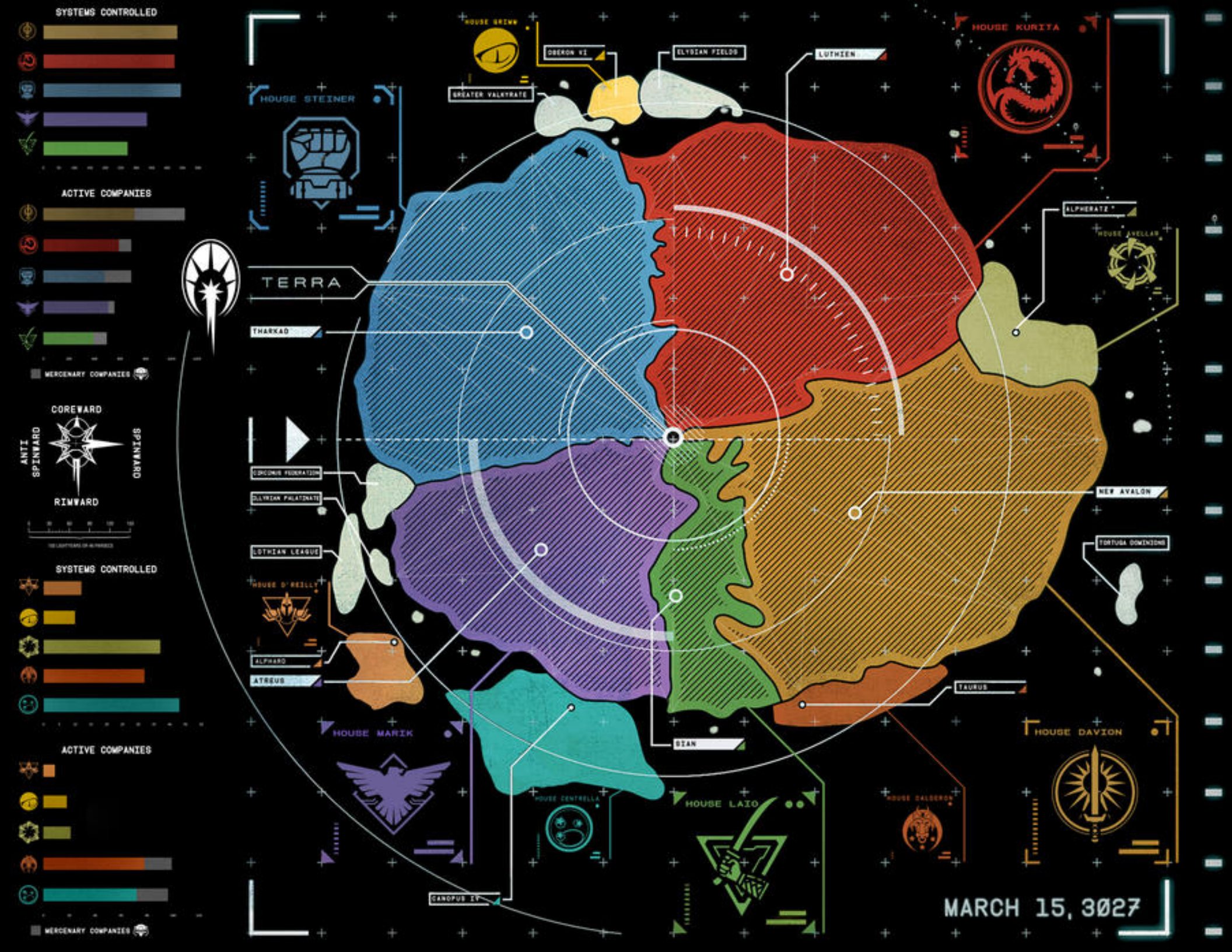
# BATTLETECH

## Technical Readout

# 3028

A fan produced sourcebook by Michael Todd and Justin Kase for battletechgame.com


SYSTEMS CONTROLLED
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HOUSE STEINER
HOUSE GRIEW
OBERON VI
GREATER VALKYRATE
ELYSIAN FIELDS
LUTHIEN
HOUSE KURITA
ALPHERATZ
HOUSE AVELLAN
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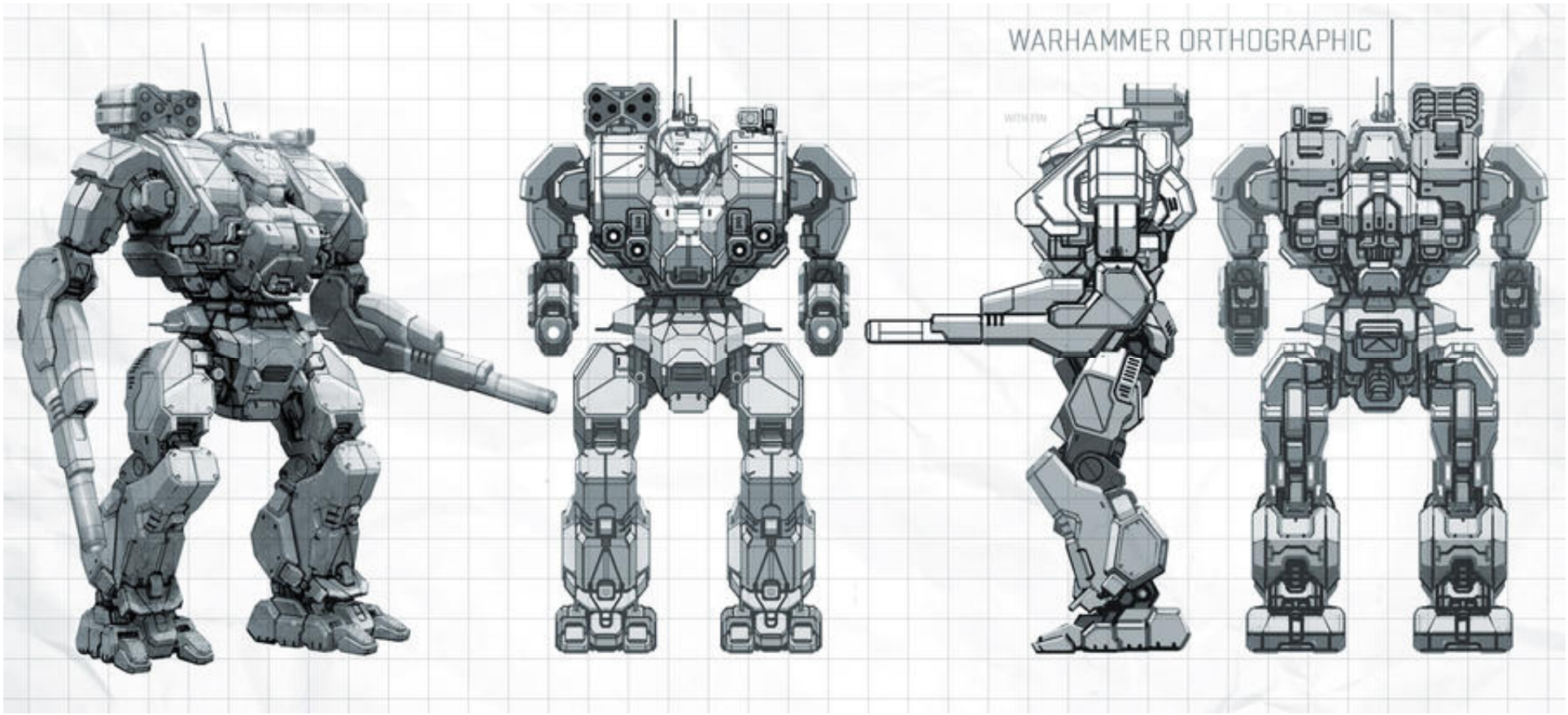
CIRCINUS FEDERATION
ILLYRIAN PALATINATE
LOTHIAN LEAGUE
HOUSE O'REILLY
ALPHARD
ATREUS
NEW AVALON
TORTUGA DOMINIONS
TAURUS
HOUSE MARIK
BIAN
HOUSE DAVION
HOUSE CENTRELLA
HOUSE LAIO
HOUSE DALBRON
CANOPUS IV
MARCH 15, 3027

# Technical Readout: 3028



Published by Michael Todd. Somewhere in the Blue Ridge Mountains of Virginia.

A special thanks to the countless artists who have produced inspirational BattleTech art and whose images are used in this publication. Of special note is Alex Iglesias who is responsible for creating the individual BattleMech art on behalf of Piranha Games for their MechWarrior Online game as well as the many fans of MechWarrior Online, especially Fernando Prado who have repainted these BattleMechs. Thanks to Harebrained Schemes for their creative work and inspiring artwork, and finally to Jordan Weisman, the "father" of BattleTech and also to Justin Kase for his work on customizing the beautiful map that graces the back cover.

And finally, a debt of gratitude to my dear wife and five children who have put up with their father's obsession with big stompy robots for years. Thank you Mariam, Layla, Ahmed, Isha, Anousheh and Jasper.

Also by Michael Todd, the "Chronicles of the 69th Virginia Expeditionary Force," a two volume series covering the exploits of a small mercenary command between 3039 and 3051, and the "Technical Readout 2866: Rise of the Scavengers" sourcebook of which this work is a derivative. All work can be found under the "Fan Fiction" section on http://bg.battletech.com/forums/ .

***Credits***

**- Writing -**
Michael Todd

**- Layout -**
Michael Todd

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Harebrained Schemes

**- Back Cover Design and Interior Watermark -**
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**- Major House Icon Design and Logos -**
Harebrained Schemes

**- Minor House Icon Design and Logos -**
Justin Kase

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Locust – Ironhawk
Commando – Ironhawk
Spider – Hayden
UrbanMech – Hayden
Firestarter – Justin Kase
Jenner – Hayden
Panther – Hayden
Raven – Ironhawk
Wolfhound – Sparks Murphy, Odanan
Cicada – Hayden
Blackjack – Ironhawk, Odanan
Vindicator- Alex Iglesias
Centurion – Ironhawk
Crab – Justin Kase, Odanan
Enforcer – Sparks Murphy, Ironhawk
Hunchback- Hayden
Trebuchet – Hayden
Kintaro – Justin Kase, Odanan
Shadowhawk – Ironhawk
Wolverine – Alex Iglesias
Dragon – Hayden
Quickdraw – Hayden
Rifleman – Justin Kase, Odanan
Catapult – Justin Kase, Hayden
JagerMech – Sparks Murphy, Odanan
Thunderbolt – Justin Kase, Jack Gallows
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Cataphract – Hayden
Grasshopper – Ironhawk, Bishop Steiner
Warhammer – Alex Iglesias
Black Knight – Justin Kase, Odanan
Marauder – Justin Kase, Odanan
Orion – Justin Kase, Ironhawk
Awesome – Ironhawk
Victor – Ironhawk
Zeus – Alex Iglesias
Battlemaster – Odanan
Stalker – Ironhawk, Hayden
Highlander – Nacon, Odanan
Banshee – Odanan
Atlas – Damodes
King Crab – Justin Kase

**- Special Thanks -**
John Weddle
Thomas Lagemann
Jason Henley

-**Note from the Artist Alex Iglesais**-

"Years ago, I'd never really thought I'd get to a place where I'd make any lasting sort of artistic impact on anything or anyone. BattleTech was just this weird niche subject that I sort of learned bizarrely well and did fan art of for fun. I never would've predicted that due to a series of fortunate accidents, I'd be influencing a setting older than myself. And for that I am intensely honored and hope to continue to deliver and keep improving."

# Contents

# CLASSIFIED: NU-TAU-KAPPA-OMICRON

13 January 3028

Julian Tiepolo
Primus, ComStar
Hilton Head, North America
Terra

Re: Current State of BattleMech Technology in the Inner Sphere

Primus Tiepolo:

There have been a number of striking developments and revelations since the publication of our last technical readout on 5 June 3025. Chief among these are the continued introduction of entirely new BattleMech designs as well as the first true signs of the recovery of the advanced military secrets of the Star League. While many individuals point to House Davion's daring raid on Halstead Station, led by First Prince Hanse Davion himself, and the recovery of the so-called "Halstead Collection," a deeper analysis reveals the Inner Sphere was already well on the way to technological recovery prior to the raid in 3014.

In the late 2900's, Red Devil Industries, a longtime producer of military vehicles, artillery systems and small arms for the Lyran Commonwealth, expanded into BattleMech production. They now produce both the *Rifleman* and *Battlemaster* in addition to their former wares, marking a notable expansion in their operations. Another Lyran firm, Defiance Industries, opened a new fusion engine plant on Tharkad in 3003 to support their own ongoing expansion efforts, primarily to provide engines for the recently refurbished Tolsand factory on Furillo that currently produces the *Zeus, Wasp,* and *Locust* BattleMechs. In 3005, former Defiance Industries foreman Michael Olivetti, finished the renovation of an old Star League assembly plant on Sudeten, opening up Olivetti Weaponry. They now manufacture both the *Warhammer* and *Thunderbolt*, along with light tanks and hovercraft. In 3012, Defiance Industries spun off their TharHes division, a longtime producer of military electronics, lasers and missile systems. Landgrave Michael Wellby, with substantial financial backing from the Steiner family, acquired the division, founding TharHes Industries on Tharkad. Shortly thereafter, TharHes expanded into BattleMech production with the *Crusader*. TharHes Industries has also begun testing their own unique BattleMech design, the *Wolfhound*. While still in the prototype stage, the 35-ton BattleMech had already undergone field tests with the Kell Hounds mercenary group, whose commander Morgan Kell is known to have close ties with Archon Katrina Steiner herself.

But perhaps the most telling sign of the technological renaissance underway can be found in the Periphery. Mountain Wolf BattleMechs, best known for producing the advanced 35-ton *Nighthawk* BattleMech, lost their primary factory on Vendrell as well as their secondary facility on Alpheratz during the Third Succession War. The company languished until Brandon O'Leary spent almost his entire family fortune rebuilding the smaller, less damaged facility. Located in the Outworlds Alliance, a Periphery power bordering both the Draconis Combine and the Federated Suns, O'Leary not only succeeded in rebuilding the Mountain Wolf BattleMechs assembly line, but also introduced the first entirely new BattleMech design in over two centuries. While the 60-ton *Merlin* does not carry any new or rediscovered technology, it does represent a significant engineering milestone, especially given that it occurred in the Periphery rather than under the auspices of the one of the Great Houses.

This is not to say the "Hallstead Collection" wasn't a watershed moment, without a doubt it was. The New Avalon Institute of Science was built to house just this collection and thoroughly research the Star League secrets it contained. In 3020 at Friden Aerospace Park on Hoff in the Federated Suns, the first secrets of the "Hallstead Collection" were revealed. Dr. Jorge Belasco as his team developed two BattleMech prototypes, the *Super Wasp* and *Super Griffin*. While obviously based on existing designs, the prototype *Griffin* carried an early version of one of the most sought after Star League technologies, the dual heat sink. In addition, it also carried improved jump jets, reportedly allowing it to jump 270 meters. The *Super Wasp* carried a fusion engine supercharger, allowing it to reach speeds approaching 120 kph, and there is speculation it was built around an advanced light-weight chassis, presumably an early version of the Star League Endo Steel. Both prototypes were destroyed by the Black Widow Company of Wolf's Dragoons just two years later in 3022.

More recently, a resurgent Hellespont Industrials on Sian, the capital of the Capellan Confederation, released a new specialized electronic warfare BattleMech, the *Raven*. Having lost their original BattleMech fabrication plants on Betelgeuse during the height of the Succession Wars, Hellespont Industrials relocated what equipment they could salvage to Sian where they produced numerous combat vehicles for the CCAF. In 3024, the first *Raven* was released, marking the third entirely new BattleMech, following the *Merlin* and the *Hatchetman*. However, unlike the previous two, the *Raven* carries the first truly new technology introduced since the fall of the Star League. Carrying a relatively primitive and heavy electronic warfare suite, the *Raven* is the clearest indication yet that not only has the technological decline ended, but, in fact, the Inner Sphere is gaining back lost ground. While not as compact or as powerful as the Guardian ECM suite developed by the Star League, it remains likely, if not inevitable, that Hellespont Industrials will eventually develop an equivalent system.

Also in the Capellan Confederation, the massive defense conglomerate Earthwerks Incorporated has been charged by the Chancellor to develop a new heavy BattleMech. Reminiscent of Ceres Metals Industries *Vindicator*, the 70-ton *Cataphract* makes extensive use of existing components, notably from the *Marauder*, *Shadow Hawk* and *Phoenix Hawk*. That said, it still qualifies as a new design in its right and one of the few the Capellans can manufacture themselves without the need to import any components. Using mostly tried and tested components, Earthwerks has been able to begin production of this BattleMech on both Grand Base and Tikonov in short order, significantly improving the CCAF's ability to replace existing losses and increase the number of BattleMech regiments they can field.

In the Draconis Combine, Luthien Armor Works has recently released an upgraded version of their *Dragon*. Although technically not a new design, Luthien Armor Works refers to the upgraded model as the *Grand Dragon* and it represents a significant improvement over the original. The *Grand Dragon* carries the newly developed Lord's Thunder particle cannon instead of the Imperator-A class 5 autocannon of the previous model, giving it twice the firepower while still retaining the excellent range of the autocannon. There are also unconfirmed rumors that Luthien Armor Works is now working on blueprints for a new assault-class BattleMech although no details are known. What is known is that Luthien Armor Works is currently engaged in a massive expansion of their production facility located on the capital world of the Draconis Combine, including the acquisition of Wells Technology, the maker of the maligned *Charger*, lending credence to the rumor of a new assault BattleMech, perhaps to be based on the 80-ton *Charger*.

Unlike the other Successor States, the Free Worlds League has yet to introduce any new BattleMechs, although Free Worlds Defense Industries has recently made significant improvements to the troublesome Northrup 12000 jump jets used on their popular WVR-6M *Wolverine* variant. However, the League does produce more DropShips and JumpShips than any of the other Great Houses, including both the massive *Star Lord* and *Monolith* models. The Irian Technologies orbital shipyards around Clipperton remain the largest and best equipped such facility remaining in the Inner Sphere. It is likely Anton's Revolt that engulfed the League in civil war from 3014 to 3015 is at least partially to blame. Not only were numerous industrial sites, such as Irian Technologies' Soapstone Mountain plant on Irian, destroyed during the bitter fighting, but the entire FWL economy was destabilized as the two brothers fought for supremacy.

Close to center of the Marik Civil War was the infamous mercenary group Wolf's Dragoons whose origins remain open to speculation. Provided by Maxmillian Liao, the Chancellor of the Capellan Confedation, directly to Anton Marik to aid is his coup against his older brother, the five regiments of Dragoon BattleMechs include at least eight models of Star League era BattleMechs long thought to have long been extinct. Furthermore, Wolf's Dragoons has been able to replenish their supply of these extremely rare BattleMechs via an unknown source in the Periphery. Not as mysterious but just as interesting is the budding relationship between the mercenary group and Blackwell Heavy Industries. Located on Outreach, Blackwell was a minor supplier of components until they were approached by Jamie Wolf, the commanding officer of the Dragoons. By 3012, Blackwell Heavy Industries was producing the 100-ton MAD-4A *Marauder II* as well as various repair parts under exclusive contract to the Wolf's Dragoons. While records existed of the other unusual models that appeared along with the Dragoons, such as the *Hornet, Falcon, Firefly* and *Shogun*, the *Marauder II* is technically a new design although obviously based upon the original 75-ton model. The 100-ton *Imp* is altogether a different story. This BattleMech has no known predecessor nor have any experimental or pre-production drawings for this 'Mech ever been found even after an exhaustive search of our Blessed Order's extensive historical archives. That said, there are credible battlefield reports the *Imp* carries a variant of the Wasat Aggressor targeting and tracking system commonly found on both the *Orion* and *Hermes II* BattleMechs leading analysts to conclude that while it is a new design, it is likely built using components that are still within the ability of the Successor States to manufacture. How and from where the Dragoons were able to acquire so many mint condition Star League era BattleMechs remains unknown despite numerous attempts to infiltrate the organization. There is little doubt, however, that the mercenary group has the expertise necessary to both maintain and repair these rare BattleMechs as well as to design and help build new ones. It remains one of our Order's highest priorities to determine both the origins of the Wolf's Dragoons and from where their Star League era 'Mechs are coming from.

In conclusion, the Inner Sphere is well on their way to regaining much of the technology that has been lost since the fall of the Star League. The reasons are primarily twofold. First, the discovery of the "Halstead Collection" and subsequent founding of the New Avalon Institute of Science. Second, is the enigma that is the Wolf's Dragoons. If left unchecked, there is little doubt additional advances will originate from within these two organizations even as the prototype technologies they already have under development reach production status. The recently signed Federated-Commonwealth Alliance Document and Concord of Kapteyn has effectively divided the Inner Sphere along just two axis for the first time in history. Given this polarization, it is almost certain a series of major offensives, likely by the Federated-Commonwealth, will erupt at any time. If the flames of war can be stoked the intensity of those from the First or Second Succession War, it is probable the recent technological advances can be stopped or even reversed. The Draconis Combine is a prime candidate to assist in this endeavor. If the DCMS can be strengthened sufficiently to achieve parity with those of the combined LCAF and AFFS, the resulting fighting will likely prove devastating to both sides. If the Federated Commonwealth instead turns their sights on the Free Worlds League and Capellan Confederation, the results could be disastrous for our organization. To that end, special attention must be paid to Thomas Marik who joined our illustrious order in 3006. Already Captain General Janos Marik has begun negoiations for his release and has stated his intention to name Thomas as his heir.

Make Peace Be Upon you,

Nicholas Cassnew
Precentor ROM

# Light BattleMechs

# FLE-15 Flea

**History:**
Originally released by Earthwerks Incorporated in 2475 as the TRP-1 *Trooper*, it was intended to serve as a light scout 'Mech for the Free Worlds League Military. The TRP-1 was a contemporary of another dedicated scout 'Mech, the WSP-1A *Wasp*. Unfortunately, the design was plagued with problems and numerous design flaws were discovered shortly after it was put into production.

It took Earthwerks Incorporated 25 years before they finally resolved all of the issues with the 'Mech but by then the lightly armored *Trooper* had earned such a wretched reputation, that Earthwerks entirely abandoned the name, christening the re-engineered 'Mech the FLE-4 *Flea* when they reintroduced it in 2501.

With BattleMechs still in their infancy, Earthwerks had little trouble finding willing buyers even given the 'Mechs light armor and lack of jump capacity.

In 2519, Earthwerks completely re-engineered the design once again, releasing the FLE-14. Weighing only 15 tons, the FLE-14 was the lightest BattleMech ever manufactured and was also the fastest. With a cruising speed of almost 90 kph and a top speed of close to 150 kph, the FLE-14 was blindingly fast. Making it even more maneuverable, the FLE-14 also had a jump capacity of 120 meters allowing it to navigate heavily wooded or steep terrain.

The 15-ton 'Mech's armament consisted solely of a single Martell medium laser and it was protected with a paltry one ton of armor. Such light protection meant that even a small laser or heavy infantry weapons could disable or even destroy the fleet-footed machine. Once the FLE-14 was deployed, the lack of armor protection resulted in such an incredible rate of loss for the 'Mech that military quartermasters quickly spurned the ultra-light design forcing Earthwerks to end production.

Forced to once again re-examine the utility of the *Flea*, Earthwerks engineered redesigned the 'Mech for the third time just 4 years after the release of the ultra-light FLE-14. In 2523, they released the FLE-15 which they would continue to produce on and off until the fall of the Star League. After General Kerensky's Exodus, Earthwerks would end production entirely, choosing instead to focus on their much more successful, and heavier designs, notably the *Griffin, Thunderbolt,* and *Archer*.

Between a lack of interest in the design and a lack of spare parts to repair existing machines, the FLE-15 would all but disappear from the Inner Sphere until the arrival of Wolf's Dragoons in 3005.

Among the many lost and forgotten BattleMech designs fielded by the famous mercenary group, were both the FLE-4 and FLE-15 versions of the venerable *Flea*. To the surprise of all, the Dragoon's enjoyed great success with the design, often confusing enemy MechWarriors as to whether they were facing the -4 with its heavy laser, or the up-armored -15 version.

Fielding five full BattleMech regiments, the Dragoons standalone both in terms of sheer size and amount of resources among the many mercenary units plying their trade in the Inner Sphere. After suffering heavy losses first during the Marik Civil War and then following an unsuccessful attempt to destroy the legendary Defiance Industries complex on Hesperus II, Wolf's Dragoons approached Earthwerks asking that they restart production of the *Flea*. Anxious to please Wolf's Dragoons in hopes of learned the secret of where they obtained their BattleMechs and other advanced technology, Earthwerks agreed and entered into an exclusive agreement to provide new *Fleas*, along with spare parts, directly to the Dragoons.

The *Flea* is also among the most inexpensive BattleMechs ever produced. Slightly more expensive than the LCT-1V *Locust*, it is an extremely cost effective 'Mech considering its relatively strong firepower and anti-infantry capability. If Earthwerks Incorporated ever makes the design available outside of the Dragoons, it is likely it will find a welcome home within many militia and second-line units and possibly within line regiments as well if their performance with the Dragoons is any indication.

**Capabilities:**
For such a light 'Mech, the FLE-15 carries an impressive array of weaponry. Two arm mounted Martell medium lasers give it as much firepower as any 20-ton 'Mech on the battlefield today, making it a significant threat to other light 'Mechs. Twin machine guns and a chest mounted flamer also make the *Flea* extremely effective against infantry, light vehicles and other soft targets.

Protected by three tons of Livingston Ceramics armor plating, the FLE-15 carries protection equivalent to both the ubiquitous *Wasp* and *Stinger* giving it adequate protection for a scout 'Mech. While not jump capable and slower than the *Locust*, another common scout 'Mech, the FLE-15 addresses this shortcoming by mounting a pair of small lasers in its rear torsos, making it a real threat to light units who attempt to circle behind it.

**Variants:**
The FLE-4 *Flea* is the lightest 'Mech to ever carry a heavy laser. In fact, the Harmon heavy laser making up its right arm by itself accounts for a full 25% of the entire weight of the BattleMech. Supplemented with a pair of arm-mounted small lasers, the FLE-4 can engage enemy units at ranges far surpassing that of most other light 'Mechs. It also carries a rear mounted flamer which many MechWarriors have found quite useful for covering their retreat by starting a fire and using the smoke to obscure their position. This also gives the *Flea* some utility as an incendiary 'Mech in a pinch.

Considered to be an effective sniper by most, what the FLE-4 cannot do is take damage. Covered with just two tons of armor, the FLE-4 is easily damaged even by light vehicles or infantry ambushes. Lacking jump jets and with lackluster speed, the FLE-4 cannot easily withdraw from a tight spot without the help of other, heavier, 'Mechs to cover for it.

**Current Manufacturers:**

Earthwerks Incorporated
Bernardo – Free Worlds League

| Model | Cost | BV | PV |
|---|---|---|---|
| *FLE-15* | *1,519,200* | *430* | *13* |
| FLE-4 | 1,519,200 | 432 | 11 |

**Mass:** 20 tons
**Chassis:** Earthwerk Trooper
**Power Plant:** GM 120
**Cruising Speed:** 64.8 kph
**Maximum Speed:** 97.2 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Livingston Ceramics
**Armament:**
2 x Martell Medium Lasers
2 x SperryBrowning Machine Guns
1 x Olympian Flamer
2 x Martell Small Lasers
**Original Manufacturer:** Earthwerks Incorporated (2501)
**Communications System:** Neil 2000
**Targeting and Tracking System:** Dalban HiRez-B

| Type: **FLE-15 Flea** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 20 tons | | |
| Internal Structure: | | | 2.0 |
| Engine: | GM 120 | | 4.0 |
| Walking MPs: | 6 | | |
| Running MPs: | 9 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 48 | | 3.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 5 | |
| Center Torso: | 6 | 8/3 | |
| Rt./Lt. Torso | 5 | 5/3 | |
| Rt./Lt. Arm | 3 | 4 | |
| Rt./Lt. Leg | 4 | 4 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Machine Gun | RA | 1 | 0.5 |
| Machine Gun | LA | 1 | 0.5 |
| Flamer | CT | 1 | 1.0 |
| Small Laser | RT | 1 | 0.5 |
| Small Laser | LT | 1 | 0.5 |
| Ammo (MG) 200 | CT | 1 | 1.0 |

**Draconis Combine Mustered Soldiery**
**Seventh Sword of Light – "Teak Dragon"**
**CO: *Tai-Sho* Moshiu Yodetobo**
**Homeworld: Luthien**

# LCT-1V Locust

**History:**
One of the most common, and lightest, 'Mechs in existence, the *Locust* was first built by Bergan Industries in 2499. The key to its success and long life is its combination of superior speed and heavy armor. Its major weakness is its lackluster firepower. While equivalent to other 'Mechs of similar weight, a *Locust* pilot will find himself outgunned by just about everything else on the field.

Originally designed as a reconnaissance 'Mech, the *Locust* is fast enough to get where it needs quickly, and perhaps more importantly, get away just as fast.

Just over 100 years later, Bergan Industries would launch their first Third Generation BattleMech, the CHP-1N *Champion* in 2602. Weighing three times as much as the *Locust*, but keeping the same design aesthetic, the *Champion* featured the latest advances in composite armor, an improved missile fire control system, and a lightweight, extended range autocannon licensed from Lubalin Ballistics.

While Bergan Industries was able to sell *Locusts* to all of the Star League Member States, due to the advanced technology used by the *Champion*, it was restricted to SLDF use only. Ironically, with the destruction of Bergan Industries' New Earth plant during the Amaris Civil War, and the subsequent technological decline, the *Champion* has slowly disappeared from Inner Sphere while its low tech little brother, the *Locust*, lives on.

In fact, after the fall of Star League, Bergan Industries sold production licenses for the *Locust* to Achernar BatteMechs, Corean Enterprises and the Free Worlds League Defense Industry, as well as to number of companies located in the Periphery.

**Capabilities:**
With the loss of many of the BattleMech manufacturing centers throughout the Inner Sphere from the ongoing Succession Wars, the *Locust* has been forced into new roles on the battlefield. Now assigned to the front lines, the *Locust* is often required to engage heavier 'Mechs in holding actions until reinforcements can arrive to relieve it. Armed with a single medium laser and a pair of anti-infantry machine guns, the LCT-1V simply lacks the firepower to engage other units with any chance of success. But given the scarcity of BattleMechs, there is little chance the *Locust* will be pulled off the frontlines any time soon.

One of the most commonly overlooked features of the *Locust* is its relatively spacious cockpit when compared against other 'Mechs of the same weight. This means a scout who can stay alert longer when on extended patrols of the countryside. The reverse canted legs and large, fully articulated feet also provide an unusually smooth and stable ride for such a swift machine.

The *Locust* is also well equipped for night operations. Most models feature a directional searchlight mounted above the cockpit that is directly integrated with the O/P 911 targeting and tracking system. In addition the O/P 911 features infrared and seismic sensor arrays.

**Variants:**
Aside from the original -1V model, at least four other variants of the Locust are commonly found among the armies of the Great Houses.

In 2567, engineers in the Lyran Commonwealth introduced the LCT-1S version. Carrying a Bical SRM Twin-Rack in each arm, it retains the center torso mounted medium laser. However, the increased firepower comes at the expense of the 1/Star Slab armor, which is replaced with the thinner Durallex Light.

The most radical version of the *Locust*, the LCT-1M, was pioneered by Achernar BattleMechs on New Avalon and began production in 2571. Removing the arm mounted machine guns in favor of a pair of Holly LRM-5s and keeping the medium laser, the -1M is protected by only a single ton of armor. Useful only as a light and fast fire support platform, the -1M can easily be rendered inoperable by any opposing unit, including even infantry. Due to its fragility, it is the most uncommon variant, found primarily among House Davion's Ceti Hussars and other similar units styled after the SLDF light horse regiments.

The -1E, first produced in 2811, carries a Magna Mk II medium laser and its smaller brethren, the Magna Mk I, in each arm and eliminates the centerline medium laser. It retains its trademark heavy armor and marks the first attempt to make the Locust a front line fighter.

The most recent addition, the LCT-3V, released in 3004, also seeks to increase the 'Mech's firepower. By removing a half-ton of armor and a half-ton of ammunition, engineers were able to mount a second Martell medium laser. This second medium laser is mounted coaxially with the first in the heavily armored chest.

**Current Manufacturers:**

Bergan Industries
Ares – Capellan Confederation

Achernar BattleMechs
New Avalon – Federated Suns

Corean Enterprises
Stewart – Free Worlds League

Free Worlds Defense Industry
Gibson – Free Worlds League

Defiance Industries
Furillo – Lyran Commonwealth

Taurus Territorial Industries
Taurus – Taurian Concordant

Pinard Protectorates Limited
MacLeod's Land – Taurian Concordant

Alliance Defenders Limited
Alpheratz – Outworlds Alliance

Majesty Metals and Manufacturing
Canopus IV – Magistracy of Canopus

| Model | Cost | BV | PV |
|---|---|---|---|
| *LCT-1V* | *1,511,200* | *432* | *14* |
| LCT-1M | 1,535,200 | 424 | 15 |
| LCT-1S | 1,511,200 | 440 | 14 |
| LCT-1E | 1,574,200 | 553 | 15 |
| LCT-3V | 1,553,200 | 490 | 15 |

**Mass:** 20 tons
**Chassis:** Bergan VII
**Power Plant:** LTV 160
**Cruising Speed:** 86.4 kph
**Maximum Speed:** 129.6 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** 1/Star Slab
**Armament:**
1 x Martell Medium Laser
2 x SperryBrowning Machine Guns
**Original Manufacturer:** Bergan Industries (2499)
**Communications System:** Garret T10-B
**Targeting and Tracking System:** O/P 911

**Armed Forces Federated Suns**
**First Aragon Borderers – "Pride of New Aragon"**
**CO: Colonel Vincent Kooper**
**Homeworld: New Aragon**


| Type: **LCT-1V Locust** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 20 tons | | |
| Internal Structure: | | | 2.0 |
| Engine: | LTV 160 | | 6.0 |
| Walking MPs: | 8 | | |
| Running MPs: | 12 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 64 | | 4.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 8 | |
| Center Torso: | 6 | 10/2 | |
| Rt./Lt. Torso | 5 | 8/2 | |
| Rt./Lt. Arm | 3 | 4 | |
| Rt./Lt. Leg | 4 | 8 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Medium Laser | CT | 1 | 1.0 |
| Machine Gun | RA | 1 | 0.5 |
| Machine Gun | LA | 1 | 0.5 |
| Ammo (MG) 200 | CT | 1 | 1.0 |

# COM-2D Commando


**History:**
The *Commando* was one of the first successful BattleMech designs, beating out the ubiquitous *Wasp* by a single year. In 2463, Coventry Defense Conglomerate, the predecessor to Coventry Metal Works, debuted the first BattleMech designed from the ground up as a scout, the First Generation CMD-1A *Commando*.

Originally armed with a single Odin heavy laser, the -1A *Commando* featured prominently in the first large scale BattleMech battle in the history of the Inner Sphere, which took place on Nox in 2475. During the fighting against the elite DCMS Second Sword of Light regiment, the *Commando* repeatedly engaged and defeated the Combine's 55-ton *Gladiator* BattleMechs forever sealing its place in the heart of the LCAF and causing the DCMS to end production of the humiliated *Gladiator* shortly thereafter.

Five years later in 2480, Coventry Metal Works updated their design with the latest advances in technology, giving it the -1D designation and adding an SRM-6 to complement the existing heavy laser.

Just six years after that, in 2486, Coventry Metal Works unveiled the now familiar COM-2D model changing the 'Mech's role from that of reconnaissance to that of a striker by significantly altering the weapon load out.

The *Commando* is also notable for being among the first BattleMechs designed and produced entirely outside of the Terran Hegemony. In fact, through the adroit political and industrial maneuvering of House Steiner, the *Commando* never made its way out of the Lyran Commonwealth and even the SLDF was never successful in getting their hands on the design.

It should be noted, however, that Coventry Defense Conglomerate's initial foray into BattleMech construction was actually the 90-ton BWP-X1 *Ymir*, which began testing in 2462, just one year before the CMD-1A. They were not able to produce a viable version of the *Ymir* until 2475, which carried the BWP-2B designation, and by that time production of the CMD-1A was well underway.

Interesting enough, Defiance Industries, another Lyran Commonwealth based defense contractor, was working on their own BattleMech prototype, the BEL-1X *Bellerophon*, as well. Construction of the first one was completed in 2442, and Defiance Industries went on to build three more units before finally abandoning the project entirely due to insurmountable stability problems.

Defiance tried again almost 30 years later, this time partnering with the by now successful Coventry Defense Conglomerate, in a project that would ultimately result in the production of a single EFT-2 *Eisenfaust* prototype. Unfortunately, the *Eisenfaust* turned out to be a thinly armored and clumsy 'Mech, only capable of plodding along at 32kph and carrying a paltry ten rounds for its main weapon, a Class 10 autocannon. This design too was ultimately shelved as unworkable.

**Capabilities:**
Able to launch salvos of ten short-range missiles at a time, the *Commando* excels at exploiting breaches in the armor of already damaged enemy 'Mechs. Combined with its solid speed, it can quickly drive in on vulnerable 'Mechs, dispatch them, and be back on its way, often before its lance mates can effectively respond.

Supplied with ample ammunition, and carrying a Defiance B3M medium laser for backup, the *Commando* can stay active on the battlefield for extended periods as it hunts down its opponents. Respectable armor for its light weight also allow it to take a bit of punishment before having to retire from the field. Against any 'Mech of equivalent size or less, the *Commando* is a formidable opponent, easily capable of handling a *Locust* and even giving heavier 'Mechs such as the *Jenner* or *Raven* a run for their money.

But what really makes it shine is the TharHes Star Shark targeting and tracking system. Capable of locking onto a target almost a kilometer away, its range and full complement of sensors make it an invaluable addition to any scouting or raiding force. The Star Shark features infrared, electromagnetic, and seismic sensors along with a full 360-degree scanning arc. It can track three primary and five secondary targets and has target identification. The Star Shark is among the best targeting and tracking systems manufactured in the Inner Sphere.

**Variants:**
Technically, the COM-1D *Commando* was produced prior to the introduction of the common COM-2D. Nonetheless, it can still be found, albeit rarely, among the forces of the Lyran Commonwealth Armed Forces. Carrying a large laser and an SRM-6, it often serves as a sniper for light 'Mech lances.

After a long period of silence, Coventry Metal Works has created three new variants of the *Commando* within the past ten years, starting with the COM-1B in 3015. Echoing the primary armament of the original, the -1B carries a heavy laser as its primary weapons. Both missile packs have been replaced with a single SRM-2 and it retains the medium laser.

The -1C, first offered for sale in 3020, also alters the 'Mechs role from that of a striker to a sniper. Dispensing with both missile racks in favor of a Class 2 autocannon, the -1C has extremely long range, although at the expense of hitting power. It also retains the medium laser found on the common -2D.

The most recent addition, the -3A, seeks to improve upon the popular -2D model. By removing a ton of armor and eliminating a ton of ammunition, the -3A carries two SRM-6 racks, allowing it to fire an even greater spread of missiles than the original. However, carrying only a single ton of ammunition to feed both missile racks means a MechWarrior has to choose their shots wisely, as they can only keep up a full barrage for just over one minute before exhausting the ammunition bin. This model carries the familiar medium laser for backup and adds a flamer, giving it anti-infantry capabilities. It is also occasionally used as in incendiary 'Mech when other units, such as the *Firestarter*, are unavailable.

**Current Manufacturers:**

Coventry Metal Works
Coventry - Lyran Commonwealth

Vandenberg Mechanized Industries
Illiushin – Taurian Concordant

| Model | Cost | BV | PV |
|---|---|---|---|
| CMD-1D | 1,811,250 | 558 | 15 |
| *CMD-2D* | *1,823,750* | *541* | *15* |
| COM-1B | 1,786,250 | 616 | 15 |
| COM-1C | 1,742,500 | 458 | 13 |

**Mass:** 25 tons
**Chassis:** Coventry Metal Works
**Power Plant:** Omni 150
**Cruising Speed:** 64.8 kph
**Maximum Speed:** 97.2 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Lexington Limited
**Armament:**
1 x Shannon Six-Shooter Missile Pack
1 x Coventry 4-Tube Missile System
1 x Defiance B3M Medium Laser
**Original Manufacturer:** Coventry Defense Conglomerate (2463)
**Communications System:** TharHes Crystal Flower RG-2
**Targeting and Tracking System:** TharHes Star Shark

**Bromley Stables**
**Affiliation: Free Worlds League**
**House Manager: Thaddeus Bromley**
**Homeworld: Solaris VII**

| Type: **COM-2D Commando** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 25 tons | | |
| Internal Structure: | | | 2.5 |
| Engine: | Omni 150 | | 2.5 |
| Walking MPs: | 6 | | |
| Running MPs: | 9 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 64 | | 4.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 6 | |
| Center Torso: | 8 | 8/4 | |
| Rt./Lt. Torso | 6 | 6/3 | |
| Rt./Lt. Arm | 4 | 6 | |
| Rt./Lt. Leg | 6 | 8 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| SRM-6 | CT | 2 | 3.0 |
| Ammo (SRM-6) 15 | LT | 1 | 1.0 |
| SRM-4 | RA | 1 | 2.0 |
| Ammo (SRM-4) 25 | RT | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |

# SDR-5V Spider


**History:**
When the Quartermaster for the Star League Defense Force Special Operations put out a Request for Proposals for a new light reconnaissance and attack BattleMech, Newhart Industries was the first to respond with the plans for their *Spider*. In reality, Newhart Industries had begun design work on the 30-ton 'Mech prior to the RFP even being issued. As fast as a *Locust* and with a jump capacity even greater than that of the 20-ton *Wasp* and *Stinger*, the *Spider* far exceeded the design minimums put forth by the SLDF.

Graced with all energy-based weapons and built with the most reliable parts available, it is the sophisticated Pitban LFT-10 jump jets that really raised the eyebrows of the SLDF Special Operations forces. The ability of the LFT-10s to alter the direction of the 'Mech mid-jump makes the *Spider* an extraordinarily maneuverable BattleMech, perhaps even the most maneuverable 'Mech ever built. This ability alone quickly earned it a home within the vaunted Blackhearts, the elite anti-terrorist division of the SLDF, and delivery of the SDR-5V began in earnest in 2650.

Some thirty years prior, in 2620, Newhart Industries began design and manufacture of the Third Generation 30-ton *Hussar* BattleMech, which went on to become one of the most popular reconnaissance 'Mechs fielded by regular SLDF forces. With a blazing top speed of 151.2 kph, it is actually faster than the *Spider*, but completely lacks any jump capacity. The *Hussar* also carries the dubious distinction of being one of the least armored BattleMechs ever to set foot on the battlefield. Covered with only 1.5 tons of armor, anything that manages to hit the machine stands an excellent chance of crippling it. Armed with a single Newhart turret-mounted extended range large laser and high-efficiency heat sinks, the *Hussar* can engage opponents as far away as 600 meters, giving it extraordinary range and hitting power for a light 'Mech.

Newhart Industries got its start building the GLT-3N *Guillotine* back in 2499, during the infancy of the BattleMech industry. The *Guillotine* went on to become the standard SLDF heavy 'Mech for decades. The GLT-3N is a remarkable machine, built on a Crucis-I Endo Steel chassis; it marks the first use of the advanced lightweight titanium-aluminum steel alloy in the construction of a BattleMech.

This is one of the main reasons why Newhart Industries had a reputation for high quality, intelligently designed and technically advanced BattleMechs, and the SLDF always kept a tight rein on its factories. Ultimately, this reputation resulted in the destruction of their main assembly lines on New Earth during the Amaris Civil War in 2776. It wasn't until the Free Worlds League was able to obtain a set full set of technical drawings and contract with Nimakachi Fusion Products that the *Spider* was returned to production. Due to the advanced materials and electronics used by both the *Hussar* and *Guillotine*, Nimakachi was unable to return either of those designs to production.

**Capabilities:**
Considered by many to be the premiere scout 'Mech, there is almost nowhere a *Spider* cannot go. Capable of leaping almost a quarter of a kilometer in a single bound, obstacles that would stop any other BattleMech rarely stop a *Spider*. Its powerful LFT-10 jump jets can also propel the 30-ton 'Mech to incredible heights. It's not unusual to see a *Spider* perched atop a twelve story building or even on the spire of an otherwise inaccessible mountaintop.

Equally as important as getting to the perfect spot, is the ability of the *Spider* to quickly extricate itself from any situation, an essential ability for a 'Mech that carries even less armor than the 20-ton *Locust*.

The SDR-5V carries a pair of chest-mounted top-of-the-line Aberdovey Mk III medium lasers. The Abderdovey is generally regarded as the best medium laser still in production in the Inner Sphere. Extensive environmental seals and an integrated shock mount keep the optics free of particulates and maintain the critical alignment of the mirrors. Consequently, the laser requires significantly less maintenance than other models making it well suited for extended operations and work behind enemy lines, situations scout pilots often find themselves in while also giving a significantly more potent bite.

The O/P 500A communications system and the O/P TA 1240 targeting and tracking system are also particularly well suited for reconnaissance. Fully integrated, they are capable of transmitting sensor readings as well as verbal communications long distances, making the *Spider* an invaluable tactical resource. However, due to the bulk of the electronics suite, the cockpit of the *Spider* lacks sufficient space for an ejection seat, instead having a small escape hatch in the rear.

The Pitban LFT-10 jump jets are also unique, giving the 'Mech the ability to change directions mid-flight. This ability to pivot in the air makes the *Spider* and exceptionally difficult target.

**Variants:**
Given the 'Mech extensive use by the elite SLDF Blackhearts, it's interesting to note that unlike many other designs from this era, the SLDF never commissioned a "Royal" variant of this 'Mech.

However, in the 2850's, Nimakachi Fusion Products created two variants of the SDR-5V Spider, both targeting an anti-infantry role.

The -5K removes two of the jump jets and one of the medium lasers in order to mount machine guns in each arm. The ammunition is housed in the center torso.

The -5D version removes on the medium lasers, replacing it with an Akrum Flamer in the right arm.

Neither variant was well accepted. Due to the increasing scarcity of BattleMechs, the idea of designing a 'Mech as an anti-infantry platform was generally considered an inefficient use of a BattleMech.

**Current Manufacturers:**

Nimakachi Fusion Products
Tematagi – Free Worlds League
Lapida II – Draconis Combine

| Model | Cost | BV | PV |
|---|---|---|---|
| *SDR-5V* | *2,984,540* | *622* | *16* |
| SDR-5K | 2,727,140 | 503 | 16 |
| SDR-5D | 2,942,290 | 524 | 16 |

**Mass:** 30 tons
**Chassis:** Newhart 1200
**Power Plant:** Pitban 240
**Cruising Speed:** 86.4 kph
**Maximum Speed:** 129.6 kph
**Jump Jets:** Pitban LFT-10
**Jump Capacity:** 240 meters
**Armor:** Durallex Light
**Armament:**
2 x Aberdovey Mk. III Medium Lasers
**Original Manufacturer:** Newhart Interstellar Industries (2650)
**Communications System:** O/P 500A
**Targeting and Tracking System:** O/P TA1240

| Type: **SDR-5V Spider** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 30 tons | | |
| Internal Structure: | | | 3.0 |
| Engine: | Pitban 240 | | 11.5 |
| Walking MPs: | 8 | | |
| Running MPs: | 12 | | |
| Jumping MPs: | 8 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 56 | | 3.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 6 | |
| Center Torso: | 10 | 8/4 | |
| Rt./Lt. Torso | 7 | 6/2 | |
| Rt./Lt. Arm | 5 | 5 | |
| Rt./Lt. Leg | 7 | 6 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Medium Laser | CT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| Jump Jets | RT | 4 | 2.0 |
| Jump Jets | LT | 4 | 2.0 |

**Armed Forces Federated Suns**
**First Kittery Borderers – "Pride of Kittery"**
**CO: Colonel Vivian Dulers**
**Homeworld: Kittery**

# UM-R60 UrbanMech

**History:**
Orguss Industries, the manufacturer of the 30-ton *UrbanMech*, got its start as a subcontractor producing components for the commonplace *Stinger* and *Wasp* BattleMechs.

When engineers at their main production facility on Marcus discovered the basic chassis of the 20-ton *Stinger* was capable of supporting considerably more weight, they reinforced it, creating the Orguss Stinger chassis which proved capable of supporting up to 45-tons of total weight.

This 45-ton chassis would go on to become one of the most popular BattleMechs ever created, the PXH-1 *Phoenix Hawk*, the standard against which all other scout 'Mechs are compared. Introduced in 2568, the *Phoenix Hawk* would prove so popular that Orguss Industries' sole factory on Marcus was completely overwhelmed by the massive demand.

Consequently, Orguss Industries licensed the PXH-1 design to manufacturers throughout the Inner Sphere, including Coventry Metal Works in the Lyran Commonwealth, Eatherwerks Incorporated in the Free Worlds League, and Achernar BattleMechs located on the capital world of the Federated Suns.

As the *Phoenix Hawk* proliferated throughout the Terran Hegemony and the Great Houses, its value not only as a scout but as command 'Mech became quickly apparent and it became a mainstay among the forces of the Star League Defense Force.

The SLDF was so impressed by its performance they contracted with Orguss Industries for the design of a new low-cost urban defense BattleMech. In 2675, Orguss Industries would deliver the first 30-ton UM-R60 *UrbanMech* to the SLDF.

Never intended to serve as a front-line unit, the SLDF sent the unit to serve in city garrisons and militia units through the Inner Sphere both bolstering their combat effectiveness and freeing up other BattleMechs to serve elsewhere.

At just over 1.4 million C-bills, the UrbanMech has the distinction of being the cheapest BattleMech ever mass produced. As such, Orguss Industries sold large numbers of them not only to the SLDF but also the private armies of the Great House Lords.

During the Succession Wars following the fall of the Star League, Orguss Industries' factory on Marcus was destroyed in 2873 ending production of the 30-ton urban defense 'Mech. Ironically, since it was relegated primarily to second-line and militia units, many *UrbanMechs* survive to this day primarily in the Capellan Confederation which had been the largest purchaser of the cost effective war machine.

**Capabilities:**
Powered by one of the smallest fusion engines ever created, the 1.5 ton Lennox 60, the *UrbanMech* has a top speed of just 32.4 kph, making it not only the cheapest, but also the slowest BattleMech every built. Equipped with two Pitban 6000 jump jets, it's incredibly slow speed is partially offset by a 60 meter jump capacity. Intended to operate exclusively inside dense urban areas and other close confine environments, its poor mobility is by intention. One of the favored tactics of *UrbanMech* pilots is to hide inside a building and snipe at enemy units with the 'Mech's powerful Imperator-B Class 10 Autocannon.

Thickly armored with six tons of Durallex armor, the *UrbanMech* mounts as much protection as 'Mechs twice its size, allowing it to absorb a considerable amount of damage. Its short and compact profile also make it a difficult target and the potent punch from its autocannon make it a threat to large and small 'Mechs alike. Many BattleMechs, even heavy units, have fallen to ambushes laid by *UrbanMechs*.

Lacking proper arms and carrying only a Harmon light laser as a backup weapon, the *UrbanMech* is not particularly effective against infantry and other soft targets. In fact, it is quite susceptible to them. Given its slow speed, the *UrbanMech* has difficulty disengaging from even foot infantry and can only at best match the speed of motorized or mechanized infantry units.

Even with all of its extensive limitations, if deployed and supported properly, the *UrbanMech* can be a startlingly effective machine. Its damage potential combined with its strong protection make it a significant threat especially in close combat situations.

**Variants:**
The Capellan Confederation is the only Great House that possessed enough *UrbanMechs* to make any attempt at modification worth the investment. Lacking the massive industrial capacity of the Free Worlds League or the Lyran Commonwealth, by the beginning of the Third Succession War in 2866, the Capellan Confederation Armed Forces were forced to deploy *UrbanMechs* among their front-line forces.

In 2925, the first UM-R60L refit was introduced. By removing two tons of armor, Liao engineers were able to upgrade the original autocannon to the terrifying Imperator-Zeta Class 20 autocannon. One of the largest autocannons ever built, the Imperator-Zeta is capable of downing a light 'Mech with a single shot and severely damaging larger ones.

Carrying only one ton of ammunition for the huge autocannon, however, limits the R60L to a paltry five rounds giving it an incredibly short effective battlefield life. This combined with the reduction in protection make the R60L well suited for ambush and hit and run tactics. However, if its target survives the first shot, it almost invariably ends up with a disabled *UrbanMech*.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *UM-R60* | *1,464,125* | *504* | *12* |
| UM-R60L | 1,568,125 | 470 | 11 |

**Mass:** 30 tons
**Chassis:** Republic-R
**Power Plant:** Lennox 60
**Cruising Speed:** 21.6 kph
**Maximum Speed:** 32.4 kph
**Jump Jets:** Pitban 6000
**Jump Capacity:** 60 meters
**Armor:** Durallex Medium
**Armament:**
1 x Imperator-B Class 10 Autocannon
1 x Harmon Light Laser
**Original Manufacturer:** Orguss Industries (2675)
**Communications System:** Dalban Interact
**Targeting and Tracking System:** Dalban Urban

**Capellan Confederation Armed Forces**
**Kamakura's Hussars**
**CO: Colonel Nathaniel Hopkins**
**Homeworld: Styk**

| Type: **UM-R60 UrbanMech** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 30 tons | | |
| Internal Structure: | | | 3.0 |
| Engine: | Lennox 60 | | 1.5 |
| Walking MPs: | 2 | | |
| Running MPs: | 3 | | |
| Jumping MPs: | 2 | | |
| Heat Sinks: | 11 | | 1.0 |
| Gyro: | | | 1.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 96 | | 6.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 10 | 11/8 | |
| Rt./Lt. Torso | 7 | 8/4 | |
| Rt./Lt. Arm | 5 | 10 | |
| Rt./Lt. Leg | 7 | 12 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/10 | RA | 7 | 12.0 |
| Ammo (AC) 10 | RT | 1 | 1.0 |
| Small Laser | LA | 1 | 0.5 |
| Jump Jets | CT | 2 | 1.0 |

# FS9-H Firestarter

**History:**
Launched by Argile Technologies of Skye in 2550, the *Firestarter* was designed from the ground up to serve as an incendiary BattleMech, a role at which it excels. In fact, it is the standard against which all other incendiary 'Mechs are compared. The original design, the FS9-A carried a blazing array of four Purity L-Series Flamers, including one mounted in the center rear torso, along with a pair of Defiance B3S small lasers. In 2703, the popular FS9-H was introduced which continues to dominate the battlefield today. Replacing the small lasers with a pair of torso mounted Deprus RF machine guns and reducing the armor by one ton, the FSH-9 is capable of wreaking havoc on infantry and lightly armored vehicles.

However, the *Firestarter* gained its notoriety from its ability to quickly and easily ignite massive fires on the battlefield. Capable of spewing copious amounts of superheated plasma directly from its GM 210 fusion engine in a full 360 degree circle, there is almost nothing a *Firestarter* cannot set afire.

In the hands of a skilled pilot, many *Firestarters* have sent walls of flame advancing towards entrenched enemy lines, flushing them out of their defensive positions. Others have used strategically created fires to funnel or even trap enemy units in specific areas. Few 'Mechs have influenced tactical doctrine to the extent this 35-ton 'Mech has.

Often the smoke generated by these fires is as useful as the fire itself. Given appropriate prevailing winds, huge smoke clouds can cloak an advance on an enemy position or, if needed, cloak a withdrawal or hamper a pursuing force.

The *Firestarter* is also frequently selected to lead raids deep behind enemy lines. With no ammunition dependency, a top speed of almost 100kph, and a jump capacity of 180 meters, the *Firestarter* can penetrate enemy lines quickly and operate for extended periods. It is also an ideal choice for destroying weapon depots, ammunition dumps, and refueling points, jobs it can accomplish quickly with its multitude of Purity L-series flamers. These targets are often guarded by softer units, such as infantry and light armor companies, which are particularly susceptible to the *Firestarter's* armament.

What the *Firestarter* is not, however, is a front line BattleMech. Armed with only medium lasers and relatively lightly armored compared to other 'Mechs, it had limited range and lacks a major anti-'Mech weapon system, forcing it to have to get dangerously close in order to engage.

During the Third Succession War, the facilities of the original manufacturer of the *Firestarter*, Argile Technologies, was destroyed. Unable to rebuild their plant due to the technological decline, Argile sold the production rights to Coventry Metal Works who subsequently began producing the iconic incendiary 'Mech.

**Capabilities:**
As the number of BattleMechs continues to decline, the *Firestarter* is found in increasing numbers on the front lines of the battlefield. Unfortunately, the limited range of its weapons and light armor make it ill-suited for this role. However, the *Firestarter* has proved to be a capable scout, often starting fires to mask its retreat or even clearing potential ambush sites in advance of friendly troops by setting the area afire.

Capable of rendering a BattleMech just as inoperable as weapon damage, heat is every bit as dangerous as an enemy 'Mech. Another tactic often employed by bold *Firestarter* pilots who find themselves on the frontlines is bathing enemy units in the superheated plasma from their trio of flamers. This is especially effective when the target is already running hot from weapon fire. Often, the resulting surge of heat results in the target simply shutting down from overheating, although for this be effective the *Firestarter* must close to within 100 meters of their target. While extremely risky, this tactic can reap rich dividends by capturing enemy BattleMechs with very little damage.

**Variants:**
The first *Firestarter* to emerge from the factory in 2550 carried two small lasers instead of the later machine guns and added a ton of armor. It carried the FS9-A designation.

At the same time the –A was introduced, Argile Technologies also introduced the –K version. The –K converts the *Firestarter* into a potent scout. Carrying a large laser, two small lasers, and a pair of flamers, it was quickly overshadowed by its brothers as the value of a dedicated incendiary unit was realized.

At that time, the SLDF and the heavily regulated armies of the Great Houses could afford to have numerous specialized 'Mechs in their forces. This variant is now highly sought after, but due to its age and limited production run, quite difficult to find.

In 2893, just one year prior to the destruction of their assembly lines, Argile Technologies produced what was to become their final variant, the FS9-M. Nicknamed the "Mirage," it was a radical departure from the original. Eliminating all four of the flamers, the –M is intended to be a frontline fighter, rather than an incendiary 'Mech. Carrying a pair of medium lasers, two small lasers, and matched machine guns, the –M carries the maximum of amount of armor the Argile H/09 chassis could support. Protected with 7.5 tons of armor, the –M's protection is equivalent to that of many much heavier units and prolongs its life on the battlefield.

**Current Manufacturers:**

Coventry Metal Works
Coventry – Lyran Commonwealth

| Model | Cost | BV | PV |
|---|---|---|---|
| FS9-A | 3,075,975 | 773 | 19 |
| FS9-K | 3,069,225 | 763 | 18 |
| *FS9-H* | *3,045,600* | *694* | *19* |
| FS9-M | 3,065,175 | 798 | 21 |

**Mass:** 35 tons
**Chassis:** Argile H/09
**Power Plant:** GM 210
**Cruising Speed:** 64.8 kph
**Maximum Speed:** 97.2 kph
**Jump Jets:**
**Jump Capacity:** 180 meters
**Armor:** Livingston Ceramics
**Armament:**
2 x Magna Mk. II Medium Lasers
2 x Deprus RF Machine Guns
4 x Purity L-Series Flamers
**Original Manufacturer:** Argile Technologies (2550)
**Communications System:** Tansech Omni-7
**Targeting and Tracking System:** Tansech C30-97

| Type: **FS9-H Firestarter** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 35 tons | | |
| Internal Structure: | | | 3.5 |
| Engine: | GM 210 | | 9.0 |
| Walking MPs: | 6 | | |
| Running MPs: | 9 | | |
| Jumping MPs: | 6 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 88 | | 5.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 11 | 13/6 | |
| Rt./Lt. Torso | 8 | 12/6 | |
| Rt./Lt. Arm | 6 | 6 | |
| Rt./Lt. Leg | 8 | 6 | |

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Flamer | RA | 1 | 1.0 |
| Flamer | CT | 1 | 1.0 |
| Flamer | CT | 1 | 1.0 |
| Flamer | LA | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Machine Gun | RT | 1 | 0.5 |
| Machine Gun | LT | 1 | 0.5 |
| Ammo (MG) 200 | RT | 1 | 1.0 |
| Jump Jets | RT | 3 | 1.5 |
| Jump Jets | LT | 3 | 1.5 |


**Oberon Confederation**
**Second Oberon Guards**
**CO: General Karl Grimm**
**Homeworld: Oberon**

# JR7-D Jenner

**History:**
Built by Diplan 'Mechyards on Ozawa, the 35-ton *Jenner* has been the standard light 'Mech of the Draconis Combine Mustered Soldiery since its introduction in 2784. Introduced shortly after dissolution of the Star League, it is an excellent blend of both speed and firepower.

Diplan 'Mechyards churned out the *Jenner* by the thousands, with the exception of a brief interruption from 2815-2823, until its assembly lines were destroyed by retreating Kurita forces in 2848. After the destruction of the plant on Ozawa, and the subsequent capture of the planet by House Davion forces, Ozawa would become a part of the Federated Suns and production of the *Jenner* would end.

Luckily, Diplan 'Mechywards maintained a subsidiary on Luthien, the capital of the Draconis Combine. Absorbed by the mighty Luthien Armor Works, they continue to manufacture replacement parts for the 35-ton 'Mech and rumors have long circulated that LAW has plans to open a new assembly line and return the popular *Jenner* to production at some point in the future.

The reputation of the *Jenner*, however, is forever tarnished by the infamous Kentares Massacre. During the First Succession War, the DCMS, led by Coordinator Minoru Kurita himself, had pushed deep into the Federated Suns, reaching a point where they were only a single jump away from New Avalon itself. In a desperate gamble to stave off the invasion of their capital the Crucis Lancers attacked New Rhodes III, the main DCMS forward supply base being used to prepare for the final attack on New Avalon.

After they successfully destroyed the supply depot there, Minoru Kurita travelled to Kentares IV to personally oversee the establishment of a new forward base of operations for the DCMS. By 2796, they had reduced the Davion defenders to a single stronghold which they had surrounded. As the Coordinator prepared to wipe out the last of the Davion resistance, he stopped outside of New Snowfield. As he sat outside conversing with a Buddhist priest, a sniper from the Seventh Crucis Lancers shot him in the back, killing him instantly.

When Minoru's son Jinjiro learned of the assassination, he immediately traveled to Kentares where he ordered the DCMS forces to, "kill them all" and "bathe accursed Kentares in blood," going so far as to execute one of his own generals who had dared question his orders. What followed were five months of ruthless mass murders, public decapitations, and mass executions. Waves of agile *Jenners* flooded the urban centers gunning down anything that moved and gutting the cities. By the time it was over, 52 million people, almost all civilians, had been killed. When the Buddhist priest who had been by Minoru's side when he had been shot, begged Jinjiro to stop the genocide, Jinjiro stabbed him in cold blood, leaving him to die along with countless others.

Since that time, the *Jenner* has been a favorite target amongst Davion soldiers.

**Capabilities:**
Carrying four Argra 3L medium lasers and a Thuderstroke SRM-4, the JR7-D is among the most heavily armed light 'Mechs ever built. Often deployed in packs, a lance of *Jenners* can tear apart heavy, or even assault class 'Mechs. With a top speed of almost 120 kph, and a jump capacity of 150 meters, the *Jenner* makes a difficult target and its maneuverability often allow it to flank, or even get behind an enemy unit.

Another tactic often used by *Jenner* pilots, is to leap in to an enemy unit, unleash a devastating alpha strike, then quickly leap away to cool down. This 'Mech is also often paired with another Kurita favorite, the *Panther*. This combination is particularly effective as the slow, heavily armored *Panther* can provide the *Jenner* with long range cover fire from it Lord's Light PPC while the *Jenner* closes to within short range.

The *Jenner* is also well suited to extended operations behind enemy lines. Carrying mostly energy based weapons, along with 25 reloads for its SRM-4, the *Jenner* is not overly dependent on supply lines. It is not, however, an ideal raider. Lacking true arms, the *Jenner* is unable to help carry away captured parts and munitions. The lack of hand actuators also inhibits the 'Mechs effectiveness in physical combat.

Equipped with only 10 heat sinks, the *Jenner* is an exceptionally easy 'Mech to overheat. The combination of a heavy energy-based weapon loadout combined with the Smithson Lifter jump jets, can quickly overwhelm the 'Mechs cooling system leaving it extremely vulnerable. Effective heat management is a must when piloting a *Jenner*.

In addition, protected by just four tons of Starshield armor, the *Jenner* carries the same amount of armor as the 20-ton *Locust*, making it an easy 'Mech to destroy if it can be pinned down.

**Variants:**
The original *Jenner*, the JR7-A, was modeled on the lighter, and much more advanced 30-ton HSR-200-D *Hussar*. Just like the SLDF *Hussar,* the –A carried a turret-mounted heavy laser. In the case of the *Jenner*, the Diplan HD heavy laser was also supplemented by a pair of Argra 27CL medium lasers, while the *Hussar* carried only a Newhart extended-range large laser.

During testing, numerous problems were found with the turret mount, often resulting in it becoming immobilized, effectively disarming the entire 'Mech. The chassis and Smithson Lifters, however, performed extraordinarily well. Well enough, in fact, that rather than discard the entire design, the engineers instead just re-engineered the weapon systems.

Discarding the turret concept, the engineers at Diplan 'Mechyards installed a pair of Argra 3L mediums in each of the *Jenner's* stubby arms. The armor was also substantially increased. Carrying a full seven tons of armor, the JR7-F was an extremely durable, and fast, fighting machine. The production run was quite short, however, with the familiar JR7-D making its appearance in 2475, just one year after the –F.

**Current Manufacturers:** None.

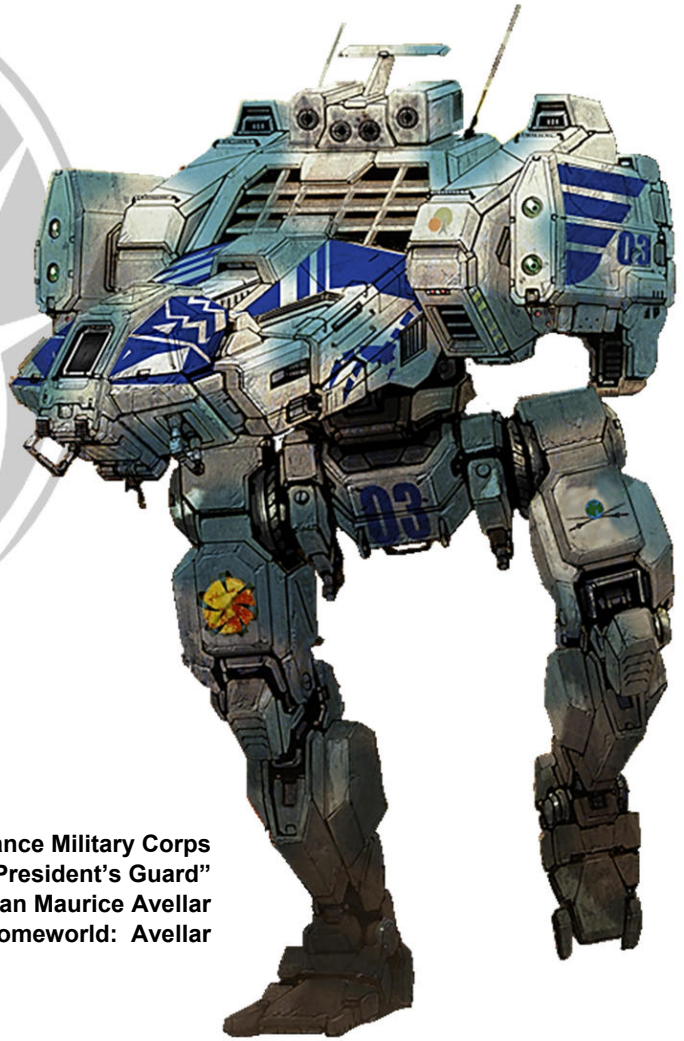
| Model | Cost | BV | PV |
|---|---|---|---|
| JR7-A | 3,075,975 | 773 | 19 |
| JR7-F | 3,069,225 | 763 | 18 |
| *JR7-D* | *3,161,925* | *875* | *20* |

**Mass:** 35 tons
**Chassis:** Diplan Scout-A
**Power Plant:** Magna 245
**Cruising Speed:** 75.6 kph
**Maximum Speed:** 118.8 kph
**Jump Jets:** Smithson Lifters
**Jump Capacity:** 150 meters
**Armor:** Starshield
**Armament:**
4 x Argra 3L Medium Lasers
1 x Thunderstroke SRM-4
**Original Manufacturer:** Diplan 'Mechyards (2784)
**Communications System:** Dawson III
**Targeting and Tracking System:** Bk-309

| Type: **JR7-D Jenner** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 35 tons | | |
| Internal Structure: | | | 3.5 |
| Engine: | Magna 245 | | 12.0 |
| Walking MPs: | 7 | | |
| Running MPs: | 11 | | |
| Jumping MPs: | 5 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 64 | | 4.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 7 | |
| Center Torso: | 11 | 10/3 | |
| Rt./Lt. Torso | 8 | 8/4 | |
| Rt./Lt. Arm | 6 | 4 | |
| Rt./Lt. Leg | 8 | 6 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| SRM-4 | CT | 1 | 2.0 |
| Ammo (SRM) 25 | RT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Jump Jets | RT | 2 | 1.0 |
| Jump Jets | LT | 2 | 1.0 |
| Jump Jets | CT | 1 | 0.5 |



**Alliance Military Corps**
**Avellar Guard – "President's Guard"**
**CO: Chairman Maurice Avellar**
**Homeworld: Avellar**

# PNT-9R Panther

**History:**
The PNT-8Z *Panther* was commissioned by the Star League in 2739 to provide mobile fire support for light BattleMech lances. It would have to wait twenty years, however, before it would see get to see its first action along the Periphery border in 2759. On St. John, the *Panther* was involved in heavy fighting against bandits coming from the Draconian Rift region. The battle revealed both the greatest weakness as well as the greatest strength of the design.

Its main weapon, a Tronel heavy laser slung underneath its right arm, proved to generate disproportionate amounts of heat when fired repeatedly. While the Tronel had been used successfully on other 'Mechs, most notably the 75 ton *Black Knight*, when engineers at Alshain Weaponry modified its housing to make it compact enough to be carried by a light 'Mech they seriously compromised the cooling jacket causing chronic overheating problems. The problem was so severe Alshain Weaponry immediately revised the design, replacing the Tronel III with a Lord's Light particle cannon and changing the designation to the PNT-9R.

The decision to switch to using a PPC was vindicated almost immediately. Many Star League officials were convinced that the use of such a heavy and heat intensive weapon system on a light 'Mech would lead to even more problems. However, once the revised PNT-9R returned to the frontlines, its performance was astonishing. Always intended to serve as a light, direct fire-support unit, the PPC gave the *Panther* both greater range and increased damage and all for less heat than the faulty Tronel III heavy laser had produced.

The fighting on St. John had also revealed the *Panther's* greatest strength. The original -8Z carried 7.5 tons of Starshield armor, the absolute maximum the Alshain 56-Carrier chassis could support. It would prove to be the 'Mech's saving grace on St. John, allowing the 35-ton machine to absorb tremendous amounts of damage while still remaining operational. While its top speed is considerably less than that of other light 'Mechs, its mobility is helped significantly by the four Lexington Lifter jump jets carried in its legs.

When Alshain engineers revised the design, they kept the heavy protection. The -9R uses 6.5 tons of Maximillian 42, which still places it among the most heavily armored light 'Mechs in production.

After the fall of the Star League, the Draconis Combine found itself in possession of both of Alshain Weaponry's 'Mech production facilities, consisting of their headquarters on Alshain and a smaller secondary facility on New Oslo. Gorton, Kinsley, and Thorpe Enterprises acquired Alshain Weaponry in a bitter struggle almost half a century ago and since that time has considerably expanded production of the *Panther* although they have chosen to keep the Alshain Weaponry name alive. There are also rumors GKT is planning to begin production of BattleMechs at their plant on Satalice to supplement the vehicles currently produced at their headquarters on Rasalhague. As the sole producer of the *Panther*, over time it has come to be regarded as almost an exclusively Combine design, and is rarely seen outside of the DCMS.

Often paired with the swift and agile 35-ton *Jenner*, another common Kurita design, the combination of speed and firepower between the two 'Mechs has earned the respect of MechWarriors throughout the Inner Sphere and have provided House Kurita many with victories.

The Lyrans in particular have learned to treat the 35-ton *Panther* with respect. Known for lurking in the streets and alleys of cities, the Lyrans have taken to calling the *Panther* the "Alley Cat" for its ability to suddenly ambush its opponents and then quickly jump away, disappearing back into the urban jungle.

**Capabilities:**
The loss of the Combine's last *Jenner* factory in 2848 combined with the destruction of the massive Diplan 'Mechyards of Ozawa, left the *Panther* as the sole light BattleMech produced within the borders of the Draconis Combine.

While hundreds, if not thousands, of *Jenners* still serve in the DMCS, due to simple attrition, their numbers are steadily dwindling leaving them to be replaced with PNT-9R *Panthers*.

Due to its speed, which tracks much more closely with that of heavy class BattleMechs, the *Panther* makes a poor choice for reconnaissance work, traditionally one of the strengths of light BattleMechs. In fact, it is not unusual within the DCMS to see a light scout 'Mech replaced with an 80-ton *Charger*, an assault 'Mech with a greater top speed than the 35-ton *Panther*. The 60-ton *Quickdraw*, also produced by Luthien Armor Works, is not only faster, but can also out jump the *Panther* by a good 30 meters.

However, when deployed as direct fire-support, or assigned as a sniper, the *Panther* offers capabilities not seen in other light 'Mechs. Its Lord Light particle projection cannon gives it the range, and the bite, of a much heavier BattleMech. A single shot from the cannon can disable or seriously damage any 'Mech equal to or less than its own weight. Combined with its excellent armor protection, the *Panther* is even capable of engaging larger 'Mechs with some chance of success.

The Telos Four-Shot is an excellent secondary weapon. Built to exploit the holes created by the powerful, yet compact Lord's Light, it is usually sufficient to dispatch any 'Mech that manages to close to within short range.

Carrying thirteen heat sinks, the *Panther* can maintain a continuous, and deadly, rate of fire. At a full run it can fire its PPC without building up heat or even jump and fire with little danger of impairing the 'Mech due to heat levels.

The 'Mechs greatest weakness lies in its slow speed. Against other light 'Mechs, a *Panther* pilot will invariably find themselves outmaneuvered and often with a 'Mech in their rear. At the same time, even with their heavy armor, their relatively light mass makes them ill suited for traditional assault roles.

In light lances, the *Panther* needs faster, nimble 'Mechs guarding its flanks while it deals out the punishment. When placed in heavier lances, its strictly a second wave unit, allowing the larger 'Mechs to absorb the majority of enemy file with providing long-range support with its PPC.

**Variants:** None.

**Current Manufacturers:**

Alshain Weaponry
Alshain – Draconis Combine
Jarett – Draconis Combine
New Oslo – Draconis Combine

| Model | Cost | BV | PV |
|---|---|---|---|
| PNT-8Z | 2,330,460 | 741 | 21 |
| *PNT-9R* | *2,449,260* | *769* | *20* |

**Mass:** 35 tons
**Chassis:** Alshain 56-Carrier
**Power Plant:** Hermes 140
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** Lexington Lifters
  **Jump Capacity:** 120 meters
**Armor:** Maxmillian 42
**Armament:**
  1 x Lord's Light Particle Beam Weapon
  1 x Telos Four-Shot SRM Missile System
**Original Manufacturer:** Alshain Weapons (2739)
**Communications System:** Sipher CommCon CSU-4
**Targeting and Tracking System:** Cat's Eyes 5

| Type: **PNT-9R Panther** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 35 tons | | |
| Internal Structure: | | | 3.5 |
| Engine: | Hermes 140 | | 5.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 13 | | 3.0 |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 104 | | 6.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 11 | 14/7 | |
| Rt./Lt. Torso | 8 | 10/5 | |
| Rt./Lt. Arm | 6 | 10 | |
| Rt./Lt. Leg | 8 | 12 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| SRM-4 | CT | 1 | 2.0 |
| Ammo (SRM) 25 | LT | 1 | 1.0 |
| PPC | RA | 3 | 7.0 |
| Jump Jets | RL | 2 | 1.0 |
| Jump Jets | LL | 2 | 1.0 |


**Draconis Combine Mustered Soldiery**
**Third Benjamin Regulars – "Pride of Benjamin"**
**CO: *Sho-sho* Jakodo Naguchido**
**Homeworld: Irurzun**

# RVN-1X Raven

**History:**
While historians generally agree the Third Succession War began in 2866, it is still an open question as to when, or even if it has yet ended. Many argue the signing of the Federated Commonwealth Alliance Document by Prince Hanse Davion and Archon Melissa Steiner on Terra in 3022 marks the end of the Third Succession War. This view is bolstered by the subsequent signing of the Concord of Kapteyn in October of the same year creating a mutual defense pact among the other three Great Houses, House Kurita, House Marik and House Liao, and effectively dividing the Inner Sphere into just two camps.

Regardless of this massive realignment of power, House Liao remains by far the weakest of the Great Houses in terms of territory, military capability, as well as industrial output. Shortly after the fall of the Star League, Hellespont Industrials was founded and quickly became one of House Liao's most important defense contractors, second only to the massive Earthwerks Incorporated.

The continuous fighting of the Succession Wars took a heavy toll on Hellespont Industrials eventually forcing the company to salvage what was left of their damaged production lines and scattered personnel and relocate to Sian, the capital of the Capellan Confederation.

Once on Sian, Hellespont Industrials changed their business model to focus solely on the production of combat vehicles becoming the primary supplier of them to the CCAF in short time. They built the Pegasus scout hovertank, Scorpion Light Tank, and Vedette Medium Tank along with a full line of armored personnel carriers including the 50-ton Maxim hover transport.

However, Hellespont Industrials never forgot their roots in BattleMech production and secretly restarted their BattleMech research and development division early in the 31st century. Inspired by the introduction of the MLN-1A *Merlin* in 3010 by a resurgent Mountain Wolf BattleMechs now located in the Outworlds Alliance, Hellespont engineers began work on their own original design. The release of the *Merlin* in 3010 marked the first completely new BattleMech design since the VND-1R *Vindicator* debuted an astounding 184 years earlier in 2826.

Hellespont Industrials was not the only defense company to be invigorated by the success of the *Merlin*. The HCT-3F *Hatchetman*, designed by Team Banzai in conjunction with the New Avalon Institute of Science, rolled of the assembly lines of the massive Defiance Industries complex on Hesperus II in 3023, marking one of the first real tangible signs the two Houses were working closely together.

Just one year later, in 3024, Hellespont Industrials would unleash their own unique design, the RVN-1X *Raven*. Literally built around the temperamental 7.5-ton Ceres Arms Electronic Warfare X-1 equipment, the *Raven* was a bold attempt at recapturing the sophisticated electronic capabilities of the Star League. Due to its highly specialized nature, the *Raven* is normally only assigned at the battalion level or higher, often acting as a de-facto fifth member of the command lance.

**Capabilities:**
Protected by just four tons of Starshield armor, the *Raven* extremely vulnerable to enemy fire. Coupled with a top speed of only 86.4 kph, the *Raven* is also among the slowest light 'Mechs, making escape, or even withdraw, extremely difficult.

Armed with two Ceres Arms medium lasers and the widely used Harpoon-6 missile system, the *Raven* is capable of inflicting significant damage on 'Mechs equal or lighter than itself. Unfortunately this is offset to a certain degree by its lack of any long-range capability and further complicated by its lack of jump jets, making getting into range a problem in of itself. The 'Mech also lacks both lower arm and hand actuators making it a poor candidate for physical attacks as well.

The *Raven's* strength lies predictably in the electronic warfare package it was custom designed to carry. When operating properly, the X-1 is capable of masking the movements of nearby friendly forces from the enemy's sensors. Its electronics also provide it with enhanced detection capabilities making it quite adroit at spotting ambushes and even concealed and shutdown BattleMechs. When combat begins, the *Raven* is expected to keep a safe distance away, using its superior targeting and tracking system to direct artillery or indirect fire from other supporting units.

The X-1 electronics warfare suite is also rumored to be able to "attack" a target's electronics. While it is well known to be capable of broad spectrum or discrete communications jamming, it can apparently also confuse an enemy 'Mech's targeting and tracking system in certain situations. There have been reports of targeting and tracking systems reporting multiple electronic instances of the *Raven* even though there is only one physically present. Other reports claim the T&T system refused to lock-on to the *Raven* forcing the pilot to relay strictly on line-of-sight firing in order to attack the 35-ton machine.

On the other end of the spectrum, there are also rumors the X-1 can unexpectedly short out crippling the entire 'Mech. Other reports claim the powerful electromagnetic pulses generated by the X-1 can interfere with the *Raven's* own electronics causing communication and tracking failures of its own.

Whatever the case, given its recent arrival, it still remains to be seen how effective the 'Mech will prove in sustained combat situations. Regardless, the re-introduction of a true dedicated Electronic Warfare BattleMech is almost guaranteed to influence military doctrine in the future.

**Variants:** None.

**Current Manufacturers:**

Hellespont Industrials
Sian – Capellan Confederation

| Model | Cost | BV | PV |
|---|---|---|---|
| *RVN-1X* | *2,899,575* | *639* | *21* |

**Mass:** 35 tons
**Chassis:** Hellespont Type R
**Power Plant:** Omni 175
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Starshield
**Armament:**
1 x Ceres Arms Electronic Warfare X-1 Equipment
1 x Harpoon-6 SRM Launcher
2 x Ceres Arms Medium Lasers
**Original Manufacturer:** Hellespont Industrials (3024)
**Communications System:** CeresCom Model 22-A
**Targeting and Tracking System:** C-Apple Churchill

**Capellan Confederation Armed Forces**
**Prefectorate Guard – "Politics of Warfare"**
**CO: Colonel Braxton Gammon**
**Homeworld: Sian**


| Type: **RVN-1X Raven** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 35 tons | | |
| Internal Structure: | | | 3.5 |
| Engine: | Omni 175 | | 7.0 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 12 | | 2.0 |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 64 | | 4.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 6 | |
| Center Torso: | 11 | 8/4 | |
| Rt./Lt. Torso | 8 | 6/3 | |
| Rt./Lt. Arm | 6 | 6 | |
| Rt./Lt. Leg | 8 | 8 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| SRM-6 | RT | 2 | 3.0 |
| Ammo (SRM) 15 | LT | 1 | 1.0 |
| Electronic Warfare Equipment | LT | 4 | 7.5 |

# WLF-1 Wolfhound

**History:**
The *Wolfhound* has little history to speak of as yet. Following on the heels of the HCT-3F *Hatchetman*, Archon Katrina Steiner has ordered the development of a second entirely new BattleMech design. Unlike the *Hatchetman*, this new 'Mech is designed to be a scout hunter, intended specifically to destroy the fast-moving *Jenners* and heavily armed *Panthers* fielded by the Draconis Combine Mustered Soldiery.

The Lyran Commonwealth has long been known to favor heavy and assault class BattleMechs, such as the *Zeus* or *Atlas*. This has long placed the LCAF at a significant disadvantage when facing faster more mobile units, a fact House Kurita has used to its advantage countless times to humiliate the LCAF. In fact, currently, even given the vast industrial resources of the Commonwealth, they produce only two light BattleMechs, the *Commando* and *Stinger*, both manufactured by Coventry Metal Works.

The Archon did not look far for help with this ambitious undertaking. Turning to TharHes Industries, located on the capital of the Lyran Commonwealth, Tharkad, TharHes Industries began producing BattleMechs just within the past twenty years. Long known as a manufacturer of communications, targeting and tracking systems and missile launchers, TharHes was originally a part of the massive Defiance Industries.

A victim of regular attacks from all of the Successor States, the Defiance Industries stronghold deep in the Myoo Mountains has never been fully breached. It has, however, been damaged numerous times in the brutal fighting. In early 3000, House Kurita dropped three BattleMech regiments on Hesperus II, along with numerous support units, in another bid to destroy the legendary production facility. It fell to the First Support Company of the Eridani Light Horse to both hold the StarPort open and challenge the advancing DCMS forces until the Lyran units could organize a defense and reinforcements could arrive.

While the defense was ultimately successful in spite of the Lyran commander's incompetence, this incident combined with another earlier incident on Kalidasa, convinced the Eridani Light House to leave the Commonwealth and negotiate a new contract with the Federated Suns, depriving the LCAF of their premiere light 'Mech unit.

The Kurita attacks also managed to damage some of the Defiance assembly lines before they were forced off world, resulting in a significant, but temporary, reduction in the factory's output. It was during this slump that Defiance Industries CEO and Duke of Hesperus II, Greydon Brewer chose to spin off the TharHes divison and sell it in order to raise capital to support his latest venture, the reconstruction of the former Tolsand factory on Furillo. The wealthy Wellby family, with financial backing from the Steiner family itself, bought the TharHes division from Defiance Industries, opening TharHes Industries on Tharkad under Landgrave Michael Wellby, the first CEO of the company.

New to BattleMech production, TharHes Industries licensed production rights to the venerable and well understood CRD-3R *Crusader* from Kallon Industries, the perfect platform to showcase the firms exceptional missile systems. Production began in 3012 and shortly after delivering its first batch of 'Mechs to the LCAF, a serious flaw was found in the reactor engine shielding forcing TharHes to recall and repair the initial production runs of the *Crusader*.

Nonethelss, the Archon herself selected TharHes to handle the initial design and construction of the LCAF's next generation light 'Mech. Dubbed the *Wolfhound*, the new 'Mech has been seen undergoing fielding testing on Tharkad and there are believable to be three slightly different variants all being tested, leaving it an open question as to which will be the final production version.

Just as intriguing as the emergence of a new light 'Mech design, are the rumors that the Kell Hounds mercenary unit is conducting the testing of the new BattleMech. Created in 3010 from a bequeath from Arthur Luvon, the Duke of Donegal and the husband of Archon Katrina Steiner until his death from cancer in 3009, the Kell Hounds are best known for safeguarding the body of Prince Ian Davion after his *Atlas* fell to Yorinaga Kurita, at that time a battalion commander in the elite DCMS Second Sword of Light regiment, during the ill-fated defense of Mallory's World. Morgan Kell, the CO of the Kell Hounds along with Salome Ward succeeded in disabling Yorinaga's *Warhammer* before he could claim the First Prince's body as a trophy, setting the stage for one of the greatest BattleMech duels of all time when Kell and Kurita faced off for a second time, once again on Mallory's World, three years later in 3016. By this time, Yorinaga Kurita has been promoted to *Tai-sa* and given command on the entire regiment. The mystical Phantom 'Mech ability originates from this epic duel, where it is said Kell made his *Archer* disappeared from his rivals targeting and tracking system, making Yorinaga repeatedly miss his severely damaged 'Mech even though he was standing still at point blank range.

**Capabilities:**
Carrying 7.5 tons of Durallex Medium armor, the *Wolfhound* offers the best protection available on any light 'Mech. With a top speed of 97.2 kph, it also has the mobility required of a scout 'Mech although it's lack of jump jets is a drawback when operating in difficult terrain.

Equipped with a Setanta heavy laser, backed up by four Defiance B3M medium lasers, the *Wolfhound* also offers the greatest amount of firepower available among light 'Mechs. Able to engage targets as far away as 450 meters, it offers much greater range then most any other 'Mech in it class.

If it has one weakness, it is heat management. Supplied with only the standard ten heat sinks and armed with all energy weapons, an aggressive pilot can quickly find himself in an overheated 'Mech. However, since the *Wolfhound* carries no ammunition, it is at least safe from a possibly of a catastrophic ammunition explosion.

The *Woflhound* is also only the second 'Mech, after the *Hatchetman*, to utilize a full-head ejection system

**Variants:**
The WLF-1A removes the rear-mounted medium laser in favor of an additional heat sink, giving the -1A a total of eleven.

The WLF-1B also targets the rear-mounted medium laser. Instead of removing it, however, this variant simply flips it forward, giving the -1B a total of four chest-mounted medium lasers in its forward firing arc.

**Current Manufacturers:**
TharHes Industries
Tharkad – Lyran Commonwealth

| Model | Cost | BV | PV |
|---|---|---|---|
| *WLF-1* | *6,627,250* | *1363* | *35* |
| WLF-1A | 6,597,500 | 1470 | 35 |
| WLF-1B | 6,291,250 | 1335 | 34 |

**Mass:** 35 tons
**Chassis:** Arc-Royal KH/3
**Power Plant:** GM 210
**Cruising Speed:** 64.8 kph
**Maximum Speed:** 97.2 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Durallex Medium
**Armament:**
1 x Setanta Heavy Laser
4 x Defiance B3M Medium Lasers
**Original Manufacturer:** TharHes Industries (projected 3028)
**Communications System:** O/P Com-22/H47
**Targeting and Tracking System:** Digital Scanlok 347

**Lyran Commonwealth Armed Forces**
**Sixth Lyran Guards – "Saucy Sixth"**
**CO: Leutnant General Daniel Voss-Steiner**
**Homeworld: Hesperus II**

| Type: **WLF-1 Wolfhound** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 35 tons | | |
| Internal Structure: | | | 3.5 |
| Engine: | GM 210 | | 9.0 |
| Walking MPs: | 6 | | |
| Running MPs: | 9 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 120 | | 7.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 11 | 16/6 | |
| Rt./Lt. Torso | 8 | 11/5 | |
| Rt./Lt. Arm | 6 | 12 | |
| Rt./Lt. Leg | 8 | 16 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Large Laser | RA | 2 | 5.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |

# Medium BattleMechs


CONTRACT
GAMBLING CROWS
HOUSE DAVION
THE INNER SPHERE

# CDA-2A Cicada

**History:**
HartfordCo Industries got its start producing communications and targeting and tracking systems for the Terran Hegemony, followed by the Star League, and then the Capellan Confederation before the destruction of its headquarters on Bryant in 2840.

Its earliest products, the HartfordCo COM 2500 and 3000 series were found in the quadruped *Xanthos* and the 60-ton *Galahad*. Those BattleMechs also utilized their early targeting and tracking systems, the XKK 2 and XHW 7.

In 2612, HartfordCo Industries, entered the military hardware market with the introduction of the 100-ton *Von Luckner* assault tank. The *Von Luckner* was one of the few combat vehicles designed from the ground up to be powered by a fusion engine. Considered to be a "BattleMech without legs," the *Von Luckner* carries a formidable array of weaponry and is well protected by eleven tons of 4/Star Slab armor, the same armor used by the 55-ton *Scorpion* BattleMech.

Carrying a turret mounted Armstrong Class 20 autocannon, two Holly SRM-6s, a Dannel SRM-4, and a Holly LRM-10, the *Von Luckner* is one of the few tanks capable of destroying an enemy 'Mech in a one-on-one engagement. It also carries a Ramsey machine gun and a Firestorm flamer for point defense and use against infantry and other soft targets.

Having gained a measure legitimacy from the success of the *Von Luckner* and with a proven track record for producing quality BattleMech electronics, Hollis Industries partnered with them beginning in 2633 to provide the cockpit electronics for their new BattleMech, the 85-ton BLR-1G *Battlemaster*. The *BattleMaster* was an instant success, cementing Hollis Industries place in the top tier of defense contractors, and giving HartfordCo precious publicity among the generals and quartermaster of the SLDF.

After the debut of the *BattleMaster*, the SLDF quartermasters adopted the *Von Luckner* for use among its frontline armor divisions beginning in 2683 thereby solidifying HarrfordCo Industries financial future. Their next big break would come in 2733 when Mitchell Vehicles, one of the oldest, largest, and most successful defense contractors of all-time, requested a license to manufacture the HartfordCo COM 4000 and XKZ 1 targeting and tracking system, the same set used on the *BattleMaster*, for use in their new 85-ton *Shogun* BattleMech.

Having now worked successfully with two different BattleMech manufacturers, HartfordCo Industries decided it was finally time to enter that market as well. In 2740, they unveiled their 40-ton CDA-2A *Cicada*, a BattleMech aimed directly at replacing Bergan Industries antiquated 20-ton LCT-1V *Locust*.

**Capabilities:**
[*Editor's Note: The CDA-3C Cicada variant is the model depicted, not the much more common CDA-2A version.]*

Equally fast but weighing twice as much as the *Locust*, the *Cicada* carries two medium lasers and a small laser giving it slightly better firepower while carrying the same amount of armor as the common 20-ton BattleMech. The SLDF accepted the design just as HartfordCo had hoped, using them to replace destroying *Locusts*. However, the per unit cost was over twice that of the, *Locust* and once they had been deployed along the periphery border, it was quickly discovered the HartfordCo heat sinks were defective, operating at only 60% efficiency necessitating an expensive and embarrassing recall. Consequently, HartfordCo never achieved its goal of replacing the *Locust*, and the *Cicada* remained a rare and somewhat marginalized design.

Having failed to achieve any significant penetration in the BattleMech market, HartfordCo took a step back, designing and delivering an advanced "Royal" *Von Luckner* tank to the SLDF Royal Divisions in 2761, and then contracted with MatherTechno Incorporated in 2777 to provide electronics for their 40-ton *Vulcan* anti-infantry BattleMech.

Headquartered on Bryant, the Amaris Civil War would mark the beginning of the end for HartfordCo Industries. When the planet was taken by elements of the Rim World Army, the planet's critical Storm Inhibitor Array came under attack. Initially used by Loyalist forces to "fry" attacking DropShips, JumpShips, and even overheat concentrations of ground-based units, the Republican forces were eventually forced to destroy it.

With the weather control system rendered largely ineffective, the environment became increasingly hostile forcing the inhabitants to relocate the relatively calm poles and abandon the vast majority of their cities.

Down but not out, HartfordCo Industries would embark on an ambitious plan to upgrade the sole BattleMech it produced. Demand for 'Mechs of any and all kind was so high following the devastation of the First Succession War that HartfordCo suddenly found itself flooded with orders for what had previously been considered an largely ineffective BattleMech.

In 2840, Hartford Co released both the –2B and the much more radical -3C variant. Unfortunately, few of these variants were made before their last operational factory was destroyed by a particularly virulent storm following the complete failure of the planet's weather control system later that same year.

**Variants:**
The first of two variants, the -2B gives the *Cicada* enhanced anti-infantry capabilities by exchanging the Magna Mk I small laser for a flamer. It also carries a half-ton less armor.

The -3C is a highly sought after variant of the 40-ton *Cicada*. Considered by most far superior to the original -2A version, it is likely HartfordCo would have switched their production line over entirely to the -3C had it not been destroyed during the Third Succession War.

By replacing the enormous Pitban 320 fusion engine with the much more compact Vox 280, HartfordCo engineers were able to save 6.5 tons of space. All three original lasers were removed as well in favor of an entirely new weapon load out. Carrying a Donal PPC in the right torso, along with a pair of machine guns in the legs, turns the -3C into a potent high-speed sniper with significant anti-infantry abilities. The -3C has a top speed of 118 kph.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *CDA-2A* | *3,705,217* | *659* | *16* |
| CDA-2B | 3,692,967 | 626 | 16 |
| CDA-3C | 3,304,933 | 771 | 17 |

**Mass:** 40 tons
**Chassis:** Hartford 300
**Power Plant:** Vox 280
**Cruising Speed:** 75.6 kph
**Maximum Speed:** 118.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** 3/Star Slab
**Armament:**
1 x Donal PPC
2 x SperryBrowning Machine Guns
**Original Manufacturer:** HartfordCo Industries (2740)
**Communications System:** Hartford J15 B
**Targeting and Tracking System:** Hartford S1000

**Eridani Light Horse**
**151st Light Horse Regiment – "Dark Horse"**
**CO: Colonel Robert Fairchild**
**Homeworld: Colchester**

| Type: **CDA-3C Cicada** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 40 tons | | |
| Internal Structure: | | | 4.0 |
| Engine: | Pitban 320 | | 16.0 |
| Walking MPs: | 7 | | |
| Running MPs: | 11 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 11 | | 1.0 |
| Gyro: | | | 4.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 64 | | 4.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 12 | 11/6 | |
| Rt./Lt. Torso | 10 | 6/3 | |
| Rt./Lt. Arm | 6 | 4 | |
| Rt./Lt. Leg | 10 | 6 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RT | 3 | 7.0 |
| Machine Gun | RL | 1 | 0.5 |
| Machine Gun | LL | 1 | 0.5 |
| Ammo (Machine Gun) 200 | CT | 1 | 1.0 |

# BJ-1 Blackjack

**History:**
Tracing it roots back to a North American automobile producer, General Motors, who pioneered the fusion engine in 2020, would become the single largest manufacturer of civilian and military vehicles in the Inner Sphere. Their early lines included armored personnel carriers, main battle tanks and numerous combat support platforms such as engineering vehicles, ordinance transports, and even mobile headquarter units.

Even with such a long and illustrious history, General Motors would have to wait until 2612 and the introduction of its highly advanced MAD-1R *Marauder* before fully coming into its own. Reserved exclusively for the use by the SLDF Royal brigades, the *Marauder* would go on to become one of the most popular and feared BattleMechs of all time.

So, when the SLDF went looking for a new medium-class BattleMech for anti-insurgency work, it was only natural General Motors would be one of the contractors they approached. In 2769, General Motors entered their prototype BJ-1X *Blackjack* for consideration, marking their second entry into the BattleMech field.

The need for a new anti-insurgency BattleMech had been growing for years, especially since 2752 when Richard Cameron and the Great Lords passed an amendment to the Council Edict of 2650 once again imposing an onerous tax on the Periphery nations. Thirteen years later the New Vandenburg Crisis would erupt when Protector Nicoletta Calderon gave 18 Taurian worlds her blessing to secede from the Star League.

Even after the succession, the Taurian Concordant was still technically considered “Territorial State” and General Aleksandr Kerensky was forced to deploy a significant SLDF force to put down the rebellion and garrison the troublesome planets.

This redeployment would set the stage for the Amaris Civil War. With so many SLDF units absent from their postings in the Terran Hegemony, the Rim Worlds Republic moved in, effectively taking control of the Hegemony. Once the Hegemony was secured, Stephan Amaris assassinated Richard Cameron, along with his entire family, igniting a civil war that would eventually lead to the dissolution of the entire Star League.

General Kerensky moved quickly to invade the Rim Worlds Republic and establish a new base of operations for the remaining loyal SLDF troops. This was completed the very same year, 2769, that General Motors delivered their first BJ-1X *Blackjack* prototype.

The BJ-1X was powered by a Vox 225 power plant giving it a top speed of close to 90 kph. Carrying four arm-mounted GM Flashpoint flamers and four Intek medium lasers, the *Blackjack* was designed first and foremost to destroy light vehicles and infantry units. Eighteen heat sinks allowed the -1X to maintain a withering rate of fire, albeit only at short range. Protected by 8.5 tons of StarGuard II armor, it carried more protection than most any other 45-ton BattleMech.

While the SLDF quartermasters were somewhat impressed with the design, many felt its limited combat range was too severe a limitation and would hamper the ‘Mechs overall utility. Subsequently, the SLDF added limited fire support capability as a requirement for the design and politely asked General Motors to revise the -1X design to meet the new criteria.

In 2771, General Motors delivered the first BJ-1 *Blackjack* directly to SLDF forces in time for the beginning of Kerensky’s Terran Hegemony Campaign. The design would prove short lived however. Built at GM’s flagship plant on Kathil, the assembly line producing the *Blackjack* was destroyed by a CCAF raid during the First Succession War and never rebuilt.

**Capabilities:**
The BJ-1 *Blackjack* replaces the original flamers of the prototype with a pair of GM Whirlwind-L Class 2 autocannons, the longest range weapon system ever produced. Early testing showed the light autocannon was particularly effective against combat vehicles, often damaging their drive systems at ranges well beyond their ability to respond, and making them sitting ducks for other heavier forces to easily destroy. Keeping the four Intek medium lasers also gives the *Blackjack* significant firepower itself, making it effective against other BattleMechs and heavy units.

To accommodate the additional weight of the autocannons, General Motors was forced to replace the Vox 225 with their own GM 180 fusion engine. This lowered the top speed of the BJ-1 to just shy of 65 kph. To help offset the loss in speed, the GM engineers installed four Whitworth Jetlifters, giving the BJ-1 a jump capacity of 120 meters. These jump jets were licensed from the Whitworth Company, who used them on their 40-ton WTH-1 *Whitworth* fire support ‘Mech, and is one of the few components used by the *Blackjack* that are designed by General Motors.

The number of heat sinks was also reduced to eleven but the trademark heavy armor was retained from the prototype.

The *Blackjack* saw extensive action with the SLDF during the Terran Hegemony campaign and the subsequent Operation Liberation. Oddly, during this time the *Blackjack* got a reputation as an unstable ‘Mech with its detractors pointing to the relatively narrow feet actuators as the culprit. Others claimed the StarGuard II armor was unusually brittle and prone to falling off. Neither of these claims were ever substantiated, but the *Blackjack’s* reputation would remain tarnished for centuries until the battle of Xhosha III made Davion engineers re-evaluate the designs utility.

**Variants:**
A direct result from the *Blackjack’s* successful defense of Xhosha III, General Motors engineers, at the behest of Prince Hanse Davion himself, began looking for ways to improve upon the BJ-1’s performance. Their first effort, introduced in 3023, removes the two GM Whirlwind-L autocannons in favor of a pair of ChisComp 43 Special heavy lasers, commonly found on another popular AFFS BattleMech, the 50-ton *Enforcer*.

The BJ-1DB also adds six heat sinks to assist in managing the massive heat load from the heavy lasers while removing a ton of armor. Two of the four Intek medium lasers have also been removed.

The BJ-1DC, a much less radical refit released in 3024, dispenses with the antiquated Whitworth Jetlifters in favor of adding two small lasers and an additional heat sink.

**Current Manufacturers:** None

| Model | Cost | BV | PV |
|---|---|---|---|
| *BJ-1* | *3,145,775* | *949* | *27* |
| BJ-1DB | 3,105,175 | 1015 | 26 |
| BJ-1DC | 2,972,500 | 917 | 27 |

**Mass:** 45 tons
**Chassis:** GM BJ-I
**Power Plant:** GM 180
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** Whitworth Jetlift
**Jump Capacity:** 120 meters
**Armor:** StarGuard II
**Armament:**
2 x GM Whirlwind-L Class 2 Autocannons
4 x Intek Medium Lasers
**Original Manufacturer:** General Motors (2757)
**Communications System:** Dalban Micronics
**Targeting and Tracking System:** Dalban AQ

**Armed Forces Federated Suns**
**Second Ceti Hussars – "Three of Diamonds"**
**CO: Marshal Alan Cline**
**Homeworld: Verde**

| Type: **BJ-1 Blackjack** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 45 tons | | |
| Internal Structure: | | | 4.5 |
| Engine: | GM 180 | | 7.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 11 | | 1.0 |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 136 | | 8.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 14 | 18/9 | |
| Rt./Lt. Torso | 11 | 15/6 | |
| Rt./Lt. Arm | 7 | 12 | |
| Rt./Lt. Leg | 11 | 17 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/2 | RA | 1 | 6.0 |
| AC/2 | LA | 1 | 6.0 |
| Ammo (AC) 45 | CT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Jump Jets | RL | 2 | 1.0 |
| Jump Jets | LL | 2 | 1.0 |

# PXH-1 Phoenix Hawk



**History:**
The *Phoenix Hawk* owes its existence to its much lighter cousin, the 20-ton *Stinger*. Orguss Industries, based on Marcus and a long time military sub-contractor for Earthwerks Incorporated, discovered that the Earthwerks STG chassis could be strengthened enough that it could support over twice the weight of the original.

Engineers at Orguss then proceeded to re-engineer the chassis, giving it the Orguss Stinger designation, and began work on a new BattleMech. After extensive testing, they discovered the reinforced skeleton could effectively support up to 45 tons.

Given the long term success of the *Stinger*, it was quickly decided the new 45-ton 'Mech should emulate both the speed and jump capacity of its little brother. Having been an integral part of the extensive supply chain that fed the massive Earthwerks Incorporated interstellar empire, Orguss had little trouble sourcing the components needed to build a new 'Mech.

**Capabilities:**
Considered the premiere reconnaissance BattleMech, the key to the *Phoenix Hawk's* success lies in its speed, heavy armor, and solid firepower. To build it, Orguss Industries first turned to General Motors, commissioning a 270 rated fusion engine for use in the PXH-1. The GM 270 would go on to become a successful engine for General Motors, ultimately serving in the *Highlander*, *Hussar*, and *Hermes*.

Next, they turned to Lang Industries for assistance in the design and manufacture of the jump jets. The Pitban LFT-50 jump jets found on their *Shadow Hawk* had proven themselves reliable, if unremarkable, for over 100 years at this point, making them one of the oldest models on the market. This partnership resulted in the development of the 9000 series, which would go on to continue Pitban's unbroken chain of successful jump jet development, eventually culminating in 2650 with the directional LFT-10 series used on the SDR-5V Spider.

For electronics, Orguss turned to Apple Computers Interstellar, headquartered on Macintosh in the Federated Suns. Originally a manufacturer of high quality personal electronics on Terra, the company had grown so fabulously wealthy they simply bought an entire planet to serve as their new home base. Producing the widely used and respected Dalban line of communications and targeting and tracking systems, Apple Computers was surprised when Orguss asked them to design new systems for their exclusive use. The engineers at Apple Computers quickly rose to the challenge, however, providing Orguss with the Tek BattleCom communications suite and Tru-Trak targeting and tracking system.

For weapons, Orguss Industries looked inward, developing a full line of Harmon lasers. It is believed these borrow heavily from the Omicron line produced by Fusigon Heavy Weaponry on Campbelton. Much like the *Stinger's* Omicron 3000 medium laser, the Harmon heavy laser is one of the few handheld models produced. Energy hookups are located in both arms so the 'Mech may carry the heavy laser in which ever arm the MechWarrior prefers. The M100 machine guns are provided by Brigadier Corporation on Oliver, which uses them to build the 65-ton C*rusader*.

Seeing an entirely new BattleMech rise from the ashes of an old one, the engineers at Orguss Industries dubbed the new 45-ton design the "Phoenix Hawk." Production began in earnest in 2568, just three years before the official creation of the Star League.

The Star League would adopt it immediately, and the *Phoenix Hawk* would quickly become the SLDF reconnaissance 'Mech of choice due to its heavy armor, substantial firepower, and ability to keep up with other much lighter scout 'Mechs. However, once it became widely deployed, its true value as a command 'Mech became quickly apparent.

The sophisticated multi-channel Tek BattleCom was easily capable of coordinating company and even battalion level communications but just as importantly it was heavily shielded against interference and incorporated advanced encryption algorithms to ensure secure battlefield transmission. The BattleCom was so successful, in fact, that less than 10 years later, Kallon Industries would contract with Apple Interstellar for use with its 55-ton Wolverine, which would itself go onto become a highly sought after command 'Mech for medium class units.

Apple Interstellar would go to develop a number of specialized expansion modules for the Tek BattleCom, including a highly prized lostech Electronic Counter Measures module as well as a ground-to-space uplink/downlink module for communication with orbiting satellites and naval vessels.

Orguss Industries' headquarters on Marucs would fall victim to the border fights between the Lyran Commonwealth and the Free Worlds League during the Second Succession War, their facility being destroyed in 2837 when the planet was successfully taken by House Steiner.

By this point, however, the *Phoenix Hawk* had become such a popular design that Earthwerks Incorporated, upon whose chassis the *Phoenix Hawk* was originally based, was already producing the 'Mech out of their Keystone facility. Both Coventry Metal Works, who ironically also produced the *Stinger*, and Achernar BattleMechs also obtained licenses from Orguss during the time of the Star League.

**Variants:**
The PXH-1D variant, introduced by House Davion in 2856 remove both machine guns along with the associated ammunition in favor of adding two additional heat sinks. This make the heat burden of the 'Mech slightly more manageable, especially when jumping.

House Kurita's PXH-1K is a radical departure from the original. By removing the Pitban 9000 jump jets, engineers at Gorton, Kingsley, and Thorpe have added three additional heat sinks along with a chest mounted center laser. As with the PHX-1D, the machines have been removed as well, and the armor had been increased to 9.5 tons giving it the most protection of any 45-ton 'Mech.

**Current Manufacturers:**

Coventry Metal Works
Coventry - Lyran Commonwealth

Earthwerks Incorporated
Keystone – Free Worlds League

Achernar BattleMechs
New Avalon – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *PXH-1* | *4,066,090* | *1041* | *25* |
| PXH-1D | 4,057,390 | 1083 | 25 |
| PXH-1K | 3,628,553 | 1073 | 27 |

**Mass:** 45 tons
**Chassis:** Orguss Stinger
**Power Plant:** GM 270
**Cruising Speed:** 64.8 kph
**Maximum Speed:** 97.2 kph
**Jump Jets:** Pitban 9000
**Jump Capacity:** 180 meters
**Armor:** Durallex Light
**Armament:**
1 x Harmon Heavy Laser
2 x Harmon Medium Lasers
2 x M100 Machine Guns
**Original Manufacturer:** Orguss Industries (2568)
**Communications System:** Tek BattleCom
**Targeting and Tracking System:** Tek Tru-Trak

**Coventry Metals Works**
**Security Patrol Force – "North Siders"**
**CO: Security Chief Wade "Wally" Martin**
**Homeworld: Coventry**

| Type: **PXH-1 Phoenix Haek** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 45 tons | | |
| Internal Structure: | | | 4.5 |
| Engine: | GM 270 | | 14.5 |
| Walking MPs: | 6 | | |
| Running MPs: | 9 | | |
| Jumping MPs: | 6 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 128 | | 8.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 6 | |
| Center Torso: | 14 | 23/5 | |
| Rt./Lt. Torso | 11 | 18/4 | |
| Rt./Lt. Arm | 7 | 10 | |
| Rt./Lt. Leg | 11 | 15 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Large Laser | RA | 2 | 5.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Machine Gun | RA | 1 | 0.5 |
| Machine Gun | LA | 1 | 0.5 |
| Ammo (MG) 200 | CT | 1 | 1.0 |
| Jump Jets | RT | 3 | 1.5 |
| Jump Jets | LT | 3 | 1.5 |

# VND-1R Vindicator

**History:**
The *Vindicator*, first produced almost 200 years ago, is still considered one of the more recent additions to the BattleMechs of the Inner Sphere right behind the MLN-1A *Merlin* made 184 years later in 3010. This marks the longest production gap for new 'Mechs in the history of the Inner Sphere.

Production of the *Vindicator* began in 2826 during a brief lull between the First and Second Succession Wars. It was commissioned by the Capellan Confederation purely out of necessity in the aftermath of the disastrous First and Second Succession Wars in which House Liao lost almost all of their 'Mech production facilities.

Designed to be able to fulfill numerous roles on the battlefield, the *Vindicator* excels at none. Equipped with a Jaguar LRM-5 for fire support, a Smasher PPC for front line duty and rounded out by a medium and small laser, the *Vindicator* is a jack of all trades.

The real strength of the machine lies in its manufacturer, Ceres Metal Industries. Ceres Metals was founded on Terra long before the formation of the Star League. By the time the Star League was founded, Ceres Metals had expanded into JumpShip and DropShip production, with factories on hundreds of worlds across the Inner Sphere. While most were clustered in the Terran Hegemony, Ceres Metals also invested heavily in trade, even subsidizing the colonization of planets in the Periphery.

This diversification reaped huge windfalls, making it one of the most profitable and influential companies in the Inner Sphere and eventually allowing them to expand into the mining and water purification sectors as well.

Ceres Metals was also involved in the Capellan Confederation's first foray in BattleMech design. Working with the Confederation Defense Corporation located on Exedor, Ceres Metals helped supply both the Ceres Shield 2.2 armor and the Anderson Propulsion 12 jump jets used by the Second Generation FRB-2E *Firebee* produced during the infancy of BattleMech technology in 2483.

The devastation the Amaris Civil War inflicted on the Terran Hegemony, however, destroyed the vast majority of Ceres Metal's industrial might, including their shipyards and many of the their industrial factories forcing the company to relocat their headquarters to Capella in the Capellan Confederation.

Once there, Ceres Metals quickly secured its future by becoming the chief state securities broker for the Confederation. As an interstellar company, Ceres Metals had offices across the Inner Sphere, notably on Coventry, Kimball, Sarna and Ward. The company moved to establish its neutrality by adopting a policy of selling arms and equipment to any organization with the C-bills to meet their prices.

When the Capellan Confederation Armed Forces approached Ceres Metals and asked them to design a new 'Mech to be used to rebuild the shattered CCAF, Ceres Metals was quick to oblige. Just about every component used in the *Vindicator* is built on Capella by Ceres Metals making the 'Mech cheap and easy to mass produce and with a ready supply of repair parts it is one of the few 'Mechs that is easily repairable.

Its lackluster speed is only partly offset by the Anderson Propulsion 30 jump jets and there is a well-documented problem with the ejection system. The head mounted Ceres Arms medium laser intrudes into the cockpit making it not only uncomfortably cramped but also potentially deadly. The propulsion system used by the ejector seat had been known to foul itself on this intrusion and explode, killing the MechWarrior.

**Capabilities:**
The VND-1R *Vindicator* has a top speed of just 64.8 kph, putting it on pair with much heavier 'Mechs and severely limiting its utility as either a reconnaissance or strike 'Mech. Its slow speed is partially offset by its jump capacity of 120 meters which make navigating dense or hilly terrain much easier. Its nine tons of Starshield armor provide the 'Mech with significant protection, equaling that of many heavy class BattleMechs and allow it to operate successfully on the front lines.

The Jaguar LRM-5, combined with the Smasher PPC, gives the *Vindicator* both excellent range and damage potential. At shorter ranges, a medium and small laser provide additional firepower. Equipped with sixteen heat sinks, the *Vindicator* is one of the few 'Mechs carrying sufficient heat sinks to maintain a constant barrage of weapon fire without building up dangerous amount of waste heat.

The Smasher PPC, built by Ceres Arms, is notable for its unusual cooling jacket. The port of the weapon is ringed with a series of water intakes which allow the pilot to physically dip the weapon into a body of water, quickly cooling it down. The stream is vented from the rear of the weapon.

The Ceres Metal engineers also designed the *Vindicator* with a left hand actuator, allowing for both physical attacks as well as increasing its utility as a raider by allowing it to pick up and carry supplies.

**Variants:**
The original model carried a Ceres Arms Model 2 machine gun instead of the Hessen IX small laser. This change necessitated the removal of one of the heat sinks in order to accommodate the ammunition for the weapon. This gave the early *Vindicator*, known as the VND-1X, substantial anti-infantry capabilities as well.

Before beginning mass production of the 45-ton 'Mech, Ceres Metal Industries was forced by the Capellan Confederation, in the interest of stimulating domestic trade, to include as least one major component built by someone other than themselves. Picking the least important, and cheapest component, Ceres Metals contracted with the all but defunct New Hessen ArmorWorks to build a small laser, which subsequently appeared in place of the machine gun on the production model.

The VND-1AA, a radical variant of the *Vindicator*, was briefly produced in 2863. Increasing the 'Mech's top speed to 86.4 kph and giving it a jump capacity of 150 meters, the -1AA cut the amount of armor in half, leaving it with just barely more protection than the 20-ton *Locust*. Intended to provide the CCAF with a version that could be used as a scout 'Mech, it was quickly shown to be a dismal failure on the battlefield and production ceased shortly after it began.

**Current Manufacturers:**

Ceres Metals Industries
Capella – Capellan Confederation

| Model | Cost | BV | PV |
|---|---|---|---|
| VND-1X | 3,132,870 | 1008 | 28 |
| *VND-1R* | *3,137,583* | *1024* | *28* |
| VND-1AA | 3,820,533 | 966 | 22 |

**Mass:** 45 tons
**Chassis:** Ceresplex IV
**Power Plant:** GM 180
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** Anderson Propulsion 30
**Jump Capacity:** 120 meters
**Armor:** Starshield
**Armament:**
1 x Ceres Arms Smasher PPC
1 x Ceres Arms Jaguar LRM Missile System
1 x Ceres Arms Medium Laser
1 x Hessen IX Small Laser
**Original Manufacturer:** Ceres Metals Industries (2826)
**Communications System:** CeresCom Model 21-Rs
**Targeting and Tracking System:** C-Apple Churchill

**McCarron's Armored Cavalry**
**Fifth McCarron's Armored Cavalry – "Rob's Renegades"**
**CO: Colonel Robert Heptig**
**Homeworld: Menke**

| Type: **VND-1R Vindicator** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 45 tons | | |
| Internal Structure: | | | 4.5 |
| Engine: | GM 180 | | 7.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 16 | | 6.0 |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 144 | | 9.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 14 | 18/9 | |
| Rt./Lt. Torso | 11 | 16/6 | |
| Rt./Lt. Arm | 7 | 14 | |
| Rt./Lt. Leg | 11 | 18 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM 5 | LT | 1 | 2.0 |
| Ammo (LRM) 24 | CT | 1 | 1.0 |
| PPC | RA | 3 | 7.0 |
| Medium Laser | H | 1 | 1.0 |
| Small Laser | LA | 1 | 0.5 |
| Jump Jets | CT | 2 | 1.0 |
| Jump Jets | LL | 1 | 0.5 |
| Jump Jets | RL | 1 | 0.5 |

# CN9-A Centurion

**History:**
One of the few 'Mechs designed after the fall of the Star League, the CN9-A *Centurion* has a reputation as a formidable fighter. Intended to serve alongside the *Trebuchet*, another Corean Enterprises' design, the *Centurion* is now almost exclusively fielded by the Armed Forces Federated Suns.

Ironically, even though they were intended to serve side-by-side, in practice this rarely happens. Beginning in 2801, the *Centurion* was produced on Ramen II which was briefly a part of the Capellan Confederation before falling to the Free Worlds Leagues shortly after the beginning of the First Succession War. Its companion, the *Trebuchet*, was manufactured on Stewart, another Free Worlds League holding. During the bitter fighting the marked the Second Succession War, Corean's facility on Ramen II was utterly destroyed when the CCAF attempted to retake the planet is 2845. The infrastructure of the planet was so badly damaged during the fighting that by the beginning of the Third Succession War Ramen II was considered a dead and dying planet, disappearing entirely from star charts shortly after.

Only in full scale production for a scant 44 years, the *Centurion* would likely have disappeared into history as so many other 'Mechs have before it had Corean Enterprises not continued manufacturing replacement parts from its smaller, secondary sites. The *Trebuchet*, on the other hand, has remained in production since its introduction in 2780.

Using these replacement parts, the *Centurion* would soldier on for another 211 years becoming increasingly rare. When the AFFS began strongly considering phasing out the *Centurion* entirely in favor of Achernar BattleMech's 45-ton *Enforcer,* Corean Enterprises lobbied hard to prevent this from happening. As part of their campaign to save the 50-ton 'Mech they promised to build a new production facility for it and with the help of the NAIS began delivering new *Centurions* to the AFFS in 3012.

Unfortunately, Corean Enterprises has been unable, or perhaps unwilling, to open an assembly line for its comrade on New Avalon as well, leaving little chance the two 'Mechs will ever operate in any significant numbers as the team they were intended to be.

This is complicated by the fact that Corean Enterprises' two main fabrication facilities are separated by hundreds of light years and are in two different Great Houses. Both the Federated Suns and Free Worlds League enforce strict controls intended to prevent the transfer of technology, or even profits, between the two branches making the management of Corean a constant source of headaches for the corporate officers.

Corean Enterprises also maintains the last fully automated Star League era BattleMech factory which produces 35-ton *Valkyrie*, another iconic Davion 'Mech. It has the highest annual production capacity of any single assembly line in the Inner Sphere, greater than even those operated by the legendary Defiance Industries located on Hesperus II.

**Capabilities:**
The CN9-A carries a custom-fit Luxor D-Series Class 10 autocannon in its right arm. This powerful weapon is supplied with a full two tons of ammunition, giving it a total of 20 rounds before its supply is exhausted. The feed mechanism is fought with problems however, an issue found on many other 'Mechs carrying high caliber ballistic weapons and further compounded in this case by the extremely tight fit of the large D-Series autocannon.

For decades this issue presented a serious problem for the technicians responsible for the maintenance of the 50-ton 'Mech due to the scarcity of the parts. Since the New Avalon line opened in 3012 this problem has largely been solved by the increased availability of high-quality factory parts and there are already rumors of a new re-engineered *Centurion* being designed in conjunction with the nearby New Avalon Institute of Science.

For engaging at long range, the CN9-A carries a Luxor 3R LRM-10 in the left torso. Like the autocannon, the missile system is supplied with two tons of the ammunition allowing it launch 24 salvos before running out of reloads.

For close range combat, the *Centurion* carries a pair of Photech 806c medium lasers, one of which is rear mounted. Given it has only a top speed of 64.8 kph and lacks any jump capacity, it is not unusual for a *Centurion* pilot to find a light 'Mech in their rear where the medium laser helps force them to keep their distance.

All together the *Centurion* had shown itself to be a remarkably effective design. Protected by 8.5 tons of StarGuard III armor, the *Centurion* is well known for making slow and steady advances against enemy positions. Equipped with LRMs and carrying ample ammunition, the firepower the *Centurion* lays down only increases as it closes on its enemies.

**Variants:**
The CN9-AH, introduced in 2874 is actually a complex field re-fit of the original CN9-A. First seen in 2874, 29 years after the destruction of the Ramen II plant, the –AH replaces the Luxor D-series autocannon with a full featured Luxor DDX-5 Class 20 autocannon. Due to the size of the massive autocannon, the feed mechanism and the associated ammunition bins were moved to the right torso. To accommodate the additional weight of the autocannon both Photech medium lasers were removed. Oddly enough, moving the feed mechanism to the right torso solved many of the problems with the original feed design and many CN9-As subsequently followed suit shifting their ammunition to right torso as well.

The –AL variant, another field refit although this one created by House Liao using captured hardware, also dispenses with the troublesome Luxor D-series, this time in favor of an Angst L-type heavy laser. Much like with the *Wyvern's* Nightwind heaver laser, Liao engineers discovered some of the power for the large laser could be rerouted to support an additional small laser without any loss of effectiveness.

Six additional heat sinks are added to help deal with the heat from the energy weapons and the armor is increased to the absolute maximum the chassis can support giving it even more protection than the well-respected 70-ton *Warhammer*. This refit was first seen in 2915.

**Current Manufacturers:**

Corean Enterprises
New Avalon – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *CN9-A* | *3,383,500* | *945* | *28* |
| CN9-AH | 3,409,750 | 945 | 29 |
| CN9-AL | 3,305,875 | 1057 | 28 |

**Mass:** 50 tons
**Chassis:** Corean Model K7
**Power Plant:** Nissan 200
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** StarGuard III
**Armament:**
1 x Luxor D-Series Class 10 Autocannon
1 x Luxor 3R LRM-10
2 x Photech 806c Medium Lasers
**Original Manufacturer:** Corean Enterprises (2801)
**Communications System:** Corean Transband-J9
**Targeting and Tracking System:** Corean B-Tech

**Magistracy Armed Forces**
**Second Canopian Fusiliers – "League Killers"**
**CO: Major Regina Von Strol**
**Homeworld: Afsarin**

| Type: **CN9-A Centurion** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 50 tons | | |
| Internal Structure: | | | 5.0 |
| Engine: | Nissan 200 | | 8.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 136 | | 8.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 16 | 16/7 | |
| Rt./Lt. Torso | 12 | 12/6 | |
| Rt./Lt. Arm | 8 | 16 | |
| Rt./Lt. Leg | 12 | 16 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/10 | RA | 7 | 12.0 |
| Ammo (AC) 20 | RA | 2 | 2.0 |
| LRM-10 | LT | 2 | 5.0 |
| Ammo (LRM) 24 | LT | 2 | 2.0 |
| Medium Laser | CT | 1 | 1.0 |
| Medium Laser | CT(R) | 1 | 1.0 |



**Mass:** 50 tons

# CRB-20 Crab

**History:**
Cosara Weaponries first contribution to the BattleMech market came in 2719 with the introduction of the CRB-27 *Crab* along with its "Royal" brother, the -27b, introduced later that same year. Initially designed to serve as a guerilla fighter and raider, the *Crab* proved so popular with both pilots and technicians that the Star League asked Cosara to ramp up production in order to meet demand.

Unfortunately, having just begun producing BattleMechs, Cosara lacked the vast amount of capital required to significantly expand its operations on Northwind and production remained well below what the Star League had hoped. To a lesser extent, however, Cosara choose to pour what resources it did have into the design of a much larger and much more powerful BattleMech, releasing the 100-ton *King Crab* by 2743.

One of the keys to the *Crab's* success is the design team's decision to utilize major components already in use on other successful BattleMechs. In fact, the only piece of untested technology carried by the *Crab* are the cockpit electronics.

The Dalban Series K communications suite is one of the most sophisticated systems ever built. Featuring seven dedicated microprocessors, each tasked with its own special duty, the Series K offers an unsurpassed level of redundancy as any of the seven processors is also capable of taking over the functions of the other six. The Series K monitors the exact location of the BattleMech as well as all other known units. By constantly monitoring all radio frequencies, in addition to short and long wave communications bands, the Series K constantly updates location information in real time.

This advanced system is also capable of forecasting enemy movements, showing both current and projected paths based on current movement information and can even project a path to any specific geographic location the pilot designates. The most remarkable aspect of the Dalban Series K is that it accomplishes all of this without the need for any satellite communication. This makes the Dalban Series K invaluable as a reconnaissance tool and for just that reason the *Crab* is often sent to monitor enemy movements and even to work behind enemy lines.

Carrying exclusively energy based weapons, the *Crab* is particularly well suited to operating in relative isolation for long periods of time and the cockpit of the 50-ton 'Mech is among the most comfortable. Particular attention has been paid to insulation, protecting the pilot the bulk of the engine heat as well as that from the head and chest-mounted lasers.

The ejection system is also noteworthy. Tied into the sophisticated cockpit electronics, if an imminent explosion is detected, the top hatch is blown off and the seat is jettisoned through the top of the 'Mech. Thrusters built into the seat stabilize the flight and help control the decent, leaving the pilot approximately 200 meters away from the 'Mech. However, if a catastrophic explosion is not imminent, the command couch rotates 90 degrees and exits through the back of the 'Mechs, depositing the pilot only about 30 meters away from their now disabled machine.

The -27b "Royal" variant was a straightforward upgrade of the -27, switching to the use of dual heat sinks and upgrading the heavy lasers to extended range models leaving all other aspects of the 'Mech unchanged.

Regrettably, following the fall of the Star League and the subsequently destruction of Cosara Weaponries, the Dalban Series K became increasingly impossible to maintain and repair, even given the systems redundancy, and it along with the dual heat sinks, extended range heavy lasers and advanced Ferro Fibrous armor all became lostech.

While Cosara lost the ability to build new BattleMech chassis when their factory was largely destroyed in 2786, they have since been able to continue to produce spare parts for the 50-ton *Crab* although the damage was too great to do the same for its larger brother, the *King Crab*, and Cosara was forced to contract with General Motors in order to keep the design alive. These refurbished *Crabs* carry the CRB-20 designation.

**Capabilities:**
As primary weapons, the CRB-20 carries a pair of RAMTech 1200 large lasers in its claw-like forearms. While they have proven to be reliable and effective weapons, the focusing mirrors are often knocked out of alignment if the pilot engages in physical combat. While the fix is not an onerous or particularly time consuming task, it does require the pilot to physically exit their 'Mech in order to fix the problem. Backing up the matched heavy lasers are a Ceres Arms medium laser and n Exostar small laser, giving the *Crab* considerable close range punch.

Protected by nine tons of Bulldog Standard armor, produced at another Northwind based defense contractor, Bulldog Enterprises, the *Crab* is not an easy kill. In fact, with no onboard ammunition the *Crab* can take damage that would destroy or render most other BattleMechs nonfunctional and remain operational.

The sophisticated cockpit electronics of the original have also been removed in favor of models for which parts and expertise remains available. The Dalban Series K is removed in favor of the tried and true Garret T-11b, commonly found on the *Crusader,* and the Garret D2j targeting and tracking system used by both the *Rifleman* and *Jagermech*

Lacking jump jets, and with a top speed of 86 kph, the *Crab's* greatest weakness is its maneuverability, although this is usually only a problem when operating in difficult terrain. The other problematic area is the 'Mechs lack of a truly long range weapon system. BattleMech equipped with particle cannon, long-range missile racks, and even lighter caliber autocannons can safely pick apart a *Crab* at distance if the pilot is unable to close with it enemy or lacks proper fire support.

Sixteen heat sinks allow the *Crab* to maintain a solid rate of fire and deployed and supported properly, the *Crab* is among the most effective and resilient BattleMech ever built. In fact, it was likely the *Crab* would have been named as the standard medium 'Mech of the SLDF had the League not fallen. Still, it remains a testament to the design that so many *Crabs* have survived over three hundred years of non-stop warfare.

**Variants:** None.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *CRB-20* | *3,921,875* | *1143* | *27* |

**Mass:** 50 tons
**Chassis:** Hollis Mark 1A
**Power Plant:** Magna 250
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Bulldog Standard
**Armament:**
2 x RAMTech 1200 Large Lasers
1 x Ceres Arms Medium Laser
1 x Exostar Small Laser
**Original Manufacturer:** Cosara Weaponries
**Communications System:** Garret T-11b
**Targeting and Tracking System:** Garret D2j

**Marian Hegemony Armed Forces**
**I Legio Martia Victrix – "Praetorian Guard"**
**CO: Imperator Marius O'Reilly**
**Homeworld: Alphard**


| Type: **CRB-20 Crab** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 50 tons | | |
| Internal Structure: | | | 5.0 |
| Engine: | Magna 250 | | 12.5 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 16 | | 6.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 144 | | 9.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 16 | 18/7 | |
| Rt./Lt. Torso | 12 | 14/5 | |
| Rt./Lt. Arm | 8 | 14 | |
| Rt./Lt. Leg | 12 | 22 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Large Laser | LA | 2 | 5.0 |
| Large Laser | RA | 2 | 5.0 |
| Medium Laser | CT | 1 | 1.0 |
| Small Laser | H | 1 | 0.5 |

# ENF-4R Enforcer

**History:**
General Alexsandr Kerensky's campaign to free the Terran Hegemony and liberate Terra, the cradle of humanity, from the grip of the Usurper Stephan Amaris had already been underway for five years when the first ENF-4R *Enforcer* rolled off of Achernar BattleMech's assembly line on New Avalon in 2777.

2777 was a historic year. On January 23, Aleksandr Kerensky launched the final phase of Operation Liberation. Massed SLDF troops on eight different Terran Hegemony worlds began their final advance on Terra itself. By October of 2779, well over 100 million people would be dead, including the Usurper Stephan Amaris and his entire family.

It was during this tumultuous time that Davion engineers discovered plans for a new as yet un-made SLDF BattleMech in the research and development library at Achernar. Achernar was already producing the *Locust*, *Wasp*, *Phoenix Hawk* and *Dervish* at this point, although the vast majority of their production was going directly to the SLDF to replace their massive and ongoing losses.

When First Prince John Davion learned of the discovery, he ordered Achernar to begin production of the never-before-seen design as soon as possible intending to use it to continue bolstering the size of the AFFS. The initial prototype carried a class 10 autocannon in the right arm along with a pair of medium lasers in the left. A small laser was also located in the left torso to provide additional close range firepower.

Engineers quickly discovered the left arm could support a full ChisComp 43 Special heavy laser and after extensive testing modified the design plans before the 'Mech entered full scale production.

This new BattleMech would become known as the ENF-4R *Enforcer* and go on to become the standard medium 'Mech for the entire AFFS, a role it continues to serve to this day.

Rumors, however, continue to swirl regarding the nature of the original production blueprints found in the Archernar library. Many people believe the drawings originally called for the lightweight Lubalin Ballistics 10-X autocannon along with its attendant advanced fire control system, the Mercury-IV. The LB 10-X was capable of using special cluster rounds in additional to the traditional slugs in use today. This seems unlikely, however, as if that were the case the nearby NAIS, the most advanced research and development center left in the Inner Sphere, would have almost certainly been able to resurrect the lostech weapon by now.

Other speculation regarding the secret SLDF design includes the inclusion of a heavy pulse laser, cellular ammunition storage equipment, the use of an Endo-Steel chassis, double-strength heatsinks, and even an Extralight fusion engine. If this were all true, however, it is hard to believe that the Federated Suns would not have been able to at least development prototypes of the lost Star League technology during the almost 250 years since its discovery.

**Capabilities:**
The ENF-4R *Enforcer* is a workhorse of the AFFC. This is in large part due to its utility. Though its speed is average at best, it is jump capable and armed with enough firepower to engage 'Mechs significantly heavier than itself while at the same time armored heavily enough to sustain combat on the front lines.

It is not without its own share of problems. Limited to carrying just 10 rounds for the Federated Class 10 autocannon, an inexperienced MechWarrior can quickly find themselves out of ammunition for their most potent weapon.

This limitation is partially offset by the unique "clip" design that allows the 'Mech to be quickly reloaded from the rear often by support vehicles waiting near the battlefield. The *Enforcer* also has unusually thin rear armor, equivalent to that found on 'Mechs half its size, and many opponents will try to maneuver behind it in hopes of scoring a quick kill on the otherwise heavily protected machine.

Although the *Enforcer* can lay down a heavy barrage, it is only effective out to 450 meters, making it especially vulnerable to 'Mechs carrying long range missile and particle cannons. For this reason, the *Enforcer* is most effective when accompanied by fire support 'Mechs, such as the *Dervish* which can provide cover fire while it advances. In fact, just as the *Centurion* was intended to be paired with the *Trebuchet*, the *Enforcer* is often accompanied by a *Dervish*.

The *Enforcer* is also a formidable urban fighter. With its jump jets and powerful weaponry, it can unleash a devastating fusillade and quickly jump away disappearing back into the city scape.

While an excellent trooper 'Mech, the *Enforcer* is a poor choice for reconnaissance and raids. Hampered by its slow speed and completely lacking hand actuators, the *Enforcer* is best deployed along the frontlines where is can be supported by 'Mechs carrying longer range weapons.

**Variants:** None.

**Current Manufacturers:**

Achernar BattleMechs
New Avalon - Federated Suns

Kallon Industries
Talon – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *ENF-4R* | *3,527,875* | *1032* | *27* |

**Chassis:** Dorwinion Standard
**Power Plant:** Nissan 200
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** McCloud Specials
**Jump Capacity:** 120 meters
**Armor:** Starshield
**Armament:**
1 x Federated Autocannon
1 x ChisComp 43 Special Large Laser
2 x ChisComp 32 Small Laser
**Original Manufacturer:** Achernar BattleMechs (2777)
**Communications System:** Achernar Electronics HICS-11
**Targeting and Tracking System:** Federated Hunter

**Capellan Confederation Armed Forces**
**Warrior House Lu Sann**
**CO: House Master Jesse Villar**
**Homeworld: Grand Base**

| Type: **ENF-4R Enforcer** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 50 tons | | |
| Internal Structure: | | | 5.0 |
| Engine: | Nissan 200 | | 8.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 12 | | 2.0 |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 144 | | 9.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 16 | 23/4 | |
| Rt./Lt. Torso | 12 | 17/3 | |
| Rt./Lt. Arm | 8 | 14 | |
| Rt./Lt. Leg | 12 | 20 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/10 | RA | 7 | 12.0 |
| Ammo (AC) 10 | RT | 1 | 1.0 |
| Large Laser | LA | 2 | 5.0 |
| Small Laser | LT | 1 | 0.5 |
| Jump Jets | RL | 2 | 1.0 |
| Jump Jets | LL | 2 | 1.0 |

# HBK-4G Hunchback

**History:**
Built as a collaboration between Komiyaba and the prominent fusion engine manufacturer, Nissan General Industries, the *Hunchback* was manufactured not for the Star League, but for sale directly to the Great Houses as well as any Periphery power with enough money to buy them. Consequently, the *Hunchback* was never fitted with advanced technology and the Star League was never interested enough in the design to commission an upgraded version.

This turned out to be its saving grace as production of the *Hunchback* continued uninterrupted even after the fall of the Star League and the subsequent loss of its advanced military secrets. When the Komiyaba assembly planet was destroyed during the ongoing Succession Wars, Kali Yama Weapons quickly bought the rights to the design and began producing it out of their factory on Kalidasa.

**Capabilities:**
Unleashed in 2572, the 50-ton HBK-4G *Hunchback* is infamous for its massive Tomodzuru Class-20 autocannon. One of the largest weapons ever built, the Tomodzuru by itself weighs 14 tons and takes up almost the entire right torso. So much space, in fact, that the ammunition for the huge cannon had be located on the opposite side of its chest.

Backed up by a pair of Ichiba 2000 mediums lasers and a Diverse Optics Type 10 light laser, the *Hunchback* is strictly a close range fighter. Considered one of the deadliest urban combat 'Mechs, the narrow streets and limited range of city fighting suit its armament perfectly. By itself, the Class-20 autocannon can cripple or even destroy another light or medium 'Mech with a single shot.

Thickly armored with 10 tons of Starshield, the same amount carried by the vaunted 70-ton *Warhammer*, the *Hunchback* has also proven itself incredibly durable. Its thirteen heat sinks also allow it to effectively dissipate the heat from its immense shoulder mounted autocannon while also allowing for the simultaneous use of its twin medium lasers. The *Hunchback* is also equipped with a pair of powerful battle fists for physical attacks making it an ideal brawler.

The *Hunchback's* shortcomings are as well-known as its devastating autocannon. Powered by a Nissan 200 fusion engine, it tops out at just 64.8 kph, making it one of the slowest medium class BattleMech ever built. If the *Hunchback* is caught out in the open, enemy 'Mechs with long range capability can often disable it before it can bring its deadly autocannon into play.

For this reason, the *Hunchback* is often deployed alongside fire support 'Mechs that can effectively cover its advance or assigned to the second wave of an attack. It is also commonly deployed as a bodyguard 'Mech for commanders, forcing an enemy 'MechWarrior who wishes to close to face the *Hunchback's* devastating autocannon first.

When Kali Yama Weapons took over production of the 'Mech, they changed a number of components used in the design. While functionally equivalent, the Kali Yama version of the -4G is built on a Crucis V chassis and uses their own Kali Yama Big Bore Class 20 autocannon. The medium lasers are Hellion-V models, and the cockpit electronics have also been swapped out, leaving only the Diverse Optics Type 10 unchanged from the original specifications.

**Variants:**
In 2819, the first variant appeared. The HBK-4H exchanges some of the autocannon's raw power for increased range. Using a Kali Yama Class 10 instead of the Class 20, the -4H has an almost 70% increase in range when compared to the -4G. Two additional medium lasers have also been added to the -4H, making its total damage potential equal to that of the original.

The HBK-4J, built in 2856, is such a radical departure from the original it is often referred to as a *Swayback*. Dropping the enormous autocannon entirely, the -4J actually looks significantly different from either the -4G or the -4H. Carrying two LRM-10s in the right torso instead of the autocannon and adding three more medium lasers also to the right torso, it is both an effective medium fire-support 'Mech as well as a dangerous close range fighter. The -4J is often assigned to protect fire support lances. An additional heat sink is also added, giving the -4J a total of fourteen heat sinks.

THE HBK-4N first appeared in 2920. It takes aspects of both the -4H and -4J and combines them. Downgrading the Kali Yama Big Bore to a much lighter and longer ranged Class 5 model, the -4N also adds a pair of LRM-5 missile launchers. Each of these weapons are supplied with a single ton of ammunition, the bins remaining in the left torso. Two additional medium laser are also added, both in the right torso, giving the -4N a total of four. This allows the -4N to provide both direct and indirect fire support while maintaining a respectable amount of close range firepower.

Another variant referred to as a *Swayback* due to the massive alterations to the right torso, the HBK-4P carries an exclusively energy-based weapon configuration. This radical departure replace the Big Bore Class 20 autocannon with a six-pack of medium lasers. It also retains the medium lasers in each arm. This gives the -4P fully twice the damage potential of the original -4G. To deal with the tremendous amounts of heat generated by the plethora of medium lasers, the -4P mounts a total of 23 heat sinks, giving the greatest heat dissipation capacity of any BattleMech currently under production and making the -4P the most popular of the *Hunchback* variants.

The recently unveiled HBK-4SP is a marvel of re-engineering and a testament to the recovery of the techincal skills required to heavily modify existing designs. Released in 3025, the -4SP carries an SRM-6 in each torso. Two tons of ammunition for the launchers are now stored in the heavily armored center torso, minimizing the chance of an ammunition explosion as best as can be accomplished given the loss of CASE. An additional medium lasers is added to each arm and the -4SP retains the head mounted small laser as well. Keeping the trademark heavy armor, this model also adds six additional heat sinks giving it a total of 19. While lacking the raw firepower of the -4G, the -4SP excels at exploiting breaches in the armor of previously damaged 'Mechs.

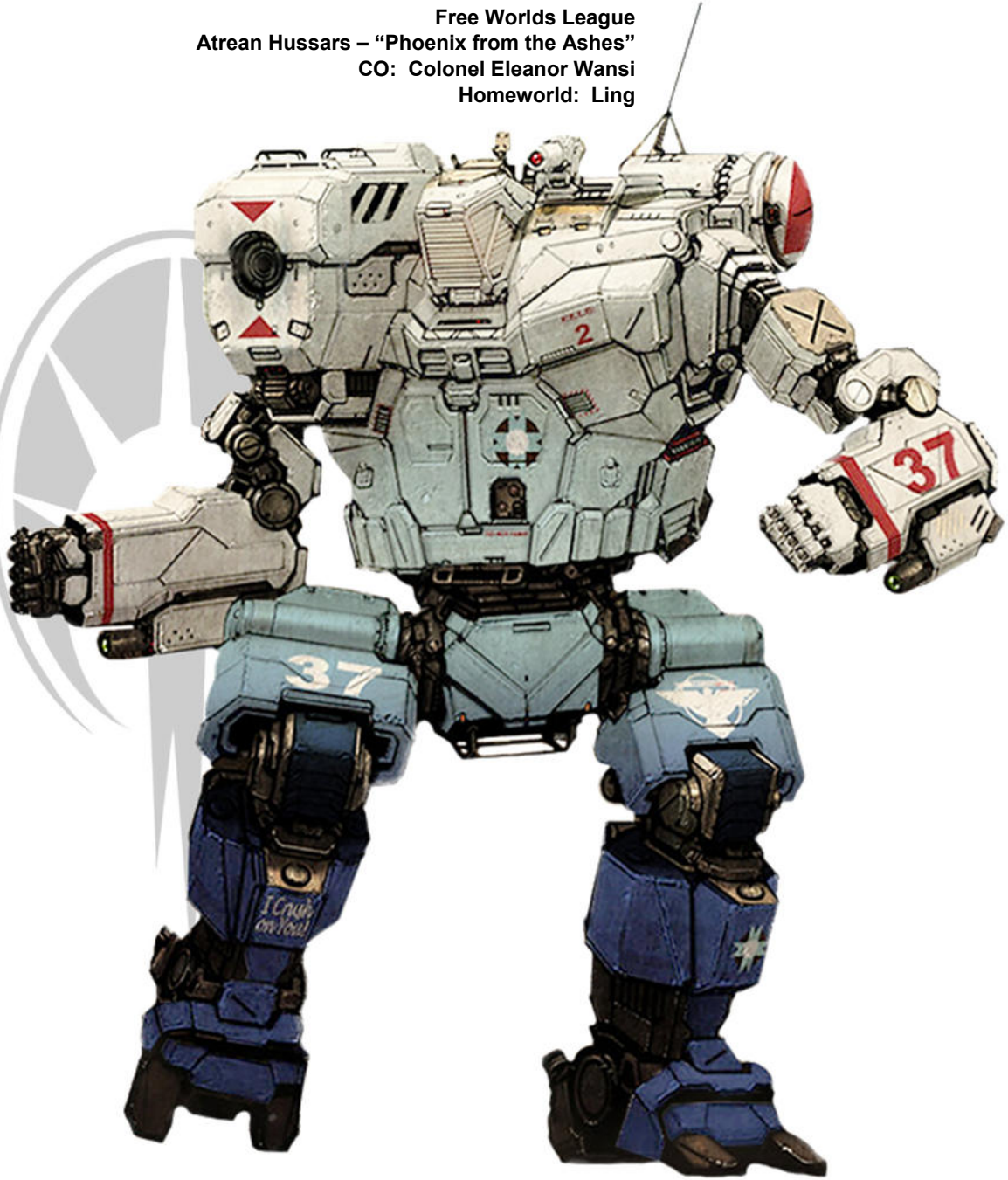
**Current Manufacturers:**

Kali Yama Weapons
Kalidasa – Free Worlds League

| Model | Cost | BV | PV |
|---|---|---|---|
| *HBK-4G* | *3,437,875* | *1041* | *28* |
| HBK-4H | 3,407,875 | 1067 | 28 |
| HBK-4J | 3,470,875 | 1143 | 31 |
| HBK-4N | 3,385,375 | 1087 | 31 |
| HBK-4P | 3,377,875 | 1138 | 31 |
| HBK-4SP | 3,365,875 | 1053 | 30 |

**Mass:** 50 tons
**Chassis:** Komiyaba Type VII
**Power Plant:** Nissan 200
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Starshield
**Armament:**
1 x Tomodzuru Class 20 Autocannon
2 x Ichiba 2000 Medium Lasers
1 x Diverse Optics Type 10 Small Laser
**Original Manufacturer:** Komiyaba/Nissan General Industries (2572)
**Communications System:** Sony MST-15
**Targeting and Tracking System:** Tacticon Tracer 300

**Free Worlds League**
**Atrean Hussars – "Phoenix from the Ashes"**
**CO: Colonel Eleanor Wansi**
**Homeworld: Ling**




| Type: **HBK-4G Hunchback** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 50 tons | | |
| Internal Structure: | | | 5.0 |
| Engine: | Nissan 200 | | 8.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 13 | | 3.0 |
| Gyro: | | | 2.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 160 | | 10.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 16 | 26/5 | |
| Rt./Lt. Torso | 12 | 20/4 | |
| Rt./Lt. Arm | 8 | 16 | |
| Rt./Lt. Leg | 12 | 20 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/20 | RT | 10 | 14.0 |
| Ammo (AC) 10 | LT | 2 | 2.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Small Laser | H | 1 | 0.5 |

# TBT-5N Trebuchet

**History:**
The original *Trebuchet* was far more advanced than the version fielding by the armies of today's Successor States. Commissioned by the SLDF, unlike most BattleMechs, the *Trebuchet* was designed from the beginning to operate within a lance, rather than as a standalone machine, providing both long range bombardment and close fire support. Unveiled in the closing years of the Star League, the first *Trebuchet* walked off the assembly lines in 2780, shortly after General Alexsandr Kerensky's liberation of Terra from the Ursurper, Stefan Amaris. Carrying two Zeus LRM-15s enhanced with the now lostech Artemis IV Fire Control System, along with a full four medium lasers, the *Trebuchet* epitomized fast fire support.

Powered by a now extinct 300-rated Extralight fusion engine, the TBT-3C could sustain speeds close to 100 kph. The chassis was built from an advanced lightweight composite material and the heat sinks were twice as efficient as the ones currently produced, making the TBT-3C a technological marvel even in its own time.

Due to the steady decline of technology that began shortly after General Kerensky's legendary Exodus, Corean Enterprises, the manufacturer of the *Trebuchet*, found itself unable to continue production of the original advanced -3C version. By 2799, less than twenty years after the disintegration of the Star League, Corean was forced to switch production over to the significantly less sophisticated Second Generation TBT-5N version.

Two years later in 2801, Corean Enterprises introduced the CN9-A *Centurion* which was designed specifically to operate alongside the *Trebuchet*. Armed with a Luxor D-Series autocannon, a Luxor 3R LRM-10 and a pair of Photech 806 medium lases, it quickly earned a reputation for making slow steady advances at the side of its companion 'Mech. Just over 40 years later, however, the Corean Enterprises plant on Ramden II was destroyed, leaving the *Trebuchet* to solider on alone. However, just 13 year ago, Corean Enterprises built one of the first new assembly lines in centuries to produce the *Centurion*. Located on New Avalon, the capital of the Federated Suns, however makes it unlikely the two 'Mechs will ever operate together as originally intended.

**Capabilities:**
The TBT-5N retains the two Zeus LRM-15s found on the -3C, losses one of its medium lasers, and has a slower top speed. Even then, today's *Trebuchet* is still regarded as one of the most effective medium-class BattleMechs ever made and a dangerous opponent at any range.

If the *Trebuchet* has any flaws, it's the limited number of rounds it carries for its LRM launchers. At its maximum rate of fire, the *Trebuchet* can exhaust its ammunition bins in little over a minute, making it dependent on a steady supply of munitions.

Another issues is the relative lack of heat sinks. Utilizing only the ten heat sinks that come standard with any fusion engine, the *Trebuchet* can quickly build up heat if it tries to fires all of its weapons. In fact, firing both of the Zeus LRM-15s and moving causes the 'Mech to build up a small amount of residual heat. If an unwise MechWarrior attempts to fire the three medium lasers as well, they will quickly find their 'Mech's performance degrading and if they continue can risk the 'Mech shutting down or worse.

Carrying 7.5 tons of Starshield armor provides the *Trebuchet* will adequate protection for a fire support 'Mech. When engaging in close range combat or serving on the front lines, however, the *Trebuchet* risks serious damage. With less than a quarter-ton of armor protecting either torso, the ammunitions bins located there are quite vulnerable calling for extra caution on the part of the pilot.

**Variants:**
The TBT-5J is the first variant to introduce jump jets. By removing one of the Zeus LRM-15s in favor of jump jets, the -5J has a jump capacity of 150 meters. Five additional heat sinks are also added to help deal with the heat generated by jumping. An addition quarter-ton of armor has been added to both torso sections in help protect the vulnerable ammunition bins. This variant began production in 2850 and had been quite successful as a mobile fire-support platform, occasionally even providing support to fast moving reconnaissance and scout lances.

Introduced in 2864 as the Second Succession War ended, the TBT-5S coverts the *Trebuchet* into an extremely potent close range fighter. Both LRMs are replaced with Thunderstroke SRM-6s and an additional eight heat sinks are installed. This allows the -5S to fire its full complement of three medium lasers along with a devastating salvo of 12 SRMs continuously, all without building excess heat. The complete lack of long ranged weaponry, however, means the -5S requires fire support from other units in order to close to within its effective combat range without being damaged or destroyed in the process.

As with the HBK-4SP, the TBT-5K is a remarkable achievement in re-engineering, lending further support to the fact that the Inner Sphere is regaining a significant portion of the manufacturing knowledge lost during the Succession Wars. Developed at Luthien Armor Works using captured hardware, Kuritan engineers completely reworked the internals of the 50-ton BattleMech.

Dispensing entirely with the long-range missiles launchers in favor of direct support weapons, the -5K carries a Lord's Thunder PPC in the right torso and an Imperator-A Class 5 autocannon in the left torso. For close range combat it carries a Bical Twin-Rack in the right arm. The armor and speed remain unchanged, while one additional heat is added, giving the -5K a total of eleven. First seen in 3025, it remains to be seen whether this variant will be produced in any significant numbers or will even prove a viable platform at all.

**Current Manufacturers:**

Corean Enterprises
Stewart – Free Worlds League

| Model | Cost | BV | PV |
|---|---|---|---|
| *TBT-5N* | *4,203,500* | *1191* | *27* |
| TBT-5J | 4,338,500 | 1191 | 28 |
| TBT-5S | 3,942,500 | 984 | 29 |
| TBT-5K | 4,004,000 | 996 | 25 |

**Mass:** 50 tons
**Chassis:** Corean Model 9C
**Power Plant:** Magna 250
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Starshield
**Armament:**
2 x Zeus LRM-15
3 x Magna Mk II Medium Lasers
**Original Manufacturer:** Corean Enterprises (2780)
**Communications System:** Corean Transband-J9
**Targeting and Tracking System:** Corean B-Tech

**Free Worlds League Military**
**Fourth Regulan Hussars – "Kukri"**
**CO: Colonel Gary Carter**
**Homeworld: Tiber**

| Type: **TBT-5N Trebuchet** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 50 tons | | |
| Internal Structure: | | | 5.0 |
| Engine: | Magna 250 | | 12.5 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 120 | | 7.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 16 | 22/7 | |
| Rt./Lt. Torso | 12 | 11/5 | |
| Rt./Lt. Arm | 8 | 10 | |
| Rt./Lt. Leg | 12 | 15 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-15 | RT | 3 | 7.0 |
| Ammo (LRM) 8 | RT | 1 | 1.0 |
| LRM-15 | LA | 3 | 7.0 |
| Ammo (LRM) 8 | LT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |

# GRF-1N Griffin

**History:**
The *Griffin*, first released in 2492, has the distinction of being the most widely produced BattleMech in the Inner Sphere today. Manufactured by Defiance Industries on Hesperus II, Earthwerks Incorporated on Keystone, Brigadier Corporation on Oliver, Norse BattleMech Works on Marduk, and Kallon Industries on Talon, it is one of the few BatteMechs today that can claim to have a sufficient supply of replacement parts.

The First Generation model, the GRF-1A was built by Maxwell-Manufacturing Incorporated on Procyon in 2465 and weighed 60-tons. It carried a prototype particle projection cannon, a LRM-5, eleven heat sinks and 14.5 tons of primitive armor.

During the late 25thcentury, the Terran Hegemony was dumping cash on any and all defense contractors who were, or planning to, enter the burgeoning BattleMech market in hopes of cementing its military superiority. Top executives as Maxwell-Manufacturing, which had gotten its start producing Industrial 'Mechs for the Hegemony, wasted little time in taking massive amounts of money from the Hegemony while promising to deliver a BattleMech which could outperform the *Mackie*.

While they managed to deliver the promised 'Mech, the GRF-1A *Griffin*, they also managed to line their pockets with enormous amounts of Hegemony money. When numerous financial irregularities appeared in their books, the Hegemony launched an investigation, eventually convicting all the top corporate officers of misconduct. The Hegemony then seized all of Maxwell-Manufacturing's assets and promptly sold them to Earthwerks Incorporated.

Earthwerks Incorporated quickly revisited the -1A design bringing it up to the current standards of technology, releasing the familiar GRF-1N in 2492. The -1N reduced the overall weight of the 'Mech by five tons placing it in the medium category, while retaining the long range weaponry, consisting now of a Fusigon particle canon and a Delta Dart LRM-10.

Having no loyalty to the design, Earthwerks Incorporated freely offered licenses to the GRF-1N to any other defense contractors who were willing to pay. Numerous companies jumped at the opportunity and the Griffin quickly became one of the most common 'Mech in existence.

It would remain essentially unchanged until 2751when the Star League asked Earthwerks Incorporated to produce a "Royal" variant of the long respected design. Incorporating Endo-Steel, Ferro-Fibrous armor, and double strength heat sinks, and with the ammunition now protected by CASE, the GRF-2N utilized almost all of the latest advances in construction and protection. Armed with an extended-range Fusigon Longtooth PPC and dual Harpoon-6 SRM-6s, the "Royal" *Griffin* addressed its only major shortcoming, the lack of short range firepower. The GRF-2N was also one of only a few BattleMechs to carry the sophisticated Guardian Electronic Countermeasure suite as standard.

With the dissolution of the Star League, the GRF-2N would fade into history due to loss of the advanced manufacturing centers needed to produce many of its components and Earthwerks would be forced to return to the older GRF-1N back into production.

Recently, however, rumors surfaced regarding the creation of a prototype *Super Griffin* at the Friden Aerospace Park on Hoff in the Federated Suns. The Black Widow Company, a part of the mercenary unit Wolf's Dragoons which was at that time employed by House Kurita, sacked the NAIS research annex in 3022. During the fighting, the prototype *Super Griffin* was destroyed. It reportedly mounted experimental jump jets along with prototype double-strength heat sinks. After the attack, what was left of the research facilities, along with the project leader, Dr. Jorge Belasco, and the remaining staff, were relocated to an undisclosed location, likely the New Avalon Institute of Science on the heavily defended capital world of the Federated Suns.

**Capabilities:**
The *Griffin* is well known as an excellent long-range fire support platform. With a top speed of 86.4 kph and a jump capacity of 150 meters, the *Griffin* can quickly maneuver to an advantageous location and provide either direct fire support with its Fusigon PPC, or indirect fire-support via its drum-mounted Delta Dart LRM-10.

Unfortunately equipped with just 12 heat sinks, it cannot do both for a sustained amount of time without building up substantial amounts of waste heat. The missile rack, however, is provided with two full tons of ammunition allowing the *Griffin* to fire 24 salvos before running out and giving it longevity on the battlefield.

Protected by 9.5 tons of Starshield A armor, the *Griffin* is as heavily protected as most any medium 'Mech allowing it to take part in front line combat as well as provide fire support. It greatest weakness is its lack of short range weapon systems. The *Griffin's* combat effectiveness actually drops off the closer the target gets. Once an enemy closes to within 100 meters, it becomes almost impossible for the pilot to engage them given the minimum range limitations of both of its weapon systems. This is partially offset by the inclusion of two hand actuators, making the *Griffin* especially effective at punching enemy 'Mechs who get too close.

**Variants:**
For such a venerable design, there are a surprising lack of variants. In fact, there is only one. Defiance Industries released the GRF-1S in 2857. Replacing the PPC with both a Defiance B3L heavy laser and a pair of B3M medium lasers, the -1S addresses the -1N's lack of close range firepower. The LRM-10 was downgraded to a LRM-5 and one ton of ammunition eliminated so that four additional heat sinks could be added to help deal with the heat from the new array of lasers.

**Current Manufacturers:**

Defiance Industries
Hesperus II - Lyran Commonwealth

Earthwerks Incorporated
Keystone – Free Worlds League

Brigadier Corporation
Oliver – Free Worlds League

Norse BattleMech Works
Marduk – Federated Suns

Kallon Industries
Talon – Federated Suns

Vandenberg Mechanized Industries
Illiushin – Taurian Concordant

| Model | Cost | BV | PV |
|---|---|---|---|
| *GRF-1N* | *4,864,107* | *1272* | *30* |
| GRF-1S | 4,737,007 | 1253 | 30 |

**Mass:** 55 tons
**Chassis:** Earthwerks GRF
**Power Plant:** CoreTek 275
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** Rawlings 55
**Jump Capacity:** 150 meters
**Armor:** Starshield A
**Armament:**
1 x Fusigon Particle Projection Cannon
1 x Delta Dart Long Range Missile Ten-Rack
**Original Manufacturer:** Earthwerks Incorporated (2492)
**Communications System:** Neil 6000
**Targeting and Tracking System:** Octagon Tartrac System C

**Lyran Commonwealth Armed Forces**
**First Royal Guards – "Archon's Own"**
**CO: Archon Katrina Steiner**
**Homeworld: Tharkad**


| Type: **GRF-1N Griffin** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 55 tons | | |
| Internal Structure: | | | 5.5 |
| Engine: | CoreTek 275 | | 15.5 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 5 | | |
| Heat Sinks: | 12 | | 2.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 152 | | 9.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 18 | 20/7 | |
| Rt./Lt. Torso | 13 | 20/6 | |
| Rt./Lt. Arm | 9 | 14 | |
| Rt./Lt. Leg | 13 | 18 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| LRM-10 | RT | 2 | 5.0 |
| Ammo (LRM) 24 | RT | 2 | 2.0 |
| Jump Jets | RT | 2 | 1.0 |
| Jump Jets | LT | 2 | 1.0 |
| Jump Jets | CT | 1 | 0.5 |

# KTO-18 Kintaro

**History:**
General Mechanics is best known for the design and manufacture of the iconic 20-ton *Wasp*, which remains one of the most common BattleMechs in the Inner Sphere today. Introduced in 2464, it was the first jump capable BattleMech ever created, although it would take until 2471 before the technology was truly reliable.

Another 123 years would pass before General Mechanics designed and produced another BattleMech at their facility on Mars and by then they had licensed the *Wasp* to numerous other defense contractors throughout the Successor Houses and even in the Periphery.

In 2587 General Mechanics not only unveiled the 55-ton KTO-19 *Kintaro* but also introduced a way to dramatically increase the accuracy of long-range and short-range missiles. The Narc Missile Beacon consists of a three-ton launcher that fires special "pods" with magnetic heads. These pods are actually powerful homing beacons that work in tandem with Narc-equipped missiles.

Once a "pod" is attached to a target, it emits a broad-spectrum electromagnetic beacon that can be tracked by a modified guidance package installed in standard long and short-range missiles. While these guidance packages roughly double the cost of the munitions, it results in a much higher percentage of missiles striking the target. In addition, since the homing beacon is attached to the target, there is almost no way for the target to stop the beacon from broadcasting, making it, literally, a magnet for missiles.

The KTO-19 *Kintaro* was designed around the Narc Missile Beacon, the launcher being installed in its heavily armored chest. It has one mission, and one mission only, to successfully attach homing beacons to enemy 'Mechs. While the KTO-19 carries a complement of two HoverTec-6 SRM launchers and single Holly 5 LRM system, it's invariably found the company of other larger missile-carrying 'Mechs such as the *Trebuchet*, *Crusader*, *Archer*, or even the 80-ton *Longbow*, which are expected to actually deal the killing blow.

To help with its mission, the designers gave it a top speed of 86.4 kph and covered it with 11 tons of top-of-the-line Leopard V Ferro-Fibrous armor, giving it almost the maximum amount of armor the Technicron-1 chassis can carry.

In practice, however, *Kintaro* pilots often found it difficult to disengage an enemy 'Mech after "tagging" it. Lacking jump jets and with only average speed for a 55-ton 'Mech, many *Kintaros* were destroyed after delivering their specialized payload.

The KTO-19 is also heavily dependent on logistical support. While it carries a pair of medium lasers on its right arm, all of its major weapon systems are ammunition dependent, making it heavily dependent supply lines. To make matters worse, the *Kintaro* only carries six of the advanced homing beacons for its Narc missile launcher. Once these six pods are gone, so is the *Kintaro*.

In 2731, General Dynamics delivered the KTO-19b to the SLDF Royal Brigades. Using a CoreTek 275XL engine and dual strength heat sinks, the -19b upgrades the original Holly LRM-5 to a full 15-rack with two tons of ammunition. It also adds CASE to both torsos and increases the armor by a half-ton making for a much more survivable design.

The fall of the Star League less than 50 years later was not kind to the *Kintaro*. When the last Narc munitions factory was destroyed during the First Succession War, the *Kintaro* became just another missile boat, and its importance, as well as its numbers, steadily declined. Combined with the fact General Dynamics' sole production facility was located on Mars, placing it under the control of ComStar, the *Kintaro* became virtually extinct until General Dynamics resurrected the design in 2792.

**Capabilities:**
General Dynamics built a production line on Ozawa, in the Federated Suns, from which they produce the downgraded KTO-18 *Kintaro*. Salvaging what little equipment was left following the destruction of the Diplan 'Mechyards and after exhaustive decontamination, General Dynamics was able to put together a functional facility. Ozawa itself was all but destroyed in 2837 near of the end of the Second Succession War by retreating Draconis Combine forces. Unwilling to allow the massive Diplan 'Mechywards to fall into the hands of the bitter enemies, the Federated Sun, Draconis Combine forces destroyed almost all of the planet's industrial base using nuclear weapons. To this day Ozawa experiencse terrifying lightning storms and the radiation levels in many places remain at lethal levels. Still the rich deposits of valuable and rare industrial metals make the planet far too valuable to abandon. The vast majority of Ozawa's citizens are clustered on just two of the planet's five continents, and even then they live largely in domed cites sealed against the radiation lingering outside.

The KTO-18 lacks the sophisticated Narc Missile Beacon and Ferro-Fibrous armor of the original, replacing the lostech Narc Missile Beacon with a third HoverTec-6 SRM launcher. This allows the *Kintaro* to launch an astounding 18 short-range missiles in a single volley. Such a massive missile also is almost invariably lethal to previously damaged BattleMechs or even undamaged combat vehicles. With so many opportunities, at least one, sometimes many more, warheads will find a hole in the enemy's armor or explodes against the fragile motive systems of conventional units often rendering them immobile.

The -18 retains the LRM-5 of the original giving the *Kintaro* a limited ability to engage at long-range. It also keeps the two medium lasers as backup weapons ensuring the pilot always has something to fire, an especially important consideration on such a heavily ammunition dependent 'Mech. The location of the lasers is changed slightly, however, with one of them moving over to the left arm instead of carrying both on the right. The heat sinks also remain unchanged as does the 'Mech's trademark heavy armor. Carrying eleven tons of standard armor, as opposed to ten tons of the advanced Ferro-Fibrous type, maintains its considerable protection.

With a top speed of 86.4 kph and lacking jump jets, the *Kintaro*, unlike most 'Mechs in its weight class, needs considerable fire support in order to be truly effective. Its short range damage is absolutely devastating but the 'Mech must close to within just 270 meters in order to bring its considerable firepower to bear.

**Variants:** None.

**Current Manufacturers:**

General Dynamics
Ozawa – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *KTO-18* | *4,532,407* | *1187* | *33* |

**Mass:** 55 tons
**Chassis:** Technicron-1
**Power Plant:** CoreTek 275
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Kallon Royalstar
**Armament:**
3 x HoverTec-6 SRM Launchers
1 x Holly Long Range Missile Pack LRM-5
2 x Magna Mk II Medium Lasers
**Original Manufacturer:** General Mechanics (2587)
**Communications System:** OmniComm 3
**Targeting and Tracking System:** Starbeam 3000

**Draconis Combine Mustered Soldiery**
**First Sun Zhang Academy Cadre – "Vigiliance"**
**CO: *Sho-sho* Isoroku Kurita**
**Homeworld: Weingarten**

| Type: **KTO-18 Kintaro** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 55 tons | | |
| Internal Structure: | | | 5.5 |
| Engine: | CoreTek 275 | | 15.5 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 176 | | 11.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 18 | 26/9 | |
| Rt./Lt. Torso | 13 | 17/7 | |
| Rt./Lt. Arm | 9 | 18 | |
| Rt./Lt. Leg | 13 | 23 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-5 | LA | 1 | 2.0 |
| Ammo (LRM) 24 | LT | 1 | 1.0 |
| SRM-6 | LA | 2 | 3.0 |
| SRM-6 | CT | 2 | 3.0 |
| SRM-6 | RT | 2 | 3.0 |
| Ammo (SRM) 15 | LT | 1 | 1.0 |
| Ammo (SRM) 30 | RT | 2 | 2.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |

# SHD-2H Shadow Hawk


**History:**
The *Shadow Hawk* is the longest continuously produced BattleMech design in existence. First introduced by Lang Industries in 2457, only 18 years after the creation of the first BattleMech, the MSK-5S *Mackie*, the *Shadow Hawk* has a long and storied history. The initial SHD-1R carried only an Armstrong J-7 AC/5 and a single medium laser. Commissioned by the Hegemony Armed Forces the SHD-1R proved a phenomenal success, opening the door for Lang Industries to bid on many important military contracts over the coming centuries.

There were, however, problems with the placement of the armor, most notably around the legs. The myomer bundles that powered the legs would wear against the inner surface of the armor causing them to fail prematurely. Regular replacement of the bundles was required to keep the 'Mech operational.

In 2550, Lang Industries completely overhauled the *Shadow Hawk* line fixing the problems with the wear on the myomer bundles and incorporating the latest advances in engine, cockpit, and armor construction. The newly christened SHD-2H has remained on the front lines of the battlefield ever since. Armed with an Armstrong J-11 medium autocannon, a Holly LRM-5 and SRM-2, and a Martell medium laser, the SHD-2H can effectively engage at any range.

With is access to advanced military technology, in 2752, one year after the death of Simon Cameron under suspicious circumstance while touring a mining facility on Star's End, the Terran Hegemony asked Lang Industries to develop a special variant for use by its "Royal" brigades.

Lang Industries quickly obliged, producing the SHD-2Hb, a significant upgrade to the -2H. Equipped with a state-of-the-art Luballin Ballistics 10-X autocannon, essentially huge aniti-'Mech shotgun, the -2Hb is built on an Endo-Steel chassis. While the armor, top speed, and jump capacity all remain unchanged, the -2Hb incorporates Cellular Ammunition Storage Equipment to protect its three tons of ammunition from exploding and destroying the entire BattleMech. The LB 10-X autocannon is supplemented with a pair of Streak SRM-2 missile systems and two medium lasers, one mounted on each arm. It also carries eleven double heat sinks, making it an exceptionally cooling running design capable of continuing operations even after sustaining damage to its fusion engine. The result is a 'Mech even more effective than the original, capable of engaging opponents at all ranges and inflicting more damage the closer an opponent gets.

The *Shadow Hawk* was also selected as the initial test chassis for the creation of the first Land-Air 'Mech, or LAM. In 2860, First Lord Michael Cameron appointed Admiral David Peterson as commander of the Star League Defense Force. One of the first things Admiral Peterson did was to commission "a series of 'Mechs that could fly as well as function as light ground 'Mechs."

Allied Aerospace would unveil the SHD-2X *Shadow Hawk LAM* in 2862. During the initial SLDF review, however, there were numerous technical problems as well as a number of publically witnessed test-flight disasters, ultimately dooming the SHD-2X project. Allied Aerospace would go on to develop the highly successful *Phoenix Hawk LAM* some forty years later. Unlike the SHD-2X, the PHX-HK2 was fully trimodal, supporting a BattleMech mode, aerospace fighter mode, and a hybrid Air 'Mech mode. LAMs excel at reconnaissance and raiding and have become one the rarest and most highly sought after units in the Inner Sphere.

**Capabilities:**
With a top speed of 86.4 kph and a respectable jump capacity of 90 meters, the *Shadow Hawk* is as equally at home performing as a scout as it is leading a frontal assault. The over-the-shoulder mount of the Armstrong autocannon is also a noteworthy feature. As versatile as an arm mounted design, the Armstrong can provide fire in both the front and left side arcs due to its unique design.

The autocannon is backed up by a pair of missile systems. A Holly LRM-5 provides light long-range fire support while a Holly SRM-2 adds close range hitting power. The *Shadow Hawk* also carries one of the most common and reliable lasers available, the Martell medium, mounted on its right arm. This particular laser is also found on the *Locust*, *Warhammer,* and even the assault class *Battlemaster*. Equipped with 9.5 tons of Maxmillian 43 armor, it is also well protected.

The Sparrow 300J life support system is also well known. Arguably the most advanced system of its kind, it keeps the cockpit 30% cooler on average. This not only keeps the MechWarrior comfortable during long duty assignments, but also allows the *Shadow Hawk* to maintain a withering rate of fire without having to keep a constant eye on the heat gauge.

In addition, the *Shadow Hawk* makes a formidable brawler. One of the few 'Mechs equipped with two fully manipulative hand actuators, the Lang actuator system is the most powerful one available today. This makes it an excellent choice as a raider, capable of easily picking up and carrying away supplies. It has even been known to have been used by technicians as an impromptu repair platform for repairing other BattleMechs.

**Variants:**
Similar in concept to the failed VND-1AA *Vindicator* variant, the SHD-2D *Shadow Hawk* sacrifices armor in exchange for additional weaponry. Five full tons of armor are removed, leaving it scarcely more armored than a 20-ton *Locust*. In exchange for this loss of protection, the -2D mounts an additional SRM-2, along with another ton of ammunition, a second medium laser in the right arm, and two more heat sinks. The few units that utilize the variant use it largely as an ambusher. It unleashes an alpha-strike then quickly retreats before it can be destroyed.

The -2K variant, developed by House Kurita, is referred to derogatorily by the Lyran's as a "Griffin knockoff." Carrying only a PPC and an LRM-5 along with 17 heatsinks, the -2K has proven itself a formidable support machine. Capable of maintaining a constant stream of punishing long range fire, it had earned grudging respect from the LCAF due to the heavy losses it had inflicted on them. Like the *Griffin* however, its general utility is severely limited by its complete lack of close range weapons, making the -2K considerably less effective at close ranges.

**Current Manufacturers:**

Earthwerks Incorporated
Calloway VI – Free Worlds League

Majesty Metals and Manufacturing
Dunianshire – Magistracy of Canopus

| Model | Cost | BV | PV |
|---|---|---|---|
| *SHD-2H* | *4,444,057* | *1064* | *30* |
| SHD-2D | 4,450,257 | 899 | 24 |
| SHD-2K | 4,498,307 | 1147 | 30 |

**Mass:** 55 tons
**Chassis:** Lang T1
**Power Plant:** CoreTek 275
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** Pitban LFT-50
**Jump Capacity:** 90 meters
**Armor:** Maxmillian 43
**Armament:**
1 x Armstrong J11 Class 5 Autocannon
1 x Holly Long Range Missile Pack LRM-5
1 x Holly Short Range Missile Pack SRM-2
1 x Martell Model 5 Medium Laser
**Original Manufacturer:** Lang Industries (2550)
**Communications System:** O/P 300 COMSET
**Targeting and Tracking System:** O/P 2000A

**Grey Death Legion**
**CO: Colonel Grayson Death Carlyle**
**Homeworld: Helm**


| Type: **SHD-2H Shadow Hawk** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 55 tons | | |
| Internal Structure: | | | 5.5 |
| Engine: | CoreTek 275 | | 15.5 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 3 | | |
| Heat Sinks: | 12 | | 2.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 152 | | 9.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 18 | 23/8 | |
| Rt./Lt. Torso | 13 | 18/6 | |
| Rt./Lt. Arm | 9 | 16 | |
| Rt./Lt. Leg | 13 | 16 | |

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/5 | LT | 4 | 8.0 |
| Ammo (AC) 20 | LT | 1 | 1.0 |
| LRM-5 | RT | 1 | 2.0 |
| Ammo (LRM) 24 | RT | 1 | 1.0 |
| SRM-2 | H | 1 | 1.0 |
| Ammo (SRM) 50 | CT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Jump Jets | LT | 1 | 0.5 |
| Jump Jets | RT | 1 | 0.5 |
| Jump Jets | CT | 1 | 0.5 |

# WVR-6R Wolverine


**History:**
Released in 2575 by Kallon Industries, few 'Mechs have as long and successful a track record as the 55-ton *Wolverine*. Originally designed as a fast strike or heavy reconnaissance BattleMech, the *Wolverine's* blend of speed, jump capacity, and firepower make the 'Mech a success in just about every role on the battlefield.

Equally at home with a 20-ton *Stinger* as with a 75-ton *Marauder*, the *Wolverine* has been put to the test in every major conflict from the Star League Reunification Wars to the current Succession Wars. One of its many keys to success is its use of the Tek BattleCom communications suite and Tek Tru-Trak targeting and tracking system. Found originally on Orguss' Industries 45-ton *Phoenix Hawk*, the Tek electronics are ideal for reconnaissance work and with the BattleCom's ability to coordinate communications at the company level, many commanders also select this BattleMech for their own personal use.

Following the Reunification War, the *Wolverine* became such a popular design that even Kallon Industries with its massive industrial might could not keep with demand for the unit. This was due in large part to the fact the *Wolverine* was one of the few BattleMechs approved by the SLDF for sale directly to the Great House militaries. As such, it was snapped up as quickly as Kallon could make them. Too meet the huge demand for the 55-ton BattleMech, Kallon Industries sold production licenses to both the Free Worlds Defense Industry and Norse BattleMech Works in the Federated Suns, making the *Wolverine* one of the most widely produced 'Mechs in existence.

As with many of the most successful BattleMech designs, the SLDF commissioned a "Royal" version of *Wolverine* in 2766, just as the Amaris Civil War was beginning. Within four years Kallon Industries began shipping the upgraded WVR-7H *Wolverine II* to SLDF units rebuilding in the wake of their destruction of the Rim Worlds Republic. The -7H employs many of the advanced SLDF BattleMech construction technologies, including a weight saving Endo-Steel chassis, lightweight Ferro-Fibrous armor, double strength heat sinks, and Cellular Ammunition Storage Equipment.

The original GM Whirlwind autocannon is replaced General Motor's most advanced autocannon, the Nova-5 Ultra model. Capable of twice the rate of fire as the previous model, it also features a longer effective range, rivaling that of long-range missiles. To accommodate the voracious appetite of the high speed autocannon, a second ton of ammunition is also added. The head-mounted medium laser is upgraded to a Magna 400P pulse model and the Harpoon-6 SRM launcher is mated with the Artemis IV fire control system to enhanced accuracy. An additional quarter ton of armor is also added to each leg.

**Capabilities:**
Armed with a detachable GM Whirlwind Class 5 autocannon carried in the 'Mechs right arm, the *Wolverine* can begin engaging opponents almost 550 meters away, giving it longer range than most other scout 'Mechs while allowing it provide direct fire support to advancing friendly 'Mechs. In addition, the weapon can be dropped if damaged or to free up the hand for physical attacks and it may even be carried in the left hand for MechWarriors who prefer it. The ammunition is carried in a "clip" attached directly to the weapon and it is even possible for a MechWarrior to reload this weapon himself provided another "clip" is available. At closer ranges, the *Wolverine* can bring its Harpoon SRM-6 and Magna Mk II medium laser into play as well.

The design is not without a few flaws, notably the Northrup 12000 jump jets. While capable of leaping up to 150 meters, a full jump places a serious strain on the exhaust ports. Operating the jump jets at full thrust for extended periods is known to cause premature failure of the ports, often caused by the partial melting of the vents themselves. In addition, the ball-turret mounting of the medium laser can occasionally cause damage to the 'Mech itself if the MechWarrior is not careful. While it originally provided a full 360 degree firing arc, when the Harpoon-6 and electronics blister were later added, the ability to fire in the rear arc was interrupted.

With a top speed of 86.4 kph and carrying 9.5 tons of Maxmillian 60 armor, the *Wolverine* is a fast and tough opponent. Equipped with twelve heat sinks, it is also capable of sustaining a high rate of fire making it an even more dangerous enemy.

**Variants:**
The Wolverine has been around long enough that a number of variants have been developed over the years. The first, the -6K introduced by House Kurita in 2598, eliminates the high maintenance jump jets, as well as the autocannon, in favor of a heavy laser, a second medium laser, and a small laser. Two more heats sinks are added as well, giving it a total of 14, and the armor is changed to the much heavier Valiant Lamellor often seen on the *Marauder*.

The most recent variant to be developed is the -6M by House Marik in 2816. With the "Royal" variant nothing but a ghost as this point, Kallon engineers on Thermopolis also chose to replace the autocannon of the -6R, this time with a Magna Mk III heavy laser. Switching to a significantly lighter weapon system and eliminating the associated ammunition allowed the engineers to also install a second medium laser, two more heat sinks, and upgrade the protection by a full ton.

**Current Manufacturers:**

Kallon Industries
Nanking – Capellan Confederation
Thermopolis – Free Worlds League

Free Worlds Defense Industry
Gibson – Free Worlds League

Norse BattleMech Works
Marduk – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *WVR-6R* | *4,778,857* | *1101* | *29* |
| WVR-6K | 4,430,494 | 1248 | 32 |
| WVR-6M | 4,823,807 | 1291 | 32 |

**Mass:** 55 tons
**Chassis:** Crucis-A
**Power Plant:** CoreTek 275
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** Northrup 12000
**Jump Capacity:** 150 meters
**Armor:** Maxmillian 60
**Armament:**
1 x GM Whirlwind Class 5 Autocannon
1 x Harpoon-6 SRM Launcher
1 x Magna Mk II Medium Laser
**Original Manufacturer:** Kallon Industries (2575)
**Communications System:** Tek BattleCom
**Targeting and Tracking System:** Garret T11b

**Lone Star Regiment – "Spirit of the Star"**
**CO: Colonel Samuel Granger**
**Homeworld: Volders**

| Type: **WVR-6R Wolverine** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 55 tons | | |
| Internal Structure: | | | 5.5 |
| Engine: | CoreTek 275 | | 15.5 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 5 | | |
| Heat Sinks: | 12 | | 2.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 152 | | 9.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 8 | |
| Center Torso: | 18 | 20/8 | |
| Rt./Lt. Torso | 13 | 20/6 | |
| Rt./Lt. Arm | 9 | 16 | |
| Rt./Lt. Leg | 13 | 16 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/5 | RA | 4 | 8.0 |
| Ammo (AC) 20 | RA | 1 | 1.0 |
| SRM-6 | LT | 2 | 3.0 |
| Ammo (SRM) 15 | LT | 1 | 1.0 |
| Medium Laser | H | 1 | 1.0 |
| Jump Jets | RL | 2 | 1.0 |
| Jump Jets | LL | 2 | 1.0 |
| Jump Jets | CT | 1 | 0.5 |

# Heavy BattleMechs

# DRG-1N Dragon

**History:**
Shortly after General Aleksandr Kerensky assumed the mantle of Protector of the Star League, serving as regent for a young Richard Cameron, the SLDF requested proposals to replace its antiquated 55-ton *Shadow Hawk*. At this point the *Shadow Hawk* had been in continuous serve since 2467, making it one of the longest serving designs in the Inner Sphere and had not undergone a serious revision since the release of the -2H in 2550.

Luthien Armor Works was the first to respond, submitting its 60-ton DRG-1C *Dragon* in 2752. Armed with an Imperator Smoothie-2 Class 2 autocannon in the right arm and equipped with a Telos DecaCluster LRM-10 for fire support, the design carried an amazing thirteen tons of armor making it almost as heavily protected as the vaunted 65-ton *Thunderbolt* and far surpassing anything else in its class. It also carried a pair of Victory 23R medium lasers, one rear mounted, to round out its armament.

However, unwilling to see their cash cow slaughtered, Lang Industries, the sole manufacturer of the venerable *Shadow Hawk*, pulled out all the stops with the submission of their SHD-2Hb "Royal" *Shadow Hawk*. Located on Caph, one of the major BattleMech research and development centers for the Star League, Lang Industries utilized the absolute latest technological advancements in the -2Hb.

Armed with a Luballin Ballistics 10-X autocannon, including both slug and cluster rounds, along with a pair of state-of-the-art Streak SRM-2 missile launchers, the -2Hb is built on an Endo-Steel chassis and protected by Ferro-Fibrous armor. An additional Martell medium laser was also added and it uses eleven dual heatsinks to keep heat levels well in check.

When the two BattleMechs were compared, the results were obvious. The "Royal" *Shadow Hawk* performed far above and beyond the DRG-1C in every single performance category. Coupled with the fact that many of the components, such as the actuators, electronics, engine, and exhaust ports among others, were interchangeable with the SLDF's existing inventory of SHD-2H *Shadow Hawks*, the decision was an easy one to make. Ironically, the SHD-2H is still produced today by Earthwerks Incorporated even though Lang Industries' factories on Caph have long been destroyed.

After the *Dragon* was rejected by the Star League Defense Force, Takiro Kurita, the Coordinator of the Draconis Combine, quickly stepped in. Sensing trouble on the horizon and anxious for BattleMechs to bolster the regiments of the Mustered Soldiery, Coordinator Kurita wasted little time in contracting with Luthien Armor Works for as many *Dragons* as they could produce. Still smarting from their loss to the upgraded *Shadow Hawk*, the engineers at LAW decided to upgrade the Imperator Smoothie-2 to the larger Imperator-A Class 5 autocannon at the expense of some of the 'Mechs heavy armor. The newly christened DRG-1N joined the DCMS in 2752 and remains a mainstay of the DCMS to this day.

**Capabilities:**
The *Dragon* is noted for its squat design, ample rear armor, and is one of the few 'Mechs with rear mounted weaponry standard. This makes the *Dragon* a fearsome brawler, capable of wading into the thick of battle with little fear of being surrounded. In fact, its low center of gravity makes the *Dragon* a difficult 'Mech to knock down and the autocannon is protected by an armored sleeve allowing the MechWarrior to use it for physical attacks with little chance of damaging the weapon. On the other side, the hip actuators are known to be problematic requiring frequent maintenance and must be completely overhauled on a regular basis.

For a heavy class 'Mech, the *Dragon* is surprisingly fast. Powered by a Vlar 300, the same engine that powers the 75-ton *Maruader*, *Orion*, and even the 100-ton *Atlas*, the DRG-1N can achieve speeds of almost 90 kph, putting it on par with much lighter 'Mechs. Equipped with both a medium class autocannon and LRM-10, the DRG-1N is capable of providing both direct and indirect fire support.

Its ten tons of Starshield armor ensure a long life on the battlefield especially considering the Luthien Armor Works engineers gave both the autocannon and LRM system two full tons of ammunition. Even though it carries only the standard ten heat sinks, the DRG-1N rarely builds up excess heat even when firing its full complement of weapons and moving at top speed.

**Variants:**
The Draconis Combine has far fewer BattleMech production facilities than any other Successor State. Consequently, they have become masters of doing more with less. When Luthien Armor Works was asked to develop an upgraded model of their DRG-1N, they only had to look as far as their own extensive factory complex located on the capital world of the Combine.

The changes the LAW engineers made were both straight forward and devastatingly effective. One of the biggest liabilities of the DRG-1N is the two tons of ammunition for the Imperator-A autocannon it carries in the right torso. The ammunition bins and associated fed mechanism being the only major components located they, any breach in the right torso stood an enhanced chance of setting off a devastating ammunition explosion. In fact, many, many *Dragons* were lost in just this way and once the vulnerability became well known, many pilots would attempt to target the vulnerable right side.

To solve this, engineers replaced the Imperator-A autocannon with a full featured Lord's Thunder particle projection weapon, the big brother of the Lord's Light found on the 35-ton DCMS *Panther*. No longer needed, the autocannon's ammuntion bins in the right torso were replaced with a second forward facing Victory 23R medium laser, complementing the one already located in its left arm. To help offset the additional heat from the energy weapons, two additional heat sinks are also adding giving the DRG-1G a full dozen.

The DRG-1G was first seen just last year in 3024 but already it has gained a new moniker. Generally referred to as the "Grand Dragon" it represents a significant upgrade to the original although it remains to be seen just how effective this variant will prove in combat.

**Current Manufacturers:**

Luthien Armor Works
Luthien – Draconis Combine

| Model | Cost | BV | PV |
|---|---|---|---|
| *DRG-1N* | *4,926,400* | *1125* | *30* |
| DRG-1G | 5,116,800 | 1300 | 31 |

**Mass:** 60 tons
**Chassis:** Alshain Type 56-60H
**Power Plant:** Vlar 300
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Starshield
**Armament:**
1 x Telos DecaCluster LRM Missile System
1 x Imperator-A Class 5 Autocannon
2 x Victory 23R Medium Lasers
**Original Manufacturer:** Luthien Armor Works (2754)
**Communications System:** Sipher CommSys 3
**Targeting and Tracking System:** Eagle Eye SY10-10

**Team Banzai**
**1st Battalion – "Hong Kong Cavaliers"**
**CO: Dr. B. Banzai**
**Homeworld: New Avalon**


| Type: **DRG-1N Dragon** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 60 tons | | |
| Internal Structure: | | | 6.5 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 160 | | 10.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 20 | 27/12 | |
| Rt./Lt. Torso | 14 | 16/8 | |
| Rt./Lt. Arm | 10 | 14 | |
| Rt./Lt. Leg | 14 | 18 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-10 | CT | 2 | 5.0 |
| Ammo (LRM) 24 | LT | 2 | 2.0 |
| AC/5 | RA | 4 | 8.0 |
| Ammo (AC) 40 | RT | 2 | 2.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |

# QKD-4G Quickdraw


**History:**
The *Quickdraw* is designed by the same company that produces the *Awesome*, the 80-ton legendary dreadnaught. Technicron Manufacturing introduced the *Awesome* in 2665 as a replacement for the aging and uninspired *Striker*, a 'Mech that had dominated the ranks of the SLDF for decades. The success of the *Awesome* far surpassed even their highest hopes as orders poured in not only from the SLDF, but also from the quartermasters of the armies maintained by the House Lords. Today, the *Awesome* still ranks among the most feared BattleMechs of all time and is often found in the vanguard of actions designed to penetrate heavy enemy defenses.

In 2779, over a hundred years after the introduction of the *Awesome*, Technicron Manufacturing hoped to enjoy equal success with the introduction of its QKD-4G *Quickdraw*, positioning it as a replacement for the venerable 60-ton *Rifleman*. However, as the Succession Wars broke out and factory after factory was reduced to rubble, it quickly became apparent that each and every BattleMech, regardless of age or quality, would find a willing buyer and the *Quickdraw* went on to supplement, rather than replace the ancient *Rifleman*.

Futhermore, while Technicron contracted with Garret SatComm to provide the *Quickdraw's* communications system, using their T12E model, they did not use them for the targeting and tracking system, instead using the much more cost effective Dynatec line produced by IMB Systems. They had done this earlier with their *Awesome* without any ill-effect, but given the well-known aerospace targeting capabilities of the *Rifleman's* Garret D2j target and tracking system, it was likely even had the Star League not fallen, the *Quickdraw* would have failed to replace it.

**Capabilities:**
Produced out of the same facility on Savannah that manufactures the *Awesome*, the *Quickdraw* is one of the few heavy 'Mechs equipped with jump jets. The powerful Chilton 460 jump jets are capable of propelling the machine a full 150 meters, an astounding distance for such a heavy machine. The *Quickdraw* also uses the same Vlar 300 fusion engine found in the 100-ton *Atlas* assault 'Mech. This massive power plant allows the *Quickdraw* to indefinitely sustain speeds of over 85 kph, making it exceptionally fast for its weight class. Eight tons of Riese-475 armor protect the sensitive inner workings.

The original -4G version carries a Delta Dart LRM-10 for engaging at long-range while four Omicron 4000 medium lasers, two of them rear mounted, supported by a Hovertec Quad rack, make it a dangerous short range fighter.

The *Quickdraw's* combination of speed, mobility, and firepower make it unique among heavy-class BattleMechs, most which completely lack any jump capacity and few can even manage to match its ground speed. It's not unusual to find the 60-ton *Quickdraw* in command of a heavy reconnaissance lance or even providing mobile fire support for strike lances. In fact, its tactical flexibility is among the best of any BattleMech on the field today making it a well appreciated addition by many unit commanders.

The *Quickdraw* also features unusual arm actuators. Capable of bending backwards as well as forward, this allows the arm mounted Omicron lasers to be fired into the rear arc. Combined with the two lasers already located in the right rear torso, the *Quickdraw* can put just as devastating an amount of firepower on a target behind it as it can on one in front of it, effectively giving it a full 360 degree firing arc.

The foot assembly is also unique. The distinctive circular rotors used by the ankles make the feet highly articulated. This allows the *Quickdraw* to transverse slopes 12 degrees steeper than comparable BattleMechs. In addition, the advanced foot actuator provides additional stability when jumping or moving across rough or slick surfaces, such as snow, mud, or even ice.

The downside is the rotor housing is notoriously fragile and enemy MechWarriors often intentionally try to kick, stomp, or shot at it in hopes of crippling or even immobilizing the nimble machine.

Technicron Manufacturing licensed the *Quickdraw* to Luthien Armor Works who gave it the PLD-4N *Paladin* designation. It is identical to the QKD-4G *Quickdraw*.

**Variants:**
The -4H variant simply moves the Hovertec Quad Rack to a rear mount while switching the two rear medium lasers to the front, giving it more forward firepower.

The most recent variant, introduced in 3002, seeks to turn the *Quickdraw* into an effective raider. By eliminating the Delta Dart LRM-10, the -5A sheds much of its ammunition dependency allowing it to operate for extended periods of time away from logistical support. In its place are two additional forward-facing Omicron 4000 medium lasers along with four additional heat sinks.

This transforms the -5A into a devastating short range fighter able to fire four medium lasers along with its Hovertec Quad SRM-4, all at a full run, without building up any excess heat thanks to its 17 heat sinks.

What the -5A lacks, however, are any long range weapons. Effective only within close range, the -5A must use its superior mobility and jump capacity to quickly close with an enemy before it can be picked apart by 'Mechs with superior range.

**Current Manufacturers:**

Technicron Manufacturing
Savannah – Free Worlds League

Luthien Armor Works
Luthien – Draconis Combine

| Model | Cost | BV | PV |
|---|---|---|---|
| *QKD-4G* | *5,423,360* | *1192* | *30* |
| QKD-4H | 5,423,360 | 1242 | 29 |
| QKD-5A | 5,404,160 | 1196 | 29 |

**Mass:** 60 tons
**Chassis:** Technicron Type E
**Power Plant:** Vlar 300
**Cruising Speed:** 54.0 kph
**Maximum Speed:** 86.4 kph
**Jump Jets:** Chilton 460
**Jump Capacity:** 150 meters
**Armor:** Riese-475
**Armament:**
4 x Omicron 4000 Medium Lasers
1 x Delta Dart Long Range Missile Ten-Rack
1 x Hovertec Short Range Missile Quad
**Original Manufacturer:** Technicron Manufacturing (2779)
**Communications System:** Garret T12E

**Targeting and Tracking System:** Dynatec 2180

**Free Worlds League Military**
**Fourth Oriente Hussars – "Voice in the Dark"**
**CO: Lieutenant Colonel Geddy Carver**
**Homeworld: Atreus**


| Type: **QKD-4G Quickdraw** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 60 tons | | |
| Internal Structure: | | | 6.0 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 5 | | |
| Running MPs: | 8 | | |
| Jumping MPs: | 5 | | |
| Heat Sinks: | 13 | | 3.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 128 | | 8.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 20 | 17/8 | |
| Rt./Lt. Torso | 14 | 14/7 | |
| Rt./Lt. Arm | 10 | 11 | |
| Rt./Lt. Leg | 14 | 15 | |

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-10 | LT | 2 | 5.0 |
| Ammo (LRM) 12 | LT | 1 | 1.0 |
| SRM-4 | CT | 1 | 2.0 |
| Ammo (SRM) 25 | RT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Jump Jets | CT | 1 | 1.0 |
| Jump Jets | RT | 2 | 2.0 |
| Jump Jets | LT | 2 | 2.0 |

# RFL-3N Rifleman

**History:**
Few BattleMechs can claim to be as old as the *Rifleman*. First introduced by Kallon Industries in 2504 and weighing 50 tons, the RFL-1N *Rifleman* used a first generation fusion engine, primitive armor, and an early, much heavier, cockpit. Armed with an over/under style heavy and medium laser in each arm, it suffered from chronic overheating due to its all energy weapon loadout.

Almost fifty years later, in 2556, Kallon Industries would update the design to incorporate the latest advances in BattleMech construction. At that time they also hoped to address the overheating problems. Carrying the -2N designation, the first thing the designers did was to incorporate sixteen heat sinks. Eliminating the over/under laser configuration, the engineers choose instead to install a single large laser in each arm, shift the medium lasers to the torsos and add a second medium laser to either side, giving it a total of four medium lasers. The result was a 'Mech still vulnerable to overheating but with an improved top speed of 86.4 kph and significantly better at managing the heat for its energy intensive weapons.

When properly deployed and supported by other more mobile units, the RFL-2N provided to be a successful medium fire-support 'Mech. If it had a single saving grace, it was the extremely accurate Garret D2j targeting and tracking systems. Capability of tracking fast moving aerospace fighters, the *Rifleman* quickly earned a reputation as a superb anti-aircraft 'Mech and was often deployed in just that capacity.

It was just that capability, in fact, that caused the SLDF to commission a "Royal" version of the *Rifleman* in 2720, a job Kallon Industries eagerly accepted. Adding 30 tons to the overall weight, making it effectively an assault-class design, Kallon Industries took advantage of the latest and most effective advances in anti-aircraft weaponry. Returning to the original over/under design, the 80-ton RFL-3N-2 *Rifleman II* carries a Luballin Ballistics 10-X autocannon along with a heavy pulse laser in each arm. It carries both slug and cluster rounds for the autocannon in its heavily armored center torso, and retains to two torso mounted medium lasers.

The RLF-3N-2 also carried the advanced Beagle Active Probe, enhancing its already potent senor array and making it capable of detecting approaching aerospace fighters, as well as ground units, even further away than the original. Protected with 12 tons of armor and carrying 14 double-strength heat sinks, the Rifleman II was the single most effective anti-craft platform ever built. Powered by a Pitban 320XL engine and built on an Endo-Steel chassis, it was also one of the most sophisticated BattleMech ever created.

Kallon Industries would then go on to revamp -2N model and introduce the iconic RFL-3N *Rifleman* fifty years later, four years after the beginning of the Amaris Civil War, and 10 years before the collapse of the Star League itself. Keeping with the original over/under arrangement, the -3N carries matched Imperator-A Class 5 autocannons and Magna Mk III heavy lasers in each arm while increasing the overall weight to 60 tons. Armor is increased slightly to 7.5 tons of Kallon Royalstar and the top speed is reduced to 64.8 kph. While the designers had hoped switching to autocannons would make the heat levels more manageable, the -3N only carries ten heat sinks making it just as prone to chronic overheating at the original -1N model.

It is almost a certainty the design would have been discontinued but for the fall of the Star League. Desperate for 'Mechs of any kind, Kallon Industries had little trouble selling every unit they could produce and with the attendant loss of technology and the exodus of the SLDF, the *Rifleman II* disappeared forever from the battlefields of the Inner Sphere, leaving only its younger less capable brother to solider on.

As a side note, Kallon Industries took another stab as resolving the ongoing problems with the *Rifleman* with their introduction of the 65-ton JM6-S *JagerMech* in 2774, just four years after the release of the -3N. Using many of the same components and electronics as its cousin, the *JagerMech* carries two Class 5 and two Class 2 autocannons, although it comes at the cost of protection. The JM6-S carries only a paltry six tons of armor, although it doesn't suffer from the same heat problems as its little brother.

**Capabilities:**
The RFL-3N is the definitive direct fire support BattleMech. Carrying dual Imperator-A class 5 autocannons and heavy lasers in an arm-mounted over/under configuration, the *Rifleman* excels at supporting the advance of other, more heavily armored units. Both its speed and armor are adequate as best for a heavy class BattleMech, but the *Rifleman* was never intended to serve in the vanguard of attacks. Supplied with only ten heats, experienced *Rifleman* pilots alternate the heavy lasers rather than fire them both in order to effectively manage their 'Mech's heat levels.

Its other man drawback is the limited ammunition it carries for its matched autocannons along with its complicated feed mechanism. Carrying only a single ton of ammunition for both cannons, the bin is located in the heavily protected chest, with both autocannons drawing from the same bin. However, as one of the few 'Mechs will abundant spare parts available, the feed system is often overhauled on a regular basis

**Variants:**
The second of two *Rifleman* variants commissioned by First Prince Hanse Davion, the -3C upgrades the Imperator-A autocannons to their class 10 counterpart, the Imperator-B, adding an additional ton of ammunition in the process. Davion engineers also added an additional ton of much needed armor the -3C version while retaining the two chest-mounted medium lasers for backup.

The -4D version trades in both the Imperator-A autocannons and medium lasers in favor of mounting two Donal particle projection cannons, giving the -4D a shocking amount of raw firepower. However, engineers were only able to add an additional five heat sinks, giving it a total of 15 and making a single alpha-strike from the dual PPCs and heavy lasers risk shutting down the entire 'Mech from the massive amount of excess heat generated by the powerful energy weapons.

**Current Manufacturers:**
Kallon Industries
Nanking – Capellan Confederation
Thermopolis – Free Worlds League
Talon – Federated Suns

Trellshire Heavy Industries
Twycross – Lyran Commonwealth

Red Devil Industries
Pandora – Lyran Commonwealth

| Model | Cost | BV | PV |
|---|---|---|---|
| *RFL-3N* | *4,852,800* | *1039* | *26* |
| RFL-3C | 4,788,800 | 1066 | 28 |
| RLF-4D | 4,980,800 | 1173 | 27 |

**Mass:** 60 tons
**Chassis:** Kallon Type IV
**Power Plant:** Pitban 240
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Kallon Royalstar
**Armament:**
2 x Imperator-A Class 5 Autocannons
2 x Magna Mk III Heavy Lasers
2 x Magna Mk II Medium Lasers
**Original Manufacturer:** Kallon Industries (2505)
**Communications System:** Garret T11-A
**Targeting and Tracking System:** Garret D2j

**Gray "Legend Killer" Noton**
**Affilation: Independent**
**Homeworld: Solaris VII**

| Type: **RFL-3N Rifleman** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 60 tons | | |
| Internal Structure: | | | 6.0 |
| Engine: | Pitban 240 | | 11.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 120 | | 7.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 6 | |
| Center Torso: | 20 | 22/4 | |
| Rt./Lt. Torso | 14 | 15/2 | |
| Rt./Lt. Arm | 10 | 15 | |
| Rt./Lt. Leg | 14 | 12 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/5 | RA | 4 | 85.0 |
| AC/5 | LA | 2 | 8.0 |
| Ammo (AC) 20 | CT | 1 | 1.0 |
| Large Laser | RA | 2 | 5.0 |
| Large Laser | LA | 2 | 5.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |

# CPLT-C1 Catapult

**History:**
Hollis Incorporated got its start as a military contractor for the Terran Hegemony. Based on Corey in the Capellan Confederation, they earned an early reputation for the development of the first ever quadruped BattleMech, the XNT-2O *Xanthos*. The XNT-2O used first-generation technologies, including a primitive fusion engine, cockpit, and armor. The 100-ton prototype was heavily armed, carrying a Class 10 autocannon, SRM-4, large laser, two medium lasers, and a small laser. It had a top speed of 54 kph, on par with other assault-class 'Mechs, 15 tons of armor and carried 18 heat sinks.

The prototype, first built in 2564, would be redesigned with second generation BattleMech technology and released as the XNT-3O in 2579. The production model would carry a large-bore GE508 Class 20 autocannon and a particle projection cannon as its primary weapons. These weapons were backed up by a trio of medium lasers, a SRM-6, and a rear-mounted small laser. Twenty-three heat sinks were incorporated into the production model and it carried an astounding 20.5 tons of armor, a full ton more than even the vaunted AS7-D *Atlas* giving it the distinction of being the most heavily armored BattleMech ever made.

While the XNT-2O was being finalized, Hollis Industries would introduce another BattleMech, a traditional bipedal design, the 65-ton CPLT-1 *Catapult*. Presented to the Star League for their consideration in 2561, three years before the prototype *Xanthos* would be finished, the *Catapult* was designed from the beginning to be a second-line fire support 'Mech. The Star League awarded Hollis Industries a limited contract for the design and the *Catapult* would go on to be produced in staggering numbers from Hollis Industries' new state-of-the-art production facility on Corey.

However, after just a three year run the Star League chose to cancel the contract, although their existing stock of *Catapults* continued to serve in the SLDF primarily in mountaineering regiments and other specialized formations. The cancellation of the *Catapult* contract is the reason Hollis Industries pushed to show the early XNT-2O to the quartermasters of the Star League, a move that would ultimately prove fatal for the design. Slow, cumbersome, and built with older technology, the XNT-2O failed to impress the purchasing committee although its four-legged design did raise a number of eyebrows.

Now desperate for money and disenchanted with quadruped designs, Hollis Industries would sell the technology to Brigadier Corporation who would introduce the first marginally successful quadruped design in 2570, the SCP-1N *Scorpion*. Brigadier Corporation would have to wait almost 100 years and the introduction of the 80-ton *Goliath* before producing a quadruped design that was truly embraced.

To further complicate Hollis' financial situation, a serious design flaw was discovered in the Anderson Model 21 jump jets used on the CPLT-C1 *Catapult*. Under prolonged use and heavy stress, the Model 21 jump jets would fail and vent plasma directly into the 'Mechs interior. There were reports of legs melting off and even devastating ammunition explosions resulting from this critical flaw. Consequently, Hollis Industries was forced to conduct a general recall of the entire *Catapult* line, replacing the faulty Model 21s with Anderson Model 25s.

Even through all of this, Hollis Industries managed to survive. They succeeded in selling a number of the XNT-3Os to House Liao, although this 'Mech would become extinct by the beginning of the Second Succession War, and they continued to produce regular spare part runs and occasional production runs for their quasi-successful *Catapult*.

Ironically, in 2688, the SLDF would ask Hollis Industries to completely overhaul a number of their existing *Catapults* specifically for use by their "Royal" divisions. Carrying the CPLT-C1b designation, the upgraded design would incorporate Cellular Ammunition Storage Equipment, Ferro-Fibrous armor and twelve dual-strength heat sinks. The ammunition for the Holly LRM-15s is also doubled, making an extremely effective design.

During the First Succession War, a raid by House Marik in 2791 would all but destroy the Hollis Industries facility on Corey and production of the *Catapult* would cease entirely.

**Capabilities:**
Equipped with a pair of Holly LRM-15s, the *Catapult* is a solid fire-support platform. What makes it unusual, however, are the Anderson Propulsion Model 25 jump jets that give it a jump capacity of 120 meters. This makes the *Catapult* almost unique in its ability to position itself in the most advantageous position from which to rain down long range missiles on its opponents. For this reason, the *Catapult* is often assigned to jump capable lances to provide fire support, an advantage they are often forced to do without.

Protected with ten tons of Durallex Heavy armor and carrying 15 heat sinks, the *Catapult* can take punishment as well as dish it out. For close quarters fighting, it carries four tried-and-true Martell medium lasers making it a significant threat at all ranges.

Its major weakness, however, is the extremely limited amount of ammunition it carries for its two LRM-15s. With only a single ton of ammunition for each launcher, the *Catapult* can exhaust its ammunition in just over one minute, at which point a wise *Catapult* pilot will retire from the battlefield.

**Variants:**
The CPLT-A1, introduced in 2563, seeks to address the *Catapult's* lack of ammunition at the cost of eliminating all of its close range weaponry. By removing the four medium lasers, two additional tons of ammunition for the LRMs are added along with two more tons of armor. With a complete lack of backup weapons, this variant proved quite unpopular, especially given the lack of lower arm and hand actuators, making the 'Mech basically helpless at close range.

The CPLT-C4, released two years after the –A1, also seeks to address the problem of insufficient ammunition. Eliminating the four medium lasers in favor of a pair of small lasers, the –C4 at least retains some close combat capability. Most importantly, however, the missile racks are upgraded to Holly LRM-20s, the largest available, each provided with a full two tons of ammunition. These changes also necessitated the removal of five heat sinks, leaving the –C4 with just the standard ten, making it run significantly hotter than other versions.

**Current Manufacturers:** None

| Model | Cost | BV | PV |
|---|---|---|---|
| *CPLT-C1* | *5,691,125* | *1399* | *33* |
| CPLT-A1 | 5,460,125 | 1285 | 33 |
| CPLT-C4 | 5,695,250 | 1358 | 32 |

**Mass:** 65 tons
**Chassis:** Hollis Mark II
**Power Plant:** Magna 260
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** Anderson Propulsion 25
**Jump Capacity:** 120 meters
**Armor:** Durallex Heavy
**Armament:**
2 x Holly Long Range Missile Packs (15)
4 x Martell Medium Lasers
**Original Manufacturer:** Hollis Incorporated (2561)
**Communications System:** O/P COM-211
**Targeting and Tracking System:** O/P 1078

**Free Worlds League Military**
**First Defenders of Andurien – "Pride of Andurien"**
**CO: Lieutenant- General Xeng Garibaldi**
**Homeworld: Andurien**


| | | | *Tons* |
|---|---|---|---|
| Type**: CPLT-C1 Catapult** | | | |
| Tonnage: | 65 tons | | |
| Internal Structure: | | | 6.5 |
| Engine: | Magna 260 | | 13.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 15 | | 5.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 160 | | 10.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 21 | 24/11 | |
| Rt./Lt. Torso | 15 | 19/8 | |
| Rt./Lt. Arm | 10 | 13 | |
| Rt./Lt. Leg | 15 | 18 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-15 | RA | 3 | 7.0 |
| Ammo (LRM) 8 | RT | 1 | 1.0 |
| LRM-15 | LA | 3 | 7.0 |
| Ammo (LRM) 8 | LT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| Jump Jets | RT | 2 | 2.0 |
| Jump Jets | LT | 2 | 2.0 |

# JM6-S JagerMech

**History:**
Kallon Industries began as a second-tier parts supplier for the Terran Hegemony Armed Forces. However, following the public success of the MCK-5S *Mackie* in 2349, they began investing heavily in the nascent technology in hopes of one day emerging as a major player in the BattleMech industry. Launching Project Falcon Gray, it would take some 150 years before their investment would play off.

Kallon Industries debuted the iconic *Rifleman* in 2504 and it remains in production to this day. After over 250 years of service on the battlefields of the Inner Sphere, Kallon Industries had a wealth of information regarding its performance. Three issues repeatedly came up. The *Rifleman* had overheating problems, rapidly exhausted its ammunition stores, and was easily damaged due to its relatively light armor.

Armed with this information, the engineers at Kallon Industries took the best aspects of the *Rifleman*, addressed what shortcomings they could, and designed the JM6-S *JagerMech* which entered production in 2774. They retained the incredibly powerful Garret D2j targeting and tracking system as well as the Garret T11-A communications suite. The Garret D2j remains the premiere anti-aircraft targeting system and the *JagerMech* is an even more potent anti-aircraft platform than its cousin.

The *Rifleman* was just the first of a long string of successes for Kallon Industries. Following the release of the *Rifleman* but before the introduction of the *JagerMech*, Kallon Industries also designed and built both the *Wolverine*, in 2575, and the *Crusader* beginning in 2649. It is a testament to the reliability and functionality of these war machines that Kallon Industries continues to produce all four of these models remain to this day.

In fact, Kallon Industries remains one of the largest BattleMech manufacturers in the entire Inner Sphere, running factories on Talon, Nanking, and Thermopolis spread across the Federated Suns, Capellan Confederation as well as the Free Worlds League.

More recently, Kallon Industries tried to resurrect the feared Star League era head-hunting 'Mech, the *Exterminator*. Having recovered blueprints for the EXT-4D *Exterminator*, engineers at Kallon Industries quickly set about modifying the design to accommodate the current reduced level of technology in hopes of finding a replacement for their aging *Wolverine*.

Shortly after the release of the EXT-4A in 3007, in became quickly obvious that without access to the original Star League technology, the design was woefully inadequate, in fact, performing worse than the venerable *Wolverine* it hoped to replace. Forced to replace the original Magna 390 XL fusion engine with a much less powerful Vox 325, the -4A lacked the trademark speed and most importantly the advanced stealth systems of the original. While the weapons remained largely the same, the only change being the anti-missile system being replaced with a M100 machine gun, the -4A was seen as an overpriced and underpowered failure. To make matters worse, the -4A carries only the ten standard heat sinks making it run extremely hot. Kallon Industries produced on a few runs of the EXT-4A *Exterminator* before shutting down the line and returning to the production of their popular *Wolverine*.

**Capabilities:**
While the *Rifleman* carries a pair of Magna Mk III heavy lasers in addition to its autocannons, the JagerMech replaces them with matched Mydron Model D light autocannons, giving it a total of four arm mounted autocannons. This change in of itself deals with the chronic overheating problems of the *Rifleman*.

The *JagerMech* also carries two tons of ammunition for the Mydron Model Cs and a single ton of ammunition for the Model Ds, giving it fully twice the number of rounds the *Rifleman* carried and greatly extending its useful life on the battlefield. The autocannons are backed up by a pair of Magna Mk II medium lasers and it carries the standard complement of ten heat sinks.

The one area the engineers at Kallon Industries were not able to address was the armor. While the *Rifleman* was armored with 7.5 tons of Kallon Royalstar, the *JagerMech* carries even less, a paltry six tons, making it incredible vulnerable to return fire.

Still, the *JagerMech* has proven itself an excellent direct fire support unit, a capable sniper, and an exceptional defense against aerial attacks. A wise pilot, however, will leverage the extraordinary range of the autocannons and stay as far away as possible from any enemy units.

Given a clear field of fire, few 'Mechs are capable of laying down, and sustaining, as effective a barrage as the JagerMech.

**Variants:**
Just four years after introducing the JM6-S, Kallon Industries created the JM6-A variant. The –A removes the two Mydron Model C medium autocannons in favor of a pair of Zeus LRM-15s. Each missile launcher has only a single ton of ammunition, limiting it to eight salvos before the bin runs dry. The –A does carry two additional tons of armor switching to the stronger and well respected Durallex Light for this purpose.

This variant has the advantage of being able to offer both direct and indirect fire support to its comrades, making it a popular option, especially considering the extra armor that is installed.

**Current Manufacturers:**

Kallon Industries
Talon – Federated Suns

Independence Weaponry
Quentin – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *JM6-S* | *5,215,925* | *901* | *26* |
| JM6-A | 5,413,925 | 1122 | 27 |

**Mass:** 65 tons
**Chassis:** Kallon Type XII
**Power Plant:** Magna 260
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Kallon Royalstar
**Armament:**
2 x Mydron Model C Medium Autocannons
2 x Mydron Model D Light Autocannons
2 x Magna Mk II Medium Lasers
**Original Manufacturer:** Kallon Industries (2774)
**Communications System:** Garret T11-A
**Targeting and Tracking System:** Garret D2j

**Taurian Defense Force**
**Concordat Jaegers– "Strength through Adversity"**
**CO: Colonel Patrick Sterling**
**Homeworld: New Vandenberg**


| Type: **JM6-S JagerMech** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 65 tons | | |
| Internal Structure: | | | 6.5 |
| Engine: | Magna 260 | | 13.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 96 | | 6.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 21 | 16/5 | |
| Rt./Lt. Torso | 15 | 13/3 | |
| Rt./Lt. Arm | 10 | 6 | |
| Rt./Lt. Leg | 15 | 11 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/5 | RA | 4 | 8.0 |
| Ammo (AC) 20 | RT | 1 | 1.0 |
| AC/5 | LA | 4 | 8.0 |
| Ammo (AC) 20 | LT | 1 | 1.0 |
| AC/2 | RA | 1 | 6.0 |
| AC/2 | LA | 1 | 6.0 |
| Ammo (AC) 45 | CT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |

# TDR-5S Thunderbolt



**History:**
In 2357, Earthwerks Incorporated was founded on Terra where they pioneered a robotic mining machine that revolutionized the industry and turned Earthwerks Incorporated into an overnight success. Flush with cash, they quickly expanded into manufacturing all types of robotics and related technologies culminating in 2490 with the acquisition of Maxwell-Manufacturing Incorporated.

Maxwell-Manufacturing, a Terran Hegemony producer of IndustrialMechs located on the planet of Procyon, had recently expanded into the nascent BattleMech market in 2465 with their primitive and well received GRF-1A *Griffin*.

With the acquisition, the *Griffin* became property of Earthwerks Incorporated and it marked one of many successful forays into the lucrative BattleMech market. Within two years, Earthwerks Incorporated updated the GRF-1A, put their own name on it and introduced the GRF-1N *Griffin,* which remains in production to this day. They were already producing both the ARC-2R *Archer*, as of 2474, and the STG-3R *Stinger*, by 2479, both of which also remain in production hundreds of years later.

The expertise Earthwerks acquired from Maxwell-Manufacturing is credited for the record time in which the *Thunderbolt* was conceived, designed and manufactured.

Earthwerks Incorporated, now headquarted on Tikonov in the Capellan Confederation, expanded into the Free Worlds League by building a new plant on Keystone in 2505 specifically to produce the updated TDR-5S design. They also maintain facilities on Grand Base and Calloway VI where they produce a number of other designs, including the vaunted BLR-1G *Battlemaster* which they acquired after the destruction of the Hollis Industries factory on Corey during the First Succession War.

In fact, Earthwerks Incorporated has enjoyed notable success acquiring the designs of its competitors either through corporate acquisition or through the destruction of their facilities. After the destruction of Lang Industries shortly after the fall of the Star League, Earthwerks Incorporated was the sole company to acquire and continue production of another highly successful BattleMech, the *Shadow Hawk*.

Earthwerks Incorporated also manufactures the PXH-1 *Phoenix Hawk*, as does Coventry Metal Works and Achernar BattleMechs. The design was briefly orphaned after the loss of the Orguss Industries factory on Marcus in 2837. Arguably the most successful reconnaissance BattleMech ever developed, the blueprints and specifications were sought after, and acquired, by many of the intelligence agencies of the Great Houses.

More recently, in 3005, Earthwerks Incorprated granted a license to produce the iconic TDR-5S to Olivetti Weaponry on Sudeten in the Lyran Commonwealth. Founded in 2990 by a former Defiance Industries foreman, Olivetti Weaponry is built on the ruins of an old Star League facility making it one of the newest defense contractors in the Inner Sphere today. Olivetti also secured a license for the *Warhammer* and produces a number of combat vehicles there as well.

**Capabilities:**
Initially introduced by Earthwerks Incorporated in 2491, and updated to the deadly and highly sought after TDR-5S shortly thereafter in 2505, the *Thunderbolt* is designed for planetary assault. Carrying 13 tons of Ryerson 150 armor, it is more heavily protected than many assault class BattleMechs and as equally well armed even though it tips the scales at just 65-tons.

Equipped with a drum style Delta Dart LRM 15-rack and a Sunglow Type 2 heavy laser, the *Thunderbolt* carries significant long range weaponry. For close quarters combat, the -5S carries a trio of Diverse Optics Type 18 medium lasers and a Bical SRM Twin-Rack. Two Voelkers 200 machines guns make the T-bolt a deadly anti-infantry 'Mech as well. This array of weapons allows the MechWarrior to effectively engage the enemy at any range and the damage curve only increases as the enemy gets closer.

The extremely heavy Ryerson 150 armor ensures a long life on the battlefield and has earned the *Thunderbolt* a reputation as one of the toughest 'Mechs on the battlefield. With only 15 heatsinks, however, an overzealous MechWarrior can quickly find themselves in an overheated 'Mech and in danger of shutting down. Careful attention must be paid to heat management, which can be made significantly easier if water can be found. Earthwerks engineers placed two heat sinks in each of the legs of the *Thunderbolt*. Because of this, when standing in water the TDR dissipates 25% more heat than under normal operating circumstances. A *Thunderbolt* standing in water is an especially dangerous opponent, as it is able to fire its full complement of weaponry almost continuously. Faced with such an onslaught, many MechWarriors, even pilots of assault class machines, will give the T-bolt wide berth and seek out targets elsewhere if possible rather than face it.

**Variants:**
The TDR-5SE was a massive re-engineering effort undertaken at the request of the Eridani Light Horse mercenary group, one of the oldest and most well respected units in the Inner Sphere. Specialized in mobile tactics, the Eridani Light Horse asked Earthwerks engineers to give the *Thunderbolt* a jump capacity of 120 meters. In order to do so both the SRM-2 and machine guns have been removed. In addition, the LRM-15 is downgraded to a LRM-10. To help offset the heat from the jump jets, two more heat sinks are installed, giving the -5SE a total of 17 and making the -5SE a mobile terror. Work on this variant was completed in 2910.

The -5SS is a product of Olivetti Weaponry. Once they received the license from Earthwerks Incorporated, their engineers immediately set about improving the design before putting it into production. The -5SS replaces the large laser with a PPC and the machine guns in the left arm with a single flamer. The Delta Dart LRM system is removed in favor of upgrading the Bical Twin-Rack to a full SRM-6 and a six heat sinks are added, giving the -5SS a total of 21.

**Current Manufacturers:**

Earthwerks Incorporated
Keystone – Free Worlds League

Olivetti Weaponry
Sudeten – Lyran Commonwealth

Taurus Territorial Industries
Taurus – Taurian Concordant

Vandenberg Mechanized Industries
Pinard – Taurian Concordant

| Model | Cost | BV | PV |
|---|---|---|---|
| *TDR-5S* | *5,268,560* | *1335* | *26* |
| TDR-5SE | 5,461,610 | 1414 | 37 |
| TDR-5SS | 5,275,985 | 1337 | 35 |

**Mass:** 65 tons
**Chassis:** Earthwerks TDR
**Power Plant:** Magna 260
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Ryerson 150
**Armament:**
1 x Sunglow Type 2 Large Laser
1 x Delta Dart Long Range Missile 15-Rack
3 x Diverse Optics Type 18 Medium Lasers
1 x Bical Short Range Missile Twin-Rack
2 x Voelkers 200 Machine Guns
**Original Manufacturer:** Earthwerks Incorporated (2505)
**Communications System:** Neil 8000
**Targeting and Tracking System:** RCA Instatrac Mk. X

| Type: **TDR-5S Thunderbolt** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 65 tons | | |
| Internal Structure: | | | 6.5 |
| Engine: | Magna 260 | | 13.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 15 | | 5.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 208 | | 13.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 21 | 30/11 | |
| Rt./Lt. Torso | 15 | 24/6 | |
| Rt./Lt. Arm | 10 | 20 | |
| Rt./Lt. Leg | 15 | 29 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Large Laser | RA | 2 | 5.0 |
| LRM-15 | RT | 3 | 7.0 |
| Ammo (LRM) 16 | RT | 2 | 2.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| SRM-2 | RT | 1 | 1.0 |
| Ammo (SRM) 50 | RT | 1 | 1.0 |
| Machine Gun | LA | 1 | 0.5 |
| Machine Gun | LA | 1 | 0.5 |
| Ammo (MG) 200 | LA | 1 | 1.0 |

**Lyran Commonwealth Armed Forces**
**Tenth Lyran Regulars – "Stinging Barflies"**
**CO: Leutnant-General Galway Ashberry**
**Homeworld: Denebola V**

# ARC-2R Archer



**History:**
The ARC-2R is one of the oldest BattleMechs still in production. Introduced in 2474 by Earthwerks Incorporated, it has come to define what a fire support 'Mech should be. It is also the first BattleMech to be designed and built from the ground up based on the Second Generation of BattleMech technology. Even though it weighs 70 tons, when it was first released the *Archer* was considered an assault class BattleMech although by later standards it was classified as a heavy unit.

For being such an old design, surprisingly few variants of the *Archer* have ever been produced, a testament to the effectiveness of the original design. Predictably, however, the Star League Defense Force did commission a "Royal" variant of the vaunted fire support 'Mech, although for some reason they would wait until 2752 before doing so. Carrying the ARC-2Rb designation and built using an Endo-Steel chassis, the -2Rb retains the two original LRM-20s but enhances them both with the Artemis IV Fire Control System, increasing the number of missiles that strike the target by 35%. An additional ton of LRM ammunition was added at the expense of one of the rear mounted medium lasers and the chassis is fully protected by CASE. Finally, the heat sinks were upgraded to double strength versions, taking an already daunting 'Mech and making it even more effective.

Having served on the battlefields for well over 500 years, the capabilities of the *Archer* are as well known to its pilots as they are to its enemies making it exceedingly difficult for an *Archer* pilot to pull any tricks to surprise an opponent. In fact, the retractable missile bay doors covering the Doombud LRM-20s were originally designed to disguise the fact the BattleMech was carrying a pair of massive missile racks in order to confuse the enemies as to the 'Mech's exact capabilities.

It is interesting to note that over time the *Archer* has become one of the 'Mechs favored by field commanders. This is due in large part to its ability to provide substantial indirect fire support to friendly units while staying well back from the front lines thus allowing commanders to stay relatively safe as they watch the battle unfold.

**Capabilities:**
Carrying a pair of Doombud LRM-20s, each fed with two full tons of ammunition, the *Archer* can sustain a devastating barrage of missile fire for two full minutes. Often used to bombard enemy fortifications or heavily entrenched units, the *Archer* also carries a pair of Diverse Optics Type 18 medium lasers for close combat, and another pair mounted in the rear center torso.

Thirteen tons of Maximillan 100 armor makes it among the most heavily protected 'Mechs of all time. If the *Archer* has a shortcoming, it is in the number of heat sinks it carries. Equipped with only the standard ten heat sinks built directly into its Vox 280 fusion engine, the *Archer* will steadily build up heat during a sustained barrage, although with only two forward facing medium lasers this is rarely a problem during close combat.

To make it a more formidable and versatile 'Mech at close range, the Earthwerk engineers equipped the *Archer* with a full set of arm actuators including two heavily armored battle fists. This enables the 70-ton 'Mech to deliver punishing physical attacks with little worry of damaging the 'Mech. The designers also placed the cockpit beneath the center torso, with the main armor belt running above it to protect the delicate gyro assembly and expensive fusion engine.

**Variants:**
Beginning in 2856, the Draconis Combine began retrofitting their existing stock of *Archers*. The ARC-2K downgrades both LRM-20s to LRM-15s while upgrading the two medium lasers to heavy lasers. Both rear mounted medium lasers are removed, as well as two tons of armor, but two additional heat sinks have been added. This gives the -2K substantially more staying power on the field allowing it to provide medium range direct fire support with its heavy lasers and giving the -2K a role on the battlefield even after its ammunitions bins have run dry.

In 2915, Defiance Industries reworked the *Archer* as well, choosing to increase its short-range firepower at the expense of the ten-ton Doombud Long Range Missile 20-Racks. By switching to the Coventry Star Fire LRM-15, Steiner engineers saved enough weight to install a pair of TharHes 4 Pack SRM-4 missile systems in both the right and left torso, each with their own ton of ammunition. This variant, carrying the ARC-2S designation, is as effective as short range as it is at long range, making it an especially versatile fighter.

Few and far between are mercenary units with sufficient resources to commission their own custom variant of a BattleMech. One such unit, the Eridani Light Horse commissioned the jump-capable TDR-5SE *Thunderbolt* in 2910, and the ARC-2W, used exclusively by Wolf's Dragoons is another extremely rare example of this.

Much like the ARC-2S, the -2W carries a pair of SRM-4 missile launchers on either side of its chest, significantly increasing its combat effectiveness at short range. The two SRM-4s are feed by a single ton of ammunition stored in its thickly armored center torso. In addition, the -2W retains its trademark devastating Doombud LRM-20s, choosing instead to remove the two rear-mounted medium lasers and shed three tons of armor in order to accommodate the new short-range missile systems.

**Current Manufacturers:**

Defiance Industries
Hesperus II - Lyran Commonwealth

Bowie Industries
Carlisle – Lyran Commonwealth

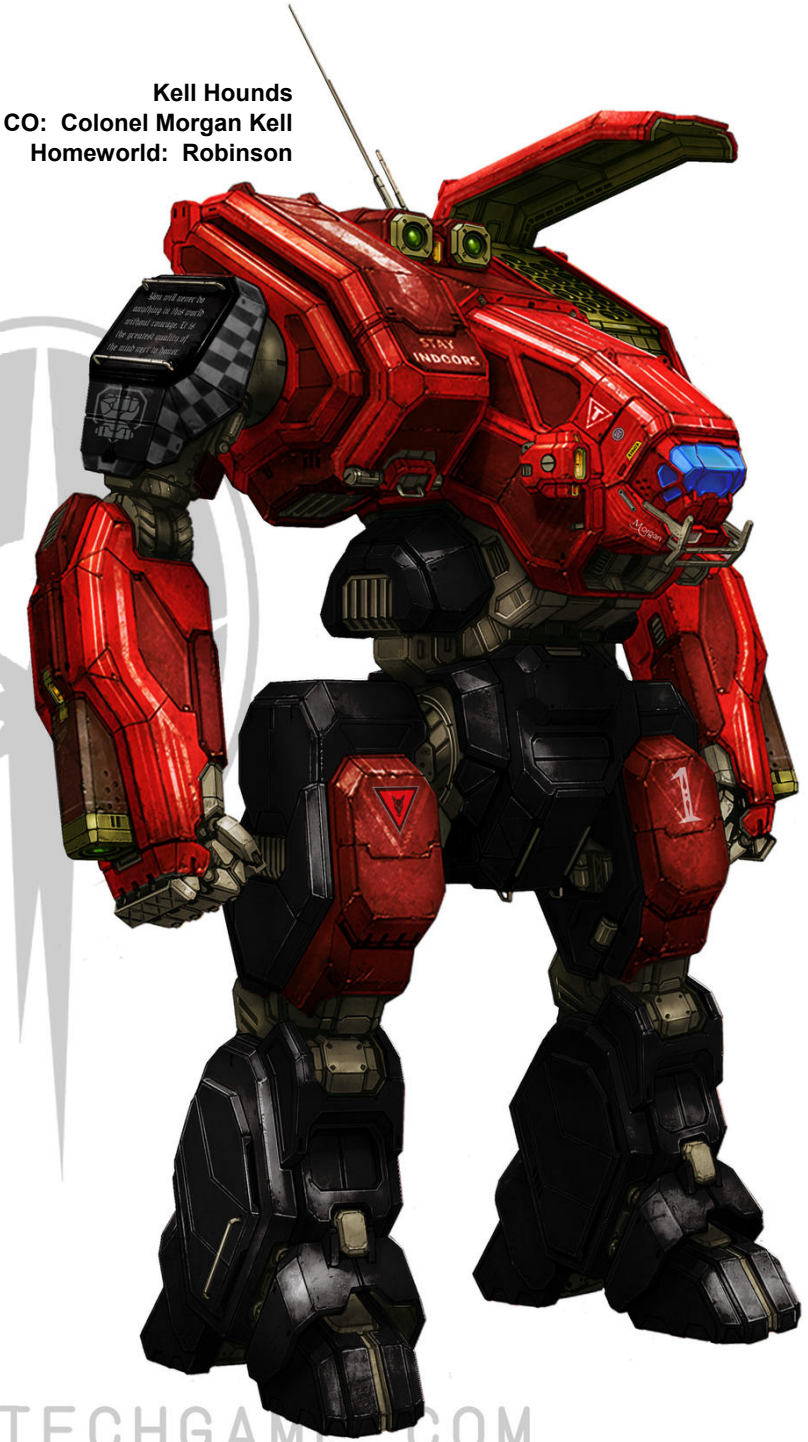
Earthwerks Incorporated
Calloway VI – Free Worlds League

Vandenberg Mechanized Industries
New Vandenberg – Taurian Concordant

| Model | Cost | BV | PV |
|---|---|---|---|
| *ARC-2R* | *6,180,973* | *1477* | *39* |
| ARC-2K | 5,966,773 | 1356 | 34 |
| ARC-2S | 6,192,973 | 1393 | 36 |
| ARC-2W | 6,197,973 | 1338 | 35 |

**Mass:** 70 tons
**Chassis:** Earthwerks ARC
**Power Plant:** Vox 280
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Maxmillian 100
**Armament:**
4 x Diverse Optics Type 18 Medium Lasers
2 x Doombud Long Range Missile 20-Racks
**Original Manufacturer:** Earthwerks Incorporated (2474)
**Communications System:** Neil 9000
**Targeting and Tracking System:** RCA Instatrac Mk XII

**Kell Hounds**
**CO: Colonel Morgan Kell**
**Homeworld: Robinson**




| Type: **ARC-2R Archer** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 70 tons | | |
| Internal Structure: | | | 7.0 |
| Engine: | Vox 280 | | 16.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 208 | | 13.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 22 | 33/10 | |
| Rt./Lt. Torso | 15 | 24/6 | |
| Rt./Lt. Arm | 11 | 22 | |
| Rt./Lt. Leg | 15 | 26 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-20 | RT | 5 | 10.0 |
| LRM-20 | LT | 5 | 10.0 |
| Ammo (LRM) 12 | RT | 2 | 2.0 |
| Ammo (LRM) 12 | LT | 2 | 2.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |

# CTF-1X Cataphract

**History:**
Many consider 3010 as the year that marks the beginning of renaissance in BattleMech design. That year Mountain Wolf BattleMechs released the MLN-1A *Merlin*, ending a 184 year long drought in new 'Mech design. Produced on Alpheratz in the Outworlds Alliance, there is already talk that Brandon O'Leary, the CEO, plans to reopen Mountain Wolf's original facility on Vendrell in the Lyran Commonwealth.

Thirteen years later, Defiance Industries would debut the next new design, the 45-ton HCT-3F *Hatchetman*. Even though the *Hatchetman* is produced on Hesperus II, the design itself it credited to Dr. Banzai, the enigmatic blue-eyed commander of Team Banzai, a small elite mercenary group under contract with the Federated Suns.

In 3029, Dr. Banzai was seriously injured in fighting with House Kurita's 36th Dieron Regulars and the 5th Sword of Light on Northwind. In danger of being completely destroyed by the elite Kurita attackers, Team Banzai's second-in-command, Major Tommy Lester, offered to lead a suicidal attack against the DCMS in order to buy the time needed for the rest of the unit, including the Doctor, to withdraw from the planet. However, Major Scott Bradley, commander of Bradley's Bravos, which had recently been accepted as the Third Battalion of the famous Kell Hounds, informed Lester that the remnants of the Bravos would lead the desperate attack instead.

Ultimately, both units were saved by the timely arrival of the Northwind Highlanders to their ancestral homeworld, who had just been wooed away from the Capellan Confederation by First Prince Hanse Davion. They quickly drove off the remaining Combine forces and Team Banzai departed for New Avalon. There, the First Prince authorized Team Banzai's wounding, including the Doctor, to be treated at New Avalon Institute of Sciene Medical Center, the most advanced center of medicine in the Inner Sphere.

Once recovered, Dr. Banzai began working directly with the NAIS and it is here that it is believed he developed the *Hatchetman* along with its revolutionary Full-Head Ejection System. It is also believed he had a hand in the creation of the improved cooling shirt used by House Davion MechWarriors.

One year after the introduction of the *Hatchetman*, Hellespont Industrials in the Capellan Confederation would unveil the sophisticated electronic warfare 'Mech, the RVN-1X *Raven.*

In 3025, Earthwerks Incorporated would release the fourth new design, the 70-ton CTF-1X *Cataphract*, built at their facility on Tikonov, which is also located in the Capellan Confederation. Some argue that the *Cataphract* is not an entirely new design, rather more an amalgamation of parts from three other well-known designs. The bulk of the chassis, including the torso, legs and right arm are largely that of the 75-ton *Marauder*. The left arm is a heavily modified right arm from a 55-ton *ShadowHawk* and much of the internals have been taken from the 45-ton *Phoenix Hawk*. It is for just this reason, the *Cataphract* has acquired the dubious nickname of "FrankenMech."

Regardless, given the dearth of heavy and assault-class machines among the units of the CCAF, there is little doubt that the *Cataphract* will become a mainstay among Capellan BattleMech regiments.

**Capabilities:**
The *Cataphract* carries a Ceres Arms Smasher PPC in its right arm, just as does another iconic Capellan 'Mech, the *Vindicator*. This is also by design as it streamlines logistical support and helps maximize the efficiency of the Confederation's few remaining military-industrial complexes.

A SarLon MaxiCannon Class 10 autocannon, supplied with a single ton of ammunition, is installed in the right torso giving the *Cataphract* the firepower a heavy-class BattleMech needs. For close range combat, two Ceres Arms medium lasers are installed in the arms, while two more are rear-mounted on the torso giving the *Cataphract* a full 360 degree firing arc.

Powered by the commonplace Vox 280 fusion engine, the *Cataphract* had a top speed of close to 65 kph, on par with most other heavy 'Mechs. Eleven tons of Kallon Roystar armor give it excellent protection, greater than that of the *Warhammer* but less than that of the slightly heavier *Marauder*.

A full sixteen heat sinks keep the 'Mech cool, easily handling the waste from the Smasher PPC and the MaxiCannon is an exceptionally cool running model making it rare for the *Cataphract* to overheat.

The *Cataphract* has yet to see a significant amount of combat due to its young age. How it will perform on the battlefield is still an open question. If history is any indication, there may be a number of undiscovered flaws in the design, some which may prove to be critical. However, given that it relies so heavily repurposing existing parts, it is likely any such flaws will lie within the electronics rather than the structure.

**Variants:**
Developed concurrently with the RVN-1X *Raven*, there are credible reports an early shipment of CTF-1X *Cataphracts* were sent directly to Hellespont Industrials on Sian to be fitted with the experimental Electronic Warfare Equipment found on the *Raven*.

Speculation abounds regarding the creation of a CTF-0X variant intended to serve as a heavy reconnaissance platform. Retaining the original Smasher PPC, the MaxiCannon is downgraded to a Class 5, the two rear-mounted medium lasers are removed as well as two heat sinks. This creates sufficient space for the bulky 7.5 ton Electronic Warfare Equipment. It is believed this experimental model also carries a Remote Sensor Dispenser. If this is true, it would mark the first time such equipment has been mounted directly on a BattleMech rather than some form of combat vehicle such as the Hi-Scout Drone Carrier, a 60-ton tracked vehicle.

The most recent development, the -2X variant replaces the PPC with a Firmir MaxiLaser heavy laser while the arm-mounted medium lasers are removed in favor of a Hovertec Quad SRM-4. The rear-mounted medium lasers are flipped forward and an additional ton of ammunition for the SarLon MaxiCannon is added. Two heat sinks have also been removed in favor of adding an additional two tons of armor, making this an extremely potent opponent at medium and short ranges.

**Current Manufacturers:**

Earthwerks Incorporated
Tikonov – Capellan Confederation

| Model | Cost | BV | PV |
|---|---|---|---|
| *CTF-1X* | *5,987,853* | *1316* | *33* |
| CTF-0X | 6,618,553 | 1258 | 38 |
| CTF-2X | 5,811,053 | 1344 | 35 |

**Mass:** 70 tons
**Chassis:** Earthwerks CTF
**Power Plant:** Vox 280
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Kallon Royalstar
**Armament:**
1 x Ceres Arms Smasher Particle Projection Cannon
1 x SarLon MaxiCannon Class 10 Autocannon
4 x Ceres Arms Medium Laser
**Original Manufacturer:** Earthwerks Incorporated (3025)
**Communications System:** CommuTech Multi-Channel 10
**Targeting and Tracking System:** BlazeFire Sightlock

**Capellan Confederation Armed Forces**
**First St. Ives Lancers – "Ascendant Star"**
**CO: Colonel Simone Devon**
**Homeworld: St. Ives**

| Type: **CTF-1X Cataphract** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 70 tons | | |
| Internal Structure: | | | 7.0 |
| Engine: | Vox 280 | | 16.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 16 | | 6.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 176 | | 11.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 22 | 26/9 | |
| Rt./Lt. Torso | 15 | 16/6 | |
| Rt./Lt. Arm | 11 | 22 | |
| Rt./Lt. Leg | 15 | 22 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| AC/10 | RT | 7 | 12.0 |
| Ammo (AC) 10 | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |

# GHR-5H Grasshopper

**History:**
The *Grasshopper* was originally intended to serve as a head-hunter BattleMech. Lantren Corporation, headquartered on Bryant, originally a part of the Terran Hegemony and now located within the Capellan Confederation, began development of the 'Mech during the tumultuous Amaris Civil War. The initial design drawings called for incorporating the advanced Null Signature System and the Chameleon Light Polarization Shield found on only on the EXT-4C *Exterminator*.

The Null Signature System, considered by many the pinnacle of the Star League technology, cloaks the 'Mech's electronic and heat emissions making it all but invisible to traditional targeting and tracking systems. This advanced stealth system was even capable of defeating the Iostech Beagle Active Probe except at short ranges. Ironically, due to the extensive heat baffles required in order to make the system effective, a large amount of waste heat is vented directly into the interior of the 'Mech actually making the 'Mech generate significantly more heat when the Null system is active.

In order to prevent visual detection, the designers called for the inclusion of Chameleon Light Polarization Shield. The Chameleon LPS is best described as a form of mimetic armor. Using a network of embedded cameras to identify the surrounding environment, the LPS shifts the color of the 'Mech's armor to match, breaking up the outline of the 'Mech and helping it blend into the terrain. This real-time color matching requires enormous computing power and also results in the 'Mech generating additional waste heat due to the extensive electronics required to make it operate effectively.

Unfortunately, now embroiled in the Amaris Civil War, the SLDF High Command denied Lantern Corporation's request for access to the advanced technology, afraid it may accidentally fall into the hands of the Ursurper.

Forced to eliminate the stealth systems and left without access to Star League's advanced military technology, Lantern reworked the design, releasing the GHR-5H *Grasshopper* in 2780, just after the brutal ending of the civil war and only four years before General Aleksandr Kerensky issued his fateful "Exodus" command exiling over 80% of the SLDF into the Deep Periphery.

Lacking any advanced technology, the *Grasshopper* was quickly integrated into many of the line regiments of the SLDF. As such, many of them remained behind in the Inner Sphere even after General Kerensky's Exodus.

Lantern Corporation would continue producing new *Grasshoppers* for the CCAF until their facility on Bryant was destroyed in 2843, lasting just three years longer than HartfordCo Industries' factory there, which produced the both *Cicada* and the Von Luckner heavy tank. After the loss of the planet's industrial capacity and the failure of its Storm Inhibitor Array, the Capellan Confederation would turn the planet into a prison world.

**Capabilities:**
During the fierce fighting of the First Succession War, the *Grasshopper* would prove itself over and over again. With a top speed of roughly 65 kph and a jump capacity of 120 meters, the *Grasshopper* is far more maneuverable than most 'Mechs of equal weight. The Leviathan Lifter jump jets located in the 'Mechs legs repeatedly provided enemy pilots with a nasty surprise. One of the most common tactics used by *Grasshopper* pilots is to jumping right into the middle of an enemy lance and lay waste with its extensive short range energy weapons.

Carrying four Diplan M3 medium lasers scattered across its body, along with a Diplan HD heavy laser buried deep in its heavily armored chest, the *Grasshopper* can quickly inflict significant damage at close ranges. Equipped with an astounding 22 heat sinks, the *Grasshopper* can maintain a blistering rate of fire almost indefinitely. In fact, it has a reputation as the one of the most high-intensity fighters ever built.

The *Grasshopper* also carries a head mounted Conan/S LRM-5 for engaging enemies at a distance but in practice many 'Mechwarriors actually choose not to reload this weapon once its exhausted, preferring to eliminate the liability of an ammunition explosion rather than reload the small missile launcher. The fact that is located in the head of the 'Mech can also make firing the weapon uncomfortable for some MechWarriors.

Covered with 13 tons of Durallex Heavy armor, the *Grasshopper* is as heavily protected as the well-respected *Thunderbolt* and *Archer* and rivals that of some assault-class BattleMechs. When combined with its lack of significant ammunition stores, this makes the *Grasshopper* capable of absorbing tremendous amounts of damage. If fact, with its heavy laser located in its thickly armored chest, the *Grasshopper* can solider on even after losing both of it arms and significant portions of its chest. For this reason, it has become known as the definitive "zombie" 'Mech, continuing to push the attack well after any other 'Mech would have been disabled or even destroyed.

Having earned such a fearsome reputation and capable of weathering a devastating amount of damage and still continue to operate, it is common practice for many commander to prioritize the repair of their unit's *Grasshoppers*, even to the point of placing them ahead of their BattleMechs.

Armed with almost exclusively energy-based weapons and jump capable, the *Grasshopper* also makes an excellent guerilla fighter and raider. It is also one of the few heavy 'Mechs equipped with two hand actuators making it a proficient brawler as well as able to help carry away supplies from successful raids.

It is also a tribute to the 'Mechs durability and effectiveness that it also called up on the lead flanking attacks and even storm enemy fortifications.

**Variants:** None.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *GHR-5H* | *5,973,573* | *1427* | *39* |

**Mass:** 70 tons
**Chassis:** Mingh z33/7
**Power Plant:** Vox 280
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** Leviathon Lifters
**Jump Capacity:** 120 meters
**Armor:** Durallex Heavy
**Armament:**
1 x Diplan HD Heavy Laser
4 x Diplan M3 Medium Lasers
1 x Conan/S LRM-5
**Original Manufacturer:** Lantren Corporation (2780)
**Communications System:** Allet-C308
**Targeting and Tracking System:** Allet-T11

**Armed Forces Federated Suns**
**Third Crucis Lancers – "Achernar Lancers"**
**CO: Marshal Jesse Pedroza**
**Homeworld: Caph**


| Type: **GHR-5H Grasshopper** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 70 tons | | |
| Internal Structure: | | | 7.0 |
| Engine: | Vox 280 | | 16.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 22 | | 12.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 208 | | 13.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 22 | 30/13 | |
| Rt./Lt. Torso | 15 | 20/10 | |
| Rt./Lt. Arm | 11 | 22 | |
| Rt./Lt. Leg | 15 | 26 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Large Laser | CT | 2 | 5.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| LRM-5 | H | 1 | 2.0 |
| Ammo (LRM) 24 | RT | 1 | 1.0 |
| Jump Jets | RL | 2 | 2.0 |
| Jump Jets | LL | 2 | 2.0 |

# WHM-6R Warhammer

**History:**
The original Star League Request for Proposal that resulted in the design of the WHM-6R *Warhammer* called for a "mobile BattleMech with enough firepower to destroy or severely damage any 'Mech of the same weight class or lower."

In 2515, StarCorps Industries unveiled a 70-ton BattleMech bristling with weaponry. Carrying two massive Donal particle projection cannons, medium and small lasers, machine guns, and a shoulder mounted Holly SRM-6, the sheer firepower carried by the 'Mech was well beyond anything ever seen outside of a few assault class BattleMechs. It also marked the first of a long string of successes for StarCorps in the development of heavy and assault class BattleMechs.

StarCorps Industries was born when Lockenburg-Holly Industries, the creator of the primitive LGB-0C *Longbow,* debuted in 2480, merged with several other manufacturers. The *Longbow* was a slow 85-ton BattleMech designed for fire support. It was equipped with two arm mounted Holly LRM-20s, each with a massive magazine, and backed up by two medium and one small laser. The design was updated in 2529 with the faster and much more lightly armored -OW version and by 2610 StarCorps Industries had introduced the popular -7Q variant, capable of launching a full salvo of 50 LRMs.

Flush with the success of the *Longbow*, StarCorps Industries went on to acquire Quarry Arms, the maker of the primitive EMP-1A *Emperor*, first built in 2442. Much as they did with the –OW *Longbow*, StarCorps updated the design with the latest advances in construction, and introduced the EMP-5A Emperor by 2502, notable for being the first jump capable assault 'Mech ever made. In 2612, StarCorps Industries updated the design once more with the EMP-6A, a design made exclusively for the "Royal" units of the Star League Defense Force.

Built on Son Hoa, the EMP-6A featured an Extralight fusion engine, a light weight, extended range autocannon, pulse laser technology, and double efficiency heatsinks. The Son Hoa facility was destroyed by House Marik forces using nuclear weapons during the Second Succession War.

The Son Hoa plant was also home to StarCorps greatest technical achievement, and arguably, the most respected BattleMech of all time, the legendary 90-ton HGN-732 *Highlander*, first produced in 2592 and the first 'Mech to carry the awesome M-7 Gauss Rifle. They would go on to produce a Royal variant of this 'Mech just six years later, the HGN-732b. The -732b adds the lostech Artemis IV Fire Control System to both the Holly LRM-20 and Holly SRM-6 missile launchers, utilizes double heat sinks and adds an additional medium laser.

Just one year after beginning production of the HGN-732b, in 2599, StarCorps Industries would unveil the Royal version of their *Warhammer*, the WHM-6Rb. Carrying 17 double strength heatsinks, the -6Rb adds an Artemis IV FCS to its Holly SRM-6 and uses an advanced lamellor ferro-fibrous armor to increase its protection without the need to increase the weight of the armor it carries.

The *Warhammer* also served as one of the premier 'Mechs of the SLDF "Gunslinger" program, originally known as the Advanced Combat and Maneuvering Skills Project. When the Council Edict of 2650 restricted the size of the armies maintained by the Great House Lords, a number of DCMS units were forced to disband. While they did to, the MechWarriors were allowed to retain their BattleMechs. This began the so-called First Hidden War, a decades long conflict between these Kurita *ronin* and SLDF soldiers. Marked by one-on-one duels between MechWarriors, the former Combine warriors consistently defeated their SLDF counterparts.

Alarmed at their consistent failure to defeat these rogue MechWarriors, the SLDF launched an investigation and quickly uncovered the fact that these *ronin* were not winning due to some technological advantage but rather through their superior skill and tactical mastery. The SLDF initiated the "Gunslinger" program in order to provide their best MechWarrior will advanced training focusing specifically on one-on-one 'Mech combat. The first class of "Gunslinger" graduated in 2687 and were quickly able to achieve parity with the *ronin*. The program was expanded and moved to the Military Academy of Aphros were it continued until the dissolution of the Star League in 2781.

**Capabilities:**
Armed with twin Donal particle projection weapons, the WHM-6R *Warhmmer* packs a long-range punch few BattleMechs can match. For those few 'Mechs who can survive the withering PPC fire, the *Warhammer* also carries a pair of Martell medium lasers along with a Holly SRM-6 to exploit the holes opened by its massive particle cannons.

For close combat, the *Warhammer* carries a pair of Magna Mk I small lasers and two SperryBrowning machine guns for anti-infantry work. A top speed of 65 kph allows it to keep up with other heavy 'Mechs and ten tons of Leviathan Plus armor provide it with sufficient, although not exceptional, protection. Eighteen heat sinks work to keep the 'Mech cool, although heat buildup can be problem during prolonged engagements, requiring a MechWarrior to alternate the Donal PPCs, or hold back on some of the shorter ranged weaponry.

**Variants:**
The -6L variant simply replaces the two SperryBrowning machines guns with two Firestorm flamers.

The -6K also removes the two machine guns, replacing them with two additional heat sinks, for a total of 20.

The -6D, introduced in 2835, addresses the lack of armor by removing the SRM-6 and associated ammunition, and covering it with a total of 14 tons of Valiant Lamellor, giving it assault 'Mech class protection. In a nod to the -6K released just 5 years earlier, both machine guns are removed in favor of additional heat sinks. The -6D is also noted for carrying a complete energy based weapons load out, entirely eliminating the possibility of an ammunition explosion.

**Current Manufacturers:**
Nimakachi Fusion Products
  Lapida II – Draconis Combine
Ronin Incorporated
  Wallis – Free Worlds League
Olivetti Weaponry
  Sudeten – Lyran Commonwealth
StarCorps Industries
  Menke – Capellan Confederation
  St. Ives – Capellan Confederation
Taurus Territorial Industries
  Taurus – Taurian Concordant
Vandenberg Mechanized Industries
  Pinard – Taurian Concordant

| Model | Cost | BV | PV |
|---|---|---|---|
| *WHM-6R* | *6,023,383* | *1299* | *32* |
| WHM-6L | 6,031,883 | 1311 | 31 |
| WHM-6K | 6,013,183 | 1305 | 32 |
| WHM-6D | 5,945,183 | 1471 | 36 |

**Mass:** 70 tons
**Chassis:** StarCorp 100
**Power Plant:** Vox 280
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Leviathan Plus
**Armament:**
2 x Donal Particle Projection Cannons
2 x Martell Medium Lasers
2 x Magna Small Lasers
1 x Holly Short Range Missile Pack (6)
2 x SperryBrowning Machine Guns
**Original Manufacturer:** StarCorps Industries (2515)
**Communications System:** O/P 3000 COMSET
**Targeting and Tracking System:** O/P 1500 ARB

**Wolf's Dragoons**
**Black Widow Company**
**CO: Captain Natasha Kerensky**
**Homeworld: Capra**

| Type: **WHM-6R Warhammer** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 70 tons | | |
| Internal Structure: | | | 7.0 |
| Engine: | Vox 280 | | 16.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 18 | | 8.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 160 | | 10.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 22 | 22/9 | |
| Rt./Lt. Torso | 15 | 17/8 | |
| Rt./Lt. Arm | 11 | 20 | |
| Rt./Lt. Leg | 15 | 15 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| PPC | LA | 3 | 7.0 |
| SRM-6 | RT | 2 | 3.0 |
| Ammo (SRM) 15 | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Small Laser | RT | 1 | 0.5 |
| Small Laser | LT | 1 | 0.5 |
| Machine Gun | RT | 1 | 0.5 |
| Machine Gun | LT | 1 | 0.5 |

# BLK-7-KNT Black Knight

**History:**
Kong Interstellar Corporation introduced the BLK-6-KNT *Black Knight* in 2578 marking their first and only contribution to the BattleMech market. Built on the planet Connaught, originally a Terran Hegemony world, their facility fell into the hands of the Free Worlds League after the dissolution of the Star League. Their orbital facility would be among the first victims of the First Succession War, having been completely destroyed in 2802. Kong Interstellar would struggle to rebuild, eventually opening ground based repair and refit facility seven years later in 2809, out of which they would rebuild and refurbish severely damaged chassis, albeit it with downgraded technology. These rebuilt machines carry the BLK-7-KNT designation. Kong Instellar would continue rebuilding machines until 2820, when House Liao forces attacked their facilities, once inflicting serious damage.

Since then Kong Interstellar has continued to produce spare parts but with the loss of their fabrication facilities they are no longer able to refurbish entire chassis. Consequently, the *Black Knight* is slowly but surely fading from the battlefields of the Inner Sphere. Given the reputation and extreme popularity of the design, however, it is likely given enough time, resources, and most importantly expertise, Kong Interstellar will one day restart production. So far they have been unwilling to license the design to other manufacturers, lending credence to the belief they will one day reopen.

However, while they were still at the height of their success, Ostmann Industries, one of the SLDF's premier defense contractors, with industrial sites confined exclusively to Terra itself, would contract with Kong Insterstellar to help them meet the demand for both their 35-ton *Ostscout* as well as their 60-ton *Ostsol*. The O*stsol* would come first, rolling off the Kong Interstellar assembly lines beginning in 2694, followed by the *Ostscout* starting in 2700.

The relationship with Ostmann Industries proved quite fortuitous, opening the door for the transfer of advanced SLDF weapon technology to Kong Interstellar. Kong Interstellar was already producing Endo Steel at it zero-gravity orbital fabrication facility for use in the *Black Knight* as well as the sophisticated Beagle Active Probe which provided the *Black Knight* with its famous extended range detection capabilities.

When the SLDF asked Kong Interstellar to develop a "Royal" version of their popular and well respected *Black Knight*, Kong Interstellar in turn asked for access to their latest weapons technology as well as the secrets for manufacturing double strength heat sinks. The SLDF agreed, and Kong Interstellar delivered the first BLK-6b-KNT in 2751, just as Simon Cameron was embarking on his ill-fated tour of the Star League.

The -6b would improve upon the already popular -6 version by upgrading all of its capital weapons while also giving it the ability to dissipate over 60% more heat than the original model. The -6b carried a pair of Raker-X large pulse lasers located on either side of its chest, along with a Kinslaughter extended-range particle projection cannon. In fact, the -6b is renowned for being the first BattleMech to ever carry the potent ER PPC as standard equipment. These weapon systems were backed up by a quartet of Maxell DT medium lasers along with a head-mounted Magna small laser. The resulting 'Mech ranks among the most effective war machines ever built and a favorite among unit commanders.

Oddly enough, Kong Interstellar's other great claim to fame is the quadruped KIC-3 *Harvester Ant* Industrial 'Mech which they began to sell in 2650, almost 75 years after the successful introduction of their BattleMech. Featuring two combine heads, the *Harvester Ant*, was designed to harvest commodity crops such as corn and various grains, and significantly increased food production across the Inner Sphere during the golden age of the Star League. Featuring the versatile Lennax engine, the *Harvester Ant* could utilize many forms of combustible fuels, including primitive diesel of even biofuels.

During the desperate days of the early Succession Wars, many colonies converted their *Harvester Ants* by arming them various weapon systems, mostly commonly machine guns along with short-range and long-range missile racks, and given the KIM-3M MOD designation.

**Capabilities:**
The downgraded BLK-7-KNT carries a Magna Hellstar II PPC in its right arm for long range work. At medium ranges, it can bring its dual Tronel III heavy lasers into play while at short range, it uses a set of four Tronel II medium lasers along with a head-mounted Tronel I small laser. This configuration of weapons ensures that the pilot always has a weapon system available at the optimal range while also steadily increasing the damage potential as the target gets closer.

This exclusive energy-based weapons load, however, means the pilot must pay exceptionally close attention to the 'Mech's heat levels. Even though it carries a full 20 heat sinks, even a single alpha strike can shut the machine down making it a sitting duck for enemies. Experienced MechWarriors often configure the fire interrupt circuits, grouping together similar weapons and fire in volley-mode rather than everything at once or attempting to manage the *Black Knight's* plethora of lasers on an individual basis.

The original BLK-6-KNT carried thirteen tons of Numall Durabond, giving it excellent protect and exceeding that of many assault-class 'Mechs. Unfortunately following the destruction of Kong Interstellar's orbital facility, the lightweight Endo Steel Technicron 1L chassis was replaced by the much heavier Technicron Standard. Even after removing the lostech Beagle Active Probe, Kong engineers were still forced to remove a full two tons of armor in order to compensate for the change in chassis material. The armor type was also switched to Valiant Lamellor, which is used on another 75-ton 'Mech, the *Marauder*.

**Variants:**
Technically, the BLK-7-KNT-L is a field refit rather than a true variant. Due to the difficulty of obtaining the rare Magna Hellstar II particle projection cannon, many *Black Knight* owners have been forced to replace the PPC with the readily available Tronel III large laser already used in the chest of the 'Mech. This refit also increases the number of heat sinks to a total of 22.

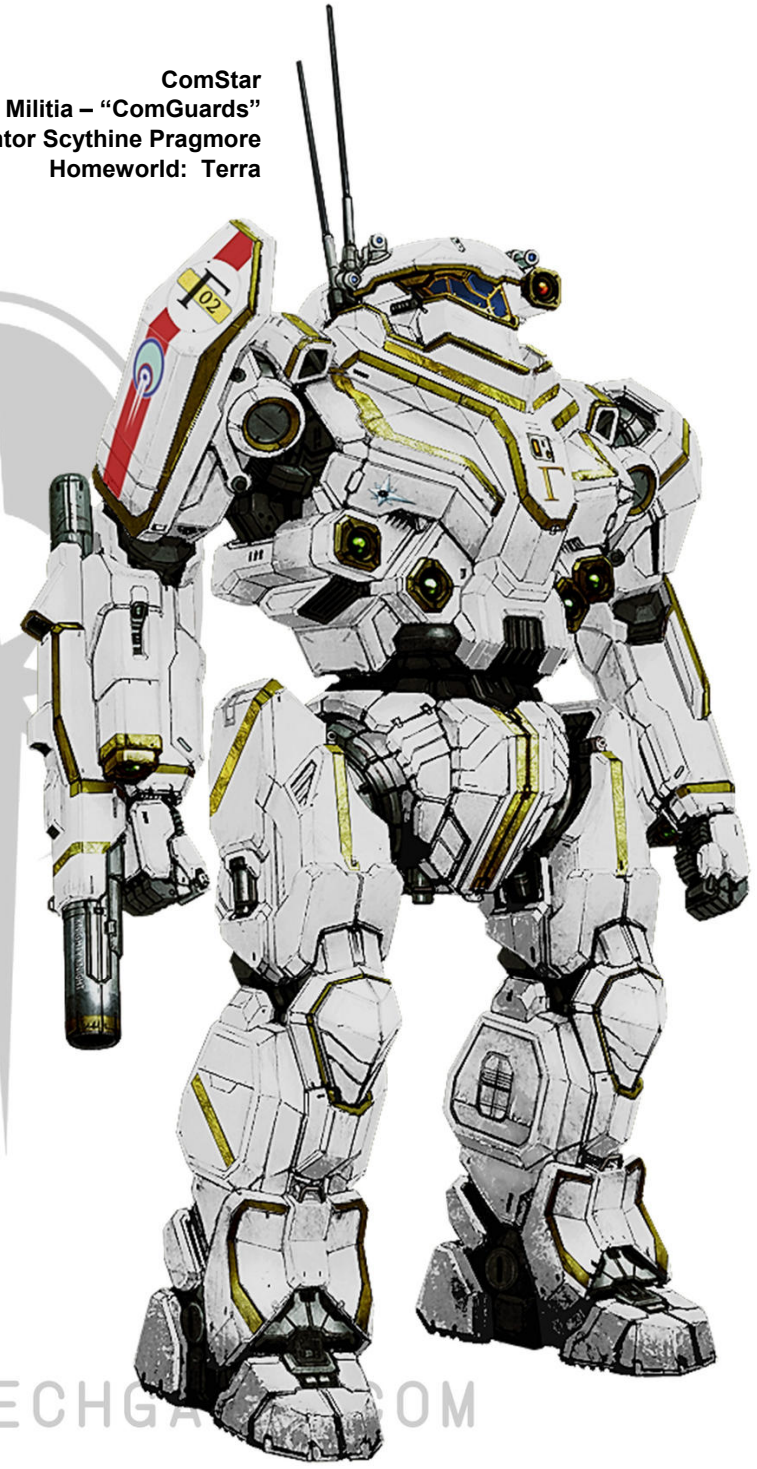
By eliminating the heat intensive particle cannon and adding two heat sinks, the –L doesn't suffer the same serious overheating problems as the -7. However, this comes at the loss of range, leaving the –L without any long range capability, making this model dependent on other BattleMechs to provide cover fire and indirect support or risk getting picked apart before it can close with its intended target.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *BLK-7-KNT* | *6,594,438* | *1443* | *34* |
| BLK-7-KNT-L | 6,426,438 | 1409 | 33 |

**Mass:** 75 tons
**Chassis:** Technicron Standard
**Power Plant:** Vlar 300
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Valiant Lamellor
**Armament:**
1 x Magna Hellstar II PPC
2 x Tronel III Large Lasers
4 x Tronel II Medium Lasers
1 x Tronel I Small Laser
**Original Manufacturer:** Kong Interstellar Corporation (2578)
**Communications System:** Tek BattleCom
**Targeting and Tracking System:** Tek Tru-Trak

**ComStar**
**ComStar Guards and Militia – "ComGuards"**
**CO: Precentor Scythine Pragmore**
**Homeworld: Terra**



| Type: **BL-7-KNT Black Knight** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 75 tons | | |
| Internal Structure: | | | 7.5 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 20 | | 10.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 176 | | 11.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 23 | 25/8 | |
| Rt./Lt. Torso | 16 | 20/7 | |
| Rt./Lt. Arm | 12 | 20 | |
| Rt./Lt. Leg | 16 | 20 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| Large Laser | RT | 2 | 5.0 |
| Large Laser | LT | 2 | 5.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Small Laser | H | 1 | 0.5 |

# MAD-3R Marauder




**History:**
The *Marauder* was produced by General Motors in 2612 and was intended to be the first of an entirely new generation of BattleMechs. Commissioned by the Star League Defense Force for use by their Royal units, the initial design, the MAD-1R, carried the familiar over-under arm mounted Magna Hellstar PPCs and Magna Mk II medium lasers. It also carried a class 5 GM Whirlwind autocannon atop its uniquely shaped chassis. The autocannon rounds were protected with Cellular Ammunition Storage Equipment to mitigate the effects of an ammunition explosion and it was protected by eleven tons of advanced Ferro-Fibrous armor.

In 2760, two years before a young Richard Cameron would assume the mantle of First Lord, General Motors updated the *Marauder* with the latest technological advances. The PPCs were replaced with the Magna Firestar extended-range version and the sixteen original heat sinks were upgraded to double-strength versions.

Just five years later, in 2765, shortly after Christmas, Richard Cameron along with every other member of House Cameron, lie dead on the floor of the Palace Throne Room on Terra at the hands of the Usurper, Stefan Amaris. What followed was a bloody 14-year civil war that heralded the end of the Star League.

On the heels of the Amaris Civil War came the Succession Wars and by 2819 General Motors was forced to downgrade the -2R version due to the loss of many of the advanced production facilities they relied upon for advanced weapons, armor and heat dissipation systems. As a result, the familiar MAD-3R was released.

The rest of the next generation of BattleMechs the *Marauder* was supposed to usher in never made it out of the General Motors engineer's workstations, although it was rumored they had made significant progress on two more designs. With the Succession Wars raging almost without pause, it was all General Motors could do to keep their operations on Kathil functioning, even at reduced capacity. Located near the border with House Laio, Kathil is under constant threat of invasion and is the frequent target of raids.

By now the *Marauder* had established itself as one of the most effective BattleMechs on the field. With annual production numbers for the popular 'Mech dropping steadily due to near constant attacks, the Armed Forces of the Federated Suns asked General Motors to license the design to Independence Weaponry, located in the famous Steel Valley on Quentin. Independence Weaponry is the Federated Suns premier producer of heavy and assault class BattleMechs. However, its location puts it within striking distance of the Draconis Combine as well as the Capellan Confederation and it has found itself in much the same situation as General Motorsl, constantly under the threat of attack and production capacity slowly dwindling.

General Motors, now faced with the real possibility that it may not be able to continue operations, licensed the *Marauder* to two more companies, both of which were outside of the Federated Suns. It was a bitter pill to swallow for the company that invented the fusion engine on Terra in 2020 and at one point had been the largest producer of civilian and military vehicles in the entire Inner Sphere as well the largest single contractor for the AFFS.

Ronin Incorporated, in the Free Worlds League, was one of the companies to receive a license to produce the *Marauder*. Their facility on Wallis, however, is more of an assembly point rather than a true production factory and is constantly plagued with supply chain and labor problems. It is, however, located safely with the boundaries of the FWL and provides a measure of diversification General Motors has lacked since the fall of the Star League.

Bowie Industries, best known for producing DropShips and aerospace fighters from its complex on Alarion in the Lyran Commonwealth, was the second company outside of the Federated Suns to receive a license to produce the *Marauder*. Producing it out of their secondary facility on Carlisle, along with the ARC-2R *Archer,* Bowie Industries has succeeded in becoming well diversified as well. They also manufacture numerous combat vehicles from the same factory, notably the PKR-T5 Packrat Patrol Vehicle.

**Capabilities:**
Returning to the original Magna Hellstar PPCs and sixteen standard heat sinks, the -3R is quite similar to the original -1R. CASE was no longer available and neither was the advanced Ferro-Fibrous armor. Consequently, the -3R is protected with 11.5 tons of Valiant Lamellor, giving it slightly less protection even with the increased weight of the armor.

Average speed, strong protection, solid electronics and heavy firepower have made the *Marauder* one of the most sought after BattleMechs in the Inner Sphere.

**Variants:**
When Independence Weaponry received the production drawings for the MAD-3R *Marauder*, they made a few minor changes of their own, giving it the MAD-3D designation. With CASE no longer built into the chassis, battlefield records revealed numerous -3R *Marauders* have been lost to catastrophic ammunition explosions. Engineers at Independence chose to remove the GM Whirlwind autocannon and ammunition, in favor of a Magna Mk. III heavy laser and four additional heat sinks.

The -3M variant, introduced in 2873, replaces the familiar Magna Hellstar PPCs with heavy lasers using the weight savings to add four additional heat sinks giving the -3M a total of 20. While heat management is considerably easier, this version lacks the longer range of the -3R making it an unpopular choice.

House Liao introduced the -3L in 2905. Replacing one of the PPCs with a large laser and two additional heat sinks, most MechWarriors consider this version inferior to the -3R. Both the -3M and -3L variants were developed largely in response to a shortage of particle projection cannons with their respective Houses.

**Current Manufacturers:**
General Motors
  Kathil – Federated Suns
Independence Weaponry
  Quentin – Federated Suns
Ronin Incorporated
  Wallis – Free Worlds League
Bowie Industries
  Carlisle – Lyran Commonwealth
Taurus Territorial Industries
  Taurus – Taurian Concordant
Vandenberg Mechanized Industries
  New Vandenberg – Taurian Concordant
Pinard Protectorates Limited
  Pinard – Taurian Concordant

| Model | Cost | BV | PV |
|---|---|---|---|
| *MAD-3R* | *6,627,250* | *1363* | *35* |
| MAD-3D | 6,597,500 | 1470 | 35 |
| MAD-3M | 6,291,250 | 1335 | 34 |
| MAD-3L | 6,459,250 | 1369 | 35 |

**Mass:** 75 tons
**Chassis:** GM Marauder
**Power Plant:** Vlar 300
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Valiant Lamellor
**Armament:**
2 x Magna Hellstar Particle Projection Cannons
2 x Magna Mk II Medium Lasers
1 x GM Whirlwind Class 5 Autocannon
**Original Manufacturer:** General Motors (2612)
**Communications System:** Dalban Micronics
**Targeting and Tracking System:** Dalban HiRez

**"Bounty Hunter"**
**Affiliation: Independent**
**Homeworld: Unknown**


| Type: **MAD-3R Marauder** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 75 tons | | |
| Internal Structure: | | | 7.5 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 16 | | 6.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 184 | | 11.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 23 | 35/10 | |
| Rt./Lt. Torso | 16 | 17/8 | |
| Rt./Lt. Arm | 12 | 22 | |
| Rt./Lt. Leg | 16 | 18 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| PPC | LA | 3 | 7.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| AC/5 | RT | 4 | 8.0 |
| Ammo (AC) 20 | LT | 1 | 1.0 |

# ON1-K Orion

**History:**
The first true heavy BattleMech to be built, the ON1-C *Orion* was constructed on Hesperus II in 2456 as a response to the successful Lyran Operation Prometheus just the year before. Led by Colonel Charles Kelswa, Lyran Special Forces broke into the Defiance Industries facility on Hesperus II stealing plans for the 95-ton assault class *Banshee*. The Lyans would utilize the information stolen by Colonel Kelswa to launch their own BattleMech research and development program in hopes of reducing the growing military advantage held by the Terran Hegemony.

With the threat of the Lyran Commonwealth developing their own BattleMechs hanging over their head, the Terran Hegemony commissioned what they described at the time as the "Ultimate BattleMech," a machine designed to ensure the continued supremacy of the Hegemony.

Shortly thereafter, Defiance Industries delivered the ON1-C. The ON1-C lacked the LRM-15 of the later –K and mounted an AC/5 instead of the Kali Yama Class 10 autocannon seen today.

Updated in 2525 to the familiar ON1-K model, it went on to serve with distinction in the Reunification War, becoming a mainstay of both the SLDF and the armies of the Member States. Perhaps its most famous role, however, was that of the personal 'Mech of General Alexsandr Kerensky during the Amaris Civil War. General Kerensky's *Orion* was the 'Mech that kicked down the door to the Usurper's palace on Terra, taking Stefan Amaris prisoner and ending the bloody war.

With the Cameron family dead and the House Lords unable to agree on a Successor, the Council Lords stripped Kerensky of his title as Regent and Protector of the Star League and effectively dissolved the Star League less than a year later in 2781. Unwilling to watch the Great Houses descend into chaos and ultimately war, Kerensky gathered the SLDF commanders still loyal to him on Terra in 2783 and outlined Operation Exodus.

Less than a year later, over six million men, women, and children accompanied Kerensky and disappeared into the Deep Periphery.

The *Orion* would go on to earn the nickname "Poor Man's Atlas," largely due to both the similarity of the weapons load and the enormous amount of punishment the 'Mech could withstand and is among the most respected designs in production today.

**Capabilities:**
After the fall of the Star League, Kali Yama Weapons Industries took over production of the *Orion* and began producing them on Kendall in the Free Worlds League. Carrying an Kali Yama Class 10 autocanoon, a Death Bloom LRM-15, two Irian Weapon Works medium lasers, and an SRM-4, the *Orion* is lethal at any range. In fact, this mix of weaponry means the pilot will always have a weapon system at the optimal range when engaging hostile forces.

The other key to its success is the 14.5 tons of Valiant Lamellor armor, giving it more protection than many assault class machines and the absolute maximum the chassis can support. Capable of withstanding incredible punishment and carrying large ammunition stores, the *Orion* can maintain high intensity operations for far long than most any other currently produced BattleMech.

The Kali Yama Death Bloom Missile System, installed in the left shoulder, is also well known for laying down a highly concentrated pattern of missiles, making it one of the most highly sought after missile launchers on the market. Especially effective against combat vehicles and aerospace fighters, the Death Bloom can disable most ground units with a single salvo. The control cables, however, pass directly through the narrow shoulder area, and technicians must pay particular attention to their condition as they often become worn causing the missile launcher to occasionally fail.

Another well-known issue technicians have noticed is the placement of the Kali Yama autocannon in the right torso. Protruding past the body of the 'Mech, it restricts the movement of the right arm and many inexperienced MechWarriors have inadvertently struck the weapon with their arm, in some cases leaving the weapon inoperable until repaired by technicians.

The feed mechanism for it is troublesome as well although the fix is well known. The weapon tends to jam if a full 20 rounds are loaded into the ammunition bins. Oddly enough, if only 19 rounds are loaded, the feed problem all but disappears.

One of the reasons for the 'Mech's longevity is the ease with which it can be repaired. Technicians have long noted the spacious interior and the ease of access to critical component and systems.

The Wasat Agressor Type 5 targeting and tracking system is also well known. One of the longest ranged tracking systems available today, it features a full suite of sensors, including infrared, electromagnetic, and seismic capability. A full 360 degree scanning arc, along with built in target identification, the Wasat Agressor can also track fast moving aerial targets. For just these reasons, the *Orion* is often assigned to guard mobile headquarters and is highly sought after by company and even regimental commanders.

**Variants:**
In 2799, Kali Yama Weapons Industries debuted the ON1-V. By removing three tons of armor, a second Irian Weapons Works Class 4 missile system has been added to the right arm making the –V even more potent at close ranges. However, it retains the standard ten heat sinks making heat management a serious issue with this design and the loss of armor proved unpopular.

Released in 2901 to address some of the complaints regarding the –V, the ON1-VA also adds a second I.W.W. SRM-4 to the right arm but at the expense of the Kali Yama Death Bloom LRM-15 instead of by removing armor. Six additional heat sinks are added, giving the –VA a total of sixteen. This transforms the *Orion* into a heavily armored close assault platform capable of maintaining a constant barrage of laser, autocannon, and missile fire at medium and short ranges. This version, however, is most effective when assigned to a lance capable of providing covering fire as it lacks any significant long range weapons.

**Current Manufacturers:**

Kali Yama Weapons
Kalidasa – Free Worlds League

| Model | Cost | BV | PV |
|---|---|---|---|
| *ON1-K* | *6,501,250* | *1429* | *39* |
| ON1-V | 6,553,750 | 1298 | 35 |
| ON1-VA | 6,321,000 | 1328 | 39 |

**Mass:** 75 tons
**Chassis:** Kali Yama Chassis
**Power Plant:** Vlar 300
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Valiant Lamellor
**Armament:**
1 x Kali Yama Class 10 Autocannon
1 x Kali Yama Death Bloom Missile System (15)
2 x Irian Weapon Works Medium Lasers
1 x Irian Weapon Works Class 4 Short Range Missile System
**Original Manufacturer:** Kali Yama Weapons Industries (2456)
**Communications System:** Irian Orator-5K
**Targeting and Tracking System:** Wasat Aggressor Type 5

| Type: **ON1-K Orion** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 75 tons | | |
| Internal Structure: | | | 7.5 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 10 | | |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 232 | | 14.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 23 | 36/10 | |
| Rt./Lt. Torso | 16 | 22/10 | |
| Rt./Lt. Arm | 12 | 24 | |
| Rt./Lt. Leg | 16 | 32 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/10 | RT | 7 | 12.0 |
| Ammo (AC) 20 | RT | 2 | 2.0 |
| LRM-15 | LT | 3 | 7.0 |
| Ammo (LRM) 16 | LT | 2 | 2.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| SRM-4 | LT | 1 | 2.0 |
| Ammo (SRM) 25 | LT | 1 | 1.0 |


**Star League Defense Force**
**First Army - Terran Corp**
**CO: General Aleksandr Kerensky**
**Homeworld: Terra**

# Assault BattleMechs


03

# AWS-8Q Awesome

**History:**
Technicron Manufacturing got its start producing Invader-class JumpShips on Tamarind in the Free Worlds League. Largely spared the devastation of the Succession Wars, their orbital facility there remains one of the few operational plants capable of manufacturing new K-F drives. Partnered with Forerunnner A.G., also located on Tamarind and considered the premiere JumpSail maker in the Inner Sphere, they are one of the most productive JumpShip manufactures left.

Rather than taking the prodigious profits from their business in FTL ships and increasing their production capacity, Technicon Manufacturing chose to diversify instead. In 2665, Technicron opened its first BattleMech factory on Savannah, which was, at the time, also a part of the Free Worlds League. It would later fall to the Lyran's Seventeenth Arcturan Guards during the Second Succession War and then return to the FWL during the Third Succession War.

Hoping to win a contract with the SLDF for a replacement for the ancient, and uninspired 80-ton STC-2C *Striker*, Technicron submitted the now famous AWS-8Q *Awesome* for the High Command's consideration.

It is a testament to the effectiveness of the original design that this wildly popular 'Mech was never altered for use by the SLDF Royal Brigades. Only a single variant was ever manufactured during the time of the Star League, the AWS-8R, and it was generally considered a failure.

The *Awesome* would prove so popular, that Technicron was unable to keep up with demand. They first licensed the design to Lycomb-Davion IntroTech on Demeter before finally partnering with the massive Irian BattleMechs Unlimited for additional production capacity. Capellan forces destroyed the Demeter facility shortly after the start of the Succession Wars, although IBU's flagship facility on Irian continues to produce the AWS-8Q.

**Capabilities:**
Armed with a trio of the vaunted Kreuss Particle Projection Cannons and equipped with an astounding 28 heat sinks, the SLDF was so impressed with the AWS-8Q design that they immediately granted Technicron an open-ended contract. As the 80-ton 'Mech made its way to frontline SLDF units to replace the *Striker*, commanders quickly realized it value. It's long-range, all energy based load-out made it an ideal siege 'Mech, capable of maintaining a massive barrage of particle beams indefinitely.

Protected by 15 tons of Durallex Special Heavy, the *Awesome* is also often found in the vanguard of assaults on heavily fortified enemy positions or against high concentrations of other enemy BattleMechs. Laying down a constant barrage of particle cannon fire, there are very few 'Mechs capable of withstanding its terrifying firepower, and those are invariably only other assault 'Mechs. It is generally agreed throughout the Inner Sphere that, "the only defense against an Awesome is another Awesome."

The *Awesome* can also be used as a "mobile turret." With excellent rear protection, greater armor than even that of the vaunted *Battlemaster*, the *Awesome* can lay down an awe-inspiring barrage of particle beams even when surrounded with little fear.

If the *Awesome* has a drawback, it is its slow speed. Capable of reaching a maximum speed of just over 50 kph, the *Awesome* is a slow and ponderous 'Mech. Heat management can also be an issues if a MechWarrior insists on continuously firing all three particle cannons. This is often addressed by occasionally withholding one of the Kreuss PPCs once heat levels have begun to rise.

The *Awesome* is most effective when supported both by LRM equipped 'Mechs, such as the *Archer* or even the 55-ton *Trebuchet*, to prevent it from being slowly picked apart by long-range missile fire. The other issue is it lack of short range weapons other than a single small laser. While the *Awesome* is equipped with massive and spectacularly effective battle fist, at ranges less than 100 meters, the Kruess particle cannons quickly lose their effectiveness. When guarded by a 'Mech such as the *Hunchback*, most MechWarrior will think twice before trying to close with the mighty 80-ton assault 'Mech.



**Variants:**
The AWS-8R introduced in 2683, only 17 years after the 'Mechs debut, removed the PPCs in favor of a pair of LRM-15s and a large laser in the right arm. While in theory the damage potential remains largely unchanged, the dependence on ammunition severely limits the time the -8R can sustain its barrage and very few were sold before Technicron ended production of the unpopular variant. The only original weapon the -8R retained was the Diverse Optics Type 10 small laser located in the head.

After the fall of the Star League, Technicron tried improving upon the -8R variant largely due to supply problems with the Kreuss PPCs. The -8T differs from the -8R in that it carries five less heat sinks and carries a second heavy laser in its left arm while retaining both LRM-15s and the design's original head mounted Diverse Optics Type 10 light laser.

In 2980, Technicron would try once again to address the problems of their earlier variants. The AWS-8V retains the Kreuss PPC in the right arm, incorporates one of the LRM-15s from the -8R, supplied with two tons of ammunition, and a heavy laser in the left torso in a nod to the -8T. This version retains the full 28 heat sinks, and as with all of the variant, the *Awesome's* trademark heavy armor. While better regarded than both the -8R and -8T versions, the original -8Q remains the design of choice.

**Current Manufacturers:**

Irian BattleMechs
Irian – Free Worlds League

Technicron Manufacturing
Savannah – Free Worlds League

| Model | Cost | BV | PV |
|---|---|---|---|
| *AWS-8Q* | *6,598,170* | *1605* | *39* |
| AWS-8R | 6,328,170 | 1470 | 38 |
| AWS-8T | 6,490,170 | 1593 | 39 |
| AWS-8V | 6,373,170 | 1510 | 39 |

**Mass:** 80 tons
**Chassis:** Technicron Type G
**Power Plant:** Pitban 240
**Cruising Speed:** 35.4 kph
**Maximum Speed:** 51.2 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Durallex Heavy Special
**Armament:**
3 x Kreuss Particle Projection Cannons
1 x Diverse Optics Type 10 Small Laser
**Original Manufacturer:** Technicron Manufacturing (2665)
**Communications System:** Garret T19-G
**Targeting and Tracking System:** Dynatec 2780

**Free Worlds League Military**
**First Marik Militia – "Avenging Angels"**
**CO: Colonel Shanna del Rey**
**Homeworld: Fletcher**


| Type: **AWS-8Q Awesome** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 80 tons | | |
| Internal Structure: | | | 8.0 |
| Engine: | Pitban 240 | | 11.5 |
| Walking MPs: | 3 | | |
| Running MPs: | 5 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 28 | | 18.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 240 | | 15.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 25 | 30/19 | |
| Rt./Lt. Torso | 17 | 24/10 | |
| Rt./Lt. Arm | 13 | 24 | |
| Rt./Lt. Leg | 17 | 33 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| PPC | RT | 3 | 7.0 |
| PPC | LT | 3 | 7.0 |
| Small Laser | H | 1 | 0.5 |

# VTR-9B Victor

**History:**
In 2508, HildCo Interplanetary delivered the first VTR-9A *Victor* to the Terran Hegemony, tweaking the design just two years later with the familiar VTR-9B. Initially designed as a jump capable support 'Mech, the *Victor* approaches it support role in a rather unique way. While most support units mount an array of long range missiles, low caliber autocannons or PPCs, the Victor carries exclusively short range weapons.

The first iteration of the *Victor* used a Standus 20 targeting and tracking system. During initial field trials, MechWarriors quickly discovered the Standus had an unnerving habit of projection "ghost" targets, targets that were not physically present. Due to the seriousness and frequency of the problem, HildCo engineers quickly replaced the Standus 20 with the current MaLandry 34 targeting and tracking system resolving the issues before the *Victor* went into full production.

After serving the Terran Hegemony for over 50 years, the *Victor* was adopted by Star League Defense Force line regiments where it served well during the Reunification Wars. Afterwards, the *Victor* was offered to the Member States as well who were all too happy to purchase the potent, battle-tested assault class BattleMech.

The downside of this is that the *Victor* was never outfitted with any of the advanced technology the Star League so zealously guarded. This would prove to be fortuitous, however, in the aftermath of the League's disintegration, allowing it weather the precipitous decline in technology much better than many other more advanced designs.

The First Succession War saw the destruction of all three of HildCo Interplanetary's *Victor* assembly lines, including their headquarters on St. Ives. That would have doomed the 'Mech if it had not been for a Star League era Regular Army licensing agreement with Independence Weaponry on Quentin, which allowed production of the *Victor* to continue. Independence Weaponry had also negotiated agreements with the SLDF Regular Army to produce two other well-respected designs in the Steel Valley, General Motor's MAD-3R *Marauder* and the iconic 100-ton AS7-D *Atlas*, which carries the massive Pontiac 100 Class 20 autocannon as well.

The *Victor* is often used by AFFS battalion and even regimental commanders due to its massive firepower and the excellent mobility provided by the HildCo Model 12 jump jets.

**Capabilities:**
When a Victor moves in to support another unit, it often literally leaps into the fray using its powerful HildCo Model 12 jump jets. Capable of jumping 120 meters, the Victor often interposes itself directly between the enemy and friendly unit once the friendly unit has reeled its target into short range.

Then, the *Victor* brings its primary weapon into play, a massive Pontiac 100 Class 20 autocannon, one of the largest autocannons ever made. One of only a few 'Mechs mounting such a devastating weapon, it is capable of destroying a light 'Mech with a single shot, blowing limbs off medium class machines, and crippling anything heavier. Add to this a pair of Sorenstein V medium lasers and a Holly SRM-4, and you have the most effective close support platform ever built.

Given its mobility and 11.5 tons of Durallex Heavy armor, the *Victor* can be a difficult target, especially when jumping, for such a large 'Mech. It also features an unusually large magazine for its ammunition hungry Pontiac 100. A full three tons of space is dedicated to carrying the punishing rounds for the Class 20 autocannon, allowing it 15 shots before needing to rearm.

The *Victor* also makes a fine urban combat unit where most fighting tends to occur at shorter ranges. The Pontiac 100 is an ideal ambush weapon, able to inflict massive damage with just a single shot. Equipped with jump jets, the *Victor* can also easily get away by leaping behind a nearby building and disappearing into the streets and alleyways.

The same is largely true of alpine, and other difficult to navigate environments. The *Victor* can go were other assault class 'Mechs cannot, making it an especially nasty surprise for units operating in such areas.

**Variants:**
The original VTR-9A carried only 8.5 tons of armor. This allowed the -9A to carry a full complement of anti-infantry weapons consisting of a machine gun and two flamers.

The -9A1 utilized ten tons of Durallex Heavy armor and carried two SperryBrowning machine guns for anti-infantry use.

The only variant to be introduced after the introduction of the -9B, the VTR-9S removes a ton of armor in order to upgrade the Holly SRM-4 to a full featured SRM-6. While the loss of armor is always unpopular, the upgraded missile rack significantly increases the *Victor's* chance of exploiting a breach in the armor of its target, a breach almost certainly created it's the Pontiac 100 Class 20 autocannon.

**Current Manufacturers:**

Independence Weaponry
Quentin – Federated Suns

| Model | Cost | BV | PV |
|---|---|---|---|
| *VTR-9B* | *7,941,720* | *1378* | *37* |
| VTR-9A | 7,923,720 | 1236 | 33 |
| VTR-9A1 | 7,932,720 | 1302 | 35 |
| VTR-9S | 7,959,720 | 1360 | 37 |

**Mass:** 80 tons
**Chassis:** HildCo Type V
**Power Plant:** Pitban 320
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** HildCo Model 12
**Jump Capacity:** 120 meters
**Armor:** Durallex Heavy
**Armament:**
1 x Pontiac 100 Class 20 Autocannon
2 x Sorenstein V Medium Lasers
1 x Holly Short Range Missile Pack (4)
**Original Manufacturer:** HildCo Interplanetary (2508)
**Communications System:** Opus III Highbeam
**Targeting and Tracking System:** MaLandry 34

**Armed Forces Federated Suns**
**Eighth Syrtis Fusiliers – "Snow Cobras"**
**CO: Marshal Iona Hasek**
**Homeworld: Avigait**


| Type: **VTR-9B Victor** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 80 tons | | |
| Internal Structure: | | | 8.0 |
| Engine: | Pitban 320 | | 22.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 4 | | |
| Heat Sinks: | 15 | | 5.0 |
| Gyro: | | | 4.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 184 | | 11.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 25 | 30/15 | |
| Rt./Lt. Torso | 17 | 20/10 | |
| Rt./Lt. Arm | 13 | 15 | |
| Rt./Lt. Leg | 17 | 20 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/20 | RA | 10 | 14.0 |
| Ammo (AC) 15 | RT | 3 | 3.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| SRM-4 | LT | 1 | 2.0 |
| Ammo (SRM) 25 | LT | 1 | 1.0 |
| Jump Jets | CT | 2 | 2.0 |
| Jump Jets | RL | 1 | 1.0 |
| Jump Jets | LL | 1 | 1.0 |

# ZEU-6S Zeus

**History:**
The *Zeus* was one of the few BattleMechs that was built after the fall of the Star League. Built by Defiance Industries at the behest of the Lyran Commonwealth Armed Forces, is has become the iconic Lyran BattleMech since its introduction in 2787.

The original design, the -5T, carried an extended-range particle projection cannon instead of the current Defiance Industries Model J Class 5 autocannon. It featured an extended-range heavy laser and utilized the advanced Artemis IV fire control system to improve the accuracy of its Coventry Star Fire LRM-15. To keep it cool, it used 17 double strength heat sinks, making it capable of effectively dissipating the massive heat generated by the ER PPC. Armored with 12.5 tons of Ferro-Fibrous armor, the 5T carried the protection expected from an assault-class machine, making it an extremely durable design.

The -5T would get its baptism by fire when DCMS forces attacked Defiance Industries main factory in what would later become known as the First Battle for Hesperus II. After gutting the orbiting shipyards, DCMS forces landed on planet in a bid to destroy the prized BattleMech production facilities located deep within the Myoo Mountains.

Known as Operation Broken Blade, both the elite Fifth and Eighth Sword of Light regiments, supported by other Kurita forces, managed to break through the defensive perimeter setup by the defending 30th Lyran Guards and begin to approach the entrance to the factories themselves. Desperate to safeguard their largest and most productive military installation and with the DCMS all but knocking on their door, Defiance engineers sent out their two prototype ZEU-5T *Zeus*. The two assault class 'Mechs emerged from the mountain belching missiles, particle cannon streams and heavy laser fire non-stop. Caught completely by surprise and thrown into confusion by the sudden appearance of an entire new, and obviously highly advanced BattleMech, the attacking Sword of Light regiments slowed their advance, allowing the 30th Lyran Guard enough time to regroup. Rallying to the two 80-ton *Zeus*, they succeeded not only in stopping the Kurita advanced but also began pushing them back from the prized factory. Denied orbital support by a stubborn Lyran navy angered at the lost of their shipyards, the DCMS was finally forced to withdraw from Hespreus II having suffered heavy losses and failing to inflict any significant damage to the 'Mech production facilities located there.

During this battle, however, the pilots of the two prototypes discovered the advanced ER PPC was abnormally temperamental, occasionally refusing to fire at all after prolonged use. To make matters worse, when it did fire, it caused not only a tremendous amount of heat but would also sporadically cause the entire 'Mech to brownout.

Defiance engineers quickly traced the problem to insufficient shielding around the magnetic coils of the weapon. However, with the First Succession War underway and the Dragon on the march, they did not have the time required to redesign the entire weapon system, instead they chose to simply replace it.

A companion model, the -5S, was introduced just a year later in 2788. Replacing the flawed ER PPC with a high speed Kawabata Industries Incorporated Ultra AC/5, the -5S carried fourteen dual-strength heat sinks and provided two tons of ammunition for the hungry autocannon. The armor of the -5S, however, was reduced by a ton to 11.5 and switched over to the readily available Valiant Lamellor, giving it the same amount of armor found on the 75-ton *Marauder*.

Over the intervening years, however, even the prestigious Defiance Industries suffered from the slow and steady decline of technology and was finally forced to downgrade the mighty *Zeus* by 2898 with the introduction of the familiar ZEU-6S.

**Capabilities:**
With a respectable top speed of close to 65 kph, the 80-ton *Zeus* is capable of keeping up with many much lighter units. Designed to provide long-range fire support and serve as a light assault 'Mech, the *Zeus* carries an LRM-15 as well as a Class 5 autocannon for distance work. These weapons are supplemented by a Thunderbolt A5M heavy laser and a pair of Defiance B3M medium lasers.

This configuration of weapons guarantees the pilot will have at least one weapon system at the optimal range when engaging. Starting with the Coventry Star Fire and ending with the dual medium lasers, the *Zeus* can keep up a steady barrage of damage against a target whether it is attempting to close or trying to withdraw.

Carrying 17 heat sinks and armored with 11.5 tons of Valiant Lamellor armor, the *Zeus* has a long history of capable and dependable performance.

The Thunderbolt A5M heavy laser carried by the -6S remains one of the most advanced lasers of its type still manufactured in the Inner Sphere. Located in the left torso, Defiance engineers found the location unable to accommodate the traditional and bulky barrel common to other large lasers. Using fiber-optic technology, the engineers created an entirely new design that completely eliminated the need for a long rifle-like barrel. Defiance Industries remains one of the few defense contractors still able to easily work with fiber optic based technology.

The Coventry Star Fire system is another unique weapon design. Carried in the *Zeus'* right arm, the launcher's missile tubes are recessed and arrayed in a radial fashion around a reinforced central core. This allows the MechWarrior to engage in physical combat without fear of damaging the missile system, making it even more effective at point blank ranges where the LRM system would be useless anyway.

**Variants:**
Having never entirely given up on the specifications of the original -5T design, engineers at Defiance Industries have recently redesigned the entire left arm of the *Zeus*.

Replacing the Type J Class 5 autocannon and associated ammunition in favor of a Parti-Kill particle projection cannon, the -6T maintains the formidable range of the autocannon while providing twice the damage potential and eliminating the ammunition liability. Two additional heat sinks are also added, giving the -6T a total of nineteen. This variant has yet to see major combat, but it is likely if it proves successful that it will replace the -6S at the standard production model.

**Current Manufacturers:**

Defiance Industries
Hesperus II – Lyran Commonwealth
Furillo – Lyran Commonwealth

| Model | Cost | BV | PV |
|---|---|---|---|
| *ZEU-6S* | *7,555,800* | *1348* | *35* |
| ZEU-6T | 7,698,000 | 1436 | 34 |

**Mass:** 80 tons
**Chassis:** Chariot Type III
**Power Plant:** Pitban 320
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Valiant Lamellor
**Armament:**
1 x Thunderbolt A5M Large Laser
1 x Coventry Star Fire LRM System (15)
1 x Defiance Type J Class 5 Autocannon
2 x Defiance B3M Medium Lasers
**Original Manufacturer:** Defiance Industries (2787)
**Communications System:** TharHes Calliope ZE-2
**Targeting and Tracking System:** TharHes Ares-7

**Lyran Commonwealth Armed Forces**
**Fifteenth Arcturan Guards – "Stavlos Tigers"**
**CO: Leutnant-General Ululo Vuthal**
**Homeworld: Lost**


| Type: **ZEU-6S Zeus** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 80 tons | | |
| Internal Structure: | | | 8.0 |
| Engine: | Pitban 320 | | 22.5 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 17 | | 7.0 |
| Gyro: | | | 4.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 184 | | 11.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 25 | 26/9 | |
| Rt./Lt. Torso | 17 | 18/6 | |
| Rt./Lt. Arm | 13 | 22 | |
| Rt./Lt. Leg | 17 | 24 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| Large Laser | LT | 2 | 5.0 |
| LRM-15 | RA | 3 | 7.0 |
| Ammo (LRM) 8 | RT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| AC/5 | LA | 4 | 8.0 |
| Ammo (AC) 20 | LA | 1 | 1.0 |

# BLR-1G Battlemaster



**History:**
The Battlemaster was the third and final BattleMech designed and produced by Hollis Industries based on Corey. Initially located in the Capellan Confederation, Corey was wrestled away by the Free Worlds League in 2787. Unwilling to lose the valuable heavy and assault 'Mech production facilities of Hollis Industries without a fight, Chancellor Barbara Liao ordered first a counterattack than attempted to siege the Marik forces attacking her realm. Ultimately, the CCAF was unsuccessful in their bid to retake Corey, along with numerous other planets and by 2791 Hollis Industries was reduced to a smoking ruin, another victim of the bitter Succession Wars. Even after the destruction of Hollis Industries, the Capellans continued to covet the planet finally reclaiming it by the end of the Second Succession War in 2864.

Before the destruction of their primary facility, Hollis Industries struggled to gain acceptance from the Terran Hegemony for their designs. The first BattleMech to come off their drawing board was the primitive quadruped XNT-2O *Xanthos*. Even after they updated the design in 2579 with the release of the XNT-3O, the design was never accepted by the Hegemony, although Hollis Industries did manage to sell a number of them to the BattleMech starved CCAF.

Their second attempt at building a BattleMech was moderately more successful. The CPLT-C1 *Catapult* briefly found a place with the Terran Hegemony although the Hegemony only committed to a five year production run of the jump capable fire support 'Mech. Even then, Hollis Industries was forced to conduct an embarrassing recall to fix faulty jump jets in the model.

Still looking to land its first major contract, now with the newly formed Star League, Hollis Industries tried an entirely different tactic. After StarCorp Industries debuted the extremely successful and deadly HGN-732 *Highlander* assault 'Mech, officials from Hollis Industries met with their counterparts at StarCorp. After a long series of negotiations, Hollis Industries was granted a license to produce the 90-ton BattleMech at their flagship facility on Corey. The experience and technical knowledge Hollis Industries gained producing the *Highlander* assault 'Mech led to the development of their third and final BattleMech, the 85-ton *Battlemaster*, released in 2633.

The *Battlemaster* was an overnight sensation and Hollis Industries finally had its breakout moment. Discontinuing the *Catapult*, they retooled the line to help produce the 85-ton behemoth but even then they were never able to meet the demand for this extremely tough BattleMech.

Far too valuable to lose, after the destruction of Hollis Industries both Trellshire Indusries in the Lyran Commonwealth and Earthwerks Incorporated in the Free Worlds Leagues took over production of the venerated BattleMech almost immediately. In the late 2900's Red Devil Industries also began production of the *BattleMaster.* Originally founded as a technical school and private maintenance company, Red Devil initially entered the defense market by manufacturing small arms and artillery systems. Finding it quite lucrative, and more than willing to skirt the law, Red Devil quickly expanded into combat vehicles, including the Condor hovertank, and Centipede scout car. Quickly discovering the Inner Sphere's inexhaustible appetite for war material and now armed with a surplus of cash, Red Devil Industries next opened a BattleMech line, producing a pair of venerable and well-known designs, the BLR-1G *Battlemaster* and the RFL-3N *Rifleman*.

**Capabilities:**
The BLR-1G is literally bristling with weaponry and is one of the few 'Mechs that feature rear mounted weapons standard. Carrying a powerful Donal PPC, six Martell medium lasers, a Holly SRM-6, and two SperryBrowning machine guns, the closer an enemy gets to the *Battlemaster*, the more punishment it deals out.

Covered with 14.5 tons of Star Guard IV armor, the *Battlemaster* is one of the most heavily armored BattleMechs to ever walk the field of battle. With eighteen heat sinks and a top speed of 64.8 kph, it combines a blistering rate of fire with the maneuverability of a much lighter machine.

Equipped with two fully functional hand actuators, the *Battlemaster* has unique ability to either entirely disengage the Donal PPC carried normally carried in its right hand or switch it over to the left hand. This also makes the *Battlemaster* an excellent brawler capable of inflicting devastating physical attacks.

Considered by many the premier command 'Mech for its durability, during the height of the Star League a special variant was commissioned by the SLDF featuring a command console. This allowed the 'Mech to accommodate both a pilot who was focused on combat and a commanding officer managing the over tactical situation.

**Variants:**
The BLR-1D, introduced by House Davion in 2867 in actually a refit of the -1G rather than a factory produced variant. Unable to build their own *Battlemasters* and anxious to preserve the few they had, Davion engineers sought a way to increase the survivability of the valuable assault 'Mech. By both increasing the armor by one ton and adding six more heat sinks, the -1D carries close to the maximum amount of armor the Hollis Mark X chassis can sustain. In addition, with a total of 24 heat sinks, the -1D can maintain an incredible rate of fire without fear of either impairing its movement, reducing its combat effectiveness or risking an ammunition explosion. These changes come as the cost of a reduction in firepower, however, as the Holly SRM-6 and both rear-firing medium lasers have been removed.

The -1S is a radical departure from the -1G. Pioneered by Red Devil Industries just this year, in 3025, it remains to be seen whether the changes will prove effective or popular. Both the Donal PPC and Holly SRM-6 have been removed, replaced with a LRM-15, a LRM-5, and a pair of SRM-2 missile launchers, effectively turning the -1S into a missile boat. Two additional heat sinks have also been added but the heavy armor remains unchanged. Speculation abounds as to how Red Devil accomplished such a major re-engineering of the *Battlemaster*, but the answers remains unknown.

**Current Manufacturers:**

Trellshire Heavy Industries
Twycross – Lyran Commonwealth

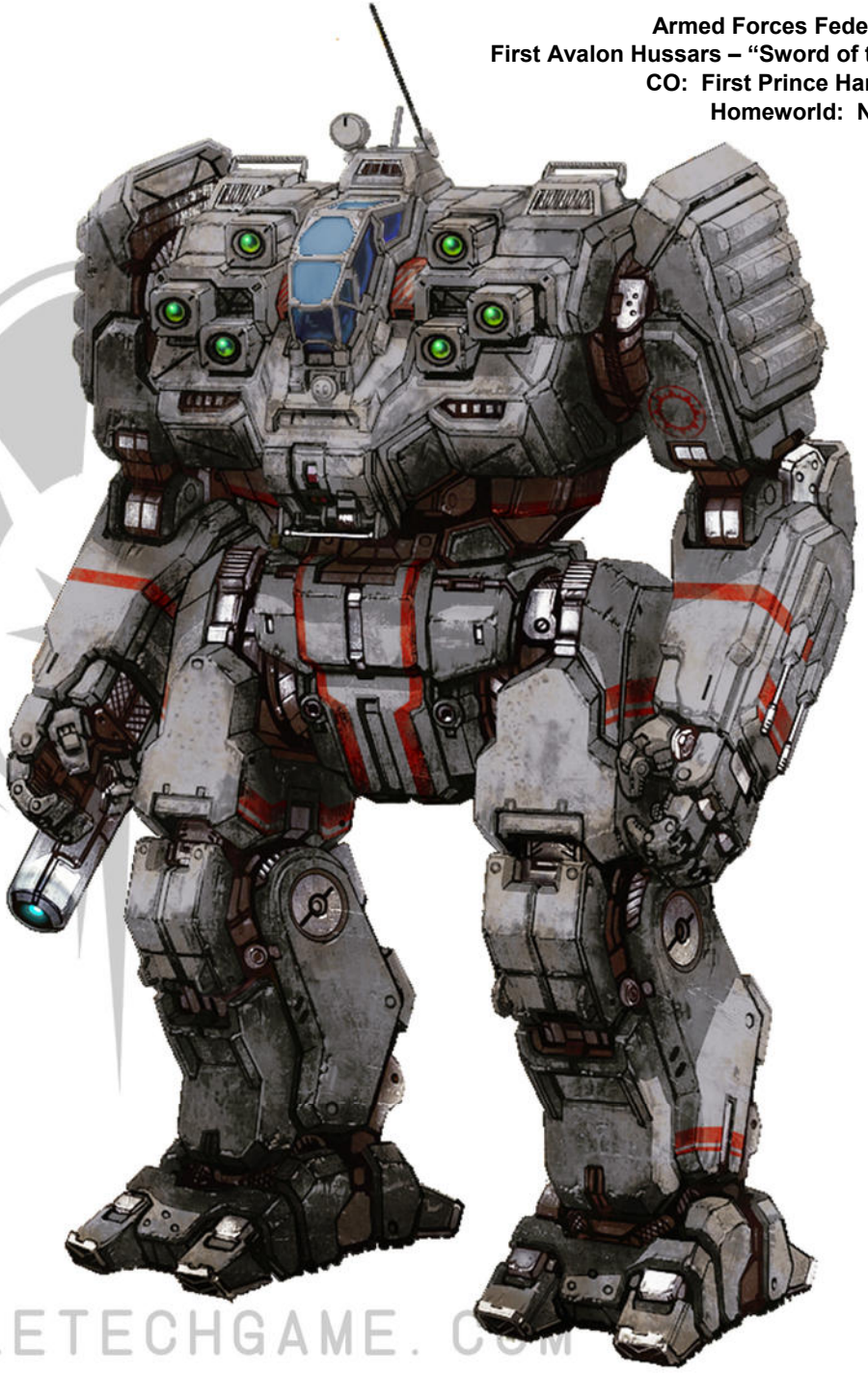
Red Devil Industries
Pandora – Lyran Commonwealth

Earthwerks Incorporated
Keystone – Free Worlds League

Hollis Industries
Corey – Capellan Confederation

| Model | Cost | BV | PV |
|---|---|---|---|
| *BLR-1G* | *8,399,493* | *1519* | *40* |
| BLR-1D | 8,144,193 | 1522 | 42 |
| BLR-1S | 8,183,643 | 1507 | 42 |

**Mass:** 85 tons
**Chassis:** Hollis Mark X
**Power Plant:** Vox 340
**Cruising Speed:** 43.2 kph
**Maximum Speed:** 64.8 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Star Guard IV
**Armament:**
1 x Donal Particle Projection Cannon
6 x Martell Medium Lasers
2 x SperryBrowning Machine Guns
1 x Holly Short Range Missile Pack (6)
**Original Manufacturer:** Hollis Industries (2633)
**Communications System:** HartfordCo COM 4000
**Targeting and Tracking System:** HartfordCo XKZ 1



**Armed Forces Federated Suns**
**First Avalon Hussars – "Sword of the Prince"**
**CO: First Prince Hanse Davion**
**Homeworld: New Avalon**

| Type: **BLR-1G Battlemaster** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 85 tons | | |
| Internal Structure: | | | 8.5 |
| Engine: | Vox 340 | | 27.0 |
| Walking MPs: | 4 | | |
| Running MPs: | 6 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 18 | | 8.0 |
| Gyro: | | | 4.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 232 | | 14.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 27 | 40/11 | |
| Rt./Lt. Torso | 18 | 28/8 | |
| Rt./Lt. Arm | 14 | 24 | |
| Rt./Lt. Leg | 18 | 26 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| PPC | RA | 3 | 7.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Machine Gun | LA | 1 | 0.5 |
| Machine Gun | LA | 1 | 0.5 |
| Ammo (MG) 200 | LT | 1 | 1.0 |
| SRM-6 | LT | 2 | 3.0 |
| Ammo (SRM) 30 | LT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |
| Medium Laser | LT | 1 | 1.0 |

# STK-3F Stalker


**History:**
The Reunification War began in 2577 with both the invasion of the Taurian Concordant by joint SLDF/AFFS forces and an attack on the Magistracy of Canopus led by Marion Marik, the Captain-General of the Free Worlds League. Operations against the other two major Periphery powers, the Rim Worlds Republic and the Outworlds Alliance, would soon follow.

While the Star League had expected relatively short campaigns due to their numerical and technological superiority, many of the operations, especially those against the Taurian Concordant and Rim Worlds Republic, quickly bogged down. The Taurian Defense Force proved itself especially tenacious and devious. One the eve of the invasion, they implemented Operation Case Amber which savaged the AFFS navy, immobilizing their ground forces through lack of transport capacity. The AFFS lost more than two dozen WarShips and JumpShips, while the Taurians lost only three.

As report after report of high-intensity fighting across all four of the Periphery territories reached SLDF headquarters, the decision was made to commission a new assault class BattleMech. This 'Mech was to be heavily armored, bristling with weapons, and capable of single handedly punching holes through enemy lines.

Engineers at Triad Technologies leapt into action and by 2594 the SLDF received their first shipments of the 85-ton STK-3N *Stalker* just in time for the BattleMech to catch the end of the Reunification War.

In 2705, the SLDF would commission a "Royal" variant of the *Stalker*, the STK-3Fb. This version incorporates a Guardian ECM suite along with the advanced Artemis IV Fire Control System. The original Jackson B5c LRM-10s are replaced with LRM-15s and it carries 17 double strength heat sinks. To accommodate these changes the two Thunderstroke SRM-6s have been removed. The two heavy lasers are also upgraded to their extended-range counterparts making the -3Fb an extremely capable fire support 'Mech.

The *Stalker* served the forces of the Star League well for almost 200 years and then went on to serve the armies of the Successor States. So well respected is this design that when Triad Technologies' assembly line was destroyed in the brutal fighting that immediately followed the fall of the Star League, both Irian BattleMechs and Trellshire Heavy Industries rushed to produce the *Stalker* at their own plants.

Given its long history and ability to withstand enormous punishment on the battlefield, many *Stalkers* have managed survive for hundreds of years. This longevity has revealed a problem with the Titan H1 chassis the *Stalker* is built around. Due to the massive weight the chassis must support, the skeleton is prone to deterioration, albeit at a slow rate. It is likely the original engineers never intended the BattleMech to survive for centuries so this issue wasn't considered a problem at the time, if it was, in fact, known at all. If the deterioration is severe enough, the problem can be ameliorated by removing 10-15 tons of equipment.

**Capabilities:**
Protected with 13.5 tons of Valiant Lamellor armor, the *Stalker* has an unusually shaped chassis. Lacking true arms, much like the ubiquitous *Locust*, the nose of the *Stalker* is heavily armored. Designed to plow a path through buildings, hardened walls and fortifications, many *Stalker* pilots have ambushed enemy units by hiding inside of buildings and then unleashing a devastating short range volley at their light armored rear. Equipped with four Magna Mk II medium lasers and two Thunderstroke SRM-6s, few 'Mechs can withstand even a single volley from the *Stalker's* short ranged weapons.

The *Stalker* carries a weapon load out designed to be able to engage targets at optimal range regardless of the target's actual distance. Two arm mounted Jackson B5c LRM-10s provide long distance and fire support capability, while matched Magna Mk III heavy lasers are optimal for targets located between the LRM's range and that of the medium lasers and SRMs.

To manage this formidable array of weapons, the *Stalker* uses the sophisticated Spar 3c Tight Band targeting and tracking system. Capable of tracking two primary targets simultaneously along with numerous secondary targets, the Spar 3c is revolutionary in that it analyzes and prioritizes threats and suggests the optimal selection of weapons with which to engage it. This is even more important given the *Stalker* carries only 20 heat sinks. If a pilot were to fire everything simultaneously, the resulting heat would shut down the 'Mech immediately and likely set off a catastrophic ammunition explosion destroying the machine and possibly even killing the MechWarrior.

**Variants:**
The -3H variant removes the large lasers in order to mount a pair of Doombud LRM-20s, each supplied with two tons of ammunition. Nothing else has been changed.

The -4N variant, introduced in 2876, is an attempt to deal with the serious overheating problem inherent in a BattleMech with some many weapon systems. By removing one of the Jackson B5c LRM-10s, along with its associated ammunition, technicians have installed an additional six heat sinks, giving the -4N a total of 26 heat sinks. At short ranges, this gives the -4N the ability to maintain an incredible rate of fire with its bevy of heavy and medium lasers. Unfortunately this comes at the expense of half of its long range capability, making the -4N in need of covering fire instead its traditional role of providing fire support. Nonetheless, the -4N is among the most dangerous short range fighters in existence.

The -4P is a time consuming and difficult solution to the structural weakness present in many ancient *Stalker* chassis. While reducing the weight of the 'Mech to 75 tons relieves the stress on the frame, it requires a significant reworking of the internals. The original Strand 255 fusion engine is replaced with a lighter 225 and the LRM-10 and ammunition from the left arm are removed. The original armor and twenty heat sinks are retained. Still, many consider the *Stalker* too valuable a 'Mech to simply strip it for parts, and many units with older chassis have chosen to convert them to the -4P in order to allow them to continue to serve on the battlefield.

**Current Manufacturers:**

Trellshire Heavy Industries
Twycross – Lyran Commonwealth

Irian BattleMechs
Shiro III – Free Worlds League

| Model | Cost | BV | PV |
|---|---|---|---|
| *STK-3F* | *7,252,925* | *1559* | *42* |
| STK-3H | 7,437,925 | 1624 | 42 |
| STK-4N | 7,090,125 | 1558 | 41 |
| STK-4P | 6,033,125 | 1461 | 39 |

**Mass:** 85 tons
**Chassis:** Titan H1
**Power Plant:** Strand 255
**Cruising Speed:** 32.4 kph
**Maximum Speed:** 54.0 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Valiant Lamellor
**Armament:**
2 x Jackson B5c LRM-10s
2 x Magna Mk III Heavy Lasers
4 x Magna Mk II Medium Lasers
2 x Thunderstroke SRM-6s
**Original Manufacturer:** Triad Technologies (2594)
**Communications System:** Cronol PR
**Targeting and Tracking System:** Spar 3c Tight Band

Type**: STK-3F Stalker**

| | | | *Tons* |
|---|---|---|---|
| Tonnage: | 85 tons | | |
| Internal Structure: | | | 8.5 |
| Engine: | Strand 255 | | 13.0 |
| Walking MPs: | 3 | | |
| Running MPs: | 5 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 20 | | 10.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 216 | | 13.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 27 | 36/11 | |
| Rt./Lt. Torso | 18 | 25/7 | |
| Rt./Lt. Arm | 14 | 23 | |
| Rt./Lt. Leg | 18 | 25 | |

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| LRM-10 | RA | 2 | 5.0 |
| Ammo (LRM) 12 | RA | 1 | 1.0 |
| LRM-10 | LA | 2 | 5.0 |
| Ammo (LRM) 12 | LA | 1 | 1.0 |
| Large Laser | RT | 2 | 5.0 |
| Large Laser | LT | 2 | 5.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| SRM-6 | RT | 2 | 3.0 |
| Ammo (SRM) 15 | RT | 1 | 1.0 |
| SRM-6 | LT | 2 | 3.0 |
| Ammo (SRM) 15 | LT | 1 | 1.0 |

**Blue Star Irregulars**
**CO: General Mona Troy**
**Homeworld: Ozawa**

# HGN-733 Highlander

**History:**
The crowning achievement of StarCorp Industries, the HGN-732 *Highlander* was unleashed on the Inner Sphere in 2592. Having a long history of successfully designing and building assault class BattleMechs, StarCorp Industries is noted for building the first ever jump-capable assault class 'Mech, the 80-ton *Emperor*. Dating back to 2442 during the infancy of BattleMech technology, StarCorp updated the design in 2612 to the EMP-6A which was reserved exclusively for use by the Royal divisions of the SLDF.

Well before they updated the *Emperor*, StarCorp introduced another 80-ton BattleMech, the LGB-0C *Longbow* in 2480. Capable of launching salvos of 40 long-range missiles at a time, the *Longbow* represents the ultimate in indirect fire support. In 2610, they updated this design as well with the LGB-0W, adding a pair of LRM-5 launchers and giving the -0W a full volley of 50 long-range missiles.

The iconic 70-ton WHM-6R *Warhammer* would be released by StarCorp in 2515 placing assault class firepower into a heavy 'Mech sized chassis.

With production facilities scattered throughout the Inner Sphere, StarCorp Industries would become one of the premiere and most prolific of the defense contractors used by the Star League. With facilities on Terra itself, along with Fletcher, Crofton, St. Ives, Son Hoa, Menke, Loburg and Emris IV, StarCorp provided military hardware not only to the SLDF, but to the Capellan Confederation, Lyran Commonwealth, Federated Suns, and the Free Worlds League.

The all of the Star League would, however, prove especially cruel to the mighty StarCorp empire as one by one their production facilities were destroyed, damaged, or simply taken over, beginning with the plant on Terra itself. Their headquarters and primary production facility on Fletcher would fall next, destroyed during the maelstrom of the First Succession War. Their facilities on St. Ives and Son Hoa would suffer such severe damage during the ongoing fighting they would both be reduced to the status of repair facilities, no longer able to produce a fully functional 'Mech on their own. Most recently, the assembly lines on Emris IV in the Free Worlds League were destroyed during Duke Anton's Revolt in 3014.

Currently, StarCorp maintains plants on Crofton and Loburg producing the *Longbow* and manufactures the *Warhammer* on both Menke and St. Ives. No longer able to produce new *Highlander* chassis, StarCorp was forced to forge an agreement with Hollis Industries to rebuild damaged *Highlanders*. Hollis Industries conducts these extensive refurbishments out of their facility on Corey. Due to the loss of technology, the old HGN-732 versions and rebuilt using readily available technology and carry the -733 designation.

The original -732 carried what many regard as the pinnacle of BattleMech weapon development, the M-7 Gauss Rifle. Capable of peeling armor off almost a full ton at a time at ranges exceeding that of even long-range missiles, the Gauss Rifle is simply stated the most devastating weapon system ever developed for a BattleMech. Supplemented with an LRM-20, SRM-6, and a pair of medium lasers along with its powerful HildCo Model 10 jump jets, the *Highlander* was designed to be able to destroy any opponent at any range and even to engage multiple targets simultaneously.

Of all of the remaining defense contractors in the Inner Sphere, StarCorp is most actively engaged in research and development. Notably, they introduced the first dedicated "ExplorerMech", the MR-6 *Marco* in 2712 and updated in 2715. This military-grade IndustrialMech was used extensively first by the SLDF and then later by the ComStar Explorer Service. To this day, StarCorp is a well-known benefactor of any organization seeking to search dead and dying worlds in hopes of discovering the secrets of the lost Star League.

**Capabilities:**
The HGN-732 *Highlander* is regarding by many as the best BattleMech ever built. Its low tech cousin, the -733 is still an extremely effective unit, although the loss of the mighty M-7 Gauss Rifle was a severe blow.

Carrying a Mydron Class B medium-heavy autocannon in place of the original M-7 Gauss Rifle, the -733 loses both range and power when compared with the original. The Holly LRM-20 and SRM-6 remain unchanged, while the Harmon Starclass medium lasers have been replaced with their common Martell counterparts. The advanced cockpit electronics have also been swapped out in favor systems still manufactured by HartfordCo Industries.

With a top speed of 54 kph, the *Highlander* is unusually nimble thanks to the inclusion of a 90 meter jump capacity courtesy of three two-ton HildCo Model 10 jump jets. In addition, special attention has been paid to strengthening the legs and associated actuators, allowing the 90-ton 'Mech to conduct a shattering Death-from-Above attack at close ranges. This attack has proved so devastating, it has become known as a "Highlander Burial" as the weight of a 90-ton BattleMech landing on a light 'Mech literally drives the target into the ground beneath. This capability gives a *Highlander* pilot a psychological advantage, as few MechWarriors are willing to close with the behemoth and risk such a attack.

For close range combat, the -733 also carries two Martell medium lasers located in the right torso. The left arm also features a hand actuators, making the *Highlander* an even more potent physical brawler. Protected with 17.5 tons of Lang Composite armor, the *Highlander* ranks second, behind only the 100-ton *Atlas* in terms of sheer protection. Thirteen heat sinks work to keep the 'Mech from overheating, more than enough given its primary weapon is a cool running ballistic weapon.

The *Highlander* is also designed to stay on the battlefield of extended amounts of time. Although all of its major weapon systems are ammunition dependent, the LRM is provided with three tons of ammunition, sufficient for 18 salvos, while both the SRM-6 and autocannon are provided with two tons. This makes the *Highlander* significantly less reliant on supply lines given its weapon load.

**Variants:**
The -733C reduces by one ton both the ammunition for the SRM-6 and the LRM-20. This allows the Mydron Class B autocannon to be upgraded to a full Mydron Model A class 20 autocannon.

The -733P exchanges the Mydron autocannon for a particle projection cannon along with seven additional heat sinks, giving the -733P a total of twenty.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *HGN-733* | *8,010,780* | *1801* | *46* |
| HGN-733C | 8,192,230 | 1857 | 47 |
| HGN-733P | 8,037,380 | 1865 | 48 |

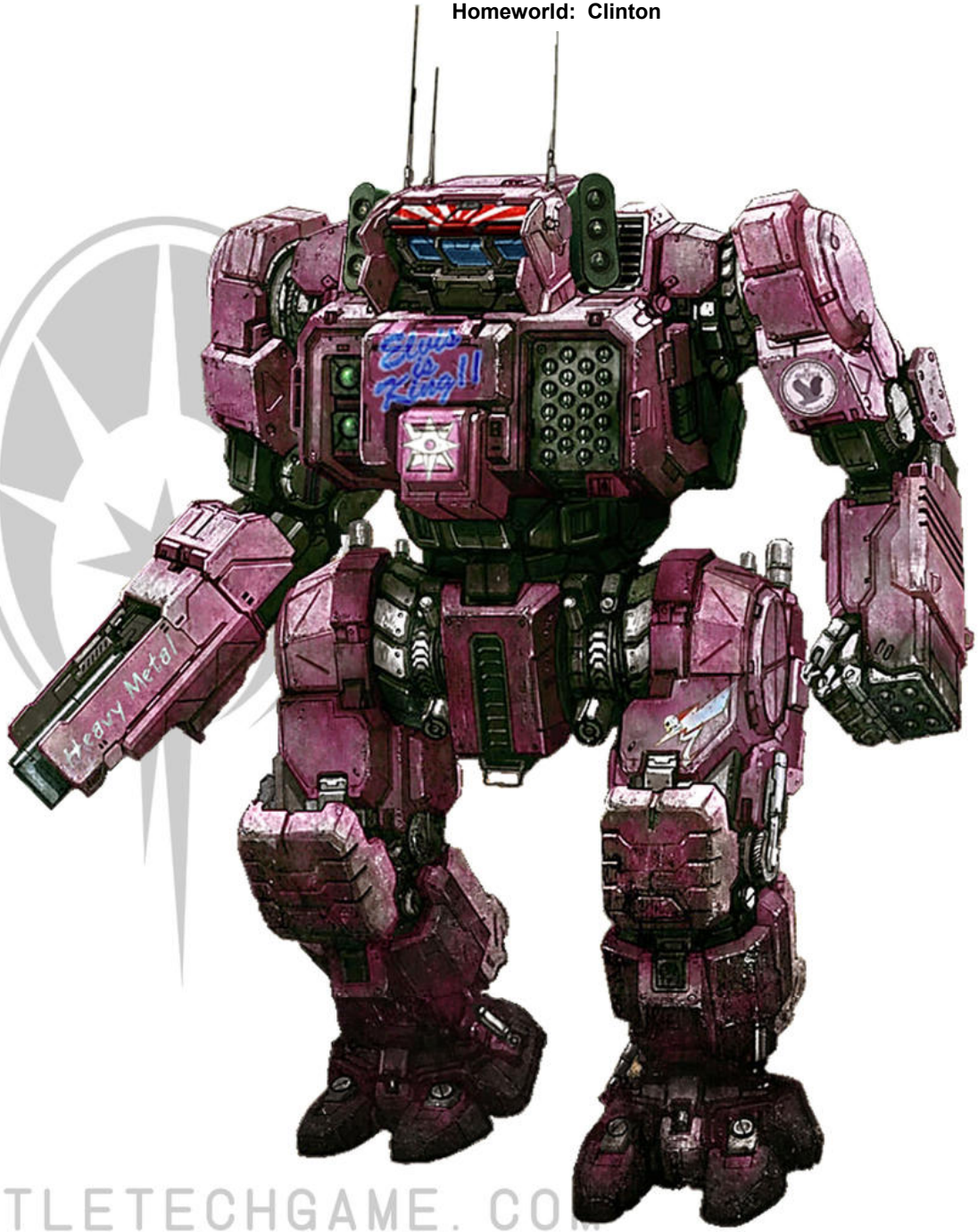
**Mass:** 90 tons
**Chassis:** Hollis-HGN
**Power Plant:** GM 270
**Cruising Speed:** 32.4 kph
**Maximum Speed:** 54.0 kph
**Jump Jets:** HildCo Model 10
**Jump Capacity:** 90 meters
**Armor:** Lang Composite
**Armament:**
1 x Mydron Class B Autocannon
1 x Holly Long Range Missile 20 Rack
1 x Holly Short Range Missile 6 Rack
2 x Martell Medium Lasers
**Original Manufacturer:** StarCorps Industries (2592)
**Communications System:** HartfordCo Com/A-7
**Targeting and Tracking System:** HartfordCo Hypertrak/Q-45

| Type: **HGN-733 Highlander** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 90 tons | | |
| Internal Structure: | | | 9.0 |
| Engine: | GM 270 | | 14.5 |
| Walking MPs: | 3 | | |
| Running MPs: | 5 | | |
| Jumping MPs: | 3 | | |
| Heat Sinks: | 13 | | 3.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 280 | | 17.5 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 29 | 41/17 | |
| Rt./Lt. Torso | 19 | 28/10 | |
| Rt./Lt. Arm | 15 | 30 | |
| Rt./Lt. Leg | 19 | 38 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/10 | RA | 7 | 12.0 |
| Ammo (AC) 20 | RT | 2 | 2.0 |
| LRM-20 | LT | 5 | 10.0 |
| Ammo (LRM) 18 | LT | 3 | 3.0 |
| SRM-6 | LA | 2 | 3.0 |
| Ammo (SRM) 30 | LT | 2 | 2.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Jump Jets | CT | 1 | 2.0 |
| Jump Jets | RT | 1 | 2.0 |
| Jump Jets | LT | 1 | 2.0 |

**Snord's Irregulars**
**Third Company – "Rhonda Snord's Irregulars"**
**CO: Captain Rhonda Snord**
**Homeworld: Clinton**



# BNC-3S Banshee

**History:**
The *Banshee* is among the first BattleMechs ever developed. Built by the Terran Hegemony in 2445, only the *Mackie*, *Emperor*, and *Kyudo* can claim to have reached production status before this 95-ton assault 'Mech. The original First Generation model, the BNC-1E, had a top speed of 54 kph and carried a particle cannon, a class 5 autocannon, two medium lasers and a single light laser. Carrying a staggering 22.5 tons of primitive armor and cooled by 16 heat sinks, the *Banshee* epitomized what an early assault class BattleMech should be.

In 2475, the Terran Hegemony updated the design, incorporating the latest advances in fusion engine design, armor and structure composites, and cockpit control electronics, giving it the BNC-3E designation. By this time a handful of other Second Generation BattleMechs had also been developed, including the familiar WSP-1A *Wasp* and ARC-2R *Archer*, along with an updated MSK-7A *Mackie* and a finalized CRS-6B *Crossbow*.

Unfortunately when the Terran Hegemony engineers brought the *Banshee* up to the standards of the time, they also addressed its major shortcoming, speed. Choosing to replace the primitive 345 fusion engine with a modern GM 380, they managed to increase the 'Mechs top speed to around 65 kph, a significant improvement.

However, the GM 380 turned out to be such a massive engine, tipping the scales at over 40 tons, that the engineers were forced to drop both secondary medium lasers as well as eliminate a ton of ammunition for the autocannon. Oddly, the engineers retained all sixteen of the original heat sinks even though with the loss of the medium lasers, the *Banshee* had little need for so many. They also kept the heavy armor, making the Banshee second only to the vaunted *Atlas* in terms of sheer protection for its time.

The final result was a faster and still well-protected but woefully under-armed, BattleMech. Nonetheless, with BattleMechs still considering an emerging technology at this point, the HAF continued to build and deploy the 95-ton behemoth.

It did not take long, however, for the *Banshee* to earn a reputation as a white elephant. Outranged by much lighter and just as mobile 'Mechs, such as the *Archer* and *Crossbow*, and outgunned by both the *Hammerhands* and *Battleaxe*, which were introduced the same year as the BNC-3E, commanders quickly began to view the 'Mech as more of a liability than an asset on the battlefield. Within just ten years of its introduction, the assembly lines building the *Banshee* were all shut down. Still, production had been prolific with over 500 *Banshees* built annually during that time.

Ironically, it is the *Banshee's* poor performance that saved it. Assigned to second-line militia units and backwater planets along the periphery, the *Banshee* saw little action during the years of the Terran Hegemony and Star League. Consequently, many of them survived to see the outbreak of the Succession Wars. Desperate for BattleMechs of any kid, and with their industrial base in tatters, the Successor Lords have been forced to pull 'Mechs from wherever they could find them to bolster their armies. For this reason, the *Banshee* can once again be found among front-line regiments after an almost 500 year hiatus.

Originally designed by Defiance Industries, engineers there, with the help of their counterparts in the Federated Suns, have recently taken another look at the ancient monster. The Lyrans have long loved assault class 'Mechs, favoring them over any other weight class and with access to the original blueprints, have recently introduced a new version. If the specifications are to any indication, the new BNC-3S will rank among the best assault class 'Mechs built today, raising the possibility that Defiance Industries may return the 'Mech to production after an almost 550 year hiatus.

Not only does this represent a significant engineering triumph, it also serves as yet another sign of the strengthening ties between the Lyran Commonwealth and Federated Suns. Having already introduced the HCT-3F *Hatchetman*, again with the help of the Federated Sun, Defiance Industries appears to be quickly regaining many of the manufacturing and design capabilities it lost during Succession War. If the BNC-3S proves as potent on the field as it is on paper, the LCAF will have a powerful new 'Mech with to pursue it longtime enemy, the Draconis Combine.

**Capabilities:**
The BNC-3S is slower than the original, topping out at just 54 kph. However the use of a smaller engine allowed the engineers at Defiance Industries to mount a truly daunting array of weapons. Carrying an Imperator-B Class 10 autocannon, along with two powerful Magna Hellstar PPCs, the BNC-3S can cut down enemy 'Mechs with ease. The damage potential only gets worse as a target gets closer. A quartet of medium lasers, along with a Harpoon-6 SRM-6 and two small lasers, await anything that manages to survive its capital weapons.

Protected by 15 tons of Starshield armor, and carrying a whopping 21 heat sinks, the BNC-3S had finally earned its rightful place among assault class BattleMechs.

**Variants:**
In the first attempt to remedy the *Banshee's* lack of firepower, House Marik altered the design and issued a field refit to its -3E Banshees in 2579. The BNC-3M removes the Imperator-A autocannon in favor of a second Magna Hellstar PPC. It also returns the two medium lasers from the original -1E model. This gives the 'Mech a much stronger array of weapons but also creates a crippling amount of heat forcing MechWarriors to carefully manage their heat levels. Nonetheless, many MechWarrior prefer it over the -3E model.

The Capellan Confederation also attempted to fix the machine issuing the -3Q refit in 2915. By removing both the Magna Hellstar PPC and Imperator-A autocannon, Capellan engineers mounted the massive Imperator Zeta-A Class 20 autocannon. They also removed four of the sixteen heatsinks, supplying the awesome weapon with astounding six tons of ammunition. The -3Q is a one trick pony, however, as the only backup weapon it has is the head mounted small laser. However, if the -3Q can close with its target, the combination of the Imperator Zeta-A and it's two battle fists can pulverize an unwary enemy in seconds.

**Current Manufacturers:**

Defiance Industries
Hesperus II – Lyran Commonwealth

| Model | Cost | BV | PV |
|---|---|---|---|
| BNC-3E | 9,522,078 | 1422 | 38 |
| BNC-3M | 9,824,328 | 1595 | 39 |
| BNC-3Q | 9,457,728 | 1394 | 37 |
| *BNC-3S* | *8,794,695* | *1751* | *45* |

**Mass:** 95 tons
**Chassis:** Star League XT
**Power Plant:** Pitban 285
**Cruising Speed:** 32.4 kph
**Maximum Speed:** 54.0 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Starshield
**Armament:**
1 x Imperator-B Class 10 Autocannon
2 x Magna Hellstar Particle Projection Cannons
1 x Harpoon-6 SRM Launcher
4 x Magna Mk II Medium Lasers
2 x Magna Mk I Small Lasers
**Original Manufacturer:** Defiance Industries (2475)
**Communications System:** Dalban Commline
**Targeting and Tracking System:** Dalban HiRez-B

**Draconis Combine Mustered Soldiery**
**Sixth Arkab Legion – "Desert Nomads"**
**CO:** ***Sho-sho*** **Stanislaus Rozurski**
**Homeworld: Arkab**

| Type: **BNC-3S Banshee** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 95 tons | | |
| Internal Structure: | | | 9.5 |
| Engine: | Pitban 285 | | 16.5 |
| Walking MPs: | 3 | | |
| Running MPs: | 5 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 21 | | 11.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 240 | | 15.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 30 | 40/17 | |
| Rt./Lt. Torso | 20 | 30/10 | |
| Rt./Lt. Arm | 16 | 21 | |
| Rt./Lt. Leg | 20 | 26 | |

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/10 | LT | 7 | 12.0 |
| Ammo (AC) 20 | LT | 2 | 2.0 |
| PPC | LA | 3 | 7.0 |
| PPC | RT | 3 | 7.0 |
| SRM-6 | RT | 2 | 3.0 |
| Ammo (SRM) 15 | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Medium Laser | RT | 1 | 1.0 |
| Small Laser | H | 1 | 0.5 |
| Small Laser | CT | 1 | 0.5 |

# AS7-D Atlas



**History:**
The *Atlas* is the most famous and easily recognized BattleMech in the Inner Sphere. Designed according to specifications laid out by General Aleksandr Kerensky himself in 2755, the 100-ton *Atlas* was built in hopes of ensuring the Star League Defense Forces' military superiority over each of the Great Houses.

It proved to be everything General Kerensky had asked for and arrived just in time to see extensive action during the Amaris Civil War. Carrying 19 tons of armor, a full four tons more than the vaunted *Awesome*, it was by far the most heavily protected BattleMech ever built and quickly became a favorite among SLDF commanders.

General Kerensky's second-in-command, General Aaron DeChavilier, numbers among the most famous *Atlas* pilots in history. While Kerensky's *Orion* kicked in the door to the Usurper's palace, it was DeChavilier's *Atlas* that absorbed the brunt of the attack that breached the protective walls surrounding the fortified palace.

Oddly enough, when General Kerensky called for members of the SLDF to join him on his Exodus, an astounding two-thirds of *Atlas* pilots refused his offer, choosing instead to serve in the armies of the Successor States. Invariably, these experienced former SLDF soldiers equipped with their assault class BattleMechs were welcomed with open arms and often given high rank, noble titles, land grants, and other gifts to sway their allegiance and many speculate this is exactly why so many *Atlas* pilots remained behind.

While originally produced at the massive Defiance Industries complex on Hesperus II, Independence Weaponry also manufactures the *Atlas* on Quentin. There is also rumored to be a manufacturing site located on one of the asteroids in the Al Na'ir system in the Draconis Combine, which is located uncomfortably close to Federated Suns controlled space.

**Capabilities:**
Carrying the massive Defiance 'Mech Hunter Class 20 autocannon in its right torso, along with four Defiance B3M medium lasers, two of which are rear mounted, and a Thunderstroke SRM-6, a single volley at close range can destroy or cripple most any other 'Mech in existence. For engaging at long range, the *Atlas* also carries a FarFire Maxi-Rack LRM-20 supplied with two tons of ammunition.

As if the weapons themselves are not intimidating enough, over a year was spent designing the 'Mech's trademark skull-like "Death's Head," making it as Kerensky himself said, "A 'Mech as powerful as possible, as impenetrable as possible, and as ugly and foreboding as conceivable, so that fear itself will be our ally."

Indeed, the mere sight of the formidable giant on the battlefield has caused countless MechWarriors, even veterans, to withdraw from battle rather than try and face it. Equipped with powerful hand actuators, there are stories of the behemoth picking up small BattleMechs and hurling them across the battlefield or even into other 'Mechs.

The *Atlas* also offers ground-to-space communications capability via a small foldable satellite dish located in the head. If it has one drawback, however, it's speed. Topping out at just 54 kph, the *Atlas* is an easy 'Mech to avoid, a choice most wise MechWarriors make. When forced to fight this juggernaut, most pilots try to maintain the greatest range possible, hoping to run it out of LRM ammunition and then bring it down with their own long-range weapons.

**Variants:**
Few companies have facilities large enough to even build assault class BattleMechs. Of these, only Independence Weaponry has demonstrated a willingness to try and improve upon the most successful assault 'Mech ever built.

But they did so only after thoroughly researching what little information was left regarding the *Atlas'* successor, the *Atlas II*. The *Atlas II* was built in 2765, ten years after the debut of the original, and it was reserved specifically for use only by the SLDF "Royal" Divisions. It is believed that Aleksandr Kerensky took every last *Atlas II* with him when he departed the Inner Sphere, along with all of the associated production information and blueprints.

What Independence Weaponry was able to determine from archival sources and rare battle ROM footage, was the weapons the monster carried. A lightweight Class 10 autocannon, a pair of extended-range heavy lasers, two state-of-the-art medium pulse lasers, along with the familiar LRM-20 and SRM-6 missile systems.

Looking to emulate the load out of the mystical *Atlas II*, Independence engineers did their best to re-create the legendary monster using available technology, releasing the AS7-RS in 2892.

Having lost the ability to manufacture the advanced weapon systems it used, engineers were forced to replace the original Luballin Ballistics autocannon with a Mydron Model B class 10 autocannon. Both missiles racks have been downgraded as well, with the –RS carrying a LRM-15 and SRM-4 instead of the larger racks found on the –D. The four medium lasers are replaced in favor of arm mounted ChisComp 43 Special heavy lasers. The speed, armor, heat dissipation capacity and ammunition allotment all remain unchanged.

Appearing just one year after it's introduction, an extremely rare variant of the *Atlas* exists equipped with a command console at the cost of the two rear mounted medium lasers and one ton of the LRM ammunition. Designated the AS7-D-DC, the command console offers extensive command, control, and communications equipment along with a full set of BattleMech controls for a second MechWarrior, almost always a commanding officer. Because these advanced 'Mechs were heavily favored by high-ranking officers, they were often singled out as targets, leaving very few units to survive to today.

**Current Manufacturers:**

Defiance Industries
Hesperus II – Lyran Commonwealth

Independence Weaponry
Quentin – Federated Suns

Yori 'Mech Works
Al Na'ir – Draconis Combine

| Model | Cost | BV | PV |
|---|---|---|---|
| *AS7-D* | *9,412,000* | *1897* | *52* |
| AS7-RS | 9,102,000 | 1849 | 48 |

**Mass:** 100 tons
**Chassis:** Foundation Type 10x
**Power Plant:** Vlar 300
**Cruising Speed:** 32.4 kph
**Maximum Speed:** 54.0 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Durallex Special Heavy
**Armament:**
1 x Defiance 'Mech Hunter Class 20 Autocannon
1 x FarFire Maxi-Rack LRM-20
1 x TharHes Maxi SRM-6
4 x Defiance B3M Medium Lasers
**Original Manufacturer:** Defiance Industries (2755)
**Communications System:** Angst Discom
**Targeting and Tracking System:** Angst Accuracy

**Lyran Commonwealth Armed Forces**
**Sixth Donegal Guards – "White Hawks"**
**CO: Colonel Seamus Kinneil**
**Homeworld: Denebola**

| Type: **AS7-D Atlas** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 100 tons | | |
| Internal Structure: | | | 10.0 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 3 | | |
| Running MPs: | 5 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 20 | | 10.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 304 | | 19.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 31 | 47/14 | |
| Rt./Lt. Torso | 21 | 32/10 | |
| Rt./Lt. Arm | 17 | 34 | |
| Rt./Lt. Leg | 21 | 41 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/20 | RT | 10 | 14.0 |
| Ammo (AC) 10 | RT | 2 | 2.0 |
| LRM-20 | LT | 5 | 10.0 |
| Ammo (LRM) 12 | LT | 2 | 2.0 |
| SRM-6 | LT | 2 | 3.0 |
| Ammo (SRM) 15 | LT | 1 | 1.0 |
| Medium Laser | RA | 1 | 1.0 |
| Medium Laser | LA | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |
| Medium Laser | CT | 1 | 1.0 |

# KGC-0000 King Crab

**History:**
Cosara Weaponries first entered the BattleMech market with the *King Crab's* little brother. The 50-ton CRB-27 *Crab*, and it's "Royal" brother, the -27b, were both released the same year, in 2719. The -27b, with its extended-range heavy lasers and dual heat sinks, was produced at Cosara's main facility on Mars while the -27, intended for use by the general SLDF army, was assembled on Northwind in what is now Federated Suns territory.

The *Crab*, armed exclusively energy weapons, quickly became popular among the line regiments of the SLDF and proved to be an especially effective raider and guerilla fighter. Possessing solid ground speed and nine tons of Leopard V Ferro Fibrous armor, the *Crab* carried the maximum amount of armor its Hollis Mark 1A chassis could support. Even lacking hand actuators and without jump jets, the *Crab's* mix of lasers and stellar protection made it one of the most popular medium class BattleMechs available and it is likely it would have gone on to become the standard medium BattleMech of the SLDF had the Amaris Civil War resulted in the dissolution of the Star League. It was also noted for being one of the most easily serviced 'Mechs and technicians soon began referring to a "Crab Walk" as any especially easy assignment.

Cosara Weaponries' second contribution to the BattleMech market came 24 years later in 2743 with the release of the 100-ton *King Crab*. While the first ever BattleMech, the *Mackie*, also weighed 100-tons, in terms of sheer size the *King Crab* is second only to HildCo Interplanetary's PLG-1N *Pillager*, with the iconic *Atlas* not coming out until 12 years later.

In fact, many believe that the *Pillager* served as the inspiration for the *King Crab* as both 'Mechs are the only ones ever built with dual class 20 autocannons. As with the later *Atlas*, General Aleksandr Kerensky himself set forth the specifications for the design. Calling for a BattleMech designed to be able to, "cripple or destroy another 'Mech in one salvo," the engineers at Cosara Weaponries proposed a "Mech which would carry a devastating Deathgiver AC/20 in each arm, along with a long-range missile rack and heavy laser for backup. Suitably impressed with the proposal, General Kerensky ordered production to begin immediately and Cosara delivered no less than three different variants of the 'Mech all in 2743.

The inclusion of the state-of-the-art Dalban Commline communications suite and Hirez-B targeting and tracking system, made the *King Crab* an excellent candidate for a command 'Mech. While the KGC-000 was intended for regular SLDF forces, the -000b was built specifically for the Royal divisions. By incorporating dual strength heat sinks into the design, Cosara engineers were able to incorporate Cellular Ammunition Storage Equipment into both torsos, double the size of the Deathgiver's magazine, and enhanced the Simpson-15 LRM Launcher with the Artemis IV fire control system.

However, the KGC-010 was the true marvel and by far the rarest and most closely guarded version of the *King Crab*. Intended specially to serve as a command 'Mech for the vaunted Star League Defense Force Royal divisions, the -010 showcased a number of now-lost innovations in weapon design and disappeared along with General Kerensky during the Exodus never to be seen again. Carrying a pair of Luballin Ballistics 10-X autocannons instead of the massive Deathgivers, the LB 10-X autocannons were provided with a stunning six tons of ammunition, including both slug and cluster rounds.

In addition to the advanced cool running long-range autocannons, each torso carried a specially modified Magna Hellstar particle cannon. These PPCs did not require the traditional barrel found on other particle cannons but instead were mounted flush with the torso and surrounded by a custom designed Holly SRM-6 missile launcher. Equipped with ten double heat sinks and armored with 19 tons of armor, the KGC-010 was perhaps the most powerful BattleMech ever built, easily capable of destroying even the vaunted AS7-D *Atlas*.

The destruction of Cosara Weaponries' headquarters on Mars by Republican forces loyal to Stefan Amaris followed by the destruction of their Northwind plant shortly thereafter in 2786 marked the beginning of the end for both the *King Crab* and it's little brother. In 2815, General Motors came into possession of the design drawings of the regular KGC-000 in a deal similar to the one between the crippled Hollis Incorporated and StarCorp Industries to rebuild damaged *Highlander* chassis. Since that time, General Motors has been rebuilding damaged *King Crab* chassis with readily available technology. These refurbished 'Mechs carry the KGC-0000 designation and lack the Ferro Fibrous armor and CASE of the original -000 model.

**Capabilities:**
Unable to build an entirely new chassis, General Motors instead rebuilds existing heavily damaged machines. This refurbishing also eliminates the Cellular Ammunition Storage Equipment and Ferro Fibrous armor of the original -000 version due to the loss of the advanced manufacturing facilities required to build them.

The weapons are also replaced with models General Motors can readily source and technicians can repair. The result is a 'Mech that largely retains the effectiveness of the original -000 design allowing the KGC-0000 to continue to serve on the battlefields of the Successor Lords.

Equipped with a pair of arm-mounted Imperator-D Class 20 autocannons, the -0000 also suffers from the same problem as its predecessor, limited ammunition. At its full rate of fire, the *King Crab* can exhaust the limited supply of ammunition for its massive autocannons in less than one minute. The Doombud LRM-15, also supplied with only a single one of ammunition, is little better, only able to fire eight salvos before needing to be reloaded.

As a backup weapon the -0000 carries a single Magna Mk III heavy laser, although it is hard to justify keeping the 100-ton 'Mech on the field after it's munitions are exhausted just to fire it.

With a top speed of 54 kph, the *King Crab* is among the slowest 'Mechs ever built but that is to be expected given its massive girth. Protected by 17 tons of Valiant Lamellor armor, only the *Atlas* can claim more to have more protection. In addition, the cockpit electronics have also been replaced in favor of less sophisticated but more easily serviced models.

Nonetheless, equipped with 15 heat sinks, the KGC-0000 retain its ability to cripple or destroy any other BattleMech in existence with a single, violent volley.

**Variants:** None.

**Current Manufacturers:** None.

| Model | Cost | BV | PV |
|---|---|---|---|
| *KGC-0000* | *9,522,000* | *1810* | *44* |

**Mass:** 100 tons
**Chassis:** Hollis Mark II
**Power Plant:** Vlar 300
**Cruising Speed:** 32.4 kph
**Maximum Speed:** 54.0 kph
**Jump Jets:** None
**Jump Capacity:** None
**Armor:** Valiant Lamellor
**Armament:**
2 x Imperator-D Class 20 Autocannons
1 x Doombud Long Range Missile Rack (15)
1 x Magna Mk III Heavy Laser
**Original Manufacturer:** Cosara Weaponries (2743)
**Communications System:** Dalban VirtuTalk
**Targeting and Tracking System:** Dalban HiRez

| Type: **KGC-0000 King Crab** | | | *Tons* |
|---|---|---|---|
| Tonnage: | 100 tons | | |
| Internal Structure: | | | 10.0 |
| Engine: | Vlar 300 | | 19.0 |
| Walking MPs: | 3 | | |
| Running MPs: | 5 | | |
| Jumping MPs: | 0 | | |
| Heat Sinks: | 15 | | 5.0 |
| Gyro: | | | 3.0 |
| Cockpit: | | | 3.0 |
| Armor Factor: | 272 | | 17.0 |
| | *Structure* | *Armor* | |
| Head: | 3 | 9 | |
| Center Torso: | 31 | 39/12 | |
| Rt./Lt. Torso | 21 | 29/10 | |
| Rt./Lt. Arm | 17 | 33 | |
| Rt./Lt. Leg | 21 | 34 | |

Weapons and Ammo:

| Type | Loc. | Critical | Tons |
|---|---|---|---|
| AC/20 | LA | 10 | 14.0 |
| Ammo (AC) 5 | LT | 1 | 1.0 |
| AC/20 | RA | 10 | 14.0 |
| Ammo (AC) 5 | RT | 1 | 1.0 |
| LRM-15 | LT | 3 | 7.0 |
| Ammo (LRM) 8 | LT | 1 | 1.0 |
| Large Laser | RT | 2 | 5.0 |

**Draconis Combine Mustered Soldiery**
**Third Pesht Regulars – "Grey Panthers"**
**CO: *Tai-sho* Kester Hsiun Chi**
**Homeworld: Pesht**

**Editor's Note: This is a transcript of a lecture delivered by Dr. Garbald Hansen in 3025 to the faculty of the Tamar War College as part of the college's reopening celebration. The Tamar War College was destroyed by Draconis Combine forces in the early 2900's, reconstruction began in 3017 and finished in 3025. After delivering this lecture, Dr. Hansen was escorted offstage by LIC operatives. He never spoke publicly again.**

"The ubiquitous medium laser. A model of efficiency. Weighing a single ton, with a heat index of three, damage rating of five, ton for ton, no other weapon system even comes close in terms of efficacy. But before we get to the true substance of today's lecture, you must be familiar with a number of technical terms.

First of all, the word 'laser' is actually an acronym. It stands for 'Light Amplification by Stimulated Emission of Radiation'. You have all undoubtedly seen the Gaussian beam of light emitted by the military grade lasers found on almost every BattleMech in the Inner Sphere, but today we are going to dig a little deeper into that beam and how it's created.

'Spatial coherence' refers to the ability of a laser to be focused on a given area while 'Collimation' refers to the ability of a beam to retain its integrity over distance. 'Temporal coherence' refers to the ability of a laser to emit light only within a specified spectrum range. 'Irradiance' is measured in watt per square meter and is, effectively, the amount of energy put on a given target surface.

Every laser consists of three major components: An energy source, commonly called the pump, a gain medium, and a series of mirrors that form an optical resonator.

Let's take a look at the Diverse Optics Type 2 medium laser, arguably the oldest laser still in production today. Only 25 years after Skobel MechWorks ushered in the age of the BattleMech with its Mackie, the Type 2's predecessor was found on the WSP-1 Wasp when it was introduced by General Mechanics in 2464.

Only seven years later, in 2471, production of the WSP-1A Wasp began. Armed in part with the Type 2, it remains a common sight on the battlefield over 500 years later. The Diverse Optics Type 2 is currently produced by every Great House with the sole exception of House Kurita. Defiance Industries, Achernar BattleMechs, Kali Yama Weapons Industries, Irian BattleMechs, and Hellespont Industrials all manufacture the classic WSP-1A armed with this model.

It is a Diode-pumped solid-state laser, meaning the gain medium is a solid, in this case a neodymium-doped yttrium aluminum garnet crystal rod, abbreviated as Nd:YAG. 'Diode-pumped' refers to the energy source used to power the laser. It is a gross simplification, but you can think of these diodes as extreme versions of the common Light Emitting Diode. Electrical current, usually produced by a fusion engine, powers this pump but other power sources can be used as well. Nd:YAG lasers typically emit light with a wavelength of 1064 nm, which is in the infrared portion of the spectrum. However, other transitions ranging between 940 and 1440 nm are also possible.

Incidentally, this is also where the laser's green color comes from. The infrared light is frequency-doubled using lithium triborate to obtain a wavelength of 532 nm, which you would recognize as 'green'.

Which brings us to the optical cavity, also called a resonating cavity or optical resonator. As we can see here, the optical cavity contains the Nd:YAG rod, aka the gain medium. On either side of the rod are a series of mirrors. Curved mirrors are placed in tandem to form multiple confocal sections with the rest of the cavity being quasi-collimated using plane mirrors. It is important to note that one of the mirror arrays is highly reflective while the other is only partially reflective. The laser beam you see originates from this partially reflective mirror array.

There are a number of different resonator types. The exact type is determined by the focal length of the mirror and the distance between them. As stated earlier, the Diverse Optics Type 2 uses a confocal arrangement, fairly common among medium class lasers. A Concave-Convex arrangement is often used in heavier class lasers, while a hemispherical or even plane-parallel configuration can be found among the lighter lasers.

Now lets take a look at the Diverse Optics Type 18 medium laser found on both the Thunderbolt and Archer. Notice that the Nd:YAG gain medium has been replaced with a Titanium-doped sapphire rod giving it a wavelength in the 660 to 986 nm range, in this case it is tuned for 800 nm, which is in the red portion of the visible light spectrum. Again we see the confocal arrangement in the optical cavity, but notice the pump.

The Type 2 pump source uses relatively simple Double Heterostructure laser diodes consisting of layers of gallium arsenide and aluminum gallium arsenide. The Type 18 improves upon that by adding a layer of indium phosphide between the other two materials creating what is referred to as a Separate Confinement Heterostructure laser diode, a much more efficient arrangement. These SCH diodes are what provide energy to the laser system.

Take a look at the Martell, Defiance B3M, and Magna II medium lasers. Generally speaking there are 38 different BattleMech models still in production today. Of these, 15, or 40%, all use one of these model medium lasers. They can be found on the Locust, Commando, Firestarter, Cicada, Trebuchet, Shadow Hawk, Wolverine, Rifleman, Jagermech, Warhammer, Marauder, Zeus, Battlemaster, Stalker and Atlas.



And they are all almost identical to the Diverse Optics Type 18 model discussed earlier. Incidentally, the Martell medium laser was first found on the Ostwar, a primitive BattleMech developed on Terra by Ostmann Industries in 2470, although it did not enter production until almost 30 years later. This is where the controversy comes in. Given the WSP-1A was

developed in 2471, one year after the Ostwar, some academics believe the Martell model is in fact the oldest continuously produced laser in the Inner Sphere, not the Diverse Optics Type 2. Unfortunately, the exact specifications of the medium laser used by the primitive WSP-1 from 2464 are lost to us, so there is no way to definitively say whether it carried a Type 2, as the subsequent model did, its prototype, or some other model all together.

Which segues perfectly into the next medium laser model, the Fuersturm-b also produced by Ostmann Industries on Terra. Found on their Ostroc, which debuted in 2511, there are a number of striking differences between it and the models currently in use. The first is the use of an advanced composite ceramic gain medium as opposed to the Nd:YAG or Titanium-doped sapphire commonly used.

But the most interesting difference is in the design of the optical cavity. While it appears to be a confocal configuration, notice the off-axis fixed insertion mirror here and the mobile pickup mirror on the other side. The causes the beam to travel in a circular zigzag path basically folding the light beam and resulting in a path-length significantly longer then that found in other models. This creates a wavelength of an astounding 1523 nm.

Also pay particular attention to the pump source. While it also uses laser diodes, the thickness of the active region in the Separate Confinement Heterostructure is so thin it acts as a quantum well. Technically speaking, the Fuersturm-b uses Quantum cascade laser diodes as its pump source. Unfortunately, between the Amaris Civil War and the First Succession War, Ostmann Industries' sole production facility was reduced to ashes by 2777 and the secrets of the diode manufacture, as well as the composition of the ceramic gain medium, went up in smoke along with it. It is interesting to note, however, that before its destruction Ostmann Industries licensed both its Ostscout and Ostsol to Kong Interstellar, but for whatever reasons both of those models used the Tronel line of lasers as opposed to the Fuersturms.

In fact just three years earlier, in 2774 on Caph, another famous BattleMech manufacturer was reduced to rubble by the excessive violence of the First Succession War. Stormvanger Assemblies, maker of the Javelin and Cyclops BattleMechs. While the Cyclops is best known for the holographic Tacticon B-2000 battle computer and Olmstead 840 tight beam communications systems, it is the Diverse Optics Type 20 medium laser that fascinates me. It is the only Type 20 to have ever been produced.

For those of you who are not familiar with Caph, it was one of the first planets settled by the Terran Alliance, and subsequently ended up in the Alliance Core region of the Terran Hegemony. The Caph Institute of Technology was located in the original planetary capital of Brunnel, and almost every major weapons manufacturer at the time had a facility on the planet. Notably, Nirasaki Computers Collective known best for its engineering work on the control systems of the SLDF Space Defense System. New Earth Trading Company, the first true interstellar corporation, maintained a regional headquarters there, and it is rumored this is where the artificial intelligence of the Casper drone ships was designed. General Systems produced the vaunted Exterminator there, used exclusively by the Royal and Special Forces Commands of the SLDF. Lang Industries, Martinson Armaments, Skobel MechWorks, and of the course the aforementioned Stormvanger Assemblies all had extensive research and manufacturing centers here. Suffice it to say, Caph was likely the most advanced center for military research and development outside of Terra itself.

But I digress. The Type 20 is revolutionary in two ways. First, the use of an Ytterbium doped glass rod as the gain medium. But second, and most importantly, is the pump source itself. Whereas all of the previous pump sources for the lasers described up to this point have been variations of the laser diode, the Type 20 actually uses a micro laser as its pump source. Note, the idea itself is not revolutionary, but the miniaturization required to assemble this complex apparatus while keeping within the traditional weight and bulk range of medium lasers is nothing short of amazing. The result is the Type 20 has an optical power output technically placing it within the range of a heavy laser, although it lacks the effective range of its much larger cousins.

Which brings me to the classification of lasers, specifically those lasers found on BattleMechs. We are all familiar with the generic groupings of light, medium, and heavy. These classes are defined first by the power output of the laser. Generally speaking, light lasers fall between .8 – 1.5 megawatts, medium between 1.5 and 3.0 MW, and heavy lasers fall between 3.0 – 5.0 MW. The power output is then plotted over distance to make the final classification. The overall weight of the laser is also factored in.

The power output is determined by the laser's peak power multiplied by the laser pulse duration. Let's return to the Diverse Optics Type 18 for a moment. The Type 18 has a peak power of 2000 megajoules and a pulse duration of 1 millisecond, giving it a power output of 2.0 MW.

Now here is the Type 20 again. Remember the Type 20 uses a micro laser as its pump source, giving it a peak power of 3000 megajoules while maintaining the same pulse duration resulting in a power output of 3.0 MW.

And here is our old friend, the Fuersturm-b. Its peak power is only 1500 megajoules, however due the superior heat dissipation properties of the ceramic gain material, it can maintain a pulse duration of twice that of the either the Type 18 or Type 20, giving it also a power output of 3.0 MW.

This next one is an Omicron 3000, carried in the right arm of the omnipresent Stinger. Introduced only eight years after the WSP-1A Wasp, it was originally produced by Earthwerks Incorporated, but has since spread throughout the Successor States, including models produced by both Coventry Metal Works and Bergan Industries. This one is remarkable in that it has a peak power of 3000 megajoules, 50% greater than that of the Type 18, and fully twice that of the Fuersturm-b, but it can only maintain a pulse duration of half of a millisecond, giving it the lowest power output of the group and just barely qualifying for the medium bracket at 1.5 MW.

So, when classifying lasers, it is critical to realize that the pulse length can be very short resulting in very high peak powers with relatively low energy, i.e. the Omicron 3000, or can be very long resulting in low peak power and high energy, such as with the Fuersturm-b.
What you are looking at now is a graph. The bottom is distance measured in meters, the vertical axis is power output in megawatts, and each colored line corresponds to a specific model medium laser. You can clearly see that both the Diverse Optics Type 2 and the Omicron 3000's power output are the first to begin to drop off. Incidentally, this is just the issue addressed in the later Omicron 4000, found on the Quickdraw. Increasing the peak power to 4000 megajoules by switching the type of laser diodes used by the pump, the Omicron 4000 delivers a power output of 2 MW. Diverse Optics addressed the same shortcoming in their Type 18 model.

Notice also the Fuersturm-b and Diverse Optics Type 20 are the best in class at maintaining power output over distance, with most of the others clustered nicely in between, with one exception.

Are there any Spider pilots out there? Well, congratulations. Among all of the medium laser models still capable of being produced by the Inner Sphere, the Abderdovey Mk III is technically at the best. Originally manufactured by Newhart Industries, their production lines were all destroyed, the last one in 2776. However, during the collapse of the Terran Hegemony, the Free Worlds League managed to obtain the blueprints for the Spider, along with the Vulcan, and charged Nimakachi Fusion Products to renew production of the two models at their plants on Lapida II and Tematagi.

The Aberdovey Mk III is remarkable for two reasons, the first having little to do with the technical specifications of the laser itself, but rather its mount. The alignment of the mirrors in the optical cavity is absolutely critical to the efficacy of the laser. As these mirror arrays drift out of alignment the power output of the laser is negatively impacted. This is often caused by excessive kinetic force, usually the result of taking damage from another weapon system, or even jumping, falling, or running on rough terrain. The battlefield is full of kinetic energy. However, the Aberdovey features integrated shock absorbers and motion dampeners to assist in maintaining the optimal mirror alignment, and hence maintain maximum performance of the entire laser assembly. In addition, special attention has been paid to the optical resonator by hermetically sealing it. This serves as an effective defense against particulates penetrating the cavity and degrading the performance of the laser by causing excessive dispersion of the Gaussian light beam and impacting the laser's collimation. A clever design requiring significantly less maintenance than other models.

As for the laser itself, its spatial and temporal coherence are exceptional. While this model uses the common Nd:YAG gain medium and a traditional confocal optical cavity, it differs from all the others in its use of high pressure Krypton flashtubes as the pump source. While not as efficient as Xenon which is capable of converting 50% of electrical energy into light, the Krypton's spectral-line output in the near-IR range very closely matches the narrow absorption-profile of Nd:YAG. Interestingly enough, the use of Krypton flashtubes also gives the Aberdovey the shortest pulse duration of any medium laser on the market today at .33 milliseconds. However, due to its spectral purity it can operate at 6000 megajoules peak power, giving it an output of 1.98 MW. It also has an unusually high irradiance due to its relatively narrow band. A fine piece of technology.

At last count, there are 19 different models of medium lasers across the 38 BattleMech models still in production. Of these, I have only spoken about eight, the other two being out of production.

Now, before I move onto the heavy class lasers, I will open the floor for questions."

[Question]

"All of the models I have described thus far operate in a continuous wave mode. Lasers can also be built to operate in a pulsed mode, such as the Star-League era Blakenburg medium pulse or the Defiance P5M medium pulse laser. The beginnings of this can, in fact, be seen in the Aberdovey's use of a Krypton flashtube as a pump source. One of the easiest ways to establish pulse mode operation is to use large capacitors to strobe the Krypton flashtube. That is to say, pulse the pump source itself, and the output of the laser will be pulsed as well. There are, of course, others techniques, such as Q-switching, but they are significantly more complex.

Next question."

[Question]

"The increased range of the Star-League era heavy laser was due in large part to the advanced gain medium used inside the optical cavity. Take the Fuerstrum-b discussed earlier. It used a composite ceramic gain medium, the production of which has been lost. However, research is already underway on a Neodymium-doped glass medium, Nd:Glass, that had the potential to remain stable under high energy conditions. In addition, the idea of using another laser as the pump source, such as we saw in the Diverse Optics Type 20, also holds great potential for significantly increasing the energy output. Consider the titanium-sapphire, Ti:Sapphire, laser. Using a light, frequency-doubled Nd:YAG laser as a pump source and a Ti:Sapphire gain medium, the theoretical energy output could potentially result in a significantly less energy loss over distance given high enough collimation.

Even more exciting is the possibility of introducing a mode-locked oscillator to the Ti:Sapphire laser."



**[Indistinct noises. The recording abruptly ends.]**

# Weapon Annex

BattleMechs are ideally suited to use energy-based weaponry. Particle cannons and lasers require enormous amounts of power. While conventional military vehicles can also mount these types of weapons, most such vehicles are powered by internal combustion engines rather than the fusion engines found in BattleMechs. Using a conventional engine to power these energy-hungry weapons requires the installation of bulky and heavy power amplifiers and heat sinks. BattleMechs, however, are designed to provide both ample power as well as to deal with the large amounts of waste heat generated by these weapons as every fusion engine features a minimum of ten integral heat sinks. In addition these weapons do not require any ammunition, allowing them to be fired as long as the heat can be effectively dissipated. Since these weapons do not require ammunition, they also eliminate the chance of enemy fire penetrating a magazine and causing a catastrophic ammunition explosion. There are also significant operating and logistical benefits to using energy weapons. Resource strapped units often find themselves spending money on ammunition that could otherwise be allocated to repair and maintenance, and in active war zones it is not unusual for ammunition itself to become scarce.

| Energy | Min. Range | Short Range | Medium Range | Long Range | Damage | Heat | Criticals | Weight | Cost |
|---|---|---|---|---|---|---|---|---|---|
| PPC | 0m (1) – 90m (3) | 0m (1) – 180m (6) | 181m (7) – 360m (12) | 361m (13) – 540m (18) | 10 | 10 | 3 | 7.0 | 200,000 |
| Large Laser | - | 0m (1) – 150m (5) | 151m (6) – 300m (10) | 301m (11) – 450m (15) | 8 | 8 | 2 | 5.0 | 100,000 |
| Medium Laser | - | 0m (1) – 90m (3) | 91m (4) – 240m (6) | 241m (7) – 270m (9) | 5 | 3 | 1 | 1.0 | 40,000 |
| Small Laser | - | 0m (1) – 30m (1) | 31m (2) – 60m (2) | 61m (3) – 90m (3) | 3 | 1 | 1 | 0.5 | 11,250 |
| Flamer | - | 0m (1) – 30m (1) | 31m (2) – 60m (2) | 61m (3) – 90m (3) | 2 | 3 | 1 | 1.0 | 7,500 |

Ballistic weapons fire high-speed, unguided projectiles designed to penetrate armor and cause damage. While they produce far less heat than energy weapons, they are much bulkier, heavier and are dependent on ammunition. However, their design and manufacture are well understood making them both plentiful and easily repairable. Most conventional vehicles carry various caliber autocannons as they do not require any additional power or heat consideration, relying instead on chemical propellants for power. As compared to energy weapons, the lightest autocannon far outranges even the particle cannon, while the heaviest autocannon can deal twice the damage of the PPC albeit at a much shorter range.

| Ballistic | Min. Range | Short Range | Medium Range | Long Range | Damage | Heat | Criticals | Weight | Cost | Shot/Ton | Cost/Ton |
|---|---|---|---|---|---|---|---|---|---|---|---|
| AC/2 | 0m (1) – 120m (4) | 0m (1) – 240m (8) | 241m (9) – 480m (16) | 481m (17) – 720m (24) | 2 | 1 | 1 | 6.0 | 75,000 | 45 | 45,000 |
| AC/5 | 0m (1) – 90m (3) | 0m (1) – 180m (6) | 181m (7) – 360m (12) | 361m (13) – 540m (18) | 5 | 1 | 4 | 8.0 | 125,000 | 20 | 90,000 |
| AC/10 | - | 0m (1) – 150m (5) | 151m (6) – 300m (10) | 301m (11) – 450m (15) | 10 | 3 | 7 | 12.0 | 200,000 | 10 | 60,000 |
| AC/20 | - | 0m (1) – 90m (3) | 91m (4) – 240m (6) | 241m (7) – 270m (9) | 20 | 7 | 10 | 14.0 | 300,000 | 5 | 50,000 |
| Machine Gun | - | 0m (1) – 30m (1) | 31m (2) – 60m (2) | 61m (3) – 90m (3) | 2 | 0 | 1 | 0.5 | 5,000 | 200 | 1,000 |

Missile systems come in two basic types, those that utilize long-range missiles and those that carry the shorter and more powerful short range missiles. Long range missile packs are among the furthest reaching weapons available, outperformed by only the lightest of autocannons in terms of range and are often used to soften up a target at distance. In addition, they are unique in that they can be fired indirectly without the need for a direct line-of-sight to the target. In such cases, a third party, often another BattleMech or even an infantry spotter, provides targeting information or polar coordinates to the firing unit. While the damage done per missile is relatively modest this is offset by the large number of missiles that can be launched in a single salvo. The largest LRM launcher can simultaneously fire twenty missiles, while the smallest pack fires only five at a time. As with ballistic weapons, missile systems rely on ammunition driving up operating costs and making the BattleMech and other units that carry them vulnerable to an ammunition explosion. The largest systems take up considerable room and weigh a substantial amount although the heat they generate is still less than that of most energy-based weapons. Ammunition can also be an issue with the larger systems as a full ton of ammunition is only sufficient for six to eight salvos, often necessitating units to carry a large magazine in order to stay on the battlefield without requiring frequent reloading.

Short range missile systems carry significantly more powerful warheads at the cost of reduced range. Launchers are available that fire six, four, or two missiles at a time and even the heaviest SRM pack can fire upwards of fifteen rounds on a single ton of ammunition. Short range missiles are particularly effectively for exploiting existing breaches in a target's armor as they disperse across an area, rather than clustering as with long-range missiles. Unlike long range missiles, short range missiles fire directly rather than using a ballistic launch angle and cannot be used for indirect fire support.

| Missile | Min. Range | Short Range | Medium Range | Long Range | Damage | Heat | Criticals | Weight | Cost | Shots | Cost/Ton |
|---|---|---|---|---|---|---|---|---|---|---|---|
| LRM-20 | 0m (1) – 180m (6) | 0m (1) – 210m (7) | 211m (8) – 420m (14) | 421m (15) – 630m (21) | 1/missile | 6 | 5 | 10.0 | 250,000 | 6 | 30,000 |
| LRM-15 | 0m (1) – 180m (6) | 0m (1) – 210m (7) | 211m (8) – 420m (14) | 421m (15) – 630m (21) | 1/missile | 5 | 3 | 7.0 | 175,000 | 8 | 30,000 |
| LRM-10 | 0m (1) – 180m (6) | 0m (1) – 210m (7) | 211m (8) – 420m (14) | 421m (15) – 630m (21) | 1/missile | 4 | 2 | 5.0 | 100,000 | 12 | 30,000 |
| LRM-5 | 0m (1) – 180m (6) | 0m (1) – 210m (7) | 211m (8) – 420m (14) | 421m (15) – 630m (21) | 1/missile | 2 | 1 | 2.0 | 30,000 | 24 | 30,000 |
| SRM-6 | - | 0m (1) – 90m (3) | 91m (4) – 240m (6) | 241m (7) – 270m (9) | 2/missile | 4 | 2 | 3.0 | 80,000 | 15 | 27,000 |
| SRM-4 | - | 0m (1) – 90m (3) | 91m (4) – 240m (6) | 241m (7) – 270m (9) | 2/missile | 3 | 1 | 2.0 | 60,000 | 25 | 27,000 |
| SRM-2 | - | 0m (1) – 90m (3) | 91m (4) – 240m (6) | 241m (7) – 270m (9) | 2/missile | 2 | 1 | 1.0 | 10,000 | 50 | 27,000 |


*One of two experimental Argo-class Habitat Stations in orbit around an unnamed planet. Intended to serve as a mobile base for exploration, the Argo-class features a prototype docking collar allowing small DropShips to dock with the craft. A Leopard-class DropShip can be seen docked with the Argo-class as a second Leopard-class DropShip departs for the planetary surface. The Argo-class is docked with traditional JumpShips for transport between star systems. Built by Boeing Interstellar, the first Argo-class disappeared on its maiden voyage to the rimward Periphery in 2762. A second hull was damaged by a terrorist attack before completion and subsequently scrapped.*