

BATTLETECH



BLACK HAWK





BLACK HAWK

Type/Model: Black Hawk

Mass: 50 tons

Chassis: Type 3 Standard Endo Steel

Power Plant: Fusion 250 Extralight

Walking Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: GrandThrust Mk 3

Jump Capacity: 150 meters

Armor Type: Standard YM17

Armament:

4 Streak SRM 4

2 Series 7K ER Large Laser

Manufacturer: Manufacturing Plant SFF-IT5

Primary Factory: CSF Kraken Mobile Production Facility

Communications System: Garret T11-A

Targeting & Tracking System: Spar 3C Tight Band

OVERVIEW

Realizing what a potential goldmine the project could be, Clan Diamond Shark in the mid 3080s acquired full rights to the Hell's Horses' *Black Hawk*, which reworked a venerable OmniMech design to function as a fixed-equipment variant that could be more easily produced with the facilities at hand in their new Occupation Zone. By the end of the decade, the Sharks were offering the design for sale to all comers.

The very first Diamond Shark direct sales were to the Republic of the Sphere and cost one high-ranking officer his career. General Eric Claxton of the RAF Procurement Division was forced to resign when the first shipment of *Black Hawks*, marketed as "multi-functional and versatile" war machines, turned out not to be the OmniMech version he had thought he was purchasing. A much more careful reading of the contracts with the Shark Mako Fleet revealed the General's oversight and that initial batch was relegated to training and planetary militia units. Interestingly enough, however, the design thrived in those environments and several more orders have since been placed, this time with full knowledge of what was being ordered. Nearly every Standing Guard unit now has at least one *Black Hawk* among its 'Mech forces.

CAPABILITIES

Given that the *Nova* OmniMech design was showing its age by the time of the original Clan invasion, the Horses did not have to downgrade much when they transformed it into the fixed-equipment *Black Hawk*. Since taking over production, the Sea Foxes (née Diamond Sharks) have continued this trend by not only using lower-quality weapons systems but also installing cheaper electronics. The communications array is barely an improvement over the best that the Inner Sphere powers have to offer and the superior Clan targeting systems have been replaced by devices of lesser quality. Still, for all their flaws, these systems are often salvaged from crippled *Black Hawks* for installation on other Inner Sphere 'Mechs for

the small gains they do provide.

DEPLOYMENT

Nearly every Inner Sphere power—and even some Clans—fields the *Black Hawk* today. It is also an especially popular design amongst corporate security forces and smaller mercenary units, who can enjoy the benefits of superior Clan technology without paying the often prohibitive costs associated with purchasing and maintaining OmniMech machines.

The Oriente Protectorate has been a major purchaser of the *Black Hawk* 2 variant, with their first shipment arriving in 3112 just prior to an Andurien assault on Mansu-ri. The design performed so successfully against the Andurien Cavalry in that battle that Captain-General Marik ordered several more full runs from the Foxes.

VARIANTS

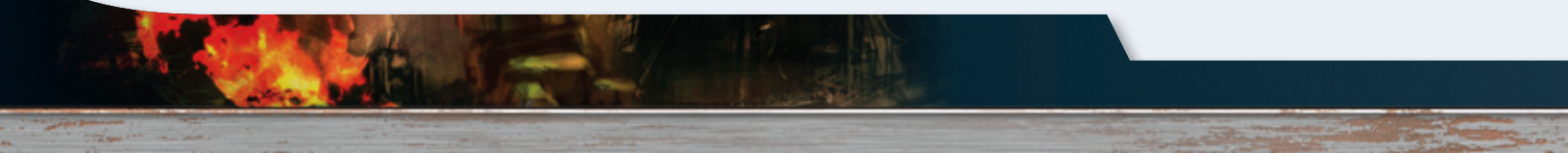
With the success of this design, the Sea Foxes have introduced at least one variant configuration for sale. The *Black Hawk* 2 replaces the shorter-range punch of the Streak SRMs for the versatility and improved accuracy offered by a pair of six-tube ATM launchers. First seen in a Wolf's Dragoons striker company during action against the Jade Falcons on Esteros in 3096, this variant has subsequently been offered for sale to a wider customer base across the Inner Sphere.

Rumors of special Clan-only variants being produced by other Sea Fox Khanates are as yet unconfirmed.

NOTABLE WARRIORS

Captain Mercedes Kowalski: Commander of the infamous Howler Monkeys company, Captain Kowalski led the defense against the Fourth Andurien Cavalry on Mansu-ri. Backed by two full lances of *Black Hawks*, she was able to stall the Andurien advance long enough for reinforcements to arrive. Though the Protectorate was victorious that day, Captain Kowalski didn't survive and was posthumously granted a minor noble title by Captain-General Marik.

MechWarrior Jason Tuna: As a new recruit to the Kaus Media Planetary Militia, young Tuna was assigned to a *Black Hawk* he nicknamed "Claire," after a young woman whom he loved from afar. His trial by fire came just four months later when a band of pirates operating out of the Draconis Combine struck at Kaus Media and Tuna's militia unit defended the city of Grand Moraine. His actions in facing off against the pirate leader in single combat won the day for the militia but it is unknown if he also won the girl.



Type: **Black Hawk**

Technology Base: Clan

Tonnage: 50

Battle Value: 2,183

Equipment

Internal Structure: Endo Steel Mass 2.5

Engine: 250 XL 6.5

Walking MP: 5 2.5

Running MP: 8 2.5

Jumping MP: 5 2.5

Heat Sinks: 14 [28] 4.0

Gyro: 3.0

Cockpit: 3.0

Armor Factor: 136 8.5

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 16 19

Center Torso (rear) 6 14

R/L Torso 12 14

R/L Torso (rear) 5 13

R/L Arm 8 13

R/L Leg 12 19

Weapons and Ammo Location Critical Tonnage

ER Large Laser RT 1 4.0

ER Large Laser LT 1 4.0

2 Streak SRM 4 RA 2 4.0

2 Streak SRM 4 LA 2 4.0

Ammo (Streak) 50 RT 2 2.0

Ammo (Streak) 50 LT 2 2.0

