

TECHNICAL READOUT

BATTLETECH™

CLAN INVASION





INVADERS FROM BEYOND

On 27 September 3048, the ComStar Explorer Corps JumpShip *Outbound Light* stumbled onto the Clan Homeworlds, setting in motion a massive invasion of the Inner Sphere by the Clans. At first sweeping all before them with their advanced technologies, the Clans met defeat at the Battle of Tukayyid and were stymied by a 15-year truce. With the clock ticking, the Inner Sphere's elite took the battle directly to the Clan Homeworlds. There, the destruction of Clan Smoke Jaguar and the defeat of the Clans in the Great Refusal ended the invasion.

In their absence, political machinations continued across the Inner Sphere. As the victorious forces returned home, the mighty Federated Commonwealth tore itself apart in a titanic Civil War spanning a thousand light years as Houses Davion and Steiner pitted brother against sister. These large-scale conflicts accelerated technical advancements, as a new generation of BattleMechs and weapons appeared on a hundred worlds of conflict.

Technical Readout: Clan Invasion builds on *Technical Readout: Succession Wars* with 'Mechs previously found in *Technical Readout: 3050 Upgrade*, *Technical Readout: 3055 Upgrade*, *Technical Readout: 3058 Upgrade*, *Technical Readout: 3060*, *Technical Readout: 3067*, and *Technical Readout: Project Phoenix*. This volume features some of the most common 'Mechs from the Clan Invasion and Civil War Eras, each illustrated in detail and accompanied by a description of its history, capabilities, and game stats, along with their most famous pilots.

FOR USE WITH
BATTLETECH

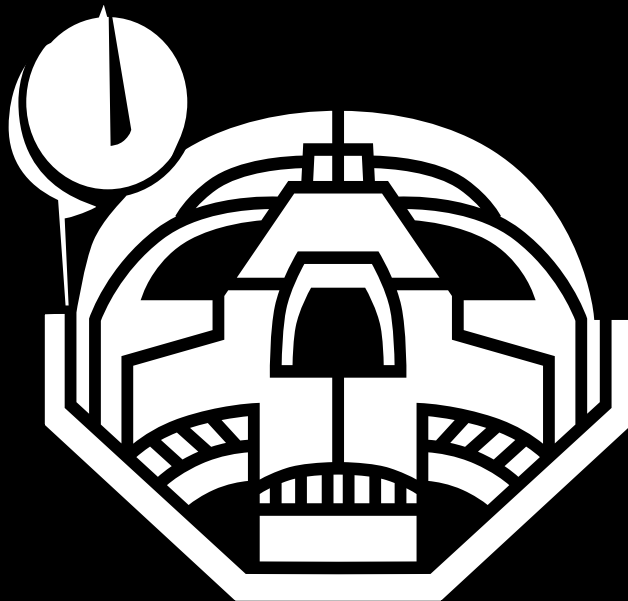


© 2019 The Topps Company Inc. All Rights Reserved. BattleTech Technical Readout: Clan Invasion, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are registered trademarks of InMediaRes Productions, LLC. Printed in USA.

WWW.CATALYSTGAMELABS.COM

TECHNICAL READOUT

CLAN INVASION



CATALYST GAME LABS

TABLE OF CONTENTS

INTRODUCTION	4	Marauder IIC	66	Bushwacker	130
BATTLEMECHS	6	Masakari (Warhawk)	68	Wolverine	132
Dasher (Fire Moth)	6	Highlander IIC	70	Wraith	134
Piranha	8	Kingfisher	72	Anvil	136
Commando IIC	10	Supernova	74	Argus	138
Fire Falcon	12	Gladiator (Executioner)	76	Black Hawk-KU	140
Koshi (Mist Lynx)	14	Turkina	78	Rifleman	142
Hankyu (Arctic Cheetah)	16	Kodiak	80	Axman	144
Hellion	18	Daishi (Dire Wolf)	82	Thunderbolt	146
Uller (Kit Fox)	20	Fireball	84	Archer	148
Cougar	22	Locust	86	Avatar	150
Puma (Adder)	24	Stinger	88	Caesar	152
Battle Cobra	26	Wasp	90	Gallowglas	154
Dragonfly (Viper)	28	Dart	92	Hercules	156
Fenris (Ice Ferret)	30	Raptor	94	No-Dachi	158
Grendel (Mongrel)	32	Battle Hawk	96	Warhammer	160
Shadow Cat	34	Scarabus	98	Dragon Fire	162
Black Hawk (Nova)	36	Valkyrie	100	Falconer	164
Hunchback IIC	38	Falcon Hawk	102	Marauder	166
Nobori-Nin (Huntsman)	40	Hollander	104	Penetrator	168
Black Lanner	42	Owens	106	War Dog	170
Ryoken (Stormcrow)	44	Venom	108	O-Bakemono	172
Vulture (Mad Dog)	46	Strider	110	BattleMaster	174
Cauldron-Born (Ebon Jaguar)	48	Watchman	112	Gunslinger	176
Crossbow	50	Firestarter	114	Akuma	178
Loki (Hellbringer)	52	Phoenix Hawk	116	Mauler	180
Grizzly	54	Wolf Trap (Tora)	118	Sunder	182
Nova Cat	56	Blackjack	120	Albatross	184
Thor (Summoner)	58	Enforcer III	122	Cerberus	186
Mad Cat (Timber Wolf)	60	Huron Warrior	124	Berserker	188
Man O'War (Gargoyle)	62	Nightsky	126	Marauder II	190
Warhammer IIC	64	Starslayer	128		

TECHNICAL READOUT: CLAN INVASION

TECHNICAL READOUT: 3050 UPGRADE

Writing

Herb A. Beas II
Randall N. Bills
Chris Hartford
Ken' Horner
Kevin Killiany
Nick Marsala
David McCulloch
Ben Rome
Jason Schmetzer
Christoffer Trossen
Additional Contribution
Jack Mc Crary

Product Development

Randall N. Bills
Assistant Development
Mike Miller
Chris Wheeler

Production Editing

Jason Hardy

BattleTech Line Developer

Randall N. Bills

Production Staff

Art Direction
Randall N. Bills
Cover Art
Doug Chaffee
Cover Design
Ray Arrastia
Layout
Ray Arrastia
Illustrations
Doug Chaffee
Brent Evans
Chris Lewis
Jim Nelson

TECHNICAL READOUT: 3055 UPGRADE

Writing

Herbert A. Beas II
Randall N. Bills
Loren L. Coleman
Warner Doles
Chris Hartford
David L. McCulloch
Christoffer "Bones" Trossen

Product Development

Randall N. Bills

Production Editing

Diane Piron-Gelman

BattleTech Line Developer

Randall N. Bills

Production Staff

Art Direction
Randall N. Bills
Cover Art
Klaus Scherwinski
Cover Design
Jason Vargas
Layout
Jason Vargas
Illustrations
Doug Chaffee
Earl Geier
Chris Lewis
Matt Plog

TECHNICAL READOUT: 3058 UPGRADE

Writing

Herbert A. Beas II
Randall N. Bills
Warner Doles
Chris Hartford
Kevin Killiany
Nick Marsala
David L. McCulloch
Ben Rome
Paul Sgardijn
Christoffer "Bones" Trossen
Andreas Zuber
Additional Writing
Mike Nelson
Heiko Oertel

Product Development

Randall N. Bills

Production Editing

Jason M. Hardy

BattleTech Line Developer

Randall N. Bills

Production Staff

Art Direction
Randall N. Bills
Cover Art
Doug Chaffee
Cover Design
Michaela Eaves
Layout
Michaela Eaves
Illustrations
Earl Geier
Chris Lewis
Duane Loose
John Paul Lona

TECHNICAL READOUT: 3060

Writing

Herb A. Beas II
Randall N. Bills
Hugh Browne
Loren L. Coleman
Dan "Flake" Grendell
Chris Hartford
Christopher Hussey
Patrick Kirkland
Bryan Nystul
Christoffer "Bones" Trossen

Product Development

Randall N. Bills
Bryan Nystul

Production Editing

Tara Gallagher
Sharon Tuner Mulvihill
Diane Piron-Gelman

BattleTech Line Developer

Bryan Nystul

Production Staff

Art Direction
Jim Nelson
Cover Art
Doug Chaffee
Cover Design
Jim Nelson
John Bridegroom
Layout
John Bridegroom
Illustrations
Doug Chaffee
Kevin Long
Matt Plog
Brian Snoddy
Franz Vohwinkel

TECHNICAL READOUT: 3067

Writing

Herb A. Beas II
Randall N. Bills
Loren L. Coleman
Dan "Flake" Grendell
Chris Hartford
Christoffer "Bones" Trossen
Additional Writing
Christopher Hussey
Bryan Nystul

Product Development

Randall N. Bills

Production Editing

Michelle Lyons
Christoffer "Bones" Trossen

BattleTech Line Developer

Randall N. Bills

Production Staff

Cover Art
Franz Vohwinkel
Cover Design
John Bridegroom
Layout
Jason Vargas
Illustrations
Doug Chaffee
Matt Plog
Franz Vohwinkel

TECHNICAL READOUT: PROJECT PHOENIX

Writing

Randall N. Bills
Warner Doles
David L. McCulloch
Christoffer "Bones" Trossen

Product Development

Randall N. Bills

Production Editing

Michelle Lyons

BattleTech Line Developer

Randall N. Bills

Production Staff

Art Direction
Randall N. Bills
Cover Art
Chris Lewis
Cover Design
Jason Vargas
Layout
Jason Vargas
Illustrations
Chris Lewis

TECHNICAL READOUT: CLAN INVASION

Writing

Aaron Cahall
Geoff Swift

Product Development

Ray Arrastia
Randall N. Bills
Brent Evans

Production Editing

Ray Arrastia

BattleTech Line Developer

Brent Evans

Assistant Line Developer

Ray Arrastia

Production Staff

Cover Art
Anthony Scroggins
Cover Design
Ray Arrastia
Layout
David Kerber

FIND US ONLINE:

classicbattletech@catalystgamelabs.com
(e-mail address for any BattleTech questions)
<http://bg.battletech.com/>
(official BattleTech web pages)
<http://www.CatalystGameLabs.com>
(Catalyst web pages)
<http://www.store.catalystgamelabs.com>
(online ordering)

Printed in USA.



IKhan,

The opportunity to view oneself through an enemy's perspective is a way for a warrior to better know themselves. And, as Sun-Tzu wrote, the warrior who knows their enemy and themselves need not fear the result of a hundred battles.

In that vein, this follow-up report to my earlier document detailing the 'Mechs of the Succession Wars retains the original text of the Inner Sphere analysts who grappled with our forebears during Operation REVIVAL. Those first encounters with our OmniMechs set the tone for the ensuing 200 years of conflict, and I feel the initial reactions and evaluations to the front-line 'Mechs of the Invading Clans provides some useful insight into current affairs.

Also included are 'Mechs developed by both the Inner Sphere and our Clans in the decade and a half following the Battle of Tukayyid. The invasion of the Inner Sphere was a watershed moment for both sides. Understanding the ways in which each evolved their technology in response to that moment may yield insight into how similar sea-changes might be reflected in modern technology.

Finally, I have enclosed several of the "so-called" Project Phoenix 'Mechs resurrected and updated by the Inner Sphere during this era. Though most of these variants are long obsolete, the thought processes that went into their rebuilding is worth understanding. Amid these current troubled times, we are already seeing efforts to update the weapons of old for the battlefields of today.

In reviewing archival material for this volume, I was struck by several things. First, iconic though they are, the original sixteen OmniMechs which formed the front line of REVIVAL were not cast in amber. While Inner Sphere eyes will always group them together as a single contingent, the various designs were all at different stages of their life cycle. Some, like the *Adder*, were introduced just a few decades before the invasion—practically new by Clan standards of the time, when front-line clusters fielded OmniMechs first developed in the thirtieth or even twenty-ninth centuries. Others were common during REVIVAL, but disappeared soon after—the *Warhawk* has not been a presence on the battlefields of the Inner Sphere since the 3070s.

Second, the vast gulf between the Inner Sphere and Clan technology bases was particularly jarring, especially to today's readers for whom such distinctions have become basically meaningless. The gulf between the frontline OmniMechs of REVIVAL and even the best of the Inner Sphere's forces in 3050 was substantial. But equally impressive was the speed with which that gap was closed. The later 'Mechs detailed in this volume represent marked strides in adapting to and incorporating new technologies—a valuable lesson in the ephemeral nature of any technological advantage.

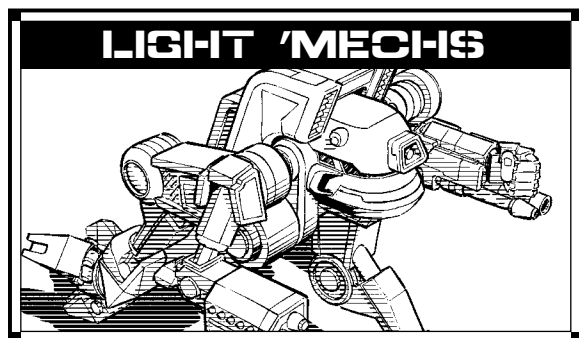
Nonetheless, the 'Mechs contained within this report have not been consigned fully to military history, and carry with them plenty of modern relevancy. Some designs carry on thematically under new names; others are the reverse, linked by name but nothing else. But all of them inspired to some degree the ceaseless development of the tools of war.

Interestingly, some of these same 'Mechs are still in active combat today. A few turn up in the arenas, in the hands of warriors just beginning their careers, or too poor to afford anything better. Rarely, a Gunslinger will use one, either to signal some form of loyalty, to send a message to an opponent, or just as part of a themed march. One of Jázen Marik's early victories came during a recreation of the Battle of Satalice, at the controls of a *Stormcrow*. Marik continued to use that 'Mech with some success for the remainder of the season, proof that a 300-year-old design in the right hands can take on some of the League's best and win.

More disturbingly, a few of the 'Mechs within this report have recently been seen among Renegade forces, particularly in cells connected to the Merit Kelswa cluster. Though I did not compile this report to serve as a current field manual, it appears that the lessons of the past may yet have more to teach us.

—Star League Loremaster Stephan Roshak
24 October 3250





Mass: 20 tons
Chassis: Dominator Light-Alpha 20
Power Plant: Firebox 200 XL
Cruising Speed: 108 kph
Maximum Speed: 162 kph, 216 w/ MASC
Jump Jets: None
Jump Capacity: None
Armor: IceSheet Ferro Fibrous
Armament:
6.5 tons of pod space available
Manufacturer: Dominion Facility Kappa-4 and -5
Primary Factory: Goito, Thule
Communications System: Untermarkt IV-a
Targeting and Tracking System: Hakkø MicroSystems

Overview

Originally developed by the Cloud Cobras to the prototype stage before being abandoned, the *Dasher* (Fire Moth to the Clans) was designed as an infantry-support platform first and a strike unit second. The first *Dasher* incarnation had a strange infantry pod slung under the OmniMech's arms, forcing the reinforcement of the torso. The unusual arms were mounted to accommodate the bulky cargo pods.

The infantry pods were discarded after the first prototype was field-tested—primarily due to derisive comments suggesting this was “crazy as a Mandrill idea.” Combined with repeated problems in reducing the MASC failure rate, the Cobras “lost” the design to the Ghost Bears for a five-year trade agreement.

The Ghost Bears left the arms mounted high due to balance problems with “properly” mounted arms on the odd chassis. In retrospect, this was one of the best decisions Bear scientists made with the *Dasher*. It was found that accidental brush-offs of the newly developed battle armor were near

zero percent on *Dashers*, as opposed to near seven percent with other standard biped frames. The upper-mounted arms also allowed Elementals riding on the sides to dismount faster, making the *Dasher* ideal for swift battlefield deployment of armored infantry.

Though extensively utilized by the Ghost Bears, the *Dasher* is unpopular with other Clans, who consider the ungainly OmniMech too light and defenseless for more BattleMech-oriented combat. When the Bears relocated to the Dominion, they were able to dismantle their two *Dasher* assembly plants and transplant them to Goito and Thule. They currently trade their newer upgrades through the Diamond Sharks to the Exiled Wolves, who also use the design in infantry-support missions.

Capabilities

One of the fastest OmniMechs built by the Clans, the *Dasher* can easily dismantle most Inner Sphere light 'Mechs. Many Clan warriors use *Dashers* in various trials, as the 'Mech rarely mounts heavy weapons capable of killing a warrior and requires skill to take down their opponent.

Clans such as the Ghost Bears, Horses, and Wolves-in-Exile have been known to field several Stars' worth of this design as an infantry-support and delivery mechanism. Warriors of such OmniMechs are usually not Bloodnamed and on the slide towards *solahma*, meaning they tend to be very aggressive in their tactics.

Deployment

Primarily seen among the Horses and Bears, most warriors piloting *Dashers* tend to gravitate towards the heavier weapon configurations such as the Prime, D, F, and H. The C has found some use as a fast-moving support machine among the Horses. The newly-seen K configuration is currently fielded only among the warriors of the Ghost Bears' Omega Galaxy, who seem to have taken to the infantry-support loadout.

Notable MechWarriors

saKhan Aletha Kabrinski: A natural tactician and highly skilled MechWarrior, Kabrinski never let the *Dasher's* lack of firepower stand in the way of her goals. Her meteoric rise from Star Captain to saKhan of the Ghost Bears exemplifies this drive. Utilizing her 'Mech's speed and agility, she revels in “skillful kills,” leading many to wonder if she has some Goliath Scorpion blood.

Type: **Fire Moth**
Inner Sphere Designation: **Dasher**
Technology Base: Clan OmniMech
Tonnage: 20
Battle Value: 1,251

	Equipment	Mass
Internal Structure:	Endo Steel	1
Engine:	200 XL	4.5
Walking MP:	10	
Running MP:	15 (20)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	38	2
	Internal Structure	Armor Value
Head	3	5
Center Torso	6	5
Center Torso (rear)		2
R/L Torso	5	4
R/L Torso (rear)		2
R/L Arm	3	3
R/L Leg	4	4

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	MASC	0
	1 Endo Steel	
Right Torso	2 XL Engine	5
	2 Ferro-Fibrous	
	1 Endo Steel	
	Double Heat Sink	
Left Torso	2 XL Engine	5
	2 Ferro-Fibrous	
	1 Endo Steel	
	Double Heat Sink	
Left Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Right Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Right Leg	1 Endo Steel	1
Left Leg	1 Endo Steel	1

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
SRM 6	RA	1.5
Ammo (SRM) 15	RA	1
SRM 4	RT	1
Ammo (SRM) 25	RT	1
2 ER Medium Lasers	LA	2

Weapons and Ammo
Alternate Configuration A

Location	Critical	Tonnage
TAG	1	1
Active Probe	1	1
Streak SRM 4	1	2
Ammo (Streak) 25	1	1
Anti-Missile System	1	.5
Ammo (AMS) 24	1	1

Battle Value: 639

Alternate Configuration B

Location	Critical	Tonnage
ECM Suite	1	1
2 Machine Guns	2	.5
Ammo (MG) 100	1	.5
Medium Pulse Laser	1	2
Medium Pulse Laser	1	2
A-Pod	1	.5

Battle Value: 1,064

Alternate Configuration C

Location	Critical	Tonnage
LRM 5	1	1
Ammo (LRM) 24	1	1
Anti-Missile System	1	.5
Ammo (AMS) 48	2	2
LRM 5	1	1
Ammo (LRM) 24	1	1

Battle Value: 741

Alternate Configuration D

Location	Critical	Tonnage
2 ER Medium Laser	2	2
ER Medium Laser	1	1
Targeting Computer	1	1
Flamer	1	.5
2 ER Medium Lasers	2	2

Battle Value: 2,307

Alternate Configuration E

Location	Critical	Tonnage
ATM 6	3	3.5
Ammo (ATM) 30	3	3

Battle Value: 822

Alternate Configuration F

Location	Critical	Tonnage
3 AP Gauss Rifles	3	1.5
Ammo (APGauss) 40	1	1
3 ER Medium Lasers	3	3
Active Probe	1	1

Battle Value: 1,461

Alternate Configuration H

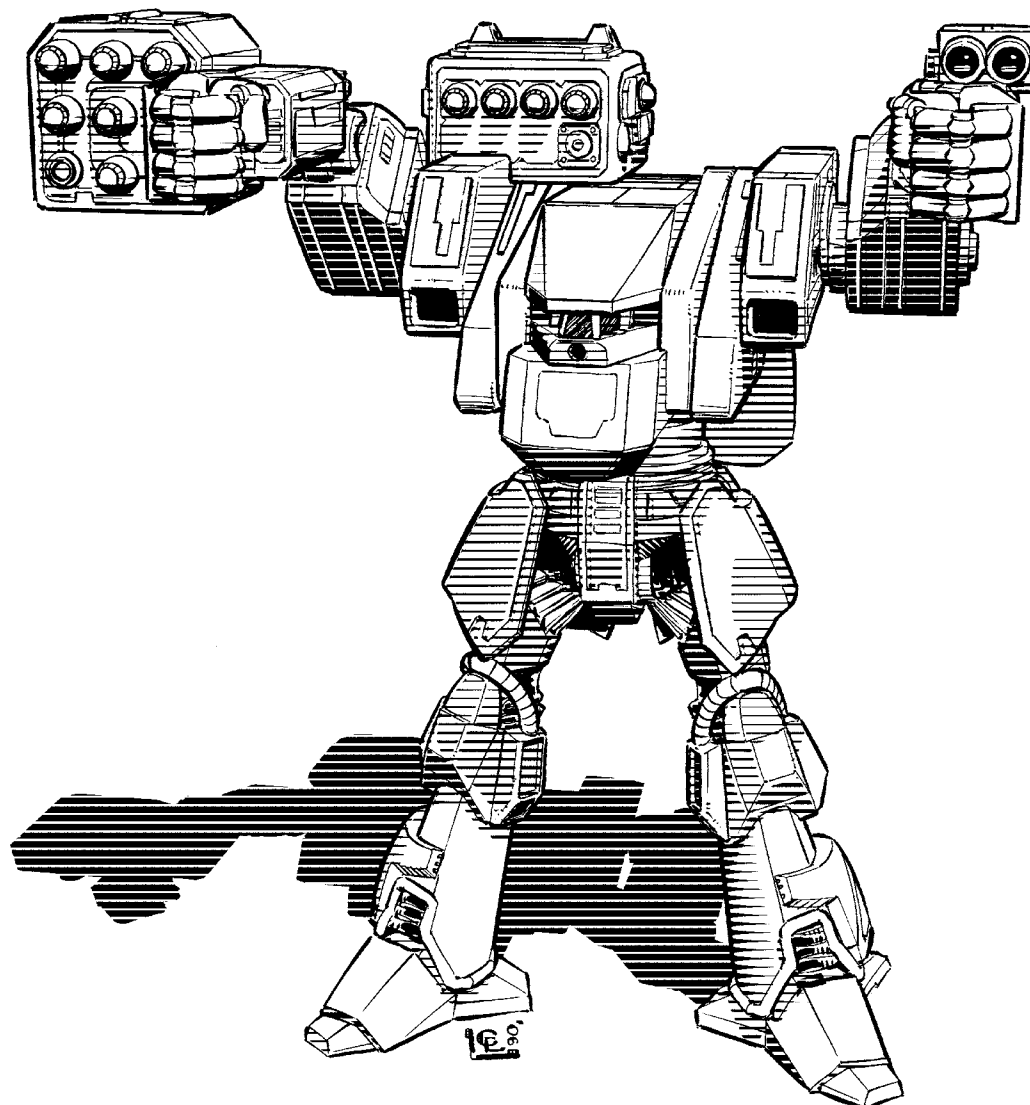
Location	Critical	Tonnage
5 Heavy Small Lasers	5	2.5
Targeting Computer	1	1
Double Heat Sink	2	1
4 Heavy Small Lasers	4	2

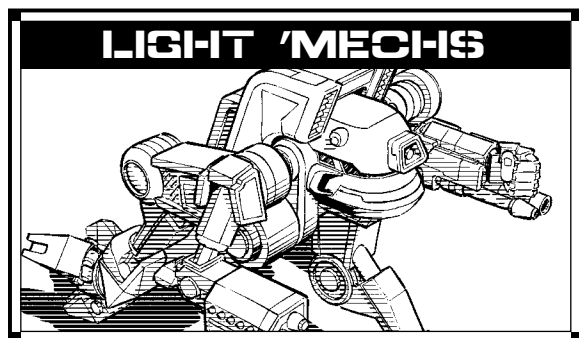
Battle Value: 779

Weapons and Ammo
Alternate Configuration K

Location	Critical	Tonnage
Heavy Medium Laser	2	1
3 Light Machine Guns	3	.75
Machine Gun Array	1	.25
Heavy Medium Laser	2	1
3 Light Machine Guns	3	.75
Machine Gun Array	1	.25
Ammo (MG) 100	1	.5
B-Pod	1	1
B-Pod	1	1

Battle Value: 887





Mass: 20 tons

Chassis: Bergan XIV Endo Steel

Power Plant: 180 Firebox XL

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging ZK11 Standard

Armament:

12 Series XII Rotary Machine Guns

2 Mk. 3 ER Medium Lasers

1 Series 1 ER Small Laser

Manufacturer: Constantin Assembly Plant M27A-E,
CDS Poseidon/Auxiliary Production Site #4

Primary Factory: Priori, Itabiana

Communications System: K9 Communications System

Targeting and Tracking System: Able-Seven Sensor Suite

Overview

An enigmatic design, this light 'Mech offers superior speed and maneuverability and is armed with a weapon load more suited to an attack unit than a recon unit. Until recently, it was thought that the last of these 'Mechs disappeared along with the rest of Clan Diamond Shark's military after their disastrous campaign during the Battle of Tukayyid. However, Watch reports among the Wolves, Ravens, and Horses independently confirm that Clan Ice Hellion is using these 'Mechs in large numbers within Flurry units operating in the Deep Periphery.

Capabilities

Originally intended as a direct creation to combat Inner Sphere infantry and light vehicle forces, the *Piranha* design was developed by Clan Diamond Shark shortly before the Tukayyid campaign. An overly large XL engine and reinforced structure in the hips and legs helped the twenty-ton machine close quickly with opposing forces and bring its twelve machine gun arrays to bear. Ammo-dependant, most *Piranha* units are relegated to garrison and *solahma* duties.

Deployment

Most *Piranhas* now produced by the Sharks are used as "fillers" for other sales made to various Clans. At least two dozen were sold to the Wolves (in Exile) with a shipment of *Ha-Otokos* in late 3068, shortly after the heroic rescue of several Dragoon survivors from Outreach.

Variants

Clan Ice Hellion bargained for and won the rights to produce the *Piranha* on Hector in 3066, a move barely noted by the other Clans. Clan Hell's Horses' Watch submitted a report in late '67 that described contact with a Hellion Flurry unit on Tokasha. That Flurry consisted of a *Hellion* OmniMech supported by a new variant of *Piranha*, one entirely energy-based. The Hellions had apparently swapped out the machine guns for new extended-range micro lasers and had installed heavier lasers in place of the standard load-out. The report also noted that this *Piranha* had little trouble using most of its armament in taking down a bidden *Thunder Stallion*, using the irritating *zellbrigen* style the Hellions were known for. Because the design is energy-based, the Watch officer concluded that the new *Piranha* design must be using double-strength heat sinks.

Interestingly, Clan Snow Raven Watch reports identified a different variant in use with the Hellions during a Trial of Possession against the Ravens for the design specifications of their new Afreet battlesuits. Operating in packs with *Locust* IICs, this variant was also energy-based. The one claimed as *isorla* by the Ravens had the machine guns removed and eight ER micro lasers along with two micro-pulse lasers installed that were tied to a targeting computer alongside a light active probe. The unit in question was part of a far-ranging recon Star that had flushed out the Raven's command Star. Swift thinking by the Raven commander eliminated the entire Hellion recon force, but at a cost of a *Nobori-nin* and a *Matador*.

Notable MechWarriors

Star Captain Jagriman: Noted for his inability to speak, Jagriman (of the Taney Bloodhouse) commands the Fourteenth Sleet Binary of the 180th Attack Cluster from the cockpit of his *Piranha* using special "radio tap" codes taught to his subordinates. This Binary is unique as it only contains *Piranhas*, often leading opponents to underestimate the potency of the Hellion force. Jagriman has made sure each warrior's strength matches their machine, making the Fourteenth a deadly foe. The Binary is most noted for savaging two Falcon *Turkinas* in a Trial of Possession for the single-generational use of the Roshak legacy on Ironhold at the cost of only three of his warriors.

Buford "Crazy Bo" Krazny: An odd bird, Buford Krazny isn't known on Solaris VII for his hot piloting skills or his ugly-as-sin mug. Most of the visitors to Solaris have never even heard of this veteran of the Clan Invasion. Yet Krazny has made a name for himself the last few years during the Blakist occupation of the Game World as one of the best couriers among the underground rebel cells scattered around the planet. Piloting his customized *Piranha*—bought straight from a Diamond Shark merchant back in late 3066—he is one of the main reasons the cell network is able to maintain coordination in their frequent hit-and-fade attacks against the Word of Blake occupiers. Combining the blazing speed of his *Piranha*, "Shadow," and his intimate knowledge of the underground transport tunnels that crisscross below Solaris City, any messages or goods given to him for special transport always arrive at their destination in record time.

Type: **Piranha**

Technology Base: Clan

Tonnage: 20

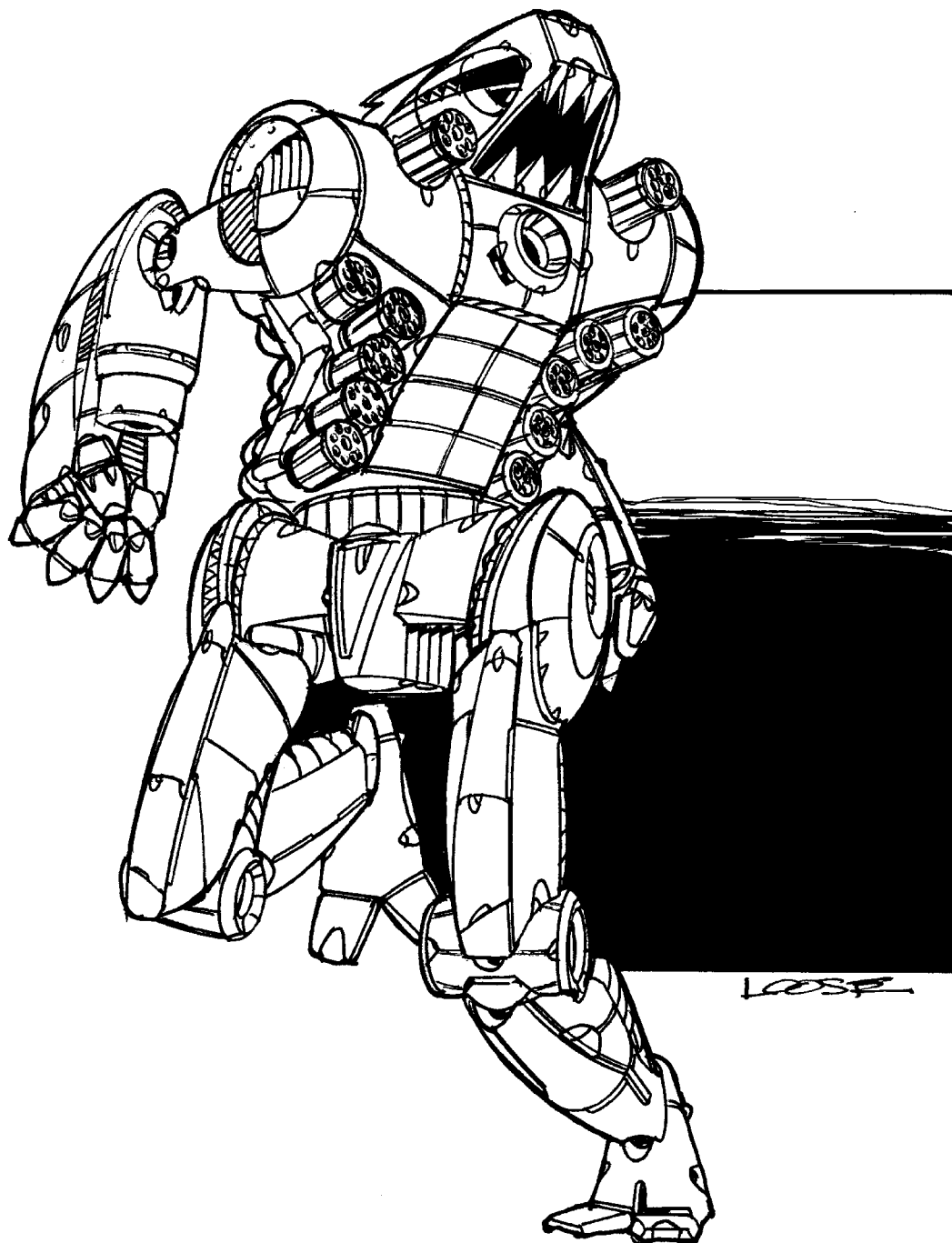
Battle Value: 998

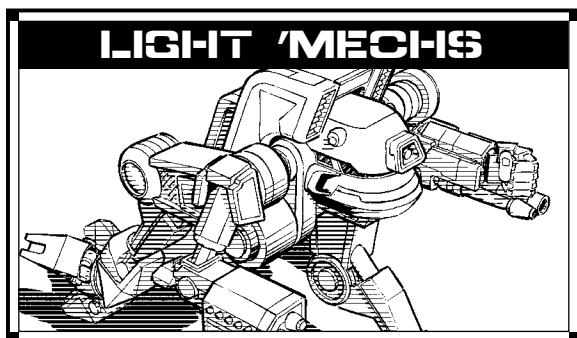
Equipment

		Mass
Internal Structure:	Endo Steel	1
Engine:	180 XL	3.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	6

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
6 Machine Guns	RT	6	1.5
Ammo (MG) 100	RT	1	.5
6 Machine Guns	LT	6	1.5
Ammo (MG) 100	LT	1	.5
ER Small Laser	CT	1	.5





Mass: 25 tons

Chassis: Model ML-225 Endo Steel

Power Plant: Fusion 150 Standard

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging OTR17b with CASE

Armament:

2 Series 2d Extended Range Medium Lasers

1 Pattern J7 SRM-6 Launcher

3 SEP Class SRM-4 Launchers

Manufacturer: Marshall Light Assembly Station

Communications System: Build 1685/3 Tacticom

Targeting and Tracking System: Mark 11 IHADS

Overview

Long the exclusive property of the Lyrans Commonwealth, the *Commando* was once the premier scout 'Mech of House Steiner forces. For decades, the Lyrans fended off attempts by the Star League military to acquire the design. During the Amaris coup, however, several of the highly prized 'Mechs entered League service in the hands of volunteers disaffected by their House's neutral stance in the war. Organized into so-called Loyalist units, these and other Lyrans citizens fought with distinction in the liberation of Terra alongside the SLDF.

Though history does not record the exact chain of events, a number of *Commandos* are known to have survived the second Exodus to become part of the Clan army organized by Nicholas Kerensky. Admired for their ability to easily destroy most light 'Mech opposition while maintaining their scouting role, these *Commandos* were produced in large numbers by Clans Smoke Jaguar and Goliath Scorpion. When radically lighter and less bulky construction materials were introduced, Clan Goliath Scorpion upgraded their aging line of *Commandos* to provide even more firepower for the deadly scout.

The resulting design, dubbed the *Commando IIC*, performed well in the tight, rocky confines of the Scorpions' early holdings on Dagda and Roche. Using the 'Mech in a lightning raid on Clan Hell's Horses' weakly defended Tokasha enclave in 2872, the Scorpions outflanked and destroyed the more numerous defenders and won access to two genetic legacies of the Horses. Eventually overshadowed by the rise of the more powerful OmniMechs, the *Commando IIC* was relegated to reserve status by most Clans in the late 2800s.

Capabilities

Information taken from Clan Wolf battle records of the invasion provides an interesting perspective on the strengths and weaknesses of the *Commando IIC*. The *IIC* mounts more than twice the weaponry and one-and-a-half times the armor of its Inner Sphere counterpart. This disparity translates into significantly improved survivability and a much higher kill potential for the Clan design.

Inner Sphere techs, however, concentrated on improving the early *Commando's* ammunition efficiency, which is a decided weakness of the *Commando IIC*. The Clan 'Mech does not mount the advanced Streak and Artemis technologies of the FedCom version, and when operating far from supply, its three SRM-4 launchers rapidly deplete its ammunition stock. This shortcoming does not diminish the *Commando IIC's* capability for destroying most light 'Mechs and even challenging heavier Clan designs like the *Ice Ferret*.

Deployment

Rare even among the Scorpions, the *Commando IIC* is often piloted by freeborn soldiers assigned to hunting bandits on the fringes of Clan space. Though criticized by most Scorpion warriors for its plethora of "inelegant" missile weapons, it is admired by those who have handled its responsive controls. Several *Commando IICs* were recently sighted among the Scorpion's Thirty-third Grenadiers; the pilots of Sharman's Boxers have nicknamed it the "*Sucker Punch*."

Notable MechWarriors

Star Commander Lesa: Star Commander Lesa was once Lesa Armstrong, a sixth-generation MechWarrior in the Eridani Light Horse's Seventy-first Light Horse Regiment. When the Jihad broke out and the Second Star League abandoned the Clan homeworlds, the Light Horse challenged the Goliath Scorpions for their Huntress holdings. Lesa fought hard in that Trial, as did her comrades, but the Scorpions achieved victory and claimed the Light Horse as *abtakha*. Lesa was recognized for her skills and won her MechWarrior Trial of Position. Her *Commando* was destroyed in the Huntress battle, so the Scorpions assigned her a *Commando IIC* from their storehouses. She is part of a recon Star in the Fourteenth Scorpion Cuirassiers.

MechWarrior Toad: Toad is a freeborn who won a Trial of Position after the absorption of Clan Ice Hellion. The former laborer caste civilian showed fierce, unwavering determination while defeating his first opponent. However, he was immediately downed by the second. As a freeborn, Toad was assigned to a PGC. Being a warrior who nonetheless is considered inferior to trueborns, Toad possesses a near-maniacal drive to advance in rank. He constantly challenges his comrades to Trials over the tiniest perceived slights. His behavior amuses his superiors, though their patience is running thin. Eventually, those he challenges will take offense and seek more than simple victory.

Type: **Commando IIC**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 978

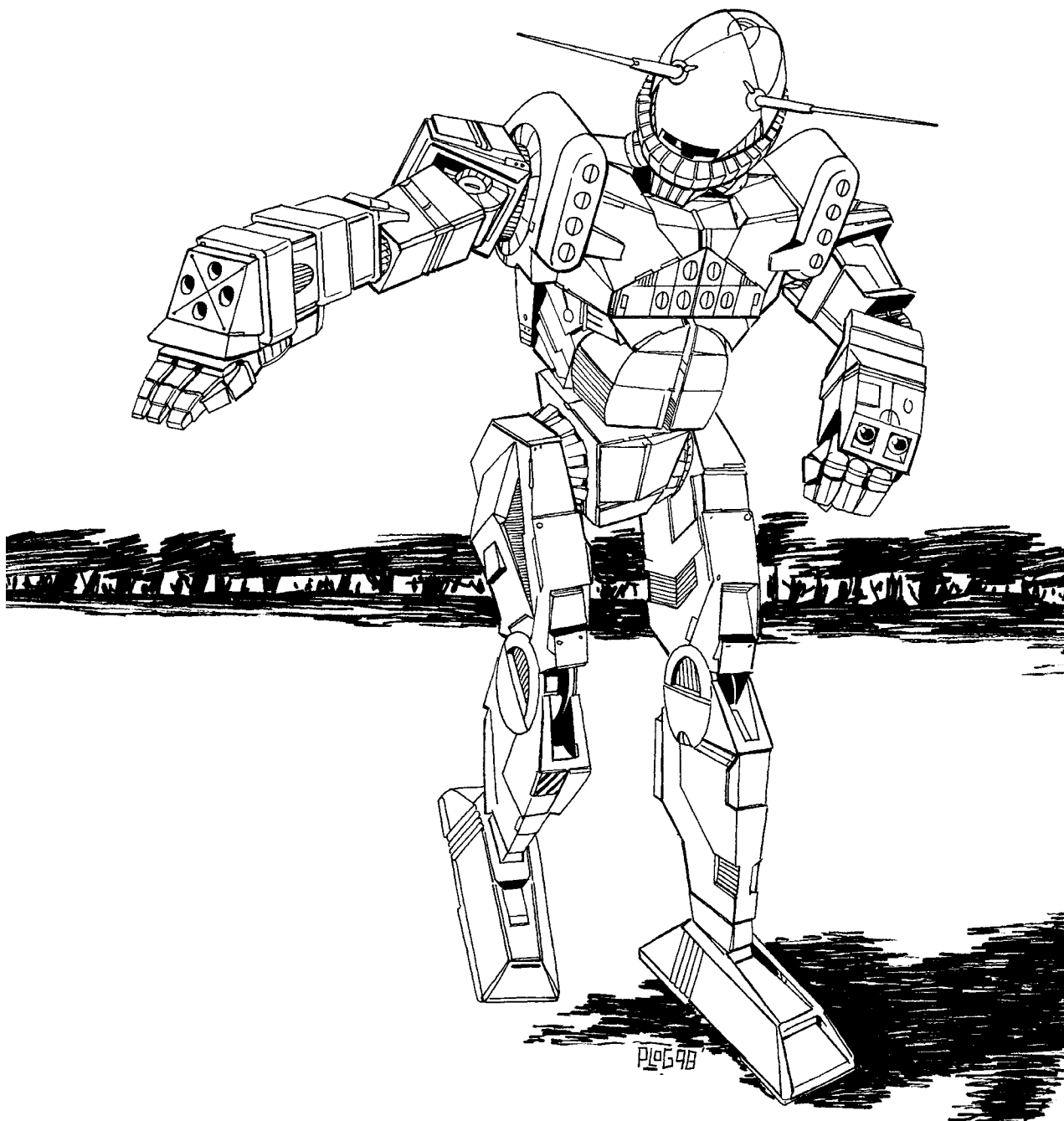
Equipment

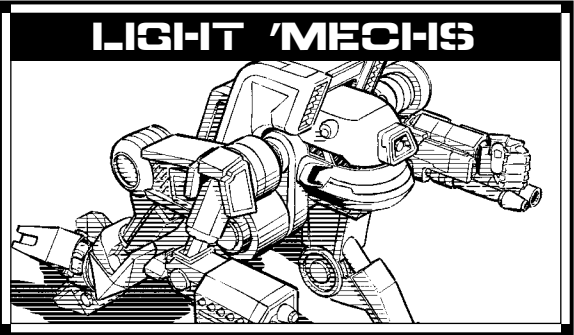
	Endo Steel	Mass
Internal Structure:		1.5
Engine:	150	5.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	72	4.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		3
R/L Torso	6	8
R/L Torso (rear)		2
R/L Arm	4	6
R/L Leg	6	9

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	LA	2	2
SRM 6	CT	1	1.5
Ammo (SRM) 15	RT	1	1
SRM 4	RA	1	1
SRM 4	LT	1	1
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1





Mass: 25 tons
Chassis: JF 3 Light Endo-Steel
Power Plant: JF 200 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound JF Ferro-Fibrous
Armament:
10 tons of pod space available
Manufacturer: Ironhold Alpha Complex, Olivetti Weapons
Primary Factory: Ironhold, Sudeten
Communications System: JF Integrated
Targeting and Tracking System: Series JFVIII KITT

Overview

The *Fire Falcon* first appeared in the Touman of Clan Jade Falcon in the early 3050s. However, unlike contemporary designs such as the *Night Gyr* and *Turkina*—which have been received with open arms and can be found in almost every Falcon Cluster—the *Fire Falcon* was initially deployed almost timidly, as though testing the waters. As such, despite its superior performance in numerous areas compared to the *Koshi*, only recently has it begun to gain the same acceptance.

While the vast majority of *Fire Falcons* are still produced on Ironhold, the 'Mech was used as a test-bed with the Olivetti Weapons plant on Sudeten. After a two-year upgrade to facilitate the manufacture of the more sophisticated OmniMech, a short run of *Fire Falcons* was produced. The Second Falcon Jaegers received a Star of these *Fire Falcons* for intensive field testing to assure their quality; they passed with flying colors. Within a year the more potent *Black Lanner* and *Turkina* OmniMechs began walking off the Sudeten assembly line as well.

Capabilities

While the *Fire Falcon* is swift compared to the *Koshi*, there are numerous other designs of a similar weight class that can claim the same speed profiles. But what sets the *Fire Falcon* apart from other 'Mechs is that almost forty percent of its tonnage is dedicated to pod space. This allows it a potent mixture of load-outs for such a light 'Mech, from the devastatingly effective rapidly deployed fire-support B configuration of twin ER large lasers slaved to an advanced targeting computer to the brutally close-in fighter E mounting an ATM 12.

Deployment

The *Fire Falcon* is slowly replacing the *Koshi* in all front-line Galaxies—almost always deployed with the *Black Lanner*—while *Koshi*'s are cycled to second-line units.

Strangely enough, while the *Fire Falcon* initially remained exclusively fielded by Clan Jade Falcon, the early 3060s saw an explosion of deployment of this design by numerous other Clans, most notably Clan Fire Mandrill.

Notable MechWarriors

Star Captain Avarah Roshak: A young and inexperienced MechWarrior, Avarah clashed against the Dragoons led by Colonel Shelly Brubaker at Port St. William Spaceport on Coventry in 3058. There she became an almost instant ristar when she briefly locked horns with Colonel Brubaker; though outweighed by more than fifty tons, Avarah almost brought Colonel Brubaker's 'Mech down, ultimately resulting in the Dragoons violating the terms of their batchall by calling in fresh reinforcements. She went on to further distinguish herself on Koniz during the Falcon Incursion, where she used the superior speed of her *Fire Falcon* to help rapidly deploy Elementals in the trap that ultimately decimated Barber's Marauder IIs. For her battlefield prowess, she was sponsored for and won the Roshak Bloodname; she is poised to be the next commander of the Twelve Falcon Regulars.

Type: **Fire Falcon**
Technology Base: Clan OmniMech
Tonnage: 25
Battle Value: 1,451

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	76	4
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		3
R/L Torso	6	9
R/L Torso (rear)		2
R/L Arm	4	6
R/L Leg	6	10

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 Engine	6
	4 Ferro-Fibrous	
Left Torso	2 Engine	6
	4 Endo Steel	
Right Arm	3 Ferro-Fibrous	5
Left Arm	3 Endo Steel	2
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 ER Medium Lasers	RA	2	2
2 ER Small Lasers	RA	2	1
Medium Pulse Laser	LA	1	2
2 Streak SRM 4	LT	2	5
Ammo (Streak) 25	LT	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RT	1	1
ER Small Laser	LA	1	.5
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Battle Value: 822			

Alternate Configuration B

ER Large Laser	RA	1	4
ER Large Laser	LA	1	4
Targeting Computer	LT	2	2
Battle Value: 1,570			

Alternate Configuration C

4 Machine Guns	RA	4	1
Ammo (MG) 100	RA	1	.5
Medium Pulse Laser	LA	1	2
Small Pulse Laser	LA	1	1
ER Small Laser	LA	1	.5
2 SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Active Probe	H	1	1
Battle Value: 1,004			

Alternate Configuration D

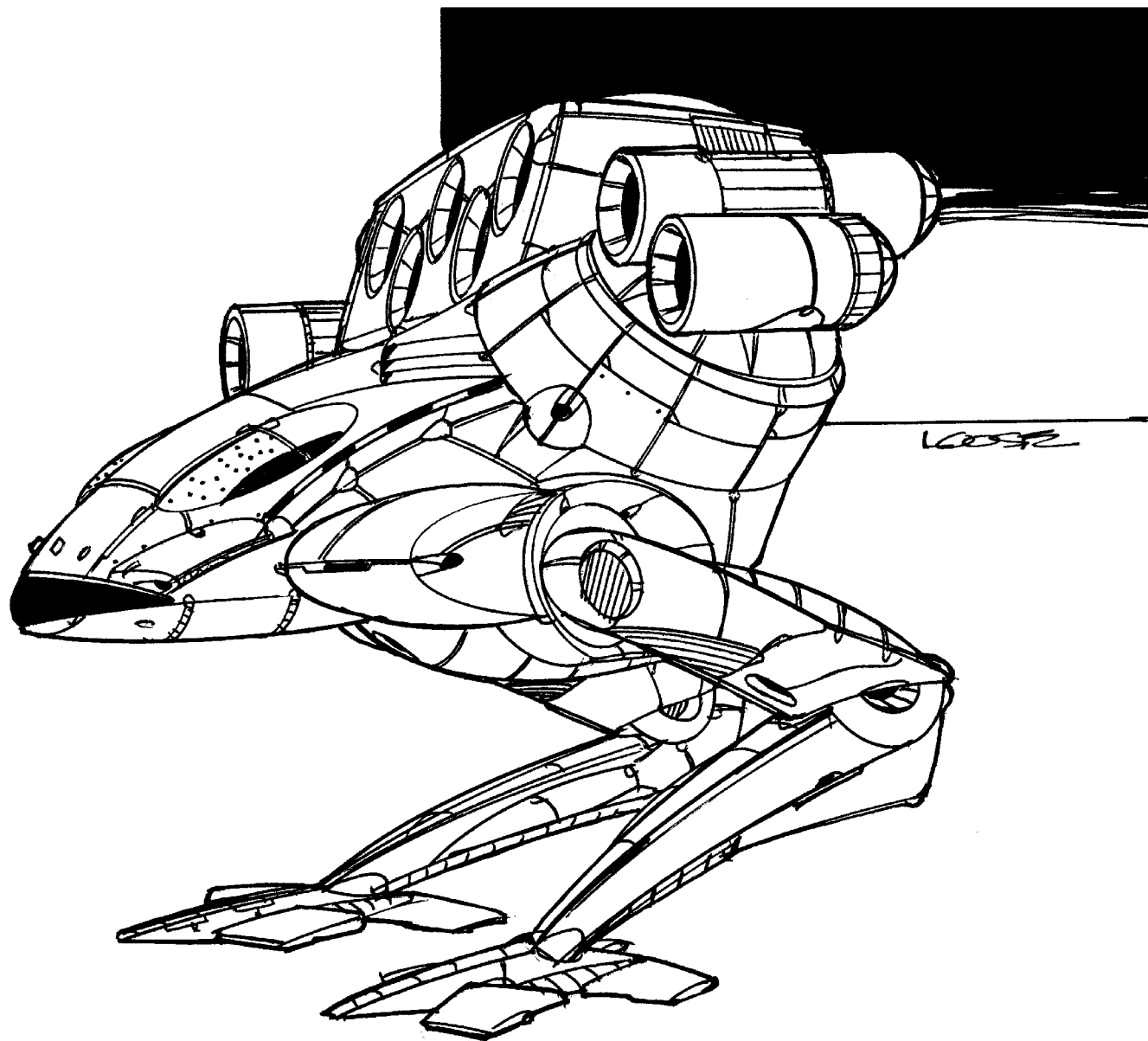
Narc Missile Beacon	RA	1	2
Ammo (Narc) 12	RT	2	2
2 SRM 4	LT	2	2
Ammo (SRM) 50	LT	2	2
ER Medium Laser	LA	1	1
TAG	H	1	1
Battle Value: 826			

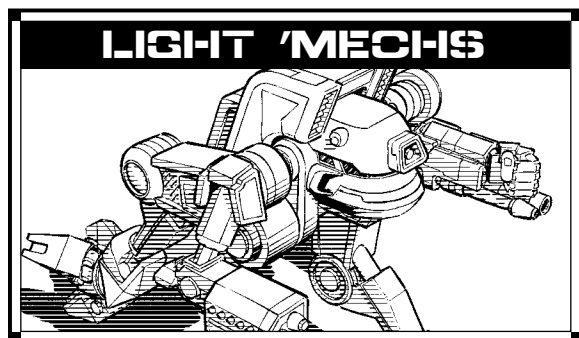
Alternate Configuration E

ATM 12	LT	5	7
Ammo (ATM) 15	RT	3	3
Battle Value: 1,094			

Alternate Configuration H

Heavy Medium Laser	RA	2	1
Medium Pulse Laser	RA	1	2
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
Heavy Medium Laser	LA	2	1
Medium Pulse Laser	LA	1	2
Double Heat Sink	LT	2	1
2 Heavy Small Lasers	CT	2	2
Battle Value: 1,162			





Mass: 25 tons
Chassis: Light Series II Endo-steel
Power Plant: Type II 175 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: Clan Light Series Mk. I
Jump Capacity: 180 meters
Armor: Compound H17 Ferro-Fibrous
Armament:
 7.5 tons of pod space available
Manufacturer: Huntress Production Facility Epsilon,
 Arcadia BattleMech Plant CM-O3
Primary Factory: Huntress, Arcadia
Communications System: Build 1685/5 Tacticom
Targeting and Tracking System: Series III GDS
 with Active Probe

Overview

Designed and produced in the early decades of the 30th century by Clan Smoke Jaguar technicians, the *Koshi* filled the role of light scout and raider ably until contact with the Inner Sphere proved its vulnerabilities. Nevertheless, the 'Mech remains in frontline service, though notably in more deadly modern configurations.

Capabilities

The *Koshi*, aka *Mist Lynx*, is not the fastest OmniMech in Clan service, but it is the fastest of the dedicated recon platforms. It also has a full 180-meter jump capacity, among the greatest of any of the known standard OmniMech configurations—only the *Grendel* and *Dragonfly* exceed and the *Hankyu* equals it. This nearly unmatched maneuverability is what has kept it such a viable battlefield unit for so long, despite its mere three and a half tons of ferro-fibrous armor.

The 'Mech permanently mounts an active probe, which still leaves seven and a half tons for weapons pods and other mission equipment. No less than ten unique standard configurations of the *Mist Lynx* have been identified since the Clan Invasion. The first four all seem to center around missiles, carrying either SRM racks or anti-missile systems. The fifth stands out from the rest in that it mounts the lightest Ultra autocannon. The rest focus more on close-range assault, making good use of recently developed and incredibly devastating Clan weapons systems. The P mounts an array of laser weapons, the typical E model carries an advanced tactical missile system, and both the F and H focus on heavy lasers. The most recently introduced configuration, the G, carries two quad-heavy machine gun arrays in addition to four ER small lasers.

Deployment

After almost a century and a half in service, the *Koshi* has found its way into the toumans of every Clan. The Smoke Jaguars were the largest user of the 'Mech until their Annihilation, a fact that, while not lost upon other Clans, has not much discouraged its use. Two factories continue to produce new *Koshis* even today for Clans Ice Hellion and Steel Viper on Huntress and Arcadia, respectively.

Notable MechWarriors

Star Captain Eric: An Ice Hellion of the Urgans Bloodline, Star Captain Eric won notoriety for himself during the Hellions' campaign against the Jade Falcons on Barcella. Leading charge after charge against the heavier and better armed Falcons, he and his Hellions had only maneuverability on their side. They won the battle, but Eric was the only member of his Supernova Binary to survive. He leads the Binary now, which in every battle since has suffered seventy percent casualties or greater.

Commander Horst: Commander Horst is a minor bounty hunter working the Combine side of the Occupation Zone in his "*Myst Warrior*." Though he regularly hunts down rogues and brigands for the DCMS, he gleefully jumps on any chance to pursue Clansmen. Some think he is a former Clansman himself; if so, he long ago gave up on the concept of *zellbrigen*, at least when fighting those he believes to be criminals.

Type: **Mist Lynx**
 Inner Sphere Designation: **Koshi**
 Technology Base: Clan OmniMech
 Tonnage: 25
 Battle Value: 871

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	3.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	67	3.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		6
R/L Torso	6	7
R/L Torso (rear)		5
R/L Arm	4	4
R/L Leg	6	5

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Active Probe	0
Center Torso	1 Endo Steel	0
	1 Ferro-Fibrous	
Right Torso	2 XL Engine	2
	Double Heat Sink	
	3 Jump Jets	
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	0
	2 Double Heat Sinks	
	3 Jump Jets	
	1 Endo Steel	
	2 Ferro-Fibrous	
Right Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Right Leg	1 Endo Steel	1
Left Leg	1 Endo Steel	1

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Streak SRM 4	RA	1	2
2 Machine Guns	RA	2	.5
Ammo (Streak) 25	RA	1	1
Ammo (MG) 100	RA	1	.5
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Flamer	RA	1	.5
2 Machine Guns	RA	2	.5
Ammo (MG) 100	RA	1	.5
TAG	LA	1	1
2 Anti-Missile Systems	LA	2	1
Ammo (AMS) 72	LA	3	3
A-Pod	RL	1	.5
A-Pod	LL	1	.5

Battle Value: 608

Alternate Configuration B

2 SRM 6	RA	2	3
ER Small Laser	RA	1	.5
Ammo (SRM) 30	RA	2	2
2 ER Medium Lasers	LA	2	2

Battle Value: 1,209

Alternate Configuration C

ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
ECM Suite	LA	1	1
Anti-Missile System	LA	1	.5
Ammo (AMS) 24	LA	1	1

Battle Value: 1,320

Alternate Configuration D

ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
Ultra AC/2	LA	2	5
Ammo (Ultra) 45	LA	1	1

Battle Value: 842

Alternate Configuration E

4 ER Small Lasers	RA	4	2
ATM 6	LA	3	3.5
Ammo (ATM) 20	LA	2	2

Battle Value: 997

Alternate Configuration F

2 Heavy Medium Lasers	RA	4	2
2 Heavy Small Lasers	RA	2	1
ECM Suite	RT	1	1
Targeting Computer	RT	1	1
Heavy Medium Laser	LA	2	1
2 Heavy Small Lasers	LA	2	1
Light TAG	LA	1	.5

Battle Value: 1,173

Weapons and Ammo Location Critical Tonnage

Alternate Configuration G

4 Heavy Machine Guns	RA	4	2
Machine Gun Array	RA	1	.25
ER Small Laser	RA	1	.5
Ammo (Heavy MG) 100	RT	1	1
4 Heavy Machine Guns	LA	4	2
Machine Gun Array	LA	1	.25
ER Small Laser	LA	1	.5
ER Small Laser	RL	1	.5
ER Small Laser	LL	1	.5

Battle Value: 834

Alternate Configuration H

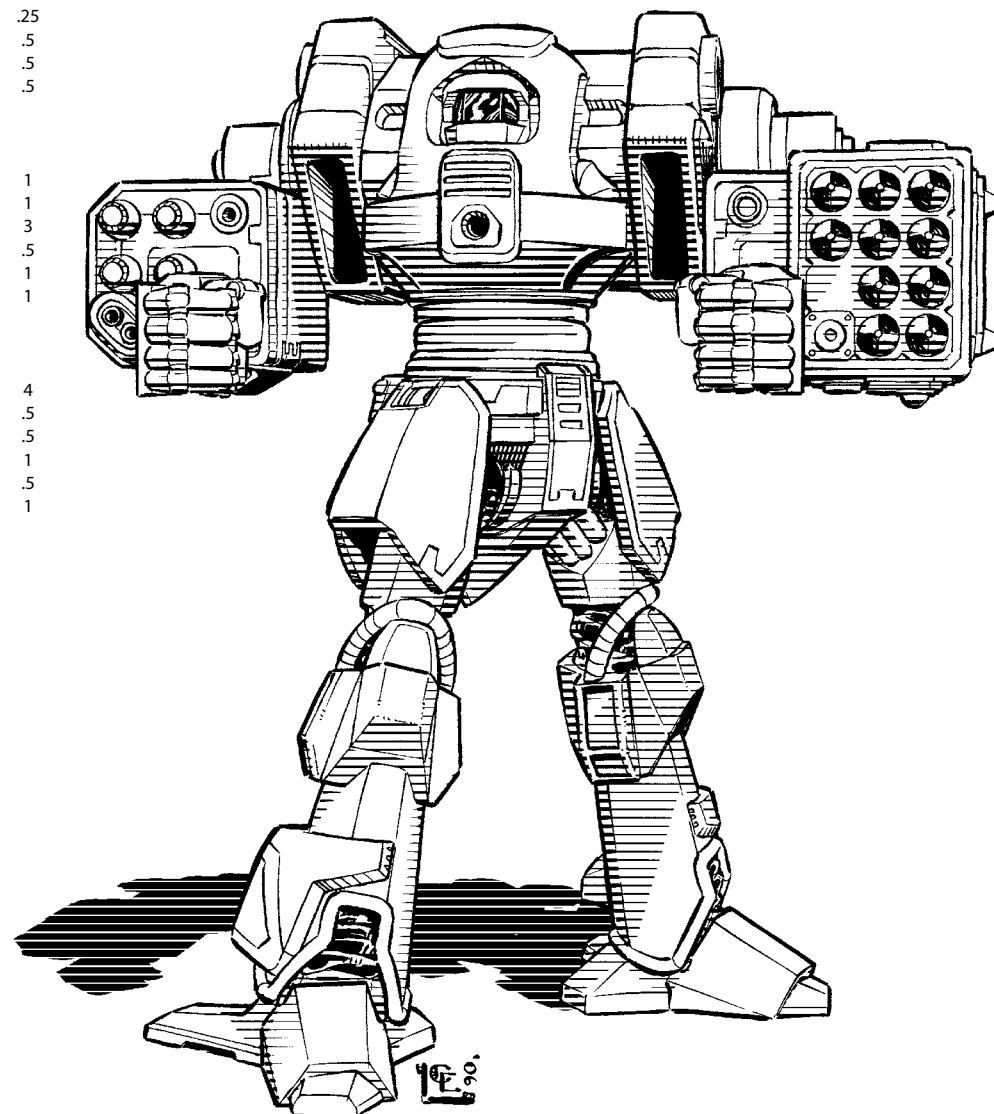
2 Heavy Small Lasers	RA	2	1
Heavy Medium Laser	RA	2	1
Streak SRM 6	LA	2	3
Anti-Missile System	LA	1	.5
Ammo (Streak) 15	LA	1	1
Ammo (AMS) 24	LA	1	1

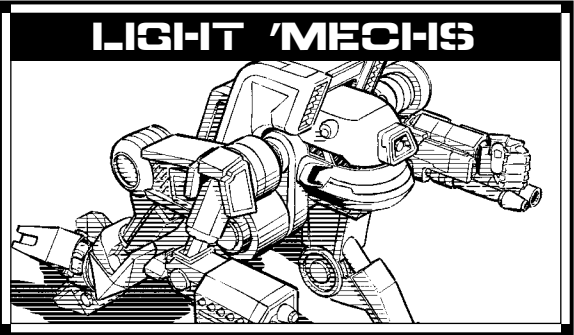
Battle Value: 982

Alternate Configuration P

ER Large Laser	RA	1	4
2 ER Micro Lasers	RA	2	.5
Micro Pulse Laser	RA	1	.5
Double Heat Sink	RT	2	1
2 ER Micro Lasers	LA	2	.5
2 Micro Pulse Lasers	LA	2	1

Battle Value: 1,064





Mass: 30 tons
Chassis: Hellion Light Endo Steel V3
Power Plant: Warrior 240 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Foster Ocelot Mrk. VIII
Jump Capacity: 180 meters
Armor: Compound Beta Ferro-Fibrous
Armament:
9.5 tons of pod space available
Manufacturer: Foster MechWorks Facility Beta
Primary Factory: Foster
Communications System: HCFA 3001 5.7
Targeting and Tracking System: HCFA 3005 4.3

Overview

Originally designed by Clan Ice Hellion as a replacement for the aging *Koshi* OmniMech, the *Hankyu*—known as the *Arctic Cheetah* among the Clans—were manufactured at a plant on Foster that was captured by Clan Smoke Jaguar in 3037, only mere months after full-scale production had begun. The *Hankyu's* superior capabilities compared to the *Koshi* allowed it to begin dethroning that venerable OmniMech as Clan Smoke Jaguar's premier Light OmniMech. By the time the Smoke Jaguars dropped on Tukayyid, most light 'Mech Stars contained at least one *Hankyu*.

Capabilities

With speed, armor, and pod-carrying ability all superior to that of the *Koshi*, the *Hankyu* improves on the older design in almost every fashion. While some light 'Mech designs outperform the *Hankyu* in one specific area or another, no other known designs combine such exceptional abilities together on one chassis.

The most common configuration found within Clan Nova Cat, the *Hankyu Prime* was also often spotted within the ranks of Clan Smoke Jaguar. Armed with two LRM-5s, *Hankyu* Primes would engage slower opponents at range until their ammunition bins ran out, then close to finish off their work with their medium lasers and flamer. Equipped with an active probe, ECM suite, and TAG, the Prime is also an extremely capable scout 'Mech.

Configuration A is most popular in Clan Steel Viper, where the heavy firepower and similarity to the *Crossbow B* make it a MechWarrior favorite.

Configuration B is used by pilots prepared to engage their opponents with cluster autocannon fire at long range until their ammunition runs out. Such exceptionally patient MechWarriors have been mostly spotted with Clan Nova Cat.

Often seen in urban environments, configuration C boasts a brace of medium lasers combined with the active probe, making it quite capable of finding and destroying opponents.

Battlefield needs may require a *Hankyu* to be utilized as long-range missile support. In those situations, configuration D has been deployed by several Clans.

A popular deployment configuration of heavy lasers, the H utilizes its speed to get its firepower in range. An ER large laser provides ranged firepower.

Deployment

While Clan Smoke Jaguar was the primary user of the *Hankyu*, both Clan Steel Viper and Clan Nova Cat field significant concentrations of the OmniMech. Clan Diamond Shark is another notable user of the design. Clan Ice Hellion has recovered the *Hankyu* manufacturing site on Foster, but so far most MechWarriors in its Touman continue to prefer the *Hellion* OmniMech.

Notable MechWarriors

MechWarrior Eva Hordwon: Eva comes from an Asa Taney-Lysa Hordwon sibko. From an early age, she managed to gain her genefather's attention by challenging him to a personal trial at age 16. Eva then went on to win her Trial of Position by defeating three of her opponents, but Khan Taney assigned her to the Seventh Attack Cluster as a Star Commander. She lost the Trial of Refusal against her genefather, as well as both her legs, but after they were re-grown her performance in a *Hankyu* was considered exemplary in her Clan. Assigned to saKhan Weiland Cage's Lithe Kill Keshik as a "surprise" for

Khan Ward, Star Commander Eva continued to excel, nearly defeating the Wolf Khan. Much to Asa Taney's chagrin, Vlad Ward took her as a bondsman. Eva quickly proved herself worthy to be a Wolf Warrior, and serves in the Golden Keshik. She traveled back to Babylon in 3066 to gain her Bloodname.

Type: **Arctic Cheetah**
Inner Sphere Designation: **Hankyu**
Technology Base: Clan OmniMech
Tonnage: 30
Battle Value: 1,334

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	76	4
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	8
Center Torso (rear)		5
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	7
R/L Leg	7	8

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	2 Jump Jets	0
Right Torso	2 Ferro-Fibrous	4
	2 Endo Steel	
	2 Engine	
	1 Double Heat Sink	
Left Torso	2 Ferro-Fibrous	5
	3 Endo Steel	
	2 Engine	
Right Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Left Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo Location Critical Tonnage
Primary Weapons Configuration

LRM 5	RA	1	1
ER Medium Laser	RA	1	1
Ammo (LRM) 24	RT	1	1
Flamer	RT	1	.5
Active Probe	RT	1	1
LRM 5	LA	1	1
ER Medium Laser	LA	1	1
Ammo (LRM) 24	LT	1	1
TAG	LT	1	1
ECM Suite	LT	1	1

Alternate Configuration A

Streak SRM 6	RA	2	3
Small Pulse Laser	RA	1	1
Ammo (Streak) 15	RT	1	1
Streak SRM 6	LA	2	3
Flamer	LA	1	.5
Ammo (Streak) 15	LT	1	1

Battle Value: 1,117

Alternate Configuration B

LB 2-X AC	RA	3	5
Flamer	RA	1	.5
Ammo (LB-X) 45	RT	1	1
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1

Battle Value: 1,076

Alternate Configuration C

2 ER Medium Lasers	RA	2	2
Medium Pulse Laser	RT	1	2
Active Probe	RT	1	1
2 ER Medium Lasers	LA	2	2
Medium Pulse Laser	LT	1	2
Flamer	LT	1	.5

Battle Value: 1,840

Alternate Configuration D

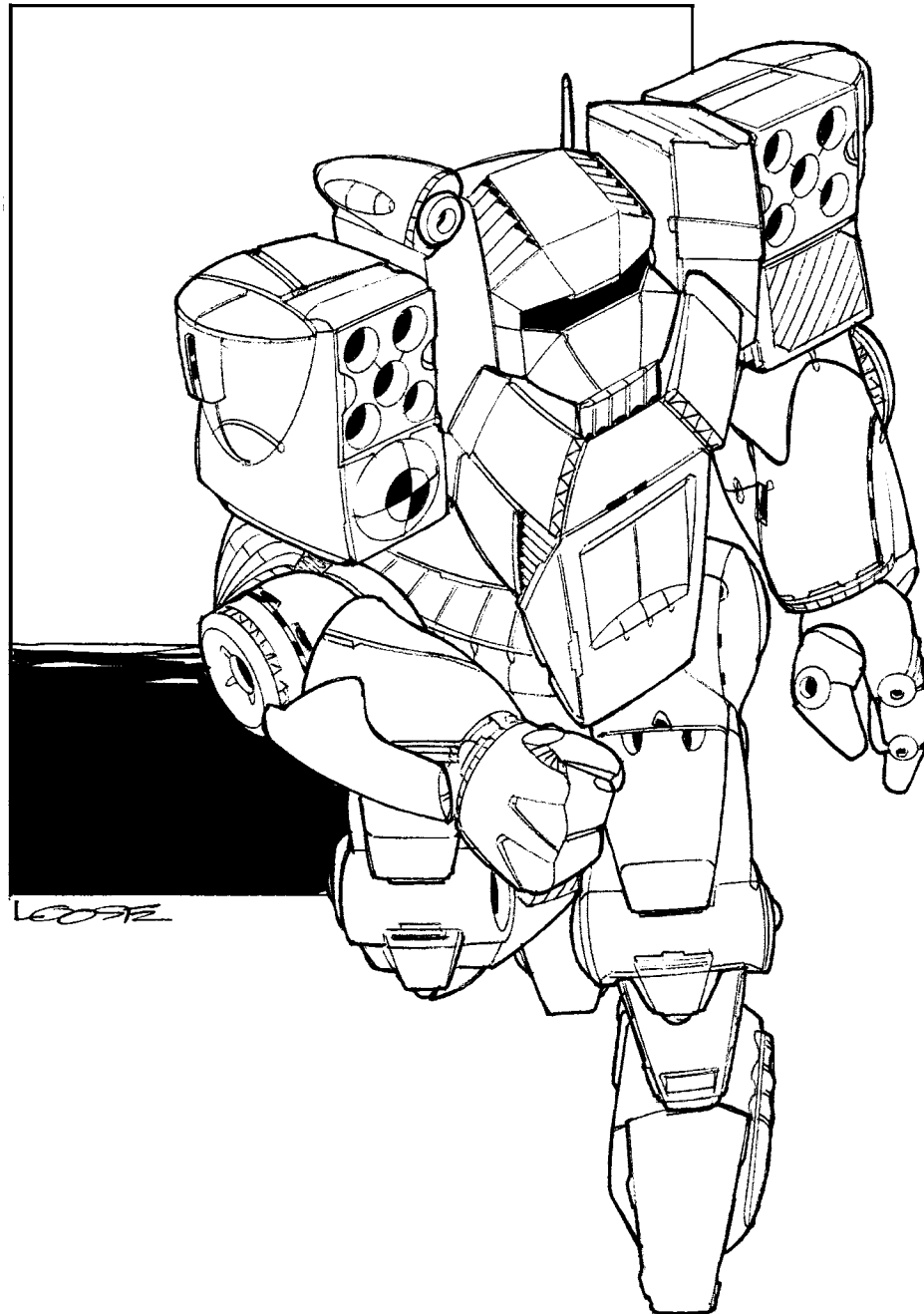
LRM 10	RA	1	2.5
Flamer	RT	1	.5
Ammo (LRM) 24	RT	2	2
Ammo (LRM) 24	LT	2	2
LRM 10	LA	1	2.5

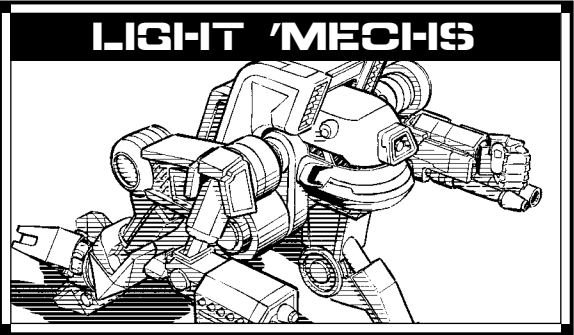
Battle Value: 1,080

Alternate Configuration H

Heavy Medium Laser	RA	2	1
2 Double Heat Sinks	RT	4	2
ER Large Laser	LA	1	4
Flamer	LA	1	.5
2 Heavy Small Lasers	LT	2	1
Double Heat Sink	LT	2	1

Battle Value: 1,264





Mass: 30 tons
Chassis: Hellion Light Endo Steel V5
Power Plant: 210 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Compound Gamma Ferro-Fibrous
Armament:
11.5 tons pod space available
Manufacturer: Hector MechWorks Facility Alpha
Communications System: HCFA 3035 3.0
Targeting and Tracking System: HCFA 3047 1.5

Overview

The *Hellion* is the direct result of Clan Ice Hellion's philosophy of swift warfare. Using a heavier version of the *Mist Lynx* chassis, the Ice Hellions have created an effective blend of speed, armor and firepower. A fast and capable fighter, the *Hellion* can enter a battlefield, approach and strike a target before being touched.

Capabilities

The *Hellion* was designed to balance speed and firepower on the battlefield. Though slower than heavier models such as the *Ice Ferret* and *Viper*, it supports more pod space than either of them. The 'Mech can also outpace lighter models that can mount a larger weapons array, especially when its myomer acceleration signal circuitry (MASC) is engaged. With both long- and short-range punch, the primary configuration can hold its own on any ground. The four medium lasers and trio of Streak 2-packs also make it a potent headhunter 'Mech.

Responding to the diversity of Inner Sphere tactics, Ice Hellion commanders designed the Alpha variant to function as a mobile harassment platform. Its three LRM 10-packs become devastating when paired with Narc-equipped 'Mechs.

Paying little heed to safety, the *Hellion B* has been outfitted with as many heavy lasers as possible to provide a knock-out punch to enemy 'Mechs. Though additional heat sinks were added, a pilot who fires all of his heavy lasers at once will have more to worry about than a little static across his monitors.

Far more heat-efficient and just as deadly is the *Hellion C*, combining one of Clan Coyote's ATM systems with a battery of lasers tied into a targeting computer. This new variant is already a highly regarded headhunter.

Deployment

The *Hellion* is popular among the Ice Hellions, appearing in nearly every light Star. In other Clans it is far less common, but appears periodically among the Toumans of all the homeworld Clans.

A surprising number have surfaced in the Clan OZs, however, undoubtedly owing to the loss of an entire *Hellion* shipment from Hector to the Diamond Sharks.

Variants

Configuration D increases laser size, while configurations E and F are intended for anti-personnel operations, mounting flamers and AP gauss rifles, along with electronics.

Notable MechWarriors

Nova Captain Arno Hordwon: Arno Hordwon provided the last bright spot for Clan Ice Hellion before the Clan was all but destroyed. Nova Captain Hordwon recaptured the HPG on Lackhove after the Falcons retook the world. Hordwon outwitted and outmaneuvered the Falcon defenders so completely that he lost just one 'Mech and one point of Elementals. When the Falcons Gamma Galaxy assaulted the world, Hordwon held to *zellbrigen* (or at least the Hellions' interpretation) and once more humiliated the Falcons. When the rest of the defense collapsed, Hordwon abandoned his flawless victory. He opposed the absorption by the Goliath Scorpions, but accepted it. He retained his Bloodname in a Trial of Position and remains a Nova Captain.

Type: **Hellion**
Technology Base: Clan OmniMech
Tonnage: 30
Battle Value: 1,837

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	105	5.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14
Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	2 Engine	7
	2 Endo Steel	
	1 MASC	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Arm	2 Endo Steel	4
	2 Ferro-Fibrous	
Left Arm	5 Ferro-Fibrous	3
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo Location Critical Tonnage
Primary Weapons Configuration

2 ER Medium Lasers	RA	2	2
ER Medium Laser	LA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
Streak SRM 2	RT	1	1
2 Streak SRM 2	LT	2	2
ER Medium Laser	H	1	1
Ammo (Streak) 50	LT	1	1

Alternate Configuration A

LRM 10	RA	1	2.5
Ammo (LRM) 12	RA	1	1
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
LRM 10	CT	1	2.5
Ammo (LRM) 12	CT	1	1
ER Medium Laser	H	1	1

Battle Value: 1,543

Alternate Configuration B

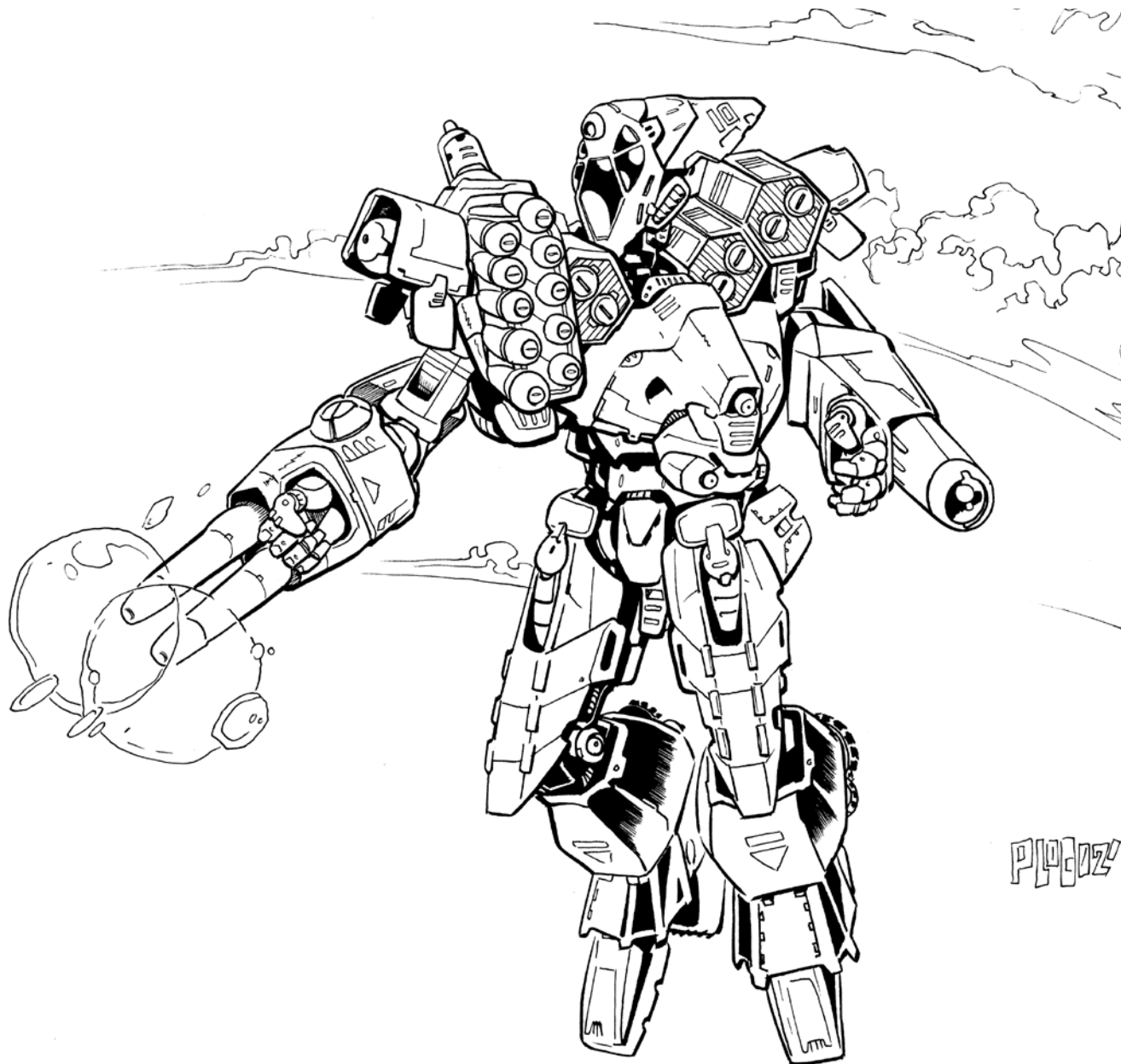
Heavy Large Laser	RA	3	4
2 Hvy. Medium Lasers	RT	4	2
2 Hvy. Medium Lasers	LT	4	2
Heavy Small Laser	H	1	.5
Double Heat Sink	LT	2	1
Double Heat Sink	RT	2	1
Double Heat Sink	CT	2	1

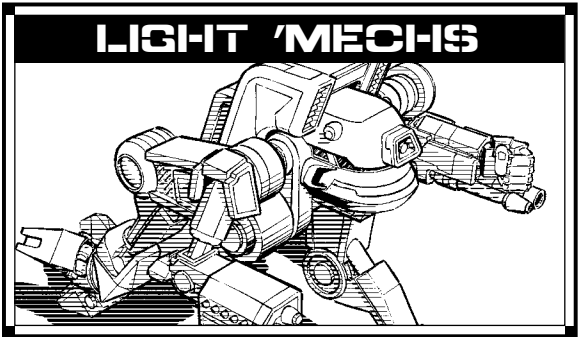
Battle Value: 1,569

Alternate Configuration C

ER Medium Laser	RT	1	1
Targeting Computer	RT	1	1
ER Medium Laser	LT	1	1
ATM 6	LT	3	3.5
Ammo (ATM) 30	LT	3	3
2 ER Medium Lasers	CT	2	2

Battle Value: 2,095





Mass: 30 tons
Chassis: Process 12 Endo-steel
Power Plant: Starfire 180 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound H18
Armament:
16 tons of pod space available
Manufacturer: Babylon MechWorks V (Cloud Cobra),
Production Line Gamma 2 (Snow Raven),
Ironhold Plant 9 (Jade Falcon)
Primary Factory: Babylon, Lum, Ironhold
Communications System: CobraTalk 12
Targeting and Tracking System: Series XXX MultiTrack

Overview

Designated the *Uller* by Inner Sphere troops, the *Kit Fox* was designed by Clan Cloud Cobra to be a heavily armed light OmniMech. Among the Clans that invaded the Inner Sphere, only the Jade Falcons field the *Uller* in any number.

Capabilities

Over half the *Uller's* mass is configurable, emphasizing pod space over speed or mobility. Common configurations are built around one or two long-range weapons supported by lighter lasers, missile racks, and other equipment.

The Primary and B configurations are centered on an autocannon backed by a missile launcher and lasers. Inexperienced warriors often cannot differentiate between the two. Configuration A was a nasty surprise for Inner Sphere forces, who were not expecting a light 'Mech to be armed with a powerful Gauss rifle. Configuration D is a dedicated fire-support platform.

The C and S configurations were created for the return to the Inner Sphere. Rigged for city fighting, both are deadly opponents for conventional infantry.

The E, F, and H configurations represent attempts to integrate new weapon systems. The E mounts an ATM launcher, while the H is a derivative of the A that pairs heavy lasers with the powerful Gauss rifle. Like the H, the F is based on configuration A. Clan Hell's Horses have paired their new HAG 20 with two medium pulse lasers. With only two tons of ammunition, MechWarriors must take care not to squander their shots.

Configuration W is often used as a training 'Mech by Clan Wolf, Clan Wolf-in-Exile, and Wolf's Dragoons. Armed with pulse lasers, this configuration also mounts lower and hand actuators on the right arm.

Deployment

Securing their access to the resources of the Tanite Worlds, the Cloud Cobras began new weapon programs. In 2890 the first of these programs bore fruit in the form of a new light OmniMech. Serving in Fang Clusters, the *Uller* soon netted the Cobras a string of victories against the Jade Falcons and Coyotes.

Taking note of the Cobras' success, Jade Falcon Khan Bret Malthus issued a challenge to fight a Trial of Possession for the design. Fought in the desolate wastelands on Babylon, the Falcons secured victory by the narrowest of margins. Taking their prize, the Falcons quickly made the *Uller* their standard light OmniMech.

Clan Snow Raven was also interested by the powerful *Uller*, but chose trade rather than conflict as a means of securing rights to manufacture the design. Clan Blood Spirit later received the *Uller* from the Ravens.

The *Uller* remains less common amongst the other Clans, who prefer speedier light OmniMechs. Those that do appear in their ranks are isorla taken from the battlefield.

Notable MechWarriors

Foremaster Eleni Riaz: A young ristar and exceptional light-'Mech pilot, Eleni was plucked from the ranks of Gamma Galaxy to serve as aide to Khan Din Steiner. Winning a Riaz Bloodname, she was unanimously chosen to serve as Clan Cloud Cobra's Loremaster.

Type: **Kit Fox**
Inner Sphere Designation: **Uller**
Technology Base: Clan OmniMech
Tonnage: 30
Battle Value: 1,088

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	180 XL	3.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	76	4
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	9
Center Torso (rear)		4
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	7
R/L Leg	7	8

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	Double Heat Sink	0
Right Torso	2 XL Engine	5
	3 Endo Steel	
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	2
	2 Double Heat Sinks	
	2 Endo Steel	
	2 Ferro-Fibrous	
Left Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Right Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Streak SRM 4	RA	1	2
Ammo (Streak) 25	RA	1	1
LB 5-X AC	RA	4	7
Ammo (LB-X) 20	RA	1	1
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
2 ER Medium Lasers	LA	2	2
Battle Value: 1,313			

Alternate Configuration B

SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
Battle Value: 1,090			

Alternate Configuration C

Active Probe	RA	1	1
TAG	RA	1	1
ECM Suite	RA	1	1
3 Anti-Missile Systems	RA	3	1.5
Ammo (AMS) 96	RT	4	4
ER Large Laser	LA	1	4
Small Pulse Laser	LA	1	1
2 Machine Guns	LA	2	.5
Ammo (MG) 200	LT	1	1
A-Pod	RL	1	.5
A-Pod	LL	1	.5
Battle Value: 1,151			

Alternate Configuration D

LRM 15	RA	2	3.5
Narc Missile Beacon	RA	1	2
Ammo (Narc) 6	RT	1	1
Ammo (LRM) 16	RT	2	2
LRM 15	LA	2	3.5
Ammo (LRM) 16	LA	2	2
LRM 5	LA	1	1
Ammo (LRM) 24	LT	1	1
Battle Value: 1,145			

Alternate Configuration E

ER PPC	RA	2	6
ER Small Laser	RA	1	.5
2 Double Heat Sinks	RA	4	2
Jump Jet	RT	1	.5
ATM 3	LA	2	1.5
Ammo (ATM) 60	LT	3	3
Jump Jet	LT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Battle Value: 1,415			

Weapons and Ammo Location Critical Tonnage

Alternate Configuration F

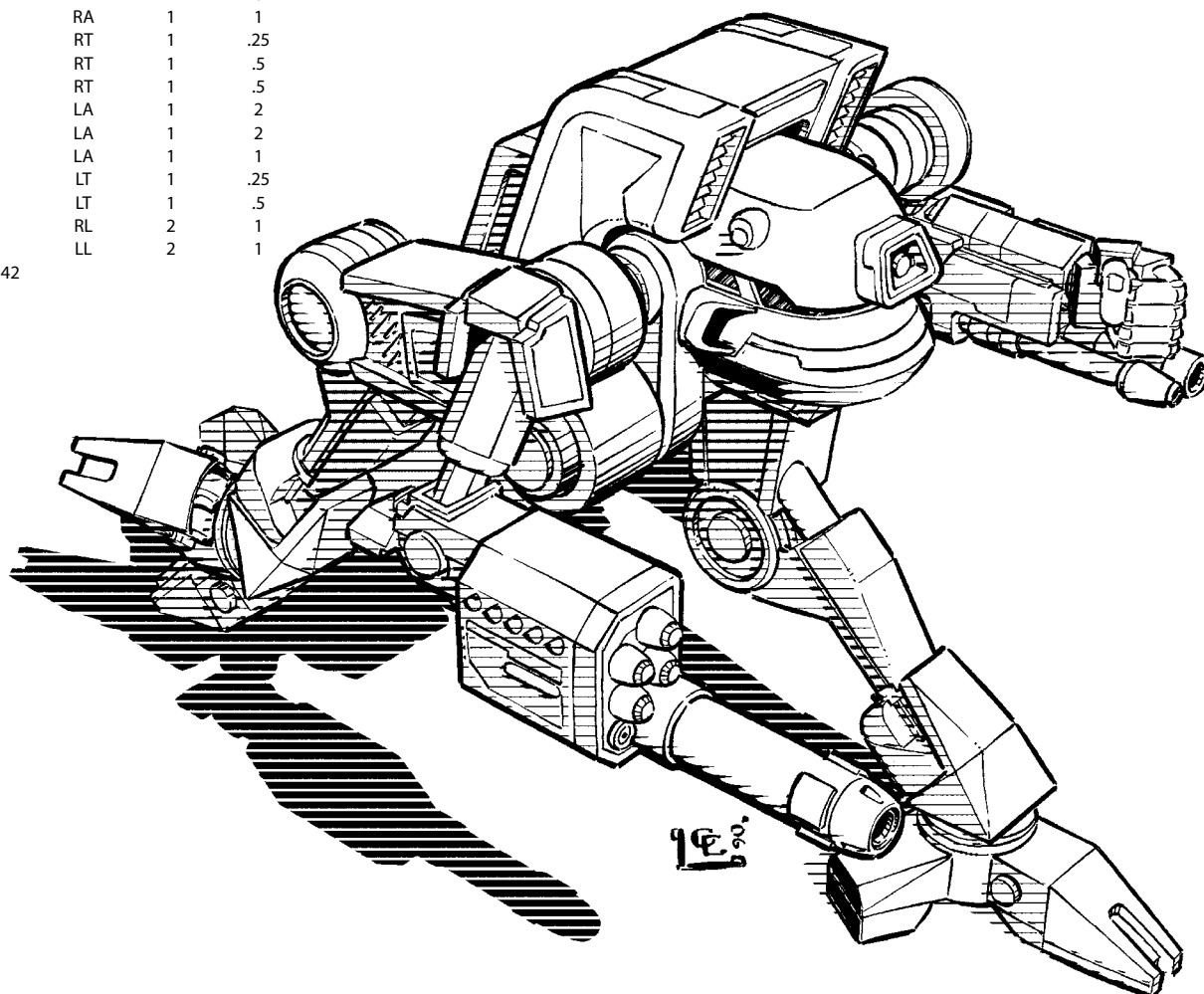
HAG 20	RA	6	10
Ammo (HAG) 12	RA	2	2
2 Medium Pulse Lasers	LA	2	4
Battle Value: 1,219			

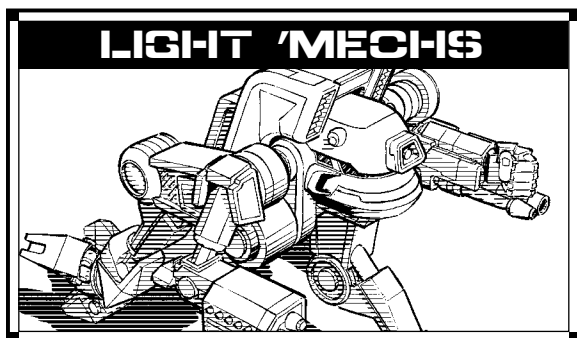
Alternate Configuration H

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
2 Heavy Medium Lasers	LA	4	2
Battle Value: 1,214			

Alternate Configuration S

Large Pulse Laser	RA	2	6
Small Pulse Laser	RA	1	1
Machine Gun	RT	1	.25
Ammo (MG) 100	RT	1	.5
Jump Jet	RT	1	.5
Medium Pulse Laser	LA	1	2
Streak SRM 4	LA	1	2
Ammo (Streak) 25	LA	1	1
Machine Gun	LT	1	.25
Jump Jet	LT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Battle Value: 1,342			





Mass: 35 tons
Chassis: JF 3 Light Endo Steel
Power Plant: 175 JF Extralight
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound JF Ferro-Fibrous
Armament: 19 tons of pod space available
Manufacturer: Ironhold Alpha Complex
Communications System: JF Integrated
Targeting and Tracking System: Series JFVIII KITT

Overview

Following her Clan's Trial of Refusal against Clan Wolf in 3057, Khan Marthe Pryde of Clan Jade Falcon wanted to bring new and deadly OmniMechs to the field of battle. Knowing she had already taxed her Clan to the limit in the conflict with Clan Wolf, she took an unprecedented step. Rather than building a new OmniMech from the ground up, she assigned the Jade Falcon scientist caste the job of modifying a proven design into an even deadlier war machine. Beginning with a stock chassis from a Clan *Adder* (designated *Puma* by Inner Sphere forces), Clan Jade Falcon scientists managed to field a virtually new design, code-named the *Cougar*, in roughly half the time normally required to construct and test a new OmniMech.

Capabilities

Jade Falcon technicians gave the *Cougar* more pod space to allow for a greater variety of larger weapons. To accomplish this, they replaced the 210 XL engine with a 175 XL model. The overall consensus was that the increased fire-power more than made up for the new 'Mech's slower movement rate.

The designers closely followed the *Puma*'s most common configurations. The increased tonnage for weapons enabled them to upgrade most of the OmniMech's systems while retaining the *Puma*'s tactic of ranged combat. The *Cougar*'s most common configuration uses the Clans' deadly pulse lasers to give this OmniMech an advantage against even the swiftest opponents. Two LRM-10 racks complement the lasers.

The *Cougar A* has immense potential as a rapid-deployment, indirect fire platform. The *Cougar B* is every bit as lethal as the *Puma* primary, but with greater heat-dissipation capacity.

The C configuration shows that the Jade Falcons have learned their lesson about dependence on ammunition. Its bristling array of lasers makes the accompanying Gauss rifle seem like an afterthought.

The *Cougar*'s final configuration, with its devastating combination of an Ultra autocannon and extended-range large laser, appears to be an upgrade of the *Puma D*.

Deployment

Though the *Cougar* first appeared among Jade Falcon forces during the battle of Coventry, it has since been seen in other Clan forces, most notably Clan Smoke Jaguar, where it was first spotted on Port Arthur during Operation Bulldog. Because it was built on the original *Puma* chassis and looks very similar to that 'Mech, many Inner Sphere units mistakenly believed they knew the *Cougar*'s capabilities. Not many lived to learn from their mistake.

Type: **Cougar**
 Technology Base: Clan OmniMech
 Tonnage: 35
 Battle Value: 1,485

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	175 XL	3.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	105	5.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	11	14
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	12

Weight and Space Allocation

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

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Large Pulse Laser	LA	2	6
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Large Pulse Laser	RA	2	6
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1

Weapons and Ammo Location Critical Tonnage
Alternate Configuration A

Small Pulse Laser	H	1	1
ER Medium Laser	LA	1	1
Ammo (LRM) 12	LA	2	2
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
ER Medium Laser	RA	1	1
Ammo (LRM) 12	RA	2	2
LRM 20	RT	4	5
Artemis IV FCS	RT	1	1

Battle Value: 1,697

Alternate Configuration B

ER Medium Laser	H	1	1
ER PPC	LA	2	6
Double Heat Sink	LA	2	1
2 Double Heat Sinks	LT	4	2
ER PPC	RA	2	6
Double Heat Sink	RA	2	1
2 Double Heat Sinks	RT	4	2

Battle Value: 1,774

Alternate Configuration C

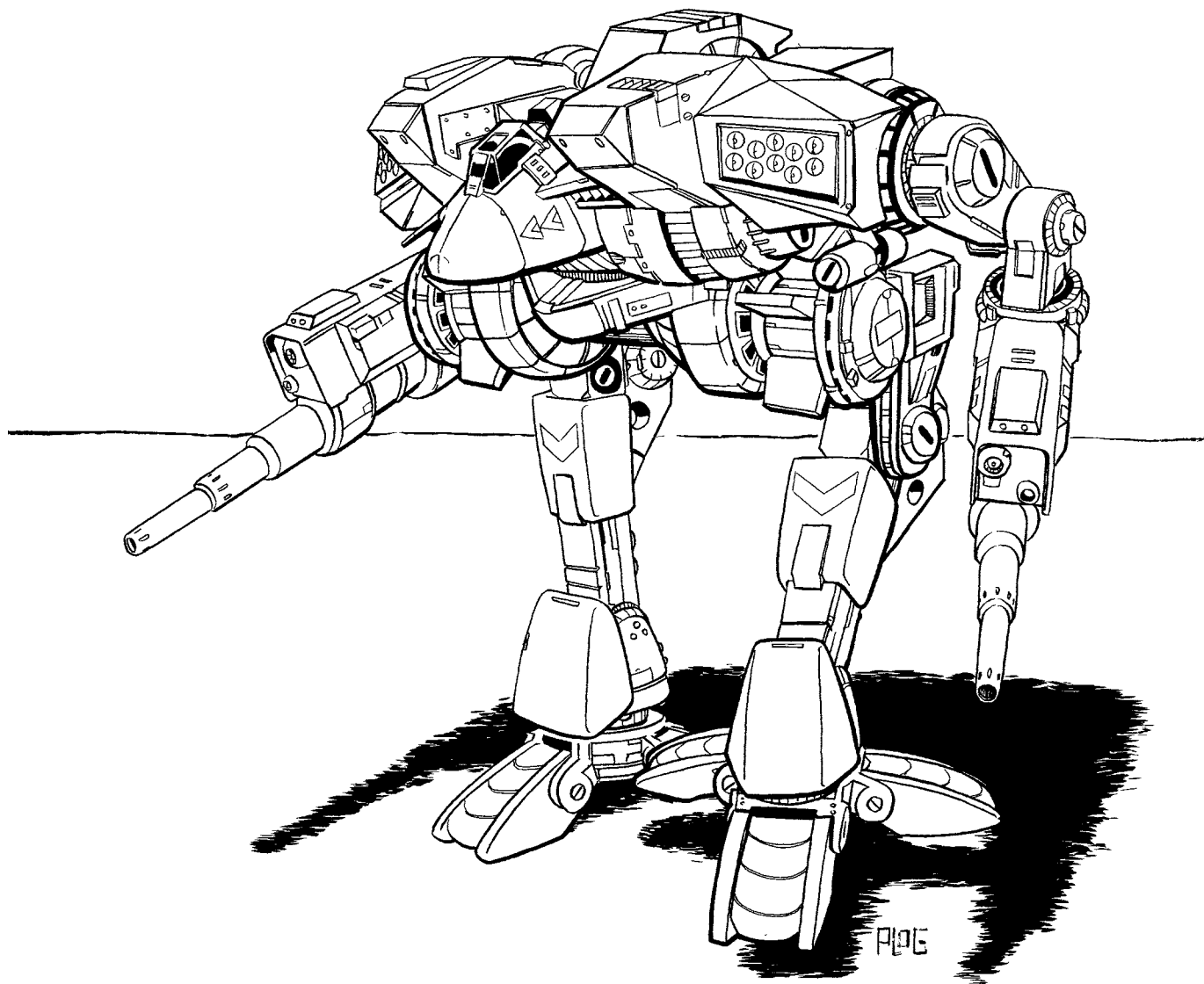
ER Medium Laser	H	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LT	2	2
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1

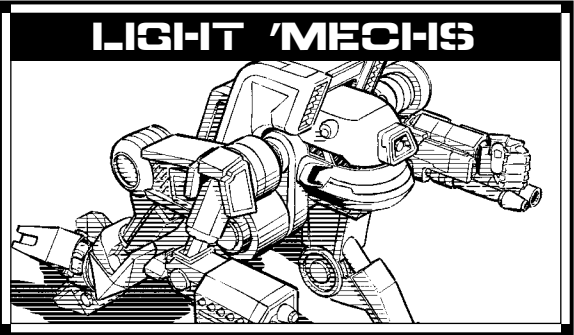
Battle Value: 1,785

Alternate Configuration D

ER Large Laser	LA	1	4
SRM 4	LT	1	1
Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1

Battle Value: 1,309





Mass: 35 tons
Chassis: Hooded Endo-Lite
Power Plant: Great Father 210 Extra-Light
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Star Lite Ferro-Fibrous
Armament:
1 DuPont Ultra PM Flamer
16 tons of pod space available
Manufacturer: Sheridan LM-TA 8-10, W-7 Facilities, Wolf Clan Site 3
Primary Factory: Sheridan (Sheridan), Tranquil (W-7), Arc-Royal (Site 3)
Communications System: Trueborn Ultra 945B
Targeting and Tracking System: Adder Special V8.6

Overview

When the Dragoon Compromise delivered intelligence on the Inner Sphere to the Clans, the Star Adders realized how difficult it would be to conquer the Inner Sphere. Not only did they re-organize the second-line Kappa Galaxy to act as an Inner Sphere opposition force to train against, but they began to design an OmniMech that could emulate the majority of known Inner Sphere designs and defeat them in conflict. By 3010, the *Puma*—known as the *Adder* amongst the Clans—was being produced, and due to its success in many trials, many other Clans began declaring Trials of Possession for the design, spreading it widely by 3045.

The design succeeded brilliantly even through the Star Adders did not. The invasion of the Inner Sphere made it one of the most feared light BattleMechs of its time, swiftly carrying firepower that rivaled Inner Sphere BattleMechs twice its size.

Capabilities

By far the most popular and feared configuration, the Primary configuration's pair of extended-ranged PPCs are tied to a targeting computer. This version is quickly being replaced within Crusader Clan ranks by the newer H version mounting a pair of heavy large lasers and extra heat sinks instead of the particle cannons.

Configurations A and C are typical fire-support version, though C was more intended for Kappa Galaxy with the Narc Beacon. The *Puma*'s B and D versions were in fact the original configurations based on Dragoon-sent intelligence, but they are rarely seen outside Kappa Galaxy, often when a unit is unsure of its opponent and needs a variety of choices.

A recently identified E configuration mounts a pair of ATM-9s and four micro pulse lasers, allowing MechWarriors to adapt to the changing battlefield needs. Even more recent is the designated J version reported by Phelan's Watch operatives as being deployed by the Hell's Horses on Paulus Prime. Mounting one of the newly developed hyper-assault Gauss rifles and a quartet of light anti-personnel Gausses, this version is expected to perform excellently against Elementals and other conventional units.

Deployment

The *Puma* is a popular design with many MechWarriors participating in Trials of Position or fighting for a Bloodname, pilots who value its impressive firepower and survivability on a lightweight chassis. Kappa galaxy uses the highest concentration within Clan Star Adder, odd since its designation lists it as a second-line Galaxy, but many other galaxies across Clan boundaries prize the *Puma* as well.

With production of the *Puma* restarted in 3066 on Arc-Royal, recently dispossessed Kell Hound MechWarriors have been issuing informal Trials for Possession of the design using training simulators, though only a handful have succeeded. Those that do often refit the design with Inner Sphere pods to reduce the maintenance requirements needed for such an advanced design.

Notable MechWarriors

Star Colonel Quenton: Quenton is a freeborn warrior with an aptitude for night fighting and combat in low-visibility conditions. His gift for predicting enemy movements verges on the supernatural. Commanding the First Wolf Guardians, the Star Colonel is charged with defending Clan Wolf (in-Exile)'s stronghold on Arc-Royal.

Type: **Adder**
Inner Sphere Designation: **Puma**
Technology Base: Clan OmniMech
Tonnage: 35
Battle Value: 2,083

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	115	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		6
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	14

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	Flamer	0
	1 Endo Steel	
Right Torso	2 XL Engine	5
	Double Heat Sink	
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	5
	Double Heat Sink	
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER PPC	RA	2	6
Targeting Computer	RT	3	3
ER PPC	LA	2	6
Double Heat Sink	LT	2	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
Small Pulse Laser	RT	1	1
LRM 20	LA	4	5
Ammo (LRM) 12	LA	2	2
Small Pulse Laser	LT	1	1

Battle Value: 1,437

Alternate Configuration B

Large Pulse Laser	RA	2	6
ER Medium Laser	RT	1	1
LB 5-X AC	LA	4	7
Ammo (LB-X) 20	LA	1	1
ER Medium Laser	LT	1	1

Battle Value: 1,422

Alternate Configuration C

LRM 15	RA	2	3.5
Ammo (LRM) 16	RA	2	2
Narc Missile Beacon	RT	1	2
Ammo (Narc) 6	RT	1	1
LRM 15	LA	2	3.5
Ammo (LRM) 16	LA	2	2
Medium Pulse Laser	LT	1	2

Battle Value: 1,372

Alternate Configuration D

Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
Streak SRM 2	RT	1	1
Ammo (Streak) 50	RT	1	1
ER Large Laser	LA	1	4
Streak SRM 2	LT	1	1
Ammo (Streak) 50	LT	1	1

Battle Value: 1,255

Alternate Configuration E

ATM 9	RA	4	5
Ammo (ATM) 14	RA	2	2
2 Micro Pulse Lasers	RT	2	1
ATM 9	LA	4	5
Ammo (ATM) 14	LA	2	2
2 Micro Pulse Lasers	LT	2	1

Battle Value: 1,272

Alternate Configuration H

2 Double Heat Sinks	RA	4	2
Heavy Large Laser	RA	3	4
Targeting Computer	RT	2	2
Double Heat Sink	RT	2	1
Heavy Large Laser	LA	3	4
Double Heat Sink	LA	2	1
2 Double Heat Sinks	LT	4	2

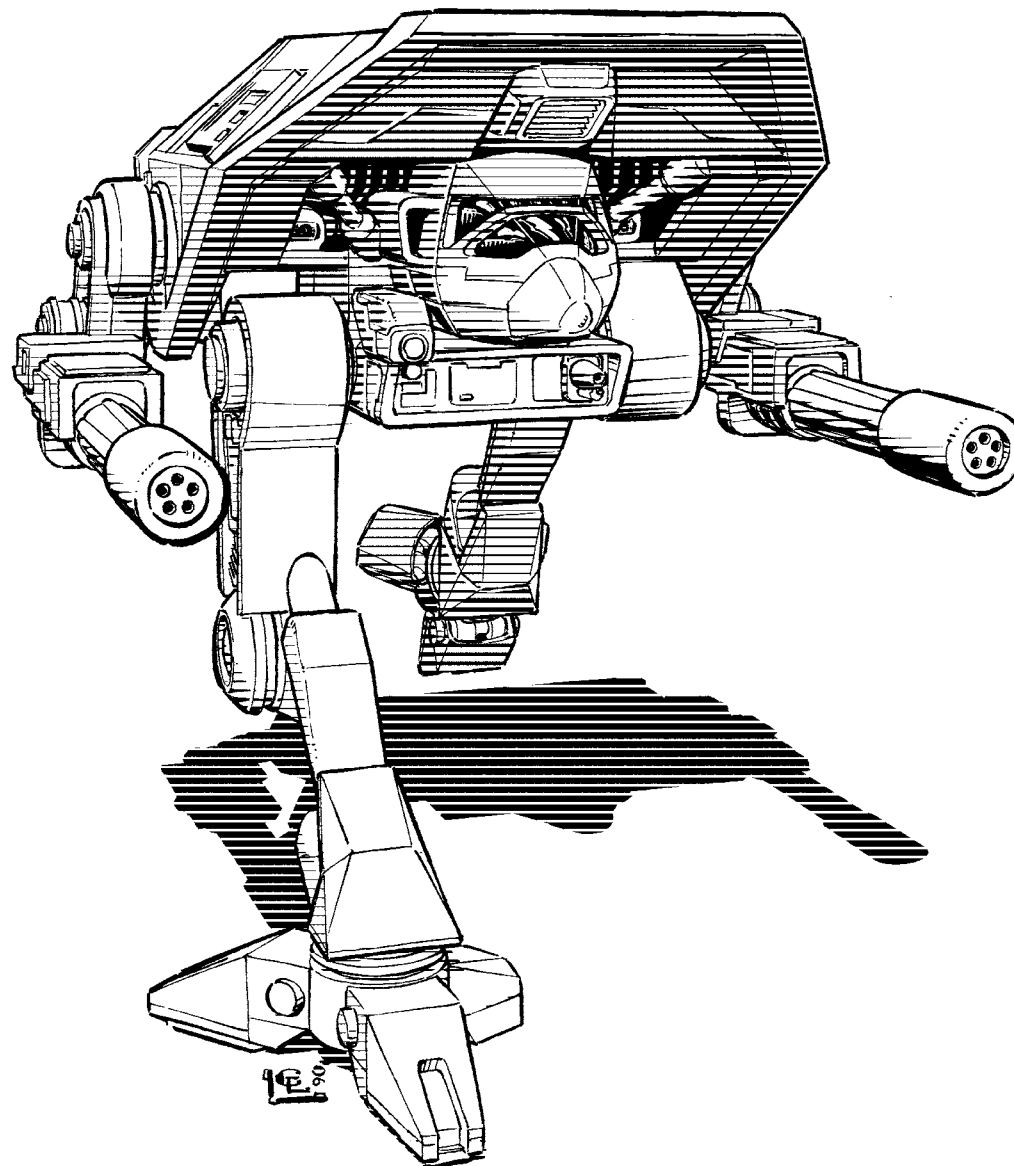
Battle Value: 1,453

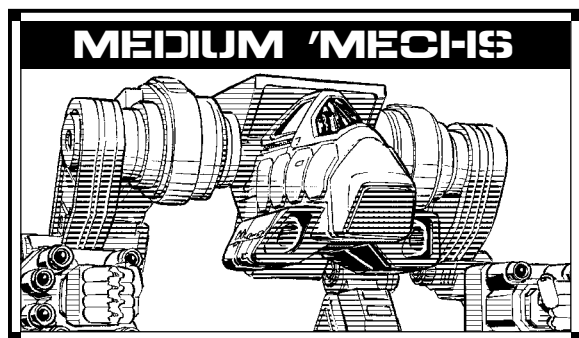
Weapons and Ammo Location Critical Tonnage

Alternate Configuration J

HAG 20	RA	6	10
Ammo (HAG) 18	RA	3	3
4 AP Gauss Rifles	LA	4	2
Ammo (APGauss) 40	LA	1	1

Battle Value: 1,222





Mass: 40 tons

Chassis: Cobra Endo Steel

Power Plant: New Kent Type 240

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Ferro-Fibrous V3

Armament:

14 tons of pod space available

Manufacturer: Novy Minsky Armaments Plant

Primary Factory: New Kent

Communications System: Bishop 400 Holly-Meridian CTC

Targeting and Tracking System: Spanke 112-A

Overview

Shortly following the successful debut of the *Crossbow* in 2870, Clan Steel Viper began work on a second 'Mech based on the arm-mounted weapon pod technology. Another project had already reached the prototype stage, allowing a relatively quick redesign to OmniMech technology.

Capabilities

First deployed in 2873, the *Battle Cobra* carries endo steel and ferro-fibrous armor along with pod space almost equivalent to the *Crossbow*. Its combination of speed, durability, and firepower has made the *Battle Cobra* the premier OmniMech of the Steel Viper Touman.

The most commonly used configuration fields a large pulse laser supported by a small pulse laser in each arm. Capable at long and short range, this variant can be found on almost every Steel Viper world.

Configuration A is more commonly used in close quarters, or during Trials, where the sheer firepower projected by this variant can be best deployed.

Configuration B is popular among Clan Blood Spirit, who prize the brute force of two ER PPCs, but this model has been spotted in some numbers on Tukayyid as well.

An apparent attempt to deploy the new ATM weapons technology, configuration C has so far only been used on Homer and New Kent. While capable, it suffers from a limited ammunition bin, preventing the design from making full use of the ATM technology.

Configuration D brings a tremendous amount of firepower to the field using heavy medium lasers, supported by ER large lasers to harass the enemy at range. This design proved itself on Lum during the weeks that the Steel Vipers occupied territory there.

Deployment

While common among Steel Viper Clusters, the *Battle Cobra* also appears in some numbers among Clan Blood Spirit, who value the relative simplicity of the design. ComStar extracted a number of *Battle Cobras* from Tukayyid, and rumors persist that they are working on a similar model.

Notable MechWarriors

Khan Perigard Zalman: This Khan came to power after Natalie Breen's retirement from her office following Tukayyid. He orchestrated the Viper-Falcon war of 3060, an offensive that was initially successful but ended in the complete withdrawal of the Steel Viper Clan from the Inner Sphere after Zalman's *Battle Cobra* was defeated on Waldorff V. The assault on Lum is also considered by many outside the Clan as a failure. Warriors of the Steel Viper Clan continue to hold him in high regard, however, with some referring to him as a visionary.

MechWarrior Hammond: Originally with the Capellan Warrior House Ijori, Hammond was captured on Jabuka in 3058. One of the rare individuals within the Steel Viper Clan to be made Bondsman, Hammond became a controversial figure within his Clan when he proved himself to be a warrior following Zalman's decree that the freeborn should be allowed to be warriors, if worthy. Facing non-stop challenges from many wishing to "cleanse the Inner Sphere taint" from their Clan, Hammond even has to face many freeborn MechWarriors in his *Battle Cobra*. His control of the 'Mech itself following a Trial of Possession is considered by many to be a near-inexcusable affront.

Type: **Battle Cobra**

Technology Base: Clan OmniMech

Tonnage: 40

Battle Value: 1,487

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	124	6.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	17

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Endo Steel	0
	1 Ferro-Fibrous	
Right Torso	3 Endo Steel	6
	3 Ferro-Fibrous	
Left Torso	3 Endo Steel	6
	3 Ferro-Fibrous	
Left Arm	None	8
Right Arm	None	8
Right Leg	Double Heat Sink	0
Left Leg	None	2

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Large Pulse Laser	RA	2	6
Small Pulse Laser	RA	1	1
Large Pulse Laser	LA	2	6
Small Pulse Laser	LA	1	1

Alternate Configuration A

2 Medium Pulse Lasers	RA	2	4
3 Small Pulse Lasers	RA	3	3
2 Medium Pulse Lasers	LA	2	4
3 Small Pulse Lasers	LA	3	3

Battle Value: 1,466

Alternate Configuration B

ER PPC	RA	2	6
Small Pulse Laser	RA	1	1
ER PPC	LA	2	6
Small Pulse Laser	LA	1	1

Battle Value: 1,892

Alternate Configuration C

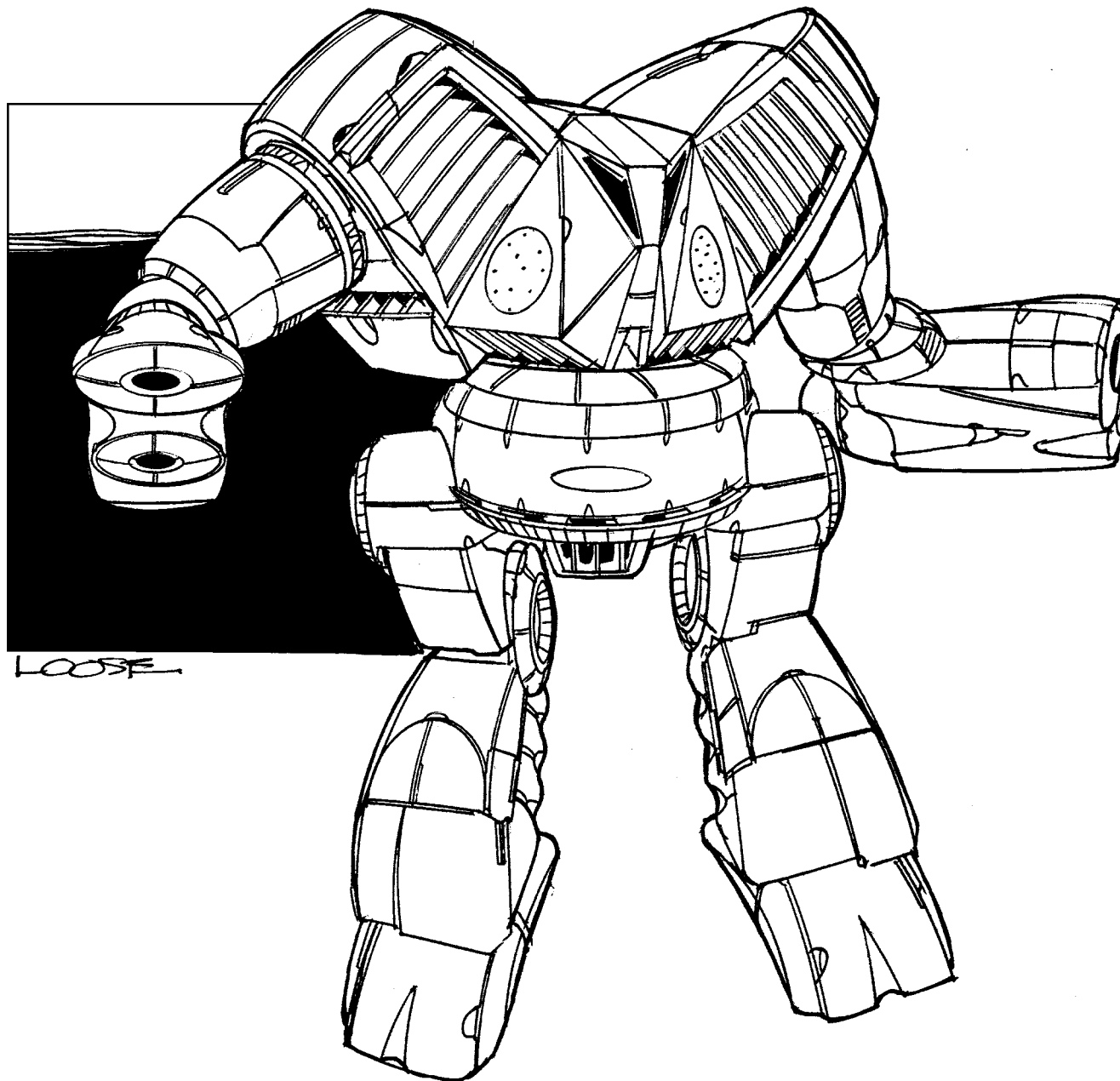
3 Medium Pulse Lasers	RA	3	6
Small Pulse Laser	RA	1	1
ATM 9	LA	4	7
Ammo (ATM) 14	LA	2	2

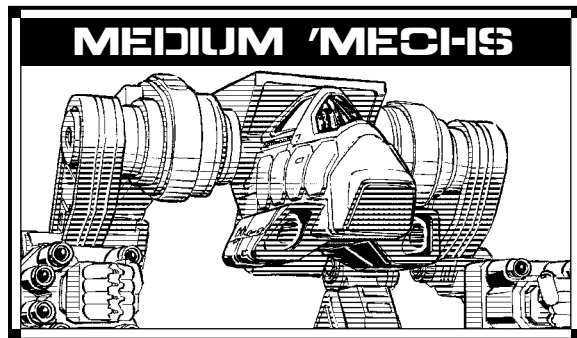
Battle Value: 1,484

Alternate Configuration H

ER Large Laser	RA	1	4
Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
ER Large Laser	LA	1	4
Heavy Medium Laser	LA	2	1
Double Heat Sink	LT	2	1
Double Heat Sink	LL	2	1

Battle Value: 1,592





Mass: 40 tons
Chassis: Type W2 Endo-steel
Power Plant: 320 Light Force XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Geotec 300
Jump Capacity: 240 meters
Armor: Compound H17 Ferro-Fibrous
Armament:
8.5 tons of pod space available
Manufacturer: Upsilon Plant 2J
Primary Factory: Strana Mechty
Communications System: Series D8 CC-25X
Targeting and Tracking System: Sloane 220 Lockover System

Overview

One of Clan Fire Mandrill's first attempts at OmniMech design yielded a superbly mobile yet decidedly under-armed 'Mech known as the *Viper*, or *Dragonfly* in the Inner Sphere. Conceived as a quick-strike unit, the design ultimately fell out of favor with several of the kindraa due to major problems with the omnipod mechanisms. In 3002, the Mandrills gave the Ghost Bears all design specifications and their main manufacturing facility on Shadow in return for several production runs of their *Gladiator* platform. Unwilling to keep a small enclave in the middle of warring kindraa, the Ghost Bears dismantled the plant and moved it to Strana Mechty. In the process, the Bears developed a modular construction system that ultimately allowed them to move several other factories during their exodus to the Inner Sphere decades later.

Capabilities

Fast and maneuverable, the *Dragonfly* enjoyed some success amongst Ghost Bear forces as a complimentary platform to the *Dasher*. Utilizing a heavier mix of shorter-ranged weapons among many of the configurations, the *Dragonfly* was considered a failure when used in Clan engagements and during their subsequent invasion of the Inner Sphere. It was not until the Combine-Ghost Bear war that the design saw resurgence in use, thanks to a heavier emphasis on a more combined-arms approach with battle armor and 'Mechs.

Three new configurations have appeared among those Clans who utilize such a doctrine. The Horses use a configuration that employs heavy machine gun arrays and lasers; the Bears field the G configuration that mounts the new AP Gauss rifle system and plasma cannon; and the Hellions trialed for the rights to the Strana Mechty facility to produce a heavy laser configuration that utilizes a targeting computer and a small ATM system.

Deployment

Produced in large numbers before the Clan invasion, *Dragonflies* are common among many Ghost Bear forces. Few other Clans utilize the OmniMech, preferring to field more capable units such as the *Shadow Cat* and *Grendel*. In the mid-60s, the Horses trialed for (and won) production rights in order to design a new support platform. Surprisingly, the Hellions followed suit shortly thereafter, winning the entire Strana Mechty plant after a grueling twelve hour battle between both saKhans in early 3068. The Hellions put the facility to immediate use—their new configuration is shipped off as soon as DropShips can be loaded—and lends firm evidence to rumors that the Hellions are planning a large-scale operation, most likely against their Coyote neighbors on Foster.

Notable MechWarriors

Star Captain Toris Fletcher: A ristar among the Horses, Fletcher is admired by many of the Horses' Elementals due to his reckless devotion to all members of his binary. Known for rescuing three Horse troopers from a burning hanger while in the midst of a duel with a Bear *Nova*, he has refused several suggestions by his commanders to try for command of his Trinary. His *Dragonfly* is easily recognizable by its purple paint scheme, a concession his Galaxy Commander has allowed him due to his tremendous codex.

Type: **Viper**
Inner Sphere Designation: **Dragonfly**
Technology Base: Clan OmniMech
Tonnage: 40
Battle Value: 1,450

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	320 XL	11.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	134	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		7
R/L Torso	10	13
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	19

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 Engine	
	1 Ferro-Fibrous	
	3 Endo Steel	
	2 Jump Jets	4
Left Torso	2 Engine	
	1 Ferro-Fibrous	
	3 Endo Steel	
	2 Jump Jets	4
Left Arm	2 Ferro-Fibrous	6
Right Arm	2 Ferro-Fibrous	6
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
2 Medium Pulse Lasers	2	4
2 Machine Guns	2	.5
Ammo (MG) 100	1	.5
SRM 4	1	1
Ammo (SRM) 25	1	1
Anti-Missile System	1	.5
Ammo (AMS) 24	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

ER Medium Laser	RA	1	1
2 ER Medium Lasers	RT	2	2
SRM 6	LA	1	1.5
Ammo (SRM) 15	LA	1	1
Artemis IV FCS	LA	1	1
2 ER Medium Lasers	LT	2	2

Battle Value: 1,989

Alternate Configuration B

Small Pulse Laser	RA	1	1
Flamer	RT	1	.5
ER PPC	LA	2	6
Small Pulse Laser	LT	1	1

Battle Value: 1,830

Alternate Configuration C

Ammo (MG) 200	RA	1	1
2 Flamers	RT	2	1
2 Machine Guns	RT	2	.5
2 ER Medium Lasers	LA	2	2
Active Probe	LA	1	1
2 Machine Guns	LT	2	.5
Ammo (MG) 400	LT	2	2
Flamer	CT	1	.5

Battle Value: 1,344

Alternate Configuration D

2 ER Medium Lasers	RA	2	2
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1
ER Small Laser	LT	1	.5

Battle Value: 1,779

Alternate Configuration E

ER Medium Laser	RA	1	1
ER Small Laser	RT	1	.5
ATM 6	LA	3	3.5
Ammo (ATM) 30	LA	3	3
ER Small Laser	LT	1	.5

Battle Value: 1,561

Alternate Configuration F

4 Heavy Machine Guns	RA	4	2
Machine Gun Array	RA	1	.25
Ammo (Heavy MG) 100	RA	1	1
ER Medium Laser	RT	1	1
4 Heavy Machine Guns	LA	4	2
Machine Gun Array	LA	1	.25
ER Medium Laser	LT	1	1
ER Medium Laser	CT	1	1

Battle Value: 1,689

Weapons and Ammo Location Critical Tonnage

Alternate Configuration G

4 AP Gauss Rifle	RA	4	2
Ammo (APGauss) 40	RA	1	1
Plasma Cannon	LA	1	3
Ammo (Plasma) 10	LA	1	1
Heavy Medium Laser	LT	2	1
Light Active Probe	CT	1	.5

Battle Value: 1,574

Alternate Configuration H

Heavy Medium Laser	RA	2	1
ER Medium Laser	RT	1	1
Small Pulse Laser	RT	1	1
Double Heat Sink	RT	2	1
Heavy Medium Laser	LA	2	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
ER Medium Laser	LT	1	1
Small Pulse Laser	LT	1	1

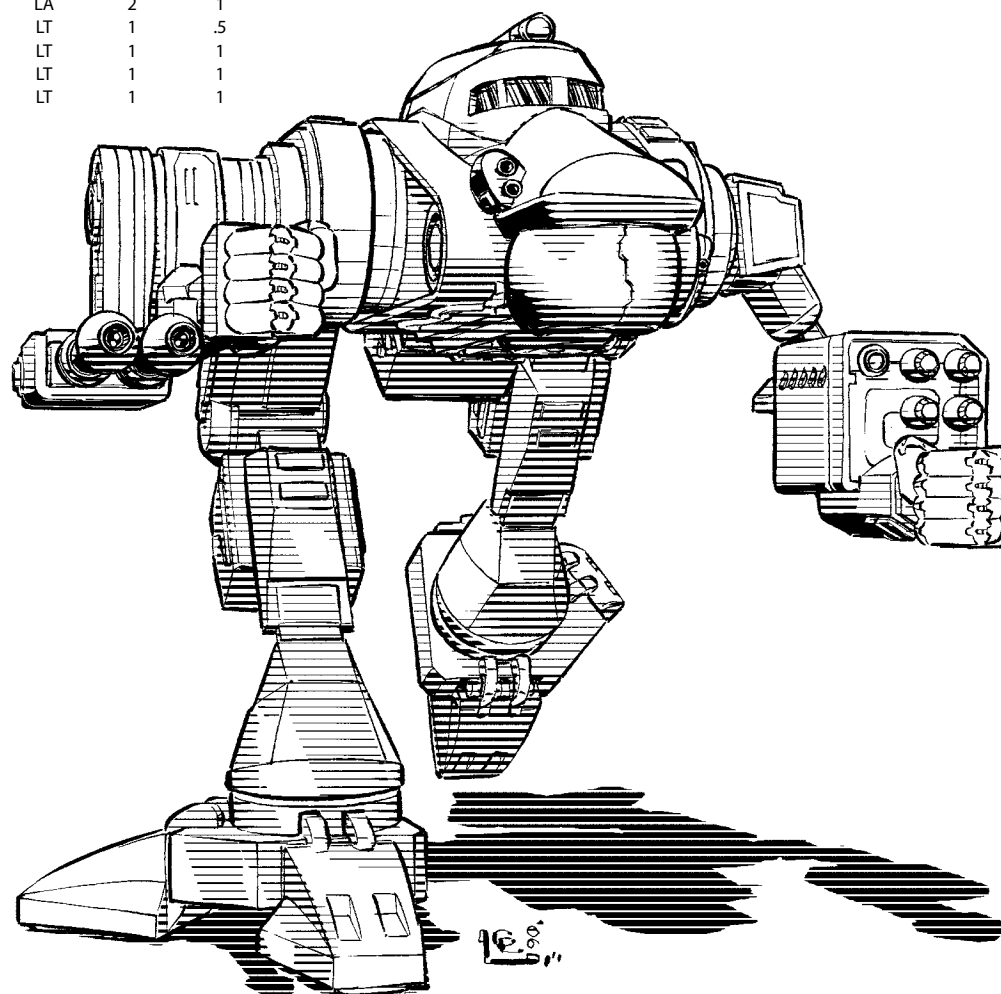
Battle Value: 1,732

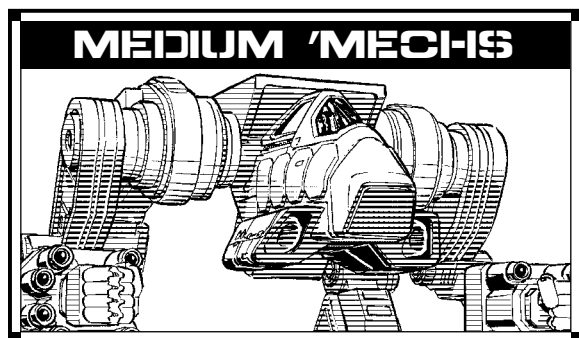
Weapons and Ammo Location Critical Tonnage

Alternate Configuration I

Heavy Medium Laser	RA	2	1
Heavy Medium Laser	RT	2	1
Light Active Probe	RT	1	.5
Targeting Computer	RT	1	1
Heavy Medium Laser	LA	2	1
ATM 3	LA	2	1.5
Ammo (ATM) 20	LA	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1

Battle Value: 1,580





Mass: 45 tons
Chassis: Hellion Medium Gamma ES
Power Plant: 360 Type II XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: MAC Level 5 Ferro-Fibrous
Armament:
 9.5 tons of pod space available
Manufacturer: W-7 Facilities, Wolf Clan Site 3
Primary Factory: Tranquil, Arc-Royal
Communications System: Hellion Special 354B
Targeting and Tracking System: Wolf Hunter MK VII

Overview

The *Ice Ferret*—or *Fenris* as it is known to the Inner Sphere—is the most heavily used medium OmniMech of the Wolf Touman. Ironically it was supposed to be the Ice Hellion's answer to Clan Wolf's newly debuted *Timber Wolf* heavy OmniMech. Emphasizing speed and firepower, the Clan's typical traits, many of their warriors boasted that they would de-claw the mighty Wolves, producing the then-named *Wolf Hunter* as fast as they could since 2948.

Tired of the constant harassment, many Wolf units began challenging Ice Hellions for possession of their *Wolf Hunters*. The next five years saw the Ice Hellions lose eighty percent of their *Wolf Hunters*, including their production facility on Tranquil to the Wolves. The Wolves renamed the OmniMech the *Ice Ferret* after the Hellion's sole natural predator. The campaign soured the other Clans from desiring the OmniMech, as it had lost so many trials, but the Wolves instead created a slew of new configurations for it and spread it through its ranks, where it became a highly valued reconnaissance and support design.

Capabilities

Many of the *Fenris* configurations revolve on a single, long-range weapon as the primary gun backed up by several smaller short-range batteries. This gives MechWarriors a distinct advantage from other speed-centered designs that typically utilize a slew of light short-range weapons. Few versions differ, mainly the long-range fire-support C configuration and the more traditional D version mounting four medium pulse lasers.

Newer versions seen in the past decade have been gaining popularity. The Wolves (in-Exile) mount an advanced missile rack as the *Fenris*' main weapon, while Khan Ward's configuration uses a pair of heavy medium lasers as secondary weapons in his Clan's H configuration. The newest L version utilizes the latest acquired technology by Phelan's Wolves, mounting a plasma cannon and a trio of light anti-personnel Gausses tied to a targeting computer. Used to fight against the rising use of non-BattleMech forces, the Crusader Wolves have copied this configuration for use in their home territories when expecting to fight ProtoMechs and Elemental heavy forces.

Deployment

Due to the stigma early on in the design's life span due to the string of losses, only the Wolves have deployed the *Fenris* in any large numbers during the invasion. The Hellions still have the next highest amount, but even those are limited to the number that survived the embarrassing streak of losses. Many of those are often spotted in clusters piloted by bitter warriors who seem driven to reclaim the design's lost heritage and who refuse to use anything but its original name.

Notable MechWarriors

Star Commander Sperling: This Clan Wolf trueborn has a generally average record other than managing to survive the past fifteen tumultuous years in frontline galaxies as a light OmniMech pilot. His favorite drinking story, though, is how he claimed his current *Fenris* as isorla from a preening Ice Hellion using only a *Dasher*-Primary.

Type: **Ice Ferret**
 Inner Sphere Designation: **Fenris**
 Technology Base: Clan OmniMech
 Tonnage: 45
 Battle Value: 1,678

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	360 XL	16.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	144	7.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	19
Center Torso (rear)		8
R/L Torso	11	14
R/L Torso (rear)		7
R/L Arm	7	14
R/L Leg	11	19

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 Engine	7
	2 Ferro-Fibrous	
	1 Endo Steel	
Left Torso	2 Engine	7
	2 Ferro-Fibrous	
	1 Endo Steel	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
Streak SRM 2	RA	1
Ammo (Streak)	RA	1
ER PPC	LA	2
ER Small Laser	LA	.5
Active Probe	CT	1

Alternate Configuration A

ER Medium Laser	RA	1	1
Anti-Missile System	RA	1	.5
Ammo (AMS) 24	RA	1	1
LB 2-X AC	LA	4	6
Ammo (LB-X) 45	LA	1	1
ER Medium Laser	CT	1	1

Battle Value: 1,323

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
ER Large Laser	LA	1	4
Small Pulse Laser	CT	1	1
Battle Value: 1,461			

Alternate Configuration C

LRM 5	RA	1	1
Artemis IV FCS	RA	1	1
Ammo (LRM) 24	RA	1	1
LRM 5	LA	1	1
Artemis IV FCS	LA	1	1
Ammo (LRM) 24	LA	1	1
LRM 5	LT	1	1
Artemis IV FCS	LT	1	1
Ammo (LRM) 24	LT	1	1
ER Small Laser	CT	1	.5
Battle Value: 1,211			

Alternate Configuration D

2 Medium Pulse Lasers	RA	2	4
Anti-Missile System	LA	1	.5
Ammo (AMS) 24	LA	1	1
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	CT	1	2
Battle Value: 1,653			

Alternate Configuration E

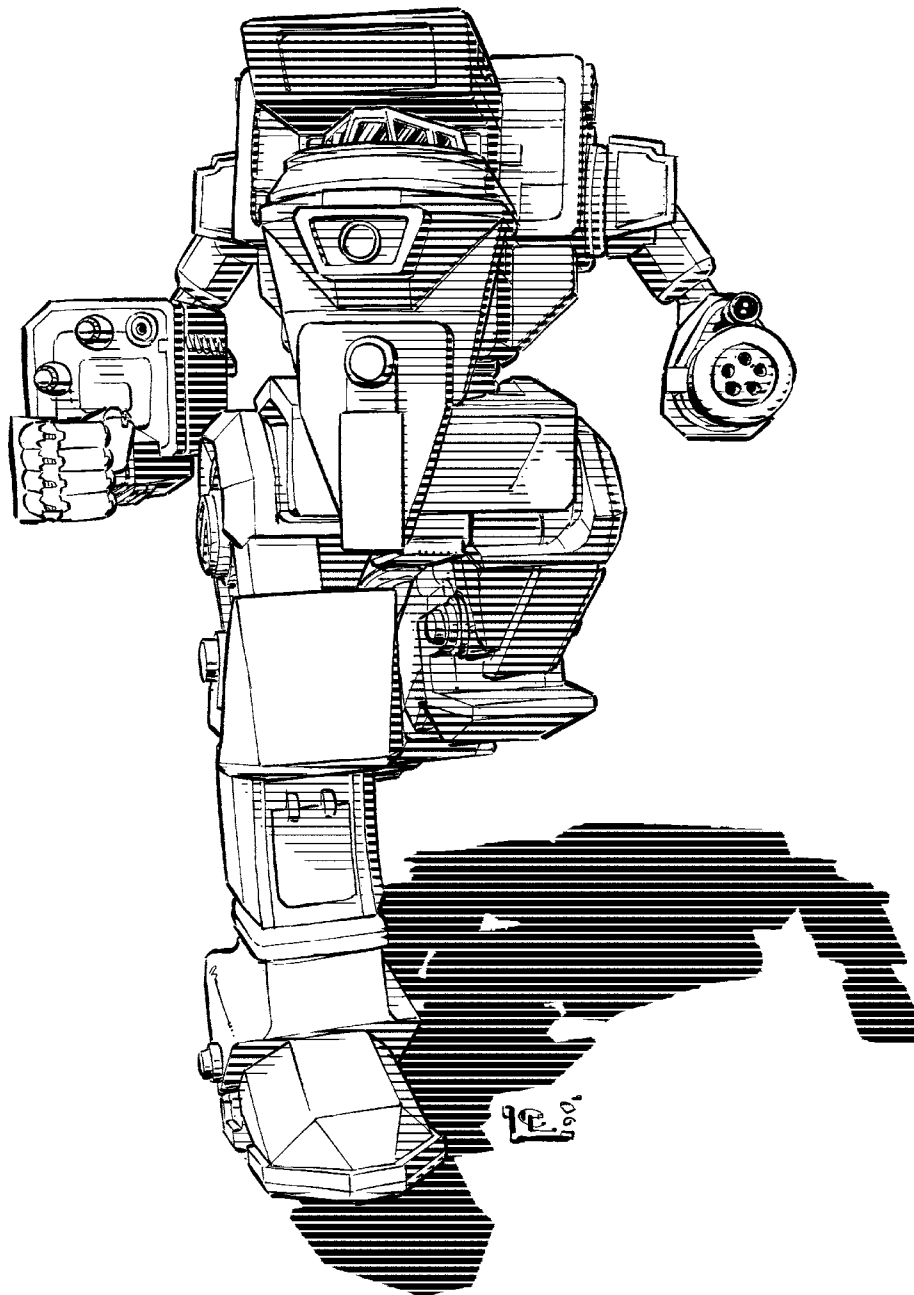
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
Battle Value: 1,483			

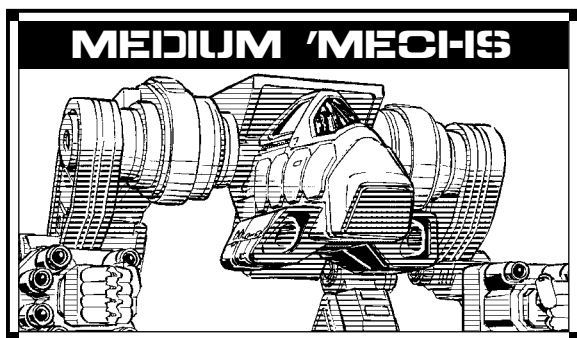
Alternate Configuration H

2 Heavy Medium Lasers	RA	4	2
Double Heat Sink	RT	2	1
ER Large Laser	LA	1	4
SRM 6	LA	1	1.5
Ammo (SRM) 15	LA	1	1
Battle Value: 1,619			

Alternate Configuration L

Plasma Cannon	RA	1	3
Ammo (Plasma) 20	RA	2	2
3 AP Gauss Rifles	LA	6	1.5
Ammo (APGauss) 80	LA	2	2
Targeting Computer	CT	1	1
Battle Value: 1,380			





Mass: 45 tons
Chassis: Process 12 Endo Steel
Power Plant: 315 Consolidated XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: Clan Standard 14X Series
Jump Capacity: 210 meters
Armor: Arcadia Compound Delta VII Ferro-Fibrous
Armament:
13.5 tons of pod space available
Manufacturer: Arcadia BattleMech Plant CM-T15
Primary Factory: Arcadia
Communications System: KP-3 "Screamer"
Targeting and Tracking System: Version Gamma-VTTS

Overview

A design first seen among the Smoke Jaguars and the Diamond Sharks during the battle of Tukayyid, this potent medium-class 'Mech has become a common sight at the head of fast-moving strike and recon Stars. Originally designated the *Mongrel*, the design name was changed after Shark merchants overheard a reference by some Com Guards to a Clan 'Mech they called the *Grendel*, which turned out to be the *Mongrel*. After the appropriate Trials, the Sharks unveiled the *Grendel* (with minor physical modifications) to the Clans right before the design trials began in 3053.

Using a powerful 315 extra-light engine and the superior Clan jump jets, the *Grendel* is a constant threat for Inner Sphere forces because it can easily outflank most other Inner Sphere machines of the same class. When combined with an almost total energy weapons platform, it becomes a nightmare to properly counter.

Capabilities

While not a dueling-style OmniMech, the *Grendel* usually carries mission-specific load-outs that allow a pilot to hit at extreme range, then close in fast to execute deadly close combat. Used correctly, the *Grendel* can be a devastating raider or efficient recon 'Mech.

The *Grendel* Prime is still considered the most potent variant seen in Clanspace. A combination of extended-range lasers and an ammo-conserving Streak six-pack make it the ideal 'Mech to command a fast striker star.

Although rare, the A variant sometimes finds a role as a fast-moving fire support 'Mech, usually paired with missile-loaded Fenris or long-range capable *Shadow Cats*.

Other variants seen among the Clans are more specialized in nature, configured for mission-specific tasks. Clan Coyote seems to enjoy using the E model, which employs their Advanced Tactical Missile system. With four tons of variable ammunition available, the Coyotes have been using this variant to deadly effect against border raids with the Cobras.

A new favorite among the Clan Hell's Horses is the H model, which utilizes the heavy large laser system to deadly effect.

Deployment

When the other Invading Clans saw how devastatingly well the *Grendel* performed on Tukayyid—despite the Shark's utter incompetence during that fateful month—Trials of Possession cropped up almost immediately. Rather than waste valuable warrior resources in fighting the numerous trials, the Sharks instead turned to their merchant caste. After a series of intense negotiations with almost every Clan, the Sharks gained transportation rights and year's worth of resources, material, and land to help speed their rebuilding process. The other Clans, meanwhile, walked away with production run percentages or, in some cases, the design blueprints themselves to the newly renamed *Grendel*. Thus the 'Mech became a common sight among several Clan front-line units.

Notable MechWarriors

Star Captain Boris Amirault: Dedicated to the Horse's new path, Boris recently upgraded from his *Hellion* H to a *Grendel* H upon his ascension to Star Captain. Known for his valor on Tiber, where he took down two Wolf *Cauldron-Borns*, his peers consider him a rising star among the Clan and expect him to do great things when the Horses clash again with the Wolves—this time within the Wolf OZ.

Type: **Mongrel**
Technology Base: Clan OmniMech
Tonnage: 45
Battle Value: 2,290

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	315 XL	11
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	144	7.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18
Center Torso (rear)		9
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	12
R/L Leg	11	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Jump Jet	1
Right Torso	3 Endo Steel 2 Engine 1 Jump Jet	6
Left Torso	3 Endo Steel 2 Engine 1 Jump Jet	6
Right Arm	1 Endo Steel 3 Ferro-Fibrous	4
Left Arm	4 Ferro-Fibrous	4
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER Large Laser	RA	1	4
ER Small Laser	RA	1	.5
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
Double Heat Sink	RT	2	1
2 ER Medium Lasers	LA	2	2
Double Heat Sink	LT	2	1
ER Medium Laser	H	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Medium Pulse Laser	RA	1	2
ER Small Laser	RA	1	.5
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
Battle Value: 2,031			

Alternate Configuration B

Ultra AC/5	RA	3	7
ER Medium Laser	RA	1	1
Ammo (Ultra) 20	RT	1	1
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LA	1	2
ER Small Laser	CT	1	.5
Battle Value: 1,903			

Alternate Configuration C

LB 10-X AC	RA	5	10
Ammo (LB-X) 10	RT	1	1
ER Medium Laser	LA	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
Battle Value: 1,465			

Alternate Configuration D

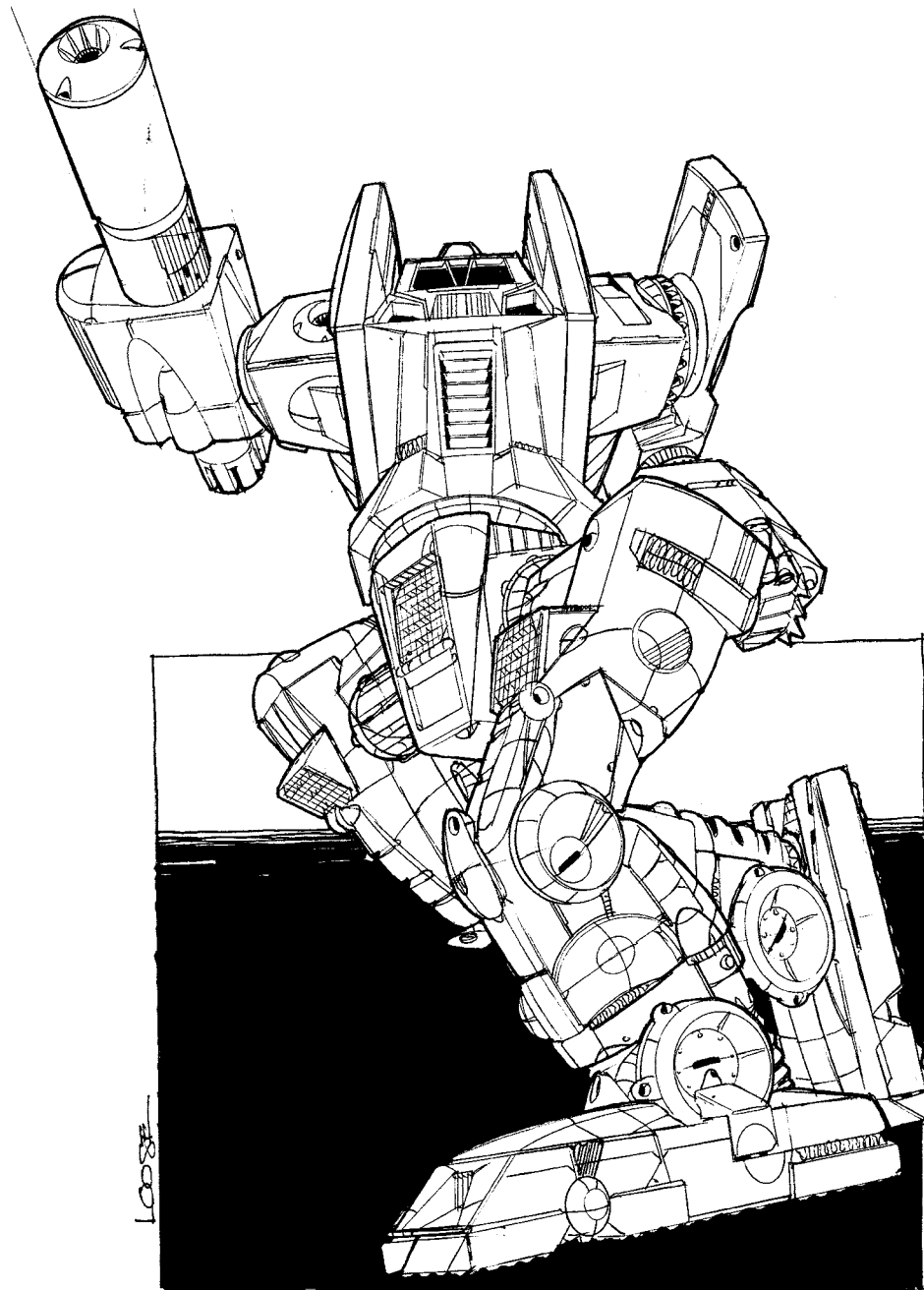
Small Pulse Laser	RA	1	1
ER PPC	RT	2	6
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
SRM 6	LT	1	1.5
Ammo (SRM) 30	LT	2	2
Battle Value: 2,212			

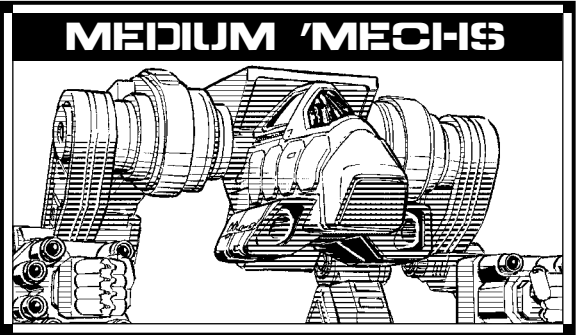
Alternate Configuration E

Medium Pulse Laser	RA	1	2
ER Small Laser	RA	1	.5
ATM 6	RT	3	3.5
Ammo (ATM) 20	RT	2	2
ATM 6	LT	3	3.5
Ammo (ATM) 20	LT	2	2
Battle Value: 1,806			

Alternate Configuration H

Heavy Large Laser	RA	3	4
Double Heat Sink	RA	2	1
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Double Heat Sink	RT	2	1
2 ER Medium Laser	LA	2	2
Double Heat Sink	LA	2	1
Double Heat Sink	LT	2	1
ER Small Lasers	H	1	.5
Battle Value: 1,965			





Mass: 45 tons
Chassis: Type 79-45 Endo Steel
Power Plant: RFUM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph, 129 kph with MASC
Jump Jets: Model KY Boosters
Jump Capacity: 180 meters
Armor: Compound H17 Ferro-Fibrous with CASE
Armament:
17 tons of pod space available
Manufacturer: Barcella Beta
Primary Factory: Barcella, Irece
Communications System: JNE Integrated
Targeting and Tracking System: Build 2 CAT TTS

Overview

At the beginning of this century, the leaders of Clan Nova Cat commissioned a new medium 'Mech that could compete with and outperform the Fenris. The *Shadow Cat* was the result.

Capabilities

Though it has a slower top speed than the *Fenris*, the *Shadow Cat* mounts more than twice the weapons and equipment. Further, its permanently mounted jump jets give it better maneuverability than the *Fenris*, while the myomer accelerator signal circuitry (MASC) allows it bursts of speed upwards of 120 kph.

The primary variant carries an active probe, also found on the Alpha and Bravo configurations. Its arm-mounted Gauss rifle provides exceptional range and punch, while two ER medium lasers serve as not-insignificant short range back-ups.

The Alpha and Bravo configurations also focus on ranged combat. In the case of the Alpha, it carries two arm-mounted

ER large lasers, backed up by a single SRM-6. Three additional double heat sinks allow MechWarriors to fire its lasers continuously without significant buildup of waste heat. The Bravo mounts Artemis-linked LRM-15s in the place of the ER large lasers, along with a single ER medium laser. In addition to the active probe, it also mounts an ECM suite.

The Charlie variant loses the active probe, but carries ATM 6 launchers in the arms, supported by three ER medium lasers and a single Narc beacon launcher. The final configuration marries a heavy large laser-targeting computer combination with an Artemis-linked LRM-20.

Deployment

Despite its obvious capabilities, the *Shadow Cat* serves in only a few Clans. The Nova Cats field the most—or at least did prior to their Abjurement—while the Cloud Cobras, Fire Mandrills, and Steel Vipers also extensively utilize the *Shadow Cat* in their toumans. Clans Diamond Shark and Wolf each field this 'Mech as well, though this may be due to salvage taken from the Smoke Jaguars—who, prior to their Annihilation, fielded numerous Shadow Cats.

Notable MechWarriors

MechWarrior Saginaw: MechWarrior Saginaw of the Kline Bloodline participated in Kindraa Kline's surprise attack on Clan Star Adder in 3067. He survived the battle on Tathis with four kills, but was taken abtakha. Initially, he resisted his new Clan masters, but after he learned of his Kindraa's absorption by Kindraa Mick-Kreese, especially the political maneuvering that brought about that absorption, he devoted himself to Clan Star Adder, regaining his warrior status less than a year after his capture. From his position within the Adder Seventy-ninth Dragoon Cluster, he has pledged to gain the Kline Bloodname and destroy the Mick-Kreese Kindraa, all in order to ultimately reestablish Kindraa Kline.

Star Colonel Isaiah Khatib: After the first Babylon Diet, Star Colonel Isaiah Khatib led seventeen fellow Cloud Cobras away from their home to join the Nova Cats in the Inner Sphere—without the blessings of their Khan, or even their ecKhan. With all ties to the Cobras cut, and a resulting split within the Rossei Cloister between those still within the Cobras and those within the Cats, they made a new life within the Nova Cats' Xi Galaxy. Star Colonel Khatib quickly rose to become Galaxy Commander Jal Steiner's second.

Type: Shadow Cat			
Technology Base: Clan OmniMech			
Tonnage: 45			
Battle Value: 2,156			
Equipment			Mass
Internal Structure:	Endo Steel		2.5
Engine:	270 XL		7.5
Walking MP:	6		
Running MP:	9 (12)		
Jumping MP:	6		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor: (Ferro)	134		7
	Internal Structure	Armor Value	
Head	3	8	
Center Torso	14	20	
Center Torso (rear)		6	
R/L Torso	11	18	
R/L Torso (rear)		4	
R/L Arm	7	10	
R/L Leg	11	18	
Weight and Space Allocation			
Location	Fixed	Spaces Remaining	
Head	1 Endo Steel	0	
Center Torso	2 MASC	0	
Right Torso	2 Engine	4	
	4 Ferro-Fibrous		
	1 Jump Jet		
	1 Endo Steel		
Left Torso	2 Engine	5	
	3 Ferro-Fibrous		
	1 Jump Jet		
	1 Endo Steel		
Right Arm	2 Endo Steel	6	
Left Arm	2 Endo Steel	6	
Right Leg	2 Jump Jets	0	
Left Leg	2 Jump Jets	0	
Weapons and Ammo			
Location	Critical	Tonnage	
Primary Weapons Configuration			
Gauss Rifle	RA	6	12
ER Medium Laser	RT	1	1
Ammo (Gauss) 16	RT	2	2
ER Medium Laser	LA	1	1
Active Probe	LT	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
Streak SRM 6	RT	2	3
Ammo (Streak) 30	RT	2	2
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Active Probe	LT	1	1
Double Heat Sink	LT	2	1

Battle Value: 2,220

Alternate Configuration B

LRM 15	RA	2	3.5
Artemis IV FCS	RA	1	1
ER Medium Laser	RA	1	1
Active Probe	RT	1	1
Ammo (LRM) 16	RT	2	2
LRM 15	LA	2	3.5
Artemis IV FCS	LA	1	1
ER Medium Laser	LA	1	1
ECM Suite	LT	1	1
Ammo (LRM) 16	LT	2	2

Battle Value: 2,420

Alternate Configuration C

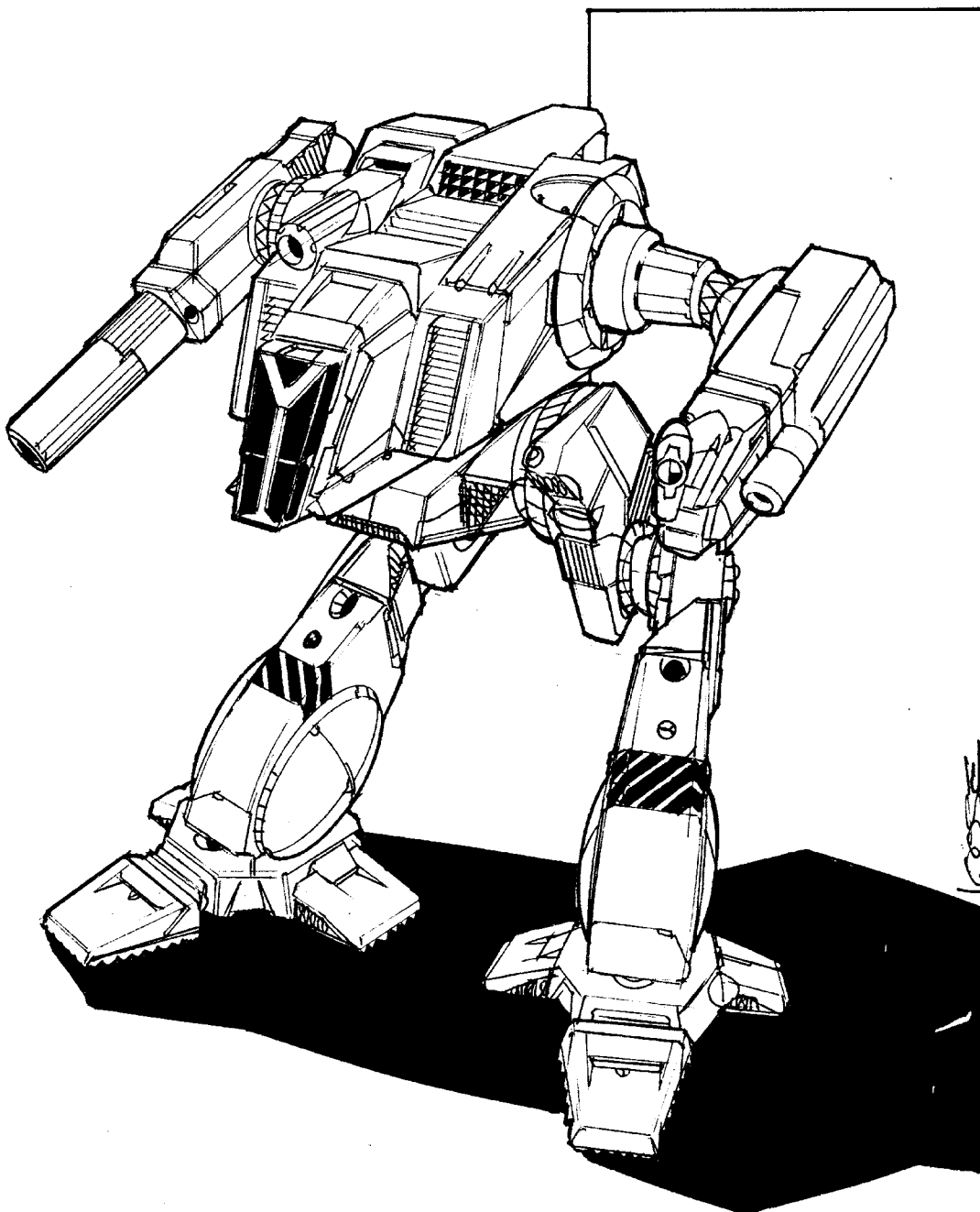
ATM 6	RA	3	3.5
ER Medium Laser	RA	1	1
Narc Missile Beacon	RT	2	2
Ammo (Narc) 12	RT	2	2
ATM 6	LA	3	3.5
ER Medium Laser	LA	1	1
ER Medium Laser	LT	1	1
Ammo (ATM) 30	LT	3	3

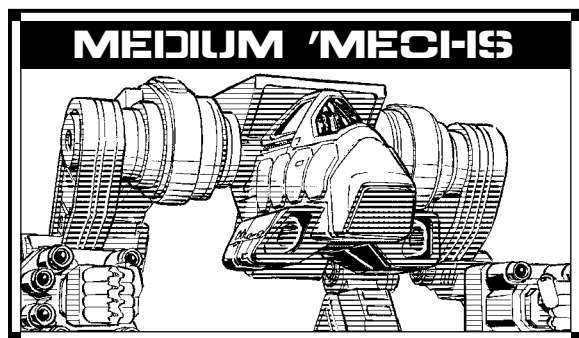
Battle Value: 2,199

Alternate Configuration H

Heavy Large Laser	RA	3	4
2 Double Heat Sinks	RA	4	2
Ammo (LRM) 12	RT	2	2
Targeting Compute	RT	1	1
2 Double Heat Sinks	LA	4	2
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1

Battle Value: 2,155





Mass: 50 tons
Chassis: Star League XTA
Power Plant: 250 XL Model SF-2
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard Type A2
Jump Capacity: 150 meters
Armor: Forge Type HH30
Armament:
 16 tons of pod space available
Manufacturer: Tokasha MechWorks
Primary Factory: Tokasha
Communications System: CH3B
Targeting and Tracking System: Version Omega-V TTS

Overview

Clan Coyote introduced the first OmniMech in 2854, but it was not until 2870 that Clan Hell's Horses produced their first homegrown OmniMech design. Dubbed the *Black Hawk* by the Inner Sphere, the *Nova* was manufactured at the Tokasha MechWorks until 2921. When the Ghost Bears captured the plant they discontinued production.

Capabilities

The design of the *Black Hawk* was based loosely on the *Supernova*, but the Hell's Horses streamlined production of their first OmniMech, and they avoided bulky material for the chassis or armor. The *Black Hawk's* other equipment, such as the jump jets, is integral to the base chassis. Although this decision gives the *Black Hawk* more internal space, which simplifies the task of reconfiguring the pods, it also means that pod weight is limited to sixteen tons.

The most innovative feature of the *Black Hawk* was the introduction of special connection points that allowed the

Hell's Horses new battle armor-equipped troops to operate as mechanized battle armor. This concept proved so successful that it became standard on all OmniMechs.

The primary configuration is armed with a staggering battery of medium lasers. Even an additional four pod heat sinks cannot handle the heat these weapons generate. Configuration A has a far better balanced mix and is a very common configuration. The weaknesses of the *Black Hawk's* design are clear in the B and C configurations. Armed with heavy ballistic weapons, there is little mass left to add supporting weapons. Derived from the primary configuration, the S has been reconfigured for urban warfare.

Like other OmniMechs, the *Black Hawk* can be easily adapted to mount new weapons. Clan Coyote has introduced the E type. Although armed with a powerful ATM-12 launcher, the basic weakness of the chassis can once again be seen in the paltry secondary armament. The Star Adders' H configuration showcases their heavy medium lasers. Meanwhile, the Hell's Horses are using their remaining *Black Hawks* as a testbed for their HAG 20.

Deployment

The *Black Hawk* made its battlefield debut during the assault on Kindraa Smythe-Jewel on Foster. The Hell's Horses new mechanized battle armor tactics proved devastating against the ill-prepared Fire Mandrills.

A jack of all trades, the *Black Hawk* has been relegated to play a secondary role to heavier and lighter OmniMechs. No longer in production, numbers have diminished steadily, and the remaining chassis is now spread relatively evenly throughout the Clans.

Notable MechWarriors

Star Colonel Diana Pryde: Freeborn daughter of the legendary Aidan Pryde, Diana has not only become a Jade Falcon warrior, but has also won a Bloodname—a feat only one other freeborn has ever achieved. Her defeat of Steel Viper Khan Perigard Zalman in 3061 broke the back of the Viper assault on the Falcon's Inner Sphere holdings, vindicating Khan Marthe Pryde's decision to allow a freebirth to compete for a Bloodname.

Elevated to Star Colonel, Diana was tasked with rebuilding the Falcon Guards after the Cluster was destroyed for a second time. Her new command has performed well in the renewed drive into Lyran territory.

Type: **Nova**
 Inner Sphere Designation: **Black Hawk**
 Technology Base: Clan OmniMech
 Tonnage: 50
 Battle Value: 2,663

Equipment		Mass
Internal Structure:		5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		8
R/L Torso	12	16
R/L Torso (rear)		8
R/L Arm	8	16
R/L Leg	12	20

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso	1 Jump Jet	1
Right Torso	2 XL Engine	6
	2 Double Heat Sinks	
Left Torso	2 XL Engine	6
	2 Double Heat Sinks	
Left Arm	None	8
Right Arm	None	8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
6 ER Medium Lasers	RA	6
Double Heat Sink	RA	2
Double Heat Sink	RT	2
6 ER Medium Lasers	LA	6
Double Heat Sink	LA	2
Double Heat Sink	LT	2

Alternate Configuration A

ER PPC	RA	2	6
Anti-Missile System	RT	1	.5
Ammo (AMS) 24	RT	1	1
ER PPC	LA	2	6
Medium Pulse Laser	LT	1	2
Anti-Missile System	LT	1	.5

Battle Value: 2,422

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
ER Small Laser	RT	1	.5
Large Pulse Laser	LA	2	6
2 Machine Guns	LT	2	.5
Ammo (MG) 200	LT	1	1

Battle Value: 1,543

Alternate Configuration C

Small Pulse Laser	RT	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 8	LA	1	1
SRM 4	LT	1	1
Ammo (SRM) 25	LT	1	1

Battle Value: 1,515

Alternate Configuration D

LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
LB 5-X AC	LA	4	7
Ammo (LB-X) 40	LA	2	2

Battle Value: 1,450

Alternate Configuration E

ATM 12	RA	5	7
Ammo (ATM) 30	RT	6	6
3 ER Medium Lasers	LA	3	3

Battle Value: 2,078

Alternate Configuration F

HAG 20	RA	6	10
Ammo (HAG) 18	RA	3	3
3 ER Medium Lasers	LA	3	3

Battle Value: 1,976

Alternate Configuration H

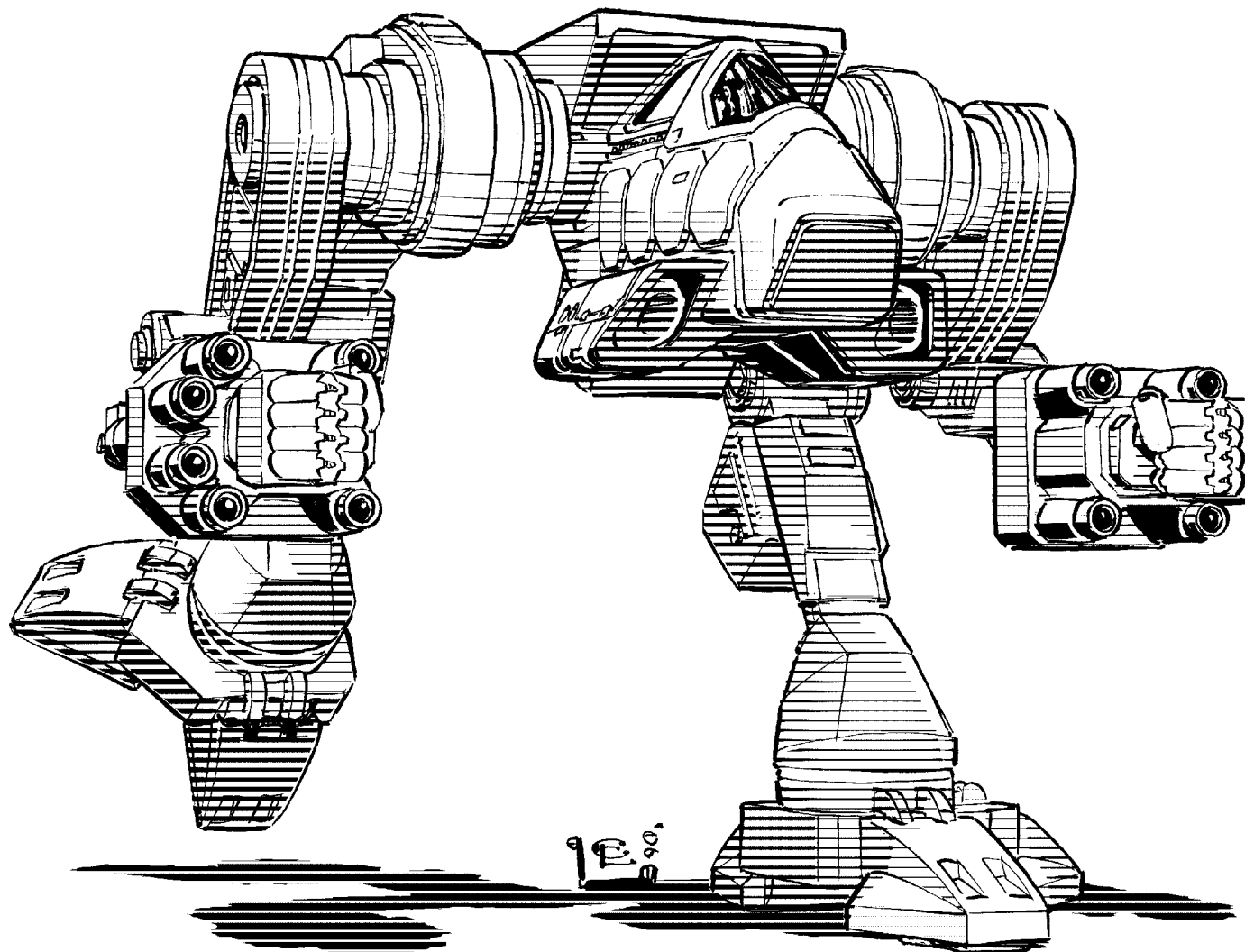
5 Heavy Medium Lasers	RA	10	5
3 Double Heat Sinks	RT	6	3
5 Heavy Medium Lasers	LA	10	5
3 Double Heat Sinks	LT	6	3

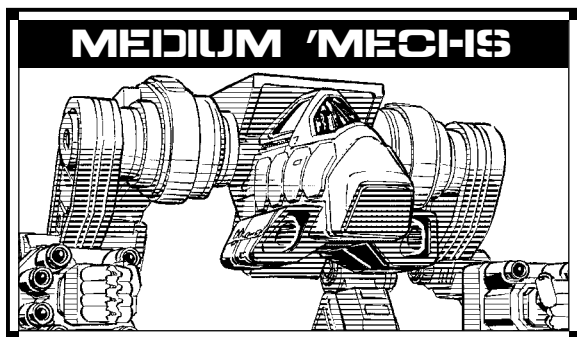
Battle Value: 1,832

Alternate Configuration S

3 Medium Pulse Lasers	RA	3	6
Ammo (AMS) 24	RT	1	1
2 Machine Guns	RT	2	.5
3 Medium Pulse Lasers	LA	3	6
2 Machine Guns	LT	2	.5
Ammo (MG) 100	LT	1	.5
Active Probe	H	1	1
Anti-Missile System	CT	1	.5

Battle Value: 2,056





Mass: 50 tons

Chassis: Series III Endo Steel

Power Plant: General Systems 200 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Clan Medium Series Mk. III

Jump Capacity: 120 meters

Armor: Series Ab

Armament:

2 Devastator Ultra 20 Autocannons

2 Series 7J ER Medium Lasers

Manufacturer: Various

Communications System: Circe Special MilComm

Targeting and Tracking System: DeadEye Superlock 18K

Overview

Developed by Clan Smoke Jaguar, the *Hunchback IIC* was not originally intended for those warriors attempting to turn their failing careers around, or to make a quick name in battle, as was believed by Inner Sphere observers. Instead, in an exceptionally unusual turn of events considering the Clan's waste-not-want-not mentality, it was deliberately produced for warriors who had fallen into such disfavor that their next battle would be intended as their last. With absolutely no effort put to survivability, all the resources went into allowing the pilot to die with a semblance of dignity by killing at least one opposing machine before falling in battle. The assignment of a *Hunchback IIC* was to be a death sentence.

However, its image changed when a Star equipped with the BattleMechs in 3015 fought a Trial of Possession for a group of recently manufactured BattleMechs against a vastly larger force of Jade Falcons on Circe. Since then, many Clan MechWarriors have begun to look upon the second-line design with some respect.

Capabilities

Quickly spotted by all who can get a glimpse of the *Hunchback IIC*, its main weapons are a pair of massive Ultra autocannons. With only ten rounds between the two large-bore guns, battlefield endurance is stunningly short unless the MechWarrior uses only one of them at a time, a handicap most cannot afford. To assist in the close-range barrage, a pair of extended-range lasers resides in the center torso, though these are often forgotten while on the battlefield.

Lightly armored, the *Hunchback IIC* does not have the speed to avoid incoming fire. Jump jets were included, but these seem to have been placed just to assist in the MechWarrior getting to the prime distance to fire the autocannons. Many Inner Sphere pilots refuse to pilot an unmodified *Hunchback IIC* salvaged from a battlefield, stripping out at least one Ultra for more armor and other weaponry.

Deployment

In spite of its single-purpose mentality (or perhaps because of it) the *Hunchback IIC* remains popular in both the front-line and secondary clusters throughout the Clans. A rough study of popular 'Mechs by Inner Sphere observers found that in every Clan, approximately three percent of all BattleMechs are a *Hunchback IIC* model. This study has been done every year since 3061, and despite the high turnover rate of Clan warriors, the statistic barely wavers. Observers theorize that the percentage is approximately how many warriors are sufficiently desperate to attempt to turn their careers around in a glorious all-or-nothing fight.

Currently, many Jade Falcon sibkin undertaking their initial Trial of Position have been choosing this BattleMech for the final test. Using the high speed cannons at their fastest setting, the would-be MechWarriors attempt to swiftly destroy their first opponent practically before the Trial begins. Though detested by the older warriors and seen as somewhat dishonorable, this has helped blood the young fighters and quickly fill the ranks of the Clan.

Variants

Variants of the *Hunchback IIC* have been spotted in several Clan Toumans. These "*SwayBack IICs*" have configurations befitting the outlook of the Clan employing it, but all rely on a short-term massive barrage of weapons fire.

In the case of the Blood Spirits and the Star Adders, the variant carries a pair of heavy large lasers on each side of the

torso. Not dependent on ammo like the original and with extra heat sinks added, the massive heat generated will quickly shut down the BattleMech, leaving it vulnerable for several minutes—a deadly problem on an active battlefield.

The other version is used by the Snow Raven Clan and the Coyotes. The autocannon is replaced with a trio of ATM 12 launchers and four tons of ammunition. Instead of a single massive hit, pilots attempt to pepper the weak spots of their enemy and destroy vital equipment through "lucky" hits.

Notable MechWarriors

Star of Rage: Five outspoken Warden MechWarriors were reassigned to a Cluster defending Clan Smoke Jaguar's production facility on Circe and given *Hunchback IICs* as an indicator they were no longer welcome in the Clan. When the Jade Falcons issued a Trial of Possession for a Star of recently produced BattleMechs in 3015, the garrison's commander sent out the five to defend against two Trinaries of front-line OmniMechs. The Warden pilots flew into a berserker rage, and while battle lasted less than ten minutes and killed the five defenders, most of the Jade Falcon force was destroyed through the five warriors' selective targeting and use of the Ultra autocannons to their maximum potential.

MechWarrior Stephanie: Stephanie used a *Hunchback IIC* to win her Trial of Position, only to be assigned the 'Mech after her victory. Incensed, she challenged her commander to a Trial of Grievance. She lost badly. Smarting from the defeat and from the perceived insult, Stephanie was assigned to a PGC on Lackhove. When the Ice Hellions arrived and issued a Trial of Possession for the world, she saw her chance. She threw herself recklessly against the Hellions, only to be humiliated as the Hellions' light 'Mechs outran and outmaneuvered her. Her 'Mech was reduced to wreckage once she ran her ammo bins dry. Once the Falcons retook the world for good, she was relegated once more to the PGC and to another *Hunchback IIC*.

Star Captain Jaxon: Star Captain Jaxon of the Sixth Provisional Garrison Cluster fought on Twycross against Wolf Khan Natasha Kerensky's Thirteenth Wolf Guards in 3057. He gained reputé for managing to land a glancing blow against her *Dire Wolf* before she crippled his *Hunchback IIC* almost as an afterthought. His fame was short-lived, as he wound up in a *solahma* force alongside Kerensky's slayer, Joanna.

HUNCHBACK IIC

MEDIUM 'MECHS

39

Type: **Hunchback IIC**

Technology Base: Clan

Tonnage: 50

Battle Value: 1,697

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	200 XL	4.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	96	6

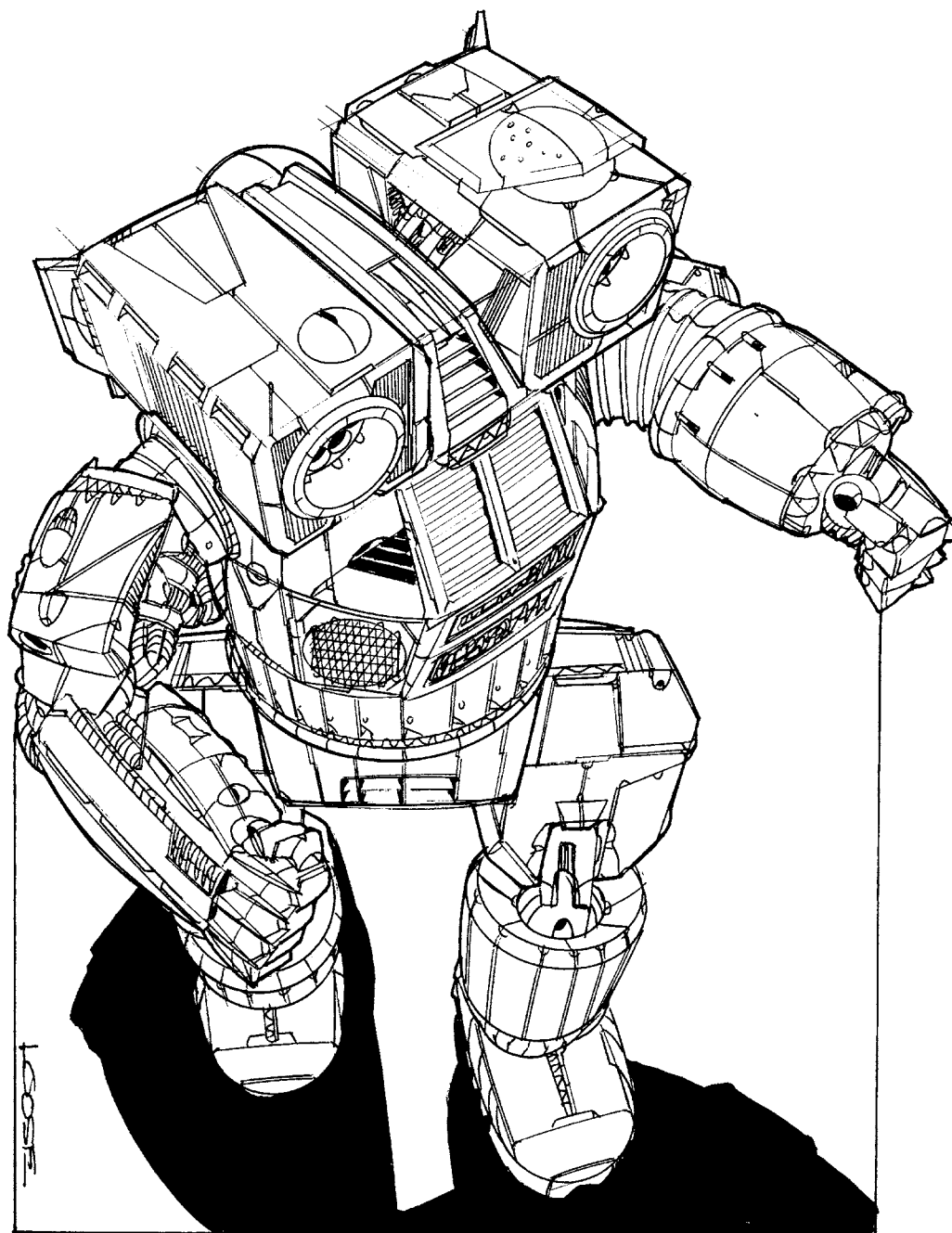
Internal Structure	Armor Value
--------------------	-------------

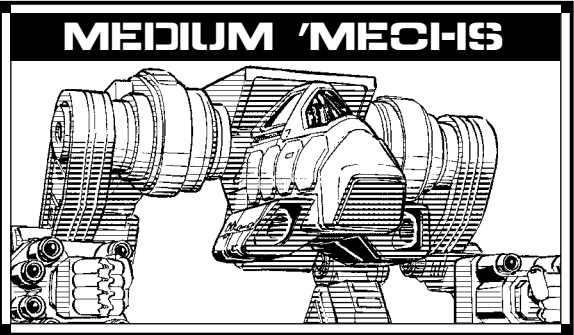
Head	3	8
Center Torso	16	18
Center Torso (rear)		4
R/L Torso	12	12
R/L Torso (rear)		3
R/L Arm	8	6
R/L Leg	12	12

Weapons

and Ammo

	Location	Critical	Tonnage
Ultra AC/20	RT	8	12
Ammo (Ultra) 5	RT	1	1
Ultra AC/20	LT	8	12
Ammo (Ultra) 5	LT	1	1
2 ER Medium Lasers	CT	2	2
Jump Jets	LL	2	1
Jump Jets	RL	2	1





Mass: 50 tons
Chassis: Mynx Type Medium Endo Steel
Power Plant: 250 Consolidated XL Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Northrup Starlifters M50s Standard
Jump Capacity: 150 meters
Armor: Alpha Compound Ferro-Fibrous
Armament:
23.5 tons of pod space available
Manufacturer: Irece Alpha, Avon Alpha, and Brim Ironworks
Primary Factory: Irece, Avon, and Brim
Communications System: JNE Integrated
Targeting and Tracking System: Build 3 CAT TTS

Overview

During the Battle of Luthien, the *Nobori-nin*, or “Banner-bearer,” first appeared in the colors of the 119th Nova Cat Striker Cluster. A DCMS intelligence officer so named the OmniMech due to the single fin-like projection rising from the back of the humanoid ‘Mech. The *Nobori-nin* reminded the Kuritan of the banner samurai wore on their backs in feudal Japan. Known as the *Huntsman* among the Clans, it exemplifies the OmniMech concept as a multi-purpose ‘Mech.

Capabilities

The *Nobori-nin* in its primary configuration makes a superb prolonged fighter. It mounts an AC 2 Ultra autocannon, a Streak SRM-6, four ER medium lasers and an LRM-10 with Artemis IV FCS. An anti-missile system, standard flamer, and A-Pods provide for close defense. Additionally, an active probe and TAG supply electronic eyes.

Configuration A mounts two large pulse lasers, an LB 2-X autocannon, and an LRM-10. Two additional heatsinks help dissipate heat generated by these weapons.

The *Nobori-nin* B deploys an ER PPC, a pair of medium pulse lasers, and an LB 10-X. The installation of two 11 mm rotary machine guns provides anti-infantry defense.

A long-range fire support platform, configuration C mounts an LRM-20 and -15 supported by one ER medium and small laser and an AC 5 Ultra, while a Streak SRM-4 provides short-range firepower and a flamer handles close-in defense.

D variant utilizes an ATM 6, an AC 10 Ultra, and two medium and one small pulse lasers.

For long-range recon/strike missions, configuration H is perfect. Armed with two ER large, four medium and one small heavy laser mated to a targeting computer, the H provides deadly accurate fire. An ECM and active probe aid in recon missions.

The N configuration mounts an ER PPC, a single ER large and a heavy medium laser slaved to a targeting computer. An ATM 6 provides additional fire support.

Deployment

The *Nobori-nin* is the premier medium OmniMech in the Nova Cat’s Touman. Clan Cloud Cobra and Star Adder have recently begun deploying configurations A, B, and C. Unconfirmed reports have *Nobori-nins* deployed in Diamond Shark’s Spina Galaxies.

Notable MechWarriors

Star Captain Calvin Deleportas: Considered one of the best medium ‘Mech pilots in the Nova Cats, Star Captain Deleportas’ reputation is well deserved. Deleportas cut his teeth on fast recon and strike missions. During the invasion of Luthien, Calvin served in the 119th Striker Cluster and was credited with destroying a lance of Dragoon light ‘Mechs.

On Tukayyid, Deleportas fought with valor, leading his Star against a superior force of Com Guards during the initial assault. Fighting in his *Nobori-nin* A, he downed four ‘Mechs before his own OmniMech suffered a catastrophic gyro failure. Wounded, Deleportas eluded capture and rejoined his command before they lifted.

During the Ghost Bear invasion, Star Captain Deleportas proved his supporters right when the Nova Cats counter-attacked in the summer of 3063. His recorded kills climbed into double digits by the end of the war.

Deleportas now pilots the new *Nobori-nin* N configuration.

Type: **Huntsman**
Inner Sphere Designation: **Nobori-nin**
Technology Base: Clan OmniMech
Tonnage: 50
Battle Value: 2,108

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	169	9
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	24

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Jump Jet	0
	1 Endo Steel	
Right Torso	2 Engine	6
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Torso	1 Jump Jet	5
	2 Engine	
	1 Endo Steel	
	3 Ferro-Fibrous	
Left Arm	1 Jump Jet	
	2 Endo Steel	5
	1 Ferro-Fibrous	
Right Arm	2 Endo Steel	6
Right Leg	1 Jump Jet	1
Left Leg	1 Jump Jet	1

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

2 ER Medium Lasers	RA	2	2
Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
Artemis IV FCS	RT	1	1
Active Probe	RT	1	1
2 ER Medium Lasers	LA	2	2
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1
Anti-Missile System	LT	1	1
Ammo (AMS) 24	LT	1	1
TAG	LT	1	1
Flamer	LT	1	.5
A-Pod	RL	1	.5
A-Pod	LL	1	.5

Alternate Configuration A

Large Pulse Laser	RA	2	6
LB 2-X AC	RA	3	5
Ammo (LB-X) 45	RT	1	1
Double Heat Sink	RT	2	1
Large Pulse Laser	LA	2	6
LRM 10	LA	1	2.5
Ammo (LRM) 12	LT	1	1
Double Heat Sink	LT	2	1
Battle Value: 2,034			

Alternate Configuration B

ER PPC	RA	2	6
2 Medium Pulse Lasers	RA	2	4
2 Machine Guns	RT	2	.5
Ammo (MG) 200	RT	1	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 20	LT	2	2
Battle Value: 2,156			

Alternate Configuration C

Streak SRM 4	RA	1	2
Ammo (Streak) 25	RA	1	1
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
Flamer	RT	1	.5
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 8	LT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LT	1	.5
Battle Value: 2,199			

Weapons and Ammo Location Critical Tonnage

Alternate Configuration D

ATM 6	RA	3	3.5
Ammo (ATM) 30	RA	3	3
2 Medium Pulse Lasers	RT	2	4
Small Pulse Laser	RT	1	1
Ultra AC/10	LA	4	10
Ammo (Ultra) 20	LA	2	2
Battle Value: 2,077			

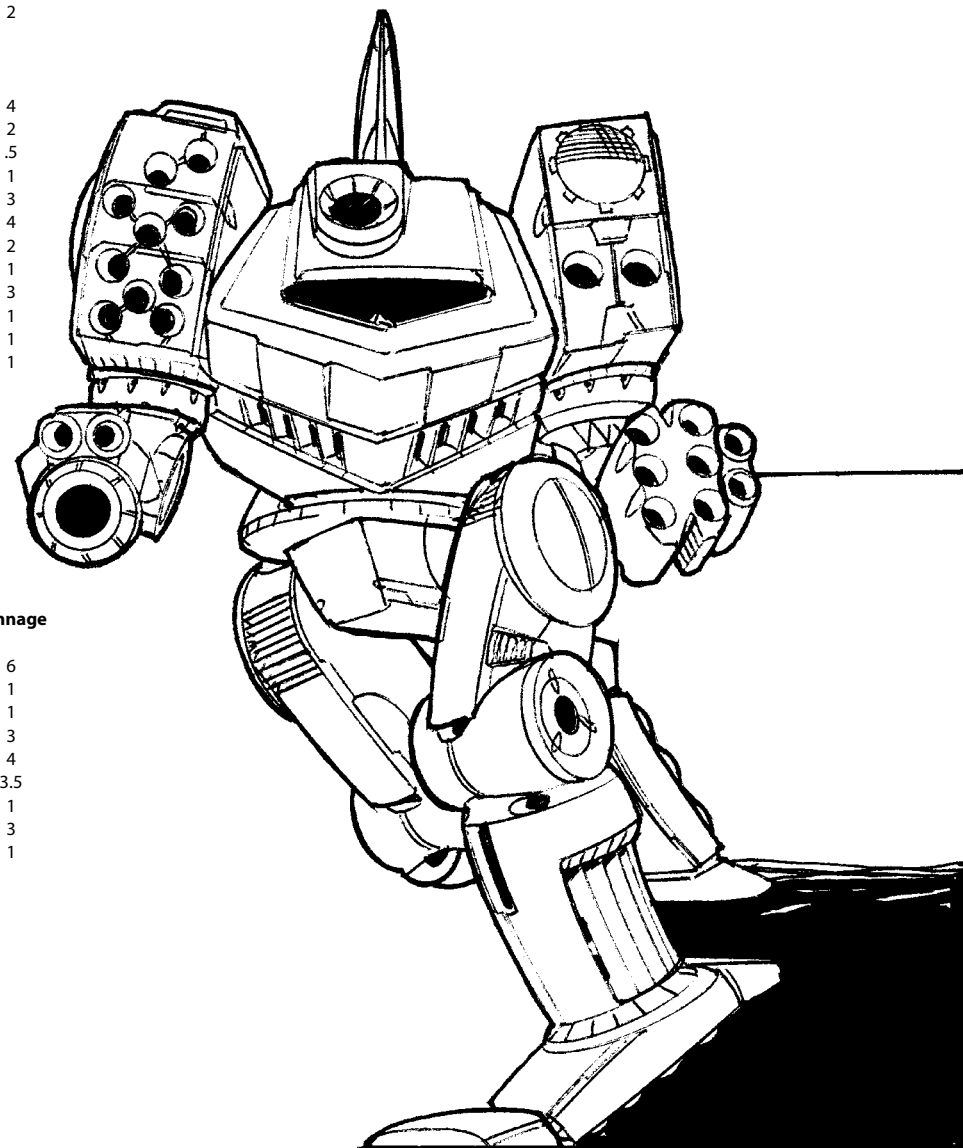
Alternate Configuration H

ER Large Laser	RA	1	4
2 Heavy Medium Lasers	RA	4	2
Heavy Small Laser	RA	1	.5
Double Heat Sink	RA	2	1
3 Double Heat Sink	RT	6	3
ER Large Laser	LA	2	4
2 Heavy Medium Lasers	LA	4	2
Double Heat Sink	LA	2	1
Targeting Computer	LT	3	3
Double Heat Sink	LT	2	1
Active Probe	RL	1	1
ECM Suite	LL	1	1
Battle Value: 2,495			

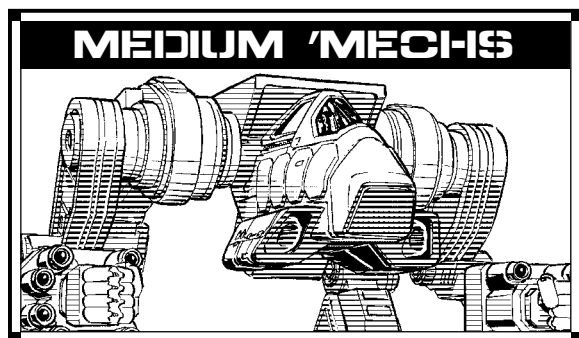
Weapons and Ammo Location Critical Tonnage

Alternate Configuration N

ER PPC	RA	2	6
Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Targeting Computer	RT	3	3
ER Large Laser	LA	2	4
ATM 6	LA	3	3.5
Double Heat Sink	LA	2	1
Ammo (ATM) 30	LT	3	3
Double Heat Sink	LT	2	1
Battle Value: 2,556			



LOOSE



Mass: 55 tons
Chassis: JF 5 Light Endo Steel
Power Plant: 385 JF Extralight
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Compound JF Ferro-Fibrous
Armament:
 13 tons of pod space available
Manufacturer: Ironhold Alpha Complex, Olivetti Weapons
Primary Factory: Ironhold, Sudeten
Communications System: JF Integrated
Targeting and Tracking System: Series JFVII Integrated

Overview

Although first sighted with the Jade Falcons during the Battle of Tukayyid, the *Black Lanner* has its origins in the trials that decided who would take part in Operation Revival. Initial models were not ready for testing in the early waves of invasion, but when the Falcon Khans returned from Strana Mechty after electing a new ilKhan they brought with them two Stars of the new design as part of the re-supply operations. Assigned as fire-support units in light reconnaissance Stars, these new *Black Lanners* quickly proved their worth.

Capabilities

Intended as a fast medium 'Mech—the chassis features an integral MASC system—the *Black Lanner* sacrifices pod space in order to mount an engine that masses almost half the design's weight. Capable of exceeding 150 kph when sprinting, the *Black Lanner* outruns many 'Mechs half its size while the additional armor and weaponry allows it to cut a

swath through the lighter designs like the transplanted Terran avian for which it is named.

A range of standard configurations exist for the design—two fire support models, an electronic warfare configuration, a pair of brawler models designed for close-in combat and urban warfare—but these are not the only versions of the *Black Lanner*, with individual units and pilots tweaking the load-out to suit mission parameters.

Deployment

Since its initial deployment with the Jade Falcons, the *Black Lanner* has spread to several other Clans, notably the Ice Hellions and Steel Vipers who acquired the design in the numerous clashes and trials between the rival Clans over the years since Tukayyid.

The bulk remains with the Falcons, however, who use it for both independent operations and in conjunction with lighter designs. Mixed stars of *Black Lanner*, *Fire Falcons*, and *Dashers* are common, the lighter designs serving as spotters and harassers for the heavier 'Mechs. When the scouts flush out opposing units, the *Black Lanners* move in for the kill, a synergistic relationship akin to that of the native fire falcons and introduced black lanners on Ironhold, each bird benefiting from the presence of the other.

Notable MechWarriors

Star Commander Shaw: When the Steel Vipers turned on the Jade Falcons, then-MechWarrior Shaw found himself in the thick of the action. His recon Star was outmatched by the Vipers, but the use of hit-and-fade tactics allowed them to hold out until reinforcements arrived. Shaw's actions brought him a promotion in the rebuilding of the Touman that followed.

MechWarrior Michael Mercer: Piloting a *Black Lanner* taken as isorla in the Falcon-Viper war, MechWarrior Michael earned his Bloodname in the bitter fighting on Homer, facing off against the Cloud Cobras and the Snow Ravens. When the Vipers assaulted the Snow Raven capital of Lum, he formed part of the expeditionary force, where his success brought him to the attention of Khan Zalman. Mercer was tipped to test-up to Star Commander and was given the singular honor of accompanying the Khan on his DropShip as it departed—and died there with him.

Type: **Black Lanner**
 Technology Base: Clan OmniMech
 Tonnage: 55
 Battle Value: 2,268

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	385 XL	22
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	153	8
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	25
Center Torso (rear)		7
R/L Torso	13	16
R/L Torso (rear)		5
R/L Arm	9	13
R/L Leg	13	22

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	2 MASC	0
Right Torso	2 Engine	7
	3 Ferro-Fibrous	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER Large Laser	RA	1	4
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
2 ER Medium Lasers	LA	2	2
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
ECM Suite	H	1	1

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration A			
ER PPC	RA	2	6
Active Probe	RT	1	1
2 Medium Pulse Lasers	LA	2	4
TAG	LT	1	1
ECM Suite	H	1	1
Battle Value: 2,308			

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

LRM 20	RA	4	5
Ammo (LRM) 6	RT	1	1
LRM 20	LA	4	5
Ammo (LRM) 12	LT	2	2

Battle Value: 1,961

Alternate Configuration C

Streak SRM 6	RA	2	3
Ammo (Streak) 15	RA	1	1
6 ER Medium Lasers	LA	6	6
3 Double Heat Sinks	LT	6	3

Battle Value: 2,523

Alternate Configuration D

Medium Pulse Laser	RA	1	2
ER Small Laser	RA	1	.5
2 Machine Guns	RA	2	.5
SRM 6	RT	1	1.5
Ammo (SRM) 30	RT	2	2
Medium Pulse Laser	LA	1	2
ER Small Laser	LA	1	.5
2 Machine Guns	LA	2	.5
Ammo (MG) 100	LT	1	.5
SRM 6	LT	1	1.5
Flamer	LT	1	.5
Active Probe	H	1	1

Battle Value: 1,809

Alternate Configuration E

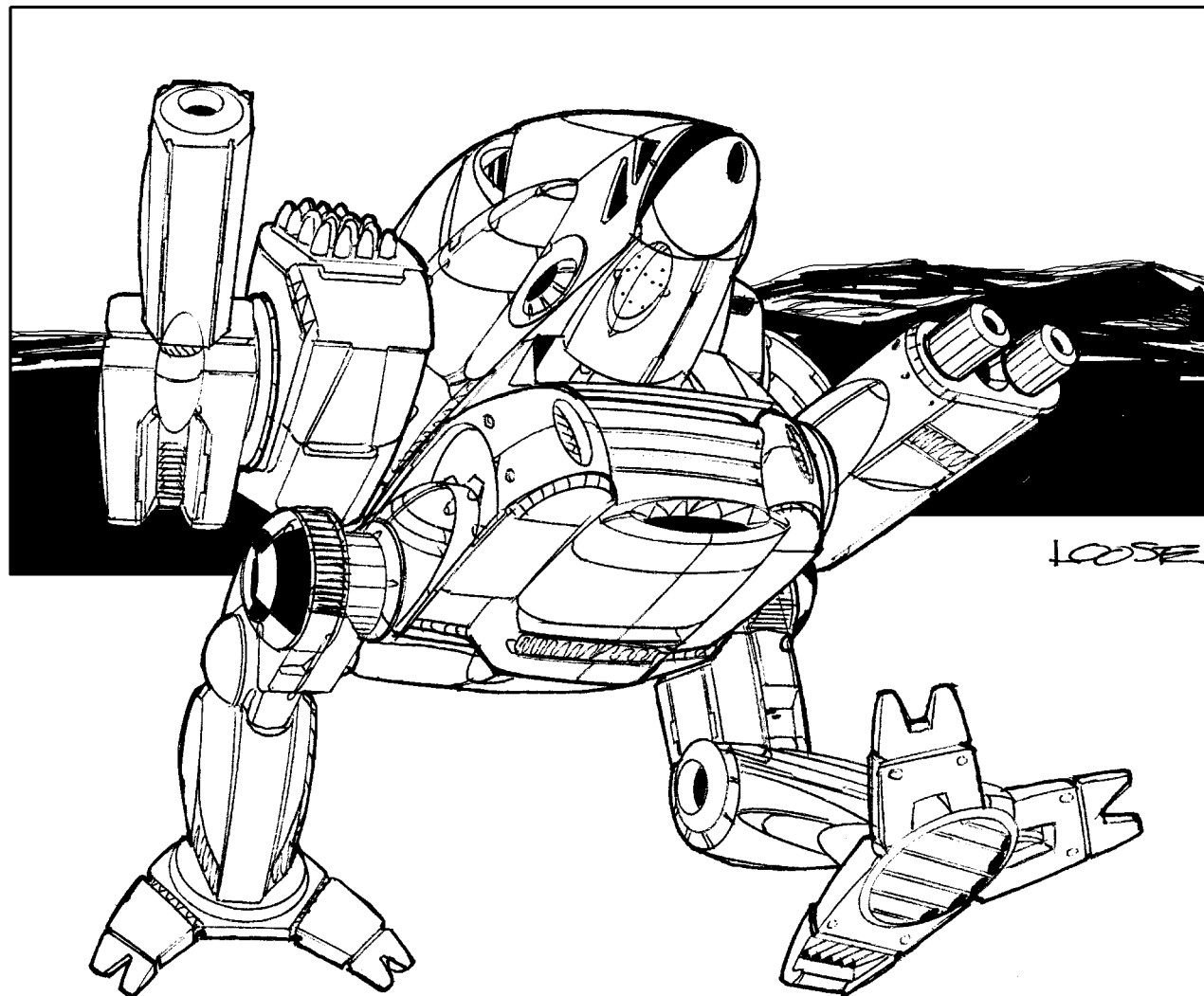
3 ER Medium Lasers	RA	3	3
ATM 12	LA	5	7
Ammo (ATM) 15	LA	3	3

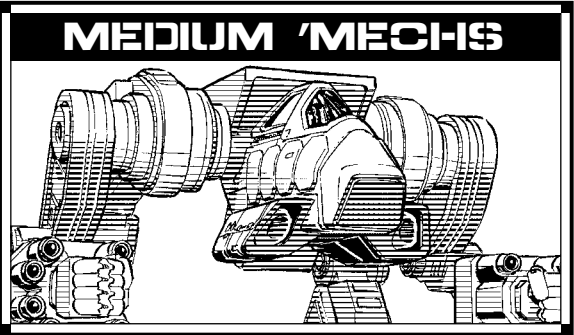
Battle Value: 2,331

Alternate Configuration H

Heavy Large Laser	RA	3	4
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
2 Medium Pulse Lasers	LA	2	4
Double Heat Sink	LA	2	1
Double Heat Sink	LT	2	1
ECM Suite	H	1	1

Battle Value: 1,928





Mass: 55 tons
Chassis: Model MHO-7E Endo-Steel
Power Plant: Fusion 330 Extralight
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound H17/2 Ferro-Fibrous
Armament:
23 tons of pod space available
Manufacturer: Various
Primary Factory: Various
Communications System: GBX Series Integrated
Targeting and Tracking System: Tokasha B4-T&T

Overview

A sleek, mobile, and versatile design, the Clan *Stormcrow* (designated the *Ryoken* by the DCMS troops who first encountered it during the Clan Invasion) was long suspected to be one of the first OmniMechs produced by the Clans. More recent data—particularly the discovery of Clan Hell’s Horses’ venerable *Corvis* design—points to a later development, however, post-dating the first Omnis by roughly fifty years. Indeed, some historical records say the *Ryoken* debuted about the time of the infamous Horses-Ghost Bear Battle for Tokasha, in which prototypes of the so-called “*Omni-Corvis*” first saw action.

Capabilities

Incorporating the best in weight-saving technologies, the *Ryoken* has excellent overland speed and near-maximum armor levels for its weight. With over twenty tons of pod space available, most configurations take advantage of the strong armor and speed to focus on load-outs that maximize this

Omni’s performance as both a duelist and a hunter/killer. Of the initial five configurations, only the D focused more on missile support, providing a profile distinctly different than the usual laser-and-autocannon mixes seen in the Primary, A, and C configurations.

Of the more modern alternate payloads, the E—favored by the Coyotes and other Warden Clans—uses the more recently produced ATM system for greater fire support flexibility, while the H demonstrates the devastating potential of heavy lasers. The F configuration, first witnessed among the Jade Falcon touman, uses a mix of newly debuted plasma cannons and anti-personnel Gauss weaponry to perform extensive anti-vehicle or anti-infantry work. Meanwhile, the Hell’s Horses’ new G configuration sports a powerful hyper-assault Gauss backed up by a five-pack of medium lasers—a combination that has proven its worth against numerous Wolf Clan targets since the Horses’ return to the Inner Sphere.

Deployment

The fall of the Tokasha MechWorks to Clan Ghost Bear in 2921 apparently resulted in the scattering of the early pre-*Ryoken* prototypes to other Clans. Interestingly enough, it was the Snow Ravens—despite their greater emphasis on aerospace forces—who fielded the finalized version of this so-called “second generation Omni” by about 2930, drawing on technical schematics and components obtained in their trade with the Ghost Bears. Since then, the solid performance of the *Ryoken* has assured this ‘Mech a place in every Clan’s touman, with numerous factories scattered throughout the homeworlds.

Notable MechWarriors

Star Colonel (Loremaster) Temuchin Amirault: Earning his Bloodname shortly before his rise to Clan Loremaster and head of the Horses’ Watch, Star Colonel Temuchin Amirault was considered a ristar during the (literally) iron-fisted Khanship of Malavai Fletcher. Even though his political views remain a guarded secret, his devotion to Fletcher’s campaign had many questioning why he was retained as Loremaster after the ascent of Khan James Cobb. The appearance of his *Ryoken*, solid black except for the flaming gold numeral “1” on its left forearm, was the last thing ever seen by numerous garrison warriors and backwater pirates when the Horses’ early forays against Clan Wolf began in 3068.

Type: **Stormcrow**
Inner Sphere Designation: **Ryoken**
Technology Base: Clan OmniMech
Tonnage: 55
Battle Value: 2,073

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	182	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	25
Center Torso (rear)		10
R/L Torso	13	17
R/L Torso (rear)		9
R/L Arm	9	18
R/L Leg	13	25

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Endo Steel	0
	1 Ferro-Fibrous	
Right Torso	2 XL Engine	6
	1 Endo Steel	
	3 Ferro-Fibrous	
Left Torso	2 XL Engine	6
	1 Endo Steel	
	3 Ferro-Fibrous	
Left Arm	None	8
Right Arm	None	8
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
3 Double Heat Sinks	RA	6	3
3 Double Heat Sinks	RT	6	3
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
3 Double Heat Sinks	LA	6	3
3 Double Heat Sinks	LT	6	3
ER Medium Laser	H	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
4 Medium Pulse Lasers	LA	4	8
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Battle Value: 2,319			

Alternate Configuration B

6 ER Medium Lasers	RA	6	6
3 Double Heat Sinks	RT	6	3
Ultra AC/20	LA	8	12
Ammo (Ultra) 10	LT	2	2
Battle Value: 2,281			

Alternate Configuration C

Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
LB 10-X AC	LA	5	10
Ammo (LB-X) 30	LA	3	3
Medium Pulse Laser	LT	1	2
Battle Value: 1,881			

Alternate Configuration D

LRM 20	RA	4	5
Ammo (LRM) 18	RA	3	3
Narc Missile Beacon	RT	1	2
Ammo (Narc) 12	RT	2	2
LRM 20	LA	4	5
Ammo (LRM) 18	LA	3	3
2 SRM 2	LT	2	1
Ammo (SRM) 100	LT	2	2
Battle Value: 1,863			

Alternate Configuration E

ATM 9	RA	4	5
Ammo (ATM) 21	RA	3	3
ER Medium Laser	RA	1	1
2 ER Small Lasers	RT	2	1
Double Heat Sink	RT	2	1
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
ER Medium Laser	LA	1	1
2 ER Small Lasers	LT	2	1
Double Heat Sink	LT	2	1
Active Probe	H	1	1
Battle Value: 2,110			

Weapons and Ammo Location Critical Tonnage

Alternate Configuration F

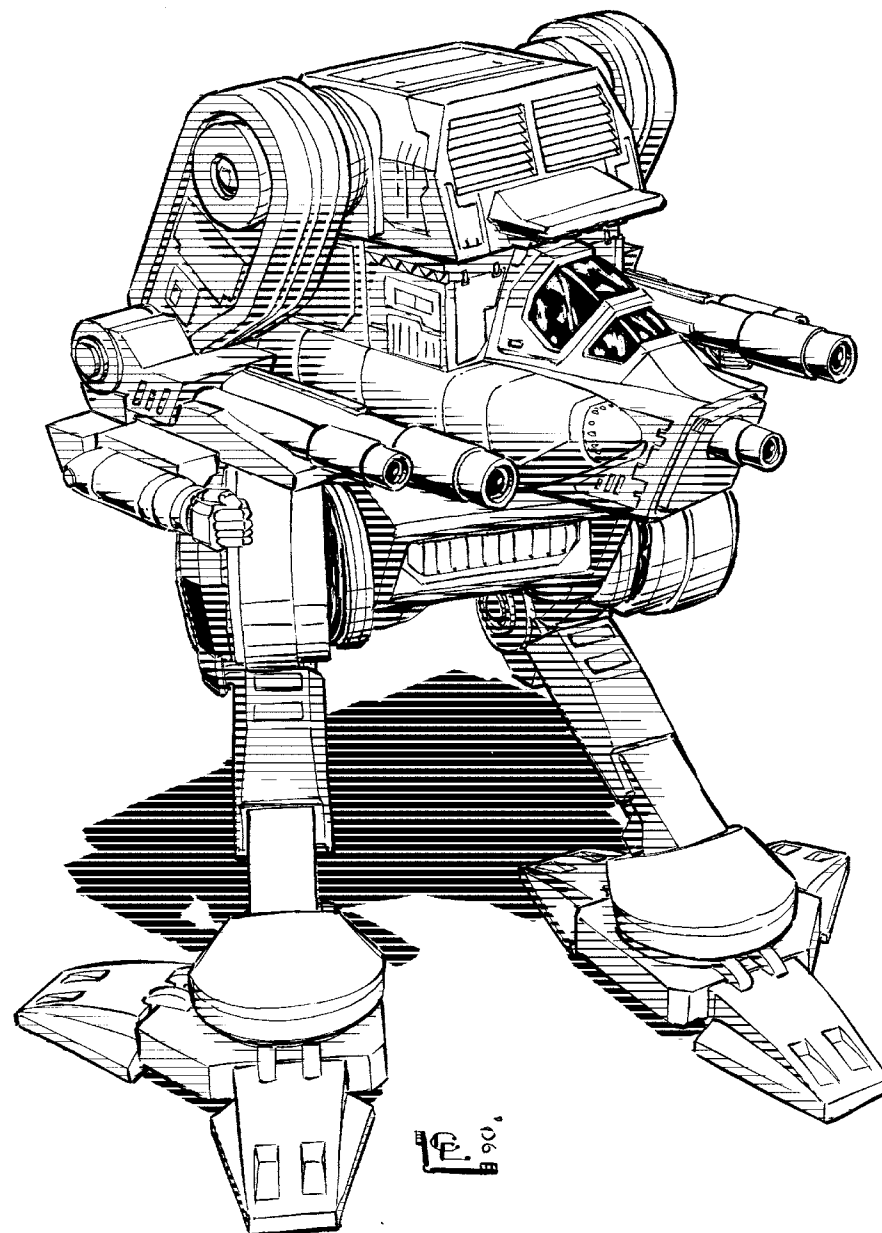
Plasma Cannon	RA	1	3
Ammo (Plasma) 30	RA	3	3
2 AP Gauss Rifles	RA	2	1
Ammo (APGauss) 40	RA	1	1
2 ER Medium Lasers	RT	2	2
ER Small Laser	RT	1	.5
Double Heat Sink	RT	2	1
Plasma Cannon	LA	1	3
Ammo (Plasma) 30	LA	3	3
2 AP Gauss Rifles	LA	2	1
Ammo (APGauss) 40	LA	1	1
2 ER Medium Lasers	LT	2	2
ER Small Laser	LT	1	.5
Double Heat Sink	LT	2	1
Battle Value: 2,227			

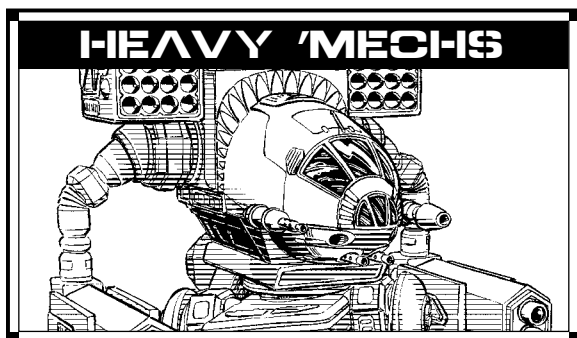
Alternate Configuration G

5 ER Medium Lasers	RA	5	5
3 Double Heat Sinks	RT	3	3
HAG 20	LA	6	10
Ammo (HAG) 12	LA	2	2
3 Double Heat Sinks	LT	3	3
Battle Value: 2,152			

Alternate Configuration H

Heavy Large Laser	RA	3	4
ER Medium Laser	RA	1	1
3 Double Heat Sinks	RA	6	3
3 Double Heat Sinks	RT	6	3
Heavy Large Laser	LA	3	4
ER Medium Laser	LA	1	1
3 Double Heat Sinks	LA	6	3
3 Double Heat Sinks	LT	6	3
ER Medium Laser	H	1	1
Battle Value: 2,061			





Mass: 60 tons
Chassis: Eden Mk 60-OM
Power Plant: 300 Type I XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound SJ6CW Ferro-Fibrous
Armament:
 28 tons of pod space available
Manufacturer: Various
Primary Factory: Various
Communications System: Build OSJ-41
Targeting and Tracking System: Cat's Eye MD6

Overview

Clan Smoke Jaguar apparently developed the *Mad Dog* as a second-generation upgrade to an earlier Clan Coyote OmniMech design. Using some design molds and structures common to the *Timber Wolf* (aka *Mad Cat*), the Jaguars apparently named their new Omni as an abstract dig at the expense of the Wolves. When first seen in the Inner Sphere, however, the Kuritan MechWarriors who first encountered this powerful design saw a different totem within the *Mad Dog's* bird-legged stance and narrow, angular torso, and dubbed the 'Mech the *Hagetaka*—widely translated as *Vulture*.

Capabilities

The *Vulture's* most distinctive feature is its side torso and arm pods, which are practically full modules by themselves, suggesting that the *Vulture* was conceived as a long-range support unit. The torso modules, angled high, are ideal for missiles while the arms serve as extended turrets suited for direct-fire weaponry.

In three of the first four configurations seen in the Inner Sphere, the *Vulture* maintained this concept, sporting mixes of torso-mounted missile racks and arm-mounted clusters of lasers, PPCs, or an autocannon. The C configuration—the only oddball of its day—sporting twin Gauss rifles for the same standoff firepower and a concentrated and devastating direct-fire capability.

The advent of ATMs and heavy lasers interestingly spawned a return to the more customary torso-missile, arm-gun loads with the Coyote D configuration and the Star Adder H payload. Clan Hell's Horses' recent introduction of the hyper-assault Gauss revisited the C configuration concept by focusing on direct-fire weaponry, resulting in the E configuration's pair of HAG 30s (and just enough ammunition for dueling), and the F configuration's laser-backed lighter HAG 20s.

Deployment

While the *Vulture* is widely produced by virtually all Clans, it is particularly favored by the Hell's Horses and Ghost Bears. Indeed, since their move to the Inner Sphere, Clan Ghost Bear's Bergan Industries factory line is building more and more Clan designs, including a homegrown *Vulture*. Minor variances in structure, armor, and engine design—legacy of Bergan's Spheroid factory tooling—have slightly altered the appearance of these *Vultures*, but these new machines are functionally indistinguishable from their homeworld forebears.

Notable MechWarriors

Star Commander Lita: Nearly past her prime in 3063, Star Commander Lita was assigned to work alongside a promising ristar named Star Captain Jake Kabrinski. Thanks to skills and contacts she earned during her early-invasion experiences as a POW in a Rasalhagian camp, Lita was able to uncover the activities of a Hell's Horses Watch operation on Predlitz and destroyed a Horses supply dump that further weakened their eventual invasion of the planet. She also reportedly assisted Jake Kabrinski in critically wounding the Horses' then-Khan Malavai Fletcher, and she would go on to serve beside Kabrinski in numerous engagements after the final routing of the Horses. In 3068, however, Lita met her end in the cockpit of her *Vulture*, once more battling elements of the Hell's Horses Watch when they raided Rasalhague to capture Jake Kabrinski.

Type: **Mad Dog**
 Inner Sphere Designation: **Vulture**
 Technology Base: Clan OmniMech
 Tonnage: 60
 Battle Value: 2,351

Equipment		Mass
Internal Structure:		6
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	163	8.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	23
Center Torso (rear)		7
R/L Torso	14	16
R/L Torso (rear)		7
R/L Arm	10	16
R/L Leg	14	23

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	None	2
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RA	1	2
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

ER PPC	RA	2	6
3 SRM 6	RT	3	4.5
Ammo (SRM) 30	RT	2	2
LB 5-X AC	LA	4	7
Ammo (LB-X) 40	LA	2	2
3 SRM 6	LT	3	4.5
Ammo (SRM) 30	LT	2	2
Battle Value: 1,923			

Alternate Configuration B

3 Medium Pulse Lasers	RA	3	6
2 Streak SRM 6	RT	4	6
Ammo (Streak) 15	RT	1	1
2 ER Large Lasers	LA	2	8
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 6	LT	1	1
Battle Value: 2,284			

Alternate Configuration C

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Battle Value: 1,892			

Alternate Configuration D

ER Medium Laser	RA	1	1
ER Small Laser	RA	1	.5
Double Heat Sink	RA	2	1
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
ATM 12	LT	5	7
Ammo (ATM) 15	LT	3	3
2 Medium Pulse Lasers	CT	2	4
Battle Value: 2,447			

Alternate Configuration E

HAG 30	RA	8	13
Ammo (HAG) 4	RT	1	1
HAG 30	LA	8	13
Ammo (HAG) 4	LT	1	1
Battle Value: 2,031			

Alternate Configuration F

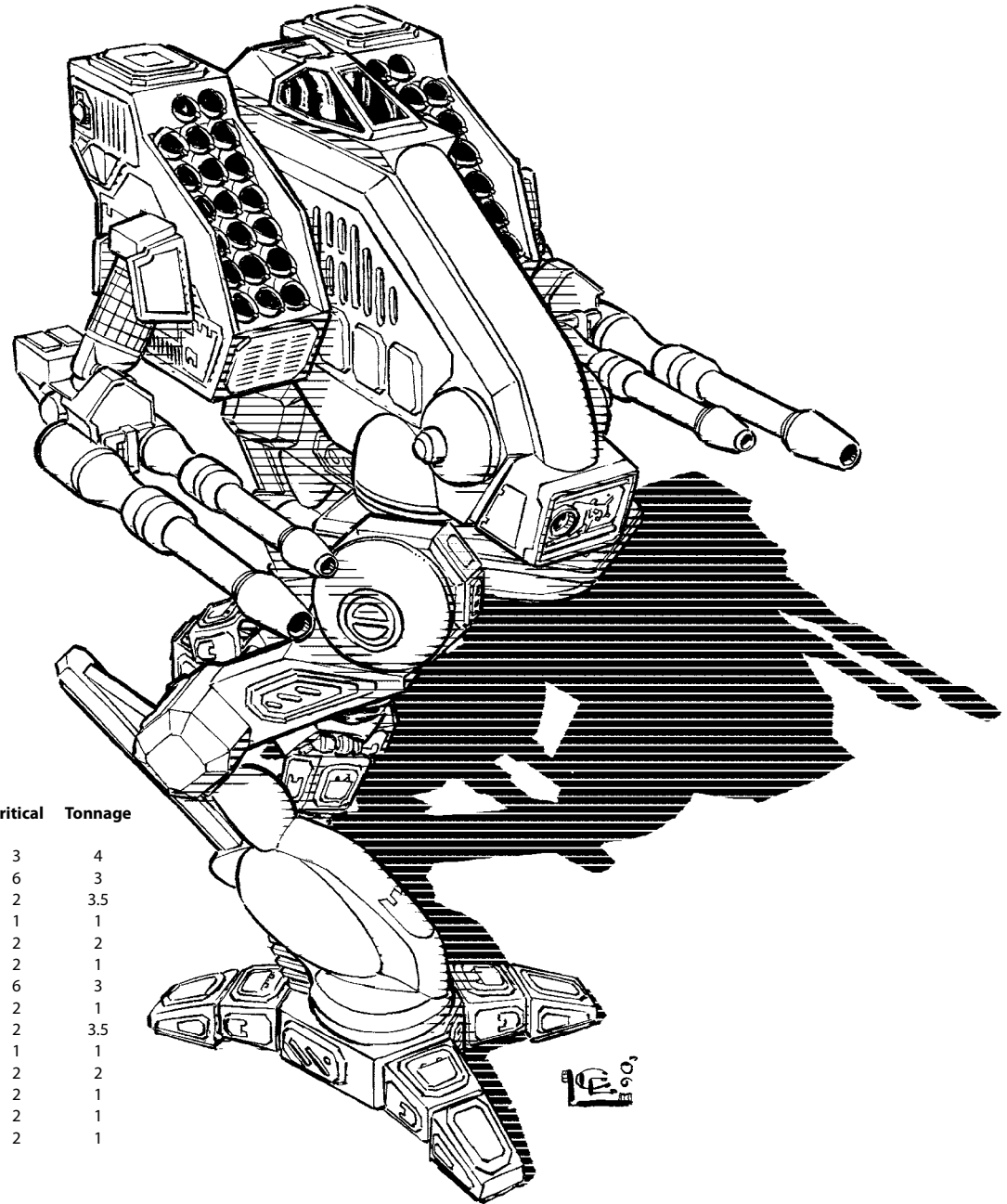
HAG 20	RA	6	10
Ammo (HAG) 12	RT	2	2
2 ER Medium Lasers	RT	2	2
HAG 20	LA	6	10
Ammo (HAG) 12	LT	2	2
2 ER Medium Lasers	LT	2	2
Battle Value: 2,300			

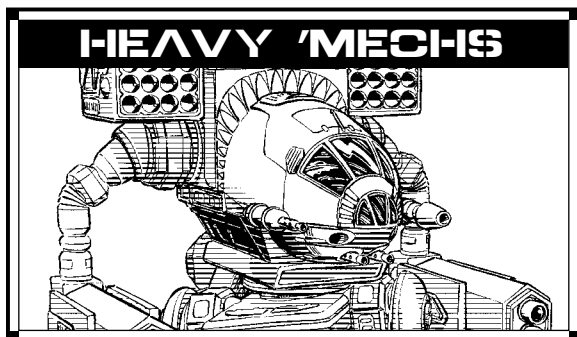
Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Heavy Large Laser	RA	3	4
3 Double Heat Sinks	RA	6	3
LRM 15	RT	2	3.5
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
Double Heat Sink	RT	2	1
3 Heavy Medium Lasers	LA	6	3
Double Heat Sink	LA	2	1
LRM 15	LT	2	3.5
Artemis IV FCS	LT	1	1
Ammo (LRM) 16	LT	2	2
Double Heat Sink	LT	2	1
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1

Battle Value: 2,097





Mass: 65 tons
Chassis: CSJ Type 65.43 Endo
Power Plant: Consolidated Fusion 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Composite A-4 Ferro-Fibrous
Armament:
 30 tons of pod space available
Manufacturer: Huntress Manufacturing Plant DL-6
Primary Factory: Huntress
Communications System: Hector CC-22E
Targeting and Tracking System: Integrated Bravo-7

Overview

The *Cauldron-Born* was first fielded by Clan Smoke Jaguar in the late 3040s; though originally named *Ebon Jaguar*, paradoxically the design was still so new at the time of Operation Revival that even among the Clans the 'Mech is more often referred to by its Inner Sphere designation of *Cauldron-Born*. Designed to address problems with the *Loki*, it never reached the same popularity as that 'Mech.

Capabilities

The first *Cauldron-Born* configuration to see combat mounts a battery of ranged weapons. A Gauss rifle, an LB-5X autocannon and an LRM 10 rack give MechWarriors flexibility in how they engage ranged opponents, while an ER medium laser and a standard SRM 2 launcher provide additional short-range firepower.

More popular is configuration A, carrying a massive class-20 ultra autocannon, backed up by an array of machine guns and ER medium lasers, along with a medium pulse laser and even a flamer.

The *Cauldron-Born* B carries an ER PPC paired and a large pulse laser in each arm, while mounted in the torsos are two medium pulse lasers, an active probe and a TAG unit.

The C configuration is a dedicated fire support unit, mounting two LRM 15 launchers and two class-2 ultra autocannon, backed up only by a single SRM 6 launcher. Configuration D is a medium-range brawler, carrying an ultra autocannon 10 in each arm, along with two ER medium lasers and an ER large laser in the torsos. This configuration carries only four tons of ammunition for its autocannon, however.

The final major *Cauldron-Born* configuration—the H—is a dedicated in-fighter. In addition to a class-20 ultra autocannon, it mounts one heavy large and two heavy medium lasers, along with a medium pulse laser, all tied to an advanced targeting computer.

Deployment

Once fielded in great numbers by the Smoke Jaguars, the *Cauldron-Born* has proliferated to many of Kerensky's Clans, though some, like the Wolves, Jade Falcons and Coyotes, continue to field Lokis instead.

Notable MechWarriors

Star Captain Vuspen Beckett: After spending several years within Epsilon Galaxy, Star Captain Beckett was assigned to serve as a Cloud Cobra ambassador to Clan Blood Spirit on York. There, he has aided Spirit leaders in preparing defenses and devising counter-Adder tactics. Yet the Adders regularly bypass or defeat the measures enacted against them, leading some to believe that the Star Adders have somehow managed to intercept Beckett's regular reports to his own superiors. Nevertheless, he and his *Cauldron-Born* are virtually a staple on the bloodiest battlefields of York, though he has yet to fire a shot in anger—the Adders recognize him as a neutral observer and thus an off-limits target.

Star Commander Ourien Wimmer: Once a Smoke Jaguar Star Colonel, Star Commander Ourien Wimmer was captured by Clan Wolf during the chaos following the Annihilation of his Clan. Like most of his Jaguar brethren, he fought a suicidal battle and lost. Unfortunately for him, he survived. He now serves within the Fourth Wolf Garrison Cluster on Hoard, giving him the chance to gain his final glory in battle against the likes of the Hell's Horses, Ice Hellions and Star Adders—an opportunity his Wolf commanders are more than willing to give him.

Type: **Ebon Jaguar**
 Inner Sphere Designation: **Cauldron-Born**
 Technology Base: Clan OmniMech
 Tonnage: 65
 Battle Value: 1,952

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	182	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	32
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	17
R/L Leg	15	19

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	0
	1 Ferro-Fibrous	
Right Torso	2 Engine	9
	1 Endo Steel	
Left Torso	2 Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	2 Ferro-Fibrous	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo

	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Gauss Rifle	RA	6	12
SRM 2	RT	1	.5
Ammo (SRM) 50	RT	1	1
Ammo (Gauss) 16	RT	2	2
LB 5-X AC	LA	4	7
Ammo (LB-X) 40	LA	2	2
ER Medium Laser	LT	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 24	LT	2	2

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
Machine Gun	RA	1	.25
Ultra AC/20	RT	8	12
ER Large Laser	LA	1	4
Flamer	LA	1	.5
Machine Gun	LA	1	.25
Ammo (MG) 200	LT	1	1
ER Medium Laser	LT	1	1
Ammo (Ultra) 15	LT	3	3
2 ER Medium Lasers	LT (R)	2	2

Battle Value: 2,429

Alternate Configuration B

ER PPC	RA	2	6
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
Active Probe	RT	1	1
ER PPC	LA	2	6
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LT	1	2
TAG	LT	1	1

Battle Value: 2,535

Alternate Configuration C

Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RA	1	1
SRM 6	RA	1	1.5
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
Ammo (SRM) 30	RT	2	2
Ultra AC/2	LA	2	5
Ammo (Ultra) 45	LA	1	1
SRM 6	LA	1	1.5
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
Ammo (SRM) 30	LT	2	2

Battle Value: 1,831

Alternate Configuration D

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

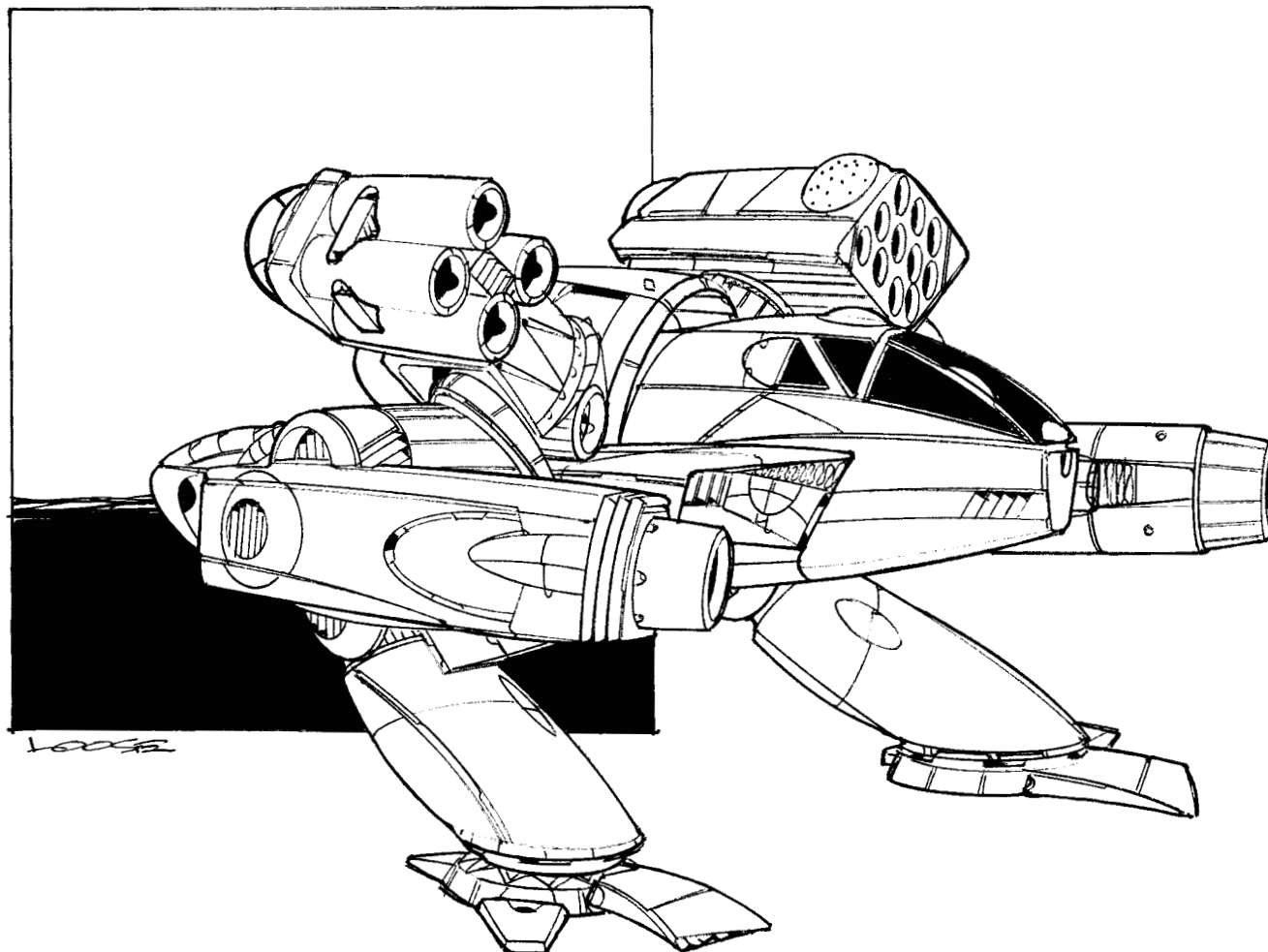
Battle Value: 2,228

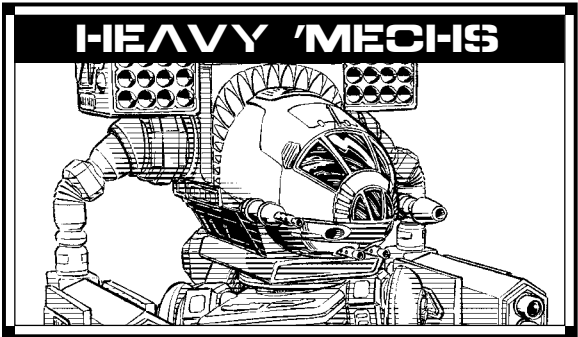
Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Heavy Large Laser	RA	3	4
2 Double Heat Sinks	RA	4	2
Ultra AC/20	RT	8	12
2 Heavy Medium Lasers	LA	4	2
Double Heat Sink	LA	2	1
Medium Pulse Laser	LT	1	2
Targeting Computer	LT	4	4
Ammo (Ultra) 15	LT	3	3

Battle Value: 2,359





Mass: 65 tons
Chassis: Anaconda OmniHeavy
Power Plant: New Kent Type 325
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound V6
Armament:
16 tons of pod space available
Manufacturer: Novy Minsky Armaments Plant
Primary Factory: New Kent
Communications System: Bishop 211 Meridian
Targeting and Tracking System: Spanke 112-A

Overview

During the Golden Century the Steel Viper Khans lacked the foresight to recognize the value of the OmniMech. Only after the capture of Clan Snow Raven scientists during a Trial of Possession did the Vipers finally develop their own OmniMechs. Working with Steel Viper technicians, the Snow Raven scientists produced the *Crossbow*.

Capabilities

In many ways similar to the Star League-era *Longbow*, the *Crossbow* has a sleeker and more rounded shape. Reliable performance made the *Crossbow* a Viper favorite, and it became a familiar sight on the Inner Sphere worlds occupied by the Steel Vipers. The *Crossbow* has earned a fierce reputation, especially Configuration B.

Intended primarily as a missile-carrying OmniMech, the *Crossbow* carries its weaponry almost exclusively in arm-mounted pods—a striking contrast with many other Clan OmniMechs.

The primary configuration carries only arm-mounted LRM 20 launchers. With Artemis IV fire control, this is the most common configuration. Inexperienced Inner Sphere MechWarriors often close with a Steel Viper foe, only to experience the accuracy of Clan LRM at point blank range.

Configuration A is a compromise between the Prime and the B. Armed with a mix of missiles and pulse lasers, it has proven unpopular with Clan Warriors.

Configuration B delivers devastating barrages from four Streak 6 launchers. Such firepower is well suited to Clan-style duels, but in a prolonged engagement, the *Crossbow* can soon find itself bereft of all offensive capability—as the disastrous fighting on Tukayyid demonstrated.

Configuration C reflects the lessons learned by the Vipers over the last two decades. Armed with two ATM 6 launchers and magazine capacity to carry a selection of ordnance, this version rivals the capabilities of both Prime and B configurations. An ECM suite and anti-personnel weapons round out the configuration.

Configuration D is an attempt to utilize the new heavy laser technology. However, with the *Crossbow's* limited pod space the results are questionable. Three additional heat sinks deal with the heat from a large and medium heavy laser. An LRM 15 and four light machine guns support the main weapons.

Deployment

Clan Steel Viper unveiled the *Crossbow* in 2870 during the Trial of Possession for Firebase Climax. The First Viper Guards used the new OmniMech to defeat the Smoke Jaguar defenders on Homer in under an hour. To this day the Viper Guards continue to make heavy use of the *Crossbow*, combining it with Elemental Points to devastating effect in close combat. Following its debut, the *Crossbow* has been deployed throughout the Steel Viper Toman.

The Blood Spirits are the only other Clan to field the *Crossbow* in numbers. The use of a standard engine, internal structure and armor makes the OmniMech well suited to the Spirits' thrifty nature.

Notable MechWarriors

Star Captain Dawn Moffat: A survivor of the fighting at Devil's Bath on Tukayyid, Dawn was abjured from the Clan in 3057. Details remain tantalizingly sketchy, but Dawn traveled the Inner Sphere before somehow persuading the Vipers to accept her back.

Winning a Moffat Bloodname in 3062, Dawn recently served with distinction with the Viper Fusiliers when they drove the Snow Ravens from Homer.

Type: **Crossbow**
Technology Base: Clan OmniMech
Tonnage: 65
Battle Value: 1,829

Equipment		Mass
Internal Structure:		6.5
Engine:	325	23.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	26
Center Torso (rear)		13
R/L Torso	15	19
R/L Torso (rear)		9
R/L Arm	10	18
R/L Leg	15	26

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	None	12
Left Torso	None	12
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

LRM 20	RA	4	5
Artemis IV FCS	RA	1	1
Ammo (LRM) 12	RA	2	2
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LA	2	2

Alternate Configuration A

LRM 5	RA	1	1
Ammo (LRM) 24	RA	1	1
Streak SRM 6	RA	2	3
Ammo (Streak) 15	RA	1	1
Medium Pulse Laser	RA	1	2
LRM 5	LA	1	1
Ammo (LRM) 24	LA	1	1
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1
Medium Pulse Laser	LA	1	2

Battle Value: 1,797

Alternate Configuration B

2 Streak SRM 6	RA	4	6
Ammo (Streak) 30	RA	2	2
2 Streak SRM 6	RA	4	6
Ammo (Streak) 30	RA	2	2

Battle Value: 1,687

Alternate Configuration C

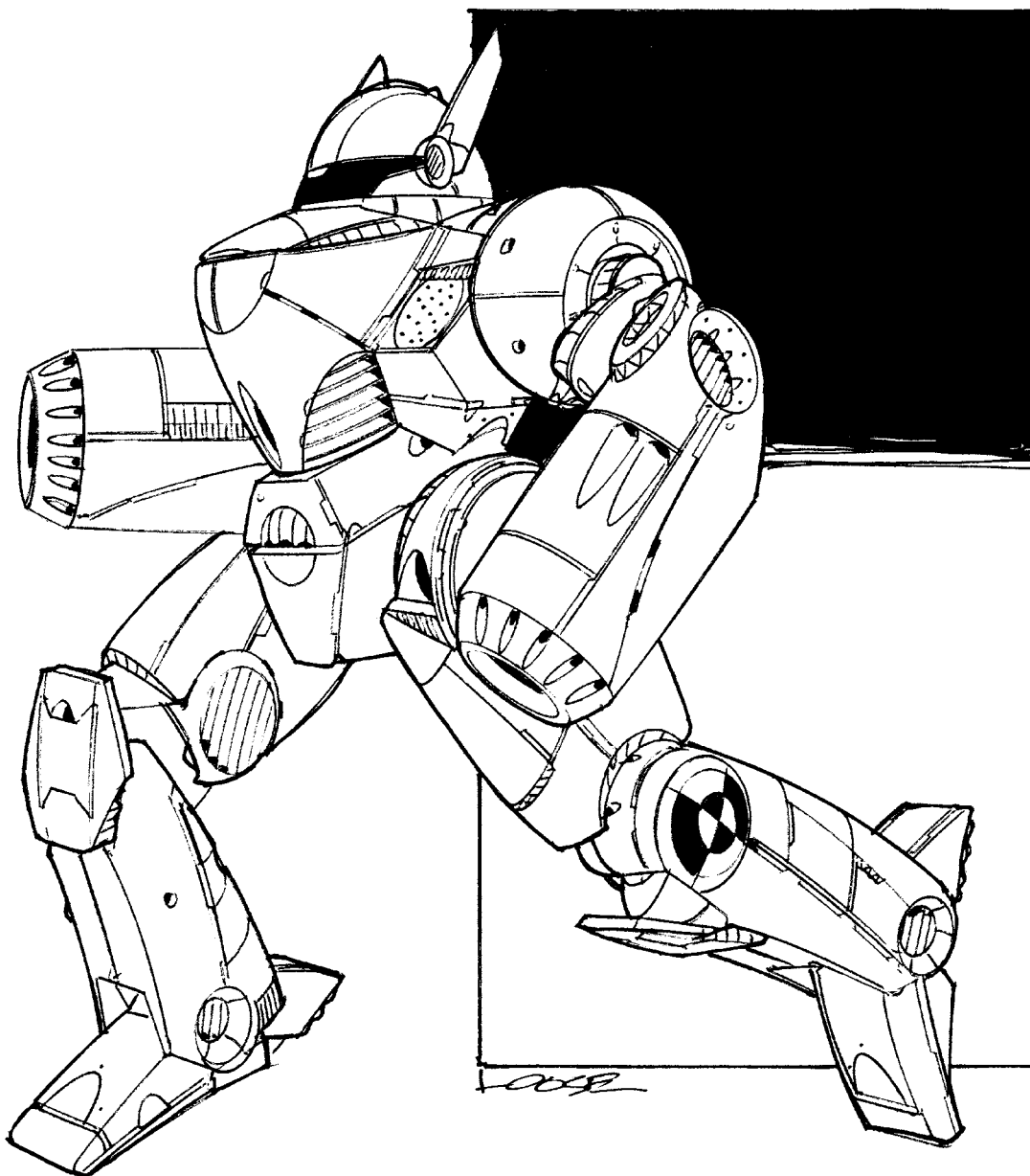
ATM 6	RA	3	3.5
Ammo (ATM) 30	RA	3	3
Heavy Machine Gun	RT	1	.5
Ammo (Heavy MG) 100	RT	1	1
ECM Suite	RT	1	1
ATM 6	LA	3	3.5
Ammo (ATM) 30	LA	3	3
Heavy Machine Gun	LT	1	.5

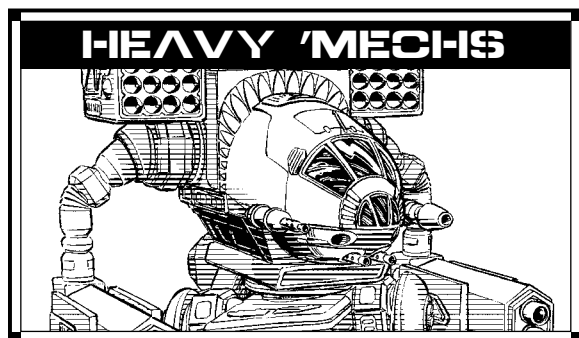
Battle Value: 1,557

Alternate Configuration H

Heavy Large Laser	RA	3	4
Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
2 Light Machine Gun	RT	2	.5
Ammo (Light MG) 100	RT	1	.5
Double Heat Sink	RT	2	1
LRM 15	LA	2	3.5
Ammo (LRM) 16	LA	2	2
Double Heat Sink	LA	2	1
2 Light Machine Gun	LT	2	.5
Double Heat Sink	LT	2	1

Battle Value: 1,707





Mass: 65 tons
Chassis: T-E H65 Standard
Power Plant: Fusion 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging Omni-H24
Armament:
 28.5 tons of pod space available
Manufacturer: Various
Primary Factory: Various
Communications System: CH2B Alpha-Com
Targeting and Tracking System: Version Delta-II TTS(A)

Overview

After losing Tokasha MechWorks to Clan Ghost Bear, the Hell's Horses addressed OmniMech attrition with numerous "crash" projects—developing heavy, less expensive OmniMechs, maximizing their firepower. Unfortunately, their only lasting success in this endeavor (and a questionable one at that) was the *Hellbringer*, a heavy OmniMech that received the nickname *Loki* from FedCom forces.

Capabilities

As with many "second generation" OmniMechs, the *Loki* shares molds and structural components of other Omni designs like the *Thor*. Its chassis, however, clearly descends from venerable *Warhammer* or *Thunderbolt* machines used for ages by the Inner Sphere, betraying some corner cutting when the Horses rushed the *Loki* into production at their Eden complexes. Other signs of this "rush job" are apparent in the *Loki*'s sacrifice of tonnage for pod capacity, which left it as mobile as most Clans' heavyweights, but surprisingly under-armored.

It seems this emphasis on pod space inspired Clan technicians and MechWarriors alike to cram the widest possible armament range into every common *Loki* configuration. The Primary, A, and B configurations all present unusual mixtures of autocannon, missiles, and lasers, creating payloads that emphasize no particular ability, range, or attack specialty. The recent advent of ATMs and heavy lasers spawned even more weapon options, with the C configuration carrying a mix of lasers supported by an LB 20-X and an ATM-6, while the Crusader-favored H load carries a smattering of heavy lasers, LRMs, and an autocannon.

Clans Jade Falcon and Hell's Horses have introduced two new mission-specific configurations that sport the latest in Clan weaponry. The Falcons' D configuration is an obvious anti-battlesuit configuration, carrying a balanced mix of plasma cannons, pulse lasers, and B-Pods to decimate infantry formations, while the Horses' E version uses jump jets and a combination of ER large lasers, an LRM-10 rack, and a hyper-assault Gauss for solid punch at medium to long ranges.

Deployment

The Horses lost exclusive production over the *Loki* line soon after its initial deployment, and they may have deliberately shared the design with other Clans to curry favor or to obtain supplies. The result was a widespread dispersion of the OmniMech to various nearby Clans. While every Clan possesses or at least has regular access to production facilities for the *Loki*, the last decade has seen a sharp decline in the 'Mech's numbers, particularly among the Crusader Clans who find its under-armored design obsolete in the face of newer models and technologies.

Notable MechWarriors

Star Captain Phadorah: At the helm of a *Loki* E, Phadorah (reportedly of the Ravenwater Bloodname House) led a Nova of Horses OmniMechs and ProtoMechs in the recent capture of New Caledonia from Clan Wolf. At the peak of the fighting, Phadorah reportedly engaged and defeated two Wolf Clan 'Mechs simultaneously, including that of former Horseman Akira Amirault, Star Colonel of the Wolves' Thirty-third Wolf Champions. Phadorah's "reclamation" of Amirault has already put this young and reformed Crusader on the fast track to earning her own Bloodname.

Type: **Hellbringer**
 Inner Sphere Designation: **Loki**
 Technology Base: Clan OmniMech
 Tonnage: 65
 Battle Value: 2,654

Equipment		Mass
Internal Structure:		6.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	128	8
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	17
Center Torso (rear)		8
R/L Torso	15	14
R/L Torso (rear)		7
R/L Arm	10	11
R/L Leg	15	15

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	2	6
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
2 Machine Guns	RT	1	.5
Ammo (MG) 100	RT	1	.5
ER PPC	LA	2	6
ECM Suite	LT	1	1
Active Probe	LT	1	1
Targeting Computer	LT	3	3
3 ER Medium Lasers	LT	1	1
Anti-Missile System	H	1	.5
Ammo (AMS) 24	CT	1	1
2 A-Pods	RL	2	1
2 A-Pods	LL	2	1

Weapons and Ammo

Alternate Configuration A

Location	Critical	Tonnage
Ultra AC/5	RA 3	7
Ammo (Ultra) 20	RA 1	1
LRM 20	RT 4	5
Ammo (LRM) 6	RT 1	1
2 Machine Guns	RT 2	.5
2 ER Large Lasers	LA 2	8
Active Probe	LT 1	1
Narc Missile Beacon	LT 1	2
Ammo (Narc) 6	LT 1	1
ER Medium Laser	H 1	1
Ammo (MG) 200	CT 1	1

Battle Value: 1,948

Alternate Configuration B

Location	Critical	Tonnage
Gauss Rifle	RA 6	12
Ammo (Gauss) 8	RA 1	1
2 SRM 6	RT 2	3
2 Artemis IV FCS	RT 1	2
Ammo (SRM) 30	RT 2	2
LB 5-X AC	LA 4	7
Ammo (LB-X) 20	LA 1	1
ER Small Laser	LT 1	.5

Battle Value: 1,592

Alternate Configuration C

Location	Critical	Tonnage
ATM 6	RA 3	3.5
Ammo (ATM) 30	RA 3	3
Ammo (LB-X) 5	RT 1	1
LB 20-X AC	RT 9	12
ER Large Laser	LA 1	4
2 ER Small Lasers	LA 2	1
2 ER Medium Lasers	LT 2	2
Ammo (LB-X) 10	LT 2	2

Battle Value: 2,076

Alternate Configuration D

Location	Critical	Tonnage
2 Plasma Cannons	RA 2	6
Ammo (Plamsa) 20	RA 2	2
2 Medium Pulse Lasers	RT 2	4
2 Plasma Cannons	LA 2	6
Ammo (Plamsa) 20	LA 2	2
2 Medium Pulse Lasers	LT 2	4
Micro Pulse Laser	H 1	.5
2 B-Pods	RL 2	2
2 B-Pods	LL 2	2

Battle Value: 2,145

Weapons and Ammo

Alternate Configuration E

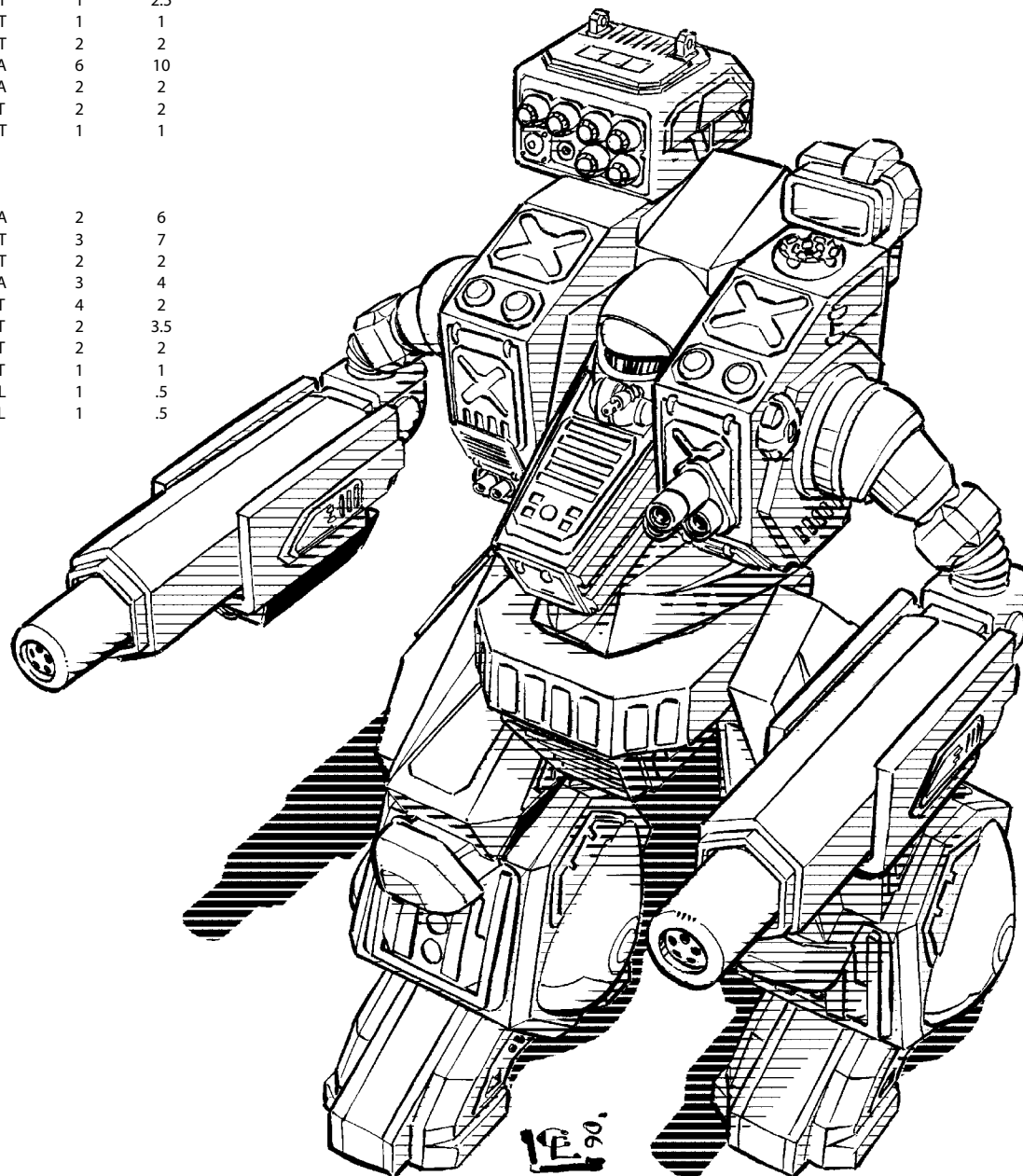
Location	Critical	Tonnage
2 ER Large Lasers	RA 2	8
LRM 10	RT 1	2.5
Ammo (LRM) 12	RT 1	1
Jump Jets	RT 2	2
HAG 20	LA 6	10
Ammo (HAG) 12	LA 2	2
Jump Jets	LT 2	2
Jump Jet	CT 1	1

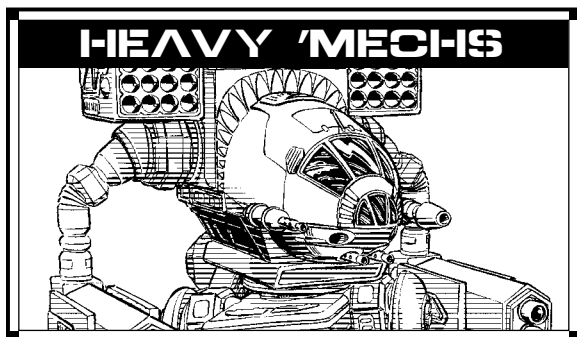
Battle Value: 2,304

Alternate Configuration H

Location	Critical	Tonnage
ER PPC	RA 2	6
Ultra AC/5	RT 3	7
Ammo (Ultra) 40	RT 2	2
Heavy Large Laser	LA 3	4
4 Heavy Small Lasers	LT 4	2
LRM 15	LT 2	3.5
Ammo (LRM) 16	LT 2	2
Active Probe	LT 1	1
A-Pod	RL 1	.5
A-Pod	LL 1	.5

Battle Value: 1,952





Mass: 70 tons
Chassis: Type 56-45C Modified Endo Steel
Power Plant: 280 RFUM Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Clan Standard 14X Series
Jump Capacity: 120 meters
Armor: Arcadia Compound Delta VII Standard
Armament:

- 1 Omega 12-coil Gauss Rifle
- 1 Type X "Short Bow" LRM-10 Launcher
- 1 Kolibri Delta Series Large Pulse Laser
- 1 Kolibri Delta Series Medium Pulse Laser
- 1 Chi Series Small Pulse Laser

Manufacturer: Clan Ghost Bear, Bergan Industries
Primary Factory: Arcadia (not manufactured since 3013), Jarett
Communications System: Garret T10B
Targeting and Tracking System: Series VI KITT

Overview

Once observed only in Ghost Bear garrison Clusters, the *Grizzly* is a multi-role heavy 'Mech that shares design concepts with Clan Ghost Bear's two most prevalent Omnis, the *Vulture* and the *Gladiator*. Plagued with the "jack of all trades, master of none" stigma, it has never fully found a niche in the Ghost Bear forces, in part because it lacks a single combat focus. With word of atrocities occurring among the Rasalhague Republic in the current Jihad, however, the Bear Touman has begun to re-look at this out-of-production design for immediate manufacture in order to quickly boost material for their anticipated entry into battle.

Capabilities

An older 'Mech design plagued with flaws—its layers of sloped armor tend to lodge in place when damaged, causing havoc with joints and even weapon ports—it still finds use in many garrison forces. The *Grizzly* is jump-capable and does sport an array of weapons that cover the gamut of combat ranges. The Gauss rifle and ten-pack long-range missiles give it a punch even at long range while the trio of pulse lasers add ferocity to short-range dust-ups. However, because the 'Mech is not geared to either type of combat exclusively, it limits its use in the harder hitting offensive Galaxies of the Bear forces and is typically seen in the greener Provisional Garrison Clusters.

Deployment

Manufacture of the *Grizzly* ceased in 3013, though there still remains a large number of the design scattered among the Ghost Bear Touman. A recent overhaul of the *Grizzly* was experimented with after the Combine War in 3063 showed that the Combine was using battle armor troops more effectively. In conjunction with the Golem battle armor project, the Technician and Scientist Caste endeavored to develop a 'Mech design that would complement the urban-style defender armor. Most deployed *Grizzlies* are seeing recalls to reconfigure the 'Mech to a newer, more deadly urban defender variant.

Variants

What has become known as the *Grizzly 2*—and, coincidentally, better received among the Bear warrior caste—evolved from a Star Captain's custom machine that was used to surprising success in the hard defense of Last Frontier during the Dominion-Combine War. Impressed by the Star Captain's *Grizzly's* unusual weapons array, the Clan immediately ordered all of the Twelfth's *Grizzlies* changed to the new designation.

Retaining the Gauss rifle system, the pulse laser array is removed for a larger array of six ER micro lasers. This unusual array has a slightly longer reach than standard machine guns, without the deadly cargo of ammunition. Additionally, the long range missile pack was replaced with a newer nine-rack Advanced Tactical Missile system, for which warriors are encouraged to load up on the HE warheads if fighting in close-quarter combat. An ER large laser rounds out the revamped design.

Notable MechWarriors

Star Captain Scott: Known as "Pagan" behind his back, the quiet Star Captain is almost revered among his comrades in the Twelfth PGC for his then-unique custom *Grizzly* that paved the way for a renaissance of the venerable 'Mech. Normally quite reserved outside the battle zone, his nickname comes from his incessant use of every possible religious figure in Mankind's history as his own personal swear vocabulary in the heat of battle. His impressive kill record against Combine battle armor forces on Last Frontier—taking down over fourteen troopers, of which three were in Kanazuchis—has reignited his fading career and put him in line for the next available Gurdel Bloodname.

MechWarrior Tagge: A veteran of the Hell's Horses attacks in 3063 on Goito and one of the few surviving members of Kappa Galaxy, Tagge held off a recon Star of Horsemen vehicles in the Ribaldi Canyon—a veritable hell of lava flows and heat storms. Using his *Grizzly's* weapons to great effect and riding a high heat curve, he accounted for eight of the ten Horses at range, using the canyon's tall walls for sniping and cover. A final Death From Above maneuver shattered a Horses Minion hovertank and nearly decapitated Tagge, removing him from active duty for almost two years; even Clan medicine was pushed to the limits, but his spectacular prowess warranted the time and effort. Failing his Trial of Position to claim a place in Tau Galaxy, he has since disappeared from Gunzburg and the Bears. The Clan Watch has since reported sightings of him among the dregs of humanity on Solaris VII.

Type: **Grizzly**

Technology Base: Clan

Tonnage: 70

Battle Value: 2,219

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	280	3.5
Walking MP:	4	16
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

Internal
Structure

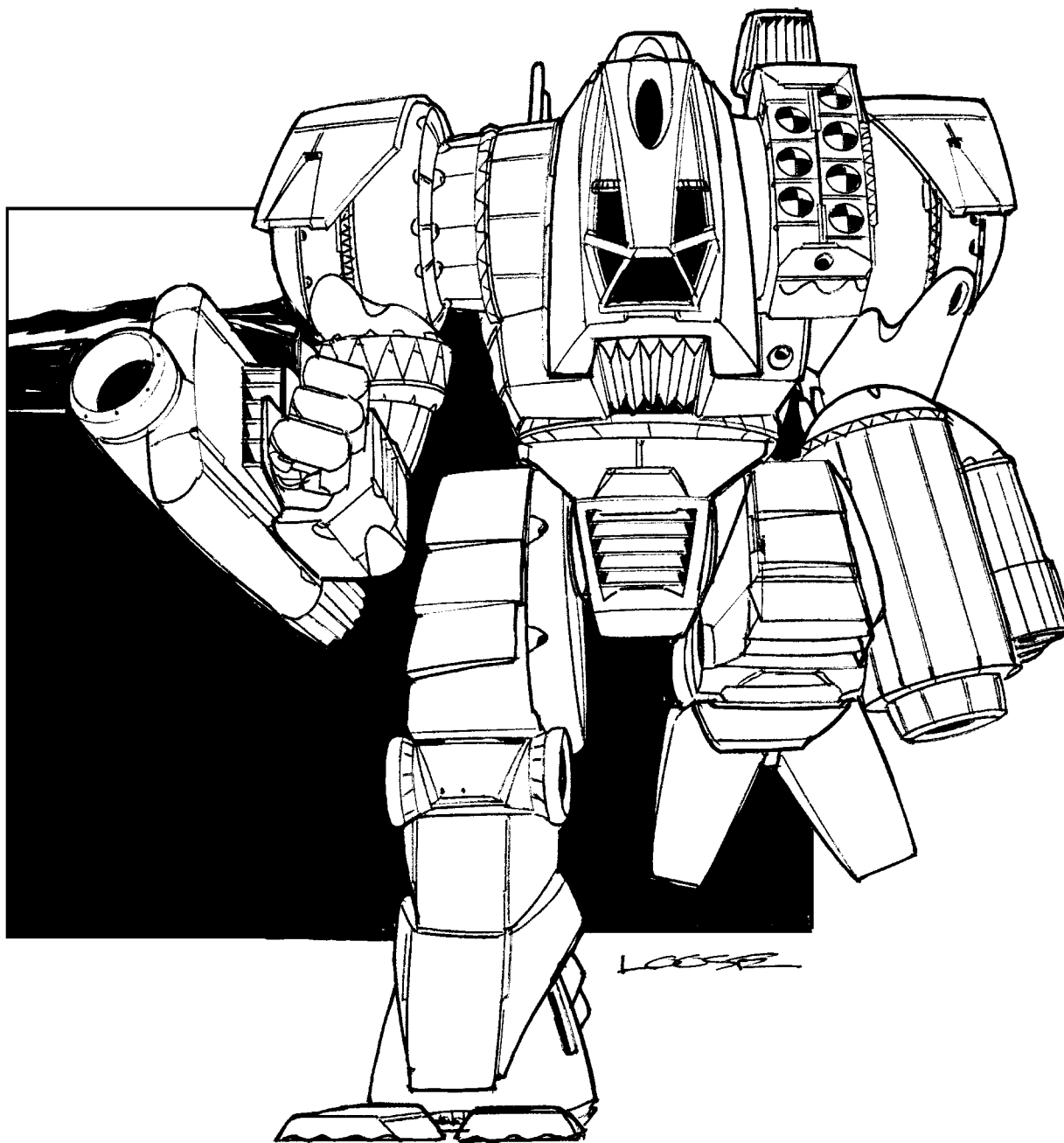
Armor
Value

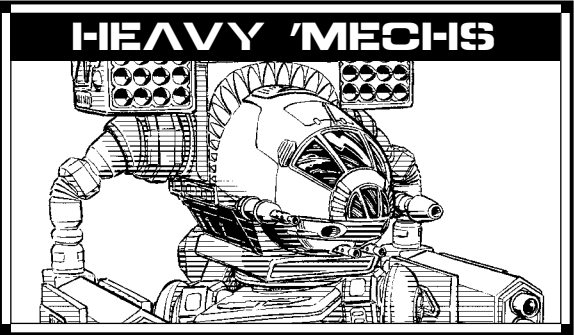
Head	3	9
Center Torso	22	31
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	27

Weapons

and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
Small Pulse Laser	LA	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2





Mass: 70 tons
Chassis: Mynx Type Heavy
Power Plant: Consolidated Fusion 280 Extralight
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Alpha Compound Plate
Armament:
38 tons of pod space available
Manufacturer: Barcella Alpha, Irece Alpha
Communications System: JNE Integrated
Targeting and Tracking System: Build 2 CAT TTS

Overview

Following Clan Nova Cat’s defeat at Tukayyid, that Clan began talks with the Draconis Combine. Khan Severen Leroux at the same time ordered the construction of a new heavy OmniMech. Built to protect the Clan both militarily and spiritually, the design was christened *Nova Cat*, imbuing it with the spirit of the Clan.

In 3059, when the Inner Sphere launched its counterat- tack on the Smoke Jaguar Occupation Zone, Clan Nova Cat’s decision was at hand. The Smoke Jaguars suddenly found themselves facing Clan Nova Cat forces as part of the new Star League Army. At the forefront of the Nova Cat units was their new *Nova Cat* ‘Mech.

Capabilities

Impressed by Clan Jade Falcon’s *Night Gyr*, Nova Cat scientists reduced the speed of the *Nova Cat* to free a massive amount of pod space for weapons allocation, giving the *Nova Cat* its unique look.

The standard configuration has awesome long-range firepower. However, to help control heat, the pilot must alternate his weapons fire. Relying on beam weapons allows this configuration to operate away from support for extended periods.

The A configuration is similar to the *Summoner* D, while configuration B is a missile platform similar to the *Night Gyr* D. The C configuration is meant for urban combat, not extended campaigns. Configuration D mounts the new heavy lasers invented by Clan Star Adder, combined with an LB-X/10 autocannon. This configuration has incredible short-range firepower, but at the cost of excessive overheating problems.

Deployment

The *Nova Cat* was first produced on the Nova Cat capital of Barcella, in Clan space. In early 3059, production began in the new Irece Alpha plant in the Inner Sphere.

First seeing service with Clan Nova Cat during Operation Bulldog, several *Nova Cats* were seized by the Smoke Jaguars when they captured a malfunctioning Nova Cat DropShip. Sources in the Periphery persistently report an odd-looking ‘Mech resembling the *Nova Cat*. It is possible that one or more of these machines may have become part of the arsenals of other Clans that accepted Smoke Jaguar refugees.

Type: **Nova Cat**
Technology Base: Clan OmniMech
Tonnage: 70
Battle Value: 2,530

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	35
Center Torso (rear)		8
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	30

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

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
3 ER Large Lasers	LA	3	12
2 Double Heat Sinks	LA	4	2
5 Double Heat Sinks	LT	10	5
5 Double Heat Sinks	RT	10	5
2 ER PPC	RA	4	12
2 Double Heat Sinks	RA	4	2

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

2 ER Large Lasers	LA	2	8
4 Double Heat Sinks	LA	8	4
Jump Jets	LT	2	2
4 Double Heat Sinks	LT	8	4
Jump Jets	RT	2	2
Targeting Computer	RT	4	4
2 Double Heat Sinks	RT	4	2
2 ER Large Lasers	RA	2	8
4 Double Heat Sinks	RA	8	4
Battle Value: 2,629			

Alternate Configuration B

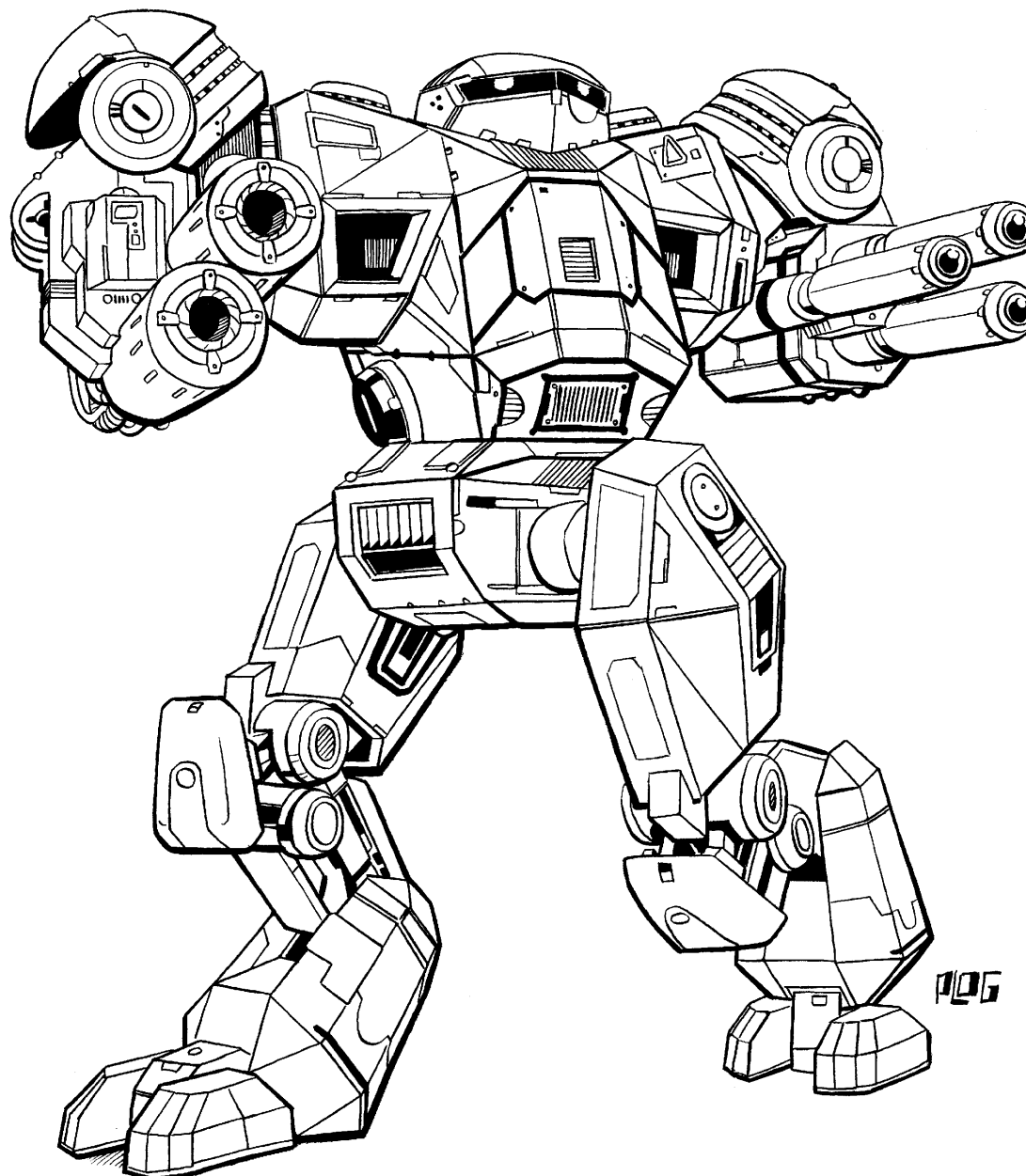
3 LRM 15	LA	6	10.5
Ammo (LRM) 40	LT	5	5
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	4	2
Ammo (LRM) 40	RT	5	5
ER Medium Laser	RT	1	1
2 Double Heat Sinks	RT	4	2
3 LRM 15	RA	6	10.5
Double Heat Sink	RA	2	1
Battle Value: 2,492			

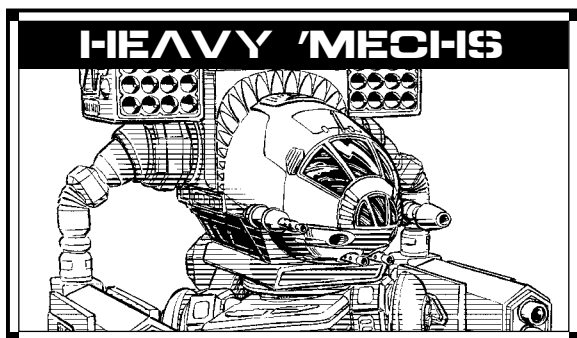
Alternate Configuration C

2 Large Pulse Lasers	LA	4	12
Ammo (Ultra) 40	RT	2	2
Ammo (LB-X) 40	RT	2	2
Double Heat Sink	RT	2	1
2 Ultra AC/5	RA	6	14
LB 5-X AC	RA	4	7
Battle Value: 1,944			

Alternate Configuration D

LB 10-X AC	LA	5	10
Heavy Large Laser	LA	3	4
Double Heat Sink	LA	2	1
Ammo (LB-X) 10	LT	2	2
Targeting Computer	LT	5	5
Double Heat Sink	LT	2	1
5 Double Heat Sinks	RT	10	5
2 Heavy Large Lasers	RA	6	8
2 Double Heat Sinks	RA	4	2
Battle Value: 2,084			





Mass: 70 tons

Chassis: JFS-703

Power Plant: Redline 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: JF Standard

Jump Capacity: 150 m

Armor: J63-3E Ferro Fibrous

Armament:

22.5 tons of pod space available

Manufacturer: Eagle Craft Group, St. Louis MechWorks

Primary Factory: Ironhold, Niles

Communications System: Model J-D 067

Targeting and Tracking System: Hawkeye 58

Overview

The *Summoner*, dubbed the *Thor* in the Inner Sphere, is a mobile heavy 'Mech designed to accommodate a bulky weapons load. Often unfairly compared to the *Timber Wolf*, the *Thor* was built with mobility for both offense and defense. The design dates back nearly two hundred years to when the Jade Falcons used captured *Threshers* as a basis for a new OmniMech. It has been successful as both a raider and a quick-strike assault unit, and members of the LAAF are all too familiar with its capabilities.

Capabilities

In its Primary configuration, the *Summoner* does well as a raider. Relying on an ER PPC for most of its firepower, an LRM 15 and LB-class autocannon provide additional long-range punch. The A version has a similar profile but is more close-range focused. The B model, armed mainly with missiles, is used for fire support. The C configuration centers on an Ultra autocannon/20, one of the most feared weapons on

the battlefield. Perhaps one of the most efficient uses of the design is the D configuration, with ER lasers on each arm and a targeting computer.

A recent sighting, the E model takes advantage of the new ATM missile system. The advent of the heavy laser led to the H model, focusing on a pair of heavy large lasers and ER mediums. A mix of the Primary and Alpha configurations, the M seems to be meant for close-in fighting. The ER PPC gives it range, but the LB autocannon is again short on ammo while the Streak-6 rack has two tons.

Two new versions have recently cropped up; the first is the HH, which focuses on the hyper-assault Gauss rifle. Used by Hell's Horses warriors, it also mounts the new plasma cannon and various medium lasers. The configuration made popular by Quinn Kerensky, dubbed the G, centers on SRM racks in each torso and energy weapons in the arms. For close-in firepower, heavy lasers have been added.

Deployment

The *Summoner* was three times as common in Jade Falcon units than other Clans during the initial invasion, and it has grown increasingly more so as other Clans have made newer designs in the same weight class. A Clan Coyote adage says, "If you see a Falcon not in a *Summoner*, *Hellbringer* or *Kit Fox*, double your caution."

Notable MechWarriors

Star Captain Quinn Kerensky: Following in the footsteps of her ancestors, Quinn was never one to go with the flow just for the sake of going. A gifted MechWarrior and a good leader, her attitude eventually caught up with her; when challenged by the Falcons for a Trial of Possession for her, her commander bid low and sent her out. Since she has joined the Falcons, Quinn has become among the most aggressive against her former Clan, seeking to be allowed to someday challenge for her genetic heritage. Most Clan warriors find physical attacks offensive, but Quinn likes to tap an opponent to showcase her skills and taunt her opponents.

Type: **Summoner**

Inner Sphere Designation: **Thor**

Technology Base: Clan OmniMech

Tonnage: 70

Battle Value: 2,298

Equipment

Equipment		Mass
Internal Structure:		7
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	182	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	27
Center Torso (rear)		8
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	11	17
R/L Leg	15	23

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	Jump Jet	1
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
ER PPC	RA	2
LB 10-X AC	LA	5
Ammo (LB-X) 10	LA	1
LRM 15	LT	1
Ammo (LRM) 16	LT	2

Alternate Configuration A

Location	Critical	Tonnage
Large Pulse Laser	RA	2
Gauss Rifle	LA	6
Ammo (Gauss) 8	LA	1
SRM 6	LT	1
Ammo (SRM) 30	LT	2

Battle Value: 2,145

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

LRM 20	RA	4	5
Ammo (LRM) 12	RA	2	2
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
LRM 20	LA	4	5
Ammo (LRM) 12	LA	2	2
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
NARC Beacon	LT	1	1
Ammo (Narc) 6	LT	1	1

Battle Value: 2,159

Alternate Configuration C

ER Large Laser	RA	1	4
ER Small Laser	RA	1	.5
Ultra AC/20	LA	8	12
Ammo (Ultra) 10	LT	2	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1

Battle Value: 2,379

Alternate Configuration D

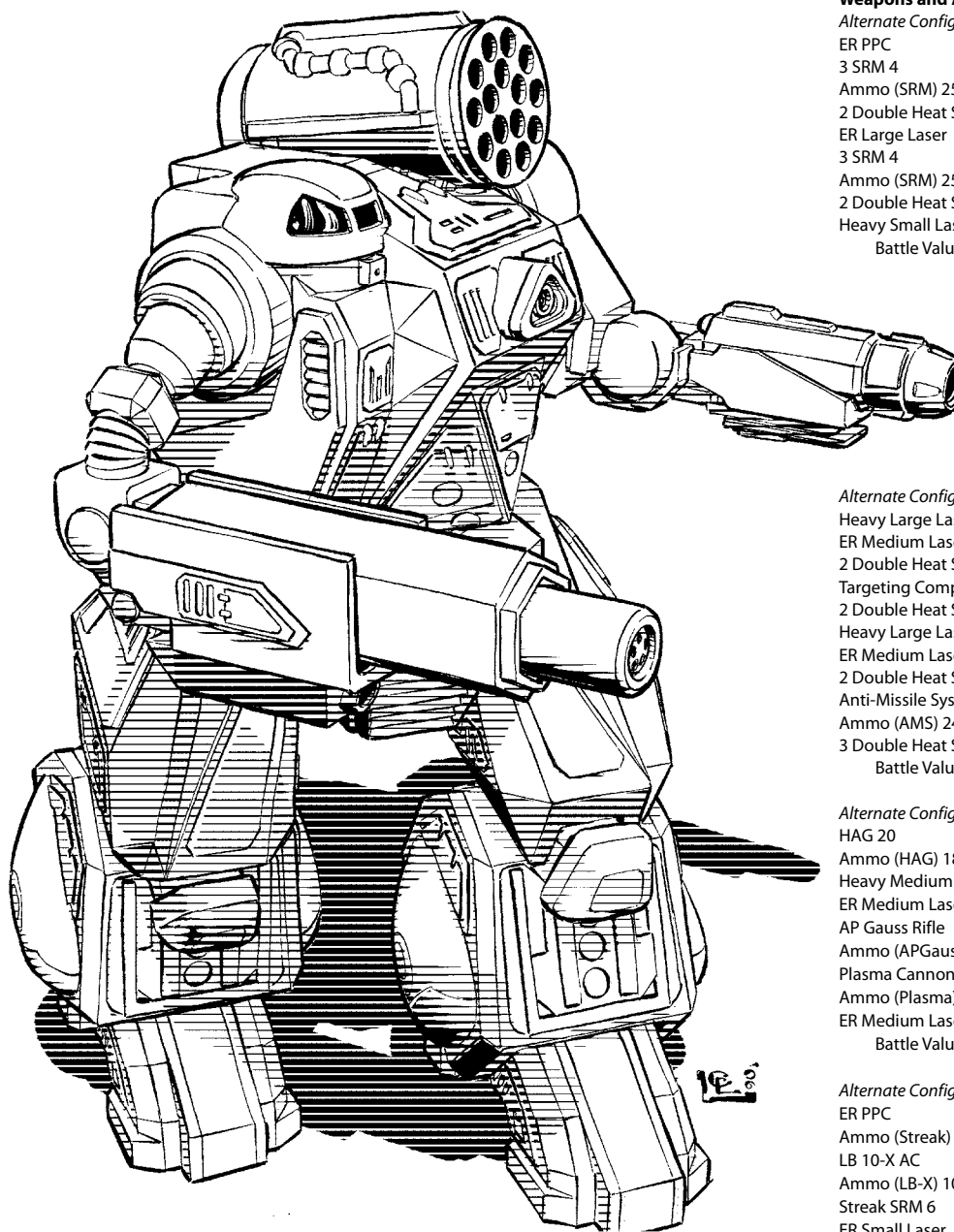
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
3 Double Heat Sinks	RA	6	3
Machine Gun	RT	1	.25
Anti-Missile System	RT	1	.5
Targeting Computer	RT	2	2
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
3 Double Heat Sinks	LA	6	3
Machine Gun	LT	1	.25
Ammo (MG) 200	LT	1	1
Anti-Missile System	LT	1	.5
Ammo (AMS) 48	LT	2	2

Battle Value: 2,643

Alternate Configuration E

ATM 12	RA	5	7
ATM 6	RA	3	3.5
Ammo (ATM) 15	RT	3	3
Ammo (ATM) 30	RT	3	3
ER PPC	LA	2	6

Battle Value: 2,612



Weapons and Ammo Location Critical Tonnage

Alternate Configuration G

ER PPC	RA	2	6
3 SRM 4	RT	3	3
Ammo (SRM) 25	RT	1	1
2 Double Heat Sinks	RT	4	2
ER Large Laser	LA	1	4
3 SRM 4	LT	3	3
Ammo (SRM) 25	LT	1	1
2 Double Heat Sinks	LT	4	2
Heavy Small Laser	CT	1	.5

Battle Value: 2,452

Alternate Configuration H

Heavy Large Laser	RA	3	4
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	4	2
Targeting Computer	RT	2	2
2 Double Heat Sinks	LA	4	2
Heavy Large Laser	LA	3	4
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	4	2
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
3 Double Heat Sinks	LT	6	3

Battle Value: 2,536

Alternate Configuration HH

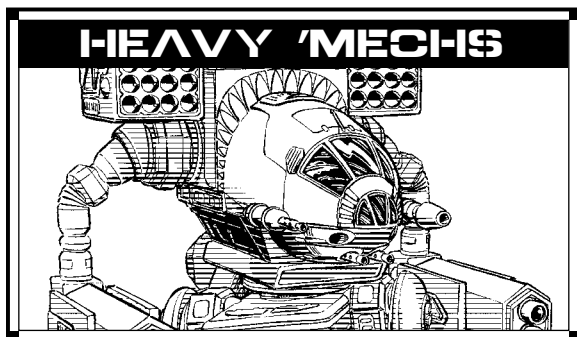
HAG 20	RA	6	10
Ammo (HAG) 18	RA	3	3
Heavy Medium Laser	RT	2	1
ER Medium Laser	LA	1	1
AP Gauss Rifle	LA	1	.5
Ammo (APGauss) 40	LA	1	1
Plasma Cannon	LT	1	3
Ammo (Plasma) 20	LT	2	2
ER Medium Laser	CT	1	1

Battle Value: 2,490

Alternate Configuration M

ER PPC	RA	2	6
Ammo (Streak) 30	RT	2	2
LB 10-X AC	LA	5	10
Ammo (LB-X) 10	LA	1	1
Streak SRM 6	LT	2	3
ER Small Laser	LT	1	.5

Battle Value: 2,251



Mass: 75 tons
Chassis: Type W3 Endo-steel
Power Plant: Starfire 375 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Composite A-2 Ferro-Fibrous
Armament:
 27.5 tons of pod space available
Manufacturer: Wolf Clan Site #2, Wolf Clan Site 1
Primary Factory: Strana Mechty, Arc-Royal
Communications System: Khan Series (Type 2c)
Targeting and Tracking System: Series III OPT

Overview

The first OmniMech the Inner Sphere encountered, the *Mad Cat* was so named by ComStar analysts for its resemblance to both the *Marauder* and *Catapult*. Built by Clan Wolf, the *Timber Wolf* has proven to be a near-perfect blending of advanced Clan technologies in a single lethal machine.

Capabilities

Fast and well armored, the *Mad Cat* is also endowed with a generous pod capacity. The Primary configuration is a well-balanced mix of lasers and missiles, equally deadly at short and long-range. The B configuration is something of a compromise in order to fit a Gauss rifle, and it remains relatively uncommon. Configuration C has a weapon mix better suited to combat at intermediate ranges and is a popular choice for dueling. With its rear-firing missile packs, configuration D is well suited to the kind of infighting seen in a Bloodname Grand Melee, or in use against Inner Sphere opponents.

Contact with Inner Sphere tactics prompted the development of Configuration S. Geared for urban combat and dealing with conventional infantry, this version is becoming a common sight in the Clan Occupation Zone.

The OmniMech's unique strengths allow for rapid adoption of new technology. The E and H configurations are configurations of the prime that have been modified to incorporate ATM and heavy laser technology respectively. Faced with the realities of modern warfare, the Jade Falcons have adopted new anti-personnel weapons on their *Mad Cats*. Mounting three of the new anti-personnel Gauss rifles, the F configuration is equally efficient against battle armor as it is against conventional infantry.

Deployment

Clan Wolf introduced the *Mad Cat* in 2945 to help replace the aging *Woodsmen* OmniMech. Debuting with the Fourth Wolf Guard, the *Mad Cat* was a nasty surprise for the Sea Foxes (now Clan Diamond Shark). Fast and powerful, two Trinaries composed primarily of the new OmniMech rolled over the Thirteenth Cruiser Cluster defending the oil fields on Piori. Since that victory, the Wolves have jealously guarded the rights to build the *Mad Cat* in numerous Trials of Possession. Unable to manufacture their own *Mad Cats*, other Clans must fall back on battlefield salvage or trade to acquire the design. Consequently the other Clans field only a modest number of *Mad Cat*.

Much of the credit for the Wolves' success during Operation Revival must be laid at the feet of the *Mad Cat*. Inner Sphere MechWarriors found their equipment woefully inferior to the deadly OmniMech. It is little wonder that the *Mad Cat* quickly came to symbolize the Clans' technical superiority.

Notable MechWarriors

The Bounty Hunter: Now piloting a *Mad Cat* captured from the Smoke Jaguars during the Clan Invasion, the Bounty Hunter's bright green 'Mech, decorated with credit symbols, is once more a much-feared sight across the battlefields of the Inner Sphere and Clan Occupation Zones. Of course it is the highest of ironies (lost on most Clansmen) that the most famous and feared *Mad Cat* pilot alive is not only a Spheroid, but the worst sort of mercenary.

Star Colonel Aidan Pryde: Star Colonel Pryde commanded the rebuilt Falcon Guards in Clan Jade Falcon's Gamma Galaxy. On Tukayyid, his command gave the Clan's best showing. When the Com Guards forced them to retreat from Olalla, Aidan stood alone against the pursuers so that his comrades could escape. Alone, he killed more than a dozen Fourth Army 'Mechs before he fell. His last stand caused some of his enemies to weep at the sheer martial beauty of his selfless sacrifice.

Type: **Timber Wolf**
 Inner Sphere Designation: **Mad Cat**
 Technology Base: Clan OmniMech
 Tonnage: 75
 Battle Value: 2,737

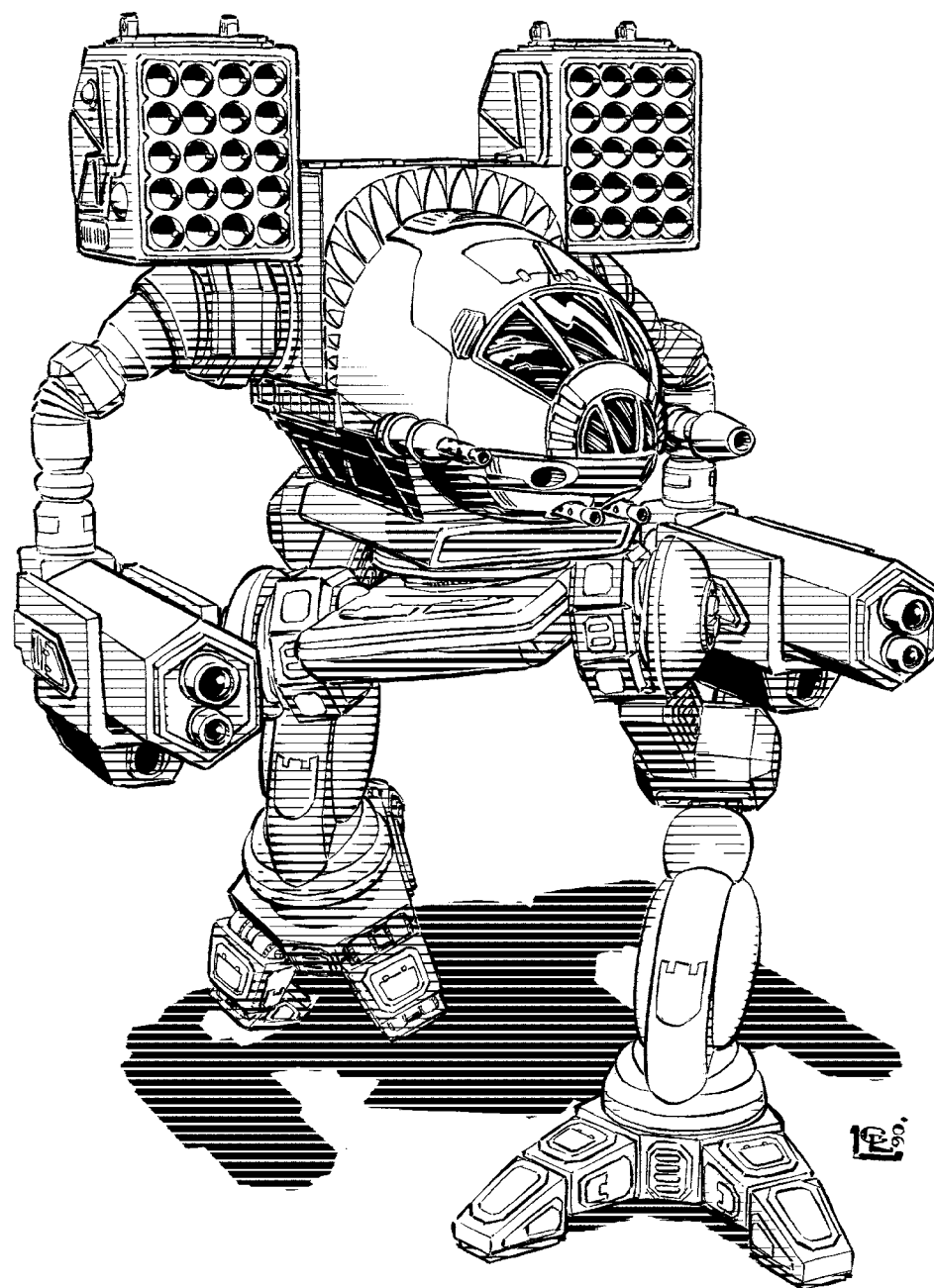
Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	230	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	23	36
Center Torso (rear)		9
R/L Torso	16	25
R/L Torso (rear)		7
R/L Arm	12	24
R/L Leg	16	32

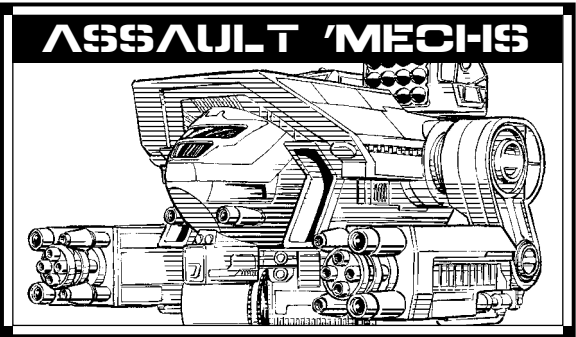
Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 XL Engine	7
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	7
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
Machine Gun	RT	1	.25
Ammo (MG) 200	RT	1	1
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
Medium Pulse Laser	LT	1	2
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1
Machine Gun	CT	1	.25

Weapons and Ammo	Location	Critical	Tonnage	Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration A</i>							
ER PPC	RA	2	6	ER Large Laser	RA	1	4
3 Double Heat Sinks	RA	6	3	ER Medium Laser	RA	1	1
Streak SRM 6	RT	2	3	Double Heat Sink	RA	2	1
Ammo (Streak) 15	RT	1	1	AP Gauss Rifle	RT	1	.5
ER PPC	LA	2	6	Ammo (APGauss) 40	RT	1	1
2 Double Heat Sinks	LA	4	2	LRM 20	RT	4	5
3 Medium Pulse Lasers	LT	3	6	Ammo (LRM) 6	RT	1	1
ER Small Laser	CT	1	.5	ER Large Laser	LA	1	4
Battle Value: 2,854				ER Medium Laser	LA	1	1
<i>Alternate Configuration B</i>							
Gauss Rifle	RA	6	12	Double Heat Sink	LA	2	1
Ammo (Gauss) 8	RA	1	1	AP Gauss Rifle	LT	1	.5
SRM 4	RT	1	1	LRM 20	LT	4	5
Ammo (SRM) 25	RT	1	1	Ammo (LRM) 6	LT	1	1
Artemis IV FCS	RT	1	1	ER Medium Laser	LT	1	1
Large Pulse Laser	LA	2	6	AP Gauss Rifle	CT	1	.5
Small Pulse Laser	LA	1	1	Battle Value: 2,764			
LRM 10	LT	1	2.5	<i>Alternate Configuration H</i>			
Ammo (LRM) 12	LT	1	1	Heavy Large Laser	RA	3	4
Artemis IV FCS	LT	1	1	2 Double Heat Sinks	RA	4	2
Battle Value: 2,224				LRM 20	RT	4	5
<i>Alternate Configuration C</i>				Ammo (LRM) 12	RT	2	2
Ultra AC/5	RA	3	7	Artemis IV FCS	RT	1	1
Ammo (Ultra) 20	RA	1	1	Heavy Large Laser	LA	3	4
LRM 15	RT	2	3.5	Double Heat Sink	LA	2	1
Ammo (LRM) 8	RT	1	1	LRM 20	LT	4	5
Ammo (AMS) 24	RT	1	1	Ammo (LRM) 12	LT	2	2
2 ER Large Lasers	LA	2	8	Artemis IV FCS	LT	1	1
LRM 15	LT	2	3.5	ER Small Laser	CT	1	.5
Ammo (LRM) 8	LT	1	1	Battle Value: 2,627			
Anti-Missile System	LT	1	.5	<i>Alternate Configuration S</i>			
ER Medium Laser	CT	1	1	2 Medium Pulse Lasers	RA	2	4
Battle Value: 2,500				Ammo (SRM) 30	RA	2	2
<i>Alternate Configuration D</i>				Double Heat Sink	RA	2	1
ER PPC	RA	2	6	ER Small Laser	RT	1	.5
Streak SRM 6	RT	2	3	Machine Gun	RT	1	.25
Streak SRM 6	RT (R)	2	3	Ammo (MG) 100	RT	1	.5
Ammo (Streak) 30	RT	2	2	2 SRM 6	RT	2	3
ER PPC	LA	2	6	Jump Jets	RT	2	2
Streak SRM 6	LT	2	3	Large Pulse Laser	LA	2	6
Streak SRM 6	LT (R)	2	3	Ammo (SRM) 30	LA	2	2
Ammo (Streak) 15	LT	1	1	Machine Gun	LT	1	.25
ER Small Laser	CT	1	.5	2 SRM 6	LT	2	3
Battle Value: 2,682				Jump Jets	LT	2	2
<i>Alternate Configuration E</i>				Jump Jet	CT	1	1
ER Large Laser	RA	1	4	Battle Value: 2,462			
2 Double Heat Sinks	RA	4	2	<i>Alternate Configuration F</i>			
ATM 9	RT	4	5	ER Large Laser	RA	1	4
Ammo (ATM) 21	RT	3	3	ER Medium Laser	RA	1	1
ER Large Laser	LA	1	4	Double Heat Sink	RA	2	1
Double Heat Sink	LA	2	1	AP Gauss Rifle	RT	1	.5
ATM 9	LT	4	5	Ammo (APGauss) 40	RT	1	1
Ammo (ATM) 21	LT	3	3	LRM 20	RT	4	5
Light TAG	CT	1	.5	Ammo (LRM) 6	RT	1	1
Battle Value: 2,444				ER Large Laser	LA	1	4





Mass: 80 tons
Chassis: Clan Series Assault SXC
Power Plant: 400 Model SF-3 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging C629/j Ferro-Fibrous
Armament:
21.5 tons of pod space available
Manufacturer: Wolf Clan Site OZ-1, Tokasha Mechworks
Primary Factory: Tamar, Tokasha
Communications System: Raldon R1
Targeting and Tracking System: Version Kappa-III TTS

Overview

Fast for an assault-class 'Mech, the *Gargoyle* (commonly called the *Man-o'-War* in the Inner Sphere) instilled shock and terror among many of the Spheroid MechWarriors who faced it during the initial Clan Invasion. Because the majority of the pod space lay in the arms, switching out weapon layouts required little time between missions—leading many Inner Sphere commanders to believe that the Invader Clans had more of these 'Mechs than they actually possessed.

The 'Mech's superb mobility was also its greatest weakness, however, as the more veteran pilots of the Inner Sphere would target the 'Mech's arms. By amputating the *Man-o'-War's* firepower, the machine could be ignored and bypassed, leaving a frustrated and irate Clan warrior on the battlefield.

Capabilities

Designed by Clan Wolf alongside the *Mad Cat* as a successor to the aging *Woodsmen*, the *Man-o'-War* is still

considered one of the more deadly assault-class BattleMechs fielded by the Invader Clans. Its primary weapon remains its surprising speed, which it can maintain without any MASC-enhanced musculature, making the fastest known Clan assault OmniMech in use. The oversized engine comes with a price, however, restricting the useable pod space to a paltry 21.5 tons, rarely enough to allow the *Man-o'-War* to mount more than one heavy-hitting assault weapon.

Deployment

Found mainly in Invader Clan Galaxies, the *Man-o'-War* is rarely seen among Home Clan forces except among the Ice Hellions, who value the design's speed over its punch. Among the Hellions, the *Man-o'-War* can usually be found augmenting Pursuit Stars and in rare cases, the backbone of a Flurry unit. The newer G configuration is found exclusively among the Hellions and seems to be designed for use against the Horses, considering the preponderance of anti-infantry and vehicle weaponry mounted on it.

The M configuration is rarely seen—most likely a failed attempt at incorporating the HAG system on a speedier platform. This configuration has been spotted in some use with the Horses and Mandrills, but usually as a support Point in Command Stars.

Notable MechWarriors

Khan Silas Kufahl: Eschewing his normal *Savage Coyote*, Khan Kufahl piloted one of the newer E configurations in his highly visible Trial of Grievance against Khan Kardaam in 3068. Kufahl used the *Man-o'-War's* speed to his advantage, slowly cutting down the Cobra Khan's *Warhawk* Prime until it dropped. Unwilling to show Kardaam any mercy for his audacity in declaring a Reaving against his Coyotes, Kufahl cored the *Warhawk's* engine, causing it to explode. A piece of Kardaam's 'Mech blasted through Kufahl's cockpit, nicking his windpipe. Though the timely response by Coyote technicians saved Kufahl's life, the Coyote Khan must utilize an electronic vocalizer because of damage to his vocal cords. The Khan refuses to use such a device in the Grand Council, however, relying more upon his saKhan to handle the Coyote's response during Council sessions rather than appear weak to his peers. Consequently, when Kufahl speaks, it is when he believes it is of great importance to his Clan.

Type: **Gargoyle**
Inner Sphere Designation: **Man-o'-War**
Technology Base: Clan OmniMech
Tonnage: 80
Battle Value: 1,537

Equipment		Mass
Internal Structure:		8
Engine:	400 XL	26.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	211	11
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	30
Center Torso (rear)		10
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	23
R/L Leg	17	24

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	None	2
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
LB 5-X AC	RA	4	7
SRM 6	RA	1	1.5
Ammo (LB-X) 20	RT	1	1
Ammo (SRM) 15	RT	1	1
LB 5-X AC	LA	4	7
SRM 6	LA	1	1.5
Ammo (LB-X) 20	LT	1	1
Ammo (SRM) 15	LT	1	1
ER Small Laser	CT	1	.5
Alternate Configuration A			
2 ER PPC	RA	4	12
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
Battle Value: 2,689			

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
LRM 10	LA	1	2.5
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LA	1	1
SRM 4	LA	1	1
Artemis IV FCS	LA	1	1
Ammo (SRM) 25	LA	1	1

Battle Value: 1,843

Alternate Configuration C

6 ER Medium Lasers	RA	6	6
Ultra AC/20	LA	8	12
Ammo (Ultra) 10	LT	2	2
2 A-Pods	RL	2	1
A-Pod	LL	1	.5

Battle Value: 2,417

Alternate Configuration D

ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RT	4	2
ER Large Laser	LA	1	4
Medium Pulse Laser	LA	1	2
Targeting Computer	LT	3	3
2 Double Heat Sinks	LT	4	2
Medium Pulse Laser	CT	1	2
ER Small Laser	CT	1	.5

Battle Value: 2,499

Alternate Configuration E

ATM 12	RA	5	7
Ammo (ATM) 15	RA	3	3
2 ER Micro Lasers	RT	2	.5
2 Heavy Medium Lasers	LA	4	2
2 Heavy Medium Lasers	LT	4	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Targeting Computer	CT	1	1
Double Heat sink	RL	2	1
Double Heat sink	LL	2	1

Battle Value: 2,257

Alternate Configuration G

LB 20-X AC	RA	9	15
Ammo (LB-X) 15	RT	3	3
3 AP Gauss Rifles	LA	3	2.5
Ammo (APGauss) 40	LA	1	1
4 ER Medium Lasers	LT	4	4

Battle Value: 2,156

Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

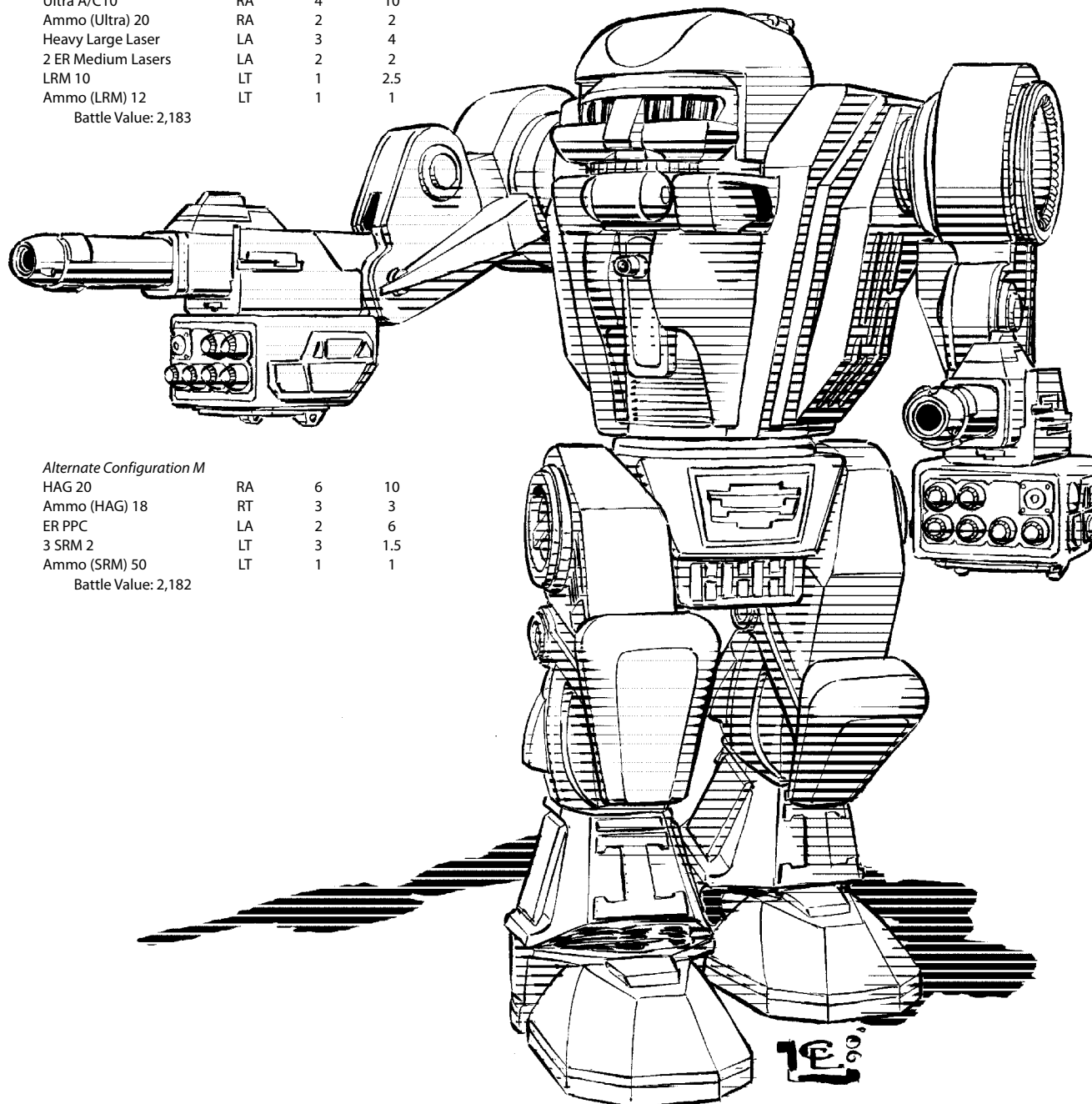
Ultra A/C10	RA	4	10
Ammo (Ultra) 20	RA	2	2
Heavy Large Laser	LA	3	4
2 ER Medium Lasers	LA	2	2
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1

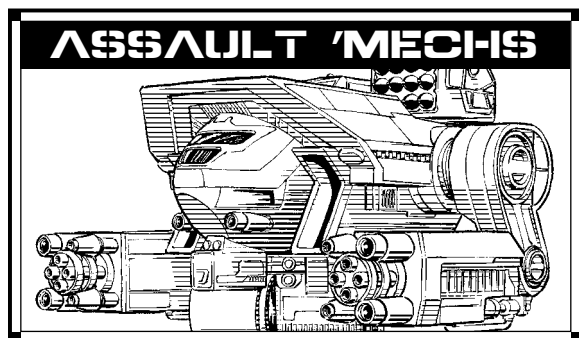
Battle Value: 2,183

Alternate Configuration M

HAG 20	RA	6	10
Ammo (HAG) 18	RT	3	3
ER PPC	LA	2	6
3 SRM 2	LT	3	1.5
Ammo (SRM) 50	LT	1	1

Battle Value: 2,182





Mass: 80 tons
Chassis: SFX-80 Endo
Power Plant: Type 10 320 Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging ZM15 Ferro-Fibrous
Armament:

- 2 Type DDS "Kingston" Extended Range PPCs
- 2 System 4 ATM-6 Launchers
- 1 Series 1 Mk. III Extended Range Small Laser

Manufacturer: Manufacturing Plant DSF-12
Communications System: TDWS-37 Mk. 2.2
Targeting and Tracking System: "Hermes" CT-44

Overview

Clan Diamond Shark has long been considered a Clan of merchants and weak-willed warriors by most of its brethren Clans. For their part, the Khans of the Diamond Sharks have done little to discourage this assessment. In fact, they have actively supported that view by forging trade alliances within the Inner Sphere and even selling military hardware to the very nations that halted the Clan invasion.

At the beginning of the decade, the Diamond Shark Khans directed their Merchants to find new ways to better "market" their Clan within Kerensky's Cluster. In response to the heavy round of internecine fighting that had broken out following the Annihilation of Clan Smoke Jaguar and the Grand Refusal, they made the decision to rework a number of old second-line BattleMech designs in an attempt to make them more palatable to their fellow Clans. In doing so, they would also give those 'Mechs significant "face-lifts," effectively producing altogether new BattleMechs.

Capabilities

Engineers paid particular attention to include the best electronics and mechanical sub-systems in this new incarnation of the *Warhammer IIC*. The Diamond Shark technicians devoted no less energy to the 'Mech's offensive systems as well. They stripped out the decades-old Mk. XVII PPCs and in their stead mounted the much-newer "Kingston" PPCs, debuted only a few years earlier by Clan Cloud Cobra. They also removed all of the original 'Mech's pulse lasers and mounted a pair of ATM 6 racks, each fed from five separate cross-fed bins that provide more than ample ammunition stores for most major campaigns. A single extended-range small laser, seemingly added as an afterthought, rounds out the 'Mech's arsenal.

Deployment

The Diamond Sharks received a massive "marketing" boost from Clan Star Adder, who have made significant use of this new *Warhammer IIC* in their assaults on York. Galaxy Commander Stanislov N'Buta purposely equipped entire Clusters with second-line 'Mechs such as this one as an insult to the Blood Spirit warriors he is fighting. The Clan homeworlds are filled with images of Stars lead by the *Warhammer IIC* destroying the best OmniMechs that the Blood Spirits have to offer. And while the Adders have lost much more in men and materiel than they have gained on York, every victory the Spirits claim is tempered by the fact that they defeated "mere" second-line machines—BattleMechs that are slowly becoming sought-after machines.

The new *Warhammer IIC* has made its appearance within the Inner Sphere as well, in particular taking part in the liberation of Twycross. The 'Mech has since been seen in service with the Nova Cats, the Ghost Bears, and Khan Phelan Kell's Wolves here within the Inner Sphere, as well as within the Star Adder forces known to be operating in the Periphery.

Variants

The Diamond Sharks are building one significant variant of this 'Mech. This one swaps the PPCs with heavy large lasers and replaces the rest of the weapons loadout with five medium pulse lasers and a targeting computer. This variant, found within the Toumans of the Cloud Cobras, the Diamond Sharks, the Ghost Bears, and the Star Adders, was actually sighted before the "standard" production model, though has apparently proven less popular with its pilots.

Notable MechWarriors

Star Colonel Luciana Howe: Star Colonel Howe landed on Budingan in 3069. Clan Snow Raven still ached to avenge the loss of the *Sovetskii Soyuz*-class *White Cloud* to Combine treachery in 3067. The *White Cloud* was docked at the Kazanka recharge station after winning the right to do so when the Combine detonated the station. The *White Cloud*'s loss angered the whole of the clan. Howe exacted her own measure of revenge when she engaged a lance of Combine planetary militia by herself while the rest of her command Star engaged the militia company. After downing an aged *Warhammer* and a *Thunderbolt*, she forged a chain of death about the militia *Archer*. Finally, she engaged the militia commander's *Atlas*. Despite wearing the wounds from the other three 'Mechs, Howe stood fast and fought the *Atlas* toe-to-toe. Her accurate fire punched a hole clean through the assault 'Mech's thick slab of torso armor and she blasted its engine to slag. It sagged powerless to the dirt. Her victory was complete, and her desire for revenge sated.

Star Colonel Rachel: Then-Star Captain Rachel was stationed on Thule as part of Clan Ghost Bear's Fifty-fourth Provisional Garrison Cluster in September 3060 when a regiment-sized pirate force attacked. Rachel downed several pirate 'Mechs, but the raiders' numbers were overwhelming. The cluster took heavy losses and was falling back when she realized that the pirates were not a single unit but multiple pirate bands. She opened her comm to a general channel and began shouting insults, threats, and slurs at the various bands, pretending to be from nearby, rival bands in the raiding force. As the pirates turned on one another, she led her Star back into the fight. Between the charging Bears and their internal fighting, the pirate commander ordered her forces to retreat.

Type: **Warhammer IIC**

Technology Base: Clan

Tonnage: 80

Battle Value: 2,162

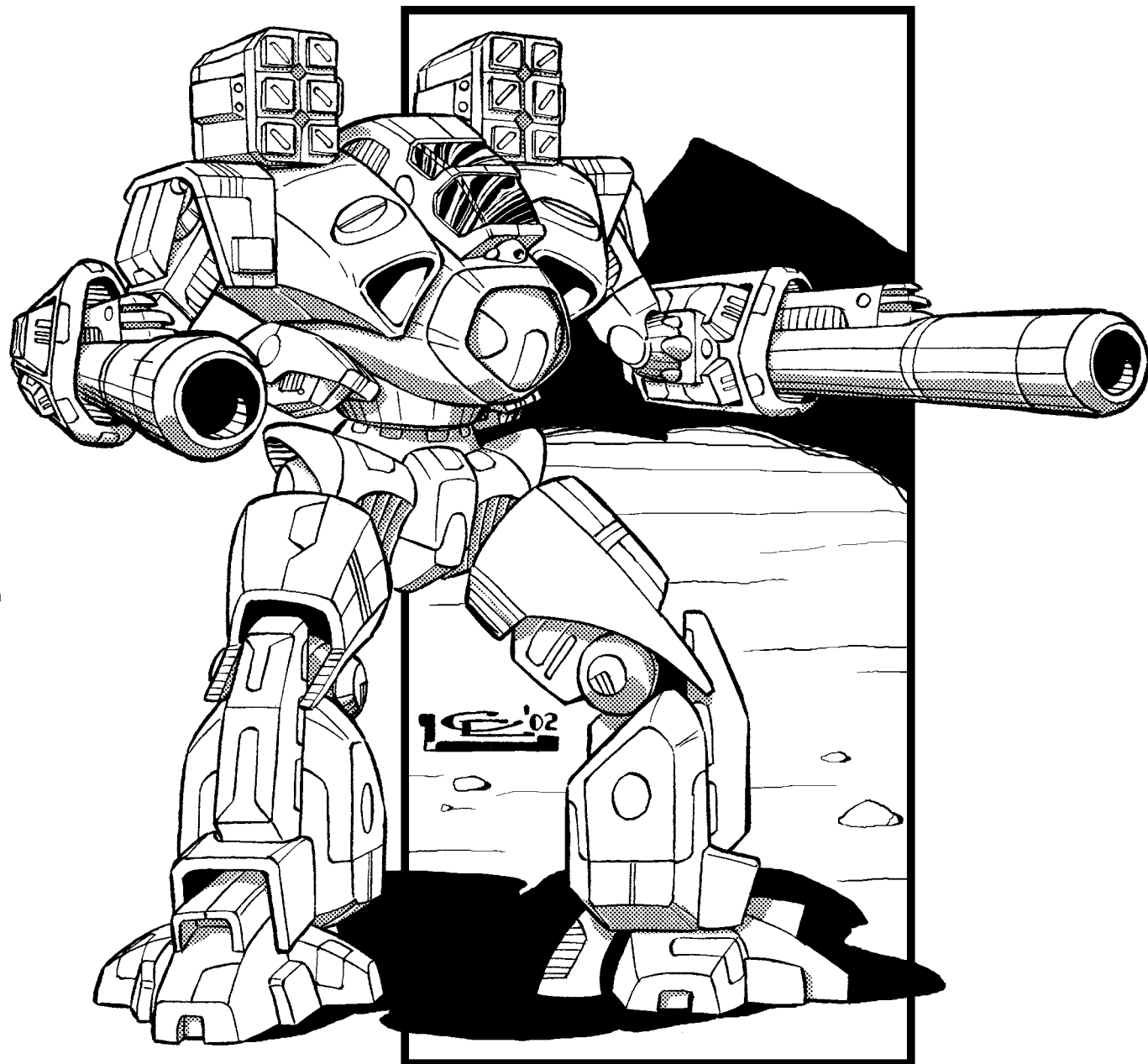
Equipment

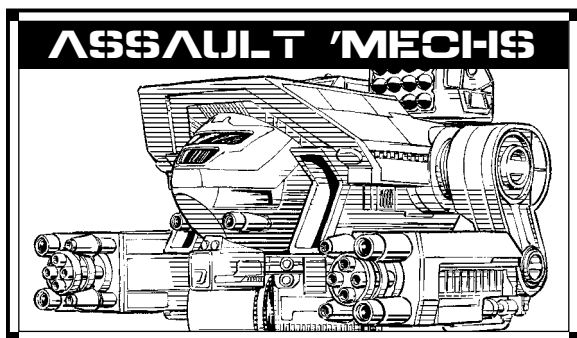
Internal Structure:	Endo Steel	Mass
Engine:	320	4
Walking MP:	4	22.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	230	12

	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	24
R/L Leg	17	30

Weapons

And Ammo	Location	Critical	Tonna
ER PPC	LA	2	6
ER PPC	RA	2	6
ATM 6	LT	3	3.5
Ammo (ATM) 20	LT	2	2
ATM 6	RT	3	3.5
Ammo (ATM) 30	RT	3	3
ER Small Laser	H	1	.5





Mass: 85 tons

Chassis: Type SA-850 Light

Power Plant: Consolidated Fusion 340

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: Guld Mk. III

Jump Capacity: 120 meters

Armor: Forging MD4 Ferro-Fibrous

Armament:

2 Series 4D-2 Heavy Large Lasers

2 Series PPS-XIX Medium Pulse Lasers

1 Series XIV Extended Range Large Laser

Manufacturer: Albion MMA Complex

Communications System: Series D8 CC-25Xa

Targeting and Tracking System: "Hermes" CT-42 Mk. II

Overview

Throughout the history of the Clans, there have been significant on-going feuds between Blood Houses, with grudges between specific units and even entire Clans. Few have reached the sheer intensity, however, of the enmity shared by the Blood Spirits and the Star Adders. The genesis of this hatred is clear enough—not only did the Star Adders Absorb the Blood Spirits' worst enemy, the Burrocks, but the Blood Spirits actively interfered in that Absorption. From there, matters went down the proverbial hill.

Shortly after the Absorption of Clan Burrock, the Spirits had withdrawn en masse to their homeworld of York. Their retreat only postponed the Adders' vengeance. When the Star Adders did finally come, it was with a force meant to inflict the greatest amount of damage to the Spirits—both militarily and psychologically. The redesigned *Marauder IIC* was an integral part of that plan.

Capabilities

Upon winning a Bloodname and the rank of Galaxy Commander, Stanislov N'Buta not only reformed the Adders' Beta Galaxy from the ground up, but also formulated his Clan's strategy for the assault on York. The newlyredesigned *Marauder IIC 2* quickly became one of the many integral cogs in that plan.

The weapons loadout is still centered around a set of paired weapons in each arm, though in the case of the Adders' new design, the 'Mech's main weapons are heavy large lasers paired with medium pulse lasers. Complementing those arm-mounted weapons is a torso-mounted ER large laser, giving the 'Mech a reach even greater than that of its predecessor. Further, the new *Marauder IIC 2* is efficient enough to be able to keep up a constant barrage with its three main weapons without significant heat build-up.

Of course, like any other 'Mech that mounts heavy lasers, the *Marauder IIC 2* is prone to some unusual malfunctions and electronics errors. While the most serious problems have been corrected since the weapons' debut a decade ago, specifically catastrophic failure of the laser tubes, heavy lasers still cause some electronic problems. With every discharge, they release a tremendous amount of cross-spectrum radiation. On the other hand, the electronics systems installed within the *Marauder IIC* are specifically designed to handle the inherent quirks of the weapons loadout, as well as the deadly battlefields the 'Mech commands.

Deployment

The *Marauder IIC 2* first saw action on York within the now-Khan Stanislov N'Buta's Beta Galaxy, where it played a significant role in surprising the Blood Spirits and winning a foothold on their homeworld. Since that time, the 'Mech has turned up within the Toumans of a number of different Clans, including the Cloud Cobras, the Diamond Sharks, and even the Goliath Scorpions and the Snow Ravens, the latter certainly due to continued Adder attempts to better relations between the two Clans. The Blood Spirits field this 'Mech as well, having pulled many from the fields of battle that cover their homeworld.

Variants

Likewise first fielded by the Star Adders, the only significant variant of this design has since made its rounds throughout the Clans, if only in limited numbers. Its weapons loadout more closely resembles the original *Marauder IIC*, with an ER PPC in each arm, backed up by an ATM 12 launcher in place of the top-mounted ER PPC. The design retains the two ER small lasers in the torso and mounts one additional double heat sink.

Notable MechWarriors

Star Commander Kondo: Star Commander Kondo surprised his commanders by requesting instead a *Marauder IIC* after winning his Trial of Position. Kondo only had eyes for the beauty of the Ghost Bears' new 4 variant's twin HAG 40s. On Dieron as part of Omega Galaxy, Kondo showed his skill at the controls of the standard BattleMech. Time and again, his fusillades staved off complete annihilation. He stopped the Blakist Protectorate Militia cold on the final day, but this time they did not retreat. They pressed on, despite the toll his pinpoint fire exacted. Onward they came, and onward they died. Then the unthinkable: his HAGs ran dry. The Blakists should have known better. A ghost bear is most dangerous when cornered, and Kondo had nowhere to go. He charged and executed a perfect Death From Above attack, the first in his life. It was also his last. He destroyed the *Vanquisher* he landed on, but after regaining his feet, he was transfixed by weapons fire. His beloved *Marauder IIC 4* disintegrated around him, and he perished in the flames, the last Omega Galaxy MechWarrior to die on Dieron.

Hauptmann Zareyna Schmidt: Hauptmann Schmidt commanded a vehicle company in the Twenty-fifth Arcturan Guards. Her SRM Carriers were loaded with inferno missiles, to incapacitate enemy 'Mechs, providing captives for interrogation and salvaged units for the regiment. When her company was left out of Operation SCOUR, they skirmished with the Falcons on Great X for the umpteenth time. The Falcons brought several units unknown to the LAAF. After downing a new *Marauder IIC*, she claimed it as her own. With regimental command away, none opposed her. She discovered it to be a *IIC 5* variant. While her MechWarrior skills are still nascent, she nonetheless poses a formidable threat on the battlefield.

Type: **Marauder IIC**
 Technology Base: Clan
 Tonnage: 85
 Battle Value: 2,244

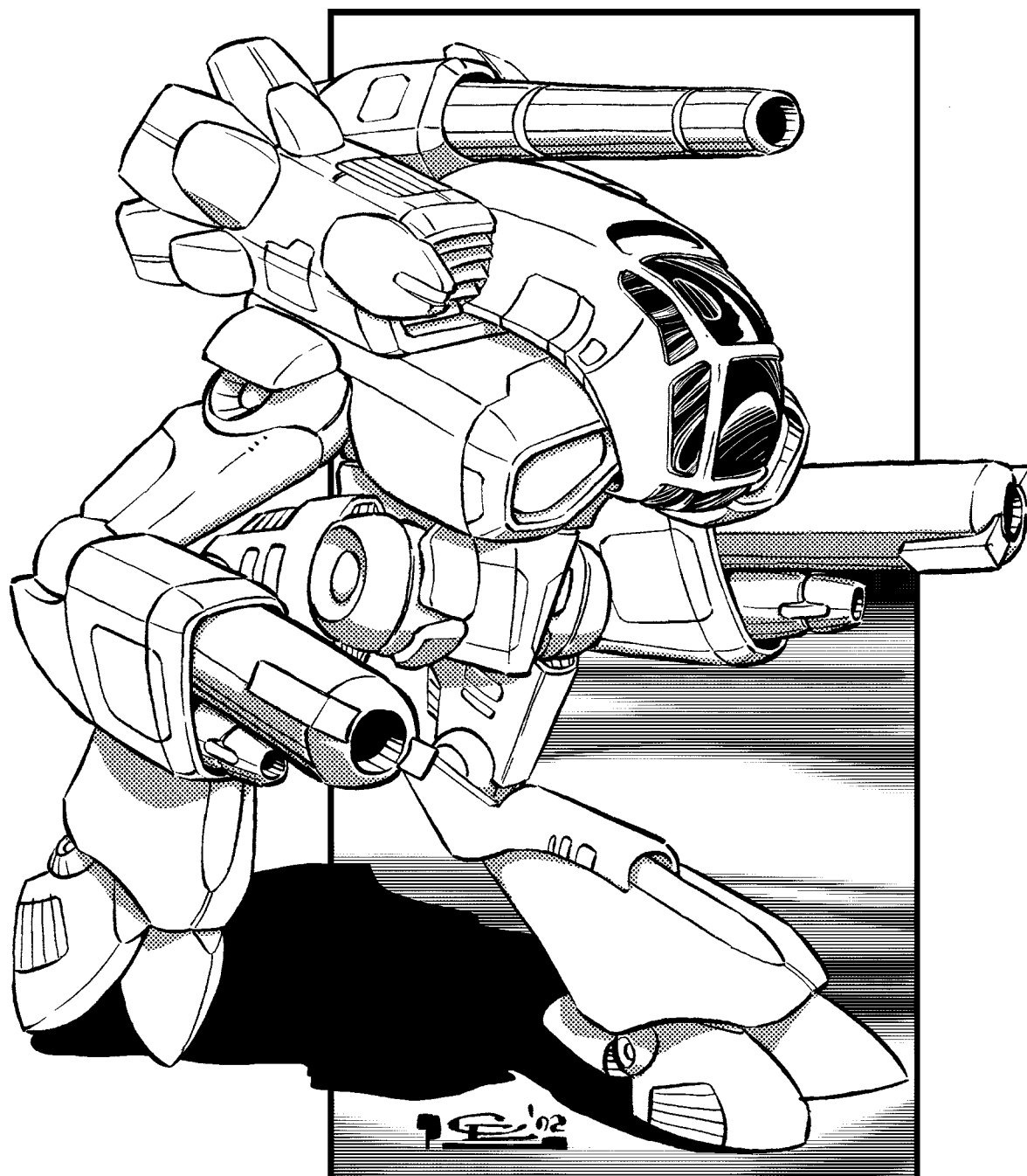
Equipment

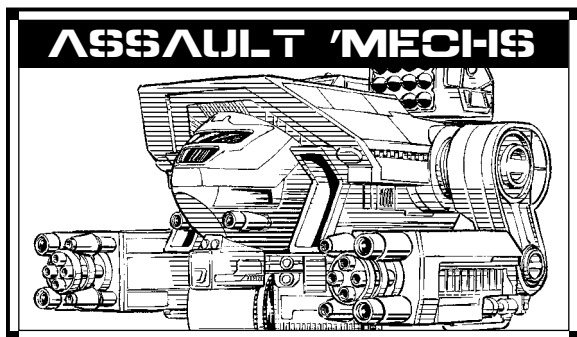
	Endo Steel	Mass
Internal Structure:		4.5
Engine:	340	27
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	24 [48]	14
Gyro:		4
Cockpit:		3
Armor Factor:	240	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	33
Center Torso (rear)		12
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	25
R/L Leg	18	32

Weapons

And Ammo	Location	Critical	Tonnage
Heavy Large Laser	LA	3	4
Medium Pulse Laser	LA	1	2
Heavy Large Laser	RA	3	4
Medium Pulse Laser	RA	1	2
ER Large Laser	CT	1	4
Jump Jets	LT	2	2
Jump Jets	RT	2	2





Mass: 85 tons
Chassis: Huntress WH
Power Plant: General Systems 340 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging X85 Ferro-Fibrous
Armament:
 32.5 tons of pod space available
Manufacturer: Phan Industrialplex
Primary Factory: Huntress
Communications System: Series 10 CBS MultiFreq
Targeting and Tracking System: HawkEye J360

Overview

Introduced at the turn of the century, the *Warhawk*, or *Masakari* as it is known by the Inner Sphere, was created by the Smoke Jaguars in anticipation of the Clans' return to the Inner Sphere. The Dragoon Compromise temporarily derailed such plans, but left Smoke Jaguar MechWarriors in possession of one of the most advanced BattleMechs ever created.

Capabilities

The *Masakari* is a deadly machine. With a squat and boxy torso, aesthetics clearly were not high on the Jaguar Scientist Caste's list of priorities. The Primary configuration is well suited to the assault role with its four ER PPCs. Configuration A carries a more diverse mix of missiles, autocannon, and lasers that make heat management easier. The *Masakari*'s one real weakness is illustrated in the B configuration. With ferro-fibrous armor and a generous twenty heat sinks, it is a real challenge finding somewhere to mount weapons the size of a Gauss rifle; the other weapons have been squeezed

in anywhere they will fit. Configuration C is an attempt to deal with the chronic heat problems suffered in the Primary configuration. Replacing two of the ER PPCs with large pulse lasers alleviates some of the issues, but even this is not quite enough.

Introduced in the years since the Clans were halted at Tukayyid, the D, E, and H configurations mount new Clan weapons. Configuration D carries an ATM launcher as part of a weapons array that finally manages to balance heat and firepower, while configuration H was introduced by the Star Adders to put their heavy lasers in the field. Most recently, the Fire Mandrills have introduced the E configuration. The paired ER PPC and large pulse laser are normal enough, but the triple plasma cannons are a surprising deviation from established tactical doctrine.

Deployment

Introduced in 2999, the *Masakari* was part of the Jaguar military buildup in anticipation of the return to the Inner Sphere. When the Dragoon Compromise stalled plans for invasion, the Smoke Jaguars unleashed their new weapon on the Warden Clans who had stymied them. The *Masakari* was deployed extensively in Jaguar frontline forces and was often paired with the *Daishi*.

Following the Jaguars' annihilation, the Fire Mandrills seized control of the Phan Industrialplex on Huntress. Inner Sphere forces had made a cursory effort to raze the complex, so enough survived to rebuild one *Masakari* production line. The Mandrills have also traded the design to the Diamond Sharks, and the Goliath Scorpions appear to have a source of new *Masakaris*, possibly from their Abysmal Manufacturing Complex.

Over the years the other Clans have captured a small number of *Masakaris*. These OmniMechs are highly prized, and great pains are taken to keep them in perfect condition.

Notable MechWarriors

Star Colonel Ranna Kerensky: Genetically descended from Khan Natasha Kerensky, Ranna had the honor of winning the Black Widow's Bloodname following the Refusal War. Just as aggressive and deadly as her legendary predecessor, Ranna commands the Fourth Wolf Guards in the Clan Wolf (in-Exile)'s Alpha Galaxy.

Type: **Warhawk**
 Inner Sphere Designation: **Masakari**
 Technology Base: Clan OmniMech
 Tonnage: 85
 Battle Value: 3,194

Equipment		Mass
Internal Structure:		8.5
Engine:	340 XL	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	259	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	42
Center Torso (rear)		10
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	28
R/L Leg	18	35

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso		2
Right Torso	2 XL Engine Double Heat Sink 2 Ferro-Fibrous	6
Left Torso	2 XL Engine 4 Double Heat Sinks 2 Ferro-Fibrous	0
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 ER PPC	RA	4	12
Targeting Computer	RT	5	5
2 ER PPC	LA	4	12
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1

Alternate Configuration A

LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RA	2	2
Ammo (LRM) 8	RA	1	1
LRM 15	RT	2	2.5
Targeting Computer	RT	4	4
2 ER Large Lasers	LA	2	8
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1

Battle Value: 2,399

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

3 ER Medium Lasers	RA	3	3
Ammo (SRM) 75	RA	5	5
Targeting Computer	RT	4	4
2 SRM 6	RT	2	3
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
ER Small Laser	LA	1	.5
Narc Missile Beacon	CT	1	2
Ammo (Narc) 6	CT	1	1

Battle Value: 2,320

Alternate Configuration C

2 Large Pulse Lasers	RA	4	12
Double Heat Sink	RA	2	1
Targeting Computer	RT	5	5
2 ER PPCs	LA	4	12
2 Double Heat Sinks	LA	4	2
Flamer	CT	1	.5

Battle Value: 2,998

Alternate Configuration D

Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RA	2	2
2 ER Large Lasers	RT	2	8
Targeting Computer	RT	4	4
ATM 9	LA	4	5
Ammo (ATM) 21	LA	3	3
ER Small Laser	CT	1	.5

Battle Value: 2,474

Alternate Configuration E

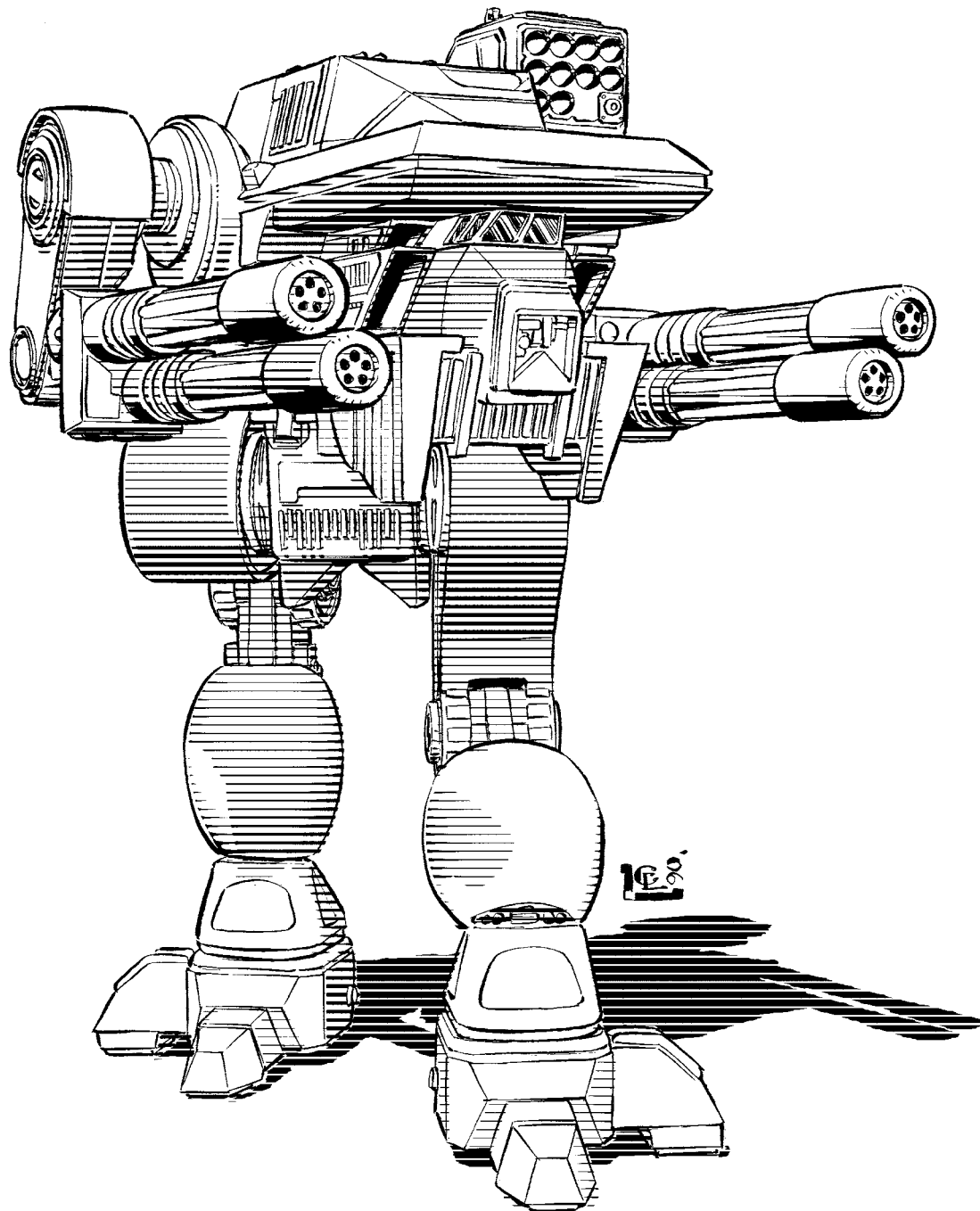
ER PPC	RA	2	6
Large Pulse Laser	RA	2	6
Targeting Computer	RT	5	5
3 Plasma Cannons	LA	3	9
Ammo (Plasma) 40	LA	4	4
SRM 6	LA	1	1.5
Ammo (SRM) 15	LA	1	1

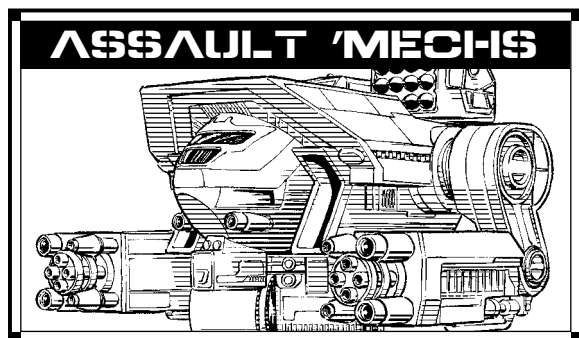
Battle Value: 2,895

Alternate Configuration H

2 Large Pulse Lasers	RA	4	12
LRM 10	RA	1	2.5
Ammo (LRM) 12	RA	1	1
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
Targeting Computer	RT	4	4
2 Heavy Large Lasers	LA	6	8
Double Heat Sink	LA	2	1
Double Heat Sink	CT	2	1

Battle Value: 2,601





Mass: 90 tons

Chassis: SL-XT Modified

Power Plant: Fusion 270 Standard

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Prentiss-IIIa

Jump Capacity: 90 meters

Armor: Arcadia Compound Delta VII Ferro-Fibrous

Armament:

1 EMRG "Captain" Series Gauss Rifle

1 Type XXVI "Great Bow" LRM-20 Launcher

2 MPA-14 Mod. 12a Streak SRM-6 Launchers

3 Series PPS-VIII Medium Pulse Lasers

Manufacturer: Arcadia BattleMech Plant CM-T15

Communications System: C-XII Series B4 GDS

Targeting and Tracking System: C-12 Mk. III
with Artemis IV FCS

Overview

One of the most successful designs of the Star League era, thousands of *Highlanders* traveled away from the Inner Sphere with Aleksandr Kerensky and the Exodus Fleet. Though a large percentage of those were mothballed in Brian Caches, many later served in the toumans of the nascent Clans. As each Clan grew, they took more equipment from the caches to fill their expanding ranks, including the venerable *Highlander*.

The *Highlander* initially served as the mobile-assault backbone of many Clan militaries. Even after the emergence of new Clan designs, cornerstone BattleMechs like the *Highlander* continued to serve faithfully. No new *Highlanders* have been produced in more than a century, however, though an occasional few are upgraded from those left in the oldest Brian Caches.

Capabilities

Despite its *IIC* designation, little has changed in the *Highlander* design since the original 'Mech's introduction in 2592. As Clan technology advanced, newer and lighter equipment replaced outmoded components. As a result, though the *IIC* version retains the same basic configuration, the *Highlander's* firepower has significantly improved. The 'Mech's damage potential has almost doubled, and its weapons systems carry sufficient ammunition for nearly four minutes of constant fire.

The shakedown trials of the first few *Highlander IICs* made it clear that minor changes were required. The second short-range missile system in the left arm meant running another ammunition feed mechanism through the arm and into the torso. During heavy combat, missiles would frequently jam in the feed mechanism, which was routed awkwardly around the LRM launcher. Though the pilot could generally dislodge the missiles by moving his 'Mech, this tactic did not always work. In one instance of failure, the ordnance exploded with catastrophic effects. Clan engineers eventually solved the problem by relocating the LRM in the right torso and moving the three medium pulse lasers into the left.

Almost 1,500 *Highlander IICs* have been either upgraded or newly constructed in the two hundred years since the design overhaul. Though many of those units have been destroyed or scrapped over the years, several hundred still serve in the toumans of the remaining fifteen Clans. Few Clan refits enjoy the popularity of this rugged design.

Deployment

Though every Clan fields this 'Mech in second-line Galaxies, Clan Star Adder deploys the most, largely due to the recent Absorption of Clan Burrock and its forces. Some *Highlanders* serve as command 'Mechs in a few Adder front-line units, notably the Fifth Assault and 73rd Cavaliers Clusters.

Clans Blood Spirit and Wolf also field a significant number of *Highlanders*, mostly to recoup the heavy losses each Clan recently incurred. Clan Blood Spirit salvaged several from the battlefields of the Absorption War, while Clan Wolf opened one of their last remaining Brian Caches to recommission several Stars' worth. Recent information also indicates that Wolf's Dragoons had several *Highlanders* when they traveled to the Inner Sphere.

Variants

The *Highlander IIC 2* appeared in 3072. It replaces the LRMs for ATM 6 launchers, swaps the pulse lasers for extended range models, and add an array of AP gauss rifles for anti-personnel operations. The *Highlander IIC 3* debuted in 3077. It exchanges the gauss rifle for a hyper-assault gauss rifle 20 and adds an ECM suite.

Notable MechWarriors

Star Commander Josiah: Josiah commanded a Star in Clan Wolf's Thirty-third Wolf Champions Cluster when they defended New Caledonia against the Command Trinary of Clan Hell's Horses Beta Galaxy in 3071. Josiah kept his Star together while the rest of the Cluster was systematically dismantled by the invading Horses. The defeat might have been complete had Josiah not broken cover to charge the Horses. Shrugging off withering firepower, Josiah carried out a rarity among the Clans when he activated his jump jets in a classic *Highlander* Burial. The devastating Death From Above attack crushed the cockpit of an enemy Star Captain and momentarily stalled the Horses. His Star led the withdrawal. In the end, his maneuver saved the Champions from complete destruction, but Josiah's commander chided him for resorting to a *dezgra* physical attack.

Major Aingealag Cattenach: Then-lieutenant Cattenach fought on Huntress as part of Operation SERPENT. While she lost her ancestral *Highlander*, the victorious forces awarded her a *Highlander IIC* from captured Smoke Jaguar warehouses. After sitting out most of the Jihad on Northwind, the command joined Operation SCOUR. Now a captain, she dropped into Sydney along with her company. There she experienced horror of a sort completely alien to her. The Blakists defended with savagery so complete that Cattenach's company was obliterated around her. Only her 'Mech remained combat-effective. Despite the horrors, she remained in the fight till the end. After the victory, she retired immediately and passed her *Highlander IIC* to her daughter Doirin. Cattenach suffered nightmares for years, as post-traumatic stress eroded her sanity. One morning, she walked into the Buchanan Vale Nature Preserve and was never seen again.

Type: **Highlander IIC**
 Technology Base: Clan
 Tonnage: 90
 Battle Value: 2,979

Equipment

Internal Structure:

Engine: 270 14.5

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 12 [24] 2

Gyro: 3

Cockpit: 3

Armor Factor: 278 14.5

Internal
Structure

Armor
Value

Head 3 9

Center Torso 29 40

Center Torso (rear) 17

R/L Torso 19 28

R/L Torso (rear) 10

R/L Arm 15 30

R/L Leg 19 38

Weapons and Ammo Location Critical Tonnage

Gauss Rifle RA 6 12

2 Streak SRM 6 LA 4 6

3 Medium Pulse Lasers LT 3 6

Ammo (Gauss) 24 RT 3 3

LRM 20 RT 4 5

Artemis IV FCS RT 1 1

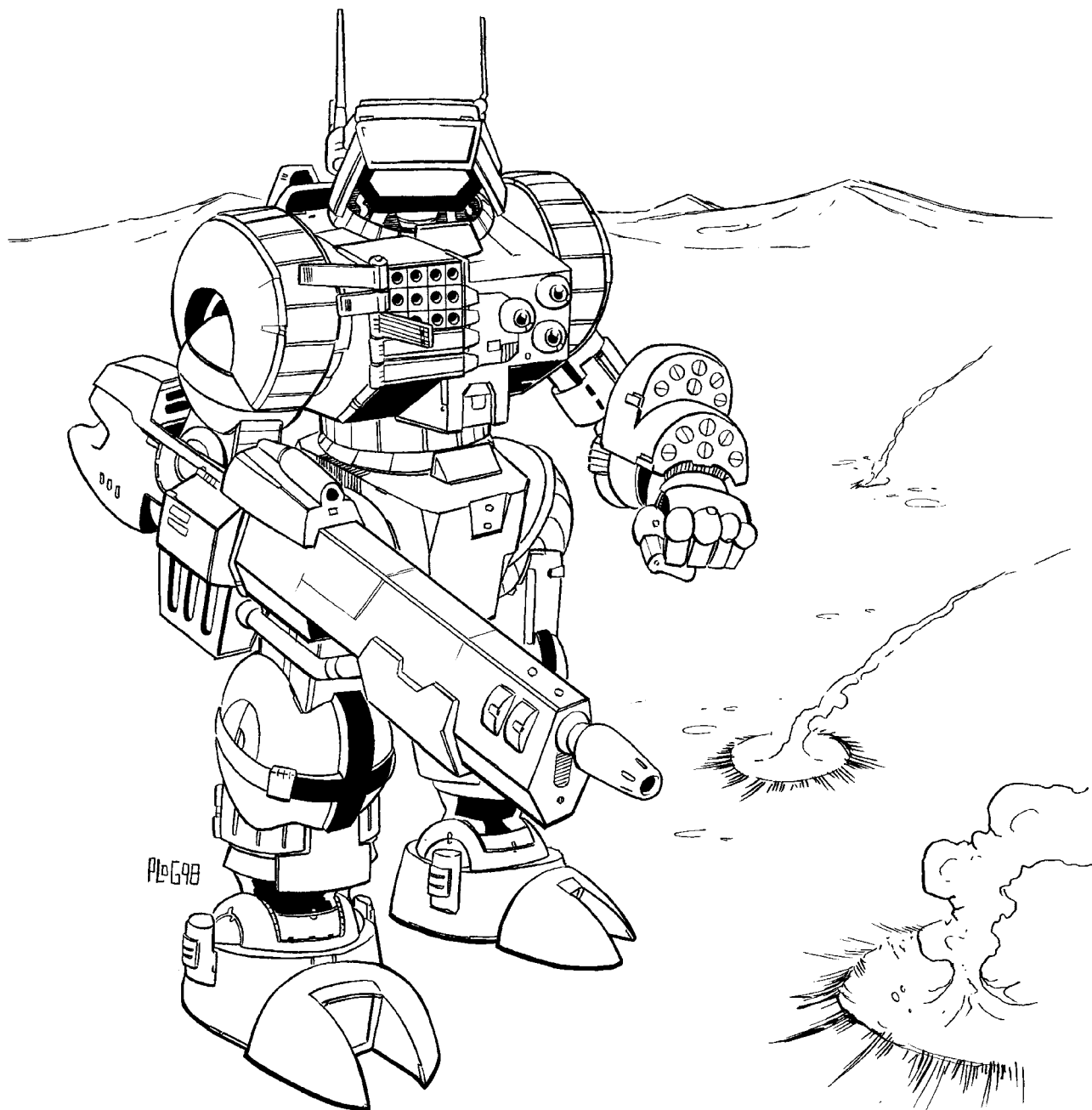
Ammo (LRM) 24 LT 4 4

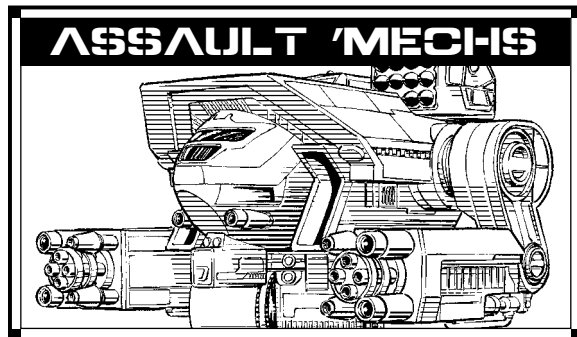
Ammo (SRM) 15 LT 1 1

Jump Jet RT 1 2

Jump Jet LT 1 2

Jump Jet CT 1 2





Mass: 90 tons
Chassis: SL YT-A Endo
Power Plant: Star League Standard 360
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging Z5 Ferro-Fibrous
Armament:
 24 tons of pod space available
Manufacturer: Strana Mechty 'Mech Production Facility Beta
Primary Factory: Strana Mechty
Communications System: Model 74/129.3 TCS
Targeting and Tracking System: S438 Mk. III Mod. 7 TTS

Overview

Designed in the latter years of the 29th century, the *Kingfisher* is considered by many Clan historians to be the father of the modern assault OmniMech. Though outperformed by more recent designs like the *Masakari* and the *Daishi*, thanks to upgrades made throughout its lifetime it remains a powerful force on the modern battlefield and, thanks to its conventional fusion engine and heavy armor protection, it is one of the most durable.

Capabilities

Of the seven commonly fielded *Kingfisher* configurations, the first six all give their MechWarriors the flexibility to engage targets at all range brackets, while the seventh is designed as a close-in brawler. The primary configuration matches two large pulse lasers with two medium pulses, an ER small, a streak SRM 6 rack and an LRM 10 launcher. The alpha pairs a class-10 LB-X autocannon with an ER PPC, along with a battery of lasers and a standard SRM 6 launcher. Configuration B's only

ranged weapon is an ER large laser, concentrating instead on massive short range firepower in the form of a class-20 ultra autocannon and an array of lasers, with an anti-missile system providing an additional measure of defense. The *Kingfisher* C mounts nothing but energy weapons—two ER PPCs and four ER medium lasers—along with enough heat sinks to maintain a nearly constant barrage. The delta marries three ER large lasers with a class-10 ultra autocannon.

The final two variants are relatively recent developments. The E variant carries the flexible ATM 12 launcher, teamed with one large and four medium pulse lasers. The final configuration, the H, mounts two heavy large lasers and four ER mediums, all tied to a targeting computer.

Deployment

The five *Kingfisher* configurations seen at the Battle of Tukayyid appeared among the Ghost Bear forces in the fighting at Spanac and Luk and among the Smoke Jaguars in the Dinju Mountains and Racice Delta. Though not as common as the *Gladiator* or *Masakari*, the *Kingfisher* often fights in the company of those OmniMechs.

Notable MechWarriors

Star Colonel Andrea Guidice: Commander of the Fourth Assault Cluster of Clan Star Adder's Beta Galaxy, Star Colonel Guidice is a true ristar. She graduated from the sibkos just a decade ago and has participated in every major action the Star Adders have fought in, from the Burrock Trial of Absorption to the invasion of York, where she has spent the last six years. Believing the Spirits must be utterly Annihilated, she has led assault after deadly assault into the teeth of the Blood Spirit defenders. To date she's lost nine *Kingfishers* in battle, but her kill ratio supposedly beats that by a factor of ten.

Brother Nyleith: No one is sure of Brother Nyleith's background or lineage, other than that it is clear that he is a former Clansman. He appeared on Randis in early 3069 with his *Kingfisher* and a sack full of dogtags—all Word of Blake-issued. After swearing his loyalty to the Brotherhood of Randis, he became the loudest voice calling for the destruction of the Word of Blake. He's already led nine attacks upon Blakist-supported groups operating in the Periphery, in five of which he savagely fought outside of his 'Mech to take down fleeing "infidels."

Type: **Kingfisher**
 Technology Base: Clan OmniMech
 Tonnage: 90
 Battle Value: 2,401

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	360	33
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	278	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	44
Center Torso (rear)		13
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	None	2
Right Torso	3 Endo Steel	4
	3 Ferro-Fibrous	
	Double Heat Sink	
Left Torso	4 Endo Steel	5
	3 Ferro-Fibrous	
Right Arm	None	8
Left Arm	None	8
Right Leg	Double Heat Sinks	0
Left Leg	Double Heat Sinks	0

Weapons and Ammo

Location	Critical	Tonnage
Primary Weapons Configuration		
Large Pulse Laser	2	6
Medium Pulse Laser	1	2
Streak SRM 6	2	3
Ammo (Streak) 15	1	1
ER Small Laser	1	.5
LRM 10	1	2.5
Ammo (LRM) 12	1	1
Medium Pulse Laser	1	2
Large Pulse Laser	2	6

Alternate Configuration A

Location	Critical	Tonnage
LB 10-X AC	5	10
Ammo (LB-X) 20	2	2
ER Small Laser	1	.5
ER Medium Laser	1	1
Medium Pulse Laser	1	2
SRM 6	1	1.5
Ammo (SRM) 15	1	1
ER PPC	2	6

Battle Value: 2,261

Weapons and Ammo Location Critical Tonnage

Alternate Configuration B

Ultra AC/20	RA	8	12
Ammo (Ultra) 10	RT	2	2
ER Medium Laser	RT	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
2 ER Medium Lasers	LT	2	2
Anti-Missile System	CT	1	.5
Ammo (AMS) 24	CT	1	1

Battle Value: 2,472

Alternate Configuration C

ER PPC	RA	2	6
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	4	2
2 Double Heat Sinks	RT	4	2
ER PPC	LA	2	6
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	4	2
2 Double Heat Sinks	LT	4	2
2 ER Medium Lasers	CT	2	2

Battle Value: 2,644

Alternate Configuration D

Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
2 ER Large Lasers	LA	2	8
ER Large Laser	CT	1	4

Battle Value: 2,364

Alternate Configuration E

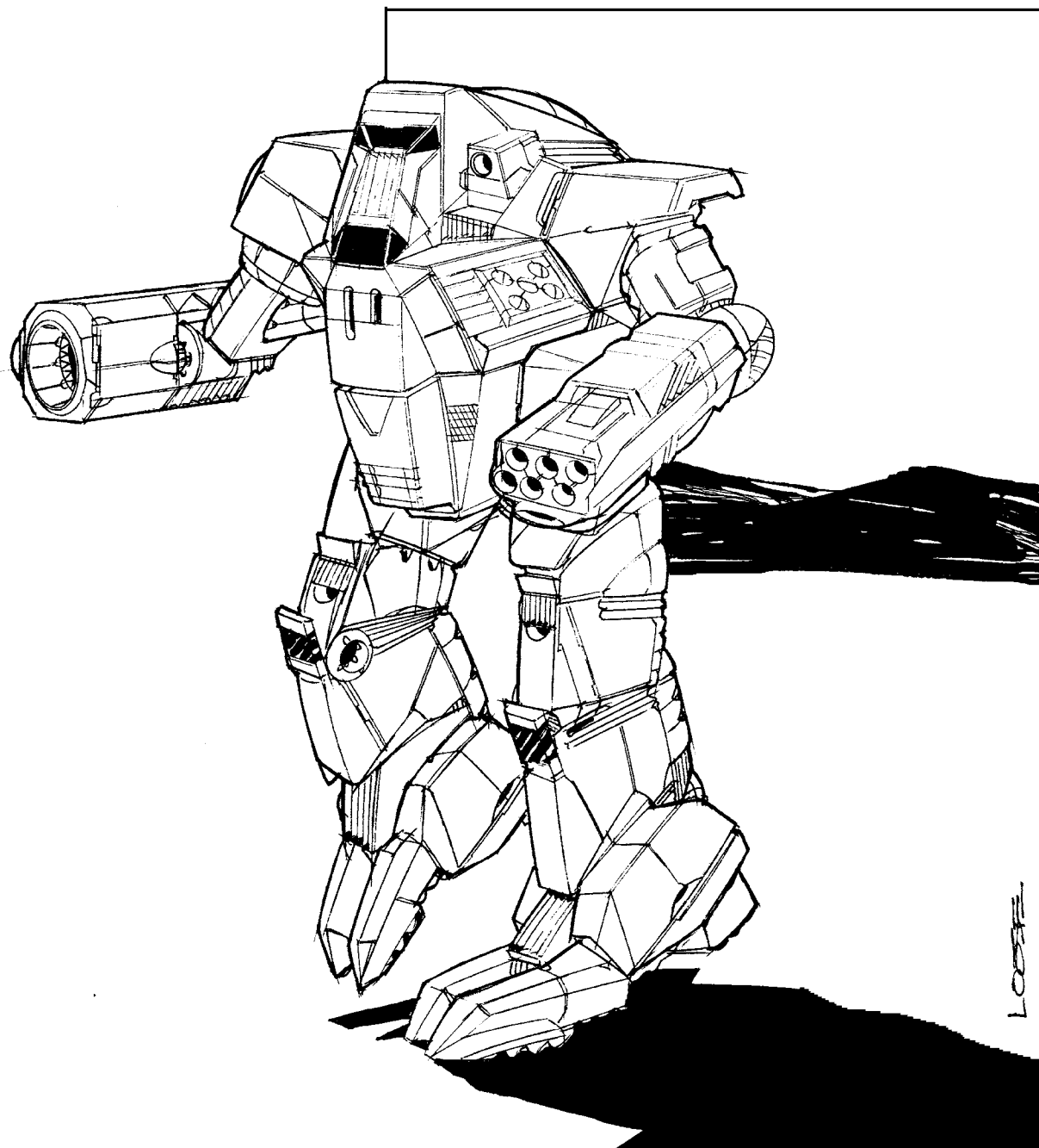
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
ATM 12	LA	5	7
Medium Pulse Laser	LT	1	2
Ammo (ATM) 15	LT	3	3
2 Medium Pulse Lasers	CT	2	4

Battle Value: 2,443

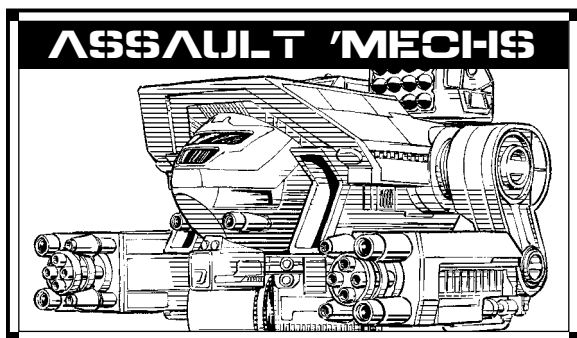
Alternate Configuration H

Heavy Large Laser	RA	3	4
ER Medium Laser	RA	1	1
3 Double Heat Sinks	RA	6	3
2 Double Heat Sinks	RT	6	3
Heavy Large Laser	LA	3	4
Targeting Computer	LA	3	3
2 Double Heat Sinks	LA	4	2
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	4	2
2 ER Medium Lasers	CT	2	2

Battle Value: 2,525



LOOSE



Mass: 90 tons
Chassis: NCIS Standard Type A
Power Plant: Consolidated Fusion 270 Standard
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Northrup Super Heavy Starlifters A100s
Jump Capacity: 90 meters
Armor: Omega Heavy Stellarguard
Armament:
 6 Series 7NC Extended Range Large Lasers
Manufacturer: Irece Alpha
Primary Factory: Irece
Communications System: NC-TelCom Mk X
Targeting and Tracking System: Big Cat Mk XXI TTS

Overview

Dubbed as the big brother of the Clans' *Black Hawk*, the *Supernova* mounts a menacing array of lasers. Though most designers assumed the *Supernova* was developed after its smaller brother, evidence suggests the design actually predates the *Black Hawk*. More significant, there is evidence the *Supernova* was actually inspired by the Star League's *King Crab*.

The *Supernova*'s design replaced the autocannons of the *King Crab* with clusters of large lasers, reportedly a choice caused by ammunition shortage on the *King Crab*. The design met with little success due to the *Crab*'s integral ferro-fibrous armor, leading to the lighter and leaner design function on a similar principle. Originally it was unknown if the *Supernova* was produced at the same time as the *Black Hawk* or shelved in favor of the medium OmniMech. Newly acquired evidence from the Nova Cats indicated the *Supernova* inspired the design of the *Black Hawk*.

Capabilities

Slow but surprisingly agile, the *Supernova* relies on destroying its enemies long before they close to where mobility is a factor, a task the 'Mech accomplishes with frightening regularity using its array of six extended-range lasers. Provided the pilot has a clear line of sight to the enemy, a single *Supernova* often eliminates an entire Star of approaching 'Mechs before they get off a shot in return. The *Supernova*'s Achilles heel, like the *Black Hawk*: insufficient heat sinks allow it to fire only 67 percent of its weapons at any given time.

Deployment

The *Supernova* was the mainstay 'Mech of the Nova Cats' garrison forces. Since moving to the Inner Sphere, the 'Mech is equally part of its front-line units as well. Clans Wolf, Ghost Bear, Diamond Shark, Star Adder and Cloud Cobra field limited numbers in their garrison forces.

Variants

For two centuries, the *Supernova* remained the same; however, the Nova Cat Touman needed 'Mechs requiring less resources to build and maintain. This task required the efforts from four of the Nova Cat castes. The designers made one fundamental change to the assault 'Mech, not counting weapon load outs and nearly maximized armor protection: the use of endo steel.

Three new variants of the *Supernova* are now in production. The *Supernova 2*, a fire support 'Mech, replaced four of its large lasers with four ATM 9s supplied with six tons of ammunition, and includes a targeting computer. Only sixteen double heat sinks are required to handle the heat demands.

Variant 3 also replaces four of its large lasers with two medium pulse lasers and two extended-ranged PPCs. Designers installed a targeting computer for improved accuracy.

The fourth variant replaced all the ER large lasers with four large pulse lasers, two heavy medium lasers and a targeting computer for accuracy. Eighteen double heat sinks help moderate heat.

Finally, all three variants retain their jump jets.

Notable MechWarriors

Star Captain Samuel Devalis: Star Captain Devalis is the definition of a survivor. His exploits in the homeworlds during the Clan's attempted Annihilation are legendary among the Nova Cats and his enemies. He personally accounted for twelve BattleMech kills piloting his *Supernova* while the Nova Cats evacuated Clanspace. Not only is Samuel a mountain of a man, but a philosopher as well. His people respect him for his wisdom as much as his leadership.

When the Eleventh Alshain Avengers and Zeta Galaxy's First Dragon Cat Cluster battled on the Plains of Horses on Yamarovka, then Star Commander Samuel led his Star against a company of Avengers. Though outnumbered, his Star prevailed against a much heavier force. Samuel's *Supernova* anchored his Star and accounted for six Avenger 'Mechs.

When Star Commander Zane died at the hands of an Avenger warrior who broke *zellbrigen*, all of Zeta Galaxy attacked the decimated Alshain regiment. Samuel fought with the fire of vengeance for the death of his friend. When the Ghost Bears attacked Yamarovka, Samuel's *Supernova*, having suffered grievous damage against the rogue Kuritan unit, fell with Samuel seriously wounded. Star Colonel Jal Steiner evacuated him when they made their way to Xi Galaxy along with the survivors of the Dragoncat Cluster.

After the Dominion-Combine War, Samuel returned to active duty where he won his Bloodname and a promotion to Star Captain. For his actions against the traitorous Avengers and Ghost Bears, Khan West awarded him his choice of the new *Supernovas*. Star Captain Devalis pilots a *Supernova 4* he affectionately named '*The Ebony Dragon*' in honor of Star Commander Zane.

Type: **Supernova**

Technology Base: Clan

Tonnage: 90

Battle Value: 2,801

Equipment

Internal Structure:

Engine:	270	Mass	9
---------	-----	------	---

Walking MP:	3	Mass	14.5
-------------	---	------	------

Running MP:	5		
-------------	---	--	--

Jumping MP:	3		
-------------	---	--	--

Heat Sinks:	26 [52]	Mass	16
-------------	---------	------	----

Gyro:		Mass	3
-------	--	------	---

Cockpit:		Mass	3
----------	--	------	---

Armor Factor:	232	Mass	4.5
---------------	-----	------	-----

	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>

Head	3	9
------	---	---

Center Torso	29	33
--------------	----	----

Center Torso (rear)		10
---------------------	--	----

R/L Torso	19	26
-----------	----	----

R/L Torso (rear)		8
------------------	--	---

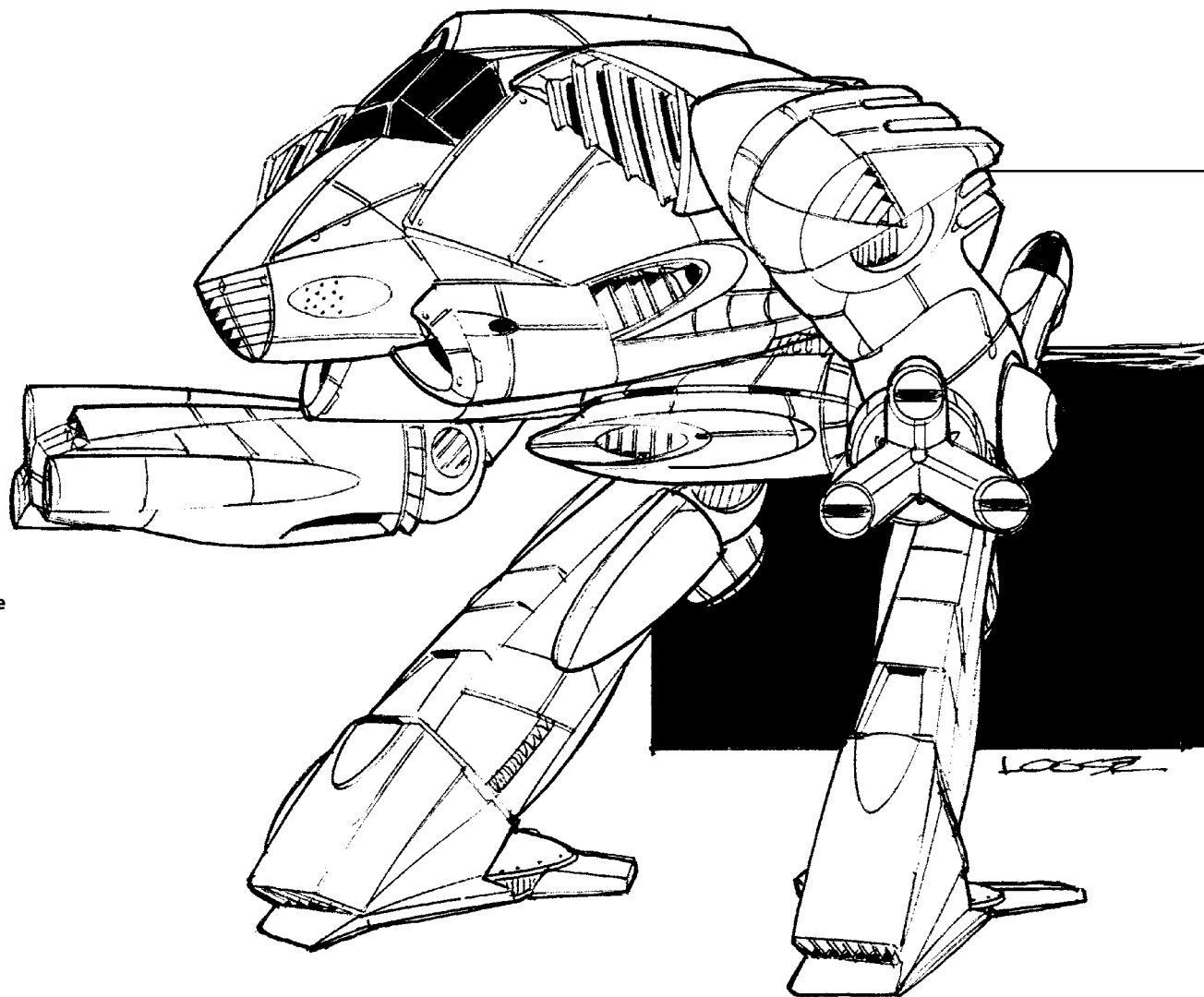
R/L Arm	15	26
---------	----	----

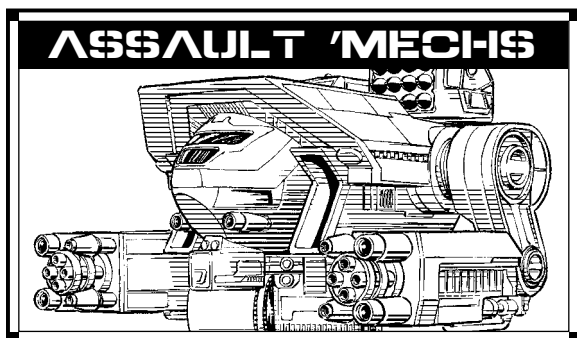
R/L Leg	19	30
---------	----	----

Weapons

and Ammo

	Location	Critical	Tonnage
3 ER Large Lasers	RA	3	12
3 ER Large Lasers	LA	3	12
Jump Jet	CT	1	2
Jump Jet	RT	1	2
Jump Jet	LT	1	2





Mass: 95 tons
Chassis: Clan Series Assault SXE
Power Plant: 380 Heavy Force XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph, 86 kph w/MASC
Jump Jets: Pryzhok WM 10
Jump Capacity: 120 meters
Armor: Arcadia Compound Delta VII Ferro-Fibrous
Armament:
 26.5 tons of pod space available
Manufacturer: Alshain BattleWorx
Primary Factory: Alshain
Communications System: Dash-2 Optima
Targeting and Tracking System: Hakkøn-Morris LAP

Overview

Acquired in some long-forgotten Trial against Clan Burrock, the plans for the 95-ton *Executioner*—known as the *Gladiator* in the Inner Sphere—underwent several revisions by Ghost Bear scientists. The original plan was to merge the Burrock design with the *Kodiak* (then in development), creating an OmniMech that would espouse the Clan's totem as a symbol of Bear power.

Unfortunately, the structural deficiencies of the *Kodiak* prohibited the inclusion of MASC circuitry on the design—eighteen of twenty trials failed. Rather than scrap the *Gladiator*, however, Clan scientists suggested that resources be made available to design two assault 'Mech platforms—one as a powerful OmniMech and another as a second-line unit championing the Bear warrior spirit.

Once the Clan Council gave their approval, development on the *Gladiator* proceeded swiftly, and the first walked from the Arcadian factory within three years.

Capabilities

Slightly underpowered compared to other Clan assault machines, the *Gladiator* still finds favor with Ghost Bear warriors due to its speed (topping out near 90 kph) and balance. Four Pryzhok jump jets give an extra edge of mobility, which was demonstrated in the *Gladiator's* first Trial of Possession. Eager to acquire the design, Hell's Horses Star Captain Reginald Amirault neglected the Watch's briefing on the new design and was astounded when Star Commander Gorman Bekker jumped his *Gladiator* behind Amirault's *Mad Cat*, which was eviscerated with one targeted weapons volley.

Most initial configurations for the *Gladiator* are still in service, though the D version seems to have fallen into disuse except as a trainer. Two new configurations—the K and P—field massive HAG weapons and laser arrays and have become so popular among younger warriors that the Ghost Bears are scrambling to negotiate for more HAGs from Diamond Shark merchants to meet demand.

Deployment

During the first few decades of its deployment, no Ghost Bear warrior lost a Trial of Possession that involved the *Gladiator* as the Trial's target. Due more to the exceptional bond these warriors developed than any stellar weapons loadout, other Clans pressed relentlessly for the design. Soon after Clan Smoke Jaguar finally won a Trial for a Star's worth of the machines, every Clan had access to the *Gladiator*. However, most Clans were unable to fully exploit the assault design's capabilities (the Jaguars and Burrocks are notable exceptions); the Ghost Bears are the only Clan known to still produce and field the design in large numbers.

Notable MechWarriors

Star Commander Gorman Bekker: In service to the Golden Keshik for a stunning twenty-two years, Bekker accounted for eighteen Trial victories against fourteen Clans, all over the *Gladiator* or its production site. Bekker died from a massive brain aneurysm in the middle of his nineteenth Trial against the Smoke Jaguars. Refusing to recognize that a natural malady would claim such a fierce warrior, the Jaguars honored Bekker's legacy by including a small statue of him at their genetic repository, an unheard of recognition.

Type: **Executioner**

Inner Sphere Designation: **Gladiator**

Technology Base: Clan OmniMech

Tonnage: 95

Battle Value: 2,749

Equipment

		Mass
Internal Structure:		9.5
Engine:	380 XL	20.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	4	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	259	13.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	30	37
Center Torso (rear)		9
R/L Torso	20	20
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	2 Ferro-Fibrous	0
Right Torso	2 XL Engine	6
	1 Double Heat Sink	
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	6
	4 MASC	
Left Arm	1 Ferro-Fibrous	7
Right Arm	1 Ferro-Fibrous	7
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
2 ER Large Lasers	2	8
2 Double Heat Sinks	4	2
2 Machine Guns	2	.5
Ammo (MG) 200	1	1
Gauss Rifle	6	12
Double Heat Sink	2	1
Ammo (Gauss) 16	2	2

Alternate Configuration A

4 ER Medium Lasers	4	4
2 Double Heat Sinks	4	2
2 Machine Guns	2	.5
Ammo (MG) 200	1	1
3 Large Pulse Lasers	6	18
Double Heat Sink	2	1

Battle Value: 3,112

Weapons and Ammo Location Critical Tonnage
Alternate Configuration B

ER PPC	RA	2	6
3 Double Heat Sinks	RA	4	2
Anti-Missile System	RT	1	.5
Ammo (AMS) 24	RT	1	1
ER Medium Laser	RT	1	1
Ultra AC/20	LA	8	12
Ammo (Ultra) 15	LT	3	3
Battle Value: 2,940			

Alternate Configuration C

Ultra AC/20	RA	8	12
Ammo (Ultra) 15	RT	3	3
Targeting Computer	RT	3	3
LRM 20	LA	4	5
Artemis IV FCS	LA	1	1
Ammo (LRM) 12	LA	2	2
ER Small Laser	LT	1	.5
Battle Value: 2,740			

Alternate Configuration D

Large Pulse Laser	RA	2	6
3 Medium Pulse Lasers	RA	3	6
3 Small Pulse Lasers	RA	3	3
2 Small Pulse Lasers	RT	2	2
2 Double Heat Sinks	RT	4	2
2 SRM 6	LA	2	3
Ammo (SRM) 45	LA	3	3
ER Small Laser	LT	1	.5
Double Heat Sink	LT	4	2
Battle Value: 2,698			

Alternate Configuration E

2 ER Large Lasers	RA	2	8
Double Heat Sink	RA	2	1
2 Heavy Medium Lasers	RT	4	2
Heavy Small Laser	RT	1	.5
2 ATM 9	LA	8	10
Ammo (ATM) 35	LT	5	5
Battle Value: 2,988			

Alternate Configuration H

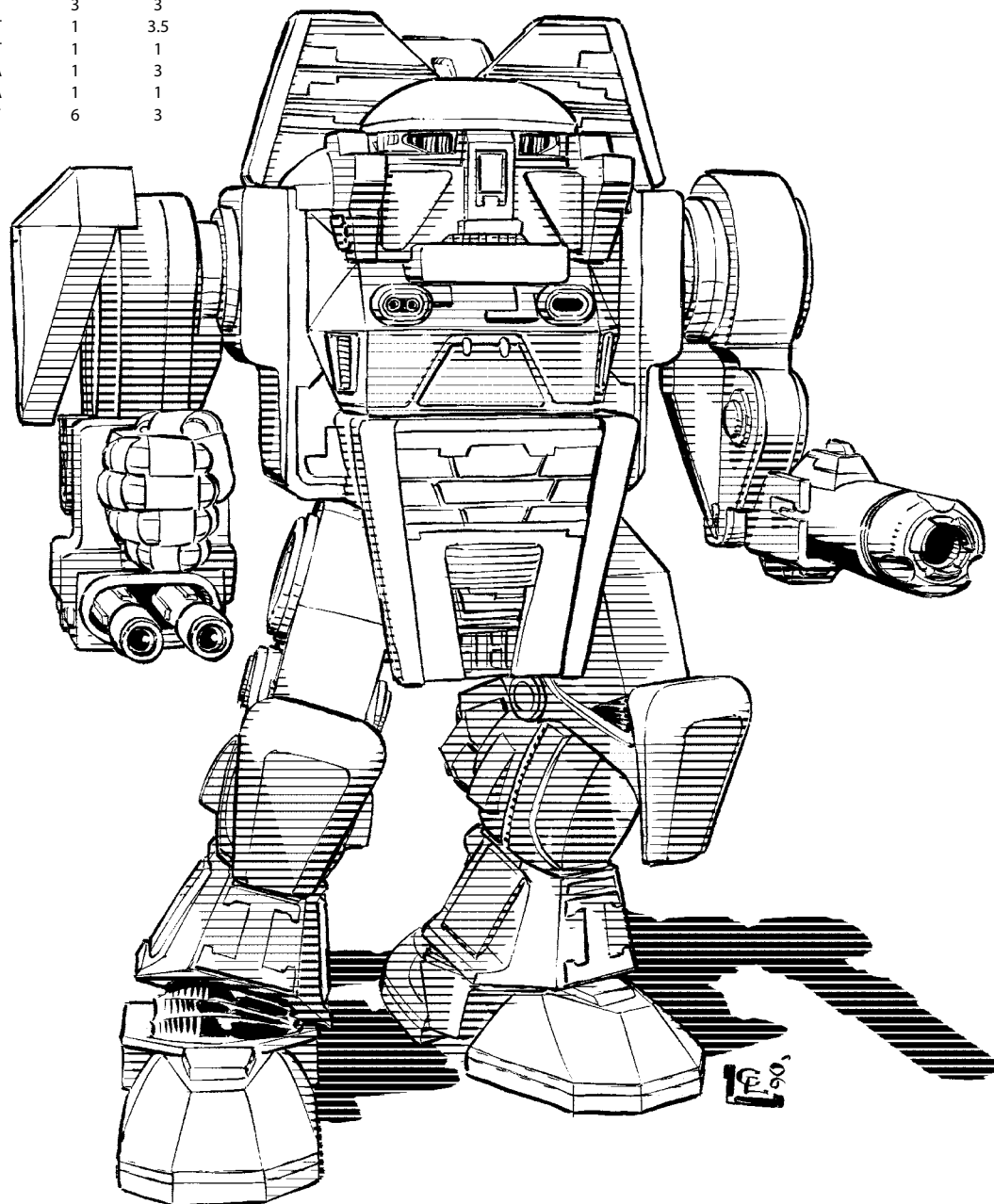
Heavy Large Laser	RA	3	4
2 ER Medium Lasers	RT	2	2
Targeting Computer	RT	4	4
Ultra AC/20	LA	8	12
Ammo (Ultra) 20	LT	4	4
Flamer	LT	1	.5
Battle Value: 3,059			

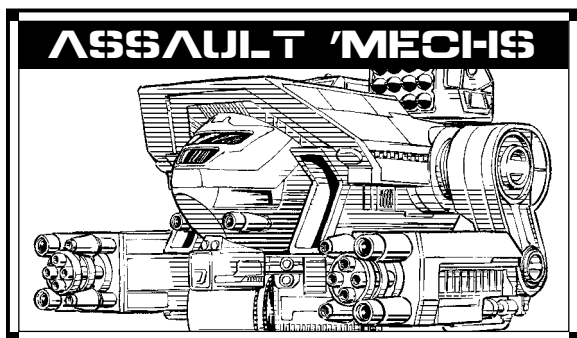
Alternate Configuration K

2 ER Large Lasers	RA	2	8
3 ER Medium Lasers	RA	3	3
Light Active Probe	RT	1	.5
Double Heat Sink	RT	2	1
HAG 20	LA	6	10
Ammo (HAG) 18	LA	3	3
Double Heat Sink	LT	2	1
Battle Value: 3,125			

Weapons and Ammo Location Critical Tonnage
Alternate Configuration P

HAG 30	RA	8	13
Ammo (HAG) 12	RT	3	3
LRM 10	RT	1	3.5
Ammo (LRM) 12	RT	1	1
Plasma Cannon	LA	1	3
Ammo (Plasma) 10	LA	1	1
3 Heavy Medium Lasers	LT	6	3
Battle Value: 3,052			





Mass: 95 tons
Chassis: JF Standard
Power Plant: 285 JF Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: JF Standard
Jump Capacity: 90 meters
Armor: JF Standard
Armament:
42 tons of pod space available
Manufacturer: Complex Beta, Olivetti Weapons
Primary Factory: Ironhold, Sudeten
Communications System: JF Integrated
Targeting and Tracking System: Series JFIX/Olivetti
Pinpoint Advanced

Overview

Entering service for its first battles on Tukayyid, the slow and lumbering, 95-ton *Turkina* is the Jade Falcons' principal assault OmniMech. It occupies the same niche as the *Daishi* but has quickly superseded the design in the Falcon ranks.

Capabilities

Unusually for a modular design, the *Turkina* features integral jump jets—usually configuration-specific equipment—that allow it to leap up to 90 meters at a bound. This helps offset the poor maneuverability of the wide, squat design, allowing it to overcome obstacles and re-position itself quickly. This unusual design decision helped simplify logistics within the Clan at a time when its resources were stretched thin but has proved to be popular with pilots.

Massively armored and with 42 tons of pod space, the *Turkina* is resilient and packs a fearsome punch. Its configurations reflect a range of combat roles and philosophies,

including long-range fire support, close-in brawling and city fighting. Some of the standard configurations rely heavily on ammunition and thus a logistics chain while others are designed specifically to counter the re-supply problems that plagued the Tukayyid campaign.

Two factories exist for the *Turkina*, one in Clanspace and the second in the Inner Sphere, but while both source many components locally the models produced in the plants are functionally identical. However, a prejudice has arisen among Falcon trueborns against the Sudeten-built models, claiming they are inferior.

Deployment

The Jade Falcons initially attempted to maintain a solid grip on the *Turkina* design—and retain the sole manufacturing plants for it—but the last decade has seen a slow dissemination of the design throughout the Kerensky Exiles. Clan Smoke Jaguar operated a handful of the design, all of which fell into the hands of the SLDF (and are now operated by the Nova Cats) or those who dismembered the Jaguar holdings. Other Clans like the Cloud Cobras, Coyotes and Fire Mandrills traded with the Falcons for the design or otherwise took them as spoils of war in the escalating series of clashes in the homeworlds.

Notable MechWarriors

Star Commander Jan: A freeborn warrior, Jan was an unusual choice for a frontline Galaxy in the hidebound Falcons but his combination of skill and charisma—and the shortage of skilled warriors in the wake of the Refusal War—made him a natural leader for the glut of new recruits entering the Touman. When his Trinary was assigned a Sudeten-built *Turkina*, many of the trueborn warriors balked at piloting the “inferior” design and so it fell to Jan to wield it in battle, which he does efficiently and lethally.

Star Colonel Kate: Only sixteen when she “tested out” in the bloody carnage of Coventry, Kate’s skill and determination have allowed her to rise through the ranks, becoming Star Colonel when she was twenty four. Unable to rise further due to her status as a freeborn, the Khans nonetheless recognized her skill and contribution to the Clan, assigning her a Clanspace-built *Turkina*.

Type: **Turkina**
Technology Base: Clan OmniMech
Tonnage: 95
Battle Value: 2,944

Equipment		Mass
Internal Structure:		9.5
Engine:	285 XL	8.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	288	18
	Internal Structure	Armor Value
Head	3	9
Center Torso	30	45
Center Torso (rear)		10
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Jump Jet	1
Right Torso	2 Engine	5
	1 Jump Jet	
	2 Double Heat Sinks	
Left Torso	2 Engine	5
	1 Jump Jet	
	2 Double Heat Sinks	
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 ER PPC	RA	4	12
2 Double Heat Sinks	RA	4	2
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
2 LB 5-X AC	LA	8	14
Ammo (LB-X) 40	LA	2	2
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Ammo (LRM) 6	RA	1	1
LRM 20	RT	4	5
Ammo (LRM) 6	RT	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Ammo (LRM) 6	LA	1	1
LRM 20	LT	4	5
Ammo (LRM) 6	LT	1	1

Battle Value: 2,906

Alternate Configuration B

2 ER Large Lasers	RA	2	8
Double Heat Sink	RA	2	1
Targeting Computer	RA	6	6
ER Medium Laser	RT	1	1
2 Double Heat Sinks	RT	4	2
2 Large Pulse Lasers	LA	4	12
3 Double Heat Sinks	LA	6	3
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	4	2
Medium Pulse Laser	H	1	2
Medium Pulse Laser	CT	1	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1

Battle Value: 3,420

Alternate Configuration C

2 Large Pulse Lasers	RA	4	12
2 Double Heat Sinks	RA	4	2
Streak SRM 6	RT	2	4.5
2 Machine Guns	RT	2	.5
Ammo (MG) 100	RT	1	.5
LB 20-X AC	LA	9	12
Ammo (LB-X) 5	LA	1	1
2 Medium Pulse Lasers	LT	2	4
Ammo (LB-X) 15	LT	3	3
Active Probe	H	1	1
Ammo (Streak) 15	CT	1	1
A-Pod	RL	1	.5
Flamer	RL	1	.5
A-Pod	LL	1	.5
Flamer	LL	1	.5

Battle Value: 2,796

Alternate Configuration D

2 ATM 12	RA	10	14
Ammo (ATM) 25	RT	5	5
2 ATM 12	LA	10	14
Ammo (ATM) 25	LT	5	5
ER Medium Laser	H	1	1
ER Medium Laser	CT	1	1
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1

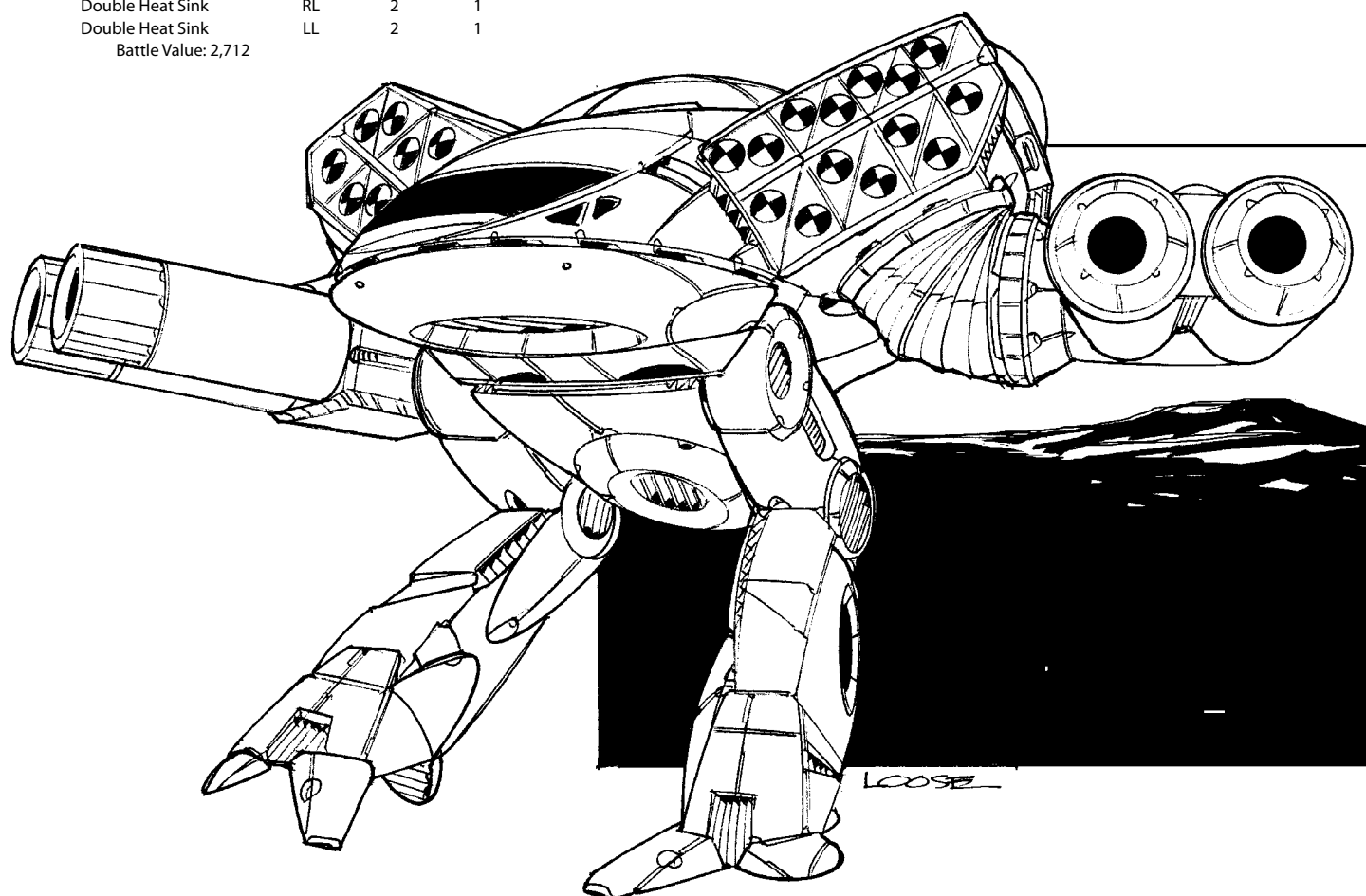
Battle Value: 3,132

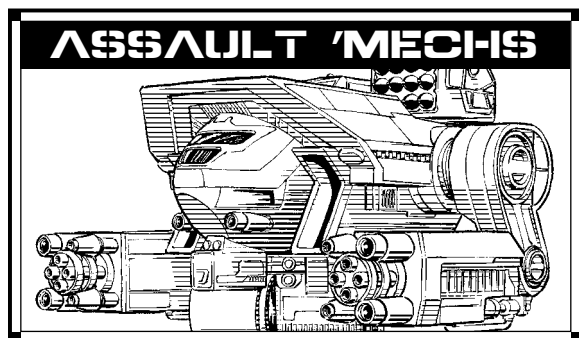
Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Targeting Computer	RA	6	6
Ultra AC/10	RT	4	10
Ammo (Ultra) 10	RT	1	1
2 Heavy Medium Lasers	LA	4	2
2 Double Heat Sinks	LA	4	2
Ammo (Ultra) 20	LA	2	2
Ultra AC/10	LT	4	10
Ammo (Ultra) 10	LT	1	1
Medium Pulse Laser	H	1	2
Medium Pulse Laser	CT	1	2
Double Heat Sink	RL	2	1
Double Heat Sink	LL	2	1

Battle Value: 2,712





Mass: 100 tons

Chassis: Bergan Version 12.6 Endo Steel

Power Plant: 400 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound 12A2

Armament:

1 Series II Ultra Class 20 Autocannon

2 Type XII Streak SRM-6 Launchers

8 Series 2a Extended Range Medium Lasers

1 Series 7k Extended Range Large Laser

Manufacturer: Bergan Industries

Primary Factory: Alshain

Communications System: Garret L20

Targeting and Tracking System: RCA Instatrak Mark IX

Overview

A fast moving assault 'Mech, the *Kodiak* was originally designed by Clan Ghost Bear as a second-line equivalent to the *Gladiator* OmniMech.

While the *Kodiak* does not go to the extremes of other Totem 'Mechs such as the *Thunder Stallion* or *Mandrill*, it nevertheless represents the epitome of Ghost Bear thinking: mostly defensive but capable of surprising speed and a devastating attack when launched.

Capabilities

The primary focus of the *Kodiak* is its 400-rated extra-light engine, which allows the one-hundred-ton monster to exceed speeds of sixty kilometers an hour.

Around the mammoth engine, a devastating medium-to short-range arsenal is mounted: eight extended-range medium lasers, twin Streak SRM-6 launchers, and an ultra-class autocannon 20. Almost as an afterthought, an extended-range large laser provides the 'Mech its sole long-range weapon. While the *Kodiak* has extensive over-heating problems when firing all its weapons simultaneously, Ghost Bear MechWarriors learn to use the weapons sparingly, and they love the knockout punch an alpha strike provides.

While the *Kodiak* appears to mount claws on each hand—a nod towards a Totem 'Mech aesthetic—they are for show only.

Deployment

The vast majority of deployed *Kodiaks* are found within the Ghost Bear Toman; for the first years of its deployment it was unique to the Bears. However, a few other Clans employ *Kodiaks* to one extent or another, specifically Clans Cloud Cobra, Goliath Scorpion, and Snow Raven; of these, the Snow Ravens deploy the most, apparently part of the payment for their part during the Ghost Bear relocation to the Inner Sphere. Strangely enough the only Crusader Clan known to field a handful of *Kodiaks* is Clan Ice Hellion.

Variants

The *Kodiak 2* first appeared during the Dominion-Combine War, when it received its baptism of fire on Richmond. In an effort to provide the 'Mech with greater mobility while simultaneously solving its horrendous over-heating problems, the *Kodiak 2* exchanges four lasers and a Streak-6 launcher, along with its ton of ammunition, for jump jets.

The *Kodiak 3* has only recently been seen in action among Clan Snow Raven. The most radical variant to date, its design is tied to the Snow Ravens innate aerospace bias, creating a powerful anti-aircraft 'Mech. Downgrading the heat sinks to fourteen doubles and removing the Ultra AC/20, twin Streak SRM-6 racks, extended-range large laser, and four medium lasers created room to mount twin LB 20-X autocannons with three tons of ammunition each, with all remaining weapons slaved to an advanced targeting computer.

Notable MechWarriors

Star Colonel Christer Hall: Commander of the Fifth Bear Regulars, Xi Galaxy, Star Colonel Christer Hall assaulted the world of Richmond in 3062 during the Dominion-Combine War in a newly produced *Kodiak 2*. Perhaps striving too much for personal glory, Christer pressed too hard and too fast, allowing Shintaro Yamada, the commander of the local militia, to outsmart him. A former warrior turned peace activist, Yamada was pressed into leading the defense of Richmond and in a series of bold moves frustrated the over-eager Christer. The Star Colonel finally agreed to a one-on-one duel, which Yamada won. In a stunning move, the two came to an agreement, which left the world (temporarily) in the hands of the Ghost Bear, and Yamada a bondsman of Star Colonel Hall.

Star Captain Caden: Star Captain Caden first gained notice as part of the Fourth Nova Cat Regulars' deep raid against the Alliance world of Lyons in 3063. During the Dominion-Combine War, Caden, furious that the Fourth Nova Cat Regulars would be left out of the Nova Cat counter-offensive against the Ghost Bears, won a Trial of Grievance against Star Colonel Sal and immediately turned around and won a Trial of Position into the Fifth Nova Cat Regulars. Though he lost his "*Spirit Cat*"—a *Vulture*—on the battlefields of Marawi against the Bears' Seventeenth PGC, he came away with the only known *Kodiak* deployed within Clan Nova Cat. Now a Star Captain in the Nova Cat Legers Cluster, Caden and his "*Spirit Bear*" anxiously await an opportunity to strike once more at Clan Ghost Bear.

Type: **Kodiak**

Technology Base: Clan

Tonnage: 100

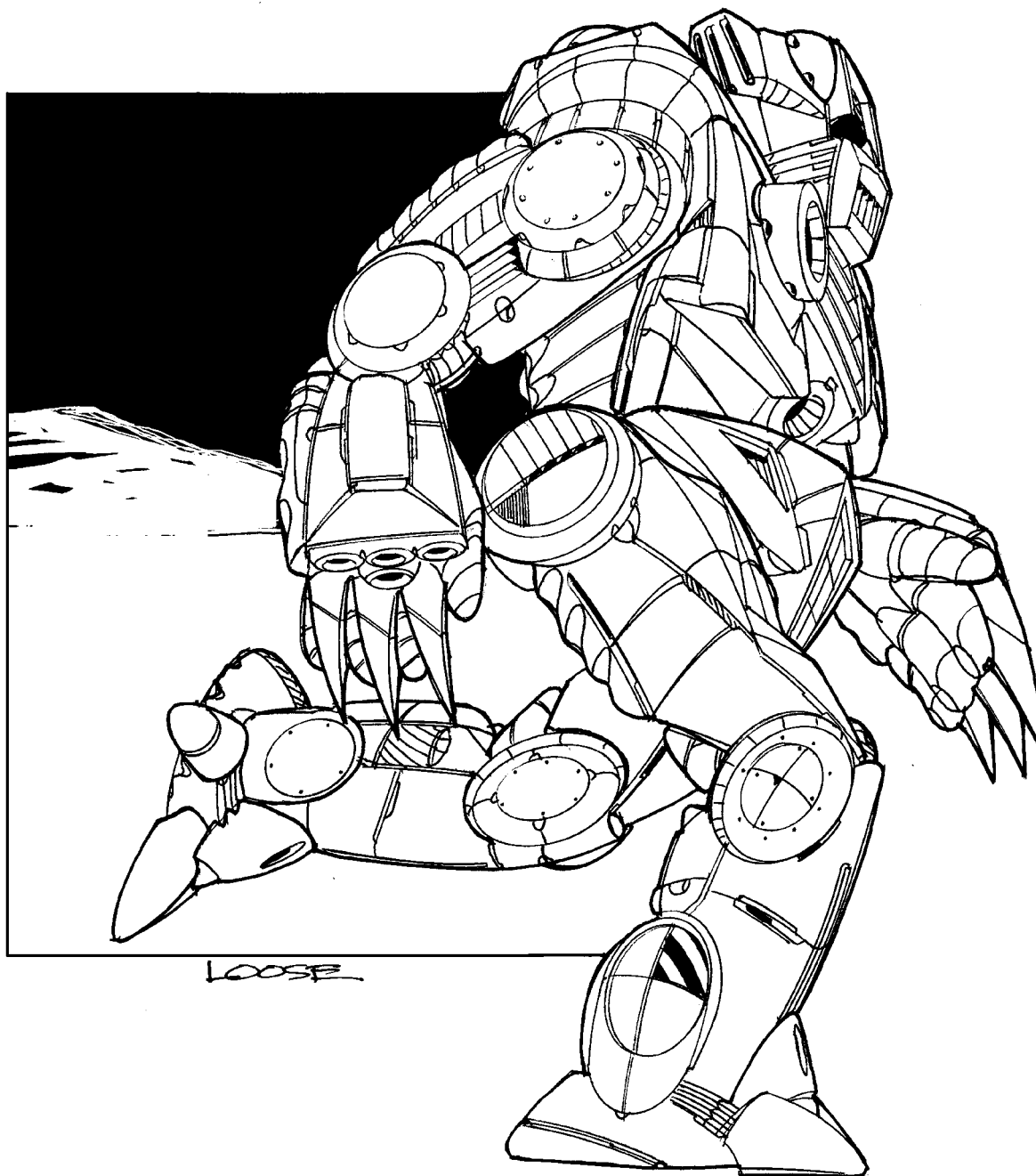
Battle Value: 2,927

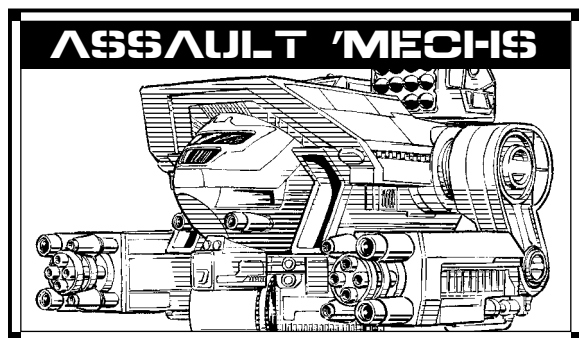
Equipment

		Mass
Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	280	17.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	40
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	32
R/L Leg	21	34

Weapons and Ammo	Location	Critical	Tonnage
Ultra AC/20	RT	8	12
Ammo (Ultra) 10	RT	2	2
ER Large Laser	CT	1	4
2 Streak SRM 6	LT	4	6
Ammo (Streak) 30	LT	2	2
4 ER Medium Lasers	LA	4	4
4 ER Medium Lasers	RA	4	4





Mass: 100 tons
Chassis: Titan HX
Power Plant: Starfire 300 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound 12B2 Standard
Armament:
 50.5 tons of pod space available
Manufacturer: Wolf Clan Site #1
Primary Factory: Strana Mechty
Communications System: TJ6 "Bell" Integrated Communication System
Targeting and Tracking System: Mars System 9

Overview

The *Dire Wolf* (or *Daishi*, as it is known to the Inner Sphere) was still on Clan Wolf drawing boards when Smoke Jaguar warriors learned of the creation of the "Ultimate Assault OmniMech." Knowing they had to have it for themselves, the Jaguars declared a Trial of Possession (in which the Jaguars danced on boundaries of *zellbrigen*) and wrestled the design from the Wolves' jaws.

The *Daishi* came off the Huntress production lines in 3010 and was manufactured until Inner Sphere forces razed the Phan Industrialplex in 3060.

Capabilities

All considerations are secondary to pod space for the *Daishi*, allowing the OmniMech to carry massive armament. Armed with bundles of lasers and autocannons, the Primary configuration carries awesome firepower. The A and B configurations lack the same punch but manage heat more

efficiently. The Wolves introduced the S configuration for urban combat in the Inner Sphere.

Clan Coyote add their ATM launchers on configuration C, but limited magazines further hinder that weapon's over-hyped flexibility. The Star Adders enjoyed more success pairing their heavy lasers with Gauss rifles to create the deadly configuration H. Few OmniMechs can mount the Hell's Horses HAG 40, but only the *Daishi* can mount two. Even then, configuration D has limited secondary weaponry.

Wolf's Dragoons configuration W is used in their training command and on the battlefield. Armed with a mix of weapons, it is deadly at all ranges.

Deployment

Before their annihilation, the Smoke Jaguars employed many *Daishis*, with which they smashed through their enemy's lines.

After losing the design to the Jaguars, the Wolves honor demanded action, but a Trial of Refusal would have compelled the proud Jaguars to escalate the conflict. Instead, Star Colonel Ulric initiated a Trial of Possession only for the rights to manufacture the *Daishi*, which he won in 3019.

Other Clans could only acquire the deadly OmniMech through trade or as isola. Using technical information provided by Khan Kerlin Ward, Wolf's Dragoons began manufacturing *Daishis* on Outreach in the late 3040s.

Notable MechWarriors

Khan Natasha Kerensky: Known as the Black Widow, Natasha Kerensky returned to Clan Wolf after spending decades in the Inner Sphere with Wolf's Dragoons. Proving herself as deadly as ever, Natasha passed a new Trial of Position with four kills, earning the right to form the Thirteenth Wolf Guard.

The Black Widow finally fell in battle, single-handedly holding the Great Gash on Twycross against the Falcon Guard.

Precentor Martial Victor Steiner-Davion: One of the greatest military commanders the Inner Sphere has seen since Aleksandr Kerensky, Victor has handed the Clans a string of defeats, culminating in the annihilation of the Smoke Jaguars and the destruction of the Crusader cause in the Great Refusal on Strana Mechty. Returning to the Inner Sphere, Victor then had to liberate the Federated Suns and Lyran Alliance from the tyrannical rule of Katherine, his sister. Victor now faces the challenge of rallying a divided Inner Sphere against the Word of Blake.

Type: **Dire Wolf**
 Inner Sphere Designation: **Daishi**
 Technology Base: Clan OmniMech
 Tonnage: 100
 Battle Value: 2,712

Equipment		Mass
Internal Structure:		10
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		4
Armor Factor:	304	19
	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine Double Heat Sink	8
Left Torso	2 XL Engine Double Heat Sink	8
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	Double Heat Sink	0

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
2 ER Large Lasers	2	8
2 Medium Pulse Lasers	2	4
Ultra AC/5	3	7
Ammo (Ultra) 20	1	1
3 Double Heat Sinks	6	3
2 ER Large Lasers	2	8
2 Medium Pulse Lasers	2	4
Ultra AC/5	3	7
Ammo (Ultra) 20	1	1
LRM 10	1	2.5
Ammo (LRM) 12	1	1
3 Double Heat Sinks	6	3
Double Heat Sink	2	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

3 Large Pulse Lasers	RA	6	18
Double Heat Sink	RA	2	1
AMSRT	1	.5	
Ammo (AMS) 72	RT	3	3
2 Double Heat Sinks	RT	4	2
Gauss Rifle	LA	6	12
Ammo (Gauss) 24	LA	3	3
2 Streak 6	LT	4	6
Ammo (Streak) 30	LT	2	2
Double Heat Sink	LT	2	1
Double Heat Sink	CT	2	1
Double Heat Sink	RL	2	1

Battle Value: 2,855

Alternate Configuration B

LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RA	2	2
2 Ultra AC/2	RT	4	10
Ammo (Ultra) 45	RT	1	1
2 ER PPCs	LA	4	12
2 Medium Pulse Lasers	LA	2	4
2 Ultra AC/2	LT	4	10
Ammo (Ultra) 45	LT	1	1
ER Small Laser	CT	1	.5

Battle Value: 2,609

Alternate Configuration C

ER PPC	RA	2	6
ATM 6	RA	3	3.5
Ammo (ATM) 10	RA	1	1
2 Double Heat Sinks	RA	4	2
Medium Pulse Laser	RT	1	2
Targeting Computer	RT	4	4
Double Heat Sink	RT	2	1
Jump Jet	RT	1	2
ER PPC	LA	2	6
ATM 6	LA	3	3.5
Ammo (ARM) 10	LA	1	1
2 Double Heat Sinks	LA	4	2
3 Medium Pulse Lasers	LT	3	6
2 Double Heat Sinks	LT	4	2
Jump Jet	LT	1	2
Streak SRM 4 (OS)	H	1	2.5
Jump Jet	CT	1	2
ECM Suite	CT	1	1
Double Heat Sink	RL	2	1

Battle Value: 3,610

Alternate Configuration D

HAG 40	RA	10	16
Ammo (HAG) 15	RT	5	5
HAG 40	LA	10	16
Ammo (HAG) 15	LT	5	5
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
ER Small Laser	H	1	.5
2 Medium Pulse Lasers	CT	2	4

Battle Value: 3,403

Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Heavy Large Laser	RA	3	4
Gauss Rifle	RA	6	12
Ammo (Gauss) 8	RA	1	1
Medium Pulse Laser	RT	1	2
Targeting Computer	RT	7	7
Gauss Rifle	LA	6	12
Ammo (Gauss) 8	LA	1	1
Heavy Large Laser	LA	3	4
Ammo (Gauss) 16	LT	2	2
3 Double Heat Sinks	LT	6	3
Flamer	H	1	.5
Double Heat Sink	CT	2	1
Double Heat Sink	RL	2	1

Battle Value: 2,992

Alternate Configuration S

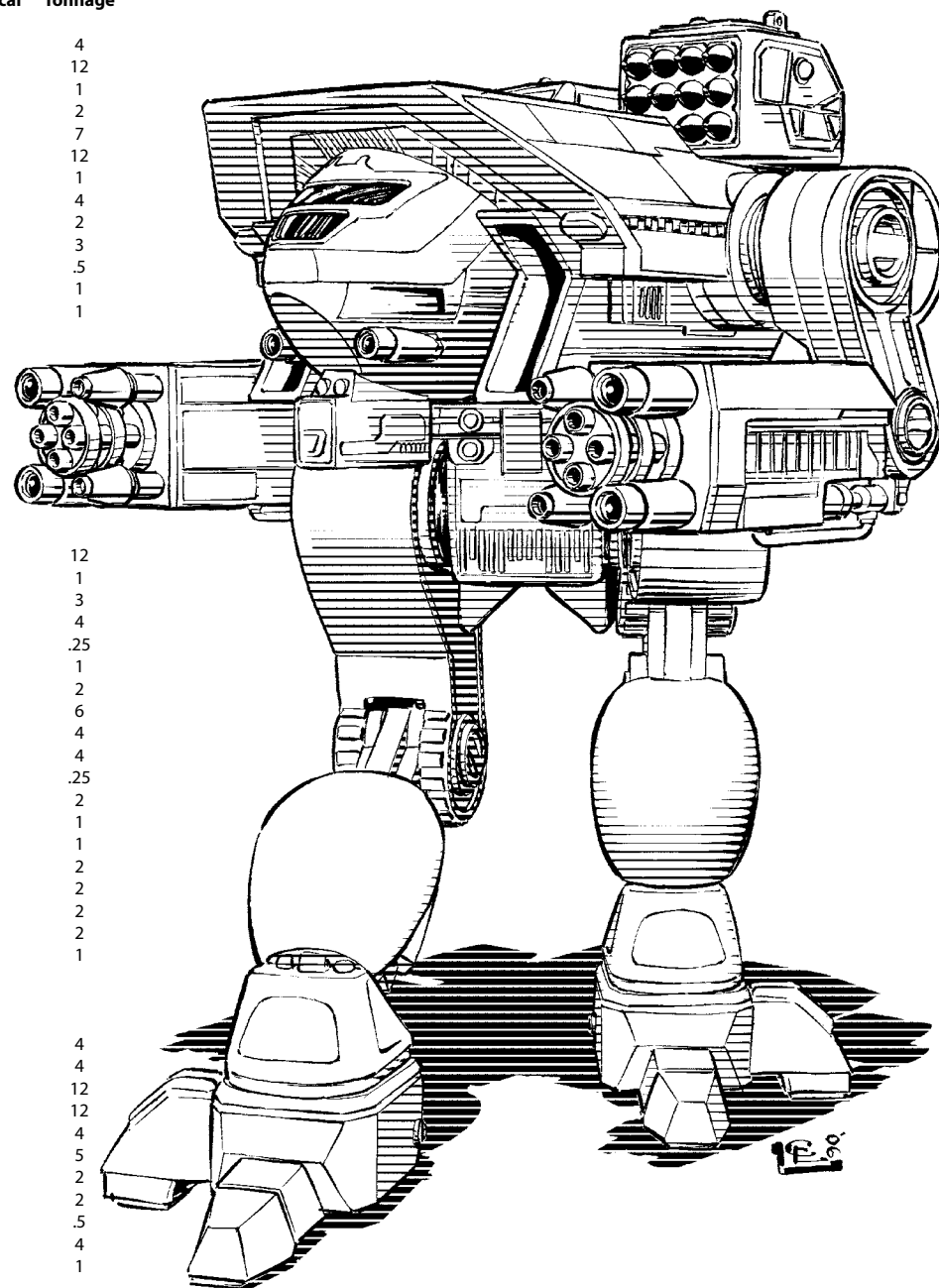
LB 20-X AC	RA	9	12
Ammo (LB-X) 5	RA	1	1
Ammo (LB-X) 15	RT	3	3
2 Medium Pulse Lasers	RT	2	4
Machine Gun	RT	1	.25
Ammo (MG) 200	RT	1	1
Jump Jet	RT	1	2
Large Pulse Laser	LA	2	6
4 Double Heat Sinks	LA	8	4
2 Medium Pulse Lasers	LT	2	4
Machine Gun	LT	1	.25
Streak SRM 4	LT	1	2
Ammo (Streak) 25	LT	1	1
Double Heat Sink	LT	2	1
Jump Jet	LT	1	2
Medium Pulse Laser	H	1	2
Streak SRM 4	CT	1	2
Jump Jet	CT	1	2
2 A-Pods	RL	2	1

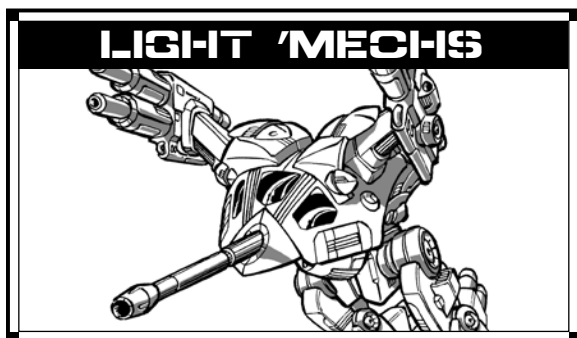
Battle Value: 2,985

Alternate Configuration W

ER Large Laser	RA	1	4
4 Double Heat Sinks	RA	8	4
Ultra AC/20	RT	8	12
Gauss Rifle	LA	6	12
Ammo (Gauss) 32	LA	4	4
LRM 20	LT	4	5
Ammo (LRM) 12	LT	2	2
Ammo (Ultra) 10	LT	2	2
ER Small Laser	H	1	.5
2 Medium Pulse Lasers	CT	2	4
Double Heat Sink	RL	2	1

Battle Value: 2,951





Mass: 20 tons
Chassis: Corean Model 334AA Endo Steel
Power Plant: DAV 220 XL
Cruising Speed: 119 kph
Maximum Speed: 184 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Nova
Armament:
1 Hovertec Streak SRM-2 Rack
1 LFN Lindblad Machine Gun
Manufacturer: Corean Enterprises
Primary Factory: New Avalon
Communications System: Lynx-Shur
Targeting and Tracking System: Corean B-Tech

Overview

While trying to formulate a strategy to counter the Clan onslaught, Federated Commonwealth commanders held a series of talks with designers at the New Avalon Institute of Science. One outcome of the discussions was a decision to build a light BattleMech that could support heavier units against the surprisingly deadly Clan Elementals. Corean Enterprises was awarded the contract for what would become the ALM-7D *Fireball*.

Capabilities

A product of the panic that gripped the Inner Sphere when the Clans first appeared, the *Fireball* was envisaged as a quick vehicle that could sustain a high fire rate for an extended period in combat.

Armed with only a Hovertec Streak SRM-2 Pod and a Lindblad machine gun, the *Fireball* regretfully proved unequal to the task—indeed, many MechWarriors complained of being outgunned when facing a pack of marauding Toads (as the Elementals were first called by FedCom troops).

The design's only redeeming feature was its exceptional speed, and front-line commanders quickly redeployed the *Fireball* as a scout and raider.

Deployment

The Federated Commonwealth tested the performance of the ALM-7D in front-line situations where veteran units faced the Clans. They assigned the 'Mech to rookie pilots, with the aim of building up their operational experience more rapidly. The concept proved sound, and the Federated Suns has continued this policy.

Given their extensive experience with light 'Mechs, the Crucis Lancers, Deneb Light Cavalry and Ceti Hussar regiments received the first shipments in 3053. With the constant raiding up and down the Clan front, it was only a matter of weeks before reports showed that the *Fireball* was ineffective in its intended role. However, as a light unit able to give even the phenomenally fast Clan *Dasher* a run for its money, the 'Mech was an excellent choice for raiding and scout operations.

Ironically, the heaviest fighting the *Fireball* saw was on the doorstep of the Corean Enterprises plant on New Avalon. During the campaign for control of New Avalon during the FedCom Civil War, Corean Enterprises churned out 'Mechs as fast as possible, first for the Loyalists and later for the Allies. The *Fireball* quickly became the mainstay of the Allied reconnaissance force. Since the end of the FedCom Civil War, the *Fireball* has become a key element in rebuilding the mauled Deneb Light Cavalry and Ceti Hussars regiments.

Variants

Since the *Fireball*'s introduction, successful field modifications have created two variants, both of which upgrade the 'Mech's firepower. The first, designated ALM-8D, replaces the Streak SRM-2 and ammo in the left torso with two medium lasers and additional armor.

A different tech in the same company replaced a damaged *Fireball*'s right-torso machine gun and ammo with a medium laser and some additional armor, creating the ALM-9D.

Both variants have performed well and Corean Enterprises has turned out several production runs of both types.

Notable MechWarriors

Captain Sonja Dekkered: Assigned to the Tenth Deneb Light Cavalry straight out of the NAIS in 3055, Sonja had risen to the position of Recon Company commander by the start of the struggle for control of New Avalon during the FedCom Civil War.

Captain Dekkered is an avid follower of fashion and looks as if she would be more at home on the catwalk than the battlefield. She has worked long and hard to cultivate what some say is a striking resemblance to the late Melissa Steiner-Davion. Her detractors often claim that she based her support for Katherine Steiner-Davion on their similar fashion sense rather than the Archon-Princess' policies.

MechWarrior Robert Grey: Solitary and moody away from his 'Mech, Grey is a hunter who comes alive in battle, enjoying the long, weary hours involved in stalking other 'Mechs. He is also a talented scout, and as a veteran member of McKinnon's Company of the Seventh Crucis Lancers (also known as McKinnon's Raiders, or the "Fox's Teeth") has contributed to their continued success. Initially ecstatic to finally trade his old and battered *Stinger* for a shiny new 'Mech, Grey was unimpressed with the pop-gun armament on the *Fireball* he received, and quickly adopted the ALM-8D field modification.

Detached from the Seventh Crucis Lancers as an independent raiding force, McKinnon's company escaped the regiment's fate. Launching hit-and-run attacks to draw off strength from the forces pursuing Victor Steiner-Davion across the Lyran Alliance, the Fox's Teeth relied heavily on Robert Grey's skills to survive.

ALM-7D FIREBALL

LIGHT 'MECHS

85

Type: **Fireball**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 385

Equipment

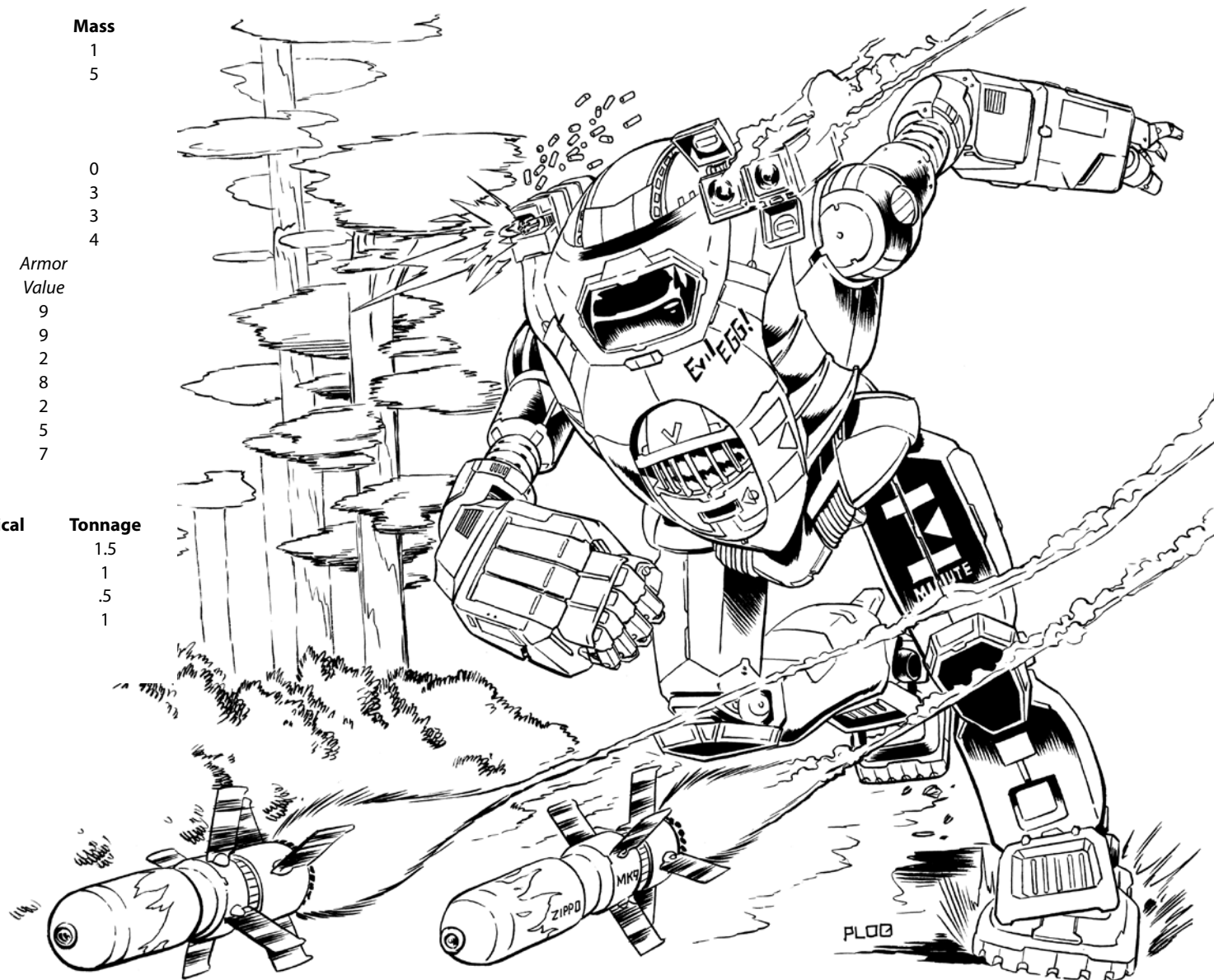
Internal Structure:	Endo Steel	Mass
Engine:	220 XL	5
Walking MP:	11	
Running MP:	17	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	64	4

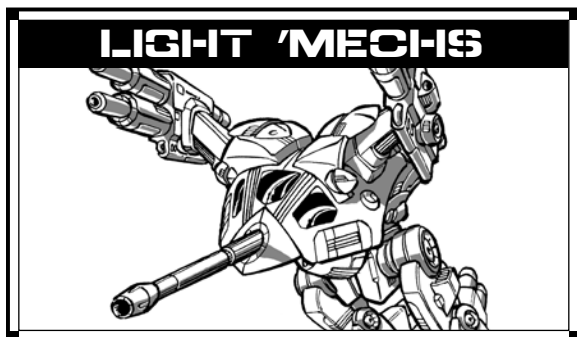
	Internal Structure	Armor Value
Head	3	9
Center Torso	6	9
Center Torso (rear)		2
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	7

Weapons

and Ammo

	Location	Critical	Tonnage
Streak SRM 2	LT	1	1.5
Ammo (Streak) 50	LT	1	1
Machine Gun	RT	1	.5
Ammo (MG) 200	RT	1	1





Mass: 20 tons

Chassis: Corean-II Delux Endo Steel

Power Plant: Hermes 240 XL

Cruising Speed: 130 kph

Maximum Speed: 194 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon FWL Special Ferro-Fibrous

Armament:

1 Magna Mk VI Extended Range Medium Laser

4 Magna Mk IV Extended Range Small Lasers

Manufacturer: Corean Enterprises

Primary Factory: Stewart

Communications System: Garret T10 B

Targeting and Tracking System: Corean CalcMaster

Overview

Corean Enterprises initially balked at the idea of investing any cash into the *Locust* program until they received assurances from the Word of Blake that the Militia would purchase the first year's limited production run. After studying the plans of the redesign, they were thoroughly impressed and satisfied with what they saw. The redesign would require very little capital investment for start up, and Corean moved forward confident in the knowledge that the company would reap plenty of profit in producing the new *Locust*. Agreeing to terms with Vicore, contracts were signed and designs licensed, after which Corean Enterprises designated the *Locust* the LCT-5M and began production.

Capabilities

The *Locust* redesign required a few fundamental design changes. The engineers on the R&D team decided (and rightly so) that the best attribute of the *Locust* was its speed. They decided to increase the 'Mech's speed by thirty-three percent. They did this by replacing the Magna 160 with the Hermes 240 XL power plant. To take advantage of the new speed, the designers replaced the original LCT-3M's weapons with a loadout of extended range lasers. In doing so, they dropped the Anti-Missile System and CASE, increasing the 'Mech's armor protection to its maximum.

Deployment

True to their word, Blakist officials from the Office of Procurement arrived at the completion of the first production run for the LCT-5M. The new 'Mechs were shipped to each Blakist Division and dispersed, giving each Level III access to at least one new LCT-5M.

Variants

Corean Enterprises was the only manufacturer in the Inner Sphere that began production of the new *Locust*. Achernar BattleMechs agreed to terms with Vicore, but has not yet begun production. They are slated to start up on August 1, 3067. They will be producing the LCT-5M after purchasing the license from Corean Enterprises. Currently, the remaining Houses have expressed no interest in the *Locust* program.

The Periphery nations, on the other hand, readily agreed to the new design. They were happy to have a design that would take advantage of their latest Rocket Launcher Technology. Two variants were introduced to the Periphery nations.

The LCT-5V has been picked up by both the Magistracy of Canopus and Taurian Concordat for production. This variant would incorporate ferro-fibrous armor, two extended range medium lasers and two Rocket Launcher 10s. The original 160 LTV engine would be used keeping the original speed of the *Locust*.

The LCT-1V2 variant has been seen in the forces of the Marian Hegemony, but where it has been manufactured is unknown at the current time. Speculations and rumors from the region, however, are rife concerning a new small-scale BattleMech factory located within the depths of the Hegemony. Considering the rumors circulating concerning a major new Germanium find, the two could go hand in hand. This variant appears to remove all the weapons save one medium laser and add four Rocket Launcher 10s.

Notable MechWarriors

Lieutenant (SG) Bernice Paulson: Lieutenant Paulson's first trip to Terra did not go well. The Third Free Worlds Legionnaires MechWarrior was forced into an emergency orbital drop when her company's *Union*-class DropShip took severe damage during orbital insertion. Instead of landing with the rest of her Task Force Sickles force, she wound up alone outside Santa Fe, New Mexico, more than 2600 kilometers from Hilton Head. She pushed her LCT-5M to its limits, never easing down from maximum speed. She covered the distance in 13 hours, evading enemies and ongoing battles, arriving in time to rejoin the rest of the Third. After the war was won, the Paulson Sprint Memorial Race was held annually in honor of her remarkable feat.

The Swarm: This company of LCT-5V *Locusts* in the Pleiades Hussars was instrumental in the Taurian conquest of the Pleiades Cluster. The twelve MechWarriors trained for several years to operate independently and in concert. Rather than organize into fixed lances, the members and commanders of each lance rotated constantly, ensuring that any losses would not cripple the survivors in the midst of combat. They specialized in hit-and-run tactics rather than recon operations. Their lightning attacks through enemy lines caused havoc in AFFS supply and headquarters units. Hefty bounties were placed on their heads, and one by one, the Swarm was whittled down. With Taurian industrial capacity shattered in the Jihad, replacements never arrived. The last Swarm MechWarrior fell to none other than the famed Bounty Hunter in 3084.

LCT-5M LOCUST

LIGHT 'MECHS

87

Type: **Locust**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 516

Equipment

		Mass
Internal Structure:	Endo Steel	1
Engine:	240 XL	6
Walking MP:	12	
Running MP:	18	
Jumping MP:	0	
Heat Sinks	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	69	4

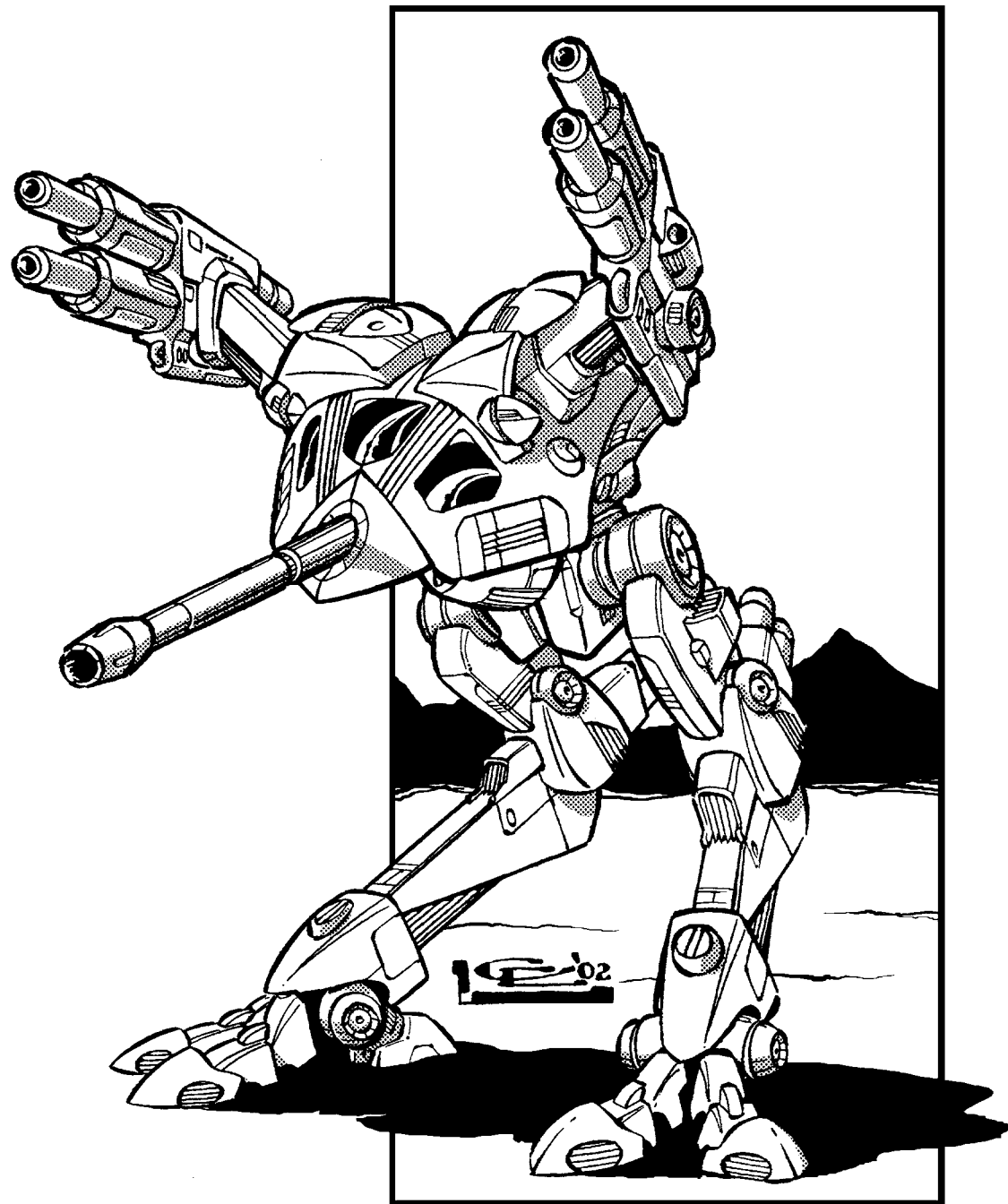
*Internal
Structure* *Armor
Value*

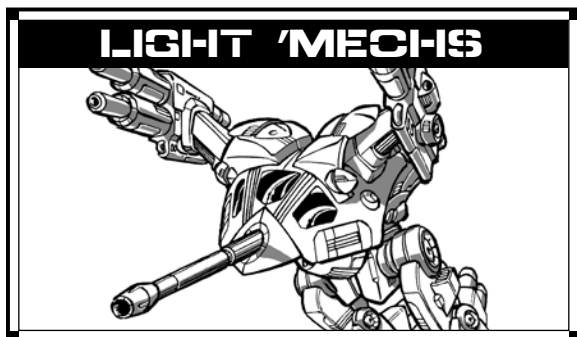
Head	3	9
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	8

Weapons

and Ammo

	Location	Critical	Tonnage
ER Medium Laser	CT	1	1
2 ER Small Lasers	RA	2	1
2 ER Small Lasers	LA	2	1





Mass: 20 tons

Chassis: Earthwerks STG

Power Plant: Vox 120

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: Rawlings 52

Jump Capacity: 180 meters

Armor: Durallex Light Ferro-Fibrous

Armament:

1 Diverse Optics Extended Range Medium Laser

2 Death Blossom 15 Pack Rocket Launchers

Manufacturers: New Vandenberg, Macleod's Land,
and Detroit

Primary Factories: Macleod's Land, New Vandenberg,
and Detroit

Communications System: Garret T10 B

Targeting and Tracking System: O/P 911 Targeting System

Overview

The second most produced 'Mech in the Inner Sphere, the *Stinger* was designed as a scout and reconnaissance 'Mech. The *Stinger* has filled a variety of rolls, including a training 'Mech, a testament to the design's usefulness. When the Taurians began looking to revamp their existing scout 'Mechs, they turned to the venerable *Stinger*. They were already involved with the Capellans in producing the new *Wasp* 3L, but they desired to go it alone on this one. We believe that this may be due to a rift forming in their alliance with the Capellans and Magistracy.

The Taurian engineers encountered technical difficulties from the outset in producing the armor needed for this configuration. Though they had the technical know-how to produce ferro-fibrous armor, they lacked the facilities to mass produce the armor on a scale required by the *Stinger* project. Enter the Word of Blake.

Following up their successful negotiations with the Taurians' *Archer* project, the Blakists offered to give the Taurians the plans and material to build a plant dedicated to producing ferro-fibrous armor and endo steel. It is rumored that in return, they asked for an unspecified number of *Stingers* and *Wasps* as payment. The new production facility was constructed and placed on New Vandenberg.

Capabilities

The *Stinger* had not seen many changes since its commission in 2479—something that would not be true for the Taurians' new variant. The first change made was a new head assembly that incorporated a full cockpit ejection system. This was done to remove a major drawback, as the cockpit assembly was too small for most pilots. The original STG-3R used a single energy weapon backed by machine guns. The Taurians decided to give the *Stinger* firepower that would live up to its name. Upgrading the medium laser with a new Diverse Optics extended-range model produced on Sterope, two new rocket launcher 15 packs were installed. Armored with Taurian developed ferro-fibrous armor, the *Stinger* now carried a half-ton more protection along with increased firepower. The *Stinger* retained its standard engine for survivability and standard internal structure. This configuration allowed the Taurians to upgrade most of their existing *Stingers* in a matter of months.

Deployment

The Taurian forces received shipments of new *Stingers* early in 3067. Deployment would have been earlier had it not been for the Blakists' payments being made. Our operatives were unable to obtain the numbers but they do know that a large amount was shipped. We were able to discover that some of the shipments were sent to Terra and the Circinus Federation.

Variants

The only known variant that has been identified is being produced on Detroit and Sian for the Magistracy and Capellans. The *Stinger* STG-6L will incorporate the new Stealth Armor, yet use two standard medium lasers. The most important upgrade of the STG-6L is its power plant. Using the LTV 160, this variant will be able to reach speeds of 130 kph. The jump jets were dropped to allow the maximum use of armor protection.

Notable MechWarriors

Captain Morton Hopeless: Morton Hopeless was known as a loud-mouthed braggart on Solaris, challenging "common wisdom" about BattleMechs, including the notion that an *Atlas* could engage a battalion of *Stingers* and defeat them easily. When his mockery reached the ears of one Killian "Mangler" Pomeroy, Hopeless was challenged to put up or shut up. He did even better. He challenged Pomeroy to a one-on-one match, winner takes the loser's 'Mech. Pomeroy accepted. Hopeless chose the Jungle for the battle. With the enclosing terrain and high temperatures, Hopeless outmaneuvered and outwitted Pomeroy. He took a leg off Pomeroy's *Atlas* with a humiliating kick, then refused to claim his prize, asking, "Why would I want such an inferior 'Mech?"

McClure's Hive: Then-Major Elliria McClure grew disillusioned with the Magistracy of Canopus after ties were strengthened with the Capellan Confederation. She carefully and quietly began recruiting other MechWarriors from the Third Canopian Fusiliers. Using her position as a battalion commander in the Third, she visited other regiments' recon forces and felt out their sentiments. When the Jihad broke out, McClure seized the opportunity. She put out the call and in early 3069, those who were able to escape their deployments rendezvoused on Herotitus. Many brought their BattleMechs, but McClure had secreted a cache of materiel, primarily older scout 'Mechs. With more equipment than they needed, she recruited among the Dispossessed on the independent world. Soon she had nearly a regiment, mostly *Wasps*, *Stingers*, *Hornets*, and *Fleas*. Colonel McClure pilots the STG-6L she was assigned just before her defection. The government covered up the defections, succeeding mostly because those who left were spread across the entirety of the MAF. The Hive since took on short-term contracts with the Fronc Reaches and Calderon Protectorate, always moving further from their former homeland. The Hive specializes in reconnaissance, covert operations, and harassment missions.

Type: **Stinger**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 409

Equipment

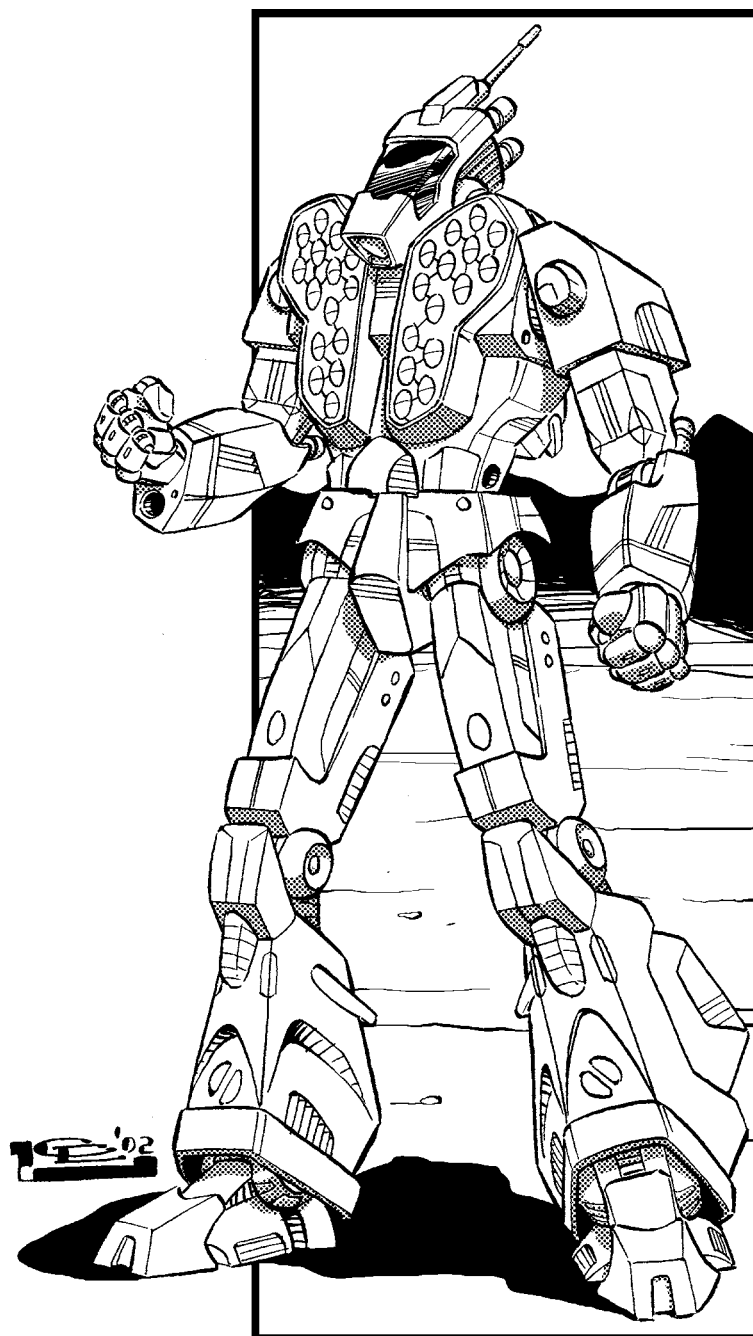
		Mass
Internal Structure:		2
Engine:	120	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	54	3

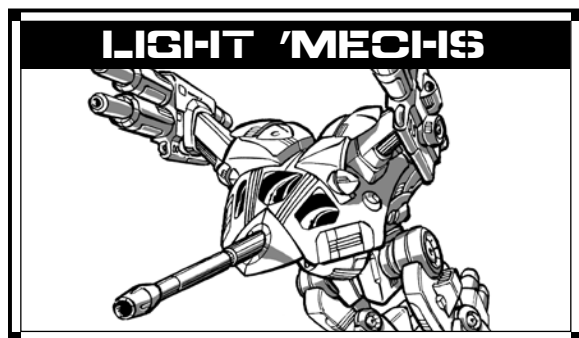
	Internal Structure	Armor Value
Head	3	8
Center Torso	6	6
Center Torso (rear)		2
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	6

Weapons

and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Rocket Launcher 15	RT	2	1
Rocket Launcher 15	LT	2	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5





Mass: 20 tons
Chassis: Hellespont Type W Endo Steel
Power Plant: Hermes 120
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Hellespont Leapers
Jump Capacity: 180 meters
Armor: Hellespont Lite Stealth Armor
Armament:
 1 Diverse Optics Extended Range Medium Laser
 1 Death Blossom 10 Pack Rocket Launcher
Manufacturer: Hellespont Industrials,
 Taurus Territorial Industries, Detroit
 Consolidated MechWorks
Primary Factories: Sian, Taurus, and Detroit
Communications System: Hellespont Tight Beam
Targeting and Tracking System: RadCom TXXI

Overview

The *Wasp* was the first recon 'Mech ever to be mass-produced. Over the last six centuries, the *Wasp* has served in every House army. This fact made negotiations run smoother between the Vicore group and Hellespont Industrials, and paved the way for the CCAF's approval and financing of the light 'Mech's construction.

Vicore's goals for the *Wasp* were simple: to be both cost effective and innovative. Hellespont industrials would have to make only minor changes to their *Wasp* line to produce this new version. The Strategios took one look at the new *Wasp* and immediately jumped at the chance to add another stealth BattleMech to their TO&Es.

Capabilities

This new model incorporates Hellespont's endo steel which, with the inclusion of a standard fusion engine and the maximum possible amount of stealth armor, gives the new *Wasp* an incredible survivability for the lightest of BattleMechs—a quality absolutely necessary in a scout 'Mech. In designing the 'Mech's armor layout, the project engineers paid close attention to better protecting the *Wasp*'s joints. They also relocated the jump jets to the torso—a fact that not only provided better protection for the 'Mech but actually saved costs. At the same time, though a relatively minor move, the designers chose to incorporate only standard heat sinks to cut down on expenses—and to make use of the CCAF's huge stockpile of these heat sinks, a stockpile that had barely been touched in the past decade. Finally, the *Wasp* was equipped with a pilot ejection system similar to that on the *Phoenix Hawk*.

Like the original, this new *Wasp* is only lightly armed, carrying an extended-range medium laser as its primary armament. In a somewhat controversial move, the CCAF authorized the addition of a single Marian rocket launcher to the design, giving it an additional punch to help it extract itself from difficult situations. When added to its high mobility and stealth characteristics, the weapons loadout makes the *Wasp* 3L an extremely effective and survivable light recon 'Mech.

Deployment

The first production run of *Wasps* was completed in late July. Within the CCAF, these first units were assigned into lances with *Raven* 4Ls and the new *Phoenix Hawk* which, along with the new *Stinger* or *Sha Yu*, would form light Shadow Lances—“*Ying Qiang*.”

Variants

With the development of this new *Wasp*, we have solidified confirmation of the Word Blake's involvement. Our operatives sighted a Blakist Level II of *Wasps*, painted in typical Black Warrior schemes, off-loading from a Union-class DropShip on Circinus. Now, with the Capellans producing this design, we are pushing harder to find the link between Word of Blake and Vicore. So far we have found no solid leads or facts.

Both the MAF and the TDF are building this Capellan design under license from Hellespont, though it took years of upgrades to the Taurus Territorial factories on Taurus before that facility could work with the Capellans' stealth armor. The Lyrans are building their own design on Furillo, mounting a

light engine, two extended-range medium lasers, a TAG designator and a Guardian ECM suite. Archernar on New Avalon has received a license from Defiance Industries to produce the same design.

Notable MechWarriors

Sao-wei Akbar ibn Rashid: *Sao-wei* ibn Rashid commanded a lance in the Fifth Confederation Reserve Cavalry during Operation THUNDERSTRIKE. When the rest of his lance was destroyed by the Jie Fang Legion on New Westin, Rashid could have retreated. Instead he charged into close range and damaged several heavy 'Mechs. He refused to retreat after they returned fire. Maneuvering his WSP-3L *Wasp* in a wide arc, he caught the slower 'Mechs pivoting their formation. With a clear path to an ancient *Archer*, ibn Rashid increased speed. Dodging its rear lasers, he crashed into the heavy 'Mech. The impact breached the *Archer*'s magazine. The ensuing explosion killed both MechWarriors. However, ibn Rashid's *Wasp* was later salvaged and put back into service. It remains in use with the Fifth Confederation Reserve Cavalry.

Major Chantal Jackson: Captain Jackson is the executive officer in the Hive, a mercenary group founded by Magistracy expatriates. Her *Wasp*-3L was a replacement issued a year before she defected along with other clandestine supporters. She also commands Second Battalion, which is training in nighttime operations. When the Hive fought pirate raiders on Diik in the Calderon Protectorate, Jackson's Worker Company scouted out the raiders' landing zone and called in the coordinates. Jackson led the way with Drone Company, Guard Company hard on their six, and launched a series of slashing attacks faster than the DropShip's gunners could respond. Before the pirate ground forces finished raiding the Protectorate Arms factory, their DropShip pulled up stakes and fled. When the pirates finally returned, they were ambushed by the waiting Hive battalion. No pirates survived the engagement, though Jackson lost two lances.

Type: **Wasp**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 411

Equipment

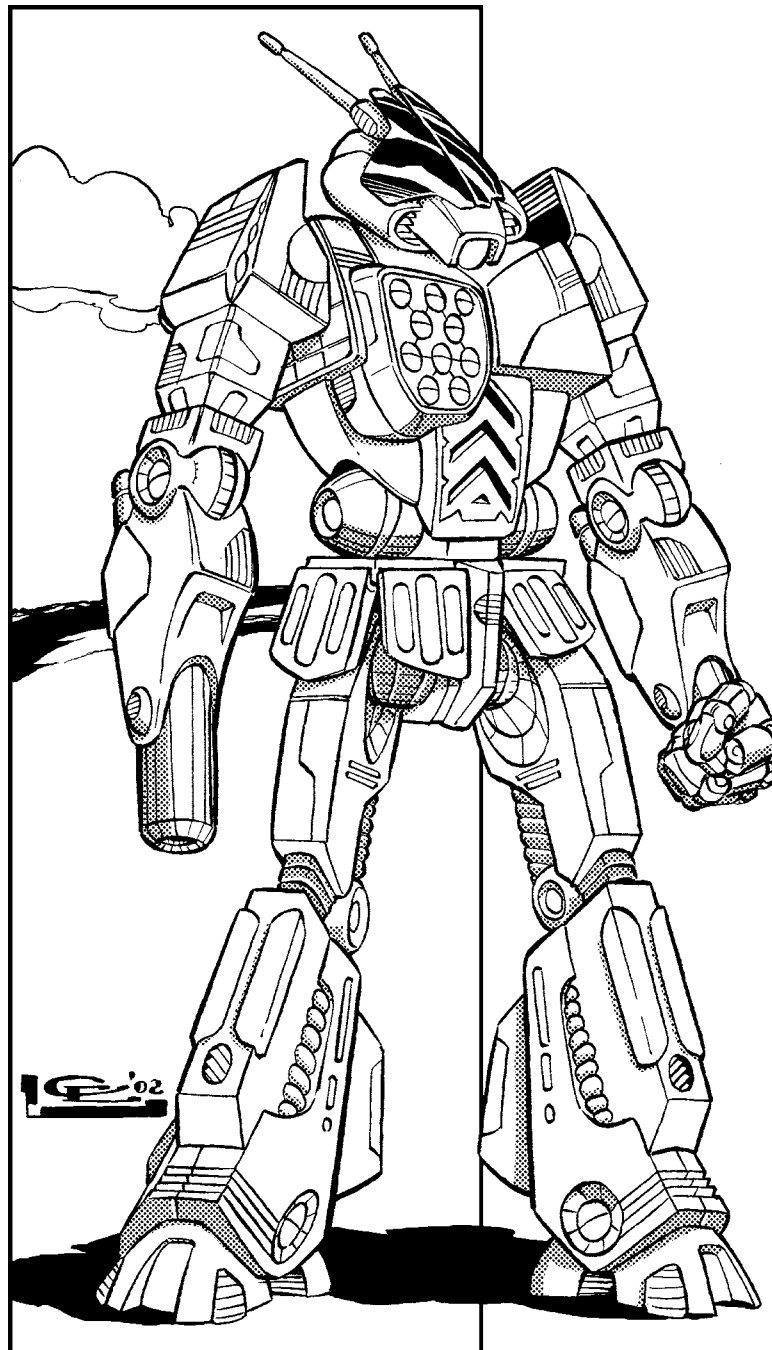
	Endo Steel	Mass
Internal Structure:		1
Engine:	120	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4

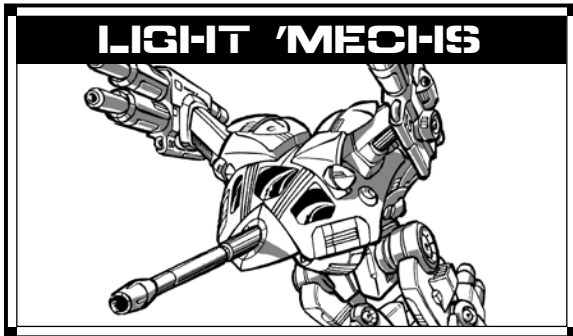
	Internal Structure	Armor Value
Head	3	9
Center Torso	6	8
Center Torso (rear)		3
R/L Torso	5	7
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	7

Weapons

and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Rocket Launcher 10	RT	1	.5
Guardian ECM Suite	LT	2	1.5
Jump Jets	CT	2	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1





Mass: 25 tons

Chassis: Coventry Metal Works Model D-3

Power Plant: VOX 225

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Limited

Armament:

3 Magna 200P Small Pulse Lasers

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: Cyclops 14

Targeting and Tracking System: Cyclops Multi- Tasker 10

Overview

Designed and built in response to a Federated Commonwealth request for more light 'Mechs free from ammunition dependency, the 25-ton *Dart* was little more than an effort by Coventry Metal Works to remain in the limelight as one of the Commonwealth's primary military suppliers. Using a bare minimum of new technology to keep costs down, the *Dart* handily won a place in the AFFC, and many remain in service with the Lyran and FedSuns armed forces.

Capabilities

Swift and agile, the *Dart* packs a trio of small pulse lasers for greater accuracy when fulfilling its role as a fast raider. Though these weapons promise minimal damage against most hostile units, *Darts* operating in swarms or in conjunction with other fast, light units may quickly overwhelm slower, heavier prey, including units commonly deployed around static objectives like supply depots and command posts.

Deployment

Debuting during the Clan invasion, the first *Darts* saw action in Periphery regions, where they were put through their paces in relative secrecy while hunting pirates and the like. After the Battle of Tukayyid, most of these, plus the yield of Coventry's first few production runs, wound up in AFFC units stationed along the Clan border, where they saw heavy use as raiders throughout the 3050s and early 3060s.

Experts believe that during this time, the invading Clans captured several *Darts* and evidently traded such "inferior technology" among themselves, retaining the machines only as a means of maintaining their garrison forces over the years after the invasion. This theory best explains why, during the invasion of the Smoke Jaguar capital of Huntress, Inner Sphere forces encountered *Darts* sporting Jaguar colors, even though no *Darts* were reported lost against that Clan during the post-Tukayyid era.

Variants

Both the 4S and 6S variants of the *Dart* replace its weapons load with medium lasers for better reach and hitting power while retaining the same mobility. The 6S sacrifices one of these lasers in favor of another ton of ferro-fibrous armor. Though both variants may be engineered in the field using existing stockpiles, Coventry now offers all three models as factory-direct options.

Notable MechWarriors

MechWarrior Magda: MechWarrior Magda was a member of a Smoke Jaguar lightweight assault Star attached to her Clan's Sixty-third Solahma Cluster during the battle for Huntress. Her captured DRT-3S *Dart*, along with the rest of her Star, was assigned to the defense of Myer and its nearby factories, where they engaged elements of the First Kathil Uhlans. During the pitched defense, Magda was among several Jaguar warriors assigned to destroy the Uhlans' infantry and vehicle detachments, and was personally credited with killing a lance of Uhlans hovortanks before severe damage stripped her machine of its weapons.

After her 'Mech was destroyed during a desperate attempt to charge an Uhlans *Wolfhound*, Magda was captured by Inner Sphere forces. Despite being fifteen years past her prime, she proved incredibly difficult to break as a prisoner, and eventually escaped an improvised POW camp in Lootera. Her current whereabouts are unknown.

Leutnant Jonah Keffer: Leutnant Jonah Keffer of the First Alarion Jaegers proudly considers himself a Loyalist, a member of a regiment that fought against pro-Victor troops numerous times during the FedCom Civil War. During the fighting on Tikonov, where the Jaegers and several other Loyalist units arrived in pursuit of Victor Steiner-Davion's forces, Keffer and his DRT-6S *Dart* "Shadowstalker" served as part of a fast response unit, alternating between reconnaissance and harassing strikes against Allied units during the defense of the Earthwerks facilities near Tikograd.

Making the most of his 'Mech's speed, increased armor and medium lasers, Keffer accounted for at least one 'Mech and three vehicle kills in three separate sorties against Allied units outside Tikograd. During the final battles for Tharkad, his skills barely kept him alive after tangling with a Kell Hounds *Cougar*.

Type: **Dart**

Technology Base: Inner Sphere

Tonnage: 25

Battle Value: 436

Equipment

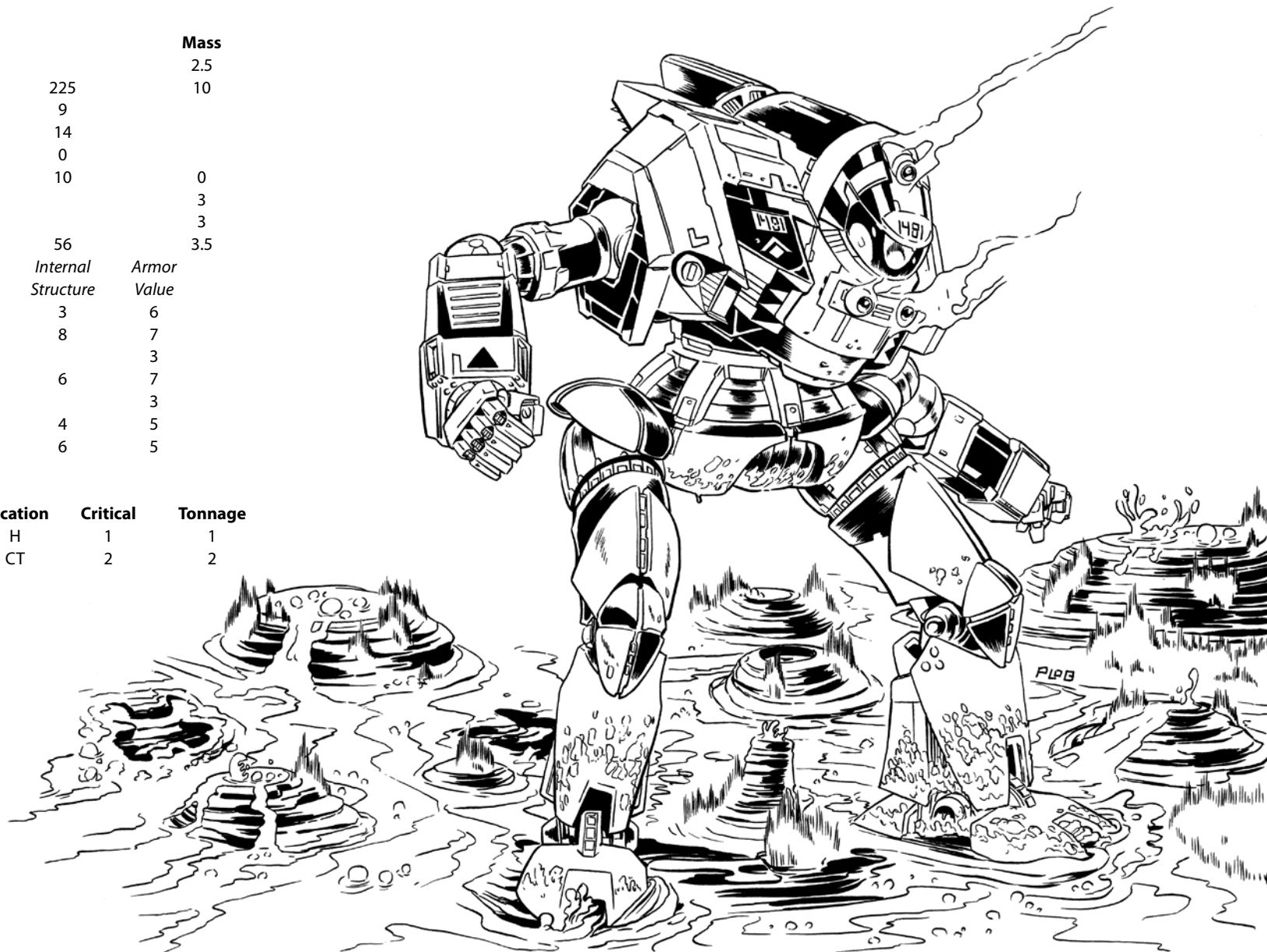
Internal Structure:		Mass
Engine:	225	2.5
Walking MP:	9	10
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	56	3.5

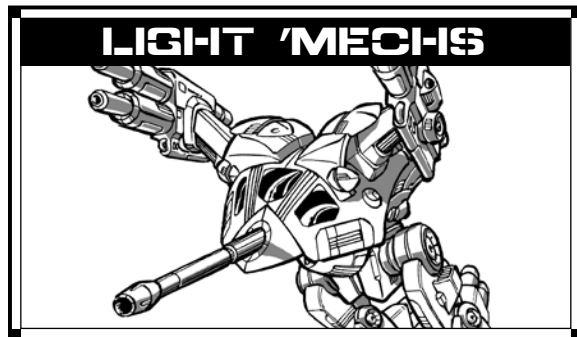
	Internal Structure	Armor Value
Head	3	6
Center Torso	8	7
Center Torso (rear)		3
R/L Torso	6	7
R/L Torso (rear)		3
R/L Arm	4	5
R/L Leg	6	5

Weapons

and Ammo

	Location	Critical	Tonnage
Small Pulse Laser	H	1	1
2 Small Pulse Lasers	CT	2	2





Mass: 25 tons
Chassis: Alshain Type KR140 Endo-Steel
Power Plant: Omni 175 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4
Armament:
 11.5 tons of pod space available
Manufacturer: Luthien Armor Works
 (OmniMech Production Facility)
Primary Factory: Luthien
Communications System: Sipher CommCon SCU-9
Targeting and Tracking System: Matabushi Stalker

Overview

Like several of the first-produced Inner Sphere OmniMechs, the *Raptor* was originally regarded with skepticism by many within the Draconis Combine Mustered Soldiery. However, Luthien Armor Works stood behind its design, eventually winning the respect of even the most die-hard traditionalists.

Capabilities

Almost half the weight of the *Raptor* is dedicated to pod space, with the speed of the 'Mech acting as additional protection to compensate for its light armor.

While the original five configurations provided a gamut of designs, in an unusual move for a Combine company, Luthien Armor Works listened to the soldiers piloting the *Raptor* and eventually began standard production of two more configurations, making it one of the most prolific of any of the Inner Sphere OmniMechs.

Deployment

May 3052 saw the first *Raptors* walking off the production line, with the very first 'Mech assigned to the Dragon's Claws for testing. Additional *Raptors* were also sent to such commands as the Sword of Light, Genyosha, and Ghost Regiments for further testing. While it took many years for the standard Combine soldier to appreciate the subtle strength of the *Raptor*, its performance during Operation Bulldog and the Combine-Dominion War has secured it a spot as the premier light 'Mech of the DCMS. As such, it is found in the regiments of every top-rated command within the Combine

Such prolific use has seen the *Raptor* propagate to some extent beyond Combine boundaries.

Notable MechWarriors

Sho-sa Jaqueline Tokawa: Commander of Third Battalion, First Genyosha, *Sho-sa* Tokawa piloted one of the first *Raptors* to enter service. Despite her initial disdain, Tokawa fell in love with the design immediately.

Following the horrific use of nuclear weapons on her beloved Black Pearl on January 31, 3068, she became ever more reckless, finally stumbling into an ambush by the mercenaries Sathen's Snipers. Between the time her 'Mech fell and when the Snipers returned from destroying her command lance, the heavily wounded Tokawa managed to crawl from her *Raptor* and hide under a heap of metal until the Snipers finished and withdrew.

The shame of her loss has forced a blood oath of revenge. While she once more pilots a *Raptor*, the very smell of its newness is an affront, a stain she has yet to wash away in two failed encounters with Patrick Snodgrass.

Captain Patrick Snodgrass: A member of the Sathen's Snipers mercenary unit, Captain Snodgrass lost his 'Mech in the initial months of fighting on Luthien. The Snipers salvaged a *Raptor* F from a battlefield where they'd managed to surprise a Genyosha lance. The lightning-fast, all-energy platform proved a brilliant fit to Snodgrass' Sniper mentality, and he used it to great effect during dozens of sorties against Genyosha and Blakist positions in '68.

What Snodgrass did not know until months later is that the recon command he ambushed almost netted him none other than *Sho-sa* Jaqueline Tokawa, commander of the Third Battalion, First Genyosha. Since that time, they have personally dueled twice with no decisive winner.

Type: **Raptor**
 Technology Base: Inner Sphere OmniMech
 Tonnage: 25
 Battle Value: 721

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	56	3.5
	Internal Structure	Armor Value
Head	3	6
Center Torso	8	8
Center Torso (rear)		2
R/L Torso	6	7
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	6

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo Steel	0
Center Torso	None	2
Right Torso	3 Engine	6
	3 Endo Steel	
Left Torso	3 Engine	6
	3 Endo Steel	
Right Arm	3 Endo Steel	2
	Double Heat Sink	
Left Arm	2 Double Heat Sinks	2
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Medium Laser	RA	1	1
Small Laser	RA	1	.5
LRM 5	RT	1	2
2 Machine Guns	RT	2	1
Ammo (MG) 100	RT	1	.5
Medium Laser	LA	1	1
Small Laser	LA	1	.5
LRM 5	LT	1	2
LRM 5	CT	1	2
Ammo (LRM) 24	CT	1	1

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Small Laser	RA	1	.5
Large Laser	RT	2	5
Small Laser	RT	1	.5
Small Laser	LA	1	.5
Large Laser	LT	2	5

Battle Value: 783

Alternate Configuration B

SRM 6	RT	2	3
Small Laser	RT	1	.5
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
SRM 6	CT	2	3

Battle Value: 613

Alternate Configuration C

Small Pulse Laser	RA	1	1
Double Heat Sink	RA	3	1
2 Medium Lasers	RT	2	2
Anti-Missile system	RT	1	.5
Ammo (AMS) 12	RT	1	1
Small Pulse Laser	LA	1	1
Double Heat Sink	LA	3	1
2 Medium Lasers	LT	2	2
2 Medium Lasers	CT	2	2

Battle Value: 870

Alternate Configuration D

Small Laser	RA	1	.5
Streak SRM 2	RT	1	1.5
2 Machine Guns	RT	2	1
Ammo (MG) 100	RT	1	.5
TAG	RT	1	1
Small Laser	LA	1	.5
C³ Slave	CT	1	1
Streak SRM 2	LT	1	1.5
Ammo (Streak) 50	LT	1	1
Beagle Active Probe	LT	2	1.5
Streak SRM 2	CT	1	1.5

Battle Value: 490

Alternate Configuration E

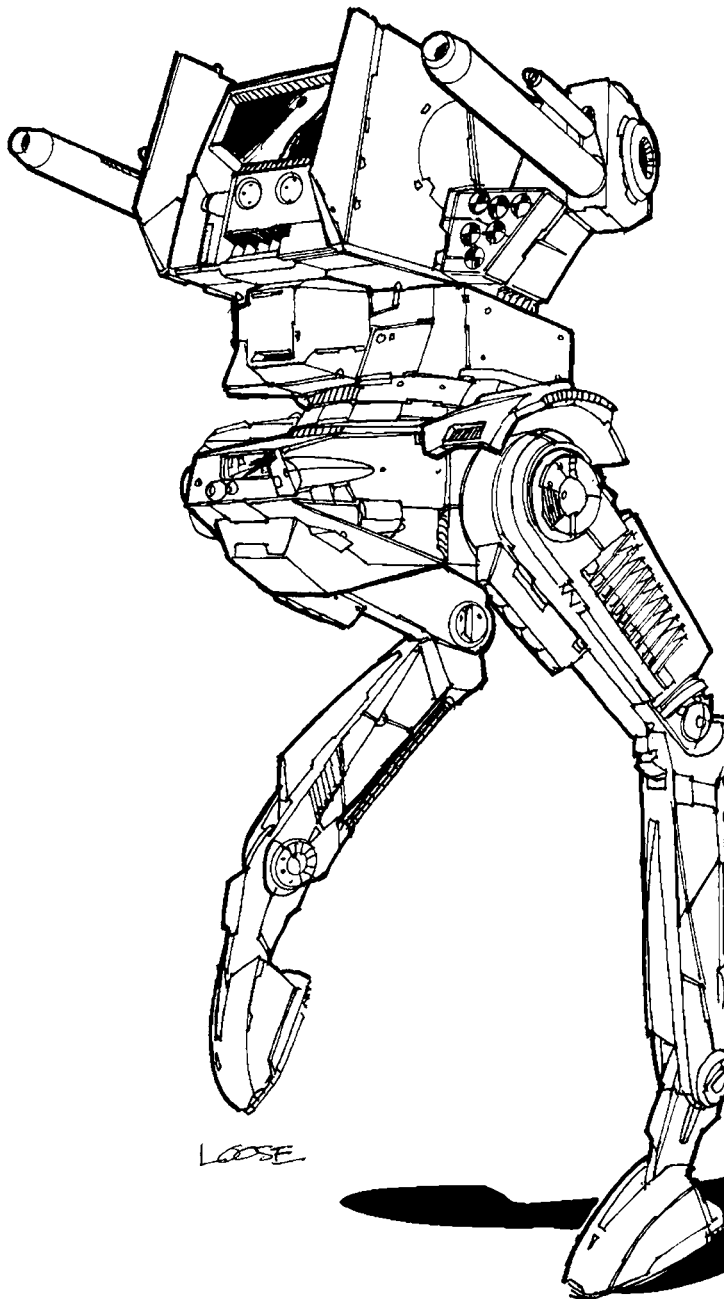
MRM 10	RT	2	3
Small Laser	RT	1	.5
MRM 10	LT	2	3
Ammo (MRM) 48	LT	2	2
MRM 10	CT	2	3

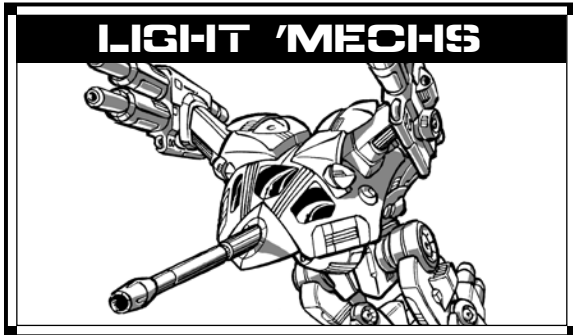
Battle Value: 597

Alternate Configuration F

ER Medium Laser	RA	1	1
Double Heat Sink	RA	3	1
Jump Jets	RT	3	1.5
Double Heat Sinks	RT	3	1
3 ER Medium Lasers	LA	3	3
Jump Jets	LT	3	1.5
Double Heat Sink	LT	3	1
ER Medium Laser	CT	1	1
Jump Jet	CT	1	.5

Battle Value: 1,029





Mass: 30 tons
Chassis: Maltex 40
Power Plant: GM 150 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Luxor 2/Q
Jump Capacity: 150 meters
Armor: Paulina Heavy Ferro-Fibrous
Armament:
1 McArthur Anti-Missile System
1 Hovertec Streak SRM-2 Rack
3 Defiance P5M Medium Pulse Lasers
Manufacturer: Defiance Industries
Primary Factory: Hesperus II
Communications System: TharHes Thalia HM-22
Targeting and Tracking System: TharHes Ares-5B

Overview

Defiance Industries was once considered the Inner Sphere's premier BattleMech engineering and construction firm. When it found itself regularly out-classed and out-produced by the Free Worlds League, Defiance upscaled its Hesperus II facilities in a bold move. Among the new production lines added was one dedicated to building the new *Battle Hawk*.

Capabilities

Many engineers and MechWarriors initially questioned the quality of the *Battle Hawk's* construction because of the haste that went into initiating production. With heavy armor and pulse lasers, however, the *Battle Hawk* has proven a forgiving ride for rookie MechWarriors. Despite being relatively slow for a light 'Mech design, the addition of recovered Star League-era defensive technology—specifically, the McArthur

anti-missile system—and ferro-fibrous armor ensure that the *Battle Hawk* can survive many more hits.

Like the *Hatchetman*, the *Battle Hawk* is equipped with a full-head ejection system, making it popular with MechWarriors assigned to hostile environments.

Deployment

Eager to demonstrate their creation and boost sales, Defiance Industries pressured the AFFC to deploy the prototype 'Mech in combat. Two lances of *Battle Hawks* were sent to the First Robinson Rangers, which was being redeployed for raiding missions into the Clan Occupation Zone.

During the first mission, *Battle Hawk* losses were minimal, and reports of their performance encouraging. Unfortunately, the mission itself was a poorly executed disaster. Eager to deflect blame from his troops, the Rangers commander blamed the "untested" *Battle Hawk*. Defiance Industries attempted to suppress the negative publicity from this incident, but to no avail. *Battle Hawks* already ordered by the Federated Commonwealth were assigned to shore up garrison forces.

Ironically, the *Battle Hawk* proved itself in these postings. During the FedCom Civil War, the rugged *Battle Hawk* ensured the survival of many green MechWarriors of the Alarion APM in the fighting on York. Their experience served them well in later heavy fighting on Tikonov and Thorin. After hostilities ended, the LAAF drew heavily on this core of veteran troops to rebuild more prestigious units. Elsewhere, the Koniz PTM held on for three months against a Jade Falcon Galaxy by combining their expert knowledge of their homeworld with the *Battle Hawk's* mobility and survivability.

While the LAAF continues to show little interest in the *Battle Hawk* (preferring to field heavy and assault 'Mechs), its relatively low cost and solid track record for survivability have made it popular with mercenary commands.

Variants

Following an unpromising start, Defiance Industries has revisited the design with an eye to enhancing the *Battle Hawk's* key selling points. By replacing the XL engine with a light model, the new *BH-K306* version is even tougher. The heavier power plant required the replacement of the pulse lasers with ER models, doubling their effective range. The arm-mounted SRM Streak system is upgraded to the latest four-tube model from Hovertec.

Notable MechWarriors

Hauptmann Klaus Davis: The unassuming Hauptmann Davis looks better suited to the classroom than the cockpit of a BattleMech. Indeed, he retired from the AFFC in 3047 to take up a career teaching history on his homeworld of Koniz, until the Jade Falcons' Rho Galaxy invaded.

Pulled out of retirement by his cousin, Colonel Konrad Davis, Klaus found himself back in uniform and in command of a misfit collection of troops loosely described by Konrad as a company. With their mercenary support quickly annihilated, Klaus used his intimate knowledge of the terrain and a few maneuvers drawn from his dusty history data-chips to repeatedly sting the invader for three months before the Koniz PTM was ultimately forced to withdraw.

MechWarrior Yana Gilmor: When a few surviving members of the Knights of St. Cameron reappeared in 3053, Yana was one of many to answer Mortimer Dewey's call for suitable recruits. Though short on experience, she worked her way across the Inner Sphere to reach the Knights' encampment. Colonel Dewey immediately accepted her into the unit, and provided her with a *Battle Hawk* from the Knights' seemingly inexhaustible supply of equipment.

Like the Knights of St. Cameron themselves, few would recognize Yana Gilmor now. Never seen as an outstanding MechWarrior, she (and the rest of the Knights) have stunned observers. Once viewed as little more than a joke, the resurrected Knights handily dealt with the Fourth Davion Guards RCT on Ft. Loudon.

BH-K305 BATTLE HAWK

LIGHT 'MECHS

97

Type: **Battle Hawk**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 771

Equipment

Internal Structure:		3
Engine:	150 XL	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	98	5.5

Internal
Structure

Armor
Value

Head	3	9
Center Torso	10	16
Center Torso (rear)		3
R/L Torso	7	11
R/L Torso (rear)		3
R/L Arm	5	9
R/L Leg	7	12

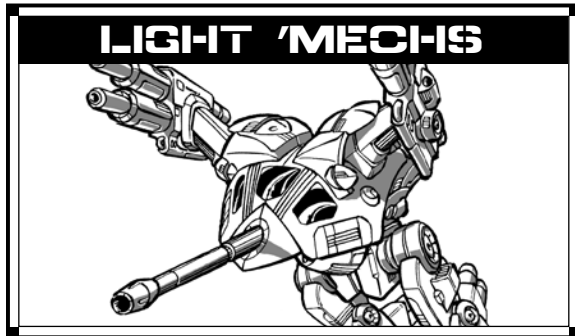
Weapons

and Ammo

	Location	Critical	Tonnage
Anti-Missile System	H	1	.5
Ammo (AMS) 12	CT	1	1
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	LA	1	1
3 Medium Pulse Lasers	RA	3	6
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

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





Mass: 30 tons
Chassis: Small Bug-B
Power Plant: Vlar 300 XL
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Gauntlet Ferro-Fibrous
Armament:
2 Defiance B3M Medium Lasers
2 Defiance B3S Small Lasers
Manufacturer: Coventry Metal Works
Primary Factory: Coventry
Communications System: Wilson Silicon Siren
Targeting and Tracking System: Winston Coral Snake
with CherrySeed Bullseye TAG

Overview

Based on Solaris VII, Vining Engineering and Salvage Team (VEST) has made a name for itself by producing a raft of innovative new designs. However, the small operation lacks the production facilities to mass-produce its creations. With the AFFC calling for advanced BattleMech designs, Coventry Metal Works snapped up VEST's *Scarabus* design for immediate production. Intended to act as a scout and forward observer, the SCB-9A *Scarabus* was considered a showpiece of Federated Commonwealth technology at its unveiling in 3053.

Capabilities

Recovered Star League technology allowed the *Scarabus* to meet the specifications for a design that could outrun and outshoot a *Locust*. Mindful of the extended periods of isolated operation required by its intended role as a recon 'Mech, VEST restricted the design to beam-technology weapons. Sporting its distinctive "quad-pod" laser army on the left arm, the *Scarabus* is speedy and well armed. Unfortunately, the complex power coupling necessary for this arrangement can be jarred loose. Field technicians often fuse the coupling, which makes repairs more difficult but stabilizes the unit.

To enhance its scouting capabilities, the *Scarabus* incorporates a powerful ECM system with which it can mask the movements of an entire lance. The addition of TAG initially had little apparent use, as the Federated Commonwealth lacked a suitable Arrow IV platform. That finally changed with the introduction of an artillery variant of the *Thunder Hawk*.

As a nod to the Solaris VI arenas, VEST included a small hatchet on the right arm for use in close combat.

Deployment

The first *Scarabus* production runs were rushed out to units facing the Clans. Units originating from the Federated Suns side of the Federated Commonwealth (such as the Deneb Light Cavalry and Ceti Hussars) eagerly adopted the design. More traditionalist Lyran units were less enthusiastic, and many were shuffled off into Militia forces in exchange for heavier (if older) designs. Damage suffered by Coventry Metal Works in the opening phases of the FedCom Civil War temporarily interrupted further production.

The Thorin Freedom Theater Militia was one recipient of this unintentional charity, receiving several *Scarabus* 'Mechs. During the FedCom Civil War, the Thorin FTM (more popularly known as Archer's Avengers) fought a series of campaigns over dozens of worlds against Katherine Steiner-Davion's Loyalists and Clan Jade Falcon. Against both of these foes, the *Scarabus* proved itself time and again as a scout and raider.

As with many other Lyran-produced light designs, Coventry has had limited success in marketing the *Scarabus* to the LAAF. The company ships most of its production to the Federated Suns and to mercenary units eager to upgrade to newer equipment.

Variants

The VEST designers added a hatchet to the *Scarabus* because they hoped to take advantage of the Solaris VII fad of adding blades and claws. Several variants were cobbled together with an assortment of experimental hatchets, vibro-blades, spikes and shields, but none entered mass production.

The Federated Commonwealth converted many *Scarabus* 'Mechs to triple-strength myomer technology. This upgraded SCB-9T became very popular with both sides in the FedCom Civil War.

Notable MechWarriors

MechWarrior Simon Ghant: Jokingly referring to himself as a "Weekend Warrior," Ghant became a member of the Thorin FTM at its formation. Though determined to do his duty by the (then) Federated Commonwealth, Simon was nevertheless reluctant to abandon his law practice to serve in a line unit. Ironically, events ensured that Simon Ghant's militia unit would travel farther and fight longer and harder than almost any other Lyran combat command.

MechWarrior Carjo Yance: An expert in electronic warfare systems, Yance pilots a *Scarabus* in the Killer Bees' single company of BattleMechs. When he isn't tinkering with his 'Mech's ECM systems, Carjo can be found constructing a bizarre range of electronic devices, some of which even have practical applications.

A mercenary command specializing in reconnaissance operation, the Killer Bees are under contract to the SLDF Intelligence Command. Forming the core of the Special Circumstances division's largest Fury Team, Carjo's skills have proven invaluable. Operation Star Fall required the team to penetrate the Clan Jade Falcon Occupation Zone and foil a terrorist act that would have triggered bloody reprisals by the Clansmen, all without alerting the Clansmen to their presence.

SCB-9A SCARABUS

LIGHT 'MECHS

99

Type: **Scarabus**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 846

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	300 XL	1.5
Walking MP:	10	9.5
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	98	5.5

Internal
Structure

Armor
Value

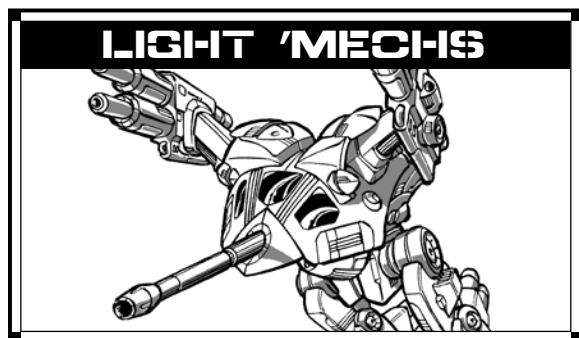
Head	3	9
Center Torso	10	12
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	9
R/L Leg	7	13

Weapons

and Ammo

	Location	Critical	Tonnage
Guardian ECM Suite	CT	2	1.5
2 Medium Lasers	LA	2	2
2 Small Lasers	LA	2	1
Hatchet	RA	2	2
TAG	H	1	1





Mass: 30 tons
Chassis: Corean Model 101AA Endo Steel
Power Plant: Omni 150 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Vicore Thrust-Masters Model L
Jump Capacity: 150 meters
Armor: StarGuard III
Armament:
1 Defiance Model XII Extended Range Medium Laser
1 Valiant Arbalest LRM 15 Missile Pack
Manufacturer: Corean Enterprises, Vicore Industries
Primary Factories: New Avalon, Demeter
Communications System: Lynx-shur
Targeting and Tracking System: Sync Tracker (40-TC)
with Artemis IV FCS

Overview

The civil war took a toll on the Federated Suns' 'Mech forces, leaving them strewn across the battlefields throughout Fed Suns space. The losses for the Davion light 'Mechs were horrendous. With the demand for larger and more powerful 'Mechs, manufacturers were forced to reduce production of lighter 'Mechs to meet the demand. Near the end of the war, the light 'Mech numbers in most of Davion's regiments were so denuded that it severely reduced their scouting and reconnaissance capabilities. Force commanders began calling for replacements to meet mission requirements.

Corean Enterprises was in negotiations with Vicore Industries to upgrade the *Valkyrie* when the demand for increased production was announced. Corean Enterprises' production lines for the *Valkyrie* had been halted due to the lack of jump jets. HildCo—the main supplier for Corean's *Valkyrie*—was no longer supplying their famous jump jets, ceasing shipments when St. Ives fell to the Capellan Confederation.

In response, Vicore delivered a much needed solution. ROM had uncovered evidence that Vicore secretly negotiated a license with HildCo to manufacture the jump jets under Vicore's name. The companies engineered a solution for production requirements and in the process upgraded both *Valkyrie* variants. Corean Enterprises issued Vicore a license to manufacture both variants; in return Vicore supplies the jump jets.

Capabilities

Recovered Battle ROMs from many destroyed light 'Mechs, including the *Valkyrie*, showed that the limited long-range firepower in the design contributed to their destruction. Designers addressed these issues in the *Valkyrie* by replacing the older engine with Omni's new extra light. Though it reduced the survivability factor, the new engine allowed for additional firepower.

The designers installed Valiant's new Arbalest LRM 15 missile pack used in the Striker Light Tank. Two tons of ammunition for combat endurance and an Artemis IV was mated to launcher. Defiance's ER medium laser was installed for longer range, combining it with a targeting computer to give the new laser the accuracy of the pulse weapon it replaced. The original endo steel was retained, while standard armor was used for ease of repair in the field. The *Valkyrie's* appearance was altered, separating it from the original models. Finally as with most of the new redesigns, the *Valkyrie's* head assembly incorporated a full-cockpit ejection system.

Deployment

The Davion Light Guards and First Davion Guards were the first to receive shipments from Corean's plant by July 3067. The Fifteenth Deneb Cavalry, Third Crucis Lancers and independent commands that aided Victor's campaign received the first shipments from Vicore in mid- September through October of 3067.

Variants

The VLK-QD3 is the only other variant being produced. It is a direct upgrade of the existing VLK-QDs. This variant installs the GM 210 increasing the speed to 119 kph. The weapons package includes 2 extended-range medium lasers and a Holly LRM 5 pack. The QD3 also mounts double heat sinks and ferrofibrous armor. With Vicore producing both the PXH-3PL *Phoenix Hawk* and the VLK-QD1, they only build the VLK-QD3 in limited runs while Corean will produce both variants equally.

Notable MechWarriors

Subaltern Erik Vaktare: Subaltern Vaktare was with the Fifth FedCom RCT on Halstead Station during the War of 3039. When the Combine counterattacked, his company was cut off and surrounded. The lance commanders were targeted first and went down in the opening seconds of the battle against the vaunted First Sword of Light. Vaktare was as terrified as the rest, but he overcame his fear and began issuing orders. The survivors scattered into the warrens of Industrial Area 4-73-A, taking advantage of the confusing streets and buildings to hide. The terrain further aided them by fouling sensor returns. Vaktare could not save all his comrades, but he saved some. When the Twenty-second Avalon Hussars dispatched a relief force, Vaktare sought them out and delivered the battered survivors to safety. The subaltern was decorated with the Dragon Slayer's Ribbon.

Halina Sternin: Halina Sternin was in the Lone Wolves prior to the Waco Rangers attack on Outreach. She was also one of several Blakist agents in the Lone Wolves' ranks. For years, she had whispered in the right ears, gaining a following. While the Committee sat out the fighting, she and other Blakist plants led their cabal against the defending Dragons.

Type: **Valkyrie**

Technology Base: Inner Sphere

Tonnage: 30

Battle Value: 835

Equipment

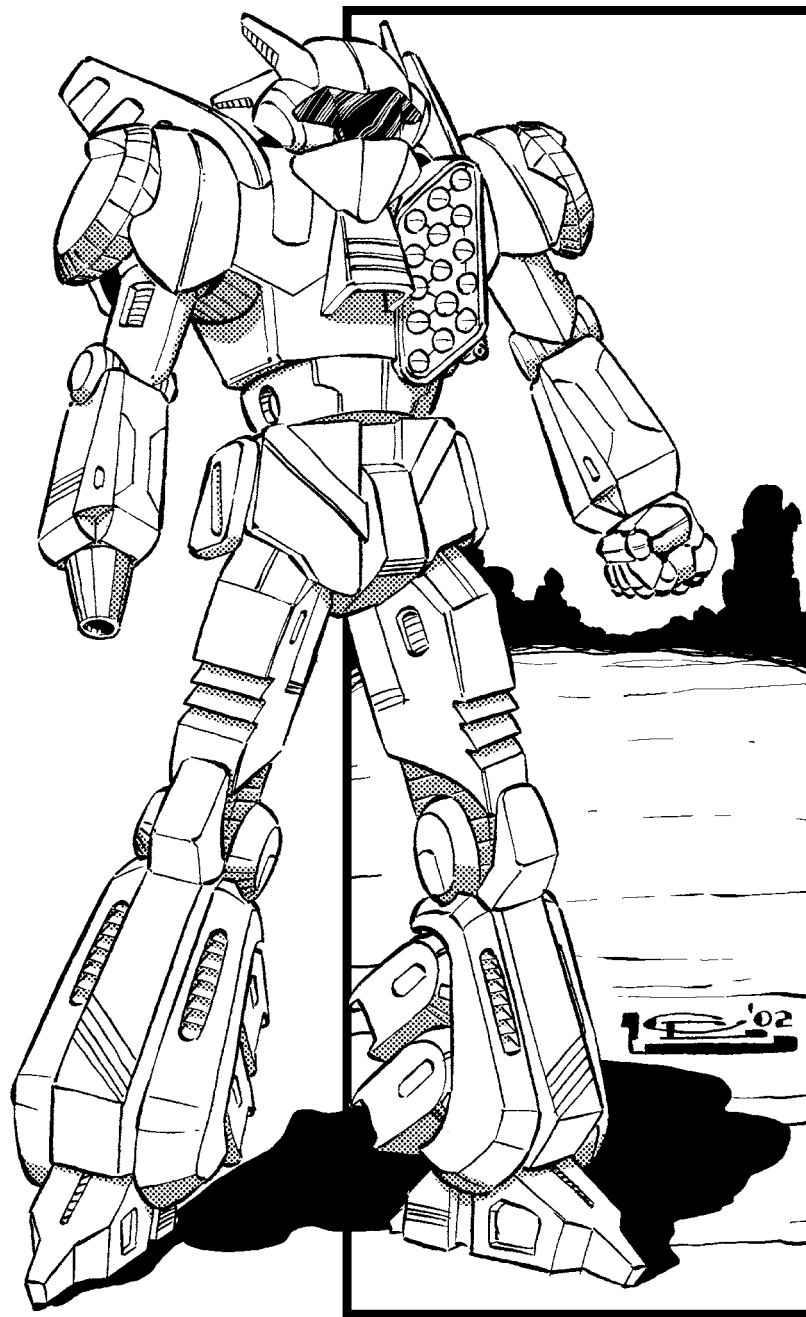
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	150 XL	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	96	6

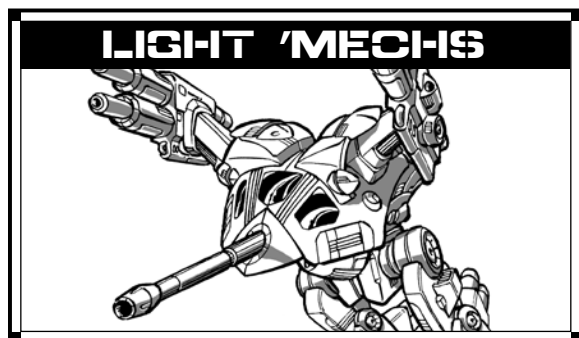
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	13
Center Torso (rear)		4
R/L Torso	7	10
R/L Torso (rear)		3
R/L Arm	5	9
R/L Leg	7	13

Weapons

and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
LRM 15	LT	3	7
Artemis IV FCS	LT	1	1
Ammo (LRM) 16	LT	2	2
Targeting Computer	CT	1	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1





Mass: 35 tons

Chassis: Kallon Light Type 2AXQ

Power Plant: Omni 175 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Light Ferro-Fibrous

Armament:

1 Fusigon Longtooth ER PPC

2 Tronel XII Medium Pulse Lasers

1 Diverse Optics Small Pulse Laser

1 Martell Medium Laser

Manufacturer: Kallon Industries

Primary Factory: Asuncion

Communications System: Irian TelStar

Targeting and Tracking System: GuideRite with Laser
Coordination Link

Overview

A stillborn 'Mech design when the start of the Succession Wars cut short its development in 2794, the FNHK-9K *Falcon Hawk* was resurrected in 3057, thanks to the advances made possible by the Gray Death Memory Core. Within a year, Kallon Industries of Asuncion had produced close to thirty machines, selling most to the recently sundered states of the Federated Commonwealth. These foreign sales—a part of Captain-General Marik's efforts to smooth relations with nations still reeling from his own 3057 offensive against them—helped seed the new design along many active fronts across the Inner Sphere. Within another year, as favorable battle reports came in, *Falcon Hawk* sales increased dramatically, eventually drawing attention from the Free Worlds' erstwhile allies, the Word of Blake.

Capabilities

Though its speed is more in keeping with pre-Helm Core light 'Mechs, the *Falcon Hawk*'s mobility is sufficient to keep up with most medium and heavy units, while it sports enough armor and energy-based firepower to make itself a tenacious threat to these same elements in battle. Backing up the long-range punch of an extended range PPC with a trio of pulse lasers and a standard rear-firing medium laser to deter pursuit, the *Falcon Hawk* can deliver excellent damage for its size at any range and can stay in the fight as long as its armor and speed hold out, making the design an ideal raider and strike 'Mech.

Deployment

The Word's recent sponsorship and improvements to the *Falcon Hawk* design (which produced the new 9K1B variant) came at a price: an exclusivity contract that prevented the sale of these upgraded 'Mechs to any state or organization beyond the Free Worlds League borders. This contract, along with the Blakists' demand for increased production runs of the newer models, led to the eventual death of foreign *Falcon Hawk* sales by 3063. The dawn of the Blakist Jihad thus found most of the newer *Falcon Hawks* deployed by Word forces Sphere-wide.

Still, an estimated regiment's worth of unmodified 9K *Falcon Hawks* are still believed to be in service with several regiments throughout the fracturing League states. Almost as numerous are the export sale 9K1As, which may be found among LAAF units along the Falcon border, as well as several scattered mercenary commands throughout the Inner Sphere.

Variants

Kallon Industries developed only two main variants to the *Falcon Hawk*. The first of these—the 9K1A model, made for export sales—has recently been discontinued. Brisk sales in the 9K1A's production run, however, have placed this variant—which traded the 9K's ER PPC and medium pulse lasers for two large lasers (one an ER model) and a standard medium laser—in many units beyond the Free Worlds League, and so the model may still be encountered in small numbers today.

The second variant, replacing the 9K1A in 3063, was developed in partnership with the Word of Blake and is now sold to the Word under an exclusivity contract with Kallon Industries. This model replaces all the pulse lasers with BrightBloom ER medium lasers, and the right-arm ER PPC with an ExoStar ER large laser. The weight savings created by this alternative weapons load has allowed the addition of TAG, a

Beagle Active Probe, and a Guardian ECM suite—features that make this model a deadlier hunter/killer than ever.

Notable MechWarriors

Adept XI Kellen Armatage: One of the most infamous Level II commanders among the Word of Blake forces attacking Atreus, Adept Kellen Armatage of the Fifteenth Division has earned the nickname "Bloody Shepherd" for the way in which he and his command routinely flush and execute insurgent forces from the cities on the conquered Free Worlds capital. Often at the head of his formation, Armatage uses his 9K1B *Falcon Hawk*—known for the black skull emblazoned across its bone-white torso—to spot hidden armored units and flush them from cover with a TAG-assisted barrage of friendly Arrow IVs and semi-guided missiles. This tactic invariably forces the enemy to abandon cover, where—with the aid of lancemates flanking the enemy positions, Armatage forces his prey further into the open, where he ruthlessly cuts them down in a withering crossfire.

Force Commander Jožánek Černý: Force Commander Černý commanded a battalion in the Steel Guard before the Jihad and found himself suddenly alone against his comrades when the command joined forces with the Word of Blake. Černý slipped away while those suborned by the Blakists ferreted out those still loyal to the Free Worlds League. He reached his *Falcon Hawk* and managed to damage the other 'Mechs in the 'Mechbay before escaping the Guard's operations area. He made it off world and eventually linked up with Alys Rousset-Marik. The proudest day of his military career occurred when he took part in the liberation of Asuncion in 3078. His former comrades in the Steel Guard met a harsh end when they were destroyed on Chara. When Gerald Stroud reformed the Guard, he asked Černý to be his executive officer. Černý chose to remain in retirement.

Type: **Falcon Hawk**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,030

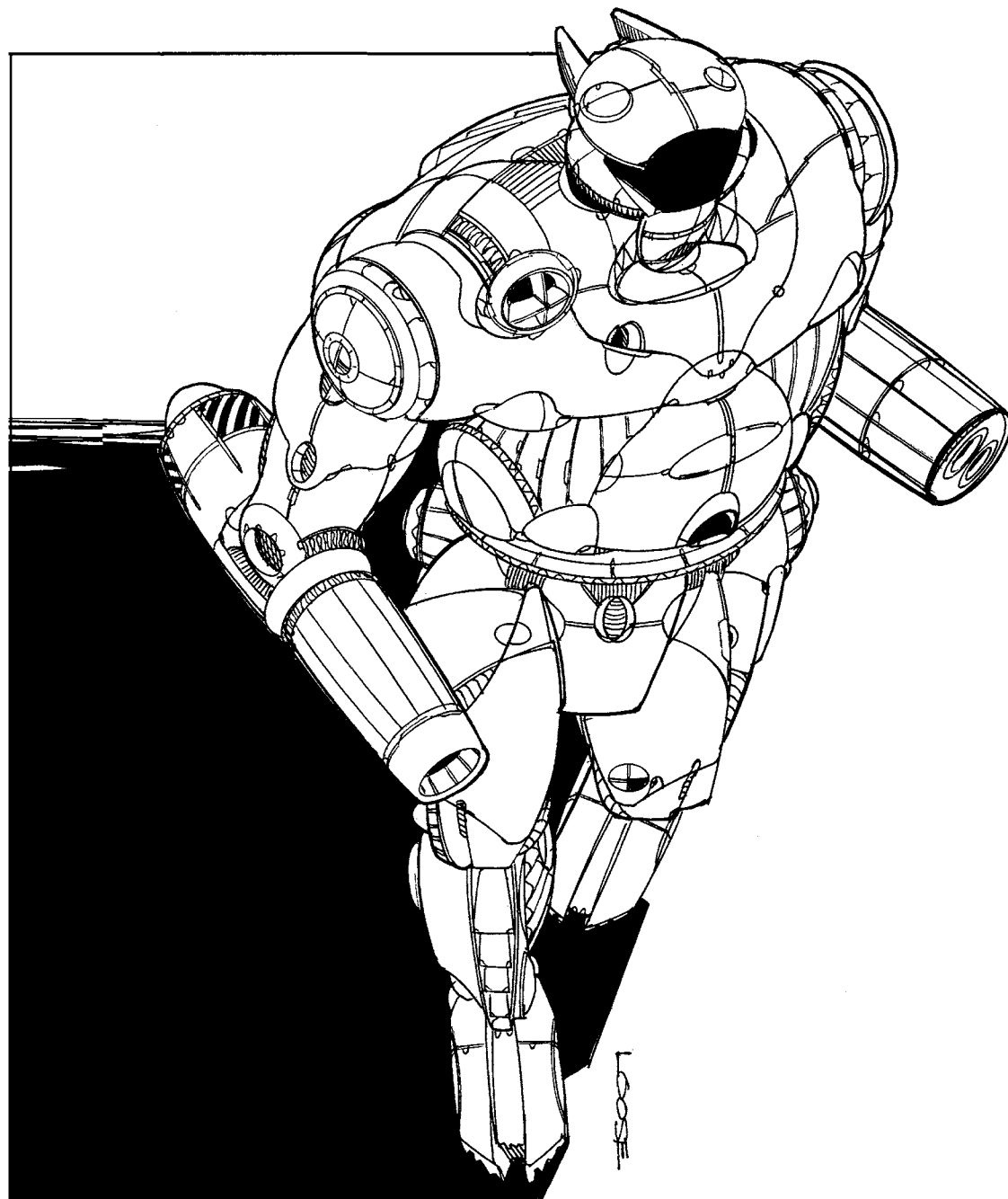
Equipment

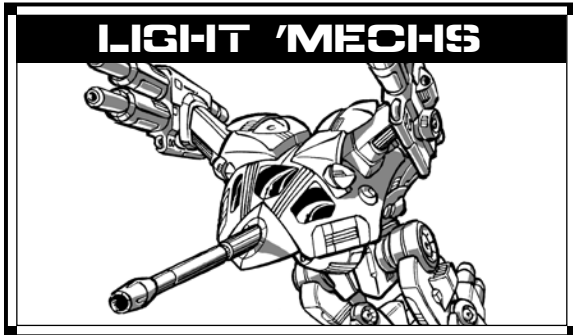
Internal Structure:		Mass
Engine:	175 XL	3.5
Walking MP:	5	3.5
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	119	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		6
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	16

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
2 Medium Pulse Lasers	LA	2	4
Small Pulse Laser	H	1	1
Medium Laser	CT (R)	1	1





Mass: 35 tons

Chassis: Coventry BZK-III

Power Plant: Omni 175

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro-Fibrous

Armament:

1 Poland Main Model A Gauss Rifle

Manufacturer: Coventry Metal Works

Primary Factory: Coventry

Communications System: TarHes Muse 54-58K

Targeting and Tracking System: Cyclops 9

Overview

Coventry Metal Works' BZK-F3 *Hollander* was born as part of an ongoing effort by the AFFC to match the superior range and firepower of Clan 'Mechs in a lightweight chassis. Though somewhat unorthodox, the *Hollander* delivered on its manufacturers' promise to meet all demands, providing Inner Sphere commanders with a light hunter-killer design capable of taking down almost any other light 'Mech with a single long-range shot, and posing a real threat to most heavier designs.

Capabilities

Essentially a walking cannon, the *Hollander's* design is as straightforward as it is extreme, its entire chassis and structure developed expressly to carry a single massive Gauss rifle. Lacking any other weapons but using endo-steel construction and ferro-fibrous armor to maximize its options, the design incorporated a standard engine to improve its chances for survival in a pitched battle. This choice, however, limited the *Hollander's* land speed to that of the average Clan heavy 'Mech, meaning that most of its chosen targets enjoyed a significant edge in speed and maneuverability. Nevertheless, the ability to field a weapon as powerful as the Gauss rifle on a relatively inexpensive chassis led to widespread production of this design for front-line use against the Clan invaders.

Deployment

The Seventeenth Skye Rangers and the First Kearny Highlanders of the Northwind Highlanders mercenary command were the first to receive the new *Hollanders* after Coventry Metals began full-scale production of the design. Not long afterward, several prominent Lyran and FedCom-employed mercenary commands also received these powerful sniper units as the Inner Sphere arms race continued.

Variants

Three variants on the *Hollander* have entered production since this 'Mech's debut, intended to address criticisms of the design's past pilots. The first of these, the BZK-G1 model, answers requests for backup weaponry and additional armor by swapping out the Gauss rifle for an LB 10-X autocannon and two arm-mounted medium lasers, plus two more tons of ferro-fibrous armor for protection.

The more radical variants address the same concerns far more dramatically by adding ten tons to the *Hollander's* total mass. Because of the radical changes, these models—the BZK-F5 and the BZK-F7—both bear the designation *Hollander II*. For the -F5 model, the added tonnage allowed engineers to mount a Streak missile launcher and a medium laser in addition to the Poland Main Model A Gauss rifle. The -F7, born in the months leading up to the FedCom Civil War, instead mounts a single heavy Gauss rifle for superior punch, though this change simply creates a "bigger brother" to the original *Hollander*—one with the same mobility and armor flaws that go with its all-or-none weaponry approach.

Notable MechWarriors

Lieutenant Bernard Mallins: Bernard Mallins, now a lieutenant in the Eridani Light Horse's Seventh Striker Battalion (Eleventh Company), still pilots the BZK-F3 *Hollander* he rode into battle on Huntress. During the battle, Mallins' lance was among the Light Horse troops that faced arriving Smoke Jaguar reinforcements amid rolling hills and light woods on the Looter Plains. Enraged by the Spheroids' use of artillery, the Clansmen attacked with berserker fury.

Mallins' lance, singled out by a pair of medium OmniMechs and a Star of Elementals, suffered heavy damage in the Clan assault, and the opening volleys killed its commander, Porter Cormany. Forced to fall back, Mallins used his Gauss rifle to snipe at the Jaguar Omnis while his lancemates kept back the enemy battle armor. During this action, Mallins successfully downed a Jaguar *Ryoken* with a lucky cockpit hit and disabled an enemy *Black Hawk* with a leg hit, buying his lance enough time for reinforcements to arrive from the Light Horse's Twelfth Company.

MechWarrior Georgio Eicher: A Loyalist MechWarrior in the First Chisholm's Raiders during the FedCom Civil War, Eicher and his BZK-F7 *Hollander II* earned the dubious nickname "Detector" when, during an engagement against Duke Sandoval's forces on New Valencia, his 'Mech was critically damaged five times by Thunder mines left by Allied forces.

BZK-F3 HOLLANDER

LIGHT 'MECHS

105

Type: **Hollander**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 953

Equipment

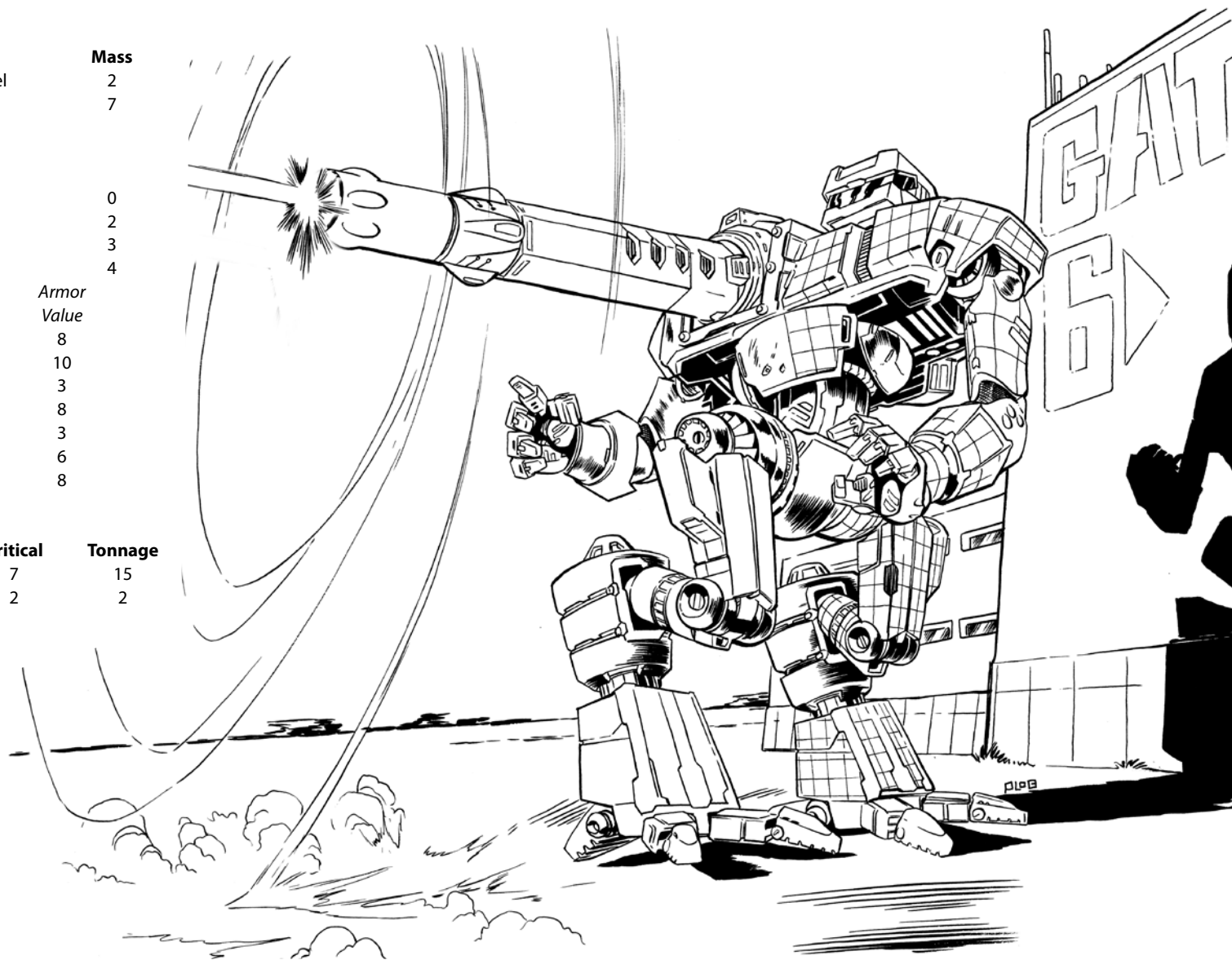
	Endo Steel	Mass
Internal Structure:	2	
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	71	4

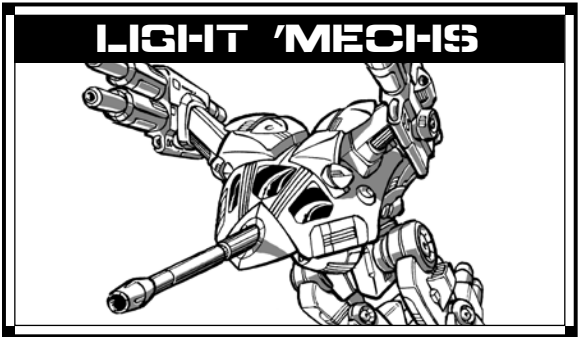
	Internal Structure	Armor Value
Head	3	8
Center Torso	11	10
Center Torso (rear)		3
R/L Torso	8	8
R/L Torso (rear)		3
R/L Arm	6	6
R/L Leg	8	8

Weapons

and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	CT	2	2





Mass: 35 tons
Chassis: Alshain Class 48 Omni
Power Plant: VOX 280 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:
7 tons of pod space available
Manufacturer: Luthien Armor Works
(OmniMech Production Facility),
Irian BattleMechs Unlimited
Primary Factory: Luthien, Irian
Communications System: Sipher Security Plus with C³
Network
Targeting and Tracking System: Matabushi Sentinel with
Beagle Active Probe and TAG

Overview

After analyzing the results of the *Raptor's* manufacturing and operational tests, the DCMS authorized production of a full line of Inner Sphere OmniMechs. Amongst these new designs was an improved version of the *Jenner*. In a surprising move, the DCMS broke with tradition and christened this new OmniMech as the *Owens*. Inner Sphere Intelligence agencies were mystified by this radical departure from expected behavior, and great effort was expended only to discover that the *Owens* takes its name from an old Terran drinking song.

Capabilities

The *Owens'* primary mission is that of a cavalry 'Mech—screening and reconnaissance. The lessons from the *Raptor* are reflected in the design of the *Owens*. The modular weapon containers were standardized and perfected to allow weapons to operate with all future OmniMech designs. Of special note is the quantity of fixed electronics the *Owens* carries; a C³ network, Beagle active probe, and TAG gear. With this array the *Owens* can find and fix the enemy with indirect fire from supporting elements while the main body moves against the enemy's flank. The *Owens* rarely engages and destroys the enemy directly; instead, it uses its targeting and communications systems to assist heavier units in performing that task.

The primary configuration uses small and medium lasers for self-defense, while LRM racks on the 'Mech's arms offer suppressive fire in indirect support of other units in the lance or company. Configuration A replaces the LRM launchers with the highly efficient Streak SRM-2, and two machine guns and a small pulse laser make this a dangerous opponent for conventional infantry. Designed for maximum punch at close range, configuration B carries an SRM-6 launcher slaved to an Artemis fire control system and no less than four small lasers. Configuration C is armed exclusively with energy weapons, making it well suited to extended operations. However the single large and two medium lasers can overwhelm the *Owens'* single heat sinks. Inspired by the Combine's development of special Narc munitions, configuration D pairs a Narc system with an SRM-4 launcher. Configuration E is another example of a loadout built around new Kuritan weapons—in this case an MRM 10. Two medium lasers, one a pulse model, round out this configuration.

Deployment

The DCMS deployed the *Owens* in 3056, and now most frontline regiments have between a lance and a company of these versatile machines. The *Owens* has also appeared in service with the Com Guards, and the SLDF had access to the design before the collapse of the Second Star League. While the League lasted, other Successor States were also able to acquire examples of this design.

Notable MechWarriors

Chu-i Raymond Orr: "Victory by any means" is the tactical doctrine of the Second Dieron Regulars, and the principle has been taken to heart by *Chu-i* Orr. A veteran of the campaigns against the Smoke Jaguars and Ghost Bears, Raymond uses the sophisticated electronics carried by his *Owens* to eliminate the enemies of the Dragon with ruthless efficiency.

Type: **Owens**
Technology Base: Inner Sphere OmniMech
Tonnage: 35
Battle Value: 839

Equipment		Mass
Internal Structure:		3.5
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	15

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	3 Engine TAG C ³ Slave	7
Left Torso	3 Engine Beagle Active Probe	7
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

LRM 5	RA	1	2
LRM 5	LA	1	2
Ammo (LRM) 24	LA	1	1
Medium Laser	H	1	1
2 Small Lasers	CT	2	1

Alternate Configuration A

Streak SRM 2	RA	1	1.5
Ammo (MG) 200	RT	1	1
Streak SRM 2	LA	1	1.5
Ammo (Streak) 50	LT	1	1
Small Pulse Laser	H	1	1
2 Machine Guns	CT	2	1

Battle Value: 680

Alternate Configuration B

SRM 6	RA	2	3
Artemis IVFCS	RA	1	1
Ammo (SRM) 15	RT	1	1
3 Small Lasers	LA	3	1.5
Small Laser	H	1	.5

Battle Value: 752

Alternate Configuration C

2 Medium Lasers	RA	2	2
Large Laser	LA	2	5

Battle Value: 964

Alternate Configuration D

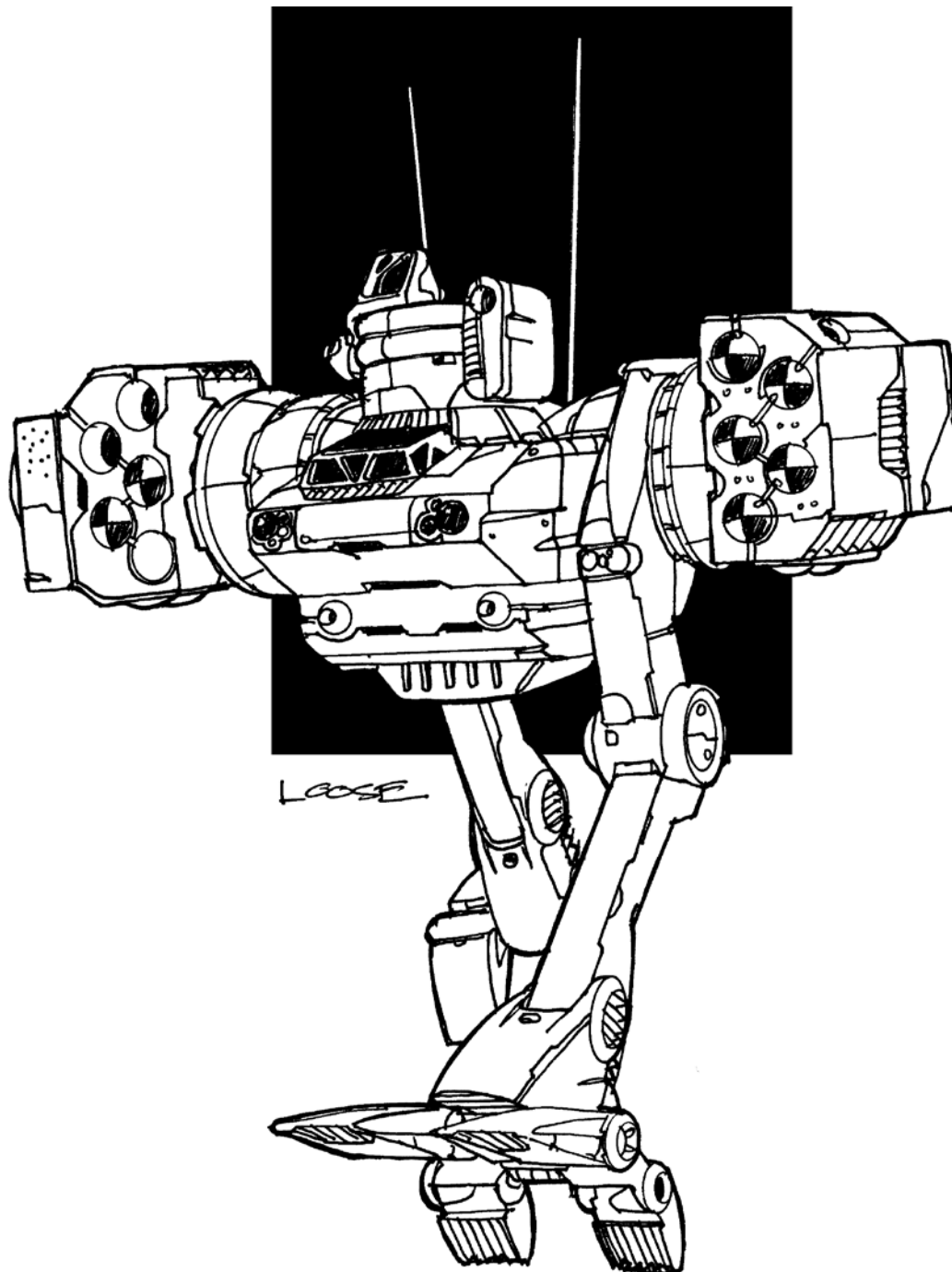
SRM 4	RA	1	2
Ammo (SRM) 25	RT	1	1
Narc Missile Beacon	LA	2	3
Ammo (Narc) 6	LT	1	1

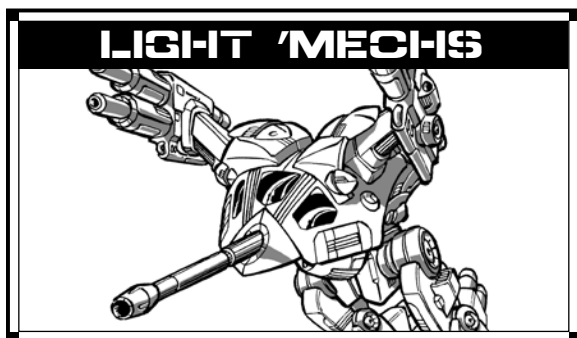
Battle Value: 655

Alternate Configuration E

MRM 10	RA	2	3
Ammo (MRM) 24	RT	1	1
Medium Pulse Laser	LA	1	2
Medium Laser	LA	1	1

Battle Value: 833





Mass: 35 tons
Chassis: Crucis-II, Newhart Refit Standard
Power Plant: VOX 280 XL
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: Rawlings 75
Jump Capacity: 240 meters
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
4 Tronel XII Medium Pulse Lasers
Manufacturer: Nimakachi Fusion Products Limited
Primary Factory: Lapida II
Communications System: Omicron 4002
Networking Channel
Targeting and Tracking System: TRSS Eagle Eye

Overview

During the initial Clan invasion of Draconis Combine space, large numbers of Combine 'Mechs were destroyed in the fighting, with no chance of salvage to support reconstruction. Subsequently, Coordinator Takashi Kurita ordered a massive production effort to replace the fallen units.

Eager to profit from these circumstances, Nimakachi decided that a simple expansion of its *Spider* production lines would not guarantee future orders when the fighting slowed down. The company developed a new design with the limited resources available. With an eye to future sales, Nimakachi wanted to incorporate as much new and recovered technology as it could get from the Draconis Combine, and the *Venom* was born.

Capabilities

The *Venom* is a heavier version of the *Spider* produced on Tematagi. It weighs 35 tons and uses Kallon FWL special ferro-fibrous armor. While the new design's speed and maneuverability remain identical to the *Spider's*, Tematagi engineers installed the VOX 280 extralight engine in order to free up space for increased firepower. The *Venom* features four of the new Tronel XII medium pulse lasers.

Two drawbacks cropped up in the initial production run: the 'Mech's light armor and the extralight engine, both of which increased the likelihood of the machine's destruction in battle. Designers have yet to solve the engine problem, though a variant involving the new Lyran light engine is reportedly in the works. The existing 9KA and 9KC variants provide additional armor to beef up protection compared to the original *Venom*.

Deployment

The first *Venom* came off the production line in late December 3050 and saw deployment mostly to areas near the Periphery, where it protected the border against bandits and held position for potential punitive strikes. Since that time, the *Venom* has steadily grown in stature among Combine forces, gaining a reputation as a deadly light 'Mech. Though a longstanding DCMS preference for the *Panther* as the backbone of its light 'Mech forces remains an obstacle to widespread acceptance of the *Venom*, this 'Mech appears in almost every Combine line regiment, including the Ryuken, the Genyosha and even the Sword of Light. Competition from newer designs such as the *Kabuto* and the *Raptor* OmniMech has yet to make a serious dent in the *Venom's* deployment.

Variants

The SDR-9KA variant removes a medium pulse laser in exchange for additional armor. The SDR-9KB, a more radical departure from the original design, removes two jump jets and one pulse laser in exchange for a machine gun, ammo, a heat sink and additional armor.

The recently fielded 9KC variant showcases one of the first Combine light 'Mechs to mount double heat sinks. The 9KC *Venom* mounts eleven double heat sinks, an endo steel chassis and seven tons of ferro-fibrous armor, and trades one medium pulse laser for a C³ slave unit.

Notable MechWarriors

Tai-i Yuko Nogami: *Tai-i* Nogami is a perfect example of the success of Coordinator Theodore Kurita's military reforms. In the battle for Garstedt during Operation Bulldog, the Smoke Jaguars' Seventeenth Regulars proved a tougher foe than the attacking Ryuken-go forces initially expected, inflicting casualties that the Combine unit could not quickly replace. Forced to use the resources at hand, then-*Gunsho* Yuko Nogami fell back on his experience piloting a *Venom* in The Reaches arenas on Solaris VII. He distinguished himself as part of Beta Company of the Ryuken-go Third Battalion, in the final battle for the planet in Nümburg Canyon.

Nogami proved his mettle time and again, in the liberation of Matsuida and An Ting during the FedCom Civil War and in the reprisals on Cassias. Over less than a decade, Nogami has risen to command the company he once fought in without rank, and is an ardent supporter of Theodore Kurita.

Jason "The Clyde" Marshall: Given the *Venom's* initial posting to commands near the Periphery border, the design inevitably fell into the hands of pirates. One such brigand, Jason "The Clyde" Marshall, is a member of the New Belt Pirates. He survived the butchering of his company by Clan Wolf's Omega Galaxy, but his previously strong support of the ousted Morgan Fletcher II put him on thin ice. Whether he can survive Susie "One-Eye" Morgaine-Ryan is anyone's guess.

Type: **Venom**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 798

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 8

Running MP: 12

Jumping MP: 8

Heat Sinks: 12

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 62

Internal
Structure

Armor
Value

Head 3

Center Torso 11

Center Torso (rear) 3

R/L Torso 8

R/L Torso (rear) 3

R/L Arm 6

R/L Leg 8

Weapons

and Ammo

Location

Critical

Tonnage

2 Medium Pulse Lasers LT 2 4

2 Medium Pulse Lasers RT 2 4

Jump Jets RT 4 2

Jump Jets LT 4 2

Mass

3.5

8

2

3

3

3.5

8

7

3

7

3

6

6

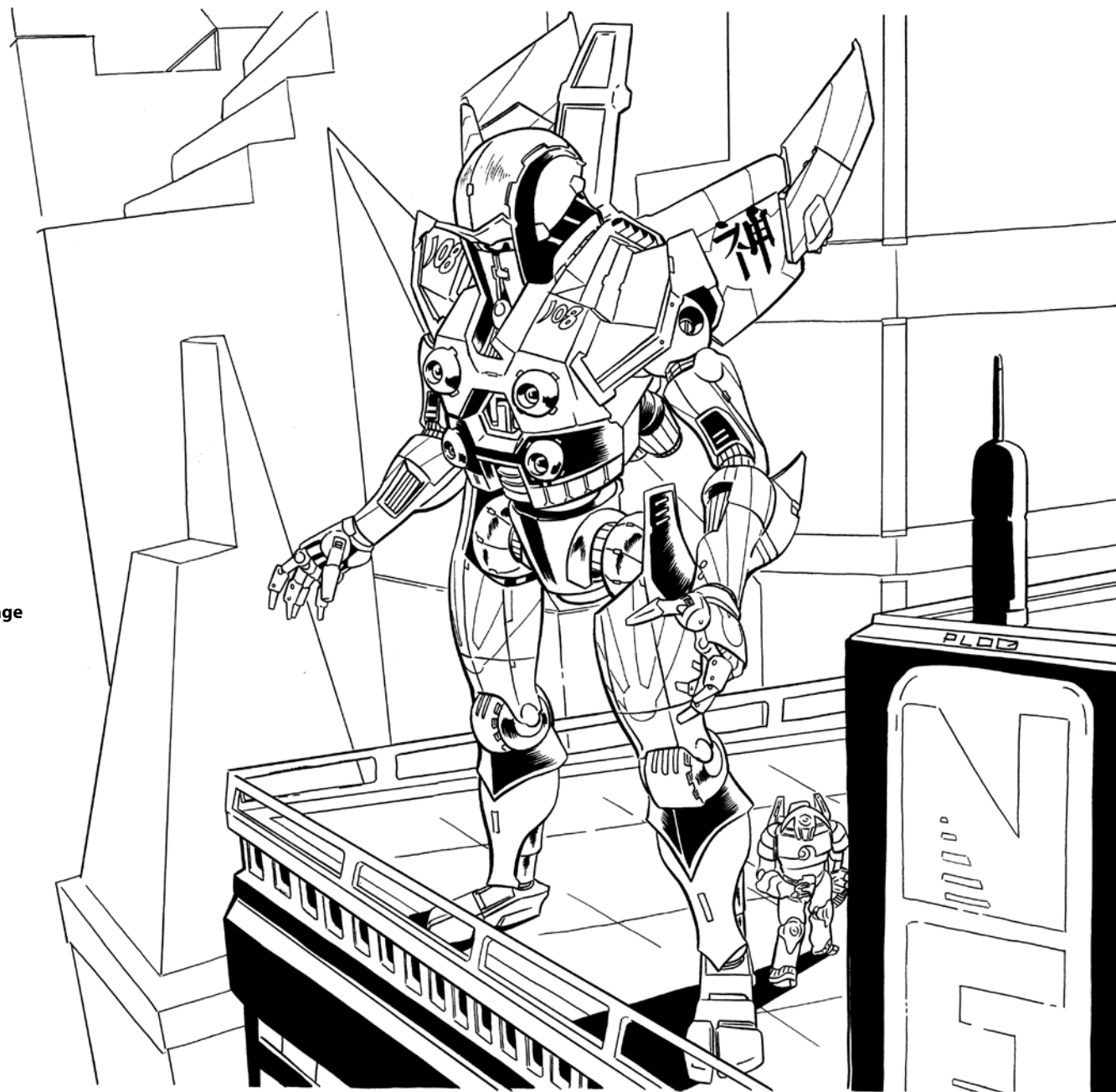
6

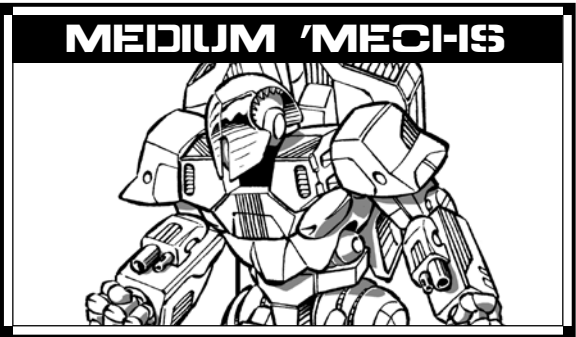
6

6

6

6





Mass: 40 tons
Chassis: Alshain Type KR240 Endo-Steel
Power Plant: GM 240
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4 with CASE
Armament:
12 tons of pod space available
Manufacturer: Luthien Armor Works
(OmniMech Production Facility),
Irian BattleMechs Unlimited
Primary Factory: Luthien, Shiro III
Communications System: Sipher CommCon SCU-9
Targeting and Tracking System: Matabushi Stalker

Overview

As one of the later Inner Sphere OmniMechs to hit the field, the SR1-O *Strider* was considered by many critics to be something of a disappointment, primarily due to Luthien Armor Works' decision to base the new OmniMech on the chassis of the venerable *Cicada*. Noting the SR1's sacrifice of mobility for armor and firepower, *Cicada* proponents often pointed out that, while the *Strider* might be deadlier and harder to kill on the battlefield, the loss of speed meant that the 'Mech could not escape without serious support if out-matched. Despite this shortcoming, the DCMS rushed several runs of the new OmniMech to the front lines and sold many to its Federated Commonwealth allies.

Capabilities

Although capable of sporting other weapons loads, every major *Strider* configuration employed since the 'Mech's 3057 introduction has sported a mix of arm-mounted missile pods, typically backed up by lasers and electronics such as Beagle probes, TAG, or C³ systems. Even the dedicated electronic warfare configuration, the SR1-OA, uses its arm pods for Narc launchers, while torso space is devoted to electronics and a small laser.

The advent of larger Streak launcher systems made possible even more such configurations, which have further reinforced the image in many commanders' minds of the *Strider* as a light missile support unit, while also increasing its effectiveness in combat. Indeed, by far the most potent version to emerge has been the F configuration, which combines the accuracy of twin Streak-4s with two medium lasers and jump jets. Many DCMS warriors jokingly refer to this *Strider* configuration as the "*Grand-Jenner*," noting its relative similarities—both in appearance and capabilities—to the old Kurita standby.

Deployment

The DCMS still fields most of the *Striders* produced to date, many of which serve as light lance command vehicles or recon units to heavier formations. Despite their critics, these OmniMechs have become almost commonplace among the more elite Kuritan commands today. Several *Strider* runs were also sold to the FedCom powers in the final months of their union and continued to trickle into both states for a few years afterward.

Notable MechWarriors

Chu-i Meagan Fontaine: A decorated lance commander in the Third Dieron Regulars' Second Battalion, Fontaine and her *Strider* "*Darkblade*" have been missing on Altair since a Blakist offensive there shattered the DCMS command in June of 3068. Since then, however, a *Strider* matching *Darkblade*'s F-configuration load out and painted blood red from the waist down has appeared sporadically to harass the Blakist garrison forces on planet. Often emerging from the many nuclear-devastated ruins, where lingering radiation from the initial Blakist attacks prevents most forces from doing a thorough sweep or getting accurate sensor readings, the mysterious 'Mech has accounted for the deaths of almost two dozen Blakist MechWarriors and armored infantry troops.

Type: **Strider**
Technology Base: Inner Sphere OmniMech
Tonnage: 40
Battle Value: 867

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	15
Center Torso (rear)		6
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	14

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	6 Endo Steel	5
	CASE	
Left Torso	6 Endo Steel	5
	CASE	
Left Arm	None	8
Right Arm	None	8
Right Leg	Endo Steel	1
Left Leg	Endo Steel	0
	Heat Sink	

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
SRM 6	RA	2	3
Artemis IV FCS	RA	1	1
Ammo (SRM) 15	RT	1	1
SRM 6	LA	2	3
Artemis IV FCS	LA	1	1
Ammo (SRM) 15	LT	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

Narc Missile Beacon	RA	2	3
Ammo (Narc) 6	RT	1	1
C³ Slave	RT	1	1
Narc Missile Beacon	LA	2	3
Ammo (Narc) 6	LT	1	1
TAG	LT	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5
Battle Value: 723			

Alternate Configuration B

LRM 10	RA	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LA	2	5
Ammo (LRM) 12	LT	1	1
Battle Value: 910			

Alternate Configuration C

LRM 5	RA	1	2
Ammo (LRM) 24	RT	1	1
LRM 5	LA	1	2
Ammo (LRM) 24	LT	1	1
C³ Slave	H	1	1
Large Laser	CT	2	5
Battle Value: 944			

Alternate Configuration D

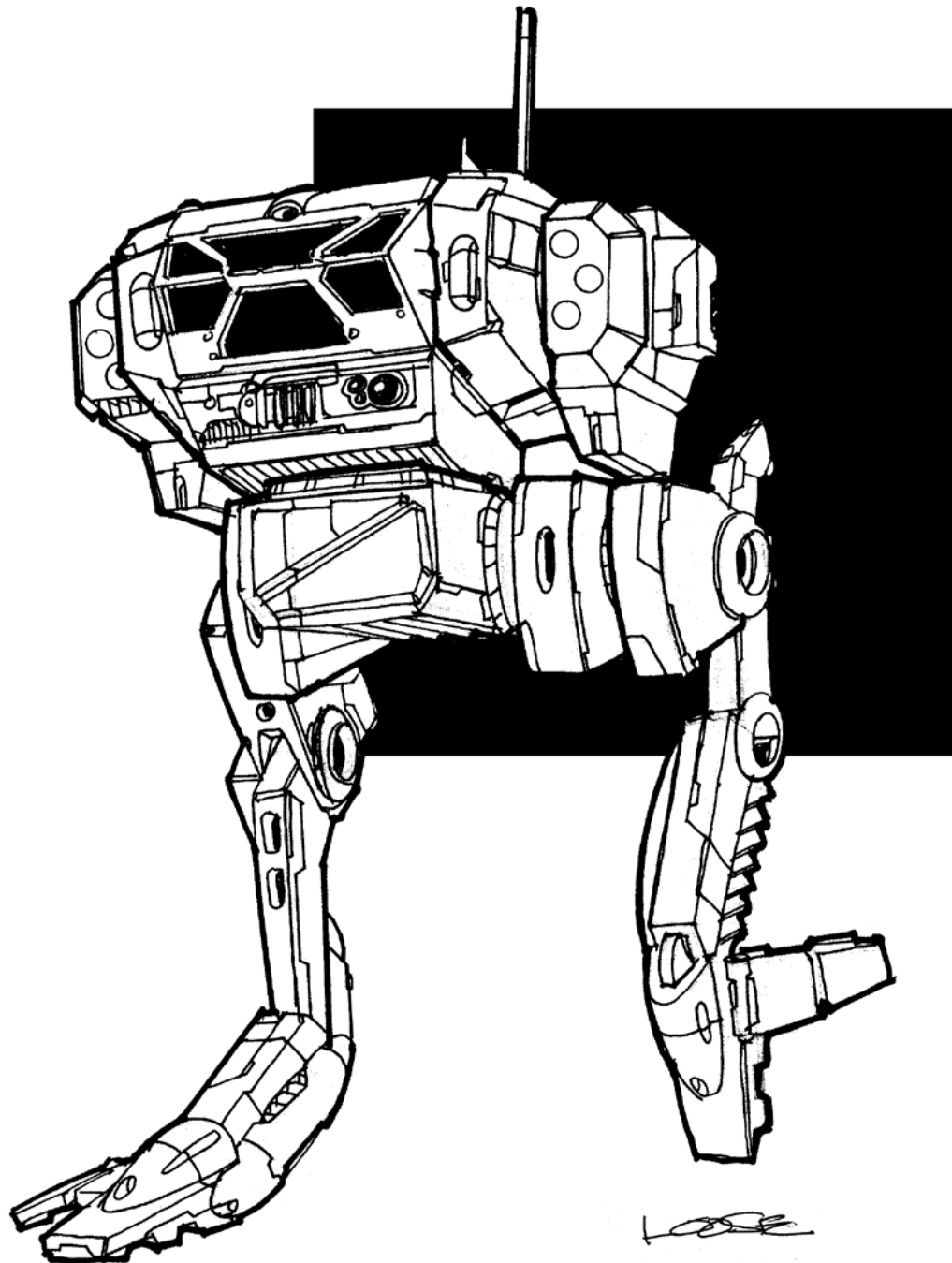
Streak SRM 2	RA	1	1.5
Medium Pulse Laser	RA	1	2
Ammo (Streak) 50	RT	1	1
Streak SRM 2	LA	1	1.5
Medium Pulse Laser	LA	1	2
TAG	LT	1	1
C³ Slave	LT	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5
Battle Value: 873			

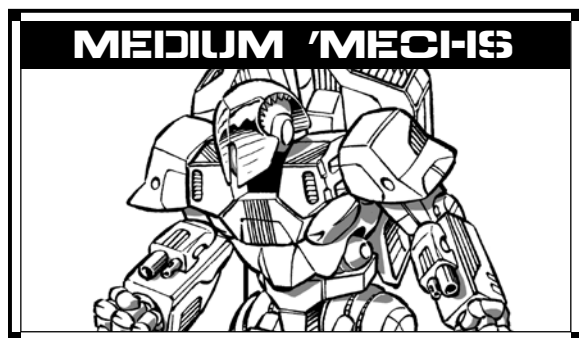
Alternate Configuration E

Streak SRM 6	RA	2	4.5
Ammo (Streak) 15	RT	1	1
Streak SRM 6	LA	2	4.5
Ammo (Streak) 15	LT	1	1
Medium Laser	H	1	1
Battle Value: 976			

Alternate Configuration F

Medium Laser	RA	1	1
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
Jump Jets	RT	3	1.5
Medium Laser	LA	1	1
Streak SRM 4	LT	1	3
Jump Jets	LT	3	1.5
Battle Value: 1,032			





Mass: 40 tons

Chassis: Dorwinion Standard

Power Plant: Nissan 200

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: HildCo Model 12

Jump Capacity: 150 meters

Armor: Starshield A

Armament:

1 ChisComp 43 Special Large Laser

2 ChisComp 39 Medium Lasers

2 SperryBrowning Machine Guns

Manufacturer: Robinson Standard BattleWorks

Primary Factory: Robinson

Communications System: Achernar Electronics HICS-11

Targeting and Tracking System: Federated Hunter

Overview

When the Clan invasion struck, Prince Hanse Davion pulled front-line troops from throughout the Federated Commonwealth and placed them in front of the oncoming juggernaut in hopes of slowing the invaders' inexorable advance. Unfortunately, this left many border regions short-changed, including the Draconis March, whose leader, Duke Sandoval, demanded recompense. Unable and unwilling to return front-line units, Prince Hanse quieted the duke in part by sharing the design and production costs of the *Watchman*.

Capabilities

To reduce costs, AFFC Department of the Quartermaster specifications required that the *Watchman* be based on a current model. Designers quickly chose the *Enforcer* as the basis for this new BattleMech, deciding in the process to use the huge available stores of older parts in its design.

The *Watchman's* designers dropped the *Enforcer's* autocannon, placing in its stead a pair of ChisComp 39 medium lasers, found predominantly on early *Dervishes*. The two SperryBrowning machine guns were added later when the AFFC appended anti-infantry weapons to the specifications.

The cockpit controls were simplified, to facilitate instruction of inexperienced MechWarriors. The designers also replaced the *Enforcer's* armor, substituting Starshield A armor with CASE, and swapped in new jump jets to give the 'Mech a jump capacity of 150 meters. All these changes brought the *Watchman* to a lean forty tons, making the 'Mech's price even more attractive.

Deployment

The *Watchman*, regarded as a cheap and basic 'Mech, languished for years, seeing service almost exclusively within the Draconis March. It took the start of the FedCom Civil War and Duke Sandoval's assault into the Draconis Combine to prove the *Watchman's* ruggedness.

The 'Mech made a name for itself on Proserpina in 3062 and 3063 as a rugged and extremely forgiving BattleMech, especially for the trainees of the Robinson Battle Academy. Even on a modern battlefield filled with lostech, the decidedly low-tech *Watchman* could still deal significant damage. After battle, it was easier to repair and could be put back on the line faster, especially once its MechWarriors learned to stop carrying a full ammunition load—though even then, rebuilding a torso destroyed by an ammunition explosion was easier than if the design had used more advanced technologies such as endo steel and an XL fusion engine.

When reports of its performance circulated, demand for the 'Mech increased beyond production capacity. Duke Sandoval carefully doled out the production runs, giving up the 'Mechs only in exchange for political or logistical support in his campaign against his peoples' "ancient enemy." By the end of the war, this 'Mech had found its way into almost every unit that fought in the Federated Suns, as well as a number of Combine regiments.

Variants

The FedCom Civil War brought the *Watchman* new popularity, but quickly demonstrated that it was undergunned compared to many other 'Mechs it faced on the battlefield. Robinson Standard BattleWorks engineers modified the weapons load by replacing the large laser and machine guns with a Magna Hellstar PPC and another medium laser. They further boosted combat effectiveness by refitting the heat-exchange system with double heat sinks and mounting StarGuard ferro-fibrous armor.

Notable MechWarriors

Major Seri Toht: A second-year cadet in the Robinson Battle Academy when a Combine assault struck Robinson in 3062, Toht snuck aboard the Academy DropShip before it left the world in December. When discovered, she was placed under house arrest, but as casualties took their toll on the First Robinson Rangers, she was given the *Watchman* of a fallen comrade to pilot. Naming it the Vengeful Lucifer, she made a name for herself by leading charges directly into the face of Combine counter-charges. She quickly won a battlefield commission and, as casualties among the First Rangers mounted, rose in rank until she ultimately ended up in the Second Rangers as a battalion commander during the final push on New Avalon.

MechWarrior Piotr Vukovich: MechWarrior Vukovich has spent almost as much time in the brig as out of it during his twenty-year career in the FWLM. Only his undeniable skills in a BattleMech have kept him from discharge or permanent incarceration—that, and the fact that his uncle is a prominent Minister of Parliament. He captured his *Watchman* on Wasat in 3057 from a Second Republican lieutenant whom he physically beat into unconsciousness, much the same way he treats his own lieutenants in the Thirteenth Marik Militia.

WTC-4M WATCHMAN

MEDIUM 'MECHS

113

Type: **Watchman**

Technology Base: Inner Sphere

Tonnage: 40

Battle Value: 1,067

Equipment

Internal Structure:

Engine: 200 4 8.5

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 12 2

Gyro: 2

Cockpit: 3

Armor Factor: 136 8.5

Internal
Structure
Armor
Value

Head 3 8

Center Torso 12 16

Center Torso (rear) 8

R/L Torso 10 14

R/L Torso (rear) 6

R/L Arm 6 12

R/L Leg 10 20

Weapons

and Ammo

Location Critical Tonnage

Large Laser LA 2 5

2 Machine Guns LA 2 1

Ammo (MG) 200 LT 1 1

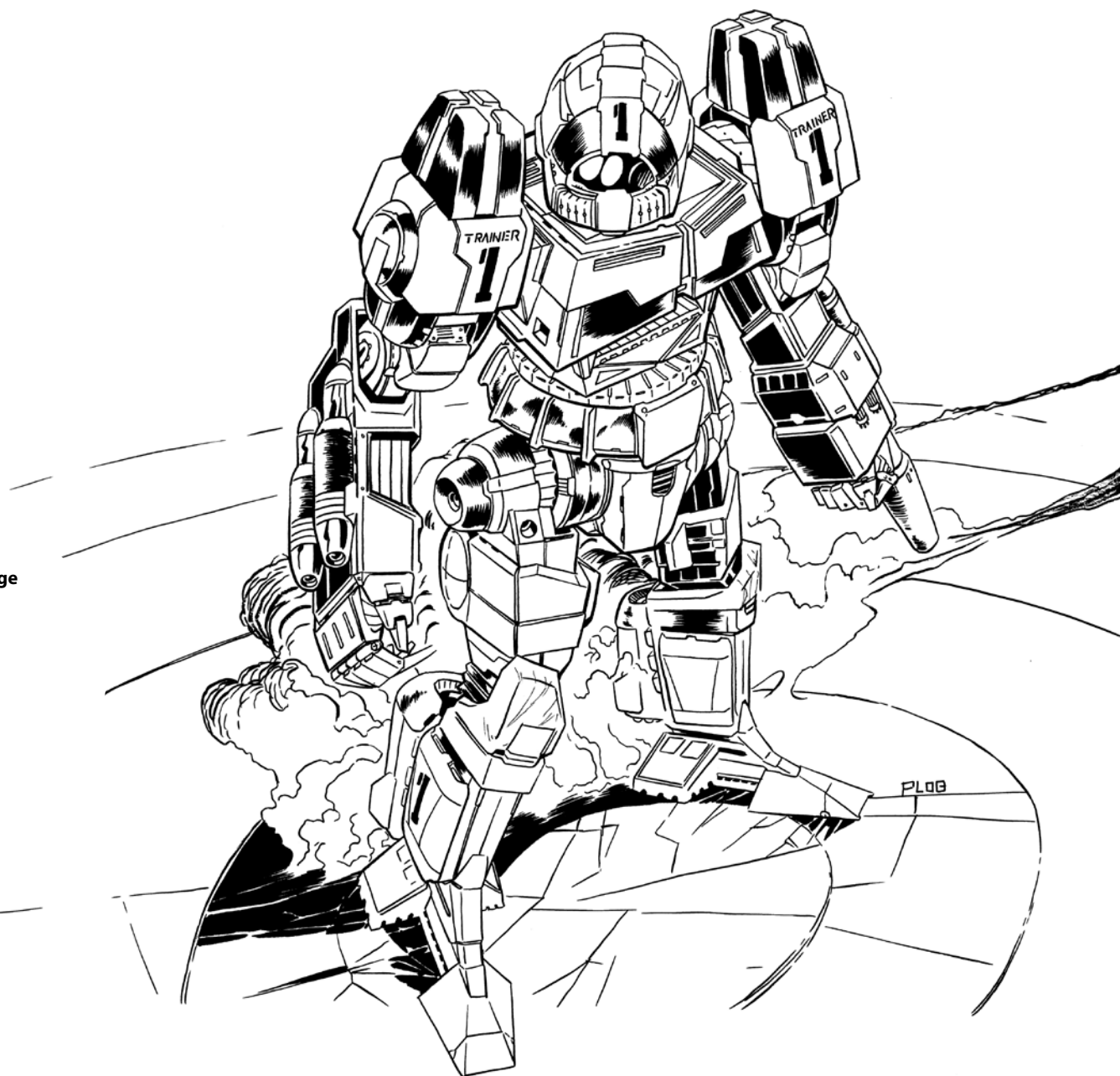
CASE LT 1 .5

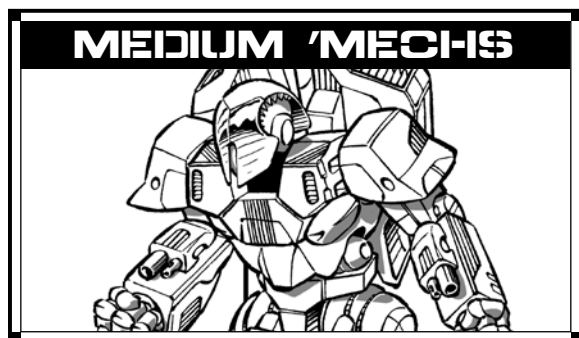
2 Medium Lasers RA 2 2

Jump Jets RL 2 1

Jump Jets LL 2 1

Jump Jet CT 1 .5





Mass: 45 tons
Chassis: Foundation Reinforced Endo Steel
Power Plant: GM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Luxor Load Lifters
Jump Capacity: 180 meters
Armor: Durallex Nova
Armament:
 13.5 tons pod space available
 2 Hotshot Flamers
Manufacturer: Coventry Metal Works,
 Luthien Armor Works (OmniMech Production Facility),
 Ceres Metals Industries, Victory Industries
Primary Factory: Coventry, Luthien, Capella, Marduk
Communications System: Cyclops 18XS Adaptable
Targeting and Tracking System: Cyclops Special Limited

Overview

Originally thought of as a throwaway BattleMech when the technical specifications were given as a gesture of "goodwill" by Coventry Metal Works, the specialized design of the *Firestarter* prototype was modified by Luthien Armor Works to be able to accept interchangeable weapons pods. As reciprocation for the goodwill gesture, LAW returned the FS9-O *Firestarter*, and the rumor mill immediately began to talk about whether the relationship between the two companies would continue or wither on the vine. Proving naysayers wrong, at the first conference of the Second Star League the two companies hammered out a licensing agreement that allowed Coventry to begin production of a *Black Hawk-KU* line.

Capabilities

Like the *Black Hawk-KU*, which is also produced on both Coventry and Luthien, the components used for the *Firestarter* are functionally the same at either factory, while the exact make and models depend on the locale. Some configurations, however, seem to be House-specific depending on the weapons system used.

Most configurations center on a piece of special electronics, either an Active Probe, TAG, or a Command and Control slave system. The rest of the space is taken up by various weapons systems, seemingly configured for a MechWarrior's personal preference.

Only a few configurations put the 'Mech in a specific, dedicated role. Configuration C provides fire support for a C³-equipped company, while the DCMS' Configuration E is the complete opposite, intended to be a close-in brawler with its array of pulse lasers, medium range missiles, and sword. The Free Worlds League has designed a configuration for those *Firestarters* shipped during the Second Star League, taking advantage of their superior extended-range laser systems to create an effective long-range sniper.

If the *Firestarter* has a weakness, it is the complaint from its pilots or technical crew of its lack of ample space and poor use of fixed equipment. Many believe permanently mounting the jump jets, flamers, and extra heat sinks has only restricted the naturally flexible nature of an OmniMech. These same critics argue that if the equipment is needed, pod versions could be mounted quickly, and more effective weapons can be used in the meantime.

Deployment

Despite its dubious beginnings, the *Firestarter* has made its way into many Draconis front-line regiments, serving in either a close-in or long-range support role. Many have come to view it as multi-purpose 'Mech for lighter units, able to replace aging workhorses such as *Phoenix Hawks*, *Wolf Traps*, and *Trebuchets* while streamlining logistics with its standardization. It is not uncommon for certain Draconis BattleMech companies to have anywhere from a pair to a lance of this flexible machine.

The former Federated Commonwealth states, in contrast, originally assigned their *Firestarters* to replace their lighter FS9s on the battalion and regimental level, preferring to use the expensive and fragile machine in a more specialized role

of reconnaissance. However, with the need to rebuild after the FedCom Civil War, many have found their way into the command 'Mech position of light lances and companies.

Type: **Firestarter**
 Technology Base: Inner Sphere OmniMech
 Tonnage: 45
 Battle Value: 1,144

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	12
R/L Leg	11	16

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	Flamer	0
	Flamer (rear)	
Right Torso	3 Engine	3
	3 Jump Jets	
	Double Heat Sink	
Left Torso	3 Engine	1
	3 Jump Jets	
	2 Endo Steel	
	Double Heat Sink	
Right Arm	3 Endo Steel	5
Left Arm	5 Endo Steel	3
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
Large Laser	RA	2	5
2 Flamers	RA	2	2
Beagle Active Probe	RT	2	1.5
Large Laser	LA	2	5

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
Small Laser	LA	1	.5

Battle Value: 976

Alternate Configuration B

Large Pulse Laser	RA	2	7
Small Laser	RA	1	.5
TAG	RT	1	1
2 Medium Pulse Lasers	LA	2	2
C³ Slave	LT	1	1

Battle Value: 1,070

Alternate Configuration C

LRM 10	RA	2	5
Ammo (LRM) 12	RA	1	1
Small Laser	RT	1	.5
LRM 10	LA	2	5
Ammo (LRM) 12	LA	1	1
C³ Slave	LT	1	1

Battle Value: 1,006

Alternate Configuration D

LRM 5	RA	1	2
Ammo (LRM) 24	RA	1	1
Medium Laser	RA	1	1
Guardian ECM Suite	RT	2	1.5
ER PPC	LA	3	7
C³ Slave	LT	1	1

Battle Value: 1,322

Alternate Configuration E

MRM 20	RA	3	7
Ammo (MRM) 12	RA	1	1
Small Pulse Laser	RT	1	1
Sword	LA	3	2.5
Medium Pulse Laser	LT	1	2

Battle Value: 998

Alternate Configuration F

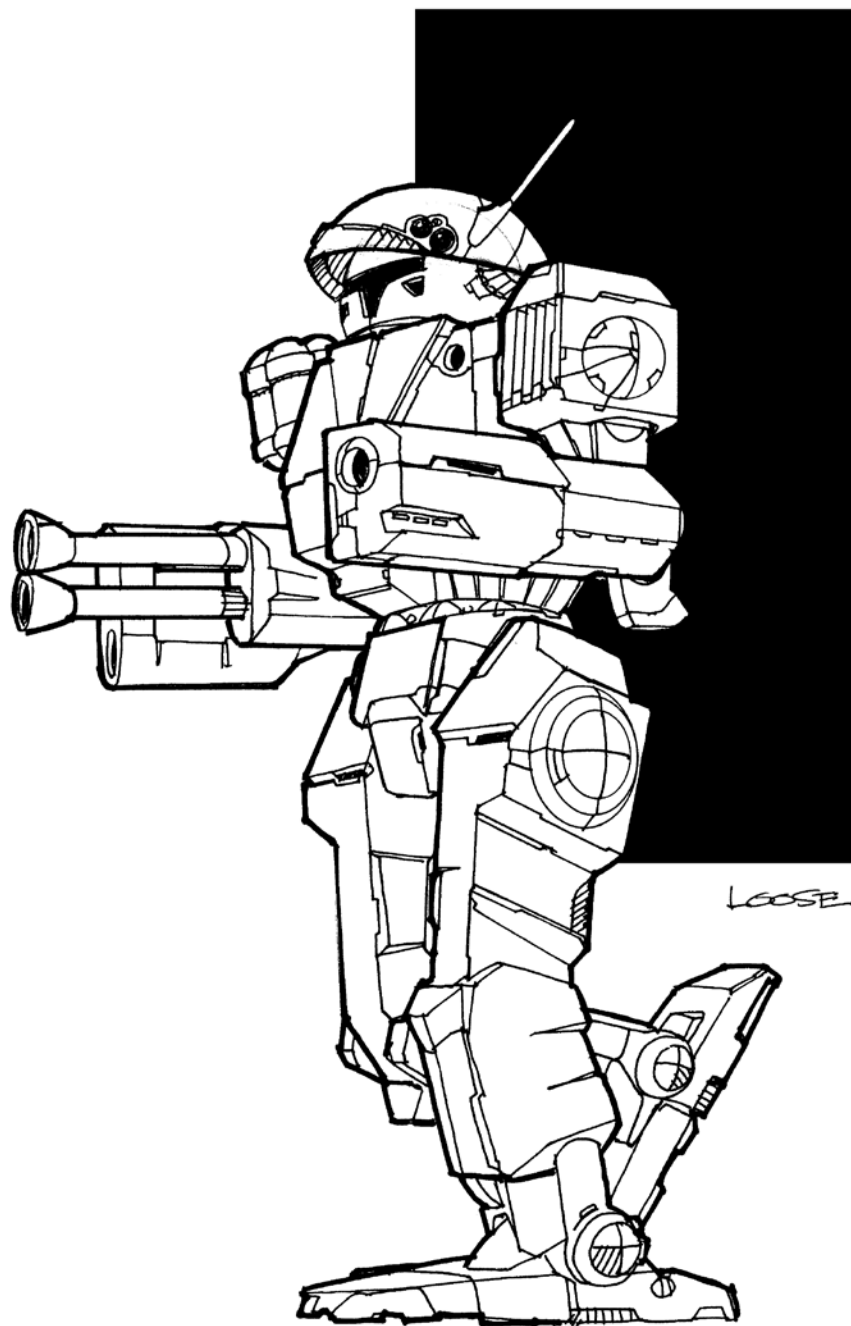
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
Double Heat Sink	RT	3	1
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
ER Small Laser	H	1	.5

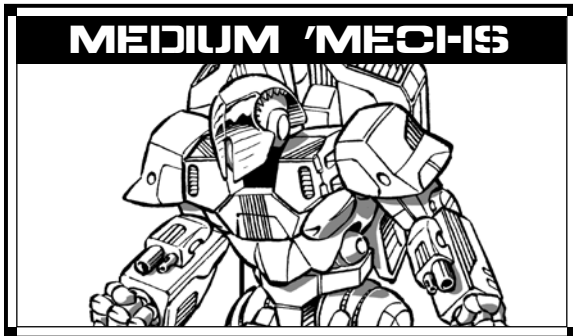
Battle Value: 1,446

Alternate Configuration G

LB 5-X AC	RA	5	8
Ammo (LB-X) 40	RT	2	2
CASE	RT	1	.5
3 Medium Lasers	LA	3	3

Battle Value: 1,063





Mass: 45 tons

Chassis: Ceresplex IV Endo Steel

Power Plant: Warner 270M Fusion

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: Anderson Propulsion 30

Jump Capacity: 180 meters

Armor: Ceres Metals Stealth Armor

Armament:

1 Martell Extended Range Large Laser

2 Ceres Arms Extended Range Medium Lasers

2 Sperry Browing 30mm Mini-Gun Machineguns

Manufacturer: Ceres Metal Industries

Primary Factory: St. Ives

Communications System: Ceres Metals Model 686 w/
Guardian ECM

Targeting and Tracking System: Apple Churchill 2000

Overview

As usual, contacting companies—especially arms manufacturers—within the Capellan Confederation proved exceptionally difficult for Vicore Industries. Only after General Motors contacted Ceres Metals on his behalf was the Capellan company willing to listen to Giovanni's proposal.

Vicore Industries had originally planned on building the new *Phoenix Hawk*, but for production reasons the plan was scrapped. Instead, Giovanni pitched a bold plan that would retool the BJ-3 production line on St. Ives. Of course the issue of a power plant was still problematic, but it was subtly suggested that the Warner 270M power plant built by the Taurians would be suitable. After a few months of old fashioned Chinese negotiations, a deal was signed leaving both parties looking forward to doing business with one another in the future—and wondering who got the best of whom in the exchange.

Capabilities

The new *Phoenix Hawk*'s torsos were given more angles for better deflection of incoming weapons fire. The arms were redesigned to give greater protection around the shoulder and lower arm actuators. All weapons were moved to forearm mountings. The jump jets were re-engineered to protect the exhaust ports and improve air induction to help keep the jump jets cooler during operations. The most radical departure from the original design was in the head. The sensors and communication arrays were built into the cowl protecting the head. Lastly, the engineers incorporated the same style ejection system used by the *Wolfhound* and *Hatchetman* BattleMechs.

Deployment

The Strategios saw the value in the new *Phoenix Hawk* immediately. They ordered it paired with the RVN-4L *Raven* in a support role. The *Phoenix Hawk*'s speed would allow it to keep up with the *Raven*, while its jump jets would add that needed measure of mobility to support the *Raven* in its mission. The first production run of the *Phoenix Hawk* was completed late in 3066. Only front-line units were authorized to order the new designs. Of those orders shipped, however, only McCarron's Armored Cavalry did not receive their shipment of *Phoenix Hawks*—those units simply disappeared.

Variants

There is solid evidence that the PXH-4L currently manufactured by House Liao is identical to that seen in use by the Black Warriors, a disturbing possibility.

The other variants haven't been confirmed as of yet. Nevertheless, it appears they will be equipped in the following manner: One variant may have a targeting computer with a large pulse laser, backed up medium pulse lasers and extended range lasers. There is a possibility of one variant using a targeting computer and mating it with an ER PPC and some medium lasers. ComStar purchased a license to produce one that would mount lasers, C³i and iNarc. There is also one planned with a new light engine. Whether these variants are actually under production or are simply unique proofs of concept is unknown at this time.

Notable MechWarriors

First Lieutenant Jane Dixon: First Lieutenant Dixon received her PXH-7S the same day she was promoted from lieutenant and assigned to the Seventeenth Donegal Guards. When the Seventeenth went to Shiloh, they found several FWLM regiments lying in wait. Dixon's recon lance received orders to scout the enemy positions. Before they began their reconnoiter, League troops ambushed them. Dixon escaped, but her lance was wiped out. The enemy pursued her toward the Seventeenth's landing zone, right through the Seventeenth's infantry brigade. Dixon watched in horror as the ground troops were completely exterminated. Overcome by rage, she threw herself at the League forces and managed to down three light 'Mechs before her *Phoenix Hawk* was disabled. She was interned in a POW camp that was taken over by Blakists once they assumed political control of Shiloh. During Operation SCOUR, Clans Jade Falcon and Wolf, along with Lyran troops, liberated Shiloh. They found a number of prison camps, including one filled with "survivors" of the Seventeenth. Dixon was the most senior officer in the camp, though she was little more than a brainwashed walking skeleton. She was returned to her homeworld Wyatt, where she lived for another sixty years, muttering about Blake's "inevitable triumph" and shambling about her nursing home.

Captain Krem Jickleston: Captain Jickleston of the Black Warriors got his factory-fresh PXH-4L from the Word of Blake, while the rest of his company received their own *Phoenix Hawks* or WSP-3L *Wasps*. Commanding a recon company completely equipped with Capellan stealth armor, Jickleston reaped a heavy toll among the Marian Hegemony troops invading the Circinus Federation. Time and again, Jickleston's company evaded detection and carried out night attacks and supply raids. Besides Jickleston's company, much of the Warriors complement was supplied advanced 'Mechs by the Blakists. With this technological advantage, the Warriors rampaged among the Marians, stopping their invasion cold. When the Warriors left the Federation, Jickleston and his company disappeared with a DropShip and aging *Merchant-class* JumpShip. They are believed to be pirates operating in the Rim Collection as the Shadow Warriors.

PHX-4L PHOENIX HAWK

MEDIUM 'MECHS

117

Type: **Phoenix Hawk**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,117

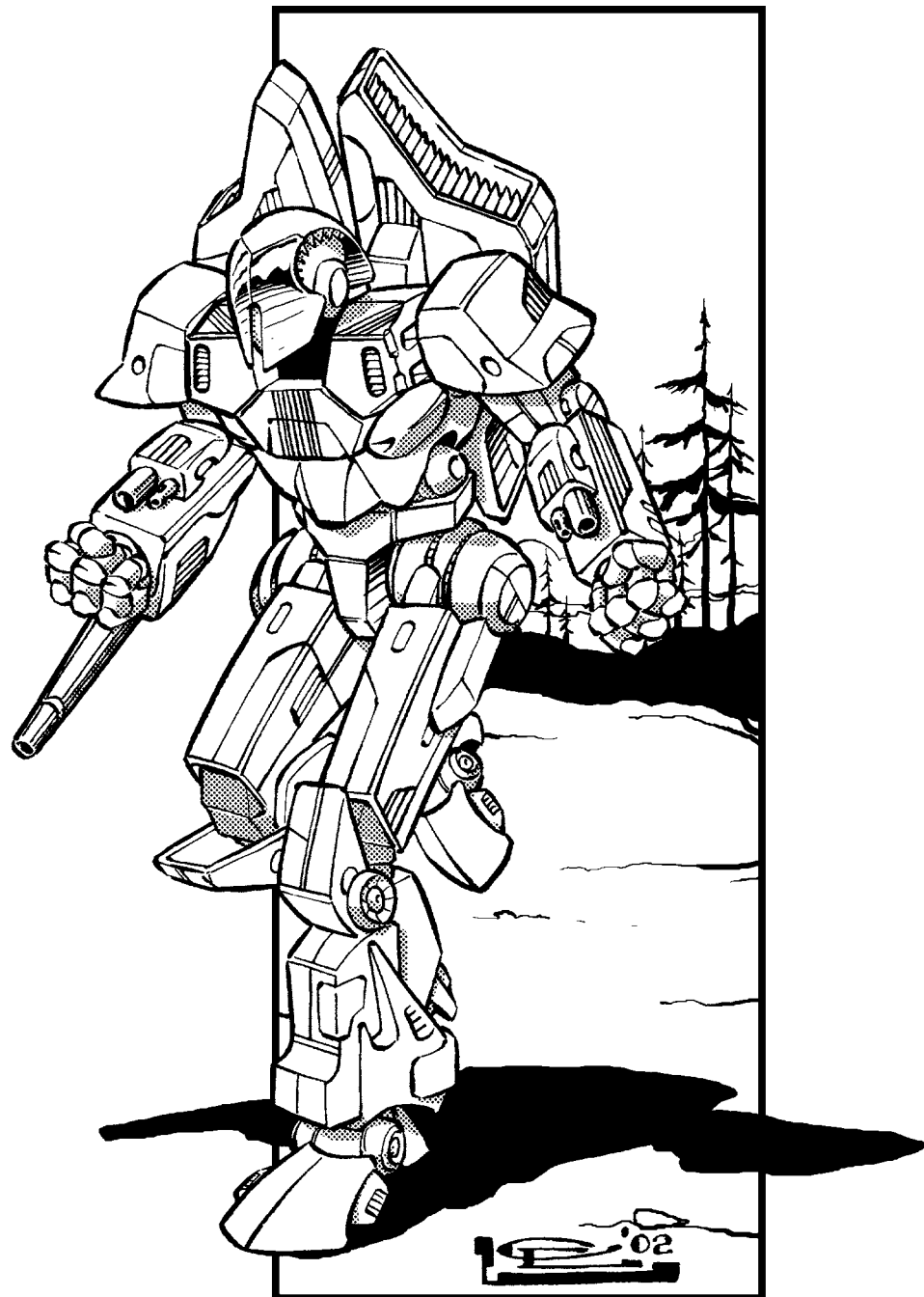
Equipment

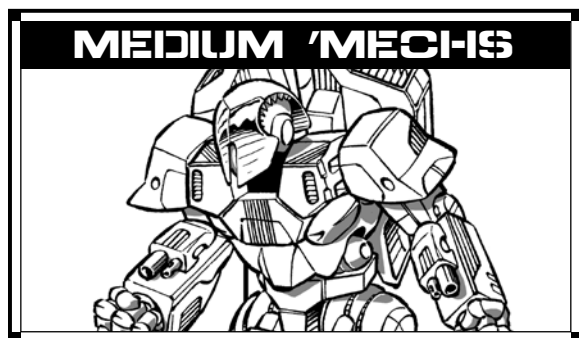
	Endo Steel	Mass
Internal Structure:		2.5
Engine:	270	14.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	128	8

	Internal Structure	Armor Value
Head	3	6
Center Torso	14	23
Center Torso (rear)		5
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	15

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
Machine Gun	RA	1	.5
Ammo (MG) 100	CT	1	.5
ER Medium Laser	LA	1	1
Machine Gun	LA	1	.5
Guardian ECM suite	RT	2	1.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5





Mass: 45 tons
Chassis: Alshain Class 580 Endo Steel
Power Plant: Hermes 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Medium with CASE
Armament:
 1 Imperator Code Red LB 10-X Autocannon
 2 Victory 23R Medium Lasers
 1 Shigunga Long Range Missile 10-Rack
Manufacturer: Luthien Armor Works
Primary Factory: Abiy Adi
Communications System: Sipher Security Plus 2
Targeting and Tracking System: Eagle Eye 400 XX

Overview

Originally called the *Tora* by its designers, the BattleMech now more widely known as the *Wolf Trap* was originally conceived as a direct counter to the Lyran *Wolfhound*. Though the *Tora* debuted to some acclaim, the design never really took off among DCMS pilots. LAW executives continued to push for *Tora* sales, billing it as the perfect support unit to their *Dragons* and *Panthers*. Falling behind the FedCom in military hardware, LAW mass produced a large number of the units in a short amount of time.

However, because of the lackluster enthusiasm shown by the DCMS, LAW sold off much of its remaining *Tora* surplus on the Galatean and Fletcher mercenary markets. To separate the 'Mech from its Combine past, LAW officially renamed it the *Wolf Trap* after hearing of the FedCom's use of the moniker. The DCMS ended official procurement of the *Wolf Trap* in 3061.

Capabilities

When the *Wolf Trap* first debuted in 3051, it garnered a brief reputation as a complementary unit to the DCMS *Dragon* and *Grand Dragon* designs. The longer-ranged LB 10-X autocannon gave the unit some serious reach (at the cost of damaging firepower due to the extensive use of cluster munitions); the LRM-10 rack gave it a nice follow-up punch. However, the lighter armor on the torsos (which housed the extra-light engine and ammunition bays) proved to be an easy weakness to exploit. Smoke Jaguar warriors who came up against the new design quickly learned to target that area and set off the *Wolf Trap's* ammunition bays at long range, incapacitating the Combine 'Mech. Denied a decent chance of survival to gain effective range, the *Wolf Trap* fell out of favor among most DCMS warriors.

Deployment

When the main LAW complexes on Dieron, Luthien, Quentin, Al Na'ir, and Benjamin were destroyed during the early stages of the Word of Blake's rampage, corporate executives went into panic. Seeing the Combine's primary weapons manufacturer on the brink of collapse, several clandestine deals were struck with other Inner Sphere corporations—possibly selling LAW's soul down the road but providing some short-term relief so the company could regain some shaky footing. One such deal helped fund the completion of a full-scale BattleMech factory on the quiet world of Abiy Adi in the Ningxia Prefecture. Desiring to get something up and into the hands of supply-strapped DCMS units, the LAW manufacturing council quickly authorized the refitting and reintroduction of the *Wolf Trap*. Not exactly the most favored of decisions, it nonetheless has helped bolster most DCMS units due to the hundreds of *Wolf Traps* sitting decommissioned in outlying LAW storehouses.

Variants

Not an official variant, the WFT-C is a field re-fit in a long-list of "stock" Combine 'Mech designs that are minimally modified to incorporate a C³ slave. In this case, a medium laser is dropped to mount the advanced command, communication and coordination gear.

Only one official DCMS variant has been noted coming off the new Abiy Adi line. LAW officials have commented that the new variant is still in a test mode, probably to see if the revamp of the original has a better reception by DCMS pilots. The WFT-2 uses newly acquired technology—a plasma rifle

replaces the ammo-starved LB 10-X, and an MML9 replaces the LRM 10 pack. For closer defense against battle armor, a tri-gun arrangement of light machine guns augments the right torso, with an ER medium laser balancing out the design's symmetry. Double heat sinks and a redistribution of armor round out the newer variant.

Most troubling are reports from the Dieron battlefield, where rumors of the LAW complex churning out Blakist variants of Combine designs seem to be rampant. O5P reports have indicated that a Blakist *Wolf Trap* variant has been spotted on occasion with heavier pursuit units. The main difference noted between the original WFT-1 and this new Blakist variant is the downgrading of the LRM system for the possible inclusion of newer electronics. Also of note is the fact that these *Wolf Traps* seem to be sporting more armor, but how such a limited design can carry more protection is more speculation than fact at the moment.

Notable MechWarriors

Captain Tahir Shriki: Captain Shriki of the First Robinson Rangers salvaged his *Wolf Trap* after losing his *Phoenix Hawk* on Ashio during the FedCom Civil War. The WFT-1 is in good working order, but it is outperformed by every other 'Mech in the First. He has grown reckless in combat, desperate to salvage something better than his *Wolf Trap*.

Tai-sa Raphia Shokotsu: *Tai-sa* Shokotsu commanded Third Battalion in the Fifth Sword of Light during the Jihad. She personally destroyed the command vehicle of the First Proserpina Hussars third battalion on Baruun Urt. She lost her *Mauler* in that action and spent nearly a year recovering. After returning to the Fifth, she was assigned one of several experimental "Bear Trap" variants of the *Wolf Trap*. Her battalion was rebuilt for reconnaissance and mobile strikes. She dislikes her new 'Mech intensely, and is considering requesting permission to commit seppuku over the dishonor.

WFT-1 WOLF TRAP

MEDIUM 'MECHS

119

Type: **Wolf Trap**

Technology Base: Inner Sphere

Tonnage: 45

Battle Value: 1,070

Equipment

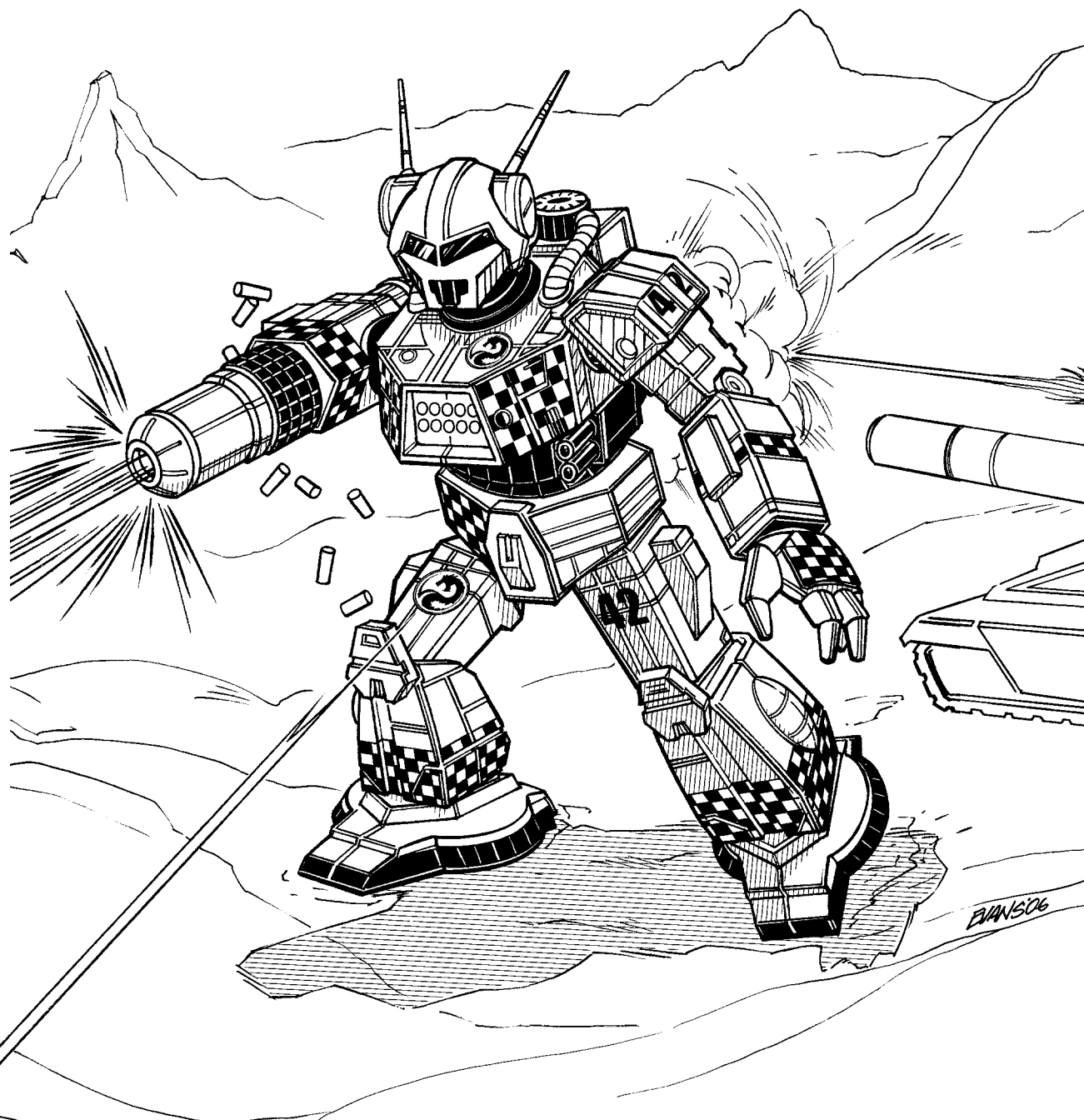
Internal Structure:	Endo Steel	Mass
Engine:	270 XL	2.5
Walking MP:	6	7.5
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5

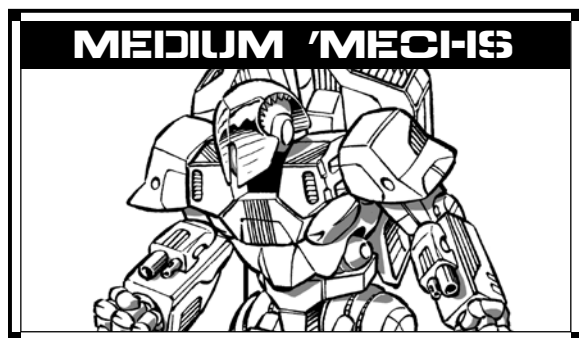
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	17
Center Torso (rear)		6
R/L Torso	11	13
R/L Torso (rear)		5
R/L Arm	7	11
R/L Leg	11	15

Weapons

and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
2 Medium Lasers	LT	2	2
LRM 10	CT	2	5
Ammo (LRM) 12	RT	1	1





Mass: 50 tons

Chassis: Alshain 50 Endo Steel

Power Plant: Nissan 200 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Icarus Standard

Jump Capacity: 120 meters

Armor: Mitchell Argon

Armament:

26.5 tons of pod space available

Manufacturer: Luthien Armor Works

(OmniMech Production Facility),

Irian BattleMechs Unlimited, Ceres Metals Industries

Primary Factory: Luthien, Irian, Shiro III, Warlock, St. Ives

Communications System: Sipher Security Plus

Targeting and Tracking System: Matabushi Sentinel

Overview

After suffering horrendous losses of material and resources in the devastating attacks on Luthien during the opening stages of the Jihad, LAW offered the entire engineering and design protocols of the *Blackjack* OmniMech to its two design partners—Ceres Metal Works and IBMU. CMW declined the offer, preferring instead to accept a production license from IBMU, which bought the entire package after brief negotiations.

Since early '68, IBMU has been producing record numbers of the BJ2-O series, adjusting the electronic hookups and modules to fit most League weapon components. Not surprisingly, most maintenance on the newer models requires IBMU-certified parts.

Capabilities

Loaded with an impressive 26.5 tons of pod space and sporting a fixed jump jet system, the BJ2-O series has become very popular among loyal League forces. Several common configurations are offered by IBMU, though the ones utilizing League equipment are the most popular, despite rumors that the ones using older LAW equipment are being phased out due to incompatibility with the IBMU interface.

The newest known configurations are straight from the Duchy of Oriente. The E variant sports a light Gauss rifle and an LRM-10 pack of missiles. Coupled with an ER large laser, this deadly variant has become a favorite with Hussar warriors who enjoy finding high ground and sniping enemy formations from a great distance.

The F configuration mounts a lethal combination of an ER PPC and an Ultra AC-10, with two ER medium lasers and an ER small added for close combat situations.

Deployment

Reeling from financial disaster as it saw facility after facility fall to capture or outright destruction to both Black Dragon and Word of Blake forces, LAW began selling off select Omni design rights and engineering plans in order to salvage the company's future. Produced in record numbers at IBMU facilities, a large quantity of *Blackjacks* can be found scattered among the larger provincial armies of the fracturing League.

Ceres Metal Works has continued to produce a limited quantity of *Blackjack* Omnis with most of their production heading to Capellan units along the Federated Suns front.

Notable MechWarriors

Adept III Norris Anderson: Once a Force Commander with the Third Oriente Hussars, Adept Anderson is currently wanted for murder and the theft of League property after he savagely attacked the Hussar command post during a routine nighttime patrol, killing Colonel Theresa Matthews as she arrived for the morning staff meeting. Leaving the Hussars in chaos, he departed along with a substantial portion of the Second Van Diemen Green Jackets. Anderson was later seen in service to the Word of Blake during the savage fighting on Pleione, which saw the end of Little Richard's Panzer Brigade.

George "Grimjack" Theophilus: A small-time pirate, Grimjack is the nominal head of the band known as "The Glorious," one of three plaguing worlds of the Rim Commonality. He and his band are enjoying tormenting the overstretched Eighth Orloff Grenadiers, though rumor has it that the mysterious Coterie is getting involved in reprisals against the pirate marauders.

Type: **Blackjack**

Technology Base: Inner Sphere OmniMech

Tonnage: 50

Battle Value: 1,201

Equipment

	Endo Steel	Mass
Internal Structure:	200 XL	2.5
Engine:	4	4.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		9
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	14
R/L Leg	12	18

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo Steel	0
Center Torso	Endo Steel	1
Right Torso	3 Engine	3
	6 Endo Steel	
Left Torso	3 Engine	3
	6 Endo Steel	
Left Arm	Double Heat Sink	5
Right Arm	Double Heat Sink	5
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Ultra AC/5	RA	5	9
2 Medium Lasers	RA	2	2
Ammo (Ultra) 20	RT	1	1
2 Machine Guns	RT	2	1
Ultra AC/5	LA	5	9
2 Medium Lasers	LA	2	2
Ammo (Ultra) 20	LT	1	1
2 Machine Guns	LT	2	1
Ammo (MG) 100	CT	1	.5

Alternate Configuration A

LRM 20	RA	5	10
Ammo (LRM) 12	RA	2	2
Medium Laser	RT	1	1
LRM 20	LA	5	10
Ammo (LRM) 12	LA	2	2
Medium Laser	LT	1	1
Small Laser	CT	1	.5

Battle Value: 1,318

Alternate Configuration B

LRM 10	RA	2	5
Artemis IV FCS	RA	1	1
Ammo (LRM) 24	RA	2	2
Small Laser	RT	1	.5
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
C ³ Slave	CT	1	1

Battle Value: 1,323

Alternate Configuration C

LB 10-X AC	RA	6	11
Ammo (LB-X) 10	RT	1	1
Medium Laser	RT	1	1
LB 10-X AC	LA	6	11
Ammo (LB-X) 10	LT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5

Battle Value: 1,189

Alternate Configuration D

2 Large Laser	RA	4	10
Double Heat Sink	RA	3	1
Double Heat Sink	RT	3	1
PPC	LA	3	7
Medium Pulse Laser	LA	1	2
Double Heat Sink	LA	3	1
Medium Pulse Laser	LT	1	2
2 Medium Laser	LT	2	2
Small Laser	CT	1	.5

Battle Value: 1,375

Weapons and Ammo Location Critical Tonnage

Alternate Configuration E

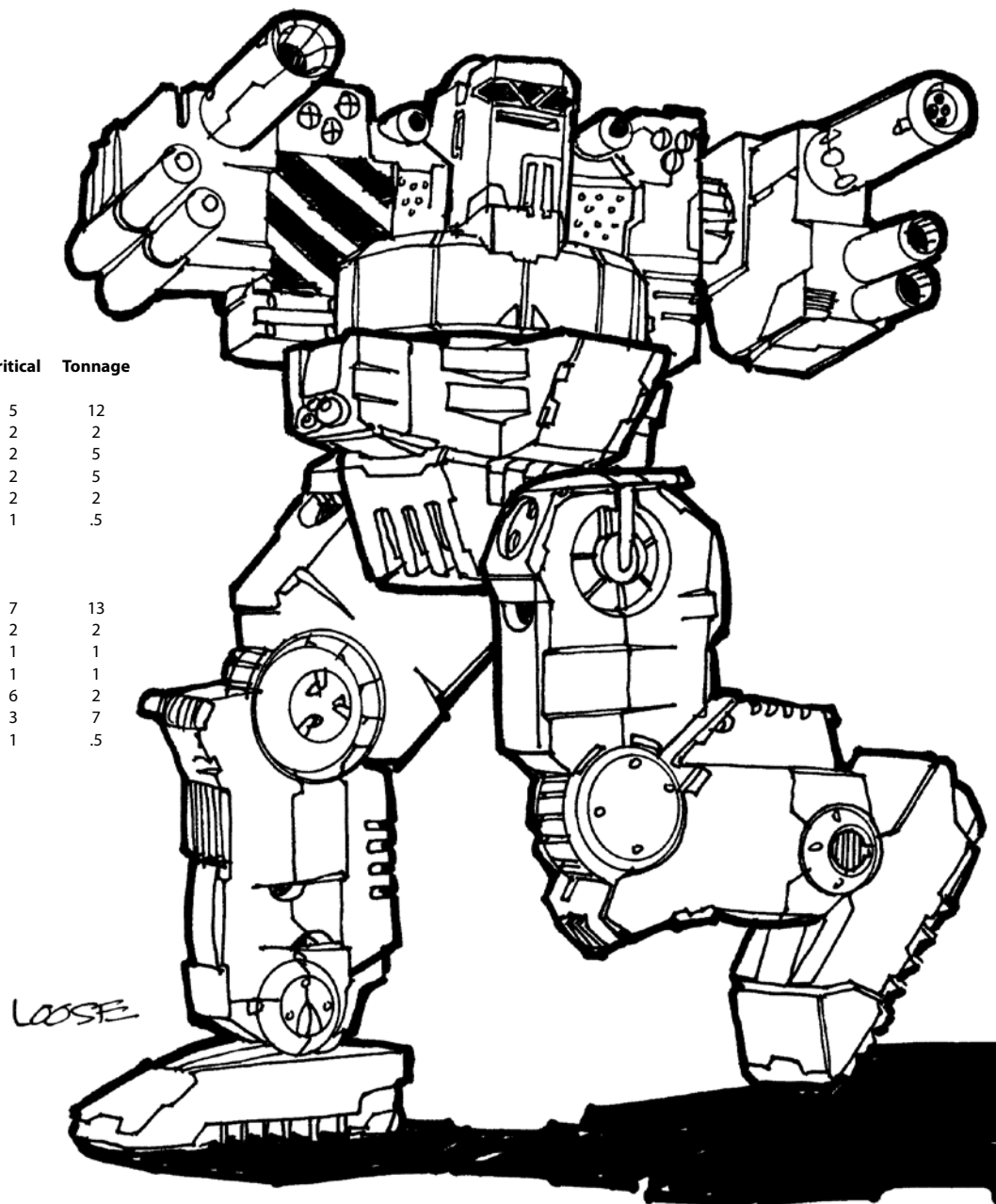
Light Gauss Rifle	RA	5	12
Ammo (Light Gauss) 32	RT	2	2
ER Large Laser	LA	2	5
LRM 10	LA	2	5
Ammo (LRM) 24	LT	2	2
ER Small Laser	CT	1	.5

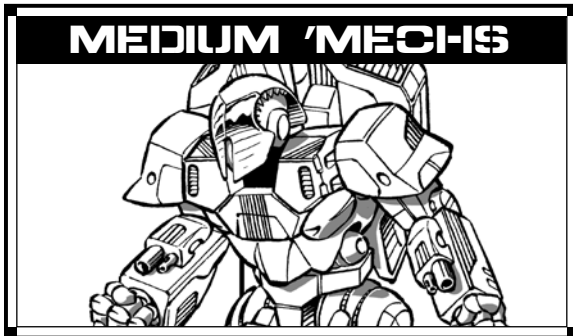
Battle Value: 1,260

Alternate Configuration F

Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
ER Medium Laser	RT	1	1
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	6	2
ER PPC	LT	3	7
ER Small Laser	CT	1	.5

Battle Value: 1,405





Mass: 50 tons

Chassis: Dorwinion Standard-Alpha

Power Plant: Magna 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: McCloud Specials

Jump Capacity: 150 meters

Armor: StarGuard CIV Standard

Armament:

1 BlazeFire Sweetshot Extended Range Large Laser

1 Mydron Excel Ultra Type 10 Autocannon

1 ChisComp 2000 Extended Range Small Laser

Manufacturer: Achernar BattleMechs,

Kallon Weapon Industries

Primary Factory: New Avalon (Achernar), Talon (Kallon)

Communications System: Achernar Electronic HICS-12

Targeting and Tracking System: Federated Hunter

Overview

The *Enforcer* has long been the workhorse medium-weight 'Mech for the Federated Suns and, later, the Federated Commonwealth. Considered a Davion design, the *Enforcer* is one of the most recognized 'Mechs in the AFFC.

Its history as a Davion 'Mech made it an obvious choice for experiments with technology newly developed by Federated Commonwealth engineers. Archon Prince Victor Steiner-Davion hoped to rebuild his image by taking a military icon and improving upon it. The *Enforcer III*, using the latest in military technology, has become one of the flagship 'Mechs of the AFFC.

This new design, while heralded as an improvement, has sparked some controversy over the changes—controversy the young Prince does not need in the wake of the split with the Lyran portion of the Federated Commonwealth.

Capabilities

When Independence Weaponries technicians reverse-engineered an Inner Sphere version of the deadly Clan Ultra-10 autocannon, the public relations division of the AFFC saw a perfect opportunity to aid Prince Victor in rebuilding his image by including the Ultra autocannon on the newly revamped *Enforcer*. Putting a foreign weapon on the 'Mech that would become the new flagship design of the AFFC was a risk, but they believed it would show that Prince Victor was attempting to form alliances, and could help his people forget the Free Worlds League's invasion of the Federated Commonwealth. Convinced of the plan's validity, Prince Victor gave his okay for the design.

Replacing the Mydron Excel LB-X autocannon with the newly developed Ultra version significantly improved the 'Mech's damage spread. The new weapon gave the *Enforcer III* a more concentrated punch, as well as enhancing its ability to cripple 'Mechs of its own weight class or lighter. The change sparked controversy among many *Enforcer* MechWarriors, however. These pilots had grown accustomed to fighting with the LB-X autocannon, which causes less damage but whose cluster rounds give it a wider spread. The damage pattern of the Ultra autocannon, by contrast, usually resulted in longer engagements, forcing many MechWarriors to change their battle tactics and strategies.

Despite their concerns, the changes went through. Initial field tests seemed to bear out the pilots' arguments. However, when the redesigned 'Mech was fielded by green warriors, the change of weapon did not appear to affect their or the 'Mech's performance.

Deployment

Because design changes from the earlier *Enforcer* were minimal, the new *Enforcer III* design is rapidly finding placement in numerous units along Federated Commonwealth borders. Publicity has been heavy for the new design and its counterpart, the *JagerMech III*. Posters bearing the image of the new *Enforcer*, along with the phrase "Upgraded for more enforcement" have become commonplace throughout the Commonwealth. Surprisingly, there has been no backlash regarding the use of a foreign-made Ultra autocannon.

Variants

Multiple variants of the *Enforcer III* exist. Some simply downgrade the Ultra-autocannon to a standard model, while another replaces much of the armament with targeting computer mated to a gauss rifle or class-20 Ultra-AC. An ad-hoc variant replaced the targeting computer with a laser array due to supply shortages during the Jihad. Another Jihad-era variant replaces the weapons wholesale and uses light ferro-fibrous armor.

Notable MechWarriors

Hauptmann Ronja Kucharski: Ronja Kucharski commanded a company in the Tenth Deneb Light Cavalry. During the FedCom Civil War, she helped destroy a Davion Heavy Guards brigade in a daring flanking maneuver. This led to the Tenth's demise, as First Prince Victor wiped out the command. Kucharski led a ragtag company of survivors in a desperate retreat and managed to escape off-world. They fled to the Periphery, and later joined the Fronc Sentinels.

Leftenant Jarna Barnaud: Leftenant Barnaud led her lance in the First Federated Suns Armored Cavalry with all the headstrong courage and never-say-die attitude of a veteran of that storied command. Her lance accounted for an entire company of Warrior House Fujita as part of Operation SOVEREIGN JUSTICE. In subsequent attacks, her lance was whittled down until only she survived. She lost an eye during operations against Blakists in the Capellan March during the Jihad, but that barely slowed her down. After the Blakists were finally defeated, she decided she had seen enough of war and retired from active duty to teach the next generation at the War College of Goshen.

ENF-6M ENFORCER III

MEDIUM 'MECHS

123

Type: **Enforcer III**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,460

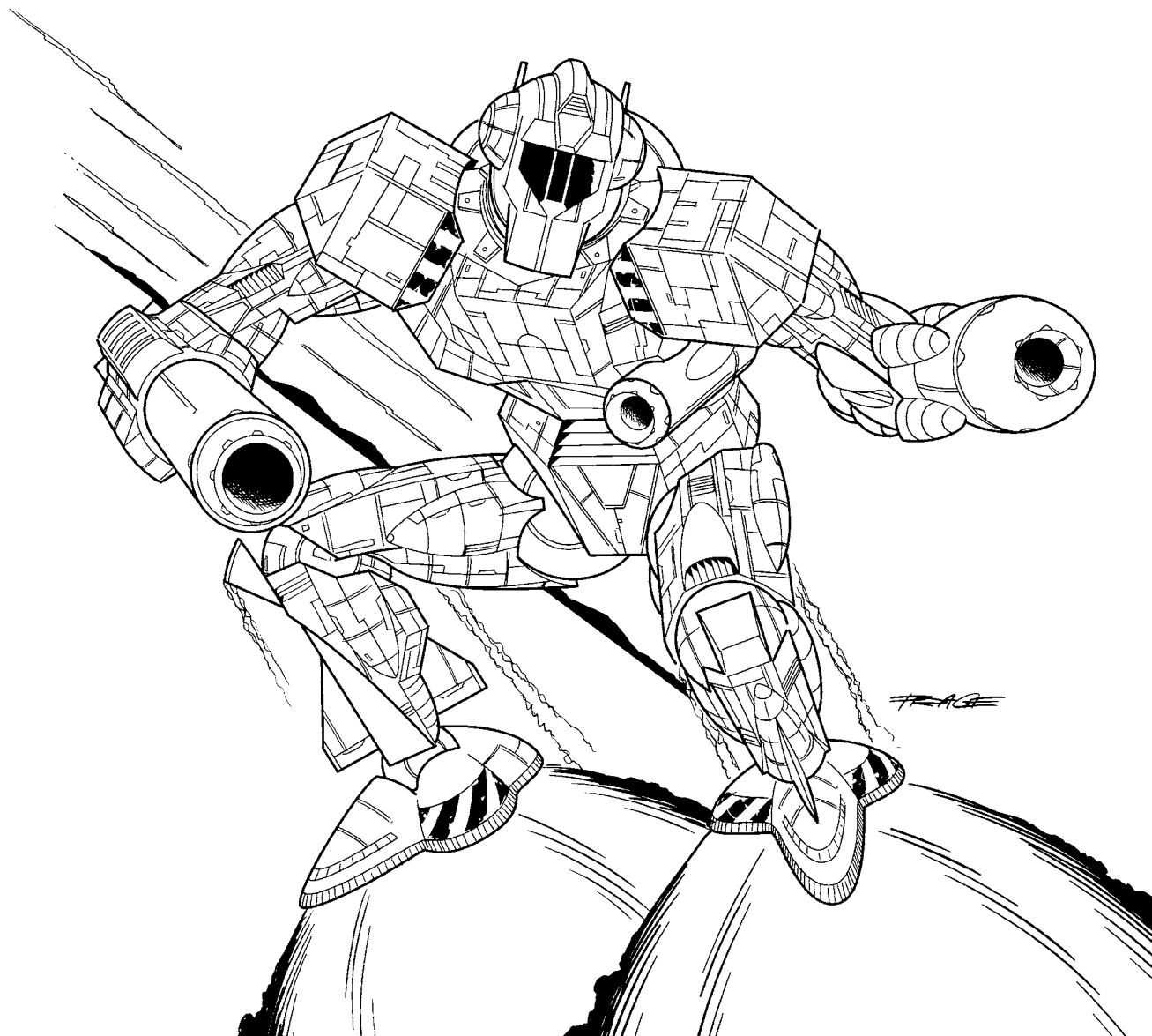
Equipment

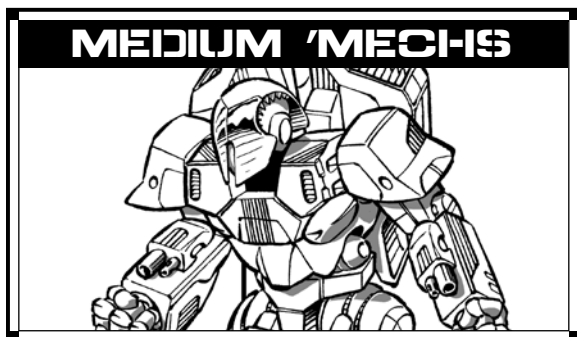
	Endo Steel	Mass
Internal Structure:	250 XL	2.5
Engine:		6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	24
Center Torso (rear)		7
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	20

Weapons

and Ammo

	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Small Laser	LT	1	.5
Ultra AC/10	RA	7	13
Ammo (Ultra) 20	RT	2	2
Jump Jet	CT	1	.5
Jump Jets	LL	2	1
Jump Jets	RL	2	1





Mass: 50 tons

Chassis: Geometric 590 Endo Class HC (Hard Core)

Power Plant: Magna 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

1 Grizzard Gauss Rifle (Modified 210 Version)

1 Martell Extended Range Large Laser

1 Martell Medium Pulse Laser

Manufacturer: Hollis Incorporated

Primary Factory: Corey

Communications System: O/P COM-500

Targeting and Tracking System: O/P Scanoptics Model 5

Overview

Hollis Incorporated designed the *Huron Warrior* originally as a medium fire-support 'Mech, much like the *Dervish* or *Trebuchet*. This design began to undergo extensive revision in light of the sketchy combat reports filtering back from the Clan front and the increasing availability of recovered Star League technology.

Capabilities

The *Huron Warrior* was redesigned to counter medium Clan OmniMechs such as the *Black Hawk*. Heavy armor and XL engine technology gave Hollis' design resilience and agility while carrying an effective weapons load. Centered on a modified Grizzard Model 210 Gauss Rifle, the *Huron Warrior* has a reach and punch that any opponent must respect. A medium pulse laser and an extended-range large laser support the main gun. One design element that has drawn heavy criticism is the use of standard heat sinks with such heavy laser armament.

Deployment

McCarron's Armored Cavalry was the first unit to receive the *Huron Warrior*. Such preferential treatment doubtless contributed to that unit's decision to give up their mercenary status and become Capellan House troops. Later deployed throughout the CCAF, flaws in the *Huron Warrior* only became evident during the fighting to reabsorb the St. Ives Compact into the Confederation. Fighting in the Compact all too often became protracted, and the *Warrior's* lack of double heat sinks caused many to shut down in the heat of battle. While experienced troops could manage the heat build-up from the 'Mech's lasers, too many rookie Capellan MechWarriors could not operate without the crutch of Star League "freezers."

Since the formation of the Trinity Alliance, the *Huron Warrior* has made its way into the ranks of the Confederation's allies, and is now fielded in numbers by the Magistracy's Canopian Light Horse regiments and Taurian Pleiades Hussars. House Marik's Second Sirian Lancers also ordered *Huron Warriors* to replace some of their older 'Mechs, and the Word of Blake purchased the design while building up their forces for their drive to seize control of Terra.

A handful of *Huron Warriors* are fielded by mercenary units and have seen action against the Clans. In Operation Serpent, the Northwind Highlanders found the Grizzard 210 to be an excellent anti-ProtoMech weapon during the invasion of Huntress.

Variants

Prior to the cooling of relations between the Capellan Confederation and the Free Worlds League, Marik forces tested a modified version of the *Huron Warrior*, designated the HUR-WO-R4M. This version replaces the medium pulse laser with a standard medium laser and adds a ton of Valiant Lamellor armor to the legs and torso.

Reverting to their original design for the *Huron Warrior*, Hollis Incorporated has created a variant that uses eleven tons of Confederation stealth armor. The HUR-WO-R4N carries an LRM-15 and two medium lasers in each arm, with four tons of LRM ammo held in a CASE-protected magazine in the left torso. Ten double heat sinks allow this variant to maintain a constant LRM barrage while keeping the stealth armor activated.

The original version has undergone field modifications to add double heat sinks; the HUR-WO-R4O also swaps one heat sink for an additional ton of Gauss Rifle ammunition.

Notable MechWarriors

Colonel William MacLeod: Perfectly suited to command the "Bad Boys" of the Northwind Highlanders, William MacLeod's flair for unpredictable tactics and his stubborn refusal to be cowed by the odds ultimately proved the downfall of the Smoke Jaguars who faced his troops on Huntress.

Colonel MacLeod's *Huron Warrior* was a gift to the mercenaries from Capellan Chancellor Sun-Tzu Liao. This thinly disguised attempt to curry favor with the mercenaries did not prevent them from accepting the gift, but the Highlanders will always remember the lies and deceit by which the Confederation retained their services during the Succession Wars.

Comptroller Maxwell Albritten: A close friend of Protector Grover Shraplen, Albritten's promotion to command of the Pleiades Hussars was clearly a political appointment. The Protector's favor is also evident in the quality of equipment the unit has received, especially when Albritten obtained a high-tech *Huron Warrior* as his personal BattleMech.

When Grover Shraplen unleashed his III Corps against the Federated Suns, Albritten had visions of returning to Taurus as a conquering hero. Months of fighting in the Pleiades has sharpened Maxwell's combat and leadership skills, but victory for the Taurians remains far away.

HUR-WO-R4L HURON WARRIOR

MEDIUM 'MECHS

125

Type: **Huron Warrior**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,530

Equipment

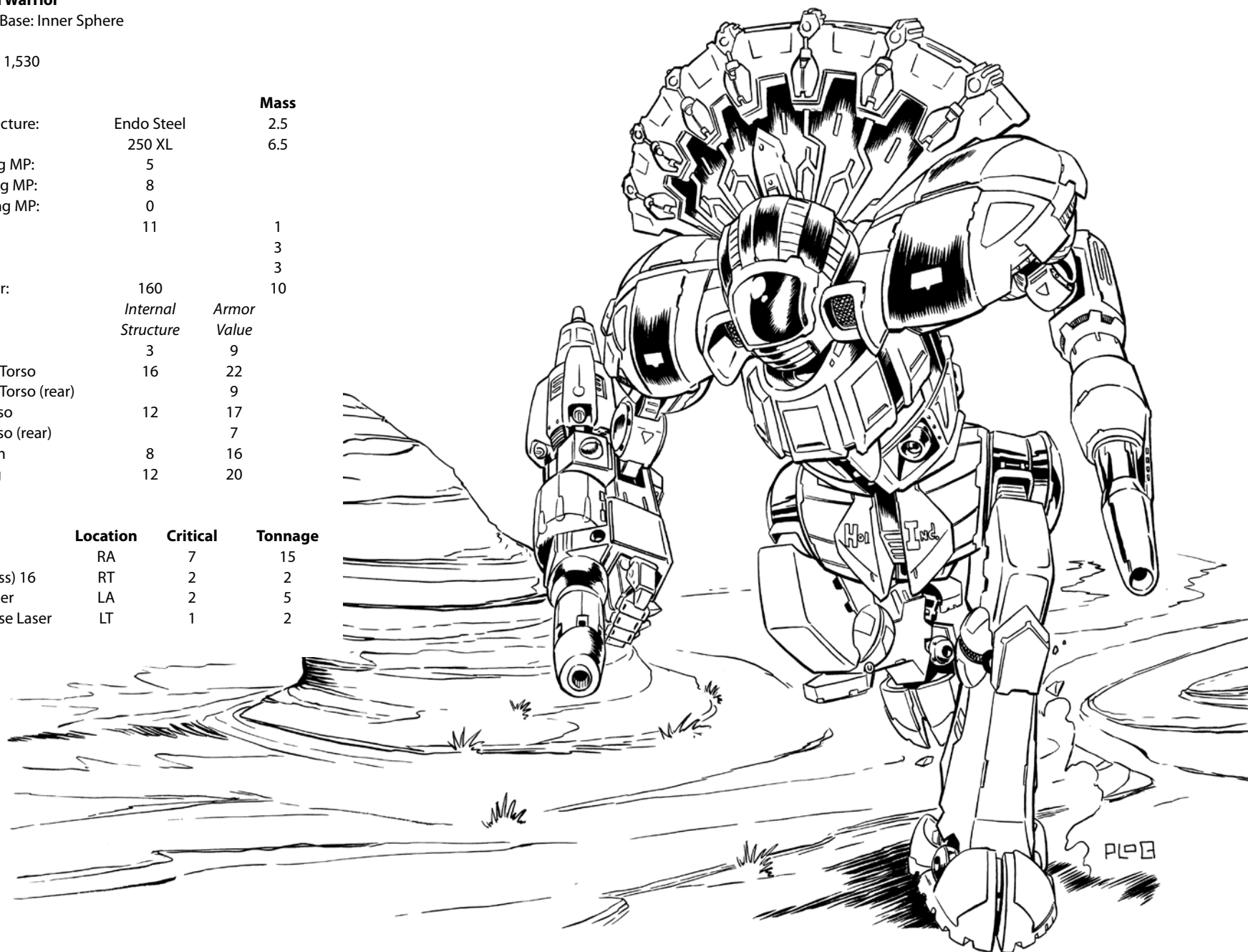
Internal Structure:	Endo Steel	Mass
Engine:	250 XL	2.5
Walking MP:	5	6.5
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	11	1
Gyro:		3
Cockpit:		3
Armor Factor:	160	10

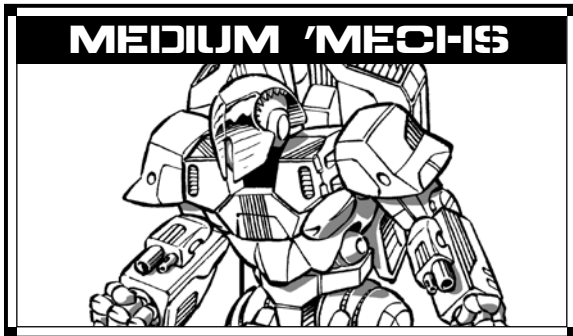
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		9
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	16
R/L Leg	12	20

Weapons

and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
ER Large Laser	LA	2	5
Medium Pulse Laser	LT	1	2





Mass: 50 tons

Chassis: Dorwinion Standard

Power Plant: Vlar 300 XL

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: HildCo Model 13

Jump Capacity: 180 meters

Armor: Kallon Royalstar

Armament:

- 1 Sutel Precision Line Large Pulse Laser
- 2 Sutel Precision Line Medium Pulse Lasers
- 1 Sutel Precision Line Small Pulse Laser

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Calliope Hm10

Targeting and Tracking System: TharHes Ares-8a

Overview

The *Nightsky* was a mid-range continuation of the Federated Commonwealth's successful *Hatchetman-Axman* series, which brought melee combat weapons into regular use on the modern battlefield as a powerful and heat-efficient close-combat option for the experienced MechWarrior. Intended to offer speed and firepower as well, the fact that the Clans disdained physical combat also played a role in the decision to develop this 'Mech, as a means of leveling the playing field by enhancing one of the few areas where Inner Sphere 'Mechs held an advantage over their Clan counterparts.

Capabilities

The basic *Nightsky*, produced on Hesperus II, uses many of the same design features as the FedCom's signature hatchet-wielding 'Mechs, including jump capability and full-head ejection (though the *Nightsky*'s head does not achieve the same distance after ejection as its more aerodynamic predecessors).

Mounting a right-arm hatchet (switchable to the left arm for left-handed MechWarriors), the *Nightsky* can be formidable in melee combat, and boasts the mobility to get close enough to use it under most battlefield conditions. This weapon is backed up by a quartet of pulse lasers—one large, two medium and one small—that give the pilot devastatingly accurate firepower even when making the most of the 'Mech's maneuverability.

Deployment

Nightskys quickly proliferated throughout the Federated Commonwealth after their introduction in 3053, with many replacing *Hatchetmen* or *Axmen* lost in the opening years of the Clan invasion. By the time of the Lyrans secession from the Commonwealth, distribution of this design had become fairly even between the two once-allied states, resulting in *Nightskys* appearing among as many pro-Victor Davion troops as in pro-Katherine Steiner forces during the FedCom Civil War.

Variants

Four major variants on the *Nightsky* have surfaced since the 'Mech first entered production, all of which retain the hatchet as its primary close-in weapon. The -4T variant sports an extended-range large laser in place of the large pulse laser, and uses the reclaimed tonnage to mount an anti-missile system and a standard small laser. A low-heat variant, the -5S model, strips out the *Nightsky*'s jump jets in favor of additional double heat sinks. The NGS-5T, on the other end of the heat spectrum, retains the 'Mech's original mobility and heat sink capacity, but swaps the large pulse laser in favor of an extended-range PPC.

The newest *Nightsky* variant, the -6S model, is the most radical by far. Trading in the XL engine for a light fusion design of equal rating, this design improves its battlefield survivability and reduces its cost somewhat. Furthermore, all of this variant's weaponry has been replaced by seven extended-range medium lasers in the side torsos, head and hatchet-opposite arm. Despite being a heat monster, this configuration promises to be quite effective as a battle armor hunter/killer.

Notable MechWarriors

Leftenant Osias Eisenberg: Born and bred in the Lyrans half of the Federated Commonwealth, Osias Eisenberg was serving in the Davion Heavy Guards when Archon Katherine Steiner-Davion created the Lyrans Alliance and seceded from the union. In the brutal fighting on Asgard's Ragnarok Plains during Operation Bulldog, Eisenberg was a lance commander in the Guards' Second Battalion. During this battle, elements of the Smoke Jaguars' Epsilon Galaxy Command Trinary broke and ran from the Combine's Third Benjamin Regulars, their path of retreat aimed straight through the position where Eisenberg's company was stationed. In minutes, the Guards were overwhelmed by heavy Clan OmniMechs and Elementals, forcing the Davion troops to engage the superior skills and technology of the Clan attackers in a fierce delaying action while Combine reinforcements raced to the scene.

Making the most of his *Nightsky*'s capabilities, Eisenberg turned his sights on a Clan *Fennis*, using his jump jets to close in while his pulse lasers weakened the Clansman's armor, before bringing him down with a well-aimed hatchet strike to the enemy's cockpit. Only later, after the rout of the Jaguars, did Eisenberg learn that his foe was one of the Jaguar Trinary's Star Commanders.

Captain Killian Overstreet: Overstreet commanded a lance in the Gray Death Legion during the Fifteenth Battle of Hesperus II. His *Nightsky* was fresh off the lines when three regiments of Skye Rangers rebels assaulted the world. Overstreet watched his lance die around him as the Rangers outsmarted and out-fought the Legion at every turn. He went berserk after the Rangers dropped from orbit onto the doorstep of the Defiance factory. Believing his death was imminent, Overstreet wanted to take as many of the rebels with him as he could. He charged into them at every opportunity, chopping through cockpits and killing MechWarriors at a frightening rate. Once the battle ended and accounting began, he was thought dead until a salvage crew discovered him trapped beneath the bulk of a *Griffin* he had decapitated. Overstreet, depressed, joined the security force for Gray Death Technologies and fought just as viciously against Word of Blake raiders in 3068. His luck finally ran out. His *Nightsky* was found after the battle, surrounded by three headless Blakist 'Mechs.

Type: **Nightsky**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,159

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 152

Internal
Structure

Armor
Value

Head 3

Center Torso 16

Center Torso (rear) 6

R/L Torso 12

R/L Torso (rear) 5

R/L Arm 8

R/L Leg 12

Weapons

and Ammo

Location Critical Tonnage

Hatchet RA 4 4

Large Pulse Laser LA 2 7

Medium Pulse Laser LT 1 2

Medium Pulse Laser RT 1 2

Small Pulse Laser H 1 1

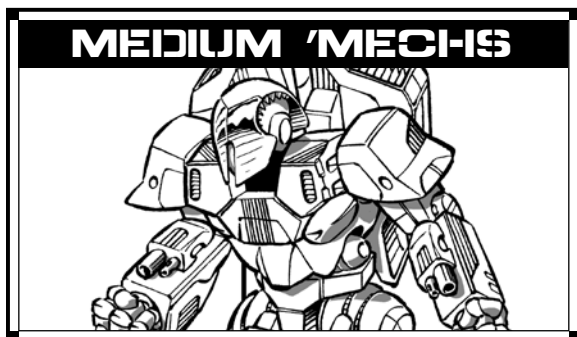
Jump Jets CT 2 1

Jump Jets LL 2 1

Jump Jets RL 2 1

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





Mass: 50 tons

Chassis: Thor-4 Endo Steel

Power Plant: Magna 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Odin's Own Model 34z

Jump Capacity: 150 meters

Armor: Norse-34 Ferro-Fibrous with CASE

Armament:

2 Blaze Fire Systems Large Lasers

2 Defiance B3M Medium Lasers

1 TharHes 4 pack Short-Range Missile

1 Defiance B4M Small Laser

Manufacturer: Blue Shot Weapons

Primary Factory: Loxley

Communications System: Tek BattleCom

Targeting and Tracking System: FireScan with IndirecTrack

Overview

The CRB-27 *Crab* was poised to become the standard medium 'Mech of the SLDF when it began walking off the assembly lines in 2719. However, by 2750, less than 1,000 *Crabs* had been deployed. Cosara Weaponries kept promising increased production but never delivered. By 2763, the SLDF's patience had run out, and a request was sent to several weapons manufacturers to propose a replacement. Blue Shot Weapons' innovative design was awarded the contract in 2765.

Ironically, numerous technical issues at the South Fork plant and persistent issues with FireScan prevented Blue Shot from producing the STY-2C in any significant numbers until 2772. The SLDF began operations to retake the Terran Hegemony worlds from Amaris that year, an excuse apparently used by Blue Shot Weapons to delay shipments until the SLDF provided "up-to-date" shipping information. It would seem that Archon Robert Steiner II may have influenced such "miscommunications," as Blue Shot appeared to have no problems delivering *Starslayers* to Lyran units engaged in "pacifying" the former Rim Worlds Republic worlds.

After the Amaris Civil War ended, the SLDF straightened out any confusion that might have existed by activating numerous penalty clauses for failure to deliver on their contract. SLDF units began receiving regular shipments of the 'Mech in 2781. However, between the initial delays of Blue Shot Weapons, and several convenient Lyran storehouses of the STY-2C, numerous remained available for the Lyran House troops to recover after the Exodus.

Capabilities

The *Starslayer* is superior to the *Crab* in many respects. Odin's Own jump jets allow the *Starslayer* to operate in terrain the *Crab* could not, while also making it more efficient as a raider. It is equipped with similar weaponry but adds a second medium laser and an efficient TharHes 4 pack for close-range combat. CASE is installed to prevent crippling damage should the ammunition explode. Blue Shot saved costs and decreased production time by relying on standard internal structure and fusion engines, while allowing for greater firepower by utilizing double heat sinks. The STY-2C mounted less armor than the CRB-27, but like the *Crab* utilized ferro-fibrous armor to enhance protection. Blue Shot resumed production of the *Starslayer* in 3056, upgrading to the STY-3C, which uses an endo steel frame to allow it to mount even more armor than the *Crab*. Now imported from Richvale, the FireScan, typically used on LRM and SRM carriers, initially appeared incapable of properly handling laser weaponry. New add-on computing modules in the STY-3C and 3D eliminate these issues.

Deployment

The *Starslayer* remains popular to this day, and many units within the LAAF are clamoring to restore their depleted ranks with this efficient design. Its versatility made the design popular among mercenaries operating in the Periphery and the Chaos March, while the Magistracy of Canopus seems to be going out of its way to acquire its annual orders for additional STY-3Cs. Units on the Clan front are particularly fond of the STY-3D model for its superior long-range capability.

Variants

The original STY-2C model *Starslayer* has not been produced since the Succession Wars, but Blue Shot recently resumed production of an improved STY-3C model, which includes an endo steel skeleton and additional armor. They also provide the STY-3D model, which removes the TharHes 4 pack and a large laser to allow it to deploy an ER PPC. An additional heat sink allows the MechWarrior to deploy this new heavy heat weapon efficiently with his other laser weaponry, while the rear-firing B4M laser is upgraded to a B3M medium laser.

Notable MechWarriors

MechWarrior Janice "Justice" Eckstein: An up-and-coming star of the medium weight class on Solaris VII, Justice's arena career was rudely interrupted by allegations that she took a bribe to throw a match. Her dream shattered, she found solace within the Word of Blake, and she acquired a measure of vengeance when she participated in the invasion of the Game World in June of 3068. Combat dropping on the Allard Cup Charity Tournament, Eckstein and her *Starslayer* accounted for two kills in that initial engagement, and she is now a common sight on the streets of Solaris VII.

MechWarrior Robert Vargas: Piloting one of several *Starslayers* within the Blackstone Highlanders, MechWarrior Vargas is beginning to make a career out of stalking slower opponents and engaging them at range with his large laser and ER PPC. So far, he has tallied up seven kills in this way during the past decade. Several pirate bands operating from The Rack have issued a bounty on his head.

STY-3C STARSAYER

MEDIUM 'MECHS

129

Type: **Starslayer**

Technology Base: Inner Sphere

Tonnage: 50

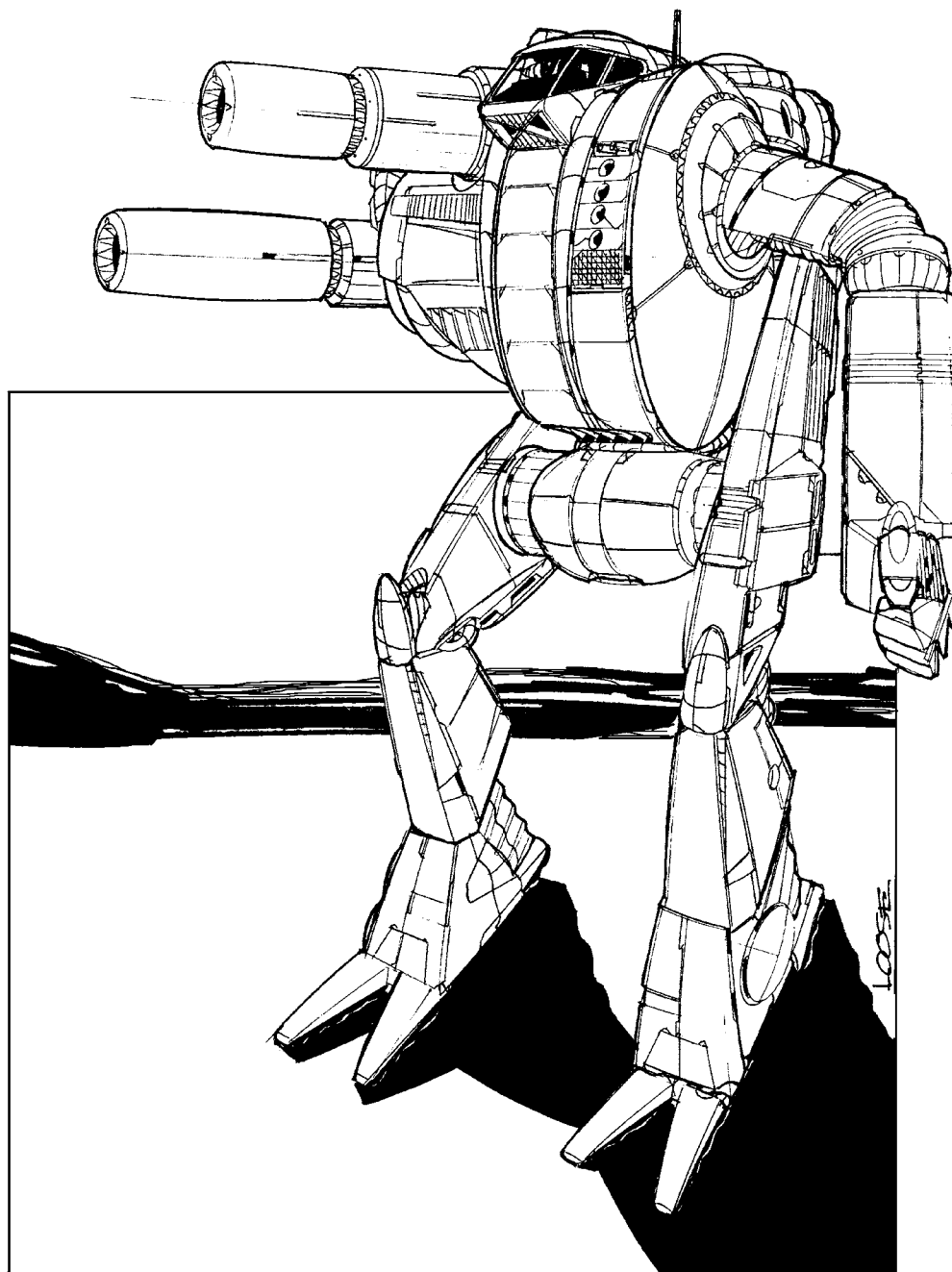
Battle Value: 1,508

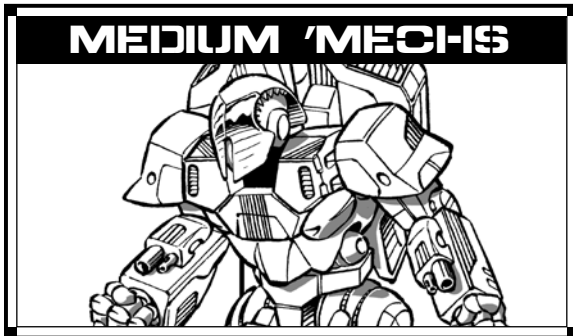
Equipment

	Endo Steel	Mass
Internal Structure:		2.5
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	169	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	26
Center Torso (rear)		6
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo	Location	Critical	Tonnage
Large Laser	RA	2	5
Large Laser	RT	2	5
SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
2 Medium Lasers	LT	2	2
CASE	LT	1	.5
Small Laser	H (R)	1	.5
Jump Jet	CT	1	.5
Jump Jets	LT	2	1
Jump Jets	RT	2	1





Mass: 55 tons
Chassis: Earthwerks BSW
Power Plant: Hermes 275 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Unity Weave Ferro-Fibrous with CASE
Armament:
2 Federated 5-Shot LRM Missile Systems
1 BlazeFire Sweetshot ER Large Laser
1 Mydron Model B Autocannon
2 Johnson MiniGuns
Manufacturer: TharHes Industries
Primary Factory: Tharkad
Communications System: TharHes Euterpe HM-14
Targeting and Tracking System: TharHes Ares-8a

Overview

While the *Bushwacker* employs no Clan technology, its final design is the result of applied Clan BattleMech construction principles. Originally developed before the Clan invasion, the 'Mech's innovative design broke with mainstream thinking in several key areas, primarily in its low-slung, narrow aspect that eluded enemy targeting systems while providing space and strength for an impressive weapons load. Unfortunately this fundamental break with traditional design resulted in a complex and crowded internal structure. The fusion engine's close proximity to the sensor and communication suites generated internal interference which caused frequent targeting and sensor system failures. Though evaluators were impressed with the basic design and its capabilities, these chronic and apparently insoluble electronic difficulties fairly guaranteed the *Bushwacker* would never see full production.

This dreary prognosis was reversed by a successful raid on a Jade Falcon base on Twycross. Among other discoveries was an extensive collection of technical specifications and schematic diagrams for a number of Clan BattleMechs. Of particular interest to the *Bushwacker* design team was the Clan *Vulture*. Though a more vertical design than the *Bushwacker*, the *Vulture*'s interior shared the same compressed volume issues. To compensate, the Clan engineers had made several unusual decisions in the internal layout which minimized the fusion engine's interference with sensitive systems. Adapting the Clan solutions to the *Bushwacker*'s unique needs, the design engineers were able to reconfigure the 'Mech's internal structure to eliminate the electronic interference.

Capabilities

The *Bushwacker* is first and foremost a long-range combat BattleMech. Two LRM launchers, an ER large laser, and the excellent Mydron autocannon enable it to deliver lethal destructive power at ranges few Inner Sphere BattleMechs can match. In combating conventional opponents, the savvy *Bushwacker* pilot keeps her opponents at range, relying on the 'Mech's relative nimbleness to avoid close combat. The paired Johnston MiniGuns mounted forward provide some defense against infantry anti-'Mech team assault.

Of course, the range advantage evaporates when the *Bushwacker* engages Clan forces. Clan long-range weapons overreach the *Bushwacker*'s by fifty percent, making trading fire at range problematic for Inner Sphere MechWarriors. As a result, *Bushwacker* units have developed cooperative tactics which utilize terrain and other obstacles to close to effective range. A typical lance teams three *Bushwackers* with a fast light 'Mech. The light 'Mech acts as a spotter—and if necessary as a diversion—and directs the indirect LRM fire of the *Bushwackers*.

Deployment

Though originally deployed almost exclusively along the Clan/Lyrans Alliance border, the *Bushwacker* can now be found in almost every first echelon unit throughout the former Federated Commonwealth. For some reason it has become a particular favorite of commands throughout both the Capellan and Draconis Marches.

Variants

Two variants have come into common usage. The S2 trades the LRM-5 launchers and machines guns for two SRM-4s, and an anti-missile system, while upgrading the autocannon to an LB-X.

The L1 is a much more radical design, making use of the still relatively new technology of the light engine (in place of the extra light of the standard model). The design then trades a CASE and all the weaponry except the large laser (upgraded to an extended-range version) for an LB 20-X autocannon and three tons of ammo, as well as an additional two and a half tons of armor; the ferro-fibrous armor was also exchanged for endo steel.

Notable MechWarriors

Captain Sarah Blair: On 12 November 3065, Hauptmann General Kev Evans ended several months of mobile defensive actions against the DCMS Fifth Sword of Light and Ryuken-go on Cassias at the base of the Romen Mountains. The center of his defensive line was the Callas Line, entrenched fortifications built by the local militia and units of the Third Crucis Lancers. Repulsed by the bunkers and concealed batteries, *Tai-sa* Shotoku led elements of the Ryuken-go on a flanking attack. The Seventeenth Avalon Hussars's Third Battalion was waiting for them. When Major Chad Thomas fell in the opening minutes, Captain Blair assumed command, her able leadership enabling the outnumbered battalion to repeatedly throw back the Ryuken-go force. Gun cam recordings show Blair's *Bushwacker* trading fire with Shotoku's *Hatamoto-Chi*, a duel that would be repeated on 31 January 3066. Heavy DCMS losses at the Battle of Callas changed the balance of power on Cassias, allowing the Seventeenth to press the Fifth Sword and Ryuken-go, inflicting heavy losses over the next several weeks. Facing ultimate defeat, Shotoku led two companies of volunteers in an all-out attack on the Seventeenth. Though three Hussar BattleMechs engaged the *Hatamoto-Chi*, battle recordings confirm it was Captain Blair's coolly accurate alpha strikes at range that brought the *Tai-sa* down. DCMS forces yielded the planet on 6 February 3066.

BSW-S2 BUSHWACKER

MEDIUM 'MECHS

131

Type: **Bushwacker**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,223

Equipment

Internal Structure:

Engine: 275 XL

Walking MP:

Running MP:

Jumping MP:

Heat Sinks: 11 [22]

Gyro:

Cockpit:

Armor Factor (Ferro): 161

Internal
Structure

Mass

5.5

8

1

3

3

9

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons and Ammo

AC/10

Ammo (AC) 10

LRM 5

LRM 5

Ammo (LRM) 24

ER Large Laser

Machine Gun

Machine Gun

Ammo (MG) 100

CASE

CASE

Location

RA

RT

LA

LT

LT

CT

RT

LT

RT

RT

LT

Critical

7

1

1

1

1

2

1

1

1

1

1

Tonnage

12

1

2

2

1

5

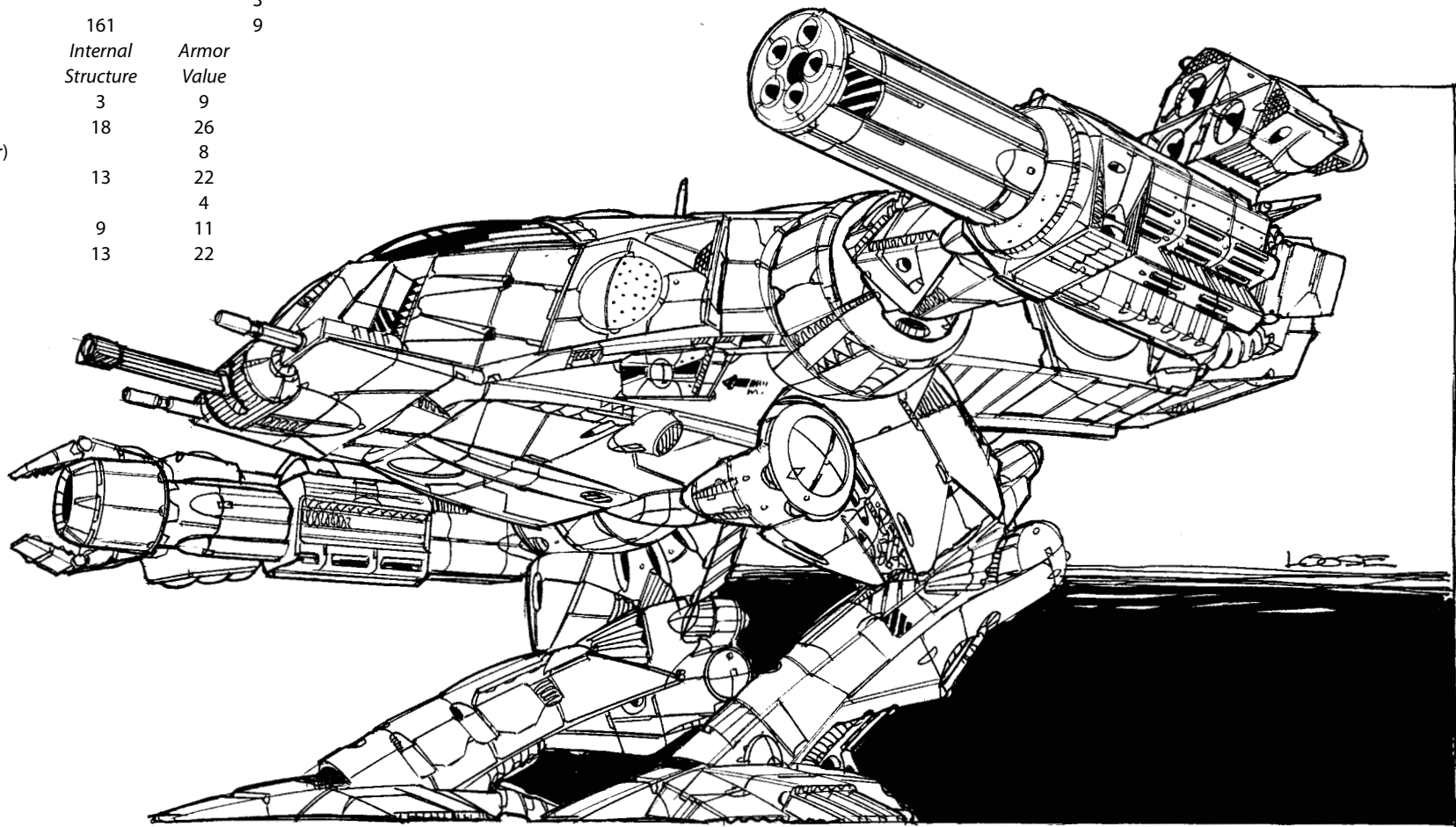
.5

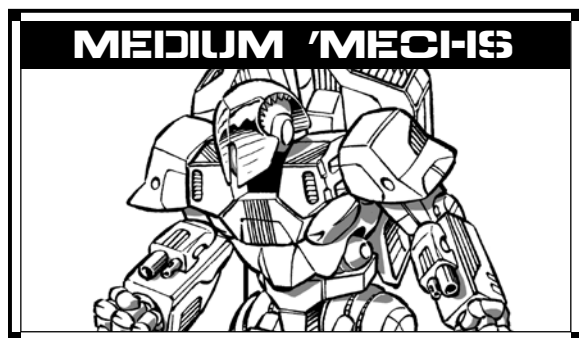
.5

.5

.5

.5





Mass: 55 tons

Chassis: Crucia-A

Power Plant: Nissan 275XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Northrup 12000

Jump Capacity: 150 meters

Armor: Starshield A with CASE

Armament:

- 1 Lords Light Extended-Range Particle Beam Weapon
- 1 Victory Heartbeat Medium Pulse Laser
- 1 Guided Technologies 2nd Gen SRM-6
- 1 Diverse Optics Extended Range Medium Laser

Manufacturer: Kallon Weapons Industries

Primary Factory: Marduk

Communications System: Garret T11-b

Targeting and Tracking System: Cat's Eyes 5

Overview

Mauled in the Ghost Bear War, the DCMS was starved for vital equipment by the loss of Marduk and Al Na'ir to Duke Sandoval's Draconis March forces. Following the recapture of Victory Industries on Marduk in mid-3064, Theodore Kurita called upon the Combine weapons industries to redouble their efforts. Inspired by Vicore Industries, Victory Industries scoured the Combine for old *Wolverines* and performed a factory refit, significantly increasing the 'Mech's capabilities. By 3067 the Combine was virtually picked clean, but the *Wolverine* was well received, prompting Victory Industries to manufacture the design from scratch.

Capabilities

Faced with a nightmare hodge-podge of field modifications and jury-rigging, the refit team established a triage line; 'Mechs requiring minimal work were processed first. Those in the worst shape supplied parts for the others. Rather than work around a lifetime of patched and repaired armor to get at internal systems, each chassis was striped.

The primary lasers or autocannon armaments were replaced with an ER PPC (a weapon in plentiful supply following the *Panther* upgrade debacle) and an ER medium laser mounted on the right arm. A head-mounted medium pulse laser and a shoulder-mounted Streak-6 rounded out the new weapon configuration. While CASE protects the *Wolverine* from complete destruction following a catastrophic ammunition explosion, the use of an XL power plant often results in the *Wolverine* receiving disabling engine damage. In order to speed production, the armor system was designed to make the re-armoring process as quick as possible. Concerns over the efficiency of the revised armor layout were soon laid to rest, but gave refitted *Wolverines* a very different profile.

Deployment

While units like the Sword of Light and Genyosha turned up their noses at the idea of reconditioned equipment, other units couldn't afford to be so fastidious. The Ghost Regiments and the Legion of Vega received the first shipments of the new *Wolverine*, though many other Combine units accepted the design after the fine showing it made on Al Na'ir as a heavy scout and raider.

Variants

With the supply of old chassis drying up, Victory Industries developed an endo steel chassis for a new variant designed for close combat. The WVR-8C mounts two Streak-6 launchers and large, medium, and small pulse lasers combined with a C³ slave unit, but carries less armor, only thirteen heat sinks and lacks CASE.

The Federated Suns attempted to copy the Combine's refit program by producing two versions at Kallon Industries on Talon. Both use an endo steel chassis and mount a new Rotary AC/2, a Streak-6, and MASC. The WVR-8D carries a sophisticated Targeting Computer, a head-mounted ER medium laser, and CASE, but carries only ten heat sinks. The WVR-9D sacrifices jump jets in favor of a head-mounted TAG system, two medium pulse lasers and two more heat sinks. The time and cost required to replace the chassis has raised doubts

over the efficiency of the program, with critics noting that the FWL (a prolific *Wolverine* user) haven't instigated a refit program.

Notable MechWarriors

Chu-i Lamont Kennedy: Chu-i Kennedy received his refurbished WVR-8K in 3066, just after being sent to the Second Legion of Vega. Kennedy strove to redeem himself in the eyes of his superiors, but after fleeing Ghost Bear raiders he was deemed a coward. When the Word of Blake sent Shadow Divisions to Kimball III, Kennedy abandoned caution and sense. He charged into the Blakists' midst. Never slowing, always firing, Kennedy downed five Blakist 'Mechs before the invaders recovered and concentrated fire on him. While the invaders were distracted, the rest of the Second gained the upper hand. The Blakists were ejected. Kennedy was buried with honors, the stain of cowardice erased at last.

Hauptmann Sandra Ruetiger: Hauptmann Ruetiger often annoyed her Nagelring classmates with her can-do attitude. The young Ruetiger earned her way into the academy not through family legacy or wealth, but through hard work. Her cheerful demeanor never broke, no matter how bad things got. When the Clans invaded, she kept smiling. When the FedCom Civil War broke out, she fought the Loyalists with joy in her heart. When the Jihad broke out, she remained upbeat. Even when the Blakists lobbed nukes at Tharkad, she died in the atomic fire with a genuine smile on her face.

WVR-8K WOLVERINE

MEDIUM 'MECHS

133

Type: **Wolverine**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,481

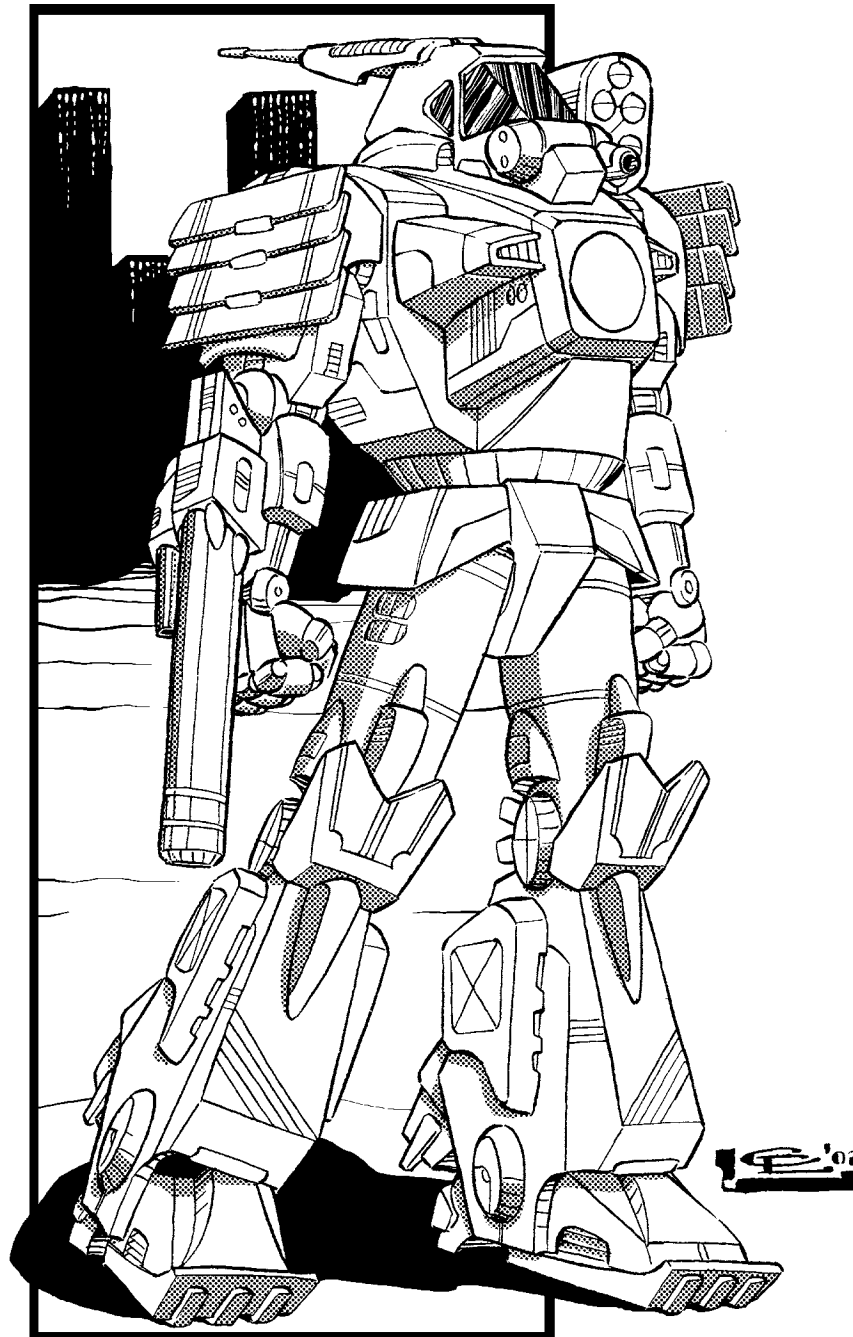
Equipment

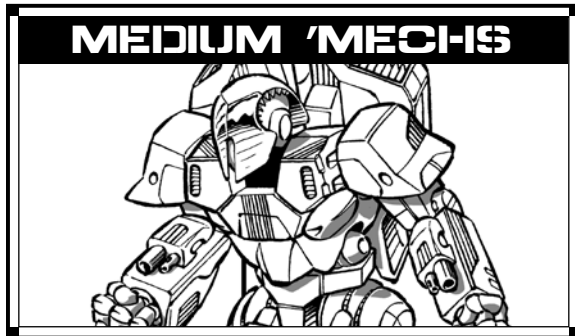
Internal Structure:		Mass
Engine:	275 XL	5.5
Walking MP:	5	8
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	185	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	29
Center Torso (rear)		7
R/L Torso	13	21
R/L Torso (rear)		5
R/L Arm	9	18
R/L Leg	13	26

Weapons

and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Medium Pulse Laser	H	1	2
Streak SRM 6	LT	2	4.5
Ammo (Streak) 15	LT	1	1
CASE	LT	1	.5
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1





Mass: 55 tons
Chassis: Curtiss Wraith
Power Plant: LTV 385 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph
Jump Jets: CurtissJet 55
Jump Capacity: 210 meters
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
 1 Tronel XIII Large Pulse Laser
 2 Tronel XII Medium Pulse Lasers
Manufacturer: Curtiss Militech
Primary Factory: Paradise
Communications System: CurtissComm Mk I
Targeting and Tracking System: Dynatec 2780

Overview

Long known as the primary manufacturers of water purification systems in the Free Worlds League, Curtiss Hydrosystems faced an uncertain future because of spiraling costs. Seeking to expand into more profitable markets, Curtiss formed a new division. Devoted to using recovered technology to produce state-of-the-art military hardware, Curtiss Militech quickly created the specifications for its debut BattleMech design. Analysts who had scoffed at the idea of Curtiss entering the military hardware market were surprised when the new division unveiled the TR1 *Wraith*—a far cry from the “water cooler on legs” some experts had predicted.

Capabilities

Speed and maneuverability are the keystones of the *Wraith's* design. Weapons and armor came secondary to cramming the massive LTV 385 XL engine into a medium chassis. With an endo steel internal structure and more than eight tons of advanced ferro-fibrous armor, the interior is extremely cramped.

Curtiss designers squeezed advanced Tronel pulse lasers onto the 'Mech to provide heavy and accurate short-range firepower. Sacrificing range for accuracy, the pulse lasers call for the *Wraith* to use its speed and close with the enemy, strike and then withdraw. With only ten heat sinks, only such tactics can allow the 'Mech to vent the heat generated by simultaneous use of the lasers and the compact CurtissJet jump jets.

Initially, the *Wraith's* detractors claimed that the 'Mech's unique design would make battlefield repair nearly impossible. Curtiss countered these arguments with a liberal warranty and produced replacement parts to be shipped with each unit.

Deployment

In service, the *Wraith* has proven difficult to employ well. Like the CGR-1A1 *Charger* to which critics often compare the design, the *Wraith* has the speed and durability to act as a heavy scout, but lacks the long-range firepower to deal with lighter (and less expensive) scout hunters. The same lack of long-range punch makes it ill-suited to serving in the line of battle.

With Free Worlds League units along the Marik-Steiner border still struggling to find a niche for the *Wraith*, Curtiss has had more success selling the design on the general market. The Capellan Confederation and Draconis Combine have both purchased the *Wraith*, as have the Word of Blake and independent mercenary commands.

Lately, commanders have started to assign the *Wraith* to independent-minded (or difficult) MechWarriors. Serving as skirmishers or fast raiders, it looks as if the Inner Sphere has finally figured out how to employ Curtiss' exceptional design effectively. A battalion of Hannibal's Hermits employed a perfect example of these tactics against a nest of bandits operating in the Chaos March. While the Hermits' speedy *Wraiths* skirmished with the bandits, pinning them in place, the rest of the mercenary force flanked their position and fell upon them from behind.

Variants

Curtiss appears content with its creation and has produced no official variants. Some individuals have modified the 'Mech in the field, replacing the Tronel XIII large pulse laser with an extended-range PPC. The Word of Blake has also modified the *Wraith*, replacing the medium pulse lasers and one jump jet with two extended-range medium lasers and an improved C³i system. Both versions require time-consuming armor modifications whose unsightly bulges mar the *Wraith's* sleek profile.

Notable MechWarriors

Lien-zhang Aris Sung: Outspoken, audacious and willful, Aris Sung is perfectly suited to the task of piloting his *Wraith*. A member of House Hirsutsu, Sung entered the Capellan Warrior House through the unconventional approach of penetrating Hirsutsu security and then allowing himself to be caught.

Dedicated to House Hirsutsu and the Capellan Confederation, Sung was one of the few voices for moderation during the St. Ives conflict. His actions spared many civilians who otherwise would have been slaughtered by fanatical Liao troops.

Major Charles DuVaul: Executive Officer of the mercenary unit Hannibal's Hermits, DuVaul commands the Hermits' first battalion from the cockpit of his *Wraith*. The 'Mech is one of many the regiment has acquired since signing on with the Word of Bake.

The mercurial DuVaul and his *Wraith* are well suited to each other, with the major leading his battalion as they rooted out the Chaos March bandits that had been threatening Keid until that world joined the new “Word of Blake Protectorate” in early 3056.

Type: **Wraith**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,287

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	385 XL	22
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	152	8.5

Internal
Structure

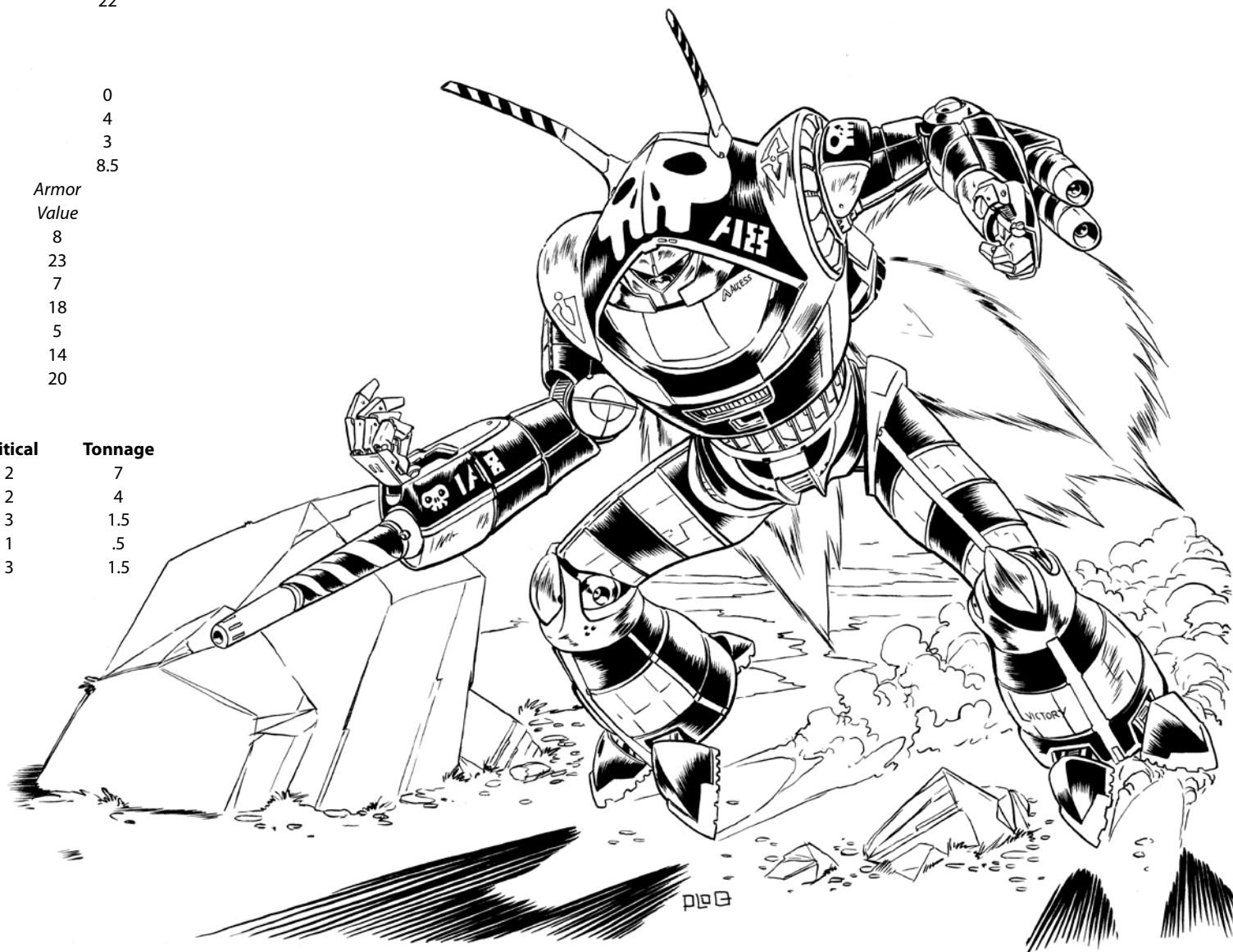
Armor
Value

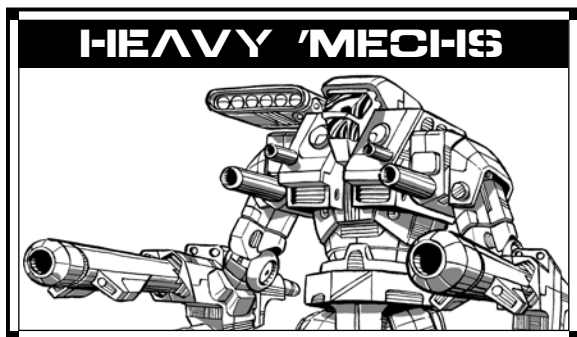
Head	3	8
Center Torso	18	23
Center Torso (rear)		7
R/L Torso	13	18
R/L Torso (rear)		5
R/L Arm	9	14
R/L Leg	13	20

Weapons

and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	7
2 Medium Pulse Lasers	LA	2	4
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5





Mass: 60 tons
Chassis: Duralyte 314 Endo Steel
Power Plant: Vlar 300
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Chilton 365
Jump Capacity: 90 meters
Armor: Jolassa-325
Armament:
 2 Sutel Precision Line Large Pulse Lasers
 2 Martell Medium Lasers
Manufacturer: Free Worlds Defense Industries
Primary Factory: Gibson
Communications System: Datacom 50
 with Guardian ECM Suite
Targeting and Tracking System: Dynatec 1122

Overview

Originally intended as an independent “brawler” ‘Mech, the *Anvil* saw its planned mission change substantially during development. After early tests, an engineer noticed that the as-yet unnamed ‘Mech could be suitably matched with another design under production, the *Stingray*. After reviewing the engineer’s analysis, the Free Worlds League merged elements of the two designs and renamed the *Stingray* the *Anvil*.

Coupled with the *Hammer*, the *Anvil* becomes part of an effective fighting duo that displays a broad weapons range and is mobile enough to cover terrain quickly. The *Hammer*’s long-range firepower softens up enemy ‘Mechs, which then must face the *Anvil*’s deadly accurate large pulse lasers in close combat.

Capabilities

When it was first fielded, the *Anvil*’s advanced technologies were at the cutting edge of what the FWLM had available, including an endo steel internal structure, double heat sinks and Guardian ECM. The *Anvil* also carried highly advanced main weapons: a pair of large pulse lasers mounted on either side of the torso, backed by two conventional Martell medium lasers. The ‘Mech has limited jump capability to provide enhanced maneuverability in its close-combat role. By contrast, its armor and power plant used technologies little different from those employed prior to the Fourth Succession War.

Deployment

The *Anvil* and the *Hammer* have served together ever since pilots discovered their compatibility as a team, making solo *Anvil* deployments rare. Like the *Hammer*, the *Anvil* has been spotted in numerous companies throughout the Free Worlds League, especially in the Duchy of Andurien. The *Hammer-Anvil* combination proved effective in Operation Guerrero, the lightning assault into the Federated Commonwealth’s Sarna March, and in the campaign against the Smoke Jaguars. In the latter, however, the Clans’ technological advantage threatened to overwhelm the Inner Sphere ‘Mechs. Only the *Anvil*’s ECM systems and the tenacity of the *Anvil* pilots allowed the Inner Sphere to prevail.

Variants

A decade after entering service, the *Anvil* remains an effective ‘Mech, though newer designs and systems have largely surpassed it in technological sophistication. Free Worlds Defense Industries has investigated a number of options for upgrading the *Anvil* and maintaining its usefulness to the FWLM, including field kits and factory modifications. One option under investigation is the elimination of the three jump jets in favor of additional armor. Another is downgrading the large pulse lasers to medium pulse lasers, saving tonnage for the addition of more weapons or jump jets. Some engineers have suggested removing the Guardian ECM suite, but that modification would drastically reduce the ‘Mech’s value. A popular field modification also offered as a factory refit removes one medium laser in favor of a TAG system, allowing the swift and resilient ‘Mech to serve as an artillery spotter. Several front-line FWLM units have at least one such *Anvil*, whose pilot is temporarily seconded to the FWL navy in order to learn the art of calling in orbital bombardment.

The final and most radical factory refit option downgrades the engine to a 240-rated power plant, with MASC, and swaps out one large pulse laser, two double heat sinks and the jump jets for an Arrow IV System. The other large pulse laser is exchanged for an extend-range large laser, while the two medium lasers are upgraded to extended-range versions as well.

Notable MechWarriors

Force Commander Sally “Terminal” McDonnaugh: One of the first pilots to undergo training in the use of the *Anvil* as a forward observer, fiery-tempered Sally McDonnaugh first proposed cooperation between the artillery companies and the FWL navy. Drawing on reports from the Huntress campaign, she developed the methods employed by the observers and tested them in exercises. Her call-sign originated during this process when a coordination accident resulted in live orbit-surface fire targeting McDonnaugh’s position. She and her staff survived the incident, which taught the observers and gunners several valuable lessons. Since then, accidental or deliberate self-targeting of standard or orbital artillery has become known in the FWLM as a “McDonnaugh Kiss.”

Captain Sirian Lanark: Born to exiles from the Sirian Holds—hence his unusual first name—Captain Lanark has long advocated the liberation of his ancestral worlds. The disappointment of Operation Guerrero and the near-revolt among the Sirian Lancers that followed, in which Lanark took part and which led to the belated liberation of Sirus and Procyon, soured Lanark’s view of the FWL and Thomas Marik. Assigned to the command staff of the Lancers, he currently serves as naval liaison. His disaffection with the present state of affairs (including the leadership of the Sirian Holds) has led him to question many long-held beliefs and to seek out like-minded individuals in the liberated worlds. SAFE is keeping a close eye on this “hero of the liberation,” but finds its operations hampered by distrust of the League government.

Type: **Anvil**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,441

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	3	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5

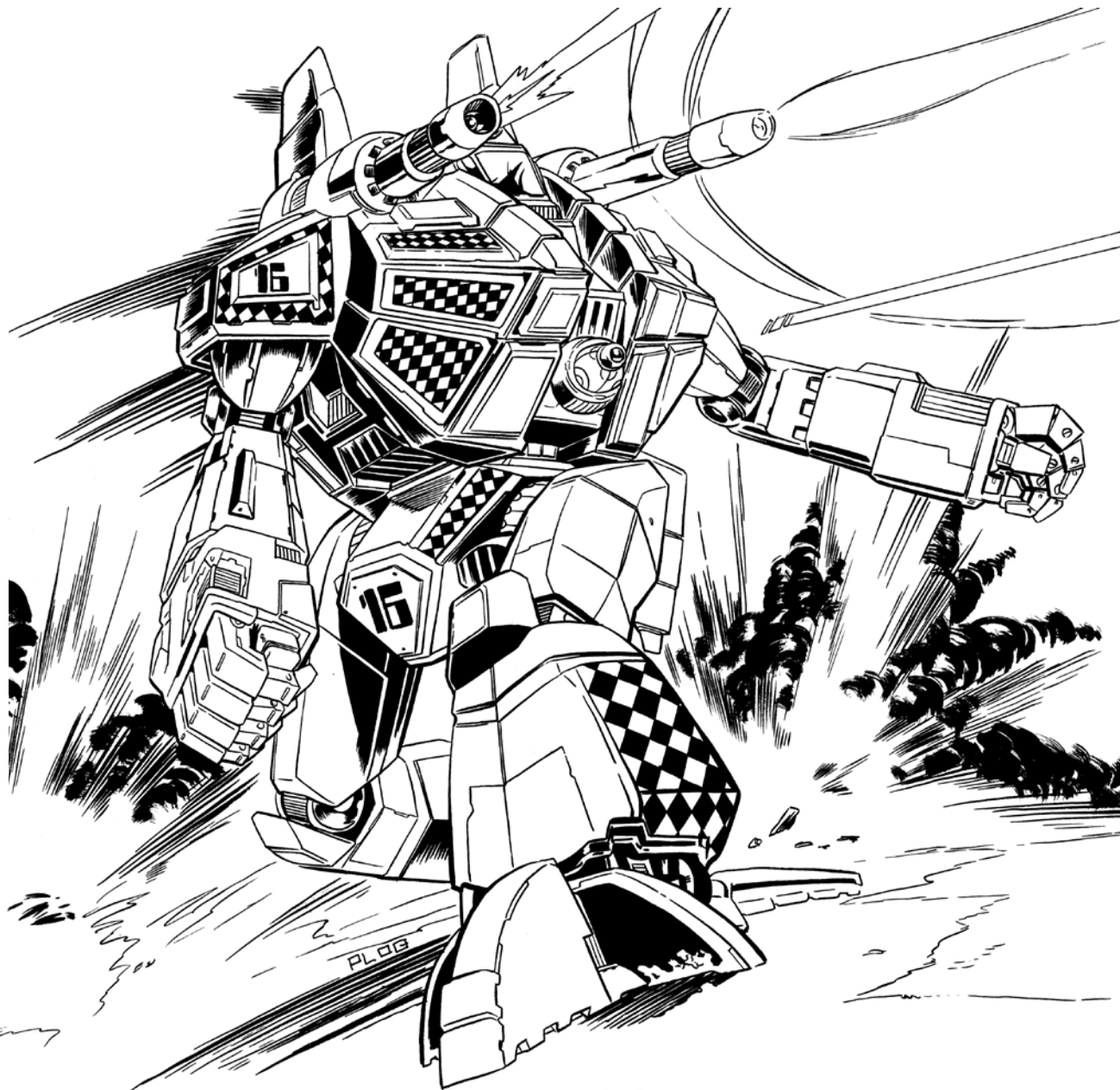
*Internal
Structure* *Armor
Value*

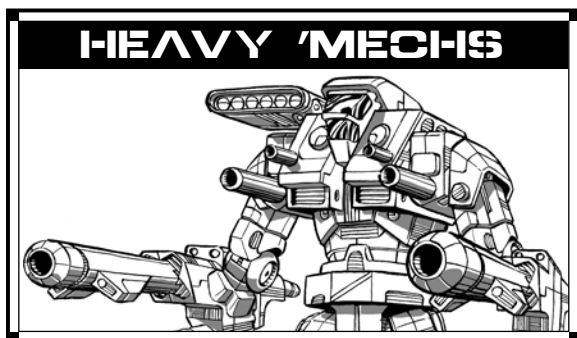
Head	3	9
Center Torso	20	24
Center Torso (rear)		7
R/L Torso	14	19
R/L Torso (rear)		7
R/L Arm	10	15
R/L Leg	14	15

Weapons

and Ammo

	Location	Critical	Tonnage
Large Pulse Laser	LT	2	7
Large Pulse Laser	RT	2	7
Medium Laser	H	1	1
Medium Laser	CT	1	1
Guardian ECM Suite	RT	2	1.5
Jump Jet	LL	1	1
Jump Jet	RL	1	1
Jump Jet	CT	1	1





Mass: 60 tons

Chassis: 1A Type 12 Endo Steel

Power Plant: GM 300 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard II with CASE

Armament:

- 1 Mydron Model RC Rotary Autocannon 5
- 1 Federated 10-Shot LRM-10 Launcher
- 2 Bright-Bloom Extended Range Medium Lasers
- 1 Mydron Mini-Gun Machine Gun

Manufacturer: Achernar BattleMechs,
Robinson Standard BattleWorks

Primary Factories: New Avalon, Robinson

Communications System: Achernar Electronics HID-8.7

Targeting and Tracking System: Federated
Hunter Mk. XX with Targeting Module and
Beagle Active Probe

Overview

Following the great successes of the Combine-produced OmniMechs in the late 3050s, a host of manufacturers clamored to design their own versions. But as the 3060s dawned, the Department of the Quartermaster rejected each prototype OmniMech submitted for trials, citing their high cost. In fact, the only Federated Suns-exclusive OmniMech came out of Kallon Industries, and only then because Field Marshal Duke George Hasek circumvented official channels and personally authorized its construction.

The executives at Achernar and Robinson Standard did not give up hope, however. After they each learned that the other was working on a heavy Omni design, they entered into a partnership, sharing R&D and design costs for the 'Mech that would eventually become the *Argus*. The AFFC again turned down the OmniMech proposal, citing cost reasons, but when the two companies resubmitted the 'Mech as a conventional design, the 'Mech was quickly accepted.

Capabilities

Both Achernar and Robinson Standard chose to use one of the *Argus*' alternate Omni configurations as their production model. Designed as a brawler, the 'Mech mounts a single Class-5 Rotary Autocannon, then a relatively new and untested weapon but one that was rapidly becoming sought-after by MechWarriors specializing in close-assault tactics. Backed up by a pair of ER medium lasers and all tied to another new piece of technology—the NAIS' targeting computer—the combination proves incredibly lethal at short ranges.

The *Argus* is not limited, however, to short-range engagements. Its arm-mounted LRM gives it a potent reach, letting it operate in just about any kind of formation. It works best in highly mobile and cavalry lances, where its speed and firepower can be put to best use. It also mounts a Beagle Active Probe, letting it function as a heavy scout, if necessary.

Though the *Argus* is no longer an OmniMech, it does still possess many of the same design features as an Omni, making field repairs an easy proposition. Electronics are installed in easy-access modules, while the dozens of connections and section joints throughout the 'Mech allow techs to quickly disconnect entire body parts and swap them with those taken from another *Argus*, making cannibalization quicker and repair of hard-to-reach equipment much simpler.

Deployment

The *Argus* first entered service on Kentares IV with the Fifth Donegal Guards, when elements of the unit moved there under orders from the Archon to suppress a "growing rebellion." Since then, the *Argus* has more than proven itself in battle in units up and down both the Draconis and Crucis Marches. The 'Mech has become quite popular with high-profile units like the First Federated Suns Armored Cavalry.

Variants

Both companies produce a handful of the original primary *Argus* variant each year. It completely drops the current weapon loadout and mounts an ER PPC alongside paired LRM-15s, each tied to an Artemis IV FCS, plus one additional double heat sink. This efficient BattleMech is becoming increasingly popular with units throughout the AFFS.

AGS-4D ARGUS

HEAVY 'MECHS

139

Type: **Argus**

Technology Base: Inner Sphere

Tonnage: 60

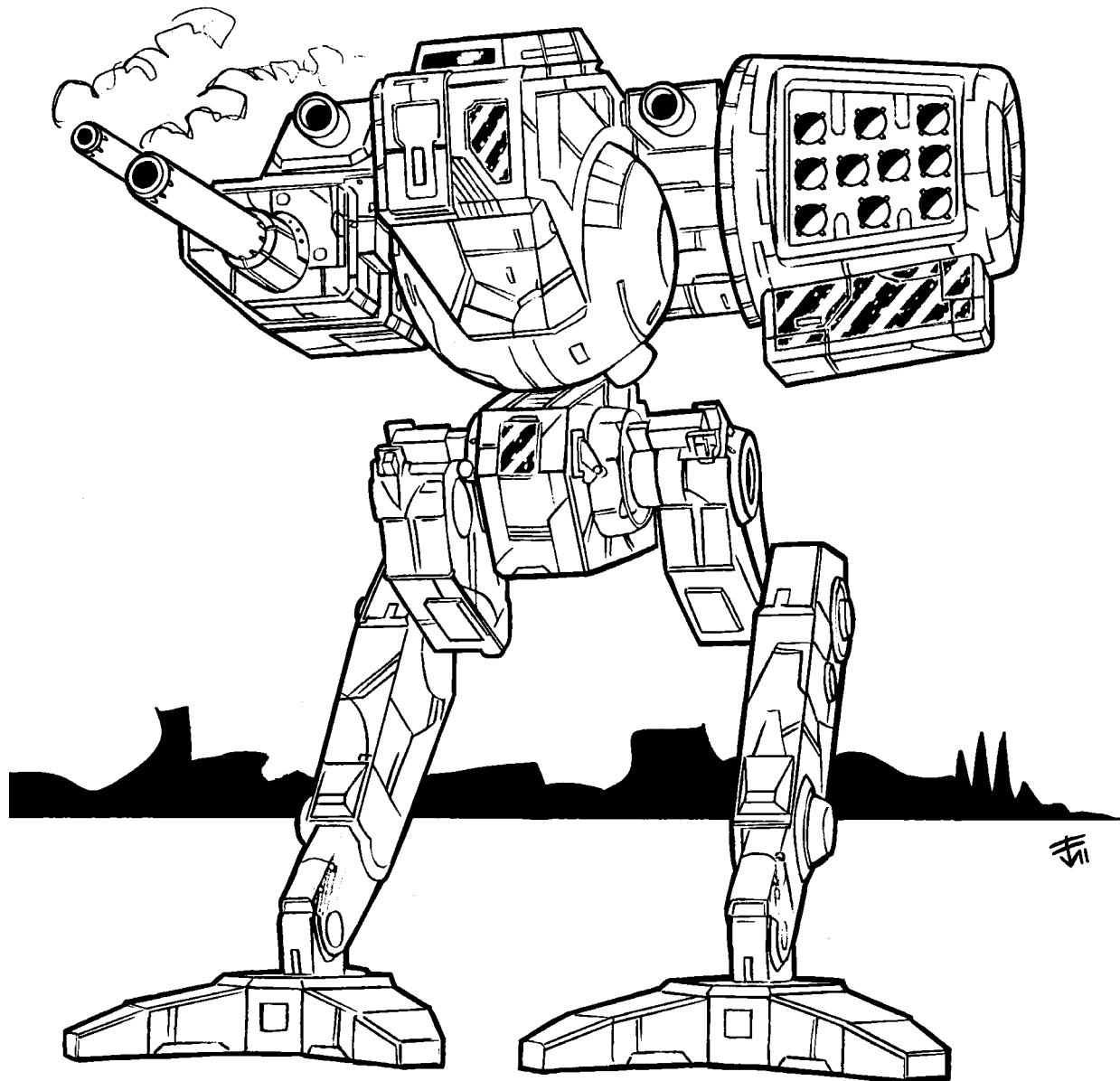
Battle Value: 1,638

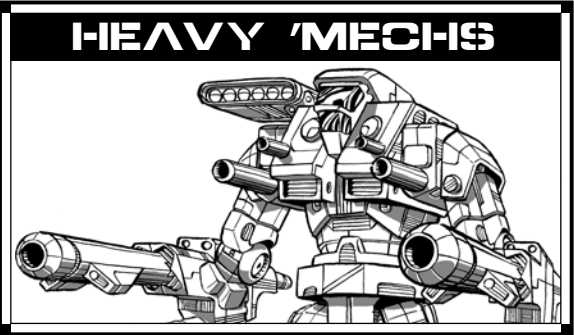
Equipment

	Endo Steel	Mass
Internal Structure:	300 XL	3
Engine:		9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	28
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	14	27

Weapons

and Ammo	Location	Critical	Tonnage
Rotary AC/5	RA	6	10
Ammo (RAC) 40	RT	2	2
Machine Gun	RA	1	.5
Ammo (MG) 100	RT	1	.5
ER Medium Laser	RT	1	1
Targeting Computer	RT	3	3
CASE	RT	1	.5
LRM 10	LA	2	5
Ammo (LRM) 24	LT	2	2
ER Medium Laser	LT	1	1
Beagle Active Probe	LT	2	1.5
CASE	LT	1	.5





Mass: 60 tons
Chassis: Alshain 52 Endo Steel
Power Plant: Vlar 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Icarus Standard
Jump Capacity: 150 meters
Armor: Mitchel Argon
Armament:
17 tons of pod space available
Manufacturer: Luthien Armor Works
(OmniMech Production Facility),
Coventry MetalWorks, Starcorps Industries, Victory
Industries, Corean Enterprises
Primary Factory: Luthien, Coventry, Crofton,
Son Hoa, St. Ives, Loburg, Marduk, New Avalon
Communications System: Sipher CommSys 4b
Targeting and Tracking System: Matabushi Sentinel Plus

Overview

In the aftermath of the battle for Wolcott, Draconis Combine troops obtained several Clan OmniMechs, allowing the DCMS to begin a crash program to develop OmniMechs. Direct replication of the Clan designs was not possible due to technical differences, and many of the Inner Sphere OmniMechs were modifications of existing designs or wholly new models designed to employ the technologies. Luthien Armor Works realized that the *Black Hawk* design could be replicated to a considerable degree with extant technologies, including many available “off the shelf.” The resulting design, though ten tons heavier than its Clan sibling (a necessary modification to support the heavier engine and chassis) has a comparable performance profile.

Capabilities

Relatively swift and agile for its size, the *Black Hawk-KU* is a flexible and deadly weapons platform, able to employ its various load-outs to deadly effect. Like most OmniMechs, the *Black Hawk-KU* supports a variety of standard configurations, but the pod technology allows pilots and commanders to tailor the configuration according to mission needs and personal preferences. Some load-outs, like the primary, ape the Clan original, but others play to the strengths and weaknesses of the Inner Sphere weapons systems. In some regards, the DCMS version of the *Black Hawk* is superior to that of the Clans: the use of standard rather than advanced weapons variants in many configurations reduces heat-management issues (albeit at the expense of range and/or hitting power), and so the *Black Hawk-KU* is less prone to heat-triggered shutdowns after an alpha strike.

Although they vary in the exact components used (each employs locally sourced standard equipment), the LAW and CMW variants of the *Black Hawk-KU* are functionally identical. Independent analysis of the designs in *What ‘Mech?* magazine favors the Steiner variant, however, citing superior manufacturing processes and tighter quality control.

Deployment

Initially deployed with the Legion of Vega for field tests, a number of *Black Hawk-KU* ‘Mechs saw action against Clan Smoke Jaguar where they swiftly proved their resilience against their smaller but more advanced cousins. The *KU* went on to serve with distinction in the Ghost Bear incursion and against the Federated Suns. These conflicts have allowed several examples of the design to fall into enemy hands: the Ghost Bears employ the variants they captured, now equipped with Clan weapon pods, in a second line cluster, while the handful in use by the AFFS are within the Brigade of Guards.

In stark contrast to the limited numbers employed by the AFFS, the LAAF maintains a significant contingent of *Black Hawk-KUs* thanks to a licensing agreement between Luthien Armor Works and Coventry MetalWorks, concluded at the first Star League conference after protracted negotiations. Prior to the FedCom Civil War only units within the Lyran State Command received the design, and though production was hampered by that conflict, a significant number of the licensed models entered service.

Notable MechWarriors

Chu-i John Kikuchi: The pilot of the first *Black Hawk-KU* to see action, *Chu-i* Kikuchi led the Dark Sword against Hyner in the Bird Dog raids that preceded Operation Bulldog. An officer in Ryuken-yon, Kikuchi and his ‘Mech stand as paragons of the flexible operations paradigm favored by the Ryuken.

Type: **Black Hawk-KU**
Technology Base: Inner Sphere OmniMech
Tonnage: 60
Battle Value: 1,731

Equipment		Mass
Internal Structure:		6
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	28

Weight and Space Allocation		Spaces Remaining
Location	Fixed	
Head	None	1
Center Torso	Jump Jet	1
Right Torso	3 Engine	6
	Double Heat Sink	
Left Torso	3 Engine	6
	Double Heat Sink	
Left Arm	None	8
Right Arm	None	8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

2 Medium Pulse Lasers	RA	2	4
3 Medium Lasers	RA	3	3
Small Laser	RT	1	.5
Double Heat Sink	RT	3	1
2 Medium Pulse Lasers	LA	2	4
3 Medium Lasers	LA	3	3
Small Laser	LT	1	.5
Double Heat Sink	LT	3	1

Alternate Configuration A

ER PPC	RA	3	7
Anti-Missile system	RT	1	.5
Ammo (AMS) 12	RT	1	1
ER PPC	LA	3	7
Anti-Missile system	LT	1	.5
Ammo (AMS) 12	LT	1	1

Battle Value: 1,770

Alternate Configuration B

Ultra AC/5	RA	5	9
Ammo (Ultra) 20	RA	1	1
Large Pulse Laser	LA	2	7

Battle Value: 1,303

Alternate Configuration C

Medium Laser	RA	1	1
Gauss Rifle	LA	7	15
Ammo (Gauss) 8	LT	1	1

Battle Value: 1,597

Alternate Configuration D

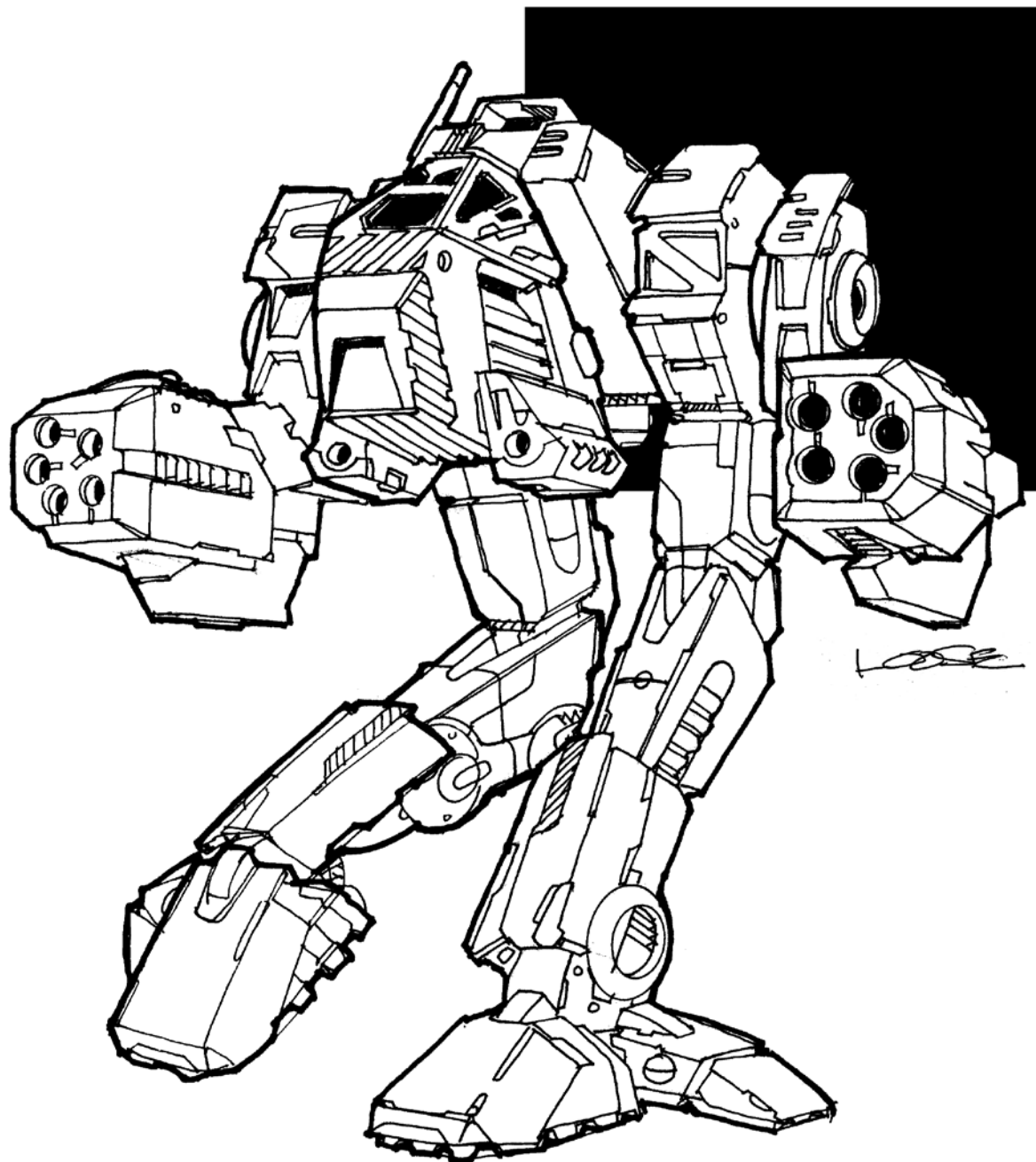
ER Large Laser	RA	2	5
LRM 20	LA	5	10
Ammo (LRM) 12	LT	2	2

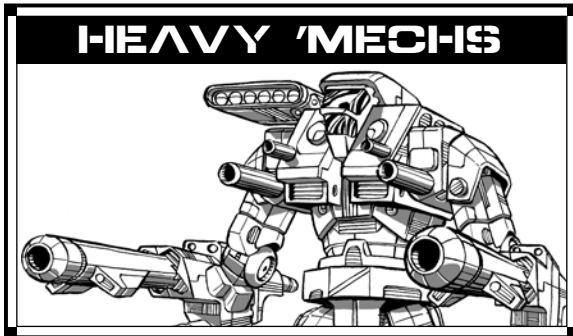
Battle Value: 1,539

Alternate Configuration E

6 ER Medium Lasers	RA	6	6
2 Double Heat Sinks	RT	6	2
6 ER Medium Lasers	LA	6	6
Double Heat Sink	LA	3	1
2 Double Heat Sinks	LT	6	2

Battle Value: 1,982





Mass: 60 tons

Chassis: Kallon Type XV Endo Steel

Power Plant: Hermes 240 XL

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: McCloud Specials (Reinforced)

Jump Capacity: 120 meters

Armor: Kallon Royalstar

Armament:

2 Mydron Model RC Rotary Autocannon 5

2 Bright-Blossom Extended Range Medium Lasers

Manufacturer: Kallon Weapons Industries

Primary Factory: Talon

Communications System: Garret T-11A

Targeting and Tracking System: Garret D2j

Overview

Kallon Industries on Talon found themselves in a difficult position in late 3063. While the loyalist Twenty-second Avalon Hussars held the factory, the Seventh Federated Commonwealth RTC had been charged by Duke George Hasek to take control of the plant. The Twenty-second were dug in, so the Seventh F-C cut the shipping routes in and out of the Wernke system. Their blockade disrupted production of the popular JM7-F *JagerMech*—while most of the components were produced locally, the sophisticated Targeting Computer came from Mendham. Local stockpiles could only support one of the two *JagerMech* lines. As a stopgap measure, Kallon Industries examined the possibility of mating the RAC 5's (minus the targeting system) on another chassis.

Earlier research had produced a *Rifleman* prototype for evaluation, but now Kallon's engineers had to turn it into a product ready for the battlefield.

Capabilities

The *Rifleman*'s greatest problem had always been the twin bugbears of limited armor and bad heat management. While not an issue in the anti-aircraft role, these features had earned the *Rifleman* a poor reputation on the battlefield.

A new endo steel chassis solved the armor problem. Indeed, the new version carries almost twice that of the RFL-3N. The bulky chassis required some exterior modification, however, so the design team elected to rework the exterior styling entirely. The greatest complaint thus far from the test pilots is simply the lack of CASE to protect the large ammunition bays in the torso.

Eleven double heat sinks and a new weapons payload alleviated the heat problem. The old arm mounted Magna Mk. III heavy lasers were replaced with Bright-Blossom ER medium lasers. The reduction in range and damage potential is more than balanced by the revolutionary Mydron-built rotary autocannons, which are paired with the lasers in arm mounts.

As a final surprise, the design team added a set of modified McCloud Specials jump jets to improve the unit's mobility.

Deployment

Several attempts to run the allied blockade of Talon met with varying degrees of success. Ultimately, both sides in the Civil War fielded the design. After the war, the bulk of production was routed to the Avalon Hussar and Crucis Lancer regiments.

Variants

The Talon plant also experimented with an advanced anti-aircraft variant. Designated the RFL-6X, this version mounts LB 10-X autocannons in place of the RAC 5s. One heat sink is replaced by torso-mounted ER small lasers, and the jump jets are sacrificed for a more powerful 300 XL engine and CASE.

RFL-7M is another wonder product from the Vicore Group, built at the Kallon plant on Thermopolis. A light Gauss rifle and two ER medium lasers are mounted in each arm. Two torso-mounted ER medium lasers and a head-mounted ER small laser completes the weapons compliment. This variant lacks jump jets and CASE, but does carry a Guardian ECM suite.

The Free Worlds Legionnaires and the Word of Blake both use this 'Mech to provide anti-aircraft and ECM cover to command units.

Notable MechWarriors

Sarge: Sarge was an infantry platoon leader for over a decade before he salvaged an enemy 'Mech and claimed it as his own. He poured his hard-earned combat pay into getting the *Rifleman* repaired. Though it was barely functional, he still found a billet with Simonson's Cutthroats after they showed up on Fletcher in 3061. When the command went to Terra under Word of Blake employ, the Blakists graciously replaced his old rustbucket with a factory fresh RFL-7M. He put his shiny new 'Mech through its paces putting down the rebellion on Caph. Sarge stayed under the radar in the command, relying on his NCO instincts to refrain from volunteering for anything and avoiding work. After Colonel Simonson and Major Syrstad were abducted, though, Major Alicea took charge. Alicea assigned Sarge to the new command lance, primarily because of his experience, but also because his years of laziness resulted in a sterling, reprimand-free record. Now serving as XO of the Cutthroats, Sarge has more work to do than ever, especially since the command slipped away in the closing days of the Jihad and headed for the Periphery. He spends his days whipping the Cutthroats into shape against the chance that Alicea actually follows up on his promise to rescue the Cutthroats' former commanders.

RFL-8D RIFLEMAN

HEAVY 'MECHS

143

Type: **Rifleman**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,664

Equipment

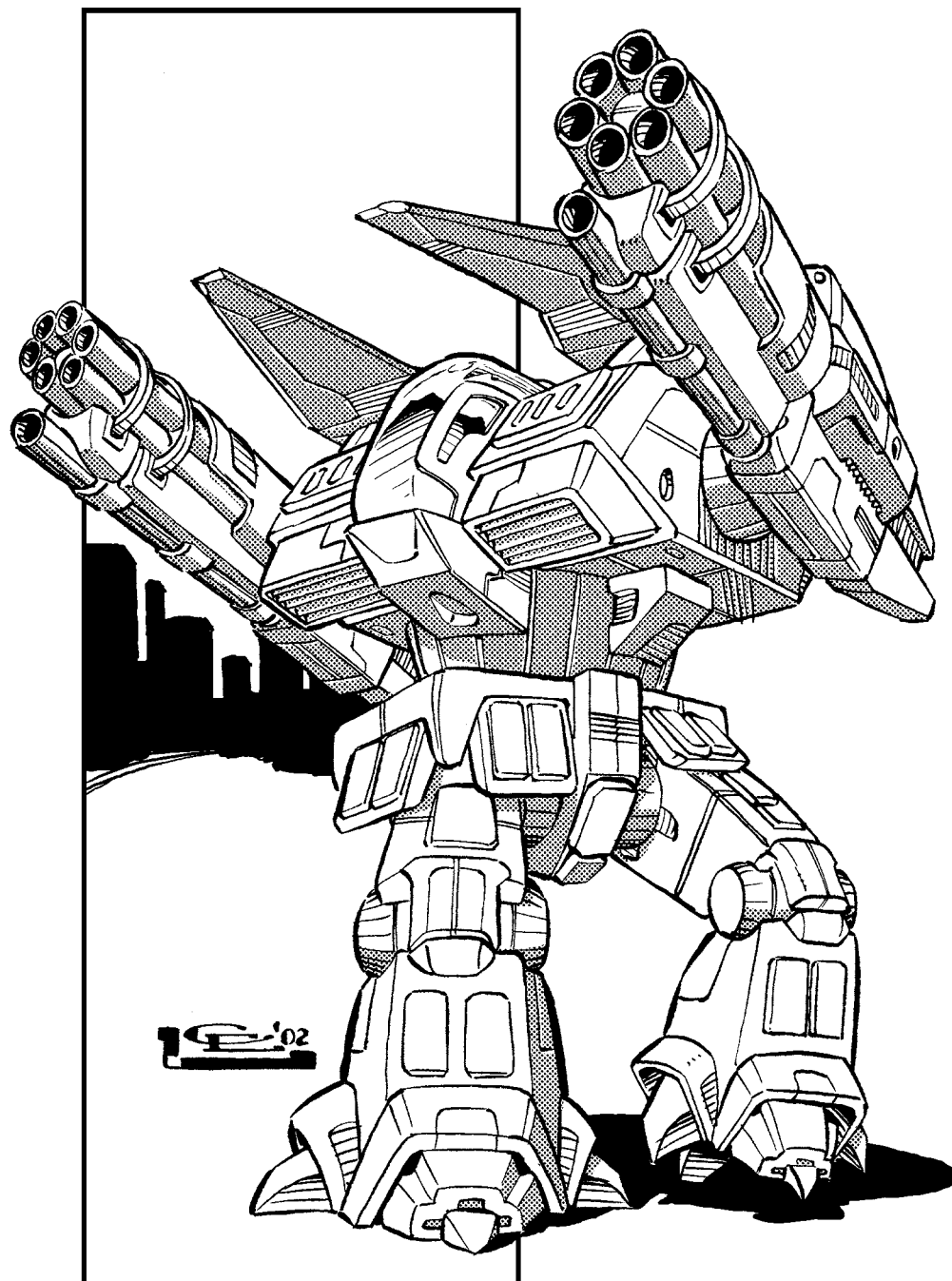
		Mass
Internal Structure:	Endo Steel	3
Engine:	240 XL	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	192	12

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	28
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	14	27

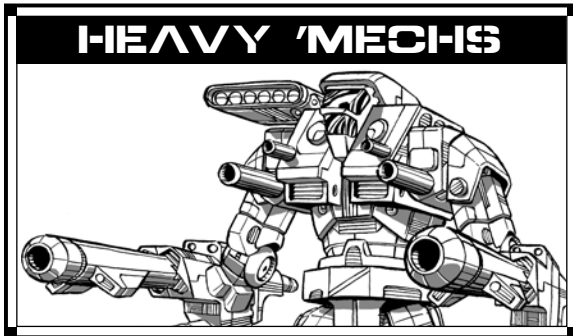
Weapons

and Ammo

	Location	Critical	Tonnage
RAC 5	RA	6	10
Ammo (RAC) 60	RA	3	3
ER Medium Laser	RA	1	1
RAC 5	LA	6	10
Ammo (RAC) 60	LA	3	3
ER Medium Laser	LA	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



GE '02



Mass: 65 tons

Chassis: Dorwinion AXM Standard

Power Plant: Magna 260 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: HildCo Model 12

Jump Capacity: 120 meters

Armor: Kallon Unity Weave Ferro-Fibrous with CASE

Armament:

1 Luxor Devastator-20 Autocannon

3 Intek Medium Lasers

1 Sutel Precision Line Large Pulse Laser

Manufacturer: Johnston Industries, Defiance Industries

Primary Factory: New Syrtis (Johnston),

Furillo (Defiance)

Communications System: Johnston Wide Band

Targeting and Tracking System: Rander Pinpoint-HY

Overview

A symbol of the FedCom alliance, the *Axman*'s design and deployment, according to some, was the product of "Steiner inspiration and Davion perspiration." Built along the same lines as the Lyran *Hatchetman* (a 'Mech as much noted for being the first new design to emerge since the dawning years of the Succession Wars as it was for its full-head ejection system and integrated melee weapon), the *Axman* was bigger, tougher, more devastating, and just as mobile. Though primarily produced on New Syrtis by Johnston Industries, the *Axman*'s composition of components from all over the FedCom and its allied territories at the time was an effort to further cement the sense of unity espoused by the founders of the alliance.

Sadly, these very features nearly put this 'Mech on the endangered species list when the alliance fell apart in 3057.

Capabilities

The original model *Axman*—the AXM-1N—is a devastating close-in fighter, with its five-ton hatchet backed up by the crippling firepower of an assault-grade autocannon. A cluster of lasers (one large pulse and three standard mediums) backs up this offensive punch to assure that any units evading the *Axman*'s swing may still feel its sting. Using some of the latest in recovered technologies, the *Axman* proved an effective fighter, with excellent maneuverability and armor protection for its size and armament.

Deployment

The FedCom allies deliberately deployed *Axman* BattleMechs among their forces in both halves of the realm. The addition of a Lyran-based line on Furillo (specializing in the 2N variant) in the late 3050s seemed one more step toward cementing this 'Mech's place in the FedCom military infrastructure when the Lyran Alliance suddenly seceded from the Commonwealth in 3057. With numerous component contracts spread across the fragmenting nation, engineers in both factories were forced to work off surplus stores while seeking new suppliers, factors that have slowed down the production of this unit in both states ever since.

Variants

The AXM-2N variant, made famous by then-Major Adam Steiner of the AFFC, first emerged in limited numbers in the late 3040s, sporting twin shoulder-mounted LRM-15s in place of the AC/20. This alternate weapon load improved the *Axman*'s role as a support unit, and it became a favored model when dealing with Clan raiders throughout and following the invasion.

The AXM-3S emerged from Defiance Industries' Furillo lines soon after the Lyran secession, and it has become known as a distinctly Lyran machine. This variant uses a light engine to improve its survivability in combat and swaps out the 1N's AC/20 for an LB version with four tons of ammo. In addition, the 3S model drops the Sutel large pulse laser in favor of a Guardian ECM system while upgrading the medium lasers to the extended-range models. These changes heighten the *Axman*'s utility as an anti-vehicle and anti-battle armor unit.

The newest *Axman* variant to hit the field, however, was the FedSuns model AXM-4D that debuted in 3071, all but replacing the 1N production line. This model mounts twin Light AC/5s in each side torso (with twenty shots apiece), backed up by a pair of medium lasers all slaved to a

targeting computer. This 'Mech lacks the jump capability of the other *Axman* models but has superior accuracy and heat management capabilities (despite a cost-cutting decision to employ standard sinks) and relies much less on foreign suppliers.

Notable MechWarriors

Colonel Donald "Saint" Valentine: Donald Valentine was a washed-up Solaris pitfighter desperately seeking work on Outreach when he signed on with a new outfit called Holt's Hilltoppers. Valentine's skills remained sharp despite his failures on Solaris. He downed an enemy *Axman* from the cockpit of his *Wolfhound* and made it his own. Despite his tendency to "freelance" rather than operate in concert with his comrades, Valentine rose through the ranks to become commanding officer George Holt's second in command during the FedCom Civil War. He earned his nickname after turning his *Axman*'s autocannon on Combine chain gang infantry on Ashio in 3064. He still suffers nightmares of the massacre he committed.

Archon Adam Steiner: Adam Steiner, from a distant branch of the ruling family, piloted his -2N variant *Axman* into battle during the Clan Invasion. His prowess at the -2N's controls went far to overcome the stigma attached to the 'Mech. The future Archon provided his own LRM covering fire while closing with enemy 'Mechs. Clan Jade Falcon warriors came to fear Steiner as he claimed many Falcon BattleMech heads as trophies. Steiner's boldness and honorable comportment led him to the Archonship after Peter Steiner-Davion was assassinated during the Jihad.

Type: **Axman**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,374

Equipment

Internal Structure:

Engine: 260 XL 6.5 7

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 10 [20] 0

Gyro: 3

Cockpit: 3

Armor Factor: 179 10

Internal
Structure
Armor
Value

Head 3 9

Center Torso 21 28

Center Torso (rear) 6

R/L Torso 15 21

R/L Torso (rear) 6

R/L Arm 10 17

R/L Leg 15 24

Weapons

and Ammo

Location Critical Tonnage

AC/20 RT/CT 8/2 14

Ammo (AC) 10 LT 2 2

CASE LT 1 .5

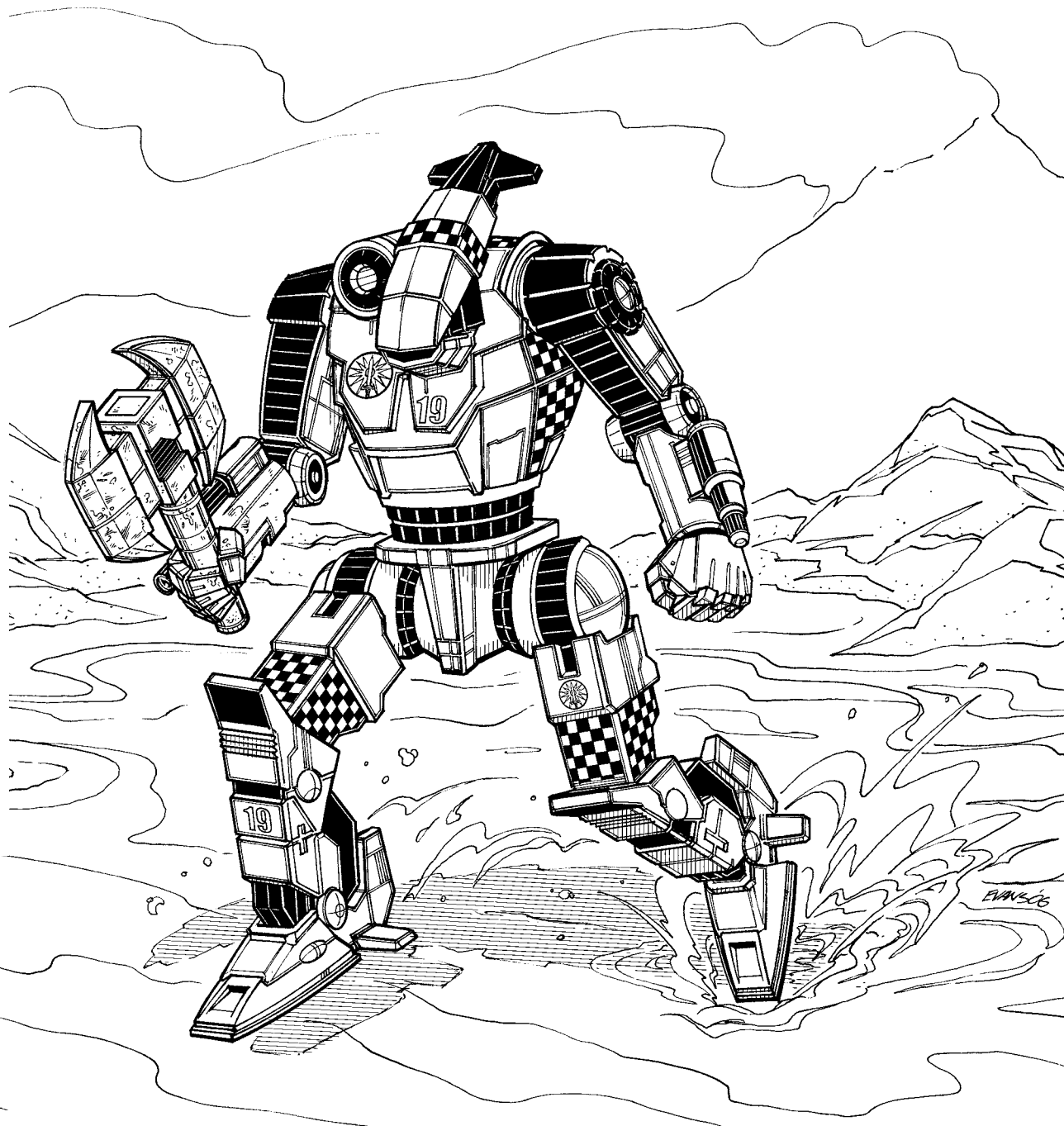
3 Medium Lasers RA 3 3

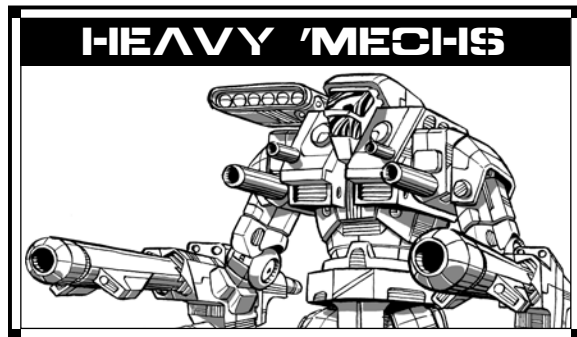
Large Pulse Laser LA 2 7

Hatchet RA 5 5

Jump Jets RL 2 2

Jump Jets LL 2 2





Mass: 65 tons
Chassis: Earthwerks TDR II Endo Steel
Power Plant: Magna 260
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Chilton 465 Jump Jets
Jump Capacity: 120 meters
Armor: Starshield A with CASE
Armament:

- 1 Imperator Automatic Weaponry Light Gauss Rifle
- 1 Delta Dart Long Range Missile 15-Rack
- 3 Diverse Optic Extended Range Medium Lasers

Manufacturer: Earthwerks Ltd.
Primary Factory: Keystone
Communications System: Neil 8000
Targeting and Tracking System: RCA Instatrak Mark X

Overview

Of all the redesigns, the *Thunderbolt* was given special attention. The T-Bolt, as it has been affectionately called, served in all the armies of the Inner Sphere at one time or another, making it one of the most versatile BattleMechs ever produced. When Earthwerks had the chance to redesign the 'Mech, they did not stray far from the original's specifications.

The problem Earthwerks encountered came from the LCCC, thanks to Irian BattleMechs Unlimited—they had been pushing their TMP-3M *Tempest* as a replacement for the *Thunderbolt* for some time. Irian pressed the LCCC to stop Earthwerks from proceeding with their project. Lawsuits were being drafted to put an injunction on Earthwerks when Precentor Blaine stepped in and negotiated a settlement. A compromise was reached settling the dispute of which both sides approved. The prospective companies would have their 'Mechs battle in a test trial. The winner would get a lucrative

contract with the Word of Blake. The Word of Blake received the first shipment of TDR-9Ms early in April of 3067, thanks to the efforts of Captain Mordel Blacknight in his stunning victory over Irian's *Tempest*.

Capabilities

The design engineers had learned that most pilots felt the *Thunderbolt's* cockpit needed to be changed. They felt like they were sitting out in front of the machine instead on top. A more opened cockpit was designed and moved to the left torso. This change was to protect the pilot from shrapnel if a Gauss weapon exploded on the arm. The T-Bolt's new body was designed with angled and sloped armor. Finally, the *Thunderbolt* was equipped with flight stabilizers when it jumped.

Deployment

The first Blake Militia unit to receive the new TDR-9M was the Tenth Division. Three Level IIs were shipped from Keystone to Tinogasta, Argentina on Terra where the Tenth was stationed. Ironically, the LCCC submitted a request to have two companies of *Thunderbolts* shipped to units in the Free World Legionnaires, despite what Irian's lobbyists have to say.

Variants

The remaining Houses all jumped at the chance to have new *Thunderbolts* in their BattleMech regiments again. It is unclear, however, what designs will actually be produced. What is clear is that, like the *Phoenix Hawk* redesign, the 9M *Thunderbolt* is identical to that seen within the Marian legions.

Based on the best intelligence available, there will be a variant armed with a Gauss rifle, some pulse lasers, and an ECM suite. Another will be equipped with extended-range weapons, such as a PPC and some lasers, configured nearly like the original. There are also rumors of one being designed by the NAIS that is armed with a RAC 5, missiles, ER weapons, and an advanced targeting computer. Whether any of these variants are under production or still in the planning stages is unknown at this time.

Notable MechWarriors

Kommandant Helgara Ingasdottir: Kommandant Ingasdottir spent her career in pursuit of "One Perfect Day" of battle. The Fourth Succession War veteran witnessed the privations of the Clan Invasion, the FedCom Civil War, and finally the Jihad, suffering losses in every battle. At some point, she became convinced that with sufficient planning and proper execution, a battle could be waged in which none of her comrades were lost. Her obsession consumed her. She spent hours and days in every mission planning session, trying to account for every possible development and outcome. Finally, her dream was about to be realized. A raid against the Jade Falcons during the Jihad went off exactly as planned. Her recon lance located a Falcon supply dump. Her fire support lance occupied a strategic hill and rained perfect suppressing fire on the Clan defenders. She led her command lance in, escorting a company of trucks to carry off the supplies. The infantry loaded the supplies and got out before the Falcons could respond. Her company withdrew in proper order. DropShips were boarded and lifted off safely. She rejoiced in her success. Finally, she had achieved her lifelong goal. After exiting her TDR-10SE *Thunderbolt's* cockpit, she collapsed on the floor of the accelerating DropShip. She had suffered a fatal heart attack. The emotional reaction had been too much for her.

Captain Saul Ticonderoga: Captain Ticonderoga of the Second Free Worlds Legionnaires received one of the first TDR-9Ms off the lines at Keystone. He dubbed it "Graymalkin" and insisted on painting it charcoal gray rather than the Second's standard white, purple, and green with gold banding. Ticonderoga and Graymalkin became well-known on Atreus. First, Captain Ticonderoga fired the first shot in the final engagement that exterminated the last of the Second Knights of the Inner Sphere. Then, he scored the last kill against the Thirtieth Division of the Word of Blake, erasing that command from existence. Ticonderoga disappeared with Graymalkin after the Jihad ended. Neither has been seen since.

TDR-9M THUNDERBOLT

HEAVY 'MECHS

147

Type: **Thunderbolt**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,500

Equipment

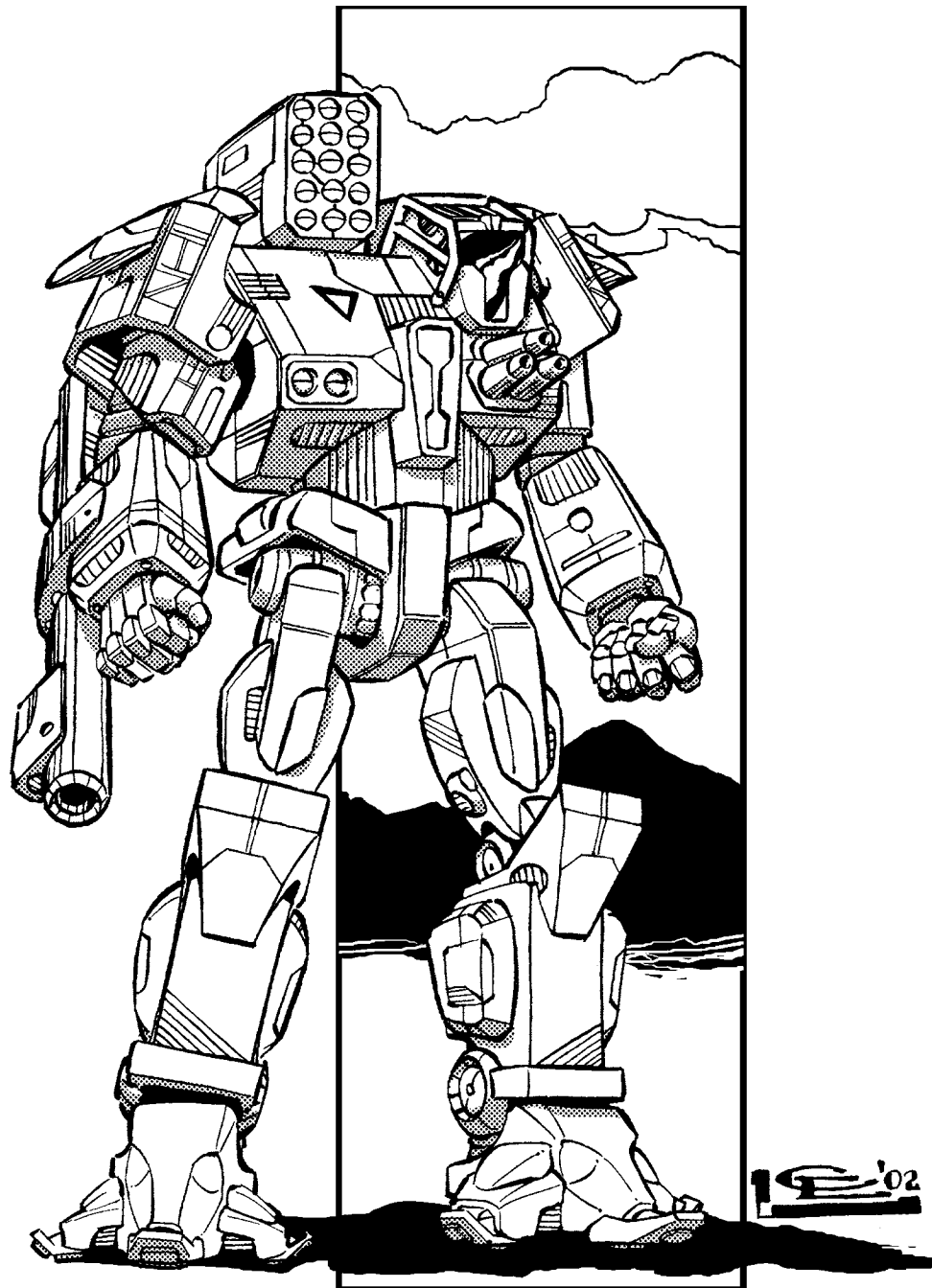
	Endo Steel	Mass
Internal Structure:		3.5
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	21	28
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	15	29

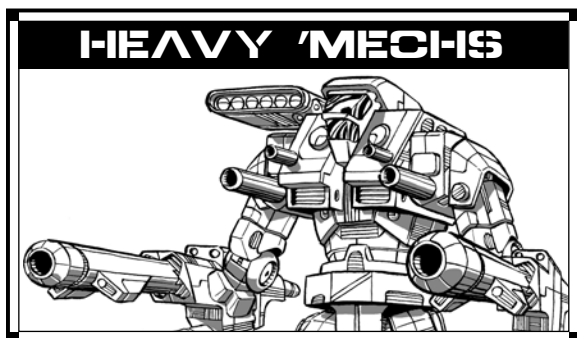
Weapons

and Ammo

	Location	Critical	Tonnage
Light Gauss Rifle	RA	5	12
Ammo (Lt. Gauss) 16	RT	1	1
LRM 15	RT	3	7
Ammo (LRM) 16	RT	2	2
3 ER Medium Lasers	LT	3	3
CASE	RT	1	.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2



19'02



Mass: 70 tons
Chassis: Earthwerk Archer II Endo Steel
Power Plant: 280 Vox Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximilian 100 with CASE
Armament:

- 2 Delta Dart LRM 15 Missile Packs
- 1 Diverse Optics Sunbeam ER Large Laser
- 2 Diverse Optics Sunfire ER Medium Lasers

Manufacturer: Earthwerks Ltd.
Primary Factory: Calloway VI
Communications System: Neil 9000
Targeting and Tracking System: RCA Instatrac Mark XII with Artemis IV System

Overview

Recognized as the most successful 'Mech ever designed, the *Archer* has been a cornerstone for every House military since the fall of Star League. It was so successful that 100,000 units were produced for the Star League Army. Though significant numbers were destroyed, some Houses continue to produce the *Archer* even today. Its undisputed claim to fame is its premier performance as a fire support 'Mech that can also perform the role of an assault 'Mech.

ROM has recently uncovered that Earthwerks Incorporated is filling specific orders for the Word of Blake. Precentor Martial St. Jamais ordered a newly redesigned *Archer*. These new *Archers* would be supplied to Blake's Militia units. Further investigation has uncovered that most Periphery realms, including the Taurians, are somehow part of this equation. ROM has also uncovered a link between the Taurians and the

Circinus Federation. We have noticed an increase of HPG traffic between New Vandenburg and Grand Base in the Capellan Confederation. Since Word of Blake controls communications in those realms, we can only speculate to the content. We suspect that House Liao and Word of Blake must have reached a mutually beneficial agreement.

Capabilities

Reports indicate Earthwerks's new *Archer* is employing extended-range laser weaponry while reducing the missile launchers to fifteen racks. The Artemis Fire Control system has been mated to the Delta Dart missile system. The design, while still able to inflict nearly the same damage at range, has increased the damage measurably in the short to medium range increments. The ARC-8M has the armor protection to engage in a slug match with most 'Mechs. CASE is also installed in both torso locations to protect the 'Mech from catastrophic damage resulting from an ammunition hit. The *Archer's* upper body transversing assembly was completely redesigned to better protect the lower torso and hip actuators. The upper body is more compact, with sloped armor for better deflection of weapons fire. Finally, foot actuators were completely redesigned to give the *Archer* a more stable firing platform, including better footing when walking or running.

Deployment

At the time of this report, we have not located the Blake Militia units that received the new *Archers*. We know that seventy-two units were shipped out at the end of June 3067, destination unknown.

Variants

ROM's reports indicate that House Liao is fielding a stealth variant to deploy in their new Shadow Lances. Earthwerks on Grand Base has been granted a license to produce the new Capellan variant. It will be slower, yet retain the LRM 20s coupled with Artemis IV FCS. The Taurian's Vandenburg Mechanized Industry is producing their variant with eight RL 20s and two RL 10s, backed up by four medium lasers.

In addition, we have found Defiance Industries and Bowies Industries building their own version. This one will use a light engine and endo steel while using SRM 2s and LRM 20s mated with Artemis IV FCS. Two medium lasers round out its defensive weapons. This design and the involvement of the two companies in its construction further proves Kesseling's involvement and the former Archon's duplicity.

Notable MechWarriors

Brigadier Alvaro Bolivar: Brigadier Bolivar, commanding the third battalion of Concordat Jaegers garrisoning Ridgebrook in 3080, fended the attacking Syrtis Avengers and Fifty-ninth Strike Regiment of the AFFS. Bolivar realized his battalion could not long withstand two AFFS regiments. He planned to eliminate the AFFS commanders in an ambush, while also hedging his bets with a fallback strategy. On 14 June, his ambush went off perfectly. He closed on the enemy command lance and fired every rocket on his ARC-6W, downing an Avengers *Marauder*. That *Marauder* was piloted by none other than Field Marshal Nathaniel Hasek, commander of the Capellan March and of Operation MATADOR. The loss of their commander threw the attackers into confusion, allowing Bolivar's troops sufficient time to finish mining the major cities of Ridgebrook with nuclear weapons. The world remained in Taurian control, as the Davion troops were unwilling to prosecute battle near the cities for fear of unacceptable collateral damage.

The William Tells: The William Tells mercenary command was formed in 3070. The company included ten ARC-8M *Archers* and two WHM-8D *Warhammers*. The Tells specialize in fire support operations. When attached to raiding operations with the Twenty-second Skye Rangers, the Tells achieved a brief measure of fame in the Lyran Commonwealth after delivering a heavy, accurate bombardment on raiding Blakists. They took a contract to the Free Worlds League border just before the Twenty-second was wiped out on Caledonia. In their new garrison post, they came under attack by a battalion of Second Free Worlds Guards. Using fire-and-move tactics, the Tells executed a stunning, textbook example of a withdrawal under fire. While their base was destroyed and their supplies captured, the Tells survived. The near-disaster illustrated the command's need for diversity of composition. To that end, Major Dargon Stonestreet recruited a recon lance, which soon expanded to a company. Now the Tells have speedy units to scout out enemies and to screen against flanking maneuvers.

Type: **Archer**

Technology Base: Inner Sphere

Tonnage: 70 tons

Battle Value: 1,377

Equipment

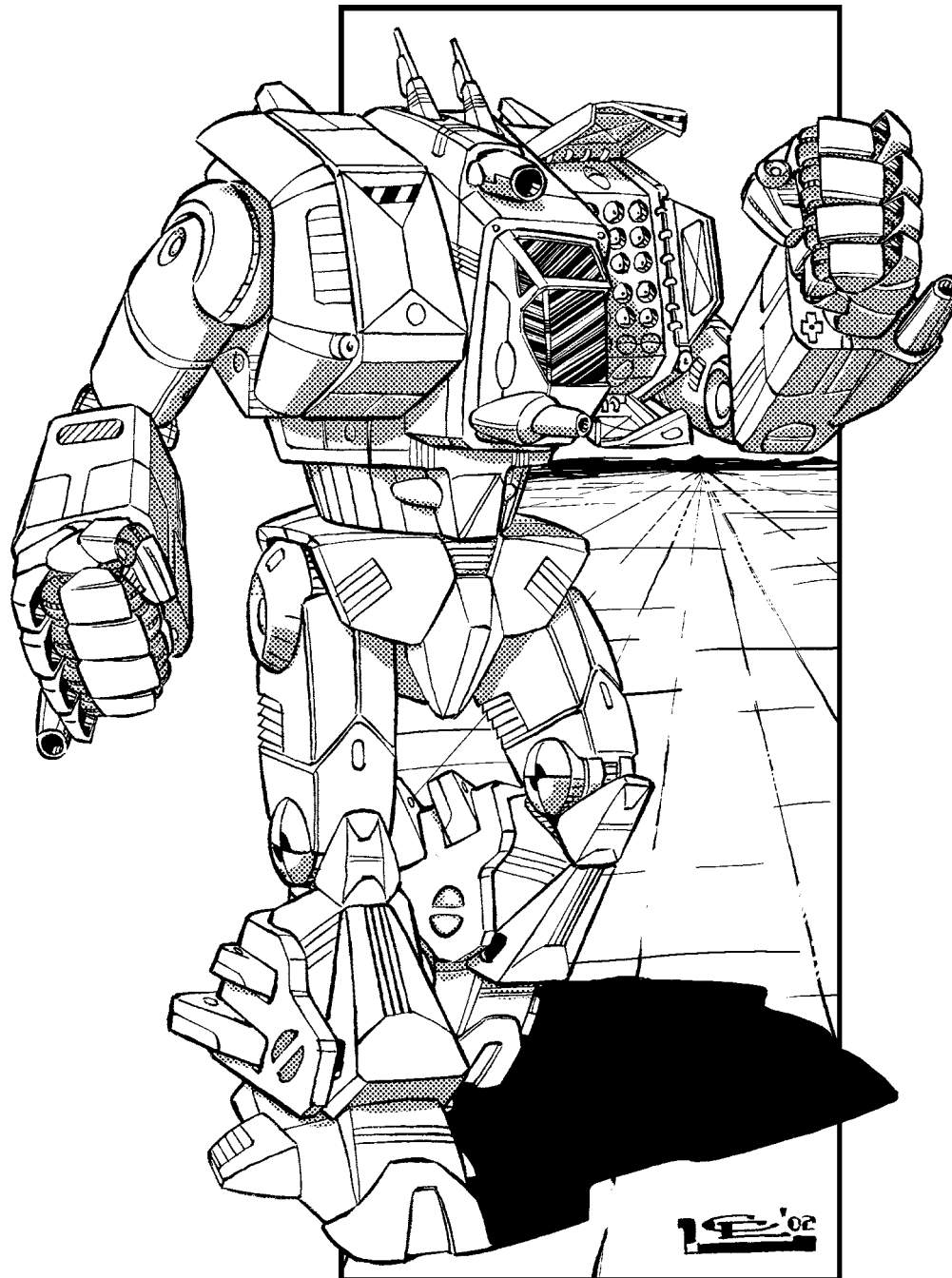
		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

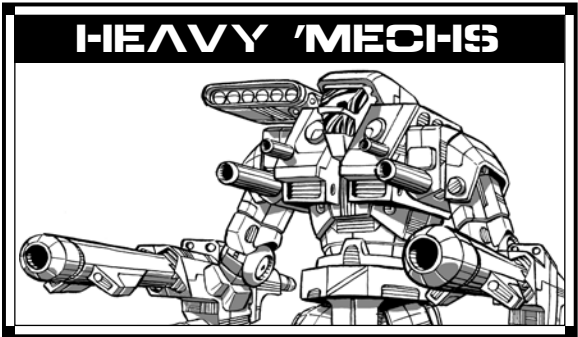
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	11	22
R/L Leg	15	30

Weapons

and Ammo

	Location	Critical	Tonnage
ER Large Laser	CT	2	5
ER Medium Laser	HD	1	1
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
ER Medium Laser	RA	1	1
CASE	RT	1	.5
LRM 15	LT	3	7
Artemis IV FCS	LT	1	1
Ammo (LRM) 16	LT	2	2
ER Medium Laser	LA	1	1
CASE	LT	1	.5





Mass: 70 tons
Chassis: Alshain Hagetaga-O7
Power Plant: Hermes 280 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4 with CASE
Armament:
2 Victory 23R Medium Lasers
34 tons of pod space available
Manufacturer: Luthien Armor Works
(OmniMech Production Facility),
StarCorps Industries, Victory Industries
Primary Factory: Luthien, Crofton, Son Hoa, St. Ives,
Loburg, Marduk
Communications System: Sipher CommCon SCU-9
Targeting and Tracking System: Matabushi Stalker

Overview

In an effort to resolve a maintenance crisis sparked by the widespread use of Clan battle salvage taken to rebuild DCMS troops on Luthien, Luthien Armor Works began work on what would become the *Avatar* in 3052, as a jury-rigged solution based on captured *Vulture* test beds. The process of melding Clan and Inner Sphere technologies took several years, during which time the engineers expanded their understanding of OmniMech technology well enough to spark the production of the *Raptor*, *Owens*, and *Black Hawk-KU* Omnis—all of which hit the fields before the 70-ton *Avatar* made its battlefield debut.

Capabilities

The *Avatar's* land speed is slower than its Clan-made progenitor, but what it lacks in speed, it gains in enough open tonnage and pod space to outgun the *Vulture*, while simultaneously boasting superior armor protection as well. Even when discounting its twin medium lasers (fixed-mounted as the result of an unresolved fire control glitch), the *Avatar* can mount over thirty tons of firepower.

Many of the *Avatar's* standard configurations ape those of the *Vulture*, with arm pods favoring direct-fire weapons while the torso packs missile launchers and ammo. Most of these configurations emphasize long-range capabilities that usually place the *Avatar* in a fire-support role, but the Alpha payload—which combines jump jets and close-in weapons—is a more effective brawler and anti-Elemental unit.

Deployment

Within the first two years of its production, *Avatars* were deployed by the DCMS along the Clan border and had even been sold in limited quantities to ComStar and the Federated Commonwealth's Lyran half. After the Lyran secession, foreign sales to the Lyrans diverted to ComStar instead—a policy that continued unabated until the aftermath of the Combine-Dominion War.

Unfortunately, the Word's assault on Luthien in the midst of a Black Dragon coup reportedly destroyed the Guthry Island complex where the *Avatar* and other OmniMechs were built, depriving the DCMS of any new machines for the foreseeable future.

Notable MechWarriors

Demi-Precentor Michelle Lei: A Terran native and Task Force Serpent veteran, Lei's loyalty to the Com Guard was beyond question, despite the wave of defections that followed Victor Steiner-Davion's elevation to Precentor Martial. Stationed on Orestes before the onset of the Blakist Jihad, Lei's faith was severely shaken on the day the Word of Blake publicly unmasked Primus Mori as a Combine spy and former Martial Anastasius Focht as a fallen Steiner noble. While this news was sufficient to turn even the head of ComStar ROM, Lei remained true to ComStar when she soon found herself facing turncoats amid her own Level III. Commanding a truncated force of twenty 'Mechs and armored vehicles, she battled her own defectors near the Tyra Miraborg Memorial Academy and accounted for five defector kills before her *Avatar* A succumbed to battle damage.

Type: **Avatar**
Technology Base: Inner Sphere OmniMech
Tonnage: 70
Battle Value: 1,395

Equipment		Mass
Internal Structure:		7
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	16
R/L Leg	15	26

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	2 Medium Lasers	0
Right Torso	3 Engine CASE	8
Left Torso	3 Engine CASE	8
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
LRM 10	RT	2	5
Artemis IV FCS	RT	1	1
Machine Gun	RT	1	.5
Ammo (MG) 200	RT	1	1
2 Medium Pulse Lasers	LA	2	4
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 36	LT	3	3
Machine Gun	LT	1	.5

Weapons and Ammo Location Critical Tonnage

Alternate Configuration A

AC/20	RA	10	14
Ammo (AC) 15	RT	3	3
SRM 6	RT	2	3
ER Large Laser	LA	2	5
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Battle Value: 1,481

Alternate Configuration B

LRM 15	RA	3	7
Artemis IV FCS	RA	1	1
LRM 10	RT	2	5
Artemis IV FCS	RT	1	1
Ammo (LRM 10) 12	RT	1	1
Ammo (LRM 15) 16	RT	2	2
LRM 15	LA	3	7
Artemis IV FCS	LA	1	1
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
Ammo (LRM 10) 12	LT	1	1
Ammo (LRM 15) 16	LT	2	2

Battle Value: 1,496

Alternate Configuration C

Ultra AC/5	RA	5	9
Ammo (Ultra) 20	RA	1	1
LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
PPC	LA	3	7
C ³ Computer	LT	5	5
LRM 10	LT	2	5

Battle Value: 1,406

Alternate Configuration D

Light Gauss Rifle	RA	5	12
Ammo (Light Gauss) 16	RT	1	1
MRM 20	RT	3	7
Ammo (MRM) 12	RT	1	1
Double Heat Sink	RT	3	1
2 ER Medium Lasers	LA	2	2
MRM 20	LT	3	7
Ammo (MRM) 12	LT	1	1
Double Heat Sink	LT	3	1
C ³ Slave	H	1	1

Battle Value: 1,475

Alternate Configuration E

Ultra AC/10	RA	7	13
Double Heat Sink	RA	3	1
Ammo (Ultra) 30	RT	3	3
C ³ i	RT	2	2.5
Double Heat Sink	RT	3	1
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	6	2
Guardian ECM Suite	LT	2	1.5
2 Double Heat Sinks	LT	6	2

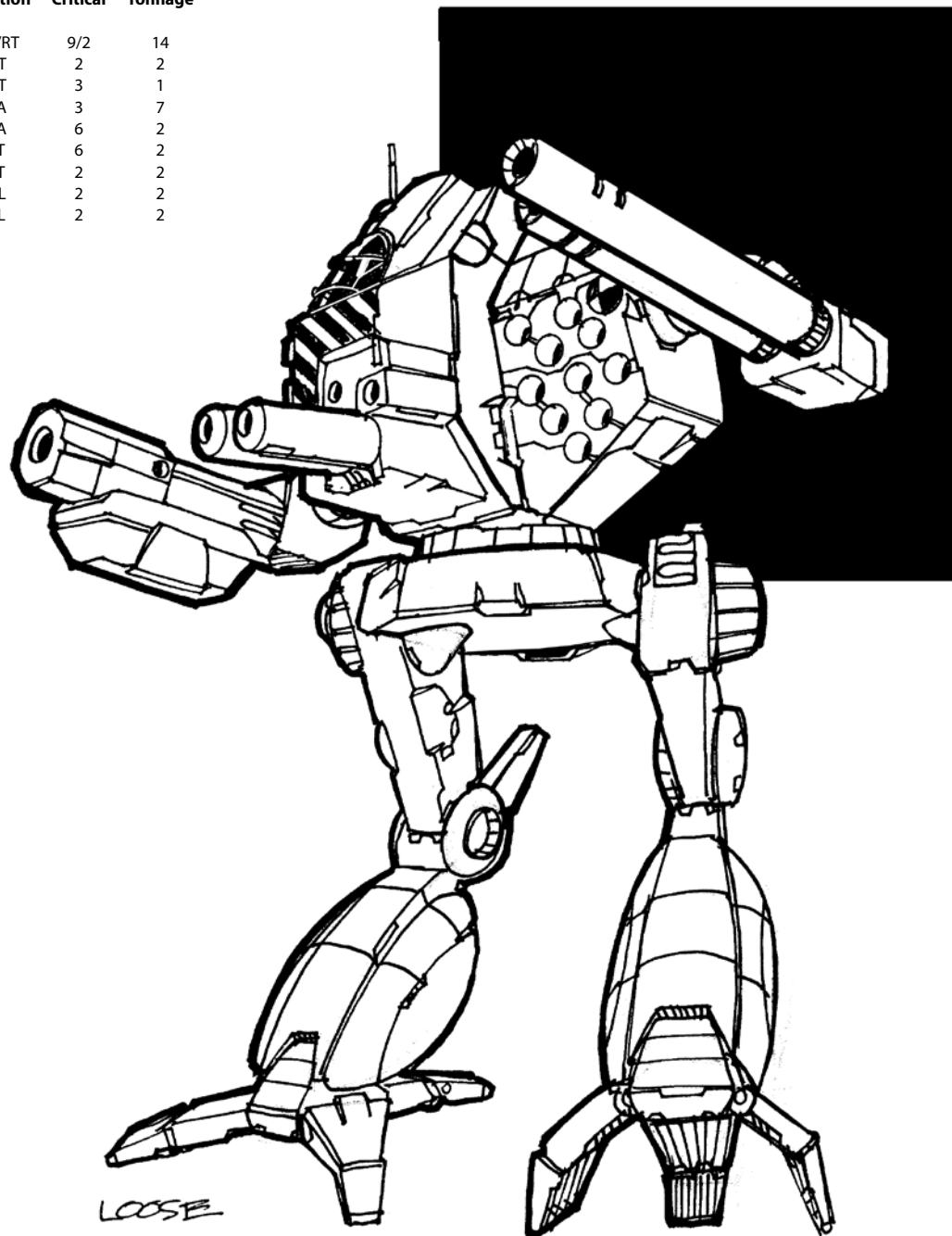
Battle Value: 1,563

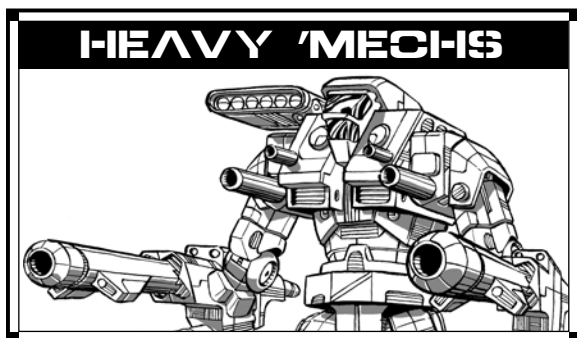
Weapons and Ammo Location Critical Tonnage

Alternate Configuration F

LB 20-X AC	RA/RT	9/2	14
Ammo (LB-X) 10	RT	2	2
Double Heat Sink	RT	3	1
ER PPC	LA	3	7
2 Double Heat Sinks	LA	6	2
2 Double Heat Sinks	LT	6	2
Ammo (LB-X) 10	LT	2	2
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Battle Value: 1,667





Mass: 70 tons

Chassis: Dorwinion CES Standard

Power Plant: GM 280 Extralight

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar with CASE

Armament:

1 Poland Main Model A Gauss Cannon

1 Johnston High Speed Long-Range

Particle Projection Cannon

4 Sutel Precision Line Medium Pulse Lasers

Manufacturer: Johnston Industries

Primary Factory: New Syrtis

Communications System: Johnston Wide Band

Targeting and Tracking System: Randar Pinpoint-HY

Overview

Originally based upon a reverse-engineered *Cataphract*, the *Caesar* was designed by Johnston Industries to hide the development of the *Axman*. While the *Caesar* turned out to be a quality 'Mech in its own right, sales never took off as expected. With other concerns, the line continued with mediocre sales until the conclusion of the Federated Commonwealth Civil War. The need to rebuild throughout the Inner Sphere led Johnston's marketing department to interview MechWarriors about the *Caesar*. By far the majority agreed that the *Caesar* was a good but not a great 'Mech. To this end, Johnston is seeking to invigorate *Caesar* sales with a pair of new variants.

Capabilities

Armed with a Gauss rifle and extended-range PPC, the *Caesar* boasts good long-range firepower with decent mobility. Four medium pulse lasers, two forward and two rear, are added for short-range protection. The strongest point of the *Caesar* is its heat dissipation, allowing the 'Mech to enter a melee firing all its weapons with hardly any heat build up. This makes it a popular choice in missions to areas of extremely high temperatures.

Deployment

Most *Caesars* were sold to the Federated Commonwealth. While produced in the Capellan March, the 'Mech was equally popular with the Lyran side, with smaller sales made to mercenaries working for the FedCom as well as the Com Guards. While the Civil War took a toll on the *Caesars*, there are still plenty operating near the Clan and Capellan borders. The *Caesar* was very successful in operations against the Clans—units found that if they used both the *Falconer* and the *Caesar*, the similar weapon load could often be used to confuse the enemy.

The *Caesar's* most glowing success was in the Adnan Wastes on Dustball. With temperatures that reduced heat sinks to half efficiency, the *Caesar* was able to maintain consistent fire with its primary weapons while Clan units often had weapons that were essentially useless or 'Mechs carrying loads that were not suited for non-energy based weaponry. The recent upswing in sales has spread the 'Mech out to all the opponents of the Word of Blake, especially in the Lyran Alliance where *Caesar Steiner's* rise to prominence—and recent assassination—has made the *Caesar* what the *Victor* was in the Federated Commonwealths heyday.

Variants

Johnston's two most recent variants have been greeted well by MechWarriors. By focusing on their two main markets, the Lyran Alliance and the Federated Suns, designers used technology and weapon loads that would appeal not only to the warriors but also the quartermasters. The CES-3S is intended primarily for Lyran sales and uses a light engine for increased durability and a cheaper price tag at the cost of increased weight. To offset this, four heat sinks are removed, and an endo-steel chassis and light ferro-fibrous armor are used. The Gauss rifle and arm-mounted pulse lasers remain but the PPC is upgraded to the heavy version. The rear firing lasers are replaced with a center-mounted ER small laser, while ECM equipment has been installed beneath the Gauss rifle.

For the AFFS, Johnston increased the mobility in the new CES-4R with myomer acceleration signal circuitry. The popular Poland Main Model A remains, but the PPC has been changed to a snub-nosed version for better short-range firepower. The rear firing lasers have again been removed and replaced with a center mounted ER medium and two forward firing ER medium lasers were added. This required the removal of three heat sinks, though an additional ton of armor was added and it was upgraded to ferro-fibrous.

Notable MechWarriors

Lt. Hannah McQuarters: McQuarters and her *Caesar*, "Gertrude," helped the First Kestrel Grenadiers secure a victory over Nanking SMM during the Civil War. Having replaced her medium pulse lasers with eight forward firing extended versions, she would bait enemy units into closing and then unleash the searing barrage. This was extremely successful in the battle of Huai River Valley, when a lance of Nanking SMM 'Mechs found her alone and managed to cave her right side in with long-range firepower. The enemy believed Gertrude was down to basically short-ranged weaponry when McQuarters caught them off guard, killing a *Whitworth* and *Griffin* when they closed to medium range. As the remaining two *Blackjacks* attempted to withdraw, their weak back armor proved a tempting target and the cause of their demise. Yvonne Davion presented McQuarters with a new CES-4R along with her Federated Commonwealth Star, as Gertrude did not survive the Civil War.

Leftenant Neffertiir Ptolem: Leftenant Ptolem joined the Davion Heavy Guards in 3060. During the assault into Avalon City in the FedCom Civil War, Ptolem's lance held the Guards' flank, linking up with the First NAIS Cadre. When the First came under heavy artillery fire from ComStar's 299th Division, Ptolem led a reckless charge into the 299th's position. They destroyed nearly a Level III worth of artillery, but the First NAIS was not spared. Ptolem ordered her lance back to friendly lines, but they were cut off by 'Mechs of the 299th. Ptolem boldly attacked so her lance could escape. They made it back safely, but she was never seen again. Neffertiir Ptolem was posthumously awarded the Federated Suns Medal of Honor.

CES-3R CAESAR

HEAVY 'MECHS

153

Type: **Caesar**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,578

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 16 [32]

Gyro: 3

Cockpit: 3

Armor Factor: 168

Internal
Structure

Mass

7

8

6

3

3

10.5

Armor
Value

9

26

7

15

6

11

21

15

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

Weapons

and Ammo

Location Critical Tonnage

Gauss Rifle RT 7 15

Ammo (Gauss) 16 LT 2 2

CASE RT 1 .5

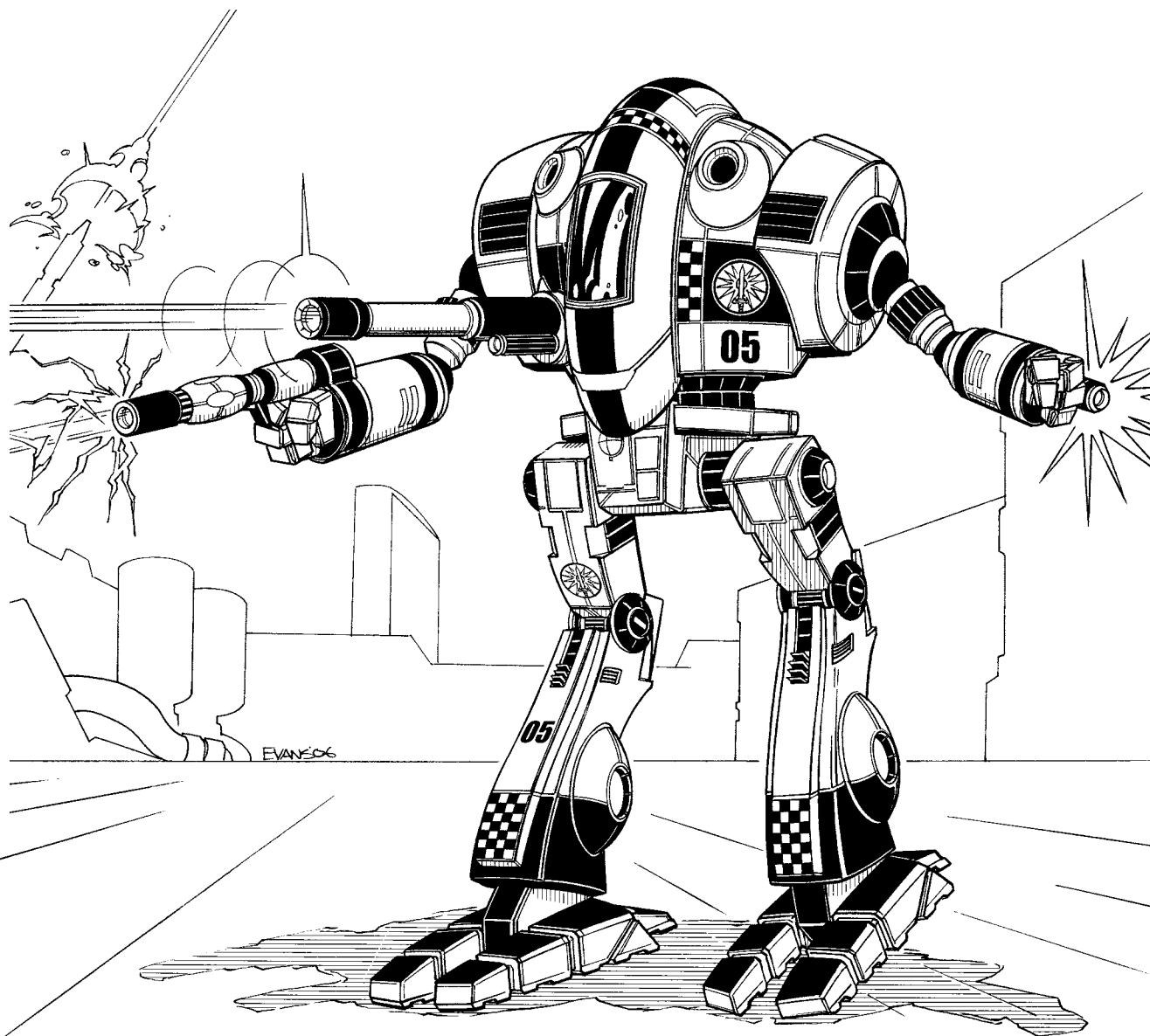
ER PPC RA 3 7

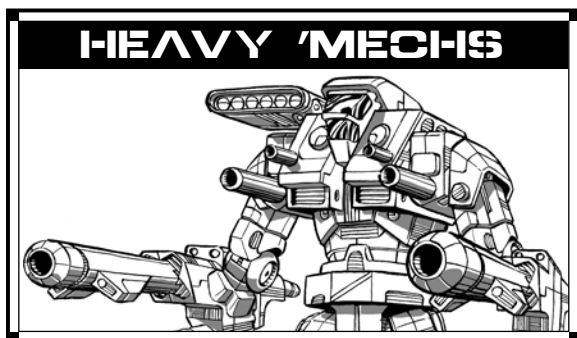
Medium Pulse Laser LA 1 2

Medium Pulse Laser RA 1 2

Medium Pulse Laser LT (R) 1 2

Medium Pulse Laser RT (R) 1 2





Mass: 70 tons

Chassis: GLKWL-52gls

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: Geotec 300

Jump Capacity: 90 meters

Armor: Valiant Lamellor

Armament:

1 Tiegart Magnum Extended Range PPC

2 Sunglow Large Lasers

2 Magna Quasar Medium Pulse Lasers

1 Magna Starglow Small Laser

Manufacturer: Blackwell Heavy Industries

Primary Factories: Outreach

Communications System: Dalban Micronics

Targeting and Tracking System: Dalban HiRez II

Overview

A recent offering by Blackwell Heavy Industries, the *Gallowglas* sports an array of energy weapons that makes it a formidable foe at long and short ranges—a necessity against the Clan threat. The model sold by Blackwell differs from the variant commonly fielded by Wolf's Dragoons, though the Dragoons deploy a limited number of the new *Gallowglases*. The differences between the two stem from proprietary technologies that the Dragoons so far have not shared with the Inner Sphere, but even the lesser *Gallowglas* variant is a welcome addition to Inner Sphere armories.

Capabilities

The *Gallowglas* chassis incorporates endo steel armored with multilayers of Valiant ceramete plate. It possesses typical speed for its weight class, but its Geotec 300 jump jets give it mobility that a heavy 'Mech often lacks.

The Tiegart Magnum extended-range PPC, recently reintroduced, is the *Gallowglas*' primary weapon, backed up by an impressive laser array. Blackwell installed first-rate electronics, while Dalban Micronics supplied the communications and fire control system. Both of these adapt easily to C³ networks.

Deployment

The Dragoons recently transferred all of their older *Gallowglases* to Beta and Epsilon regiments, to help replace losses. The three operational Dragoons regiments field the newer 3GLS and 4GLS variants. Beta and Epsilon should begin receiving lances of the newer variants by late December of 3067.

Variants

Blackwell's customers were surprised (and just a little upset) to discover that the version the company produced exclusively for the Dragoons utilizes Clantech. Mounting a standard 350-rated engine, the Dragoon's variant removes three heat sinks and replaces the large lasers with Clan ER medium models. The arm-mounted medium pulse lasers are swapped for Clan small pulse lasers and a Clan ER PPC provides devastating long-range firepower.

Blackwell also produces the GAL-2GLS for the open market. Replacing the ER PPC with a Gauss rifle and two tons of ammunition, this design drops eight heat sinks, the head mounted small laser, and one medium pulse laser. CASE is installed in the right torso to protect the engine and gyro in the event of catastrophic damage from an accidental Gauss capacitor explosion.

In the wake of Beta Regiment's defeat on Epsilon Eridani, General Maeve Wolf ordered a re-evaluation of the Dragoons' combat doctrine and equipment. She wanted her forces leaner, faster and able to project more power on the evolving battlefields of the Inner Sphere. Blackwell Industries responded with two new *Gallowglas* variants that answered her needs.

The 3GLS incorporates the new light engine to free up tonnage and increase the 'Mech's speed, and Blackwell's designers also installed a new Dalban HiRez III FC system integrated with an advanced targeting computer. All lasers are upgraded to extend-range versions. Triple-strength myomer increases the overall performance, and the 3GLS carries more armor to increase its survivability.

The 4GLS variant is armed with extended-range laser weapons and equipped with jump jets.

Notable MechWarriors

Lieutenant Sarah McCallan: Lieutenant Sarah McCallan, a Highlander who can trace her lineage back to Terra's ancient past, prides herself on her knowledge of her people and their history. Her great-great-great grandfather, Major Ian MacIntosh, was one of the last surviving members of the Royal Black Watch who disappeared during the Amaris Coup. On Wayside V, she piloted the *Gallowglas*—christened "Bannockburn"—given to her by Major Loren Jaffrey after the famous Battle of The Castle on Northwind. McCallan fought with determination and killed five Jaguar OmniMechs before being injured in the final battle. In 3061, she fought on Huntress and lived to tell about it. She now pilots a 3GLS received from Wolf's Dragoons in honor of her skill and daring.

Captain Pendra Terrapin: Captain Terrapin commanded a company in Beta Regiment, Wolf's Dragoons training on Outreach in 3067 when Waco's Rangers launched their attack. When she heard Condition Feral over the comm, she stopped being the patient, tolerant commander her company knew and appreciated. Instead, a cold, merciless Pendra Terrapin emerged. Not waiting for her company to follow, Terrapin charged through the streets of Harlech City into TempTown. After destroying a lance of Smithson's Chinese Bandits, she ran afoul of the command company of the Fifty-first Dark Panzer Jaegers. Terrapin defied her surname and flew into the Jaegers at breakneck speed. They found her remains after First Harlech. Her PPC was still locked in the slaughterhouse cockpit of Jaegers commander, Colonel Troy Allen's FLS-7K *Flashman*.

GAL-1 GLS GALLOWGLAS

HEAVY 'MECHS

155

Type: **Gallowglas**

Technology Base: Inner Sphere

Tonnage: 70

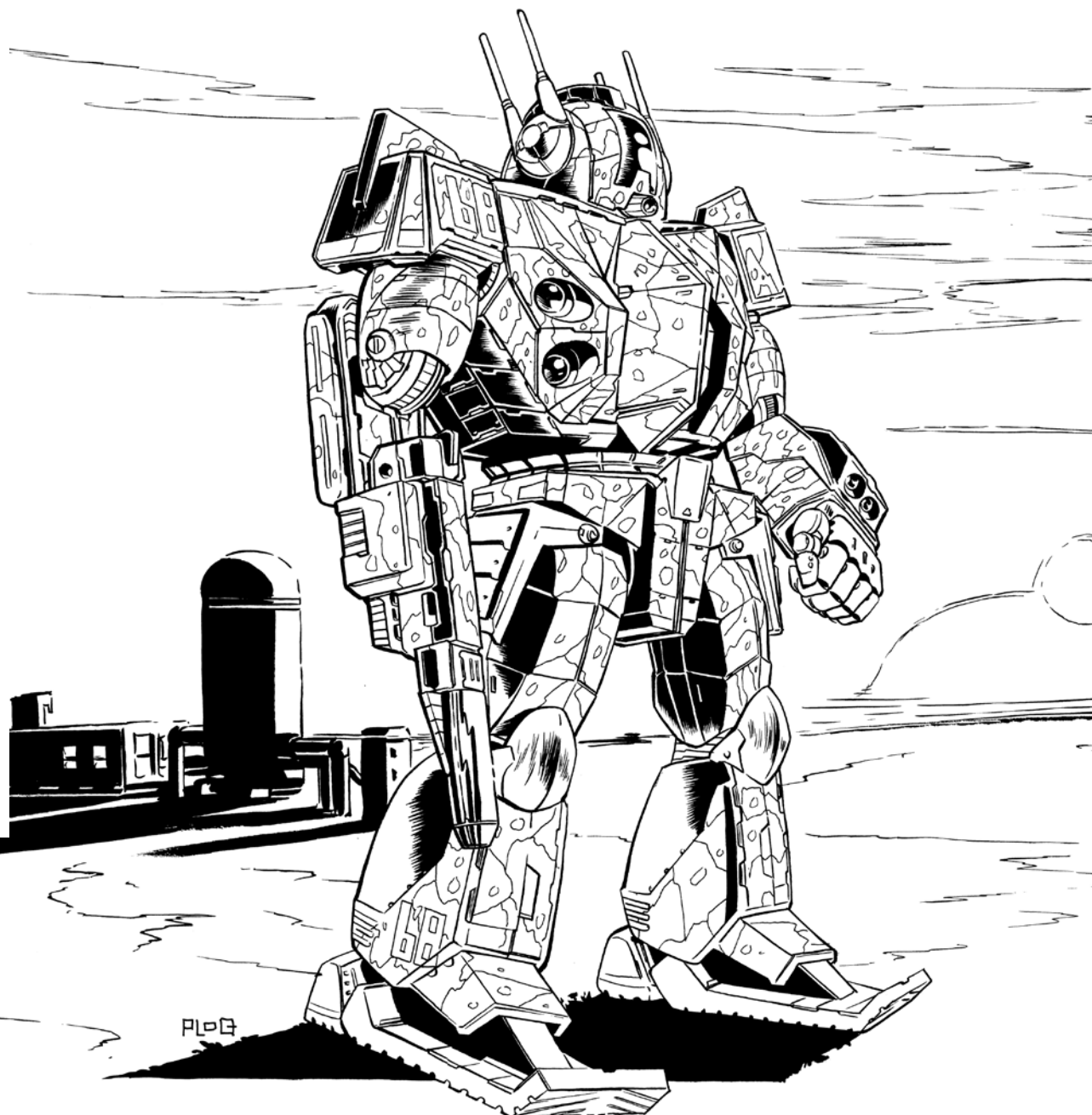
Battle Value: 1,695

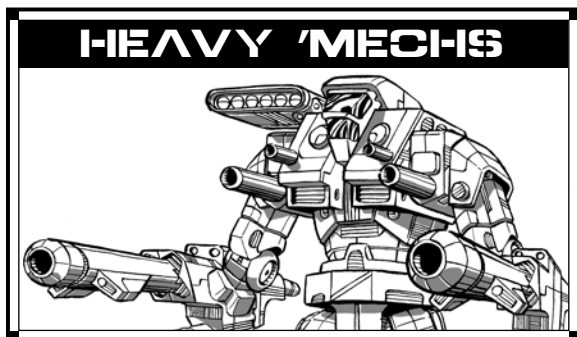
Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	3	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	30
Center Torso (rear)		9
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	20
R/L Leg	15	22

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
2 Large Laser	RT	4	10
2 Medium Pulse Laser	LA	2	4
Small Laser	H	1	.5
Jump Jet	RL	1	1
Jump Jet	LL	1	1
Jump Jet	CT	1	1





Mass: 70 tons

Chassis: Northrup-502

Power Plant: Magna 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Aldis Heavy Ferro-Fibrous

Armament:

- 1 Fusigon Model XI Extended Range PPC
- 1 Imperator Code Red LB 10-X Autocannon
- 1 Holly Streak SRM-2 Rack
- 1 Burow Anti-Missile System
- 2 Martell Small Pulse Lasers
- 1 Aberdovey Medium Pulse Laser

Manufacturer: Kali Yama/Alphard Trading Corp.,
Kali Yama Weapons Industries

Primary Factory: Kendall, Kalidasa

Communications System: Irian Orator-5K

Targeting and Tracking System: Irian 511

Overview

In commissioning the *Hercules*, House Marik sought a 'Mech that balanced mobility and firepower. They wanted the new design to provide a wide range of weapons that could serve a multitude of roles.

Capabilities

The *Hercules* is primarily intended as a mobile firing platform. Mounting a new Magna 350 XL fusion engine, this heavy BattleMech moves at a standard speed of 54 kph, one of the few in this weight class to move so fast.

This 'Mech has equally impressive defensive capabilities. Equipped with eleven tons of Aldis ferro-fibrous armor, the *Hercules* can weather the most deadly volleys, whether from Clan OmniMechs or their Inner Sphere counterparts. With the Burow anti-missile system mounted in the center torso, the *Hercules* can also defeat incoming missile attacks.

The 'Mech's firepower matches its defenses. The reliable Fusigon Model XI extended-range PPC serves as its primary weapon, supported by an Imperator Code Red LB 10-X autocannon. In addition, the *Hercules* carries a Streak SRM-2 rack, a medium pulse laser and two rear-mounted Martell pulse lasers. Added to the original design in order to fend off Elemental swarming attacks, these small lasers have proven a significant selling feature.

Despite its impressive array of defenses and weapons, the *Hercules* has been plagued by minor problems. For example, the electrical system overloads when hit by PPC fire. Despite the addition of several damper circuits, some MechWarriors still complain about this weakness, but Kali Yama officials insist that they have corrected the flaw.

Deployment

The Outworlds Alliance has purchased two dozen *Hercules* 'Mechs, making this Periphery nation the third-largest buyer after the FWLM and mercenary troops. Given the higher cost of the *Hercules* over the older-technology 'Mechs usually sold to Periphery governments, these purchases are somewhat unusual. Suggestions that the Alliance bought the 'Mechs to dismantle them and analyze their advanced technologies proved unfounded, though only nineteen are accounted for out of the twenty-four shipped.

With the exception of Operation Bulldog, where it proved its worth against the Smoke Jaguars, the best testing ground for this 'Mech so far has been its participation in the games on Solaris VII. Representatives from Kali Yama Weapons Industries have persuaded some stables and cooperatives to use the *Hercules*, which has fared well in all matches where it competed.

Variants

General dissatisfaction with the Burow AMS prompted a popular field modification of the *Hercules* that removes the anti-missile system in favor of a second Streak SRM-2 rack. Kali Yama does not sanction such modifications, largely because of frequent missile-feed jams resulting from a single ammo bin serving two launchers. The FWLM discourages this modification, but it remains popular with mercenary troops.

Notable MechWarriors

Captain Jatinder Singh: The Regular Hussars' involvement in the one-sided battle for Hyner during the campaign against the Smoke Jaguars proved the *Hercules*' finest hour. Though it had performed satisfactorily in Operation Guerrero, it did not excel in that short conflict. Against the Clans, however, the combination of hard-hitting long-range and short-range weapons proved devastating. Then-Lieutenant Jatinder Singh was among the best known *Hercules* pilots in the Hyner engagement, wielding her custom painted 'Mech, which she had dubbed Kali-ma like an avatar of the god she invoked. The outspoken Captain Singh vocally opposes Thomas Marik and advocates regional autonomy, which may explain why she remains a captain almost a decade after her glories on Hyner. Singh has become a cult figure in her homeland of Regulus and is rumored to be in line for a post on Prince Cameron-Jones' staff.

MechWarrior Chloe: Born to the Magnus bloodline, MechWarrior Chloe of Clan Snow Raven gained a degree of notoriety in her Clan for employing this Inner Sphere 'Mech despite its relative weakness compared to second-line Clan designs. Chloe shrugs off the comments, stating that her "handicap" provides more incentive to excel. Her performance in her captured *Hercules* has made her a prime candidate for a Bloodname in the near future.

HRC-LS-9000 HERCULES

HEAVY 'MECHS

157

Type: **Hercules**

Technology Base: Inner Sphere

Tonnage: 70 tons

Battle Value: 1,561

Equipment

Internal Structure:

Engine: 350 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro: 4

Cockpit: 3

Armor Factor (Ferro): 197

Internal
Structure

Armor
Value

Head 3

Center Torso 22

Center Torso (rear) 10

R/L Torso 15

R/L Torso (rear) 8

R/L Arm 11

R/L Leg 15

Weapons

and Ammo

Location Critical Tonnage

ER PPC RT 3 7

LB 10-X AC RA 6 11

Ammo (LB-X) 20 RT 2 2

Streak SRM 2 LT 1 1.5

Ammo (Streak) 50 LT 1 1

Anti-Missile System CT 1 .5

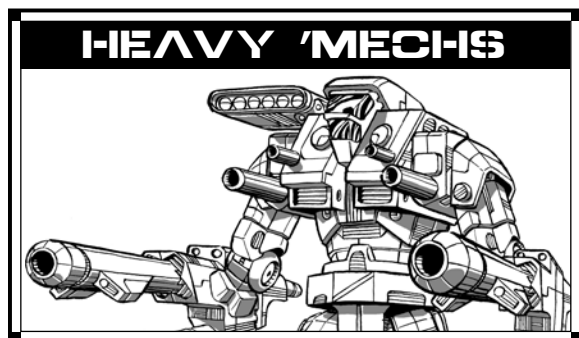
Ammo (AMS) 12 LT 1 1

Small Pulse Laser RT (R) 1 1

Small Pulse Laser LT (R) 1 1

Medium Pulse Laser LA 1 2





Mass: 70 tons

Chassis: Foundation CMRFa7

Power Plant: Magna 350 XL

Cruising Speed: 54 kph, 65 kph with TSM

Maximum Speed: 86 kph, 97 kph with TSM

Jump Jets: None

Jump Capacity: None

Armor: Starshield A

Armament:

- 1 Lord's Light 2 Extended-Range Particle Beam Weapon
- 2 Shigunga Medium Range Missile 20-Racks
- 1 Guided Technologies SRM-2
- 1 Telos-4 SRM-4
- 1 Diverse Optics Type 20 Medium Laser

Manufacturer: Cosby BattleMech Research Firm

Primary Factory: Vega

Communications System: Garret T11-A

Targeting and Tracking System: Garret D5j

Overview

The Federated Commonwealth's success with the *Hatchetman*, and later the *Axman*, sparked an interest among Combine manufacturers in creating a similar close-combat unit. To their surprise, prototype hatchet 'Mechs met with lukewarm reception among Combine test pilots. The problem was psychological; the samurai mentality was so firmly ingrained in the minds of these modern MechWarriors that they considered wielding an axe barbaric. Designers replaced the bulky hatchet with an elegant katana sword, a move that proved far more successful.

Capabilities

The Cosby Myomer Research Firm had just finished reverse-engineering a new composition of triple-strength myomer from a Davion BattleMech when the Eleventh Legion of Vega approached them with a proposal for the *No-Dachi*. TSM and a seven-meter-long katana make this design a dangerous close-combat fighter. Its array of short-range weapons and exceptional speed for a heavy 'Mech reinforce this role.

The primary source of the *No-Dachi's* firepower is a pair of shoulder-mounted medium-range missile racks and an extended-range PPC. A medium laser, a pair of SRM missile launchers and an extended-range PPC round out the 'Mech's weapons. The PPCs originally came from a surplus batch created when *Panther* pilots stripped them out for older, more heat-efficient weapons, so they cost very little to incorporate into the *No-Dachi*. Ironically, the PPC-generated heat that caused such headaches for *Panthers* is a boon to *No-Dachi* pilots, who must run their machines hot to get the full benefit of the triple-strength myomer.

Deployment

Through special arrangement with Cosby, the bulk of *No-Dachis* in service resides with the Legion of Vega. Still, the equivalent of several battalions has been shipped to other front-line units since the end of the Clan invasion, and they remain in great demand. Sword of Light regiments have, for the most part, avoided the *No-Dachi* because of the stigma attached to the Legion of Vega. Instead, they continue to agitate for a new sword-bearing 'Mech which would be their exclusive property.

Variants

The Legion of Vega first field-tested the NDA-2K in 3059. Downgrading the ER PPC to a large laser and the MRM 20s to 10s allowed designers to exchange most of other weapons for a heavy array of medium pulse lasers and more armor. The idea of incorporating a C³ slave computer into the *No-Dachi* was considered, but tabled when research studies promised that independent-minded *No-Dachi* pilots would not take well to the idea of sharing their "kills." Instead, a Guardian ECM suite was included to disrupt enemy networks.

The success of the 2K was followed quickly by the 2KO, thought to be the *No-Dachi's* ultimate in-fighting design. More heat sinks and more pulse lasers make the 'Mech even more deadly at point-blank range. Maximum armor has been redistributed to give the *No-Dachi* a well-protected back,

further guarded by two extended-range medium lasers. This design is weighted toward running right into the thick of battle without giving much care to another 'Mech slipping in behind it—just so long as it can bring its lasers and sword against an enemy.

Notable MechWarriors

Chu-i Kyūzō Miyaguchi: Kyūzō-san fought with the Fifth Galedon Regulars when Beta Galaxy of the Ghost Bears attacked Dumaring. His *No-Dachi* caused considerable unrest among the attacking Clan warriors. Nevertheless, they engaged him honorably. His peerless skill saved the Fifth's command staff from complete annihilation, even before the Second Benjamin Regulars arrived to reinforce the world. When the Courcheval Trial took place to decide the fate of that world and end the conflict, *Chu-i* Miyaguchi traveled as the sole representative of the Fifth Galedon Regulars. He challenged the warriors of Beta Galaxy to single combat. At first, there were no takers. He insulted them for their supposed superiority. Finally, Star Colonel Dan Jorgensson of the Fourteenth Battle Cluster emerged to face him. Their fight was savage but brief. In the end, both 'Mechs dropped. But Jorgensson's fell first, and Kyūzō-san won the duel, though the Combine lost overall.

Tai-i Lebanon Arata: *Tai-i* led a company in the Second Dieron Regulars to liberate their homeworld from the Word of Blake in 3077. His *No-Dachi* was an experimental NDA-3X. His Clan weaponry surprised the Blakist defenders during the initial assault on the Luthien Armor Works factory, allowing him to close into melee range. His large vibroblade surprised the defenders still further. Blakists fled before him. Cloven BattleMechs littered the ground as he charged into the factory proper after the retreating defenders. He died alongside his comrades when the Blakists destroyed the factory. Some say his battlecry still echoes through the ruins.

Type: **No-Dachi**

Technology Base: Inner Sphere

Tonnage: 70

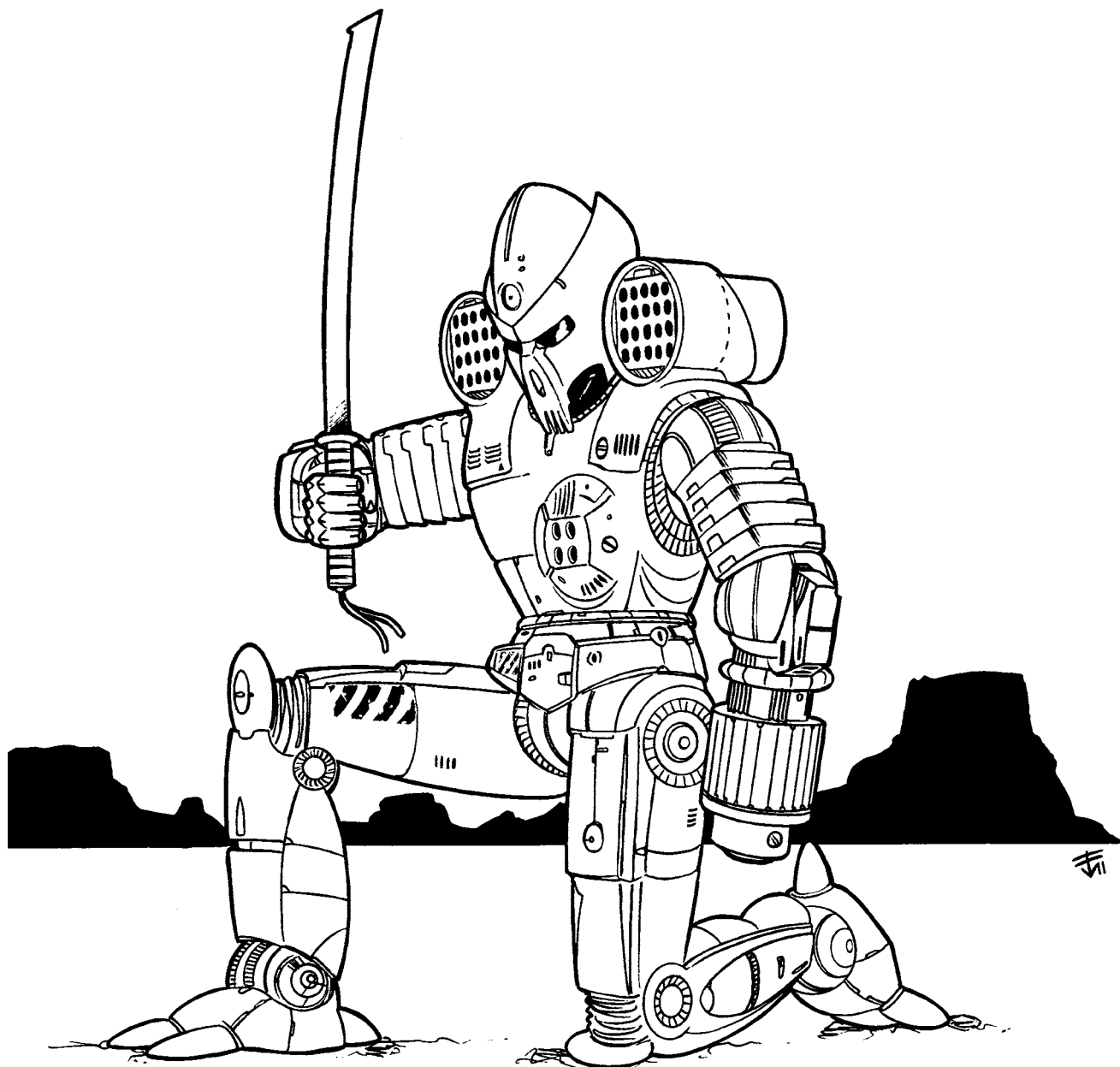
Battle Value: 1,687

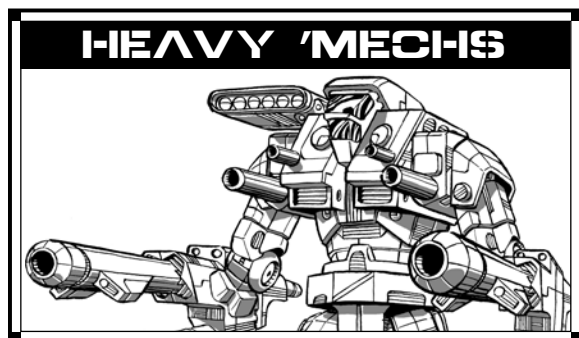
Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	29
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	22

Weapons

and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
SRM 2	LA	1	1
Ammo (SRM) 50	LA	1	1
Sword	RA	5	3.5
MRM 20	LT	3	7
Ammo (MRM) 12	LT	1	1
Triple Strength			
Myomer	LT	3	0
MRM 20	RT	3	7
Ammo (MRM) 12	RT	1	1
Triple Strength			
Myomer	RT	3	0
SRM 4	CT	1	2
Ammo (SRM) 25	CT	1	1
Medium Laser	H	1	1





Mass: 70 tons

Chassis: StarFrame Heavy Endo Steel

Power Plant: GM 280 Fusion

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy w/CASE

Armament:

2 Johnston High Speed Extended Range

Particle Projection Cannons

2 Defiance Model XII Extended Range Medium Lasers

2 BlazeFire Longshot Extended Range Small Lasers

1 Harpoon-6S Short Range Missile 6 Pack

Streak Launcher

Manufacturer: StarCorps Industries

Primary Factories: Crofton, Emris IV,

Menke, Son Hoa

Communications System: Garret T-60 FastScan

with C³ module

Targeting and Tracking System: Garret F22C

Overview

Like the *Marauder*, the *Warhammer* is one of the most feared BattleMechs ever designed. Throughout its more than five centuries of history, many a weak-spirited warrior has run from the sight of a "Hammer" bearing down on them. StarCorps Industries, the original builder of the *Warhammer*, jumped at the chance to redesign and build what is arguably the most famous BattleMech in history.

As the initial design and development process progressed on Crofton, the Lyran bureau on Son Hoa expressed an interest in this redesign. It didn't take long for the other bureaus to get wind of this update and soon

production managers and engineering chiefs from all of StarCorps' divisions had made their way to Crofton. What was supposed to be a weeklong business negotiation allegedly turned into a week long festival where all parties celebrated endlessly as StarCorps executives made the decision to simultaneously produce this new *Warhammer* in four realms. The 'Mech's base chassis would remain the same; the only differences between the final production 'Mechs would be House-specific technologies that would, naturally, not be shared between the four involved realms.

Capabilities

The WHM-8D is the descendent of the venerable *Warhammer* 6D, but has been given a complete redesign. It retains a weapons loadout similar to that of its forebearer, though mounting extended-range lasers and PPCs instead of the standard versions of those weapons. Replacing the traditional SRM 6 launcher is the new Harpoon Streak 6 launcher. The addition of the C³ module allows this model to work in lances and companies with the new *Thanatos* and other C³-equipped AFFS 'Mechs. It retains the theoretically maximum-possible armor protection that, when combined with its standard fusion engine and CASE, makes the *Warhammer* 8D a powerful and tough BattleMech. In fact, to date no complaints about the 8D has yet been forwarded from the field.

Deployment

StarCorps was able to deliver a full production run to each of the four involved Houses by mid-August of 3066, giving these new *Warhammers* the chance to test their mettle against other new 'Mech designs during the FedCom Civil War. Surprisingly, AFFS and LCAF reports show that every single *Warhammer* delivered to those two militaries is still in service. As it once did years ago, the *Warhammer* is again becoming the backbone for many heavy lances within the AFFS, CCAF, FWLM, and the LAAF.

Variants

Three additional *Warhammer* variants have seen the light of day. The Capellan Confederation is, of course, producing a stealth armor-equipped model to further their Shadow Lances. The LAAF version built on Son Hoa makes use of their light fusion engine, removing the small lasers and the C³ slave and filling the available mass with additional heat sinks. The Federated Suns has taken a completely different tactic with

a second version built on Crofton, though; the WHM-9D increases replaces the power plant with a 350 extra light, and adds jump jets and a targeting computer.

House Marik is already producing the 8D on Emris IV, but is also working on obtaining a license for Ronin, Inc. on Wallis, a company likely to design and produce a FWL-exclusive variant. The most disturbing fact, however, is that the WHM-9S has been sighted in service with the Black Warriors. No known units have been stolen from Son Hoa, however, and the LAAF has not yet determined the source of these *Warhammers*.

Notable MechWarriors

Colonel John Marik-Johns: Colonel Marik-Johns was born into a lofty legacy. His mother was Chloe Marik, member of the Free World League's ruling family, and his father Bart Johns, a colonel in the Dismal Disinherited mercenary command's second regiment. Initially, Marik-Johns resisted his family legacy. Hoping to forge his own path based on his merits, he enrolled in the Allison MechWarrior Institute, crushing all expectations and graduating first in the Class of 3049. He was assigned to the Second Regular Hussars, but after the nuclear incident on Gibson in 3055, he resigned. Reluctantly, he took a position in the Dismal Disinherited. A dispute with his father led to John's transfer to the Third Disinherited, where he quickly rose to command the regiment. For the start of the Jihad, the Third was stationed on Hall. When the planetary government tried to cede the world to the League, Marik-Johns refused to allow it. He led the Third and Burton's Brigade against the League forces. However, his two regiments were outnumbered by the League's three. Fleeing with what remained of the two commands, Marik-Johns escaped Hall by the skin of his teeth. Despite his remarkable skills and experience, he made one more fatal mistake by trying to raid the Blakists on Talitha with the cobbled together remnants of two regiments. Inexperience between the newly-unified troops cost them against the Blakist forces on Talitha. Marik-Johns was killed, His *Warhammer*-8D was last seen blasting away at enemy forces, claiming kill after kill. Grandin's Crusaders later recorded that it took an entire company's dedicated firepower to down the defiant Marik-Johns. It was said he screamed defiance until the end, invoking the name of his father, who died during the Allied Mercenary Command's ill-advised assault on Mars after the Blakist attack on Outreach.

Type: **Warhammer**

Technology Base: Inner Sphere

Tonnage: 70 tons

Battle Value: 1,396 (C3: 247)

Equipment

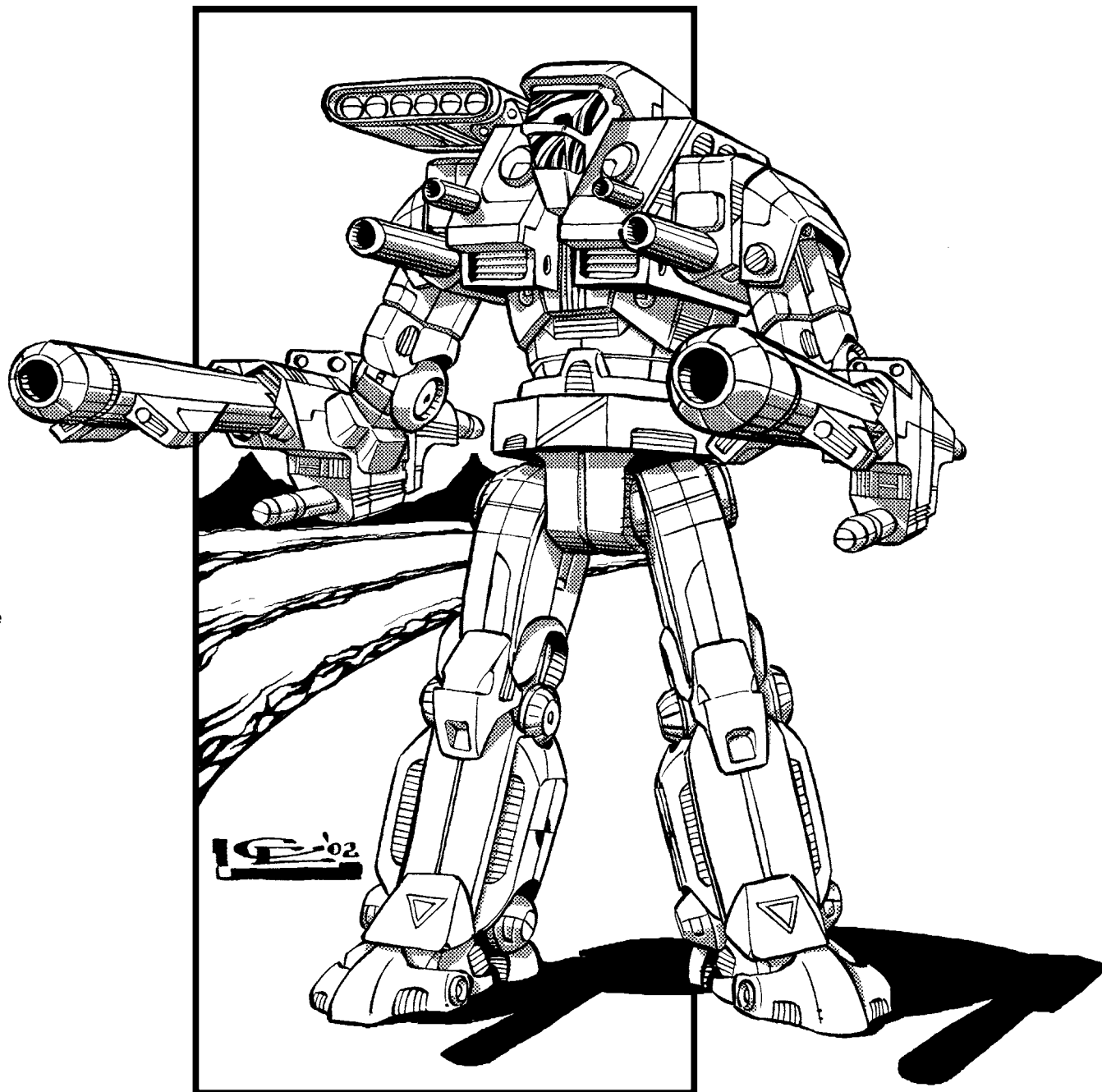
		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

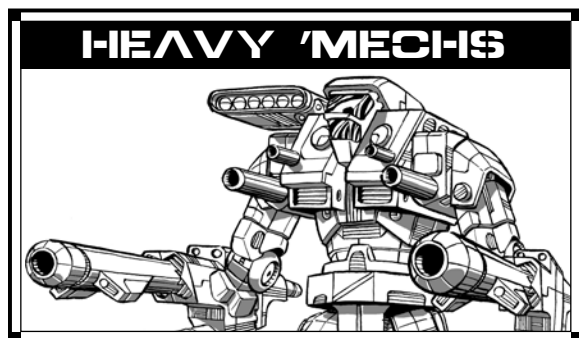
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	30

Weapons

and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
ER PPC	LA	3	7
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
Streak SRM 6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LT	1	.5
C3 Slave Unit	H	1	1
CASE	RT	1	.5





Mass: 75 tons

Chassis: Royalstar ATE with Endo Steel

Power Plant: Pitban 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: ArcShield Maxi II

Armament:

- 1 Zeus Slingshot Gauss Rifle
- 1 Mydron Excel LB 10-X Autocannon
- 1 ExoStar Large Laser
- 2 Defiance B4M Medium Pulse Lasers

Manufacturer: J.B. BattleMechs Inc.

Primary Factory: Storfors

Communications System: CeresCom Model 21-Rs with Guardian ECM

Targeting and Tracking System: FireScan with IndirecTrack

Overview

The discovery of the Gray Death memory core, combined with the opening of the technical archives on Terra in 3054, allowed engineers to revisit previously lost designs, including a design left on the drawing board back in the late twenty-eighth century.

The first *Dragon Fire* walked off the JBBMI production lines in late 3058, with the first company going directly to the Draconis Combine. Proving itself in Operation Bulldog and the subsequent Great Refusal, orders surged for the resilient design among units that faced the Clan threat.

While production for the original 3F design has dropped off somewhat, a new subsidiary contract with the Word of Blake in the mid- 3060s incorporating the Word's improved C³ technology helped JBBMI achieve solid profit goals and increased stockholder confidence in the company.

Early in 3068, JBBMI suddenly found itself in the middle of a financial crisis that saw the company change hands when three stockholders suddenly gained over sixty percent of the corporation. Most production facilities located in the Alliance, the Combine, and the Suns were closed with massive layoffs. Unconfirmed reports have JBBMI opening new production facilities on Epsilon Eridani, Caph, and New Earth, but no workers from the closed facilities have been invited to transfer to the new locations.

Capabilities

Based off the original design blueprints, the *Dragon Fire* design team produced a BattleMech in 3058 specifically designed to counter the advantages Clan machines gave their pilots. Able to handle versatile fighting styles and control fast heat buildup, the *Dragon Fire* incorporated an endo steel chassis and an XL engine, freeing up space in order to mount the heavier LB autocannons and the newly rediscovered Gauss rifle system. CASE protects the pilot from catastrophic ammunition explosions, and double-strength heat sinks help to counter the high heat bleed from the array of standard and pulse lasers.

Deployment

While the 3F design is still popular among Combine units, the newer 6FC design is found almost exclusively among the Word of Blake militia units. JBBMI will not sell any more units outside their exclusive contract to the Word of Blake, but a recent raid against the Myer facility on New Earth saw a unit sporting Skye Ranger colors abscond with six of the machines.

Variants

After the initial run of 3Fs that shot profits through the roof for JBBMI, the 4F variant appeared, swapping out the large laser with an ER version to make a sturdy long-range fighter.

When JBBMI signed an exclusive subsidiary contract with the Word of Blake, the *Dragon Fire* was redesigned from the 4F variant to take advantage of the Word's improved C³ technology. Swapping the pulse lasers with extended-range versions and removing the Guardian ECM suite, the *Dragon Fire* fulfilled a new role as a command and support 'Mech. The longer reach combined with the heavy firepower made it a popular heavy 'Mech with many Word of Blake commanders, seeing heavy use as an anchor in fast assault missions.

Notable MechWarriors

Adept XX Andrew Migayaki: Calm, cool, and collected on the battlefield, Migayaki has gained a reputation in the First Division as a deadly sharpshooter in his *Dragon Fire* 6FC. Using his Gauss rifle and lasers with surgical precision, he has racked up an impressive thirty-nine kills, nineteen of which have been confirmed as officers. Migayaki has no aspirations to rise any higher in rank and has refused promotions to command on three occasions. Currently, Adept Migayaki is training new recruits to the Word of Blake Militia on Caph.

Ronin Gordon Levi: Separated from his unit on Dieron during the devastating Word of Blake attack in 3068, Gordon has eschewed his rank and calls himself *ronin* until he can remove the dark stain of failure from his conscience. Originally part of the DEST bodyguard team assigned to protect Director Kerai-Indrahar, a savage attack by a Light of Mankind *Cerberus* had crippled his *Dragon Fire* 3F with a freak hit to his hip, immobilizing his 'Mech and consequently allowing the fanatics to almost destroy the *No-Dachi* the Director was piloting. Critically wounded, the Director was successfully escorted off-planet by a small mercenary unit that was on Dieron delivering supplies to the beleaguered Combine forces. Electing to remain behind, Levi conducts solo hit-and-fade attacks against Blakist convoys coming out of the spaceport, using his range to pick off select targets before fading back into the rocky crags. Sympathetic locals have been attempting to obtain more ammunition and parts for Levi, with limited success.

Type: **Dragon Fire**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,855

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5

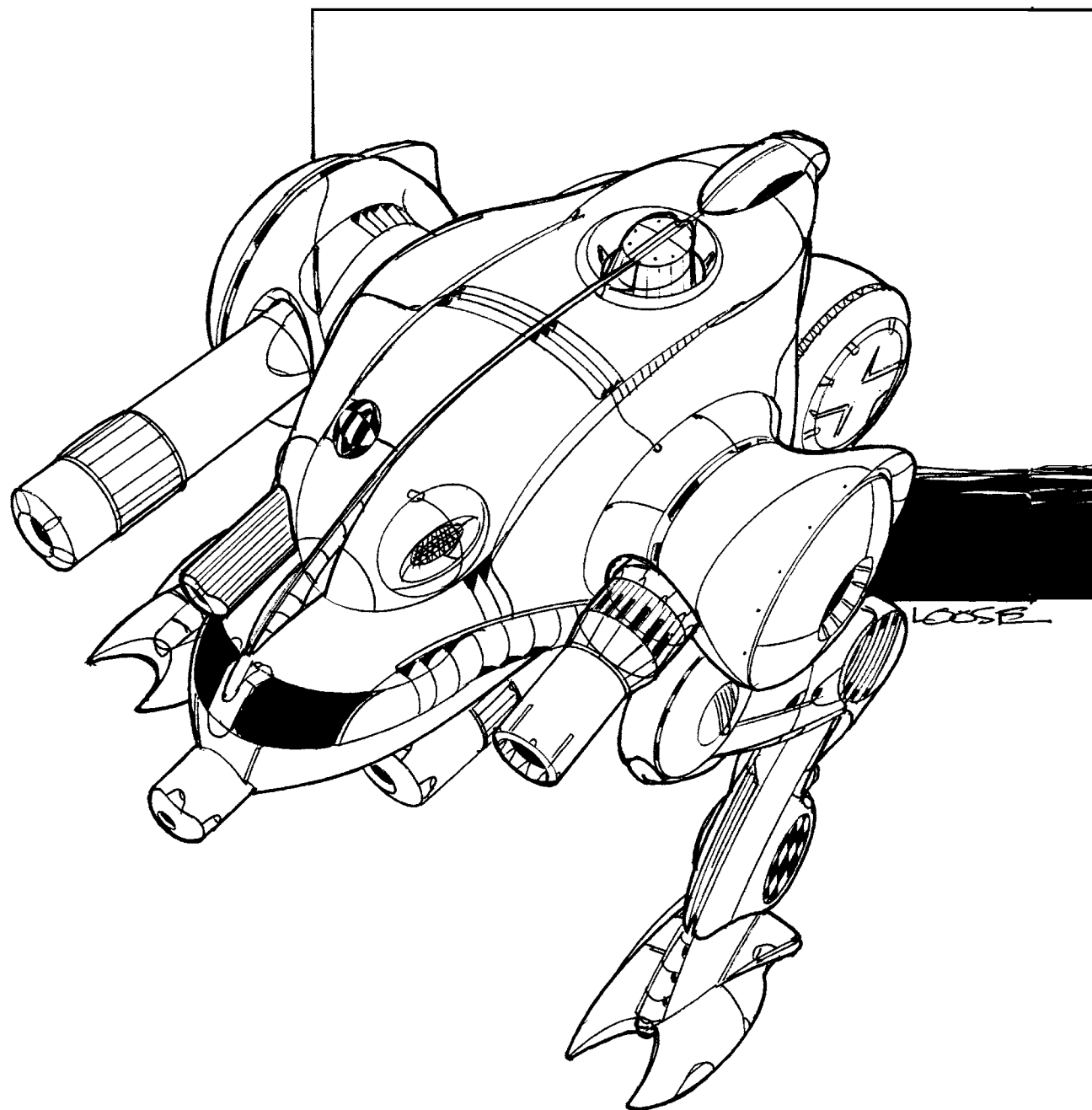
Internal
Structure

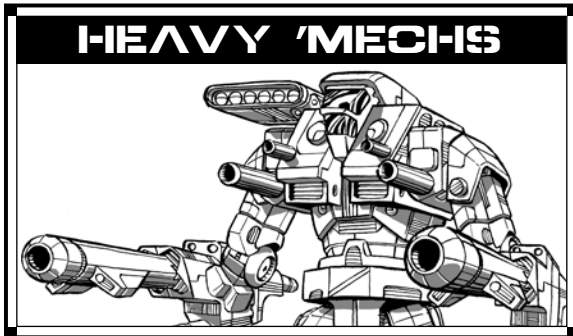
Armor
Value

Head	3	9
Center Torso	23	38
Center Torso (rear)		8
R/L Torso	16	26
R/L Torso (rear)		6
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
Large Laser	CT	2	5
Medium Pulse Laser	H	1	2
Medium Pulse Laser	LT	1	2
Guardian ECM Suite	LT	2	1.5





Mass: 75 tons

Chassis: McLarren-75B

Power Plant: GM 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Devil A7

Jump Capacity: 150 meters

Armor: Valiant Chainmail

Armament:

1 Defiance 1001 Extended Range PPC

4 Defiance B3M Medium Lasers

1 Poland Main Model A Gauss Rifle

Manufacturer: TharHes Industries, General Motors

Primary Factories: Tharkad, New Valencia

Communications System: TharHes Calliope ZE-2

Targeting and Tracking System: TharHes Ares-7i

Overview

Hanse Davion, shortly before his tragic death in 3052, wanted to beat the Jade Falcons at their own game and called for a design that would “tame the Jade Falcons.” No one knows if the name *Falconer* was a joke, but it stuck.

Capabilities

The *Falconer's* specifications called for a 'Mech capable of taking on a Clan OmniMech in combat. Though at that time unable to produce OmniMechs, TharHes Industries' engineers copied features from several Clan designs, marrying them with the best rediscovered technologies available.

The *Falconer's* Valiant Chainmail armor and modified endo steel chassis make for a solidly protected machine, while the extralight engine, coupled with the 'Mech's jump capability, make it one of the Inner Sphere's most mobile heavy BattleMechs.

The Poland Gauss rifle and the Defiance ER PPC provide accurate and deadly long-range firepower. For close-range combat, the *Falconer* boasts four reliable Defiance medium lasers. The 'Mech's only real weakness is its heat-dissipation capacity; its ten double-strength heat sinks are not enough to allow for continual fire.

In the years since its debut, many have tried to improve on the *Falconer's* design or make up for its few flaws. Every attempt so far has failed to equal the original, a testament to the *Falconer's* capabilities.

Deployment

Units like the Davion Heavy Guards, the Tenth Deneb Light Cavalry and the Twenty-third Arcturan Guards were among the first to field the *Falconer*. Since then, it has gained popularity and spread throughout the FedSuns and Lyran militaries, thanks to its standout performance in operations like the FedCom raid on Sudeten in 3054. Though ultimately considered a military failure, that strike by the Fifth and Twelfth DLC freed hundreds of POWs. Moreover, it proved the *Falconer* could live up to its name. DLC MechWarriors piloting the five prototype *Falconers* assigned to the regiments racked up an impressive twenty-one kills. And while only one *Falconer* left Sudeten operational, the 'Mech's fate and legend were sealed when the AFFC immediately pressed for full-scale production.

Though originally designed and produced by TharHes Industries, General Motors' plant on New Valencia licensed production of the *Falconer* following Archon Katherine Steiner-Davion's assumption of control on New Avalon. This move made the *Falconer* one of the most prominent new BattleMech designs in both the AFFS and the LAAF. Additionally, the Com Guards and the SLDF began purchasing the *Falconer* shortly after the formation of the new Star League.

Variants

The rigors of the Jihad spawned a variant of the *Falconer*. The FLC-9R debuted in 3075. This variant replaces the gauss rifle with an LB 10-X autocannon and the ER PPC with a heavy PPC. This modification gives the -9R's weapons matching effective ranges with similar damage infliction as the -8R. However, these ranges are shorter than the -8R's. The -9R's greater heat generation is partially offset with additional heat sinks.

Notable MechWarriors

MechWarrior Rebekah: Among MechWarriors, there are heroes and villains. And then there are those like Rebekah, whose exploits in the past decade are infamous. She first gained notoriety during Operation Guerrero. Serving with the First McCarron's Armored Cavalry on Hsien, she single-handedly destroyed six Second FedCom 'Mechs. Receiving no credit for her actions, she went AWOL, snuck into the enemy encampment and stole the enemy commander's *Falconer*. In response, her own commander placed her under arrest. She escaped, killing one guard and putting four more in the hospital, took her *Falconer* and disappeared into the Chaos March.

She bounced around from world to world for a number of years, making a living as hired gun and adding to her bloodthirsty reputation. Then she had the encounter of a lifetime. While stalking MechWarriors on both sides of the fight on Kathil, she came across the Bounty Hunter in his green *Mad Cat*. Not recognizing who he was, she tried to take down the lone Clan 'Mech. Instead, the Bounty Hunter made short work of her. Rather than kill Rebekah, however, he made her an offer she couldn't refuse. Within a week, her 'Mech was repaired and she had joined the Bounty Hunter's team. Since then, her reputation for cruelty has grown, along with her kill rate and her bank account.

Acolyte X Epsilon Robert Mykelby: Acolyte Mykelby joined the Com Guards a few months before Operation Serpent. Assigned to the Second Division, he witnessed firsthand the bloody fighting on Huntress. Unlike most of his comrades, he survived, but barely, and with serious emotional scars. On the battlefield, he and his *Falconer* are a force to contend with. Off the battlefield, he is a vociferous opponent of Victor Steiner-Davion, whom he blames not only for the deaths of his friends on Huntress, but also for ComStar losses during the FedCom Civil War.

FLC-8R FALCONER

HEAVY 'MECHS

165

Type: **Falconer**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 2,231

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	375 XL	4
		19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	184	11.5

Internal
Structure

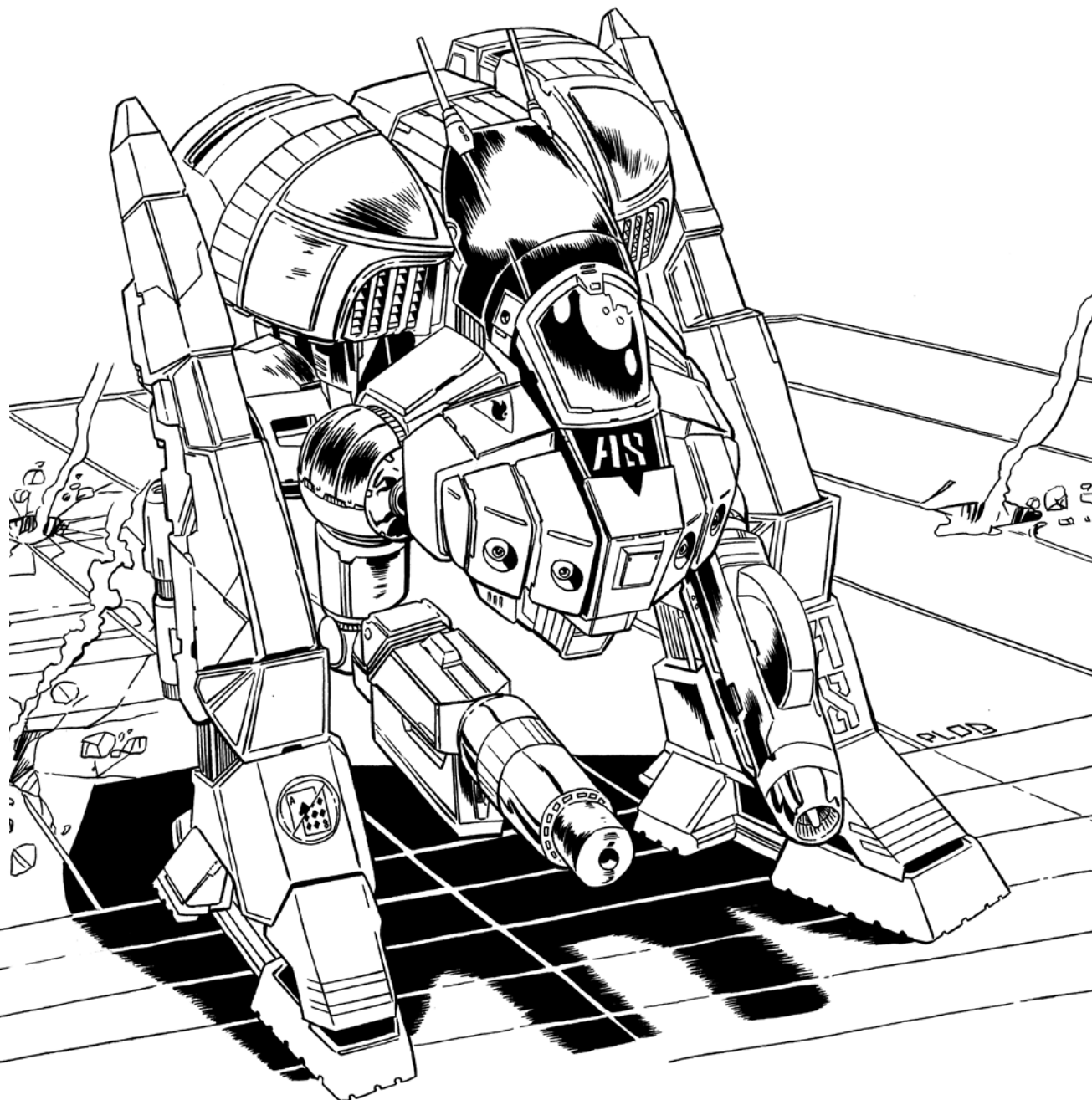
Armor
Value

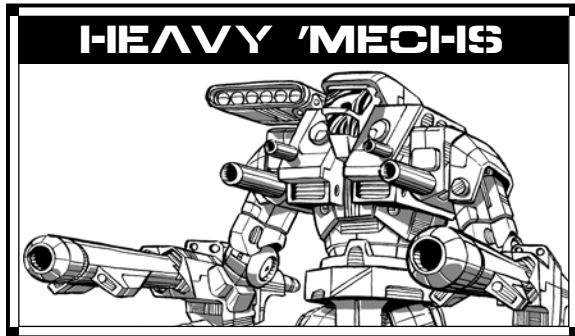
Head	3	9
Center Torso	23	31
Center Torso (rear)		8
R/L Torso	16	21
R/L Torso (rear)		6
R/L Arm	12	19
R/L Leg	16	22

Weapons

and Ammo

	Location	Critical	Tonnage
ER PPC	LA	3	7
2 Medium Lasers	LT	2	2
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
2 Medium Lasers	RT	2	2
Jump Jets	LL	2	2
Jump Jets	RL	2	2
Jump Jet	CT	1	1





Mass: 75 tons
Chassis: Ceres Marauder Lite
Power Plant: Rawlings 300 Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph, 86 kph
w/ Triple-Strength Myomer
Jump Jets: None
Jump Capacity: None
Armor: Ceres Heavy Stealth Armor
Armament:
2 Martell Extended Range Large Lasers
1 Ceres Arms Warrior Extended Range
Particle Projection Cannon
2 Ceres Arms Extended Range Medium Lasers
Manufacturer: Ceres Metals Industries
Primary Factories: Warlock, Capella
Communications System: Ceres Metals Model 666
w/ Guardian ECM
Targeting and Tracking System: Ceres Bullseye

Overview

The *Marauder* was considered one of the most effective BattleMechs ever produced. Not surprisingly, all the Houses universally welcomed a redesigned *Marauder*. The problem for the Capellans was that they had never manufactured the design. During a meeting with the Strategios on Sian this was addressed. The consensus was that Ceres Metal's plants on Warlock and Capella were perfect to produce the *Marauder*, as they had been upgraded to build with the latest technologies.

One hurdle that had to be cleared, however, was that George Hasek was against the prospect of giving the Capellans access to any of GM's designs. Sun Tzu himself offered the solution to settle this issue, purchasing the rights from GM through a third party and building the design using

only Capellan materials. In return, HildCo would resume export to the Federated Suns. Terms were accepted and agreed upon, paving the way for the Capellans to produce the *Marauder*.

Capabilities

The original Capellan variant was armed with a PPC in the right arm and a Large Laser in the left arm, supported by a standard 50mm Autocannon. The older Dalban HiRez targeting system had problems with two different weapon systems on the same circuit, however. This problem was eliminated by locating two lasers in each arm, while a PPC replaced the autocannon in the right torso. Triple strength myomer was installed to give the *Marauder* greater power and speed. The redesigned body eliminated the old vulnerable rotation ring with a better-protected rotational assembly. The *Marauder's* overall profile had been angled and shorted to reduce its radar signature as part of its stealth characteristics.

Deployment

The first production run was completed in early July and shipped out to front line units to form "Ying Qiang" (Shadow Lances).

Variants

Like the rumor of a new production plant within the Marian Hegemony, talk that the Circinus Federation has a new small factory in the mountains on Baltazar III could simply be dismissed out of hand. The proof of its existence is much clearer, however, considering the appearance of new *Marauder* designs in Federation hands. That the Word of Blake is behind this appears obvious. At this point, ComStar may need to proceed as though most of the Circinus government has been supplanted by Blake supporters.

The other variants planned may include being armed with extended ranged weapons, an advanced autocannon, and electronics. There is one variant that is rumored to be armed with nothing but large extended range lasers, streak missiles, and special electronics. There are three other variants that all are armed similarly, using rotary autocannons, targeting computers, and a variety of other weapons as well.

Notable MechWarriors

Sang-wei Li Tan: Sang-wei Tan commanded a Shadow Lance in the Second St. Ives Lancers when the Word of Blake arrived in September 3070. As his comrades were slaughtered around him, Tan led his lance behind the Blakist lines. After striking several DropShips and a supply depot in daring night attacks, the Blakists detached three Level IIs to hunt them down. The Blakists hounded his lance for six days, finally herding them into Celestial Canyon. Cornered, his lance's stealth armor was all but useless as the Blakists closed in. Abandoning the notion of self-preservation, Tan's lance attacked into the teeth of the Blakist pursuers. Tan died in the cockpit of his MAD-5L *Marauder* along with his lance, but they took a Level II with them. Their sacrifice seemed insignificant, but their operations went far toward distracting the Blakists. That even twenty percent of the Lancers survived is largely owed to Tan's diversionary efforts.

Lieutenant Rindy Plover: Lieutenant Plover's Mad-5T *Marauder* came off the lines a year after the Bromhead Massacre. Like most of the rest of Hansen's Roughriders, Plover's family was murdered that day by the Second Taurian Lancers. Consumed with the need for revenge, Plover spent her time during the Roughriders' war against the Concordat specifically targeting civilians. On MacLeod's Land in 3074, while her comrades spent two days ransacking the Pinard Protectorates factory, she slipped away to the capital city, Dougal, and began systematically destroying the southeast residential quarter block by block. Then the planetary militia arrived, she put her targeting computer to good use and blasted them into submission before returning to her original goal. Some fifteen thousand civilians died in the carnage. After Taurian news broadcasts reported on the atrocity, Plover was heard to remark, "That's a good start." She repeated her explicit attacks on noncombatants on every Taurian world the Roughriders visited, but the slaughter was never sufficient to repay the loss of her husband and three young children. She died on Terra in 3068, in a Blakist nuclear attack.

MAD-5L MARAUDER

HEAVY 'MECHS

167

Type: **Marauder**

Technology Base: Inner Sphere

Tonnage: 75 tons

Battle Value: 1,614

Equipment

Internal Structure:

Engine:	300	Mass	7.5
Walking MP:	4 (5)		19
Running MP:	6 (8)		
Jumping MP:	0		
Heat Sinks:	18 [36]		8
Gyro:			3
Cockpit:			3
Armor Factor:	224		14

Internal
Structure

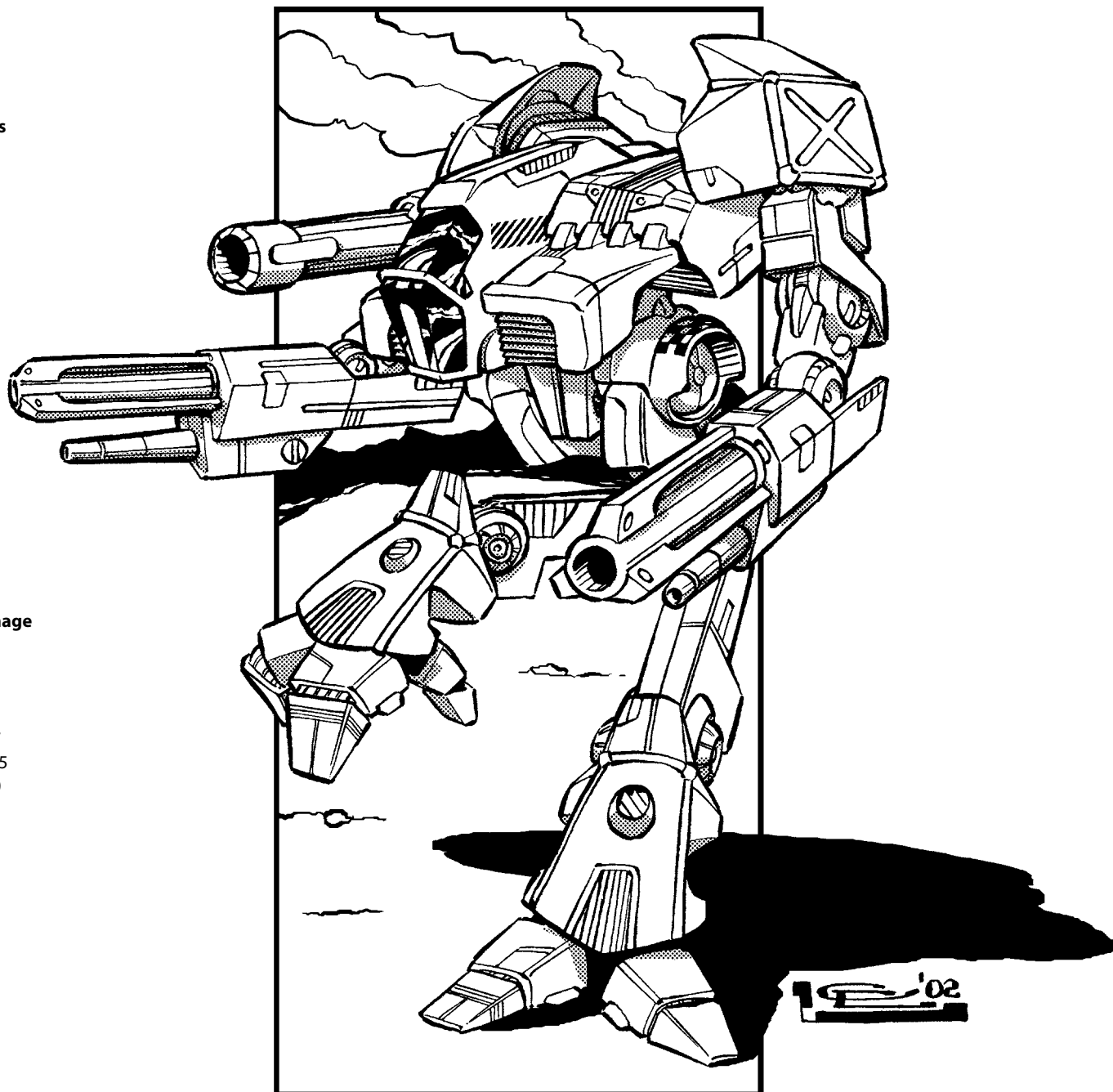
Armor
Value

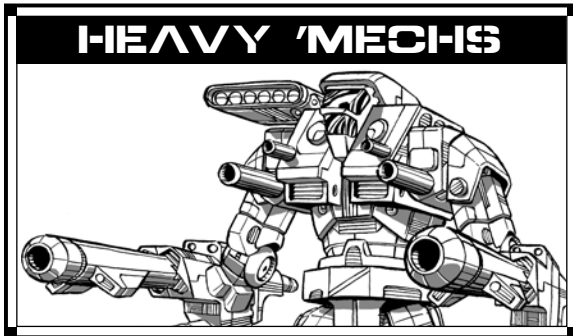
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	30

Weapons

and Ammo

	Location	Critical	Tonnage
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
ER PPC	RT	3	7
Guardian ECM Suite	CT	2	1.5
TSM	RL/LL/RT/LT	6	0





Mass: 75 tons

Chassis: Crucis G

Power Plant: Vlar 300

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: Anderson 398

Jump Capacity: 120 meters

Armor: Durallex Heavy

Armament:

2 Diverse Optics Sunbeam ER Large Lasers

6 Sutel Precision Line Medium Pulse Lasers

1 Yori Flyswatter Anti-Missile System

Manufacturer: Kallon Industries

Primary Factory: Talon

Communications System: Dalban Micronics

Targeting and Tracking System: Matabushi Sentinel

Overview

After analyzing battle footage from the Clan front, Kallon Industries of Talon based the design of its new *Penetrator* on the devastating *Black Hawk* OmniMech. With the first *Penetrators* coming off the production line in July 3053, Kallon Industries agreed to keep the Federated Commonwealth as the exclusive customer for this heavy 'Mech.

In a spectacularly successful marketing move, Kallon presented one of these 'Mechs to Cenotaph Stables on Solaris VII. With Cenotaph's owner, the legendary Kai Allard-Liao, piloting the *Penetrator* to victory after victory in the arena, Kallon was hard pressed to keep up with the AFFC's demand for the design.

Capabilities

In an age of endo steel internal structures, XL engines and ferro-fibrous armor, the *Penetrator* is something of a curiosity. The basic structure of the 'Mech incorporates none of the recovered technology commonly used on other 'Mechs. This makes the *Penetrator* relatively slow, but also rugged, durable and inexpensive. The inclusion of jump jets somewhat off-sets the *Penetrator*'s lethargic top speed of 65 kph.

Only the *Penetrator*'s weapons and heat sinks employ advanced technology. Two Diverse Optics extended-range large lasers provide respectable long-range punch, while six Sutel Precision Line medium pulse lasers provide punishing close-range firepower.

Defensively, the 'Mech mounts thirteen tons of Durallex heavy armor backed up by an anti-missile system mounted in the center torso. *Penetrator* pilots frequently criticize the placement of the system's magazine just under the engine, but Kallon Industries has made no move to modify the design.

Deployment

With the ever-present threat of the Clans hanging over it, the Federated Commonwealth shipped many *Penetrators* to units stationed in Lyran space. Following the secession of the Lyran half of the Commonwealth and the creation of the Lyran Alliance under Katherine Steiner-Davion in 3058, many *Penetrators* ended up on the rolls of the LAAF.

In the FedCom Civil War, *Penetrators* served on both sides, where they once more demonstrated their ruggedness. Scant dependence on ammunition made the 'Mech ideal for the mobile campaigns that were the hallmark of that conflict. Allied units such as Archer's Avengers conducted a planet-hopping campaign, always keeping one jump ahead of the Loyalist forces pursuing them. With reliable supply lines almost non-existent, the Avengers had to live off the land. Having little need for ammunition and few advanced components, the *Penetrator* proved an ideal combat unit.

During the FedCom Civil War, a number of *Penetrators* fell into the hands of mercenary units. Word has it that Kallon Industries may soon relax its policy of only selling the design to the Federated Commonwealth and now the Federated Suns.

Variants

Several variants have been introduced since 3053. The PTR-6M drops a ton of armor and two medium pulse lasers to add five heat sinks, while the PTR-6S removes one and a half tons of armor to mount a Guardian ECM system.

In an attempt to produce a cooler-running version, Kallon experimented with a missile-armed variant. The PTR-4F replaces the extended-range large lasers and two pulse lasers with two Federated 10-shot launchers and integrated Artemis IV fire control. This version proved unpopular, however, and has been produced in limited numbers.

The PTR-6T is an interesting field modification that surfaced during the FedCom Civil War. By replacing the medium pulse lasers with extended-range medium lasers, technicians with the Davion Guards were able to add two heat sinks and an advanced targeting computer.

Notable MechWarriors

General Archer Christifori: A highly decorated veteran of the campaign against the Smoke Jaguars, Archer Christifori retired to his homeworld of Thorin in the hope of finding peace. Unfortunately, Thorin became a flashpoint of the FedCom Civil War, and Christifori was soon leading the Thorin Militia against elements of the Fifteenth Arcturan Guard. With his world out from under the heel of Katherine Steiner-Davion's lackeys, Archer took his makeshift command (known as Archer's Avengers) on a drive across the war-torn Lyran Alliance before launching an audacious counter-attack against the Jade Falcon incursion.

Through countless battles, Archer's *Penetrator* has served him well, especially after the fighting on Huntress when Archer replaced the Diverse Optics large lasers with Clan-tech salvage and two additional heat sinks. Now commander of the newly formed Thorin Freedom Theater Militia, General Christifori has turned down the opportunity to upgrade to an assault 'Mech that befits his exalted rank.

PTR-4D PENETRATOR

HEAVY 'MECHS

169

Type: **Penetrator**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,687

Equipment

Internal Structure:		Mass
Engine:	300	7.5
Walking MP:	4	19
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

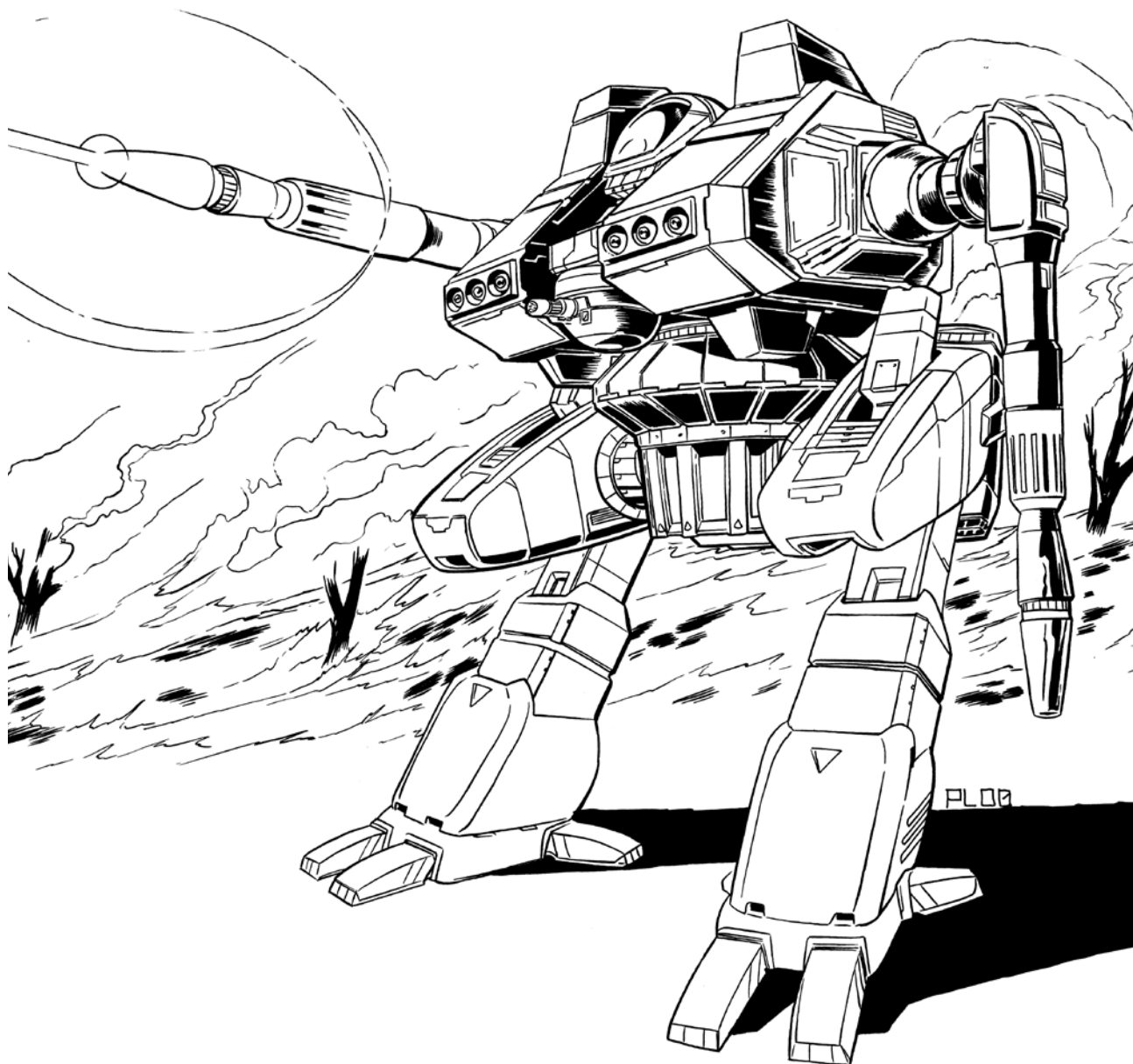
	Internal Structure	Armor Value
--	--------------------	-------------

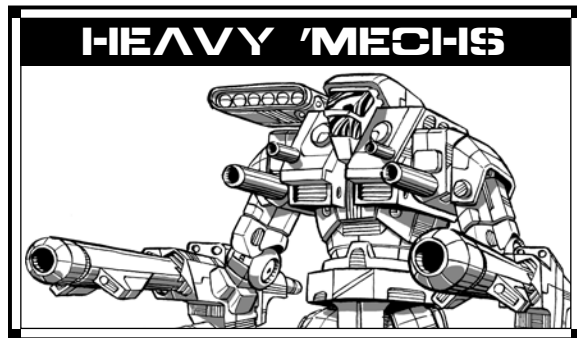
Head	3	9
Center Torso	23	34
Center Torso (rear)		9
R/L Torso	16	24
R/L Torso (rear)		7
R/L Arm	12	21
R/L Leg	16	26

Weapons

and Ammo

	Location	Critical	Tonnage
ER Large Laser	LA	2	5
ER Large Laser	RA	2	5
3 Medium Pulse Lasers	LT	3	6
3 Medium Pulse Lasers	RT	3	6
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	CT	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2





Mass: 75 tons

Chassis: Arc-Royal KH/9

Power Plant: Vlar 300 XL

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab 511 Ferro-Fibrous

Armament:

- 1 Grizzard Gauss Rifle
- 2 Holly Streak SRM-2 One Shot Packs
- 1 Blankenburg Large Pulse Laser
- 2 Martell Medium Pulse Lasers
- 1 Martell Small Pulse Laser
- 1 Burow Anti-Missile System

Manufacturer: Blackwell Corporation

Primary Factory: Outreach

Communications System: Garret T12-A,

Garret/Guardian Interface Model 2B

Targeting and Tracking System: Garret O2j

Overview

The *War Dog* was originally designed for the SLDF, though the plans and prototype chassis disappeared shortly before the fall of the Star League. Rediscovered by Snord's Irregulars in 3052, several chassis and a complete set of technical plans were delivered to GM/Blackwell on Outreach, whose design teams immediately began work on an extended production run of the *War Dog*.

Capabilities

The key to the success of the *War Dog* is its twelve tons of ferro-fibrous armor, which allow it to weather heavy fire typical of a Clan encounter. The torso-mounted anti-missile system and a Guardian ECM suite provide additional protection.

A Grizzard Gauss rifle provides the 'Mech's main punch, supplemented by a Blankenburg large pulse laser as well as paired medium pulse lasers for close-range fire support. A small pulse laser is rear-mounted on the head, the only modification to the original design specifications. The *War Dog* carries a last-ditch weapons system—two SRM-2 Streak one-shot missile packs—mounted on its legs.

One of this 'Mech's most distinctive features is that its right arm has more armor protection than its left. This requires MechWarriors to practice some gyro balancing, but it also offers exceptional protection to the *War Dog's* most powerful weapon.

Deployment

The *War Dog* first saw action in the Dragoons Civil War, during which forces loyal to Jaime Wolf used them to great success. Early in the war, vid footage of the fighting—prominently featuring two *War Dogs* destroying five opposing 'Mechs—leaked out to Harlech and ultimately to the rest of the Inner Sphere. Since then, the Blackwell Corporation has filled orders for *War Dogs* from every major Inner Sphere power, as well as from numerous mercenary units. Even the Word of Blake fields a few *War Dogs*, delivered before Wolf's Dragoons placed a prohibition on dealings with the Blakists. On the other hand, the *War Dog* is shunned by many Dragoons, who consider it too much of a reminder of the war.

A fair number of *War Dogs*, menacing and easily recognizable, have also found their way to Solaris VII, where the 'Mech has become a staple in the arenas.

Variants

Almost as many variants of this 'Mech exist as there are *War Dogs* fighting in the Solaris arenas, but only one is produced by Blackwell. The -03-FC's weapons configuration includes a heavy Gauss rifle, a piece of technology "acquired" from the Lyran Alliance, supported by an ER PPC, three ER medium lasers and a pair of medium pulse lasers. A head-mounted C³ slave unit only adds to this *War Dog's* potency on the battlefield.

Notable MechWarriors

MechWarrior Hubert Turanga: Turanga and Croaker, his modified *War Dog*, have been staples on the Solaris arena circuits for more than a decade now.

Though the *Croaker* has almost no original components remaining from the time it walked off GM/Blackwell's assembly lines twelve years ago, it is one of a handful of 'Mechs that have lasted through more than ten years of near-continuous action. Turanga, a recognized master on the freestyle circuits, has modified *Croaker* almost to the point of turning it into an OmniMech. In a matter of hours, his techs can reconfigure it with a variety of weapons and equipment, or given a day can even refit it with different armor.

Leftenant Colonel Andrei Zibler: Andrei Zibler is the son of Ariel Zibler, commanding general of the AFFS' Twelfth DLC, and son-in-law of Field Marshal Andrew Terlecki Jr., commander of the Crucis March and the entire Deneb Light Cavalry. In addition, almost two dozen of his close relatives on both sides of the family are current or retired AFFS officers. A mere lieutenant prior to the FedCom Civil War, Andrei Zibler fought admirably in the Eighth DLC, but by the end of the war, the weight of so many lost friends compounded family pressures to succeed. Losing confidence in himself, he gave up his commission in the Eighth DLC, choosing instead to "retire" to New Avalon, where his wife and children could be close to her parents. Major General Jean-Henri de Jeruc, his CO in the Eighth DLC and now a member of the AFFS General Staff, still keeps him on the books. Zibler's *War Dog*, the Promise, sits in a hangar in the Fox's Den, awaiting its master.

Type: **War Dog**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,814

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 215

Internal Structure	Armor Value
--------------------	-------------

Head	3	9
------	---	---

Center Torso	23	36
--------------	----	----

Center Torso (rear)		10
---------------------	--	----

R/L Torso	16	23
-----------	----	----

R/L Torso (rear)		9
------------------	--	---

R/L Arm	12	24/16*
---------	----	--------

R/L Leg	16	28
---------	----	----

Mass

7.5

9.5

0

3

3

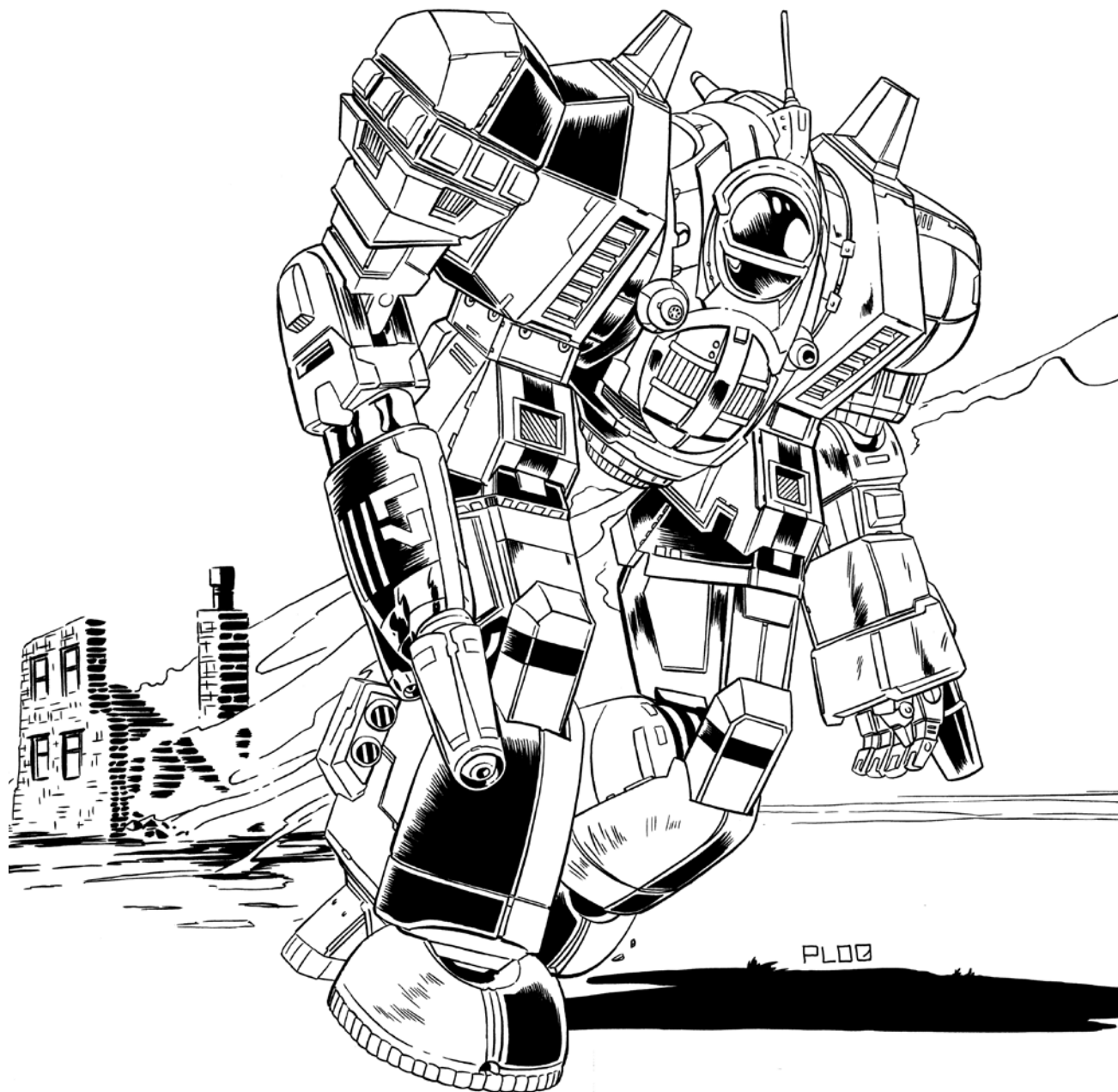
12

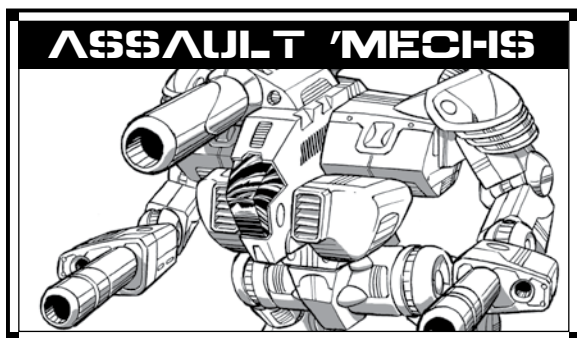
*Right Arm has 24 Points of armor, Left Arm has 16

Weapons

and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
Ammo (Gauss) 24	LT	3	3
Streak SRM 2 (OS)	RL	1	2
Streak SRM 2 (OS)	LL	1	2
Large Pulse Laser	LA	2	7
Guardian ECM Suite	CT	2	1.5
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	RA	1	2
Small Pulse Laser	H (R)	1	1
Anti-Missile System	RT	1	.5
Ammo (AMS) 24	RT	2	2





Mass: 80 tons

Chassis: Alshain Class 92b

Power Plant: Hermes 320 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/3

Armament:

- 1 ChisComp 32 Small Laser
- 2 Diverse Optics Type 20 Medium Lasers
- 2 Shigunga Arrow IV Missile Systems

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher Security Plus

Targeting and Tracking System: Matabushi Sentinel

Overview

An early result of Luthien Armor Works' program to reverse-engineer captured Clan OmniMechs, the *O-Bakemono*, or "Great Goblin," is based on the *Naga*.

Capabilities

Though LAW managed to implement the dual Arrow IV launching system, they had to make numerous concessions along the way; a perfect reminder that though the Inner Sphere has moved forward in leaps and bounds technologically after the decline and stagnation of the last few centuries, the Clans still hold a distinct edge.

While the *O-Bakemono* actually mounts five more tons of armor and manages to include a slightly larger secondary array of weaponry than the *Naga*, it does so at the cost of fewer heat sinks and, more importantly, a significant reduction in top speed. Despite these drawbacks, however, the *O-Bakemono* is still a devastatingly powerful fire-support 'Mech.

Deployment

In an unusual move for the Draconis Combine—reminiscent of similar programs by other Great Houses, such as House Steiner's initial deployment of the *Wolfhound* with the Kell Hounds—the *O-Bakemono* first saw deployment with Camacho's Caballeros. Though initially only rumors of the 'Mech leaked out, reports finally surfaced which verified that Chandrasekhar Kurita—with or without his cousin's direct consent—secured a prototype of the *O-Bakemono* and handed it over to the Caballeros for field testing in 3057.

Its effectiveness became readily apparent in the ensuing years. While not found in every front-line regiment—its almost total lack of secondary weapons and its artillery-based load-out ensures it is only found in larger, more elite commands—the *O-Bakemono* still plays a prominent role in the Combine's BattleMech arsenal.

Variants

The OBK-M11 and OBK-M12 *O-Bakemono* are more field-salvage variant than actual factory produced. However, in the recent heavy fighting on Luthien, these models have proven extremely effective, resulting in the appearance of numerous such salvage variants.

The expense and supply lines needed for Arrow IV munitions have made them a rare sight on Luthien, hoarded for use in only the most critical operations. MRM munitions, on the other hand, are plentiful and cheap by comparison. Toss in the expense and difficulty of repairing and replacing the *O-Bakemono*'s extra-light engine and it's easy to see how a downgraded variant of this assault 'Mech evolved on the savage battlefields of Black Luthien.

The OBK-M11 trades the XL engine for a standard 240 Pitban, while trading out the Arrow IV launchers for twin MRM-40s with four tons each of ammo, a C³ slave, and fourteen double heat sinks.

The OBK-M12, while effective, is also rare and difficult to produce—particularly in the field—almost defeating the purpose of a salvage variant; trading out two heat sinks and two tons of ammo from the M11, the M12 mounts a C³ master.

Notable MechWarriors

Kashira Barend Toet: Kashira Barend Toet, a member of Shigeru's Assault Company, Fourth Battalion of the Second Sword of Light, was instrumental in dislodging the Smoke Jaguars from the Kelian Wolds on Hyner during Operation Bulldog. *Tai-i* Shigeru Hirotsu initially engaged the Third Jaguar Cavaliers' Second Trinary Battle in one-on-one duels but quickly realized he was outmatched. In a superb act that defines the best of a samurai, *Tai-i* Hirotsu set aside his own honor for the sake of the victory and honor of the Draconis Combine and called in fire support from the Assault Company's Support Lance; in particular the dual Arrow IV systems of Kashira Toet's *O-Bakemono* proved devastatingly effective.

"El Cuco": The prototype *O-Bakemono* (named "El Cuco," or "the Bogeyman"), originally piloted by Diana Vásquez during its initial shakedown trials on Towne in 3057, has since passed through numerous hands. Pilots of El Cuco have sworn to hearing a faint voice on the commline (undetectable by other MechWarriors), along with phantom images on radar, magscreens and even the forward viewscreen. Though everyone knows it is a prototype, and hence prone to such unique glitches—no amount of tinkering by the techs have eliminated the episodes—the Caballeros has come to believe El Cuco is inhabited by the spirit of Diana Vásquez, who was captured and murdered by a firing squad during their deployment to Towne. As such, the Caballeros consider El Cuco a good luck charm that must always accompany them into battle. However, no one is eager to be the pilot that must come so close to Diana's spirit and so assignments to El Cuco are handed out on a mission-by-mission basis.

Type: **O-Bakemono**

Technology Base: Inner Sphere (Advanced)

Tonnage: 80

Battle Value: 1,659

Equipment

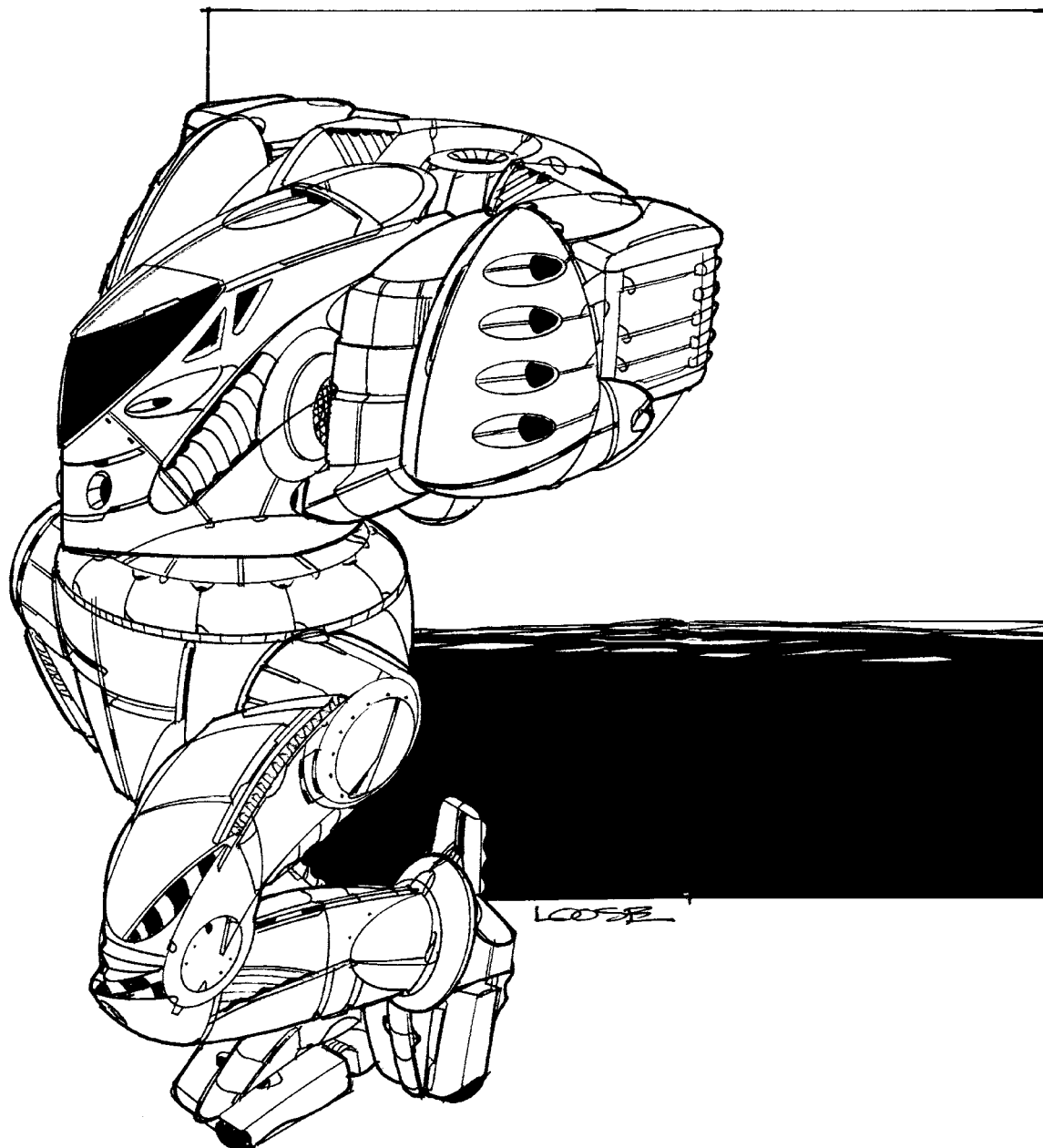
		Mass
Internal Structure:		8
Engine:	320 XL	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	224	14

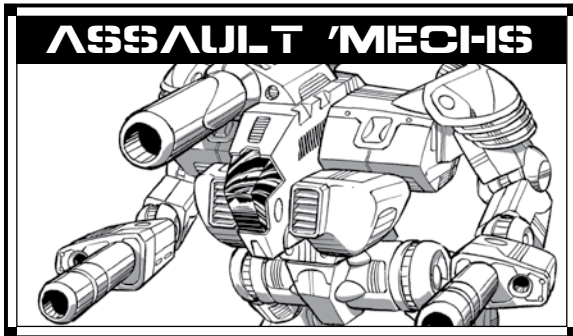
*Internal
Structure* *Armor
Value*

Head	3	9
Center Torso	25	37
Center Torso (rear)		10
R/L Torso	17	25
R/L Torso (rear)		9
R/L Arm	13	26
R/L Leg	17	24

Weapons

and Ammo	Location	Critical	Tonnage
Arrow IV System	LT/LA	5/10	15
Ammo (Arrow IV) 15	LT	3	3
CASE	LT	1	.5
Arrow IV System	RT/RA	15	15
Ammo (Arrow IV) 15	RT	3	3
CASE	RT	1	.5
Small Laser	H	1	.5
2 Medium Lasers	CT	2	2





Mass: 85 tons

Chassis: StarFrame Heavy

Power Plant: 340 Vox Light

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: ArcShield Maxi X Ferro-fibrous w/ CASE

Armament:

- 1 Zeus Slingshot Gauss Rifle
- 2 Defiance P5S Small Pulse Laser
- 4 RAMTech 1500Z ER Medium Lasers
- 2 Defiance B3M Medium Lasers
- 1 TharHes Maxi Short Range 6 Pack Launcher

Manufacturers: J.B. BattleMechs Inc, Red Devil Industries (Jade Falcons)

Primary Factories: Storfors, Pandora

Communications System: O/P 3000 COMSET

Targeting and Tracking System: Cyclops Multi-Tasker 10 w/ Artemis IV FCS

Overview

In the spring of 3061, Red Devil Industries was ready to shut down its Pandora Plant. That all changed when the Archon gave Red Devil a grant to refurbish the worn-out plant. The Archon asked J.B. BattleMechs Inc. to help speed up the refurbishment, offering them special incentives for their cooperation. This was possible due to Pandora's nobility—without the plant, the nobles would lose their cash flow. During the planning of the plant's refurbishment, both agreed to a mutually beneficial partnership in a new redesign of the BLR-3S.

J.B. BattleMechs Inc. began production of the new *BattleMaster* in the spring of 3062. The first 'Mechs had just begun reaching front-line units when the Civil War erupted, delaying Red Devil's production schedule another two years. Pandora had finally begun production in May of 3064, only to see the Jade Falcons launch a third invasion. The Civil War forced most of the Lyran defenders to relocate off of Pandora when the Falcons arrived in September of 3064. The planet fell in twenty-two days. Completely refurbished, Red Devil was now producing the new BLR-4S; the Falcons accepted the new design into their second-line units.

Capabilities

The *BattleMaster* was originally armed with a LRM 20 and six medium pulse lasers, but on today's battlefield those weapons would be considered defensive rather than offensive. J.B. BattleMechs redesigned the BLR-4S weapons, giving the 'Mech the offensive punch it lacked. The Gauss rifle was chosen for its range and damage. Four extended range medium lasers were added to increase damage potential at intermediate ranges, and two medium lasers, small pulses, and a SRM 6 with an Artemis IV were added for close support. For increased survivability, 13.5 tons of ferro-fibrous armor were installed, including using one of the new light engines.

Deployment

J.B. BattleMechs has been hard pressed to meet the demands of the LAAF given the loss of the Red Devil factory. Both the Lyran Regulars and Lyran Guards are slated to receive the *BattleMasters* as they become available. Some units out on the Rim area of the Alliance have mysteriously failed to receive their shipments, while the Falcons are using the BLR-4S to help replenish their depleted second-line units.

Variants

The Free Worlds League are building a variant based on a captured unit recovered from Kristen Marik's Crushers. This variant, identified as the BLR-5M, will use the light Gauss version including an extended-range large laser and upgrading the medium lasers to extended type. The BLR-5M still retains the standard fusion engine including the armor protection of the BLR-3M.

The DCMS is fielding variants based on units captured in the Lyon's Operations. They chose to use a standard engine in the BLR-CM and an XL in the BLR-K3. The CM variant is equipped with 2 C³ masters, limiting the weapons to an ER

PPC backed by a Shigunga MRM 30 and two ER medium lasers. The K3 variant has been armed with an ER PPC and 2 ER large lasers. Four ER medium lasers, including an SRM 6, were added for close-in support along with a C³ Master for lance command. The first K3 seen in service is piloted by *Tai-i* Drew Williams. Awarded to him for his service on the Draconis March front, *Tai-i* Williams is now serving as a company commander in the Ryoken-ni.

Notable MechWarriors

Marshal Jackson Davion: Jackson Davion had perhaps the most storied career in AFFS history. Graduating Albion at twenty, he served in the Davion Assault Guards, eventually becoming executive officer. Next he commanded the Second Crucis Lancers, then the First Davion Guards. He succeeded Morgan Hasek-Davion as commander of the Capellan March, then served under him as executive officer of the Federated Suns State Command, eventually succeeding him as Marshal of the Armies. Though he continued to serve after Katherine Steiner-Davion usurped the throne, he resigned before the FedCom Civil War ended. After the war, he resumed his duties and was named Prince's Champion. He held both positions into the Jihad, fighting the Blakists for every inch of ground on New Avalon. He died locked in single combat with the Blakist commander on 4 February 3073, when her fusion reactor exploded, defending the Suns till the very end from the cockpit of his *BattleMaster*.

Colonel Marie Stevens: Marie Stevens was the class of the mercenary profession for decades. She rose to command the 180th Dragoon Combat Group of the Lexington Combat Group after the Fourth Succession War when Colonel Golda Samson retired. The regiment was rechristened Marie's Golden Hammers. For the next four decades, she commanded the regiment with honor, condemned firing on unarmed or disabled enemies, and always showed greater compassion for the enemy than she received. The Golden Hammers was recognized as one of the best assault regiments in the Inner Sphere. Stevens was equally skilled at grand strategy and small-unit tactics. Though she received offers to command RCTs as an AFFS field marshal, Stevens refused to leave her beloved Golden Hammers. She finally retired, well into her 80s, just before the outbreak of the Jihad.

BLR-4S BATTLEMASTER

ASSAULT 'MECHS

175

Type: **BattleMaster**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,606

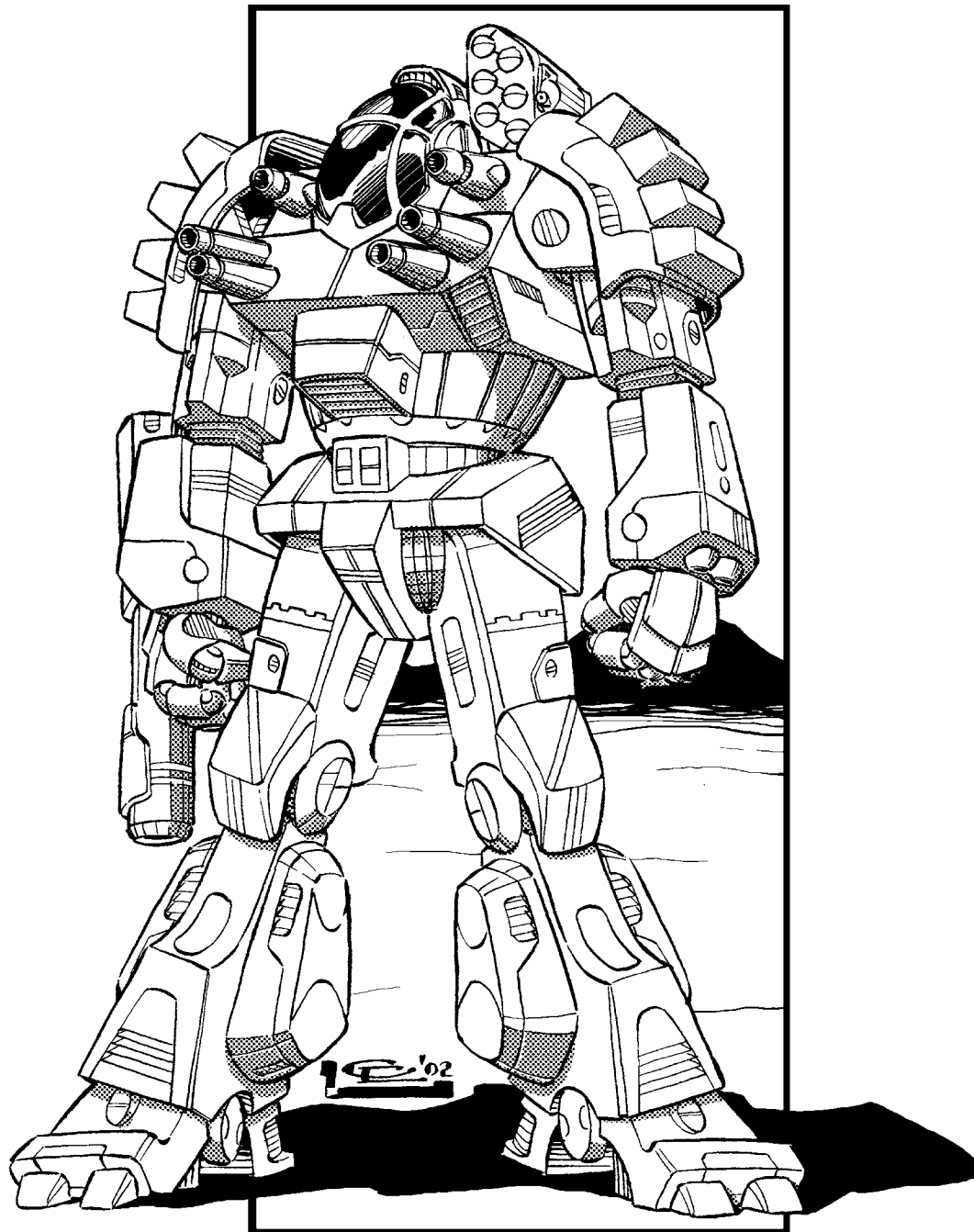
Equipment

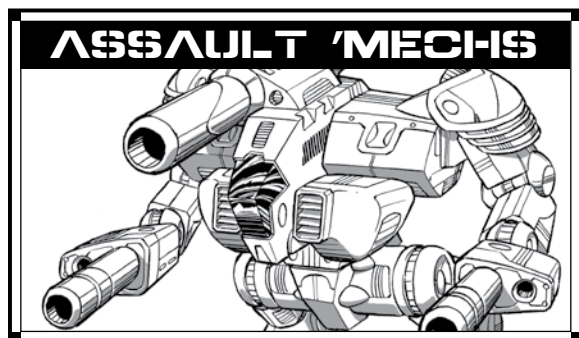
Internal Structure:		Mass
Engine:	340 Light	8.5
Walking	MP: 4	20.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor:	241	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	27	41
Center Torso (rear)		11
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	26
R/L Leg	18	28

Weapons

and Ammo	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 24	RT	3	3
2 Small Pulse Laser	LA	2	2
2 ER Medium Lasers	RT	2	2
Medium Laser	RT	1	1
2 ER Medium Lasers	LT	2	2
Medium Laser	LT	1	1
SRM 6	LT	2	3
Artemis IV FCS	LT	1	1
Ammo (SRM) 30	LT	2	2
CASE	LT	1	.5





Mass: 85 tons
Chassis: Star League XT
Power Plant: VOX 255 XL
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: HildCo Model 12
Jump Capacity: 60 meters
Armor: Kevlar 5000
Armament:
 2 Poland Main Model A Gauss Rifles
 2 Defiance P5M Medium Pulse Lasers
 4 Defiance B3M Medium Lasers
 1 Defiance A5L Small Laser
Manufacturer: Defiance Industries,
 Independence Weaponry
Primary Factories: Hesperus II (Defiance),
 Quentin (Independence)
Communications System: Nashan Quartet ComSy
 with Guardian ECM
Targeting and Tracking System: Nashan Diana
 Mark II Targeting Computer

Overview

The Clan invasion created some strange bedfellows, the most unlikely of which was the quasi-alliance of the Federated Commonwealth and the Draconis Combine. Though that relationship has soured over the past decade, the *Gunslinger* remains a lasting testament to what can happen when two bitter enemies put aside their mutual hatred and work toward a common goal.

Capabilities

The joint Combine-FedCom team designed this 'Mech around twin Gauss rifles, the only weapon that could compare favorably to its Clan counterpart. They also included a secondary weapon spread akin to that of the long-favored *BattleMaster*; placing four standard medium lasers in the torsos and mounting two additional medium pulse lasers in the legs to protect the 'Mech's rear.

The team equipped the slow-moving 'Mech with almost the maximum armor capacity, and also included a Guardian ECM suite and a Beagle Active Probe to provide extra security. Finally, they included jump jets to improve its mobility and ability to handle terrain. While only able to propel the 'Mech sixty meters, the designers believed this distance would permit the *Gunslinger* to bypass the most dangerous terrain features.

Deployment

The first FedCom *Gunslinger* walked off the line at Defiance Industries on December 5, 3053. It took nearly two more years before the first Combine *Gunslinger* left the Quentin plant, because of problems with the Gauss weapons. Both plants have since built as many *Gunslingers* as possible each year, severely stretching their resources while breaking production records year after year. Beginning with Operation Guerrero in 3057 and the Jade Falcon invasion of the Lyran Alliance in 3058, the *Gunslinger* proved its strengths, as it has in every other significant military operation in the Inner Sphere since. Consequently, the *Gunslinger* remains in high demand.

One particular action took place on Pesht during Operation Bulldog. Deploying two full lances of *Gunslingers*, the Seventh Sword of Light found themselves under attack by the Jaguars' Third Assault Cluster. Forced to react to the Jaguars' movements, the Sword of Light dropped the two *Gunslinger* lances ahead of the Third Assault, catching the Jaguars in a withering crossfire. As the Sword of Light pushed the Jaguars from the rear, the *Gunslingers* stopped the Jaguars' advance cold, destroying more than a dozen Clan 'Mechs in the process. Though only two of those *Gunslingers* walked off the battlefield, the battle cemented the 'Mech's reputation.

Currently, the *Gunslinger* serves in regiments throughout the AFFS, DCMS, and LAAF, with prestige units such as the Davion Assault Guards, the First Royal Guards, and the First Sword of Light deploying several *Gunslingers* each.

Variants

Only one major variant has taken to the field, and even then only in limited numbers. The GUN-2ERD retains the tried and true dual-Gauss configuration as well as the ECM suite, replacing the standard medium lasers with ER versions and dropping the rest of the equipment for a C³ master computer and an additional jump jet.

Notable MechWarriors

Kommandant Rayne Irialis: A 3056 graduate of the Armstrong Flight Academy, Rayne Irialis spent two years as a fighter pilot in the Fourth Alliance Guards (then known as the Twelfth FedCom RCT). When the FWL's invasion of the Sarna March struck Marcus, then-Leftenant Irialis was grievously wounded; she survived for three days in her crashed *Slayer* before a League patrol rescued her. She was well cared for and quickly repatriated, but her injuries prevented her from getting flight clearance again. Irialis spent the next year learning to pilot a 'Mech, transferring to the Fourth Guards' 'Mech regiment. Though not the best of MechWarriors, she is the regiment's undisputed sharpshooter, as evidenced by her assignment to the *Gunslinger* she has named Defiance Peacemaker.

Kashira Daniel Shen: Shot out of his *Hatamoto-Chi* on Quentin during Duke James Sandoval's invasion of the Draconis Combine, Ryuken-ni MechWarrior Daniel Shen took over a *Gunslinger* straight off of Independence's production lines—it hadn't even been primed and painted yet—and quickly became the regiment's avenging spirit. In a month of fighting on Quentin, and later four months on Addicks, Shen racked up an amazing thirty-one 'Mech kills, winning him the Katana Cluster, the Order of the Dragon and the Silver Claw.

GUN-1ERD GUNSLINGER

ASSAULT 'MECHS

177

Type: **Gunslinger**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 2,286

Equipment

Internal Structure:

Engine: 255 XL

Walking MP: 3

Running MP: 5

Jumping MP: 2

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 248

Internal
Structure

Armor
Value

Head 3

Center Torso 27

Center Torso (rear) 19

R/L Torso 18

R/L Torso (rear) 11

R/L Arm 14

R/L Leg 18

Weapons

and Ammo

Location

Critical

Tonnage

Guardian ECM Suite RT 2 1.5

Gauss Rifle RA 7 15

Ammo (Gauss) 24 RT 3 3

Gauss Rifle LA 7 15

Ammo (Gauss) 16 LT 2 2

Medium Pulse Laser RL (R) 1 2

Medium Pulse Laser LL (R) 1 2

2 Medium Lasers RT 2 2

2 Medium Lasers LT 2 2

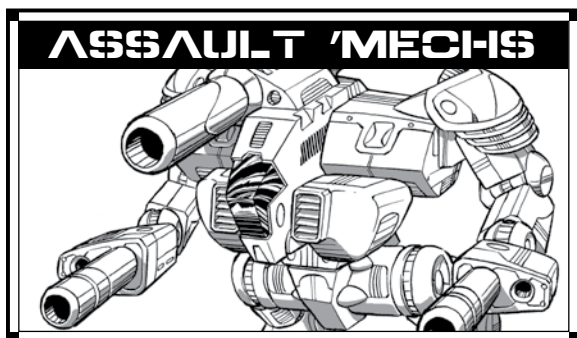
Beagle Active Probe CT 2 1.5

Small Laser H 1 .5

Jump Jet RL 1 1

Jump Jet LL 1 1





Mass: 90 tons

Chassis: Foundation AKU Endo Steel

Power Plant: GM 270

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Special Heavy

Armament:

- 1 Lord's Light 2 Extended-Range Particle Beam Weapon
- 1 Victory 23R Medium Laser
- 1 Victory Heartbeat Medium Pulse Laser
- 1 Shigunga Medium Range Missile 30-Rack
- 1 Guided Technologies 2nd Gen Streak SRM-4
- 1 Guided Technologies 2nd Gen Streak SRM-6
- 1 Imperator Code Red LB 10-X Autocannon

Manufacturer: Independence Weaponry

Primary Factory: Quentin

Communications System: Sipher Security Plus

Targeting and Tracking System: Matabushi Sentinel

Overview

During the Clan invasion, Theodore Kurita issued a general call to manufacturers to produce more cost-effective BattleMechs, both in initial investment and upkeep costs. Independence Weaponry, well known for their heavy and assault 'Mechs, responded with a low-cost alternative to their own *Atlas-K*: the AKU-1X *Akuma*. With a price tag comparable to the original *Atlas-D*, the *Akuma* shares many components with the older design. By creating a broader demand for the same set of parts, Independence Weaponry reduced the overall cost for both units.

Capabilities

The primary cost-cutting measure employed in the *Akuma*'s design was to make the *Akuma* smaller and lighter than the *Atlas*. The reduced weight and resulting smaller fusion engine represented a significant savings. In spite of its smaller size, however, the *Akuma* maintains the same ground speed and comparable armor protection. In addition, the 'Mech's head is adorned with a massive mask, giving it the frightening appearance of the mythical demon for which it is named. The *Akuma*'s fearsome appearance is intended to distract or startle the enemy long enough for the Combine MechWarrior to get in the first shot.

The 'Mech's armaments are an array of advanced weapons that work most effectively at short and medium ranges. Though the 'Mech is slow compared to others in its class, its intended use for defense or in slow advances against static or dug-in opponents keeps its low speed from being a design flaw. Central to the *Akuma*'s arsenal is a Lord's Light 2 extended-range particle beam weapon and a large rack of medium-range missiles. Two Streak launchers provide a short-range backup to the MRMs. As the Streaks cannot fire without a lock-on, not a single shot of their expensive ammunition is wasted. Some observers consider the Imperator Code Red LB 10-X autocannon an extravagance, but most experts point out that it provides needed long-range firepower. Arm-mounted lasers provide reliable backup weapons in case the *Akuma* runs out of ammunition.

Deployment

The Ryuken-go have always been the chief proponents of the *Akuma*, fielding this design in several assault lances. Other front-line units were slow to adopt the *Akuma* until it proved itself during the assault on Clan Smoke Jaguar, and since then demand has outstripped production. Recently, in the ill-fated attacks launched against the Combine by Duke Robinson, the *Akuma* 1XJ made its debut in the counterassaults that eventually took the Davion worlds of Breed and Kesai IV.

Variants

The 1XJ has often been derided as 'the same, only more so.' This has some merit in that long-range firepower is further weakened for incredible medium-range and point-blank assault capability. The ER PPC was changed out for a laser and the Streak launchers removed. This allowed upgrades of the medium range missiles and the autocannon. More surprising, however, are the retrofitted jump jets which give the *Akuma* expanded tactical options. It was this variant that created such chaos among Davion lines in 3064.

Notable MechWarriors

Chu-i Hemera "Nyx" Demetriádou: *Chu-i* Demetriadou is a set of walking contradictions, hence her callsign "Nyx," the goddess of night, as opposed to her given name, the goddess of day. One day she pilots her AKU-1XJ variant *Akuma* with grace and precision, the next with stiffness and randomness. Hence, she remains a *chu-i* despite experience which should warrant the rank of *tai-i* if not *sho-sa*. For example, after maneuvering her *Akuma* into close range and blasting a First Robinson Rangers *Atlas* to shreds with her LB-20X autocannon, she immediately and unsuccessfully pursued a fleeing Rangers *Wolfhound* for several kilometers, falling behind immediately and never landing a shot. Her inconsistent performance flummoxes her superiors in the Forty-fifth Dieron Regulars, who have considered transferring her to the Legion of Vega.

Tai-i Mineo Kensaku: Mineo Kensaku's *Akuma* made for a strange sight, striding into battle on New Avalon in 3065. Kensaku abandoned his post in the Third Proserpina Hussars to fight for First Prince Victor Steiner-Davion in the FedCom Civil War. Kensaku respected the Prince as a true and honorable warrior, both from Operation Bulldog and later as Commanding General of the SLDF. Kensaku fought hard and well on Coventry, Furillo, York, and Tikonov before falling to the Loyalists in Avalon City. In his final action he withstood devastating firepower to reach the Remagen CMM headquarters. Kensaku crushed the cockpit of the brigade commander before his *Akuma* was reduced to scrap. He was buried with full honors in his ancestral enemy's capital.

Type: **Akuma**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 1,959

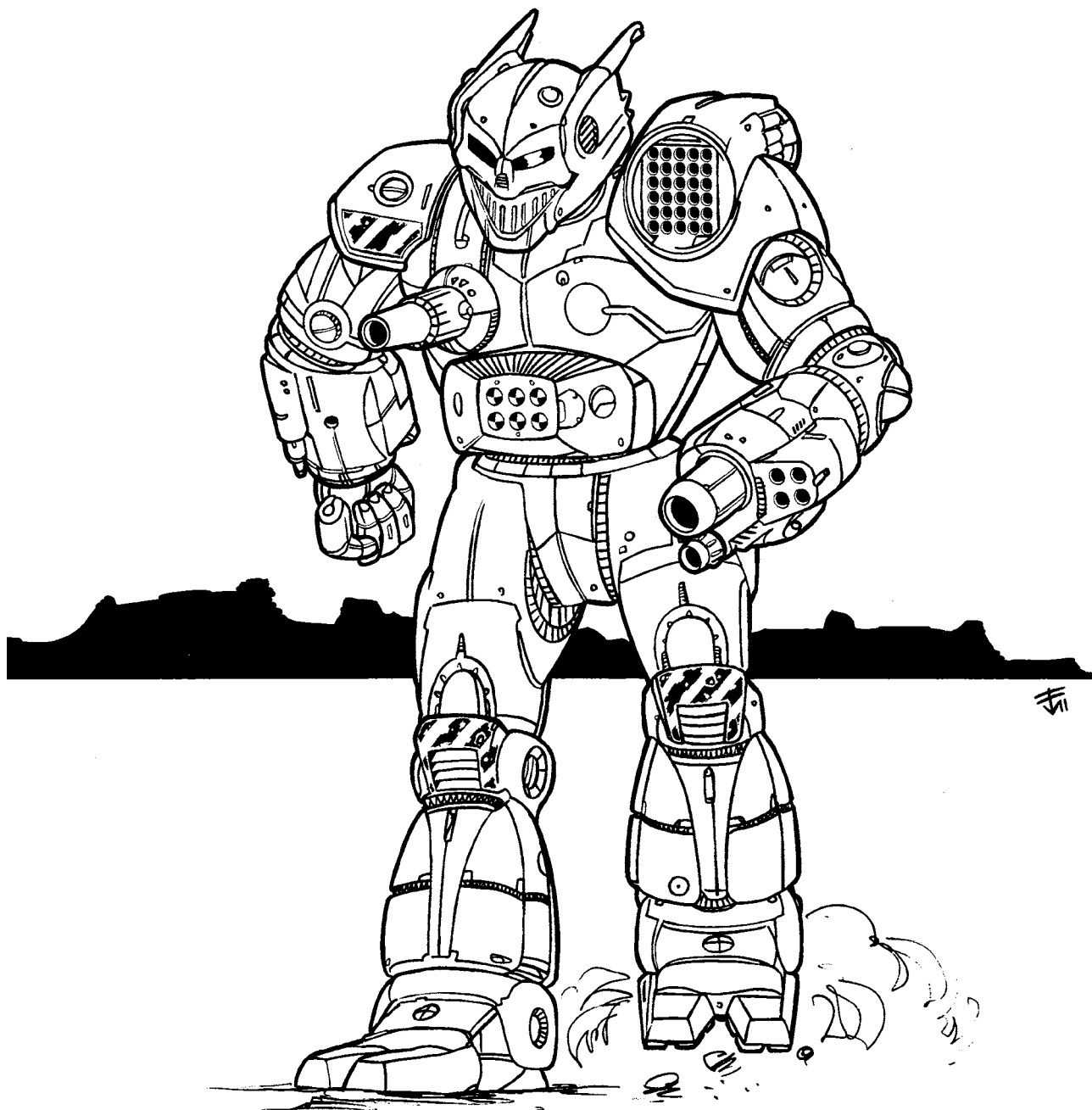
Equipment

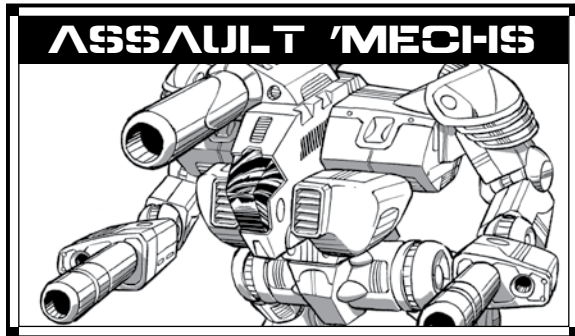
Internal Structure:	Endo Steel	Mass
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	279	17.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	29	43
Center Torso (rear)		15
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
Medium Pulse Laser	LA	1	2
Streak SRM 4	LA	1	3
Ammo (Streak 4) 25	LA	1	1
Medium Laser	RA	1	1
MRM 30	LT	5	10
Ammo (MRM) 16	LT	2	2
LB 10-X AC	RT	6	11
Ammo (LB-X) 20	RT	2	2
Streak SRM 6	CT	2	4.5
Ammo (Streak 6) 15	RT	1	1





Mass: 90 tons

Chassis: Alshain Class 101

Power Plant: Hermes 270 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: New Samarkand Royal Ferro-Fibrous with CASE

Armament:

2 Victory Nickel Alloy Extended-Range Large Lasers

2 Shigunga Long Range Missile 15-Racks

4 Imperator Smoothie-2 Autocannons

Manufacturer: Luthien Armor Works

Primary Factory: New Samarkand

Communications System: Sipher Security Plus mk.II

Targeting and Tracking System: Matabushi SuperSentinel

Overview

In 3036, Luthien Armor Works participated in Project *Daboku*, along with several senior-ranking officers of the DCMS High Command, Independence Weaponry, and Wakazashi Enterprises. Originally a think tank project, this small group of researchers and career officers was tasked by the Coordinator to examine the Star League technology gained in the Helm Memory Core as well as what equipment had been given to the Dragon by ComStar.

Project *Daboku* was a mediocre success at best. Doomed from the start due to the highly charged political mix of hard-liners, corporate fast trackers, and eccentric scientists, the best result from the short-lived think tank was the designs for the *Daboku*. Conceived as an assault-class BattleMech with similar characteristics to IBMU's *Awesome* design, the project was shoved into LAW's hands and conveniently forgotten.

The *Daboku* debuted to little fanfare in 3038 and almost immediately earned the disdain of every MechWarrior that piloted it. Only three hundred were made before the design was halted after several combat reports came back describing in excruciating detail the various flaws of the machine. The *Daboku* was shelved as a failure.

According to the detailed reports, the *Daboku's* chest frame arrangement somehow interfered with part of the CASE system meant to protect the pilot. If the center part of the torso was hit hard enough, sensors sometimes read the resultant damage as a pilot-threatening ammo explosion, firing the auto-eject sequence even when the system was disengaged.

To the amusement of many in the DCMS Quartermaster department, the nascent AFFC snapped up the pristine salvage during 3040s border skirmishes and deployed them among Lyran units scattered on the Periphery border. Combine warriors were instructed that the quickest way to kill an AFFC *Daboku* was to target the lower center plate of armor, near the thighs.

Capabilities

The *Daboku* received a second look when Victory Armaments perfected their extended-range lasers in late 3046. Looking for an easy platform to mount them on, a LAW technician came across the specifications for the *Daboku*. The *Daboku* was a test-bed for the ER lasers, new heat sink technology and an extra-light engine. Finding the required chassis modifications to be minimal, LAW approved the design and rushed it into production.

A chance conversation between an ISF case officer and LAW's DCMS liaison produced the Davion codename of "*Mauler*" for the original *Daboku* series. LAW officials decided to change the name due to the poor reputation the failed design had gained so quickly; lacking any original ideas, they used the fearsome Davion moniker. The first of the new *Mauler* series headed to the Suns border in 3048.

Unfortunately, one of the *Daboku's* original design flaws was accidentally ignored in the initial production runs. The safety system flaw of the *Daboku* was overlooked in the *Mauler* and was not corrected until 3051.

Deployment

Produced in massive quantities during the years of the Clan Invasion and again during Operation Bulldog, *Maulers* can be found in almost every DCMS unit still in service. Additionally, thanks to battlefield salvage, they can also be found among several AFFS and LAAF units as well.

As of this report, none of the original *Daboku* models still exist with any active military command.

Variants

The original *Daboku* design mounted dual LRM 10 launchers in addition to paired large lasers and four Smoothie-2s. Using only standard armor plating, it would not last long against other assault-class 'Mechs, however.

Two C³ variants exist, though one is only a slight upgrade from the 1R design. The other utilizes paired LB-10X autocannons at the expense of its large lasers and small-bore autocannons.

LAW/New Samarkand rolled out a newer variant of the *Mauler* on its lone assault-Mech line. This design utilizes paired snub-nosed PPCs along with four light autocannon/5s. How the Combine came into possession of this new technology is still up for debate. With the lighter weapons load, LAW designers increased the armor capacity of the 'Mech, making it a fearsome—if overheated—weapon for the DCMS.

Notable MechWarriors

Chu-i Marissa Frestadt: Youngest daughter of Jeroen Frestadt, a convicted traitor of the Combine, Marissa managed to enlist with the Pesht Regulars under an assumed name. When approached by an ISF officer six months later, she agreed to undergo intense background checks and surveillance for over seven years just to prove that she was not her father's daughter. The ISF cleared Marissa's name from the "gray list" in 3068 and she was immediately promoted to lance commander within the Seventh Pesht Regulars.

Type: **Mauler**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 1,460

Equipment

Internal Structure:

Engine: 270 XL

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor: 206

Internal
Structure

Armor
Value

Head 3

Center Torso 29

Center Torso (rear) 10

R/L Torso 19

R/L Torso (rear) 10

R/L Arm 15

R/L Leg 19

Mass

9

7.5

1

3

3

11.5

Weapons

and Ammo

Location Critical Tonnage

ER Large Laser RA 2 5

ER Large Laser LA 2 5

LRM 15 RT 3 7

Ammo (LRM) 16 RT 2 2

CASE RT 1 .5

LRM 15 LT 3 7

Ammo (LRM) 16 LT 2 2

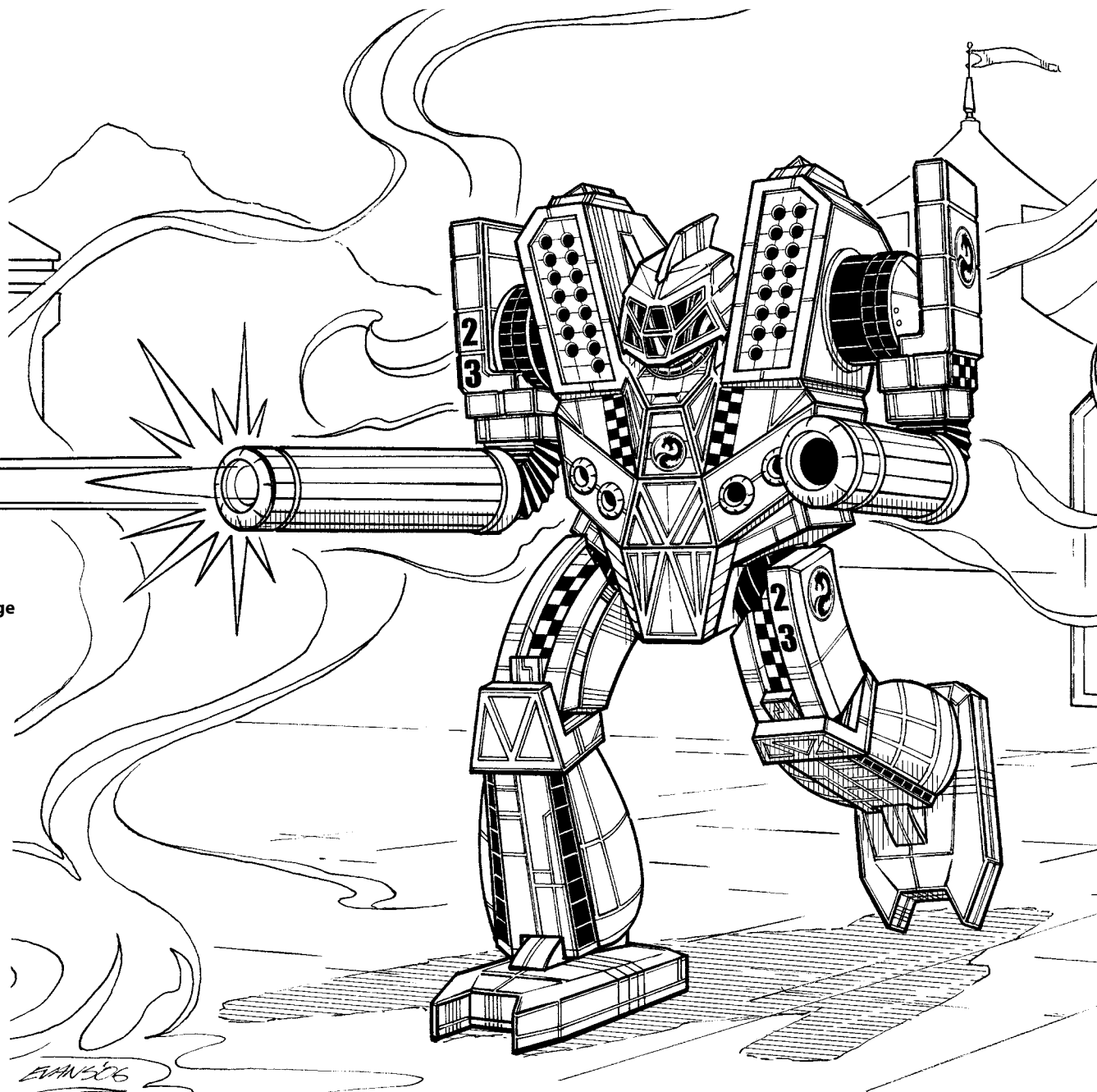
CASE LT 1 .5

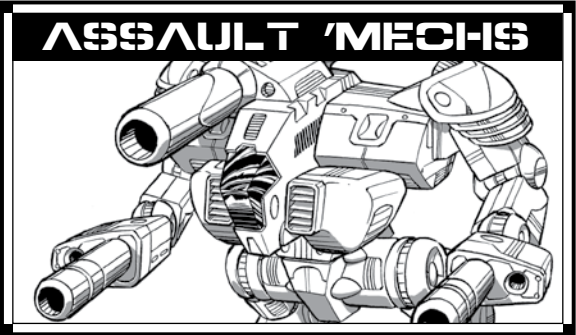
2 AC/2 RT 2 12

Ammo (AC) 45 RT 1 1

2 AC/2 LT 2 12

Ammo (AC) 45 LT 1 1





Mass: 90 tons
Chassis: Alshain Class 98 Omni
Power Plant: Hermes 360 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon
Armament:
36 tons of pod space available
Manufacturer: Luthien Armor Works
(OmniMech Production Facility), StarCorps Industries
Primary Factory: Luthien, Crofton, Son Hoa,
St. Ives, Loburg
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Overview

Using information gleaned from captured Clan *Loki* and *Thor* chassis, Draconis Combine scientists were able to re-engineer an OmniMech designed to perform in similar roles as those Clan 'Mechs. Actuator wear and missile exhaust issues prevented widespread *Sunder* deployment until late in 3056.

Capabilities

While the *Sunder* is capable of carrying 36 tons of pod-mounted equipment, its slower speed and the inherent quality difference between Inner Sphere and Clan technology allows it to accomplish its intended tasks only marginally well.

The SD1-O configuration concentrates almost its entire pod-space on short range firepower, featuring an AC/20 with a brace of SRM-4s to exploit any armor breaches. Several lasers support this weaponry should ammunition run out.

A Gauss rifle, several LRM racks, and an ER PPC provide the SD1-OA configuration an almost equivalent amount of firepower at range. The Alpha and Prime variants often fight together in pairs, where the Alpha provides longer range support.

SD1-OB Configuration is intended to deploy and safeguard the central C³ node of an entire C³ company.

The SD1-OC configuration of the *Sunder* takes advantage of the new DCMS missile systems to deliver withering firepower at close and medium ranges. For maximum efficiency this weapon load is used in a C³ network that includes faster 'Mechs.

First deployed in Kuritan and Davion cities, the SD1-OD Configuration mounts an LB 20-X autocannon supported by two PPCs for long-range barrages. It proved itself extremely deadly when combined with the torso-mounted jump jets.

Deployment

Sunders have been deployed with assault lances in units stationed along the Clan border. They played a key role in Operation Bulldog, when the DCMS authorized the widespread use of Clan weaponry on OmniMechs. With its 36-ton pod space used to peak efficiency, the *Sunder* was able to compete favorably with Clan *Masakari* and *Gladiator* OmniMechs. Many *Sunders* were also equipped as lance or company C³ nodes, enhancing the performance of DCMS units even further.

More recently, the *Sunder* has seen action during the Lyons Thumb incident and the Ghost Bear War. It continued to acquit itself well, proving the strategic advantages of OmniMech technology in several protracted engagements.

Notable MechWarriors

Tai-sa Stephen Somogyi: As the commander of Fourth Pesht Regulars during Operation Bulldog, *Tai-sa* Somogyi acquitted himself well against his Nova Cat opponents.

He went on to earn great renown on Kiamba, when he covered the retreat of the remainder of his unit by challenging the Star Captain of a Second Bear Regulars Trinary to single combat over the right to use the Gurana Plains of Kiamba to pursue his foes. Somogyi defeated his opponent's *Gladiator* OmniMech, thus buying enough time for the Fourth Pesht to regroup.

MechWarrior Tanisha Brown: MechWarrior Brown's reputation stems from her tendency to equip her OmniMech with a multitude of flamers, machine guns, and Inferno SRM launchers. Called 'the Scourge of Addicks', Brown maintains that her configurations and conduct in Saint Randall are the result of her superior's orders. It is a reputation that she has propagated on Dieron, against the Word of Blake.

Type: **Sunder**
Technology Base: Inner Sphere OmniMech
Tonnage: 90
Battle Value: 1,747

Equipment		Mass
Internal Structure:		9
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	264	16.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	41
Center Torso (rear)		12
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	33

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	3 Engine	9
Left Torso	3 Engine	9
Right Arm	Double Heat Sink	5
Left Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo Location Critical Tonnage
Primary Weapons Configuration

2 Large Lasers	RA	4	10
Medium Laser	RT	1	1
Ammo (AC) 5	RT	1	1
Ammo (SRM) 25	RT	1	1
AC/20	LA	10	14
Medium Laser	LT	1	1
Ammo (AC) 5	LT	1	1
Ammo (SRM) 25	LT	1	1
SRM 4	H	1	2
2 SRM 4	CT	2	4

Alternate Configuration A

ER PPC	RA	3	7
Ammo (LRM) 48	RT	2	2
Medium Pulse Laser	RT	1	2
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
Medium Pulse Laser	LT	1	2
LRM 5	H	1	2
2 LRM 5	CT	2	4

Battle Value: 2,003

Alternate Configuration B

2 Medium Pulse Lasers	RA	2	4
C ³ Computer	RT	5	5
Medium Laser	RT	1	1
Ammo (LRM) 12	RT	1	1
LRM 20	LA	5	10
Ammo (LRM) 18	LA	3	3
C ³ Computer	LT	5	5
Medium Laser	LT	1	1
Ammo (LRM) 12	LT	1	1
LRM 10	CT	2	5

Battle Value: 1,597

Alternate Configuration C

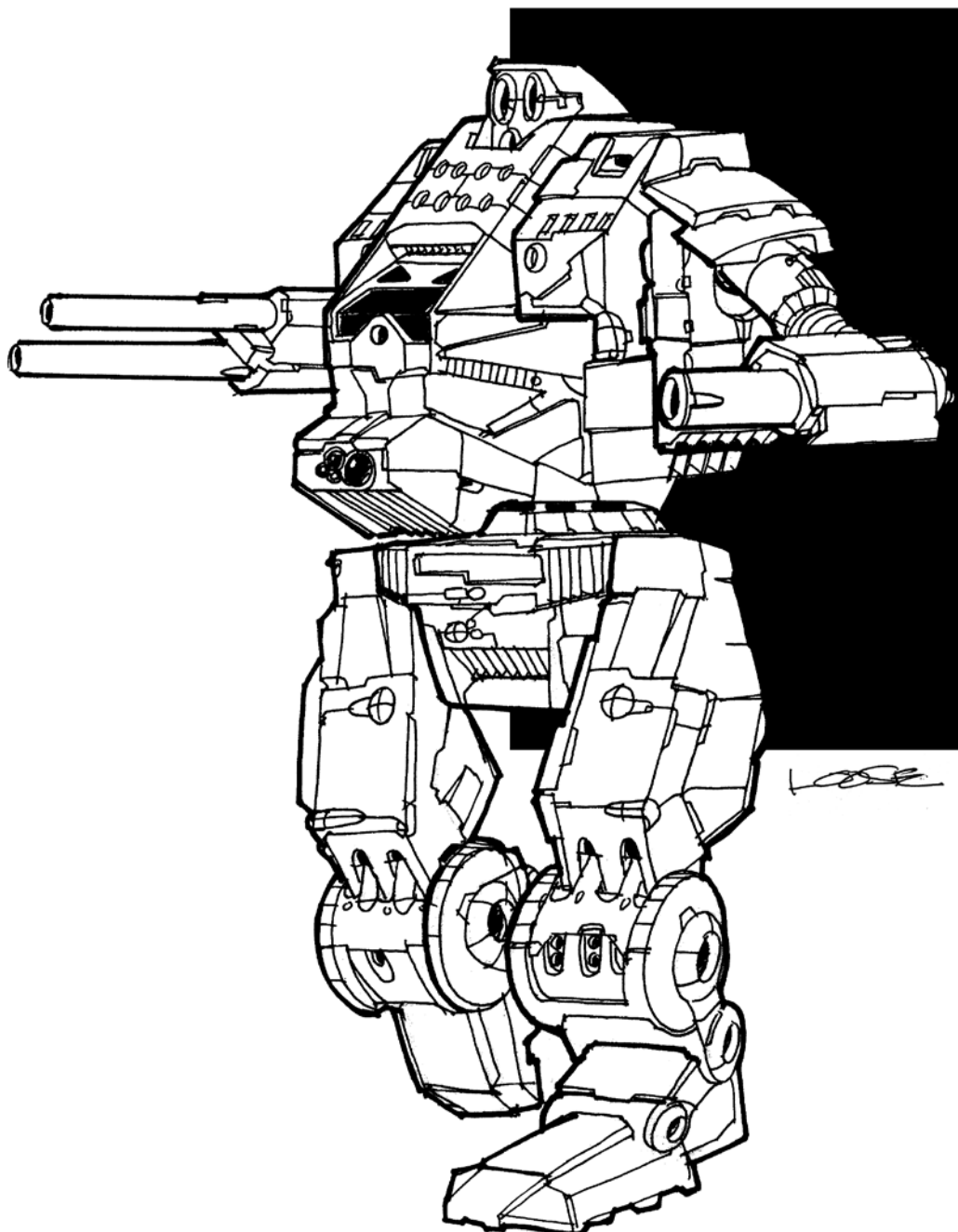
MRM 30	RA	5	10
Ammo (MRM) 16	RT	2	2
MRM 40	LA	7	12
Ammo (MRM) 18	LA	3	3
Medium Laser	LT	1	1
C ³ Slave	LT	1	1
Streak SRM 4	H	1	3
Streak SRM 4	CT	1	3
Ammo (Streak) 25	CT	1	1

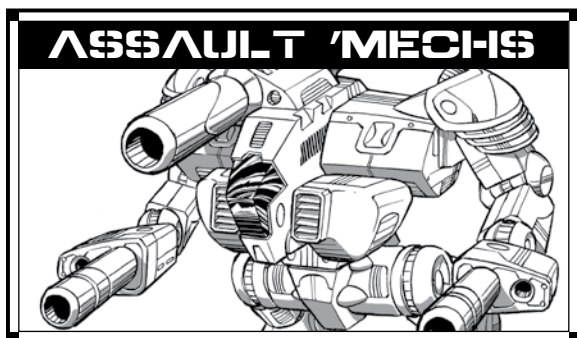
Battle Value: 1,735

Alternate Configuration D

2 PPC	RA	6	14
Jump Jet	RT	1	2
LB 20-X AC	LA/LT	11	14
Ammo (LB-X) 10	LT	2	2
Jump Jet	LT	1	2
Jump Jet	CT	1	2

Battle Value: 1,947





Mass: 95 tons

Chassis: Albat-50

Power Plant: GM 380 XL

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/3 with CASE

Armament:

- 1 Oriente Model O LB 10-X Autocannon
- 1 Diverse Optics Sunbeam ER Large Laser
- 1 Irian Weapons Works V7 LRM-15 Rack
- 1 Irian Weapons Works 60mm SRM-6 Rack
- 1 Tronel PPL-20 Large Pulse Laser
- 2 Irian Weapons Works Super 6 Medium Lasers

Manufacturer: Irian BattleMechs Unlimited

Primary Factory: Irian

Communications System: Irian Technologies HMR-35s

Targeting and Tracking System: Omicron TrackerKeeper

Overview

The Clans' lightning invasion of the Inner Sphere gave pause to military experts from all the Great Houses. Many people believed humanity had already reached the zenith of its destructive capabilities, but the Clans proved that conviction wrong technologically and militarily. The Free Worlds League received the unique opportunity to sit back and watch the Clan invaders destroy its enemies, while making a profit from that same conflict by providing the embattled Houses with equipment to fight the Clans.

League strategists, however, knew this state of affairs could not last. They believed that after the Clans finished off the Federated Commonwealth, they would come after League worlds. With this in mind, the League's high command

launched Project Omega in late 3052, intent on creating an assault 'Mech able to face and defeat Clan OmniMechs. After only five months of design and testing, the Omega team delivered the first *Albatross*.

Capabilities

Irian BattleMechs Unlimited received the go-ahead to produce the *Albatross* while also churning out refits for Federated Commonwealth troops. Using their clients' catalogued preferences and a scattering of reports about Clan fighting styles, the Omega team set out to accomplish this task.

At 95 tons, the *Albatross* is among the heaviest 'Mechs ever produced by House Marik. Thanks to its GM 380 XL engine, it can reach speeds up to 65 kph. Free Worlds designers believed it best not to burden the *Albatross* with an endo steel chassis or ferro-fibrous armor, in order to save ample space for its weapons complement.

The 'Mech's impressive weaponry is designed for use at all ranges. The LRM rack and the Diverse Optics Sunbeam extended-range large laser give tremendous long-range firepower, while the LB 10-X autocannon, large pulse laser and medium lasers keep closer-in enemies busy. For any opponent that closes with the *Albatross*, MechWarriors can bring the SRM-6 rack to bear.

Thirteen tons of armor give the *Albatross* a long lifespan on the battlefield. With only fourteen double heat sinks, however, the machine is prone to overheating.

Deployment

The first *Albatross* rolled off the production line in 3053, just ten months after it was commissioned, but regular line units received none of the initial batch. Instead, the first *Albatrosses* became the signature 'Mech of the Knights of the Inner Sphere. Subsequently, Operation Guerrero and the counterassault against the Clans led to more widespread deployment. It remains largely limited to prestige FWLM units, but a few have also been exported to the League's close allies.

Variants

The only known variant, the 4U, replaces the LB 10-X AC with a light Gauss rifle, the medium lasers for extended range versions, the standard SRM for a Streak launcher, and completely removes the ER large laser, adding an extended range small laser and mounting 16.5 tons of ferro-fibrous armor.

Notable MechWarriors

Major Serge Bernstein: Once a senior officer in the mercenary unit Kristen's Krushers, Major Bernstein is now officially listed as rogue, at large in the Lyran Alliance waging his own private war to avenge the slaughter on Coventry. Rumors in the Atreus court and on Tharkad suggest that this private war may have covert backing from hawks in the League government. Bernstein's family ties to the Mariks seem to support this rumor. His wife was Ana Marik, one of the so-called martyrs of Coventry, and his sister-in-law is the troublesome Alys Rousset-Marik. Bernstein and his small band have struck at various targets in the Alliance, all connected with the troubles that befell the mercenaries, attacking without mercy and fading away before the LAAF can mount a counterattack. That Bernstein can pull off such hit-and-fades with his 95-ton monster testifies to his skill and determination.

Knight Nicholas Kirby: Even among the prestigious Knights of the Inner Sphere, one of the best known standout warriors is the "Rock of Huntress," Sir Nicolas Kirby, whose grim defense of FWL positions during Operation Serpent became legendary. Weathering repeated assaults, Kirby refused to withdraw from his position even after running out of cannon and missile ammunition and taking critical damage. He chose instead to sacrifice himself in order to buy his comrades time to regroup. The battleROMs recovered from his downed 'Mech at the end of the campaign show Kirby's glorious last moments against an entire Jaguar Star and his eventual fall to a ProtoMech assault. Kirby's body was not found in the wreckage, nor has anyone yet determined its fate.

ALB-3U ALBATROSS

ASSAULT 'MECHS

185

Type: **Albatross**

Technology Base: Inner Sphere

Tonnage: 95 tons

Battle Value: 1,668

Equipment

Internal Structure:

Engine: 380 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro: 4

Cockpit: 3

Armor Factor: 208

Internal
Structure

Mass

9.5

20.5

Armor
Value

Head 3 9

Center Torso 30 37

Center Torso (rear) 10

R/L Torso 20 24

R/L Torso (rear) 8

R/L Arm 16 21

R/L Leg 20 23

Weapons

and Ammo

Location Critical Tonnage

LB 10-X AC LA 6 11

Ammo (LB-X) 20 LT 2 2

CASE LT 1 .5

ER Large Laser LT 2 5

LRM 15 RT 3 7

Ammo (LRM) 16 RT 2 2

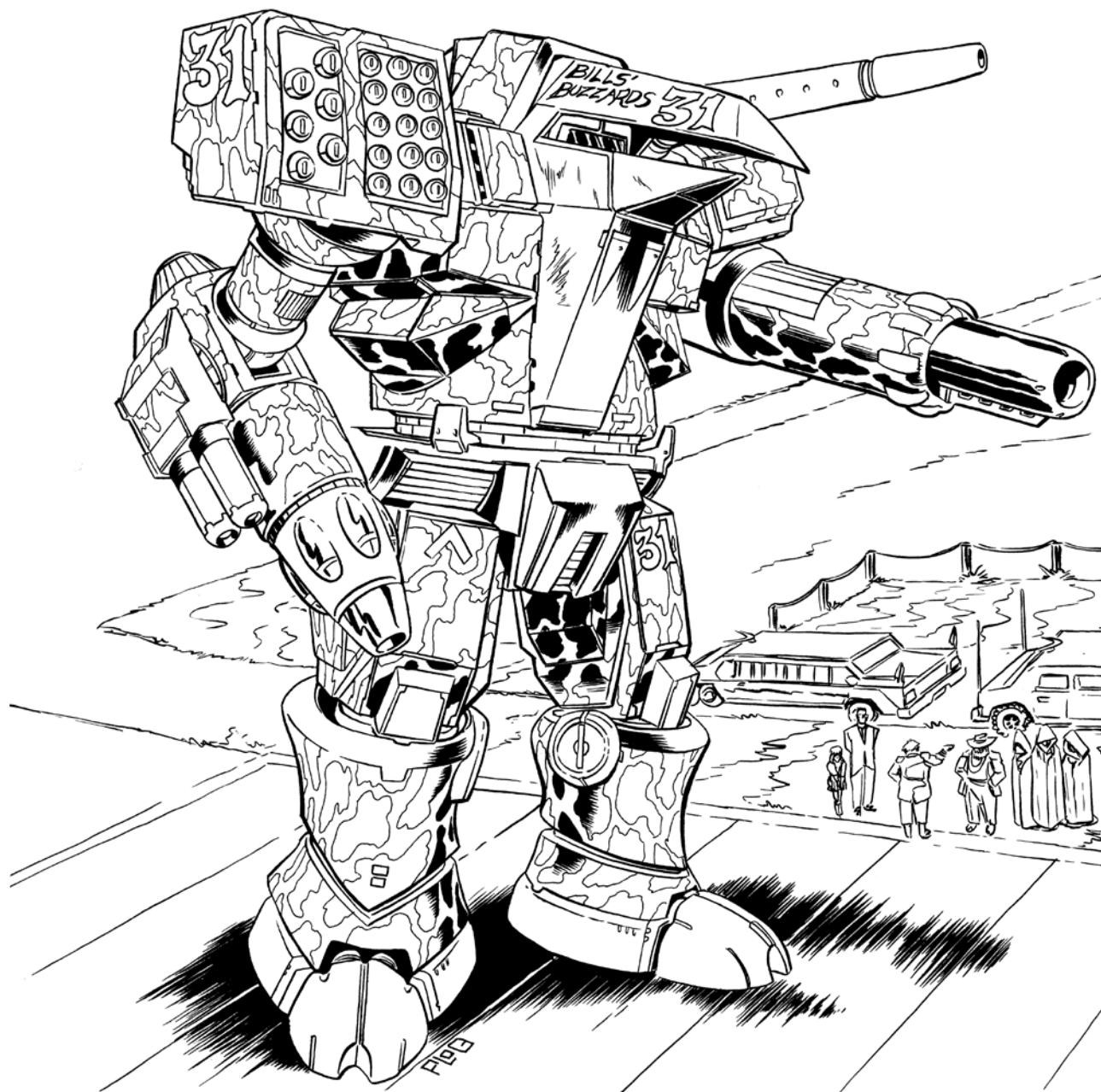
SRM 6 RT 2 3

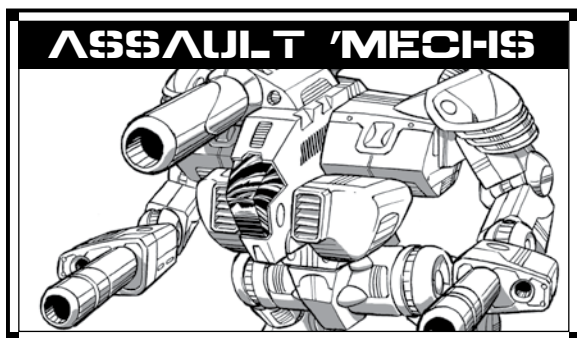
Ammo (SRM) 15 RT 1 1

CASE RT 1 .5

Large Pulse Laser RA 3 7

2 Medium Lasers RA 2 2





Mass: 95 tons

Chassis: ThermoElectron II

Power Plant: GM 380 XL

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: Aldis Heavy Ferro-Fibrous

Armament:

2 Grizzard Model 200 Gauss Rifles

4 Blankenburg Medium Pulse Lasers

1 McArthur Anti-Missile System

2 Sperry Browning Machine Guns

Manufacturer: LexaTech Industries

Primary Factory: Hun Ho

Communications System: O/P 3000 OSJ

Targeting and Tracking System: O/P PulseTrack III

Overview

The product of more than a year of effort, the *Cerberus* is the culmination of LexaTech engineers' bid to produce a powerful and menacing assault 'Mech in the tradition of the classic Star League *King Crab* and *Atlas*. With a narrow profile in comparison to other assault 'Mechs, the *Cerberus* possesses a reinforced lower torso and legs, providing a strong and steady firing platform. Combined with formidable armament, this 'Mech is a worthy opponent for any Clan or Inner Sphere foe.

Capabilities

Firepower appears to have been the *Cerberus* designers' sole consideration. For long- and medium-range attacks, it carries two devastating Grizzard Gauss rifles. Though such powerful weapons were in limited supply and costly during the design phase, the unquestionable advantage of possessing such awesome firepower overrode any objections to their use. With several well-placed shots, a *Cerberus* can cripple any opponent.

Supporting the heavy weapons, a quartet of Blankenburg medium pulse lasers lurks behind well-concealed fire doors on the 'Mech's upper torso. During combat, the doors can slide away and the lasers extend for a better field of fire. A favorite tactic of *Cerberus* pilots is to wait until an unsuspecting foe closes to point-blank range before deploying their close-combat weapons. Designers included a pair of rear-firing machine guns as an anti-infantry defense, and a head-mounted anti-missile system provides much-needed protection against missile attacks.

Powered by a massive GM 380 XL power plant, the *Cerberus* is surprisingly fast for an assault 'Mech. This speed comes at the price of a meager eleven tons of ferro-fibrous armor protecting the chassis.

Deployment

With the Inner Sphere still reeling from the Clan Invasion, LexaTech found a ready market for this new design. Cashing in on the rearmament frenzy, LexaTech was more than willing to sell to anyone, from Inner Sphere Great Houses to minor nobles to well-heeled mercenary commands. Today, the *Cerberus* can be found across the Inner Sphere and beyond. Though the initial enthusiasm prompted by the 'Mech's raw firepower has cooled somewhat, demand remains high.

Variants

A common field modification seen across the Inner Sphere, the MR-V3, involves removing the machine guns and increasing armor protection, mostly on the arms and legs. House Marik and the Word of Blake field a variant known as the MNT-A-RY-5M (MR-5M among the Blakists). By replacing the right-arm Gauss rifle with an extended-range PPC and two additional medium pulse lasers, engineers have been able to add three more heat sinks and three tons of armor.

Recently, the Word of Blake introduced a new modification known as the MR-6B. By removing the machine guns and replacing the right torso medium pulse lasers with

extended-range medium lasers, the Blakists made room for an improved C³i module and an additional ton of armor on the arms and legs. This modification requires technicians to move the anti-missile system magazine into the left torso to make room for the C³i system.

Notable MechWarriors

Major Eván Greene: An ambitious and politically astute officer, Greene held the rank of Kommandant in the Eighth FedCom RCT. During the Federated Commonwealth Civil War, Eván saw his command consumed as vicious fighting engulfed the key world of Kathil. Captured by Allied forces, Greene later gave evidence during Lieutenant General Fallon's war crimes trial. When the dust settled, Greene was reunited with his rebuilt *Cerberus* and offered a battalion command with the newly formed First Royal Cavaliers; a testament to his still powerful connections.

The events of the past few years have done nothing to diminish Greene's ambition. Those who know him expect him to go far, while those who do not would be advised to watch their backs.

Colonel Sandra Barclay: Commander of the Star League Defense Force's Seventy-first Light Horse Regiment, Sandra Barclay is the stepdaughter of the legendary Captain "Dashing John" MacAllister. After graduating from the prestigious NAIS, she served with the elite Seventh Crucis Lancers before joining the Eridani Light Horse.

As commander of the Seventy-first, Colonel Barclay has the dubious distinction of seeing her command decimated twice. The first time occurred on Coventry at the talons of the Jade Falcons, while the second loss came courtesy of the Smoke Jaguars on Huntress. The rebuilt Seventy-first is currently acting as the SLDF garrison on Huntress, where Colonel Barclay is becoming increasingly concerned by the unusual interest shown in her command by warriors of Clan Goliath Scorpion.

MR-5M CERBERUS

ASSAULT 'MECHS

187

Type: **Cerberus**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 2,001

Equipment

Internal Structure:

Engine: 380 XL 20.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 12 [24] 2

Gyro: 4

Cockpit: 3

Armor Factor (Ferro): 197 11

Internal
Structure
Armor
Value

Head 3 9

Center Torso 30 35

Center Torso (rear) 15

R/L Torso 20 21

R/L Torso (rear) 10

R/L Arm 16 19

R/L Leg 20 19

Weapons

and Ammo

Location Critical Tonnage

Gauss Rifle RA 7 15

Ammo (Gauss) 16 RA 2 2

Gauss Rifle LA 7 15

Ammo (Gauss) 16 LA 2 2

2 Medium Pulse Lasers RT 2 4

2 Medium Pulse Lasers LT 2 4

Anti-Missile System H 1 .5

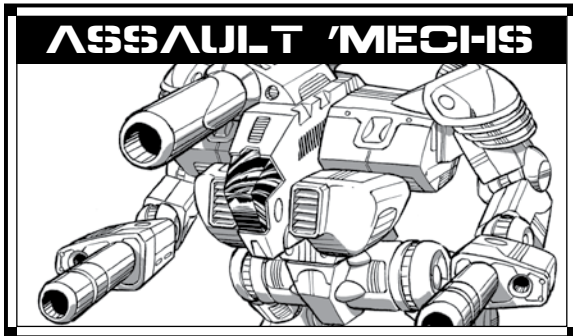
Ammo (AMS) 12 CT 1 1

Machine Gun LT (R) 1 .5

Machine Gun RT (R) 1 .5

Ammo (MG) 100 CT 1 .5





Mass: 100 tons

Chassis: Defiance Berserker

Power Plant: LTV 400 XL

Cruising Speed: 43 kph

Maximum Speed: 65 kph, w/MASC 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy Special

Armament:

- 1 Defiance 1001 Extended Range PPC
- 1 Zippo Flamer
- 2 Sutel Precision Line Large Pulse Lasers
- 1 MainFire Point Defense Anti-Missile System

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: Neil 9000 w/Guardian ECM Suite

Targeting and Tracking System: Angst Clear View 2A

Overview

Massive overspending during research and development almost kept the BRZ-A3 *Berserker* from making it off the drawing board. Focusing as much on appearance as on engineering, Defiance Industries spared no expense in creating this new state-of-the-art juggernaut.

Plagued with design problems, the *Berserker* finally entered full-scale production in 3056. With all of Defiance Industries' marketing muscle behind it, this mighty assault 'Mech became an instant success.

Capabilities

The *Berserker* weighs in at a staggering 100 tons. It is the fastest 'Mech in its weight class ever built. It breathes fire and carries a really big axe. It is also one of the most expensive BattleMechs in existence.

The awesome *Berserker* is a catalogue of superlatives. Like the classic *Atlas* before it, the *Berserker* was carefully crafted to look intimidating. With its head-mounted Zippo flamer, few who survive the experience can forget the sight of 100 tons of assault 'Mech belching flame as it wades into enemy lines swinging its seven-ton hatchet. When not hacking an opponent apart, the *Berserker* falls back on two highly accurate Sutel Precision Line large pulse lasers and a Defiance 1001 extended-range PPC. Massively armored, the *Berserker's* defenses are strengthened further with Guardian ECM and anti-missile systems.

The key to the *Berserker's* success (and the reason for its mind-numbing price tag of thirty-two million C-bills) is its massive LTV 400 XL engine. Capable of propelling this mountain of weapons and armor at more than 65 kph, sophisticated myomer acceleration signal circuitry (MASC) boosts the engine's performance to an amazing 86 kph.

Deployment

Given its long love affair with the assault 'Mech, it is no surprise that Defiance Industries executives considered the Lyrn military their primary market. The awe-inspiring thought of a fast 100-ton 'Mech easily overcome the minor point that the same money could purchase three AS7-S *Atlases*. The Free Rasalhague Republic's KungsArmé traditionally favors hatchet-armed 'Mechs, and immediately purchased a number of *Berserkers* for service alongside the *Axman* and *Hatchetman* in the First Tyr and Third Drakøns regiments. Not surprisingly, the *Berserker* has also proven popular in the Solaris arenas, with several major stables acquiring this unforgettable crowd-pleaser.

Variants

Defiance Industries replaced the large pulse lasers with Coventry StarFire LRM-10 launchers and ammunition in its BRZ-B3 model, but this variant is not particularly popular. With the Lyrn military facing the daunting task of rebuilding after the FedCom Civil War, Defiance Industries came up with a second variant that addresses the issue of the *Berserker's* exorbitant cost. At six million C-bills less, the BRZ-C3 replaces the 400 XL power plant with a brand new LTV 400 light engine. The two

large pulse lasers give way to six extended-range medium lasers, and triple strength myomers replace the bulky MASC system (giving the 'Mech the same impressive top speed while making the hatchet an even more fearsome weapon). Finally, one heat sink is removed to make way for a C³ slave unit.

Notable MechWarriors

Överste Gordon Jorgensson: The weight of commanding the Free Rasalhague Republic's Third Drakøns fell squarely on Jorgensson's shoulders after Överste Joan Dahlstrom died on Thun during an unsanctioned raid into the Wolf Clan Occupation Zone. With his senior officer down and the Wolves closing in, Jorgensson executed a brilliant fighting withdrawal. Confirmed as the Drakøns commander, Överste Jorgensson has chosen to harness the "Berserker" mentality that fueled the raid into the Clan Occupation Zone, and has requisitioned replacement 'Mech designs that incorporate hatchets or other close-combat weapons.

Gavin "Hacker" Hastings: A rising star on the Solaris VII fight circuit, Hastings earned his fight name from his fondness for 'Mechs equipped for close combat. Offered a contract with Silver Dragons Stables by Marcus Nevil, Hastings accepted. With access to the resources only the top stables on Solaris can command, Hastings managed to acquire his ultimate BattleMech—a *Berserker* fresh off the production lines of Hesperus II.

Best remembered for his spectacular battle with Richard "Fury" Fulton in 3066, Hastings stalked Fulton's *Juggernaut* through a holographic kaleidoscope of terrain in the Boreal Reaches. In the end, the *Berserker's* phenomenal armor and Hastings' grim determination allowed him to close with his Bromley Stables opponent. The fight ended when "Hacker" Hastings landed the famous hatchet attack whose image now graces the main titles of the popular "MechTalk" show.

BRZ-A3 BERSERKER

ASSAULT 'MECHS

189

Type: **Berserker**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,117

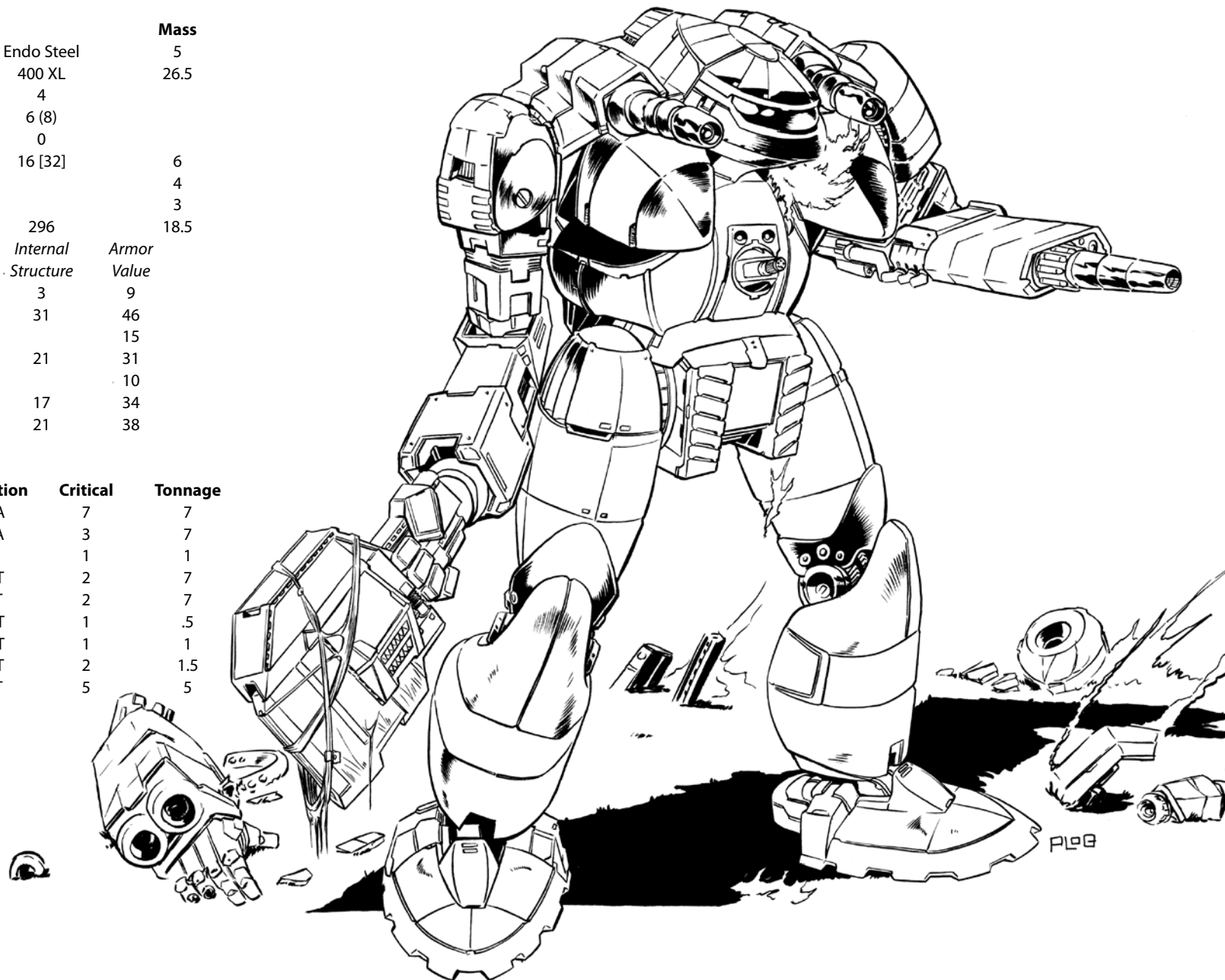
Equipment

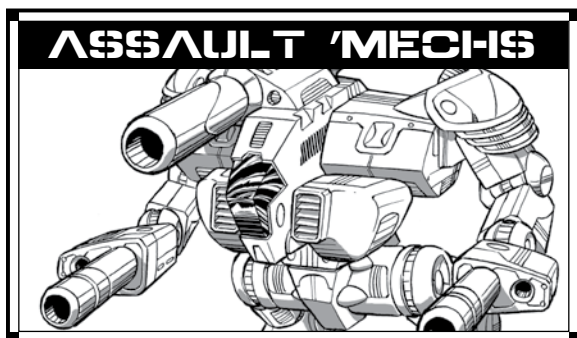
		Mass
Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		4
Cockpit:		3
Armor Factor:	296	18.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (rear)		15
R/L Torso	21	31
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	38

Weapons

and Ammo

	Location	Critical	Tonnage
Hatchet	RA	7	7
ER PPC	LA	3	7
Flamer	H	1	1
Large Pulse Laser	RT	2	7
Large Pulse Laser	LT	2	7
Anti-Missile System	CT	1	.5
Ammo (AMS) 12	CT	1	1
Guardian ECM Suite	RT	2	1.5
MASC	LT	5	5





Mass: 100 tons

Chassis: GM Marauder

Power Plant: GM 300 Extralight

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Chilton 850 Mk. II

Jump Capacity: 90 meters

Armor: Valiant Lamellor

Armament:

1 Blackwell Arms "Thunderfist" Heavy Gauss Rifle

2 Magna Firestar Extended-Range Particle Projection Cannon

2 Diverse Optics Extended Range Medium Lasers

Manufacturer: General Motors/Blackwell Industries

Primary Factories: New Valencia, Outreach

Communications System: Blackwell Multi-Linq 55

Targeting and Tracking System: Dragwell HiRez IV

Overview

When GM/Blackwell first debuted the *Marauder II* over half a century ago, House units and mercenary commands alike scrambled to get their hands on this powerful 'Mech only to be rebuffed by Wolf's Dragoons, who had exclusive rights to the design. It took some three decades before the Dragoons allowed significant sales to outside units, and even then they carefully doled out these 'Mechs only to those units that met their discriminating criteria. This restriction ensured a demand for the 'Mech that constantly outstripped availability. That is, until Barber's Marauder IIs were destroyed on Koniz in June of 3064.

The Dragoons and GM/Blackwell's corporate officers needed a way to rekindle interest in their flagship 'Mech following its disastrous showing on Koniz. The sudden resurgence of "classic" 'Mech designs, thanks to the Vicore

Group's efforts, and the Lyran Alliance's theft of the light fusion engine technology gave GM/Blackwell the ammunition they needed to do just that.

Capabilities

Today's *Marauder II* is every bit as tough as the Dragoons' original design, but carries significantly more firepower than its precursor. Rather than rely upon an extra light engine, the Dragoons chose to incorporate their light fusion engine, freeing up the mass needed to mount a heavy weapons loadout without sacrificing survivability. The designers chose to retain the MAD-4A's general weapons configuration, one that had proven devastating for decades. The paired PPCs and medium lasers have been upgraded to extended-range models while the main weapon is now the Dragoons' latest technological "acquisition"—the heavy Gauss rifle.

Deployment

The Dragoons took delivery of the first production run from their Outreach factory themselves, assigning them into the various regiments fighting within the Chaos March. Several also made their way to Colonel Shelly Brubaker's Delta Regiment on Tukayyid. Additionally, Duke Tancred Sandoval appropriated several companies of these 'Mechs from New Valencia before making his way to New Avalon. With such public displays of the *Marauder II*'s capabilities—news vids and gun camera footage of battles on New Avalon, Carver V (now known as Liberty) and Epsilon Eridani have circulated throughout the Inner Sphere—orders again are pouring into GM/Blackwell's purchasing offices.

For their part, the Dragoons are allowing a wider access to the 'Mech than previously offered, a move partially motivated by profit and partially to "punish" the Lyran Alliance for stealing their light fusion engine design (a Star League court subsequently mediated a settlement between the Lyran state and the Dragoons that allowed both to keep the light engine and the heavy Gauss rifle technologies that each had apparently stolen from the other). GM/Blackwell is selling to mercenary and House units alike in the two nations of the former Federated Commonwealth, the Free Worlds League, the Draconis Combine, and even the Star League Defense Force. Only the Word of Blake and the nations of the Trinity Alliance—both aggressors in the continuing war for the Chaos March—are being blacklisted.

Variants

The Dragoons produce a variant of this 'Mech that makes significant use of Clan technologies. Based on the MAD-5A, they increased the maximum speed to 65 kph, freeing up the mass necessary for the larger engine by building the 'Mech with Clan-tech endo steel and ferro-fibrous armor. Of course, they jealously guard this design for themselves.

The second variant of this 'Mech seen in service has turned up in the Marian Hegemony. The 'Mech, however, was not sold to the Hegemony. Instead, a shipment of *Marauder II* chassis bound for the Lyran Alliance was hijacked and turned up there. This variant also mounts paired ER PPCs and lasers, backed up by a bevy of rocket launchers.

Notable MechWarriors

Major Susan Barber: Susan Barber commanded the famed Barber's Marauder IIs, a mercenary command composed entirely of *Marauders* and *Marauder IIs*. The command served along the Jade Falcon OZ after the Clan Invasion ended following Tukayyid. The Falcons sent green MechWarriors to hone their skills against the mercenaries, whose own skills improved radically. The command took up station on Koniz after the formation of the Arc-Royal Defense Cordon, and remained there during the FedCom Civil War. In 3064, the Falcons attacked with Rho Galaxy, intending conquest. Star Colonel Fallon Hazen dropped a full Cluster of Elementals on top of Barber's troops. At first, the Marauder IIs held out, but as the Elementals pulled off ambush after ambush, Barber's MechWarriors began to panic. In just three days, her command evaporated. Refusing to accept defeat, she fought on. On the fourth day, she stood alone, the rest of her command lance having been killed. A Tertiary of Elementals focused on her brand new MAD-4S *Marauder II*, a gift from Wolf's Dragoons. After multiple leg attacks, she fought on, standing on the stumps of her legs and blasting away. She killed dozens of Elementals. Finally, she succumbed to the assault. Her last transmission was, "And so good falls to evil, as inevitable as the tide rolling in," before Elementals broke through to her cockpit and killed her.

MAD-4S MARAUDER II

ASSAULT 'MECHS

191

Type: **Marauder II**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,249

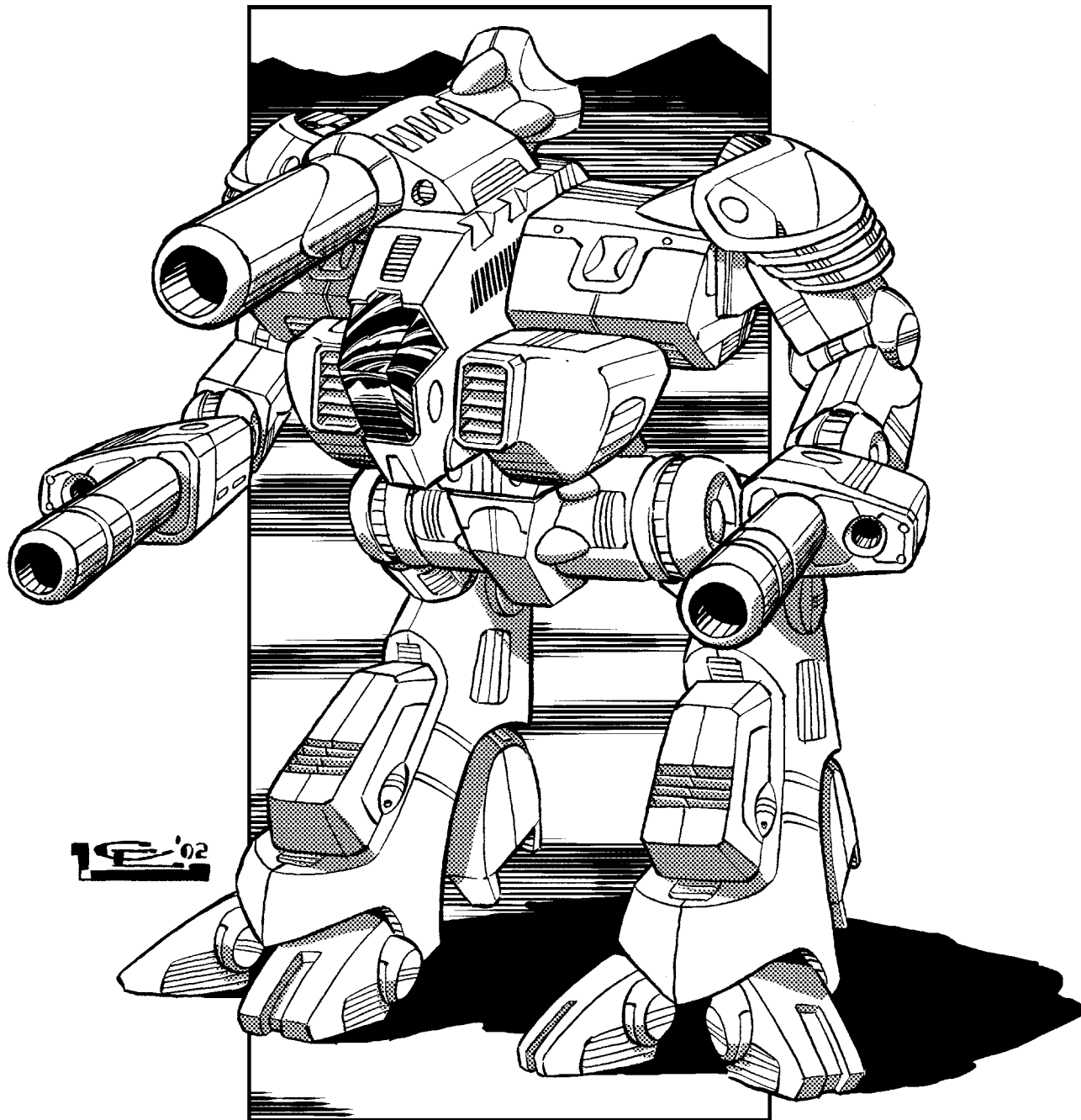
Equipment

Internal Structure:		10
Engine:	300 Light	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

Weapons

And Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Heavy Gauss Rifle	RT/CT	11	18
Ammo (Hvy. Gauss) 16	LT	4	4
Jump Jet	CT	1	2
Jump Jet	RL	1	2
Jump Jet	LL	1	2





BATTLETECH
LEGENDS

DECISION AT THUNDER RIFT
WILLIAM H. KEITH, JR.
ALSO WRITING AS IAN DOUGLAS

 <p>BATTLETECH LEGENDS</p> <p>WARRIOR: EN GARDE THE NAMURA VOLUME 1 MICHAEL A. STACKPOLE</p>	 <p>BATTLETECH LEGENDS</p> <p>THE PRICE OF GLORY WILLIAM H. KEITH, JR. ALSO WRITING AS IAN DOUGLAS</p>	 <p>BATTLETECH LEGENDS</p> <p>BLOOD OF HEROES ANDREW KEITH</p>	 <p>BATTLETECH LEGENDS</p> <p>ASSUMPTION OF RISK MICHAEL A. STACKPOLE</p>
 <p>BATTLETECH LEGENDS</p> <p>CALL OF DUTY BLAINE LEE PODDIE</p>	 <p>BATTLETECH LEGENDS</p> <p>LETHAL HERITAGE BLOOD OF KHERSKY VOLUME 1 MICHAEL A. STACKPOLE</p>	 <p>BATTLETECH LEGENDS</p> <p>THREADS OF AMBITION THE CAPELLAN SOLITON VOLUME 1 LOREN L. COLEMAN</p>	 <p>BATTLETECH LEGENDS</p> <p>SHADOWS OF WAR TWILIGHT OF THE CLANS VOLUME 6 THOMAS S. GRESSMAN</p>



BATTLETECH
LEGENDS

ENDGAME
LOREN L. COLEMAN



BATTLETECH
LEGENDS

THE KILLING FIELDS
THE CAPELLAN SOLITON VOLUME 2
LOREN L. COLEMAN



BATTLETECH
LEGENDS

TACTICS OF DUTY
WILLIAM H. KEITH, JR.



BATTLETECH
LEGENDS

STORMS OF FATE
LOREN L. COLEMAN



BATTLETECH
LEGENDS

SWORD AND FIRE
TWILIGHT OF THE CLANS VOLUME 5
THOMAS S. GRESSMAN



BATTLETECH
LEGENDS

PRINCE OF HAVOC
MICHAEL A. STACKPOLE



BATTLETECH
LEGENDS

WOLVES ON THE BORDER
ROBERT H. CHARBETTE



BATTLETECH
LEGENDS

PATH OF GLORY
RANDALL M. BILLS



BATTLETECH
LEGENDS

WAY OF THE CLANS
LEGEND OF THE JAKE PHOENIX VOLUME 1
ROBERT THORSTON



BATTLETECH
LEGENDS

OPERATION EXCALIBUR
WILLIAM H. KEITH, JR.



BATTLETECH
LEGENDS

THE DYING TIME
THOMAS S. GRESSMAN

BattleTech fiction is back. 50 titles available now in popular ePub formats. Immerse yourself in exciting action, intrigue, and drama. Visit the Catalyst Game Labs store to download your next adventure!

STORE.CATALYSTGAMELABS.COM





BATTLETECH
LEGENDS

CLOSE QUARTERS
VICTOR MILAN



BATTLETECH
LEGENDS

FLASHPOINT
LOREN L. COLEMAN



BATTLETECH
LEGENDS

INITIATION TO WAR
ROBERT H. CHARBETTE



BATTLETECH
LEGENDS

MEASURE OF A HERO
BLAINE LEE PODDIE



BATTLETECH
LEGENDS

ILLUSIONS OF VICTORY
LOREN L. COLEMAN



BATTLETECH
LEGENDS

THE HUNTERS
TWILIGHT OF THE CLANS VOLUME 3
THOMAS S. GRESSMAN