the prototype before the end of the year, but the recent terrorist attack on the Galax yards has delayed work; the *Fox* is not expected to be completed until early 3058.

When compared to the corvettes used by the SLDF, the *Fox* is well armed and armored, reflecting changes in naval design philosophy. Although the *Fox* weighs only 240,000 tons, it outguns Star League destroyers almost three times its size. This increased performance has a price, however—namely the comfort of the crew. Twenty-six four-man cabins house the *Fox*'s crew and marine complement. Each cabin contains little more than a bunk for each crew member and an equipment locker. Recreation facilities are similarly limited, comprising a small lounge on the vessel's grav deck and two small mess halls. Although the *Fox* has yet to launch from its dock, potential crew members have already registered their objections to these arrangements. As a result, later vessels (the second and third *Foxes* are to be named *Indomitable* and *Intrepid* respectively) may benefit from redesigned crew facilities.

FOX (CORVETTE)

Tech: Star League
Introduced: 3057
Mass: 240,000 tons
Length: 440 meters
Sail Diameter: 990 meters
Fuel: 5,920 tons (29,600)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 6
Heat Sinks: 338 (676)
Structural Integrity: 100
Battle Value: 37,029

Armor

Fore: 70
Fore-Sides: 67
Aft-Sides: 54
Aft: 64

Cargo

Bay 1: Fighters (12)	6 Doors
Bay 2: Small Craft (2)	1 Door
Bay 3: Cargo (15,110.5 tons)	1 Door

DropShip Capacity: 5

Grav Decks: 1 (112 meters diameter)

Escape Pods: 0

Life Boats: 12

Crew: 22 officers, 71 enlisted/non-rated, 31 gunners, 34 bay personnel

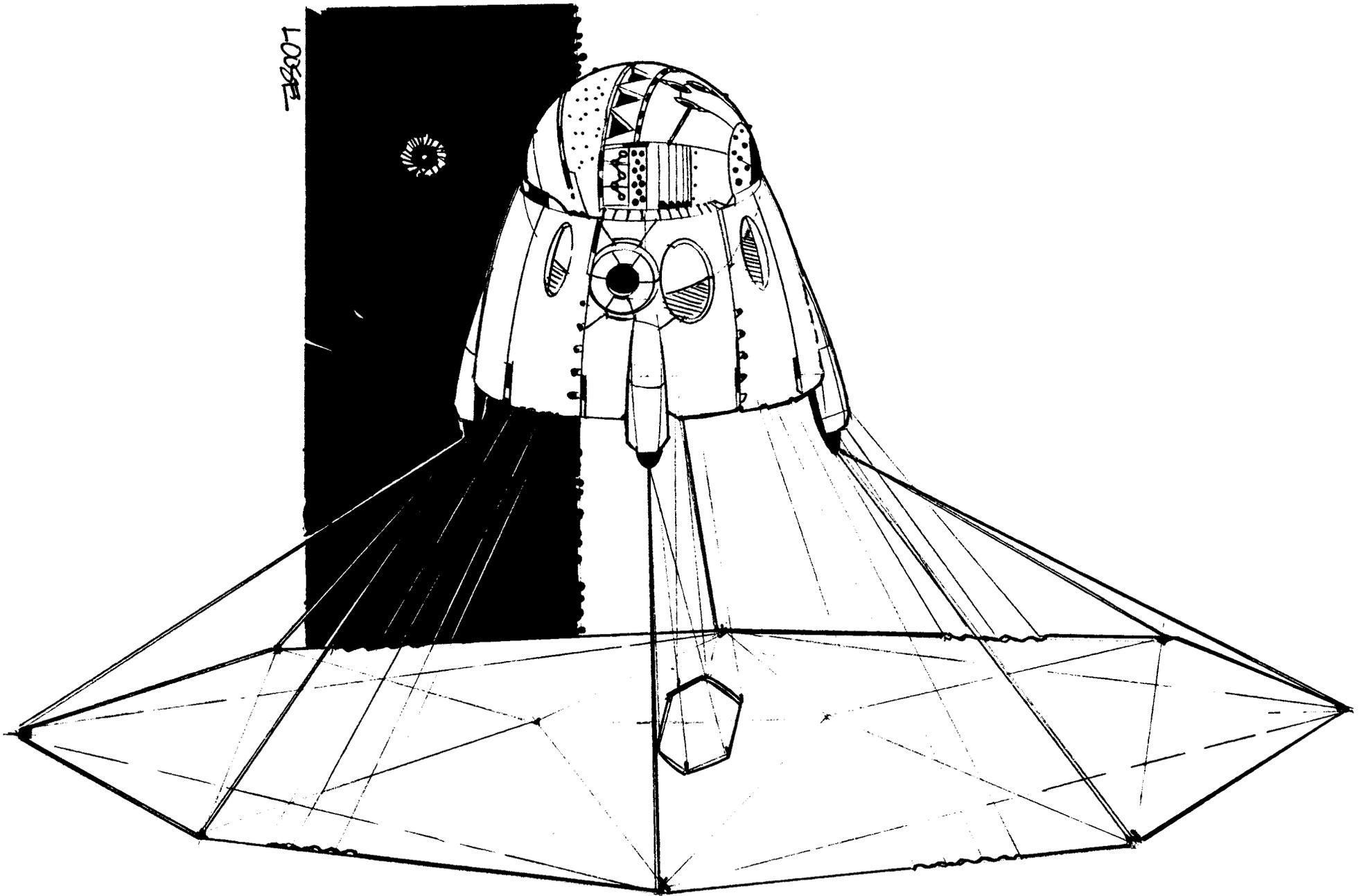
Ammunition: 144 rounds AMS ammunition (6 tons), 1,200 rounds machine gun ammunition (6 tons), 160 rounds NAC/10 ammunition (32 tons), 80 Barracuda missiles (2,400 tons)

Notes: Equipped with lithium-fusion battery system and 394.5 tons of improved ferro-aluminum armor.

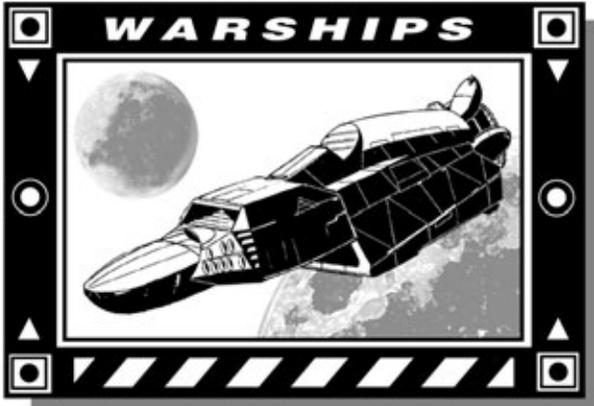
Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (111 Heat)						
1 AMS (24 rounds)	0 (3)†	—	—	—	—	AMS
1 Machine Gun (200 rounds)	0 (2)	—	—	—	—	Point Defense
4 Large Pulse Lasers	4 (36)	4 (36)	—	—	—	Pulse Laser
2 NAC/10 (40 rounds)	20	20	20	—	—	Capital AC
1 Barracuda (10 missiles)	2	2	2	2	2	Capital Missile
FL/FR (206 Heat)						
1 AMS (24 rounds)	0 (3)†	—	—	—	—	AMS
1 Machine Gun (200 rounds)	0 (2)	—	—	—	—	Point Defense
1 Large Pulse Laser	1 (9)	1 (9)	—	—	—	Pulse Laser
1 NAC/10 (20 rounds)	10	10	10	—	—	Capital AC
1 NL45, 1 NL55	10	10	10	10	10	Capital Laser
1 Barracuda (10 missiles)	2	2	2	2	2	Capital Missile
LBS/RBS (60 Heat)						
2 Large Pulse Lasers	2 (18)	2 (18)	—	—	—	Pulse Laser
1 NAC/10 (20 rounds)	10	10	10	—	—	Capital AC
1 Barracuda (10 missiles)	2	2	2	2	2	Capital Missile
AL/AR (206 Heat)						
1 AMS (24 rounds)	0 (3)†	—	—	—	—	AMS
1 Machine Gun (200 rounds)	0 (2)	—	—	—	—	Point Defense
1 Large Pulse Laser	1 (9)	1 (9)	—	—	—	Pulse Laser
1 NAC/10 (20 rounds)	10	10	10	—	—	Capital AC
1 NL45, 1 NL55	10	10	10	10	10	Capital Laser
1 Barracuda (10 missiles)	2	2	2	2	2	Capital Missile
Aft (111 Heat)						
1 AMS (24 rounds)	0 (3)†	—	—	—	—	AMS
1 Machine Gun (200 rounds)	0 (2)	—	—	—	—	Point Defense
4 Large Pulse Lasers	4 (36)	4 (36)	—	—	—	Pulse Laser
2 NAC/10 (40 rounds)	20	20	20	—	—	Capital AC
1 Barracuda (10 missiles)	2	2	2	2	2	Capital Missile

†Only against missiles.



IMPAVIDO (DESTROYER)



The new *Impavido*-class destroyer is shrouded in secrecy. Scientists from the Free Worlds League, Capellan Confederation and Word of Blake have all been involved in the development of the WarShip prototype, which is being produced by Technicon Manufacturing at Tamarind in the Free Worlds League. The origin of the *Impavido*'s massive maneuvering drive has particularly intrigued observers. ROM agents within the League first discovered the planned use of the drive and have since confirmed its installation in the prototype. The system has piqued interest because the FWL has been prohibited from purchasing drive units from the sole factory on Terra, and no alternate source is known to ComStar or the Draconis Combine.

Our analysts have suggested three possibilities for the source of these drives and other sophisticated systems the Free Worlds League was incapable of producing a short time ago. The first possibility is a newly discovered Star League memory core or storehouse. The probability of the Free Worlds League finding such a cache at precisely the same time it is designing combat JumpShips is very small, though information provided by the Word of Blake may have aided such a search. We have no knowledge of such a Star League cache, however, and it seems unlikely the disorganized schismatics would have been able to help the Free Worlds League locate one.

The second possibility is that the relevant systems were salvaged from some derelict vessel, a number of which are known to exist within the Marik and Liao realms. This explanation seems the most likely, although the condition of such salvage would necessitate a large amount of reconditioning work. The third and most disturbing possibility is that either House Marik or the Capellans have constructed a manufacturing facility, presumably with the aid of the schismatics. If true, this would allow the new alliance to produce WarShips unchecked, a particularly disturbing situation given the zealotry of the Word of Blake and Sun-Tzu Liao's lust for power.

Our analysts believe the 450-meter *Impavido* will launch sometime during the first few months of 3058. This projection is based on estimates of the speed of construction to date and the number of systems awaiting installation; a launch before the end of the year is not inconceivable.

We know very little about the internal arrangement of the *Impavido*. The crewing level is 230, although facilities are available for embarking up to two marine platoons, as well as pilots and technicians for the three fighter squadrons.

IMPAVIDO (DESTROYER)

Tech: Star League
Introduced: 3058
Mass: 490,000 tons
Length: 450 meters
Sail Diameter: 1,060 meters
Fuel: 1,700 tons (4,250)
Tons/Burn-day: 39.52
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 4
KF Drive Integrity: 11
Heat Sinks: 587
Structural Integrity: 50
Battle Value: 52,175

Armor

Fore: 50
Fore-Sides: 55
Aft-Sides: 54
Aft: 50

Cargo:

Bay 1: Fighters (18) 4 Doors
 Bay 2: Cargo (27,391.5 tons) 2 Doors

DropShip Capacity: 2

Grav Decks: 1 (96 meters diameter)

Escape Pods: 40

Life Boats: 0

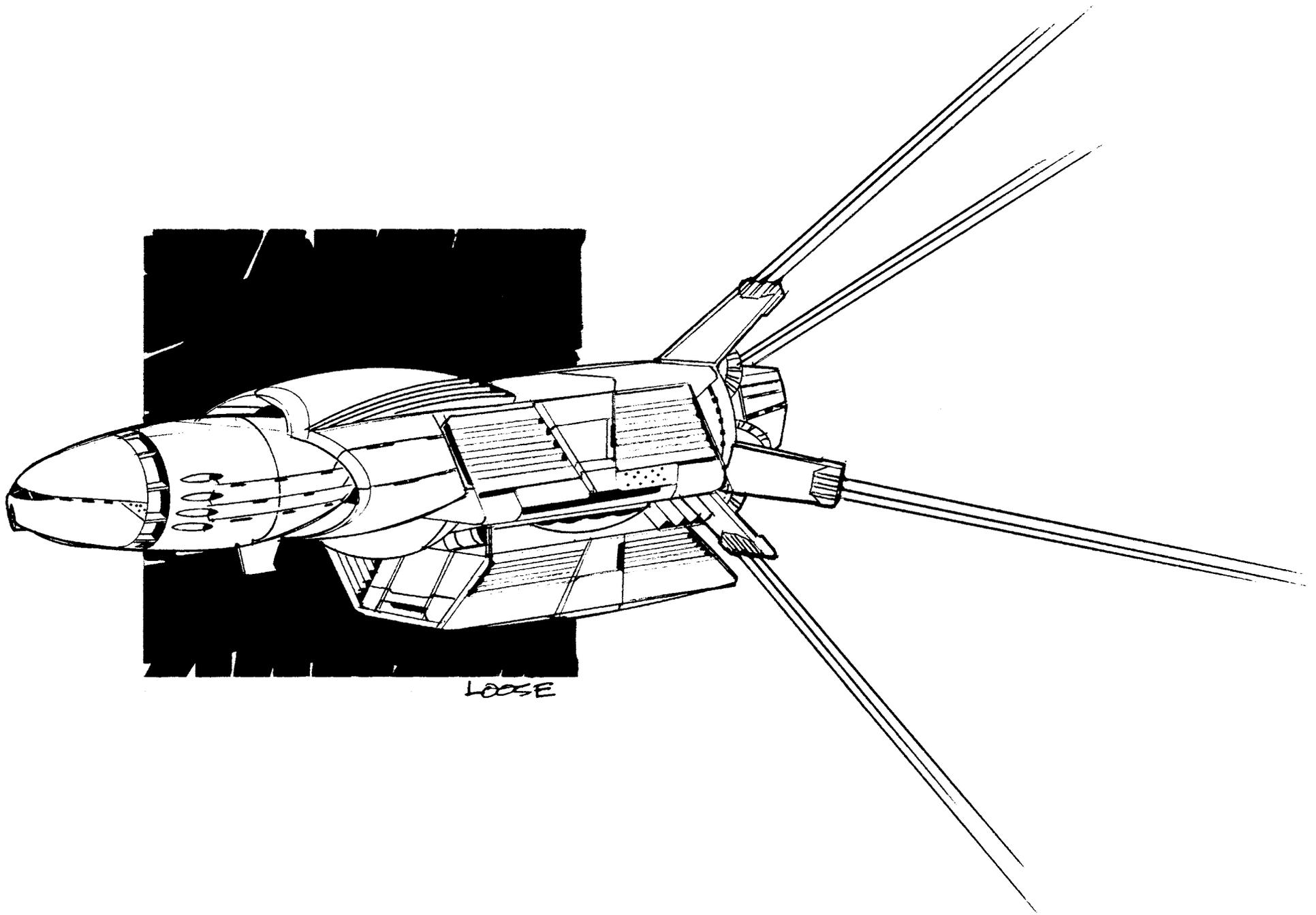
Crew: 39 officers, 191 enlisted/non-rated, 54 marines

Ammunition: 88 rounds Gauss rifle ammunition (11 tons), 192 rounds LRM 20 ammunition (16 tons), 240 rounds AMS ammunition (20 tons), 400 rounds NAC/20 ammunition (160 tons), 176 rounds NAC/10 ammunition (35.2 tons)

Notes: Equipped with lithium-fusion battery system and 479.5 tons of improved ferro-aluminum armor.

Weapons: Arc (Heat) Type Nose (361 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
2 Gauss Rifles (88 rounds)	3 (30)	3 (30)	3 (30)	—	—	Autocannon
1 ER Large Laser, 1 Large Laser	2 (16)	2 (16)	1 (8)	—	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	—	LRM
2 AMS (120 rounds)	1 (6)†	—	—	—	—	AMS
2 NAC/20 (68 rounds), 1 NAC/10 (10 rounds)	50	50	50	—	—	Capital AC
1 NL45	5	5	5	5	5	Capital Laser
1 Light NPPC	7	7	7	—	—	Capital PPC
FL/FR (252 Heat)						
1 ER Large Laser	2 (16)	2 (16)	1 (8)	—	—	Laser
1 Large Laser						
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	—	LRM
2 NAC/20 (66 rounds), 1 NAC/10 (33 rounds)	50	50	50	—	—	Capital AC
1 NL45	5	5	5	5	5	Capital Laser
LBS/RBS (287 Heat)						
1 ER Large Laser, 1 Large Laser	2 (16)	2 (16)	1 (8)	—	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	—	LRM
1 Large Pulse Laser	1(9)	1 (9)	—	—	—	Pulse
2 NL45	9	9	9	9	9	Capital Laser
1 Light NPPC	7	7	7	—	—	Capital PPC
AL/AR (252 Heat)						
1 ER Large Laser, 1 Large Laser	2 (16)	2 (16)	1 (8)	—	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	—	LRM
2 NAC/20 (66 rounds), 1 NAC/10 (33 rounds)	50	50	50	—	—	Capital AC
1 NL45	5	5	5	5	5	Capital Laser
Aft (254 Heat)						
1 ER Large Laser, 1 Large Laser	2 (16)	2 (16)	1 (8)	—	—	Laser
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	—	LRM
2 AMS (120 rounds)	1 (6)†	—	—	—	—	AMS
2 NAC/20 (68 rounds), 1 NAC/10 (34 rounds)	50	50	50	—	—	Capital AC
1 NL45	5	5	5	5	5	Capital Laser

†Only against missiles.



SUFFREN (DESTROYER)



One of the many projects initiated by Precentor Martial Anastasius Focht during the Reformation, the *Suffren*-class destroyer is still in the design stage. The cost of maintaining naval vessels and the difficulty of hiding their construction led ComStar to freeze its capital-ship construction in 2949. As the result, the most modern ship in the fleet, the *Dante*-class *Montpellier*, is nearing 110 years old. The *Suffren* is part of the effort to update the fleet. The Titan yards are being upgraded for WarShip production and should be ready to commence production of the *Suffren* in early 3058.

At present, the *Suffren* exists only as a computer simulation. Virtual-reality technology similar to that used to coordinate the battle of Tukayyid has facilitated a thorough testing of the design. This simulation, often involving up to 200 people acting out their assigned duties on the simulated WarShip, revealed a number of design flaws that have already been corrected. As a result of this computer simulation, the designers can skip the expensive prototype stage usually associated with ship construction.

The *Suffren* will weigh 540,000 tons and mount an arsenal composed mainly of conventional anti-aerospace weapons. The *Suffren*'s arsenal of capital-ship weaponry includes naval autocannons, naval lasers and particle cannons. It is designed to carry eight small craft—a mixture of shuttles and orbital buses—and a full marine battalion that should enable the *Suffren* to repel any boarding attempts and seize control of any non-Clan vessel easily.

SUFFREN (DESTROYER)

Tech: Star League
Introduced: 3062
Mass: 540,000 tons
Length: 590 meters
Sail Diameter: 1,200 meters
Fuel: 4,000 tons (10,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 12
Heat Sinks: 486 (972)
Structural Integrity: 60
Battle Value: 45,152

Armor

Fore: 80
Fore-Sides: 63
Aft-Sides: 60
Aft: 70

Cargo:

Bay 1: Small Craft (8) 1 Door
 Bay 2: Cargo (91,508.5 tons) 1 Door

DropShip Capacity:

Grav Decks: 2 (125 meters diameter, 115 meters diameter)

Escape Pods: 100

Life Boats: 150

Crew: 42 officers, 175 enlisted/non-rated, 33 gunners, 40 bay personnel 252 marines

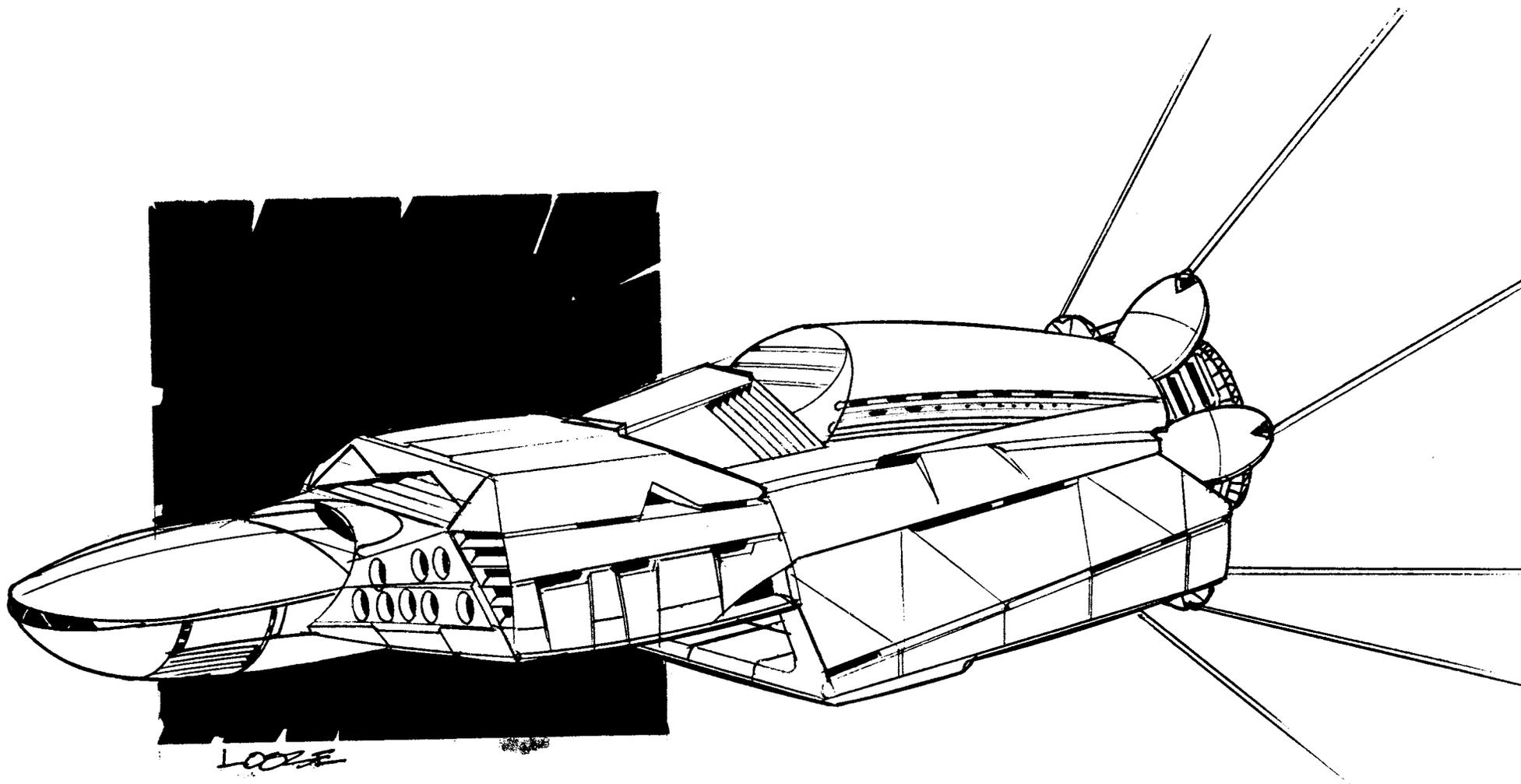
Ammunition: 128 rounds Gauss rifle ammunition (16 tons), 192 rounds LRM 20 ammunition (16 tons), 400 rounds NAC/20 ammunition (160 tons), 400 rounds NAC/40 ammunition (480 tons)

Notes: Equipped with lithium-fusion battery system and 599.5 tons of improved ferro-aluminum armor.

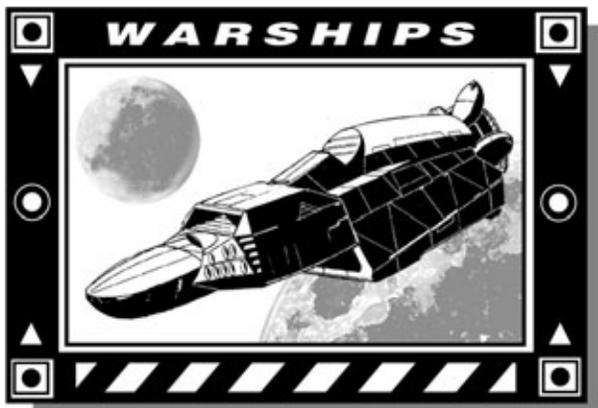
Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (1,013 Heat)					
2 Gauss Rifles (64 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
3 Small Pulse Laser	1 (9)	—	—	—	Point Defense
1 NAC/40 (100 rounds)	40	40	—	—	Capital AC
1 NAC/40 (100 rounds)	40	40	—	—	Capital AC
3 Heavy NPPC	45	45	45	45	Capital PPC
FL/FR (258 Heat)					
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
3 NL45	14	14	14	14	Capital Laser
LBS/RBS (273 Heat)					
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
3 Small Pulse Lasers	1 (9)	—	—	—	Point Defense
2 NAC/20 (200 rounds)	40	40	40	—	Capital AC
1 Medium NPPC	9	9	9	9	Capital PPC
AL/AR (258 Heat)					
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
3 NL45	14	14	14	14	Capital Laser
Aft (338 Heat)					
2 Gauss Rifle (64 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
3 Small Pulse Lasers	1 (9)	—	—	—	Point Defense
1 NAC/40 (100 rounds)	40	40	—	—	Capital AC
1 NAC/40 (100 rounds)	40	40	—	—	Capital AC

SUFFREN (DESTROYER)



KYUSHU (FRIGATE)



Assembly of the first *Kyushu*-class frigate began at the newly constructed Terada yard at Dieron in late 3053, using parts produced at a number of sites around the Combine. The DCMS hopes to launch the WarShip prototype on December 14, 3057, but this timetable assumes no problems will occur during the installation of the massive interplanetary drive.

Like the Federated Commonwealth's *Fox*-class WarShip, the *Kyushu* mounts an arsenal primarily of conventional anti-fighter weaponry. Most of the *Kyushu*'s lasers and missile systems can engage targets up to 360 kilometers away from the frigate. A second layer of anti-missile cannons and small pulse lasers provides an 18-kilometer deep layer of defensive fire. These weapons are capable of engaging incoming short-range, long-range and naval missiles. The *Kyushu* also carries a formidable array of anti-ship weapons. Most of these are naval autocannons, although the vessel also mounts some naval lasers and particle cannons. The particle cannons and some of the autocannons are accurate to 450 kilometers, but their large size prevents them from tracking and engaging fighters and other small craft.

The *Kyushu* contains spacious double-occupancy rooms for the crew. These quarters are divided between six decks. Each deck has its own mess hall and recreation facility, and two grav decks are provided for the crew decks and the passenger decks.

The *Kyushu*'s 108 BattleMech cubicles are perhaps its most unusual feature. These cubicles are located in the vessel's large cargo section and can accommodate a full regiment of war machines. The *Kyushu*'s design enables its 'Mech cargo to descend to a planet's surface in one of three ways. The first and most common is via DropShips, which can dock at one of the four hardpoints situated along the *Kyushu*'s spine. The second option is one of the *Kyushu*'s twelve specially modified cargo shuttles. These craft are lightly armed and armored and can transport two 'Mechs at a time. Finally, if the frigate is in low orbit, 'Mechs can be dropped directly from the *Kyushu*'s bay doors.

KYUSHU (FRIGATE)

Tech: Star League
Introduced: 3057
Mass: 630,000 tons
Length: 640 meters
Sail Diameter: 1,100 meters
Fuel: 4,500 tons (11,250)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 13
Heat Sinks: 521 (1,042)
Structural Integrity: 70
Battle Value: 66,790

Armor

Fore: 140
Fore-Sides: 90
Aft-Sides: 70
Aft: 110

Cargo

Bay 1: Fighters/Small Craft (18/12) 6 Doors
 Bay 2: Cargo (61,245.5 tons) 2 Doors
 Bay 3: 'Mechs (108) 2 Doors

DropShip Capacity: 4

Grav Decks: 2 (130 meters diameter, 100 meters diameter)

Escape Pods: 45

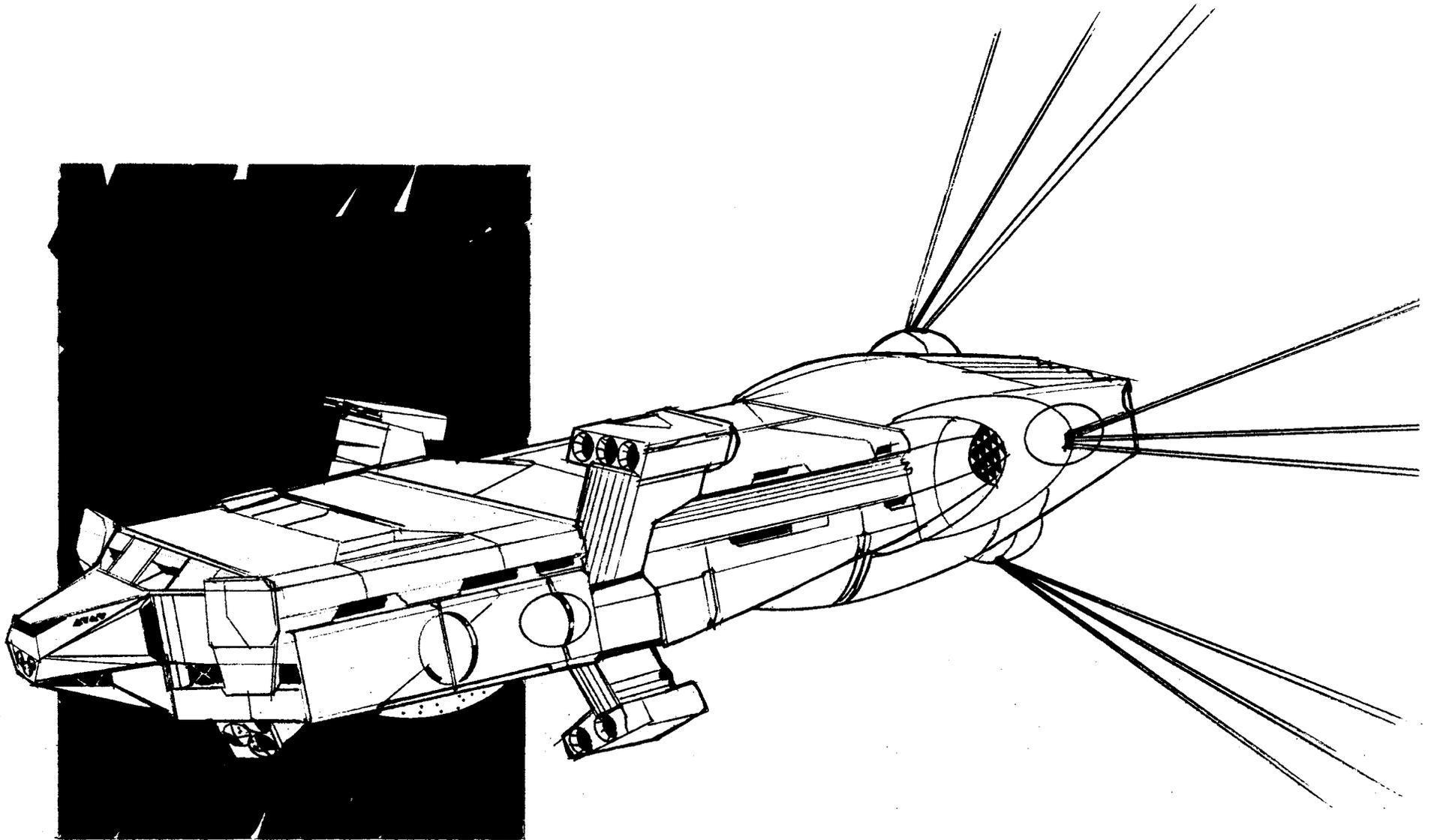
Life Boats: 0

Crew: 46 officers, 176 enlisted/non-rated, 53 gunners, 312 bay personnel

Ammunition: 390 rounds LRM 20 ammunition (33 tons), 400 rounds NAC/20 ammunition (160 tons), 250 rounds NAC/35 ammunition (250 tons), 250 rounds NAC/40 ammunition (300 tons).

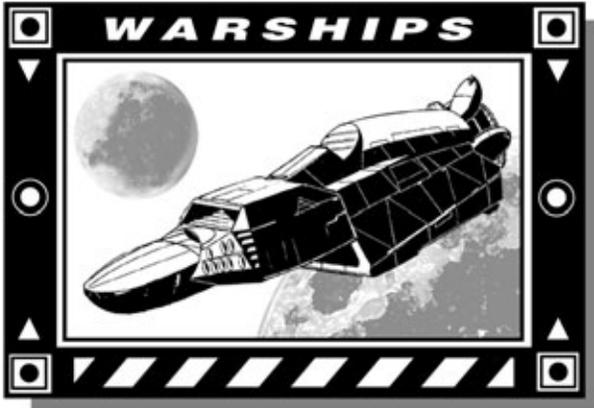
Notes: Equipped with Lithium-fusion battery system and 879.5 tons of Improved Ferro-aluminum armor.

Weapons: Arc (Heat)Type Nose (771 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (2)	—	—	LRM
5 Small Pulse Lasers	2 (15)	—	—	—	—	Point Defense
1 NAC/40 (41 rounds), 1 NAC/20 (50 rounds)	60	60	20	—	—	Capital AC
1 NAC/40 (41 rounds), 1 NAC/20 (50 rounds)	60	60	20	—	—	Capital AC
2 NL35	7	7	7	—	—	Capital Laser
1 Heavy NPPC	15	15	15	15	15	Capital PPC
FL/FR (396 Heat)						
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (2)	—	—	LRM
5 Small Pulse Lasers	2 (15)	—	—	—	—	Point Defense
2 NAC/35 (125 rounds)	70	70	—	—	—	Capital AC
2 NL35	7	7	7	—	—	Capital Laser
LBS/RBS (351 Heat)						
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (2)	—	—	LRM
5 Small Pulse Lasers	2 (15)	—	—	—	—	Point Defense
1 NAC/20 (50 rounds)	20	20	20	—	—	Capital AC
1 Medium NPPC	9	9	9	9	9	Capital PPC
AL/AR (351 Heat)						
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (2)	—	—	LRM
5 Small Pulse Lasers	2 (15)	—	—	—	—	Point Defense
1 NAC/40 (42 rounds), 1 NAC/20 (50 rounds)	60	60	20	—	—	Capital AC
2 NL35	7	7	7	—	—	Capital Laser
Aft (771 Heat)						
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	—	Laser
2 LRM 20+Artemis (48 rounds)	3 (32)	3 (32)	3 (2)	—	—	LRM
5 Small Pulse Lasers	2 (15)	—	—	—	—	Point Defense
1 NAC/40 (54 rounds), 1 NAC/20 (50 rounds)	60	60	20	—	—	Capital AC
1 NAC/40 (42 rounds), 1 NAC/20 (50 rounds)	60	60	20	—	—	Capital AC
2 NL35	7	7	7	—	—	Capital Laser
1 Heavy NPPC	15	15	15	15	15	Capital PPC



LOOSE

KIRISHIMA (CRUISER)



Although their *Kyushu*-class frigate has yet to start trials, the DCMS has already announced plans to commence production of a cruiser class WarShip called the *Kirishima*. Like the *Kyushu*, the *Kirishima* will be assembled at a specially built construction yard, this time at Togura, using parts from throughout the Combine. Construction of the *Kirishima* assembly facility began in late 3053 and is expected to be completed by the end of this year. Unlike the Dieron assembly facility, there are no plans to upgrade the Togura yards to full-production status, although some parts of the Chatham yards may be relocated to the new facility once the Dieron yard enters full production.

The plans for the *Kirishima* indicate that it will be a little under 750 meters long and will weigh just less than 800,000 tons, placing it in the heavy-cruiser category. The design compares favorably to its closest rival, the *Sovetskii Soyuz*. The *Kirishima* will mount more weaponry and armor than the Clan vessel, but will carry fewer small craft.

The *Kirishima* will also be capable of sustaining 2Gs of thrust for long periods, versus the *Sovetskii Soyuz's* 1.5Gs limit. The high maneuverability of the new Kurita craft should make it an ideal escort vessel, although some analysts predict it will serve primarily as a raider. This discussion remains largely academic, however, as construction of the *Kirishima* prototype is not scheduled to begin before 3061.

KIRISHIMA (CRUISER)

Tech: Star League
Introduced: 3061
Mass: 790,000 tons
Length: 748 meters
Sail Diameter: 1,350 meters

Fuel: 7,450 tons (18,625)
Tons/Burn-day: 39.52
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 733 (1,466)
Structural Integrity: 75
Battle Value: 92,373

Armor

Fore: 200
Fore-Sides: 155
Aft-Sides: 134
Aft: 150

Cargo

Bay 1: Fighter (12) 4 Doors
 Bay 2: Small Craft (2) 1 Door
 Bay 3: Cargo (4,235.5 tons) 2 Doors

DropShip Capacity: 3

Grav Decks: 2 (1 135-meter diameter, 1 110-meter diameter)

Escape Pods: 25

Life Boats: 10

Crew: 48 officers, 161 enlisted/non-rated, 66 gunners, 34 bay personnel

Ammunition: 400 rounds NAC/20 ammunition (160 tons), 200 rounds NAC/25 ammunition (120 tons), 400 rounds NAC/30 ammunition (320 tons), 100 rounds Heavy N-Gauss ammunition (50 tons)

Notes: Equipped with lithium-fusion battery system and 1,099.50 tons of ferro-carbide armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				
	Short	Medium	Long	Extreme	Class
Nose (679 Heat)					
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Small Pulse Lasers	1 (6)	—	—	—	Point Defense
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Large Pulse Lasers, 4 Medium Pulse Lasers	6 (60)	4 (36)	—	—	Pulse Laser
1 NAC/25 (100 rounds)	25	25	25	—	Capital AC
2 Light NPPC, 2 Medium NPPC	32	32	32	18	Capital PPC

FL/FR (744 Heat)

2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Small Pulse Lasers	1 (6)	—	—	—	Point Defense
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Large Pulse Lasers, 4 Medium Pulse Lasers	6 (60)	4 (36)	—	—	Pulse Laser
1 NAC/30 (100 rounds), 2 NAC/20 (100 rounds)	70	70	70	—	Capital AC
2 NL45	9	9	9	9	Capital Laser
2 Medium NPCC	18	18	18	18	Capital PPC

LBS/RBS (542 Heat)

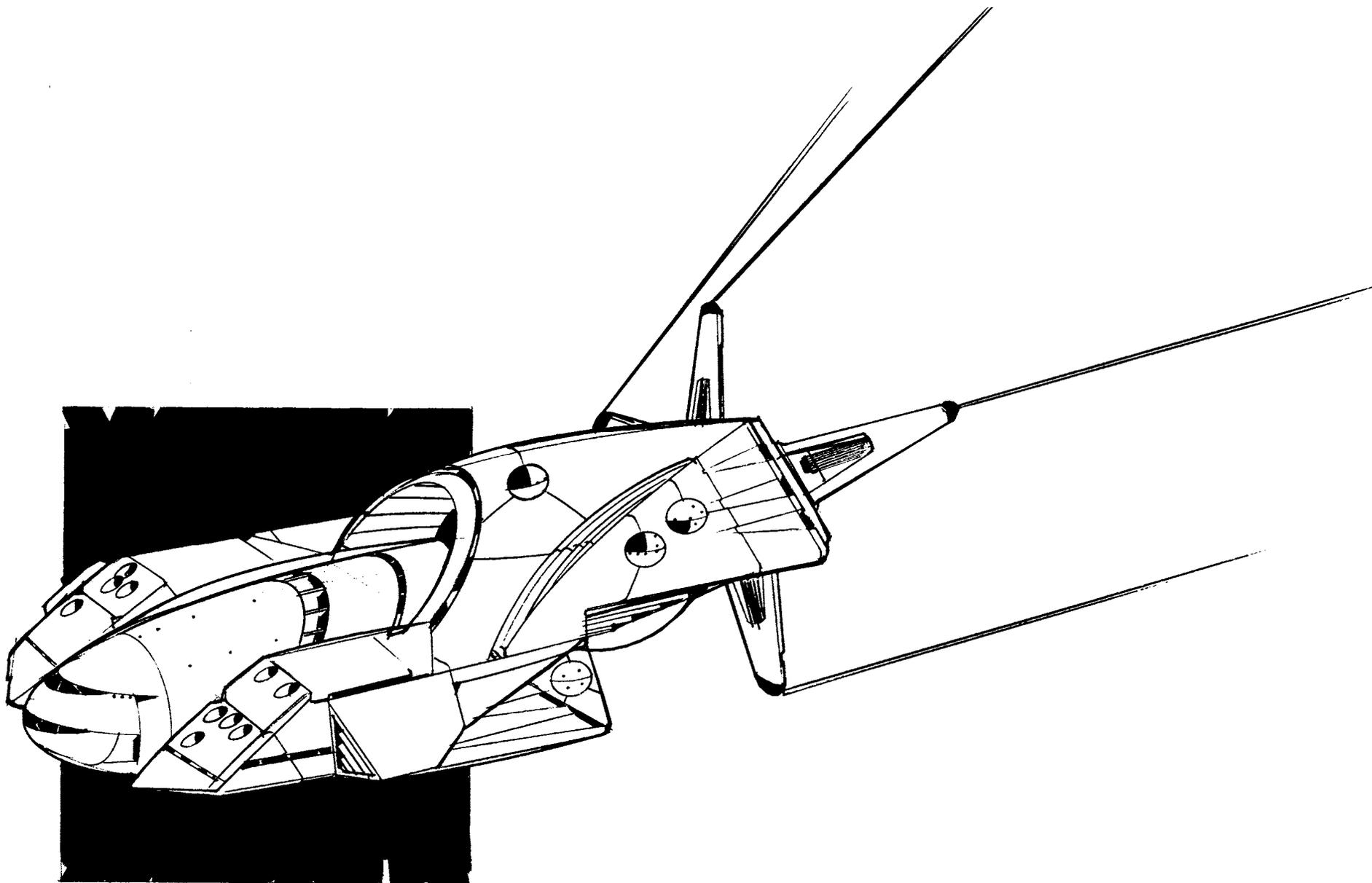
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Small Pulse Lasers	1 (6)	—	—	—	Point Defense
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Large Pulse Lasers, 4 Medium Pulse Lasers	6 (60)	4 (36)	—	—	Pulse Laser
2 NL45	9	9	9	9	Capital Laser
2 Medium NPCC	18	18	18	18	Capital PPC
1 Heavy N-Gauss (100 rounds)	30	30	30	30	Capital Gauss

AL/AR (744 Heat)

2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Small Pulse Lasers	1 (6)	—	—	—	Point Defense
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Large Pulse Lasers, 4 Medium Pulse Lasers	6 (60)	4 (36)	—	—	Pulse Laser
1 NAC/30 (100 rounds), 2 NAC/20 (100 rounds)	70	70	70	—	Capital AC
2 NL45	9	9	9	9	Capital Laser
2 Medium NPCC	18	18	18	18	Capital PPC

Aft (469 Heat)

2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 Small Pulse Lasers	1 (6)	—	—	—	Point Defense
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
4 Large Pulse Lasers, 4 Medium Pulse Lasers	6 (60)	4 (36)	—	—	Pulse Laser
1 NAC/25 (100 rounds)	25	25	25	—	Capital AC
2 Medium NPPC	18	18	18	18	Capital PPC



LOOSE

When the SLDF departed the Inner Sphere, they took with them 1,349 naval transports escorted by 402 WarShips. Once the Clans reached the Pentagon worlds, most of these vessels were deemed surplus and mothballed. Only a handful of the active vessels survived the brutal Exodus Civil Wars that followed, and a large number of vessels in the cache fleets met a similar fate, destroyed by one faction or the other during the first years of the bitter conflict. By the time Nicholas Kerensky's forces liberated the Pentagon, only 260 Clan WarShips remained operational.

The newly formed Clans judged this figure insufficient for their long-term goal of capturing Terra and restoring the Star League. In the mid-29th century, they began constructing a new series of WarShips and modernizing the few vessels that remained in their cache fleets. Most of the Clan WarShips seen in the Inner Sphere have been of this latter type—Star League designs upgraded with Clan technology. A handful of new clan designs have begun to appear during the past year as well, but their distribution appears to be limited. Non-Star League designs have been spotted in the fleets of Clans Steel Viper, Nova Cat and Jade Falcon, while the Wolves, Ghost Bears and Smoke Jaguars appear to have deployed only pre-Exodus vessels.

Each Clan deploys an average of 18 WarShips, although the actual numbers appear to vary wildly. Clan Jade Falcon deployed the largest number during the invasion—28 vessels, predominantly *Aegis*-class. A number of these WarShips returned to the Pentagon when they encountered no Inner Sphere WarShips to oppose them. At the other extreme, Clan Wolf deployed only two WarShips. The Clan WarShip construction program prevents us from accurately determining the exact number of vessels the invaders possess.

The Remembrance tells us how many craft survived the Exodus Civil Wars, but we have little information on the number of craft constructed since the end of the conflict. Estimates vary between 50 and 300 vessels, but even the Clans' upgraded Star League vessels are more than a match for any Inner Sphere craft. Analysts hope for a production figure at the low end of the scale, but the actual number is irrelevant, as the Inner sphere fields no operational WarShips at this time. Unless some horrible disaster befalls the Clans, the Inner Sphere navies stand little chance of matching the Clans' WarShip capability.





CLAN/STAR LEAGUE WARSHIPS

•CONGRESS CLASS FRIGATE•

MANUFACTURER: DEKIRK AEROSPACE, GALAX, FEDERATED SUNS.

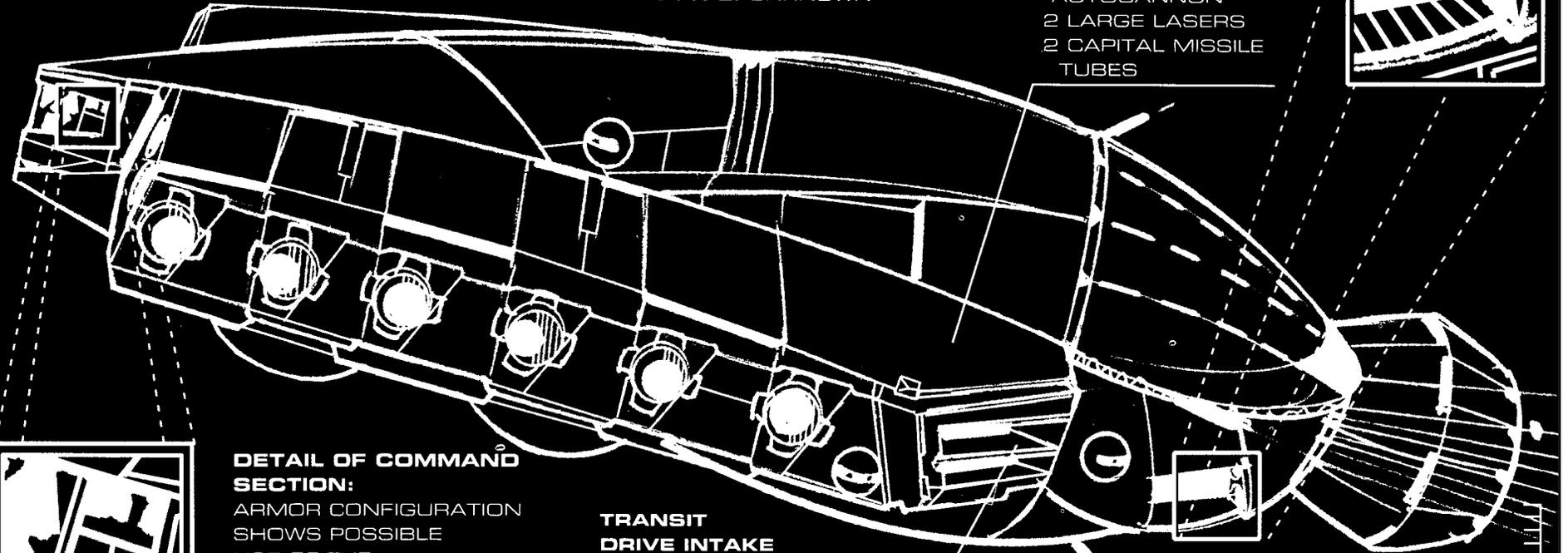
MASS (LOADED): 750,000 TONS (ESTIMATED).

OVERALL LENGTH: 703 METERS.

DRIVE TYPE: UNKNOWN

BROADSIDE WEAPONS BAY ESTIMATED CONTENT:

- 2 NAVAL AUTOCANNON
- 2 LARGE LASERS
- 2 CAPITAL MISSILE TUBES



DETAIL OF COMMAND SECTION:

ARMOR CONFIGURATION SHOWS POSSIBLE USE OF THE FERRO-CARBIDE OR SIMILAR ALLOYS

TRANSIT DRIVE INTAKE VENTS:

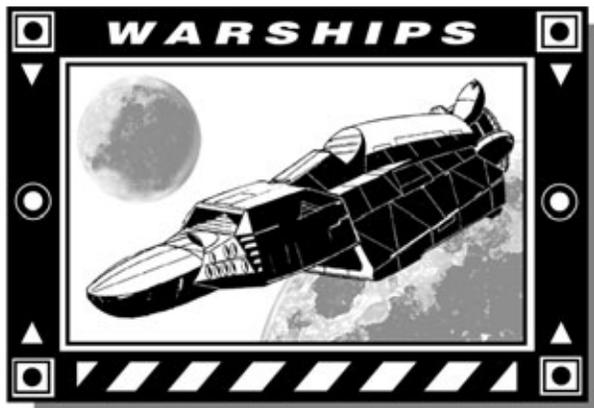
CONFIGURATION SUGGESTS MAXIMUM THRUST OF UP TO 2.5 G'S



SMALL CRAFT BAY DOOR

98Y3419.45





The *Fredasa* is one of several small WarShip designs first built by the Clans in the mid 30th century. Although the Clans classify the *Fredasa* as a corvette, many Inner Sphere naval officers call it a raider, referring to the vessel's perceived primary mission. The *Fredasa* weighs only 180,000 tons, making it somewhat smaller than the Inner Sphere's prototype *Fox*-class corvette, but the *Fredasa* is considerably more agile than the *Fox*. The *Fredasa* also carries less armament and armor than the Inner Sphere design.

The *Fredasa* can attain 4Gs of acceleration in short bursts, which makes it one of the fastest WarShips ever constructed. The vessel can outmaneuver any transport constructed to date and has a small emergence signature as well. These qualities enable the *Fredasa* to pounce on a target before escort craft can mount significant opposition, making the vessel an ideal raider. The Clans more often deploy the *Fredasa* as a picket ship, however, another type of duty for which the design is well suited.

Numerous extended-range laser provide most of the *Fredasa's* firepower. A pair of Gauss rifles mounted in the vessel's nose boost the firepower directed into the *Fredasa's* forward arc, and a number of SRMs and LRMs provide the *Fredasa's* main anti-fighter firepower in the broadside and aft-quarter. Despite its substantial arsenal, the *Fredasa* is lightly armored by modern standards. Its Valiant Lamellor ferro-carbide armor, however, provides protection superior to any Star League craft of similar size.

Only Clans Nova Cat and Ghost Bear appear to have deployed the vessel in the Inner Sphere, but intelligence suggests that Clan Steel Viper possess *Fredasa*-class vessels as well.

FREDASA (CORVETTE/RAIDER)

Tech: Clan
Introduced: 2962
Mass: 180,000 tons
Length: 415 meters
Sail Diameter: 830 meters
Fuel: 6,000 tons (30,000)
Tons/Burn-day: 19.75
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 3
KF Drive Integrity: 5
Heat Sinks: 373 (746)
Structural Integrity: 40
Battle Value: 39,707

Armor

Fore: 40
Fore-Sides: 30
Aft-Sides: 30
Aft: 35

Cargo

Bay 1: Fighters (20)	4 Door
Bay 2: Cargo (3,415.5 tons)	1 Door
Bay 3: Small Craft (2)	2 Door

DropShip Capacity: 1

Grav Decks: 1 (65 meters diameter)

Escape Pods: 0

Life Boats: 15

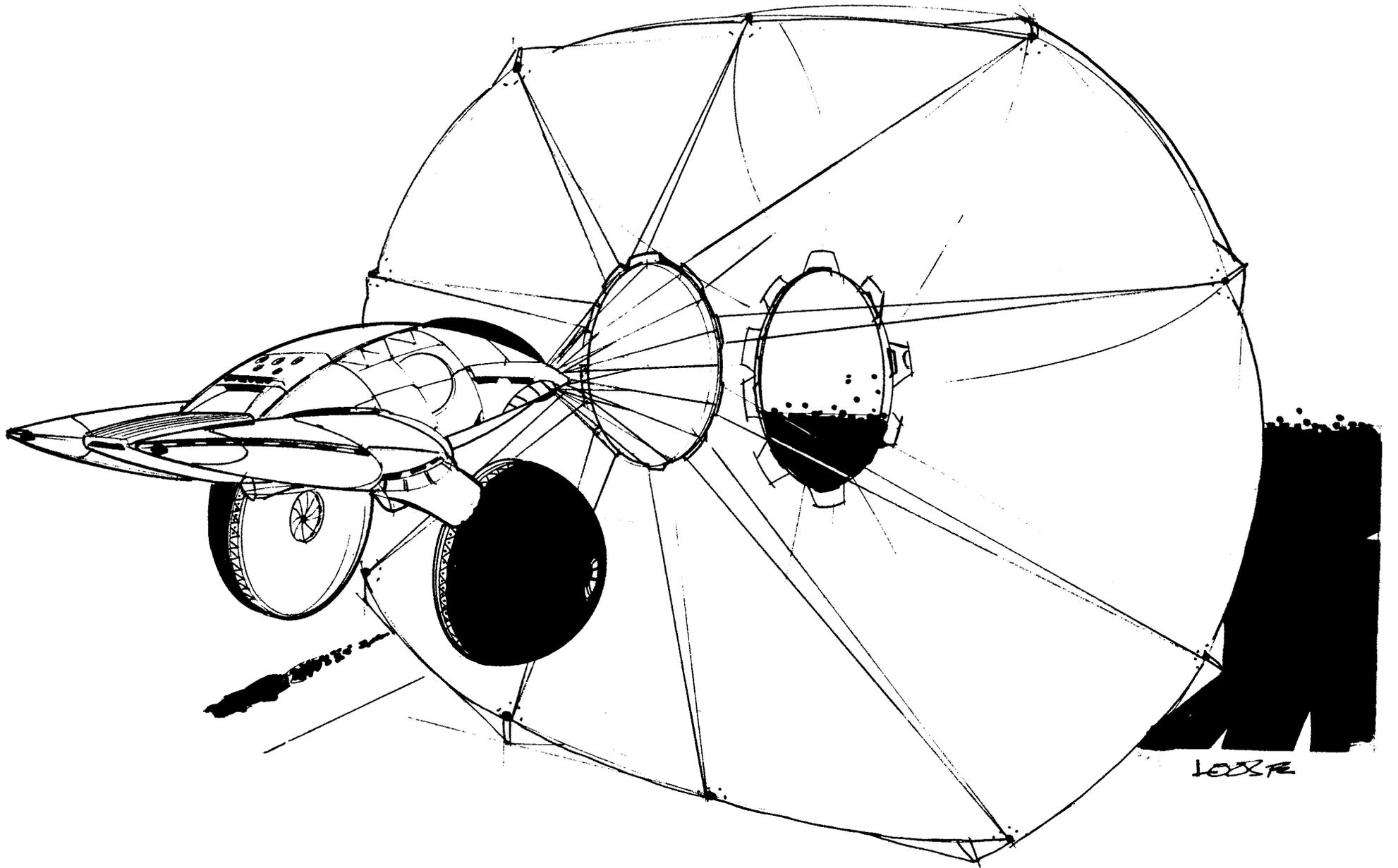
Crew: 19 officers, 62 enlisted/non-rated, 21 gunners, 50 bay personnel

Ammunition: 40 rounds Gauss rifle ammunition (5 tons), 180 rounds Streak SRM 6 ammunition (12 tons), 48 rounds LRM 20 ammunition (4 tons), 400 rounds NAC/10 ammunition (80 tons), 100 rounds NAC/40 ammunition (120 tons)

Notes: Equipped with lithium-fusion battery system and 131.5 tons of Lamellor ferro-carbide armor.

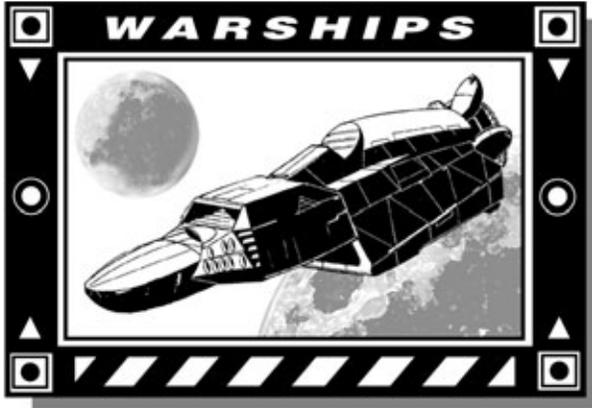
Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (333 Heat)					
2 Gauss Rifles (40 rounds)	3 (30)	3 (30)	3 (30)	—	Autocannon
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
4 ER Small Lasers	2 (20)	—	—	—	Laser
1 NAC/40 (100 rounds)	40	40	—	—	Capital AC
2 NL45	9	9	9	9	Capital Laser
FL/FR (108 Heat)					
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
2 NAC/10 (200 rounds)	20	20	20	—	Capital AC
LBS/RBS (160 Heat)					
4 ER Small Lasers	2 (20)	—	—	—	Laser
3 Streak SRM 6 (90 rounds)	4 (36)	4 (36)	—	—	SRM
2 NL45	9	9	9	9	Capital Laser
AL/AR (12 Heat)					
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM
Aft (196 Heat)					
4 ER Large Lasers	4 (40)	4 (40)	4 (40)	4 (40)	Laser
4 ER Small Lasers	2 (20)	—	—	—	Laser
2 NL45	9	9	9	9	Capital Laser



LEOSFE

VINCENT (CORVETTE)



Like most other corvettes, the *Vincent*-class WarShip was designed as a patrol vessel and equipped to outgun most pirate vessels. The *Vincent* was launched in 2432 and replaced several older craft, most notably the *Bonaventure* and *Vigilant*. The *Vincent* remained in service with the SLDF until the Exodus.

Delhi Ships produced more than 500 of the *Vincent*-class vessels during the 300 years preceding the Amaris Coup. The *Vincent*'s roomy design and "smart modularity" technology make the vessel particularly easy to modify and upgrade, which has undoubtedly contributed to the *Vincent*'s longevity.

The *Vincent* boasts well-equipped crew quarters, an unusual feature for a patrol craft, as well as a single 60-meter grav deck. The *Vincent* is not as well armed or armored as some of the newer corvette designs, such as the Federated Commonwealth's *Fox*, but its maneuverability remains superior by any standard. The *Vincent*'s ability to maintain 2Gs of thrust for extended periods allows it to keep up with most DropShips, and its 3G-burst capability enables the *Vincent* to outmaneuver all but the most modern WarShips.

The Clan upgrade of the *Vincent*, designated the *Mk 42*, differs little from the Star League *Mk 39*. The *Mk 42* features a lithium-fusion battery system that enables the vessel to make two jumps in quick succession, as well as Clan hull-sealing technology. The hull-sealing system allows the *Vincent Mk 42* to operate even after sustaining considerable damage. This system has yet to be duplicated by the Inner Sphere, although research into a comparable system is underway at the NAIS.

VINCENT (CORVETTE)

Tech: Star League [Mk 39]/Clan [Mk 42]

Introduced: 2432

Mass: 420,000 tons

Length: 402 meters

Sail Diameter: 1,005 meters

Fuel: 2,000 tons (5,000)

Tons/Burn-day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 10

Heat Sinks: 493

Structural Integrity: 40

Battle Value: 20,427 [Mk 39], 21,271 [Mk 42]

Armor

Fore: 16

Fore-Sides: 19

Aft-Sides: 19

Aft: 16

Cargo [Mk 39]:

Bay 1: Fighters (6) 2 Doors

Bay 2: Small Craft (4) 1 Door

Bay 3: Cargo (97,283.5 tons) 1 Door

Cargo [Mk 42]:

Bay 1: Fighters (10) 2 Doors

Bay 2: Small Craft (4) 1 Door

Bay 3: Cargo (92,520 tons) 1 Door

DropShip Capacity: 0

Grav Decks: 1 (60 meters diameter)

Escape Pods: 8

Life Boats: 0

Crew: 28 officers, 101 enlisted/non-rated, 24 gunners, 32 bay personnel [Mk 39], 40 bay personnel [Mk 42]

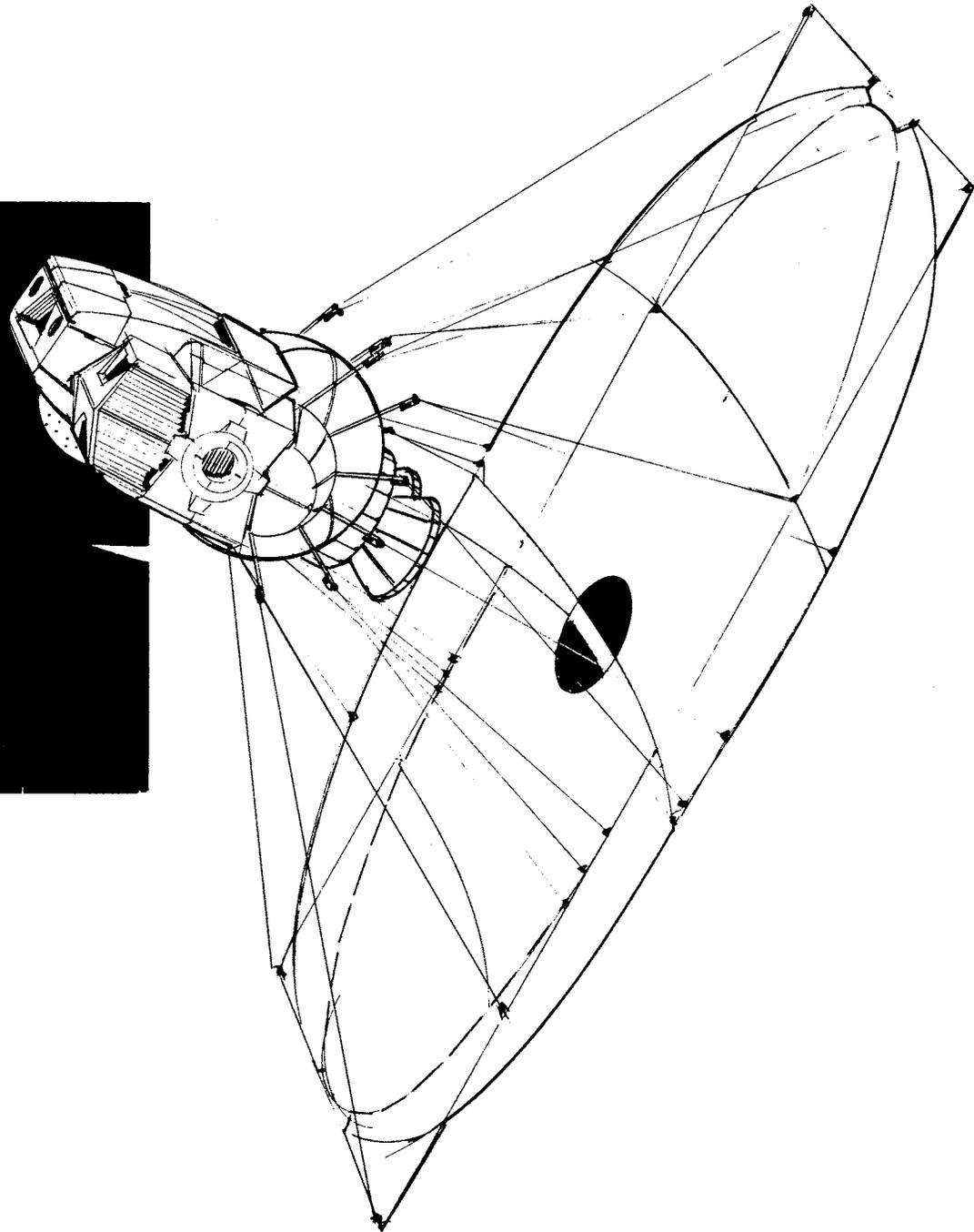
Ammunition: 200 rounds NAC/10 ammunition (40 tons), 20 Barracuda Missiles (600 tons)

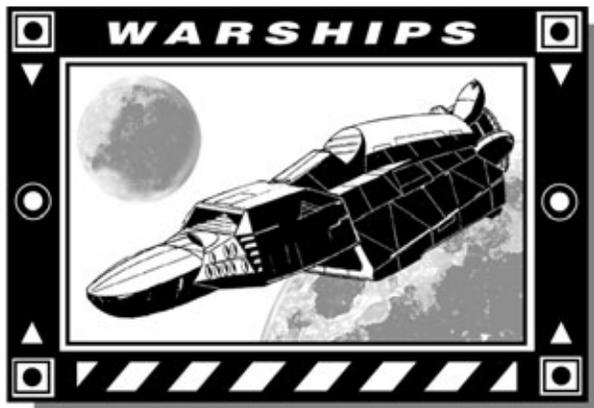
Notes [Mk 39]: Equipped with 104 tons of ferro-carbide armor and a detachable jump sail.

Notes [Mk 42]: Equipped with 76 tons of lamellor ferro-carbide armor, lithium fusion batteries and a detachable jump sail.

Weapons: Arc (Heat)Type Nose (20 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
2 Barracuda (20 Missiles)	4	4	4	4		Capital Missile
FL/FR (46 Heat-Mk 39, 54 Heat-Mk 42)						
1 NAC/10 (50 rounds)	10	10	10	—		Capital AC
2 Large Lasers [Mk 39]	2 (16)	2 (16)	—	—		Laser
2 ER Large Lasers [Mk 42]	2 (20)	2 (20)	2 (20)	2 (20)		Laser
LBS/RBS (46 Heat-Mk 39, 54 Heat-Mk 42)						
1 NAC/10 (50 rounds)	10	10	10	—		Capital AC
2 Large Lasers [Mk 39]	2 (16)	2 (16)	—	—		Laser
2 ER Large Lasers [Mk 42]	2 (20)	2 (20)	2 (20)	2 (20)		Laser

LOOSE





In 2575, with war against the Periphery states a very real possibility, the nascent SLDF found itself with insufficient troops and ships to wage war effectively. To remedy this situation, First Lord Ian Cameron issued Directive 22, which commanded each member state of the League to contribute forces to the Star League Expeditionary Force. The Federated Suns' *Davion*-class destroyer was one design widely deployed as a result of that directive. The SLDF leased 22 of these vessels for the duration of the Reunification War. Later, the SLDF purchased the remaining 19 and upgraded them with Hegemony technology. These refitted vessels entered service in 2606 and were dubbed the *Whirlwind*-class, a reference to their superior maneuverability.

A number of subsequent refits extended the life of the vessel to just under 180 years, and the surviving *Whirlwinds* departed with the Exodus fleet. Two of these vessels have appeared in the fleet of the Steel Viper Clan. Observations by operatives in the Clan occupation zone suggest that the Clans have made few modifications to the design, other than adding a lithium-fusion battery.

The *Whirlwind's* pre-Star League origins show clearly in the vessel's arsenal; the arsenal remains woefully inadequate against aerospace fighters. In fact, the fore and aft quarters lack any anti-fighter systems, although they do fall within the area protected by the *Whirlwind's* broadside arc.

The vessel is well armored for its size. Ferro-carbide armor provides it with double the protection of its original composite armor. The advanced armor is compact as well as resilient. A Star of battle-armored marines completes the *Whirlwind's* combat assets. With the exception of main access ways, however, the antique vessel's narrow corridors prevent the Elementals from using their battle armor within the ship.

WHIRLWIND (DESTROYER)

Tech: Star League (2750)/Clan
Introduced: 2606
Mass: 520,000 tons
Length: 610 meters
Sail Diameter: 1,120 meters
Fuel: 5,000 tons (12,500)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 11
Heat Sinks: 545 (1,090)
Structural Integrity: 55
Battle Value: 62,154 [SL], 67,124 [Clan]

Armor

Fore: 50 [SL], 100 [Clan]
Fore-Sides: 35 [SL], 70 [Clan]
Aft-Sides: 30 [SL], 65 [Clan]
Aft: 40 [SL], 80 [Clan]

Cargo [SL]

Bay 1: Cargo (71,206 tons) 3 Doors

Cargo [Clan]

Bay 1: Fighters (10) 2 Doors
 Bay 2: Cargo (64,184.5 tons) 1 Door

DropShip Capacity: 0

Grav Decks: 2 (both 65 meters diameter)

Escape Pods: 0

Life Boats: 10

Crew: 31 officers, 118 enlisted/non-rated, 28 gunners, 0 bay personnel [SL], 20 bay personnel [Clan], 25 Elementals [Clan]

Ammunition: 400 rounds NAC/25 ammunition (240 tons), 300 rounds NAC/35 ammunition (300 tons), 300 rounds Light N-Gauss ammunition (60 tons), 90 rounds Streak 6 ammunition (6 tons) [Clan] 90 rounds SRM 6 ammunition (8) [SL], 48 rounds LRM 20 ammunition (8 tons)

Notes [SL]: Equipped with 306 tons of improved ferro-aluminum armor.

Notes [Clan]: Equipped with 459.5 tons of ferro-carbide armor and lithium fusion batteries.

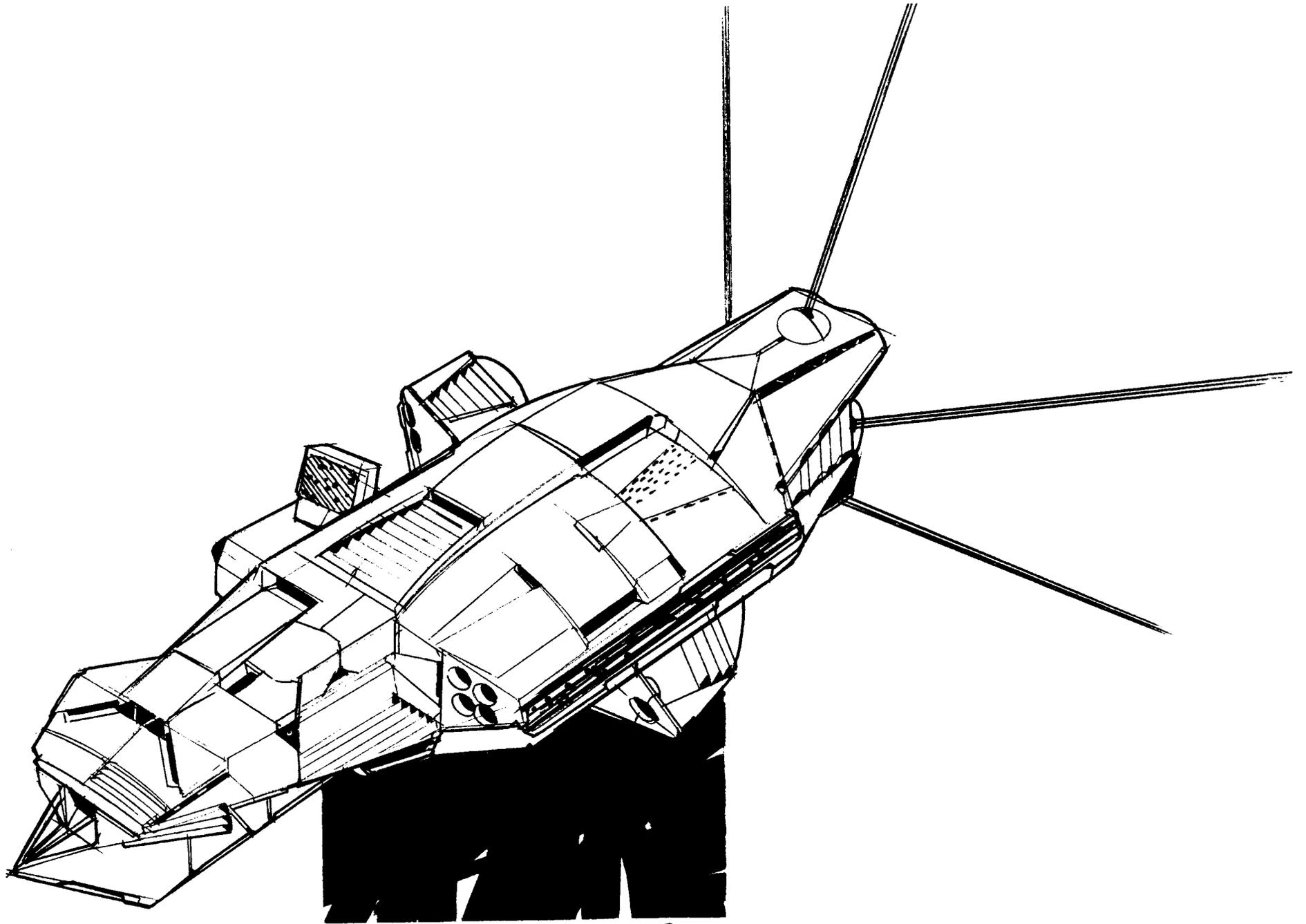
Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (411 Heat-SL, 413 Heat-Clan)					
2 NAC/25 (200 rounds)	50	50	50	—	Capital AC
2 NAC/25 (200 rounds)	50	50	50	—	Capital AC
1 Light N-Gauss (100 rounds)	15	15	15	15	Capital Gauss
2 LRM 20+Artemis (24 rounds) [Clan]	3 (32)	3 (32)	3 (32)	—	LRM
4 ER Large Laser, 2 ER Small Laser [SL]	5 (50)	4 (40)	4 (40)	4 (40)	Laser
4 ER Large Laser 2 Small Laser	3 (32) 1 (6)	3 (32) —	3 (32) —	—	Laser Point Defense
FL/FR (9 Heat)					
1 Light N-Gauss (100 rounds)	15	15	15	15	Capital Gauss
LBS/RBS (557 Heat)					
4 NL45	27	27	27	27	Capital Laser
1 Light NPPC [Clan]	7	7	7	—	Capital PPC
2 Large Pulse Laser	2 (20)	2 (20)	2 (20)	—	Pulse
3 Streak SRM 6 (30 rounds) [SL]	4 (36)	4 (36)	—	—	SRM
2 Large Pulse Laser	2 (18)	2 (18)	—	—	Pulse
3 SRM 6+Artemis (30 rounds)	2 (24)	—	—	—	SRM
Aft (372 Heat)					
2 NAC/35 (200 rounds)	70	70	—	—	Capital AC
1 NAC/35 (100 rounds)	35	35	—	—	Capital AC
2 LRM 20+Artemis (24 rounds)	3 (32)	3 (32)	3 (32)	—	LRM

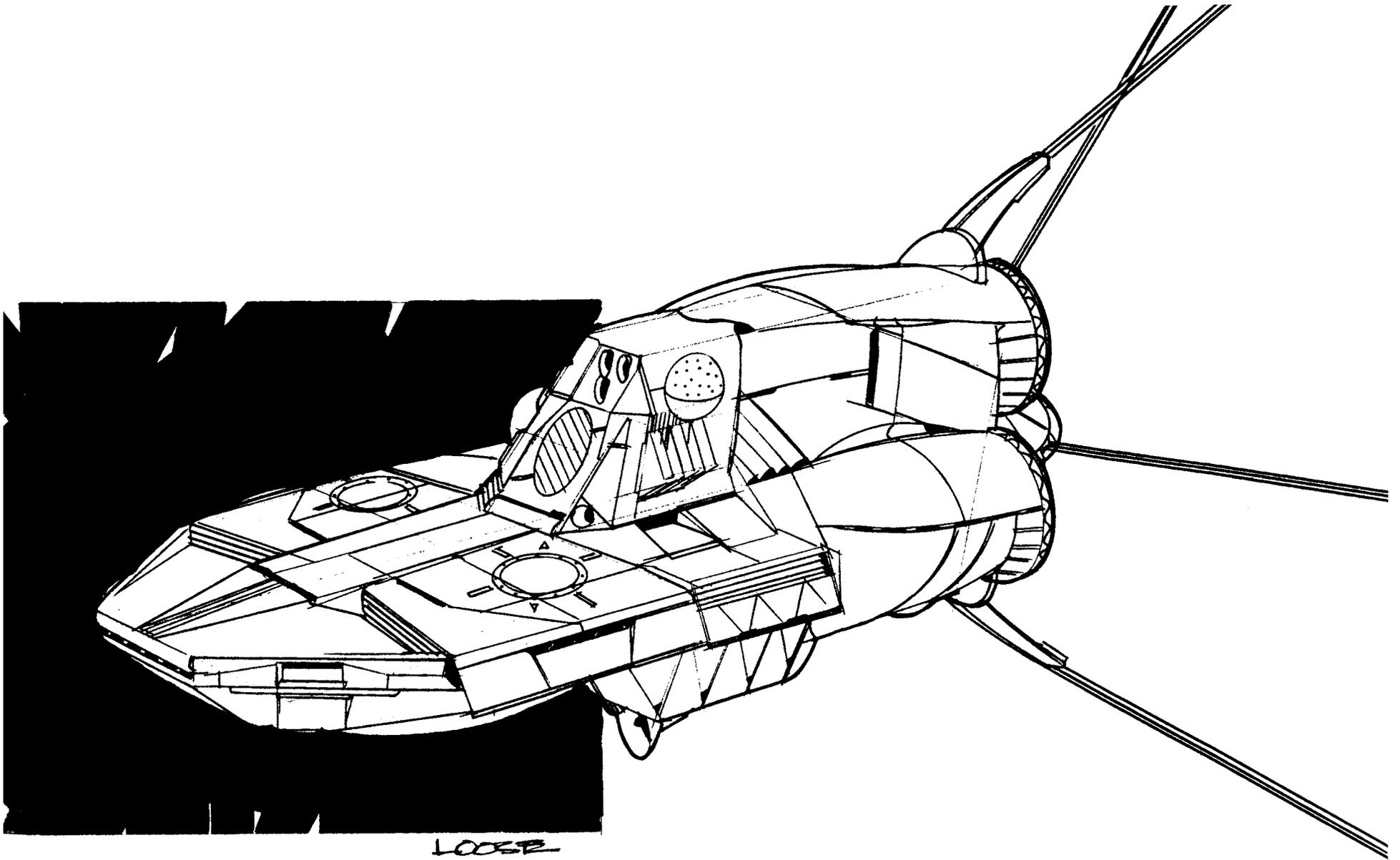
WHIRLWIND (DESTROYER)

CLAN

135



LOOSE



ESSEX (DESTROYER)

ESSEX (DESTROYER)

Tech: Star League (2750)/Clan

Introduced: 2711

Mass: 620,000 tons

Length: 615 meters

Sail Diameter: 1,120 meters

Fuel: 3,000 tons (1,200)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 4

KF Drive Integrity: 13

Heat Sinks: 746 (1,492)

Structural Integrity: 60

Battle Value: 62,357

Armor

Fore: 37

Fore-Sides: 37

Aft-Sides: 37

Aft: 35

Cargo [SL]

Bay 1: Fighters (6) 2 Doors

Bay 2: Small Craft (4) 2 Doors

Bay 3: Cargo (132,634 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (10) 2 Doors

Bay 2: Small Craft (10) 2 Doors

Bay 3: Cargo (130,877.5 tons) 1 Door

DropShip Capacity: 0

Grav Decks: 1 (55 meters diameter)

Escape Pods: 6

Life Boats: 6

Crew: 35 officers, 142 enlisted/non-rated, 31 gunners, 32 bay personnel [SL], 70 bay personnel [Clan]

Ammunition: 200 rounds NAC/20 ammunition (80 tons), 30 Barracuda Missiles (900 tons)

Notes [Star League]: Equipped with 306 tons of improved ferro-aluminum armor. Fighters may use small-craft bay doors.

Notes [Clan]: Equipped with 262.5 tons of improved ferro-aluminum armor and lithium fusion batteries. Fighters may use small-craft bay doors.

Weapons:

Arc (Heat) Type

Nose (120 Heat)

	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 NAC/20 (32 rounds)	40	40	40	—	Capital AC
FL/FR (190 Heat)					
3 NAC/20 (51 rounds)	60	60	60	—	Capital AC
1 Barracuda (10 Missiles)	2	2	2	2	Capital Missile
LBS/RBS (374 Heat)					
2 NL35	7	7	7	—	Capital Laser
2 Medium NPPC	18	18	18	18	Capital PPC
AL/AR (374 Heat)					
2 NL35	7	7	7	—	Capital Laser
2 Medium NPPC	18	18	18	18	Capital PPC
Aft (250 Heat)					
2 NAC/20 (32 rounds)	40	40	40	—	Capital AC
2 NAC/20 (34 rounds)	40	40	40	—	Capital AC
1 Barracuda (10 Missiles)	2	2	2	2	Capital Missile

2 NAC/20 (32 rounds)

3 NAC/20 (51 rounds)

1 Barracuda

(10 Missiles)

LBS/RBS (374 Heat)

2 NL35

2 Medium NPPC

AL/AR (374 Heat)

2 NL35

2 Medium NPPC

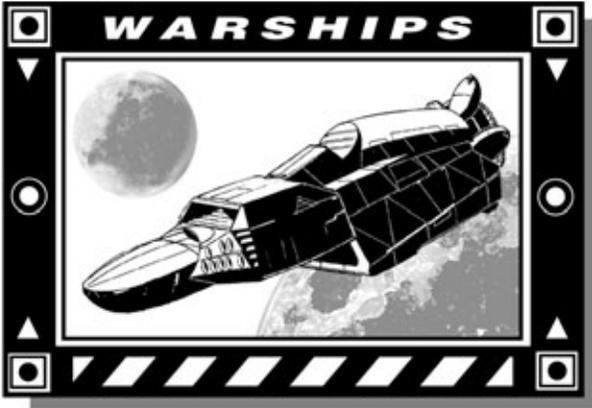
Aft (250 Heat)

2 NAC/20 (32 rounds)

2 NAC/20 (34 rounds)

1 Barracuda

(10 Missiles)

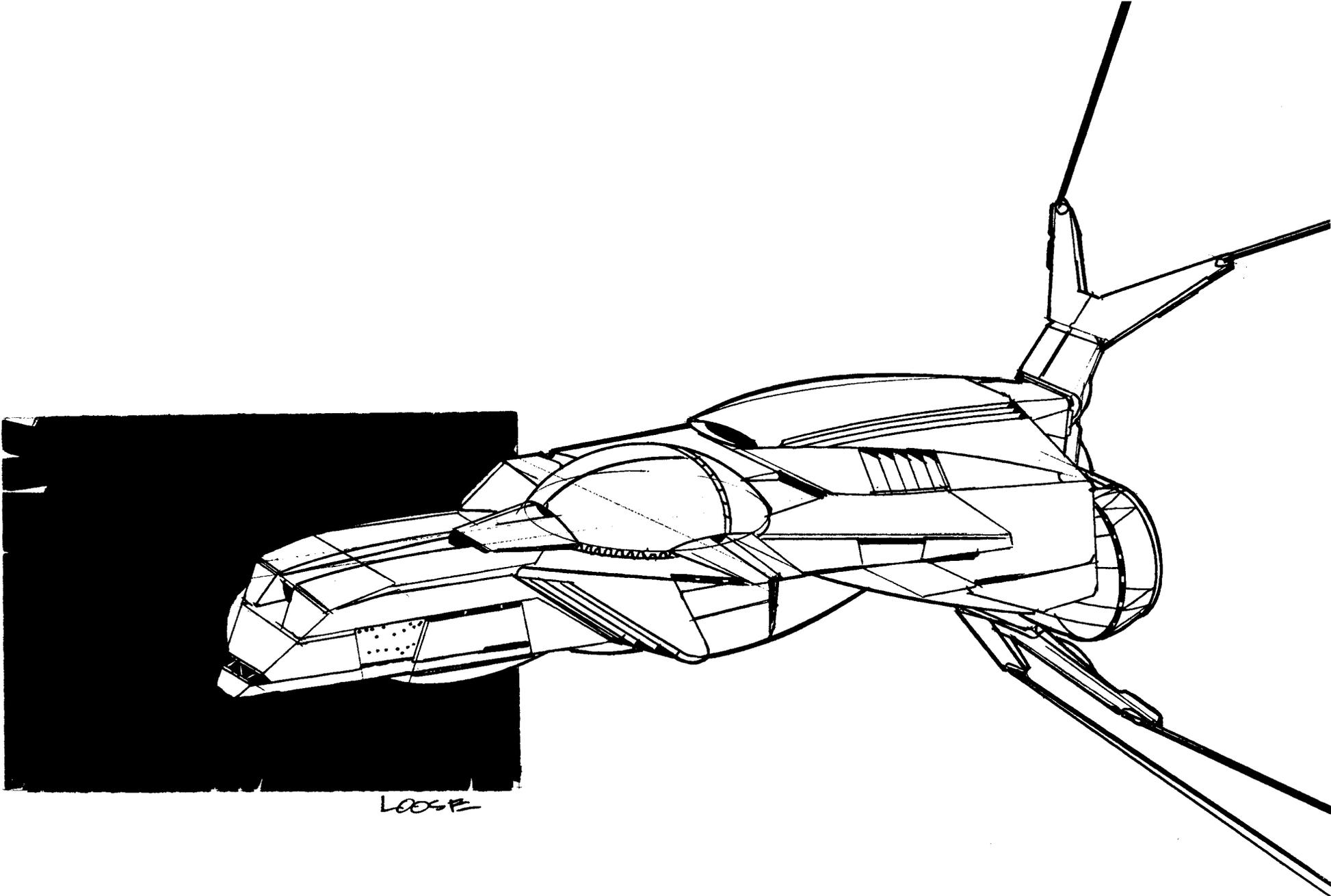


The Star League *Essex*-class destroyer entered service in 2711 as a replacement for the unimpressive *Naga*, *Baron* and *Carson*-class WarShips. The swift, reliable *Essex* saw extensive action, especially in the Periphery, because its resilient design enabled it to take more punishment than other destroyers of the era.

The vessel's weaponry, although not as powerful as that of newer Inner Sphere or Clan vessels, surpassed most destroyer arsenals of the time in firepower and reliability. The remaining *Essex*-class vessels still rely on naval autocannons to provide their main offensive punch and are capable of crippling most targets within a few minutes. Lasers and particle cannons enable the vessels to keep potential threats from approaching too close and destroy most DropShips with one or two volleys. The design is lightly armored, however, and most *Essex* captains avoid confronting a powerful enemy directly.

The Nirasaki Computer Collective supplied the standard computer for the Star League *Essex* vessels. Those computers were not particularly powerful or versatile; most Clan vessels have been refitted with the Athena-3, a computer superior to those available during the Star League. The Athena-3 system can handle most shipboard functions, allowing the vessel to operate with a skeleton crew of only 25. Most of the time, however, the system operates in a monitor mode, tracking shipboard functions without taking control of the systems.

Less than 30 *Essex*-class destroyers survived the campaign to liberate Terra following the Amaris coup, and these few vessels departed with the Exodus fleet in 2784. *Essex*-class vessels have been observed in the Steel Viper and Smoke Jaguar fleets.



LOLA III (DESTROYER)



The *Lola*-class WarShip is among the most heavily armed and armored destroyers. The *Lola* was designed as an inexpensive vessel with enough firepower to perform escort duty in the Periphery and dependable enough for picket duty in the Terran Hegemony. Named after Rear Admiral Adelaide Lola, the first *Lola III* entered service with the Hegemony Navy in 2662.

The *Lola* proved a reliable craft, whose innovative design features enabled the ship to be produced inexpensively. The *Lola's* baffled-deadspace system used a cushion layer within the ship's armor to absorb the impact of weapon hits. Although later replaced by more sophisticated armor compounds, this technique boosted the *Lola's* armor protection at a relatively low cost, although the system did increase the vessel's weight considerably. The *Lola's* designers were forced to use larger-than-normal engines to compensate for this, resulting in cramped conditions aboard the vessel. The advanced computer of the Clan *Lola* mitigates this problem somewhat by reducing the number of required crew from 254 to 220, although the *Lola's* quarters are still noticeably cramped.

The *Lola's* primary armament consists of several massive naval lasers, which have tremendous range but cause little damage to other capital ships. A number of small-caliber autocannons add considerable firepower, but can only engage targets in the *Lola's* broadside arcs. The *Lola* also carries a number of missile systems such as the Barracuda and the powerful White Shark. A squadron of heavy aerospace fighters completes the vessel's armaments, although these fighters usually do little more than protect the *Lola* against enemy fighters.

A large number of *Lolas* survived the campaign to liberate Terra. It comprised the second largest WarShip class in the Exodus fleet. *Lola*-class destroyers have been observed in most Clan fleets, but are noticeably absent from Wolf Clan and Nova Cat Clan fleets.

LOLA III (DESTROYER)

Tech: Star League (2750)/Clan

Introduced: 2662

Mass: 680,000 tons

Length: 653 meters

Sail Diameter: 1,100 meters

Fuel: 1,200 tons (3,000)

Tons/Burn-day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 14

Heat Sinks: 742 (1,484)

Structural Integrity: 50

Battle Value: 59,501

Armor

Fore: 48

Fore-Sides: 48

Aft-Sides: 48

Aft: 48

Cargo [SL]

Bay 1: Fighters (6) 1 Door

Bay 2: Small Craft (4) 1 Door

Bay 3: Cargo (117,178 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (10) 1 Door

Bay 2: Small Craft (10) 1 Door

Bay 3: Cargo (108,613.5 tons) 1 Door

DropShip Capacity: 0

Grav Decks: None

Escape Pods: 8

Life Boats: 0

Crew: 38 officers, 143 enlisted/non-rated, 37 gunners, 32 bay personnel [SL], 70 bay personnel [Clan]

Ammunition: 400 rounds NAC/10 ammunition (80 tons), 50 Barracuda Missiles (1,500 tons), 20 White Shark Missiles (800 tons)

Notes [Star League]: Equipped with 322 tons of ferro-carbide armor. Fighters may use small-craft bay doors.

Notes [Clan]: Equipped with 286.5 tons of ferro-carbide armor and lithium-fusion batteries. Fighters may use small-craft bay doors.

Weapons:

Arc (Heat) Type

Nose (170 Heat)

2 NL55

FL/FR (270 Heat)

3 NL55

1 White Shark

(10 Missiles)

LBS/RBS (210 Heat)

4 NAC/10 (100 rounds)

1 NL45

2 Barracuda

(20 Missiles)

AL/AR (190 Heat)

4 NAC/10 (100 rounds)

1 NL45

Aft (350 Heat)

4 NL55

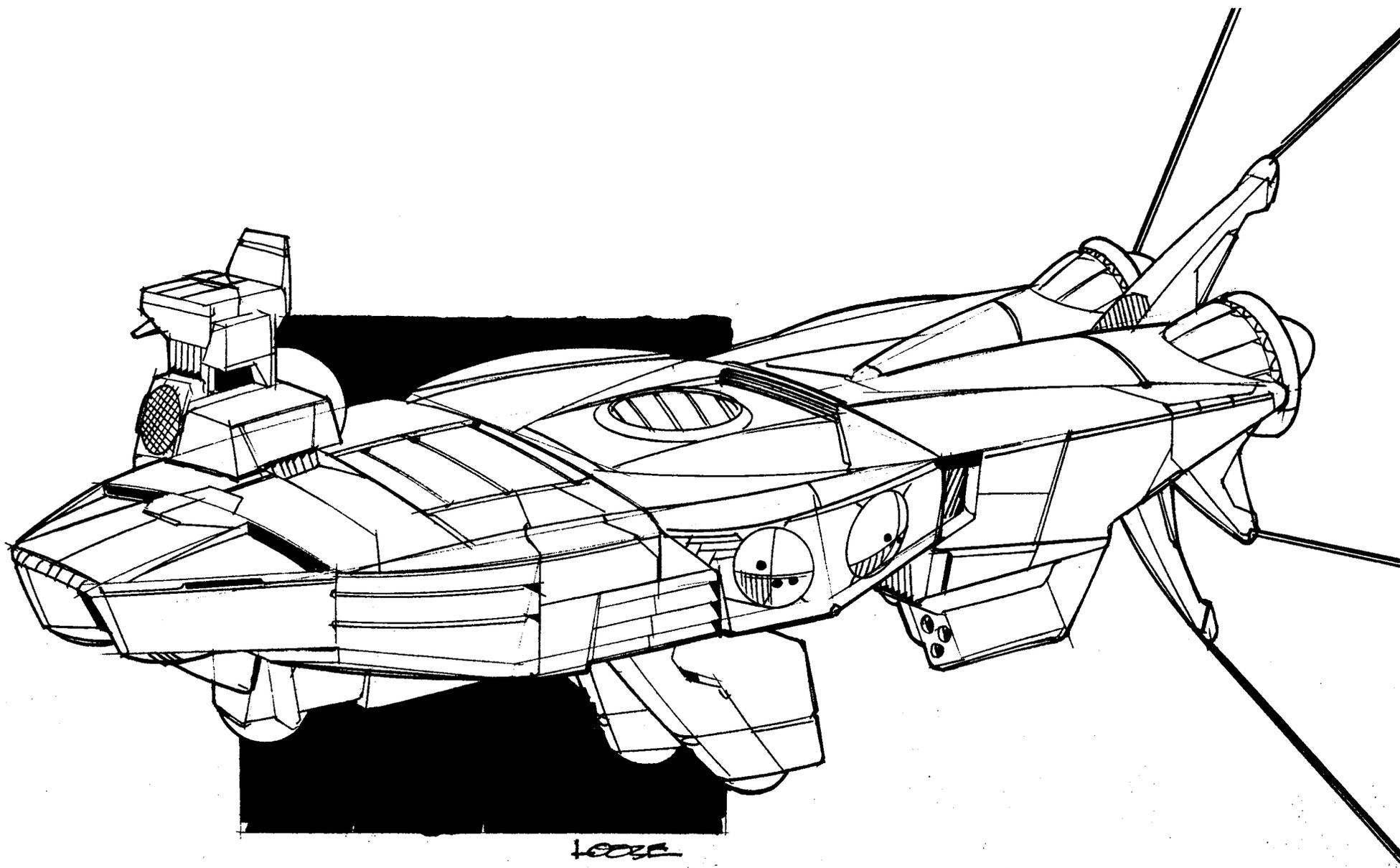
1 Barracuda

(10 Missiles)

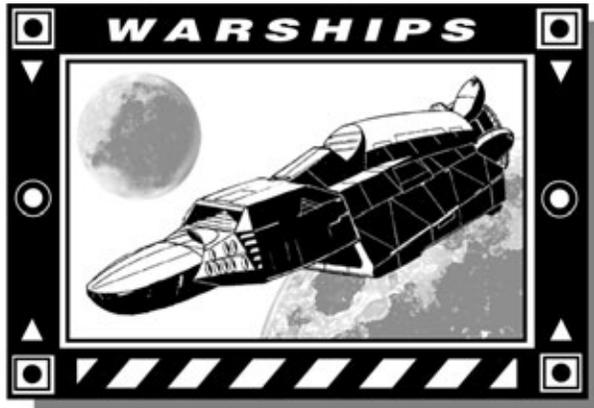
Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Capital Laser	11	11	11	11	Capital Laser
Capital Laser	17	17	17	17	Capital Laser
Capital Missile	3	3	3	3	Capital Missile
Capital AC	40	40	40	—	Capital AC
Capital Laser	5	5	5	5	Capital Laser
Capital Missile	4	4	4	4	Capital Missile
Capital AC	40	40	40	—	Capital AC
Capital Laser	5	5	5	5	Capital Laser
Capital Laser	22	22	22	22	Capital Laser
Capital Missile	2	2	2	2	Capital Missile

LOLA III (DESTROYER)



AEGIS (HEAVY CRUISER)



The *Aegis*-class WarShip was already an aging design when Ian Cameron and the other leaders of the Great Houses signed the Star League Accords in 2571. First launched in 2372, the powerful *Aegis* was one of the most sophisticated vessels at the time. These heavy cruisers boasted excellent firepower and maneuverability, and benefited from a number of refits to maintain their effectiveness. In 2531, however, the Hegemony Navy mothballed the aging vessels and replaced them with the *Avatar*-class heavy cruiser. Later, the Reunification War that followed the founding of the Star League created a critical need for WarShips, prompting First Lord Cameron to reactivate the *Aegis* in 2582. Member states of the Star League received 30 of these vessels, and 70 were sent to Hegemony shipyards for refitting.

The *Aegis*'s creator, Di Tron Heavy Industries, spent the next ten years refitting these vessels. Di Tron used the latest technologies, such as lithium-fusion battery systems, to transform the aging WarShips into highly effective fighting craft. The refitted *Aegis* mounted a formidable arsenal built around 18 turret-mounted autocannons. A number of smaller cannons, naval lasers and missile systems supplemented these massive weapons, making the *Aegis* a powerful anti-ship platform. It relied on a three-squadron fighter complement for protection against enemy aerospace fighters and small craft.

The refitted *Aegis* was only lightly armored, but a surprising number survived the fall of the Star League and departed the Inner Sphere during the Exodus. A number of these craft have been observed in Clan aerospace fleets. The majority of these vessels apparently serve in the Jade Falcon Touman, where they perform escort and transport duties.

AEGIS (HEAVY CRUISER)

Tech: Star League (2372)/
Star League (2750)/Clan
Length: 725 meters
Fuel: 1,000 tons (2,500)
Safe Thrust: 2
Sail Integrity: 4
Heat Sinks: 2,046 [2372],
2,046 (4,092) [SL/Clan]
Battle Value: 84,526 [2372],
167,790 [SL/Clan]

Introduced: 2372
Mass: 750,000 tons
Sail Diameter: 1,308 meters
Tons/Burn-day: 39.52
Maximum Thrust: 3
KF Drive Integrity: 16
Structural Integrity: 75

Armor

Fore: 91 **Fore-Sides:** 101
Aft-Sides: 101 **Aft:** 91

Cargo [2372]

Bay 1: Fighters (18) 4 Doors
Bay 2: Small Craft (10) 2 Doors
Bay 3: Cargo (128,440 tons) 1 Door

Cargo [SL]

Bay 1: Fighters (18) 4 Doors
Bay 2: Small Craft (10) 2 Doors
Bay 3: Cargo (85,835 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (20) 1 Door
Bay 2: Small Craft (10) 1 Door
Bay 3: Cargo (62,914.5 tons) 1 Door

DropShip Capacity: 4

Grav Decks: 2 (Both 90 meter diameter)

Escape Pods: 0

Life Boats: 20

Crew: 65 officers, 205 enlisted/non-rated, 120 gunners [2372], 49 officers, 146 enlisted/non-rated, 80 gunners [SL/Clan], 86 bay personnel [2372/SL], 90 bay personnel [Clan].

Ammunition: 840 rounds NAC/10 ammunition (168 tons), 10 White Shark Missiles (6,780 tons) [2372], 240 rounds NAC/20 ammunition (96 tons), 200 rounds NAC/35 ammunition (200 tons), 40 Barracuda Missiles (1,200 tons), 80 White Shark Missiles (3,200 tons)

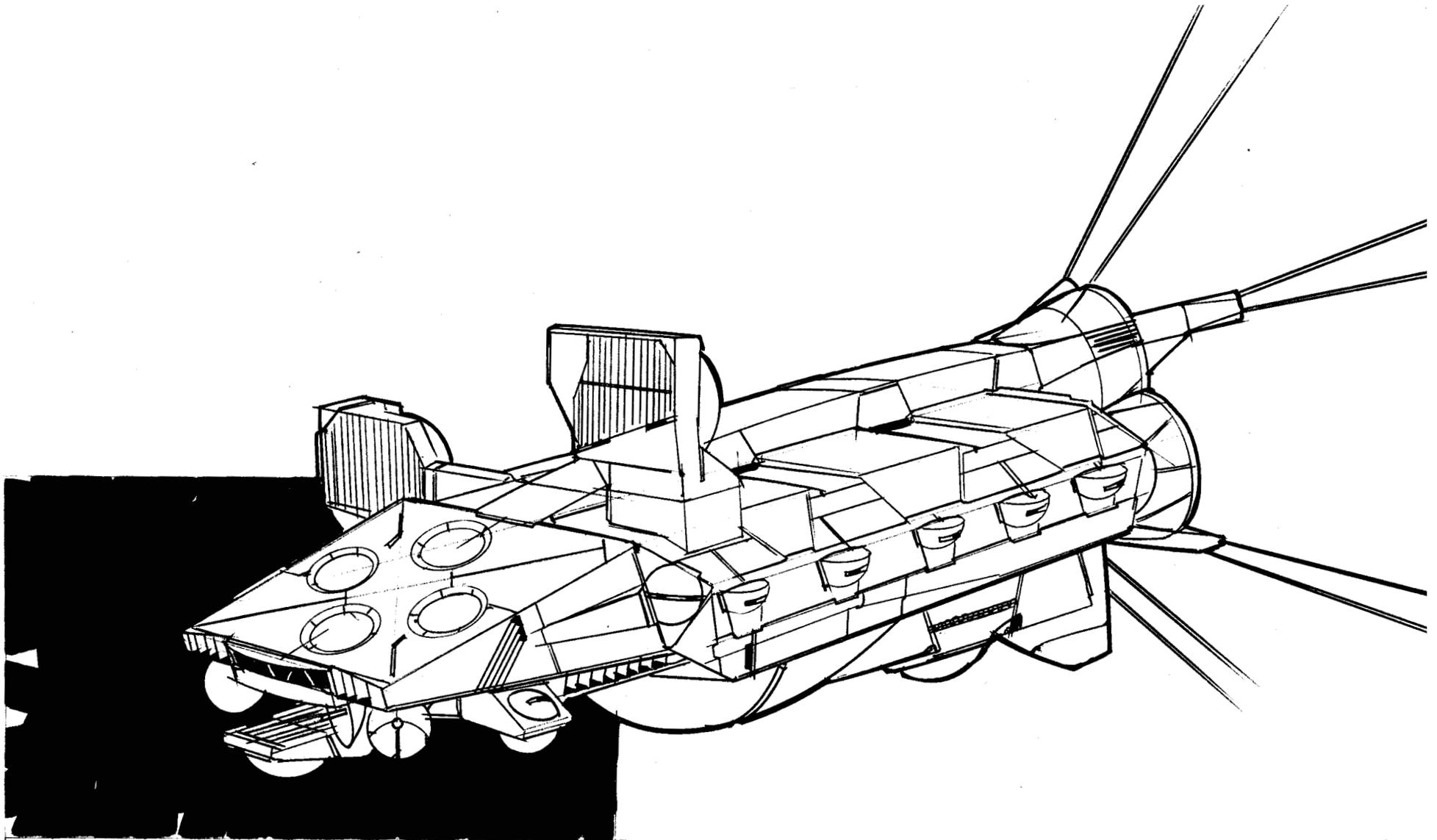
Notes [2372]: Equipped with 627 tons of ferro-carbide armor. Fighters may use small-craft bay door.

Notes [2750]: Equipped with 627 tons of ferro-carbide armor and lithium-fusion batteries. Fighters may use small-craft bay door.

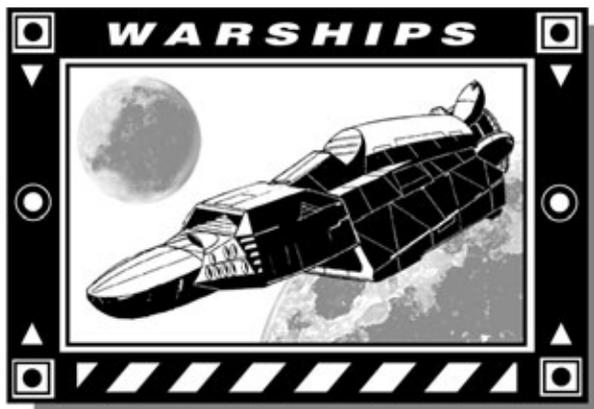
Notes [Clan]: Equipped with 597.5 tons of ferro-carbide armor and lithium-fusion batteries. Fighters may use small-craft bay door.

Weapons:

Arc (Heat)Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (120 Heat-2372, 240 Heat-SL/Clan)					
[2372]					
4 NAC/10 (60 rounds) [2750/Clan]	40	40	40	—	Capital AC
2 NAC/35 (24 rounds)	70	70	—	—	Capital AC
FL/FR (165 Heat-2372, 285 Heat-SL/Clan)					
3 White Shark (30 Missiles) [2372]	9	9	9	9	Capital Missile
4 NAC/10 (60 rounds) [SL/Clan]	40	40	40	—	Capital AC
2 NAC/35 (22 rounds)	70	70	—	—	Capital AC
LBS/RBS (570 Heat-2372, 1,105 Heat-SL/Clan)					
3 NL55 [2372]	17	17	17	17	Capital Laser
5 NAC/10 (100 rounds)	50	50	50	—	Capital AC
5 NAC/10 (100 rounds)	50	50	50	—	Capital AC
1 White Shark (10 missiles) [SL/Clan]	3	3	3	3	Capital Missile
2 NAC/35 (22 rounds)	70	70	—	—	Capital AC
2 NAC/35 (22 rounds)	70	70	—	—	Capital AC
3 NAC/20 (30 rounds)	60	60	60	—	Capital AC
3 NAC/20 (30 rounds)	60	60	60	—	Capital AC
1 Barracuda (10 Missiles)	2	2	2	2	Capital Missile
AL/AR (705 Heat-2372, 625 Heat-SL/Clan)					
3 NL55 [2372]	17	17	17	17	Capital Laser
6 NAC/10 (100 rounds)	60	60	60	—	Capital AC
1 White Sharks (1 rounds) [SL/Clan]	3	3	3	3	Capital Missile
3 NAC/20 (30 rounds)	60	60	60	—	Capital AC
3 NAC/20 (30 rounds)	60	60	60	—	Capital AC
1 Barracuda (10 Missiles)	2	2	2	2	Capital Missile
Aft (430 Heat-2372, 790 Heat-SL/Clan)					
4 NL45	18	18	18	18	Capital Laser
2 White Shark (20 Missiles) [2372]	6	6	6	6	Capital Missile
4 NAC/10 (60 rounds) [2750/Clan]	40	40	40	—	Capital AC
2 NAC/35 (22 rounds)	70	70	—	—	Capital AC
2 NAC/35 (22 rounds)	70	70	—	—	Capital AC



LOOSE



In 2703, the SLDF commissioned Eaton AeroSpace to produce an armored cargo transport vessel in an effort to ensure a steady source of supplies to SLDF bases, particularly in the Periphery states. Using the hull of a mothballed *Quixote*-class frigate, Eaton produced the *Volga*-class transport.

The small drive of the *Quixote*, which had proved a serious drawback for the frigate, enabled the new transport to carry an unusually large amount of cargo—almost 25 percent of the vessel's mass. The *Volga* was well armored for a cargo transport as well; the design saw extensive action during the war to liberate Terra, and more recently during the Clan invasion. About two dozen *Volgas* left the Inner Sphere with the Exodus fleet, so it is not surprising that a number have appeared in the fleets of several Clans. Although not present in the initial attack fleets, *Volgas* began to reappear in the Inner Sphere shortly after the Battle of Tukayyid. These vessels have been used to transport materiel and personnel into the occupation zone and transport large amounts of raw materials back to the Clan homeworlds.

The Clans have added a lithium-fusion battery system to the *Volga*, but apparently have made few other changes to the vessel's basic design. Clan techs have upgraded the *Volga*'s computers and life-support system, but such upgrades are considered part of the routine periodic maintenance performed on all classes of naval designs. The *Volga*'s weapons systems remain unchanged from their Star League configuration. These systems provide superb protection against aerospace fighters, but are only marginally effective against WarShips. This lack of firepower, along with a poorly designed coolant system that allows only 45 percent of the systems to operate at any one time, resulted in the destruction of more than 200 *Volgas* during the war against the Usurper.

VOLGA (TRANSPORT)

Tech: Star League (2750)/Clan
Introduced: 2709
Mass: 780,000 tons
Length: 715 meters
Sail Diameter: 1,205 meters
Fuel: 1,900 tons (4,750)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 477 (954)
Structural Integrity: 75
Battle Value: 53,948 [SL], 58,630 [Clan]

Armor

Fore: 120 [SL], 150 [Clan]
Fore-Sides: 106 [SL], 132 [Clan]
Aft-Sides: 106 [SL], 132 [Clan]
Aft: 112 [SL], 140 [Clan]

Cargo [SL]

Bay 1: Fighters (6) 2 Doors
 Bay 2: Fighters (6) 2 Doors
 Bay 3: Cargo (213,517 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (10) 2 Doors
 Bay 2: Fighters (10) 2 Doors
 Bay 3: Cargo (204,473.5 tons) 1 Door

DropShip Capacity:

Grav Decks: 2 (145 and 120 meters diameter)

Escape Pods: 20

Life Boats: 20

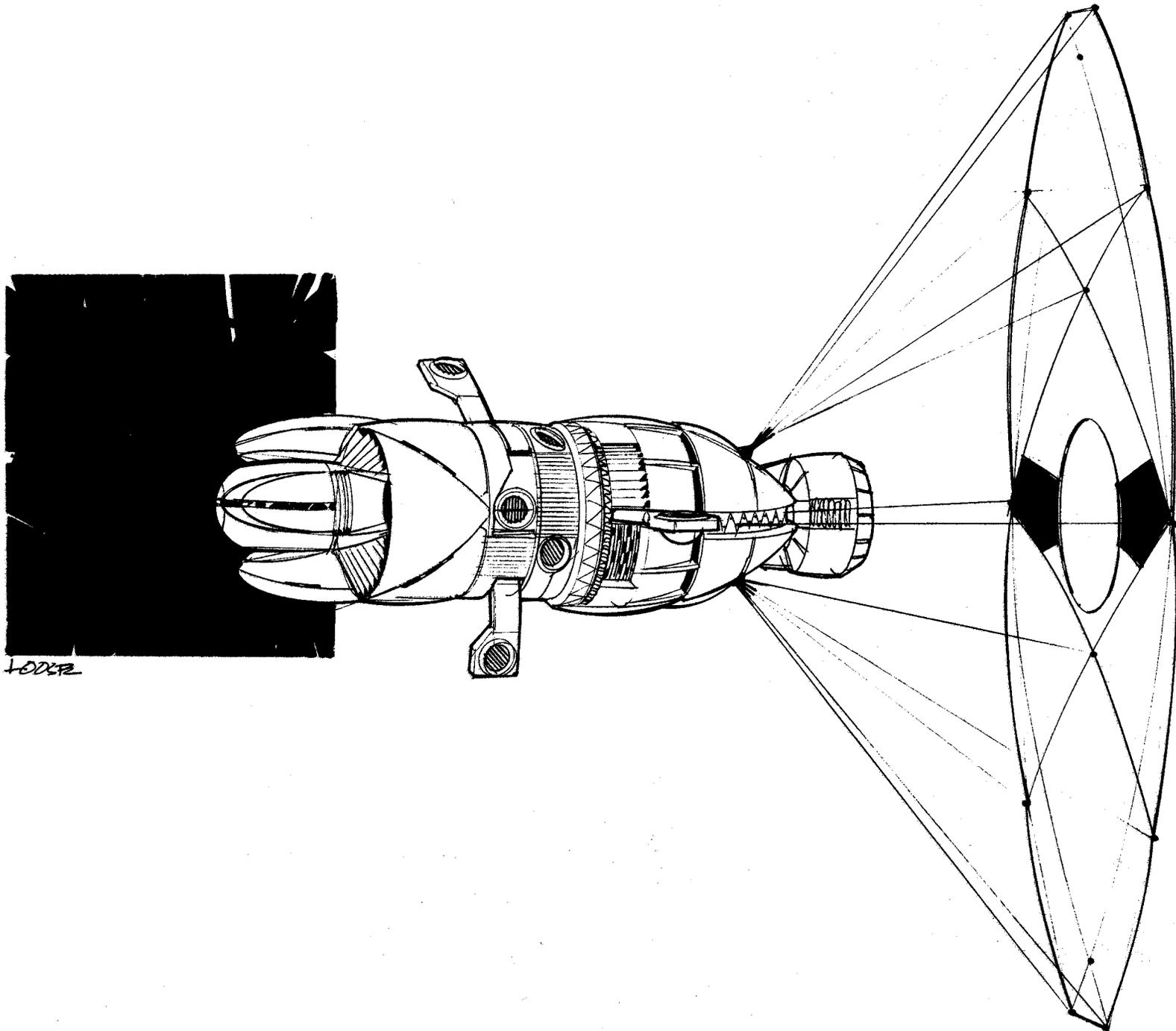
Crew: 47 officers, 200 enlisted/non-rated, 33 gunners, 24 bay personnel [SL], 40 bay personnel [Clan]

Ammunition: 400 rounds NAC/20 ammunition (160 tons), 532 rounds NAC/30 ammunition (425.6 Tons), 200 rounds Heavy N-Gauss ammunition (100 tons)

Notes [SL]: Equipped with 1,013 tons of improved ferro-aluminum armor.

Notes [Clan]: Equipped with 1,099.5 tons of improved ferro-aluminum armor and lithium-fusion Batteries.

Weapons: Arc (Heat)Type Nose (266 Heat-SL, 274 Heat-Clan)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 NAC/20 (200 rounds)	40	40	40	—	Capital AC
1 NL45 [Clan]	5	5	5	5	Capital Laser
4 ER Large Lasers , 4 ER Medium Lasers	7 (68)	7 (68)	4 (40)	4 (40)	Laser
4 Med. Pulse Lasers	3 (28)	3 (28)	—	—	Pulse Laser
4 ER Large Laser, 4 Medium Lasers	5 (52)	3 (32)	3 (32)	—	Laser
4 Med. Pulse Lasers	2 (24)	—	—	—	Pulse Laser
FL/FR (330 Heat-SL, 338 Heat-Clan)					
2 NAC/30 (266 rounds)	60	60	60	—	Capital AC
1 NL45 [Clan]	5	5	5	5	Capital Laser
4 ER Large Lasers , 4 ER Medium Lasers	7 (68)	7 (68)	4 (40)	4 (40)	Laser
[SL]					
4 ER Large Lasers, 4 Medium Lasers	5 (52)	3 (32)	3 (32)	—	Laser
LBS/RBS (198 Heat)					
2 NL35	7	7	7	7	Capital Laser
1 Heavy N-Gauss (100 rounds) [Clan]	30	30	30	30	Naval Gauss
4 ER PPC	6 (60)	6 (60)	6 (60)	—	PPC
4 Med. Pulse Lasers [SL]	3 (28)	3 (28)	—	—	Pulse Laser
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 Med. Pulse Lasers	2 (24)	—	—	—	Pulse Laser
AL/AR (240 Heat)					
2 NL45 [Clan]	9	9	9	9	Capital Laser
4 ER PPC	6 (60)	6 (60)	6 (60)	—	PPC
4 Large Pulse Lasers [SL]	4 (40)	4 (40)	4 (40)	—	Pulse Laser
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
4 Large Pulse Lasers	4 (36)	4 (36)	—	—	Pulse Laser
Aft (196 Heat-SL, 204 Heat-Clan)					
2 NAC/20 (200 rounds) [Clan]	40	40	40	—	Capital AC
4 ER Large Lasers , 4 ER Medium Lasers	7 (68)	7 (68)	4 (40)	4 (40)	Laser
4 Med. Pulse Lasers [SL]	3 (28)	3 (28)	—	—	Pulse Laser
4 ER Large Lasers , 4 Medium Lasers	5 (52)	3 (32)	3 (32)	—	Laser
4 Med. Pulse Lasers	2 (24)	—	—	—	Pulse Laser



CONGRESS (FRIGATE)



Built specifically as a convoy escort and reconnaissance craft to replace the ungainly *Quixote*, the first *Congress*-class frigate launched from the Dekirk AeroSpace shipyards in mid 2542. This launch came after a three-year legal battle between the Terran Hegemony, Dekirk AeroSpace, and Challenge Systems, a shipyard based at the Federated Suns world of Galax. This legal wrangling revolved around Challenge's claim that Dekirk had stolen its design for the *Congress*. Although neither the Hegemony nor Dekirk admitted liability, they eventually included Challenge Systems as a partner in the construction of the vessel.

The *Congress's* 1.5G acceleration made it one of the swiftest frigates constructed during the 26th century, although the vessel was only slightly more maneuverable than the transports it guarded. The *Congress* was also equipped with a sophisticated sensor suite and data-processing system to perform its secondary mission as an information-gathering craft.

Every cubic centimeter of a *Congress*-class ship is used to maximum effect, yet the vessels remain surprisingly comfortable and easy to maintain, a trademark of Dekirk AeroSpace's design work. The *Congress's* only flaw is its lack of fighter support, which many vessels remedy by transporting DropShip fighter carriers. Its main armament comprises a mix of naval autocannons that can cripple or destroy most targets. Killer Whale and White Shark missile systems make up the vessel's secondary armament, along with eight conventional large lasers for aerospace defense.

Congress-class vessels have also appeared in Clan fleets. One vessel, the *Fire Rose*, has seen action against Inner Sphere forces. The Clan *Congress* seems to differ little from the Star League version, save for the addition of a lithium-fusion battery system.

CONGRESS (FRIGATE)

Tech: Star League (2750)/Clan
Introduced: 2542
Mass: 760,000 tons
Length: 703 meters
Sail Diameter: 1,207 meters
Fuel: 2,000 tons (5,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 604 (1,208)
Structural Integrity: 75
Battle Value: 78,469 [SL], 79,122 [Clan]

Armor

Fore: 75
Fore-Sides: 72
Aft-Sides: 72
Aft: 75

Cargo [Star League]

Bay 1: Fighters (6) 1 Door
 Bay 2: Small Craft (4) 1 Door
 Bay 3: Cargo (169,784 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (10) 1 Door
 Bay 2: Small Craft (5) 1 Door
 Bay 3: Cargo (163,687 tons) 1 Door

DropShip Capacity: 2

Grav Decks: 1 (90 meters diameter)

Escape Pods: 8

Life Boats: 8

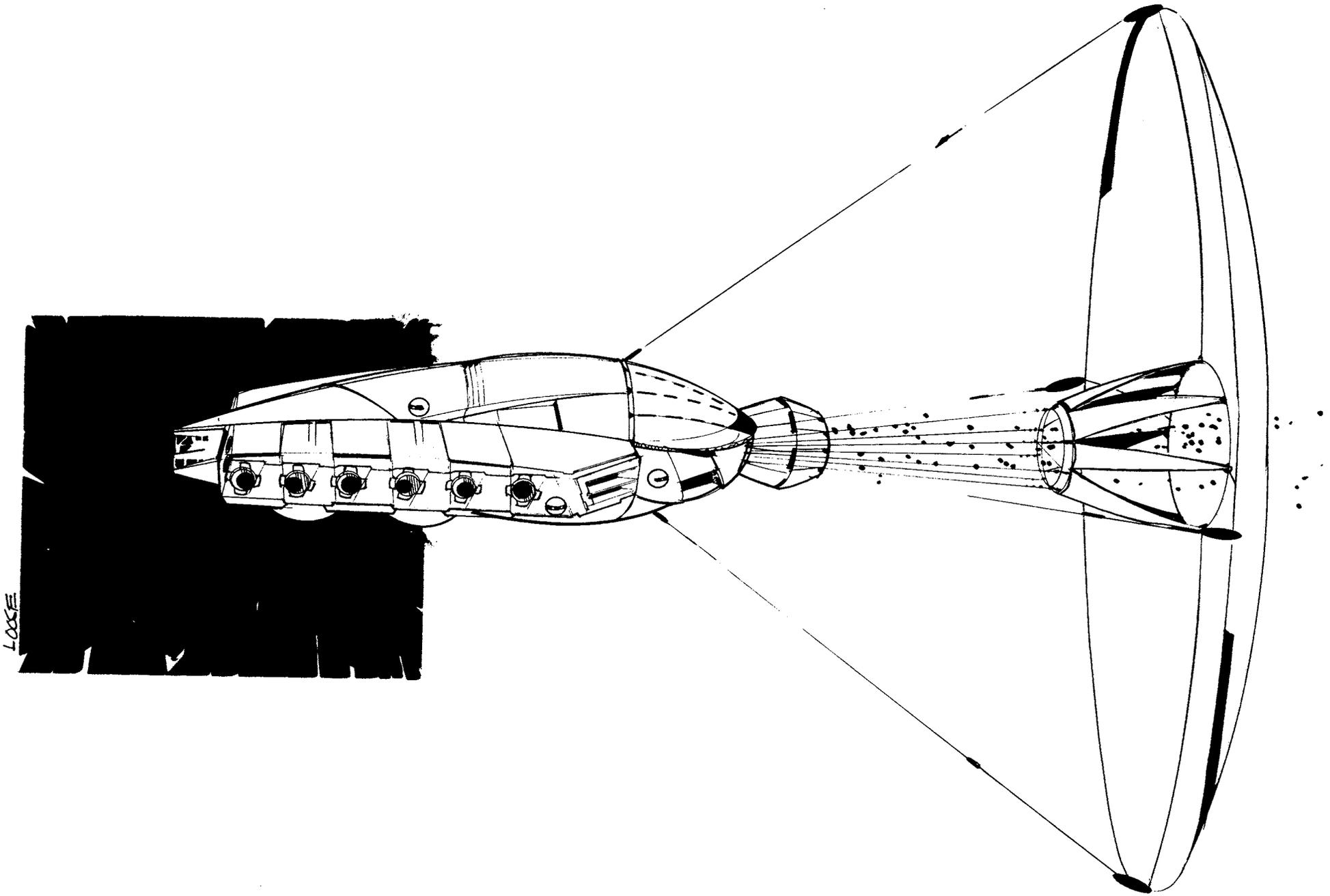
Crew: 43 officers, 192 enlisted/non-rated, 21 gunners, 32 bay personnel [SL], 45 bay personnel [Clan]

Ammunition: 448 rounds NAC/10 ammunition (89.6 tons), 100 rounds NAC/30 ammunition (80 tons), 20 White Shark Missiles (800 tons), 10 Killer Whale (500 tons)

Notes [SL]: Equipped with 487 tons of ferro-carbide armor.

Notes [Clan]: Equipped with 433 tons of ferro-carbide armor and lithium-fusion batteries.

Weapons: Arc (Heat)Type Nose (20 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
1 Killer Whale (10 Missiles)	4	4	4	4		Capital Missile
FL/FR (60 Heat) 2 NAC/10 (74 rounds)	20	20	20	—		Capital AC
LBS/RBS (91 Heat-SL, 99 Heat-Clan) 2 NAC/10 (74 rounds)	20	20	20	—		Capital AC
1 White Shark (10 Missiles)	3	3	3	3		Capital Missile
[Clan] 2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
[SL] 2 Large Lasers	2 (16)	2 (16)	—	—		Laser
AL/AR (176 Heat-SL, 184 Heat-Clan) 2 NAC/10 (76 rounds)	20	20	20	—		Capital AC
1 NAC/30 (25 rounds)	30	30	30	—		Capital AC
[Clan] 2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
[SL] 2 Large Lasers	2 (16)	2 (16)	—	—		Laser
Aft (200 Heat) 2 NAC/30 (50 rounds)	60	60	60	—		Capital AC



BLACK LION (BATTLECRUISER)

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The *Black Lion* battlecruiser entered service with the SLDF in 2691. Although it weighed slightly more than 800,000 tons, the *Black Lion* could outmaneuver most transports and was capable of 2.5Gs of acceleration. The size and complexity of the *Black Lion's* drive system made it very difficult to maintain, however, which reduced the vessel's military value somewhat.

Despite that shortcoming, the *Black Lion's* superior speed, armaments and armor made them a popular choice to head naval battle groups. Although the *Black Lion's* lack of energy weapons has often been cited as a weakness, the vessel proved quite effective during the Reunification War and later during Kerensky's liberation of Terra. Still, the *Black Lion* remained vulnerable to fighter attack like most WarShips; many were destroyed during the long campaign. In fact, less than a dozen *Black Lion*-class WarShips survived to accompany the Exodus fleet.

Several *Black Lions* have been observed in the Inner Sphere, operating as Galaxy flagships. These Clan versions have been modified with hull-sealant units, lithium-fusion battery systems, and lamellor ferro-carbide armor. Most Clan *Lions* replace the three-fighter squadrons carried by the Star League variant with two Stars of OmniFighters.

BLACK LION (BATTLECRUISER)

Tech: Star League (2750)/Clan

Introduced: 2691

Mass: 810,000 tons

Length: 772 meters

Sail Diameter: 1,433 meters

Fuel: 1,000 tons (2,500)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 4

KF Drive Integrity: 17

Heat Sinks: 1,837 (3,674)

Structural Integrity: 75

Battle Value: 247,597

Armor

Fore: 151

Fore-Sides: 168

Aft-Sides: 168

Aft: 151

Cargo [SL]

Bay 1: Fighters (18) 4 Door

Bay 2: Small Craft (10) 2 Door

Bay 3: Cargo (70,426 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (20) 4 Door

Bay 2: Small Craft (10) 2 Door

Bay 3: Cargo (68,540.5 tons) 1 Door

DropShip Capacity: 4

Grav Decks: 2 (65 and 85 meter diameters)

Escape Pods: 20

Life Boats: 0

Crew: 48 officers, 160 enlisted/non-rated, 64 gunners, 86 bay personnel [SL], 90 bay personnel [Clan]

Ammunition: 400 rounds NAC/20 ammunition (160 tons), 400 rounds NAC/30 ammunition (320 tons), 60 Barracuda Missiles (1,800 tons), 80 White Shark Missiles (3,200 tons)

Notes [SL]: Equipped with 1,157 tons of ferro-carbide armor.

Notes [Clan]: Equipped with 841.5 tons of lamellor ferro-carbide armor and lithium-fusion batteries.

Weapons:

Arc (Heat) Type

Capital Attack Values (Standard)

Short Medium Long Extreme Class

Nose (400 Heat)

2 NAC/30 (46 rounds) 60 60 60 — Capital AC

2 NAC/30 (46 rounds) 60 60 60 — Capital AC

FL/FR (470 Heat)

4 White Shark (40 Missiles) 12 12 12 12 Capital Missile

1 Barracuda (10 Missiles) 2 2 2 2 Capital Missile

2 NAC/30 (44 rounds) 60 60 60 — Capital AC

2 NAC/30 (44 rounds) 60 60 60 — Capital AC

LBS/RBS (490 Heat)

3 NAC/20 (36 rounds) 60 60 60 — Capital AC

3 NAC/20 (36 rounds) 60 60 60 — Capital AC

2 NAC/20 (24 rounds) 40 40 40 — Capital AC

1 Barracuda (10 Missiles) 2 2 2 2 Capital Missile

AL/AR (490 Heat)

3 NAC/20 (39 rounds) 60 60 60 — Capital AC

3 NAC/20 (39 rounds) 60 60 60 — Capital AC

2 NAC/20 (26 rounds) 40 40 40 — Capital AC

1 Barracuda (10 Missiles) 2 2 2 2 Capital Missile

Aft (600 Heat)

2 NAC/30 (44 rounds) 60 60 60 — Capital AC

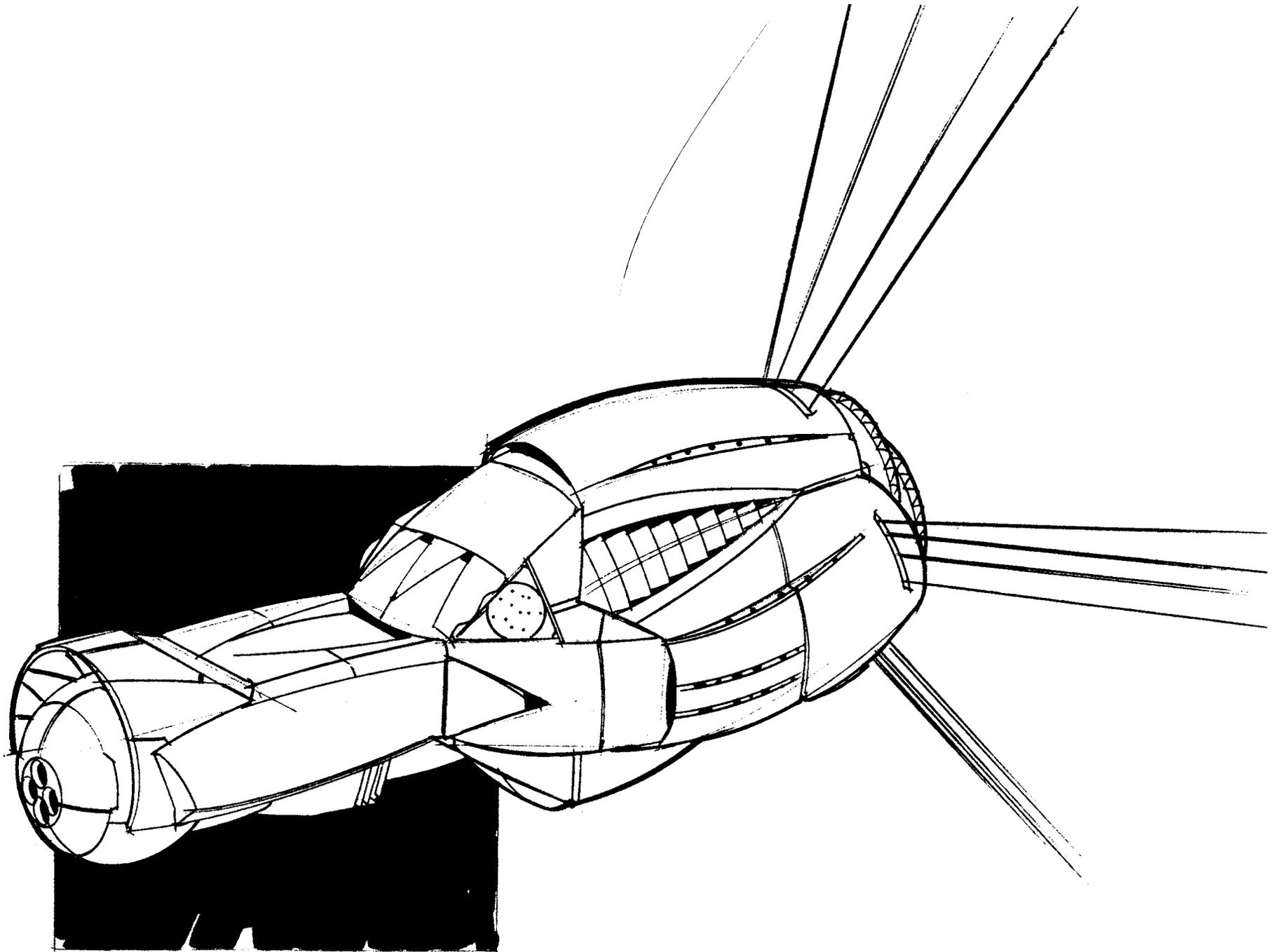
2 NAC/30 (44 rounds) 60 60 60 — Capital AC

2 NAC/30 (44 rounds) 60 60 60 — Capital AC

BLACK LION (BATTLE CRUISER)

CLAN

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SOVETSKII SOYUZ (HEAVY CRUISER) 150



Officially a heavy cruiser, the *Sovetskii Soyuz* mounts such devastating weaponry that many SLDF officers considered the WarShip a battlecruiser. Built by Blue Nose Clipperships of Mars, the 800-meter vessel was among the new vessels commissioned under General Rebecca Fredasa's New Arms Order of 2735. That order came after Mother Jocasta Cameron assumed control of the Star League. Under her predecessor, Lord Jonathan Cameron, the Star League Defense Force had fallen into neglect as massive amounts of money were spent on the automated space-defense system that proved so ineffective during the Amaris Coup. At the time of the order, the SLDF had been losing ground to the militaries of the League's member states for several years.

General Fredasa's declaration called for a large-scale upgrading of the SLDF's ships and weapons. The *Sovetskii Soyuz* was one of several designs to emerge. Making use of the latest Star League technology, the *Sovetskii Soyuz* employed an unprecedented level of computer control. Its most distinctive feature, however, remains its formidable arsenal. Naval autocannons provide the *Sovetskii Soyuz's* main offensive power, while an impressive array of naval lasers and particle cannons provide substantial long-range firepower—especially valuable during extended battles. To attain this level of firepower and still maintain adequate maneuverability, however, the designers had to reduce the vessel's armor to 743 tons. Many officers feared such light armor would result in the swift destruction of the WarShips, but the *Sovetskii Soyuz's* excellent long-range firepower proved sufficient to keep threats at a distance.

Many of the original 400 *Sovetskii Soyuz*-class vessels were destroyed during the long campaign to liberate Terra, but about forty survived and left with the Exodus fleet. The majority of these eventually became the core of the Clan fleet. One of these vessels, the *SLS Kharkov*, would later be renamed the *Dire Wolf* and serve as the flagship of the Wolf Clan.

The Clan version of the *Sovetskii Soyuz* has a fifth docking hardpoint along the vessel's spine and a lithium-fusion battery system. The Clan *Soyuz* also carries two full Stars of OmniFighters. The armor has been improved to ferro-aluminum, which reduces the tonnage of the armor.

SOVETSKII SOYUZ (HEAVY CRUISER)

Tech: Star League (2750)/Clan

Introduced: 2742

Mass: 830,000 tons

Length: 803 meters

Sail Diameter: 1,250 meters

Fuel: 1,400 tons (3,500)

Tons/Burn-day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 5

KF Drive Integrity: 17

Heat Sinks: 1,075 (2,150)

Structural Integrity: 80

Battle Value: 80,293

Armor

Fore: 74

Fore-Sides: 88

Aft-Sides: 88

Aft: 68

Cargo [SL]

Bay 1: Fighters (18) 4 Doors

Bay 2: Small Craft (8) 2 Doors

Bay 3: Cargo (220,016 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (20) 4 Doors

Bay 2: Small Craft (8) 2 Doors

Bay 3: Cargo (210,522.5 tons) 1 Door

DropShip Capacity: 4 [SL], 5 [Clan]

Grav Decks: 2 (55 and 90 meter diameters)

Escape Pods: 20

Life Boats: 0

Crew: 42 officers, 169 enlisted/non-rated, 32 gunners, 76 bay personnel [SL], 80 bay personnel [Clan]

Ammunition: 1,200 rounds NAC/20 ammunition (480 tons), 40 Barracuda Missiles (1,200 tons), 20 Killer Whale (1,000 tons)

Notes [SL]: Equipped with 743 tons of improved ferro-aluminum armor.

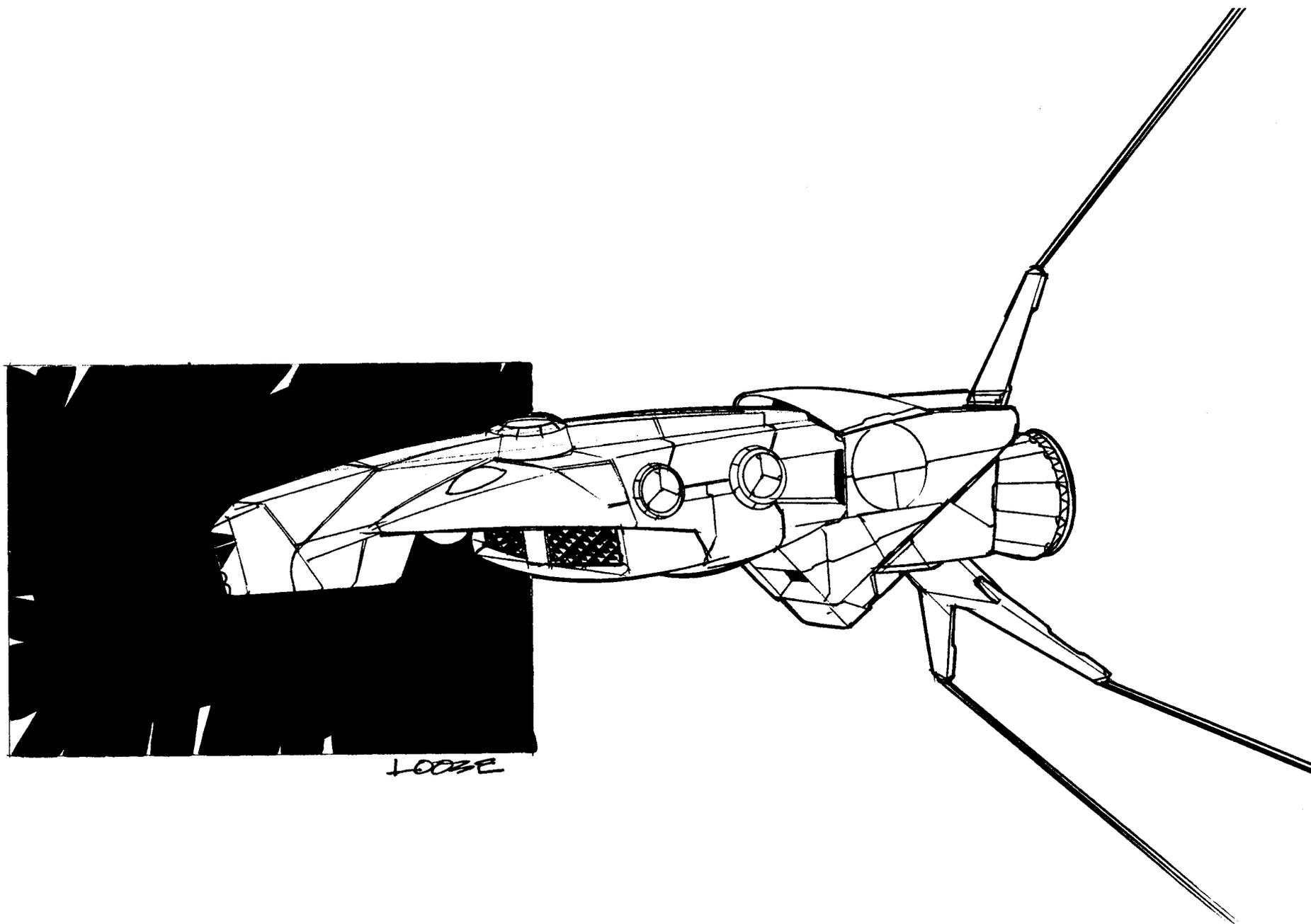
Notes [Clan]: Equipped with 636.5 tons of improved ferro-aluminum armor and lithium-fusion batteries.

Weapons: Arc (Heat)Type Nose (40 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Killer Whale (20 Missiles)	8	8	8	8	Capital Missile
FL/FR (220 Heat) 3 NL45	14	14	14	14	Capital Laser
1 Barracuda (10 Missiles)	2	2	2	2	Capital Missile
LBS/RBS (450 Heat) 3 NAC/20 (300 rounds)	60	60	60	—	Capital AC
2 Medium NPPC	18	18	18	18	Capital PPC
AL/AR (460 Heat) 3 NAC/20 (300 rounds)	60	60	60	—	Capital AC
2 Medium NPPC	18	18	18	18	Capital PPC
1 Barracuda (10 Missiles)	2	2	2	2	Capital Missile

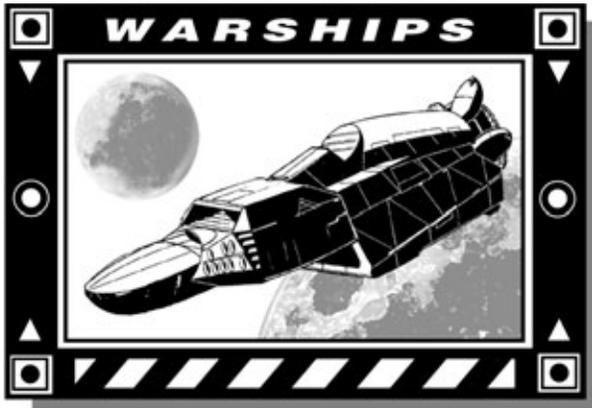
SOVETSKII SOYUZ (HEAVY CRUISER)

CLAN

151



LIBERATOR (CRUISER)



In 2531, the SLDF began to phase out its *Aegis*-class frigates in favor of the larger *Avatar*. The 830,000-ton *Avatar* outweighed its predecessor by some 80,000 tons, largely because of its heavier armor and weaponry. Despite this weight increase, the *Avatar* also proved a faster vessel than the *Aegis*, able to maintain 1.5Gs of acceleration for sustained periods and 2.5Gs for short periods.

In the early 28th century, the aging *Avatar* was itself replaced by the *Luxor*-class WarShip. Many *Avatars* were placed in reserve fleets or reassigned as training vessels. When troops loyal to Stephan Amaris seized Terra in December of 2766, they gained control of three *Avatar*-class vessels undergoing refittings at the orbiting Ian Cameron yards. Six *Avatars* survived until the wars' end—five in service with the SLDF and one Rim Worlds vessel captured at Nusakan in 2773. Although the *Avatars* were almost obsolete by the standards of the era, General Kerensky chose to take these vessels with the Exodus fleet, where their superb cargo and DropShip capacities would be of considerable value.

The *Avatars* were mothballed when the fleet arrived at the Pentagon worlds. These vessels, among others, remained in storage until the early 31st century, when the Clans began upgrading ships from their cache fleets in preparation for their invasion of the Inner Sphere. Clan techs upgraded the *Avatar*'s weapons and armor and made numerous minor changes to the design, which was renamed the *Liberator*.

The *Liberator*'s new ferro-carbide armor provided nearly 50 percent more protection than the *Avatar*'s conventional armor without reducing the craft's massive cargo facility. The *Liberator* was fitted with advanced Clan weaponry, with great emphasis placed on anti-fighter rather than anti-ship systems—a stark contrast to the design philosophy of the Star League. Three Stars of OmniFighters complete the new vessel's armaments. The *Liberator* also contains quarters for two Stars of battle-armored

Elementals, who protect the vessel against boarding actions and execute boarding actions against enemy craft. Additional cabins enable the *Liberator* to carry an additional Cluster of conventional troops as well, but these are rarely used.

LIBERATOR (CRUISER)

Tech: Clan
Introduced: 2525
Mass: 830,000 tons
Length: 855 meters
Sail Diameter: 1,450 meters
Fuel: 4,500 tons (11,250)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 17
Heat Sinks: 592 (1,184)
Structural Integrity: 85
Battle Value: 78,649

Armor

Fore: 240
Fore-Sides: 110
Aft-Sides: 110
Aft: 229

Cargo

Bay 1: Fighters (30)	6 Doors
Bay 2: Battle Armor Points/Squads (10)	2 Doors
Bay 3: Cargo (50,395.5 tons)	1 Door

DropShip Capacity: 6
Grav Decks: 1 (145 meters diameter)
Escape Pods: 60

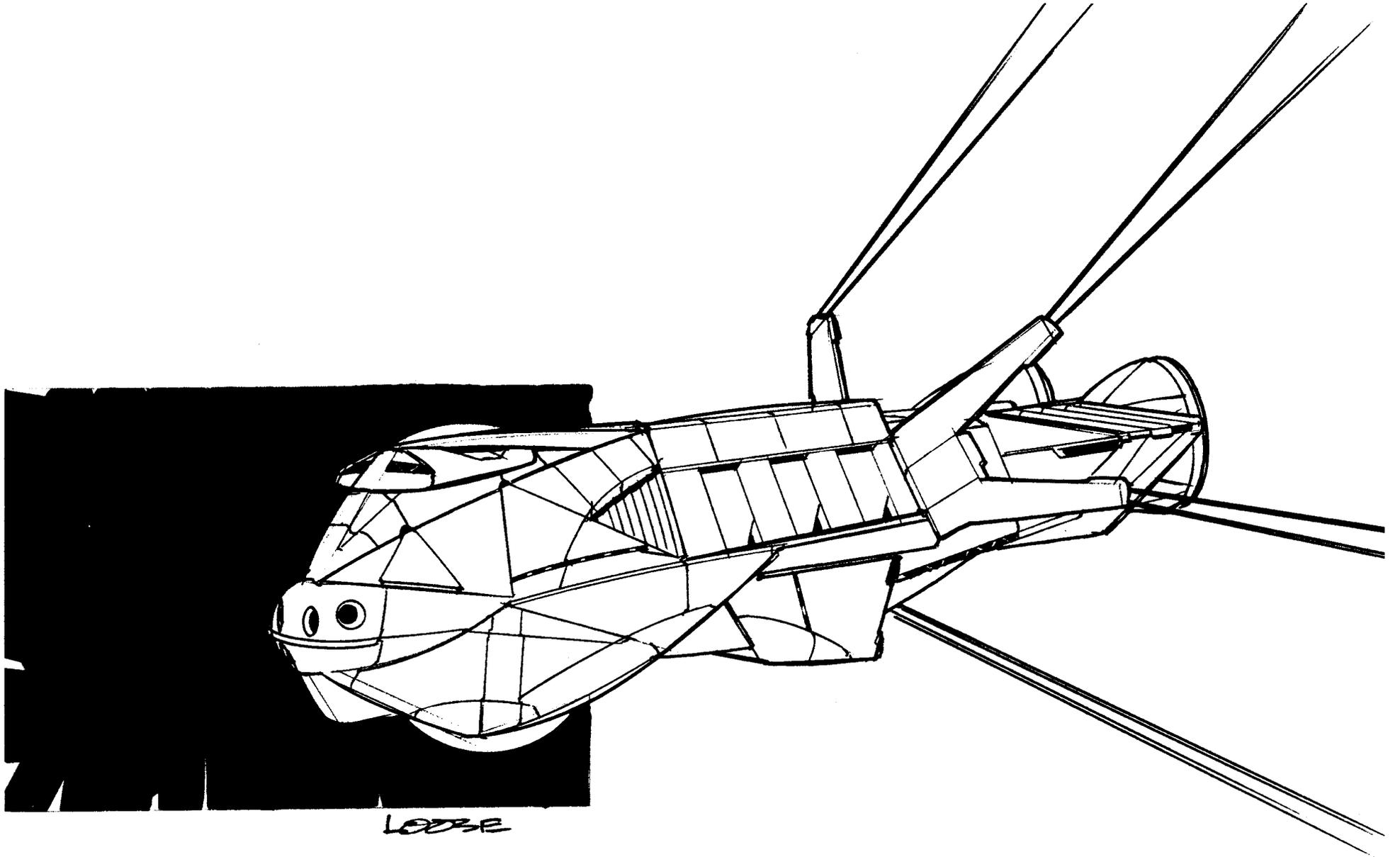
Life Boats: 40

Crew: 71 officers, 275 enlisted/non-rated, 73 gunners, 120 bay personnel

Ammunition: 200 rounds Ultra AC/10 ammunition (20 tons), 216 rounds LRM 20 ammunition (18 tons), 60 rounds Ultra AC/20 ammunition (12 tons), 80 rounds LB 20-X AC ammunition (16 tons), 800 rounds NAC/20 ammunition (320 tons), 400 rounds NAC/30 ammunition (320 tons), 400 rounds Medium N-Gauss ammunition (160 tons), 400 rounds Heavy N-Gauss ammunition (200 tons)

Notes: Equipped with a lithium-fusion battery system and 949.5 tons of ferro-carbide armor.

Weapons: Arc (Heat) Type Nose (532 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
5 Ultra AC/10 (100 rounds)	8 (75)	8 (75)	—	—	—	Autocannon
6 ER Large Lasers	6 (60)	6 (60)	6 (60)	6 (60)	—	Laser
6 ER Small Lasers	3 (30)	—	—	—	—	Laser
6 NL45	27	27	27	27	—	Capital Laser
FL/FR (604 Heat)						
3 LRM 20+Artemis (54 rounds)	5 (48)	5 (48)	5 (48)	—	—	LRM
4 Medium Pulse Lasers	3 (28)	3 (28)	—	—	—	Pulse Laser
2 NAC/20 (400 rounds)	40	40	40	—	—	Capital AC
2 Heavy NPPC	30	30	30	30	—	Capital PPC
LBS/RBS (662 Heat)						
6 ER Large Lasers	6 (60)	6 (60)	6 (60)	6 (60)	—	Laser
6 ER Small Lasers	3 (30)	—	—	—	—	Laser
2 NAC/30 (200 rounds)	60	60	60	—	—	Capital AC
6 NL35	21	21	21	—	—	Capital Laser
1 Medium N-Gauss (100 rounds), 1 Heavy N-Gauss (100 rounds)	55	55	55	55	—	Capital Gauss
1 Medium N-Gauss (100 rounds), 1 Heavy N-Gauss (100 rounds)	55	55	55	55	—	Capital Gauss
AL/AR (867 Heat)						
3 LRM 20+Artemis (54 rounds)	5 (48)	5 (48)	5 (48)	—	—	LRM
4 LB 20-X AC (40 rounds)	5 (48)	5 (48)	—	—	—	LB-X AC
2 NAC/20 (400 rounds)	40	40	40	—	—	Capital AC
3 NL55	17	17	17	17	—	Capital Laser
2 Heavy NPPC	30	30	30	30	—	Capital PPC
Aft (624 Heat)						
5 Ultra/10 (100 rounds)	8 (75)	8 (75)	—	—	—	Autocannon
6 ER Large Lasers	6 (60)	6 (60)	6 (60)	6 (60)	—	Laser
6 ER Small Lasers	3 (30)	—	—	—	—	Laser
6 NL55	33	33	33	33	—	Capital Laser



LOOSE

CAMERON (BATTLECRUISER)



When the SLDF admiralty commissioned the *Cameron*-class battlecruiser, they expected to receive a craft to fill the gap between their cruisers and battleships—a swift and powerful WarShip, capable of outmaneuvering any vessel it could not defeat in a stand-up fight. The contract for the ship was awarded to Daussault-Shimmon Enterprises of New Earth, and eleven years later, the SLDF received its first *Cameron*. Unfortunately, the new WarShip's performance fell far below the SLDF's specifications.

The new *Cameron* came in 50,000 tons over its design weight and proved unable to achieve even half of its projected acceleration rate. Despite these and other less apparent shortcomings, the SLDF admiralty felt compelled to order 40 of the vessels. The SLDF was operating under a budget freeze at the time, and the admirals feared the public sentiment they might arouse by admitting their failure to adequately oversee the *Cameron*'s development.

Luckily, the WarShip's weaponry and armor proved excellent, heading off any immediate complaints. The *Cameron*'s arsenal features Series-25 autocannons in the broadside bays, supplemented by a number of naval lasers. Naval PPCs dominate the ship's fore and aft bays, providing considerable long-range firepower. The *Cameron*'s anti-fighter defense is provided by a number of Maelstrom AR-10 missile launchers, which can fire missiles of any size.

Six years after its launch, however, the weaknesses of the flawed design were illustrated dramatically when the *SLS Saint Joan*, a *Cameron* performing escort duty, came under attack from Periphery pirates in converted merchant vessels. The ramshackle vessels should not have posed a problem to the massive cruiser, but as the *Saint Joan* maneuvered to engage the pirates, its primary power system failed. When the *Cameron*'s captain switched to auxiliary power, he discovered that the vessel's batteries could not power the ship's weapons and life-support systems simultaneously. The pirates easily destroyed the *Saint*

Joan. Several senior admirals resigned following the incident, and the Star League appropriated Daussault-Shimmon's shipyards. The existing *Camerons* were relegated to transport duties.

The Clans use a modified version of the *Cameron*. Although the vessel is still slow, it has proved an excellent mobile command center. The Clans (and ComStar) have corrected the defects in the *Cameron*'s original power-distribution system and added a lithium-fusion battery system as well. Ironically, even this improved version fails to meet the original performance specifications of the SLDF-commissioned *Cameron*.

CAMERON (BATTLECRUISER)

Tech: Star League (2750)/Clan

Introduced: 2688

Mass: 860,000 tons

Length: 839 meters

Sail Diameter: 1,450 meters

Fuel: 1,000 tons (2,500)

Tons/Burn-day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 5

KF Drive Integrity: 18

Heat Sinks: 2,430 (4,860)

Structural Integrity: 80

Battle Value: 134,202

Armor

Fore: 120

Fore-Sides: 128

Aft-Sides: 128

Aft: 118

Cargo [SL]

Bay 1: Fighters (16) 4 Doors

Bay 2: Small Craft (2) 2 Doors

Bay 3: Cargo (184,994 tons) 1 Door

Cargo [Clan]

Bay 1: Fighters (20) 4 Doors

Bay 2: Small Craft (2) 2 Doors

Bay 3: Cargo (175,891.5 tons) 1 Door

DropShip Capacity: 2

Grav Decks: 2 (Both 75 meter in diameter)

Escape Pods: 30

Life Boats: 20

Crew: 48 officers, 193 enlisted/non-rated. 46 gunners, 42 bay personnel [SL], 50 bay personnel [Clan]

Ammunition: 200 rounds NAC/25 ammunition (120 tons), 24 Barracuda Missiles (720 tons), 24 White Shark Missiles (960 Tons) 32 Killer Whale (1,600 tons)

Notes [Star League]: Equipped with 877 tons of ferro-carbide armor.

Notes [Clan]: Equipped with 779.5 tons of ferro-carbide armor and lithium-fusion batteries.

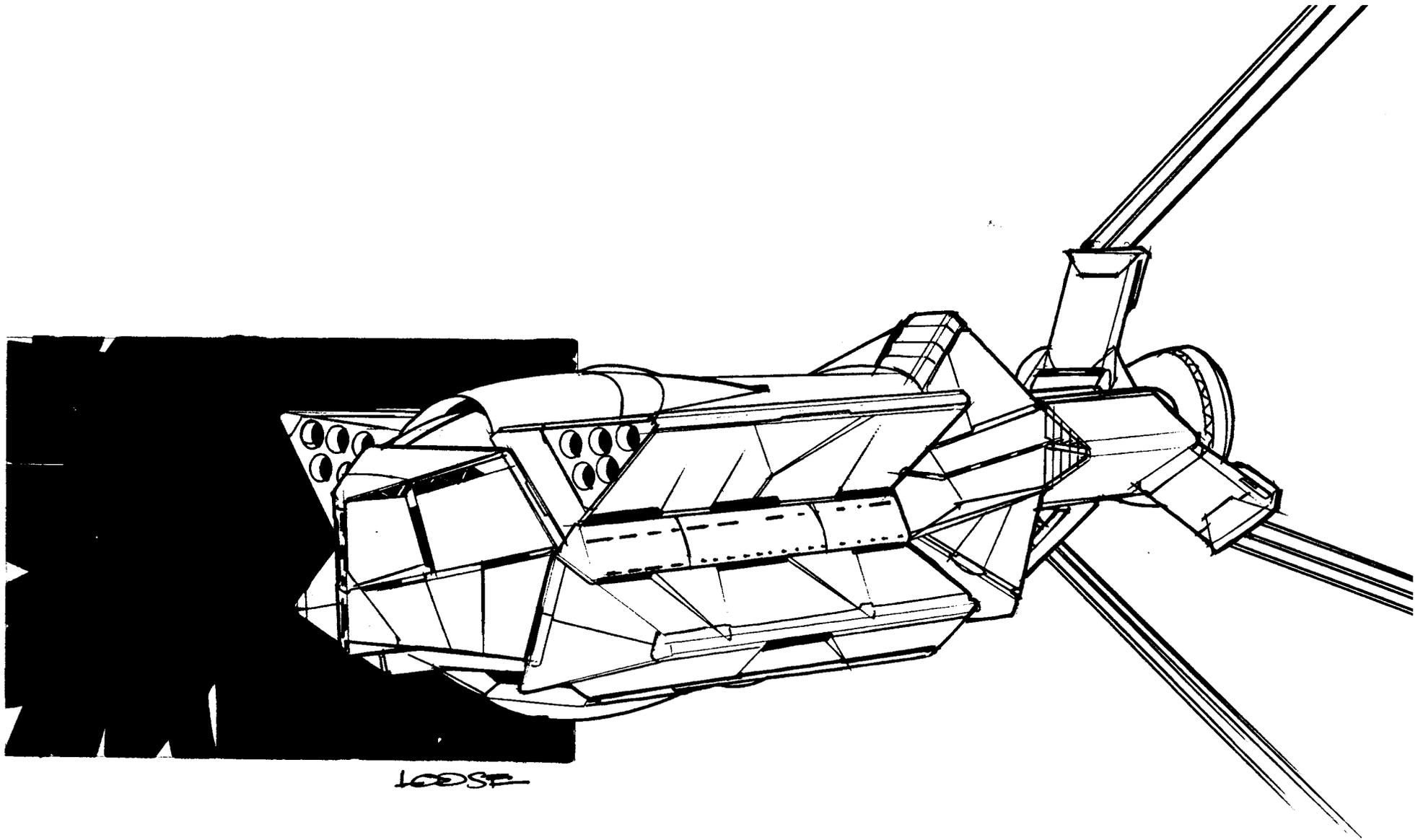
Weapons: Arc (Heat)Type Nose (450 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Heavy NPPC	30	30	30	30	Capital PPC
FL/FR (490 Heat) 2 AR10 (8 KW, 6 WS, 6 B)	*	*	*	*	Capital Missile
2 Heavy NPPC	30	30	30	30	Capital PPC
LBS/RBS (595 Heat) 2 NAC/25 (24 rounds)	50	50	50	—	Capital AC
2 NAC/25 (24 rounds)	50	50	50	—	Capital AC
3 NL35	17	17	17	17	Capital Laser
AL/AR (1,000 Heat) 2 NAC/25 (26 rounds)	50	50	50	—	Capital AC
2 NAC/25 (26 rounds)	50	50	50	—	Capital AC
2 NL55	11	11	11	11	Capital Laser
2 AR10 (8 KW, 6 WS, 6 B)	*	*	*	*	Capital Missile
2 Heavy NPPC	30	30	30	30	Capital PPC
Aft (450 Heat) 2 Heavy NPPC	30	30	30	30	Capital PPC

*By Missile Type (Heat factored as Killer Whale)

CAMERON (BATTLECRUISER)

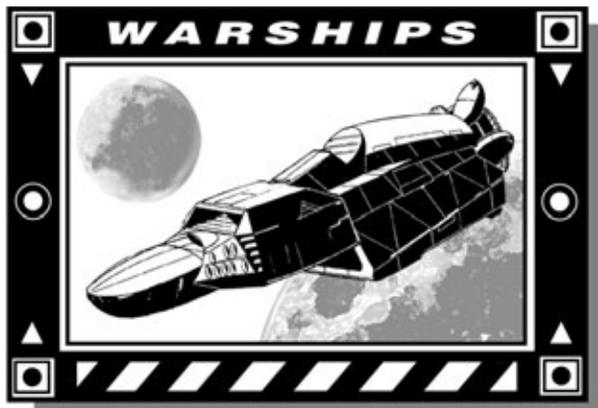
CLAN

155



NIGHTLORD (BATTLESHIP)

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The *Nightlord*-class battleship is regarded as the ultimate in Clan-produced weaponry. First launched from the Snow Raven yards at Lum in the early 2930s, the *Nightlord* features some of the most advanced construction and armoring techniques the Clans possess. *Nightlords* have only been observed in the fleets of Clans Jade Falcon and Ghost Bear.

The vessel mounts more than 1,600 tons of lamellor ferro-carbide armor, which provides nearly three times the protection of conventional armor. The *Nightlord's* defensive armament also includes a number of conventional energy weapons, which enable it to engage targets at a greater range than point-defense weapons would allow.

A diverse array of energy and ballistic weapons form the *Nightlord's* offensive arsenal. Naval autocannons provide most of the vessel's firepower. The *Nightlord* also carries several naval laser and PPC systems with excellent long-range capabilities. Two Stars of fighter craft provide an excellent defense against fighter attack. The vessel can also transport a combined Galaxy of OmniMechs and Elementals. These capabilities enable the *Nightlord* to function as a one-ship task force, able to handle most situations in a similar manner to the larger *McKenna*-class battleship.

NIGHTLORD (BATTLESHIP)

Tech: Clan
Introduced: 2932
Mass: 1,200,000 tons
Length: 1,100 meters
Sail Diameter: 1,450 meters
Fuel: 2,000 tons (5,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5

Sail Integrity: 6
KF Drive Integrity: 24
Heat Sinks: 2,702 (5,404)
Structural Integrity: 85
Battle Value: 192,306

Armor
Fore: 350
Fore-Sides: 320
Aft-Sides: 290
Aft: 298

Cargo
 Bay 1: Cargo (174,104 tons) 4 Doors
 Fighters (20)
 Bay 2: 'Mechs (100) 3 Doors

DropShip Capacity: 4
Grav Decks: 2 (2 140 meters diameter)
Escape Pods: 160
Life Boats: 0

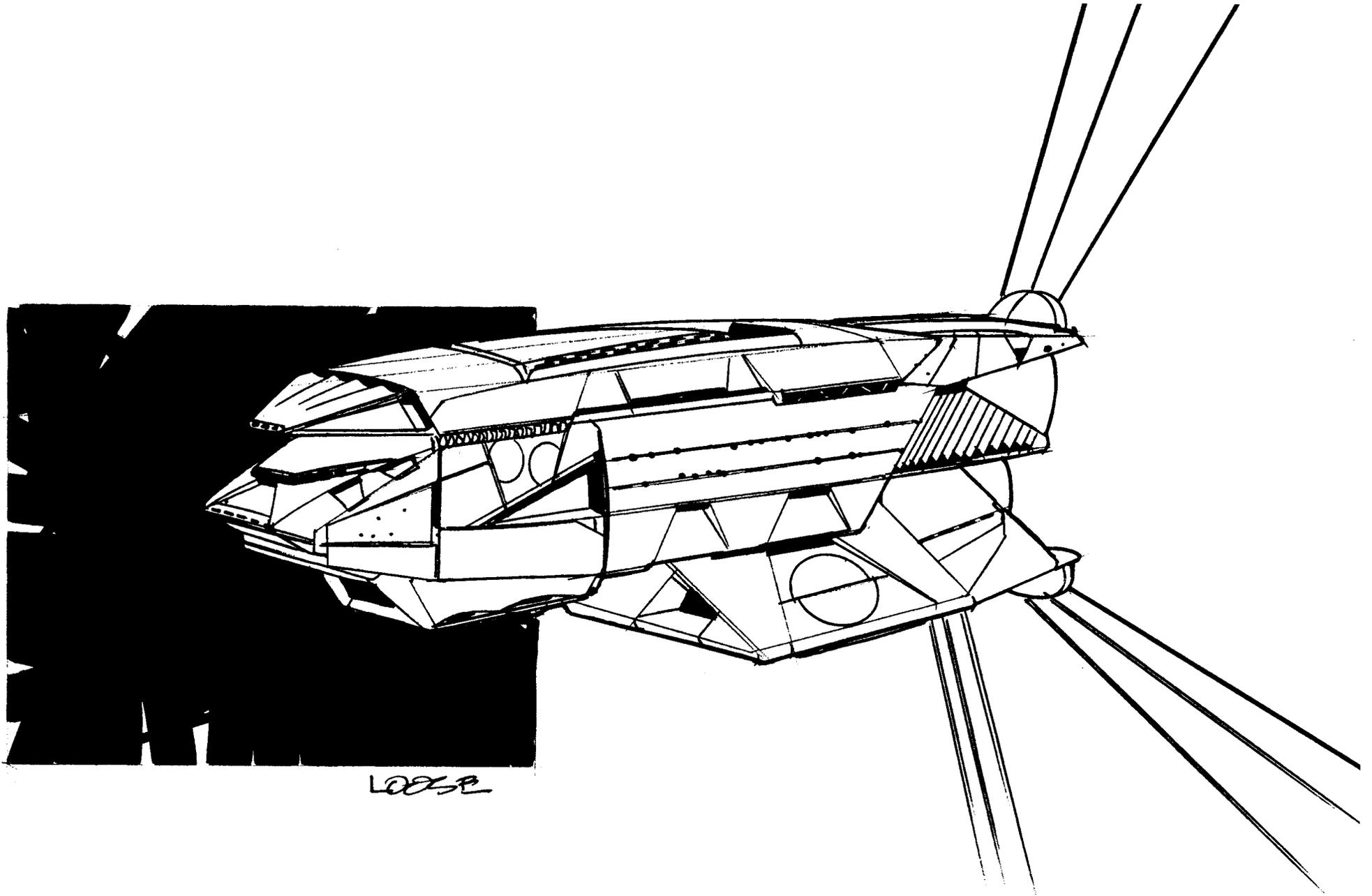
Crew: 139 officers, 637 enlisted/non-rated, 57 gunners, 240 bay personnel, 500 marine battle armor troopers/Elementals

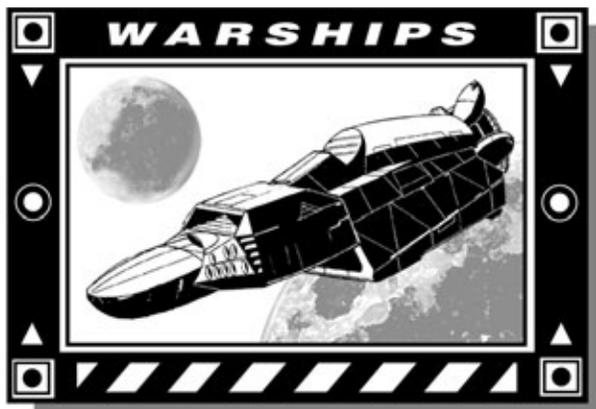
Ammunition: 150 rounds NAC/10 ammunition (30 tons), 150 rounds NAC/25 ammunition (90 tons), 150 rounds NAC/40 ammunition (180 tons), 240 rounds Medium N-Gauss ammunition (96 tons).

Notes: Equipped with lithium-fusion battery system and 1,649 tons of lamellor ferro-carbide armor.

Weapons: Arc (Heat)Type	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (429 Heat)						
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
1 NAC/25 (36 rounds)	50	50	50	—		Capital AC
1 NL55	6	6	6	6		Capital Laser
1 Medium NPPC	9	9	9	9		Capital PPC
1 Medium N-Gauss (30 rounds)	25	25	25	25		Capital Gauss
FL/FR (391 Heat)						
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
2 ER PPCs	3 (30)	3 (30)	3 (30)	—		PPC
1 NAC/10 (19 rounds), 1 NAC/25 (19 rounds)	35	35	35	—		Capital AC
1 NL35, 1 NL45, 1 NL55	14	14	14	10		Capital Laser
1 Medium N-Gauss (30 rounds)	25	25	25	25		Capital Gauss

LBS/RBS (626 Heat)						
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
1 NAC/10 (19 rounds), 1 NAC/40 (38 rounds)	50	50	10	—		Capital AC
1 NAC/10 (19 rounds), 1 NAC/40 (39 rounds)	50	50	10	—		Capital AC
1 NL35, 1 NL45	8	8	8	5		Capital Laser
1 Medium NPPC	9	9	9	9		Capital PPC
1 Medium N-Gauss (30 rounds)	25	25	25	25		Capital Gauss
AL/AR (391 Heat)						
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
2 ER PPC	3 (30)	3 (30)	3 (30)	—		PPC
1 NAC/10 (19 rounds), 1 NAC/25 (19 rounds)	35	35	35	—		Capital AC
1 NL35, 1 NL45, 1 NL55	14	14	14	10		Capital Laser
1 Medium N-Gauss (30 rounds)	25	25	25	25		Capital Gauss
Aft (429 Heat)						
2 ER Large Lasers	2 (20)	2 (20)	2 (20)	2 (20)		Laser
1 NAC/25 (18 rounds)	25	25	25	—		Capital AC
1 NAC/25 (18 rounds)	25	25	25	—		Capital AC
1 NL55	6	6	6	6		Capital Laser
1 Medium NPPC	9	9	9	9		Capital PPC
1 Medium N-Gauss (30 rounds)	25	25	25	25		Capital Gauss





After the Reunification War, the SLDF admiralty decided that their valuable troop DropShips were inadequately protected by existing escort vessels. To remedy this situation, the SLDF commissioned a new escort cruiser. That commission produced the massive *Potemkin*-class troop cruiser, one of the most unusual designs ever built.

Initially, Riga Interstellar Shipyards submitted a design for a 750,000-ton vessel, capable of transporting and defending ten DropShips. The design pleased the SLDF admirals, who nevertheless requested a number of modifications. After eight years and eleven redesigns, the SLDF quartermaster approved the new design. At 1.5 million tons, the new vessel was larger than several battleship classes and required a new classification. In 2611, therefore, the first *Potemkin*-class troop cruiser emerged from the Riga shipyards. The *Potemkin* could carry an unprecedented 25 DropShips on docking collars arranged in five rows that ring the vessel's hull. This unique design feature led troops to nickname the new WarShip the "Corncob."

The *Potemkin* mounts a formidable array of weapons. Twenty-four Fugison-2a Naval PPCs line each side of the vessel, supported by Maxell-45 Naval Lasers in the bow and stern. These weapons allow the *Potemkin* to engage targets up to 450 kilometers away, a range that is considerably greater than that of any DropShip or fighter as well as those of many WarShips. These powerful energy weapons create massive amounts of heat, however, and so require a large coolant system.

Many of the 106 *Potemkins* known to exist served admirably in the Periphery campaigns, as well as Operation Liberation. Most of these vessels were decommissioned after the collapse of the Star League, however, and many were dismantled. Only about 30 *Potemkins* remained intact to flee the Inner Sphere during General Kerensky's Exodus. These vessels transported the families of SLDF troops during the 18-month

trek to the Pentagon. Each *Potemkin* became a spaceborne city, with the crews and passengers of each WarShip's 25 DropShips mingling and trading goods. The children of the first post-Exodus generation were born in these communities, which also contained seeds of dissent against Kerensky's rule. The *Potemkin*-class *Hermes* was one of those vessels involved in the Prinz Eugen revolt, and its commanding officer, Admiral Robert Nicholls, was among those executed.

All 30 *Potemkins* from the Exodus fleet—except one ship lost after the formation of the Clans—remain in service with the Clans. Most Clan fleets contain at least one of these vessels, which have been fitted with lithium-fusion batteries and hull-sealant units.

POTEMKIN (TROOP CRUISER)

Tech: Star League (2750)/Clan

Introduced: 2611

Mass: 1,510,000 tons

Length: 1,508 meters

Sail Diameter: 1,345 meters

Fuel: 25,000 tons (10,000)

Tons/Burn-day: 39.52

Safe Thrust: 2

Maximum Thrust: 3

Sail Integrity: 6

KF Drive Integrity: 29

Heat Sinks: 3,325 (6,650)

Structural Integrity: 80

Battle Value: 96,567

Armor

Fore: 179

Fore-Sides: 201

Aft-Sides: 201

Aft: 156

Cargo [SL]

Bay 1: Small Craft (5) 1 Door

Bay 2: Small Craft (5) 1 Door

Bay 3: Cargo (386,362.5 tons) 1 Door

Cargo [Clan]

Bay 1: Small Craft (5) 1 Door

Bay 2: Small Craft (5) 1 Door

Bay 3: Cargo (371,414 tons) 1 Door

DropShip Capacity: 25

Grav Decks: 1 (95 meter diameter)

Escape Pods: 50

Life Boats: 50

Crew: 68 officers, 279 enlisted/non-rated, 48 gunners, 50 bay personnel

Ammunition: 80 Barracuda Missiles (2,400 tons)

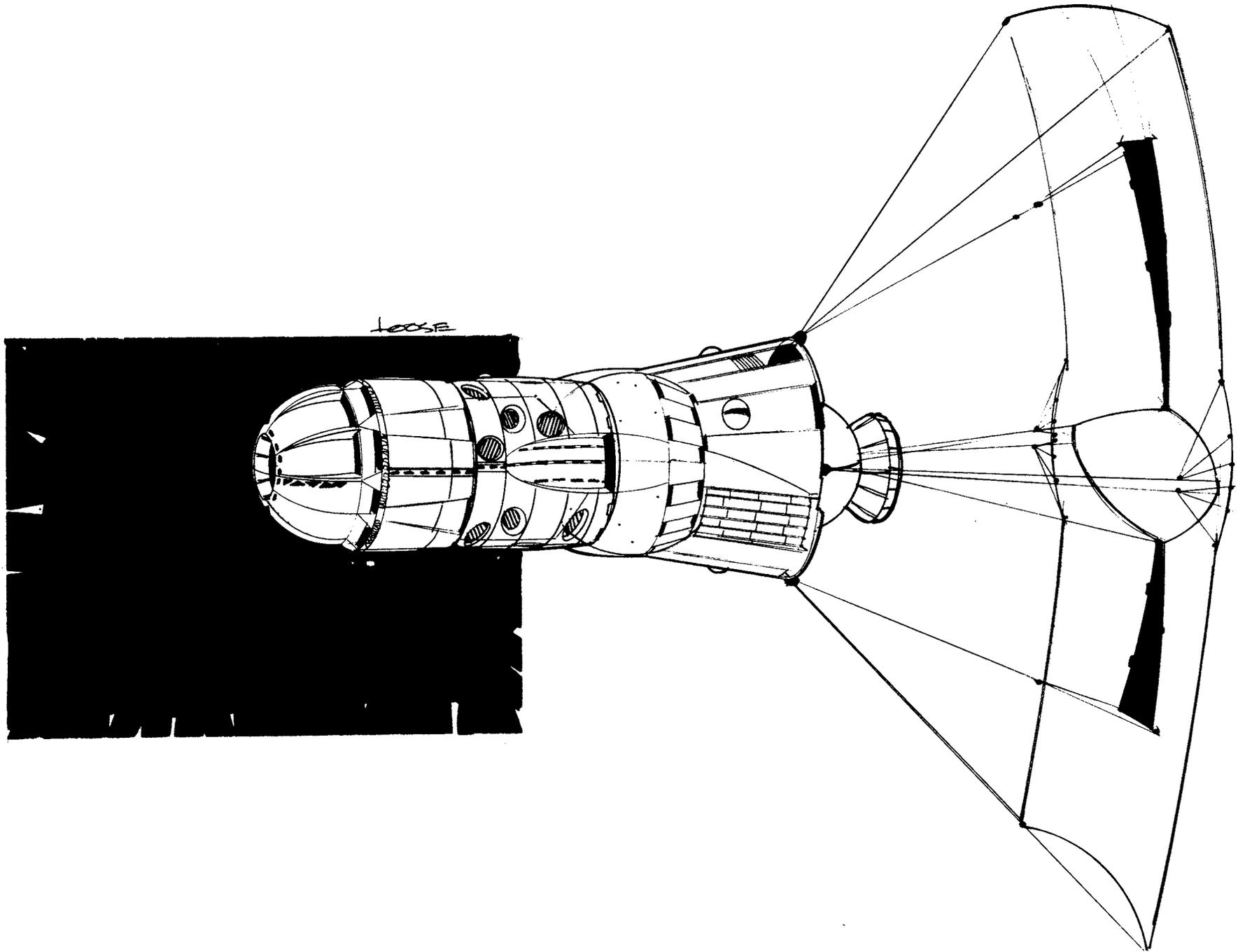
Notes [Star League]: Equipped with 1,363.5 tons of ferro-carbide armor.

Notes [Clan]: Equipped with 1,212 tons of ferro-carbide armor and lithium-fusion batteries.

Weapons:

Arc (Heat)Type Nose (140 Heat) FL/FR (230 Heat) LBS/RBS (1,350 Heat) AL/AR (1,630 Heat) Aft (40 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 NL45	9	9	9	9	Capital Laser
3 NL45	14	14	14	14	Capital Laser
2 Barracuda (20 Missiles)	4	4	4	4	Capital Missile
3 Heavy NPPC	45	45	45	45	Capital PPC
3 Heavy NPPC	45	45	45	45	Capital PPC
3 Heavy NPPC	45	45	45	45	Capital PPC
3 Heavy NPPC	45	45	45	45	Capital PPC
4 NL45	18	18	18	18	Capital Laser
4 Barracuda (40 Missiles)	8	8	8	8	Capital Missile

POTEMKIN (TROOP CRUISER)



TEXAS (BATTLESHIP)



In 2618, the SLDF found its aging *Monsoon*-class battleships consistently outperformed by vessels of its member states. The SLDF responded by commissioning a new battleship, one that would utilize technological advances that had occurred during the 250 years since the design of the *Monsoon*. The SLDF's design directive spawned a massively armored WarShip called the *Texas*.

Krester Ship Construction received the contract for the new design and began work in late 2616. The SLDF specifically requested a design with superior speed and maneuverability, design qualities that Krester had achieved quite successfully with their *Kimagure*-class pursuit cruiser. The new vessel also needed to be well armed and armored, capable of engaging and destroying any WarShip fielded by non-Hegemony navies. Krester used the new Valiant Lamellor ferro-carbide armor to provide the *Texas* with the necessary protection. Just under 1,800 tons of the new composite armor were fitted to the vessel, providing it with the same protection afforded by 4,500 tons of conventional armor. The weight savings also resulted in the superior speed and maneuverability the SLDF wanted in the new ship.

The *Texas* carries a number of sophisticated weapons systems, including two nose-mounted Winchester-Boeing autocannons, as well as several laser and particle systems. The *Texas* can also accommodate 40 aerospace fighters and 16 other small craft. These craft alone can cripple most opponents and create a nearly unbeatable force when combined with the *Texas*'s weaponry.

Texas-class battleships saw extensive action during the war following the Amaris Coup, and several were destroyed despite their impressive capabilities. Only seven of the 52 original vessels survived to depart with the Exodus fleet, and two of these were destroyed in the Exodus Civil War. The remaining five have been renovated and serve as command vessels for several Clans.

TEXAS (BATTLESHIP)

Tech: Star League (2750)/Clan

Introduced: 2618

Mass: 1,560,000 tons

Length: 1,209 meters

Sail Diameter: 1,375 meters

Fuel: 3,500 tons (1,400)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 6

KF Drive Integrity: 30

Heat Sinks: 3,825 (7,650)

Structural Integrity: 85

Battle Value: 135,020

Armor

Fore: 234

Fore-Sides: 342

Aft-Sides: 342

Aft: 234

Cargo [SL]

Bay 1: Fighters (40) 6 Doors

Bay 2: Cargo (301,671 tons) 5 Doors

Bay 3: Small Craft (16) 2 Doors

Cargo [Clan]

Bay 1: Fighters (40) 6 Doors

Bay 2: Cargo (286,225 tons) 5 Doors

Bay 3: Small Craft (16) 2 Doors

DropShip Capacity: 6

Grav Decks: 3 (95, 65 and 55 meter diameters)

Escape Pods: 20

Life Boats: 35

Crew: 117 officers, 507 enlisted/non-rated, 78 gunners, 160 bay personnel

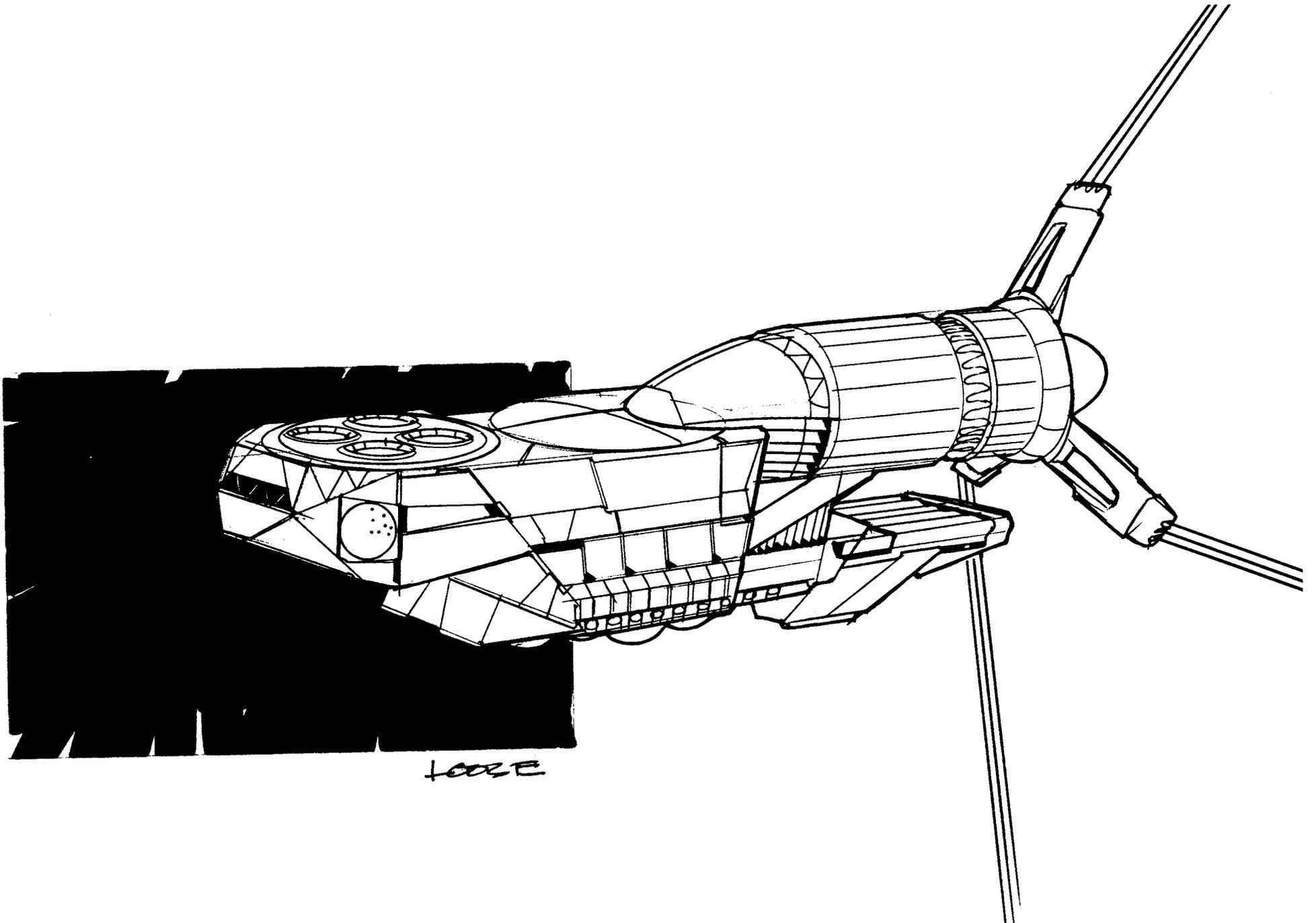
Ammunition: 150 rounds NAC/40 ammunition (180 tons), 40 Barracuda Missiles (1,200 tons), 40 White Shark Missiles (1,600 tons), 40 Killer Whale Missiles (2,000 tons)

Notes [Star League]: Equipped with 1,782 tons of lamellor ferro-carbide armor.

Notes [Clan]: Equipped with 1,620 tons of lamellor ferro-carbide armor and lithium-fusion batteries.

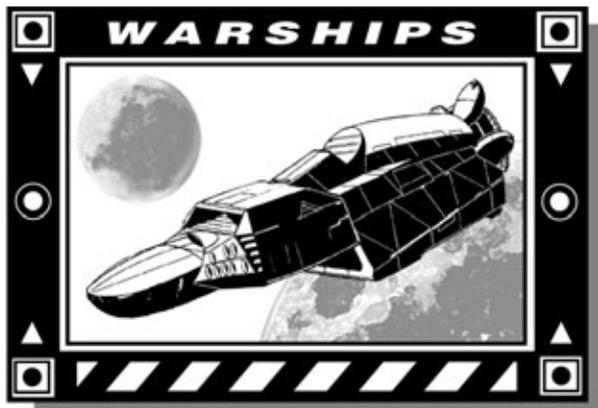
Weapons: Arc (Heat)Type FL/FR (1,075 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
4 Heavy NPPC	60	60	60	60	Capital PPC
2 Killer Whale (20 Missiles)	8	8	8	8	Capital Missile
1 NAC/40 (75 rounds)	40	40	—	—	Capital AC
LBS/RBS (880 Heat)					
12 NL45	54	54	54	54	Capital Laser
2 AR10 (10 WS, 10 B)	*	*	*	*	Capital Missile
AL/AR (1,780 Heat)					
12 NL45	54	54	54	54	Capital Laser
2 AR10 (10 WS, 10 B)	*	*	*	*	Capital Missile
4 Heavy NPPC	60	60	60	60	Capital PPC

* By Missile Type (Heat factored as Killer Whale)



LOOSE

MCKENNA (BATTLESHIP)



The *McKenna*-class battleship was the largest jump-capable craft built during the Star League. It remains perhaps the best known of all WarShip classes. Weighing a little under 2 million tons and measuring 1.5 kilometers in length, the mere presence of a *McKenna* can make an opponent reconsider military action. The *McKenna's* fearsome reputation, however, was not built on its size alone.

An unprecedented number and variety of weapons give the design an arsenal that remains impressive even by modern standards. Forty-eight Kreuss PPCs mounted in the vessel's side and stern provide the bulk of its firepower. Capable of engaging any targets larger than fighter craft within 400 kilometers, these powerful weapons could cripple or destroy most WarShips of the time with a single volley. The *McKenna's* massive arsenal also generates an unprecedented amount of heat, however, necessitating a multitude of coolant circuits. The *McKenna's* distinctive ventral and dorsal fins form part of this system and increase the area from which the vessel can radiate heat. The cooling circuit can be operated at a reduced capacity when the vessel is not engaged in combat. This reduces the *McKenna's* infrared signature, and consequently the likelihood an enemy will detect it. A complement of eight aerospace fighter squadrons and six DropShips round out the *McKenna's* offensive capabilities.

The *McKenna* earned a reputation as an excellent combat vessel shortly after its introduction in 2652. Indeed, a tour of duty on a *McKenna* came to be considered the high point of a naval career. The design's reputation, however, also made *McKennas* prime targets during the war to liberate Terra. Although 280 *McKennas* had been produced in the 130 years before the fall of the Star League, only 29 survived to see the liberation. Eleven of those vessels were so badly damaged they had to be scuttled. The remaining vessels left with the Exodus fleet, but only three have been seen in service with the Clans.

Rumor has it that one such vessel—the *McKenna's Pride*, flagship of Aleksandr and later Nicholas Kerensky—maintains a geosynchronous orbit above Strana Mechty. Reportedly, technicians drawn from all the Clans maintain the vessel in pristine condition. The vessel is rumored to form the centerpiece of the Clan Founding Day celebrations, and the story holds that until one Clan captures Terra and assumes its place as ilClan, the *McKenna's Pride* will remain above Strana Mechty.

MCKENNA (BATTLESHIP)

Tech: Star League (2750)/Clan

Introduced: 2652

Mass: 1,930,000 tons

Length: 1,405 meters

Sail Diameter: 1,560 meters

Fuel: 1,600 tons (4,000)

Tons/Burn-day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 7

KF Drive Integrity: 37

Heat Sinks: 6,325 (12,650)

Structural Integrity: 95

Battle Value: 214,414

Armor

Fore: 200

Fore-Sides: 250

Aft-Sides: 250

Aft: 143

Cargo [Star League]

Bay 1: Fighters (25) 4 Doors

Bay 2: Fighters (25) 4 Doors

Bay 3: Small Craft (16) 0 Door

Cargo (255,382.5 tons) 2 Doors

Cargo [Clan]

Bay 1: Fighters (25) 4 Door

Bay 2: Fighters (25) 4 Door

Bay 3: Small Craft (16) 0 Door

Cargo (273,745.5 tons) 2 Doors

DropShip Capacity: 6

Grav Decks: 3 (45, 45 and 75 meter diameters)

Escape Pods: 30

Life Boats: 30

Crew: 97 officers, 404 enlisted/non-rated, 78 gunners, 180 bay personnel

Ammunition: 500 rounds NAC/40 ammunition (600 tons), 30 Barracuda Missiles (900 tons), 20 White Shark Missiles (800 tons), 20 Killer Whale Missiles (1,000 tons)

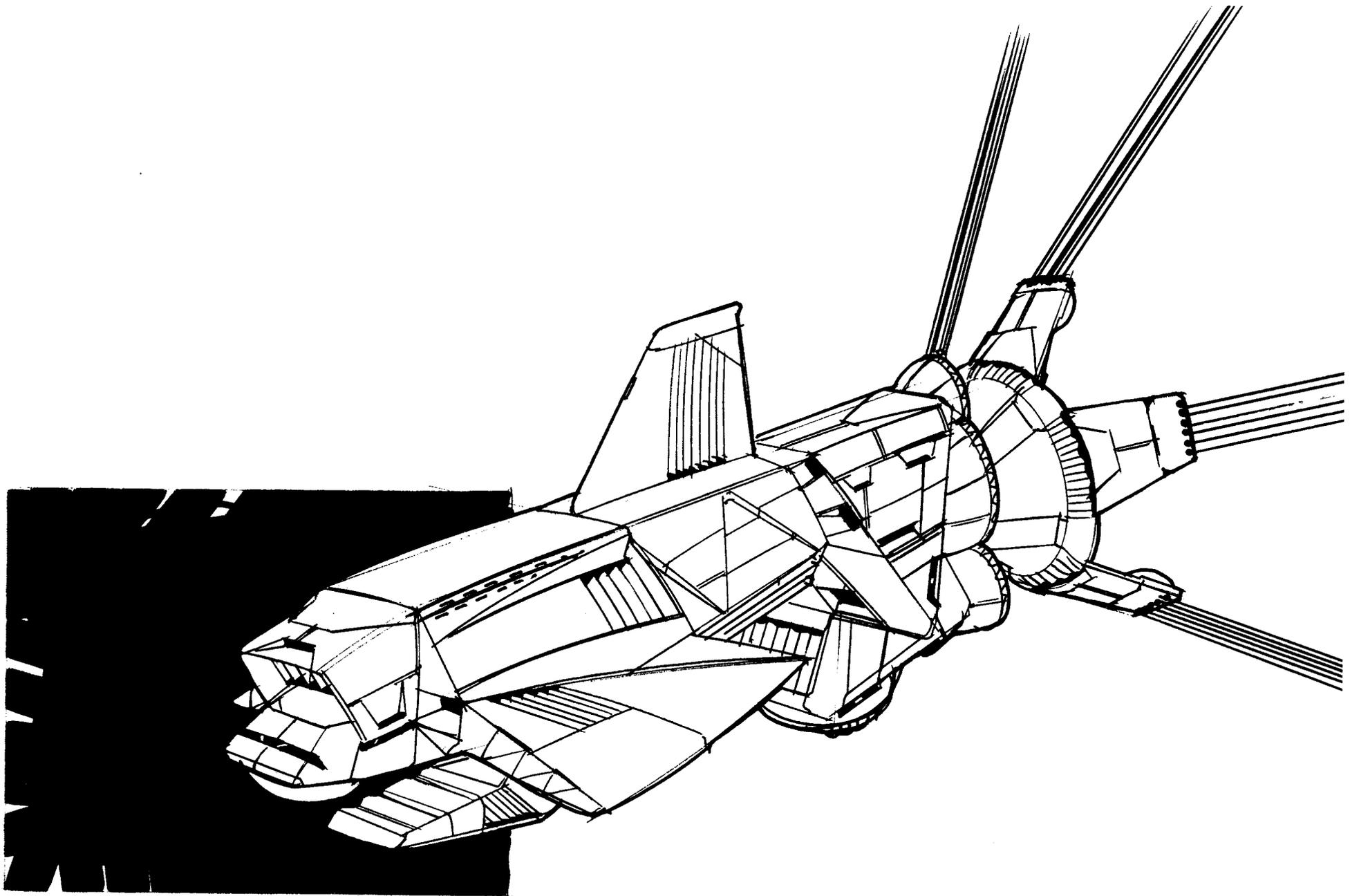
Notes [SL]: Equipped with 1,603.5 tons of ferro-carbide armor and lithium-fusion batteries.

Notes [Clan]: Equipped with 1,425.5 tons of ferro-carbide armor and lithium-fusion batteries.

Weapons: Arc (Heat)Type Nose (440 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 NAC/40 (41 rounds)	40	40	—	—	Capital AC
1 NAC/40 (41 rounds)	40	40	—	—	Capital AC
2 NL55	11	11	11	11	Capital Laser
FL/FR (700 Heat)					
1 NAC/40 (41 rounds)	40	40	—	—	Capital AC
1 NAC/40 (42 rounds)	40	40	—	—	Capital AC
1 NAC/40 (42 rounds)	40	40	—	—	Capital AC
3 NL55	17	17	17	17	Capital Laser
2 AR10 (7 KW, 7 WS, 10 B)	*	*	*	*	Capital Missile
LBS/RBS (2,700 Heat)					
4 Heavy NPPC	60	60	60	60	Capital PPC
4 Heavy NPPC	60	60	60	60	Capital PPC
4 Heavy NPPC	60	60	60	60	Capital PPC
AL/AR (2,700 Heat)					
4 Heavy NPPC	60	60	60	60	Capital PPC
4 Heavy NPPC	60	60	60	60	Capital PPC
4 Heavy NPPC	60	60	60	60	Capital PPC
Aft (900 Heat)					
4 NL55	22	22	22	22	Capital Laser
2 AR10 (6 KW, 6 WS, 10 B)	*	*	*	*	Capital Missile
1 NAC/40 (42 rounds)	40	40	—	—	Capital AC
1 NAC/40 (42 rounds)	40	40	—	—	Capital AC
1 NAC/40 (42 rounds)	40	40	—	—	Capital AC
1 NAC/40 (42 rounds)	40	40	—	—	Capital AC

* By Missile Type (Heat factored as Killer Whale)

MCKENNA (BATTLESHIP)



LOOSE

The small craft class is perhaps the most diverse group of naval vehicles. Technically, this class comprises all aerospace craft under 200 tons, although fighters are usually treated as a separate group. Most small craft are capable of atmospheric operations. They are often configured as aerodynes and require prepared runways to land safely. A few spheroid small craft do exist, but they are rare. Most are in service with either the Clans or military units.

Producing a definitive list of the hundreds of types of small craft that operate in the Inner Sphere and the Clan occupation zone would be an impractical task. However, the following designs form a representative sample of operational small craft and provide an excellent overview of the small-craft class of naval vessels.





SMALL CRAFT

•S-7A BUS CLASS SHUTTLE•
MASS (LOADED): 100 TONS.
OVERALL LENGTH: 20 METERS.

SER. # 275A-43310/ 243.12X

ENGINEERING MODULE ACCESS.
ABLE VIA MAINTENANCE
HATCH IN AFT CARGO
SECTION.

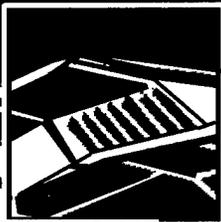
AFT CARGO AREA
SECURITY BREAK-
AWAY PANELS.
•TOW CABLES•
(654.142 PRSS.)



98J3715974.15

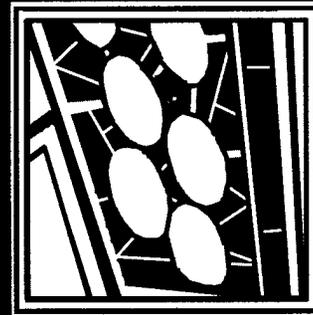


STANDARD SC SENSOR ARRAY
PROTECTED BY ARMORED GRILLE.

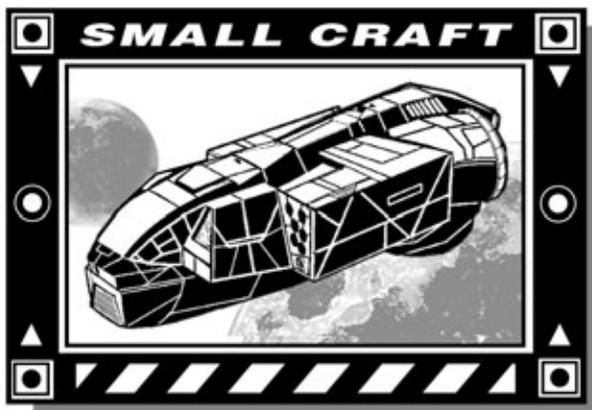


694.2317

571M297.35



EXPLOSIVE BOLTS
LINK MAIN CARGO
MODULE TO HULL.
(DETONATE ON
COMM. 011691...
...023467 BEAC.)



The blocky five-ton life boat is designed for a similar mission to the escape pod, but lacks the maneuvering thrusters of the pod. These craft are designed to accommodate six passengers. The life boat's food supplies are designed to last 16 days, and the life-support system should keep six passengers alive for between 24 to 30 days.

Life boats are structurally incapable of re-entering a planet's atmosphere and so must drift in space, awaiting rescue by another craft. A small energy-collection sail is used to recharge the craft's batteries. Unlike the distress beacons carried by most life boats, the beacon on a life boat uses energy from the solar sail, which enables it to broadcast indefinitely.

LIFE BOAT

Type: Civilian Spheroid

Tech: Inner Sphere

Introduced: 2478

Mass: 5 tons

Battle Value: 6

Dimensions

Length: 5.3 meters

Width: 2.5 meters

Structural Integrity: 1

Armor Value: 4

Cargo

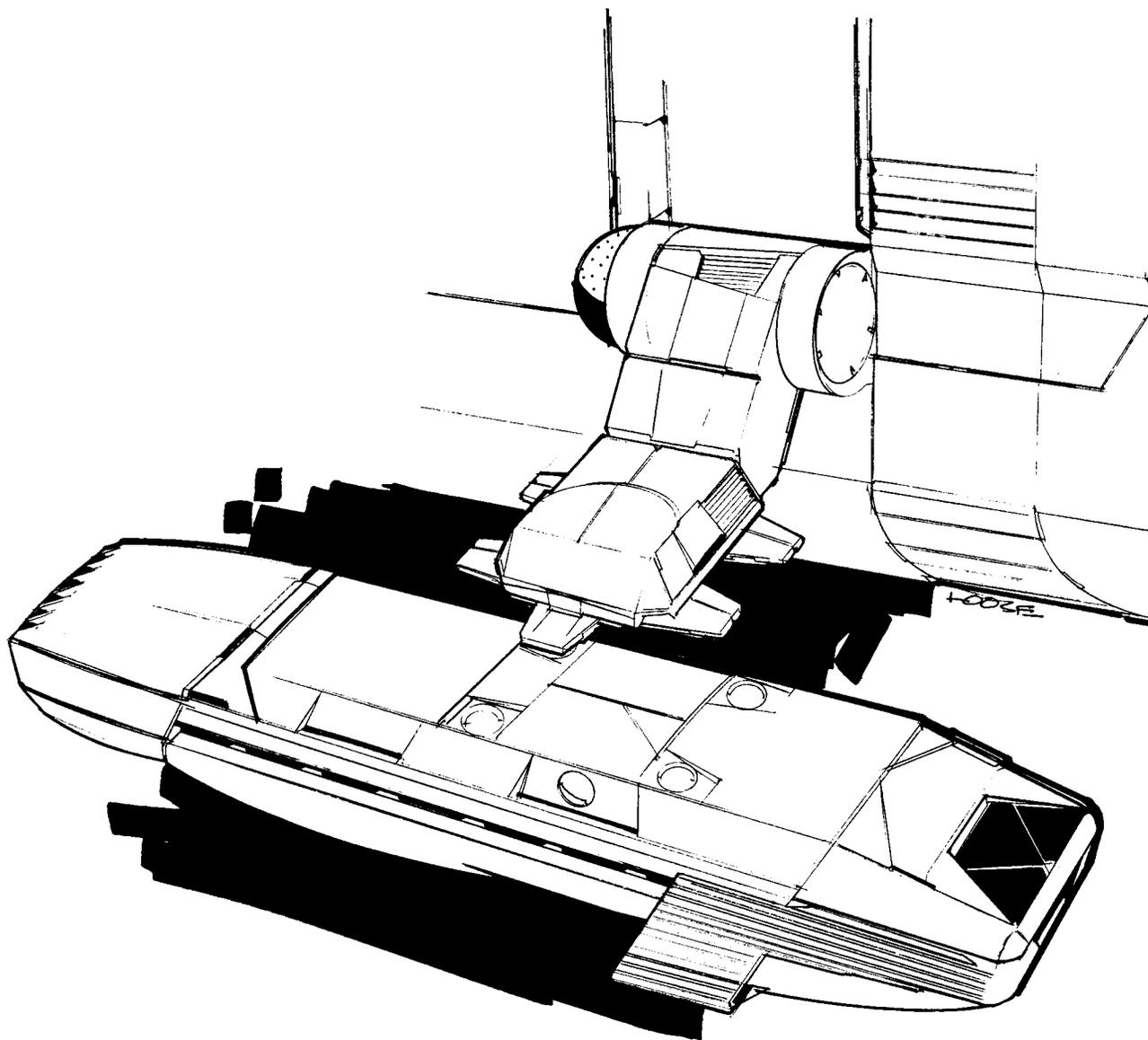
Bay 1: Cargo (1.85 tons)

0 Door

Passengers: 6

Weapons: None

Notes: May not operate in atmosphere.





Most DropShips, JumpShips and WarShips carry several small escape pods to allow passengers and crew to exit larger vessels in an emergency. A number of escape pod designs exist, but the most common is a five-ton craft. This design can transport between four and six passengers, with food for 12 days and life support for 20 days.

A small maneuvering thruster enables the tear-drop shaped craft to make minor course changes, but the pod's fuel supply will last for only 90 seconds at the craft's maximum acceleration of 3Gs. Atmospheric re-entry is unpowered, much like the spacecraft of the late 20th and early 21st centuries, although a para-sail allows the pilot limited control over the pod's descent. The vessel's lack of landing gear usually results in a rough landing, however, and a number of escape pods have been destroyed as a result of piloting error at this critical time. Once the escape pod launches, a beacon transmits an omnidirectional signal every five minutes for up to 30 days. Originally this beacon had to be activated manually after launch, but the computer systems of modern pods are programmed to begin broadcasting two minutes after the launch sequence has been initiated.

ESCAPE POD

Type: Civilian Aerodyne
Tech: Inner Sphere
Introduced: 2647
Mass: 5 tons
Battle Value: 8

Maximum Thrust: 6
Structural Integrity: 1

Armor Value: 4

Cargo

Bay 1: Cargo (0.48 tons) 0 Door

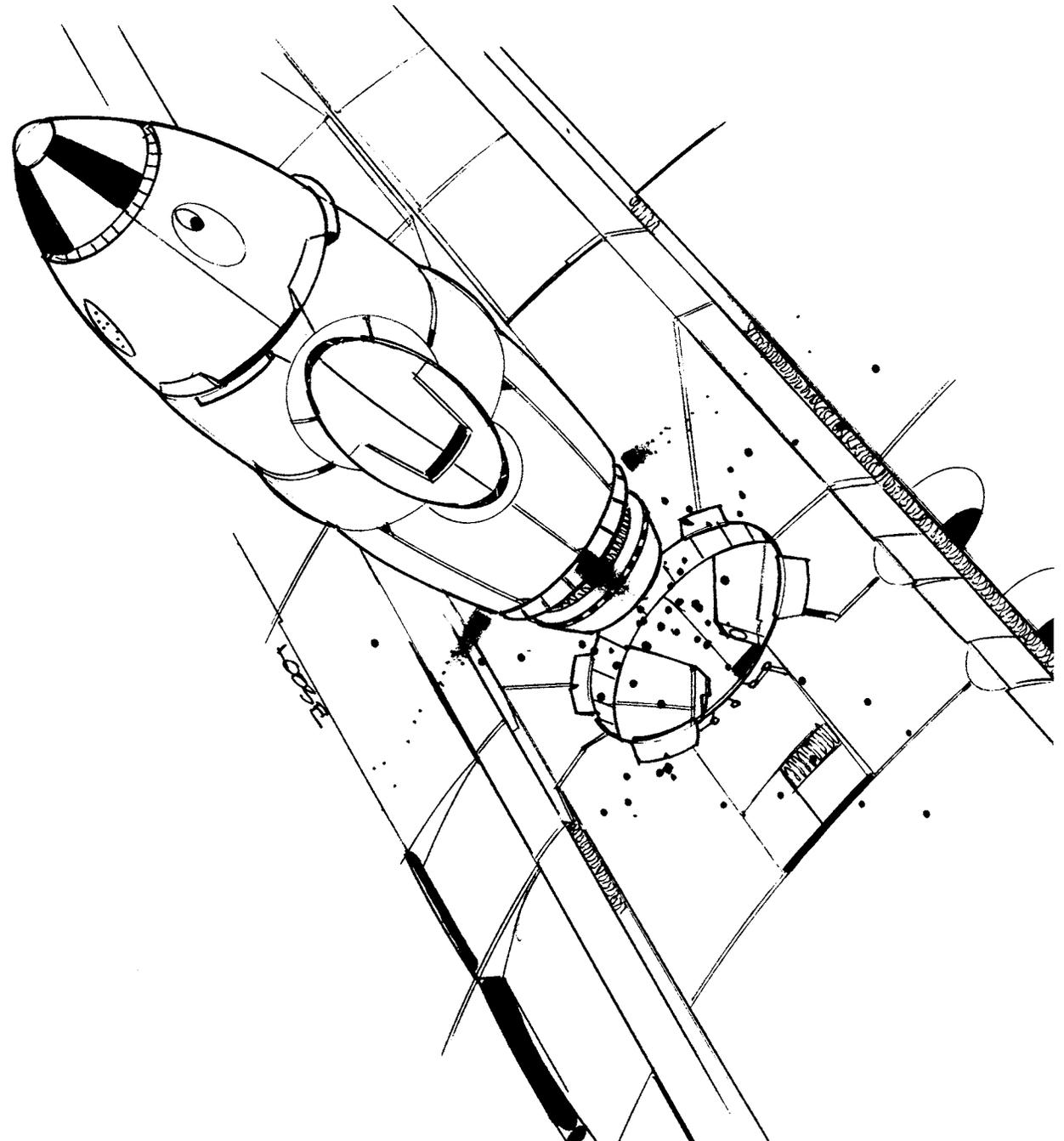
Dimensions

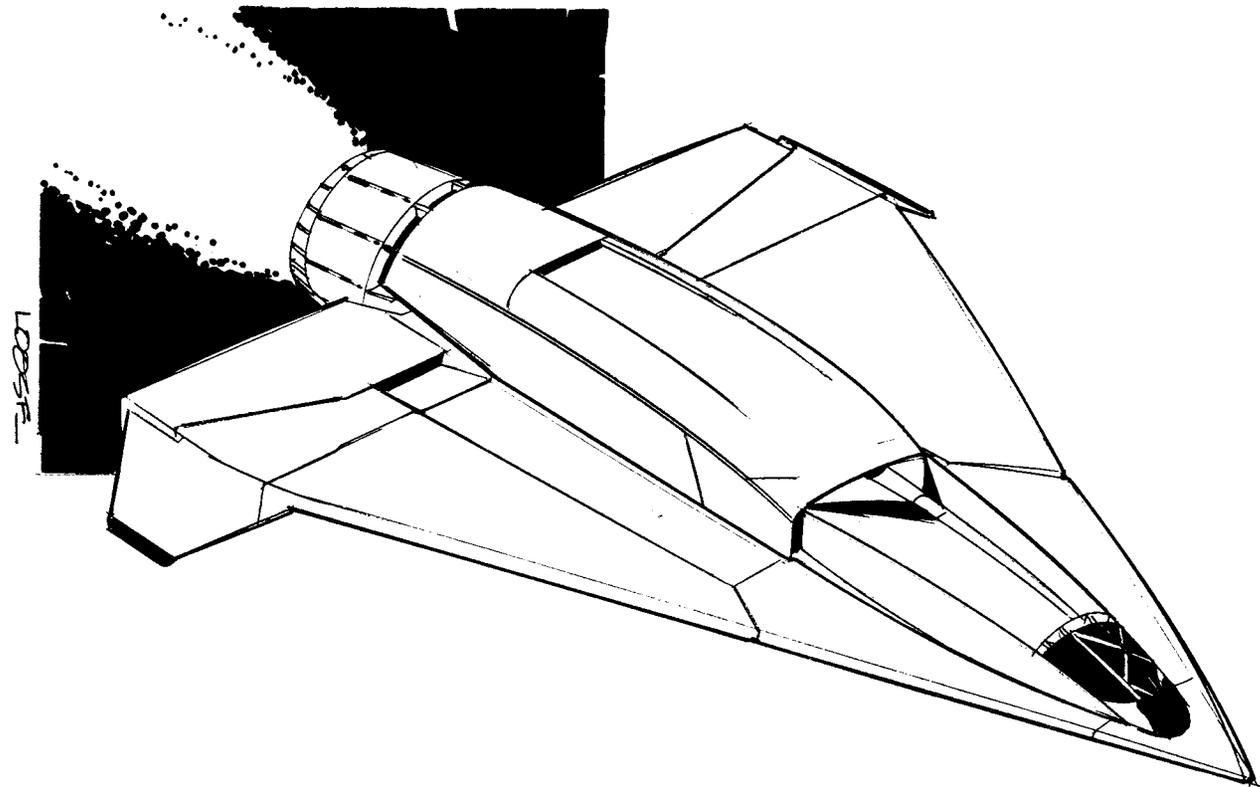
Length: 16 meters
Width: 2.5 meters

Passengers: 6

Fuel: 0.6 tons (10)
Safe Thrust: 4

Weapons: None





The ST-46 is a typical example of the numerous types of shuttlecraft that operate in the Inner Sphere. Many stations and transports prefer to use small craft such as the ST-46 to transfer cargo to avoid docking with larger vessels; most carry at least one such shuttlecraft. A streamlined aerodyne, the ST-46 is designed to carry both cargo and passengers. The shuttle's aerodynamic properties enable it to conserve fuel on trips from space to a planet's surface.

Because the ST-46 is an aerodyne, the unarmed craft cannot land vertically and requires a prepared runway for landing, preferably one made of ferrocrete or a similar building material. Five tons of armor provide the ST-46 with limited protection against landing and docking mishaps.

The vessel's passenger compartment is situated behind the ST-46's small cockpit. This section can accommodate eight passengers and may be accessed through the cockpit or the vessel's single airlock.

ST-46 SHUTTLE

Type: Civilian Aerodyne
Tech: Inner Sphere
Introduced: 2528
Mass: 100 tons
Battle Value: 654

Dimensions
Length: 22 meters
Width: 19 meters

Fuel: 5 tons (400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6

Heat Sinks: 0
Structural Integrity: 6

Armor
Nose: 160
Right/Left Wings: 48/48
Aft: 64

Cargo

Bay 1: Passengers (8) 0 Door
 Bay 2: Cargo (12 tons) 0 Door

Escape Pods: 0
Life Boats: 0
Crew: 1 officer, 2 enlisted/non-rated

Weapons: None

Notes: Equipped with 18.5 tons of standard armor.

ST-46C SHUTTLE

Type: Civilian Aerodyne
Tech: Clan
Introduced: 2897

Mass: 100 tons
Battle Value: 813

Dimensions
Length: 22 meters
Width: 19 meters

Fuel: 5 tons (400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 0
Structural Integrity: 6

Armor

Nose: 200
Right/Left Wings: 60/60
Aft: 80

Cargo

Bay 1: Passengers (8) 0 Door
 Bay 2: Cargo (13 tons) 0 Door

Escape Pods: 0
Life Boats: 0
Crew: 1 officer, 2 enlisted/non-rated

Weapons: None

Notes: Equipped with 19 tons of standard armor.

S-7A BUS



The S-7A bus performs many of the same duties as the ST-46 shuttle, although its non-aerodynamic shape prevents it from operating in atmosphere. The bus is found on many space stations and JumpShips; even some DropShips carry S-7As. Because the S-7A operates in space only, it can transport slightly more cargo than the aerodyne ST-46, although it uses a less powerful drive.

The S-7A class bus is divided into three distinct modules. The passenger/crew module forms the front section of the craft. Up to ten passengers and the pilot can occupy this module. A large airlock at the rear end of the module provides access to the outside and the cargo module.

The cargo module comprises two self-contained bays connected by a large cargo door. The main bay holds up to 31 tons of cargo and has doors leading into the passenger airlock and the secondary hold. The secondary hold also has a door that opens to the outside and a second, smaller door that leads into the engineering module. This secondary bay has an independent pressurization system and acts as a cargo airlock for the main bay.

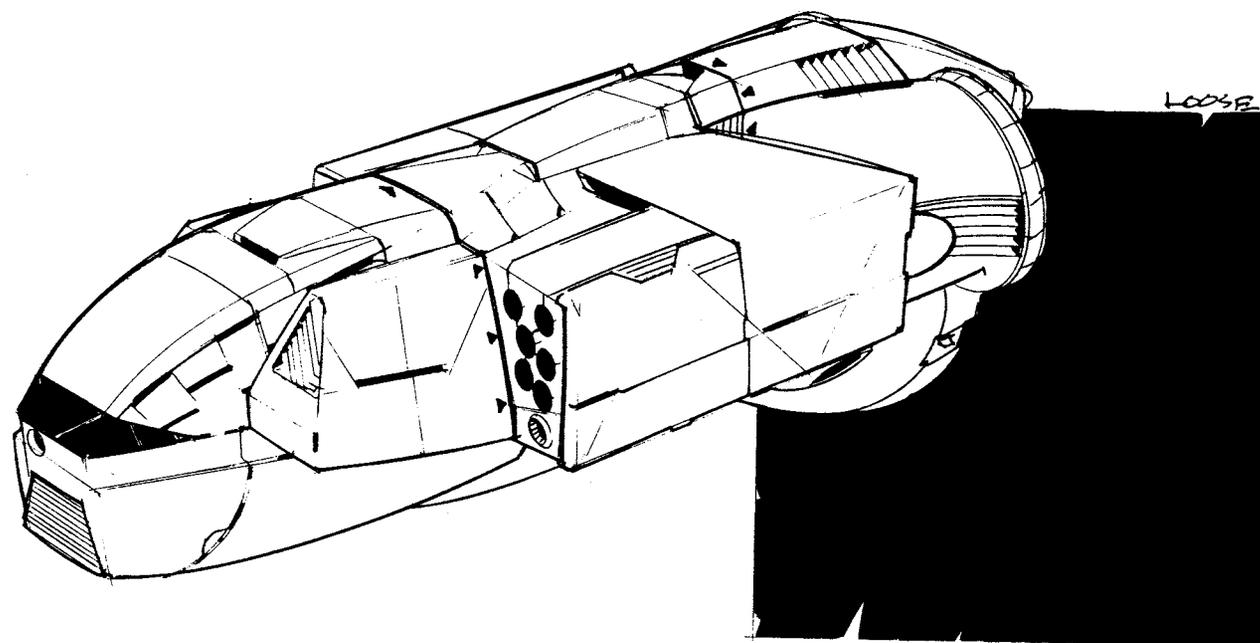
The small engineering module contains the S-7A's small fusion reactor and drive system. In emergencies, the engineering module can be accessed via a small maintenance hatch in the cargo module. In normal operation, however, no need exists for personnel to enter this area, and it is rarely pressurized.

Explosive bolts link the three modules, which enable an S-7A crew to detach any of the sections should the need arise. Framework situated around the cargo module allows any two of the vessel's modules to remain intact and operational if a single module is jettisoned. Rejoining any jettisoned modules is a major operation and requires a well-equipped repair team.

S-7A BUS

Type: Civilian Aerodyne
Tech: Inner Sphere

Introduced: 2602
Mass: 100 tons
Battle Value: 329



Dimensions

Length: 20 meters
Width: 7 meters

Armor

Nose: 80
Right/Left Wings: 24/24
Aft: 32

Cargo

Bay 1: Passengers (10) 0 Door
Bay 2: Cargo (31.5 tons) 0 Door

Escape Pods:

Life Boats: 0

Crew: 1 officers, 2 enlisted/non-rated

Weapons: None

Notes: Equipped with 9 tons of standard armor.

Fuel: 2 tons (160)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 0

Structural Integrity: 5

S-7AC BUS

Type: Civilian Aerodyne

Tech: Clan

Introduced: 2843

Mass: 100 tons

Battle Value: 401

Dimensions

Length: 20 meters
Width: 7 meters

Fuel: 2 tons (160)

Tons/Burn-day: 1.84

Safe Thrust: 3

Maximum Thrust: 5

Heat Sinks: 0

Structural Integrity: 5

Armor

Nose: 96

Right/Left Wings: 30/30

Aft: 40

Cargo

Bay 1: Passengers (10) 0 Door
Bay 2: Cargo (31.5 tons) 0 Door

Escape Pods:

Life Boats: 0

Crew: 1 officer, 2 enlisted/non-rated

Weapons: None

Notes: Equipped with 9 tons of standard armor.



Long-range shuttlecraft are used to transport small amounts of goods and passengers between planets and jump points. The KR-61 is the most common aerodynamic long-range shuttle. It carries a drive system that is both larger and more sophisticated than those found on most shuttles.

Because the KR-61 operates for longer durations than standard shuttles, it contains more comprehensive accommodations for passengers than standard shuttles. The KR-61's passenger section contains sleeping, sanitary and food preparation facilities for two crew members and two passengers. The vessel has a small hold capable of storing eight tons of cargo. This hold also serves as the vessel's only airlock. A Clan version of the KR-61, the KR-61C, mounts armor that is slightly superior to that of the KR-61.

KR-61 LONG-RANGE SHUTTLE

Type: Civilian Aerodyne
Tech: Inner Sphere
Introduced: 2598
Mass: 100 tons
Battle Value: 274

Dimensions
Length: 20.5 meters
Width: 18 meters

Fuel: 25 tons (2,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 0
Structural Integrity: 6

Cargo
 Bay 1: Cargo (2.5 tons)

Armor
Nose: 40
Right/Left Wings: 25/25
Aft: 30

0 Door

Escape Pods: 0
Life Boats: 0
Crew: 1 officers, 2 enlisted/non-rated, 2 steerage passengers

Weapons: None

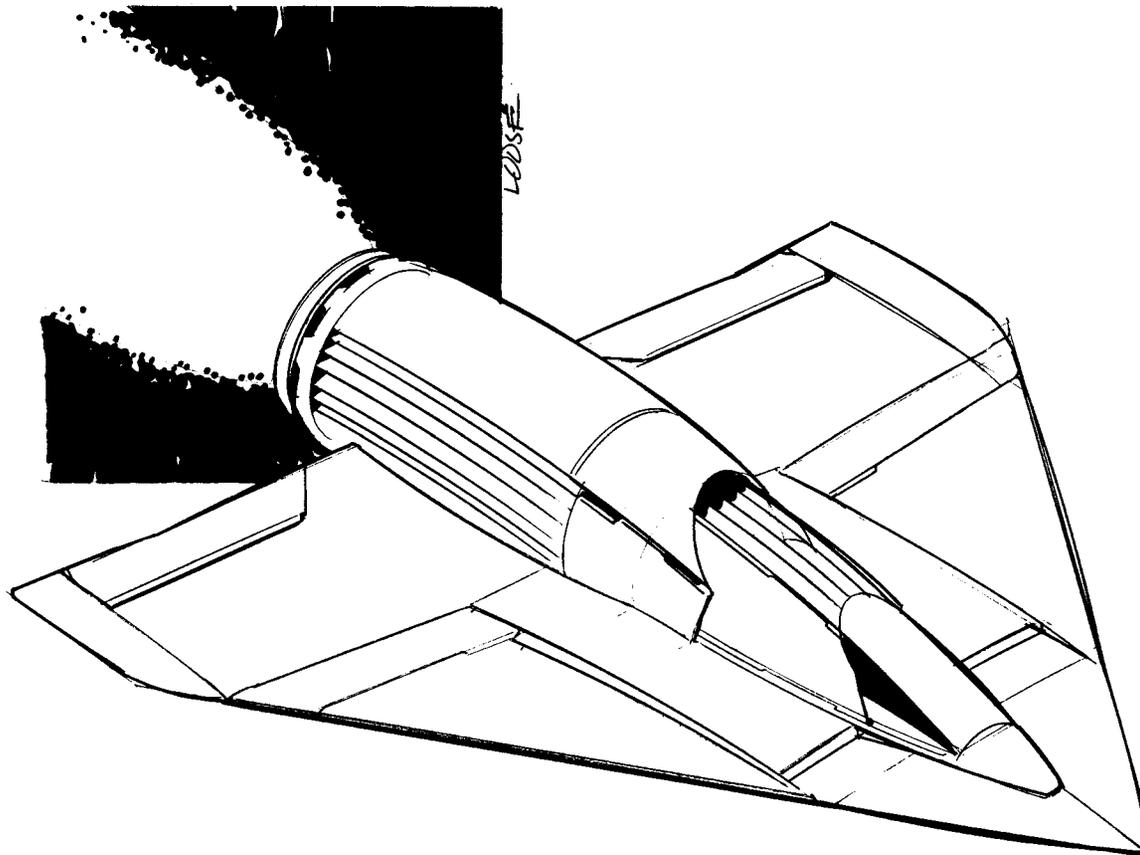
Notes: Equipped with 6 tons of standard armor.

KR-61C LONG-RANGE SHUTTLECRAFT

Type: Civilian Aerodyne
Tech: Clan
Introduced: 2598
Mass: 100 tons
Battle Value: 274

Dimensions
Length: 20.5 meters
Width: 18 meters

Fuel: 25 tons (2,000)
Tons/Burn-day: 1.84
Safe Thrust: 4



Maximum Thrust: 6
Heat Sinks: 0
Structural Integrity: 6

Armor
Nose: 50
Right/Left Wings: 31/31
Aft: 40

Cargo
 Bay 1: Cargo (0.5 tons) 0 Door

Escape Pods: 0
Life Boats: 0
Crew: 1 officers, 2 enlisted/non-rated, 2 steerage passengers

Weapons: None

Notes: Equipped with 6.5 tons of standard armor.



The Mark VII landing craft and its close relative, the Mark VII-C, are both military shuttlecraft. Both are designed to transport materiel and vehicles between orbit and planetary battlefields, and both have 31-ton cargo capacities. These vessels are well armed and armored for shuttlecraft and possess performance capabilities similar to those of the heavy aerospace fighters they resemble.

The Inner Sphere version of the craft, the Mark VII mounts six medium lasers and two small lasers, while the Clan version, the Mark VII-C, mounts five pulse lasers—two in the nose, one in the tail and one in each wing. Both versions can also carry bombs but rarely do so, because the craft cannot safely achieve orbit or re-enter atmosphere when carrying external ordnance.

Unlike most aerodyne small craft, both versions of the Mark VII are capable of VTOL operations and can hover for short periods. These capabilities enable the vessel to land in rugged terrain, which makes it more valuable for military operations than the runway-dependent ST-46.

MARK VII LANDING CRAFT

Type: Military Aerodyne

Tech: Inner Sphere

Introduced: 2841

Mass: 150 tons

Battle Value: 618

Dimensions

Length: 21.4 meters

Width: 20 meters

Maximum Thrust: 6

Heat Sinks: 10

Structural Integrity: 6

Armor

Nose: 116

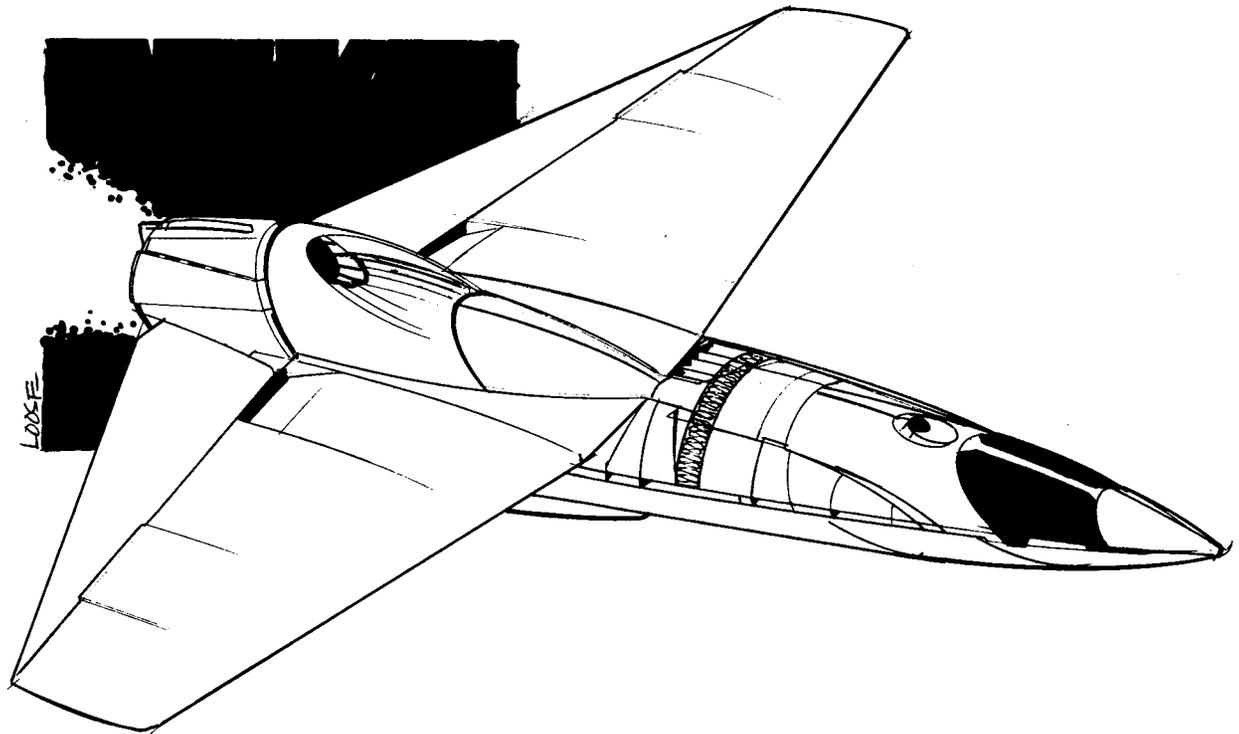
Right/Left Wings: 35/35

Aft: 46

Fuel: 10 tons (800)

Tons/Burn-day: 1.84

Safe Thrust: 4



Cargo

Bay 1: Cargo (31 tons)

0 Door

Escape Pods: 0

Life Boats: 0

Crew: 1 officers, 4 enlisted/non-rated

Ammunition: None

Notes: Equipped with 13 tons of standard armor.

Weapons

and Ammo

	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Small Lasers	Nose	1	1	3	—	—	—
2 Medium Lasers	RW	2	3	5	—	—	—
2 Medium Lasers	LW	2	3	5	—	—	—
2 Medium Lasers	Aft	2	3	5	—	—	—

MARK VII-C LANDING CRAFT

Type: Military Aerodyne

Tech: Clan

Introduced: 2841

Mass: 150 tons

Battle Value: 1,027

Dimensions

Length: 21.4 meters

Width: 20 meters

Fuel: 10 tons (800)

Tons/Burn-day: 1.84

Safe Thrust: 4

Maximum Thrust: 6

Heat Sinks: 10 (20)

Structural Integrity: 6

Armor

Nose: 130

Right/Left Wings: 42/42

Aft: 50

Cargo

Bay 1: Cargo (31 tons)

0 Door

Escape Pods: 0

Life Boats: 0

Crew: 1 officers, 4 enlisted/non-rated

Ammunition: None

Notes: Equipped with 12 tons of standard armor.

Weapons

and Ammo

	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Med. Pulse Lasers	Nose	4	4	7	7	—	—
1 Med. Pulse Laser	RW	2	4	7	7	—	—
1 Med. Pulse Laser	LW	2	4	7	7	—	—
1 Med. Pulse Laser	Aft	2	4	7	7	—	—



The NL-42 troop transport is the military equivalent of the S-7A bus. Nicknamed the "Battle Taxi," the NL-42 is designed to deliver troops onto the hull of a target vessel, enabling them to board the target vessel regardless of its status. The first vessels of this class saw extensive action during the Star League era and the Succession Wars. Originally the transports carried standard troops, but recent models have been designed to carry power-armored troops as well. The most notable of these new craft is the Lupus series, created by Blackwell Industries for Wolf's Dragoons. The NL-42 is an export version of the Lupus.

The NL-42 is equipped with a pair of electromagnetic grapples attached to 50-meter tow lines. These allow the NL-42 to attach itself to any vessel, although the NL-42 must match the target's heading and velocity first. Once the grapples have attached to the target, the transport reels in the towline, drawing itself closer to its target. The power-armored troops can then jump onto the target's hull, using magnetic boots to walk to the nearest hatch or cutting tools to create their own entry point.

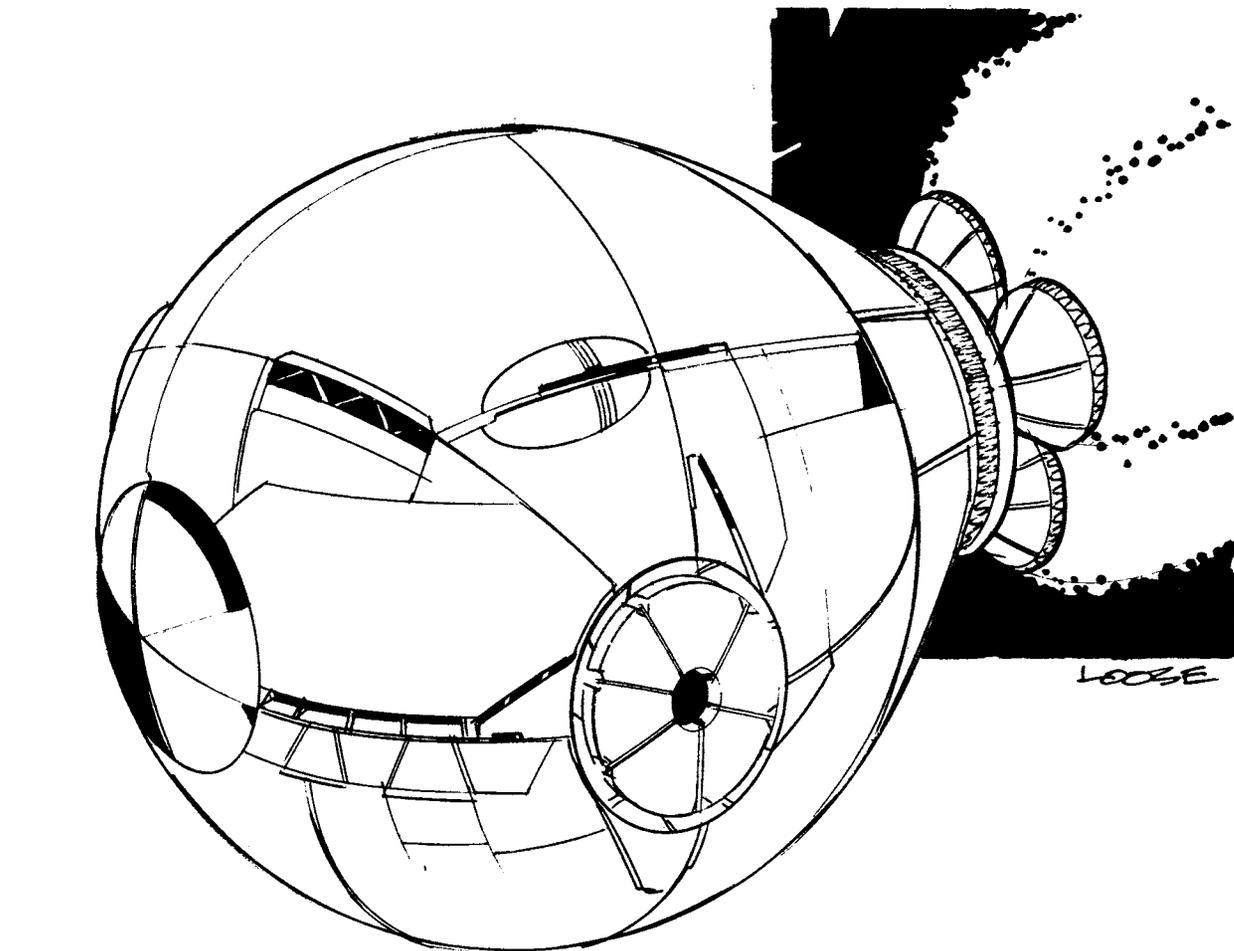
The NL-42 also mounts laser and pulse weapons to supplement its unique offensive capabilities. The craft usually operates with a two-man crew. One crewmember pilots the NL-42 while the second operates its weapon and grappaling systems. A single crew member can operate the craft if necessary, but this greatly increases the difficulty of the docking procedure.

NL-42 "BATTLE TAXI"

Type: Military Spheroid
Tech: Star League
Introduced: 3053
Mass: 200 tons
Battle Value: 1,353

Dimensions
Length: 19 meters
Width: 20 meters

Fuel: 5 tons (400)
Tons/Burn-day: 1.84
Safe Thrust: 6



Maximum Thrust: 9
Heat Sinks: 14
Structural Integrity: 9

Armor
Nose: 248
Right/Left Wings: 90/90
Aft: 120

Cargo
 Bay 1: Battle Armor Points/Squads (1) 0 Door
 Bay 2: Battle Armor Points/Squads (1) 0 Door
 Bay 3: Cargo (1 ton) 0 Door

Escape Pods: 0

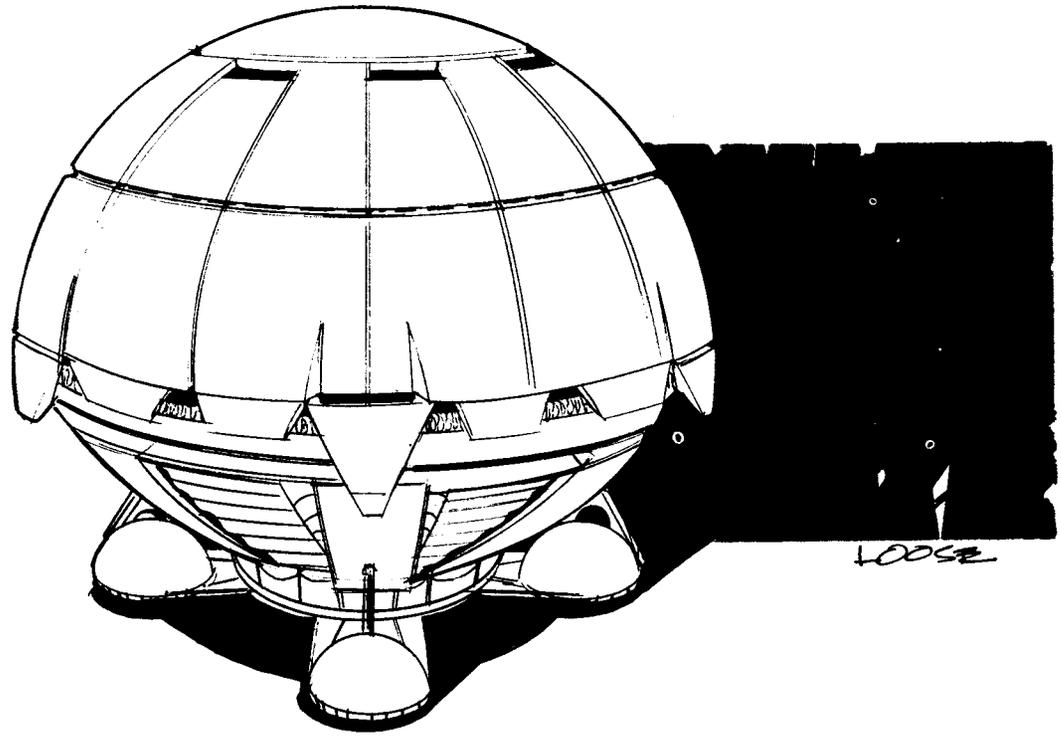
Life Boats: 0
Crew: 1 officers, 2 enlisted/non-rated

Ammunition: none.

Notes: Equipped with 32 tons of standard armor.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
1 ER Large Laser	RW	5	12	8	8	8	—
1 ER Large Laser	LW	5	12	8	8	8	—
2 Med. Pulse Lasers	RW	4	8	6	—	—	—
2 Med. Pulse Lasers	LW	4	8	6	—	—	—

K-1/K-1C DROPSHUTTLES



Like the KR-61, the K-1 and K-1C DropShuttles are long-range shuttlecraft. The DropShuttles' larger size, spheroid shape and lower acceleration rates, however, enable them to transport far more cargo. The vessels' 17-ton cargo capacities and six-passenger accommodations make the K-1 and K-1C more versatile than the KR-61. These DropShuttles are a common sight around jump points.

The K-1 is equipped with a docking collar, allowing it to attach to a JumpShip hardpoint. Such usage is rare outside of the Clans, however. The DropShuttle is more often relegated to the same duties as other long-range shuttles.

The Clan K-1C carries much more armor than the Inner Sphere K-1 and uses sophisticated pulse lasers to enhance the firepower and accuracy of its arsenal. The two designs are nearly identical in all other respects.

K-1 DROPSHUTTLE

Type: Civilian Spheroid
Tech: Inner Sphere
Introduced: 2536
Mass: 200 tons
Battle Value: 912

Fuel: 30 tons (2,400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 10
Structural Integrity: 6

Dimensions
Length: 28 meters
Width: 22.5 meters

Armor
Nose: 140
Right/Left Sides: 60/80
Aft: 100

Cargo
 Bay 1: Cargo (16.5 tons) 0 Door

Escape Pods: 0
Life Boats: 0

Crew: 1 officers, 3 enlisted/non-rated, 6 steerage passengers

Ammunition: 48 rounds LRM 5 ammunition (2 tons)

Notes: Equipped with 21 tons of standard armor.

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
1 LRM 5	Nose	2	2	3	3	3	—
Ammo (LRM 5) 48	—	2	—	—	—	—	—
1 Medium Laser	Nose	1	3	5	—	—	—
1 Medium Laser	RW	1	3	5	—	—	—
1 Medium Laser	LW	1	3	5	—	—	—
1 Medium Laser	Aft	1	3	5	—	—	—
1 Small Laser	Aft	.5	1	3	—	—	—

K-1C DROPSHUTTLE

Type: Civilian Spheroid
Tech: Clan
Introduced: 2914
Mass: 200 tons
Battle Value: 1,413

Dimensions
Length: 28 meters
Width: 22.5 meters

Fuel: 30 tons (2,400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 10 (20)
Structural Integrity: 6

Armor
Nose: 180
Right/Left Sides: 80/80
Aft: 104

Cargo
 Bay 1: Cargo (17 tons) 0 Door

Escape Pods: 0
Life Boats: 0

Crew: 1 officers, 3 enlisted/non-rated, 6 steerage passengers

Ammunition: None

Notes: Equipped with 21 tons of standard armor.

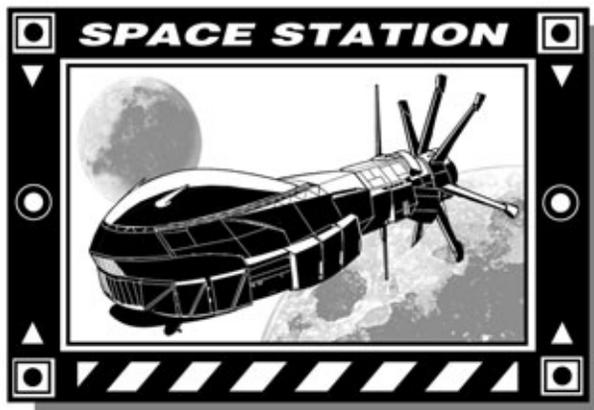
Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Med. Pulse Lasers	Nose	4	4	7	7	—	—
1 Med. Pulse Laser	RW	2	4	7	7	—	—
1 Med. Pulse Laser	LW	2	4	7	7	—	—
1 Med. Pulse Laser	Aft	2	4	7	7	—	—

Orbital facilities, colloquially known as space stations, serve myriad functions throughout the Inner Sphere. These facilities can be divided into three broad groups: low-orbit, geosynchronous-orbit, and stable-point stations. Each of these groups contains a number of different station types. The following section provides a brief overview of the most common station configurations in the Inner Sphere.

Stations in low orbit are often within 500 kilometers of a planet's surface, although the actual distance depends on the gravity of the planet that the station orbits. Such stations rely on centrifugal force from their orbital rotation to prevent them from falling onto the planet. Even so, their orbits still decay. Unless they are boosted regularly, low-orbit stations eventually re-enter the planet's atmosphere and burn up or collide with its surface. No permanent stations are situated in low orbit for this reason.

Geosynchronous stations are positioned so that their orbital speeds match the rotation of the planet that they orbit. The station then appears to hold above a point on the planet's surface. Situated thousands of kilometers above the planet's surface, such orbits are much more stable than low orbits, and so they are more suitable for space stations. As the recent destruction of the derelict Armstrong habitat at Ozawa has shown, however, such orbits do eventually decay.

Most stations are situated near stable points of star systems. At these sites, the various gravitational forces of the system counterbalance each other, enabling a space station to hold its position with minimal energy. These stable points often attract numerous, mutually supporting space stations. The Galax Megaplex is an excellent example of this phenomenon. The megaplex comprises nearly 50 stations of assorted sizes, all located at the L1 point between Galax and its moon. The megaplex contains factory stations, workers' habitats, and numerous other facilities that all serve the megaplex's primary tenants, the shipyards. The megaplex also contains several administrative stations, including the Floating Tower, the headquarters of Federated-Boeing Interstellar.





SPACE STATIONS

•OLYMPUS CLASS RECHARGE STATION•

MANUFACTURER: BRIGADIER CORP,
MACKENZIE, PRESS WORLDS LEAGUE.

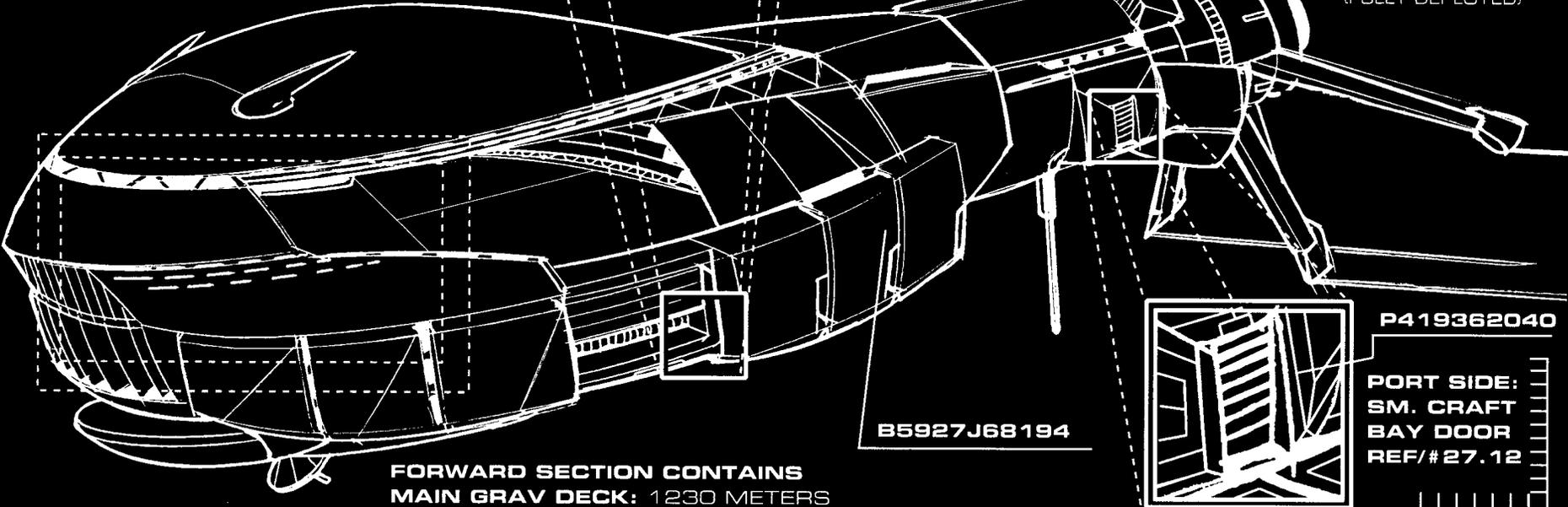
MASS (LOADED): 1,000,000 TONS.
OVERALL LENGTH: 1500 METERS.

ENERGY-COLLECTION BANKS: 8



**FIGHTER LAUNCH
AND RETRIEVAL**

**SOLAR SAIL
DIAMETER:**
4215 (METERS)
(FULLY DEPLOYED)



**FORWARD SECTION CONTAINS
MAIN GRAY DECK: 1230 METERS**

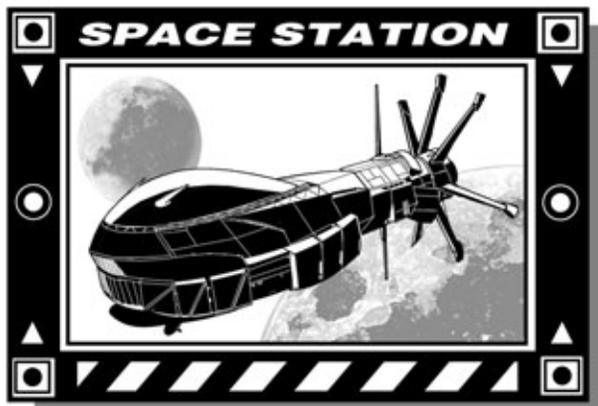
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P419362040

**PORT SIDE:
SM. CRAFT
BAY DOOR
REF/#27.12**





Orbiting satellite factories of various sizes may be found in many star systems. Largely neglected since the fall of the Star League, these factories have become increasingly important due to the recent resurgence of zero-G manufacturing in the Inner Sphere. This resurgence has been spurred by the many new high-tech systems that require materials refined or produced away from the disturbing effects of gravity.

These factories can weigh anywhere from 2,000 to 200,000 tons. Most are poorly armed, which leaves them vulnerable to almost any attacker, although many larger factories carry a small number of anti-fighter and anti-missile weapons. The largest factory station in existence is a germanium-ore refinery at Federated-Boeing Interstellar's Galax Megaplex. This facility is fully automated, but most factory stations still require human crews.

SMALL FACTORY

Tech: Star League
Introduced: 2750
Mass: 2,500 tons
Length: 110 meters
Width: 95 meters
Fuel: 100 tons
Tons/Burn-day: 2.82
Heat Sinks: 52

Structural Integrity: 1
Battle Value: 1,051

Armor
Fore: 10
Fore-Sides: 10/10
Aft-Sides: 10/10
Aft: 10

Cargo

Bay 1: Small Craft (2)	2 Doors
Bay 2: Cargo (958.5 tons)	2 Doors
Bay 3: Factory Unit (1)	2 Doors

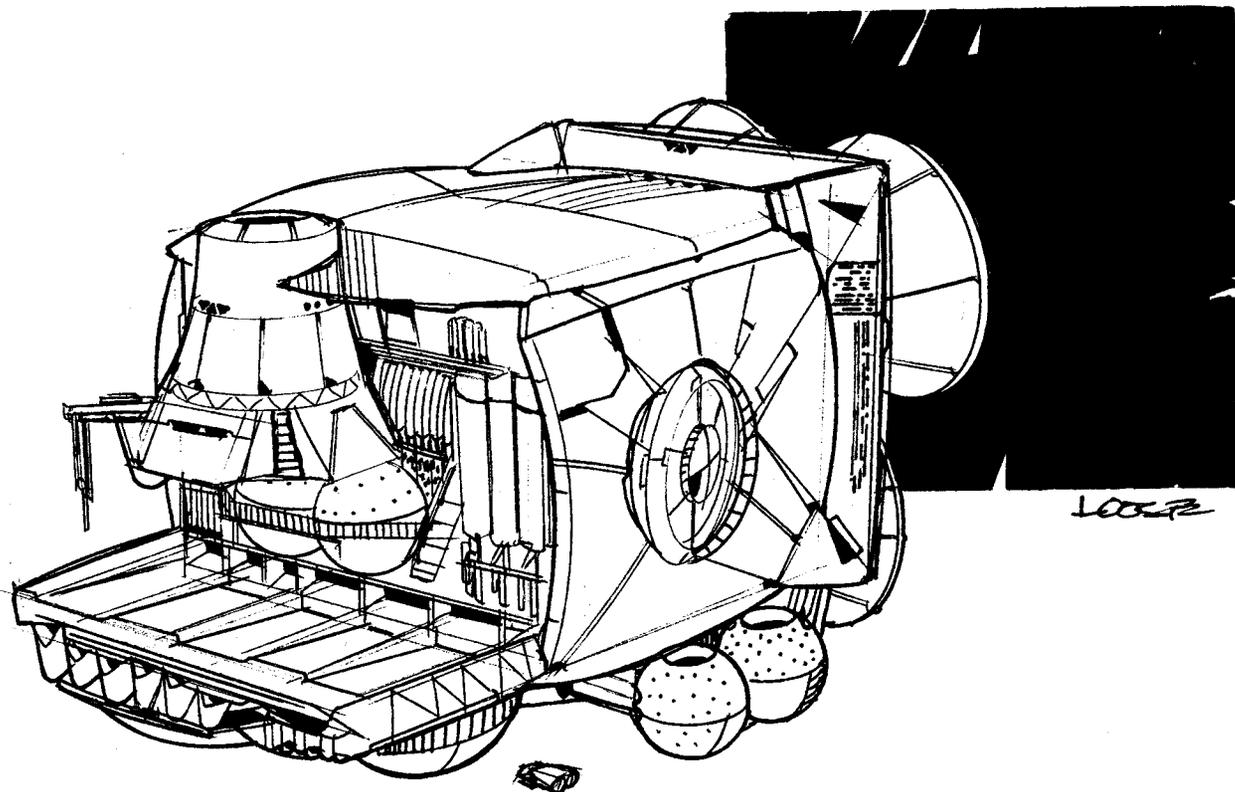
DropShip Capacity: 0

Grav Decks: 1 (65 meters diameter)

Escape Pods: 4

Life Boats: 4

Crew: 9 officers, 47 enlisted/non-rated, 15 1st-class passengers



Notes: Equipped with 37.5 tons of standard armor.

Weapons: None

MEDIUM/LARGE FACTORY

Tech: Star League
Introduced: 2750
Mass: 17,000 tons
Length: 240 meters
Width: 160 meters
Sail Diameter: 240 meters
Fuel: 100 tons
Tons/Burn-day: 2.82
Sail Integrity: 3

Heat Sinks: 65
Structural Integrity: 1
Battle Value: 2,740

Armor
Fore: 30
Fore-Sides: 26/26
Aft-Sides: 26/26
Aft: 26

Cargo

Bay 1: Small Craft (12)	2 Doors
Bay 2: Cargo (8,184.5 tons)	2 Doors
Bay 3: Factory Unit (1)	2 Doors

DropShip Capacity: 0

Grav Decks: 1 (82 meters diameter)

Escape Pods: 20

Life Boats: 20

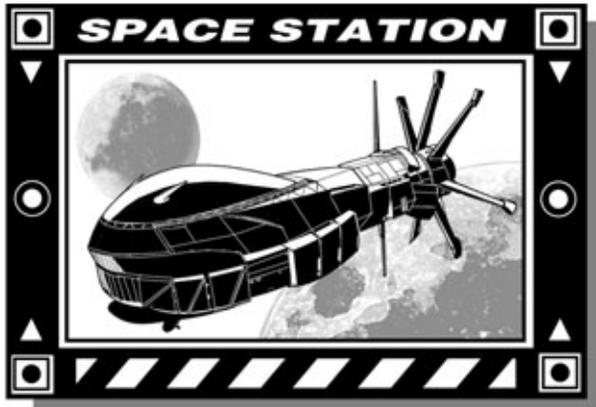
Crew: 9 officers, 102 enlisted/non-rated, 285 1st-class passengers

Ammunition: None

Notes: Equipped with 114 tons of standard armor. Passenger quarters were calculated at 10 tons per person.

Weapons:	Capital Attack Values (Standard)					Class
	Arc (Heat)	Type	Short	Medium	Long	
Nose (6 Heat)						
3 Small Pulse Lasers	1 (9)	—	—	—	—	Point Defense
FL/FR (6 Heat)						
3 Small Pulse Lasers	1 (9)	—	—	—	—	Point Defense
AL/AR (6 Heat)						
3 Small Pulse Lasers	1 (9)	—	—	—	—	Point Defense
Aft (6 Heat)						
3 Small Pulse Lasers	1 (9)	—	—	—	—	Point Defense

HABITATS

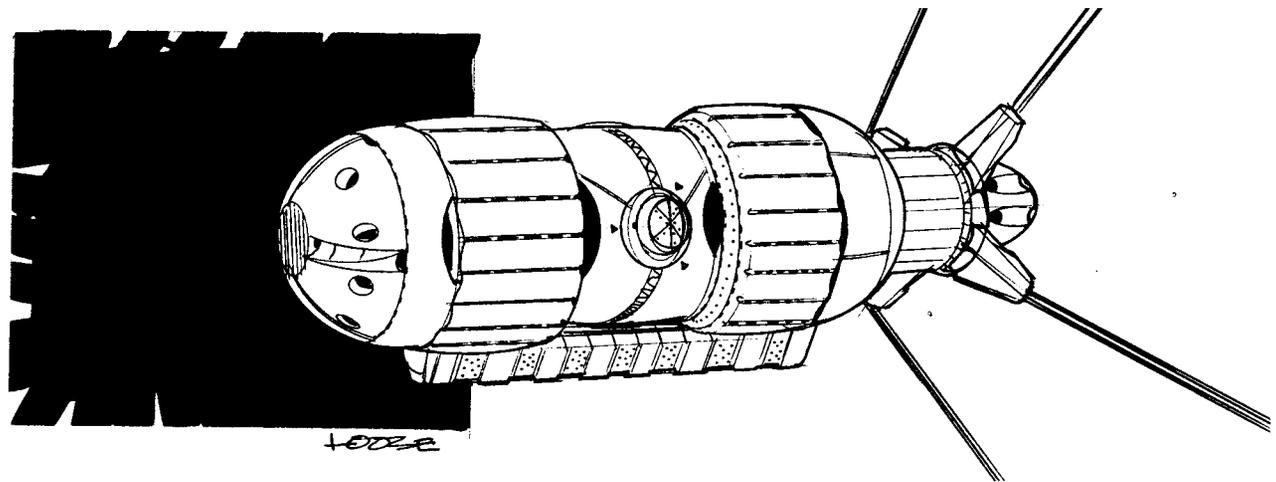


When mankind began colonizing the far-flung planets of known space, most observers predicted the demise of the space habitat. Indeed, the colonization of previously inaccessible worlds left little demand for the massive space habitats of the time. The proliferation of orbiting factories and shipyards since the end of the Fourth Succession War, however, has created a new demand for inexpensive housing. As a result, contractors are renovating or building an increasing number of smaller habitats to house the workers employed by the new orbital factories and shipyards.

Most of these stations hold between 10 and 15,000 people, but both larger and smaller examples exist. At Gulf Breeze in the Lyran Alliance, for example, formerly known as C.M.O. 26, a single large habitat houses 50,000 military and civilian personnel, making it the largest manmade construct in the Inner Sphere. Larger habitats are known to exist in the Clan worlds, some holding in excess of 200,000 people, but further information on these structures is unavailable at this time.

The largest habitat ever constructed was the massive O'Neil station. This cylindrical habitat measured 7 kilometers long by 1 kilometer wide and housed more than 1 million people. This engineering marvel was destroyed during the war following the Amaris Coup, however. The station came under attack by Rim Worlds forces, who chose to destroy the facility with a tactical nuclear weapon rather than battle the Cameron troops defending the station.

Many other habitats met similar fates during the Succession Wars, or were simply abandoned when maintaining the vast structures became economically unfeasible. Only those stations situated in the heart of each state survived to the present, and except for a few constructed in the last decade, all of them date back to the Star League.



SMALL HABITAT

Tech: Star League
Introduced: 2750
Mass: 120,000 tons
Battle Value: 1,418
Length: 1,100 meters
Width: 500 meters
Sail Diameter: 440 meters
Fuel: 200 tons
Tons/Burn-day: 19.75

Sail Integrity: 3
Heat Sinks: 98
Structural Integrity: 1

Armor
Fore: 13
Fore-Sides: 13/13
Aft-Sides: 13/13
Aft: 13

Cargo
 Bay 1: Small Craft (20) 3 Doors
 Bay 2: Cargo (39,818 tons) 2 Doors

DropShip Capacity: 2
Grav Decks: 1 (500 meter diameter)
Escape Pods: 300
Life Boats: 300
Crew: 21 officers, 203 enlisted/non-rated, 5,880 1st-class passengers

Notes: Equipped with 97 tons of standard armor.

Weapons: None

LARGE HABITAT

Tech: Star League
Introduced: 2750
Mass: 500,000 tons
Battle Value: 1,234
Length: 1,100 meters

Width: 750 meters
Sail Diameter: 1,220 meters
Sail Integrity: 5
Fuel: 250 tons
Tons/Burn-day: 39.52

Sail Integrity: 3
Heat Sinks: 154
Structural Integrity: 1

Armor
Fore: 10
Fore-Sides: 10/10
Aft-Sides: 10/10
Aft: 10

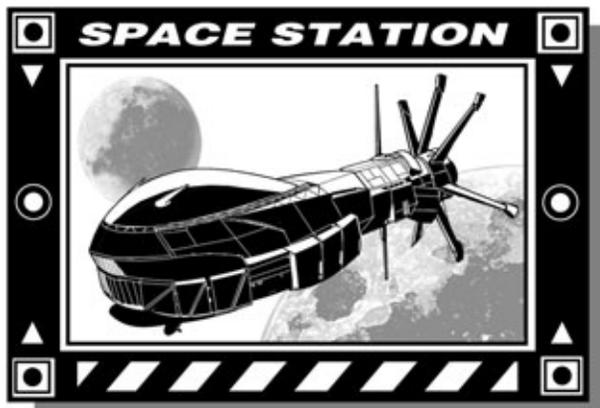
Cargo
 Bay 1: Small Craft (40) 5 Doors
 Bay 2: Cargo (136,801 tons) 2 Doors

DropShip Capacity: 8
Grav Decks: 3 (500 meter diameter)
Escape Pods: 1000
Life Boats: 1000
Crew: 59 officers, 481 enlisted/non-rated, 28,600 1st-class passengers.

Ammunition: None

Notes: Equipped with 97 tons of standard armor.

Weapons:	Capital Attack Values (Standard)						
	Arc (Heat)	Type	Short	Medium	Long	Extreme	Class
Nose (4 Heat)							
2 Small Pulse Lasers	1 (6)	—	—	—	—	—	Point Defense
FL/FR (4 Heat)							
2 Small Pulse Lasers	1 (6)	—	—	—	—	—	Point Defense
AL/AR (4 Heat)							
2 Small Pulse Lasers	1 (6)	—	—	—	—	—	Point Defense
Aft (4 Heat)							
2 Small Pulse Lasers	1 (6)	—	—	—	—	—	Point Defense



Recharge stations can be found at the nadir and zenith jump points of many star systems. These stations deploy massive solar sails similar to those carried by JumpShips. The stations then store the energy collected with these sails in massive energy banks. The recharge stations use microwave transmission or direct-feed lines to recharge JumpShips at the jump points.

Most recharge stations perform secondary roles as well, often acting as cargo way stations or refueling points. Some also act as early-warning systems for the star system they inhabit, using sophisticated sensors to detect inbound hostile craft. Despite this use, attacking forces usually do not target recharge stations, primarily because the attacker can use them to recharge his own JumpShips as well.

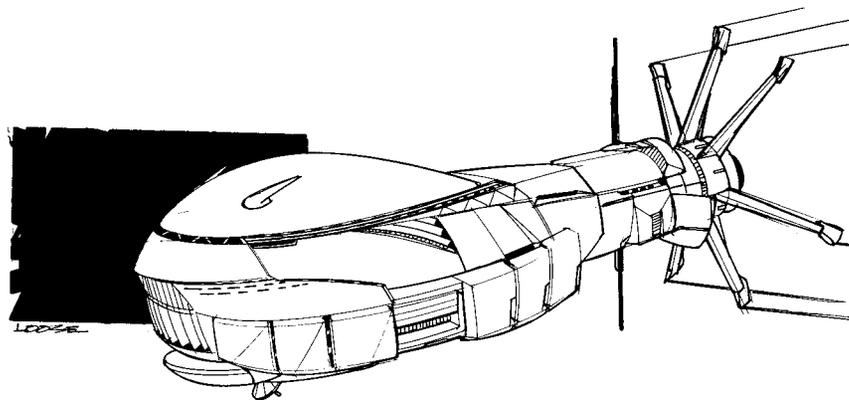
Consequently, most recharge stations survived the Succession Wars. Many have been the target of a covert operation to neutralize their sensors or communications equipment, however, negating their reconnaissance value.

The *Olympus*-class recharge station is the largest and most common station still in service. The *Olympus* weighs a little more than one million tons and measures 1,500 meters in diameter. Each of the station's eight energy-collection banks can quick-charge a JumpShip's Kearny-Fuchida hyperdrive. The *Olympus* can carry almost 145,000 tons of cargo in its twelve holds and has four docking hardpoints for DropShips. It also boasts a three-section repair facility.

Two smaller bays within the dome-shaped facility can accommodate DropShips of up to 50,000 tons, and a single large bay at the front of the station can accommodate DropShips or JumpShips of up to 150,000 tons. These large bays are in constant demand, and must be booked at least six months in advance. The *Olympus'* massive grav deck is the largest ever constructed in the Inner Sphere, measuring more than 1,200 meters in diameter. All of the station's crew and passenger quarters are located on the massive deck.

OLYMPUS (RECHARGE STATION)

Tech: Star League
Introduced: 2663
Mass: 1,000,000 tons
Length: 660 meters
Width: 1,500 meters
Sail Diameter: 4,215 meters
Fuel: 10,000 tons
Tons/Burn-day: 39.52
Sail Integrity: 5
Heat Sinks: 200
Structural Integrity: 1
Battle Value: 11,066



Armor

Fore: 10
Fore-Sides: 10/10
Aft-Sides: 10/10
Aft: 10

Cargo

Bay 1: Small Craft (6)	2 Doors
Bay 2: Fighters (6)	2 Doors
Bay 3: Pressurized Repair Facility (50,000 tons capacity)	0 Door
Bay 4: Pressurized Repair Facilities (50,000 tons capacity)	0 Door
Bay 5: Pressurized Repair Facilities (150,000 tons capacity)	0 Door
Bay 6: Cargo (144,999 tons)	12 Doors

DropShip Capacity: 4

Grav Decks: 2 (1 1230 meters diameter, 1 150 meters diameter)

Escape Pods: 50

Life Boats: 15

Crew: 46 officers, 263 enlisted/non-rated, 126 1st-class passengers

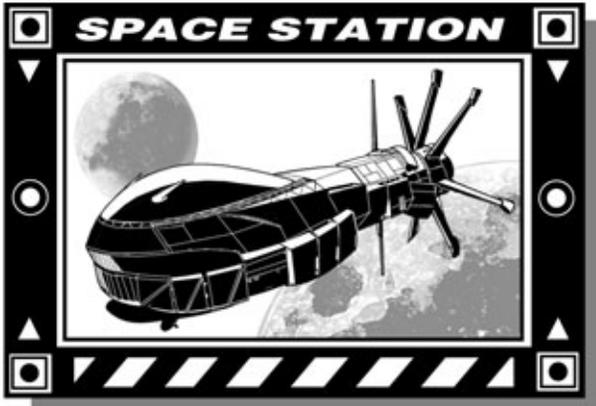
Ammunition: 240 rounds Autocannon/10 ammunition (24 tons), 60 rounds Autocannon/20 ammunition (12 tons), 168 rounds LRM 20 ammunition (28 tons), 180 rounds SRM 6 ammunition (12 tons)

Notes: Equipped with 149 tons of standard armor.

Weapons: Arc (Heat)Type Nose (86 Heat)	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
2 PPC	2 (20)	2 (20)	—	—	—	PPC
2 LRM 20 (36 rounds)	2 (24)	2 (24)	2 (24)	—	—	Missile

1 Autocannon/20 (10 rounds),	3 (30)	1 (10)	—	—	—	Autocannon
2 Autocannon/5 (40 rounds)	—	—	—	—	—	
2 SRM 6 (30 rounds)	2 (16)	—	—	—	—	Missile
2 Large Lasers, 5 Medium Lasers	4 (41)	2 (16)	—	—	—	Laser
6 Small Lasers	2 (18)	—	—	—	—	Point Defense
FL/FR (86 Heat)						
2 PPC	2 (20)	2 (20)	—	—	—	PPC
2 LRM 20 (36 rounds)	2 (24)	2 (24)	2 (24)	—	—	Missile
1 Autocannon/20 (10 rounds), 2 Autocannon/5 (40 rounds)	3 (30)	1 (10)	—	—	—	Autocannon
2 SRM 6 (30 rounds)	2 (16)	—	—	—	—	Missile
2 Large Lasers, 5 Medium Lasers	4 (41)	2 (16)	—	—	—	Laser
6 Small Lasers	2 (18)	—	—	—	—	Point Defense
AL/AR (86 Heat)						
2 PPC	2 (20)	2 (20)	—	—	—	PPC
2 LRM 20 (24 rounds)	2 (24)	2 (24)	2 (24)	—	—	Missile
1 Autocannon/20 (10 rounds), 2 Autocannon/5 (40 rounds)	3 (30)	1 (10)	—	—	—	Autocannon
2 SRM 6 (30 rounds)	2 (16)	—	—	—	—	Missile
2 Large Lasers, 5 Medium Lasers	4 (41)	2 (16)	—	—	—	Laser
6 Small Lasers	2 (18)	—	—	—	—	Point Defense
Aft (86 Heat)						
2 PPC	2 (20)	2 (20)	—	—	—	PPC
2 LRM 20 (12 rounds)	2 (24)	2 (24)	2 (24)	—	—	Missile
1 Autocannon/20 (10 rounds), 2 Autocannon/5 (40 rounds)	3 (30)	1 (10)	—	—	—	Autocannon
2 SRM 6 (30 rounds)	2 (16)	—	—	—	—	Missile
2 Large Lasers, 5 Medium Lasers	4 (41)	2 (16)	—	—	—	Laser
6 Small Lasers	2 (18)	—	—	—	—	Point Defense

SHIPYARDS



SMALL PRESSURIZED YARD

Tech: Star League
Introduced: 2571
Mass: 2,500 tons
Length: 300 meters
Width: 150 meters
Battle Value: 516

Fuel: 150 tons
Tons/Burn-day: 2.82
Heat Sinks: 52
Structural Integrity: 1
Armor: 4 (each of six sides)

Cargo

Bay 1: Small Craft (5)	2 Doors
Bay 2: Cargo (51 tons)	1 Door
Bay 3: Pressurized dry dock (10,000 ton capacity)	1 Door

Grav Decks: 0
Escape Pods: 5

DropShip Capacity: 0
Life Boats: 0

Crew: 9 officers, 62 enlisted/non-rated

Notes: Equipped with 15 tons of standard armor. Passengers calculated at 10 tons per person.

Weapons: None

LARGE PRESSURIZED YARD

Tech: Star League
Introduced: 2750
Mass: 42,000 tons
Length: 620 meters
Width: 270 meters
Battle Value: 931

Fuel: 190 tons
Tons/Burn-day: 2.82
Heat Sinks: 76
Structural Integrity: 1
Armor: 8 (each of six sides)

Cargo:

Bay 1: Small Craft (15)	4 Doors
Bay 2: Cargo (7,273.5 tons)	2 Doors
Bay 3: Pressurized dry dock (350,000-ton capacity)	1 Door

Gave Decks: 0
Escape Pods: 30

DropShip Capacity: 0
Life Boats: 30

Crew: 67 officers, 408 enlisted-non-rated

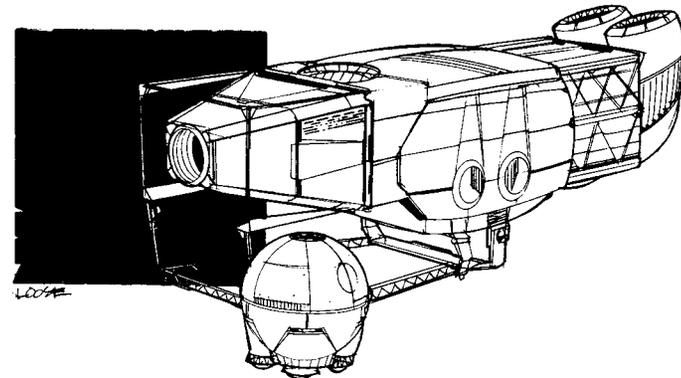
Notes: Equipped with 48 tons standard armor. Passengers calculated at 10 tons per person.

Weapons: None

SMALL UNPRESSURIZED YARD

Tech: Star League
Introduced: 2750
Mass: 3,000 tons
Length: 375 meters
Width: 165 meters
Battle Value: 572

Fuel: 100 tons
Tons/Burn-day: 2.82
Heat Sinks: 53
Structural Integrity: 1
Armor: 5 (each of six sides)



Cargo

Bay 1: Small Craft (5)	5 Doors
Bay 2: Cargo (832.5 tons)	2 Doors
Bay 3: Unpressurized dry dock (20,000-ton capacity)	1 Door

Grav Decks: 0
Escape Pods: 5

DropShip Capacity: 0
Life Boats: 0

Crew: 9 officers, 62 enlisted/non-rated

Notes: Equipped with 18.5 tons of standard armor. Passengers calculated at 10 tons per person.

Weapons: None

LARGE UNPRESSURIZED YARD

Tech: Star League
Introduced: 2750
Mass: 30,000 tons
Length: 2,100 meters
Width: 430 meters
Battle Value: 572

Fuel: 350 tons
Tons/Burn-day: 2.82
Heat Sinks: 71
Structural Integrity: 1
Armor: 7 (each of six sides)

Cargo

Bay 1: Small Craft (20)	4 Doors
Bay 2: Cargo (4,221 tons)	2 Doors
Bay 3: Unpressurized dry dock (600,000-ton capacity)	1 Door

Grave Decks: 0
Escape Pods: 40

DropShip Capacity: 0
Life Boats: 40

Crew: 84 officers, 516 enlisted-non-rated, 50 1st-class passengers

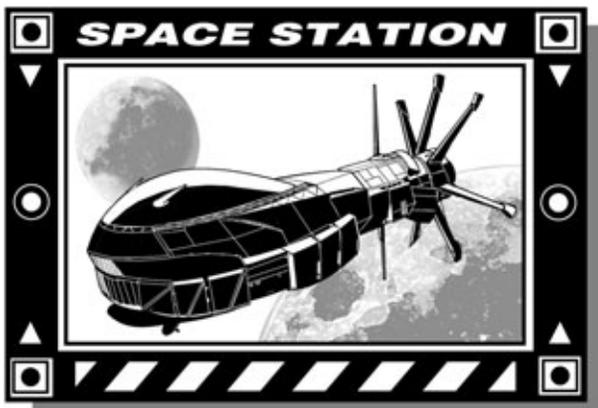
Notes: Equipped with 35 tons standard armor. Passengers calculated at 10 tons per person.

Weapons: None

Numerous shipyards exist throughout the Inner Sphere, providing facilities for constructing and repairing DropShips, JumpShips, WarShips, and other naval vessels. Generally, shipyards are located within large groups of stations that include ship-part factories, habitats for workers, and cargo stations for parts and raw materials. Some station groups even contain some type of defense station, but most simply rely on the unwritten prohibition against destroying lostech to protect them from attack.

Shipyards can be divided into two main categories—unpressurized yards and pressurized yards. The designs of individual yards within these two broad categories can vary greatly. Unpressurized yards are by far the most common type of shipyard. These facilities consist of little more than skeletal frames. Fewer than 100 of these yards exist, and most of are concentrated in a handful of star systems. Because they do not need to maintain pressurized atmospheres, the size of unpressurized stations is virtually unlimited, but few in the Inner Sphere have capacities of more than 500,000 tons.

The “shirt-sleeve” environment of pressurized yards enables construction workers to perform work more delicate than would be possible in the cumbersome spacesuits that must be worn in unpressurized yards. This advantage enables workers in pressurized yards to produce higher quality goods and work more rapidly than in unpressurized facilities. However, the prohibitive cost of maintaining pressurized yards makes them relatively rare. The majority of pressurized yards are only large enough to accommodate DropShips, but a few can hold JumpShips. Some typical yard designs are described in the following entries.



A common sight during the Star League, system-defense space stations were usually posted along the borders between the member states. Most of these fortresses were destroyed during the Succession Wars. Still, a few of these technological marvels remain operational. Almost all of these are located deep within the various Successor States. Recently, some Inner Sphere manufacturers have begun to produce new system-defense stations, although the astronomical costs of these stations has kept them even more rare than the Star League designs on which they are based.

The most common system-defense station design is the *Bastion*-class station, which weighs 150,000 tons and dates to the early days of the Star League. This spherical design measures 345 meters in diameter and boasts a vast array of anti-fighter weapons, as well as an integral complement of six fighter squadrons. The *Bastion* also contains two large pressurized bays, which makes it an ideal repair station as well.

The new *Capitol*-class system-defense station, produced by Federated-Boeing Interstellar, is a maneuverable, dedicated defense platform. The *Capitol* carries a number of anti-warship autocannon and laser weapons, which can destroy targets of DropShip size or larger within a few minutes. The *Capitol's* four-squadron fighter complement leaves it more vulnerable to fighter attacks, however, than the *Bastion*.

The *Capitol's* low mass allows a tug to quickly reposition the station to make the most effective use of its firepower. In addition, the low mass and small diameter of the *Capitol* enables it to be transported via JumpShip. In theory, this mobile-defense station can be redeployed to any star system for use in either a defensive or offensive role. The operation requires a special adapter on the host JumpShip as well as a tug to maneuver the Capitol, however, and no vessels have been suitably modified to date.

The newest system-defense design is BBP Industries' *BattleSat*, designed to counteract the Clan's WarShip advantage. The 1,375-ton *BattleSat* is actually little more than a naval laser with a crew module and power plant. The *BattleSat*, or SOL (Synchronous Orbit Laser) system as it is sometimes called, was designed to fire through a planet's atmosphere at targets on the planet's surface. Recent tests, however, have shown these small stations can be equally effective when engaging orbital craft.

BASTION (SYSTEM-DEFENSE STATION)

Type: Space Station
Use: System-Defense Station
Tech: Star League
Introduced: 2584
Mass: 150,000 tons
Battle Value: 9,064

Dimensions
Length: 345 meters
Width: 345 meters

Cargo
 Bay 1: Small Craft (12)
 Bay 2: Cargo (123,619 tons)
 Bay 3: Fighters (36)
 Bay 4: Pressurized Repair Facility (30,000 ton capacity)
 Bay 5: Pressurized Repair Facility (30,000 ton capacity)

DropShip Capacity: 1
Grav Decks: 1 (250 meters diameter)
Escape Pods: 35
Life Boats: 35
Crew: 67 officers, 465 enlisted/non-rated, 25 1st-class passengers

Ammunition: 120 rounds Autocannon/5 ammunition (6 tons), 120 rounds Autocannon/10 ammunition (12 tons), 144 rounds LRM 15 ammunition (16 tons), 72 rounds LRM 20 ammunition (12 tons)

Notes: Equipped with 199.5 tons of standard armor.

Fuel: 2,000 tons
Tons/Burn-day: 19.75
Heat Sinks: 1,000
Structural Integrity: 1

Armor
Fore: 20
Fore-Sides: 20/20
Aft-Sides: 20/20
Aft: 20

2 Doors
 1 Door
 6 Doors
 1 Door
 1 Door

Weapons: (In each of six arcs) Arc (Heat)Type Each (108 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
3 PPC	3 (30)	3 (30)	—	—	PPC
2 LRM 15 (24 rounds), 1 LRM 20 (12 rounds)	3 (30)	3 (30)	3 (30)	—	Missile
1 Autocannon/5 (20 rounds), 1 Autocannon/10 (20 rounds)	2 (15)	2 (15)	—	—	Autocannon
2 Large Lasers, 10 Medium Lasers	7 (66)	2 (16)	—	—	Laser
12 Small Lasers	4 (36)	—	—	—	Point Defense

CAPITOL (SYSTEM-DEFENSE STATION)

Type: Space Station
Use: System-Defense Station
Tech: Star League
Introduced: 3051
Mass: 30,000 tons
Battle Value: 10,290

Dimensions
Length: 185 meters
Width: 185 meters
Height: 185 meters

Cargo:
 Bay 1: Small Craft (7)
 Bay 2: Fighters (24)
 Bay 3: Cargo (3,987 tons)

DropShip Capacity: 1
Grav Decks: 2 (both 185-meter diameter)
Escape Pods: 10
Life Boats: 10
Crew: 13 officers, 38 enlisted/non-rated, 24 gunners, 83 bay personnel

Ammunition: 480 rounds NAC/10 ammunition (96 tons), 108 rounds LRM 20 ammunition (18 tons), 144 rounds LRM 15 ammunition (18 tons), 180 rounds SRM ammunition (12 tons), 120 rounds AC/10 ammunition (12 tons), 96 rounds Gauss ammunition (16 tons)

Notes: Equipped with 18.5 tons of standard armor. 84 1st-class passengers

Fuel: 400 tons (4,000)
Tons/Burn-day: 1.84
Safe Thrust: 0
Maximum Thrust: 0
Heat Sinks: 339
Structural Integrity: 1

Armor
Fore: 27
Fore-Left/Right: 27
Aft-Left/Right: 27
Aft: 27

1 Door
 3 Doors
 1 Door

SYSTEM-DEFENSE STATIONS

Weapons: Arc (Heat)Type Each (151 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 NL35	4	4	4	—	Capital Laser
1 NAC/10 (80 rounds)	10	10	10	—	Capital AC
2 ER Large Lasers, 2 Large Lasers, 2 Medium Lasers	4 (42)	3 (32)	2 (16)	—	Laser
1 AC/10 (20 rounds)	3 (25)	3 (25)	2 (15)	—	Autocannon
1 Gauss Rifle (16 rounds)					
1 LRM 20+Artemis (18 rounds), 1 LRM 15+Artemis (24 rounds)	3 (28)	3 (28)	3 (28)	—	LRM
2 SRM 6 (30 rounds)	2 (16)	—	—	—	SRM

BATTLESAT (SYSTEM-DEFENSE STATION)

Type: Space Station
 Use: Synchronous Orbit Laser
 Tech: Star League
 Introduced: 3056
 Mass: 2,000 tons
 Battle Value: 1,088

Fuel: 20 tons (200)
 Tons/Burn-day: 1.84
 Safe Thrust: 0
 Maximum Thrust: 0
 Heat Sinks: 51(102)
 Structural Integrity: 1

Dimensions
 Length: 22 meters
 Width: 8 meters
 Height: 8 meters

Armor
 Fore: 5
 Fore-Left/Right: 5
 Aft-Left/Right: 5
 Aft: 5

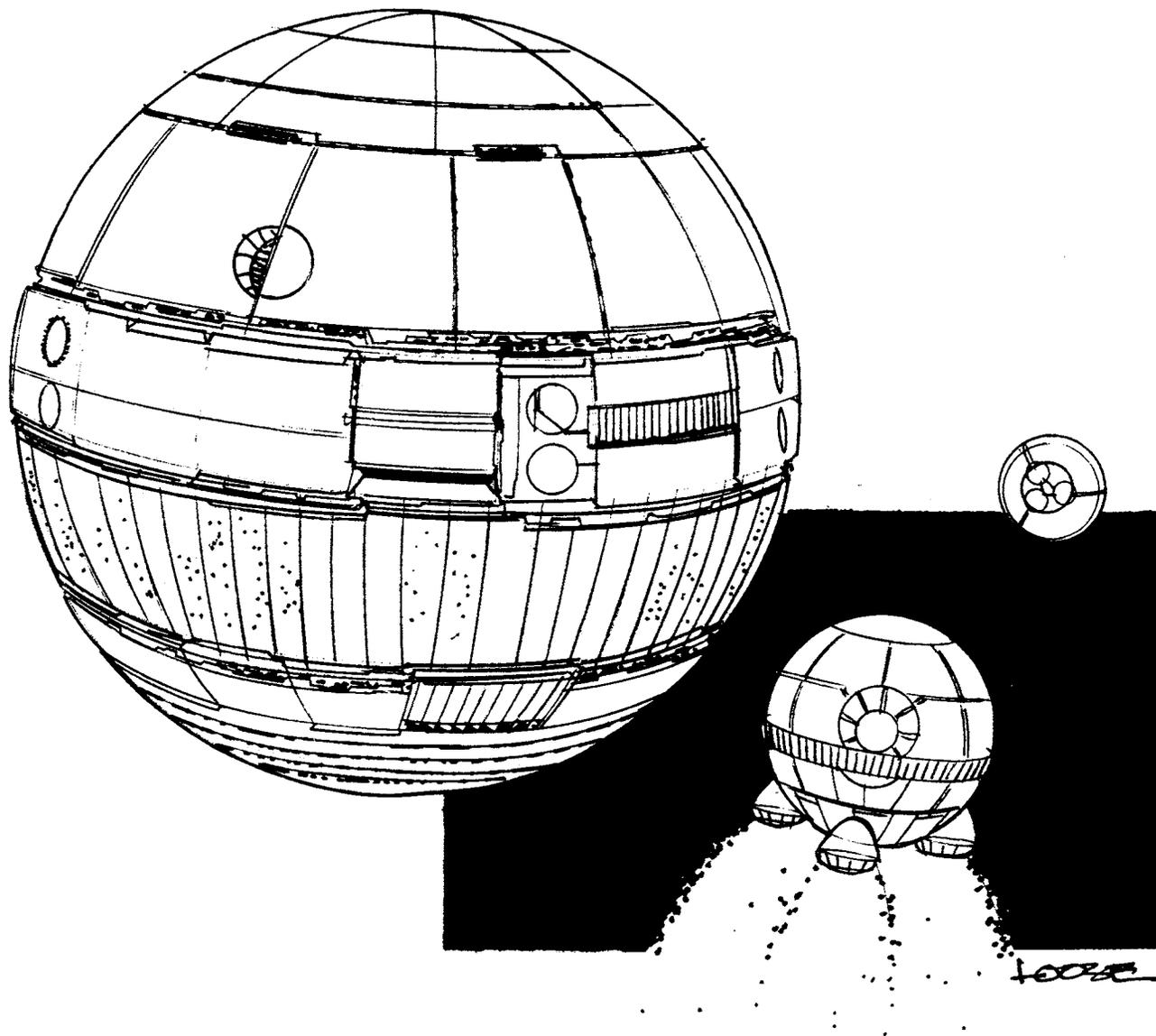
Cargo:
 Bay 1: Cargo (150 tons) 1 Door
 Bay 2: Cargo (150 tons) 1 Door
 Bay 3: Cargo (150 tons) 1 Door

DropShip Capacity: 0
 Grav Decks: 0
 Escape Pods: 0
 Life Boats: 1
 Crew: 7 officers, 38 enlisted/non-rated, 1 gunner.

Ammunition: None

Notes: Equipped with 18.5 tons of standard armor.

Weapons: Arc (Heat)Type Aft (85 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
1 NL55	6	6	6	6	Naval Laser



“LOST” WARSHIPS

Almost three years ago, Wolfnet operatives intercepted a Word of Blake ROM courier. Though the agent attempted to destroy her parcel—she did manage to destroy part of it and take her own life—the quick actions of the on-site Wolfnet personnel were able salvage a portion of the file. What it contained caused a stir, the likes of which have not been seen within our ranks since the unveiling of ComStar’s secret army following the Fourth Succession War. Years of secret investigation have proven the veracity of that information, though the most important specifics still elude us. Nevertheless, for reasons I’ll not divulge at this time, I have received clearance to include in the revised *Technical Readout: 3057* document what is currently known as it pertains to this section of the report.

Sometime within the last decade, Word of Blake stumbled upon the remains of a complex of space stations; for reasons only known to the Blakists, they have christened it the Ruin of Gabriel. Though we have been unable to ascertain specific station types, it appears to be a rather large complex, including several large pressurized and un-pressurized repair facilities, along with at least one extremely large habitat.

From reports the Blakists salvaged from the derelicts, the complex apparently was built in secrecy between 2769 and 2772, around the end of the Rim Worlds campaign. It was finished before the beginning of the Hegemony Campaign. Surprisingly, it appears to have been built somewhere within the Lyran Commonwealth, along the path between the destroyed Rim Worlds Republic and the Terran Hegemony. (These parameters have been used to scour literally dozens of star systems to date, but the destruction of so many records concerning exactly which star systems fell with in the Republic has made this a daunting task; to further complicate matters, it appears as though the complex was built well outside the normal zenith and nadir jump points for reasons of secrecy, making this task the proverbial needle-in-the-haystack).

Why Kerensky felt it necessarily to secretly build such a large complex in a realm that had always maintained cordial relations with the SLDF is completely unknown. Though several theories have been put forth by Wolfnet historians and analysts, the most probable is that Kerensky specifically built the complex in secrecy in a nominally friendly realm precisely because no one would suspect it, specifically Amaris; it appears to have been at least two jumps or more beyond the borders of the Hegemony, acting as a re-supply and secret staging area for the transition from the Republic to the Hegemony Campaign. In the end,

like almost every other SLDF base, it was apparently stripped in secrecy during the mobilization leading up to the Exodus and fell into oblivion as all remembrance—apparently even among the Clans—of this complex was lost.

Now, however, humanity's worst enemies have stumbled across this potential treasure trove. Though the facilities were supposedly stripped, who knows what secrets it may yet hide, or what mothballed WarShips were left behind. Even if deemed too weak at the time to make the Exodus, any such vessels would be a blessing beyond measure to the ship-starved navies of the Inner Sphere.

Though grizzled prospectors hunting forgotten Star League caches on backwater worlds have become cliché in the last few centuries, such troves do exist and are still found. In fact, the entire technological renaissance the Inner Sphere has experienced in recent decades can be laid at the feet of such a "lostech" find, making them very real and of supreme importance. The fact that such a mammoth treasure trove—stripped or not—could've been lost to the annals of history for so long is troubling to say the least; not to mention that the Blakists now control it and we've yet to locate it.

It was during this investigation that records began to surface concerning ancient WarShips "lost" to history as well. While we find it unlikely that any of the following designs would suddenly resurface, with something as potentially important as the Ruin of Gabriel being rediscovered, they cannot be discounted. While they are no match for current Clan vessels, in the hands of Blakists or a House they could still be devastating and turn the course of almost any conflict.

It is imperative the Ruins of Gabriel be found.

EDITORS NOTE: Though many records were corrupted beyond all recovering, we have attempted to present the following WarShips with as much accuracy as possible. Though some reports apparently indicate the existence of more than one refit within a given vessel class, only the most commonly used (i.e. verifiable) designs have been included within this report.

—Major Simone Fynn
Intelligence and Analysis, Wolfnet
20 September 3067

NIGHTWING (SURVEILLANCE)

DiTron Heavy Industries of Terra developed the *Nightwing* as part of the Terran Hegemony's ongoing effort to maintain its current intelligence edge over all neighboring realms. Designed exclusively for surveillance in potentially hostile territories, this small WarShip, which would be a companion to the older *Tracker* surveillance vessel, was deliberately constructed to resemble common civilian JumpShips of the era. This appearance allowed it to infiltrate neighboring states under the guise of a simple transport or trader, a tactic that gave this ship broad reach across the Inner Sphere.

A sophisticated network of electronic sensors lined the outer hull of the *Nightwing*, along with an array of retractable sensor dishes and antennae in the side and forward sections of the vessel. Additionally, four small craft bays allowed for the use of in-system shuttles and landing craft, or even two lances of aerospace fighters. These vehicles could provide additional information even as the *Nightwing* parked at the jump point and drew a charge from its detachable jump sail.

Though designed to appear as a JumpShip, the *Nightwing* featured a WarShip's drive with a maximum acceleration of 2.5 Gs for in-system and combat maneuvers. Though often not used, these engines and a formidable array of capital lasers, PPCs, and autocannons allowed this vessel to quickly deal with any opposition short of another WarShip or heavy aerospace fighter screen.

Despite a long and distinguished history as a spy vessel, the passage of time ultimately led to the *Nightwing's* demise. Its electronics suite became outdated and was too entwined with the vessel's internal structures to be replaced. This, as well as its slow speed and increasingly high profile among the neighboring realms, forced the Hegemony to request a new surveillance ship to take its place. The search for a replacement began in 2525, finally ending in the selection of the hyper-advanced *Bug-Eye*. The *Nightwing* was gradually phased out over the following century. None are thought to have survived the Amaris crisis.

NIGHTWING (SURVEILLANCE)

Tech: Star League
Introduced: 2447
Mass: 100,000 tons
Length: 305 meters
Sail Diameter: 571 meters
Fuel: 5,600 tons (56,000)
Tons/Burn-day: 19.75
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 4
Heat Sinks: 1,200

Structural Integrity: 65

Battle Value: 34,174

Armor

Fore: 28

Fore-Sides: 24

Aft-Sides: 24

Aft: 22

Cargo

Bay 1: Cargo (2,295.5 tons) 1 Door

Bay 2: Sensors/Spy Gear 3 Doors

Bay 3: Small Craft (4) 1 Door

Dropship Capacity: 0

Grav Decks: 1 (80 meters diameter)

Escape Pods: 0

Life Boats: 15

Crew: 20 officers, 70 enlisted/non-rated, 18 gunners, 20 bay personnel

Ammunition: 40 rounds NAC/20 ammunition (16 tons)

Notes: Equipped with 129.5 tons of standard armor. Sensors/Spy Gear rated at 75 tons.

Weapons:

Arc (Heat) Type

Nose (135 Heat)

1 Medium NPPC

FL/FR (60 Heat)

1 NAC/20 (10 rounds)

LBS/RBS (60 Heat)

1 NAC/20 (10 rounds)

AL/AR (140 Heat)

2 NL-45

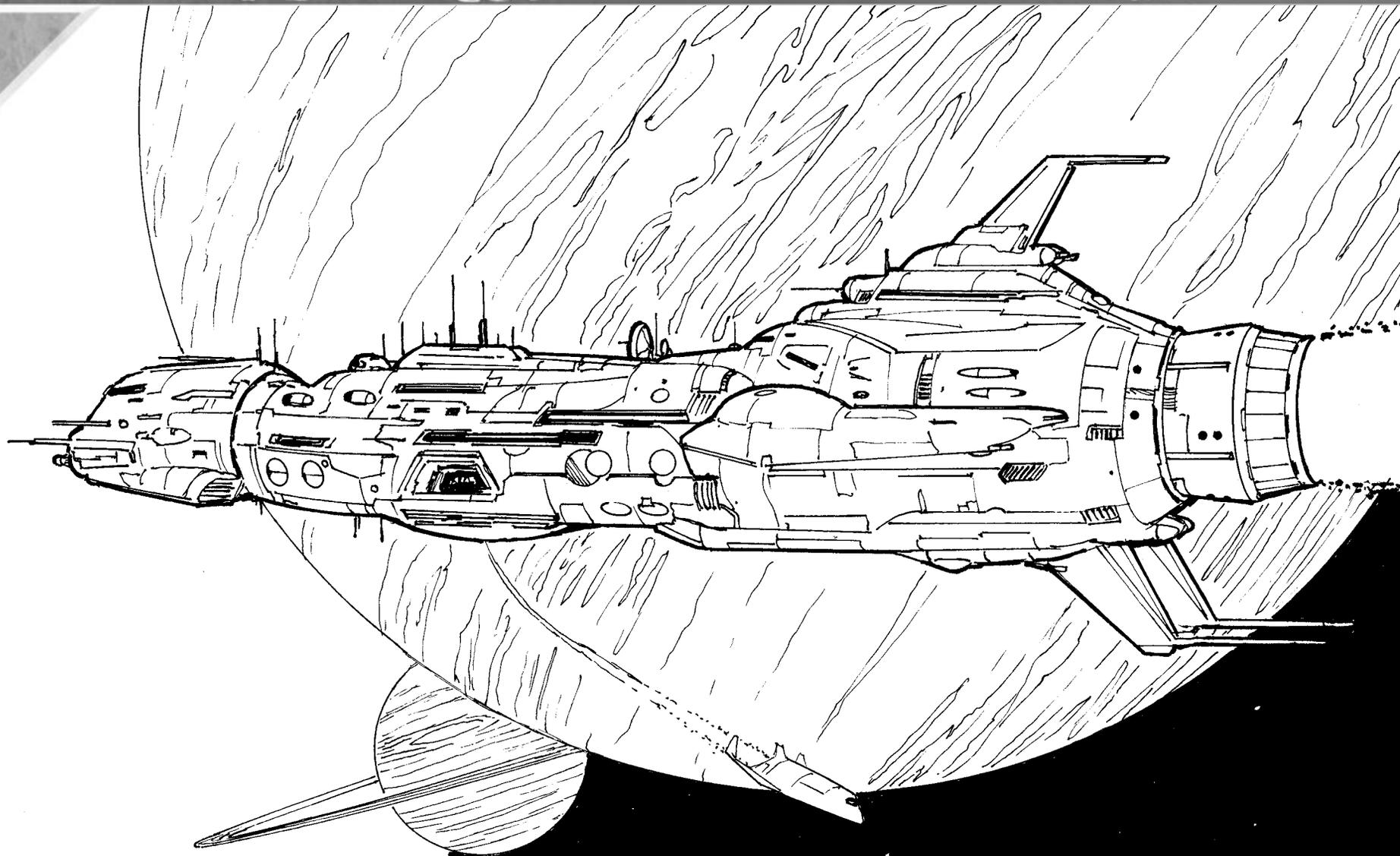
Aft (270 Heat)

2 Medium NPPC

Capital Attack Values (Standard)

	Short	Medium	Long	Extreme	Class
Nose (135 Heat)	9	9	9	9	Capital PPC
FL/FR (60 Heat)	20	20	20	—	Capital AC
LBS/RBS (60 Heat)	20	20	20	—	Capital AC
AL/AR (140 Heat)	9	9	9	9	Capital Laser
Aft (270 Heat)	18	18	18	18	Capital PPC

NIGHTWING (SURVEILLANCE)



TRACKER (SURVEILLANCE)

The belligerence of the Terran Hegemony's neighbors greatly worried Director-General Judith Cameron. Fearing (correctly) that the conflicts between the other States would spill over the border, she directed Hegemony Intelligence to increase their covert monitoring operations. The *Tracker* surveillance vessel was developed to keep a close eye on the Hegemony's neighbors.

The *Tracker* was designed to give sensor readings like a commercial JumpShip. Additionally, attaching special panels to hard points on the hull could alter the ship's silhouette quickly; it was this success that led to the creation of the *Nightwing* vessel. The ship's transponder could also be altered with ease, and it was standard procedure to have a number of "aliases" under which the *Tracker* could operate. So equipped, the *Tracker* could ply the space lanes without arousing undue suspicion. A ship would normally jump into a system, gather signals intelligently and monitor fleet movements, then continue on to the next system on the itinerary. As part of their cover, these spy ships often transported innocent DropShips on their docking collars. Speed and firepower capable of dealing with anything short of a capital ship allowed the *Trackers* to extricate themselves should their cover be blown.

Following the capture of Terra Firma by the Capellan Confederation in 2409, it was data gathered by the *THS Marlow* that paved the way for a Hegemony fleet to liberate the world later that year. The *Marlow* spent weeks snooping on Capellan troop movements, allowing the HAF to jump in just after House Liao rotated new garrison forces in system. With no time to familiarize themselves with their new posting, the Capellan troops had no chance against the vengeful Hegemony force.

Despite repeated refits, the *Tracker* had become obsolete by the beginning of the twenty-sixth century. Several remained in service until the end of the Reunification War, acting as Q-Ships against pirates and Taurian Concordat raiders.

TRACKER (SURVEILLANCE)

Tech: Star League
Introduced: 2407
Mass: 120,000 tons
Length: 318 meters
Sail Diameter: 1,150 meters
Fuel: 2,800 tons (14,000)
Tons/Burn-day: 19.75
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 3
KF Drive Integrity: 4
Heat Sinks: 285
Structural Integrity: 36
Battle Value: 8,230

Armor

Fore: 18
Fore-Sides: 15
Aft-Sides: 15
Aft: 15

Cargo

Bay 1: Small Craft (4) 1 Door
 Bay 2: Cargo (23,810 tons) 1 Door

DropShip Capacity:

Grav Decks: 1 (75 meters diameter)

Escape Pods: 15

Life Boats: 10

Crew: 15 officers, 60 enlisted/non-rated, 4 gunners, 20 bay personnel, 56 marines

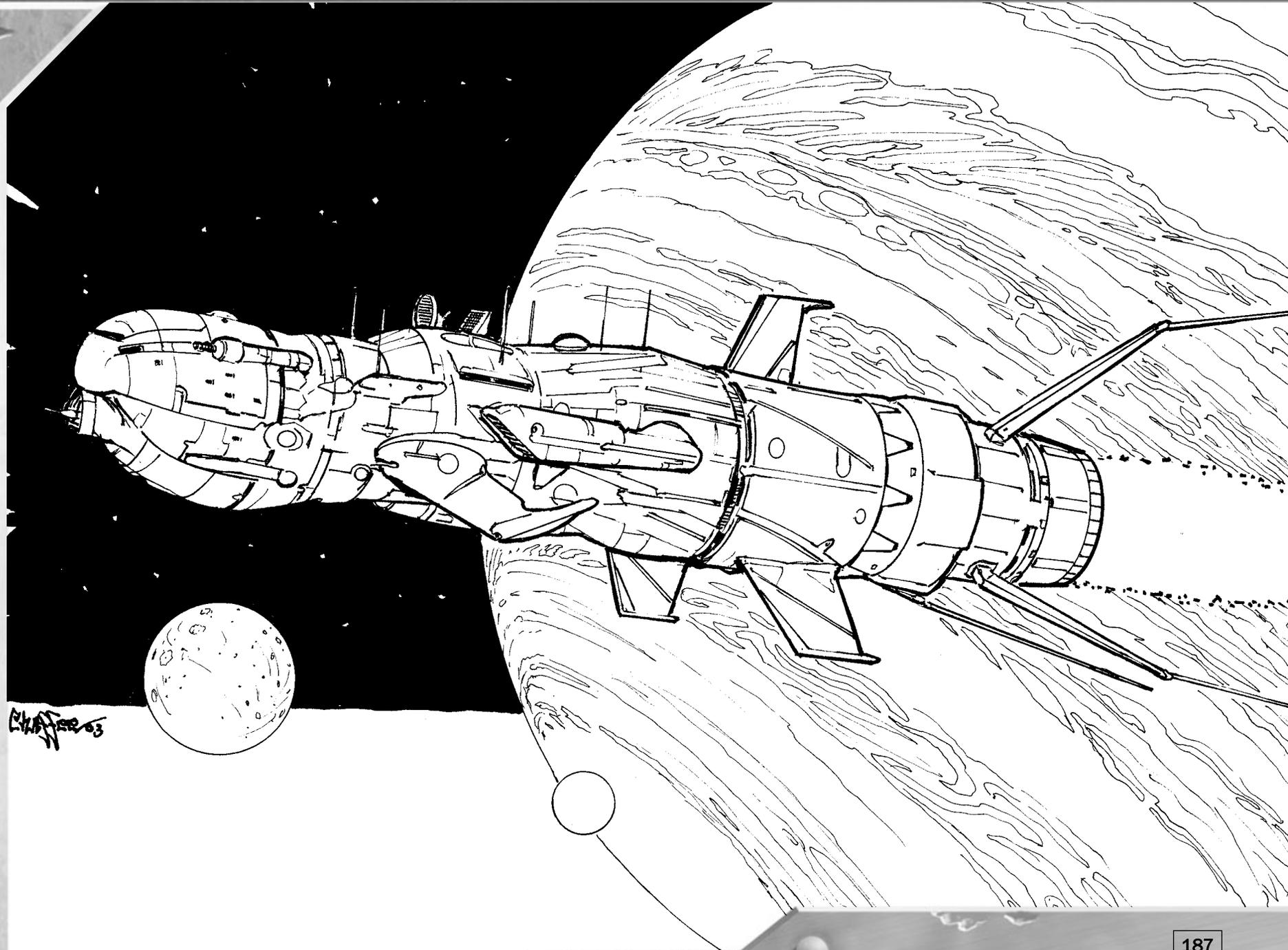
Ammunition: 24 Barracuda missiles (720 tons)

Notes: Equipped with 86 tons of standard armor.

Weapons:

Weapon Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Arc (Heat) Type					
Nose (70 Heat)					
1 NL-45	5	5	5	5	Capital Laser
FL/FR (10 Heat)					
1 PPC	1 (10)	1 (10)	—	—	PPC
LBS/RBS (0 Heat)					
None					
AL/AR (0 Heat)					
None					
Aft (20 Heat)					
2 Barracuda (24 missiles)	4	4	4	4	Capital Missile

TRACKER (SURVEILLANCE)



VIGILANT (CORVETTE)

Together with the *Bonaventure* corvette and a system of remote surveillance satellites, the light but heavily armed *Vigilant*-class corvette served as the Terran Hegemony's first line of defense against invasions from neighboring realms. Though all three naval assets would ultimately be phased out in the early 2400s as the newer, faster *Vincent*-class came into production, the *Vigilant*'s mix of firepower kept it in the field for another two centuries among the navies of the various Houses.

Built small, the *Vigilant* was outmassed by many conventional JumpShips. It featured little more armor protection than a light military DropShip. Its small engines attained only a maximum 2.5 G acceleration, barely enough to keep up with WarShips and DropShips during combat. Its greatest deficiency, however, was its relative lack of advanced sensor and computer capabilities, limiting its detection range and accuracy. Combined with a lack of speed and armor, the *Vigilant* would have been largely regarded as a poor system defense ship were it not for its abundance of raw firepower, easily outgunning that of the *Bonaventures*. In addition to heavy weaponry, the *Vigilant* also featured bays for a squadron of fighters and a quartet of small craft, allowing this ship to field its own close support to tie up invading naval forces. Nevertheless, the *Vigilant*-class was most commonly deployed in pairs along side two *Bonaventures* for advanced detection capabilities and fire support.

Though hardly cost-effective, this four-ship "buddy system" sufficed until a Capellan invasion of Terra Firma in 2409 prompted the Hegemony navy to produce the more efficient *Vincent*-class. The *Vigilants* were eventually mothballed or sold off to the various Houses as *Vincents* replaced them. None accompanied Kerensky's exodus fleet. The few that survived the Star League's fall were believed destroyed in the early Succession Wars.

VIGILANT (CORVETTE)

Tech: Star League
Introduced: 2320
Mass: 140,000 tons
Length: 266 meters
Sail Diameter: 660 meters
Fuel: 1,000 tons (5,000)
Tons/Burn-day: 19.75
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 5
Heat Sinks: 800
Structural Integrity: 33
Battle Value: 21,599

Armor

Fore: 16
Fore-Sides: 16
Aft-Sides: 14
Aft: 13

Cargo

Bay 1: Fighters (6) 2 Doors
 Bay 2: Cargo (13,514.5 tons) 1 Door
 Bay 3: Small Craft (4) 1 Door

DropShip Capacity: 0

Grav Decks: 1 (30 meters diameter)

Escape Pods: 20

Life Boats: 20

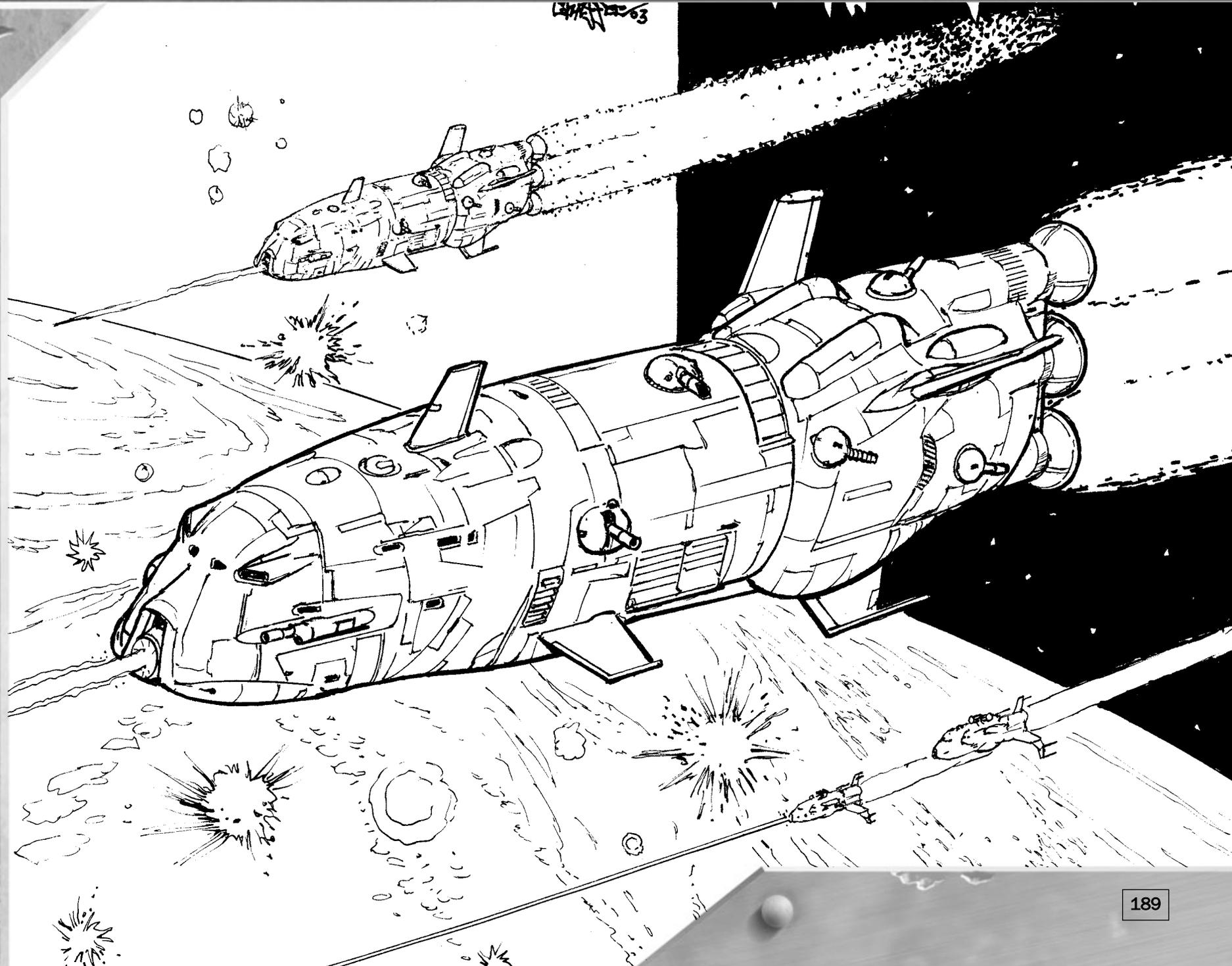
Crew: 23 officers, 83 enlisted/non-rated, 24 gunners, 42 bay personnel and 84 marines

Ammunition: 360 White Shark missiles (10,400 tons), 1,000 rounds NAC/10 ammunition (2000 tons), 360 rounds Autocannon/10 ammunition (36 tons).

Notes: Equipped with 88.5 tons of standard armor.

Weapons: Arc (Heat)	Type	Short	Capital Attack Values (Standard)			Class
			Medium	Long	Extreme	
Nose (15 Heat)	White Shark (80 missiles)	3	3	3	3	Capital Missile
FL/FR (30 Heat)	1 NAC/10 (200 rounds)	10	10	10	—	Capital AC
LBS/RBS (46 Heat)	1 NAC/10 (200 rounds)	10	10	10	—	Capital AC
	2 Large Lasers	2 (16)	2 (16)	—	—	Laser
AL/AR (35 Heat)	White Shark (180 missiles)	3	3	3	3	Capital Missile
	2 PPC	2 (20)	2 (20)	—	—	PPC
Aft (144 39 Heat)	1 NAC/10 (200 rounds)	10	10	10	—	Capital AC
	3 Autocannon/10 (360 rounds)	3 (30)	3 (30)	—	—	Autocannon

VIGILANT (CORVETTE)



PINTO (CORVETTE)

Another product of Periphery independence, the *Pinto*-class corvette emerged from shipyards in the Rim Worlds Republic ostensibly as a defensive “picket” ship. Many were sold to other Periphery realms, but this practice was discontinued when the Reunification War became unavoidable, for the Amaris family wished to maintain a façade of loyalty to the Star League.

Tedeo Amaris would restart construction of the *Pinto* in 2650 as part of a massive military buildup. Though pressure from the Star League brought Tedeo’s plans to an abrupt halt, no demands for a reduction of the RWR fleet were made, an oversight the Terran Hegemony would one day regret. By the time of the Amaris crisis, the Rim Worlds’ fleet still possessed a substantial number of *Pintos*, all poised to strike down the defenders of the League once Kerensky’s back was turned.

Built for light duty but fast enough to engage most DropShips and WarShips, the *Pinto* was actually superior to the Hegemony’s *Vincent* in many ways, from its heavier armor—particularly in front—to its powerful arsenal of capital and conventional weaponry. Combined with its DropShip transport capability, and backed up by two fighter squadrons, this WarShip, alongside conventional JumpShips and transports, could as easily support a small invasion as it could hold a defensive line—a fact that would be proven all too well when Stefan Amaris, the Usurper, launched his coup.

The *Pinto* class did not survive Kerensky’s return to oust the Republican forces when heavier SLDF WarShips entered the fray. Between the campaigns in the Periphery and the liberation itself, the *Pinto* class was apparently destroyed along with the WarShip’s two shipyards in the shattered Rim Worlds Republic. However there are rumors that a few of these vessels, crippled and presumed destroyed during the fighting, may actually have withdrawn to uncharted worlds in the Deep Periphery where they survive to this day as derelicts.

PINTO (CORVETTE)

Tech: Star League
Introduced: 2502
Mass: 160,000 tons
Length: 298 meters
Sail Diameter: 505 meters
Fuel: 5,000 tons (25,000)
Tons/Burn-day: 19.75
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 3
KF Drive Integrity: 5
Heat Sinks: 800
Structural Integrity: 29
Battle Value: 28,135

Armor

Fore: 15
Fore-Sides: 12
Aft-Sides: 12
Aft: 11

Cargo

Bay 1: Fighters (12) 2 Doors
 Bay 2: Small Craft (2) 1 Door
 Bay 3: Cargo (10,942 tons) 1 Door

DropShip Capacity: 1

Grav Decks: 1 (45 meters diameter)

Escape Pods: 10

Life Boats: 10

Crew: 25 officers, 68 enlisted/non-rated, 38 gunners, 34 bay personnel, 28 marines

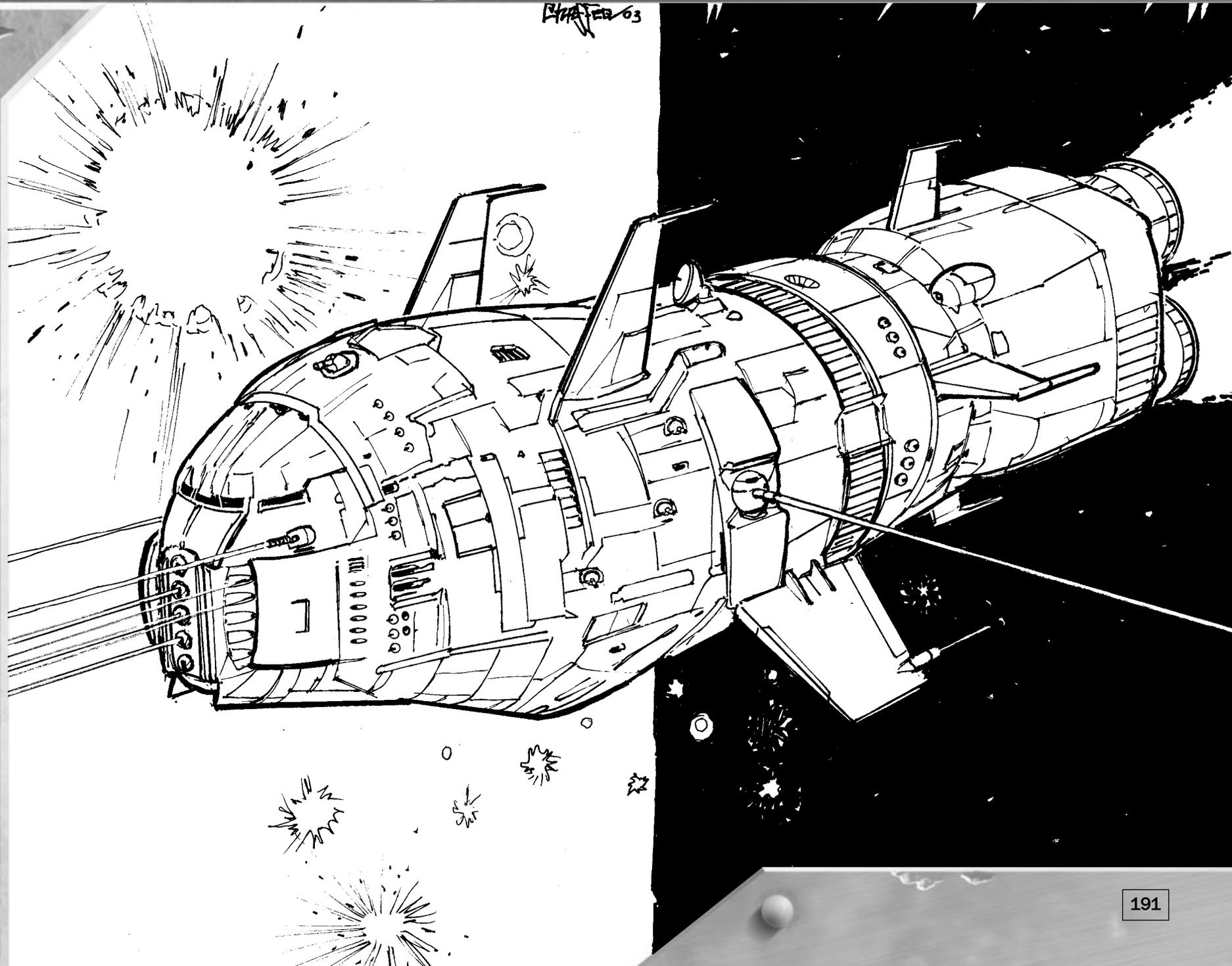
Notes: Equipped with 93 tons of standard armor.

Ammunition: 120 Barracuda missiles (3,600 tons), 120 rounds NAC/10 ammunition (24 tons), 800 rounds AC/5 ammunition (40 tons), 200 rounds Autocannon/20 ammunition (40 tons), 7,200 rounds Machine Gun ammunition (36 tons).

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat)	Type	Short	Medium	Long	Extreme	
Nose (280 Heat)						
	2 Light NPPC	14	14	14	—	Capital PPC
	5 Large Lasers, 10 Medium Lasers	9 (90)	4 (40)	—	—	Lasers
FL/FR (64 Heat)						
	1 NL35	4	4	4	—	Capital Laser
	12 Small Lasers, 20 Machine Guns (1,800 rounds)	8 (76)	—	—	—	Point Defense
LBS/RBS (49 Heat)						
	1 NAC/10 (60 rounds)	10	10	10	—	Capital AC
	5 Autocannon/5 (400 rounds), 7 (65) 2 Autocannon/20 (100 rounds)	3 (25)	—	—	—	Autocannon
AL/AR (32 Heat)						
	2 Barracudas (60 missiles)	4	4	4	4	Capital Missile
	12 Small Lasers, 20 Machine Guns (1,800 rounds)	8 (76)	—	—	—	Point Defense
Aft (52 Heat)						
	1 NL35	4	4	4	—	Capital Laser

PINTO (CORVETTE)

CHAPTER 63



MAKO (CORVETTE)

Sleek and swift (but also extremely cramped), the Lyran *Mako*-class corvette is well named, a homage to its sea-dwelling shark progenitor. The small WarShip—it is little longer than a transport JumpShip, though considerably broader—is capable of sustained 3G maneuvers and can sprint up to 4.5Gs. It outperforms almost all opposing WarShips and many DropShips, while still mounting an array of weapons and armor that are impressive for the vessel's mass.

The *Mako*'s manufacturer, Bolson Shipyards of New Kyoto, was best known for their production of more conventional JumpShips for the LCAF (as well as numerous civilian models). The corvette was their sole entry into the combat JumpShip market. The design was a stark contrast to the Lyran doctrine of using heavy naval vessels. It was intended to serve as an escort for the larger vessels and handle independent operations, patrolling the Commonwealth's borders and serving as picket vessels in the more isolated Lyran systems.

More than one hundred *Makos* were constructed between 2692 and the fall of the Star League, principally for the LCAF but also for export. The SLDF employed a handful of the design as courier vessels, and the Rim Worlds Republic likewise purchased five to bolster their own "loyalist" fleet during the troubles elsewhere in the Periphery. *Makos* thus fought on both sides of the conflict to liberate Terra from the Usurper. It is believed that all SLDF and Rim Worlds *Makos* were destroyed in the conflict: there were certainly none left with the Clans.

The Lyrans own *Makos* were devastated in the brutal fighting that took place along the border with the Free Worlds League in 2787. The Bolson yards themselves were shattered by Marik action in that offensive. With their destruction, the ability to maintain *Mako*-class vessels was lost. Attrition took its toll on the design, and while many were lost to enemy action, a number were scrapped when it became impossible to keep them in service. This cannibalization allowed the corvette to remain in service until 2841, when the last *Mako* was destroyed attempting to defend Caledonia from Kurita forces in the Second Succession War.

MAKO (CORVETTE)

Tech: Star League
Introduced: 2692
Mass: 200,000 tons
Length: 390 meters
Sail Diameter: 260 meters
Fuel: 1,000 tons (5,000)
Tons/Burn Day: 39.52
Safe Thrust: 6
Maximum Thrust: 9
Sail Integrity: 6
KF Drive Integrity: 16
Heat Sinks: 600 (1,200)
Structural Integrity: 50
Battle Value: 66,222

Armor

Fore: 38
Fore-Left/Right: 31
Aft-Left/Right: 31
Aft: 38

Cargo

Bay 1: Small craft (2) 2 Doors
 Bay 2: Cargo (980.5 tons) 2 Doors

DropShip Capacity: 0

Grav Deck: 1 (55-meter diameter)

Life Boats: 10

Escape Pods: 10

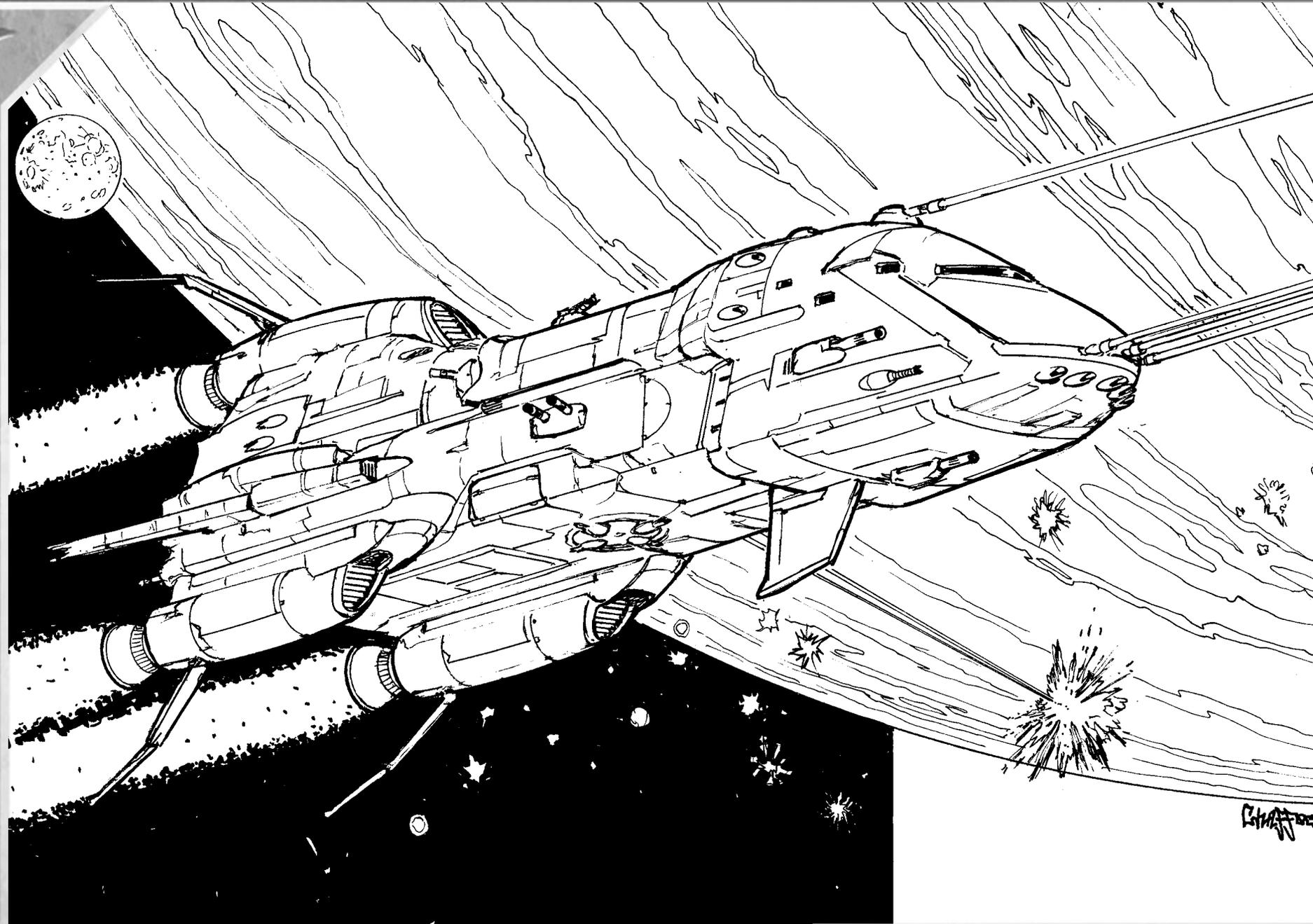
Crew: 25 Officers, 90 Crew, 30 Gunners, 10 bay personnel and 15 marines

Armament: 20 rounds NAC/20 ammunition (8 tons), 60 rounds NAC/25 ammunition (36 tons), 304 rounds Gauss Rifle ammunition (38 tons), 60 rounds Autocannon/10 ammunition (6 tons)

Notes: Equipped with 199.5 tons of Improved Ferro-Aluminum armor

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat)	Type	Short	Medium	Long	Extreme	
Nose (339 Heat)						
	1 NAC/20 (20 rounds)	20	20	20	—	Capital AC
	2 Light NPPC	14	14	14	—	Capital PPC
	5 ER Large Lasers	4 (40)	4 (40)	4 (40)	—	Laser
	3 Autocannon/10 (60 rounds)	3 (30)	3 (30)	—	—	Autocannon
FL/FR (63 Heat)						
	5 ER Large Lasers	4 (40)	4 (40)	4 (40)	—	Laser
	3 Gauss Rifles (32 rounds)	5 (45)	5 (45)	5 (45)	—	Autocannon
LBS/RBS (357 Heat)						
	2 NAC/25 (30 rounds)	50	50	50	—	Capital AC
	1 Medium NPPC	9	9	9	9	Capital PPC
	4 ER Large Laser	3 (32)	3 (32)	3 (32)	—	Laser
	4 Gauss Rifle (80 rounds)	6 (60)	6 (60)	6 (60)	—	Autocannon
AL/AR (48 Heat)						
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
Aft (156 Heat)						
	2 NL35	7	7	7	—	Capital Laser
	4 ER Large Lasers	3 (32)	3 (32)	3 (32)	—	Laser
	4 Gauss Rifles (80 rounds)	6 (60)	6 (60)	6 (60)	—	Autocannon

MAKO (CORVETTE)



BONAVENTURE (CORVETTE)

Development of the *Bonaventure*-class corvette began during the final dark days of the Terran Alliance. As a pet project of Admiral James McKenna, the program continued without interruption while the Admiral removed corrupt politicians from power and formed the Terran Hegemony. Rushed into service to support the newly elected Director-General McKenna's plans to expand the Hegemony, the *Bonaventure* possessed excellent mobility and one of the most sophisticated sensor suites of the twenty-fourth century. During the Capella campaign, however, the design proved to be under-gunned.

Forced to rethink plans for deploying the ships, the Hegemony Armed Forces (HAF) paired the *Bonaventure* with the heavily armed *Vigilant*-class corvette. The two designs were often grouped into four-corvette squadrons on "naughty picture runs": data gathering sweeps through systems performed by HAF invasion forces before an assault. Later, with the borders of the Terran Hegemony now firmly established, the *Bonaventure* was shifted to picket duty. The corvette's exceptional long-range detection capabilities were invaluable for providing early warning of incursions and vectoring in better-armed ships to intercept intruders.

As the "Age of War" began, some of the surrounding states began to probe the Hegemony borders. One powerful Kurita destroyer squadron raided Imbros III, catching a HAF patrol squadron jumping in. Only the *THS Cochran* survived, leading three Combine vessels on a merry chase through the system's asteroid belt. Using her advanced sensors, the *Bonaventure*-class corvette ambushed the Combine squadron several times, using superior speed to escape. One enemy was destroyed and another crippled before the *Cochran* was finally eliminated. The remaining destroyer withdrew when HAF reinforcements arrived. The next *Monsoon*-class Battleship to enter service was christened *Cochran* to commemorate the action.

The more well-rounded *Vincent*-class corvette replaced the *Bonaventure*-class when it entered service in 2432.

BONAVENTURE (CORVETTE)

Tech: Star League
Introduced: 2317
Mass: 240,000 tons
Length: 486 meters
Sail Diameter: 940 meters
Fuel: 6,500 tons (32,500)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 3
KF Drive Integrity: 6
Heat Sinks: 384

Structural Integrity: 36
Battle Value: 12,479

Armor

Fore: 21
Fore-Sides: 20
Aft-Sides: 20
Aft: 17

Cargo

Bay 1: Fighters (6)	2 Doors
Bay 2: Small Craft (2)	1 Door
Bay 3: Cargo (53,926 tons)	1 Door

DropShip Capacity: 0

Grav Decks: 1 (65 meters diameter)

Escape Pods: 17

Life Boats: 10

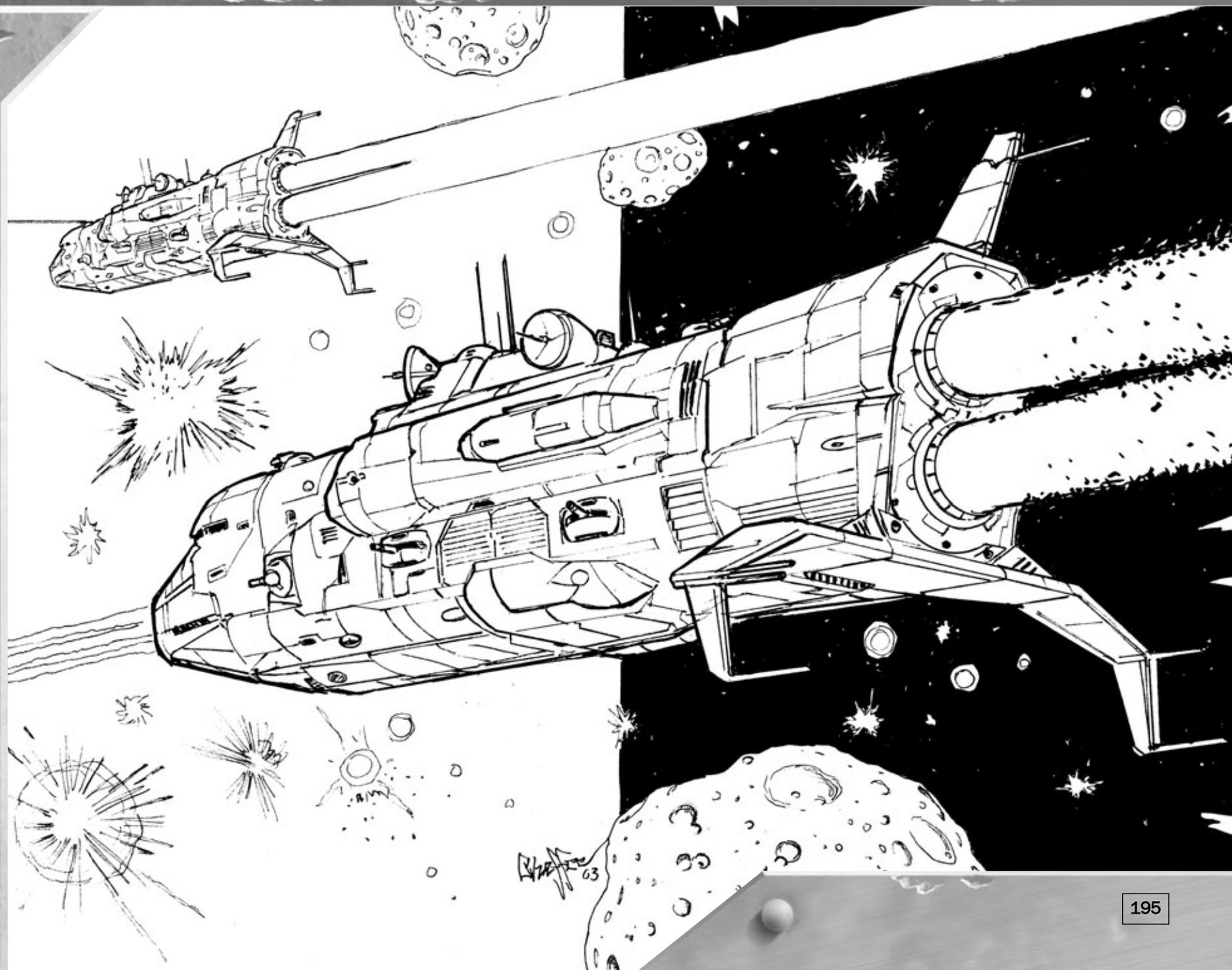
Crew: 16 officers, 77 enlisted/non-rated, 6 gunners, 22 bay personnel

Ammunition: 160 rounds Autocannon/10 ammunition (16 tons), 112 rounds LRM 15 ammunition (14 tons)

Notes: Equipped with 156 tons of standard armor.

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat)	Type	Short	Medium	Long	Extreme	
Nose (10 Heat)						
	2 LRM 15 (56 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
FL/FR (60 Heat)						
	1 NL35	4	4	4	—	Capital Laser
	1 Large Laser	1 (8)	1 (8)	—	—	Laser
LBS/RBS (69 Heat)						
	2 Autocannon/10 (80 rounds)	2 (20)	2 (20)	—	—	Autocannon
AL/AR (8 Heat)						
	1 Large Laser	1 (8)	1 (8)	—	—	Laser
Aft (10 Heat)						
	2 LRM 15 (56 rounds)	2 (18)	2 (18)	2 (18)	—	LRM

BONAVENTURE (CORVETTE)



SYLVESTER (TRANSPORT)

The *Sylvester*-class merchant ship is something of an anomaly in the history of WarShip design, though its existence spawned a number of military versions, including the *Carrack*-class. Conceived originally by Graf Hans Sylvester, a merchant-nobleman of the Lyran Commonwealth, the vessel was meant to assure the dominance of Lyran traders in an Inner Sphere filled with increasingly powerful rivals, while securing Commonwealth shipping against piracy. Graf Sylvester eventually sold his idea to a Commonwealth trade committee, resulting in a contract with Ioto Galactic Enterprises on Alarion. When the first *Sylvester* slipped its moorings just three years later, it officially became the most heavily armed civilian craft ever to sail the void—as well as the most expensive freighter in existence.

Weighing over a quarter of a million tons with almost 70,000 devoted to cargo space in three cavernous bays, the *Sylvester's* size and transport capacity easily overwhelmed every merchant vessel produced at the time. Further augmenting this were two DropShip docking hardports and four small craft bays, which ideally accommodated additional merchant vessels and personnel transports—both for in-system deliveries and additional freight.

For defense, the *Sylvester* carried a mix of capital-class weapons and anti-fighter defenses, making any attempt to attack this vessel extremely costly. Its relatively fragile armor encouraged captains to steer clear of danger, however, rather than meet it head on. Unfortunately, the *Sylvester's* biggest flaw ultimately was not its lack of armor or defenses against heavier WarShips, but its extremely high price tag. After only 15 years of production with just four such vessels underway across the Lyran realm, the Commonwealth officially cancelled the *Sylvester* program. Ironically, the Terran Hegemony would later produce its own version for military use, which became known as the *Carrack*-class. It was the basis for the vessel of the same name now employed by the Clans.

As a final footnote, some ten years after the last *Sylvester* capital transport entered service and the line's production was cancelled, Graf Hans Sylvester personally commissioned a more economically viable, DropShip-sized version of this ill-fated vessel. Often dubbed the "baby *Sylvester*" to distinguish it from its massive progenitor, this aerodynamic craft first emerged from the Bolson Shipyards over New Kyoto and saw a much wider production until the factory was destroyed in the early days of the First Succession War.

SYLVESTER (TRANSPORT)

Tech: Star League
Introduced: 2499
Mass: 280,000 tons
Length: 905 meters
Sail Diameter: 1,200 meters
Fuel: 2,000 tons (5,000)
Tons/Burn-day: 39.52

Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 7
Heat Sinks: 767 (1,534)
Structural Integrity: 20
Battle Value: 25,603

Armor

Fore: 10
Fore-Sides: 9
Aft-Sides: 9
Aft: 8

DropShip Capacity:

Grav Decks: 2 (98 meters diameter)

Escape Pods: 10

Life Boats: 10

Crew: 52 officers, 90 enlisted/non-rated, 60 gunners, 60 marines.

Ammunition: 30 rounds NAC/20 ammunition (12 tons), 80 rounds Autocannon/10 ammunition (8 tons), 20 rounds Autocannon/20 ammunition (4 tons), 240 rounds LRM 15 ammunition (30 tons), 216 rounds LRM 10 ammunition (18 tons), 8,800 rounds Machine Gun ammunition (44 tons).

Notes: Equipped with 104 tons of standard armor. Also features 15 first-class and 30 second-class passenger quarters.

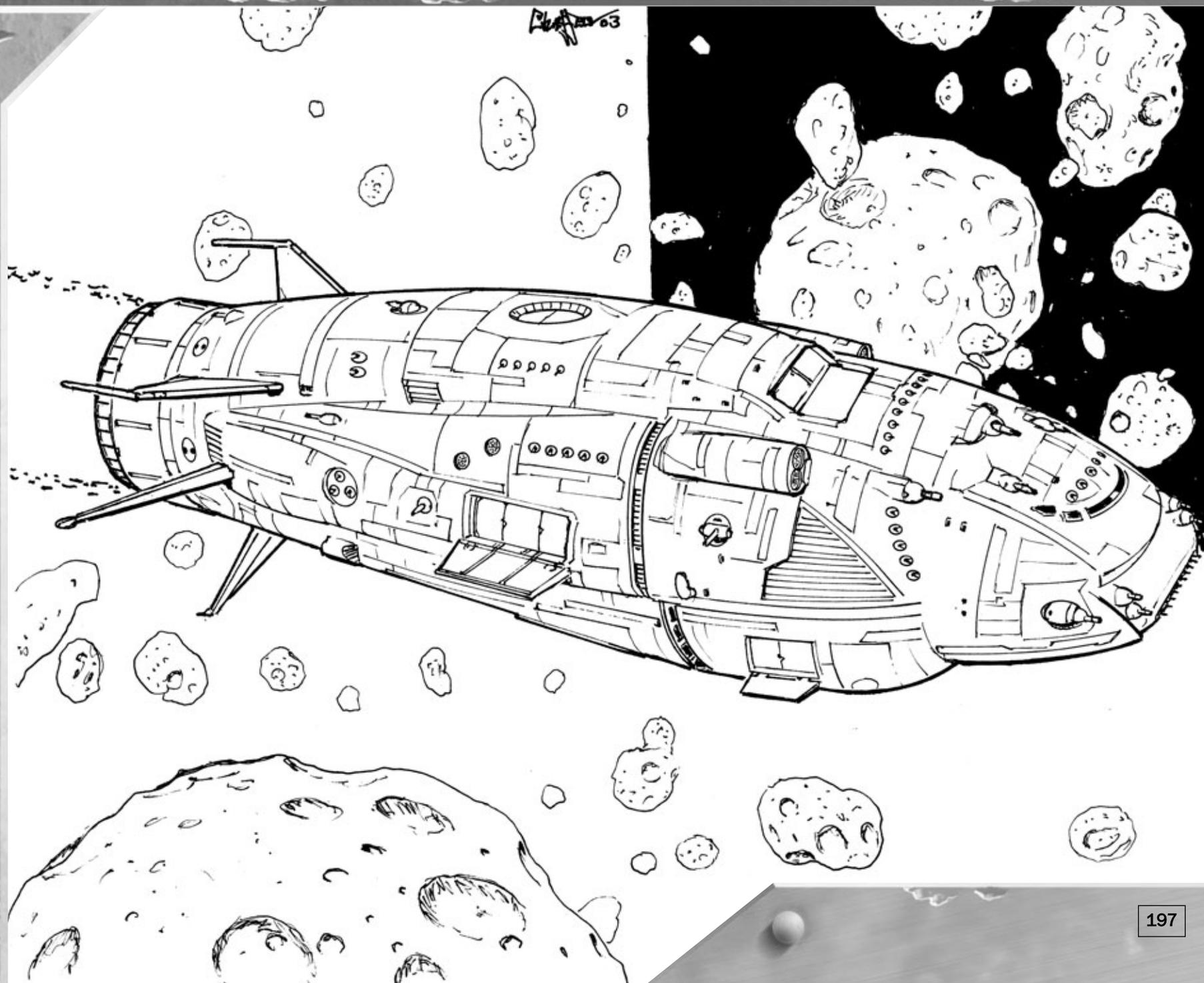
Cargo

Bay 1: Small Craft (2)	2 Doors
Bay 2: Small Craft (2)	2 Doors
Bay 3: Cargo (24,452.5 ton)	3 Doors
Bay 4: Cargo (24,452.5 ton)	3 Doors
Bay 5: Cargo (24,452.5 ton)	3 Doors

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (220 Heat)						
	1 NL55, 2 NL35	13	13	13	6	Capital Laser
	5 Small Lasers, 10 Machine Guns (1,000 rounds)	4 (35)	—	—	—	Point Defense
	4 Autocannon/10 (80 rounds), 2 Autocannon/20 (20 rounds)	8 (80)	4 (40)	—	—	Autocannon
FL/FR (90 Heat)						
	1 NAC/20 (15 rounds)	20	20	20	—	Capital AC
	10 Small Lasers, 15 Machine Guns (1,200 rounds)	6 (60)	—	—	—	Point Defense
	4 LRM 15 (120 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
LBS/RBS (134 Heat)						
	2 NL35	7	7	7	—	Capital Laser
	10 Small Lasers, 15 Machine Guns (1,200 rounds)	6 (60)	—	—	—	Point Defense
	5 LRM 10 (108 rounds)	3 (30)	3 (30)	3 (30)	—	LRM
AL/AR (86 Heat)						
	1 NL35	4	4	4	—	Capital Laser
	2 Large Lasers, 4 Medium Lasers	4 (36)	2 (16)	—	—	Laser
	6 Small Lasers, 10 Machine Guns (1,000 rounds)	4 (38)	—	—	—	Point Defense
Aft (180 Heat)						
	2 NL55	11	11	11	11	Capital Laser
	10 Small Lasers, 20 Machine Guns (1,000 rounds)	7 (70)	—	—	—	Point Defense

SYLVESTER (TRANSPORT)



CARRACK (MERCHANT)

Carrack military transports have served in all Clan fleets over the last hundred years as part of their ground force transports and supply ships. The merchant castes of Clans Diamond Shark and Nova Cat were reported to have the largest numbers of these vessels. Though that information was correct, in truth their merchant castes did not possess any of the military transports. Both Clans had decided that in order for their lower castes to have these ships they would have to be non-military versions of the current *Carrack*. As they had done in the past, both clans worked together in a joint venture to renovate the older *Carracks* and turn them into true merchant ships.

This undertaking required that all the ship's naval armaments be replaced by standard weapons to defend the ships as necessary. Though the ships were owned by the merchant caste, it would not do them well to leave these ships undefended. With the removal of the weapons systems, the engineers reduced the armor protection to free up additional tonnage. When completed, the cargo capacity of this new merchant ship was increased by nearly a third over its original capacity. Additionally, a full star of Marine Elementals was added to help defend the ship should it be boarded.

The Diamond Sharks sold off some of their *Carrack* fleet for venture capital to the Falcons and Ghost Bears. These ships do require escorts and normally are found in convoys when operating in unsecured areas, like the Periphery. In an unusual move, the Nova Cats, in 2990, traded three merchant ships with their bays full of supplies to the Star Adders in exchange for three *Lola III*-class destroyers.

CARRACK (MERCHANT)

Tech: Clan
Introduced: 2985
Mass: 300,000 tons
Length: 830 meters
Sail Diameter: 880 meters
Fuel: 2,000 tons (5,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 3
KF Drive Integrity: 7
Heat Sinks: 373
Structural Integrity: 15
Battle Value: 10,674

Armor
Fore: 6
Fore-Sides: 3
Aft-Sides: 3
Aft: 2

Cargo
 Bay 1: Small Craft (2) 2 Doors
 Bay 2: Cargo
 (98,806.5 tons) 10 Doors
 Bay 3: Small Craft (2) 2 Doors
 Bay 4: Elemental Points (5) 0 Door

DropShip Capacity: 2

Grav Decks: 1 (98 meters diameter)

Escape Pods: 10

Life Boats: 3

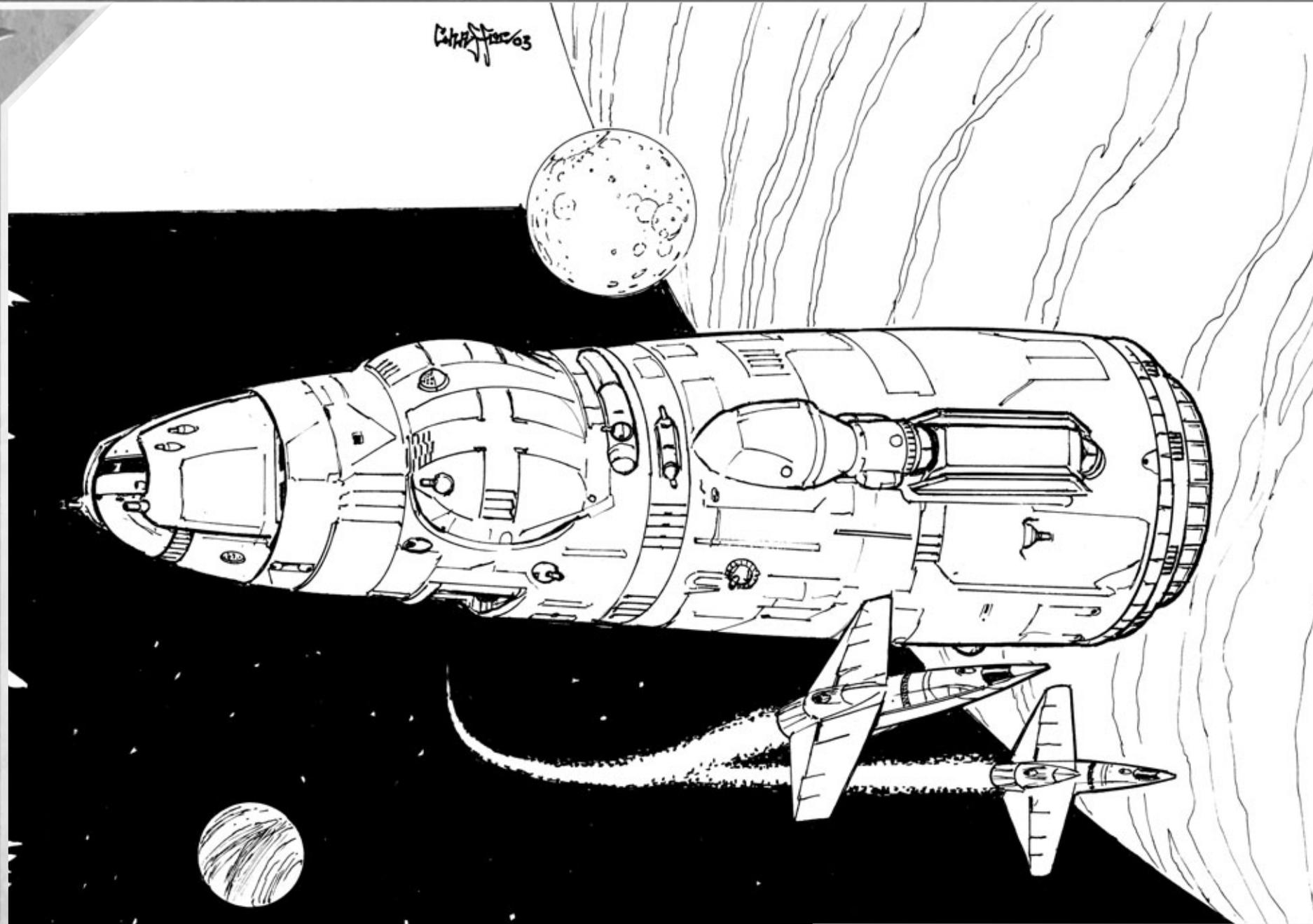
Crew: 19 officers, 86 enlisted / non-rated, 11 gunners, 50 bay personnel

Ammunition: 192 rounds LRM 20 ammunition (32 tons), 150 rounds SRM 6 ammunition (10 tons).

Notes: Mounts 15.5 tons of Standard armor

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat)	Type	Short	Medium	Long	Extreme	
Nose (54 Heat)						
	1 ER Large Laser,	2 (24)	2 (24)	1 (10)	1 (10)	Laser
	2 ER Medium Lasers					
	1 Large Pulse Laser,	2 (24)	2 (24)	1 (10)	—	Pulse Laser
	2 Medium Pulse Lasers					
	1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
	2 SRM 6+Artemis (30 rounds)	2 (20)	—	—	—	SRM
FL/FR (46 Heat)						
	1 ER Large Laser,	2 (24)	2 (24)	1 (10)	1 (10)	Laser
	2 ER Medium Lasers					
	1 Large Pulse Laser,	2 (24)	2 (24)	1 (10)	—	Pulse Laser
	2 Medium Pulse Lasers					
	1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
LBS/RBS (54 Heat)						
	1 ER Large Laser,	2 (24)	2 (24)	1 (10)	1 (10)	Laser
	2 ER Medium Lasers					
	Large Pulse Laser,	2 (24)	2 (24)	1 (10)	—	Pulse Laser
	2 Medium Pulse Lasers					
	1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
	2 SRM 6+Artemis (60 rounds)	2 (20)	—	—	—	SRM
AL/AR (46 Heat)						
	1 ER Large Laser,	2 (24)	2 (24)	1 (10)	1 (10)	Laser
	2 ER Medium Lasers					
	1 Large Pulse Laser,	2 (24)	2 (24)	1 (10)	—	Pulse Laser
	2 Medium Pulse Lasers					
	1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM
Aft (46 Heat)						
	1 ER Large Laser,	2 (24)	2 (24)	1 (10)	1 (10)	Laser
	2 ER Medium Lasers					
	1 Large Pulse Laser,	2 (24)	2 (24)	1 (10)	—	Pulse Laser
	2 Medium Pulse Lasers					
	1 LRM 20+Artemis (24 rounds)	2 (16)	2 (16)	2 (16)	—	LRM

CARRACK (MERCHANT)



BARON (DESTROYER)

By the start of the twenty-sixth century, the Terran Hegemony was turning to a strategy of “aggressive peacemaking” as a means of dealing with the rest of the Inner Sphere. Part of that policy required the Hegemony Armed Forces to maintain a technological (if not numerical) superiority against all opponents. Even as Hegemony diplomats sought to bind the other Great Houses with trade and peace treaties, the HAF continued to develop ever more deadly weapon systems to back them up. Unfortunately, the rapid pace of development also meant that equipment could be out of date before it even entered service.

Construction of the first *Baron*-class Destroyer was started in 2515, but was halted when flaws were discovered in all three of the revolutionary Palenkov-Reese engines. Although the fault was correctable, it took two years to do so and the drive performance was significantly reduced. Unsurprisingly, the *Baron*-class Destroyer would ultimately prove disappointing after these fatal delays. As a result, Star League member States were presented with over half of the extent vessels in 2582, while the remainder served the SLDF. Although the *Baron*-class Destroyer would see action in the Reunification War, their performance remained lackluster.

The design was not a complete failure, however, for it possessed generously sized fuel bunkers and extra accommodation for thirty passengers. High-ranking Star League diplomats, officials and officers often employed these Destroyers as armed transports, especially when traveling in the Periphery. Insurgents might have the resources to go after a JumpShip, but a half-million tons of Destroyer was another matter.

The SLDF decommissioned the *Baron*-class in 2720, selling them to member states, where they served until eliminated by attrition in the Succession Wars. The *DCS Yedo*, the last *Baron*-class Destroyer, was vaporized by the battlecruiser *LCS Invincible* at the Hesperus system’s nadir jump point in 2853.

BARON (DESTROYER)

Tech: Star League
Introduced: 2520
Mass: 480,000 tons
Length: 545.5 meters
Sail Diameter: 1,150 meters
Fuel: 6,500 tons (16,250)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 11
Heat Sinks: 1,100
Structural Integrity: 30
Battle Value: 34,661

Armor

Fore: 31
Fore-Sides: 29
Aft-Sides: 29
Aft: 25

Cargo:

Bay 1: Fighters (6) 2 Doors
 Bay 2: Small Craft (6) 1 Door
 Bay 3: Cargo (137,962 tons) 1 Door

DropShip Capacity: 0

Grav Decks: 1 (65 meters diameter)

Escape Pods: 38

Life Boats: 13

Crew: 40 officers, 150 enlisted/non-rated, 43 gunners, 42 bay personnel, 10 first-class passengers, 20 second-class passengers

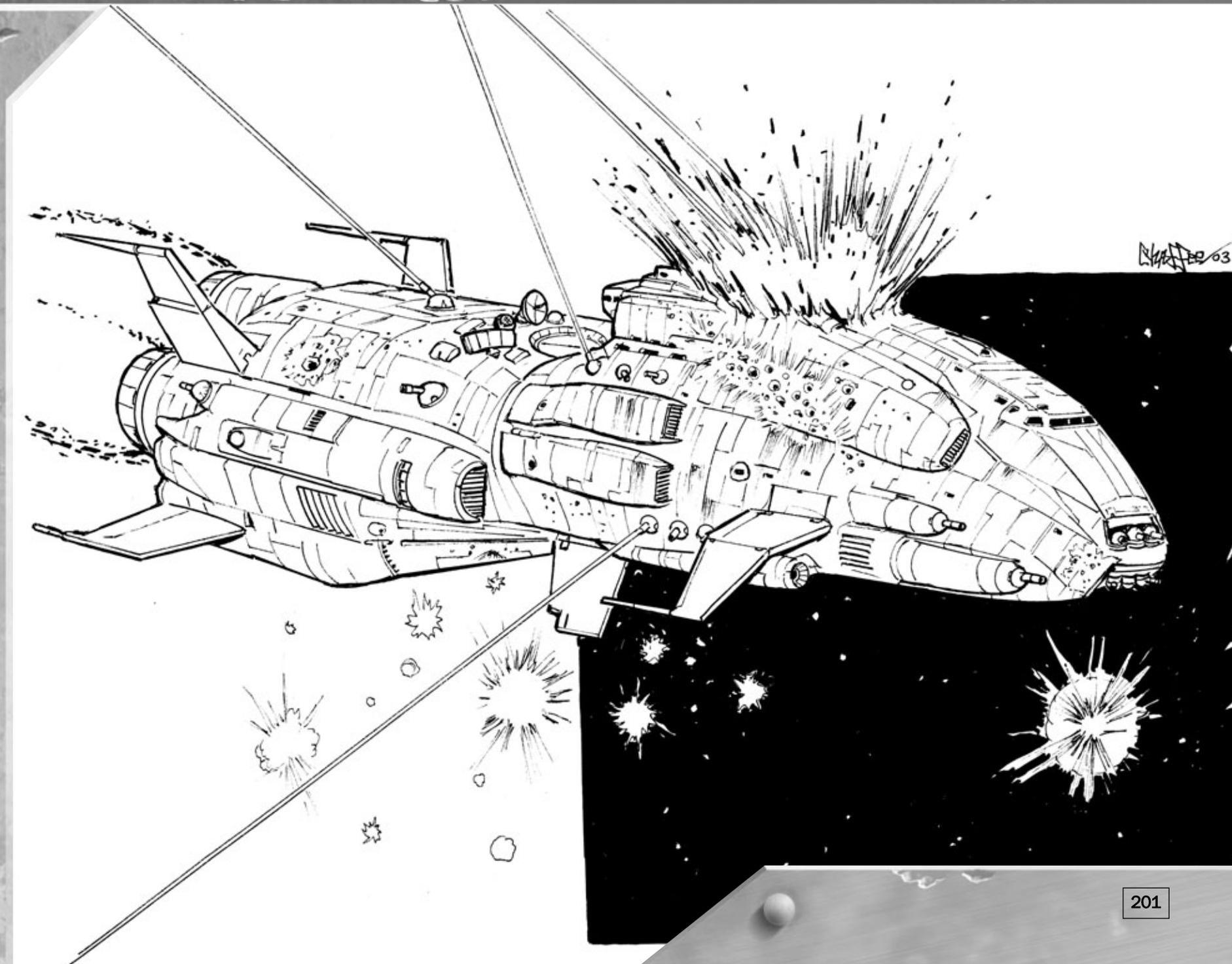
Ammunition: 320 rounds NAC/10 ammunition (64 tons), 60 White Shark missiles (2,400 tons)

Notes: Mounts 256 tons of Improved Ferro-Aluminum armor.

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (312 Heat)						
	6 NL35	21	21	21	—	Capital Laser
FL/FR (90 Heat)						
	2 NAC/10 (80 rounds)	20	20	20	—	Capital AC
	2 White Shark (20 missiles)	6	6	6	6	Capital Missile
LBS/RBS (520 Heat)						
	10 NL35	35	35	35	—	Capital Laser
AL/AR (60 Heat)						
	2 NAC/10 (80 rounds)	20	20	20	—	Capital AC
Aft (186 Heat)						
	3 NL35	11	11	11	—	Capital Laser
	2 White Shark (20 missiles)	6	6	6	6	Capital Missile

BARON (DESTROYER)



CARSON (DESTROYER)

The development of the inexpensive Jamerson-Ulikov water purification technique opened many worlds for colonization. The volume of space governed by the Star League likewise expanded. The Star League Navy found itself being asked to cover more territory than ever before. Seeing a requirement for additional escort vessels, the Navy invited manufactureres to present their designs for consideration.

Thompson's Shipyards had an established reputation for manufacturing high quality JumpShip designs at their Keid orbital yards, but they had never before constructed WarShips. Nevertheless, as Thompson's design incorporated the features required for extended deployment—generous eighty-meter diameter Grav deck, large cargo capacity and fuel tank—the Navy awarded them the contract. Thompson's Shipyards began to expand rapidly so that they could fulfill the Star League Navy's order for four hundred ships.

It was not until the first Carson-class had been in service for five years that problems began to develop.

As a result of Thompson's inexperience with WarShips, they had failed to make provision for the excessive wear and tear that the single Regulis-XII engine would experience when operating at maximum thrust for extended periods. This oversight had long-term impact, significantly reducing the maximum thrust the destroyers could maintain safely and increasing the need for frequent shipyard maintenance.

With few maintenance yards in the new territories, all the *Carson*-class destroyers would soon become incapable of operating in the "wilds." A study into the feasibility of replacing the drive showed it would just not be cost-effective and production was halted. The Navy reassigned all completed destroyers to patrolling more settled regions just as fast as more reliable craft (such as the *Lola III*-class destroyer) became available. The introduction of the *Essex*-class destroyer finally allowed the Navy to withdraw the *Carson* from service in 2722.

CARSON (DESTROYER)

Tech: Star League
Introduced: 2632
Mass: 510,000 tons
Length: 582 meters
Sail Diameter: 1,080 meters
Fuel: 8,000 tons (20,000)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 11
Heat Sinks: 1,500
Structural Integrity: 40
Battle Value: 59,487

Armor

Fore: 42
Fore-Sides: 35
Aft-Sides: 35
Aft: 31

Cargo

Bay 1: Fighters (6)	1 Door
Bay 2: Small Craft (6)	1 Door
Bay 3: Cargo (145,043.5 tons)	2 Doors

DropShip Capacity: 0

Grav Decks: 1 (80 meters diameter)

Escape Pods: 27

Life Boats: 15

Crew: 38 officers, 137 enlisted/non-rated, 33 gunners, 42 bay personnel

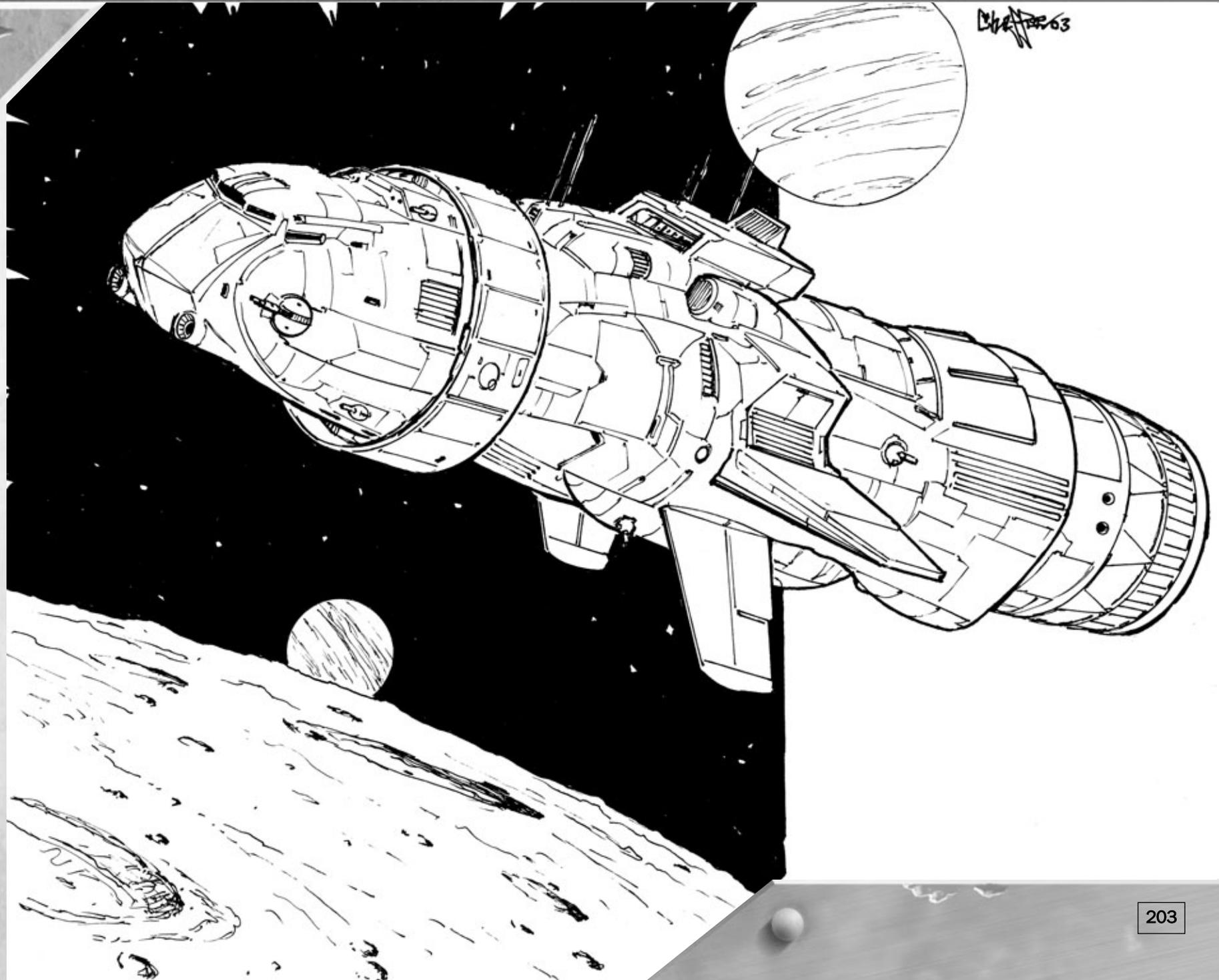
Ammunition: 120 rounds NAC/30 ammunition (96 tons), 45 White Shark missiles (1,800 tons)

Notes: Equipped with 314.5 tons of Improved Ferro-Aluminum armor

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (300 Heat)						
	2 Medium NPPC	18	18	18	18	Capital PPC
	2 White Shark (30 missiles)	6	6	6	6	Capital Missile
FL/FR (280 Heat)						
	4 NL45	18	18	18	18	Capital Laser
LBS/RBS (200 Heat)						
	2 NAC/30 (40 rounds)	60	60	60	—	Capital AC
AL/AR (170 Heat)						
	1 NAC/30 (20 rounds)	30	30	30	—	Capital AC
	1 NL45	5	5	5	5	Capital Laser
Aft (155 Heat)						
	2 NL45	9	9	9	9	Capital Laser
	1 White Shark (30 missiles)	3	3	3	3	Capital Missile

CARSON (DESTROYER)



DAVION (DESTROYER)

Once the backbone of the Federated Suns' WarShip fleet, the *Davion*-class destroyer only achieved its three-century service life following significant modifications. The first *Davions* went into service in the early 26th century. Though a number were constructed, the ships of this Block I series saw limited use, being assigned primarily to secondary duties such as convoy escort and Periphery patrol. The simple fact was that the Block I ships were a product of a long series of bureaucratic kickbacks and administrative snafus. The ship that resulted bore little resemblance to the ship that the AFFS Department of the Army and the Navy requested. It was under-armored and under-armed for its intended mission, and a decade of delays resulted in cost overruns that threatened to break the navy's budget long before the first ship would even see service.

That first *Davion* did enter service in 2510, but did not become the pride of the navy as First Prince Ellen Davion had first intended. Instead, it became the bastard child, though several of the ships served with some distinction during the Davion Civil War. Plans to construct more were put on hold after the death of Prince William Davion in 2512 and laid dormant until well after Prince Alexander's rise to power.

When Prince Alexander did finally come to power, he dismantled the corrupt bureaucratic structures that had resulted in utter failures like the Block I *Davion*. The Federated Suns' navy still needed a heavy destroyer, a fact made ever so clear by the few naval engagements fought during the Civil War. The new Prince authorized resumption of the *Davion* program, though the resulting Block II ships bore little more than visual resemblance to the Block Is.

Massing 60,000 tons more, the Block IIs carry over twice the Block I's armor protection, significantly more firepower, a full fighter wing and, perhaps most importantly, the ability to dock two DropShips (often, a pair of assault DropShips, either *Achilles*-class or, later on, *Vengeance*-class were permanently assigned to each *Davion*)—a feature inexplicably missing in the original. Every Block II was destroyed in the Succession Wars.

Somewhat amazingly, several of the Block I ships do survive today, though oddly enough in the service of the Clans. Prince Alexander leased all but three of the surviving Block I *Davions* to the SLDF during the build-up to the Reunification War, most of which were later purchased by the Star League and redesignated as *Whirlwind*-class after receiving weapon upgrades. Those *Whirlwind* vessels were then upgraded by the Clans.

DAVION (DESTROYER)

Tech: Star League
Introduced: 2510 [Block I], 2552 [Block II]
Mass: 520,000 Tons [Block I], 580,000 Tons [Block II]
Length: 685 meters
Sail Diameter: 1,120 meters
Fuel: 5,000 Tons (12,500)
Tons/Burn Day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 11 [Block I], 12 [Block II]
Heat Sinks: 2,550 [Block I], 1,000 (2,000) [Block II]
Structural Integrity: 55 [Block I], 60 [Block II]
Battle Value: 85,303 [Block I], 144,353 [Block II]

BLOCK I

Armor

Fore: 50
Fore-Sides: 50
Aft Sides: 45
Aft: 30

Cargo

Bay 1: Fighters/Small Craft (2) 2 Doors
Bay 2: Cargo (70,506.5 tons) 2 Doors

DropShip Capacity: 0

Grav Deck: 2 (both 65-meter diameter)
Escape Pods: 0
Life Boats: 10

Crew: 42 officers, 147 enlisted/non-rated, 38 gunners, 10 bay personnel, 50 1st class passengers

Ammunition: 396 rounds LRM 20 ammunition (66 tons), 600 rounds SRM 6 ammunition (40 tons), 300 rounds NAC/35 ammunition (300 tons), 200 rounds NAC/25 ammunition (120 tons)

Notes: Equipped with 571.5 tons of Standard Armor.

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat)	Type	Short	Medium	Long	Extreme	
Nose (666 Heat)						
	2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
	2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
	4 NL45	18	18	18	18	Capital Laser
	2 LRM 20 (198 rounds)	2 (24)	2 (24)	2 (24)	—	LRM
	4 Large Lasers	3 (32)	3 (32)	—	—	Laser
	2 Small Lasers	1 (6)	—	—	—	Point Defense
FL/FR (280 Heat)						
	4 NL45	18	18	18	18	Capital Laser
LBS/RBS (553 Heat)						
	6 NL45	27	27	27	27	Capital Laser
	1 Light NPPC	7	7	7	—	Capital PPC
	2 Large Lasers	2 (16)	2 (16)	—	—	Laser
	3 SRM 6 (300 rounds)	2 (24)	—	—	—	SRM
Aft (372 Heat)						
	2 NAC/35 (200 rounds)	70	70	—	—	Capital AC
	1 NAC/35 (100 rounds)	35	35	—	—	Capital AC
	2 LRM 20 (198 rounds)	2 (24)	2 (24)	2 (24)	—	LRM

BLOCK II

Armor

Fore: 105
Fore-Sides: 90
Aft Sides: 85
Aft: 80

Cargo

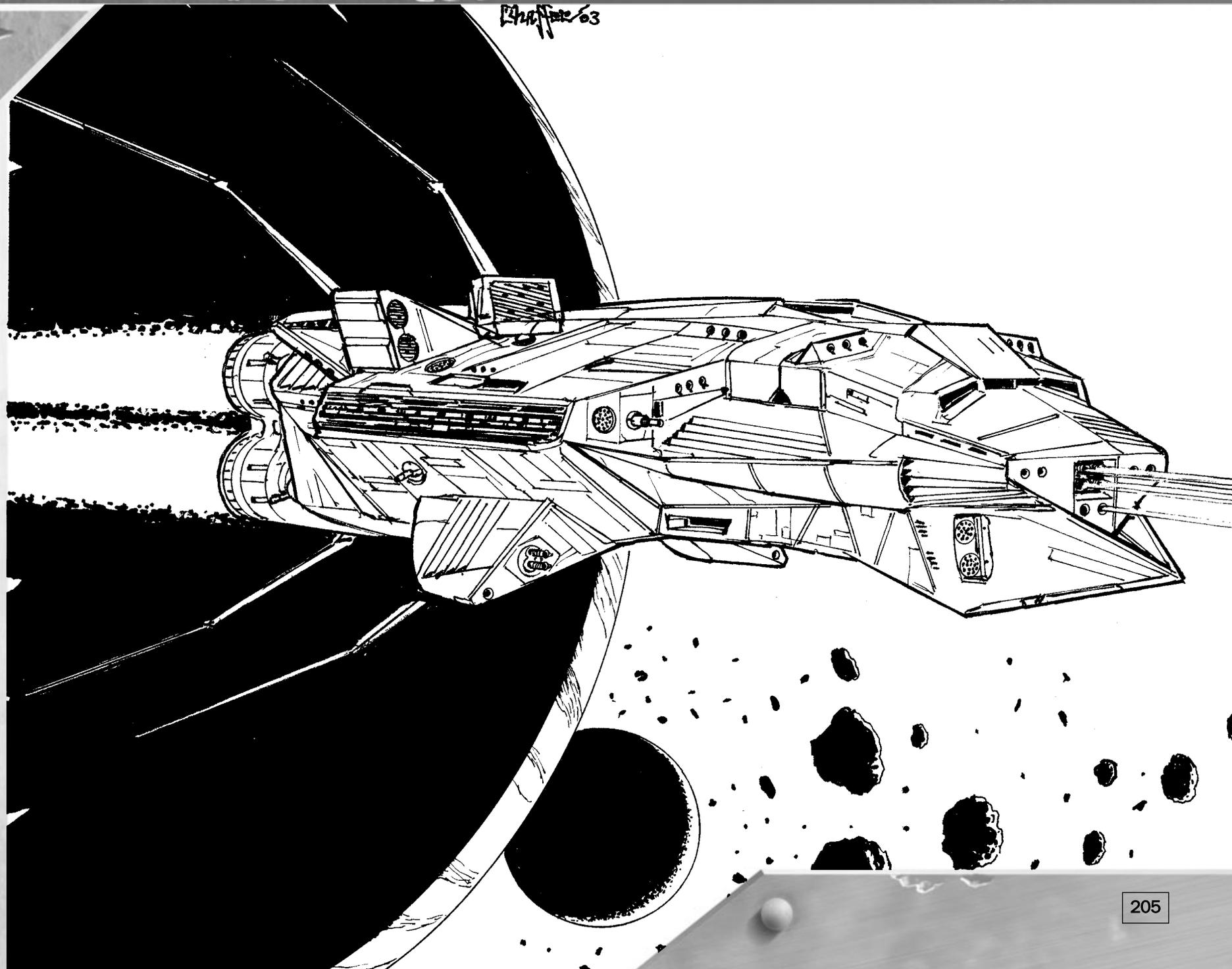
Bay 1: Fighters/Small Craft (18) 6 Doors
Bay 2: Cargo (72,036.5 tons) 2 Doors

Ammunition: 800 rounds LRM 15 ammunition (100 tons), 100 rounds NAC/40 ammunition (120 tons), 200 rounds NAC/30 ammunition (160 tons), 450 rounds NAC/25 ammunition (270 tons)

Notes: Equipped with 623.5 tons of Ferro-Carbide Armor.

Weapons:		Capital Attack Values (Standard)				Class
Arc (Heat)	Type	Short	Medium	Long	Extreme	
Nose (400 Heat)						
	2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
	2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
	4 PPC	4 (40)	4 (40)	—	—	PPC
	4 LRM 15 (208 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
FL/FR (203 Heat)						
	1 NAC/40 (50 rounds)	40	40	—	—	Capital AC
	4 PPC	4 (40)	4 (40)	—	—	PPC
	6 Medium Lasers	3 (30)	—	—	—	Laser
	2 LRM 15 (112 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
LBS/RBS (266 Heat)						
	2 NAC/30 (100 rounds)	60	60	60	—	Capital AC
	6 Large Lasers,	8 (78)	5 (48)	—	—	Laser
	6 Medium Lasers	—	—	—	—	—
AL/AR (113 Heat)						
	1 NAC/25 (50 rounds)	25	25	25	—	Capital AC
	2 LRM 15 (104 rounds)	2 (18)	2 (18)	2 (18)	—	LRM
	6 Medium Lasers	3 (30)	—	—	—	Laser
Aft (450 Heat)						
	2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
	2 NAC/25 (50 rounds)	50	50	50	—	Capital AC
	4 PPC	4 (40)	4 (40)	—	—	PPC
	4 LRM 15 (160 rounds)	4 (36)	4 (36)	4 (36)	—	LRM
	4 Large Lasers,	6 (62)	3 (32)	—	—	Laser
	6 Medium Lasers	—	—	—	—	—

DAVION (DESTROYER)



NAGA (DESTROYER)

The *Naga*-class light destroyer once formed the core of the Terran Hegemony's fleet, replacing the older *Essex*-class in 2645 with its mix of heavy armor and firepower. Produced to deliver an efficient mix of capital weaponry in a small, tough, cost-effective package, the *Naga* reigned as the premier destroyer of the Hegemony navy for half a century before new technologies made faster and more powerful ships possible. Though comparable contemporaries, such as the *Carson*- and *Baron*-classes, existed, the *Naga*'s death knell, ironically enough, was sounded when the upgraded *Essex*-class was commissioned in 2707 and launched in 2711.

Intended for close-quarters combat against other large ships, the *Naga* featured a heavy concentration of light naval autocannons and energy weapons in a simplified mixture to streamline its logistical needs to only three ammunition types. A spacious cargo bay, often used to store additional ammo or supplies for an extended mission, allowed the *Naga* to operate over long durations and resupply its needs through its own stores. For anti-fighter defense, the *Naga* did not rely on its own firepower, but instead carried up to two squadrons of aerospace craft and a pair of heavy combat shuttles. Unfortunately, this feature did little to offset the *Naga*'s few critical flaws: namely its lack of rearward firepower, slow acceleration rate, and absence of light anti-fighter defenses.

Today, only three *Nagas* are known to exist, having remained in mothball since the fall of the Star League. Left in orbit around Neptune, all three of these destroyers were largely overlooked during the fighting for Terra. Now in the hands of the fanatics, our intelligence sources have indicated efforts to reactivate these vessels are underway. However, as all three are suffering from extensive structural fatigue and engine flaws that have only been exacerbated by their tremendous age, we believe restoration will ultimately prove an expensive waste of time.

NAGA (DESTROYER)

Tech: Star League
Introduced: 2645
Mass: 540,000 tons
Length: 540 meters
Sail Diameter: 1,200 meters
Fuel: 2,000 tons (5,000)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 12
Heat Sinks: 620
Structural Integrity: 68
Battle Value: 19,914

Armor

Fore: 17
Fore-Sides: 20
Aft-Sides: 20
Aft: 15

Cargo:

Bay 1: Fighters (12), 2 Doors
 Small Craft (2)
 Bay 2: Cargo (142,437 tons) 1 Door

DropShip Capacity: 0

Grav Decks: 1 (55 meters diameter)

Escape Pods: 10

Life Boats: 22

Crew: 35 officers, 132 enlisted/non-rated, 34 gunners, 44 bay personnel

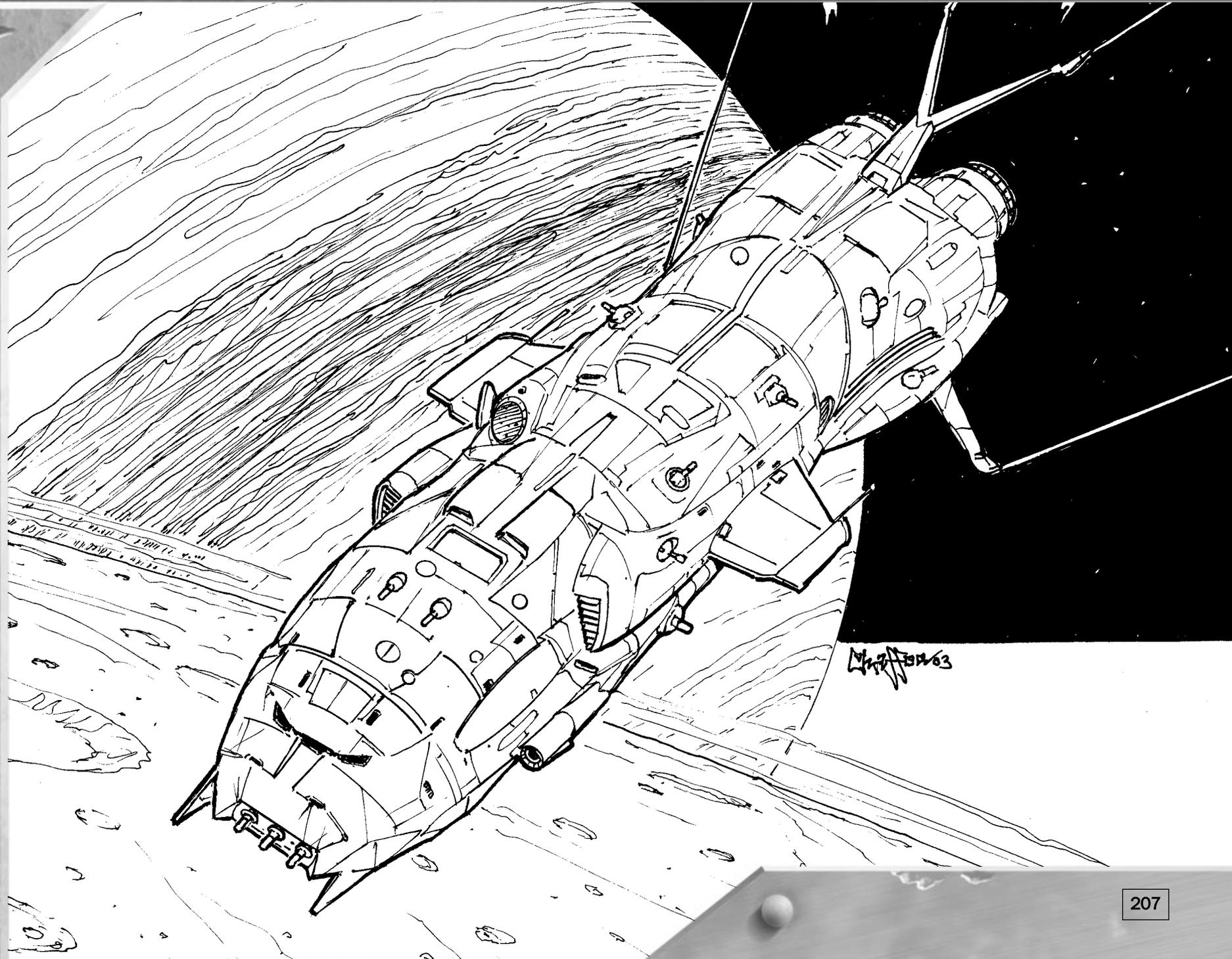
Ammunition: 205 rounds NAC/10 ammunition (41 tons), 40 White Shark missiles (1,600 tons), 10 Barracuda missiles (300 tons)

Notes: Equipped with 174 tons of standard armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (90 Heat)					
3 NAC/10 (45 rounds)	30	30	30	—	Capital AC
FL/FR (75 Heat)					
2 NAC/10 (40 rounds)	20	20	20	—	Capital AC
1 White Shark (20 missiles)	3	3	3	3	Capital Missile
LBS/RBS (426 Heat)					
3 NL35	11	11	11	—	Capital Laser
2 Light NPPC	14	14	14	—	Capital PPC
2 NAC/10 (40 rounds)	20	20	20	—	Capital AC
AL/AR (366 Heat)					
3 NL35	11	11	11	—	Capital Laser
2 Light NPPC	14	14	14	—	Capital PPC
Aft (10 Heat)					
1 Barracuda (10 missiles)	2	2	2	2	Capital Missile

NAGA (DESTROYER)



WAGON WHEEL (FRIGATE)

The *Wagon Wheel*-class frigate was an amazing achievement for its time, not simply for its combat capabilities, but because it represented a sign of Periphery solidarity in the face of a resurgent Inner Sphere. Intended both as a new breed of WarShip to complement the Taurian Concordat's aging space fleet, as well as a possible export sale to other Periphery realms—such as the Outworlds Alliance—this new vessel barely entered service before the formation of the Star League gave all Periphery realms a common cause for alarm.

Initially planned as a heavy troop transport and carrier with a very long operating range, the *Wagon Wheel* was planned to feature three large grav decks for the benefit of crew and transporting troops alike and over a dozen docking collars for DropShips. Political wrangling, financial miscalculations and technical issues, however, forced engineers to change their plans and eliminate all but two docking collars. Increasing the engine thrust to 3 Gs maximum and upgrading its firepower, they transformed the vessel into a fast attack ship rather than a heavy transport. Legal obligations between various subcontractors involved in its construction forced the designers to retain the oversized grav decks, though. These giant metallic rings, riding on pylons that look like great spokes of an old Terran wagon wheel, gave the WarShip its dubious class name, but also limited its maneuverability, as the grav decks and pylons often suffered damage from the inertia of sudden, high-stress accelerations and evasive actions.

The Taurian Concordat produced only a handful of *Wagon Wheels* before the Reunification War forced re-prioritization of military spending. Ironically, the destruction of two *Wagon Wheels* in 2573 by Davion WarShips at the infamous Malagrotta Affair led to the Reunification War, cementing the historical enmity between the Concordat and the Federated Suns that continues to this day.

WAGON WHEEL (FRIGATE)

Tech: Star League
Introduced: 2570
Mass: 650,000 tons
Length: 700 meters
Sail Diameter: 1,003 meters
Fuel: 8,000 tons (20,000)
Tons/Burn-day: 39.52
Safe Thrust: 4
Maximum Thrust: 6
Sail Integrity: 4
KF Drive Integrity: 14
Heat Sinks: 2,000
Structural Integrity: 47
Battle Value: 102,313

Armor

Fore: 46
Fore-Sides: 47
Aft-Sides: 47
Aft: 40

Cargo

Bay 1: Fighters (12) 4 Doors
 Bay 2: Small Craft (4) 2 Doors
 Bay 3: Cargo (92,790 tons) 2 Doors

DropShip Capacity: 2

Grav Decks: 3 (2 300-meter diameter, 1 200-meter diameter)

Escape Pods: 24

Life Boats: 35

Crew: 40 officers, 150 enlisted/non-rated, 45 gunners, 44 bay personnel, 50 marines

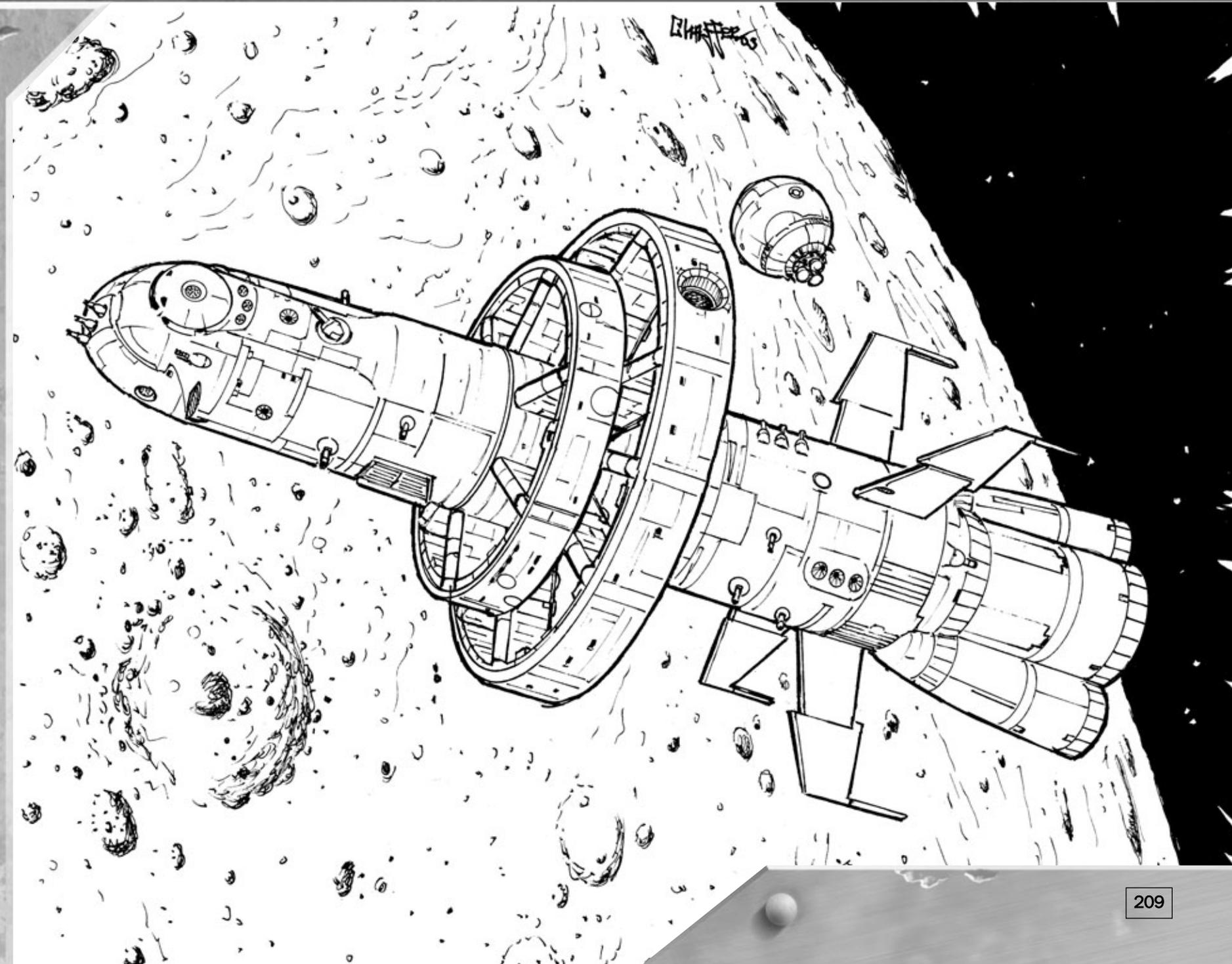
Ammunition: 240 White Shark missiles (9,600 tons), 80 rounds NAC/35 ammunition (80 tons), 40 rounds NAC/10 ammunition (8 tons), 120 rounds LRM 15 ammunition (15 tons), 600 rounds SRM 6 ammunition (40 tons), 400 rounds Autocannon/5 ammunition (20 tons), 120 rounds Autocannon/10 ammunition (12 tons)

Notes: Equipped with 609 tons of standard armor. Also equipped with 10 first-class and 30 second-class passenger accommodations.

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (495 Heat)						
	3 NL-45	14	14	14	14	Capital Laser
	2 Medium NPPC	18	18	18	18	Capital PPC
	3 LRM 15 (120 rounds)	3 (27)	3 (27)	3 (27)	—	LRM
FL/FR (109 Heat)						
	3 White Sharks (60 missiles)	9	9	9	9	Capital Missile
	1 NL35	4	4	4	—	Capital Laser
	3 SRM 6 (300 rounds)	2 (24)	—	—	—	SRM
LBS/RBS (495 Heat)						
	2 NAC/35 (20 rounds)	70	70	—	—	Capital AC
	2 NAC/35 (20 rounds)	70	70	—	—	Capital AC
	6 Autocannon/5, (400 rounds), 3 Autocannon/10 (120 rounds)	6 (60)	6 (60)	—	—	Autocannon
AL/AR (45 Heat)						
	3 White Sharks (60 missiles)	9	9	9	9	Capital Missile
Aft (164 Heat)						
	2 NL35	7	7	7	—	Capital Laser
	2 NAC/10 (40 rounds)	20	20	20	—	Capital AC

WAGON WHEEL (FRIGATE)



LOLA I & II (DESTROYERS)

Rear Admiral Adelaide Lola, one of the first commanders of WarShip Sub-Command, was the conscience of the Hegemony Navy with her unrelenting demands that her sailors meet standards of moral and ethical excellence as well as military skill. She died in 2332; in 2345, the first ship to bear her name launched. The *Lola*-class of destroyers were a direct answer to many of the issues the admiral raised and served with distinction for centuries as an escort and picket ship.

The most obvious feature of the *Lola*-class is its impressive array of armaments and heavy armor. It mounts a variety of heavy naval lasers as well as naval autocannons. In addition to heavy weapons, the *Lola Block I* also carried a squadron of heavy fighters to enhance its escort and picket abilities. In an effort to make the *Lola*-class durable, Boeing Interstellar maximized the use of armor for a ship of this design. However, the extra armor protection drove the ship's mass above its design weight. Moreover, this extra mass forced the engineers to install the massive Rolls Le Fay drives; drives normally meant for a larger vessel. Consequently, both *Lola Block Is* and *IIs* outweighed the *Lola Block IIs*. Unfortunately, these drives made space a premium, making living conditions tight for the crews earning them the nickname, "sardine cans." This problem would repeat itself with the *Lola II* and eventually the *Lola III*.

In 2622, Blue Nose Clipperships—under license from Boeing Interstellar—began designing a new destroyer class which would replace the *Lola Block I*. The designers envisioned this new class as the perfect replacement for the older models, with greater fuel capacity and enhanced performance. In the rush to bring the design to production, however, they overlooked numerous aspects, as testing revealed critical faults in the new fuel system design. Additional design flaws surfaced, and in 2660 the Star League Navy ordered the remaining vessels decommissioned and subsequently scrapped. However, at least four *Lola IIs* surfaced in the hands of the Taurian rebels during the Second Periphery Uprising, leaving some doubt as to the actual disposition of these vessels.

LOLA I & II (DESTROYERS)

Tech: Star League

Introduced: 2345 [Lola I], 2622 [Lola II]

Mass: 680,000 tons

Length: 600 meters [Lola I],
626 meters [Lola II]

Sail Diameter: 1000 meters

Fuel: 5,230 tons (13,075) [Lola I],
2,180 tons (5,450) [Lola II]

Tons/Burn-day: 39.52

Safe Thrust: 4

Maximum Thrust: 6

Sail Integrity: 4

KF Drive Integrity: 14

Heat Sinks: 1,850 [Lola I], 1,632 [Lola II]

Structural Integrity: 50

Battle Value: 59,837 [Lola I], 59,510 [Lola II]

Armor

Fore: 48

Fore-Sides: 48

Aft-Sides: 48

Aft: 48

Cargo [Lola I]

Bay 1: Fighters (6) 2 Doors

Bay 2: Small Craft (2) 1 Door

Bay 3: Cargo (115,017 tons) 2 Doors

Cargo [Lola II]

Bay 1: Fighters (6) 2 Doors

Bay 2: Small Craft (2) 1 Door

Bay 3: Cargo
(114,706.5 tons) 2 Doors

DropShip Capacity: 0

Grav Decks: 0

Escape Pods: 20

Life Boats: 20 [Lola I], 21 [Lola II]

Crew: 39 officers, 142 enlisted/non-rated, 40 gunners, 22 bay personnel [Lola I], 38 officers, 144 enlisted/non-rated, 40 gunners, 22 bay personnel [Lola II]

Ammunition [Lola I]: 300 rounds NAC/10 ammunition (60 tons)

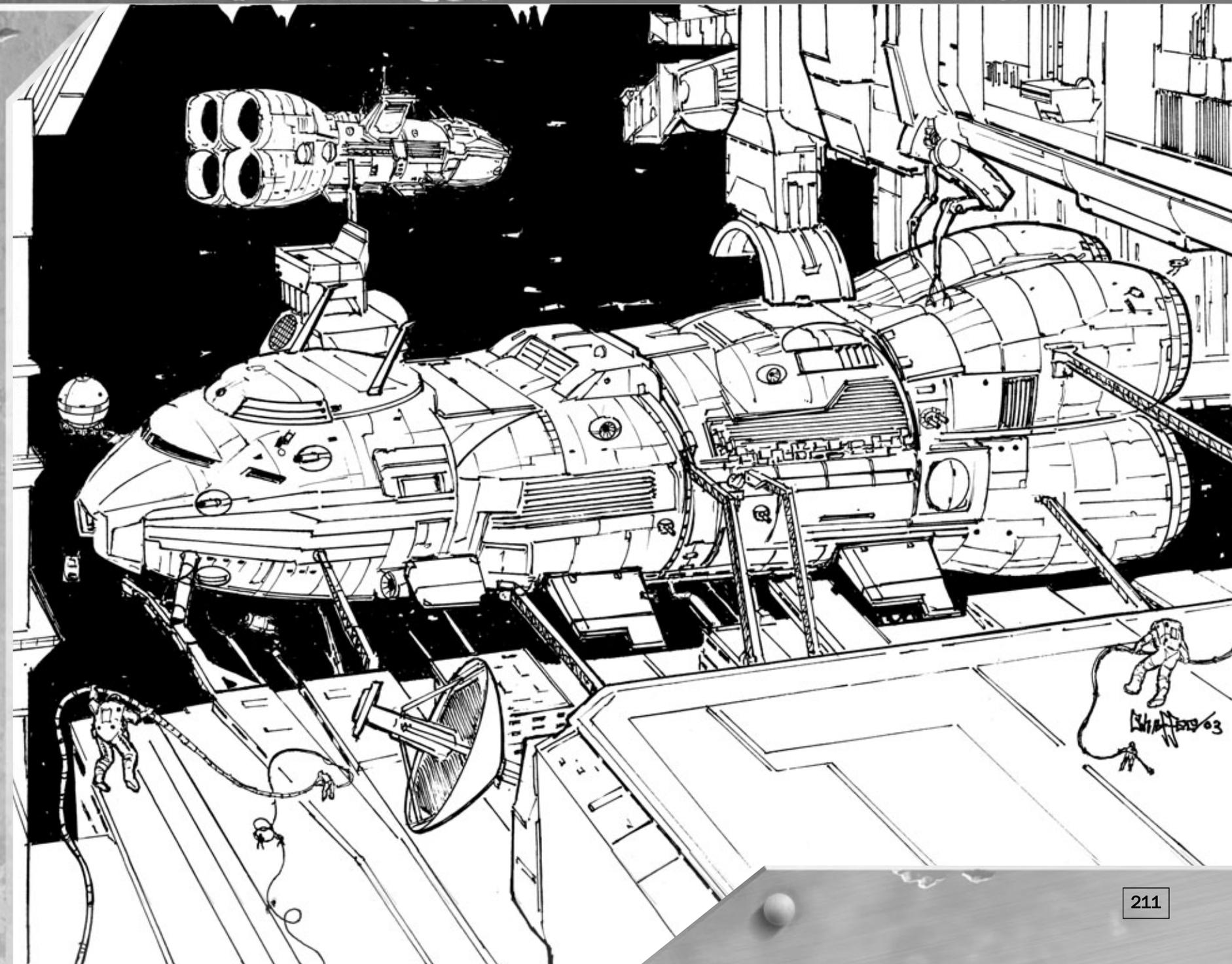
Ammunition [Lola II]: 120 Barracuda missiles (3,600 tons), 240 rounds NAC/10 ammunition (48 tons)

Notes [Lola I & II]: Mounts 644 tons of Standard Armor.

Weapons:

Arc (Heat)	Type	Short	Capital Attack Values (Standard)			Class
			Medium	Long	Extreme	
Nose (432 Heat-Lola I, 350 Heat-Lola II)						
	4 NL-55	22	22	22	22	Capital Laser
	2 NAC/10 (20 rounds)[Lola I]	20	20	20	—	Capital AC
	4 Large Lasers [Lola I]	3 (32)	3 (32)	—	—	Laser
	1 Barracuda (20 missiles) [Lola II]	2	2	2	2	Capital Missile
FL/FR (232 Heat-Lola I, 230 Heat-Lola II)						
	2 NL-55	11	11	11	11	Capital Laser
	1 NAC/10 (20 rounds) [Lola I]	10	10	10	—	Capital AC
	4 Large Lasers [Lola I]	3 (32)	3 (32)	—	—	Laser
	2 NAC/10 (20 rounds) [Lola II]	20	20	20	—	Capital AC
LBS/RBS (210 Heat)						
	4 NAC/10 (100 rounds) [Lola I]	40	40	40	—	Capital AC
	1 NL-45	5	5	5	5	Capital Laser
	4 Large Lasers [Lola I]	3 (32)	3 (32)	—	—	Laser
	4 NAC/10 (80 rounds) [Lola II]	40	40	40	—	Capital AC
	2 Barracuda (40 missiles) [Lola II]	2	2	2	2	Capital Missile
AL/AR (232 Heat-Lola I, 230 Heat-Lola II)						
	2 NL-55	11	11	11	11	Capital Laser
	1 NAC/10 (20 rounds) [Lola I]	10	10	10	—	Capital AC
	4 Large Lasers [Lola I]	3 (32)	3 (32)	—	—	Laser
	2 NAC/10 (20 rounds) [Lola II]	10	10	10	—	Capital AC
Aft (372 Heat-Lola I, 350 Heat-Lola II)						
	4 NL-55	22	22	22	22	Capital Laser
	4 Large Lasers [Lola I]	3 (32)	3 (32)	—	—	Laser
	1 Barracuda (20 missiles) [Lola II]	2	2	2	2	Capital Missile

LOLA I & II (DESTROYERS)



DART (LIGHT CRUISER)

In the early years of the Terran Alliance, the naval command identified a need for a WarShip that could operate independently not only as a combat vessel, but also as an exploration ship and cargo carrier when required. They needed it to be able to function competently even in the furthest reaches of the Alliance, or beyond the other realms of the Inner Sphere. The ship also had to be heavy enough to withstand some of the arduous demands placed on ships in the harshness of space during exploration or combat. Di Tron Heavy Industries supplied the Terran Navy the answer: the *Dart*-class cruiser.

The *Dart*-class was a ship designed specifically for independent duty. The construction of the ship included very large fuel storage tanks and a cargo bay massing over 15% of the ship's mass. Built into the hull were six-drop collars to handle the large military and civilian class DropShips. However, not the largest of WarShips, it was large enough to have a reinforced structural integrity not commonly found on WarShips of the same size.

One unique aspect of the *Dart* was its maneuver drives: the new Century 4000s. Though massive, they were robust and very dependable. Most engineers joked that they were required only to change the oil and filter during scheduled maintenance periods for the drives. 1,200 tons of standard armor protected the ship's hull. The weapons were a mixture of heavy energy weapons and naval autocannons.

The *Dart*-class served for nearly 200 years before they were retired in favor of the new *Avatar* cruiser. Many of the Periphery nations purchased the ships, however with their weapons removed, and saw service into the Reunification War. The *SLS Gettysburg* destroyed the last known *Dart* in the New Vandenberg revolt in 2722. The last *Dart* cruiser was a shell of its former self when fanatical Periphery separatists attempted to destroy the newer *Essex*-class destroyer.

DART-CLASS LIGHT CRUISER

Tech: Star League
Introduced: 2305
Mass: 680,000 tons
Length: 703 meters
Sail Diameter: 1,135 meters
Fuel: 8,975 tons (22,437)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 14
Heat Sinks: 2,358
Structural Integrity: 90

Battle Value: 114,986

Armor

Fore: 101
Fore-Sides: 88
Aft-Sides: 88
Aft: 79

Cargo

Bay 1: Cargo (140,060 tons) 2 Doors
 Bay 2: Small Craft (6) 2 Doors

DropShip Capacity: 6

Grav Decks: 2 (both 145-meters diameter)

Escape Pods: 29

Life Boats: 35

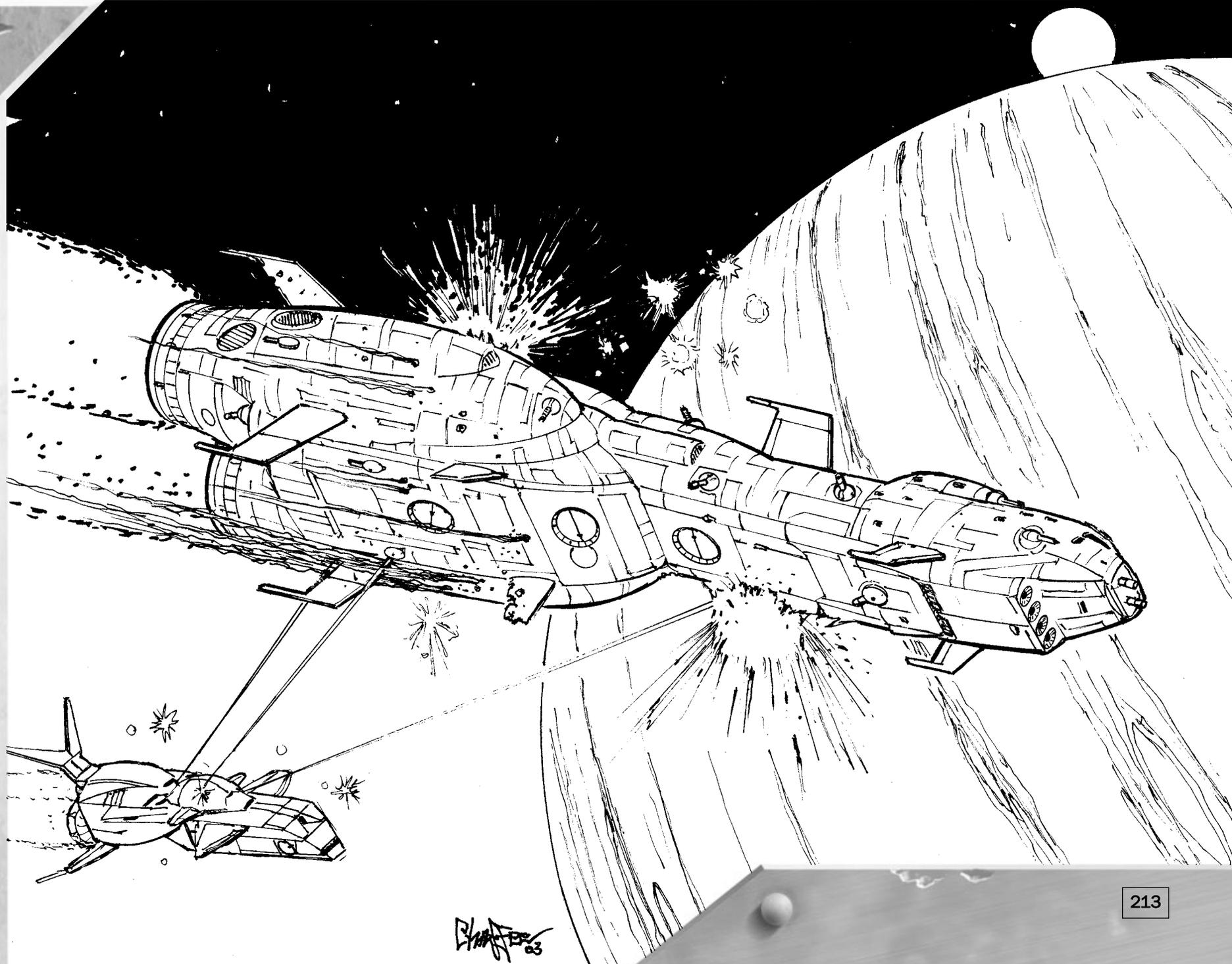
Crew: 45 officers, 136 enlisted / non-rated, 36 gunners, 120 marines and 30 bay personnel

Ammunition: 40 Killer Whale missiles (2,000 tons), 80 rounds NAC/30 ammunition (24 tons), 185 rounds NAC/25 ammunition (110 tons), 100 rounds NAC/20 ammunition (40 tons)

Notes: Mounts 1,194 tons of Standard armor.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (340 heat)					
2 NAC/20 (100 rounds)	40	40	40	—	Capital AC
2 NL45	9	9	9	9	Capital Laser
4 Killer Whale (40 missiles)	16	16	16	16	Capital Missile
FL/FR (274 heat)					
2 NL35	7	7	7	—	Capital Laser
2 NAC/25 (40 rounds)	50	50	50	—	Capital AC
LBS/RBS (410 heat)					
2 NAC/30 (40 rounds)	60	60	60	—	Capital AC
2 Light NPPC	14	14	14	—	Capital PPC
AL/AR (274 heat)					
2 NL35	7	7	7	—	Capital Laser
2 NAC/25 (40 rounds)	50	50	50	—	Capital AC
Aft (274 heat)					
2 NL35	7	7	7	—	Capital Laser
2 NAC/25 (25 rounds)	50	50	50	—	Capital AC

DART (LIGHT CRUISER)



WINCHESTER (CRUISER)

With central authority all but shattered after the Terran Alliance's collapse and newer, more powerful states on the rise—particularly the nascent Terran Hegemony and Crucis Pact—the industrious, freedom-loving people of the Taurian Concordat sought to secure their defenses with an unprecedented demonstration of their military might. The *Winchester*-class cruiser, produced at the Illiushin shipyards, became a key element in this massive military build up, a bold first step in the Concordat's effort to strengthen its naval arm and head off potential invasions in advance.

For its time, the *Winchester*-class came heavily armored, a remarkable feat for a vessel so large, yet so fast. Able to pull a maximum acceleration of 2.5 Gs while simultaneously weathering heavy fire, this vessel quickly became the pride of the Taurian space fleet, a symbol of the rugged and progressive nature of the Concordat. Serving aboard a *Winchester* was considered the height of a Taurian naval officer's career.

As an older design, the *Winchester*-class relied heavily on naval autocannon and lasers for its primary firepower, with smaller-scale lasers and autocannon handling anti-fighter defense. As an added measure against enemy aerospace forces or assault DropShips, this cruiser also featured enough fighter and small craft bays for three support squadrons. It could also accommodate a trio of larger vessels with its docking collars. Typical attendant DropShips to a *Winchester* ranged from troop transports to boarding craft, usually manned—at least in part—by the *Winchester's* own complement of trained marines.

During the Reunification War, all of these aging craft were destroyed in various engagements, with the final vessels falling to the SLDF Navy in 2581 at the titanic Battle of Robsart.

WINCHESTER (CRUISER)

Tech: Star League
Introduced: 2364
Mass: 740,000 tons
Length: 457 meters
Sail Diameter: 870 meters
Fuel: 10,000 tons (25,000)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 15
Heat Sinks: 1,500
Structural Integrity: 75
Battle Value: 70,763

Armor

Fore: 45
Fore-Sides: 42
Aft-Sides: 42
Aft: 41

Cargo

Bay 1: Fighters (12) 3 Doors
 Bay 2: Small Craft (6) 2 Doors
 Bay 3: Cargo (154,681 tons) 1 Door

DropShip Capacity: 3

Grav Decks: 2 (70-meter diameter, and 90-meter diameter)

Escape Pods: 30

Life Boats: 42

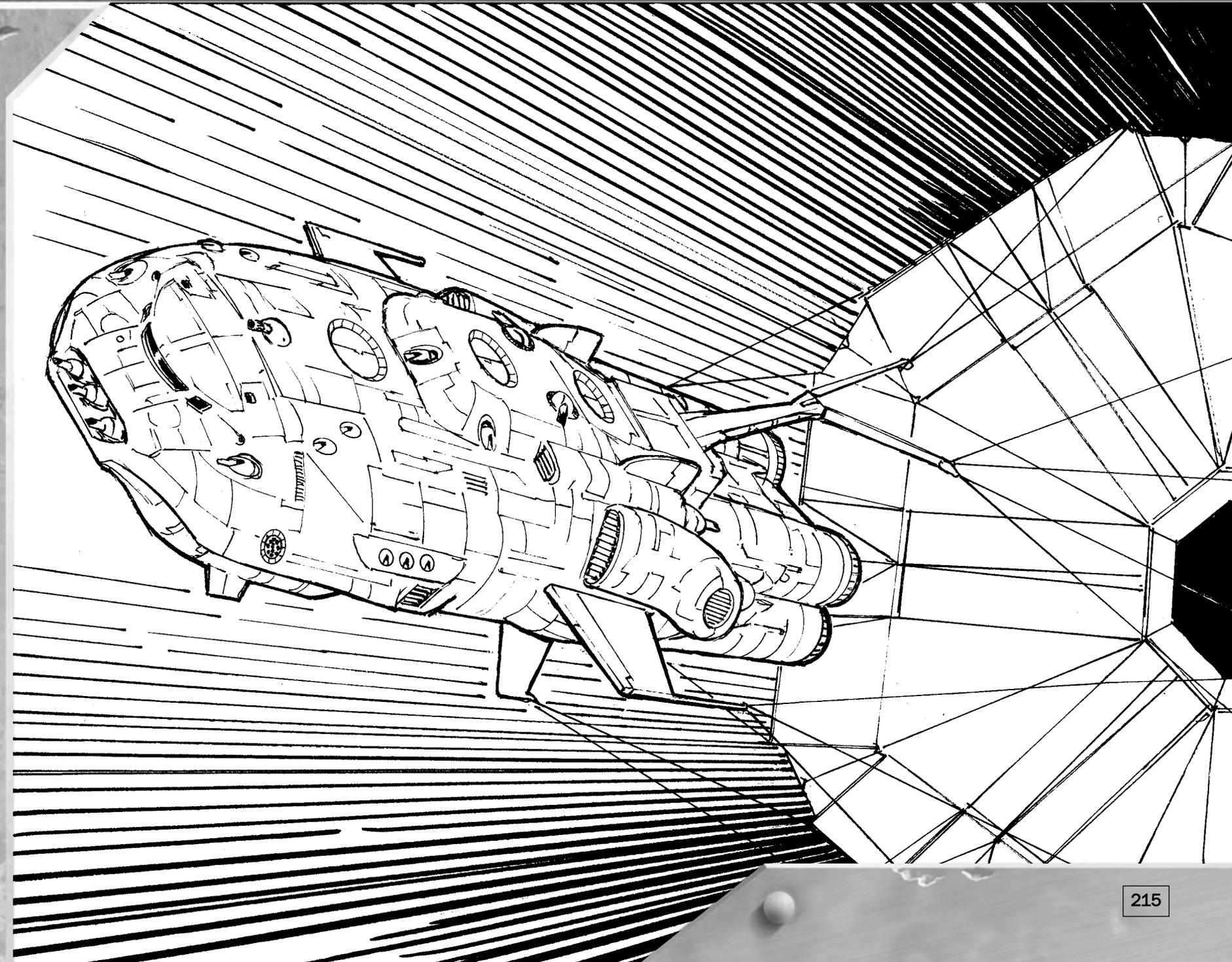
Crew: 63 officers, 26 enlisted/non-rated, 31 gunners, 54 bay personnel, 56 marines

Ammunition: 60 rounds NAC/30 ammunition (48 tons), 120 rounds NAC/25 ammunition (72 tons), 120 rounds NAC/10 ammunition (24 tons), 200 rounds Autocannon/5 ammunition (10 tons), 120 Barracuda missiles (3,600 tons)

Notes: Equipped with 514 tons of standard armor.

Weapons:		Capital Attack Values (Standard)				
Arc (Heat)	Type	Short	Medium	Long	Extreme	Class
Nose (226 Heat)						
	3 NL45	14	14	14	14	Capital Laser
	2 Large Lasers	2 (16)	2 (16)	—	—	Laser
FL/FR (127 Heat)						
	1 NAC/25 (60 rounds)	25	25	25	—	Capital AC
	3 Barracudas (60 rounds)	6	6	6	6	Capital Missile
	4 Medium Lasers	2 (20)	—	—	—	Laser
LBS/RBS (162 Heat)						
	4 NAC/10 (60 rounds)	40	40	40	—	Capital AC
	3 Large Lasers, 6 Medium Lasers	5 (54)	2 (24)	—	—	Laser
AL/AR (104 Heat)						
	2 NL35	7	7	7	—	Capital Laser
Aft (204 Heat)						
	2 NAC/30 (60 rounds)	60	60	60	—	Capital AC
	4 Autocannon/5 (200 rounds)	2 (20)	2 (20)	—	—	Autocannon

WINCHESTER (CRUISER)



RIGA (FRIGATE)

In 2426, the Terran Hegemony's Center of Strategic Studies, in conjunction with the Hegemony Naval Command, was tasked identifying and correction any deficiencies in the organization and deployment of Hegemony naval assets. The ten-year in-depth study identified a problem endemic to most nations of that era: lack of assets to meet mission objectives. The Hegemony navy needed a WarShip capable of performing the duties of a destroyer and yet able to fight like a cruiser.

The Navy was skeptical after the *Quixote* fiasco, but listened nonetheless. The *Riga*-class frigate—a Boeing Interstellar design—was presented as one answer. After two years of negotiations and political maneuvering, the *Riga* was authorized. In 2438, construction began, completing eighteen months later, and commissioned in 2440. *Rigas* were produced until the new *Congress*-class began production in 2542.

The *Riga* was specifically designed for extended operations and independent duty. The ship's new maneuver drives maximized fuel efficiency without sacrificing speed, and the *Riga*'s energy-based weapon systems exemplified the ship's mission by removing ammunition dependency. The navy felt the ship lacked sufficient firepower at shorter ranges, however, and insisted on the addition of autocannons. A compromise was reached, leading to the inclusion of large magazine stores for the cannons. The ship's armored hull gave the *Riga* the protection of a battlecruiser, while two squadrons of fighters were included to protect the ship from other fighters.

The *Riga* also served as an escort ship for the *Monsoon* and *Aegis*-class WarShips during fleet deployments. They fought well during the Reunification War, proving their ability to conduct long-range operations. They were eventually retired in 2735 to make room for the new *Sovetskii Soyuz*-class heavy cruisers; the final ships were mothballed in 2740.

RIGA (FRIGATE)

Tech: Star League
Introduced: 2440
Mass: 750,000 tons
Length: 693 meters
Sail Diameter: 1375 meters
Fuel: 10,560 tons (26,400)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 2,100
Structural Integrity: 70
Battle Value: 95,430

Armor

Fore: 70
Fore-Sides: 65
Aft-Sides: 65
Aft: 67

Cargo

Bay 1: Fighters (12) 2 Doors
 Bay 2: Small Craft (4) 2 Doors
 Bay 3: Cargo (124,492.5 tons) 2 Doors

DropShip Capacity: 2

Grav Decks: 2 (140 and 65 meters diameter)

Escape Pods: 31

Life Boats: 20

Crew: 40 officers, 155 enlisted / non-rated, 38 gunners, 44 bay personnel

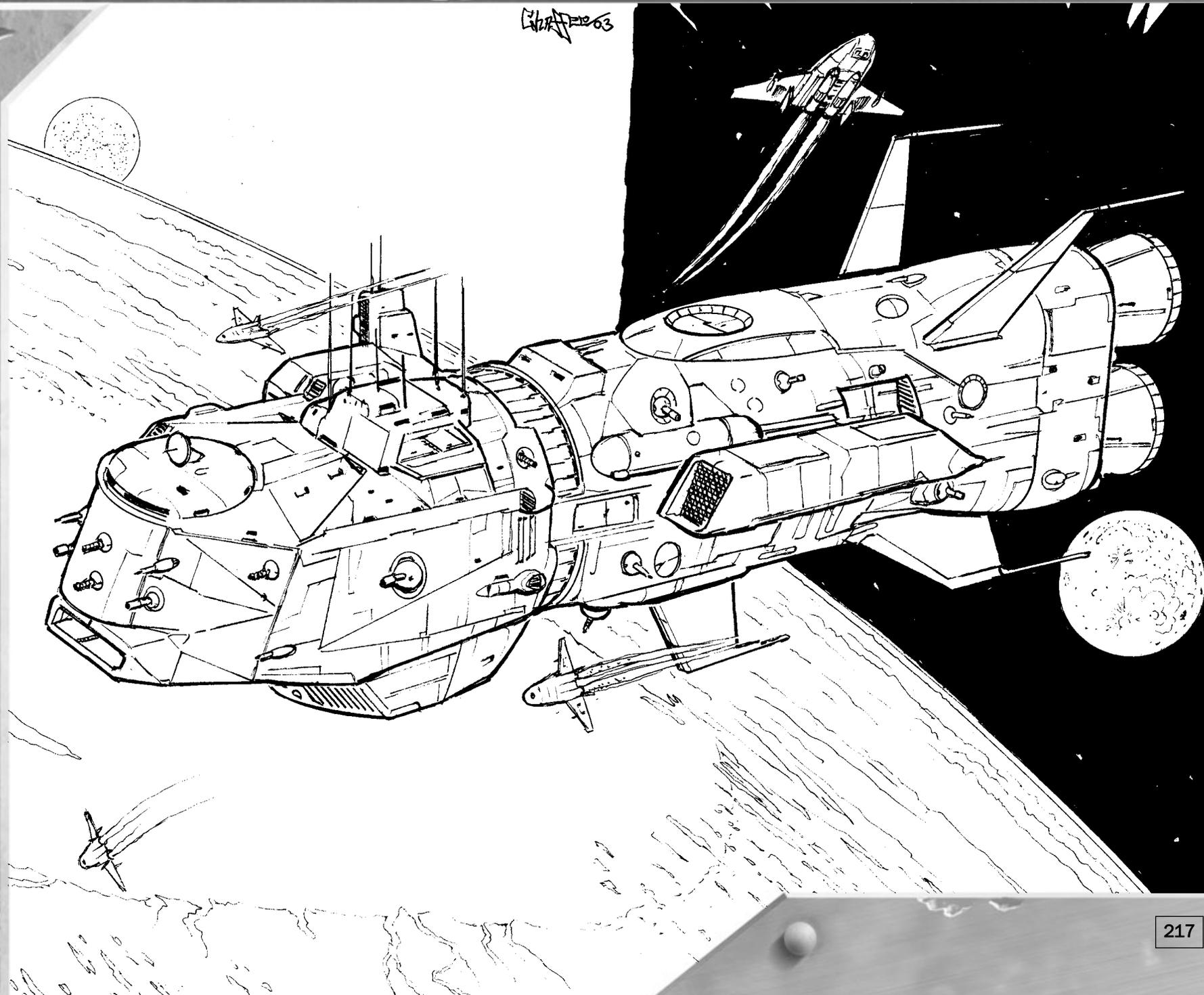
Ammunition: 300 rounds NAC/30 ammunition (240 tons), 400 rounds NAC/25 ammunition (240 tons)

Notes: Mounts 443.5 tons of Ferro-carbide armor.

Weapons:

Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (595 Heat)					
1 Heavy NPPC	15	15	15	15	Capital PPC
2 NL55	11	11	11	11	Capital Laser
2 NAC/30 (100 rounds)	60	60	60	—	Capital AC
FL/FR (415 Heat)					
1 Light NPPC	7	7	7	—	Capital PPC
2 NL45	9	9	9	9	Capital Laser
2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
LBS/RBS (595 Heat)					
1 Heavy NPPC	15	15	15	15	Capital PPC
2 NL55	11	11	11	11	Capital Laser
2 NAC/30 (100 rounds)	60	60	60	—	Capital AC
AL/AR (415 Heat)					
1 Light NPPC	7	7	7	—	Capital PPC
2 NL45	9	9	9	9	Capital Laser
2 NAC/25 (100 rounds)	50	50	50	—	Capital AC
Aft (245 Heat)					
1 Light NPPC	7	7	7	—	Capital PPC
2 NL45	9	9	9	9	Capital Laser

RIGA (FRIGATE)



KIMAGURE (PURSUIT CRUISER)

Originally designed as a “proof of concept” vessel, the Krester Ship Construction vessel *Kimagure* impressed the SLDF naval commanders who saw it with its combination of speed, resilience and firepower, filling a niche in the nascent SLDF navy. They placed orders for a dozen vessels, in the process establishing Krester’s credentials and earning them the contract for the *Texas*-class in the early Twenty-seventh century. (Only five of these vessels would survive the wars that followed and leave in Kerensky’s Exodus. Clan Snow Raven would transform two of those into the *Conqueror*-class.)

The *Kimagure*-class, its name meaning “capricious” in Japanese, was among the fastest vessels employed by the Star League fleets. They were capable of a sustained 2.5 G acceleration and 4Gs in short sprints, comparable with many corvettes. Unlike most corvettes, however, the *Kimagure* was heavily armed, with banks of naval PPCs in seven of its eight firing arcs—providing hard-hitting, long-range firepower while largely freeing the vessel from ammunition constraints. Most commonly employed were its quad heavy- and medium-Naval PPCs in the nose, allowing the *Kimagure* to pound its target as it approached at high speed. Formidable broadside bays also allowed the vessel to hold its own in sustained engagements. Impressive armoring (a trait that would also appear on the *Texas*) aided the design’s abilities in a stand-up fight, though few sought out such battles, preferring instead to fight mobile engagements and exploiting the vessel’s speed and agility.

The design’s greatest weakness, however, was its array of energy weapons. Those banks required vast arrays of heat sinks. While carrying more than 2500 double heat sinks, each of the *Kimagure*’s broadside bays required half that amount to fire on their own. A vessel that allowed itself to be surrounded would be unable to use its full firepower, a fate that befell most of those *Kimagure* lost in the Periphery and the Amaris revolt.

The vessel’s distinct prow (a feature retained on the *Conqueror*) became its trademark, earning the *Kimagure* the nickname of “hatchetface” among its crews. Engines dominated the more bulky aft section of the vessel, though the crew’s quarters were well regarded despite the enlisted crew sharing four-occupant bunkrooms.

KIMAGURE (PURSUIT CRUISER)

Tech: Star League
Introduced: 2582
Mass: 780,000 tons
Length: 715 meters
Sail Diameter: 980 meters
Fuel: 5,100 tons (12,500)
Tons/Burn Day: 39.52
Safe Thrust: 5
Maximum Thrust: 8
Sail Integrity: 4

KF Drive Integrity: 16
Heat Sinks: 2,500 (5,000)
Structural Integrity: 70
Battle Value: 101,557

Armor

Fore: 180
Fore-Sides: 150
Aft-Sides: 139
Aft: 120

Cargo

Bay 1: Fighters (12) 6 Doors
 Bay 2: Cargo (8,968.5 tons) 5 Doors

DropShip Capacity:

Grav Deck: 2 (65 and 85-meter diameter)

Life Boats:

Escape Pods: 20

Crew: 50 officers, 155 crew, 70 gunners, 24 bay personnel, 30 marines

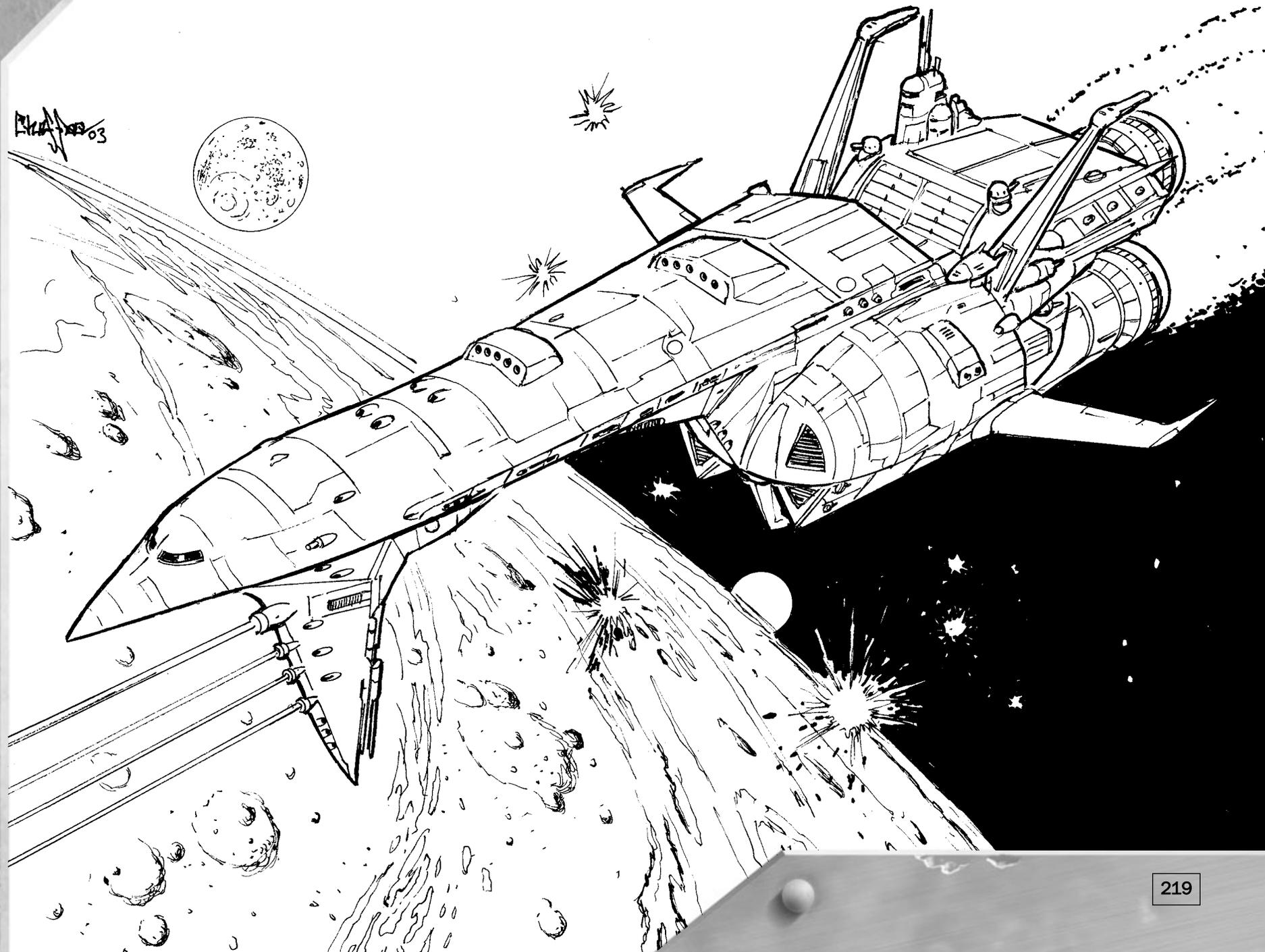
Ammunition: 360 rounds LB 10-X AC ammunition (36 tons), 40 rounds NAC/10 ammunition (8 tons)

Note: Equipped with 1,044.5 tons of Ferro-carbide armor and a lithium-fusion battery system.

Weapons:

Arc (Heat)	Type	Capital Attack Values (Standard)				Class
		Short	Medium	Long	Extreme	
Nose (1,500 Heat)						
	4 Heavy NPPC	60	60	60	60	Capital PPC
	4 Medium NPPC	36	36	36	36	Capital PPC
	4 ER Large Laser	3 (32)	3 (32)	3 (32)	—	Laser
	6 Small Pulse Laser	2 (18)	—	—	—	Point Defense
FL/FR (294 Heat)						
	2 Medium NPPC	18	18	18	18	Capital PPC
	6 LB 10-X AC (90 rounds)	4 (36)	4 (36)	—	—	LB-X AC
	6 Small Pulse Laser	2 (18)	—	—	—	Point Defense
LBS/RBS (2,352 Heat)						
	4 Heavy NPPC	60	60	60	60	Capital PPC
	4 Heavy NPPC	60	60	60	60	Capital PPC
	4 Medium NPPC	36	36	36	36	Capital PPC
	6 Small Pulse Laser	2 (18)	—	—	—	Point Defense
AL/AR (474 Heat)						
	2 Heavy NPPC	30	30	30	30	Capital PPC
	6 LB 10-X AC (90 rounds)	4 (36)	4 (36)	—	—	LB-X AC
	6 Small Pulse Laser	2 (18)	—	—	—	Point Defense
Aft (192 Heat)						
	2 NAC/10 (40 rounds)	20	20	20	—	Capital AC
	6 ER Large Laser	5 (48)	5 (48)	5 (48)	—	Laser
	5 Large Pulse Laser	5 (45)	5 (45)	—	—	Pulse Laser
	5 Small Pulse Laser	2 (15)	—	—	—	Point Defense

KIMAGURE (PURSUIT CRUISER)



QUIXOTE (FRIGATE)

Frigates have served both Terran Hegemony and Star League navies as heavily armed surveillance ships, rather than in a more traditional escort and interdiction role. The *Quixote*-class Frigate, on the other hand, was in a class of its own. Originally designated as a battlecruiser, the SLDF reclassified the ship as a frigate midway through the design process. Engineers endeavored to reduce costs by reusing existing components, such as the drives found in the *Lola*-class Destroyers. This miscalculation by the engineers, however, allowed the use of drives too small to give the acceleration normally found in a frigate-class WarShip. To make matters worse, a bureaucrat from the Procurement Department authorized 250 *Quixotes* for production. Later evidence suggests this is an error purposefully made in order to circumvent the objections of the Admiralty and curb their spending at a time when resources were slim.

When the Admiralty realized they were stuck with a mediocre ship, they modified it. The Admiralty had the ship reclassified as a missile frigate and armed it with missile launchers to compensate for its lack of speed.

The *Quixote*, though a slow vessel, was not a useless ship by any means. Its armor included 1,200 tons of improved ferro-aluminum armor, giving it better protection than most heavy cruisers. The ship's main armament was eighteen Killer Whale missiles, the largest missile type of its kind. Supplementing these were twenty-four White Shark and Barracuda missile launchers. In addition, an assortment of heavy naval weapons made the ship dangerous at all ranges.

Convoy ships and their escorts, like the *Farragut* or the *Monsoon*, enjoyed the protection the *Quixote*'s missile batteries and fighters offered when deployed. The *Quixote*-class served until the more well-rounded *Congress*-class frigate replaced them. Placed in mothballs, the vessels were reactivated for duty in 2709 and modified into the *Volga*-class transport.

QUIXOTE (FRIGATE)

Tech: Star League
Introduced: 2350
Mass: 780,000 tons
Length: 715 meters
Sail Diameter: 1,200 meters
Fuel: 1,900 tons (4,750)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 1,177 (Single)
Structural Integrity: 75
Battle Value: 70,690

Armor

Fore: 137
Fore-Sides: 125
Aft-Sides: 125
Aft: 113

Cargo

Bay 1: Fighters (12) 4 Doors
 Bay 2: Small Craft (6) 4 Doors
 Bay 3: Cargo (176,118.5 tons) 1 Door

DropShip Capacity: 6

Grav Decks: 3 (120-meters and 2 145-meters diameter)

Escape Pods: 40

Life Boats: 44

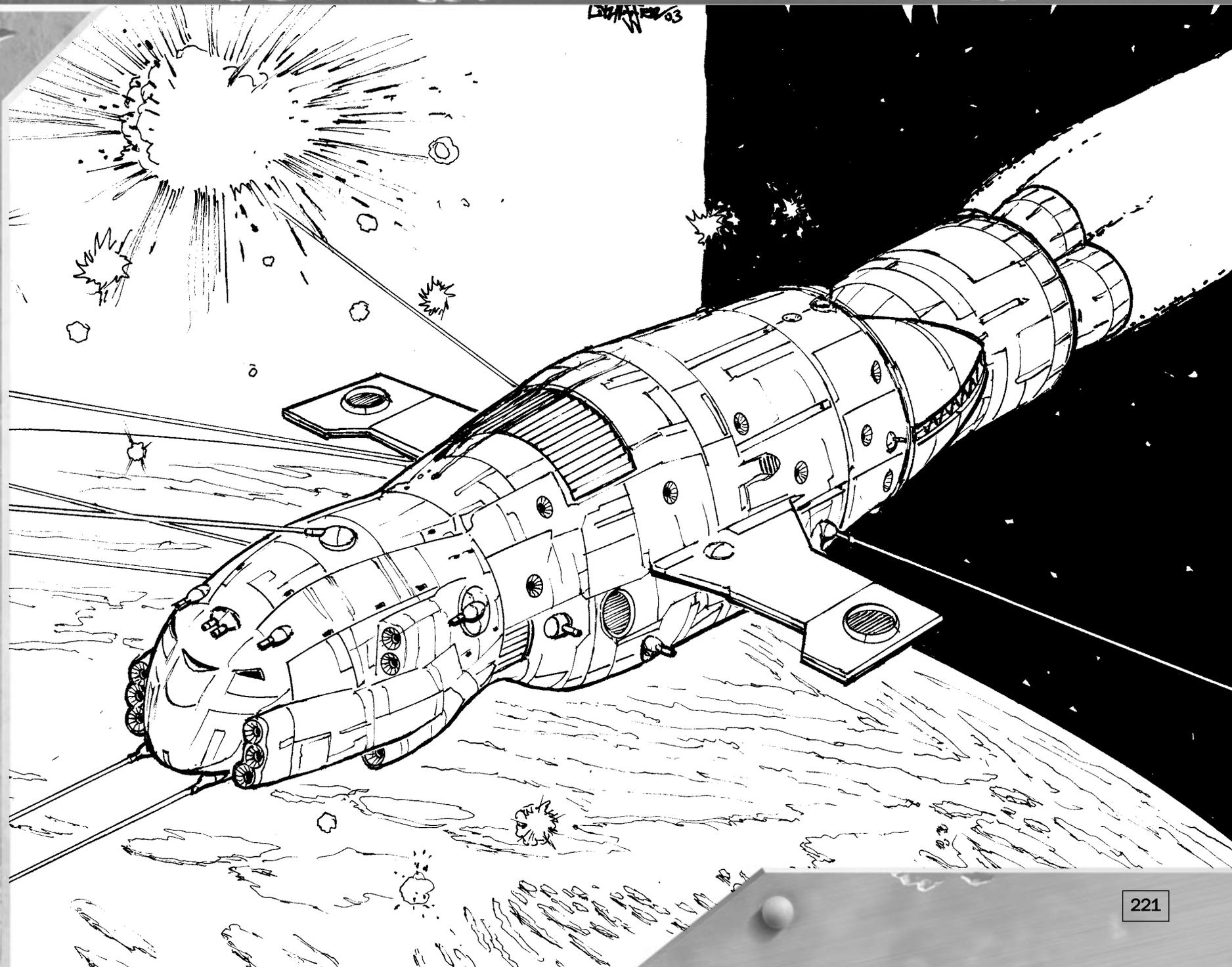
Crew: 56 officers, 145 enlisted / non-rated, 76 gunners, 150 marines and 54 bay personnel

Ammunition: 360 Killer Whale missiles (18,000 tons), 480 White Shark missiles (19,200 tons), 480 Barracuda missiles (14,400 tons), 400 rounds NAC/30 ammunition (320 tons)

Notes: Mounts 1,169.5 tons of Improved Ferro-aluminum armor.

Weapons: Arc (Heat) Type	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
Nose (120 Heat)					
6 Killer Whale (120 missiles)	24	24	24	24	Capital Missile
FL/FR (325 Heat)					
1 NAC/30 (100 rounds)	30	30	30	—	Capital AC
1 NL55	6	6	6	6	Capital Laser
2 Killer Whale (40 missiles)	8	8	8	8	Capital Missile
4 White Shark (80 missiles)	12	12	12	12	Capital Missile
4 Barracuda (80 missiles)	8	8	8	8	Capital Missile
LBS/RBS (140 Heat)					
2 Killer Whale (40 missiles)	8	8	8	8	Capital Missile
4 White Shark (80 missiles)	12	12	12	12	Capital Missile
4 Barracuda (80 missiles)	8	8	8	8	Capital Missile
AL/AR (325 Heat)					
1 NAC/30 (100 rounds)	30	30	30	—	Capital AC
1 NL55	6	6	6	6	Capital Laser
2 Killer Whale (40 missiles)	8	8	8	8	Capital Missile
4 White Shark (80 missiles)	12	12	12	12	Capital Missile
4 Barracuda (80 missiles)	8	8	8	8	Capital Missile
Aft (170 Heat)					
2 NL55	11	11	11	11	Capital Laser

QUIXOTE (FRIGATE)



AVATAR (HEAVY CRUISER)

In 2531, the Terran Hegemony began to phase out its *Aegis*-class Heavy Cruisers in favor of the larger *Avatar*. The 830,000-ton *Avatar* outweighed its predecessor by some 85,000 tons, largely because of its heavier armor and weaponry. Despite this weight increase, the *Avatar* also proved a quicker vessel than the *Aegis*, able to maintain 1.5 Gs of acceleration for sustained periods. While the *Aegis*'s thruster ports for maneuvering were small and few in number, limiting how fast the ship responded in maneuvers, the *Avatar* corrected this deficiency by installing large maneuvering thrusters—attitude thrusters—which increased the ship's agility.

The *Avatar*'s strength, though, lay with its weapons system. Utilizing a balanced mixture of naval PPCs and autocannons supplemented by Killer Whale launchers and naval lasers, the *Avatar*'s broadside was as devastating as it was heavy. One problem plagued the *Avatar*-class, however; non-critical and critical electrical systems alike could short out without warning. The problem was never resolved, which led to the class' demise.

In the early twenty-eighth century, the aging *Avatar* was itself replaced by the *Luxor*-class cruiser. Many *Avatars* were placed in reserve fleets or reassigned as training vessels. When troops loyal to Stephan Amaris seized Terra in December of 2766, they gained control of three *Avatar*-class vessels undergoing refitting at the orbiting Ian Cameron yards. Six *Avatars* survived until the war's end—five in service with the SLDF and one Rim Worlds vessel captured at Nusakan in 2773. Although the *Avatars* were almost obsolete by the standards of the era, General Kerensky chose to take these vessels with the Exodus fleet, where their superb cargo and DropShip capacities would be of considerable value; they're currently mollyballed in naval caches.

AVATAR (HEAVY CRUISER)

Tech: Star League
Introduced: 2531
Mass: 830,000 tons
Length: 855 meters
Sail Diameter: 1,250 meters
Fuel: 4,500 tons (11,250)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 5
KF Drive Integrity: 17
Heat Sinks: 2,399
Structural Integrity: 85
Battle Value: 83,179

Armor

Fore: 103
Fore-Sides: 93
Aft-Sides: 93
Aft: 83

Cargo

Bay 1: Fighters (12) 4 Doors
 Bay 2: Fighters (12) 4 Doors
 Bay 3: Cargo (60,886 tons) 1 Door

DropShip Capacity: 6

Grav Decks: 2 (185-meters and 145-meters diameter)

Escape Pods: 40

Life Boats: 60

Crew: 55 officers, 156 enlisted / non-rated, 96 gunners, 25 marines and 48 bay personnel

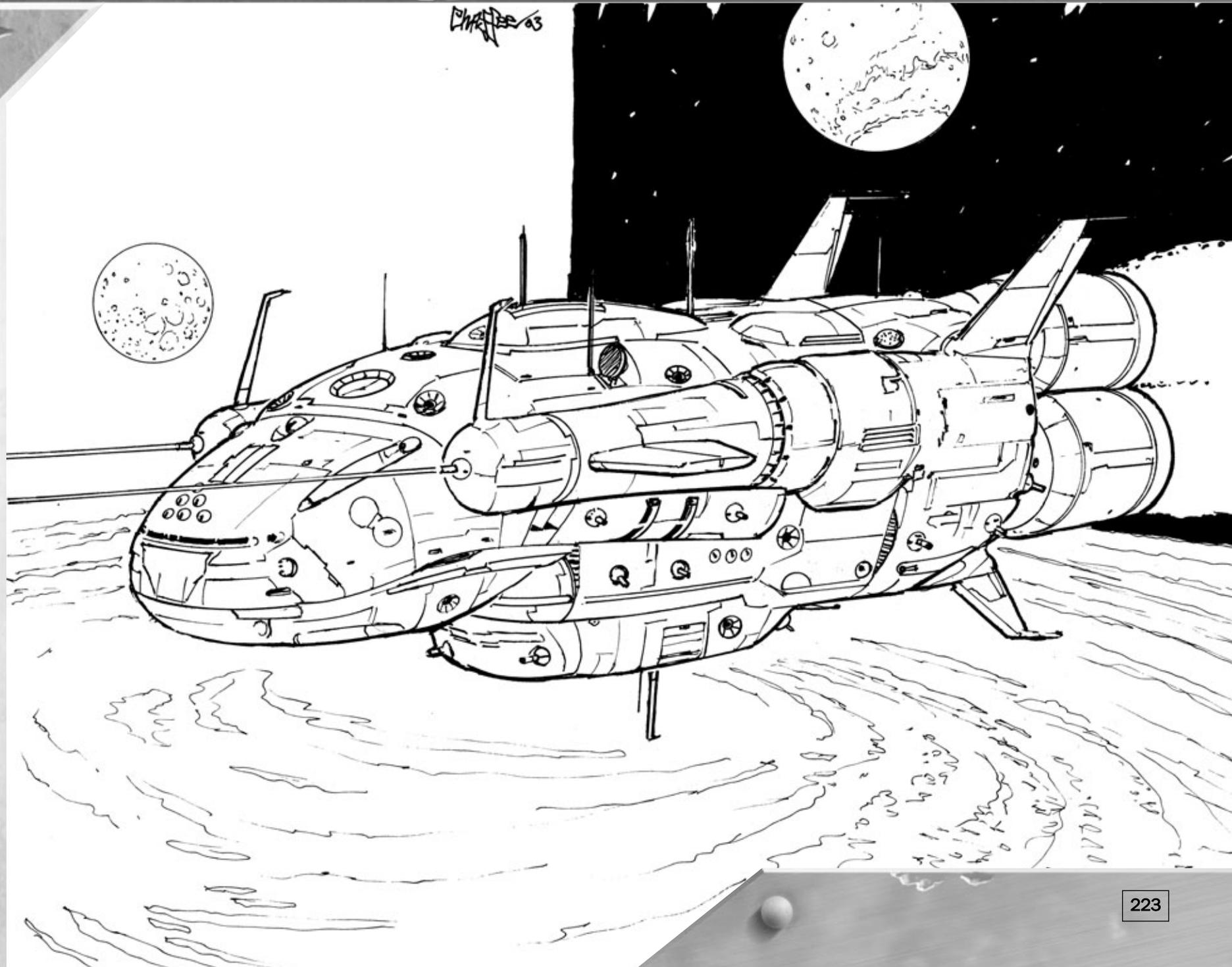
Ammunition: 300 Killer Whale missiles (15,000 tons), 480 rounds NAC/20 ammunition (160 tons), 120 rounds NAC/30 ammunition (96 tons), 150 rounds LRM 20 ammunition (25 tons)

Notes: Mounts 1,259 tons of standard armor, equipped with lithium-fusion battery system.

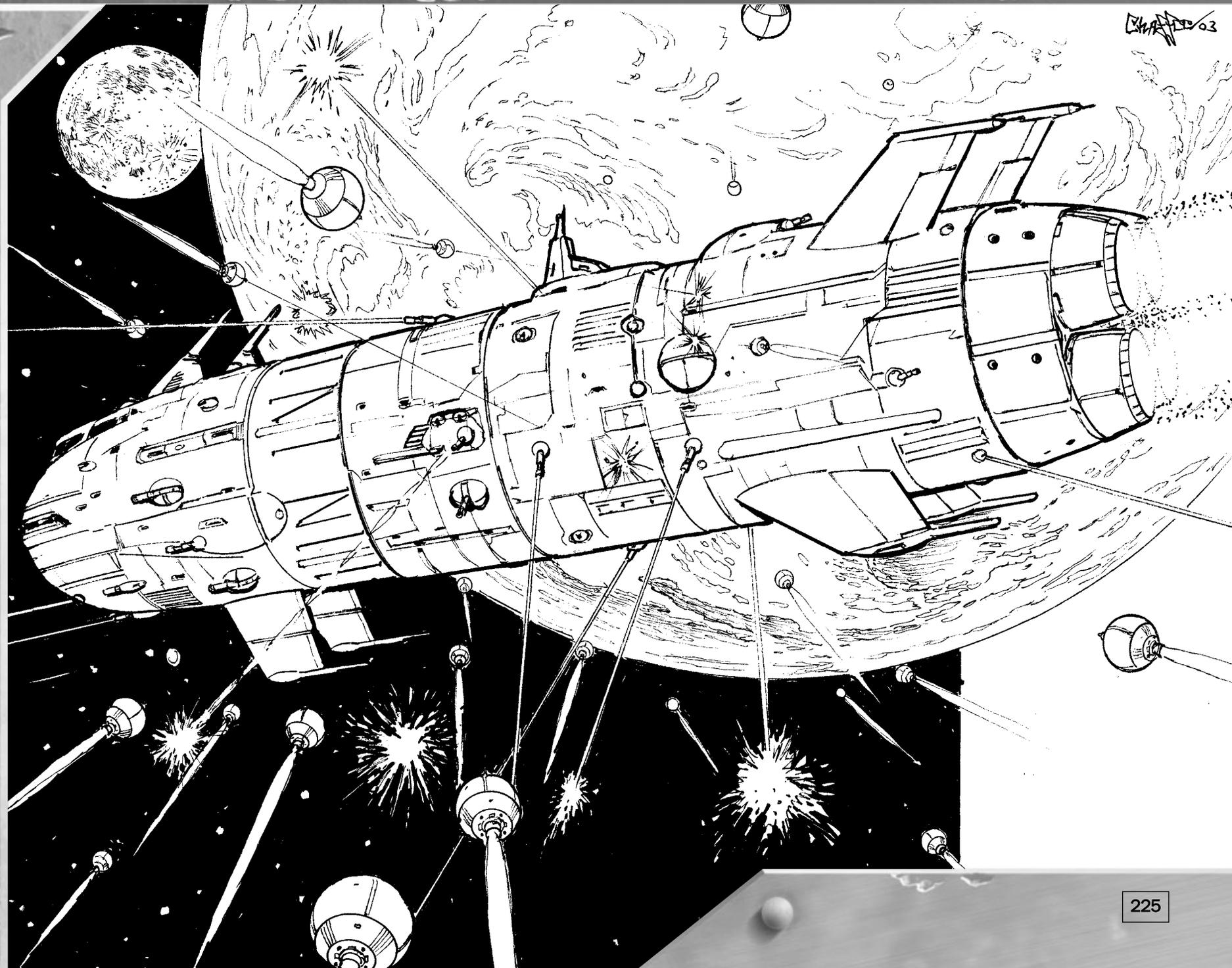
Weapons:

Arc (Heat)	Type	Short	Capital Attack Values (Standard)			Class
			Medium	Long	Extreme	
Nose (1,410 Heat)						
	6 NL55	33	33	33	33	Capital Laser
	4 Heavy NPPC	60	60	60	60	Capital PPC
FL/FR (804 Heat)						
	2 NAC/20 (80 rounds)	40	40	40	—	Capital AC
	2 Heavy NPPC	30	30	30	30	Capital PPC
	3 Killer Whale (50 missiles)	12	12	12	12	Capital Missile
	3 NL35	11	11	11	—	Capital Laser
	3 LRM 20+Artemis (30 rounds)	5 (48)	5 (48)	5 (48)	—	LRM
LBS/RBS (1,472 Heat)						
	2 NAC/30 (60 rounds)	60	60	60	—	Capital AC
	4 Heavy NPPC	60	60	60	60	Capital PPC
	3 Killer Whale (50 missiles)	12	12	12	12	Capital Missile
	6 NL35	21	21	21	—	Capital Laser
AL/AR (804 Heat)						
	2 NAC/20 (80 rounds)	40	40	40	—	Capital AC
	2 Heavy NPPC	30	30	30	30	Capital PPC
	3 Killer Whale (50 missiles)	12	12	12	12	Capital Missile
	3 NL35	11	11	11	—	Capital Laser
	3 LRM 20+Artemis (30 missiles)	5 (48)	5 (48)	5 (48)	—	LRM
Aft (450 Heat)						
	6 NL35	21	21	21	—	Capital Laser
	2 NAC/20 (80 rounds)	40	40	40	—	Capital AC
	3 LRM 20+Artemis (30 missiles)	5 (48)	5 (48)	5 (48)	—	LRM

AVATAR (HEAVY CRUISER)



LUXOR (HEAVY CRUISER)



ATREUS (BATTLESHIP)

Designed in the last decades of the Age of War before the formation of the Star League, the *Atreus*-class served as the backbone of several Free Worlds naval battlegroups until it was lost in the First Succession War. Although considerably less in mass than the Star League and Clan vessels that would follow, the 1.1 million ton vessels were among the largest vessels in existence when they first appeared in 2552, a clear demonstration of the League's economic and martial strength. The design easily matched those fielded by the Lyran Commonwealth, Capellan Confederation and Terran Hegemony, and a succession of field upgrades ensured the design's continued dominance. Its closest rival was the Hegemony's aging *Monsoon*-class, which utilized a succession of high-tech upgrades in a vain attempt to match the *Atreus*' performance, the *Farragut* (which the *Atreus* could still outrun and outgun) and *Texas* (which returned naval dominance to the Hegemony).

Well armored and agile for its mass (capable of a sustained 1.5Gs and 2.5G sprints) and with impressive close-in weapons, the *Atreus* was an excellent all-round performer. Naval autocannons provided formidable close-in and mid-range firepower, while naval lasers and naval PPCs provided devastating long-range capability. However, the *Atreus*'s armament demonstrated its greatest weakness—the magazines for each of the main cannon contained only ten rounds of ammunition per gun. This required the vessel to win its engagements quickly or else rely on its much weaker energy armament. The *Atreus* also carried limited anti-fighter and anti-missile defenses, relying instead on its four squadrons of fighters to screen it from small enemy craft.

Unfortunately, while its weaponry and technical systems received considerable updates by the FWLM, the *Atreus*'s barracks-style quarters were largely neglected. Crews did not like serving onboard the *Atreus*, whose cramped corridors and common spaces provided little opportunity for privacy. The only single-occupancy cabins aboard the *Atreus* were those of the captain, first officer and the commander of the fighter squadrons (known as the Commander Air Group or CAG).

The last of these formidable vessels entered service in 2681. A few were lost in skirmishes with the League's neighbors and the Reunification War, but almost two-thirds remained in League service when the Star league collapsed. The ship played a vital role in the League's gains in the First Succession War. All *Atreus*-class ships remaining were lost in that conflict, the last falling victim to Lyran fighters in 2809.

ATREUS (BATTLESHIP)

Tech: Star League

Introduced: 2552

Mass: 1,100,000 tons

Length: 1,100 meters

Sail Diameter: 1,200 meters

Fuel: 2,652 tons (6,500)

Tons/Burn Day: 39.52

Safe Thrust: 3

Maximum Thrust: 5

Sail Integrity: 5

KF Drive Integrity: 22

Heat Sinks: 3,500 (7,000)

Structural Integrity: 80

Battle Value: 185,038

Armor

Fore: 203

Fore-Sides: 183

Aft-Sides: 183

Aft: 165

Ammunition: 60 rounds NAC/20 ammunition (24 tons), 100 rounds NAC/25 ammunition (60 tons), 80 rounds NAC/35 ammunition (80 tons)

Notes: Equipped with 1,753 tons of Improved Ferro-aluminum armor.

Weapons:

Arc (Heat) Type

Nose (662 Heat)

2 NAC/25 (20 rounds)

2 Heavy NPPC

4 Large Laser

10 Small Laser

FL/AL (1,270 Heat)

2 NAC/20 (20 rounds)

2 NAC/35 (20 rounds)

4 Heavy NPPC

10 Small Laser

LBS/RBS (1,146 Heat)

2 NAC/25 (20 rounds)

2 NAC/35 (20 rounds)

2 Heavy NPPC

4 NL45

6 Small Laser

AL/AR (212 Heat)

2 NAC/25 (20 rounds)

4 Large Laser

10 Small Laser

Aft (338 Heat)

2 NAC/20 (20 rounds)

4 NL35

10 Small Laser

Cargo

Bay 1: 24 Fighters 6 Doors

Bay 2: Cargo (166,635 tons) 10 Doors

DropShip Capacity: 2

Grav Decks: 2 (95 and 55-meter diameter)

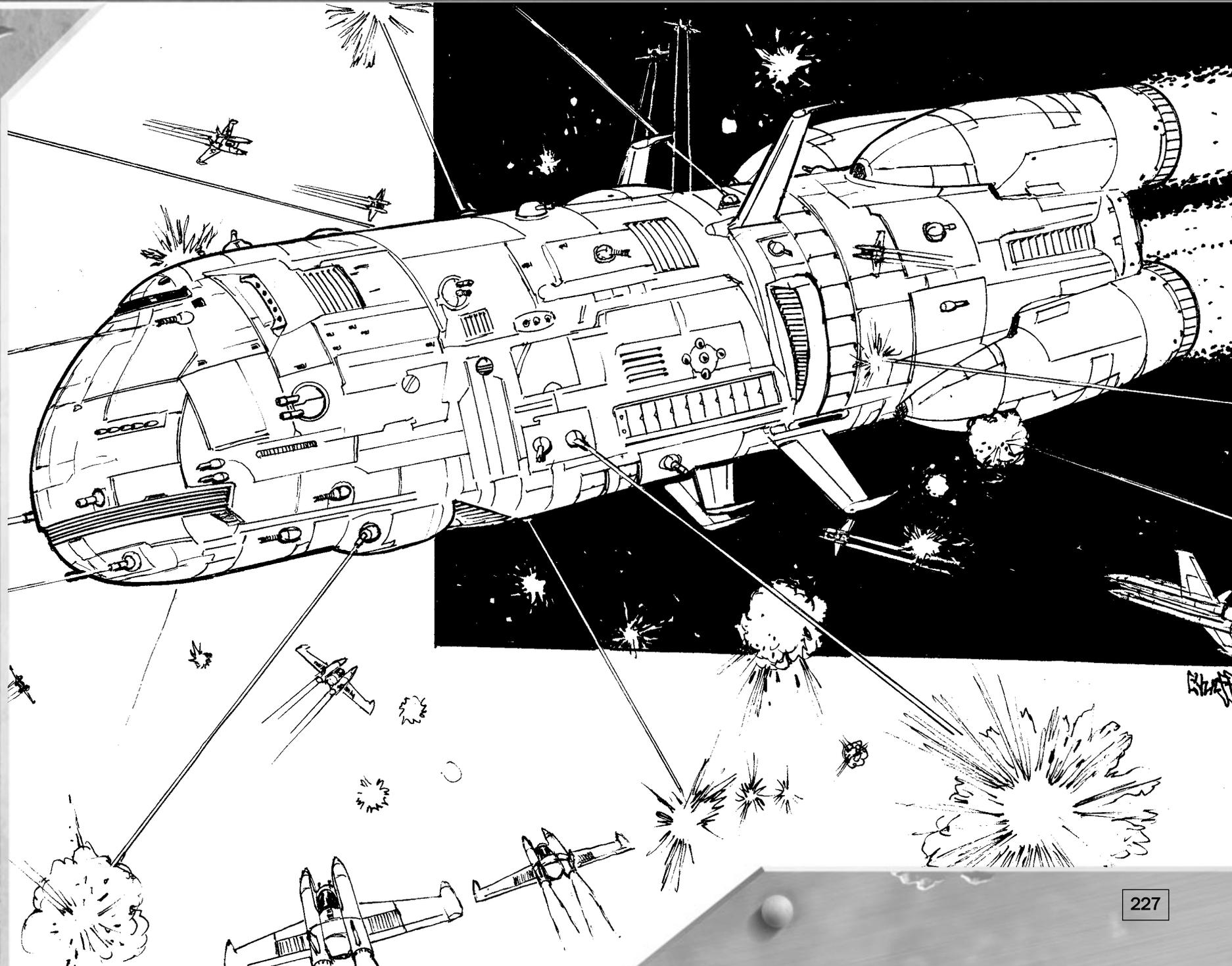
Life Boats: 25

Escape Pods: 25

Crew: 100 officers, 300 crew, 85 gunners, 24 first-class passengers, 50 marines

	Capital Attack Values (Standard)					Class
	Short	Medium	Long	Extreme		
Nose (662 Heat)						
2 NAC/25 (20 rounds)	50	50	50	—	Capital AC	
2 Heavy NPPC	30	30	30	30	Capital PPC	
4 Large Laser	3 (32)	3 (32)	—	—	Laser	
10 Small Laser	3 (30)	—	—	—	Point Defense	
FL/AL (1,270 Heat)						
2 NAC/20 (20 rounds)	40	40	40	—	Capital AC	
2 NAC/35 (20 rounds)	70	70	—	—	Capital AC	
4 Heavy NPPC	60	60	60	60	Capital PPC	
10 Small Laser	3 (30)	—	—	—	Point Defense	
LBS/RBS (1,146 Heat)						
2 NAC/25 (20 rounds)	50	50	50	—	Capital AC	
2 NAC/35 (20 rounds)	70	70	—	—	Capital AC	
2 Heavy NPPC	30	30	30	30	Capital PPC	
4 NL45	18	18	18	18	Capital Laser	
6 Small Laser	2 (18)	—	—	—	Point Defense	
AL/AR (212 Heat)						
2 NAC/25 (20 rounds)	50	50	50	—	Capital AC	
4 Large Laser	3 (32)	3 (32)	—	—	Laser	
10 Small Laser	3 (30)	—	—	—	Point Defense	
Aft (338 Heat)						
2 NAC/20 (20 rounds)	40	40	40	—	Capital AC	
4 NL35	14	14	14	—	Capital Laser	
10 Small Laser	3 (30)	—	—	—	Point Defense	

ATREUS (BATTLESHIP)



MONSOON (BATTLESHIP)

The evolution of the modern fighting starship started in 2300 with the launch of the *TAS Dreadnought*. Admiral James McKenna used the *Dreadnought* and her sister ships as a power base from which to overthrow the corrupt Terran Alliance and establish the Terran Hegemony. The early battles fought by the Hegemony Navy shaped the development of more advanced designs, culminating in the *Monsoon*-class battleship. This new and powerful vessel became the blueprint that naval architecture would follow for the next four hundred years. Far superior conceptually and technologically to anything else afloat, these massive battleships established for themselves a fearsome reputation, first during the expansion of the Hegemony and then later during the destructive "Age of War." Their exploits would ultimately form part of a naval tradition that carried on into the Star League Navy.

It was this tradition that kept the *Monsoon* in service for so long. The Hegemony Navy was reluctant to retire ships with legendary names such as *Barham*, *Richelie*, and *Thunderer*. The Admirals (many of whom had started their careers as young Midshipmen in the gun room of a *Monsoon*-class Battleship) let sentimentality cloud their judgment, and the Admiralty spent excessive amounts of money to repair and upgrade the Battleships.

The Reunification War was to be the last campaign for these grand old ships. Although they once more terrorized enemy fleets, it was becoming ever more apparent that the Great Houses finally had designs that could outclass the *Monsoon*-class. A final modification to fit lithium fusion batteries proved difficult and costly. In light of the budgetary cutbacks following the War, it became increasingly difficult for the Admiralty to justify the expense of the upgrade. The modifications were only performed on ten ships before the last *Monsoon*-class battleship was finally retired in 2668.

MONSOON (BATTLESHIP)

Tech: Star League
Introduced: 2368
Mass: 1,310,000 tons
Length: 1,108 meters
Sail Diameter: 1,400 meters
Fuel: 6,000 tons (15,000)
Tons/Burn-day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 6
KF Drive Integrity: 26
Heat Sinks: 4,985
Structural Integrity: 90
Battle Value: 162,704

Armor
Fore: 187
Fore-Sides: 160
Aft-Sides: 160
Aft: 170

Cargo
 Bay 1: Fighters (18) 2 Doors
 Bay 2: Small Craft (8) 2 Doors
 Bay 2: Cargo (295,637.5 tons) 2 Doors

DropShip Capacity: 6

Grav Decks: 3 (one 95 meters diameter, one 65 meters diameter, and one 55 meters diameter)

Escape Pods: 12

Life Boats: 32

Crew: 102 officers, 420 enlisted/non-rated, 50 gunners, 76 bay personnel

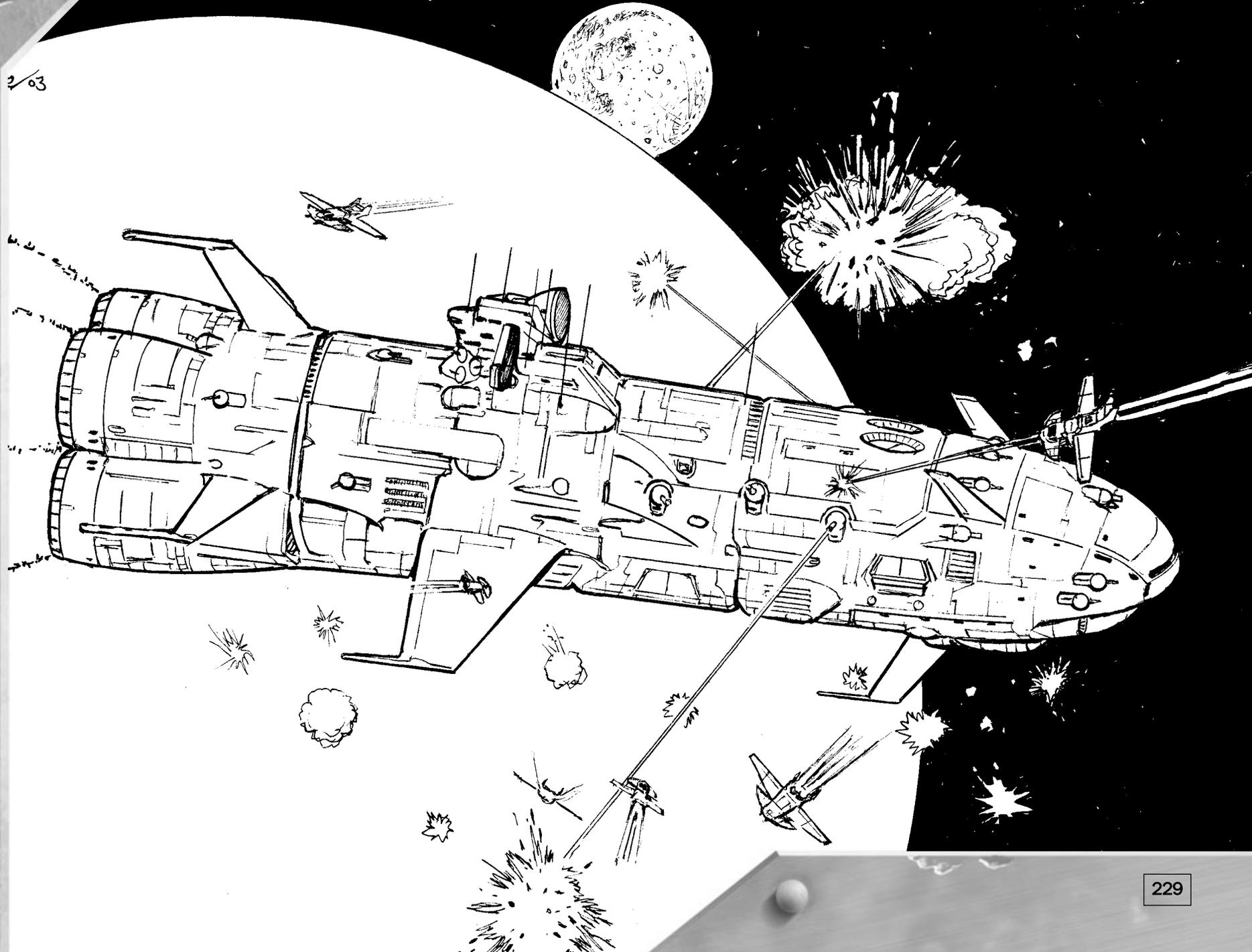
Ammunition: 240 rounds NAC/30 ammunition (192 Tons), 240 rounds NAC/35 ammunition (240 tons), 60 White Shark missiles (2,400 tons)

Notes: Equipped with 2,356.5 tons of standard armor. *Monsoon*-class Battleships equipped with lithium-fusion battery systems can only carry 282,537.5 tons of cargo.

Weapons:		Capital Attack Values (Standard)				
Arc (Heat)	Type	Short	Medium	Long	Extreme	Class
Nose (655 Heat)						
	1 NAC/30 (30 rounds)	30	30	30	—	Capital AC
	4 Medium NPPC	36	36	36	36	Capital PPC
	1 White Shark (20 missiles)	3	3	3	3	Capital Missile
FL/FR (620 Heat)						
	2 NAC/30 (50 rounds)	60	60	60	—	Capital AC
	3 Medium NPPC	27	27	27	27	Capital PPC
	1 White Shark (20 missiles)	3	3	3	3	Capital Missile
LBS/RBS (720 Heat)						
	2 NAC/35 (40 rounds)	70	70	—	—	Capital AC
	2 NAC/35 (40 rounds)	70	70	—	—	Capital AC
	2 NAC/35 (40 rounds)	70	70	—	—	Capital AC
AL/AR (505 Heat)						
	1 NAC/30 (40 rounds)	30	30	30	—	Capital AC
	3 Medium NPPC	27	27	27	27	Capital PPC
Aft (640 Heat)						
	1 NAC/30 (30 rounds)	30	30	30	—	Capital AC
	4 Medium NPPC	36	36	36	36	Capital PPC

MONSOON (BATTLESHIP)

2/03



FARRAGUT (BATTLESHIP)

In 2430, Lord Richard Cameron initiated a new phase in upgrading the Hegemony's navy. A former naval officer himself, he knew his navy was aging—especially the battleship fleets, which included the *Dreadnought*-class and the aging *Monsoon*-class ships. The *Farragut* (named after Admiral Isaac Farragut, hero of the Battle of Lyons) was to replace the *Dreadnought*-class as the main battleship of the fleet. The new ship's only requirement was that it be a true battleship, more than capable of defeating anything that the House navies were using. Sadly, Richard Cameron died before the *Farragut* commissioning.

The largest battleship of its time, the *Farragut* was specifically designed to carry the largest naval weapons ever mounted on a WarShip: the naval gauss rifle. The *Farragut* was outfitted with eighteen massive naval gauss rifles—the first ship to ever use this new experimental weapons system. Backing up the naval gauss rifles were fourteen of the largest naval autocannons ever built, twenty-two Killer Whale missile launchers and an assortment of deadly heavy naval PPCs. For anti-fighter defense, forty large lasers were arrayed around the vessel. The ship's hull was the strongest and most stress-resistant ever designed, mounting over 1,500 tons of ferro-carbide armor. A full wing of aerospace fighters finalized the ship's defensive capabilities.

As a ship of the line, the *Farragut* could operate independently as easily as it could operate as the flagship of the fleet. Due to high costs, the *Farragut* ended production in 2500. These vessels proved themselves in numerous engagements until changes in the Star League's strategic doctrine prompted the development of the *McKenna*-class Battleship. On December 20, 2766, the last remaining *Farragut* was dismantled.

FARRAGUT (BATTLESHIP)

Tech: Star League
Introduced: 2448
Mass: 1,680,000 tons
Length: 1,405 meters
Sail Diameter: 1,700 meters
Fuel: 1,393 tons (3,482)
Tons/Burn-day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 7
KF Drive Integrity: 32
Heat Sinks: 4,130
Structural Integrity: 95
Battle Value: 203,859

Armor
Fore: 200
Fore-Sides: 250
Aft-Sides: 250
Aft: 143

Cargo
 Bay 1: Fighters (12) 2 Doors
 Bay 2: Fighters (12) 2 Doors
 Bay 3: Fighters (12) 2 Doors
 Bay 4: Small Craft (10) 2 Doors
 Bay 5: Cargo (183,414.5 tons) 2 Doors

DropShip Capacity: 2

Grav Decks: 2 (45 and 150-meters diameter)

Escape Pods: 75

Life Boats: 50

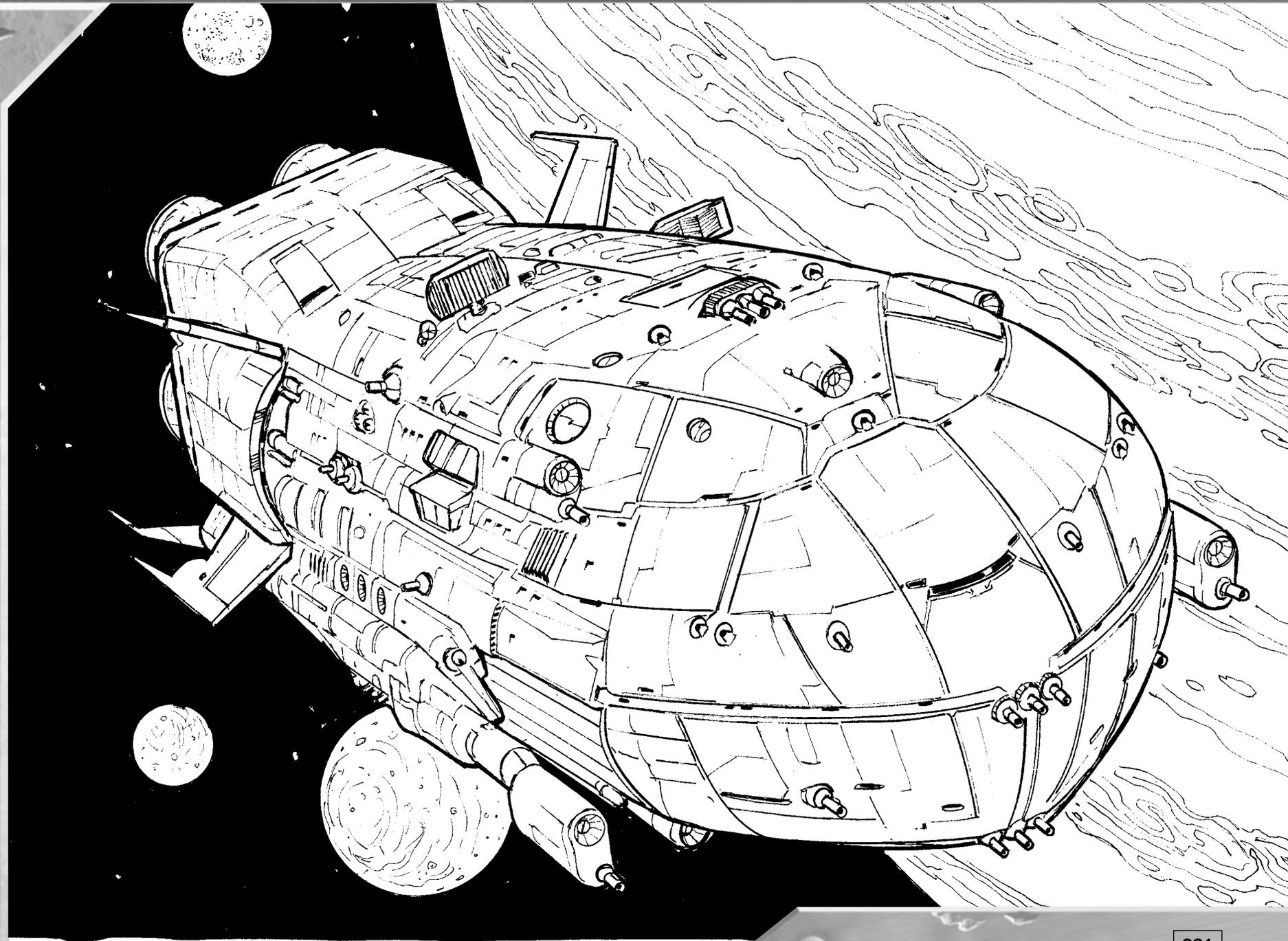
Crew: 81 officers, 301 enlisted / non-rated, 76 gunners, 150 marines and 122 bay personnel

Ammunition: 420 Killer Whale missiles (11,000 tons), 220 rounds Heavy N-Gauss ammunition (110 tons), 420 rounds NAC/40 ammunition (348.6 tons)

Notes: Mounts 1,603.5 tons of Ferro-carbide armor.

Weapons: Arc (Heat) Type Nose (152 Heat)	Capital Attack Values (Standard)				Class
	Short	Medium	Long	Extreme	
2 Heavy N-Gauss (40 rounds)	60	60	60	60	Capital Gauss
2 Heavy N-Gauss (40 rounds)	60	60	60	60	Capital Gauss
2 Killer Whale (20 missiles)	8	8	8	8	Capital Missile
5 Large Lasers	4 (40)	4 (40)	—	—	Lasers
FL/FR (1,081 Heat)					
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
2 Heavy N-Gauss (20 rounds)	60	60	60	60	Capital Gauss
3 Heavy NPPC	45	45	45	45	Capital PPC
3 Killer Whale (30 missiles)	12	12	12	12	Capital Missile
5 Large Lasers	4 (40)	4 (40)	—	—	Lasers
LBS/RBS (1,081 Heat)					
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
2 Heavy N-Gauss (20 rounds)	60	60	60	60	Capital Gauss
3 Heavy NPPC	45	45	45	45	Capital PPC
3 Killer Whale (30 missiles)	12	12	12	12	Capital Missile
5 Large Lasers	4 (40)	4 (40)	—	—	Lasers
AL/AR (406 Heat)					
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
2 Heavy N-Gauss (20)	60	60	60	60	Capital Gauss
3 Killer Whale (30 missiles)	12	12	12	12	Capital Missile
5 Large Lasers	4 (40)	4 (40)	—	—	Lasers
Aft (1,061 Heat)					
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
1 NAC/40 (30 rounds)	40	40	—	—	Capital AC
2 Heavy N-Gauss (20 rounds)	60	60	60	60	Capital Gauss
3 Heavy NPPC	45	45	45	45	Capital PPC
2 Killer Whale (20 missiles)	8	8	8	8	Capital Missile
5 Large Lasers	4 (40)	4 (40)	—	—	Lasers

FARRAGUT (BATTLESHIP)



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