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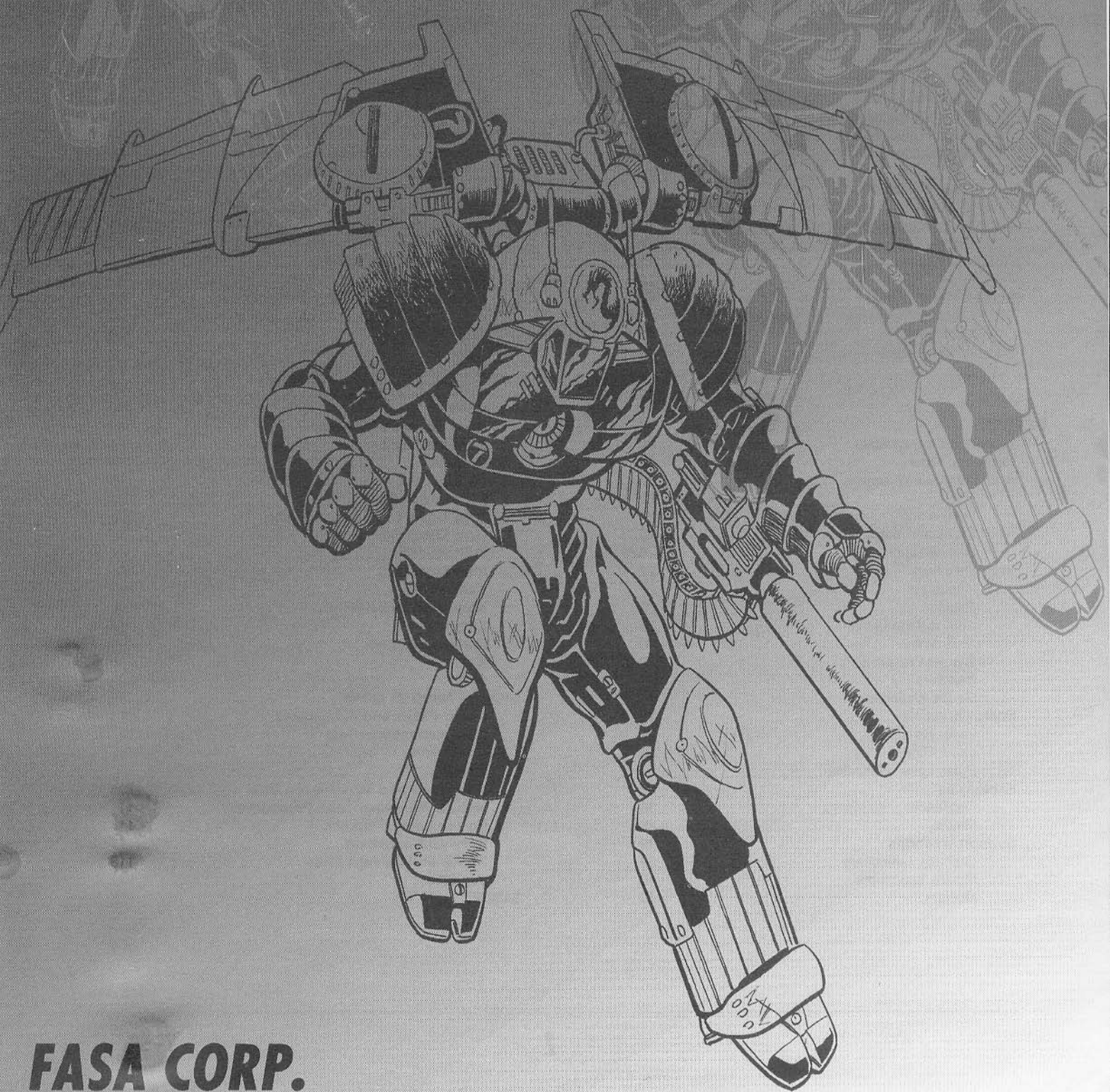
THE MECHWARRIOR EQUIPMENT GUIDE



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LOSTECH:

The MechWarrior Equipment Guide



FASA CORP.

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TECHNICALLY SPEAKING



"Get that stinking door open right stinking now, or I'll blast your stinking head open myself and save the Clans the trouble!"

As usual, Burke was impatient and less than polite.

"Just give me a minute, Burke. This is delicate machinery that doesn't take too kindly to being yelled at."

Paul could tell that Burke didn't like that he had to be here at all. Opening a door was simple enough, and for all he cared, Burke could have blasted it open himself. Things would get trickier inside the command center, because all the blasting in the world wouldn't coax Clan research data into a noteputer.

Burke grunted and looked down at the young tech kneeling beside him. Paul was wearing what might be called a technician's uniform, if there was such a thing: a dull green jumpsuit covered in pockets, a heavy tool belt and a flak vest. The flak vest was a concession to their combat assignment, as were the two pistol-class weapons in his tool belt. For head gear, Paul wore a battered red baseball cap turned around so that the bill pointed to the rear. A white letter "C," representing some long-gone Terran team, was emblazoned on the face of the cap like a bull's eye. The cap was the only item of clothing that distinguished Paul's "uniform" from that of a thousand other techs.

Burke tapped the snout of his SMG into Paul's shoulder. "Yeah, well, we may not have a whole stinking minute, so get on with it. I'm gonna check on Fiona." With that, the mercenary took off down the hallway.

Paul couldn't help but crack a smile at Burke's latest utterance of stinking. Word was that constant harassment from the merc's squeaky-clean second ex-wife had persuaded

Burke to adopt the word to replace a more "colorful" expression he'd once been fond of.

With Burke gone, Paul could concentrate on the bypass. He'd already removed the faceplate of the electronic lock and connected the key wires in the panel to his trusty pocket comp. With enough time, the comp's software alone could decipher the lock's combination. But as Burke so gently reminded him, time was one thing Paul didn't have. Speeding things up would take Paul's complete concentration.

At the sound of the door bursting open, Paul sagged to the floor and closed his eyes, doing his best to play dead. He could hear the booted footfalls of several people, most certainly Clan guards, flooding into the hall. Apparently they didn't appreciate unannounced visitors. They also apparently didn't concern themselves with "dead" technicians lying around.

Thank God for Clan arrogance, Paul thought to himself. Using the tiny microphone strapped to his throat, the tech transmitted a sub-vocalized warning to Burke and Fiona. "Hostiles coming from my position. At least six of them, over."

"Copy that, Paul," Burke responded calmly. "Hold your position."

"Nothing's ever easy, is it?" a slightly less calm Fiona added.

"At least they opened the door for me, Fi." Paul grinned as he quietly slid his foot into the door's path just before it closed.

"Okay, that's enough chatter," Burke said. "I hear them coming."

The only available cover in the warehouse was a few scattered crates marked with incomprehensible Clan alphanumeric codes stenciled on them in blood-red ink. Fiona crouched behind crate FL04X32/B12, bracing her bipod-mounted light machine gun on top of the crate. Anxiously awaiting the arrival of the guards, she glanced over at Burke, who had taken position behind a crate on the far side of the room.

For a reputable and professional operative, Burke looked like a complete slob. If not for his ablative vest and trademark Rugan SMG, he might have been mistaken for any one of a billion couch-potato holoivid fans, with his well-worn jeans, sweat-stained tee shirt and three-day beard.

Fiona preferred a kit more befitting her paramilitary assignment. She wore a plain gray, bullet-resistant woven bodysuit under a black ballistic-plate vest covered with ammo pouches and pockets. The headband of her night-vision goggles held her shoulder-length brown hair back from her face.

"Aren't they there yet?" Paul's radio message almost made Fiona miss the sound of the first guard rounding the corner. She opened fire.

The guard collapsed before he could even raise his assault rifle to take a shot. The next guard was more cautious, poking the muzzle of his rifle around the corner and firing a few wild shots into the warehouse.

Taking cover behind the crate while Burke laid down suppressing fire, Fiona checked in with Paul. "What's going on in the command center, Paul?"

"Just getting my bearings, Fi. Be right with you."

Paul tried his best to ignore the sounds of gunfire echoing through the facility as he entered the Clan command center. He wasn't sure what he had expected to find, but the high-tech weaponry of the Clans had led him to expect something more elaborate than what he was looking at now.

The room was a converted office commandeered from the local population. A half-dozen cubicle partitions had been removed and leaned against one wall. A pair of three-meter long tables and several wheeled office chairs occupied the center of the room. Four computer terminals sat atop the tables. Tangled wires connected each to what looked like a mainframe unit sitting on the floor. Maps of the planet and the local area of interstellar space were pinned to the walls; a desk shoved into a corner of the room supported what appeared to be a small holoprojector.

The far wall contained another security door, where the guards had entered. Paul quickly moved to that door and popped the faceplate off its electronic lock. In a few seconds, he had made a mess of the locking mechanism with a soldering iron. That should slow down any additional visitors while I'm working, he thought.

Next, the tech made a circuit around the table, glancing at each monitor in turn. The first three displayed streams of data on weather and troop movements, presumably fed by the local network. The last monitor showed a split-screen of four video images, apparently supplied by security cameras scattered around the base. One of them showed an image of the firefight going on in the warehouse, where it looked like Burke and Fiona had the guards pinned down pretty effectively.

Sitting down at the monitor, Paul looked more closely at the remaining security feeds. Two showed empty hallways. But on the last one he saw, for the briefest of moments, a moving shape that looked like battle armor.

"Uh, guys. I think a toad may be headed your way. I'm trying to zero-in on its position now, but you'd better watch your backs."

"Oh, that's just great. Maybe they'll drop some OmniMechs on top of the facility while they're at it."

Burke slapped a fresh clip into his SMG. "Hold this entry, Fiona. I'll check our six."

Fiona triggered another burst from her LMG toward the hallway, just to keep the guards' heads down. "You gonna kill an Elemental with that Rugan?"

"Nah. I thought I might see if the Dragonsbane's sales pitch holds up in the field." Burke grinned as he pulled a large tubular weapon from his backpack, tucked his SMG in his belt and dashed for the far end of the warehouse.

Looking over the data scrolling beneath each of the security camera images, Paul was beginning to detect a pattern. Thank Blake the Clans still speak English, Paul thought.

From what he could figure, each of the cameras were positioned in one of the key approaches to the command center. After glancing at a facility map on one of the other monitors, Paul quickly surmised that the Elemental was indeed headed for the warehouse where his friends were keeping the guards busy. They were about to be pinned-down themselves.

"Burke, that Elemental is definitely heading for your position. From what I know about those suits, he'll be there in a minute, maybe two."

"Hooray. Now get to work on that stinking data or this whole stinking mission will be a waste of time and ammo. Burke out."

Keeping his head down below the tops of the crates, Burke crept around to the far side of the warehouse, where he could spy another open entryway identical to the one Fiona was firing at. There was no sign of any movement, let alone a three-meter juggernaut traipsing around the place. Unfortunately, the noise of Fiona's suppressing fire prevented him from hearing anything but the sound of gunfire.

"You sure you saw a toad, Paul? I got nothing but stinking crates over here." Burke continued to edge toward the entryway, raising the Dragonsbane to his shoulder and flipping the safety catch off.

"I definitely saw something, Burke, and it was not an unarmored trooper. Can I get back to my data now?"

Burke inched toward the entryway. "Don't let me bother you, chief. If I see anything I'll give a holler."

Suddenly a massive steel claw slammed into Burke's shoulder from behind, slamming him into a crate and sending the Dragonsbane clattering to the ground, well out of reach.

"What the stinking hell?" Burke grasped for his Rugan and rose to one knee, squinting as he struggled to discern the identity of his attacker.

As his vision cleared, Burke saw a crouching figure, clad in overlapping layers of red-enameled plating that gave it a distinctly insect-like appearance. Rising slowly to its full height on taloned, back-bent legs, the thing raised its arms as if issuing a challenge. Each arm ended in an oversized claw wreathed in flames, and between them the beast's V-shaped faceplate ominously glowed red through the smoke rising from its claws. To Burke, battle-hardened as he was, this appeared to be nothing less than a demon straight from hell.

Burke opened up with his SMG as he scrambled toward the Dragonsbane. The rounds bounced off the figure like peanuts tossed at an Odessan raxx.

"This is no stinking toad!" Burke shouted into his mic.

Paul tore himself away from the terminal where he had been hacking away at code and spotted an image of Burke's attacker in one of the security monitors.

"That's a Salamander, Burke—a new kind of battle armor designed specifically for frying unarmored idiots like us. It's got a heavy flamer in each arm and there's an inferno missile mounted over its shoulder."

"Tell me something I don't know, dammit!" Burke shouted. Paul couldn't see him in the camera, but he guessed he was running.

"I think it's immune to fire. That's about all I know." As far as Paul was aware, no Salamander suits had been seen in the Inner Sphere yet, so there was little to go on except third-hand rumors out of Clan space.

"That'll do me a whole stinking lot of good. You're a real lifesaver."

Burke grabbed for the Dragonsbane on the floor, but his sweaty hand slipped off the grip of the weapon as he ran past. Cursing, he kept running until he reached cover behind crate FL04X41/B24. He could hear the clanking of the Salamander's clawed feet following him as he tried to figure out his next move. He needed to get that Dragonsbane or he was toast.

"Fiona, a little help over here?"

On the far end of the warehouse, Fiona gritted her teeth and continued to fire. She glanced down at the LMG's ammo belt and realized it would be empty in another few minutes at this rate. Three dead guards were slumped on the floor; that meant there were at least three more to contend with.

"Sorry, Burke. I'm kinda busy here unless you want these guards climbing up your ass. And my ammo situation is quickly becoming critical. Any ideas, Paul?"

Tapping away furiously on the keyboard, Paul could not spare the time for a reply. He wasn't sure exactly what he was doing, but he had identified a key control subsystem linked to the warehouse. At this point, anything was worth trying. Pausing for a brief silent prayer, Paul jammed his finger down on the ENTER key.

Just as he braced himself to make another grab for the Dragonsbane, Burke heard a strange hissing sound coming from above. Glancing up, the first droplets of water caught him right in the eye.

"Thanks, Paul. You keyed the stinking sprinkler system. That's sure to lay those Clan bastards low."

Shaking the water off his head in frustration, Burke dove out into the open. The Salamander trooper must not have expected that move, because he did not fire his flamers as the mercenary slid past on the slick floor. Instead, the metal beast turned in place and clanked after him as he scrambled to his feet and dashed for the Dragonsbane.

This time he scooped it up successfully then quickly spun to face the Salamander and pulled the trigger.

Dazzling pulses of coherent green light erupted from the muzzle of the weapon and streaked toward the Salamander faster than the eye could follow. Most of the pulses hit the battle armor in the left arm and side, sending melted chunks of armor dripping and steaming to the warehouse floor. A few of the pulses were off the mark, flying well past the Salamander and penetrating crate FL04X66/B12.

As the Salamander crashed to the ground, the weapon in its right arm erupted in flames that engulfed crate FL04X11/B24.

"Guys, be careful with that Salamander," Paul radioed his comrades. "I found out what's in those crates."

Before Burke or Fiona could reply, the crate hit by the stray Dragonsbane shots erupted in an orange fireball that engulfed half the room. The blast tossed Burke back to the floor and dashed Fiona against a crate and into unconsciousness. The Salamander slowly began to climb to its feet, a sticky black gel dripping from the gash where its left arm used to be.

"We figured it out too, Paul. You better find us another way out of this place, and fast." Burke summoned all his reserves of energy as he dropped the spent Dragonsbane tube and ran to pick up Fiona. He headed down the hall, stepping over the three dead guards as he went.

"Oh, yeah. And watch out for three guards headed back your way."

"Way ahead of you, Burke." Peering from one cracked-open eye, Paul could see three guards running full-tilt down the hall, past the same "dead" technician that was laying there before. Paying him no more heed than the last time, they were apparently more concerned with saving themselves from the explosions in the warehouse than noticing the broken lock-panel on the door.

As the last guard dashed by, Paul deftly tossed a tiny dart at him with a flick of his wrist. The dart stuck in the center of the Clanner's back.

Moments later Burke rounded the corner, Fiona's body draped over his shoulders unceremoniously. Both of them were covered with soot.

"Well, which way is out, tech-head?"

"I have no idea, Burke. Is Fiona okay?"

"You have no idea? In case you haven't noticed, we have a Salamander, not to mention a few dozen more ammunition explosions, headed our way!"

As if in response to Burke, another explosion shook the foundations of the building.

"Don't sweat it, tough guy. I tagged one of the guards with a bug. We can follow him right out of the compound with this." Paul pulled a small black box out of his pocket and held it up triumphantly.

Burke offered a grim smile in response. "Sorry I doubted you, kid. Fiona's fine; she's just dazed. Let's get moving."

Paul scrambled to his feet as the sound of approaching clanking feet grew louder. "Yeah, I guess she's not getting any lighter, and that Salamander's not getting any farther away."

The mercenary adjusted his burden then broke into a run. Paul kept pace beside him. They followed the bug's signal through twisting hallways and toward the surface.

"Too bad this mission was a bust. I had to use the Dragonsbane, and it didn't even kill the bastard."

"It did slow him down though. And technically speaking, the mission was a success," Paul said as he pulled a shiny data chip from his hip pocket.

INTRODUCTION

Lostech.

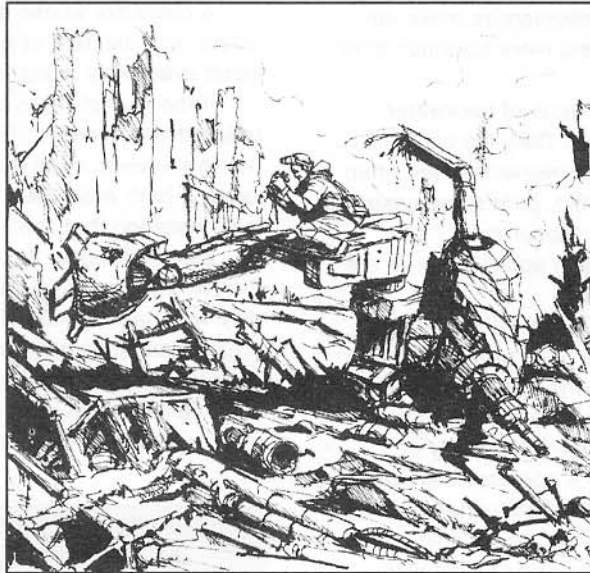
Across the Inner Sphere, the term conjures images of unstoppable weapons, impenetrable armor and other relics of lost technology, engineering treasures forgotten to mankind since the collapse of the Star League some 300 years ago.

RISE AND FALL

The people of the Inner Sphere look back at the Star League era as the golden age of humanity, and rightly so. All human-occupied worlds were united under a single banner in peace and enjoyed a period of unparalleled innovation and prosperity. Technology, in particular, advanced in leaps and bounds during this time, and among the greatest technological achievements were innovations in armament manufacture intended to maintain the peace so hard-won by the Star League Defense Force.

Sadly, these same advances were turned against the Star League when Stefan Amaris launched a coup with a massive army of advanced BattleMechs and WarShips at his disposal in 2766. Although his plans were ultimately thwarted by General Aleksandr Kerensky, from that moment forward the Star League was leaderless and doomed. Driven by greed and personal ambition, the lords of the Star League Council each staked a claim on the title of First Lord. These competing claims lead to the Succession Wars, the most devastating series of conflicts to ever blight human space. Rather than allow the SLDF to become a pawn in this war, Aleksandr Kerensky led his army in an exodus beyond known space to begin a new life in the Deep Periphery.

The no-holds-barred Succession Wars wreaked havoc with humanity's precious scientific knowledge. Each Great House sought to eliminate its opponent's advantages in any way possible, including ruthless strikes at manufacturing and research facilities, military and civilian alike. Over the course of more than two hundred years of ceaseless bombardment, infrastructure collapsed and some knowledge was irretrievably lost. By the end of the thirtieth century, such vital technologies as BattleMechs and JumpShips had become "black boxes"—technicians could operate and maintain them and even manufacture them in those few facilities that escaped destruction, but that was all. New production was impossible, and mercifully the frequency and scale of warfare inevitably shrank as a result.



ROAD TO RECOVERY

The discovery by the mercenary Gray Death Legion of a nearly intact Star League computer memory core on the planet Helm in 3028 sparked a technological renaissance in the Inner Sphere. Secrets unlocked by the information in the so-called Gray Death memory core, as well as scattered other League-era finds, triggered the Inner Sphere's slow climb back up the technological ladder.

After twenty years of tireless work at the New Avalon Institute of Science and countless other facilities, progress was being made, but at an agonizing pace. A few important discoveries had been made, but overall things had changed little. Then, in 3050, the Clans invaded.

Descended from General Kerensky's departed army, the Clans had become a warrior culture beyond the Inner Sphere's imagining. Most importantly, their technology had not suffered the devastation of the Succession Wars, and in fact had advanced well beyond the technological levels of the Star League. Necessity

is, as they say, the mother of invention, and these powerful foes provided the Inner Sphere nations with strong incentive to produce numerous breakthroughs in weapons technology. Eventually, captured Clan equipment also provided important pieces of certain scientific puzzles.

PRESENT AND FUTURE

To the typical Inner Sphere citizen of 3062, things haven't changed much since the end of the Succession Wars. People living in large cities on prosperous planets like Atrous have seen wider availability of certain high-tech luxuries such as holovision and personal fusion vehicles, but by-and-large things are pretty much as they have been for a millennium; a person transported into the thirty-first century from the twentieth might feel right at home.

Once one moves from the averages to the extremes, however, the pace of technological innovation becomes very apparent. As in past ages, warfare remains a driving force behind technological innovation, and most of the recent scientific strides have been in the field of weapons research. If he's lucky, a common office worker will never see the barrel of a pulse laser rifle, but these and other new weapons are changing the way battles are fought on virtually every front. Perhaps no single innovation is more important, and noticeable, than the proliferation of powered battle armor. Once limited to the

Clans and a few elite mercenary units, every major Inner Sphere military now boasts numerous companies—and in some cases, battalions—of these awesome armored infantry suits. Devastating to standard infantry and capable of effective anti-'Mech operations, battle-armored troops may one day change the very nature of war.

The nobility and aristocracy of the Inner Sphere have also benefited very clearly from the resurgence of lostech. In addition to fielding more powerful armies with which to enforce their policies, ready access to the cutting-edge of technology fills their homes and offices with the latest gadgetry. Advanced computers and automated conveniences make life in the upper reaches of society easier and more luxurious than ever before.

On the low end of the spectrum, citizens of backwater and Periphery worlds continue to struggle. Daily life can be a challenge for these people, as modern conveniences are often too expensive to transport in via JumpShip, or in some cases, simply unavailable. To the technological "upper crust," the conditions these people live in might seem appalling, or at the very least, deprived.

This technological disparity has not gone without notice. As the Inner Sphere seems to be on the brink of a new golden age, many people are beginning to ask why they aren't seeing any changes for the better. Of particular note are the protests sweeping through the Federated Commonwealth, many of which have been sparked by the nobility's apparent disregard for the well-being of the common man. Far from ushering in an era of peace and prosperity, it seems these recent advances may be the heralds of yet another epoch or war fought with even deadlier weapons.

HOW TO USE THIS BOOK

Lostech: The MechWarrior Equipment Guide is the personal equipment sourcebook for the *MechWarrior, Third Edition* (MW3) roleplaying game. Lostech contains a wealth of information on the topic of equipment and technology, including new rules, character-creation options and more than a hundred new items.

This introduction provides a brief explanation of some new terms used to describe equipment and supplemental rules covering perception of weapons fire and equipment repair. The *Weapons* section introduces dozens of new tools of destruction and includes detailed rules for explosive ordnance and minefields. *Armor and Combat Garb* describes those items of equipment that are worn on the body and features an extensive section on battle armor. *Miscellaneous Gear* wraps up the book with descriptions of a variety of equipment, including all medical and survival tools, communications equipment, vehicles and much more. *Lostech* concludes with a master table that includes all the equipment from this book and MW3, plus a table that shows equipment availability by affiliation to assist in character creation.

TERMINOLOGY

A few new terms have been added to each item's Equipment Data (see p. 132, MW3), including Affiliation and new damage types. Additional explanation of Equipment Ratings is also supplied below.

Affiliation

Many pieces of equipment in this book have a listed affiliation (abbreviated in tables as Afil). These are either manufactured exclusively by or most commonly used by the nation or group indicated in the affiliation.

A character whose affiliation matches an item's affiliation may obtain the item at one availability class lower than the listed availability rating for the item.

If the availability is already rating A (and thus cannot be reduced any lower), a character of matching affiliation can obtain the weapon as though its legality rating was one class lower. If both availability and legality start at Class A, the item is so common that there is no effect for matching affiliation.

Clan Affiliation: At the gamemaster's option, items of Clan Affiliation can be restricted to Clan-affiliated characters only. Alternatively, non-Clan characters can be allowed to obtain such equipment as though the availability rating was one class higher, provided the player can justify how his character came to own such an item (an appropriate Life Path event would go a long way to supporting such a claim).

AFFILIATION ABBREVIATIONS

Affiliation	Abbreviation
Capellan Confederation	CC
Chaos March*	CM
Clans	Clan
ComStar/Word of Blake*	COM
Draconis Combine	DC
Federated Suns	FS
Free Rasalhague Republic	FRR
Free Worlds League	FWL
Lyran Alliance	LA
Periphery	Per

*Rules for these affiliations can be found in the *MechWarrior's Guide to Solaris VII*.

Equipment Ratings and Personal Gear

The high legality ratings of virtually every weapon put them beyond the reach of many starting characters. This is intentional: the common Inner Sphere citizen is simply not allowed to purchase military hardware, and in many civilized areas, it is illegal to even carry a firearm.

It is important to note that a character's personal access to equipment (represented by his Well-Equipped or Poorly-Equipped Traits) is distinct from equipment he may be issued

by his employer (such as a military unit). For example, although most military-grade weapons will be beyond a starting character's reach, every soldier is issued an assault rifle at the start of his training.

Equipment obtained in this way is perfectly legal for a character to own and use, and he need not even pay for it with his starting wealth. However, this gear does not belong to the character, and it can be repossessed by its owner at any time. Unless a character is on active military duty, for example, he can't just keep the weapons and vehicles he was using while enlisted; such items must be returned to the quartermaster upon mustering out (or in most cases, upon completion of the particular mission for which the equipment was issued).

What this means for most characters is that they should only purchase those items that they want free and permanent access to at any time and on any mission. Additional items will often be available for temporary use, depending on the needs of the mission (and the discretion of the gamemaster).

Type

The weapons and equipment tables in this book contain two new codes in the damage type column.

Type O stands for ordnance. Weapons listed as Type O use the Explosive Ordnance rules (p. 35). The actual damage type of attacks by these weapons depends on the kind of ordnance being used. Stats for Type O also list a letter rather than a normal AP•Damage code; the letter indicates the ordnance class the weapon uses, from A (the weakest) to E (the strongest).

Type S stands for special. These weapons inflict damage in non-standard ways that bypass armor or have other unusual effects. Each S-type weapon description describes how the weapon's effects interact with armor and protective clothing.

PERCEPTION

Weapons can be noisy things, and often characters using them will not want to be noticed by their targets. The following rules expand a bit on the standard difficulty modifiers (p. 17, MW3) to help the gamemaster determine whether a character is noticed after making an attack or not.

The first step is to see if the targeted character heard the discharge of the weapon. This is a sound Perception Check using the difficulty modifiers in the Sound column of the Weapons Fire Perception Modifiers Table. Success in this check means the character hears a weapon discharge, can discern what general kind of weapon it was, as well as the general direction of the firer but not his exact position (i.e., to the north, south, east or west of the target).

By following up the first check with a successful visual Perception Check, a targeted character can locate the firer of the weapon, provided there is line-of-sight from the character to the muzzle of the weapon at the time the weapon is discharged.

Note that all these modifiers represent difficulty modifiers only. Other modifiers, such as visibility, range and so on, apply as usual.

WEAPONS FIRE PERCEPTION MODIFIERS

Weapon Type	Sound	Vision
<i>Archaic/Melee Weapons</i>		
Vibro-weapons	+3	+4
Other Archaic/Melee Weapons	+4	+4
<i>Slug-Throwers</i>		
Elephant Gun	-5	-1
Gauss Weapons	-2	+0
Gyrojet Weapons	+0	-2*
Magnum Pistols	-5	-2
Needlers	-1	+2
Other Slug-Throwers	-4	-1
<i>Energy Weapons</i>		
Laser	+4	-3*
<i>Explosives & Ordnance†</i>		
Flare, Flash	-2	-4*
Stun	-6	-4*
FASCAM, Gas, Smoke	+0	-4
Narc Beacon	+2	+2
All other explosives	-6	-4
<i>Support Weapons</i>		
Gauss Weapons	-3	-1
Grenade Launcher‡	+0	+2
Lasers and Particle Cannon	+3	-4*
Missile Launchers	-2	+0
Recoilless Rifles	-2	-3*
Other support weapons	-4	-2
<i>Specialized Weapons</i>		
Dart & Tranq Guns	+0	+2
Flamers	-1	-3*
Sonic Stunner, Crowdbuster	-2§	+4
<i>Modifiers</i>		
Burst-Fire	-1	-1
Flash Suppressor	—	+2
Flash Suppressor, JAF-05	+4	+4
Laser Sight	—	-1
Silencer	+4	—
Sound & Flash Suppressor	+2	+2
Sound Suppressor	+2	—
Subsonic Ammo	+1/+2**	—
Tracer Ammo	—	-2

*Apply an additional -2 TN modifier if the observer is using infrared sensing equipment.

†This modifier applies to the explosive's detonation at point of impact, not the launcher.

‡This modifier applies to the launcher, not the explosive's detonation at point of impact.

§This applies only to characters within the weapon's extreme range. Outside that range, the weapon is inaudible to humans.

**Subsonic ammo applies a +2 TN modifier only if used in conjunction with a silencer, sound suppressor or the JAF-05.



REPAIR COSTS

Sooner or later, all equipment breaks down. *MW3* provides rules for repair Skill Checks (page 133 of *MW3*) but contains no system for determining the repair costs for non-armor equipment. The following repair-cost system provides an easy-to-use, abstract system to determine such costs. The gamemaster should feel free to expand on or change these rules based on the specific game situation.

The costs of repairs for non-armor equipment is based on the base cost of the item and the severity of the damage to the item.

If the item suffered only minor damage or breakdown, the repair cost is equal to 5 percent of the item's full cost, multiplied by 1D6. If the item suffered extensive damage or total breakdown, the repair cost is 5 percent of the item cost, mul-

tiplied by 3D6 or more at the gamemaster's discretion. Repair costs have the same Equipment Ratings as the item being repaired.

Unless the repair Skill Check is a fumble, the cost of repairs is spent only once, even if the repair Skill Check fails. In the case of a fumbled attempt, the parts are ruined and the cost must be paid again. In the case of a simple (non-fumbled) failure, the time must be invested to make another repair attempt, but new parts need not be obtained.

Battle Armor: In the case of battle armor, the cost of repair is based on the amount of armor degradation the suit has sustained. Repairing 1 point worth of armor degradation costs 10 percent the battle armor's base price, so repairing a suit that has suffered 5 points of armor degradation will cost half of the suit's base price.

CHARACTER CREATION

The following section provides supplemental rules that can be used to add variety and depth to the standard character-creation rules provided in *MechWarrior, Third Edition* (beginning on p. 21).

TRAITS

This section provides four new equipment-related traits: EI Neural Implant, Gremlins, Poorly Equipped and Special Item. New expanded benefits of the Poison Resistance Trait are provided as well. Unless otherwise stated, these traits follow the standard traits rules (pp. 78–94, *MW3*).

EI NEURAL IMPLANT

Cost: 2

Clan-affiliated warrior caste characters (SOC 6+) may obtain the enhanced-imaging (EI) neural implant as a trait with no associated cost in C-bills, provided that the character's Life Path or roleplaying circumstances allow for it. Other characters must obtain EI neural implants as they would any other piece of rare and expensive equipment, and then find a Clan-trained surgeon to implant it. The complete description and rules for the EI neural implant are provided on page 112.

GREMLINS

Value: 3

Some people just don't get along with machines very well; everything they touch more complicated than a pencil seems to break down. Such characters are said to be afflicted with "gremlins," imaginary imps that work their way into technological devices and cause them to malfunction.

This curse is represented in game terms two ways. First, the character is considered to be a Slow Learner (p. 86, *MW3*) with Engineering, Gunsmith and all Technician Subskills. Also, the character fumbles on roll results of 2 or 3 when using a piece of equipment or vehicle with a Technology Rating higher than A. On a fumble result of 2, the equipment suffers some sort of breakdown (gamemaster's discretion). Weapons fumbled in this manner jam badly and cannot be fired again until repaired.

POISON RESISTANCE (expanded)

Cost: 1

The Poison Resistance Trait provides a character with an AV2 against incapacitating poisons, an AV1 against lethal poisons, and a –2 TN modifier to Knockout Checks resulting from subduing poisons. (These expanded trait rules are needed for the new poison rules supplied in this book on p. 114.)

POORLY EQUIPPED

Value: 1

A character who is poorly equipped comes from a primitive backwater where technology is in short supply and heavy manufacturing facilities simply do not exist.

A character with the Poorly Equipped Trait is limited to equipment one Tech Level "letter grade" lower than the standard for his affiliation and with availability ratings of A (the legality rating can be A or B). Note that this trait is the opposing trait for Well-Equipped (see *Opposing Traits*, p. 78, *MW3*).

SPECIAL ITEM (multiple trait)

Cost: 1–4

This trait is similar to the Well-Equipped Trait (p. 89, *MW3*) but applies only to a single piece of equipment. Every point of Special Item increases the "letter grade" of availability and legality by 1, while every 2 points increases the allowable tech level by one letter grade from the standard for his affiliation. If the same character has Well-Equipped, the increase granted by Special Item is cumulative. This trait is used only during initial character creation and cannot be acquired later.

With the gamemaster's permission, this trait may entitle a character to a unique new item rather than an advanced or rare one "off the rack." The character must have Special Item (4) to choose this option, and the character's Life Path must contain an appropriate event that would allow for the acquisition. The player may design the item himself and set an appropriate C-bill cost (with the gamemaster's approval), using the items in this book and *MW3* as a guide.

In either case, the character must pay for the item using his starting C-bill allowance (based on his Wealth or Poverty Trait).

SKILLS

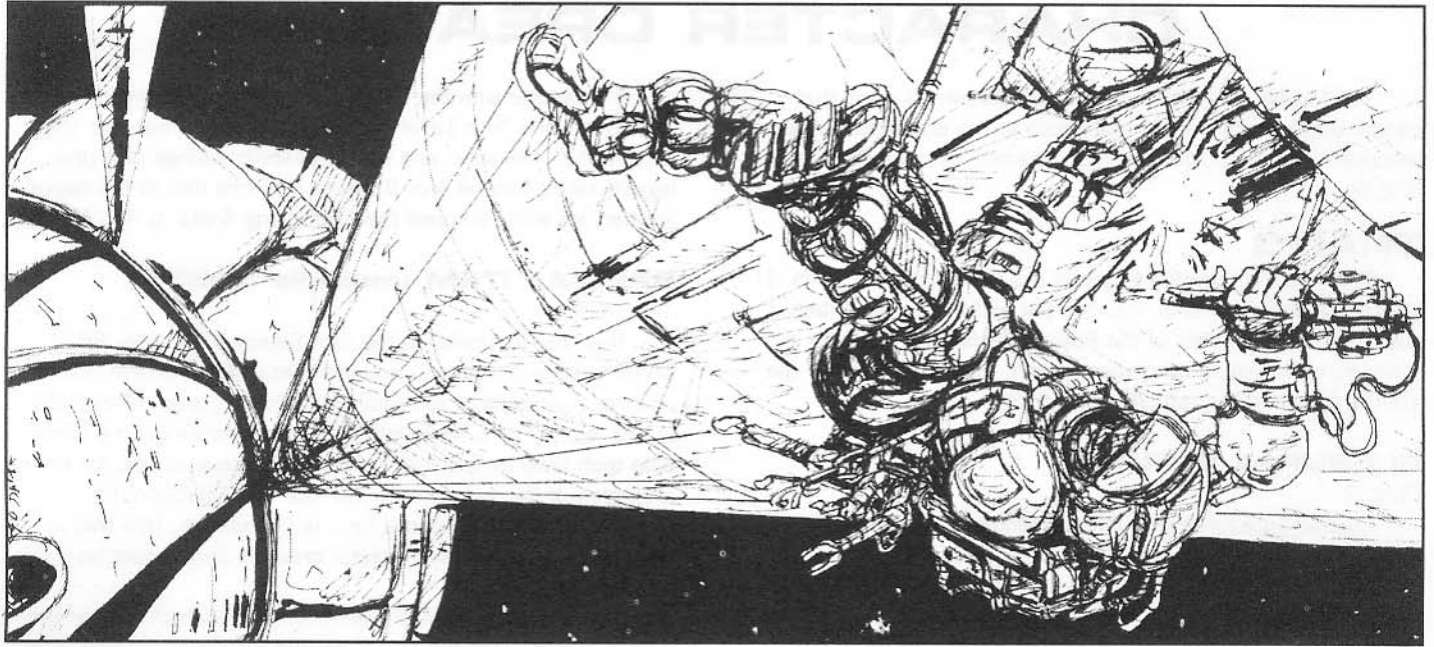
This section expands the range of the Engineering and Technician Skills and describes a new skill for using gripper gloves.

SKILL SPECIALIZATION

The Engineering and Technician Skills cover a wide range of tasks. The optional skill-specialization rules enable a player to give his character greater expertise for particular tasks within the range of each skill at the expense of his overall expertise in the skill.

Specializations are not new subskills. When a character carries out a task in which he is specialized, the relevant Skill Bonus is increased by 1. When using an aspect of the skill outside the specialization, the Skill Bonus is decreased by 1. This can reduce the skill bonus below 0. For example, a character with the Engineering Skill at +2 and the BattleMech Engineering specialization receives a Skill Bonus 3 when using the skill to design or modify BattleMechs. When using the Engineering Skill for other purposes, the character's Skill Bonus is reduced to 1.

Characters can choose only one specialization per skill (or subskill). Specializations are optional.



ENGINEERING (expanded)

Engineering is a remarkably complicated skill involving dozens of disciplines and knowledge of hundreds of distinct systems. Although this broad range of knowledge can be useful, the higher Skill Bonuses provided by Engineering Skill specializations may be quite advantageous, considering the difficulty of most engineering tasks. Available areas of Engineering Skill specializations are countless; specializations of primary concern to *MechWarrior* player characters will be based on the Technician Subskills (such as Engineering/Ballistics), plus specializations on the various types of vehicle, listed below:

- Aerospace Fighters
- BattleMechs
- Conventional Aircraft
- DropShips/Small Craft
- Hovercraft
- JumpShips
- Naval Vessels
- Tracked Vehicles
- VTOLs
- Wheeled Vehicles
- WarShips

TECHNICIAN (expanded)

In the *BattleTech* universe, as in our modern world, technicians tend to specialize in the maintenance and repair of particular kinds of vehicles. Available areas of specialization include all the various types of vehicle listed in the Engineering Skill specialization description. Characters can also specialize in particular subgroups of equipment, such as Technician/Ballistics/Ultra Autocannon or Technician/Missile/Recoilless Rifles. There are a nearly infinite number of such specializations, so they are not listed

here; gamemasters determine the acceptability of particular Technician specializations proposed by their players.

GRIPPER GLOVES (new, standard)

Link Attributes: DEX/STR

Gripper gloves enhance a character's strength and enable him to adhere to sheer surfaces. As one might imagine, using such an item requires significant training and practice to avoid damaging small objects and climbing walls effectively. This skill enables a character to use gripper gloves with less risk to himself and surrounding objects (see *Gripper Gloves*, p. 49.)

ADDITIONAL PATHS

The following section contains a number of Life Paths designed to expand the options for technicians and other technical-minded characters. Players and gamemasters can use these paths in conjunction with those presented on pages 33-52 of MW3.

The following paths have some basic prerequisites. In addition to minimum required Attributes, a few also list prerequisite paths a character must complete before entering the particular path.

EVENTS

Each of the paths below has a unique list of events. Players and gamemasters should follow all of the standard rules for determining character events (see p. 24, MW3), with the following exception: instead of rolling 2D6, players roll 2D10 to randomly select an event. After rolling dice for an event, the player can increase or decrease the dice roll result by 1 or 2, or reroll, using a single expenditure of Edge (see *Edge and Events*, p. 25, MW3).

STAGE 4: REAL LIFE

Unless otherwise stated, these paths follow the rules described in *Stage 4: Real Life*, p. 47, MW3.

LOSTECH PROSPECTOR

Hundreds of years ago, the original Star League Defense Force left caches of high-tech weaponry scattered throughout known space so they could tap into them during extended campaigns. When the Star League collapsed, the locations of many of those caches were lost when entire SLDF units were destroyed or left with Kerensky's Exodus. Now, your sources have pointed you toward a remote Periphery world supposedly home to a major SLDF cache. The search will take years and you will face many dangers. It will drain your coffers and could turn up a bust. But there are just too many clues, scattered across too many worlds, for this lead to be false!

Characters with Clan Affiliation may not select the Lostech Prospector Path. Characters of Periphery Affiliation have no additional prerequisites. Other characters must be Well-Connected or have an appropriate Contact who could offer a lead on Star League lostech and have Wealth 5+ or own a DropShip (Vehicle 8+ and Owns Vehicle).

Time: 1D6 + 1 years

Attribute Minimums: BOD 4, WIL 6, EDG 5

Traits: Poverty

Skills: Appraisal +2, Perception +2, Scrounge +3, and choose two: Climbing +2, Jump Packs +2, Language/Any +3, Riding +3, Streetwise/Periphery +2, Survival +2, Swimming +3, Tracking +2

Previous Path: Free Trader (4), Ne'er-Do-Well (4), Postgraduate Studies (4), Travel (4), Yakuza (4) or any Tour of Duty (4)

Next Path: Ne'er-Do-Well (4) or the character's previous path

Lostech Prospector Events

- 2 Don't touch that button! The Star League Facility you found goes into lock-down, trapping you inside. You are rescued in a coma, clinging to a single priceless relic. [Special Item (2), choose one: Amnesia, Combat Paralysis, Glass Jaw]
- 3 Detailed directions from that kindly local take you right into a slaver trap! [Escape Artist +2, Scrounge +1, Poverty, add 1D6 years to the time the Lostech Prospector Path takes, and choose one: Disabled, Introvert, Night Blindness, Timid]
- 4 You arrive at the site just as a rival expedition does, and chaos ensues. [Tactics/Ground +1, Enemy (2), choose one: Bad Reputation (2), Disabled, Lost Limb]
- 5 That's no Star League cache; it's an active Clan outpost, and they are not fond of intruders! [Captured as a bondsman, you may continue the Life Path from this point forward as a Freeborn Clan character; see p. 31, MW3]
- 6 Marauding bandits rough you up and steal your maps. [Brawling +1, choose one: Disabled, Lost Limb, Poor Hearing, Poor Vision]
- 7 A hyperspace mis-jump takes your expedition way off course. [Add 1D6 years to the time this path takes, and must take Ne'er-Do-Well as your next path]

- 8 Cost overruns wouldn't have been such a bother except the mission was a bust. [Poverty]
- 9 After a long journey you find nothing but more rumors. [May take Lostech Prospector as your next path]
- 10 The search turns up nothing but a dusty old army base. Chalk it up to "life experience." [Scrounge +1]
- 11 Traveling all over the Periphery is an educational—but profitless—experience. [Language/Any +1, Streetwise/Periphery +1]
- 12 They say "getting there is half the fun." Unfortunately, this expedition was nothing but "getting there." [Gambling +1, and choose one: Brawling +2, Fast Talk +2, Running +2, Seduction +2]
- 13 Total disappointment, but a few trinkets under a Star League-era sewer cover—not to mention the rare sewer cover itself—mean you at least break even for this expedition. [Perception +1, Swimming +1, Wealth]
- 14 The command center was mostly ransacked before you got there, but you managed to download some useful data from the terminals. [Sell the data for Wealth (2) or keep the data and learn a thing or two: add +5 to MedTech, Engineering or any one Technician Subskill]
- 15 You found only one relic, but it was worth the trip! [Special Item (3)]
- 16 The local guide leads you to a cobweb-filled cavern, where you find an ancient vehicle shrouded under a tarp. [Custom Vehicle (3), Lemon, Owns Vehicle, Vehicle (4)]
- 17 An awesome haul, but you had to fight off a band of pirates to get to it. [Leadership +2, Good Reputation (2), Wealth (6), Well-Equipped (3), choose one: Disabled, Enemy, Lost Limb, Poor Hearing]
- 18 The find of a lifetime, and right where they said it would be! [Custom Vehicle (2), Good Reputation, Owns Vehicle, Vehicle (6), Wealth (7), Well-Equipped (3) and reduce the time this path takes by 1 year]
- 19 [Choose one event other than 20 or roll twice and apply both results]
- 20 The rumors were false. This is not just any SLDF cache; it's the mother lode! Time to retire in style, or perhaps start your own mercenary unit? [Custom Vehicle (4), Good Reputation (3), Owns Vehicle, Vehicle (8), Wealth (10), Well-Equipped (4)]

THINK TANK

Great Houses gather the brightest minds from universities across the Inner Sphere. The Clans bring the finest of their scientist and technician castes together as well. They meet behind closed doors, sequestered from the outside world. Experts in their chosen fields, they create the most advanced breakthroughs in science. To those who are asked to join these "think tanks," the lure of the ultimate scientific honor often outweighs the risks: once you have entered the inner circle of knowledge and gained access to the most highly classified technological secrets, there is no turning back. Furthermore, the experiments demanded by cutting-edge science, often performed in the field, can be extremely dangerous.

Time: 4 years

Attribute Minimums: INT 7, WIL 6

Attribute Thresholds: STR -1, INT +1

Traits: Contact (3), In For Life, Promotion, Wealth, Well-Equipped

Skills: Bureaucracy/Affiliation +3, add +2 to any Academics Skill, +2 to any Technician Skill, and +1 to any other skill

Fields: Scientist

Previous Path: Military Academy (3, Scientist Field only), Military Enlistment (3, Aerospace Technician or 'Mech Technician Fields only), New Avalon Institute of Science (3), Technical College (3, Clan Affiliation only), University (3, Aerospace Technician or Engineering Field only), Postgraduate Studies (4)

Next Path: Ne'er-Do-Well (4), Postgraduate Studies (4), Think Tank (4), Travel (4)

Think Tank Events

- 2 A horrible lab accident leaves you scarred inside and out. [Unattractive, add 1D6 years to the time this path takes, choose two: Addiction (2), Amnesia, Combat Paralysis, Disabled (2), Glass Jaw, Lost Limb (2), Poor Hearing (3), Poor Vision (2)]
- 3 An enemy spy presents you with an offer you can't refuse. [Choose one: accept his offer and funnel secrets to the enemy until you are caught and flee, Alternate Identity, Bad Reputation (3), Enemy (3), transfer In For Life to enemy affiliation; or refuse his offer and "disappear," Alternate Identity, Brave, Enemy (3), Poverty]
- 4 Your experimental serum needed a test subject, and you were the only one available. [Addiction (2), choose one: Amnesia, Combat Paralysis, Glass Jaw, Slow Learner]
- 5 Tragically, you got this far as a scientist before discovering your curse. [Gremlins, may not take Think Tank Path again]
- 6 One of your colleagues turns traitor, taking your research with him. [Enemy (2)]
- 7 They kept you locked in your lab and slid a pizza under the door every day. [BOD -1, Introvert]
- 8 All work and no play makes you a dull boy. [CHA -1, add +2 to any one Academic or Technician Skill]
- 9 Repetition is the mother of invention, at least according to your employers. [Bureaucracy +1, and must take Think Tank as your next path]
- 10 Sometimes entire years can pass and it seems like the hands on the clock never move. [Interest/Any +1]
- 11 This job is 99 percent perspiration and 1 percent inspiration! [Add +2 to any single skill]
- 12 Nothing like on-the-job training to make the days whiz by. [Administration +1, Career/Scientist +2, add +1 to any Technician Skill]
- 13 You invented a better mouse trap—literally! [Wealth, Technician/Mechanics +2]
- 14 Diligent work and constant study bring knowledge, but not always new discoveries. [Academics/Any +3,

Career/Scientist +2, Engineering +1, Technician/Electronics +2, Technician/Any +2]

- 15 A colleague makes a breakthrough, but you have the chance to take the credit. [Choose one: take the credit and the guilt, Fast Talk +2, Enemy, Good Reputation (2), Wealth; or help your colleague complete his research, Engineering +3, Leadership +2, Contact (2)]
- 16 Your dedication brings you to the attention of the "special projects" division. [Cryptography +3, Security Systems +3, Wealth, Well-Equipped, may take Covert Ops as next path]
- 17 Your experimental serum needed a test subject, and you were the only one available. [Addiction (2), choose one: Exceptional Attribute, Fast Learner, Pain Resistance, Toughness]
- 18 Persistence pays huge dividends, not the least of which is a working prototype of your new invention. [Engineering +2, Technician/Any +2, Good Reputation, Special Item (4), Wealth (3)]
- 19 Eureka! The breakthrough you've been working so hard for makes you and your team instant heroes. [Engineering +3, Technician/Any +3, Good Reputation (3), Promotion, Wealth (4), Well-Connected, Well-Equipped]
- 20 [Choose one event or roll twice and apply both results]

SAMPLE CHARACTERS

This section provides three new sample characters: the Failed Warrior, Grizzled Prospector and Mad Scientist. New players can use them to start playing right away, without going through the character creation process found in *MW3*. Players can also base their own characters on the samples, customizing them by exchanging some of the listed skills and traits for ones of equal value (with the gamemaster's permission). Finally, the gamemaster can use these characters as major non-player characters (see p. 205, *MW3*).

Each sample character entry includes an illustration of the character and a brief biography. The biographies were created using the Life Path model described in *MW3* and incorporate many of the variant affiliations, paths and traits included in this book. The details—such as the character's Enemies, Disabilities, and Interests—were added afterward. The footnotes with each biography refer to the paths and events the character experienced.

For each character, a filled-out character record sheet appears on the facing page. This sheet shows all the Attributes, skills, traits and equipment derived from the Life Path and the character's story. Players may photocopy and use these sheets in games so that they can dive right in and start playing. Please note that some gamemaster intervention was used to round out the sample-character biographies; recreating some of the sample characters using the Character Creation rules found in *MW3* may not be possible. Even so, all of the sample characters provided are perfectly legal for players to use in a campaign.



Name Failed Warrior

Affiliation Clan (Jade Falcon)

Age 26

Height 1.78 m

Weight 77 kg

MECHWARRIOR[®]

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	5	—	8
Body	5	—	8
Dexterity	8	-1	9
Reflexes	8	-1	9
Intelligence	6	—	8
Willpower	6	—	8
Charisma	3	+1	9
Edge	5	—	8
Social Standing	4	—	4

SKILLS

Name	Bonus
Academic/Jade Falcon History	+0
Academic/Physics	+1
Career/Soldier	+1
Career/Technician	+1
Computers	+1
First Aid	+0
Gunnery/Ballistic/Humanoid	+0
Gunnery/Laser/Humanoid	+0
Gunnery/Missile/Humanoid	+0
Interest/Jade Falcon Remembrance	+2
Language/English	+1
Leadership	+2
Martial Arts/Military	+2
Haywaker*, Sweep**	
Navigation/Ground	+0
Perception	+0
Piloting/Mech	+2
Piloting/Wheeled	+0
Pistols	+1
Sensor Operations	+2
Swimming	+0
Tactics/Mech	+1
Technician/Ballistic	+1
Technician/Comms	+1
Technician/Electronics	+1
Technician/Fusion/BattleMechs	+1/+3
Technician/ICE/Wheeled Vehicles	+1
Technician/Lasers/Pulse	+0/+2
Technician/Mechanics	+1
Technician/Missile/Streak	-1/+1
Technician/Rotor	+1
Technician/Support/BattleMechs	-1/+1

*Take 1 Fatigue and add 2D6 damage

**TN to hit +2; if successful, opponent is knocked prone

TRAITS

Enemy: Jade Falcon MechWarrior
Good Vision
Introvert
MechWarrior Phenotype
Quirk: Clan Honor
Stigma: Failed Warrior
Well-Equipped (3)

COMBAT INFORMATION

Armor

Type A: Work Gloves	AV (M/B/E/X)	1	/1	/0	/1
Type B: Plasteel Boots	AV (M/B/E/X)	4	/6	/4	/4
Type C:	AV (M/B/E/X)		/	/	/
Type D:	AV (M/B/E/X)		/	/	/

Fatigue

Fatigue ≤ WIL ☒☒☒☒☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☒☐☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

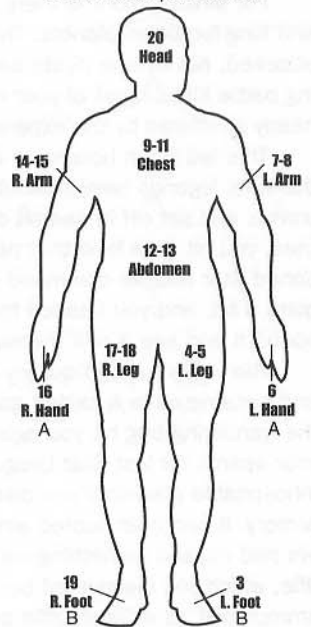
Wounds

Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout
Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D)
and Wounds per Location



Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
---------	--------	------	-------	-------	-------

			/ / /		
			/ / /		
			/ / /		
			/ / /		
			/ / /		

MISCELLANEOUS EQUIPMENT AND INFORMATION

Jumpsuit
Communications Headset
Noteputer
Pocket Transcriber
Scanalyzer
Hand-held Laser Torch
Deluxe Tool Kit
Goggles
Filter Mask
5 Clan Military Power Packs (300 Pwr ea.)

Movement (W/R/S): 13/23/46

Experience Points: 1

FAILED WARRIOR

A proud trueborn of Clan Jade Falcon, you were bred to be a warrior and spent your developing years preparing and training. You asked many questions and learned quickly, but both of these things annoyed one of the other members of your crèche, and he did his best to make your life difficult.¹

When you were old enough, you moved from the crèche to a sibko and began your intense training as a MechWarrior. Driven to the edge by your Falconer, you collapsed under the pressure and lost any chance of becoming a MechWarrior. Clan society is very strict, and you were immediately removed from the warrior caste and shipped to a technical school to begin your new life.²

In the technician college, your inquisitive nature and quick mind were a benefit rather than a hindrance, and you progressed faster than any of your classmates, even receiving some special training.³ Following your graduation you received some happy news—because of your background as a failed warrior, you were to be assigned to a front-line unit. If you could not serve your Clan as a warrior, you thought, then at least you could serve the warriors of your Clan! With a light heart you reported to your assignment, the Fourth Falcon Striker Cluster of Omega Galaxy.

Unfortunately, lower-ranking technicians such as you rarely accompany the Fourth Falcon's combat units on the battlefield. Instead, you remain at the base, performing tasks that are necessary but do little to make you feel like a warrior again.⁴ Though you were assigned for a time to a single MechWarrior as his personal tech, his preference for pulse lasers and streak missiles revealed his lack of targeting talent and he was rarely sent into battle, as the Star Captain had little faith in his skills. Eventually he challenged the Star Captain to a Trial of Grievance and was killed.⁵ You were transferred back to the Cluster's general technical pool, where you resumed your boring duties.⁶

You are acutely aware of your age, and are beginning to wonder if you will get a chance to live vicariously through the warriors you serve before you are relegated to a solahma cluster. Perhaps the time has come for you to strike out on your own and find your true destiny?



¹ Affiliation: Clan Jade Falcon (p. 31–2, MW3); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 9 + 1 (p. 35, MW3).

² Stage 2: Late Childhood (Trueborn Sibko)—Event Roll 3 (pp. 39–40, MW3).

³ Stage 3: Higher Education (Technical College: Vehicle Technician Subpath)—Event Roll 9 (pp. 45–6, MW3).

⁴ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 7 (p. 50, MW3).

⁵ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 8 – 1 = 7 (p. 50, MW3).

⁶ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 9 – 2 = 7 (p. 50, MW3).

GRIZZLED PROSPECTOR

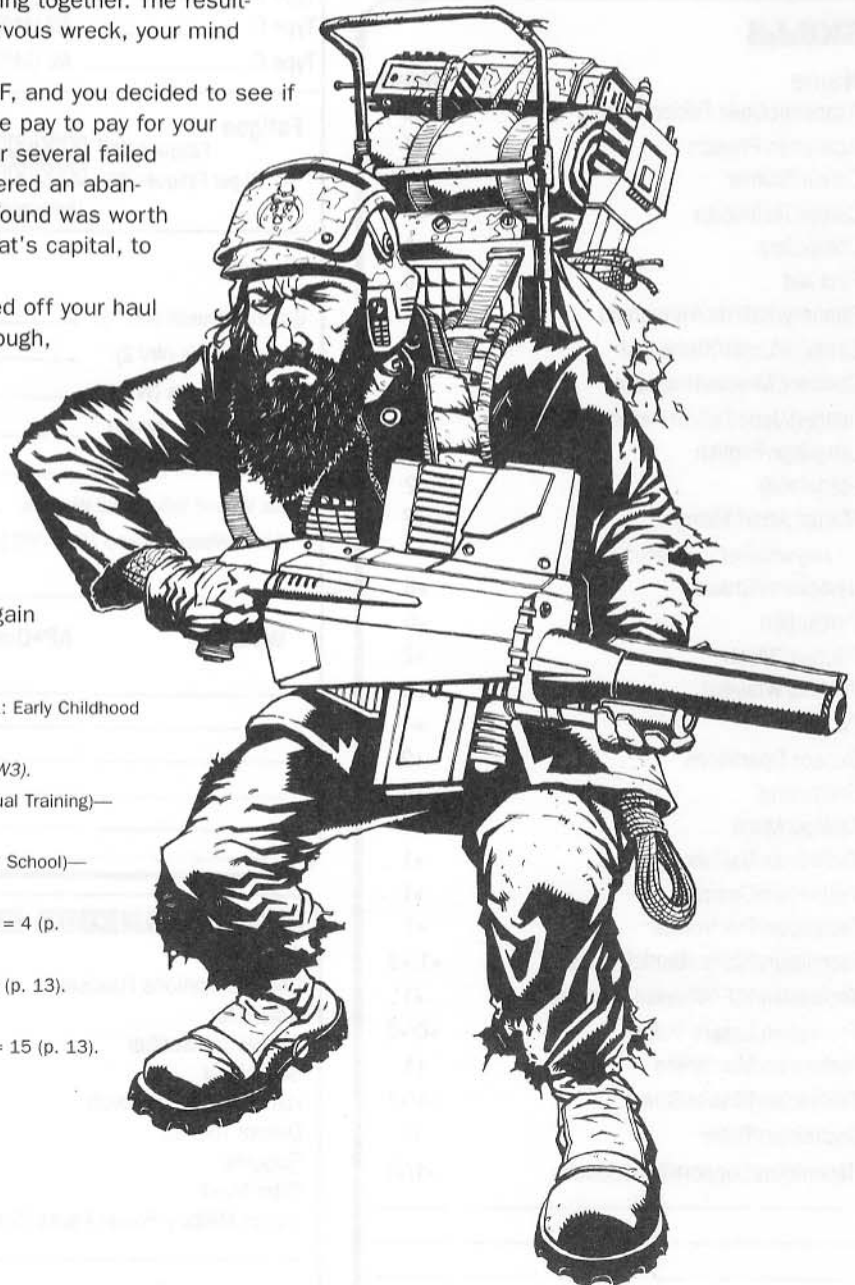
Scratching out a living was difficult for most families on your homeworld, and your family was no exception. The backwater planet of Lastpost, on the edge of the Taurian Concordat, is a harsh mistress, and you spent years living in a cabin in the woods.¹ When you were about ten, your parents finally had saved enough money to buy a small farm, and you were introduced to what passed for civilization on Lastpost.² You spent several years there, working and honing your hunting skills, but as soon as you could you enlisted in the Taurian Defense Force, swearing never to return to the world that birthed you.

You learned the ways of the military quickly, receiving praise from all of your instructors, and after your advanced infantry training, you were selected for Officer Candidate School.³ In your spare time you continued to practice with your rifle, and eventually word got around the base that you were a dead shot.⁴ In recognition of your skills and reputation as a rifleman, you were given command of an infantry company in the First Battalion, Second Regiment of the Taurian Lancers when you graduated OCS and were promoted to Cornet. You and most of your battalion were stationed on Belle Isle, a productive world often raided by pirates.

For several months there were no raids, and you killed time listening to local tales of Star League caches hidden on asteroids and long-forgotten planets. This boring pattern was shattered when Belle Isle was attacked, not by one pirate band, but by several acting together. The resulting battle killed most of your men and left you a nervous wreck, your mind nearly shattered by the experience.⁵

This led to an honorable discharge from the TDF, and you decided to see if the local legends were true. You used your discharge pay to pay for your travels and set off in search of hidden secrets. After several failed tries, you hit on a lead that panned out, and discovered an abandoned Star League command center. The data you found was worth quite a bit, and you headed for Taurus, the Concordat's capital, to spend it and see a real metropolis.⁶

The years passed quickly on Taurus, as you lived off your haul and became quite a skilled gambler.⁷ Eventually, though, the wandering bug bit you again, and you resumed your search for lost Star League technology. On an inhospitable planetoid you discovered an old armory. It had been looted already, but the looters had missed something—a hand-held Gauss rifle, which you discovered could use the same ammunition as a Gauss rifle produced by the Federated Suns.⁸ With your new rifle in hand and a blazing wanderlust, you are ready to set out once again in search of lostech.



¹ Affiliation: Periphery/Taurian Concordat (p. 30–1, MW3); Stage 1: Early Childhood (Back Woods)—Event Roll 7 (p. 33, MW3).

² Stage 2: Late Childhood (Farm)—Event Roll 7 + 1 = 8 (p. 37, MW3).

³ Stage 3: Higher Education (Military Enlistment: Advanced Individual Training)—Event Roll 11 (pp. 41–2, MW3).

⁴ Stage 3: Higher Education (Military Enlistment: Officer Candidate School)—Event Roll 9 – 1 (pp. 41–2, MW3).

⁵ Stage 4: Real Life (Tour of Duty: Inner Sphere)—Event Roll 5 – 1 = 4 (p. 50–1, MW3).

⁶ Stage 4: Real Life (Lostech Prospector)—Event Roll 13 + 1 = 14 (p. 13).

⁷ Stage 4: Real Life (Ne'er-do-well)—Event Roll 11 (p. 49, MW3).

⁸ Stage 4: Real Life (Lostech Prospector)—Event Roll 15 – 1 + 1 = 15 (p. 13).

MAD SCIENTIST

The only child of a pair of merchants, you spent the first few years of life on the Free Worlds League planet of Cerillos, part of the so-called "Trinity" southwestern worlds. Your parents spent much of their time away on business, leaving you to fend for yourself with only a nanny, so you were overjoyed when they began taking you on their trips at the age of six.¹ These early travels back and forth across the stars left an indelible mark on you, and to this day you prefer the effects of zero-G to normal gravity.

During these travels your parents discovered, to their surprise, that you were a budding genius and sent you to the Escalante School for Young Minds back home on Cerillos. You made few friends there, but you loved to study and spent many long hours in discussions with the headmaster.² You were admitted to the prestigious University of Sciences on Stewart, where you learned quickly and discovered your love for chemistry.³ After graduation you took a job as a chemistry researcher for a minor firm on Stewart, and were quickly promoted to Head Researcher⁴, but lost interest after a lab explosion destroyed your left hand. Despite the prejudice you knew others would have, you replaced the lost hand with an artificial one and decided to return to school.

This time around, you chose to focus your studies on practical applications of your knowledge and attended Field Scientist school at the University. Your closest friend was your professor, Mr. Dewitt, who revealed a secret when you were about to graduate—he was once a researcher for SAFE, the Free Worlds League intelligence organization. You swore to keep his secret, but began to wonder what other secrets people around you might have.⁵

Taking another job, this time gathering and analyzing chemicals from various uninhabitable planets, you spent much of your time alone and quickly grew bored.⁶ Returning to the university once again, you began a course of study in zero-G effects, but your efforts were sidetracked when you met Marissa Deil, a professor of geology. A quick romance blossomed into a full-blown relationship, kept secret, of course. Your precautions weren't enough, however, as your liaisons were discovered by the heads of the university. You were expelled permanently for your improprieties, and Marissa was fired.⁷ Angry, she left you, and you haven't seen her since.

In your deepest depths of despair, you were granted a beacon of hope: Mr. Dewitt had recommended you to the research section of the military, and you were approached by Admiral Adam Tam himself, the military's Chief Armorer, and asked to join his crew of researchers and scientists. Overjoyed, you agreed. Your first task was to find a chemical to stimulate a soldier's intelligence—you found what you thought to be the answer late one night, but there was no one to test it on, so you drank it yourself. It has indeed made you smarter, but is also incredibly addictive—you must take a dose every day or unpleasant side effects occur.⁸ Admiral Tam shelved that project due to the complications, but now he's given you an even more exciting one ...



¹ Affiliation: Free Worlds League (p. 28, MW3); Stage 1: Early Childhood (White Collar)—Event Roll 9 (p. 36, MW3).

² Stage 2: Late Childhood (Preparatory School)—Event Roll 9 + 1 = 10 (p. 39, MW3).

³ Stage 3: Higher Education (University: Sciences Major)—Event Roll 10 (pp. 46–7, MW3).

⁴ Stage 4: Real Life (Postgraduate Studies)—Event Roll 8 (p. 49, MW3).

⁵ Stage 3: Higher Education (University: Field Scientist School)—Event Roll 9 – 1 + 1 = 9 (pp. 46–7, MW3).

⁶ Stage 4: Real Life (Postgraduate Studies)—Event Roll 10 – 1 = 9 (p. 49, MW3).

⁷ Stage 3: Higher Education (University: Zero-G Studies Major)—Event Roll 6 – 2 = 4 (pp. 46–7, MW3).

⁸ Stage 4: Real Life (Think Tank)—Event Roll 18 – 1 = 17 (p. 13).

Name Mad Scientist

Affiliation Free Worlds League

Age 28

Height 1.69 m

Weight 67 kg

MECH WARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	4	—	8
Body	5	—	8
Dexterity	6	—	8
Reflexes	6	—	8
Intelligence	9	-1	9
Willpower	6	—	8
Charisma	5	—	9
Edge	4	—	9
Social Standing	4	—	9

SKILLS

Name	Bonus
Academic/Biology	+1
Academic/Chemistry	+2
Academic/Geology	+1
Academic/Metallurgy	+1
Academic/Neurology	+0
Academic/Zero-G Studies	+3
Appraisal	+1
Art/Sculpture	+0
Bureaucracy/Free Worlds League	+1
Career/Scientist	+2
Comms/Conventional	+0
Computers	+3
Demolitions	+1
Language/English	+2
Language/Spanish	+1
Leadership	+0
Medtech	+1
Navigation/Ground	+1
Perception	+2
Piloting/Hover	+1
Protocol/Free Worlds League	+0
Scrounge	+2
Seduction	+0
Survival	+1
Technician/Electronics	+1
Technician/Myomer/Bionics	-1/+1
Tracking	+1
Training	+2
Zero-G Operations	+3

TRAITS

Addiction (2): Brain Serum	In For Life: Think Tank
Contact: Preparatory School Headmaster	Lost Limb (2): Left Hand
Contact (2): Professor Dewitt	Quirk: Prefers Zero-G
Contact (3): Admiral Tam	Stigma: Bionics
Exceptional Attribute: Intelligence	Wealth (5)
Fast Learner	Well-Connected: Stewart in FWL
G-Tolerance	Well-Equipped

COMBAT INFORMATION

Armor

Type A:	AV (M/B/E/X)	/ / / /
Type B:	AV (M/B/E/X)	/ / / /
Type C:	AV (M/B/E/X)	/ / / /
Type D:	AV (M/B/E/X)	/ / / /

Fatigue

Fatigue ≤ WIL	XXXXXX
+1 TN per Fatigue > WIL	XXXXXX
Unconscious if Fatigue > (2 × WIL)	

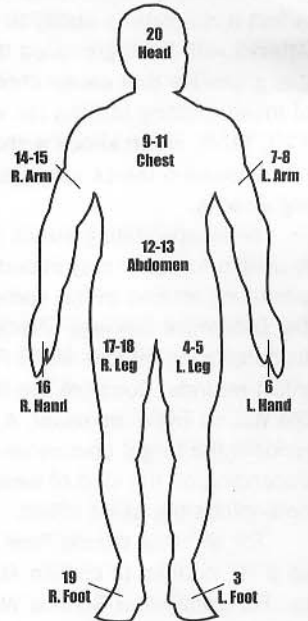
Wounds

Grazing Wounds (WV 1):	
Minor Wounds (WV 2):	+1 TN ea.
Serious Wounds (WV 4):	+2 TN ea.
Critical Wounds (WV 8):	+3 TN ea.
Deadly Wounds (WV 16):	Knockout
Total Wound Value of all Wounds:	*

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons	AP•Dmg	Type	Range	Shots	Notes
---------	--------	------	-------	-------	-------

			/ / /		
			/ / /		
			/ / /		
			/ / /		
			/ / /		

MISCELLANEOUS EQUIPMENT AND INFORMATION

Descartes Mk XXI Computer	Labcoat, Shirt, Pants, Shoes (2 ea.)
Long-Range Communications Kit	Scanalyzer
Advanced Medical Kit	Video Camera
Type 4 Artificial Hand	Heavy-Duty Recharger
Null-G Pack	10 HC Micro Power Packs (20 Pwr ea.)
Null-G Pack Controller	Deluxe Tool Kit
Electronics Repair Kit	Respirator
Noteputer	
Pocket Transcriber	C-bills: 7,634
Standard Vid-Phone	
Spacesuit (AV: 1/2/1/1)	
Grip Shoes	
Fedora	

Movement (W/R/S): 10/20/40

Experience Points: 1

Wakizashi


The *wakizashi*—literally “side sword”—is the companion blade to the katana. Together the two swords are known as the *daisho*, and are the traditional symbol of the ancient samurai. In the Draconis Combine, only those who graduate from certain prestigious military academies (Sun Zhang Academy, Sun Tzu School of Combat and Wisdom of the Dragon) are allowed to wear a *daisho* with their uniform.

Attacks using a *wakizashi* receive a -1 TN modifier.

CLUBS AND STAFFS

Truly the most basic of all weapons, clubs and staffs are a viable option when more complex (and effective) weapons can't be found. And of course, if your opponent has no weapon, wielding one of these simple items can offer a life-saving advantage in combat.

Blackjack/Sap

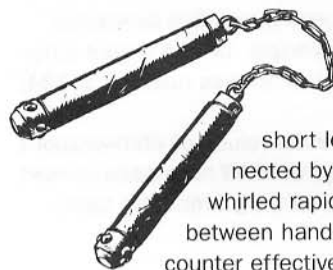


The blackjack/sap represents a small club or club-like weapon, such as a load of ball-bearings in a leather pouch, designed to incapacitate the target through a single sharp strike to the head. Although very effective when used in this capacity, the short length of a blackjack results in a +2 TN modifier on attacks.

Bokken

Two main types of practice sword are used in the art of *kendo*. Although the bamboo-and-leather *shinai* is used in full-contact sparring, it would be ineffective in actual combat. The hardwood *bokken* is more likely to deliver wounds. Sharing the same form as the metal katana (p. 24), the *bokken* also receives a -1 TN modifier.

Nunchaku



A weapon developed in Okinawa of ancient Terra from a rice thresher, *nunchaku* are composed of two short lengths of wood or metal connected by a rope or chain. The weapon is whirled rapidly in combat and often traded between hands, making it very difficult to counter effectively. Opponents defending themselves against *nunchaku* attacks receive +2 TN modifiers against the weapon.

Pole Arm

A pole arm represents any bladed weapon with a haft more than two and half meters long (shorter bladed weapons may be treated as ordinary swords). The length of the pole arm provides the user a reach advantage in the first round of any given melee combat, whether he engages an opponent or is himself engaged. Rather than engaging at a range of less than 1 meter as usual, the pole arm allows a user to engage melee opponents at up to 2 meters range. Thus, an opponent with a shorter melee weapon cannot inflict damage on the character during the first round of combat. After the first round of combat, the combatants close to within 1 meter range (assuming the non-pole arm wielding character can move) and melee proceeds normally.

Staff

Staffs are roughly two meters long and are made of wood, plastic or metal; they are used with two hands. Any long, straight pieces of wood of this approximate size may also be used as a staff.

BLADES AND THROWN WEAPONS

Item	Skill	Equipment	AP •	Range in Meters			Cost/	Weight	Afil	Notes
		Ratings	Damage	Type	S/M/L/E	Shots	Reload			
Axe	BLA	A/A/A	2•2D6	M	—	—	25	4 kg	—	+2 TN
Carbon-fiber Reinforced										
Fingernails	BLA	D/D/C	1•1D6	M	—	—	1,000	—	CC	No effect vs. AP 3+
Dao	BLA	A/C/B	1•2D6	M	—	—	200	3 kg	CC	-1 TN
Hatchet/Tomahawk	BLA	A/A/A	2•1D6	M	—	—	10	1 kg	—	+2 TN
Hatchet/Tomahawk (thrown)	THW	A/A/A	2•1D6	M	STR x 1/2/3/4	—	10	1 kg	—	+2 TN
Katana	BLA	A/D/B	1•2D6	M	—	—	250	2.5 kg	DC	-1 TN
No-Dachi	BLA	A/C/B	1•3D6	M	—	—	300	4.5 kg	DC	—
Shuriken	THW	A/C/B	1•1D6	M	STR x 1/2/4/6	—	5	100 g	DC	—
Wakizashi	BLA	A/C/B	1•1D6	M	—	—	150	200 g	DC	-1 TN

WEAPONS

The *BattleTech* universe is a place of unending conflict. As one might expect, this has given rise to a fantastic array of weapons, ranging from archaic bows used for sport to high-tech support weapons designed to fell mighty BattleMechs. The following weapons and rules supplement the basic weapon selection found in *MW3*.

INCAPACITATING ATTACKS

Certain non-lethal attacks, called *incapacitating* attacks, affect a character's ability to act, fight and resist capture. Attacks with flash grenades that dazzle a character's vision or gas grenades that cause choking and irritation are examples of incapacitating attacks (as opposed to subduing attacks, p. 120, *MW3*, which knock a character out). The Notes columns in the weapon tables specifies if a weapon makes incapacitating attacks.

An incapacitating attack may render a character completely unable to act or may impede his ability to act. Resolve incapacitating attacks in the same way as standard attacks until the Determine Damage Effects step (p. 115, *MW3*). Incapacitating attacks inflict Fatigue points as usual, but never inflict wounds. Compare the Damage Factor of the attack to the Wound Table, as usual. A Deadly or Fatal Wound result renders the target unconscious or completely unable to act, depending on the kind of weapon used. The gamemaster determines the exact effect.

For all other Wound Type results, the Wound Value is used as a TN modifier to certain Action Checks made by the character. For example, a Serious Wound result on the table inflicts a +4 TN modifier to affected Action Checks. The gamemaster determines which Action Checks the TN modifier applies to, based on the weapon used. For example, TN modifiers from a flash grenade attack would affect Action Checks that involve vision, such as Ranged Attack Checks.

The duration of the effect is determined with a D6 roll. The number of dice used is listed in the Notes column of the weapon table. Roll the indicated number of dice separately for each affected character to determine the number of turns the effect lasts.

The effects of additional hits from incapacitating attacks are cumulative; add together the target number modifiers and duration of all incapacitating effects affecting a single character.

Note that only a few armor types protect against incapacitating attacks (these are marked as Special in the weapon description).

RECHARGE TIME

Many weapons need to recharge, cool down or both between successive firings or risk catastrophic damage to their mechanisms. Once such a weapon is fired, it cannot be fired again until a set number of turns has passed. The number of turns is the weapon's recharge time and is noted in the table.

ARCHAIC/MELEE WEAPONS

Surprisingly, many primitive weapons are still used in the thirty-first century. In most cases they are used for sport or worn on ceremonial occasions, but on truly remote planets they may be the only weapons available.

BOWS

Primitive missile weapons include bows and crossbows. No match for a rifle or laser weapon, primitive missile weapons are used primarily for sport.

Heavy Crossbow

The crossbow, which partially replaced the longbow in medieval times, consists of a bow mechanism with a winding or cocking device. Crossbows fire *quarrels*, which are shorter and heavier than arrows. Crossbows can be aimed like rifles, which means that proficiency with the weapon is relatively easy to gain. The heavy crossbow has greater damage potential and significantly greater range than the standard version but weighs twice as much.

A heavy crossbow must be reloaded with a Complex Action after every shot.

Daikyu

The traditional bow of the samurai, the *daikyu* is nearly as large as a European longbow but is designed to be fired from horseback. This gives the *daikyu* a somewhat shorter range than the longbow but it nearly matches the larger weapon in other respects. This use of the *daikyu* is considered an art form by Draconis Combine warriors, many of whom study archery for sport and relaxation, as well as the veneration of the samurai tradition it represents.

Longbow

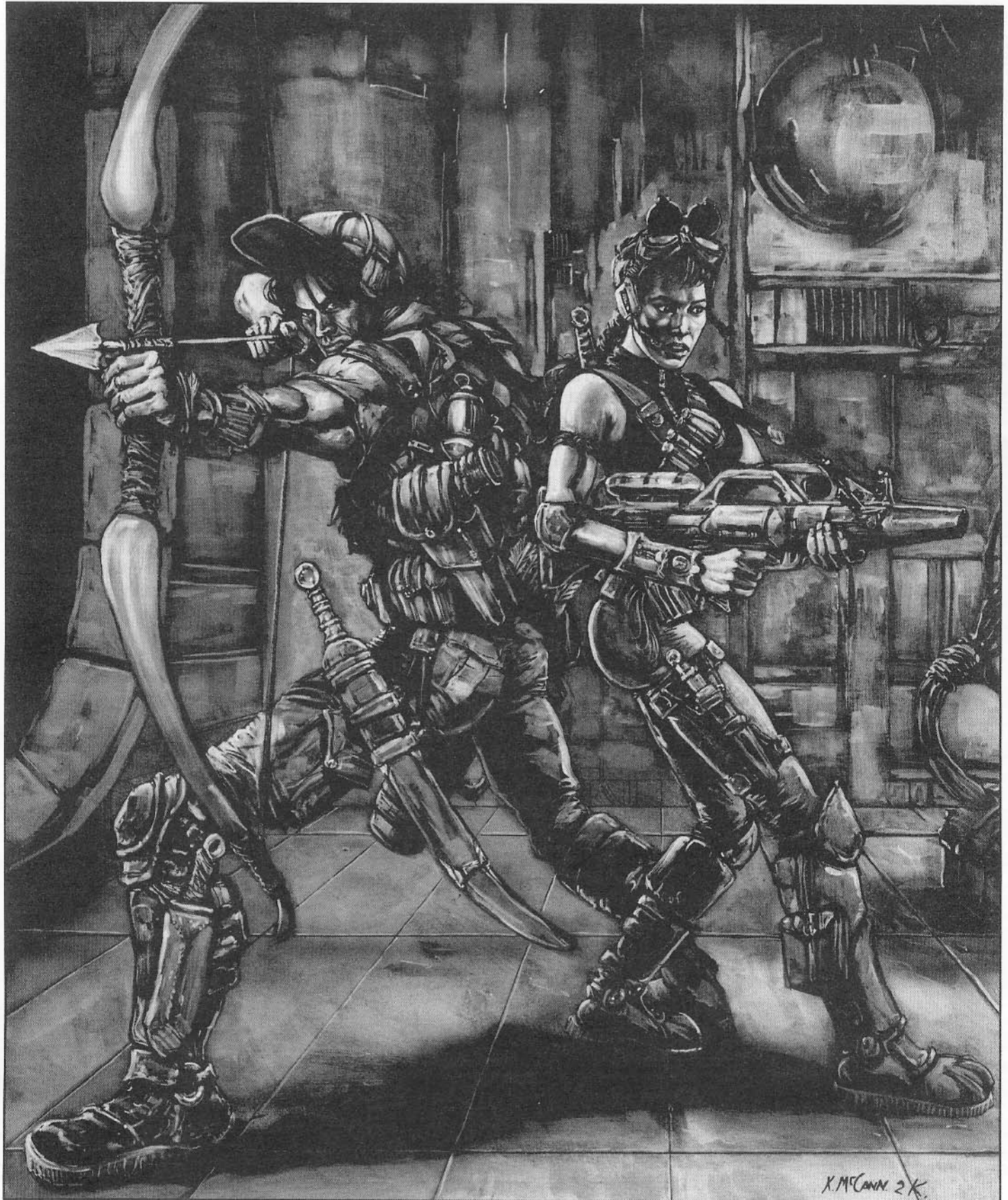
The longbow name is generally applied to the classic Welsh and English simple bows, made famous during medieval times. Yew was the preferred wood for construction, but modern longbows can be constructed of light-weight plastics and polymers. Consisting of a single stave, generally the height of the archer, the longbow fires an arrow half the height of the bow over considerable distances.

Shortbow

Though bows do not have the range nor effect of higher-tech ranged weapons, they are relatively easy to produce. As a result, they are still used by individuals who cannot acquire more effective weapons. On some worlds, mobs have used bows against better-armed police forces.

Yari

Most often found in the hands of commoners in the Draconis Combine, the *yari* is the bow of the ancient Japanese



foot soldier. Similar to the short bows found elsewhere in the Inner Sphere, the yari is almost always of superior construction, making them harder to find but more effective in combat.

BLADES AND THROWN WEAPONS

A stone sharpened to a cutting edge represents one of the earliest examples of tools used by humans, and blades continue to be one of the most widespread tools and weapons in the thirty-first century. Their simplicity and utility will undoubtedly ensure their use for centuries to come.

Axe

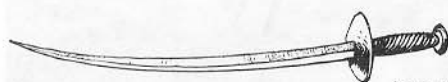
Consisting of a haft with a heavy blade attached to one end, the axe is one of the earliest examples of a weapon of war. Whether constructed from bone, wood and obsidian, or high-strength plastics and steel, the general shape and function of the axe has remained unchanged for millennia. Usually designed for two-handed use, the utility of the axe—it can be used as both a wood-cutting implement and a tool of war—means it can be found in proliferation on every human-occupied world.

The axe offers greater armor penetration than other blades thanks to its weight, but that same advantage makes it a clumsy weapon. Attacks using an axe suffer a +2 TN modifier.

Carbon-fiber Reinforced Fingernails

A uniquely Capellan affectation, those of wealth and culture within the Confederation grow out the fingernails on the last three fingers of each hand to a length of ten centimeters and decorate them with gem chips and gold leaf. Additionally, many such individuals reinforce the nails with carbon fibers and turn them into razor-sharp claws, which can easily tear flesh into ribbons and cut through most leathers.

Carbon-fiber reinforced fingernails have no effect against a target with a Melee AV3 or greater.

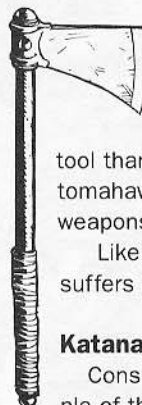


Dao

The Chinese *dao* is a rapier with a single-edged, slightly curved blade and small rounded hand guard. A dao is wielded with one hand. The dao can usually be distinguished from the similar *katana* by its slightly thicker and more

curved blade. The dao has once again come into popular use in the Capellan Confederation after centuries of neglect, thanks to Chancellor Sun-Tzu Liao's *Xin Sheng* movement.

Unlike common swords, Capellan daos are finely crafted and honed to a razor's edge. Although this makes them expensive and hard to come by, it also makes them excellent weapons; attacks using a dao receive a -1 TN modifier.



Hatchet/Tomahawk

A smaller version of the axe, the hatchet is usually designed as a one-handed implement more often used as a wood-chopping tool than a weapon. Some hatchets, often referred to as tomahawks, are designed to be used as throwing weapons.

Like the axe, the hatchet is a clumsy weapon and suffers a +2 TN modifier.

Katana

Considered by most academia to be the finest example of the swordmaker's craft, the *katana* originally came to prominence in medieval Japan. The strong Japanese influence in the Draconis Combine has assured its place in the modern era. A sword with a long, slightly curved, single-edged blade, the katana is designed to be wielded with two hands and to deliver a killing blow with one stroke.

As the pinnacle of classic swordcraft, the katana is an incredibly accurate and effective blade; attacks using a katana receive a -1 TN modifier.

No-Dachi

In Japanese sword craft, any blade larger than a katana is called a *no-dachi*, or field sword. Generally no-dachi are 25 percent longer than katana.

Shuriken

A *shuriken*, or throwing star, is a metal, star-shaped blade designed to be thrown. Usually small enough to be concealed within a hand, shuriken can be thrown with great accuracy and relatively high penetrating power for such small objects.

BOWS

Item	Skill	Equipment	AP •	Type	Range in Meters		Cost/		Afil	Notes
		Ratings	Damage		S/M/L/E	Shots	Reload	Weight		
Heavy Crossbow	ARC	A/A/A	3•3D6	B	5/20/40/100	1	20/1	4 kg	—	Complex Action to load
Daikyu	ARC	A/D/A	2•2D6	B	10/25/60/125	1	30/2	1 kg	DC	Simple Action to load & fire
Longbow	ARC	A/B/A	2•2D6	B	10/30/80/175	1	20/2	1.5 kg	—	Simple Action to load & fire
Shortbow	ARC	A/A/A	2•1D6	B	8/20/50/100	1	10/1	800 g	—	Simple Action to load & fire
Yari	ARC	A/C/A	2•1D6	B	8/20/55/110	1	15/1	800 g	DC	Simple Action to load & fire

VIBROBLADES

A wide variety of vibro-weapons have been developed based on the basic vibroblade principle. Unless stated otherwise, these weapons follow the *Vibroblades* rules on p. 134, *MW3*.

Note that the Armor Penetration values of vibro-weapons described in the original printings of *MW3* have been revised. The revised values are listed on the *Vibroblades* table.

Clan Vibrosword

Clan-built vibroswords are made from advanced "memory metals" that hold their shape despite severe deformation, allowing a higher vibration frequency than other vibro-weapons and superior armor penetration.

Monowire

The monowire is basically a vibro-enhanced garrote. It consists of a thin length of high-tensile strength wire connected to a pair of hand-grips that contain the weapon's mechanisms and power pack. When activated, the wire vibrates at high frequency like a vibroblade, allowing it to slice through the victim's neck (or any other part of the body) with ease.

The monowire is an assassin's weapon not designed for use in active melee combat. It can be used to make aimed attacks against specific parts of the target's body (usually the head, representing an attack against the neck). In addition, its lack of range and the necessity to wrap it around the target before activation inflict a +2 TN modifier on attacks made with the weapon. Considering these combined restrictions, the

monowire is best used against an unconscious or unaware target to take full advantage of its capabilities.



Vibroaxe

The vibroaxe is a heavier, axe-shaped version of the vibroblade. Ostensibly created for utility work, the vibroaxe's heavy head and high vibration frequency make it one of the most dangerous edged weapons ever devised, if a bit unwieldy. Attacks with a vibroaxe receive a +1 TN modifier.

Vibrokatana

Originally created for the Draconis Elite Strike Teams, the vibrokatana has since gained considerable popularity among other Combine fighting units. The vibrokatana is a subtler and sleeker version of the vibroblade, offering its user the same -1 TN modifier as the standard katana. DEST forces are said to be able to use the vibrokatana against battle-armored troops with stunning effectiveness.

STUN WEAPONS

The following weapons use the same neural-shock principle as the common stunstick to render the target unconscious. Unless otherwise stated, these weapons follow the rules as described on p. 135, *MW3*.

CLUBS AND STAFFS

Item	Skill	Equipment	AP •	Range in Meters			Cost/	Weight	Afil	Notes
		Ratings	Damage	Type	S/M/L/E	Shots	Reload			
Blackjack/Sap	BLA	A/A/A	0•3D6	M	—	—	5	1 kg	—	+2 TN
Bokken	BLA	A/B/A	0•2D6	M	—	—	15	2 kg	DC	-1 TN
Nunchaku	WHP	A/B/A	1•1D6	M	—	—	10	1.5 kg	DC	Opponent +2 TN
Pole Arm	STF	A/B/B	1•2D6	M	—	—	50	6 kg	—	Can engage at 2m range
Staff	STF	A/A/A	0•2D6	M	—	—	5	2.5 kg	—	—

VIBROBLADES

Item	Skill	Equipment	AP •	Range in Meters			Cost/	Weight	Afil	Notes
		Ratings	Damage	Type	S/M/L/E	Shots	Reload			
Clan Vibrosword	BLA	F/E/D	6•3D6	M	—	2*	500/†	4 kg	Clan	—
Monowire	WHP	E/E/E	4•5D6	M	—	1*	200/†	250 g	—	+2 TN; aimed attack only
Vibroaxe	BLA	E/D/C	5•4D6	M	—	2*	150/†	5 kg	—	+1 TN
Vibrokatana	BLA	E/D/D	5•3D6	M	—	2*	350/†	3 kg	DC	-1 TN

*This represents the number of power points used per round of melee combat, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.

Mini Stunstick

The mini stunstick is simply a smaller version of the stunstick. This weapon is available in several different shapes, including a glove or knuckle-covering.

Neural Lash

This concealed device hangs from a wrist strap that contains the unit's power cells and features a control box that sits comfortably in the palm of the hand. The lash handle is connected to a short length of cord tipped with a weighted metallic ball. When the user snaps his hand forward, the weight draws more line from a spring-loaded reel in the control box. By timing the swing properly, the neural lash can be used as a whip, delivering a stinging jolt to a target. At the end of the swing, the line is reeled back into the control box.

Neural Whip

Based loosely on the principles of the stunstick, the neural whip is a far more insidious weapon. With a small metallic ball covering the point of a thin blade, this weapon looks more like a fencing foil than a whip. Though it once may have been developed as a non-lethal crowd-control weapon, the neural whip quickly became the tool of choice for unscrupulous interrogators across the Inner Sphere. The nature of the shocks delivered by the neural whip are subtly different from the usual stun weapon, generating excruciating pain and muscle spasms in the target, blurring his senses and making movement and speech difficult. When used on a target repeatedly (as is often the case in bouts of torture), the neural whip can inflict permanent damage in the same way as the neural interrogation computer (p. 105). Because of this aspect of its effects, the neural whip was officially banned during the Star League era (only Houses Davion, Liao and Steiner still comply with the ban).

The pain caused by the neural whip is treated as an incapacitating attack (p. 22), but all types of armor are effective against it. Thus, it is best used against unarmored targets or aimed against unarmored locations.

SLUG-THROWERS

The slug-throwing weapons listed in *MW3* are only a small sample of the myriad slug-throwing weapons available throughout human-occupied space. The following sections provide descriptions of some of the less-common local varieties of these weapons.

HANDGUNS

Despite the increasing availability of laser and Gauss weapons, the chemical-propellant, slug-throwing handgun is still the most common personal weapon in the Inner Sphere.

Makeshift Pistol

Some areas of space—such as the Periphery backwater areas of otherwise civilized worlds—contain no mass-production facilities to manufacture firearms. In these places, individuals often cobble together weapons from whatever parts are available, resulting in functional—if unreliable—weapons.

Makeshift weapons are inherently inaccurate, inflicting a +1 TN modifier on attacks. In addition, a fumbled Attack Check with a makeshift weapon results in a catastrophic misfire, not only destroying the weapon but causing a 2D6 explosion-type attack directly against the hand of the character holding it.

A makeshift pistol can be created by a character provided he can find the necessary materials (using Scrounge Skill), possesses the Gunsmith Skill, and has a basic tool kit. Using a basic tool kit adds +3 TN modifier to the Skill Check, for lack of proper equipment. If the character has a deluxe tool kit and a slug-thrower clean/repair kit, plus a reloading kit (p. 118) to make the ammunition, no modifier applies.

The gamemaster makes the Gunsmith Skill Check without telling the character the result. If the Skill Check fails, the weapon automatically misfires the first time the character uses it.

Magnum Auto-Pistol

This heavy auto-pistol is designed to fire so-called "magnum" rounds, ammunition loaded with more powder and thus

STUN WEAPONS

Item	Skill	Equipment	AP •	Range in Meters			Cost/	Weight	Afil	Notes
		Ratings	Damage	Type	S/M/L/E	Shots	Reload			
Mini Stunstick	BLA	C/A/B	0•3D6	E	—	1*	50/†	150 g	—	Subduing; do not add STR
Neural Lash	WHP	D/D/C	0•5D6	E	—	1*	750/†	100 g	DC	Subduing; do not add STR
Neural Whip	BLA	D/E/E	0•5D6	E	—	2*	500/†	300 g	DC	Incapacitating (2D6); do not add STR

*This represents the number of power points used per round of melee, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.

because of the larger chemical charge needed to propel a rifle slug.

Minolta 9000 Advanced Sniper System

Specifically created for House Liao's Death Commandos, the Minolta 9000 is one of the most sophisticated and accurate sniper weapons available. Constructed from ultralight endo-steel, the weapon can be carried and deployed easily. The Minolta 9000 fires a modified 7.62mm shell and features a myomer-enhanced recoil suppressor and reloading system. The weapon's integral sighting system provides the user with all the advantages of rangefinder binoculars (p. 149, MW3).

The Minolta 9000 suffers from many of the same restrictions as the advanced sniper rifle (below). However, no Simple Action is required between shots and the recoil modifier is only +1 if the weapon is fired while unsupported.



Sniper Rifle

Heavy-caliber, precision-sighted sniper rifles are used for picking off important targets from long distances.

Generally, these bulky weapons are disassembled for transport, so they must be assembled before use and broken down afterward. Assembling and disassembling the rifle both require Complex Actions. If a sniper rifle is not disassembled, it is encumbering.

The sniper rifle is a bolt-action rifle; loading rounds between shots requires a Simple Action.

Sniper rifles are not designed to be fired "from the hip." A user must be prone or the weapon must be otherwise supported, for example, on a window ledge or bipod—and the user must take careful aim (at least once) to use the ranges listed for this weapon. If both of these conditions are not met, the weapon uses standard bolt-action rifle ranges instead. If a

sniper rifle is fired while unsupported, the weapon's mass and recoil inflicts a +2 TN modifier on the Attack Check.

TK Assault Rifle

Standard issue to many Steiner troops, the TK assault rifle is heavier than a typical assault rifle. Though many consider the TK inferior to standard assault rifles, it is quite sturdy and very reliable.

SUBMACHINE GUNS

Very popular among criminals and terrorists, submachine guns have gained a fearsome reputation as the most powerful concealed weapons. Consequently, many "civilized" planets restrict them to military use.

Gunther MP-20

The Lyran-made Gunther MP-20 machine pistol is larger than the venerable Mydrion but steadier in burst-fire mode. It has a low rate of fire and meager ammo capacity for an SMG but uses the largest caliber bullet of any production-model SMG.

KA-23 Subgun

Standard-issue to the Draconis Combine's DEST, the KA-23 is small, lightweight and very reliable. Its remarkable accuracy and built-in recoil compensation make it the best production-model SMG available in the Inner Sphere. It is difficult to find outside the Combine, however, and quite expensive for a slug-thrower. Because it features a built-in gas-vent system, the KA-23 can't mount additional recoil compensation.

Rugan SMG

The Rugan SMG is very similar to the Rorynex but its construction limits its ammo capacity to only 80 rounds. Better overall accuracy mitigates this deficiency somewhat, but the Rorynex remains the more popular weapon.

RIFLES

Item	Equipment		AP • Damage	Type	Range in Meters		Cost/		Weight	Afil	Notes
	Skill	Ratings			S/M/L/E	Shots	Reload				
Elephant Gun	RIF	B/C/C	5•6D6	B	20/60/160/400	2	100/2	5 kg	Per		+2 TN
Imperator AX-22 Assault Rifle	RIF	C/B/D	4•4D6	B	30/80/185/435	15	200/3	3.5 kg	FWL		Burst (15/3); jam on a fumble
Minolta 9000											
Advanced Sniper System	RIF	D/E/F	5•4D6	B	50/160/360/730	10	1,000/5	6 kg	CC		—
Makeshift Rifle	RIF	B/A/B	4•4D6	B	20/65/140/300	1	20/1	6 kg	Per		+1 TN; misfire on a fumble
Sniper Rifle	RIF	B/C/D	5•4D6	B	45/150/340/700	5	350/4	10 kg	—		S. Action to work bolt after each shot
TK Assault Rifle	RIF	C/A/D	4•4D6	B	25/70/160/410	20	150/3	5.5 kg	LA		Burst (10/3)

Stetta Autopistol

The Stetta Autopistol is a small machine pistol that lies somewhere between the Mydron and Gunther in size, but boasts a higher rate-of-fire than either design.

SHOTGUNS

The following shotgun designs include models designed expressly for close-quarters military combat use.

Automatic Shotgun

A lethal variation on the standard shotgun, the automatic shotgun features a large drum ammo chamber. The rapid loading and firing made possible by the drum chamber provides the weapon with limited burst-fire capability.

Combat Shotgun

Specifically designed for military use, the combat shotgun features a much higher muzzle velocity than standard sporting shotguns. Consequently, the combat shotgun has much greater armor penetration and range than its sporting cousin.

Double-Barreled Shotgun

The double-barreled shotgun features two side-by-side barrels. Each barrel holds a single round of ammunition and may be triggered separately. Typically, one barrel is fired at a time, so that the user does not have to reload before firing again. If desired, both barrels can be fired simultaneously, however.

Reloading the weapon requires a Complex Action. A double-barreled shotgun can also be "sawed-off" like a pump-action shotgun, with the same resulting penalties (p. 136, MW3).

GYROJET WEAPONS

A number of variations on the standard gyrojet rifle and pistol designs have appeared over the years. The following items follow the rules for gyrojet weapons (p. 136, MW3) unless stated otherwise.

Gyroslug Carbine

The gyroslug carbine is a cut-down version of the gyroslug rifle. The carbine's shorter barrel reduces the weapon's overall accuracy but it otherwise looks and feels just like its bigger brother.

Gyroslug Rifle

Slightly smaller than the standard gyrojet rifle, the gyroslug rifle is designed around a smaller round, which significantly increases its ammunition capacity. The round keeps most of the explosive charge of the standard gyrojet rifle but cuts down drastically on propellant. This results in a similar destructive capability but reduced range.

Heavy Gyrojet Gun

A much larger version of the gyrojet rifle, the heavy gyrojet gun fires a larger and more powerful round. The size and shape of the weapon make it awkward to carry in the field, however, while the weapon's highly visible exhaust plume make it impractical for sniper use. Carrying a heavy gyrojet gun encumbers a character.

Hold-Out Gyrojet Pistol

A marvel of weapons engineering, the tiny hold-out gyrojet pistol is little more than two rounds of ammunition and a trig-

SUBMACHINE GUNS

Item	Skill	Equipment	AP •	Type	Range in Meters		Cost/		Afil	Notes
		Ratings	Damage		S/M/L/E	Shots	Reload	Weight		
Gunther MP-20	SMG	C/D/D	4•3D6	B	4/12/30/50	30	125/5	2.5 kg	LA	Burst (5/2); jam on a fumble
KA-23 Subgun	SMG	D/D/E	4•2D6	B	6/20/45/100	40	250/6	2.5 kg	DC	Burst (10/3); jam on a fumble
Rugan SMG	SMG	C/C/E	3•2D6	B	4/15/30/70	80	100/8	3.5 kg	—	Burst (15/2); jam on a fumble
Stetta Autopistol	SMG	D/C/E	3•2D6	B	3/10/20/50	100	150/10	2 kg	—	Burst (10/1); jam on a fumble

SHOTGUNS

Item	Skill	Equipment	AP •	Type	Range in Meters		Cost/		Afil	Notes
		Ratings	Damage		S/M/L/E	Shots	Reload	Weight		
Automatic Shotgun	SHT	C/C/D	1•5D6	B	4/10/20/45	12	200/2	5 kg	—	Burst (5/1); splash
Combat Shotgun	SHT	C/B/D	2•5D6	B	5/12/24/50	8	175/2	4.5 kg	—	Splash
Double-Barreled Shotgun	SHT	B/A/B	1•6D6	B	3/8/16/45	2	30/1	4 kg	—	Splash
Double-Barreled Shotgun (Sawed-off)	SHT	B/A/B	1•6D6	B	1/4/8/22	2	30/1	3 kg	—	Splash; +1 TN

ger. It manages to deliver the same punch as a full-sized pistol but suffers from drastically reduced range.

NEEDLERS

Inner Sphere weapons manufacturers, notably the Lyrans Alliance's Mauser & Gray, have developed a number of variations on the common needler. These variations follow the rules on page 136 of *MW3* unless otherwise noted.

Hold-Out Needler

The hold-out needler is probably the smallest ranged weapon on the market. With an extremely short effective range, this disposable pocket pistol is the last line of defense for many MechWarriors. Though the hold-out needler holds only a few shots, at short range it delivers damage comparable to that produced by full-sized needler weapons.

M&G Flechette Pistol

Using a unique firing mechanism and a special polymer-composite formula, the Mauser & Gray flechette pistol produces a rate of fire comparable to machine-pistol fire rates. Consequently, this deadly weapon combines the abilities of a typical needler with the burst-fire capability of a submachine gun, all in a very compact package. It's no wonder the weapon is restricted to military use on most planets.

M&G Flechette Rifle

Building on the same technology as its flechette pistol, the Mauser & Gray flechette rifle boasts a longer range and greater accuracy, even when used in burst-fire mode.

"Shredder" Heavy Needler

Despite the vicious wounds caused by needlers to unarmored targets, the weapon's ineffectiveness against armored targets long restricted its use. OmniTech developed the Shredder to solve the problem. This heavy needler resembles a small, wide-barreled rifle. It uses numerous high-speed cutters to shred its heavy-flechette ammunition loads and propels them at higher speeds than standard needlers, producing a weapon that is effective against both armored and unarmored targets.

GAUSS WEAPONS

Personal Gauss weapons have begun to regain popularity in the Inner Sphere militaries after centuries of disuse. These advanced firearms use magnetic acceleration rather than chemical explosions to propel their projectiles at tremendous speeds, providing very long effective ranges and excellent armor penetration.

Although Gauss ammo is relatively inexpensive inert metal, Gauss weapons require power packs and are expensive to obtain and maintain.

Gauss Pistol

Developed by the Clans as a powerful alternative to the standard laser pistol, the Gauss pistol is an expensive but effective weapon.

Mandrake Hold-Out Gauss Pistol

Developed for House Liao's Maskirovka, the Mandrake Gauss pistol is an easily concealed single-shot Gauss pistol.

NEEDLERS

Item	Skill	Equipment	AP •	Range in Meters			Cost/		Afil	Notes
		Ratings	Damage	Type	S/M/L/E	Shots	Reload	Weight		
Hold-Out Needler	PIS	D/B/E	1•5D6	B	2/4/6/12	5	20	50 g	—	Splash; AP 0 vs. barriers
M&G Flechette Pistol	SMG	D/C/E	1•4D6	B	2/5/10/20	15	100/4	500 g	LA	Burst (5/2); splash; AP 0 vs. barriers
M&G Flechette Rifle	SHT	D/C/D	1•4D6	B	5/12/25/40	30	200/8	1.5 kg	LA	Burst (5/3); splash; AP 0 vs. barriers
Shredder Heavy Needler	SHT	D/C/D	2•5D6	B	3/8/15/30	10	150/3	1 kg	LA	Splash; AP 0 vs. barriers

GYROJET WEAPONS

Item	Skill	Equipment	AP •	Range in Meters			Cost/		Afil	Notes
		Ratings	Damage	Type	S/M/L/E	Shots	Reload	Weight		
Gyroslug Carbine	RIF	D/C/D	4•4D6	B	20/50/120/260	20	800/5	4 kg	—	No AP reduction for extreme range
Gyroslug Rifle	RIF	D/C/D	4•5D6	B	25/60/150/315	50	1,000/20	8 kg	—	No AP reduction for extreme range
Heavy Gyrojet Gun	RIF	D/C/E	4•6D6	B	45/120/300/625	5	2,500/250	10 kg	—	No AP reduction for ex. range; encumbering
Hold-Out Gyrojet Pistol	PIS	D/C/E	3•4D6	B	3/7/12/25	2	30/1	50 g	—	No AP reduction for extreme range

a higher muzzle velocity and more stopping power than standard ammunition. Magnum pistols are powerful and popular but suffer from added recoil; apply a +1 TN modifier to Attack Checks. Additionally, magnum weapons cannot use any kind of special ammunition (p. 45).

Magnum Revolver

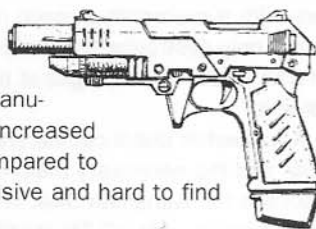
Like the magnum auto-pistol (p. 27), the magnum revolver is a heavy and deadly weapon that uses special ammunition. It receives the same +1 TN modifier and ammunition restriction as other magnum weapons, but its more reliable construction makes it less prone to jam.

M&G Service Automatic

Mauser and Gray (M&G) is a prominent Lyran government weapons contractor, best known for its deadly flechette pistols. The M&G Service Automatic is a slightly heavier and more reliable version of the common auto-pistol that is standard-issue in most Lyran infantry units. On the down side, the M&G holds only eight shots.

Nambu Pistol

An excellent automatic pistol of Draconis Combine manufacture, the Nambu features increased ammo capacity and range compared to standard models but is expensive and hard to find outside the Combine.



Sternsnacht Python

Conceived as a smaller, lighter version of the famous Sternsnacht heavy pistol, the final Python design turned out to be a fairly standard auto-pistol. The weapon features an extended ammo capacity but bears little resemblance to the Sternsnacht heavy pistol. Despite a reputation for inaccuracy at long range, brand-name recognition alone propelled brisk sales of the Python in the Chaos March, where the weapon has come into widespread use.

RIFLES

While pistols reign supreme in the hands of civilians, military forces more commonly carry rifles for their greater accuracy and dependability.

Elephant Gun

The "elephant gun" features the largest ammunition and widest bore possible on a shoulder-fired slug-thrower. The weapon is almost exclusively carried by Periphery explorers to knock out large alien fauna in one shot (possibly two); against human targets, the gun's penetration and stopping-power provide massive overkill.

The tremendous recoil generated by firing this weapon adds a +2 TN modifier at all ranges. In addition, reloading this weapon involves opening the chamber and manually inserting two bullets, which requires a Complex Action.

The elephant gun is a double-barreled weapon; while it is possible to pull both triggers and fire both barrels as a single Simple Action, the recoil is not only massive—making the shot inaccurate—but will almost certainly injure the user's shoulder. Triggering both barrels at once inflicts a +4 TN modifier on both shots, and the character takes 2D6 melee-type damage directly to the arm used to support the rifle's butt (the right arm in the case of right-handed characters). Only half the arm's normal melee AV (round up) applies to this damage. The firing character must also make a Knockdown Check after resolving the attack (p. 116, MW3).

Imperator AX-22 Assault Rifle

The AX-22 is an advanced assault rifle introduced to the Chaos March for field testing in 3058 and put into general distribution in the Free Worlds League two years later. Made by the Imperator Corporation, best-known for its excellent submachine guns, the AX-22 features a compact and rugged design that readily accepts firearm accessories made by all manufacturers. The weapon has been well-received by the FWLM, where it has become standard-issue in many units.

Makeshift Rifle

A makeshift rifle follows the rules regarding makeshift pistols (p. 27), except a misfire results in a 3D6 explosion

HANDGUNS

Item	Equipment		AP • Damage	Type	Range in Meters		Cost/ Reload		Weight	Afil	Notes
	Skill	Ratings			S/M/L/E	Shots					
Makeshift Pistol	PIS	B/A/C	3•4D6	B	5/15/30/65	1	15/1		1 kg	Per	+1 TN; misfire on a fumble
Magnum Auto-Pistol	PIS	C/B/D	3•5D6	B	5/20/50/120	8	75/4		500 g	—	+1 TN; jam on a fumble
Magnum Revolver	PIS	C/B/D	4•5D6	B	8/18/45/100	5	60/3		500 g	—	+1 TN
M&G Service Automatic	PIS	C/C/C	3•4D6	B	5/20/40/85	8	60/3		650 g	LA	—
Nambu Pistol	PIS	C/C/C	3•4D6	B	5/20/50/110	12	75/2		450 g	DC	Jam on a fumble
Sternsnacht Python	PIS	C/C/D	4•4D6	B	5/15/40/80	12	125/4		750 g	CM	Jam on a fumble

Covert agents especially prize the Mandrake for its carbon-ceramic casing, which prevents standard metal detectors from detecting the weapon (though the ammunition must be carried separately and disguised). Additionally, the Mandrake cannot be detected by chemical or spectrographic analysis because it uses a stored charge to fire rather than chemical propellants. Consequently, Maskirovka operatives can carry their Mandrakes through any spaceport in the Inner Sphere without detection. Once fired, the weapon cannot be recharged or re-armed and usually is discarded.

Apparently, both the MIIO and Loki are attempting to duplicate the Mandrake, but neither has been able to produce a working facsimile. Rumor has it the NAIS is offering a reward for a functioning Liao Mandrake.

Thunderstroke Gauss Rifle

Made by Federated Arms, manufacturer of the renowned Federated Long Rifle, the Thunderstroke Gauss rifle is the smaller of two man-portable Gauss weapons the firm produces. The Thunderstroke is as large as a standard long rifle, with an extended barrel housing that contains the magnetic "rails" that accelerate its projectiles. Ammunition is fed from a clip through a top-loading port.

The Thunderstroke is fired from the hip and features a shoulder strap that the operator may use to balance the unwieldy device. Despite its size, the Thunderstroke can be used effectively by almost anyone because of its lightweight construction and simplicity of operation.

ENERGY WEAPONS

The following sections describe many of the most popular energy weapons from across the Inner Sphere and Clan space. These new weapons supplement the basic energy weapons described on p. 136, *MW3*.

LASER PISTOLS

Not as powerful as laser rifles, laser pistols nonetheless boast astonishing effective ranges for hand-held weapons. Easy portability and concealability make laser weapons popular sidearms for those who can afford them.

Blazer Pistol

The Blazer pistol is a cut-down version of the popular Blazer rifle that provides the devastating firepower of the rifle without the bulkiness.

The Blazer pistol resembles a sawed-off shotgun with two top-loading power pack receptacles. Like its predecessor, the pistol uses twin laser tubes. Energy conservation is still a problem, but two power packs supply enough power for five shots, which is usually enough to get the job done. Because of its concealability and power, many Inner Sphere worlds have outlawed the Blazer pistol.

If desired, the user can fire the Blazer's twin barrels separately. In this case, the weapon acts as a standard laser pistol.

ER Laser Pistol

The Clans have made incredible advancements in weapons technology, as demonstrated by the extended-range (ER) laser weapons found on their OmniMechs. This same technology has been adapted for hand-weapon use, resulting in the standard-issue Clan ER laser pistol. It features incredible range for a short-barreled weapon and is remarkably energy-efficient.

Hold-Out Laser Pistol

Scarcely larger than the palm of one's hand, the hold-out laser pistol suffers from the same problems that beleaguer all pistols its size: it is underpowered, has little range and is capable of only a few shots.

Nakjima Hand Laser

The Nakjima Hand Laser fires a highly-focused beam, offering excellent range and armor penetration as well as incredible energy-efficiency. This weapon, favored in the Draconis Combine, is very accurate but the narrow beam causes less tissue disruption than other laser pistols.

Nova Laser Pistol

The Nova laser pistol has the widest beam of any production-model laser pistol but is tremendously inefficient. The wide beam greatly improves overall damage but it diffuses quickly, which severely limits its effective range. The beam's armor penetration is comparatively poor, although this is a

GAUSS WEAPONS

Item	Equipment		AP • Damage	Type	Range in Meters		Cost/ Reload	Weight	Afil	Notes
	Skill	Ratings			S/M/L/E	Shots				
Gauss Pistol	PIS	F/D/D	4•5D6	B	5/20/60/150	4, 1*	1,500/1	1 kg	Clan	—
Mandrake										
Hold-Out Gauss Pistol	PIS	E/E/E	3•4D6	B	3/10/35/80	1	750	100 g	CC	—
Thunderstroke										
Gauss Rifle	RIF	E/E/E	5•6D6	B	30/80/250/700	5, 2*	2,500/3	7 kg	FS	Encumbering

*The second number represents the number of power points used per shot, not the number of bullets in a magazine.

minor consideration as most forms of armor offer little protection against energy weapons to begin with.

Sunbeam Laser Pistol

The Sunbeam Corporation's flagship laser pistol offers increased damage over standard laser pistols, at a corresponding decrease in energy efficiency. It is viewed as a good compromise between standard lasers and the Nova "energy-hog," so sales have been brisk throughout the Inner Sphere.

White Dwarf Hold-Out Laser Pistol

Small and inexpensive, hold-out weapons are traditionally used as weapons of last resort. The concealability of these weapons also makes them attractive to individuals who require a subtle weapon for covert or illegal activities. The designers at Intek have capitalized on this market segment by producing a laser weapon with several special features.

First, the White Dwarf's beam is tuned to a portion of the spectrum invisible to the naked eye (checks made to visually spot the firer receive +4 TN modifier, unless the observer is using infrared sensors). Second, the Dwarf is small enough to fit in the palm of the hand. A single stud on its curved surface extends the retractable barrel, locking it into place and priming the weapon for use. Pressing the stud a second time fires the weapon, which produces an impressive blast for something so small.

Unfortunately, several concessions had to be made to achieve this degree of miniaturization. First and foremost, the White Dwarf is a one-shot weapon. The specialized integral power pack holds a much more powerful charge than other units of its size but is not rechargeable. The weapon also lacks an internal cooling system, so a single shot turns this marvel of modern science into a useless ball of fused scrap in less than a second.

The White Dwarf is very expensive for a disposable weapon, but for those who need concealed firepower, Intek's tiny marvel is a bargain at the price. It has become a favorite among Inner Sphere intelligence communities.

LASER RIFLES

Offering the longest effective ranges of any small arms, laser rifles have become the favored weapons of many snipers in the Inner Sphere.

ER Laser Rifle

The Clans' extended-range laser rifle uses technology originally created for BattleMech weapons. The result is a highly prized personal weapon of unsurpassed accuracy and efficiency.

Intek Laser Rifle

The Intek laser rifle offers somewhat greater range than standard laser rifles, but its main feature is fantastic energy-efficiency; the rifle can fire more than double the number of shots off a power pack as other laser rifles. This low-power operation results in reduced damage, but the Intek laser rifle remains an excellent weapon for troops on long-range scouting patrols or otherwise isolated from supplies.

Magna Laser Rifle

Similar in many ways to the Nova laser pistol, the Magna laser rifle also fires a wider, dispersed beam that results in greater tissue dispersion at the expense of reduced range and armor penetration. Unlike the Nova, the Magna's larger size allows the inclusion of additional capacitors and an enlarged charging chamber, which makes the weapon no less efficient than other laser rifles.

Marx XX Laser Rifle

The expensive Marx XX laser rifle fires an intensely powerful and tightly focused beam, resulting in superior armor penetration and range.

Starfire ER Laser Rifle

Until the Starfire was developed, the Intek laser rifle was the longest-range man-portable laser weapon in the Inner Sphere. The Intek's beam dissipates quickly, however, resulting in relatively low damage. Utilizing the same technology

LASER PISTOLS

Item	Skill	Equipment	AP *	Type	Range in Meters	Cost/		Weight	Afil	Notes
		Ratings	Damage		S/M/L/E	Shots	Reload			
Blazer Pistol	PIS	D/D/E	5•3D6	E	15/40/90/240	8*	3,000/†	2 kg	FWL	—
ER Laser Pistol	PIS	F/C/D	4•3D6	E	20/50/125/300	3*	1,000/†	1 kg	Clan	—
Hold-Out Laser Pistol	PIS	D/B/E	4•2D6	E	10/22/50/120	3*	100/†	50 g	FWL	—
Nakjima Hand Laser	PIS	D/C/D	5•2D6	E	20/40/100/250	1*	750/†	1 kg	DC	—
Nova Laser Pistol	PIS	E/D/E	3•5D6	E	8/20/40/100	10*	1,250/†	1.5 kg	FWL	—
Sunbeam Laser Pistol	PIS	D/D/E	4•4D6	E	15/30/65/200	4*	750/†	1 kg	FWL	—
White Dwarf										
Hold-Out Laser Pistol	PIS	D/C/E	4•3D6	E	10/25/60/150	—	250	250 g	FWL	+4 Perception TN†

*This represents the number of power points used per shot, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.

‡See weapon description for rules.

developed for extended-range BattleMech lasers, the Nakjima and Sunbeam corporations cooperated to produce the Starfire designs, which deliver more damage over longer ranges.

The Starfire ER laser rifle also incorporates several features that make it an ideal sniper weapon. First, the rifle can be broken down into its component parts quickly and cleanly so that it can be stowed in a small space such as the armored field case or special briefcase (available from Nakjima as accessories). Also, the Starfire's beam is tuned to a portion of the spectrum invisible to the naked eye, which renders the weapon's fire undetectable to all but infrared sensors (checks made to visually spot the firer receive +4 TN modifier, unless the observer is using infrared sensors).

Like extended-range 'Mech weapons, the Starfire consumes large amounts of energy and produces enormous amounts of heat. As a result, the weapon may be fired every other turn only or the plasma chamber will melt down and the optics will crack.

PULSE LASER WEAPONS

Regarded by many as the ultimate in small arms, pulse laser weapons combine the range and armor penetration of standard laser weapons with the massive damage-dealing capabilities of machine guns. Although they tend to drain power packs quickly, this characteristic does little to reduce the weapons' popularity; a more significant barrier is their relative scarcity and high price tags.

Clan Pulse Laser Pistol

The Clan version of the pulse laser pistol boasts improved range and lethality over standard models.

Clan Pulse Laser Rifle

The Clan pulse laser rifle is a huge improvement over its Inner Sphere counterpart, but the advanced materials required for its construction make it uncommon even among the Clans' most elite soldiers.

Mauser 960 Assault System

Though now a rarity, the Mauser 960 was once the standard-issue rifle of the Star League Defense Force. Built around

a pulse laser rifle, the Mauser 960 features an integral grenade launcher, a vibroblade bayonet and a survival kit built into its stock.

The grenade launcher accepts the usual variety of ordnance, and in all respects performs as a standard compact grenade launcher (p. 137, MW3). When mounted, the vibroblade bayonet can be engaged by simply pushing a button located next to the weapon's safety/selector switch; the blade functions as a standard vibroblade (p. 134, MW3).

The weapon was also shipped with a survival kit containing two emergency flares, a flashlight, pulse signal stick, medical kit, a two-day supply of nutrition pills, a five-meter length of cable and a folding spade. All but the spade were contained inside the stock compartment. The emergency flares, which also doubled as fire-starters, could burn for up to two hours. The flashlight provided up to 48 hours of light before its batteries died. The pulse signal stick combined a tiny visible and infrared strobe with an emergency radio beacon. The medical kit contained a one-meter bandage and a small aerosol tube of disinfectant.

In its day, the Mauser was the epitome of infantry weapons. Today, though, the few that have survived the years are in horrible shape. On a fumbled Attack Check or other appropriate circumstance (gamemaster's discretion), the weapon may malfunction in one of the following ways. The lasers commonly operate at less than full capacity. Both the laser and the grenade launcher use the same trigger mechanism, and the selector switches sometimes seize up, jamming the Mauser into its current mode of fire. Most of the survival kits have also been long since used and/or lost (though the stock compartment can be used to store an extra energy clip or other such small equipment).

EXPLOSIVES

In addition to serving as simple demolition charges, explosives are used in a number of weapon systems, most notably grenades, recoilless rifles, mortars and mines. This section introduces a unified set of explosive ordnance rules that cover all of these weapons.

LASER RIFLES

Item	Skill	Equipment		AP •	Range in Meters			Cost/ Reload	Weight	Afil	Notes
		Ratings	Damage		Type	S/M/L/E	Shots				
ER Laser Rifle	RIF	F/D/D	4•4D6	E	90/300/700/1,400	5*	2,000/†	5 kg	Clan	—	
Intek Laser Rifle	RIF	D/C/D	4•3D6	E	80/275/550/1,200	2*	1,250/†	5 kg	FWL	—	
Magna Laser Rifle	RIF	D/D/D	3•5D6	E	50/190/440/1,000	5*	1,500/†	6 kg	DC	—	
Marx XX Laser Rifle	RIF	D/D/D	5•3D6	E	75/250/500/1,150	6*	1,750/†	6 kg	—	—	
Starfire ER Laser Rifle	RIF	E/E/E	4•4D6	E	85/285/625/1,300	6*	2,500/†	5 kg	FWL	Recharge: 1; +4 Perception TN†	

*This represents the number of power points used per shot, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.

‡See weapon description for rules.

Pentaglycerine

Five times more powerful than C8, pentaglycerine is also more expensive and difficult to attain. But once obtained, this plastic explosive is just as easy to use as C8. In addition, pentaglycerine produces a more focused blast, making it the preferred explosive for civilian demolitions work.

ORDNANCE

Several weapons make use of explosive ammunition and can use a variety of special rounds such as smoke, flash and high-explosive rounds. High-explosive hand grenades, high-explosive mortar shells and high-explosive mines are examples of such ordnance.

Rather than individually listing the effects of the various ordnance combinations, effects are described for the various sizes (Class A, Class B, and so on) of ordnance and the ordnance types.

Explosive ordnance is used for grenades and grenade launchers, mines, mortars and recoilless rifles. A weapon's explosive-ordnance capability is indicated by Damage Type "O" in the weapons tables. Not every ordnance type is useful for every weapon; for example, a FASCAM mine would be rather redundant. Each ordnance description lists incompatible weapon systems; if none are listed, the ordnance can be used with all Damage Type O weapons.

Ordnance size classes range from Class A to Class E; Class A ordnance is the smallest, while Class E is the largest in common use. Some ordnance types are not available in all five classes. The Damage column in the weapons tables lists the class of ordnance weapons may use. The ordnance class and type determine the cost of ammunition for weapons that use ordnance. Unlike other weapon ammo, the cost listed in the tables is per individual round of ammunition. To fully reload the weapon, multiply the ordnance cost by the weapon's listed number of shots.

Note that the weight listed for ordnance-using weapons is the weight of the unloaded launcher only. The weight of each shot of ordnance must be added in as well to find the loaded weight of the weapon.

ORDNANCE CLASSES

Class A ordnance consists of very small, relatively weak "button-bombs." Class A ordnance is favored by spies and saboteurs.

Class B ordnance consists of small explosive charges, which are useful for compact grenade launchers and light-weight grenades.

Class C ordnance represents standard grenade-sized charges. These rounds provide good all-around effect but are still small enough to carry by hand and throw.

Class D ordnance are large rounds with strong effect and are too heavy to be thrown by hand. Class D ordnance is used in mortars, recoilless rifles, and so on.

Class E ordnance are very large rounds with wide areas of effect. Class E ordnance is used in heavy support weapons and mines.

Anti-Personnel Ordnance

Anti-personnel (AP) ordnance inflicts damage mainly through concussion and shrapnel. AP rounds are the favored ordnance when attacking enemy forces composed primarily of standard infantry. AP ordnance can cut unarmored troops to ribbons and is preferred in house-clearing operations because its shrapnel does not easily penetrate most walls.

Anti-Vehicle Ordnance

Similar to high-explosive ordnance, anti-vehicle (AV) ordnance carries a concentrated, shaped charge designed to penetrate tanks, armored personnel carriers and other hard targets. Its blast radius is severely reduced compared to other explosive rounds, but AV ordnance provides superior armor-penetration power. Because the shaped charge must strike the target at a particular angle to be effective, AV rounds are not available for indirect-fire weapons such as grenades, grenade launchers or mortars.

EXPLOSIVES

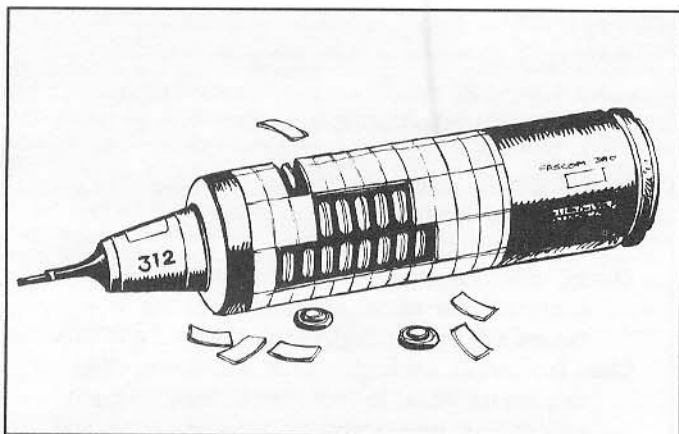
Item	Skill	Equipment	AP •	Type	Range in Meters		Cost/ Reload	Weight	Afil	Notes
		Ratings	Damage		S/M/L/E	Shots				
Pentaglycerine	DEM	D/D/D	8•10D6	X	—	—	150	200 g	—	Blast (quarter radius)

PULSE LASER WEAPONS

Item	Skill	Equipment	AP •	Type	Range in Meters		Cost/ Reload	Weight	Afil	Notes
		Ratings	Damage		S/M/L/E	Shots				
Clan Pulse Laser Pistol	SMG	F/C/D	3•3D6	E	15/35/80/200	3*	1,500/†	1 kg	Clan	Burst (5/2)
Clan Pulse Laser Rifle	RIF	F/D/D	3•4D6	E	60/180/400/800	5*	3,000/†	5 kg	Clan	Burst (10/4)
Mausser 960 Assault System	RIF	E/E/D	3•3D6	E	55/170/365/740	2*	8,000/†	10.8 kg	COM	Burst (10/4)

*This represents the number of power points used per shot, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.



FASCAM Ordnance

Designed to mimic their larger vehicle-borne counterparts, field artillery scatterable mines (FASCAM) can be delivered by special ordnance. A FASCAM round has a timed fuse that explodes over the target area, sending multiple submunitions into the area and creating a Density 2 minefield. In the Ordnance Table, the Damage column for each type of FASCAM ordnance indicates the class of minefield delivered, and the notes indicate the radius of the minefield. See *Mines* (p. 38) for rules on using minefields in *MW3*.

FASCAM rounds must be delivered via indirect-fire, so these rounds are not available for recoilless rifles. Mines cannot themselves be loaded with FASCAM ordnance.

Flare Ordnance

A flare round consists of a flare fitted with a small parachute. Typically, the ordnance is fired into the air above the target to illuminate the target and the surrounding area. The round's parachute keeps it aloft for several minutes.

One flare round provides sufficient light in its area of effect to reduce visibility modifiers for perception and ranged combat by two points. The effect lasts for 5 turns.

Flare rounds fired at the same target do not have cumulative effects.

Flash Ordnance

Flash ordnance produces a bright flash that temporarily blinds any characters within the ordnance's area of effect.

Flash attacks do not cause wounds. Instead, they are treated as incapacitating attacks (p. 22) whose results affect any vision-related Action Checks, including all Attack Checks.

Battle armor, full-face reflective visors (commonly provided on space suits), and other similar items provide an AV2 against the effects of flash ordnance.

Gas Ordnance

Gas ordnance expels a toxic and incapacitating gas that causes choking, sneezing and eye irritation. Larger gas ordnance classes have similar effects but in a wider area.

Gas attacks are incapacitating attacks (p. 22) and the resulting modifiers affect all Action Checks. Standard gas must be inhaled or touch the eyes to be effective, so any character with a full-body environment suit or battle armor is immune to its effects. Protective goggles and a filter mask or respirator provide AV3 against gas attacks; each item alone (goggles or breathing apparatus) provide an AV1.

Gas ordnance effects last 1 turn.

Gas ordnance can be loaded with other toxic chemicals that produce different effects. See *Poisons and Antidotes* (p. 114) for details.

High-Explosive Ordnance

High-explosive (HE) ordnance is the most common type of ammunition used in grenade launchers. HE ordnance delivers a potent explosive blast and is used extensively in anti-vehicle and anti-emplacement weapons.

Inferno Ordnance

Inferno rounds ("infernos") are special-purpose munitions designed to raise the heat levels of enemy 'Mechs. Inferno ordnance explodes in midair above the target, dispersing a highly flammable fluid (napalm or a nastier cousin) over the target area and setting fire to anything within its effect radius. (Use the *Incendiary Weapons and Fire* rules, p. 119, *MW3*, except that the fire of inferno ordnance burns for 6 turns.)

Narc Beacon Ordnance

A Narc beacon round delivers an advanced homing beacon that attaches itself to the target and emits a missile guidance signal. Because a Narc beacon must be attached to the target to function, the limpet mine ability (p. 46) is built-in at no additional cost.

Each type of Narc ordnance provides a TN modifier. These modifiers are applied when attacking the target with missiles equipped with Narc-Homing Missile capabilities (p. 47). (The beacon has no effect on other missiles).

The Narc modifiers do not take effect until one turn after the Narc beacon has been attached to the target.

Smoke Ordnance

Smoke ordnance releases a dense white smoke cloud. Visual Perception Checks and Ranged Attack Checks made against targets inside the area of effect or through it receive a +5 TN modifier.

The effect lasts for 4D6 turns. Reduce the time by half if strong winds are present.

Stun Ordnance

Stun ordnance creates blinding light and deafening sound that disorient targets in the area of effect. Stun ordnance attacks are incapacitating attacks (p. 22); any resulting modifiers affect all Action Checks made by the victims.

Battle armor and hostile environment suits (p. 50) each provide an AV3 against stun ordnance attacks.

ORDNANCE

Item	Skill	Equipment Ratings	AP • Damage	Range in Meters Type S/M/L/E	Shots	Cost/ Reload	Weight	Afil	Notes
Anti-Personnel Ordnance	—			X	—	—		—	Blast
Class A		C/C/E	1•7D6			2	200 g		
Class B		C/B/E	2•9D6			8	450 g		
Class C		C/A/E	3•11D6			16	600 g		
Class D		C/B/E	3•12D6			24	2 kg		
Class E		C/B/E	3•13D6			32	4 kg		
Anti-Vehicle Ordnance	—			X	—	—		—	Blast (half radius)
Class C		C/B/E	6•4D6			100	1 kg		
Class D		C/B/E	6•5D6			250	3 kg		
Class E		C/B/E	6•6D6			400	5 kg		
FASCAM Ordnance	—			—	—	—		CC	
Class D		D/D/E	(B)			50	3 kg		5m radius
Class E		D/D/E	(C)			100	5 kg		10m radius
Flare Ordnance	—			E	—	—		—	
Class A		C/B/B	—			1	200 g		50m radius
Class B		C/A/B	—			2	450 g		75m radius
Class C		C/A/B	—			4	600 g		100m radius
Class D		C/B/C	—			10	2 kg		200m radius
Class E		C/B/C	—			20	4 kg		300m radius
Flash Ordnance	—			S	—	—		—	Blast; incapacitating (2D6)
Class A		C/B/D	0•2D6			2	200 g		
Class B		C/A/C	0•3D6			8	450 g		
Class C		C/A/C	0•4D6			16	600 g		
Class D		C/B/C	0•5D6			24	2 kg		
Class E		C/B/C	0•6D6			32	4 kg		
Gas Ordnance	—			S	—	—		CC	Incapacitating (3D6)
Class A		C/D/E	0•5D6			2	200 g		3m radius
Class B		C/C/E	0•5D6			10	450 g		6m radius
Class C		C/C/E	0•5D6			20	600 g		9m radius
Class D		C/D/E	0•5D6			30	2 kg		12m radius
Class E		C/D/E	0•5D6			40	4 kg		15m radius
High-Explosive Ordnance	—			X	—	—		—	Blast
Class A		C/C/E	3•6D6			2	200 g		
Class B		C/B/E	4•8D6			10	450 g		
Class C		C/A/E	5•10D6			20	600 g		
Class D		C/B/E	5•11D6			30	2 kg		
Class E		C/B/E	5•12D6			40	4 kg		
Inferno Ordnance	—			E	—	—		—	Blast; incendiary
Class B		C/C/E	2•3D6			8	450 g		
Class C		C/B/E	2•5D6			16	600 g		
Class D		C/B/E	2•7D6			24	2 kg		
Class E		C/B/E	2•9D6			32	4 kg		
Narc Beacon Ordnance	—			S	—	—		COM	Limpet mine
Class C		E/E/C	—			600	1 kg		—2 TN
Class D		E/D/C	—			800	3 kg		—3 TN
Class E		E/D/C	—			1,000	5 kg		—4 TN
Smoke Ordnance	—			—	—	—		—	4D6 turns duration
Class A		C/B/C	—			1	200 g		3m radius
Class B		C/A/C	—			2	450 g		6m radius
Class C		B/A/C	—			4	600 g		9m radius
Class D		B/A/C	—			10	2 kg		12m radius
Class E		B/B/C	—			20	4 kg		15m radius
Stun Ordnance	—			S	—	—		—	Blast; incapacitating (1D6)
Class B		D/B/C	1•4D6			10	450 g		
Class C		C/A/C	1•5D6			20	600 g		
Class D		C/A/D	1•6D6			30	2 kg		
Class E		C/B/D	1•7D6			40	4 kg		

MINES

Mines remain in widespread use in the thirty-first century, even though the Clans consider their use honorless and most Inner Sphere nations (with the exception of the Capellan Confederation) officially frown on them.

Generally, multiple mines are planted to produce minefields. Characters may select the area and density of the minefield; the density affects the likelihood of detonation when an enemy passes through the minefield. Density also affects the time needed to plant or clear the minefield, as well as the difficulty of detecting the minefield. The density of a minefield may range from 1 to 11.

General Mine Rules

The following rules apply to standard anti-personnel and anti-vehicle mines. Rules for anti-jump, command-detonated, and vibrabomb mines may differ; see the individual descriptions of those mine types for rules governing their use.

Every turn a character moves through a minefield for even part of his movement, make a 2D10 roll to check for mine detonation; no mine-detonation test is required if a character stands still. The target number equals the minefield's density plus 7. If the roll result exceeds the target number, the character detonates a mine.

If a character is running or sprinting through a minefield, add a +2 TN modifier. If a character is evading, add a +4 TN Modifier. Hover vehicles receive a -6 TN modifier, and all other ground vehicles receive a +6 TN modifier, regardless of their movement mode.

A character may reduce his target numbers by making a successful Very Difficult (+4) Perception Check to detect the minefield. Reduce the Perception Check target number by the density of the minefield. If the character successfully detects the minefield, he receives a -4 TN modifier on mine-detonation tests, provided he moves at walking speed or slower.

When a mine detonates, the density of the minefield is reduced by 1 and nearby mines may also detonate. Roll 1D10; if the result is equal to or less than the minefield's reduced density, a mine detonates 1D10 meters away from the first detonation. (Use the *Missed Shots* scatter rules, p. 120, MW3 to determine direction). Each time a mine detonates, repeat the test (note that the target number is reduced by each detonation). This chain reaction may continue until all the mines in the minefield have detonated.

Damage caused by detonating mines depends on the explosive ordnance used in the mine (p. 35). Mines can be loaded with anti-personnel, anti-vehicle, gas, high-explosive, inferno or smoke ordnance.

Planting minefields is an easy task that requires no Skill Check. However, problems may occur if the process is rushed. If a character attempts to plant more than 1 mine per five minutes (minimum 1 mine per minute), he must make a DEX/EDG Check for every mine planted in a rush. A failed check means the mine is planted improperly and will not detonate; a fumble

results in the mine detonating in the hands of the character planting it!

Clearing minefields is a time-consuming and dangerous proposition. Special-purpose vehicles can clear minefields quickly and easily, but generally such vehicles are not available to player characters.

A dismounted character may clear 25 square meters of minefield by making a successful Difficult (+2) Demolitions Check (see p. 98, MW3). The process takes ten minutes, but the time can be reduced by using a Rush Job modifier. The character may improve his chance of success by using an Extra Time modifier.

Individual mines may be planted as an alternative to minefields, if desired. Individual mines may be placed in narrow corridors or under high-traffic areas, such as doorways. If a passing character does not notice the mine, he will almost certainly trigger and detonate it (the gamemaster makes the determination). The gamemaster may allow the character a Very Difficult (+4) Edge Check to get lucky and avoid the mine.

Standard Mine

Standard anti-personnel mines use simple pressure-plate triggers and detonate when anything heavier than a small child steps on them. Anti-vehicle mines use less sensitive triggers that respond only to the greater weights of vehicles and BattleMechs.

Anti-Jump "Active" Mine

Recently re-introduced by the Capellan Confederation Armed Forces, "active" mines feature electronic sensors that detect jump troops passing overhead. When a target is detected, a small propellant charge launches the mine into the air before detonation. Active mines are effective against jump-pack equipped troops (including battle armor) and hover vehicles.

Make a mine-detonation test any time a character or vehicle passes over an active mine or minefield. Hover vehicles do not receive their usual -6 TN Modifier.

If the character/vehicle passing through the minefield has ECM stealth modifiers (p. 56), apply these to the TN of the mine-detonation test.

Command-Detonated Mine

Command-detonated mines are triggered by an operator using a radio transmitter, rather than pressure plates or sensors.

Command-detonated mines will not accidentally detonate, so planting them is faster and safer than planting other types of mines. However, the operator must maintain line-of-sight to the minefield to trigger the mines, and must detonate them manually.

Command-detonated mines may not be triggered individually. All the mines in each 25-square meter field are wired together to detonate simultaneously, saturating the entire area with explosions but also eliminating the entire field in a single turn.

Vibrabomb

Vibrabombs are special land mines set off by the unique vibrations created by the footfalls of an approaching BattleMech. Increasing the density of a Vibrabomb field has no effect on the mine-detonation test TN but does increase the time needed to clear the field.

Vibrabombs are variable in sensitivity, and every vibrabomb field must be set for a specific mass, from 20 to 100 tons. Vibrabombs detonate automatically (no roll required) when a BattleMech of the appropriate tonnage enters the field, exploding directly under a foot of the 'Mech. BattleMechs that weigh ten or more tons less than the setting do not detonate the mines. BattleMechs that are heavier than the setting trigger the mines before they reach the minefield. A BattleMech 5 tons heavier than the setting triggers a vibrabomb field when it comes within 15 meters of the field. A 'Mech 10 tons heavier triggers the field when it comes within 30 meters, and so on.

SUPPORT WEAPONS

Large "support" weapons were designed for anti-vehicle use, but in recent years they have been used effectively against battle-armored troops. The expense and bulk of support weapons usually limits their deployment to one per squad but their awesome firepower is invaluable against large, hardened targets such as BattleMechs.

Typically, larger support weapons are used in static defense arrangements.

Crew

The listed crew for a support weapon is the minimum number of crew members required to load, aim and fire the weapon effectively in combat. Support weapons can be operated without a full crew, but their efficiency suffers greatly.

If one crew member is missing, firing the weapon requires a Complex Action and reloading it requires two Complex Actions. If two crew members are missing, attacks from the weapon suffer a +2 TN modifier in addition to the penalties for one missing crew member, and a fumbled Attack Check results in a weapon jam. An additional Complex Action is required to clear a jam. If three or more crew members are missing, the weapon cannot be operated.

Loading

Unless otherwise stated by an individual weapon's rules, loading a support weapon requires a Complex Action.

Semi-Portable Weapons

All semi-portable weapons, including lasers, machine guns, autocannon and so on, are designed to be operated by a crew of two but can be used by a single operator equipped with a gyroscopic harness (p. 47). In such cases, the weapon/harness combination is considered encumbering.

Set Up and Tear Down

If a support weapon requires multiple crew members, it must be set up prior to use and torn down to transport (this does not apply to semi-portable weapons mounted on gyroscopic harnesses). Setting up or tearing down a support weapon takes 1 turn per crew member. For example, setting up/tearing down a support weapon that requires a crew of four would take all four troopers 4 turns.

If a support weapon lacks the necessary number of crewmen, add 1 turn to the set-up/tear down time for each missing crewman. For example, a two-person crew would have to spend 4 turns to set up or tear down a heavy mortar that normally requires three crew members.

Any characters setting up/tearing down a support weapon cannot move or fire while they are setting up/tearing down the weapon. Whenever a crew wishes to move a support weapon, it must spend the same amount of time both breaking down the weapon and setting it up at the new location.

GRENADE LAUNCHERS

The following grenade launchers contain special features, such as multiple-shot magazines, not found on the basic compact grenade launcher described in MW3.

Grenade launchers can use any type of ordnance except anti-vehicle rounds and Narc beacon ordnance.

Burst-fire grenade attacks are not resolved in the same manner as other burst-fire attacks. Instead, each grenade in a single burst-fire attack is resolved separately; missed shots each scatter individually (see *Missed Shots*, p. 120, MW3).

Indirect fire attacks (p. 119, MW3) can be made with all types of grenade launchers. However, indirect-fire attacks cannot be made at the extreme range of a grenade launcher.

Grenade Launcher

The standard grenade launcher looks very much like an oversized shotgun. Ammunition is contained in a removable drum magazine or an internal magazine, similar to the magazine in a pump-action shotgun.

MINES

Item	Skill	Equipment		AP • Damage	Type	Range in Meters		Shots	Cost/		Weight	Afil
		Ratings				S/M/L/E			Reload			
Standard Mine	DEM	B/A/E		(E)	0	—		—	50		500 g	—
Anti-Jump "Active" Mine	DEM	E/D/E		(D)	0	—		—	1,000		5 kg	CC
Command-Detonated Mine	DEM	C/B/E		(E)	0	—		—	75		600 g	—
Vibrabomb Mine	DEM	D/C/E		(E)	0	—		—	500		1 kg	—

A Simple Action is required to load a round into the gun's chamber between shots.

Automatic Grenade Launcher

Though far bulkier than a standard grenade launcher, the automatic grenade launcher can fill a large area with explosive firepower in a matter of seconds. This weapon is capable of single-shot and burst-fire attacks.

Heavy Grenade Launcher

The heavy grenade launcher was specifically designed for use with Infiltrator battle armor (pp. 84–86) but was soon deployed as an infantry support weapon. The heavy launcher can fire bursts of up to five full-sized grenades at a single pull of the trigger.

MISSILE LAUNCHERS

The Korean FarShot LRM and the Very Light Anti-Vehicle weapon supplement the venerable SRM and Light Anti-Vehicle Weapons described in *MW3*.

Corean FarShot Portable LRM

The Corean FarShot represents an attempt to bring the long-range striking power of vehicular long-range missiles (LRMs) to the infantry soldier. By replacing much of the explosive warhead of a missile with additional propellant, this weapon achieves its goal of increased range at the expense of hitting power. Barely out of the prototype stage, the FarShot has been undergoing field testing in the Chaos March for the past five years. Distribution problems have prevented the weapon from reaching consumers outside the Free Worlds League, where the bulk of the launchers are manufactured.

Designed to hit very distant targets, the FarShot launches its missiles in a high-arc trajectory that makes it difficult to hit nearby targets. Change the range modifier for short range to +1 rather than +0 and the range modifier for point-blank attacks to +2 rather than –2 for attacks with this weapon.

Very Light Anti-Vehicle Weapon (V-LAW)

The Very Light Anti-Vehicle Weapon (V-LAW) is simply a smaller, cheaper and less powerful version of the Light Anti-Vehicle Weapon (LAW).

MORTARS

Mortars have changed little in the past few centuries. The typical mortar consists of a smooth-bored barrel and a finned shell with a firing charge. The shell is dropped into the barrel, and the firing charge set into the shell ignites when it strikes a firing pin at the bottom of the barrel and launches the round. The round is propelled into an arcing trajectory up and over intervening obstacles to the target.

Mortars can use any type of ordnance except anti-vehicle and Narc beacon rounds.

Minimum Range: Because they are fired indirectly in a high-arc trajectory, mortars have a minimum range. In *MW3* this is equal to the short range listed for the weapon. The weapon cannot be targeted closer than the listed short range in meters. Therefore, mortars only use the short range TN modifier at precisely the range in meters listed for short range, and cannot be used at pointblank range at all.

Heavy Mortar

The heavy mortar is a large ground-mounted artillery piece with exceptional range. Typically, one crew member coor-

MISSILE LAUNCHERS

Item	Skill	Equipment	AP •	Type	Range in Meters	Shots	Cost/	Weight	Afil	Notes
		Ratings	Damage		S/M/L/E		Reload			
Corean FarShot										
Portable LRM	SUP	D/D/E	5•5D6	B	75/400/1,000/2,100	1	2,000/1,500	30 kg	FWL	Blast, encumbering
V-LAW	SUP	C/A/E	6•4D6	B	35/150/295/450	—	75	2.2 kg	—	—

GRENADE LAUNCHERS

Item	Skill	Equipment	AP •	Type	Range in Meters	Shots	Cost/	Weight	Afil	Notes
		Ratings	Damage		S/M/L/E		Reload			
Grenade Launcher	SUP	C/B/D	(B)	O	20/55/130/200	10	465/*	5 kg	—	S. Action to reload between shots
Automatic Grenade Launcher	SUP	C/B/E	(B)	O	20/45/110/180	20	975/*	12 kg	—	Burst (5/1)
Heavy Grenade Launcher	SUP	C/D/E	(C)	O	20/60/150/250	20	1,500/*	18 kg	FS	Burst (5/2); encumbering

*See weapon description for rules.

ordinates and targets the heavy mortar, one manages the weapon's discharge, and the remaining crew member loads the mortar. Heavy mortars typically accept 100mm to 150mm shells, and normally crews carry a supply of 100 rounds.

Light Mortar

A smaller and easier to transport version of the heavy mortar, the light mortar uses 80mm shells that are manually fed by one member of the mortar crew, while the other aims and fires the weapon.

RECOILLESS RIFLES

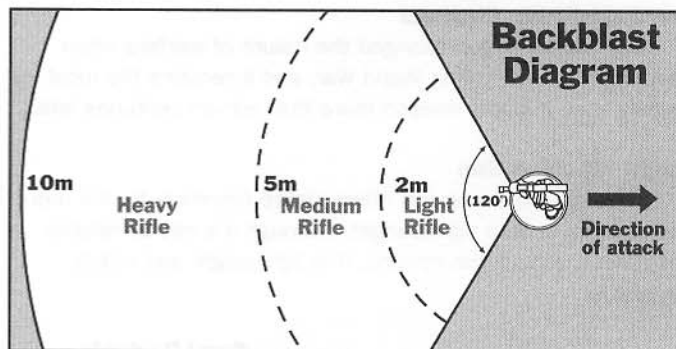
Like personal LAW launchers, recoilless rifles can fire high-explosive rockets capable of disabling or destroying most light vehicles. Though heavier than LAW launchers, recoilless rifles have greater accuracy, can be reloaded, and can fire a variety of special-purpose munitions.

Recoilless rifles can use any type of ordnance except FASCAM and Flare rounds.

Backblast: To achieve recoilless fire, a recoilless rifle ejects a mass of high-velocity gas in the direction opposite the attack. This dangerous (and highly visible) backblast occupies a 120-degree cone-shaped area that spreads from the rifle. The length of the backblast area is 2, 5 or 10 meters, depending on the size of the rifle. Characters in the backblast area when the weapon is fired suffer a 6D6 splash damage energy-type attack with an AP 2.

Light Recoilless Rifle

The light recoilless rifle is the smallest type of recoilless rifle in common use. Weighing only eight kilograms, the light



recoilless rifle is shoulder-fired and small enough to be effectively operated by a single person. However, the light recoilless rifle lacks significant punch.

Medium Recoilless Rifle

The medium recoilless rifle has changed little since it first went into production in the mid-twentieth century. The most common version of the medium recoilless rifle currently in use is Stein Armaments' Model BS-20. The Lyrans arms manufacturer has produced the BS-20 since 2749, when the Star League Defense Forces placed its first order for the weapon. The medium version is a shoulder-fired weapon but requires a second crew member to load the rounds.

Heavy Recoilless Rifle

Although it requires a crew of three troopers and is far too heavy to be shoulder-fired, the heavy recoilless rifle's considerable firepower makes it a popular weapon for use in defensive emplacements.

RECOILLESS RIFLES

Item	Skill	Equipment	AP • Damage	Type	Range in Meters		Cost/		Weight	Afil	Notes
		Ratings			S/M/L/E	Shots	Reload				
Light Recoilless Rifle	SUP	C/A/E	(C)	0	50/180/375/600	1	300/*		8 kg	—	Encumbering; Backblast 10m
Medium Recoilless Rifle	SUP	C/A/E	(D)	0	60/200/390/640	1	2,000/*		32 kg	—	Crew: 2; Backblast 2m
Heavy Recoilless Rifle	SUP	C/A/E	(E)	0	70/225/450/700	1	4,000/*		60 kg	—	Crew: 3; Backblast 5m

* See weapon description for rules.

MORTARS

Item	Skill	Equipment	AP • Damage	Type	Range in Meters		Cost/		Weight	Afil	Notes
		Ratings			S/M/L/E	Shots	Reload				
Heavy Mortar	SUP	B/A/D	(E)	0	100/180/400/900	1	5,000/*		220 kg	—	Crew: 3; indirect; minimum range
Light Mortar	SUP	B/A/D	(D)	0	40/100/250/565	1	1,400/*		50 kg	—	Crew: 2; indirect; minimum range

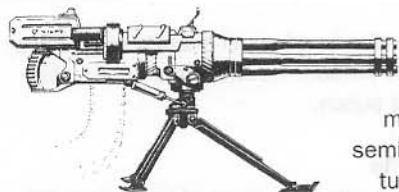
* See weapon description for rules.

MACHINE GUNS

The machine gun changed the nature of warfare when deployed in Terra's First World War, and it remains the most widely used support weapon more than eleven centuries later.

Light Machine Gun

The light machine gun offers cheap firepower for the mercenary squad on a tight budget. Although it's not as reliable as other machine gun options, it is lightweight and widely available.



Semi-Portable Autocannon

A scaled-down version of BattleMech-mounted autocannon, the semi-portable model features a rotating multiple-barrel assembly that

prevents overheating in the barrels, allowing for a fantastically high rate of fire. Designed expressly for anti-vehicle use, the semi-portable autocannon has excellent armor penetration for a weapon of its size.

The semi-portable autocannon operates in burst-fire mode only. Due to its multi-barrel configuration, the semi-portable autocannon cannot accommodate standard recoil compensation, but it can be fitted with a gyroscopic harness (p. 47).

Semi-Portable Machine Gun

Typically, the semi-portable machine gun is used as a close-range support weapon for infantry units. Most models use belt-fed ammunition. However, some designs, such as the Capellan Vipersting 211, use 200-round ammunition canisters. Because the semi-portable machine gun requires a crew of two, infantry squads rarely use it as a main weapon.

SUPPORT GAUSS WEAPONS

Working on the same magnetic-acceleration principles as vehicle-based Gauss systems, support Gauss weapons are some of the most powerful personal armaments ever produced.

Like smaller personal Gauss weapons, support Gauss weapons consume ammunition like other ballistic weapons and also require power packs like energy weapons.

Grand Mauler Gauss Cannon

The Grand Mauler was being hailed as the ultimate infantry assault weapon even before it left the drawing board. So far this powerful weapon has matched all expectations.

A bulky, unwieldy design, the Grand Mauler features a complex upper-body harness that provides a stable mount for the barrel. The operator uses an elegant system of pivots and counterweights to aim and fire the weapon. Getting into or out of a Mauler harness takes a trained operator four turns.

Magshot Gauss Rifle

The Magshot Gauss rifle was first produced to meet the FCIC's request for an accurate long-range ballistic weapon for the Infiltrator Mk. II battle armor (p. 86). The FCIC wanted a weapon capable of penetrating light vehicle armor and taking down "soft targets" at extremely long ranges.

When mounted on the hardpoint of an Infiltrator Mk. II suit, the Magshot provides a -2 TN Modifier to any Ranged Attack Checks. A -4 TN Modifier applies if the operator deactivates the suit's motive system, but then the attacker is treated as completely immobile. Characters must expend a Complex Action to deactivate the motive system and brace for the shot, and a Simple Action to reactivate the suit.

When used without a Mk. II suit, the Magshot's sighting system acts as a standard telescopic sight with IR and range-finding capabilities.

The 45-kilogram rifle is quite expensive when compared to other available weapons. The Magshot is standard issue on Infiltrator Mk. II suits, and the Department of Military Intelligence's MI6 fields the majority of the few stand-alone Magshots in service. A few have been delivered to elite Regular Army special forces units throughout the AFFC as well.

Tsunami Heavy Gauss Rifle

Developed by House Kurita under tight security, the Tsunami Heavy Gauss rifle was first used in combat by Kurita infantry troops during a raid against Clan Nova Cat forces on Tarnby. The Tsunami proved a stunning surprise to the Nova Cats' Elemental forces, as it provided the Kurita troops with enough semi-mobile firepower to kill an Elemental warrior quickly and effectively. The Tsunami is similar to the Federated Commonwealth's Grand Mauler, but it has a slightly longer range. The Tsunami is slightly less bulky as well, though it requires more power than the Mauler.

MACHINE GUNS

Item	Skill	Equipment		AP • Damage	Range in Meters			Cost/ Reload	Weight	Afil	Notes
		Ratings			Type	S/M/L/E	Shots				
Light Machine Gun	SUP	C/B/D		5•3D6	B	30/80/190/450	45	400/6	7 kg	—	Burst (15/3); jam on a fumble
Semi-Portable Autocannon	SUP	C/D/E		6•3D6	B	25/75/200/550	200	2,000/150	25 kg	—	Burst (25/3); crew: 2
Semi-Portable Machine Gun	SUP	C/B/E		5•4D6	B	40/95/225/500	80	1,100/10	20 kg	—	Burst (20/3); crew: 2

SUPPORT LASERS AND PARTICLE CANNON

The most advanced and accurate of all support weapons, lasers and particle cannon see widespread use in static defensive mounts where ready access to huge amounts of power is not a problem. Support lasers are also popular battle-armor weapons due to their compact size and reliability in the field.

Dragonsbane Disposable Pulse Laser

Designed by Hein Enterprises in the Draconis Combine, the Dragonsbane disposable pulse laser is a shoulder-mounted laser with a self-contained targeting system and power supply. Although the Dragonsbane is a one-shot weapon, the lightweight laser discharges a powerful barrage of high-intensity pulses before burning out its firing core and optics. Despite the limited range of the Dragonsbane, the laser's light weight and impressive firepower, which make it effective even against BattleMechs, has already made it a popular weapon among DCMS troops.

The Dragonsbane is a burst-fire weapon with a fixed rate of fire (the attacker cannot choose to fire fewer shots as with a standard burst). When the trigger is pulled it fires a full 15-shot burst, after which the weapon is expended and useless.

ER Semi-Portable Support Laser

The Clan ER semi-portable support laser is the equivalent of the vehicle-mounted extended-range micro laser. First seen on experimental ProtoMechs, the ER semi-portable support laser has since been used as an infantry support weapon.

ER Support Laser

Free Worlds League engineers carried the extended-range laser technology pioneered on BattleMech systems to the support-weapons market with the ER support laser. As its name suggests, the ER support laser boasts improved range and accuracy over standard support lasers, though at a significant cost in energy efficiency.

ER Support Laser (Clan)

The Clan version of the ER support laser has slightly greater range than its Inner Sphere counterpart, but its main advantage is its significantly more powerful beam. The Clan laser produces greater damage to the target with no corresponding increase in energy requirements.

Heavy Support Laser

Standard-issue on the Draconis Combine's Kanazuchi battle armor, the heavy support laser is the equivalent of vehicle-mounted medium laser systems. Its combination of range, armor penetration and sheer destructive firepower make it arguably the most powerful support weapon available to troops in the field.

Heavy Support Pulse Laser

The heavy support pulse laser is the equivalent of vehicle-based medium pulse lasers and is featured as a standard weapon option on the Lyran Alliance's new Fenrir battle armor.

The laser's recoil rating reflects built-in recoil compensation as well as a static mount; no additional recoil compensation can be added.

Hellbore Assault Laser

The Hellbore assault laser incorporates Star League lostech, and most armament experts concur that the Hellbore matches the quality of comparable laser weapons used by the Star League Defense Forces. Despite the Hellbore's considerable destructive power, however, the design has two serious drawbacks.

The first drawback is the incredible power required to charge the weapon's capacitors. Because of this characteristic, the Hellbore is usually paired with a military power pack, though it will accept a standard power pack as well.

The second drawback is the considerable heat generated in the Hellbore's barrels. The weapon is equipped with a heavy-duty cooling system, but even this is barely sufficient to prevent the heat from a single shot from fusing the Hellbore and shattering its optics. To remedy this problem, the Hellbore incorporates a twin-barrel configuration. The two barrels fire alternately, providing extra time for each barrel to cool down.

Semi-Portable Particle Cannon

The semi-portable particle projector cannon, also called the man-pack particle cannon or M-PPC, is a scaled-down version of the vehicle-mounted PPC. The M-PPC's cost and size have made it impractical for standard military operations, relegating its use to elite commando units.

Semi-Portable Support Laser

The semi-portable support laser is a powerful infantry laser designed for operation by a crew of two. Typically, one

SUPPORT GAUSS WEAPONS

Item	Skill	Equipment	AP •	Type	Range in Meters	Shots	Cost/	Weight	Afil	Notes
		Ratings	Damage		S/M/L/E		Reload			
Grand Mauler Gauss Cannon	SUP	E/D/E	6•6D6	B	45/120/375/1,000	5, 6*	5,000/5	14 kg	FS	Encumbering
Magshot Gauss Rifle	SUP	E/E/F	6•7D6	B	70/280/600/1,250	20, 3*	8,500/10	45 kg	FS	Crew: 2
Tsunami Heavy Gauss Rifle	SUP	E/D/E	6•6D6	B	45/135/400/1,070	5, 8*	5,500/5	12.5 kg	DC	Encumbering

* The second number represents the number of power points used per shot, not the number of bullets in a magazine.

crew member fires the weapon, while the second assists in aiming and maintaining power hookups. The laser features a simple, self-contained water-cooling system that requires only limited monitoring.

Semi-Portable Support Pulse Laser

A recent Clan development, the semi-portable support pulse laser is the equivalent of vehicle-based micro pulse lasers. Unlike larger support pulse lasers, the power requirement of this weapon is small enough that a Clan military power pack provides enough power for five full-strength bursts. Deemed acceptable by most Clan commanders, the weapon is seeing wide deployment in garrison clusters and is standard-issue on the Sylph battle armor.

Support Particle Cannon

The support particle projector cannon (S-PPC) is the largest support weapon commonly available to infantry units. Like the M-PPC, the S-PPC was developed from the vehicle version of the PPC, and its power makes it an effective weapon for anti-Mech defensive operations.

The S-PPC's sheer size prevents it from being carried by foot troops, but the weapon can be towed by a vehicle. Because of their effectiveness, S-PPCs are favored targets on the battlefields, and so most commanders protect these expensive weapons by placing them in trenches, pillboxes or fortified gun emplacements.

Support Pulse Laser

Smaller and less power-hungry than the heavy support pulse laser, the support pulse laser is nearly as powerful as its

larger cousin and much less expensive. The equivalent of vehicle-mounted small pulse lasers, the weapon is slowly gaining popularity as an alternative to similar machinegun systems.

SPECIALIZED WEAPONS

The following section describes specialized and unusual weapons.

Ceres Arms "Crowdbuster"

A Capellan weapon designed for riot control, the Ceres Arms "Crowdbuster" is a larger and more powerful version of the standard sonic stunner. Aside from the increased range and damage shown on the specialized weapons table (p. 45), the Crowdbuster follows the same rules as the sonic stunner (p. 139, MW3).

Dart Gun

The dart gun is a non-lethal weapon commonly used by police officers and other individuals to incapacitate a target. It fires a small dart that delivers a powerful shock to the target via a small wire connected to the gun itself.

The dart gun does not cause wounds. It produces a subduing attack with the same potential to stun and knock-out characters as a stunstick attack (p. 135, MW3).

Light Target Acquisition Gear (Light TAG)

Target acquisition gear (TAG) consists of a spotting laser and accompanying electronics designed to designate a target for Arrow IV missile artillery and semi-guided LRMs. TAG is useful only against vehicles; consequently, it falls outside the scope of these rules. TAG game statistics are listed in the

SUPPORT LASERS AND PARTICLE CANNON

Item	Skill	Equipment	AP •	Type	Range in Meters	Shots	Cost/	Weight	Afil	Notes	
		Ratings	Damage		S/M/L/E		Reload				
Dragonsbane Disposable											
Pulse Laser	SUP	E/D/E	5•3D6	E	60/230/500/1,250	—	5,000	7 kg	DC	Burst (15/5)	
ER Semi-Portable Support Laser	SUP	F/C/E	5•8D6	E	100/350/775/1,575	10*	10,000/†	25 kg	Clan	Crew: 2	
ER Support Laser	SUP	E/E/E	6•8D6	E	110/400/800/1,650	15*	11,250/†	110 kg	FWL	Crew: 2	
ER Support Laser (Clan)	SUP	F/D/E	6•10D6	E	125/450/900/1,700	15*	11,250/†	100 kg	Clan	Crew: 2	
Heavy Support Laser	SUP	D/D/E	7•12D6	E	150/500/950/1,900	20*	40,000/†	140 kg	—	Crew: 3; recharge: 1	
Heavy Support Pulse Laser	SUP	E/E/E	6•5D6	E	120/425/850/1,750	8*	60,000/†	300 kg	—	Crew: 4; burst (15/5)	
Hellbore Assault Laser	SUP	E/E/E	6•6D6	E	60/205/465/1,100	10*	2,500/†	10 kg	COM	Encumbering	
Semi-Portable Particle Cannon	SUP	D/D/E	4•8D6	E	60/225/475/1,200	6*	7,000/†	40 kg	—	Crew: 2; splash; recharge: 1	
Semi-Portable Support											
Pulse Laser	SUP	F/D/E	5•4D6	E	70/250/600/1,300	6*	12,500/†	40 kg	Clan	Crew: 2; burst (10/4)	
Semi-Portable Support Laser	SUP	D/C/E	5•7D6	E	80/300/700/1,450	7*	5,000/†	40 kg	—	Crew: 2	
Support Particle Cannon	SUP	D/C/E	5•14D6	E	75/275/650/1,400	10*	45,000/†	1.8 tons	—	Crew: 5; splash; recharge: 2	
Support Pulse Laser	SUP	E/D/E	5•5D6	E	85/310/725/1,500	7*	16,000/†	150 kg	—	Crew: 2; burst (15/4)	

*This represents the number of power points used per shot, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.

tables because Light TAG systems are included on certain battle armor units described elsewhere in this book.

Tranq Gun

The tranquilizer gun uses compressed gas to fire a small needle-tipped dart that contains a concentrated dose of sedative or other drug or poison. The darts rarely penetrate body armor but can easily pierce cloth and most animal hides.

The damage code and reload cost listed for the tranq gun are for empty darts. The darts must be loaded with a drug, poison or other agent to have additional tranquilizing or deadly effects. Use the rules for *Poisons and Antidotes* (p. 114) to determine the strength and cost of the drug; the drug may have any desired characteristics, but the vector is always injection. Each dart requires a single dose to be effective. The cost of each dose is added to the reload cost of the tranq gun.

To deliver its drug payload, the tranq-gun dart itself must hit the target and produce a damage effect. So long as the target's armor does not completely negate the dart's damage, the dart has managed to penetrate the skin and the poison takes effect.

SPECIAL AMMUNITION

Special ammunition provides slug-throwing weapons unparalleled versatility and effectiveness against a variety of targets under diverse conditions. Unless stated otherwise in the rules for the specific ammunition, these rounds can be used only with standard pistols, rifles, submachine guns and machine guns. Shotguns, needlers, Gauss weapons and gyrojet weapons cannot use special ammunition. (The limpet mine and Narc-homing missile ammo described at the end of this section are used with explosive ordnance and missile launchers.)

The cost of special ammunition is determined by multiplying the standard reload cost for the weapon by the cost multiplier of the special ammunition.

Only one special ammunition type can be used in any given supply of ammo; for simplicity's sake the types cannot be mixed in a single reload clip.

Equipment ratings for special ammunition are equal to the equipment ratings of the weapon or the ratings listed for the special ammo itself, whichever are "higher" (i.e., harder to obtain).

Accelerated Energy Transfer (AET) Ammo

Commonly used only by ComStar's Explorer Corps, Accelerated Energy Transfer (AET) ammunition is designed for use onboard spacecraft and space stations. Unlike frangible rounds (p. 46), AET rounds are effective against all types of armor, but their concave tips prevent over-penetration and reduce the chance of a ricochet. AET ammo costs twice as much as standard ammo but has only half its normal armor penetration value (rounded up) against barriers.

Armor-Piercing Ammo

A favorite of Elemental hunters, armor-piercing rounds have hardened jackets and specially designed tips to improve their armor penetration at all ranges. However, these modifications also make the bullets less prone to deformation inside the target, resulting in less damage overall. Armor-piercing ammo costs three times as much as standard ammo, increases the armor penetration value by +1, and reduces the damage by 1D6.

Explosive Ammo

Bullets and arrows can be equipped with explosive tips that greatly increase the damage they produce to a human target. However, because these rounds explode on contact with the target, they suffer from reduced armor penetration. Explosive ammo costs three times as much as standard ammo, increases damage by 1D6 and reduces the armor penetration value by 1. Explosive ammo is unstable, and so a fumbled Attack Check destroys the weapon.

Explosive ammo can be used with bows and crossbows as well as slug-throwers.

Flechette Ammo

Designed specifically for anti-personnel use, flechette ammo consists of a spray of tiny darts rather than a single bullet. Although this kind of ammo is very effective against unarmored or lightly-armored targets, it is virtually useless against armored targets. Flechette ammo costs the same as standard ammo, increases the damage of the weapon by 1D6, but reduces armor penetration by 2. The damage inflicted by flechette ammo is considered splash damage (p. 119, MW3).

SPECIALIZED WEAPONS

Item	Skill	Equipment	AP •	Type	Range in Meters	Shots	Cost/	Weight	Afil	Notes
		Ratings	Damage		S/M/L/E		Reload			
Ceres Arms Crowdbuster	SHT	D/D/C	0•5D6	S	2/6/10/15	2*	150/†	1 kg	CC	Subduing
Dart Gun	PIS	C/A/C	1•3D6	B	1/4/6/10	1	40/1	650 g	—	Subduing
Light TAG	SUP	E/E/D	—	S	150/500/950/1,900	5*	40,000/†	20 kg	—	Encumbering
Tranq Gun	PIS	C/A/C	2•3D6‡	B	3/10/18/25	10	30/1‡	1.5 kg	—	‡

*This represents the number of power points used per shot, not the number of bullets in a magazine.

†These weapons use Power Packs, so they do not have a standard reload cost.

‡See weapon description for rules.

Frangible Ammo

Another type of ammo used by space-faring characters, these metal and polymer rounds are designed to damage unarmored targets but break up when they strike solid surfaces other than flesh. Frangible ammo costs twice as much as standard ammunition. The ammo has an armor penetration of 0 against solid barriers; against other targets the armor penetration is reduced by 2.

Incendiary Ammo

The tips of incendiary rounds contain flammable materials designed to ignite the target. The damage of incendiary ammo is reduced by 1D6, but the attack is considered incendiary (p. 119, MW3). Incendiary ammo is unstable, and so a fumbled Attack Check destroys the weapon.

Incendiary ammo can be used with bows and crossbows as well as slug-throwers.

Subsonic Ammo

Subsonic rounds feature a slightly smaller bullet and a lighter charge, which slows the rounds' muzzle velocity below the speed of sound. This makes the weapon quieter firing and easier to silence. Perception Checks to notice the sound of a subsonic shot receive a +1 TN Modifier; a +2 TN Modifier applies if the weapon is equipped with a silencer or other sound suppressor device.

Subsonic ammo reduces armor penetration by 1 and reduces all ranges by half (for example, a revolver using subsonic ammo would have ranges of 4/9/20/45).

Tracer Ammo

Tracer rounds are used in night combat to aid the targeting of burst-fire weapons. Each tracer round includes a small amount of pyrotechnic chemical that produces a bright light as the bullet moves through the air. Tracer rounds are inserted at regular intervals in a weapon's ammo supply, such as every

third or fourth bullet in a clip. When fired in a burst, the tracer rounds produce a glowing "dotted line" effect showing the weapon's firing path and allowing the attacker to easily adjust his aim to hit the target.

Tracer rounds are only useful when a weapon is fired in burst-fire mode. Although tracer rounds actually constitute a fraction of the total ammo supply, the cost is reflected by multiplying the cost of the entire ammo supply that includes tracer rounds by 1.5.

Inferno SRM

Inferno SRMs are loaded with a napalm-like combustible substance that sprays over the target area on contact. Fires caused by Inferno SRMs always burns for 6 turns, regardless of the number rolled for damage. Otherwise, Inferno SRMs follow all standard incendiary weapon rules.



Limpet Mine

Any type of explosive ordnance (p. 35) can be fitted with limpet-mine capabilities (limpet-mine ammo is not used with slug-throwers).

Limpet-mine ordnance is magnetized ordnance that adheres to a target. Hand-placed, timed-fuse explosives and Narc beacon ordnance are the most common types of limpet-mine ordnance, but nearly any type of ordnance can be provided with the limpet-mine characteristic (the gamemaster may have to determine the specific effects of certain limpet ordnance).

Limpet ordnance adheres to metal vehicles, most structures, battle armor, exoskeletons and hostile environment suits. Once attached, the ordnance can be pried off by hand with a Complex Action and a Difficult (+2 TN) STR Check.

Adding the limpet characteristic to ordnance adds 15 C-bills to the cost of each round. Narc beacon ordnance comes with limpet ability at no additional cost.

SPECIAL AMMUNITION

Item	Equipment Ratings	AP • Damage	Type	Range in Meters S/M/L/E	Cost Multiplier/Reload	Afil	Notes
AET Ammo	D/D/C	—	B	—	x2	COM	AP 50% vs. barriers
Armor-Piercing Ammo	C/C/D	+1•-1D6	B	—	x3	—	—
Explosive Ammo	C/C/D	-1•+1D6	X	—	x3	—	Jam on fumble
Flechette Ammo	D/B/B	-2•+1D6	B	—	x1	—	Splash
Frangible Ammo	C/D/B	-2AP	B	—	x2	COM	AP 0 vs. barriers
Incendiary Ammo	C/C/C	-1D6	B	—	x1.5	—	Incendiary; Jam on fumble
Subsonic Ammo	C/C/D	-1AP	B	half range	x1	—	—
Tracer Ammo	C/B/B	—	B	—	x1.5	—	-1 Visibility Modifier
Inferno SRM	C/B/E	2•7D6	E	—	—/1,000	—	Blast; incendiary
Limpet Mine	—	—	—	—	+15	—	—
Narc-homing Missile	E/D/C	—	—	—	x2	COM	—

Narc-Homing Missile

Narc-homing ammo is used with explosive ordnance (p. 35) and missile launchers, not slug-throwers. Any SRM, LRM or Recoilless Rifle ordnance can be provided with Narc-homing capabilities. This characteristic doubles the cost of the ordnance and provides the TN Modifier for any Narc beacon ordnance (p. 36) attached to the target.

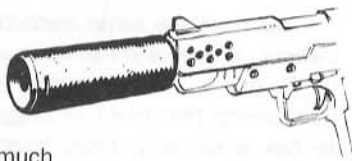
WEAPON ACCESSORIES

A wide variety of accessories can be attached to weapons to improve their effectiveness. The most popular accessories are described here.

Normally, any given weapon can mount only one accessory at a time. If the gamemaster allows it, several accessories can be mounted on the same weapon if they are of different types (such as a silencer and a laser sight).

AMR-20 Silencer

Originally manufactured for the Star League Defense Force, the AMR-20 is an advanced silencer that is much more sturdy than standard models. Though much more expensive than standard silencers, the AMR-20 will not break on a fumbled Attack Check like standard silencers.



Barrel-Mount Flashlight

A barrel-mount flashlight is primarily used as a utility item but also provides enough light to eliminate visibility target number penalties for targets up to 15 meters away. The flashlight uses a standard power pack and drains 1/10 of a power point per hour.

Bow Accessory Mount

The bow accessory mount is a simple bracket for mounting firearm accessories, such as flashlights, laser sights or scopes, on bows and crossbows. Only one accessory can be fitted on the mount, and the accessory must be obtained separately.

Flash Suppressor

A flash suppressor reduces a weapon's muzzle flash and thus makes the firer harder to spot. The suppressor applies a +2 TN Modifier to visual Perception Checks made to spot the weapon's user. Flash suppressors can be mounted on all burst-fire slug-throwers.

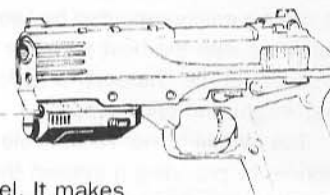
Gyroscopic Harness

The gyroscopic harness is a special form of recoil compensation (p. 139, MW3) designed specifically for semi-portable support weapons. When fitted with a gyroscopic harness, a semi-portable support weapon can be moved and fired effectively by a single character with a Strength Attribute of 5 or greater.

The gyroscopic harness is considered recoil compensation, so a weapon fitted with the harness cannot be equipped with standard recoil compensation. The weapon/harness combination is considered encumbering.

Laser Sight

The laser sight consists of a small, low-powered laser mounted parallel to the weapon's barrel. It makes targeting simpler by placing a small laser dot where the weapon is pointed. This has the game effect of applying a -1 TN Modifier to Attack Checks with the weapon. A laser sight uses a micro power pack, and consumes 1/10 of a power point every time the weapon is fired.



Sound Suppressor

A sound suppressor is not as effective as a standard silencer but can be used on any SMG, rifle or machine gun. This item applies a +2 TN Modifier to Perception Checks made to hear the weapon's fire.

Sound and Flash Suppressor

This item combines the features of the flash suppressor and sound suppressor.

WEAPON ACCESSORIES

Item	Equipment Ratings	Cost	Weight	Afil	Notes
AMR-20 Silencer	E/D/D	500	50 g	COM	+4 Perception TN (sound)
Barrel-mount Flashlight	B/A/A	10	250 g	—	No night TN mods to 15m; pwr use: .1/hr
Bow Accessory Mount	B/B/A	15	200 g	—	Allows accessories to mount on bow
Flash Suppressor	C/B/D	100	250 g	—	+2 Perception TN (vision)
Gyroscopic Harness	D/D/D	1,000	6 kg	—	Recoil rating +1; encumbering
Laser Sight	C/A/A	25	100 g	—	-1 TN; pwr use: .1
Sound Suppressor	C/B/D	50	250 g	—	+2 Perception TN (sound)
Sound & Flash Suppressor	C/C/D	200	300 g	—	+2 Perception TN (sound & vision)

ARMOR AND COMBAT GARB

Whether it be a humble flak jacket or advanced battle armor, personal armor remains an absolute necessity for the warrior of the thirty-first century. No individual can expect to live long on the battlefield without it. As weapons manufacturers have developed increasingly powerful weapons, armor designers have kept pace by producing new advanced armor and protective clothing.

Armor and Combat Garb contains a selection of new specialty body armor and protective clothing, exoskeletons, stealth suits, battle-armor suits, and new supplemental armor rules for MW3.

OVERALL ARMOR VALUES

According to standard MW3 rules, a character's armor protection is based solely on his torso armor if the hit location rules are not in effect (p. 154, MW3). This rule is easy to use but can be easily exploited by "power gamers" who outfit their characters with the best possible torso armor and leave the remainder of the character's body unprotected to save on C-bills, weight and encumbrance.

The overall armor values rule is designed to close this loophole by providing a system that more precisely reflects the protection afforded by a character's armor when a specific hit location is not determined in an attack. (When a specific hit location is determined for an attack, use the armor values of the armor worn in the location hit.)

To calculate the overall melee armor value of a character's armor, multiply the melee armor value in each body location by the appropriate multiplier on the Armor Coverage Multipliers table. If two or more pieces of armor are worn in a single body location, use the highest armor value as per the stacking armor rule (p. 140, MW3). Then add the modified values for each body location and round to the nearest whole number. The resulting value is the overall melee armor value for the character.

To calculate the overall ballistic (B), energy (E) and explosive (X) armor values for the character, repeat the procedure, using the ballistic, energy and explosive armor values in each body location.

Bill's character Reggie McAllister owns a wide assortment of armor he has scavenged from the field. On a typical combat assignment, Reggie dons a flak suit, a ballistic plate vest, a combat helmet, combat boots, and, as an individual statement of style, a single heavy combat glove on his left hand. Checking the stacking armor rule, Bill determines that each body location has the following armor values: Head: 5/6/5/2; Torso: 4/6/5/4; Arms and Legs: 1/5/1/3; Feet: 2/3/3/1; Left Hand: 3/4/4/3 (the Right Hand has no armor).

Using the Armor Coverage Multipliers, Bill calculates Reggie's overall melee armor value as follows:

Body Location	Melee Armor Value		Multiplier		
Head	5	x	0.5	=	0.5
Torso	4	x	0.3	=	1.2
Arms	1	x	0.2	=	0.2
Legs	1	x	0.2	=	0.2
Feet	2	x	0.1	=	0.2
Hands	3	x	0.05	=	0.15

Overall melee armor value = 2.45,
rounded down to 2

Bill uses the same method to calculate Reggie's ballistic, energy and explosive armor values, resulting in Reggie's overall armor values of 2/5/3/3. Considering that much of Reggie's body is protected by flak armor only, these overall values more accurately reflect his average armor protection than his torso armor values of 4/6/5/4.

OVERALL ARMOR VALUES AND DEGRADATION

Overall armor values can also be used to calculate armor degradation if a hit location has not been specified in an attack. Use the standard *MechWarrior* armor degradation rules (p. 115, MW3), but treat the character's overall armor values as a single "piece" of armor. This method negates the need to re-calculate overall armor values every time armor is degraded.

ARMOR COVERAGE MULTIPLIERS

Location	Multiplier
Abdomen	0.1
Arms	0.2*
Chest	0.2
Feet	0.1*
Hands	0.1*
Head	0.1
Legs	0.2*
Torso (Abdomen + Chest)	0.3

* Reduce the multiplier by half if the armor is worn on only one arm, foot, hand or leg.

After combat is over, determine which individual pieces of armor were damaged for repair purposes. For each point of armor degradation suffered, roll 2D10 and consult the Hit Location Table (p. 122, MW3). Apply the degradation to whatever armor is worn in that location. (If a location contains multiple pieces of armor, apply the degradation to the armor piece with the highest armor values.) If the location contains no armor, repeat the roll until the result is a hit location with armor.

If the character suffered wounds from the attacks that degraded the armor, use the results of the hit location roll to determine permanent effects of untreated and unsuccessfully treated wounds (*Wound Treatment*, p. 125, MW3).

SPECIAL ARMOR & CLOTHING

The following section provides new specialized armor, protective hostile environment clothing, and neurohelmets that supplement the basic types of armor described in MW3.

SPECIAL ARMOR

The following special armor are specialized forms of the basic *MechWarrior* armor. Game statistics for this armor are summarized in a table at the end of the section (p. 51). Note that the table mentions three additional types of helmet. These follow the standard armor rules for helmets in MW3.

Bogu (Kendo Armor)

Kendo armor, or *bogu*, is derived from the traditional Japanese samurai *Oyoroi* (p. 50). Bogu consists of four pieces: the helmet (*men*), the body protector (*do*), the gloves (*kote*), and the hip and groin protector (*tare*). The helmet includes a mask that protects the wearer's face but also restricts the wearer's field of vision somewhat. Kendo armor is not designed for full combat use, but it offers some protection against most forms of attack, particularly blows delivered in melee combat.

Gripper Gloves

The advanced multifunction gripper gloves were developed by BabTech laboratories on the planet Clinton in the Lyran Alliance. Bulky and heavy, each glove reaches halfway up the wearer's forearm and is designed to run off a high-capacity micro-power pack. Wires can be attached to the gloves to allow larger power packs (worn on the belt or backpack) to be used.

A control built into the thumb of each glove activates and deactivates the glove. When activated, a gripper glove generates a low-frequency hypersonic field in the fingertips. The field adheres the glove to any surface. In addition, the gloves are manufactured with myomer bundling, which gives the wearer incredible strength in the fingers and hands. A wearer can crush small rocks, and force doors open, for example.

To be used effectively, the wearer must learn the Gripper Gloves Skill (p. 12). Gripper gloves provide a -5 TN modifier to any Climbing Check as long as the user (including anything he

is carrying) weighs 150 kilograms or less. When used with gripper boots, the Climbing Check receives a -10 TN modifier and the user can weigh as much as 450 kilograms. (The glove and boot combination enables a character to climb almost anything.) The gamemaster should require a Skill Check only in extreme circumstances.

The maximum Climbing TN modifier a user receives from the gloves is equal to his Gripper Gloves Skill Bonus; this maximum is doubled if the character is also using gripper boots.

Gripper gloves also increase the user's effective Strength to 10 when the character uses his hands and fingers (crushing small objects, for example). In unarmed combat, however, the user can use his Gripper Gloves Skill and is considered to have a Strength of 10 for purposes of inflicting damage.

Gripper gloves also have drawbacks. When a character is using gripper gloves, all target numbers for Dexterity-related checks are modified by +2 (including checks for Dexterity-related combat skills such as the Pistol Skill). Characters without a Gripper Gloves Skill Bonus receive a +4 TN modifier in such cases. Such characters are also prone to breaking things accidentally. (The precise effects of this are up to the gamemaster.) A fumbled action check while wearing gripper gloves can also be entertaining, to say the least.

Gripper Boots

BabTech's gripper boots are based on the same technology as the company's gripper gloves. Gripper boots enhance a character's ability to climb sheer surfaces. Resembling the knee-high padded boots used in certain full-contact sports, gripper boots are even bulkier than their gripper gloves and generate a hypersonic field around the knees and toes for additional grip and stability in climbing. They do not include myomer bundles and do not add to the user's leg strength.

When used without gripper gloves, the boots provide a -3 target number modifier to any checks used for when a character climbs using his legs and feet (the modifier does not apply to climbing tasks using the hands). Each individual boot accommodates a standard power pack and drains 1 power point per minute (or fraction thereof) of active use. Simply wearing them does not drain power, but climbing does.

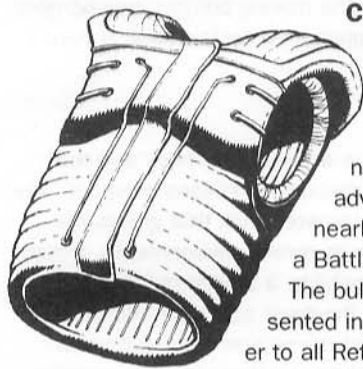
MechWarrior Combat Suit

The MechWarrior combat suit (MCS) provides cooling and armor protection. First developed for the personal guards of House Kurita, the multifunction, full-body MCS is available throughout the Inner Sphere.

The MCS operates like a cooling suit (p. 50), providing a wearer with a powerful integral cooling system to combat the high temperatures inside a 'Mech's cockpit. The suit is woven from a strong, heat-resistant polymer fabric that also protects the wearer from shrapnel and some small-arms fire. A rigid vest fits over the chest and further protects the wearer.

The MSC helmet covers the MechWarrior's entire head and includes a sealed faceplate. It provides a neurolink between the wearer and 'Mech (use the rules in *Combat*

heat assume the pilot is equipped with such an item. A character who is not wearing cooling gear will suffer the following effects (rather than the usual effects of overheating; see p. 127, MW3), and armor provides no protection against this damage. For every turn the 'Mech's heat scale exceeds 25, the character suffers 3 Fatigue points and 2D6 subduing damage, increased to 6 Fatigue and 6D6 subduing damage if the 'Mech has suffered a Life Support Critical Hit. During turns in which the heat scale is 15–25, the character receives 2 Fatigue points and 1D6 subduing damage, increased to 4 Fatigue and 3D6 subduing damage if the 'Mech has suffered a Life Support Critical Hit. During turns in which the heat scale is between 1 and 14, the character receives 1 Fatigue point.



Cooling Vest

The standard cooling vest is almost synonymous with the MechWarrior in the Inner Sphere. Although not as lightweight as the advanced cooling suit, it offers nearly the same protection from a BattleMech's internal heat.

The bulk of the cooling vest is represented in the game by a +1 TN modifier to all Reflex-related checks (not including Piloting and Gunnery Skills).

Nearly every cooling vest is woven of bullet-resistant material, which provides the MechWarrior at least some protection from small-arms fire. However, any armor degradation to the cooling

vest renders its coolant system inoperative. In other respects, the cooling vest operates in the same way as the cooling suit (see the preceding *Cooling Suit* entry).

Engineering Suit

Another variation on the space suit, the engineering suit is specifically designed for the rigors of shipboard repairs and other hazardous space duty. An engineering suit functions as a standard space suit (p. 52) but provides enhanced protection against damage and puncture.

The suit can sustain the wearer for only 36 hours, however, and replaces the military communicator with a civilian communicator (p. 147, MW3) and an intercom-link (p. 101).

Engineer's Helmet

The engineer's helmet is a lightweight helmet designed to protect the engineer's head while he is working in the tight quarters of a space vessel. The helmet is made of a high strength plastic and includes a flip-down visor that both protects the wearer's eyes from the brightness of arc welders and combines the functions of rangefinder binoculars and night vision goggles (p. 149, MW3).

The engineer's helmet also has a built-in intercom-link (p. 101).

Grip Shoes

Not to be confused with gripper boots, grip shoes are a far simpler device typically worn in the low-gravity confines of a space vessel. The soles of grip shoes are covered with tiny

SPECIAL ARMOR AND CLOTHING

Item	Equipment Ratings	AV M/B/E/X	Cost/Patch	Weight	Coverage	Afil	Notes
Ablative Helmet	D/A/C	3/1/6/1	200/20	800 g	Head	—	—
Ablative/Flak Helmet	D/B/C	2/4/5/2	150/15	1.3 kg	Head	—	—
Bogu (Kendo Armor)	B/C/A	2/1/0/1	75/5	7 kg	Head, Torso*, Hands	DC	+2 to Perception TNs
Flak Helmet	C/A/B	1/5/1/3	25/10	1 kg	Head	—	—
Gripper Boots	E/E/B	2/2/1/2	600	5 kg	Feet	LA	Pwr use: 1/min
Gripper Gloves	E/E/C	2/2/1/2	1,000	1 kg	Hands	LA	Pwr use: 1/min; 10 STR; +2 to DEX-related TNs
MechWarrior Combat Suit	E/D/C	1/4/0/2	20,000/50	10 kg	Torso*, Arms, Legs	DC	+1 to armor values for Torso
Microhook Gloves	D/C/B	—	100	400 g	Hands	—	—
Oyoroï, ancient (Samurai Armor)	A/F/A	3/1/1/2	50,000/100	20 kg	Full	DC	+3 to Perception TNs; encumbering
Oyoroï, modern (Samurai Armor)	D/E/B	4/5/4/4	2,000/50	23 kg	Full	DC	+3 to Perception TNs; encumbering
Plasteel Boots	D/C/B	4/6/4/4	175/50	3 kg	Feet	—	—
Riot Shield	C/B/B	2/2/2/2	100	2 kg	See text	—	Encumbering

* Denotes Chest and Abdomen

Neurohelmet, p. 53) and a constant supply of fresh air from the cockpit's life-support system through a set of connecting lines on the side of the helmet. These lines also link the helmet's internal communications gear into the 'Mech's main systems. If these lines disconnect, the helmet's internal systems automatically take over, providing a six-hour supply of breathable air and twelve hours of communications time using the small integral military communicator (p. 147, MW3). Despite these safety features, this suit is unpressurized and not suitable for use in space or underwater. The MSC also features a fitting that accepts the MechWarrior combat medipack (p. 144, MW3).

Microhook Gloves

Equally valued by mountaineering enthusiasts and burglars, microhook gloves feature thousands of tiny polymer "hooks" on the palms. The gloves are ineffective on smooth surfaces such as glass, polished stone or metal but are effective on other surfaces.

Microhook gloves provide -2 TN modifier to Climbing Skill Checks. The true nature of microhook gloves is easy to conceal by covering the palms with a thin layer of leather; this is a standard feature of gloves sold to covert operatives through the black market.

Oyoroi (Samurai Armor)

Two types of *Oyoroi*, the traditional armor of the Japanese samurai warrior, can be found in the Inner Sphere.

The ornate and expensive ancient *Oyoroi* is rarely seen outside Draconis Combine ceremonies. Typically, these armor suits are passed down from generation to generation within a family. Some suits are hundreds of years old and steeped in Kurita history. These honored suits are rarely worn into combat.

Modern *Oyoroi* suits have appeared in the years since the Combine turned to the ways of *bushido*. These suits combine the protective qualities of advanced polymer composites with the traditional beauty of the ancient *Oyoroi*. Wealthy Combine businessmen and nobles sometimes equip their elite personal guards with such armor to enhance their image as samurai reborn.

Both ancient and modern varieties of *Oyoroi* include ornate helmets (*kabuto*) that restrict the wearer's sight somewhat.

Plasteel Boots

Many MechWarriors wear plasteel boots to protect their feet from the often scalding-hot floors of BattleMech cockpits. Plasteel boots are tougher and heavier than standard combat boots but also more expensive.

Riot Shield

For more than a thousand years, crowd-control troops have used high-impact plastic "riot" shields to deflect thrown rocks and bottles and herd rioters without inflicting serious injury.

A typical modern riot shield is a transparent concave rectangle made of advanced bullet- and laser-resistant polymers, measuring a meter wide and a meter and a half tall. To provide

vide protection, the shield must be brought into position manually to deflect or block an incoming attack. This limits a riot shield's usefulness, especially against fast-moving attacks such as bullets and lasers.

The riot shield works differently in ranged and melee combat. In melee combat, the shield provides a +2 TN modifier to the opponent's attack check. To use the shield against a ranged attack, the shield bearer must expend a Simple Action and designate the direction he is pointing the shield, usually straight ahead. The shield functions as a small barrier with an AV2 (see *Barriers*, p. 121, MW3); the character is assumed to be taking cover behind the shield until the beginning of his next phase. Any ranged attack aimed at the character from the designated direction strikes the shield unless the attacker makes a successful aimed attack against the character's feet or legs, which are not covered by the shield.

HOSTILE ENVIRONMENT GEAR

MechWarrior characters may encounter a dazzling variety of environments in their travels across the Inner Sphere and beyond. The cold depths of deep space, white-hot alien deserts, the zero-gravity confines of a space vessel—many of these environments are incapable of sustaining human life. The following hostile-environment gear enables MechWarriors to survive and function in such conditions.

Combat Space Suit

The combat space suit offers all the features of the standard space suit (p. 52) plus a greatly increased level of armor protection against small-arms fire. Such suits are usually seen among ComStar forces and are also issued to combat-zone engineers, who may be required to perform repair operations while exposed to hostile fire.

Cooling Suit

The cockpit temperatures of BattleMechs is almost always high and can near the boiling point during the heat of battle, despite heat sinks, heat exchangers and ventilation-system air conditioners. Therefore, all MechWarriors wear some form of personal cooling gear to supplement the cooling systems in their BattleMechs.

Although the cooling suit was standard issue in the days of the Star League, it became a lostech relic during the Succession Wars. The cooling suit is the most lightweight and comfortable of personal cooling gear. Such suits are commonly used among the Clans and are gaining popularity throughout the Successor States as the technology required to manufacture them becomes more widespread. A cooling suit consists of a breathable body-stocking interwoven with thousands of tiny flexible lines that carry coolant. A compact coolant pump worn on the user's belt draws power from the BattleMech's own fusion reactor.

Because a cooling suit (or cooling vest) is an integral part of a BattleMech's life-support systems, the standard rules for

suction cups that lightly anchor the wearer's feet to the deck of the ship and prevent him from accidentally drifting away; grip shoes do not impede the wearer's mobility like heavier magnetic shoes, however. Any successful attack against a character secured by grip shoes will cause the character to be jarred loose by the attack.

Heat Suit

A heat suit is worn as protection against the hot and dry environments found on many of the less-hospitable planets of the Inner Sphere. The suit uses the wearer's own body movements to circulate coolant through a series of tubes, and requires only minimal power to keep the wearer safe in temperatures up to 60°C for days at a time. A heat suit includes a built-in filter mask (p. 146, MW3) and goggles, which protecting the wearer's face and eyes from blowing sand and dry, scorching winds.

Hostile Environment Suit

A much heavier alternative to the light environment suit (p. 146, MW3), the hostile environment suit provides protection in environments with extreme temperatures and atmospheric pressures. While wearing a hostile environment suit, a character can survive on the deepest ocean floor, the vacuum of space, or in the interior of an active volcano. The hostile environment suit is partially powered by actuators and myomer musculature similar to the larger actuators and musculature used on BattleMechs. The suit features an integral six-hour air supply and has connection points on the arms and torso for attaching tools such as laser cutters. Although not specifically designed for combat (the suit is heavy and encumbering), its thick, pressurized skin can resist most forms of small arms fire.

Marine Combat Environment Suit

The marine combat environment suit is designed for use in deep-space boarding actions and other hostile-environment missions, including undersea operations. The suit is heavily armored and contains an eight-hour supply of air along with a back-up system that functions like a filter mask (p. 146, MW3).

The suit's armor protects the pressurized underlayer until it is destroyed by armor degradation. A built-in power pack provides power for the wearer's weapons and other equipment without compromising the suit's pressure seal. Small compressed-air jets in the suit's arms and legs provide limited propulsion in space. Reduce target number penalties for operating in low gravity by 2. The gloves and boots are equipped with lightweight electromagnets that enable the wearer to grip onto a ship's hull with ease (although the wearer's movement rate is reduced by half due to the "stickiness" of the magnets). The faceplate of the suit functions like rangefinder binoculars (p. 149, MW3) and displays body-status monitors that constantly update the wearer on his physical condition and remaining air supply.

For extended operations, the marine combat environment suit can accommodate a supplemental air tank that provides an additional eight hours of air.

Space Suit

The standard space suit is a flexible full-body suit that protects the wearer from the vacuum conditions of space. The suit is equipped with a small thruster pack that grants the wearer limited maneuverability in zero-G environments. It also has a 48-hour life-support capability, a built-in military communicator (p. 147, MW3), and a flip-down sun visor. All space suits are self-sealing to protect the wearer from suit punctures. This means the suit retains its life-support properties until it is destroyed by armor degradation.

NEUROHELMETS

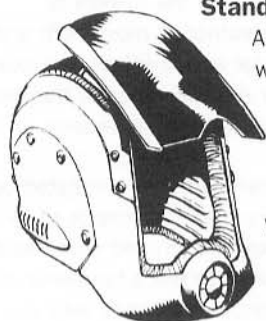
Neurohelmets enable a MechWarrior to control a BattleMech more precisely and quickly than mechanical control devices such as joysticks and foot pedals alone. Neurohelmets contain a number of neural sensors that translate the MechWarrior's own sense of balance and basic motor responses to the 'Mech's control systems. They also provide some protection against the violent movements MechWarriors often experience while sitting atop their 10-meter giants.

The delicate inner workings of a neurohelmet can sustain only so much damage before becoming inoperable, however.

HOSTILE ENVIRONMENT GEAR

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage	Afil	Notes
Combat Space Suit	D/E/E	1/5/1/3	7,000/15	14 kg	Full	COM	Encumbering
Cooling Suit	E/D/B	—	500	1.5 kg	Torso, Arms, Legs	Clan	—
Cooling Vest	D/C/B	1/2/0/1	200	4 kg	Torso	—	+1 to RFL-related TNs
Engineering Suit	D/D/C	1/4/2/3	7,500/10	14 kg	Full	—	Encumbering
Engineer's Helmet	C/B/A	3/3/0/2	2,000	1 kg	Head	COM	+1 to Perception TNs
Grip Shoes	C/B/A	—	30	1 kg	Feet	—	—
Heat Suit	D/C/A	0/0/1/0	100	3 kg	Full	—	Pwr use: 1/day
Hostile Environment Suit	D/C/B	5/4/3/3	10,000/75	NA	Full	—	Encumbering
Marine Combat Environment Suit	D/D/D	4/5/5/2	15,000/100	20 kg	Full	COM	—
Space Suit	C/B/B	1/2/1/1	5,000/10	12 kg	Full	—	Encumbering

Every time a neurohelmet's armor value is reduced due to armor degradation, apply a cumulative +2 TN modifier to any BattleMech Piloting Skill Checks the character makes while using the damaged helmet.



Standard Neurohelmet

All BattleMechs come equipped with this standard neurohelmet, so under most circumstances characters will not need to worry about purchasing one.

The standard neurohelmet provides the most head protection of any neurohelmet—in fact, the standard model encases the wearer's entire head and looks like a medieval torture device.

Consequently, most 'Mech jocks find wearing a standard helmet while outside a 'Mech prevents them from functioning normally. Also, the standard neurohelmet is far more susceptible to damage than any other type of neurohelmet and ceases to function if its armor value is reduced by 2 or more due to armor degradation.

Combat Neurohelmet

The combat neurohelmet is much lighter than the standard helmet and is a much sought-after piece of equipment. Its hefty price tag and relative rarity place it outside the means of most MechWarriors, however. Combat neurohelmets feature a sealable faceplate, a one-hour emergency air supply, and a built-in military microcommunicator (p. 147, MW3).

Clan Neurohelmet

The smallest and lightest of any neurohelmet, the Clan version looks more like a regular helmet than the monstrosity that most Inner Sphere MechWarriors are stuck with. The Clan neurohelmet includes all of the features of the combat neurohelmet.

EXOSKELETONS

For centuries, humans used bulky and unwieldy fork lifts, cranes, and other types of lifting equipment to move heavy objects. The development of myomer "muscles" allowed for more compact and maneuverable equipment and led to the development of the exoskeleton.

An exoskeleton is a myomer-powered skeleton that is worn around the body of the operator. Various sensors detect the motion of the user and translate the motion into computer signals, which are fed into the exoskeleton's computer. The computer relays the signals back to the exoskeleton's limbs, which then move in tandem with the operator's limbs.

Exoskeletons allow the user to lift and move heavy objects. Each exoskeleton description describes the weight a character can lift when using the skeleton, along with any modifier to the character's base movement rates the exoskeleton imposes. Although the exoskeleton itself may encumber the character, the weight of objects carried has no additional encumbering effect.

Exoskeletons cover parts of the user's body in much the same way as armor, as indicated by the Coverage column of the Exoskeletons table (p. 54). Aside from the heavy industrial exoskeleton, which is treated more like a vehicle, damage against the user is resolved as if the exoskeleton was armor.

Note that exoskeletons may not be combined with other forms of armor or any other gear worn on the body unless specifically allowed by the description of the exoskeleton or item in question. It is also impossible to use any kind of hand-held equipment while in an exoskeleton, unless specifically noted.

GENERAL EXOSKELETON RULES

The following sections describe rules that apply to all types of exoskeletons.

Exoskeleton Damage

Exoskeletons contain dozens of actuators, hoses and electrical junctions that can be damaged fairly easily. Each time an exoskeleton's armor value is reduced by armor degradation (p. 115, MW3) the operator must roll 1D6; if the roll result is equal to or less than the total number of times the exoskeleton has suffered degradation, the exoskeleton malfunctions. The first such malfunction reduces the exoskeleton's Strength or Movement by half (determine randomly). The second malfunction shuts the exoskeleton down entirely. Malfunctioning or shut-down exoskeletons still furnish the wearer with armor protection, although a character in a shut-down exoskeleton is considered an inanimate target. An automatic safety device ensures that the user will not be trapped inside the exoskeleton if it shuts down.

NEUROHELMETS

Item	Equipment	AV		Weight	Coverage	Afil	Notes
	Ratings	M/B/E/X	Cost				
Neurohelmet, Standard	D/B/B	4/4/3/2	900	6 kg	Head	—	+2 to Perception TNs
Neurohelmet, Combat	E/C/B	2/3/2/1	1,400	4 kg	Head	COM	+1 to Perception TNs
Neurohelmet, Clan	F/C/B	2/3/2/1	5,000	3 kg	Head	Clan	—

Exoskeleton Communications and Detection Equipment

Voice communication is quite limited in the noisy hold of a DropShip. The addition of various sensors and radios can greatly improve the exoskeleton wearer's effectiveness.

An exoskeleton with communications and detection equipment provides the same effects as rangefinder binoculars (see p. 149, *MW3*). The communications equipment allows the exoskeleton operator to use normal radio frequencies up to a range of ten kilometers.

Environmentally Sealed Exoskeletons

Exoskeletons are designed to operate in mild to moderate weather conditions. There are times, however, when an exoskeleton is needed in hostile environments. In these instances, exoskeletons may be fitted with equipment that allows them to operate under even the worst conditions.

A sealed exoskeleton may operate in the same environments as a hostile environment suit (p. 52). A sealed exoskeleton covers the entire body of the operator and provides full life support for up to eight hours. The life-support systems operate normally while the exoskeleton is malfunctioning or shut down, but they will not function if the exoskeleton is totally destroyed.

Zero-G Adapted Exoskeletons

While an environmentally sealed exoskeleton usually suffices for most types of planetside operations, maneuvering an exoskeleton in the microgravity of deep space requires special adaptations. A zero-G adapted exoskeleton features reaction jets for deep-space maneuvering and small computer-controlled thrusters that automatically offset the torque effects of the wearer's actions while in space. A zero-G adapted exoskeleton reduces target number penalties for operating in low gravity by 2.

COMBAT TRAINING EXOSKELETON

Developed by the New Avalon Institute of Science (NAIS), the combat training exoskeleton is merely an advanced form of the sensor suits developed in the twentieth century for use in combat simulations. Unlike other exoskeletons, it does not

enhance the wearer's strength or hinder his movement. Instead, it is used along with low-power laser weapons to accurately simulate man-to-man combat for training purposes.

The combat training exoskeleton is covered with infrared sensors that register hits from laser weapons. The exoskeleton computer is programmed to simulate the effects of injuries by freezing limb joints and restricting movement and administering mild electric shocks for added effect. For example, a hit to an elbow would deliver a quick shock to the wearer's corresponding arm and then stiffen the elbow joint on the exoskeleton's arm.

In *MW3* play, characters can participate in simulated combat using these exoskeletons. Every character needs to be equipped with a combat training exoskeleton and some kind of laser weapon, which is specially tuned to fire a harmless, low-power beam. Combat proceeds exactly as normal, with the exception that damage effects inflicted by the low-power laser weapons last only until the exoskeletons are re-set after combat. However, wearer fatigue suffered during simulated combat is real.

INDUSTRIAL EXOSKELETON

The industrial exoskeleton is a myomer-actuated frame primarily used for moving heavy loads in restricted work areas.

The industrial exoskeleton gives the wearer the ability to lift, push, or pull up to 1.5 tons (1,500 kg). The industrial model greatly reduces the user's dexterity. Any delicate work as well as combat and other Dexterity-related Action Checks receive a +4 TN modifier. However, the user's Strength Attribute is considered 5 points higher for the purposes of melee combat.

HEAVY INDUSTRIAL EXOSKELETON

A cross between a stripped-down 'Mech and a small forklift, the heavy industrial exoskeleton is a much larger version of the standard industrial exoskeleton. It is used mainly for lifting vehicle engines, loading 'Mech ammunition, and construction work.

The heavy industrial exoskeleton gives the wearer the ability to lift, push, or pull up to 2 tons (2,000 kg). Unlike other exoskeletons, this model is treated like a vehicle, and the user is considered its pilot for movement and combat purposes.

EXOSKELETONS

Item	Equipment	AV		Coverage	Affil	Notes
	Ratings	M/B/E/X	Cost			
Combat Training Exoskeleton	D/D/C	2/1/1/0	20,000	Torso, Arms, Legs	FS	Pwr use: 1/6 mins
Industrial Exoskeleton	D/D/C	5/3/3/3	15,000	Full from behind; Arms, Legs from front	—	Pwr use: 1/3 mins; STR +5; very encumbering
Industrial Exoskeleton, Heavy	D/D/C	5/5/4/4	60,000	All but Head	—	Pwr Use: 1/min
Light Exoskeleton	D/E/B	1/0/0/0	10,000	Arms, Legs	—	Pwr use: 1/6 mins; STR +3; encumbering
Comms and Detection Equipment	—	—	+2,000	—	—	Pwr use: 1/hr; range: 10 km
Environmental Sealing	—	—	+50%	—	—	—
Zero-G Adaptation	—	—	+100%	—	—	—

es (see *Vehicles*, p. 119). It can move only five meters per turn (3.6 kph) and cannot run, sprint or evade.

LIGHT EXOSKELETON

The light exoskeleton provides the user with a nearly full range of motion and agility at the expense of lifting capability. It consists of a series of supports, struts, and hydraulic systems that the user slips into like normal clothing. In contrast to other exoskeletons, the light model allows the user to perform more delicate operations. A light environment suit may be worn with the light exoskeleton, and the user may operate any hand-held devices he can normally use without penalty.

The light exoskeleton allows the user to lift up to a ton (1,000 kg). Unarmed combat is difficult while wearing a light exoskeleton, though the user may take advantage of his boosted strength. All melee attacks by the character receive an additional +2 TN modifier, but his Strength is considered 3 points higher.

SNEAK SUITS AND OTHER STEALTH GEAR

Fighting forces have used camouflage for thousands of years. The development of practical and inexpensive electronic sensors such as infrared detectors and portable radar units spurred the development of a new type of camouflage. The Star-League era electronic suit, or "sneak suit," is the most common form. Other stealth gear, such as camouflage clothing and light power armor suits, also provide protection against detection.

Stealth gear is designed to defeat electronic and visual sensors and enable wearers to pass such detectors virtually unnoticed. It provides three basic kinds of stealth capabilities: electronic countermeasures (ECM) to defeat electronic sensors, infrared abilities (IR) to defeat infrared detectors, and camouflage against visual detection (Camo).

In game terms, the effects of stealth gear are represented by a stealth modifier. When an opponent makes a check to detect the stealth-gear wearer, the modifier is applied as a target modifier. For example, a stealth modifier of [ECM +4] would add a +4 TN modifier to any checks made with electronic sensors to detect the wearer.

Electronic countermeasures (ECM) gear conceals the wearer from all types of electronic sensors that emit and detect signals. ECM gear has no effect against physical sensors, such as electronic eyes and pressure plates, or visual sensors, such as holovid cameras and rangefinder binoculars. The ECM TN modifier applies only to radar and other radio-based detection checks.

Infrared-suppression (IR) gear reduces the wearer's chance of detection by I/R Scanners or Rangefinder Binoculars used in infrared mode. An IR TN modifier applies to checks made for these items and any other heat-sensing forms of detection.

Visual camouflage (Camo) gear reduces the wearer's vulnerability to visual detection. However, the wearer must use

some type of covering terrain to benefit from the suit. For example, a wearer would be camouflaged if he were standing in a forest or in front of a wall; he would receive no benefit from the camo gear when standing in an open field. A Camo TN Modifier applies to checks made for visual detection, whether the opponent is using his eyes alone, a holovid camera, binoculars and so on.

Affected checks include basic Perception Checks made to notice a sneaking target, ranged-combat targeting checks performed after the target has been spotted, sensor sweeps and attempts to lock on to the wearer (p. 37, *MechWarrior's Guide to Solaris VII*).

Stealth modifiers are applied in addition to the usual TN modifiers for range, visibility and cover. Stealth modifiers are listed in the descriptions of each sneak suit or stealth gear item.

SNEAK SUITS

All sneak suits and stealth gear are effective only when worn as the outermost layer of clothing; a sneak suit must cover the wearer's entire body, including the face and hands, to provide its full effects.

Stealth systems are delicate, and any sizeable tear in the fabric can compromise the entire suit's functionality. Any attack with an armor penetration value greater than 0 that inflicts a wound on the wearer (i.e., a successful attack that results in armor degradation) also renders the wearer's sneak suit inoperative.

A sneak suit wearer may carry up to three additional kilograms of equipment, as long as the equipment is not larger than a rifle. A sneak suit will not conceal a wearer carrying equipment that exceeds these weight and size limitations.

Sneak suits come in three basic types: Camo, ECM, and IR suits. Only one suit may be worn at a time. Combination suits that incorporate two or more different stealth capabilities are available.

Camo Sneak Suit

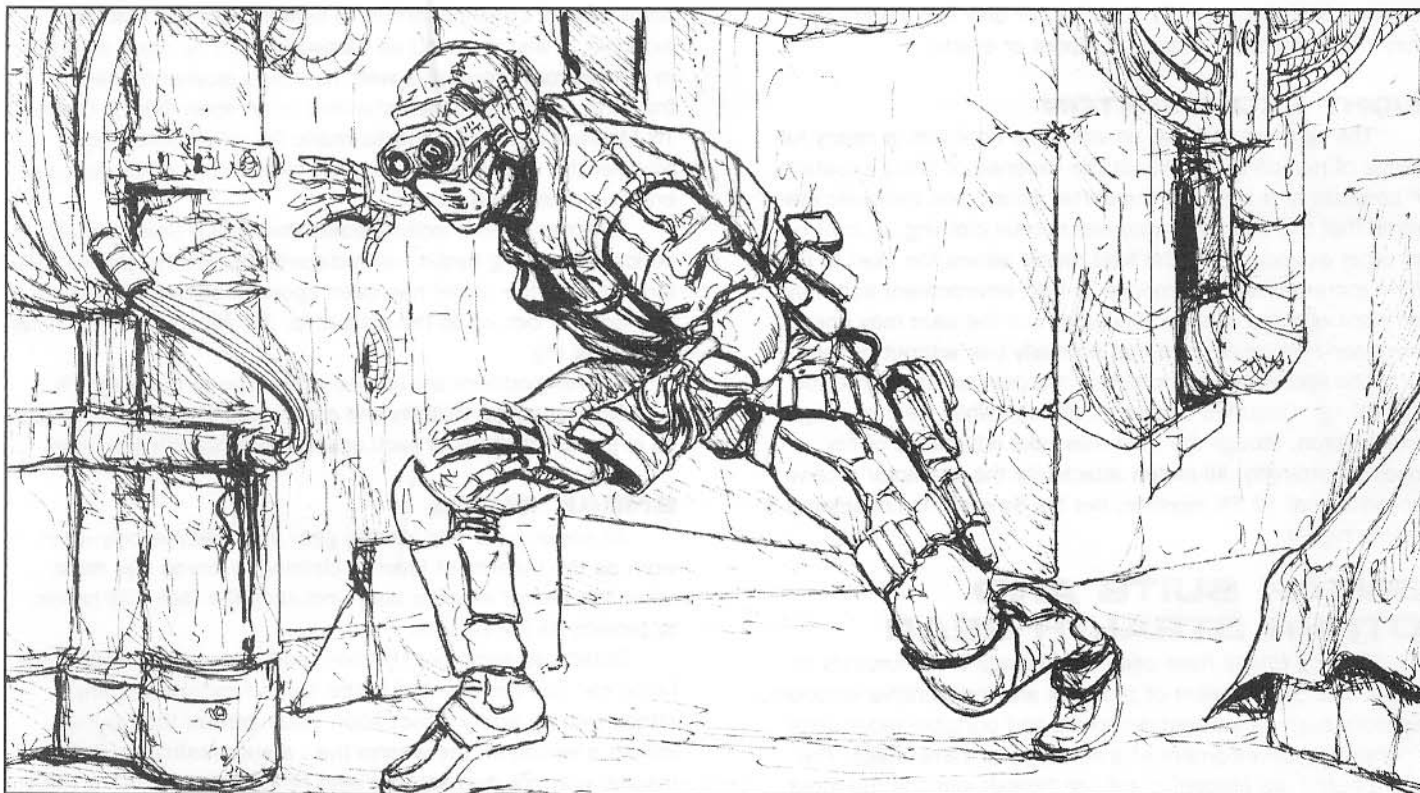
Stealth Modifier: [Camo +4]

The electronic camouflage suit, or "camo sneak suit," is used primarily by characters trying to avoid detection by visual observers, video cameras or rangefinder binoculars. Sensors mounted in the suit detect the color and amount of light in the immediate area. A built-in-computer analyzes the sensor's data and changes the suit's color to mimic the surrounding environment. The wearer only gains this benefit if standing still or walking. If the wearer is sprinting or evading, he suffers a -4 stealth modifier.

DEST Infiltration Suit

Stealth Modifiers: [Camo +2, IR +6]

Draconis Elite Strike Teams (DEST) have used the infamous DEST infiltration suit since the fall of the Star League. Although the loss of technology during the Succession Wars resulted in stripped-down versions of the suit, the latest version incorporates all the features that existed in the original design.



Based on the body suits favored by the *ninja* of medieval Japan, the DEST infiltration suit is woven from synthetic fiber interlaced with kevlar for protection against shrapnel and low-velocity weaponry. The suits also incorporate a layer of thermo-conductive mesh that absorbs heat from the wearer's body and bleeds it evenly into the air around him, reducing his infrared silhouette. The black fabric used in the suit also helps to conceal the wearer from visual detection.

The faceplate of the suit, perhaps the most impressive aspect of the design, features an infrared viewer as well as anti-glare polarization. The computer-enhanced vision system turns the faceplate into a high-resolution video screen that displays the environment around the wearer in a compressed format, enabling the wearer to see the environment behind himself as well as to the sides and front. This unique feature makes it virtually impossible to outflank the wearer.

Recent innovations to the design include insulation against extreme temperatures and body-status monitors that constantly update the wearer on his physical condition.

For game purposes, treat the DEST suit as a combined IR sneak suit and camouflage clothing (p. 57) colored for use in dark conditions. The IR faceplate and computer-enhanced vision system provide a -3 TN modifier to all Perception Checks made by the wearer. The faceplate also acts as an IR scope and protects the wearer from the effects of flash grenades.

ECM Sneak Suit

Stealth Modifier: [ECM +6]

The electronic-countermeasures suit, or "ECM sneak suit," is made of a lightweight ceramic mesh that contains thousands of electronic detection/suppression devices. These devices detect incoming electronic detection signals and feeds them to an integral microcomputer that identifies the type of signal and determines an effective electronic countermeasure. The suit then transmits the countermeasure signal to counteract the incoming detection signal.

The left hand of the ECM sneak vibrates slightly when the suit is jamming radar, informing the wearer of active radar detection in the area.

IR Sneak Suit

Stealth Modifier: [IR +6]

The infrared-suppression suit, or "IR sneak suit," is made of heat-absorbing materials and contains heat sensors placed at strategic locations throughout the suit. The sensors register temperatures in immediate area around the wearer and then adjusts its heat output to match to reduce the wearer's infrared signature. For example, in a relatively cold zone the suit reflects environmental heat and slowly dissipates the wearer's own body heat. In a relatively warm zone, the suit absorbs and stores the heat of both the area and the wearer.

Combination Sneak Suit

Stealth Modifiers: Varied

A combination suit incorporates two or more different stealth capabilities available in standard sneak suits. Combination suits are more expensive and difficult to find than regular sneak suits. Availability and costs for each suit combination are shown on the Sneak Suits and Stealth Gear table.

CAMOUFLAGE CLOTHING

Stealth Modifier: [Camo +2, varies]

Any kind of clothing can be colored and textured to help the wearer blend in with surrounding terrain. Camouflaging an item of clothing costs 25 percent of the item's original cost.

The camo pattern on standard camo clothing must be patterned for a specific kind of terrain—such as tall grass, forest, or arctic snow—and cannot be changed once it has been applied. Consequently, the stealth modifier of camo clothing changes, depending on the surrounding terrain.

When a camo pattern exactly matches the terrain, the stealth modifier is Camo +2. If the camo pattern and terrain are a close match—desert camouflage pattern in autumn woods, for example—the stealth modifier is Camo +1. If the camo pattern strongly contrasts with the terrain—jungle camo in arctic snow, for example—the modifier becomes a negative value (–2 TN modifier) because the mismatched camo pattern makes spotting the wearer easier. The gamemaster determines the exact modifier.

Unlike electronic camo suits, standard camo clothing requires no power to operate and damage does not reduce its effectiveness.

POWER ARMOR (LIGHT)

Stealth Modifiers: [Camo +4, ECM +6, IR +6]

Power armor (light) suits, more commonly known as PA(L) suits, occupy a middle ground between body armor and full-fledged battle-armor suits. Designed by ComStar for use in special operations, each custom-made PA(L) suit consists of

layers of myomer musculature, enclosed in a special "stealth" armor composite. Currently only ComStar (P series) and the Word of Blake (G series) have PA(L) suits. The Word of Blake G12 Tornado suit was used in covert operations when that organization seized Terra from ComStar.

The PA(L) suit, in addition to considerable armor protection, offers a comprehensive package of stealth systems, sensors and life support systems. The suit's stealth systems provide all Camo, ECM and IR sneak suit functions. The helmet's heads-up display functions as a combined rangefinder binoculars and night vision goggles (p. 149, MW3), and displays constant updates on the suit's status. The suit also functions as a hostile environment suit (p. 52). The suit is designed to be powered by a single military power pack (usually high-capacity), and is equipped with connection points on the waist to power external systems such as energy weapons.

Each PA(L) suit is custom-tailored for a specific individual, so anyone else wearing the suit receives a +2 TN modifier on physical Action Checks made while wearing the suit.

The suit can be operated without the gloves and helmet, but the wearer receives no benefits from the suit's stealth systems, sensors and life support systems. Also, the wearer loses its armor protection on his head and hands.

BATTLE ARMOR

Battle armor (also called "power armor") can withstand damage from the heaviest of weapons and strike back with considerable firepower of its own.

Even the lightest battle-armor suits mount support-class weapons, while the heaviest suits can mount SRM tubes and even 'Mech-class lasers. Most battle-armor suits also have functioning hands or claws; when coupled with the armor's enhanced strength, these enable the battle-armor trooper to literally rip the armor plates off a 'Mech or vehicle.

Battle-armor suits are powered by myomer musculature controlled by the wearer's own movements. Many designs are also equipped with jump jets, further enhancing their mobility.

SNEAK SUITS AND STEALTH GEAR

Item	Equipment	Armor Value		Weight	Coverage	Afil	Notes
	Ratings	M/B/E/X	Cost				
Camo Sneak Suit	D/C/D	0/2/1/2	7,000	4 kg	Full	—	Pwr use: 1/15 mins
DEST Infiltration Suit	D/E/E	2/4/5/2	50,000	9 kg	Full	DC	Pwr use: 1/15 mins
ECM Sneak Suit	D/C/D	0/2/1/2	7,000	4 kg	Full	—	Pwr use: 1/15 mins
IR Sneak Suit	D/C/D	0/2/1/2	7,000	4 kg	Full	—	Pwr use: 1/15 mins
Camouflage Clothing	—	—	+25%	—	—	—	—
Power Armor (Light) [PA(L) Suit]	E/E/F	4/5/6/5	350,000	NA	Full	COM	Pwr use: 1/turn
<i>Combination Sneak Suits</i>							
Camo/ECM Sneak Suit	D/D/D	0/2/1/2	21,000	5 kg	Full	—	Pwr use: 1/10 mins
Camo/IR Sneak Suit	D/D/D	0/2/1/2	21,000	5 kg	Full	—	Pwr use: 1/10 mins
ECM/IR Sneak Suit	D/D/D	0/2/1/2	21,000	5 kg	Full	—	Pwr use: 1/10 mins
Camo/ECM/IR Sneak Suit	D/E/D	0/2/1/2	28,000	6 kg	Full	COM	Pwr use: 1/5 mins

Additionally, battle-armor suits are environmentally sealed, so they may function in space or underwater.

Every battle-armor suit is fitted with a heads-up display (HUD) that projects data and infrared views to the battle-armor trooper. Typically, battle armor suits contain advanced short-range tactical communications systems, and many battle armor designs can be fitted with longer range and satellite-communication systems (sat-comm systems require portable dish antennas, however). Built-in sensors monitor the pilot's condition and activate a medipack system if needed.

Clan battle-armor suits contain all these features, as well as more advanced medical systems and automatic HarJel systems that seal any breaches.

Clan forces have used standard Elemental battle armor for more than a century. Nearly every front-line—and even many second-line—Clan units have such armor. The Inner Sphere powers have been manufacturing their own battle-armor designs for a decade, but the limited supply has restricted battle armor to elite regiments and special forces units.

Full descriptions of all twenty available types of battle armor begin on page 60.

SUPPLEMENTAL BATTLE ARMOR RULES

The following rules supplement the standard battle-armor rules (pp. 141–43, MW3). These rules supersede those found in previously published *BattleTech* field manuals. Variant forms of battle armor follow the rules for the standard suits unless otherwise stated in the descriptions of individual variants.

Battle Armor in Combat

Each battle-armor description includes two new stats: *Melee AP* and *Target Size Modifier*.

Melee AP is the battle-armor's armor penetration value in melee combat, based on its size and the configuration of its hands or claws. The Target Size Modifier is a target number modifier applied to checks made by opponents attacking a MechWarrior wearing the battle armor. Larger battle-armor variants are easier to hit than smaller ones.

All weapons specifically designed for battle-armor use are assumed to have recoil compensators (p. 139, MW3) unless the rules for a specific weapon prohibit it. Weapons modified for battle-armor use (p. 143, MW3) cannot be fitted with recoil compensators.

Attribute and Movement Modifiers

The myomer musculature of a battle-armor suit offsets the suit's weight. However, the bulk of a battle-armor suit restricts a wearer's movements somewhat, and the claw-like hands reduce manual dexterity.

These drawbacks are reflected by the Attribute Modifiers listed for each battle-armor suit.

These modifiers are applied to a character's Dexterity and Reflexes while the character is wearing the suit. They also apply to the result of any Action Check die roll related to those

Attributes. If a single check involves both Attributes, both modifiers are applied to the roll result.

These Attribute modifiers do not apply to Piloting/Battlesuit Checks, Martial Arts/Battlesuit Checks, or checks made when using any weapon or other equipment mounted directly on the suit.

The movement modifiers listed in each description apply to the character's Walking/Running/Sprinting movement modes when wearing the suit. The Running modifier also applies to Evading movement. For example, a suit with movement modifiers of $-2/-4/-6$ would reduce the wearer's Walking movement rate by 2 meters per turn, his Running and Evading rates by 4 meters per turn, and his Sprinting rate by 6 meters per turn.

Some of the battle-armor variants have movement modifiers expressed as multipliers or a flat rate of speed. Multipliers apply to all movement modes. If a flat movement rate per turn is listed, the battle armor uses vehicle movement rules (see p. 119) rather than character movement rules.

Aimed Shots and Special-Knowledge Attacks

The most effective tactic for attacking any heavily armored opponent—including one in a suit of battle armor—is to aim for the weak points. Skillful or lucky characters can exploit the weaknesses in a suit of battle armor to make effective attacks against a battle-armored opponent.

The faceplate or joints of a battle-armor suit, where the armor is a bit weaker than the breastplate, are the most obvious weak spots. Any character can attempt to aim an attack at these areas. Attacks against the faceplate must be made from the front and receive an Aimed Shot TN modifier of +10. If the attack succeeds, the shot strikes the target in the head. Reduce the suit's armor value by 3 when resolving the attack. An attack against an arm or leg joint has an Aimed Shot TN modifier of +8. If such an attack succeeds, the shot strikes the target in the corresponding arm or leg. Reduce the suit's armor value by 2 when resolving the attack.

Characters with specific knowledge of battle-armor construction can use that knowledge to estimate the weakest point in a specific battle-armored target. To do so, the character must spend a Complex Action and make an Engineering or Technician/Mechanics Check. Apply TN modifiers as if the attack were a ranged attack (range and visibility modifiers, and so on). If the check succeeds, reduce the target's armor values by 1 for all attacks made by the character. In addition, the Skill Check's MoS may be added to the result of the next attack check the character makes against that target. This bonus applies only if the character has attacked no other targets in the intervening time and can be used only once.

Characters targeting battle armor may combine Aimed Shot attacks at weak spots and special-knowledge attacks.

HarJel

HarJel enables a character wearing Clan battle armor to seal breaches in the armor during combat.

Discovered by Clan Diamond Shark on the planet Strato Domingo, the jellylike substance called HarJel possesses a number of remarkable properties. When properly refined, HarJel retains a liquid state until exposed to vacuum conditions or an electric current of a specific amplitude. The Clans first used HarJel to create self-sealing bulkheads on spacecraft but quickly adapted it for use in battle armor.

Only Clan battle armor can be equipped with HarJel. Assume any Clan-model battle armor is HarJel-equipped unless its user is cut-off from Clan supply lines for some reason (Bandit Caste renegades and Inner Sphere bondsmen would not be able to replenish HarJel levels in their battle armor).

Using HarJel, Clan battle armor can recover armor value lost to armor degradation in combat, but this is only a temporary stopgap until true repairs can be made. To seal a battle-armor breach with HarJel, a character must spend a Simple Action and make a successful Piloting/Battlesuit Check. The check receives a TN modifier equal to the armor value points lost to armor degradation in the attack, multiplied by 2.

If the check succeeds, the HarJel seals the breach and the suit functions as though it had suffered no armor value loss. (Record the armor degradation for future HarJel Checks and armor repairs, however). If the Piloting Check fails, the armor breach is too severe to be sealed. In this case, the suit's HarJel supply is exhausted until it can be refilled by a Clan technician.

Note that HarJel-sealed breaches are not permanently repaired; such damage must still be repaired per standard rules.

Battle Armor Stealth Systems

Some types of battle armor feature integrated stealth systems. These follow the stealth rules described in *Sneak Suits and Other Stealth Gear* (p. 55) with one important exception. The stealth coating imbedded in battle armor is sturdier than that in normal sneak suits and includes redundant electronics. Consequently, a battle-armor stealth system does not lose its effectiveness after receiving 1 point of armor degradation. Instead, the stealth modifiers degrade in the same manner as armor values. For example, an undamaged Purifier suit has stealth ratings of [Camo +4, ECM +6, IR +6]. If the suit receives 1 point of armor degradation, its stealth ratings are reduced to [Camo +3, ECM +5, IR +5].

HarJel repairs do not affect the reduction of stealth modifiers.

Battle Armor Repairs

Battle-armor repairs resemble vehicle repairs, because battle armor contains numerous components, unlike standard armor. For rules governing battle-armor repairs, see *Repair Costs*, p. 10.

The presence of hardened HarJel in a suit's breaches makes repairs a bit more difficult. Increase the repair difficulty modifier by +2 for any battle armor that contains HarJel-sealed breaches.

GAMEMASTERING BATTLE ARMOR

It goes without saying that a character in battle armor is a force to be reckoned with. Because battle armor was designed to allow infantry troops to compete with armored vehicles and 'Mechs on an equal footing, battle-armored characters are usually more than a match for characters without battle armor. The following suggestions should help gamemasters satisfactorily incorporate battle armor in their games.

Dressing In Battle Armor

To dress in battle armor without help takes a base time of 30 minutes. This time can be reduced; make a Piloting Battlesuit Skill Check and subtract the MoS (or add the MoF) from/to the base time (to a minimum of 10 minutes). To dress in battle armor with help takes a base time of 15 minutes. Adjust the base time by making a Piloting Battlesuit Skill Check and subtracting the MoS (or adding the MoF) from/to the base time (to a minimum of 5 minutes).

NPCs and Battle Armor

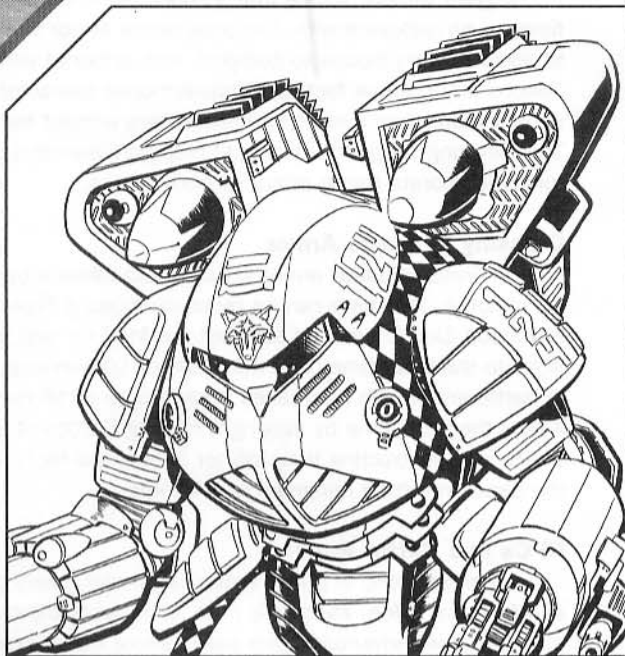
An enemy NPC in battle armor can make a very powerful and frightening foe, especially if he turns up at the climactic moment of an adventure. One battle-armor trooper can often take on an entire group of player characters single-handedly. Unless you want the player characters to have their heads handed to them, make sure they are properly equipped to deal with such an opponent before introducing one into a game.

For example, you might prepare player characters by introducing some support weapons earlier in the adventure, so they'll have some adequate firepower. Or you might set the encounter between the player characters and their battle-armored opponent in a locale with gun emplacements, missile launchers, or environmental hazards that can be used against the opponent (how about pushing the Elemental into a huge vat of acid?). Lastly, the gamemaster can arrange for player characters to obtain their own battle armor.

Player Characters and Battle Armor

Player characters are sure to want their own battle armor sooner or later. Battle armor can drastically alter the balance of game, however, so the gamemaster may want to carefully plan its use. Fortunately, the high C-bill costs and Equipment Ratings of battle armor make it hard to obtain, so gamemasters can easily control its introduction in their games.

Once player characters obtain battle armor, they are likely to roll over any NPC opposition the gamemaster has previously created for them. To counteract the power of battle armor, gamemasters can provide NPCs with support weapons, stage encounters in terrain that minimizes the advantages of battle armor, provide opposing NPCs with BattleMechs, or engineer plots to separate player characters from their battle armor.



CLAN ELEMENTAL

MechWarriors of the Inner Sphere were baffled when they first encountered Clan Elemental troops wearing battle armor in 3050. Awestruck, the Inner Sphere MechWarriors watched as battle-armored Elementals withstood machine gun fire and even direct laser hits from BattleMech weapons, bounded about the battle field and swarmed enemy 'Mechs, and even fired support-sized missiles. The armies of the Successor States had never seen anything like these battle-armored troops. Indeed, the capabilities of Clan battle armor were so far beyond any Inner Sphere infantry-armor technology at the time, it is hardly surprising that some Inner Sphere MechWarriors believed the Clan Elementals were some type of alien life form.

The origins of modern battle armor can be traced back to the pressurized diving suits developed by Clan Goliath Scorpion for use in exploiting the resource-rich oceans on the planet Dagda. This proto-battle armor featured myomer musculature, self-contained air-supply and life-support systems, and heavy, atmospherically sealed bodies designed to withstand the high pressures of deep sea work. When Clan Wolf observed these suits in use, they quickly realized their combat potential. Consequently, the Wolves obtained a few of the suits and set about adapting them for combat by adding armor, weapons, and small jump jets.

The Wolves first deployed their new battle armor in 2868. Later that year, the Wolves faced off against Clan Hell's Horses in a series of Trials. Hell's Horses had been breeding genetically enhanced conventional infantry

troops—what later came to be called Elementals. After the Trials concluded, the Horses had obtained battle-armor technology and the Wolves had obtained the knowledge needed to create their own Elementals. Almost immediately, the two Clans initiated the tradition of matching Elemental troops with battle armor. Within a short period of time, battle-armored Elemental troops were deployed throughout Clan forces.

Clan Wolf initially developed several suits, each tailored to specific environments (these environment-specific suits would later be revived as the Gnome, Salamander, Sylph and Undine designs). However, the Wolves soon opted for a general-purpose battle armor suited to most battlefield conditions.

Modern Clan battle-armor suits differ little from the original Wolf design. They use similar types of myomer musculature, self-contained life-support systems, atmospherically sealed bodies, armor, integral jump jets, and weaponry. The most distinguishing characteristic of Clan battle armor remains the variety of weapons it can carry. Typically, a Clan battle-armor suit carries an arm-mounted small laser, an arm-mounted anti-personnel machine gun, and a detachable short-range missile launcher on its back. This mix of weapons enables an Elemental trooper to deal with targets large and small. The impressive firepower of Clan battle armor, along with the maneuverability provided by their jump jets, enables a group of Elementals to destroy a 'Mech.

Inner Sphere MechWarriors continue to call Elemental battle-armor troops "toads," a nickname first coined by Victor Steiner-Davion.

MechWarrior Game Rules

The standard Clan Elemental battle-armor suit mounts one primary and one secondary weapon, plus a detachable SRM-2 pack. Treat the SRM pack as an SRM launcher that can fire one or two missiles in a turn and has one additional reload (thus the launcher carries a total of four missiles). The SRM launcher can be jettisoned to improve mobility, eliminating movement and RFL modifiers.

Equipment Ratings: F/C/E

Cost: 500,000 C-bills

Armor Values: 9/8/8/8

Coverage: Full

Attribute Modifiers: STR +4; DEX -1; RFL -1 until SRM pack is jettisoned

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3 until SRM pack is jettisoned; jump-capable





GNOME

The Gnome battle-armor suit is a heavy assault battle suit manufactured by Clan Hell's Horses.

Unlike most of the Clans, the Hell's Horses have long relied on infantry and conventional vehicles as much as 'Mechs on the battlefield. In their own words, "the worth of the warrior lies in his own heart, not in his machine." Contrary to the expectations of other Clans, this emphasis on armored troops and vehicles has not appreciably lessened the effectiveness of their fighting forces. Indeed, the Horses' failure to win a place in the initial Inner Sphere invasion force had more to do with the large number of Wardens among them than with the fighting ability of the Clan.

Hell's Horses began developing the Gnome in 3054, shortly after the Clans began receiving reports of an Inner Sphere effort to develop assault battle armor to counter the standard Elemental battle armor used by all Clans for the previous century. Aware that any successful Inner Sphere assault battle armor could threaten the Clans' edge in battle-armored troops, Clan Hell's Horses immediately set up a program to study the feasibility of such a concept. Citing prototypes of pre-Elemental armor, the Clan's scientists demonstrated that assault battle armor was possible. That prompted Khan Malavia Fletcher to authorize the design of assault battle armor using Clan technology. The new armor, Fletcher insisted, would have to retain the mobility of traditional Clan battle armor while incorporating increased firepower and the capability to withstand all but the most powerful weapons.

Hell's Horses engineers based the new design on an early, pre-Elemental armor-suit design called the Rhino. A massive assault suit, the Rhino was one of several variant battle-armor designs Hell's Horses had been refining for several years. (Battle-armor prototypes tailored for

specific combat roles and terrain had long been discarded by most Clans in favor of the all-purpose Elemental suit. However, Clan Hell's Horses had continued to experiment with these variant armors over the years with no significant breakthroughs.) Incorporating new advances in metallurgical, electronic and myomer technologies, the Hell's Horses engineers managed to overcome many of the problems associated with early versions of the Rhino and created a new design—the Gnome.

The Gnome's armor incorporates the latest techniques in small-scale, ferro-fibrous armor design and can withstand two strikes from Clan medium lasers. Its main armament is an extended-range small laser in the right arm, with a fully articulated claw on the left arm. In addition, the suit features a permanently attached Streak SRM-2 launcher for greater range and accuracy than those afforded by a detachable launcher.

The weight of the Gnome's weaponry and armor impede its mobility somewhat, but it is less ponderous than the comparable Inner Sphere Kanazuchi, thanks to the advanced Clan techniques used in its manufacture. The Gnome retains jump capability, though at a 33-percent reduction in speed compared to the jump speed of standard Elemental suits. However, the Gnome's sheer bulk so reduces the user's dexterity that effective anti-'Mech swarming attacks are impossible in the suit.

The first Gnomes entered service in the Alpha Keshik of Clan Hell's Horses in the spring of 3056. The Gnome-equipped troops wreaked havoc with the conventional-suit troops used by the Omega Keshik during the annual sparring between the two keshiks. Though the battle was only a simulation, Khan Fletcher was sufficiently impressed by the new armor's capabilities to order an immediate increase in production.

MechWarrior Game Rules

The Gnome comes equipped with a right-arm mounted Clan ER support laser as its primary weapon; it mounts no secondary weapons.

In *MW3* play, the Streak SRMs mounted on the Gnome are fired in the same way as the standard Elemental SRM launcher; the TN modifiers for range, visibility and target size are each reduced by 1 (to a minimum of zero). The launcher may not be jettisoned.

Equipment Ratings: F/D/F

Cost: 750,000 C-bills

Armor Values: 10/9/9/8

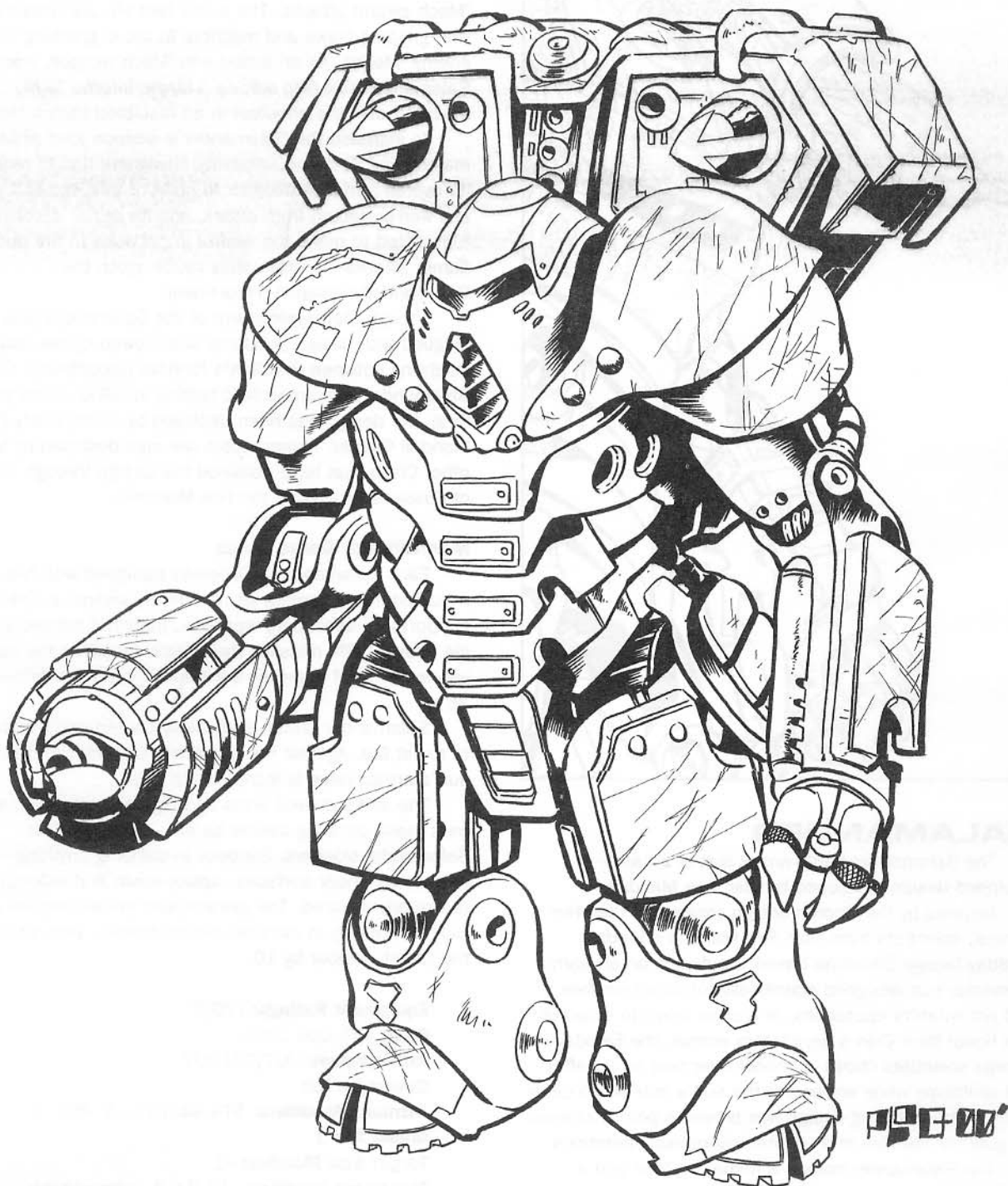
Coverage: Full

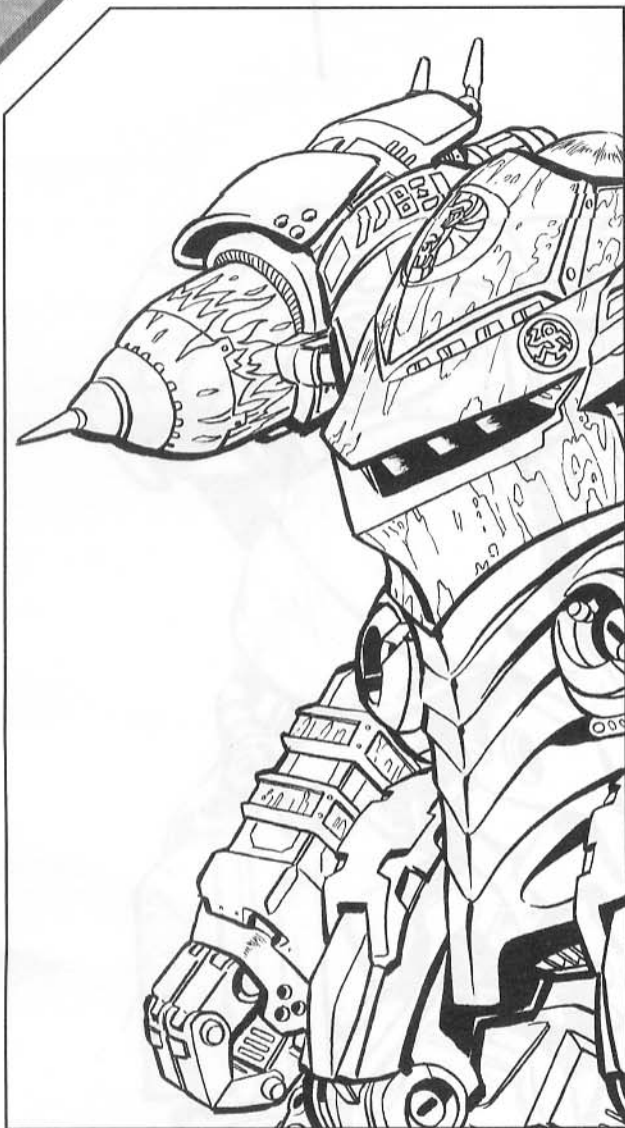
Attribute Modifiers: STR +5; DEX -2; RFL -3

Melee AP: 2

Target Size Modifier: -2

Movement Modifier: -3/-6/-9, jump capable





SALAMANDER

The Salamander battle-armor suit is a flamer-equipped design developed by Clan Fire Mandrill.

Inspired by the Gnome design created by Clan Hell's Horses, scientists from Clan Fire Mandrill's Kindraa Faraday-Tanaga Bloodline based the design on an early Elemental suit designed specifically for urban warfare and anti-infantry operations. In a clear move to emulate and honor their Clan's fiery totem animal, the Faraday-Tanaga scientists chose to model their new armor after this prototype while enhancing the suit's anti-'Mech capabilities. The resulting design has proved a potent weapon for guerrilla warfare and counter-insurgency operations.

The Salamander boasts a menacing look and a selection of weapons virtually guaranteed to break the

will of any infantry troops that dare to stand against it. The Salamander's primary weapon is the flamer, which can be highly effective against opposing infantry and can also be used to raise the heat levels of enemy 'Mechs. The Salamander carries two 'Mech-scale flammers, mounted on each arm beneath a powerful claw for use in anti-'Mech swarm attacks. The suit's feet are also modified with gripping claws and magnets to aid in grabbing on to enemy 'Mechs. As an added anti-'Mech weapon, each Salamander suit also carries a single Inferno SRM, mounted over the shoulder in an insulated launch tube.

To increase the Salamander's weapon load while maintaining its maneuverability, designers had to reduce its overall armor protection. In spite of this, the suit is still well-protected from attack, and its armor is specially formulated to make the wearer impervious to fire and flamer attacks—a vital safety factor, given the Salamander's weapon assortment.

Though the development of the Salamander was plagued with design problems and slowed by the usual infighting between the Clan's Kindraa (Bloodlines), the Salamander completed field testing in 3058. Since that time, the design has been deployed by nearly every Fire Mandrill Cluster. Salamanders are also deployed by a few other Clans that have obtained the design through Trials of Possession against the Fire Mandrills.

MechWarrior Game Rules

Each Salamander suit comes equipped with two arm-mounted heavy flammers as its primary weapons. The suit supports no secondary weapons, though it carries a single inferno SRM missile. The inferno functions the same way as an SRM launcher loaded with inferno ordnance (p. 36).

Salamander armor is specially coated and insulated to resist fire. Against fire and fire-based attacks, the suit's armor value is increased to 10.

The suit's clawed arms and legs and integral magnets make climbing almost as easy as walking for Salamander troopers. Success in climbing anything—completely sheer surfaces, upside-down and sideways—is virtually assured. The gamemaster should require a Skill Check only in extreme circumstances, and reduce the target number by 10.

Equipment Ratings: F/D/F

Cost: 475,000 C-bills

Armor Values: 8/7/7(10)/7

Coverage: Full

Attribute Modifiers: STR +4; DEX -1; RFL -1

Melee AP: 3

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, jump capable





SYLPH

The Sylph battle-armor design was created by Clan Cloud Cobra.

Despite its small size, the Clan is a potent foe. Some might discount the Cobras based on their deeply religious bent, but the warrior-priests of this Clan have never shied away from a fight. Unlike most other Clans, the Cloud Cobras have traditionally made significant use of aerospace assets. They are considered moderate Wardens, with their warriors almost evenly divided between the Warden and Crusader philosophies.

Clan Cloud Cobra has always had an affinity for aerospace weapons, as illustrated by its strong aerospace arm. This affinity inspired Cloud Cobra scientists to create a fully airborne combat suit. Though the final production model of the Sylph possesses only limited flight capabilities, it is nonetheless an impressive design accomplishment.

The Sylph achieves flight by means of an advanced propulsion system adapted from standard battle-armor jump jets. Computer controls divert portions of the jets' main thrust through dozens of directional exhaust ports to obtain stable flight as well as complete VTOL capability. The result is an incredibly agile unit that is the swiftest battle-armor design to date.

To make the suit light enough for sustained flight, the Sylph's designers had to strip away most of the armor found on heavier battle-armor designs. The suit's weapon load is light as well; the Sylph mounts a single micro-pulse laser as its main armament, backed up by a relatively primitive micro-cluster bomb rack attached to the suit's jump pack.

First deployed in early 3060, the Sylph is found in significant numbers only among Clan Cloud Cobra's forces, and even among the Cloud Cobras the Sylph remains something of a rarity. A few other Clans, including the Snow Ravens and Diamond Sharks, have obtained Sylph suits through Trials of Possession, but these Clans are currently fielding only a handful of Sylphs in trial deployments.

MechWarrior Game Rules

The Sylph suit's specially designed jump equipment functions like the standard jump pack (p. 150, *MW3*), with the following exceptions. The Sylph is incapable of "standard" jump movement and can only be used in extended flight mode. Because the suit is designed to make extended flights, such activity consumes only half as much fuel as usual (1 point of fuel per 10 meters flown), with a minimum of 5 points expended per turn. In addition, the Sylph may fly up to 250 meters per turn while airborne. Rather than making a Jump Pack Skill Check each turn, the wearer makes a Piloting/Battlesuit Skill Check. If the character flies 150 meters or less in a turn, apply a -2 TN modifier to the check for that turn.

Each Sylph suit comes equipped with a semi-portable support pulse laser as its primary armament. The suit supports no secondary weapons, though it carries a single cluster bomb. This weapon is dropped onto a target from directly above. If the attack check fails, the bomb scatters (p. 120, *MW3*) and inflicts damage as if it were a satchel charge with a full-sized blast radius.

Equipment Ratings: F/D/F

Cost: 475,000 C-bills

Armor Values: 7/7/6/6

Coverage: Full

Attribute Modifiers: STR +2; DEX -1; RFL -1

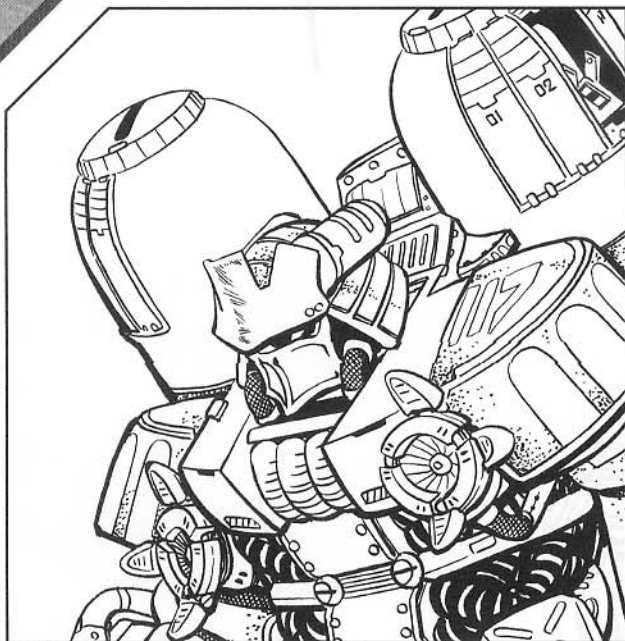
Melee AP: 1

Target Size Modifier: -1

Movement Modifier: Full, jump capable (special)



P.O.E.D.



FA SHIH

The Fa Shih battle-armor suit is a Capellan design that features mine-laying capabilities and laser targeting.

Originally, the Capellan Confederation authorized the design of three new and different battle-armor variations. When a lack of familiarity with battlesuit technology caused excessive delays in the development of a single working prototype, however, the Confederation adopted a copy of the standard Inner Sphere battle armor and focused its efforts on a single new variant. Despite these measures, the development of the Fa Shih design required years of work and some help from the Word of Blake.

The final prototype of the Fa Shih (*master of methods*) was completed in 3060. The design is a medium battle-armor design capable of anti-Mech or anti-personnel operations. The Fa Shih's sensors and communications systems are configured to allow the integrated use of the new light TAG spotting laser. The design can be configured with any of the standard anti-Mech weapons, such as small lasers, flamers, or machine guns.

But the Fa Shih's most unique feature is its mine-laying and mine-detecting capabilities. (The Capellan Confederation embraces the tactical use of mines, unlike most other nations that decry the use of mines as inhumane, honorless or both.) The design is equipped with a compact system to deploy Field Artillery Scatterable Mines (FASCAM). To use the system the Fa Shih trooper uses the suit's jump jets to hover directly over the area to be mined, then detaches a canister from the suit's back. When the canister reaches the correct altitude, it

explodes and scatters dozens of grenade-sized mines over the target area. The mines are sent downward with enough force to conceal them a few centimeters underground. A few seconds after the mines are scattered, the explosives within are activated and the minefield is in place. The whole process takes less than five seconds and covers an area of more than 300 square meters. The Fa Shih's second canister can be used to mine a second area or to expand the size of the first minefield.

To complement this capability, the Fa Shih also features advanced retractable electronic probes and metal detectors that allow it to clear minefields quickly and efficiently.

A second unique feature of the Fa Shih are special magnetic clamps. Located at the knees and underarms, the clamps allow a Fa Shih trooper to mount standard BattleMechs and vehicles in the same way other battle armor mounts OmniMechs. (This feature was born of necessity—the Capellan Confederation currently fields only one Capellan-designed OmniMech, the *Men Shen*.)

The Fa Shih's armor was molded according to classic Chinese aesthetics, in keeping with the Capellan Confederation's Xin Sheng ("rebirth") movement.

MechWarrior Game Rules

The Fa Shih mounts one primary and one secondary weapon. It may mount a light TAG spotting laser as a primary weapon (p. 44).

In place of an SRM pack, the suit includes a pair of large drop-away mine-filled canisters on its back. Laying a minefield is a Complex Action that requires Jumping movement over the area to be mined. At the end of the turn, the character may be placed at any edge of the designated area, which is now considered a minefield. The mined area is 350 square meters.

If desired, the controlling player can create a single mined area of 700 square meters. To do so, the character must perform the mine deployment in two turns.

Rules for mines and minefields can be found on page 38.

A character wearing a Fa Shih suit receives a -3 TN modifier on Demolitions Checks made to detect or disarm a minefield.

Equipment Ratings: E/E/F

Cost: 400,000 C-bills

Armor Values: 9/7/6/6

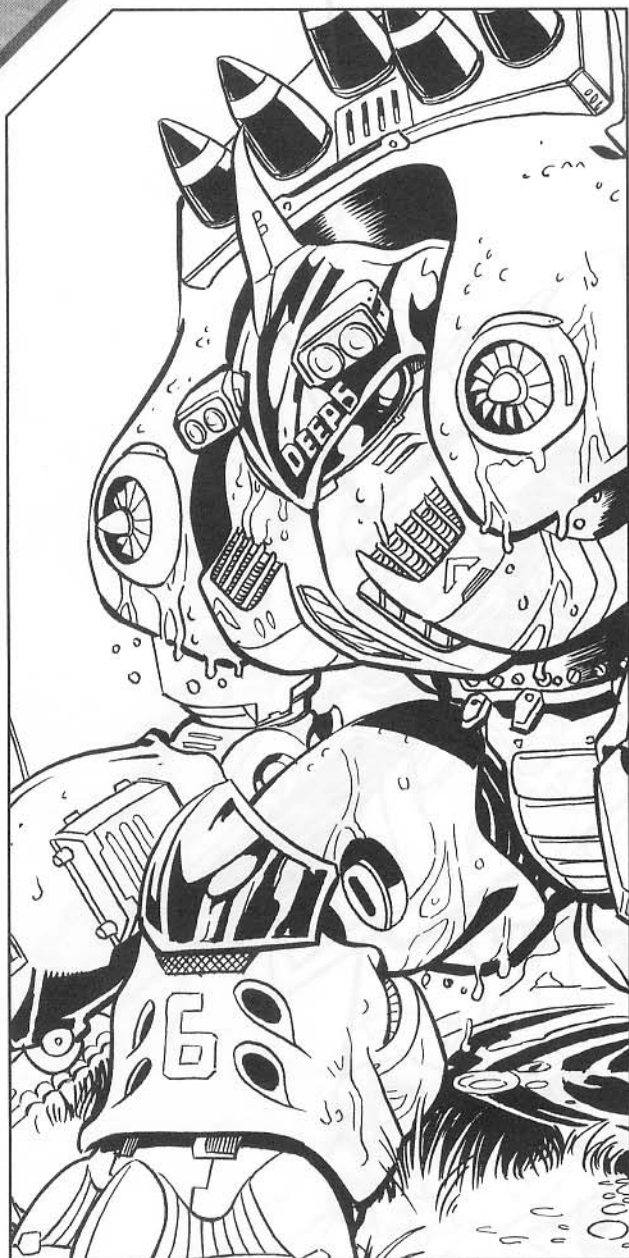
Coverage: Full

Attribute Modifiers: STR +3; DEX -2; RFL -2 until all mines are dropped, then RFL -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, jump capable



UNDINE

Clan Goliath Scorpion developed Undine battle armor, which is specially designed for underwater warfare.

Staunchly devoted to the Warden cause, Clan Goliath Scorpion seeks to rebuild the once-mighty Star League by reassembling its scattered pieces like a jigsaw puzzle. The most enigmatic warriors of the Clan are the group called the Seekers, modern knights errant steeped in the honor code of zellbrigen and charged with hunting for artifacts of that bygone age. Many Seekers and other Scorpion warriors seek visionary guidance for this quest

by ingesting *necrosia*, a potion derived from the venom of Goliath scorpions.

The Undine is an example of the specialized Clan battle-armor designs created in response to the appearance of innovative new Inner Sphere battle suits such as the Draconis Combine's Kanazuchi and the Free Worlds League's Achileus designs. After these new designs appeared, Clan forces began to find their Elementals increasingly outflanked and out-gunned by Inner Sphere battle-armor troops. In response, some Clans began to redevelop mission-specific battle armor to supplement the Elementals already in the field.

The Undine design is based on underwater industrial exoskeletons designed by the Clan in 2842 to aid underwater mining efforts on Dagda. These exoskeletons sported monstrously shaped titanium hulls, large-bore drills and grasping claws. (These same exoskeletons were the basis for the standard Clan battle armor.)

The necessary modifications to the exoskeleton design proved fairly simple. The most difficult challenge proved to be equipping the design with appropriate weaponry for its mission. The Goliath Scorpion engineers ultimately created an advanced multi-role torpedo/missile launcher for the design. To reflect the design's capability to strike from below the surface of water, the engineers christened the new design the Undine, after a mythological water creature.

MechWarrior Game Rules

A character wearing Undine battle armor can move and act normally while completely submerged. See *Underwater Operations Gear* (p. 118) for rules governing underwater combat.

Each Undine suit comes equipped with a semi-portable ER support laser as its primary armament. The suit supports no secondary weapons but carries a special LRM 5 launcher. This weapon is fired in the same way as a standard Elemental battle-armor SRM launcher but holds a total of five missiles. Any number of the missiles can be fired in a single turn. The range and damage profile for the LRM launcher matches those of the Corean Farshot portable LRM (p. 40). The weapon can be fired while underwater against targets that are also underwater.

Equipment Ratings: F/D/F

Cost: 500,000 C-bills

Armor Values: 9/7/7/7

Coverage: Full

Attribute Modifiers: STR +4; DEX -2; RFL -2

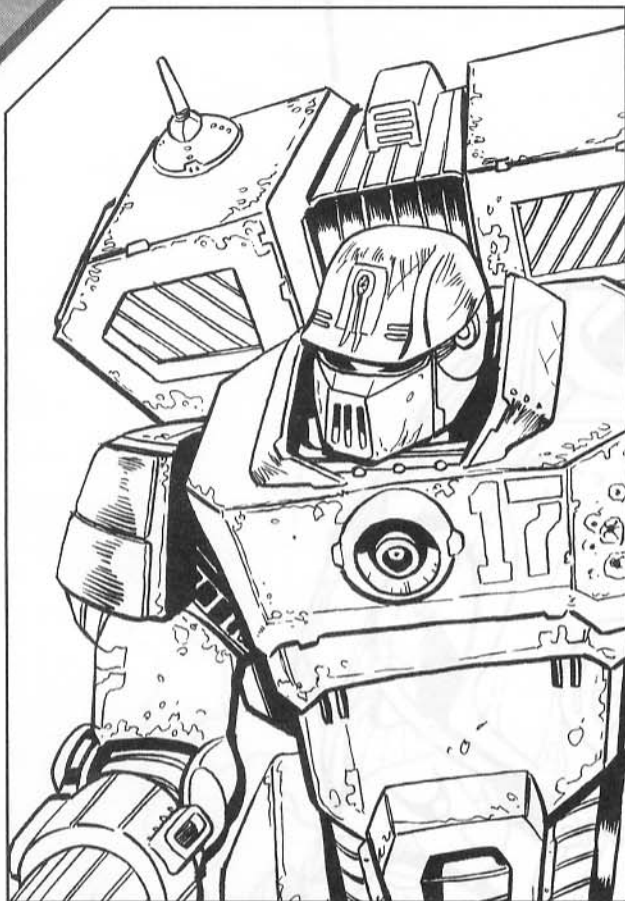
Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6; underwater capable



PLUG 00



INNER SPHERE STANDARD

Immediately following the Inner Sphere's first contact with Clan battle armor in 3050, the militaries of all five Great Houses began intense research to develop and mass-produce their own battle armor to counter this new Clan threat. At first, Inner Sphere researchers had no models on which to base their designs, because the Clan forces were sweeping away all who opposed them and leaving virtually no battlefield salvage for Inner Sphere forces. Thus, Inner Sphere designers were forced to reach all the way back to the Star League era, to sketchy records of power armor suits such as the Nighthawk, which was used by scouts and special forces of the original SLDF. Early battle-armor prototypes based on this data fared poorly in combat simulations and research proceeded slowly at best.

As the Clans suffered their first few defeats, Inner Sphere forces managed to capture Clan battle armor, and Inner Sphere engineers were able to closely examine the new weapon. Soon they had developed copies of the Clan battle armor using technology available throughout the

Inner Sphere. The earliest examples of these copies were produced by the Federated Commonwealth's New Avalon Institute of Science (NAIS) and were immediately issued to FedCom troops on the Clan front and select elite mercenaries such as the Gray Death Legion for field-testing.

These suits incorporated many of the same systems as the Clan suits, but the limitations of Inner Sphere technology prohibited the battle armor from carrying as much armor as Clan suits and from mounting both the SRM launchers and jump jets standard on Clan suits. In response to these limitations, Gray Death Legion engineers immediately began tinkering with the suits and soon produced two distinct variants the Legion continues to use to this day. Other units used the standard NAIS suits. During the same period, engineers from the Draconis Combine, Free Worlds League and Capellan Confederation began to develop battle-armor suits based on captured Clan armor. All these suits were functionally identical.

Continuous refinement of the designs and further analysis of captured Clan suits allowed the addition of compact jump jets to the standard Inner Sphere battle armor by the time of the Battle of Tukayyid in 3052. However, Inner Sphere technological limits still preclude an Inner Sphere battle armor that contains both combining jump capability and the additional SRM launcher found on Clan Elemental suits. (The Free Worlds League's Longinus, for example, sports a backpack SRM launcher but is too heavy to jump until the missiles are fired and the launcher is jettisoned.)

Although most Inner Sphere militaries have further refined the basic battle-armor design to create such suits as the Federated Suns' Cavalier and the Draconis Combine's Raiden, the standard Inner Sphere battle-armor suit is still popular across known space. The standard suit remains one of the most effective and flexible battle-armor designs in use and is the most widely available.

MechWarrior Game Rules

Inner Sphere standard battle armor can carry either one primary weapon or two secondary weapons. It does not mount an SRM-2 pack, although the primary weapon can be a single-tube SRM launcher with four shots.

Equipment Ratings: E/D/E

Cost: 400,000 C-bills

Armor Values: 9/8/7/7

Coverage: Full

Attribute Modifiers: STR +3; DEX -2; RFL -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6, jump capable





ACHILEUS LIGHT

The Achilles is a light battle-armor design with stealth capabilities.

Created by a joint Free Worlds League/Word of Blake research team, the Achilles was developed in response to the Federated Commonwealth's innovative (but fatally flawed) Infiltrator battle-armor design. The team's goal

was to design a mass-manufactured light battle-armor suit that combined a full-sized arsenal with a comprehensive electronic stealth system.

Using the Word of Blake's Tornado Power Armor (Light) suit as a model (p. 57), the research team spent long months redesigning the suit's stealth systems to accommodate additional armor and weaponry while maintaining its low electromagnetic signature. Unlike the Tornado, the Achilles features armor-composite sheaths to contain and protect its layers of myomer musculature. The Achilles also features integral mounts for jump-jets and a gyro-stabilized gun mount in the right arm. These features add vital protection, mobility and firepower, but make it increasingly difficult to effectively mask the suit's presence on the battlefield.

Success was ultimately achieved based on data intercepted by Word of Blake ROM. Reportedly the data was being transmitted from the NAIS to Defiance Industries, although this has yet to be confirmed. The data provided a new formula for composite armor. Using the formula, designers were able to provide the Achilles with the armor-protection standard set by the FWLM. The resulting prototype proved to be one of the most effective battle-armor designs yet produced in the Inner Sphere.

In addition to a right arm-mounted support-class weapon, the Achilles mounts a single anti-personnel weapon, usually an SMG, on the left arm just above the wrist. Both the suit's arms end in fully functional manipulator hands. These provide the wearer with a greater degree of dexterity when lifting and manipulating equipment than that offered by standard battle-armor suits. This feature reduces the amount of armor the suit can carry—thus reducing the design's effectiveness in melee combat—but the extra dexterity can be very useful during infiltration and scouting missions.

MechWarrior Game Rules

Achileus suits are equipped with one primary and one secondary weapon.

The suit's stealth capabilities are identical to those of a combination sneak suit with electronic countermeasures and infrared-suppression capabilities (p. 56). Integral rechargers in the suit allow the its stealth systems to operate indefinitely. The suit's stealth modifiers are [ECM: 6, IR: 6].

Equipment Ratings: E/E/F

Cost: 320,000 C-bills

Armor Values: 8/7/6/6

Coverage: Full

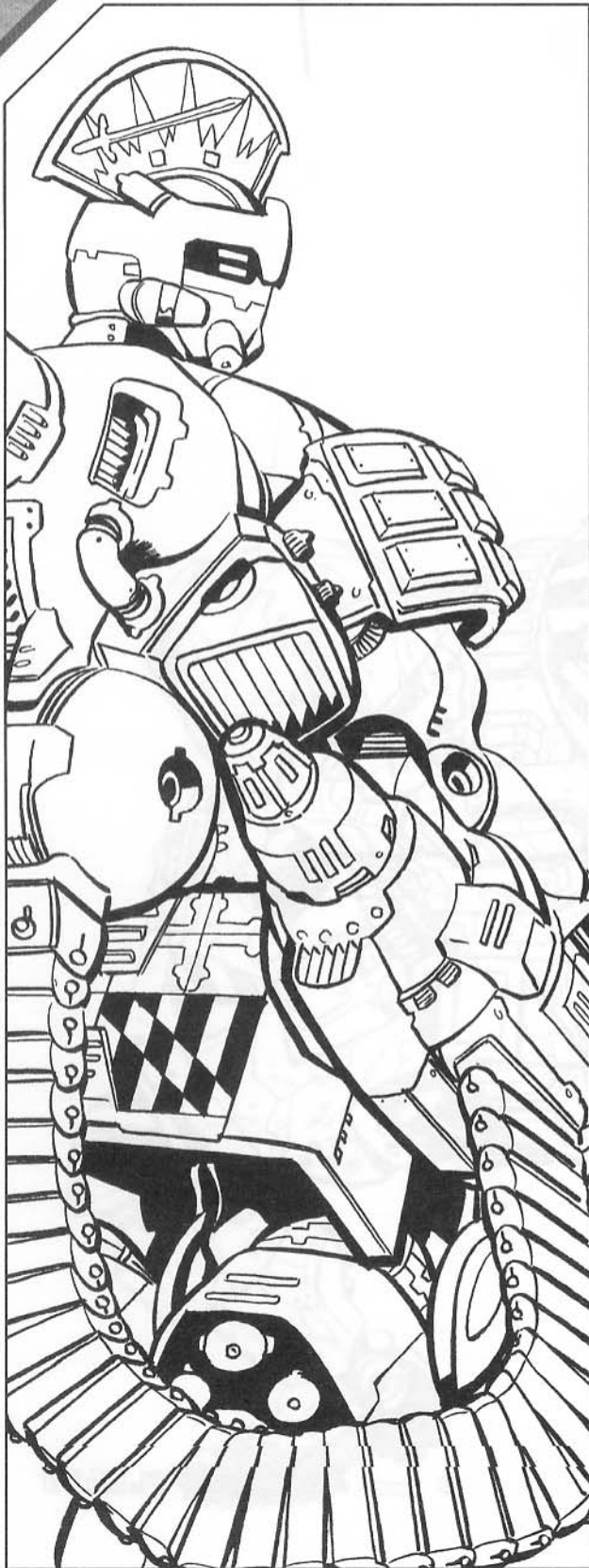
Attribute Modifiers: STR +2; DEX -1; RFL -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: Full, jump capable





CAVALIER

The Cavalier battle-armor suit is the result of the AFFC's program to create a unique Davion battle-armor design. The Cavalier corresponds to the Draconis Combine's Raiden suit. Although both suits are cosmetically unique, their performance capabilities are nearly identical to the capabilities of standard Inner Sphere battle armor.

The Cavalier is the product of Victor-Steiner Davion's "redesign for Davion pride" project, which also led to the redesign of traditional Davion 'Mechs such as the *Enforcer* and *JagerMech*. Davion designers created hundreds of designs and several dozen prototypes as they balanced aesthetics and the suit's combat worthiness. In the final design, armor plating had been shifted around the suit so that leg armor was enhanced by enlarged plating over the calves and thighs, but the suit's arms and hands lost significant armor protection. Some within the AFFC expressed the opinion that these aesthetically driven changes had compromised the armor's most important function: protecting the wearer from harm. Despite this concern, the officers assigned to the project concluded that the benefits balanced the drawbacks and approved the design.

Although the Cavalier's exposed elbow and hand joints make the suit more vulnerable to shrapnel, they also provide the wearer with an increased level of manual dexterity compared to that afforded by standard Inner Sphere battle armor. Furthermore, the program met the goal of creating a unique battle-armor suit for Federated Commonwealth forces, and the Cavalier has already boosted morale in those units that have received Cavaliers to replace standard battle armor lost in combat.

MechWarrior Game Rules

The Cavalier can carry either one primary weapon or two secondary weapons. It does not mount an SRM-2 pack, although the primary weapon can be a single-tube SRM launcher with four shots.

Equipment Ratings: E/E/E

Cost: 400,000 C-bills

Armor Values: 9/8/7/6

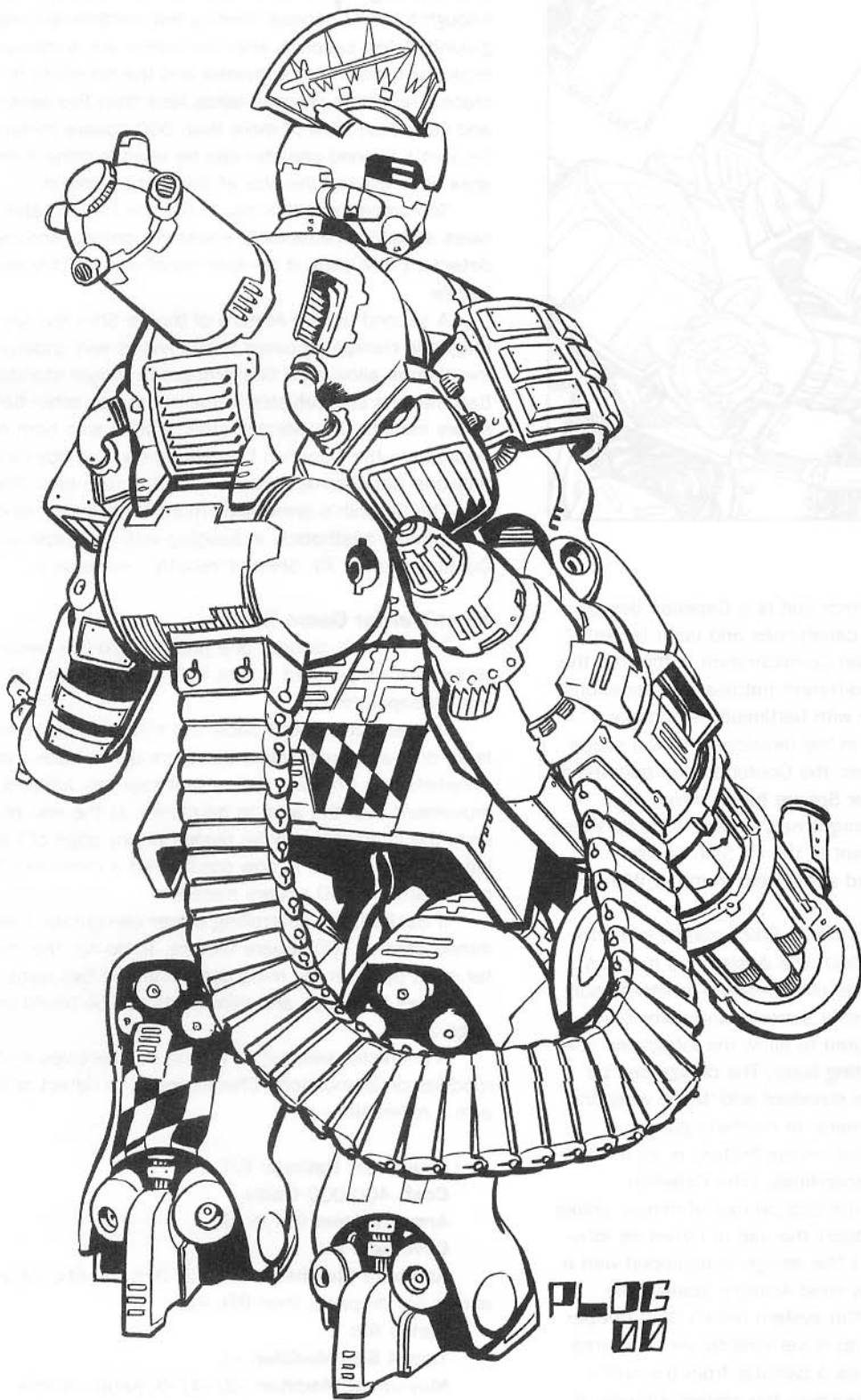
Coverage: Full

Attribute Modifiers: STR +3; DEX -1; RFL -1

Melee AP: 2

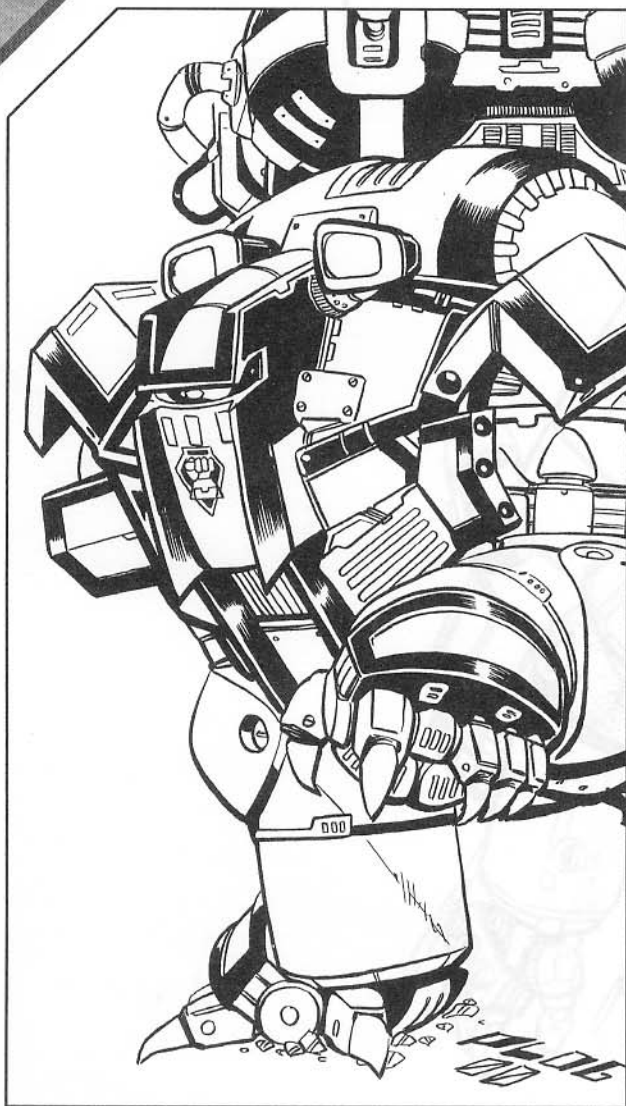
Target Size Modifier: -1

Movement Modifier: -2/-4/-6, jump capable



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FENRIR ASSAULT

The Fenrir is a Lyrans assault battle-armor design that features heavy firepower.

Although the AFFC was the first Inner Sphere military force to deploy battle armor, the early AFFC designs proved somewhat inferior to the "second-generation" battle-armor designs produced by other Inner Sphere powers in subsequent years. Consequently, Archon Katherine ordered Lyrans designers to develop new battle armor shortly after assuming the throne. She hoped the new designs would close the gap between the battle-armor capabilities of the Lyrans Alliance and its rival powers, as well as underscore her realm's independence of the Federated Commonwealth.

The Lyrans designers based the Fenrir design on the NAIS-designed Sloth battle armor. Using the same sturdy

quad configuration as the Sloth, the Fenrir (named after the demon-wolf of Teutonic mythology) also boasts a large weapons array.

The Fenrir was primarily designed as a highly mobile weapons platform, rather than a true battle-armor suit, and is controlled from a cramped "cockpit." The suit features a heavy-duty hardpoint that swivels so that weapons can be fired in a nearly 360-degree arc. The Fenrir can be fitted with any of the following weapon configurations: three small lasers or machine guns, two small pulse lasers, a four-tube SRM launcher, or a single medium pulse laser (the medium pulse laser is the largest weapon ever mounted on a battle-armor chassis).

Unfortunately, accommodating the weight of the swiveling mount and weapon arrays forced the Fenrir's designers to skimp somewhat on armor. Consequently, the Fenrir carries relatively light armor. The Fenrir's sturdy legs give it considerable speed, however, and its designers concluded the light armor was an acceptable concession to the other design considerations.

Typically, Fenrir troopers use hit-and-run tactics and try to use the design's superior firepower to overwhelm opponents before they can take advantage of the suit's weaknesses.

MechWarrior Game Rules

The Fenrir has no secondary weapon but can mount a variety of primary weapons on its top-mounted hardpoint. The primary weapons can swivel to face any direction except directly to the rear.

A Fenrir can mount one of the following weapons configurations:

- 3 support lasers (with HC military power packs)
- 2 support pulse lasers (with HC military power packs)
- 1 heavy support pulse laser (with HC military power pack)
- 3 support machine guns (with 40 shots of ammunition each)
- 1 SRM 4 launcher (with 16 missiles)

The SRM 4 launcher is treated like the standard battle-armor SRM launcher, but it can fire one to four missiles in a single turn.

Fenrir movement follows the *Vehicles* rules (p. 119).

Equipment Ratings: E/E/F

Cost: 500,000 C-bills

Armor Values: 7/7/6/6

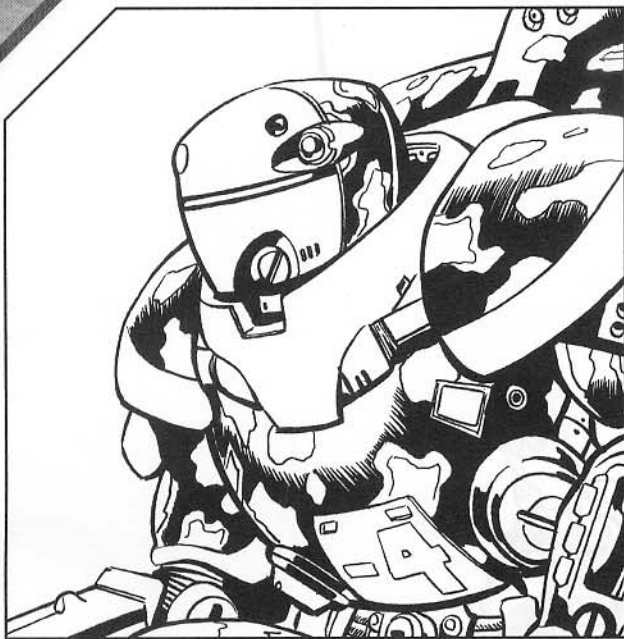
Coverage: Full

Attribute Modifiers: STR +3; DEX -4; RFL -2

Melee AP: 2

Target Size Modifier: -2

Movement Modifier: 60 m/turn (43 kph)



GRAY DEATH LIGHT SCOUT ARMOR

The Gray Death light scout armor suit is a highly mobile, sensor-equipped design created by the Gray Death Legion.

When the NAIS produced its first battle-armor prototypes, it naturally turned to the most loyal and experienced units it could find to perform field testing. Units chosen for this duty included elite front-line House units, such as the Davion Guards, the NAIS Cadet Cadre, which traditionally tests new weapons, and the renowned mercenary Gray Death Legion. The Legion was issued experimental battle armor shortly after its defeat on Sudeten at the hands of Clan Jade Falcon in 3050. Presumably a mercenary outfit was allowed access to such an important and secret project out of gratitude—it was the Legion's momentous discovery of a comprehensive Star League-era computer memory core on Helm in 3028 that led the NAIS to dozens of technological breakthroughs.

The Legion proved especially well-suited to its task; it traditionally had made extensive use of infantry, especially in anti-Mech operations. Although the soldiers were impressed by the suit's capabilities, they quickly compiled a long list of refinements and improvements and sent them to the NAIS. Simultaneously, the Legion's own highly trained technical staff set about making adjustments to the suits themselves in the mean time, well aware that the NAIS bureaucracy could delay the incorporation of design changes for months or even years.

By late 3051, the Legion engineers had created two distinct versions of Gray Death battle armor: a heavy suit

closely resembling the standard Inner Sphere armor, and a light scout suit.

Designed for advance scouting missions, the "scout suit" was created by stripping away half of the armor protection and the integral weaponry of the standard battle armor and adding a jump pack and a complex sensor array. The engineers also replaced the standard suit's mechanical claws with fully articulated armored gloves that enable a wearer to use any desired infantry weapons and equipment. This dexterity also aids the trooper in making effective anti-Mech attacks by facilitating the accurate placement of explosive charges on a BattleMech.

The Legion's scout armor made its debut against the Jade Falcons on the world of Pandora. Fighting in the thick jungle near the town of Vandmaal, the troops in the new battle suits employed its advanced sensors and enhanced mobility to great effect. Springing from the underbrush, the Legion's armored infantry managed to surprise the enemy forces. The troopers destroyed two 'Mechs and crippled three more with some well-placed satchel charges.

In the years following the Truce of Tukayyid, the Legion's scout armor continued to prove its worth in repeated engagements against a variety of foes. Today, the Gray Death Legion manufactures a limited amount of the suits by hand on Glengarry, mainly to replace their own losses in combat. A handful of the suits have been sold to other mercenary outfits, as well as the LAAF, but no other unit uses them in as effectively as the Legion.

MechWarrior Game Rules

Unlike most types of battle armor, a Gray Death light scout suit has no integral weapons. Instead, it has two fully functioning, five-fingered hands. A character wearing such a suit can therefore use any weapon that a character not wearing battle armor can, with no penalty to his Skill Checks. Use the appropriate skill (Rifles, Support Weapons, Blades and so on) rather than Gunnery/Humanoid when making attacks with such weapons.

The sensor package in the light scout suit functions as a combined portable radar sensor and portable heat sensor (see *Remote Sensors*, p. 107).

Equipment Ratings: E/E/E

Cost: 275,000 C-bills

Armor Values: 5/6/6/5

Coverage: Full

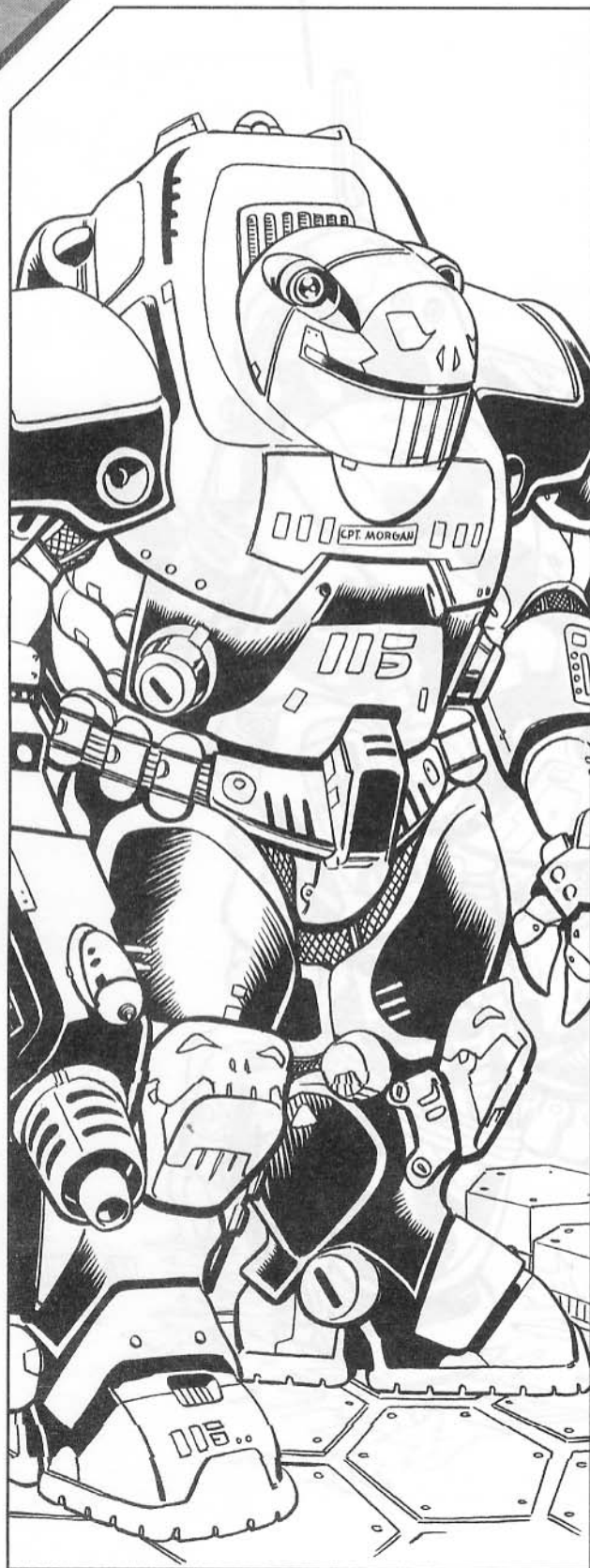
Attribute Modifiers: STR +2

Melee AP: 1

Target Size Modifier: +0

Movement Modifier: -1/-2/-3, jump capable





GRAY DEATH STANDARD

The Gray Death standard battle-armor suit features antipersonnel weaponry and an enhanced sensor suite.

Like the Gray Death light scout suit, the Gray Death standard battle-armor design was created after the NAIS supplied the Legion with battle-armor prototypes for field testing shortly after the initial Clan invasion. Responding to the assessments of the Legion troops, the Legion engineers enhanced the capabilities of the NAIS-supplied battle armor by adding an anti-personnel weapon for use in infantry-support operations and an enhanced sensor suite.

The Legion's battle armor made its debut against the Jade Falcons on the world of Pandora. Fighting amidst the thick jungle near the town of Vandmaal, the armor proved decisive in the Legion's victory over the Clan.

The Gray Death standard battle-armor suit is designed to reinforce conventional infantry when facing heavy BattleMech opposition. The armor offers the wearer both a physical and psychological edge. By amplifying the wearer's strength, it improves his chances of success in climbing onto a moving BattleMech in dangerous anti-Mech maneuvers. The suit's thick armor not only protects against weapons fire, but also reduces the feelings of exposure and vulnerability commonly experienced by infantry troops doing battle against opponents in BattleMechs.

In the years following the Truce of Tukayyid, the Gray Death Legion standard battle armor continued to prove its worth in repeated engagements against a variety of foes. Like the Legion's light scout suit, the standard battle armor is manufactured in limited amounts by the Legion on Glengarry. Generally, production is restricted to suits needed to replace battlefield losses. However, the Legion occasionally sells small numbers of suits to other mercenary units, as well as the LAAF.

MechWarrior Game Rules

Gray Death standard battle armor mounts one primary and one secondary weapon, but has no jump capability. Its sensor package functions as a portable radar sensor (see *Remote Sensors*, p. 107).

Equipment Ratings: E/E/E

Cost: 400,000 C-bills

Armor Values: 9/8/7/7

Coverage: Full

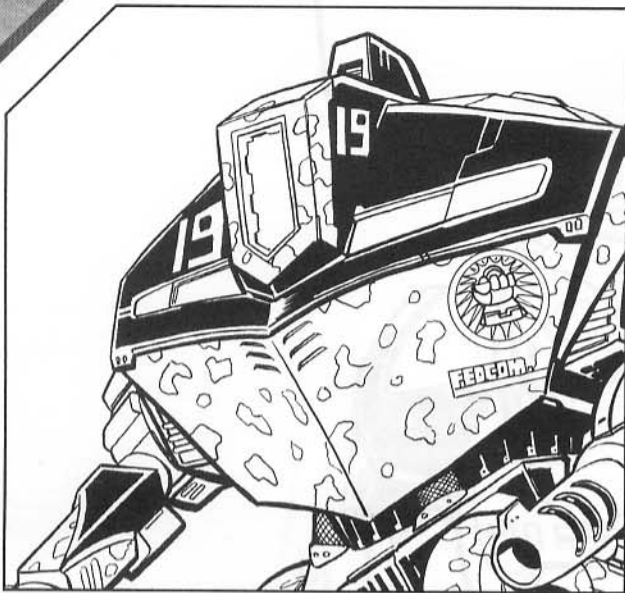
Attribute Modifiers: STR +3; DEX -2; RFL -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6





INFILTRATOR MK. I

The Federated Commonwealth's Infiltrator Mk. I battle-armor suit is a light reconnaissance design fitted with some of the most advanced stealth technology of any battle armor.

This remarkable design was based on Clan technology acquired during operations by the First Somerset Strikers, as well as prototype battle-armor research being conducted at the NAIS. Although much of the technology required to construct the light reconnaissance unit had existed for some time before its development, it took the Clan invasion to make tactical planners appreciate the advantages of fielding such complicated and well-integrated systems in such a small package.

Designed for tactical scout missions in heavily monitored enemy environments, the Infiltrator carries a sophisticated array of stealth systems that provide it with remarkable abilities to avoid detection, as well as sensitive intelligence-gathering devices. Using the Infiltrator's advanced radar and infra-red suppression systems, Infiltrator troops can disguise their radar and heat signatures with great effect and slip into enemy areas. Once in position, the Infiltrator trooper can use passive infra-red sensors, sensitive magnetic-anomaly detectors, and other components from the suit's impressive array of sensing and recording equipment to gather intelligence on enemy forces. The tactical advantages provided by the ability to position such sophisticated intelligence-gathering equipment deep within enemy-occupied territory make the Infiltrator one of the most important reconnaissance weapons available today.

Like most other reconnaissance designs, the Infiltrator carries little in the way of offensive armaments

and armor. Its single grenade launcher can provide only generalized defensive fire, and its relatively weak armor is designed to withstand small-arms fire only.

The first prototype Infiltrator was deployed by the Somerset Strikers during their raiding campaign against the Jade Falcons in 3050. Oddly enough, it was a cadet aerospace pilot—Katiara Kylie—who was the first trooper to use an Infiltrator in combat. (It is unclear why she was chosen to test a battle-armor suit, although rumor has it the Strikers' MechWarriors were too proud to assume the role of a common infantry trooper.) Kylie has since risen to the rank of Kaptain, commanding the aerospace brigade of the Fourteenth Donegal Guards RCT.

Initially deployed for live-fire testing on Waldorff V, the Infiltrator proved an invaluable weapon when the renegade Falcon's Claws launched a surprise attack against the Strikers. Although the ungainly Infiltrator had some trouble moving about in the sticky muck and undergrowth of Waldorff V's swamps, the Infiltrator troops used their battle armor's advanced stealth systems to conceal their presence and lay in ambush for the Clan attackers. Striking from such complete concealment, the Infiltrator performed admirably despite its shortcomings and was soon approved for full-scale production.

The Infiltrator marks an important milestone in the development of Inner Sphere battle armor. Despite its sub-standard performance, the suit is often found on today's battlefields. Thousands of Infiltrator suits were deployed across the Federated Commonwealth just before the secession of the Lyran Alliance in 3057, and many AFFC commanders continue to deploy Infiltrator troops for reconnaissance duties.

MechWarrior Game Rules

The Infiltrator's only weapon is an arm-mounted heavy grenade launcher. The suit's enhanced sensors provide the capabilities of a portable heat sensor (see *Remote Sensors*, p. 107).

The Infiltrator battle armor provides the same stealth capabilities as a combination sneak suit with electronic countermeasures and infrared suppression capability (see p. 56). Integral rechargers allow the suit's stealth systems to operate indefinitely. The suit's stealth modifiers are [ECM: 6, IR: 6].

Equipment Ratings: E/D/E

Cost: 300,000 C-bills

Armor Values: 7/7/6/6

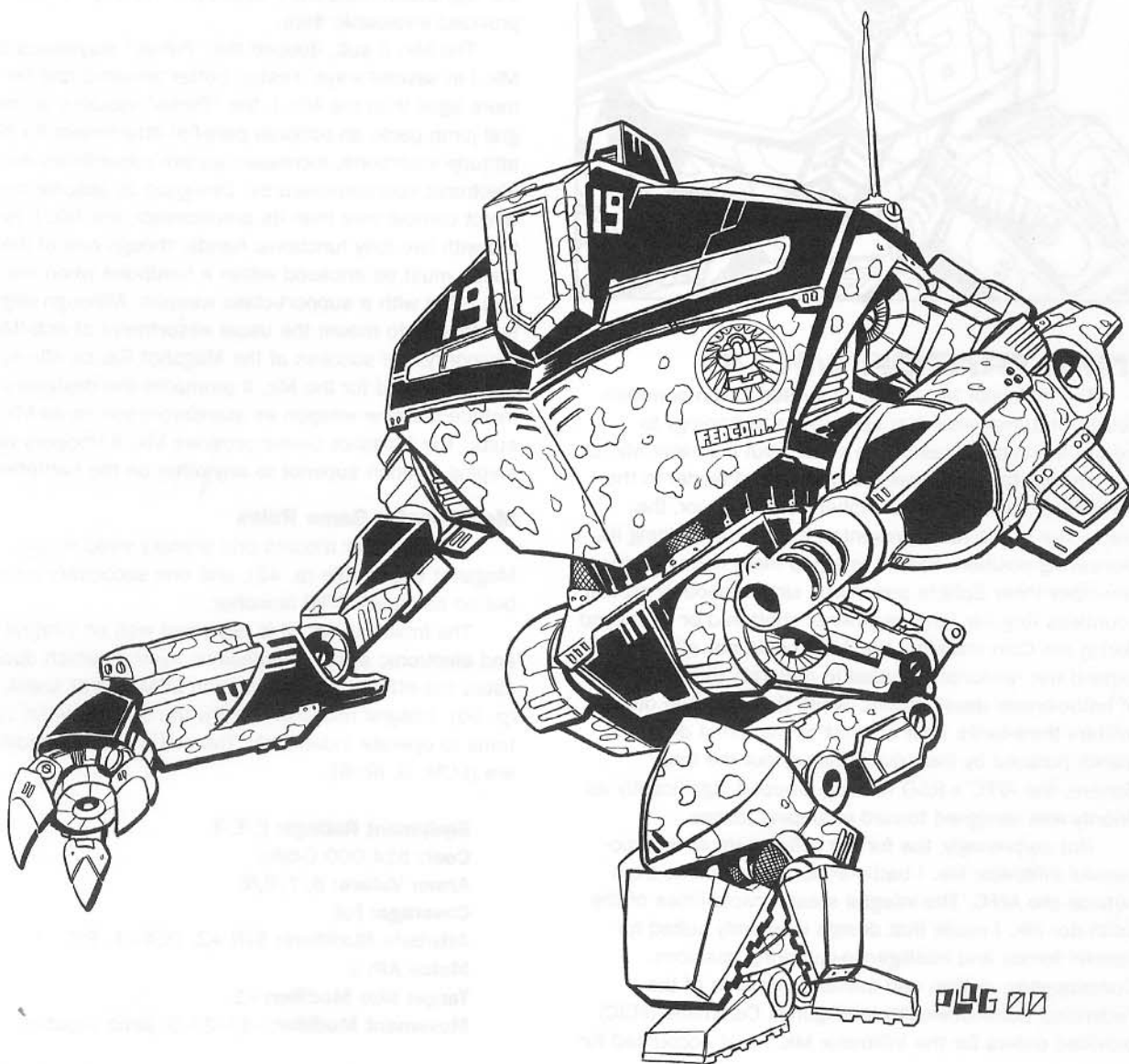
Coverage: Full

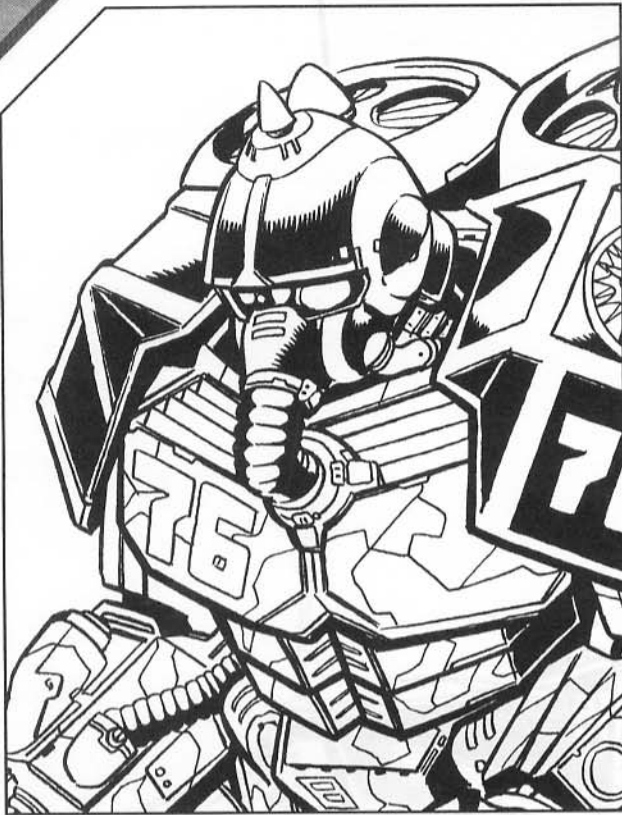
Attribute Modifiers: STR +3; DEX -1; RFL -2

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6





INFILTRATOR MK. II

The Infiltrator Mk. II is a Federated Commonwealth design that improves Star League-era technology to extend the capabilities of the successful Infiltrator Mk. I.

Though the AFFC was the undisputed leader in the early development of Inner Sphere battle armor, the sheer size of the AFFC prevented it from maintaining its pioneering position. Forced to equip more line units than any other Inner Sphere power and simultaneously rebuild countless Regular Army regiments shattered or destroyed during the Clan Invasion, the AFFC could not afford to expend the resources needed to maintain the same level of battle-armor development. While the NAIS and other military think-tanks kept abreast of the latest developments pursued by their rivals throughout the Inner Sphere, the AFFC's R&D funding dropped significantly as priority was assigned toward recouping losses.

Not surprisingly, the further refinement of the successful Infiltrator Mk. I battle-armor design came from outside the AFFC. The integral stealth capabilities of the Infiltrator Mk. I made that design inherently suited for special forces and intelligence-gathering missions. Consequently, civilian and military elements of the Federated Commonwealth Intelligence Command (FCIC) provided orders for the Infiltrator Mk. I that accounted for

the majority of the Infiltrators built in the first few years of production. Within a short period of time, the FCIC's Intelligence Secretariat directed its Office of Science and Technology (OST) to collaborate with the NAIS on developing a replacement for the Infiltrator Mk. I, tailored to the requirements of the FCIC's missions.

The breakthrough technology for the new suit came in 3057, however, when the Intelligence Secretariat learned that the Gray Death Legion possessed several Mark XXI Nighthawk suits obtained from a Star League vault on Karbala. Grayson Carlyle, now, Baron von Glengarry, had no choice but to comply with the Archon-Prince's request for the suits and by August they were en route to the NAIS, where engineers systematically dismantled them and analyzed their components. Though the Nighthawk suits were destroyed in the process, they provided invaluable data.

The Mk. II suit, dubbed the "Puma," surpasses the Mk. I in several ways. Faster, better armored and far more agile than the Mk. I, the "Puma" includes an integral jump pack, an optional para-foil attachment for high-altitude insertions, increased stealth capabilities and electronic countermeasures. Designed to assume a more direct combat role than its predecessor, the Mk. II is fitted with two fully functional hands, though one of the hands must be encased within a hardpoint when the Mk. II is fitted with a support-class weapon. Although originally intended to mount the usual assortment of anti-Mech weaponry, the success of the Magshot Gauss rifle specially designed for the Mk. II prompted the designers to include the new weapon as standard-issue on all Mk. II suits. The Magshot Gauss provides Mk. II troopers with a sniping weapon superior to any other on the battlefield.

MechWarrior Game Rules

The Infiltrator mounts one primary weapon, the Magshot Gauss rifle (p. 42), and one secondary weapon, but no backpack SRM launcher.

The Infiltrator Mk. II is equipped with an integral IR and electronic signal suppression system, which duplicates the effect of a combination ECM and IR sneak suit (p. 56). Integral rechargers allow the suit's stealth systems to operate indefinitely. The suit's stealth modifiers are [ECM: 6, IR: 6].

Equipment Ratings: E/E/F

Cost: 514,000 C-bills

Armor Values: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX -1, RFL -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, jump capable





KAGE LIGHT

The Kage (*shadow*) light battle-armor suit is a Kurita design that features stealth capabilities and the greatest jump capabilities of any Inner Sphere battle armor currently in production. Developed with advice from veterans of the Draconis Elite Strike Teams (DEST), the Kage is intended to replace the venerable DEST infiltration suit on scouting missions deep in hostile territory, particularly when numerous and well-armed opposition is expected.

DEST members have long relied on the infamous DEST infiltration suit, a remarkable combination of personal armor and stealth systems exclusively issued to the Combine's most elite agents. Initiated at the direction of the Draconis high command, the Kage battle-armor design represents an attempt to create a weapon that incorporates the capabilities of the DEST infiltration suit and the power and versatility provided by battle-armor technology.

The initial work on the Kage proved discouraging. Working from a Raiden prototype, the Kurita engineers first experimented with jump jet configurations to meet the jump capability specifications for the new design (Draconis commanders had specified that the new battle armor possess a jump capability exceeding those of most BattleMechs). The resulting prototype's volatile flight characteristics resulted in more than one test pilot's death, as the suits had a tendency to spin out of control and strike the ground at high speeds.

Eventually, the designers overcame this obstacle by fitting the suit with a partial-wing configuration and stabilizing fins. Combined with refined jump jet controls, these control surfaces provide the Kage with a jump capability exceeded only by that of Clan Cloud Cobra's Sylph battle armor. When the unit is not jumping, the fins retract to

reduce the battle armor's visibility and radar signature.

But the suit's impressive mobility is supplemented by stealth systems based on those used in the DEST infiltration suit. Although complete implementation of all the suit's systems took nearly four years, the Kage possesses ample speed and stealth for its intended missions.

Like most other reconnaissance designs, the Kage carries little in the way of offensive capabilities. The standard Kage arsenal consists of a single antipersonnel weapon, mounted on the forearm for hands-free operation. Typically, one trooper in every Kage squad is designated as a support element and equipped with a support weapon in place of the standard antipersonnel weapon. If a Kage squad is attached to a force equipped with Arrow IV launchers, the Kage support element often carries a compact TAG spotting laser in place of a heavy weapon.

MechWarrior Game Rules

Kage suits are normally equipped with one secondary weapon and no primary weapon. A suit designated as a support element carries a single primary weapon instead of a secondary weapon; the selected weapon may be a light TAG spotting laser (p. 44).

Unlike most types of battle armor, a Kage suit has two fully functioning, five-fingered hands. A character wearing such a suit can use any weapon that a character not wearing battle armor can, generally with a -1 penalty to appropriate Skill Checks (from the suit's RFL modifier). Use the appropriate skill (Rifles, Support Weapons, Blades and so on) rather than Gunnery/Humanoid when making attacks with such weapons.

The Kage's advanced jump pack allows longer jumps than the standard pack carried by most battle armor. An "assisted jump mode" leap in a Kage suit can be as long as 120 meters and can clear obstacles up to 24 meters high, while expending 5 fuel points.

The Kage battlesuit provides the same stealth capabilities of a combination sneak suit with electronic countermeasures and infrared suppression capability (p. 56). Integral rechargers allow the suit's stealth systems to operate indefinitely. The suit's stealth modifiers are [ECM: 6, IR: 6].

Equipment Ratings: E/E/F

Cost: 300,000 C-bills

Armor Values: 7/7/6/6

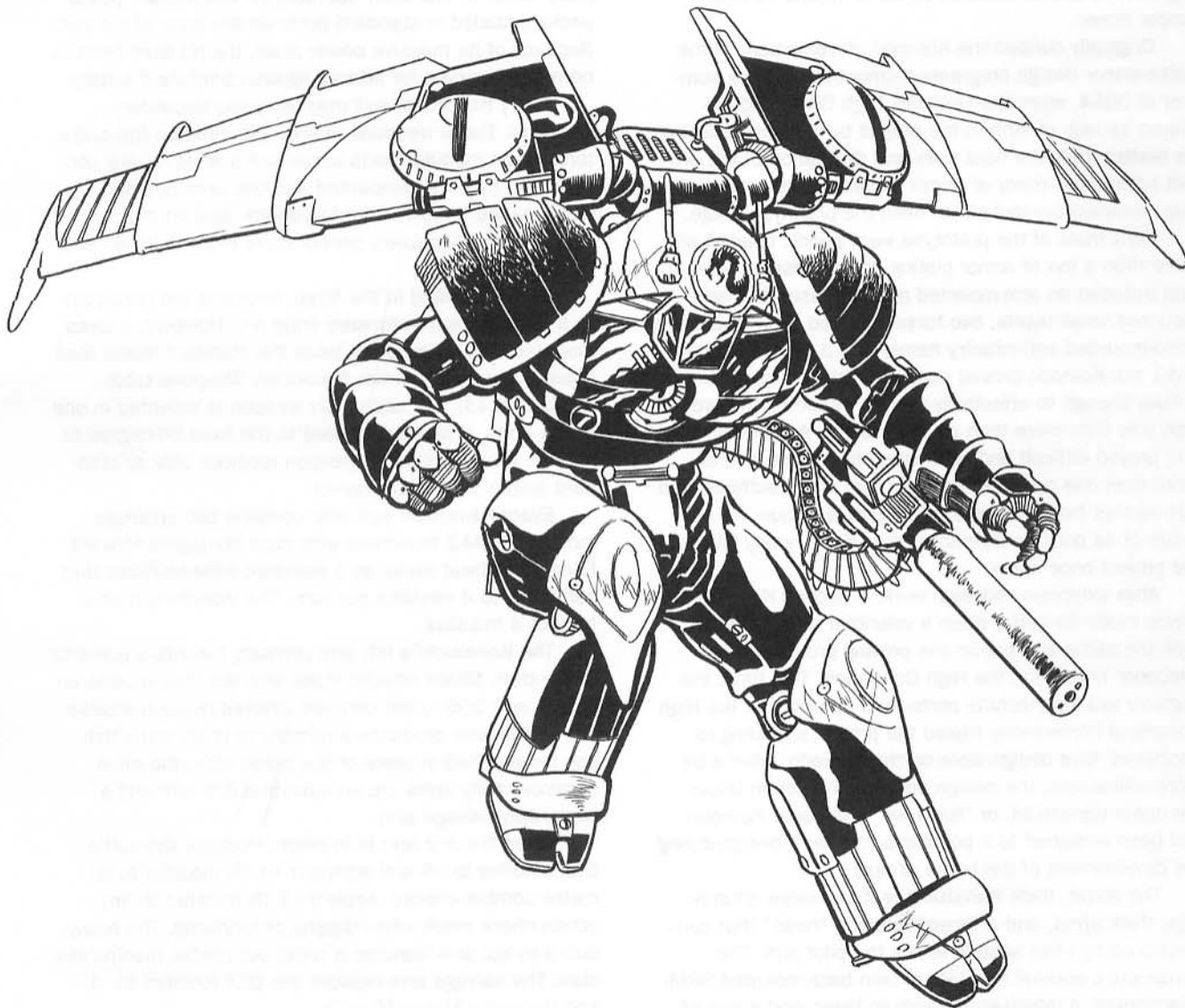
Coverage: Full

Attribute Modifiers: STR +2; RFL -1

Melee AP: 1

Target Size Modifier: +0

Movement Modifier: -1/-2/-3, jump capable (special)



PL0600

KANAZUCHI ASSAULT

The Kanazuchi is a Kurita assault design based on captured Clan battle armor. Five years in the making, the Kanazuchi features powerful weaponry and ample armor.

Originally dubbed the Komodo, development of the battle-armor design progressed smoothly until the summer of 3054, when the Draconis High Command displayed its lack of faith in the project by severely reducing its budget. Only the hard work and dedication of the project scientists—many of whom worked for little or no pay—enabled the design to reach the prototype stage.

Early trials of the prototype went poorly. Loaded with more than a ton of armor plating and a massive arsenal that included an arm-mounted medium laser, two arm-mounted small lasers, two torso-mounted SRM 2 racks, a torso-mounted anti-infantry flamer and a torso-mounted SMG, the Komodo proved nearly immobile. Unable to turn quickly enough to effectively use its weapons, the prototype was little more than an easy target. Additionally, the suit proved difficult and exhausting to control, and on more than one occasion Komodo test pilots suffered serious injuries from feedback or excessive torque. As a result of its poor performance, the DCMS nearly killed the project once again.

After extensive redesign work, a second Komodo prototype made its debut when a volunteer lab assistant took the battle suit out on the proving grounds before Theodore Kurita and the High Command. This time, the ungainly looking machine performed so well that the High Command immediately tripled the project's funding to accelerate final design work on the Komodo. After a bit more refinement, the design entered production under the name Kanazuchi, or "hammer" (the name *Komodo* had been assigned to a popular BattleMech design during the development of the battle armor).

The squat, thick Kanazuchi features large, stumpy legs, thick arms, and a forward-leaning "head" that contains a cockpit-like section where the pilot sits. The Kanazuchi's arsenal consists of twin back-mounted SRM-2 launchers, a 'Mech-sized medium laser, and a pair of pod-mounted secondary anti-infantry weapons. The design also features an impressive amount of armor. During the Kanazuchi's final field demonstration, in fact, the DCMS produced a captured Clan *Mad Cat* that unleashed a PPC blast directly at the battle suit. Though the blast virtually destroyed the powered armor, the pilot inside survived the hit relatively unhurt and even managed to return fire with two medium-laser bursts, much to the delight of the assembled observers.

Only a small number of Kanazuchi battle-armor suits are currently deployed. These are primarily used as defensive units because of their limited mobility.

MechWarrior Game Rules

Each Kanazuchi battle-armor suit comes equipped with a right-arm-mounted heavy support laser as its primary weapon. The laser operates on two military power packs installed in standard ports on the back of the suit. Because of its massive power drain, the medium laser is normally reserved for attacks against battlefield targets.

Every Kanazuchi suit may carry two secondary weapons. These weapons may be mounted on the suit's torso or on modular ports in the suit's arms, in any configuration (one torso-mounted and one arm-mounted weapon, two torso-mounted weapons, and so on). However, the Kanazuchi cannot carry more than two secondary weapons.

When mounted in the torso, weapons are restricted to a fixed 90-degree forward firing arc. However, a torso-mounted weapon receives twice the standard ammo load listed in the Battle Armor Secondary Weapons table (MW3, p. 143). If a secondary weapon is mounted in one of the arms, it is not restricted to the fixed 90-degree firing arc. An arm-mounted weapon receives only its standard ammo supplies, however.

Every Kanazuchi suit also contains two shoulder-mounted SRM-2 launchers with fixed 90-degree forward firing arcs. Treat these as a standard SRM launcher that can fire 1 to 4 missiles per turn. The launchers hold a total of 4 missiles.

The Kanazuchi's left arm normally mounts a powerful battle claw. Melee attacks made with the claw receive an APV 3; add 2D6 to the damage inflicted by such attacks. The DCMS also produces a number of utility arms that can be attached in place of the battle claw; the most common utility arms are an industrial drill arm and a heavy-duty salvage arm.

When the drill arm is in place, increase the suit's DEX modifier to -5 and adding a +4 TN modifier to all melee combat checks. Apply a -3 TN modifier to any action check made when digging or tunneling. The heavy-duty salvage arm features a small but nimble manipulator claw. The salvage arm reduces the DEX modifier to -1 and the suit's Melee AP to 2.

Equipment Ratings: E/E/F

Cost: 550,000 C-bills

Armor Values: 10/9/9/9

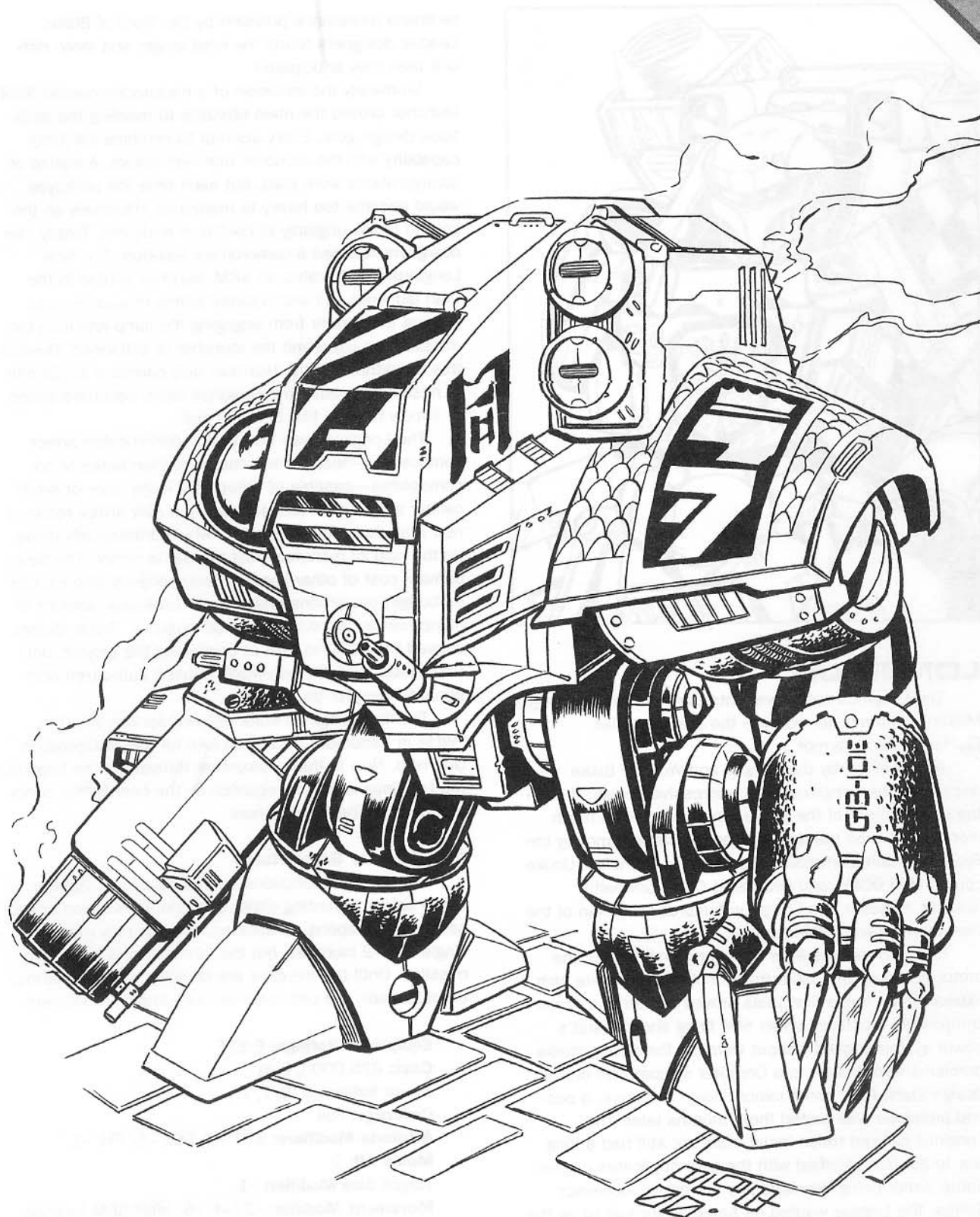
Coverage: Full

Attribute Modifiers: STR +5; DEX -3; RFL -4

Melee AP: 3 (+2D6 damage)

Target Size Modifier: -2

Movement Modifier: 1/2 rate





LONGINUS

The Longinus suit represents the Free Worlds League Military's attempt to replicate the standard Clan Elemental battle armor.

A joint effort by the League and Word of Blake designers, the Longinus is an impressive design, though the development of the battle armor proceeded much more slowly than the development of battle armor by the Federated Commonwealth and Draconis Combine. Unlike comparable DCMS and Federated Commonwealth designs, however, the Longinus features a version of the Clan Elementals' SRM launcher.

Eighteen months after initial research began, the prototype Longinus began trials on Atreus. Despite high expectations, these first trials proved disastrous. Armor composites shattered under test firing and the suit's power systems failed without warning. Eventually, these problems were traced to a ComStar sympathizer on the design staff. After some minor design revisions, a second prototype was tested three months later. The Longinus passed these initial trials but still had a long way to go. Not satisfied with the pale duplicates of Clan battle armor being developed by the other Successor States, the League wanted its battle-armor suit to be the equal of Clan battle armor in every way. But even with the

technical assistance provided by the Word of Blake, League designers found the road longer and more difficult than they anticipated.

Ultimately the inclusion of a backpack-mounted SRM launcher proved the main obstacle to meeting the ambitious design goal. Every attempt to combine full jump capability with the launcher met with failure. A myriad of configurations were tried, but each time the prototype would become too heavy to maneuver effectively on the ground or too ungainly to control in mid-jump. Finally, the designers reached a compromise solution. The final Longinus incorporated an SRM launcher similar to the Clan launcher, but with internal safety mechanisms to prevent the wearer from engaging the jump jets until the missiles are used and the launcher is jettisoned. Despite this breakthrough, the launcher only carries a single pair of missiles because the Longinus lacks adequate space to supply reloads like the Clan suit.

The Longinus was fitted with sophisticated armor composites—near perfect copies of Clan battle-armor composites—capable of stopping a large laser or small-caliber autocannon hit. However, the new armor required new manufacturing processes, which dramatically drove up the cost of manufacturing the battle armor. The development cost of other Longinus components also exceeded budget projections and took an excessive amount of manpower away from other, vital projects. These factors caused the LCCC to balk at continuing the project, until Captain-General Thomas Marik himself authorized additional funding for the project.

The first Longinus suits entered service with the FWLM in December 3057, too late for use in Operation Guerrero. Now in thin deployment throughout the League, the Longinus is widely regarded as the best battle armor produced by the Inner Sphere.

MechWarrior Game Rules

The Longinus functions as standard Inner Sphere battle armor, mounting either one primary weapon or two secondary weapons. In addition, the suit may mount a single SRM-2 launcher, but the launcher only holds two missiles. Until the missiles are launched (and the launcher jettisoned), the unit may not use jumping movement.

Equipment Ratings: E/E/F

Cost: 425,000 C-bills

Armor Values: 9/8/7/7

Coverage: Full

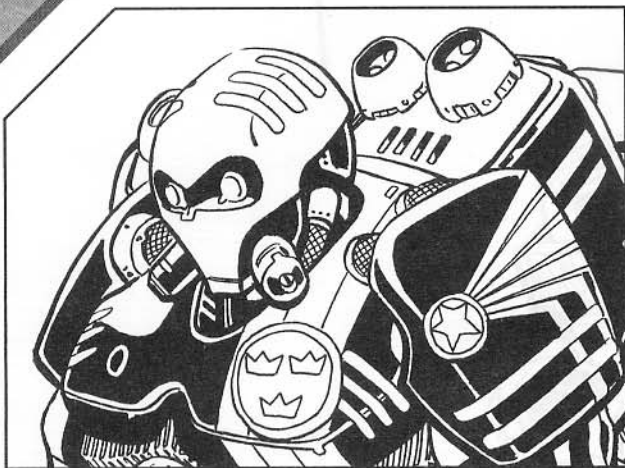
Attribute Modifiers: STR +3; DEX -2; RFL -1

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -2/-4/-6; after SRM launcher jettisoned -1/-2/-3, jump capable





PURIFIER ADAPTIVE

Purifier adaptive battle armor is a Word of Blake design that incorporates advanced camouflage technology and the ability to mount spotting lasers or missile beacons.

At the time of the Word of Blake invasion of Terra in 3058, ComStar scientists at the Sandhurst Royal Military College were working on an infantry uniform that used mimetic—color-shifting—technology. ComStar believed that this research was destroyed when elements of the Word of Blake's Task Force Steel overran the college, despite the valiant efforts of the Sandhurst Training Regiment. ComStar believed the technology has been lost until August of 3061, when the Word of Blake Militia unveiled a new battle-armor prototype that incorporated the mimetic technology.

Word of Blake engineers had learned a great deal about battle-armor construction and development during their joint effort with the Free Worlds League Military to produce the Achilles light battle armor, and much of that knowledge is reflected in the Purifier. Like the Achilles, the Purifier features armor-composite sheaths, laid over a myomer musculature. Unlike the Achilles, the Purifier contains dozens of micro-cameras tied to a central processing unit buried in the upper back of the chest plate. These micro-cameras continually feed images of the surrounding environment to the computer, which then sends electrical impulses to a chemical composite impregnated in the Purifier's armor sheaths. These impulses control the color of the chemical composite. As the battle armor moves, the computer processor receives feeds from the micro-cameras and manipulates the flow of current to each part of the suit, so that each section changes color to blend in to the surrounding terrain.

Although the system can shift the Purifier's coloring quite rapidly, the speed is limited so the processor cannot properly camouflage the unit if the surrounding terrain changes too quickly or too often. This has no effect

when the Purifier is moving at slower speeds. But if the battle armor moves at its maximum speed, the mimetic effect actually makes it easier to spot, as the rapidly shifting colors make the Purifier stand out rather than blend in. Regardless of this drawback, the mimetic adaptation was deemed a success. (Technological limitations make it unfeasible to adapt this system for use with vehicles or 'Mechs.)

Once the armor had been perfected, the Word of Blake tested several different weapon systems for use with the Purifier. Trading on their close ties to the FWLM, the Word of Blake secured shipments of the League's new extended-range small laser for inclusion on the Purifier. To take advantage of their access to the League's new long-range missile submunitions, the Purifier's designers constructed the battle armor with the capability to accommodate a compact TAG system; this system has proved very effective when used in tandem with the FWLM's new semi-guided long-range missiles. World of Blake engineers further improved the design's targeting capabilities by producing a compact NARC missile beacon to mount on the new battle armor. This addition makes the Purifier a powerful missile spotter, though the bulky Narc unit does limit the suit's mobility until the beacon is fired and the empty launcher discarded.

MechWarrior Game Rules

Purifier adaptive battle armor follows the normal rules for Inner Sphere battle armor. The battle armor may mount either two secondary or one primary weapon, which can be an ER support laser, a light TAG spotting laser (p. 44) or a special Narc missile beacon launcher. The Narc launcher is fired like a standard SRM launcher but can be loaded only with Narc ordnance (p. 36) and holds two shots. After its ammo load is expended, the launcher can be jettisoned. A Purifier fitted with a Narc launcher cannot use its jump capability until the missiles are launched and the launcher is jettisoned.

The Purifier has the stealth capabilities of a combination sneak suit with electronic countermeasures, electronic camouflage and infrared-suppression capabilities (p. 56). Integral rechargers allow the suit's stealth systems to operate indefinitely. The suit's stealth modifiers are [Camo: 4, ECM: 6, IR: 6].

Equipment Ratings: E/E/F

Cost: 400,000 C-bills

Armor Values: 8/7/6/6

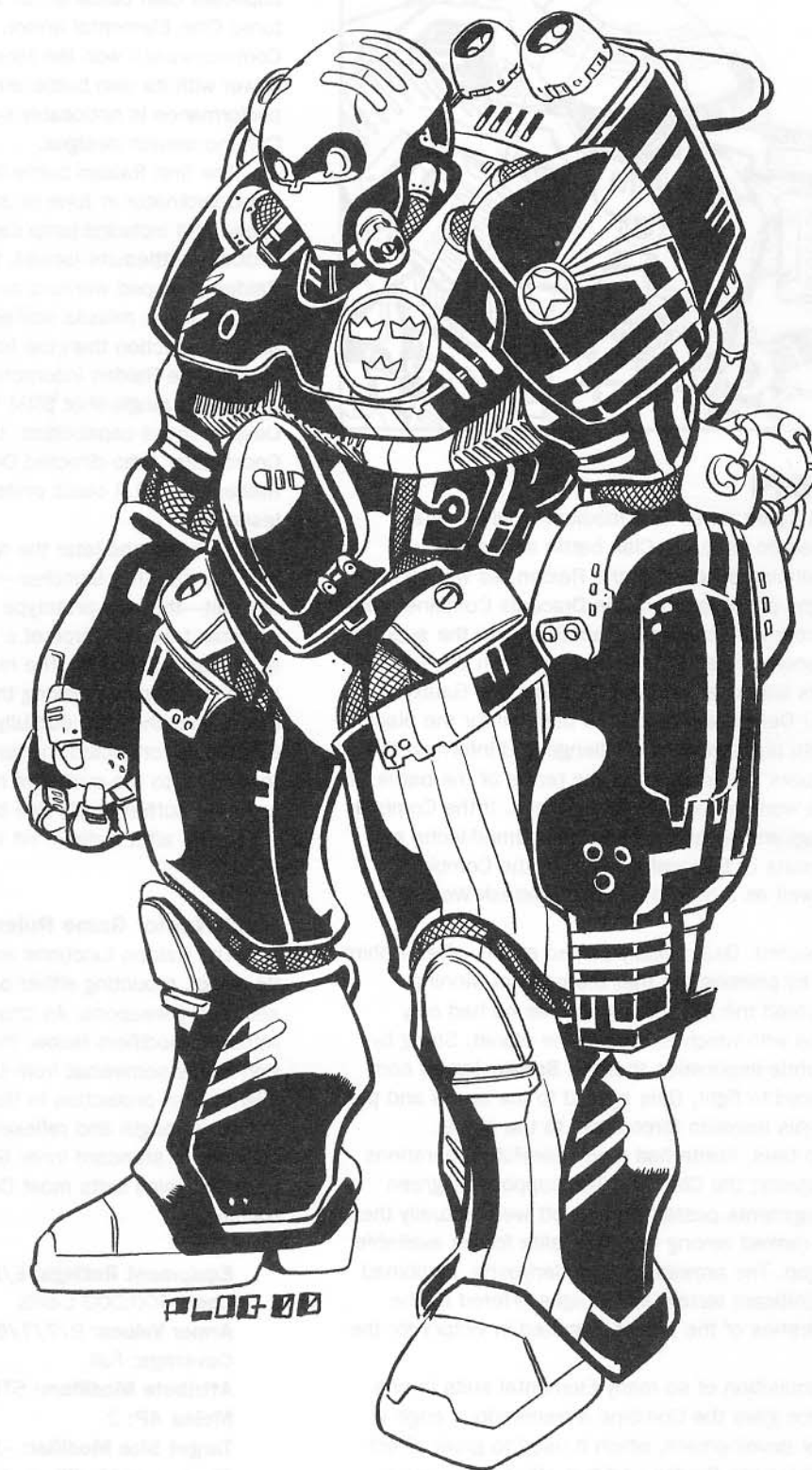
Coverage: Full

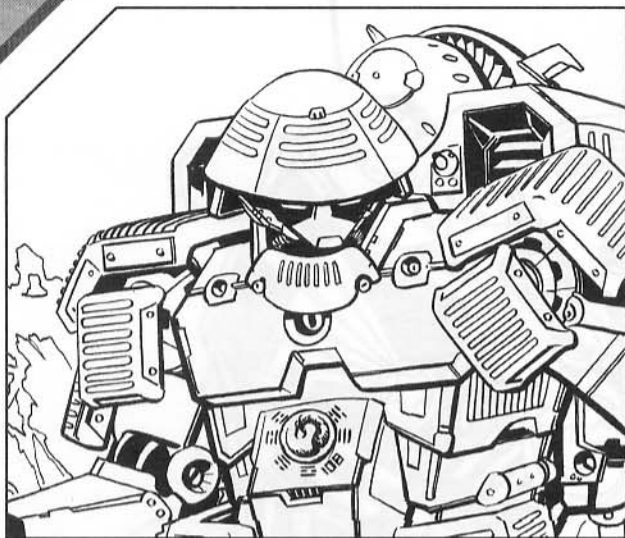
Attribute Modifiers: STR +3; DEX -1

Melee AP: 1

Target Size Modifier: -1

Movement Modifier: Full, jump capable





RAIDEN

Raideen battle armor is a medium-weight Kurita design based on captured Clan battle armor.

The stunning success of the Raideen, as well as the other designs produced from the Draconis Combine's battle-armor programs, can be traced directly to the supreme overconfidence of Clan Smoke Jaguar. When the Jaguars' Mistweavers Galaxy arrived over Wolcott and Galaxy Commander Deitr Osis issued the batchall for the planet, Hohiro Kurita answered the challenge and informed the Smoke Jaguars' commander of the terms of the battle. If the Jaguars won, Wolcott would be theirs. If the Combine won, the Jaguars would surrender four OmniMechs and two dozen suits of Elemental armor to the Combine forces, as well as a promise never to attack Wolcott again.

As expected, Osis initially balked at this offer. Hohiro responded by pointing out that the odds of winning strongly favored the Smoke Jaguars, as he had only green troops with which to defend the planet. Stung by Hohiro's subtle implication that the Smoke Jaguar commander feared to fight, Osis agreed to the terms and personally led his invasion force down to the planet. Unknown to Osis, Kurita had made careful preparations for battle against the Clan foe. The supposedly green "Yuutsu" regiments posted on Wolcott were actually the Genyosha, ranked among the most elite forces available to the Dragon. The prowess of the Genyosha, combined with the significant terrain advantages offered by the wooded marshes of the planet, resulted in victory for the Combine.

The acquisition of so many Elemental suits in pristine condition gave the Combine a tremendous edge in battle-armor development, which it used to great effect when designing the Raideen and two other battle-armor

variants (the light Kage and the heavy Kanazuchi). The Raideen battlesuit represents the DCMS's attempt to duplicate Clan battle armor by reverse-engineering captured Clan Elemental armor. Though the Federated Commonwealth won the race to be the first Inner Sphere power with its own battle armor designs, the Raideen's performance is noticeably superior to that of comparable Commonwealth designs.

The first Raideen battle-armor suit was presented to the Coordinator in June of 3052. It displayed adequate speed and included jump capability, features that early FedCom battlesuits lacked. Perhaps more important, Raideen-equipped warriors could withstand medium laser fire and some missile strikes, demonstrating far better armor protection than the Infiltrator and Sloth prototypes. Initially, the Raideen incorporated a small laser in the right arm and a single-shot SRM launcher on the left shoulder. Despite these capabilities, the suit did not satisfy the Coordinator, who directed DCMS designers to modify the Raideen so that it could protect a trooper against a larger laser hit.

Nine months later the modified Raideen was ready. Without the SRM launcher—which tended to unbalance the suit—the new prototype mounted enough armor to withstand the full force of a large laser hit and still move at reasonable speed. The research director, fully trusting in his creation but lacking the strength or training to properly control the suit, dutifully obeyed the Coordinator and personally conducted the new prototype's testing. It is a testament to the quality of his work that the 70-year old scientist suffered only five broken bones and a month in a hospital after a direct hit from a BattleMech's large laser.

MechWarrior Game Rules

The Raideen functions as standard Inner Sphere battle armor, mounting either one primary weapon or two secondary weapons. As shown in the armor values and Attribute modifiers below, the Raideen's physical construction varies somewhat from the standard model, offering slightly less protection to the wearer in exchange for greater strength and reflexes. This makes the Raideen superior to standard Inner Sphere battle armor in melee combat, which suits most Combine warriors' tastes and training.

Equipment Ratings: E/E/E

Cost: 400,000 C-bills

Armor Values: 9/7/7/6

Coverage: Full

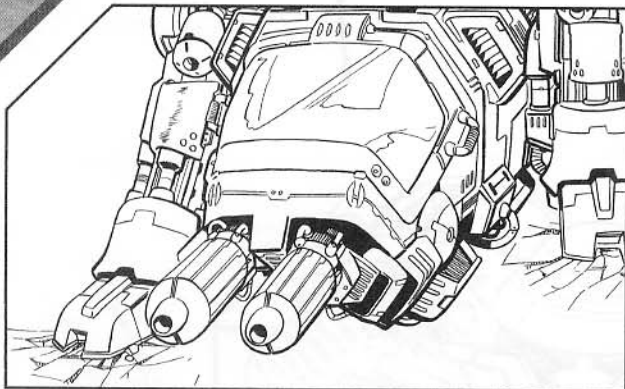
Attribute Modifiers: STR +4; DEX -2

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: -1/-2/-3, jump capable





SLOTH

The SLH-X Sloth battle armor is a heavily armed Federated Commonwealth design.

The Sloth owes its existence to a daring raid on a Jade Falcon facility on Twycross, where the First Somerset Strikers managed to make off with a significant amount of materiel and data. The importance of this data is recounted in the following excerpt from Intelligence Secretariat Internal Document no. 64821/CTC, sent to Archon Melissa Steiner Davion from Marshal Daniel Darwith of MI2:

"We received technical maintenance documents for the Vulture Class BattleMech, as well as documents and samples of the Toad class power armor suits. The long-term impact on our weapons programs will be considerable. The Clans have made great improvements in fire-control systems, weapons, power plants and basic metallurgy. The Strikers' information will save our R&D teams years of development time in those areas ... The technical data on the Toad battle armor also helped us surmount a technological barrier in our IFR-X and SLH-X battlesuit programs. The myomers we used to drive the legs were too short to generate the power necessary for the suits to maneuver effectively on the battlefield. As you know, the longer the myomer, the greater its contraction when exposed to an electric current. A review of the Clan technical data showed that Clan designers solved this problem by giving their myomers a pseudolength twice their actual length."

This information came at an opportune time for the Federated Commonwealth, which sought to produce a heavily armored suit to supplement its light Infiltrator design. To meet that goal, the Sloth's designers decided on an impressive weapon load of two small lasers and a special anti-Mech mine launcher. To support the additional weapons on the chassis while maintaining stability, the designers adopted an unusual four-legged configuration for the Sloth. This configuration raised some eyebrows among Commonwealth troopers, but any doubts

about the configuration were soon quelled by the enhanced firepower and stable firing platform it provides.

Unconfirmed reports claim that Franklin Sakamoto—allegedly the bastard son of Coordinator Theodore Kurita—actually tested the Striker's very first Sloth suit in combat alongside the first Infiltrator on Waldorff V. Lieutenant General Adam Steiner, commander of the Strikers at the time, confirms that the test-pilot's name was indeed Franklin Sakamoto, but he supports the official Draconis Combine statement that the pilot is no relation to the Kurita family in name or title. Apparently an unsubstantiated rumor, but one which would bear considerable irony if true—who would imagine that the scion of the ancestral enemy of House Davion would field test one of its top-secret weapons?

As with the Infiltrator, the Sloth was deployed in limited numbers across the Federated Commonwealth just before the secession of the Lyran Alliance, where it can still be found to this day. As the more advanced Fenrir begins to achieve wide deployment, however, it is expected the Sloth will eventually disappear from the battlefield.

MechWarrior Game Rules

The Sloth is armed with two support lasers on fixed mounts. These weapons cover the firer's 90-degree forward firing arc only, so players operating Sloth units should note the facing of the armor at all times.

The Sloth's quadruped design gives it a low profile and a stable firing platform but drastically reduces the pilot's ability to interact with equipment and the environment. The Sloth suit lacks hands or manipulative claws, so a wearer cannot pick up or hold objects. It also inflicts severe penalties to most physical actions attempted by any trooper wearing it (these penalties are represented by the DEX and RFL modifiers shown below). However, ranged attacks against it must be made as though it were Prone and receive a +2 TN modifier.

The Sloth's mine launcher carries a single limpet mine of any desired ordnance type (see p. 35). The mine may be attached to the vulnerable underside of a BattleMech at short range or launched at any metallic target, using the range profile of a standard (compact) grenade launcher.

To reflect the Sloth's quad configuration, the battle armor moves using the *Vehicles* rules (p. 119).

Equipment Ratings: E/F/E

Cost: 300,000 C-bills

Armor Values: 7/7/6/6

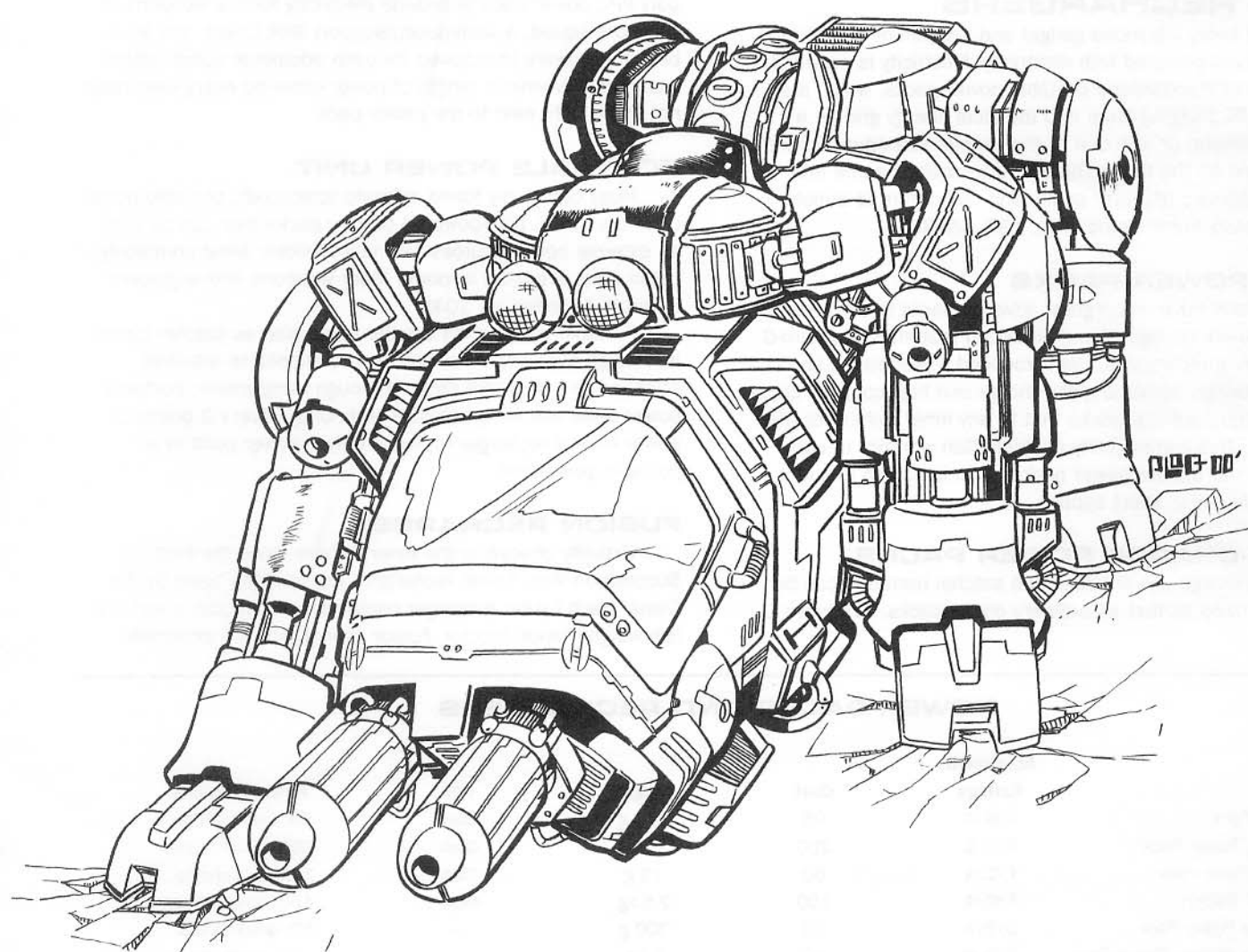
Coverage: Full

Attribute Modifiers: STR +5; DEX -4; RFL -4

Melee AP: 2

Target Size Modifier: -1

Movement Modifier: 45 m/turn (32 kph)



MISCELLANEOUS GEAR

The following equipment ranges from the common and mundane to the outlandish and obscure. Each item description contains rules for using the item or provides a page reference for the appropriate rules in *MW3*.

The item description are divided into nine sub-sections: *Power Packs and Rechargers, Communications Gear, Computers, Optics, Espionage and Surveillance Gear, Medical Equipment and Procedures, Survival Equipment, Repair and Salvage Gear, and Vehicles*. Game statistics are provided in tables at the end of each sub-section.

POWER PACKS AND RECHARGERS

Nearly every advanced gadget and weapon of the thirty-first century is powered with electricity. Electricity is provided by a range of standardized portable power packs, which are recharged by plugging them into the local energy grid (in a large settlement) or with one of the various standard rechargers available (in the field). This section provides some less-common varieties of power packs and rechargers to supplement the assortment found on p. 139, *MW3*.

CLAN POWER PACKS

The Clans have made great advancements in the area of compact power storage. Using advanced materials and zero-G manufacturing techniques, Clan-produced power packs and satchel batteries combine quick-charge and high-capacity capabilities in standard-size packs that fit any Inner Sphere or Clan equipment. This compatibility enables Clan warriors to use standard Inner Sphere power packs when the more efficient Clan models are in short supply.

QUICK-CHARGE POWER PACKS

Quick-charge power packs and satchel batteries can be recharged twice as fast as ordinary power packs. For every 1

power point from a recharger, a quick-charge pack receives 2 power points.

Quick-charge packs are less common, heavier, and provide less power than standard power packs, however.

SUPPORT PPC POWER PACK

Support PPC power packs are specially designed for use with the enormously energy-hungry support PPC (p. 43), but these power packs can be used to power any piece of equipment that uses a standard power pack.

With a simple field modification, up to seven additional "outlets" can be attached to the pack, enabling a single support PPC power pack to provide electricity for the weapons of an entire squad. A Technician/Support Skill Check and 50 C-bills in hardware is required for each additional outlet, which includes a five-meter length of power cable so every user need not stand right next to the power pack.

PORTABLE POWER UNIT

Most commonly found onboard spacecraft, portable power units are small, high-powered battery packs that can be used as external power sources for many devices. Most commonly, these units are used to power laser weapons and engineers' portable consoles (p. 103).

Portable power units are the same size as satchel batteries, weigh two kilograms, and can be clipped to a belt or attached to a shoulder strap. Although inexpensive, portable power units use fairly primitive technology. Every 2 points of power from a recharger replaces only 1 power point in a portable power unit.

FUSION RECHARGER

Virtually unseen in the Inner Sphere since the First Succession War, fusion rechargers are routinely used by the Clans. Each fusion recharger contains a remarkably small and lightweight fusion reactor. Fusion rechargers are extremely

POWER PACKS AND RECHARGERS

Item	Equipment Ratings	Cost	Weight	Afil	Power Capacity
Clan Power Pack	F/B/A	25	275 g	Clan	30; quick-charge
Clan Military Power Pack	F/C/B	200	5 kg	Clan	300; quick-charge
Clan Micro Power Pack	F/C/A	50	15 g	Clan	20; quick-charge
Clan Satchel Battery	F/C/A	100	2.5 kg	Clan	150; quick-charge
Quick-Charge Power Pack	D/B/A	10	300 g	—	10; quick-charge
Quick-Charge Military Power Pack	D/B/B	80	6 kg	—	100; quick-charge
Quick-Charge Micro Power Pack	E/C/A	20	20 g	—	10; quick-charge
Quick-Charge Satchel Battery	D/B/A	40	3 kg	—	50; quick-charge
Support PPC Power Pack	D/C/C	750	25 kg	—	1,500; encumbering
Portable Power Unit	C/B/A	10	2 kg	—	80; slow-charge
Fusion Recharger	D/E/B	5,000	40 kg	Clan	100 per hour

useful for extended missions because they generate power rather than drawing it from local power grids, require no fuel and very little maintenance. Like a heavy-duty recharger, a fusion recharger can charge up to five power packs at the same time.

COMMUNICATIONS GEAR

Communications gear is at the heart of the modern battlefield. No operation, large or small, can be effectively carried out if commanders cannot stay in constant communication with their superiors and subordinates. The side with an edge in communications has a tremendous advantage, indeed. The items in this section range from simple comm sets to advanced field kits and provide characters the edge they need to stay one step ahead of the enemy.

RADIO

When a hard-wired communication line is unavailable or undesirable, the most common alternative has remained unchanged for a millennium: radio. The *MW3* rulebook describes the most widely used radio devices; more uncommon devices are described here.

Advanced Field Comm Kit

The advanced field communications kit is used almost exclusively by battlefield commanders coordinating massive offenses. This kit can operate on 200 channels simultaneously. Typically, advanced comm kits are used to communicate with orbiting DropShips that are awaiting landing instructions. In addition to having the capabilities of the long-range communications kit, the advanced comm kit can display an electronic map of the local battlefield. This map can be linked with up to 60 remote sensors and will automatically update the location of all friendly and detected enemy units, generate maps based on field reports, and allow limited simulation of the current battle situation.

Five people are required to carry and operate the advanced field comm kit. If it is fully staffed by competent characters (all with Comms/Conv. Skill), the commander gains a "Excellent Equipment On Hand" -3 modifier to all Strategy and Tactics TNs as long as he maintains constant communication with the kit operators.

Communications Headset

The communications headset is a microphone/earphone combination that goes over the user's head, with the mic extending next to the user's mouth. The main communicator itself is located at the back of the wearer's neck. With a range of about 100 meters—just powerful enough for use on board a DropShip (this device has limited usefulness on JumpShips and WarShips as a result of the limited range)—the device operates off a small integral battery that can power the device for one month of use. If desired, a communication headset can be powered by a standard power pack.

SatNav Receiver

A satellite-navigation (SatNav) receiver is a fantastically useful piece of late twentieth-century technology that triangulates with orbiting satellites and tells the user exactly where he is. That may not seem like much, but before the SatNav, people had to calculate their positions using primitive compasses, landmarks and the stars. Armed with a SatNav receiver, a person can instantly get his precise coordinates and find his location on a map with an accuracy of +/-5 meters.

Most SatNav receivers can be plugged into a personal computer or holomap (p. 118) that will automatically chart the user's location and provide detailed directions to any desired destination. Because satellite navigation requires ultra-precise timekeeping, each SatNav receiver also provides atomic-clock accurate Terran Standard Time (TST). A character needs the local access codes (for their current planet) in order to decode the signal.

Found in virtually every Terran vehicle, personal telecom unit and portable computer since the middle of the twenty-first century, SatNav systems are far less common on other planets because they require an extensive network of dedicated positioning satellites in orbit around the planet, not to mention software tailored to the specific planet in question. Before the Star League collapsed, every heavily populated world in the Inner Sphere had an operational SatNav network in orbit. During the Succession Wars, many of these networks were repeatedly destroyed or damaged beyond repair. Eventually, a number of planets simply chose not to rebuild them. Currently, SatNav networks are in place on every Successor State capital world and can be assumed to exist on major secondary systems as well. However, functional networks are virtually unknown on planets within two jumps (60 light-years) of any border or in the Periphery.

RADIO COMMUNICATIONS GEAR

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Advanced Field Comm Kit	D/D/B	100,000	100 kg	COM	Pwr use: 10/hr; range: 1,000 km ground/2,500 km to satellite
Communications Headset	D/C/A	50	10 g	—	Pwr use: 1/week; range: 100 m
SatNav Receiver	C/C/A	75	500 g	—	Pwr use: 1/hr
Intercom Link	D/B/A	500	5 g	—	Pwr use: 1/6 hr

Because Clan armies historically met in set-piece battles at specified locations, they had little need for SatNav networks. However, during the Golden Century, the scientist and merchant castes clamored for systems to aid in exploration and resource-gathering. As such, most homeworlds were equipped with them by 2900.

Possession of a SatNav receiver won't do a character much good unless he has an attached holomap or computer with the local map software or a conventional map, as well as the appropriate navigation skill. In either case, it is still possible to get lost; even a very detailed map won't contain every tree in a forest or every twist and turn of a cave. In such circumstances, apply a -3 TN modifier to Navigation Checks for excellent equipment on hand. Note that radio waves from SatNav satellites can't reach characters who are underground or in domed cities with very tall buildings.

Intercom Link

Most often used by DropShip and JumpShip technicians, intercom links serve as portable tie-ins to a spacecraft's comm system and provide a user with direct communication to any comm panel on the vessel. Locating a ship's communications line and patching into it correctly requires a Career/Ship's Crew or Technician/Comms Check.

VIDEO

In the thirty-first century, "video" refers to holographic video (holovid or tri-vid) systems, which provide remarkably sharp three-dimensional full-motion images. Common "flatscreen" monitors are also available as a cheaper alternative to holovid. Holovid chips and broadcasts are always "flatscreen" compatible, although in most cases the content and quality of the image is drastically reduced. The following items expand the available holovid-viewing options.

Holotank

Holotanks are rare even among the Clans. Considered to be the ultimate in strategic command-and-control devices, the holotank consists of a large platform-mounted holographic projector connected to a sophisticated military computer. When equipped with appropriate map data (such as that provided by a holomap chip, p. 118), a holotank creates a detailed three-dimensional image of a battlefield, scaleable from an entire planet's surface to an individual city block. When supplied with up-to-the-minute battlefield reports (such as those provided by an advanced field comm kit, p. 101), the location of

friendly and detected enemy units are projected onto the map. The result is an incredibly useful real-time representation of the battlefield, which a commander can use to quickly and efficiently evaluate the strategic situation and issue commands.

The projection created by a holotank is human-sized or larger, which enables a user to literally stand inside the projection and manipulate it from within. Laser and ultrasonic motion sensors detect the user's body movements, allowing the projection to be controlled in much the same way as a flat touch-screen monitor, but in three dimensions. For example, a commander can touch a friendly unit's icon with his index finger, which highlights it and brings up a detailed description of the unit and its current status. He can then order the unit to attack an enemy unit by simply touching the enemy unit's icon. Of course, with a headset and radio connection, the holotank user can issue more specific instructions himself.

Naturally, the utility of a holotank is limited by the quality of the data the commander has available. If the map is incomplete or incorrect, a command could send a unit into uncharted territory, or a BattleMech lance could find itself ordered to move to a position that is impassable, causing confusion and delays in order processing. A lack of accurate intelligence on enemy positions also limits the usefulness of the holotank system.

A fully operational holotank requires a crew of no fewer than eight trained soldiers. Five are required to operate the attached advanced field comm kit, which is used to coordinate communications between the holotank and field units, as well as monitor friendly and enemy transmissions. A sixth soldier manages the connection between the comm kit and the holotank itself and continuously checks the accuracy of projected data with other sources. A seventh soldier manages the connection between map data and the holotank and serves as general technician for the system. The eighth soldier is the main operator—generally the overall unit commander but in some cases the executive officer.

Each command issued by a character in a holotank is an Incidental Action. When commanding larger formations, direct command of more than a single company at a time becomes impossible. However, simple orders such as "move to this location," "attack this position" and so on can be issued to individual lances.

A holotank provides a -4 TN modifier to any Strategy Skill Check required of the overall commander; subordinates receive a -2 TN modifier to Tactics Skill Checks when commanded by a holotank-equipped officer.

VIDEO COMMUNICATIONS GEAR

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Holotank	E/E/B	500,000	2 tons	Clan	Pwr use: 1/minute
Holovision Monitor	D/A/A	300	10 kg	—	Pwr use: 2/hr
Portable Holoprojector	D/B/A	400	4 kg	—	Pwr use: 2/hr

Holovision Monitor

A holovision monitor is larger and much heavier than an equivalent flat screen. As its name suggests, this device connects to computers or other appropriate electronic devices and projects images in three-dimensional holoivid format (standard personal computers come with flat screens). The monitor's "screen" is a semi-spherical convex bubble that affords the viewer the widest possible angle of vision.

Portable Holo projector

Similar to the holovision monitor, a portable holo projector is much smaller and lighter because it does not actually contain a screen. Instead, the device uses laser light to project a simulated holographic image on any appropriate surface, such as a white wall. The image created by a portable holo projector is nowhere near as sharp or clear as one shown on a holovision monitor and only *appears* to have three-dimensional depth.

COMPUTERS

Computers have been a fact of daily life for more than a thousand years and remain in widespread use among the military and civilians on major planets. The following specialized computers supplement those described in *MW3*.

COMPAD

The compad is a simple and inexpensive relative of the noteputer (p. 148, *MW3*) that can perform only the most basic wordprocessing tasks. Used by reporters and others who need to take quick and accurate notes in the field, it features a touch-screen and electronic stylus. A removable datachip stores hundreds of pages of text.

DESCARTES MK XXI COMPUTER

Outmoded but still widely used, the Descartes Mk XXI is a technical computer most often used to program 'Mech systems during the Succession Wars era. Larger than a noteputer but still portable, the Mk XXI features a rugged, airtight carrying case.

A character using a Descartes Mk XXI to perform maintenance on BattleMechs and other complicated devices receives a -2 TN modifier on related tests. The Mk XXI also performs all the functions of a personal computer (p. 148, *MW3*).

DESCARTES MK XXV COMPUTER

The Mk XXV is the newest model of the popular Descartes series of technical computers. It is identical to the Mk XXI, but is smaller, lighter and faster.

The Descartes Mk XXV provides a -3 TN modifier for tests made when performing maintenance on 'Mechs and other complicated devices.

ENGINEER'S PORTABLE CONSOLE

The engineer's portable console is a book-sized programmable computer terminal that spacecraft engineers use to tie into various systems aboard a ship.

The four-kilogram console enables an engineer to override control panels that have been damaged, lost power, or been overridden from another location. With this device, the engineer can have total control over any local shipboard system.

Portable consoles use pre-programmed cartridges that emulate ships' control panels. Many different emulation cartridges are available and cover just about every ship in the Inner Sphere.

A portable console also contains built-in programming so it can be used as a generic control panel if no cartridges are available. Whenever the console is being used in such a mode, any rolls made receive a +2 TN modifier.

ENHANCED IMAGING (EI) DISPLAY

The Clan enhanced-imaging system (EI) is an acquisition-and-targeting system vastly superior to anything currently fielded by the Inner Sphere. The most advanced EI systems consist of two components: a neural network implanted in the warrior, and a special battle computer placed in a BattleMech cockpit or battle armor suit. Utilizing sensor data from all friendly platforms, along with pre-loaded terrain data, the computer constructs a virtual battlefield that can be viewed from any perspective. The warrior is no longer restricted to an out-of-the-cockpit POV; instead, he has a moveable "camera" that he can maneuver anywhere on the battlefield.

EI simplifies the warrior's view of the battlefield, giving him enough information to fight effectively without overloading him with extraneous detail or requiring him to look down at cockpit controls. The system projects all pertinent combat information onto the warrior's battlefield view. Technical data

COMPUTERS

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Compad	D/B/A	150	200 g	—	Pwr use: .1/hr
Descartes Mk XXI Computer	D/C/B	1,000	7 kg	—	Pwr use: 2/hr
Descartes Mk XXV Computer	E/D/B	2,500	5 kg	—	Pwr use: 3/hr
Engineer's Portable Console	D/C/C	5,000	4 kg	—	Pwr use: 1/hr
Enhanced Imaging (EI) Display	F/D/F	400,000	—	Clan	See special rules, p.103
Pocket Transcriber	C/B/A	200	500 g	—	Pwr use: .5/hr
Telescan	C/A/A	100	750 g	—	Pwr use: .1/hr

on enemy forces can be called up by a simple command, and the display clearly identifies all targets as hostile or friendly.

Without an EI neural implant (p. 11) the display offers only a limited advantage: apply a -1 TN modifier to Sensor Operation Skill Checks to reflect the smoother control interface. In some situations (gamemaster's discretion), a similar modifier might apply to Tactics or Piloting Checks as well.

POCKET TRANSCRIBER

A convenient tool for conducting business, the pocket transcriber is a small computer with a microphone and a dedicated voice-recognition software. It records up to six hours of dictation on internal memory. It can also be set to convert dictation to text, printing it as it is spoken on the integral printer or saving it to memory as text. When saved as text (as opposed to actual voice recording), the device can store 100,000 words of text which can be uploaded to a personal computer or directly to an HPG transmitter (a common option for interstellar news reporters).

TELESCAN

A must-have item for those who want to stay informed, the telescan displays constant news reports custom-tailored to the interests of the user. The user "programs" the telescan with the kinds of news he wants to see (entertainment news, sports scores, interstellar politics, and so on) and connects it to the local communications network. The telescan automatically scans the network for the desired stories and displays them on a small light-up marquee screen. Naturally, this item is useful only on built-up worlds that have a comprehensive communications network. In areas that have wireless telecom service, the telescan is equipped with a wireless receiver.

OPTICS

Optical devices extend a human's most advanced sense. Many of these items are incredibly useful on the battlefield, but materials availability has yet to catch up with demand. Several of these items share characteristics with standard rangefinder binoculars (p. 149, MW3).

BINOX IMAGE INTENSIFIER

QualTech Incorporated's Binox Image Intensifier is a simple, low-tech lens-based binoculars. The Binox offers 20x visual magnification, but none of the additional features found in rangefinder binoculars.

CIRCLE-VISION VISOR

An advanced computer-enhanced vision system developed for the Draconis Elite Strike Teams (DEST), the circle-vision visor is rarely seen outside that elite force. This system consists of a faceplate affixed to the head by a thick strap that contains dozens of optical sensors. The faceplate contains a sophisticated heads-up display (HUD) with a high-resolution video screen that displays the environment around the wearer in a compressed format, showing the 180-degree arc to the wearer's rear as a panoramic view at the top of his normal view, not unlike a high-tech rearview mirror. This unique feature makes it virtually impossible to outflank the wearer. The all-around view is disorienting at first, so no bonus applies during the first hour a character uses a circle-vision visor for the first time. After that period of adjustment, Perception Checks to avoid surprise have a -6 TN modifier.

Circle-vision visors also provide the effects of rangefinder binoculars and provide an AV3 against flash-ordnance attacks (p. 36).

IR SCANNER

The IR scanner is a small binocular-like device that measures the intensity of infrared (heat) radiation at a range of up to 5 kilometers. An IR scanner provides the infrared-detection capabilities of rangefinder binoculars but none of the binocular's other functions. The scanner cannot identify the surface details of the target, merely its approximate heat output.

MICHEAUX ELECTRONIC BINOCULARS

A no-frills optical aid common in the Lyran Alliance, Micheaux electronic binoculars duplicate several functions of rangefinder binoculars but lack night-vision and infrared-detection circuitry.

ULTRASONIC DETECTOR

The three-kilogram ultrasonic detector is a rare hand-held device that translates ultrasonic vibrations into a rough visual image, enabling the user to "see" through solid walls and in total darkness. This portable unit operates by sending out a high-frequency pulse of sound that bounces off objects, then reads the echoes and provides the approximate location of nearby persons or objects. The ultrasonic vibrations pass through solid objects, enabling a user to "see" through walls.

OPTICS

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Binox Image Intensifier	B/A/A	25	350 g	—	—
Circle-vision Visor	D/E/B	5,000	750 g	DC	Pwr use: .5/hr
IR Scanner	D/B/A	100	400 g	—	Pwr use: .1/hr
Micheaux Electronic Binoculars	C/B/A	150	750 g	LA	Pwr use: .1/hr
Ultrasonic Detector	E/E/B	2,500	3 kg	COM	Pwr use: 1/10 mins

The maximum range of the device is 10 meters. The resolution of images produced on the detector's small screen is very poor. When using an ultrasonic detector as an aid to normal vision, the device provides a -1 TN to Perception Checks. When relying solely on the device to "see" in total darkness, Visual Perception Checks receive +4 TN modifiers. Using the device to "see" through a wall enables a character to make an indirect fire attack (p. 119, *MW3*) with only a +4 TN modifier.

ESPIONAGE AND SURVEILLANCE GEAR

The 3028 discovery of the Gray Death memory core, named in honor of the Gray Death Legion mercenary unit that found the technological treasure-trove, has proved the single most important catalyst in the Inner Sphere's recent technological renaissance. The wealth of information in the core led directly to significant advances in holotechnology, communications, visual display, and information transfer. A more recent but perhaps equally important discovery was that of Jerome Blake's *Technology Primer* at the Hilton Head HPG station on Terra in 3052. ComStar's Precentor Martial Focht found the primer in the station's cornerstone, where it had apparently been hidden since before his death. The discovery has demystified hyperpulse technology, aiding the spread of information throughout the Inner Sphere.

While the technological fruit of these developments has appeared most often on the battlefield, the intelligence services of the Successor States have recently begun to employ a generation of new and improved weapons and equipment. Certain new systems, such as the neural interrogation computer, were initially developed for individual intelligence agencies, and may therefore be difficult to obtain. Other systems, such as the numerous varieties of remote sensors, are universally available.

FIRE CAPSULE

The fire capsule is a tiny incendiary charge implanted in sensitive documents. When the recipient is finished reading the document, he pinches the fire capsule which contains enough incendiary to destroy the document it is contained in with minimum additional energy output. Concentrated pressure on the capsule for a full two seconds is required to begin the combustion, making it very unlikely to be accidentally ignited in transit. Most fire capsules contain a sensor that will immediately ignite the document if it is photocopied or scanned.

Unless a character knows exactly where to look for it on a document, finding it requires a successful Perception Check against a TN +8.

LASER MICROPHONE

The laser microphone bounces a laser beam off a window or other thin and reflective surface, picking up vibrations caused by sounds made on the far side of the surface. A computer-aided noise filter can convert these vibrations into a fair-

ly clear approximation of sounds, such as conversation, from the other side of the surface. Typically, laser microphones are used to eavesdrop on people speaking in enclosed rooms. This can be done with a great deal of secrecy, as the laser beam is invisible to the naked eye (but visible to infrared scanners) and the device has a range of 1,000 meters on a clear day. Fog, smoke or heavy precipitation can reduce this effective range drastically: dense fog reduces the range to no more than 100 meters.

A video camera (p. 106) or tri-vid camera (p. 152, *MW3*) can be fitted with a laser microphone. When coupled with an infrared-scanner lens, a simple video camera can record useful sound and video right through a closed and draped window.

MICRO-CAMCORDER

The micro-camcorder offers all the capabilities of the video camera (p. 106) in a compact package: only eight centimeters long by four centimeters wide and deep. Equally useful for spies or vacationers with limited luggage space, the micro-camcorder is more expensive than its larger cousin and only has enough storage space for one hour of video or 5,000 still images.

MICRO-RECORDER

About the size of a fountain pen (in fact, many models are designed to look—and write—like functional pens), the micro-recorder contains a small but powerful microphone and recorder to record and store sound in a digital format. Up to an hour of high-quality sound can be recorded on a single chip, or ten hours of sound at a reduced quality. The low-quality mode should not be used in crowded or noisy areas, because picking out the desired recording from the background noise will be difficult.

NEURAL INTERROGATION COMPUTER

The neural interrogation computer was originally designed for the treatment of battle shock and trauma, but it ultimately proved ineffective in that capacity. Rather than losing the large investment in the project, intelligence agencies soon adapted it to their own specialized needs.

The computer creates a series of subsonic signals; when introduced to a subject's mind through a helmet-like extension covered in electrodes and speakers, these signals induce spasms lasting for approximately three-tenths of a second. Though the individual fits are not particularly powerful, continual repetition of these mind-wracking spasms reduces even the most strong-willed individuals to gibbering wrecks within minutes, making them extremely susceptible to suggestion.

When making an Interrogation Skill Check, the neural interrogation computer provides a -3 TN modifier to the user's target number (neural interrogation is considered torture, so the target number is based on the interrogation subject's BOD/WIL or Interrogation Skill; see *Interrogation*, p. 100, *MW3*).



Although an effective interrogation aid, the neural interrogation computer induces severe psychological trauma in roughly 90 percent of its subjects. Occasionally, it inflicts permanent brain damage. After being subjected to the effects of the neural interrogation computer, an interrogation subject must make a BOD/WIL Check. Failure indicates the subject has developed a 1-point Disability Trait from the ordeal, representing occasional minor spasms and short-term memory lapses. A fumbled BOD/WIL Check results in a more severe form of the same disability (2 points) and possibly other mental side-effects at the gamemaster's discretion.

Neural interrogation computers are banned in nearly every inhabited system, and gamemasters would be well-advised to use them only sparingly in campaigns.

OPTICAL-FIBER REMOTE SCANNER

The optical-fiber remote scanner device enables characters to view remote areas and objects. The device consists of a fiber-optic line fitted with a tiny lens at one end. The fiber-optic line is enclosed in a twenty-centimeter, flexible tube barely four millimeters thick, which retracts into an innocuous-looking black, fist-sized box with a small knob on one face.

The lens tube can be poked through very small openings such as sewer grates or small holes drilled in ceilings or walls. The knob on the housing enables a user to aim the lens tube, so he can view any objects and areas normally obscured from sight. The scanner also can be plugged into rangefinder

binoculars or a video camera (some models are sold with an integral micro-camcorder at additional cost) to record images for later use.

The lens is so small that attempts to spot it receive a +6 TN modifier.

SHOTGUN MICROPHONE

This long-range directional microphone can pick up standard conversation at 100 meters, and louder sounds at considerably longer ranges. Low-volume whispers can be picked up at 50 meters if the microphone is pointed directly at the subject.

A video camera or tri-vid camera (p. 152, *MW3*) can be fitted with a shotgun microphone to increase the range at which it can pick up sound. When coupled with a telescopic scope, a simple video camera becomes an effective long-range surveillance device.

VIDEO CAMERA

Lighter and cheaper than the ubiquitous tri-vid camera, the video camera uses simple optics to record two-dimensional video. Because two-dimensional video requires far less storage space than holo-vid, the video camera can record up to six hours of full-motion video on a single standard blank vid-chip (sold separately). In addition, a video camera can be mounted with a variety of enhanced lenses that mimic the abilities of any of the following optical devices: telescopic scope (p. 139, *MW3*), infrared scanner (p. 104) or night vision (p. 149,

MW3). Each lens costs the same as the device it mimics, and only one lens can be used at a time.

VOICE DISTORTER

A voice distorter is a small device that disguises the voice of a user. The device is placed near the user's mouth, usually held to the receiver of a telecom unit or placed in a full-coverage helmet. An internal microphone, amplifier and speaker modify the user's voice so that the voice coming out is metallic-sounding and difficult to identify by the casual listener. However, recordings of disguised voices can usually be analyzed and used to identify the user. The identification is made using a modified voice distorter; the modification takes 30 minutes and requires a Technician/Electronics Check. Identification using the modified distorter requires a successful Difficult (+2) Comms/Conventional Check against a +2 TN and takes one hour.

WHITE NOISE GENERATOR

The ultimate in privacy, a white noise generator registers the sound waves within a five-meter radius and emits signals precisely engineered to negate them. Consequently, the device simultaneously blocks outside noise from disturbing individuals within its effect radius and prevents individuals outside the radius from overhearing what is spoken within.

All characters inside the effect radius, as well as those outside the radius trying to hear what is said inside, must add a +8 TN modifier to hearing Perception Checks. Characters inside the radius must be close together (a meter or closer to one another) to hear each other clearly. Considering this device is most often used for small, covert meetings, this is rarely a problem.

REMOTE SENSORS

Remote sensors range from the simple trip wire attached to a can full of stones to the esoteric seismic sensor that literally listens for enemy footsteps. Remote sensors provide a distinct advantage over direct visual observation because the observer need not reveal his presence to detect a target.

Remote sensor systems normally monitor defensive perimeters or augment the intelligence-gathering activities of a scout or reconnaissance unit. Passive field sensors, such as motion and heat detectors, work especially well for the latter task. A reconnaissance unit can spread these detectors near suspected enemy travel routes and monitor an enemy column's movement without exposing itself to observation.

Most remote sensors detect one form of target signature, such as motion, heat, ground vibrations, radar profile, and so on. All remote sensors must be used with a matching monitoring station. A monitoring station's type determines how many sensors it can monitor simultaneously.

Sensor systems detect targets, but they do not identify them. For example, a motion sensor registers any motion within 10 meters but cannot differentiate between the target signatures of a small animal looking for a meal and a man approaching the position. Therefore, the system operator must interpret the signal. To do so, the gamemaster secretly makes an "interpretation roll"—a Sensor Operations Skill Check on behalf of the operating character—to determine whether or not the character correctly identifies a detected target. Reduce the base target number by the appropriate sensor modifier or increase it by any modifiers the gamemaster deems appropriate.

On a successful roll, the gamemaster tells the character what triggered the sensor ("human crawling through the grass" or "some animal scurrying about"). If the roll is unsuccessful, the signal data provides either a false reading or no information. The gamemaster should mix some innocent contacts with the more dangerous ones to keep the players guessing. Make only one roll for each target.

Most sensors will work underwater as well as above the surface. However, an underwater sensor will not work against targets on dry ground. Sensors on land may detect targets on the surface of the water, but not submerged ones.

Heat Monitor and Sensors

Portable heat sensors detect any heat source larger than a lit match within a one-kilometer radius. This means a heat sensor will detect any human intruder that passes within its

ESPIONAGE AND SURVEILLANCE GEAR

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Fire Capsule	C/C/B	50	10 g	—	—
Laser Microphone	C/C/C	500	3 kg	—	Pwr use: 1/hr
Micro-Camcorder	D/C/A	1,000	400 g	—	Pwr use: 1/hr
Micro-Recorder	C/B/A	100	150 g	—	Pwr use: .5/hr
Neural Interrogation Computer	D/E/F	45,000	200 kg	CC	Pwr use: 1/minute
Optical-Fiber Remote Scanner	C/D/B	1,500	200 g	—	Pwr use: .1/hr
Shotgun Microphone	C/A/A	60	1.5 kg	—	Pwr use: .1/hr
Video Camera	C/A/A	250	3 kg	—	Pwr use: .5/hr
Blank Vid-Chip	D/A/A	2	10 g	—	—
Voice Distorter	C/D/C	600	500 g	—	Pwr use: .1/turn
White Noise Generator	C/D/B	400	2 kg	—	Pwr use: 1/minute

range. Heat sensors do not give a picture of the heat source, but do indicate its direction and distance from the sensor.

One monitoring station may monitor up to 10 heat sensors as long as they are all within 15 kilometers of the station. Any target within a sensor's line-of-sight and range may be detected. The gamemaster makes an interpretation roll to determine whether the system operator correctly identifies the target. For 'Mechs or ground and naval vessels, the roll receives a -6 TN modifier. Interpretation rolls for infantry receive a -3 TN modifier. If the target has infrared-suppression capabilities (p. 56), add the appropriate modifier to the target number for the interpretation roll.

Portable heat sensors do not detect aerospace fighters or VTOLs and do not function in vacuum environments.

Motion Monitor and Sensors

Portable motion sensors detect motion of any object larger than 5 cubic centimeters within a 10-meter radius. They are normally deployed in groups of ten and are tied into a central monitoring station. When a sensor detects a moving object, it transmits a signal to the monitoring station. All sensors must be placed within 10 kilometers of the monitoring station.

Motion sensors indicate only the existence of motion, not an image of what is creating the motion. To identify the source of detected motion, the gamemaster makes an interpretation roll with a -3 TN modifier regardless of the source.

Characters may use Stealth Skill to avoid detection by a motion sensor. To do so, the character makes an Opposed Skill Check against the operator's interpretation roll. Note that the operator maintains his -3 TN modifier, and no form of sneak suit aids this check, so sneaking past motion sensors can be very difficult.

Radar Monitor and Sensors

A portable radar sensor is a compact, tripod-mounted radar unit that can detect the movement of anything larger than 0.5 cubic meters within a 10-kilometer radius and trans-

mit its observations back to a monitoring station up to 50 kilometers away. In addition, radar sensors can pick up any fighter that is within range and operating at low altitudes (in *AeroTech 2* terms, on the "Ground" hexrow of the space map, p. 11, AT2 or any fighter participating in *Atmospheric Combat*, p. 28, AT2). Radar sensors do not provide a picture of a target; they indicate that something is moving, its position in relation to the sensor, and its range and direction of travel.

A radar unit will detect any object within its line-of-sight and its range. The gamemaster makes an interpretation roll to determine if the operator correctly identifies the detected target. If the target is a 'Mech, fighter, or vehicle, the TN modifier is -9. If the target is dismounted infantry, a -6 TN modifier applies. If the target is wearing an ECM suit, apply the usual target modifiers (p. 56).

The radar sensor is the most effective remote sensor available. Because it actively emits radar waves, however, its targets can detect its presence quickly and take evasive action. Any targeted vehicle in the effect radius of a radar sensor can detect the sensor if the vehicle has radar equipment of its own (nearly every vehicle does) and the vehicle's controlling player makes a successful Sensor Operations Check. Therefore, most radar sensors are used when their discovery will not compromise the mission, such as in perimeter defense of a well-known installation.

Seismic Monitor and Sensors

A seismic sensor detects the presence of motion on the ground, such as a man walking or a vehicle moving (including hovercraft), in a manner similar to that of a vibrabomb (p. 39). The seismic sensor indicates the distance, direction, and approximate size of any target it detects. The smallest target a seismic sensor can detect is a walking man.

Seismic sensors are passive and do not require a direct line-of-sight to the target as a radar sensor does. They detect objects moving within a 5-kilometer radius. Target identification is easier than with motion detectors, but not as good as

REMOTE SENSOR TABLE

Item	Equipment Ratings	Cost	Weight	Afl	Notes
Heat Monitor	D/B/B	1,000	15 kg	—	Pwr use: .5/hr
Heat Sensor	D/B/B	200	500 g	—	Pwr use: .1/hr
Motion Monitor	C/B/B	500	10 kg	—	Pwr use: .5/hr
Motion Sensor	C/B/B	100	250 g	—	Pwr use: .1/hr
Radar Monitor	C/B/B	5,000	100 kg	—	Pwr use: 1/hr
Radar Sensor	C/B/B	2,000	5 kg	—	Pwr use: .5/hr
Seismic Monitor	D/C/B	5,000	100 kg	—	Pwr use: 1/hr
Seismic Sensor	D/C/B	1,000	2 kg	—	Pwr use: .5/hr
Trip-Line Monitor	C/A/B	500	10 kg	—	Pwr use: .5/hr
Infrared Trip-Line Sensor	D/B/B	100	500 g	—	Pwr use: .1/hr
Laser Trip-Line Sensor	C/B/B	50	1 kg	—	Pwr use: .1/hr
Physical Trip-Line Sensor	A/A/A	1	100 g	—	—

that provided by radar or heat sensors. The gamemaster makes an interpretation roll to determine if the system operator correctly identifies the target. If the target is a BattleMech, a -6 TN modifier applies. For ground and naval vessels, the TN modifier is -3; rolls made to identify infantry units require no modifier.

Seismic sensors must be within 20 kilometers of a monitoring station, which can monitor up to five seismic sensors. Seismic sensors may not be used for surveillance of the atmosphere, though they may be used to observe underwater.

Trip-Line Monitor and Sensors

Portable trip-line sensors are the most primitive type of field sensor. They consist of pre-set strings or beams from light sources, such as a lasers or infrared emitters. When a target breaks ("trips") the string or beam, the trip-line sensor transmits a signal to a monitoring station. A common variation is to attach a trip-line sensor to mines buried directly under the line (see *Mines*, p. 38).

Trip-line sensors can be set up only over short distances (about 10 meters) and only in straight lines. If an intruder notices the sensor, he can simply step over the beam or wire without setting off the sensor.

BUGS AND BUG SCANNERS

Tiny electronic devices known as "bugs" have been used for centuries to eavesdrop on one's enemies.

Bug Scanner

The bug scanner is a palm-sized device that finds microphone and tracking bugs by detecting the radio signals they transmit. Many corporate and government offices have bug scanners built into their meeting rooms.

A character using a bug scanner will detect any bugs within 15 meters and can find them by making successful Sensor Operations or Security Systems Skill Checks (a separate check is required to find each bug).

Bug-Scanner Watch

The bug scanner watch is a smaller version of the bug scanner (preceding entry), enclosed in a functional watch. The

bug scanner watch detects active bugs within 10 meters but cannot pinpoint the locations of such bugs.

Microphone Bug

Modern microphone bugs are small enough—the size of a shirt button—to be planted just about anywhere. They can broadcast to radio or recording devices up to 500 meters away (a receiving device must be tuned to the correct frequency to receive the signals). Microphone bugs are sound-activated, so they record only when significant sound is present within a five-meter radius. A microphone bug can transmit actively for up to two hours and "listen" through as much as a month of silence between recordings. A microphone bug ceases to function after two hours of recording or a month of silence, whichever comes first.

SatNav Bug

These advanced tracking bugs can be used only on planets with functional SatNav satellite networks (see *SatNav Receiver*, p. 101). By triangulating with orbiting satellites, a SatNav bug transmits its precise location (with an accuracy of +/-10 meters), range, heading and speed. If a SatNav bug is connected to a holomap, the holomap displays the bug's position on a map automatically; otherwise the bug's global coordinates will be shown.

SatNav bugs are five times larger than standard microphone bugs, so planting them on human targets is difficult. For this reason, SatNav bugs are most often used to track vehicles rather than people.

Tracking Bug

Tracing bugs (also called "tracers") are used to monitor the location of an individual or vehicle. The tracer is planted on the individual or vehicle with adhesive or a small dart and transmits a continuous radio signal at a specific frequency. The tracking bug locator, which is tuned to the specific frequency of the tracking bug, provides a continuous data feed on the range, heading and speed of the target.

Tracking bug locators come in two sizes: a standard model about the size and shape of a 2-liter canteen, and a compact, hand-held model which is more expensive.

BUGS AND BUG SCANNERS

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Bug Scanner	C/C/C	800	1 kg	—	Pwr use: 1/hr
Bug-Scanner Watch	D/D/C	1,500	100 g	—	Pwr use: .5/hr
Microphone Bug	C/B/C	40	10 g	—	Transmits for 2 hours
SatNav Bug	D/D/C	150	50 g	—	Transmits for 3 days
Tracking Bug	C/C/C	30	10 g	—	Transmits for 10 days
Tracking Bug Locator	C/C/C	250	8 kg	—	Pwr use: 1/hr
Compact Tracking Bug Locator	D/D/C	2,000	800 g	—	Pwr use: .5/hr
Tracking Microphone Bug	D/D/C	100	15 g	—	Transmits for 1 day

Tracking Microphone Bug

The tracking microphone bug combines the functions of a microphone bug (p. 109) and a tracking bug (p. 109) in a single package, enabling a user to follow and listen in on his target simultaneously through a single bug. However, a tracking microphone bug functions for only 24 hours before its internal battery becomes exhausted.

BATTLEMECH SECURITY MEASURES

As the premiere weapons of war in the thirty-first century, BattleMechs are naturally prime targets for thieves. A brisk black market in 'Mechs, especially in the Periphery, guarantees that there will always be individuals willing to take enormous risks to steal a BattleMech. Rebel and terrorist organizations are also anxious to obtain 'Mechs to further their causes. These conditions have given rise to a variety of security systems specifically designed to protect these valuable assets.

Note that all of the following security-breaking procedures assume the character has an Electronic Security Bypass Kit (p. 150, MW3). If he does not, all related tests receive a +3 TN modifier for Lack of Proper Equipment.

Although a wide variety of security measures have been used to safeguard BattleMechs, by far the most common ones combine a magnetic key lock with a voiceprint-identification system and neurohelmet coding. Together, these measures make stealing a BattleMech impossible for all but the most skilled and persistent thieves.

Magnetic Key Lock

The first layer of defense, however, is the same as one might find on any civilian transport: a lock and key. A BattleMech's cockpit hatch, as well as all service access ports, can be accessed only by the holder of a magnetically encoded key. Bypassing this security feature is relatively easy for any person with the right skills, however. The lock-and-key system can be defeated by a successful Security Systems Skill Check with a TN modifier of +2.

Voiceprint-Identification System

Starting the power-up process requires the key used to open the cockpit hatch as well as a specific spoken codephrase (some MechWarriors do away with the key requirement to speed up the startup process in the field). A voiceprint-identification system is used to analyze the input, so the pilot must speak the correct code phrase, *in the correct voice*, to start the BattleMech.

Bypassing the voiceprint lock is easiest if the character has a recording of the 'Mech's pilot actually speaking the code phrase. The system might recognize that it is hearing a recording, however, because some sound degradation is inherent in all recording and playback systems. Therefore, the would-be thief must make an EDG Check; failure indicates the 'Mech did not accept the voiceprint and will not accept that particular recording again.

If the character is not fortunate enough to have such a recording handy, there is virtually no chance of simply guessing the right code-phrase, and even if he does, he couldn't fool the voiceprint. The best option is to "hotwire" the 'Mech by breaking into its console computer and attempting to bypass the voiceprint lock altogether. This requires both a Security Systems and Technician/Electronics Check, each with a Very Difficult (+4) TN modifier. Failure on either of these Skill Checks will cause the BattleMech to detect the intrusion and initiate user-specified security measures.

Many 'Mechs go into total lockdown; the fusion reactor effectively disconnects itself from the BattleMech, making it impossible to start the 'Mech at all without a team of technicians spending an hour or so working on the engine compartment. Some BattleMechs have other or additional security measures, such as audible alarms, canopy-locking systems that seal thieves in the cockpit until security forces arrive, perhaps even flooding the cockpit with incapacitating gas as well (see *Gas Ordnance*, p. 36). Players and gamemasters can create their own security measures—the possibilities are endless.

Neurohelmet Coding

Once the 'Mech begins to power-up, the final stage of security—neurohelmet coding—must be defeated. Each person's brainwave patterns are sufficiently distinct that the odds are very small that an individual could don someone else's neurohelmet and control their 'Mech. Because neurohelmets function by reading the MechWarrior's brainwaves, they must be "trained" to understand each MechWarrior's brainwaves accurately. This is done when a MechWarrior uses a particular 'Mech for the first time, and it can be a slow and painful process. Until the BattleMech's systems fully adjust to the new MechWarrior's brain, he will suffer headache-like pain from electric feedback.

Naturally, this applies to a BattleMech thief as well. There is a small chance that the thief's brainwaves match the owner's closely enough to enable him to control the BattleMech fairly painlessly. Another matter of sheer luck, the character must make an EDG Check with a +12 TN modifier. Success in this test means the character is indeed fortunate; aside from a nagging headache, he can pilot the 'Mech with no damage (assuming he has Piloting/'Mech Skill, of course). Failure means the character will take damage every turn he operates the 'Mech, directly to his head and with no armor protection. The amount of damage taken is based on the Margin of Failure, which indicates how different the owner's brainwave pattern is from the thief's. A MoF of 1–5 delivers 1D6 damage, a MoF of 6–10 delivers 2D6 damage, while a MoF greater than 10 indicates radically different brainwaves and causes 3D6 damage per turn.

A well-equipped 'Mech thief will have a neurohelmet codebreaker (p. 111) to help with this stage of the process. Without it, he will have to grin and bare the pain.

The Clans: On the Clan homeworlds, theft of warrior caste property is almost unheard-of. Consequently, no special security

measures are taken for BattleMechs, aside from the neurohelmet coding that is part and parcel of the way that equipment functions. However, during Operation Revival the Clans learned they would require 'Mech security measures on their Periphery and Inner Sphere holdings. These security measures are functionally identical to those used on Inner Sphere 'Mechs.

Non-'Mech Vehicles: Aerospace fighters, which use a variation of the BattleMech neurohelmet, have the same kind of security systems and follow the same rules. Other vehicles, such as tanks, are nowhere near as complicated or valuable, and thus rely only on standard lock-and-key security. They are normally stored in guarded garages for added security, however.

Neurohelmet Codebreaker

The neurohelmet codebreaker is a complex computer system tied to electrodes. Once it is connected to a BattleMech's console and neurohelmet, the codebreaker creates a feedback loop that simulates hundreds of brainwave patterns per minute and attempts to find the most painless "match" and save it to the thief's neurohelmet. This saved brainwave template is used as a filter that not only attempts to fool the BattleMech's computer into thinking its owner is piloting but also smoothes the signal transfer from pilot to 'Mech.

No Skill Check is required to use a neurohelmet codebreaker; it simply requires $(1D6 + 1) \times 10$ minutes to return what it considers to be a close match. The only way to test a codebreaker's match is to actually don the neurohelmet and try it. An EDG Check is required to test the match in exactly the same way as an unaided attempt to control a stolen 'Mech (p. 110), but the TN modifier is reduced to +8.

If the test does not succeed, the 'Mech thief can repeat the EDG Check. (However, during the intervening turn the thief takes the standard damage caused by using another person's neurohelmet, as described in *Neurohelmet Coding*.) Each successive attempt takes an additional $(1D6 + 1) \times 10$ minutes and reduces the EDG Check TN modifier by 1. Given enough time (and enough endurance on the part of the thief), a compatible pattern will eventually be found. Once it is found, the neurohelmet saves the pattern, and the BattleMech can be piloted normally.

MEDICAL EQUIPMENT AND PROCEDURES

In the thirty-first century, the diversity of medical equipment and procedures is staggering. The following material expands on the standard equipment found on pages 143–46 of *MW3*, and includes several new kinds of prosthetics and implants.

PLASTIFLESH BANDAGE

The best-equipped hospitals and field surgeons offer their patients plastiflesh bandages to speed wound recovery. In addition to closely resembling the patient's own flesh (improving attitude and overall feelings of health), a plastiflesh bandage is composed of advanced polymers impregnated with medicines tailored to the patient's specific wounds, blood type and immune system.

A character equipped with an advanced medical kit (p. 144, *MW3*) must make a MedTech Skill Check to properly "configure" a plastiflesh bandage for a patient's wound. Each plastiflesh bandage lasts for a week before it must be replaced. If plastiflesh bandages are continuously in place on a wound, the recovery time is reduced by 10 percent (see *Wound Treatment Table*, p. 125, *MW3*).

SEDATIVE PATCH

The sedative patch delivers a powerful drug to anesthetize or otherwise knock out a character. The sedative patch delivers the same incapacitating dose as the Tranq Gun (p. 45) but must be applied directly to the target's skin.

REPLACEMENT LIMBS AND IMPLANTS

Advanced surgical procedures, procedures and implants originally developed during the Star League era make the loss of limbs, a sadly common occurrence in an age of constant warfare, a mere inconvenience in the thirty-first century.

Building on this knowledge, the Clans have developed the powerful—but highly unstable—enhanced imaging neural implant, as well as cloning techniques used to regenerate body parts.

MEDICAL EQUIPMENT

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Plastiflesh Bandage	D/C/A	5	5 g	—	—
Sedative Patch	D/B/B	30	12 g	—	Incapacitating (3D6)

BATTLEMECH SECURITY MEASURES

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Neurohelmet codebreaker	D/E/E	100,000	4 kg	—	Pwr use: .1/minute

Elective Myomer Implants

Although myomer "muscles" have been used for centuries in BattleMechs, creating human-sized myomer musculature is a Star League technique only recently recovered by medical science. Despite the infancy of medical myomer implants, scientists in the Capellan Confederation have begun performing experimental myomer implants on healthy subjects to enhance the subject's physical capabilities. (Allegedly, this experimentation have been initiated at the direction of the Chancellor himself). So far, these experiments have met with only limited success.

The cost of implanting myomer into a limb is 50 percent higher than the cost of an equivalent Type 5 artificial limb. This increased cost accounts for the enhanced myomer volume needed to enhance strength, as well as additional myomers implanted into the torso to support the increased strength of the enhanced limb.

The Clans usually reserve myomers for use in 'Mechs and battle armor.

Effects: A myomer-enhanced body part is considered to have the Toughness Trait (p. 87, *MW3*) and its effective Strength Attribute is raised by +2. Depending on the body part in question, this can have a variety of effects, as follows.

Foot: Tougher feet enable the character to sprint for two additional consecutive turns (p. 111, *MW3*). No effect unless both feet receive implants.

Hand: Strength in the hand is increased, enabling the character to crush objects held in his hand. Generally, this strength is useless in combat, however.

Arm: Strength in the arm is increased for all applicable tasks, including inflicting damage in unarmed combat.

Leg: In addition to the effects for an implanted foot (see above), the strength in the legs is increased for all applicable tasks, including determining movement speed (p. 110, *MW3*). No effect unless both legs receive implants.

Full-body: If both arms and legs are implanted, the torso is also sufficiently reinforced; the character is considered to have a full-body myomer implantation. This grants a permanent increase of +2 to Strength and +1 to Reflexes. The character also receives the Toughness Trait at not cost in Character Points or Experience Points.

Drawbacks: Elective myomer implants present significant drawbacks. First, implant recipients require 3 months recovery time per limb. Additionally, implant recipients experience persistent headache-like pain after implantation resulting from the increased bio-electric needs of the strengthened myomers. Consequently, such characters must take painkillers every six hours or receive a +1 TN modifier on all Action Checks. Some characters may develop other side-effects after implantation as well (at the gamemaster's discretion, a Disability Trait can be added to 1 in 6 implant recipients). Finally, surgery on the implanted area of the body becomes much more difficult (add +4 TN to all related checks) and all treatment and recovery times for wounds affecting the implanted area are doubled (see Wound Treatment Table, p. 125, *MW3*).

Enhanced Imaging (EI) Neural Implant

Clan enhanced-imaging (EI) neural implants consists of an extensive series of electronic sensors, contact points and fiber-optic wires implanted just below the recipient's skin and attached to the central nervous system. The implants are placed over most of the surface of the body and are visible as faintly luminous lines under the skin. EI implants spotted among Jade Falcon warriors glow green, but red and blue implants have been seen in recent years as well. It is unclear if this is represents an aesthetic choice or a refinement of the Clan's EI implant technology.

EI implants also produce serious side effects. In the short term, EI implants may cause mental instability, and an EI-implant recipient may experience sensory overload if his machine takes damage. In the long term, EI implants may cause insanity, permanent nerve damage, and death. Consequently, only the most fanatical Clan warriors use EI implants. On the average, less than 5 percent of all Clan MechWarriors have EI implants. However, the proportion seems somewhat higher to most Inner Sphere observers because EI-enhanced warriors tend to operate in units with one another. MechWarriors using EI implants is noticeably higher in Crusader Clans such as the Jade Falcons and Hell's Horses.

Effects: An EI neural implant acts as a neurohelmet with no wires, as well as part of the enhanced-imaging display system (p. 103). In conjunction with the EI display system, the implant enables a warrior to assimilate EI display data instantaneously and use it reflexively, issuing commands to the display's "virtual camera" by thought alone.

Additionally, the instant communication between warrior and machine increases reaction time and results in far more agile piloting. Consequently, any 'Mech or battle armor equipped with an EI display can be operated much more effectively by a character with an EI implant. Needless to say, the implant has no effect in a vehicle that lacks EI display equipment. Also, the neural implant benefits BattleMech and battle-armor pilots only. Conventional vehicle drivers and aerospace pilots derive no benefit from the implant because their machines do not have humanoid shapes.

When engaging in BattleMech or vehicle combat, follow the *BattleTech* rules for enhanced imaging found on p. 60 of *Maximum Tech (Revised Edition)* with the following changes. When a player's vehicle takes damage to its internal structure, the player must make a BOD/WIL Check, instead of rolling 2D6, to determine if he takes damage. A failed check results in 2D6 damage (armor has no effect).

The neural implant confers bonuses in personal combat only for EI-implanted characters using battle armor equipped with EI displays. In these cases, the character gains a -1 TN modifier to all Piloting/Battlesuit Checks. When launching ranged combat attacks, an EI-equipped character's checks receive no visibility modifiers, and any aimed shot and cover TN modifiers are reduced by -2 each (to a minimum of zero). Attacks made while taking careful aim receive an additional -2



TN modifier (this additional modifier applies only once, regardless of how many consecutive careful aim actions are taken).

Drawbacks: EI implants cause recipients to become mentally unstable. They degenerate over the course of a year or so until they are extremely abusive and paranoid. (The gamemaster determines the specific mental side-effects). Clan scientists have developed special drugs and therapy that can delay this degeneration, but most player characters will not have access to such treatment. Even with the treatment, most EI subjects become so disturbed within three years that they are unfit for duty.

The neural deterioration caused by an EI implant is represented in game terms by a gradual accumulation of Fatigue points. Each year after the EI implantation, the character receives a permanent point of Fatigue that cannot be recovered. Additionally, the character must make a BOD/WIL Check each time his Fatigue is increased in this manner. The check receives a TN modifier equal to the character's permanent Fatigue. If the check fails, the character receives a second permanent Fatigue point and may develop a serious side-effect at the gamemaster's discretion. The side effect may be any 1-point negative trait such as Allergy, Disability, Introvert, Night Blindness, Timid or TDS.

A permanent Fatigue point is added and another BOD/WIL Check is made every year; each successive failed test produces another permanent Fatigue point and another side-effect (or the worsening of a trait previously inflicted by EI).

Traits such as Amnesia, Combat Paralysis, Poor Vision and Slow Learner are all possible EI side-effects once a character fails two or more BOD/WIL Checks. If a character takes enough permanent Fatigue points to render him unconscious (more than twice his WIL) he slips into catatonic insanity.

Clan scientists can treat this neural deterioration with therapy and drugs. An afflicted character must have access to Clan medical care and spend 15 minutes a day in a hospital. This treatment enables the character to function as though he has 5 fewer points of Fatigue, but does not affect any negative traits suffered. If the character misses even a single day of therapy, he reverts to his full levels of Fatigue.

Currently no effective cure for the negative side effects of EI implants exists. Removing EI implants halts the deterioration, but all negative effects accumulated before the removal remain.

Cloned Replacement Limbs

Clan advances in cloning techniques enable them to regenerate lost limbs.

Any body part or organ, with the exception of the brain, eyes and spinal chord, can be regenerated using this technique. The cloned replacement, called a Type 6 replacement, is identical to the original limb, although it lacks all scars, suntan and blemishes on the original.

Cloning limbs is a time-consuming process, however. Even with advanced hormones and nutrients, growing a replacement

limb can take anywhere from a week (for ears and noses) to three months (for arms and legs). In the mean time, the wound where the limb is to be placed cannot be allowed to fully heal. Consequently, the patient must be kept under a doctor's care while the limb is being regrown. Once a Type 6 limb is implanted, the recipient must undergo a three-week period of adjustment and physical therapy.

Although Type 6 replacements are the most advanced type of replacement, few warriors use it except to replace individual fingers and toes. Typically, Clan warriors live short, active lives, and most will not accept sitting on the sidelines for the lengthy cloning period required by Type 6 limbs.

Consequently, most Clan warriors opt for Type 4 replacement limbs.

Myomer-Implantation Device

The myomer-implantation device (MID) is a Star League-era innovation that automatically replaces or repairs damaged human musculature with myomer fibers. The patient simply places his damaged limb into an aperture in the device, and the device repairs the damage in less than an hour. (Operating an MID does require some medical expertise, however.)

The underlying technology that makes the MID possible is no longer understood in the Inner Sphere, and in fact the device is no longer necessary because the Inner Sphere surgeons have regained the ability to implant myomer surgically. However, a few of the antique devices still exist, and they dramatically increase the speed of the myomer implantation (when they function properly, that is).

An MID allows a character with MedTech Skill to perform a myomer implantation as though he had Surgery Skill. The character uses his MedTech Skill Bonus, but applies a +2 TN modifier to the check. If the character actually has Surgery Skill, the check receives a -2 TN modifier instead. In both cases, the entire implantation process takes an hour for a complete limb or 30 minutes for a hand or foot.

Unfortunately, all MID's are at least two centuries old, so some of them may malfunction. A failed Skill Check when using an MID indicates a malfunction. A second Skill Check determines the severity of the malfunction. If the second check succeeds, the implantation results in a 1-point negative

trait (chosen by the gamemaster). If it fails, the implantation results in a 2 or 3-point negative trait. If the second Skill Check fumbles (a result of 2), the malfunction goes horribly, horribly wrong and the patient dies.

POISONS AND ANTIDOTES

There are literally millions of poisons derived from plant and animal life found throughout the Inner Sphere, not to mention millions more synthesized in laboratories. Consequently, a character can usually find a poison with the precise effects he wants with a little hunting.

This section contains rules for *Creating Poisons*, *Using Poisons*, and *Antidotes and Poison Treatment*.

CREATING POISONS

Rather than attempting to list hundreds of unique poisons (which could fill a book all on their own), *Lostech* provides a simple "poison construction system."

First, the base damage of the poison is selected. This determines the basic Equipment Ratings and cost of the poison. Then, various characteristics are selected. Each selected characteristic has Equipment Ratings modifiers and a Cost Multiplier, which are listed on the Poisons Characteristics Table (p. 116).

To determine the final Equipment Ratings of a poison, apply the Equipment Ratings modifiers to the basic Equipment Ratings modifier. For each +1 modifier, raise the letter grade of the appropriate Equipment Rating.

To determine the final cost of the poison, add all the cost multipliers for the selected characteristics. Then multiply the base cost by this sum. If Antidote Common has been selected, reduce the result by half. If Antidote Uncommon has been selected, double the result. The final result is the cost in C-bills for one dose of the poison.

1. Select base damage
2. Select effect
3. Select duration
4. Select vector
5. Select speed
6. Select special characteristics
7. Select antidote availability

REPLACEMENT LIMBS AND IMPLANTS

Item	Equipment		Weight	Afil	Notes
	Ratings	Cost			
Elective Myomer Implant	E/E/A	+50%	—	CC	Type 5 Artificial Limb +50%
Enhanced Imaging (EI) Implant	F/D/F	1,500,000	—	Clan	See special rules, p. 112
Type 6 Limb (Foot)	F/D/A	150,000	—	Clan	Regenerated
Type 6 Limb (Hand)	F/D/A	300,000	—	Clan	Regenerated
Type 6 Limb (Arm)	F/D/A	500,000	—	Clan	Regenerated
Type 6 Limb (Leg)	F/D/A	350,000	—	Clan	Regenerated
Myomer Implant Device	E/F/C	175,000	15 kg	COM	Pwr use: 10; malfunction on fumble

Base Damage

First, select the base damage of the poison. The damage may range from 1D6 to 9D6, as shown on the Poison Base Damage Table (p. 116). The selected base damage determines the base Equipment Ratings and base cost for the poison, which are listed in the corresponding columns of the table. For example, a poison with a base damage of 9D6 would have base Equipment Ratings of C/D/D and a base cost of 1,200 C-bills.

Effect

Poison effects are divided into three categories: *Incapacitating*, *Subduing* or *Lethal*. These categories correspond to the MW3 damage types of the same names. A poison's effect type also determines what effects the Poison Resistance Trait (p. 85, MW3) has against the poison.

If a poison has no assigned effect, it defaults to Incapacitating.

Incapacitating poisons have debilitating effects such as paralysis, disorientation or hallucination (see p. 22 for rules on incapacitating attacks).

The Poison Resistance Trait provides an AV2 against Incapacitating poisons.

Incapacitating poisons must also have a duration assigned, as shown on the Poison Characteristics Table, p. 116.

Subduing poisons are knock-out drugs designed to rapidly induce unconsciousness. Treat Subduing poison effects as *Subduing Attacks* (p. 120, MW3), but increase the base damage +1D6.

Characters with Poison Resistance receive a -2 TN modifier on Knockout Checks made to resist subduing poison.

Lethal poisons may cause respiratory paralysis, cardiac arrest, internal hemorrhaging or any of dozens of other potentially lethal effects. Lethal poisons inflict damage in the same way as blades, bullets and other standard MW3 attacks.

The Poison Resistance Trait provides an AV1 against Lethal poisons.

Duration

A duration must be selected for any Incapacitating poison. Duration may range from 1D6 turns to 1D6 hours, as shown on the Poison Characteristics Table (p. 116).

If no duration is selected for a poison, it defaults to 1D6 turns.

Vector

The vector describes how the poison reaches the target. Four vectors are possible: contact, ingested, inhaled and injected.

Multiple vectors can be chosen for a single poison. In this case, add the C-bill cost multipliers for all the selected vectors. For the Equipment Rating modifiers, use those from the vector with the highest modifiers.

If no vector is selected for a poison, it defaults to injected.

Contact poisons work by touch—the target comes into

physical contact with the poison. The poison is absorbed through the target's skin and enters his bloodstream. Environment suits and battle armor provide immunity against contact poisons (unless the poison is placed inside the target's suit before he puts it on).

Ingested poisons must be swallowed by the target and absorbed through the digestive tract. These poisons are often the easiest to administer, but they usually have a distinctive flavor or odor that must be concealed.

Inhaled poisons are inhaled by the target and absorbed into the bloodstream through the lungs. Environment suits, respirators and battle armor provide immunity against inhaled poisons. Filter masks provide an AV2 against inhaled poisons.

Injected poisons must be physically injected into the target's bloodstream.

Speed

The speed of a poison determines how quickly it takes effect after exposed to the target.

The speed may range from 1 turn to 48 hours, as shown on the Poison Characteristics Table (p. 116). Poisons with a speed of 1 turn take effect at the end of the turn following the turn in which they are administered.

Delayed poisons use microscopic beads to release the poison after a set period of time. They can take anywhere from 1 to 48 hours after the time they are administered. The precise delay must be selected when the poison is created.

If no speed is selected for a poison, it defaults to 30 minutes.

Special Characteristics

Two types of special characteristics may be selected for poisons: *Continuous Effect* and *Detection Difficulty*.

Continuous Effect poisons continue to affect the target once per minute after they initially kick in. This continues until the target character falls unconscious (in the case of Incapacitating or Subduing poisons), dies (in the case of Lethal poisons), or receives an antidote (see *Antidotes and Poison Treatment*, p. 117).

Detection Difficulty determines the difficulty of detecting the poison before and after it has been administered to the target.

A poison's Detection Difficulty is applied as a TN modifier for MedTech Skill Checks made to diagnose the poison (see *Antidotes and Poison Treatment*, p. 117) and to Perception Checks made to notice Ingested and Inhaled poisons (see *Using Poisons*, p. 116).

Each increase of +1 to the Detection Difficulty adds 1/2 point to the poison's cost multiplier. For instance, a +4 Detection Difficulty would add +2 to the cost multiplier for the poison. The maximum Detection Difficulty is +8.

Antidote Availability

Antidotes are required to treat the effects of poisons (see *Antidotes and Poison Treatment*, p. 117).

The base availability rating of a poison's antidote is the same as the poison's availability rating.

If desired, the antidote's availability rating may be increased by one letter grade; this doubles the poison's cost. Conversely, the antidote availability rating may be lowered one letter grade; this reduces the poison cost by half.

USING POISONS

The vector of a poison—contact, ingested, injected or inhaled—determines how the poison is used in games. (See *Vector*, p. 115, for further definitions of the poison vectors.)

Contact Poisons

A contact poison is administered by bringing it into contact with the target character's skin. For example, simply brushing past the target and touching him with a poisoned glove will do the trick.

In combat, contact poison can be administered by attacking a target with a weapon that has been treated with the poison. Any melee weapon can be used. Ranged weapons may be used at the gamemaster's discretion; generally, thrown and archaic ranged weapons may be treated with poison, but others may not.

In any case, the poison must contact the target's skin, so any clothing or armor in the hit location cancels the poison's effect unless the attack causes armor degradation.

Each attack that strikes a target character "uses up" a dose of poison, whether or not it successfully poisons the target. Multiple doses of poison may be applied to the weapon before combat to give the attacker several chances.

Note that poisoned weapons cause their standard damage in addition to poison effects.

POISON BASE DAMAGE TABLE

Base Damage	Base Equipment Ratings	Base Cost
1D6	A/A/A	5
2D6	A/A/A	10
3D6	A/B/B	25
4D6	A/B/B	50
5D6	B/B/C	100
6D6	B/C/C	200
7D6	B/C/C	400
8D6	C/C/D	750
9D6	C/D/D	1,200

POISON CHARACTERISTICS TABLE

Effect	Equipment Ratings	
	Modifiers	Cost Multiplier
Incapacitating	—/—/—	—
Subduing	—/—/—	+1
Lethal	—/—/+1	+2
Duration (incapacitating only)		
1D6 turns	—/—/—	—
2D6 turns	—/—/—	+1
3D6 turns	—/—/—	+2
4D6 turns	—/—/—	+3
1D6 minutes	—/—/—	+4
1D6 hours	—/—/+1	+6
Vector		
Injected	—/—/—	—
Ingested	—/+1/—	+1
Inhaled	—/+1/+1	+2
Contact	+1/+1/+1	+3
Speed		
Delayed (1-48 hours)	+1/—/—	+1
30 minutes	—/—/—	—
10 minutes	—/—/—	+1
1 minute	+1/—/—	+2
1 turn	+1/—/—	+4
Special Characteristics		
Continuous Effect	—/+1/—	+10
Detection Difficulty (+1 to +8)	—/—/—	+(1/2 of Detection Difficulty)
Antidote Availability		
Antidote Common: Reduce final cost by half		
Antidote Uncommon: Double final cost		

Ingested Poisons

Ingested poisons can be slipped into a target's food or beverage.

The target may make a simple Perception Check to notice the odor of the poison moments before eating or drinking the tainted food, however. On a successful check, the target notices something "odd" about the food. If the Margin of Success is 6 or higher, the target knows the food has been poisoned.

A poisoner who is also a skilled cook can make an appropriate Career Skill Check (such as Career/Chef) to attempt to hide the odor and flavor of the poison. In this case, the target's Perception Check is made as an Opposed Skill Check against the cook's Career Skill Check.

Ingested poisons cannot be used for poisoned weapon attacks.

Injected Poisons

Injected poisons are designed to be injected into a target with hypodermic needles, which can be done easily enough if the target is unconscious.

Against an conscious targets, injected poisons can be administered with bladed weapons or dart guns (p. 44) that have been treated with the poison. A bladed weapon used for this purpose must have an AP higher than 0.

If an attack made with the poisoned weapon inflicts a wound, the target must make a BOD/EDG Check to resist the poison. The check receives a TN modifier equal to the wound value the attack inflicted. If the check fails, the poison enters the target's bloodstream.

Every poison-treated weapon attack that strikes a target "uses up" one dose of poison, whether or not it successfully poisons the target. Multiple doses of poison may be applied to the weapon before combat to give that attacker several chances.

Note that poisoned weapons cause their standard damage in addition to poison effects.

Inhaled Poisons

Inhaled poisons can be administered with gas-ordnance weapons (p. 36). Simply replace the weapon's standard gas effects with the poison's effects. One poison dose is enough for Class A ordnance, while multiple doses are required for larger ordnance classes: Class B requires 4 doses; Class C, 9 doses; Class D, 16 doses; Class E, 25 doses.

ANTIDOTES AND POISON TREATMENT

The effects of a poison cannot be treated without the specific antidote to the poison.

A character who is dying due to poisoning cannot be stabilized without an antidote (see *Emergency Care*, p. 123, MW3), nor can wounds inflicted by lethal poison be properly treated without an antidote (see *Wound Treatment*, p. 124, MW3). A character who is incapacitated by poison will be affected until the poison's duration expires unless an antidote is applied. A character who is subdued by poison cannot be awakened by another character (see *Unconsciousness*, p. 123, MW3) unless the second character provides an antidote or six hours have passed.

To treat the effects of poison, the poisoned character first must realize that he has been poisoned. Sometimes this is obvious, but often it is not. The target of an ingested or inhaled poison can notice the poison before exposure by making a successful Perception Check (see *Using Poisons*, p. 116). Likewise, after exposure a poisoned character (or someone treating the character) can use the MedTech Skill to determine if the character was poisoned and identify the type of poison used.

A successful MedTech Check reveals that the character has been poisoned. The Skill Check is of average (+0) difficulty unless additional Detection Difficulty was added to the poison (see *Detection Difficulty*, p. 115).

Once the poison's presence has been detected, the type of poison must be identified. This requires another MedTech Skill Check, as well as an advanced medical kit, field surgical

kit, portable medical monitor or scanalyzer (pp. 144-46, 148, MW3). Without at least one of these devices on hand, identifying the poison will be impossible. The Skill Check is of average (+0) difficulty unless additional Detection Difficulty was added to the poison (see *Detection Difficulty*, p. 115).

Once the poison is identified, a proper antidote can be obtained. When characters seek an antidote to help a poisoned character, they are really looking for any one of the various chemicals that will work on the poison in question, not necessarily one specific chemical. A lower availability rating usually means there are several chemicals that will do the trick, increasing the odds that one can be found when you need it.

A standard medical kit (p. 144, MW3) contains antidotes for all Availability A poisons. An advanced medical kit is equipped with antidotes for all Availability A and B antidotes. A field surgical kit or full hospital will have antidotes for Availability A, B and C poisons. Antidotes for poisons with higher availability ratings must be tracked down just like other equipment and may turn out to be impossible to obtain.

An antidote is applied using a MedTech Skill Check. Failure means the dose of antidote is wasted. If the antidote is successfully applied before the poison has taken effect, the poison has no effect on the target (the poison's speed indicates how quickly it takes effect, see p. 115). If the antidote is applied after the poison has had an effect, the antidote's effect varies depending on the type of poison. Characters who are dying from lethal poisons are stabilized, and their wounds respond to treatment. The effects of incapacitating or subduing poisons are canceled completely.

Antidote Cost and Equipment Ratings

An antidote dose costs half as much as the poison being treated. Antidotes have the same Tech Levels as the poisons they are used to treat, but their Legality ratings are two letter grades lower.

If a poison has been created with the Antidote Uncommon option, the availability rating of its antidote is one letter grade higher than the poison's availability rating. For a poison with the Antidote Common option, the antidote's availability rating is one letter grade lower.

SURVIVAL EQUIPMENT

Never before in the history of humankind has exploration been more widespread on more worlds with more diverse environments. Whether searching for a new home, a new source of resources or the ultimate adventure, explorers need advanced equipment to traverse (and survive) the terrain they will come across in the far-flung worlds of the thirty-first century.

GOGGLES

High-impact, clear-plastic goggles provide the eye protection from the elements. Goggles are especially useful in arctic and desert environments.

GRAPPLE ROD

Most commonly used by anti-Mech infantry, the grapple rod looks innocuous enough: a simple meter-long metal shaft with a button on one end, a stirrup on the other end and a trigger near the middle. The shaft contains a powerfully adhesive dart attached to a 20-meter length of cable and a compact winch. The user aims and fires the grapple using the Support Weapons Skill. If the "attack" is on target, the dart is propelled up to 20 meters by a small explosive charge and instantly adheres to most surfaces (melting ice will not hold the dart, for example). The user then places one foot in the stirrup, grabs hold of the rod and activates its internal winch, which rapidly pulls him up the entire length of the cable. The adhesive and cable is strong enough to support 150 kilograms.

In game terms, the user receives a -5 TN modifier to Climbing Skill Checks, as well as the ability to climb 20 meters in a single turn. Grapple rods are disposable and can be fired and ascended only once.

HOLOMAP

This advanced map device consists of a display unit that resembles a small holovision monitor (p. 102) and map chips that contain data about various planets and regions on specific planets. A holomap can be linked to a SatNav Receiver (p. 101) to display the exact location of the person holding the map.

HUMIDIFIER MASK

A humidifier mask adds moisture to air as it is breathed in, which helps endurance and comfort on extremely arid worlds. The mask contains enough compressed moisture to work for 8 hours without a refill. Refilling the mask requires a water source and takes 10 minutes.

PORTABLE LIFE SUPPORT UNIT

This suitcase-sized device is designed to provide enough air and heat to keep an individual alive in the event of life-support system failure on a spacecraft. A standard unit contains enough air and heat to keep one person alive for up to 90 man-hours (2 people can last for 45 hours, three people for 30 hours, and so on.) The system has a built-in air supply, air filtration and recycling system, and power unit. A crew member can hook up the device to any environmental suit or attach it to a life-support outlet to keep a room habitable.

UNDERWATER OPERATIONS GEAR

The standard underwater operations gear package consists of a face mask, respirator, compressed-air tank, fins, and a synthetic diving suit. A character with Swimming Skill and this equipment can operate effectively underwater for up to two hours before needing to surface. The resistance water presents (as opposed to air) makes movement sluggish and adds a +2 TN modifier to all physical activities. A character can swim a number of meters per turn equal to his walking speed plus Swimming Skill Bonus.

REPAIR AND SALVAGE GEAR

The following gear can be used to repair and salvage vehicles and equipment found on the battlefield or during the course of exploration.

NULL-G PACK

Null-G packs are suitcase-sized devices with maneuvering thrusters for moving cargo in zero-G conditions. These devices are strapped onto an object in pairs and controlled by a small hand-held device. The packs and the controller are tuned to a specific radio frequency, and it is unlikely that two different units can get their signals crossed (except by deliberate changing of frequencies). Null-G packs contain about one ton-hour of maneuvering fuel, or enough fuel to maneuver one ton of cargo for a full hour (or 60 tons of cargo for one minute).

RADIATION SHEETING

Engineers working on fusion engines hang radiation sheeting around their work areas to protect passers-by not fortunate enough to be wearing environment suits from the danger of radiation leaks. Although such leaks are incredibly unlikely in modern fusion equipment, occasionally a serious accident occurs. Radiation sheeting is purchased by the square meter; the typical BattleMech engine repair job requires at least 50 square meters for full safety.

RELOADING KIT

Pre-packaged ammunition can be purchased for just about every type of ballistic weapon in use, because gun manufacturers learned long ago to use commonly available reloads.

SURVIVAL EQUIPMENT TABLE

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Goggles	B/A/A	5	200 g	—	—
Grapple Rod	D/A/B	500	3 kg	COM	—
Holomap	D/C/A	250	2 kg	—	Pwr use: 1/hr
Holomap Chip	D/C/A	20	10 g	—	—
Humidifier Mask	C/A/A	10	500 g	—	—
Portable Life Support Unit	D/B/A	5,000	10 kg	—	Recharge cost: 100
Underwater Operations Gear	C/A/A	125	30 kg	—	Encumbering (unless submerged)

Some weapons use non-standard ammunition, however, and some people just prefer to load their own ammunition. The reloading kit includes all of the equipment needed to cast bullets and place them into the casing for slug-throwing rifles, shotguns, pistols, submachine guns and machine guns. Characters cannot create reloads for needler, Gauss or gyrojet guns. Characters can purchase all the supplies for making their own ammunition (the metal for the bullets, the propellant, etc.) for 50 percent the cost of buying the ammunition outright.

REPAIR PLATFORM

Repair platforms are large, motorized "cherry pickers" used by technicians to repair BattleMechs and other pieces of equipment too tall to reach with simple step ladders.

The platform itself provides enough room for several technicians to work comfortably with complete sets of tools within easy reach and can usually extend to a height of twelve meters or more. The platform also includes a small crane that can be used to lift heavy replacement equipment and components, such as fusion engines and autocannon.

Repair platforms are mobile (they can be attached to hitches and moved by most standard vehicles), and can be loaded into standard cargo containers for transport by rail or DropShip. Most combat DropShips capable of holding BattleMechs have repair platforms built into their cargo bays.

VEHICLES

The *BattleTech* universe is home to a staggering variety of personal vehicles, from simple wheeled motorbikes to sleek hover-limousines. The following section provides basic rules for using vehicles in *MW3* game play as well as a selection of new vehicle types.

VEHICLE RULES

The following rules are designed for using vehicles in combat. For more detailed rules governing vehicles and BattleMechs in combat, see pages 28–58 of *MechWarrior's Guide to Solaris VII*.

Movement

At the beginning of each turn, a vehicle's pilot declares the movement rate he is using—cruising or flanking speed. These movement rates describes how many meters per turn the vehicle may expend. The flanking speed is significantly

higher, but it restricts turning and backward movement and makes crashes more likely. (Cruising and flanking rates are listed in the vehicle tables in the vehicle descriptions.)

Vehicles can move straight forward when using either movement rate. Vehicles moving at flanking rate cannot move in reverse, however.

If a character wants his vehicle to move in a direction other than straight forward or backward, he must turn. Each turn of 45 degrees (or fraction thereof) expends 10 meters of movement that cannot be used to cover distance. For example, a vehicle making a 90-degree turn would expend 20 meters on the turn. If the vehicle were moving at a cruising rate of 120, it could move 100 meters during the same turn.

When moving at flank speed, a vehicle must move forward at least 20 meters between turns, and turns may not exceed 90 degrees. If desired, a player may "push" his vehicle and make sharper turns or ignore the 20-meter space between turns. In either case, he risks crashing and must make a Piloting Skill Check. If the check fails, the vehicle crashes.

The turn restrictions are defined using precise measurements, but the principle behind them can also be applied if the game is being played "fast-and-loose." In this case, the gamemaster can simply call for a Skill Check any time a player attempts a vehicle action that would require a sharp turn.

Piloting Skill Checks and Crashes

Gamemasters may require that players make Piloting Checks any time they attempt dangerous maneuvers with their vehicles (such as turning too sharply). The gamemaster sets the TN modifiers for the check, based on the standard TN modifiers on page 17 of *MW3*. If the Piloting Check fails, the vehicle crashes.

A crashed vehicle's movement ends immediately, and characters onboard cannot take any further action during the turn. If the check's Margin of Failure is 6 or more, the vehicle flips or rolls, causing 3D6 melee-type damage to all characters onboard (the gamemaster determines the vehicle's damage). The vehicle cannot move until rolled over and repaired. If a hovercraft suffers a crash while it is moving over water, it will sink and characters aboard the vehicle will need to bail out and swim for shore.

The gamemaster determines if the crash affects any other vehicles or characters, based on the maneuver that was attempted, the surrounding terrain, and the proximity of other vehicles at the time of the crash.

REPAIR AND SALVAGE GEAR

Item	Equipment Ratings	Cost	Weight	Notes
Null-G Pack	D/B/A	1,000	20 kg	Fuel: 1 ton/hour; refueling cost: 10
Null-G Controller	D/B/A	250	2 kg	Pwr use: 1/hr
Radiation Sheeting	C/A/A	1 per m ²	250 g per m ²	—
Reloading Kit	C/B/A	250	25 kg	Components cost 1/2 of pre-made ammo
Repair Platform	D/A/A	12,500	2,250 kg	Pwr use: 2/minute

upholstery and a hardwood dashboard. The Typhoon's engine is manufactured by Sorenson Mechanicals, a prominent Federated Suns industrial concern, so the vehicle is most often seen on the streets of New Avalon and the Black Hills sector of Solaris VII.

JET VEHICLES

Modern jet vehicles occupy a niche all their own. The emergency jet pack and the jet sled are only two examples of the unique uses that jet propulsion may be put to.

Emergency Jet Pack

Standard jump packs provide soldiers with incredible mobility on the battlefield, but they are large and bulky contraptions. Emergency jump packs provide similar capabilities in a considerably smaller package.

Emergency jump packs originally were developed during the Star League era to provide SLDF foot troops the flexibility of jump movement in an easy-to-carry package. These lightweight, suitcase-sized packs contain solid rocket propellant and hand-held electronic control systems.

The emergency jetpack uses the jump pack rules (p. 150, MW3) with the following exceptions: it always operates in extended flight mode, it provides a maximum altitude of 30 meters and a maximum distance of 1 kilometer.

Putting on the pack and activating it are two separate Complex Actions. Once activated, the pack takes a full turn to ignite. Once fired, the system can be shut off, but cannot be re-ignited. The control system is hard-wired to the pack, and the entire pack is disposable after use.



Jet Sled

The jet sled is a one- or two-passenger vehicle that resembles a streamlined twentieth-century snowmobile. Jet sleds are a primary mode of transport in arctic climes, can

reach speeds of up to 125 km/hr and provide good crash protection. These vehicles are not very maneuverable, however. Apply a +1 TN modifier to Piloting Skill Checks when operating a jet sled.

JET VEHICLES

Item	Equipment	Cost	Refueling	Range	Movement Rate	Afil
	Ratings		Cost		Cruising/Flanking	
Jet Pack, Emergency	D/E/C	5,000	—	1 km	160	COM
Jet Sled	C/C/B	1,160	5	200 km	80/125	—

WHEELED VEHICLES

Item	Equipment	Cost	Refueling	Range	Movement Rate	Afil	Notes
	Ratings		Cost		Cruising/Flanking		
Avanti Luxury Sedan	C/D/B	100,000	40	250 km	80/150	—	—
Jeep	C/A/B	5,000	15	483 km	75/120	—	—
Jitney (Minibus)	C/A/B	5,500	20	800 km	70/160	—	—
Macadam Groundcar	C/B/B	4,250	20	700 km	120/200	—	—
Speeder	E/D/B	42,000	—	Unlimited	200/300	—	Fusion-powered
Transport, heavy	C/A/C	10,000	20	1,000 km	60/90	—	Loaded 70 kph flank
Typhoon Ground Car	C/D/B	35,000	30	300 km	90/160	FS	—

HOVER VEHICLES

Thirty-first century hovercraft are efficient and maneuverable vessels. Prized for their ability to cross land and water with equal ease, the so-called "skimmers" are often used for exploring water-rich planets.

Air Car

Air cars are the standard form of hovercraft transport used in the Inner Sphere. Such vehicles can carry four to twelve passengers or equivalent amounts of cargo. The outer hull of an air car is extremely sturdy and damage-resistant, though its lift-system components are fragile.

Feicui Aircar

The most luxurious production hover vehicle in the Inner Sphere, the Feicui Aircar is popular among Capellan nobles and businessmen working outside the Confederation. It stands as a symbol of pride (the vehicle is manufactured in the Confederation) and a bold statement on the prosperity of the Confederation.

The Feicui is sleek and fast but horribly fuel-inefficient. It carries six passengers in comfort, although as many as a dozen can be squeezed into the roomy passenger compartment. The aircar also features a refrigerator and wet-bar, as well as a full suite of holovid and audio entertainment devices.

Hurricane Hover Car

Built for speed, the Hurricane Hover Car is sold exclusively in the Lyran Alliance, most often to the sons and daughters of wealthy businessmen and nobles.

Turbofan Car

Turbofan cars use enlarged intakes and propellers to achieve greater altitude and speed than typical skimmers. This improved performance comes at a significant increase in price, however.

WHEELED VEHICLES

By far the most widespread of personal vehicles, wheeled vehicles are not as versatile as other models but are considerably cheaper.

Avanti Luxury Sedan

The Avanti is a prestigious, well-appointed limousine common on every prosperous world in the Inner Sphere and near

Periphery. Not particularly fast or maneuverable, the Avanti is designed for comfort and class. It can transport four passengers in the lap of luxury, complete with holovid monitor and fully-equipped bar.

Heavy Transport

Heavy transports constitute a broad category of wheeled trucks used for freight or military transport. The category includes closed and open vans, tractor-trailers, and so on, ranging in size from 15 to 25 tons. Most heavy transport vehicles are designed primarily for on-road travel, feature moderate armor protection, and can carry 10 tons of cargo.

Jeep

The jeep is a lightweight all-terrain vehicle (ATV) used for civilian or military purposes. Jeeps have a passenger capacity of four.

Jitney (Minibus)

Mass transit is the most common form of transport for people on heavily populated worlds, and the most common agent of mass transit is the jitney. A simple six-wheeled minibus, the jitney can carry up to 24 passengers to and from work, home, school and so on. In times of war, jitneys are often drafted into service as cheap troop transports or light-duty cargo carriers.

Macadam Groundcar

The Macadam Groundcar is the most common "family sedan" in the Inner Sphere. Larger than the compact electric cars used by commuters and young couples, the Macadam seats two adults and four children in relative comfort.

Speeder

Speeders are aerodynamically streamlined ground cars powered by high-output fusion reactors. They are designed especially for open road use and are extremely maneuverable even at very high speeds. They are also very sturdy, despite their light weight appearance. Speeders are rarely seen on the street; in the Inner Sphere, fusion engines are generally reserved for military use, so speeders are most often seen only in high-stakes auto races.

Typhoon Ground Car

The Typhoon is the ground car of choice for the upwardly mobile. The Typhoon's luxurious interior features real leather

HOVER VEHICLES

Item	Equipment		Refueling		Movement Rate	
	Ratings	Cost	Cost	Range	Cruising/Flanking	Afil
Air Car	D/C/B	58,800	25	800 km	120/200	—
Feicui Aircar	D/E/B	200,000	50	300 km	140/220	CC
Hurricane Hover Car	D/D/B	85,000	35	400 km	160/260	LA
Turbofan Car	D/C/B	17,500	30	900 km	130/180	—

TABLES

ARCHAIC/MELEE WEAPONS

Item	Equipment		AP •	Range in Meters		Shots	Reload	Weight	Affil	Notes
	Skill	Ratings		Type*	S/M/L/E					
Compound Bow	ARC	C/A/A	2•2D6	B	10/25/70/160	1	15/2	1 kg	—	Simple Action load & fire
Crossbow	ARC	A/A/A	3•2D6	B	5/16/30/70	1	10/1	2 kg	—	—
Crossbow, Heavy	ARC	A/A/A	3•3D6	B	5/20/40/100	1	20/1	4 kg	—	Complex Action to load
Daikyu	ARC	A/D/A	2•2D6	B	10/25/60/125	1	30/2	1 kg	DC	Simple Action load & fire
Longbow	ARC	A/B/A	2•2D6	B	10/30/80/175	1	20/2	1.5 kg	—	Simple Action load & fire
Shortbow	ARC	A/A/A	2•1D6	B	8/20/50/100	1	10/1	800 g	—	Simple Action load & fire
Yari	ARC	A/C/A	2•1D6	B	8/20/55/110	1	15/1	800 g	DC	Simple Action load & fire
Axe	BLA	A/A/A	2•2D6	M	—	—	25	4 kg	—	+2 TN
Dao	BLA	A/C/B	1•2D6	M	—	—	200	3 kg	CC	-1 TN
Fingernails,										
Carbon-fiber Reinforced	BLA	D/D/C	1•1D6	M	—	—	1,000	—	CC	No effect vs. AP 3+
Hatchet/Tomahawk	BLA	A/A/A	2•1D6	M	—	—	10	1 kg	—	+2 TN
Hatchet/Tomahawk										
(thrown)	THW	A/A/A	2•1D6	M	STR x 1/2/3/4	—	10	1 kg	—	+2 TN
Katana	BLA	A/D/B	1•2D6	M	—	—	250	2.5 kg	DC	-1 TN
Knife/Dagger/Bayonet	BLA	A/A/A	1•1D6	M	—	—	8	250 g	—	—
Knife (thrown)	THW	A/A/A	1•1D6	M	STR x 1/2/3/4	—	8	250 g	—	—
No-Dachi	BLA	A/C/B	1•3D6	M	—	—	300	4.5 kg	DC	—
Shuriken	THW	A/C/B	1•1D6	M	STR x 1/2/4/6	—	5	100 g	DC	—
Sword	BLA	A/A/B	1•2D6	M	—	—	30	3 kg	—	—
Wakizashi	BLA	A/C/B	1•1D6	M	—	—	150	200 g	DC	-1 TN
Blackjack/Sap	BLA	A/A/A	0•3D6	M	—	—	5	1 kg	—	+2 TN
Bokken	BLA	A/B/A	0•2D6	M	—	—	15	2 kg	DC	-1 TN
Club or improvised	STF	A/A/A	1•1D6	M	—	—	—	2 kg	—	—
Nunchaku	WHP	A/B/A	1•1D6	M	—	—	10	1.5 kg	DC	Opponent +2 TN
Pole Arm	STF	A/B/B	1•2D6	M	—	—	50	6 kg	—	Can Engage at 2m range†
Staff	STF	A/A/A	0•2D6	M	—	—	5	2.5 kg	—	—
Monowire	WHP	E/E/E	4•5D6	M	—	1‡	200/§	250 g	—	+2 TN; aimed attack only†
Vibroaxe	BLA	E/D/C	5•4D6	M	—	2‡	150/§	5 kg	—	+1 TN
Vibroblade	BLA	D/B/C	5•2D6	M	—	1‡	100/§	350 g	—	—
Vibrokatana	BLA	E/D/D	5•3D6	M	—	2‡	350/§	3 kg	DC	-1 TN
Vibrosword	BLA	E/C/D	5•3D6	M	—	1‡	300/§	4 kg	—	—
Vibrosword (Clan)	BLA	F/E/D	6•3D6	M	—	2‡	500/§	4 kg	Clan	—
Mini Stunstick	BLA	C/A/B	0•3D6	E	—	1‡	50/§	150 g	—	Subduing; do not add STR
Neural Lash	WHP	D/D/C	0•5D6	E	—	1‡	750/§	100 g	DC	Subduing; do not add STR
Neural Whip	BLA	D/E/E	0•5D6	E	—	2‡	500/§	300 g	DC	Incapacitating (2D6); do not add STR†
Stunstick	BLA	C/A/B	0•4D6	E	—	1‡	200/§	200 g	—	Subduing; do not add STR

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

‡This represents the number of power points used per shot, not the number of bullets in a magazine.

§These weapons use Power Packs, so they do not have a standard reload cost.

SLUG-THROWERS

Item	Skill	Equipment	AP •	Range in Meters			Cost/		Weight	Afil	Notes
		Ratings	Damage	Type*	S/M/L/E	Shots	Reload				
Gauss Pistol	PIS	F/D/D	4•5D6	B	5/20/60/150	4, 1+	1,500/1		1 kg	Clan	—
Mandrake Hold-Out											
Gauss Pistol	PIS	E/E/E	3•4D6	B	3/10/35/80	1	750		100 g	CC	—
Thunderstroke Gauss Rifle	RIF	E/E/E	5•6D6	B	30/80/250/700	5, 2+	2,500/3		7 kg	FS	Encumbering
Gyrojet Gun, Heavy	RIF	D/C/E	4•6D6	B	45/120/300/625	5	2,500/250		10 kg	—	No AP reduction for ex. range; encumbering
Gyrojet Pistol	PIS	D/C/E	3•4D6	B	8/25/70/165	2	450/1		2.5 kg	CM	No AP reduction for ex. range
Gyrojet Rifle	RIF	D/B/D	4•5D6	B	35/90/275/500	10	1,250/100		7 kg	—	No AP reduction for ex. range
Gyroslug Carbine	RIF	D/C/D	4•4D6	B	20/50/120/260	20	800/5		4 kg	—	No AP reduction for ex. range
Gyroslug Rifle	RIF	D/C/D	4•5D6	B	25/60/150/315	50	1,000/20		8 kg	—	No AP reduction for ex. range
Hold-Out Gyrojet Pistol	PIS	D/C/E	3•4D6	B	3/7/12/25	2	30/1		50 g	—	No AP reduction for ex. range
Auto-Pistol	PIS	C/A/C	3•4D6	B	5/20/45/105	10	50/2		500 g	—	Jam on a fumble
Auto-Pistol, Magnum	PIS	C/B/D	3•5D6	B	5/20/50/120	8	75/4		500 g	—	+1 TN; jam on a fumble
Hold-Out Pistol	PIS	B/B/E	3•3D6	B	2/5/8/20	2	20/1		200 g	—	—
M&G Service Automatic	PIS	C/C/C	3•4D6	B	5/20/40/85	8	60/3		650 g	LA	—
Mydron	PIS	C/B/E	3•2D6	B	6/22/40/90	20	100/4		1.5 kg	—	Burst (5/1); jam on a fumble
Nambu Pistol	PIS	C/C/C	3•4D6	B	5/20/50/110	12	75/2		450 g	DC	Jam on a fumble
Pistol, Makeshift	PIS	B/A/C	3•4D6	B	5/15/30/65	1	15/1		1 kg	Per	+1 TN; misfire on a fumble†
Revolver	PIS	B/A/C	4•4D6	B	8/18/40/90	6	40/1		500 g	—	—
Revolver, Magnum	PIS	C/B/D	4•5D6	B	8/18/45/100	5	60/3		500 g	—	+1 TN
Sternsnacht	PIS	C/D/D	3•6D6	B	5/15/38/70	3	200/1		2.5 kg	LA	Range mods
Sternsnacht Python	PIS	C/C/D	4•4D6	B	5/15/40/80	12	125/4		750 g	CM	+0/+3/+6/+11
Hold-Out Needler	PIS	D/B/E	1•5D6	B	2/4/6/12	5	20		50 g	—	Jam on a fumble
M&G Flechette Pistol	SMG	D/C/E	1•4D6	B	2/5/10/20	15	100/4		500 g	LA	Splash; AP 0 vs. barriers
M&G Flechette Rifle	SHT	D/C/D	1•4D6	B	5/12/25/40	30	200/8		1.5 kg	LA	Burst (5/2); splash; AP 0 vs. barriers
Needler Pistol	PIS	D/A/D	1•5D6	B	2/6/12/20	10	50/1		300 g	—	Burst (5/3); splash
Needler Rifle	SHT	D/B/D	1•5D6	B	5/14/30/40	20	75/2		1 kg	—	AP 0 vs. barriers
Shredder Heavy Needler	SHT	D/C/D	2•5D6	B	3/8/15/30	10	150/3		1 kg	LA	Splash; AP 0 vs. barriers
Elephant Gun	RIF	B/C/C	5•6D6	B	20/60/160/400	2	100/2		5 kg	Per	Splash; AP 0 vs. barriers
Federated Long Rifle	RIF	C/A/D	4•5D6	B	35/85/205/450	10	120/3		5 kg	FS	+2 TN†
Imperator AX-22											—
Assault Rifle	RIF	C/B/D	4•4D6	B	30/80/185/435	15	200/3		3.5 kg	FWL	Burst (15/3); jam on a fumble
Minolta 9000 Advanced											
Sniper System	RIF	D/E/F	5•4D6	B	50/160/360/730	10	1,000/5		6 kg	CC	—
Rifle, Automatic	RIF	C/A/D	4•4D6	B	30/75/170/415	30	80/2		4 kg	—	Burst (15/3); jam on a fumble
Rifle, Bolt-Action	RIF	B/A/B	4•4D6	B	40/115/225/500	5	60/1		3 kg	—	S. Action to work bolt after each shot
Rifle, Makeshift	RIF	B/A/B	4•4D6	B	20/65/140/300	1	20/1		6 kg	Per	+1 TN; misfire on a fumble†
Rifle, Sniper	RIF	B/C/D	5•4D6	B	45/150/340/700	5	350/4		10 kg	—	S. Action to work bolt after each shot
TK Assault Rifle	RIF	C/A/D	4•4D6	B	25/70/160/410	20	150/3		5.5 kg	LA	Burst (10/3)
Zeus Heavy Rifle	RIF	C/B/D	5•5D6	B	35/80/190/420	5	200/3		8 kg	LA	—
Shotgun, Automatic	SHT	C/C/D	1•5D6	B	4/10/20/45	12	200/2		5 kg	—	Burst (5/1); splash
Shotgun, Combat	SHT	C/B/D	2•5D6	B	5/12/24/50	8	175/2		4.5 kg	—	Splash
Shotgun, Double-Barreled	SHT	B/A/B	1•6D6	B	3/8/16/45	2	30/1		4 kg	—	Splash†
Shotgun, Double-Barreled (Sawed-off)	SHT	B/A/B	1•6D6	B	1/4/8/22	2	30/1		3 kg	—	Splash; +1 TN†

TABLES

Item	Equipment		AP •	Range in Meters			Cost/	Weight	Afil	Notes
	Skill	Ratings	Damage	Type*	S/M/L/E	Shots	Reload			
Shotgun, Pump-Action	SHT	B/A/B	1•6D6	B	4/10/20/45	6	40/1	4 kg	—	Splash
Shotgun, Pump-Action (Sawed-off)	SHT	B/A/C	1•6D6	B	2/5/10/22	6	40/1	3 kg	—	Splash; +1 TN
Gunther MP-20	SMG	C/D/D	4•3D6	B	4/12/30/50	30	125/5	2.5 kg	LA	Burst (5/2); jam on a fumble
Imperator 2894A1	SMG	C/B/D	4•2D6	B	5/18/40/85	50	100/5	4 kg	—	Burst (10/2); jam on a fumble
KA-23 Subgun	SMG	D/D/E	4•2D6	B	6/20/45/100	40	250/6	2.5 kg	DC	Burst (10/3); jam on a fumble
Rorynex RM-3/XXI	SMG	D/C/E	3•2D6	B	3/12/28/60	100	80/10	3 kg	—	Burst (15/2); jam on a fumble
Rugan SMG	SMG	C/C/E	3•2D6	B	4/15/30/70	80	100/8	3.5 kg	—	Burst (15/2); jam on a fumble
Submachine Gun	SMG	C/A/D	3•3D6	B	5/16/35/80	50	80/5	3 kg	—	Burst (10/2); jam on a fumble
Stetta Autopistol	SMG	D/C/E	3•2D6	B	3/10/20/50	100	150/10	2 kg	—	Burst (10/1); jam on a fumble

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

‡This represents the number of power points used per shot, not the number of bullets in a magazine.

ENERGY WEAPONS

Item	Equipment		AP •	Range in Meters			Cost/	Weight	Afil	Notes
	Skill	Ratings	Damage	Type*	S/M/L/E	Shots	Reload			
Blazer Pistol	PIS	D/D/E	5•3D6	E	15/40/90/240	8†	3,000/\$	2 kg	FWL	—
ER Laser Pistol	PIS	F/C/D	4•3D6	E	20/50/125/300	3†	1,000/\$	1 kg	Clan	—
Hold-Out Laser Pistol	PIS	D/B/E	4•2D6	E	10/22/50/120	3†	100/\$	50 g	FWL	—
Laser Pistol	PIS	D/A/D	4•3D6	E	15/35/80/225	2†	750/\$	1 kg	—	—
Nakjima Hand Laser	PIS	D/C/D	5•2D6	E	20/40/100/250	1†	750/\$	1 kg	DC	—
Nova Laser Pistol	PIS	E/D/E	3•5D6	E	8/20/40/100	10†	1,250/\$	1.5 kg	FWL	—
Sunbeam Laser Pistol	PIS	D/D/E	4•4D6	E	15/30/65/200	4†	750/\$	1 kg	FWL	—
White Dwarf Hold-Out Laser Pistol	PIS	D/C/E	4•3D6	E	10/25/60/150	—	250	250 g	FWL	†
Blazer Rifle	RIF	D/D/E	5•4D6	E	65/220/485/1,180	10†	2,190/\$	7 kg	FWL	—
ER Laser Rifle	RIF	F/D/D	4•4D6	E	90/300/700/1,400	5†	2,000/\$	5 kg	Clan	—
Intek Laser Rifle	RIF	D/C/D	4•3D6	E	80/275/550/1,200	2†	1,250/\$	5 kg	FWL	—
Laser Rifle	RIF	D/B/D	4•4D6	E	60/205/465/1,100	5†	1,250/\$	5 kg	—	—
Magna Laser Rifle	RIF	D/D/D	3•5D6	E	50/190/440/1,000	5†	1,500/\$	6 kg	DC	—
Marx XX Laser Rifle	RIF	D/D/D	5•3D6	E	75/250/500/1,150	6†	1,750/\$	6 kg	—	—
Starfire ER Laser Rifle	RIF	E/E/E	4•4D6	E	85/285/625/1,300	6†	2,500/\$	5 kg	FWL	Recharge: 1†
Mauser 960 Assault System	RIF	E/E/D	3•3D6	E	55/170/365/740	2†	8,000/\$	10.8 kg	COM	Burst (10/4)
Pulse Laser Pistol	SMG	D/C/D	3•2D6	E	12/30/70/195	2†	1,000/\$	1 kg	—	Burst (5/2)
Pulse Laser Pistol (Clan)	SMG	F/C/D	3•3D6	E	15/35/80/200	3†	1,500/\$	1 kg	Clan	Burst (5/2)
Pulse Laser Rifle	RIF	D/C/D	3•3D6	E	40/130/275/595	4†	2,000/\$	5 kg	—	Burst (10/4)
Pulse Laser Rifle (Clan)	RIF	F/D/D	3•4D6	E	60/180/400/800	5†	3,000/\$	5 kg	Clan	Burst (10/4)

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

‡This represents the number of power points used per shot, not the number of bullets in a magazine.

\$These weapons use Power Packs, so they do not have a standard reload cost.

EXPLOSIVE ORDNANCE

Item	Skill	Equipment	AP •	Range in Meters		Cost/		Weight	Afil	Notes
		Ratings	Damage	Type*	S/M/L/E	Shots	Reload			
Ordnance, Anti-Personnel	—			X	—	—			—	Blast
Class A		C/C/E	1•7D6				2	200 g		
Class B		C/B/E	2•9D6				8	450 g		
Class C		C/A/E	3•11D6				16	600 g		
Class D		C/B/E	3•12D6				24	2 kg		
Class E		C/B/E	3•13D6				32	4 kg		
Ordnance, Anti-Vehicle	—			X	—	—			—	Blast (half radius)
Class C		C/B/E	6•4D6				100	1 kg		
Class D		C/B/E	6•5D6				250	3 kg		
Class E		C/B/E	6•6D6				400	5 kg		
Ordnance, FASCAM	—			—	—	—			CC	†
Class D		D/D/E	(B)				50	3 kg		5m radius
Class E		D/D/E	(C)				100	5 kg		10m radius
Ordnance, Flare	—			E	—	—			—	†
Class A		C/B/B	—				1	200 g		50m radius
Class B		C/A/B	—				2	450 g		75m radius
Class C		C/A/B	—				4	600 g		100m radius
Class D		C/B/C	—				10	2 kg		200m radius
Class E		C/B/C	—				20	4 kg		300m radius
Ordnance, Flash	—			S	—	—			—	Blast; incapacitating (2D6)†
Class A		C/B/D	0•2D6				2	200 g		
Class B		C/A/C	0•3D6				8	450 g		
Class C		C/A/C	0•4D6				16	600 g		
Class D		C/B/C	0•5D6				24	2 kg		
Class E		C/B/C	0•6D6				32	4 kg		
Ordnance, Gas	—			S	—	—			CC	Incapacitating (3D6)†
Class A		C/D/E	0•5D6				2	200 g		3m radius
Class B		C/C/E	0•5D6				10	450 g		6m radius
Class C		C/C/E	0•5D6				20	600 g		9m radius
Class D		C/D/E	0•5D6				30	2 kg		12m radius
Class E		C/D/E	0•5D6				40	4kg		15m radius
Ordnance, High-Explosive	—			X	—	—			—	Blast
Class A		C/C/E	3•6D6				2	200 g		
Class B		C/B/E	4•8D6				10	450 g		
Class C		C/A/E	5•10D6				20	600 g		
Class D		C/B/E	5•11D6				30	2 kg		
Class E		C/B/E	5•12D6				40	4 kg		
Ordnance, Inferno	—			E	—	—			—	Blast; incendiary
Class B		C/C/E	2•3D6				8	450 g		
Class C		C/B/E	2•5D6				16	600 g		
Class D		C/B/E	2•7D6				24	2 kg		
Class E		C/B/E	2•9D6				32	4 kg		
Ordnance, Narc beacon	—			S	—	—			COM	Limpet mine†
Class C		E/E/C	—				600	1 kg		-2 TN†
Class D		E/D/C	—				800	3 kg		-3 TN†
Class E		E/D/C	—				1,000	5 kg		-4 TN†
Ordnance, Smoke	—			—	—	—			—	4D6 turns duration†
Class A		C/B/C	—				1	200 g		3m radius
Class B		C/A/C	—				2	450 g		6m radius
Class C		B/A/C	—				4	600 g		9m radius
Class D		B/A/C	—				10	2 kg		12m radius
Class E		B/B/C	—				20	4 kg		15m radius

TABLES

SPECIAL AMMUNITION

Item	Equipment		AP •	Range in Meters			Cost/	Weight	Afil	Notes
	Skill	Ratings	Damage	Type*	S/M/L/E	Shots	Reload			
Slug-thrower, AET	—	D/D/C†	—	B	—	—	x2	—	COM	AP 50% vs. barriers
Slug-thrower, Armor-Piercing	—	C/C/D†	+1•-1D6	B	—	—	x3	—	—	—
Slug-thrower, Explosive	—	C/C/D†	-1•+1D6	X	—	—	x3	—	—	Jam on fumble
Slug-thrower, Flechette	—	D/B/B†	-2•+1D6	B	—	—	x1	—	—	Splash
Slug-thrower, Frangible	—	C/D/B†	-2AP	B	—	—	x2	—	COM	AP 0 vs. barriers
Slug-thrower, Incendiary	—	C/C/C†	-1D6	B	—	—	x1.5	—	—	Incendiary; jam on fumble
Slug-thrower, Subsonic	—	C/C/D†	-1AP	B	half range	—	x1	—	—	—
Slug-thrower, Tracer	—	C/B/B†	—	B	—	—	x1.5	—	—	-1 Visibility Modifier
Missile, Narc-homing	—	E/D/C†	—	—	—	—	x2	—	COM	†
Ordnance, Limpet	—	†	—	—	—	—	+15	—	—	†
Shotgun, Solid-Slug Shot	—	B/B/D	4•6D6	B	—	—	-/4	—	—	Range mods +0/+3/+6/+11
SRM, Inferno	—	C/B/E	2•7D6	E	—	—	-/1,000	—	—	Blast; incendiary

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

WEAPON ACCESSORY TABLE

Item	Equipment		Cost	Weight	Afil	Notes
	Ratings					
AMR-20 Rifle/Pistol Silencer	E/D/D	500	50 g	COM		+4 Perception TN (sound)
Barrel-mount Flashlight	B/A/A	10	250 g	—		No night TN mods to 15m; pwr use: .1/hr
Bow Accessory Mount	B/B/A	15	200 g	—		Allows accessories to mount on bow*
Flash Suppressor	C/B/D	100	250 g	—		+2 Perception TN (vision)
Flash Suppressor, JAF-05	E/D/D	1,000	675 g	COM		+4 Perception TN (sound & vision)
Gyroscopic Harness	D/D/D	1,000	6 kg	—		Recoil rating +1*
Holster	B/A/A	20	150 g	—		—
Laser Sight	C/A/A	25	100 g	—		-1 TN; pwr use: .1
Recoil Compensation	C/B/D	†	†	—		Recoil rating +1; encumbering
Scope, Night Vision	D/B/A	125	450 g	—		-2 TN at M/L/E ranges; no night TN mods*
Scope, Telescopic	C/A/A	30	200 g	—		-2 TN at M/L/E ranges
Silencer	C/B/D	25	100 g	—		+4 Perception TN; breaks on a fumble
Sound & Flash Suppressor	C/C/D	200	300 g	—		+2 Perception TN (sound & vision)
Sound Suppressor	C/B/D	50	250 g	—		+2 Perception TN (sound)

*See accessory description for rules.

†Cost of Recoil Compensation is 10 percent the cost of the weapon; weight is 10 percent the weight of the weapon.

TABLES

Item	Skill	Equipment	AP • Damage	Range in Meters			Cost/ Reload	Weight	Afil	Notes
		Ratings		Type*	S/M/L/E	Shots				
Ordnance, Stun	—			S	—	—			—	Blast; incapacitating (1D6)†
Class B		D/B/C	0•4D6				10	450 g		
Class C		C/A/C	0•5D6				20	600 g		
Class D		C/A/D	0•6D6				30	2 kg		
Class E		C/B/D	0•7D6				40	4 kg		

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

EXPLOSIVES

Item	Skill	Equipment	AP • Damage	Type*	Range in Meters			Cost/ Reload	Weight	Afil	Notes
		Ratings			S/M/L/E	Shots					
C8 Blasting Block	DEM	D/B/D	7•10D6	X	—	—	50	1 kg	—	—	Blast (half radius)
Pentaglycerine	DEM	D/D/D	8•10D6	X	—	—	150	200 g	—	—	Blast (quarter radius)
Satchel Charge	DEM	D/C/E	8•12D6	X	—	—	210	4.5 kg	—	—	Blast (half radius)
Grenade	THW	—	(C)	O	STR x 1/2/3/4	—	†	—	—	—	Indirect
Microgrenade	THW	—	(A)	O	STR x 1/2/3/4	—	†	—	—	—	Indirect
Minigrenade	THW	—	(B)	O	STR x 1/2/3/4	—	†	—	—	—	Indirect
Mine, Anti-Jump "Active"	DEM	E/D/E	(D)	O	—	—	1,000	5 kg	CC	†	
Mine, Command-Detonated	DEM	C/B/E	(E)	O	—	—	75	600 g	—	†	
Mine, Standard	DEM	B/A/E	(E)	O	—	—	50	500 g	—	†	
Mine, Vibrabomb	DEM	D/C/E	(E)	O	—	—	500	1 kg	—	†	
Emergency Flare	BLA	B/A/A	2•3D6	E	—	1	10	600 g	—	—	
Flare Pistol	SUP	C/A/B	2•2D6	E	2/5/11/20	5	25/2	400 g	—	—	Indirect

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

SUPPORT WEAPONS

Item	Skill	Equipment	AP • Damage	Type*	Range in Meters			Cost/ Reload	Weight	Afil	Notes
		Ratings			S/M/L/E	Shots					
Grand Mauler											
Gauss Cannon	SUP	E/D/E	6•6D6	B	45/120/375/1,000	5, 6†	5,000/5	14 kg	FS	—	Encumbering
Magshot Gauss Rifle	SUP	E/E/F	6•7D6	B	70/280/600/1,250	20, 3†	8,500/10	45 kg	FS	—	Crew: 2
Tsunami Heavy Gauss Rifle	SUP	E/D/E	6•6D6	B	45/135/400/1,070	5, 8†	5,500/5	12.5 kg	DC	—	Encumbering
Grenade Launcher	SUP	C/B/D	(B)	O	20/55/130/200	10	465/†	5 kg	—	—	S. Action to chamber round after each shot†
Grenade Launcher, Automatic	SUP	C/B/E	(B)	O	20/45/110/180	20	975/†	12 kg	—	—	Burst (5/1)†
Grenade Launcher (Compact)	SUP	C/B/E	(A)	O	15/40/90/150	1	290/†	3 kg	—	—	†
Grenade Launcher, Heavy	SUP	C/D/E	(C)	O	20/60/150/250	20	1,500/†	18 kg	FS	—	Burst (5/2); encumbering†
Dragonsbane Disposable											
Pulse Laser	SUP	E/D/E	5•3D6	E	60/230/500/1,250	—	5,000	7 kg	DC	—	Burst (15/5)†
Hellbore Assault Laser	SUP	E/E/E	6•6D6	E	60/205/465/1,100	10†	2,500/\$	10 kg	COM	—	Encumbering
Particle Cannon, Semi-Portable	SUP	D/D/E	4•8D6	E	60/225/475/1,200	6†	7,000/\$	40 kg	—	—	Crew: 2; splash; recharge: 1†
Particle Cannon, Support	SUP	D/C/E	5•14D6	E	75/275/650/1,400	10†	45,000/\$	1.8 tons	—	—	Crew: 5; splash; recharge: 2

TABLES

Item	Equipment		AP •		Range in Meters		Cost/		Afil	Notes
	Skill	Ratings	Damage	Type*	S/M/L/E	Shots	Reload	Weight		
Support Laser	SUP	D/D/E	6•8D6	E	100/325/760/1,500	10†	10,000/§	72 kg	—	Crew: 2
Support Laser, ER	SUP	E/E/E	6•8D6	E	110/400/800/1,650	15†	11,250/§	110 kg	FWL	Crew: 2
Support Laser, ER (Clan)	SUP	F/D/E	6•10D6	E	125/450/900/1,700	15†	11,250/§	100 kg	Clan	Crew: 2
Support Laser, ER Semi-Portable	SUP	F/C/E	5•8D6	E	100/350/775/1,575	10†	10,000/§	25 kg	Clan	Crew: 2†
Support Laser, Heavy	SUP	D/D/E	7•12D6	E	150/500/950/1,900	20†	40,000/§	140 kg	—	Crew: 3; recharge: 1
Support Laser, Semi-Portable	SUP	D/C/E	5•7D6	E	80/300/700/1,450	7†	5,000/§	40 kg	—	Crew: 2†
Support Pulse Laser	SUP	E/D/E	5•5D6	E	85/310/725/1,500	7†	16,000/§	150 kg	—	Crew: 2; burst (15/4)
Support Pulse Laser, Heavy	SUP	E/E/E	6•5D6	E	120/425/850/1,750	8†	60,000/§	300 kg	—	Crew: 4; burst (15/5)
Support Pulse Laser, Semi-Portable	SUP	F/D/E	5•4D6	E	70/250/600/1,300	6†	12,500/§	40 kg	Clan	Crew: 2†; burst (10/4)
Autocannon, Semi-Portable	SUP	C/D/E	6•3D6	B	25/75/200/550	200	2,000/150	25 kg	—	Burst (25/3); crew: 2†
Machine Gun, Light	SUP	C/B/D	5•3D6	B	30/80/190/450	45	400/6	7 kg	—	Burst (15/3); jam on a fumble
Machine Gun, Portable	SUP	C/B/D	5•4D6	B	30/85/200/460	75	1,000/10	11.5 kg	—	Burst (15/3); encumbering
Machine Gun, Semi-Portable	SUP	C/B/E	5•4D6	B	40/95/225/500	80	1,100/10	20 kg	—	Burst (20/3); crew: 2†
Machine Gun, Support	SUP	C/C/E	5•5D6	B	45/100/250/625	100	1,750/50	44 kg	—	Burst (20/5); crew: 2
Corean FarShot										
Portable LRM	SUP	D/D/E	5•5D6	B	75/400/1,000/2,100	1	2,000/1,500	30 kg	FWL	Blast, encumbering†
LAW	SUP	C/B/E	6•5D6	B	55/200/335/560	—	350	4 kg	—	—
SRM Launcher	SUP	C/D/E	6•7D6	B	60/225/425/740	2	1,500/450	30 kg	—	Blast; encumbering
V-LAW	SUP	C/A/E	6•4D6	B	35/150/295/450	—	75	2.2 kg	—	—
Mortar, Heavy	SUP	B/A/D	(E)	O	100/180/400/900	1	5,000/†	220 kg	—	Crew: 3; indirect; min. range†
Mortar, Light	SUP	B/A/D	(D)	O	40/100/250/565	1	1,400/†	50 kg	—	Crew: 2; indirect; min. range†
Recoilless Rifle, Heavy	SUP	C/A/E	(E)	O	70/225/450/700	1	4,000/†	60 kg	—	Crew: 3; backblast 10m†
Recoilless Rifle, Light	SUP	C/A/E	(C)	O	50/180/375/600	1	300/†	8 kg	—	Encumbering; backblast 2m†
Recoilless Rifle, Medium	SUP	C/A/E	(D)	O	60/200/390/640	1	2,000/†	32 kg	—	Crew: 2; backblast 5m†

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

‡This represents the number of power points used per shot, not the number of bullets in a magazine.

§These weapons use Power Packs, so they do not have a standard reload cost.

SPECIALIZED WEAPONS

Item	Equipment		AP •		Range in Meters		Cost/		Afil	Notes
	Skill	Ratings	Damage	Type*	S/M/L/E	Shots	Reload	Weight		
Flamer Pistol	PIS	C/B/E	2•3D6	E	5/15/25/40	10	50/1	1.2 kg	—	Splash; incendiary
Flamer, Man-Pack	SUP	C/A/E	2•5D6	E	8/20/35/70	12	100/2	15 kg	—	Splash; encumbering; incendiary
Dart Gun	PIS	C/A/C	1•3D6	B	1/4/6/10	1	40/1	650 g	—	Subduing
TAG, Light	SUP	E/E/D	—	S	150/500/950/1,900	5†	40,000/§	20 kg	—	Encumbering†
Tranq Gun	PIS	C/A/C	2•3D6†	B	3/10/18/25	10	30/1†	1.5 kg	—	†
Ceres Arms Crowdbuster	SHT	D/D/C	0•5D6	S	2/6/10/15	2†	150/§	1 kg	CC	Subduing†
Sonic Stunner	PIS	D/B/B	0•4D6	S	2/5/7/10	1†	100/§	600 g	—	Subduing†
Flamer, Heavy	SUP	C/B/E	2•7D6	E	8/20/35/70	3	200/200	25 kg	—	Splash; crew: 2; incendiary

*Damage types are abbreviated as: M = Melee, B = Ballistic, E = Energy, X = Explosive, S = Special, O = as Ordnance type used.

†See weapon description for rules.

‡This represents the number of power points used per shot, not the number of bullets in a magazine.

§These weapons use Power Packs, so they do not have a standard reload cost.

ARMOR & COMBAT GARB TABLE

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage*	Afil	Notes
Ablative Armor	D/A/C	3/1/6/1					
Helmet			200/20	800 g	Head	—	—
Jacket			750/20	2.6 kg	Torso, Arms	—	—
Pants			500/20	4 kg	Legs	—	—
Suit			1,000/20	6.3 kg	Torso, Arms, Legs	—	Encumbering
Vest			400/20	2.1 kg	Torso	—	—
Ablative/Flak Armor	D/B/C	2/4/5/2					
Helmet			150/15	1.3 kg	Head	—	—
Jacket			600/15	4.1 kg	Torso, Arms	—	—
Pants			400/15	6.3 kg	Legs	—	—
Suit			800/15	9.8 kg	Torso, Arms, Legs	—	—
Vest			300/15	3.2 kg	Torso	—	—
Ballistic Plate Armor	D/C/D	4/6/5/4					
Suit			1,600/50	22 kg	Torso, Arms, Legs	—	Encumbering
Vest			600/50	8.8 kg	Torso	—	—
Flak Armor	C/A/B	1/5/1/3					
Helmet			25/10	1 kg	Head	—	—
Jacket			100/10	3.5 kg	Torso, Arms	—	—
Pants			75/10	5.5 kg	Legs	—	—
Suit			150/10	8.6 kg	Torso, Arms, Legs	—	—
Vest			50/10	2.8 kg	Torso	—	—
Leather (or synthetic)	A/A/A	1/1/0/1					
Jacket			50	2 kg	Torso, Arms	—	—
Shoes			25	800 g	Feet	—	—
Vest			25	1.2 kg	Torso	—	—
Special Armor & Clothing	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage*	Afil	Notes
Bogu (Kendo Armor)	B/C/A	2/1/0/1	75/5	7 kg	Full	DC	+2 to Perception TNs
Combat Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Combat Helmet	C/A/B	5/6/5/2	200	2 kg	Head	—	+2 to Perception TNs
Fatigues	B/A/A	—	30	500 g	Torso, Arms, Legs	—	—
Gripper Boots	E/E/B	2/2/1/2	600	5 kg	Feet	LA	Pwr use: 1/min
Gripper Gloves	E/E/C	2/2/1/2	1,000	1 kg	Hands	LA	Pwr use: 1/min; 10 STR; +2 to DEX- related TNs
Heavy Combat Gloves	C/B/B	3/4/4/3	125/15	1 kg	Hands	—	+3 to DEX-related TNs
Jumpsuit	B/A/A	—	24	300 g	Torso, Arms, Legs	—	—
MechWarrior Combat Suit	E/D/C	1/4/0/2	20,000/50	10 kg	Torso, Arms, Legs	DC	+1 to AVs for Torso†
Microhook Gloves	D/C/B	—	100	400 g	Hands	—	—
Oyoroï, ancient (Samurai Armor)	A/F/A	3/1/1/2	50,000/100	20 kg	Full	DC	+3 to Perception TNs; encumbering
Oyoroï, modern (Samurai Armor)	D/E/B	4/5/4/4	2,000/50	23 kg	Full	DC	+3 to Perception TNs; encumbering
Plasteel Boots	D/C/B	4/6/4/4	175/50	3 kg	Feet	—	—
Riot Shield	C/B/B	2/2/2/2	100	2 kg	†	—	Encumbering†
Work Gloves	A/A/A	1/1/0/1	20	—	Hands	—	+1 to DEX-related TNs

*Coverage for armor is abbreviated as follows—Torso: chest and abdomen.

†See item description for rules.

Battle Armor	Equipment	AV	Cost/	Weight	Coverage*	Afil	Notes
	Ratings	M/B/E/X	Patch				
Clan Elemental Battle Armor	F/C/E	9/8/8/8	500,000	NA	Full	Clan	†
Gnome Battle Armor	F/D/F	10/9/9/8	750,000	NA	Full	Clan	†
Salamander Battle Armor	F/D/F	8/7/7(10)/7	475,000	NA	Full	Clan	AV 10 vs. fire and flammers†
Sylph Battle Armor	F/D/F	7/7/6/6	475,000	NA	Full	Clan	Capable of sustained flight†
Undine Battle Armor	F/D/F	9/7/7/7	500,000	NA	Full	Clan	Capable of underwater ops†
Inner Sphere							
Standard Battle Armor	E/D/E	9/8/7/7	400,000	NA	Full	—	†
Achileus Light Battle Armor	E/E/F	8/7/6/6	320,000	NA	Full	FWL	†
Cavalier Battle Armor	E/E/E	9/8/7/7	400,000	NA	Full	FS	†
Fa Shih Battle Armor	E/E/F	9/7/6/6	400,000	NA	Full	CC	†
Fenrir Assault Battle Armor	E/E/F	7/7/6/6	500,000	NA	Full	LA	Moves as vehicle (see p. 119)†
Gray Death Light Scout Armor	E/E/E	5/6/6/5	275,000	NA	Full	—	†
Gray Death							
Standard Battle Armor	E/E/E	9/8/7/7	400,000	NA	Full	—	†
Infiltrator Mk. I Battle Armor	E/D/E	7/7/6/6	300,000	NA	Full	FS	†
Infiltrator Mk. II Battle Armor	E/E/F	8/7/6/6	514,000	NA	Full	FS	†
Kage Light Battle Armor	E/E/F	7/7/6/6	300,000	NA	Full	DC	†
Kanazuchi Assault Battle Armor	E/E/F	10/9/9/9	550,000	NA	Full	DC	†
Longinus Battle Armor	E/E/F	9/8/7/7	425,000	NA	Full	FWL	†
Purifier Adaptive Battle Armor	E/E/F	8/7/6/6	400,000	NA	Full	COM	†
Raiden Battle Armor	E/E/E	9/8/7/7	400,000	NA	Full	DC	†
Sloth Battle Armor	E/F/E	7/7/6/6	300,000	NA	Full	LA	Moves as vehicle (see p. 119)†
Exoskeletons							
Exoskeletons	Equipment	AV	Cost/	Weight	Coverage*	Afil	Notes
	Ratings	M/B/E/X	Patch				
Comms and Detection Equipment	—	—	+2,000	—	—	—	Pwr use: 1/hr; range: 10 km
Environmental Sealing	—	—	+50%	—	—	—	—
Combat Training Exoskeleton	D/D/C	2/1/1/0	20,000	NA	Torso, Arms, Legs	FS	Pwr use: 1/6 mins†
Light Exoskeleton	D/E/B	1/0/0/0	10,000	NA	Arms, Legs	—	Pwr use: 1/6 mins; STR +3; encumbering
Industrial Exoskeleton	D/D/C	5/3/3/3	15,000	NA	Full from behind	—	Pwr use: 1/3 mins; STR +5; very encumbering†
Industrial Exoskeleton, Heavy	D/D/C	5/5/4/4	60,000	NA	Arms, Legs from front	—	Pwr Use: 1/min†
Zero-G Adaptation	—	—	+100%	—	All but Head	—	—

*Coverage for armor is abbreviated as follows—Torso: chest and abdomen.

†See item description for rules.

TABLES

Hostile Environment Gear	Equipment	AV	Cost/	Weight	Coverage*	Afil	Notes
	Ratings	M/B/E/X	Patch				
Combat Space Suit	D/E/E	1/5/1/3	7,000/15	14 kg	Full	COM	Encumbering
Cooling Suit	E/D/B	—	500	1.5 kg	Torso, Arms, Legs	Clan	†
Cooling Vest	D/C/B	1/2/0/1	200	4 kg	Torso	—	+1 to RFL-related TNs†
Engineering Suit	D/D/C	1/4/2/3	7,500/10	14 kg	Full	—	Encumbering
Engineer's Helmet	C/B/A	3/3/0/2	2,000	1 kg	Head	COM	+1 to Perception TNs
Grip Shoes	C/B/A	—	30	1 kg	Feet	—	—
Heatsuit	D/C/A	0/0/1/0	100	3 kg	Full	—	Pwr use: 1/day
Hostile Environment Suit	D/C/B	5/4/3/3	10,000/75	NA	Full	—	Encumbering
Light Environment Suit	C/B/B	4/1/3/1	200/35	5 kg	Full	—	Encumbering
Marine Combat Environment Suit	D/D/D	4/5/5/2	15,000/100	20 kg	Full	COM	—
Parka	C/A/A	1/0/0/0	48	2 kg	Head, Torso, Arms	—	—
Snow Suit	C/A/A	1/0/0/0	72	3 kg	Full	—	Encumbering
Space Suit	C/B/B	1/2/1/1	5,000/10	12 kg	Full	—	Encumbering

Load-Bearing Equipment	Equipment	AV	Cost/	Weight	Coverage*	Afil	Notes
	Ratings	M/B/E/X	Patch				
Vest	B/A/A	1/5/1/1	20	400 g	Torso	—	—
Pack	B/A/A	—	10	100 g	—	—	—
Packframe	B/A/A	—	45	1 kg	—	—	Encumbering

Neurohelmets	Equipment	AV	Cost/	Weight	Coverage*	Afil	Notes
	Ratings	M/B/E/X	Patch				
Neurohelmet	D/B/B	4/4/3/2	900	6 kg	Head	—	+2 to Perception TNs†
Neurohelmet, Clan	F/C/B	2/3/2/1	5,000	3 kg	Head	Clan	†
Neurohelmet, Combat	E/C/B	2/3/2/1	1,400	4 kg	Head	COM	+1 to Perception TNs†

Stealth Gear	Equipment	AV	Cost/	Weight	Coverage*	Afil	Notes
	Ratings	M/B/E/X	Patch				
Camouflage Clothing	—	—	+25%	—	—	—	—
DEST Infiltration Suit	D/E/E	2/4/5/2	50,000	9 kg	Full	DC	Pwr use: 1/15 mins†
Power Armor (Light) [PA(L) Suit]	E/E/F	4/5/6/5	350,000	NA	Full	COM	Pwr use: 1/turn†
Sneak Suit, Camo	D/C/D	0/2/1/2	7,000	4 kg	Full	—	Pwr use: 1/15 mins
Sneak Suit, Camo/ECM	D/D/D	0/2/1/2	21,000	5 kg	Full	—	Pwr use: 1/10 mins
Sneak Suit, ECM	D/C/D	0/2/1/2	7,000	4 kg	Full	—	Pwr use: 1/15 mins
Sneak Suit, IR	D/C/D	0/2/1/2	7,000	4 kg	Full	—	Pwr use: 1/15 mins
Sneak Suit, IR/Camo	D/D/D	0/2/1/2	21,000	5 kg	Full	—	Pwr use: 1/10 mins
Sneak Suit, IR/Camo/ECM	D/E/D	0/2/1/2	28,000	6 kg	Full	COM	Pwr use: 1/5 mins
Sneak Suit, IR/ECM	D/D/D	0/2/1/2	21,000	5 kg	Full	—	Pwr use: 1/10 mins

*Coverage for armor is abbreviated as follows—Torso: chest and abdomen.

†See item description for rules.

TABLES

Clothing	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage*	Afil	Notes
	A/A/A	—		—		—	—
Coat			8-55		Torso, Arms		
Dress			20-44		Torso, Arms, Legs		
Fedora/Hat			12-15		Head		
Footwear			17-50		Feet		
Jacket/Blazer			28-36		Torso, Arms		
Pants			8-23		Legs		
Running Suit			22		Torso, Arms, Legs		
Shirt			3-15		Torso		
Shorts			6		Legs		
Skirt/Kilt			22-25		Legs		
Sweatshirt			5		Torso, Arms		

*Coverage for armor is abbreviated as follows—Torso: chest and abdomen.

†See item description for rules.

COMMUNICATIONS AND COMPUTERS

Radio	Equipment Ratings	Cost	Weight	Afil	Notes
Communications Headset	D/C/A	50	10 g	—	Pwr use: 1/week; range: 100 m
Communications Kit, Long-Range	D/C/B	400	5 kg	—	Pwr use: 5/hr; range: 50 km ground/2,500 km to satellite
Communicator, Civilian	C/A/A	45	100 g	—	Pwr use: .2/hr; range: 10 km (LOS)
Communicator, Military	D/A/B	50	100 g	—	Pwr use: 1/hr; range: 10 km
Field Comm Kit, Advanced	D/D/B	100,000	100 kg	COM	Pwr use: 10/hr; range: 1,000 km ground/2,500 km to satellite
Field Communicator	D/A/B	200	1 kg	—	Pwr use: 1/hr; range: 25 km
SatNav Receiver	C/C/A	75	500 g	—	Pwr use: 1/hr
Intercom-Link	D/B/A	500	5 g	—	Pwr use: 1/6hr*
Microcommunicator, Civilian	D/A/A	175	5 g	—	Pwr use: .2/hr; range: 2 km (LOS)
Microcommunicator, Military	D/B/B	200	1 g	—	Pwr use: 1/hr; range: 2 km

Video	Equipment Ratings	Cost	Weight	Afil	Notes
Vid-Phone, Standard	D/A/A	35	400 g	—	Pwr use: .1/hr
Holoprojector, Portable	D/B/A	400	4 kg	—	Pwr use: 2/hr
Holotank	E/E/B	500,000	2 tons	Clan	Pwr use: 1/minute
Holovision Monitor	D/A/A	300	10 kg	—	Pwr use: 2/hr

Computers	Equipment Ratings	Cost	Weight	Afil	Notes
Compad	D/B/A	150	200 g	—	Pwr use: .1/hr
Descartes Mk XXI Computer	D/C/B	1,000	7 kg	—	Pwr use: 2/hr
Descartes Mk XXV Computer	E/D/B	2,500	5 kg	—	Pwr use: 3/hr
Engineer's Portable Console	D/C/C	5,000	4 kg	—	Pwr use: 1/hr
Enhanced Imaging (EI) Display	F/D/F	400,000	—	Clan	*
Noteputer	C/A/A	500	500 g	—	Pwr use: .1/hr
Personal Computer	C/A/A	250	3 kg	—	Pwr use: 1/hr
Pocket Transcriber	C/B/A	200	500 g	—	Pwr use: .5/hr
Scanalyzer	D/C/B	5,000	3 kg	—	Pwr use: .1/turn
Telescan	C/A/A	100	750 g	—	Pwr use: .1/hr

*See item description for rules.

ESPIONAGE AND SURVEILLANCE EQUIPMENT

	Equipment				
Miscellaneous Equipment	Ratings	Cost	Weight	Afil	Notes
Disguise/Make-up Kit	C/B/A	1,000	6.5 kg	—	—
Demolition Kit	C/B/D	200	2 kg	—	—
Fire capsule	C/C/B	50	10 g	—	—
Forgery Kit	D/C/E	1,225	5 kg	—	—
Holovid, Blank Vid-Chip	D/A/A	2	10 g	—	—
Lockpick Set, Basic	B/A/C	100	365 g	—	—
Lockpick Set, Vibro	D/D/D	2,000	520 g	—	Pwr use: 1
Laser Microphone	C/C/C	500	3 kg	—	Pwr use: 1/hr
Micro-camcorder	D/C/A	1,000	400 g	—	Pwr use: 1/hr
Micro-recorder	C/B/A	100	150 g	—	Pwr use: .5/hr
Neural Interrogation Computer	D/E/F	45,000	200 kg	CC	Pwr use: 1/minute
Optical-fiber Remote Scanner	C/D/B	1,500	200 g	—	Pwr use: .1/hr
Security Bypass Kit, Electronic	D/B/D	1,200	290 g	—	Pwr use: 1
Shotgun Microphone	C/A/A	60	1.5 kg	—	Pwr use: .1/hr
Tri-Vid Camera	C/A/A	375	4 kg	—	Pwr use: 1/hr
Verigraph	D/A/A	360	—	—	—
Video Camera	C/A/A	250	3 kg	—	Pwr use: .5/hr
Voice Distorter	C/D/C	600	500 g	—	Pwr use: .1/turn
White Noise Generator	C/D/B	400	2 kg	—	Pwr use: 1/minute

	Equipment				
BattleMech Security	Ratings	Cost	Weight	Afil	Notes
Neurohelmet codebreaker	D/E/E	100,000	4 kg	—	Pwr use: .1/minute

	Equipment				
Bugs and Bug Scanners	Ratings	Cost	Weight	Afil	Notes
Bug-Scanner	C/C/C	800	1 kg	—	Pwr use: 1/hr
Bug-Scanner Watch	D/D/C	1,500	100 g	—	Pwr use: .5/hr
Microphone Bug	C/B/C	40	10 g	—	Transmits for 2 hours
SatNav Bug	D/D/C	150	50 g	—	Transmits for 3 days
Tracking Bug	C/C/C	30	10 g	—	Transmits for 10 days
Tracking Microphone Bug	D/D/C	100	15 g	—	Transmits for 1 day
Tracking Bug Locator	C/C/C	250	8 kg	—	Pwr use: 1/hr
Tracking Bug Locator, Compact	D/D/C	2,000	800 g	—	Pwr use: .5/hr

	Equipment				
Optics	Ratings	Cost	Weight	Afil	Notes
Binox Image Intensifier	B/A/A	25	350 g	—	—
Circle-vision Visor	D/E/B	5,000	750 g	DC	Pwr use: .5/hr
IR Scanner	D/B/A	100	400 g	—	Pwr use: .1/hr
Micheaux Electronic Binoculars	C/B/A	150	750 g	LA	Pwr use: .1/hr
Night Vision Goggles	D/B/A	220	600 g	—	Pwr use: .1/hr; no night TN mods*
Rangefinder Binoculars	D/B/A	200	500 g	—	Pwr use: .1/hr
Ultrasonic Detector	E/E/B	2,500	3 kg	COM	Pwr use: 1/10 mins

*See item description for rules.

Equipment					
Remote Sensors	Ratings	Cost	Weight	Afil	Notes
Heat Monitor, Portable	D/B/B	1,000	15 kg	—	Pwr use: .5/hr
Heat Sensor, Portable	D/B/B	200	500 g	—	Pwr use: .1/hr
Motion Monitor, Portable	C/B/B	500	10 kg	—	Pwr use: .5/hr
Motion Sensor, Portable	C/B/B	100	250 g	—	Pwr use: .1/hr
Radar Monitor	C/B/B	5,000	100 kg	—	Pwr use: 1/hr
Radar Sensor	C/B/B	2,000	5 kg	—	Pwr use: .5/hr
Seismic Monitor	D/C/B	5,000	100 kg	—	Pwr use: 1/hr
Seismic Sensor	D/C/B	1,000	2 kg	—	Pwr use: .5/hr
Trip-Line Monitor, Portable	C/A/B	500	10 kg	—	Pwr use: .5/hr
Trip-Line Sensor, Infrared	D/B/B	100	500 g	—	Pwr use: .1/hr
Trip-Line Sensor, Laser	C/B/B	50	1 kg	—	Pwr use: .1/hr
Trip-Line Sensor, Physical Line	A/A/A	1	100 g	—	—

MEDICAL EQUIPMENT AND PROCEDURES

Equipment					
Items	Ratings	Cost	Weight	Afil	Notes
Life Support Sustaining Unit (LSSU)	F/D/D	2,200	325 g	Clan	24 doses; reload cost: 100
Field Surgical Kit	D/A/B	800	11.5 kg	—	—
Laser Scalpel	D/A/C	50	100 g	—	Pwr use: 1; range: 25 cm
Life-Support Unit	E/B/B	8,500	22.5 kg	COM	Pwr use: 3
Medical Kit	C/A/A	10	250 g	—	—
Medical Kit, Advanced	C/B/B	250	2 kg	—	—
Medipack	E/C/D	400	400 g	COM	12 doses; reload cost: 75
Medipatch	D/A/B	10	10 g	—	—
Plastiflesh Bandage	D/C/A	5	5 g	—	—
Preserving Sleeve	D/A/B	25	500 g	—	—
Portable Medical Monitor	E/B/B	2,200	13.3 kg	—	Pwr use: 1
Sedative Patch	D/B/B	30	12 g	—	Incapacitating (3D6)
Stimpatch	D/A/B	2	9 g	—	—

Equipment					
Prosthetics and Implants	Ratings	Cost	Weight	Afil	Notes
Bionic Ear Replacement	C/A/A	100,000	—	—	—
Bionic Eye Replacement	E/B/A	220,000	—	—	—
Enhanced Imaging (EI) Implant	F/D/F	1,500,000	—	Clan	—
Myomer Implantation Device	E/F/C	175,000	15 kg	COM	Pwr use: 10; malfunction on fumble
Myomer Implantation, Elective	E/E/A	+50%	—	CC	Type 5 Artificial Limb +50%*
Type 1 Artificial Limb	A/A/A	75	—	—	Simple Limb*
Type 2 Artificial Limb (Arm/Hand)	B/A/A	750	—	—	Useful Limb*
Type 2 Artificial Limb (Leg)	B/A/A	250	—	—	Useful Limb*
Type 3 Artificial Limb (Arm/Hand)	C/B/A	7,500	—	—	Prosthesis*
Type 3 Artificial Limb (Leg)	C/B/A	10,000	—	—	Prosthesis*
Type 4 Artificial Limb (Arm/Hand)	D/C/A	25,000	—	—	Advanced Prosthesis*
Type 4 Artificial Limb (Leg)	D/C/A	17,500	—	—	Advanced Prosthesis*
Type 5 Artificial Limb (Arm)	E/E/A	200,000	—	COM	Myomer Replacement*
Type 5 Artificial Limb (Foot)	E/E/A	50,000	—	COM	Myomer Replacement*
Type 5 Artificial Limb (Hand)	E/E/A	100,000	—	COM	Myomer Replacement*
Type 5 Artificial Limb (Leg)	E/E/A	125,000	—	COM	Myomer Replacement*
Type 6 Replacement Limb (Arm)	F/D/A	500,000	—	Clan	Regenerated
Type 6 Replacement Limb (Foot)	F/D/A	150,000	—	Clan	Regenerated
Type 6 Replacement Limb (Hand)	F/D/A	300,000	—	Clan	Regenerated
Type 6 Replacement Limb (Leg)	F/D/A	350,000	—	Clan	Regenerated

*See item description for rules.

POISONS AND ANTIDOTES*

Poison	Base	Base Cost
Base Damage	Equipment Rating	
1D6	A/A/A	5
2D6	A/A/A	10
3D6	A/B/B	25
4D6	A/B/B	50
5D6	B/B/C	100
6D6	B/C/C	200
7D6	B/C/C	400
8D6	C/C/D	750
9D6	C/D/D	1,200

Effect	Equipment Rating	Cost	Notes
	Modifier	Multiplier	
Incapacitating	-/-/-	—	Incapacitating
Subduing	-/-/-	+1*	Subduing; +1D6 damage
Lethal	-/-/+1	+2*	—
Duration*			
1D6 turns	-/-/-	—	—
2D6 turns	-/-/-	+1	—
3D6 turns	-/-/-	+2	—
4D6 turns	-/-/-	+3	—
1D6 minutes	-/-/-	+4	—
1D6 hours	-/-/+1	+6	—
Vector*			
Injection	-/-/-	—	—
Effect	Equipment Rating	Cost	Notes
	Modifier	Multiplier	
Ingestion	-/+1/-	+1*	—
Inhalation	-/+1/+1	+2*	—
Contact	+1/+1/+1	+3*	—
Speed*	Equipment Rating	Cost	Notes
	Modifier	Multiplier	
Delayed (1–48 hours)	+1/-/-	+1	—
30 minutes	-/-/-	—	—
10 minutes	-/-/-	+1	—
1 minute	+1/-/-	+2	—
1 turn	+1/-/-	+4	—
Special Characteristics*			
Continuous Effect	-/+1/-	+10	—
Detection Difficulty (+1 to +8)	-/-/-	+(half difficulty)*	—
Antidote Availability			
Antidote Common	-/-/-	Reduce final cost by half	—
Antidote Uncommon	-/-/-	Double final cost	—

Antidotes cost 1/2 of poison cost. See text for additional information.

*See item description for rules.

POWER PACKS & RECHARGERS

Equipment					
Item	Ratings	Cost	Weight	Afil	Power Capacity
Micro Power Pack	D/A/A	10	15 g	—	15
Micro Power Pack, Clan	F/C/A	50	15 g	Clan	20; quick-charge
Micro Power Pack, High-Capacity	E/C/A	30	20 g	—	20
Micro Power Pack, Quick-Charge	E/C/A	20	20 g	—	10; quick-charge
Military Power Pack	D/A/B	40	4 kg	—	200
Military Power Pack, Clan	F/C/B	200	5 kg	Clan	300; quick-charge
Military Power Pack, High-Capacity	D/B/B	120	6 kg	—	300
Military Power Pack, Quick-Charge	D/B/B	80	6 kg	—	100; quick-charge
Portable Power Unit	C/B/A	10	2 kg	—	80; slow-charge
Power Pack	D/A/A	5	250 g	—	20
Power Pack, Clan	F/B/A	25	275 g	Clan	30; quick-charge
Power Pack, High Capacity	D/B/A	15	300 g	—	30
Power Pack, Quick-Charge	D/B/A	10	300 g	—	10; quick-charge
Power Pack, Support PPC	D/C/C	750	25 kg	—	1,500; encumbering
Recharger, Fossil Fuel	C/A/A	50	10 kg	—	15 per hour; refueling cost: 2/hour
Recharger, Fusion	D/E/B	5,000	40 kg	Clan	100 per hour
Recharger, Heavy-Duty	C/A/A	50	400 g	—	200 per hour
Recharger, Kinetic	C/A/A	10	2 kg	—	5 per hour
Recharger, Solar	D/B/A	200	1.5 kg	—	45 per hour
Recharger, Standard	C/A/A	10	150 g	—	50 per hour
Satchel Battery	D/A/A	20	2 kg	—	100
Satchel Battery, Clan	F/C/A	100	2.5 kg	Clan	150; quick-charge
Satchel Battery, High-Capacity	D/B/A	60	3 kg	—	150
Satchel Battery, Quick-Charge	D/B/A	40	3 kg	—	50; quick-charge

REPAIR AND SALVAGE EQUIPMENT

Equipment					
Item	Ratings	Cost	Weight	Afil	Notes
Clean/Repair Kit, Energy Weapon	D/B/A	850	2.5 kg	—	—
Clean/Repair Kit, Slug-thrower	C/A/A	100	3 kg	—	—
Cutting/Joining Kit	C/A/A	1,250	175 kg	—	—
Laser Torch, Hand-Held	D/A/A	40	950 g	—	Pwr use: 1/turn
Null-G Pack	D/B/A	1,000	20 kg	—	Fuel: 1 ton-hour; refueling cost: 10
Null-G Pack Controller	D/B/A	250	2 kg	—	Pwr use: 1/hr
Radiation Sheeting	C/A/A	1 per m ²	250 g per m ²	—	—
Reloading Kit	C/B/A	250	25 kg	—	Components cost 1/2 of pre-made ammo
Repair Kit, Aerospace	D/B/A	2,500	310 kg	—	—
Repair Kit, Electronics	D/A/A	2,000	40 kg	—	—
Repair Kit, Myomer/Actuator	D/B/A	3,000	260 kg	—	—
Repair Kit, Vehicle	C/A/A	1,000	225 kg	—	—
Repair Kit, Weapon	D/A/A	1,500	200 kg	—	—
Repair Platform	D/A/A	12,500	2,250 kg	—	Pwr use: 2/minute
Tool Kit, Basic	C/A/A	250	10 kg	—	Encumbering
Tool Kit, Deluxe	D/A/A	750	50 kg	—	Encumbering

SURVIVAL GEAR

Item	Equipment Ratings	Cost	Weight	Afil	Notes
Bubble Tent	D/A/A	200/occupant	3 kg/occupant	—	Pwr use: 1/hr/occupant; patch cost: 5; encumbering
Climbing/Rappelling Kit	C/A/A	150	10.3 kg	—	—
Electronic Compass	C/A/A	30	100 g	—	Pwr use: .1/hr
Emergency Rations	C/A/A	2	1 kg	—	—
Field Kit, Advanced	C/A/A	100	15 kg	—	—
Field Kit, Basic	B/A/A	10	5 kg	—	—
Filter Mask	C/A/A	5	425 g	—	Reload cost: 2/5 filters
Goggles	B/A/A	5	200 g	—	—
Grapple Rod	D/A/B	500	3 kg	COM	—
Holomap Chip	D/C/A	20	10 g	—	—
Holomap Display	D/C/A	250	2 kg	—	Pwr use: 1/hr
Humidifier Mask	C/A/A	10	500 g	—	—
Life Support Unit, Portable	D/B/A	5,000	10 kg	—	Recharge cost: 100
Personal Environ Bag	D/A/A	300	4 kg	—	Pwr use: 1/hr; patch cost: 10
Respirator	C/A/A	50	2.5 kg	—	Reload cost: 2
Underwater Operations Gear	C/A/A	125	30 kg	—	Encumbering (unless submerged)

PERSONAL GEAR AND EXPENSES

Food	Equipment Ratings	Cost*	Notes
Bar/Tavern	A/A/B	1-5/drink	—
Groceries	A/A/A	30/week	—
Fast Food	C/A/A	2.5	—
Typical Restaurant/Club	A/A/A	4	—
Fancy Restaurant	A/B/A	10	—
Mess Hall	B/A/A	1.5	—
Housing			
Military Base Quarters	B/A/A	18/night; 60/week	—
Single Bedroom Apartment	A/A/A	175/month	—
Two-Bedroom Apartment/Studio	A/A/A	200/month	—
Three Bedroom Apartment/House	A/B/A	225/month	Total purchase cost: 90,000
Hotels			
Tube	C/A/A	3/night; 15/week	—
Dive	A/A/A	7/night; 30/week	—
Standard	A/A/A	35/night	—
High-Class	B/B/A	100/night	—
Luxury Suite	B/C/A	350/night; 2,000/week	—
Travel			
Public Transport	C/A/A	.5	—
Taxi Ride	B/A/A	1/10km	—
Atmospheric Flight	C/A/A	various	Cost: 1st class, 50; 2nd class, 25; coach or short trip, 15
Suborbital Flight	C/B/A	various	Cost: 1st class, 100; 2nd class, 50; coach, 25
DropShip Flight	D/B/A	various	Cost: 1st class, 4,500; 2nd class, 3,000; coach, 1,400; steerage, 800
Inter-System Travel	D/B/A	2,200-4,000	Cost is per jump
Interstellar Tour	D/C/A	various	Cost: 1st class, 42,000; 2nd class, 36,000

* Cost varies depending on quality of item or service.

	Equipment			
Entertainment	Ratings	Cost*	Notes	
Holovid, Theater Showing	C/A/A	3	—	
Holovid, Rental	C/A/A	1	—	
Holovid, Own	C/A/A	5	—	
Music, Concert	C/B/A	10	—	
Music Set, Personal	C/A/A	20	Pwr use: 1/hr	
Music, Blank Musi-Chip	C/A/A	1	—	
Music, Pre-recorded Musi-Chip	C/A/A	4	—	
Print Media, Book	B/A/A	3	—	
Print Media, Newsprint	B/A/A	1/week	—	
Tri-Vid Set	C/A/A	220	Pwr use: 2/hr	

* Cost varies depending on quality of item or service.

PERSONAL VEHICLES

	Equipment		Refueling		Movement Rate		
Hover Vehicles	Ratings	Cost	Cost	Range	Crusing/Flanking	Afil	Notes
Air Car	D/C/B	58,800	25	800 km	120/200	—	—
Feicui Aircar	D/E/B	200,000	50	300 km	140/220	CC	—
Hovercar	D/B/B	8,700	22	600 km	160/240	—	—
Hurricane Hover Car	D/D/B	85,000	35	400 km	160/260	LA	—
Skimmer	D/B/B	2,200	18	430 km	115/190	—	—
Turbofan Car	D/C/B	17,500	30	900 km	130/180	—	—
Wheeled Vehicles							
Avanti Luxury Sedan	C/D/B	100,000	40	250 km	80/150	—	—
Bike, Electric	C/A/B	675	—	385 km	80/135	—	—
Bike, Motor	B/A/B	745	8	385 km	80/135	—	—
Cargo Hauler, Heavy	C/A/C	23,200	72	1,500 km	70/160	—	Loaded 100 flank
Ground Car, Compact Electric	C/A/B	3,385	—	850 km	110/180	—	—
Jeep	C/A/B	5,000	15	483 km	75/120	—	—
Jitney (Minibus)	C/A/B	5,500	20	800 km	70/160	—	—
Macadam Groundcar	C/B/B	4,250	20	700 km	120/200	—	—
Speeder	E/D/B	42,000	—	unlimited	200/300	—	Fusion-powered
Transport, Heavy	C/A/C	10,000	20	1,000 km	60/90	—	Loaded 70 flank
Truck	C/A/C	4,500	20	900 km	110/170	—	Loaded 115 flank
Typhoon Ground Car	C/D/B	35,000	30	300 km	90/160	FS	—
Jet and Special Vehicles							
Jet Pack, Emergency	D/E/C	5,000	—	1 km	160	COM	—
Jet Sled	C/C/B	1,160	5	200 km	80/125	—	—
Jump Pack	D/A/C	3,100	200	*	*	—	Encumbering
Parachute	C/A/A	78	—	—	*	—	Encumbering

*See item description for rules.

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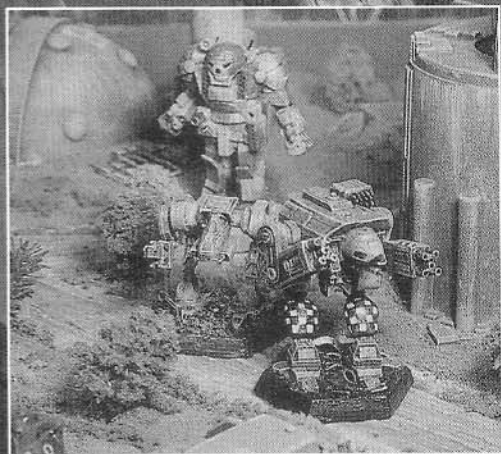
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EQUIPMENT TABLES BY AFFILIATION

These tables are designed to aid in character creation. As such, the Availability (and the Legality when appropriate) ratings of these items have been modified to reflect the specific Affiliation of each item (see p. 8). For the standard non-Affiliation Availability (and Legality when appropriate) ratings, see the Tables section, beginning on page 122. The page column refers to the item's description (page numbers with an asterisk refer to MW3).

DRACONIS COMBINE

Item	Equipment Ratings	Cost/Reload	Page
<i>Archaic/Melee Weapons</i>			
Daijyu	A/D/A	30/2	22
Yari	A/C/A	15/1	22
Katana	A/D/A	250	24
No-Dachi	A/C/A	300	24
Shuriken	A/C/A	5	24
Wakizashi	A/C/A	150	25
Bokken	A/B/A	15	25
Nunchaku	A/B/A	10	25
Vibrokatana	D/D/D	350/††	26
Neural Lash	C/D/C	750/††	27
Neural Whip	C/E/E	500/††	27
<i>Slug-Throwers</i>			
Nambu Pistol	B/C/C	75/2	28
KA-23 Subgun	C/D/E	250/6	29
<i>Energy Weapons</i>			
Nakjima Hand Laser	C/C/D	750/††	32
Magna Laser Rifle	C/D/D	1,500/††	33
<i>Support Weapons</i>			
Tsaumi Heavy Gauss Rifle	D/D/E	5,500/5	42
Dragonsbane Disposable Pulse Laser	D/D/E	5,000	43
<i>Special Armor & Clothing</i>			
Bogu (Kendo Armor)	A/C/A	75/5	49
MechWarrior Combat Suit	D/D/C	20,000/50	49
Oyoroï, ancient (Samurai Armor)	A/F/A	50,000/100	50
Oyoroï, modern (Samurai Armor)	C/E/B	2,000/50	50
<i>Stealth Gear (see Stealth Gear, p. 55)</i>			
DEST Infiltration Suit	C/E/E	50,000	55
<i>Battle Armor p. 141, MW3</i>			
Kage Light Battle Armor	D/E/F	300,000	88
Kanazuchi Assault Battle Armor	D/E/F	550,000	90
Raiden Battle Armor	D/E/E	400,000	96
<i>Espionage and Surveillance Equipment</i>			
Circle-vision Visor	C/E/B	5,000	104

††These weapons use Power Packs, so they do not have a standard reload cost.

CAPELLAN CONFEDERATION

Item	Equipment Ratings	Cost/Reload	Page
<i>Archaic/Melee Weapons</i>			
Dao	A/C/A	200	24
Fingernails, Carbon-fiber Reinforced	C/D/C	1,000	24
<i>Slug-Throwers</i>			
Mandrake Hold-Out Gauss Pistol	D/E/E	750	31
Minolta 9000 Advanced Sniper System	C/E/F	1,000/5	29
<i>Explosive Ordnance</i>			
Ordnance, FASCAM	—	—	36
Class D	C/D/E	50	
Class E	C/D/E	100	
Ordnance, Gas	—	—	36
Class A	B/D/E	2	
Class B	B/C/E	10	
Class C	B/C/E	20	
Class D	B/D/E	30	
Class E	B/D/E	40	
<i>Explosives</i>			
Mine, Anti-Jump "Active"	D/D/E	1,000	38
<i>Specialized Weapons</i>			
Ceres Arms Crowdbuster	C/D/C	150/††	44
<i>Battle Armor p. 141, MW3</i>			
Fa Shih Battle Armor	D/E/F	400,000	76
<i>Espionage and Surveillance Equipment</i>			
Neural Interrogation Computer	C/E/F	45,000	105
<i>Prosthetics and Implants</i>			
Myomer Implantation, Elective	D/E/A	+50%	112
<i>Hover Vehicles</i>			
Feicui Aircar	C/E/B	200,000	120

††These weapons use Power Packs, so they do not have a standard reload cost.

FEDERATED SUNS

Item	Equipment Ratings	Cost/Reload	Page
<i>Slug-Throwers</i>			
Thunderstroke Gauss Rifle	D/E/E	2,500/3	32
Federated Long Rifle	B/A/D	120/3	135*
<i>Support Weapons</i>			
Grand Mauler Gauss Cannon	D/D/E	5,000/5	42
Magshot Gauss Rifle	D/E/F	8,500/10	42
Grenade Launcher, Heavy	B/D/E	1,500/**	40
<i>Exoskeletons</i>			
Combat Training Exoskeleton	C/D/C	20,000	54
<i>Battle Armor (see MW3 p. 141)</i>			
Cavalier Battle Armor	D/E/E	400,000	74
Infiltrator Mk. I Battle Armor	D/D/E	300,000	84
Infiltrator Mk II Battle Armor	D/E/F	514,000	86
<i>Wheeled Vehicles</i>			
Typhoon Ground Car	B/D/B	35,000	120

**See weapon description for rules.

FREE WORLDS LEAGUE

Item	Equipment Ratings	Cost/Reload	Page
<i>Slug-Throwers</i>			
Imperator AX-22 Assault Rifle	B/B/D	200/3	28
<i>Energy Weapons</i>			
Blazer Pistol	C/D/E	3,000/††	32
Hold-Out Laser Pistol	C/B/E	100/††	32
Nova Laser Pistol	D/D/E	1,250/††	32
Sunbeam Laser Pistol	C/D/E	750/††	32
White Dwarf Hold-Out Laser Pistol	C/C/E	250	32
Blazer Rifle	C/D/E	2,190/††	136*
Intek Laser Rifle	C/C/D	1,250/††	33
Starfire ER Laser Rifle	D/E/E	2,500/††	33
<i>Support Weapons</i>			
Corean FarShot Portable LRM	C/D/E	2,000/1,500	40
Support Laser, ER	D/E/E	11,250/††	43
<i>Battle Armor (see MW3 p. 141)</i>			
Achileus Light Battle Armor	D/E/F	320,000	72
Longinus Battle Armor	D/E/F	425,000	92

††These weapons use Power Packs, so they do not have a standard reload cost.

LYRAN ALLIANCE

Item	Equipment Ratings	Cost/Reload	Page
<i>Slug-Throwers</i>			
M&G Service Automatic	B/C/C	60/3	28
Sternsnacht	B/D/D	200/1	135*
M&G Flechette Pistol	C/C/E	100/4	31
M&G Flechette Rifle	C/C/D	200/8	31
Shredder Heavy Needler	C/C/D	150/3	31
TK Assault Rifle	B/A/D	150/3	29
Zeus Heavy Rifle	B/B/D	200/3	135*
Gunther MP-20	B/D/D	125/5	29
<i>Special Armor & Clothing</i>			
Gripper Boots	D/E/B	600	49
Gripper Gloves	D/E/C	1,000	49
<i>Battle Armor p. 141, MW3</i>			
Fenrir Assault Battle Armor	D/E/F	500,000	78
Sloth Battle Armor	D/F/E	300,000	98
<i>Espionage and Surveillance Equipment</i>			
Micheaux Electronic Binoculars	B/B/A	150	104
<i>Hover Vehicles</i>			
Hurricane Hover Car	C/D/B	85,000	120

CHAOS MARCH

Item	Equipment Ratings	Cost/Reload	Page
<i>Slug-Throwers</i>			
Gyrojet Pistol	C/C/E	450/1	136*
Sternsnacht Python	B/C/D	125/4	28

PERIPHERY

Item	Equipment Ratings	Cost/Reload	Page
<i>Slug-Throwers</i>			
Pistol, Makeshift	A/A/C	15/1	27
Elephant Gun	A/C/C	100/2	28
Rifle, Makeshift	A/A/B	20/1	28

CLANS

Item	Equipment Ratings	Cost/Reload	Page
<i>Archaic/Melee Weapons</i>			
Vibroword (Clan)	E/E/D	500/††	26
<i>Slug-Throwers</i>			
Gauss Pistol	E/D/D	1,500/1	31
<i>Energy Weapons</i>			
ER Laser Pistol	E/C/D	1,000/††	32
ER Laser Rifle	E/D/D	2,000/††	33
Pulse Laser Pistol (Clan)	E/C/D	1,500/††	34
Pulse Laser Rifle (Clan)	E/D/D	3,000/††	34
<i>Support Weapons</i>			
Support Laser, ER (Clan)	E/D/E	11,250/††	43
Support Laser, ER Semi-Portable	E/C/E	10,000/††	43
Support Pulse Laser, Semi-Portable	E/D/E	12,500/††	44
<i>Hostile Environment Wear</i>			
Cooling Suit	D/D/B	500	50
<i>Neurohelmets</i>			
Neurohelmet, Clan	E/C/B	5,000	53
<i>Battle Armor p. 141, MW3</i>			
Clan Elemental Battle Armor	E/C/E	500,000	60
Gnome Battle Armor	E/D/F	750,000	62
Salamander Battle Armor	E/D/F	475,000	64
Sylph Battle Armor	E/D/F	475,000	66
Undine Battle Armor	E/D/F	500,000	68
<i>Power Packs & Chargers</i>			
Micro Power Pack, Clan	E/C/A	50	100
Military Power Pack, Clan	E/C/B	200	100
Power Pack, Clan	E/B/A	25	100
Recharger, Fusion	C/E/B	5,000	100
Satchel Battery, Clan	E/C/A	100	100
<i>Video</i>			
Holotank	D/E/B	500,000	102
<i>Computers</i>			
Enhanced Imaging (EI) Display	E/D/F	400,000	103
<i>Medical Equipment and Procedures</i>			
Life Support Sustaining Unit (LSSU)	E/D/D	2,200	144*
<i>Prosthetics and Implants</i>			
Enhanced Imaging (EI) Implant	E/D/F	1,500,000	112
Type 6 Replacement Limb (Arm)	E/D/A	500,000	113
Type 6 Replacement Limb (Foot)	E/D/A	150,000	113
Type 6 Replacement Limb (Hand)	E/D/A	300,000	113
Type 6 Replacement Limb (Leg)	E/D/A	350,000	113

††These weapons use Power Packs, so they do not have a standard reload cost.

COMSTAR

Item	Equipment Ratings	Cost/Reload	Page
<i>Energy Weapons</i>			
Mauser 960 Assault System	D/E/D	8,000/††	34
<i>Explosive Ordnance</i>			
Ordnance, Narc beacon	—	—	36
Class C	D/E/C	600	
Class D	D/D/C	800	
Class E	D/D/C	1,000	
<i>Support Weapons</i>			
Hellbore Assault Laser	D/E/E	2,500/††	43
<i>Special Ammunition</i>			
Slug-thrower, AET	C/D/C**	x2	45
Slug-thrower, Frangible	B/D/B**	x2	46
Missile, Narc-homing	D/D/C**	x2	47
<i>Weapon Accessory Table</i>			
AMR-20 Rifle/Pistol Silencer	D/D/D	500	47
Flash Suppressor, JAF-05	D/D/D	1,000	139*
<i>Hostile Environment Wear</i>			
Combat Space Suit	C/E/E	7,000/15	50
Engineer's Helmet	B/B/A	2,000	51
Marine Combat Environment Suit	C/D/D	15,000/100	52
<i>Neurohelmets</i>			
Neurohelmet, Combat	D/C/B	1,400	53
<i>Stealth Gear (see Stealth Gear, p. 55)</i>			
Power Armor (Light) [PA(L) Suit]	D/E/F	350,000	57
Sneak Suit, IR/Camo/ECM	C/E/D	28,000	57
<i>Battle Armor p. 141, MW3</i>			
Purifier Adaptive Battle Armor	D/E/F	400,000	94
<i>Radio</i>			
Field Comm Kit, Advanced	C/D/B	100,000	101
<i>Espionage and Surveillance Equipment</i>			
Ultrasonic Detector	D/E/B	2,500	104
<i>Medical Equipment and Procedures</i>			
Life-Support Unit	D/B/B	8,500	146
Medipack	D/C/D	400	144
<i>Prosthetics and Implants</i>			
Myomer Implantation Device	D/F/C	175,000	114
Type 5 Artificial Limb (Arm)	D/E/A	200,000	145*
Type 5 Artificial Limb (Foot)	D/E/A	50,000	145*
Type 5 Artificial Limb (Hand)	D/E/A	100,000	145*
Type 5 Artificial Limb (Leg)	D/E/A	125,000	145*
<i>Survival Gear</i>			
Grapple Rod	C/A/B	500	118
<i>Special Vehicles</i>			
Jet Pack, Emergency	C/E/C	5,000	121

**See weapon description for rules.

††These weapons use Power Packs, so they do not have a standard reload cost.

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