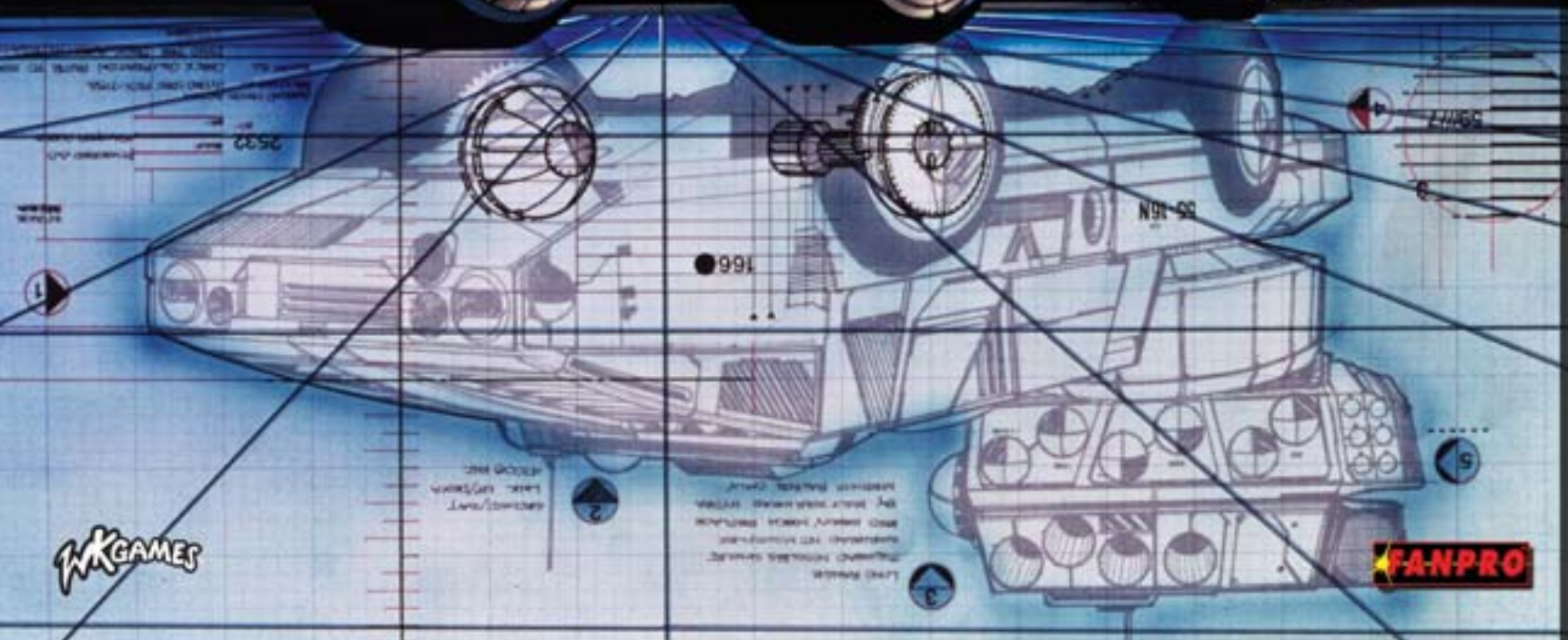
CLASSIC BATTLETECH®

THE SUCCESSION WARS



10992

TECHNICAL™ READOUT:

3026

REVISED EDITION

WK GAMES

FANPRO

CONTENTS

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Special Thanks

To Øystein Tvedten for translating the text and game stats out of the *Heavy Metal Plus* program for this book; the original files were hopelessly corrupt.

To Jeff Morgan, Rich Cencarik, Paul Bowman, Paul Sjardijn, Øystein Tvedten and David McCulloch for catching those final errors.

To Rick Raisley and all those who've helped to develop the *Heavy Metal* series of programs; my job would've been much more difficult without such an amazing resource to call upon.

To Doug Chaffee, who once again was happy to work for me and to bring another series of stunning naval illustrations to the BattleTech universe.

To Duane Loose, whose interior illustrations and cover art, even after seventeen years, still rocks!

Though it has been almost ten years since we uploaded the revised version of the document *Technical Readout: 3025*, both Dragoon warriors and Wolfnet personnel have commented on its usefulness as well as its accuracy as compared with the original ComStar document. As stated in that document, though obsolete by previous standards, any warrior foolish enough to discount the potency of the 'Mechs found with in that volume deserves a forgotten grave.

In a similar vein, select Wolfnet personnel have diligently compiled a report of the various inaccuracies found in the ComStar document *Technical Readout: 3026*. That report has been painstakingly folding into the original ComStar document, allowing us to present the most accurate report of its kind on the common vehicles of the Succession Wars era.

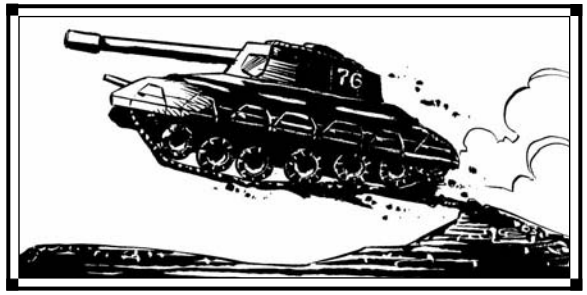
Additionally, this edition contains information on numerous units that previously have not received much attention in modern class rooms or military planning sessions. We extend our thanks to both ComStar for opening its archives, and our own personnel for continuing their exhaustive, diligent research after the Word of Blake sealed those archives once more. Their efforts were invaluable in obtaining this information.

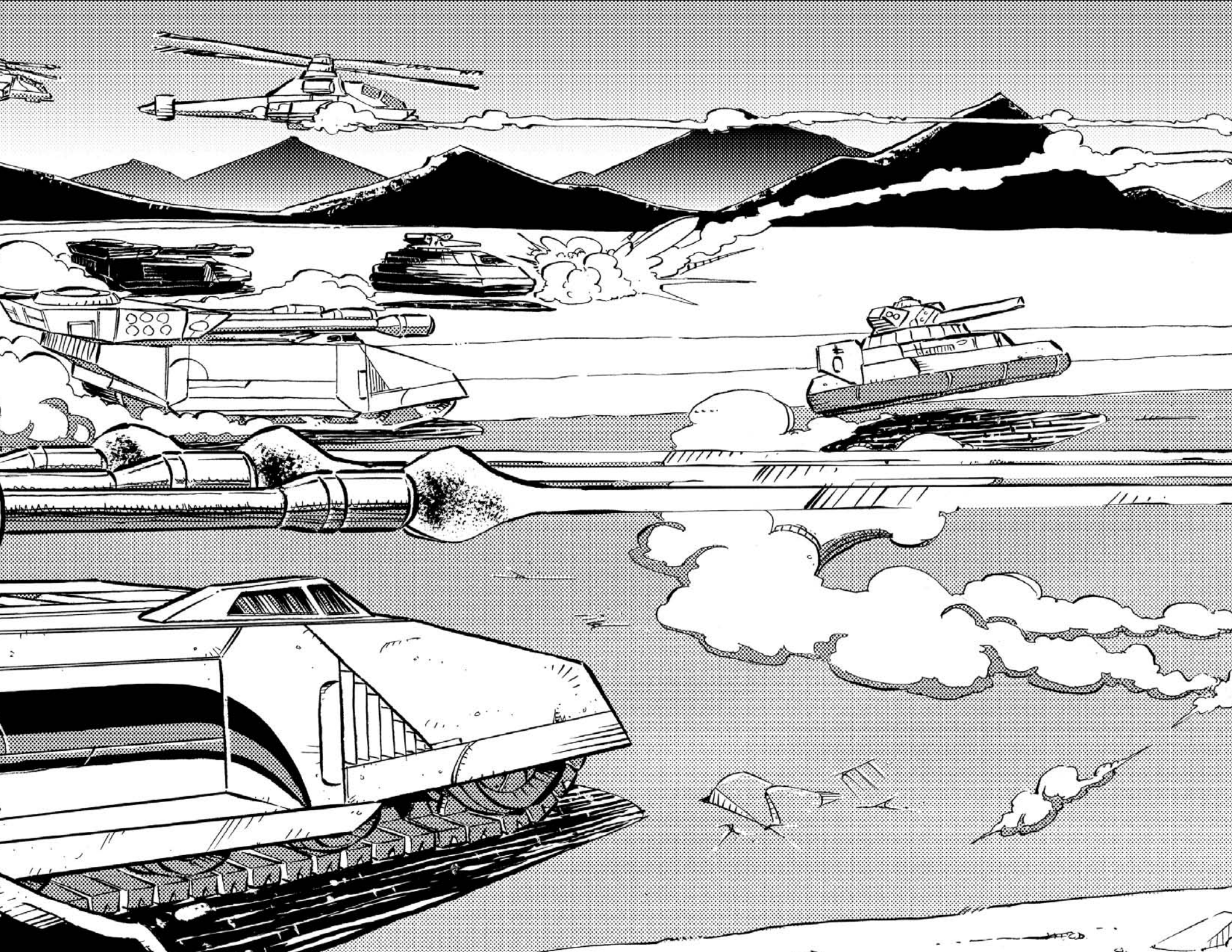
Though most of these vehicles ceased production centuries ago (some even before the founding of the original Star League), they can and will still surface from time to time; the unearthing of twin *Colossus*-class DropShips within the last fifty or so years after all were thought destroyed is proof of that fact. A warrior or agent that wishes to remain alive would do well not to be surprised by the sudden appearance of such "lost" designs. Though a few of these "lost" designs are still rolling off the factory floor (noted in their appropriate briefs) the vast majority have long ceased production and even circulation.

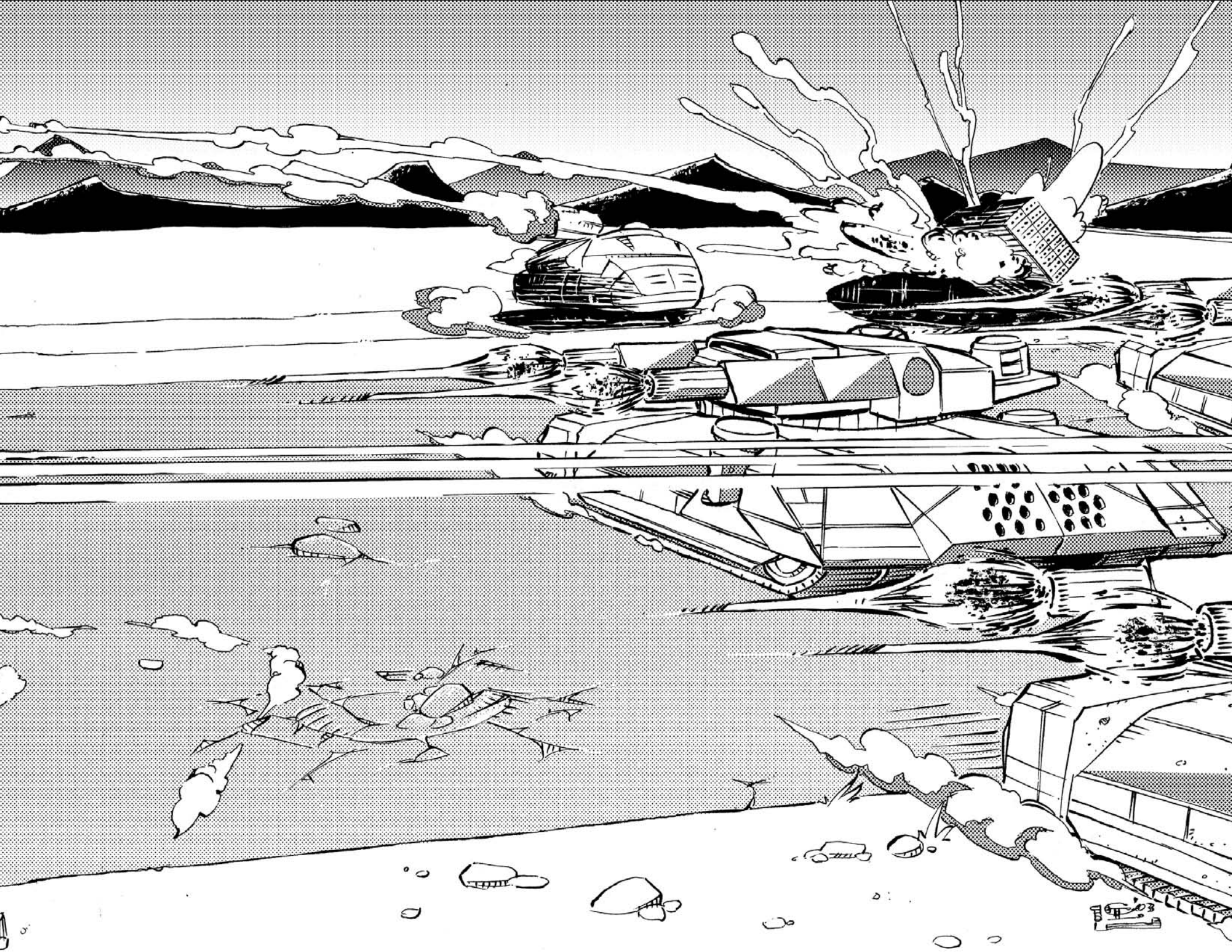
—Major-General Margaret Tulliver
Deputy Director, Wolfnet
8 August 3067

GAME NOTES

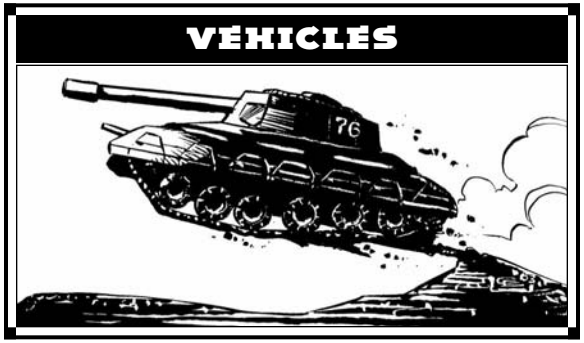
Most of the vehicles in this book are fully compatible with the *Vehicle Construction* rules found in the *Classic BattleTech Master Rules, Revised* (*BMR*); in an effort to not invalidate any extent record sheets, those vehicles within this volume which do not adhere to the *Vehicle Construction* rules in the *BMR* are considered 'grandfathered in' and are legal Level 1 designs (the only exceptions is the Engineering Vehicle and Hi-Scout Drone Carrier, which are considered Level 3; rules for using that vehicle are found in *Maximum Tech, Revised*). To use these vehicles, players will need the *Vehicles* rules found in the *BMR*. The aerospace units in this book can be used with the *AeroTech 2* (*AT2*) game and are fully compatible with that book's construction rules.







FERRET LIGHT SCOUT VTOL



Mass: 5 tons
Movement Type: VTOL
Power Plant: 25 Tyron ICE
Cruising Speed: 162.0 kph
Flank Speed: 248.4 kph
Armor: ProtecTech Light Standard
Armament:
1 MainFire Minigun Machine Gun
Manufacturer: Cal-Boeing of Dorwinion
Primary Factory: Dorwinion
Communications System: Achernar
Targeting and Tracking System: IsBM Lantirn

OVERVIEW

The Ferret Light Scout VTOL is a Federated Suns reconnaissance tilt rotator craft, from the manufacturer that built the Boomerang Spotter plane. It was first issued to Davion troops in 2904, but is now also in service with Steiner, Marik, and some worlds of the Periphery.

Although the Ferret's organic offensive capabilities are almost nonexistent, it can call in long-range artillery fire and maintain contact with the enemy until a more suitable attack force moves into the area. It serves very well on screening operations, but the Ferret's speed and troop-carrying ability make it effective in all manner of exercises, including counterinsurgency operations, standard reconnaissance missions, rear-area insertions and extractions, battlefield pilot recovery, infantry squad transport, and as a spotter for artillery or other combat units.

CAPABILITIES

The Ferret's limited armor protection is its prime disadvantage. This vulnerability is not considered critical, however, because the Ferret's mission is to avoid combat. A Ferret is designed to stay well outside the effective range of any hostile unit while keeping the target under observation. For that reason, the Ferret's design keeps offensive armament to a minimum.

Another interesting feature is the Ferret's IsBM Lantrin targeting and tracking system. In addition to its normal targeting capabilities, the Heads-Up Display IsBM can also plug into any standard remote sensor monitoring set. The Ferret's cargo bay can carry up to 15 remote sensor units and a monitoring set in vertical drop chutes. When the pilot flies over an area that he wishes to continuously observe, he just flips a switch and the sensor drops out. Any activity is reported back to the monitoring set and passed on to the Lantrin system, which incorporates the information as part of the pilot's Heads-Up Display (HUD).

DEPLOYMENT

In March 2915, House Kurita landed three 'Mech regiments on Tamar, the provincial capital of the Tamar Pact, along with twelve supporting infantry and armor regiments. Opposing them were the Stealthy Tigers, two light 'Mech battalions from the Eridani Light Horse and five infantry and armor regiments of the Lyran Commonwealth.

During the opening stages of the battle, the Fifty-fourth Combined Arms Combat Team advanced against a drop zone held by light and medium 'Mechs of the Fourth Proserpina Hussars. As the Fifty-fourth approached the landing zone, their commanding officer, Colonel Richard Gunston, ordered a company of infantry and their attached Ferrets to make an airmobile assault into the center of the Kurita landing zone. At the same time, the rest of the Fifty-fourth struck the perimeter.

The slaughter was tremendous. As soon as the Ferrets came within range, the Kuritans blasted them out of the sky. The VTOLs' armor was useless against the firepower of the 'Mechs. The sight of six Ferrets being turned into fiery pyres was too much for the rest of the ground assault elements. Shocked by such a display of power, they broke and ran, pursued closely by a company of Kurita 'Mechs. Months of combat ensued, culminating in the death of Colonel Gunston.

Five months later, a battered and bruised Fifty-fourth Combined Arms Combat team once again faced a force from the Fourth Proserpina Hussars on Tamar. In a flanking maneuver that was intended to encircle the capital city, the Fourth was steadily pushing the Fifty-fourth back. The Fifty-fourth's new commander, Hauptmann-Kommandant Jennifer Miller, knew that she would have to make a stand in the Remanny Hills, just 50 kilometers away. If she did not, the Kurita forces would be able to link up and cut off the city garrison.

Hauptmann-Kommandant Miller knew that her regiment could not fight off the whole force of the Hussars, no matter where the fight took place. She therefore ordered her remaining Ferrets and a company of infantry to raid the Hussar's rear areas. Differing from her predecessor, however, she made it clear that the Ferrets were not to engage directly in combat. Their mission was to locate convoys, supply dumps and maintenance points, then to ferry the infantry in to attack these targets.

The Ferrets and infantry did their job superbly. They scattered remote sensors all along roads and trails, then lifted the infantry into ambush positions after spotting a convoy. The infantry was able to destroy maintenance units and re-arming points.

Believing that a battalion of commandos was operating in their rear area, the Fourth slowed its advance and detached a battalion of light 'Mechs for rear-area security. Because they were forced to split their forces, they the Fourth Hussars were understrength by the time they assulated the Fifty-fourth's positions. The Fifty-fourth had taken the opportunity to carefully prepare its defenses, and fought the Hussars to a standstill. Two months later, the Kurita forces were forced off Tamar.

VARIANTS

Variants of the Ferret abound. Most eliminate the craft's troop-carrying capacity in favor of increased armor, thus making the Ferret a more robust vehicle. Other variants do the opposite, with all the armor and weaponry removed to make the Ferret a light cargo transport.

FERRET LIGHT SCOUT VTOL

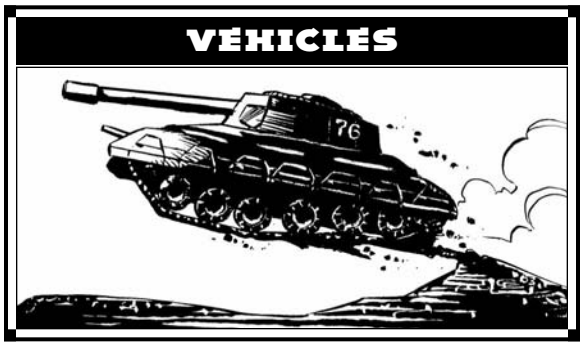
Type: **Ferret Light Scout VTOL**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 5 tons
Battle Value: 45

Equipment		**Mass**
Internal Structure:		.5
Engine:	25	1
Type:	ICE	
Cruising MP:	15	
Flank MP:	23	
Heat Sinks:	0	0
Control Equipment:		.25
Lift Equipment:		0
Rotor Equipment:		.5

Equipment (cont.)		**Mass**
Power Amplifier:		0
Turret:		0
Armor Factor:	8	.5
	Armor Value	
Front	2	
R/L Side	1/1	
Rear	2	
Rotor	2	

Weapons and Ammo	**Location**	**Tonnage**
1 Machine Gun	Front	.5
Cargo (Infantry)	Body	1
Cargo	Body	.25
Ammo (MG) 100	Body	.5

SAVANNAH MASTER HOVERCRAFT



Mass: 5 tons
Movement Type: Hover
Power Plant: 25 Omni Fusion
Cruising Speed: 140.4 kph
Flank Speed: 216.0 kph
Armor: Durallex Light Standard
Armament:
1 Medium Laser
Manufacturer: S.L. Lewis, Inc
Primary Factory: Carlisle
Communications System: TharHes Hm 10
Targeting and Tracking System: TharHes Alpha-2a

OVERVIEW

The Savannah Master is the only vehicle produced by S.L. Lewis, Incorporated. Savannah Masters are currently being issued to Steiner cavalry and recon units, but many Periphery worlds have also expressed interest in using this vehicle to counter Bandit King raids. The Savannah Master combines extremely high speed, good front armor protection, and a Defiance B3M Medium Laser. This combination has proven very effective in field tests against light 'Mechs, with a Savannah Master lance halting a lance of *Wasp*s and *Locust*s. Whether these results will hold up in actual combat remains to be seen.

CAPABILITIES

The Savannah Master uses the most efficient fusion engine ever manufactured—the Omni 25. This engine is no longer in production, but a large number (rumored to exceed 2,000) belong to Warrant Officer Lewis, late of the *Merchant*-class JumpShip *Winnetka* and now president of S.L. Lewis, Inc. Two years ago, the *Winnetka*'s crew discovered a large Star League supply facility on an uninhabited Periphery world. They dumped their cargo of Botany Bay Industrial Sand and loaded all their DropShips with every piece of equipment they could find.

The recovered salvage was split among the crew. As part of his share, Warrant Officer Lewis requested and received the small fusion plants found at the depot. Unlike the rest of the crew, he did not sell his share to the highest bidder and retire. He held onto the fusion plants instead.

Lewis knew that Katrina Steiner was looking for a new combat vehicle that could serve on a screening or recon force and defeat a *Locust* in single combat 75 percent of the time. Most established vehicle manufacturers were submitting proposals costing about 800,000 C-bills.

Lewis felt that he could design an effective and cheaper vehicle using the Omni. After incorporating himself, he began a prototype. He installed the Omni on a Skimmer frame, plated additional armor over the hull, and mounted a Defiance B3M laser on the bow.

The final vehicle's speed was incredible—over 215 kph, faster than any known hovercraft. Its production cost was also impressive—about 90,000 C-bills per copy.

When Lewis submitted his proposal to the Steiner Procurement Office, military leaders were skeptical. Nevertheless, the Procurement Office could not ignore the quoted price. After stiff resistance from the military, Lewis's machine was allowed to compete with the other prototypes.

DEPLOYMENT

The Savannah Master has been used only once in combat, during its prototype trials. Lewis himself showed up at the testing grounds, with his yet-to-be-named hovercraft. Three weeks of grueling testing left just two machines under consideration: Lewis's machine and a 30-ton tracked vehicle from Defiance Industries. The final test was to be a combat between each vehicle and a *Locust*, using the lasers on low power and having sensors tied into the computers to register hits.

The *Locust*'s MechWarrior was Savannah Johnson, a veteran pilot with many kills. During the mock battle, Lewis kept the hovercraft at long range, continually moving then darting in behind the *Locust* to pepper its back with laser blasts. The *Locust*'s targeting system could not get an effective lock on the speeding target, and its own vaunted speed was no match for the hovercraft's. Although the *Locust* would manage a hit or two on the vehicle's front or side armor, it would inevitably be declared the loser as the sensors would register two or three laser hits that would have destroyed the 'Mech.

All day the tests continued, and in each one, Lewis won. Although Johnson had always been level-headed in battle, after twelve defeats, her temper began to wear thin. After her 15th defeat, a cocky Lewis began to taunt her over the radio and question her abilities. Finally, during the 17th encounter, Savannah's temper snapped. She overrode the power control on her laser and fired a burst into the front of the hovercraft. Armor vaporized off the front, but the shot did not penetrate. Lewis cranked up his power in response, and the two pilots became locked in earnest combat.

After exchanging a few strikes, Lewis pulled back to long range to assess his damage. Reassured that he was all right, he began a high-speed pass toward the *Locust*. Snaking his way toward Savannah, he took another laser hit on the front and one on the right side. His shot hit the head of the 'Mech. Momentarily stunned, Johnson lost sight of the hovercraft. To the astonishment of the onlookers, Lewis took the craft between the 'Mech's legs, spun around, and delivered a devastating blow to the 'Mech's back.

As the hovercraft sped away, the 'Mech simply vanished in a fireball of exploding ammunition. Johnson's autoeject mechanism rocketed her to safety. Lewis drove his battered vehicle up to the astonished officials. Climbing out of the cockpit, covered with sweat and grime, he asked them what they thought of his Savannah Master. Despite some strong objections from 'Mech commanders, that name has stayed with the vehicle.

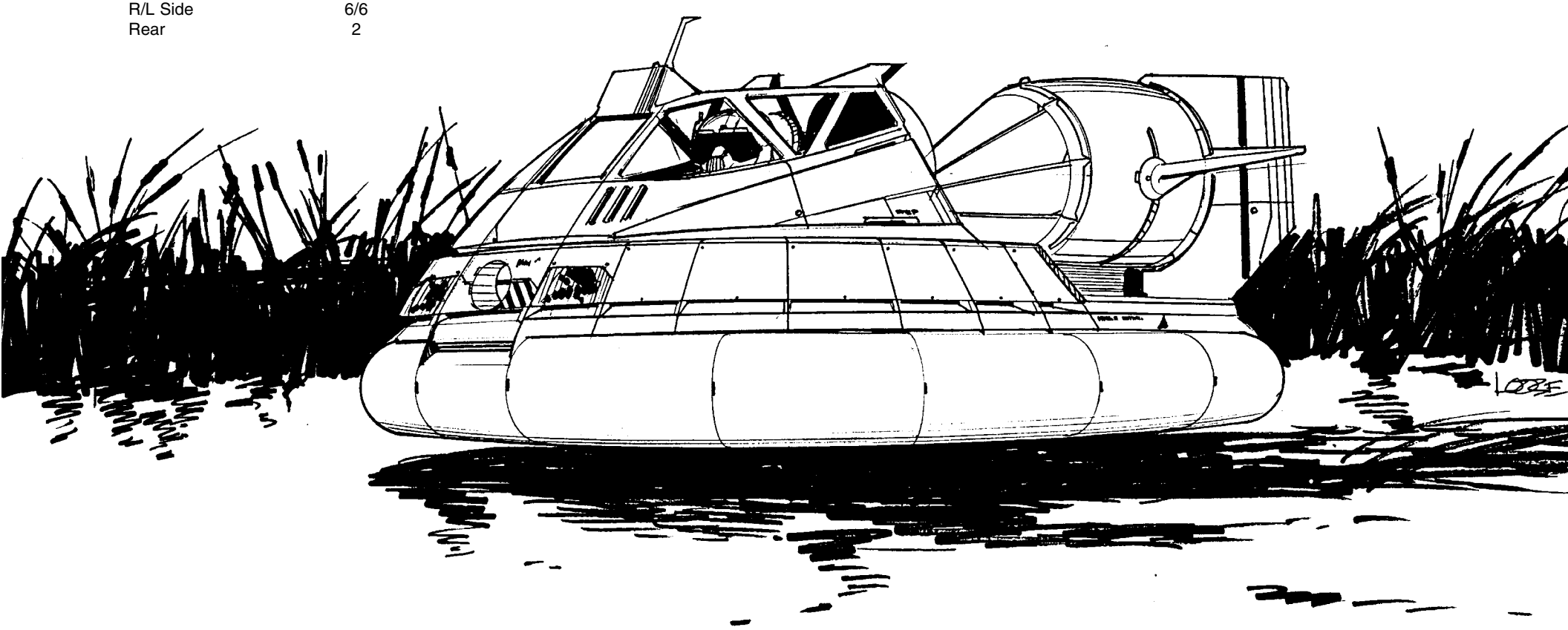
Currently S.L. Lewis, Inc. has received orders for 1,000 of the machines, and is currently negotiating with some Periphery worlds for an undisclosed number. The main obstacle to manufacturing the Savannah Master is the limited availability of the Omni 25; it is unlikely that any more such fusion plants can be found. Unless the Savannah Master can prove itself in combat, it is unlikely that any fusion plant manufacturers will produce the small engine for Lewis's company.

SAVANNAH MASTER HOVERCRAFT

Type: **Savannah Master Hovercraft**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 5 tons
Battle Value: 160

Equipment		Mass
Internal Structure:		.5
Engine:	25	1
Type:	Fusion	
Cruising MP:	13	
Flank MP:	20	
Heat Sinks:	10	0
Control Equipment:		.25
Lift Equipment:		.5
Power Amplifier:		0
Turret:		0
Armor Factor:	24	1.5
	Armor Value	
Front	10	
R/L Side	6/6	
Rear	2	

Weapons and Ammo	Location	Tonnage
1 Medium Laser	Front	1
Sensors	Body	.15



ARMORED PERSONNEL CARRIERS

VEHICLES

Mass: 10 tons
Movement Type: Wheeled, Tracked and Hover
Power Plant: 60 Type 80 I.C.E.
Cruising Speed: 108.0 kph (hover), 64.8 kph (tracked & wheeled)
Flank Speed: 162.0 kph (hover), 97.2 kph (tracked & wheeled)
Armor: SimplePlate Manufacturers Standard
Armament: 2 Various Machine Guns (Hover & Wheeled), 1 Various Machine Gun (tracked)
Manufacturers: Various
Primary Factories: Various
Communications System: LongCom
Targeting and Tracking System: OptiTrack Techniques

OVERVIEW

Infantry and Armored Personnel Carriers (APCs) are the backbone of any vehicular military unit. Popular opinion has it that infantry is almost totally useless against vehicles, not to mention against 'Mechs, but actual combat situations have almost invariably proved this myth to be false.

Infantry Carriers are not fighting vehicles, for their main function is to transport infantry squads from one battle to another. Although most APCs mount weapons, these are usually only for defense against other infantry units. In most cases, the infantrymen will dismount from the vehicle and fight on foot rather than be trapped under fire in an armored personnel carrier.

Each of the three basic types of APCs has its own individual function on the battlefield. The wheeled APC is used mostly in city fighting, because wheels are best-suited for roads and light cross-country movement. Tracked APCs are used mostly in heavy cross-country terrain, such as broken or hilly regions. Hover carriers are used in deserts and snow plains because they are unhindered by such terrain.

CAPABILITIES

Armored Personnel Carriers are among the least complex and sturdiest vehicles available. They do not require any special equipment to repair, and a communicator is the fanciest piece of equipment they carry. The APC's usually carry minimal weaponry in order to increase the number of men the vehicle can transport. Moreover, the small size of the vehicles dictates that any weapons mounted be light ones.

Wheeled APCs tend to be cheaper to build and carry more armor than the other two types. Their cross-country mobility, however, is limited. Tracked APCs are more expensive to build, but can operate in a wider variety of terrains. Hover APCs sacrifice armor protection for speed; though restricted to open areas, the hover carrier is the vehicle of choice for any commander who wants his units to be able to respond rapidly. Modern carriers have communications equipment that allows their men to keep in touch when away from the vehicle. These communications sets may be of almost any type, from personal communicators to long-range systems.

DEPLOYMENT

There are no battle reports of spectacular APC actions on the battlefield, but there are accounts of infantry units holding back forces that should have destroyed them easily, at least on paper. Of all the House Lords, Katrina Steiner seems to be the only one who sees the particular advantage of using infantry in battles. A single infantryman cannot do much damage to a 'Mech, but a whole company can wipe one out with little effort. One example of her strategic sense of infantry's importance happened during the defense of Garrison, a Steiner planet under attack from Kurita.

When Katrina was forced to withdraw her 'Mech forces and move them to a more important, even more threatened planet, the only troops left to defend Garrison were infantry units. Those troops were ordered to remain to defend the planet as best they could. She left 15 companies of infantry to face 15 lances of 'Mechs. Indeed, some of these 'Mech lances were among Kurita's finest troops. As the Steiner infantrymen knew they had no choice but to fight or surrender, they dug in and waited for the inevitable onslaught.

They did not have long to wait. Several Kurita lances came storming over the hills in an attempt to overrun the hapless infantry. After several infantry companies had taken heavy losses, the infantry commander ordered his remaining units to open fire at point-blank range. Several of the 'Mechs were destroyed outright by head hits, and the rest were thrown into confusion. It was clear that the Kurita troops never expected the infantry to last this long.

This confusion was all the infantry needed to win the battle. In a heated 20-minute engagement, they destroyed the remaining 'Mechs completely. In a brilliant strategic move, the infantry commander immediately ordered all his troops into their APCs, where they moved into the hills to wait for the other Kurita 'Mechs.

Two hours later, the other Kurita 'Mechs began to cautiously edge toward the battle site at the foot of the hills. In silence, they surveyed all that was left of their fallen comrades. Just then, the infantry commander ordered his troops to attack the remaining 'Mechs, five of which were immediately cut down. The rest retreated from the battlefield and left Garrison as quickly as they could.

VARIANTS

There are many popular variants on Armored Personnel Carriers. The most popular mount more weapons, such as machine guns, at the expense of carried troops. Quite often, these vehicles no longer carry troops and are used purely for infantry support.

Infantrymen are sometimes considered the craziest of all combat troops. To enhance this image and strike fear into their opponents, they often paint their carriers in bright, garish colors that obviously reveal their position to anyone within sighting distance.

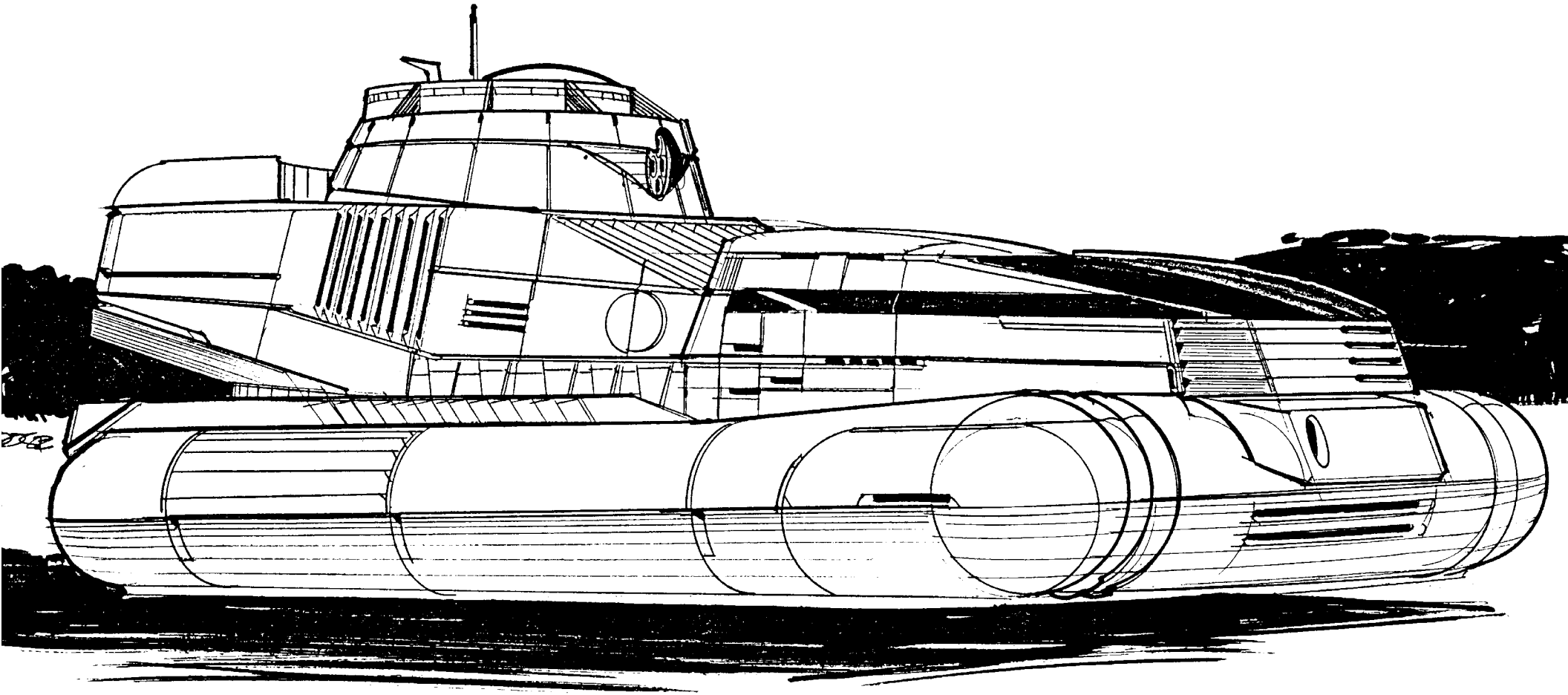
ARMORED PERSONNEL CARRIERS

Type: **APC (Hover)**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 10 tons
Battle Value: 46

Equipment		**Mass**
Internal Structure:		1
Engine:	60	3
Type:	ICE	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	0	0
Control Equipment:		.5
Lift Equipment:		1

Equipment (cont.)		**Mass**
Power Amplifier:		0
Turret:		.5
Armor Factor:	24	1.5
	Armor Value	
Front	5	
R/L Side	5/5	
Rear	4	
Turret	5	

Weapons and Ammo	**Location**	**Tonnage**
2 Machine Guns	Turret	1
Ammo (MG) 100	Turret	.5
Cargo (Infantry)	Body	1



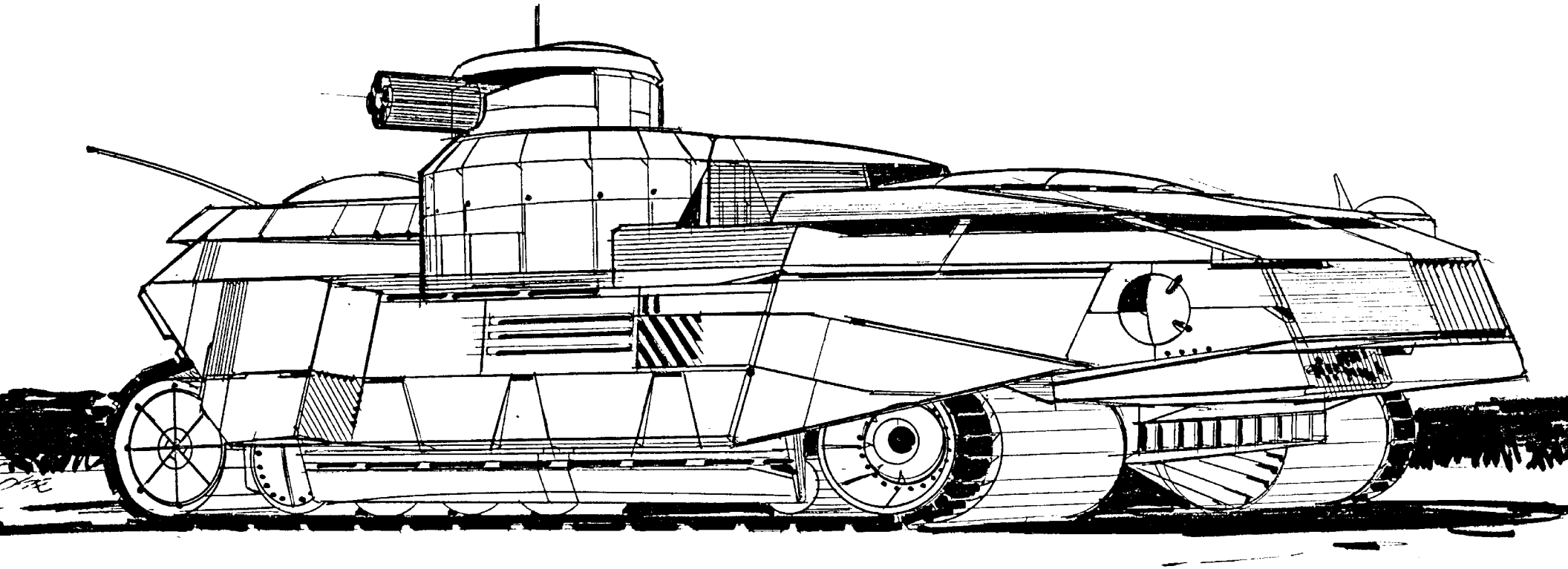
ARMORED PERSONNEL CARRIERS

Type: **APC (Tracked)**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 10 tons
Battle Value: 53

Equipment		Mass
Internal Structure:		1
Engine:	60	3
Type:	ICE	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	0	0
Control Equipment:		.5
Lift Equipment:		1
Power Amplifier:		0
Turret:		.5
Armor Factor:	24	2.5

	Armor Value
Front	10
R/L Side	8/8
Rear	10
Turret	4

Weapons and Ammo	Location	Tonnage
1 Machine Gun	Turret	.5
Ammo (MG) (200)	Turret	1
Cargo (Infantry)	Body	1



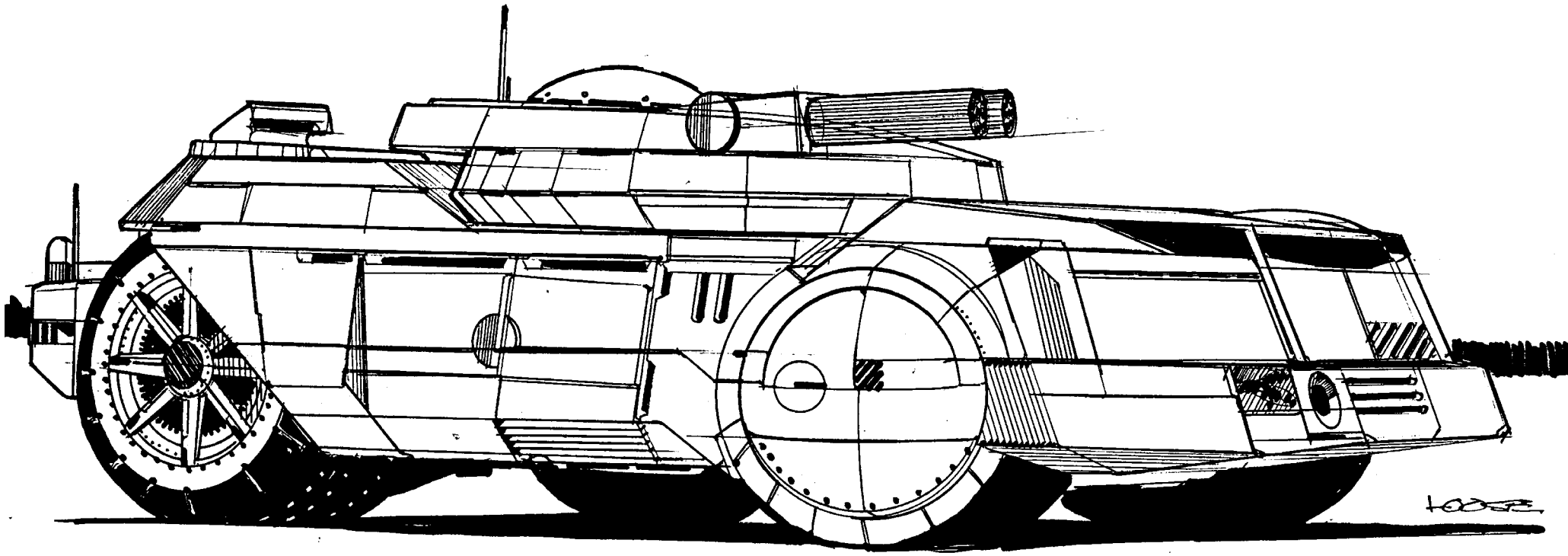
ARMORED PERSONNEL CARRIERS

Type: **APC (Wheeled)**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 10 tons
Battle Value: 62

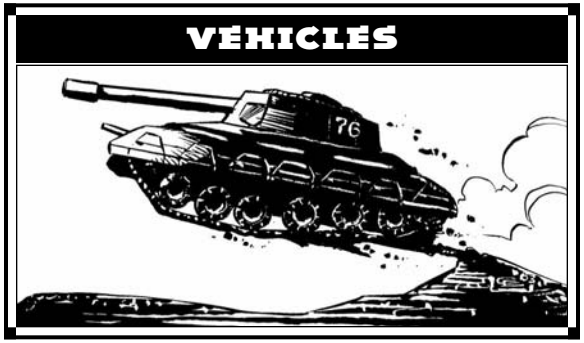
Equipment		Mass
Internal Structure:		1
Engine:	60	2
Type:	ICE	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	0	0
Control Equipment:		.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	48	3

	Armor Value
Front	12
R/L Side	10/10
Rear	10
Turret	6

Weapons and Ammo	Location	Tonnage
2 Machine Guns	Turret	1
Ammo (MG) 200	Turret	1
Cargo (Infantry)	Body	1



GUARDIAN FIGHTER



Mass: 20 tons
Power Plant: Rawlings Air Turbine 140 Turbine
Armor: Standard
Armament:
1 Sian/Ceres Cougar SRM 6
Manufacturer: Mujika Aerospace Technologies
Primary Factory: St. Ives
Communications System: XDuoteck 20
Targeting and Tracking System: Radcom T5

OVERVIEW

In the era of the Succession Wars, 'Mechs and aerospace fighters are assets too rare and valuable to be wasted. This is especially true for the Capellan Confederation of House Liao. Controlling the smallest military and industrial base in the Inner Sphere, Liao was the first of the Successor Houses to use conventional combat equipment to replace 'Mechs and aerospace fighters whenever possible.

Though aerospace fighters can provide decisive intervention in a ground battle, they are best used to maintain space superiority. In 2831, House Liao began to issue Guardian conventional fighters to beef up the ground attack capabilities of their garrison units rather than wasting more valuable aerospace fighters on ground support.

The Guardian carries a good-sized bomb load, and its SRM 6 packs a reasonable punch, adequate to perform ground support missions. In a contest with an aerospace fighter of similar size, however, the Guardian cannot hold a candle to its fighter cousin. Perhaps most important to House Liao is that the Guardian is cheap, easy to maintain, and does not require high-tech production facilities.

CAPABILITIES

The Guardian is powered by a Rawlings 140 Air Turbine, which utilizes four exhaust nozzles, two on each side of the fuselage. These nozzles can be rotated to give the Guardian VSTOL capabilities. True vertical take-off and landings are only possible when the craft is not loaded with ordnance, but even with a full bomb load, the Guardian needs only 50 meters of open field to get airborne.

The Guardian's construction is a model of simplicity. Its airframe, avionics, and engine are built up from component modules for easy removal and replacement in the field. Though most of its electronics are considered obsolete, they are highly reliable. This puts the Guardian at a disadvantage against more technologically advanced units, but it also means an army of techs is not necessary to keep it operating. Indeed, only one Astech—if any—is usually assigned to a Guardian. This reduction in manpower is possible through the use of a unique electronic system fault-tester. The tester isolates and identifies the problem area and tells the Astech what number module to remove and replace. It also prints out a list of workable substitute modules (along with necessary directions for modifications) if the required module is not available.

The Guardian has two major flaws. The first is that it cannot withstand damage. Its speed is the aircraft's only defense against an aerospace fighter, for example, because a fighter can shoot it down easily. Its other defect is the relatively weak primary armament. In ground support, the SRM is not as effective as a laser or other energy weapon. Mounting a laser on the Guardian would be impractical, however, for it would only further increase its overall weight and thus reduce speed even more.

DEPLOYMENT

Soon after receiving a squadron of Guardians, the Liao forces on Sappho were hit by an overwhelming invasion by House Marik. In the first wave, Marik seized Sappho's major cities and industrial areas, along with the spaceport and all other military installations. The few surviving Liao aerospace fighters could no longer operate, for lack of airfields. The Liao 'Mech forces were also shattered, with the remaining units fleeing into the jungle and hoping for the arrival of a relief force.

One of these escaped units was the 976th Air Support squadron. Its twelve pilots had been able to load up most of their ammunition, fuel, and spare parts onto Karnovs and escape before the Marik forces overran their base. For six months, the 976th staged what has become a textbook example of an air unit fighting a guerrilla action.

Using their mobility to the fullest, the 976th continually hit Marik ground targets without warning. Flying in at treetop-level, they dropped their load of infernos or high explosives and then escaped in the confusion. With their VSTOL capability, the unit was not tied down to one base area. They only stayed in one place long enough to rearm or refuel before going out on another mission; meanwhile, the Karnovs moved to another field.

The 976th was not invincible, though. They had to be particularly wary in areas patrolled by aerospace fighters. Indeed, seven of their number were destroyed in chance encounters with fighters. Fuel was another problem. The Rawlings power plant may be fuel-efficient, but it cannot run on air. Early on, the squadron was able to hook up with a lance of *Vulcan*s, which helped them raid ammo and fuel dumps to keep the 976th supplied. While the Vulcans took out the infantry garrison, the Guardians bombed any 'Mechs that tried to intervene. The Karnovs then hauled away the supplies.

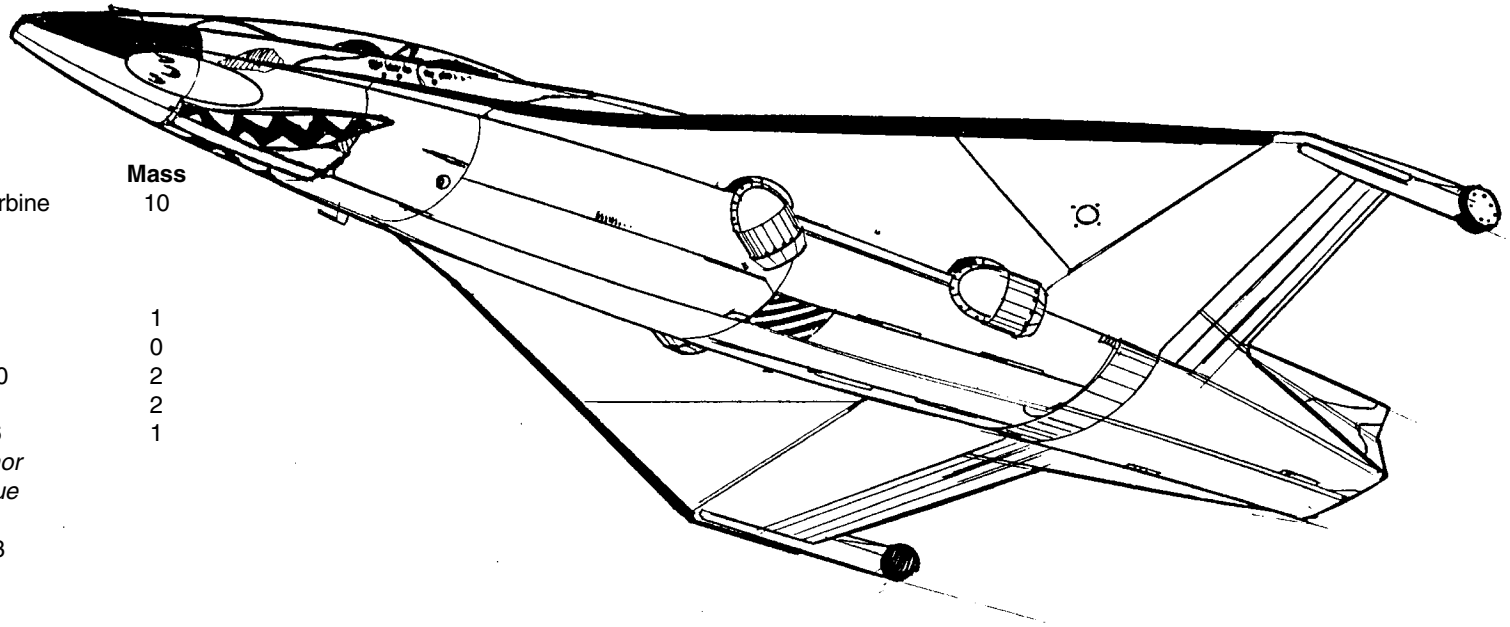
After six months, the 976th were reduced to four Guardians, two Vulcans, and one Karnov. A Marik patrol spotted these survivors while they were on the ground refueling one day. Within an hour, a battalion of jump troops attacked. The Guardian pilots were gunned down before they could even reach their machines.

VARIANTS

The most popular variant is the Guardian B, which substitutes the Rawlings 120 for the Rawlings 140. This lowers the Guardian's speed and reduces the bomb load, but it allows the SRM 6 to be replaced with a medium laser, heat sinks, power amp, and additional armor.

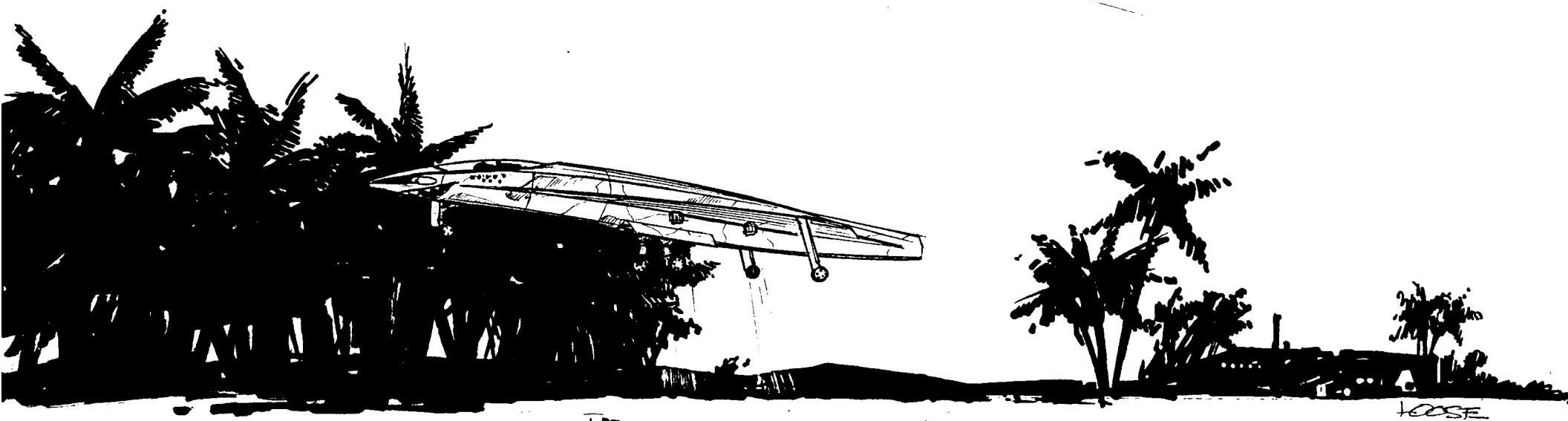
GUARDIAN FIGHTER

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
1 SRM 6	Nose	3.0	4	8	—	—	—
Ammo (SRM) 15	—	1					

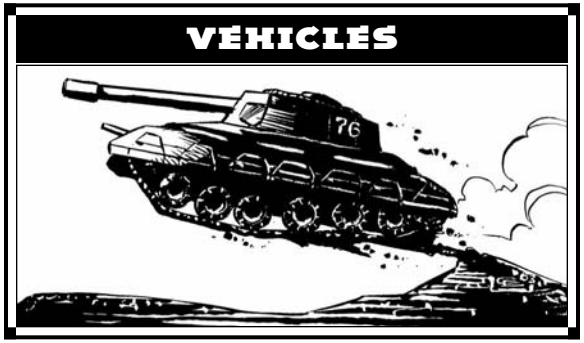


Type: **Guardian Fighter**
Technology Base: Inner Sphere
Tonnage: 20
Battle Value: 182

Equipment		Mass
Engine:	140 Turbine	10
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
VSTOL Equipment:		1
Heat Sinks:	0	0
Fuel:	320	2
Cockpit:		2
Armor Factor:	16	1
	Armor Value	
Nose	6	
Wings	3/3	
Aft	4	



SKULKER WHEELED SCOUT TANK



Mass: 20 tons
Movement Type: Wheeled
Power Plant: 120 GM Classic I.C.E.
Cruising Speed: 75.6 kph
Flank Speed: 118.8 kph
Armor: ProtecTech Light Standard
Armament:
1 Standard Systems Medium Laser
Manufacturer: Joint Equipment Systems
Primary Factory: Alshain
Communications System: Communique Equipment
Targeting and Tracking System: (Unknown)

OVERVIEW

The Skulker Scout Tank is much larger than any of its cousins, such as the Swift Wind Scout Car. It also has a four-man crew complement, which is larger than what most wheeled scout vehicles have. The increased size in crew and tonnage allows the Skulker to act as a mobile communications outpost as well as a reconnaissance vehicle.

Skulker Scout Tanks are an old design, originally based on some sort of heavy armor personnel carrier, according to the archives. The original design, however, has been lost to the ages. Although found in all parts of the Inner Sphere, the tank is most common in the Draconis Combine.

CAPABILITIES

Wheeled Scout Cars have been a popular means of information-gathering ever since the invention of the internal combustion engine. Though any vehicle can be used as a scout car, the addition of electronic surveillance equipment has made specific scout vehicles extremely valuable. Though advanced for its time, the Skulker is not the best recon vehicle available in the Inner Sphere. Many of its systems are old and outdated, especially the antiquated Communique Equipment communications and recon systems.

Like many recon vehicles, the Skulker is capable of deploying and monitoring various light remote sensors. The Skulker's sensor drop compartments, however, were designed specifically for smaller, more compact devices. Current manufactured sensors cannot be carried in the drop tubes, but must be implanted by hand, limiting the tactical usefulness of the vehicle.

Most Skulkers do not use advanced relay equipment, such as the CeresCom Recon system found on the Swift Wind. The cost of these systems is what keeps them from being retrofitted into the Skulker. It is usually cheaper and more effective for an army to buy more Skulkers and then chain the communications from one tank to the next.

The forward-mounted laser is the newest tech addition to most Skulkers. There was originally a tube antenna on the front, which was later widely exchanged for a machine gun. Because the crew compartment's ventilation system is poor, however, the buildup of fumes inside the cabin severely restricted the machine gun's use. Finally, both the antenna and the gun were removed, exchanged for a complete laser system.

DEPLOYMENT

In 3025, the Draconis Combine and the Federated Suns waged one of the bloodiest campaigns of recent years on Galtor III. Though the Davion Forces were ultimately victorious, the Kuritans managed to inflict plenty of damage with the help of captured Skulkers.

During most campaigns, each side takes many prisoners, typically ransomed or exchanged back to the enemy for their own captured soldiers. In this one, however, the Kurita forces armed their techs and used them to cover the withdrawal of the Eighth Galedon Regulars. Even armed, however, the techs were hardly the equal of soldiers. The Galedon Tech Defense League was nearly decimated, suffering more than 91 percent casualties. Suddenly, the Combine was no longer interested in exchanging the captured Davion Techs, as most of their own Techs were gone and they needed the prisoners' expertise for themselves. Davion was not pleased about this turn of events, but were powerless to convince Kurita to comply.

It seemed the balance of power had changed, however, when Federated Suns intelligence discovered the location of the prison camp, where the captured Davion Techs were awaiting transport to the Combine. Rather than making a straightforward 'Mech or VTOL raid on the camp, Davion Major Baum contrived an overly complicated plan to slip in with a task force of twelve captured Combine Skulkers and other wheeled transports, under his command. In a strange breach of protocol, it was the Chief of Davion Intelligence that gave the go-ahead rather than the Davion high command.

Task Force Baum moved out under cover of a Davion diversionary attack. They were easily able to penetrate the Combine forward lines, but ran into trouble when they reached the rear area. At this point, the Davion troopers were all wearing Combine uniforms and using what they thought were proper Combine passwords. They had no way of knowing that those codes and passwords had been planted by the Kurita Intelligence services for just such a contingency. When the improper password was given at a road block, the Kurita forces immediately radioed for help and opened fire. Two Skulkers and four transports were destroyed before Task Force Baum broke through the road block. A reserve recon lance was sent to intercept the column.

In the first engagement, the Davion task force lost three more Skulkers and all their transports. The Kuritans shattered the remaining Skulkers and then hunted them down one by one. Major Baum was captured and taken into the Draconis Combine along with the techs he had been trying to rescue.

VARIANTS

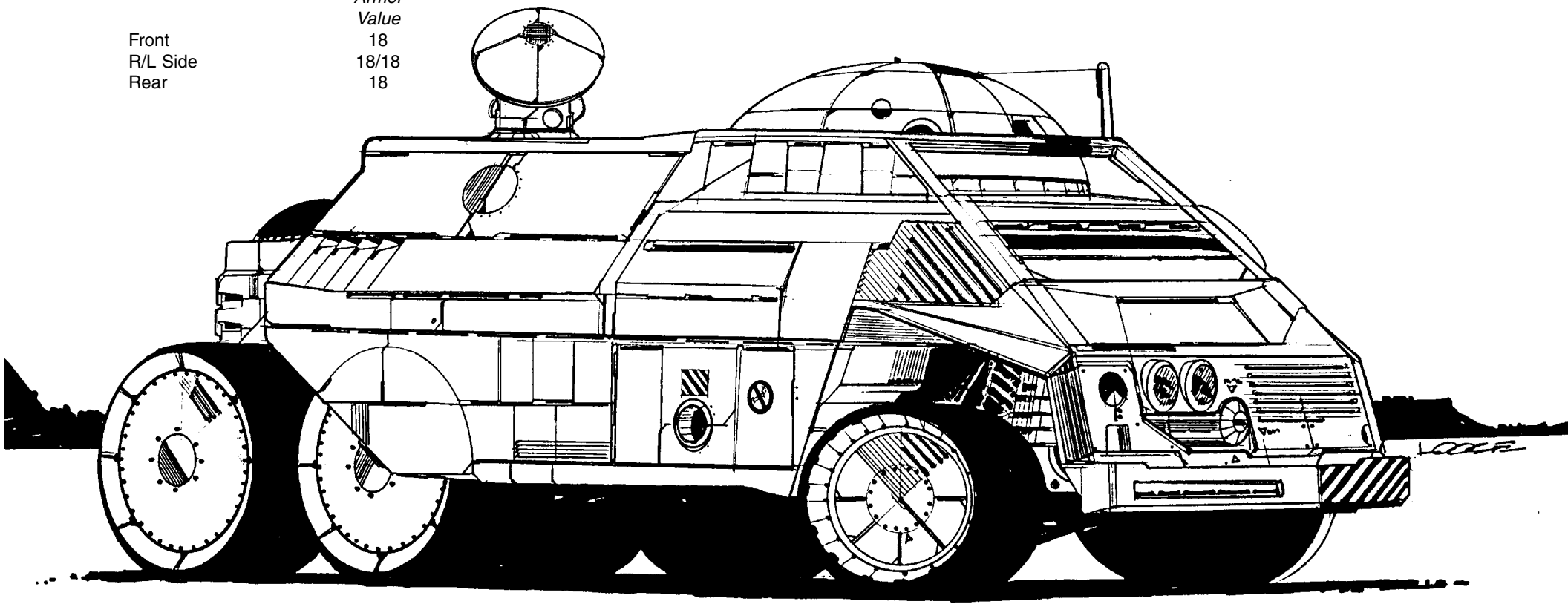
There are many variants of the Skulker, but most of these modifications are either cosmetic or electronic. Many military units will salvage the equipment from enemy scout vehicles for use in their own. Because the Skulker is so large, it can carry almost any piece of equipment. The addition of the laser's heat sinks ensures that overheating will not damage the delicate electronics.

SKULKER WHEELED SCOUT TANK

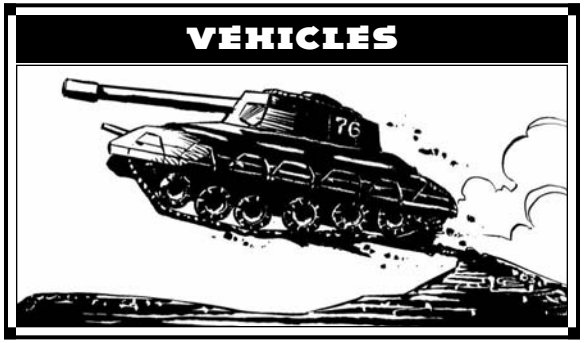
Type: **Skulker Wheeled Scout Tank**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 20 tons
Battle Value: 155

Equipment		Mass
Internal Structure:		2
Engine:	120	8
Type:	ICE	
Cruising MP:	7	
Flank MP:	11	
Heat Sinks:	3	3
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		1
Turret:		0
Armor Factor:	72	4.5
	Armor Value	
Front	18	
R/L Side	18/18	
Rear	18	

Weapons and Ammo	Location	Tonnage
1 Medium Laser	Front	1
Sensors	Body	.5



WARRIOR H-7 ATTACK HELICOPTER



Mass: 21 tons
Movement Type: V.T.O.L
Power Plant: 70 I.C.E.
Cruising Speed: 108.0 kph
Flank Speed: 162.0 kph
Armor: Longanecker PlastiSteel Standard
Armament:
1 SarLon Autocannon/2
1 TharHes 4 Pack SRM 4
Manufacturer: Lockheed/CBM Corporation
Primary Factory: Furillo
Communications System: Xilex-2000
Targeting and Tracking System: N&D Handsfree

OVERVIEW

The Warrior H-7 is a tried and true attack helicopter, manufactured by a small division of Lockheed/CBM. First produced in 2950, Warriors can now be found operating throughout the Inner Sphere, and even in some areas of the Periphery.

The Warrior was privately designed and produced by Lockheed as a cheap and easily produced alternative to light 'Mechs. As the Lyran Commonwealth suffered many defeats due to the lack of mobility that swifter, lighter 'Mechs provide, Lockheed offered the Warrior to the LCAF. After six years of formal testing, with millions spent in R & D and tooling up of production lines, the LCAF finally told Lockheed/CBM that the Steiner forces had no need for their "flying toy."

Because of that decision, Lockheed/CBM shut down its VTOL division. A few orders from mercenary units and Periphery worlds kept the production line open, but by 2957, the Lockheed VTOL plant had closed its doors. They didn't stay closed long, though. The ninth battle of Hesperus later that year resulted in the destruction of a significant percentage of House Steiner's 'Mech facilities. The LCAF was now frantic for weapons of any kind, even flying toys. They placed a substantial order with Lockheed/CBM at the end of 2957, and the Warrior has been in production ever since.

CAPABILITIES

The Warrior is designed around the SarLon Auto-Cannon. The SarLon is mated to a N&D Handsfree tracking and targeting system. Using a HUD display and slaving the autocannon and missile packs to a helmet worn by the pilot, the N&D frees the pilot's hands for other functions.

The aircraft itself is a standard rotary wing design. The two counter-rotating rotor systems negate the need for a tail, as there is no drive torque to be canceled. The tail boom mounts a ducted tail that is capable of driving the Warrior up to speeds of 162 kph while emitting a very low IR signature.

The Warrior is also capable of carrying up to 250 kilograms of remote sensors and their monitoring post. This capability allows the 'copter to seed an area with sensors, then retire behind any convenient cover. Once the Warrior acquires a target, it can then move into an advantageous attack position without ever losing contact with the target or exposing itself prematurely.

Tactically, the Warrior is best used when it can engage its target at long range and does not have to defend a specific piece of terrain. The SarLon allows the Warrior to stand off from its target while peppering it with shots. If the 'Mech attempts to close in, the Warrior can simply move away.

There is a price to pay for this mobility, though. Like all VTOLs, the Warrior is a relatively fragile craft. Its weapon systems, though accurate, do not cause heavy damage.

DEPLOYMENT

Many Warriors are assigned to garrison units and airmobile infantry regiments to provide quick response fire support. In many cases, the Warriors will be the heaviest combat unit on the planet.

Such was the case in 3021 in the Combine system of Kimball. The planet Kimball II had the majority of the population and the greatest industrial and military concentrations in the system. Kimball VI, on the other hand, had a population of only 100,000, a small militia, a mercenary helicopter unit and no 'Mechs. That is exactly why Redjack Ryan ordered Wilson's Hussars to raid the planet. The only reason that Kimball VI had been settled was to exploit its rich bauxite deposit. Ryan needed the mining and ore processing equipment, and it looked as though Kimball VI would be easy pickings.

The Hussars dropped onto Kimball VI and made for the mines in a mountain range 30 kilometers to the north of the drop zone. Entering the foothills, the Recon Lance was engaged by twelve Warrior H-7s. The Hussars' light 'Mechs found themselves in need of help a short time later, as they could not effectively fire on the Warriors. When the Recon Lance called for help, Wilson brought up the rest of the company and tried to engage the VTOLs.

Buzzing around like flies, the Warriors refused to let Wilson's 'Mechs close with them. The Hussars would charge the Warriors, only to see them scatter and reform again. Wilson should have ignored the helicopters and gone straight toward the mines, but he continued to chase the helicopters instead. That chase ended in a box canyon. The Warriors plunged into the canyon with the Hussars close behind. Wilson thought that now he finally had the elusive machines. Just then, the *Griffin* next to him exploded, as a wave of SRMs rained down on his force. The planetary militia had appeared all along the ridge tops, armed with SRM launchers and infernos.

Wilson made a hasty retreat, leaving behind three crippled 'Mechs. The Warriors harassed the bewildered 'Mechs all the way back to their drop zone. There, they boarded their DropShip and went home to Butte Hold, to explain their failure to a very unhappy Redjack Ryan.

VARIANTS

There are several variants of the Warrior. The Warrior H-7A replaces the missile system with an Auto Gun and half a ton of ammunition, with the extra space being taken up by a SarLon MaxiCannon 5. The Warrior H-7C substitutes a Valiant Heavy CrossBow LRM 10 Rack with 240 missiles for the SarLon AutoCannon.

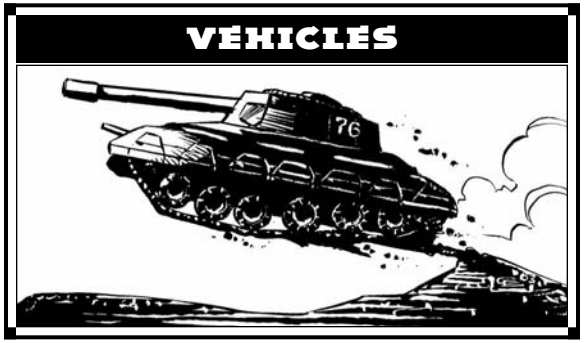
Type: **Warrior H-7 ttack Helicopter**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 21 tons
Battle Value: 406

Equipment		Mass
Internal Structure:		2.1
Engine:	70	4
Type:	ICE	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	0	0

Equipment (cont.)		Mass
Control Equipment:		1.05
Lift Equipment:		2.1
Power Amplifier:		0
Turret:		0
Armor Factor:	24	1.5
	Armor Value	
Front	6	
R/L Side	5/5	
Rear	6	
Rotor	2	

Weapons and Ammo	Location	Tonnage
1 Autocannon/2	Front	6
1 SRM 4	Front	2
Sensors	Body	.25
Ammo (AC) 45	Body	1
Ammo (SRM) 25	Body	1

HARASSER MISSILE PLATFORM



Mass: 25 tons
Movement Type: Hover
Power Plant: 120 GM Classic II I.C.E.
Cruising Speed: 108.0 kph
Flank Speed: 162.0 kph
Armor: 2 Star Slab Standard
Armament:
2 SureShot Mk VI SRM 6s
Manufacturer: Brooks Incorporated
Primary Factory: Suzano, Irian, Andurien
Communications System: Maxell 500
Targeting and Tracking System: Maxell TA 55

OVERVIEW

The Harasser is manufactured by the same company that produces the Galleon Light Tank. In 2829, House Marik commissioned the Harasser as a companion vehicle to the Galleon. The Harasser's speed would allow it to keep up with the swiftly moving Galleons, while at the same time keeping it out of trouble. Its missile capabilities would also greatly augment the offensive firepower of a Galleon unit.

The first Harassers, however, were never absorbed into Galleon units. Because the Free Worlds League military suffered severely in the initial stages of the Second Succession War, the Marik high command had to assign all of its reserve and garrison 'Mechs to bolster its battered front-line units. The new Harasser was quickly issued to hastily raised urban defense garrisons or to reserve troops as a "poor-man's" artillery piece. Over time, though, as 'Mechs and more powerful fusion-driven vehicles became scarce, more and more Harassers were issued to front-line units. In recent years, teams of Galleons and Harassers have been finally committed to battle, as they were originally designed to be used.

CAPABILITIES

The Harasser is an inexpensive vehicle to manufacture. In fact, it utilizes many of the communications and electronic systems found in the Galleon. The Harasser's best defense against enemy fire is its amazing speed. When moving full out, it is difficult for vehicles or even 'Mechs to score a hit on a Harasser. Its GM Classic power plant can propel the hovercraft over terrain at speeds of over 160 kph, and it is well known for its reliability. The one problem with the automotive plant is that the turret must be removed before the power plant can be replaced. This greatly increases the time needed for routine plant replacement, as well as increasing the chance of damaging turret components.

The design of the weapon system allows rapid target engagement. The vehicle commander has a set of turret controls that override the gunner's. The commander identifies a target and then aligns the turret in the general area of the target. He then releases control to the gunner and begins to search for a new target. The commander's control system can also serve as a secondary set of fire controls, in case the gunner station is destroyed. Many Harasser units end up disabling the commander's firing trigger, however, because the commanders so often inadvertently fire a salvo of missile while trying merely to realign the turret.

While the two SureShot Mk VI Short-Range Missile Racks give the Harasser greater firepower than most vehicles of its class, its armor protection is quite light. One or two solid hits are all that is needed to put the Harasser out of action. Most commanders try to compensate by keeping the Harasser always moving at top speed. Though this reduces the accuracy of their own attacks, it helps throw off the aim of hostile units. In a static battle, the Harasser has little chance of surviving.

DEPLOYMENT

One of the best-known Harasser victories occurred on the Marik border world of Suzano in the year 3000. (Ironically, this planet once had a factory that produced Harasser tanks. By the time of this raid, however, the plant had been reduced to slag.)

Because the Marik high command considered other planets bordering House Steiner to be in more danger, they had stripped Suzano of most of its 'Mech forces. When an advance group from an undetected Liao JumpShip raided the planet that year, the Confederation forces caught the garrison forces completely unaware. Within a week, the Liao raiders easily disabled or captured the defenders, which consisted of only a few light 'Mech lances and militia infantry units. Surprised at their quick victory, the Liao units decided to stay and secure the planet.

Meanwhile, Marik's Third and Fifth Infantry Support Companies were on maneuvers in a remote area of Suzano. Knowing that the Marik high command's decision to relocate Suzano's 'Mechs would bring trouble, the company commanders took their Harassers into the wild to prepare for just such an invasion. Once they realized the situation, they put their exercises into practical application. In a three month-long series of guerrilla raids and precision strikes, the Third and Fifth ISC had severely damaged the invaders and threatened them with certain destruction. Within a week, the Liao troops had been forced offworld.

VARIANTS

Over the years, many variations of the Harasser have become popular. One of the most common variations replaces the vehicle's two missile racks with one FarFire 10 Long-Range Missile System and 24 loads of ammunition. Another popular variation replaces the missile racks with laser weapons of various sizes. Two lesser-used options replace the missiles with flamers or communications-detection gear. These are used only for very specialized missions.

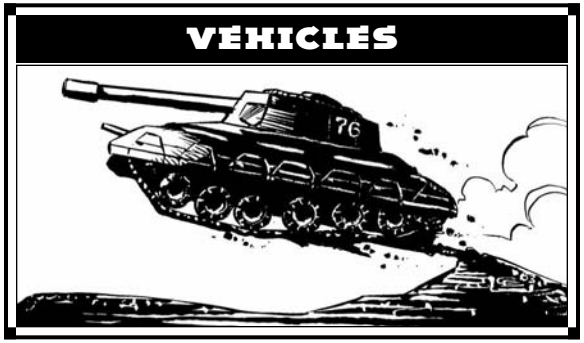
Type: **Harasser Missile Platform**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 25 tons
Battle Value: 337

	Armor Value
Front	7
R/L Side	6/6
Rear	7
Turret	6

Equipment		**Mass**
Internal Structure:		2.5
Engine:	120	8
Type:	ICE	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	0	0
Control Equipment:		1.25
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		.6
Armor Factor:	32	2

Weapons and Ammo	**Location**	**Tonnage**
2 SRM 6	Turret	6
Ammo (SRM) 30	Body	2

J. EDGAR LIGHT HOVER TANK



Mass: 25 tons
Movement Type: Hover
Power Plant: 145 Leenex Fusion
Cruising Speed: 118.8 kph
Flank Speed: 183.6 kph
Armor: StarSlab 7 Standard
Armament:
1 Diverse Optics Type 2 Medium Laser
2 Harvester SRM 2s
Manufacturer: Alphard Trading Corporation
Primary Factory: Alphard
Communications System: Alphard Original Two
Targeting and Tracking System: TracTex Alpha-1

OVERVIEW

The J. Edgar is one of the few vehicles produced by the now-defunct Alphard Trading Corporation. To expand its market and increase profits, ATC decided to make a number of both military and civilian vehicles to sell to any world, government or person willing to buy them. Although the vehicles sold fairly well in early years, the diversification failed as the years passed. Fewer and fewer vehicles were sold, until finally ATC closed down all manufacturing facilities.

The J. Edgar was the last military vehicle that the Alphard Trading Corporation produced. Designed as a cheap, fast and effective fighter, the J. Edgar was only a marginal success. The fairly small hovercraft sported two small missile units that were fairly effective. Unfortunately, military buyers wanted more firepower from their vehicles The J. Edgar lost popularity and was eventually pulled from the market. Although now rare, they are not highly valued.

CAPABILITIES

The J. Edgar is a sturdy lightweight hovercraft. Utilizing a fusion engine that was popular in its time, it can travel as fast as almost any hovercraft available in the Inner Sphere. As fusion engines have become almost unattainable, however, the Leenex plant is usually stripped out for use in more worthwhile military vehicles. Internal combustion engines usually replace the original fusion engine, degrading performance significantly.

The Harvester Corporation had been making weapon systems even before the Alphard Trading Corporation existed. At the time the J. Edgar was produced, the Harvester SRM 2 Rack was one of the most popular missile systems available, which is why these weapons were mounted instead of another weapons system. The missile racks are fairly effective against vehicles, but do not pose much of a threat to a 'Mech.

The original StarSlab armor is still used on some J. Edgars, but most techs strip the more valuable StarSlab for use on 'Mechs. The popular (and less expensive) Protectech armor usually replaces this armor. Other pieces of equipment include the Alphard Original Two Communications System and the TracTex Alpha-1 Targeting and Tracking System. Because these two systems are Alphard Trading Corporations originals, they are obsolete and replacement parts are difficult to find. Like the armor, more popular systems replaced the original.

DEPLOYMENT

Little battle history is known about the J. Edgar, as the vehicle was popular so long ago. Nevertheless, there is one account that has become a legend. The truth behind this story has never been verified.

During an unknown battle on an unknown planet, the commander of a group of J. Edgar hovercraft was commanded to assault a force obviously much stronger than his. The exact composition of the enemy varies from storyteller to storyteller, but one version includes 20 *Atlas*es, 27 'Mechs of various sizes, and even a giant mobile weapons platform. The typical version, however, is that the unit of 12 J. Edgars attacked a unit of 30 larger, slower tanks. The enemy unit had encamped in a large clearing inside a ring of trees. Unfortunately for the J. Edgar commander, the enemy unit was too far away to be bombarded, and there was no artillery or air support available. Not wanting to disappoint his superior officers or to get a court-martial, he ordered an all-out attack.

The enemy unit was not prepared for the J. Edgars' rapid onslaught. While the tanks were momentarily confused, the hovercraft moved inside the minimum range of the tanks guns and missiles. At that point-blank range, they targeted their attacks against vulnerable points on the tanks. The J. Edgar commander himself accounted for over a dozen enemy tanks.

Stunned by the brave attack, the enemy tanks retreated from their position, only to be destroyed when their own DropShip miscalculated its landing trajectory and came down on top of them.

VARIANTS

Variants of the J. Edgar usually replace the missile systems with quad machine guns and sometimes flamers. The J. Edgar is so old, however, that if the weapons are damaged, the whole vehicle is usually sold for parts.

Type: **J. Edgar Light Hover Tank**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 25 tons
Battle Value: 328

Equipment		**Mass**
Internal Structure:		2.5
Engine:	145	7.5
Type:	Fusion	
Cruising MP:	11	
Flank MP:	17	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		.5
Armor Factor:	104	6.5

	Armor Value
Front	30
R/L Side	19/19
Rear	12
Turret	24

Weapons and Ammo	**Location**	**Tonnage**
1 Medium Laser	Turret	1
2 SRM 2	Turret	2
Ammo (SRM) 50	Body	1

SCORPION LIGHT TANK

VEHICLES

Mass: 25 tons
Movement Type: Tracked
Power Plant: 100 SitiCide I.C.E.
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: ProtecTech Light Standard
Armament:
1 Deleon 5 Autocannon/5
1 20mm Gatling Gun Machine Gun
Manufacturer: Quickcell Company
Primary Factory: Various
Communications System: Basix 200
Targeting and Tracking System: OptiSight-12

OVERVIEW

The Scorpion Light Tank is another vehicle from the successful Quickcell Company. As is typical with all their products, it is small, inexpensive and easy to repair. In fact, the Scorpion has earned the nickname "Budget Tank" because it is so inexpensive as compared with most tanks. Using only one main weapon and one defensive weapon, the Scorpion's low cost makes it attractive to buyers from poorer worlds, especially the Bandit Kings and Periphery pirates. Aside from its attack functions, the Scorpion also performs as a scout or transport vehicle, Field commanders often use the tank in large groups because the individual Scorpion is weak in relation to most other vehicles.

CAPABILITIES

The Scorpion is not a particularly effective vehicle, though it can fight well enough against other similar units. The tank's main weapon, the Deleon Autocannon, can inflict marginal damage against targets at fairly long range. It still has the typical tracking problems, however, of any Autocannon its caliber at ranges of less than 90 meters.

The 20mm Gatling gun is a time-proven weapon, giving the Scorpion good defensive firepower with plenty of punch. Though some users of the tank have tried 30mm machine guns, the Gatling gun's high rate of fire makes larger shells unnecessary. Unlike most tanks of its weight class, the scorpion lacks any SRM racks, which are effective in killing light vehicles. This was done because Quikscell wanted to keep costs down and because the Autocannon has double the range of any short-range missiles.

DEPLOYMENT

Bandit Kings sometimes become more than a minor nuisance to the Five Successor Lords. Whenever one of them becomes too great a threat, the Lord will send out an assault force to remind such a "king" of just how powerless he really is. Helmar Valasek is one of these kings.

For months, Helmar had been raiding Kurita worlds in search of water for his desert-dry planets. When the High Command realized what was going on, they decided it was time to teach the bandit a lesson. Mobilizing a small 'Mech force, the Kurita leaders jumped into the Santander system and landed on Helmar's home planet of Santander V.

When word of the Kurita force reached Helmar, he immediately devised a plan. He hoped that might give him a chance against the invaders without requiring the sacrifice of any of his own 'Mechs, which were badly in need of parts and repair. He had recently "borrowed" several platoons of Scorpion light tanks, which he set up in a known storage supply area. Valasek believed this to be an obvious choice for a Kurita punitive attack.

After jumping into the system, the Kurita troops assaulted Valasek's ambush area. The moment the Kurita troops touched down, the bandit's Scorpions opened fire at close range, dealing some heavy damage to the invading 'Mechs. Because the Kurita 'Mechs were outnumbered more than three to one and there was nowhere to retreat, the Combine troops went into hand-to-hand combat against the small tanks. Casualties were high on both sides. When the dust settled, however, Valasek had scavenged some 'Mech parts and the Kuritans had persuaded him not to attack their worlds for the time being.

This battle became known as the "Scorpions Nest," and is now a popular training exercise for new Kurita MechWarriors. It teaches both how to deal with swarms of small vehicles and remain cool in combat.

VARIANTS

Because the Scorpion is found in most armies, it is often equipped with the house's preferred weapon. The most popular variant replaces the autocannon with SRM racks.

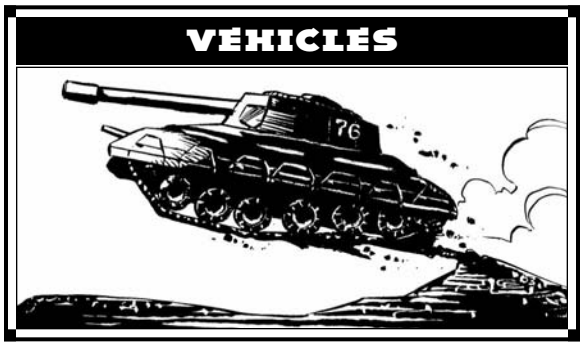
Type: **Scorpion Light Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 25 tons
Battle Value: 163

Equipment		**Mass**
Internal Structure:		2.5
Engine:	100	6
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	64	4

	Armor Value
Front	16
R/L Side	11/11
Rear	10
Turret	16

Weapons and Ammo	**Location**	**Tonnage**
1 Autocannon/5	Turret	8
1 Machine Gun	Front	.5
Ammo (AC) 20	Body	1
Ammo (MG) 100	Body	.5

SEA SKIMMER HYDROFOIL



Mass: 25 tons
Movement Type: Hydrofoil Naval
Power Plant: 150 Skye Engines Naval I.C.E.
Cruising Speed: 129.6 kph
Flank Speed: 194.4 kph
Armor: Glasgow Limited Standard
Armament:
1 Coventry 4 Tube Missile System SRM 4
3 Sperry Browning Machine Guns
Manufacturer: Skye Pleasure Craft Ltd.
Primary Factory: Skye
Communications System: TharHes Seaweed PG-2
Targeting and Tracking System: TharHes Nav Shark

OVERVIEW

After the Exodus era, the wet navy all but vanished from the Inner Sphere. Each newly colonized planet had only one government, and so had no need to build a wet navy to sink another government's wet navy. Nor could a colony world hide behind an ocean when invaded from space.

Some military missions did still remain for wet navies, however, even on planets with single governments. Counter-insurgency operations on a planet's waterways and the control of civilian shipping were still functions on worlds whose populations were rebellious. To carry out such operations, however, the military used conventional land hovercraft supplemented by armed commercial vessels rather than expensive, specially designed military vessels. It would be surprising to find such a specially designed military hydrofoil on a planet where no active rebellion exists. The exception was Skye in the Lyran Commonwealth. Its military hydrofoils were part of a reserve unit commanded (and paid for) by rich young men who wished to avoid the draft and to wear fancy military uniforms at social functions.

In 2687, a group of young Lyrans of military age (most of them the children of prominent Social Generals) approached the LCAF with a proposal. As the Archon had invoked the Military Disaster Act, they expected to be drafted into the LCAF as expensive cannon fodder. Wouldn't it be better, they asked, for them to form their own military unit that was equipped, maintained, and paid for by their own resources? All that they asked was that the unit be incorporated into the Skye militia and be allowed to equip itself as the group saw fit. With more than a little prodding from some highly placed civilians, the LCAF relented and authorized the group to form the 348th Reserve Detachment of the Skye militia. At worst, the LCAF commanders assumed that they would be getting a platoon of lightly armed infantry.

They were wrong. Most of the young people belonged to the New Glasgow Yacht Club, and they contracted with Skye Pleasure Craft Ltd. to build twelve armed hydrofoils for the 348th. Three months later, the members of the 348th could be seen "patrolling" the lakes and rivers around New Glasgow, accompanied by pleasure-loving civilians .

CAPABILITIES

The Sea Skimmer is a standard hydrofoil craft. It utilizes a standard displacement hull, on which are mounted three wings, or foils: one on the bow and one each on the port and starboard sides of the hull. These foils are retracted into the hull for low speed operations. At high speed the foils are lowered, which lifts the hull up out of the water and allowing the Sea Skimmer to achieve speeds in excess of 190 kph.

The Sea Skimmer's primary weapon system is a Coventry 4-Tube Missile System, which is located in a turret providing a 360-degree field of fire. BrowningSperry machine guns provide close-in protection to the ships sides and stern.

DEPLOYMENT

For 28 years, the 348th Reserve Detachment of the Skye Militia kept the rivers and lakes near New Glasgow free from the oppression of the Draconis Combine. With the Combine nowhere near Skye at this time, the mission wasn't so hard to accomplish. Once a week, the detachment would assemble at the yacht club, take "vital supplies" and "civilian observers" on board and go off on maneuvers for the day.

All that changed in 2895, when Combine forces jumped into the Skye System. Skye had been reinforced and the reserves were mobilized; the 348th was sent to support the troops holding the city of Inverness in the Mantty River Delta. Contrary to all expectations, the 348th acquitted themselves well.

When a battalion of Kurita 'Mechs had broken through the lines and was advancing over the flood plains toward Inverness, the Skye defenders had nothing left to stop them. The 348th was the only reserve force left, and it had only two operational Sea Skimmers.

The commander of the Inverness garrison made a desperate decision. Contrary to the rules of war, he decided to use a nuclear device to stop the Kurita 'Mechs. The Mantty River was at flood level, held back from inundating the surrounding farm land by a dam ten kilometers behind the Combine front lines. The last two Sea Skimmers were each loaded with a one-kiloton nuclear demolition charge and ordered to destroy the dam.

At first, the dash up the river was easy. As the Sea Skimmers streaked by at 190 kph, the startled Kurita troops had no time to react before the vessels went out of range. A Kurita *Locust* and *Stinger* were both in range, however, and moved to block the Skimmers' paths; only one managed to survive and continue on.

As the Sea Skimmer approached the dam. Kurita infantry began throwing everything they had at the speeding hydrofoil. Some weapons hit, but not enough to stop it. Seconds later, the infantry, the dam and the last remnant of the 348th all vanished in a nuclear fireball.

VARIANTS

Over the years, unofficial modifications included stripping out the machine guns and replacing them with SRM 2s or upgrading the SRM 4 to an SRM 6.

Type: **Sea Skimmer Hydrofoil**
Technology Base: Inner Sphere
Movement Type: Hydrofoil Naval
Tonnage: 25 tons
Battle Value: 195

	Armor Value
Front	10
R/L Side	9/9
Rear	6
Turret	6

Equipment		**Mass**
Internal Structure:		2.5
Engine:	150	11
Type:	ICE	
Cruising MP:	12	
Flank MP:	18	
Heat Sinks:	0	0
Control Equipment:		1.25
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		.2
Armor Factor:	40	2.5

Weapons and Ammo	**Location**	**Tonnage**
1 SRM 4	Turret	2
1 Machine Gun	Left	.5
1 Machine Gun	Right	.5
1 Machine Gun	Rear	.5
Ammo (SRM) 25	Body	1
Ammo (MG) 100	Body	.5

KARNOV UR TRANSPORT

VEHICLES

Mass: 30 tons
Movement Type: V.T.O.L
Power Plant: 190 I.C.E
Cruising Speed: 118.8 kph
Flank Speed: 183.6 kph
Armor: Star Slab 1.5 Standard
Armament:
None
Manufacturer: New Earth Trading Company
Primary Factory: Terra
Communications System: Johnston Q-Rotor
Targeting and Tracking System: None

OVERVIEW

The Karnov UR Transport is a heavy lift helicopter. It is no longer known when the Karnov first entered service, but most experts believe it is a Terran design hundreds of years old. Equally puzzling is the fact that the Karnov is currently sold by the New Earth Trading Company, NETC has no known VTOL production facilities, nor does any other firm admit to producing the Karnov on a sub-contractual basis with NETC. It is already a century since New Earth first began to offer new Karnovs for sale, however. Their sales representatives write up the orders and the Karnovs arrive on the next NETC DropShip.

Whatever its origin, the Karnov has proven to be a reliable and hardy machine. All of the Successor State armed forces and many mercenary units use at least some Karnovs for supply and logistics missions. Many commercial firms also use the Karnov for local transportation of cargo and as a flying crane.

CAPABILITIES

The Karnov UR is built around a DAV 190 I.C.E. aircraft engine, which is known for its superior reliability and ruggedness. Centrally mounted in the top of the fuselage, the DAV connects by drive shafts that extend down the fixed wing to pylons, where the twin rotor blades are housed. The pylons are able to rotate in a 90-degree arc, which allows the Karnov UR horizontal speeds of close to 184 kph. This makes it one of the fastest heavy transport VTOLs in use. This speed, however, does not come without cost. The rotors are so large that they must be rotated to a vertical position when landing, or else they will strike the ground. Many new pilots forget this simple rule, destroying both their vehicles and their careers.

The Karnov has a variable landing gear. At maximum extension, the helicopter can straddle a load up to 3.3 meters tall. With the landing gear fully collapsed, the interior cargo bay ramp can be lowered and cargo loaded on or off. Its Star Slab armor gives the Karnov a reasonable chance of survival if attacked by a lightly armed attacker. Its rotors are quite delicate, however, and offer large targets. Many crashed Karnovs can be seen on a battlefield with their fuselage intact but their rotors totally shot away.

DEPLOYMENT

Like most modern support vehicles, the Karnov UR is not designed for combat. It is slow when fully loaded, and lacks weaponry. With its vulnerable rotors, the Karnov is a sitting duck for any combat unit. Despite this, some logistical units have managed to make a name for themselves using the Karnov.

Hsien's Hotheads had four Karnovs in their supply section when the unit landed on Loongana in Marik space in 3012. The Hotheads were making a resource raid for Steiner and expected an easy time, but the Marik garrison was expecting them. What should have been a cakewalk for the Hotheads became a wild and confused free-for-all.

At one point in the battle, Colonel Hsien decided to commit the orbital reserves. A company of light 'Mechs were to drop in what was thought to be an open field in the enemy rear area. Again, the Marik defenders were well-prepared, having mined all potential drop zones. When the 'Mech company landed, every single one was crippled by mine explosions and stranded in the middle of the field. Though Hsien needed to withdraw, he couldn't abandon his reserve company. He ordered the Karnov section to recover the crippled company.

The Marik defenders were still entangled with the rest of the Hotheads, but did send a company of foot infantry to ensure that their potential MechWarrior prisoners and salvage did not get away. The infantry unit could not enter the minefield because some of the trapped and immobile 'Mechs still had functioning weapons. A standoff occurred, with the Marik infantry content to wait in the woods for the arrival of some heavier equipment to deal with the crippled units.

When the Karnovs came in over the treetops and positioned themselves over four of the 'Mechs, everyone was astonished. The Marik commander was not able to organize his troops until well after the first four airlifted 'Mechs vanished over the hills. On their next pass, however, the Karnovs were not as lucky. All took hits from Marik small-arms fire, with one of the Karnovs crashing into the field and setting off another mine. The three other helicopters did succeed in making off with their cargo.

Twice more during the afternoon, the Karnovs came over the field. A pilot positioned the helicopter over a 'Mech, lowering a cargo sling down to a frantic MechWarrior and then lifted the 'Mech out. The Hotheads lost one more Karnov in the process, but they retrieved all their 'Mechs and pilots. Not content with that, the last two Karnovs made a final flight to the minefield to pick up the last of their downed comrades. This time, however, the Marik infantry company had finally gotten some help. As the helicopters crested the tree line, they exploded in rapid succession, one after the other, as a Marik *Rifleman* lumbered over to check the flaming wreckage.

VARIANTS

Variant models of the Karnov are not supplied by NETC. In fact, the basic design has not changed in a single detail since NETC started supplying the craft 100 years ago. In most cases, variants on the Karnov are made in the field by arming it with some form of small weapon. The internal cargo bay is often used to mount machine guns or missile racks.

Type: **Karnov UR Transport**
Technology Base: Inner Sphere
Movement Type: V.T.O.L
Tonnage: 30 tons
Battle Value: 19

	Armor Value
Front	6
R/L Side	5/5
Rear	6
Rotor	2

Equipment		**Mass**
Internal Structure:		3
Engine:	190	15
Type:	ICE	
Cruising MP:	11	
Flank MP:	17	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		0
Armor Factor:	24	1.5

Weapons and Ammo	**Location**	**Tonnage**
Cargo	Body	6

HUNTER LIGHT SUPPORT TANK

VEHICLES

Mass: 35 tons
Movement Type: Tracked
Power Plant: 175 Magna 245 Fusion
Cruising Speed: 54 kph
Flank Speed: 86.4 kph
Armor: StarSlab 5.5 Standard
Armament:
1 FarFire Maxi-Rack LRM 20
1 Zippo Flamer
Manufacturer: Defiance Industries
Primary Factory: Hesperus II
Communications System: TharHes Mini-Talk
Targeting and Tracking System: TharHes AGART

OVERVIEW

The Hunter is a popular tank produced by Defiance Industries, a well-known manufacturer of all types of weapons. They are also the designers of the two new heavy tanks, the Rommel and the Patton.

As its name makes clear, the Hunter Light Support Tank is a support vehicle. Like most support vehicles, the Hunter is not equipped to last in a stand-up fight. It does not, therefore, operate out in the open amid the heavy fighting, but remains behind in sheltering terrain to provide the battlefield commander with indirect fire support.

The Hunter is designed to be a cheap, effective combat vehicle that an army can use as a backup in case it needs covering fire in order to pull out of combat. Equipped with the heaviest long-range support weapons available, it can carry out this function very well. While sales were initially slow, the Hunter became a fairly steady seller for Defiance Industries after commanders had a chance to see it perform in the field. New Hunters are still found in many armies in the Inner Sphere.

CAPABILITIES

The Hunter's large missile load makes it an extremely effective support vehicle. As Defiance does not produce the huge long-range missile rack that the tank requires, the battle-proven FarFire Maxi served instead. The FarFire Maxi is the best support weapon available and is used on many different vehicles. The rack is mounted in the popular "missile-box" style toward the rear of the vehicle, facing forward. This allows the Hunter to fire over defensive barriers without exposing itself to enemy fire.

The Hunter's second weapon, the Zippo Flamer, is mounted as a purely defensive weapon and is used only to set fires to deter pursuers when the tank is retreating from a battle. In fact, the flamer is normally used only as a cookfire for the vehicle crew. The FarFire's extreme range usually keeps Hunter tanks from ever getting close enough to need their flamers in battle.

The TharHes Mini-Talk and the TharHes AGART are not the Hunter's original targeting and tracking systems. Months after the first few hundred tanks were sold, a problem in the power link-ups caused the comm gear to surge and burn out. The problem turned out to be in the tracking system rather than in the communications system, and so Defiance began installing the TharHes AGART Tracking System. The only problem with this replacement was that some crewmembers of the original Hunters complained when they could no longer patch their communications gear through the tracking system to receive various clandestine television stations.

DEPLOYMENT

The Hunter is well known for the part it played in the battle for Halstead Station. At one point during that famous fight, several units of Hunters on both sides squared off on the outskirts of a battle in progress and began to pound each other's troops to pieces. When the battle was over, only the Hunters remained. Realizing that neither could win a long-range fight, the two Hunter commanders met in the middle of the war-torn field, shook hands and fought hand-to-hand to determine the winner. Both commanders were knocked unconscious at about the same time.

Meanwhile, in another part of the Halstead Station battle, a group of five Davion Hunters moved into position on five different hillsides around an area that Kurita was using as a holding point for its damaged 'Mechs. The Hunters on the far north hill opened fire with three salvoes. The missiles, firing at optimum range, created havoc among the damaged 'Mechs. Though not at full fighting capability, the Kurita 'Mechs moved to engage the unseen marauders to the north as best they could.

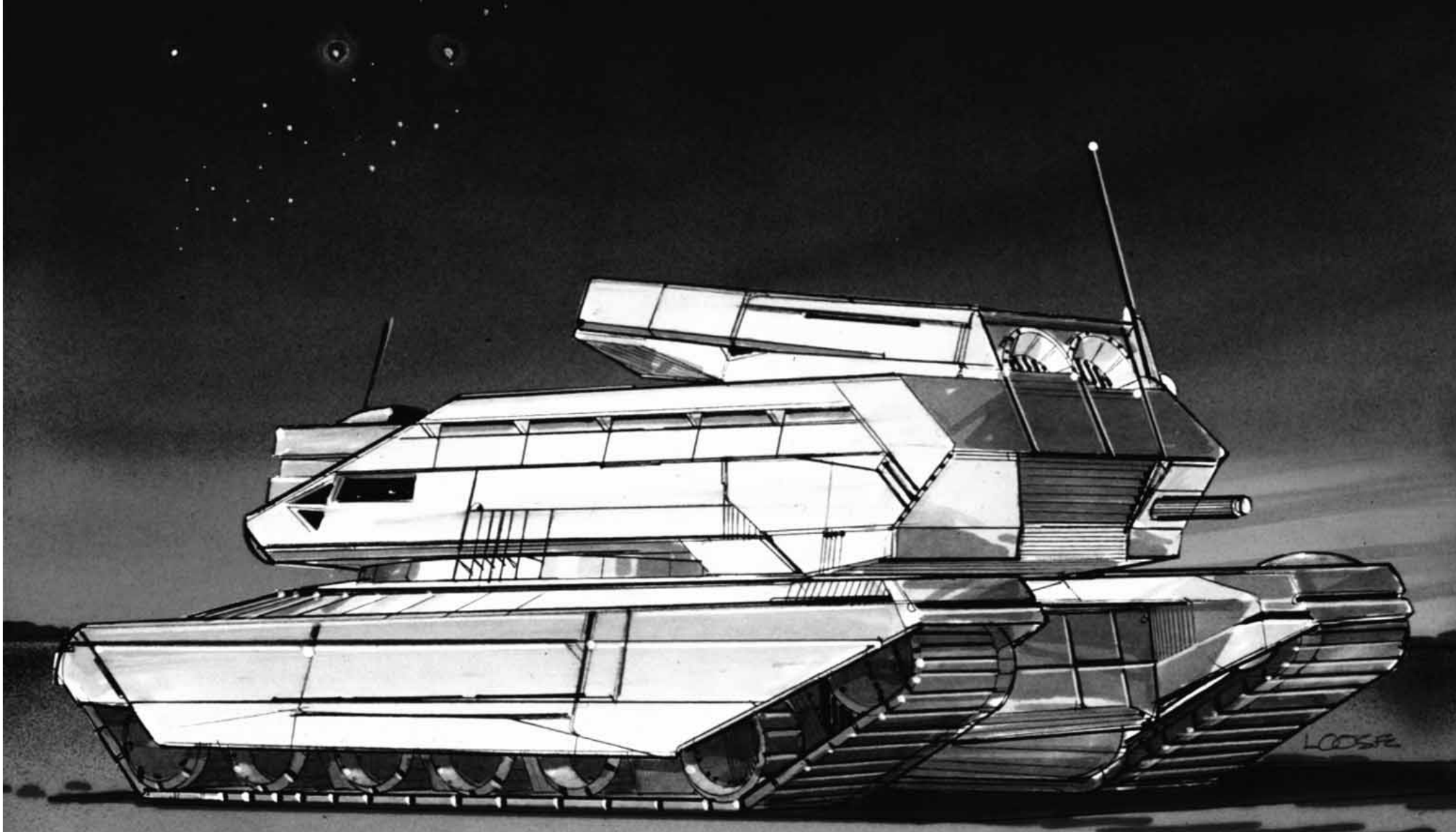
After the force had moved 20 meters, the Hunter to the northwest immediately opened fire. Once again confused, the damaged 'Mechs changed course in their sluggish approach toward the most obvious enemy. After another 20 meters, a new enemy fired.

As the 'Mechs moved in a new direction in response to the attacks, it eventually wore down both their 'Mechs' capacities and their pilots' nerves. Wounded and rattled, the Kurita MechWarriors eventually ejected from their battered 'Mechs in a show of surrender to superior forces. The Hunter commander permitted the warriors to walk away from the battlefield, but did not let them learn the identity of their conquerors.

By approaching these Kurita 'Mechs, the Hunter commander turned the tide of this major battle in favor of Davion. Had those 'Mechs been repaired in time, Kurita would have won by an overwhelming margin.

VARIANTS

Variants on the Hunter are rare, because there is no room to add extra weapons and usually no reason to remove the LRM-20.



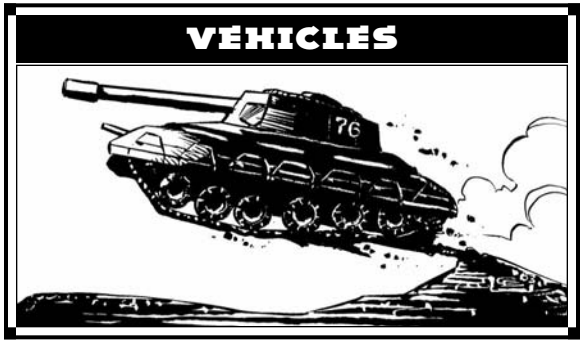
Type: **Hunter Light Support Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 35 tons
Battle Value: 427

Equipment		Mass
Internal Structure:		3.5
Engine:	175	10.5
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	

Equipment (cont.)		Mass
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	96	6
	Armor Value	
Front	32	
R/L Side	24/24	
Rear	16	

Weapons and Ammo	Location	Tonnage
1 LRM 20	Front	10
1 Flamer	Rear	1
Ammo (LRM) 12	Body	2

PEGASUS SCOUT HOVERTANK



Mass: 35 tons
Movement Type: Hover
Power Plant: 105 GM I.C.E.
Cruising Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: ProtecTech
Armament:
2 StarStreak Heavy SRM 6s
1 Medium Laser
Manufacturer: Exeter Organization
Primary Factory: Keystone
Communications System: Exeter LongScan w/ ReconLock
Targeting and Tracking System: Salamander Systems CommPhase Unit

OVERVIEW

Unlike most recon vehicles, which are used by one particular House or unit, the Pegasus can be found in almost every major military organization. It is easily the most popular reconnaissance vehicle ever produced. The Pegasus is a unique recon unit, having fairly heavy armor and sufficient firepower to disable an armored unit. (Most recon tanks mount only defensive weapons, and their armor is too inadequate to sustain heavy damage.) In addition, the Pegasus's speed is comparable to that of most other recon vehicles. The Exeter Organization first produced the Pegasus in the early years of the First Succession War. Since that time, the Pegasus has earned a reputation as the sturdiest and most reliable recon tank ever produced.

CAPABILITIES

The Pegasus's durability stems from its chassis design. The chassis is unique, produced in hexagonal plates that interlock through a series of hooks and grooves. Each plate is set into a hollow framework, which has its own hooks and grooves, and then is welded into place. This gives the Pegasus the structural flexibility a fast hovercraft needs while making it sturdy enough to withstand weapon hits. According to the Exeter Organization design staff, the Pegasus's stress and strain thresholds exceed that of any other hovercraft by over 64.3 percent.

The Exeter LongScan system adds to the Pegasus's reputation as an excellent recon vehicle. Using a series of "scanning induction webs" that run throughout the vehicle, the system can scan for enemy vehicles and troops up to 30 kilometers away. The ReconLook Communications unit allows the Pegasus to identify units by their silhouette, speed and seismic and electronic noise.

The Salamander Systems CommPhase unit connects the StarStreak Heavy Missile Racks to the communications system. After the LongScan and ReconLook systems have identified all the targets, the CommPhase gives the gunner the best possible targets within range. The gunner then has the option either to let the computer fire at the most threatening target or to override the computer control systems and pick the target himself.

The StarStreak missile systems were originally developed by an unknown company that was bought out by Exeter after it went bankrupt. Using the highest number of short-range missiles available, the StarStreaks have an excellent chance of critically damaging any vehicles on the battlefield.

The Pegasus is not equipped to communicate with orbiting DropShips or JumpShips, unlike many other recon units. An additional transmitter, called a TransBoost, can be installed to give the Pegasus tight-beam microwave communications ability. This is usually done when a Pegasus is investigating an area controlled by hidden enemy troops.

The Pegasus carries four men: one driver, one gunner, one radio/detection man and a commander, who doubles as a second radio man. The interior of the Pegasus is remarkably comfortable, though an average man cannot stand up straight in it. There is a small food preparation area toward the rear of the tank.

DEPLOYMENT

Although most missions involving a Pegasus are considered classified, there is one report of a Kurita Pegasus investigating the Steiner world of Tamar for possible troop buildups. The Pegasus spent hours maneuvering from position to position to get a closer look at a base guarded by several 'Mechs.

Eventually, the Pegasus moved close enough to the see the base where the Tamar Jagers were massing for an assault. Upon discovering Steiner's target, the planet Memmingen, the Pegasus immediately set up the TransBoost dish and informed its JumpShip (which was hiding along the ecliptic plane) of the Jagers' strength and intended target.

Unfortunately, the Steiner forces detected the transmission and later captured the Pegasus and its crew. The fate of the Kurita unit has never been revealed. Because of its efforts, however, the Combine had a welcoming committee of three regiments on Memmingen. The Jagers took great losses before retreating back to the Commonwealth.

VARIANTS

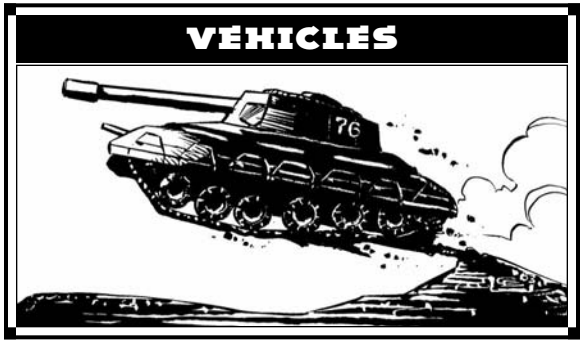
Recon personnel always modify their vehicles according to personal tastes. The most typical change is to either replace the weapons or remove them altogether. Some soldiers feel that if they do not mount weapons, then no one will fire at them. Another common variant is to remove the sensors and add more ammunition for the SRMs.

Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35 tons
Battle Value: 419

Equipment		Mass
Internal Structure:		3.5
Engine:	105	7
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	3	3
Control Equipment:		1.75
Lift Equipment:		3.5
Power Amplifier:		.1
Turret:		.6
Armor Factor:	104	6.5
	Armor Value	
Front	26	
R/L Side	19/19	
Rear	19	
Turret	21	

Weapons and Ammo	Location	Ton
2 SRM 6	Turret	6
1 Medium Laser	Front	1
Sensors	Body	1
Ammo (SRM) 15	Body	1

SALADIN ASSAULT HOVER TANK



Mass: 35 tons
Movement Type: Hover
Power Plant: 105 ConLee 105 I.C.E.
Cruising Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: ProtecTech 4 Standard
Armament:
1 Scarborough Original 20 Autocannon/20
Manufacturer: Scarborough, Ltd.
Primary Factory: Al Na'ir
Communications System: Scarborough Talky-2
Targeting and Tracking System: Scarborough Assault-1

OVERVIEW

The Saladin is the last of the medium hover tank line released by Scarborough, Ltd. While the other two tanks, the Saracen and the Scimitar, were attack vehicles, the Saladin was designed to be a defensive vehicle. Instead of mounting a variety of weapons systems like its predecessors, it mounts only one weapon: a heavy autocannon.

At first, Scarborough buyers were skeptical about the Saladin. They were expecting something that could replace and compliment the Scimitar and the Saracen. Only by offering incentives, such as free delivery and training for vehicle crews, did the Scarborough sales teams convince customers to buy the Saladin. No arms buyer in the Inner Sphere could resist having their logistics done for them at no cost, and free training certainly would not hurt. The Saladin sold almost as well as the Saracen had.

CAPABILITIES

Like its predecessors, the Saladin is a very fast hovercraft. By the time it was produced, Scarborough, Ltd. had developed several improvements to its hover systems, such as operating without hovercraft skirts. Although the Saladin lacks the greater part of skirtless hovercraft technology, it still has some advanced internal systems. The driver's compartment has many innovations, including a power boost that allows the Saladin to traverse rocky terrain more easily than normal hovercraft can.

Unlike the other two Scarborough hovercraft, the Saladin does not have a turret and only carries one weapon. The project design engineers used the same chassis as the other two hovercraft and even kept the majority of the internal components, including the engine. The main design criteria was to use the newly developed Scarborough Original 20 Autocannon, the heaviest weapon feasible for combat vehicles. To compensate for the increased weapon weight, the turret and some armor were removed from the original chassis, and the autocannon was mounted in a static assault gun mount.

The Scarborough Original 20 Autocannon is equivalent to 200mm autocannons produced by other companies. Although it experienced some developmental problems, it does inflict massive amounts of damage, enabling the Saladin to cripple or kill a light or medium 'Mech. Saladins are used differently from most tanks because the main weapon is mounted forward, and not in a turret. A Saladin will either move towards the enemy, shoot, pass the enemy, and turn around for another pass, or it will stand and face the enemy, firing as they come forward. Often the most acceptable tactic is a combination of both.

The heaviest armor on the Saladin is placed forward, allowing it to take substantial frontal damage and still keep operating. Armor on the sides and rear was kept to a minimum in order to increase its front armor due to its weapon placement.

DEPLOYMENT

Bandit Kings favor using vehicles in raids because they generally have more vehicles than 'Mechs, and most would rather risk vehicles than 'Mechs. When Emerson Winchester, operating out of the Marion Hegemony, desperately needed 'Mech parts, he planned to raid the Marik planet Lesnovo using five Saladin hover tanks captured in his last raid. Days later, a Winchester JumpShip moved into Marik space.

When the JumpShip reached Lesnovo's jump point, the attack force dropped on the dark side of the planet. The Saladins moved quickly toward the supply base. Upon finding his target, the raid commander ordered his tanks to close, attack the defense forces, load the parts and get out.

The defense force consisted of two light 'Mechs: a *Stinger* and a *Locust*. The Saladins readily disabled the *Stinger*, but the *Locust* was difficult to kill because it could move as fast as the Saladins. Eventually, however, the *Locust* was destroyed, and the raiders took the parts.

Unfortunately, the province's garrison force discovered the Raider's JumpShip in the system. Although observing the sanctity of the JumpShip, the Marik forces captured the DropShip, retrieved the parts, and executed the pirates. Tapes of the groundside skirmish were sent to Scarborough, Ltd. so that the Saladin designers could see how well their new vehicle performed in combat. The leader of the Marik force was paid handsomely for the safe retrieval of the tapes.

VARIANTS

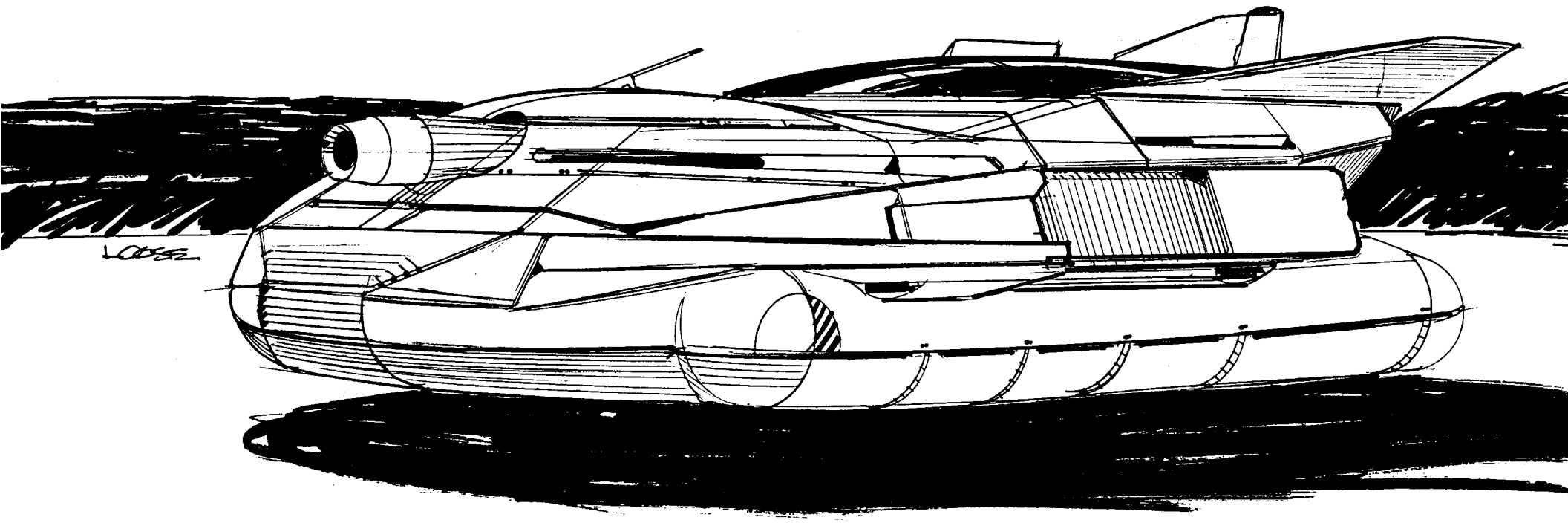
The Saladin's weight and chassis size makes it difficult to alter. Troops that dislike the Saladin's narrow combat role typically use one of the other Scarborough, Ltd. medium hovertanks rather than modifying the Saladin.

SALADIN ASSAULT HOVER TANK

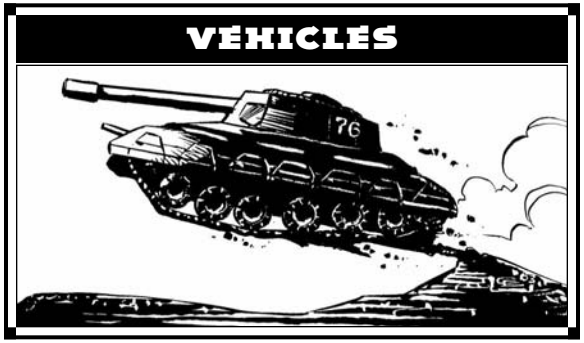
Type: **Saladin Assault Hover Tank**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35 tons
Battle Value: 483

Equipment		Mass
Internal Structure:		3.5
Engine:	105	7
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Armor Factor:	32	2
	Armor Value	
Front	17	
R/L Side	5/5	
Rear	5	

Weapons and Ammo	Location	Tonnage
1 Autocannon/20	Front	14
Ammo (AC) 15	Body	3



SARACEN MEDIUM HOVER TANK



Mass: 35 tons
Movement Type: Hover
Power Plant: 105 ConLee I.C.E.
Cruising Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: ProtecTech 7 Standard
Armament:
1 Coventry StarLight LRM 10
3 Guided Technologies SRM 2s
Manufacturer: Scarborough, Ltd.
Primary Factory: Al Na'ir
Communications System: Scarborough Talky-1
Targeting and Tracking System: Scarborough Track-1-1

OVERVIEW

The Saracen is the first in a line of medium hover tanks produced by Scarborough, Ltd. Built in the latter part of the Third Succession War, the Saracen does not have the fusion reactor power plant prevalent in older vehicles. Scarborough, Ltd. hoped that the simplicity of an internal combustion engine and the availability of parts and supplies would interest prospective buyers. This marketing tactic apparently worked. Within three years, Scarborough had released two other similar hover tanks: the Scimitar and the Saladin.

The Saracen is found throughout the Inner Sphere, though the Free Worlds League uses most of the vehicles currently in service. Marik issues the Saracen to units that have support or screening missions, such as cavalry and recon lances. Its speed, armor, and armament allow it to perform equally well in both functions.

CAPABILITIES

The Saracen has a variety of weapons systems. The Coventry StarLight LRM is one of the most effective long-range combat systems available, second only to the more popular StarLight LRM 15. Although an autocannon was originally intended for the Saracen, the designers decided that the Coventry missile system would make the tank more versatile in combat. The LRM system gives the Saracen the ability to indirectly engage targets without exposing itself to return fire.

The three Guided Technologies SRM 2 racks were installed for three reasons. The first reason was the cost—the SRM 2 racks were among the cheapest available. Additionally, Guided Technologies weapons systems are known for reliability and availability of spare parts. Finally, a triple SRM 2 system increased the survivability of the Saracen's short-range weapon systems. A single hit could knock out an SRM 6, but it would require multiple hits to totally eliminate all of the SRM 2 racks.

The Saracen's speed allows it to move quickly from one firing position to another. In a delaying action, this ability allows the tank to easily break off an engagement, fall back to a new position then engage the advancing enemy afresh, with both direct and indirect fire.

DEPLOYMENT

Though fairly new, the Saracen has already proved itself in combat and become a favorite with the troops. While fighting on Holt, a lance of Saracens was cut off from its support units and ended up facing an enemy 'Mech unit. The 'Mechs were too close for the Saracens to use their long-range firepower, so the lance switched to the smaller, but more effective, short-range missiles. Before the enemy troops knew what hit them, the Saracen missile barrage had disabled two light 'Mechs and damaged a medium 'Mech. Taking advantage of their amazing speed, the Saracens disengaged from combat while friendly 'Mechs renewed their attack on the enemy.

As the Saracen lance reached its headquarters, however, it discovered enemy 'Mechs attacking the base. They were still at enough of a distance, however, that they could use their long-range missiles. The artillery support knocked out several surprised 'Mechs and caused enough chaos to allow the base defenders to drive off the invaders.

In the action on Pella II, a Marik raiding force was withdrawing back to its DropShip under heavy pressure from recently arrived Liao 'Mechs. The Marik commander deployed his two Saracen lances as a covering force, while the remnants of his command made its way back to the DropShip, 100 kilometers away. The Saracens employed classic delaying tactics. From behind cover, the Saracens would fire a barrage of long-range missiles at the pursuing Liao 'Mechs. When the Liao forces deployed to assault the Saracens, the tanks would speed away to their next position to repeat the tactic once again. For over the next 36 hours, the Saracens gave up space for time. Eventually reduced to three operating vehicles, the Saracens sped up the loading ramp of the waiting Overlord and lifted off, leaving a very frustrated Liao commander behind.

VARIANTS

There are no registered variants of the Saracen. Scarborough, Ltd. produced two more medium hover tanks built from the same chassis, however: the Scimitar and the Saladin. Many crews dislike Saracen duty, believing that the tank is too light to be effective in a fight. As there is an extra quarter-ton of weight available, many tank crews attempt to make the Saracen look stronger by adding extra tubes to the LRM and SRM racks.

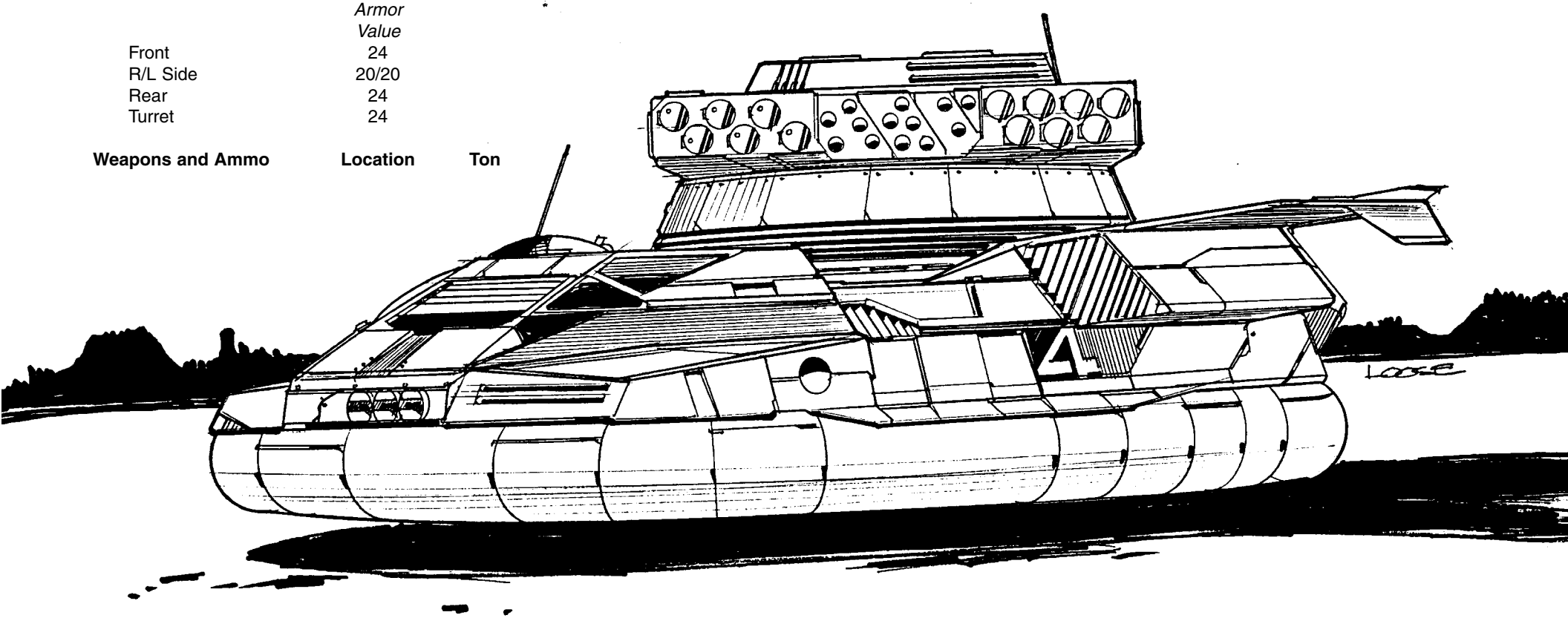
Type: **Saracen Medium Hover Tank**

SARACEN MEDIUM HOVER TANK

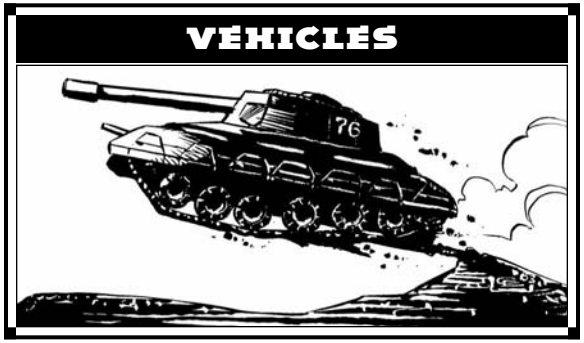
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35 tons
Battle Value: 439

Equipment		Mass
Internal Structure:		3.5
Engine:	105	7
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Turret:		1
Armor Factor:	112	7
	Armor Value	
Front	24	
R/L Side	20/20	
Rear	24	
Turret	24	

Weapons and Ammo	Location	Ton
1 LRM 10	Turret	5
3 SRM 2	Turret	3
Ammo (LRM) 24	Body	2
Ammo (SRM) 50	Body	1



SCIMITAR MEDIUM HOVER TANK



Mass: 35 tons
Movement Type: Hover
Power Plant: 105 ConLee 105 I.C.E.
Cruising Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: ProtecTech 7 Standard
Armament:
1 Armstrong Autocannon/5
2 Guided Technologies SRM 2s
Manufacturer: Scarborough, Ltd.
Primary Factory: Al Na'ir
Communications System: Scarborough Talky-2
Targeting and Tracking System: Scarborough Tracky-2

OVERVIEW

After the success of the Saracen, Scarborough, Ltd. released two more medium hover tanks based on the Saracen's chassis and internal systems. The first release was the Scimitar, whose weapons systems varied slightly from its predecessor. At first, the Saracen used a long-range missile rack as its main armament. Its secondary weaponry—three short-range missile racks—could not fire at the long-range missile rack's short range, however, and the long-range missiles could not fire at the short-range missile rack's extreme range. Thus the Saracen could not concentrate its firepower against one target.

Scarborough engineers replaced the long-range missiles with an autocannon to solve the range/firepower problem. Although the autocannon had problems acquiring targets under 90 meters (which was the SRM's short range), it could easily acquire targets at the SRM's medium range, which the LRMs could not. In addition, the autocannon had range comparable to the long-range missiles.

Five years after releasing the Saracen, Scarborough introduced the Scimitar. Initial sales were high because of the success of the Saracen. Although sales have fluctuated over the past years, Scarborough, Ltd. continues to produce the Scimitar.

CAPABILITIES

The Scimitar is a better-designed vehicle than the Saracen. Like most hovercraft, the Scimitar is very fast, making it easy to engage and disengage an enemy. Its armor is as thick as that on many medium 'Mechs.

The Armstrong Autocannon 5 is often used in 'Mechs such as the *Clint*. Scarborough engineers chose this weapon because it had already been proven in combat. On the average, the autocannon's range and hitting power is better than the Saracen's LRM 10 rack. The autocannon weighs three tons more than the long-range missile rack, but one ton of autocannon ammo has more rounds than one ton of LRM ammo.

The success of the Saracen's short-range missile system promoted Scarborough engineers to use several smaller short-range missile racks rather than one large one. The Saracen's Guided Technologies SRM 2 racks were also installed in the Scimitar, because the Guided Technologies equipment was reliable and because Saracen customers would be more likely to buy a vehicle for which they already had replacement parts.

Other than the autocannon, the only new systems installed in the Scimitar are the communications and weapons guidance systems. Based on the original models in the Saracen, the Scarborough Talky and Scarborough Tracky systems needed slight modification to accommodate the new weapons.

DEPLOYMENT

Scarborough, Ltd. was correct: those who had bought the Saracen immediately bought the Scimitar. Because the two vehicles were so similar, a Scimitar could replace a damaged Saracen without reducing a lance's effectiveness. This ease of replacement caused the undoing of a Liao light armor group. Fighting Saracens on Pella II for over eight months, the Liao armor was almost out of supplies. To regain supplies, the Liao commander devised a plan to raid the Marik supply dump.

First, tanks armed with short-range weapons would move in from the north and attack under the range of the Saracen's long-range missiles. While most of the Saracens were engaged, the rest of the armor would attack from the south and steal as many supplies as possible. After the supplies were taken, the first element would retreat back into the hills. Unbeknownst to the Liao commander, however, Marik Scimitars had replaced the Saracens guarding the supply dump. Although Liao recon had seen the Scimitars, it assumed that the tanks were Saracens.

The Liao attack proceeded as planned. The short-range units moved in quickly from the north, firing short-range missiles and laser fire. Instead of finding themselves under the range of Saracen long-range missiles, though, they found themselves in the short-range of autocannons. The Scimitars tore the Liao light element to shreds.

The second element of the Liao force fared no better than the first. Although the first element transmitted radio messages to the Liao commander, the whole Liao attack force had already been committed. Five minutes after the attack began, every vehicle in the Liao group was either destroyed or disabled. The Liao commander sued for peace and retreated off-planet.

VARIANTS

Like the Saracen, the Scimitar has no registered variants. Some crews will, however, add a larger barrel to the autocannon so that the gun looks like the superheavy autocannon found on the Demolisher or the Hetzer.

Type: **Scimitar Medium Hover Tank**

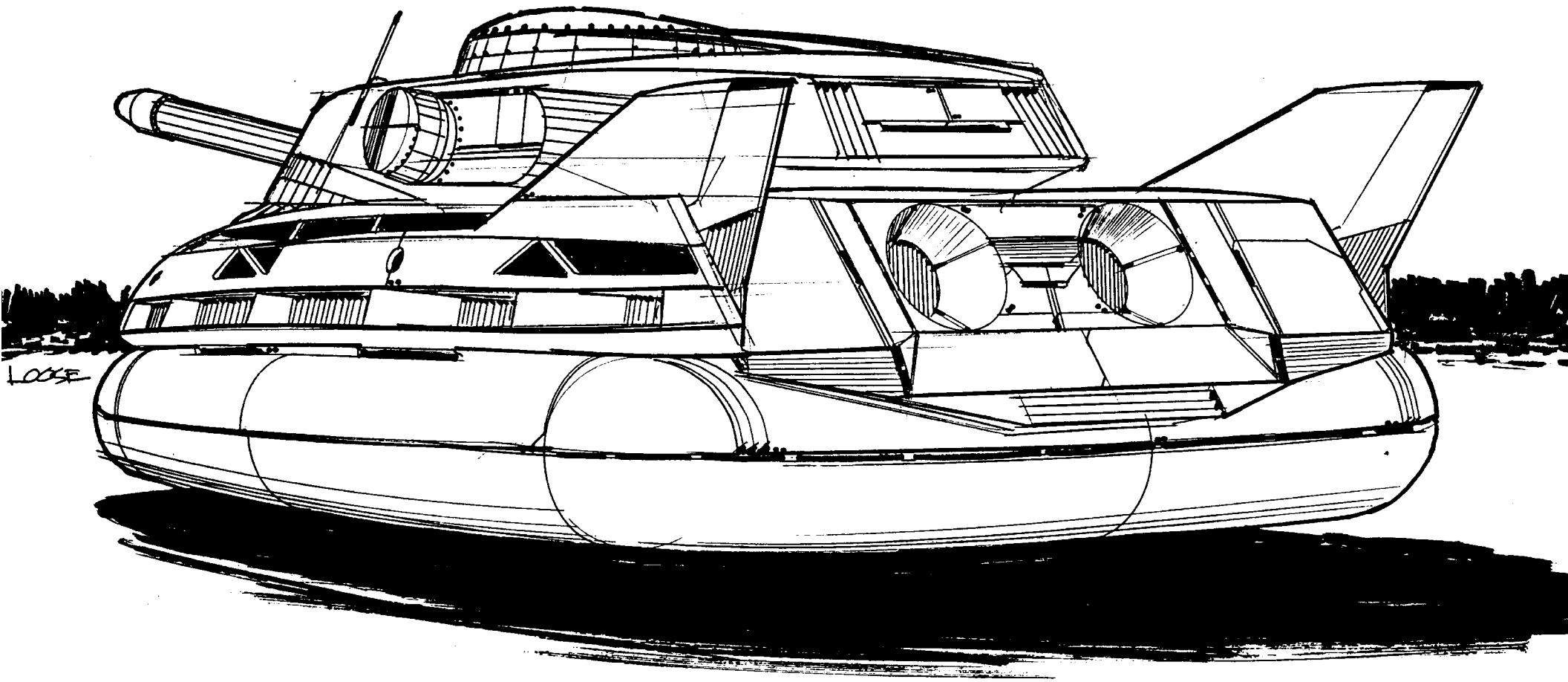
SCIMITAR MEDIUM HOVER TANK

Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 35 tons
Battle Value: 323

Equipment		Mass
Internal Structure:		3.5
Engine:	105	7
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Equipment (cont.)		**Mass**
Turret:		1
Armor Factor:	96	6

	Armor Value
Front	21
R/L Side	18/18
Rear	18
Turret	21

Weapons and Ammo	Location	Tonnage
1 Autocannon/5	Turret	8
2 SRM 2	Turret	2
Ammo (AC) 20	Body	1
Ammo (SRM) 50	Body	1



STRIKER LIGHT TANK

VEHICLES

Mass: 35 tons
Movement Type: Wheeled
Power Plant: 155 InterComBust I.C.E
Cruising Speed: 54 kph
Flank Speed: 86.4 kph
Armor: Valiant Buckler Standard
Armament:
1 Valiant Pilum SRM 6
1 Valiant Heavy Crossbow LRM 10
Manufacturers: Valiant Systems and Wunderland Enterprises
Primary Factory: Johnsondale
Communications System: Wunderland XXI-3 series
Targeting and Tracking System: Wunderland XXI-3 series

OVERVIEW

The Striker is a joint effort between Valiant Systems, long known for quality war equipment, and Wunderland Enterprises, a newer company that has made a name in the communications and electronic equipment industry. The two companies decided to work together when it became obvious that neither one had the capability to produce military vehicles. They realized that by combining their resources, they could create a profitable joint company.

The Striker Light Tank was the first vehicle produced by Valiant and Wunderland, given its great potential marketability. Combining both short-range and long-range fire capability, the vehicle could be used anywhere for almost any function. To ease the engineering difficulties of developing new chassis and suspension systems, wheels were used instead of the more popular track and hover systems. Wheeled vehicles are also cheaper to produce than either tracked or hover types, which meant the manufacturers could hope to sell the tanks in large quantities.

CAPABILITIES

The Striker is a fairly effective fighting vehicle. Though many other vehicles also employ missile systems of different ranges, the Pilum and Heavy CrossBow missile systems make an excellent combination because they can use the same tracking and targeting systems. The Pilum is a new system developed by Valiant especially for the Striker. Although not originally battle-tested, the Pilum has proven to be as effective, and sometimes more effective, than many other "typical" light missile systems.

Unlike the Pilum, the CrossBow was an early design from Valiant. After they had tested it extensively, the firm sold the original design to other weapons manufacturers, who used it as a basis for their own missile systems. As the original design was basically unmodified from company to company, Valiant engineers correctly assumed that their missile system worked well.

The communications, targeting, and tracking system designed and developed by Wunderland Enterprises is unique in combining all the electronics into a single-component unit. Though this has the advantage of being cheap to produce and easy to repair, a lucky hit can effectively blind the whole tank.

DEPLOYMENT

During a Davion attack on the Kurita world of Nirasaki, a company of Strikers on defense found themselves in a difficult situation. A *Leopard*-class DropShip landed six kilometers from their position to deposit an attack group of light 'Mechs. Following proper defensive doctrine, the company of Strikers moved into position behind a series of hills and opened fire with their long-range missiles. This pinned the 'Mechs down because they did not have the long-range capability of the Strikers.

Minutes later, another *Leopard* landed to the east, depositing another group of light 'Mechs. Once again following standard operating procedure, the Strikers moved into a wedge formation to allow maximum firepower against both units. The Strikers succeeded in also pinning down the new unit of 'Mechs.

Five minutes after the second DropShip left, two more DropShips landed to the south and west of the Strikers, and deposited another two units of light 'Mechs. This time, the commander of the Strikers moved his vehicles into a simple circle and awaited the slaughter to come.

Because of the surrounding high hills, the Strikers could not see all the 'Mechs all the time. Every once in a while, a token attack would come from the surrounding terrain; eventually, however, even these stopped. Two hours later, the commander of the company took his Striker out to investigate the silence. He discovered that the 'Mechs had crawled away and left them alone.

VARIANTS

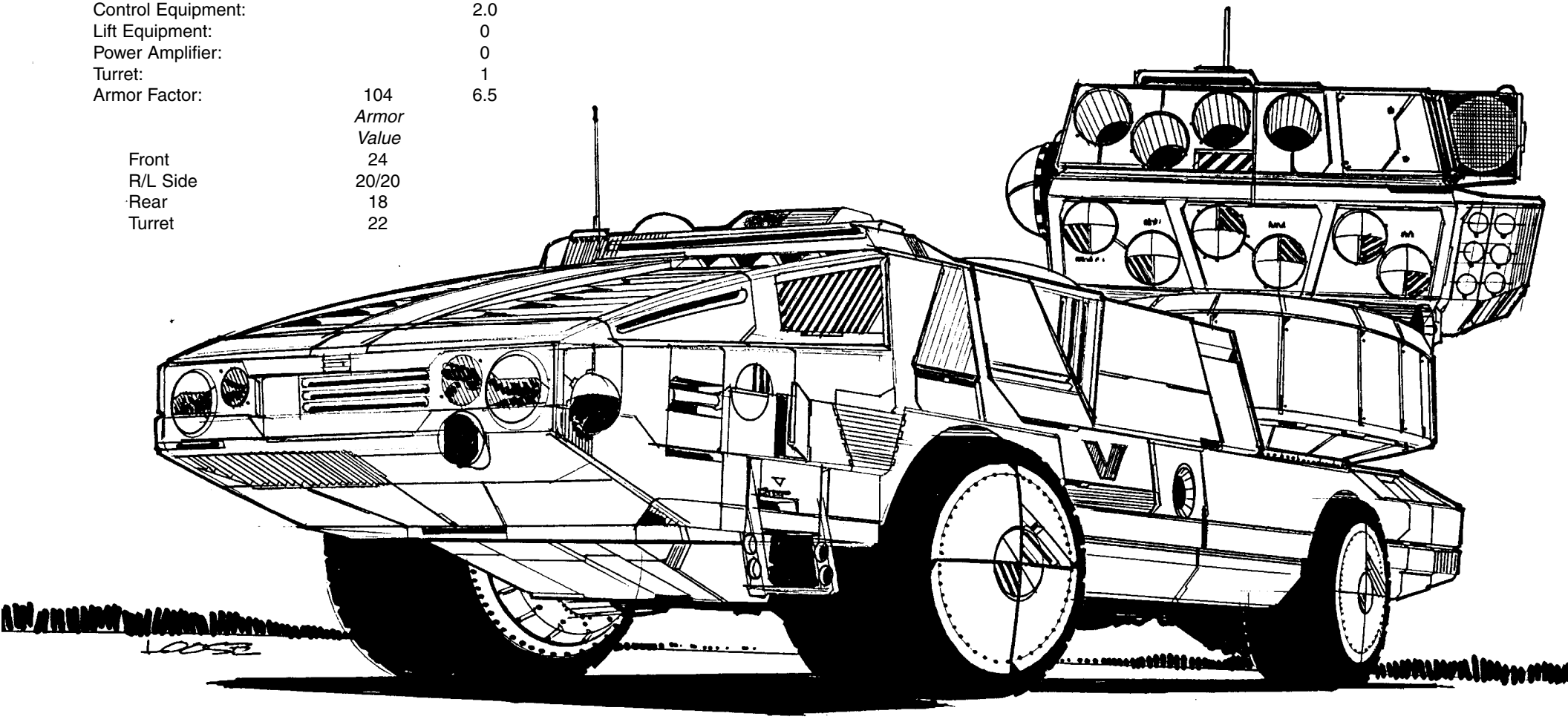
The most popular modifications of the Striker either removes the short-range missile racks and add another long-range missile rack or else increase the size of the LRM 10. Another common modification is to substitute extra or larger short-range missile racks for the Valiant LRM. Some other versions of the Striker break the SRM 6 pack into three SRM 2 packs. Depending on the situation, weapons will be removed and extra ammunition for the other weapon installed.

STRIKER LIGHT TANK

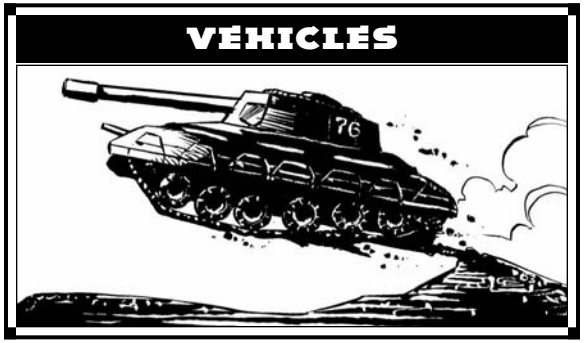
Type: **Striker Light Tank**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 35 tons
Battle Value: 342

Equipment		Mass
Internal Structure:		3.5
Engine:	155	11
Type:	ICE	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		2.0
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	104	6.5
	Armor Value	
Front	24	
R/L Side	20/20	
Rear	18	
Turret	22	

Weapons and Ammo	Location	Tonnage
1 SRM 6	Turret	3
1 LRM 10	Turret	5
Ammo (SRM) 30	Body	2
Ammo (LRM) 12	Body	1



ENGINEERING VEHICLE



Mass: 40 tons
Movement Type: Tracked
Power Plant: 240 WorkHorse w. PowerChain I.C.E.
Cruising Speed: 64.8 kph
Flank Speed: 97.2 kph
Armor: Basic Metal Plate Standard
Armament:
None
Manufacturer: Various
Primary Factory: Various
Communications System: Various
Targeting and Tracking System: None

OVERVIEW

Engineers and engineering equipment are an important part of any army. It is the engineers who construct the buildings, runways, and other mundane items that allow a military unit to function effectively. Engineering vehicles are also an important combat asset. They can dig trenches, remove obstructions from a road and make bridges for vehicles to cross. The presence of these vehicles on the battlefield can sometimes tip the balance of victory in their favor.

CAPABILITIES

Most engineering vehicles have several similar characteristics, the first of which is an oversized engine. This gives the vehicle extra horsepower to move heavy objects such as trees or other vehicles. A special overdrive system ensures that the engine will not burn itself out.

Many engineering vehicles are equipped with several digging mechanisms for making slit trenches or foundations for buildings. The most popular variety has a double-scoop shovel, which allows the engineer to control each scoop separately. These shovels are often mounted on a small turret, so that the engineers can dig without having to move the vehicle. Bulldozer blades are another item common to engineering vehicles. Using its bulldozer and its trencher, an engineering vehicle can prepare a dug-in position for a 'Mech or heavy vehicle within 15 minutes.

Other popular pieces of equipment for engineering vehicles are heavy cutters or trenchers. Cutters are used to cut down trees or other vertical obstacles. Though cutters are not particularly accurate, a skilled operator can make remarkable use of them. Trenchers, which are for digging, can normally cut a two-meter by one-meter trench at a rate of three meters per minute. Trenchers and cutters are normally mounted on the back of an engineering vehicle to keep them from blocking other equipment, such as shovels or dozer blades.

DEPLOYMENT

Engineering Vehicles have been an important part of wars since the latter half of the 20th century. During some of the smaller wars of that era, engineering vehicles were used to clear off vast areas of land for the construction of air strips and hospitals. Other times, they were used to dig foxholes and other infantry emplacements.

During the Succession Wars era, engineering vehicles still carry out the same types of missions. These vehicles are typically assigned in company strength to regimental combat teams for the purpose of digging prepared positions for infantry and vehicles, clearing or creating obstacles on the battlefield and building bridges and fords over rivers. Engineering vehicles may also carry out the important role of removing damaged or destroyed units from the battlefield. The sight of these workhorses hauling tanks and 'Mech limbs away to a repair facility is a common one.

One of the most notable uses of engineering vehicles occurred during the battle of Loric, in 2978. While attempting to relieve elements of the Eridani Light Horse, the Twelfth Star Guards had broken through the main lines, but had been halted by some ad hoc Marik forces defending a river line. The Twelfth Star Guards sent a force of *Condor*s to secure the other side, but the river was too swift and its banks too steep to allow 'Mechs or more conventional vehicles to cross.

The Star Guards possessed four engineering vehicles and a company of engineers. The engineers immediately went to work throwing up a pontoon bridge, while the vehicles began to prepare a fording point. Marik aerospace fighters and long-range artillery kept the engineers under constant fire, destroying three pontoon bridges before they could be completed. The engineer company was decimated almost to a man. The engineering vehicles cut down the banks to the river and prepared the river bottom for a 'Mech crossing. Though three of the vehicles were destroyed in the process, the final vehicle was able to complete the crossing point, which allowed the Star Guards to cross to relieve the beleaguered Eridani Light Horse.

VARIANTS

Although there are many engineering vehicle designs, they all perform the same basic functions. Their differences tend to consist of the type of equipment they carry. Shovels and cutters are the most popular equipment, but winches, drills, towing, and even bridge-laying equipment are common additions. Some vehicles mount an AC/20 as a quick means of destroying obstacles.

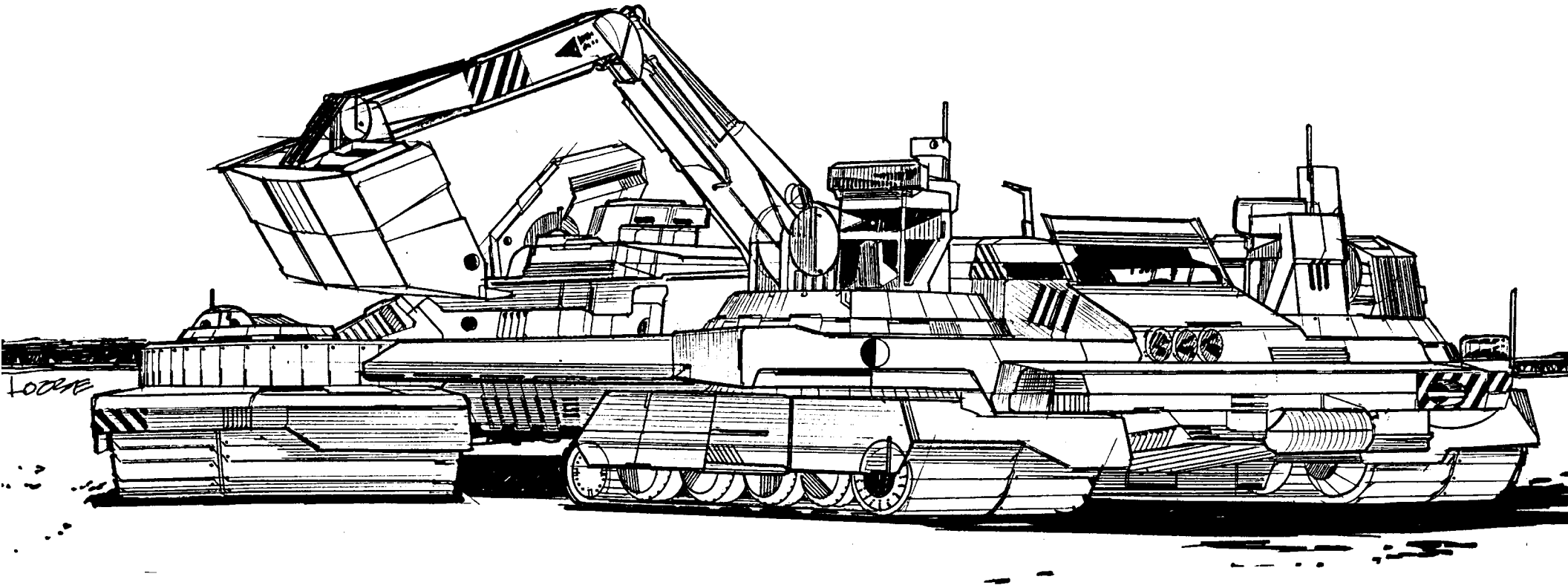
ENGINEERING VEHICLE

Type: **Engineering Vehicle**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 40 tons
Battle Value: 42

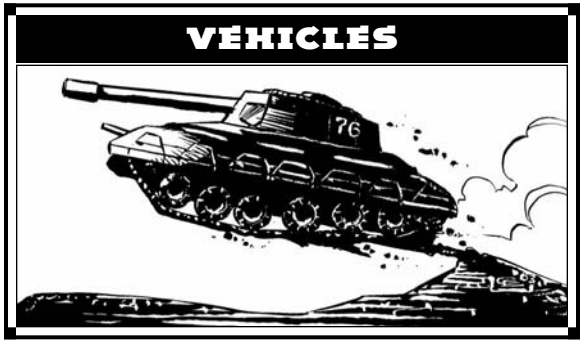
	Armor Value
Front	8
R/L Side	8/8
Rear	8

Equipment		**Mass**
Internal Structure:		4
Engine:	240	23
Type:	ICE	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Armor Factor:	32	2

Weapons and Ammo	**Location**	**Tonnage**
Equipment	Front	9



HETZER WHEELED ASSAULT GUN



Mass: 40 tons
Movement Type: Wheeled
Power Plant: 140 SitiCide I.C.E.
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: StarSlab 6 Standard
Armament:
1 Crusher SH Cannon Autocannon/20
Manufacturer: Quickcell Company
Primary Factory: Indicass, Kalidasa, Alshain
Communications System: Johnston Q-Band
Targeting and Tracking System: Scantrex Dual Tac

OVERVIEW

The Hetzer Wheeled Assault Gun was designed to provide cheap fire support for units assigned to planets that were important enough to protect, but not important enough to warrant a full garrison of troops. Primary customers are the Capellan Confederation of House Liao and planets in the Periphery.

Although the Crusher Super Heavy Cannon gives the vehicle enormous fire potential, the Hetzer's lack of a turret and other diversified weaponry make it a nightmare for crews taking it into non-defensive combat situations. Another problem with the Hetzer is that it is a wheeled vehicle. Though this keeps production costs down (the whole point of the Hetzer), it restricts the vehicle's mobility. Troops can always tell when a Hetzer is around because paths must be cut to allow it to travel over any terrain that is not flat.

Most regular combat crews consider the Hetzer to be a "rolling coffin" because it is so difficult to escape its cramped crew compartment in case of fire. Indeed, most troopers prefer any duty to climbing into a Hetzer, and so many sergeants use Hetzer assignments as a form of punishment for low performance.

CAPABILITIES

The Hetzer is a very simple vehicle to manufacture. Using a basic truck chassis and engine, Quickcell welds armor plate into a box-shape, cuts out holes for hatches and weapons, and places enough equipment inside to allow the vehicle to be marginally effective on the battlefield (or at least not totally ineffective). The simplicity of the procedures also allows Quickcell to employ unskilled labor, which definitely improves the firm's profit margins.

The manufacturing technique may be cheap and fast, but it can result in a very slipshod product. Many crew members have complained that their newly issued vehicles do not have all of the equipment properly installed. In many cases, gun sights and ammo racks have been found thrown into the crew compartment. If the crew is lucky enough to find a bag of bolts also included, they can install these components themselves. More often than not, however, the crews are unable to install this critical equipment, and so quite a few brand new vehicles are immediately listed as inoperable on the unit status reports. Many Hetzer crews refuse to exchange their older vehicles for new ones because of this; their current machine may be old, but at least they know it works.

Another minor problem with the Hetzer is its electrical system. As the Hetzer's battery is not large enough to power its weapons system and radios for any length of time, the engine must constantly be turned on to recharge the battery. Not only does this waste fuel, but it can also lead to the Hetzer giving away its position at an inopportune moment.

The Hetzer's only saving grace is its Crusher SH Cannon. This 150mm autocannon is well known for its reliability and accuracy. With the burst the Crusher fires, it can savage any 'Mech. In addition, the Hetzer carries enough ammunition to sustain it in a long engagement.

DEPLOYMENT

The only known victory of Hetzers over a superior force occurred on the planet Barras, in Liao space. The commander of the Hetzer battalion grew so bored with the simple routine of garrison duty that one day, he decided to put his unit through full field exercises and stage war games. One of these was a Command Post exercise, in which the companies called in reports to the battalion command post just as though a real battle were occurring. The staff then responded by maneuvering the battalion against their phantom attackers.

While all this was going on, a Marik 'Mech company performing reconnaissance in force dropped into the middle of the wargame. When reports began to arrive at the Liao Command Post, the commanders responded vigorously, without ever realizing that the attack was a real one. It was not until the Hetzer battalion had crushed the Marik company and forced them off-planet that anyone knew how serious the situation had been.

VARIANTS

A few variants on the Hetzer have become popular over the years, but the cannon remains the preferred weapon. The rare modifications have been on an individual basis, with long or short-ranged missile racks and even lasers and flamers sometimes replacing the Crusher cannon.

Some forces use Hetzers with advanced scouting and detection equipment. Such equipment is so prohibitively expensive that it is usually reserved for better-armed and mobile units.

Type: **Hetzer Wheeled Assault Gun**

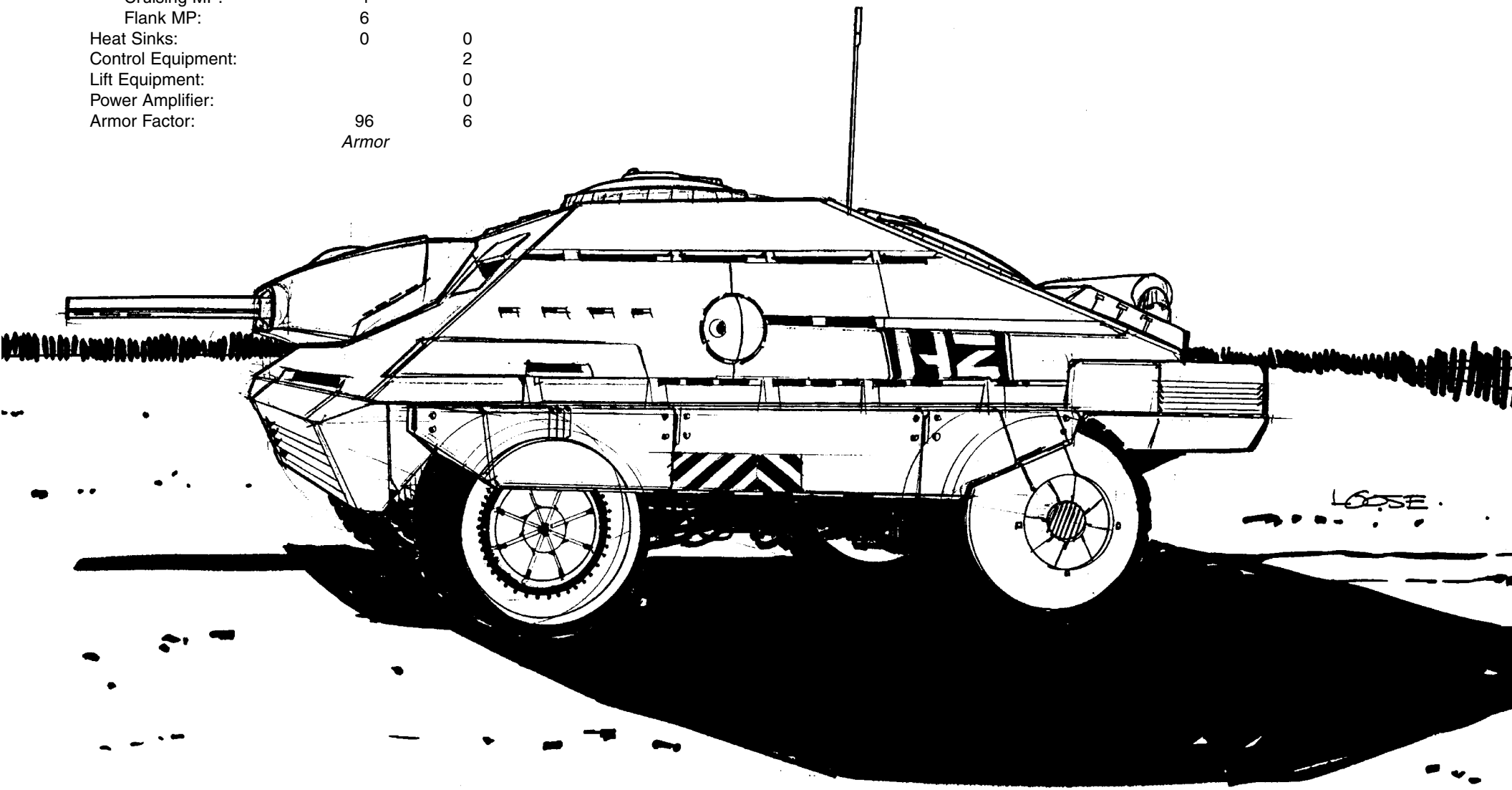
HETZER WHEELED ASSAULT GUN

Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 40 tons
Battle Value: 376

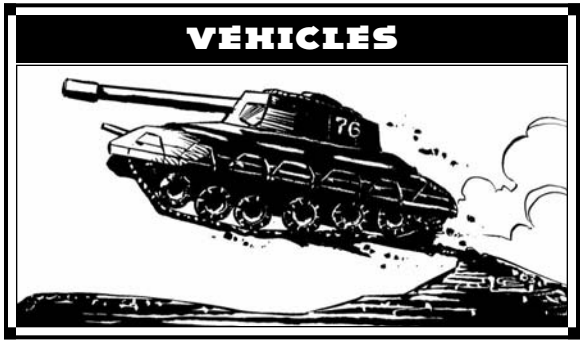
	Value
Front	30
R/L Side	*22/22*
Rear	22

Equipment		**Mass**
Internal Structure:		4
Engine:	140	10
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Armor Factor:	96	6
	Armor	

Weapons and Ammo	**Location**	**Tonnage**
1 Autocannon/20	Front	14
Ammo (AC) 20	Body	4



GOBLIN MEDIUM TANK



Mass: 45 tons
Movement Type: Tracked
Power Plant: 180 LongWay I.C.E
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: ProtecTech 9 Standard
Armament:
1 BlazeFire Systems Large Laser
1 Johnston Minigun Machine Gun
Manufacturer: Johnston Industries
Primary Factory: New Syrtis
Communications System: CommuTech XL
Targeting and Tracking System: BlazeFire tracker with RangeCheck

OVERVIEW

The Goblin is unique among battle tanks in that it carries a small infantry support unit. The support unit is used either to add extra firepower to the tank's already formidable main gun or to provide it with security when the tank is operating in urban areas. No one is sure who originated the design concept for the Goblin, but it is assumed to have first been produced during the Star League era. Whatever the case, Johnston Industries took over production of the vehicle for House Davion late in the First Succession War.

CAPABILITIES

The Goblin uses a weapon set-up popular among the newer vehicles used in the Inner Sphere. Instead of mounting a bulky autocannon or cumbersome missile units, this tank uses a large laser with enough heat sinks to keep it cool and a small power amplifier to charge it. This type of weapon system has the advantage of a gun with good range and firepower, but without the need to carry ammunition. Many other weapon types may run out of ammunition during a sustained firefight, while the laser can effectively fire as many times as needed during an engagement.

The BlazeFire Systems Heavy Laser is a standard turret-mounted large laser. The BlazeFire targeting and tracking system has optional link-ups for the rest of the tank's three-man crew, so that one of them can fire if the gunner becomes disabled. The MiniGun is controlled by the driver.

The Goblin's most interesting feature, however, is the infantry compartment in the rear of the tank, which is large enough to hold seven infantrymen and their equipment or one support weapons team, such as a medium recoilless rifle. The compartment is padded and reasonably comfortable for the inside of a small tank.

The infantry carried by the Goblin is not expected to win a stand-up fight on its own. Neither the Goblin commanders nor the infantry leaders intend an individual tank squad to act as a main offensive weapon in an attack. Rather, the tank is intended for use in groups of four or more, which would provide a Goblin lance with a whole platoon of infantry support This larger infantry unit can function as support for the Goblin unit's attacks, as an independent battlefield unit using the Goblin's heavy armored personnel carriers or to aid other infantry units on the battlefield.

DEPLOYMENT

During a Davion raid on the planet Weisau, a large unit of Goblins became cut off by enemy forces. Just as the infantry were ready to disembark, the Goblin commander saw the last Davion 'Mech lance destroyed by enemy assault 'Mechs. The whole unit then made a hasty but prudent retreat into the surrounding hills.

This situation put the Goblin unit into a difficult situation. Realizing that they were cut off from supplies on a hostile planet and with no news of a DropShip coming to pick them up, the commander and the subcommanders of the Goblin and infantry units devised a plan. They hoped to transmit their location to friendly troops still in the system, or at least to wreak enough havoc among the enemy to significantly influence the outcome of any future raid on Weisau.

The Goblin commander sent out his infantry on a raiding and reconnaissance mission. Their primary assignment was to find food and equipment stores and then to report the location of these back to the Goblin unit's temporary headquarters in the hills. The infantry's secondary mission was to raid any small towns and villages they encountered. Their tertiary objective was to hit any 'Mech and vehicle repair stations found, though only with the utmost caution.

Within a week, the infantry had discovered three small villages and a 'Mech service outpost. The outpost was to be the first target. The Davion commander held back the infantry as more useful for a later fight, and sent the Goblins in to attack the outpost. They managed to destroy it before the outpost troops could relay a message to their own commanders.

The infantry attacked the first village under cover of night. The village was only lightly defended and certainly not prepared for a sneak attack. After only a few minutes, the infantry captured a long-range communications station. The commander decided to use this station after the other villages were under his control.

The second and third villages fell just as quickly as the first. The last village was somewhat more prepared than the first two, however, and so the fighting lasted longer. The village defenders never really had a chance, however. against the combined forces of the infantry platoons supported by the Goblin's lasers.

After the last village fell, the Goblin commander used his captured comm gear to contact any DropShips that had been in the system, even though he had no real hope of contacting friendly ships. It turned out that DropShips had been sent to look for them. After receiving the SOS, the DropShips arrived to pick up the unit a day later.

VARIANTS

Many units remove the Goblin's large laser, replacing it with long- or short-range missile systems for better firepower. There have been many reports of Kurita Goblins with an SRM 6 rack in the turret and five Machine guns controlled by the infantry, but these are rarely seen except on the Kurita border.

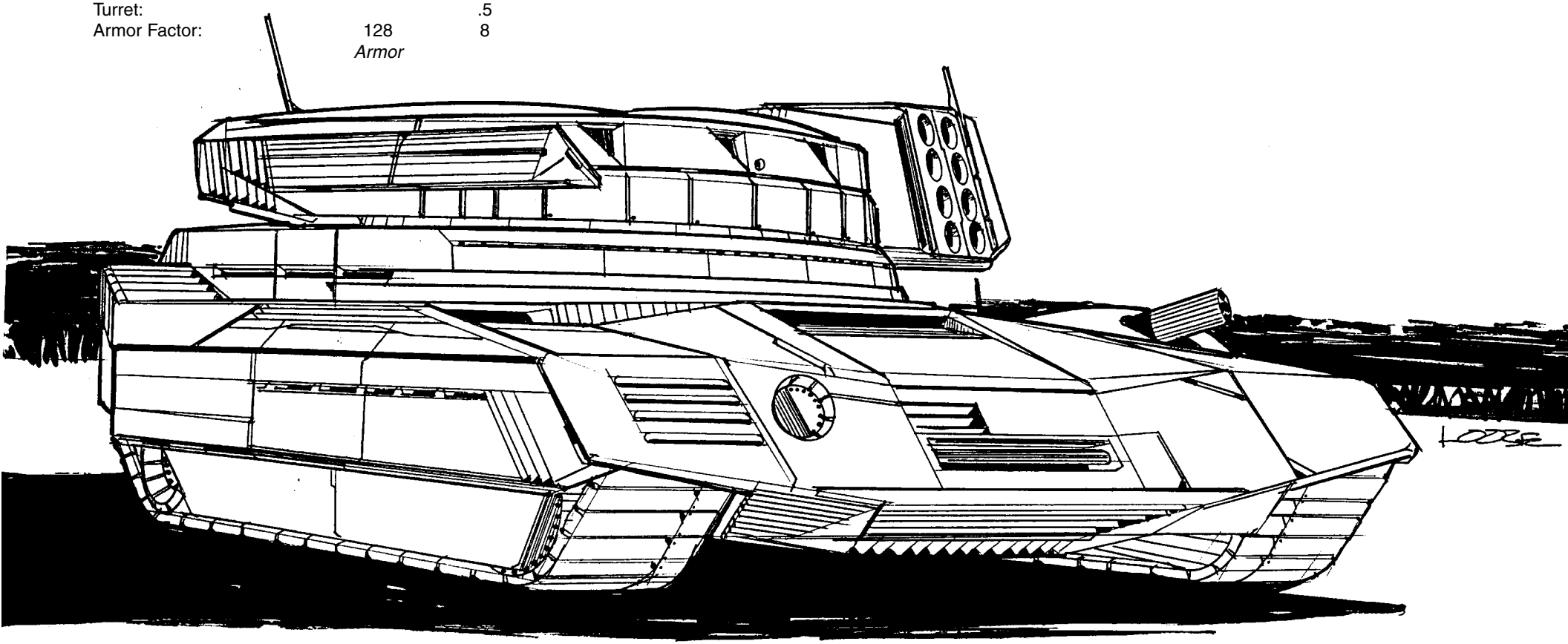
GOBLIN MEDIUM TANK

Type: **Goblin Medium Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 45 tons
Battle Value: 280

	Value
Front	30
R/L Side	24/24
Rear	20
Turret	30

Equipment		**Mass**
Internal Structure:		4.5
Engine:	180	14
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	8	8
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		.5
Turret:		.5
Armor Factor:	128	8
	Armor	

Weapons and Ammo	**Location**	**Tonnage**
1 Large Laser	8	5
1 Machine Gun	Front	.5
Cargo (Infantry)	Body	1
Ammo (MG) 100	Body	.5



VEHICLES

Mass: 50 tons
Power Plant: Shinobi 250 Turbine
Armor: Standard
Armament:
1 Zeus-75 Mark IX Autocannon/20
Manufacturer: Wakazashi Enterprises
Primary Factory: Various
Communications System: Duoteck 5
Targeting and Tracking System: RCA Instract Mk II

OVERVIEW

The 'MechBuster is the Draconis Combine's answer to their problem with dwindling aerospace assets. Designed in 3023, the 'MechBuster is assigned to replace aerospace fighters in providing air support for garrison forces, allowing the fighters to be deployed in more active units without depriving the garrison forces of the support they need.

Though its offensive capabilities are good, the 'MechBuster has been a disappointment to the Kurita military. Its small bomb load, limited ammo and scant reserves of combat fuel mean that it cannot remain over the battlefield for very long. Moreover, its lack of a VSTOL capability keeps the craft tied to fixed air bases, which are likely to be captured or destroyed in the first hours of an invasion.

It is unlikely that House Kurita will continue to produce 'MechBusters. Wakazashi has slated the craft's assembly line to be converted to *Shilone* production as soon as the proper machine tools are located. Until that time, there is only one workshift on the line; it is engaged in producing spare parts rather than new machines.

CAPABILITIES

The Shinobi 250 Turbine is a downrated version of the company's 260 Turbine. Downrating allows a 75 percent parts compatibility between the two engines, a factor that can make a supply officer's job much easier. Unfortunately, this compatibility does not help the military much because the 260 Turbine is found only on commercial vehicles.

The Shinobi 250 also had development problems that delayed deployment of the 'MechBuster. The prototype 'MechBuster used turbine blades that were manufactured using a powder-casting technique long thought to be lost. The project engineers claimed that this technique resulted in an operating life of 10,000 hours for the blades.

Though this held true for 99.9 percent of the blades, .1 percent had catastrophic failures after ten hours of operation. As every engine used 100 blades, this meant that one in ten engines would fail within ten hours of running. After losing one prototype and spending thousands of man-hours trying to identify that .1 percent, the military finally ordered Shinobi to replace the blades with traditional dropped forged versions.

The aircraft is built around the Zeus 75 autocannon. The Zeus 75 fires a four-round burst of hypervelocity depleted uranium armor penetrators (HDUAP). A single hit can destroy most 'Mechs of up to 70 tons. Unfortunately, both weapon and ammunition are quite heavy. This factor has resulted in other aspects of the aircraft being substandard. Its fuel capacity is limited, as is its ammunition load. The Zeus's excessive weight has also precluded VSTOL operations.

The dive-bombing characteristics of a ground support fighter are another important factor in the craft's success. The 'MechBuster utilizes an RCA Instract Mk II targeting computer. The Instract projects a HUD onto the canopy of the fighter. When the bombs are armed, a sighting reticule is projected, indicating where the bombs would strike if released. All the pilot has to do is to center the crosshairs on the target and to release the bomb. He does not have to make any adjustments for attack angle, drift or altitude, for Instract does all that. The combat effectiveness of this system has still not been fully explored.

DEPLOYMENT

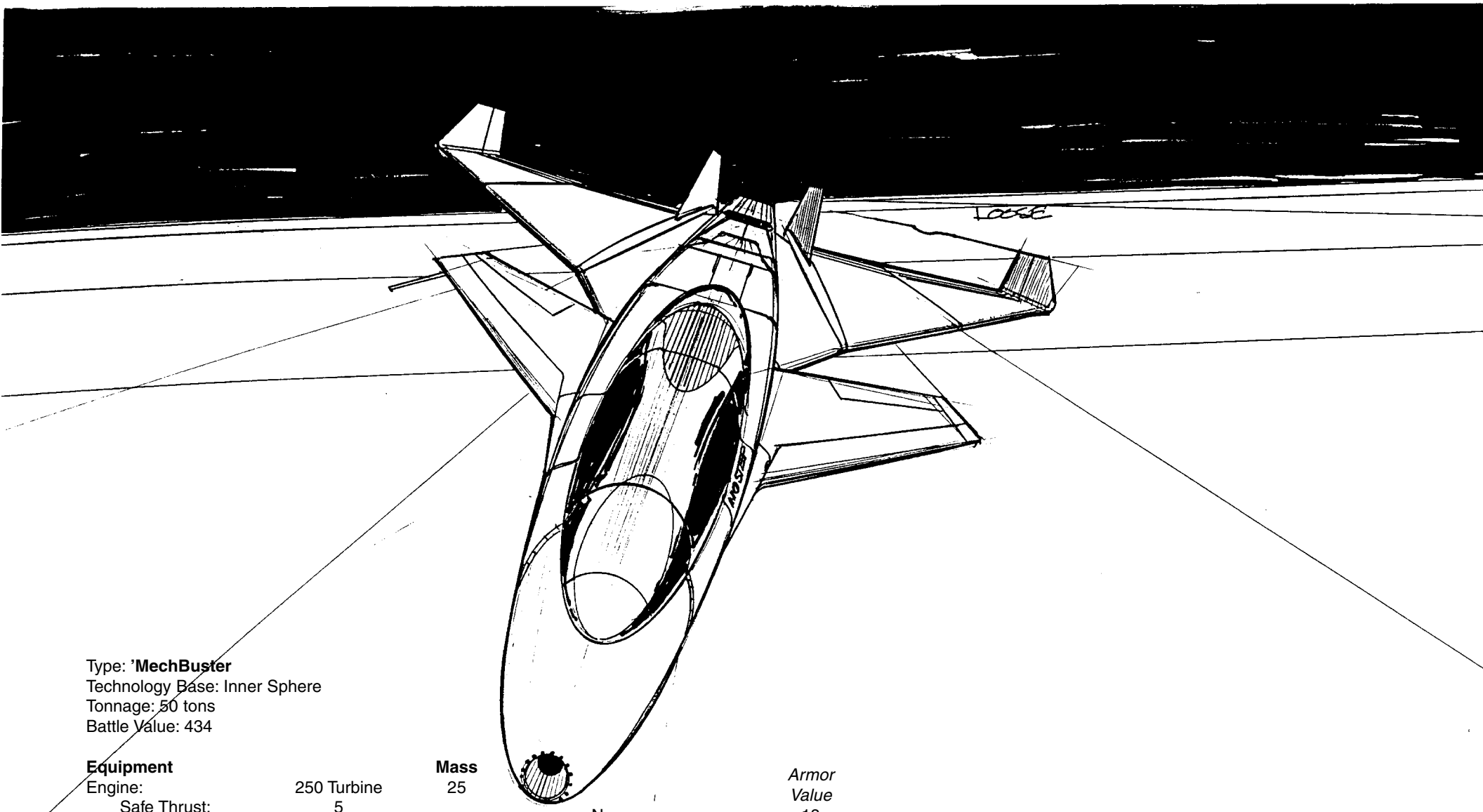
In 3024, three Steiner 'Mech regiments dropped onto the Kurita world of Sevren. During the initial hours of the invasion, it became imperative that a company of Winfield's Brigade be stopped before they took a strategic bridge. Loss of the bridge would mean that a battalion of the Dieron Regulars would be cut off and have to face the Thirtieth Lyran Guards alone. Two air lances of 'MechBusters were sent to do the job.

The 'MechBusters came diving out of the sky and laid a pattern of high explosives in the midst of a Steiner recon lance. Two of the light 'Mechs went down. On their second pass, two more 'Mechs were immobilized. A lucky burst from a *Rifleman* brought down one of the attackers, but the other three escaped unharmed. Four more passes were made, bringing down one 'Mech each.

Having expended their ammo, the 'MechBusters flew back to their air base, knowing that the rest of the company would be easy pickings after they were rearmed. Unfortunately, the Steiner forces knew of their airfield. An air-mobile battalion of infantry had seized it while the 'MechBusters were out on their mission. The aircraft ran out of fuel and were forced to ditch near a Kurita infantry company. At that point, the pilots were issued assault rifles and drafted into the company's rapidly diminishing ranks. An hour later, the battered company from Winfield's Brigade seized the bridge.

VARIANTS

The size and weight of the Zeus autocannon can open up a lot of space when removed. A common 'MechBuster variant mounts four SRM 6s along with extra fuel and ammunition. Another experiment has been to mount three medium lasers, heat sinks and power amps. Though none of these variants has the one-shot-one-kill capability provided by the Zeus, they do go a long way in increasing the 'MechBuster's loitering time over the battlefield.



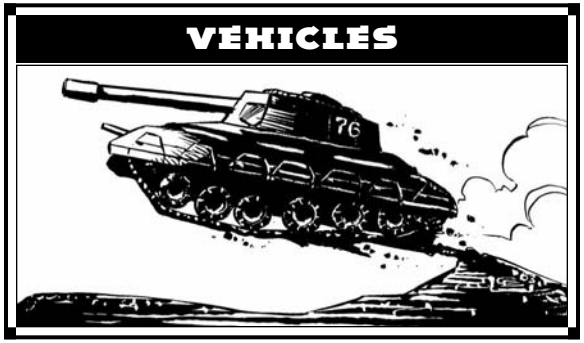
Type: **'MechBuster**
Technology Base: Inner Sphere
Tonnage: 50 tons
Battle Value: 434

Equipment		Mass
Engine:	250 Turbine	25
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	5	
Heat Sinks:	0	0
Fuel:	320	2
Cockpit:		5
Armor Factor:	48	3

	Armor Value
Nose	18
Wings	10/10
Aft	10

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
1 Autocannon/20	Nose	14	7	20	—	—	—
Ammo (AC) 5	—	1					

CONDOR HEAVY HOVER TANK



Mass: 50 tons
Movement Type: Hover
Power Plant: 165 Jones I.C.E.
Cruising Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: StarSlab/9.5 Mk II Standard
Armament:
1 GM Whirlwind Autocannon/5
2 Defiance B3M Medium Lasers
1 SureFire MiniGun Machine Gun
Manufacturer: Red Devil Industries
Primary Factory: Pandora
Communications System: TharHes KR-A P/Comm
Targeting and Tracking System: TharHes Mars 1

OVERVIEW

The Condor is one of the few heavy hover tanks available. Although expensive to buy and to maintain, this immense hovercraft is capable of moving as fast as the speediest 'Mech. Despite the cost, the Condor is used by armies throughout the Inner Sphere. Many standing armies use the Condor as a main attack vehicle for reserve and garrison units. Amazing speed and formidable weaponry make this heavy hover tank an excellent combat machine.

CAPABILITIES

With a flank speed of 129 kph and a cruising speed of 86 kph, the Condor is fast even for a hover tank. Most commanders exploit its speed in combat situations. Although equipped with fairly heavy weaponry, the Condor usually moves while firing rather than standing and fighting like tracked or wheeled tanks of similar size.

Red Devil Industries acquired the Defiance B3M medium lasers for the Condor in a unique manner. Defiance initially refused Red Devil's request for a license to manufacture the B3M, offering instead to supply them with B3Ms at the going market rate. To avoid paying full price for the weapons or engaging in a costly R&D effort to design a new laser, Red Devil decided to offer a bounty for used or slightly damaged lasers, which they then overhauled and mounted in their Condors.

The bounty program was a surprising success, but it had an unexpected side effect. 'Mechs and vehicles known to be armed with the B3M (such as the *Zeus*) began to draw more than their fair share of attacks during battles and consequently suffered more damage. Among troopers, the machines soon acquired the reputation of being death traps. Alarmed that this would reflect on their good name, Defiance finally relented and allowed Red Devil to manufacture the B3M under license.

The procurement of the Condor's secondary weaponry proceeded along more traditional lines. The Whirlwind Autocannon was added as a long-range weapon system . The SureFire MiniGun is mounted as an anti-personnel weapon. Both weapon systems have proven to be effective and reliable.

DEPLOYMENT

One of the most impressive uses of Condors occurred in 2978, during the Steiner counteroffensive on Loric. The Third Battalion of the Thirty-fourth Provisional Dixie Armored Regiment was assigned to support the advance of the Twelfth Star Guards. The Star Guards' mission was to break through the Marik forces guarding Digger's Pass and relieve elements of the Eridani Light Horse who had dropped into the Marik rear areas. For four months, the Marik forces held the pass, repulsing all assaults. When the Steiner forces finally managed to achieve a narrow breakthrough, the Third Battalion sped forward in their Condors.

The Third Battalion advanced ten kilometers before meeting resistance from Marik reserve units. The Marik forces were dug in behind the Duren River and had just completed destroying its only bridge. Not fordable by 'Mechs, the Duren was to serve as the Marik forces' final line of defense. After speeding across the surface of the swiftly flowing river, the Condors engaged and destroyed the still-unorganized Marik forces but found themselves cut off from the rest of the Steiner army by the river. Instead of withdrawing back to Steiner lines, the commander of the Third decided to establish a bridgehead on his side of the river while the Steiner engineers constructed a new bridge.

The Marik forces counter-attacked continuously, putting the engineers under the constant strain of air and artillery bombardment. In the end, however, the Third Battalion used the Condor's high speed to concentrate attacks and crush any movement against the bridgehead. Three days later, the Steiner engineers had succeeded in putting up a bridge heavy enough that the 'Mechs of the Twelfth Star Guards could advance across to relieve the Eridani Light Horse.

VARIANTS

Many variants of the Condor are available. The main reason for modifying the vehicle is because so many commanders find the tank too lightly armed and armored for its size. House Davion troops usually strip out the lasers, heat sinks and power amplifiers in order to add another autocannon and more ammo and armor. This modification gives the Condor a better chance of surviving a direct hit by a heavy weapon as well as better overall firepower.

House Liao variants replace the machine gun and autocannon with additional lasers, heat sinks and power amplifiers. The Liao commanders prefer to arm the vehicle with a large number of similar weapons because it simplifies fighting techniques.

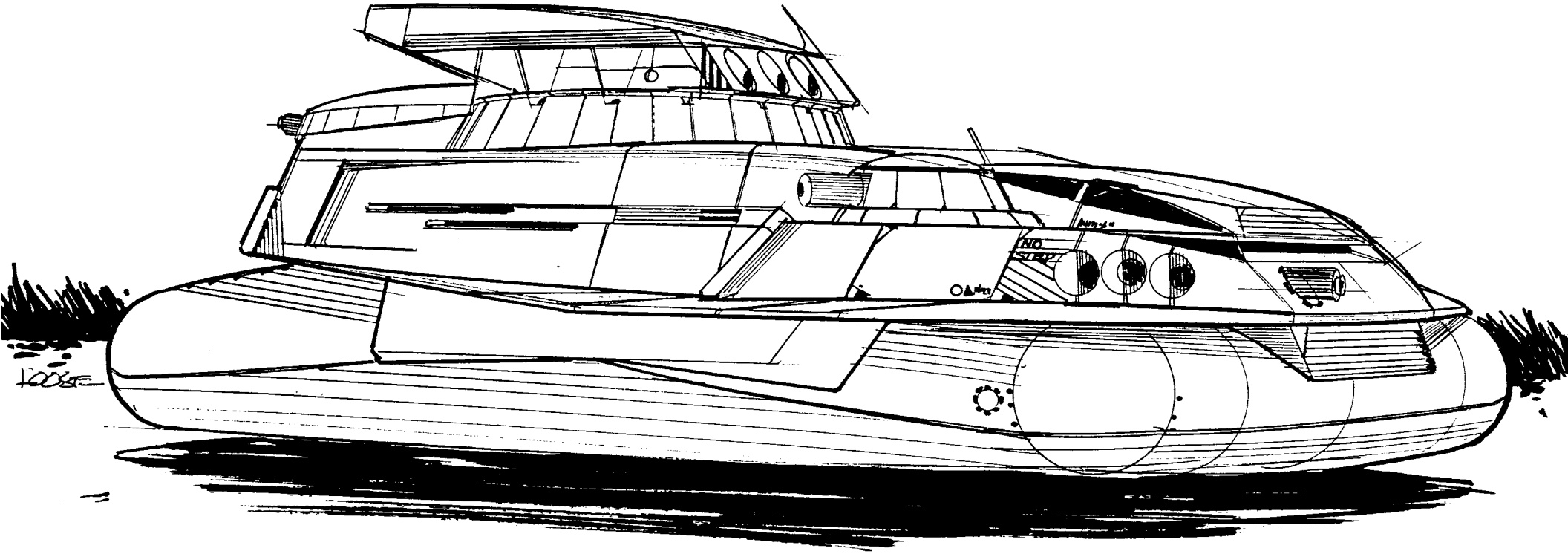
CONDOR HEAVY HOVER TANK

Type: **Condor Heavy Hover Tank**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 50 tons
Battle Value: 425

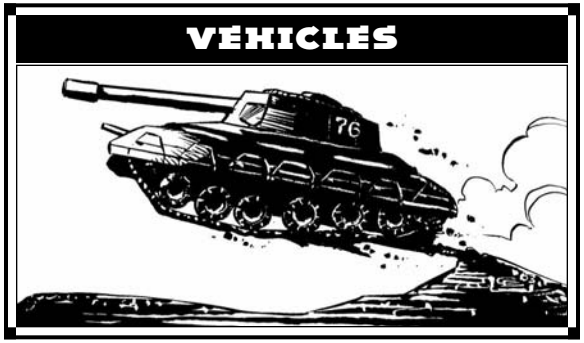
Equipment		Mass
Internal Structure:		5
Engine:	165	12
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	6	6
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		.2
Turret:		1
Armor Factor:	96	6

	Armor Value
Front	30
R/L Side	15/15
Rear	14
Turret	33

Weapons and Ammo	Location	Tonnage
1 Autocannon/5	Turret	8
2 Medium Lasers	Turret	2
1 Machine Gun	Front	.5
Ammo (AC) 20	Body	1
Ammo (MG) 100	Body	.5



DRILLSON HEAVY HOVER TANK



Mass: 50 tons
Movement Type: Hover
Power Plant: 215 MaxLift Hover Engine Fusion
Cruising Speed: 97.2 kph
Flank Speed: 151.2 kph
Armor: ArcShield Heavy Standard
Armament:
1 Cyclops Eye Large Laser
2 Hovertec SRM 2s
1 Light Crossbow LRM 10
2 Kicker Machine Guns
Manufacturer: Cyclops Incorporated
Primary Factory: New Earth
Communications System: Cyclops 1
Targeting and Tracking System: Evil Eye

OVERVIEW

The Drillson Heavy Hover Tank is the newest addition to the Steiner military, in keeping with the Lyran predisposition toward heavy combat vehicles. Unlike most Steiner designs, however, the Drillson has not sacrificed speed for heavier armor. Indeed, the tank can hold its own against some of the fastest 'Mechs and vehicles around.

The Drillson is normally assigned as a supplement to regular 'Mech forces. Its armor is heavy enough to withstand the severe punishment typical of a 'Mech battlefield, and its speed allows it to keep up with any advance. Though it is as vulnerable to fire as any other hovercraft, the Drillson's variety of weapons and heavy firepower make it a formidable vehicle.

The first Drillson was manufactured in 3025 by Cyclops Incorporated, a newcomer to the field of military hardware. Its targeting control system has caused quite a stir in the normally placid and unimaginative military design community. With its wraparound video monitors and helmeted sight reticule, the Cyclops Evil Eye system is expected to set a new military standard.

CAPABILITIES

The Drillson's main weapon is the turret-mounted Cyclops Eye Laser, unique among heavy lasers for having a small emission blister instead of the typical long barrel. This gun uses both laser technology and particle-beam technology. Instead of firing a beam of coherent light or a stream of electrons, the Cyclops Eye fires a combination of both. The excited photons release electrons, which in turn release more excited photons creating a beam of tremendous power. Though not any more effective in combat than the other lasers, the Cyclops Eye Laser is much easier to maintain and manufacture.

Another interesting feature of the Drillson is the Evil Eye Tracking & Targeting System. Though it does not use any new components, the interface between the gunner and the turret is unique. The gunner sits inside the lower turret ring in front of a wraparound video monitor that provides him with a 360-degree view. The gunner has the choice of operating the video monitors in IR, visual light or radar spectrums—or switching between them at will. The gunner's helmet projects a sight reticule onto the screen, which lines up the turret with whatever target the gunner is viewing. The various weapons systems then adjust themselves so that the weapon will hit the target.

The other weapon systems on the Drillson are fairly standard. The Hover Tech Short-Range Missile Racks and the Light CrossBow Long-Range Missile Rack have been mounted on 'Mechs for years. The two Kicker Machine Guns are also a fairly standard design, using large-caliber ammunition at the expense of rate of fire.

DEPLOYMENT

During an unsuccessful raid on Almach, several Liao BattleMechs found themselves backed into a swamp by two platoons of Davion hover tanks. The swamp slowed down the 'Mechs so much that they could not disengage from the enemy forces.

The Liao commander may have been unlucky, but he was not stupid. He immediately ordered all his units to fire on the swamp and anything else that was flammable. Knowing many Davion tanks used sighting systems that only functioned in the visual-light spectrum, he hoped to create a screen of smoke and steam that would totally blind the Davion tanks, allowing his force a chance to withdraw. The plan worked, except that the smoke blinded the sensors of both sides. This, in turn, made all fire control and tracking systems next to useless.

Fortunately for the pursuing Davion forces, they were equipped with Drillson hover tanks, whose radar capability functioned even though the normal IR and visual systems were out. Using their radar systems, the Drillsons were able to engage the Liao 'Mechs at close range. As they moved into the darkened swamp, the Drillsons went hunting for Liao 'Mechs.

As the hours passed, the Liao BattleMechs occasionally fired into the swamp to create more smoke. Responding immediately, the Davion Drillsons would visually estimate the enemy's location and open fire. This see-and-shoot tactic was only marginally effective for either side, but the Liao forces still could not break out of the swamp.

Finally, sensing that his men were becoming restless, the Davion commander ordered his units into a battle line and moved them forward at high speed. Minutes later, one of Drillsons ran into a Liao 'Mech and destroyed its legs. The other tanks immediately converged, opening fire on the crippled 'Mech and destroying it. After using the ramming tactic several more times, the Davions finally forced the Liao troops to surrender.

VARIANTS

The most common variant of the Drillson replaces the LRM 10 rack with more SRM 2 racks. The laser is never removed because of the usefulness of the Evil Eye.

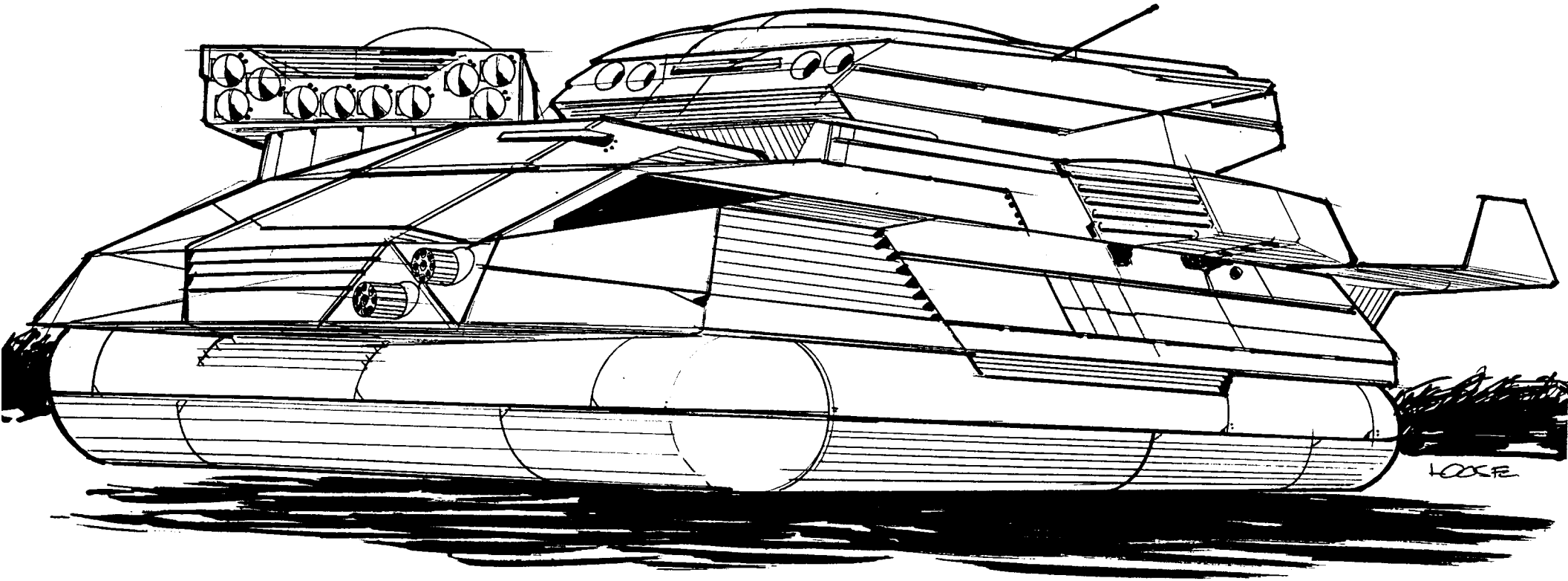
DRILLSON HEAVY HOVER TANK

Type: **Drillson Heavy Hover Tank**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 50 tons
Battle Value: 710

Equipment		**Mass**
Internal Structure:		5
Engine:	215	14.25
Type:	Fusion	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		.7
Armor Factor:	112	7

	Armor Value
Front	25
R/L Side	21/21
Rear	20
Turret	25

Weapons and Ammo	**Location**	**Tonnage**
1 Large Laser	Turret	5
2 SRM 2	Turret	2
1 LRM 10	Front	5
2 Machine Guns	Front	1
Ammo (SRM) 50	Body	1
Ammo (LRM) 12	Body	1
Ammo (MG) 100	Body	.5



MAXIM HEAVY HOVER TRANSPORT

VEHICLES

Mass: 50 tons
Movement Type: Hover
Power Plant: 165 PowerTech Highlift I.C.E
Cruising Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: ArcShield V Standard
Armament:
1 SureShot Mk VI SRM 6
3 Heavy Machine Guns
3 LongFire V LRM 5s
2 SureShot II SRM 2s
Manufacturer: Maxim Transport Industries
Primary Factory: Al Na'ir, Sian, Skye
Communications System: Maxim New Standard I/O
Targeting and Tracking System: Maxim New Standard TargetTrack

OVERVIEW

Although there are many different styles of infantry transport available, commanders hate using three or four vehicles to transport an infantry platoon during long trips. The Maxim Transport Hovercraft, however, is large enough to carry a full platoon of infantry and their support weapons. In addition to infantry transport, the Maxim is also an excellent fire platform. The Maxim mounts nine weapons and can provide indirect long-range, short-range and covering fire for the infantry it transports.

CAPABILITIES

Unlike other infantry transports, the Maxim is large and comfortable. The passengers have room to move around, check weapons and discuss tactics. The seats are all padded and face toward the center of the vehicle so that the soldiers are relatively comfortable, enabling them to talk to each other and boost morale.

A large number of weapons were mounted on the Maxim for several reasons. First, infantry feel more secure if their transport can defend itself while they are inside. Second, the Maxim can provide covering fire for exiting troops. Troops exiting a vehicle are easy targets, and a transport that can fight back will discourage most attackers. Third, once the Maxim has debarked its infantry, it can support other vehicles in combat. Although this is not standard procedure, the Maxim carries enough firepower to make a difference.

The weapons on the Maxim are arranged to give a great deal of firepower in all directions. The long-range missile racks are mounted on the rear of the hovercraft so that the back-blast will not affect exiting troops. The four machine guns are fitted on dual mounts, one on either side of the SureShot VI Short-Range Missile Launcher. This allows the Maxim to concentrate the fire of its heaviest weapons on a single target.

The lifting skirts of the hovercraft are specially designed to deflate and lower when infantry are leaving the craft. This means that the Maxim does not have to shut down its engine in order to lower to ground level, as most other hovercraft do.

DEPLOYMENT

Maxim hovercraft are a popular method of mass transportation for troops. Each of the five Houses has some Maxims, but House Steiner has the largest registered fleet. More than once, Steiner has used Maxim hovercraft to transport infantry and support weapons across long distances on a planet's surface. On one occasion, over 27 Maxims were used to transport an entire infantry regiment of the Arcturan Lancers across a continent to stop a 'Mech company from attacking the city of Indruston on the planet Dixie. Dropped off in a nearby forest, the infantry immediately set up every support weapon they had.

Three days later, the enemy 'Mechs arrived. Firing their heavy support weapons at extreme range, the Lancers were able to immediately fell several 'Mechs. Unable to pinpoint the attackers, the 'Mechs charged the woods to avoid further casualties and to close with the invisible enemy. The infantry units damaged several more 'Mechs before they reached the woods. The remaining 'Mechs, however, destroyed most of the infantry support weapons, As the infantry pulled back, the 'Mechs came crashing though the woods, firing at anything that moved. Hundreds of men were slaughtered while retreating from the marauders.

Just as the 'Mechs broke through the other side of the forest, however, they were immediately attacked by the 27 Maxim hovercraft that had transported the infantry. After sustaining six losses, the 'Mech force retreated back to its drop zone.

VARIANTS

Most Maxim variants simply use different weapons systems. Preferring short-range missiles over long-range missiles, some units replace the FarFire Racks with more or heavier SRM packs. More weapons are occasionally added to the turret.

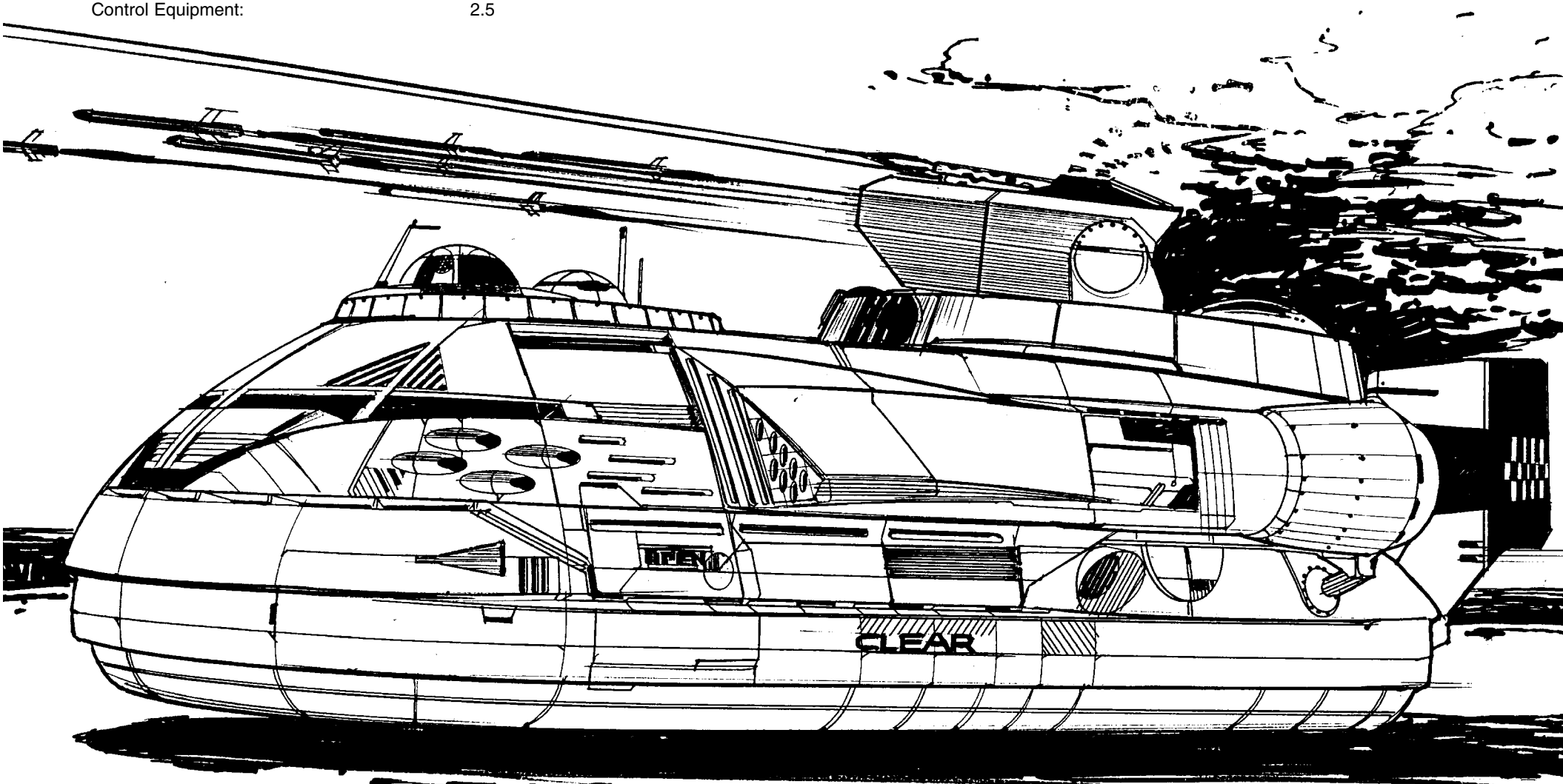
MAXIM HEAVY HOVER TRANSPORT

Type: **Maxim Heavy Hover Transport**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 50 tons
Battle Value: 591

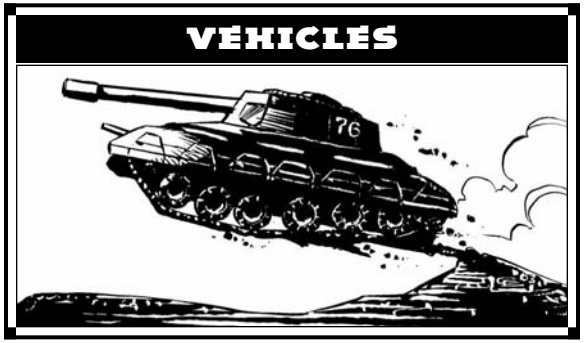
Equipment		Mass
Internal Structure:		5
Engine:	165	12
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Control Equipment:		2.5

Equipment (cont.)		Mass
Lift Equipment:		5
Power Amplifier:		0
Turret:		.5
Armor Factor:	88	5.5
	Armor Value	
Front	20	
R/L Side	20/20	
Rear	12	
Turret	16	

Weapons and Ammo	Location	Tonnage
1 SRM 6	Turret	3
3 Machine Guns	Turret	1.5
2 LRM 5	Front	4
1 LRM 5	Rear	2
1 SRM 2	Left	1
1 SRM 2	Right	1
Ammo (SRM) 15	Body	1
Ammo (SRM) 50	Body	1
Ammo (LRM) 24	Body	1
Ammo (MG) 200	Body	1
Cargo (Infantry)	Body	3



PLANETLIFTER AIR TRANSPORT



Mass: 50 tons
Power Plant: GM 200 Turbine
Armor: Standard
Armament:
None
Manufacturer: Imstar Aerospace
Primary Factory: Various
Communications System: IrianUHF
Targeting and Tracking System: None

OVERVIEW

The Planetlifter is a typical example of a conventional heavy transport aircraft. These craft are assigned directly to a planetary garrison commander, allowing him to quickly shift his combat assets from one battlefield to another. This strategic mobility functions effectively as a force-multiplier, allowing a garrison to be spread out for population control and as a counter to small-unit raids, but still able to concentrate quickly to blunt major assaults.

CAPABILITIES

The Marik-produced Planetlifter can carry up to 70 tons of cargo. The forward armored section of the aircraft can take up to 20 tons, while another 50 tons can be carried in an unprotected bay. The bulkhead separating the two areas is removable, to allow the aircraft to carry loads that cannot be stored conveniently in one bay or the other.

The loading procedures for a Planetlifter are unique. Vehicles and infantry can load in the normal manner, via cargo ramps in the tail or the nose. 'Mechs can also be quickly and safely loaded onto the Planetlifter because the entire length of the upper fuselage detaches from the lower fuselage. A Planetlifter lowers itself to ground level on its variable landing gear, detaches the lower fuselage and then rolls away. The 'Mech to be transported lies down on top of the now-exposed cargo bay floor and is secured by the ground crew. The aircraft then rolls back over the lower fuselage, attaches itself, and is ready to take off. An experienced crew can land, load a *Warhammer* and take off again in under 15 minutes.

DEPLOYMENT

The most famous battle involving Planetlifters occurred in 3002, when a Steiner raiding force attacked the Marik planet of Autumn Wind. The Steiner task force consisted of the *Union*-class DropShip *Bolan's Blood* and the 'Mech company Cassion's Commandos. The DropShip and Company Commanders, Commander Reynolds and Hauptmann Cassion, had been operating together for the previous two years, ranging up and down the Marik border and hitting one world after another.

When they returned from their most recent mission, the two commanders were met by their new Task Force Commander, Leutnant Colonel O'Rielly, who had been recently reassigned to combat duty from the Administrative Section. Leutnant Colonel O'Rielly explained their new mission—a deep penetration raid into Marik space. Marik opposition was expected to be light: a few battalions of locally raised militia, three Planetlifters and a regiment of jump infantry that was refitting.

Cassion and Reynolds's battle plan was based on their two years' of experience with raiding Marik holdings. Autumn Wind possessed no space defense force or conventional fighters, so the *Blood* would land directly on the planet near the first industrial complex. The Commandos would disembark and destroy the complex with fire support from the *Blood*. The 'Mech company would then re-embark on the DropShip. A suborbital flight would take the Blood to the next complex, and so on down the line.

Much to the Hauptmann's shock, Leutnant Colonel O'Rielly rejected the plan and laid out his own. Each of the Commando lances would drop from space to land 20 kilometers away from their assigned complexes, then reorganize themselves after the drop. The lance would then move to destroy the complexes. Afterward, they would rendezvous at a central point for pickup by the DropShip. This strategy, O'Rielly explained, would not allow the Marik commander to concentrate his forces in a timely manner and would allow the DropShip to land and give support to any lance that got into trouble. Cassion and Reynolds protested this new plan vigorously, but O'Rielly was adamant. When he threatened them with summary court-martial, they were forced to relent.

Colonel Joseph Yetti was the commander of the 751st Jump Regiment and was assigned temporary control of the military defenses of Autumn Wind. When informed of the Steiner force moving toward the planet, he quickly mustered the 751st, loaded them onto Planetlifters, and moved the regiment to an assembly area equidistant from the four complexes. When the Steiner drop began, Yetti loaded the 751st and hit the recon lance just as they started to move from their drop zone. The other three lances continued their advance on the other complexes, but the local militia slowed them down. The *Blood* was ordered to land and support the recon lance. By the time it made planetfall, the lance had been destroyed and its attackers had vanished. Even as the *Blood* landed, the 751st was hitting the Commandos' Fire Lance. The *Blood* lifted again to support the stricken lance, but to no avail. They arrived too late.

Two hours later, Cassion's lance had been able to brush aside the defending militia and move to within sight of its assigned complex. At that moment, two Planetlifters flew overhead, and two battalions of the 751st were floating down toward them. Cassion could take no more. He ordered his lance to break off and called in the *Blood* to pick them up at a clearing ten kilometers to the north.

Yetti intercepted that signal and sent his final battalion in on the remaining Planetlifter to secure the landing zone. As the *Blood* started its final approach, it was met by a barrage of missiles. One lucky hit later, the *Blood* was a cripple on the ground. The command lance was able to fight its way clear to the DropShip, but there was no way off the planet. Late that afternoon, Cassion's Commandos and the DropShip *Bolan's Blood* surrendered to Colonel Yetti and the battered 751st Jump Regiment.

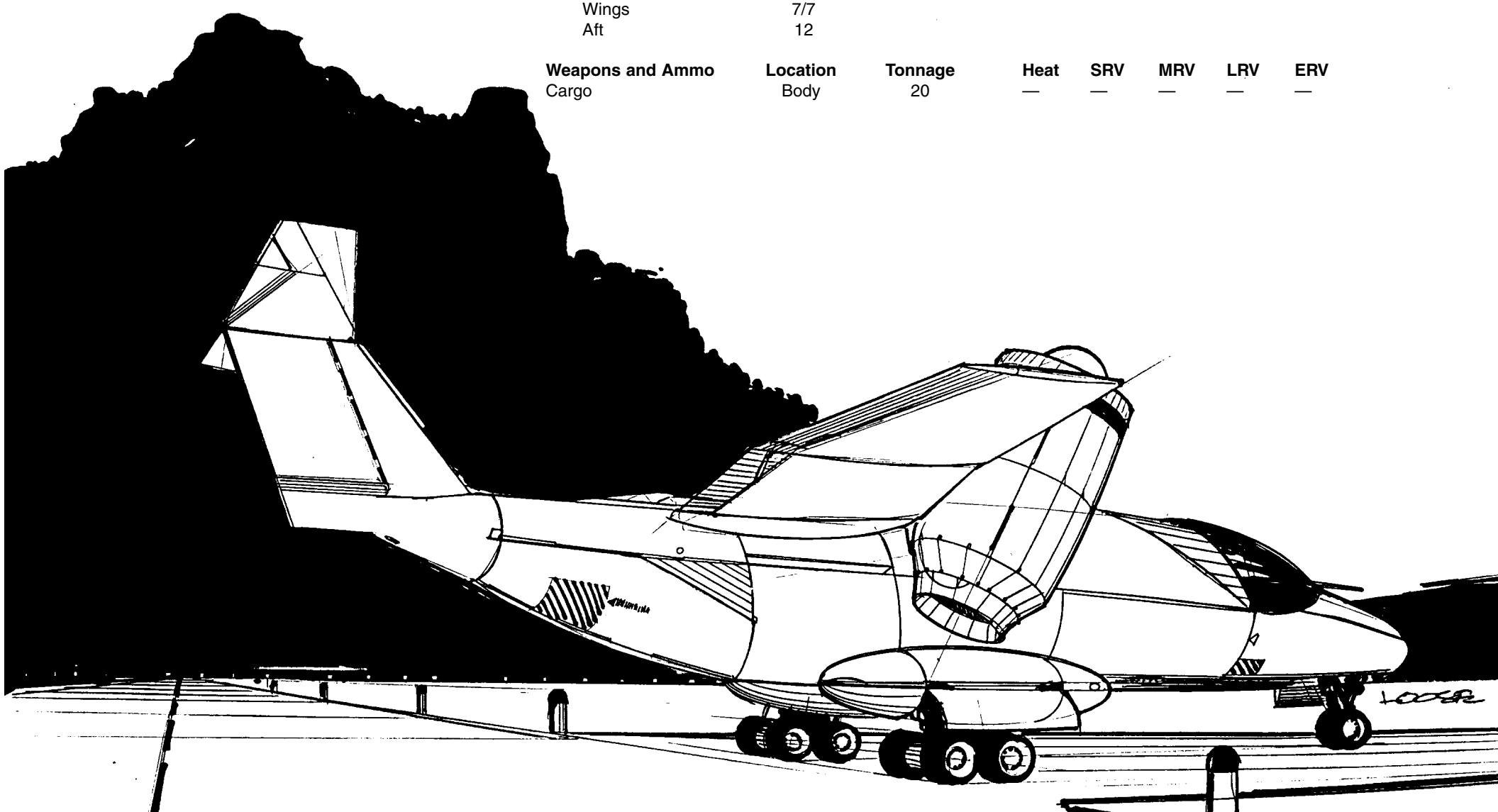
PLANETLIFTER AIR TRANSPORT

Type: **Planetlifter Air Transport**
Technology Base: Inner Sphere
Tonnage: 50
Battle Value: 189

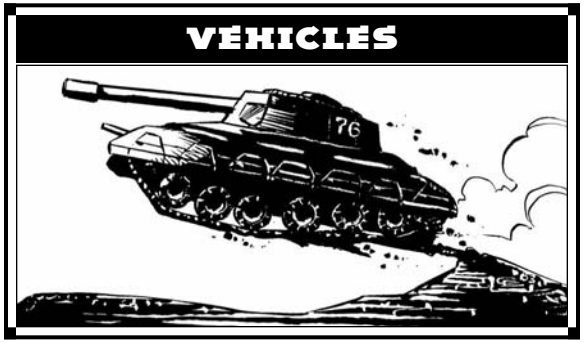
Equipment		Mass
Engine:	200 Turbine	17
Safe Thrust:	4	
Max Thrust:	6	

Equipment (cont.)		Mass
Structural Integrity:	5	
Heat Sinks:	0	0
VSTOL Equipment:		2.5
Fuel:	320	2
Cockpit:		5
Armor Factor:	48	3
	Armor Value	
Nose	22	
Wings	7/7	
Aft	12	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Cargo	Body	20	—	—	—	—	—



VEDETTE MEDIUM TANK



Mass: 50 tons
Movement Type: Tracked
Power Plant: 250 Locom-Pack InterComBust I.C.E.
Cruising Speed: 54.0 kph
Flank Speed: 86.4 kph
Armor: ProtecTech 6 Standard
Armament:
1 Armstrong J11 Autocannon/5
1 Scatter Gun Light Machine Gun
Manufacturer: New Earth Trading Company
Primary Factory: New Earth
Communications System: ComStar Rover
Targeting and Tracking System: ComStar Test-2

OVERVIEW

The Vedette is one of the only vehicles produced by the New Earth Trading Company. During the time that New Earth was researching robotics, another section of the company started producing military vehicles. The Vedette was the first and most popular of these vehicles. The Vedette is a standard unit of measure among military crews. For example, most vehicle crewmen will ask of a new tank, “How many Vedettes do you figure that thing is equal to?”

The Vedette has become a standard because it is a simple but effective vehicle. Mounting only one main weapon and one secondary weapon, the Vedette is considered to be a “typical” tank.

CAPABILITIES

Unlike many modern military vehicles, the Vedette mounts only one main weapon. This does not make it a less effective vehicle than a newer tank, but does reduce its ability to deal with a wide variety of targets. The Vedette’s main weapon is the Armstrong J11 AutoCannon (identical to the one mounted on the *Shadow Hawk*). The New Earth Trading Corporation chose this weapon because it is weight-efficient, has excellent long-range capability and is easy to replace. The designers did try other weapons such as lasers and PPCs, but these did not fit well on the Vedette’s chassis. They also required heat sinks and power amplifiers, neither of which were possible given the tank’s size. The ScatterGun is a small-caliber machine gun mounted in the bow of the tank in a mini-ball turret, giving the driver an excellent arc of fire. It fires shells at very high velocity, which compensates for its small caliber.

The Vedette’s main selling point is its speed, which is fast even for a medium tank. Most tank manufacturers ignore high speed for vehicles over 35 tons, because engines rated 150 and higher are very inefficient. The Vedette can use its speed to great effect by moving into optimum autocannon range, opening fire and then retreating as fast as possible to another fire position. Most modern medium to heavy tanks do not use mobility as their main defense. They rely on heavy armor and firepower to win the battle.

The Vedette’s communication and tracking systems are ComStar originals. These were developed especially for the New Earth Trading Corporation in return for certain favors, such as food and supplies. Unlike normal ComStar equipment, these two systems have repair and service manuals available.

DEPLOYMENT

One of the battles that earned ’Mechs their reputation as lords of the battlefield occurred at the Battle of Merak in Marik space. There was a civil war going on at the time, and several companies of vehicles squared off against an equal number of ’Mechs. There were more Vedettes than any other vehicle, and there were more 50-ton ’Mechs than any other type. Strictly on a tonnage basis, the battle was even.

The two sides moved into position inside one of Merak's major cities, but fighting did not break out until both sides had surrounded several units of the other's forces. Again, the battle was even. Combat was heavy, and both sides took heavy casualties. With superior maneuverability and firepower on the side of the ’Mechs, they gradually overtook the vehicle-equipped forces despite the rough battle they faced. Once the ’Mech forces had numerical superiority over the ground units, the balance of power quickly shifted. The ’Mechs destroyed every tank around.

VARIANTS

A popular variant of the Vedette mounts an AC/2 in place of the AC/5 and adds a short-range missile rack for short-range firepower. Another variant popular with Liao troops replaces the autocannon with two medium lasers and six heat sinks.

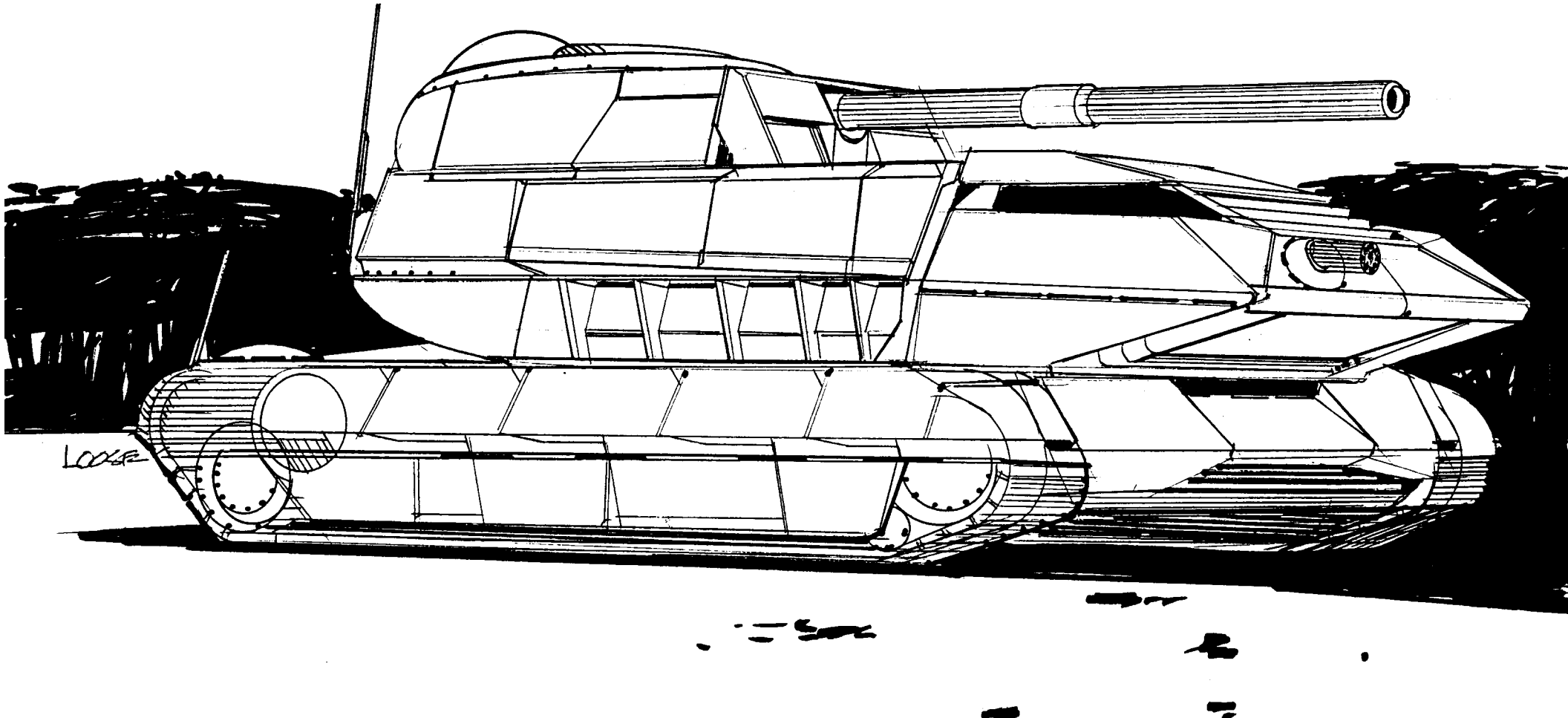
VEDETTE MEDIUM TANK

Type: **Vedette Medium Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 50 tons
Battle Value: 229

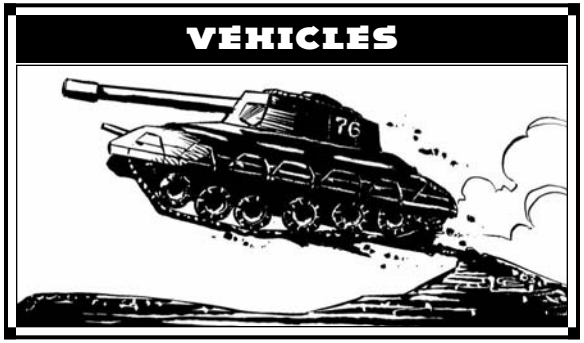
Equipment		Mass
Internal Structure:		5
Engine:	250	25
Type:	ICE	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	0	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0

Equipment (cont.)		Mass
Turret:		1
Armor Factor:	96	6
	Armor Value	
Front	20	
R/L Side	18/18	
Rear	20	
Turret	20	

Weapons and Ammo	Location	Tonnage
1 Autocannon/5	Turret	8
1 Machine Gun	Front	.5
Ammo (AC) 20	Body	1
Ammo (MG) 100	Body	.5



BULLDOG MEDIUM TANK



Mass: 60 tons
Movement Type: Tracked
Power Plant: 240 Bulldog I.C.E.
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: Bulldog Standard
Armament:
1 Bulldog Large Laser
2 Hovertec Quad SRM 4s
1 Bulldog Minigun Machine Gun
Manufacturer: Bulldog Enterprises
Primary Factory: Proserpina, Ares
Communications System: Xilex-2000
Targeting and Tracking System: Xilex-2000

OVERVIEW

Bulldog Enterprises is the manufacturer of this heavy tank as well as a successful manufacturer of non-military vehicles. In producing the Bulldog, the firm was attempting to expand into new markets. The Bulldog did not cause much of a stir when it first became available as there were already so many heavy-class vehicles on the market. Although the tank mounts formidable weaponry, it does not necessarily out perform any other tank, and so has been only a marginal commercial success.

CAPABILITIES

The Bulldog is considered a standard tank design. Mounting only one heavy weapon and a few secondary weapons, it is a jack-of-all-trades rather than a specialist at certain types of missions. Bulldog Enterprises developed this tank's large laser to lower their production costs by not having to purchase equipment from other companies. The laser is a fairly typical design, using a powerful energy capacitor to release the energy held in a krypton gas container. Other systems were tested, but the gas laser was the most effective.

Bulldog did not have the time or money to also design the short-range missile racks so they made a deal with Hover Tech, who provided Bulldog with the plans to produce the missile system. The Hovertec Quad SRM system is used on many other vehicles, as well as on a few 'Mechs. The Bulldog Minigun is a small machine gun mounted on the bow of the tank. Like most miniguns, it sacrifices a heavy-caliber round for a high rate of fire. The driver controls the minigun.

DEPLOYMENT

On a battle for the planet Rio, House Davion sent a battalion of Bulldogs to stop an invading Liao force. The commanders knew little about the Liao force aside from its position, so when the Bulldog unit arrived, it met with a nasty surprise—the unit had stumbled into an assembly area containing over three battalions of vehicles and infantry. After the Bulldog commander relayed this information to his superiors, he received a hastily devised plan to delay the Liao army until reinforcements could arrive.

Ordering his unit into a line behind cover, he targeted what appeared to be the command center of the invading horde. All thirty-six large lasers fired at once, nearly vaporizing the command post. The Davion commanders knew that this would not stop the Liao forces, however, only delay them. After a few moments of stunned silence, the Liao long-range missile units began to fire blindly at the Davion battle line while small, fast vehicles made their way out of the camp to search for the unseen attackers. The Bulldog unit immediately pulled out and headed toward a nearby mountain range.

The Bulldog unit did its best to avoid fighting on the way to the mountain rage. There were several small engagements on the way to the range, however, whenever small Liao scout vehicles or medium hovertanks discovered and overtook the Davion unit. These light units were no match for either the tank's large laser or its two medium missile racks. The Liao vehicles all managed to send radio messages to their fellow vehicles before being destroyed, which resulted in the Liao forces eventually cornering the Davion tank unit in a rocky box canyon.

Although the whole Liao force had not followed the Davion unit, there were enough medium and heavy vehicles to ensure that the Bulldogs would not leave the box canyon alive. The Bulldog unit pulled back into as many defensive positions as the rocks would allow and fired at anything that entered the canyon. Many vehicles were destroyed in Davion laser and missile crossfires, but ammunition shortage and attrition eventually caught up with the Davion unit. All thirty-six tanks and their crews were destroyed.

Davion reinforcements eventually arrived to drive off the Liao forces, but not soon enough to save the brave Bulldog crewmen. A marker was erected at the site where the last Bulldog was destroyed, and each crewman was posthumously promoted two ranks.

VARIANTS

Many Bulldog units need to have different types of firepower available to them, especially for long-range fire. In such cases, two AC/2 and 135 rounds of ammunition or an LRM 20 with 18 rounds of ammunition are the usual replacements for the large laser, power amplifier and heat sinks.

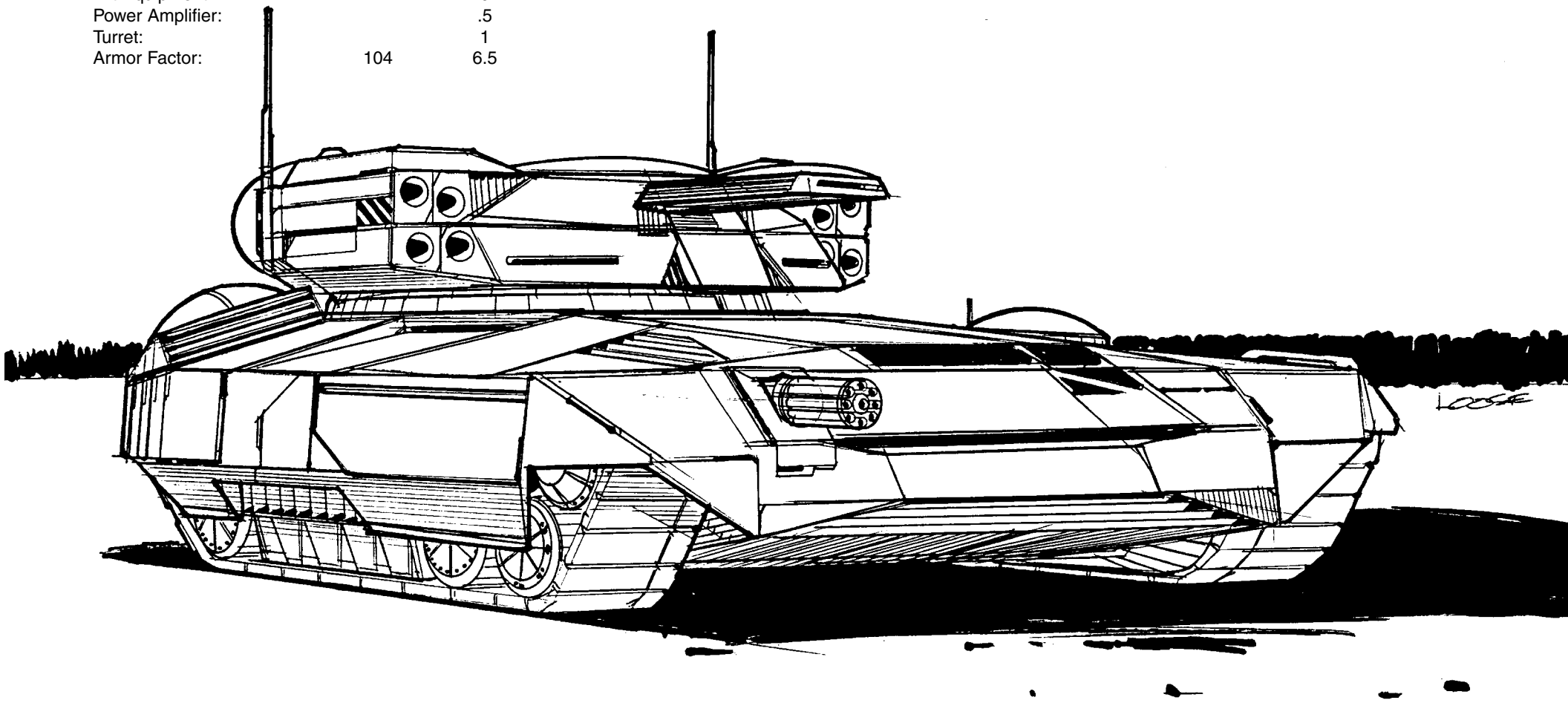
BULLDOG MEDIUM TANK

Type: **Bulldog Medium Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 60 tons
Battle Value: 358

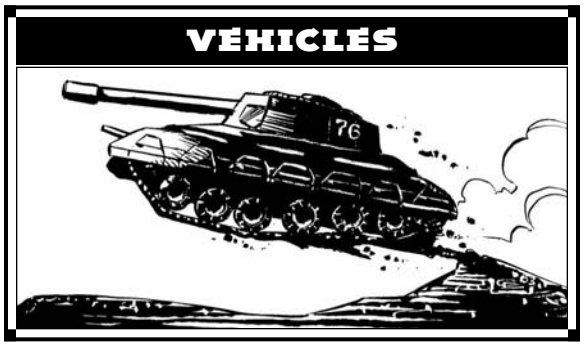
		Armor Value
Front		24
R/L Side		20/20
Rear		20
Turret		20

Equipment		**Mass**
Internal Structure:		6
Engine:	240	23
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	8	8
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		.5
Turret:		1
Armor Factor:	104	6.5

Weapons and Ammo	**Location**	**Tonnage**
1 Large Laser	Turret	5
2 SRM 4	Turret	4
1 Machine Gun	Front	.5
Ammo (SRM) 50	Body	2
Ammo (MG) 100	Body	.5



HI-SCOUT DRONE CARRIER



Mass: 60 tons
Movement Type: Tracked
Power Plant: 240 Vlar I.C.E
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: ArcShield V Standard
Armament:
1 SureShot II SRM 2
Manufacturer: ScolTeck Associates
Primary Factory: Inarcs
Communications System: StealthMat-Q w/ MultiTrack
Targeting and Tracking System: Tar Tec Mini-Find

OVERVIEW

Intelligence gathering is a major part of any war. In the early years of the Succession Wars, the only units that could accurately gather information were scout 'Mechs, such as *Stinger*s or *Wasp*s. Though orbital intelligence was the most effective means of gaining information, it was often defeated by enemy jamming systems or simply attacking the scanning DropShip.

Many military vehicle manufacturers accurately predicted that the 'Mech would soon become a costly war tool, and that scout 'Mechs would be the most expensive. This was because the scout 'Mechs would always be assigned the most dangerous situations and thus would suffer the highest attrition rates. ScolTeck decided early on to produce the most effective scout vehicle possible. Devoting all possible resources to developing sensor systems, ScolTeck released the Hi-Scout Drone Carriers in the year 3000.

ScolTeck Hi-Scout Drone Carriers are used by the armies of nearly all the Successor States.

CAPABILITIES

The Hi-Scout is the best detection unit available. With its StealthMat-Q Communications System, the Hi-Scout can find and identify enemy units on almost any part of a planet without being detected itself. Its maximum detection range is 60 kilometers, although the use of the vehicle's drone sensor units may increase this range. The Hi-Scout has infrared, seismic, sound, motion, radio, radar and hyperpulse detection systems. The NapFind and PathTrack Sensor Drones use some of the most complex communications equipment ever developed. The NapFind's sensor range is 10 kilometers, and the PathTrack's sensor range is 20 kilometers.

The NapFind drone uses a skirtless hover system, the most advanced lift system available in the Inner Sphere. Developed in conjunction with other military vehicle manufacturers, the system employs something called a "venturi-disk," the details of which have not been released to the public. The NapFind sensor system is one of the most advanced available, using infrared, seismic, sound and motion detection systems.

The PathTrack is a tracked drone similar in design to the NapFind, except that it has more powerful detection systems. The PathTrack has all the detection capabilities of the NapFind, but can also detect and intercept radio transmissions and relay them back.

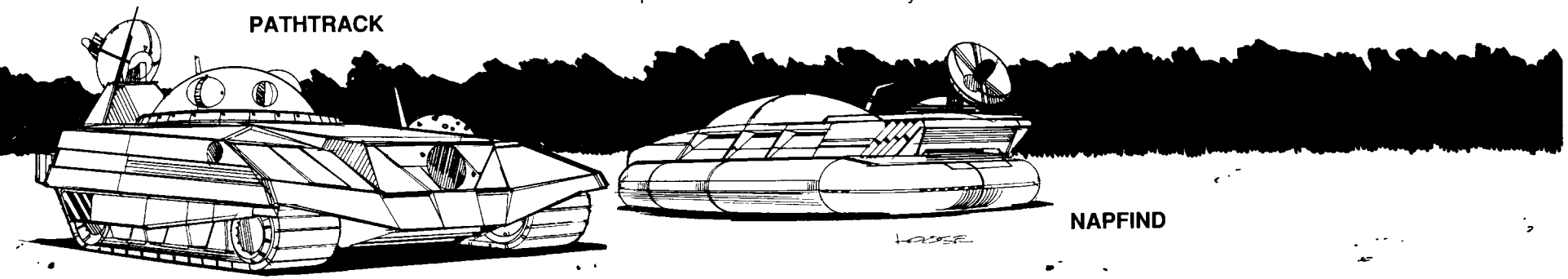
The Hi-Scout's MultiTrack Coordination System allows the vehicle to relay information from drone to drone, creating a "sensor chain" that increases detection range by over 100 percent. The only problem with this system is that some worlds have an unusual amount of background radiation that can interfere with the MultiTrack. The Hi-Scout also contains normal communications systems that enable it to transmit over 500 different channels, using all of them at the same time.

Like many command-type vehicles, the Hi-Scout carries a small self-defense weapon to discourage nosy infantry units or light vehicles. The missile system uses the TacTex MiniFind as a guidance system.

DEPLOYMENT

As the Hi-Scout is not a combat vehicle, there are no outstanding combat reports. As a communications and detection vehicle, however, the Hi-Scout has proven to be invaluable. During a border raid into Davion space, a Kurita attack group had to make a blind landing after the unit's DropShip sensors were damaged. Fortunately for them, the unit had recently purchased a Hi-Scout Drone Carrier with a full complement of sensor-drones. The Kuritans immediately dispatched the drones on recon missions.

When the drones reported back hours later, they had very little information about enemy activity. Wondering what could have gone wrong, the Hi-Scout's commander patched his StelthMat-Q into the Davion communications satellite system to increase the Hi-Scout's base range from 60 kilometers to 600 kilometers. The attack group immediately reported to the unit commander that they had landed on the wrong side of the planet and that the original Kurita forces, previously under radio silence, were victorious.



HI-SCOUT DRONE CARRIER

Type: **Hi-Scout Drone Carrier**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 60 tons
Battle Value: 126

Equipment		Mass
Internal Structure:		6
Engine:	240	23
Type:	ICE	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	88	5.5
	Armor Value	
Front	18	
R/L Side	18/18	
Rear	16	
Turret	18	

Weapons and Ammo	Location	Tonnage
1 SRM 2	Turret	1
Sensor/Communication Eq.	Body	5
Three (3) Tracked Drones	Body	9
Three (3) Hover Drones	Body	6
Ammo (SRM) 50	Body	1

Type: **Hi-Scout Drone (PathTrack)**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 3 tons
Battle Value: 11

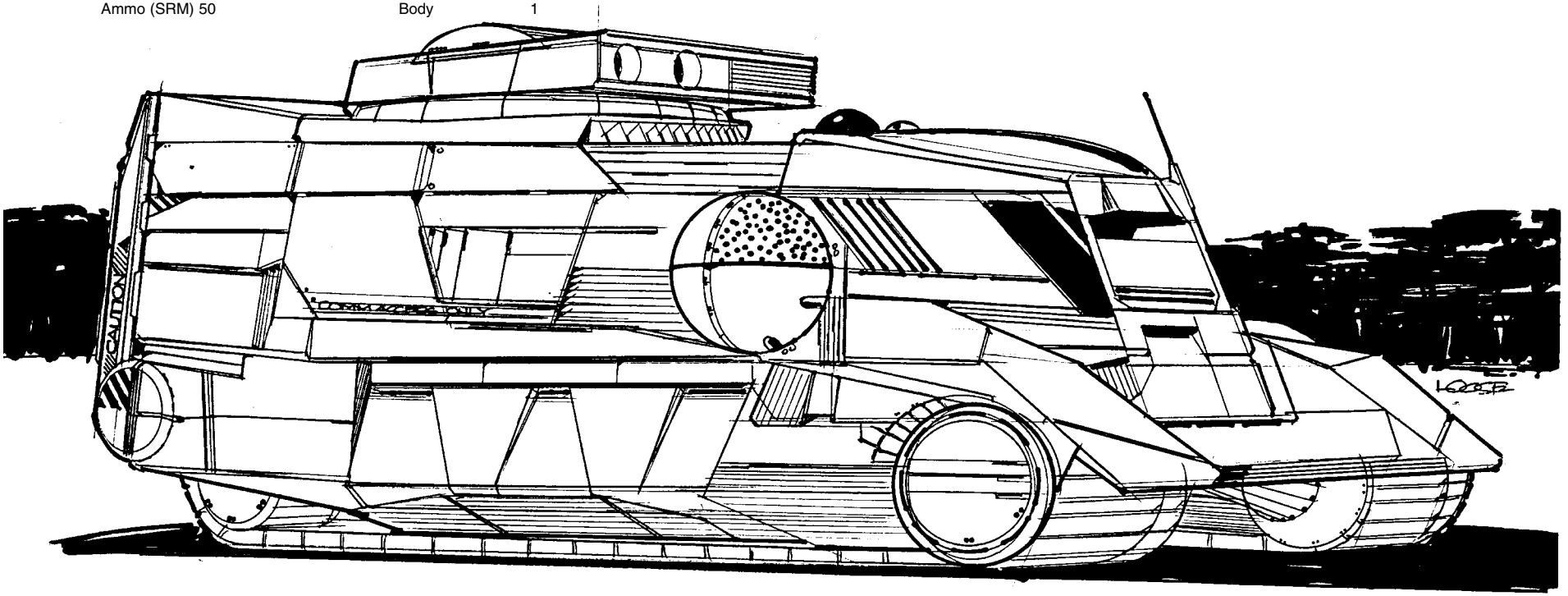
Equipment		Mass
Internal Structure:		.30
Engine:	25	1
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	0	0
Control Equipment:		.15
Lift Equipment:		0
Power Amplifier:		0
Remote:		.3
Turret:		0
Armor Factor:	8	.5
	Armor Value	
Front	2	
R/L Side	2/2	
Rear	2	

Weapons and Ammo	Location	Tonnage
Remote & Sensor Equipment	Body	.75

Type: **Hi-Scout Drone (NapFind)**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 2 tons
Battle Value: 2

Equipment		Mass
Internal Structure:		.2
Engine:	10	1
Type:	ICE	
Cruising MP:	25	
Flank MP:	38	
Heat Sinks:	0	0
Control Equipment:		.1
Lift Equipment:		.2
Power Amplifier:		0
Turret:		0
Armor Factor:	0	0
	Armor Value	
Front	0	
R/L Side	0/0	
Rear	0	

Weapons and Ammo	Location	Tonnage
Remote & Sensor Equipment	Body	.5



LRM/SRM CARRIER

VEHICLES

Mass: 60 tons
Movement Type: Tracked
Power Plant: 180 InterComBust I.C.E
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: Simple Armor Plate Standard
Armament:
3 FarFire LRM 20s (LRM Carrier)
10 Holly SRM 6s (SRM Carrier)
Manufacturer: Various
Primary Factory: Various
Communications System: Communicator
Targeting and Tracking System: FireScan with IndirecTrack

OVERVIEW

Ever since the development of the first rocket centuries ago, military units have used mobile missile systems to provide cheap and effective fire support. The Long-Range Missile Carrier and the Short-Range Missile Carrier are two typical examples of missile support units. Manufactured by almost every major military supplier, these vehicles are found in every army of the Inner Sphere.

CAPABILITIES

The chassis for missile carriers vary in basic design, but they are all essentially military transport lorries adapted to carry the huge missile launchers and loading equipment. Those adaptations generally consist of reinforcing the suspension systems and armoring the crew and critical components areas. The armor is not to protect the vehicle from enemy fire, but rather to protect the crew and critical components from the missile's back blast.

A barrage fired from a missile carrier is a fearsome sight. One vehicle can launch 60 missiles every ten seconds and most carry enough ammunition to keep up that rate of fire up for over a minute. The number and size of the missiles that a lorry can mount depend on its own size. The actual missiles used vary according to which House owns the vehicle. For example, Davion troops may use DeltaDart LRMs and HoverTech SRMs, while Kurita forces may use Shigunga LRMs and NCK SRMs.

DEPLOYMENT

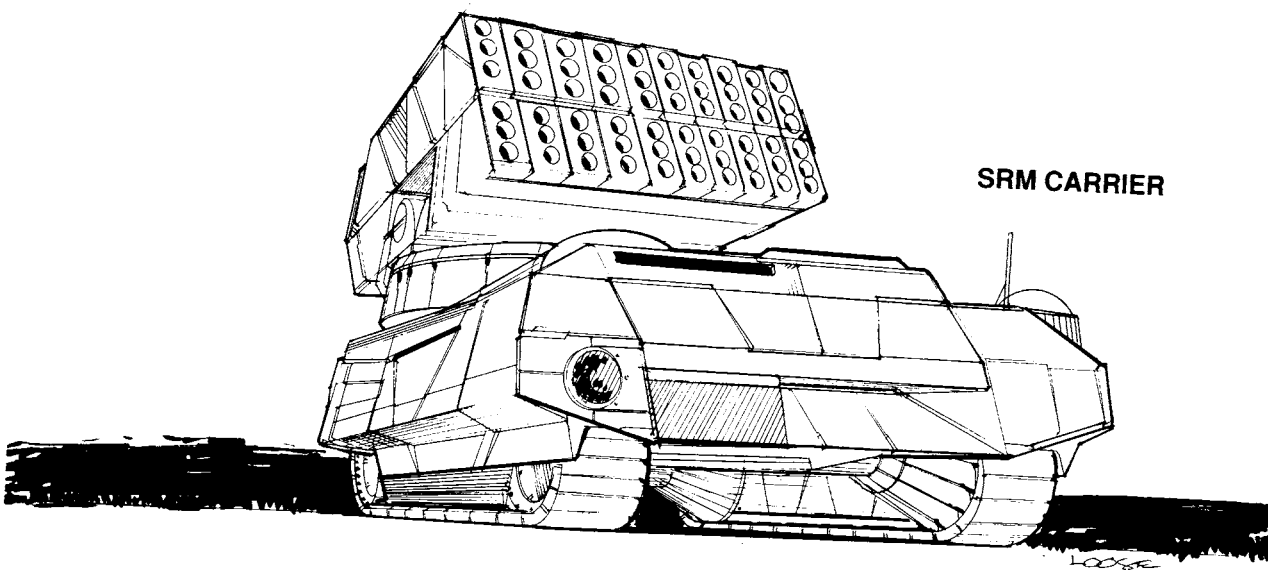
House Liao is a heavy user both of long- and short-range missile support units. During a Davion raid on the Liao planet of St. Ives, Davion troops were traveling through a narrow pass in order to reach their objective. According to their intelligence, no Liao 'Mechs were around but there would be some defending troops. What the Davion invaders did not know was that there were ten short-range missile carriers and four platoons of infantry guarding the pass. The infantry retreated up the pass to draw the Davion troops in, then the short-range missile carriers immediately opened fire. Of the original one hundred Davion tanks that entered the pass, fifty were disabled or destroyed in the first salvo of missiles. The second and third salvoes took out the other half.

In another instance, a large unit of House Liao LRM 5 carriers, five ammo trucks and several light 'Mechs were attacking the Marik world of Harsefeld. Their mission was to capture an important storehouse being guarded by infantry and tanks. When the Liao forces arrived, the Marik troops were expecting them and opened fire from emplacements set up long before the battle.

Seeing that their 'Mechs would not be able to get close to the small town and storehouse, the Liao commander ordered the LRM units to set up behind a tall ridge line where they could use indirect fire to weaken the town. Within a minute and a half, they had fired 2400 missiles at their targets. Ten minutes later, the carriers were reloaded and rained another 2400 missiles on the town. After the smoke cleared, the Marik commander surrendered without ever firing a shot.

VARIANTS

The only variation on a weapon system as simple as a missile carrier is the name of the manufacturer that happened to produce it. Though other types of support units do exist including AC/2 and laser carriers, they are far from being as effective as missile carriers.



LRM/SRM CARRIER

Type: **LRM Carrier**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 60 tons
Battle Value: 693

Equipment		Mass
Internal Structure:		6
Engine:	180	14
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	48	3

	Armor Value
Front	12
R/L Side	12/12
Rear	12

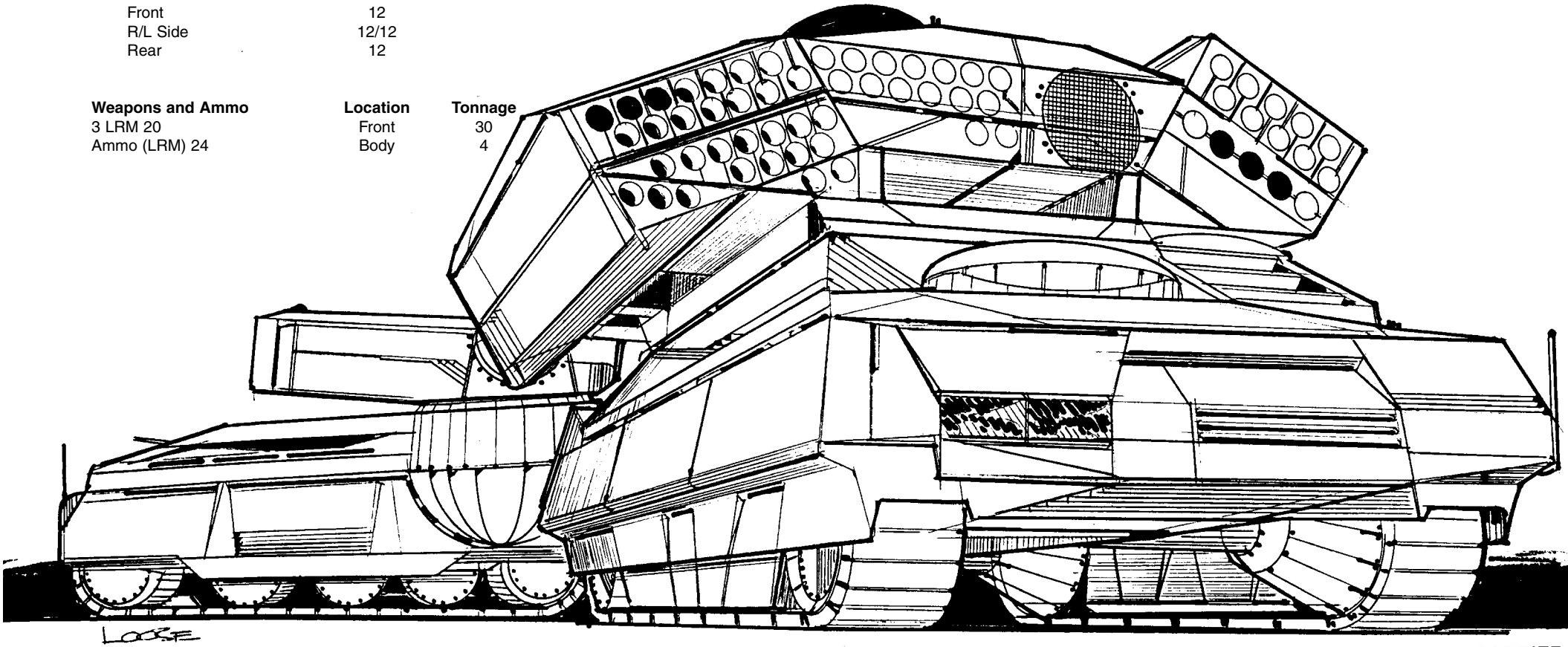
Weapons and Ammo	Location	Tonnage
3 LRM 20	Front	30
Ammo (LRM) 24	Body	4

Type: **SRM Carrier**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 60 tons
Battle Value: 676

Equipment		Mass
Internal Structure:		6
Engine:	180	14
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	48	3

	Armor Value
Front	12
R/L Side	12/12
Rear	12

Weapons and Ammo	Location	Tonnage
10 SRM 6	Front	30
Ammo (SRM) 60	Body	4



LRM CARRIER

MANTICORE HEAVY TANK

VEHICLES

Mass: 60 tons
Movement Type: Tracked
Power Plant: 240 Pitban Fusion
Cruising Speed: 43.2 kph
Flank Speed: 64.8 kph
Armor: ArcShield Maxi II Standard
Armament:
1 Parti-Kill Heavy Cannon PPC
1 SureShot Mk VI SRM 6
1 FarFire LRM 10
1 OMI HighBurn Medium Laser
Manufacturer: TechniCorp / Jalstar Aerospace
Primary Factory: Hesperus II, Armistar
Communications System: O/P R Janxiir
Targeting and Tracking System: TargiTrack 717

OVERVIEW

The Manticore is one of the best-designed and most powerful tanks ever created. The vehicle is most commonly seen among the forces of Houses Steiner and Kurita, though the tank also sees service among the armies of the other three Houses. Although the Manticore mounts a variety of weapons and is heavily armored for a vehicle of its weight, it is not equipped to deal with super-heavy vehicles, such as the Demolisher or the Behemoth. The tank was simply not designed to be a stand-up fighter.

CAPABILITIES

Mounting a large variety of weapon systems, the Manticore is capable of handling almost any combat situation. Because it is so useful, the Manticore is one of the few fusion-powered vehicles whose power plant has not been appropriated to supply 'Mech forces. The tank's main weapon is the Parti-Kill PPC. Unlike other particle cannons, the Parti-Kill does not use an energy collection capacitor or similar chamber. Instead, it uses a series of magnetic collection bottles that gather their energy straight from the fusion reactor. These energies are then channeled through a larger magnetic bottle and released from the cannon. This fires an energy "shell" that loses cohesion and disintegrates at 540 meters. The Parti-Kill's bolts are unstable at ranges under 90 meters.

The Manticore's next main weapon is its SureShot Mk VI SRM rack. The weapon is mounted on top of the main turret, just above and behind the particle cannon. It is mounted on vertical and horizontal swivel mounts, giving the pack a full 120-degree arc of fire independent of the turret.

The Manticore is capable of indirect fire with its FarFire Medium Missile Rack. Like most long-range missile units, the Manticore's missiles are patched through a complex series of fire-control systems that can track targets over any type terrain. The TargiTrack 717 Targeting System gives the tank the ability to combine its fire simultaneously with other missile units to maximize the effectiveness of a missile strike against a particular target.

DEPLOYMENT

The Manticore has proven itself to be a tough fighting vehicle, even against superior odds. On one of the many battles for the planet Morningside, a unit of invading Kurita BattleMechs was intercepted by a small Steiner Manticore force. The Steiner troops knew the surrounding terrain better than the invading forces, but the Kurita unit was better equipped.

The battle started out as a meeting engagement between the two sides. The Manticores fired on the 'Mechs with their PPCs and long-range missiles. Momentarily shaken, the Kurita forces staged a withdrawal only to regroup and turn back to fight the tanks. Three Steiner 'Mechs and over ten tanks were destroyed in this first engagement.

Both sides staged a momentary retreat, then moved back into fighting positions. This time the Steiner defense forces were more wary of the Kurita 'Mechs, using their long-range missiles for indirect fire instead of trying to move in close for an attack with the shorter-range weapons. Most of this fire was concentrated on the Kurita long-range firepower 'Mechs, such as *Archer*s and *Trebuchet*s. At the end of this second engagement, the Kurita forces had lost six 'Mechs while the Steiner forces had lost only five Manticores.

Seeing that they could no longer rely on long-range firepower, the Kurita forces moved in as quickly as possible and attacked the Steiner Manticores. This was the most effective tactic against the defending units because it prevented them from bringing the power of their main gun to bear on the close targets. Although eight 'Mechs were destroyed, the Steiner forces lost over 20 tanks.

Luckily for the remaining Manticore units, the Kurita commander considered his losses were too high to continue the fight even though he had severely crippled the Steiner defenders. The Kuritans pulled back and left the planet.

VARIANTS

TechniCorp does not allow purchasers of the Manticore to make any modifications. Any tampering or exchanging of Manticore equipment immediately voids the service contract, and TechniCorp will make no repairs on a modified vehicle. Strangely enough, most customers respect this restriction.

Type: **Manticore Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 60 tons
Battle Value: 619

Equipment		Mass
Internal Structure:		6
Engine:	240	17.5
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	13	3
Control Equipment:		3
Lift Equipment:		0

Equipment (cont.)		Mass
Power Amplifier:		0
Turret:		1.5
Armor Factor:	176	11
	Armor Value	
Front	42	
R/L Side	33/33	
Rear	26	
Turret	42	

Weapons and Ammo	Location	Tonnage
1 PPC	Turret	7
1 SRM 6	Turret	3
1 LRM 10	Turret	5
1 Medium Laser	Front	1
Ammo (SRM) 15	Body	1
Ammo (LRM) 12	Body	1

PIKE SUPPORT VEHICLE

VEHICLES

Mass: 60 tons
Movement Type: Tracked
Power Plant: 180 Jones w. EmissionKill I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: StarSlab/9 Standard
Armament:
3 ZeusBolt Autocannon/2s
2 Marklin Mini Missile Pack SRM 2s
Manufacturer: Canopus Industries Alpha
Primary Factory: Canopus
Communications System: Magestrix Alpha
Targeting and Tracking System: Magestrix Gamma

OVERVIEW

The Pike Long-Range Support Vehicle is one of the first produced in the Magistracy of Canopus, located along the rim of the Free Worlds League. The Magestrix, the leader of Canopus, commissioned the Pike along with several other vehicles in 2987, in hopes of bringing more trade into her relatively impoverished domain. Like many other vehicle producers, she surmised that eventually the Lords of the five Successor Houses would not be able to resupply and maintain the immense 'Mech armies they were throwing away on useless border skirmishes. Kyalla was willing to produce and sell military vehicles to the Lords until they could no longer field their full 'Mech strength, while she saved her own 'Mechs for a later time.

The Pike's main function on a battlefield include destroying small vehicles and infantry units and harassing 'Mechs, especially 'Mechs like the *Archer*, whose main weapon is long-range missiles.

CAPABILITIES

The Pike is the closest a military unit can get to having a short-range artillery weapon without having to purchase Snipers or Long Toms. Although Snipers or Long Toms do more damage, they are usually in great demand, hard-to-find and very expensive.

The three ZeusBolt Long-Range Guns give the Pike the longest range-weapon capability on the battlefield. The three guns are mounted in one turret and share the same targeting and tracking system. This unique system tracks the flight path of the shells for all three guns at once, automatically adjusting for azimuth and elevation. This makes the ZeusBolt 74.3 percent more accurate than any similar system available.

The main drawback of the Pike, however, is ironically its main weapon. For all their vaunted accuracy, the three ZeusBolt Long-Range Guns do not inflict much damage. Indeed, a hit from a ZeusBolt Gun is equivalent to the hit of a machine-gun shot or one short-range missile hit. To compensate for this, the engineers of Canopus Industries Alpha gave the Pike over 200 rounds of ammunition. This allows the tank to fire more times at a target and presumably do more damage. The Pike is also equipped with two small short-range missile racks for self-defense. These SRMs can fire accurately at targets at ranges of 120 meters or less, which would be difficult, even futile, for the ZeusBolt.

The Pike's engine is equipped with the EmissionKill system. This device cuts down on the exhaust emissions given off by the 14-ton engine, theoretically making it difficult to see the Pike in infrared. Pike crews are not convinced, however, that the system works. They also claim that the EmissionKill system drastically increases the tank's fuel consumption. Most crews remove the EmissionKill system the first chance that they get.

DEPLOYMENT

Although the Pike is 38 years old, it has not seen much combat use. It is difficult enough getting goods exported into the Inner Sphere and nearly impossible to find a buyer for untried military vehicles. ComStar was the first customer for the Pike.

The ComStar Pikes were distributed among various worlds whose hyperpulse generators were considered at risk. One of these dangerous areas was near Santander V, homeworld of the bandit king Helmar Valasek. Valasek carried out raids against this planet but because he was looking for water and 'Mech parts, not hyperpulse generators. Unfortunately for ComStar, Valasek always managed to stumble across the generator no matter where it was moved. After becoming weary of recapturing the generator from bandit troops, ComStar moved a number of Pikes onto the planet for defense.

Months later, Valasek once again raided the planet for water and found the generator. This time, however, Pike units guarded the generator. At the approach of the incoming bandit forces, the Pikes fired at long range. This took the bandits by surprise and threw them into confusion, which allowed the Pikes to fire on the raiders again and again. By the time they were able to reorganize and close into effective range, the Pikes had destroyed several 'Mechs. Deciding to cut their losses, the bandits withdrew. Since that battle, no further raids have been carried out against the ComStar installation.

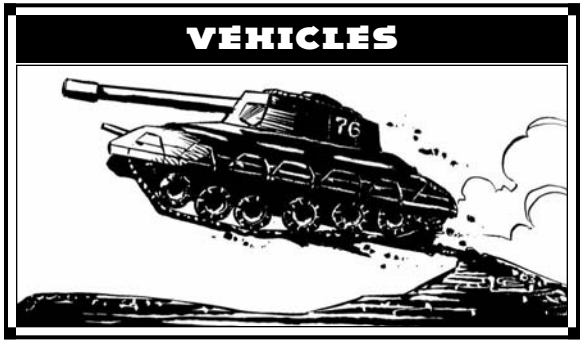
Type:**Pike Support Vehicle**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 60 tons
Battle Value: 334

Equipment		**Mass**
Internal Structure:		6
Engine:	180	14
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		3
Lift Equipment:		0
Power Amplifier:		0
Turret:		2

Equipment (cont.)		**Mass**
Armor Factor:	144	9
	Armor Value	
Front	33	
R/L Side	25/25	
Rear	25	
Turret	36	

Weapons and Ammo	**Location**	**Tonnage**
3 Autocannon/2	Turret	18
2 SRM 2	Front	2
Ammo (AC) 225	Body	5
Ammo (SRM) 50	Body	1

MONITOR NAVAL VESSEL



Mass: 75 tons
Movement Type: Surface Naval
Power Plant: 195 I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: Standard
Armament:
2 Autocannon/20s
3 SRM 2s
Manufacturer: Nav Hull
Primary Factory: New Samarkand
Communications System: Various
Targeting and Tracking System: Various

OVERVIEW

Though most planets in the Inner Sphere are water-poor, many of the heavily populated or industrialized worlds tend to be water-rich. Large population and industrial centers often spring up along rivers and deltas. River commerce becomes a major factor in the economic growth of the planet and thus a target for military action. Swamps and deltas also provide refuge to guerrillas and any remnants of whatever army last occupied the planet, because 'Mechs and other landbound vehicles find such terrain impassable. To control these vital arteries of commerce and deny guerrillas a sanctuary, planetary garrisons use heavily armed river and coastal patrol craft.

For the most part, these craft are little more than field conversions of commercial river boats. Some specially designed patrol craft have also entered service, however; the Monitor produced by Nav Hull is an example of just such a surface naval vessel.

CAPABILITIES

In commercial interstellar trade, a planet usually imports only the components that it cannot manufacture locally to produce a particular item. For example, a planet with a viable light industrial base might only import computer chips and monitors, with its local firms manufacturing keyboards and housings. Later on, all the components are assembled to produce personal computers. Though this subassembly method of production is very cost-efficient, it has only rarely been used to produce armaments.

Nav Hull decided that if this practice was so successful for commercial products, it might also work well for its naval patrol vessels. The company markets the Monitor in kit form to planets able to manufacture a standard displacement hull and to supply the necessary internal combustion engine and power system. The Nav Hull kit contains armor plating, a communications package, complete navalized Demolisher turret and detailed instructions on how to assemble the kit on a variety of hull shapes.

The Monitor is a formidable craft. Drawing only a half-meter of water, it can freely travel through many river channels that more conventional craft could not navigate. The armor plating is proof against any type of weapon, whether wielded by guerrillas or 'Mechs. Its two 185mm cannons are able to sink another vessel in one salvo. For close-in defense in the confines of a narrow river, the vessel carries three sets of SRM 2s.

The Monitor is a slow craft, however, with a top speed of only 54 kph. Though this is sufficient to overhaul most commercial barges and rivercraft, a faster guerrilla ship might be able to outdistance it. For this reason, the Monitor carries a reinforced squad of jump troops. If needed, the jump troops can launch directly up from their compartment via deck hatches. As Nav Hull's Monitor kits have sold so well, the firm intends to expand into other forms of naval vessels.

DEPLOYMENT

Monitor duty can be boring and definitely nonheroic, for no great glory usually comes from sitting behind one meter of armor plating and blasting a wooden barge to kindling. One Monitor, however, has managed to achieve quite a reputation during its brief career.

In mid 3025, a full-scale rebellion broke out on the Kurita-occupied planet of Verthandi. In the first month of the rebellion, a Kurita Monitor named the Vengeance was docked at Port Gaspin. When a load of food and ammunition arrived, the stevedores carried it aboard. These dock-workers were actually a rebel squad under the leadership of Frances Marrion, most recently an art student at the University of Regis.

Frances and her men overpowered the Kurita crew and steamed upriver in the Vengeance. Over the next three months, Marrion and the now-renamed Swamp Fox terrorized the Kurita troops trying to restore order to the Silvan Basin. The Swamp Fox might be seen coming out of the morning fog to shell a Kurita warehouse or troop barracks. Troops using the captured jump packs would land in the midst of a Kurita morning formation, kill the troops, and then rocket out before the enemy could react. Within four months, the Basin and the river were totally in rebel hands, leaving only the city of Regis still in the hands of the Combine.

The Swamp Fox and Frances Marrion were killed just before the start of the new year. The Draconis Combine had ordered in four 'Mech regiments and twelve regiments of supporting troops to put down the rebellion. Their first order of business was to destroy the Swamp Fox, using a supply depot near the river to serve as bait. As the Swamp Fox came into firing range, four 'Mechs that had been hidden underwater stood up, blocking all retreat. In the ensuing battle, two Kurita *Marauder*s were destroyed and one *Shadow Hawk* was crippled. Despite battling valiantly, however, the Swamp Fox and her crew were sent to the bottom.

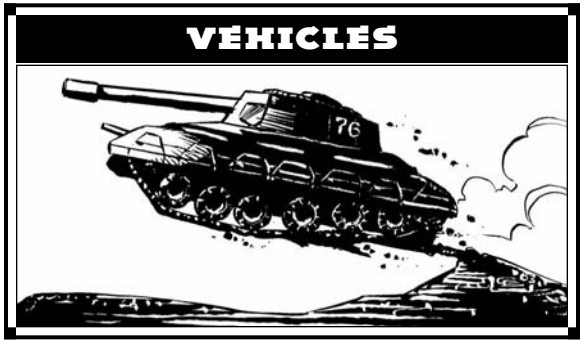
Type: **Monitor Naval Vessel**
Technology Base: Inner Sphere
Movement Type: Surface Naval
Tonnage: 75 tons
Battle Value: 571

	Armor Value
Front	22
R/L Side	22 / 22
Rear	22
Turret	40

Equipment		**Mass**
Internal Structure:		7.5
Engine:	195	16
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		3
Armor Factor:	128	8

Weapons and Ammo	**Location**	**Tonnage**
2 Autocannon/20	Turret	28
1 SRM 2	Right	1
1 SRM 2	Left	1
1 SRM 2	Rear	1
Ammo (AC) 15	Body	3
Ammo (SRM) 50	Body	1
Cargo (Jump Infantry)	Body	1.5

DEMOLISHER HEAVY TANK



Mass: 80 tons
Movement Type: Tracked
Power Plant: 240 GM Superload I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: Durandal 160 Standard
Armament:
2 185mm ChemJet Gun Autocannon/20s
Manufacturer: Aldis Industries
Primary Factory: Terra
Communications System: Omicron 5000
Targeting and Tracking System: Omicron VII

OVERVIEW

Since its introduction into combat, the Demolisher Heavy Tank has earned a reputation as one of the most deadly vehicles on the battlefield. Although frightened enemy troops have often exaggerated their reports, the Demolisher is definitely a superb battle machine.

The Demolisher was the first heavy tank produced by Aldis Industries and still is the most popular. The Aldis engineers conceived of the Demolisher project in the early days of the Succession Wars as a solution to the 'Mech technology problem. The Aldis designers hoped to create a vehicle heavy enough to destroy any 'Mech, which they could sell to the worlds unable to afford 'Mech forces.

The first line of Demolishers was an amazing success. Many worlds not protected by standing 'Mech armies bought hundreds of Demolishers. This tall, squat, four-tread model is the one most often thought of as a Demolisher to this day. Aldis Industries soon released the Demolisher Mk II, however, a shorter version with a better suspension system and only two tread units.

CAPABILITIES

The Demolisher is an efficient battle machine. Its two turret-mounted 185mm guns use a popular propellant system that mixes two chemicals in suspension to propel the huge shells out of the barrel. In the original model, this system produced an enormous amount of heat, so the chassis was modified to act as a makeshift heat-sink system. Until the appearance of the Demolisher Mk II, crew members had to wear special coolant suits because of the unbearably hot temperatures inside of the tank during a sustained firefight. The Mk II solved the problem by channeling most of the ejection gases out the barrel.

Another problem with the original Demolisher was that its targeting, tracking, and communications systems drew too much power from the main battery. To compensate, the Aldis engineers first designed massive power amplifiers to be installed as part of the engine. Their next attempt to solve the problem produced a smaller, more efficient engine with internal power amplifiers. Though this engine was no larger than a normal one of the same horsepower, its cost was significantly higher. With the eventual development of more power-efficient tracking and communication systems, however, the Demolisher became equipped with a regular engine.

The number of crew in a Demolisher varies. Sometimes, there is a commander, a driver, two gunners, two loaders and one communications/engineer crewman. Other times the commander acts as the driver. There are even versions that have only one gunner and no loaders. The number of crewmen in the tank depends on when it was produced. The newer the model, the less crew it will have.

DEPLOYMENT

As with any military vehicle, the battle history of the Demolisher is a mix of victories and defeats. Most worlds that bought the Demolisher did not buy any support vehicles or light 'Mechs to help fight, and so the heavy tank became known for its ability to destroy anything on the battlefield, earning its title as the "'Mech Slayer."

Early in the First Succession War, an unknown 'Mech force attacked the storehouse on the Kurita planet Kessel. At the time, the Kurita 'Mech forces normally stationed there had moved off to attack a Steiner world, leaving a lance of Demolishers as the only defensive units. The invaders' force was composed of four light 'Mechs, two medium 'Mechs and two assault 'Mechs. Acting on information that the normal defensive force had gone, the attackers believed that their token force would be sufficient to destroy any opposition.

Overconfident, the attacking forces first moved in one of their assault 'Mechs to scare any defending troops into surrender. Unfortunately, this plan backfired. All four of the Demolisher crews fired at the huge 'Mech at once and destroyed it outright. Seeing one of their number so quickly defeated, the other invader 'Mechs regrouped and attacked in waves, hoping to wear down the opposition. This worked no better than the previous plan, however; as soon as two or three of the charging 'Mechs came into range, the four Demolishers destroyed them before they could inflict enough damage to take out even one of the heavy tanks. Eventually, the remains of the invading 'Mech force decided it was wiser to depart the planet, but not before a lucky head shot destroyed the attackers' second assault 'Mech.

VARIANTS

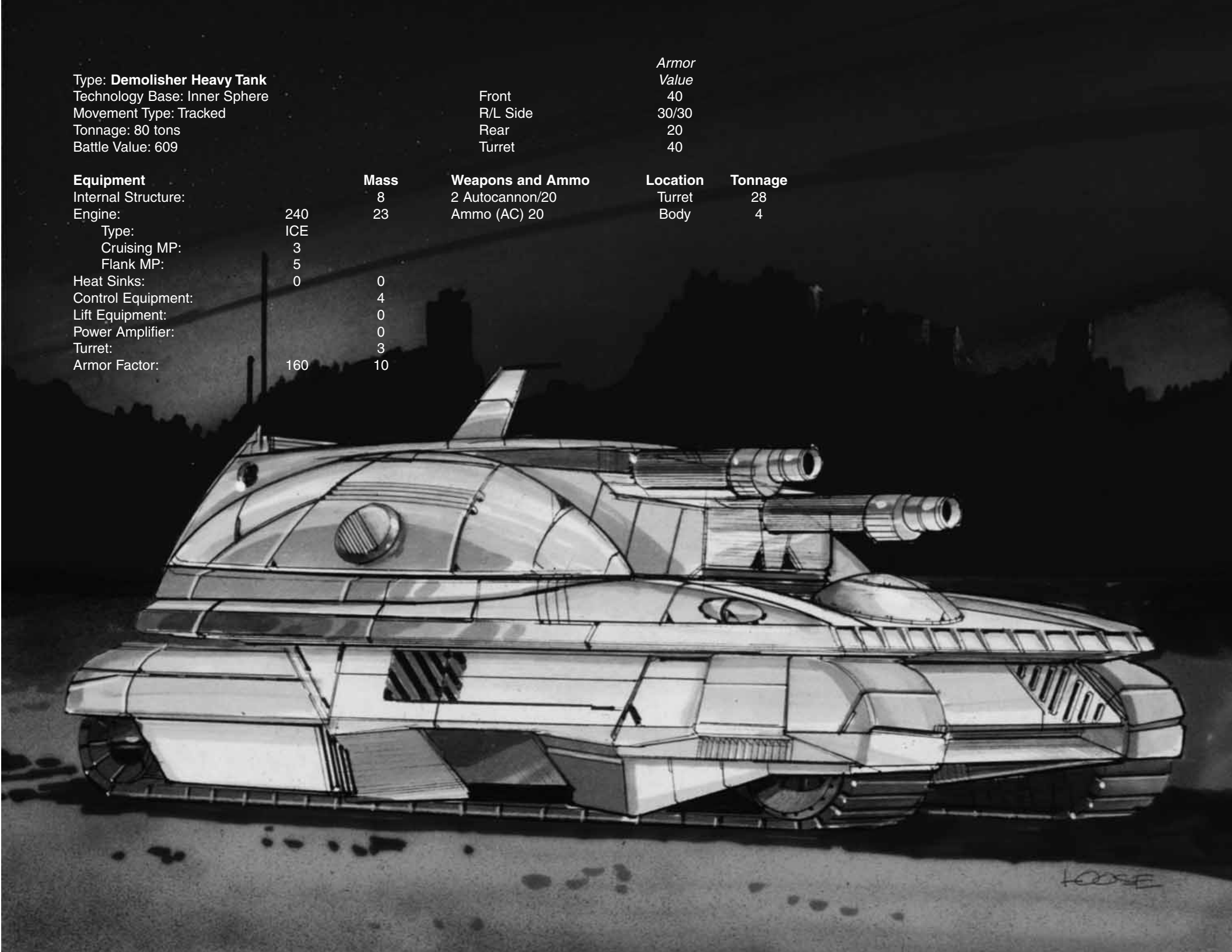
There are no known variants of the Demolisher, although some troops will remove armor and install small defensive weapons if there are enemy infantry and small vehicles nearby. Aldis Industries offers a variety of Demolisher "update" packages that improve the capabilities of the tank. The most popular updates are automatic shell-loaders and a combination commander/gunner position.

Type: **Demolisher Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 80 tons
Battle Value: 609

	Armor Value
Front	40
R/L Side	30/30
Rear	20
Turret	40

Equipment		**Mass**
Internal Structure:		8
Engine:	240	23
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		3
Armor Factor:	160	10

Weapons and Ammo	**Location**	**Tonnage**
2 Autocannon/20	Turret	28
Ammo (AC) 20	Body	4



PARTISAN HEAVY TANK

VEHICLES

Mass: 80 tons
Movement Type: Tracked
Power Plant: 240 Internal Combustion I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: StarSlab/7 Standard
Armament:
4 Flak Autocannon/5s
2 Auto Guns Machine Guns
Manufacturer: Kallon Industries
Primary Factory: Loyalty, Kirklin, Nanking
Communications System: JoLex Systems
Targeting and Tracking System: AntiAir Flak Systems-1

OVERVIEW

One of the most destructive weapons on the battlefield is the strafing or bombing aerospace fighter. To counteract these attacks, many companies produce some type of anti-aircraft system. Two of the most popular are the *Rifleman* and *JagerMech* BattleMechs produced by Kallon Industries. These two 'Mechs are powerful AA systems because they can each deliver such a large volume of accurate fire.

Kallon no longer has the facilities to produce as many 'Mechs as they formerly did, so they hoped to meet the demand for anti-aircraft systems to replace the damaged or destroyed AA 'Mechs already in use. They filled the gap with the development of the Partisan Heavy Tank. The Partisan uses four long-range autocannon of the same design found on both the *Rifleman* and the *JagerMech*. Providing good firepower with long range is what makes these guns so effective against aircraft.

CAPABILITIES

The Partisan's anti-aircraft weapons consist of four medium autocannon mounted on a quad turret. Though no different than other guns of the same size, these weapons fire shells unlike those of other combat weapons. Most similar guns use regular-impact explosives, while the Partisan's guns fire proximity-fused rounds. This type of ammunition explodes when it gets within five to ten meters of an airborne target, which gives the whole system better accuracy than a normal gun shooting at aircraft.

Another difference between the Partisan and other gun carriers is the AntiAir Flak Systems-1 tracking and targeting equipment. This system can track up to 200 targets at once, determine the range to each, and then fire at the optimum target. The gunner is equipped with a Target Identification Screen (TIS) that read out a list of targets, starting with the closest and ending with the farthest. Using a simple light-pen system, the gunner can override the computer's fire orders with his own. (The gunner can also remove the TIS from the Partisan and use it up to 20 meters away from the vehicle.)

The Partisan's targeting equipment also has an optional fire switch that allows it to fire at ground targets. When engaged with battlefield targets, the gunner always chooses this option; while overridden, the computer will not switch back to anti-aircraft. As the computer does not have an identification system for ground targets as it does for flying targets, the gunner must use the system's sights to engage those targets. When the Partisan is firing at ground targets, the shells of the four guns are automatically disarmed of their proximity fuses, making them normal-impact rounds.

Another feature built into the fire-control system is a datalink that allows several Partisans to act as one large anti-aircraft unit. All the computers hook into one large net that picks the best possible targets shown on all the radar screens. The computer then fires at either the most threatening target or the most dangerous group of targets.

DEPLOYMENT

A famous Davion battle involving a line of Partisans using datalink occurred on Galtor, when a flight of Kurita Shilone fighters attacked a group of storehouses. The fighters had been sent as part of a raiding force that was harassing several nearby planets. The Davion units on the other planets were attempting to fight off what looked like major assaults. These attacks were only decoys, however, sent out to lure Davion 'Mechs away from the Galtor storehouses.

The Kurita fighters were not trying to destroy the storehouse; rather, they were trying to disable the defending units so that infantry could move in and take the warehouse by storm. The only weapons the fighters could use without danger of hitting the warehouse were their long-and short-range missiles. The only defensive units guarding the storehouses were ten Partisan anti-aircraft vehicles. These vehicles had set up in prepared emplacements that left only their turrets and miniguns showing. When the Shilones attacked, the Partisans were ready.

The first attack wave came and went quickly, scoring only rare hits on the Partisans. The next attack wave came moments later, but now the fighters were more cautious They did score several minor hits against the Partisan line, but the ground guns destroyed two of the fighters.

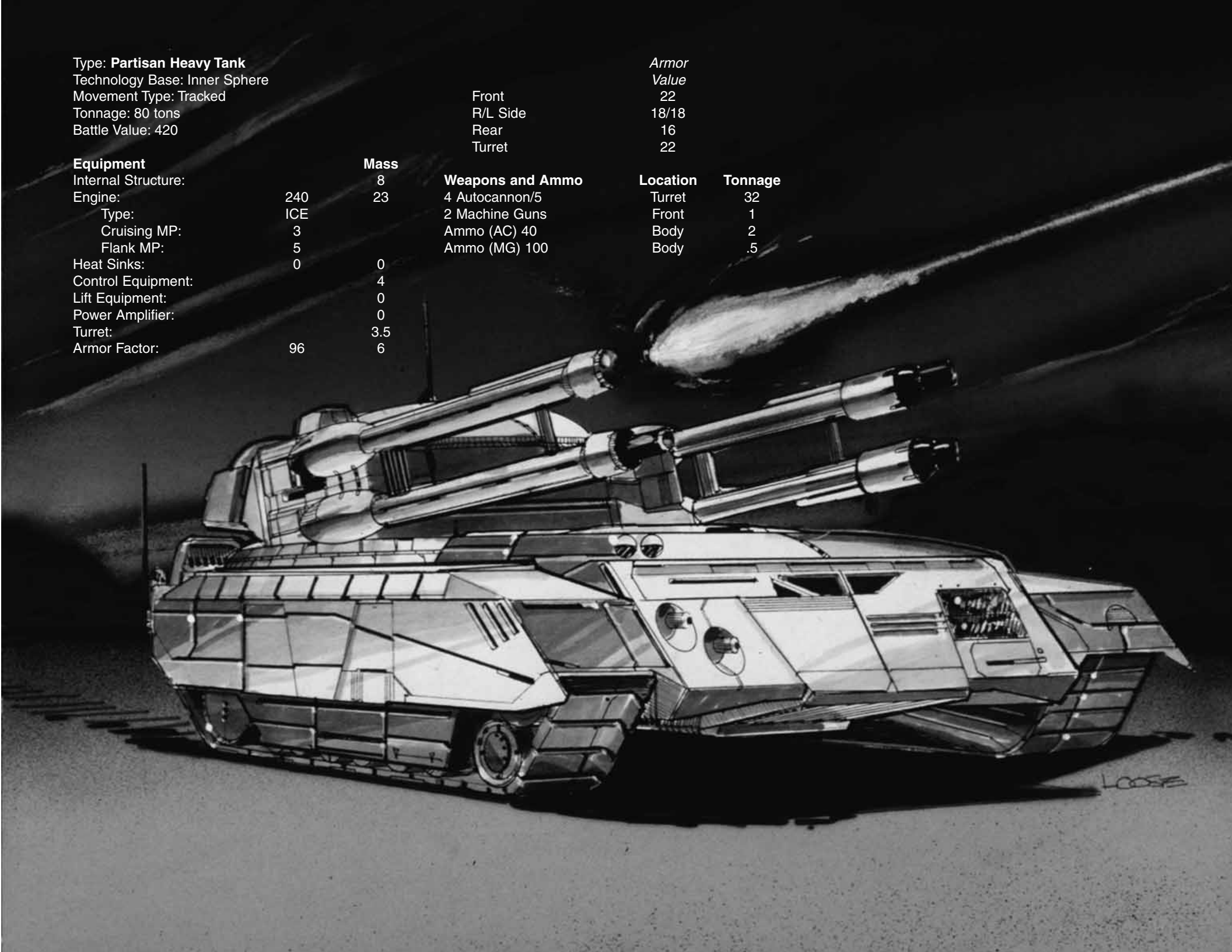
Though the Kurita commander could not afford to lose any more fighters, his orders were to destroy the defending units, no matter what the cost. He knew that taking out those anti-aircraft guns would require that his fighters hold nothing back, so he ordered his fighters to attack full force. On the next attack run, the Partisan unit destroyed over a dozen fighters, while the fighters destroyed only two anti-aircraft guns. The proximity-fused shells of the Partisan's guns continually destroyed the missiles fired by the Shilones, and the heavy emplacements stopped their lasers. After two more unsuccessful runs, the Shilone commander retreated what was left of his flight. No reinforcements were called for, and no other attacks were made.

Type: **Partisan Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 80 tons
Battle Value: 420

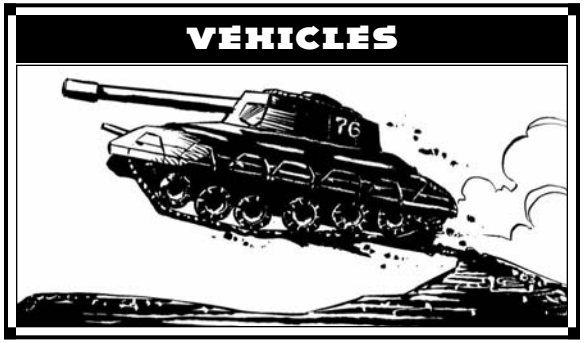
Equipment		**Mass**
Internal Structure:		8
Engine:	240	23
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		3.5
Armor Factor:	96	6

	Armor Value
Front	22
R/L Side	18/18
Rear	16
Turret	22

Weapons and Ammo	**Location**	**Tonnage**
4 Autocannon/5	Turret	32
2 Machine Guns	Front	1
Ammo (AC) 40	Body	2
Ammo (MG) 100	Body	.5



SCHREK PPC CARRIER



Mass: 80 tons
Movement Type: Tracked
Power Plant: 240 GoreTex Fusion
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: ArcShield VII Mk 5 Standard
Armament:
3 HellStar PPCs
Manufacturer: Aldis Industries
Primary Factory: Terra
Communications System: Olmstead 3000
Targeting and Tracking System: Omicron IX

OVERVIEW

For many years, both enemy vehicles and 'Mechs considered the Demolisher to be one of the most awesome heavy tanks on the battlefield. The Demolisher's main guns had the side effect of generating unbearable amounts of heat, however, requiring its crew to wear specially designed coolant suits. Even the coolant suits could not protect the crewmen during a sustained fire fight, and they would die either from the super-hot temperatures or the inability to continue fighting.

Ten years and hundreds of coolant suits later, Aldis Industries announced that they had developed a vehicle comparable in size and firepower to the Demolisher but without the heat problems. This vehicle was the Schrek PPC Carrier.

Using the latest innovations in particle projector technology, the Schrek is capable of literally vaporizing the armor off of any 'Mech with one shot. Many potential buyers are put off by the cost, however, and the use of a viable fusion power plant. Many argue that they can purchase a much more effective 'Mech for the price. Only time will prove the commercial viability of this deadly vehicle.

CAPABILITIES

On the battlefield, the Schrek's main function is to act as long-range heavy fire support to vehicles and 'Mechs. Its three HellStar PPCs allow the vehicle to engage and destroy practically any unit in combat. Light 'Mechs may be able to close with the Schrek, but one hit from its PPCs can usually disable or kill anything under 30 tons. The heavier 'Mechs do not have the speed to engage the Schrek before its PPCs cause major damage. The greatest threat to the Schrek are medium 'Mechs, for they combine both speed and firepower.

The Schrek's fusion plant has given the Aldis sales force some unexpected problems. There are currently very few combat vehicles using fusion power plants. Consequently, most of the techs assigned to vehicle units are trained to maintain conventional internal combustion engines. While the techs were supposedly retrained, many Schreks started to break down as the result of improper maintenance on their engines. Aldis has responded by offering a free training program to anyone who purchases ten or more vehicles. The response to this program, however, has not been as favorable as expected.

One advantage of the Schrek over the Demolisher is that the Schrek was built mainly for defilade fire, or fire from prepared, hidden emplacements. The Schrek's high-angle, sloped armor and low profile make it a difficult target to spot and destroy. In addition, the Schrek's two treads create less ground pressure than the Demolisher's four, allowing it to move over softer terrain. The Schrek's greatest limitation is its lack of close-range attack capability. The PPC has difficulties concentrating a particle stream at ranges of less than 120 meters, and so the Schrek must avoid closing with the enemy. When it is in a favorable battle position, however, the vehicle's heavily armored turret and front slope give it the protection needed to fight well.

DEPLOYMENT

On one occasion, an undisclosed invader attacked Butte Hold, home world of Periphery bandit king Redjack Ryan. While Ryan and his troops were away from the planet, the unknown attackers began to raid several outposts. Once they had stolen enough of Ryan's equipment and supplies, they set up a semi-permanent campsite just outside a major city. It was obvious to the city forces that an attack was being prepared.

Fortunately, the city defense force had acquired several Schreks, so they were not totally unprepared. After a day of setting up dug-in firing positions for the Schreks and other vehicles still in working order, the defenders believed they could hold out until Ryan's return.

The invader's force consisted mostly of light and medium 'Mechs, but also included several aerospace fighters. Though the attack began as an attempt to overwhelm the city defenders, the five Schreks had totally decimated the enemy units within a half an hour. This included the *Cyclops* piloted by the enemy leader. Within five minutes of the start of the attack, the concentrated firepower of the Schreks had reduced the assault 'Mech to a slag heap.

VARIANTS

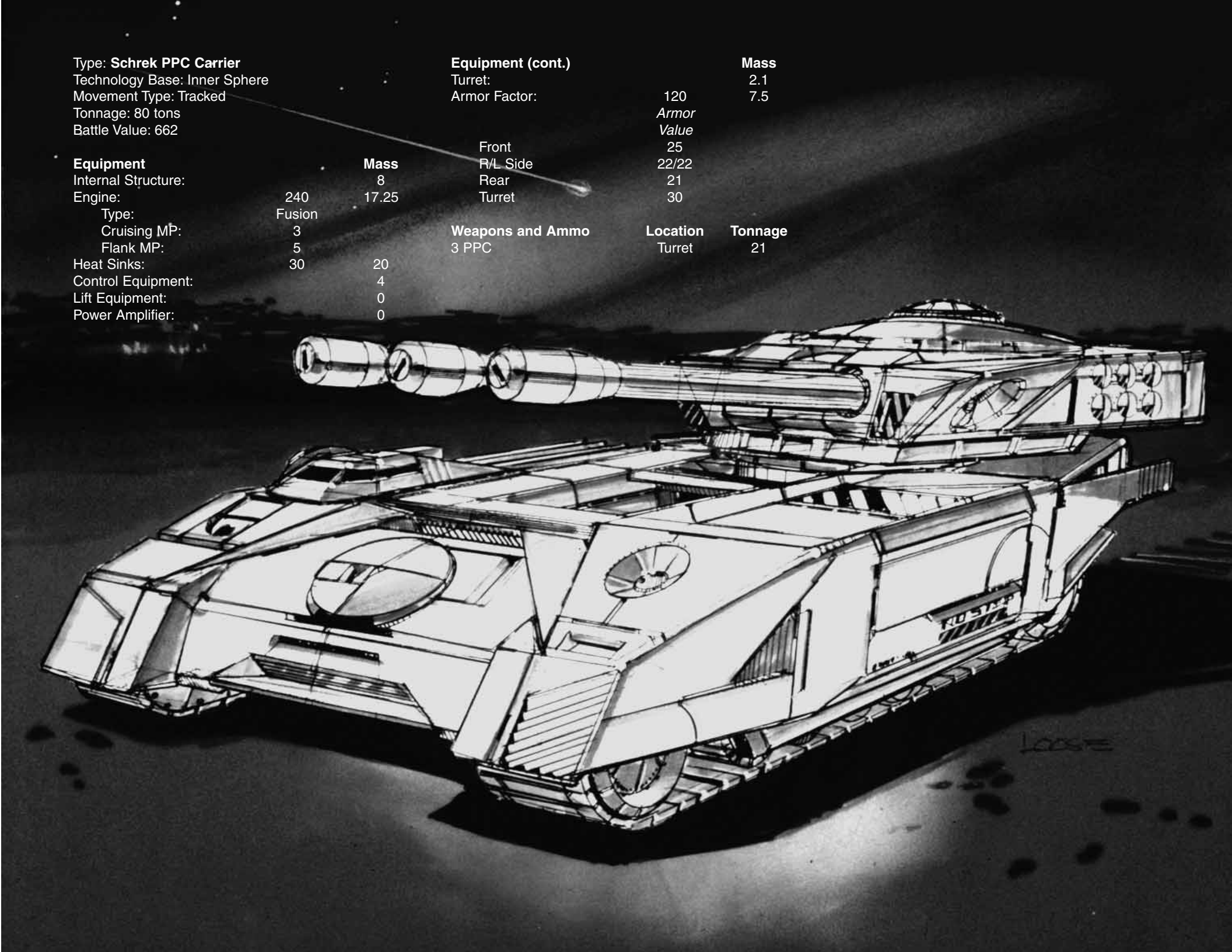
There have been very few variants of the Schrek over the years. Sometimes, however, troops do mount the Schrek with external machine guns or small lasers if they believe that a small enemy raiding force may be near, but even this is rare.

Type: **Schrek PPC Carrier**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 80 tons
Battle Value: 662

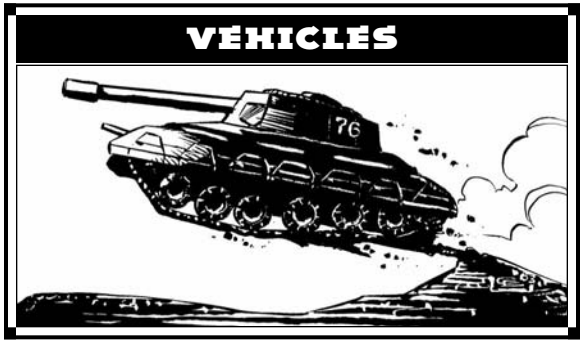
Equipment		**Mass**
Internal Structure:		8
Engine:	240	17.25
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	30	20
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0

Equipment (cont.)		**Mass**
Turret:		2.1
Armor Factor:	120	7.5
	Armor Value	
Front	25	
R/L Side	*22/22*	
Rear	21	
Turret	30	

Weapons and Ammo	**Location**	**Tonnage**
3 PPC	Turret	21



STURMFEUR HEAVY TANK



Mass: 85 tons
Movement Type: Tracked
Power Plant: 255 InterComBust I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: ProtecTech 7 Standard
Armament:
2 SturmFeur LRM 20
2 MiniGuns Machine Guns
Manufacturer: Trellshire Heavy Industries
Primary Factory: Sudeten
Communications System: Angst 2100-b
Targeting and Tracking System: Sturmfeur Highlight w/ BlindFire Radar

OVERVIEW

The SturmFeur is the largest missile-carrying tank available in the Inner Sphere. Mounting a huge number of long-range missile racks, this heavy tank is capable of disabling or destroying any known vehicle. It was commissioned by the LCAF, which wanted a vehicle that could support other units without having to worry about being attacked. They also wanted the tank to have indirect fire capability so that it could fire over obstacles, such as hills or trees. The first SturmFeur rolled off the assembly line in 3018. It boasted enough missiles to support almost any number of units within range and a new radar guidance system that guaranteed superior indirect fire capability.

CAPABILITIES

The SturmFeur went through many design changes before the current model became standard. The problem with other designs was that some of the missiles would collide when all were fired at once. Some of the solutions tried were rotary missile packs and vertical launch-tubes, but these also suffered from the mid-air collision problem. The final solution was a combination of missile-fire strips and a new terminal guidance system. One missile rack was mounted facing up and slightly forward in the right and left rear top deck of the tank. The new guidance system launched the missiles straight up and then arced them toward their target. The other missile rack was mounted in the turret, firing on a much flatter arc. This guaranteed that there would be no missile collisions.

Mounted coaxially to the turret missiles are a machine gun and the SturmFeur HighLight tracking module with BlindFire Radar targeting system. The HighLight keeps track of each missile rack's target, no matter where it is. The BlindFire Radar system can track over 200 targets simultaneously, and is one of the fastest and most advanced units available.

The only complaint SturmFeur crews have is that the vehicle's interior provides the four-man crew with no room to move. Each control seat is mounted on a rack that slides out of the sides of the tank. Once seated, the crewman straps in and slides the chair back into the SturmFeur. This means that the crew cannot move inside the vehicle, though the chairs do swivel to allow access to all the controls of a particular station.

Although the SturmFeur is a heavy tank, it has a remarkably low profile. The missiles are mounted inside the vehicle with only their exit ports visible. The engine, loading equipment, and ammunition is stored between the missiles. The turret is the only external piece of equipment visible on the SturmFeur's boxlike chassis.

DEPLOYMENT

The SturmFeur is a very new vehicle and has not seen much combat. There are a few reports of engagements with these tanks, however, against other vehicles invading Steiner space. The SturmFeur's first combat run occurred on Hesperus II, a Steiner planet that still possesses a working 'Mech production facility. The world is heavily guarded to prevent a full scale attack, but one Marik faction believed that a small group could slip past the heavy defenses, land near the production sites, and steal as many 'Mech parts they could carry.

The plan was to jump into the Hesperus system at a nonstandard jump point. The jump point that they chose was on the orbital plane opposite from Hesperus II, with the sun between the ship and prying Steiner eyes. The DropShip would then power down and wait until the planet had swung around the sun. When operating on low power, the DropShip would be all but undetectable to the Steiner defenses. Once Hesperus swung into position, the DropShip would make a low-power entry into the upper atmosphere and then land on top of the production sites with its small 'Mech raiding force.

The raiding force consisted of four recon 'Mechs, two medium 'Mechs, one heavy 'Mech and a few armored transports. The attack went exactly as planned, except that the raiders found more Steiner DropShips around the planet than usual. In order to avoid detection by the Steiner ships, the DropShip was forced to land about 30 kilometers off-target. What the Raiders did not realize was that the large amount of DropShip activity around Hesperus was due to the arrival of a shipment of SturmFeurs to reinforce the defense garrison. Ten minutes after the pirate force had landed, the newly landed SturmFeur groups were on their way to their new garrison positions.

Moving cautiously and slowly toward the 'Mech production site, the Raiders made their way through a mountain range. They went two at a time, which allowed the other 'Mechs to provide covering fire. Fifteen minutes after the first Marik 'Mech made it to the edge of the mountains, a group of six SturmFeurs in the other valley detected them on remote radar sensors. The commander of the unit sped out on a skimmer to find out what was going on. When he saw the column, he immediately called down fire from his entire unit. The force was sent running back to their DropShip minutes after the attack started.

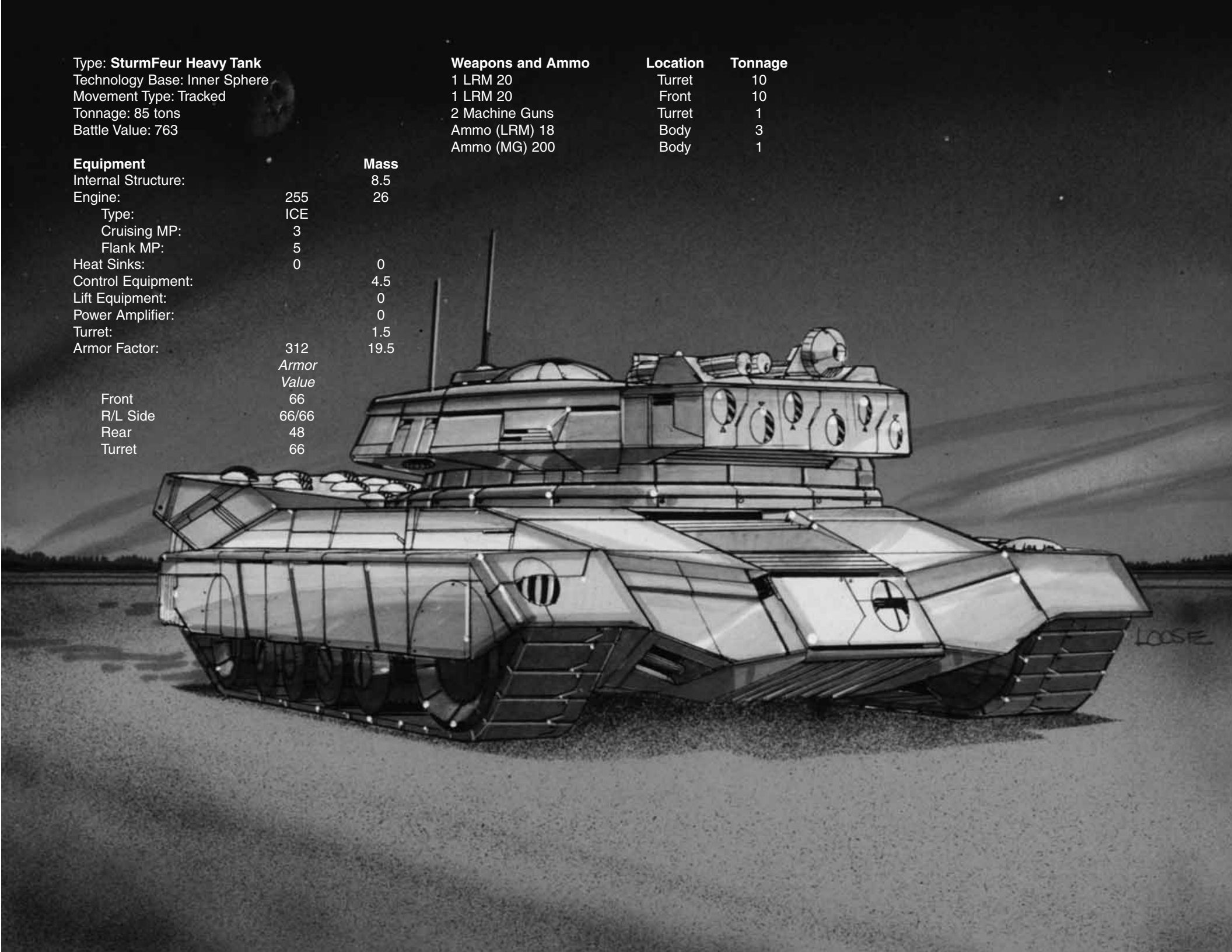
VARIANTS

The SturmFeur is so new and specialized that there are no variants available. It is rumored that some SturmFeurs have been given to House Davion for experimentation, but that several were "lost" along the way.

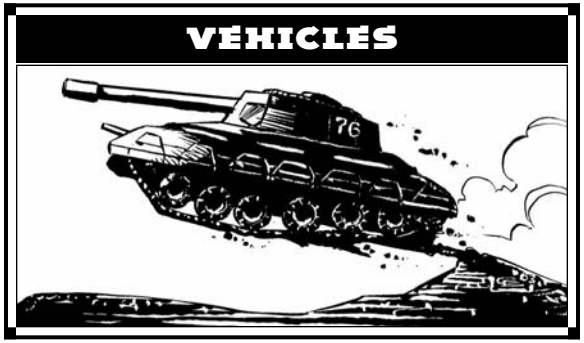
Type: **SturmFeur Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 85 tons
Battle Value: 763

Equipment		Mass
Internal Structure:		8.5
Engine:	255	26
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	0	0
Control Equipment:		4.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1.5
Armor Factor:	312	19.5
	Armor Value	
Front	66	
R/L Side	66/66	
Rear	48	
Turret	66	

Weapons and Ammo	Location	Tonnage
1 LRM 20	Turret	10
1 LRM 20	Front	10
2 Machine Guns	Turret	1
Ammo (LRM) 18	Body	3
Ammo (MG) 200	Body	1



ONTOS HEAVY TANK



Mass: 95 tons
Movement Type: Tracked
Power Plant: 285 HeavyLoad w/ PowerBoost I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: SimplePlate Manufacturers Standard
Armament:
8 Martell Model 5 Medium Lasers
2 LongFire LRM 5s
Manufacturer: Grumman Amalgamated
Primary Factory: Shiro III
Communications System: EasyTalk-2
Targeting and Tracking System: GuideRite w/ Laser Coordination Link

OVERVIEW

The Ontos, which means "the thing" in Greek, is a copy of an obscure 20th-century vehicle that saw limited use. It is reported that the project manager for Grumman Amalgamated combat vehicle division was a history buff who was a bit lazy about coming up with new designs. When assigned the task of designing a new heavy tank, the story goes that he merely flipped through some of his old books, saw the original Ontos—and voila, a new tank was born.

The Ontos heavy tank mounts eight medium lasers and two LRM 5s, a combination that gives it better overall firepower than would a single large system such as the AC/20. This combination also effectively covers all normal engagement ranges. Like its Terran predecessor, the Ontos has been nicknamed "the thing with a sting" by its crews and those who have seen it in action. Its weapons can disable almost any battlefield target.

CAPABILITIES

Like many vehicles its size, the Ontos gets concentrated firepower from a single type of weapon—in this case, the medium lasers. This feature enhances its overall effectiveness on the battlefield and provides for simplified maintenance and supply. With its eight Martel Model 5 medium lasers mounted in a single turret, the Ontos can destroy almost any light 'Mech or vehicle with one salvo and can inflict heavy damage to anything else.

There was originally a problem with the heat sink/power amplifier interface in the turret of the Ontos. Whenever all eight lasers fired at the same time, the massive heat build-up would surge through the heat sinks and fuse the power amplifier. This problem was eventually solved by adding the Laser Coordination Link, which assured that the lasers would fire in a sequence rather than all at once.

The two LongFire LRM racks were added to give the Ontos firepower as protection against long-range attacks on the tank. Although the eight lasers are formidable, they cannot attack at the same distances that the LRMs can. The two racks are mounted above the lasers on the right and left.

Like all heavy vehicles, the Ontos is slow. This lack of speed means that it cannot effectively exploit a breakthrough. In most defensive situations, however, commanders would be hard-pressed to find a more effective vehicle.

DEPLOYMENT

House Liao launched an attack against the Marik world of Myrvoll in the year 3000. Though the reason for the attack was never released, it is assumed that Liao wanted to test the Marik forces' readiness to defend themselves against a sneak attack. The attack group was composed of several companies of motorized infantry and their support vehicles. After landing on Myrvoll's light side in two commercial DropShips, the infantry immediately mounted up and started toward their various objectives.

The first target was a water purification plant 20 kilometers away from the dropsite. The infantry swarmed over the plant and destroyed it within minutes. The second target was a repair facility ten kilometers away from the purification plant, which the Liao infantry also destroyed. The Marik defense forces were not at all effective during the initial stages of the raid. With the Liao forces threatening multiple targets at once, the Free Worlds League forces had to try to protect everything at once. In a lucky stroke, however, their spies managed to capture a copy of the Liao battle plan, thus discovering that Liao's next objective was a mining facility in the mountains. Not wasting any time, the Marik defenders moved to set up an ambush in the mountains.

The Marik units set up just as the Liao troops moved into the mountain range. The defense force consisted of eighteen Ontos heavy tanks and some supporting infantry, the only units that could reach the ambush site on such short notice. The Ontos units initially engaged the infantry with indirect missile fire. Believing that they were being shelled by light artillery units, the Liao forces sped up and charged the Ontos' positions. At three hundred meters, the front ranks of the Liao forces ran into a barrage from 144 lasers.

The front ranks of the Liao infantry broke immediately and started to retreat to their support vehicles. In the ensuing chaos, the Marik troops destroyed or captured all the Liao troops. The Capellan DropShips were barely able to lift before the dropsite was overrun by the victorious Marik forces.

VARIANTS

Because many people believe it is inefficient to mount so many lasers on an I.C.E. vehicle, the most popular variation replaces the heat sinks, medium lasers and power converters with two LRM 20s and five tons of ammunition.

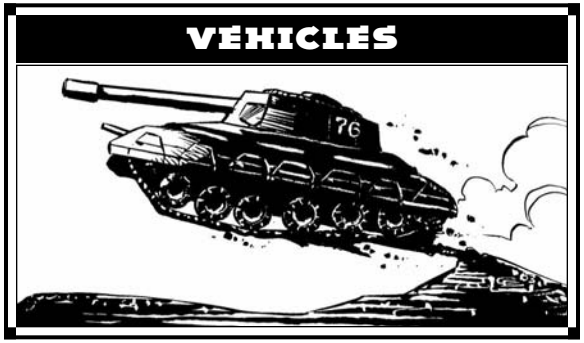
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 95 tons
Battle Value: 619

Equipment		Mass
Internal Structure:		9.5
Engine:	285	33
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	24	24
Control Equipment:		4.75
Lift Equipment:		0
Power Amplifier:		.8
Turret:		1.2
Armor Factor:	136	8.5
	Armor	

	Value
Front	30
R/L Side	25/25
Rear	26
Turret	30

Weapons and Ammo	Location	Tonnage
8 Medium Lasers	Turret	8
2 LRM 5	Turret	4
Ammo (LRM) 24	Body	1

BEHEMOTH HEAVY TANK



Mass: 100 tons
Movement Type: Tracked
Power Plant: 200 GM I.C.E.
Cruising Speed: 21.6 kph
Flank Speed: 32.4 kph
Armor: ArcShield Maxi II Standard
Armament:
2 SarLon MaxiCannon Autocannon/10s
4 LongFire Light LRM 5s
2 Harvester 20K SRM 6s
2 Harvester 2K SRM 2s
4 MainFire Minigun Machine Guns
Manufacturer: Aldis Industries
Primary Factory: New Samarkand, Betelgeuse
Communications System: Olmstead 30
Targeting and Tracking System: Cirxese BallistaCheck w/ Crixese RockeCheck

OVERVIEW

In 2947, Aldis Industries (soon to be the producer of the Demolisher and the Schrek), received a commission to produce a super-heavy tank for House Davion. Their assignment was to forego maneuverability and speed in the interests of heavy armor and massive firepower. Five years later, Aldis released the 100-ton Behemoth Heavy Tank.

Many studies had shown that a tank's main weakness was its inability to deal with superior numbers of smaller units, such as infantry or scout vehicles. Another study showed that a main battle tank must have at least one very powerful weapon to be able to stand up against even the lightest 'Mech. The Behemoth's design resolved both of these problems. With two of the heaviest cannon available and numerous smaller weapons, the Behemoth is a match for almost any combat situation.

CAPABILITIES

Two SarLon MaxiCannons give the Behemoth heavy firepower with long range. The LongFire Light Missile Racks give the Behemoth added long-range hitting capability.

The two Harvester 20K SRM 6s are a time-proven weapon used on many vehicles. They were added to the Behemoth's arsenal to provide extra firepower, as short-range missiles provide the best killing power against vehicles. The Aldis engineers added the Behemoth's other weapons—the four Harvester 2K SRM 2s and the four MainFire MiniGuns—as an afterthought. The lighter weapon's main purpose is to destroy smaller units that the tank's main weaponry may not have time to deal with.

To give it this extra firepower, the engineers decided to sacrifice armor. The original commission called for 21 tons of armor, but the final design uses 13 tons.

The tank's main drawback is its slow speed. Because its maximum speed is only 32 kph, the Behemoth might not be able to regroup or retreat at crucial moments and could end up being overrun in a prolonged battle.

DEPLOYMENT

Although the Behemoth's history includes many famous incidents, Aldis Industries especially likes to promote the tank's success during one of House Steiner's raids on Kurita space. After some hasty planning for the assault, the Steiner commanders put all available units into action. The force included several heavy 'Mechs, three infantry companies and one Behemoth.

The raid's main purpose was to prevent a Kurita attack group from reaching the site of a battle being waged 200 kilometers away. The original plan called for a series of hit-and-run raids against the Kurita forces in order to draw them out into the open, where they would be overwhelmed by the long-range firepower of the 'Mechs and the Behemoth. The infantry could then mop up whatever was left.

As it turned out, the Kurita troops were closer to the battle than expected. In order to engage the enemy as quickly as possible, the Steiner 'Mechs and infantry left the slower Behemoth behind. Looking for something to destroy, the Behemoth eventually found a fairly large fuel dump some 30 kilometers to the east. It had been camouflaged to avoid being sighted from the air. Not seeing any enemy troops, the Behemoth closed in for what looked like an easy kill.

Unfortunately, a Kurita *Spider* had remained behind to protect the base. Before the Behemoth knew what hit it, the Spider had planted a solid kick to the tank's right side, slightly damaging the armor. The Behemoth crew tried desperately to swing the turret around, but the *Spider* had already used its jump jets to escape.

The Behemoth crew decided on a desperate course of action. Hoping that their heavy armor would protect them and thinking that the *Spider* would not follow, the crew drove the tank into the middle of the dump, and then attempted to blow up the whole base by opening up with every weapon they had. Though they did not manage to destroy the whole base, they did succeed in creating so much smoke and fire that the *Spider*'s sensors were useless.

Strangely enough, the *Spider*'s superior mobility proved to be its undoing. For two hours, the Behemoth and the *Spider* played a game of cat-and-mouse, with each side scoring occasional hits. As the battle raged on, though, the *Spider* unwittingly jumped three meters in front of the Behemoth, which immediately fired all its weapons and destroyed both the *Spider*'s legs. The MechWarrior immediately surrendered when the Behemoth crew threatened to run their 100-ton tank over his 'Mech's head.

VARIANTS

The Behemoth is one of the few vehicles without a history of variant models. There have been a few instances where flamers have replaced the tank's SRM 2s, but these occurred on a purely individual basis. The main modifications has been when individual unit commanders decided to strip the Behemoth of its roomy internal crew compartment to make space for transporting extra equipment or supplies. Five crewmen can normally sleep and eat in relative comfort in this extra-spacious compartment.

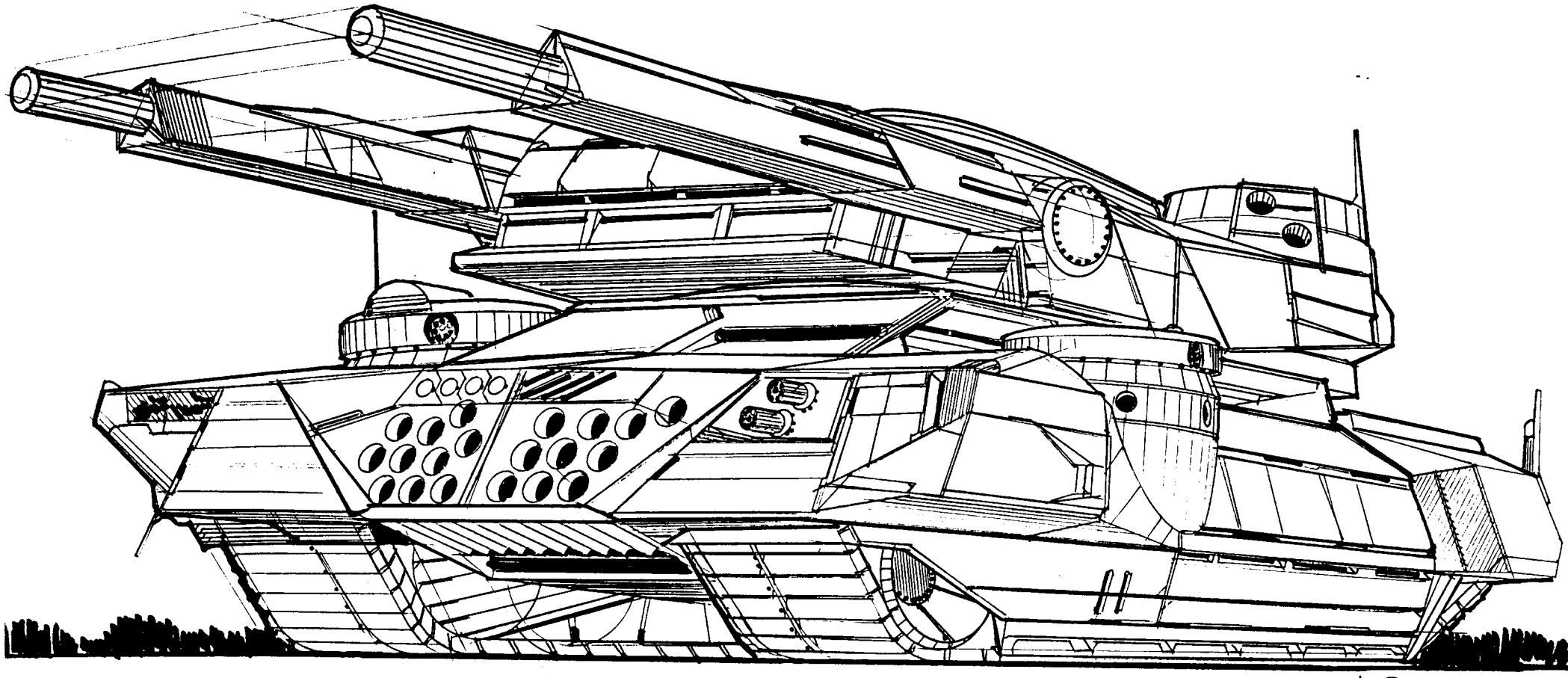
BEHEMOTH HEAVY TANK

Type: **Behemoth Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 100 tons
Battle Value: 752

Equipment		Mass
Internal Structure:		10
Engine:	200	17
Type:	ICE	
Cruising MP:	2	
Flank MP:	3	
Heat Sinks:	0	0
Control Equipment:		5
Lift Equipment:		0
Power Amplifier:		0

Equipment (cont.)		Mass
Turret:		3
Armor Factor:	208	13
	Armor Value	
Front	46	
R/L Side	38/38	
Rear	40	
Turret	46	

Weapons and Ammo	Location	Tonnage
2 Autocannon/10	Turret	24
4 LRM 5	Front	8
2 SRM 6	Turret	6
2 SRM 2	Front	2
1 SRM 2	Right	1
1 SRM 2	Left	1
2 Machine Guns	Front	1
1 Machine Gun	Right	.5
1 Machine Gun	Left	.5
Ammo (AC) 20	Body	2
Ammo (LRM) 48	Body	2
Ammo (SRM) 30	Body	2
Ammo (SRM) 50	Body	1
Ammo (MG) 200	Body	1



NEPTUNE SUBMARINE

VEHICLES

Mass: 100 tons
Movement Type: Submarine Naval
Power Plant: 270 Doorman Naval HyPerOx I.C.E.
Cruising Speed: 32.4 kph
Flank Speed: 54.0 kph
Armor: 14.5 SeaSlab Standard
Armament:
1 Naval Sutel XII Large Laser
1 Sea Devastator 20 Rack LR Torpedo 20
2 Sea Harvester Six Rack SR Torpedo 6s
Manufacturer: Galtor Naval Yards
Primary Factory: Galtor
Communications System: Lynx-Shur
Targeting and Tracking System: Sonar Sync Tracker

OVERVIEW

With the decline of seagoing navies in the late 21st century, the submarine all but vanished from military inventories. It has made a comeback in recent years, however, because of changes in military defense tactics. As 'Mech combat became battles of maneuver and position rather than of firepower, any commander who could disrupt or destroy his enemy's command, control and communication centers could win a quick, bloodless victory. Consequently, the owners of those control complexes began to heavily protect and guard them as the centers had become prime targets for attack. No matter where the control complexes were located, they immediately drew the fire of every available aerospace fighter, DropShip and 'Mech in the area. It became a cliche of war that a fixed command post could not survive the first few hours of an invasion. Another proven tenet is that a commander could not control a planetary battle from a mobile command post as effectively as from a fixed installation.

Davion has attempted to avoid this problem by placing many of its control complexes underwater. Using Extremely Low Frequency radios, the command posts can effectively control the land battle, while remaining invulnerable to aerospace fighter and DropShip attacks. Only 'Mechs, which can walk along river and sea bottoms, are able to attack the underwater command posts; doing so, however, tends to degrade their offensive capabilities. To provide a defense against such underwater attacks, Davion reintroduced the submarine.

CAPABILITIES

The Neptune was first produced in 2950 by the Galtor Naval Yards, a builder of commercial ships. Even though the vessel displaces 100 tons, the six-man crew of a Neptune are cramped because of the bulk and complexity of its machinery.

The Neptune is an outstanding weapon. Its Doorman Naval 140 power plant allows for maximum surface or submerged speeds of 54 kph. While on the surface, the Doorman acts like a diesel engine, using hydrocarbon fuel and burning it with the oxygen in the atmosphere. A snorkel allows the diesel to be used while submerged up to a depth of twelve meters. Below twelve meters, the Doorman utilizes a hydrogen peroxide mixture as fuel, with the fuel's bound oxygen as a combustion agent.

The Neptune has a double-hull construction. The outer hull is not pressurized, serving only as a framework for the armor plating. The inner hull is the pressure hull. It is rated for dives as deep as 120 meters, though it has been taken down even deeper during emergency situations.

The main offensive armament of the Neptune is the Sea Devastator 20 Rack Torpedo system. A navalized version of the Devastator LRM, the Sea Devastator has excellent range and firepower capability. Two Sea Harvester 6 rack torpedo systems, another navalized version of a land-based missile system, back up the Sea Devastator. As a secondary weapon, the Neptune mounts a Sutel XII large laser.

DEPLOYMENT

During the attack on New Ivaarsen in 3021, a Dragon lance of House Kurita's Fifth Galedon Regulars was ordered to destroy the Davion underwater command post, located three kilometers offshore. The Dragons waded into the surf and headed out toward the Davion command and control facility.

About two kilometers from their objective and 50 meters below the surface of the water, the Dragons started to lose sight of one another. After closing back into visual range, they resumed plodding along. The going was slow, and occasionally a Dragon would slip and slowly settle face-first into the bottom muck, throwing up clouds of obscuring debris. Suddenly, a cluster of torpedoes hit the far-left Dragon. Though none of the shots penetrated, the 'Mech's left arm had sprung a leak and quickly filled with sea water, becoming useless.

The Davion Neptune let loose five more salvos of Sea Devastators at their attackers. This resulted in the torso of a second Dragon becoming flooded. The Neptune came closer and started to pepper the Dragons with Sea Harvester torpedoes. The Dragons could not effectively reply. Their autocannon and LRMs were useless underwater, but the Neptune stayed out of range of their medium lasers.

The Kurita lance commander decided to withdraw. The Dragons plodded slowly back through the muck, harassed by the Neptune. One Dragon was lost when its center torso became flooded and its fusion reactor quenched by the onrushing sea. The other three Dragons managed to emerge from the sea, however, battered and nearly destroyed. The Davion command and control complex remained in action throughout the battle for New Ivaarsen, coordinating the planetary defenders and contributing to the eventual defeat of the Combine forces.

VARIANTS

The Neptune's primary limitation has always been its lack of torpedo reloads. Some Davion versions have therefore removed the Sutel XII and added another Sea Devastator system, plus another three tons of torpedoes. Another common variant is to use the Sutel XII space to increase the number of Sea Harvester tubes and the ammunition load. Both these variants decrease the Neptune's shore bombardment capabilities while increasing its effectiveness in underwater attacks.

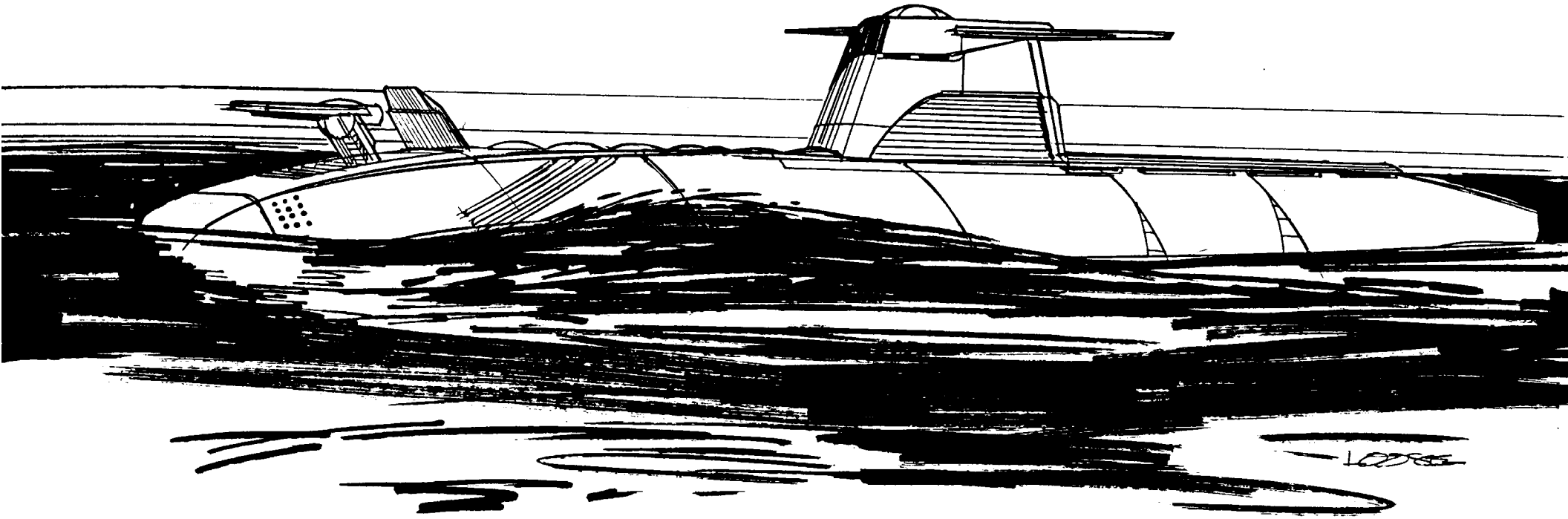
NEPTUNE SUBMARINE

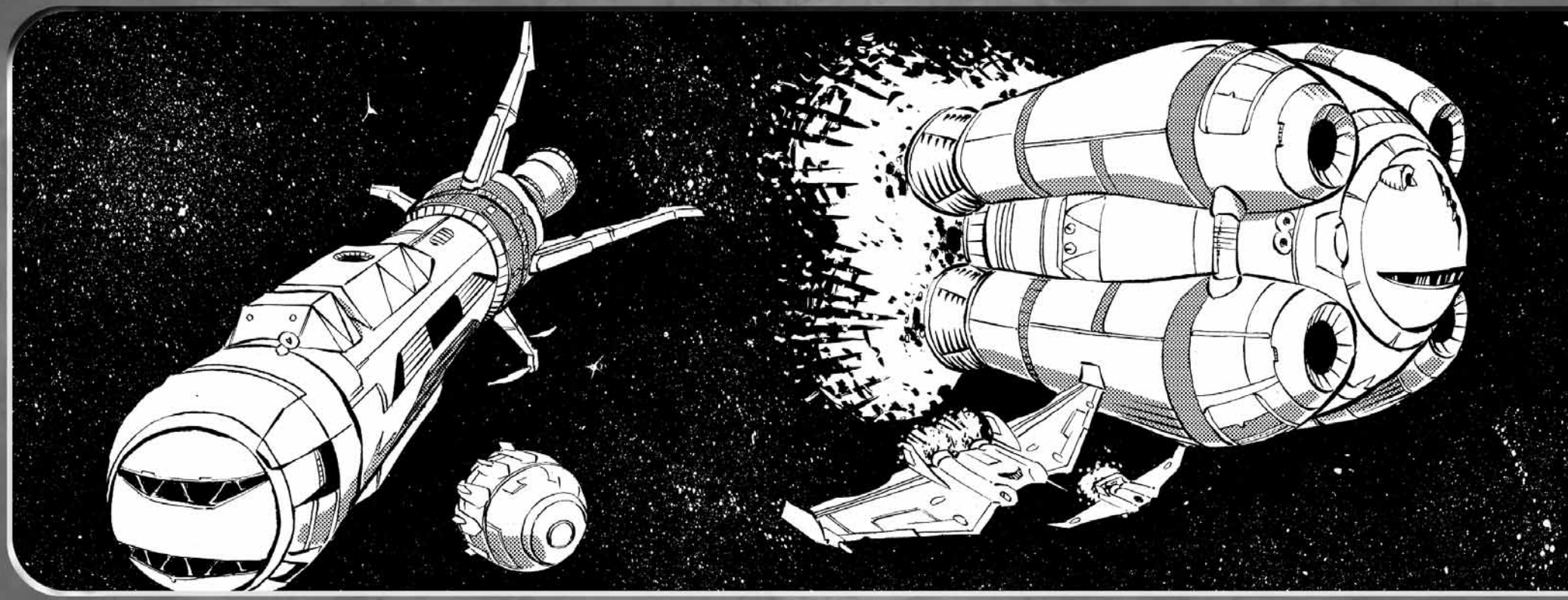
Type: **Neptune Submarine**
Technology Base: Inner Sphere
Movement Type: Submarine Naval
Tonnage: 100 tons
Battle Value: 604

	Armor Value
Front	78
R/L Side	58/58
Rear	38

Equipment		**Mass**
Internal Structure:		10
Engine:	270	29
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	8	8
Control Equipment:		5
Lift Equipment:		0
Power Amplifier:		.5
Diving Equipment:		10
Turret:		0
Armor Factor:	232	14.5

Weapons and Ammo	**Location**	**Tonnage**
1 Large Laser	Front	5
1 LR Torpedo 20	Front	10
2 SR Torpedo 6	Front	6
Ammo (LR-T) 6	Body	1
Ammo (SR-T) 15	Body	1






CONQUEST

DARTER SCOUT CAR

Mass: 13 tons
Movement Type: Wheeled
Power Plant: 75 GM ICE
Cruising Speed: 76 kph
Flank Speed: 151 kph
Armor: ProtecTech Light

Armament:
1 Johnston Minigun Machine Gun
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Overlook J9
Targeting And Tracking System: Brightstar 17 Mk. I

HOVER
TRACKED
WHEELED
VTOL

Overview

Seeing their front line forces ground down by the First Succession War, the Great Houses attempted to compensate for their losses by stripping garrison and militia units of more advanced equipment and redistributing it to front-line units. As the wars continued to visit devastation upon the Inner Sphere's industrial base, however, even these antiquated units became difficult to replace. Answering the call by the AFFS to produce a new (but inexpensive and maintainable) vehicle suitable for reconnaissance operations, GM retooled the Kathil vehicles plant to produce the Darter Scout Car. Introduced in 2822, this design has spread across the Federated Suns, providing reconnaissance capabilities to many conventional units.

Capabilities

The Darter Scout Car is representative of the kind of unsophisticated vehicle design introduced during the Succession Wars. The chassis and armor are designed for simplicity and ruggedness. They can be repaired using widely available parts and require little maintenance. GM based the power plant on a proven design, used for years in vehicles used on the frontiers of mankind's expansion from Terra. In an emergency, the engine can be repaired using civilian vehicle parts and is capable of running on poorly refined petrochemicals for long periods of time.

Lacking the sophisticated electronics found in the vehicles it replaced, the Darter has a generous three-ton cargo capacity that allows it to carry a wide range of mission-specific equipment. It only requires a single person to operate the Darter Scout Car, though the cargo bay can quickly be converted to carry additional personnel. A driver-operated machine gun is mounted on the front of the vehicles.

One innovative feature that GM added to an otherwise unsophisticated design is a system that constantly alters the pressure of the Darter's tires to compensate for terrain conditions. For example, where other units are forced to halt and manually adjust the tire pressure when moving from a rocky surface to sand, the Darter can keep going without a pause. This seemingly unimportant feature proved invaluable to Davion patrols on Kasai IV in 2962, as they scouted the advance of Kurita raiders. Repeatedly switching from one type of terrain to another, the Combine pursuers were forced to choose; either pause to make adjustments or continue the chase. Time and again, frustrated DCMS patrols could only watch as their quarry used better handling to dart away and raise the alarm, foiling several surprise attacks.

Deployment

After two centuries of production, the Darter can be found across the Federated Suns. The highest concentration remains with the planetary militia of the Capellan March, but the low cost and low maintenance requirements have found it a home with planetary garrisons and less well equipped line units too. Regrettably, given an increasing demand for heavier combat vehicles, GM is cutting back Darter production on Kathil in favor of other designs.

Variants

No official variants exist, but a host of field modifications have emerged. Typically, some of the cargo space is sacrificed to enable an SRM 2 or SRM 4 launcher to be mounted.

DARTER SCOUT CAR

Type: **Darter Scout Car**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 13 tons
Battle Value: 46

Equipment		**Mass**
Internal Structure:		1.5
Engine:	75	4
Type:	ICE	
Cruising MP:	7	
Flank MP:	11	

Equipment (cont.)		**Mass**
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	32	2

	Armor Value
Front	10
R/L Side	7/7
Rear	8

Weapons and Equipment	**Location**	**Tonnage**
Machine Gun	Front	.5
Ammo (MG) 200	Body	1
Cargo	Body	3

MARTEN SCOUT VTOL

Mass: 15 tons
Movement Type: VTOL
Power Plant: Tyron 100 ICE
Cruising Speed: 140 kph
Flank Speed: 216 kph
Armor: ProtecTech Light

Armament:
1 Federated SuperStreak SRM 2
Manufacturer: Cal-Boeing of Dorwinion
Primary Factory: Belladonna
Communications System: Achernar Standard
Targeting And Tracking System: IsBM Lantirn

HOVER
TRACKED
WHEELED
VTOL

Overview

After the initial success of the Ferret Light Scout VTOL on its introduction in 2901, Cal-Boeing was so busy dealing with a wave of orders that the company had little time to develop new designs. This state of affairs continued until 2967, when a combat-oriented version of the Ferret dubbed the "Wild Weasel" was unveiled. The fragility of the Wild Weasel (a common problem with all VTOLs) hampered the effectiveness of the new design, however, and few buyers materialized.

It was not until 3021 that Cal-Boeing felt confident enough to try again with the more conservative Marten. Once more focusing on reconnaissance and light transport operations, the Marten shares many of the same features found in the Ferret. Although the Marten has proven itself an effective design, the design's higher cost and the shadow of the Wild Weasel have resulted in disappointingly few orders.

Capabilities

Three times heavier than the Ferret, the Marten trades speed for upgraded protection, carrying three time the armor of its predecessor. A larger fuel capacity doubles the range and endurance of the VTOL, while the cargo bay can carry thirty air deployed remote sensors—twice as many as the Ferret.

The sleek fuselage lines reduce the VTOLs radar signature, and the specially ducted and muffled exhaust systems significantly reduces the infrared and audio signature as well. Some technicians have complained that regular maintenance is complicated for the specialized muffler system, but Marten crews appreciate any advantage they can get. They impress upon the support crews that removal of the system will result in a major (personal) health and safety threat.

The Marten carries firepower in the form of a nose-mounted Federated SuperStreak missile system, giving the Marten the ability to strike at enemy infantry while remaining at a safe distance. Commanders have occasionally used this launcher to deliver Inferno missiles, either to flush infantry and vehicles from their positions or to set fires to block enemy movement. Both of these tactics were used to great effect by the First Ceti Hussars in their raids on An Ting and Igualada.

Deployment

The goal of producing a design as successful as the Ferret continues to elude Cal-Boeing. The Ceti Hussars have several companies of Martens, using them to free up light BattleMechs for combat operations. Still, no other main line AFFS unit has deployed the VTOL. The Free Worlds League and Lyran Commonwealth have both remained unenthusiastic about the Marten as well. In the League, a handful of conventional regiments supporting the Defenders of Andurien are currently evaluating the VTOL. In the Commonwealth, the inexperienced Twenty-second Skye Rangers have also received a company, though the crews complain they find themselves spending more time transporting Colonel Petroff's extensive wardrobe than patrolling. Planetary militia units have shown more interest in the Marten, but only a few wealthy worlds have actually purchased Martens.

Variants

In an attempt to attract sales for their new airframe, Cal-Boeing has converted several VTOLs into dedicated infantry transports, stripping out the missile system to allow for an expanded infantry compartment.

MARTEN SCOUT VTOL

Type: **Marten Scout VTOL**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 15 tons
Battle Value: 163

Equipment		Mass
Internal Structure:		1.5
Engine:	100	6
Type:	ICE	
Cruising MP:	13	
Flank MP:	20	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		1.5
Power Amplifier:		0
Turret:		0

Equipment (cont.)		Mass
Armor Factor:	24	1.5
	Armor Value	
Front	8	
R/L Side	5/5	
Rear	4	
Rotor	2	

Weapons and Equipment	Location	Tonnage
SRM 2	Front	1
Ammo (SRM) 50	Body	1
Infantry	Body	1
Cargo	Body	.5

COBRA TRANSPORT VTOL

Mass: 30 tons
Movement Type: VTOL
Power Plant: 100 Hermes Fusion
Cruising Speed: 87 kph
Flank Speed: 130 kph
Armor: FiberTech Light

Armament:
1 Omicron 950 Medium Laser
2 McArthur Anti-Missile Systems
Manufacturer: Aldis Industries
Primary Factory: Terra
Communications System: Datacom 100
Targeting And Tracking System: Tarmac Quasar V

HOVER
TRACKED
WHEELED
VTOL

Overview

Plunged into the Reunification War, the newly formed Star League Defense Force was ill prepared for the unconventional tactics employed against it by the Periphery States. While some hidebound officers appeared content to plough through all opposition regardless of casualties, others developed new tactics to deal with guerrilla forces. Before her death at the hands of Taurian Concordat assassins, General Amalthia Kincaid masterminded the creation of special Striker Regiments. Trained to live off the land (depriving the guerrillas of a logistical tail to target) and fully versed in the tactics of their opponents, the Striker Regiments returned the initiative to the SLDF.

The key to the success of the Striker Regiments was their mobility, an asset that Cobra Transport VTOL (introduced in 2582) made possible. Not a flashy new combat unit, Aldis Industries' Cobra proved itself a workhorse design that was able to transport troops, supplies or support personnel with equal ease.

Capabilities

The impressive ten-ton cargo capacity of the Cobra's cargo bay is the key to the VTOL's success. The deck, walls and ceiling of the compartment are festooned with tie-down points, power, cooling and filtration hook-ups. So equipped, the Cobra can carry almost any cargo imaginable—the whole compartment can even be sealed to allow the transportation of liquids (fighting forest fires by dumping a full load of water out the rear hatch is not an uncommon duty for a Cobra during peace-time).

With good but not spectacular armor protection, the Cobra was not intended to support combat operations by becoming directly involved in the fighting. The most common threat is expected to come from man-portable missile ground fire. Aldis Industries mounted twin anti-missile systems on the underside of the fuselage to combat this. Cobra pilots soon perfected the "snake-bite" maneuver; when faced with missile fire, the pilot flies directly towards the incoming salvo, and then pull back on the stick to bring the nose up and allow the Anti-missile systems to engage the approaching warheads. This was found to reduced the lifespan of the airframe, however, and resulted in several fatal accidents before the design was modified to reinforce the vulnerable sections.

A nose mounted medium laser is the only offensive armament the Cobra has, and can be fired either by the pilot or the navigator/cargo master. The use of the weapon is usually a sign that they are in over their heads.

Deployment

The initial success of the Cobra with the Striker Regiments ensured that it became one of the standard SLDF transports, right up until the destruction of Aldis Industries during the Amaris Coup. The design also proved invaluable to SLDF troops and their civilian supporters trapped on Terran Hegemony worlds during the Civil War. The VTOLs became mobile bases, from which these resistance fighters waged a long and bitter struggle against the occupying Rim Worlds Republic troops.

Variants

Most Cobra variants involve installing additional equipment in the large cargo bay. Several were modified into flying MASH units, while others were outfitted to become flying Command, Communication and Control (C^3) units.

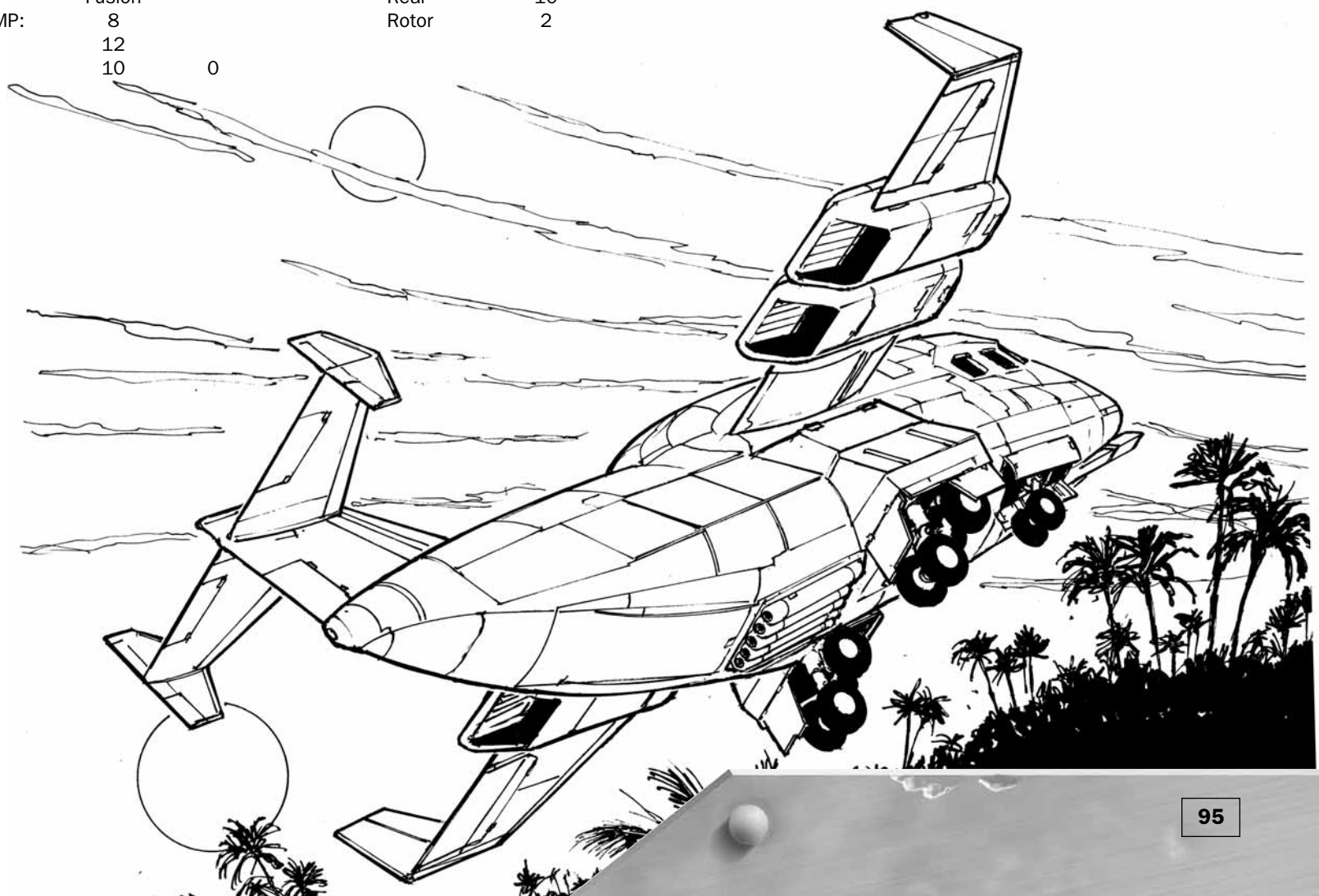
COBRA TRANSPORT VTOL

Type: **Cobra Transport VTOL**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30 tons
Battle Value: 257

Equipment:		**Mass**
Internal Structure:		3
Engine:	100	4.5
Type:	Fusion	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		0
Armor Factor:	48	3

	Armor Value
Front	12
R/L Side	12/12
Rear	10
Rotor	2

Weapons and Equipment	**Location**	**Tonnage**
Medium Laser	Front	1
Anti-Missile System	Front	.5
Anti-Missile System	Rear	.5
Ammo (AMS) 36	Body	3
Cargo	Body	10



DAIMYO HQ 67-K

Mass: 50 tons
Movement Type: Wheeled
Power Plant: Vlar 230 Fusion
Cruising Speed: 57.3 kph
Flank Speed: 82.6 kph
Armor: 3/Starslab

Armament:
1 RAMtech 1200 Large Laser
4 Type 87 machine guns
Manufacturer: Buda Imperial Vehicles
Primary Factory: Buda
Communications System: Sipher Battlesys 5.2
Targeting and Tracking System: Eagle Eye VY 9-3

HOVER
TRACKED
WHEELED
VTOL

Overview

Originally designed by Engineer Frank Beuren, the Daimyo Headquarters was intended to let a battlefield commander communicate with units at the theater level. In order to compete with other manufacturers, he designed it to fulfill its role while making sure it could defend itself. Not being one to compromise on quality, Beuren incorporated the best available technology into the vehicle.

Unfortunately, the Daimyo HQ vehicle gained a stigma shortly after production began. In late 2796, the majority of orders issued to units on Kentares were from the first Daimyo HQ produced, one used by the Coordinator himself. In the first two months of the Kentares Massacre, Coordinator Jinjiro Kurita watched the executions on the monitors inside this Daimyo. Once Jinjiro started attending these executions, horrified members of the crew passed off recordings to a local ComStar representative, who then made certain that they were broadcast to the rest of the Inner Sphere. When the news of this treachery reached Coordinator Jinjiro, he and his Otomo put the entire crew of the vehicle to the sword.

In 3027, the Daimyo HQ was discontinued and its production lines retooled to produce the Tokugawa, which shares a similar chassis.

Capabilities

The Daimyo has the same command capabilities as other Mobile Headquarters vehicles with a couple of notable exceptions. The most important is that the vehicle has expandable sides. When these sides are contracted, the vehicle is capable of command and control functions at flank speed. There is only room for the command crew, however, and its capabilities are somewhat diminished.

When expanded, the Daimyo acts as a fixed command center. Communications and control stations are evenly placed in each side of the vehicle to keep the weight evenly distributed. As each side deploys, a holo tank is revealed at the front of the vehicle and the interior space of the command portion is nearly doubled. The sophisticated Sipher Battlesys command computer feeds constant information updates to the holotank. This powerful piece of equipment allows the Commander to command operations ranging from orbital defense and large 'Mech operations to the management of DEST missions.

Armed with a turret mounted RAMtech Large Laser and four type-87 machine guns, the Daimyo has a defensive armament superior to other HQ vehicles. It also carries a full platoon of infantry.

Deployment

Like other mobile headquarters, the few remaining Daimyo HQ units in service are only partially operable. Ironically, one of the few remaining Daimyos has been kept fully operational: the original vehicle used by Coordinator Jinjiro Kurita. It has undergone at least five refits over its career, and its most recent use was at the defense of Luthien in 3052. Once called *Jinjiro's Revenge*, this Daimyo is now called the *Vengeance* and can be found in the service of the Second Sword of Light Regiment. It is assigned to the second battalion—who also participated in the Kentares massacre.

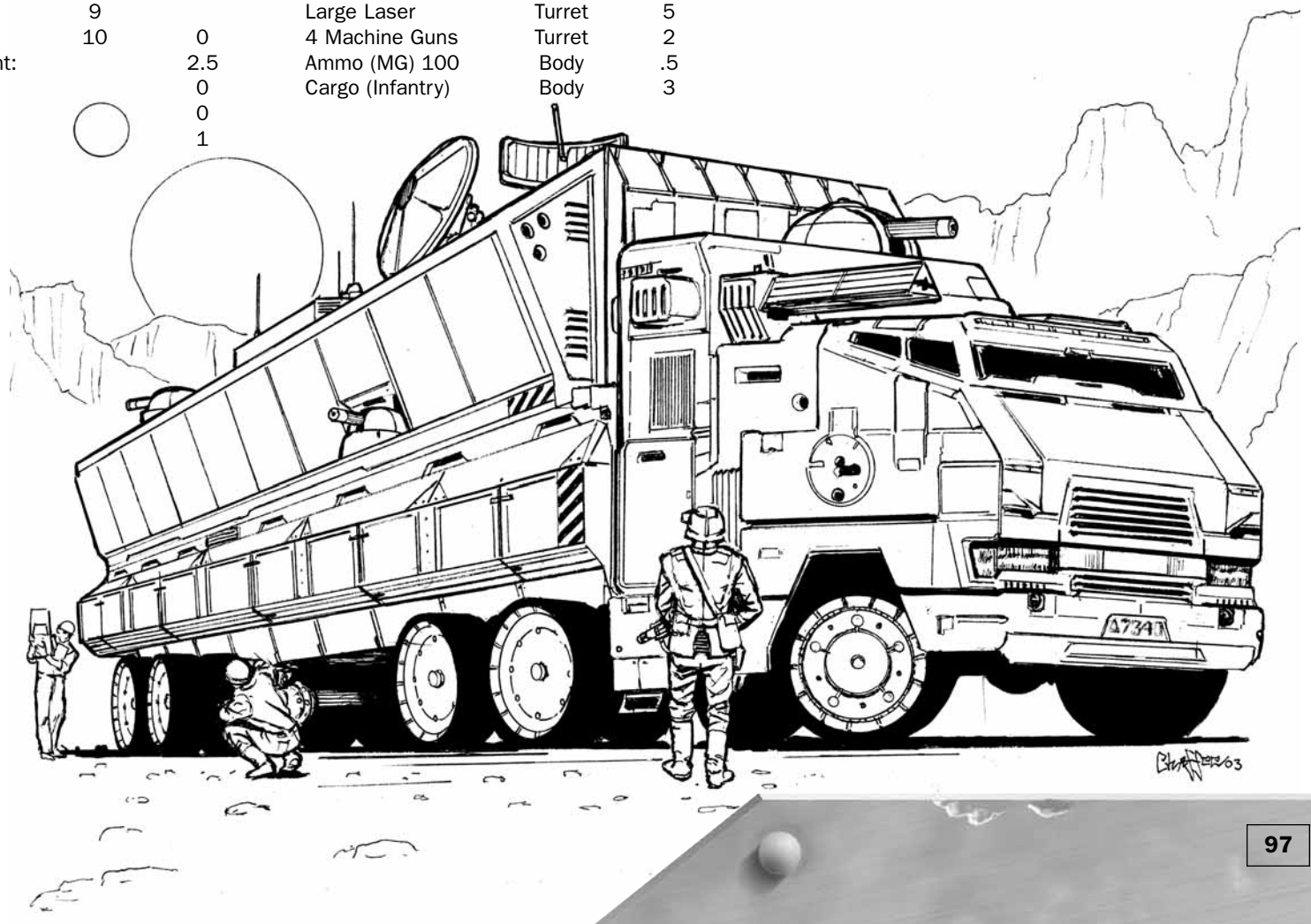
DAIMYO HQ 67-K

Type: **Daimyo HQ 67-K**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 50 tons
Battle Value: 330

Equipment		Mass
Internal Structure:		5
Engine:	280	24
Type:	Fusion	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		1

Equipment (cont.)		Mass
Armor Factor:	112	7
	Armor Value	
Front	34	
R/L Side	22/22	
Rear	15	
Turret	19	

Weapons and Ammo	Location	Tonnage
Large Laser	Turret	5
4 Machine Guns	Turret	2
Ammo (MG) 100	Body	.5
Cargo (Infantry)	Body	3



SF-1X STARFIRE

Mass: 55 tons
Frame: NAIS MXA/22
Power Plant: CoreTech 275
Armor: NAIS Special-X Ferro-Fibrous

Armament:
General Motors PTAA Ultra Autocannon/5
4 Martell Medium Lasers
1 ExoStar Small Laser
Manufacturer: Banzai Weapons Design Company,
Primary Factory: New Avalon

Communications System: Wunderland Fighter Series 60
Targeting and Tracking System: Wunderland Raptores 2

LIGHT

MEDIUM

HEAVY

Overview

In 3028, the Gray Death Legion discovered a Star League memory core on Helm that would eventually lead to a widespread renaissance of military technology. Though new equipment would soon infuse the armies of all five Successor States with the wonders of the Star League, nowhere were the effects of this discovery more immediately applied than at the New Avalon Institute of Science. In the scramble to be the first state to field the advanced technology found in the so-called Gray Death Memory Core, the NAIS and Banzai Weapon Design Company immediately began working on prototypes to test the feasibility and capabilities of various recovered systems. The *Starfire* medium fighter was one such prototype, though it served as little more than a proof-of-concept design, rather than a production craft in itself.

Capabilities

The *Starfire*'s flying-wing chassis configuration was strongly influenced by technical specs of the Star League-era *Hellcat II*, though efforts to develop a copy of that craft fell short due to a heavier airframe, which required more engine power than the original. The structure benefited from an early success in ferro-aluminum armor manufacture, however, though limits on the production process kept the *Starfire* down to only seven tons of such protection rather than the twelve tons enjoyed by the *Hellcat II*.

At the same time, efforts to work out semi-modular weapons ports eluded the designers. The goal was to create something that would be a better fit for fast and easy testing of various experimental systems. They were unable to accomplish this at first, and as a result, each equipment loadout required extensive work to remove and replace parts. Technicians and engineers had to return to their drawing boards for each new system they wanted to implement, a time-consuming and expensive practice.

A baseline model for the *Starfire*, however, was quickly devised. Centering on a nose-mounted Ultra Autocannon/5—a rapid-firing version of the standard GM Whirlwind series—the fighter also featured a pair of medium lasers on each wing and a tail-mounted small laser. These weapons combined to produce a craft that, while not overly powerful, did give Davion engineers a chance to field test lostech weaponry in conjunction with readily available systems. The lessons taught by the successful use of the *Starfire*, and subsequent trials using other examples of Star League engineering, enabled the Federated Suns to deploy recovered technology more quickly and safely than other Successor Sates.

Deployment

The *Starfire* was never intended for full production, but rather as a test craft for recovered technology, Only a handful were ever produced by the Banzai Weapons Design Company on New Avalon. Many of these were scrapped upon the completion of the tests, or hopelessly damaged during the course of experimentation. Only one *Starfire* is known to exist today. This mothballed craft is on display at the NAIS as a testament to Davion ingenuity.

Variants

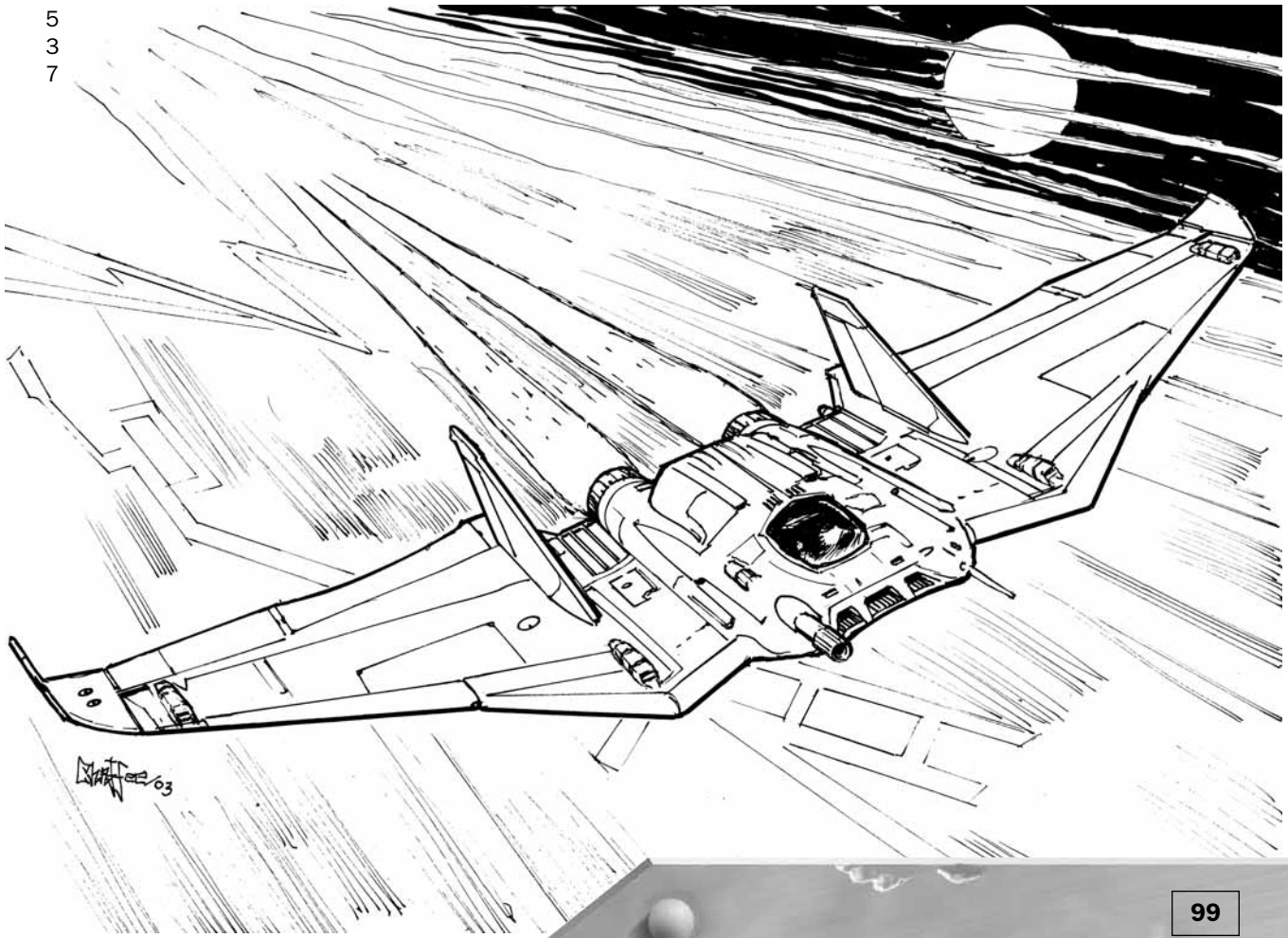
As a "guinea pig" for lostech equipment tests, the *Starfire* underwent a number of field refits during its brief career, each putting a different system or combination of systems through their paces. Some refits included an LB 10-X autocannon or extended-range large lasers, while others experimented with double heat sinks or targeting-enhanced missile launchers.

SF-1X STARFIRE

Type: **SF-1X Starfire**
Technology Base: Inner Sphere
Tonnage: 55
Battle value: 955

Equipment		Mass
Engine:	275	15.5
Safe Thrust:	7	
Max Thrust:	11	
Structural Integrity:	7	
Heat Sinks:	20	10
Fuel:	400	5
Cockpit:		3
Armor Factor:	125	7
	Armor Value	
Nose	42	
Wings	31/31	
Aft	21	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Ultra AC/5	Nose	9	1	7	7	7	—
Ammo (Ultra) 20	—	1					
2 Medium Lasers	LW	2	6	10	—	—	—
2 Medium Lasers	RW	2	6	10	—	—	—
Small Laser	Aft	.5	1	3	—	—	—



F-77 DEATHSTALKER

Mass: 80 tons
Frame: F-77/X
Power Plant: VOX 240a
Armor: StarSlab Lite/2

Armament:
1 Imperator X AutoCannon-10
4 Hellion-a III Extended-Range Large Lasers
2 Hellion-b II Medium Lasers
Manufacturer: Andurien AeroTech (FWDI)
Primary Factory: Andurien
Communications System: Telestar F-61
Targeting and Tracking System: SynCom VAX

LIGHT

MEDIUM

HEAVY

Overview

Though regarded by its own designers and military aerospace experts of the day as a visionary concept, the F-77 *Deathstalker* was perhaps just a few years too far ahead of its time. Unveiled in 2744 in response to a call by House Marik for a cutting-edge attack fighter, Andurien AeroTech's *Deathstalker* was designed to compete with some of the best craft flown by the Star League Defense Force. Unfortunately, the revolutionary wing design, combined with the old-fashioned mindset of the reviewing generals and a much-publicized crash of one prototype during flight trails prompted the stillborn death of this revolutionary aircraft.

Capabilities

The F-77 *Deathstalker* began as an experimental concept, a departure from conventional aerospace theory. The main wings of the *Deathstalker* sweep forward from the aft quarter of the craft, rather than toward the back from the nose or mid-fuselage. As unorthodox as this might seem, this design is hardly original, based largely on various older aircraft models—some dating as far back as the late 20th century on Terra. Rather than create drag, however, engineers at Andurien AeroTech (a division of Free Worlds Defense Industries) realized that when properly applied, this alternate wing design could not only produce a remarkably stable flight profile, but also allowed for the use of lighter, thinner materials in construction. In a supreme example of thinking "outside the box", Andurien AeroTech moved on this unorthodox plan and debuted the *Deathstalker* in 2744.

Intended for an air supremacy role, the *Deathstalker* mounted a powerful Imperator X Heavy AutoCannon in its nose, backed up by twin Hellion Extended-Range Large Lasers in each wing. Twenty-five double-strength freezers permitted the craft to fire all of these weapons at once, though any pilot doing so would still notice the spike from the powerful VOX 240a fusion plant. Even so, an additional pair of wing-mounted medium lasers provided a reliable fallback when cooling down. The combination of this weapon load and the thick armor made the *Deathstalker* formidable in combat.

Unfortunately, the *Deathstalker*'s airspeed was too slow to compete with comparable fighters used by the SLDF and its member states. During trial flights, test pilots were repeatedly outmaneuvered and "killed" by opposing craft, though even with each "death", the F-77 managed to claim a number of "kills" for itself. Far worse, however, were flaws in the airframe design—primarily stemming from a weight imbalance between the wings and the fuselage. This imbalance became devastatingly apparent during a much-publicized demonstration flight for potential customers, when one of prototype's wings suddenly ripped off, sending it to a fiery crash that permanently grounded the *Deathstalker* and led to a massive redesign that would ultimately produce the F-90 *Stingray*.

Deployment

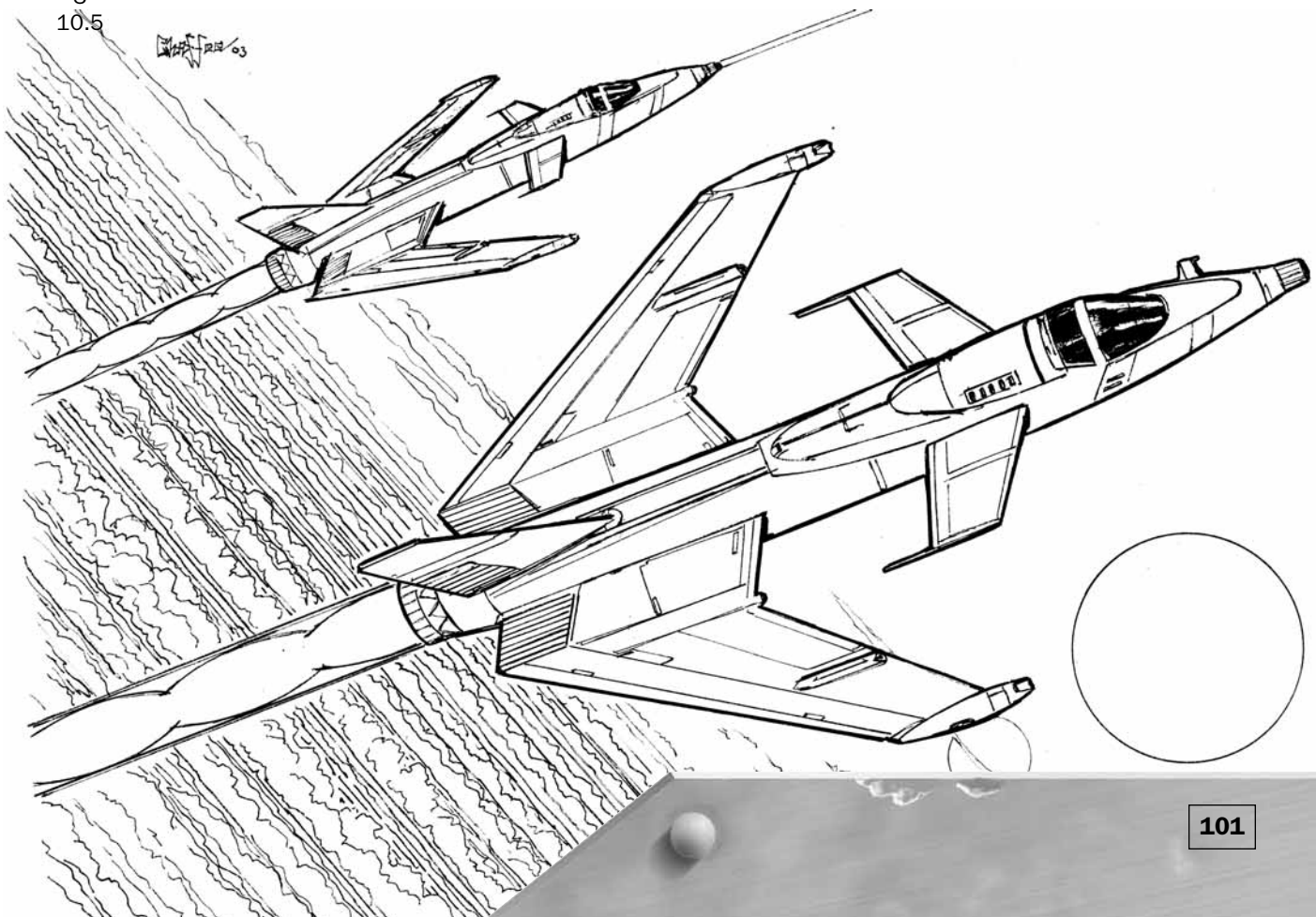
Free Worlds Defense Industries only manufactured twenty F-77s, none of which ever saw action in live combat. All but four of these craft—which today are the centerpiece of air museums throughout the League—were destroyed in the centuries since its debut.

F-77 DEATHSTALKER

Type: **F-77 Deathstalker**
Technology Base: Inner Sphere
Tonnage: 80
Battle value: 1,603

Equipment		Mass
Engine:	240	11.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	8	
Heat Sinks:	25 [50]	15
Fuel:	400	5
Cockpit:		3
Armor Factor:	168	10.5
	Armor Value	
Nose	55	
Wings	41/41	
Aft	31	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
Autocannon/10	Nose	12	3	10	10	—	—
Ammo (AC) 10	—	1					
2 ER Large Lasers	LW	10	24	8	8	8	—
2 ER Large Lasers	RW	10	24	8	8	8	—
Medium Laser	LW	1	6	5	—	—	—
Medium Laser	RW	1	6	5	—	—	—



TFN-3A TYPHOON-A

Mass: 90 tons
Frame: CBM T03-A
Power Plant: PlasmaStar 270
Armor: Lexington Lite Standard

Armament:
1 Screamer Long Range Missile-15 Pack
2 Defiance Blaster Type F AutoCannon/10s
2 Defiance 600 Particle Projection Cannons
Manufacturer: CBM Aerospace
Primary Factory: Donegal

Communications System: CBM COMSET 3
Targeting and Tracking System: CBM TRAK-2

LIGHT
MEDIUM
HEAVY

Overview

As a pre-Star League design, the autocannon variant of the heavy *Typhoon*-class fighter was already in decline well before the founding of the Star League and the start of humanity's Golden Age. Eclipsed by newer craft and technology, it was formally abandoned in favor of new fighter lines in 2485, soon after CBM Aerospace entered into a business alliance with the Lockheed Corporation of Tharkad to produce the TRB-D36 *Thunderbird* heavy fighter. This joint effort would mark the beginnings of the corporations' eventual merge into the powerful Lockheed/CBM Corporation.

Capabilities

In its heyday, the *Typhoon* was a vital part of Lyran military strength. It was often flown as the core unit in air assault missions, with its powerful arsenal, heavy armor and large bomb payload. It was produced in a laser-heavy baseline configuration, but also featured an autocannon variant (the *Typhoon-A*) that proved wildly successful. While the laser weapons were far more prevalent at the time, it is somehow ironic that the autocannon variant is the one most remembered—it was the chosen fighter of Robert Steiner.

The *Typhoon* and the *Typhoon-A* both featured a simple flying wing design, intended to provide ample room for bomb ports, while also giving the craft excellent glider capabilities that could enhance its fuel efficiency and improving its ability to sneak up on unwary surface targets. Slow by modern standards, both craft could keep pace with contemporary medium fighters and were more than swift enough to deliver a devastating attack on ground targets. Only the difference in firepower—deliberately fashioned to be visually indistinguishable, especially during a dogfight—separated their battlefield capabilities.

In the case of the *Typhoon-A* and its surface-attack role, wing-mounted heavy autocannons provided a solid punch that could flatten even an unsuspecting BattleMech with one shot. These powerful guns replaced the two pairs of wing-mounted large lasers used on the base model. They allowed the craft to strafe more efficiently, though its heat sinks were only partially successful in keeping the craft cool enough for continuous fire. In both versions, the *Typhoon* featured a nose mounted LRM-15 rack and wing-mounted particle cannons, rounding out its firepower with weapons as equally fearsome.

Deployment

Both the *Typhoon-A* and the original *Typhoon* served almost exclusively in the Lyran Commonwealth's aerospace branch, but attrition during the border raids, fighting in the Periphery and the early years of the Succession Wars whittled the ranks of these fighters to nearly nothing. The merger of CBM and Lockheed included the closing of the *Typhoon* production line, a move that finished the job. Today, any of these craft still in existence (we estimate no more than three throughout the Inner Sphere) have become museum pieces, gathering dust as the remnants of a long bygone era.

Variants

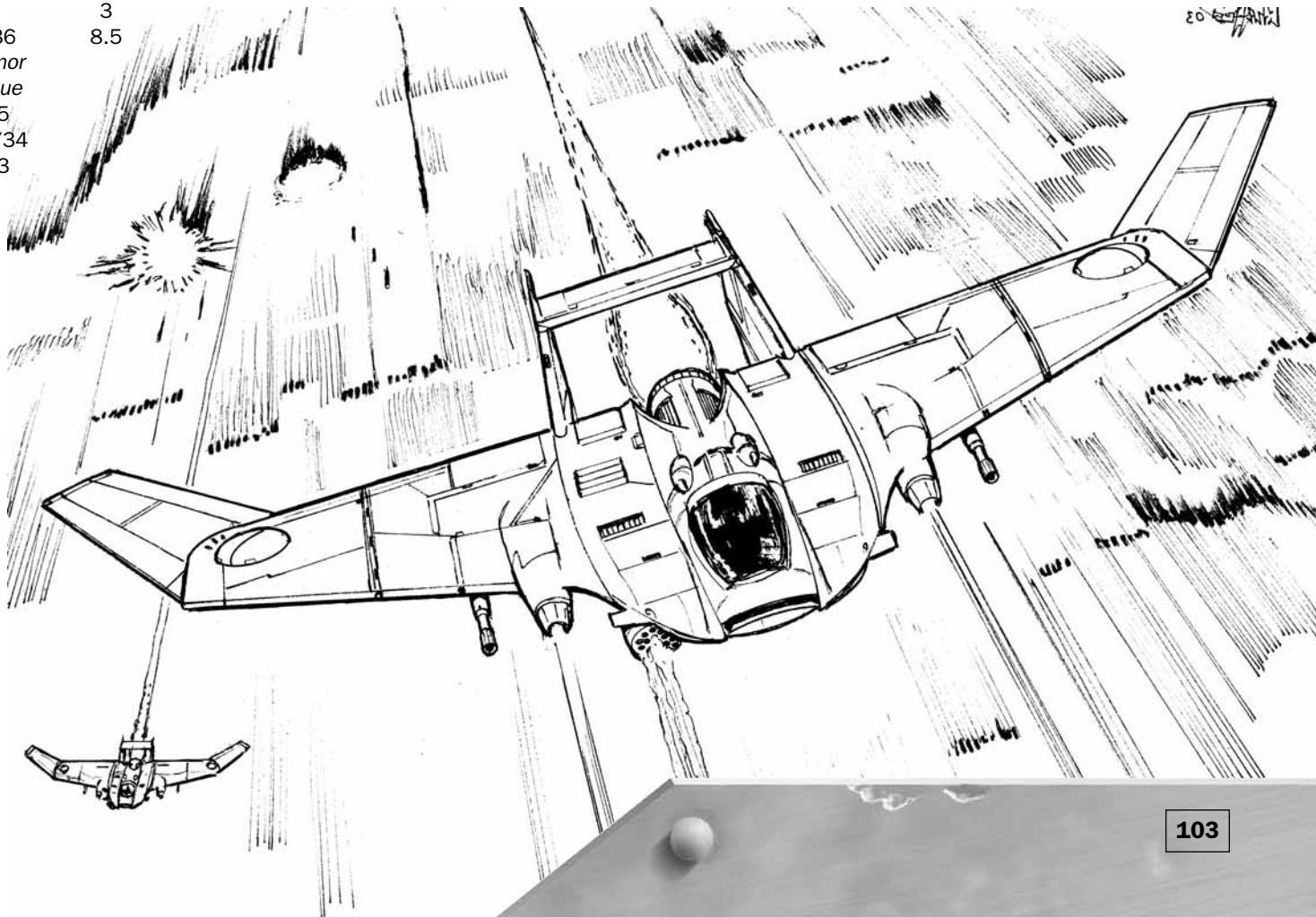
Aside from the basic *Typhoon* and the *Typhoon-A*, the only other variant of this craft, the *Typhoon-M*, swapped additional LRM racks for the heavy autocannons and large lasers. To the best of our knowledge, none of these variants survived to the present.

TFN-3A TYPHOON-A

Type: **Typhoon-A**
Technology Base: Inner Sphere
Tonnage: 90
Battle value: 1,211

Equipment		Mass
Engine:	270	14.5
Safe Thrust:	5	
Max Thrust:	8	
Structural Integrity:	9	
Heat Sinks:	20	10
Fuel:	400	5
Cockpit:		3
Armor Factor:	136	8.5
	Armor Value	
Nose	45	
Wings	34/34	
Aft	23	

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 15	Nose	7	5	9	9	9	—
Ammo (LRM) 16	—	2					
Autocannon/10	LW	12	3	10	10	—	—
Autocannon/10	RW	12	3	10	10	—	—
Ammo (AC) 20	—	2					
PPC	LW	7	10	10	10	—	—
PPC	RW	7	10	10	10	—	—



AQUARIUS AND LYONESSE

Developed originally by Andurien AeroTech, the Andurien-based aerospace manufacturer whose ambitious designs included the *Stingray* and the *Riever* aerospace fighters, the *Aquarius* and *Lyonesse* surface-to-orbit escort craft once explored a niche today filled by heavy fighters and small DropShips. The *Aquarius* and *Lyonesse*-classes shown here were among the most common escort craft used in the Star League era. They were among Andurien's most profitable product lines before its merger with Gibson Federated BattleMechs in 2562, creating the formidable Free Worlds Defense Industries. Sharing features common to such craft, namely heavy armor, super-heavy chassis and impressive weaponry, these craft are typical of the suborbital escort class that often accompanied important DropShips to waiting WarShips or stations close to a planet surface.

The *Aquarius*, a typical "heavy escort", massed a full 200 tons—the largest of any "small craft" in existence—and was protected by more armor than some military DropShips. With an average speed perfect for ascent and descent and enough fuel for short combat missions, this escort packed a particularly lethal array of large lasers and missiles designed to discourage attacking fighters and DropShips at long and intermediate ranges. A quartet of medium lasers further discouraged pursuit, as few fighters could afford such a blistering while tailing a heavily armored *Aquarius*.

The lighter *Lyonesse*-class featured a smaller chassis, and slightly reduced airspeed, but packed a no less devastating array of weapons and armor that was only slightly thinner than the heavy *Aquarius*. Primarily intended for closer escort operations, the *Lyonesse* relied more on a medium-range weapons assortment including fourteen medium lasers, which blanketed every potential arc of fire in an effort to discourage—or outright destroy—any attacking craft.

AQUARIUS (ESCORT)

Type: Military Aerodyne
Tech: Inner Sphere
Mass: 200 tons
Battle Value: 1,912

Dimensions
Length: 29 meters
Width: 25 meters

Armor
Nose: 183
Sides: 162
Aft: 101

Use: Surface-to-Orbit Escort
Introduced: 2515
Fuel: 5 tons (400)
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 35
Structural Integrity: 8
Crew: 6

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
2 Large Lasers	Nose	10	16	8	8	—	—
LRM 15	LW	7	5	9	9	9	—
LRM 15	RW	7	5	9	9	9	—
Ammo (LRM) 16	—	2					
SRM 6	LW	3	4	8	—	—	—
SRM 6	RW	3	4	8	—	—	—
Ammo (SRM) 30	—	2					
Medium Laser	LW (Aft)	1	3	5	—	—	—
Medium Laser	RW (Aft)	1	3	5	—	—	—
2 Medium Lasers	Aft	2	6	5	—	—	—

LYONESSE (ESCORT)

Type: Military Aerodyne
Tech: Inner Sphere
Mass: 175 tons
Battle Value: 1,764

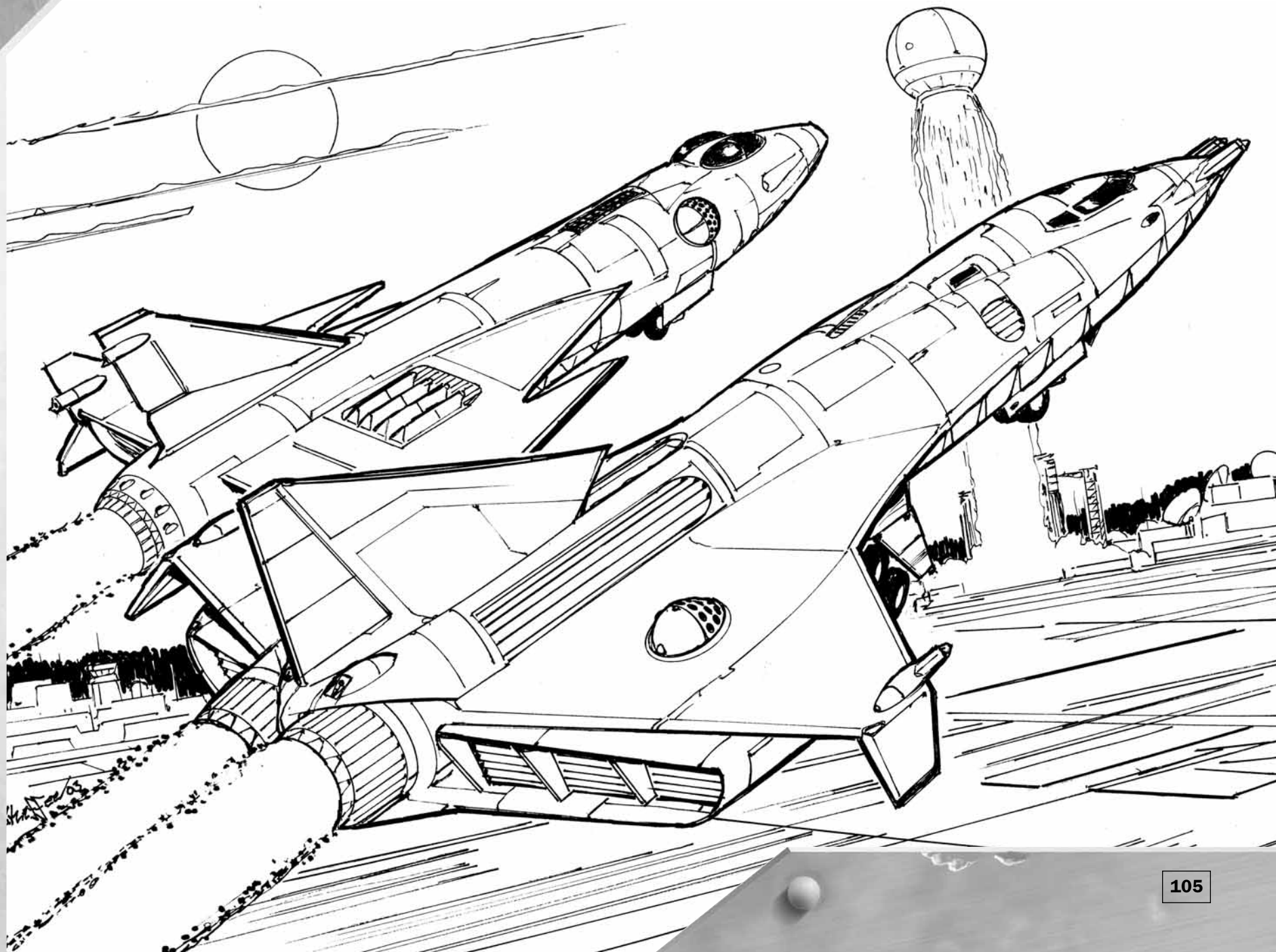
Dimensions
Length: 28 meters
Width: 22 meters

Armor
Nose: 165
Sides: 133
Aft: 101

Use: Surface-to-Orbit Escort
Introduced: 2513
Fuel: 5 tons (400)
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 40
Structural Integrity: 7
Crew: 6

Weapons and Ammo	Location	Tonnage	Heat	SRV	MRV	LRV	ERV
LRM 20	Nose	10	6	12	12	12	—
Ammo (LRM) 24	—	4					
SRM 6	Nose	3	4	8	—	—	—
Ammo (SRM) 30	—	2					
4 Medium Lasers	LW	4	12	20	—	—	—
4 Medium Lasers	RW	4	12	20	—	—	—
Medium Laser	LW (Aft)	1	3	5	—	—	—
Medium Laser	RW (Aft)	1	3	5	—	—	—
3 Medium Lasers	Aft	3	9	15	—	—	—
Small Laser	Aft	.5	1	3	—	—	—

AQUARIUS AND LYONESSE



VAMPIRE

The uninitiated could easily mistake the *Vampire* for a heavy aerospace fighter, and performance and weaponry would appear to back up this assumption. In reality, however, the *Vampire* was the smallest DropShip ever to see combat. Developed by Markesan Aeronautics, the *Vampire* was conceived to minimize the time jump troopers were exposed to enemy aerospace action. Through the simple expedient of making the DropShip equal in performance to any fighter it could encounter, it was envisaged that the *Vampire* could keep one step ahead of all but the fastest interceptors. When over the target, the jump infantry could drop from the ship using four special drop hatches in the ventral surface and the DropShip could continue on to safety.

To the relief of the three squads of jump infantry squeezed into the cramped infantry bay, the *Vampire* was never intended for long-range transport. Rather, the troops traveled to the target system (sometimes even into orbit around the target world), then transferred to the *Vampire* for the ground assault.

The Avalon Hussars used a number of *Vampire*'s during the brief "Border War" between the Federated Suns and Capellan Confederation. In 2762, the Hussars dropped infantry onto key Capellan command posts on Redfield. Unable to tell the difference between the DropShips and their fighter escort, Liao troops were thrown into total confusion when elite jump infantry began to rain down on them instead of bombs. With the Capellan command structure shattered, Redfield finally fell to the Federated Suns.

The *Vampire*'s high performance came at a high price, though. The powerful Donovan XVIII engines had a relatively short lifespan and required much more maintenance than conventional propulsion units. The destruction of the Markesan Astronautics manufacturing facilities during the Combine thrust towards New Avalon effectively doomed the few *Vampire* DropShips that survived the fighting.

VAMPIRE CLASS DROPSHIP

Type: Military Aerodyne
Use: Troop carrier
Tech: Inner Sphere
Introduced: 2715
Mass: 400 tons
Battle Value: 1,827

Dimensions
Length: 42 meters
Width: 28 meters
Height: 9.5 meters

Fuel: 38 tons (2,660)
Tons/Burn-day: 1.84
Safe Thrust: 6
Maximum Thrust: 9
Heat Sinks: 34
Structural Integrity: 11

Armor
Nose: 134
Sides: 107
Aft: 92

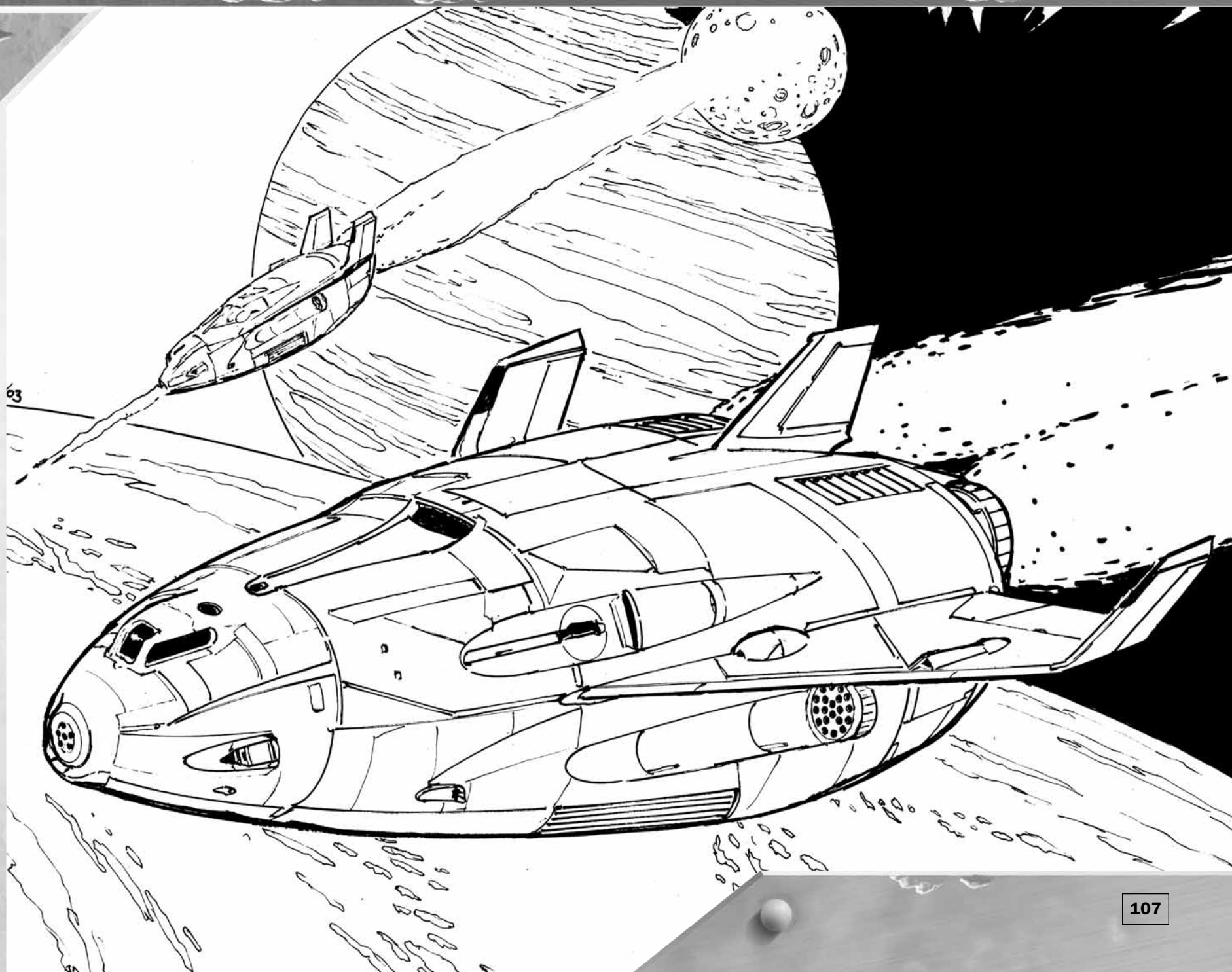
Cargo:
Bay 1: Infantry (3 jump platoons) 4 Door
Bay 2: Cargo (10 tons) 1 Door

Escape Pods: 0
Life Boats: 0
Crew: 1 officer, 5 enlisted/non-rated

Ammunition: 30 rounds SRM 6 ammunition (2 tons), 36 rounds LRM 20 ammunition (6 tons).

Notes: Mounts 25 tons of standard armor.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (10 Heat)					
2 Medium Laser	1 (10)	—	—	—	Laser
1 SRM 6 (30)	1 (8)	—	—	—	SRM
L/R Wing (14 Heat)					
1 LRM 20 (18)	1 (12)	1 (12)	1 (12)	—	LRM
1 Large Laser	1 (8)	1 (8)	—	—	Laser
Aft (6 Heat)					
2 Medium Lasers	1 (10)	—	—	—	Laser



MANATEE

With the invention of the BattleMech, the face of warfare changed forever. As effective as this new weapon system was, however, it was only good if you could get it to the intended battlefield. The limiting factor for the military planners of the time was not how many BattleMechs they could build, but how to transport them from the jump point to the planet's soil. Since they did not have any specialized ships, they really had no transportation. This was the first item to be remedied.

The Terran Hegemony Naval Department came up with an idea to take a cargo ship and convert it to a 'Mech hauler. They selected the *Manatee* for its compact size and robust systems. This ship was originally designed to drop on planets whose atmospheres were less then hospitable. Needless to say, the ships would suit the needs of the ground forces in delivering the 'Mech troops to the target.

Originally, the *Manatee* was capable of carrying up to 1,000 tons of cargo. The ship's cargo bays were all open and located on the same deck. This made it easier for the 'Mechs to be serviced and allowed for the massive 'Mech gantries that would hold the BattleMechs in transit. The bays were redesigned so that each 'Mech bay had its own bay door. The ship was then armed with energy-based weapons as a way to save on space for 'Mech spare parts and supplies.

The *Manatee*'s first deployment was against Davion forces on Kentares in 2449. Hegemony 'Mech forces faced the Fourth Avalon Hussars contesting Davion ownership. Initially the battle went well against the Hussars, with the 'Mech technology proving its worth. As time went on, however, the delivery vessels were found to be too lightly armed and armored, thus vulnerable to attack. The Hussars exploited this by shooting down some of the DropShips. Due to this flaw, the *Manatee* was discontinued, though it would be the inspiration for the *Confederate* later used by the Star League.

MANATEE CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Inner Sphere
Introduced: 2449
Mass: 1,900 tons
Battle Value: 2,508

Dimensions
Length: 37 meters
Width: 35 meters
Height: 31 meters

Fuel: 135 tons (5,400)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 129
Structural Integrity: 10

Armor
Nose: 80
Sides: 70
Aft: 60

Cargo

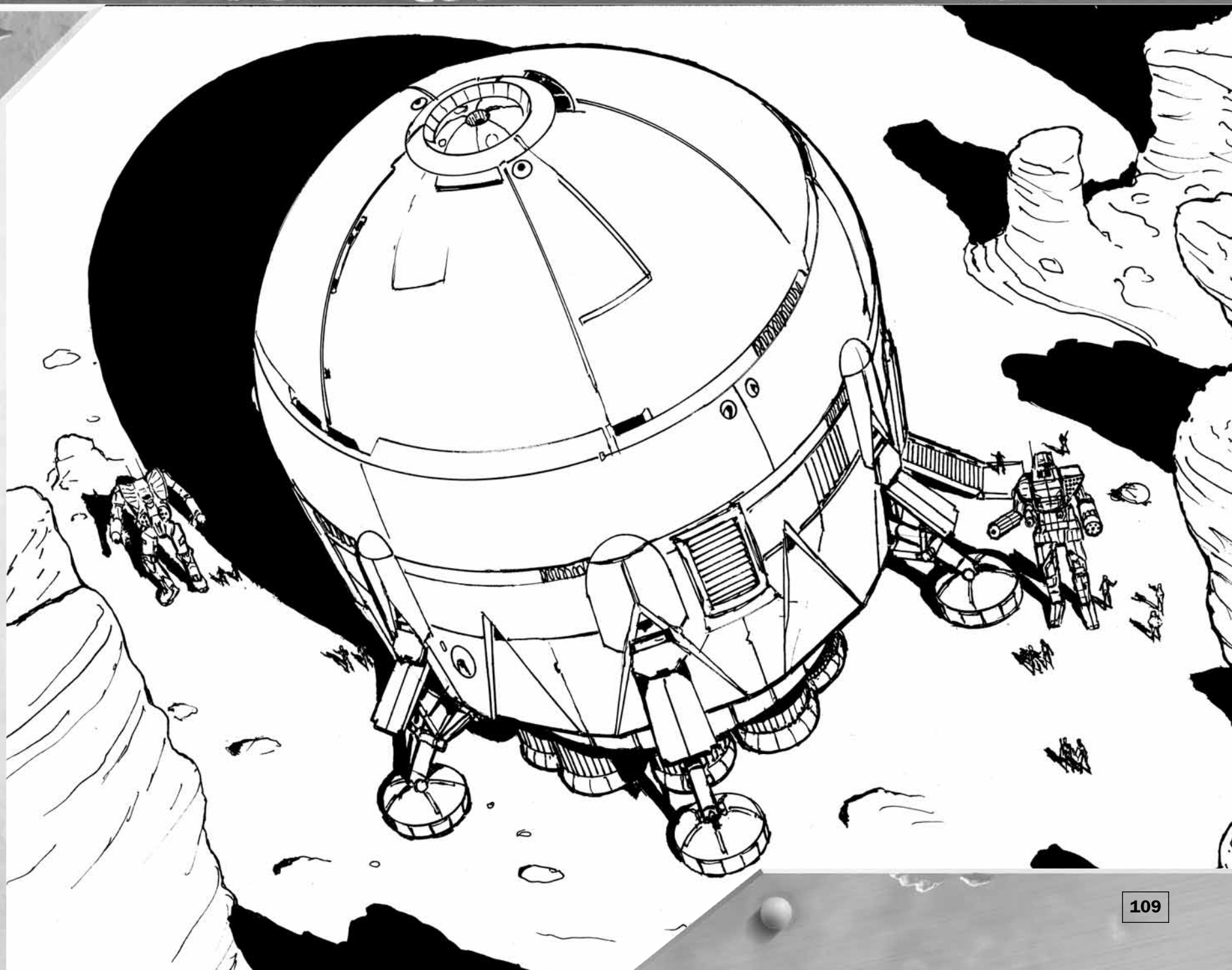
Bay 1: Cargo (332 tons)	1 Door
Bay 2: 'Mech (1)	1 Door
Bay 3: 'Mech (1)	1 Door
Bay 4: 'Mech (1)	1 Door
Bay 5: 'Mech (1)	1 Door

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

Ammunition: None.

Notes: Mounts 15 tons of standard armor.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (22 Heat)					
1 Large Laser, 2 Medium Lasers	3 (26)	1 (8)	—	—	Laser
FL/FR (62 Heat)					
1 Large Laser, 2 Medium Lasers	4 (41)	1 (8)	—	—	Laser
AL/AR (62 Heat)					
1 Large Laser, 2 Medium Lasers	4 (41)	1 (8)	—	—	Laser
Aft (22 Heat)					
1 Large Laser, 2 Medium Lasers	3 (26)	1 (8)	—	—	Laser



VULTURE

The *Vulture*-class troops transport was developed by the Alliance of Galedon (the embryonic Draconis Combine) to support Coordinator Shiro Kurita's aggressive expansionist policies. Possession of a dedicated troop transport proved decisive in those early campaigns against the Ozawa Mercantile Association, the Principality of Rasalhague and numerous independent worlds. Time and again, the troops of Warlord Urizen Kurita would descend on a target world with lightning speed. Other Inner Sphere powers watched with no little trepidation as Shiro's brother expanded his domain.

With little space for anything more than the cramped quarters for six platoons of infantry (quickly dubbed "cattle-class" by the troopers crammed into them), and a compact bay just capable of transporting a company of light vehicles, the *Vulture* lacks amenities. The four V450 engines, power plant and spaceframe, however, have proven their low maintenance requirements, reliability and durability time and again. As a prime example, a *Vulture* DropShip discovered on Algedi in 2612—the crew dead since 2497, from a virus that decimated DCMS forces when they landed—was easily restored to flying condition.

Over time, the *Vulture* fell into disfavor with the DCMS, who preferred higher capacity transports for the escalating conflicts that marked the beginning of the brutal "Age of War." When deploying under fire, Combine officers had experienced difficulties recombining companies split between two ships. After several ignominious defeats where defending forces encircled the Combine landing zones and destroyed infantry battalions piecemeal, Kurita commanders began to only carry complete companies of four platoons aboard *Vulture*s when making combat landings. Another limitation is an inability to carry the heavy combat vehicles that became more common as conflict between the new "Houses" escalated.

Despite these limitations, the design was copied extensively, especially in the Capellan Confederation. The introduction of the more flexible *Seeker* saw the end of the *Vulture*'s time in military service.

VULTURE CLASS DROPSHIP

Type: Military Spheroid
Use: Troop carrier
Tech: Inner Sphere
Introduced: 2312
Mass: 3,500 tons
Battle Value: 3,031

Dimensions
Length: 75.5 meters
Width: 71 meters
Height: 75.5 meters

Fuel: 300 tons (9,000)
Tons/Burn-day: 1.84
Safe Thrust: 4
Maximum Thrust: 6
Heat Sinks: 78
Structural Integrity: 9

Armor
Nose: 145
Sides: 115
Aft: 98

Cargo

Bay 1: Infantry (6 foot platoons)	1 Door
Bay 2: Vehicles (12 light)	2 Door
Bay 3: Cargo (855.5 tons)	1 Door

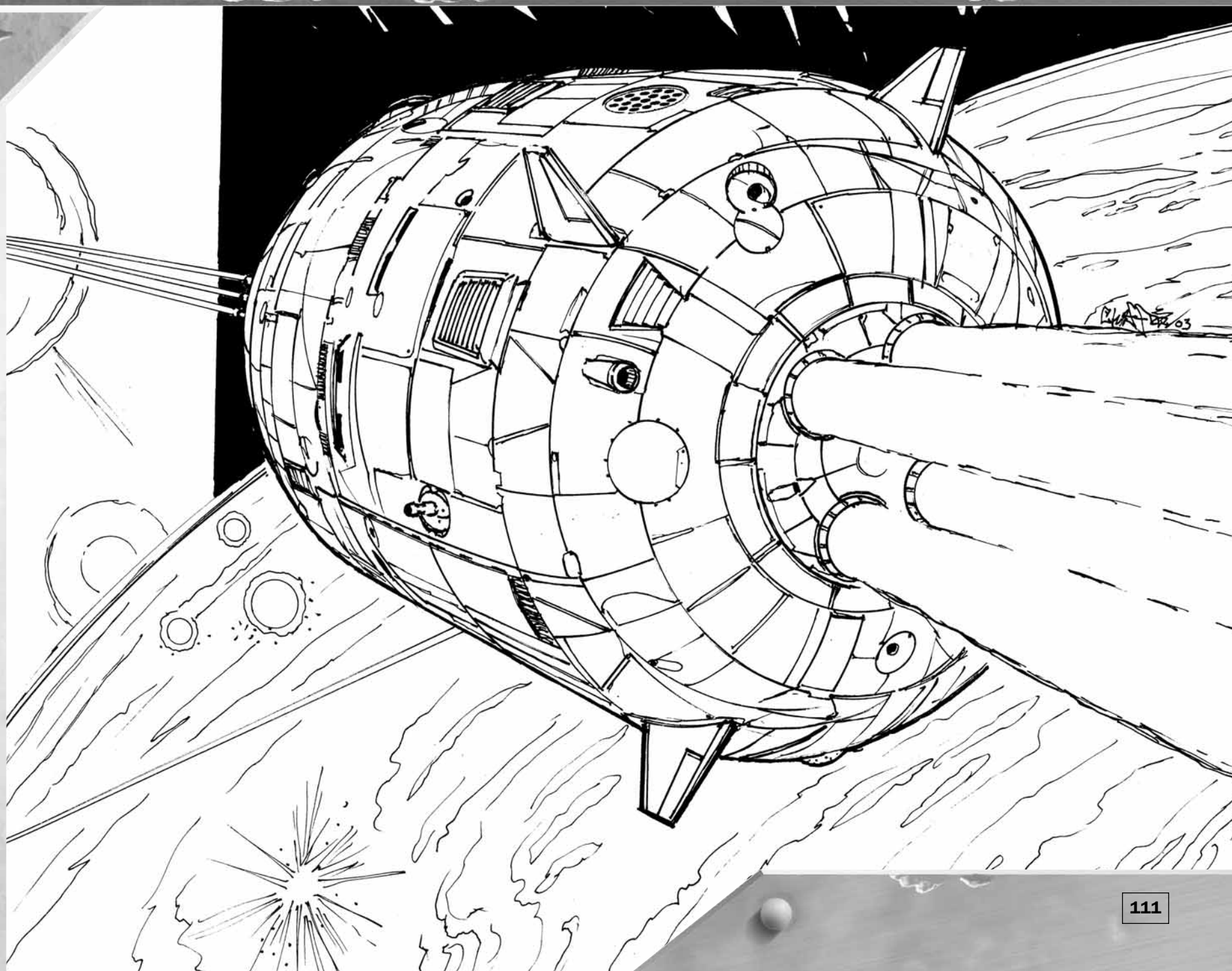
Escape Pods: 20
Life Boats: 7
Crew: 3 officers, 11 enlisted/non-rated

Ammunition: 280 rounds AC/5 ammunition (14 tons), 192 rounds LRM 15 ammunition (24 tons).

Notes: Mounts 27.5 tons of standard armor.

Weapons:	**Capital Attack Values (Standard)**				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (13 Heat)					
3 Autocannon/5 (120)	2 (15)	2 (15)	—	—	Autocannon
2 LRM 15 (64)	2 (18)	2 (18)	2 (18)	—	LRM
FL/FR (4 Heat)					
Autocannon/5 (40)	1 (5)	1 (5)	1 (5)	—	Autocannon
Medium Laser	1 (5)	—	—	—	Laser
AL/AR (11 Heat)					
Autocannon/5 (40)	1 (5)	1 (5)	—	—	Autocannon
2 LRM 15 (64)	2 (18)	2 (18)	—	—	LRM
Aft (6 Heat)					
2 Medium Laser	1 (10)	—	—	—	Laser

VULTURE



PENTAGON

The *Pentagon* was the first DropShip of its kind, designed for deployment with a specific WarShip. When the Terran Hegemony Navy began deploying their new *Congress*-class WarShip, it was realized that this new ship lacked small-craft defenses. In order to defend against other assault DropShips, the *Pentagon* was designed as a large gun platform that detached from the frigate in a fight.

The strength of this assault ship was its massive GM 5600 Sublite Maneuver Drives, which gave the *Pentagon* a maximum 5.573 Gs of thrust. This ship was as fast as most aerospace fighters, and certainly faster then any DropShip built at the time. 600 tons of fuel was allotted, giving the ship a high endurance. The armament was the best the Hegemony had to offer at the time: Gauss rifles and extended-range energy weapons were backed by large missile racks to give the *Pentagon* the ability to reduce its targets to scrap. The ship carries 75.5 tons of standard armor, as much found on the largest DropShips, such as the *Colossus*.

Through the formation of the Star League, the Periphery wars and the Amaris Coup, the *Pentagon* served with distinction.

During the Second Periphery uprising, the SLS *Star Devil* was in an uninhabited system, where it ran across and surprised four older Taurian *Lola II*s. The *Lola II*s were guarding an assault force scheduled to attack the SLDF on Brisbane. Knowing they could not leave, the *Congress* launched her *Pentagon*s with the mission of destroying the Taurian troopships. The two *Pentagon*s fought off fighters from four JumpShips, destroying them before being destroyed themselves. The *Star Devil* was lost, but not before destroying three of the *Lola II*s with it.

There are no records of any surviving *Pentagon*s following the campaign to retake Terra from the Usurper.

PENTAGON CLASS DROPSHIP

Type: Military Spheroid
Use: Assault
Tech: Star League
Introduced: 2540
Mass: 4,000 tons
Battle Value: 12,186

Dimensions
Length: 89 meters
Width: 75 meters
Height: 75 meters

Fuel: 600 tons (18,000)
Tons/Burn-day: 1.84
Safe Thrust: 7
Maximum Thrust: 11
Heat Sinks: 170 (240)
Structural Integrity: 21

Armor
Nose: 368
Sides: 323
Aft: 278

Cargo
Bay 1: Cargo (407 tons) 0 Doors

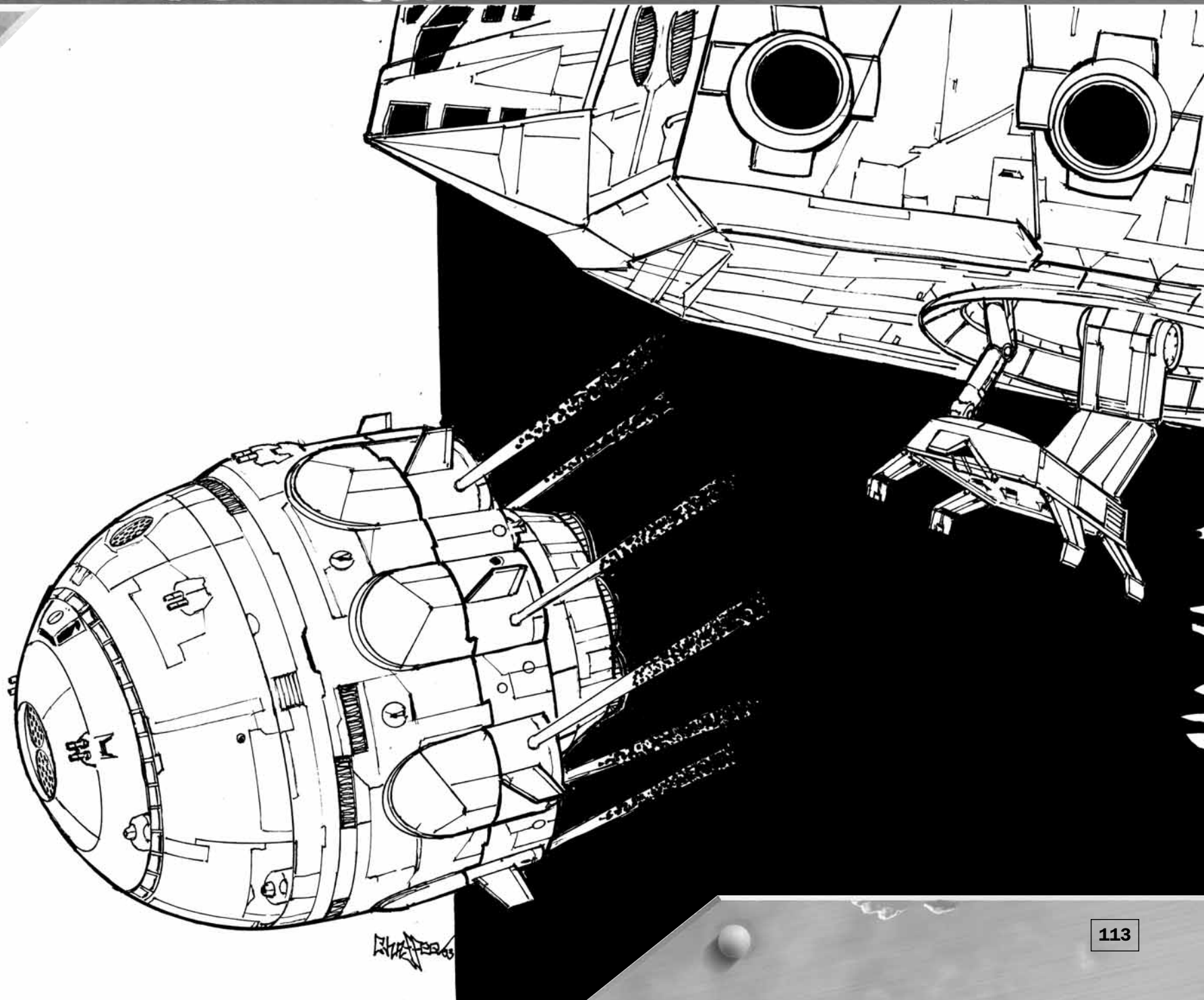
Life Boats: 1
Escape Pods: 8

Crew: 4 officers, 10 enlisted / non-rated, 8 gunners, and 25 marines

Ammunition: 80 rounds Gauss ammunition (10 tons), 174 rounds LRM 20 ammunition (29 tons).

Notes: Mounts 75.5 tons of standard armor.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (68 Heat)					
2 Gauss Rifles (48)	3 (30)	3 (30)	3 (30)	—	Autocannon
2 LRM 20+Artemis (24)	3 (32)	3 (32)	3 (32)	—	LRM
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
2 ER Large Laser	2 (16)	2 (16)	2 (16)	—	Laser
FL/FR (134 Heat)					
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
Gauss Rifles (16)	2 (15)	2 (15)	2 (15)	—	Autocannon
2 ER Large Lasers	2 (16)	2 (16)	2 (16)	—	Laser
2 LRM 20+Artemis (48)	3 (32)	3 (32)	3 (32)	—	LRM
AL/AR (114 Heat)					
1 ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
LRM 20+Artemis (30)	2 (16)	2 (16)	2 (16)	—	LRM
Aft (24 Heat)					
1 ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1(8)	—	Laser
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC



DICTATOR

The Reunification War outlined the shortcomings of SLDF 'Mech transports. With few exceptions (such as the *Leopard*), most were converted vehicle and infantry transports, or worse, modified cargo hulls. Time and again, the inability to rapidly deploy large 'Mech forces hindered operations. The need for an effective, high-capacity 'Mech carrier prompted Di Tron Heavy Industries to embark on a research and development project in 2582. They were stymied, however, when the *Dictator*, their leading design capable of carrying three full BattleMech companies, was dogged with bureaucratic and technical delays. The war was long over by the time the design became operational in 2600.

The spheroid hull is built around three separate company-sized 'Mech bays, stacked one atop the other. Each bay is isolated from the other and has a dedicated drop mechanism, access ramp, and door. While this arrangement helps protect individual companies should one bay receive damage, moving 'Mechs and heavy equipment between bays is virtually impossible unless the ship is grounded. Envisaged as operating as part of a taskforce, the DropShip has no provision for fighter bays. Independent actions were to remain the domain of the smaller *Leopard* and *Confederate*. The *Dictator* proved itself reliable and effective, serving with distinction long after production ceased in 2725. Operation Smother, the SLDF campaign to end hostilities between the Federated Suns and the Draconis Combine in 2729, depended heavily on the design.

The Amaris Civil War proved to be the *Dictator*'s last campaign. As one of the primary 'Mech transports in the drive to liberate the Terran Hegemony, many were destroyed by automated SDS Casper Drones. When the SLDF departed the Inner Sphere, they preferred the new *Overlord* design and abandoned most of the aging *Dictator*s. Three Succession Wars have taken their toll on the *Dictator*, and the handful that survive are in a very poor state of repair.

DICTATOR CLASS DROPSHIP

Type: Military Spheroid
Use: 'Mech carrier
Tech: Inner Sphere
Introduced: 2600
Mass: 9,000 tons
Battle Value: 4,459

Dimensions
Length: 85 meters
Width: 85 meters
Height: 121.5 meters

Fuel: 150 tons (4,500)
Tons/Burn-day: 1.84

Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 109
Structural Integrity: 12

Armor
Nose: 205
Sides: 182
Aft: 151

Cargo

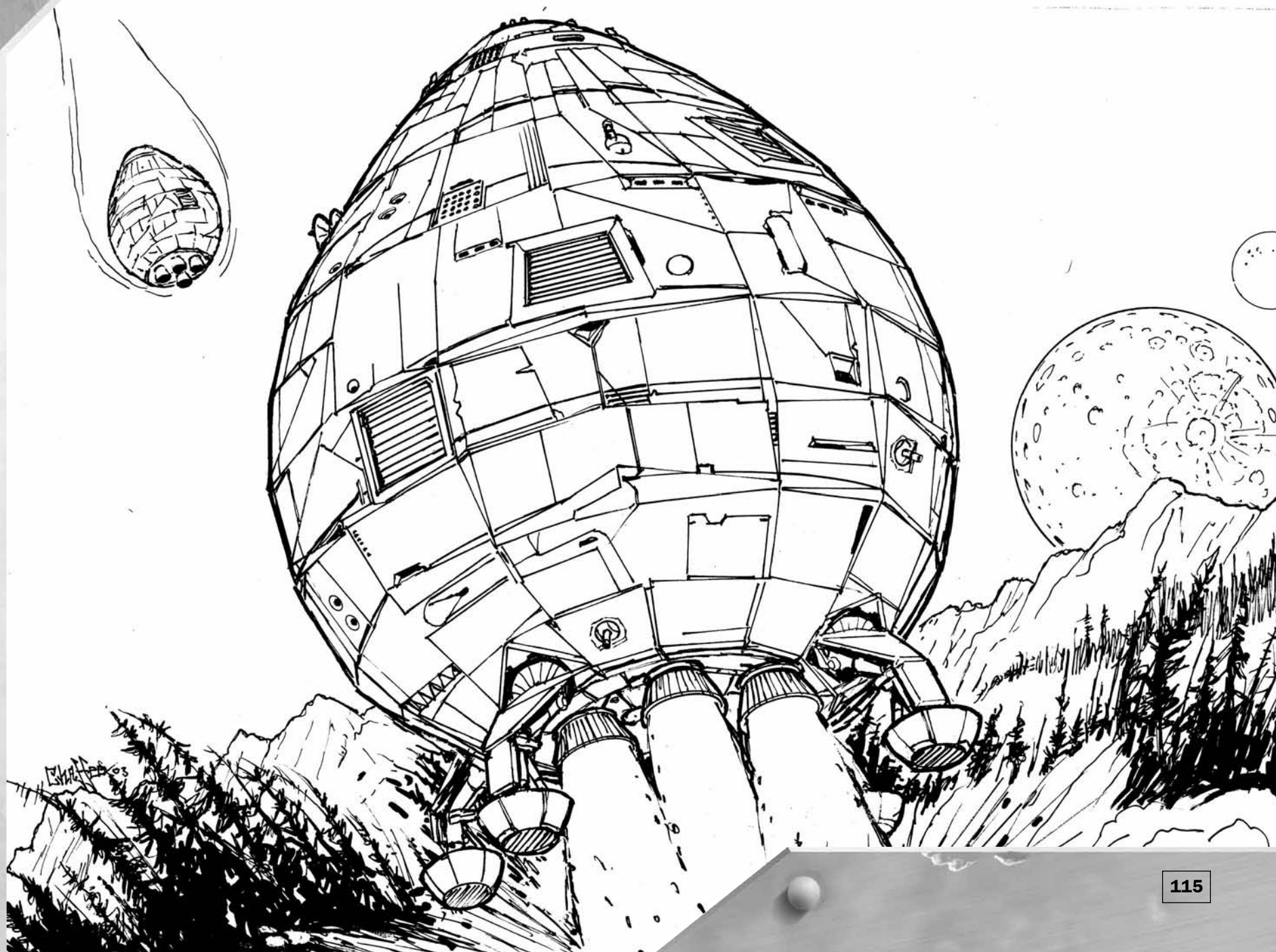
Bay 1: 'Mechs (12)	1 Door
Bay 2: 'Mechs (12)	1 Door
Bay 3: 'Mechs (12)	1 Door
Bay 4: Cargo (580 tons)	1 Door

Escape Pods: 9
Life Boats: 4
Crew: 6 officers, 33 enlisted/non-rated

Ammunition: 120 rounds SRM 6 ammunition (5 tons), 220 rounds AC/10 ammunition (22 tons), 180 rounds LRM 20 ammunition (20 tons).

Notes: Mounts 42 tons of standard armor.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (27 Heat)					
2 Medium Laser	1 (10)	—	—	—	Laser
2 LRM 20 (48)	2 (24)	2 (24)	2 (24)	—	LRM
3 Autocannon/10 (60)	3 (30)	3 (30)	—	—	Autocannon
FR/FL (32 Heat)					
2 LRM 20 (48)	2 (24)	2 (24)	2 (24)	—	LRM
1 Large Laser, 2 Medium Lasers	2 (18)	1 (8)	—	—	Laser
2 Autocannon/10 (40)	2 (20)	2 (20)	—	—	Autocannon
AR/AL (17 Heat)					
2 Medium Laser	1 (10)	—	—	—	Laser
2 SRM 6 (120)	2 (16)	—	—	—	SRM
1 Autocannon/10 (20)	1 (10)	1 (10)	—	—	Autocannon
Aft (18 Heat)					
2 Medium Laser	1 (10)	—	—	—	Laser
2 Autocannon/10 (40)	2 (20)	2 (20)	—	—	Autocannon



CARGOMASTER

Perhaps one of the best cargo transports designed for military space lift, yet never built, was the *Cargomaster*. Federated-Boeing Interstellar—a former Terran Hegemony / Star League company now of the Federated Suns—designed a new class of DropShip to replace the aged yet still venerable *Mule*-class DropShip. Larger and fitted with more powerful engines, the Cargomaster could carry more cargo in one of its four unique cargo bays than the *Mule* could in a single ship. These specially designed cargo bays were all interconnected, with the ability to be isolated in the event of an emergency such as a fire, or catastrophic failure of any one of the bays caused by hull breech or explosions.

What really made the *Cargomaster*'s bays so unique, however, is that they were fully automated and self loading. Fully computerized, this self-loading system was a cargo team's dream. It reduced the manpower normally assigned to the bays to none. The crew could handle the loading without taking on extra members just for working the cargo bays. Star League accepted the design and asked them to produce a civilian model called the *Cargoking*.

Pre-production began on the *Cargomaster* in 2781, when Federated-Boeing started to build their newest facilities around Galax. The Galax Megaplex was completed in December of 2786 after the fall of the Star League and the exodus of the Star League Defense Force. The Port Naval Yards were authorized to begin production on the *Cargomaster* line, and the first *Cargomaster* rolled off the assembly line in 2790, after major delays in construction the results of the First Succession War. The ship completed its test trials in good order and passed final inspection.

Unfortunately, the fate of the *Cargomaster* was to be short-lived indeed. At the time of the design's original commission, the presence of the Star League ensured that the Inner Sphere would remain stable. Resources were high. The cost of such a ship, while expensive, was nothing to be concerned with. By the time the first *Cargomaster* rolled off the production lines, however, the universe was a very different place than the one in which it had been conceived. An expensive and prolonged war was costing tremendous amounts of both money and material, including DropShips. Deemed a waste of resources, the technologies to manufacture the *Cargomaster* were suddenly too prohibitive to continue. The prototype was dismantled, and its parts used elsewhere.

CARGOMASTER CLASS DROPSHIP

Type: Military Spheroid
Use: Cargo Transport
Tech: Star League
Introduced: 2790
Mass: 12,500 tons
Battle Value: 4,555

Dimensions
Length: 175 meters
Width: 160 meters
Height: 120 meters

Fuel: 364 tons (10,680)
Tons/Burn-day: 1.84

Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 128 (256)
Structural Integrity: 12

Armor
Nose: 82
Sides: 72
Aft: 62

Cargo

Bay 1: Cargo (2,200 tons)	2 Doors
Bay 2: Cargo (2,200 tons)	2 Doors
Bay 3: Cargo (2,200 tons)	2 Doors
Bay 4: Cargo (2,200 tons)	2 Doors

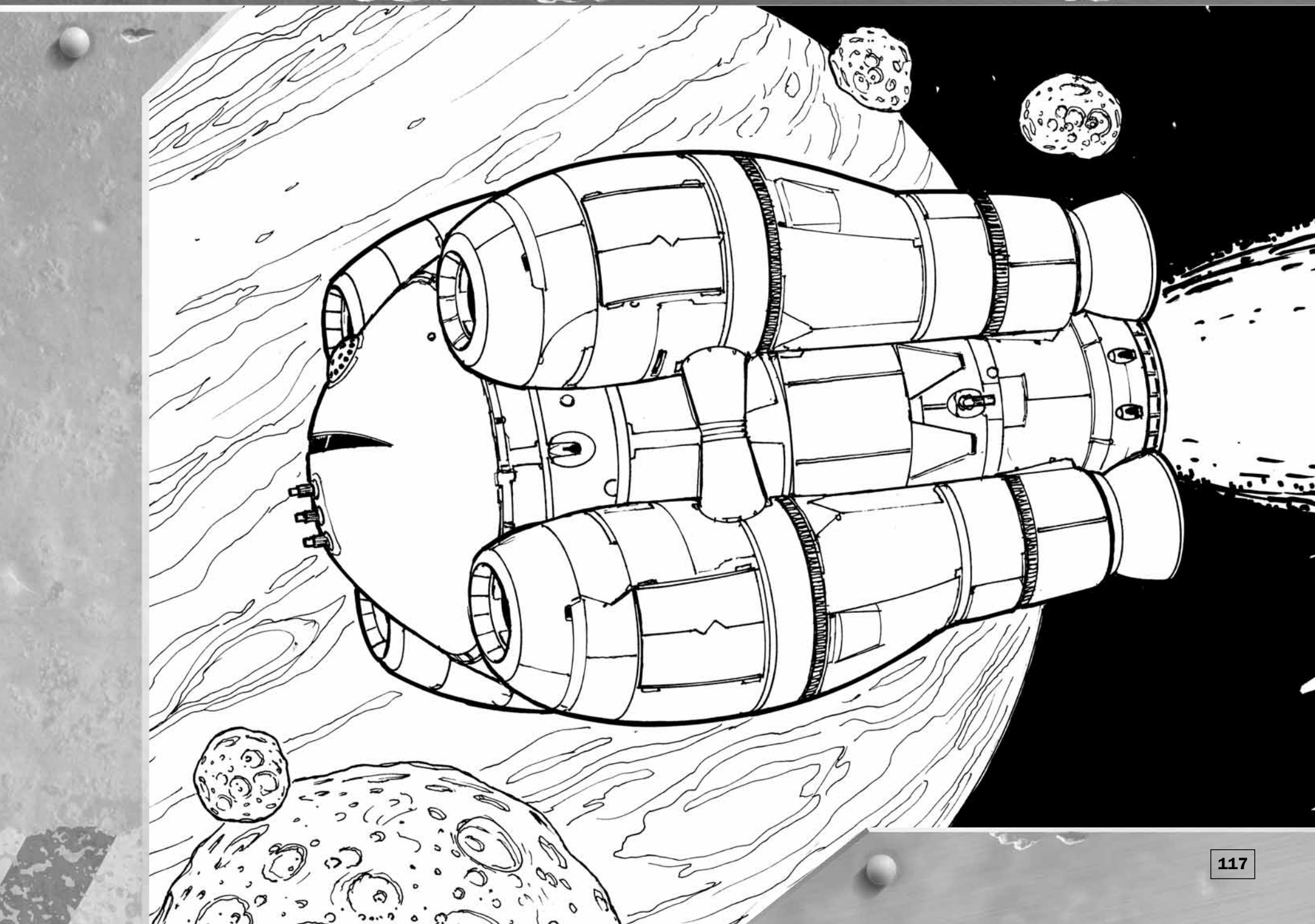
Life Boats: 2
Escape Pods: 2
Crew: 3 officers, 10 enlisted / non-rated, 5 Gunners

Ammunition: 132 rounds LRM 10 ammunition (22 tons).

Notes: Mounts 17.5 tons of standard armor.

Weapons:	**Capital Attack Values (Standard)**				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (63 Heat)					
ER Large Laser	1 (8)	1 (18)	1 (8)	—	Laser
3 ER PPC	3 (30)	3 (30)	3 (30)	—	PPC
LRM 20+Artemis (12)	2 (16)	2 (16)	2 (16)	—	LRM
FL/FR (102 Heat)					
ER Large Laser, 2 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
LRM 20+Artemis (30)	2 (16)	2 (16)	2 (16)	—	LRM
AL/AR (102 Heat)					
ER Large Laser, 2 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
LRM 20+Artemis (30)	2 (16)	2 (16)	2 (16)	—	LRM
Aft (15 Heat)					
ER Large Laser, 2 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser

CARGOMASTER



CARGO KING

Like the *Cargomaster*, the *Cargoking* project was cancelled for the same reasons. When Federated-Boeing began preparations for pre-production of the *Cargomaster*, they had already completed preparations to lay the keel and begin the production phase. The two DropShips were nearly identical, save that one was a military craft and the other was civilian. The *Cargoking*'s design specifications were the same as its military cousin, with the lone exception giving the edge in fuel reserves to the *Cargoking*. Both shared the same armor and structural integrity designs. The engineering on the two ships was identical, including sharing the same drives—Merlin 2400 Interplanetary Drives specifically designed for the two DropShips.

The *Cargoking* used the automated cargo bay system found in the military counterpart. This standardization across the board made logistics more manageable. Since the ship was automated in the cargo bay, the rest of the ship was not far behind. The crew size was small for such a large vessel. This allowed for the crew to have far more comfortable quarters then what was normally found on a DropShip. Federated-Boeing was pulling out all the stops on this new DropShip. They were all ready to sign contracts with a few shipping conglomerates when the First Succession War broke out.

Officially the Cargoking was produced in 2790, but in reality the first one was off the lines in 2789. The ship—FSDS *Richard III*—finished testing and was authorized for operations. The ship later disappeared in the Kesai IV system in 2825. One other ship was produced before the project was cancelled. It was lost during testing at the Port Simon Test Facilities. In a freak accident, the ship lost control crashing into Galax's moon, Malabar, and exploding in a spectacular fireball that decimated the landing facility, killing most of the ground crew.

CARGOKING CLASS DROPSHIP

Type: Civilian Spheroid
Use: Cargo transport
Tech: Star League
Introduced: 2790
Mass: 12,500 tons
Battle Value: 2,980

Dimensions
Length: 175 meters
Width: 160 meters
Height: 120 meters

Fuel: 389 tons (11,430)
Tons/Burn-day: 4.22
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 128
Structural Integrity: 12

Armor
Nose: 82
Sides: 72
Aft: 62

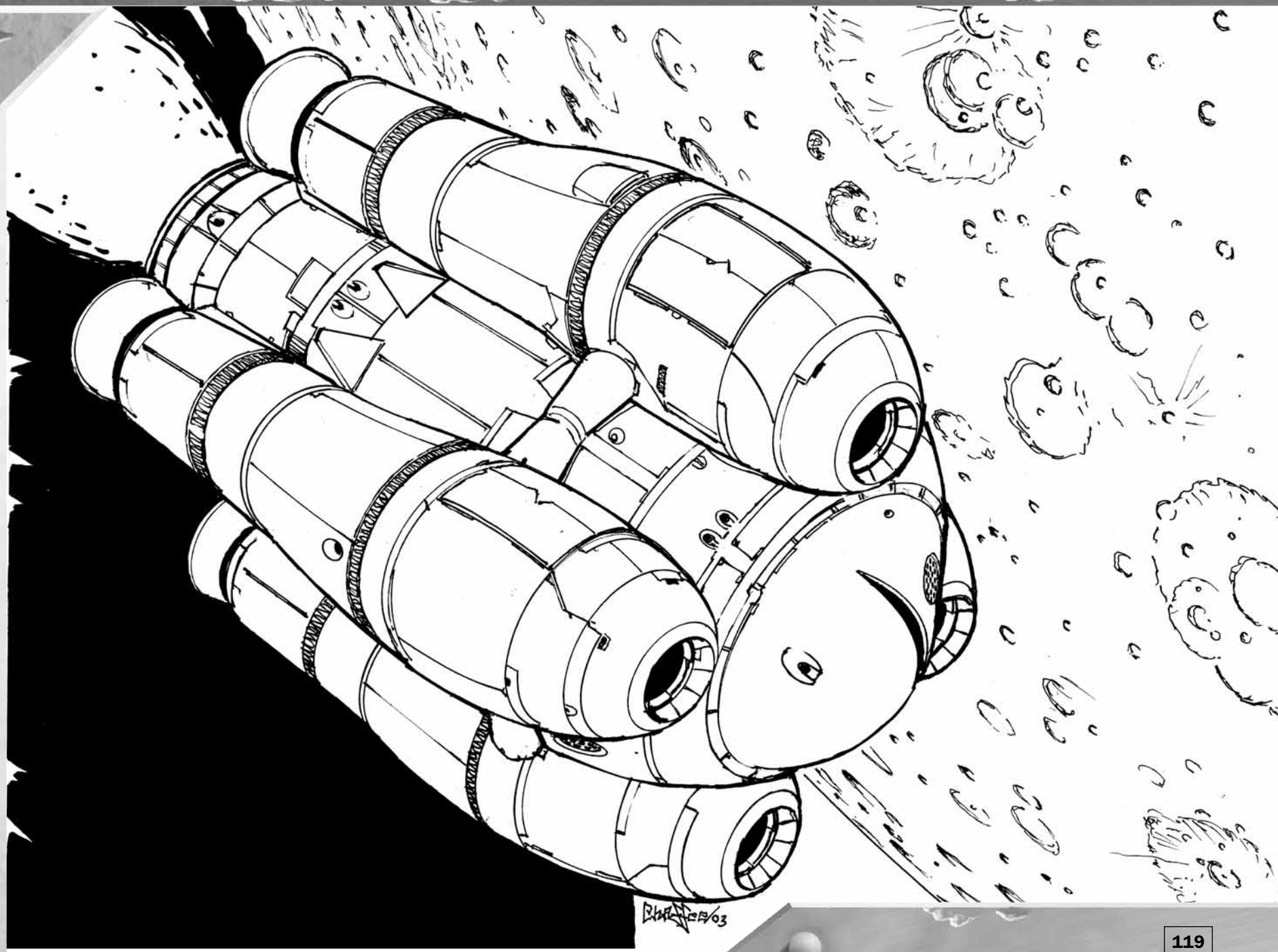
Cargo
Bay 1: Cargo (2,200 tons) 2 Doors
Bay 2: Cargo (2,200 tons) 2 Doors
Bay 3: Cargo (2,200 tons) 2 Doors
Bay 4: Cargo (2,200 tons) 2 Doors

Life Boats: 2
Escape Pods: 2
Crew: 3 officers, 10 enlisted / non-rated, 3 gunners

Ammunition: 132 rounds LRM 10 ammunition (22 tons)

Notes: Mounts 17.5 tons of standard armor

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (18 Heat)					
ER Large Laser	1 (8)	1 (18)	1 (8)	—	Laser
LRM 20+Artemis (12)	2 (16)	2 (16)	2 (16)	—	LRM
FL/ FR (42 Heat)					
ER Large Laser, 2 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
LRM 20+Artemis (30)	2 (16)	2 (16)	2 (16)	—	LRM
AL/AR (42 Heat)					
ER Large Laser, 2 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
LRM 20+Artemis (30)	2 (16)	2 (16)	2 (16)	—	LRM
Aft (15 Heat)					
ER Large Laser, 2 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser



MODEL 96 "ELEPHANT"

During the build up of the Star League Navy, a heavy tug class DropShip was needed to help with their growing fleet of WarShips. The SLDF Navy Department of Procurement issued a request for bids to design a new DropShip. The requirements included that not only would it help dock WarShips, but the DropShip would also be used in a support role as an assault DropShip. Only the design by Nimakachi Fusion Products Ltd. fulfilled the requirements requested.

At the time, the *Elephant* was the largest *Tug*-class DropShip ever built. The ship was built around massive PlasmaStar Interplanetary Drives capable of an astounding 4Gs of thrust. This would enable the new DropShip to maneuver the largest of WarShips in the SLDF Navy. The ship was designed with a reinforced bow—a rounded triangle shape that would allow it to mate up most WarShip hulls. At each point there is a retractable arm with a powerful magnetic locking device attached for securing to the ship. From the front, the design gave the appearance of an elephant's head, earning the ship its nickname. The ship was covered with nearly 77 tons of ferro-fibrous armor and armed with enough firepower—including bays for a short combined arms battalion—to classify it as an assault ship.

The DropShip entered service in May 2600. Just over a hundred of the *Model 96*'s were constructed. The "*Elephant*" saw service throughout the Inner Sphere and was attached to several naval fleets, including major yards like Terra's Titan Yards. During the Amaris Coup of 2766, fifty *Elephant*s helped defend Terran shipyards orbiting Titan, Mars and Venus. All were destroyed due to overwhelming odds, but not before two squadrons of the Twenty-Third Wing (Little Beavers) destroyed the RWRS *Conquistador Dart*-class cruiser over Mars in the opening days of the Coup.

MODEL 96 "ELEPHANT" CLASS DROPSHIP

Type: Military Spheroid
Use: Tug/Assault
Tech: Star League
Introduced: 2600
Mass: 15,000 tons
Battle Value: 13,097

Fuel: 700 tons (21,000)
Tons/Burn-day: 1.84
Safe Thrust: 5
Maximum Thrust: 8
Heat Sinks: 200 (400)
Structural Integrity: 25

Dimensions
Length: 150 meters
Width: 68 meters
Height: 68 meters

Armor
Nose: 371
Sides: 325
Aft: 279

Cargo:

Bay 1: Cargo (2,178.5 tons)	2 Doors
Bay 2: Cargo (Small Craft 4+1)	1 Door
Bay 3: 'Mechs (12)	4 Doors
Bay 4: Vehicles (8 Heavy)	2 Doors
Bay 5: Infantry (4 jump platoons)	2 Doors

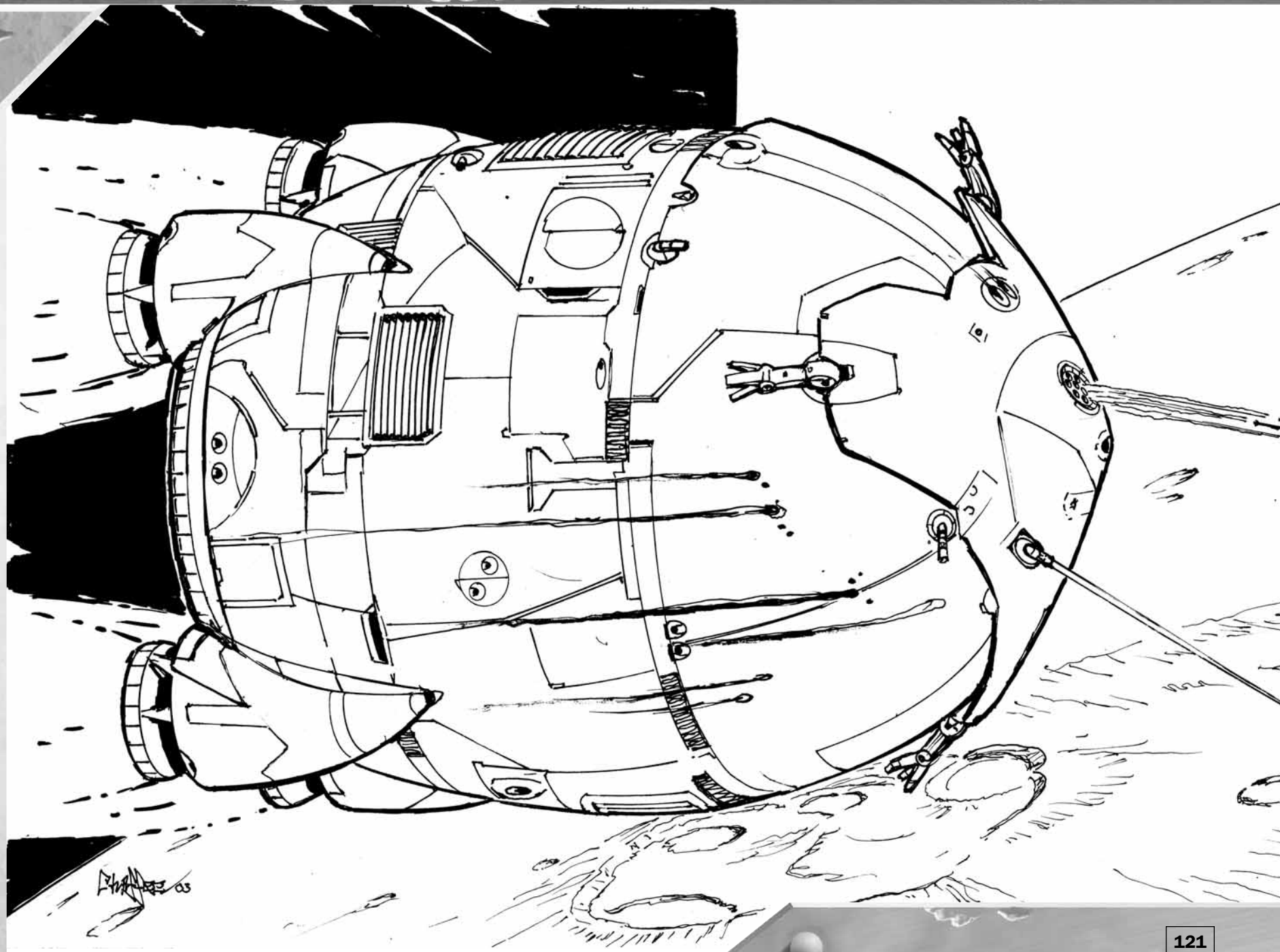
Life Boats: 2
Escape Pods: 10
Crew: 7 officers, 28 enlisted / non-rated, 9 gunners, 25 marines and 192 bay personnel

Ammunition: 240 rounds Gauss ammunition (60 tons), 72 rounds LRM 10 ammunition (6 tons).

Notes: Mounts 76.5 tons of ferro-aluminum armor.

Weapons:	**Capital Attack Values (Standard)**				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (84 Heat)					
ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
LRM 10+Artemis (24)	1 (8)	1 (8)	1 (8)	—	LRM
4 ER PPC	4 (40)	4 (40)	4 (40)	—	PPC
2 Gauss Rifles (48)	3 (30)	3 (30)	3 (30	—	Autocannon
FL/FR (108 Heat)					
LRM 10+Artemis (24)	1 (8)	1 (8)	1 (8)	—	LRM
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
1 ER Large Laser, 2 Medium Lasers	2 (18)	1 (8)	1 (8)	—	Laser
2 Gauss Rifles (48)	3 (30)	3 (30)	3 (30)	—	Autocannon
AL/AR (124 Heat)					
2 ER Large Lasers, 2 Medium Lasers	3 (26)	2 (16)	2 (16)	—	Laser
2 Gauss Rifles (48)	3 (30)	3 (30)	3 (30	—	Autocannon
Aft (58 Heat)					
4 ER Large Lasers, 2 Medium Lasers	4 (42)	3 (32)	3 (32)	—	Laser
LRM 10+Artemis (24)	1 (8)	1 (8)	1 (8)	—	LRM

MODEL 96 "ELEPHANT"



COLOSSUS

In 2651, the SLDF was embarrassed during "war games" held in the Periphery after sending 5 regiments to participate. Because of the deplorable results caused by lack of coordination and cooperation, the SLDF High Command created their famous Regimental Combat Teams (RCT). This specialized combat team would need transportation that would enhance the units' qualities.

Enter Mitchell Vehicles Interstellar. They delivered a design to SLDF that would fulfill the needs of the RCT, supporting it during its operation. It was a bold design massing 20,000 tons; the largest Assault DropShip ever built. The *Colossus* was designed to be easily repaired and its components were remarkably robust, adding to its reliability. The ship was equipped with the Star League's most advanced armor and weapons technologies, driving the vessel costs to over 700 million a ship. While they performed their intended function admirably, the cost of replacing them was too prohibitive. After the ships were destroyed during the Amaris War—including the company that made them, Mitchell Vehicles Interstellar—the *Colossus* was replaced by the smaller yet just as capable *Excalibur*, at half the cost. After the war, only five *Colossus* ships were known to have survived; those disappeared with Kerensky's army.

In 3014, however, Snord's Irregulars stumbled across a buried *Colossus* on the Lyran world of Phecda. The ship's structural integrity was still sound, a testament to its design. In its holds, Snord found a large stockpile of 'Mechs. The ship was later cannibalized by Lyran forces. Then, in the summer of 3067, another *Colossus* was discovered on the planet Epsilon Eridani. While Renfield's Renegades and the Lone Star Regiment were battling, they unearthed a Star League Depot hidden in the Shamus Mountains. Both laid claims to the pristine DropShip, exacerbating the situation at hand. Both suffered greatly in the conflict, driven by greed as much as their assignments. The Lone Star Regiment emerged the victor and laid claim to the ship, making up for much of its losses.

COLOSSUS CLASS DROPSHIP

Type: Military Spheroid
Use: Assault Ship
Tech: Star League
Introduced: 2660
Mass: 20,000 tons
Battle Value: 6,720

Fuel: 375 tons (7,500)
Tons/Burn-day: 1.84
Safe Thrust: 3
Maximum Thrust: 5
Heat Sinks: 255 Singles
Structural Integrity: 20

Dimensions
Length: 125 meters
Width: 135 meters
Height: 165 meters

Armor
Fore: 252
Sides: 221
Aft: 190

Cargo:

Bay 1: Vehicles (72 Heavy)	2 Doors
Bay 2: 'Mechs (36)	4 Doors
Bay 3: Infantry (12 foot platoons)	4 Doors
Bay 4: Cargo (726 tons)	0 Doors

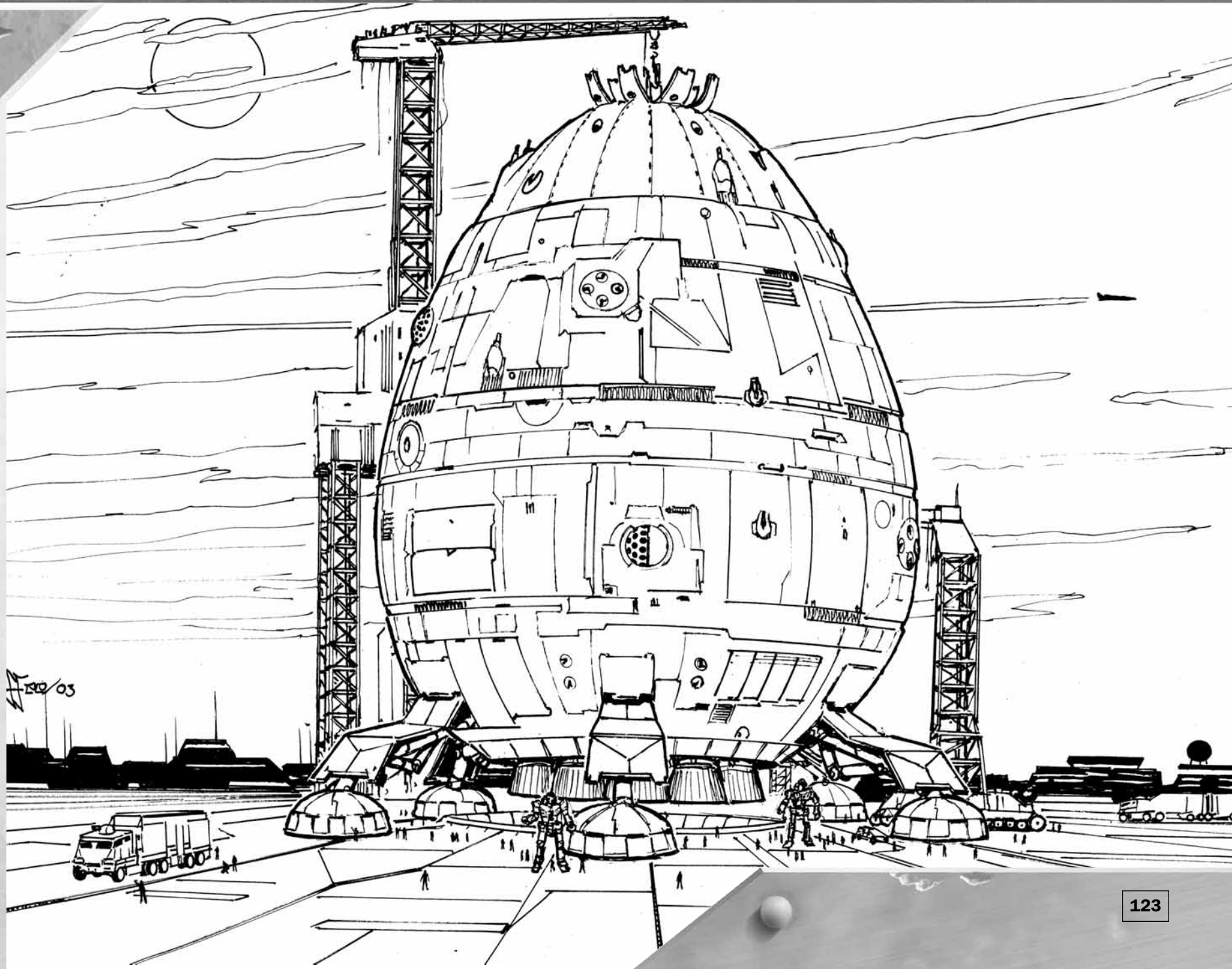
Life Boats: 4
Escape Pods: 25
Crew: 9 officers, 37 enlisted / non-rated, 9 gunners, and 984 bay personnel

Ammunition: 30 rounds Arrow IV ammunition (6 tons), 96 rounds Gauss ammunition (12 tons), 96 rounds LRM 20 ammunition (16 tons).

Notes: Mounts 59.5 tons of Ferro-Aluminum Armor with case.

Weapons:	Capital Attack Values (Standard)				
Arc (Heat) Type	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (76 Heat)					
2 Gauss Rifles (96)	3 (30)	3 (30)	3 (30	—	Autocannon
ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1 (8)	—	Laser
2 Arrow IV Systems (30)	4 (40)	4 (40)	4 (40)	4 (40)	Artillery†
2 ER PPC	2 (20)	2 (20)	2 (20)	—	PPC
FL/FR (108 Heat)					
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 LRM 20+Artemis (24)	3 (32)	3 (32)	3 (32)	—	LRM
1 ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1(8)	—	Laser
AL/AR (124 Heat)					
1 ER Large Laser, 4 Medium Lasers	3 (28)	1 (8)	1(8)	—	Laser
ER PPC	1 (10)	1 (10)	1 (10)	—	PPC
2 LRM 20+Artemis (24)	3 (32)	3 (32)	3 (32)	—	LRM
Aft (58 Heat)					
2 ER Large Lasers, 4 Medium Lasers	4 (36)	2 (16)	2(16)	—	Laser

†Can only be used when the DroShip is grounded.



EXPLORER

Though many have regarded the *Scout*-class JumpShip as the smallest in use today, such claims have long overlooked the tiny *Explorer*-class, a civilian JumpShip that enjoyed a long—if uncelebrated—history in almost every Successor State. Massing a mere 50,000 tons and reliant on small craft for in-system flight, the *Explorer* was introduced at the peak of the Star League era, primarily as a touring craft to ferry VIPs or the wealthy elite when DropShips weren't required. In its heyday, there wasn't a major corporation or important dignitary in any realm who didn't have access to one of these reliable vessels. The passage of time and the ravages of the Succession Wars, however, winnowed these vessels to a mere few handfuls. Today, Irian Technologies maintains the largest concentration of the remaining *Explorer*s, a minor surprise, considering that their Clipperton factory once produced this humble spacecraft.

The *Explorer* was actually designed along utilitarian lines rather than luxury travel, catering to the practical as well as the affluent. Built as small as possible to minimize cost and unarmed so as not to appear a threat to hostile traffic, this JumpShip relies on a quartet of shuttlecraft for in-system transit, saving the tonnage normally allocated to a DropShip's docking collar for cargo space and passenger quarters. An 80-meter grav deck allows shipboard personnel and passengers alike the comforts of home, and can adjust its rotation to that of the local planet, which greatly aids acclamation to alien worlds. The vessel also features a number of fully automated systems that can—in a pinch—allow a skeleton crew to operate it during long voyages. Indeed, Irian Technologies has often done just over the years, sometimes dispatching *Explorer*s with a mere 4 crewmen on board during leaner years.

A single variant emerged during the closing years of the Star League mounting an HPG. This exuberant cost was incurred only by large corporation, the ultra rich and in many cases, governmental diplomats.

EXPLORER CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2703
Mass: 50,000 tons
Length: 205 meters
Sail Diameter: 740 meters
Fuel: 75 tons (750)
Tons/Burn Day: 9.77
Station-Keeping Thrust: 0.10
Sail Integrity: 3
KF Drive Integrity: 2
Heat Sinks: 79
Structural Integrity: 1
Battle Value: 424

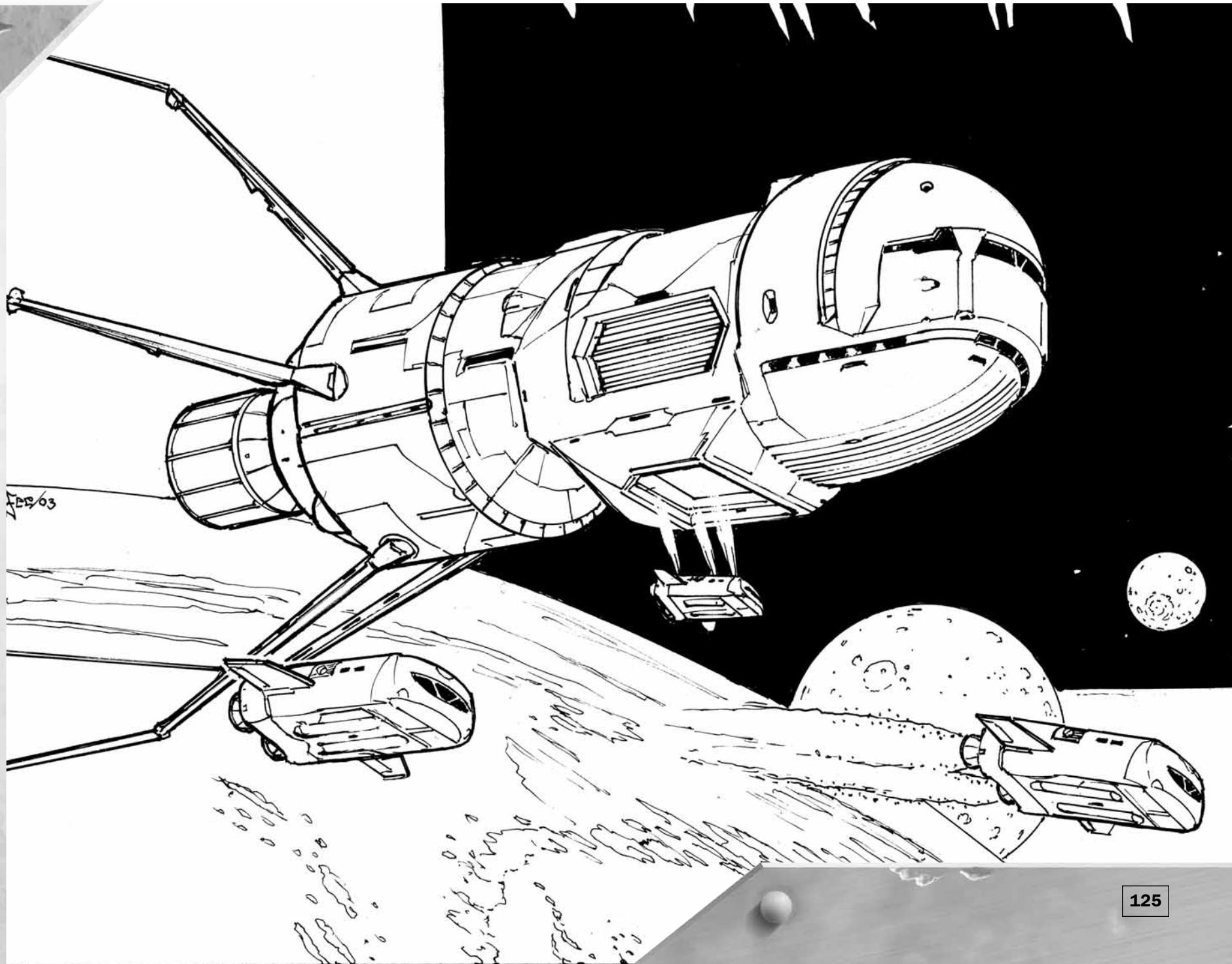
Armor
Nose: 7
Fore Sides: 3
Aft Sides: 3
Aft: 3

Weapons: None

Cargo
Bay 1: Cargo (247 tons) 1 Door
Bay 2: Small Craft (4) 2 Doors

DropShip Capacity: 0
Grav Deck: 1 (80-meter diameter)
Escape Pods: 3
Life Boats: 0
Crew: 1 officers, 8 enlisted/non-rated

Notes: 5 first-class and 5 second-class passenger quarters. 27 tons of standard armor.



QUETZALCOATL-SCOUT

The *Quetzalcoatl* JumpShip is not, in fact, a true class unto itself, but a variant on the popular *Scout*-class, born of necessity in the fires of the Third Succession War. The original *Quetzalcoatl*, a Capellan military *Scout*, suffered severe damage to its docking collar during an enemy boarding attempt. Rather than replace the collar or decommission the vessel outright, however, the vessel's owners instead took the extraordinary step of converting it to a carrier configuration. Aerospace fighter cubicles were added, enough to accommodate two full squadrons at once. This innovation transformed the *Scout* from a mere transport to an effective jump point "picket." The redesign was so successful, in fact, that other such carrier configurations began to emerge as other owner/operators opted for such a refit.

The *Quetzalcoatl-Scout*-class, as this variant came to be called, boasts not only large aerospace fighter bays, but also ample supplies of fuel for multiple sorties, thanks to its fuel bay conversion of the original *Scout*'s cargo area. With over three hundred tons of space, this reserve supply can be used either to replenish the vessel's station-keeping drive, or keep its fighter complement fully prepared for action. This feature has even allowed the *Quetzalcoatl* to maintain aerospace forces as large as 20 craft, despite the on-board capacity of 12. To attain such a sizeable presence, however, aerospace fighters must work in shifts, with some on active patrol nearby, while others in the same formation remain on board for repairs and maintenance.

The original *Quetzalcoatl* was destroyed during the intense fighting of the Fourth Succession War, but today, one can still come across other *Scout*s with the same capabilities and profile. The rise in more capable DropShips, however, which often boast extra armor and firepower in addition to dedicated fighter bays, has outstripped the demand for *Quetzalcoatl-Scout* conversions.

QUETZALCOATL-SCOUT CLASS JUMPSHIP

Tech: Inner Sphere
Introduced: 2876
Mass: 90,000 tons
Length: 273 meters
Sail Diameter: 890 meters
Fuel: 52 tons (520)
Tons/Burn Day: 9.77
Station-Keeping Thrust: 0.1G
Sail Integrity: 3
KF Drive Integrity: 3
Heat Sinks: 91
Structural Integrity: 1
Battle Value: 549

Armor
- **Nose:** 6
- **Fore Sides:** 3
- **Aft Sides:** 3
- **Aft:** 3

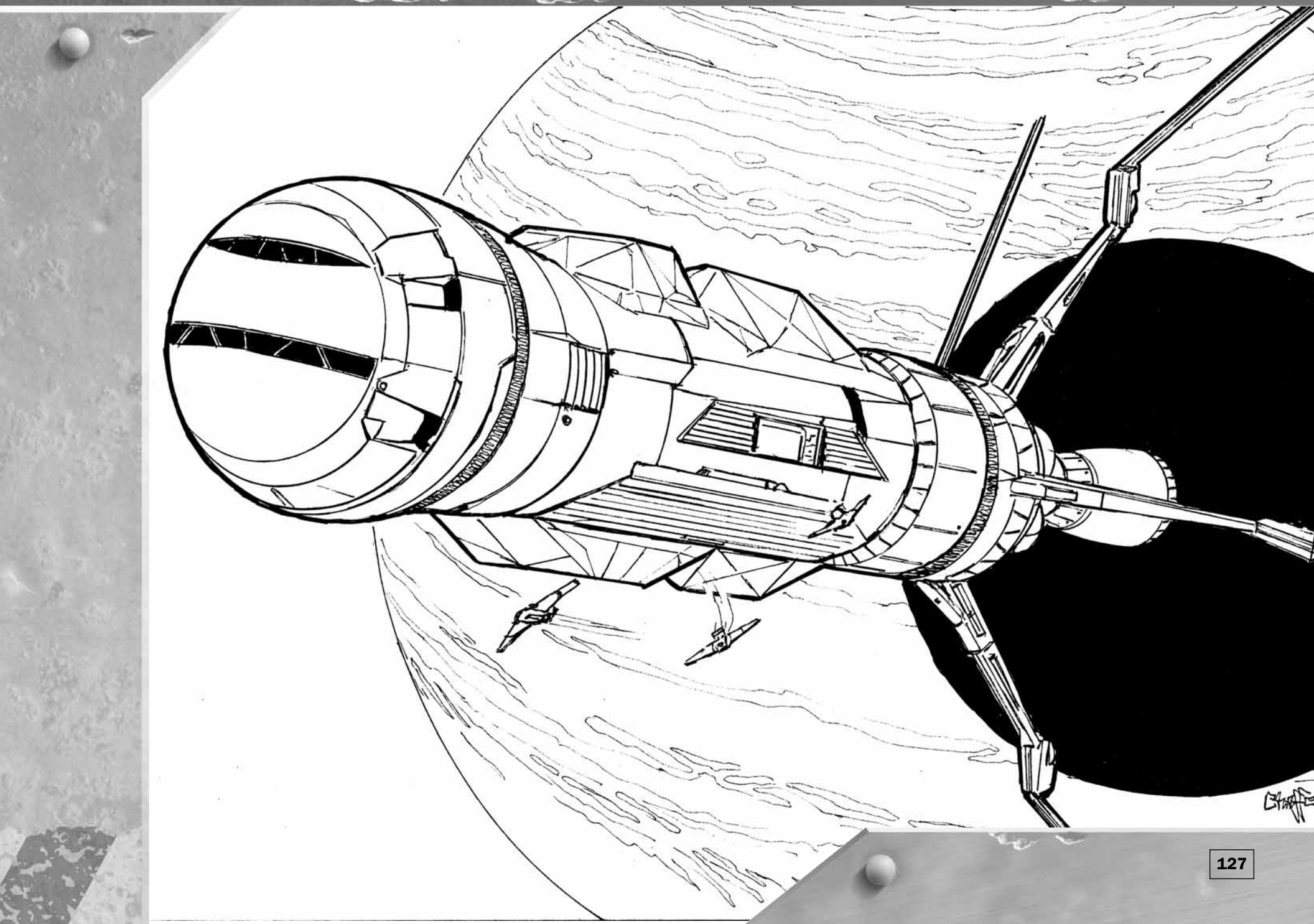
Cargo

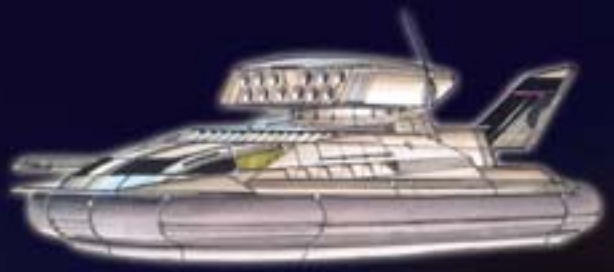
Bay 1: Fighters (12)	2 Doors
Bay 2: Cargo (327 tons)	1 Door

Escape Pods: 0
Life Boats: 3
Crew: 4 officers, 13 enlisted/non-rated

Notes: 28 passengers (pilots and technicians) rated at 5 tons (steerage).
38.5 tons of standard armor.

QUETZALCOATL





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The year is 3026 and war has ravaged the thousands of worlds of the Inner Sphere for centuries. Successor Lords send clashing armies to conquer their neighbors and re-establish the long-lost Star League. Though the BattleMech is the king of the battlefield, it is supported by a much vaster array of conventional vehicles that fight every where from premier border worlds to the back waters of beyond. When in the hands of an experienced field commander, even a BattleMech must be leery when facing a company of tanks.

This revised edition of the original *Technical Readout: 3026* features the most common military vehicles of the Succession Wars. Additionally, this volume contains nineteen vehicles, aerospace fighters, DropShips and JumpShips mentioned in the fictional context of the BattleTech universe but never before presented in a technical readout.

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