

CONSTABLE PACIFICATION SUIT

The use of military hardware in police operations has always held an attraction to armchair strategists and battle armor is no exception. The Smoothdavid and its imitators found success in police forces while the Krise was adopted by emergency services. But, much like security 'Mechs, these are high-powered solutions to problems that are usually more sensibly managed by existing systems. This fact didn't stop the Clans from exploring the concept.

When Motstånd resorted to violence in the aftermath of Word of Blake's Jihad, the Ghost Bear Dominion's Watch had thirty years of experience in containing and controlling insurrections. Nonetheless lessons were learnt, one of which was a continued need for heavy weapons support for the Watch's response teams. 'Mechs, tanks and military grade battle armor were used, but the consensus was that these systems created too much collateral damage while lacking the scalability to be used outside of military confrontations. When the violence tapered off in the early 3080s the Watch turned to BA Facility Gamma for a more appropriate long term solution.

The response was the Constable. Initial tests with the Resgate showed the PA(L) exoskeleton to lack the capacity for the capabilities the Watch wanted, so BA Facility Gamma approached the problem from a different angle, stripping back their existing Rogue Bear frame to make it lighter and cheaper. Freed of bulky armor and weapons, the suit matches the mobility of the fastest PA(L)s. Recognising that they could never equip the suit for all of the contingencies required by the Watch, the designers installed a Modular Weapon Mount on the rear of the Constable. While initially loaded with light weapon systems the Modular Weapon Mount would

prove key to the Constable's success when switched to non-weapon equipment. As its default offensive systems the Constable was equipped with arm-mounted heavy grenade launchers. These offered an advantage over machine guns through the wide range of ammunition available. From anti-vehicle, to non-lethal, to electronic payloads, these alternate munitions meant that committing a Constable to an operation would not inevitably end in a bloodbath. Rounding off the Constable's features was a pair of battle claws and cutting torches for gaining entrance to hardened buildings.

The Constable's first deployment at the Hitomi Compound Siege in 3092 was a disaster when a single Point of the new armor was sent against over one hundred heavily armed cultists. While the situation was not beyond the capabilities of the suit, the Point used tactics more suitable to heavily armored Elementals and suffered casualties as a result, ultimately having to be extracted by conventional infantry. While this reduced enthusiasm for the Constable in the eyes of the Watch, BA Facility Gamma had already arranged contracts with several planetary police forces within the Dominion. For these "civilian" services the Constable was immediately useful. With greater strength and more carrying capacity than a Resgate, a Constable could clear a crash or disaster site faster than the PA(L). When fitted with an electronics pack during hostile search-and-enter operations a Constable could not only scan a building for weapons, but breach any door and non-lethally subdue the inhabitants singlehandedly. In addition, local forces began producing their own non-standard systems for the Modular Weapon Mount, including water cannon and rescue harnesses. They have even been used to tether parade balloons.

Feedback from the police led to a number of changes to the Constable design. Most were to improve its ability to move seamlessly in an urban environment, like modifying the battle claws to allow them to open doors or hold a human without eviscerating them. The most striking was the redesign of the visor to allow the public to see the operator's face. This humanizes the operator and makes operations in a civilian environment easier.

The Constable has since become a highly successful design serving in Watch units and police forces across the Clan OZs. A few even occur in respectable numbers in real military forces where they serve in a similar manner to the Raven BattleMech, providing specialist electronic or chemical support for combat suits. As a widely deployed suit the Constable has had its share of notoriety (the Taunton Spring) and glory (the Great Norge Subsidence) and remains the battle armor a civilian is most likely to see in the OZs putting forth the friendly (or otherwise) face of the Clans.



CONSTABLE PACIFICATION SUIT

Type: Constable

Manufacturer: BA Facility Gamma

Primary Factory: Mannendorf

Equipment Rating: F/X-X-E/E

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

25 (ECM)

28 (LMG)

35 (SRM)

25 (Sensor)

24 (TAG)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: Features the following Design Quirk: Easy to Maintain.

Equipment		Slots	Mass
Chassis:			150 kg
Motive System:			
Ground MP:	3		60 kg
Jump MP:	3		75 kg
Manipulators:			
Right Arm:	Battle Claw		15 kg
Left Arm:	Battle Claw		15 kg
Armor:	Standard		125 kg
Armor Value: 5 + 1 (Trooper)			

Weapons and Equipment	Location	Slots (Capacity)	Mass
Heavy Grenade Launcher (40)	RA	1	105 kg
Cutting Torch	RA	1	5 kg
Heavy Grenade Launcher (40)	LA	1	105 kg
Cutting Torch	LA	1	5 kg
Modular Weapon Mount	Body	1 (2)	10 kg
ECM Suite	–	1	75 kg
Light Machine Gun (50)	–	1	75 kg
SRM 1 (4 shots)	–	2	75 kg
Improved Sensors	–	1	45 kg
Light TAG (60)	–	1	35 kg
Searchlight	Body	1	5 kg

